

\$20 Help v2.0

The **Affordable** Hypertext and Windows Help Authoring Tools for Word for Windows 6.0

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The \$20 Help Toolbar

\$20 Help consist of 2 main parts, the \$20 Help toolbar and the Project Editor (which is activated from the toolbar).
Click on the pictures for more information.



Make Topic - Defines and names topics



Make Jump - Defines a jump to another topic page



Make Pop-up - Defines a pop-up jump.



Make Secondary Window Jump - Defines a secondary window jump.



No Scoll - Defines a non-scrolling region in a topic



Project Editor - Sets project options, keywords, borwse sequences, etc.



Show Help for \$20 Help - Brings up this help file.



Build Project - compiler [RTE](#), [HPJ](#), and runs Help Compiler.



Show or Hide Help Codes - toggles on and off hidden codes

Create a jump to a Secondary Window

You must have the topic you want to jump to defined before creating a jump to it. Select the jump text and click the Make Secondary Window Button. Choose a topic you want to jump to and a secondary window to contain it. If you need to add additional secondary windows, click the "Add Window" button. The Window Definitions dialog will come up. Define the new window and click "OK". You will be returned to the Create secondary window jump dialog.

When you are returned to your document, the jump text will appear green with a solid underline. Double click on the jump text and the focus of your document will move to the jump topic. [Show Help Codes](#) before editing jump text.

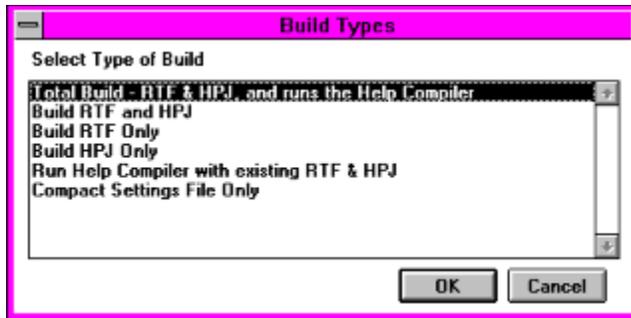
If you make a Secondary Window jump before you have opened the Project Editor, the first one will take a while because the settings ([KEY](#)) file has to be initialized.

Note: Double Clicking on a word in MS Word6 selects the word and the space following it (if there is one). \$20 Help will remove any beginning or trailing spaces from a jump.

Create a jump to a pop-up window.

You must have the topic you want to jump to defined before creating a jump to it. Select the jump text and click the Make Pop Up Button. The text will appear green with a dotted underline. Double click on the jump text and the focus of your document will move to the jump topic. Show Help Codes before editing jump text.

Note: Double Clicking on a word in MS Word6 selects the word and the space following it (if there is one). 2d will remove any beginning or trailing spaces from a jump.



Total Build - Compacts the settings file, compiles the [RTF](#) and [HPJ](#) and then runs the Help Compiler. This file with about 100 topics and 150 keywords takes about 20 minutes to run to completion on a 386 /25 with 4Mb RAM.

Build RTF and HPJ- Compacts the settings file, compiles the .RTF and .HPJ.

Build RTF Only - Compacts the settings file, compiles the .RTF.

Build HPJ Only - Compiles the .HPJ.

Run Help Compiler with existing RTF & HPJ- Runs the help compiler. If you get a memory error, try using HCP.EXE, the protected memory version of the help compiler.

Compact Setting File Only - same effect as using the Compact button from the Project Editor.

Show Help for \$20 Help

Brings up the Help file for \$20 Help if it is in your Windows directory.

Show Or Hide Help Codes

Toggles the Hidden Character and Field Codes. If the settings are not synchronized, both are turned on. Once they are synchronized, the settings are toggled on and off.

Make Jump - Create a jump to another topic page

You must have the topic you want to jump to defined before creating a jump to it. Select the jump text and click the Make Jump Button. The text will appear green with a solid underline. Double click on the jump text and the focus of your document will move to the jump topic. Show Help Codes before editing jump text.

Note: Double Clicking on a word in MS Word6 selects the word and the space following it (if there is one). \$20 Help will remove any beginning or trailing spaces from a jump.

No Scroll

The "No Scroll" button simply changes the paragraph style to "Keep Together" without changing any other properties. The "Keep Together" style ends up in the [RTF](#) as codes that tell the help compiler where to END the no-scroll area. If hidden characters are shown, the paragraphs included in the no-scroll area will have a square dot in the left margin of their first line.

Create a new topic

Select from the first character of a topic to the last. Do not select the HARD page breaks at the beginning or end of a topic. A topic may contain soft page breaks. A dialog will prompt you for a topic name and give instructions for naming topics. These are actually naming rules for MS Word 6.0 *bookmarks*, which is how topics are stored. This topic name is used as the context string for the Help Compiler.

What's included in this Shareware distribution package?

This package contains a set of tools for using Microsoft Word 6 to author Windows Help files. The .ZIP file contains the following files:

README.DOC - A test and tutorial to show you around and test the software on your system and with your version of the help compiler.

20Help2.DOT - Contains all of the code that runs \$20 Help, and the toolbar from which you access its features.

README.TXT - Any last minute notes and version history.

\$20HELP.HLP - This help file.

This Shareware distribution package includes all fully functional tools with ONE MAJOR exception:

The macro that compiles the [RTF](#) is limited to only 20 topics.

Our sad realization as shareware authors is that gratitude alone is an insufficient registration motivation, no matter how useful and inexpensive the software. As much as we hate the very idea of "[crippling](#)", we decided to limit the RTFmacro in this way. When you register we will E-mail the information you need within 48 hours.

Meanwhile you can build your help file in MS Word, use the jumps, and refine the layout with MS Word's WYSIWYG environment. If you find it useful, registration is (like the name says) only \$20.

One of the great things about shareware is the you can get on-line anytime (middle of the night, etc.),get the tool you need and be back to work immediately. Crippling limits that ability. If you are in dire straits for a WinHelp authoring tool NOW, give us a voice call. We're friendly, reasonable people and we can probably work something out.

Why ANOTHER Hypertext and Windows Help Authoring Toolkit!?

Like many programmers, we tried to build Help files with nothing more than MS Word for Windows and found the syntax unintuitive, cumbersome, and tedious. Authoring hyper-text of any kind is difficult without active jumps during editing, and proofing the file as a whole required shelling to DOS and recompiling every on every pass. We searched for tools on-line and found none that met our needs. We already knew the basic syntax and layout. Our help file needs were fairly simple and did not include sound, multi-media, version tracking, or even printed manual layout. We just couldn't justify spending \$100's on a commercial help tool. The share ware tools we found seemed under over-priced, under-featured, or not much easier to learn than using MS Word by itself. Many tools, shareware and commercial that were written as MS Word add-on, used styles to encode certain types of information about the help file and/or required that the document be based on an included template file. We felt this deprived the user of two of MS Word's more powerful authoring tools. The stand-alone applicatoins just don't have a word processor that holds a candle to MS Word 6.0. We needed full access to MS Word's tool set, active jumps during editing and proofing, and automated compliance with help compiler syntax. It seemed that all these things could be provided with a simple set of MS WordBasic macros and that there was a market for a powerful, inexpensive, easy to learn help and hyper-text tool set for MS Word 6.0.

\$20 Help is the second product in our line of help tools. The first, \$5 Help, was written to automate the coding of jumps and building a basic [.RTF](#). \$5 help is aimed at users with experience composing for the help compiler with just a word processor or user's who just wanted to create a hypertext word document. We never intended \$5 Help to be a tool for beginners, but when registrations began coming in , we found that a large portion of our user's were writing their first help file, and had chosen \$5 Help because is was the easiest tool to use of all the one's they had evaluated. So, instead of answering more questions about the help authoring process that \$5 Help assumes the user is familiar with, we wrote \$20 Help to insulate the user from the help compiler's stringent syntax requirements.

Installing or uninstalling \$20 Help on your system.

\$20 Help does change a lot of settings while doing its job in MS Word, but it keeps track of what it has changed and changes the setting back before giving you back control of the project.

To install \$20 Help

1. Copy \$20HELP2.DOT to wherever you keep your MS Word templates.
2. Copy \$20HELP.HLP (this file) to your Windows directory. If it is not in the Windows directory, the "Show Help for \$20 Help" button on the toolbar will not work..
3. Copy \$20HELP2.DOT to where you keep your MS Word templates.
4. The simplest way to use \$20 Help is to load this template as a global template.
5. Select templates from the file menu.
6. Click on the "ADD" button under "Global Templates and Add-ins" and select \$20HELP2.DOT from the file selection dialog.
7. \$20HELP2 will appear in the list box with a check box next to it. You can load and unload \$20HELP by simply checking or clearing the check box. Uninstall \$20HELP2 by clicking on the "Remove" button.
8. To use the tutorial or test the product, copy Readme.DOC into any directory. Open Readme.DOC for an overview and quick test of the product.

To uninstall \$20 Help

Delete \$20HELP2x.DOT and \$20HELP.HLP.

You can also base your documents on this template if you like or copy all the macros, the toolbar, and the autotext entries to the template of your choice, even your NORMAL.DOT. The template and the toolbar are fully editable. The macros themselves are the only secured part of the package. They are in "execute only" format and not editable or readable by the user.

Warning: There are a lot of macros and autotext entries in \$20 help. If you forget to transfer one of them, the tool will not work.

See also - [Project Files](#)

How to Use \$20 Help to make Windows 3.x Help files.

These instructions assume that you are familiar with word processing in general and can operate the basic features of MS Word for Windows 6.0. If you do not know the meaning of an italicized word, you can find it with the search feature in the MS Word 6.0 Help file. Also note that these steps do NOT have to be done straight through once and only once. You MUST create (select and name) a given topic before you can create jumps to it. You must name and save your file before the first time you open the Project Editor unless you want the project to be called DOC1. Otherwise you can work in any order you want.

1. Open a new document based on the template of your choice. If this is not \$20HELP2.DOT. make sure \$20HELP2 is loaded as a global template. Copy in existing text or start composing. It's really convenient to have the contents page as the first page of the document, but it's not necessary.
2. Save your file. The name you give your file will be used to name the [.KEY](#) and [.TMP](#) files that \$20 Help uses for storing the settings for your help project. If you rename the main document, you will lose access to any saved settings, unless you rename the [.KEY](#) and [.TMP](#) files to match the new document name. Save your file before the first time you open the Project Editor.
3. Divide your information into pages (topics), separated by *hard page breaks*. Make sure that there are no hard page breaks inside topics, even if some topics are longer than a page. Select and name your "Contents" (top level) topic even if there will be no jump to it. You can avoid confusing *soft page breaks* with hard ones by setting the height of page on the *paper size* tab of the *page setup* dialog to longer than your longest topic.
4. Select each topic (BUT NOT the page breaks which separate them) and click on the [Make Topic Button](#) on the \$20 Help tool bar. A dialog will prompt you for a topic name and give instructions for naming topics. These are actually naming rules for MS Word 6.0 *bookmarks*, which is how topics are stored. This topic name is used as the context string for the Help Compiler.
5. Anytime after you have created your first topic, you can open the [Help Project Editor](#). This is where you set all of the options for the Help Compiler and assign [Titles](#), Keywords and [Build Tags](#) to your Topics.
6. Once your topics are defined you can create [jumps](#) that jump to those topics. Just select the "hot text" for your jump and click one of the jump buttons. A dialog will appear listing all of your defined topics. Select a topic and click "OK". If defining a [secondary window jump](#), you will also need to choose a secondary window.
7. Hidden information for the [RTF](#) is stored in hidden text and field codes. Use the "[Show Help Codes](#)" button to turn on and off this information. When you are editing text near an already created jump, it's important to see this information so you do not accidentally edit it or separate it from its jump with new text
8. In-line [graphics](#) - like the button pictures in this file - can be pasted in for WYSIWYG layout. Other MS Word 6.0 and help compiler supported graphics formats have not been tested with \$20 Help.
9. Use the [No Scroll](#) button to create any non-scrolling areas you want at the top of topics. Select from the top of the topic (NOT including the page break above) to the point where you want the non-scrolling area to end. Click the No Scroll button.
10. Building the [.HLP](#) file. Save your document. Click on the [Build Project](#) button. Choose the option for the type of build you want. If you build the project a second time, any files from the previous build will be overwritten. \$20 Help was written almost entirely on a 386 with 4Mb.

See Also

[The Features of your HELP file](#)

[The Help Compiler](#)

[Special tips and tricks](#)

[Graphics](#)

Registering \$20 Help

If you like and continue to use \$20 Help you are required to register it. If you want to make a .HLP file of more than \$20 topics, you don't have a choice.

We offer Registration2 Site Licenses! This means is you pay for 2 and get 4; pay for 10 and get 100 and so on and so on and so on.

You can do so in the following ways:

If you have CIS (CompuServe) access GO SWREG and register \$20HLP.ZIP. The program number is 2959. If you are a registered user of \$5 Help, you can register \$20 Help for \$15 by registering program number 2967. If you register the wrong program, we will not refund the \$5. It would cost us a lot more than \$5 to send it back. But, if you remember that you have a credit with us, you can use it when you register something else with us directly.

The registration fee will be added to your CIS bill.

We will E-Mail you the information you need to register your copy of \$20 Help within 48 hours of receiving your registration notice from CIS.

If you DO NOT have CIS (CompuServe) access, we will mail or fax (at your option) your registration information. Send us US\$25 (\$20 for registration, \$5 postage and handling) and your address and/or fax number. Sorry, but we cannot voice call you before faxing. We will fax international!

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License Agreement and Disclaimer

Lets keep this really simple!

If you keep and use \$20 Help, you agree to register it for \$20.

Like all software companies we make NO GUARANTEES!

Like all of our software, we've done our best to see that that it does what we say it does.

If you simply **must** sue a software company, keep in mind that this one's pockets would be much deeper if you get a few hundred thousand of your friends to register first.

Trademarks

All terms mentioned in this help file that are known to be trademarks or service marks have been appropriately capitalized. We cannot attest to the accuracy of this information. Use of a term in this help file should not be regarded as affecting the validity of any trademark or service mark. Microsoft, Microsoft Word, Word for Windows and MS Word are registered trademarks, and Windows is a trademark of Microsoft Corporation.

Project Files

What's really going on here?

Your help project consists of seven files that are created at different times. YOURDOC.DOC is your saved document name. All of the other files have names based on YOURDOC.DOC. If you change the name of YOURDOC.DOC, You must change the name of the [.KEY](#) file if you want to retain any settings you have set in the [Help Project Editor](#).

Created and used by \$20 Help.

YOURDOC.DOC - Your document with access to the \$20 Help tools

YOURDOC.[.KEY](#) - Saved settings file. Created the first time Project Editor is opened. Located in the directory with your document. It is wise to keep a periodic back up of this file. It contains all of the project information, keywords, browse sequences and keyword assignments.

YOURDOC.TMP - Working copy of settings file. Created the first time Project Editor is opened. Located in the directory with your document.

Required by the Help Compiler

YOURDOC.[.RTF](#) - Rich Text format for Help Compiler. Created in build process. Located in the directory with your document.

YOURDOC.[.HPJ](#) - Project file for Help Compiler. Created in build process. Located in the directory with your document.

Created by the Help Compiler:

YOURDOC.HLP - The Final Product! Created when the help compiler is run successfully (or at least partially so!) Supposed to be located in the directory with the Help Compiler - but sometimes seems to get put elsewhere unpredictable. (If you know how to fix this - please write us)

YOURDOC.LOG - Error log of Help Compiler. Created when help compiler is run. Located in the directory with your document.

The [.KEY](#), [.TMP](#), [.RTF](#), [.HPJ](#), and [LOG](#) files will be in the directory you put your document in. The [.HLP](#) file will be in the directory with the help compiler.

All of the code for \$20 Help is secured, but there are some exposed parts of the process. The settings for building the [.HPJ](#), as well as the keywords, [build tags](#), browse sequences, and [titles](#) are being stored in a [.KEY](#) file that has the same name as the document. While the Project Editor is open, it is working from a copy of the [.KEY](#) file, the [.TMP](#) file. When settings are saved, the [.TMP](#) is copied over the [.KEY](#).

After you build the [.HPJ](#), you can open it in a text editor, and add other options acceptable to the help compiler, such as baggage, or help macros.

The Help Project Editor - Project

Click on the controls for an explanation of their function and settings.

Project	Keywords	Topics
Project Options		
Title	C:\A\CARDS\README	
Copyright	Copyright© 1994 SP Unlimited	
Icon	c:\a\cardsempy.ico	<input type="button" value="Browse"/>
Contents Topic	Contents <input type="button" value="↓"/>	<input type="button" value="Secondary Windows"/>
Build from Topics with Build Tag	BuildAll <input type="button" value="↓"/>	<input type="button" value="Add Build Tag"/>
Help Compiler Options		
Location of Compiler	c:\a\hc31hc.exe	<input type="button" value="Browse"/>
Compression	None <input type="button" value="↓"/>	Error Log- On <input checked="" type="checkbox"/> Warning Level 3 <input type="button" value="↓"/>

The Help Project Editor - Keywords Click on the controls for an explanation of their function and settings.

Project	Keywords	Topics
Select Keyword All Build Composing Configure Error Log Help Compiler Help Project Editor Hidden Codes Jumps Pop-ups	Linked Topics ComposingHypertext Contents JumpStart OnYourOwn QuickStart	All Topics in Project ComposingHypertext Contents JumpStart OnYourOwn QuickStart
Delete Keyword	Remove Link	Link Topic
Replace Selected Keyword		
Edited Keyword	All	Change
Add Keyword to Master List		
New Keyword		Add

Save **Compact** **Cancel** **OK**

Save

Save changes to the Project Editor now.

Cancel

Exits the Project Editor without saving changes.

Compact

Removes any deleted topics, keywords or [build tags](#) from the settings file. Compacting after a number of deletions will bring up the Project Editor faster. Project is automatically compacted before it is compiled.

Exit Help

Project Editor. If you have made any changes, you will be prompted to save.

Title

Caption on the WinHelp window. Defaults to name of your project file. The help compiler requires that this string be 50 characters or less.

Copyright

Adds a unique copyright message for the Help file to the about box.

Contents

This is the topic name of the contents topic (the one that comes up when you open WinHelp or use the Contents button).

Icon

Specifies the icon file to be displayed when the Help file is minimized. If this is left blank, WinHelp will use its default question mark icon.

Filename & Location of Help Compiler

This must be the full PATH and FILENAME for your copy of the help compiler. Use the browse button to the right to search for the Help compiler executable. It should be called HC.Exe.

Compression

Sets the level of compression the help compiler will use in the build process. You have the options of None, Medium (about 40%), High (about 50%) and Max (High compression with rebuilding of the keyphrase file). The higher the compression, the longer the build process.

Error Reporting

Check this box if you want a copy of the compilation error report saved. It will be saved to the directory of your document. It will be named YourDoc.LOG.

Warning Level

Specifies the amount of debugging information that the Help Compiler reports.

The three levels of warning are:

- 1 - The Help Compiler reports only the most severe errors.
- 2 - The Help Compiler reports an intermediate number of errors.
- 3 - The Help Compiler reports all errors and warnings.

Current Build

Specifies which build tag to use when compiling the help file. Topics may have as many [build tags](#) assigned to them as you like, but you can only compile one set of build tags at a time, if you need to use a build expression, open the [.HPJ](#) file and edit using Help compiler syntax for the expression.

Windows

List of defined windows. Projects automatically have two windows, "Main" and SecWind". This list box doesn't do anything when you click on it.

Window Definitions

Brings up a dialog box to edit and add windows. You must save any changes you have made in the Project Editor before exiting to the Window Definitions dialog. You will be returned to the Project Editor after exiting Window Definitions.

Window Definitions

Click on controls for more information. Secondary Window names may not be edited or deleted once they are created. Allowing the user to do so could cause orphan jumps in the working document.

Window Definitions

Window Name

- Main
- SecWind

Caption [Same as Project Title]

Stay on Top Maximized

Dimensions

Horizontal 0 Width 1023

Vertical 0 Height 1023

Add Window

OK Cancel

Caption on the secondary window's title bar

The caption for "Main" is determined by Project Title on the Project Tab.

Horizontal Position

Position of top left corner of the selected window from the left side of the screen.

Range 0-1023. Sum of horizontal position and width may not exceed screen size (1023).

Vertical Position

Position of top left corner of the selected window from the top of the screen.

Range 0-1023. Sum of vertical position and height may not exceed screen size (1023).

Width of the selected window .

Sum of width and horizontal position may not exceed screen size (1023).

Height of the selected window .

Sum of height and vertical position may not exceed screen size (1023).

Maximize

Check to set the selected window's size to maximize.

If checked, the compiler ignores the height, width, and position coordinates.

Stay on top

Check to make the selected secondary window to stay on top of the main help window.
Main window may not be set to stay on top.

Selected Window

Select a Window to edit window properties.

New Window

To add a window, type in the new window name and click the Add button. Window names may not exceed 8 characters or contain spaces. Secondary Window names may not be edited or deleted once they are created. Allowing the user to do so would cause orphan jumps in the working document.

Selected Keyword

Selects a keyword to edit, delete, or link topics to.

Delete Keyword

Deletes the selected keyword from the keyword list and from all topics that it is linked to.

Linked Topics

List of topics currently linked to the selected keyword.

Remove Link

Removes the link between the selected keyword and the topic selected in Linked topics box.

All Topics in Project

List of all currently defined topics.

Link Topic

Links topic selected in All Topics list to the selected keyword.

Edited Keyword

Edit the selected keyword, press Change to commit to the edit.

New Keyword

Keyword to be added to keyword list. Enter keyword and press the Add button.

Selected Topic

Selects a topic for assigning [build tags](#), linking keyword and editing topic options.

Linked Build Tags

Lists [build tags](#) currently linked to the selected topic.

Remove Link

Removes the link between the currently selected topic and the [build tag](#) selected in the Linked Build Tags list.

Link Tag

Links the [build tag](#) selected in the list of all build tags to the selected topic.

Linked Keywords

List of keywords currently linked to the selected topic.

Remove Link

Removes the link between the keyword selected in the linked keywords list and the selected topic.

All Keywords

List of all currently defined keywords.

Link Keyword

Links keyword selected in the list of all keywords to the selected topic.

Browse Sequence

Numerical value that determined the order of topics when the user pressed the Browse Forward (>>) or Browse Back (<<) buttons in WinHelp. Topics are added, they are assigned a default browse sequence equal to the highest number used plus 10.

Note: \$20 Help limits the user to numerical browse sequences. The help compiler sorts browse sequences using the ASCII sorting technique, not a numeric sort. Make sure all the strings are the same length, otherwise, a higher sequence number could appear before a lower one. For example, the number 100 is numerically higher than 99, but 100 will appear before 99 in the ASCII sort, because the first character of 99 is 9 and the first of 100 is 1. To compensate for this zeros are concatenated onto the beginning of the default browse sequence.

Topic Title

This is how the topic is listed in the keyword search in your completed Help system. Automatically set to the name the topic was given at creation ,it can be changed in the Project Editor. Under the Topics tab, select the topic whose title you want to change from the list box and enter the new title in the title box. The topic title, unlike its name, can contain spaces.

New Build Tag

Press to enter a new [build tag](#).

All Build Tags

List of all currently defined [build tags](#).

Selected Build Build Tag

Select a [build tag](#) from the list of all build tags and click this button to link it to the current topic.

What \$20 Help doesn't help you do

\$20 Help doesn't do everything. The truth of the matter is that if we get paid decently for the time we spent writing this, we'll be encouraged to add more features. We appreciate all feedback about our software and our interactions with users. We'll upgrade the product as finances allow. If there is something that you need added to \$20 Help NOW, we're open to customizing \$20 Help for you. Please feel free to contact us.

If you need to access any of the following help compiler features, you'll just have to get out the book and do it the old fashioned way.

If the feature requires including special codes or syntax in the body of the document, you can include that reference directly in your document file. If the feature requires the addition or editing of footnotes, you will have to compile the .RTF with \$20 Help, open it in MS Word and edit/add the footnotes. You'll have to do this each time you compile the .RTF. (Yuck!)

Many of the features require additional lines to be added to the .HPJ file. You can edit the HPJ in a text editor before running the help compiler.

Help Compiler features not supported directly by \$20 Help.

- Macros - Help files can do all kinds of things, such as animation, run other programs and deliver baggage.
- Alternate Context String (ALIAS) - allows a topic to have more than one context string
- Multiple Topic Files - allows for the project to be split into several .RTF files.
- Baggage - Executables and other files packaged by the help compiler in the .HLP file and expanded with a help macro.
- MultiKey - allows for more than one keyword table.
- Map Font Size - allows you to use one size of font in the .RTF, but have another size displayed in the help file.
- Force Font - forces a font used in a help file, but not installed the help user's system to be converted to the specified font. For best results, limit your choice of fonts to those included with Windows 3.1.
- Build Expressions - Allows for the use of logical operators in specifying the [build tags](#) to use for the current build. To use an expression in the BUILD option of the .HPJ, edit the .HPJ before compiling the .HLP file.

Graphics

Graphics may be included in the help file in 2 ways, as an inline character or by reference.

Bitmaps can be included directly into the MS Word document, either by copying them to the clipboard and pasting them at the insertion point (known as in-line), or by inserting them as a picture. Once the bitmap is visible, it can be selected and made a jump by clicking on one of the jump types on the \$20 Help toolbar. Do not put graphics in frames. Hypergraphics cannot be pasted directly into MS Word.

To reduce the size of the document (improves MS Word performance), and the final Help file (if the graphic is included in the project more than once), or include hypergraphics, graphics may be included by reference. To include bitmaps by reference enter a reference command in the topic where you want the picture to appear. The reference must be bracketed {} and begins with an alignment command, followed by a space and the full path and filename of the graphic.

Reference Commands

Character (in-line)	{bmc bitmap-filename}
Left-aligned	{bml bitmap-filename}
Right-aligned	{bmr bitmap-filename}

To center the graphic, include it with a bmc reference, select the reference and format it as centered.

Hypergraphics - You'll need [SHED.EXE](#) to create hypergraphics (bitmaps with more than one hotspot). They must be included by reference.

Special tips and tricks

...and other things you want to know about.

The "Make Jump" , "Make Pop-up Jump" and " Make Secondary Window Jump" macros use the Windows clipboard, so don't leave text on there you want to keep while assigning jumps.

Select text and spell check text it before assigning jumps. The codes interfere with the spell checking. You can save all of the interfering codes to a custom dictionary, though. Alternately, you can save your document as text, reopen it in word, spell check the text only version and use it for correcting spelling in you document.

Fonts - Use any of the fonts that come with Windows. While you can use any font in designing your help file, the user won't be able to see the font unless it resides on his system also.

Assigning Keywords - For assigning large amount of keywords to topics, the Topic Tab of the Project Editor runs faster than the Keyword tab. Use both views to make sure that your keywords are comprehensive.

Underlining text - Since the help compiler syntax uses several typed of underling to represent different types of jumps, and WinHelp uses underlines to communicate the location of jumps to the user, it is a good idean not to use any underlined text in the help file that is not intended to be a jump. In many cases, it will cause an error or other unexpeted result, even if it doesn't, it's likely to confuse some users. If you need to emphasize text, MS Word 6 gives you lots of other options for doing this, such as bold, italic and color (but take it easy on the color, OK?).

Bookmarks - Use the EDIT | BOOKMARK command to help you navigate through the document and to make sure your topics are properly defined. It is possible to add text onto the end of a topic in a way that causes the text not to be included in the topic (bookmark). To redefine a topic, select all of the text for the topic.

Context IDs (bookmarks - what you name your topic when you create it) and secondary window names each create a section in the key file. Since there are already sections with the following names, these words cannot be used when you name a topic or secondary window. Note that neither the ContextID or name of the secondary window is visible in the final help file.

- Keywords
- Options
- Project
- Builds
- WinDefs

The Features of your HELP file

If you do not do anything in the [Help Project Editor](#) except set the location of the Help compiler and a contents topic for the project, then your finished .HLP project will have the following features by default.

1. All topics are assigned the Keyword "All".
2. Topics are given a default [title](#) of their ContextID (bookmark name).
3. Topics are assigned the [build tag](#) "BuildAll"
4. Topics are assigned [browse sequences](#) in the order they are in the document and incremented by 10.
5. The topic designated as the contents topic will be assigned a context number of 0 for using [context sensitive help](#).
6. The Help file has Browse Buttons.
7. The default Title for the main window is the name of your document.
8. The default copyright information in the about box says "Your company name here".
9. The Help file has the default WinHelp question mark icon.

All of these features can be edited using the Project Editor.

Quick Start

Here's how to get a quick overview of \$20 Help's features. If you have created a .HLP file before, we expect that you can do the following four steps and be ready to start to work on your own project.

1. Copy \$20HELP2.DOT to wherever you keep your MS Word templates.
2. Copy Readme.DOC into any directory.
3. In MS Word's file directory, select "Templates...". Check the box next to \$20help.dot.
4. Open Readme.DOC for an overview and quick test of the product.

Shareware products available on-line

Access Developers Speed Tools (ADST) 3.0 - Add-on library for MS Access 2.0 which puts a row of buttons on the caption bar to perform many common environment commands with a single click. Allow for easy full screen design of forms. Updated for Access 2.0, ADST3 features a copy box (like having an extra clipboard!) and pop-up help.

\$5 Help - MS Word 6.0 template with tools and macros that allows users to compose for the Windows Help Compiler in a hypertext environment and then converts the document into an [RTF](#) format, ready for the Help Compiler. Intended as a tool for experienced help writers who need a tool to make their job easier, but don't want to be held by the hand. Beginner's are encouraged to check out \$20 Help.

\$20 Help - MS Word 6.0 template with all the tools of \$5 Help and a tab dialog box for setting project options that build the project file and allow for easy assigning of keywords, browse sequences, [titles](#), [build tags](#), and defining windows. Perfect tool for the first time Help author. Active jumps in the document allows for easy construction of Windows .HLP files.

Contact: Taylor Brown or Lisa Brice
Synergistic Productions Unlimited
InterNet - synprod@onramp.net
CompuServe 72322,765
1503 Nance St.
Houston, TX 77002-1127

The first time you bring this dialog up in a project will take the longest. Each time you open the help project, any topics that you have added will be initialized.

If you delete topics or keywords, compacting the project will also speed up the operation of this dialog. Turning off the 3-D dialog option will speed up how fast this dialog comes up.

The dialog is shown here as a 2 color bitmap to reduce the size of this help file.

The Help Compiler

What you need - You must use version 3.10.505 of the Help compiler or later to be compatible with [RTF's](#) produced by MS Word for Windows 6.0. You can use either the regular or protected memory version of the Help compiler. Look for filename HC505.EXE.

Where to get it - The Help compiler is included with most Microsoft developer's packages. Chances are, if you need it, you have it. If you've looked through your software and haven't located it (or if you have an older version), you can get the version you need directly from the Microsoft Download Service. The most convenient place to find the phone number is in MS Word's online help. Go to the "Contents" page and select "Technical Support". Under "Types of Technical Support", look for "Electronic Services". You're looking for the Microsoft Download Service phone number. You can download the correct version of the Help compiler as well as any related technical information. You can also get it at <ftp.microsoft.com> on the InterNet,

What it does - The Help compiler is a DOS based, command line application. It creates online Help systems for users of your applications. For more detailed information read about [project files](#) and look through your Help compiler documentation.

.RTF - Stands for rich text format. This type of file contains the text and graphics of a topic, as well as the codes which link topics. At least one RTF file is required in order to create a Help file. The \$20 Help RTF macro takes the text and graphics you've entered, inserts the necessary codes, and prompts MS Word to output the completed RTF file.

.HPJ - Stands for **H**elp **p**roject file. This file contains the list of files needed for the Help file, instructions for the compiler, and macro and secondary window definitions. One and only one .HPJ file is needed to create a Help file. This file is created by the .HPJ macro included in \$20 Help.

SHED.EXE - The Hotspot Editor. This program allows the user to define hot spots in graphics files. Hot spots link areas in the graphics to topics in the Help file, permitting jumps to those topics. You should be able to find this program where you find the [Help Compiler](#).

.KEY - Settings file created by \$20 Help. It contains all of the project information, keywords, browse sequences and keyword assignments that are added to your file when you build it using the "[Build Project](#)" option.

Build Tag - A label that can be assigned to a topic that allows you to specifically include or exclude that topic from a build. A topic can have any number of tags. Topics without tags are always included in a build.

Error Messages

Because there are so many things working together to produce your Help system, there are also several sources for error messages. If you have MS Word or Help compiler errors, you will need to look to the documentation on those programs for remedies. However, there is one type of Help compiler error we can offer advice on, those based on the theme "out of memory". The Help compiler is a DOS command line program. In order to free up more memory, you can quit Windows and run the compiler from your DOS prompt as follows:

1. Quit Windows
2. Change to the directory where you want the Help system
3. If the current directory is not the directory containing the Help compiler or your Help project files, you must enter full path lines when referring to them. EX: C:\HELPC\HCP C:\WORKFILE\MYFILE.HPJ.

Project Editor - Helps you organize and edit your entire Help system project. There are three tabs to help you keep track of everything in your project:

1. Project tab - project title, copyright information, icon, secondary windows, build tags, location of help compiler, file compression, compiler warning level, contents topic, type of [\[MAP\] section](#)
2. Keyword tab - keywords, topics, links between them
3. Topics tab - keywords, topics, links, build tags, topic titles, browse sequence

See also [Help Project Editor Window](#)

Build Project - Builds your [HPJ](#) and [RTF](#) files and runs the Help compiler. The [Build Settings](#) dialog box offers five types of builds as well as the option of compacting your settings file.

Support for Context Sensitive Help

[MAP] section - An section in the .HPJ that associates context strings with context numbers. Context numbers are used when creating context sensitive help. \$20Help v2.0 includes the automatic creation of a consecutively numbered [MAP] section as an option under the project tab in the [Help Project Editor](#). This control is not currently included on the picture of the Help Project Editor in this help file.

By default, \$20Help will create a one item [MAP] section assigning the context number zero to the contents topic.

If this option is selected, all topics (including the contents topic) in your help file will be given consecutive context numbers in the order in which they appear in the .DOC file beginning with the number 1.

Note: Most development platforms that support context sensitive help use a default context number of 0 so that controls in your application that are not assigned a context number will come up to a default page in your help file. If you want a default topic when using the consecutively numbered option in \$20 Help, open the [.HPJ](#) file in a text editor before compiling your help project . Change the context number in the [MAP] to zero for the topic you want to come up by default. The consecutively numbered option does not define a default topic because the topic that you want to come up by default is often an index instead of the contents page. We also find that it is easier to do a thorough testing of context sensitive help in an application if controls that have not been assigned a specific topic do not bring up a default page unless a person has found that there is no specific topic the control can be assigned. In short, we find that having no default is an easy way of tracking which topics have been checked for an appropriate topic and which have not.

What's new in verions 2?

- Automated [\[MAP\]](#) section creation added to HPJ. Version 2.0 now assigns context numbers for use with applications that support context sensitive help.
- Registration system upgraded. You'll notice that we don't have to send you new version of \$20 Help when you register. The new system will solve confusion caused by having two versions of \$20 Help on a system.
- Error in keyword deletion and keyword/topic link deletion fixed. In previous versions, removing all keywords from a topic caused an error.
- Improvements on this file. Since we've found that so many of our users have never written a help file before, we've spent a lot of time doing usability testing on the application and this help file. We hired a couple of beginning computer users and had them build a project with only this file for help. We listened to all of their comments and additional questions and tried to include all of that information in this help file. If you have suggestions about informations that is not included here, please contact [us](#).

