

## #1 <<YourApp>> Help Index

### How To ...

<<add your application-specific "how to" topics here>>

### Commands

[File menu](#)

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#2K3 \$4 **File menu commands**

The File menu offers the following commands:

<u>New</u>	Creates a new document.
<u>Open</u>	Opens an existing document.
<u>Close</u>	Closes an opened document.
<u>Save</u>	Saves an opened document using the same file name.
<u>Save As</u>	Saves an opened document to a specified file name.
<u>Document Setup</u>	Selects a printer and printer connection.
<u>Print</u>	Prints a document.
<u>Print Preview</u>	Displays the document on the screen as it would appear printed.
<u>Quit</u>	Quits <<YourApp>>.

2# menu\_file

3<sup>K</sup> files: managing

4<sup>\$</sup> File menu commands

## #5 **Edit menu commands**

The Edit menu offers the following commands:

<u>Undo</u>	Reverse previous editing operation.
<u>Cut</u>	Deletes data from the document and moves it to the clipboard.
<u>Copy</u>	Copies data from the document to the clipboard.
<u>Paste</u>	Pastes data from the clipboard into the document.

## #6 **View menu commands**

The View menu offers the following commands:

Toolbar      Shows or hides the toolbar.  
Status Bar    Shows or hides the status bar.

## #7 **Window menu commands**

The Window menu offers the following commands, which enable you to arrange multiple views of multiple documents in the application window:

New Window    Creates a new window that views the same document.  
Cascade        Arranges windows in an overlapped fashion.  
Tile            Arranges windows in non-overlapped tiles.  
Window 1,  
2, ...         Goes to specified window.

6# menu\_view

7# menu\_window

## # Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

<u>About Baloon Help</u>	Displays information about Baloon help.
<u>Show/Hide Baloon Help</u>	Turns Baloon help on or off.

#9K10 \$11 **New command (File menu)**

Use this command to create a new document in <<YourApp>>. Select the type of new file you want to create in the File New dialog box. << Remove previous sentence if your application supports only one document type. >>

You can open an existing document with the Open command.

**Shortcuts**

Toolbar: {bmc filenew.bmp}  
Keys: {bmc maccmd.bmp}+N

9# HID\_FILE\_NEW  
10<sup>K</sup> files: managing  
11<sup>\$</sup> File New command

**#12 File New dialog box**

<< Delete this help topic if your application supports only one document type. >>

Specify the type of document you wish to create:

<< List your application's document types here >>

#<sup>13</sup>K<sup>14</sup> \$<sup>15</sup> **Open command (File menu)**

Use this command to open an existing document in a new window. You can open multiple documents at once. Use the Window menu to switch among the multiple open documents. See [Window 1, 2, ... command](#).

You can create new documents with the [New command](#).

**Shortcuts**

Toolbar: {bmc fileopen.bmp}  
Keys: {bmc maccmd.bmp}+O



## #16 **File Open dialog box**

The following options allow you to specify which file to open:

### **Drives or Desktop**

Select the drive, in which <<YourApp>> stores the file that you want to open, or Desktop.

### **File Name**

Select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

### **List Files of Type**

Select the type of file you want to open:

<< List your application's file types here. >>

#17K18 \$19 **Close command (File menu)**

Use this command to close all windows containing the active document.

<<YourApp>> suggests that you save changes to your document before you close it. If you close a document without saving, you lose all changes made since the last time you saved it. Before closing an untitled document, <<YourApp>> displays the Save As dialog box and suggests that you name and save the document.

**Shortcuts**

Keys: {bmc maccmd.bmp}+W

Mouse: Double-click the Close box.

17# HID\_FILE\_CLOSE

18<sup>K</sup> files: managing

19<sup>\$</sup> File Close command

## #20K21 \$22 **Save command (File menu)**

Use this command to save the active document to its current name and folder. When you save a document for the first time, <<YourApp>> displays the Save As dialog box so you can name your document. If you want to change the name and folder of an existing document before you save it, choose the Save As command.

### **Shortcuts**

Toolbar: {bmc filesave.bmp}  
Keys: {bmc maccmd.bmp}+S

20# HID\_FILE\_SAVE  
21<sup>K</sup> files: managing  
22<sup>\$</sup> File Save command

#<sup>23</sup>K<sup>24</sup> \$<sup>25</sup> **Save As command (File menu)**

Use this command to save and name the active document. <<YourApp>> displays the Save As dialog box so you can name your document.

To save a document with its existing name and folder, use the Save command.

23# HID\_FILE\_SAVE\_AS

24<sup>K</sup> files: managing

25<sup>\$</sup> File Save As command

## #<sup>26</sup> File Save As dialog box

The following options allow you to specify the name and location of the file you're about to save:

### Save document as

*Type a new filename to save a document with a different name.*

### Folders

Select the existing folder in which you want to store the document, or select New for a new folder.

<< Add other File Save As dialog box options depending on which ones your application chooses via the OFN\_ flags of the OPENFILENAME structure used by the CFileDialog. >>

#27 K28 \$29 **1, 2, 3, 4 command (File menu)**

Use the numbers and filenames listed at the bottom of the File menu to open the last four documents you closed. Choose the number that corresponds with the document you want to open.

27# HID\_FILE\_MRU\_FILE1  
28<sup>K</sup> files: managing  
29<sup>\$</sup> File 1, 2, 3, 4 command

#<sub>30</sub>K<sub>31</sub> \$<sub>32</sub> **Quit command (File menu)**

Use this command to end your <<YourApp>> session. <<YourApp>> prompts you to save documents with unsaved changes.

**Shortcuts**

Mouse: Double-click the application's Close box.  
Keys: {bmc maccmd.bmp}+Q

30# HID\_APP\_EXIT  
31<sup>K</sup> exit  
32<sup>\$</sup> File Exit command

### #<sup>33</sup>Undo/Can't Undo command (Edit menu)

<< Your application's user interface for Undo may differ from the one described below. Modify this help text accordingly. >>

Use this command to reverse the last editing action, if possible. The name of the command changes, depending on what the last action was. The Undo command changes to Can't Undo on the menu if you cannot reverse your last action.

#### **Shortcut**

Keys: {bmc maccmd.bmp}+Z



### #<sup>34</sup> **Cut command (Edit menu)**

Use this command to remove the currently selected data from the document and put it on the clipboard. This command is unavailable if there is no data currently selected.

Cutting data to the clipboard replaces the contents previously stored there.

#### **Shortcuts**

Toolbar: {bmc editcut.bmp}  
Keys: {bmc maccmd.bmp}+X

### #<sup>35</sup> **Copy command (Edit menu)**

Use this command to copy selected data onto the clipboard. This command is unavailable if there is no data currently selected.

Copying data to the clipboard replaces the contents previously stored there.

#### **Shortcuts**

Toolbar: {bmc editcopy.bmp}

Keys: {bmc maccmd.bmp}+C

### #<sup>36</sup> **Paste command (Edit menu)**

Use this command to insert a copy of the clipboard contents at the insertion point. This command is unavailable if the clipboard is empty.

#### **Shortcuts**

Toolbar: {bmc editpast.bmp}  
Keys: {bmc maccmd.bmp}+V

#<sup>37</sup>K<sup>38</sup> \$<sup>39</sup> **Toolbar command (View menu)**

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in <<YourApp>>, such as File Open. A check mark appears next to the menu item when the Toolbar is displayed.

See [Toolbar](#) for help on using the toolbar.

37# HID\_VIEW\_TOOLBAR  
38<sup>K</sup> toolbar  
39<sup>\$</sup> View Toolbar command

#40K41 \$42 **Toolbar**

{bml h\ptbar.bmp}

The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in <<YourApp>>.

<< Add or remove toolbar buttons from the list below according to which ones your application offers. >>

**Click To**

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{bmc filenew.bmp} Open a new document.

{bmc fileopen.bmp} Open an existing document. <<YourApp>> displays the Open dialog box, in which you can locate and open the desired file.

{bmc filesave.bmp} Save the active document or template with its current name. If you have not named the document, <<YourApp>> displays the Save As dialog box.

{bmc editcut.bmp} Remove selected data from the document and stores it on the clipboard.

{bmc editcopy.bmp} Copy the selection to the clipboard.

{bmc editpast.bmp} Insert the contents of the clipboard at the insertion point.

{bmc fileprnt.bmp} Print the active document.

40# AFX\_HIDW\_TOOLBAR

41<sup>K</sup> toolbar

42<sup>\$</sup> toolbar

#<sup>43</sup>K<sup>44</sup> \$<sup>45</sup>**Status Bar command (View menu)**

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and keyboard latch state. A check mark appears next to the menu item when the Status Bar is displayed.

See [Status Bar](#) for help on using the status bar.

43# HID\_VIEW\_STATUS\_BAR

44<sup>K</sup> status bar

45<sup>\$</sup> View Status Bar Command

#<sup>46</sup>K<sup>47</sup> \$<sup>48</sup>**Status Bar**  
{bml h\psbar.bmp}

The status bar is displayed at the bottom of the <<YourApp>> window. To display or hide the status bar, use the Status Bar command in the View menu.

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus. This area similarly shows messages that describe the actions of toolbar buttons as you depress them, before releasing them. If after viewing the description of the toolbar button command you wish not to execute the command, then release the mouse button while the pointer is off the toolbar button.

The right areas of the status bar indicate which of the following keys are latched down:

<b>Indicator</b>	<b>Description</b>
CAP	The Caps Lock key is latched down.
NUM	The Num Lock key is latched down.
SCRL	The Scroll Lock key is latched down.

46# AFX\_HIDW\_STATUS\_BAR  
47<sup>K</sup> status bar  
48<sup>\$</sup> status bar

#### #<sup>49</sup>**New Window command (Window menu)**

Use this command to open a new window with the same contents as the active window. You can open multiple document windows to display different parts or views of a document at the same time. If you change the contents in one window, all other windows containing the same document reflect those changes. When you open a new window, it becomes the active window and is displayed on top of all other open windows.



**#<sup>50</sup>Cascade command (Window menu)**

Use this command to arrange multiple opened windows in an overlapped fashion.

50# HID\_WINDOW\_CASCADE

**#<sup>51</sup>Tile command (Window menu)**

Use this command to arrange multiple opened windows in a non-overlapped fashion.

#<sup>52</sup>**1, 2, ... command (Window menu)**

<<YourApp>> displays a list of currently open document windows at the bottom of the Window menu. A check mark appears in front of the document name of the active window. Choose a document from this list to make its window active.

**#<sup>53</sup>About Baloon Help command (Help menu)**

Use this command to display information about Baloon help.

**#<sup>54</sup> Show/Hide Baloons Command (Help Menu)**

Use this command to turn Baloon help on or off.

#<sup>55</sup><sup>56</sup>**Context Help command**  
{bml curhelp.bmp}

Use the Context Help command to obtain help on some portion of <<YourApp>>. When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark. Then click somewhere in the <<YourApp>> window, such as another Toolbar button. The Help topic will be shown for the item you clicked.

**Shortcut**

Keys:      SHIFT+F1

55# HID\_CONTEXT\_HELP

56\$ Help Using Help Command

## #57 Title Bar

<< Show your application's title bar here. >>

*The title bar is located along the top of a window. It contains the name of the application and document.*

*To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.*

A title bar may contain the following elements:

- {bmc bullet.bmp} Zoom box
- {bmc bullet.bmp} Name of the application
- {bmc bullet.bmp} Name of the document

## #58 **Scroll bars**

Displayed at the right and bottom edges of the document window. The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the document. You can use the mouse to scroll to other parts of the document.

<< Describe the actions of the various parts of the scrollbar, according to how they behave in your application. >>



#<sup>59</sup><sub>60</sub> **Ruler command (View menu)**

<< Write application-specific help here. >>

59# HID\_VIEW\_RULER  
60\$ View Ruler Command

#<sup>61</sup><sub>62</sub> **Choose Font dialog box**

<< Write application-specific help here. >>

61# AFX\_HIDD\_FONT

62\$ Choose Font Dialog

#<sup>63</sup><sub>64</sub> **Choose Color dialog box**

<< Write application-specific help here. >>

63# AFX\_HIDD\_COLOR  
64\$ Choose Color Dialog

#<sup>65</sup><sub>66</sub> **Find command (Edit menu)**

<< Write application-specific help here. >>

65# HID\_EDIT\_FIND  
66\$ Edit Find Command

#67\$68 **Find dialog box**

<< Write application-specific help here. >>

67# AFX\_HIDD\_FIND  
68\$ Find Dialog

#<sup>69</sup><sup>\$70</sup>**Replace command (Edit menu)**

<< Write application-specific help here. >>

69# HID\_EDIT\_REPLACE  
70\$ Edit Replace Command

#71\$72 **Replace dialog box**

<< Write application-specific help here. >>

71# AFX\_HIDD\_REPLACE  
72\$ Replace Dialog

#73\$74 **Repeat command (Edit menu)**

Use this command to repeat the last editing command carried out. The Repeat menu item changes to Can't Repeat if you cannot repeat your last action.

**Shortcut**

Key: F4

73# HID\_EDIT\_REPEAT

74\$ Edit Repeat Command



#75\$76**Clear command (Edit menu)**

<< Write application-specific help here. >>

75# HID\_EDIT\_CLEAR  
76\$ Edit Clear Command

#77\$78**Clear All command (Edit menu)**

<< Write application-specific help here. >>

77# HID\_EDIT\_CLEAR\_ALL  
78\$ Edit Clear All

#79\$80 **Next Pane**

<< Write application-specific help here. >>

79# HID\_NEXT\_PANE  
80\$ Next Pane Command

#81\$82 **Prev Pane**

<< Write application-specific help here. >>

81# HID\_PREV\_PANE  
82\$ Prev Pane Command

## **#83 Modifying the Document**

<< Write application-specific help here that provides an overview of how the user should modify a document using your application.

If your application supports multiple document types and you want to have a distinct help topic for each, then use the help context i.d. generated by running the MAKEHELP.BAT file produced by AppWizard. Alternatively, run MAKEHM as follows:

```
makehm IDR_HIDR_,0x2000 resource.h
```

If the IDR\_ symbol for one of your document types is, for example, IDR\_CHARTTYPE, then the help context i.d. generated by MAKEHM will be HIDR\_CHARTTYPE.

Note, AppWizard defines the HIDR\_DOC1TYPE help context i.d. used by this help topic for the first document type supported by your application. AppWizard produces an alias in the .HPJ file for your application, mapping HIDR\_DOC1TYPE to the HIDR\_ produced by MAKEHM for that document type. >>

**#84 No Help Available**

No help is available for this area of the window.

#<sup>85</sup> **No Help Available**

No help is available for this message box.

<< If you wish to author help specific to each message box prompt, then remove the AFX\_HIDP\_xxx values from the [ALIAS] section of your .HPJ file, and author a topic for each AFX\_HIDP\_xxx value. For example, AFX\_HIDP\_INVALID\_FILENAME is the help topic for the Invalid Filename message box. >>