

## MODIFYING help.c

Your final step in adapting Dialog Help to the requirements of your own application is to make some modifications in three areas of the source code file `help.c`.

### #defines

There is a block of `#defines` at the top of `help.c` which relate to the IDs of the 'TEXT'/'styl' resources, and of the starting (base) IDs of the 'PICT' resources, relevant to the version of Help Dialog you are now viewing:

```
#define
rTextIntroduction      128
#define rTextCreatingText    129
#define rTextModifyHelp      130
#define rTextAboutCricket    131
```

```
#define
rPictIntroductionBase

128
#define
rPictCreatingTextBase

129
#define rPictAboutCricketBase

131
```

These need to be changed to reflect the requirements of your own version of Help Dialog.

### Initial 'TEXT'/'styl' ID and Base 'PICT' ID

The text and pictures displayed when the dialog opens should be those relating to the first item in the popup menu. This is achieved by the assignment of values to the global variables `gTextResourceID` and `gPictResourceBaseID` about a third of the way into the function `doHelp`:

```
gTextResourceID = rTextIntroduction;
gPictResourceBaseID = rPictIntroductionBase;
```

Change the assignment to reflect the requirements of your own version of Help Dialog.

## Response to Popup Menu Choices

Popup menu choices are detected and handled within the `ModalDialog` loop in the function `doHelp`. When the menu item number is retrieved, this switch is entered:

```
switch(menuItem)

case 1:
    gTextResourceID    = rTextIntroduction;
    gPictResourceBaseID = rPictIntroductionBase;
    break;

case 2:
    gTextResourceID    = rTextCreatingText;
    gPictResourceBaseID = rPictCreatingTextBase;
    break;

case 3:
    gTextResourceID    = rTextModifyHelp;
    break;

case 5:
    gTextResourceID    = rTextAboutCricket;
    gPictResourceBaseID
= rPictAboutCricketBase;
    break;
```

Change the number of cases in this switch to reflect the number of menu items in your popup menu. Also change the assignments so that the global variables `gTextResourceID` and `gPictResourceBaseID` are assigned the correct 'TEXT' IDs and, where appropriate, the correct base 'PICT' ID.