

#1 Contents button

```
{ewc MVBMP2, ViewerBmp2, !cont_but.bmp}
```

The Viewer button that displays the contents screen for the open title.

```
1# defContentsButton
```

#2 **Index button**

```
{ewc MVBMP2, ViewerBmp2, !indx_but.bmp}
```

The Viewer button that looks up **topics** associated with particular words or phrases defined by the title's author.

2# defIndexButton

#3 **Go Back button**

```
{ewc MVBMP2, ViewerBmp2, !back_but.bmp}
```

The Viewer button that backtracks through [topics](#) in the order you viewed them.

3# defBackButton

#4 History button

```
{ewc MVBMP2, ViewerBmp2, !hist_but.bmp}
```

The Viewer button that displays a list of the last 40 **topics** you have viewed.

4# defHistoryButton

#s >> button

```
{ewc MVBMP2, ViewerBmp2, !brsr_but.bmp}
```

The Viewer button that displays the next **topic** in the current **browse sequence** within the open title.

5# defBrowseNextButton

#6 << button

{ewc MVBMP2, ViewerBmp2, !brsl_but.bmp}

The Viewer button that displays the previous **topic** in the current **browse sequence** within the open title.

6# defBrowsePreviousButton

#7 **Search button**

```
{ewc MVBMP2, ViewerBmp2, !srch_but.bmp}
```

The Viewer button that searches for all **topics** containing a particular word or combination of words.

7# defSearchButton

#Hints button

```
{ewc MVBMP2, ViewerBmp2, !hint_but.bmp}
```

In the Search dialog box, the button that shows examples of how to enter [search queries](#).

```
8#defHintsButton
```


#9 Next Match button

{ewc MVBMP2, ViewerBmp2, !next_but.bmp}

The button in a list of [search hits](#) that displays the next search hit not currently displayed on the Viewer screen.

9# defNextMatchButton

#10 Previous Match button

```
{ewc MVBMP2, ViewerBmp2, !prev_but.bmp}
```

The button in a list of [search hits](#) that displays the previous search hit not currently displayed on the Viewer screen.

```
10# defPreviousMatchButton
```

#11 To Index button

```
{ewc MVBMP2, ViewerBmp2, !todx_but.bmp}
```

The button in the [Topics Indexed](#) dialog box that takes you back to the Index dialog box.

11#defToIndexButton

#12 To Search button

{ewc MVBMP2, ViewerBmp2, !tosr_but.bmp}

The button in the [Search Results](#) dialog box that takes you back to the Search dialog box.

#13 **Options button**

{ewc MVBMP2, ViewerBmp2, !opt_but.bmp}

The button in the Search dialog box that displays the available search options. The Search Options dialog box is where you can change the NEAR value, select topic titles as the search domain, or select to search from a list of previous topics found.

#14 **Go To button**

```
{ewc MVBMP2, ViewerBmp2, !goto_but.bmp}
```

The button in the **Topics Indexed** and the **Search Results** dialog box that displays the selected **topic** from the list.

14# defGoToButton

#¹⁵ **bookmark**

A name associated with a [topic](#) for easy reference. Bookmarks appear on the Bookmark menu. When you select a bookmark from the menu, Viewer immediately displays the topic associated with that bookmark.

#16 **Clipboard**

The Microsoft Windows application that holds cut or copied information, which you can then insert into another file. Whenever you use a Cut, Copy, or Paste command, you are using the Clipboard.

#17 contents screen

17# defContScr

The "table of contents" for a title. From this screen you can select which part of the title you want to look in.

#¹⁸ topic

A single entry or article in a title. Examples of topics might be a quotation, the definition of a word, or an article in an encyclopedia.

#19 **Topics Indexed**

An index dialog box that lists [topics](#) from an index search which allows you to browse and go to topics in the list.

#20 Search Results

The dialog box that lists topics containing search hits from a search query and allows you to browse and go to topics in the list.

#²¹ search query

A combination of words, phrases, and operators telling the Search command what text to search for.

#22 browse sequence

A sequence of topics arranged so that you view them in sequence when you select the << or >> buttons.

#²³ topic title

A name identifying a topic found by searches from the Index and Search commands.

#²⁴ jump

A hot spot that displays another topic in the main Viewer window.

#25 hot spot

A word, phrase, or picture that you select to jump to a new Viewer [topic](#), display a window, or perform an author-defined Viewer operation.

#²⁶ search hit

An occurrence of text in a topic that matches the search query entered for the Search command.

#27 current position

27# defCurrentPosition

The position in an audio or video sequence that is currently being played, indicated by the **thumb** in the **slider** control.

#²⁸ thumb

```
{ewc MVBMP2, ViewerBmp2, !thumb.bmp}
```

The pointer in the **slider** of a controller indicating the **current position** in the audio or video sequence.

#29 slider

The control in an audio or video sequence that contains the **thumb**, which indicates the **current position** in the audio or video sequence. The slider may also include tick marks indicating the **sections** in the audio or video segment.

#30 section

A subdivision of an audio or video sequence indicated by tick marks on the **slider**. Drag the **thumb** on the slider to any tick mark to begin playing the sequence at the corresponding section.