

Bitmap Demonstration

HelpBuilder supports the ability to be able to insert bitmap pictures into help files.

To insert a bitmap into a help topic, the bitmap file must first be included in your help file project - the Project/Edit menu option.

Within the topic you wish to see the bitmap, position the caret where required and select the Edit/Bitmap menu option or click on the Bitmap toolbar icon (the tree on the beach). The **Bitmap** dialog will then appear. Select the name of the required bitmap from the drop down list which shows all the bitmap files currently included in your project. Click the radio button specifying the alignment required and press Ok. The appropriate RTF statements will be inserted in your topic text for you.

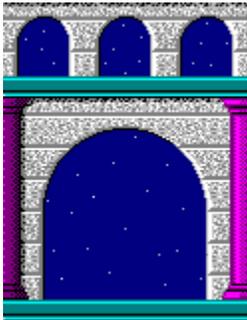
As with links and bold text, you can use the mouse to highlight the bitmap RTF statement and select the Edit/Bitmap option again in order to change it.

Example 1

The following example places a bitmap on the left of the Windows Help window and places text wrapped in the space to the right of the bitmap:

```
{bml ARCHES.BMP}This is some test text which will wrap on the right of the bitmap
```

Result:



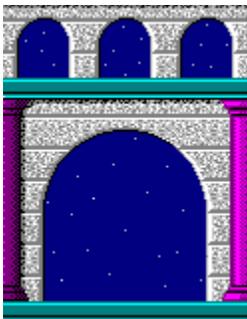
This is some test text which will wrap on the right of the bitmap

Example 2

The following example places a bitmap on the right of the Windows Help window and places text wrapped in the space to the left of the bitmap:

```
{bmr ARCHES.BMP}This is some test text which will wrap on the left of the bitmap
```

Result:



This is some test text which will wrap on the left of the bitmap

In both examples, the text must be on the same line as the bml/bmr statement otherwise the text will appear underneath the bitmap on the screen.

Browse Demonstration

Windows Help supports the ability to create Browse sequences which are sequences of topics which you may view in order by pressing the Browse buttons at the top of the Windows Help screen.

Setup Builder supports this feature and automatically inserts the browse buttons for you when you define browse sequences.

To place a topic in a browse sequence, select the File/Topic Links menu option to obtain the **Topic Links** dialog and enter the name of your browse sequence in the Browse Sequence field.

It is possible to have multiple browse sequences in a project and this help demonstration shows you how to do this:

Two browse sequences have been set up as follows:

Sequence 1 contains the following topics:

Contents page

Copyright page

Sequence 2 contains all of the other topics in this help file

Note that the browse sequences have been set up in the same order as the topics appear on the contents page of this help file by specifying numbers for the required order in the **Topic Links** dialog. You don't have to do this, but it can make it easier for your user to understand what order your browse sequence is going.

Character Set Demonstration

Below is the character set for the currently selected project-wide font:

!"#\$%&'()*+,-./
0123456789:;<=>?
@ABCDEFGHIJKLMNO
PQRSTUVWXYZ[\]^_
`abcdefghijklmno
pqrstuvwxyz{|}~□
€□, f „ ... † ‡ ^ % ‰ Š ‹ Œ □ Ž □
□ ‘ ’ “ ” • — — ~ ™ š ‹ œ □ ž Ÿ
ı Œ £ ¤ ¥ ¦ § ¨ © ª « ¬ ® ¯
° ± ² ³ ´ µ ¶ · ¸ ¹ º » ¼ ½ ¾ ¿
À Á Â Ã Ä Å Æ Ç È É Ê Ë Ì Í Î Ï
Ð Ñ Ò Ó Ô Õ Ö × Ø Ù Ú Û Ü Ý Þ ß
à á â ã ä å æ ç è é ê ë ì í î ï
ð ñ ò ó ô õ ö ÷ ø ù ú û ü ý þ ÿ

Colours Demonstration

Within topics it is possible to change the colour of text.

To change the colour of text it must be surrounded by the appropriate RTF commands.

Using the mouse, highlight some text and then select the **Text/Colour** menu option to obtain the **Color** dialog. Select the colour required and press 'Ok'.

Example Topic Text:

This text is {\cf1 Black}	Black
This text is {\cf2 Blue}	Blue
This text is {\cf3 Red}	Red
This text is {\cf4 Magenta}	Magenta
This text is {\cf5 Green}	Green
This text is {\cf6 Cyan}	Cyan
This text is {\cf7 Yellow}	Yellow
This text is {\cf8 White}	

Note that white appears black when the background colour is white.

Contents for Sample Help

This help file has been created to demonstrate some of the features supported by HelpBuilder.
To learn how to use Help, press the F1 key.

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-  [Run Program \(notepad.exe\) macro demo](#)

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This Windows Help file was written by Graham Plowman
using Help Builder Version 1.07 and refers to:

The HelpBuilder Demonstration

Copyright 1993, 1994, 1995 G.Plowman

Font Demonstration

Within topics it is possible to change the fonts of text.

To change the text font it must be surrounded by the appropriate RTF commands.

Using the mouse, highlight some text and then select the **Text/Font** menu option to obtain the **Font** dialog. Select the font, style and size required and press 'Ok'.

Example Topic Text:

{f0 MS Sans Serif}

MS Sans Serif

{f1 Times New Roman}

Times New Roman

{f2 Courier New}

Courier New

{f3 Arial}

Arial

You pressed the green button!

Link Demonstration

By selecting the green text, you have used the facility to provide links between topics. This is a very useful feature provided by Windows Help and supported by HelpBuilder, enabling you to prompt a user with related topics.

To create a link within a topic, position the caret where you would like the green underlined text to appear and select the Edit/..Link menu option or click on the **LINK** toolbar icon to obtain the **Topic Link** dialog. Enter the text which will appear green in Windows Help in your text in the top field and in the lower field, the context ID. Context IDs are used to identify each topic within a help file and may be ordinary text, but it is recommended that you use a header file and refer to topics by their #define string. Press Ok to save/create the link.

To change a previously created link, you can change the text in your topic file or you can use the mouse to highlight the link (including curly braces) and then press the **LINK** toolbar icon. The **Topic Link** dialog will appear with fields already populated for you to change. Pressing Ok will then change the text in your topic file for you.

Top of page lock demo

 **TOPIC LINK**

bitmap topic link

This topic page demonstrates how the top of the page may be locked such that when the rest of the page is scrolled, the top does not scroll. This text is deliberately only written in short lines so that the page fills up to demonstrate scrolling.

The important features of this topic are the use of the **lkeepn** and the **lpard** RTF commands.

You can place as many lines as you like between the **keepn** and the **pard** statements.

Inserting of the RTF commands can be done automatically by selecting the text to appear in the locked area with the mouse and then clicking on the 14th toolbar button or selecting the Text/Lock top of page menu option.

To set the colour of the locked area, you should select the **Project/Main** Window menu item in HelpBuilder and change the **non-scrollable area colour**. By default it is white, however to demonstrate the feature, it has been changed to yellow here. You should also select **Preset** or **Maximised** main window sizing to make the colours take effect.

The button demonstration above is achieved by using a normal topic link and placing a bitmap instead of some text. This example purely jumps to the bitmaps demonstration topic.

Topic Macros

Topic macros are string of text which HelpBuilder recognises during the compilation process and replaces with some appropriate text. Following is a list of all the recognised macros, together with example results:

HelpBuilder application copyright \$APPCOPYRIGHT\$	Copyright 1993, 1994, 1995 G.Plwman
HelpBuilder application name \$APPNAME\$	Help Builder
Help file copyright \$COPYRIGHT\$	Copyright 1993, 1994, 1995 G.Plwman
Help file last built date \$DATE\$	24/08/95
Help file last built time \$TIME\$	1:02p
Topic file last changed date \$TOPICDATE\$	21/08/95
Topic file last changed time \$TOPICTIME\$	11:40p
Help file title \$TITLE\$	Demonstration Help File
HelpBuilder version number \$VERNO\$	1.07

Sample Jump to a Maximised a Window

This is a sample jump which uses the 'maximised' window definition defined in the Project Windows dialog.



You pressed the red button!

Segmented Hypergraphics Demonstration

Segmented hypergraphics are similar to ordinary bitmap graphics except that they have regions defined within them which identify help file context ids to jump to.

Segmented hypergraphics enable you to create a graphic which when clicked on, causes jumps to different topics within your help file depending on the position of the click on the graphic.

To create a Segmented Hypergraphic file you must use SHED.EXE. It allows you to import a standard bitmap .BMP file and save it as a .SHG file. To define a region within a graphic in SHED, use the mouse to 'drag' a region. Select Edit/Attributes and enter the context id to which you require a jump for the selected area. You can do this to create multiple regions, all of which can cause jumps to different topics in your help file.

There now follows a demonstration. The graphic is entered in this topic in the same way as a normal graphic ie via the Edit/Bitmap menu option or the 'Picture' toolbar button.

When run, there are two areas defined on the graphic which cause jumps to different parts of this help file. Click on the two 'buttons' to see the effect:



Press the top half of the graphic to jump to the [Colours Demonstration](#) and the bottom half to jump to the [Bitmaps Demonstration](#).

The next demonstration shows how segmented hypergraphics can cause jumps to popup windows. Click on the two 'buttons' to see the effect:



Sample Jump Using a Window

This is a sample jump which uses the 'jump' window definition defined in the Project Windows dialog. Note that window definitions enable a different client area and non-client area colour to be used on an individual topic basis. Optionally, window definitions also allow a jump window to be maximised separately from the main window.

BACK

