

The **Browse ID and Index** are used to move from one topic to the next in the same group, following an order. When you are on a topic and you press the << or >> buttons you will jump to the topic with the same **Browse ID** and with the previous/next **Browse Index**. The **Browse ID** should be a word, although not necessary, and the Browse Index **must** be a number between 0 and 999.

Separated by semicolons are the words used to build the selected topics. A topic can have one or more build tags, then, in the **Options-2** window, you select the tag that will be used to select the topics to be builded. This tag have an asociated logical expression formed with the build tags of the topics. Only topics that makes true the selected expression will be builded. If the selected expression is "None", all topics will be builded, regardless of their build tags.

TOPIC COMMANDS

The commands that can be inserted in the text of a topic must start with a period and you must put only one per line. If you put a command within a paragraph with the extended form you must put an exclamation mark before the period.

Condicional compilation

.IFDEF tag	starts an if/else/endif construction. The tag is one of the Build tags on the Options-2 window
.IFNDEF tag	starts an ifnot/else/endif construction. The tag is one of the Build tags on the Options-2 window
.ELSE	inverts the condition of the previous IFDEF/IFNDEF
.ENDIF	ends an if/else/endif construction

Miscellaneous

.#	comment
.RTF rtf-commands	insert RTF commands (used by tables). Don't insert a line feed at the end.
.INSTITLE	Insert the title with the font selected in the Options window
.FIXED	starts the non-scrolling region, it must be at the first paragraph
.NOFIXED	ends the non-scrolling region

Paragraph formatting

.DEFAULTP	set default paragraph style
.DEFAULTF	set default font
.LINDENT twips	set left margin
.RINDENT twips	set right margin
.FINDENT twips	set first line left margin
.PAR {rtf}	starts a more-than-one-line paragraph. If you put RTF statements, they will work for all the paragraph
.ENDPAR	ends the paragraph
.LINE x	puts lines on paragraphs, the parameter must be: b (below), t (top), l (left), r (right)
.NOLINE	set default paragraph line style (no lines, equivalent to DEFAULTP)
.BOX	set paragraphs line style to box type
.NOBOX	sets default line style (like NOLINE and DEFAULTP)
.LINETYPE x	changes line type, the parameter must be: s (standard), db (double), dot (dots), th (thick), sh (shadow)
.CJUST	center justify
.LJUST	left justify
.RJUST	right justify
.TJUST	total justify (or full), from left to right

Insertions

.BITMAP file	insert a bitmap, the format can be BMP (Windows Bitmap), WMF (Windows Metafile), MRB (Multi Resolution Bitmap) or SHG (Bitmap with Hotpots). The Bitmap button in the Insertions window is equivalent but with it the bitmap is inserted between text.
.BITMAPL file	insert a bitmap on the left side
.BITMAPR file	insert a bitmap on the right side
.BUTTON nn	insert a button with macro hotspot. nn can be: 00 for CopyTopic() macro 01 for Print() macro
.GROUPMENU group	inserts links to all topics that have the selected group
.PRECEDE {text}	precedes all paragraphs/lines with the text until a precede command without text is encountered
.TMACRO name	Inserts the text macro with that name. If the name don't exists, it will make an error and a blank line will be inserted
.INSERT filename	Adds the topics from the specified file while compiling

Tables

.ROW {rtf}	starts a table row. The rtf commands will work for all that row
.CELL	starts a table column
.ENDCELL	ends a table column
.ENDROW	ends a table row

The commands ROW/ENDROW, CELL/ENDCELL are inserted automatically with the **Table** button in the **Insertions** window. The commands that modify paragraph style don't do anything inside a PAR/ENDPAR structure. In the saved file could be other commands, but they can be found in the program controls. You can freely insert RTF commands in the text.

You can use an **extended paragraph** format. If you put the lines of the paragraph preceded with an exclamation mark those lines will be considered as a paragraph until a line without exclamation. If you don't end the lines with a space it will be appended.

To make a link to other topic the format is

~words or graphics~[-]topic[>n]~

If you put a dash before the topic name it will appear in a popup window. If you want to make appear it in other window write ">n" after the topic, where n is the window number. Also, you can change the number with the words main, second, third, fourth and fifth.

Example: ~jump to topic "topic"~-topic~

Appear as: jump to topic "topic"

If you want to assign macros to a link:

~words or graphics~!macros~

Example: ~about() macro~!about()~

Appear as: about() macro

You can also make a link with the **Link** button of the **Insertions** window.

CREDITS



This program has been written by **Antonio Cordero** with **Visual Basic 3.0 Professional Edition**, the program help has been created with itself. This program is mainly based on the **Help Development Kit (HLPDK)** by **Ron Loewy**.

You can find me on:

- BBS "Las Profundidades del DEMoÑO" +34-1-7300942 (Send message to co-sysop Netdevil)
- Internet E-mail address L0063@albeniz.eui.upm.es

Where you can find the latest version:

- BBS "Las Profundidades del DEMoÑO" +34-1-7300942 (Spain), SkyNet 94:341/6, FidoNet 2:341/31.7
- Internet ftp site <ftp.cica.indiana.edu>

This is the list of users that help me on bugs and features:

- Jose Luis Sanchez

CHANGES IN FONT AND COLOR

This is the format of the inserted changes of font and color:

<code>\fX</code>	- change font, X is the font number of the list (0-based)
<code>\fsXX</code>	- change size, XX in half points
<code>\bX</code>	- change bold, X = 0 for no or nothing for yes
<code>\iX</code>	- change italic, X = 0 for no or nothing for yes
<code>\ulX</code>	- change underline, X=0 for no or nothing for yes
<code>\strikeX</code>	- change strikethrough, X=0 for no or nothing for yes
<code>\scapsX</code>	- change smallcaps, X=0 for no or nothing for yes
<code>\cfX</code>	- change color, X is the color number of the list (0-based). Color 0 is default.

Example: `{\f1\fs60\i\ul\cf1 Hello}`

Should appear as: *Hello*

(supposing font 1 is Times New Roman and color 1 is Red)

Commands must end with a space.

The color list.

[Click here to add/change/delete colors.](#)

[Click here to add/change/delete fonts.](#)

The font list.

Closes the window.

MANAGING GRAPHICS

If you want to make a graphic with hot-spots, use the SHED.EXE (Hot-Spot editor) program. If you want a graphic that adjusts its resolution with the screen, use the MRB.EXE (Multiresolution Bitmap) program. These programs come with some development environments (like Visual Basic).

A group is a word which designates a set of topics that fall into the same category. You can make a menu of topics that are in the same group.

Those buttons add, delete and change the name of a topic. When you change a topic name the name is changed in all the links, but not when you delete a topic.

This is the topic list. When you select a topic from here, it appears in the window with his data.

Those buttons are equivalent to New, Open, Save.

Those buttons are equivalent to Cut, Copy, Paste.

Those buttons are equivalent to OpenWindow, CloseWindow, Cascade, TileHorizontal, TileVertical, Maximize.

Those buttons opens the windows with their names.

How To

<u>How-to...</u>	<u>Solution</u>
Make a link on a bitmap	Insert the bitmap, then select it and insert a link
Put a topic on a different window	Use the >window format in the link, the windows can be 1 to 5 or main, second, third, fourth and fifth.
I want to make a multiresolution (MRB) graphic with hotspots (SHG)	You must make an SHG file from each BMP (one BMP for each resolution) and then combine all the SHG files into one MRB for that graphic
Into a cell, I want to put text in a separate line	You can use PAR/ENDPAR into CELL/ENDCELL to force a new line

IMPORTANT

- * Special characters are { } ~ and \. If you want to insert them in the text you must precede them with the \ character, because they have special meanings to the RTF or HLPPCP formats.
- * A twip is an unit that equals 1/1440 inches.
- * While you are developing the help file set compression to off in the **Options-2** window. When it is finished, turn it on.
- * CELL/ENDCELL acts as PAR/ENDPAR.
- * Do not open more than two topic windows, they will fit badly unless the screen is big or the window is maximized (or they are minimized or cascaded).
- * When you load a HPC file from version 1.0, the MS Sans Serif font is automatically inserted in the first place of the font list to make them compatible with this version which doesn't have that font fixed.
- * The text macros will be saved on the HLPPCP.INI file, not on the HPC files.
- * To make a Template file (*.TEM) use a Windows ASCII file creator program, as NOTEPAD, and put some comments if necessary.

Here you check the attributes that you want to insert.

The attributes to be inserted. **Bold**, *Italic*, Underline, ~~StrikeOut~~ and SmallCaps.

This button inserts a bitmap at the text cursor.

When you press this button you should have some text selected. You will be prompted for a topic name or macro and the text selected will become a link to that topic. If you want a popup link, only precede the topic name with a dash, and if you want a macro, precede it with an exclamation.

The color to be inserted.

The font to be inserted.

Test of color on foregorund and background.

Test of the font and attributes.

This button rolls the window up and down.

This button inserts the selected attributes and returns to text.

This button insert a table template that you must fill with the appropriate text. You will be prompted for the number of rows, columns, the end of columns and the left margin. Also you have to decide what kind of table you want: absolute or relative. Absolute tables will fix the text to the values entered as column ends, but relative tables will adjust to the help window width.

The size to be inserted.

A keyword must be selected in the **Search** button dialog to select a title that displays a topic. When you select one, you must then select the title you want among all topics that have the selected keyword. In the search window you can only select a keyword from table K. To search from another table use the Test | Multkeyword option in the menu.

This macros will execute when you select the topic. Use semicolons to put more than one. And you can use the following Windows functions:

`sndPlaySound ("WAV-file", flags)`

flags (in decimal, ADD them if more than one):

0 - Sound Synchronously

1 - Sound Asynchronously

2 - If WAV file not exists, don't play default sound

8 - Loop sound until a `sndPlaySound` with a NULL filename

16 - Don't stop a currently running sound

The map value is a number assigned to the topic, in your program you must call the **WINHELP** function with that value to select the topic. It is used to give **Context Sensitive** help.

Here are the Browse ID and Index. See above definition.

Here you write the buildtags that apply to the topic.

Here you put the groups which the topic can be found in.

Here you write the keywords with semicolons between them. Standard keyword table have the letter K, if you want to make another table with other letter, precede the keyword with ~X where X is the letter. You don't have to put a space before the keyword if its first character is equal to the letter. There is a maximum of 4 additional letters.

Here you write the topic macros. They will execute when you display the topic. If you write more than one they must be divided by semi-colons. See the [macros](#) topic for a list of Windows functions allowed.

Here you write the Map Value. A program can select the topic if you know his map value.

This is where you write the topic text and commands.

Here you write the topic title if one exists. This topic can be inserted in the text with the **INSTITLE** command. It is used also to select the topic in the **Search** dialog.

NEW ON THIS VERSION

New Features

- Multikey option
- Text macros for your most used strings (text or commands)
- Browse of topics by group or browse-id
- Addition of topics from other HPC files with the .INSERT command
- Test individual keywords
- Topic Templates for ease formatting
- Inserted Bitmap preview
- Automatic backup to BACKUP.HPC file
- Automatic registering of sndPlaySound function as a macro (to play WAV files)
- Topics preview!
- Browse index reordering
- Up to five help windows
- Compiling to DOS text file (ugh!)
- New Replace function
- StrikeOut and SmallCaps attributes when inserting and SmallCaps in default and inserted title fonts.
- New Find errors option
- Printing of topics

Enhanced

- More pre-detected errors
- Better Setup
- Recomplied under VisualBasic 3.0, needs VBRUN300.DLL :(
- Now the help file is created in the same directory of the HPC file (before, it is not assured)
- Better search function
- In the options1 window, window colors are selected from a list

Interface

- Compilation status
- Status bar
- Tool bar
- Better MDI tiling
- Accelerator keys for most used menu options
- More space for text in topic windows
- Corel-style Insertions roll-up window

Corrected Big Bugs

- Topics or keywords with character codes greater than 127 failed to compile

NEXT VERSION

The next version *may* have those features:

- New Help Compiler (if Microsoft copyrights permits)
- Program to print help topics (the same with the copyrights)
- Browse id/index and group creation in a global manner
- Word-to-link replacement
- New topics selected from list of inexistent but referenced ones
- Jump to a topic by selecting a link
- Better macro edition
- Only-popup and only-window topics
- Menu and Button edition

You can browse the icon name here.

This is a macro list. The macros written here will execute when you open the help file. You can add, delete and modify these macros.

Those parameters set the position and size of the help windows. The coordinate system for those values is 0 to 1023, independently of the screen resolution. You must fill all four values or it will be an error.

Here is the character set used in the help file. It must be Windows or Ansi or other if you paste text from other character set (from the clipboard for example).

Here you select the default font attributes.

Here you must write the filename of the help file icon.

Here you must write the window caption.

Those options set the colors of the help windows. Select a color from the list.

Here you select the attributes of the titles inserted with the **INSTITLE** command.

You must select here the file type you want to be created when compiling. This file will have the necessary constants for your program to make calls to the **WINHELP** function to provide **Context Sensitive Help**. Those constants will be the 'idcs_' prefix followed by the name of the topic and their value will be the map value assigned to those topics.

If you check this checkbox the help window will be maximized when you call it. If not checked, the position and size values must be filled.

Push here to return to the main window.

If checked the window will remain on top of all others.

Here you must write the name of the topic that will appear when you open the help file.

Select the window to which you will set the data below.

Check this if the selected window is used.

Here you can make aliases of the topics. An alias can be used instead of the topic name.

Here you can add/delete the tags expressions to enable conditional compiling. Each tag have an expression made of buildtags and the AND (&), OR (|), NOT (~) logical operators. When the selected expression is verified by the buildtags of a topic, the topic is compiled. Also, the tags can be used with the IFDEF/IFNDEF/ELSE/ENDIF commands to compile part of a topic.

Check this to optimize the help file for CDROM storage.

Check this to compress the help file.

[Click here to close the window.](#)

Here you must put the text macros that you use in the topics with the TMACRO command.

OVERVIEW

This program is *FREEWARE* so it can be copied freely. If you use it, please name it in your credits.

First, i will say that this help does not explains deeply *all* the features of the program, it only says how to make a help file with it. Please read it all to know what you can do with it.

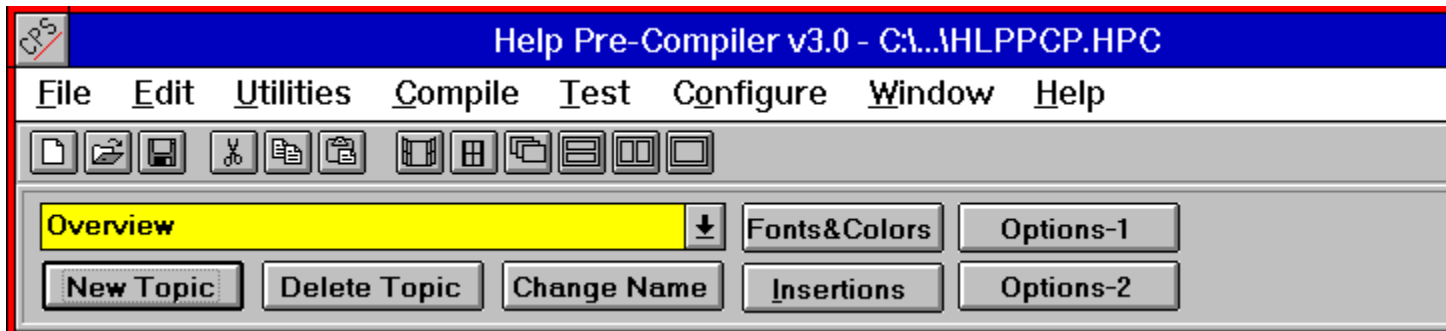
First operation

First, you have an empty file, with no topics, and you must have to create the topics. When you press the **New Topic** button, you will be prompted for the name of the topic, write it (it is case insensitive). Then you must fill the window with the text you want to be in that topic, with commands, etc (see *Commands* topic). You can fill the Title, Keywords, Macros, Build tags, Groups, Map value and Browse ID/Index. The windows have a minimum size, and the size and position is saved on the **HLPPCP.INI** file when exiting.

The following graphics may have hotspots in the controls, press the mouse button over them to view an explanation.

Main Windows

The main window controls:



This is the topics window (its an MDI program, so they can be more than one):

Overview

Title: Overview Map Value: 0

Keywords: Overview;Index Build Tags:

Macros:

Groups: Browse ID/index: use / 010

.fixed
 .institle
 nofixed

And the status bar.

Not Modified Not Compiled HLP Not Compiled TXT 62 Topics 2 Fonts 2 Colors

Customizing the Help file

To customize the help file you must fill the two **Options** windows. Here they are:

Options - 1

Help file Icon:

Character Set: **Windows** Ansi PC(437) PCA(850) Mac

Overview Topic:

Default Font

MS Sans Serif Bold
Times New Roman Italic
 Udlide

Size: SmCps

Inserted Title

MS Sans Serif Bold
Times New Roman Italic
 Udlide

Size: SmCps

Help Windows

Set data for window:
1(main) 2(second) 3(third) 4(fourth) 5(fifth)

This window is used

Window caption:

Window Color: **None**

NonScroll R. Color:

Maximize Window: Always on top:

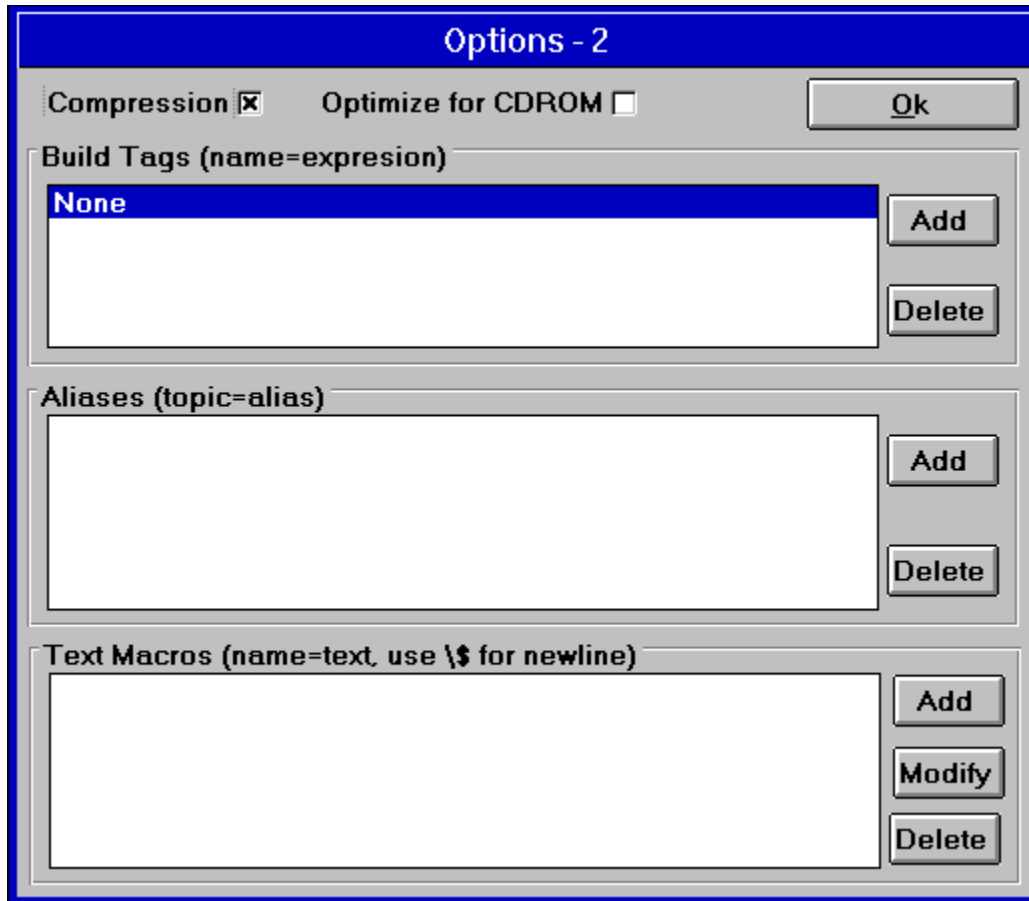
Upper Left corner: .

Width and Height: x

Macros for [CONFIG] section

Maps File Type

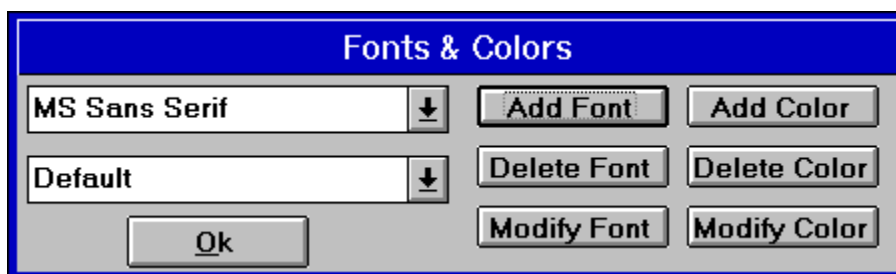
None
Pascal Unit
Pascal Include
C/C++ Header
VBasic Global



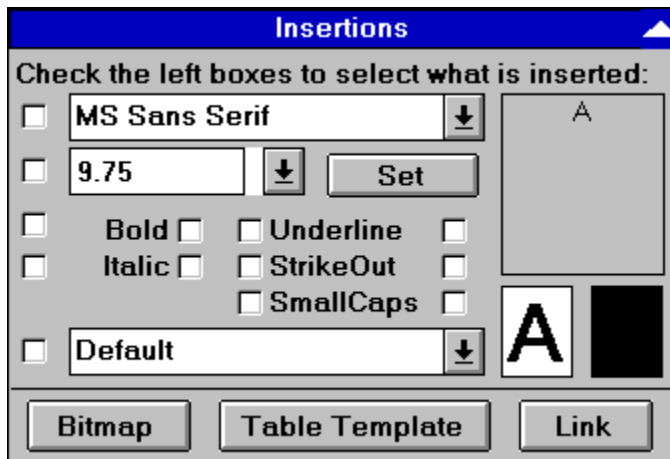
Setting fonts & colors

You can change the fonts and colors of titles, subtitles, etc. First you have to select all the fonts and colors you want in the **Fonts&Colors** window. When you have done it, you can change the font and/or color of the selected text with the **Insertions** window. You must select font attributes and/or color and check the checkboxes to insert the data you want, and then press the **Set** button. If you have not selected any text, the changes work for the text after them.

Here is the Fonts&Colors window:



And the Insertions window (this is a floating window, press the button to make it appear/disappear, also you can minimize it to a thin title):



When the topics are created

When you have finished with the topics, you must compile then file to make an HLP file usable by Windows. Choose the **Compile to Help file** menu option and wait until it finishes. When it is over, you can test the help file by choosing the **Test Contents** menu option. Then check that all is ok.

BTW...

By the way, you should save the file with each mayor change, although the automatic backup function protects against accidents (if you lose a file, the backup is named BACKUP.HPC and it is in the program directory).

[Commands](#)

[Some features](#)

[Font & Color changes](#)

[Graphics](#)

[Important](#)

[How To](#)

[Problems](#)

[New features to this version](#)

[Next version](#)

[Credits](#)

Select here the topics you want to print. Shift to mark a block, Ctrl to mark/unmark one.

PROBLEMS

<u>Problem</u>	<u>Solution</u>
Some text disappears from the HLP file although it exists if the HPC file	You could have missed an ENDPAR command
Graphic have an unsupported format	You must change its format to BMP
Graphic have more than 16 colors	You must reduce the number of colors to 16. And with the standard Windows palette. Save it with PaintBrush or use a program like Paint Shop Pro.
Graphic is 16 colors but appears with bad colors	You must change it to have the standard Windows palette
Graphic appears "fuzzy" on some resolutions	The graphic is prepared for a diferent resolution. You could make a MRB graphic to make the graphic appear good on all resolutions. Or you could change the BMP to SHG to make it

appear good
on its own
resolution
(without
making any
hotspot).
While making
this help i note
that the
inserted BMP
graphics
appear bigger
than when
they where
captured. I
corrected this
converting
them to SHG.

I select a topic The topic is in
from the topic a window. You
list and it not can't open two
appear in the windows with
window. the same
topic.

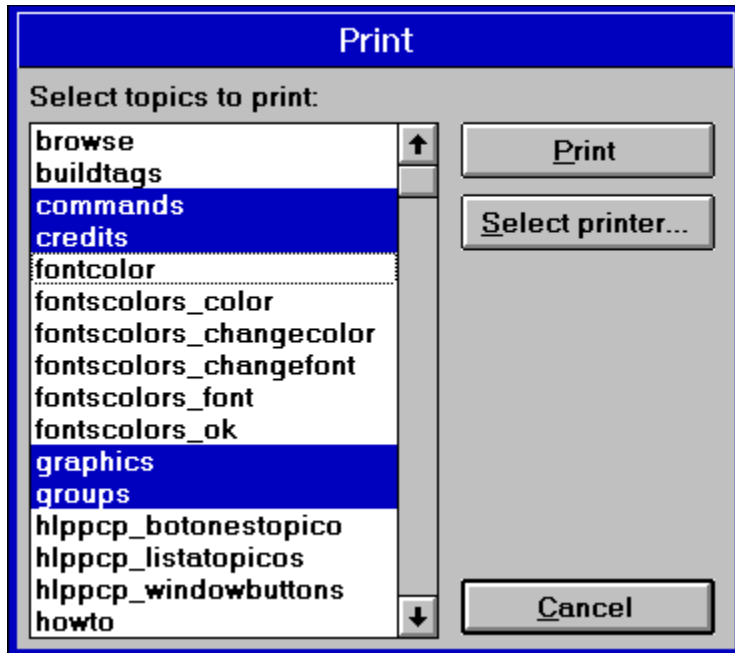
SOME FEATURES

Importing

You can import a help file from the **Help Development Kit** program by **Ron Loewy**. This program allows you to make help files in a variety of formats including Windows Help format. The **File | Import** menu option will import a *HDF* file from **HLPDK v9.0 or below**. The import will be partial, as some commands are not compatible with this program. The *ATTRDEFAULTS*, *TITLEDEFAULTS*, *TITLEATTR* commands are not supported directly, although you can modify those settings within the program. The Courier font of the standard font table has been converted to Courier New.

Printing topics

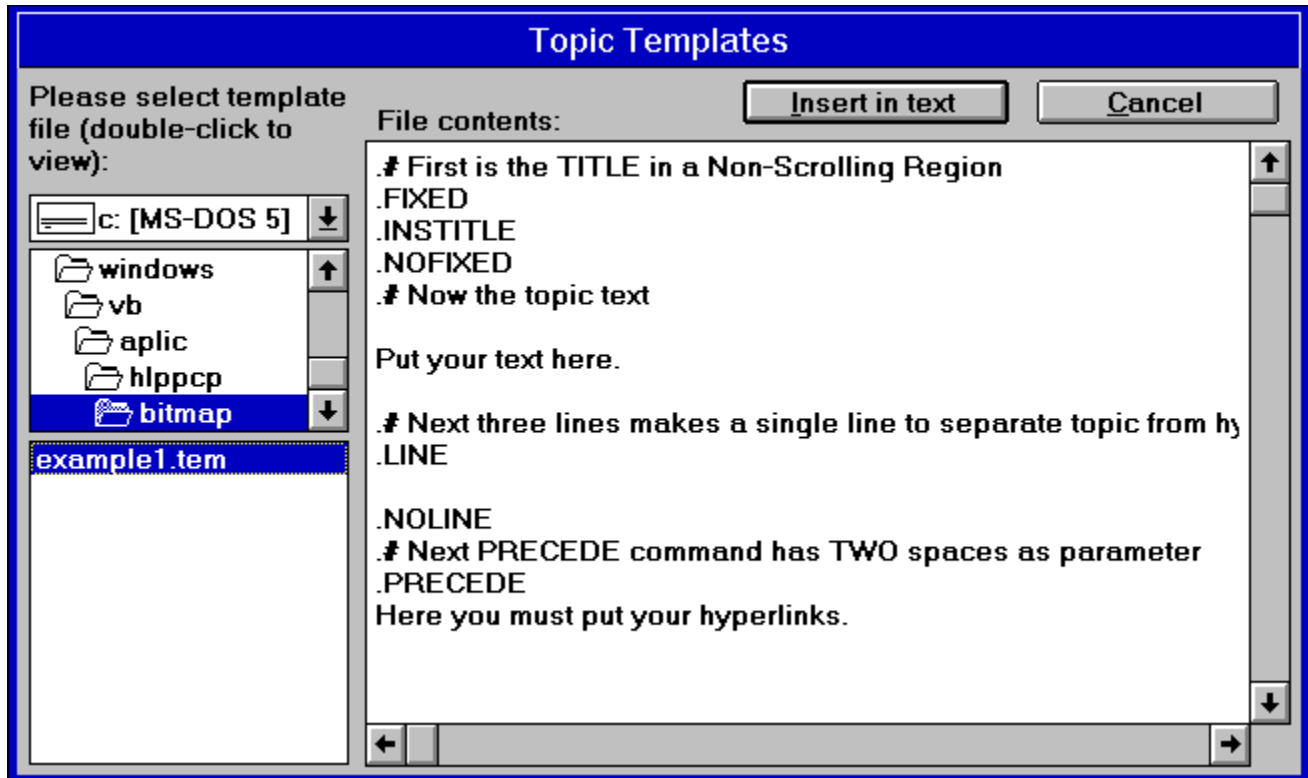
You can print selected topics with the **File | Print** menu option. Select topics and press the print button.



Templates

They are used to make standard topics which have the same format. The template is the basic topic structure, that you should have to edit. The templates are inserted at the cursor through the **Edit | Templates** menu option. Template files are ASCII files with *.TEM extension. Make them under Windows because the character set (ansi).

This is the template select window:



Browsing

You can view the help file groups or browse id/indexes with the **Utilities Browse** menu options. In this windows you can double-click on a topic to display it. Click on the carpets to open/close them.

This is the browse window:

-

Previewing

Utilities | Preview topic : Press this option to preview the current topic. It is more quick than compiling all the help file. All the links will jump to a dummy topic, except in graphic hotpots which produce an error. The macros will execute the about() macro. Unresolved graphics hotpots will not appear in the post-compile errors window.

Reordering browse indexes

Utilities | Reorder browse indexes : If your browse indexes get very scrambled because of inserting, use this option to reorder them at regular intervals (default 10).

Finding errors

Utilities | Find Error : Select the error from the errors window to jump to the topic that contains that error. Only with non-inserted topics.

Compiling to DOS text files

You can compile to a text file to make a document readable under DOS.

Testing keywords

You can test a keyword directly with the **Test Multikeyword** menu option. Precede the keyword with the table letter (default is K).

Press here to insert the template at the cursor on the current topic.

Select here the template file. Double click in the file section to view the template.

Here you can view the template file contents.

The title is used to select the topic in the **Search** dialog after selecting a keyword.

A topic is a bunch of data referencing the same thing. This line is a topic.

