



AnetHelpTool

WYSIWYG *help authoring system*

AnetHelpTool

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Introduction

AnetHelpTool is a software tool for the creation of Help systems for MS WINDOWS-based applications. It provides an easy and pleasant development process which saves time and increases your help-writing efficiency. It also greatly simplifies design since the program is fully WYSIWYG and looks exactly like an actual help file.

To create output file (in .HLP format) the external Help Compiler 3.1 is used. This Help Compiler is part of most programming systems designed for creating WINDOWS applications. The Help Compiler uses two input file formats: .RTF format for data and .HPJ format for project files. Both these files are generated by AnetHelpTool. To support linking of the created Help file with user's programs AnetHelpTool also creates include file of .H format.

AnetHelpTool has its own internal word processor based on multifont and multicolor text box control (ALLText control), which provides full WYSIWYG on-line presentation. It's engine provides easy creation of all necessary files you may need to make a professional help file.

Creation of a Help File

A Help file provides users with information about an application. Using AnetHelpTool, the creation of a Help file for a Windows application is accomplished by the following major tasks:

Gathering information for the Help topics and planning the Help file.

Writing the text for the Help topics.

Making all required reference links.

Building the Help file.

Testing and debugging the Help file.

Programming the application so that it can access Windows Help.

How to Include Fonts and Colors

First select the text you wish to have in a different font or color. Then select **Font command** from the **Format Menu**. A dialog box will appear, offering a choice of Fonts, character sizes, and attributes such as Regular, Bold, Italic, and Bold Italic. After you have made your choice select **OK** or select **Cancel** to quit.

There is the ability to save existing fonts quickly and assign these stored font attributes to selected text:

- To save font locate cursor to text with this font and press **Ctrl-[0...9]**, for example **Ctrl-1** or **Ctrl-2**. In this way you can save attributes of ten fonts in the computer memory.
- To assign stored font attributes to some text, select this text and press **Alt-[0...9]**. Digit should correspond to previously stored font. For example if you store font by pressing **Ctrl-5**, you can assign these font attributes by pressing **Alt-5**.

In order to change the color of a selection, choose **Color command** from **Format menu**. Choose any color from the Color Palette presented. Then press **OK**.

Note:

1. All options described above are also available from the buttons on the toolbar. Their functions are obvious from their symbols.
2. Once you have changed font attribute the font keeps the new feature thereafter until you alter it again. But if the cursor touches a text portion which has different attributes, the font automatically shares these new features. The leftmost Font button in the toolbar continuously displays the font of the text portion on which the cursor is located. Each time you Create the New Window, the font will display the last fixed features.

Making and Removing Links

Before you can create reference links you must create at least one Topic. In order to make a reference link, select the text or graphic reference (**bmc**, **bml** or **bmr**) that you wish to make the activator by dragging the cursor over it with the left button pressed. Then choose [To Topic command](#) from [Link menu](#) to load Create New Link dialog box, this allows you to link selected phrase with desirable topic.

If you select To Program instead of [To Topic](#) in the procedure described above, AnetHelpTool will link the selected text with any external executable file (which has .BAT, .COM, .EXE or .PIF extension).

You may check the validity of the link created both in Design and Runtime modes. As long as you are in Design mode, put the cursor on the hotspot and choose [Jump command](#) from the [Link menu](#). This will cause a jump to the destination topic. In order to remove the existing link, highlight the whole hotspot and choose [Remove command](#) from the [Link menu](#).

The Runtime mode is convenient for quick Testing of a Help Project prior to compiling it. In Runtime mode, double clicking the hotspot will cause a jump to the destination topic.

Inserting Graphical Objects

AnetHelpTool supports the following graphical formats:

bitmap	(with .bmp extension)
metafile	(.wmf)
hypergraphic	(.shg)
multiple resolution bitmap	(.mrb)

You can include graphical images in your help file using the [Insert Object command](#) from the [Edit menu](#). In order to insert graphical object, place the cursor where you want the graphic to appear and select [Insert Object command](#) or click the [Insert Object button](#) on the toolbar. In [Insert Object dialog box](#) enter graphic's file name, select the method for including graphic and press [OK button](#).

There are two methods for including graphics in Help file:

- Embed bitmap or metafile directly in the topic text as OLE object.
In this case you can see the graphic in the topic text, but you can't wrap text around this graphic (it is treated the same as a character). To modify this graphic you must edit it in your graphic application and then reimport it into AnetHelpTool. Also you must have OLE server that allows embed graphic in topic text (to embed .BMP files you should have MS PBRUSH, and for embedding .WMF files - CorelDraw for example).
- Create graphic reference in topic text.
In this case you can't see the graphic in AnetHelpTool topic text, but you have the widest range of options for displaying text and graphics. You can treat graphic as a character or wrap text around the graphic's left or right edge. You can include hypergraphics (created with the Hotspot Editor) only by reference. Including the same graphic by reference in several places in your topic file adds only one copy of graphic in the compiled Help file. For correct compilation of referenced graphics you should enter location of graphics files in [Option dialog box](#).

For creating graphic reference the following syntax is used:

{command *filename*}

You can use three commands in graphic reference.

bmc - Aligns graphic as a character.

bml - Aligns the graphic at the left margin of text; text wraps along the graphic's right edge.

bmr - Aligns the graphic at the right margin of text; text wraps along the graphic's left edge.

The ***filename*** should include only file name, not the file's full path.

[How to Edit Topic Attributes](#)

If you want to change any aspect of a Topic, for example, alter the Keywords, or change the Context String, select Attributes command from the Topic menu. A dialog box will appear with the option to edit the item. All of the items refer to the current topic. You can access the aspects of any other topic just by selecting its title in Topic list and thus making it the current topic.

Each topic may have a number of keywords related to it. There are two list boxes in a dialog box. One of them (Keywords List) contains a list of all existing keywords of the Help system. The other list box (Topic Keywords) contains the keywords related to the topic being edited. You can move any keyword to a different box using the arrows in between. If there is no appropriate keyword you can add it by clicking Add button. In the dialog box fill in the new keyword you wish to add and press OK.

If you decide to remove a keyword from your Help project, select one from Keywords List and press Delete. Delete button affects only that list box. Once you have pressed Delete the keyword will be detached from all topics which it previously related to and be removed.

See also [Topic Attributes Dialog Box](#).

Paragraph Formatting

It is convenient to set the tabulation for a text portion you want to display as a table. You can do so either by choosing [Tabs command](#) from [Format menu](#) or using the mouse. To perform it through the menu call the [Tabs dialog box](#). If you want a table with the regular field spaces set the Default Tab Stops value. Each time you press the tabulation button, the cursor will jump to the nearest Tab Stop position. If you are going to make irregular Tab Stops, in the Tab Stop Position text box define the number for the position where you want to jump when pressing the tabulation button. Every entry should be collected in a list box by pressing Set button. The ruler under the toolbar helps you to choose the number correctly. These numbers correspond to those on the ruler. For example, the numbers 3 and 7 in the Tab Stop Position list box mean the cursor will jump to the places which correspond to the projections of those values of the ruler when you press the tabulation button twice consecutively. Depending on the Alignment section setting (left, right or centered) the text can be typed to the left, right or centered from the Tab Stop position. After the cursor has passed your last random Tab Stop position the Default setting will work. Note, the default setting is not indicated by the Tab Stop markers.

It is much easier and faster to set the random Tab Stops with the mouse. First set the Tab Stop alignment type you want (left, right or center) by clicking left mouse button on the indicator at the beginning of the ruler. Then click the left button anywhere on the ruler to set the specified Tab Stop. Every Tab Stop can have a different alignment type. To remove a particular marker just click on it with the right mouse button.

The [Paragraph command](#) from [Format menu](#) enables you to specify general and first line indentation in various space units (centimeter or inch). It also provides paragraph interspace settings and paragraph alignment type. These alignment types are also available from the buttons on the toolbar. Their functions are obvious from the symbols on the buttons.

In order to align paragraph it is necessary to anchor the cursor on the paragraph. Then choose the way you want to align. Use [Paragraph command](#) from [Format menu](#) or choose appropriate alignment button from the toolbar to make paragraph(s) align specifically.

AnetHelpTool provides the following ways of alignment:

Centered
Justified
Left justified
Right justified

See also [Paragraph dialog box](#).

[How to Remove a Topic](#)

To delete a topic(s) from your project, select [Delete command](#) from [Topic menu](#). A [Delete Topic\(s\) dialog box](#) will allow you to collect titles of topics you wish to remove in a Remove Topic(s) list box. All titles of topics available are presented in a Topics List box. You can direct any title from box to box using arrows located in between.

You can preview any topic selected if you press [Preview button](#). The Preview window is somewhat static and doesn't alter during scrolling through topic titles. Any time you want to refresh this window press [Preview](#).

To confirm your choice press [OK](#). Once you press [OK](#) the topic and all interrelated links will be deleted.

Runtime Testing

AnetHelpTool provides very convenient and time saving hot testing technology of Help projects in WYSIWYG presentation without running Help Compiler. Select [Runtime command](#) from [Mode menu](#). Double clicking on a hotspot will cause a jump to the destination topic, display of a pop-up window or running an external executable program just as will an actual Help file.

Making Help File

In order to create an output file (in .HLP format), the external Help Compiler is used. The Help Compiler uses two input file formats: .RTF format for data and .HPJ format for project files. AnetHelpTool automatically generates both these files prior to running the Help compiler. Also in order to support linking of the created Help file with the user's program, AnetHelpTool creates an include file in .H format.

When a topic file has been prepared it is very easy to make the Help file. First switch to Runtime Mode. Then the [Compile menu](#) will be accessible. Select [Batch Processing command](#) in [Compile menu](#). AnetHelpTool will automatically produce all necessary input files for the Help Compiler, create include file, run Help Compiler to make the output Help file and run WinHelp.exe in order to display the last generated help file.

If you wish to make help file step-by step, choose [Create RTF, HPJ and H Files](#), [Compile](#) and [Run WinHelp](#) commands successively.

Each time you perform these actions AnetHelpTool deletes the previous intermediate files. Cycling the help authoring system restores these documents. You don't need to update the files. It will be done automatically.

Creation of a New Topic

To make a help file you must have created at least one Topic. To create a new topic choose [New command](#) from [Topic menu](#). The Topic Attributes dialog box will appear. Each topic is specified by its Title, Context String and a Keyword and the presence of a nonscrolling region. For best use of AnetHelpTool's potential it is a good idea to fill in all the topic attributes. By default "Title n" and "Context_String_n" (where n is a successive integer) will be assigned to the "Topic" and "Context String" text boxes respectively. If you decide to display the topic as a pop-up window be sure not to choose "Nonscrolling region" check box. Otherwise only the nonscrolling area will be displayed.

Each topic may have a number of keywords related to it. There are two list boxes in a dialog box. One of them (Keywords List) contains a list of all existing keywords in the Help system. The other list box (Topic Keywords) contains the keywords related to the topic being edited. You can move any keyword to a different box using the arrows in between. If there is no appropriate keyword you can add it by clicking [Add button](#). In the dialog box fill in the new keyword you wish to add and press [OK](#).

Press [Close](#) if you wish to complete the new topic. An empty window will appear which is the new topic space. You can type in and edit your material for that topic.

Note: AnetHelpTool considers the first topic created as a contents screen. The Contents screen appears first when Help file is run.

How to Launch a program

You can run programs from within your Help file. A program can be launched by creating a hotspot link using a word, phrase or graphic reference (bmc,bml or bmr). Select the text or graphic reference using the left mouse button, then choose [To Program command](#) from [Link Menu](#). You will be presented with a Link to Program dialog box requesting the program details. Enter the program name or choose it browsing. After pressing [OK](#) the selected text will become hotspot which appear green and underlined. The cursor pointer becomes a handshape when going over a hotspot and in a bottom window the destination topic title appears.

Help Topic

A Help topic is a distinct unit of information. Windows Help displays only one topic at a time. A user can view any topic in a help file by using a link to the topic or searching for keywords associated with the topic. Within a Help topic, there may be one or more jumps on which you can click to display another Help topic. A Help topic file typically contains multiple Help topics.

Topic Title

Typically every topic should have a name (title). AnetHelpTool uses titles to present the topics in a number of dialog boxes. Topic titles can be up to 80 characters in length. Strings longer than 80 characters are truncated by AnetHelpTool. A valid topic title may contain alphanumeric characters A-Z and 0-9.

Context String

Context string is an identifier for each topic in the Help system. Each context string must be unique. A given context string may be assigned to only one topic within the Help project; it cannot be used for any other topic. Context string provides the way to make jumps from topic to topic or to display look-up boxes, such as word and phrase definitions.

Context strings are not case-sensitive and can be up to 80 characters in length. Valid context strings may contain the alphabetic characters A-Z, the numeric characters 0-9, and the underscore (_).

Keyword

WinHelp application allows users to search for topics with the use of keywords assigned to the topics. When the user searches for a topic by keyword, WinHelp matches the entered word to keywords assigned to specific topics. If more than one keyword is defined for a topic, a search is performed on all of them. WinHelp then lists matching topics by their titles in the Search dialog box. More than one topic can have the same keyword. Because a keyword is a fast way to access Help topics, it is convenient to assign keywords to most topics in a Help system.

Keyword field consists of any combination of characters including spaces. Keyword string can be up to 80 characters in length.

System Requirements

Hardware Requirements

Personal Computer using an 80386 or higher microprocessor.

2 MB RAM (4 MB recommended)

EGA, VGA, super VGA, XGA, 8514/A or compatible video graphics card.

Mouse.

Software Requirements

MS DOS operating system version 3.1 or later.

Microsoft Windows version 3.1 or later.

Microsoft Windows Help Compiler version 3.1 or higher.

Toggles boldness of a selection.

Toggles between regular and italic font styles.

Toggles underline feature of a selection.

Toggles strikethrough feature of a selection.

Calls Insert Objects dialog box to insert an object in cursor position.

Calls Color dialog box to change color of a selection.

Toggles the shadow feature of a selection.

Justify a paragraph to the left margin.

Justify a paragraph to the right margin.

Center a paragraph. Centered paragraph
keeps the feature even if window is resized.

Justify both left and right edges of a paragraph.
Note, Help Compiler does not support this feature.

Nonscrolling Region

Nonscrolling region (NSR) may contain text or graphic which has a fixed location at the top of a topic. Even if the topic is more than a full screen you can scroll throughout the main window with the NSR staying in place. Note that a NSR can be created only if the topic containing NSR will be displayed as a jump window, not a pop-up.

To create a NSR select "Nonscrolling Region" check box in a Topic dialog box.

Remove subscript or superscript feature of a selection.

Make selection a subscript.

Make selection a superscript.

Creating New Topic

Insert Image

Change Font and Font Attributes

Format Paragraph

Menu Commands

File Menu

Mode Menu

Edit Menu

Format Menu

Link Menu

Topic Menu

History Menu

Options Menu

Compile Menu

Help Menu

File menu

New...

Open...

Save

Save as...

Compact...

Repair...

Information

Exit

New Command (File menu)

Open a new help project file and save the current one.

Open Command (File menu)

Load a help project file (with .MDB extension)
and save the current one.

Save Command (File menu)

Compact and save the current help project file.

Save as Command (File menu)

Compact and save the current help project file under different name.

Compact Command (File menu)

Defragment the help project file (with .MDB extension).
The compacted project typically shows better performance.

Repair Command (File menu)

Repair corrupted project file. Project file may become corrupted if AnetHelpTool quits unexpectedly.

Exit Command (File menu)

Save current help project file and quit the program.

Information Command (File menu)

Information on current help project file.

Mode menu

Design

Runtime

Design Command (Mode menu)

Toggle to Design mode.
Enables editing a help project.

Runtime Command (Mode menu)

Toggle to Runtime Mode.

Runtime Mode enables performance of following tasks:

- hot testing of a help project;
- making output help file.

Edit menu

Undo

Cut

Copy

Paste

Insert Object...

Undo Command (Edit menu)

Use Undo to reverse unwanted recent changes.
Current project changes to last saved project file.

Cut Command (Edit menu)

Cut selection and place it on a Clipboard.

Copy Command (Edit menu)

Copy selection and place on a Clipboard.

Paste Command (Edit menu)

Paste selection from a Clipboard to the cursor position.

[Insert Object Command \(Edit menu\)](#)

Open Insert Object dialog box to place graphic object into the Help topic text.

Format menu

Font...

Color...

Shadow

Underline

Strikethrough

Paragraph

Font Command (Format menu)

Open a dialog box to change font attributes for a selection.

Color Command (Format menu)

Open a Color dialog box to change color of a selection.

Shadow Command (Format menu)

Toggles the shadow feature of a selection.

Underline Command (Format menu)

Toggles the underline feature of a selection.

Strikethrough Command (Format menu)

Toggles strikethrough feature of a selection.

Paragraph Command (Format menu)

Open a Paragraph dialog box to set specific paragraph attributes for current paragraph or for selected text .

[Link menu](#)

[To Topic](#)

[To Program](#)

[Jump](#)

[Remove](#)

[To Topic Command \(Link menu\)](#)

Open a Create New Link dialog box to make reference link between a particular topic and a selection.

To Program Command (Link menu)

Open a Link to Program dialog box to make reference link of a selection with an executable program.

[Jump Command \(Link menu\)](#)

Make jump to destination topic.

Use this option to trace a link in Design mode.

Remove Command (Link menu)

Delete all reference connections of a selected hotspot.

[Topic menu](#)

[New...](#)

[Attributes...](#)

[Delete...](#)

[Search...](#)

[Browse...](#)

[Browse Sequences...](#)

[Next](#)

[Previous](#)

[New Command \(Topic menu\)](#)

Open Create New Topic dialog box to create new topic sheet.

[Attributes Command \(Topic Menu\)](#)

Open a Topic Attributes dialog box to edit topic attributes.

[Delete Command \(Topic Menu\)](#)

Open a Delete Topic dialog box to remove any specified topic.

[Search Command \(Topic Menu\)](#)

Open a Search dialog box to search topic from a keyword.

[Browse Command \(Topic Menu\)](#)

Open a Browse dialog box to jump to any topic from the list.

Next Command (Topic Menu)

Save the current topic and display the next one.

[Previous Command \(Topic Menu\)](#)

Save the current topic and display the preceding one.

[History menu](#)

[Content](#)

[History List](#)

[Back](#)

[Contents Command \(History menu\)](#)

Make jump to Contents.

History List Command (History menu)

Displays the history list, which shows the last 40 topics the user has viewed since opening a Help file in Windows Help.

[Forward Command \(History menu\)](#)

Display the topic next to current from History List.

[Back Command \(History menu\)](#)

Display the previous topic in the Back List. The Back list includes the last 40 topics the user has displayed since opening current project help file.

Options menu

Open an Options dialog box to set operational parameters.

Compile menu

Create RTF, HPJ and H files

Compile

Run WinHelp

Batch Processing

Create RTF, HPJ and H files Command (Compile menu)

Prepare files necessary for Help Compiler to run.

Compile Command (Compile menu)

Run Help Compiler to make output help file. The Help Compiler uses last created .RTF and .HPJ input files.

Run WinHelp Command (Compile menu)

Run Windows WinHelp.exe to display
last created output help file.

Batch Processing Command (Compile menu)

Perform creation of all necessary intermediate .RTF, .HPJ and .H files, make output help file and run Windows WinHelp.exe to display last created output help file.

[Help menu](#)

[Contents](#)

[About...](#)

Contents Command (Help menu)

Run Windows WinHelp program
to display contents for AnetHelpTool Help.

About Command (Help menu)

Display copyright information.

How to Make Context Sensitive Help calls

Context sensitive help call provides connection between the user's actual working situation and the associated help topic. It lets the user press F1 for Help on the item that currently has the focus.

AnetHelpTool generates an include file (of .H format) to connect the help system with the programmer's application. You can view the .H file using e.g. Notepad. AnetHelpTool assigns succeeding numbers to topic context strings. The number is an output parameter which should be assigned to the appropriate control context ID by application developer .

AnetHelpTool Proposal Features

Next version of AnetHelptool will support the following features:

1. Importing texts from RTF files (now you can do it by using Clipboard only).
2. Support for multyfiles Help project.
3. Creation of Secondary Windows.
4. Build tags support.
5. Creation user menu and user buttons for Help file.

Gathering information for the Help topics.

Planning the Help file.

Before you begin gathering information and planning your help system, you should classify the users to whom the help file is addressed. Novice users need detailed information on the terminology, interface and accomplishing of a specific task. Experienced users prefer to use a Help file to look up reference information. If you are providing Help file for all types of users you need to document all application-specific features, functions, statements, syntax and other relevant aspects.

A help system should include Help topics, a contents screen and a keyword list. First of all you should identify the topics you want to include into the Help system. Plan the contents screen to provide an overview for the Help system. The contents screen appears first when the help file is run. AnetHelpTool considers the first topic created as the contents screen topic. Then you should decide how to combine these topics into a useble structure. Keywords assigned to topics help to find a specific piece of information quickly.



Who are we?

This product is copyrighted by

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Distribution Notes

This product is distributed in the following files:

AHTOOL3.EXE
AHTOOL3.HLP
ATX30H.VBX
CMDIALOG.VBX
CMDIALOG.DLL
HC31.PIF
LSTR.DLL
MSAJT112.DLL
MSAJT200.DLL
THREEDVBX
VBDB300.DLL
VBRUN300.DLL

Create New Link Dialog Box

To Topic Command (Link menu)

Enables link to selected phrase with some topic.

To call this dialog box select phrase you want to make cross-reference link in topic text and click [To Topic](#) command from [Link](#) menu.

Box Options

- **Come From**

Displays title of topic where jump term is placed.

- **Hotspot**

Displays jump phrase itself.

- **Go to**

Text box displays title of topic that is the target of the jump.

- **Topics**

Lists all topic titles except current one. Select target topic and doubleclick.

- **Topic Preview**

Displays the context of topic highlighted in the [Topics](#) list if [Show text](#) options is checked.

- **Jump**

- ☒ Destination topic will be displayed in normal topic window.

- **Pop-up**

- ☒ Destination topic will be displayed in pop-up window.

- **Show Text**

- ☒ Makes visible [Topic Preview](#) box.

- ☐ Makes invisible [Topic Preview](#) box.

Delete Topic(s) Dialog Box

Paragraph Command (Format Menu)

Deletes any topic(s).

■ **Box Options**

■ **Topics**

Select topic you want to delete and doubleclick it or press [---](#)> button. Highlighted topic will be placed into [Remove Topic\(s\)](#) list.

■ **Remove Topic(s)**

Lists topics you want to delete. To return topic to the [Topics](#) list select this topic and doubleclick it or press <[---](#) button.

Command Buttons

■ **Preview**

Shows the context of topic highlighted in the [Topics](#) or [Remove Topic\(s\)](#) lists in the top text box.

■ **[---](#)>**

Moves highlighted topic from [Topics](#) list into the [Remove Topic\(s\)](#) list.

■ **<[---](#)**

Moves highlighted topic from [Remove Topic\(s\)](#) list into the [Topics](#) list.

Font Color Dialog Box

Color command (Format Menu)



Button

Change font color either for the text selection or for the font used thereafter in the new paragraph.



Box Options

■ Colors

Select button with color you want to assign and push **OK** button.

Browse Topics Dialog Box

Browse Command (Topic Menu)

Enables user to navigate through the topics. Double clicking on any item will jump to that topic.

[Link to Program Dialog Box](#)

To Program Command (Link Menu)

Links any executable program (.bat, .com, .exe, or .pif files) with selected phrase.

■

Box Options

■ **Program name**

Enter the program name you want to link with selected phrase in the topic window. You can type program name into the text box or use [Browse](#) button to select program in the Browse Dialog box.

■ **Command line**

Enter command line for program in the [Program name](#) text box. The command line text is optional.



Command Buttons

■ **Browse**

Opens Browse Dialog box that allow you to select program name.

See also [Making and Removing Links](#).

Tabs Dialog Box

Tabs Command (Format Menu)

Controls the position and alignment of tab stops.

■ Box Options

■ Tab Stop Position

Lists any tab stops that are set in the current paragraph or in the selected paragraphs.

To create a new tab stop, press [Set](#) button and type the measurement.

To change a tab stop, select it and then type a measurement.

To delete a tab select it and press [Clear](#) button.

■ Default Tab Stops

Indicates the spacing between the default tab stops.

Microsoft Help Compiler sets all default tab stops to the value 1.27 inch, so this field cannot be edited.

■ Tab Stops To Be Cleared

Lists the tab stops that will be cleared when you choose the [OK](#) button.

■ Alignment

Indicates the alignment of text at the highlighted tab stop.

■ Left

Extends text to the right from the tab stop.

■ Center

Centers text at the tab stop.

■ Right

Extends text to the left from the tab stop. If text fills the space to the left of the tab stop, the text often extends to the right.

Command Buttons

■ Set

Adds selected tab stop position in the [Tab Stop Position](#) box. The new tab stop assumes the selected [Alignment](#) option.

■ Clear

Removes the position selected in the [Tab Stop Position](#) box from Tab list and inserts it next to [Tab Stops To Be Cleared](#).

■ Clear All

Removes all custom tab stops from Tab list.

See also [Paragraph Formatting](#).

History Dialog Box

History List Command (History Menu)

The History list contains the Topic titles presented in the order viewed. You can jump to any of them by double clicking or by pressing Enter.

Paragraph Dialog Box

Paragraph Command (Format menu)

Modifies paragraph indents, text alignment, and paragraph spacing for current or selected paragraphs.

■

Box Options

■ Units

Select measurement you want to have for all paragraph and tab settings.

■ Indentation

Determines the position of text in relation to the left and right margins.

■ Left

Type or select the distance you want to indent a paragraph from the left margin.

■ Right

Type or select the distance you want to indent a paragraph from the right margin.

■ First Line

Type or select the distance you want to indent the first line of each selected paragraph from the left indent.

■ Spacing

Determines the amount of space between paragraphs.

■ Before

Type or select the amount of space you want above the first line of each selected paragraph.

The amount must be a positive decimal measurement.

■ After

Type or select the amount of space you want below the last line of each selected paragraph.

The amount must be a positive decimal measurement.

■ Alignment

Determines the position of a paragraph text in relation to the indents. To align text relative to the left and right margins, make sure that the paragraphs are not indented.

■ Left

Aligns text of paragraphs at the left indentation.

■ Centered

Centers text of paragraphs between the left and right indentations.

■ Right

Aligns text of paragraphs at the right indentation.

■ Justified

Expands spaces in the lines to align text evenly between the left and right indentations.

Note. Microsoft Help Compiler ignores this setting.

Command Buttons

See also [Paragraph Formatting](#).

Insert Objects Dialog Box

Insert Object Command (Edit Menu)



Button

Includes graphics into a topic text.

■ Box Options

■ Alignment

Sets the alignment options for displaying text and graphics if you want to include graphics as [Reference](#).

■ As Character

Aligns the graphic as character. Includes into text a reference of **bmc filename** type.

■ At Left Margin

Aligns the graphic at the right margin. Text wraps along the graphic's left edge. Includes into text a reference of **bml filename** type.

■ At Right Margin

Aligns the graphic at the right margin. Text wraps along the graphic's left edge. Includes into text a reference of **bmr filename** type.

■ Insert as

Sets the method for including graphics in topic text.

■ Object

Places graphics directly in topic text.

■ Reference

Places graphic reference in topic text.

■ Picture File Name

Type file name of graphical object you want to include in topic text or use [Browse](#) button to select file in the Browse Dialog box.

Command Buttons

■ Browse

Opens Browse Dialog box that allows you to select picture file name.

■ Preview

Displays picture from [Picture File Name](#) text box in the picture box.

See also [Inserting Graphical Objects](#).

Options Dialog Box

Options Menu

- **Box Options**

- **Autosave**

Each time you leave the Topic:

- the program will save topic text automatically.
- the dialog box will offer you the alternative to save the topic or skip the changes.

- **Sort Topic Lists**

- All topic lists in the program will be sorted by topic title.
- Topic lists will be sorted by time of creation.

- **StartUp mode**

Determines the default mode for the AnetHelpTool being launched.

- **Runtime**

Any project file will load in Runtime Mode.

- **Design**

Any project file will load in Design Mode.

- **Directories**

Defines directories where you want to work.

- **Source directory** - Default directory for the AnetHelpTool file dialog boxes. For example, when you select Open command from the File menu, the dialog box will display the files of the Source directory.

- **Output directory** - Directory AnetHelpTool uses to store its intermediate files (.RTF, .H, .HPJ, etc.).

- **Picture Directories**

If you use inserting graphic by reference, you should appoint in this box the directories where referenced picture file is located. This box is updated automatically when you insert graphic using Insert graphic dialog box. You may correct or update this box manually. Sequential directories should be separated by commas.

- **Current Help Project Title**

Enter the title of current help project title. This text will be the title of the help file compiled by Help Compiler from your help project.

Search Dialog Box

Search Command (Topic Menu)

This dialog box displays all your Keywords and their interconnections with Topic titles just as it will be displayed in the compiled Help file.

Edit Topic(s) Attributes Dialog Box

Attributes Command (Topic Menu)

Create New Topic Dialog Box

New Command (Topic Menu)

Enables user to edit topics title, context string and keywords and defines whether or not topic will have a nonscrolling region.

■

Box Options

■ Title

Displays title of current topic. You can edit topics title and/or select new current topic in the dropdown list (for [Edit Topic\(s\) Attributes](#) dialog box only).

■ Context string

Type context string that will identify the current topic. Valid context strings may contain the alphabetic characters A-Z, the numeric characters 0-9, and the underscore (_) and must be unique.

■ Create nonscrolling area

■ Current topic will have nonscrolling region.

■ Current topic will have no nonscrolling region.

■ Topics Keywords

Lists keywords assigned to the current topic.

To add new keyword to the current topic push [New](#) button and type keyword in [New Keyword](#) text box.

Or move existing keyword from the [Keywords List](#). Select keyword in [Keywords List](#) and doubleclick it or push <--- button.

To edit keyword highlight it, push [Edit](#) button and edit keyword in [Edit Keyword](#) text box.

To remove keyword from [Topics Keywords](#) list doubleclick it or highlight it and push ---> button.

■ Keywords list

Lists all keywords in the help project file.

■ Command Buttons

■ Show linked topics

Displays list of topics that have reference to current topic.

■ Add

Calls [New Keyword](#) box to add new keyword to [Topics Keywords](#) list.

■ Delete

Deletes highlighted keyword from [Keywords List](#) box.

■ Edit

Calls [Edit Keyword](#) box to edit highlighted keyword from [Topics Keywords](#) list.

■

--->

Moves highlighted keyword from [Topics Keywords](#) list to the [Keywords List](#).

■

<---

Moves highlighted keyword from [Keywords List](#) to the [Topics Keywords](#) list.

[Browse Sequences Command \(Topic Menu\)](#)

Open Browse sequences dialog box that allows user to combine topics in browse sequences.

Browse Sequences Dialog Box

Browse Sequences Command (Topic Menu)

Enables user to combine topics into browse sequences.

- **Box Options**

- **Topics**
Select topic to include in Browse sequence displayed in the [Browse Sequences Box](#) and doubleclick it or press [--->](#) button.
- **Browse Sequences**
Lists and names Browse sequences being included in the current Help Project file. You can create or delete Browse sequence, edit Browse sequence name and navigate through existing ones.
To create new Browse sequence press [New](#) button and edit default Browse sequence name in the text box.
To display browse sequence topics select desired one and doubleclick it or press Enter.
- **Current Browse Sequence**
Lists topics to include in Browse sequence displayed in the [Browse Sequences Box](#). To move highlighted topic back in the [Topics](#) list doubleclick it or press [<---](#) button. You can also arrange topics by dragging selected topic and sort topics in alphabetical order by pressing [Sort](#) button.

- **Command Buttons**

- **New**
Creates new Browse sequence and displays default name in the [Browse Sequences](#) box.
- **Delete**
Deletes Browse sequence from the [Browse Sequences](#) box.
- **Sort**
Sorts topics in the Current Browse Sequence box in alphabetical order.
- [--->](#)
Moves highlighted topic from [Topic](#) list to the end of [Current Browse Sequence](#) list.
- [<---](#)
Moves highlighted topic from [Current Browse Sequence](#) list to the [Topic](#) list.

Browse Sequence

Browse sequence is a group of Help topics that establishes a linear path through topics. There can be multiple browse sequences in a Help file, but each Help topic can belong to only one sequence. You can move through help topics that are included in a browse sequence by pressing Browse buttons << and >>.

Tab Command (Topic menu)

Open Tabs dialog box that allows user to set tabulation for current or selected paragraph(s).

Open a dialog box to change font attributes for a selection.

Open Insert Object dialog box to place graphic into the Help topic text.

