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1# main_index

2\$ Help Index

3+ index:0005

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#6 The Index contains a list of all Help topics available for the Help Example. For information on how to use Help, press F1 or choose Using Help from the Help menu.

6# index_info

#⁷\$⁸+⁹ **Edit Menu**

The Edit menu includes commands that enable you to move text to and from the clipboard, to delete text, and to undo a previous editing operation.

For more information, select the Edit menu command name.

- ~~C~~lear Deletes text without moving it to the clipboard.
- ~~C~~opy Copies text to the clipboard.
- ~~C~~ut Deletes text and moves it to the clipboard.
- ~~P~~aste Moves text from the clipboard to the edit window.
- ~~U~~ndo Cancels a previous operation.

#¹⁰\$¹¹+¹² **File Menu**

The File menu includes commands that enable you to open and save files, establish a new workspace, and to print.

For more information, select the File menu command name.

Exit
New
Open
Print
Save
Save As

10# menu_file
11\$ File Menu
12+ commands:020

#¹³\$¹⁴**Glossary**

clipboard

13# glossary
14\$ Glossary

#¹⁵\$¹⁶+¹⁷K¹⁸ **Copying Text**

This topic explains how to copy text to and from the clipboard. (This topic is associated with the keywords "copy" and "clipboard.")

15# proc_copying_text
16\$ Copying Text
17+ procedures:010
18K copy;clipboard

#¹⁹\$²⁰+²¹K²² **Deleting Text**

This topic explains how to delete text. (This topic is associated with the keywords "delete" and "clipboard.")

19# proc_deleting_text
20\$ Deleting Text
21+ procedures:020
22K delete;clipboard

#²³\$²⁴+²⁵ **Exiting**

This topic explains how to exit HelpEx.

23# proc_exiting
24\$ Exiting
25+ procedures: exiting

#²⁶\$²⁷+²⁸**Edit Clear Command**

This topic explains the Edit menu's Clear command.

26# HELPID_EDIT_CLEAR
27\$ Edit Clear Command
28+ menu_edit:010

#²⁹\$³⁰+³¹ **Edit Copy Command**

This topic explains the Edit menu's Copy command.

29# HELPID_EDIT_COPY
30\$ Edit Copy Command
31+ menu_edit:020

#³²\$³³+³⁴ **Edit Cut Command**

This topic explains the Edit menu's Cut command.

32# HELPID_EDIT_CUT
33\$ Edit Cut Command
34+ menu_edit:030

#³⁵\$³⁶+³⁷ **Edit Paste Command**

This topic explains the Edit menu's Paste command.

35# HELPID_EDIT_PASTE
36\$ Edit Paste Command
37+ menu_edit:040

#³⁸\$³⁹+⁴⁰ **Edit Undo Command**

This topic explains the Edit menu's Undo command.

38# HELPID_EDIT_UNDO
39\$ Edit Undo Command
40+ menu_edit:050

#⁴¹\$⁴²+⁴³ **File Exit Command**

This topic explains the File menu's Exit command.

41# HELPID_FILE_EXIT
42\$ File Exit Command
43+ menu_file:010

#⁴⁴\$⁴⁵+⁴⁶ **File New Command**

This topic explains the File menu's New command.

44# HELPID_FILE_NEW
45\$ File New Command
46+ menu_file:020

#⁴⁷\$⁴⁸+⁴⁹**File Open Command**

This topic explains the File menu's Open command.

47# HELPID_FILE_OPEN
48\$ File Open Command
49+ menu_file:030

#⁵⁰\$⁵¹+⁵² **File Print Command**

This topic explains the File menu's Print command.

50# HELPID_FILE_PRINT
51\$ File Print Command
52+ menu_file:040

#⁵³\$⁵⁴+⁵⁵ **File Save Command**

This topic explains the File menu's Save command.

53# HELPID_FILE_SAVE
54\$ File Save Command
55+ menu_file:050

#⁵⁶\$⁵⁷+⁵⁸ **File Save As Command**

This topic explains the File menu's Save As command.

56# HELPID_FILE_SAVE_AS
57\$ File Save As Command
58+ menu_file:060

#59 Context Sensitive Topics

This Help system includes topics that you can call directly from the Helpex sample application. To get context-sensitive help from Helpex, press Shift+F1 and click on any element of the Helpex application window. You can also highlight any Helpex menu command using the keyboard and press F1 to get help on the command. Each topic has a unique context identifier, listed in the [MAP] section of the Help project file:

```
[MAP]
#define HELPID_EDIT_CLEAR      100
#define HELPID_EDIT_COPY      101
#define HELPID_EDIT_CUT       102
#define HELPID_EDIT_PASTE     103
#define HELPID_EDIT_UNDO      104
#define HELPID_FILE_EXIT      200
#define HELPID_FILE_NEW       201
#define HELPID_FILE_OPEN      202
#define HELPID_FILE_PRINT     203
#define HELPID_FILE_SAVE      204
#define HELPID_FILE_SAVE_AS   205
#define HELPID_EDIT_WINDOW    300
#define HELPID_MAXIMIZE_ICON   301
#define HELPID_MINIMIZE_ICON  302
#define HELPID_SYSTEM_MENU    305
#define HELPID_TITLE_BAR      306
#define HELPID_SIZING_BORDER  307
```

#60 \$61 +62 **Edit Window**

The edit window in the sample application really doesn't let you edit anything.

60# HELPID_EDIT_WINDOW
61\$ Edit Window
62+ screen_regions:010

#⁶³\$⁶⁴+⁶⁵ Maximize Icon

This topic describes the maximize icon.

63# HELPID_MAXIMIZE_ICON
64\$ Maximize Icon
65+ screen_regions:020

#⁶⁶\$⁶⁷+⁶⁸ Minimize Icon

This topic describes the minimize icon.

66# HELPID_MINIMIZE_ICON
67\$ Minimize Icon
68+ screen_regions:030

#⁶⁹\$⁷⁰+⁷¹ **Sizing Border**

This topic describes the sizing border that surrounds the application window.

69# HELPID_SIZING_BORDER
70\$ Sizing Border
71+ screen_regions:040

#⁷²\$⁷³+⁷⁴ **System Menu**

This topic describes the system menu.

72# HELPID_SYSTEM_MENU
73\$ System Menu
74+ screen_regions:060

#⁷⁵\$⁷⁶+⁷⁷ **Title Bar**

This topic describes the title bar that is used for application and document windows.

75# HELPID_TITLE_BAR
76\$ Title Bar
77+ screen_regions:070

#78\$79+80 **Bitmaps by Reference**

A bitmap can be placed in a sentence `{bmc continue.bmp}`, just like any character. Click on this bitmap to open a pop-up box with more information.

`{bml bullet.bmp}` You can also put bitmaps at the left margin of the Help window. Text will automatically wrap along the right edge of the bitmap.

`{bmr bullet.bmp}` Or the bitmap can be at the right window margin, and text will automatically wrap along its left edge.

78# BITMAPS_REF

79\$ Bitmaps by Reference

80+ bitmap:0005

#⁸¹ The coding for this bitmap is:
text... {bmc codec.bmp} text...

Note: You cannot code bml or bmr bitmaps
as hotspots in this version of Help.

#82\$83+84 **Visually Placed Bitmap**



This icon was pasted from the Clipboard into the Help topic file

82# BITMAP_WINWORD
83\$ Visually Placed Bitmap
84+ bitmap:0010

#85 Windows System Fonts

This is Courier 10 point.

This is Helv 10 point.

This is Modern 12 point.

This is Roman 12 point.

This is TMS RMN 12 point.

Note: Although they are available in Windows, the Script and Symbol fonts do not display with this version of Help shipped with the 3.0 SDK.

This is Script 12 point.

Τηισ ισ Σψμβολ 12 ποιντ (Symbol font).

#⁸⁶ +⁸⁷ **Vowels and Consonants**

Find the meaning in the word below by clicking on the letters one at a time.

Borland

86# VOWELS_GAME

87+ FUN:005

#88

The letter B is for best of breed development tools.

88# LETTER_B

#89

O is for object-oriented programming.

89# LETTER_O

#90

R is for really great Windows tools.

90# LETTER_R

#91

L is for leader in development tools.

91# LETTER_L

#92

A is for awesome.

92# LETTER_A

#93

N is for no SDK required.

93# LETTER_N

#94

D is for debugging power.

94# LETTER_D

#⁹⁵ +⁹⁶ **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc_continue.bmp}

95# REVEAL_ZERO

96+ DESIGN:0005

#97 **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc continue.bmp}

{bmc bullet.bmp} **Where it is.**

#⁹⁸ **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc continue.bmp}

{bmc bullet.bmp} **Where it is.**

{bmc bullet.bmp} **How to put it on.**

#99 **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc done.bmp}

{bmc bullet.bmp} **Where it is.**

{bmc bullet.bmp} **How to put it on.**

{bmc bullet.bmp} **How to inflate it.**

#100 Help can be authored with interactive instructional segments:

100# TUT_ABOUT

+101 **Congratulations!**

You have found a topic that has no context-string identifier. It is accessible from a browse sequence only.

Can you think of a reason to author such a topic?

#102 +103 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc_chkboff.bmp} italic

{bmc_chkboff.bmp} underline

{bmc_done.bmp}

102# SIM_start

103+ DESIGN:0010

#104 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc_chkboff.bmp} italic

{bmc_chkboff.bmp} underline

{bmc_done.bmp}

#105 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc_chkbon.bmp} italic

{bmc_chkboff.bmp} underline

{bmc_done.bmp}

#106 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc_chkboff.bmp} italic

{bmc_chkbon.bmp} underline

{bmc_done.bmp}

#107 **Simulation**

Help can be used for simple simulations.

Click the check boxes in any order to change the format of the word WinHelp below:

WinHelp

{bmc_chkbon.bmp} italic

{bmc_chkbon.bmp} underline

{bmc_done.bmp}

K₁₀₈ **Eureka!**

You found a topic that is accessible from a keyword search only. This topic is not linked through hypertext in any way.

You can use this technique to access topics without having to index them and author jumps. You can also access topics like this directly from your application through the use of multiple keyword tables.

108K DOS;

