

## **Contents for Hotspot Editor Help**

Hotspot Editor includes features you can use to create and edit hypergraphics.

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## **File Menu Commands**

Choose the command you want help on.

Open Command

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## **Open Command**

Opens 16-color bitmaps (.DIB or .BMP), metafiles (.WMF), or hypergraphics (.SHG).  
When you open an image file, Hotspot Editor places the graphic in a new window. Other graphics that are open remain displayed in their own windows.

See Also

[Opening Image Files and Hypergraphics](#)

## **Close Command**

Closes the currently selected document window. If the hypergraphic is unsaved, Hotspot Editor lets you save it before closing the window.

## **Save Command**

Saves the current hypergraphic (the one displayed in the active window). Hotspot Editor displays a warning if you are overwriting the original hypergraphic.

When you choose Save, the hypergraphic remains open so you can continue working on it.

See Also

[Saving a Hypergraphic](#)

[Save As Command](#)

## **Save As Command**

Saves a hypergraphic.

When you complete the Save As dialog box, you can do any of the following:

- Name a new hypergraphic.
- Save an existing hypergraphic under a new name.
- Save an existing hypergraphic under its original name.

The default extension .SHG is used if one is not specified.

See Also

[Saving a Hypergraphic](#)

[Save Command](#)

## **Exit Command**

Closes any hypergraphics and exits Hotspot Editor.

If any hypergraphic is unsaved, Hotspot Editor lets you save it before exiting.

## **File Names**

Opens a previously edited image file or hypergraphic. The last four hypergraphics opened or saved appear on the menu.

See Also

[Opening Image Files and Hypergraphics](#)



## **Edit Menu Commands**

Choose the command you want help on.

[Undo Command](#)

[Attributes Command](#)

[Select Command](#)

[Delete Command](#)

[Cut Commands](#)

[Copy Command](#)

[Paste Command](#)

[Replace Command](#)

[Preferences Command](#)

## **Undo Command**

Undoes your last edit.

You can undo:

- Changes to hot spots, including changes to attributes, size and position
- Deletions of hot spots (including cuts and deletes)
- Insertions of hot spots

## **Attributes Command**

Displays attributes for the selected hot spot.

See Also

[Attributes Dialog Box](#)

[Changing Hot Spot Attributes](#)

[Specifying Default Hot Spot Attributes](#)

## **Select Command**

Displays a dialog box listing all the defined hot spots for the hypergraphic and allows you to select a hot spot by hot spot ID.

See Also

[Creating a Tabbing Order](#)

[Changing the Tabbing Order](#)

[Select Dialog Box](#)

[Selecting Hot Spots](#)

## **Delete Command**

Deletes the selected hot spot.

See Also

[Editing Hot Spots](#)

## **Cut Command**

Moves the selected hot spot to the Clipboard, replacing the previous Clipboard contents.

See Also

[Copy Command](#)

[Cutting, Copying, and Pasting Hot Spots](#)

[Paste Command](#)

## **Copy Command**

Copies the selected hot spot to the Clipboard.

See Also

[Cut Commands](#)

[Cutting, Copying, and Pasting Hot Spots](#)

[Paste Command](#)

## **Paste Command**

Pastes the contents of the Clipboard.

If the Clipboard contains a graphic, Hotspot Editor creates a new hypergraphic and displays it in a new window.

If the Clipboard contains a hot spot, the hot spot is pasted in the upper-left corner of the hypergraphic. (If a hot spot is selected, the Paste command is unavailable.)

See Also

[Copy Command](#)

[Cut Commands](#)

[Cutting, Copying, and Pasting Hot Spots](#)



## **Replace Command**

Replaces the underlying bitmap in a hypergraphic without losing any hot spot information that has already been defined for the hypergraphic.

See Also

[Replacing the Bitmap in a Hypergraphic](#)

## **Preferences Command**

Displays a dialog box that lets you specify default hot spot attributes. Hotspot Editor automatically assigns these default attributes to new hot spots.

See Also

[Attributes Command](#)

[Changing Hot Spot Attributes](#)

[Preferences Dialog Box](#)

[Specifying Default Hot Spot Attributes](#)

## **Window Menu Commands**

Choose the command you want help on.

[Cascade Command](#)

[Tile Command](#)

[Arrange Icons Command](#)

[Document Window Names](#)

## **Cascade Command**

Arranges windows so they overlap, starting in the upper-left corner of the Hotspot Editor window.

The title bar of each window remains visible, making it easy to select any window.

See Also

[Tile Command](#)

## **Tile Command**

Arranges the windows side by side, so each window is visible and no windows overlap.

See Also

[Cascade Command](#)

## **Arrange Icons Command**

Arranges all icons in rows.

## **Window Names Command**

Selects the window containing the specified hypergraphic.

## **Help Menu Commands**

Choose the command you want help on.

[Contents Command](#)

[About Command](#)



## **Contents Command**

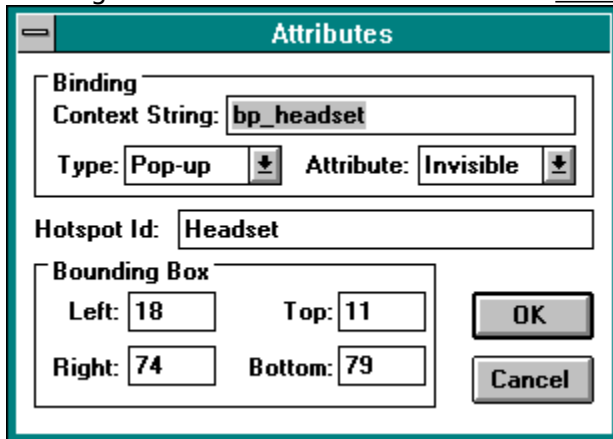
Displays the Contents topic for the Hotspot Editor Help file.

## **About Command**

Displays information about Hotspot Editor application, including copyright notice and version number.

## Attributes Dialog Box

Changes the attributes for the selected hot spot. Click any control to get more information.



The screenshot shows a dialog box titled "Attributes" with a teal header bar. It contains several sections: "Binding" with a "Context String" field containing "bp\_headset", "Type" set to "Pop-up" and "Attribute" set to "Invisible", both with dropdown arrows; "Hotspot Id" field containing "Headset"; and "Bounding Box" with four input fields: "Left" (18), "Top" (11), "Right" (74), and "Bottom" (79). At the bottom right are "OK" and "Cancel" buttons.

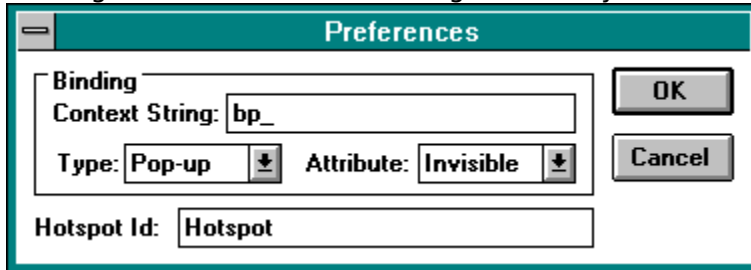
See Also

[Changing Hot Spot Attributes](#)

[Attributes Command](#)

## Preferences Dialog Box

Changes default attribute settings. Click any control to get more information.



The image shows a dialog box titled "Preferences" with a teal header bar. Inside the dialog, there is a section labeled "Binding" with a minus sign icon to its left. Below this section, there is a text input field for "Context String" containing the text "bp\_". To the right of this field are two buttons: "OK" and "Cancel". Below the "Context String" field, there are two dropdown menus. The first is labeled "Type:" and has "Pop-up" selected. The second is labeled "Attribute:" and has "Invisible" selected. Below these dropdowns is a text input field for "Hotspot Id:" containing the text "Hotspot".

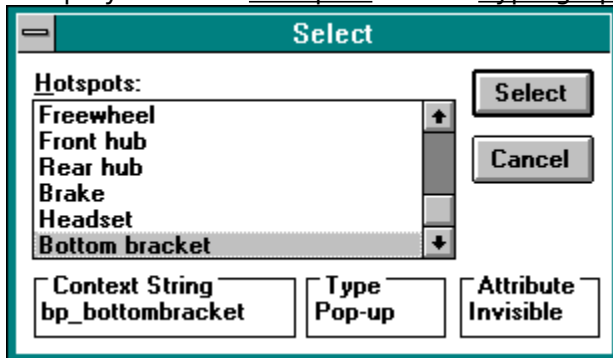
See Also

[Specifying Default Hot Spot Attributes](#)

[Preferences Command](#)

## Select Dialog Box

Displays a list of hot spots for the hypergraphic. Click any control to get more information.



See Also

[Selecting Hot Spots](#)

[Select Command](#)

## About Hotspot Editor

You use Hotspot Editor to create and edit hypergraphics. A hypergraphic is a bitmap that includes one or more hot spots. A hot spot can cover any portion of the bitmap. A bitmap can include multiple hot spots that link to Help topics or run Help macros when chosen.

Using Hotspot Editor, you can define hot spots for a bitmap and assign attributes to each hot spot. Each hot spot includes the following attributes:

- Context string
- Link type (jump, pop-up, macro, or searchable)
- Visible or invisible hot spot borders
- Hotspot ID

Hotspot Editor saves hypergraphics in a special compressed file format. Hypergraphic files generally have a .SHG filename extension.

See Also

[Attributes Command](#)

[Changing Hot Spot Attributes](#)

[Specifying Default Hot Spot Attributes](#)

## Using Hypergraphics

To include a hypergraphic in a Help topic, use one of the standard bitmap reference codes (bmc, bml, or bmr). The hot spots on the hypergraphic work like standard hot spots in a topic file.

Hot spots must reference valid context strings for a Help project. The Help compiler displays a warning if the hot spot references a nonexistent context string.

**Open**

Opens 16-color bitmaps (.DIB or .BMP), metafiles (.WMF), or hypergraphics (.SHG).

When you open an image file, Hotspot Editor places the graphic in a new window. Other graphics that are open remain displayed in their own windows.

See Also

[Opening Image Files and Hypergraphics](#)

[Open Command](#)



**Close**

Closes the currently selected document window. If the hypergraphic is unsaved, Hotspot Editor lets you save it before closing the window.

See Also

Close Command

**Save**

Saves the current hypergraphic (the one displayed in the active window). Hotspot Editor displays a warning if you are overwriting the original hypergraphic.

When you choose Save, the hypergraphic remains open so you can continue working on it.

See Also

Save Command

Saving a Hypergraphic

## **Save As**

Saves a hypergraphic.

When you complete the Save As dialog box, you can:

- Name a new hypergraphic.
- Save an existing hypergraphic under a new name.
- Save an existing hypergraphic under its original name.

See Also

[Save As Command](#)

[Saving a Hypergraphic](#)

**Exit**

Closes any hypergraphics and exits Hotspot Editor.

If any hypergraphic is unsaved, Hotspot Editor lets you save it before exiting.

See Also

Exit Command

**File Names**

Opens a previously edited image file or hypergraphic. The last four hypergraphics opened or saved appear on the menu.

See Also

[File Names](#)

[Opening Image Files and Hypergraphics](#)

## **Undo**

Undoes your last edit.

You can undo:

- Changes to hot spots, including changes to attributes, size and position
- Deletions of hot spots (including cuts and deletes)
- Insertions of hot spots

See Also

[Editing Hot Spots](#)

[Selecting Hot Spots](#)

[Undo Command](#)

## **Attributes**

Displays attributes for the selected hot spot. Click any control to get more information.

See Also

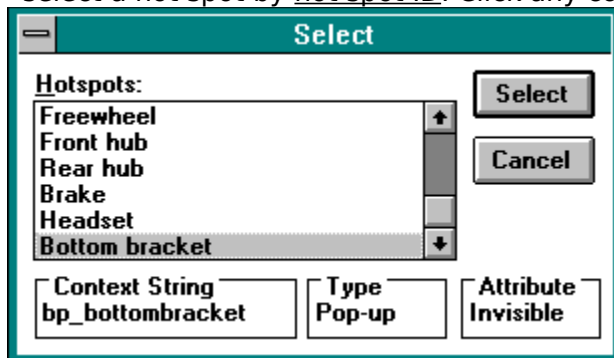
[Attributes Command](#)

[Changing Hot Spot Attributes](#)

[Specifying Default Hot Spot Attributes](#)

## Select

Displays a dialog box listing all the defined hot spots for the hypergraphic and allows you to select a hot spot by hot spot ID. Click any control to get more information.



See Also

[Selecting Hot Spots](#)

[Select Command](#)



**Delete**

Deletes the selected hot spot.

See Also

Editing Hot Spots

Delete Command

**Cut**

Moves the selected hot spot to the Clipboard, replacing the previous Clipboard contents.

See Also

Cut Command

Cutting, Copying, and Pasting Hot Spots

**Copy**

Copies the selected hot spot to the Clipboard, replacing the previous Clipboard contents.

See Also

Copy Command

Cutting, Copying, and Pasting Hot Spots

**Paste**

Pastes the contents of the Clipboard.

If the Clipboard contains a graphic, Hotspot Editor creates a new hypergraphic and displays it in a new window.

If the Clipboard contains a hot spot, the hot spot is pasted in the upper-left corner of the hypergraphic. (If a hot spot is selected, the Paste command is unavailable.)

See Also

[Cutting, Copying, and Pasting Hot Spots](#)

[Opening Image Files and Hypergraphics](#)

[Paste Command](#)

**Replace**

Replaces the underlying bitmap in a hypergraphic without losing any hot spot information that has already been defined for the hypergraphic.

See Also

[Replace Command](#)

[Replacing the Bitmap in a Hypergraphic](#)

## **Preferences**

- Changes default attribute settings. Click any control to get more information.

See Also

[Preferences Command](#)

[Specifying Default Hot Spot Attributes](#)

**Cascade**

Arranges windows so they overlap, starting in the upper-left corner of the Hotspot Editor window.

The title bar of each window remains visible, making it easy to select any window.

See Also

[Cascade Command](#)

**Tile**

Arranges the windows side by side, so each window is visible and no windows overlap.

See Also

[Tile Command](#)



**Arrange Icons**

Arranges all icons in rows.

See Also

[Arrange Icons Command](#)

**Window Names**

Selects the window containing the specified hypergraphic.

See Also

Window Names

**Attribute**

Specifies a default border style (visible or invisible) for new hot spots.

## Context String or Macro

The name and contents of this field depend on the value of the Type field.

<b>Type Value</b>	<b>Contents</b>
Jump or Pop-up	Specifies a default <u>context string</u> for new hot spots. If you use standard context-string prefixes, you can use the prefix as the default context string.
Macro	Specifies a default <u>macro</u> for new hot spots. When you create a hot spot, you can change the macro.
Searchable	Specifies keywords for new hot spots. When you create a hot spot, you can add or change the associated keywords.

**Hotspot ID**

Specifies a default hotspot ID for new hot spots. When you create a new hot spot, Hotspot Editor appends a sequence number to this name and assigns the resulting ID to the new hot spot.

**Type**

Specifies a default hot spot type (jump, pop-up, macro, or searchable) for new hot spots.

**Searchable**

Specifies the default hot spot type searchable for new hot spots.

**Macro**

Specifies default hot spot type macro for new hot spots.



**Attribute**

Specifies the hot spot border style (visible or invisible).

**Bounding Box**

Specifies rectangle coordinates for the hot spot.

## Context String or Macro

The name and contents of this field depend on the value of the Type field.

<b>Type Value</b>	<b>Contents</b>
Jump or Pop-up	Context String box. Specifies a <u>context string</u> for the hot spot.
Macro	Macro box. Specifies a <u>macro</u> for the hot spot.
Searchable	Searchable box. Specifies keywords for the hot spot.

**Hotspot ID**

Specifies an optional hot spot name. The hot spot ID helps you identify the hot spot and is displayed in the Select dialog box. The hot spot ID is optional.

**Type**

Specifies the type of link for the hot spot. A hot spot type can be jump, pop-up, macro, or searchable.

**Attribute**

Specifies the border style (visible or invisible) for the hot spot.

### **Context String or Macro**

Specifies a Help topic context string or Help macro. The name and contents of this field depend on the value of the Type field.

<b>Type Value</b>	<b>Contents</b>
Jump or Pop-up	Context String box. Specifies a <u>context string</u> for the hot spot.
Macro	Macro box. Specifies a <u>macro</u> for the hot spot.
Searchable	Searchable box. Specifies keywords for the hot spot.

**Select**

Closes the dialog box and selects the hot spot selected in the Hotspots box.



**Type**

Specifies the hot spot type (jump, pop-up, macro, or searchable) for the selected hot spot.

**Hotspots**

Displays the list of hotspot IDs for the hypergraphic.

When you select a hotspot ID, the hot spot attributes are displayed.

You can select a hot spot by selecting a hotspot ID and then choosing the Select button.

**OK**

Closes the dialog box and saves any changes made.

**Cancel**

Closes the dialog box without saving any changes made.

**Context String**

Specifies a default context string for new hot spots. If you use standard context-string prefixes, you can use the prefix as the default context string. When you create a hot spot, you can add the suffix to complete the context string.

Context String is present if Type is jump or pop-up.

See Also

[Specifying Default Hot Spot Attributes](#)

[Preferences Dialog Box](#)

**Macro**

Specifies a default macro for new hot spots. When you create a hot spot, you can change the macro.

Macro is present if Type is Macro.

See Also

[Specifying Default Hot Spot Attributes Preferences Dialog Box](#)

**Searchable**

Specifies the default searchables for new hot spots. When you create a hot spot, you can edit the searchable hot spots.

Searchable is present if Type is Searchable.

See Also

[Specifying Default Hot Spot Attributes](#)

[Preferences Dialog Box](#)

**Type**

Specifies a default hot spot type ([jump](#), [pop-up](#), [macro](#), or [searchable](#)) for new hot spots.

See Also

[Specifying Default Hot Spot Attributes](#)

[Preferences Dialog Box](#)



**Attribute**

Specifies a default border style (visible or invisible) for new hot spots.

See Also

[Specifying Default Hot Spot Attributes](#)

[Preferences Dialog Box](#)

**Hotspot ID**

Specifies a default hot spot name for new hot spots. The hotspot ID can help you identify the hot spot. Hotspot Editor appends a sequence number to this name and assigns the resulting ID to the new hot spot.

See Also

[Specifying Default Hot Spot Attributes](#)

[Preferences Dialog Box](#)

**Context String**

Specifies the context string of the Help topic to display when the user clicks the hot spot. Context String is present if Type is jump or pop-up.

See Also

Changing Hot Spot Attributes

Attributes Dialog Box

**Macro**

Specifies the Help macro to run when the user clicks the hot spot.  
Macro is present if Type is Macro.

See Also

[Changing Hot Spot Attributes](#)

[Attributes Dialog Box](#)

**Searchables**

Specifies searchable words to associate with the hypergraphic.  
Searchable is present if Type is Searchable.

See Also

Changing Hot Spot Attributes

Attributes Dialog Box

**Type**

Specifies the hot spot type (jump, pop-up, macro, or searchable).

See Also

Changing Hot Spot Attributes

Attributes Dialog Box

**Attribute**

Specifies the hot spot border style (visible or invisible).

See Also

[Changing Hot Spot Attributes](#)

[Attributes Dialog Box](#)

**Hotspot ID**

Specifies an optional hot spot name. The hotspot ID helps you identify the hot spot and is displayed in the Select dialog box.

See Also

[Changing Hot Spot Attributes](#)

[Attributes Dialog Box](#)



**Bounding Box**

Specifies rectangle coordinates for the hot spot.

See Also

Changing Hot Spot Attributes

Attributes Dialog Box

**Hotspots**

Displays the list of hotspot IDs for the hypergraphic.

When you select a hotspot ID, the hot spot attributes are displayed.

You can select a hot spot by selecting a hotspot ID and then choosing the Select button.

See Also

Selecting Hot Spots

Select Dialog Box



**hot spot**

A rectangular region on a hypergraphic that has an associated action. When the user chooses the hot spot, Help performs an action, depending on the hot spot type: jump link, pop-up link, macro, or searchable.

**hypergraphic**

A bitmap that includes one or more hot spots.

**hotspot ID**

An optional name for a hot spot. The author can use this name to identify a particular hot spot within the hypergraphic.

**context string**

A unique identifier for a Help topic. Help identifies each Help topic by its context string.

**pop-up hot spot**

A hot spot that creates a link to another Help topic. When the user chooses a pop-up hot spot, Help displays a pop-up window containing the Help topic with the specified context string.



**jump hot spot**

A hot spot that creates a link to another Help topic. When the user chooses a jump hot spot, Help replaces the currently displayed topic with the Help topic with the specified context string.

**macro hot spot**

A hot spot that runs a special Help procedure. A macro can include standard Help functions and calls to functions defined in dynamic-link libraries registered with your Help project.

When the user selects a hot spot associated with a macro, Help runs the macro.

**searchable hot spot**

A hot spot that defines Search keywords for the hypergraphic. When users choose the Search button, these keywords can help them locate pictures in the Help file.



## Opening Image Files and Hypergraphics

To add hot spots to a bitmap with Hotspot Editor, you first create an image file and then open it in Hotspot Editor. You can create a [hypergraphic](#) in two ways:

- By opening an existing bitmap file (.BMP or .DIB) or metafile (.WMF) and saving it in .SHG format
- By pasting a bitmap or metafile from the Clipboard and saving it in .SHG format

To edit more than one image file at a time, open multiple files. Each file appears in its own document window in Hotspot Editor.

### To open a new bitmap file

- 1 From the File menu, choose Open.

The Open dialog box appears.

- 2 If the file is in the current directory, select the name of the file in the Files box.

If the file is not in the current directory, double-click the directory you want in the Directories box, and then select the name of the file in the Files box.

Hotspot Editor displays in the Files box only those files whose extensions match the supported file formats.

Instead of using the Files and Directories boxes to open a file, you can type the complete path in the File Name box.

- 3 Choose OK.

Hotspot Editor opens the bitmap and displays it in a new window.

### To paste a bitmap or metafile from the Clipboard

- 1 Place the bitmap file on the Clipboard.

- 2 From the Edit menu, choose Paste.

Hotspot Editor opens the bitmap and displays it in a new window.

Hotspot Editor records the last four files you opened. Their paths and filenames are displayed at the bottom of the File menu in Hotspot Editor.

You can open a previously edited file in two ways: either choose the file you want to open from the File menu or type the number that appears to the left of the file you want to open.

### To open a previously edited hypergraphic

- From the File menu, choose the name of the hypergraphic you want to open.

See Also

[Creating Hot Spots](#)

[Open Command](#)

[Paste Command](#)

## Specifying Default Hot Spot Attributes

Hotspot Editor lets you specify default values for hot spot attributes. When you create a new hot spot, these values are automatically assigned to the new hot spot. After creating a hot spot, you can change the attributes.

### To assign default hot spot attributes

- 1 From the Edit menu, choose Preferences.
- 2 Enter the default hot spot attributes.
- 3 Choose OK.

You can specify the following default attributes

<b>Attribute</b>	<b>Description</b>
Context string	Specifies a default <u>context string</u> for new hot spots. If your Help project uses standard context-string prefixes, you can use the prefix as the default context string.
Type	Specifies a default hot spot type ( <u>jump</u> , <u>pop-up</u> , <u>macro</u> , or <u>searchable</u> ) for new hot spots.
Attribute	Specifies a default border style (visible or invisible) for new hot spots.
Hotspot ID	Specifies a default <u>hot spot ID</u> for new hot spots. When you create a new hot spot, Hotspot Editor appends a sequence number to this name.

See Also

[Attributes Dialog Box](#)

[Changing Hot Spot Attributes](#)

[Preferences Command](#)

[Preferences Dialog Box](#)

## Creating Hot Spots

After opening an image file in Hotspot Editor, you create hot spots. For each hot-spot, you follow the same steps.

### To create a new hot spot

- 1 Draw a hot spot rectangle across the image with the left mouse button pressed.  
A selection cursor appears marking the hot spot boundaries.
- 2 Define attributes for the hot spot.  
This determines what happens when users choose the hot spot.

### To create a hot spot and display hot spot attributes

- With the right mouse button pressed, drag across the image.  
A selection cursor appears marking the hot spot boundaries.  
When you release the right mouse button, the Attributes dialog box appears.

You can draw hot spots so that they overlap each other; however, in the built Help file, only the top most hot spot is active in a stack of overlapped hot spots.

See Also

[Attributes Dialog Box](#)

[Changing Hot Spot Attributes](#)

[Editing Hot Spots](#)

[Selecting Hot Spots](#)

## **Creating a Tabbing Order**

In the built Help file, users can select the hot spots either with the mouse or with the keyboard. When using a keyboard, users press the `TAB` key to move from one hot spot to the next. This is called the tabbing order.

Hotspot Editor creates the tabbing order in the same order that you create the hot spots within the graphic.

### **To create a specific tabbing order**

- Define each hot spot in the same order you want users to follow in the built Help file.

After you have created one or more hot spots, you can view the tabbing order by using the Select command on the Edit menu.

### **To view the tabbing order in a hypergraphic**

- From the Edit menu, choose Select.

The Select dialog box appears, listing all the defined hot-spots in the hypergraphic. The hot spots are displayed in the order in which they were created, with the first hot spot at the top of the list box.

See Also

[Changing the Tabbing Order](#)



## Changing the Tabbing Order

If you have already created hot spots in a hypergraphic, and later you want to change the tabbing order, you can use commands on the Edit menu to do so.

### To change the tabbing order

- 1 From the Edit menu, choose Select.  
The Select dialog box appears with the hot spots listed in the current tabbing order.
- 2 Select the hot spot that you want to move to the top of the tabbing order.
- 3 Choose the Select button.  
The hot-spot rectangle displays eight sizing handles, indicating that it is the currently selected hot spot.
- 4 From the Edit menu, choose Delete.  
Or press the DEL key.  
The hot spot is deleted.
- 5 From the Edit menu, choose Undo.  
The hot spot is restored to the hypergraphic, and it is moved to the top of the tabbing order. To view the new tabbing order, use the Select command.
- 6 From the Edit menu, choose Select to view the new tabbing order.  
The selected hot spot is at the top of the tabbing order.  
Note: If you did not assign unique identifiers to each hot spot, it may be impossible to tell that the tabbing order has changed.
- 7 Repeat steps 1-5 to move another hot spot.

See Also

[Creating a Tabbing Order](#)

## Selecting Hot Spots

Hotspot Editor displays the attributes of the selected hot spot in the status area at the bottom of the main window. You can click on the following status-area hypergraphic to get an explanation of the fields:

- The border of the selected hot spot includes sizing handles.

### To select a hot spot

- Click the hot spot.

If the hot spot is enclosed in another hot spot, you won't be able to select the inside hot spot if the outermost hot spot is selected. Remove the selection from the outermost hot spot first (click outside the outermost hot spot).

### To select a hot spot and display the attributes

- Double-click the hot spot.  
Or, with the right mouse button, click the hot spot.

If the hot spot is enclosed in another hot spot, you won't be able to select the inside hot spot if the outermost hot spot is selected. Remove the selection from the outermost hot spot first (click outside the outermost hot spot).

### To select a hot spot using the keyboard

- Press TAB.  
The selection moves to the next hot spot.

### To select a hot spot using the Select command

- 1 From the Edit menu, choose Select.

The Select dialog box appears. All hot spots defined for the hypergraphic appear in the Hotspots box. By default, Hotspot Editor does not select a hot spot in the list unless one was selected before choosing the Select command. In that case, Hotspot Editor highlights the currently selected hot spot.

- 2 In the Hotspots box, select a hot-spot name.
- 3 Choose the Select button.

The hot spot shows eight sizing handles to indicate that the hot spot is selected.

See Also

[Attributes Dialog Box](#)

[Changing Hot Spot Attributes](#)

[Select Command](#)

[Select Dialog Box](#)

## **Editing Hot Spots**

### **To resize a hot spot**

- 1 Select the hot spot.  
Handles appear on the sides and corners of the hot spot.
- 2 Drag a side handle to move one side of the rectangle.  
Or, drag a corner handle to move two sides of the rectangle.

### **To resize or position a hot spot using the keyboard**

- 1 Select the hot spot.
- 2 Press ENTER.
- 3 Change the Bounding Box values on the Attributes dialog box.
- 4 Choose OK.

### **To move a hot spot**

- 1 Select the hot spot.
- 2 Drag the center of the hot spot to the desired location.

### **To delete a hot spot**

- 1 Select the hot spot.
- 2 From the Edit menu, choose Delete.  
Or, press the DEL key.

See Also

[Attributes Dialog Box](#)

[Delete Command](#)

[Select Command](#)

[Selecting a Hot Spot](#)

## **Cutting, Copying, and Pasting Hot Spots**

Use the Cut, Copy, and Paste commands on the Edit menu to transfer hot spots to the Clipboard. Transferring hot spots is useful to:

- Create multiple versions of the same hot spot with the same attributes.
- Move a hot spot from one image file to another.
- Save time when repeatedly defining hot spots in a hypergraphic.

### **To cut or copy a hot spot to the Clipboard**

- 1 Select the hot spot.
- 2 From the Edit menu, choose Cut or Copy.

Hotspot Editor transfers the selected hot spot to the Clipboard using Hotspot Editors proprietary clipboard format.

You can paste images or hot spots from the Clipboard into Hotspot Editor. Pasting an image is the same as opening the file. If you paste a hot spot, Hotspot Editor pastes it in the upper-left corner. You can paste a hot spot into the same image file or another image file.

### **To paste a hot spot**

- From the Edit menu, choose Paste.  
The hot spot is pasted in the upper-left corner of the hypergraphic being edited.

See Also

[Copy Command](#)

[Cut Commands](#)

[Paste Command](#)

## **Replacing the Bitmap in a Hypergraphic**

Because Hotspot Editor does not alter the original bitmap or metafile when creating a hypergraphic, you can edit the original bitmap (.BMP) or metafile (.WMF) in the graphics program and then re-import it into Hotspot Editor after you have made your changes.

### **To replace the bitmap in a hypergraphic**

1 Open the original bitmap or metafile in the graphics application you used to create the image.

Or create a new bitmap for the hypergraphic.

2 Make your changes to the image.

3 Save the edited image in the graphics application.

4 Copy the image to the Clipboard.

5 Start Hotspot Editor and open the hypergraphic that contains the graphic you want to replace.

6 From the Edit menu, choose Replace.

The new or edited graphic replaces the original bitmap.

Note: If the new image is smaller than the original graphic included in the hypergraphic, Hotspot Editor may move the hot spots to ensure that they are still on top of the image.

7 Save the changes to the hypergraphic.

See Also

[Replace Command](#)

## Changing Hot Spot Attributes

Hotspot Editor displays the attributes of the selected hot spot in the status area at the bottom of the main window. You can also display the Attributes dialog box for a hot spot; this displays the hot spot attributes and allows you to change the attributes.

### To change hot spot attributes

- 1 Double-click the hot spot.  
Or, with the right mouse button, click the hot spot.
- 2 Enter the attribute values.
- 3 Choose OK.

The attributes are as follows:

<b>Attribute</b>	<b>Description</b>
Context string	Specifies the <u>context string</u> of the linked Help topic. Context string is present when Type is Jump or Pop-Up.
Macro	Specifies a help <u>macro</u> . Macro is present when Type is Macro.
Type	Specifies the hot spot type ( <u>jump</u> , <u>pop-up</u> , <u>macro</u> , or <u>searchable</u> ).
Attribute	Specifies the hot spot border style (visible or invisible).
Hotspot ID	Specifies an optional hot spot name. This allows you to identify the hot spot and is displayed in the Select dialog box.
Bounding box	Specifies rectangle coordinates for the hot spot.

See Also

[Attributes Command](#)

[Attributes Dialog Box](#)

[Selecting a Hot Spot](#)

## **Saving a Hypergraphic**

After you have defined all the hot spots and made all your changes to the image, you save it as a hypergraphic.

### **To save a hypergraphic**

- 1 From the File menu, choose Save As.
- 2 Enter a filename for the new hypergraphic.
- 3 Choose OK.

Hotspot Editor saves the hypergraphic in .SHG format.

See Also

[Save As Command](#)

[Save Command](#)





## Hotspot Editor Keys

Use the following keys in Hotspot Editor.

<b>Press</b>	<b>Function</b>
F1	Displays Help.
ALT+BACKSPACE	Undoes the last edit.
DEL	Deletes the selected hot spot.
SHIFT+DEL	Moves the selected hot spot to the Clipboard.
CTRL+INS	Copies the selected hot spot to the Clipboard.
SHIFT+INS	Inserts the Clipboard contents. If the Clipboard contains a graphic, creates a new hypergraphic. If the Clipboard contains a hot spot, inserts the hot spot at the upper-left corner of the current window.
TAB	Selects the next hot spot.
ENTER	Displays the Attributes dialog box for the selected hot spot.
SHIFT+F5	Cascades the open windows.
SHIFT+F4	Tiles the open windows.

