

## t Balloon Help<sup>153</sup>

If you are running under System 7, you can obtain Balloon Help on Prograph menus, menu items, and dialogs, as well as on the contents of Prograph edit windows. You can also use the Prograph Balloon Help Editor to quickly create Balloon Help for your own applications.

### Balloon Help Editor<sup>184</sup>

Balloon Help for menus and menu items may be entered by clicking the Balloon... button in the Menu Editor. Note that the Menu Editor permits selection of the Menu title as well as of Menu Items; the Menu Title de-highlights when a Menu Item is selected. The Balloon Help dialog will assign Balloon Help messages to the currently selected Menu or Menu Item.

To access the Balloon Help Editor from the Window Editor:<sup>184</sup>

- u Enter the Window Editor, either by opening a window from the Application Editor, or by selecting Enter Editor from the Apple Menu when one of your application windows is frontmost or when the Attributes window of a Window class or subclass is frontmost.

- u Double-click any window item to open its editor dialog. Below is the Button specification editor, with its Balloon... button:<sup>184</sup>

Click the Balloon... button to open the Balloon Help Editor.<sup>184</sup>

Select the type of help message you want from the Balloon Contents pop-up menu. If you choose String you can directly type the text of your help message. If you choose 'STR#', 'TEXT', 'PICT' or 'STR ' you must specify the resource ID of the resource which will be displayed by Balloon Help.<sup>155</sup>

---

IMPORTANT: Resource type 'STR' is not available for use with Balloon Help messages for menus or menu items.

-----

u  
Enter the appropriate information in each of the applicable fields.

u  
Run your application and turn on Balloon Help.<sup>155</sup>

he appearance of the Balloon Help dialog changes to reflect your choice of one of the types from the Balloon Contents pop-up menu.<sup>155</sup>

- o For String, 1 box is provided for typing each help message.
- o For 'STR#', 2 boxes are displayed for each help message, one for the resource ID (integer) and one for the index (1-based) within the 'STR#'.
- o For 'STR ', 'PICT' or 'TEXT' one box is displayed for the resource ID of each help message.

For each item for which there is to be balloon help, up to three messages may be displayed, so the dialog displays three message boxes. For the different types of item the messages are:<sup>156</sup>

- o Menu – Enabled, Disabled, Item Disabled because Menu disabled.
- o Menu Item – Enabled, Disabled, Checked & Enabled.
- o Button – Enabled and Disabled.
- o Check Box and Radio Button set – Enabled, Disabled, and Checked & Enabled (note that for Radio Buttons Balloon Help applies to the set of Radio Buttons, not to each one individually).
- o Scroll List, Scroll Text, and Edit Text – Enabled, Disabled, Selected & Enabled.
- o All other Window Items (Text, Canvas, Click Item, Pop-up Menu, Graphic, Pict and Icon) – Enabled and Disabled.<sup>156</sup>

---

TECHNICAL NOTE: The balloon attribute has as its value a list that either is empty (no Balloon Help) or has 3 or 4 elements. This value can be manipulated by your application at runtime. The first element of the list is an integer specifying the type of Balloon Help. The remaining elements are the messages, with the defaults (for values that were not entered) being "", (0 0) and 0 for string, 'STR#' or other resource type, respectively. The Balloon Help type identifiers are as follows:<sup>157</sup>

String	
1	
STR#	
3	
STR	
7	
PICT	
2	
TEXT	
6	

-----