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Window:Define

This calls the [Windows Definition Editor](#) and defines the window types available in the project.

Choosing this option has the same effect as both the [File:Generate:Settings:Windows](#) menu option and clicking on the **Define** button in the **Window Type** group of the dialogs displayed when the [Links:New](#) and [Links:Details](#) menu options are chosen.

These options are used to define the window types and their settings so that they can be used to display topics in a different window to the main WinHelp window.

For more information see [Windows Definition Editor](#).

Place Item

This group of buttons controls whether topics should be inserted either **Before** or **After** the selected items in the **Topics** list box.

These buttons control not only the placement of new topics when the **Insert** button is clicked but also the pasted topics when the **Paste** button is clicked.

Macro String

This edit control is used to enter the macro string to be added or edited. If this dialog is called from the **Edit** button, the initial value of this edit control is the current value of the macro.

Help Compiler Error and Warning Messages

These are some of the more common help compiler errors and warnings which you may experience.

For a complete list of **Error and Warning Messages** consult the Help Compiler Reference Guide - [Help Compiler Error Messages](#).

Error Messages

Error 1079: Out of file handles.

There are not enough file handles to create the help file. Either close some files or increase the value in the FILES = statement.

Error 1319: Disk full.

There is not enough disk space to create the help file. Delete some files.

Error 4639: Error in file '{file name}.RTF' at byte offset {hex number}.

You have probably entered an invalid RTF string using the [Edit:Insert RTF](#) menu option.

Error 5059: Not enough memory to build help file.

Close some applications and/or adjust the settings in the SOS4WGEN.PIF file.

Warnings Messages

Warning 0101: Cannot open HCP.ERR in HCP.EXE directory.

Warning 0101: Cannot open HC.ERR in HC.EXE directory.

Either the error file does not exist, or the FILES = statement in CONFIG.SYS is too small to open the file.

Warning 1292: File {bitmap file} is not a valid bitmap.

The bitmap file is either corrupt or not a bitmap file.

Warning 2911: Invalid icon file {icon file}.

The icon file is either corrupt or not an icon file.

Warning 3116: Invalid build expression.

The build condition specified in the [File:Generate:Settings:Build Condition](#) menu option is invalid.

Warning 3178: Build expression missing from project file.

There are build tags in the project but no build condition specified in the [File:Generate:Settings:Build Condition](#) menu option.

Warning 4031: {file name}.SHG : Invalid context string ''.

Warning 4031:{file name}.SHG : Invalid context string '{topic id}'.

A hotspot has been created in {file name}.SHG but either no context string has been supplied, or there are no topics which match the supplied context string.

Warning 4098: Context string(s) in [MAP] section not defined in any topic.

A topic identifier exists in the file specified for the **Help ID File** in the [Options:Project Preferences](#) menu option dialog which has not been assigned to a help topic.

Warning 4113: {file name}.SHG : Unresolved jump or popup '{topic id}'.

The help compiler cannot find a topic with the specified identifier.

Warning 4813: topic...{n} of {file name}.RTF : Non-scrolling region crosses page boundary.

Every paragraph in topic {n} has been defined as a non-scrolling region. This may be a deliberate choice (i.e. if you want to have a non-scrolling help topic), but more probably this warning should only appear during early testing of a help project when a topic is likely to have just a title as the non-scrolling region and no text. It should be corrected before all the topics are marked as **Approved** in the Help Tracker.

Save

This button saves all the changed topics in the project and then continues with the operation that caused this dialog to be displayed.

File Menu

The graphic below has hotspots which contain additional information.

<u>N</u>ew Project...	
<u>O</u>pen Project...	Ctrl+F12
S ave Project	Shift+F12
S ave Project <u>A</u> s...	F12
<u>C</u>lose Project	
<u>R</u>ename Project...	
<u>D</u>elete Project...	
<u>G</u>enerate...	Ctrl+G
<u>A</u>ttach Style Sheet...	
S ave Style Sheet <u>A</u> s...	
<u>H</u>elp Tracker...	
P roject <u>B</u> uild Tags...	
<u>I</u>mport	▶
<u>E</u>xport	▶
<u>M</u>aintenance	▶
<u>E</u>xit	Alt+F4

Manages the flow of data in and out of SOS Help! Info-Author and also controls the settings of the Help Compiler.

Cancel

This button cancels the operation that caused this dialog to be displayed and does not save any changed topics.

Status Bar

Displays information relevant to the current operation.

The status bar is used to display useful information during several operations. These are as follows.

Button Pad

When moving the mouse over the Button Pad the status bar displays the function of each button.

Topic Windows

When the current window is a topic window the status bar is continually updated with information about the topic as follows:

Style name	the name of the style of the paragraph containing the cursor.
Font name	the name of the font at the cursor position.
Font size	the point size of the font at the cursor position.
Line	the line number of the cursor position relative to the first line of the topic or the first line after the non-scrolling region separator.
Column	the column number of the cursor position.
Keyboard settings	Insert/Overwrite, Num Lock on/off and Caps Lock on/off.

Dialog Boxes

In some dialogs helpful information is displayed. For example the WinHelp Macro Editor displays information about the macros in the status bar.

Long Operations

During long operations the status bar displays the current stage of the operation.

Window Definition Editor:Non-Scrolling and Scrolling Region Colors

These buttons call the Color Editor dialog and are used to define the background colors for the two regions of the window type.

The **Reset to Default** button on this dialog sets the color to the Window background color as defined in the Control Panel.

Note: If the colors are changed for the **MAIN** window type these colors are used when editing the topics in **SOS Help! Info-Author**.

HC Ref. - Help Macro Reference

File:Generate:Settings:Macros

Topic:WinHelp Macros

Links:New

Links:Details

File:Help Tracker

Alignment

This button sets the type of a new tab or changes the type of an existing tab. If a new tab stop is being created then its alignment is that selected in this group.

To change the alignment of an existing tab stop select it from the **Tab Stop Position** list box and click on one of the buttons in this group. The available alignments and how each is displayed is shown below.

- | | |
|-----------------|--|
| Left | This leaves a gap from the position of the tab character in the text to the position entered for the tab stop. This alignment is the default, |
| Centered | This centers the piece of text that lies between the tab character and the next or to the end of the paragraph in the gap created between the tab character and the position entered for the tab stop. |
| Right | This aligns the piece of text that lies between the tab character and the next or to the end of the paragraph to the right of the gap between the tab character and the position entered for the tab stop. |

Note: In the case of **Centered** and **Right** if the size of the piece of text to center or align is larger than the space available the tab character is ignored.

Line Spacing

This control is used to set the spacing of the lines in a paragraph.

Note: By default WinHelp spaces the lines based on the height of the largest character or bitmap in the line. The line spacing set in this control only has an effect if the value is larger than the height of the largest item in the line.

Save

This button saves and closes the current topic.

Topic Menu

The graphic below has hotspots which contain additional information.

<u>N</u> ew...	
<u>L</u> oad...	
<u>W</u> rite Write <u>A</u> s...	Ctrl+W
<u>D</u> elete...	
<u>C</u> lose <u>R</u> ename...	Ctrl+F4
<u>B</u> rowse Order...	
<u>K</u> eywords...	
<u>I</u> dentifier...	
WinHelp <u>M</u> acros...	
Build <u>T</u> ags...	

Manages the topics within a help project and allows for WinHelp data to be attached to them.

Edit Menu

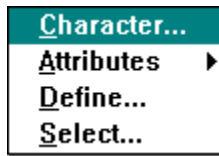
The graphic below has hotspots which contain additional information.

<u>U</u> ndo	Alt+BkSp
C <u>u</u> t	Ctrl+X
<u>C</u> opy	Ctrl+C
P <u>a</u> ste	Ctrl+V
<u>D</u> elete	Del
S <u>e</u> lect <u>A</u> ll	Ctrl+NumPad 5
<u>F</u> ind...	
<u>R</u> eplace...	
S <u>p</u> ell Checker...	F7
<u>I</u> nsert ASCII...	
<u>I</u> nsert RTF <u>C</u> ommands...	
<u>I</u> nsert P <u>i</u> cture...	
<u>E</u> dit P <u>i</u> cture D <u>e</u> tails...	
E <u>d</u> it RTF <u>C</u> ommands...	
<u>J</u> oin Paragraphs	
<u>N</u> on- <u>S</u> crolling Region	

Manages the insertion and removal of text and pictures from both the topics and the Clipboard. Also provides options for specifying the regions of a topic, joining paragraphs and finding or replacing text.

Style Menu

The graphic below has hotspots which contain additional information.



Manages the styles defined within the style sheet attached to the project and allows the style of the text to be changed.

Links Menu

The graphic below has hotspots which contain additional information.



Manages the links for the current topic.

Options Menu

The graphic below has hotspots which contain additional information.

<u>S</u> ystem Preferences...
<u>P</u> roject Preferences...
Show <u>H</u> idden
<u>S</u> etup...

Specifies the default and project settings and controls whether non-printing characters should be displayed.

Window Menu

The graphic below has hotspots which contain additional information.

<u>C</u> ascade	Shift+F5
<u>T</u> ile	Shift+F4
Arrange <u>I</u> cons	
C <u>l</u> ose	Ctrl+F4
Close <u>A</u> ll	
<u>D</u> efine...	
√ <u>1</u> WinHelp Macros Editor:List	

Controls how the open windows are displayed and allows window types to be defined for use in the help project.

Help Menu

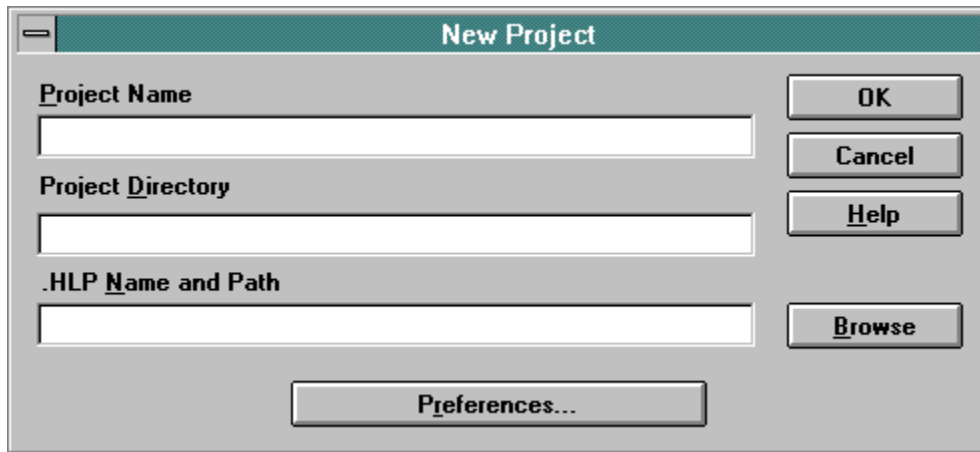
The graphic below has hotspots which contain additional information.

<u>C</u> ontents
<u>S</u> earch for Help On...
<u>H</u> ow to Use Help
<u>V</u> iew Project .HLP
<u>A</u> bout SOS Help!...

Provides access to the help file for SOS Help! Info-Author and the WinHelp engine.

File:New Project

The graphic below has hotspots which contain additional information.



The 'New Project' dialog box features a title bar with the text 'New Project'. Below the title bar, there are three text input fields arranged vertically. The first field is labeled 'Project Name', the second is labeled 'Project Directory', and the third is labeled '.HLP Name and Path'. To the right of these input fields, there are three buttons stacked vertically: 'OK', 'Cancel', and 'Help'. Below the input fields, there is a 'Browse' button. At the bottom center of the dialog, there is a 'Preferences...' button.

This creates a new help project with the project name, the directory it will be stored in and the name and path for the generated .hlp file

The dialog is also called when you use File:Import:SOS Help! Project when it has the title "Importing SOS Help! Info-Author Project".

Usage

Enter the new project title in the **Project Name** edit control.

Enter the directory where the project files are to be stored in the **Project Directory** edit control.

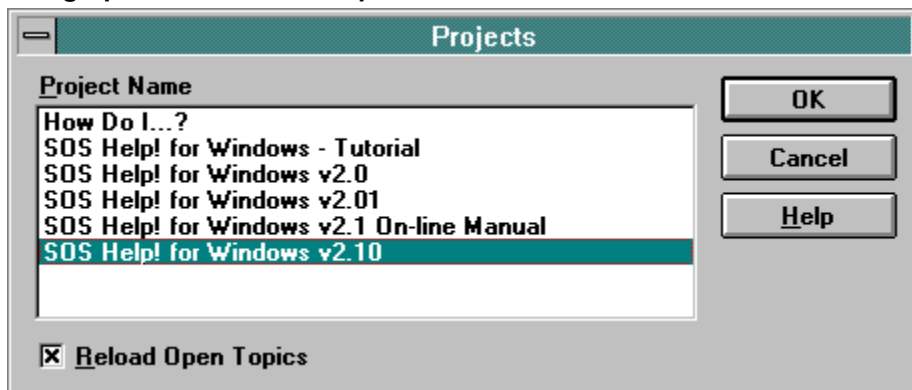
Enter the file name of the .HLP file to be created when the project is generated in the **.HLP Name and Path** edit control.

Clicking on the Browse button displays a File Browser that can be used to select a .HLP file and insert it directly into the **.HLP Name and Path** edit control.

Clicking on the **Preferences** button displays the Preferences dialog and allows you to change the settings for the new project.

File:Open Project

The graphic below has hotspots which contain additional information.



Opens an existing project from those in the SOS Help! Info-Author system.

Usage

Select the title of the project to load from those in the **Project Name** list.

If the **Reload Open Topics** check box is enabled all topics that were open when the selected project was last closed will be reopened automatically. To enable/disable this check box automatically on start up see [Options:Setup](#).

Short cut key

<Ctrl+F12>

Note: If a project is already open this project is closed before the selected project is opened. If there are topics that have been changed you are prompted to save them by the [Save Topic Prompt](#) dialog.

File:Save Project

Saves all changed topics in the project.

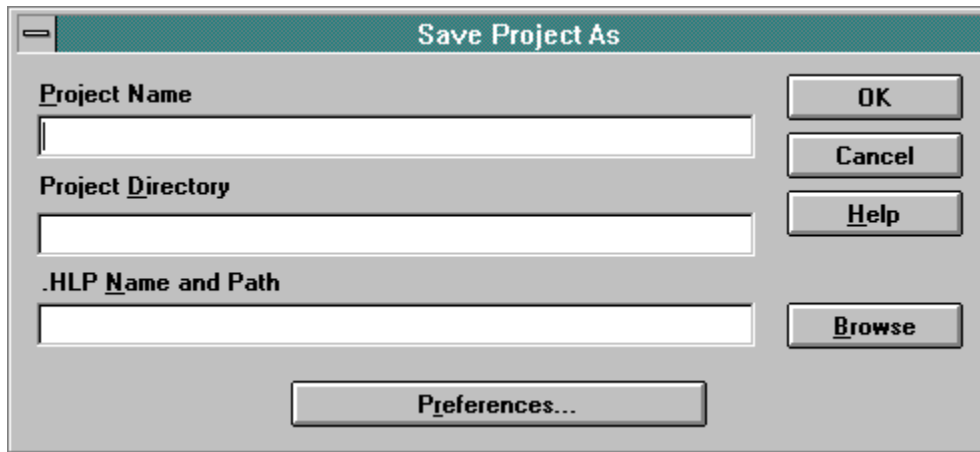
Short cut key

<Shift+F12>

Note: This option is also available from the Button Pad.

File:Save Project As

The graphic below has hotspots which contain additional information.



The dialog box titled "Save Project As" features three input fields on the left: "Project Name", "Project Directory", and ".HLP Name and Path". To the right of these fields are three buttons: "OK", "Cancel", and "Help". Below the input fields is a "Browse" button. At the bottom center is a "Preferences..." button.

Saves the current project with a new title and in a different directory.

Usage

Enter the new title for the project in the **Project Name** edit control.

Enter the directory where the project files are to be copied in the **Project Directory** edit control.

Enter the file name of the .HLP file to be created when the project is generated in the **.HLP Name and Path** edit control.

Clicking on the Browse button displays a File Browser that can be used to select a .HLP file and insert it directly into the **.HLP Name and Path** edit control.

Clicking on the **P**references button displays the Preferences dialog and allows you to change the settings for the new project.

Short cut key

<F12>

Note: The original project remains unchanged. If topics have been changed these changes are only saved in the new project.

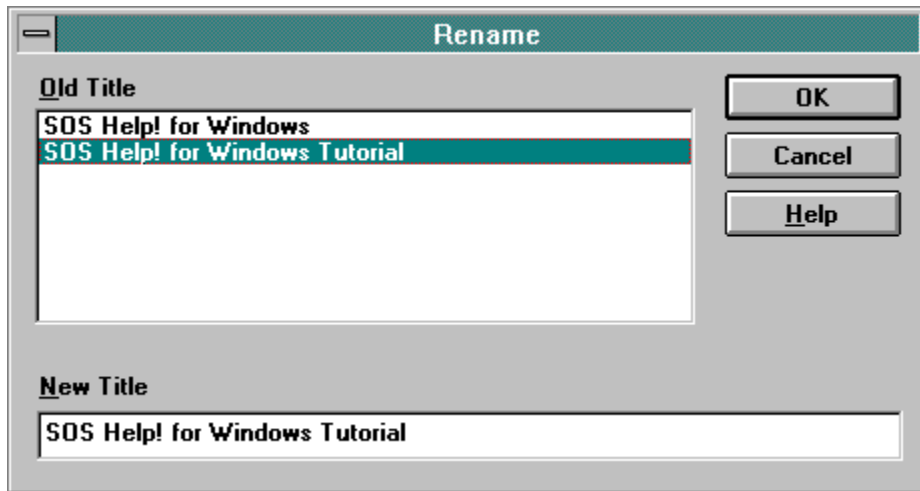
File:Close Project

Closes the current project.

Note: You are prompted to save any changed topics.

File:Rename Project

The graphic below has hotspots which contain additional information.



[Renames a selected project.](#)

Note: The open project does not appear in the **Old Title list**. To rename the current project it must first be closed by use of the File:Close Project menu option.

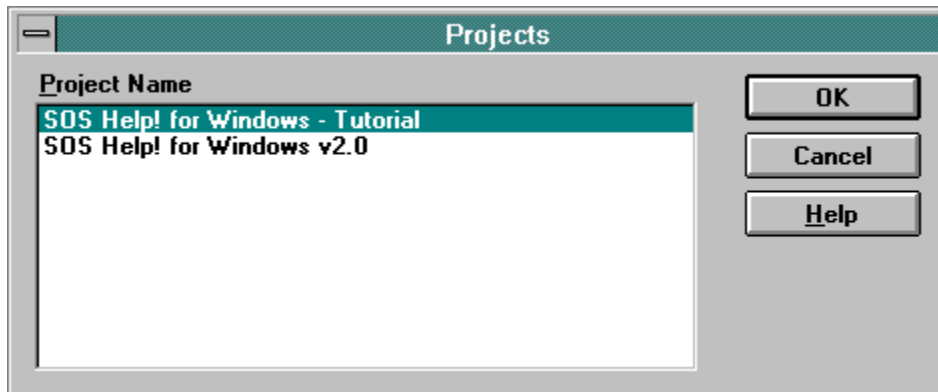
Usage

Select the project to be renamed in the **Old Title** list box.

Enter the new project name in the **New Title** edit control.

File>Delete Project

The graphic below has hotspots which contain additional information.



Deletes the selected project.

Note: The current project is not displayed in the list. To delete the current project it must first be closed by use of the File:Close Project menu option.

File:Generate

The graphic below has hotspots which contain additional information.

The screenshot shows a Windows-style dialog box titled "Generate .HLP". It features three text input fields for configuration: ".HLP File:" containing "C:\SOS4WIN\SOS4WIN.HLP", "Copyright:" containing "Copyright © 1993-4 Lamaura Development Ltd", and "Citation:" containing "SOS Help! Info-Author © 1993-4 Lamaura Developm". To the right of these fields are three buttons: "OK", "Cancel", and "Help". Below the input fields is a row of five buttons: "Settings ->", "Error Log", "View .HLP", "Delete Files", and "Generate". A "Browse..." button is located below the ".HLP File:" field.

Defines the Help Compiler options and controls the generation process for the current project.

Usage

Enter the file name of the .HLP file in the **.HLP File** edit control.

Enter the copyright notice and citations in the relevant edit controls.

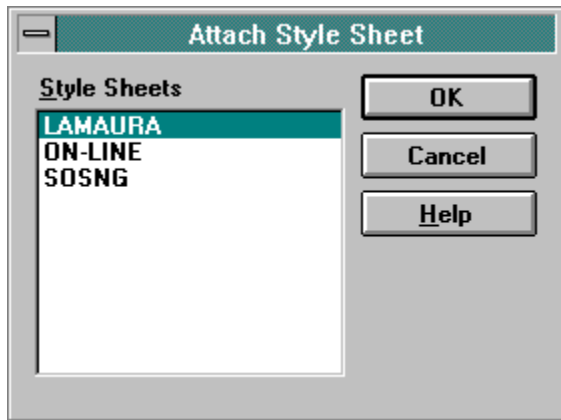
Click on the **Settings** button to change any of the Help Compiler options.

Once all of the values and options have been set click on the **Generate** button to run the generation process.

Note: If an error occurs in a topic while generating, try loading the topic into the editor with Topic:Load. If the topic loads successfully, make a minor change and save it so that the correct information is written out to disk. If the topic does not load, you must rebuild the project using File:Maintenance:Project.

File:Attach Style Sheet

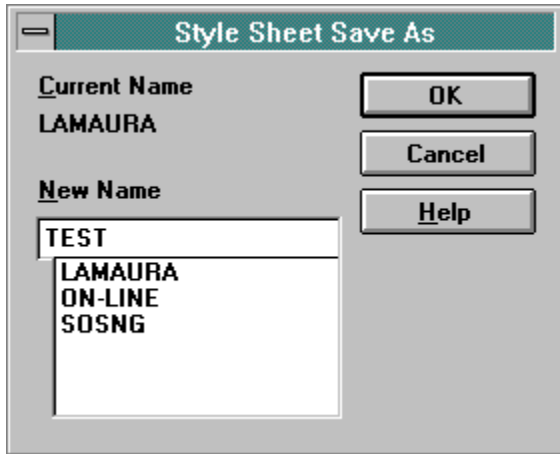
The graphic below has hotspots which contain additional information.



Attaches a different style sheet to the current project.

File:Save Style Sheet As

The graphic below has hotspots which contain additional information.



Saves the current style sheet under a new name.

Usage

Enter the name to save the current style sheet to in the **New Name** edit control. Or select an existing style sheet name from the list to overwrite it with the current style sheet details.

File:Help Tracker

The graphic below has hotspots which contain additional information.

The screenshot shows a window titled "Help Tracking System". It contains several fields and buttons. On the left, there is a "Topic Title:" label above a text box containing "File:Help Tracker - WHID_FILEHELPTRACKER". Below this is a "Last Modified By:" label above a text box containing "Philip de Lisle". Further down is a "Last Modified:" label above a text box containing "04/10/93 @ 02:38:49". Below these is a "Notes" section with a text area containing "Text complete" and "Simon - reshoot bitmap, details have changed". To the right of the text area are up and down arrow buttons. On the far right, there is a vertical stack of buttons: "Close", "Help", "Load Topic", "Filters...", and "Check List...". At the bottom right, there is a "Status" section with three radio buttons: "Approved", "Complete" (which is selected), and "Work in Progress".

Monitors the status of the current help project.

It allows you to add notes to and assign the status of the topics within the project. Also provided is the ability to filter the topics displayed so that specific topics can be found and loaded.

Help Tracker is also extremely useful for loading in a number of topics with similar titles because the selector in the **Topic Title** list box displays the topic last loaded by **Help Tracker**.

Usage

Use the **Topic Title** list box to select the topic to set help tracking information for. As the selected topic is changed the values in this dialog are updated. Tip - <F4> expands the **Topic Title** drop down list.

Development notes can be entered in the **Notes** edit control. This is especially useful if more than one developer is working on the project.

The buttons in the **Status** group define the progress of the selected topic.

Clicking on the **Filters** button allows you to set a filter expression so as to limit the number of topics shown in the **Topic Title** list box. This when used in conjunction with the status of the topic makes it easy to locate topics still requiring work.

Clicking on the **Check List** button allows you to check off the individual items of the topic as they are completed.

To load the selected topic click on the **Load Topic** dialog.

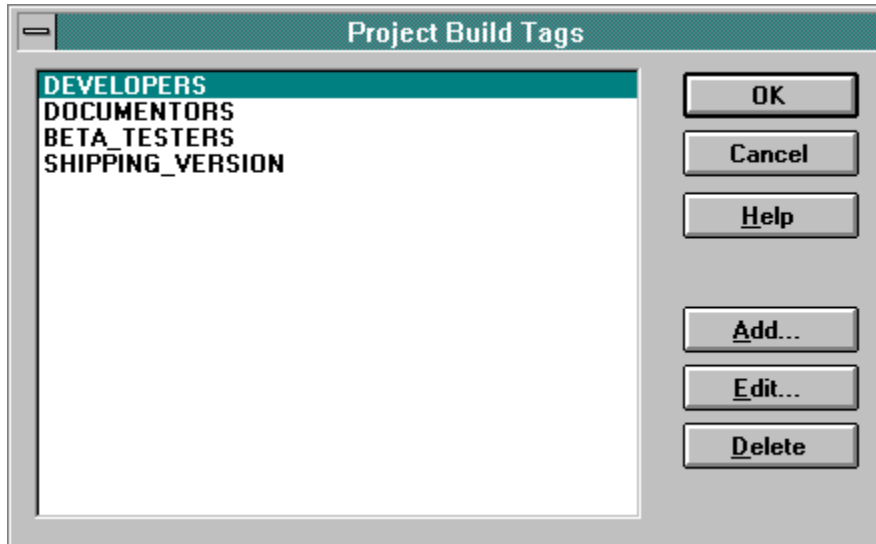
Note: **Approved** topic are made read only and can only be edited again once their status has been reset.

Tips: <F4> expands the **Topic Title** pick list box.

File:Project Build Tags

See Also

The graphic below has hotspots which contain additional information.



Defines the Build Tags for the current project. For more information click on the See Also button.

When attached to topics using Topic:Build Tags they allow only the topics as specified using File:Generate:Settings:Build Condition to be compiled.

Usage

Click on the **Add** button to enter a new build tag;

Click on the **Edit** button or double click on the tag in the list box control to edit the currently selected build tag.

Click on the **Delete** button to remove the currently selected build tag from the project.

Note: Build tags are case insensitive, and must contain only alpha-numeric characters and underscores.
WinHelp allows a maximum of 30 Build Tags per project.

File:Import Menu

The graphic below has hotspots which contain additional information.

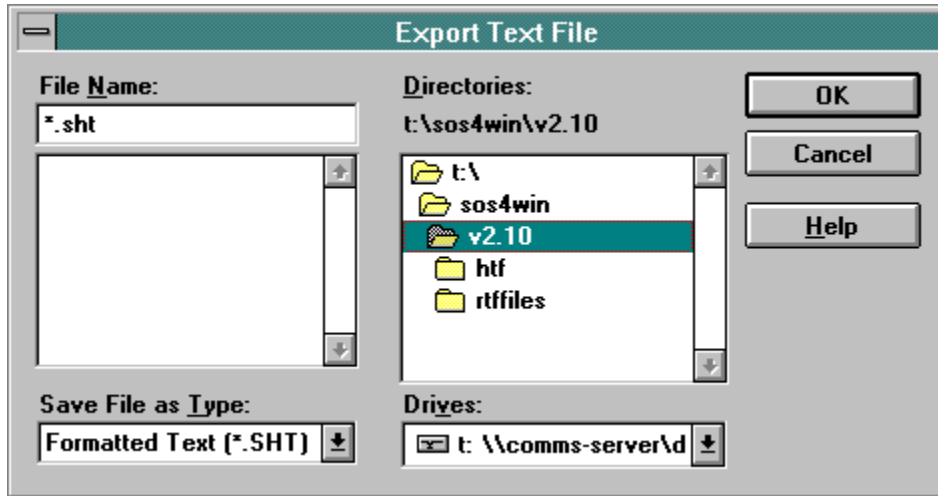


Provides the ability to import a Text, Norton Guide or a WinHelp Project file into an existing or new project.

Note: It is a wise precaution to make a backup copy before any files are imported. If, for any reason the importing operation is interrupted, the original files may be altered or even deleted.

File:Export:Text

The graphic below has hotspots which contain additional information.



Allows you to export the current project to a text file of one of various formats.

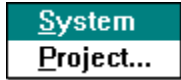
Usage

Exported files are used to spell check a project or to insert a project into a desktop publishing document.

For more information see the [On-Line Manual](#).

File:Maintenance Menu

The graphic below has hotspots which contain additional information.



Rebuilds the data and index files for the system and projects.

Important

These options should be used to rebuild the files after a system crash.

Note: The Maintenance options are only available when there are no open projects.

File:New

File:Save Project As

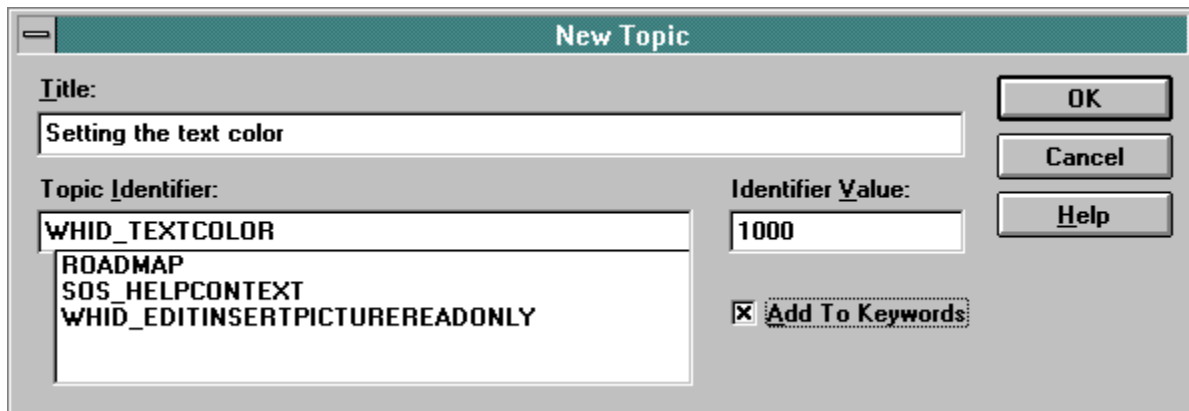
Options Menu

Options:System Preferences

Options:Project Preferences

Topic:New

The graphic below has hotspots which contain additional information.



Creates a new topic.

It is recommended that a uniform naming convention is used to ensure that topics can be located easily. This dialog is also called from within [Links:New](#) and [Links:Details](#) by using the **Create Topic** button.

Usage

Enter the title of the new topic in the **Title** edit control.

If the topic is to be used as a hotlink defined via the [Links:New](#) menu option or as the contents page of the project set via [File:Generate:Settings:First Topic](#) then it must have a topic identifier set for it. This identifier is set by either entering it in the edit part of the **Topic Identifier** control or by selecting an unused existing identifier from the list part.

If the topic is going to be called as a context sensitive help call from your application then a numeric constant must be entered in the **Identifier Value** edit control. This edit control is disabled if the **Help ID File** value in the [Options:Project Preferences](#) menu option is left blank.

If you wish to add the topic title to the keywords for this the topic you should click on the **Add To Keywords** check box. This keyword can be changed by choosing the [Topic:Keywords](#) menu options. To enable/disable this check box on start up see [Options:Setup](#).

Help identifier file

When the project is closed **SOS Help! Info-Author** collates the identifier that have values set for them and creates a language specific file to be used by the application the help file is for. This file if included into the application can then be used to create the context sensitive help calls to the .HLP file created for the project.

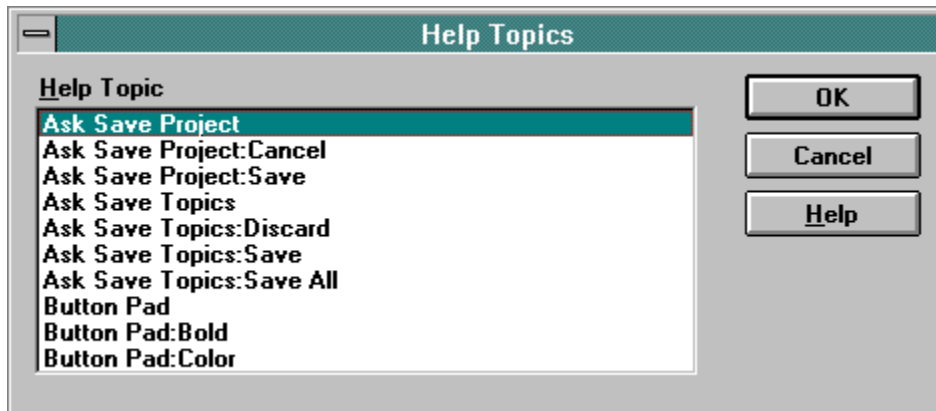
The file name for this help identifier file can be changed by editing the preferences for the project via the [Options:Project Preferences](#) menu option. if this file name is left blank no identifier file is created and identifier values can not be entered.

Note: Unnecessary identifier values cause a performance penalty when loading a project they should be removed from the help identifier file specified in the [Options:Project Preferences](#) menu option when no longer needed.

This option is also available from the [Button Pad](#).

Topic:Load

The graphic below has hotspots which contain additional information.



Select a topic to load.

Usage

Select the topic to load from the **Help Topic** list box.

Note: Topics already loaded are not displayed in the **Help Topic** list box as a topic can only be loaded once.

If you get blank lines in the topic list box you need to rebuild the project as the indexes have become corrupt.

This option is also available from the Button Pad.

Tip: If you wish to load a number of topics with similar titles it is better to use File:Help Tracker, because the selector highlights the last topic loaded thru Help Tracker.

Topic:Write

Saves the current topic.

Short cut key

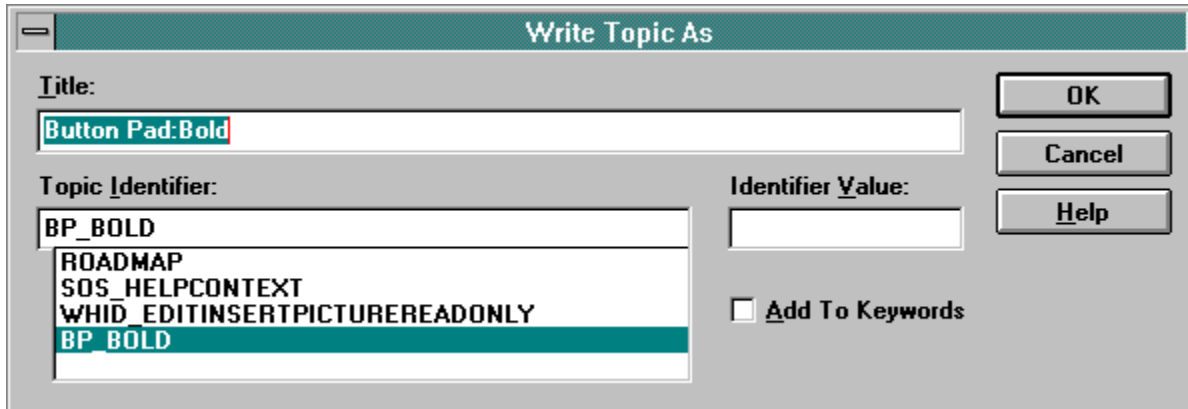
<Ctrl+W>

To save all the changes to the topics loaded use the File:Save Project menu option.

Note: This option is also available from the Button Pad.

Topic:Write As

The graphic below has hotspots which contain additional information.



Saves the current topic with a new name.

It is recommended that a uniform naming convention is used to ensure that topics can be located easily.

Usage

Enter the title to write the current topic to in the **Title** edit control.

If the topic is to be used as a hotlink defined via the [Links:New](#) menu option or as the contents page of the project set via [File:Generate:Settings:First Topic](#) then it must have a topic identifier set for it. This identifier is set by either entering it in the edit part of the **Topic Identifier** control or by selecting an unused existing identifier from the list part.

If the topic is going to be called as a context sensitive help call from your application then a numeric constant must be entered in the **Identifier Value** edit control. This edit control is disabled if the **Help ID File** value in the [Options:Project Preferences](#) menu option is left blank.

If you wish to add the topic title to the keywords for this the topic you should click on the **Add To Keywords** check box. This keyword can be changed by choosing the [Topic:Keywords](#) menu options. To enable/disable this check box on start up see [Options:Setup](#).

Help identifier file

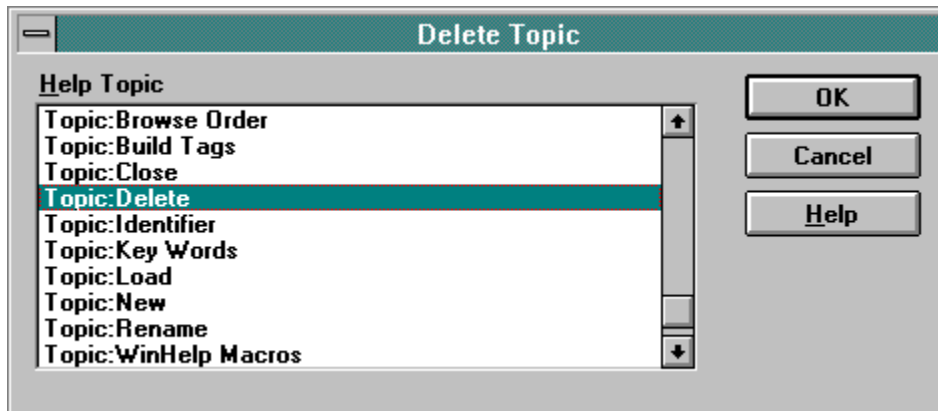
When the project is closed **SOS Help! Info-Author** collates the identifier that have values set for them and creates a language specific file to be used by the application the help file is for. This file if included into the application can then be used to create the context sensitive help calls to the .HLP file created for the project.

The file name for this help identifier file can be changed by editing the preferences for the project via the [Options:Project Preferences](#) menu option. if this file name is left blank no identifier file is created and identifier values can not be entered.

Note: If the topic being written to a new title has been changed, the changes are only written to the new topic.
Unnecessary identifier values cause a performance penalty when loading a project they should be removed from the help identifier file specified in the [Options:Project Preferences](#) menu option when no longer needed.

Topic:Delete

The graphic below has hotspots which contain additional information.



Deletes the selected topic from project.

Before topics can be deleted changed topics must be saved. You are prompted by the Save Project Prompt so that all hotlink information is written to disk.

Usage

Select the topic to delete from the **Help Topic** list box.

Topics that have links pointing to them cannot be deleted. These links must be removed first.

This is done using the Delete Topic - Links Present dialog that appears automatically.

Note: Open topics do not appear in the list box. To delete one of these topics close it by using the Topic:Close or Window:Close menu option.

Topic:Close

Closes the current topic window.

You are prompted to save the topic by the Save Topics Prompt dialog if changes have been made since it was last written to disk.

Short cut key

<Ctrl+F4>

Note: This option is unavailable if the current window is not a topic.

Topic:Rename

The screenshot shows a 'Rename' dialog box with a title bar. Inside, there's a section labeled 'Old Title' containing a list box with the following items: 'Topic:New:Identifier Combo Box - T_N_IDBOX', 'Topic:New:Identifier Value - T_N_IDVALUE', 'Topic:New:Title - T_N_TITLE', 'Topic:New:Topic Identifier - L_N_ID', 'Topic:Rename - WHID_TOPICRENAME' (which is highlighted), 'Topic:Rename:New Title - T_R_NEW', 'Topic:Write - T_WRITE', and 'Topic:Write As - WHID_TOPICWRITEAS'. To the right of the list box are three buttons: 'OK', 'Cancel', and 'Help'. Below the list box is a section labeled 'New Title' with a text box containing the text 'Topic:Rename - WHID_TOPICRENAME'.

Changes the title of a topic.

Usage

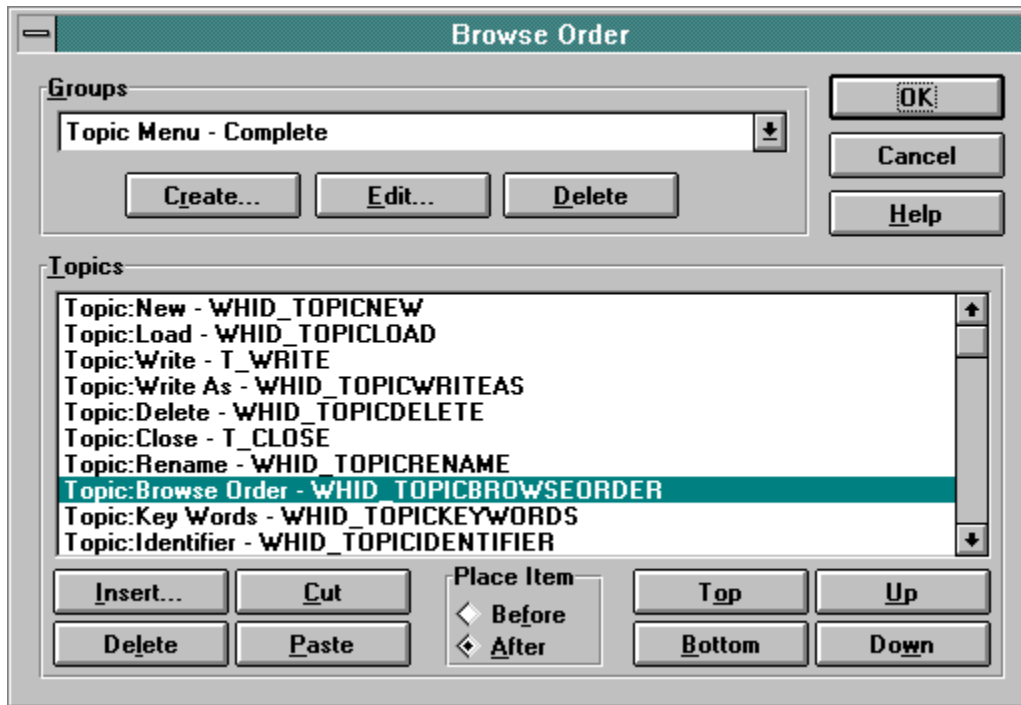
Select the topic to be renamed from those listed in the **Old Title** list box.

Enter the new topic title in the **New Title** edit control. This new name must be unique.

Note: The initial position in the **Old Title** list is the current topic.

Topic:Browse Order

The graphic below has hotspots which contain additional information.



Defines the browse orders for the project.

Browse orders are used to guide users through a list of related topics by clicking on the << and >> browse button in WinHelp.

Usage

Before any topics can be assigned to a browse order group the group itself must be created. This is done by clicking on the **Create** button. This displays a dialog into which you should enter the name of the group.

The list box in the group of controls labelled **Groups** is used to select which browse order group to carry out operations on. This also controls which group of topics is listed in the **Topics** list box.

If you decide to change the name of the browse order group then this can be done by selecting the group name and clicking on the **Edit** button which calls the same dialog as for the **Create** button but with the existing name entered in the edit control.

Clicking on the **Delete** button removes the entire selected browse order group.

The **Topics** list box is a multi-select control and is used to control which topics the operations of the **Topics** group are to be carried out on.

Once a browse order has been created topics can then be added into this group. The group name should be selected in the **Groups** list box and the **Insert** button clicked. This calls a dialog that lists all the available topics that can be added to the group. A topic can only be included in a single browse order group. The topics are placed in the list either before or after the selected topics depending on the selection of the buttons in the **Place Item** group.

If topics are no longer required in a browse order group they should be selected in the **Topics** list box and either the **Cut** or the **Delete** button clicked. The difference between these buttons is that the **Cut** button copies the selected topics to the Clipboard before removing them.

If one or more topic names have been copied to the Clipboard by use of the **Cut** button then these can be pasted back into either the same browse order group or a different group by selecting the group name and clicking on the **Paste** button. The topics are pasted either before or after the

selected topics in the **Topics** list box depending on the selection of the buttons in the **Place Item** group.

The order that the topics appear in the **Topics** list box and so the order that the browse buttons in WinHelp move through them is controlled by the **Top**, **Bottom**, **Up** and **Down** buttons.

Important

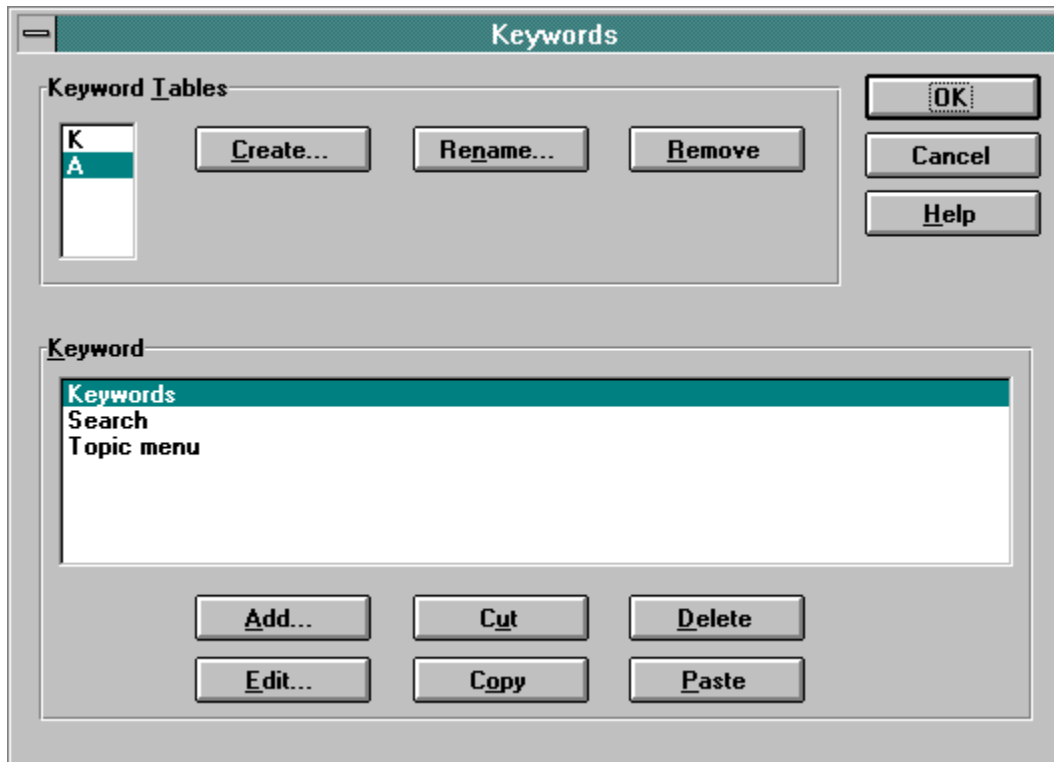
Before the browse orders can be used in WinHelp the "**BrowseButtons()**" macro must be added to the project macros. This is done by choosing the File:Generate:Settings:Macros menu option. If this macro is not set then you are prompted as to whether to add it when the generation process is activated by clicking on the **Generate** button of the File:Generate dialog or clicking on the **Generate** button of the Button Pad.

For more information see Help Macro Reference section on BrowseButtons in the Help Compiler Reference Guide (HC Ref.).

Topic:Keywords

See Also

The graphic below has hotspots which contain additional information.



[Attaches Keywords to the current topic.](#)

Keywords are used by the **Search** function of WinHelp to locate topics.

Usage

For most purposes you will only require the default keyword table of WinHelp identified by the letter K. If additional tables are required then these can be created by clicking on the **Create** button and entering the letter to use in the dialog displayed.

If more than one table exists then the list box in the **Keyword Tables** group is used to select the group to operate on. When the selection in this list box is updated the list of keywords in the **Keyword** list box is updated with the strings for the selected table. To enable an alternative keyword table you must select the table in the File:Generate:Settings:Compiler Options menu options.

If the letter used to identify the keyword table needs to be changed this can be done by clicking on the **Rename** button. This button is not available if the selected table letter is K as this can not be renamed. This option calls the same dialog as for the **Create** button but has the edit control filled with the current letter.

If a keyword table is no longer required it can be removed by clicking on the **Remove** button. Extra care should be taken when using this option as it removes the entire keyword table not just the keywords from the table for the current topic.

To add strings to the selected keyword table click on the **Add** button and enter the string in the dialog displayed.

To change an existing string click on the **Edit** button. This calls the same dialog as for the **Add** button but has the edit control filled with the current string.

To remove keywords from the selected keyword table select the keyword strings and click on either the **Cut** or **Delete** button. These both remove the strings from the list but the **Cut** button copies the

strings to the Clipboard.

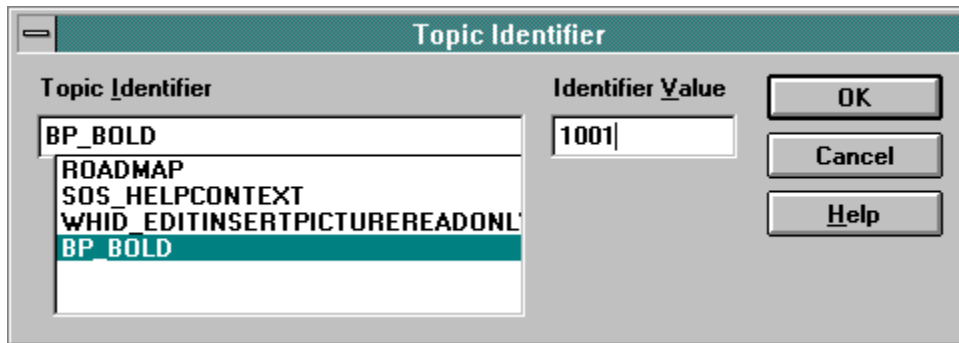
If keywords have been copied to the Clipboard they can be pasted back into the same or different keyword table by selecting the table in the **Keyword Table** list box and clicking on the **Paste** button. If the Clipboard contains keywords already in the table these are not pasted.

Note: Keywords can also be added to the default keyword table K by clicking on the **Add to Keywords** check box of the Topic:New or Topic:Write As dialogs.

For more information consult the Help Compiler Reference Guide - OLDKEYPHRASE and MULTIKEY.

Topic:Identifier

The graphic below has hotspots which contain additional information.



Defines the topic identifier for the current topic.

Usage

If the topic is to be used as a hotlink defined via the Links:New menu option or as the contents page of the project set via File:Generate:Settings:First Topic then it must have a topic identifier set for it. This identifier is set by either entering it in the edit part of the **Topic Identifier** control or by selecting an unused existing identifier from the list part.

If the topic is going to be called as a context sensitive help call from your application then a numeric constant must be entered in the **Identifier Value** edit control. This edit control is disabled if the **Help ID File** value in the Options:Project Preferences menu option is left blank.

Help identifier file

When the project is closed **SOS Help! Info-Author** collates the identifier that have values set for them and creates a language specific file to be used by the application the help file is for. This file if included into the application can then be used to create the context sensitive help calls to the .HLP file created for the project.

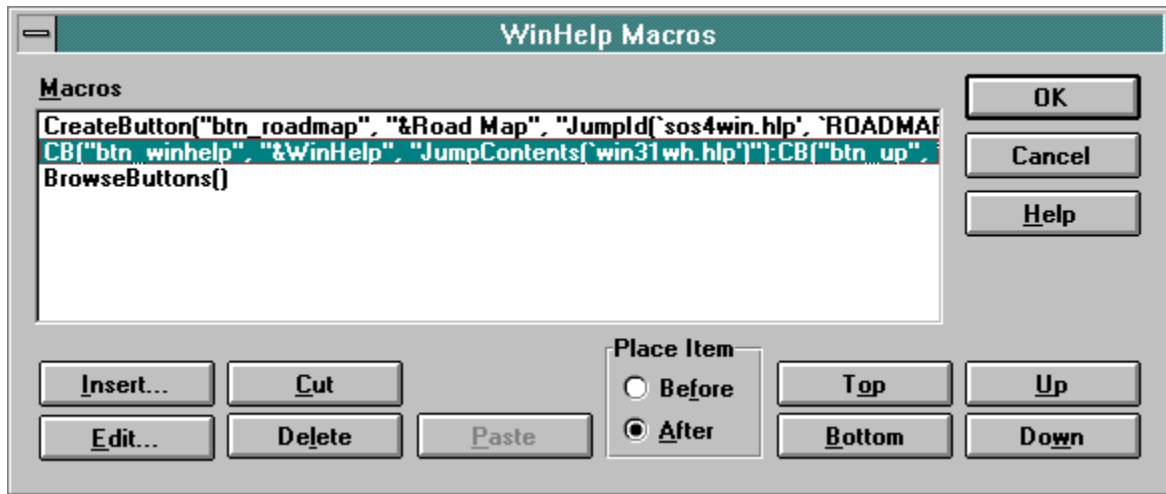
The file name for this help identifier file can be changed by editing the preferences for the project via the Options:Project Preferences menu option. if this file name is left blank no identifier file is created and identifier values can not be entered.

Note: Unnecessary identifier values cause a performance penalty when loading a project they should be removed from the help identifier file specified in the Options:Project Preferences menu option when no longer needed.

WinHelp Macros Editor

See Also

The graphic below has hotspots which contain additional information.



Used throughout SOS Help! Info-Author to define WinHelp Macros for either the project, an individual topic or as part of a hotlink.

For a complete list of all the available **WinHelp Macros** and their operation consult the Help Compiler Reference Guide - [Help Macro Reference](#).

WinHelp Macros

In the WinHelp engine there are three types of macros that can be set. These are as follows.

- | | |
|-----------------------|--|
| Project Macros | These macros are executed when the project is first loaded. The type of macro set are ones that control the buttons on the button bar of WinHelp or register routines in a DLL for use in WinHelp. This type is set by choosing the File:Generate:Settings:Macros menu option. |
| Topic Macros | These macros are executed when the topic is displayed. The type of macro set are ones that set the operation of the buttons in the button bar of WinHelp or set which buttons are enabled. This type of macro is set by choosing the Topic:WinHelp Macros menu option. |
| Link Macros | These macros are executed when the text of a link is selected. The type of macro are set make jumps to other help files or display one of the WinHelp dialogs. This type of macro is set by clicking on the Macro String button in the Links:New or Links:Details dialog when the link type has been set to Macro . |

Usage

The **Macros** control lists the macro strings currently set listed in the order that they are to be executed. This list box is a multi-select control and is used to control which macro string the operations of the buttons are to be carried out on.

To add a macro string to those listed define where in the list the macro string should be inserted by selecting one or more existing macros in the **Macros** list box. Clicking on the Insert button calls a dialog that allows you to enter a macro string. This string is then inserted into the **Macros** list either before or after the selected macros depending on which of the buttons in the **Place Item** group has been clicked.

To change a macro string select which one in the **Macros** list box and click on the **Edit** button. Alternatively this option can be called by double clicking on the macro string to edit with the mouse. This option calls the same dialog as for the Insert button but has the distinction that the edit control in this dialog contains the current value for the selected macro string.

If macros are no longer required they should be selected in the **Macros** list box and either the **Cut** or the **Delete** button clicked. The difference between these buttons is that the **Cut** button copies the selected macros to the Clipboard before removing them.

If one or more macro strings have been copied to the Clipboard by use of the **Cut** button then these can be pasted back into the list by selecting the position at which to paste them in the **Macros** list box and clicking on the **Paste** button.

The order that the macro strings appear in the **Macros** list box and so the order that they are executed is controlled by the **Top**, **Bottom**, **Up** and **Down** buttons.

This dialog is used by the following options

File:Generate:Settings:Macros

Topic:WinHelp Macros

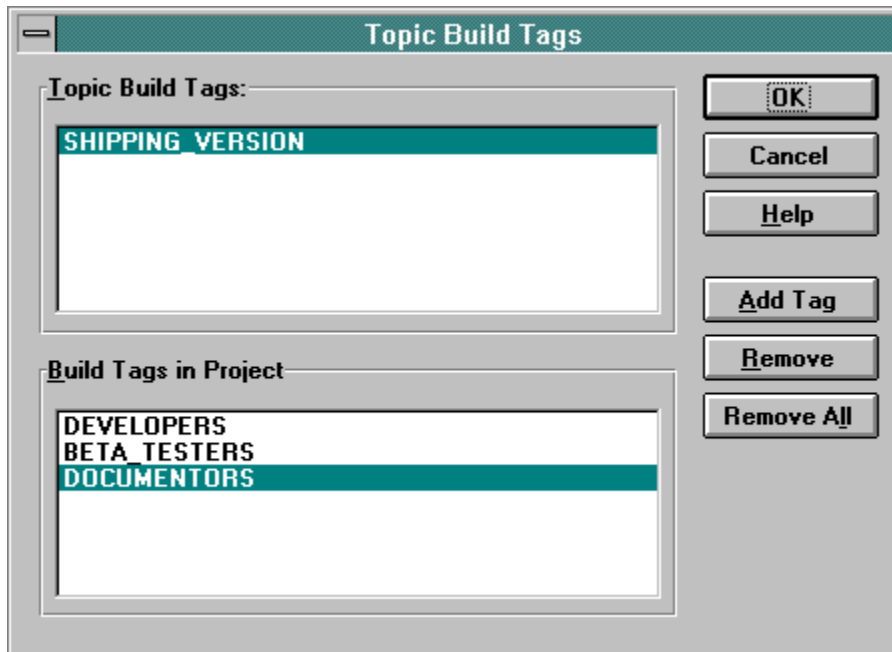
Links:New and the **Macro String** button is clicked.

Links:Details and the **Macro String** button is clicked.

For more information consult the Help Compiler Reference Guide - [Help Macro Reference](#).

Topic:Build Tags

The graphic below has hotspots which contain additional information.



Attaches a project Build Tag to the current Topic.

Build tags control which topics are included in the .HLP by the help compiler.

Usage

The **Topic Build Tags** control list the build tags currently attached to the topic.

The **Build Tags in Project** control list all the build tags defined for the project not currently attached to the topic.

To add build tags to the topic select the tag from the **Build Tags in Project** list box and either click on the **Add Tag** button or double click on the tag with the mouse.

To remove a build tag from the topic select the tag in the **Topic Build Tags** list box and either click on the **Remove** button or double click on the tag with the mouse.

To remove all of the tags from the topic click on the **Remove All** button.

Note: Topics with no build tag attached are always included in the .HLP.
The expression which determines the topics to be included in the .HLP is defined via the File:Generate:Settings:Build Condition menu option.
This menu option is unavailable if no build tags have been defined for the project by use of the File:Build Project Tags.

For more information consult the Help Compiler Reference Guide - BUILD and [BUILDTAGS].

Edit:Undo

Reverses the last editing operation. It also applies to Style changes, reversing the effect of the last change in Styles.

Short cut keys

<Alt+BkSp>

Note: The undo operation is limited to the last editing or style change. If the topic is written to disk the last operation can no longer be undone.

Edit:Cut

Cuts the selected text to the Clipboard.

Short cut keys

<Ctrl+X>

<Shift+Delete>

Hint

This option is useful for exporting text from **SOS Help! Info-Author** to other applications or for moving text between topics.

Note: This option is also available from the Button Pad.
This option is unavailable if no text is selected.

Topic Title

This control lists all topic titles that exist in the project and fit within the filter condition set via the **Filters** button on this dialog.

Use **<F4>** as the shortcut keystroke to expand the Topic Title pick list.

Edit:Select All

Selects everything in the current region of the topic

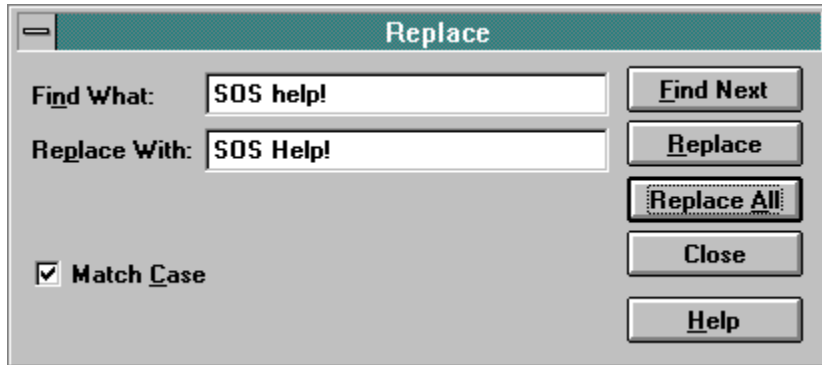
The selection is limited to the region the cursor is currently in. It does not cross the non-scrolling region separator.

Short cut keys

<Ctrl+NumPad 5>

Edit:Replace

The graphic below has hotspots which contain additional information.



Searches the topic for a text string and replaces it with a specified string.

Usage

Enter the text to search for in the **Find What** edit control.

Enter the text to replace the found text with in the **Replace With** edit control.

If the search is to be case sensitive click on the **Match Case** check box.

To find the next occurrence of the string in the **Find What** edit control click on the **Find Next** button or press the **<Enter>** key.

If a match for the string is found it can then be replaced by clicking on the **Replace** button.

Alternatively clicking on the button alone finds the next occurrence of the search string and replaces it in one operation.

If all occurrences of the search string are to be replaced click on the **Replace All** button.

Note: The search is limited to the current region of the topic. It starts at the cursor position and continues to the end of the non-scrolling region if that is the region the cursor is in or to the end of the topic if not. This is true even when the **Replace All** button is clicked. The search string entered in the **Find What** edit control is used for the initial search string of the dialog called when the Edit:Find menu option is selected. This dialog remains on the screen until it is closed. This is so that the find and replace process can be repeated without having to re-choose this option.

Edit:Insert ASCII

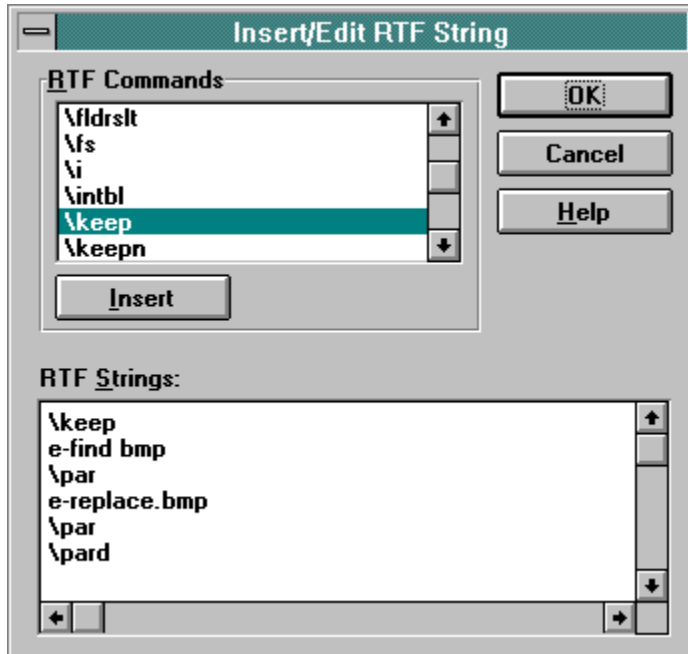
Loads the Windows Character Map Applet.

This allows for characters outside the range available on the keyboard to be inserted into the Clipboard and so into the topic text.

For more information see your Windows documentation.

Edit:Insert RTF and Edit RTF

The graphic below has hotspots which contain additional information.



Allows you to place raw RTF commands into a topic at the cursor position.

For a complete list of all **RTF Statements** and their operation consult the Help Compiler Reference Guide - [Help Statement Reference](#).

Note: Although the **RTF Command** is displayed as a button in the topic it is invisible in the generated project.

Usage

The **RTF Strings** edit control should be used to enter the RTF text to be inserted into the topic at the cursor position.

RTF commands can also be inserted into the edit control by selecting them in the **RTF Commands** list box and clicking on the Insert button. Alternatively double clicking on the required command with the mouse will insert it into the edit control.

They are often used to for [Mid-topic Jumps](#), and for embedding external dynamic link libraries (DLL).

An example of a Mid-Topic Jump RTF statement is - **#{\footnote # identifier}** - where *identifier* is the identifier used for the location of the target jump point.

Note: **SOS Help! Info-Author** does not check that the RTF commands are valid. Any invalid statements can result in help compiler errors when the project is generated.

RTF Strings Editor

Lists the inserted RTF Commands.

RTF commands can be inserted from **RTF Commands** and can be edited.

Custom Colors

These boxes display the custom colors currently set for the project.

To select one of these colors click on the required box with the mouse or use the arrow keys to move around the boxes and the **<Space>** key to select the color.

Insert

This button inserts the selected RTF string from the **RTF Commands** list box into the **RTF Strings** edit control.

The string is inserted at the current position within the edit control.

Note: If any text is selected it will be replaced by the string being inserted.

Edit:Non-Scrolling Region

Specifies whether the paragraph or selected paragraphs are to be placed into the scrolling or non-scrolling region of the topic.

The non-scrolling region is an area of the topic that will always remain visible. It can not be scrolled out of view no matter the length of the topic and is always at the very top of the topic.

Usage

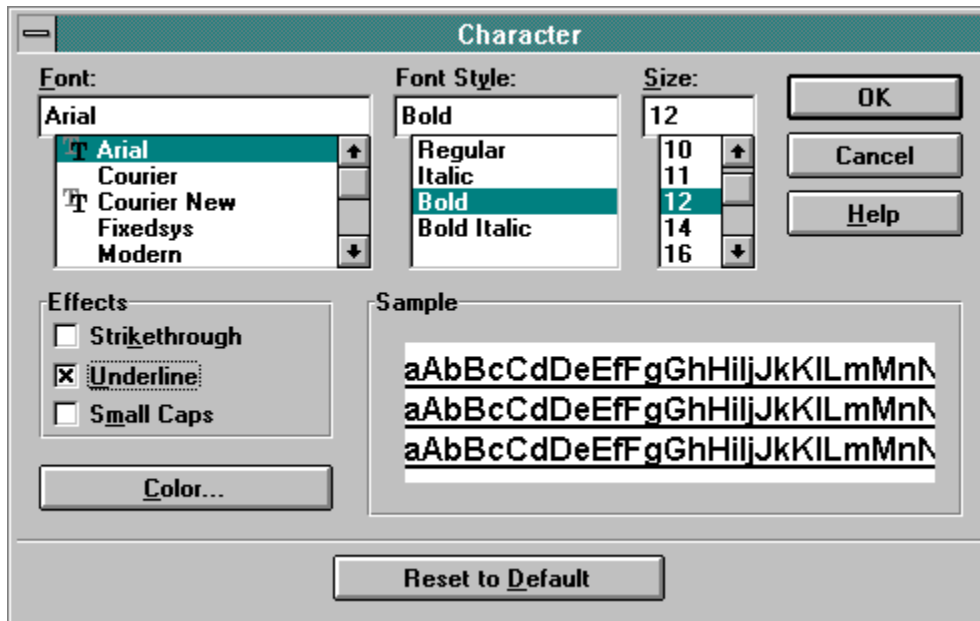
To add one or more paragraphs to the non-scrolling region select them and choose this menu option. This will then redraw the topic with these paragraphs locked at the top of the topic. Paragraphs can only be added to the non-scrolling region if the selected paragraphs begin with either the first paragraph of the topic if there is currently no non-scrolling region or from the first paragraph of the scrolling region if there is.

To remove one or more paragraphs from the non-scrolling region select them and choose this menu option. Paragraphs can only be removed from the non-scrolling region if the selected paragraphs ends with the last paragraph of the non-scrolling region.

Note: If the current paragraph is within the non-scrolling region then this menu option will have a check mark against it.
This option is also available from the Button Pad.

Font Picker

The graphic below has hotspots which contain additional information.



Allows you to define all aspects of a font.

Usage

Either select the name from the list box part of the **Font** control or enter the name in the edit part.

Once the font name has been selected select the style of the font from the **Font Style** list box.

Either select the size of the font from the list box part of the **Size** control or if the size is not in the list enter the size in the edit part.

If you wish to change the effects of the font click on one or both of the check boxes in the **Effects** group.

Clicking on the **Color** button displays the Color Editor dialog and allows you to select a color for the font.

As each item of the font is changed the font displayed in the **Sample** control is redrawn with the current settings.

The effect of clicking on the **Reset to Default** button resets the settings in this dialog to a default font. This default font depends on which option this dialog is called from.

This dialog is used by the following options

Style:Character

Style:Define and the **Character** button is clicked

Style:Attributes Menu

The graphic below has hotspots which contain additional information.

<u>C</u> olor...	
<u>B</u> old	Ctrl+B
<u>I</u> talic	Ctrl+I
<u>U</u> nderline	Ctrl+U
<u>S</u> trikethrough	
<u>S</u> mall Caps	

Changes the attributes of the topic text.

Note: These functions are also available from the Button Pad.

Style:Define

The graphic below has hotspots which contain additional information.



Manages the styles in the attached style sheet and sets the attributes of these styles.

A **Style** is a set of character, font, paragraph, tab and border attributes saved under one name. Once a **Style** is defined it can be applied using the **Apply** button or the Style:Select dialog.

Usage

The **Style** box lists all the styles in the current style sheet. The selected Style can be edited using the **Attribute** group of buttons. The selected style is also used as the initial selection in the **Style Management** dialogs.

Clicking on the Character button selects the font and its attributes to use for the selected style.

Clicking on the Paragraph button defines the paragraph settings for the selected style.

Clicking on the Tabs button defines the tab stops for the selected style.

Clicking on the Borders button defines the borders settings for the selected style.

To create a new style for the style sheet click on the New button.

If you need to copy or move a style to another style sheet or duplicate a style within the same style sheet click on either the Cut or Copy buttons. These buttons copy a style to the Clipboard and in the case of the Cut button removes it from the style sheet.

If a style is no longer required click on the Dele~~t~~e button.

To change the name of a style click on the Rename button.

If the Clipboard contains a style previously copied to it using the Cut or Copy options it can be pasted into the attached style sheet by clicking on the Paste button.

The **Apply** button can be used to set the style of all the selected paragraphs to the style selected in the **Style** list box.

Reset to Default Buttons

The dialogs displayed when defining the attributes of the style all contain a **Reset to Default** button. The effect of clicking on the button depends on the style being defined. If the style is **<Default Style>** then the defaults are a set of absolute defaults. Alternatively if the style being defined is not **<Default Style>** then the defaults are the settings of the **<Default Style>** style.

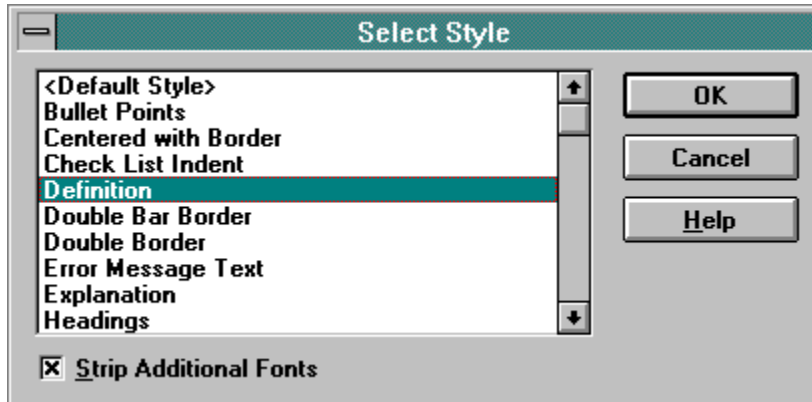
Important

SOS Help! Info-Author uses a special style called **<Default Style>** for all paragraphs which do not have a specific style attached to them. This style is also used as the default settings for the other styles when defining their attributes. It has one special property - it can never be deleted or renamed.

Note: Style names must be unique, can contain any alpha-numeric character, the space character and the underscore character.
The names can be up to 20 characters in length.
This option is also available from the Button Pad.

Style:Select

The graphic below has hotspots which contain additional information.



Attaches a Style to the selected paragraphs.

A **Style** is a set of character, font, paragraph, tab and border attributes saved under one name. It is created using Style:Define.

Usage

To change the style of one or more paragraphs either place the cursor in the required paragraph or select a number of paragraphs.

Select the required **Style** from the pick list.

If the **Strip Additional Fonts** check box is enabled all other fonts except those of the selected Style are removed.

Using the Options:Setup dialog the **Strip Additional Fonts** check box can always be enabled/disabled when SOS Help! Info-Author is loaded.

Note: This option is also available from the Button Pad.

File:Exit

Exits SOS Help! Info-Author and returns to Windows.

Note: You are prompted to save any changed Topics.

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Links:Details

The graphic below has hotspots which contain additional information.

The screenshot shows the 'Link Details' dialog box. The 'Topic' dropdown is set to 'Links:Details'. The 'Topic Identifier' is 'WHID_LINKSDETAILS' and the 'Identifier Value' is '4009'. The 'Link Type' is set to 'Jump'. The 'Attributes' are set to 'Normal'. The 'Window Type' is 'MAIN' and the 'Project' is 'SOS Help! for Windows v2.10'. The 'Show Link' button is visible.

Displays the details of the current link and allows you to edit the details and to jump to the linked topic.

Usage

The details shown in this dialog are those for the link that the cursor is on or the first link within the selected text.

Change the type of link by clicking on one of the buttons in the **Link Type** group. These buttons also control what values can be set in the rest of this dialog.

If the link type is set to **Macro** then the macro strings to be executed when the link is called can be edited by clicking on the **Macro String** button.

Alternatively if the link type is **Jump** or **Popup** then the topic to link to can be selected from the **Topic** list box. When the selection in this list box is changed the values displayed in the **Topic Identifier** and **Identifier Value** are updated with the values of the selected topic.

Normally links are shown in a set format to change this format select one of the buttons from the **Attributes** group.

The default **Window Type** is <None>. To select a different **Window Type** choose from the **Window Type** list box. To edit or view the details of the existing **Window Types**, or insert a new one, click on the **Define** button from the **Window Type** group. These controls are unavailable if the link type is not set to **Jump**.

Tracking Links

Clicking on the **Show Link** button loads the topic that the link points to. This button is unavailable if the link type is **Macro** or the link is to a topic in a different project.

Alternatively, to see what topics are pointing at a given Topic A, try and delete Topic A using Topic:Delete. Remember, the topic must be closed to do this. However when a topic has links to it it is not possible to delete it. Instead the Delete Topic - Links Present dialog is automatically displayed. This list all the topics that have links to the selected Topic A.

Inter-file Links

You can create links to topics in other project that were created using **SOS Help! Info-Author**. Select the required project from the **Project** combo box. When the selection of this list box is changed the **Topic** list box is updated with the topics from the newly selected project.

It is also possible to create links to topics in other **.HLP** files, if the *topic identifier* is known. To link to a **.HLP** file not created by **SOS Help! Info-Author**, select **<Inter-link file>**. This automatically displays the Inter-file Link dialog.

Mid-Topic Jumps

These are done by inserting an **RTF Command**, which is invisible in the generated help file, containing a Topic Identifier. A link is then created to this identifier using **Inter-file Links**, but leaving the **.HLP file name** blank (i.e. a jump within the originating **.HLP** file)

For a demonstration of a Mid-Topic Jump [click here](#). This will take you directly to the explanation of how to create a Mid-Topic Jump in the Links:New:Inter-file Link Details dialog.

For an explanation on exactly how this is done, see Links:New:Inter-file Link Details and the How...? Help file.

Auto Link Search

If the **Auto Link Search** check box is enabled in Options:Setup, then **SOS Help! Info-Author** automatically inserts the text that was highlighted as the topic in the Topic:New dialog (when the **Create Topic** button is clicked). When the new topic is created the link to it is made automatically.

If the highlighted text is an existing Topic name then **SOS Help! Info-Author** automatically selects that topic in the **Links:New** and **Links:Details** dialogs.

Note: This option is unavailable if the cursor is not on a link or the selected area of text does not contain any links.

This option can also be called by double clicking on the required link with the mouse.

Links:Delete

Deletes one or more links from the topic.

This option deletes either the link that the cursor is on or all the links of the selected block of text.

Note: This option is unavailable if the cursor is not on a link or the selected text does not contain any links.

Links:Jump to Link

Loads the topic linked to the current topic.

This option loads the topic pointed to by the link at the cursor position or the first link in the selected area of text. If the topic is already loaded it is made the current topic.

Note: This option is unavailable if the cursor is not on a link or the selected area does not contain a link.

This option is also available from the Button Pad.

File:Generate:Settings:Windows

Calls the Windows Definition Editor dialog. This defines the Window Types available in the project.

Choosing this option has the same effect as both the Window:Define menu option and clicking on the **Define** button in the **Window Type** group of the dialogs displayed when the Links:New and Links:Details menu options are chosen.

These options are used to define the window types and their settings so that they can be used to display topics in a different window to the main WinHelp window.

All of these options make use of the of the Windows Definition Editor.

Options:Project Preferences

This option calls the Preferences dialog box and defines the settings for the current project.

This option is used to define the settings for the current project. This option can be called from both the **Options Menu** or from the **Preferences** button on the dialogs displayed for File:New Project and File:Save Project As.

This option calls the same Preferences dialog as the Options:System Preferences menu option.

Note: The default values for these settings are those of the system preferences defined by choosing the Options:System Preferences menu option.

Options:Show Hidden

Toggles whether non-printing characters, e.g. tabs, carriage returns and line feeds, should be displayed.

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Window:Cascade

Organizes the windows in a cascade pattern.

This option arranges all the windows from the top left hand corner of the main window in a cascade pattern.

Short cut key

<Shift+F5>

Note: This option only cascades windows that have not been minimized.

Window:Tile

Organizes the windows into a tile pattern.

This option arranges all the windows in a tile pattern with each window being made to be roughly the same size as each other.

Short cut key

<Shift+F4>

Note: This option only tiles windows that have not been minimized.

Window:Arrange Icons

Reorganizes minimized windows.

This option arranges all the minimized windows along the bottom of the main SOS Help! Info-Author window.

Note: The icon used for the minimized windows differ depending on the type of window. If an icon has focus it is placed as the last icon in the list.

Window:Close

Closes the current window.

This option can be used to close error and import logs as well as topic windows.

You are prompted to save the topic by the Save Topics Prompt dialog if changes have been made since it was last written to disk.

Short cut key

<Ctrl+F4>

Window:Close All

Closes all open windows.

This option closes all windows. This includes windows containing error and import logs as well as topic windows.

You are prompted to save the topic by the Save Topics Prompt dialog if changes have been made since it was last written to disk.

Window:Windows in use

Displays the titles of all open topics.

The checked topic is the topic which has focus. To activate a window select the topic title from this menu.

Note: If there are more than 9 open windows a **More Windows** menu option is added. This option displays a dialog containing a list box of all the open windows. This can then be used to select a window.

Help:Contents

Displays the contents page of the SOS Help! Info-Author help file in the WinHelp engine.

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Options: System Preferences

This option calls the Preferences dialog box and defines the default settings for the SOS Help! Info-Author system.

The settings defined by this option are used when a new project is created and as the defaults for the Options: Project Preferences.

Help:How to Use Help

Displays the help file for the WinHelp engine.

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Help:View Project .HLP

Displays the help file created for the current project in the WinHelp engine.

Note: This option is unavailable if the .HLP file specified in the File:Generate dialog does not exist. This option is also available by selecting the **View .HLP** button in the File:Generate dialog.

Help:About SOS Help!

Displays the product and user details.

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With thanks to

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Preferences

This button allows you to change the preferences from the system defaults. If the preferences are not changed the settings are those set via the Options:System Preferences menu option.

Note: If you need to change the preferences of the project at a later date this can be done by choosing the Options:Project Preferences menu option.

Style:Attributes:Bold

Toggles the bold effect

This option toggles the bold effect for the selected text or for any character entered afterwards.

Note: This option is also available from the Button Pad.

Style:Attributes:Underline

Toggles the Underline effect

This option toggles the underline effect for the selected text or for any character entered afterwards.

Note: This option is also available from the Button Pad.

Style:Attributes:Italics

Toggles the Italics effect

This option toggles the italics effect for the selected text or for any character entered afterwards.

Note: This option is also available from the Button Pad.

Style:Attributes:Strikethrough

Toggles the Strikethrough effect

This option toggles the strikethrough effect for the selected text or for any character entered afterwards.

Note: This option is also available from the Button Pad.

Button Pad

The graphic below has hotspots which contain additional information.



The Button Pad provides a short cut means of accessing the most common options in SOS Help! Info-Author.

Usage

The **Button Pad** is displayed by clicking the right mouse button. The mouse must be somewhere in the **SOS Help! Info-Author** main application window

Once the **Button Pad** has been displayed click on the desired button.

The function of each button is displayed in the Status Bar at the bottom of the screen as the cursor is moved over the top of it.

Old Title

This control list all the projects in the system. It is used to select the project to be renamed.

Note: As the selection in this list box changes the **New Title** edit control is updated with the current title of each project.

Help:Search for Help On

Displays the Search dialog for the SOS Help! Info-Author help file in the WinHelp engine.

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Network Button

This button allows you to connect to a network and make use of files stored on it. If it is not necessary to connect to a network, the button does not appear.

Add To Keyword

If this button is clicked then the title of the topic is added as a keyword to the default keyword table for the topic. To enable/disable this check box on start up see [Options:Setup](#).

Close

This button closes the Help Tracker dialog and saves the help tracker information of the selected topic.

Project Name

This edit control is used to enter the title of the project.

The project title is used to locate the project within **SOS Help! Info-Author** and is displayed in the title bar of WinHelp when it displays the project.

Note: Project titles can contain up to 50 characters and must be unique.

Project Directory

This edit control is used to enter the name of the subdirectory in which to store the files for the new project.

Note: The directory should not contain a **SOS Help! Info-Author** project.

.HLP Name and Path

This edit control is used to enter the name and path of the .HLP file to be generated for the project. The value can also be entered by clicking on the Browse button and selecting a .HLP file.

Note: If the file name of the .HLP needs to be changed at a later date this can be done by choosing the File:Generate menu option.
If the .HLP file selected exists you are prompted as to whether to overwrite the file.

File:Maintenance:System

Rebuilds the index files for the system.

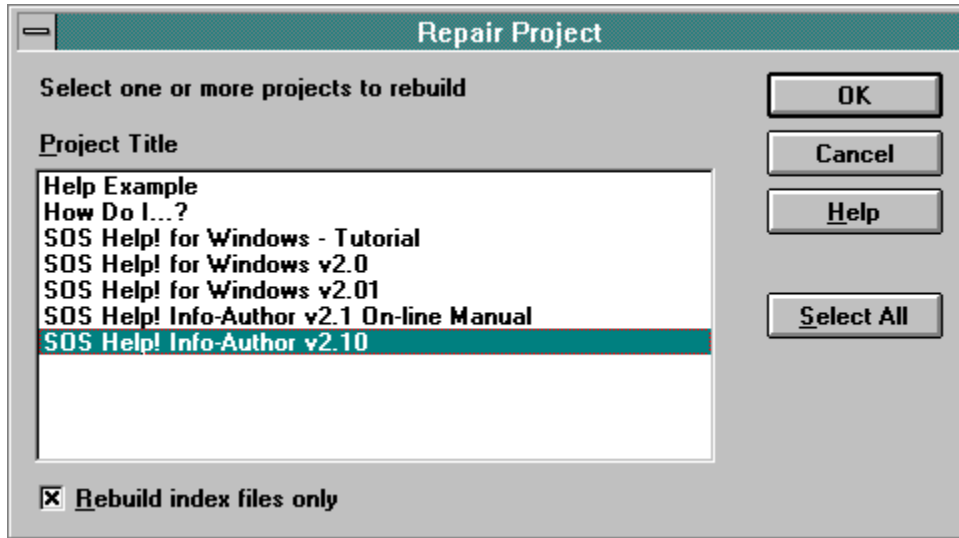
Important

This option should be used to rebuild the index files after a system crash.

Note: This option is only available when there are no open projects.

File:Maintenance:Project

The graphic below has hotspots which contain additional information.



Rebuilds the index, topic and project files for one or more selected projects, and checks their integrity.

Usage

Select one or more projects to rebuild by choosing them from the **Project Title** list box.

Alternatively all the projects can be selected by clicking on the **Select All** button.

Once selected clicking the **OK** button rebuilds all the files associated with each project.

Enabling the **Rebuild index files only** check box causes a faster rebuild because the integrity of the project files are not checked.

Important

This option should be used to rebuild the project should the index become corrupted or a GPF error occurs.

Note: This option is only available when there are no open projects.

Macro String

This button calls the WinHelp Macro Editor dialog and allows you to enter or edit the macro strings to be executed when the link is selected.

Note: This button is unavailable if the link type is not set to **Macro**.

Style List

This control lists all the styles contained in the attached style sheet. It should be used to choose the required style to set for the selected paragraphs.

Strip Additional Fonts

When this check box is enabled, all existing fonts and attributes are removed from the paragraph and replaced with the new style, i.e. if some text were in bold then this would be removed when the new style was applied.

However, if the check box is disabled then any fonts or attributes within the paragraph will remain when the new style is applied. Therefore if Bold text existed before it will remain after the new style has been applied.

Note: If the result of changing the style of a paragraph is not what was expected, it is often because there are some old fonts remaining. If this is the case click the check box strip out these fonts.

To enable/disable this check box on start up, see [Options:Setup](#).

Edit:Copy

Copies the selected text to the Clipboard.

Short cut keys

<Ctrl+C>

<Ctrl+Insert>

Hint

This option is useful for exporting text from **SOS Help! Info-Author** to other applications or for copying text between topics.

Note: This option is also available from the Button Pad.
This option is unavailable if no text is selected.

Edit:Paste

Inserts the text from the Clipboard into the topic at the cursor position.

Short cut keys

<Ctrl+V>

<Shift+Insert>

Hint

This option is useful for including text from other applications within the topic text or for copying text between topics.

Note: If an area of text is selected the pasted text will replace the selected area.
This option is also available from the Button Pad.

Edit:Delete

Deletes the selected text without copying it to the Clipboard.

Short cut key

<Delete>

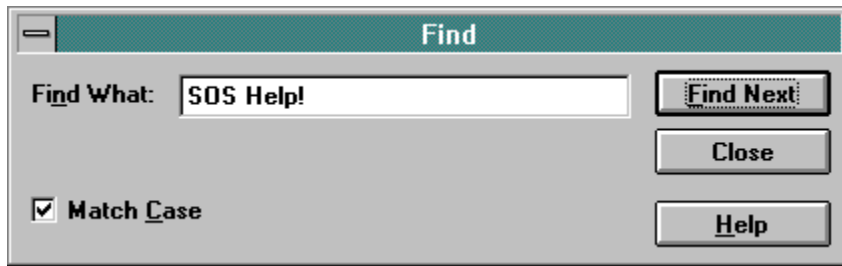
Hint

This option is useful for quickly removing large amounts of unwanted text.

Note: This option is also available from the Button Pad.
This option is unavailable if no text is selected.

Edit:Find

The graphic below has hotspots which contain additional information.



Searches the topic for the specified text.

Usage

Enter the text to search for in the **Find What** edit control.

If the search is to be case sensitive click on the **Match Case** check box.

To start the search click on the **Find Next** button or press the **<Enter>** key.

Note: The search is limited to the current region of the topic. It starts at the cursor position and continues to the end of the non-scrolling region if that is the region the cursor is in or to the end of the topic if not.
The search string entered in the **Find What** edit control is used for the initial search string of the dialog called when the Edit:Replace menu option is selected.
This dialog remains on the screen until it is closed. This is so that the find process can be repeated without having to re-choose this option.

Links:New

The graphic below has hotspots which contain additional information.

The screenshot shows the 'Create Link' dialog box. The 'Topic' dropdown is set to 'Links:Details'. The 'Topic Identifier' field contains 'WHID_LINKSDETAILS' and the 'Identifier Value' field contains '4009'. In the 'Link Type' group, the 'Jump' radio button is selected. The 'Attributes' group has the 'Normal' radio button selected. The 'Window Type' dropdown is set to 'MAIN'. The 'Project' dropdown is set to 'SOS Help! for Windows v2.10'. Buttons for 'OK', 'Cancel', 'Help', 'Create Topic...', 'Macro String...', 'Define...', and 'Inter-file Details...' are visible.

Creates a link using the selected text as the link phrase.

Usage

Set the type of link by clicking on one of the buttons in the **Link Type** group. These buttons also control what values can be set in the rest of this dialog.

If the link type is set to **Macro** then the macro strings to be executed when the link is called can be entered by clicking on the **Macro String** button.

Alternatively if the link type is **Jump** or **Popup** then the topic to link to can be selected from the **Topic** list box. When the selection in this list box is changed the values displayed in the **Topic Identifier** and **Identifier Value** are updated with the values of the selected topic.

Normally links are shown in a set format. To change this format select one of the buttons from the **Attributes** group.

The default **Window Type** is <None>. To select a different **Window Type** choose from the **Window Type** list box. To edit or view the details of the existing **Window Types**, or insert a new one, click on the **Define** button from the **Window Type** group. These controls are unavailable if the link type is not set to **Jump**.

Inter-file Links

You can create links to topics in other project that were created using **SOS Help! Info-Author**. Select the required project from the **Project** combo box. When the selection of this list box is changed the **Topic** list box is updated with the topics from the newly selected project.

It is also possible to create links to topics in other **.HLP** files, if the *topic identifier* is known. To link to a **.HLP** file not created by **SOS Help! Info-Author**, select <Inter-link file>. This automatically displays the Inter-file Link dialog.

Mid-Topic Jumps

These are done by inserting an **RTF Command**, which is invisible in the generated help file, containing a Topic Identifier. A link is then created to this identifier using **Inter-file Links**, but leaving the **.HLP file name** blank (i.e. a jump within the originating **.HLP** file)

For a demonstration of a Mid-Topic Jump [click here](#). This will take you directly to the explanation of how to create a Mid-Topic Jump in the [Links:New:Inter-file Link Details](#) dialog.

For an explanation on exactly how this is done, see [Links:New:Inter-file Link Details](#) and the [How...? Help](#) file.

Auto Link Search

If the **Auto Link Search** check box is enabled in [Options:Setup](#), then **SOS Help! Info-Author** automatically inserts the text that was highlighted as the topic in the [Topic:New](#) dialog (when the **Create Topic** button is clicked). When the new topic is created the link to it is made automatically.

If the highlighted text is an existing Topic name then **SOS Help! Info-Author** automatically selects that topic in the **Links:New** and **Links:Details** dialogs.

Note: This option is unavailable if no text is selected.
Overlapping links can not be created. If the selected text already contains a link, a warning is given.
This option is also available from the [Button Pad](#).

Window Type Define

This button calls the Window Definition Editor dialog and allows you to view or edit the window definitions within the project so that they can be used as part of the link details

Note: This button has the same effect as choosing the Window:Define or the File:Generate:Settings:Windows menu options.

Project Name

This lists all available projects. To select one, click on the desired project.

Edit:Spell Checker:Options>Edit

The graphic below has hotspots which contain additional information.



This allows new words to be added to the custom dictionary, existing words to be updated and incorrect words to be removed.

Discard

This button closes the current topic without saving any changes.

File:Generate:Settings:Macros

Calls the [WinHelp Macros Editor](#) dialog. It specifies the WinHelp Macros for the project.

For a complete list of all the available **WinHelp Macros** and their operation consult the **Help Compiler Reference Guide** - [Help Macro Reference](#).

The macros specified by this option are executed when the project is first loaded by WinHelp.

The dialog called when this option is chosen is identical to the [Topic:WinHelp Macros](#) menu option and the dialog displayed when defining macro type links in the [Links:New](#) and [Links:Details](#) menu options.

Important

One macro that is almost always set for the project is the **BrowseButtons()** macro. This macro displays the \leq and \geq browse buttons in WinHelp to allow the browse orders defined for the project by selecting the [Topic:Browse Order](#) menu option to be used. If this macro is not set then you are prompted as to whether to add it when the generation process is activated by clicking on the **Generate** button of the [File:Generate](#) dialog or clicking on the **Generate** button on the [Button Pad](#). If you chooses to add the **BrowseButtons()** macro it is appended to those already set for the project.

For more information see [WinHelp Macros Editor](#).

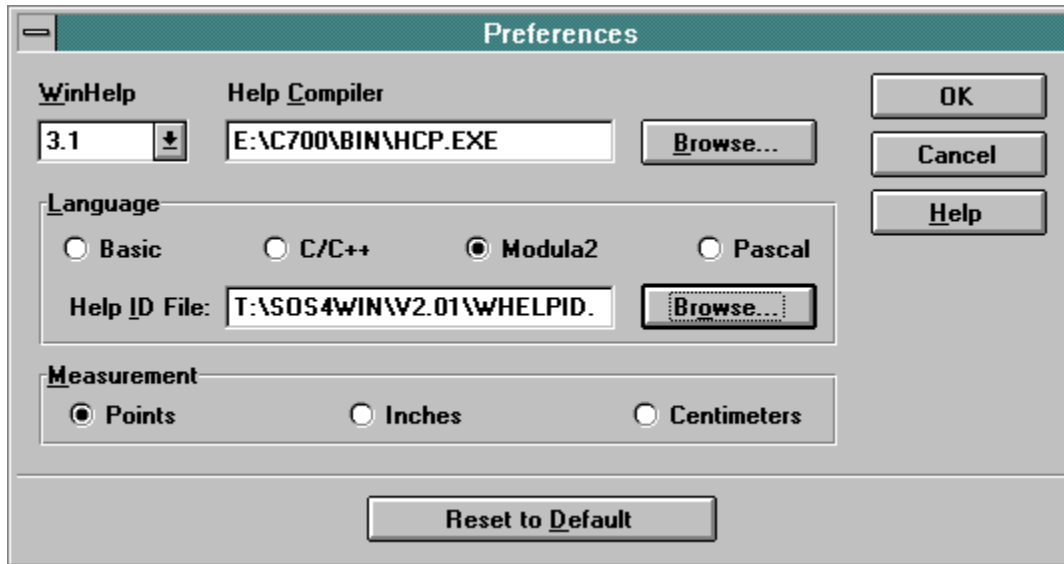
Close

This button exits the dialog box.

Preferences

See Also

The graphic below has hotspots which contain additional information.



Used to define the system or project settings.

Usage

Select the version of WinHelp to create the project for. The current version of **SOS Help! Info-Author** only supports WinHelp version 3.1 (including Windows NT v3.1 and v3.5).

Enter the file name of the help compiler to use when generating the project in the **Help Compiler** edit control or select the file using the File Browser displayed when the **Browse** button is clicked.

Select the language of the help identifier file by clicking on one of the buttons in the **Language** group.

Enter the file name of the help identifier file in the **Help ID File** edit control or select the file using the File Browser displayed when the **Browse** button is clicked.

Click on one of the buttons in the **Measurement** group to select the default unit of measurement to use.

Clicking on the **Reset to Default** button sets all the values in the dialog to a set of defaults.

This dialog is used by the following options

Options:System Preferences

Options:Project Preferences

File:New and the **Preferences** button is clicked

File:Save Project As and the **Preferences** button is clicked

Note: System preferences are the defaults used when creating a new project.

Hue, Saturation and Lumination Values

These edit controls allow for the defining of colors by entering the Hue, Saturation and Lumination values for the color.

Note: This method of defining a color is useful when the values for it are known.

New Name

This control displays the name of the missing style.

Reset to Default

This button returns all variables to their default settings

Measurement

This group of buttons defines the default unit of measurement to be used.

Note: The default unit can be overridden when entering measurements by appending the unit to the end of the measurement entered.

Measurement units are points (**pt**), inches (**in**), or centimeters (**cm**).

WinHelp

This control sets which version of WinHelp the project is to be created for. It determines the format of the .RTF files and the .HPJ file created by **SOS Help! Info-Author** during the generation process.

The current version of **SOS Help! Info-Author** only supports version 3.1 of WinHelp (including Windows NT v3.1 and v3.5).

Help Compiler

This edit control is used to enter the full path name of the required **Help Compiler** (e.g. C:\C700\BIN\HC31.EXE). Alternatively the Browse button can be used to select a file using the File Browser displayed.

Language

This group of buttons defines the language for the constants in the help identifier file specified in the **Help ID File** edit control. This file is used by **SOS Help! Info-Author** to store the help identifiers so that context sensitive help calls can be made to the help file created.

Help ID File

This edit control is used to enter the full path name of the help identifier file. Alternatively the Browse button can be used to select a file using the File Browser displayed.

This file is used by **SOS Help! Info-Author** to store the help identifiers so that context sensitive help calls can be made to the help file created. The format of this file is determined by the **Language** setting.

If this edit control is left empty context sensitive help calls to the .HLP file can not be made. If this dialog was called from the Options:Project Preferences option or from the **Preferences** button of the File:New Project or File:Save Project As menu options and this value is left blank a dialog is displayed and you are ask to confirm this decision.

Note: If this edit control is left empty for the project preferences identifier values can not be entered in the project as the **Identifier Value** edit controls of the Topic:New, Topic:Write As and Topic:Identifier menu options are disabled.

File Name

This edit control and list box allows you to enter the name of the file to choose. This can either be done by entering the file name directly in the edit control or by clicking on the file name from those in the list box.

Note: The files shown in the list box are only those of the extension specified by the **List Files of Type** or **Save Files as Type** list box. This can be overridden by entering into the **File Name** edit control a wild card such as *.TXT which would then list all the files of that type.

List Files of Type or Save File as Type

This control selects the extensions of the files to be displayed in the **File Name** list box.

Note: This list box often also controls the operation to be carried out on the file once it has been selected. For example in the case of text import and export this list box controls the format of the selected file. For this reason care should be taken to always select the correct file type.

Directories

This control lists the directories of the drive currently selected in the **Drives** list box. This list box can be used to navigate around the directory structure by double clicking on the required sub-directory with the mouse.

Drives

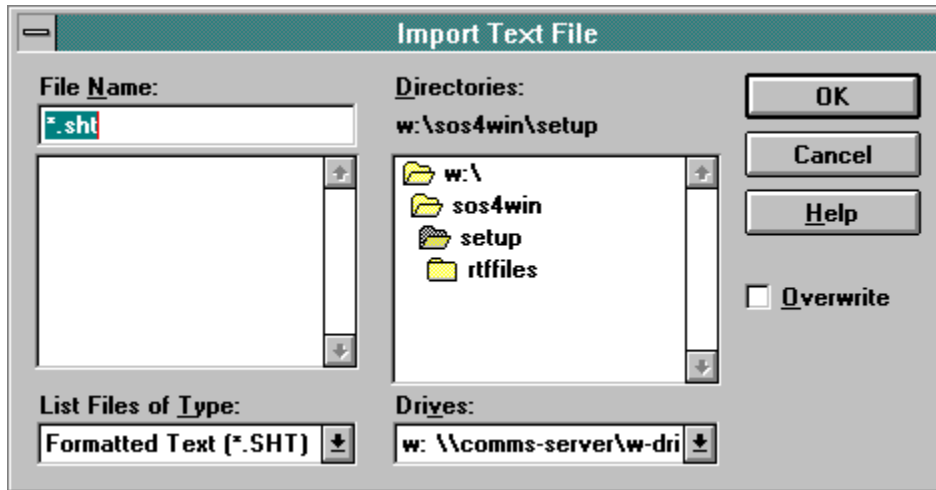
This control lists the drives available on the computer. This list box can be used to change the current drive and so update the rest of the dialog.

Default

This button instructs **SOS Help! Info-Author** to use the **<Default Style>** for all paragraphs that have the missing style attached to them.

File:Import:Text

The graphic below has hotspots which contain additional information.



Prompts for the name and format of a text file and imports it into the current project.

It is often used, for example, to import text files that have been spell checked externally. If this is the case, the the **Overwrite** check box must be enabled.

Usage

Select the format of the file to be imported by use of the **List Files of Type** list box.

Enter the name of the text file to import.

If you wish existing topics to be overwritten with those from the text file check the **Overwrite** button. To enable/disable this check box on start up see [Options:Setup](#).

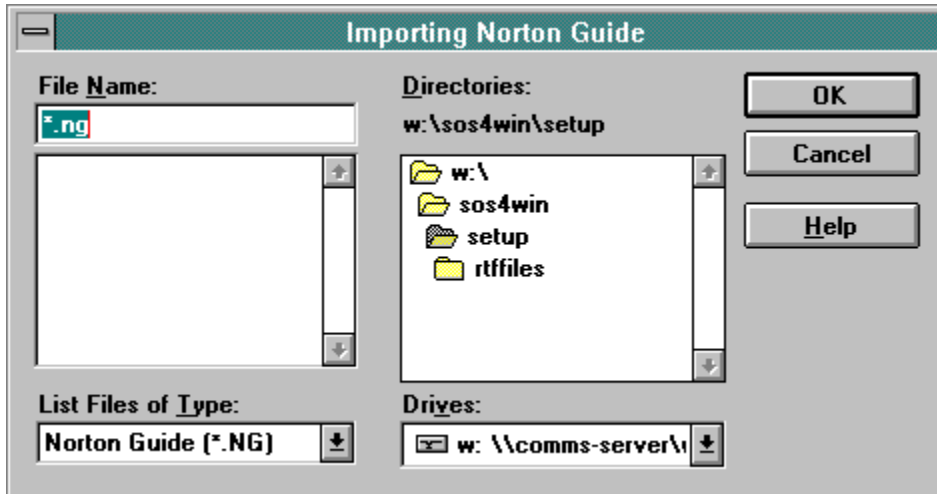
Once the file has been imported any errors and warning are reported in an error log.

Note: This option only available if a project is open.
Before a text file can be imported all topics must be closed.

For more information see the [On-Line Manual](#).

File:Import:Norton Guide

The graphic below has hotspots which contain additional information.



Prompts for the name of a Norton Guide file and imports it into a new project.

Usage

Enter the name of the **Norton Guide** file to import by using the File Browser displayed when this option is chosen.

Once the **Norton Guide** file has been selected a dialog the same as that for the File:New Project menu option will be displayed. The values in this dialog should be entered in the same way as for that option.

After the project has been created using the values entered, the **Norton Guide** file will be used to create a project.

When a Norton Guide is imported, each line is read as a separate paragraph. To overcome this use Edit:Join Paragraphs to join all the separated lines into correctly formatted paragraphs.

Tip: Turn on the hidden characters (Options:Show Hidden) to see where the paragraph breaks are.

Note: When joining paragraphs it is possible to set the default number of spaces inserted between joined paragraphs using Options:Setup. This setting is very useful for imported Norton Guide topics.

Important

Complex **Norton Guides** can take several hours to import as all the necessary topics, text and hotlinks between the topics are created.

Do not turn off your computer.

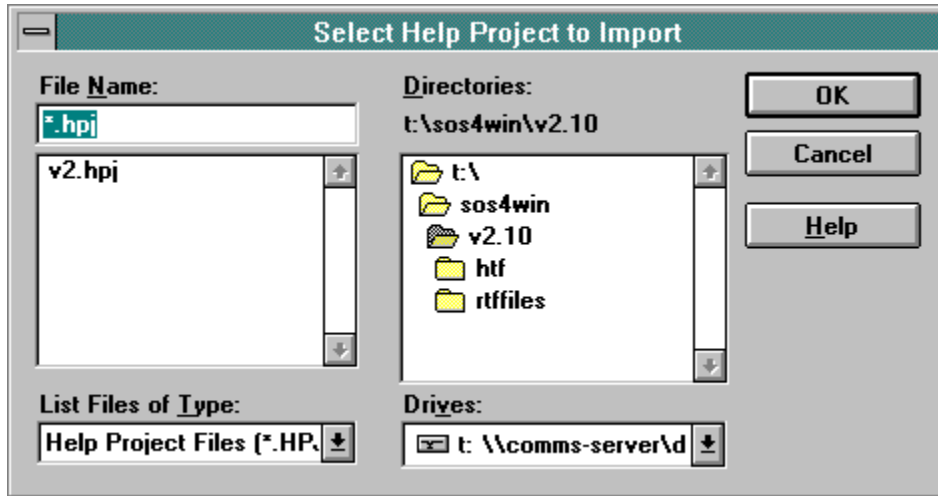
If you suspect that your computer has hung, try switching to another application. If this is successful, **SOS Help! Info-Author** is still functioning correctly.

Warning: Norton Guides can display characters whose ASCII value is less than 32. Windows cannot display these characters so SOS Help! Info-Author replaces these characters with spaces.

For more information see the On-Line Manual.

File:Import:WinHelp Project

The graphic below has hotspots which contain additional information.



[Imports a Windows Help .HPJ project into SOS Help! Info-Author.](#)

For more information see the [On-Line Manual](#).

Reset to Default

This button is used to reset the current color setting to a default value. The default color is dependant on where this dialog has been called from. The options that make use of this dialog and the values used as the default setting are listed below.

Window Definition Editor and one of the color buttons is clicked

The color is reset to the Windows background color as defined by the Control Panel.

Style:Character and the Color button is clicked on the Font Picker dialog

The color is reset to the text color of the style of the paragraph the cursor is on.

Style:Attributes:Color

The color is reset to the text color of the style of the paragraph the cursor is on.

Style:Define:Character and the Color button is clicked on the Font Picker dialog

If the style being defined is **<Default Style>** then the color is reset to the Windows text color as defined by the Control Panel.

If the style being defined is not **<Default Style>** then the color is reset to the text color defined for the **<Default Style>** style.

Project Title

This control should be used to select the project or projects to be repaired.

Note: This is a multi-selection list box.

Select All

This button selects all listed files, projects or text.

Topics List Box

This button displays all the topics created.

New Title

This edit control is used to enter a new project title for the selected project.

Note: The new title must be unique.

Color Slider

This slider control is used to change the colors contained within the **Color Picker Box**. Moving the pointer on the slider up increases the value in the **Lumination** edit control and updates the values of the **Red**, **Green** and **Blue** edit controls. Moving the slider down decreases the **Lumination** value and again updates the values of the **Red**, **Green** and **Blue** edit controls.

File:Generate:Settings:Build Condition

Topic:Build Tags

[BUILD]

[BUILDTAGS]

View .HLP

This button displays the project .HLP file by calling WinHelp.

Note: This option is also available by selecting the Help:View Project .HLP menu option.
This button is unavailable if the .HLP file for the project does not exist.

Generate

This button creates the necessary .RTF and help compiler files and executes the help compiler.

If there are no compiler errors, it then loads the .HLP created for the project and displays the opening topic as defined in the File:Generate:Settings:First Topic menu option.

Note: This option is also available from the Button Pad.

Error Log

This button displays a read only window containing any errors or warning messages produced by the help compiler the last time the project was generated.

Note: This button is unavailable if no error log exists or it contains no errors or warnings.

File:Generate:Settings

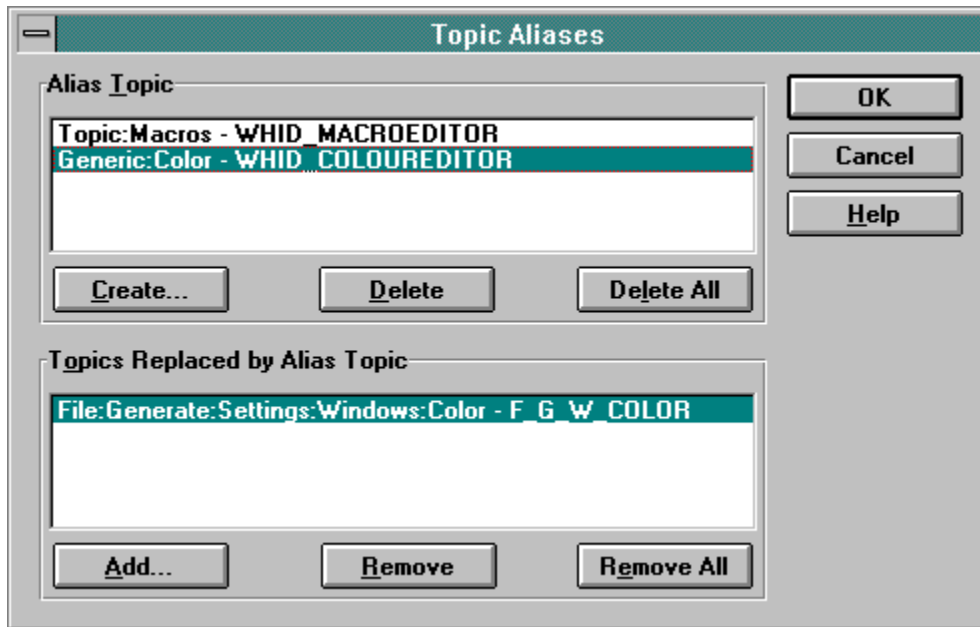
The graphic below has hotspots which contain additional information.

<u>A</u> liases
<u>B</u> aggage Files
<u>B</u> uild Condition
<u>C</u> ompiler Options
F <u>i</u> rst <u>T</u> opic
<u>F</u> ont Mappings
<u>I</u> con
<u>M</u> acros
M <u>a</u> p <u>S</u> ection
<u>W</u> indows

Defines the options for the help compiler and the WinHelp settings for the current project.

File:Generate:Settings:Alias

The graphic below has hotspots which contain additional information.



Replaces a topic, or topics, with an alternative known as the Alias Topic.

For more information about alias topics consult the Help Compiler Reference Guide - [\[ALIAS\]](#).

Usage

Click on the **Create** button and select the topic to be used as the alias topic (i.e. the topic to be seen by the user)

Click on the **Add** button and select the topic to be replaced by the alias topic. More than one topic in the **Topics Replaced by Alias Topic** list box can be replaced by the selected topic in the **Alias Topic** list box by repeatedly clicking on the **Add** button until all the required topics have been selected.

Clicking on the **Delete** button deletes the currently selected alias.

Clicking on the **Delete All** button deletes all of the aliases within the project.

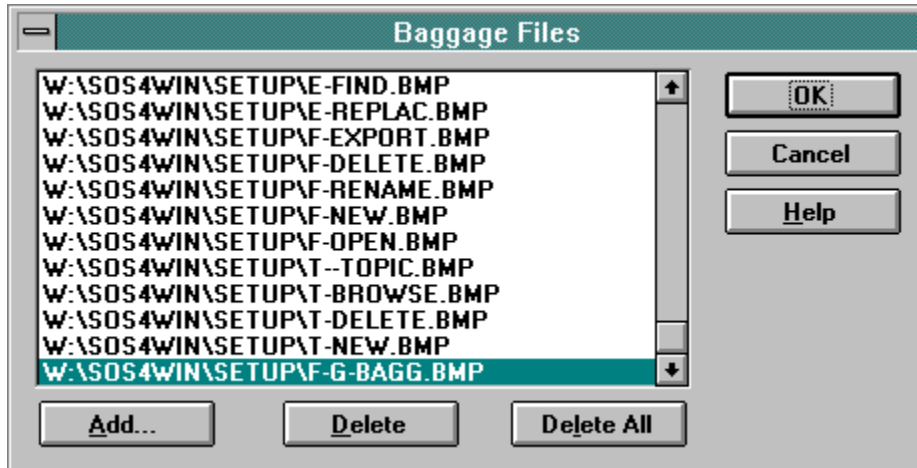
Clicking on the **Remove** button removes the currently selected topic from the **Topics Replaced by Alias Topic** list box.

Clicking on the **Remove All** button removes all of the topics listed in the **Topics Replaced By Alias Topic** for the selected alias. This option does not remove the alias itself.

Note: When a topic which has an alias is loaded, you are prompted as to whether to load the actual topic or the alias. See [Loading a Topic with an Alias](#) for more information.
A topic can only appear in one alias.

File:Generate:Settings:Baggage Files

The graphic below has hotspots which contain additional information.



Selects the files to be stored in the help files internal file system by the Help Compiler.

Usage

Click on the **Add** button to call the File Browser to select a file name to add to the list of files.

Click on the **Delete** button to remove the currently selected file name from the list.

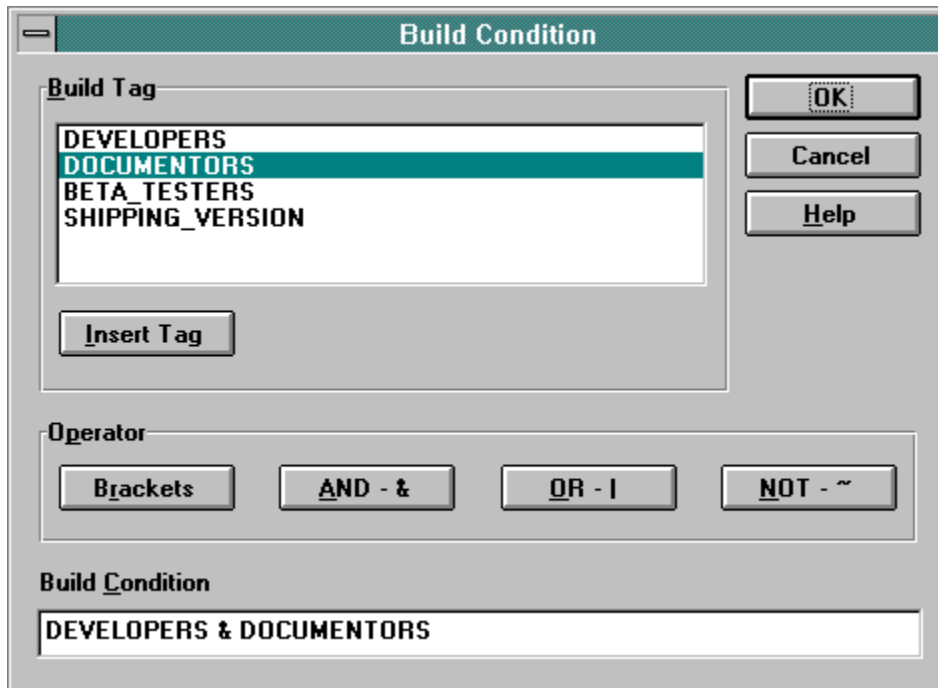
Click on the **Delete All** buttons to remove all the file names from the list.

Note: There is a limit of 1000 files that can be stored in the WinHelp file system.

For more information about baggage files consult the Help Compiler Reference Guide - [\[BAGGAGE\]](#).

File:Generate:Settings:Build Condition

The graphic below has hotspots which contain additional information.



Defines the Build Condition to be used when the help project is compiled.

Usage

Clicking on the **Insert Tag** button inserts the currently selected tag from the **Build Tag** list box into the **Build Condition** edit control at the cursor position.

Clicking on one of the buttons in the **Operator** group inserts the relevant operator symbol into the **Build Condition** edit control at the cursor position.

The tags and operators can be grouped together using **Brackets** (parentheses) to cause the group to be evaluated first by the compiler.

The **Build Condition** edit control can also be edited in the normal way.

To make use of build tags for a project they must first be defined by use of the [File:Project Build Tags](#) menu option.

N.B.

Operator precedence is **NOT**, **AND**, then **OR**.

To attach one of more build tags to a topic use the [Topic:Build Tags](#) menu option.

For more information consult the Help Compiler Reference Guide - [\[OPTIONS\]](#) and [\[BUILDTAGS\]](#).

Example

The condition below includes all topics with either the BETA_TESTER or the SHIPPING_VERSION tags, as well as any untagged topics, in the compiled .HLP:

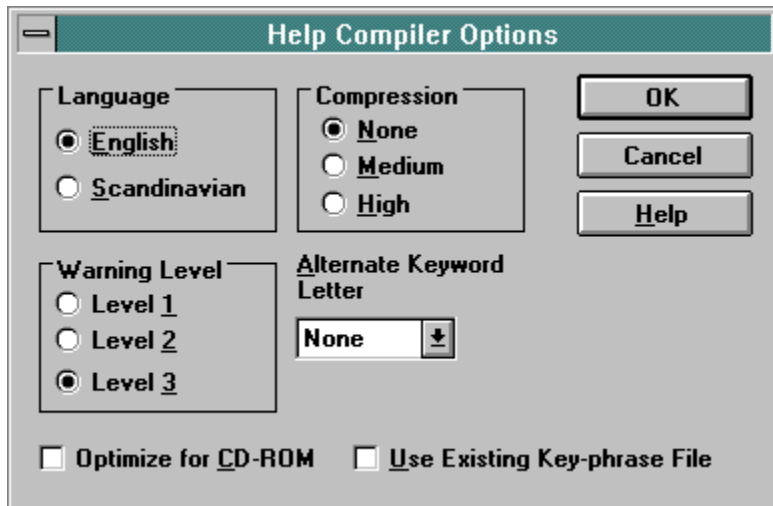
BETA_TESTERS | SHIPPING_VERSION

Note: Topics with no build tags attached to them are always compiled regardless of the build condition.

File:Generate:Settings:Compiler Options

See Also

The graphic below has hotspots which contain additional information.



Sets the various Help Compiler options. More information is included in the hotspots in this graphic, including jumps to the Help Compiler Reference Guide (HC Ref.)

Usage

Clicking on one of the buttons in the **Language** group sets the way the keywords are sorted in the WinHelp Search dialog.

Clicking on one of the buttons in the **Compression** group sets the amount of compression that should be carried out when generating the .HLP file.

Clicking on one of the **Warning Level** buttons sets the level of warning messages that the Help Compiler produces.

The **Alternate Keyword Letter** list box sets the alternate keyword table to used by the project.

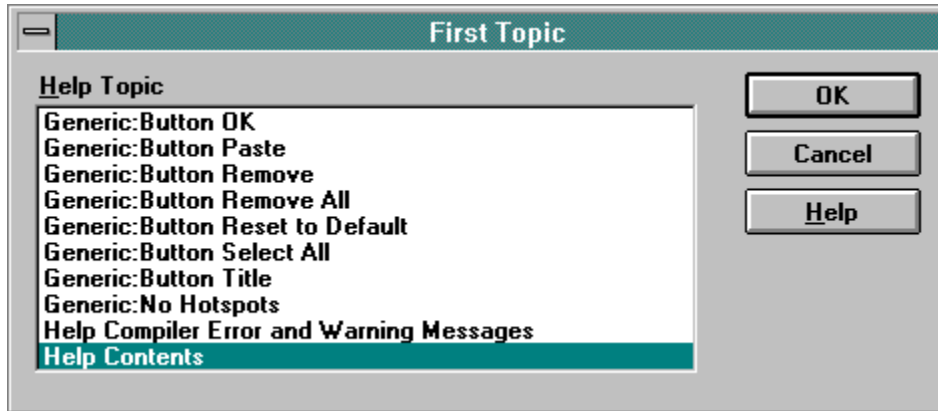
Clicking on the **Optimize for CD-ROM** check box tells the Help Compiler to optimize the generated .HLP for storage on a CD-ROM.

Clicking on the **Use Existing Key-phrase File** check box tells the Help Compiler to make use of the existing key-phrase file if one exists. See also [Topic:Keywords](#).

For more information consult the Help Compiler Reference Guide - [\[OPTIONS\]](#).

File:Generate:Settings:First Topic

The graphic below has hotspots which contain additional information.



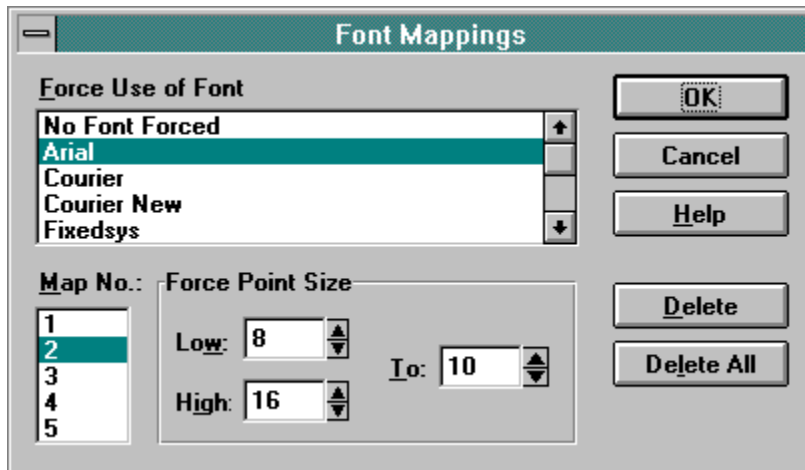
Defines the first topic to be displayed when the help file is loaded in WinHelp.

Usage

Select the topic to use as the first topic from those displayed in the **Help Topic** list box.

File:Generate:Settings:Font Mappings

The graphic below has hotspots which contain additional information.

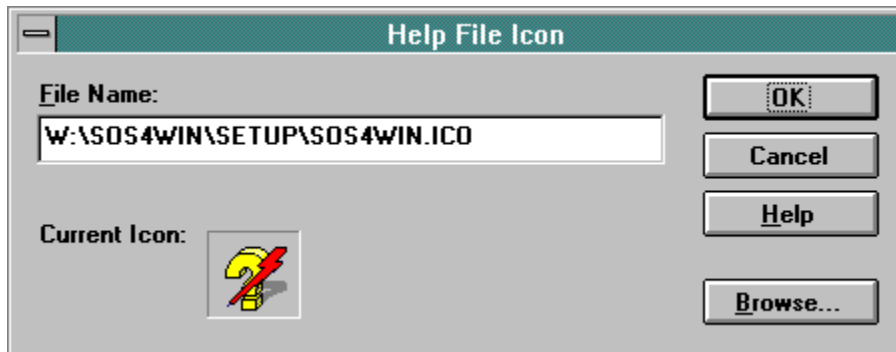


Allows you to substitute a font for all the text in the project and/or allows a specified point size to be substituted for a range of point sizes.

For more information consult the Help Compiler Reference Guide - [\[OPTIONS\]](#).

File:Generate:Settings:Icon

The graphic below has hotspots which contain additional information.



Select the full path name of the icon to be displayed when the .HLP file is minimized.

Usage

Enter the file name of the icon file in the **File Name** edit control or click on the **Browse** button to call the File Browser and use this to select the icon file to use for the project.

Note: If no icon file is specified the WinHelp question mark icon is used.

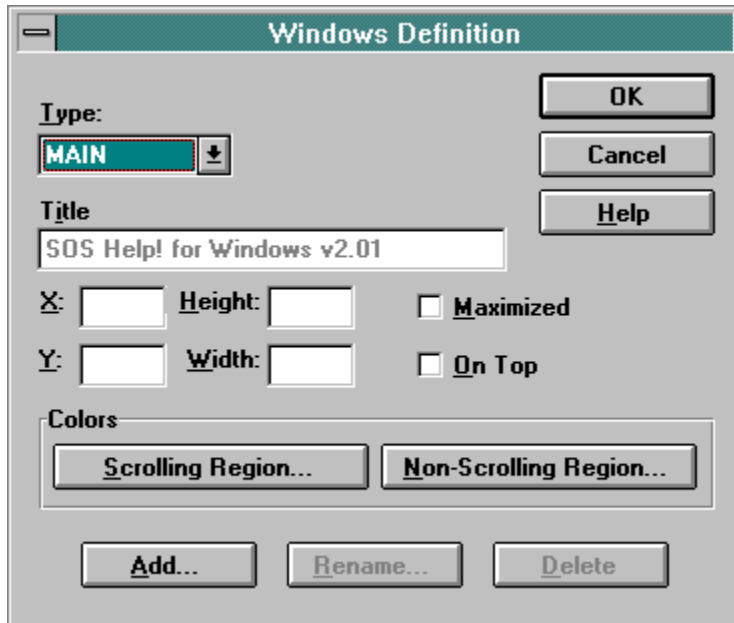
Alias

This button loads the Alias topic (the one the topic is replaced by) rather than the actual topic selected.

Window Definition Editor

See Also

The graphic below has hotspots which contain additional information.



Defines the settings for the main WinHelp window and/or secondary windows for the use in the help project.

Window Type

SOS Help! Info-Author automatically defines two window types, **<None>** and **MAIN**. The default window type is **<None>**. Any secondary windows you have defined also appear in this list.

The difference between **<None>** and **MAIN** is subtle but important. **<None>** displays the new help topic in a window the same size as the previous window. **MAIN** displays the new help topic in a non maximized window.

If you create a jump selecting **MAIN** as the window type, and your user maximizes **WinHelp** and then clicks on this jump, **WinHelp** will be restored to its original, non-maximized size. To prevent this, select **<None>** as the window type. If you wish to jump from a secondary window to a normal size window select **MAIN** as the window type.

Usage

Click on the **Add** button to create a new window type.

Click on the **Rename** button to change the window type name of the currently selected window type. This button is unavailable if the currently selected window type name is **MAIN** as it can not be renamed.

Clicking on the **Delete** button removes the selected window type. This button is unavailable if the currently selected window type name is **MAIN** as it can not be deleted.

Enter the title to use for the current window type in the **Title** edit control. The title can not be changed for the **MAIN** window type as this window types title is always the project title. To change the title of this window type use the File:Rename Project menu option.

The position and size of the selected window type can be defined in the **X**, **Y**, **Height** and **Width** edit controls.

If the **Maximized** control is checked then any jump using that **Window Type** will be displayed as full screen.

If the **On Top** control is checked the WinHelp project will always be displayed over all over windows.

To change the background color of the window click on the **Scrolling Region** button to change the background color of the scrolling area or the **Non-Scrolling Region** button to change the non-scrolling regions background color.

This dialog is used by the following options

Links:New and the **Define** button of the **Window Type** group is clicked

Links:Details and the **Define** button of the **Window Type** group is clicked

Window:Define

Note: Windows definitions cannot be changed when viewing a link if the topic has been **Approved** (i.e. it is read only). Use the File:Help Tracker menu option to reset the topic status to **Work in Progress**.

For more information consult the Help Compiler Reference Guide - [WINDOWS].

Citations

This edit control is used to enter a citation notice.

It can contain any alpha-numeric characters, and must be between 35 and 75 characters in length.

This notice appears in any text copied from your help system to the Windows Clipboard by WinHelp.

Note: The notice "Help generated by SOS Help!" is used as the default citation if this field is left blank.

For more information consult the Help Compiler Reference Guide - [CITATION](#).

Copyright

This edit control is used to enter a copyright notice.

It can contain any alpha-numeric character, and must be between 35 and 75 characters in length.

This notice appears in the About Box of WinHelp.

To get that copyright symbol " © ", use Edit:Insert ASCII to select the required symbol and copy it to the clipboard. Then paste the symbol into the dialog using **<CTRL+V>**.

Note: The notice "Help generated by SOS Help!" is used as the default copyright if this field is left blank.

For more information consult the Help Compiler Reference Guide - [COPYRIGHT](#).

Delete Files

This button deletes the help compiler files that have been created by **SOS Help! Info-Author**.

The files deleted when this button is clicked are all the files in the **\RTFFILES** directory, the **Error Log**, the **.HPJ** file, the **.HLP** file and the project **.H** file required by the help compiler (unless the Language setting in the Options:Project Preferences dialog is set to C/C++).

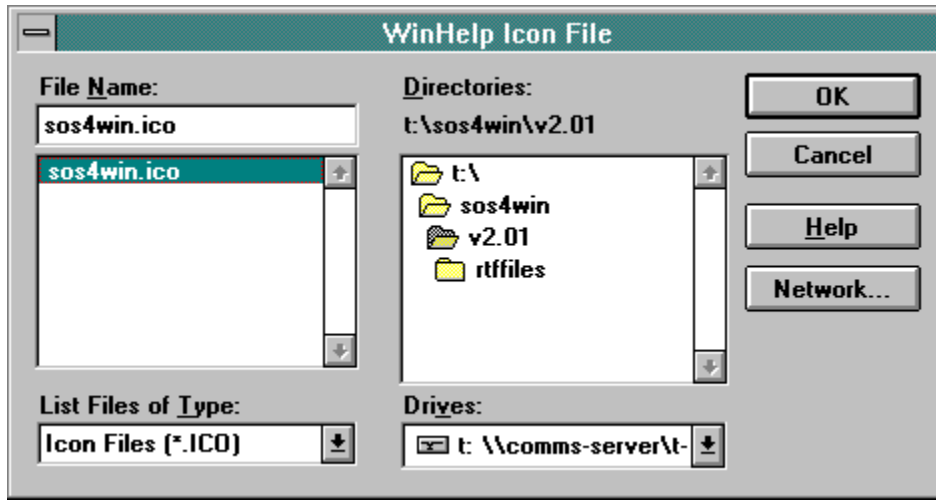
.HLP File

This edit control is used to enter the full path name of the .HLP file to be generated for the current project.

Note: If the .HLP file selected exists you are prompted as to whether to overwrite the file.

File Browser for File:Generate:Settings:Icon

The graphic below has hotspots which contain additional information.



Select the full path name for the required icon file to be displayed when the .HLP file is minimized.

Called from

File:Generate:Settings:Icon

Actual

This button loads the actual topic (the one being replaced by the alias) rather than the alias topic.

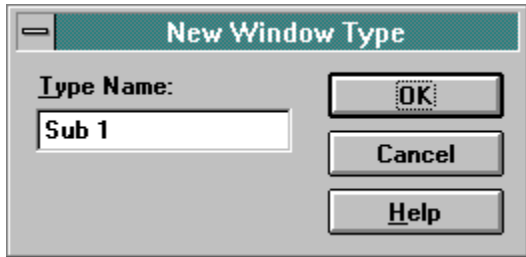
Style:Character

This calls the Font Picker dialog which allows a new font to be chosen for the selected text or for any character entered afterwards.

Note: This option is also available from the Button Pad.

Window Definition Editor:Add

The graphic below has hotspots which contain additional information.



Used to create a new window type for a secondary window.

Usage

Enter the name to use for the window type in the Type Name edit control.

The window types are used to define the window that will be displayed for a hotlink or as a parameter in several of the WinHelp macros.

Style:Define:Character

This calls the Font Picker dialog which is defines the font to be used for the style selected in the Style list box.

Note: The font selected is used for all the text in the paragraphs set to the style. If areas of the paragraphs need to be set to a different font this can be achieved by using the Style:Character or Style:Attributes menu options.

Reset to Default

This button resets the values in the **Preferences** dialog to their defaults.

If the system preferences are being defined the defaults are

WinHelp	3.1
Help Compiler	Blank
Language	C/C++
Help ID File	HELPID - (the extension is determined by the Language setting)
Measurement	Points

If the project preferences are being defined the defaults are the values set in the Options:System Preferences.

Keyword Table Letter

This edit control is used to enter a new keyword table letter or edit an existing one.

Delete

This button deletes the selected text without copying it to the Clipboard.

The effect of clicking on this button is identical to choosing the Edit:Delete menu option.

Paste

This button inserts the contents of the Clipboard at the cursor position.

The effect of clicking on this button is identical to choosing the Edit:Paste menu option.

Copy

This button copies the selected text to the Clipboard.

The effect of clicking on this button is identical to choosing the Edit:Copy menu option.

Cut

This button cuts the selected text to the Clipboard.

The effect of clicking on this button is identical to choosing the Edit:Cut menu option.

Non-Scrolling Region

This button toggles whether the selected paragraphs are included in the Non-Scrolling Region.

The effect of clicking on this button is identical to choosing the Edit:Non-Scrolling Region menu option.

Generate

This button generates the .HLP file for the project using the current settings.

The effect of clicking on this button is equivalent to clicking on the **Generate** button in the File:Generate dialog.

Jump

This button loads or activates the topic that is linked to the topic by the link at the cursor position.

The effect of clicking on this button is identical to choosing the Links:Jump to Link menu option.

New Link

This button creates a new hotlink with the selected text used as the link phrase.

The effect of clicking on this button is identical to choosing the Links:New menu option.

Strikethrough

This button toggles the strikethrough effect, either for the selected text or for any character entered afterwards.

The effect of clicking on this button is identical to choosing the Style:Attributes:Strikethrough menu option.

Underline

This button toggles the Underline effect, either for the selected text or for any character entered afterwards.

The effect of clicking on this button is identical to choosing the Style:Attributes:Underline menu option.

Bold

This button toggles the bold effect, either for the selected text or for any character entered afterwards.

The effect of clicking on this button is identical to choosing the Style:Attributes:Bold menu option.

Italic

This button toggles the italic effect, either for the selected text or for any character entered afterwards.

The effect of clicking on this button is identical to choosing the Style:Attributes:Italic menu option.

Color

This button calls the Color Editor dialog and sets the color for either the selected text or for any character entered afterwards to the color chosen in this dialog.

The effect of clicking on this button is identical to choosing the Style:Attributes:Color menu option.

Font

This button calls the Font Picker dialog and sets the font for either the selected text or for any character entered afterwards to the font defined in this dialog.

The effect of clicking on this button is identical to choosing the Style:Character menu option.

Style Select

This button sets the style for the selected paragraph.

The effect of clicking on this button is identical to choosing the Style:Select menu option.

Style Define

This button calls the define style dialog so that new styles can be created or the existing ones changed..

The effect of clicking on this button is identical to choosing the Style:Define menu option.

Save Project

This button saves all of the changed topics.

The effect of clicking on this button is identical to choosing the File:Save Project menu option.

Save Topic

This button saves the current topic.

The effect of clicking on this button is identical to choosing the Topic:Write menu option.

Load Topic

This button calls the load topic dialog.

The effect of clicking on this button is identical to choosing the Topic:Load menu option.

New Topic

This button calls the new topic dialog.

The effect of clicking on this button is identical to choosing the Topic:New menu option.

Style Sheets

This control lists all the style sheets available on the current system.

Note: Style sheet files are stored in the **SOS Help! Info-Author** home directory and have the extension .STY.

Help

This button loads the Help system and displays the help screen relevant to this operation.

OK

This button applies the settings displayed and exits the dialog box.

Cancel

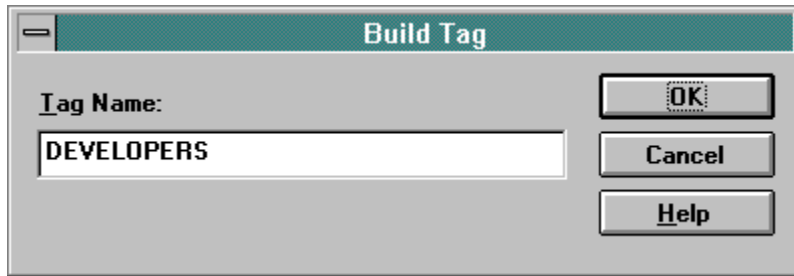
This button cancels any changes to the settings and exits the dialog box.

Title Bar

This button displays the name and function of the dialog box.

File:Project Build Tags:Add and Edit

The graphic below has hotspots which contain additional information.

A screenshot of a 'Build Tag' dialog box. The dialog has a title bar with a minus button and the text 'Build Tag'. Inside, there is a label 'Tag Name:' followed by a text input field containing the word 'DEVELOPERS'. To the right of the input field are three buttons: 'OK', 'Cancel', and 'Help'. The 'OK' button has a dotted border, indicating it is the active or default button.

Enter a new Build Tag or edit an exiting one.

Usage

The new build tag name should be entered in the **Tag Name** edit control.

If an existing build tag is being edited the **Tag Name** edit control is initially filled with the selected build tag.

Note: This dialog is called from both the **Add** and **Edit** buttons of the Project Build Tags dialog.

Delete

This button deletes the selected item in the relevant window.

Tag Name

This edit control is used to enter the new build tag or edit an existing one.

Build tags are case insensitive, and must contain only alpha-numeric characters and underscores. They must also be unique.

Build Tags List

This control lists all the Build Tags present in the project and selects which build tag is to be edited if the **Edit** button is clicked..

Note: Up to 30 Build Tags may be created per project.

Load

This button loads the selected topic if it is not already loaded or makes the topic the current one if it is.

File:Help Tracker:Filters

The graphic below has hotspots which contain additional information.

Help Tracker Filters

Modified By

Philip de Lisle
Simon de Lisle

Last Modified

Day Month Year

29 / 09 / 93

Before
Equal
After

Status

☐ Approved
☒ Complete
☒ Work in Progress

OK
Cancel
Help
Clear Filters

Determines which topics are loaded into the **Topic Title** list box of the Help Tracker dialog.

Usage

Set each part of the filter condition as required. The separate parts are combined by use of a binary **AND** operator which means that the topic must fit all parts of the filter condition to be included.

If the filter condition is no longer needed it can be cleared by clicking on the **Clear Filters** button.

Once the filter expression has been set click on the **OK** button to close the dialog. This then updates the topics within the **Topic Title** list box of the Help Tracker dialog to include only those that meet the filter condition.

Example

The settings in the dialog above would load the **Topic Title** list box of the **Help Tracker** dialog with all topics last saved by Simon de Lisle after the 29th of September 1993 and that have the status of **Work in Progress** or **Approved**.

Note: It is possible to exclude all topics from the **Topic Title** list box.

Clear Filters

This button sets all the parts of the filter condition to null so that all topics are displayed in the **Topic Title** list box of the **Help Tracker** dialog.

Modified By

This control list all the developers that have made modification to topics in the project. Selecting one or more of the names in this list limits the topics displayed in the **Topic Title** list box of the **Help Tracker** dialog to only those that have been modified by the developers selected.

Note: If none of the names in this list are selected then the person who last modified the topic is ignored when evaluating the filter condition.

Last Modified

The edit controls and buttons in this group set the scope of dates of the topics that are to be included in the filter condition and so displayed in the **Topic Title** list box of the **Help Tracker** dialog.

The buttons in this group have the following effect.

- Before** Only topics modified before the date set in the edit controls are included.
- Equal** Only topics modified on the date in the edit controls are included.
- After** Only topics modified after the date in the edit control are included.

Note: If the **Day**, **Month** and **Year** edit control are left blank then the date the topic was last modified is ignored when evaluating the filter condition.

Status

The buttons in this group are used to assign the status of the selected topic so describing its degree of completion.

Approved	The topic is complete and approved. This status should only be set when all parts of the topic have been completed and the topic has been checked. This makes the topic read only.
Complete	The topic is complete but not approved. This status should be set once all parts of the topic have been completed but not checked.
Work in Progress	The topic is still being worked on. This is the default setting for a new topic.

Status

The buttons in this group set what status of topics are to be included in the filter condition and so displayed in the **Topic Title** list box of the **Help Tracker** dialog. If more than one button is checked then topics of both status are included.

Note: If none of the buttons are checked then the status of the topics is ignored when evaluating the filter condition.

Last Modified

This control displays the date and time the selected topic was last saved.

Last Modified By

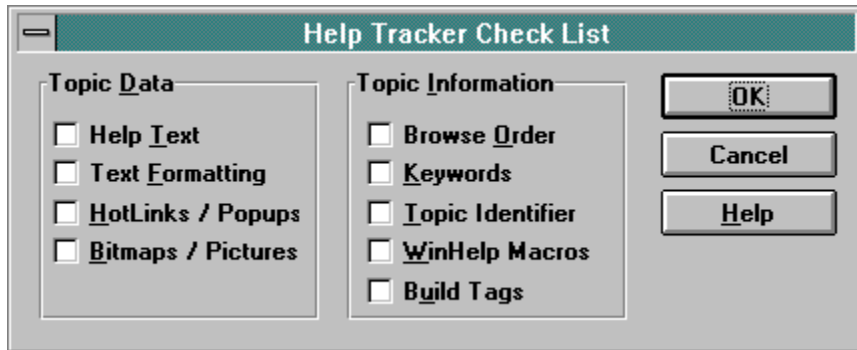
This control displays the name of the last person to save the selected topic.

Notes

This edit control allows notes to be attached to the selected topic. This is useful if more than one developer is making changes to the topic and for developers to leave reminders to themselves.

File:Help Tracker:Check List

The graphic below has hotspots which contain additional information.



A screenshot of a Windows-style dialog box titled "Help Tracker Check List". The dialog has a standard title bar with a close button. It is divided into two main sections: "Topic Data" on the left and "Topic Information" on the right. Each section contains a list of items with checkboxes. To the right of these sections are three buttons: "OK", "Cancel", and "Help".

Topic Data	Topic Information
<input type="checkbox"/> Help <u>T</u> ext	<input type="checkbox"/> Browse <u>O</u> rder
<input type="checkbox"/> Text <u>F</u> ormatting	<input type="checkbox"/> <u>K</u> eywords
<input type="checkbox"/> <u>H</u> otLinks / Popups	<input type="checkbox"/> <u>T</u> opic Identifier
<input type="checkbox"/> <u>B</u> itmaps / Pictures	<input type="checkbox"/> <u>W</u> inHelp Macros
	<input type="checkbox"/> <u>B</u> uild Tags

Buttons: OK, Cancel, Help

Check off various items as they are completed for the topic selected in the Help Tracker.

Usage

The check boxes within this dialog allow you to check off each item of data as it is completed for the topic. By using this feature you can make certain that no part of the topic is over looked.

Topic Information

The buttons in this group are used to check off the items for the WinHelp information of a topic once they are complete.

This information is created or set by the last five items in the Topic Menu.

Topic Data

The buttons in this group are used to check off the items of data within the topic text and the formatting of that text once they are complete.

Reset to Default

This button is used to reset the current font settings to default values. The default font is dependant on where this dialog has been called from. The options that make use of this dialog and the values used as the default setting are listed below.

Style:Character

The font is reset to the font of the style of the paragraph the cursor is on.

Style:Define:Character

If the style being defined is **<Default Style>** then the font name is set to System, the font size is set to 12, the style of the font is set to be plain and the font color is set to the Windows text color as defined by the Control Panel.

If the style being defined is not **<Default Style>** then the font is reset to the font defined for the **<Default Style>** style.

New Name

This control is used to enter the name to copy the current style sheet to.

Note: The name entered can either be a different name to those listed to create a new style sheet or an existing name if you wish to overwrite the details of that style sheet.

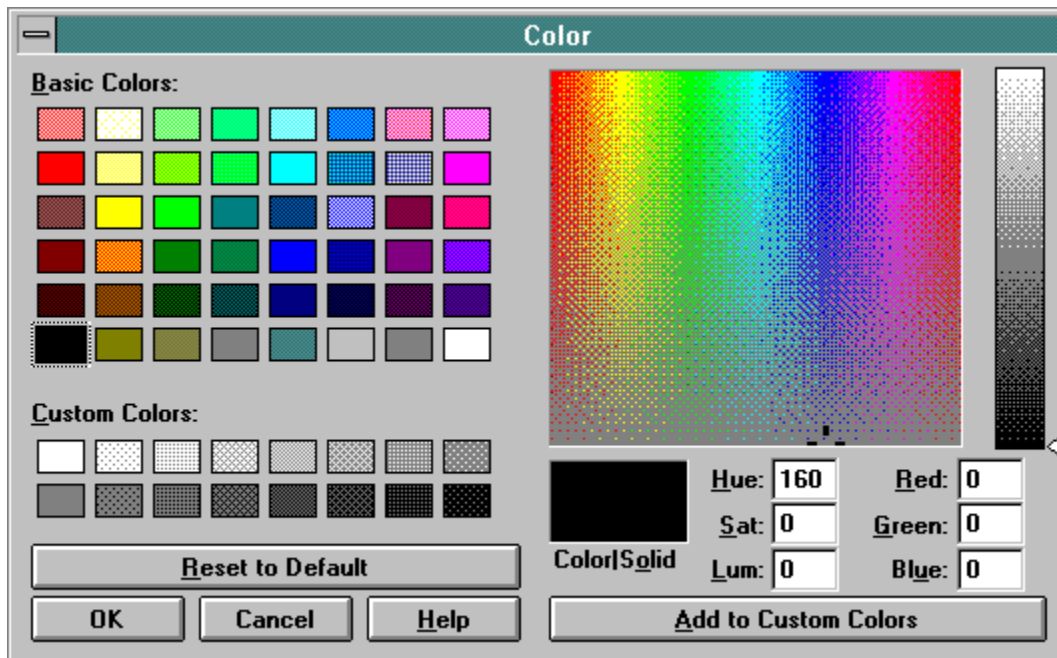
Current Name

This control displays the name of the current style sheet.

Color Editor

See Also

The graphic below has hotspots which contain additional information.



Provides the ability to define colors.

Usage

If the color desired is present in either the **Basic Colors** or **Custom Colors** then it can be selected by clicking on the box containing the color.

If the color is not present then it can be defined by using the color picker and slider bar on the right hand side of the dialog. This allows you to point at the desired color in the picker box or if the color is not present, to slide the marker up or down on the slider bar to change the colors within the picker box.

The last way to set the color is to make use of either the **Red**, **Green** and **Blue** or the **Hue**, **Sat** and **Lum** edit controls.

Once the desired color has been produced it is displayed in the color example box. To force the color produced to be a solid color select the **Solid** option below the color example box or double click on the **Color Example** box.

If you wish to record the color produced for future use it can be saved as one of the custom colors by clicking on the **Add to Custom Colors** button.

This option is called from the following options

Window Definition Editor and one of the color buttons is clicked

Style:Character and the **Color** button is clicked

Style:Attributes:Color

Style:Define:Character and the **Color** button is clicked.

Red, Green and Blue Values

These edit controls allow for the defining of colors by entering the Red, Green and Blue values for the color.

This method of defining a color is useful when the values for it is known, such as defining a pure color like blue whose RGB values are 0, 0 and 255 respectively.

Add to Custom Colors

This button adds the color defined to the list of custom colors. The color added overwrites the color selected in the **Custom Color** group of boxes.

Color Picker Box

This box and the slider along side it provide an easy way to select a color.

If the require color is within the picker box simply click on it with the mouse. If it is not present slide the marker up or down the slider bar by dragging it with the mouse to change the colors within the picker box.

Overwrite

This button controls whether **SOS Help! Info-Author** should overwrite an existing topic with a topic from the text file being imported when the topic title already exists. To enable/disable this check box on start up see [Options:Setup](#).

Note: If a topic identifier being imported is used by an existing topic with a different title it will not overwrite the existing topics identifier even if this button is checked.

Delete

This button removes the entire browse order group that is selected in the **Groups** list box.

Sample Box

This control displays the effect of the settings as they are entered.

Font

This control lists the font names available on the current system. It should be used to select the name of the font required.

As the selection in this control is changed the other controls are updated for the new font name. The result of changing the selection is also shown in the **Sample** box

Effects

The controls in this group are used to select whether the font is to be displayed **Underlined**, **Strikethrough** or in **Small Caps**.

The result of changing the selection of these controls can be seen in the **Sample** box

Size

This control lists the sizes available for the font currently selected in the **Font** control and allows you to select the size of the font. If the required size is not present in the list box part of this control it can be entered in the edit part.

The result of changing the selection of the control can be seen in the **Sample** box

Font Style

This control lists the font styles available for the font currently selected in the **Font** control and allows you to select the style of the font.

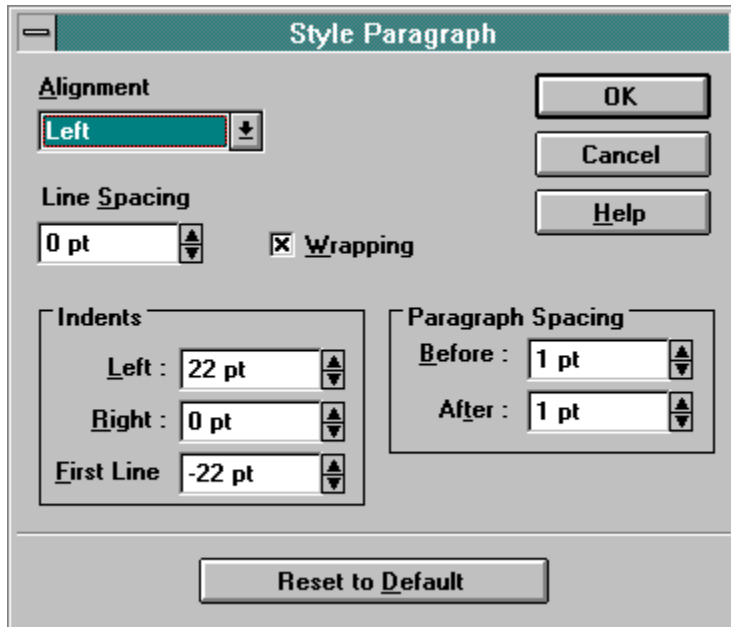
The result of changing the selection of the control can be seen in the **Sample** box

Apply

This button applies the settings entered in the dialog box.

Style:Define:Paragraph

The graphic below has hotspots which contain additional information.



Defines the paragraph settings for the selected Style.

Spin Buttons

Several of the controls in this dialog are what are known as spin buttons. These are similar to the basic edit control but with the addition of an up and down button at the right hand end of the edit box. These buttons have the effect of increasing or decreasing the values by a step value. This step value is dependant on the unit of measurement specified in the [Options:Project Preferences](#) menu option. Values can be entered into the edit control part of these controls in other units to that specified for the project by ending the value with the unit to use.

Usage

Select the alignment of the paragraph by choosing it from the **Alignment** list box.

To change the default line spacing enter the value in the **Line Spacing** edit control.

Normally the text in paragraphs needs to wrap. If not this can be disabled by clicking on the **Wrapping** check box to remove the check mark. The wrapping function can be re-enabled by clicking on the button again.

If you require the paragraph to be indented then the sizes of these indents should be entered into the **Indents** group of control.

To add spacing before or after the paragraph set the size of these spaces in the **Paragraph Spacing** group of controls.

Paragraph Spacing

The controls in this group are used to set the space above and below a paragraph.

Note: If the style also has top and bottom borders set then these are drawn within the paragraph spacing.

Indents

The controls in this group are used to set the indents for the paragraph. The controls have the following effects.

- | | |
|--------------|---|
| Left | Sets the amount of space to be left between the left margin of the window and the start of the text in each line. |
| First | Sets the amount of space to be left between the left margin of the window and the start of the text for the first line of the paragraph only. If a left indent is also set then this indent is relative to that indent. |
| Right | Sets the amount of space to be left between the right margin of the window and the end of the text in each line. |

Note: To create a hanging paragraph set the first line indent to a negative value. If a first line indent is set to a negative value greater than the left indent part of the first line of text will not be visible.

Alignment

This control is used to set the alignment of the paragraph within the margins of the help window.

Left Aligns the paragraph with the left margin

Right Aligns the paragraph with the right margin

Centered Aligns the paragraph with the center of the help window.

Note: If indents or borders are also set for the style then the text is aligned within these.

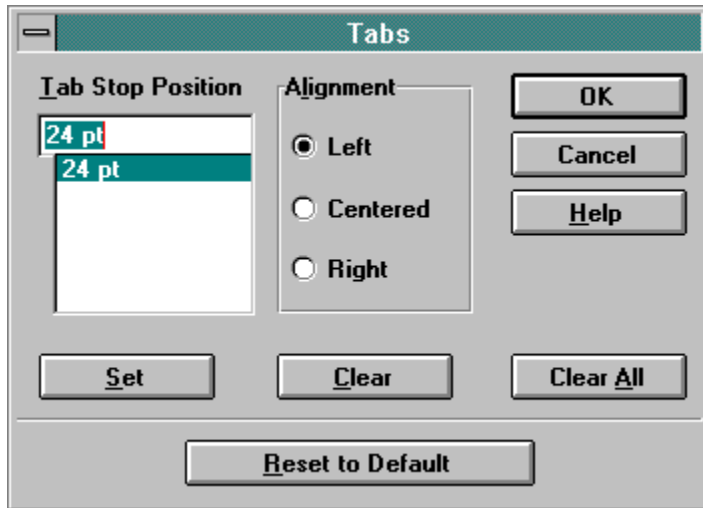
Wrapping

This control toggles whether the text in the paragraph should wrap or not. If this control is checked then the word wrapping is enable.

Note: This aspect of the paragraphs settings should be used carefully as making a paragraph non-wrapping can negate other settings of the paragraphs style. For example right indents are often ignored in non-wrapping paragraphs.
This option is useful when the text is either a list of data or items of text that need to remain in a fixed format such as source code.

Style:Define:Tabs

The graphic below has hotspots which contain additional information.



Sets the tab stop positions for the style.

Usage

To specify a tab stop position enter the size of the tab in the edit part of the **Tab Stop Position** control.

The alignment of the tab stop to add is set by clicking on one of the buttons in the **Alignment** group of buttons.

To add the tab stop entered to the existing list click on the **Set** button.

To change the alignment of a tab stop select it from the **Tab Stop Position** list box and click on one of the buttons in the **Alignment** group of buttons.

If a tab stop is no longer required select the tab stop from the **Tab Stop Position** list box and click on the **Clear** button.

To remove all of the tab stops click on the **Clear All** button.

Note: WinHelp has default tab sizes of half an inch. If no tabs are set then these are used. Also if less tabs are set than the number of tabs required in a paragraph the default tabs continue after the last tab set for the style.

A maximum of 32 tab stops can be set for a paragraph.

The tab stops are listed in ascending size order in the **Tab Stop Position** list box.

Tab Stop Position

This control lists the existing tab stop positions and allows new tab stops to be entered. The values entered can be in any of the supported units of measurement but if none is specified the unit is that selected in the Options:Project Preferences menu option.

Note: The tab stop positions are listed in ascending order of size.

Clear

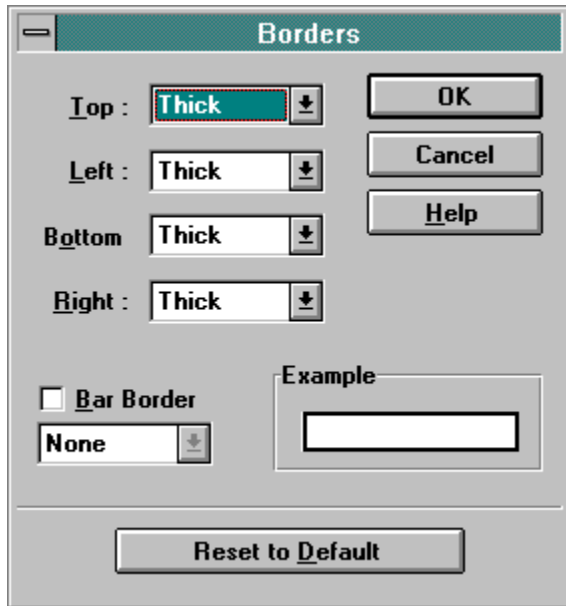
This button removes the tab stop selected in the **Tab Stop Position** list box.

Clear All

This button clears all the tab stops from the **Tab Stop Position** list box. Clicking on this button resets the tab stops for the paragraph back to the WinHelp default of every half an inch.

Style:Define:Borders

The graphic below has hotspots which contain additional information.



Defines the border settings for the style.

Usage

There are two types of borders that can be used in WinHelp. The first of these is the box border type which can have a border defined for one or more sides of the paragraph.

To define a box border you need to select the border line types for each of the four sides of the paragraph.

The second border type is the bar border. This type of border is displayed only on the left hand side of the paragraph.

To define a bar border you must click on the **Bar Border** check box. This has the effect of enabling the **Bar Border** list box and disabling the list boxes used for defining a box border.

Once the **Bar Border** controls have been enabled you should then select the line type of the bar border from the **Bar Border** list box.

As the controls in this dialog change the current border defined is displayed in the **Example** control.

Note: Version 3.1 of WinHelp supports one line type per paragraph. The line type displayed by WinHelp is the last type to be set to a value other than **None** in the **Top**, **Left**, **Bottom** and **Right** list boxes.

If there are indents or paragraph spacing defined for the style the borders are drawn within these indents and the spacing.

Box Borders

These list boxes are used to set the line types of box type borders for the selected style.

If any of the list boxes are set to **None** then that side of the border is left blank.

Note: The right border is drawn at a fixed distance from the right hand edge of the window or inside the right indent if one is defined for the style.

If the text in the paragraph spills over the right edge of the window then the right border will not be visible unless the window is scrolled.

Example of Box Borders

Single line type
Thick line type
Double line type

Bar Borders

If the check box of these controls is clicked then the border displayed is to be a bar border.

To set the line type to use for the bar border select it from the list box. If the line type is set to **None** then no border is displayed.

Note: The border is drawn within the left indent if one is defined for the style.

Example of Bar Borders

|Single line type

Thick line type

||Double line type

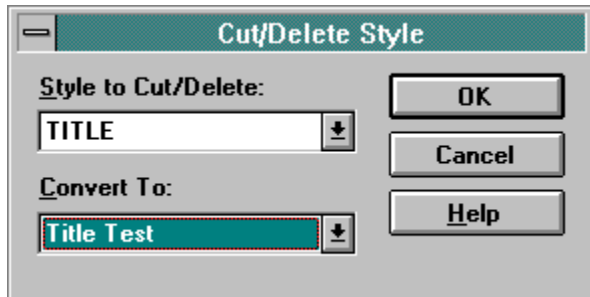
||Style To Cut/Delete

This control lists all the styles in the attached style sheet that can be removed. This list box should be used to select which style is to removed.

Note: The style **<Default Style>** does not appear in this list as it can not be removed.

Style:Define:Cut and Delete Style

The graphic below has hotspots which contain additional information.



Cuts a style to the Clipboard or deletes a style from the style sheet.

Usage

Select the style to be cut or deleted from the **Style to Cut/Delete** list box.

Select a style that will be used to replace the removed style from the **Convert To** list box. All paragraphs that use the style being removed are converted to the style selected in this list box automatically.

If the option chosen was **Cut** then the details of the selected style are copied to the Clipboard so that they can be pasted back into either the same or a different style sheet.

Note: The style **<Default Style>** does not appear in the **Style to Cut/Delete** list box as it can not be removed.

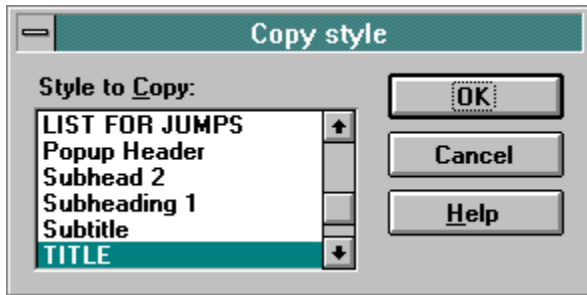
Convert To

This list box control is used to select a style from the other styles in the style sheet to replace the removed style with.

Note: The style selected replaces the style being removed in all topics not just open topics.

Style:Define:Copy

The graphic below has hotspots which contain additional information.



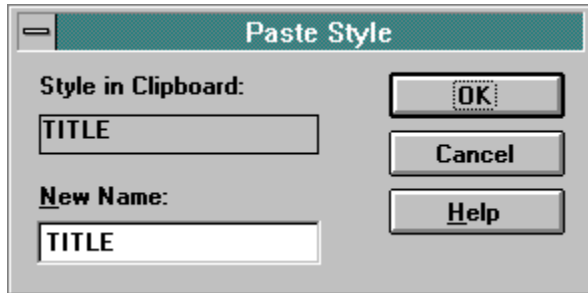
Copies a style to the Clipboard.

Usage

Select the style to copy to the Clipboard from the **Style to Copy** list box. By using this and the **Paste** option you can make duplicates of a style or copy styles between style sheets.

Style:Define:Paste

The graphic below has hotspots which contain additional information.



Pastes the style from the Clipboard into the current style sheet.

Usage

When this option is chosen normally the style will be added to the style sheet with its original name. If this name already exists in the current style sheet then a new name must be supplied for it and the dialog above is displayed.

If the style does require a new name you should enter it in the **New Name** edit control of this dialog. As with the **New** option this name must be unique.

By using this and the **Cut** or **Copy** options you can make duplicates of a style or copy styles between style sheets

New Name

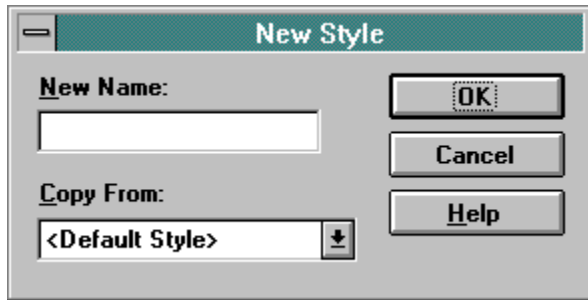
This control is used to enter a new name for the style held in the Clipboard. This is necessary as the original name already exists in the attached style sheet.

Style in Clipboard

This control displays the name of the style currently held in the Clipboard. This name already exists in the attached style sheet which is the reason this dialog has been called.

Style:Define:New

The graphic below has hotspots which contain additional information.



Creates a new style.

Usage

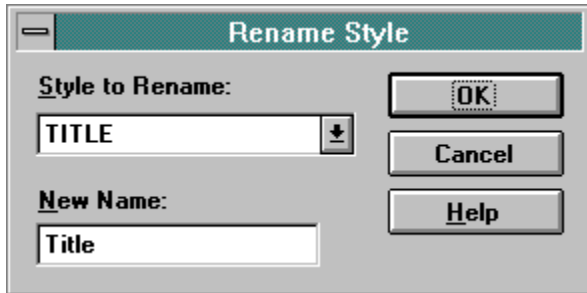
Enter the name for the new style in the **New Name** edit control.

Select a style from the **Copy From** list box to base the new style on. The details from the style selected in this list box are used to create the new style.

Note: We suggest that you use sensible names for the styles you create.
Style names must be unique, can contain any alpha-numeric character, the space character and the underscore character.
The names can be up to 20 characters in length.

Style:Define:Rename

The graphic below has hotspots which contain additional information.



The image shows a 'Rename Style' dialog box. It has a title bar with the text 'Rename Style'. Inside the dialog, there are two main sections. The first section is labeled 'Style to Rename:' and contains a list box with the word 'TITLE' and a small downward-pointing arrow to its right. The second section is labeled 'New Name:' and contains a text box with the word 'Title' inside it. To the right of these two sections, there are three buttons stacked vertically: 'OK', 'Cancel', and 'Help'.

[Renames an existing style.](#)

Usage

Select the style to be renamed and enter the new name in the **New Name** edit control. All paragraphs that use the style being renamed are updated automatically.

Note: The style **<Default Style>** does not appear in the **Style to Rename** list box as it can not be renamed.

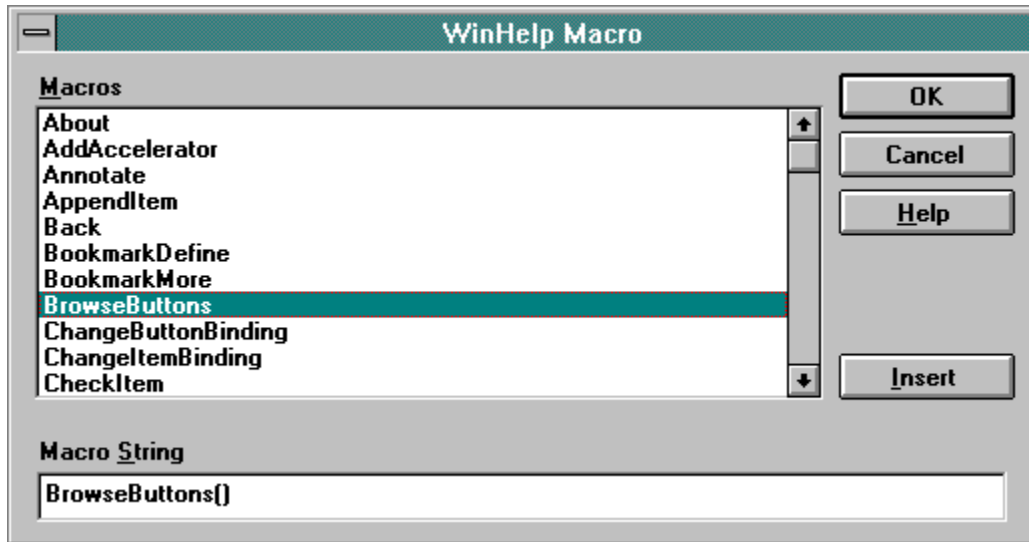
Paste

This button is used to paste the topics contained in the Clipboard which have been copied there by clicking on the **Cut** button.

Note: If any of the topics in the Clipboard are already included in a browse order group they are not pasted.
This button and the **Cut** button can be used to move topics between browse order groups.

WinHelp Macros Editor: Insert or Edit

The graphic below has hotspots which contain additional information.



Inserts a macro string into the existing list or edits an existing macro strings.

This dialog behaves in the same way for both the **Insert** and **Edit** options. The only difference is that in the case of **Edit** the **Macro String** edit control is loaded with the current value of the selected macro string.

Usage

The **Macros** control list all the WinHelp macros that can be used. This control should be used to select a macro string and then insert it into the **Macro String** edit control by use of the **Insert** button.

Alternatively the edit control can be entered by hand into the **Macro String** edit control.

Note: A macro string can be up to 254 characters in length.
No checking is carried out on the macro string entered. You are responsible for entering a valid macro string. If an invalid string is entered a warning will be displayed at generation time.

For more information consult the Help Compiler Reference Guide - [Help Macro Reference](#).

Title

This edit control is used to enter the topic title for the new topic.

Note: Topic titles can be up to 128 characters in length and can contain any character.
The title must not already exist in the project.

Topic Identifier

The list part of this control lists all the topic identifiers that are in the help identifier file specified in the **Help ID File** edit control of the Options:Project Preferences dialog and which have not been assigned to a topic.

If the identifier required is not in the list enter an alpha-numeric identifier for the topic in the edit part of this control.

Note: Topic identifiers can contain alpha-numeric characters, underscores and the period character. Identifiers can be up to 254 characters in length.
The topic identifier must be unique.

Identifier Value

This edit control is used to enter the identifier value to assign to the current topic. This value is necessary if the topic is to be called by a context sensitive help call.

Note: This control is disabled if the **Help ID File** edit control of the Options:Project Preferences dialog is empty.
The identifier value must be unique.

Keyword

This edit control is used to enter a new keyword or edit an existing one.

Topic Identifier

This control displays the topic identifier defined for the topic.

Help Topic

This control lists all the topics, except those already loaded.

Identifier Value

This control displays the topic identifier value defined for the topic.

Move Item Buttons

The buttons in this group control the order in which the topics in the **Topics** list box appear and ultimately the browse sequence in WinHelp.

As the **Topics** list box is multi-selection these buttons can move several topics in a single operation.

- Top** moves the selected topics to the top of the list
- Bottom** moves the selected topics to the bottom of the list
- Up** moves the selected topics up one place.
- Down** moves the selected topics down one place.

Topics List Box

This control lists all the topics in the project except those already in a browse order group as topics can only be present in one group. It should be used to choose the topic to add to the browse order group.

Apply

This button saves all the changes that have been made to the style sheet and then sets the style of all the selected paragraphs or the paragraph containing the cursor to the style selected in the **Style** list box control.

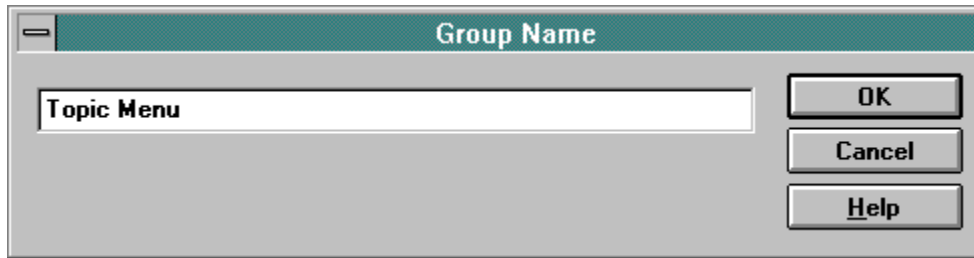
Note: This button is only available if the current window contains a topic that is not read only.

Delete All

This button deletes all the items in the relevant window.

Topic:Browse Order:Create and Edit

The graphic below has hotspots which contain additional information.



The image shows a standard Windows-style dialog box titled "Group Name". It features a title bar with a minimize button (represented by a horizontal line) and the text "Group Name". The main area of the dialog contains a single-line text input field with the text "Topic Menu" entered. To the right of the input field, there are three buttons stacked vertically: "OK", "Cancel", and "Help". The "Help" button has an underline under the letter 'H'.

Enter or edit the name to use for a browse order group.

Usage

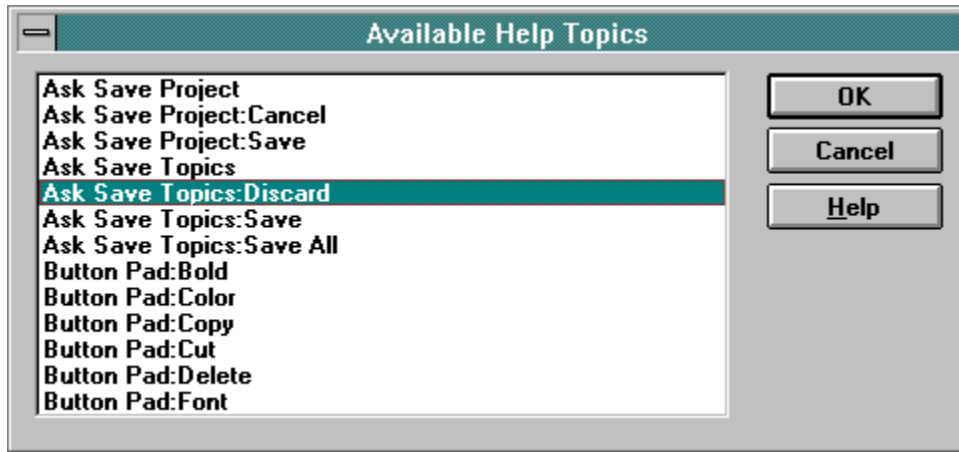
Enter the name of the new browse order group in the case of **Create** or change the existing name if this dialog was called from the **Edit** button.

Style To Copy

This control lists all the styles in the attached style sheet. It should be used to select the style to copy to the Clipboard.

Topic:Browse Order:Insert

The graphic below has hotspots which contain additional information.



Lists all the available topics so that they can be added to the selected browse order group.

Usage

Select the required topic from those listed. The topic is inserted either above or below the selected topics in the **Topics** list box of the **Browse Order** dialog depending on which of the **Place Item** buttons is selected.

Groups

This control lists the browse order groups created for the project so far. It is also used to select which group the **Edit** and **Delete** operations should be carried out on and which group of topics are displayed in the **Topics** list box.

Insert

This button is used to insert the macro selected in the **Macros** list box at the cursor position in the **Macro String** edit control. The string inserted includes not only the macro itself but the brackets and parameter list of the macro call.

Note: If an area is selected in this control it is replaced with the selected macro.

Cut

This button cuts the selected item to the Clipboard.

Paste

This button inserts the item in the Clipboard at the cursor position.

Copy

This button copies the selected item to the Clipboard.

Copy From

This control lists all the styles in the attached style sheet. It should be used to select the style whose settings are to be used to create the new style.

New Name

This control is used to enter a new name for the style being rename.

Note: The name entered must be unique in the attached style sheet.

Style to Rename

This control lists all the styles in the attached style sheet except for the style **<Default Style>** as this style cannot be renamed. It should be used to select which style to rename.

Topics

This control lists the topics in their browse order sequence for the group selected in the **Groups** list box.

Note: This control is a multi-selection control which means that more than one topic can be selected and operated on.

Style

This control lists all of the styles in the attached style sheet and selects which of the styles the attributes are to be set for.

The selected style is also used as the initial position for the list boxes in the dialogs called from the buttons in the **Management** group.

Group Name

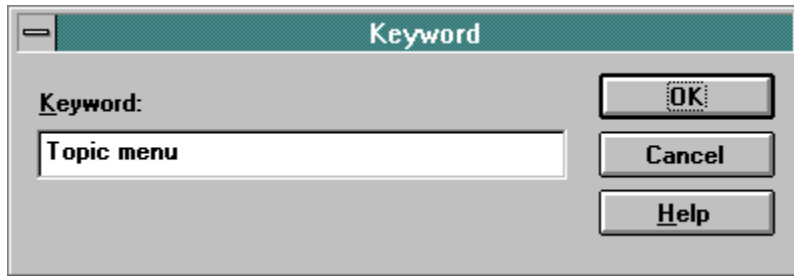
This edit control is used to enter the name to use for the browse order group.

It is recommended that a logical naming convention is used, such as the menu or dialog names.

Note: Browse order group names can be up to 254 characters in length and can contain any characters. The only limitation is that the names must be unique.

Topic:Keywords Add and Edit

The graphic below has hotspots which contain additional information.



Used to enter a new keyword or edit an existing one.

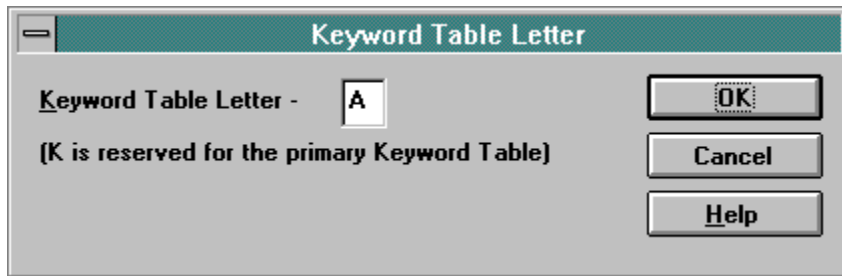
Usage

Enter the keyword string in the **Keyword** edit control. This keyword string is then inserted into the **Keyword** list box of the Keyword dialog.

Note: The keywords can contain any character other than the semi-colon which is used in the RTF files as the separator between keywords.
Keywords can be up to 253 characters in length.
Keywords should be unique for the keyword table.

Topic:Keywords Create and Rename

The graphic below has hotspots which contain additional information.



Enter a new keyword table letter or edit an existing one.

Usage

Enter the keyword table letter in the edit control of this dialog. This letter must not already exist in the project.

Note: A maximum of five keyword tables are allowed (including the default).

For more information consult the Help Compiler Reference Guide - [OLDKEYPHRASE](#).

Keyword

This control lists all the keywords attached to the current topic in the selected keyword table.

Note: Several keywords can be attached to one topic so that it can be located from different areas using the WinHelp Search function.
The keywords for a topic should not contain duplicates.

Keyword Tables

This control lists the keyword table letters. **K** is the default WinHelp table and has the special properties that it can not be renamed or removed.

A maximum of five tables can be created.

The default (**K**) Table should be used unless there is a need for more keyword tables (e.g. for more than one language). If additional keyword tables are used, use the [File:Generate:Settings:Compiler Options](#) to select which table to enable for the project in the **Alternate Keyword Letter** list box.

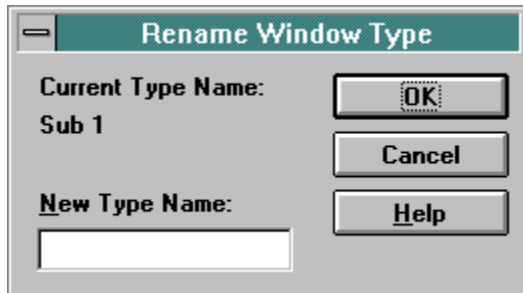
For more information consult the Help Compiler Reference Guide - [MULTIKEY](#).

Style To Copy

This control lists all the styles in the attached style sheet. It should be used to select the style to replace the missing style with.

Window Definition Editor:Rename

The graphic below has hotspots which contain additional information.



The image shows a dialog box titled "Rename Window Type". It has a standard Windows-style title bar with a minimize button. The dialog contains two text input fields. The first is labeled "Current Type Name:" and contains the text "Sub 1". The second is labeled "New Type Name:" and is currently empty. To the right of these fields are three buttons: "OK", "Cancel", and "Help". The "OK" button has a dotted border, indicating it is the default action.

Used to rename the selected window type.

Usage

Enter the new name for the window type in the **New Type Name** edit control.

Note: The window type name **MAIN** can not be changed.

Current Type Name

This control displays the existing name of the selected window type.

New Type Name

This edit control is used to enter a new name for the selected window type.

Note: The window type name can be up to 8 characters in length and must be unique.

There are no embedded hot spots in this dialog

For more information refer to the text below.

Macros

This control lists all the macros available for use in WinHelp. This list box should be used to select a macro so that it can be inserted into the **Macro String** edit control by use of the **Insert** button. Alternatively, the macro can be inserted by double clicking on the macro string with the mouse.

Note: As the selection in this list box is changed the meaning of the macro is displayed on the Status Bar.

For more information on the Macros and their actions, consult the Help Compiler Reference Guide - Help Macro Reference.

Topic

This control list all the available topics from the project selected in the **Project** list box of the Links dialog. This list box is used to select which topic the link points to.

Note: Only topics that have a topic identifier set appear in this list box.
When the project selected in the **Project** list box is changed the topics listed in this control are updated to those of the newly selected project.
This list box is unavailable if the link type is set to **Macro**.

Topic:WinHelp Macros

Calls the [WinHelp Macros Editor](#) dialog. It sets the WinHelp Macros for the current topic.

For a complete list of all the available **WinHelp Macros** and their operation consult the Help Compiler Reference Guide - [Help Macro Reference](#).

The macros defined for the topic are executed each time the topic is displayed by WinHelp. They are normally macros that change the buttons on the button bar of WinHelp.

Topic Identifier

This control displays the topic identifier of the selected topic. This value is that entered when creating the topic or set by the Topic:Identifier menu option.

Note: This control is not used if the link is to a different project.

Identifier Value

This control displays the topic identifier value of the selected topic. This value is that entered when creating the topic or set by the Topic:Identifier menu option.

Note: This control is left blank if the link is to a different project.

Delete

This button removes the selected build tag from the project.

Note: If a build tag is attached to any topics it can not be removed from the project until the build tag is removed from all topics by use of the Topic:Build Tags menu option.

Attributes

This group of buttons displays the current setting for the attributes of the link and allows you to select the desired formatting for the link. A Jump and Macro are usually green with a solid underline whilst a Popup is usually green with a dotted underline. Using these buttons has the following effect.

Normal	Displays the link underlined and in the default jump color (as defined in WIN.INI). <u>Example</u>
Underline Only	Displays the link underlined only. <u>Example</u>
Unformatted	The link area is displayed unchanged. This is often used to attach a link to a bitmap (e.g. a button). <u>Example</u>

Note: The **Underline Only** and **Unformatted** attributes are useful for creating links of different colors or links that use pictures rather than text as the linked area.

Cancel

This button cancels the operation that caused this dialog to be displayed and does not save any more changed topics.

Help Topics

This control list all the topics that can be assigned to an alias. For a topic to appear in this list the topic must have a topic identifier set and not be present in any other aliases.

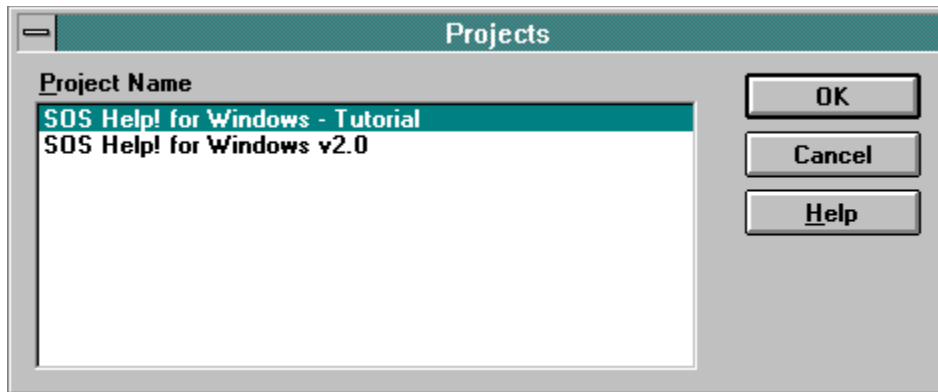
Link Type

This group of buttons displays the current type of link and allows you to select the desired type for the link.

Jump	Displays the linked topic in a new window.
Popup	Displays the linked topic as a temporary window above the source topic.
Macro	Executes the assigned macro(s) when the link is called.

API Call - More Than One Project

The graphic below has hotspots which contain additional information.



Allows you to select which project to load when a call to the SOS Help! Info-Author API is made and there is more than one instance of the project Help File.

Usage

Select the required project from the list of those that have the Help File specified in the File:Generate dialog.

Note: If a project with the requested Help File does not exist then the File:New Project dialog is called with the requested Help File name inserted into the **.HLP Name and Path** edit control. In a similar way, if the topic requested by a HELP_CONTEXT call does not exist the Topic:New dialog is called with the requested topic identifier value entered into the **Identifier Value** edit control.

Attributes Example - Popup from a Popup.

Window Type

This control lists the window types in the project. It allows you to select the window type to display the linked topic in. SOS Help! Info-Author automatically gives you two types of window, **<None>** and **MAIN**.

Jumps using Window Type **<None>** will be displayed in the current window.

Jumps using Window Type **MAIN** will be displayed in a non maximized window, even if the previous window was full screen, unless the **Maximized** check box is enabled in the Window:Define dialog.

Note: This control is unavailable if the link type is not set to **Jump**.

Project

This control lists the available projects in the **SOS Help! Info-Author** system. This list box is used to select the project when creating a link to a topic in another project.

To link to a .HLP file not created by **SOS Help! Info-Author**, select **<Inter-file link>**. This automatically displays the Inter-file Link dialog.

Note: The selected project determines which topics are loaded into the **Topic** list box. However this list box is unavailable if the link type is set to **Macro**.

Show Link

This button saves the link information and loads the topic pointed to by the link.

Note: This button is unavailable if the link type is set to **Macro** or the linked topic is in another project. This button has the same effect as the Links:Jump to Link menu option which is also available from the Button Pad.

Find What

This edit control is used to enter the text to be searched for in the current topic.

Replace With

This edit control is used to enter the text to replace the text entered into the **Find What** edit control.

Note: This edit control can be left empty if you wish to remove the found text..

Replace

This button replaces the next instance of the text in the **Find What** box with the text in the **Replace With** box.

Note: The search begins from the cursor position

Replace All

This button replaces all instances of the text in the **Find What** box with the text in the **Replace With** box.

Note: The search starts from the cursor position.

Find Next

This button searches for the next instance of the text in the **Find What** box.

Note: The search starts from the cursor position.

Project Name

This control lists all the projects that have the Help File requested attached to it.

The Help File name is that specified in the File:Generate dialog.

Bitmap Alignment

These buttons display and select the alignment of the inserted bitmap.

Left Aligned	Aligns the picture with the left margin. Text flows around the right side of the bitmap.
Embedded	Places the picture in the text (default). Pictures acts as if it are a character.
Right Aligned	Aligns the picture with the right margin. Text flows around the left side of the bitmap.

Edit:Join Paragraphs

Combines all selected paragraphs into one.

Usage

Select two or more paragraphs that you wish to combine and choose this menu option.

The paragraphs are joined with the paragraph breaks being replaced by the number of spaces specified in the Options:Setup dialog.

This option is especially useful for reformatting the topics after importing a Norton Guide or a plain text file.

Note: The combined paragraph takes the style of the first paragraph in the selected block.
The whole of the paragraphs do not need to be selected. It is sufficient to select just the last or first character of the paragraph.
This option is unavailable if less than two paragraphs are selected.

It can also be defined using the CRTToSpaces setting of the SOS Help! section of the SOS4WIN.INI file that is held in the SOS Help! Info-Author home directory.

Edit

This button loads the appropriate editor for the type of picture selected.

This assumes that **SOS Help! Info-Author** can find the editor in the path. The file type/editor association is governed by the settings in the [Extensions] section of WIN.INI.

The default editors are as follows:

BMP	Paintbrush
SHG	SHED.EXE
WMF	None

Note: If the picture file is changed it is reloaded and displayed in its new form when this dialog is closed with the **OK** button. For this reason if you make use of this option to edit a picture file you should save the file in the editor before closing this dialog.

Topic:Keywords

[OPTIONS]

COMPRESS

LANGUAGE

MULTIKEY

OLDKEYPHRASE

OPTCDROM

WARNING

Create

This button calls the Topic:New dialog. It should be used to create a new topic in the normal way which is then set to be the contents page.

Note: For a new topic to be used as the contents page a value must be entered for the **Topic Identifier** edit control.

RTF Commands

This control lists the RTF commands supported by WinHelp.

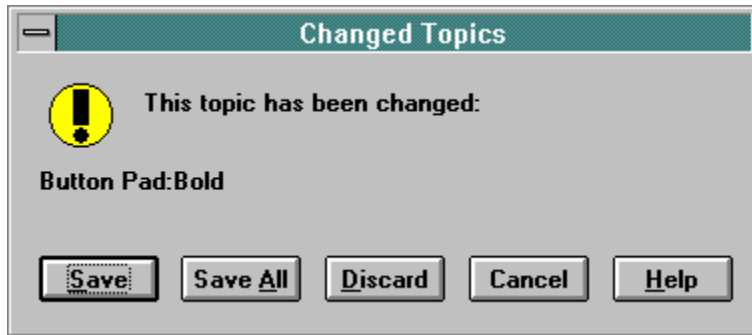
Select the desired command and use the **Insert** button to place it into the **RTF Strings** edit control.

Match Case

If this button is checked the search looks for an exact match with the text in the **Find What** box.

Save Topics Prompt

The graphic below has hotspots which contain additional information.



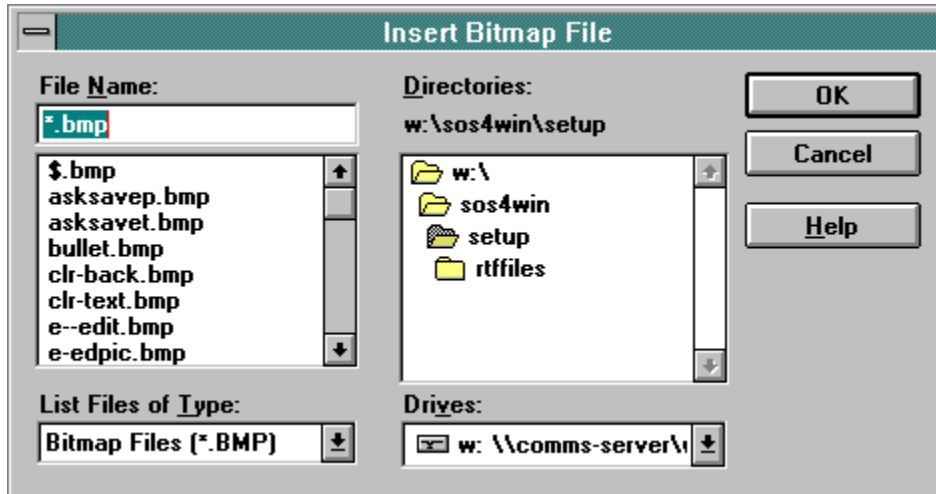
Prompts to save the current topic if it has changed.

This dialog is displayed when the topic is to be closed and has been changed since the last time it was written to disk. It is called when one of the following options is chosen.

File:New Project
File:Open Project
File:Close Project
Topic:Close
Window:Close
Window:Close All

Edit:Insert/Edit Picture:..SHG But No .BMP Warning

The graphic below has hotspots which contain additional information.

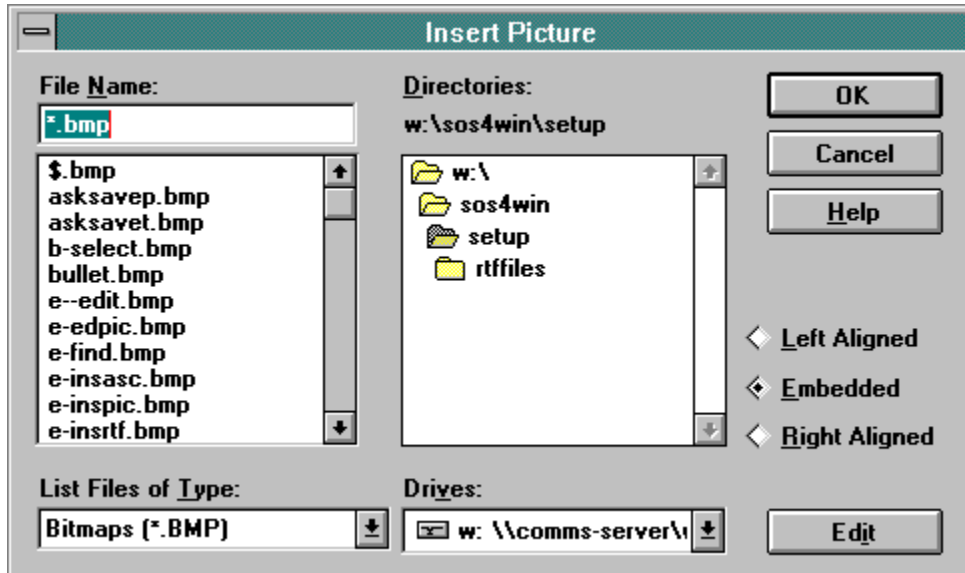


A .SHG file has been inserted but SOS Help! Info-Author cannot find a matching .BMP or .WMF.

The format of the .SHG files is not published at this time. For this reason **SOS Help! Info-Author** is unable to display the .SHG files directly. If a file of this format is selected **SOS Help! Info-Author** looks for a .BMP or .WMF file of the same name in the directory containing the .SHG file. If one is not found you are prompted to supply the name of the .BMP or .WMF to display in place of the selected .SHG file.

Edit:Insert Picture and Edit Picture

The graphic below has hotspots which contain additional information.



Insert a Picture into the topic or edit the details of an existing picture.

Usage

Important - Set the **List Files of Type** list box to the file format you wish to insert. For example, if you wish to insert a Segmented Bitmap you must set the **Type** box to **<Segmented bitmaps [*.SHG]>**.

Enter the file name of the picture to insert by use of the **Drives**, **Directories** and **File Name** controls.

Specify the alignment of the picture within the text by selecting one of the alignment buttons. The default setting for these buttons is **Embedded**.

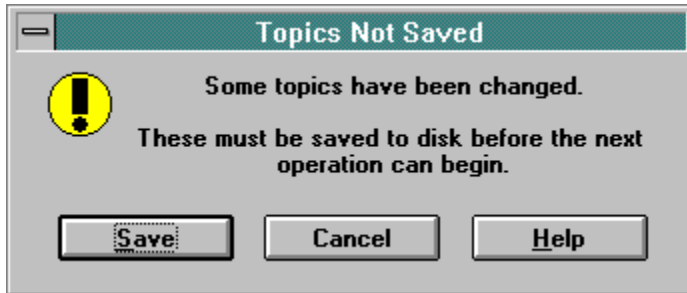
The **Edit** button can be used to load the file selected into the associated editor for the type of file.

Note: If you receive an **Invalid Bitmap or Metafile** error message it is probably because you have not set the **List Files of Type** list box to same extension as the picture you wish to insert.

If an area of text is selected the picture file inserted replaces this area of text.

Save Project Prompt

The graphic below has hotspots which contain additional information.



Prompts to save all changed topics.

This dialog is displayed when an operation requires that all changes be written to disk before it can be completed. It is called when one of the following options is chosen.

File:Attach Style Sheet

File:Help Tracker

File:Export Text

File:Export:SOS Help! Project

File:Generate and the **Generate** button is clicked

File:Exit.

Style:Define

Topic>Delete

Style:Attributes:Color

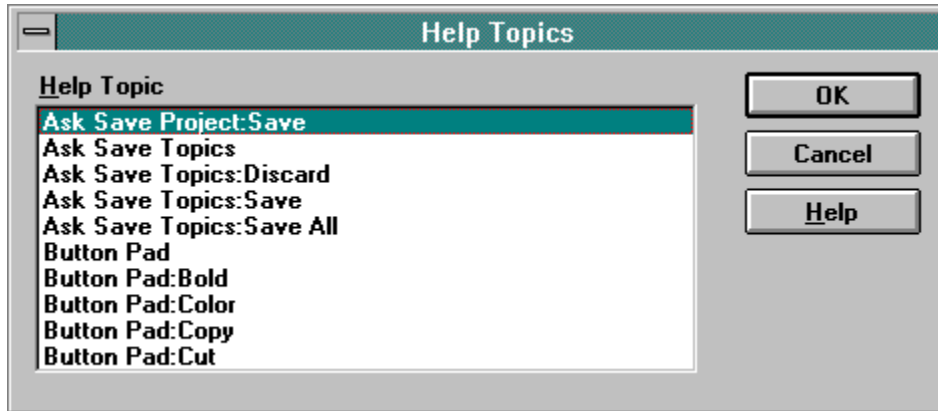
Changes the font color

This option calls the Color Editor dialog so that a new color can be chosen for the selected text or for any character entered afterwards.

Note: This option is also available from the Button Pad.

File:Generate:Settings:Alias:Create and Add

The graphic below has hotspots which contain additional information.



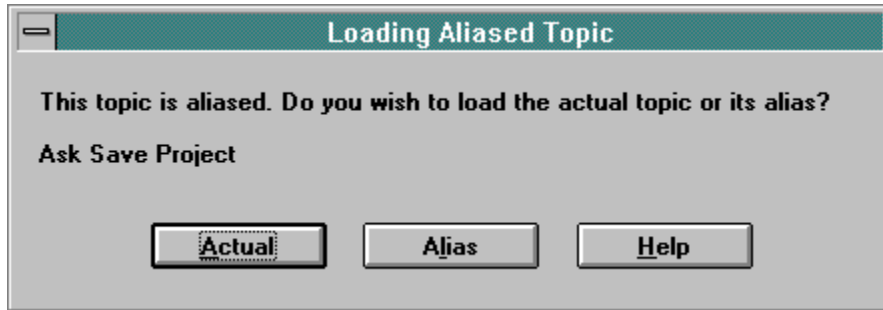
Selects the topic to be used either as the alias topic or as one of the topics to be replaced by the alias topic.

This dialog is the same for both the **Create** and **Add** buttons.

Note: For a topic to appear in this dialog it must not already be an alias topic or a topic replaced by an alias and also must have a topic identifier defined for it. See [Topic:Identifier](#) for more details of topic identifiers.

Loading a Topic with an Alias

The graphic below has hotspots which contain additional information.



Prompts whether to load the alias topic or the actual topic when the selected topic is part of an alias.

For more information see [File:Generate:Settings:Alias](#).

Remove

This button deletes the selected item in the relevant window.

Remove All

This button deletes all the items in the relevant window.

Alias Topic

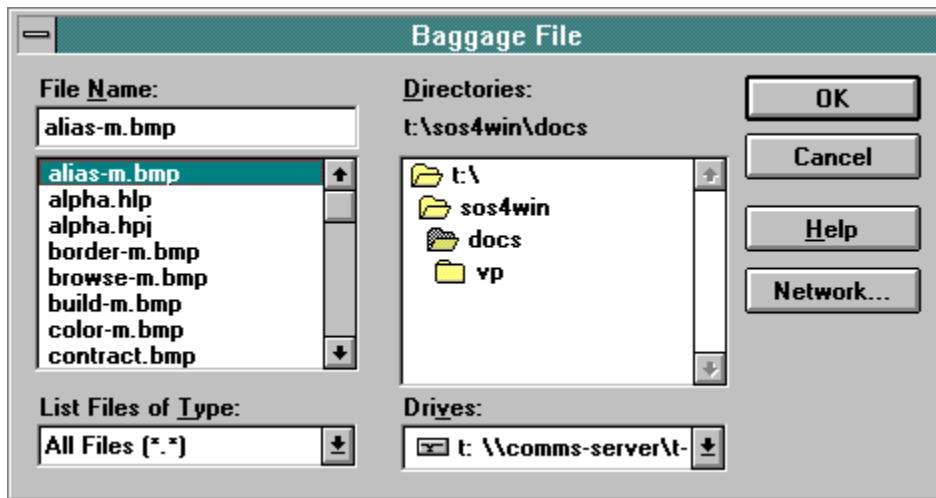
The topics shown in this list box are those that will be displayed in the generated .HLP file in place of those shown in the **Topics Replaced by Alias Topic**.

Topics Replaced by Alias Topic

The topics shown in this list box are those that are to be replaced in the generated .HLP file by the one shown in the **Alias Topic** list box.

File:Generate:Settings:Baggage Files:Add

The graphic below has hotspots which contain additional information.



Adds a file to the list of files to be included in the internal file system of the .HLP file.

Usage

Select the file name to add to the list of baggage files for the project.

Baggage Files

This control lists the files to be stored in the internal file system of the .HLP file.

Insert Tag

This button inserts the selected build tag from the **Build Tag** list box into the **Build Condition** edit control at the cursor position.

Brackets

This button inserts a pair of brackets at either end of the selected area of text in the **Build Condition** edit control. Brackets are used to override the operator precedence as expressions enclosed in parentheses are always evaluated first.

Note: Operator precedence is **NOT**, **AND**, then **OR**

AND - &

This button is used to insert an **AND** operator symbol at the cursor position in the **Build Condition** edit control. If two tags are combined by the **AND** operator a topic is compiled if it has both tags assigned to it.

Note: This operator is second in order of precedence after **NOT**.

OR - |

This button is used to insert an **OR** operator symbol at the cursor position in the **Build Condition** edit control. If two tags are combined by the **OR** operator a topic is compiled if it has either tags assigned to it.

Note: This operator is third in order of precedence after **NOT** and **AND**.

NOT - ~

This button is used to insert a **NOT** operator symbol at the cursor position in the **Build Condition** edit control. If this operator is used on a tag a topic is compiled if it has not got the tag assigned to it.

Note: This operator is first in order of precedence before **AND** and **OR**.

Build Tag

This control lists the build tags defined for the current help project. It should be used to select the required build tag so that it can be inserted into the **Build Condition** edit control with the **Insert** button.

The WinHelp compiler allows a maximum of 30 build tags per project.

Build tags are entered by use of the File:Project Build Tags menu option.

Build Condition

This edit control is used to create the build condition expression.

An expression can be entered directly, or inserted using the **Insert Tag** button and **Operator** buttons.

Language

This group of buttons is used to specify the language used to sort keywords in the WinHelp Search list box.

For more information consult the Help Compiler Reference Guide - [LANGUAGE](#)

Compression

This group of buttons defines the level of compression that should be done by the help compiler when building the .HLP file.

Medium compression is approximately 40% and **High** compression is approximately 50%.

Note: The higher the level of compression the longer the .HLP file takes to compile. For this reason it is usually best to set the compression to **None** while developing the help project and reset the compression rate when generating the final .HLP.

For more information consult the Help Compiler Reference Guide - [COMPRESS](#)

Warning Level

This group of buttons specifies the severity of the warning messages that the Help Compiler should report.

Level 1 reports only the most severe errors, whilst Level 3 reports all errors and warnings.

For more information consult the Help Compiler Reference Guide - [WARNING](#)

Alternative Keyword Letter

This list box lists all the alternative Keyword tables in the project. Select the required keyword table to be enabled by the Help Compiler when the .HLP file is created.

Note: **None** refers to the default keyword table **K**. A maximum of five keyword tables are allowed including the default table **K**.

Alternative keyword tables are created using Topic:Keywords and are made use of by the HELP_MULTIKY option of the WinHelp function call.

For more information consult the Help Compiler Reference Guide - MULTIKY

Use Existing Key-phrase File

This button specifies whether the Help Compiler should use an existing key-phrase file or create a new one during the compile.

Note: Using an existing key-phrase file reduces the time the Help Compiler takes to create the .HLP file but should only be done if the keywords for the project have not been changed.

For more information consult the Help Compiler Reference Guide - [OLDKEYPHRASE](#)

Optimize for CD-ROM

Selecting this option tells the Help Compiler to optimize the created .HLP file for storage on a CD-ROM.

For more information consult the Help Compiler Reference Guide - [OPTCDROM](#)

Help Topic

This control lists all the topics in the project that can be used as the first topic to display. The topic selected is that displayed by WinHelp when a user presses the **Contents** button and when WinHelp is first loaded.

Note: For a topic to appear in this list box it must have a topic identifier assigned for it. This is done by use of the Topic:Identifier menu option.

Force Use of Font

This control lists all the fonts on the current system. It should be used to select the font to be used by WinHelp to display all text. This option overrides any font settings in all topics for the project.

The default setting is **No Forced Font** which leaves all font settings unchanged.

For more information consult the Help Compiler Reference Guide - [FORCEFONT](#)

Map No.

This control lists the sets of font mappings that can be set. By selecting a map number from this list you can select which of the mappings to view or edit.

Note: A maximum of five maps are allowed and they cannot overlap.

For more information consult the Help Compiler Reference Guide - [MAPFONTSIZE](#)

Force Point Size

The controls within this group are used to substitute the given point size range with a single size, i.e. all text which is set to a point size falling within the specified range is replaced by the forced size.

Enter the point size range in the **Low** and **High** boxes and the point size with which to replace them in the **To** box.

The **Map No** list box is used to specify which of the five font mappings to define.

Note: The ranges in the five font mappings must not overlap.

For more information consult the Help Compiler Reference Guide - [FORCEFONT](#).

Conventions for SOS4WIN.HLP

Use of bold text

Text in bold (other than section headings) represents items in **SOS Help! Info-Author** (sic). These include list box titles, buttons, keystrokes and menu choices.

Definitions

Hotlink is a generic term used by SOS Help! Info-Author to describe a link hot spot, a popup and a macro link.

Item is a generic term describing an object, e.g. a topic name, a marked block of text etc.

Selected is a generic term describing a marked or specified item.

Style describes the formatting of a paragraph. This includes fonts, size and color, paragraph indents, tab settings and borders.

Menus

Throughout this help file we have used phrases separated by a colon (":") to indicate menu options, e.g. **Topic:Load** represents the Load option from the Topic menu.

Short cuts

Instructions to press specific keystroke are enclosed in angle brackets; for example **<Ctrl+W>** means press the Control key and the W key together.

To enter a soft carriage return in the text use **<Shift+Enter>**.

The Button Pad provides a means of accessing the most common options in **SOS Help! Info-Author**.

File Name

This edit control is used to enter the full path name for the required icon if the file name is known.

Current Icon

This control displays the icon whose file name is specified in the **File Name** edit control.

Select

This button calls the same dialog as that when the File:Generate:Settings:First Topic menu option is selected. This dialog should be used to choose the topic to set as the contents page.

X and Y Co-ordinates

These edit controls specify the position (in Help units) of the top left hand corner of the windows of the selected window type from the top left hand corner of the screen.

Note: WinHelp uses a virtual screen of 1024 by 1024 Help units, regardless of the current video resolution.

Height and Width

These edit controls are used to define the initial **Height** and **Width** (in Help Units) of the selected window type.

Note: WinHelp uses a virtual screen of 1024 by 1024 Help units, regardless of the current video resolution.

Maximized

When this control is enabled any jumps using this **Window Type** will be displayed as full screen. This overrides the information contained in the **X**, **Y**, **Height** and **Width** settings.

On Top

This button is used to set whether the window type should be displayed on top of all other windows. Once displayed the setting can be changed by use of the **Help:Always on Top** menu option in WinHelp.

Type

This control list all the window types in the current project and controls which window type is viewed and edited. SOS Help! Info-Author automatically gives you two types of window, **MAIN** and **<None>**. See below for an explanation of the difference between these two types.

Title

This edit control is used to enter the title for the window type.

Note: The **MAIN** window takes its title from the project name and cannot be changed.

Solid Colors

If the color required is a solid color then the color defined can be forced to be a solid color by selecting this option. This can be achieved either by pressing **<Alt-O>** on the keyboard or by double clicking in the color example box.

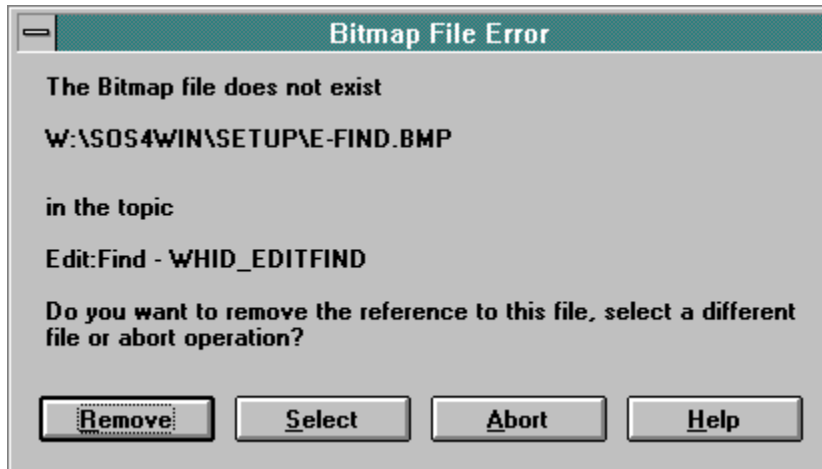
Basic Colors

These boxes display the basic colors available on the system.

To select one of these colors click on the required box with the mouse or use the arrow keys to move around the boxes and the **<Space>** key to select the color.

Picture File Error

The graphic below has hotspots which contain additional information.



Unable to find a picture file referenced in the specified topic, or the file was corrupt.

Occasionally you will have the situation when a bitmap or metafile becomes corrupt or more likely has been deleted or moved on the disk. If this is the case and a topic is read during an operation such as Topic:Load that contains a reference to this file the above dialog is displayed.

Usage

Clicking on the **Remove** button loads the topic with the reference to the problem file removed.

Clicking on the **Select** button allows you to select a new file name for the problem file.

Clicking on the **Abort** button ceases the operation that caused this dialog to be displayed.

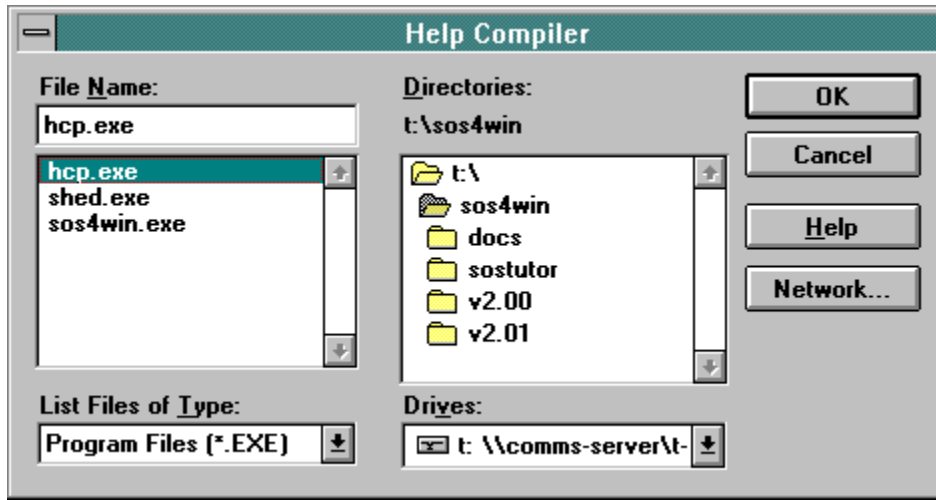
Note: If the problem file is a .SHG and both this file and the bitmap or metafile that is associated with it are missing or corrupt, then a similar dialog to the one above is displayed with the only difference being that both the file names are displayed. This dialog should be used in exactly the same way as described here.

Remove

This button removes the reference to the bitmap, and displays the topic with out the picture.

File Browser for Help Compiler

The graphic below has hotspots which contain additional information.



Used to select the full path name of the Help Compiler to use when generating the project.

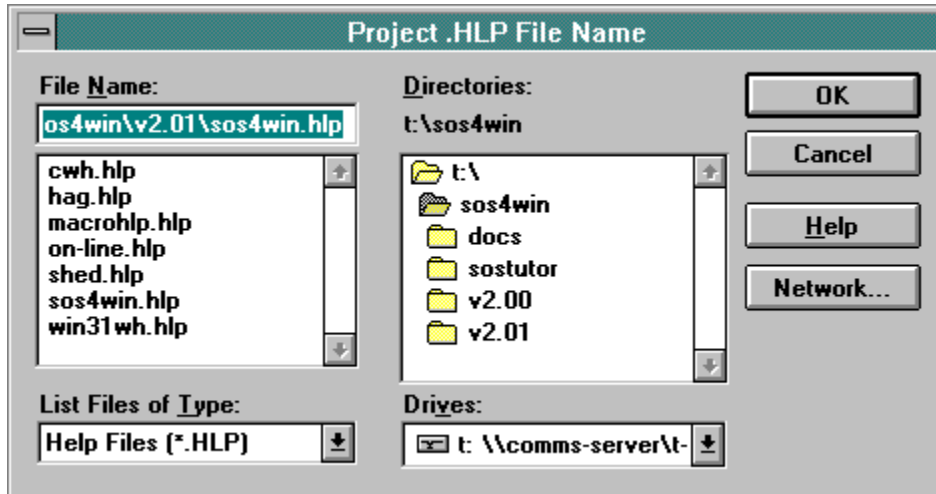
This dialog is used by the following options

Options:System Preferences

Options:Project Preferences

File Browser for .HLP file name

The graphic below has hotspots which contain additional information.



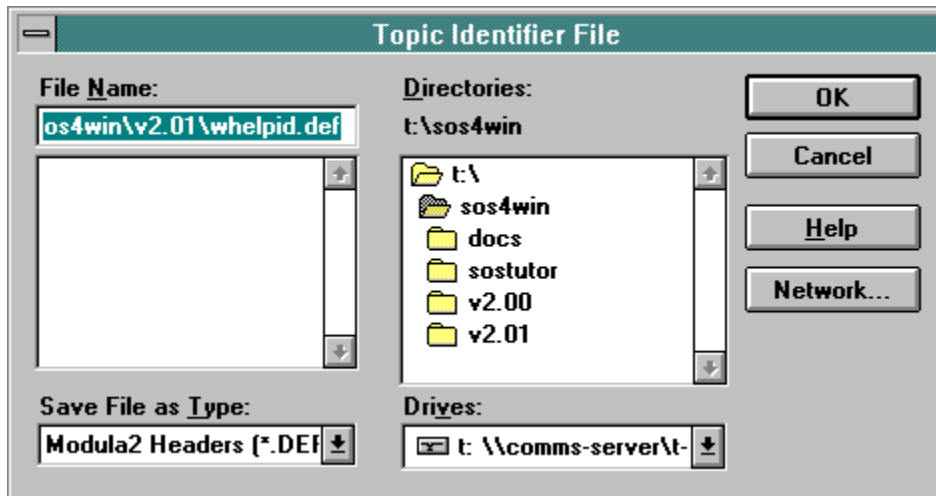
Used to select the full path name of the .HLP file to be created when the project is generated.

This dialog is used by the following options

- File:New Project
- File:Save Project As
- File:Generate

File Browser for the Help ID File

The graphic below has hotspots which contain additional information.



Used to select the full path name for the file containing the context sensitive help identifiers.

Note: The **Save File as Type** list box controls the language that the file is to be created in and can be used to set the **Language** buttons in the **Preferences** dialog.

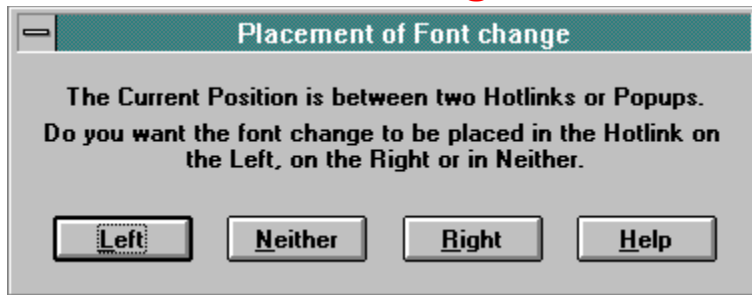
This dialog is used by the following options

Options: System Preferences

Options: Project Preferences

No Help Identifier File and the **Re-Enter** button is clicked

Font Change Between Two Hotlinks



Determines where to place a new character of a new font entered between two adjacent hotlinks.

This dialog appears if you try to insert a character after changing the font between two adjacent hotlinks.

Usage

Clicking on the **Left** button includes the new character in the left hand hotlink.

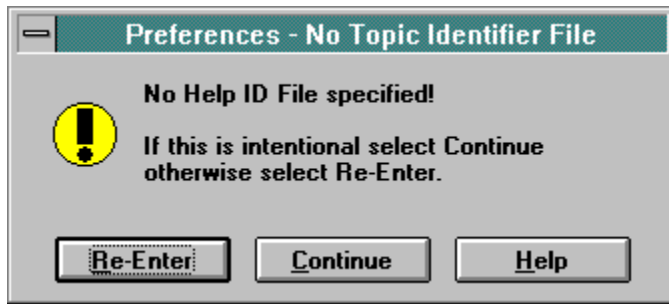
Clicking on the **Right** button includes the character in the right hand hotlink.

Clicking on the **Neither** button places the character in between the two hotlinks, not included in either.

Note: A similar dialog is displayed when a character is entered at the end of a hotlink after changing the font. This dialog has only the options to include the new character or not.

This feature is not supported in this version of **SOS Help! Info-Author**.

Preferences - No Topic Identifier File



No help identifier file has been specified in the Preferences dialog.

The **Help ID File** edit control of the Preferences dialog called from the Options:Project Preferences option or from the **P**references button of the File:New Project or File:Save Project As menu options was left blank.

Usage

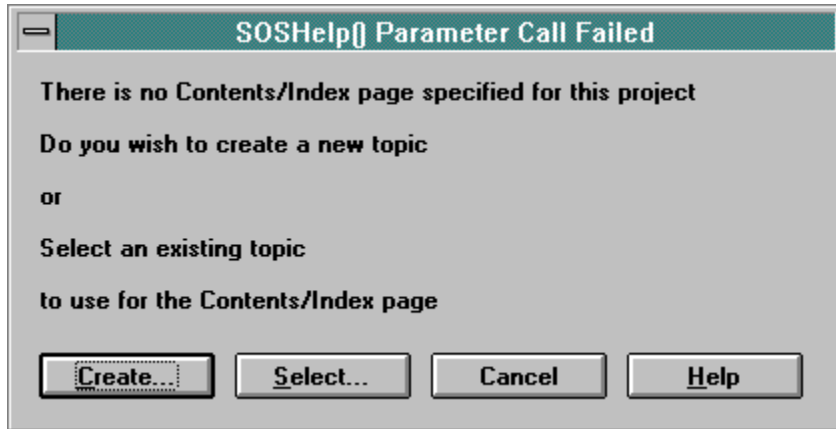
Clicking on the **Re-Enter** button calls the File Browser that is called from the Help ID File **B**rowse button in the **P**references dialog. You should use this File Browser to select the file name of the help identifier file for the project.

Clicking on the **Continue** button confirms that you wished to leave the edit control blank and so do not wish to be able to make context sensitive help calls.

Note: If the **Continue** button is clicked this dialog will no longer be displayed until a file name has been entered in the **Help ID File** edit control.

API Call - Missing Contents Page

The graphic below has hotspots which contain additional information.



An SOS Help! Info-Author API call has been made to load the contents page and one is not specified.

Usage

If you wish to create a new topic and have this made the contents page click on the **Create** button.

To choose an existing topic to set as the contents page click on the **Select** button.

Clicking on the **Cancel** button aborts loading the contents page.

Note: The contents page is that specified by the File:Generate:Settings:First Topic menu option.

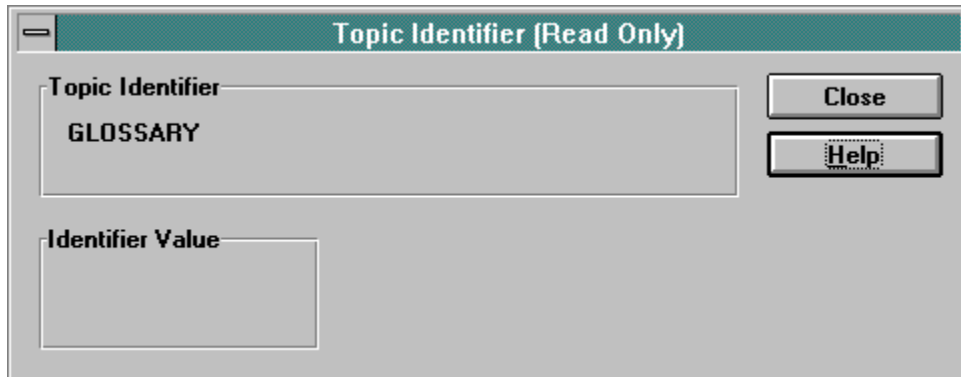
This feature is not supported in this version of **SOS Help! Info-Author**.

This feature is not supported in this version of **SOS Help! Info-Author**.

This feature is not supported in this version of **SOS Help! Info-Author**.

Topic:Identifier (Read Only)

The graphic below has hotspots which contain additional information.



Displays the identifier and identifier value of a read only topic.

Usage

This dialog displays the identifier information of the current topic when the topic is read only. These values are set by the Topic:New menu option or the Topic:Identifier menu option when the topic is not read only.

Note: To edit the topic identifier information you must use the File:Help Tracker menu option to reset the topics status to **Work in Progress** and then re-choose this option.

Style Missing Warning Message

The graphic below has hotspots which contain additional information.



The topic begin loaded contains a style which is not in the current style sheet.

Under certain circumstances it is possible to have references to a style that is no longer in the attached style sheet. The most obvious of these is if a different style sheet is attached using the File:Attach Style Sheet menu option.

Usage

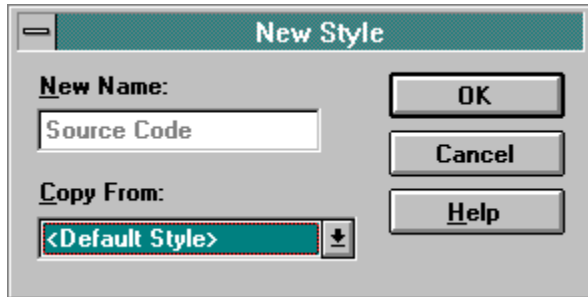
If the missing style is to be created click on the **Create** button.

If you wish to replace all occurrences of the missing style with a style that does exist click on the **Replace** button.

If the style **<Default Style>** is to be used in place of the missing style click on the **Default** button.

Style Missing:Create

The graphic below has hotspots which contain additional information.



Creates a new style with the missing style name.

Usage

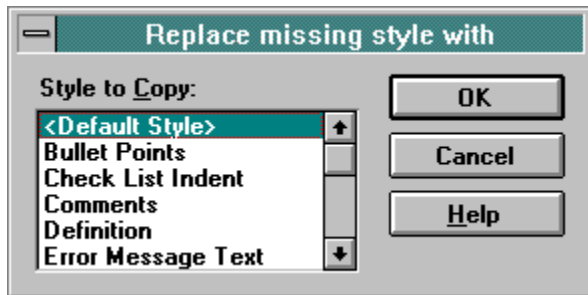
The name of the missing style is displayed in the **New Name** control.

The style whose settings are to be used for the missing style should be selected from the **Copy From** list box.

Note: This is the same dialog as for Style:Define:New menu option but you cannot edit the new style name.

Style Missing:Replace

The graphic below has hotspots which contain additional information.



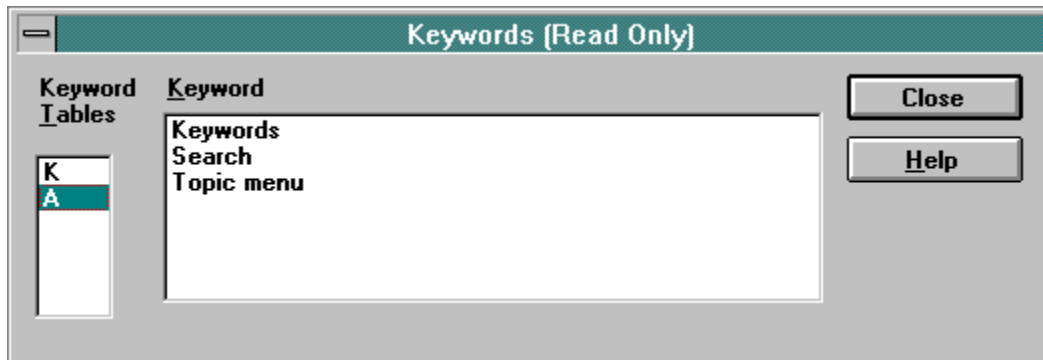
Replaces the missing style with another style in the current style sheet.

Usage

Select the existing style from the **Style to Copy** list box to replace the missing style with.

Topics:Keywords (Read Only)

The graphic below has hotspots which contain additional information.



Lists the keyword tables used and keywords attached to the current topic when it is read only.

Usage

Select the keyword table to view the keywords for from the **Keyword Tables** list box. When the selection in this list box is changed the **Keyword** list box is updated with the keywords for the selected table.

To change the keywords for the topic you must use the File:Help Tracker menu option to reset the topics status to **Work in Progress** and re-choose the Topic:Keywords menu option..

File:Export Menu

The graphic below has hotspots which contain additional information.



Provides the ability to export a Text or a WinHelp Project file from an existing project.

Macros

This control lists the existing macros. It should be used to select the macros that the operations of this dialog are to be carried out on.

The macro strings in the control are listed in the order in which Winhelp should execute them.

For more information consult the Help Compiler Reference Guide - [Help Macro Reference](#).

Build Tags in Project

This control lists all the available build tags in the project not already attached to the topic.

It is used to select which build tag is to be attached to the topic when the **Add Tag** button is clicked.

Note: Project build tags must be created by choosing the File:Build Project Tags menu option before they can be attached to topics.

Topic Build Tags

This control lists the project build tags that have been attached to the current topic. It is also used to select which build tag is to be removed by clicking on the **Remove** button.

Add Tag

This button adds the tag selected in the **Build Tags in Project** list box to the build tags attached to the topic. As tags are added to the topic they are removed from the list of project build tags.

Note: Build tags can also be added to the topic by double clicking on the tag in the **Build Tags in Project** list box.

File:Generate:Settings:Compiler Options

Topic:New

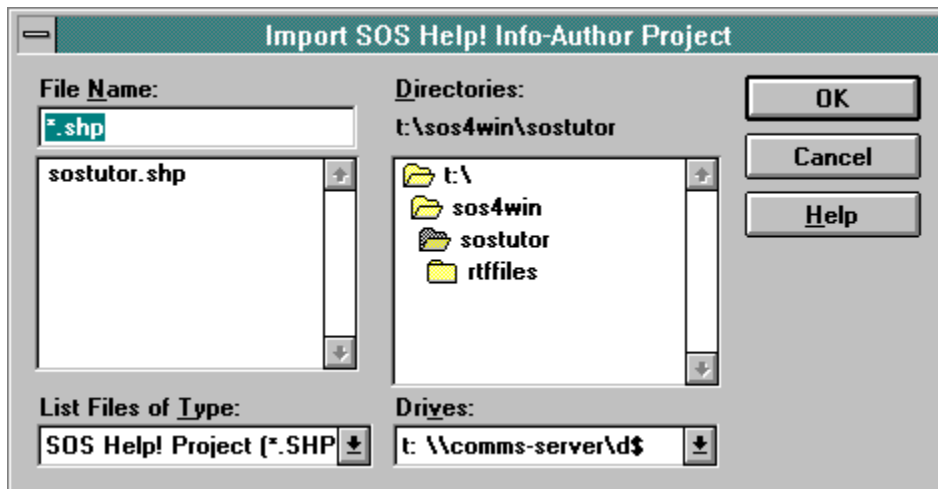
Topic:Write As

OLDKEYPHRASE

MULTIKEY

File:Import:SOS Help! Project

The graphic below has hotspots which contain additional information.



Imports an exported or externally created SOS Help! help project into SOS Help!

For more information see the [On-Line Manual](#).

File:Export:SOS Help! Project

The graphic below has hotspots which contain additional information.

See Also

This allows the open SOS Help! project to be exported to a text file.

Usage

Used for Backup purposes - note graphics are not saved into .SHP.

Sending a project to a colleague via electronic mail.

For version control systems.

For more information see the [On-Line Manual](#).

Set

This button sets the value entered in the edit part of the **Tab Stop Position** control.

If the value entered already exists the button has no effect unless the alignment of the tab is different, in which case the alignment of the tab stop is changed to that specified by the **Alignment** group of buttons.

Edit:Spell Checker

The graphic below has hotspots which contain additional information.



Checks the topic for spelling errors using its own dictionaries and Custom dictionaries set up by the user.

Usage

The Spell Checker starts from the cursor position forwards. When the end of the Topic is reached you are prompted to start from the beginning of the Topic. When the Spell Checker has completed its search from the beginning of the region, you are prompted to close Spell Checker.

It is possible to Spell Check all open topics by clicking in a each topic at an appropriate place and then clicking on the Start Button.

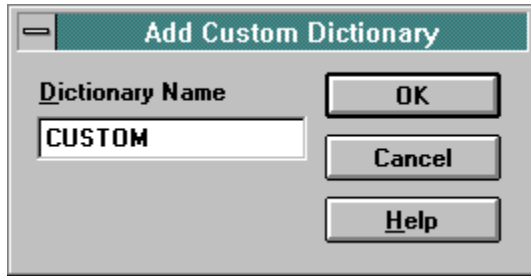
The Main dictionary used by the Spell Checker is defined in Options:Setup.

The default Custom dictionary is selected in the **Add Words To:** list box. It can also be defined in Options:Setup.

Note: The Spell Checker cannot check spelling across Non-Scrolling Regions. The cursor must be placed in the each region to be checked in turn and the checker started using the **Start** button.

Edit:Spell Checker:Options:Add

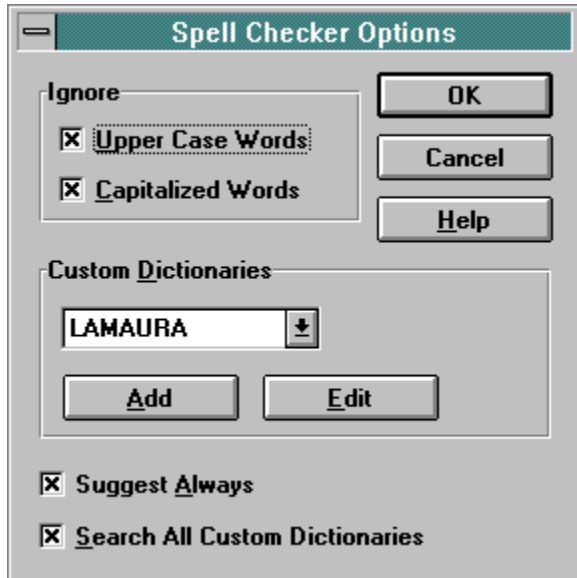
The graphic below has hotspots which contain additional information.



Attaches custom dictionaries to the Spell Checker. No more than five dictionaries may be added. Dictionary names can be up to eight characters long. Backup dictionaries have the **.BAK** extension, i.e. **CUSTOM.BAK**.

Edit:Spell Checker:Options

The graphic below has hotspots which contain additional information.



Selects the desired default settings for the Spell Checker, and allows up to four extra the custom dictionaries to be added and edited.

The Ignore box options are used to Spell Check lists, for example mailing lists.

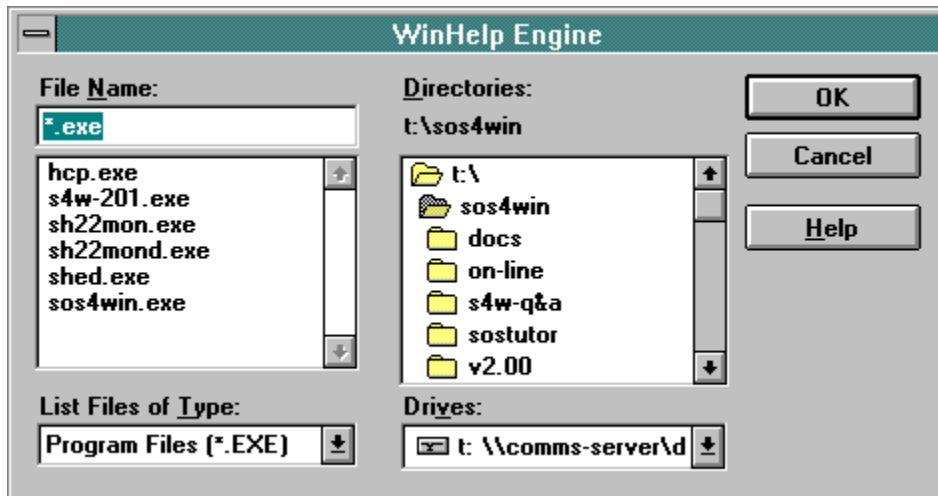
The Custom dictionary - **PRIVATE** - is created automatically by the Spell Checker. Four more Custom dictionaries may be added.

To delete a Custom dictionary you must edit the **SOS4WIN.INI** file. Click on the **How...?** button and see **Frequently Asked Questions**.

Note: To define the Main Dictionary used by Spell Checker, see [Options:Setup](#).

Options:Setup:Browse

The graphic below has hotspots which contain additional information.



Allows the selection of the full path name for the desired WinHelp engine to be used to display the generated project help file.

Options:Setup

The graphic below has hotspots which contain additional information.

The screenshot shows the 'SOS Help! Info-Author Setup' dialog box. It has a title bar with a minus button. The dialog is organized into several sections. At the top right are 'OK', 'Cancel', and 'Help' buttons. The 'WinHelp Engine' section has a text field containing 'C:\WINDOWS\WINHELP.EXE' and a 'Browse' button. The 'Project Directory' section has a text field containing 'C:\SOS4WIN\W2.10\'. Below this is a checked checkbox for 'Warning Bell' and a text field for 'Number of spaces to use for joining paragraphs' with the value '1'. The 'Initial Settings' section contains five checkboxes: 'Reload Open Topics', 'Add to Keywords', 'Strip Additional Fonts', 'Import Text Overwrite', and 'Auto Link Search', all of which are checked. The 'Spell Checker' section has a 'Dictionary:' dropdown menu set to 'English (International)' and a 'Custom Dictionary:' dropdown menu set to 'LAMAURA'. The 'Hand Cursor When Over Links' section has three radio buttons: 'All Links' (selected), 'Plain Links Only', and 'Never'.

This dialog controls the initial settings used by SOS Help! Info-Author when a project is opened.

Select the desired settings as required. They apply to all projects that are opened.

Initial Settings

When enabled, the following define the initial settings for check boxes found in other dialogs.

Reload Open Topics - Automatically enables the check box in File:Open Project. This causes all the topics open when the project was shutdown to be loaded automatically when the project is reopened.

Import Text Overwrite - Automatically enables the check box in the File:Import:Text dialog. If this is disabled, existing files cannot be overwritten by the imported text files, as SOS Help! discards duplicate files.

Add to Keywords - Automatically enables the check box in the Topic:New and Topic:Write As dialogs. This causes the topic title to be automatically added to the Keywords file.

Auto Link Search - When enabled, it causes the Links:New dialog to automatically insert the topic of the same name into the Topic list box, if it exists. It also inserts the highlighted text as the topic title in the Topic:New dialog if the **Create Topic** button is clicked in the Links:New dialog.

Strip Additional Fonts - Automatically enables the check box in the Style:Select dialog. This causes any existing fonts to be removed when a new style is applied to some text.

Style:Attributes:Small Caps

Toggles the Small Capitals effect

This option toggles the SMALL CAPITALS effect for the selected text or for any character entered afterwards.

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Add Button

This button adds the word or characters to the custom dictionary selected.

Start Button

This button starts the Spell Checker from the cursor position forwards. At any time you can click outside the Spell Checker and edit a topic. To restart the Spell Checker click on the **Start** button.

Select

This button calls the same File Browser as that called when the Edit:Insert Picture menu option is chosen. You should use this dialog to select a new file name to use for the missing or invalid picture file.

Abort

This button aborts the operation that caused this dialog to be displayed.

Not In Dictionary

This shows the word or characters that the Spell Checker cannot find in its dictionary (or dictionaries, if the **Search All Custom Dictionaries** check box is enabled in the **Options** dialog).

Change To

This edit box shows the text not found in the dictionaries. This text can be edited directly, or another word selected from the **Suggestions:** list box.

Add Words To

This control selects the default custom dictionary. All new words are added to this dictionary when the **Add** button is clicked. It can also be defined in Options:Setup.

Upper Case Words

When enabled the Spell Checker search is case insensitive.

Capitalized Words

When enabled the Spell Checker disregards words beginning with a Capital Letter.

Custom Dictionary

This control lists all the Custom dictionaries created by the Spell Checker. Up to four Custom dictionaries can be created plus **PRIVATE.DIC** which is created automatically by the Spell Checker.

Suggest Always

When enabled the Spell Checker's **Suggest Button** is disabled and the Spell Checker will always suggest an alternative, if it has one.

Search All Custom Dictionaries

When enabled the Spell Checker will search through all the custom dictionaries.

Dictionary Name

Enter a new dictionary name of up to 8 characters here.

Entries List Box

This lists all the words in the selected dictionary.

Save All

This button saves and closes all open topics.

Suggest

This button offers alternative choices for words not found in the Spell Checker.

It is only available when the **Always Suggest** check box is disabled in the **Options** dialog.

Change

This button replaces the selected word or character for word in the **Change To:** box.

Change All

This button replaces all instances of the selected word or character for word in the **Change To:** box.

Ignore All

This Button allows you to ignore all instances of the word or character string whenever it occurs in the topic.

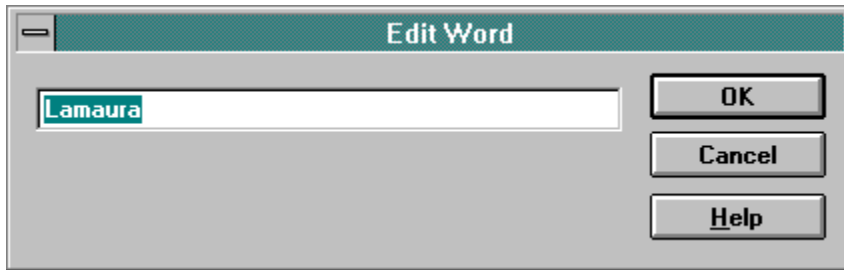
However the word or characters will not be added to the spell checker dictionaries. To do this you must click the **Add** button.

Ignore

This button allows you to ignore the word or characters that cannot be found in the Spell Checker dictionary.

Dictionary Add or Edit Word

The graphic below has hotspots which contain additional information.



A screenshot of a software dialog box titled "Edit Word". The dialog box has a light gray background and a dark gray title bar. Inside the dialog, there is a text input field on the left containing the word "Lamaura". To the right of the text field are three buttons stacked vertically: "OK", "Cancel", and "Help". The "Help" button has a small 'H' underlined. The dialog box is shown with a standard window border and a close button in the top-left corner of the title bar.

This allows new words to be added to the custom dictionary and existing words to be updated in the edit box.

Word

Enter or edit word in the dictionary specified in the title bar.

WinHelp Engine

Select the required WinHelp engine by entering it directly or clicking on the Browse button to use the file browser.

Warning Bell

When enabled a warning bell will sound if an invalid keystroke is made, for example, **<Page Up>** when at the top of the page.

Number of Spaces

Defines the number of spaces that will be inserted between paragraphs that are joined together using Edit:Join Paragraphs.

Initial Settings

Reload Open Topics - enables the check box in File:Open Project.

Import Text Overwrite - enables the check box in the File:Import:Text dialog.

Add to Keywords - enables the check box in the Topic:New and Topic:Write As dialogs.

Auto Link Search - when enabled, it causes the Links:New dialog to automatically insert the topic of the same name into the Topic list box, if it exists. It also inserts the highlighted text as the topic title in the Topic:New dialog if the **Create Topic** button is clicked in the Links:New dialog.

Strip Additional Fonts - enables the check box in the Style:Select dialog.

Hand Cursor When Over Links

This allows the pointer to be customized as to when it becomes a hand as it passes over a Hotlink. When a radio button is enabled the pointer becomes a hand as follows.

All Links - All hotlinks cause the pointer to become a hand.

Plain Links Only - Pointer changes only when passing over a plain text hotlink

Never - The pointer never changes to a hand when it passes over a hotlink.

For more information on hotlinks see [Links:New](#).

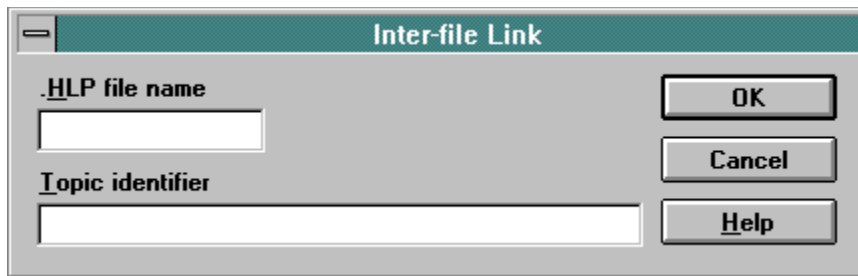
Dictionary

Sets the Main Dictionary to be used by the Spell Checker.

Custom Dictionary

Sets the default Custom dictionary to be used by the Spell Checker. This can also be defined in the **Add Words To** control box in the Spell Checker.

The graphic below has hotspots which contain additional information.



It is used to link a Project topic with a topic in a .HLP file (i.e. one in a non SOS Help! file), and to set up Mid-Topic Jumps.

Enter the **.HLP file name** of the other Help Project and the target **Topic identifier** that is to be linked to the existing Help Project.

Note: The Topic Identifier is used to identify the linked topic.
To get to this dialog the **Project** combo box must be set to **<Inter-file link>**.

Creating A Mid-Topic Jump

[Click here](#) for a demonstration of a Mid-Topic Jump.

To create a Mid-Topic Jump, first call the Edit:Insert RTF Commands dialog and insert the **RTF command** "**#{\footnote # TOPIC_IDENTIFIER}**", in the target topic at the point the jump is to be made to. When the jump is executed, the line containing the **RTF Command** will be displayed as the top line.

The **TOPIC_IDENTIFIER** must be unique as it identifies the target jump position. An example of the **RTF Command** might be "**#{\footnote # MID_TOPIC_JUMP}**". Note that the **RTF Command** is invisible in the generated .HLP file.

Call the **Links:New** dialog and set the **Project** combo box to **<Inter-file Link>**. This calls the **Inter-file Link** dialog automatically.

To change details call the **Links:Details** dialog and click on the **Inter-file Details** button.

Leave the **.HLP file name** blank as the jump is within the project, and enter the **TOPIC_IDENTIFIER** in the **Topic identifier** box.

Click on the How...? button at the top of this Help file for more information on how to create Mid-Topic Jumps.

This dialog is called from

[Links:New](#)
[Links:Details](#).

[This line is intentionally blank to demonstrate Mid-Topic Jumps]

This is the effect of a Mid-topic Jump. To jump back to the top of the topic, [click here](#).

[This line is intentionally blank to demonstrate Mid-Topic Jumps]

[This line is intentionally blank to demonstrate Mid-Topic Jumps]

[This line is intentionally blank to demonstrate Mid-Topic Jumps]

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Project Directory

The value entered here will automatically be used as the starting value in the File:New Project, File:Save Project As and relevant File:Import dialogs.

.HLP File Name

Enter the name of the target **.HLP Project**.

If this is left blank then the jump goes to the Context Identifier entered in the current project. This allows Mid-Topic Jumps.

Reload Open Topics

When enabled, all topics that were open when the selected project was last closed are reopened automatically. To enable/disable this check box on start up see [Options:Setup](#).

Topic Identifier

Enter the *topic identifier* for the topic in the target **.HLP Project**.

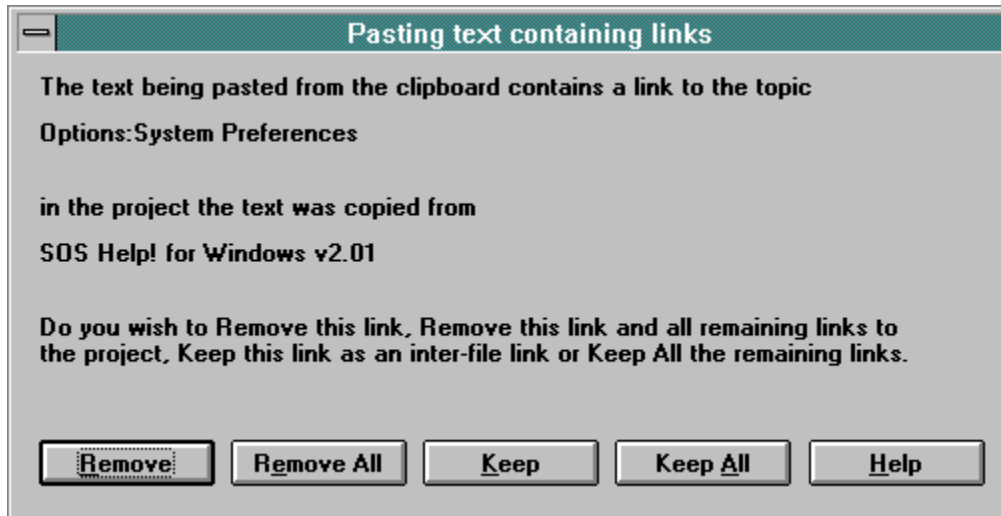
Create Topic

This automatically loads the New:Topic dialog

If the **Auto Link Search** check box is enabled in Options:Setup, then **SOS Help! Info-Author** automatically inserts the text that was highlighted into the **Topic Name** edit box. If this is an existing Topic name then **SOS Help! Info-Author** automatically selects that topic in the **Links:New** and **Links:Details** dialogs.

Links:Pasting Text Containing Links To Another Project

The graphic below has hotspots which contain additional information.



You have tried to copy text containing a link, from one SOS Help! project to the current project.

This dialog is displayed when a link to another project is detected in text to be pasted into the current project.

Remove

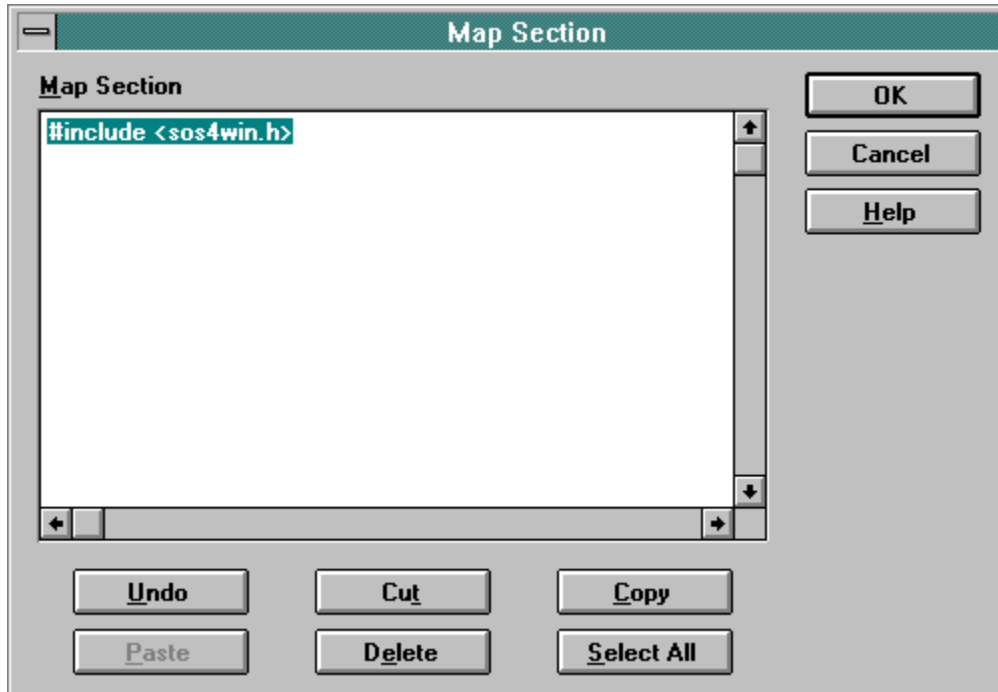
This removes the link to the other project. The **Remove** button removes only the link specified, and will redisplay the dialog if another link is detected. The **Remove All** button removes all links in text to be pasted in.

Keep

These buttons keep the link to the other project as Inter-file link. The **Keep** button keeps only the link specified, and will redisplay the dialog if another link is detected. The **Keep All** button keeps all links in the selected text as Inter-file Links.

File:Generate:Settings:Map Section

The graphic below has hotspots which contain additional information.



Text entered here is copied directly to the [MAP] Section of the .HPJ file which is created by SOS Help! when the Generate command is issued.

Usage

Enter the required text in the **Map Section** edit control box.

Note: No error checking is done by **SOS Help!**.

For more information about [MAP] Section, codes and format, consult the Windows SDK documentation - [\[MAP\]](#).

Inserted Picture (Read Only)

The graphic below has hotspots which contain additional information.

Inserted Picture (Read Only)

Alignment
Embedded

File Type
Segmented Bitmap

Close

Help

File Name
T:\SOS4WIN\V2.10\ASKSAVEP.SHG

Displayed File

File Name
T:\SOS4WIN\V2.10\ASKSAVEP.BMP

File Type Bitmap

You have tried to edit a picture in a Read Only topic.

Usage

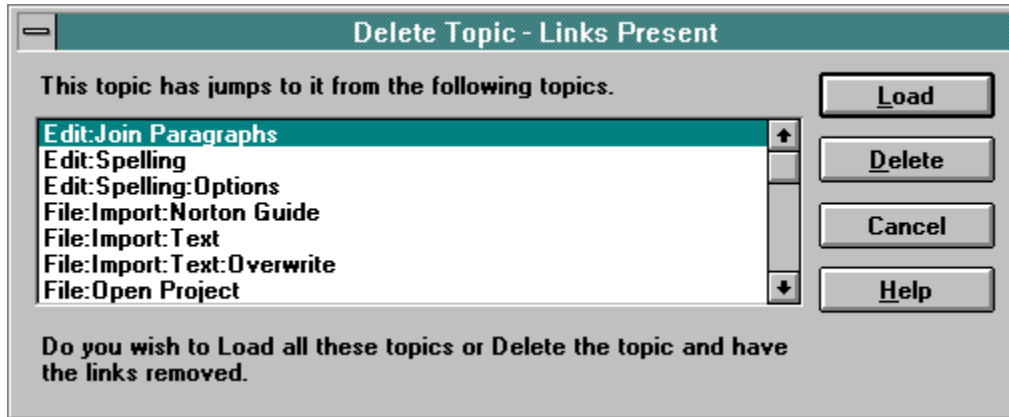
To continue with this operation you must go to [File:Help Tracker](#) and set that topic's **Status** to **Work in Progress**. This removes the topic's **Read Only** status.

WHID_DELETEHOTLINKREPLACE

???

Topic:Delete:Links Present

The graphic below has hotspots which contain additional information.



You have tried to delete a topic that has hotlinks pointing to it.

Usage

To continue with this operation you must first remove all links to this topic.

If the **Load** button is clicked, all the topics will be loaded.

If the **Delete** button is clicked, all the links are removed and the topic deleted automatically.

Note: This dialog is very useful for tracking down all the topics that are linked to one specific topic. Simply try to delete the specific topic and the topics linked to it are listed.

Rebuild index files only

Only rebuilds the index files and so rebuilds the project faster. However it does not check the integrity of the project files.

It should be used if the index becomes corrupted.

Load

This button causes all topics that have a link to the target topic to be loaded.

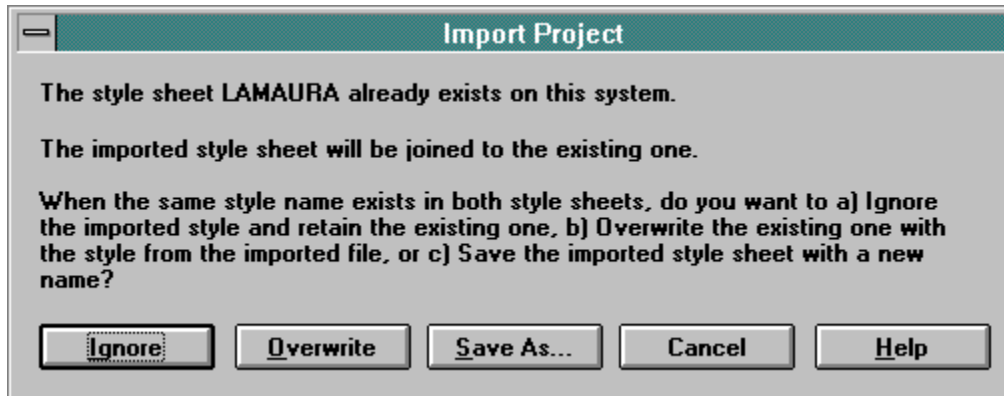
Map Section

This is a free form edit control. Anything entered here is copied as-is to the **[MAP] Section** in the **.HPJ** file which is created by **SOS Help!** when the project is generated.

For more information about Map Section, codes and format, consult the Windows SDK documentation - [\[MAP\]](#).

File:Import:Style Sheet Already Exists

The graphic below has hotspots which contain additional information.



You have tried to import a project (either .SHP, .HPJ, or .NG) containing a Style Sheet that already exist in SOS Help!.

The Imported Style Sheet is added to the existing Style Sheet. However when there are Styles of the same name either the existing Style or imported Style will be replaced as below.

Ignore

The existing Styles are retained and the imported Styles ignored for Styles with the same name.

Overwrite

The Imported Styles overwrite the existing Styles for Styles with the same name. Note that if this option is accepted, it may affect existing projects which use this existing Style Sheet

Save As...

Calls the Style Sheet Save As dialog and saves and uses the imported Style Sheet under a new name

WHID_FILESTYLEDELETE

WHID_FILESTYLEIMPORT

WHID_FILESTYLEIMPORTCREATE

WHID_FILESTYLEIMPORTEXISTS

WHID_FILESTYLENEW

WHID_FILESTYLERENAME

Undo

This button reverses the last editing action.

Window Definition Editor

Style:Character

Style:Attributes:Color

Style:Define:Character

Font Picker

File:Generate:Settings:Windows

Links:New

Links:Details

Window:Define

[WINDOWS]

Suggestions

This control shows the suggested alternatives to the word or characters not found in the custom dictionaries. Select one and click on the **Change To** button to replace it. If no alternatives are found it remains blank.

Delete

This button deletes all links to the target topic and then deletes the target topic itself.

Topics

This lists all the topics that have links to the topic to be deleted. If the **Load** button is clicked, all the topics will be loaded. If the **Delete** button is clicked, all the links are removed and the topic deleted automatically.

Remove

This button removes only the link specified in the dialog from the text to be pasted in. The dialog will be redisplayed if another link is detected.

Remove All

This button removes all the links contained in the text to be pasted in.

Keep All

This button keeps all the links contained in the text to be pasted in.

Keep

This button keeps only that link specified in the dialog in the text to be pasted. The dialog will be redisplayed if another link is detected.

Ignore

Joins the two Style Sheets together, but when two Styles have the same name, it ignores the one in the imported Style Sheet.

Overwrite

Joins the two Style Sheets together, but when two Styles have the same name, it overwrites the one in the existing Style Sheet.

Caution: You are altering the existing Style Sheet and this may affect other projects using this Style Sheet.

If in doubt use **Save As...** and save the imported Style Sheet under a new name.

Save As...

This calls the Style Sheet Save As dialog and allows the imported Style Sheet to be saved and used under a new name.

