

This help file is designed to demonstrate various techniques used when creating help files. It interacts with the Rich Edit example. Page 1 contains information regarding Rich Edit. Page 2 contains examples of more sophisticated help file techniques. Complete RTF source for this help file can be found in RICHEDIT\HELP. You can rebuild RICHEDIT.HLP from this source using the BUILDHLP.BAT file provided.

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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.

#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~~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.
- ~~F~~ont Enables you to select a font for the text.

⁷ HELPID_EDIT

⁸ Edit Menu

⁹ commands:010

#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.

New
Open
Save
Save As
Print
Exit

¹⁰ HELPID_FILE

¹¹ File Menu

¹² commands:020

#13\$14+15 **Help Menu**

The Help menu includes commands that enable you to access online documentation regarding the Rich Edit application.

¹³ HELPID_HELP

¹⁴ Help Menu

¹⁵ commands:030

#16§17 **Glossary**

clipboard

#18\$19+20K21 **Copying Text**

Highlight the text you wish to copy and then use the **Copy** command to copy it to the clipboard. You can paste this text into your document using the **Paste** command. (This topic is associated with the keywords "copy" and "clipboard.")

¹⁸ proc_copying_text

¹⁹ Copying Text

²⁰ procedures:010

²¹ copy;clipboard

#22\$23+24K25 **Deleting Text**

Delete text in the Rich Edit editor by highlighting it and hitting the backspace key. Deleted text does not go to the clipboard and cannot be recovered. (This topic is associated with the keywords "delete" and "clipboard.")

²² proc_deleting_text

²³ Deleting Text

²⁴ procedures:020

²⁵ delete;clipboard

#26527+28 **Exiting**

To exit Rich Edit, choose the ~~Exit~~ command from the File menu.

²⁶ proc_exiting

²⁷ Exiting

²⁸ procedures: exiting

#29\$30+31 **Font Command (Edit menu)**

Use this option when you want to change the font of text selected in the ~~Edit Window~~ or to set a font for new text.

²⁹ HELPID_EDIT_FONT

³⁰ Edit Font Command

³¹ HELPID_EDIT:010

#32\$33+34 **Copy Command (Edit menu)**

Use this command to copy text to the clipboard.

³² HELPID_EDIT_COPY
³³ Edit Copy Command
³⁴ HELPID_EDIT:020

#35\$36+37 **Cut Command (Edit menu)**

Use this command to move text to the clipboard.

³⁵ HELPID_EDIT_CUT

³⁶ Edit Cut Command

³⁷ HELPID_EDIT:030

#38\$39+40 **Paste Command (Edit menu)**

Use this command to place text from the clipboard.

³⁸ HELPID_EDIT_PASTE
³⁹ Edit Paste Command
⁴⁰ HELPID_EDIT:040

#41\$42+43 **Undo Command (Edit menu)**

Use the command to cancel the last action performed..

⁴¹ HELPID_EDIT_UNDO
⁴² Edit Undo Command
⁴³ HELPID_EDIT:050

#44\$45+46 **Exit Command (File menu)**

Use this command to quit the Rich Edit example.

⁴⁴ HELPID_FILE_EXIT
⁴⁵ File Exit Command
⁴⁶ HELPID_FILE:010

#47\$48+49 **New Command (File menu)**

Use this command to start a new document in Rich Edit.

⁴⁷ HELPID_FILE_NEW
⁴⁸ File New Command
⁴⁹ HELPID_FILE:020

#50\$51+52 **Open Command (File menu)**

Use this command to load an existing .RTF file from disk into the ~~Edit Window~~.

⁵⁰ HELPID_FILE_OPEN

⁵¹ File Open Command

⁵² HELPID_FILE:030

#53\$54+55 **Print Command (File menu)**

Use this command to send the contents of the Rich Edit ~~Edit Window~~ to a printer.

⁵³ HELPID_FILE_PRINT
⁵⁴ File Print Command
⁵⁵ HELPID_FILE:040

#56\$57+58 **Save Command (File menu)**

Use this command to write your document to a file on disk.

⁵⁶ HELPID_FILE_SAVE
⁵⁷ File Save Command
⁵⁸ HELPID_FILE:050

#59\$60+61 **Save As Command (File menu)**

Use this command to specify a new name for your document and write it to a file on disk.

⁵⁹ HELPID_FILE_SAVE_AS
⁶⁰ File Save As Command
⁶¹ HELPID_FILE:060

#62 Context Sensitive Topics

This Help system includes topics that you can call directly from the Rich Edit sample application. To get context-sensitive help from Rich Edit highlight any Rich Edit 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_FILE           100
#define HELPID_FILE_NEW      101
#define HELPID_FILE_OPEN     102
#define HELPID_FILE_SAVE     103
#define HELPID_FILE_SAVE_AS  104
#define HELPID_FILE_PRINT    105
#define HELPID_FILE_EXIT     106
#define HELPID_EDIT          200
#define HELPID_EDIT_UNDO     201
#define HELPID_EDIT_COPY     202
#define HELPID_EDIT_CUT      203
#define HELPID_EDIT_PASTE    204
#define HELPID_EDIT_FONT     205
#define HELPID_HELP          300
#define HELPID_EDIT_WINDOW   400
```

#63 \$64 +65 **Edit Window**

The edit window contains the body of your document. You can edit and format text in the edit window.

⁶³ HELPID_EDIT_WINDOW

⁶⁴ Edit Window

⁶⁵ screen_regions:010

#66\$67+68 **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.

⁶⁶ BITMAPS_REF

⁶⁷ Bitmaps by Reference

⁶⁸ bitmap:0005

#69 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.

#70571+72 **Visually Placed Bitmap**



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

⁷⁰ BITMAP_WINWORD

⁷¹ Visually Placed Bitmap

⁷² bitmap:0010

#73 **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).

#74 +75 **Vowels and Consonants**

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

Borland

#76

The letter B is for best of breed development tools.

#77

O is for Object-Oriented Programming.

77 LETTER_O

#78

R is Rapid Application Development.

#79

L is for leader in development tools.

#80

A is for awesome.

#81

N is for no SDK required.

⁸¹ LETTER_N

#82

D is for debugging power.

#83 +84 **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc.continue.bmp}

#85 **Tutorial Lesson**

There are three things to remember about your life vest:

{bmc continue.bmp}

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

#86 **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.

#87 **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.**

#88 Help can be authored with interactive instructional segments:

88 TUT_ABOUT

⁺⁸⁹ **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?

#90 +91 **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}

#92 **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}

#93 **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}

#94 **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}

#95 **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}

^{K96} **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.

