

## Help

Welcome to Xantippe Help.

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## **Menus**

Xantippe Menu Bar

File Menu

Edit Menu

Project Menu

HyperLink Menu

Style Menu

Window Menu

Help Menu

## **File Menu**

File Menu Entries

New

Open...

Close

Save

Save As...

Insert...

Print Window

Print File Box

Print Project

Printer Setup...

Exit

**New**

**New**

This function will create a new project.

## **Open...**

## **Open Project...**

This function will open a project.

The user will be prompted with a dialog box to select the project file.

## **Close**

### **Close Project**

This function will close all windows associated with a project and unload the project from memory.

**Save**

**Save**

This function will save the currently active project.

## **Save As...**

### **Save As...**

This function will allow the user to save the currently active project to a different name, directory, or file format.

Xantippe currently supports two file formats, Xantippe native format and RTF WinHelp format.



## **Picture**

### **Insert Picture...**

This function is used to load a picture into a picture field.

**Printer Setup...**

**Setup Printer**

## **Print Window**

### **Print a Window**

Print the contents of the currently active window.

## **Print Project**

## **Print Project**

Print all the cards associated with the currently active project.

## **Print File Box**

## **Print File Box Hierarchy**

Print a file box and all the cards contained in the file box.

## **Exit**

### **Exit the program**

Terminate the program.

## **Edit Menu**

Edit Menu Entries

Undo

Cut

Copy

Paste

Clear

Duplicate

Select All

Rename...

Keywords...

Empty Orphanage

Create Cards...

## **Project Menu**

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## **HyperLink Menu**

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**Undo**

**Undo last action**

## **Cut**

### **Cut information to Clipboard**

The function will cut the selected information to the clipboard.

## **Copy**

**Copy information to clipboard.**

The function will copy the selected information to the clipboard.

## **Paste**

**Paste clipboard information into card.**

This function will paste the selected information in the clipboard into the currently selected card.



## **Clear**

### **Destroy information.**

This function will destroy the currently selected information. The selected information will **not** be placed in the clipboard. The information will be lost forever.

## **Duplicate**

**Duplicate the selected information.**

This function will duplicate the selected information.

## Select All

Select all information.

This function will select all the information in a field.

## **Open**

### **Open a window.**

This function will open a window for the selected card. This function only applies to the list field of a list card.

To use this function select a entry in the list field then invoke this function. This function will then open the card associated with the selected entry.

## **Close**

**Close currently active window.**

This function will close the currently active window.

## **Rename...**

### **Rename a card.**

This function allows the user to rename a card.

## **Keywords...**

### **Edit keywords for card.**

This function will display a dialog box from which the user can edit the keywords associated with a card.

## **Empty Orphanage**

### **Empty orphanage.**

This function will destroy all the cards in the orphanage.

This function should be used with care since once the cards have been destroyed and the project saved there is no way to retrieve the destroyed cards.



## Create Cards...

Create New Cards Menu Entries

File Box Card

Text Card

Picture Card

## **File Box Card**

**The file box card.**

The file box card is a card in which other cards can be placed in.

## **Text Card**

### **The text card.**

The text card is a card in which textual information can be placed. Chunks of the textual information can then be linked to other cards with hypertext links.

## **Picture Card**

### **The picture card.**

The picture card is a card in which graphical information can be placed. Chunks or areas of the graphical information can then be linked to other cards with hyperarea links.

## **Open Browser**

### **Open a browser**

This function will open the browser associated with the currently active card. If no cards are currently active then Xantippe will open the browser for the first project in its internal list.

## **Find Card**

### **Open a card by its id.**

This function will prompt the user to enter the id number for a card. The specified card will then be opened. The id for a card can be found in its upper right hand corner.

## **Update Browser**

**Update the browser.**

This function will update the browser associated with the currently active card.

## **Where Am I?**

**Move the browser to display the currently active card.**

This function will reposition the browser so that the currently active card is viewable.



## **AutoUpdate Browser**

### **Automatically Update the Browser**

This is a check function. When this function is active then Xantippe will automatically update the browser when a change is made to the network.

## **Follow Me**

**Currently active card is always visible in browser.**

This is a check function. When this function is active, the currently active card will always be viewable in the browser.

## Create SuperProject

Create superproject.

This function will create a SuperProject from the currently loaded projects.

## **Import Project**

**Import project file.**

Import a project file into the currently loaded super project.

## **Export Project**

### **Export project**

This function will export the currently active project to a standalone project file.

## Create

### Create a hyperlink

This function will create a hyperlink. A hyperlink is a link that connects a chunk of information in one card to another card. A chunk of information can be a phrase in a text field or an area of a picture in a picture card.

To create a hyperlink select the area in the card that is to be linked and choose this function. The cursor will then change to a plus sign, directing you to choose the card the chunk of information should be linked to. Click on the card to link the chunk of information to and Xantippe will create the link.

The Xantippe can create two types of links, jump links and pop-up links. The type of link is selected from the HyperJump Link command and the HyperPopup Link command.

## **Examine**

### **Examine an existing Hyperlink**

This function can be used to examine an existing hyperlink. Xantippe will display a dialog box showing where the hyperlink points to.

To invoke this function, select the chunk of information that is hyperlinked and choose this function. Xantippe will then display the dialog box.

## **HyperJump**

### **Open card linked to.**

This function will open the card that the selected chunk of information is linked to.

To invoke this function, selected the chunk of information to hyperjump. Then invoke this function and Xantippe will open the card that the chunk of information is linked to.



## **Window List**

### **List of open windows.**

This menu contains a list of all the currently open windows. The type of card in each window can be distinguished by style of the text used to display the name.

The currently active window is indicated by a mark to the left of the menu entry.

To make a window in the list the active window, select the menu entry for that window.

## **HyperLink Mode**

### **Toggle hyperlink mode**

This is a check function. When this function is active Xantippe is in hyperlink mode. In this mode the hyperlinks can be tested in a simulated run-time environment.

The pointer cursor will turn into a hand when the cursor is in a hyperlink field. The user can then click on the hyperlink information and Xantippe will open the card that the hyperlink is linked to.

## **Plain**

### **Change Text Style to Plain**

This function will change the style of the currently selected text to plain.

## **Bold**

### **Change Text Style to Bold**

This function will change the style of the currently selected text to bold.

## **Circulate**

### **Circulate windows.**

This function can be used to circulate through all the currently open windows.

The currently active window is pushed to the bottom of the window list and the next window is made active.

## What is Xantippe?

### **Xantippe The Information Structuring Workbench**

Xantippe is a tool to structure knowledge or information into a non-linear format. The information can take the form of text or graphics. Xantippe allows the user to organize the information by categorizing the knowledge and connecting related chunks of information with hyperlinks.

## **Glossary**

Definition of Xantippe Terms.

Card

Field

Jump Link

Popup Link

Project

RTF

Rich Text Format

SDK

Socrates

SuperProject

Xantippe

## **Credits**

### **Who's who of Xantippe.**

Xantippe is the result of a joint development project between Scaitech A/S of Denmark and Rodney S.K. Lai of the United States of America.

The following people have contributed to the development of Xantippe:

#### Technical Consulting:

Per Husmann Rasmussen  
Hans-Ole Hovgaard Nielsen  
Annette Petersen  
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#### Interaction Designer:

Michael Malcolm Andersen

#### Software Engineer:

Rodney Lai



## **Contact**

### **Who to contact in case of emergency.**

Xantippe is marketed and supported by IRIS Media Systems.

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## **Xantippe**

1. 5th cen. B.C.; wife of Socrates; the prototype of the quarrelsome, nagging wife.
2. A Knowledge Structuring Workbench.

## **Socrates**

**Soc ra tes (Sak're tez')**

1. 470?-399 B.C.; Athenian philosopher & teacher.
2. A computer expert system to assist social workers i.e. the Social Assistant.

## **Getting Started**

In The Beginning...

[Starting Xantippe](#)

[Creating a new project](#)

[The Main File Box Card](#)

[The Orphanage File Box Card](#)

[Create a new card](#)

## **Creating a new project**

### **How to create a new project.**

To create a new project use the 'New project' option from the File Menu. When a new project is created a default name is given to the new project and two cards are created in the project.

The two cards created in a new project are two file box cards. One is the main file box card which has the name of the project and an orphanage file box card.

## **The Main File Box Card**

### **The Main Card**

The main file box card is a specialized file box card.

The main file box card has the name of the project and it is from this card that all other cards in the network branch out from.

## **The Orphanage File Box Card**

### **The Orphanage**

The Orphanage Card is a specialize file box card. The Orphanage Card contains all the cards that have been cut off from the rest of the network.

A card is defined as cut off from the network if you cannot reach the card from the Main Card.

Cards in the orphanage cannot be cut and cards cannot be pasted into the orphanage. Cards can be copied from the orphanage and pasted in cards attached to the network.

Xantippe will automatically update the orphanage as cards are cut and pasted into and out of the network.

## Create a new card

How to create cards

[Creating cards](#)

[Creating cards in a file box](#)

[Creating cards in a text card](#)



## **Creating cards in a file box**

### **How to create a card in a file box.**

When a new card is created in a file box the new card is displayed in the list field of the file box.

The new card is placed before the currently selected card in the list field. If no card is selected in the list field then the new card is placed at the end of the list field.

## Creating cards in a text card

### How to create a new card in a text card.

Creating a new card in a text card is similar to creating a hyperlink. New cards can only be created in a text field that has the hyperlink property.

To create the new card first select the text that is to be linked to the new card. Once the text has been selected, create the new card. Xantippe will then create the new card and link the selected text to the new card. Xantippe will indicate that the text is linked to the new card by making the selected text italic and enclosing the text in pointy brackets, "and".

## **Creating cards**

### **How to create a new card.**

To create a new card use the 'Create Card...' sub menu of the Edit Menu.

From the Create Card... Menu select the card you would like to create. The new card will be created and a link from the currently active card to the new card will be created.

## Starting Xantippe

### How to start Xantippe.

Xantippe can be started in several ways.

- 1) The Run... command in the File Menu of the Program Manager and File Manager can be used to start the program.
- 2) If Xantippe was been imported into the Program Manager then double clicking on the icon will start the program.
- 3) From the File Manager, double clicking on the Xantippe entry will start the program.

When the program starts the user will be prompted to load a project. If 'Cancel' is selected then.no project is loaded and a new project will be created.

## **SuperProject**

A superproject is a multi-file project.

## **SuperProject**

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## **Index**

### **Open Help Index.**

This function will open the Xantippe Help file and go to the main index card.

## **Using Help**

### **How to use the Help Program.**

This function will open the windows help file. From this file you can get information on how to use the Windows Help Program.



## **Project List**

### **List of loaded projects**

This menu contains a list of all the currently loaded projects.

The currently active projects is indicated by a mark to the left side of the menu entry.

To open the browser associated with a project, select the menu entry for that project.

## **Cards**

Card Types

List Card

Text Card

Picture Card

## List Card

### The List Card

A list card contains a list of links to other cards in the system.

The list card consists of two fields, a text field and a list field. The text field is used to place a one line description of the list. The list field is used to list a series of cards in the system.

## **Text Card**

### **The Text Card**

The text card is used to encapsulate textual information.

The text card consists of two text fields. The first text field is a title field. The second text field is the body of the textual information. In the body of the text the user can place hyperlinks to other cards in the system to indicate a relation between the connected cards.

## **Picture Card**

### **The Picture Card**

The picture card is used to encapsulate graphical information.

The picture card consists of one big picture field. A picture can be inserted into this field by using the 'Insert...' submenu of the 'File' Menu.

## **Card**

### **Card**

A card (or window) is a basic unit of information encapsulation in Xantippe.

A card can be a text card, list card, or picture card depending on the type of information the card is encapsulating.

## **Project**

### **Project**

A project is a group of cards. Physically a project is a single file stored on a disk.

## Fields

Text Field

List Field



## **Field**

### **Field**

A field is the primitive elements that are used to make up a card.

A field can contain be used to store text, graphics, or a list.

## **Text Field**

## **Text Field**

A text field is a field that can contain textual information.

## List Field

### The list field

A list field is a field in which a list of other cards in the system are placed.

## **Browser**

The Browser

[What is a browser?](#)

[Pop-up Menu](#)

[Browser Picture](#)

## **What is a browser?**

### **The Browser**

The browser is a graphical representation of the information network. From the browser window the user can see the relation between cards in the network. Different line types will indicate different link types. Different name font styles will indicate different card types.

## Pop-up Menu

Open

Zoom

Cut

Copy

Paste

Rename...

Keywords...

Create Cards...

## **Open**

### **Open card**

Open the window associated with the currently selected card in the browser.

## **Zoom**

### **Zoom in on card.**

This function will zoom the browser in on the currently selected card. The browser will show all the link entering and exiting the selected card.



## **WinHelp File**

Creating a Windows 3.0 Help File

Step 1. Save As...

Step 2. Create HPJ File

Step 3. Compile

## **WinHelp Format**

### **RTF WinHelp Format**

RTF WinHelp Format is an RTF file that can be compiled into a Windows 3.0 help file using the SDK help compiler.

## Rich Text Format

### Rich Text Format

The Rich Text Format (RTE) is an ASCII interchange format for the transfer of wordprocessor data files from one wordprocessor to another.

**RTF**

**RTF**

RTF stands for Rich Text Format.

**SDK**

**SDK**

SDK stands for the Windows 3.0 Software Development Kit.

## **Step 1. Save As...**

### **Create RTF File**

The first step is to save the Xantippe project as an RTF file. To save a Xantippe file as an RTF WinHelp choose the Save As... option in the File Menu. From the save as dialog choose 'RTF WinHelp' as the format to save as. Then save the project. Xantippe will then save the project in RTF WinHelp format.

The bitmaps from picture cards will be saved in seperate BMP files. The files will have names in the format:

**Xindex.BMP**

**index** is the id number of the card.

## Step 2. Create HPJ File

### Help Project File

The SDK help compiler needs an \*.HPJ file to compile the RTF file. The HPJ file is a command file that tells the help compiler how to create the help file. Refer to the SDK tools manual for a more complete description of how to create an HPJ file. A very basic HPJ file would consist of the following:

```
[OPTIONS]
INDEX=PROJECTNAME_256
```

```
[FILES]
PROJECTNAME1.RTF
PROJECTNAME2.RTF
.
.
.
PROJECTNAMEn.RTF
```

```
[BITMAPS]
XID1.BMP
XID2.BMP
.
.
.
XIDn.BMP
```

**PROJECTNAME** is the name of the project. **ID** is the id number of picture card that contained the bitmap. **INDEX** is used to indicate the first card in the project.

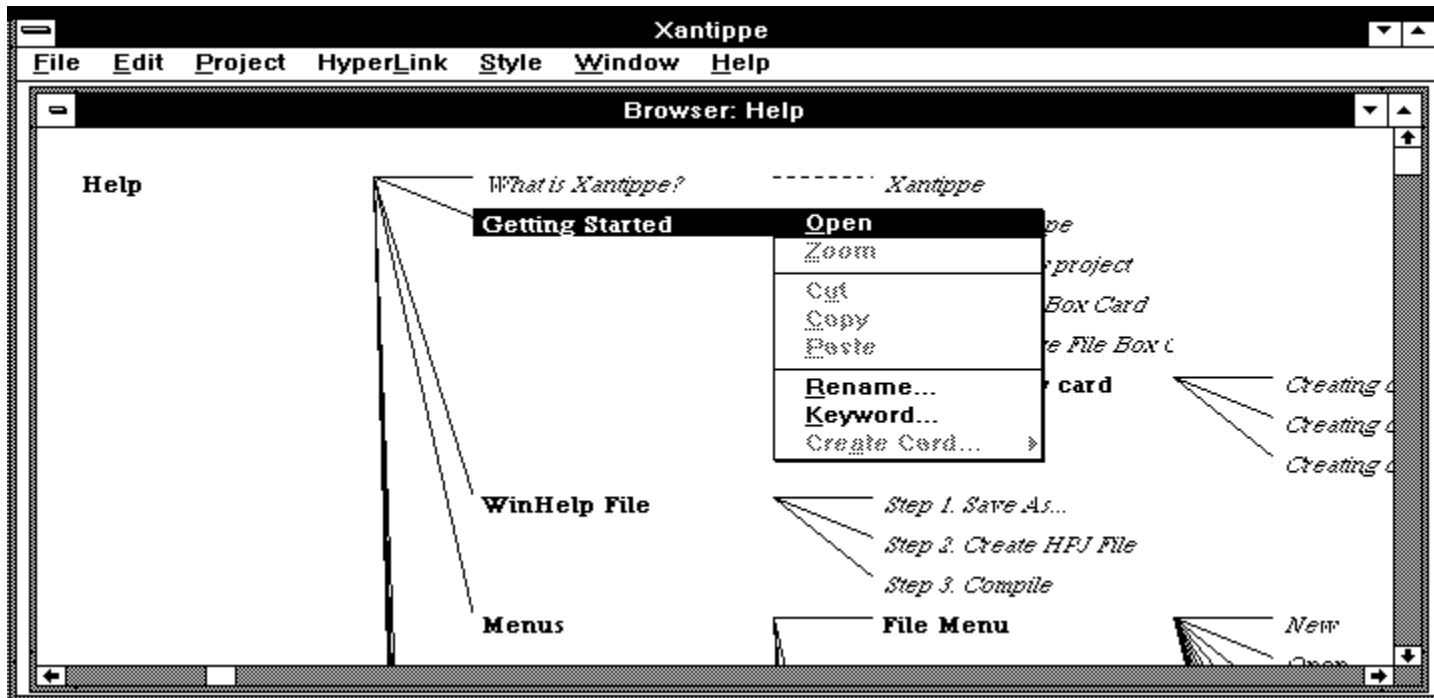
### **Step 3. Compile**

#### **Compile the files**

The last step is to use the SDK help compiler to compile the files. Refer to the SDK tools manual on help to use the help compiler.



## Browser Picture



## **Insert...**

Insert Menu Entries

Text

Picture

## **Text**

### **Insert Text...**

This function is used to text from a data file into a text card.

## **Renumber Card**

### **Change the id of a card**

This function allows the user to change the internal id of a card. The id of a card can be any integer less than 65535. Every card has a unique id.

## HyperPopup Link

**Link Type: Pop-up Link**

Selecting this option will instruct Xantippe to create pop-up links when using the 'Create' HyperLink command.

## HyperJump Link

Link Type: Jump Link

Selecting this option will instruct Xantippe to create jump links when using the 'Create' HyperLink command.

## **Popup Link**

A pop up link in Windows help is invoked by holding the mouse button down over the popup hypertext. The linked text is displayed in a box until the mouse button is released.

## **Jump Link**

A jump link in Windows help 'jumps' the help system to the new text.



