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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[2] Help Index
[3] index:0005

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Sample Graphics
Keyboard Topics
Design Ideas
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[4] index_2
[5] index:0010

[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.

~~Copy~~   Copies text to the clipboard.
~~Cut~~   Deletes text and moves it to the clipboard.
~~Paste~~ Moves text from the clipboard to the edit window.
~~Undo~~   Cancels a previous operation.
~~Font~~   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

Copying Text

Highlight the text you wish to copy and then use the ~~Copy~~ command to copy it to the <u>clipboard</u>.   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 <u>clipboard</u> 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

#26$27+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.

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[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 <u>clipboard</u>.

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

Use this command to move text to the <u>clipboard</u>.

#38$39+40Paste 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.

^{#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.

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[59] HELPID_FILE_SAVE_AS
[60] File Save As Command
[61] HELPID_FILE:060

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
```

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[62] cs_topics

Edit Window

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

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[63] HELPID_EDIT_WINDOW
[64] Edit Window
[65] screen_regions:010

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.

[#70]$[71]+[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

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.

<u>Borland</u>

The letter B is for best of breed development tools.

O is for Object-Oriented Programming.

R is Rapid Application Development.

L is for leader in development tools.

A is for awesome.

N is for no SDK required.

D is for debugging power.

[83] [+84] **Tutorial <u>Lesson</u>**

There are three things to remember about your life vest:

<u>{bmc continue.bmp}</u>

[83] REVEAL_ZERO
[84] DESIGN:0005

There are three things to remember about your life vest:

<u>{bmc continue.bmp}</u>

{bmc bullet.bmp}Where it is.

There are three things to remember about your life vest:

<u>{bmc continue.bmp}</u>

{bmc bullet.bmp}Where it is.
{bmc bullet.bmp}How to put it on.

There are three things to remember about your life vest:

<u>{bmc done.bmp}</u>

{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}

[90] SIM_start
[91] DESIGN:0010

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}

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}

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}

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}

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.

[96] DOS;