EMBH Animation Library for Windows Help
For Windows NT (July '93)
Version 1.1

(c)1993 Babarsoft, written by Mark Gamber

About This File...

Bullets

Arrows

Modem

Pointers

1[#] contents

{ewl EMBH.DLL,BULLET,F100}   "ewl EMBH.DLL,BULLET,F100"
{ewl EMBH.DLL,BULLET,B010}   "ewl EMBH.DLL,BULLET,B010"
{ewl EMBH.DLL,BULLET,F001}   "ewl EMBH.DLL,BULLET,F001"
{ewl EMBH.DLL,BULLET,B011}   "ewl EMBH.DLL BULLET,B011"
{ewl EMBH.DLL,BULLET,A101}   "ewl EMBH.DLL,BULLET,A101"

#³ **About This File...**

EMBH is a library of four "custom controls" embedded in a Windows Help file. Included are a Bullet, an Arrow, a Modem and a Pointer.   After adding the required text to the source RTF file as described in the various popup windows and copying EMBH.DLL to the help or Windows System directory (commonly \WINNT\SYSTEM32), Windows Help automatically loads the DLL and the controls are displayed automatically.

Example of the required text to add to Windows Help source can be found in the various popup windows in this file, such as that displayed if you select "Bullets" from the main Help screen. Parameter descriptions can be found by selecting:

Bullets
Arrows
Modem
Right Pointer

[4] {ewl EMBH.DLL,ARROW,F100}   "ewl EMBH.DLL,ARROW,F100"
{ewl EMBH.DLL,ARROW,B010}   "ewl EMBH.DLL,ARROW,B010"
{ewl EMBH.DLL,ARROW,F001}   "ewl EMBH.DLL,ARROW,F001"
{ewl EMBH.DLL,ARROW,B011}   "ewl EMBH.DLL,ARROW,B011"
{ewl EMBH.DLL,ARROW,A101}   "ewl EMBH.DLL,ARROW,A101"

#5 {ewl EMBH.DLL,MODEM,0}   "ewl EMBH.DLL,MODEM,0"

5# modem

#⁶!⁷!₈

Select One: **Select One:**

{ewl EMBH.DLL,POINTER,POINTER1:100}   Pointer #1   {ewc
EMBH.DLL,POINTER,BITMAP1:001}   Bitmap #1

{ewl EMBH.DLL,POINTER,POINTER2:100}   Pointer #2   {ewc
EMBH.DLL,POINTER,BITMAP2:001}   Bitmap #2

{ewl EMBH.DLL,POINTER,POINTER3:100}   Pointer #3   {ewc
EMBH.DLL,POINTER,BITMAP3:001}   Bitmap #3

{ewl EMBH.DLL,POINTER,POINTER4:100}   Pointer #4   {ewc
EMBH.DLL,POINTER,BITMAP4:001}   Bitmap #4

6[#] pointers
7[!] SRPC("Windows Help","Pointer1","010")
8[!] SRPC("Windows Help","Bitmap1","011")

Bullets

A bullet is a small, round object with a black border and selectable color and cycle direction. To add a bullet, use this guideline:

{ew[lcr] EMBH.DLL,BULLET, DRGB}
Where:
        [lrc]: "l" for left alignment, "'r" for right alignment, "c" for centered
        EMBH.DLL: Constant, the name of the DLL.
        BULLET: Specifies a bullet.
        D: Cycle Direction, "F"=Forward, "B"=Backward, "A"=None
        RGB: Red, Green and Blue enable. "1" enables, "0" disables the color

Arrows

An arrow   is a right pointing arrow with a stem, a black border and selectable color and cycle direction. To add an arrow, use this guideline:

{ew[lcr] EMBH.DLL,ARROW, DRGB}
Where:
        [lrc]: "l" for left alignment, '"r" for right alignment, "c" for centered
        EMBH.DLL: Constant, the name of the DLL.
        ARROW: Specifies an arrow.
        D: Cycle Direction, "F"=Forward, "B"=Backward, "A"=None
        RGB: Red, Green and Blue enable. "1" enables, "0" disables the color

Modem

A Modem is a black box with blinking green "lights". To add a Modem, follow this guideline:

{ew[lrc] EMBH.DLL,MODEM,0}
Where:
>**[lrc]**: "l" for left alignment, '"r" for right alignment, "c" for centered
>**EMBH.DLL**: Constant, the name of the DLL.
>**MODEM**: Specifies a modem.
>**0**: (Zero) A placeholder. No effect.

A Pointer is a right pointing arrow without a stem. It has a black border and selectable color. To add a Pointer, follow this guideline:

{ew[lrc] EMBH.DLL,POINTER,Name:RGB}
Where:

[lrc]: "l" for left alignment, "'r" for right alignment, "c" for centered
EMBH.DLL: Constant, the name of the DLL.
POINTER: Specifies a Pointer.
Name: Name used to address a pointer while displayed.
RGB: Red, Green and Blue enable. "1" enables, "0" disables the color.

Each pointer added to a screen must be given a unique name so EMBH can find the correct pointer to change when a new color is applied during runtime operation. The name can be up to 16 characters in length and may contain any characters except a comma or semicolon. The name is separated from the RGB value by a semicolon.

During runtime, a pointer may have it's color changed by calling the provided macro **SetRightPointerColor()**.

#₁₃

SetRightPointerColor() Macro

This macro changes the color of a pointer during runtime operation. A number of calls tied together to change several pointers can produce a radio button or checkbox effect. The macro parameters are as follows:

SetRightPointerColor("WinHelp Caption", "PointerName", "RGB")
Where:
    WinHelp Caption: Caption text of the Windows Help main Window.
    PointerName: Unique name applied in the Pointer creation text.
    RGB: Red, Green and Blue enable. "1" enables, "0" disables a color.

Note: You may use "**SRPC**" in place of **SetRightPointerColor()**.
Note: The macro must be registered in the Help Project File in the [CONFIG] section.

Registering SetRightPointerColor()

In order to use SetRightPointerColor() (or SRPC), it must first be registered in the Help Project file as follows:

[CONFIG]
RegisterRoutine("EMBH.DLL", "SetRightPointerColor", "SSS")
        and/or
RegisterRoutine("EMBH.DLL", "SRPC", "SSS")