HyperLink
Hotlink to Win 3 SDK Help
(Version 1.20- Aug 21/1990)

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What Is HyperLink?

HyperLink provides a link for Win 3 programmers between their source code and the online SDK help system.

Win 3 has a lot of functions, & even experienced programmers often need to look up the exact syntax & declarations to use for Windows functions. This can be done by either consulting the SDK manuals or the online SDK help system. Both your source code editor and the SDK help work best when they each have most of the screen. This makes flipping back & forth & looking up subjects harder than it should be.

HyperLink helps you access the online SDK help information that you need by providing a hotkey link from your source code (in a Windows text-editor) to the relevant parts of the online SDK help.

Revision History

Features of Version 1.00

1)   Uses Ctrl-? as Hotkey combination. (soon to be programmable).

2)   Works only for Windows editors with 'text-edit' windows.

Revisions of Version 1.10

1)   Works in Real, Standard, Enhanced, or Debugging mode and in any video mode.

2)   Uses only Ctrl-? as Hotkey combination (V 1.00 was invoked by any Ctrl-key combo)

Revisions of Version 1.20

1)   Fixes an incompatibility problem with Magic ScreenSaver (also by Dynamic Information Systems).

How Do I Install It?

Once installed, HyperLink runs in background without any maintenance from the user at all. HyperLink is best used as an 'init' program for Windows. That means that it is automatically loaded as Windows boots up and will work as long as Windows is in operation. To install HyperLink in the Windows boot-up process, do the following:

1) Open the WIN.INI file in your Windows directory with Notepad, or any text-editing program.

2) Several lines down from the top of the file, you will find a line like the following:

   load =

   These lines tells Windows what programs to load as it boots up. Change this line to read as follows:

   load = HYPERLNK.EXE [+any other startup programs]

3) Save WIN.INI and Windows will now know to automatically run HyperLink. All that's left is to copy the files HYPERLNK.EXE and HYPERLIB.DLL into the same directory (the Windows directory) as your WIN.INI file.

4) Restart Windows and HyperLink will start up automatically if you did steps 1-3 correctly.

Compatibility

HyperLink takes very little memory and processing time. It should not interfere with any well-behaved applications running under Windows.

HyperLink works only with Windows 3.0 (or later), not with Windows /386 or 2.x.

How Do I Use HyperLink?

Once HyperLink is installed, its hotkey feature is activated. HyperLink helps you look up SDK topics while editing source code in a Windows editor. Typically, this would be a Windows function, constant, or data type. Let's say you had the following line of source code (in a Windows text editor):

GetDeviceCaps (

If you were unsure of what to pass to GetDeviceCaps, or what it passes back, you could look it up with HyperLink. as follows:

1)   Put the cursor somewhere in the text "GetDeviceCaps" (or select "GetDeviceCaps") in your source code.

2)   Hit the HyperLink hotkey combination (Ctrl-? by default).

3)   The SDK Online Help should come up (launch, if necessary) & automatically go to the page on GetDeviceCaps.

You can use this procedure to look up anything in your source code that is covered in the SDK Online Help.

<u>About HyperLink</u>

The About HyperLink.. menu option leads to a dialog box of information about HyperLink, who made it, and how to contact the authors.

Who Made HyperLink?

HyperLink is a *freeware* program by Bill Stewart and Ian MacDonald of Dynamic Information Systems. HyperLink is an important part of our programming process that all Win 3 programmers could benefit from using. We are providing HyperLink as freeware because we feel that it can help the whole Windows programming community & that a hotlink facility should have been incorporated into the SDK online help in the first place.

As freeware, you are entitled to use HyperLink free of charge, upload it to online services, and give copies to associates, subject to the following conditions:

1)   A lot of time and effort went into writing and testing HyperLink. We are providing it free of charge to the whole Windows community. If you have constructive criticisms, bug reports, etc., please let us know.   If you find HyperLink useful, all we ask is that you send us a letter (or email) to that effect and tell all your colleagues about it.

2)   You may give HyperLink to others, but may not distribute HyperLink for direct or indirect profit by any means.

3)   You may not alter HYPERLNK.EXE, HYPERLIB.DLL, or this documentation in any way. When distributing HyperLink, you must include this documentation with the package.

4)   While every effort has been made to test HyperLink in various environments, neither the authors nor Dynamic Information Systems are liable for any damages caused directly or indirectly through the use or misuse of HyperLink. We provide HyperLink *as is*, & provide no guarantee that any specific features will be added in the future. We do not guarantee compatibility with future versions of system software, Windows, or any other products, although future versions of HyperLink will be upgraded to stay current with changes in DOS and Windows if we get lots of positive feedback.

We appreciate and encourage all user feedback that will help us improve HyperLink. For any questions, comments or complaints, you can contact us by mail, voice, or online services as detailed below:

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Much thanx for your support,

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