

This is some text displayed in a secondary window

[Close Window](#)

Context Editing - Use the toolbar button or EDIT CURRENT CONTEXT to change the Context Id, Browse Sequence number, keywords and more

Default Context Formats - Use this to set the preferences for [INSERT NEW CONTEXT](#) - Auto Context guessing, Non-Scrolling Title, Auto Keywords, Use Styles for formatting and more

Finding and referencing Jumps and Definitions - Use this extended EDIT FIND to reference a Jump or Pop-up the found text

HPJ Map Section (Header File) - Easily see the context mapping (contained in the header file) and edit or add new Id Numbers (if not already done with [INSERT NEW CONTEXT](#))

HPJ Options - Set all the project options in a clear and simple dialog box

HPJ_OPTIONS_DFN

HPJ Config Section - View, edit or delete macros in the Config section. Macros are added using the INSERT MACRO function

HPJ Files Section - Add or delete files from the Files section

HPJ_FILES_DFN

Inserting Macros - See [WinHelp Macros](#)

Project Pre-Compilation - Use this to export project files as [RTF](#) for addition to another project

Printing Source Files - If you wish to print your source files you are given the option to remove the hard page breaks temporarily whilst printing - thus saving paper.

MRB - Multiple Resolution Bitmaps, generated with the Microsoft MRBC

SHG - Hypergraphics bitmaps, created with Microsoft's SHED

SHG_DFN

HPJ - the project file containing all the compilation options

HPJ_DFN

DOC - this is WinWord format document used by CreateHelp! to store all the main topics. It is converted to RTF at compilation time

DFN - this is a WinWord format document used by CreateHelp! for storing all the definitions referenced in the main DOC file. It is converted to RTF with the extension DEF at compilation time

CreateHelp! - HLP file authoring tool © Nic Barnes 1993

CREATEHELP!_DFN

CH2xx.ZIP - the CreateHelp! distribution archive where xx is minor version number

Rich Text Format - the file format required for the Microsoft help compiler

