

#1\$2K3{bmc generic.bmp}

GENERIC: A Windows Application

GENERIC is a sample application to illustrate the 'minimum' functionality that should be expected of a well behaved Win32 application. Other than that, this application has virtually no actual functionality of its own. This makes it easier for you to use this as a starting point for your own application development, or investigation of the Win32 API.

You are now looking at the WinHelp file for Generic. It illustrates a few of the aspects of a simple Help file for an application. This is the Contents page of the help file, and should give a very quick overview of the application, as well as provide a useful outline of the contents of this file so the user can easily navigate through the information it contains.

{bmc help.bmp}

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#4\$5K6{bmc generic.bmp}

GENERIC: A Windows Application

Generic is intended as an application that essentially has no functionality, other than that which should be expected from *any* Windows application. As such, it should be considered an illustration of the *minimum* functionality that your application should contain.

4INTRODUCTION

5Introduction

6Introduction

This is an extremely minimal application that illustrates features that should be common to all Windows Applications.

#⁸~~\$~~⁹K¹⁰**First Application Topic**
[Text to be included at a later time]

8FIRST_TOPIC
9Topics
10Topics: First

#¹¹\$¹²K¹³**Second Application Topic**

[Text to be included at a later time]

11SECOND_TOPIC

12Topics

13Topics: Second

#¹⁴~~\$~~¹⁵K¹⁶**Third Application Topic**
[Text to be included at a later time]

14THIRD_TOPIC
15Topics
16Topics: Third

#¹⁷~~\$~~¹⁸K¹⁹**Fourth Application Topic**
[Text to be included at a later time]

17FOURTH_TOPIC
18Topics
19Topics: Fourth

