# Welcome

Welcome to the HTML to MAML Converter. This utility is used to convert HTML files to Microsoft Assistance Markup Language (MAML) topic files so that they can be compiled into help files using the Sandcastle Help File Builder with the selected presentation style's look and feel. The utility is located in the .\Extras folder under the root help file builder installation folder (typically C:\Program Files (x86)\EWSoftware\Sandcastle Help File Builder).

# ■ What is Conceptual Content?

Conceptual content allows you to define non-API documentation that is included in the help file for usage notes, walkthroughs, tutorials, etc. Instead of HTML, conceptual content topics use Microsoft Assistance Markup Language (MAML). This is basically XML conforming to a well defined schema that describes the structure of the conceptual content much like XML comments describe the structure of the code comments. There is no layout or style information within the MAML files. Instead, they are ran through a series of XSL transformations using Sandcastle's **BuildAssembler** tool similar to the reference (API) content so that they match it in appearance and features. This allows you to utilize the various Sandcastle and third-party build components to alter and extend the presentation style used in the topics.

The term "conceptual content" is actually a catch-all term used to refer to the various types of content that may appear in the help file. MAML actually defines several different content types, each used for a specific type of document (conceptual, glossary, how-to, reference, etc.). Each type has a specific structure with various required and optional XML elements. For more information on MAML, the various topic types, and the various elements that you can use within them, see the **Sandcastle MAML Guide**.

# ■ The Converter Utility

The purpose of this utility is to quickly convert a batch of HTML files (or .topic files used by the Sandcastle Help File Builder) into MAML topics to save you from having to do it manually. Since the conversion to MAML is not perfect, you will still need to review the topics afterwards to clean up any unresolved issues and To Do items

noted in the conversion log. The converter will transform the HTML topics into the generic **Conceptual** topic format. If you require that a topic conform to one of the other MAML topic formats such as **Walkthrough**, **How To**, **Glossary**, etc. you will need to make the necessary adjustments afterwards.

# ▲ See Also

Other Resources
Using the Converter
Version History
Links to Resources

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- Microsoft Public License (Ms-PL)
- Copyright Notices

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# Using the Converter

This topic will walk you through using the converter to convert a batch of HTML files to MAML topics.

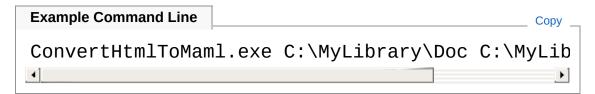
#### **Using the Converter**

1. The converter is a console mode application. As such, open a command prompt in order to run it. The utility is located in the .\Extras folder under the root help file builder installation folder (typically C:\Program Files (x86)\EWSoftware\Sandcastle Help File Builder).

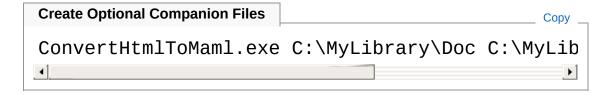


The converter uses an XML file that contains the conversion rules. This file must reside in the same folder as the converter's executable.

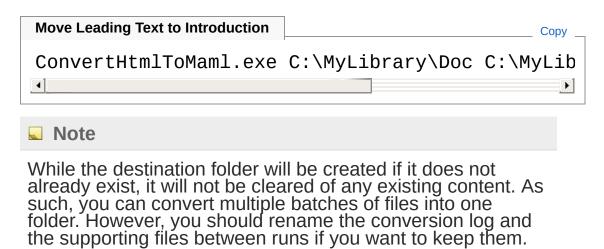
2. The converter takes a folder name containing the files to convert as the first parameter and the name of a new folder in which to place the converted topics and supporting files as the second parameter. The folder names must be different but the new folder does not have to exist and will be created if necessary. Below is an example command line:



An optional parameter, *Icompanion*, can also be specified to create companion files for the converted topics. This is useful if your documentation tool, such as **DocProject**, makes use of them to store the topic title, help attributes, and index keywords.



An optional parameter, *ImoveIntro*, can also be specified to indicate that the converter should move any topic text preceding the first section element created into the introduction element. This option may produce better results in cases where your HTML topics contain leading text before the first header element, such as an H1 element, that should appear in the MAML topic's introduction element. If your topics lack an HTML header element, this option will typically move the entire topic text into the introduction element which is probably not wanted and the option should be omitted. In that case, a default introduction element is inserted into each topic and you can move text into it during the clean-up phase.



- 3. As the converter runs, it writes information to the console as it goes. This information is also saved to a log file in the destination folder.
- 4. Once finished, the review process can begin to clean up any issues and To Do items in the converted topics. The log file can help you locate items that need attention.

# ▲ See Also

#### Other Resources

The Conversion Process
Additional Output Files
Warnings and To Do Items
Common Issues and Solutions

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# The Conversion Process

Unlike MAML topics which must be well-formed XML, HTML files are not necessarily as strict in their conformance to such rules. End tags are not always present, the "/" in self-closing tags is not always present, entities are not always encoded correctly if at all, etc. As such, the HTML to MAML converter extracts key parts of the HTML files and uses a series of regular expressions paired with match evaluators to alter the HTML elements by replacing them with their MAML equivalents or removing them altogether.

While this will not guarantee a valid MAML topic, it will guarantee that no information is lost during the conversion. Building the converted topics reveals any missing end tags, unencoded entities, etc. which are easily fixed by editing the topics.

The conversion rules are stored in an XML configuration file. This file must reside in the same location as the converter's executable.

### ▲ The Conversion Process

Conversion of a topic follows this general procedure using the rule definitions found in the configuration file:

- 1. Extract the key parts of the topic (metadata such as the title, attributes, and index keywords, and the body text).
- 2. Replace named entities with their numeric equivalent.
- 3. Replace markup wrapper HTML elements with a placeholder in the text so as not to alter their content in later processing.
- 4. Remove all HTML elements with no MAML equivalent.
- 5. Replace all HTML elements that do have MAML equivalents.
- 6. The following HTML elements are processed based on the context in which they are used:
  - a Links to topics and external URLs
  - code Inline code and code blocks

- h1-h6 Section headings
- img Image links
- see See Also references

These elements should not appear in any of the other rules.

- 7. Once done, the markup wrapper placeholders are replaced with their actual markup enclosed in a MAML markup element.
- 8. The converted topic is saved to the destination folder along with some supporting files.

# ▲ See Also

Other Resources
Using the Converter

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# Metadata Topic Elements

Certain topic elements not represented in the rules file are searched for in order to extract common metadata that will be associated with the converted topic files:

- The Title Element
- Index Keyword Elements
- Help Attribute Elements
- Sandcastle Help File Builder Special Comment Tags



All element names are matched case-insensitively.

### ▲ The Title Element

The HTML file should contain a standard title element that defines the page title. If not found, it will be left blank in any of the supporting content files.

# Index Keyword Elements

If the parser finds any MSHelp: Keyword elements, it will extract the index name and the term and will save them to the supporting content files.

# → Help Attribute Elements

If the parser finds any MSHelp:Attr elements, it will extract the attribute name and value and will save them to the supporting content files. If the name of the attribute is "Abstract", the content of the attribute is written out to the topic file in the summary element. This element becomes the abstract when the topic is compiled for the help file.

# 

If the file parser finds any of the special comment tags used by the Sandcastle Help File Builder such as @TOCExclude, @SplitTOC, @DefaultTopic, and @SortOrder it will extract them and use them when generating the supporting content files to maintain the existing layout of the topics.

# ▲ See Also

Other Resources

The Conversion Process

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# **Conversion Rule Elements**

The conversion rules are defined in an XML file that consists of five main parts. Each part is described in the following topics. The default rule set should work quite well for most documents but you are free to alter and extend the rules should they not meet your requirements.

### ▲ The Conversion Rules Elements

Select a topic below to learn more about each element:

- The BodyExtract Element
- Entities Rules
- Markup Wrapper Rules
- Remove Rules
- Replace Rules

#### Note

With the exception of entity name values, all other attribute and regular expression rule values are matched case-insensitively.

# ▲ See Also

Other Resources

The Conversion Process

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# The BodyExtract Element

This element defines the regular expression used to extract the body of the HTML document.

# ■ Rule Processing

By default it extracts the <body> (.html files) or <bodyText> (.topic files) element content. The "body" part of the regular expression must be a named group called **Body**.

One example where you might want to modify this is if your document bodies contain several sections contained within div elements. You can alter the expression to extract the specific div that contains just the body text thus excluding the other unwanted parts of the document.

#### Note

Since it resides in an XML file, any special characters in the expression such as <, >, &, ", and ' must be encode as shown in the example below. The regular expression is matched case-insensitively.

```
<!-- Note: Lines wrapped for display purposes -->
<BodyExtract expression="&lt;\s*div\s*class=&quot
(?&lt;Body&gt;.*?)&lt;\s*/\s*div?\s*&gt;" />
```

# ▲ See Also

#### Other Resources

The Conversion Process
Conversion Rule Elements

# **Entities Rules**

This section defines named entities that must be converted to their numeric equivalent in the MAML topic files.

# ■ Rule Processing

The .NET XML parser only recognizes the common ASCII named entities (&, <, &gt;, &quot;, and &apos;). Once converted to MAML, the topics are processed as XML files and, as such, any other named entities in the topic will cause the build process to fail. This section defines all other named entities commonly found in HTML files and their replacement numeric equivalent. During conversion, any named entities from this section found in a topic are replaced with their numeric form (i.e. &copy; would become &#169;).

The entries consist of Entity elements with a name attribute that defines the named entity and a value attribute that defines the numeric value to use as its replacement.

#### Note

Unlike the other rules, entity name values are matched casesensitively as the numeric values for uppercase and lowercase name values differ as shown in the example below.

### ▲ See Also

# Other Resources The Conversion Process Conversion Rule Elements

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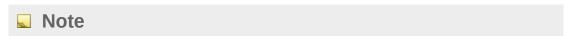
# Markup Wrapper Rules

This section defines HTML elements that themselves or whose content must be retained as HTML in the converted topics.

# ■ Rule Processing

Certain HTML elements may need special handling in order to replace them in a MAML topic or they may need to be left as-is. This section lets you define such elements. When converted, the affected element is wrapped in a MAML markup element preceded by a "<! - TODO: -->" comment. During the review process, you can decide whether to keep the element or remove it in favor or some alternate content.

The entries consist of Tag elements with a name attribute that defines the HTML element to be wrapped.



All name values are matched case-insensitively.

#### Caution

It is not recommended that any other elements be added to the currently defined list. While it is possible to pass through HTML using the markup MAML element, it should not be abused nor should it be used where MAML equivalents do exist.

```
MarkupWrapper>
  <Tag name="applet" />
  <Tag name="bgsound" />
  <Tag name="button" />
  <Tag name="embed" />
  <Tag name="fieldset" />
  <Tag name="form" />
```

```
<Tag name="frameset" />
  <Tag name="iframe" />
 <Tag name="ilayer" />
 <Tag name="input" />
 <Tag name="label" />
 <Tag name="layer" />
 <Tag name="map" />
 <Tag name="noembed" />
 <Tag name="nolayer" />
 <Tag name="noscript" />
 <Tag name="object" />
 <Tag name="script" />
 <Tag name="select" />
 <Tag name="sound" />
 <Tag name="textarea" />
  <Tag name="xml" />
</MarkupWrapper>
```

# ▲ See Also

Other Resources

The Conversion Process
Conversion Rule Elements

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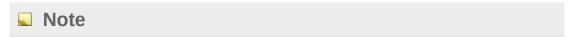
# Remove Rules

This section defines HTML elements that must be removed from the converted topics because they lack a MAML equivalent.

# ■ Rule Processing

Certain HTML elements have no MAML equivalent and serve no purpose if they appear outside of an element handled by the markup wrapper rules. In such cases, these elements are simply removed. Any text within the elements will appear in the topic as normal text.

The entries consist of Tag elements with a name attribute that defines the HTML element to be removed.



All name values are matched case-insensitively.

```
Remove Entries
<Remove>
  <Tag name="area" />
 <Tag name="base" />
  <Tag name="basefont" />
  <Tag name="bdo" />
  <Tag name="blink" />
  <Tag name="center" />
  <Tag name="col" />
 <Tag name="colgroup" />
 <Tag name="del" />
  <Tag name="font" />
  <Tag name="frame" />
  <Tag name="include" />
  <Tag name="ins" />
 <Tag name="isindex" />
  <Tag name="keygen" />
```

```
<Tag name="legend" />
 <Tag name="link" />
 <Tag name="marquee" />
 <Tag name="meta" />
 <Tag name="multicol" />
 <Tag name="nextid" />
 <Tag name="nobr" />
 <Tag name="noframes" />
 <Tag name="optgroup" />
 <Tag name="option" />
 <Tag name="param" />
 <Tag name="plaintext" />
 <Tag name="rt" />
 <Tag name="ruby" />
 <Tag name="s" />
 <Tag name="spacer" />
 <Tag name="strike" />
 <Tag name="style" />
 <Tag name="tbody" />
 <Tag name="tfoot" />
 <Tag name="wbr" />
</Remove>
```

# ▲ See Also

Other Resources

The Conversion Process
Conversion Rule Elements

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# Replace Rules

This section defines HTML elements that can be replaced with a MAML equivalent.

# ■ Rule Processing

The rules in this section make an attempt at replacing HTML elements with the closest MAML equivalent. The entries consist of Tag elements with various attribute combinations that define the HTML element and its replacement. Nested Match elements can be used to further refine how the replacement occurs.

The Tag element can contain the following attributes:

Attribute	Purpose
name	The HTML element to replace. This attribute is required.
startTag	The value to use as the replacement opening tag. If omitted and no nested match rules are met, the element will be removed. If the replacement value contains "<" or ">", the value is used as a verbatim replacement. If not present, the replacement is wrapped in "<" and ">". Any attributes and the self-closing "/" are included if necessary.
endTag	The value to use as the replacement closing tag. Normally, this is omitted and the startTag value is used for the closing tag as well. However, if it differs, this can be used to specify the value for it. As with startTag, if the replacement value contains "<" or ">", the value is used as a verbatim replacement. If not present, the replacement is wrapped in " " and " ".
attributes	This can be used to define a replacement set of attributes that will appear on the MAML

element. If omitted, all attributes from the HTML element are removed and the MAML element will not have any attributes. If set to the value "@Preserve", the HTML attributes will be preserved and will be added as attributes on the replacement MAML element as-is. For any other value, the specified text replaces the HTML attributes. If startTag contains "<" or ">", this attribute is ignored.

#### Note

All name and regular expression values are matched caseinsensitively.

#### Defining Additional Match Rules

In certain cases, it may be necessary to define additional match conditions to define the replacement MAML element. To do this, add one or more Match elements as children of the related Tag element.

The Match element can contain the same attributes as the Tag element in any needed combination. In addition, it has a required expression attribute that defines the regular expression used to match the specific instance of an HTML element. If a match is made, the other attributes on the Match element are used instead of the attributes on the parent Tag element. If none of the expressions result in a match, the attributes on the parent Tag element are evaluated as usual.

# ▲ Example Replacement Rules

#### Note

Since they resides in an XML file, any special characters in the expressions such as <, >, &, ", and " must be encode as shown in the example below.

#### **Example Replace Entries**

```
<Replace>
 <Tag name="abbr" startTag="phrase" />
 <Tag name="b" startTag="legacyBold" />
```

```
<Tag name="br" startTag="&lt;para/&gt;" />
  <Tag name="comment" startTag="&lt;--" endTag="-
  <Tag name="div">
    <!-- If a match for 'class="deprecated"' is f
         an alert. If not matched, the element i
    <Match expression="class=&quot;deprecated&quo"</pre>
      attributes="class=&guot;warning&guot;" />
  </Tag>
  <!-- Replace pre tags with a code element with
  <Tag name="pre" startTag="code" attributes="lar
    <!-- However, if a lang/language attribute is
         the HTML attributes. -->
    <Match expression="lang(uage)?=" startTag="cc</pre>
  </Tag>
  <!-- Like div, replace span if possible based (
  <Tag name="span">
    <Match expression="class=&quot;code&quot;" st</pre>
    <Match expression="class=&quot;command&quot;'</pre>
    <Match expression="class=&quot; foreignPhrase&</pre>
  </Tag>
</Replace>
```

# ▲ See Also

Other Resources

The Conversion Process
Conversion Rule Elements

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# **Context-based Conversions**

The following HTML elements must be converted based on their context within the topic. Since the context is hard to translate into an easily defined rule in the rules file, the elements described in this topic are handled by the application itself. As such, these elements should not appear in any of the previously defined rules.

- Anchor Elements
- Code Elements
- Heading Elements
- Image Elements
- See Elements



All element names are matched case-insensitively.

# ▲ Anchor Elements

HTML anchor elements (a) are replaced as follows:

 Anchors with a name attribute are assumed to be in-page link targets. The MAML equivalent of such a link target is an address attribute on an element such as section, definedTerm, listItem, etc. Trying to place an address attribute on the appropriate element is almost impossible so these anchor types are replaced with a "<!-- TODO: -->" comment for later review. A warning is also written to the log file.

An exception is targets inside of heading HTML elements. If properly formatted, these will be converted to address elements on the related section element when the heading elements are processed (see below).

- If the link's URL contains "://", starts with "mailto:", or the link specifies a target attribute it is converted to an externalLink.
- All other links are converted to link elements. If the topic ID

cannot be resolved using the filename from the HTML href attribute, it is replaced with a "<!-- TODO: -->" comment for later review and a warning is written to the log file.

#### Note

Link inner text will be retained if it differs from the target topic's title. In addition, an in-page link suffix will be retained (i.e. SomePage.htm#InPageLink).

# ▲ Code Elements

The normal code HTML element is equivalent to the MAML codeInline element. However, to support conversion of the Sandcastle Help File Builder option of including code blocks from external files, this element is replaced based on the following contexts:

- If no attributes are present on the element and no carriage return/line feeds are present in the element's inner text, it is replaced with a MAML codeInline element.
- If any attributes are present on the HTML element or if its inner text contains multiple carriage return/line feeds, it is replaced with a MAML code element and any attributes are preserved.
- In the event that no attributes are present and only a single carriage return/line feed pair are present in the inner text, it is assumed that the value simply spans a line break and it is replaced with a codeInline element instead.

# Heading Elements

HTML heading elements (h1 through h6) are replaced with a section element. The content of the heading element becomes the section title and is placed in the section's title element. The text following the heading becomes the content of the section. When a new heading element is encountered, closing section elements are inserted as needed. Closing section elements are also added to the end of the body text if at least one heading was encountered to close off the final section.

Anchor elements are processed before heading elements. As such,

if a named anchor is replaced with a To Do comment and it appears within the heading tag, it will be converted to an address attribute on the section automatically as shown in the example below. This saves you from having to do it manually but you should still review the update to make sure that it is appropriate.

```
Original HTML
See the <a href="#BuildLogFile">BuildLogFile</a>
<h3><a class="Reference" name="BuildLogFile">The
Section content
Converted MAML
See the <link xlink:href="#BuildLogFile">BuildLog
<section address="BuildLogFile"><!--h3-->
  <title>The BuildLogFile Property</title>
  <content>
<para>Section content</para>
  </content>
</section>
```

MAML sections can be nested within one another. However, attempting to do this during conversion would be very difficult and would most likely result in changes that were not intended or are not appropriate. As such, no attempt is made to nest sections with a higher heading number into prior ones with a lower heading number (i.e nesting h2 sections within an h1 section). The heading element that caused the section to be created is added in a comment following the section element. You can review the topic after

conversion to decide whether to leave the topic as it is or rework the content to nest sections within one another.

# 

HTML image elements (img) are replaced with an externalLink if the src attribute contains "://". If not, the image is assumed to be local to the project and is converted to a mediaLink. Note that it is not possible to determine whether or not to use a mediaLinkInline element instead. As such, you will need to update the link during the review after conversion. For mediaLink elements, you may need to add a caption element if needed and other attributes to properly set the image alignment as well.

When a new image is encountered, it is added to the media content file created by the conversion process and the image file is copied to the *Media\* folder under the destination folder. The source image location is determined by combining the source conversion folder with the path from the src attribute. If the image file cannot be found, the replacement element is prefixed with a "<!-- TODO: -->" comment noting the missing file and a warning is written to the log file.

### ▲ See Elements

The Sandcastle Help File Builder supports see elements within additional content HTML files. When encountered, these are converted to links to the matching API member topics. To match this behavior, if a see element is encountered during conversion, it is converted to an appropriate codeEntityReference element.

The help file builder has the ability to resolve a reference based on a partial name. However, MAML requires that the name be fully qualified. As such, if a partial name is encountered, it will still be converted but a warning will be written to the log file. These will need to be fixed during the review to replace them with their fully qualified names.

# ▲ See Also

Other Resources

The Conversion Process

# **Conversion Rule Elements**

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# Additional Output Files

The following files are created in addition to the converted topic files and can be found in the destination folder after the conversion has completed.

#### \_Conversion.log

This file contains the output from the conversion process. Refer to it to find any warnings and notes on To Do items that need attention.

#### ContentTokens.tokens

The Sandcastle Help File Builder allows custom tags to appear in the additional content files that are resolved at build time into project property values. Since it is not allowable to place them directly in MAML topics, they are extracted and replaced with a token. The tags in the token file will be replaced at build time with their project values and **BuildAssembler** will replace the tokens in the topics with the resulting token value. If no replacement tags are found, the token file will not be created.

#### \_ContentLayout.content

This file contains the content layout based on the converted topics. This can be added to a help file builder project (version 1.8.0.0 or later) along with the converted files and folders and edited to set the layout of the topics in the compiled help file. If using some other documentation tool, you will need to import the topics and define their layout using whatever tools that it may provide.

#### The Media Folder

This folder will contain the media files (images) found during the conversion process. These files can be added to the help project.

#### Media\\_MediaFiles.xml

This file is the media content file that contains the image IDs and alternate text values for images referenced in mediaLink elements in the converted topics. It can be added to the help project or imported depending on how your documentation tool makes use of such files.

# ▲ See Also

Other Resources

The Conversion Process Warnings and To Do Items

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# Warnings and To Do Items

This topic describes the various warnings and To Do items you will see in the conversion log file and the converted topics.

# ■ Warnings

The following warnings may appear in the log file.

#### Warning: Found unknown tag [tag] which will be removed

This warning appears if an HTML element is encountered that is not covered by one of the rules defined in the configuration file. In such cases, the unknown tag will be removed.

#### Warning: Image file '[file]' not found

This warning appears when an HTML image link is converted to a mediaLink and the source file could not be found. While the link will still be created and an entry made in the media content file, the corresponding source file will not be found in the media folder after conversion. You will need to manually locate the file and add it to the project.

#### Warning: Named anchor [id] needs review

This warning appears when an HTML anchor element with a name attribute is encountered. This is a reminder that you will need to edit the topic and apply an address attribute with the specified ID to the appropriate MAML element. Refer to the **Sandcastle MAML Guide** for information on which elements support an address attribute.

#### Warning: Reference to code entity [id] is not fully qualified

This warning appears if a codeEntityReference is added and the target specified in the source HTML file is not a fully qualified name. You will need to update these to specify the fully qualified name. If not, the reference will not be rendered as a link when the topic is built.

#### Warning: Unable to resolve topic link to '[file]'

This warning appears when the target file of an HTML anchor could not be found in any of the converted topics. In such cases, a To Do entry in the topic replaces the link and you will need to

locate the file and add the link when reviewing the topic.

#### Warning: Unknown entity encountered: [entity]

This warning appears if a named entity is encountered that is not defined in the entity conversion rules. In such cases, the entity is passed through to the converted topic as-is. When you build the topic, it will most likely fail because the .NET XML parser will not recognize it. The entity will need to be corrected or removed.

# ■ To Do Items

While reviewing topics after conversion, you will see various "<! -- TODO: -->" comments. The following items describe what each of them means.

#### **TODO: Add named anchor: [id]**

This comment appears in the place of a named HTML anchor. This is a reminder that you will need to apply the indicated ID as an address attribute on the appropriate MAML element located near the comment. Refer to the **Sandcastle MAML Guide** for information on which elements support an address attribute.

#### **TODO:** Missing source image: [file]

This comment appears when an HTML image link is converted to a mediaLink and the source file could not be found. While the link will still be created and an entry made in the media content file, the corresponding source file will not be found in the media folder after conversion. You will need to manually locate the file and add it to the project.

#### **TODO:** Move introduction text here

This To Do item will be seen in the required introduction section that is added to every topic. Since the conversion process cannot guess what text you might want to appear there, it leaves it for you to handle during the review.

#### **TODO: Reference not fully qualified**

This comment appears next to a codeEntityReference in which the target is not a fully qualified name. You will need to update the reference to specify the fully qualified name. If not, the reference will not be rendered as a link when the topic is built.

**TODO: Review markup** 

This comment precedes any HTML elements wrapped in the MAML markup element. The content of the element should be reviewed to see if it should be retained, removed, or edited to use other appropriate MAML elements.

#### **TODO: Unknown topic link: [file]**

This comment appears in place of an HTML anchor when the indicated target file/ID could not be found in any of the converted topics. In such cases, you will need to locate the file and add the link when reviewing the topic.

# ▲ See Also

Other Resources

The Conversion Process Additional Output Files

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# Common Issues and Solutions

This topic covers some common issues that you will encounter when reviewing topics after conversion along with tips on solving them.

#### Missing end elements

These can be found by performing a build with your preferred documentation tool. The error message will list the failing topic along with the element name(s) and the line number and column where the starting and ending elements did not match up. To fix the issue, edit the topic and add the missing end element in the correct location.

#### Ill-formed or unencoded entities

HTML is quite forgiving when it comes to ill-formed or unencoded entities but XML is not. Examples include missing the ending semi-colon (&lt rather than <) or not encoding it at all (using && in example code rather than &amp; &amp;). These can also be found by doing a build and locating the offending entity via the information provided in the error message.

#### Table header formatting is lost

When an HTML table is converted to MAML, any th elements are converted to the equivalent entry MAML element. This results in the header cell being rendered as a normal cell in the table. In order to render the cells using the table heading style, wrap the containing row element to a tableHeader element. For example:

```
<tableHeader>
<row>
<row>
<entry><para>Column 1</para></entry>
<entry><para>Column 2</para></entry>
</row>
</tableHeader>
<row>
<entry><para>Value 1</para></entry>
```

#### Image link type and alignment

As noted in the Context-based Conversions topic, you may need to change mediaLink elements to mediaLinkInline elements where appropriate. In addition, you may need to add captions and/or set the alignment attributes based on your preferences.

#### **Paragraph spacing is inconsistent**

Omitting para elements around paragraphs or using selfclosing para elements can cause some inconsistent spacing between paragraphs. To make it consistent, wrap all paragraphs in opening and closing para elements.

# ▲ See Also

Other Resources

Using the Converter
The Conversion Process

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# Links to Resources

This topics contains links to various resources that you may find useful.

### ▲ Links to Resources

- Microsoft .NET Frameworks and SDKs.
- The latest version of the Sandcastle Help File Builder (currently the v2015.10.10.0 release as of October 10, 2015).
- To discuss the Sandcastle tools and extras, suggest new features, report bugs, and request help using them, visit the Sandcastle Help File Builder project site.
- For discussion and questions about help systems in general, visit the Visual Studio General Questions forum.
- The retired Microsoft Developer Documentation and Help System forum may also provide information on older help systems.

# MAML Information and Guides

- For a comprehensive list of MAML documentation tags and a description of their attributes and usage see the Sandcastle MAML Guide also included with the help file builder.
- For general background information, see the Wikipedia entry Microsoft Assistance Markup Language or, for schema information, see the MAML information at help-info.de.

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Send comments on this topic to <a href="mailto:Eric@EWoodruff.us">Eric@EWoodruff.us</a>

# Glossary

# A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z

C

#### conceptual build

A build that uses Sandcastle to produce help file topics using information extracted from conceptual content topics and their related files.

See Also: reference build, Sandcastle

#### conceptual content

A topic file that contains conceptual content. These can be used to add usage notes, walkthroughs, tutorials, etc. to a help file.

G

#### **Globally Unique Identifier, GUID**

A unique value that is associated with each conceptual topic and image in a project. When inserting links to topics or images, the ID is used to refer to them. This allows you to alter the names or locations of the topic files without having to change the name or location in each topic that references them.

M

#### MAML

An acronym that stands for Microsoft Assistance Markup Language. Conceptual content topics are composed of MAML elements.

#### media content file

This file contains information about the images referenced in mediaLink and mediaLinkInline elements in conceptual content.

R

#### reference build

A build that uses Sandcastle to produce help file topics using information extracted from managed assemblies and their associated XML comments files.

See Also: conceptual build, Sandcastle

S

#### Sandcastle

Sandcastle is a set of tools originally produced by Microsoft that can be used to build help files for .NET managed libraries, conceptual content, or a mix of both. Microsoft officially discontinued development in October 2012. The Sandcastle tools have been merged with the Sandcastle Help File Builder project and are developed and supported there now as part of that project.

See Also: Sandcastle Help File Builder

#### Sandcastle Help File Builder, SHFB

The Sandcastle Help File Builder is a standalone tool used to automate Sandcastle. It consists of a GUI front end that helps you manage and build help file projects. It uses a standard MSBuild format project file which can also by built from the command line using MSBuild or integrated into Visual Studio builds or other build scripts to produce a help file when your application projects are built. In addition, it provides a set of additional features beyond those supplied with Sandcastle that can improve your help file and make it easier to deploy.

See Also: Sandcastle

Т

token, token file

A token is used as a replaceable tag within a topic and is represented using a token element. The inner text of the element is a token name. The tokens are defined in a separate token file. They are an easy way to represent common items that you use regularly such as a common phrase or external link.

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# **Version History**

The topics in this section describe the various changes made to the HTML to MAML Converter over the life of the project.

# ■ Version History

Select a version below to see a description of its changes.

- Version 1.0.0.1
- Version 1.0.0.0

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# Version 1.0.0.1

Version 1.0.0.1 was released on July 26th, 2010.

# △ Changes in This Release

• Fixed a bug that caused a crash when a JavaScript reference was encountered in an anchor tag's HREF attribute. Such references are now ignored and a warning is written to the topic and the log file instead.

### ▲ See Also

Other Resources

**Version History** 

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# Version 1.0.0.0

Version 1.0.0.0 was released on October 25th, 2008.

# △ Changes in This Release

• Initial release.

### ▲ See Also

Other Resources Version History

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# HtmlToMamlConversion Namespace

This namespace contains the classes used to convert HTML files to MAML topic files.

# 

	Class	Description
<b>9</b> \$	ConversionProgressEventArgs	This is a custom event arguments class for the ConversionProgress event.
<b>9</b> \$	ConvertHtmlToMaml	This utility is used to convert HTML files to MAML topics and create some supporting files.
<b>9</b> \$	FileParser	This is used to parse an HTML file to extract the various parts for conversion to MAML
93	HtmlToMaml	This class is used to convert a set of HTML file to their close equivalent as conceptual MAML

	topic files.
ImageReference	This represents an image reference
ImageReferenceCollection	This is a collection of image references
TagOptions	This is used to contain the options and state for a Tag entry from the conversion rules file.
Topic	This represents a topic file
TopicCollection	This is a collection of topic items
	ImageReferenceCollection  TagOptions  Topic

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# ConversionProgressEventArgs Class

This is a custom event arguments class for the ConversionProgress event.

# ▲ Inheritance Hierarchy

SystemObject SystemEventArgs
HtmlToMamlConversionConversionProgressEventArgs

Namespace: HtmlToMamlConversion

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax



The ConversionProgressEventArgs type exposes the following members.

### → Constructors

	Name	Description
<b>≡</b>	ConversionProgressEventArgs	Constructor

Top

# ▲ Properties

I	Name	Description
iii	•	Get the message associated with the progress report

## Тор

# Methods

	Name	Description
<b>≟</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>Ģ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>₫\</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>₫\</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b></b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>₫◊</b>	ToString	Returns a string that represents the current object. (Inherited from Object.)

### Top

# ▲ See Also

#### Reference

HtmlToMamlConversion Namespace

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# ConversionProgressEventArgs Constructor

#### Constructor

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

#### **Parameters**

progressMessage

Type: SystemString
The progress message

### ▲ See Also

#### Reference

ConversionProgressEventArgs Class HtmlToMamlConversion Namespace

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# ConversionProgressEventArgs Properties

The ConversionProgressEventArgs type exposes the following members.

# → Properties

Name	Description
Message	Get the message associated with the progress report

Top

### ▲ See Also

#### Reference

ConversionProgressEventArgs Class HtmlToMamlConversion Namespace

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# ConversionProgressEventArgsMess Property

Get the message associated with the progress report

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public string Message { get; }
```

**Property Value** 

Type: String

### ▲ See Also

#### Reference

ConversionProgressEventArgs Class HtmlToMamlConversion Namespace

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# ConversionProgressEventArgs Methods

The ConversionProgressEventArgs type exposes the following members.

# Methods

	Name	Description
≘∳	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>₹</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>≡</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>≡</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)

**ToString** 

Returns a string that represents the current object. (Inherited from Object.)

Top

# ▲ See Also

#### Reference

ConversionProgressEventArgs Class HtmlToMamlConversion Namespace

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# ConvertHtmlToMaml Class

This utility is used to convert HTML files to MAML topics and create some supporting files.

# ▲ Inheritance Hierarchy

SystemObject HtmlToMamlConversionConvertHtmlToMaml

Namespace: HtmlToMamlConversion

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax



The ConvertHtmlToMaml type exposes the following members.

### Methods

	Name	Description
∈ <b>Q</b> S	Main	Main program entry point

Top

### ▲ See Also

#### Reference

HtmlToMamlConversion Namespace

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# ConvertHtmlToMaml Methods

The ConvertHtmlToMaml type exposes the following members.

## Methods

	Name	Description
≅ <b>ù S</b>	Main	Main program entry point

#### Top

# ▲ See Also

#### Reference

ConvertHtmlToMaml Class HtmlToMamlConversion Namespace

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# ConvertHtmlToMamlMain Method

Main program entry point

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public static int Main(
         string[] args
)
```

#### **Parameters**

args

Type: SystemString

The command line arguments (the source folder, the destination folder, and the optional "/companion" option to create companion files for each topic file).

#### Return Value

Type: Int32

Zero on success, non-zero on failure

### ▲ See Also

#### Reference

ConvertHtmlToMaml Class HtmlToMamlConversion Namespace Copyright © 2008-2015, Eric Woodruff, All rights reserved

# FileParser Class

This is used to parse an HTML file to extract the various parts for conversion to MAML

# ▲ Inheritance Hierarchy

SystemObject HtmlToMamlConversionFileParser

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public class FileParser
```

The FileParser type exposes the following members.

### → Constructors

	Name	Description
Ξ <b>۞</b>	FileParser	Initializes a new instance of the FileParser class

Top

# → Properties

Name	Description
Body	This returns the HTML

		body parsed from the file
≝ S	BodyExtractExpression	This is used to get or set the body extract regular expression
	HelpAttributes	This returns the help attributes parsed from the file
	HelpKeywords	This returns the help keywords parsed from the file
	IsDefaultTopic	This returns the default topic flag if found in the topic
	RevisionNumber	This returns the revision number parsed from the file
	SortOrder	This returns the sort order value if found in the topic
	SplitToc	This returns the split TOC flag if found in the topic
	Title	This returns the title parsed from the file
	TocExclude	This returns the TOC exclude flag if found in the topic
	TopicAbstract	This returns the abstract

TopicId This returns the topic ID parsed from the file		parsed from the file
	TopicId	•

## Top

# Methods

	Name	Description
<b>≅∲</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ĕ Û	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>≡</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>≡</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>ĕ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≡</b>	ParseFile	Parse the specified HTML file

	ReadWithEncoding	This is used to read in a file using an appropriate encoding method
<b>≡</b> ♠	ToString	Returns a string that represents the current object. (Inherited from Object.)

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# ▲ See Also

#### Reference

HtmlToMamlConversion Namespace

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# FileParser Constructor

Initializes a new instance of the FileParser class

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public FileParser()
```

### ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParser Properties

The FileParser type exposes the following members.

# ▲ Properties

	Name	Description
is a second	Body	This returns the HTML body parsed from the file
<b>S</b> S	BodyExtractExpression	This is used to get or set the body extract regular expression
É	HelpAttributes	This returns the help attributes parsed from the file
É	HelpKeywords	This returns the help keywords parsed from the file
<b>E</b>	IsDefaultTopic	This returns the default topic flag if found in the topic
É	RevisionNumber	This returns the revision number parsed from the file
in the second se	SortOrder	This returns the sort order value if found in the topic

SplitToc	This returns the split TOC flag if found in the topic
Title	This returns the title parsed from the file
TocExclude	This returns the TOC exclude flag if found in the topic
TopicAbstract	This returns the abstract parsed from the file
TopicId	This returns the topic ID parsed from the file

Top

# ▲ See Also

Reference

FileParser Class HtmlToMamlConversion Namespace

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# FileParserBody Property

This returns the HTML body parsed from the file

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public string Body { get; }
```

**Property Value** 

Type: String

### ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserBodyExtractExpression Property

This is used to get or set the body extract regular expression

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax



#### **Property Value**

Type: String

# ▲ Exceptions

Exception	Condition
InvalidOperationException	This is thrown if the regular expression is null or empty.

### ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserHelpAttributes Property

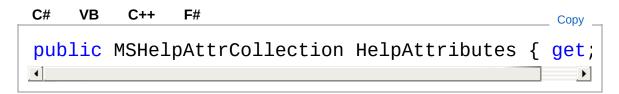
This returns the help attributes parsed from the file

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax



#### **Property Value**

Type: MSHelpAttrCollection

### ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserHelpKeywords Property

This returns the help keywords parsed from the file

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax



#### **Property Value**

Type: MSHelpKeywordCollection

### ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserIsDefaultTopic Property

This returns the default topic flag if found in the topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public bool IsDefaultTopic { get; }
```

**Property Value** 

Type: Boolean

### ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserRevisionNumber Property

This returns the revision number parsed from the file

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#
public string RevisionNumber { get; }
```

**Property Value** 

Type: String

### ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserSortOrder Property

This returns the sort order value if found in the topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public int SortOrder { get; }
```

**Property Value** 

Type: Int32

### ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserSplitToc Property

This returns the split TOC flag if found in the topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public bool SplitToc { get; }
```

#### **Property Value**

Type: Boolean

## ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserTitle Property

This returns the title parsed from the file

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string Title { get; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserTocExclude Property

This returns the TOC exclude flag if found in the topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public bool TocExclude { get; }
```

### **Property Value**

Type: Boolean

## ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserTopicAbstract Property

This returns the abstract parsed from the file

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string TopicAbstract { get; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserTopicId Property

This returns the topic ID parsed from the file

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public Guid TopicId { get; }
```

**Property Value** 

Type: Guid

## ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

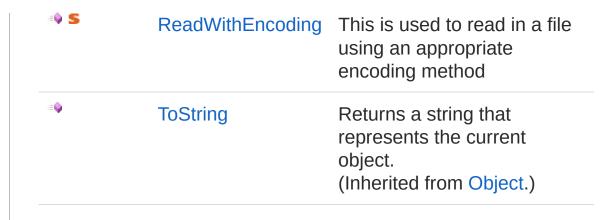
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# FileParser Methods

The FileParser type exposes the following members.

## Methods

	Name	Description
<b>≟</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<sup>©</sup> ♥	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
± <b>©</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>∃</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>∮</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
Ξ₩	ParseFile	Parse the specified HTML file



Top

## ▲ See Also

#### Reference

FileParser Class HtmlToMamlConversion Namespace

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## FileParserParseFile Method

Parse the specified HTML file

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public void ParseFile(
    string filename
)
```

#### **Parameters**

filename

Type: SystemString
The file to parse

## ▲ Remarks

After parsing, the properties can be used to retrieve the information parsed from the file.

## ▲ See Also

#### Reference

FileParser Class

HtmlToMamlConversion Namespace

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# FileParserReadWithEncoding Method

This is used to read in a file using an appropriate encoding method

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

```
filename
```

Type: SystemString

The file to load

encoding

Type: System.TextEncoding

Pass the default encoding to use. On return, it contains the

actual encoding for the file.

#### Return Value

Type: String

The contents of the file.

#### ▲ Remarks

When reading the file, use the default encoding specified but detect the encoding if byte order marks are present. In addition, if the template is an XML file and it contains an encoding identifier in the XML tag, the file is read using that encoding.

## ▲ See Also

#### Reference

FileParser Class HtmlToMamlConversion Namespace

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## HtmlToMaml Class

This class is used to convert a set of HTML file to their close equivalent as conceptual MAML topic files.

## ▲ Inheritance Hierarchy

SystemObject HtmlToMamlConversionHtmlToMaml

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public class HtmlToMaml : IBasePathProvider
```

The HtmlToMaml type exposes the following members.

## ■ Constructors

	Name	Description
<b>≡</b>	HtmlToMaml	Constructor

Top

## ▲ Properties

Name	Description
BasePath	This returns the source path for use as the base path



PathProvider This returns the base path provider for the other classes involved in the conversion that need relative paths.

### Top

## Methods

	Name	Description
<b>≅©</b>	ConvertTopic	This is called to convert a single topic and its children
<b>≘©</b>	ConvertTopics	This is called to perform the actual conversion
<b>€0 S</b>	CreateCompanionFile	Create a companion file for a topic
<b>=©</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>ૄ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≅ <b>∳</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)

<b>≡©</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b> ₩	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
·	OnConversionProgress	This raises the ConversionProgress event.
·	ReportProgress	This is used to report progress during the conversion
<b>≟</b>	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

# ■ Events

	Name	Description
<b>9</b>	ConversionProgress	This event is raised to report progress information throughout the conversion process.

Тор

## ▲ See Also

Reference

## HtmlToMamlConversion Namespace

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## HtmlToMaml Constructor

#### Constructor

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public HtmlToMaml(
    string source,
    string dest,
    bool createCompanion,
    bool moveIntroText
)
```

#### **Parameters**

source

Type: SystemString

The source path containing the HTML files

dest

Type: SystemString

The destination path for the MAML topics and supporting files createCompanion

Type: SystemBoolean

True to create companion files for all topic files or false to not create them.

moveIntroText

Type: SystemBoolean

If true, move text before the first section into an introduction element. If false, insert a place holder introduction element.

## ▲ See Also

### Reference

HtmlToMaml Class HtmlToMamlConversion Namespace

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# **HtmlToMaml** Properties

The HtmlToMaml type exposes the following members.

## → Properties

	Name	Description
	BasePath	This returns the source path for use as the base path
<b>≅</b> 5	PathProvider	This returns the base path provider for the other classes involved in the conversion that need relative paths.

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## ▲ See Also

#### Reference

HtmlToMaml Class
HtmlToMamlConversion Namespace

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# HtmlToMamlBasePath Property

This returns the source path for use as the base path

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string BasePath { get; }
```

**Property Value** 

Type: String Implements

**IBasePathProviderBasePath** 

## ▲ See Also

Reference

HtmlToMaml Class

HtmlToMamlConversion Namespace

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# HtmlToMamlPathProvider Property

This returns the base path provider for the other classes involved in the conversion that need relative paths.

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax



#### Return Value

Type: IBasePathProvider

The HtmlToMaml object performing the conversion.

## ▲ See Also

#### Reference

HtmlToMaml Class

HtmlToMamlConversion Namespace

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## HtmlToMaml Methods

The HtmlToMaml type exposes the following members.

## Methods

	Name	Description
≅ <b>©</b>	ConvertTopic	This is called to convert a single topic and its children
<b>≅©</b>	ConvertTopics	This is called to perform the actual conversion
<b>=0</b> S	CreateCompanionFile	Create a companion file for a topic
<b>≡©</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>ૄ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>⊕</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)

<b>≟</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
ÿ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
ÿ <b>©</b>	OnConversionProgress	This raises the ConversionProgress event.
ÿ <b>©</b>	ReportProgress	This is used to report progress during the conversion
€	ToString	Returns a string that represents the current object. (Inherited from Object.)

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## ▲ See Also

### Reference

HtmlToMaml Class HtmlToMamlConversion Namespace

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# HtmlToMamlConvertTopic Method

This is called to convert a single topic and its children

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

topic

Type: HtmlToMamlConversionTopic

The topic to convert

## ▲ See Also

#### Reference

HtmlToMaml Class

HtmlToMamlConversion Namespace

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# HtmlToMamlConvertTopics Method

This is called to perform the actual conversion

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public void ConvertTopics()
```

## ▲ See Also

#### Reference

HtmlToMaml Class
HtmlToMamlConversion Namespace

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# HtmlToMamlCreateCompanionFile Method

Create a companion file for a topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ▲ Syntax

#### **Parameters**

```
filename
```

Type: SystemString

The companion filename.

topic

Type: HtmlToMamlConversionTopic

The topic

## ▲ See Also

#### Reference

HtmlToMaml Class

HtmlToMamlConversion Namespace

# HtmlToMamlOnConversionProgress Method

This raises the ConversionProgress event.

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

e

Type: HtmlToMamlConversionConversionProgressEventArgs The event arguments

## ▲ See Also

#### Reference

HtmlToMaml Class

HtmlToMamlConversion Namespace

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# HtmlToMamlReportProgress Method

This is used to report progress during the conversion

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

protected void ReportProgress(
          string message,
          params Object[] args
)
```

#### **Parameters**

```
message
Type: SystemString
The message to report
```

Type: SystemObject

A list of arguments to format into the message text

## ▲ See Also

args

#### Reference

HtmlToMaml Class
HtmlToMamlConversion Namespace

## **HtmlToMaml** Events

The HtmlToMaml type exposes the following members.

## ▲ Events

	Name	Description
<b>9</b>	ConversionProgress	This event is raised to report progress information throughout the conversion process.

Top

## ▲ See Also

#### Reference

HtmlToMaml Class
HtmlToMamlConversion Namespace

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# HtmlToMamlConversionProgress Event

This event is raised to report progress information throughout the conversion process.

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax



#### Value

Type: SystemEventHandlerConversionProgressEventArgs

## ▲ See Also

#### Reference

**HtmlToMaml Class** 

HtmlToMamlConversion Namespace

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# ImageReference Class

This represents an image reference

## ▲ Inheritance Hierarchy

SystemObject HtmlToMamlConversionImageReference

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public class ImageReference
```

The ImageReference type exposes the following members.

## ■ Constructors

	Name	Description
<b>≡</b> ₩	ImageReference	Constructor

Top

## → Properties

Name	Description
AlternateText	Get or set the image's alternate text

	Id	This returns the image's unique ID
i i i i i i i i i i i i i i i i i i i	SourceFile	This is used to get the source image filename

## Тор

# Methods

	Name	Description
<b>≟</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>Ģ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>∉</b> ∳	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>≡</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b> ₩	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>∉</b>	ToString	Convert to string for debugging purposes (Overrides ObjectToString.)

### Top

## ▲ See Also

#### Reference

HtmlToMamlConversion Namespace

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# ImageReference Constructor

Constructor

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public ImageReference(
    string source
)
```

#### **Parameters**

source

Type: SystemString
The source image file

## ▲ See Also

#### Reference

ImageReference Class HtmlToMamlConversion Namespace

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# ImageReference Properties

The ImageReference type exposes the following members.

## → Properties

Name	Description
AlternateText	Get or set the image's alternate text
Id	This returns the image's unique ID
SourceFile	This is used to get the source image filename

#### Top

## ▲ See Also

#### Reference

ImageReference Class HtmlToMamlConversion Namespace

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# ImageReferenceAlternateText Property

Get or set the image's alternate text

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string AlternateText { get; set; }
```

**Property Value** 

Type: String

## ▲ See Also

### Reference

ImageReference Class HtmlToMamlConversion Namespace

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# ImageReferenceId Property

This returns the image's unique ID

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public string Id { get; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

ImageReference Class HtmlToMamlConversion Namespace

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# ImageReferenceSourceFile Property

This is used to get the source image filename

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public FilePath SourceFile { get; set; }
```

## **Property Value**

Type: FilePath

## ▲ See Also

### Reference

ImageReference Class HtmlToMamlConversion Namespace

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# ImageReference Methods

The ImageReference type exposes the following members.

# Methods

	Name	Description
⊒ <b>ŵ</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>ĕ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>₫∳</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>₫∳</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<del></del>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≡</b> ♦	ToString	Convert to string for debugging purposes (Overrides ObjectToString.)

# ▲ See Also

Reference

ImageReference Class HtmlToMamlConversion Namespace

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# ImageReferenceToString Method

Convert to string for debugging purposes

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public override string ToString()
```

#### Return Value

Type: String

The string representation of the topic

## ▲ See Also

#### Reference

ImageReference Class HtmlToMamlConversion Namespace

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# ImageReferenceCollection Class

This is a collection of image references

# ▲ Inheritance Hierarchy

SystemObject System.Collections.ObjectModelCollectionImageRefere HtmlToMamlConversionImageReferenceCollection

Namespace: HtmlToMamlConversion

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax



The ImageReferenceCollection type exposes the following members.

## Constructors

	Name	Description
≡ <b>∲</b>	ImageReferenceCollection	Initializes a new instance of the ImageReferenceCollection class

Top

# ▲ Properties

Name	Description
Count	Gets the number of elements actually contained in the CollectionT. (Inherited from CollectionImageReference.)
Item	Gets or sets the element at the specified index. (Inherited from CollectionImageReference.)
Items	Gets a IListT wrapper around the CollectionT. (Inherited from CollectionImageReference.)

## Тор

# Methods

	Name	Description
<b>∄</b>	Add	Adds an object to the end of the CollectionT. (Inherited from CollectionImageReference.)
<b>≡</b>	Clear	Removes all elements from the CollectionT. (Inherited from CollectionImageReference.)
<b>₹</b>	ClearItems	Removes all elements from the CollectionT. (Inherited from CollectionImageReference.)

	Contains	Determines whether an element is in the CollectionT. (Inherited from CollectionImageReference.)
Ξ₩	СоруТо	Copies the entire CollectionT to a compatible one-dimensional Array, starting at the specified index of the target array. (Inherited from CollectionImageReference.)
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ÿ <b>©</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
Ξ₩	GetEnumerator	Returns an enumerator that iterates through the CollectionT. (Inherited from CollectionImageReference.)
Ξ₩	GetHashCode	Serves as the default hash function. (Inherited from Object.)
ΞΦ	GetType	Gets the Type of the current instance. (Inherited from Object.)

<b>≅</b> ₩	IndexOf	Searches for the specified object and returns the zero-based index of the first occurrence within the entire CollectionT. (Inherited from CollectionImageReference.)
<b>∃</b> ₩	Insert	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionImageReference.)
<b>Ģ</b>	InsertItem	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionImageReference.)
φ̈́Φ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≘ <b>©</b>	Remove	Removes the first occurrence of a specific object from the CollectionT. (Inherited from CollectionImageReference.)
<b>≘©</b>	RemoveAt	Removes the element at the specified index of the CollectionT.

	Removeltem	Removes the element at the specified index of the CollectionT. (Inherited from CollectionImageReference.)
ΞΦ	Save	Write the image reference collection to a media content file.
<b>Ģ</b>	SetItem	Replaces the element at the specified index. (Inherited from CollectionImageReference.)
± <b>©</b>	ToString	Returns a string that represents the current object. (Inherited from Object.)

# ▲ See Also

## Reference

HtmlToMamlConversion Namespace

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# ImageReferenceCollection Constructor

Initializes a new instance of the ImageReferenceCollection class

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public ImageReferenceCollection()
```

## ▲ See Also

#### Reference

ImageReferenceCollection Class HtmlToMamlConversion Namespace

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# ImageReferenceCollection Properties

The ImageReferenceCollection type exposes the following members.

# → Properties

Name	Description
Count	Gets the number of elements actually contained in the CollectionT. (Inherited from CollectionImageReference.)
Item	Gets or sets the element at the specified index. (Inherited from CollectionImageReference.)
Items	Gets a IListT wrapper around the CollectionT. (Inherited from CollectionImageReference.)

## Top

## ▲ See Also

## Reference

ImageReferenceCollection Class HtmlToMamlConversion Namespace

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# ImageReferenceCollection Methods

The ImageReferenceCollection type exposes the following members.

## Methods

	Name	Description
Ξ <b>ψ</b>	Add	Adds an object to the end of the CollectionT. (Inherited from CollectionImageReference.)
ΞΦ	Clear	Removes all elements from the CollectionT. (Inherited from CollectionImageReference.)
Ģ <sup>©</sup>	ClearItems	Removes all elements from the CollectionT. (Inherited from CollectionImageReference.)
<b>=</b>	Contains	Determines whether an element is in the CollectionT. (Inherited from CollectionImageReference.)
<b>∃</b>	СоруТо	Copies the entire CollectionT to a compatible one- dimensional Array, starting at the specified index of the

		target array. (Inherited from CollectionImageReference.)
ΞΦ	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ÿ <b>©</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
Ξ₩	GetEnumerator	Returns an enumerator that iterates through the CollectionT. (Inherited from CollectionImageReference.)
≘ <b>©</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>≘©</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ξ₩	IndexOf	Searches for the specified object and returns the zero-based index of the first occurrence within the entire CollectionT. (Inherited from CollectionImageReference.)

<b>≅</b>	Insert	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionImageReference.)
Ģ <sup>¯</sup> <b>©</b>	InsertItem	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionImageReference.)
ĕ <b>©</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅∳	Remove	Removes the first occurrence of a specific object from the CollectionT. (Inherited from CollectionImageReference.)
≅₩	RemoveAt	Removes the element at the specified index of the CollectionT. (Inherited from CollectionImageReference.)
ĕ •	Removeltem	Removes the element at the specified index of the CollectionT. (Inherited from CollectionImageReference.)
<b>≡©</b>	Save	Write the image reference collection to a media content file.

<b>⊕</b>	SetItem	Replaces the element at the specified index. (Inherited from CollectionImageReference.)
<b>≡</b>	ToString	Returns a string that represents the current object. (Inherited from Object.)

# ▲ See Also

## Reference

ImageReferenceCollection Class HtmlToMamlConversion Namespace

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# ImageReferenceCollectionSave Method

Write the image reference collection to a media content file.

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public void Save(
    string filename
)
```

#### **Parameters**

filename

Type: SystemString

The file to which the image reference collection is saved.

## ▲ See Also

## Reference

ImageReferenceCollection Class HtmlToMamlConversion Namespace

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# **TagOptions Class**

This is used to contain the options and state for a Tag entry from the conversion rules file.

# ▲ Inheritance Hierarchy

SystemObject HtmlToMamlConversionTagOptions

Namespace: HtmlToMamlConversion

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public class TagOptions
```

The TagOptions type exposes the following members.

## ■ Constructors

	Name	Description
=0	TagOptions	Constructor

Top

# → Properties

Name	Description
Attributes	This returns the attributes to use based on the last evaluation

Closing	This returns the closing "/" if the element is an end tag
Tag	This returns the replacement tag to use based on the last evaluation.

# Methods

	Name	Description
<b>∃</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>≓</b>	Evaluate	Evaluate the match and determine the properties to use for the replacement.
₹ •	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>≡</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>∃</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b>	MemberwiseClone	Creates a shallow copy of the current Object.

		(Inherited from Object.)
<b>≅©</b>	ToString	Returns a string that represents the current object. (Inherited from Object.)

# ▲ See Also

## Reference

HtmlToMamlConversion Namespace

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# **TagOptions Constructor**

Constructor

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

### **Parameters**

tag

Type: System.Xml.XPathXPathNavigator The tag node

## ▲ See Also

#### Reference

TagOptions Class HtmlToMamlConversion Namespace

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# **TagOptions Properties**

The TagOptions type exposes the following members.

# → Properties

Name	Description
Attributes	This returns the attributes to use based on the last evaluation
Closing	This returns the closing "/" if the element is an end tag
Tag	This returns the replacement tag to use based on the last evaluation.

## Top

## ▲ See Also

## Reference

TagOptions Class HtmlToMamlConversion Namespace

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# TagOptionsAttributes Property

This returns the attributes to use based on the last evaluation

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string Attributes { get; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

TagOptions Class HtmlToMamlConversion Namespace

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# TagOptionsClosing Property

This returns the closing "/" if the element is an end tag

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string Closing { get; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

TagOptions Class HtmlToMamlConversion Namespace

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# TagOptionsTag Property

This returns the replacement tag to use based on the last evaluation.

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string Tag { get; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

TagOptions Class HtmlToMamlConversion Namespace

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# **TagOptions Methods**

The TagOptions type exposes the following members.

# Methods

	Name	Description
<b>≅∲</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>≡©</b>	Evaluate	Evaluate the match and determine the properties to use for the replacement.
<b>ĕ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>≡</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>≡</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
ġ <b>Ŷ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



Returns a string that represents the current object. (Inherited from Object.)

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# ▲ See Also

## Reference

TagOptions Class HtmlToMamlConversion Namespace

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# TagOptionsEvaluate Method

Evaluate the match and determine the properties to use for the replacement.

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

match

Type: System.Text.RegularExpressionsMatch
The regular expression match to evaluate

## ▲ See Also

#### Reference

TagOptions Class HtmlToMamlConversion Namespace

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# Topic Class

This represents a topic file

# ▲ Inheritance Hierarchy

SystemObject HtmlToMamlConversionTopic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public class Topic
```

The Topic type exposes the following members.

## → Constructors

	Name	Description
Ξ₩	Topic	Constructor

Top

## → Properties

Name	Description
Body	Get or set the topic's body
HelpAttributes	Get the help attributes

	collection
HelpKeywords	Get the help keywords collection
Id	This returns the topic's unique ID
IsDefaultTopic	This returns the default topic flag if found in the topic
RevisionNumber	Get or set the topic's revision number
SortOrder	This returns the sort order value if found in the topic
SourceFile	This is used to get the source HTML filename
SplitToc	This returns the split TOC flag if found in the topic
Subtopics	This is used to get the collection of sub-topics, if any
Title	Get or set the topic's title
TocExclude	This returns the TOC exclude flag if found in the topic
TopicAbstract	Get or set the topic's abstract

# Methods

Name	Description

≘₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>Ģ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
ΞΦ	GetHashCode	Serves as the default hash function. (Inherited from Object.)
Ξ₩	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≓</b>	ParseFile	Parse the topic and its sub- topic files to extract the information for conversion
± <b>©</b>	ToString	Convert to string for debugging purposes (Overrides ObjectToString.)

# ▲ See Also

## Reference

HtmlToMamlConversion Namespace

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# **Topic Constructor**

#### Constructor

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public Topic(
    string source
)
```

### **Parameters**

#### source

Type: SystemString

The source file or null to create an empty container node with no associated topic

## ▲ See Also

### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# **Topic Properties**

The Topic type exposes the following members.

# ▲ Properties

Name	Description
Body	Get or set the topic's body
HelpAttributes	Get the help attributes collection
HelpKeywords	Get the help keywords collection
Id	This returns the topic's unique ID
IsDefaultTopic	This returns the default topic flag if found in the topic
RevisionNumber	Get or set the topic's revision number
SortOrder	This returns the sort order value if found in the topic
SourceFile	This is used to get the source HTML filename
SplitToc	This returns the split TOC flag if found in the topic
Subtopics	This is used to get the

	collection of sub-topics, if any
Title	Get or set the topic's title
TocExclude	This returns the TOC exclude flag if found in the topic
TopicAbstract	Get or set the topic's abstract

Top

## ▲ See Also

#### Reference

Topic Class HtmlToMamlConversion Namespace

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# **TopicBody Property**

Get or set the topic's body

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string Body { get; set; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicHelpAttributes Property

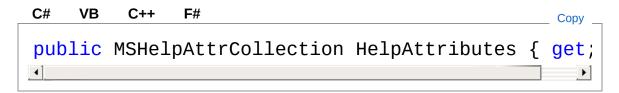
Get the help attributes collection

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax



#### **Property Value**

Type: MSHelpAttrCollection

If null or empty, there are no attributes

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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Send comments on this topic to <a href="mailto:Eric@EWoodruff.us">Eric@EWoodruff.us</a>

# TopicHelpKeywords Property

Get the help keywords collection

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax



#### **Property Value**

Type: MSHelpKeywordCollection

If null or empty, there are no keywords

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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Send comments on this topic to <a href="mailto:Eric@EWoodruff.us">Eric@EWoodruff.us</a>

# **TopicId Property**

This returns the topic's unique ID

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public Guid Id { get; set; }
```

**Property Value** 

Type: Guid

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicIsDefaultTopic Property

This returns the default topic flag if found in the topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public bool IsDefaultTopic { get; }
```

#### **Property Value**

Type: Boolean

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicRevisionNumber Property

Get or set the topic's revision number

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string RevisionNumber { get; set; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# **TopicSortOrder Property**

This returns the sort order value if found in the topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public int SortOrder { get; }
```

**Property Value** 

Type: Int32

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicSourceFile Property

This is used to get the source HTML filename

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public FilePath SourceFile { get; set; }
```

#### **Property Value**

Type: FilePath

If set to null, the item will represent a container node with no associated topic.

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicSplitToc Property

This returns the split TOC flag if found in the topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public bool SplitToc { get; }
```

#### **Property Value**

Type: Boolean

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# **TopicSubtopics Property**

This is used to get the collection of sub-topics, if any

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public TopicCollection Subtopics { get; }
```

#### **Property Value**

Type: TopicCollection

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicTitle Property

Get or set the topic's title

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string Title { get; set; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicTocExclude Property

This returns the TOC exclude flag if found in the topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public bool TocExclude { get; }
```

#### **Property Value**

Type: Boolean

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicTopicAbstract Property

Get or set the topic's abstract

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string TopicAbstract { get; set; }
```

**Property Value** 

Type: String

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# **Topic Methods**

The Topic type exposes the following members.

## Methods

	Name	Description
<b>⊒</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ Û	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>≓</b> ♠	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>⊒</b> ♠	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≓</b>	ParseFile	Parse the topic and its sub- topic files to extract the information for conversion



Convert to string for debugging purposes (Overrides ObjectToString.)

Top

## ▲ See Also

#### Reference

Topic Class HtmlToMamlConversion Namespace

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# TopicParseFile Method

Parse the topic and its sub-topic files to extract the information for conversion

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public void ParseFile(
    FileParser fileParser,
    Dictionary<FilePath, ImageReference> imag
)
```

#### **Parameters**

```
fileParser
```

Type: HtmlToMamlConversionFileParser

The file parser

*imageDictionary* 

Type: System.Collections.GenericDictionaryFilePath,

ImageReference

The image dictionary

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicToString Method

Convert to string for debugging purposes

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public override string ToString()
```

#### Return Value

Type: String

The string representation of the topic

## ▲ See Also

#### Reference

**Topic Class** 

HtmlToMamlConversion Namespace

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# TopicCollection Class

This is a collection of topic items

## ▲ Inheritance Hierarchy

SystemObject System.Collections.ObjectModelCollectionTopic HtmlToMamlConversionTopicCollection

Namespace: HtmlToMamlConversion

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F# Copy _

public class TopicCollection : Collection<Topic>
```

The TopicCollection type exposes the following members.

#### ■ Constructors

	Name	Description
≅ <b>©</b>	TopicCollection	Initializes a new instance of the TopicCollection class

Top

## ■ Properties

Name	Description
Count	Gets the number of elements

	actually contained in the CollectionT. (Inherited from CollectionTopic.)
DefaultTopic	This is used to get the default topic
Item	Gets or sets the element at the specified index. (Inherited from CollectionTopic.)
Items	Gets a IListT wrapper around the CollectionT. (Inherited from CollectionTopic.)
SplitTocAtTopic	This is used to get the topic at which the table of content is split by the API content.

## Top

# Methods

	Name	Description
≅ 🗳	Add	Adds an object to the end of the CollectionT. (Inherited from CollectionTopic.)
<b>∃</b>	AddTopicsFromFolder	Add all topics from the specified folder recursively to the topic collection.
<b>≓</b> ∳	Clear	Removes all elements from the CollectionT. (Inherited from

		CollectionTopic.)
Ģ <b>©</b>	ClearItems	Removes all elements from the CollectionT. (Inherited from CollectionTopic.)
<b>=</b>	Contains	Determines whether an element is in the CollectionT. (Inherited from CollectionTopic.)
<b>≅©</b>	СоруТо	Copies the entire CollectionT to a compatible one- dimensional Array, starting at the specified index of the target array. (Inherited from CollectionTopic.)
<b>∃</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ĕ	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≅ <b>©</b>	GetEnumerator	Returns an enumerator that iterates through the CollectionT.

		(Inherited from CollectionTopic.)
<b>∃</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡ <b>©</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
≅ 🍪	IndexOf	Searches for the specified object and returns the zero-based index of the first occurrence within the entire CollectionT. (Inherited from CollectionTopic.)
<b>≅©</b>	Insert	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionTopic.)
<b>Ģ</b>	InsertItem	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionTopic.)
ē	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
= <b>Q</b>	ParseFiles	Parse all files in the collection to extract the

		information for conversion.
<b>∃</b>	Remove	Removes the first occurrence of a specific object from the CollectionT. (Inherited from CollectionTopic.)
<b>≓</b>	RemoveAt	Removes the element at the specified index of the CollectionT. (Inherited from CollectionTopic.)
<b>Ģ</b>	Removeltem	Removes the element at the specified index of the CollectionT. (Inherited from CollectionTopic.)
<b>=</b>	Save	Save the topic collection to the named content layout file
<b>⊕</b>	SetItem	Replaces the element at the specified index. (Inherited from CollectionTopic.)
<b>∃</b>	Sort	This is used to sort the collection
ΞΦ	ToString	Returns a string that represents the current object. (Inherited from Object.)

#### Top

## ▲ See Also

#### Reference

HtmlToMamlConversion Namespace

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# TopicCollection Constructor

Initializes a new instance of the TopicCollection class

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public TopicCollection()
```

## ▲ See Also

#### Reference

TopicCollection Class HtmlToMamlConversion Namespace

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# **TopicCollection Properties**

The TopicCollection type exposes the following members.

## → Properties

	Name	Description
	Count	Gets the number of elements actually contained in the CollectionT. (Inherited from CollectionTopic.)
	DefaultTopic	This is used to get the default topic
	Item	Gets or sets the element at the specified index. (Inherited from CollectionTopic.)
1200	Items	Gets a IListT wrapper around the CollectionT. (Inherited from CollectionTopic.)
	SplitTocAtTopic	This is used to get the topic at which the table of content is split by the API content.

Top

## ▲ See Also

Reference

**TopicCollection Class** 

#### HtmlToMamlConversion Namespace

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# TopicCollectionDefaultTopic Property

This is used to get the default topic

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public Topic DefaultTopic { get; }
```

#### **Property Value**

Type: Topic

It returns the default topic or null if one is not set

#### ▲ See Also

#### Reference

TopicCollection Class HtmlToMamlConversion Namespace

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# TopicCollectionSplitTocAtTopic Property

This is used to get the topic at which the table of content is split by the API content.

Namespace: HtmlToMamlConversion

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public Topic SplitTocAtTopic { get; }
```

#### **Property Value**

Type: Topic

This will only be valid if it refers to a root level topic. It will return null if a split location has not been set at the root level.

#### ▲ See Also

#### Reference

TopicCollection Class HtmlToMamlConversion Namespace

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# **TopicCollection Methods**

The TopicCollection type exposes the following members.

## Methods

	Name	Description
Ξ₩	Add	Adds an object to the end of the CollectionT. (Inherited from CollectionTopic.)
Ξ₩	AddTopicsFromFolder	Add all topics from the specified folder recursively to the topic collection.
<b>≟</b>	Clear	Removes all elements from the CollectionT. (Inherited from CollectionTopic.)
Ģ <b>¯</b>	ClearItems	Removes all elements from the CollectionT. (Inherited from CollectionTopic.)
<b>∃</b>	Contains	Determines whether an element is in the CollectionT. (Inherited from CollectionTopic.)
<b>=</b>	СоруТо	Copies the entire

		CollectionT to a compatible one-dimensional Array, starting at the specified index of the target array. (Inherited from CollectionTopic.)
<b>≡</b>	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ <sup>¯</sup> ₩	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>≡</b>	GetEnumerator	Returns an enumerator that iterates through the CollectionT. (Inherited from CollectionTopic.)
<b>≡</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>≡©</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>=</b>	IndexOf	Searches for the specified object and returns the zero-based index of the

		first occurrence within the entire CollectionT. (Inherited from CollectionTopic.)
<b>≡</b>	Insert	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionTopic.)
ē	InsertItem	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionTopic.)
<b>Ģ</b> ₩	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>₫♠</b>	ParseFiles	Parse all files in the collection to extract the information for conversion.
<b>=</b>	Remove	Removes the first occurrence of a specific object from the CollectionT. (Inherited from CollectionTopic.)
<b>≟∳</b>	RemoveAt	Removes the element at the specified index of the CollectionT. (Inherited from CollectionTopic.)

<b>Ģ</b>	Removeltem	Removes the element at the specified index of the CollectionT. (Inherited from CollectionTopic.)
<b>≡©</b>	Save	Save the topic collection to the named content layout file
Ģ̄♥	SetItem	Replaces the element at the specified index. (Inherited from CollectionTopic.)
<b>≡</b>	Sort	This is used to sort the collection
<b>≟</b>	ToString	Returns a string that represents the current object. (Inherited from Object.)

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## ▲ See Also

Reference

TopicCollection Class HtmlToMamlConversion Namespace

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# TopicCollectionAddTopicsFromFolde Method

Add all topics from the specified folder recursively to the topic collection.

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

folder

Type: SystemString

The folder from which to get the files

topicDictionary

Type: System.Collections.GenericDictionaryFilePath, Topic

A dictionary used to contain the list of files index by name.

## ▲ Remarks

Only files with a .htm? or .topic extension are added

#### ▲ See Also

#### Reference

TopicCollection Class HtmlToMamlConversion Namespace

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# TopicCollectionParseFiles Method

Parse all files in the collection to extract the information for conversion.

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public void ParseFiles(
    FileParser fileParser,
    Dictionary<FilePath, ImageReference> imag
)
```

#### **Parameters**

```
Type: HtmlToMamlConversionFileParser
The file parser
imageDictionary
Type: System.Collections.GenericDictionaryFilePath,
ImageReference
The image dictionary
```

## ▲ See Also

#### Reference

TopicCollection Class HtmlToMamlConversion Namespace Copyright © 2008-2015, Eric Woodruff, All rights reserved

# TopicCollectionSave Method

Save the topic collection to the named content layout file

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public void Save(
    string filename
)
```

#### **Parameters**

filename

Type: SystemString

The filename to which the content layout is saved.

## ▲ See Also

#### Reference

TopicCollection Class HtmlToMamlConversion Namespace

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#### HTML to MAML Converter

# TopicCollectionSort Method

This is used to sort the collection

Namespace: HtmlToMamlConversion

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public void Sort()
```

## ▲ Remarks

Values are sorted by display title. Comparisons are case-sensitive.

## ▲ See Also

#### Reference

TopicCollection Class HtmlToMamlConversion Namespace

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# SandcastleBuilder.Utils Namespace

This namespace contains classes from the Sandcastle Help File Builder utilities library used in the HTML to MAML converter.

## 

	Class	Description
<b>*</b> \$	FilePath	This class is used to represent a file path. Support is included for treating the path as fixed or relative and for expanding environment variables in the path name.
<b>%</b>	FolderPath	This class is used to represent a folder path. Support is included for treating the path as fixed or relative and for expanding environment variables in the path name.
<b>9</b> \$	MSHelpAttr	This represents an HTML Help 2.x attribute that can be

		added to the XML data island in each help topic generated by BuildAssembler.
<b>9</b> 3	MSHelpAttrCollection	This collection class is used to hold the help attribute items for a project.
<b>?</b> ;	MSHelpKeyword	This represents an HTML Help 2.x index keyword that can be added to the XML data island in each help topic generated by BuildAssembler.
<del>?</del> \$	MSHelpKeywordCollection	This collection class is used to hold the help index keyword items for a project.

## ▲ Interfaces

Interface	Description
™ IBasePathProvider	This interface defines the properties used to obtain a base path for a FilePath object.

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## FilePath Class

This class is used to represent a file path. Support is included for treating the path as fixed or relative and for expanding environment variables in the path name.

## ▲ Inheritance Hierarchy

SystemObject SandcastleBuilder.UtilsFilePath SandcastleBuilder.UtilsFolderPath

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## → Syntax

```
C# VB C++ F#

[SerializableAttribute]

public class FilePath : ICloneable
```

The FilePath type exposes the following members.

#### → Constructors

	Name	Description
<b>□</b>	FilePath(IBasePathProvider)	Default constructor. The file path is undefined.
<b>∃</b>	FilePath(String, IBasePathProvider)	Constructor. Assign the specified path.

FilePath(String, Boolean,
IBasePathProvider)

Constructor. Assign the specified path and fixed setting.

#### Top

# ▲ Properties

	Name	Description
	Ivallic	Description
É	BasePath	This returns the base path for the object
	BasePathProvider	This is used to get the base path provider for the object.
<b>≅</b>	Exists	This read-only property can be used to determine whether or not the file path exists
	ExpandedPath	This read-only property is used to display the fully qualified path with environment variable expansions in the designer.
<b>≧</b>	IsFixedPath	This is used to indicate whether or not the path will be treated as a relative or fixed path when converted retrieved via the PersistablePath property.
<b>F</b>	Path	This is used to get or set the path to use.
	PersistablePath	This is used to retrieve the file path in a format suitable for

persisting to storage based on the current settings.

## Top

## Methods

	Name	Description
• <b>0</b> S ₹	AbsoluteToRelativePath	This helper method can be used to convert an absolute path to one that is relative to the given base path.
<b>≡</b>	Clone	This returns a clone of the object
Ξ₩	Equals	This is overridden to allow proper comparison of file path objects. (Overrides ObjectEquals(Object).)
<b>Ģ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
€ <b>Q</b> S	GetFullPath	This returns the fully qualified path for the specified path. This version allows wildcards in the filename part if present.

<b>≅∳</b>	GetHashCode	Get a hash code for the file path object (Overrides ObjectGetHashCode.)
<b>₫۞</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>Ģ</b> ₩	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>Ģ</b> ₩	OnPersistablePathChanged	This raises the PersistablePathChanged event
<b>Ģ</b> ₩	OnPersistablePathChanging	This raises the PersistablePathChanging event
= <b>0</b> S ₹	RelativeToAbsolutePath	This helper method can be used to convert a relative path to an absolute path based on the given base path.
<b>≅∳</b>	ToString	Convert the file path to a string (Overrides ObjectToString.)

## Top

## ■ Events

Name	Description
------	-------------

<i>¥</i>	PersistablePathChanged	This event is raised when the persistable path changes
<i>3</i>	PersistablePathChanging	This event is raised when the persistable path is about to be changed

#### Top

## ■ Operators

	Name	Description
<u>(/-</u> =+) <b>S</b>	Equality	Overload for equal operator.
<u> </u>	(FilePath to String)	This is used to handle an implicit conversion from a FilePath object to a string
<u>(/-</u> =+) <b>S</b>	Inequality	Overload for not equal operator.

#### Top

## ▲ See Also

#### Reference

SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

## FilePath Constructor

There are three overloads for the constructor.

## ■ Overload List

	Name	Description  Default constructor. The file path is undefined.	
<b>≟∳</b>	FilePath(IBasePathProvider)		
<b>⊒©</b>	FilePath(String, IBasePathProvider)	Constructor. Assign the specified path.	
<b>⊒</b>	FilePath(String, Boolean, IBasePathProvider)	Constructor. Assign the specified path and fixed setting.	

#### Top

## ▲ See Also

#### Reference

FilePath Class SandcastleBuilder.Utils Namespace

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# FilePath Constructor (IBasePathProvider)

Default constructor. The file path is undefined.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

provider

Type: SandcastleBuilder.UtilsIBasePathProvider

The base path provider

## ▲ See Also

#### Reference

FilePath Class

FilePath Overload

SandcastleBuilder.Utils Namespace

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# FilePath Constructor (String, IBasePathProvider)

Constructor. Assign the specified path.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public FilePath(
          string path,
          IBasePathProvider provider
)
```

#### **Parameters**

```
path
Type: SystemString
A relative or absolute path.

provider
Type: SandcastleBuilder.UtilsIBasePathProvider
The base path provider
```

## ▲ Remarks

Unless IsFixedPath is set to true, the path is always treated as a relative path.

## ▲ See Also

# Reference FilePath Class FilePath Overload SandcastleBuilder.Utils Namespace

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# FilePath Constructor (String, Boolean, IBasePathProvider)

Constructor. Assign the specified path and fixed setting.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public FilePath(
    string path,
    bool isFixed,
    IBasePathProvider provider
)
```

#### **Parameters**

```
path
```

Type: SystemString

A relative or absolute path.

isFixed

Type: SystemBoolean

True to treat the path as fixed, false to treat it as a relative path.

provider

Type: SandcastleBuilder.UtilsIBasePathProvider

The base path provider

## ▲ See Also

#### Reference

### FilePath Class FilePath Overload SandcastleBuilder.Utils Namespace

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# FilePath Properties

The FilePath type exposes the following members.

# ▲ Properties

	Name	Description
	BasePath	This returns the base path for the object
	BasePathProvider	This is used to get the base path provider for the object.
in the second se	Exists	This read-only property can be used to determine whether or not the file path exists
	ExpandedPath	This read-only property is used to display the fully qualified path with environment variable expansions in the designer.
<b>E</b>	IsFixedPath	This is used to indicate whether or not the path will be treated as a relative or fixed path when converted retrieved via the PersistablePath property.
e F	Path	This is used to get or set the path to use.
	PersistablePath	This is used to retrieve the file

path in a format suitable for persisting to storage based on the current settings.

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## ▲ See Also

#### Reference

FilePath Class SandcastleBuilder.Utils Namespace

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# FilePathBasePath Property

This returns the base path for the object

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string BasePath { get; }
```

#### **Property Value**

Type: String

If no IBasePathProvider has been specified, this returns the current directory

## ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePathBasePathProvider Property

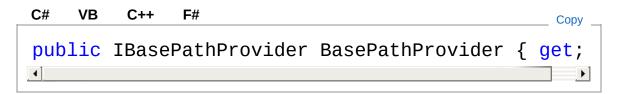
This is used to get the base path provider for the object.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax



#### **Property Value**

Type: IBasePathProvider

## ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

# FilePathExists Property

This read-only property can be used to determine whether or not the file path exists

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public virtual bool Exists { get; }
```

#### **Property Value**

Type: Boolean

## ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

# FilePathExpandedPath Property

This read-only property is used to display the fully qualified path with environment variable expansions in the designer.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public string ExpandedPath { get; }
```

#### **Property Value**

Type: String

## ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePathIsFixedPath Property

This is used to indicate whether or not the path will be treated as a relative or fixed path when converted retrieved via the PersistablePath property.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public bool IsFixedPath { get; set; }
```

#### **Property Value**

Type: Boolean

If true, the path is returned as a fixed path when retrieved. If false, it is returned as a path relative to the current value of the BasePath property.

## ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePathPath Property

This is used to get or set the path to use.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public virtual string Path { get; set; }
```

#### **Property Value**

Type: String

When set, if the path is not rooted (a relative path), IsFixedPath is set to false. If rooted (an absolute path), it is not changed. This property always returns a fully qualified path but without any environment variable expansions.

If set to a null or empty string, the file path is cleared and is considered to be undefined.

## ▲ Examples

```
C# VB

FilePath path = new FilePath();

// Set it to a relative path
path.Path = @"..\..\Test.txt";

// Set it to an absolute path
path.Path = @"C:\My Documents\Info.doc";

// Set it to a path based on an environment varia
```

path.Path = @"%HOMEDRIVE%%HOMEPATH%\Favorites\\*.'

## ▲ See Also

#### Reference

FilePath Class SandcastleBuilder.Utils Namespace

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# FilePathPersistablePath Property

This is used to retrieve the file path in a format suitable for persisting to storage based on the current settings.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public virtual string PersistablePath { get; set;
```

#### **Property Value**

Type: String

#### ▲ Remarks

If IsFixedPath is true, an absolute path is always returned. If false, the path is returned in a form that is relative to the path stored in the BasePath property.

## ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePath Methods

The FilePath type exposes the following members.

## Methods

	Name	Description
e≬SF	AbsoluteToRelativePath	This helper method can be used to convert an absolute path to one that is relative to the given base path.
<b>=</b>	Clone	This returns a clone of the object
Ξ₩	Equals	This is overridden to allow proper comparison of file path objects. (Overrides ObjectEquals(Object).)
<b>Ģ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>₫\$</b>	GetFullPath	This returns the fully qualified path for the specified path. This

		version allows wildcards in the filename part if present.
Ξ <b>Φ</b>	GetHashCode	Get a hash code for the file path object (Overrides ObjectGetHashCode.)
<b>∃</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
ğΨ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
Ģ <b>©</b>	OnPersistablePathChanged	This raises the PersistablePathChanged event
ē <b>©</b>	OnPersistablePathChanging	This raises the PersistablePathChanging event
<b>■ S</b> F	RelativeToAbsolutePath	This helper method can be used to convert a relative path to an absolute path based on the given base path.
₫₩	ToString	Convert the file path to a string (Overrides ObjectToString.)

## ▲ See Also

#### Reference

FilePath Class SandcastleBuilder.Utils Namespace

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# FilePathAbsoluteToRelativePath Method

This helper method can be used to convert an absolute path to one that is relative to the given base path.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

basePath

Type: SystemString

The base path

absolutePath

Type: SystemString An absolute path

#### Return Value

Type: String

A path to the given absolute path that is relative to the given base

path

### ▲ Remarks

If the base path is null or empty, the current working folder is used.

## ▲ Examples

```
c# VB

string basePath = @"E:\DotNet\CS\TestProject\Sour
string absolutePath = @"E:\DotNet\CS\TestProject\

string relativePath = FilePath.AbsoluteToRelative
   absolutePath);

Console.WriteLine(relativePath);

// Results in: ..\Doc\Help.html

..\Doc\Help.html
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```

## ▲ See Also

#### Reference

FilePath Class SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

## FilePathClone Method

This returns a clone of the object

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public Object Clone()
```

Return Value

Type: Object

A clone of the object

**Implements** 

**ICloneableClone** 

## ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePathEquals Method

This is overridden to allow proper comparison of file path objects.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public override bool Equals(
Object obj
)
```

#### **Parameters**

obj

Type: SystemObject

The object to which this instance is compared

#### Return Value

Type: Boolean

Returns true if the object equals this instance, false if it does not

## ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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## FilePathGetFullPath Method

This returns the fully qualified path for the specified path. This version allows wildcards in the filename part if present.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

path

Type: SystemString
The path to expand

#### Return Value

Type: String

The fully qualified path name

## ▲ Remarks

The **System.IO.Path** version of **GetFullPath(String)** will throw an exception if the path contains wildcard characters. This version does not.

## ▲ See Also

#### Reference FilePath Class

SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

## FilePathGetHashCode Method

Get a hash code for the file path object

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public override int GetHashCode()
```

#### Return Value

Type: Int32

Returns the hash code of the ToString value converted to lowercase

### ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePathOnPersistablePathChanged Method

This raises the PersistablePathChanged event

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

е

Type: SystemEventArgs
The event arguments

#### ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePathOnPersistablePathChanginç Method

This raises the PersistablePathChanging event

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

е

Type: SystemEventArgs
The event arguments

#### ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePathRelativeToAbsolutePath Method

This helper method can be used to convert a relative path to an absolute path based on the given base path.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

```
basePath
Type: SystemString
The base path
relativePath
Type: SystemString
A relative path
```

#### Return Value

Type: String
An absolute path

### ▲ Remarks

If the base path is null or empty, the current working folder is used.

## ▲ Examples

### ▲ See Also

#### Reference

FilePath Class SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

# FilePathToString Method

Convert the file path to a string

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public override string ToString()
```

#### Return Value

Type: String

A fixed or relative path based on the current settings

### ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

## FilePath Events

The FilePath type exposes the following members.

## ▲ Events

	Name	Description
<b>4</b>	PersistablePathChanged	This event is raised when the persistable path changes
<b>9</b>	PersistablePathChanging	This event is raised when the persistable path is about to be changed

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### ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePathPersistablePathChanged Event

This event is raised when the persistable path changes

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public event EventHandler PersistablePathChanged
```

#### Value

Type: SystemEventHandler

#### ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePathPersistablePathChanging Event

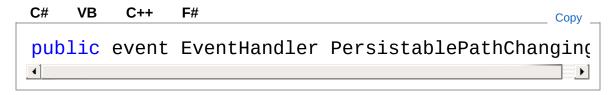
This event is raised when the persistable path is about to be changed

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax



#### Value

Type: SystemEventHandler

#### ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePath Operators and Type Conversions

The FilePath type exposes the following members.

## ■ Operators

	Name	Description
<u>(/−</u> =+) <b>S</b>	Equality	Overload for equal operator.
<u> </u>	(FilePath to String)	This is used to handle an implicit conversion from a FilePath object to a string
(/ <del>-</del> =+) <b>S</b>	Inequality	Overload for not equal operator.

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## ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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## FilePathEquality Operator

Overload for equal operator.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public static bool operator ==(
    FilePath firstPath,
    FilePath secondPath
)
```

#### **Parameters**

firstPath

Type: SandcastleBuilder.UtilsFilePath

The first object to compare

secondPath

Type: SandcastleBuilder.UtilsFilePath

The second object to compare

#### Return Value

Type: Boolean

True if equal, false if not.

#### ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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# FilePath Conversion (FilePath to String)

This is used to handle an implicit conversion from a FilePath object to a string

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public static implicit operator string (
    FilePath filePath
)
```

#### **Parameters**

filePath

Type: SandcastleBuilder.UtilsFilePath

The FilePath to convert.

#### Return Value

Type: String

The file path as a relative or absolute path string based on its current settings

## ▲ Examples

```
C# VB

FilePath filePath = new FilePath(@"%APPDATA%\Test
```

```
// The FilePath object is automatically converted
// representing the expanded, fully qualified pat
string pathString = filePath;
```

## ▲ See Also

#### Reference

FilePath Class SandcastleBuilder.Utils Namespace

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# FilePathInequality Operator

Overload for not equal operator.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public static bool operator !=(
    FilePath firstPath,
    FilePath secondPath
)
```

#### **Parameters**

firstPath

Type: SandcastleBuilder.UtilsFilePath

The first object to compare

secondPath

Type: SandcastleBuilder.UtilsFilePath

The second object to compare

#### Return Value

Type: Boolean

True if not equal, false if they are.

#### ▲ See Also

#### Reference

FilePath Class

SandcastleBuilder.Utils Namespace

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## FolderPath Class

This class is used to represent a folder path. Support is included for treating the path as fixed or relative and for expanding environment variables in the path name.

## ▲ Inheritance Hierarchy

SystemObject SandcastleBuilder.UtilsFilePath SandcastleBuilder.UtilsFolderPath

Namespace: SandcastleBuilder.Utils

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## → Syntax

```
C# VB C++ F#

[SerializableAttribute]

public class FolderPath : FilePath
```

The FolderPath type exposes the following members.

#### → Constructors

	Name	Description
≅ <b>©</b>	FolderPath(IBasePathProvider)	Default constructor. The folder path is undefined.
€ <b>©</b>	FolderPath(String, IBasePathProvider)	Constructor. Assign the

Path(String, Boolean, PathProvider)	Constructor. Assign the specified path and fixed setting.

## Тор

# ▲ Properties

Name	Description
BasePath	This returns the base path for the object (Inherited from FilePath.)
BasePathProvider	This is used to get the base path provider for the object. (Inherited from FilePath.)
Exists	This read-only property can be used to determine whether or not the folder path exists. (Overrides FilePathExists.)
ExpandedPath	This read-only property is used to display the fully qualified path with environment variable expansions in the designer. (Inherited from FilePath.)
IsFixedPath	This is used to indicate whether or not the path will be treated as a relative or fixed path when converted retrieved via the

		PersistablePath property. (Inherited from FilePath.)
<b>₽</b>	Path	This is used to get or set the path. (Overrides FilePathPath.)
	PersistablePath	This is used to retrieve the file path in a format suitable for persisting to storage based on the current settings. (Inherited from FilePath.)

## Тор

## Methods

	Name	Description
<b>⊒</b>	Clone	This returns a clone of the object (Inherited from FilePath.)
<b>⊒©</b>	Equals	This is overridden to allow proper comparison of file path objects. (Inherited from FilePath.)
<b>9</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>≅</b>	GetHashCode	Get a hash code for the file path object

		(Inherited from FilePath.)
ΞΦ	GetType	Gets the Type of the current instance. (Inherited from Object.)
∃ <b>∳ S</b>	IsPathTerminated	This can be used to find out if a path is terminated with a trailing backslash.
ÿ <b>©</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>Ģ</b>	OnPersistablePathChanged	This raises the PersistablePathChanged event (Inherited from FilePath.)
ÿ <b>©</b>	OnPersistablePathChanging	This raises the PersistablePathChanging event (Inherited from FilePath.)
<b>=0 S</b>	TerminatePath	This can be used to ensure that a path is terminated with a trailing backslash.
Ξ <b>ψ</b>	ToString	Convert the file path to a string (Inherited from FilePath.)

## Тор

# 

Name	Description
------	-------------

PersistablePathChanged
When the persistable path changes
(Inherited from FilePath.)

PersistablePathChanging
This event is raised when the persistable path is about to be changed
(Inherited from FilePath.)

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## ▲ See Also

Reference

SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

## FolderPath Constructor

There are three overloads for the constructor.

## ■ Overload List

	Name	Description
<b>∃</b>	FolderPath(IBasePathProvider)	Default constructor. The folder path is undefined.
<b>≡</b>	FolderPath(String, IBasePathProvider)	Constructor. Assign the specified path.
<b>₫♠</b>	FolderPath(String, Boolean, IBasePathProvider)	Constructor. Assign the specified path and fixed setting.

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### ▲ See Also

#### Reference

FolderPath Class SandcastleBuilder.Utils Namespace

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# FolderPath Constructor (IBasePathProvider)

Default constructor. The folder path is undefined.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

provider

Type: SandcastleBuilder.UtilsIBasePathProvider

The base path provider

#### ▲ See Also

#### Reference

FolderPath Class

FolderPath Overload

SandcastleBuilder.Utils Namespace

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# FolderPath Constructor (String, IBasePathProvider)

Constructor. Assign the specified path.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public FolderPath(
    string path,
    IBasePathProvider provider
)
```

#### **Parameters**

```
path
Type: SystemString
A relative or absolute path.

provider
Type: SandcastleBuilder.UtilsIBasePathProvider
The base path provider
```

#### ▲ Remarks

Unless IsFixedPath is set to true, the path is always treated as a relative path.

#### ▲ See Also

#### Reference

FolderPath Class FolderPath Overload SandcastleBuilder.Utils Namespace

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# FolderPath Constructor (String, Boolean, IBasePathProvider)

Constructor. Assign the specified path and fixed setting.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public FolderPath(
    string path,
    bool isFixed,
    IBasePathProvider provider
)
```

#### **Parameters**

```
path
```

Type: SystemString

A relative or absolute path.

isFixed

Type: SystemBoolean

True to treat the path as fixed, false to treat it as a relative path.

provider

Type: SandcastleBuilder.UtilsIBasePathProvider

The base path provider

### ▲ See Also

#### Reference

#### FolderPath Class FolderPath Overload SandcastleBuilder.Utils Namespace

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# FolderPath Properties

The FolderPath type exposes the following members.

## ▲ Properties

	Name	Description
	BasePath	This returns the base path for the object (Inherited from FilePath.)
	BasePathProvider	This is used to get the base path provider for the object. (Inherited from FilePath.)
	Exists	This read-only property can be used to determine whether or not the folder path exists. (Overrides FilePathExists.)
	ExpandedPath	This read-only property is used to display the fully qualified path with environment variable expansions in the designer. (Inherited from FilePath.)
in the second se	IsFixedPath	This is used to indicate whether or not the path will be treated as a relative or fixed path when converted retrieved via the PersistablePath property.

		(Inherited from FilePath.)
<b>* F</b>	Path	This is used to get or set the path. (Overrides FilePathPath.)
	PersistablePath	This is used to retrieve the file path in a format suitable for persisting to storage based on the current settings. (Inherited from FilePath.)

Top

## ▲ See Also

Reference

FolderPath Class SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

# FolderPathExists Property

This read-only property can be used to determine whether or not the folder path exists.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public override bool Exists { get; }
```

#### **Property Value**

Type: Boolean

## ▲ See Also

#### Reference

FolderPath Class

SandcastleBuilder.Utils Namespace

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## FolderPathPath Property

This is used to get or set the path.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

```
C# VB C++ F#

public override string Path { get; set; }
```

#### **Property Value**

Type: String

When set, if the path is not rooted (a relative path), IsFixedPath is set to false. If rooted (an absolute path), it is not changed. This property always returns a fully qualified path but without any environment variable expansions and terminated with a trailing backslash if needed.

If set to a null or empty string, the folder path is cleared and is considered to be undefined.

## ▲ Examples

```
C# VB

FolderPath path = new FolderPath();

// Set it to a relative path
path.Path = @"..\..\ProjectFolder";

// Set it to an absolute path
path.Path = @"C:\My Documents\ProjectDocs\";
```

```
// Set it to a path based on an environment varia
path.Path = @"%HOMEDRIVE%%HOMEPATH%\Favorites\";
```

## ▲ See Also

#### Reference

FolderPath Class SandcastleBuilder.Utils Namespace

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## FolderPath Methods

The FolderPath type exposes the following members.

## Methods

	Name	Description
<b>≡</b>	Clone	This returns a clone of the object (Inherited from FilePath.)
≅₩	Equals	This is overridden to allow proper comparison of file path objects. (Inherited from FilePath.)
<sup>™</sup> • • • • • • • • • • • • • • • • • • •	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≅ <b>©</b>	GetHashCode	Get a hash code for the file path object (Inherited from FilePath.)
≅ <b>©</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>=0 S</b>	IsPathTerminated	This can be used to find out if a path is terminated

		with a trailing backslash.
<b>Ģ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>⊕</b>	OnPersistablePathChanged	This raises the PersistablePathChanged event (Inherited from FilePath.)
<b>Ģ</b>	OnPersistablePathChanging	This raises the PersistablePathChanging event (Inherited from FilePath.)
<b>=\$ S</b>	TerminatePath	This can be used to ensure that a path is terminated with a trailing backslash.
<b>∄</b>	ToString	Convert the file path to a string (Inherited from FilePath.)

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## ▲ See Also

Reference

FolderPath Class SandcastleBuilder.Utils Namespace

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# FolderPathIsPathTerminated Method

This can be used to find out if a path is terminated with a trailing backslash.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

## ■ Syntax

#### **Parameters**

path

Type: SystemString
The path to check

#### Return Value

Type: Boolean

Returns true if it is, false if it is not.

### ▲ See Also

#### Reference

FolderPath Class

SandcastleBuilder.Utils Namespace

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# FolderPathTerminatePath Method

This can be used to ensure that a path is terminated with a trailing backslash.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

#### **Parameters**

path

Type: SystemString
The path to check

#### Return Value

Type: String

The path with a trailing backslash added if necessary.

### ▲ See Also

#### Reference

FolderPath Class

SandcastleBuilder.Utils Namespace

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### FolderPath Events

The FolderPath type exposes the following members.

### ▲ Events

	Name	Description
<b>4</b>	PersistablePathChanged	This event is raised when the persistable path changes (Inherited from FilePath.)
<b>4</b>	PersistablePathChanging	This event is raised when the persistable path is about to be changed (Inherited from FilePath.)

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### ▲ See Also

#### Reference

FolderPath Class SandcastleBuilder.Utils Namespace

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### IBasePathProvider Interface

This interface defines the properties used to obtain a base path for a FilePath object.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public interface IBasePathProvider
```

The IBasePathProvider type exposes the following members.

### → Properties

Name	Description
BasePath	This read-only property returns the base path

Top

### ▲ See Also

#### Reference

SandcastleBuilder.Utils Namespace

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# **IBasePathProvider Properties**

The IBasePathProvider type exposes the following members.

### → Properties

Name	Description
BasePath	This read-only property returns the base path

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### ▲ See Also

#### Reference

IBasePathProvider Interface SandcastleBuilder.Utils Namespace

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# IBasePathProviderBasePath Property

This read-only property returns the base path

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

string BasePath { get; }
```

**Property Value** 

Type: String

### ▲ See Also

#### Reference

IBasePathProvider Interface SandcastleBuilder.Utils Namespace

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# MSHelpAttr Class

This represents an HTML Help 2.x attribute that can be added to the XML data island in each help topic generated by BuildAssembler.

### ▲ Inheritance Hierarchy

SystemObject SandcastleBuilder.UtilsMSHelpAttr

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

[SerializableAttribute]
public class MSHelpAttr : IComparable<MSHelpAttr>
```

The MSHelpAttr type exposes the following members.

### → Properties

Name	Description
AttributeName	This is used to get or set the attribute name
AttributeValue	This is used to get or set the attribute value
IsDirty	This is used to get or set the dirty state of the item

### Тор

# Methods

	Name	Description
<b>≟</b>	CompareTo	Compares this instance to another instance and returns an indication of their relative values.
<b>⊒</b>	Equals	Determines whether the specified object is equal to the current object. (Overrides ObjectEquals(Object).)
<b>₹</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>≑</b>	GetHashCode	Get a hash code for this item (Overrides ObjectGetHashCode.)
<b>₫</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b></b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>₫∳</b>	ToString	Return a string representation of the item

(Overrides ObjectToString.)

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### ▲ See Also

#### Reference

SandcastleBuilder.Utils Namespace

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# MSHelpAttr Properties

The MSHelpAttr type exposes the following members.

### → Properties

Name	Description
AttributeName	This is used to get or set the attribute name
AttributeValue	This is used to get or set the attribute value
IsDirty	This is used to get or set the dirty state of the item

#### Top

### ▲ See Also

#### Reference

MSHelpAttr Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrAttributeName Property

This is used to get or set the attribute name

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public string AttributeName { get; set; }
```

**Property Value** 

Type: String

### ▲ See Also

#### Reference

MSHelpAttr Class

SandcastleBuilder.Utils Namespace

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# MSHelpAttrAttributeValue Property

This is used to get or set the attribute value

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public string AttributeValue { get; set; }
```

**Property Value** 

Type: String

### ▲ See Also

#### Reference

MSHelpAttr Class

SandcastleBuilder.Utils Namespace

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# MSHelpAttrIsDirty Property

This is used to get or set the dirty state of the item

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public bool IsDirty { get; set; }
```

#### **Property Value**

Type: Boolean

### ▲ See Also

#### Reference

MSHelpAttr Class

SandcastleBuilder.Utils Namespace

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# MSHelpAttr Methods

The MSHelpAttr type exposes the following members.

### Methods

	Name	Description
<b>≓</b>	CompareTo	Compares this instance to another instance and returns an indication of their relative values.
<b>≓</b> ♦	Equals	Determines whether the specified object is equal to the current object. (Overrides ObjectEquals(Object).)
<b>Ģ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
± <b>Q</b>	GetHashCode	Get a hash code for this item (Overrides ObjectGetHashCode.)
<b>≟</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ <sup>©</sup>	MemberwiseClone	Creates a shallow copy of the

		current Object. (Inherited from Object.)
<b>∃</b>	ToString	Return a string representation of the item (Overrides ObjectToString.)

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### ▲ See Also

Reference MSHelpAttr Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCompareTo Method

Compares this instance to another instance and returns an indication of their relative values.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

#### **Parameters**

other

Type: SandcastleBuilder.UtilsMSHelpAttr

A MSHelpAttr object to compare

#### Return Value

Type: Int32

Returns -1 if this instance is less than the value, 0 if they are equal, or 1 if this instance is greater than the value or the value is null.

**Implements** 

IComparableTCompareTo(T)

#### ▲ Remarks

Entries are sorted by name and then value

# ▲ See Also

Reference

MSHelpAttr Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrEquals Method

Determines whether the specified object is equal to the current object.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public override bool Equals(
Object obj
)
```

#### **Parameters**

obj

Type: SystemObject

The object to compare with the current object.

#### Return Value

Type: Boolean

true if the specified object is equal to the current object; otherwise,

false.

### ▲ See Also

#### Reference

MSHelpAttr Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrGetHashCode Method

Get a hash code for this item

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public override int GetHashCode()
```

#### Return Value

Type: Int32

Returns the hash code for the attribute name and value.

### ▲ See Also

#### Reference

MSHelpAttr Class

SandcastleBuilder.Utils Namespace

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# MSHelpAttrToString Method

Return a string representation of the item

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public override string ToString()
```

#### Return Value

Type: String

Returns the item in its XML format

### ▲ See Also

#### Reference

MSHelpAttr Class

SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollection Class

This collection class is used to hold the help attribute items for a project.

### ■ Inheritance Hierarchy

SystemObject System.Collections.ObjectModelCollectionMSHelpAttr System.ComponentModelBindingListMSHelpAttr SandcastleBuilder.UtilsMSHelpAttrCollection

Namespace: SandcastleBuilder.Utils

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax



The MSHelpAttrCollection type exposes the following members.

#### → Constructors

	Name	Description
<b>∃</b>	MSHelpAttrCollection	Constructor

Top

### → Properties

Name	Description
------	-------------

	AllowEdit	Gets or sets a value indicating whether items in the list can be edited. (Inherited from BindingListMSHelpAttr.)
	AllowNew	Gets or sets a value indicating whether you can add items to the list using the AddNew method. (Inherited from BindingListMSHelpAttr.)
	AllowRemove	Gets or sets a value indicating whether you can remove items from the collection. (Inherited from BindingListMSHelpAttr.)
	Count	Gets the number of elements actually contained in the CollectionT. (Inherited from CollectionMSHelpAttr.)
iii —	IsDirty	This is used to get or set the dirty state of the collection
	IsSortedCore	Gets a value indicating whether the list is sorted. (Inherited from

	BindingListMSHelpAttr.)
Item	Gets or sets the element at the specified index. (Inherited from CollectionMSHelpAttr.)
Items	Gets a IListT wrapper around the CollectionT. (Inherited from CollectionMSHelpAttr.)
RaiseListChangedEvents	Gets or sets a value indicating whether adding or removing items within the list raises ListChanged events. (Inherited from BindingListMSHelpAttr.)
SortDirectionCore	Gets the direction the list is sorted. (Inherited from BindingListMSHelpAttr.)
SortPropertyCore	Gets the property descriptor that is used for sorting the list if sorting is implemented in a derived class; otherwise, returns null. (Inherited from BindingListMSHelpAttr.)
SupportsChangeNotificationCore	Gets a value indicating whether ListChanged

	events are enabled. (Inherited from BindingListMSHelpAttr.)
SupportsSearchingCore	Gets a value indicating whether the list supports searching. (Inherited from BindingListMSHelpAttr.)
SupportsSortingCore	Gets a value indicating whether the list supports sorting. (Inherited from BindingListMSHelpAttr.)

### Тор

# Methods

	Name	Description
<b>=</b>	Add(T)	Adds an object to the end of the Co (Inherited from CollectionMSHelpAt
<b>≓</b>	Add(String, String)	Add a new item to the collection
<b>=</b>	AddNew	Adds a new item to the collection. (Inherited from BindingListMSHelpA
Ģ <sup>™</sup>	AddNewCore	Adds a new item to the end of the c (Inherited from BindingListMSHelpA
Ģ <sup>¯</sup> ♥	ApplySortCore	Sorts the items if overridden in a de otherwise, throws a NotSupportedE (Inherited from BindingListMSHelpA
<b>≡</b>	CancelNew	Discards a pending new item.

		(Inherited from BindingListMSHelpA
<b>≅</b>	Clear	Removes all elements from the Coll (Inherited from CollectionMSHelpAt
Ģ <b>©</b>	ClearItems	Removes all elements from the colle (Inherited from BindingListMSHelpA
<b>≅</b>	Contains	Determines whether an element is i (Inherited from CollectionMSHelpAt
<b>≡</b> ₩	СоруТо	Copies the entire CollectionT to a codimensional Array, starting at the specific the target array.  (Inherited from CollectionMSHelpAt)
<b>∃</b>	EndNew	Commits a pending new item to the (Inherited from BindingListMSHelpA
<b>∄</b>	Equals	Determines whether the specified of the current object. (Inherited from Object.)
<b>Ģ</b>	Finalize	Allows an object to try to free resourther cleanup operations before it is garbage collection. (Inherited from Object.)
<b>₹</b>	FindCore	Searches for the index of the item the specified property descriptor with the if searching is implemented in a der otherwise, a NotSupportedException (Inherited from BindingListMSHelpA)
<b>₫ڼ</b>	GetEnumerator	Returns an enumerator that iterates CollectionT. (Inherited from CollectionMSHelpAt

**≡** 

	GetHashCode	Serves as the default hash function (Inherited from Object.)
<b>≡</b>	GetType	Gets the Type of the current instanc (Inherited from Object.)
<b>≡</b>	IndexOf	Searches for the specified object ar zero-based index of the first occurre entire CollectionT.  (Inherited from CollectionMSHelpAt
<b>≘</b>	Insert	Inserts an element into the Collectic specified index. (Inherited from CollectionMSHelpAt
<b>Ģ</b>	InsertItem	Inserts the specified item in the list a index. (Inherited from BindingListMSHelpA
<b>≡</b>	MarkAsDirty	This is used to mark the collection $\varepsilon$ there is no associated project.
<b>₹</b>	MemberwiseClone	Creates a shallow copy of the curre (Inherited from Object.)
<b>Ģ ♦</b>	OnAddingNew	Raises the AddingNew event. (Inherited from BindingListMSHelpA
<b>∳</b>	OnListChanged	This is overridden to mark the collect it changes (Overrides BindingListTOnListChanged(ListChanged)
<b>≡</b>	Remove	Removes the first occurrence of a s the CollectionT. (Inherited from CollectionMSHelpAt
=0	RemoveAt	Removes the element at the specific

		CollectionT. (Inherited from CollectionMSHelpAt
<del>"</del>	Removeltem	Removes the item at the specified in (Inherited from BindingListMSHelpA
ij <b>̃</b>	RemoveSortCore	Removes any sort applied with ApplySortCore(PropertyDescriptor, if sorting is implemented in a derive raises NotSupportedException. (Inherited from BindingListMSHelpA
<b>≓</b>	ResetBindings	Raises a ListChanged event of type (Inherited from BindingListMSHelpA
<b>≟</b>	ResetItem	Raises a ListChanged event of type the item at the specified position. (Inherited from BindingListMSHelpA
Ģ Û	SetItem	Replaces the item at the specified ir specified item. (Inherited from BindingListMSHelpA
<b>≓</b>	Sort	This is used to sort the collection
<b>≟</b>	ToConfigurationString	Convert the collection to its string fo sandcastle.config file.
<b>∄</b>	ToString	Returns a string that represents the (Inherited from Object.)
<b>≡©</b>	WriteXml	Write the collection to the given XM

### Top

# ■ Events

Name Description
------------------

AddingNew
Occurs before an item is added to the list.
(Inherited from BindingListMSHelpAttr.)

ListChanged
Occurs when the list or an item in the list changes.
(Inherited from BindingListMSHelpAttr.)

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### ▲ See Also

#### Reference

SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollection Constructor

#### Constructor

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public MSHelpAttrCollection()
```

### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollection Properties

The MSHelpAttrCollection type exposes the following members.

# ▲ Properties

Name	Description
AllowEdit	Gets or sets a value indicating whether items in the list can be edited. (Inherited from BindingListMSHelpAttr.)
AllowNew	Gets or sets a value indicating whether you can add items to the list using the AddNew method. (Inherited from BindingListMSHelpAttr.)
AllowRemove	Gets or sets a value indicating whether you can remove items from the collection. (Inherited from BindingListMSHelpAttr.)
Count	Gets the number of elements actually contained in the CollectionT.

	(Inherited from CollectionMSHelpAttr.)
IsDirty	This is used to get or set the dirty state of the collection
IsSortedCore	Gets a value indicating whether the list is sorted. (Inherited from BindingListMSHelpAttr.)
Item	Gets or sets the element at the specified index. (Inherited from CollectionMSHelpAttr.)
Items	Gets a IListT wrapper around the CollectionT. (Inherited from CollectionMSHelpAttr.)
RaiseListChangedEvents	Gets or sets a value indicating whether adding or removing items within the list raises ListChanged events. (Inherited from BindingListMSHelpAttr.)
SortDirectionCore	Gets the direction the list is sorted. (Inherited from BindingListMSHelpAttr.)

	SortPropertyCore	Gets the property descriptor that is used for sorting the list if sorting is implemented in a derived class; otherwise, returns null. (Inherited from BindingListMSHelpAttr.)
	SupportsChangeNotificationCore	Gets a value indicating whether ListChanged events are enabled. (Inherited from BindingListMSHelpAttr.)
	SupportsSearchingCore	Gets a value indicating whether the list supports searching. (Inherited from BindingListMSHelpAttr.)
	SupportsSortingCore	Gets a value indicating whether the list supports sorting. (Inherited from BindingListMSHelpAttr.)

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### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollectionIsDirty Property

This is used to get or set the dirty state of the collection

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public bool IsDirty { get; set; }
```

#### **Property Value**

Type: Boolean

### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollection Methods

The MSHelpAttrCollection type exposes the following members.

### Methods

	Name	Description
<b>≡</b>	Add(T)	Adds an object to the end of the Co (Inherited from CollectionMSHelpAt
<b>≡</b>	Add(String, String)	Add a new item to the collection
<b>≅</b>	AddNew	Adds a new item to the collection. (Inherited from BindingListMSHelpA
Ģ <b>©</b>	AddNewCore	Adds a new item to the end of the c (Inherited from BindingListMSHelpA
Ģ <sup>¯</sup> ♥	ApplySortCore	Sorts the items if overridden in a de otherwise, throws a NotSupportedE (Inherited from BindingListMSHelpA
Ξ₩	CancelNew	Discards a pending new item. (Inherited from BindingListMSHelpA
Ξ₩	Clear	Removes all elements from the Coll (Inherited from CollectionMSHelpAt
Ģ <b>©</b>	ClearItems	Removes all elements from the colle (Inherited from BindingListMSHelpA
<b>≡</b>	Contains	Determines whether an element is i (Inherited from CollectionMSHelpAt

	СоруТо	Copies the entire CollectionT to a condimensional Array, starting at the synthetarget array.  (Inherited from CollectionMSHelpAt
<b>=</b>	EndNew	Commits a pending new item to the (Inherited from BindingListMSHelpA
<b>≡</b> ♠	Equals	Determines whether the specified o the current object. (Inherited from Object.)
Ģ <b>¯</b>	Finalize	Allows an object to try to free resoul other cleanup operations before it is garbage collection. (Inherited from Object.)
ğ	FindCore	Searches for the index of the item the specified property descriptor with the if searching is implemented in a der otherwise, a NotSupportedException (Inherited from BindingListMSHelpA)
<b>≡</b>	GetEnumerator	Returns an enumerator that iterates CollectionT. (Inherited from CollectionMSHelpAt
<b>≡</b>	GetHashCode	Serves as the default hash function (Inherited from Object.)
<b>≅</b>	GetType	Gets the Type of the current instanc (Inherited from Object.)
<b>≡</b> ♠	IndexOf	Searches for the specified object ar zero-based index of the first occurre entire CollectionT.  (Inherited from CollectionMSHelpAt
- 🗛		

**≡** 

	Insert	Inserts an element into the Collectic specified index. (Inherited from CollectionMSHelpAt
<b>Ģ</b>	InsertItem	Inserts the specified item in the list a index. (Inherited from BindingListMSHelpA
<b>≡</b>	MarkAsDirty	This is used to mark the collection a there is no associated project.
ÿ <b>∳</b>	MemberwiseClone	Creates a shallow copy of the curre (Inherited from Object.)
ġ <b></b>	OnAddingNew	Raises the AddingNew event. (Inherited from BindingListMSHelpA
Ģ <sup>©</sup>	OnListChanged	This is overridden to mark the collect it changes (Overrides BindingListTOnListChanged(ListChanged)
<b>∃</b>	Remove	Removes the first occurrence of a s the CollectionT. (Inherited from CollectionMSHelpAt
<b>≡</b>	RemoveAt	Removes the element at the specific CollectionT. (Inherited from CollectionMSHelpAt
ij <b></b>	Removeltem	Removes the item at the specified in (Inherited from BindingListMSHelpA
<b>ĕ</b>	RemoveSortCore	Removes any sort applied with ApplySortCore(PropertyDescriptor, if sorting is implemented in a deriveraises NotSupportedException. (Inherited from BindingListMSHelpA

<b>∃</b>	ResetBindings	Raises a ListChanged event of type (Inherited from BindingListMSHelpA
<b>∉©</b>	ResetItem	Raises a ListChanged event of type the item at the specified position. (Inherited from BindingListMSHelpA
ÿ <b>©</b>	SetItem	Replaces the item at the specified ir specified item. (Inherited from BindingListMSHelpA
= 🔷	Sort	This is used to sort the collection
<b>≟</b>	ToConfigurationString	Convert the collection to its string fo sandcastle.config file.
<b>≡</b>	ToString	Returns a string that represents the (Inherited from Object.)
<b>≡</b>	WriteXml	Write the collection to the given XM

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### ▲ See Also

### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollectionAdd Method

### ■ Overload List

	Name	Description
<b>=</b>	Add(T)	Adds an object to the end of the CollectionT. (Inherited from CollectionMSHelpAttr.)
<b>≟</b>	Add(String, String)	Add a new item to the collection

Top

### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollectionAdd Method (String, String)

Add a new item to the collection

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public MSHelpAttr Add(
    string name,
    string value
)
```

#### **Parameters**

name

Type: SystemString
The attribute name

value

Type: SystemString
The attribute value

#### Return Value

Type: MSHelpAttr

The MSHelpAttr added to the project. If If the item already exists in the collection, the existing item is returned.

### ▲ Remarks

The MSHelpAttr constructor is internal so that we control creation of the items and can associate them with the project.

### ▲ See Also

Reference MSHelpAttrCollection Class Add Overload SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollectionMarkAsDirty Method

This is used to mark the collection as changed when there is no associated project.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public void MarkAsDirty()
```

### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollectionOnListChange Method

This is overridden to mark the collection as dirty when it changes

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

protected override void OnListChanged(
    ListChangedEventArgs e
)
```

#### **Parameters**

е

Type: System.ComponentModelListChangedEventArgs The event arguments

### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollectionSort Method

This is used to sort the collection

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public void Sort()
```

### ▲ Remarks

Values are sorted by attribute name and value

### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollectionToConfiguratio Method

Convert the collection to its string form for use in the **sandcastle.config** file.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public string ToConfigurationString()
```

#### Return Value

Type: String

The help attribute collection in string form ready for use in the Sandcastle BuildAssembler configuration file.

### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpAttrCollectionWriteXml Method

Write the collection to the given XML text writer

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

#### **Parameters**

XW

Type: System.XmlXmlWriter

The XML text writer to which the information is written.

includeContainer

Type: SystemBoolean

True to write out the containing **HelpAttributes** element, false to exclude it.

### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace Copyright © 2008-2015, Eric Woodruff, All rights reserved

# MSHelpAttrCollection Events

The MSHelpAttrCollection type exposes the following members.

### ▲ Events

	Name	Description
<b>4</b>	AddingNew	Occurs before an item is added to the list. (Inherited from BindingListMSHelpAttr.)
3	ListChanged	Occurs when the list or an item in the list changes. (Inherited from BindingListMSHelpAttr.)

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### ▲ See Also

#### Reference

MSHelpAttrCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpKeyword Class

This represents an HTML Help 2.x index keyword that can be added to the XML data island in each help topic generated by BuildAssembler.

### ▲ Inheritance Hierarchy

SystemObject SandcastleBuilder.UtilsMSHelpKeyword

Namespace: SandcastleBuilder.Utils

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

[SerializableAttribute]

public class MSHelpKeyword : IComparable<MSHelpKe
```

The MSHelpKeyword type exposes the following members.

### → Constructors

	Name	Description
<b>≡</b>	MSHelpKeyword	Constructor
<b>≅©</b>	MSHelpKeyword(String, String)	Constructor

Top

### ▲ Properties

Name	Description
Index	This is used to get or set the index name
Term	This is used to get or set the index term

### Тор

## Methods

	Name	Description
≅₩	CompareTo	Compares this instance to another instance and returns an indication of their relative values.
<b>∃</b>	Equals	Determines whether the specified object is equal to the current object. (Overrides ObjectEquals(Object).)
Ģ <b>̃</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≅ <b>©</b>	GetHashCode	Get a hash code for this item (Overrides ObjectGetHashCode.)
ΞΦ	GetType	Gets the Type of the current instance. (Inherited from Object.)

<b>Ģ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>≟</b>	ToString	Return a string representation of the item (Overrides ObjectToString.)

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### ▲ See Also

#### Reference

SandcastleBuilder.Utils Namespace

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# MSHelpKeyword Constructor

### ■ Overload List

	Name	Description
<b>≡</b>	MSHelpKeyword	Constructor
<b>≘</b>	MSHelpKeyword(String, String)	Constructor

#### Top

### ▲ See Also

#### Reference

MSHelpKeyword Class SandcastleBuilder.Utils Namespace

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# MSHelpKeyword Constructor

Constructor

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F# Copy

public MSHelpKeyword()
```

### ▲ Remarks

The index name defaults to "K"

### ▲ See Also

#### Reference

MSHelpKeyword Class MSHelpKeyword Overload SandcastleBuilder.Utils Namespace

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# MSHelpKeyword Constructor (String, String)

#### Constructor

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

#### **Parameters**

```
indexName
```

Type: SystemString
The index name

keywordTerm

Type: SystemString
The index term

### ▲ See Also

#### Reference

MSHelpKeyword Class MSHelpKeyword Overload SandcastleBuilder.Utils Namespace Copyright © 2008-2015, Eric Woodruff, All rights reserved

# **MSHelpKeyword Properties**

The MSHelpKeyword type exposes the following members.

### → Properties

Name	Description
Index	This is used to get or set the index name
Term	This is used to get or set the index term

#### Top

### ▲ See Also

#### Reference

MSHelpKeyword Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordIndex Property

This is used to get or set the index name

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public string Index { get; set; }
```

**Property Value** 

Type: String

### ▲ See Also

#### Reference

MSHelpKeyword Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordTerm Property

This is used to get or set the index term

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public string Term { get; set; }
```

**Property Value** 

Type: String

### ▲ See Also

#### Reference

MSHelpKeyword Class SandcastleBuilder.Utils Namespace

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# **MSHelpKeyword Methods**

The MSHelpKeyword type exposes the following members.

### Methods

	Name	Description
<b>≓</b>	CompareTo	Compares this instance to another instance and returns an indication of their relative values.
<b>≓∲</b>	Equals	Determines whether the specified object is equal to the current object. (Overrides ObjectEquals(Object).)
<b>∮</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
<b>≟</b>	GetHashCode	Get a hash code for this item (Overrides ObjectGetHashCode.)
Ξ	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ <sup>™</sup>	MemberwiseClone	Creates a shallow copy of the

		current Object. (Inherited from Object.)
<b>∄</b>	ToString	Return a string representation of the item (Overrides ObjectToString.)

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### ▲ See Also

Reference

MSHelpKeyword Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordCompareTo Method

Compares this instance to another instance and returns an indication of their relative values.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

#### **Parameters**

other

Type: SandcastleBuilder.UtilsMSHelpKeyword

A MSHelpKeyword object to compare

#### Return Value

Type: Int32

Returns -1 if this instance is less than the value, 0 if they are equal, or 1 if this instance is greater than the value or the value is null.

#### **Implements**

IComparableTCompareTo(T)

### ▲ Remarks

Entries are sorted by name and then value

### ▲ See Also

#### Reference

MSHelpKeyword Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordEquals Method

Determines whether the specified object is equal to the current object.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public override bool Equals(
Object obj
)
```

#### **Parameters**

obj

Type: SystemObject

The object to compare with the current object.

#### Return Value

Type: Boolean

true if the specified object is equal to the current object; otherwise,

false.

### ▲ See Also

#### Reference

MSHelpKeyword Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordGetHashCode Method

Get a hash code for this item

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public override int GetHashCode()
```

#### Return Value

Type: Int32

Returns the hash code for the index name and term.

### ▲ See Also

#### Reference

MSHelpKeyword Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordToString Method

Return a string representation of the item

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax

```
C# VB C++ F#

public override string ToString()
```

#### Return Value

Type: String

Returns the item in its XML format

### ▲ See Also

#### Reference

MSHelpKeyword Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordCollection Class

This collection class is used to hold the help index keyword items for a project.

### ■ Inheritance Hierarchy

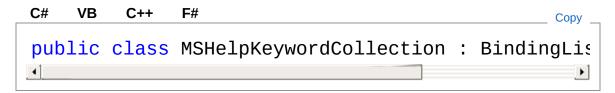
SystemObject System.Collections.ObjectModelCollectionMSHelpKeyn System.ComponentModelBindingListMSHelpKeyword SandcastleBuilder.UtilsMSHelpKeywordCollection

Namespace: SandcastleBuilder.Utils

**Assembly:** ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

### ■ Syntax



The MSHelpKeywordCollection type exposes the following members.

### → Constructors

	Name	Description
<b>□</b>	MSHelpKeywordCollection	Initializes a new instance of the MSHelpKeywordCollection class

Top

# ▲ Properties

Name	Description
AllowEdit	Gets or sets a value indicating whether items the list can be edited. (Inherited from BindingListMSHelpKeyw
AllowNew	Gets or sets a value indicating whether you c add items to the list usin AddNew method. (Inherited from BindingListMSHelpKeyw
AllowRemove	Gets or sets a value indicating whether you c remove items from the collection. (Inherited from BindingListMSHelpKeyw
Count	Gets the number of elemactually contained in the CollectionT. (Inherited from CollectionMSHelpKeywo
IsSortedCore	Gets a value indicating whether the list is sorted (Inherited from BindingListMSHelpKeyw
Item	Gets or sets the elementhe specified index.

	(Inherited from CollectionMSHelpKeywo
Items	Gets a IListT wrapper ar the CollectionT. (Inherited from CollectionMSHelpKeywo
RaiseListChangedEvents	Gets or sets a value indicating whether addin removing items within th raises ListChanged ever (Inherited from BindingListMSHelpKeyw
SortDirectionCore	Gets the direction the lis sorted. (Inherited from BindingListMSHelpKeyw
SortPropertyCore	Gets the property descrithat is used for sorting the list if sorting is implement in a derived class; other returns null.  (Inherited from BindingListMSHelpKeyw
SupportsChangeNotificationCore	Gets a value indicating whether ListChanged ev are enabled. (Inherited from BindingListMSHelpKeyw
SupportsSearchingCore	Gets a value indicating whether the list supports searching. (Inherited from

	BindingListMSHelpKeyw
SupportsSortingCore	Gets a value indicating whether the list supports sorting. (Inherited from BindingListMSHelpKeyw

### Тор

# Methods

Add Adds an object to the end of the CollectionT. (Inherited from CollectionMSHelpKeyword.)  AddNew Adds a new item to the collection. (Inherited from BindingListMSHelpKeyword.)  AddNewCore Adds a new item to the end of the collection. (Inherited from BindingListMSHelpKeyword.)  ApplySortCore Sorts the items if overridden in a derived class; otherwise, throws a NotSupportedException. (Inherited from BindingListMSHelpKeyword.)  CancelNew Discards a pending new item. (Inherited from BindingListMSHelpKeyword.)			
Adds an object to the end of the CollectionT. (Inherited from CollectionMSHelpKeyword.)  AddNew  Adds a new item to the collection. (Inherited from BindingListMSHelpKeyword.)  AddNewCore  Adds a new item to the end of the collection. (Inherited from BindingListMSHelpKeyword.)  ApplySortCore  Sorts the items if overridden in a derived class; otherwise, throws a NotSupportedException. (Inherited from BindingListMSHelpKeyword.)  CancelNew  Discards a pending new item. (Inherited from		Name	Description
AddNewCore  Adds a new item to the collection. (Inherited from BindingListMSHelpKeyword.)  AddNewCore  Adds a new item to the end of the collection. (Inherited from BindingListMSHelpKeyword.)  ApplySortCore  Sorts the items if overridden in a derived class; otherwise, throws a NotSupportedException. (Inherited from BindingListMSHelpKeyword.)  CancelNew  Discards a pending new item. (Inherited from	<b>≅</b>	Add	CollectionT. (Inherited from
collection. (Inherited from BindingListMSHelpKeyword.)  ApplySortCore  Sorts the items if overridden in a derived class; otherwise, throws a NotSupportedException. (Inherited from BindingListMSHelpKeyword.)  CancelNew  Discards a pending new item. (Inherited from	<b>≓</b>	AddNew	(Inherited from
derived class; otherwise, throws a NotSupportedException. (Inherited from BindingListMSHelpKeyword.)  CancelNew Discards a pending new item. (Inherited from	ğŶ	AddNewCore	collection. (Inherited from
(Inherited from	<sup>™</sup>	ApplySortCore	derived class; otherwise, throws a NotSupportedException. (Inherited from
	<b>≡</b>	CancelNew	(Inherited from

æ	Clear	Removes all elements from the CollectionT. (Inherited from CollectionMSHelpKeyword.)
ğ	ClearItems	Removes all elements from the collection. (Inherited from BindingListMSHelpKeyword.)
₫ <b>ఄ</b>	Contains	Determines whether an element is in the CollectionT. (Inherited from CollectionMSHelpKeyword.)
<b>≓</b> ♠	СоруТо	Copies the entire CollectionT to a compatible one-dimensional Array, starting at the specified index of the target array. (Inherited from CollectionMSHelpKeyword.)
<b>≓</b> ♠	EndNew	Commits a pending new item to the collection. (Inherited from BindingListMSHelpKeyword.)
<b>≓</b>	Equals	Determines whether the specified object is equal to the current object.  (Inherited from Object.)
<b>Ģ</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)

Ģ <sup>™</sup>	FindCore	Searches for the index of the item that has the specified property descriptor with the specified value, if searching is implemented in a derived class; otherwise, a NotSupportedException. (Inherited from BindingListMSHelpKeyword.)
<b>⊕</b>	GetEnumerator	Returns an enumerator that iterates through the CollectionT. (Inherited from CollectionMSHelpKeyword.)
<b>≡</b>	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>≟</b> ∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>⊒</b>	IndexOf	Searches for the specified object and returns the zero-based index of the first occurrence within the entire CollectionT. (Inherited from CollectionMSHelpKeyword.)
<b>≟</b> ∳	Insert	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionMSHelpKeyword.)
<b>Ģ</b> ₩	InsertItem	Inserts the specified item in the list at the specified index. (Inherited from BindingListMSHelpKeyword.)

<b>=</b>	MarkAsDirty	This is used to mark the collection as changed when there is no associated project.
ş̄ <b>Û</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
ş̄•	OnAddingNew	Raises the AddingNew event. (Inherited from BindingListMSHelpKeyword.)
ÿ <b>⊕</b>	OnListChanged	Raises the ListChanged event. (Inherited from BindingListMSHelpKeyword.)
<b>∃</b>	Remove	Removes the first occurrence of a specific object from the CollectionT. (Inherited from CollectionMSHelpKeyword.)
<b>≟</b> ∳	RemoveAt	Removes the element at the specified index of the CollectionT. (Inherited from CollectionMSHelpKeyword.)
<b>Ģ</b> ₩	Removeltem	Removes the item at the specified index. (Inherited from BindingListMSHelpKeyword.)
Ģ₩	RemoveSortCore	Removes any sort applied with ApplySortCore(PropertyDescriptor, ListSortDirection) if sorting is implemented in a derived class; otherwise, raises

		NotSupportedException. (Inherited from BindingListMSHelpKeyword.)
≘♠	ResetBindings	Raises a ListChanged event of type Reset. (Inherited from BindingListMSHelpKeyword.)
<b>≓</b>	ResetItem	Raises a ListChanged event of type ItemChanged for the item at the specified position. (Inherited from BindingListMSHelpKeyword.)
<b></b>	SetItem	Replaces the item at the specified index with the specified item. (Inherited from BindingListMSHelpKeyword.)
<b>≡</b>	Sort	This is used to sort the collection
ΞΦ	ToString	Returns a string that represents the current object. (Inherited from Object.)
<b>=</b>	WriteXml	This is used to save the keyword collection to the project file.

# Тор

# ■ Events

	Name	Description
9	AddingNew	Occurs before an item is added to the list. (Inherited from

# ListChanged Occurs when the list or an item in the list changes. (Inherited from BindingListMSHelpKeyword.)

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# ▲ See Also

Reference

SandcastleBuilder.Utils Namespace

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#### HTML to MAML Converter

# MSHelpKeywordCollection Constructor

Initializes a new instance of the MSHelpKeywordCollection class

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#
public MSHelpKeywordCollection()
```

### ▲ See Also

#### Reference

MSHelpKeywordCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordCollection Properties

The MSHelpKeywordCollection type exposes the following members.

# → Properties

Name	Description
AllowEdit	Gets or sets a value indicating whether items the list can be edited. (Inherited from BindingListMSHelpKeyw
AllowNew	Gets or sets a value indicating whether you c add items to the list usin AddNew method. (Inherited from BindingListMSHelpKeyw
AllowRemove	Gets or sets a value indicating whether you c remove items from the collection. (Inherited from BindingListMSHelpKeyw
Count	Gets the number of elemactually contained in the CollectionT. (Inherited from

	CollectionMSHelpKeywo
IsSortedCore	Gets a value indicating whether the list is sorted (Inherited from BindingListMSHelpKeyw
Item	Gets or sets the element the specified index. (Inherited from CollectionMSHelpKeywo
Items	Gets a IListT wrapper ar the CollectionT. (Inherited from CollectionMSHelpKeywo
RaiseListChangedEvents	Gets or sets a value indicating whether addin removing items within th raises ListChanged ever (Inherited from BindingListMSHelpKeyw
SortDirectionCore	Gets the direction the lis sorted. (Inherited from BindingListMSHelpKeyw
SortPropertyCore	Gets the property descri that is used for sorting the list if sorting is implement in a derived class; other returns null. (Inherited from BindingListMSHelpKeyw
SupportsChangeNotificationCore	Gets a value indicating

		whether ListChanged ev are enabled. (Inherited from BindingListMSHelpKeyw
	SupportsSearchingCore	Gets a value indicating whether the list supports searching. (Inherited from BindingListMSHelpKeyw
<b>□</b>	SupportsSortingCore	Gets a value indicating whether the list supports sorting. (Inherited from BindingListMSHelpKeyw

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# ▲ See Also

#### Reference

MSHelpKeywordCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordCollection Methods

The MSHelpKeywordCollection type exposes the following members.

# Methods

	Name	Description
Ξ₩	Add	Adds an object to the end of the CollectionT. (Inherited from CollectionMSHelpKeyword.)
=	AddNew	Adds a new item to the collection. (Inherited from BindingListMSHelpKeyword.)
ē ∳	AddNewCore	Adds a new item to the end of the collection. (Inherited from BindingListMSHelpKeyword.)
ÿ <b>⊕</b>	ApplySortCore	Sorts the items if overridden in a derived class; otherwise, throws a NotSupportedException. (Inherited from BindingListMSHelpKeyword.)
<b>≅∳</b>	CancelNew	Discards a pending new item. (Inherited from BindingListMSHelpKeyword.)
<b>≡</b>	Clear	Removes all elements from the

		CollectionT. (Inherited from CollectionMSHelpKeyword.)
<b>Ģ</b>	ClearItems	Removes all elements from the collection. (Inherited from BindingListMSHelpKeyword.)
<b>≓</b>	Contains	Determines whether an element is in the CollectionT. (Inherited from CollectionMSHelpKeyword.)
<b>≡</b> •	СоруТо	Copies the entire CollectionT to a compatible one-dimensional Array, starting at the specified index of the target array. (Inherited from CollectionMSHelpKeyword.)
ΞΦ	EndNew	Commits a pending new item to the collection. (Inherited from BindingListMSHelpKeyword.)
ΞΦ	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<b>₹</b>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
Ģ <sup>™</sup>	FindCore	Searches for the index of the item

		that has the specified property descriptor with the specified value, if searching is implemented in a derived class; otherwise, a NotSupportedException. (Inherited from BindingListMSHelpKeyword.)
±₩	GetEnumerator	Returns an enumerator that iterates through the CollectionT. (Inherited from CollectionMSHelpKeyword.)
₫ 🍑	GetHashCode	Serves as the default hash function. (Inherited from Object.)
<b>≟</b>	GetType	Gets the Type of the current instance. (Inherited from Object.)
<b>∃</b>	IndexOf	Searches for the specified object and returns the zero-based index of the first occurrence within the entire CollectionT. (Inherited from CollectionMSHelpKeyword.)
≅ 🚱	Insert	Inserts an element into the CollectionT at the specified index. (Inherited from CollectionMSHelpKeyword.)
9 ·	InsertItem	Inserts the specified item in the list at the specified index. (Inherited from BindingListMSHelpKeyword.)

<b>₫ڼ</b>	MarkAsDirty	This is used to mark the collection as changed when there is no associated project.
<b>ĕ</b>	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
<b>ĕ</b>	OnAddingNew	Raises the AddingNew event. (Inherited from BindingListMSHelpKeyword.)
<b>Ģ</b> ₩	OnListChanged	Raises the ListChanged event. (Inherited from BindingListMSHelpKeyword.)
<b>∃</b>	Remove	Removes the first occurrence of a specific object from the CollectionT. (Inherited from CollectionMSHelpKeyword.)
≅ <b>∳</b>	RemoveAt	Removes the element at the specified index of the CollectionT. (Inherited from CollectionMSHelpKeyword.)
ğ	Removeltem	Removes the item at the specified index. (Inherited from BindingListMSHelpKeyword.)
<b>ĕ</b>	RemoveSortCore	Removes any sort applied with ApplySortCore(PropertyDescriptor, ListSortDirection) if sorting is implemented in a derived class; otherwise, raises NotSupportedException.

		(Inherited from BindingListMSHelpKeyword.)
ΞΦ	ResetBindings	Raises a ListChanged event of type Reset. (Inherited from BindingListMSHelpKeyword.)
<b>₫</b>	ResetItem	Raises a ListChanged event of type ItemChanged for the item at the specified position. (Inherited from BindingListMSHelpKeyword.)
ĕ Û	SetItem	Replaces the item at the specified index with the specified item. (Inherited from BindingListMSHelpKeyword.)
= 🔷	Sort	This is used to sort the collection
<b>≓</b> ∳	ToString	Returns a string that represents the current object. (Inherited from Object.)
₫ <b>ڼ</b>	WriteXml	This is used to save the keyword collection to the project file.

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# ▲ See Also

#### Reference

MSHelpKeywordCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordCollectionMarkAsD Method

This is used to mark the collection as changed when there is no associated project.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public void MarkAsDirty()
```

# ▲ See Also

#### Reference

MSHelpKeywordCollection Class SandcastleBuilder.Utils Namespace

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# MSHelpKeywordCollectionSort Method

This is used to sort the collection

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

```
C# VB C++ F#

public void Sort()
```

### ▲ Remarks

Values are sorted by index name and term

### ▲ See Also

#### Reference

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# MSHelpKeywordCollectionWriteXml Method

This is used to save the keyword collection to the project file.

Namespace: SandcastleBuilder.Utils

Assembly: ConvertHtmlToMaml (in ConvertHtmlToMaml.exe) Version:

1.0.0.2

# ■ Syntax

#### **Parameters**

XW

Type: System.XmlXmlWriter

The XML text writer to which the information is written.

### ▲ See Also

#### Reference

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#### HTML to MAML Converter

# MSHelpKeywordCollection Events

The MSHelpKeywordCollection type exposes the following members.

### ▲ Events

	Name	Description
<b>#</b>	AddingNew	Occurs before an item is added to the list. (Inherited from BindingListMSHelpKeyword.)
<i>\$</i>	ListChanged	Occurs when the list or an item in the list changes. (Inherited from BindingListMSHelpKeyword.)

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### ▲ See Also

#### Reference

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