#[1]$[2]K[3]+[4]**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 of 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 specifing the allignment 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:

{bml ARCHES.BMP}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:

{bmr ARCHES.BMP}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.

1IDH_BITMAPS
2Bitmap Dialog
3Bitmap Dialog;Pictures;Graphics
4BROWSE:1

#[5]$[6]K[7]+[8]**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.

5IDH_BROWSE
6Browse Sequence Demonstration
7Browse Sequence Demonstration
8BROWSE:2

#[9]$[10]K[11]+[12]**Character Set Demonstration**

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

```
  ! " # $ % & ' ( ) * + , - . /
0 1 2 3 4 5 6 7 8 9 : ; < = > ?
@ A B C D E F G H I J K L M N O
P Q R S T U V W X Y Z [ \ ] ^ _
` a b c d e f g h i j k l m n o
p q r s t u v w x y z { | } ~
€    , ƒ „ … † ‡ ˆ ‰ Š ‹ Œ    Ž
   ' ' " " • – — ˜ ™ š › œ    ž Ÿ
  ¡ ¢ £ ¤ ¥ ¦ § ¨ © 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
```

9IDH_CHARSET
10Character Set Demonstration
11Character Set Demonstration
12BROWSE:3

#[13]$[14]K[15]+[16]**Colours Demonstration**

Within topics is 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.

13IDH_COLOURS
14Colours Demonstration
15Colours Demonstration
16BROWSE:4

\#[17]$[18]K[19]+[20]

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.

{bmc MSBUTTON.BMP}   Bitmaps demo
{bmc MSBUTTON.BMP}   Browse Demonstration
{bmc MSBUTTON.BMP}   Colour demo
{bmc MSBUTTON.BMP}   Font demo

Standard Link demo
Standard Link, but not Underlined
{bmc MSBUTTON.BMP}   Underlined Picture Link

{bmc MSBUTTON.BMP}   Top of page lock demo
{bmc MSBUTTON.BMP}   Character Set demo
Run Program (notepad.exe) macro demo
{bmc MSBUTTON.BMP}   Run Program (notepad.exe) macro demo

{bmc MSBUTTON.BMP}   Jump to Help File (helpbldr.hlp) demo

{bmc MSBUTTON.BMP}   Jump Using Window
{bmc MSBUTTON.BMP}   Jump to Maximised Window

{bmc MSBUTTON.BMP}   Segmented Hypergraphics demo

{bmc MSBUTTON.BMP}   Text Macros

{bmc MSBUTTON.BMP}   Help File Copyright

17IDH_CONTENTS
18Contents Page
19Contents Page
20MAIN:1

#²¹$²²K²³+²⁴This Windows Help file was written by Graham Plowman using Help Builder Version 1.07 and refers to:

The HelpBuilder Demonstration

21IDH_COPYRIGHT
22Copyright
23Copyright
24MAIN:2

#[25]$[26]K[27]+[28]**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

25IDH_FONTS
26Fonts Demonstration
27Fonts Demonstration
28BROWSE:5

#[29]$[30]You pressed the green button!

29IDH_GREEN
30.SHG Green Link popup

#[31]$[32]K[33]+[34]**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.

31IDH_LINK
32Link Demonstration
33Link Demonstration;Links;Cross Referencing
34BROWSE:6

\#[35]$[36]K[37]+[38]**Top of page lock demo**

{bmc BUTTON.BMP}   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 **\keepn**
and the **\pard** 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.

35IDH_LOCK
36Top of page Lock Demonstration
37Top of page Lock Demonstration
38BROWSE:7

#[39]$[40]K[41]+[42]**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.Plowman

HelpBuilder application name
$APPNAME$ Help Builder

Help file copyright
$COPYRIGHT$ Copyright 1993, 1994, 1995 G.Plowman

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

39IDH_MACROS
40Topic Macros
41Topic Macros;Macros
42BROWSE:8

#⁴³Sample Jump to a Maximised a Window

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

{bmc BACK.BMP}

43IDH_MAXIMISED

#[44]$[45]You pressed the red button!

44IDH_RED
45.SHG Red Link popup

#[46]$[47]K[48]+[49]**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 positioon 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:

{bmc SEGGRAPH.SHG}

Press the top half of the graphic to jump to the <u>Colours Demonstration</u> and the bottom half to jump to the <u>Bitmaps Demonstration</u>.

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

{bmc REDGRN.SHG}

46IDH_SHGFILES
47Segmented Hypergraphics Demonstration
48Segmented Hypergraphics Demonstration
49BROWSE:9

#⁵⁰Sample 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.

{bmc BACK.BMP}

50IDH_WJUMP