

This is the main topic

## # Glossary of Winhelp Terminology

Bitmap, Multiple-Resolution (.MRB)  
Bitmap, Segmented-Graphics (.SHG)  
Bitmap, by Reference  
Bitmap (.BMP)  
Browse Sequence  
Build Tag  
Context String  
Keyword  
Metafile (.WMF)  
Non-Scrolling Region

#2 A multiple-resolution bitmap is a single bitmap file that contains one or more bitmaps that have been marked for use with specific displays, such as the CGA, EGA, VGA, or 8514 displays. You use multiple-resolution bitmaps to avoid problems associated with displaying bitmaps designed for a single type of display.

#3 A hypergraphic is a bitmap that includes one or more hotspots. A hotspot can cover any portion of the bitmap. A bitmap can include multiple hotspots that link to Help topics or run Help macros when clicked.

Using the Hotspot Editor, you can assign hotspots to a bitmap and assign attributes to each hotspot. Each hotspot includes the following attributes:

- \* Context string
- \* Link type (jump, pop-up, or macro)
- \* Visible or invisible hotspot borders
- \* Hotspot ID

#4 A bitmap placed by reference is added to an RTF source file by using the bml, bmr, or bmc command, rather than pasting the bitmap straight into the source.

4# bmx

# A bitmap is a binary representation of a picture, stored pixel by pixel.

5# bmp

#6 A browse sequence typically consists of two or more related topics that are intended to be read sequentially.

# The Microsoft Help Compiler uses build tags to determine whether it should include a topic in the help file.

7# build



# A string that uniquely identifies a help topic.

8# context

# A word associated with a topic that is displayed in the search dialog.

9# keyword

#<sub>10</sub> A representation of a picture in a "vector" format. The file consists of "higher level" graphical commands.

#11 The region that may appear at the top of a help topic, that is always displayed while remaining in that particular topic.