

\$¹#² Sample Help File

HWASAMP.HLP is a help file created by Olson Software for you to explore the capabilities of both Help Writer's Assistant for Windows Beta IV and the capabilities of the Windows Help engine.

HWASAMP.RTF contains the RTF text for this file. Please load it into HWA/w for an example of how HWA/w works. The RTF file contains many comments which explain how the .RTF file has been built.

Text capabilities

Graphics capabilities

Copyright

Olson Software

1\$ Sample Help File

2# contents

\$³#⁴+⁵ **Text capabilities**

This section of topics discusses and shows the text based capabilities of windows help files.

Text Styles

Text Alignment

Hypertext

3\$ Text capabilities

4# text_cap

5+ 00001

\$⁶#⁷+⁸ Text Styles

{bmc DEFSEEAL.BMP}

Different Fonts!

Different Sizes!

Bold Text

Italic Text

Bold and Italic Text

Coloured Text

- Bulleted lists are made easy

6\$ Text Styles

7# text_styles

8+ A:00001

#⁹@¹⁰Text Alignment
Hypertext

9# text_styles_seealso

10@ You can group these definition topics under the topic that they are related to, or in another definitions section (as done with text alignment)

\$¹¹#¹²+¹³ **Text Alignment**

{bmc DEFSEEAL.BMP}

This is left justified

This is centred

This is right justified

This text is indented 1/4 of an inch from the left margin. Indents can also be from the right, this paragraph is indented 1/4 of an inch from the right. It is also possible to have a first line indent, as is illustrated with this paragraph which has an indent of 1/2 an inch for the first line..

11\$ Text Alignment

12# text_alignment

13+ A:00002

\$¹⁴#¹⁵+¹⁶ **Hypertext**

{bmc DEFSEEAL.BMP}

Windows Help has a variety of methods for creating hypertext links.

- The most common is the 'Jump'. A jump completely changes the current topic - the whole page displayed changes. A jump appears to the user to be green underlined text. You can use jumps in many ways. In the middle of Text, or at the end of a topic as a see also. These are just two of the many possible uses for jumps.
- You can also use a 'Pop-Up'. Pop-Ups are very useful for defining a term or for providing a list of jumps to related topics (an example of this is the pop-up displayed when you click on the See Also button in non-scrolling region of this topic).
- You can also create jumps to secondary windows. This is great for examples among other things.
- A more complex type of jump is the Macro jump. Clicking here will run the clock program. Of course you can do many other amazing things with Macro jumps.

14\$ Hypertext

15# text_hypertext

16+ A:00003

\$¹⁷#¹⁸+¹⁹ Graphics capabilities

Graphics in WinHelp, like in print-based documents can be used to great effect. Graphics can be formatted in any of the following ways:

To insert a picture that will be displayed in the middle of the text, {bmc CHAR.BMP} like a character, use the Insert|Picture menu command and insert the picture as a character.

To insert a picture that will be displayed to the left {bml LEFT.BMP} of the text, use the Insert|Picture menu command and insert the picture as left justified. The text will wrap around the right side of the graphic.

To insert a picture that will be displayed on the right {bmr RIGHT.BMP} of the text, use the Insert|Picture menu command and insert the picture as right justified. The text will wrap around the left side of the graphic.

Windows Help will accept graphics in any of these formats:

- .BMP
Windows 2.x bitmap
- .DIB
Windows 3.x bitmap
- .MRB
Multi resolution bitmap (created with the multi-resolution bitmap complier)
- .SHG
Windows Help hypergraphic bitmap (bitmap with hotspots).
- .WMF
Windows metafile.

Bitmaps using the .SHG file format can contain hotspots, just as like hypertext, but in a graphic. This has uses in many situations. A simple example is a illustrated below
{bmc computer.shg}

As you move over parts of the picture the cursor will change to a hand. When the cursor is a hand you can click on that part of the picture for further information.

17\$ Graphics capabilities

18# grap_cap

19+ 00002

\$²⁰#²¹+²² Copyright

This help file is copyright © *Olson Software* 1994. You may use any of the techniques demonstrated in this file in your own help files at no cost. It is recommended that you use HWA/w to write your help files of course!

20\$ Copyright
21# copyright
22+ 00003

\$²³@²⁴

23\$ Definitions

24@ This is really a hidden topic that is here simply to group some definition (or pop-up) topics. It hides at the same level as the last topic in the .RTF file because with no browse sequence HWA/w thinks that it is at the same level as the last topic.

#²⁵+²⁶@²⁷Text Styles
Hypertext

25# text_alignment_seealso

26+ B:00001

27@ It is worth noting that if you use the Non-Scrolling region WinHelp will display just the non-scrolling region from the pop-up link so for definitions it is a good idea to keep the text in the Scrolling Region

#²⁸Text Styles
Text Alignment

28# text_hypertext_seealso

\$²⁹#³⁰@³¹ **Text**

This is a sample jump. As you can see the whole topic has been changed. However, if you want to return to the topic you came from all is not lost, you can get back by clicking on the back button on the WinHelp button bar, or you can manually choose the topic from the History listbox (also available from the button bar)

29\$ Text

30# text_def

31@ This isn't really a definition topic - but this is a good place to put it as it is only called by one topic, and doesn't have any keywords.

³²~~#~~³³This is a pop-up. In here we can use any of the text features, including Jumps.

32\$ Pop-Up
33# term_def

`$34#35` **Examples**

This is a secondary window - it's a great place for storing examples. As you can see unlike the main help window there is no menu or button bar. However, you can still have scrolling and non-scrolling regions.

34\$ Examples
35# examples_def

³⁶\$ ³⁷# + ³⁸ The screen is where you normally see the display from the computer. Screens come in many different sizes.

This is a sample pop-up to illustrate the use of hypergraphic jumps. If you wanted to you could also use a jump or a macro instead of a pop-up

36\$ Screen
37# screen
38+ B:00002

³⁹~~#~~⁴⁰+⁴¹Inside the case lies the main part of the computer. Also normally in the case is one or more floppy drives. In some systems are CD-ROM drives.

This is a sample pop-up to illustrate the use of hypergraphic jumps. If you wanted to you could also use a jump or a macro instead of a pop-up

39\$ Case
40# case
41+ B:00003

⁴²\$⁴³#⁴⁴+ Keyboards are where you enter the information into the computer. Most keyboards are in the QWERTY style and have 101 or more keys.

This is a sample pop-up to illustrate the use of hypergraphic jumps. If you wanted to you could also use a jump or a macro instead of a pop-up

42\$ Keyboard
43# keyboard
44+ B:00004

