

## 1. Intro

Welcome to QDHELP, the Quick and Dirty Help writer's assistant for MS Windows. QDHELP has a noble purpose, to save you money! Currently, you can get the Microsoft help compiler with a number of software development products. It comes standard equipment with the MS Visual C++, Borland C++ for Windows, and Visual Basic Professional. The problem is that the help compiler expects its input to be in rich text format (RTF). One of the few ways to generate RTF is by using Microsoft Word. Coincidence? You can be the judge of that. Since QDHELP costs \$49.00 (you do plan to register, don't you?) and Microsoft Word retails for \$495.00 you can save yourself a cool \$456.00 by using QDHELP to generate your help files. Of course if you already own Microsoft Word you save nothing except time. QDHELP makes it simple to generate a help file. Using any ASCII editor you can have MS Windows help with topics, standard links, popup links, bitmap links, browse sequences and keyword searches in no time!

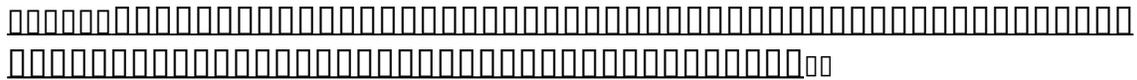
QDHELP has many features that make your task of writing help files easier than ever before. This document presents detailed information on all of them. Try QDHELP and I'm sure you will be more productive as you generate MS Windows help files the Quick and Dirty way!









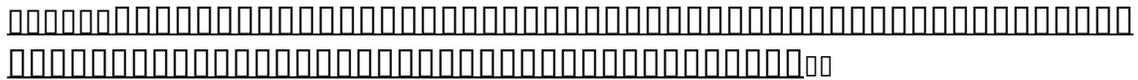


## 5. QDHELP Language Commands

Commands must be the first non white space characters on an input line. In QDHELP white space is a combination of space or tab characters.

This section will discuss the commands that the QDHELP language understands. Don't be intimidated, there are not that many. We will cover each command in some detail. The following is a list of all the commands that QDHELP understands. They are sorted in order of likely usage in a help file. The detailed explanations are in the same order.

Command	Description
/hpjoptions	pass data into the OPTIONS section of the .HPJ file
/hpjfiles	pass data into the FILES section of the .HPJ file
/hpjbuildtags	pass data into the BUILDTAGS section of the .HPJ file
/hpjconfig	pass data into the CONFIG section of the .HPJ file
/hpjbitmaps	pass data into the BITMAPS section of the .HPJ file
/hpjmap	pass data into the MAP section of the .HPJ file
/hpjalias	pass data into the ALIAS section of the .HPJ file
/hpjwindows	pass data into the WINDOWS section of the .HPJ file
/hpjbaggage	pass data into the BAGGAGE section of the .HPJ file
/include	includes another file in the current help file
/pragma	set option to influence the operation of the QDHELP parser
/defformat	set the default format for the entire document or a single topic
/topic	start the definition of a help topic
/glossarytopic	start the definition of a help topic and put the topic into the glossary
/endtopic	end the definition of a help topic
/title	set the title of a help topic
/keywords	set the search keywords for a help topic
/browse	set the browse category and position of a help topic
/defformat	set the default format for the document or topic
/para	start a paragraph
/endpara	end a paragraph
/topicmacro	assign a macro to execute when a topic is selected
/helpid	assign the context sensitive help value to this topic
/text	format text in a special way (i.e., bold, underline etc.)
/link	make a hypertext link
/popumlink	make a popup hypertext link
/bitmaplink	make a bitmap picture hypertext link
/macrolink	make a macro execution hypertext link
/bitmap	add a bitmap to the current help topic
//	comment, ignore rest of line



## 5.1 /hpjoption command

Syntax:

### **/hpjoptions OPTION, value**

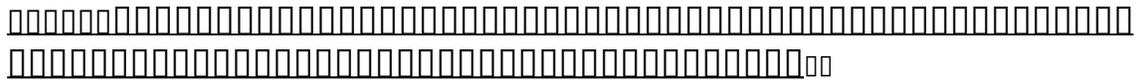
The /hpjoptions command is used to set one of the option variables available in the .hpj file used by HC. The valid options are the following:

BMROOT	Root directory for finding bitmaps.
BUILD	Define build criteria.
COMPRESS	Select type of Compression used.
CONTENTS	Select context of contents screen.
COPYRIGHT	Add copyright string to About dialog box.
ERRORLOG	File to write HC compilation messages to.
FORCEFONT	Force use of specific fonts.
ICON	Specify help minimized icon.
LANGUAGE	Sort order for Scandinavian language.
MAPFONTSIZE	Map fonts to different sizes.
MULTIKEY	Select alternate keyword mapping for topics.
OLDKEYPHRASE	Use old keyphrase table.
OPTCDROM	Optimize for CDROM use.
REPORT	Select display of build messages.
ROOT	Root directory to find topic and data files.
TITLE	Specify help window title bar text.
WARNING	Select level of warning messages.









## 5.5 /hpjbitmaps Command

Syntax:

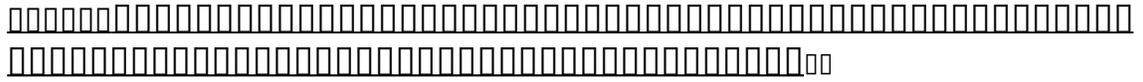
**hpjbitmaps c:\path\file.bmp**

This command specifies bitmap files to be included in the build. Bitmap files need only be specified if they can not be found in the directories in BMROOT or ROOT.









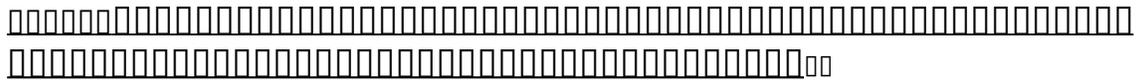
## 5.9 /hpjbaggage Command (Win 3.1)

Syntax:

**/hpjbaggage file**

The /hpjbaggage command allows you to tell the help compiler to store files in its internal file system, not on the DOS file system. This allows better access time for multimedia data.





## 5.11 /defformat Command

Syntax:

### **/defformat format commands**

The /defformat command allows you to set the default format for the entire document. The format commands can be text formatting commands. This format will be applied to all text in the document. If the /defformat command is used inside of a /topic then the format will only be used for that topic. If there is a document wide format a topic format will override the document format. You will notice that this topic is a different color from the rest of the topics. This is caused by using a /defformat command in this topic to change the text color. The actual command is given below.

Example:

```
/defformat \cf9
```

Once a /defformat is in place all text in the document will have the specified formatting attributes applied to it. You can, however, override the /defformat commands. For example, if you set the defformat to the following:

```
/defformat \fs20\cf5
```

the font size is set to 20 and the foreground color to color number 5 for the whole document. Now if inside a topic you use another /defformat command

```
/topic
```

```
/defformat \fs40
```

```
/endtopic
```

You will override the document font size of 20 with a font size of 40, but because you did not change the foreground color it will remain color 5. Using this information it is possible to lay your /defformat out so as to make your help writing as easy as possible. If most of your paragraphs in a topic need a space of 100 after them but some need as space of 0, set your /defformat in the topic as follows:

```
/defformat \sa100
```

Now on the paragraphs that need 0 space do the following:

```
/para \sa000  
/endpara
```

This causes the paragraph to have no spacing after it., which is just what we wanted.

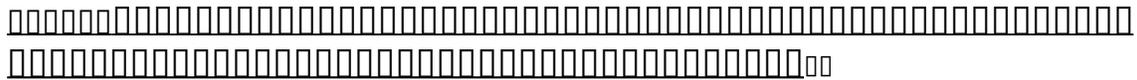
□□











## 5.15 /keywords Command

### Syntax:

**/keywords word1[;word2...]**

The keyword command is used to set the keywords that will find a particular topic. The keywords are used by the Microsoft Windows 3.0 help engine. These are the words you will find in the Search For window of the dialog box that appears when you press the search button while using help.

### Placement:

The keyword command is only valid within a topic definition before any paragraphs have been defined.

### Limitations:

None.

### Example:

```

/topic KEYWORD_EXAMPLE

    /title Copying and Pasting Text
    /keywords cut;document;Document menu commands;double space;edit

    /para
    This is just some text in an example
    /endpara

/endtopic

```

In the above example five (5) keywords are defined for this topic. The keywords are cut, document, Document menu commands, double space, and edit. In the search command of the MS Windows help engine these three words would be available in the Search For list in the Search window (Figure 1). Choosing one and performing the search would cause the title string "Copying and Pasting Text" to be shown in the Topics Found list in the Search window (Figure 2). Also note that the keyword cut must have also been defined in the topics with titles "Edit Menu Commands" and "Pasting,Copying, and Cutting Pictures".

Search For:

cut	
cut	
document	
Document menu commands	
double space	
edit	

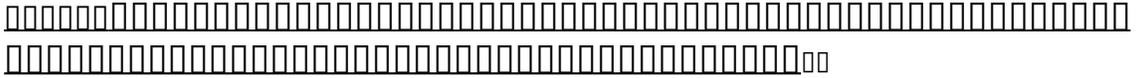


Figure 1.

3 Topics Found

---

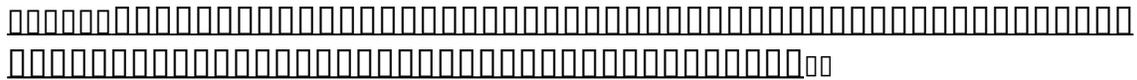
Edit Menu Commands	
Copying and Pasting Text	
Pasting, Copying, and Cutting Pictures	

---

Figure 2.







## 5.17 /para /endpara Commands

### Syntax:

**/para [paragraph format commands]**

...

**/endpara**

The /para /endpara commands mark the start and end of a paragraph, respectively. There are several commands that are only valid inside a paragraph definition. They are /text, /link, /popumlink, /bitmap and /bitmaplink. For more information see section 6.1, Command Placement.

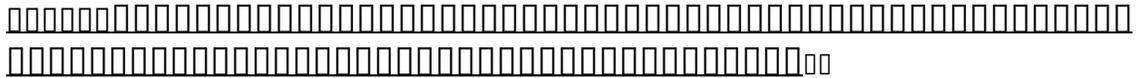
The paragraph format commands are RTF commands that are passed through to the help compiler unchanged. Below is a list of the most useful RTF commands for paragraph formatting and their meanings. Many commands deal with the unit called twips. A twip is 1/1440 of an inch (that is not very much!).

NOTE: that RTF commands begin with a backslash (\) whereas QDHELP commands begin with a slash (/).

RTF Command	Category	Description
\ql	Justification	Paragraph left justified.
\qr	Justification	Paragraph right justified.
\qj	Justification	Paragraph plain justified.
\qc	Justification	Paragraph centered.
\fiXXX	Indentation	First line indented XXX twips
\liXXX	Indentation	Left margin all lines indented XXX twips
\riXXX	Indentation	Right margin all lines indented XXX twips
\saXXX	Spacing	XXX twips after the last line of the paragraph
\sbXXX	Spacing	XXX twips before the first line of the paragraph.
\slXXX	Spacing	XXX twips space between lines of the paragraph
\brdt	Border Placement	Border on top of the paragraph
\brdb	Border Placement	Border on bottom of the paragraph
\brdl	Border Placement	Border on left edge of the paragraph
\brdr	Border Placement	Border on right edge of the paragraph
\box	Border Placement	Border on all sides of the paragraph
\brds	Border Style	Single line border
\brdrth	Border Style	Single thick line border
\brdrsh	Border Style	Shadow border (try it, you'll like it!)
\brdrdb	Border Style	Double line border
\brdrdot	Border Style	Dotted line border
\keep	Word wrap	Turn off word wrapping.
\keepn	Scrolling Region	Create a non -scrolling region

The paragraph format can contain any combination of these. Of course, if you give it two (2) different border styles for one paragraph the results will be unpredictable.

□□



**Placement:**

The para command is only valid in a topic after the definition of the title, keyword, and browse sequences. A topic does not need to have a title, keyword, or browse command in it, but if it does the para must come after any that are included.

**Limitations:**

None.

**Example:**

```
/topic PARA_FORMAT_EXAMPLE

    /title Paragraph Format Example

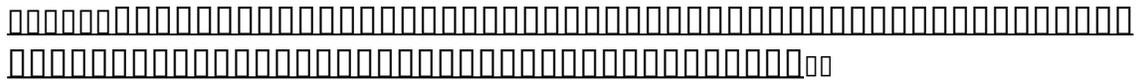
    /para \sa200 \box
    This text would have a border drawn around every side of it and would have 200 twips of
    blank space placed after it.
    /endpara

    /para \qc
    This paragraph would be centered. It would appear 200 twips after the last line of the
    previous paragraph. This is due to the previous paragraph's \sa200 command.
    /endpara

/endtopic
```







## 5.20 /text Command

### Syntax:

**/text format commands , text string**  
**or**  
**{ format command text string }**

The /text command allows special inline formatting of text in your paragraphs. The format commands are applied to the text string which follows.

The text format commands are RTF commands that are passed through to the help compiler unchanged. Below is a list of the most useful RTF commands for text formatting and their meanings. Some commands deal with the unit called twips. A twip is 1/1440 of an inch (that is not very much!).

NOTE: RTF commands begin with a backslash (\) whereas QDHELP commands begin with a slash (/).

RTF Command	Category	Description
<b>\b</b>	Text Formatting	Bold Text
<b>\i</b>	Text Formatting	Italic Text
<b>\strike</b>	Text Formatting	Strike Thru Text
<b>\ul</b>	Text Formatting	Underline Text
<b>\cfXXX</b> XXX is	Text Formatting	Change color of text to color XXX, where 0 thru 15.
<b>\fsXXX</b>	Text Formatting	Change font size to XXX twips
<b>\fXXX</b>	Text Formatting	Change font where XXX is 0 = Tms Rmn, 2 = Helv and 4 = Courier.

### Placement:

This command can only appear inside a /para /endpara group. If found outside an error will be generated.

### Limitations:

None.

### Example:

```
/topic TEXT_FORMAT_EXAMPLE

    /title Text Format Example

    /para
    This is some nonaffected text
    /text \b,This text would be printed bold
    /endpara

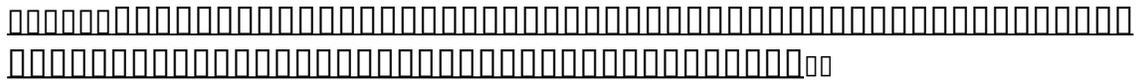
    /para
```

□□









## 5.23 /bitmaplink Command

### Syntax:

**/bitmaplink TOPIC\_NAME, FILENAME.BMP [,line]**

The bitmaplink command is another way that you make hyperlinks between help topics. This command will cause a link from the current topic to the TOPIC\_NAME topic. The link will be activated by pressing the mouse button while over the bitmap that is contained in the file name specified. The bitmap is stored as a standard Windows .BMP file. The file name should **not** contain any DOS path information. The path information about where the bitmap file is located on your disk drive should be placed in the .HPJ file used by HC. Your Help Compiler manual should answer any questions you have regarding the .HPJ file's contents. See the /link command for a description of the ,line option.

### Placement:

This command can only appear inside a /para /endpara group. If found outside an error will be generated.

### Limitations:

None.

### Example:

```
/topic BITMAPLINK_EXAMPLE

    /title Bitmaplink Example

    /para
    This is some text that says nothing
    /bitmaplink TOPIC_2, SOMEFILE.BMP
    /endpara

/endtopic

/topic TOPIC_2

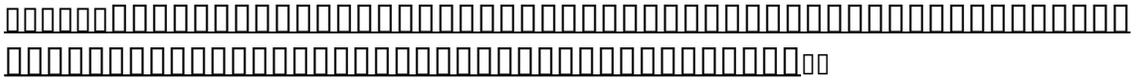
    /title Topic 2

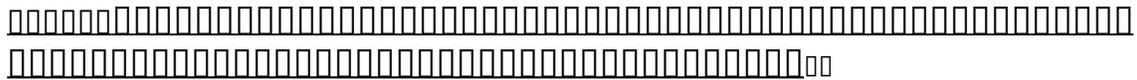
    /para
    This is some more text that says nothing
    /bitmaplink BITMAPLINK_EXAMPLE, MYFILE.BMP
    /endpara

/endtopic
```

In the above example each topic is linked to the other. In the first topic there will be the bitmap found in SOMEFILE.BMP. When clicked on with the left mouse button it will take us to TOPIC\_2. In topic 2 there is a bitmap found in MYFILE.BMP that will take us back to the BITMAPLINK\_EXAMPLE topic.

□□





## 5.24 /macrolink Command (Win 3.1)

### **Syntax:**

#### **/macrolink Text , Macro**

The /macrolink command creates a hyperlink from Text to the execution of one of the help system's macros. The macros are defined in Vol 4. of the MS Windows Programmer's Reference books.

### **Placement:**

This command can only appear inside a /para /endpara group. If found outside an error will be generated.

### **Limitations:**

This command is only valid for MS Windows 3.1 WINHELP engine.

### **Example:**

```
/topic TOPIC1
```

```
/para
```

```
This is just junk
```

```
/macrolink Tell Us About it,About()
```

```
/endpara
```

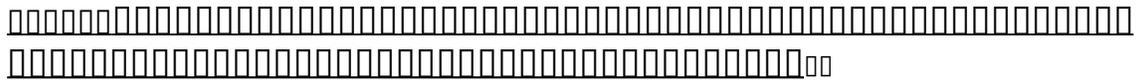
```
/endtopic
```

The above example will generate a link "Tell Us About it" which when clicked on will cause the macro About() to be executed. About() is a predefined macro which will show the About dialog box for WINHELP.

You really must get some of the Windows documentation to take full advantage of the available help macros. I suggest you get a copy of the following book:

Microsoft Windows 3.1  
Programmer's Reference  
Volume 4  
Resources

It lists all of the help macros along with a description of what each one does and the arguments it needs passed to it.



## 5.25 /bitmap Command

### Syntax:

#### **/bitmap position , FILENAME.BMP**

The /bitmap command places a bitmap into the help file at a position. The bitmap is in the file named FILENAME.BMP. The file name should **not** contain any DOS path information. The path information about where the bitmap file is located on your disk drive should be placed in the .HPJ file used by HC (MS Help Compiler). Your Help Compiler manual should answer any questions you have regarding the .HPJ file contents. The position of the bitmap is determined by the value placed into the position parameter. The valid values are shown in Table 1.

Position Value	Description
l	Left, place the bitmap at the left margin of the current text.
r	Right, place the bitmap at the right margin of the current text.
c	Character, place the bitmap at the location that the next character in the sentence would have been placed.
lwd	TBD
rwd	TBD
cwd	TBD

Table 1.

### Placement:

This command can only appear inside a /para /endpara group. If found outside an error will be generated.

### Limitations:

Text does not always align the way you would expect when using this command. You must try the command and judge the results on a case by case basis.

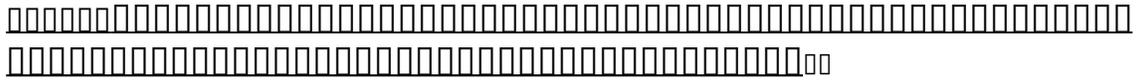
### Example:

```
/topic BITMAP_EXAMPLE

    /title Bitmap Example

    /para
    Left sided bitmap
    /bitmap l,MYBITS.BMP
    To the left!
    /endpara

    /para
    Right sided bitmap
    /bitmap r,MYBITS.BMP
    To the right!
    /endpara
```

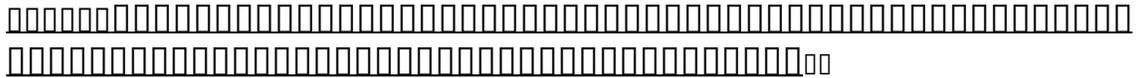


```
    /para
    before the bitmap
    /bitmap c,MYBITS.BMP
    after the bitmap
    /endpara

/endtopic
```

In the above topic the same bitmap would be displayed three (3) times. First the bitmap would be on the left margin of the help topic, then on the right margin, and then in mid sentence. The right and left margin justified bitmaps do not always come out before the text that is after them in the paragraph. We are working to find out if this is a limitation of the help engine or QDHELP.





## 6. Language Structure

### 6.1 Command Placement Example

Some commands in QDHELP must be positioned in certain places. This section graphically describes the relationship of commands and placement in QDHELP.

The // command and the /include command can be used anywhere.

```
//
/include SOMEFILE.QDH
```

The /topic command has a specific order in which the commands should be placed in it.

```
/topic TOPIC1
```

-----	
/title This is the title	<-- These commands must be between the /topic and
/keywords one;two;three	the first /para command. They can be in
any order.	
/browse category,1	
-----	

```

      /para
      Some text
      /endpara

      /para
      -----
      |
      | /text \b,BOLD TEXT
      | /link TOPIC2,Go To Topic 2
      | /popuplink TOPIC2,Popup Topic 2
      | <-- These commands must be used inside
the   |
They can | /bitmaplink TOPIC2, TOPIC2.BMP
      |        /para . . . /endpara commands.
      | /bitmap c,PICTURE.BMP
      |        be used multiple times in any order.
      |
      -----
      /endpara

/endtopic
```

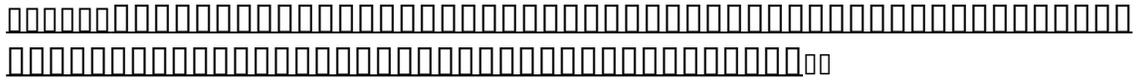












## **Glossary**

RTF	Rich Text Format
HC	Microsoft Help Compiler
twip	1/1440th of an inch
MS Windows	Microsoft Windows