



Microsoft HTML Help

Microsoft® HTML Help consists of an online Help Viewer, related help components, and help authoring tools from Microsoft Corporation. The Help Viewer uses the underlying components of Microsoft Internet Explorer to display help content. It supports HTML, ActiveX®, Java™, scripting languages (JScript®, and Microsoft Visual Basic® Scripting Edition), and HTML image formats (.jpeg, .gif, and .png files). The help authoring tool, HTML Help Workshop, provides an easy-to-use system for creating and managing help projects and their related files.

• Features

About creating help

Neverways match the language of the installed operating system. Microsoft® HTML Help version 1.3 contains these new features:

• There is now a single version of Hhupd.exe that works in all supported languages.

NOTE: These enhancements are designed to make HTML Help fully compliant with the language features of Microsoft Windows® 2000. For more information on multiple language support in Windows 2000, see the <u>Multilanguage Support</u> white paper on the Microsoft Windows 2000 Web site.

Introducing HTML Help

neip system or web site.

- HTML Help contains the following components:
 HTML Help ActiveX control: a small, modular program used to insert help navigation and secondary window functionality into an HTML file.
- <u>The HTML Help Viewer</u>: a fully-functional and customizable threepaned window in which online help topics can appear.
- <u>Microsoft HTML Help Image Editor</u>: an online graphics tool for creating screen shots; and for converting, editing, and viewing image files.
- <u>The HTML Help Java Applet</u>: a small, Java-based program that can be used instead of an ActiveX control to insert help navigation into an HTML file.
- <u>The HTML Help executable program</u>: the program that displays and runs help when you click a compiled help file.
- <u>The HTML Help compiler</u>: the program that compiles project, contents, index, topic, and other files into a compiled help file.
- <u>The HTML Help Authoring Guide</u>: an online guide designed to assist
- <u>Gelphattaboes</u> in TM big a rowid an spot for the set of the system at the during the source in the set of the system of a state of the system of a system of a
- HTML tag reference for authors projects into HTML Help projects. Some of the features of the HTML Help components:

Introducing HTML Help

Designing a help system

Get an overview of what components are in a help system, and how HTML Help assists you in creating, managing, organizing, compiling, and testing help files. <u>GO</u>

- Learn about accessibility and disability concerns
- Start a help system design
- Design help
- Design for a Web site
- Introducing HTML Help

Your Help System: The big picture A help system or help Web site is made up of several different files and components that you create using HTML Help Workshop as a help authoring tool. Some of the files contain the text, graphics, and other elements that appear in your help topics. Other files contain information about how your help system will look and how users will navigate through your help topics.

Using HTML Help Workshop, you create a project file to manage all the files in your help system. Using a process called compiling, HTML Help Workshop takes all the information about your help system stored in the help project file and all the related files that make up the content of your help topics, and creates a single help file.

• HTML topic files, which contain the text that appears on each page in Exactly helpics ystees of Wes site appear in your help project file will depend on how you design your help system and whether you plan to distribute it • Graphics and multimedia files, which contain links to graphic, sound with a program, or to a web site, These are the most common types of video, animation, and other multimedia files. files contained in a help project:

- Help project files, which contain information about the location of your topic, graphic, and other files.
- <u>Contents files</u>, which contain the information that appears in the table of contents for your help system or Web site.
- <u>Index files</u>, which contain the information that appears in the index for your help system or Web site.

Designing a help system

Making your help system accessible Your help system should contain information on how users with disabilities can use your software and your online help. The accessibility word list will help you identify some of the most common terms used to refer to disabilities. It can also serve as a checklist for identifying and creating topics about the features in your software program that can help users with disabilities.

Information on developing accessible software, Web site designs, and recommendations on making HTML content more accessible, is also available on the Microsoft Accessibility and Disabilities Web site.

The HTML Help Viewer contains shortcut keys and other features that make the Help Viewer accessible for users. These features are documented in the Help Viewer topics. You can include these topics in your own help system so that your users will also be aware of them.

Designing a help system

Whether you are creating a help system or a Web site, the basic building block for all your help content is the Hypertext Markup Language (.htm, .html) file. You use HTML files to create your help topics and Web pages. The process you use to create a new HTML file is the same no matter what its purpose. The design you choose for each type of topic, however, will vary depending on its purpose.

No matter what type of topic you are creating, there are many ways to create lively and interesting files. You can add images, text, animation, and sound to your topics. You can add forms, tables, frames, e-mail, or custom scripts. You can add the HTML Help ActiveX control to your documents to provide a table of contents, an index, or related topics. Or, you can add a splash screen, a pop-up window, a shortcut button, or other command.

You may want to include one or more home pages in your help system or Web site. Because a home page provides the first interaction a user has with your help system or Web site, designing it is one of the most important things you will do.

You want your home page to communicate what your information is about and why it exists. It should also be a jumping-off point to the rest of your system. A user should be able to navigate quickly from your home page to any page in your system, either directly or through other topics.

You will also want to make your help system or Web pages accessible to users with disabilities. The Accessibility Word List will help get you started. Additional information on developing accessible software, web site designs, and recommendations on making HTML content more accessible is also available from the Microsoft Accessibility and Disabilities Web site.

If you are designing topics to be shipped with a program, you may have greater concerns about file size. You can limit art and multimedia content in your help system to reduce the file size.

If you are planning to <u>distribute your help topics over the Web</u>, file size may not be a design consideration. However, if you include a lot of multimedia in your topics, consider the amount of time it will take for a

user to download your files.

Planning an index

Adding an index to a help system is one of the most important ways to get users quickly to the information they need. Usability studies have shown that users will more frequently use a well-planned index to locate topics than they will a table of contents or <u>full-text search</u>. Users click a keyword listed in the index and it either takes them directly to the topic containing the information they are looking for, or to a list of topics that contain the keyword.

The index contains keywords that you specify. It can contain terms for beginners and advanced users, synonyms for terms, terms that describe topics generally, and terms that describe topics specifically. The index provides users with many different ways to get to topics. The more ways you provide, the more likely it is that users will find the topic they need.

Traditionally an index is designed so that it contains first and second level entries. First-level entries describe a general category. Second-level entries are indented under the first-level entries and describe specific topics within that category. With HTML Help, you can use an unlimited number of index levels.

Itema from the accessibility werd list key bords deckes judge with a software program, go through the user interface carefully and add index entries for every element. For the software program in tool tips, menu items, dialog boxes, and context-sensitive help topics.

- Index entries should be short and concise, and should never wrap to a second line.
- After you compile your help file, check your index keywords to make sure they look the way you want them to. Some keywords may be so similar that they could be consolidated.

Planning a table of contents Adding a <u>table of contents</u> to your help system provides users with a hierarchical view of the content. Users click a topic listed in the table of contents, and are taken directly to the information they are looking for.

You can design your table of contents so that the topics contained in your help system are organized by subject or by category. You can organize your subject topics in the table of contents using icons that identify main topics and subtopics. For example, if you use the default icons, HTML Help Workshop provides a "folder" icon for main topics and a "page" icon for subtopics. You can change the default icons or create your own <u>contents icons</u>. If you are designing a table of contents for a Web site, special icons indicating new or updated topics are available to help users guickly scan the table of contents for new information.

You can indent topic titles so they are easier for a user to see when they are scanning the list of topics. If you are designing a table of contents that will use the Help Viewer, you can customize the way the Navigation pane of the Help Viewer looks.

If you are designing your own frameset, you can add HTML design elements to customize the frame to which you add the HTML Help ActiveX control.

Items from the accessibility word list can be added as table of contents entries so that disabled users can easily find the information they need about your software product.

Making topic or Web page connections As a help author, one of your most important design considerations is setting up a clear and simple pattern to guickly get users to the help content they need.

An <u>HTML help topic or Web page</u> is part of a collection of similar help topics or Web pages that make up a help system or Web site. When a user browses the topics in your help file or Web site, they jump from page to page by clicking hyperlinks. A link is a word, phrase, or image that is highlighted and jumps to a specified location when the user clicks it.

If you add the HTML Help ActiveX control to your help topics or Web pages, you can connect users to information by creating a table of contents or index for your topics. You can add buttons to the button bar in the Help Viewer or to the windows you design in order to help users navigate to information.

Help topics also can be designed as <u>context-sensitive topics</u> that appear in a pop-up window when a user right-clicks a dialog box. Start a help system design

Pesigning a topic template You can create <u>HTML topic templates</u> to greatly reduce the amount of time it takes to create each topic file. A topic template is an HTML file that contains all the font, style, heading, and design elements you use most frequently. Topic templates can be used as the basis for all the content in your help system or Web site.

Design your templates to contain all the basic elements a help author will need to create a specific topic type. For example, in an information system containing many overview topics, you can create an Overview template that contains all the basic style and design elements, in addition to boilerplate text.

Designing a style sheet The style sheet language most commonly used on the World Wide Web is known as cascading style sheets (CSS). When designing a style sheet, you use the CSS specifications set up by the World Wide Web Consortium (WC3), the organization that develops common protocols for the World Wide Web. The CSS specification and other information about how cascading style sheets work is available from the W3C Web site, along with information about other style sheet protocols.

By <u>using a cascading style sheet</u>, you can ensure design consistency across all your help files or Web pages. For example, you can include standard colors and images in your style sheet that will be applied to all of the files in your help system.

Pesign help
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 A help
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 System that will ship with a program.
 You can create training cards for your help system.

• You can add <u>shortcuts</u> to your help topics.

Designing a help system

Using the Help Viewer for topics HTML Help comes with a fully functional Help Viewer in which authors creating help files for distribution with a program can display their files.

You can use HTML Help Workshop to add buttons and other design elements to the Help Viewer, customizing it to suit your needs. Unless voll sersignievole by tapies of the days or another to display your help contente the Help Viewer is the sentent for all belp projects. Any topic set yourset up to us play a table of contents, will once in this defay drive help topics, or a full-text search tab. The Help Viewer contains three panes:

• A third pane contains the toolbar, which allows users to display or hide the Navigation pane, or move forward to the next topic or back to the previous topic. Stop, Refresh, Locate, and Home buttons are also available.

• You can simultaneously display multiple files in the Topic pane by Helpcautocastadeannetronizentanyeb Yiewerecanorungetwiafew characteristics.

Notes can also download Help Viewer topics, which contain basic information about how to use the viewer, from the Web and <u>include</u> them in your help system.

Design help

Designing help windows The most important part of a help file is the information in it—the words and pictures that the help file contains. But packaging is also important. The way you present words and pictures can play a significant role in makeuceounneergeiteentopeustaviedownienvoleisty aitopioappearsilefor distributed, where how or and one of the second states of the second windowdwhile we windowd while we window wind Viewer.

When designing help windows, keep these options in mind: • You can create different windows for different topic types. For example, help for a dialog box might appear in an embedded window while your information topics appear in the Help Viewer.

- You can change the appearance of a window. For example, you can change a window's size and position, background colors, title bar, buttons, and other options.
- You can create your own frameset to display topics.
- You can ship multiple help files, each with its own set of window definitions.
- Design help

Pesigning context-sensitive help You can <u>create context-sensitive help</u> for many of your program's interface elements. In dialog boxes, users can display help by clicking the question mark in the title bar of a dialog box, and then clicking an item within the dialog box. In Windows, users also can display help by rightclicking an item, clicking What's This?, and then clicking an interface element.

Design help

Designing training card help, With training card help, you can create HTML help training card files that communicate directly with a program. The help file can send instructions to the program, or it can receive instructions from the program. Because most of the work happens in the program code, help authors and software developers must work together to create training card help.

You can use training card help to design topics that automatically guide users through tasks in a program. For example, the help topic can display the first step in a procedure. When the user carries out the step correctly, the topic automatically displays the second step. If the user makes a mistake, the program or a help topic can display a message describing the error.

A help author also can use training card help to create troubleshooting topics that initiate problem-solving actions in a program, or that enter settings in a program based on guestions the user answers. Training card help can be a complex path of interconnected topics, or a single topic that contains only one call to the software program.

Design help

Pes<u>Greentevthertopic, contents, index and other files</u> for your Web site. When planning a Web site that uses components of HTML Help, consider the fatio wing ou want to register your Web site with any search engines.

• Plan for <u>updating and managing your Web site</u>.

Designing a help system

Distributing topics over the Internet As you plan your help Web site and author your help topics, you'll want to consider whether you are developing topics for the Internet or World Wide Web, for an intranet or private Web site, or for an extranet or commercial Web site with connections to consumer databases.

Design for a Web site

Registering a Web site with search engines Many people browse the Internet for information by using search engines to locate Web sites. If you are designing a help system for distribution on the Internet, you can register it with the more popular search engines. These include Yahoo, Lycos, Excite, Webcrawler, AltaVista, and Infoseek, many of which can be reached if you open Microsoft Internet Explorer, and then click **Search**.

There may also be other search engines commonly used by those in your company, organization, or profession that you can register with. By registering with one or more search engines, you can make your site easier to find and increase traffic to it.

Each search engine has its own requirements for adding a Web site. The home page for each search engine usually has a link to a registration page containing information about how to add your Web site.

Design for a Web site

Updating and managing a Web site After you create a help Web site, an important task is updating and managing the information-making sure that your help Web pages are kept up-to-date and correct. Nothing is more annoying to a user than finding a page that contains outdated information. To make sure this does noAddingenew yold hentewearsteinformations time to make changes to Your Wath pages inghter validate tal content and links.

A devidying file happines (for a sound in clear files) following ^{tasks:} Verifying internal links to your pages.

• Verifying links to other pages.

Design for a Web site

Creating help ▼Create a help project

The HTML Help project (.hhp) file organizes all elements of a help system. It contains pointers to all of the HTML topic, image, index, and contents files in a help project. You can also add links to your files and assign information types. <u>GO</u>

Customize help

- Compile and test help
- Hook up help to a program
- Manage large document sets
- Introducing HTML Help

An HTML help project (.hhp) file is a text file that brings together all the elements of a help project. It contains the data HTML Help Workshop needs to combine topic (.html, .htm), image (.jpeg, .gif, .png), index (.hhk), and contents (.hhc) files into a single compiled help (.chm) file.

The project file also contains information about how a compiled help file will appear. Window definitions you create in the project file determine attributes of your help windows, such as size and position.

As a help author, you create the project file and add to it the locations of vour topic, contents, index, and other files. You can modify the project file options and customize your help windows to match the design of your system. You can make other changes depending on the size and complexity of your help system.

When you create a new project, contents, or index file, the minimum necessary settings are added automatically. The project file is divided into sections; for example, [FILES] and [OPTIONS] are included in every help project file. You can edit these sections by double-clicking the section title.

Once your project file is complete, you <u>compile it</u> to create the final help file. Then you test the help file to make sure everything appears the way you want it.

About creating help

Creating a project file A help project (.hhp) file contains information about the location of your HTML topic files, contents (.hhc) files, index (.hhk) files, image (.png, .jpeg, .gif) files, and other files. Project files also contain help window definitions and other options that customize the way a help system functions.

- Create a new help project file
- Add file locations to a project file
- Customize help window definitions
- Compile a help project
- Test a help file
- Edit help project options
- About creating help project files

Adding index, contents, and image locations The most important information that you provide in a project file is the location of your HTML topic, contents (.hhc), and index (.hhk) files. This enables HTML Help Workshop to find all the information it needs to compile a help file.

- Add or remove HTML topic files from a project file
- Specify the location of index files
- Specify the location of contents files
- Specify the location of image and multimedia files
- About creating help project files

Editing project options You create a title for your help file, set which topic will appear by default, and select which items to display when compiling your files in the [OPTIONS] section of the project file.

You also use the [OPTIONS] section to name the compiled file, log file, and URL root location. And finally, this section indicates which language your file will be in, and which contents and index files will be added to your help project.

- Specify a location for a compiled help file
- Specify a location for the help log file
- Specify a title for a compiled help file
- Specify the default HTML topic file for a compiled help file
- Specify the language for the help file
- Hide compiler messages
- Specify that folders be removed from compiled help file
- About help projects files

Setting Help Workshop preferences for projects You can change how HTML Help Workshop operates to suit your work style. You can modify how help projects load, and enable sound for projects so you can listen while working on projects. You can also choose how contents and index entries will respond when you single-click or double-click them in HTML Help Workshop.

- Automatically load the last project file worked on
- Enable sound in HTML Help Workshop
- Change the font when viewing the compiler message log
- Set actions to take when single- or double-clicking a contents entry
- Set actions to take when single- or double-clicking an index entry
- About creating help project files

Create HTML topic files Whether you are creating help topics for distribution with a program, or on the Web, the documents you author are created using a special formatting language known as Hypertext Markup Language (HTML). HTML topic files have a .htm or .html file name extension.

Although each help topic or Web page you author appears to be a document with text, graphics, or animated images on it, .htm files are actually text documents that have special HTML formatting codes. These codes, called tags, tell a browser how to display each page. Only the text that appears in a topic or Web page is actually in the .htm file. Any graphics, sounds, animated images, or other elements that appear are separate files that your HTML file points to. The browser copies or downloads the graphics, sounds, or other elements when it sees the tags telling it to do so.

Your first task as a help or Web site author is to create a design for your to size at an link providence not the interview of the second state of the second stat from Mebrowe other of the particular such as WinHelp, you can create an HTML Help topic from a WinHelp topic your collection of topics and After you have created the files that contain your content, you can:

- Create a table of contents file.
- Create an index file.
- <u>Assign information types</u> to your topics to determine which group of users will see each topic.
- <u>Compile your help project</u> into a single help file.

About creating help

You can use HTML Help Workshop to convert existing WinHelp projects. When you convert a WinHelp project to an HTML Help project, the New Project Wizard converts the WinHelp project (.hpj) file to an HTML Help project (.hhp) file, the WinHelp topic (.rtf) files to HTML Help topic (.htm, .html) files, the WinHelp contents (.cnt) files to HTML Help contents (.hhc) files, and the WinHelp index to an HTML Help index (.hhk) files.

WinHelp art files (.bmp or .wmf files) will be converted to HTML image files (.gif or .jpeg files) if your target browser program, such as Internet Explorer 3.0, requires this format, or to .png image files if your target browser program, such as Internet Explorer 4.0, supports them.

- 2 Convert an existing help project to an HTML Help project
- Compile or test an HTML Help project
- Mathematical About converting existing help projects

Inserting the HTML Help Java Applet INSOFEPDATHENMUHIE, AND AND ADD STUDIE CONSTRUCTION OF THE WEATRIDE WHERE involves addingethe APFNAE Titag, and apprizing the commands you would like the applet to perform.

2. Use the following syntax to add the applet:

To insert the HTML Help Java Applet into an HTML file <APPLET code="HHCtrl.class" width=200 height=200 codebase="code"

base">

- <PARAM name="Command" value="command type"> The CODEBASE attribute must point to the location of the applet's <PARAMI name="Item1" value="text data">
- The following commands can be specified.

Notes

Command Description

Specifies that a table of contents will appear based on the information supplied in the site map file specified in the *Item1* parameter (normally an .hhc file). The specified file must reside in the same directory as the document containing the applet.

Contents

If the **Flags** parameter is specified, the first number is an extended window style, and the second is a TreeView or standard window style.

Specifies that an index will appear based on the information supplied in the site map file specified in the Index *Item1* parameter.

- Specifies that related topics will appear based on the Related information supplied in the site map file specified in the Topics *Item1* parameter.
- About the HTML Help Java Applet

Use topic templates An HTML topic template is a file that contains all the font, style, heading, and design elements you use most frequently. You can create HTML topic templates to format all the content in your help system or Web site. You can view some example topic templates to get an idea of how they might be constructed.

Manual About creating HTML topic files

Creating a topic template Having to the template Provide the protect of the prote

You can reduce the time it takes to create individual help files or Web
 To create a topic template
 Notes
 System or Web site.

Market About using topic templates

Example: Topic templates The total own powership to procedure topic templates you can use to create your help files: <u>One-step procedure topic template</u>

- <u>Source-code example topic template</u>
- Mathematical About using topic templates

Use cascading style sheets A cascading style sheet is a separate HTML file that keeps track of design and format information such as the colors, fonts, font sizes, and margins you use in your help files or Web pages. By linking your HTML files to a cascading style sheet, you can easily create a consistent design for all of your files.

For example, suppose that you select a background color, colors for your links and text, and fonts for each heading level in your files. Instead of specifying that information in each file, you can create a style sheet. When you want to change those settings in all your files, you change only the style sheet.

You can also create a separate style sheet for different display devices. For example, you can use a style sheet to address the formatting concerns of Braille readers, text-to-speech converters, printers, or specialized browsers that understand the style-sheet instructions.

W Create HTML topic files
Creating a cascading style sheet Cascading style sheets make it easy to apply and maintain styles on motive topiq files are very same as the street of a specific and the provided the specific and the provided the specific and the provided the provid a set of pages, chaaging styles and benety syle etchneats y that style our easily leage the styles heet is linked to.

If you want to create an external style sheet and link other files to it occession of the style style side on s are determined by the World Wide web Consortium (WC3), the organization that develops common style sheet in the tile you are working in save the HTML file protocols for the World Wide Web. The CSS specification and other information about how cascading style sheets work is available from **Notes** Web site, along with information about other style sheet protocols.

 Cascading style sheets display differently in Microsoft Internet Explorer versions 3.0 and 4.0. You should create a separate style sheet for each browser version.

About using cascading style sheets

Example: Cascading style sheet. If your users have Microsoft Internet Explorer version 3.02 as their browser, you will need to ship two separate cascading style sheets. You neEampla eateromesty the Explorer of ke2mater and the first Explorer version 3.02 and another that works with Internet Explorer version 4.0.

Both can be used as external style sheets and attached to each file using the <LINK > tag:

Creating links to other help files How you link to another compiled help (.chm) file depends on how you want the help file or a topic to appear.

For example, you can link from a Web page to a compiled help file, or propracontempiled had Electron the Week part and the in another help file. The type of link you use depends on the location you are linking from and where you want to link to.

However, using this method you cannot open a specific topic in a company of the provide the company of the providence of

• Link from a contents or index entry to a topic in another compiled help Alternatively, you can create a link to a specific topic in a compiled help file and display it in your current browser window or the Help Viewer. Usingktfrishmethood voa WimHelp file to a topic in an HTML Help file.

About working with links

You can use Keyword links (KLinks) to link between HTML files and to build an index.

- Learn more about working with KLinks
- Add a KLink keyword to an HTML file
- Learn about working with ALinks
- Learn about the difference between ALinks and KLinks
- About working with links

Working with ALinks Associative Links (ALinks) can be used by a help author to link related topics to each other. When a user clicks a link that is associated with an ALink name, a dialog box or pop-up menu appears that contains a list of the target topics that contain the ALink name. Unlike Keyword Links (KLinks), ALink names do not appear in the index.

- Learn more about working with ALinks
- Create an ALink in a topic that links to a target file
- Add an ALink name to a target HTML file
- See an example text link that uses an ALink
- Learn about the difference between ALinks and KLinks
- **Work with KLinks**
- Machine About working with links

... Click <u>nere</u> to see a sample ALink text link.

- 2. Open the HTML file in which you want to create an Associative link (ALink) as a text link.
- 3. Click HTML Help ActiveX Control.
- In the **Specify the command** box, click **ALink Search** and, if you have already used the HTML Help ActiveX control in this file, enter an ID name for this instance of the control.
- 5. Click **Next**, and then click **Hidden** to specify that you will be scripting this use of the HTML Help ActiveX control.
- 5. Select the appropriate display type options, and then add the ALink names you want to jump to.
- '. Position the cursor at the location where you want to create the link, and then copy the following tag into your file:

```
<A; HREF="JavaScript:hhctrl2Click()">add; link text here</A>
```

In this example, hhctrl2 specifies 2 as the ID number for this instance of the HTML Help ActiveX control, which the **ALink Search** command

- Shoothidslooda foople, the ALink name example was added to the beginning of the HTML file. When you click the text link, it jumps to a
- beginning of the HTML file. When you click the text link, it jumps to all Replace and link text here with the words you want to use. target files that contain **example** as an ALInk name.

Notes can test ALinks in compiled help files.

• For more information about ALinks, see the <u>HTML Help ActiveX control</u> <u>reference</u>.

About working with links

Create a table of contents file The help table of contents (.hhc) file is an HTML file that contains the to sice a less the label of the contents in a compiled help file (or on a Web page) and clicks a topic title, the HTML file associated with that title will open.
 Create contents entries that have links to topics stored on a Web site.

- Using HTML Help Workshop, you can: <u>Customize the appearance</u> of your contents file.
- Assign information types to contents entries to select the audience topics will be delivered to.
- <u>Create contents files for large document sets</u>
- About creating help

crefile to your help project creates the **Contents** tab in the Navigation You and the help from the treating to the project creates the project contents (b) file.

Notes design for a Web site or your own frameset, make sure you <u>add</u> the HTML Help ActiveX control to the appropriate files and <u>specify a</u> <u>default frame</u> to display your contents file.

- Create a new contents file
- Automatically generate a table of contents
- Edit or update a table of contents
- Change or create icons for contents entries
- About creating table of contents files

Creating links to the Web Help topics can be placed on the Internet, an intranet, or a network location. Then they can be linked to from a contents entry, index entry, or text link. This allows help authors to create new topics or revise existing topics, and then post them to a location other than the original help file.

This is a useful feature if, for example, you have last-minute changes to procedures that can't be included in the original help file. Rather than provide information ite information iteration iteratio iteration iteration iteration i the correct address, the topic will appear.

- Assign a location to a table of contents or index entry
- Add a text link to an HTML file
- About creating table of contents files

Customizing a table of contents If you are creating a contents (.hhc) file that will appear in the Help Viewer, you can customize how the window looks and how contents entries in the Navigation pane appear.

- Learn more about customizing a table of contents
- Modify the Navigation pane in the Help Viewer
- Customize the appearance of a contents file
- Change or create icons for contents entries
- Specify the default frame in a contents or index file
- About creating table of contents files

Creating links from one contents file to another HTML Help provides the capability to link from one contents file to another the **contents** file to another documentation. Rather than maintaining several versions of a table of contents, you can selectively combine them by include your contents entries from another help file, and then click **OK**.

To Rigetateliak counter easifile, thrat time hudies linesette fibether contents files

In the **File to include** box, type the following syntax:

file name.chm::/contents.hhc

The contents are merged at run time, which is when the compiled help where file name.chm is the name of the compiled help file and (.chm) file is opened. Because of this, you must always ship the contents inc is the name of the contents file to which you want to link. compiled help file whose contents you are merging with your main help file, and they must be stored in the same directory.
 Note

About creating table of contents files

Create an index file The index (.hhk) file is an HTML file that contains the index entries (keywatds)) for your index. When a user opens the index in a compiled help file of on a Web page and clicks a keyword, the HTML file associated with the keyword will open. • <u>Create keywords with multiple targets</u>.

Using HTML Help Workshop, you can.

- <u>Create a keyword that jumps to another keyword (similar to a See Also</u> in a book index).
- Assign information types to keywords.
- Set a keyword to be inactive.

After you have created a help system or a Web site, you can view the index file in the Help Viewer or by using a Web browser.

About creating help

Creating an index file A goother the file helpsile were to be attended in the index file of the helpsile with the streate and adit on index file Help Woskehop provides the tools needed to ereate and edit an index file for the tools to the index (Thick) file you have created. If you plan to use your index only on a Web site, you can create a site map index. Navigation pane after the project is compiled.

To create an index file Notes are designing for a Web site or your own frameset, make sure you add the HTML Help ActiveX control to the appropriate files and specify a default frame to display your index file.

• If you compile a help file and set the compatibility to version 1.0, a site map index will be created.

About creating index files

Creating a keyword The method you use for creating keywords depends on what kind of index you are authoring for.

- Create keywords for a binary index (used with compiled help files)
- Create keywords for a site map index (works on a Web site)
- E Learn about the difference between binary and site map indexes
- About creating index files

Creating a keyword with multiple targets YOO San afondean ile created want to another and the far yetten a useraclicksendingle entry that points to multiple targets, they will see a dialog or menu displaying each link specified for that index entry.

Toliciteat Project vide do with lickultiple jeat giets

- In the **HTML titles** box, click the title you want to associate with the keyword or, in the File or URL box, enter the path for the file, and then click OK.
- 5. In the Alternate URL box, add another location for the keyword if you want the keyword to jump to an alternate location if the first location you specify is not available.
- i. Repeat steps 2 through 5 for each target.

About creating index files

Assign information types Information types allow you to customize your help topics to specify that designated topics will reach a particular audience. To achieve this, you create categories and information types, select attributes for them, and assign help topics to them.

Information types have an Exclusive, Inclusive or Hidden attribute. By assigning one or more information types with an Inclusive or Exclusive attribute, you can determine which topics a group of users will see in the table of contents. By assigning a Hidden attribute, you can invoke the HTMLHelp API to connect topics to events in a program.

About creating help

Creating information types You can assign information types to entries in the table of contents based on which users you want topics to reach. Be sure to plan ahead because information types are difficult to remove once you add them to a help project.

- Learn more about creating information types
- Define information types when not using categories
- Define categories and information types
- Assign an information type to a table of contents entry
- Learn about information type attributes
- Make information type selection available to users
- Remove categories and information types from a project
- About assigning information types

Creating categories for information types Categories allow you to group information types into easily referenced subject areas. You might, for example, create a category named Experience Level, and then assign the following information types to the category: Novice, Intermediate, and Advanced.

Categories are not required. If you use them, you must assign all information types to a category.

- Learn more about creating categories for information types
- Define categories and information types
- Assign an information type to a table of contents entry
- Make information type selection available to users
- Remove categories and information types from a project
- About assigning information types

users as your augience. You define information types that identify each Assigned information types that identify each information types to determine the source of the sou

- might use information types:
 Your software is broken into components. However, not all components are included when you ship your software and its documentation to other countries. You can define information types to display only those topics for the components that are shipped.
- One component of your software program is used primarily by developers, while another is used primarily by testers. You can assign information types to your topics so that testers need to install only the help topics relevant to them.
- You are creating separate introduction, overview, and step-by-step topics. You can assign information types to table of contents entries for each topic type.
- Your documentation is for a product that runs on multiple operating systems. You can define information types that identify and display topics according to the operating system the user is running.

About assigning information types

Customize help There are many ways you can customize the way your help files appear to the user. You can customize the Help Viewer, the three-paned window that help topics automatically appear in, and you can create and customize secondary windows to display topics in.

About creating help

Customize the Help Viewer If you are planning to distribute your help files with a program (instead of on a Web site), you can use HTML Help Workshop to customize the Help Viewer. The <u>Help Viewer</u> is a window with three panes that help topics automatically appear in.

You can change the Help Viewer's size, position, background color, and other attributes. You can make changes to just one of the panes, or all of them. You can also have the Navigation pane automatically hide when a user clicks outside the viewer.

You can add a <u>Help Favorites tab</u> to the Navigation pane. If you are shipping a large collection of help files, you may want to add the Advanced Full-Text Search features to the Search tab.

Another way to customize your Help Viewer is to add secondary windows to it. A secondary window is a custom window that help topics can be assigned to apprearing the version of the second activity of the sec defineritations display teatstep before you gan to be a line of the provided the pr display in itour help system.

MOXeout customizing help

A **Search** tab allows a user to search through every word in a compiled help (.chm) file.

- Learn more about adding a Search tab to the Navigation pane
- Add a Search tab to the Navigation pane
- Enable full-text search
- Add a full-text search stop list to a help project
- Learn about the difference between the Index tab and the Search tab
- Mathe Market And Anticipation And Anticipation Anticipati

Adding a Favorites tab Adding a **Favorites** tab allows a user to create a personalized list of favorite help of the set of the s tab in this help file. .. Click the **Navigation Pane** tab.

After you add a new tab. you may want to adjust the window size and in a direat and the memory the want, and then select postion of the Help viewer to account for the new space the tab uses the Favorites tab check box. In the mavigation pane.

MOAGout customizing the Help Viewer

Create help windows

If you are planning to distribute your help files with a program (as opposed det to whether Meeth); your equal set the down in the program (as cuated mizetic alle) pay best with measure to indeast early equal to indeast early equate early equal to indeast early equa early equa early equa early e

- Customize:

 A secondary window is a custom window in which help topics can appear. You have to create a secondary window and define its various display features before you can specify which topics to display in it.
- An <u>embedded window</u> is also a secondary window that you define and in which topics can appear. Rather than appearing on top of other windows, embedded windows appear within the existing frameset.
- A <u>pop-up window</u> is a small window that appears on top of a help topic. The window automatically sizes to fit the text or image that is in it.
- Cheste windet won transfer of this play-up platen piden your bayes to your signs, create, and manage the frameset. You can add contents, index, and Altermettively, fyorational tyreate ar dreatoes for addiety wheele the frameset is most useful when creating help for the Web:

About customizing help

Creating secondary windows A secondary window is a custom window that you can create and use to display tapics instrized at set in addition to the half the same features as frame set in you windows, and users can display up to 9 of these windows at a time.

- Add a secondary window
- Create a window without a Navigation pane
- Assign a window type to a contents or index entry
- Assign a window type to a topic when linking
- Specify the title for a help window
- Change the size and position of a window
- Add buttons to help windows
- Specify file locations for window types
- Make changes to the overall style of help windows
- About creating help windows

Creating a pop-up window A pop-up window is a window that appears on top of a help topic. The pop-up window sizes automatically to fit the amount of text or the size of the image in it. Pop-up windows remain on the screen until users click anywhere inside or outside of them. You can use pop-up windows, for example, to create pop-up glossary definitions.

You can also <u>create context-sensitive pop-up help</u>, which is accessed from a program.

- Create a pop-up window
- Test changes in the background or foreground color of a pop-up ? window
- About creating help windows

Creating embedded help windows An embedded window is a custom window that you can create and use to display topics instead of, or in addition to, the Help Viewer, a secondary window, or a custom frameset.

Depending on your design, using an embedded window to display topics requires more interaction between help authors and software developers than the other window of an embedded window, and the help window, and the help of thelp of the help of the help of the help of the help of

About creating help windows Note

Adding buttons to a help window The following list describes the buttons that you can add to a help window:

Hide/Sho	Opens or closes the Navigation pane. Alternatively, you can display a help window without the Navigation pane, or set up your window to <u>automatically hide the Navigation pane</u> when it is opened.
Locate	Shows where the current topic is located in the table of contents. If the current topic is not listed in the table of contents, this command will not work. Alternatively, you can specify that the table of contents <u>automatically synchronize</u> with the topic that appears in the Topic pane.
Back	Jumps to the previous topic.
Forward	Jumps to the next topic in a previously viewed sequence.
Stop	Stops downloading file information. This is useful if your help system contains links to the Web. A user can click this button to stop a Web page from downloading.
Refresh	Updates the topic that is currently displayed in the Topic pane. This is also useful if your help system contains links to the Web.
Home	Jumps to a designated home page. You can specify a home page in your project file by clicking <u>Add/Modify Window</u> <u>Definitions</u> , clicking the Files tab, and then typing a file name in the Home box.
Print	If you are on the Contents tab, provides options to print pages, headings, and subtopics, or the entire table of contents. If you are on the Index or Search tab, it opens the Print dialog box to print the current topic.
	Opens a menu list that contains Home , Show , Back , Stop ,
	Refresh, Print, Search Highlight On/Off, and Internet
	windows will be listed on this menu. This enables accessibility
	shortcut keys for each command. The Internet Options and
Ontione	Search Highlight On/Off commands are only available on the
	Options menu. The Internet Options command opens the
	Internet Explorer Internet Options dialog box allowing quick

access to accessibility and other features. The **Search Highlight On/Off** command turns on or off highlighting for search terms.

Jumps to an author-designated Web page or help topic. You can <u>add a Jump button</u> to link to an important topic in your help system, or to a page on the Web. If you are linking to a file in

- **Jump 1** your help system, and the file is located in the same directory as your project (.hhp) file, you only need to include the name of
- the file. If you are linking to the Web, you need to provide a
 The default **Back** and **Forward** buttons are predefined to give you the complete URL including the HTTP part of the address same functionality they have in Microsoft Internet Explorer. They do not Jump 2 Jumps to an author designated Web page or help topic.

Moteout creating help windows

Compile and test help In order to ensure that you are shipping a help system without errors or broken links, you need to test your help. You can use the HTML Help test plan as a guide to help you develop a testing process.

This plan includes information about how to test a help system when compiling your project and how to develop other important testing quidelines.

Machine About creating help

Compile a help project In HTML Help Workshop, you can <u>compile a collection of separate source</u> and reference files contained in a help project file to create a compiled help (.chm) file. The compiled help file can then be placed on your hard disk, a 3.5-inch disk, a compact disc, a server location, an Internet location, or an intranet location.

During compilation, HTML Help Workshop uses the help project (.hhp) file to determine how HTML topic files, contents (.hhc) files, index (.hhk) files, image (.jpeg, .gif, .png) files, and any other elements you have added to the project file will look in the single, compressed help file. If any er Reparts roussingutopics or cother lations in contents candidades tiles. generated that print a help author to the problems files.

HTRemakes Workskessarkoverites stace of terms denites the compilation process:

Machine <u>About compiling and testing help</u>

Compiler messages

When you <u>compile a help project</u>, HTML Help Workshop notifies you if there are basic problems in the project files by creating compiler messages. You can <u>monitor these messages</u> to see whether any problems, such as missing links or graphics, exist in your help files.

HTML Help Workshop reports these compiler messages:

Note

A condition you should be aware of, which will probably not cause serious problems when you open your help file. Note error messages have a number range from 1000 through 2999. For example, a broken link causes this type of message: The file "c:\htmlhelp\httempex.htm" has a link to a non-existent file: "tmplstep.htm".

Warning A condition that results in a defective help file. Warning error messages have a number range from 3000 through 4999. For example, an invalid DLL causes this type of message: HHW4000: Warning: Unable to initialize for full-text search. The .dll may not be installed or is invalid.

Error A condition that prevents the help file from being built. Error messages have a number range from 5000 through 6999.

Internal Enforvanternop cause apply the Internal Enforcements of the program. Internal Enforcements ages of a very interval to the is no practical limit to how many compiler messages can be saved to a file.

Note

About compiling a help project

File compression HTML Help Workshop automatically compresses files during the compilation process. Each file that is included in a help project is compressed to a smaller size.

What do you want to do?

Learn more about HTML Help project files and how to create one

Machine <u>About compiling a help project</u>

YOU JUMP TO A UKL THAT YOU SPECITY. I HIS MAKES IT EASY TO SEE WHAT H total de help antenomingrappisister a special special special features for help authors. These commands are only available if HTML Help Works M gissing an entry all of the content of the content of the second and the s Weldevrewed The juin ato U ALPES ASA A HAT BUR System menu.

- Notes
 In HTML files containing the HTML Help ActiveX control, the Jump to URL and View Entry commands can only be accessed by rightclicking in the table of contents.
- The **View Entry** command is not available if you are using a binary table of contents.

Using HTML Help Workshop

HTML markup and the compiler HTML Help Workshop inserts HTML markup into topic files when you split an HTML file, or insert Associative link (ALink) names or Keyword link (KLink) keywords into HTML files. This markup information is used by the compiler to enable those features.

For example, this information enables ALinks added to HTML files to be resolved with their targets during compilation, allowing the user to click the ALink and see a list of topics.

The yearkye infospation is conversional insemailed the providence of the set a includes respected in the astronomy the attribute the rise frequencies the additional the set of Helperomeller.

NHTML markup appears inside an <OBJECT> tag, which is not to be confused with the <OBJECT> tag used by the HTML Help ActiveX control.

About compiling a help project

Viewing compiled help file information H. Off the **Price** Area by Pile Area by Pil

• You can save the compiled help file information to a file. To view compiled the project

• Vetacts detective easist devalition give Editings wheok box clicking Clear Log.

Notes <u>About compiling a help project</u>
Decompiling a help file Decompiling a help file involves copying the files in a compiled help file to a directory that you specify while leaving the compiled help file intact. This procedure is useful for reconstructing individual HTML source files from a source files contained in the compiled help file in a browser that does not support compiled files to be copied.

• The decompile command is part of the HTML Help executable program • Toudere Command Frequencies of the name of the compiled help Hiexe and is therefore also a client-side command line switch that (chm) file you want to decompile works when HTML Help Workshop is not set up. From a DOS prompt or from the Run command, type -decompile folder chm where -**Nate** ompile is the switch, folder is the name of the destination folder where you want the decompiled files to be copied, and **chm** is the name of the compiled help file you want to decompile.

About compiling a help project

Test a help system One of the most important things you can do to make sure users find the information they need in your help system is to test your help files. It is a good idea to test often as you work on your help file, and do a final test of everything before you distribute it.

You want to make sure that all the links in your files work, your table of contents and index are functional, your content is correct, your design is consistent, and there are not any other errors in your file that could confuse users.

To get an idea of how a help system might be tested, you can follow the process used by the HTML Help team to test help files.

About compiling and testing help

Creating a process for testing This is the process used by the HTML Help team to test and debug help files.

- Develop guidelines for testing
- Clean up compiler messages
- Test help in the user interface
- Test links, pop-up windows, and related topics
- Check formatting and styles
- Review accuracy and style of content
- Check the index, spelling, and titles
- About testing a help system

Testing help files HTML Help Workshop has a variety of testing features that make it easier to test your help files.

- Decompile a help file
- Monitor help messages
- View compiled help file information
- Test KLinks or ALinks
- About testing a help system

Monitoring help messages You can view help messages to troubleshoot context-sensitive help. Help messages contain the text of each HTML Help API call that is made. Each time you activate context sensitive help in your application, a new message appears including parameters such as the topic ID, text file, and compiled help file that were referenced in the call. These messages can be saved as a text file.

- View help messages
- Clear help messages
- Learn about compiler messages
- Compiling a help project
- About testing a help system

Using command line switches Several openteside of the mand line switches are available to help authors that are part of the HTML Help executable program (Hh.exe) and therefore work when HTML Help Workshop is not set up. • Create an <u>800 X 600 window</u>, without covering the Windows taskbar.

From a POS prompt or from the **Bun** command, you can:

Market Ma

Hook up help to a program HOVE Help can be implement to point soft page program in a variety of ways. You can use HTML Help to: <u>The HTML Help Components</u> Example: creating a shortcut

5. <u>Specify a standard Windows message, IPARAM and wPARAM</u> <u>messages, and an HTML file to open if the program cannot be found</u>.

Machine About shortcuts

Create context-sensitive help Context-sensitive help assists users by providing help based on a specific dialog box or control in a program. This enables users to get specific information about whatever part of the program they are using at any given moment.

Help authors work with developers to create context-sensitive help. The help author creates a compiled help (.chm) file that contains the contextsensitive help topics and information that maps the topics to specific dialog boxes or controls. The developer modifies the program code so that the correct topic appears when a user requests help.

Context-sensitive help commonly appears in a pop-up window, which displays a help topic about a specific user interface element. For example, you can design your program to have a guestion mark button in the title bar of a dialog box. When a user clicks the guestion mark button, and then clicks anywhere in the dialog box, they will see a pop-up help topic that provides information about the user interface element they clicked.

You can also design context-sensitive help topics to appear in a secondary window, an embedded window, or in a Web browser.

About hooking up help to a program

Example: creating context-sensitive pop-up help Context-sensitive help enables a user to easily find information about a specific user interface element. Pop-up help appears in a pop-up window rather than in the Help Viewer. This example is a four-step process that explantextollecontains all the the top instruct output of the population of the popu

Each topic ID in the text file must match a symbolic ID in the header Tofileake context sates it interesting to he text file for uppeed to create a text file for your helpringies and a header (in) file, and then include them in The header file fists the symbolic IDs and numeric IDs for all the dialog your project (hhp) file <u>owerseand controls</u> in a program. Your software development team

- should be able to supply a list of IDs for your header file. Berote proceeding, you may want to revrew some leasic guidelines for
- The course of the sensitive help topics lews:

 If your help doesn't work as expected, you can troubleshoot pop-up Nhelp problems.

About creating context-sensitive help

Create training card help You can create training cards, which are specialized help topics, to send instructions to, and receive instructions from, a program. They are particularly useful in guiding users through a procedure step-by-step. Whenever the user completes a step, the next step can automatically appear. If a user incorrectly performs a step, information can appear that specifically addresses their mistakes. Training card topics appear in a secondary window.

Help authors insert the HTML Help ActiveX control into training card topics to send information to programs. You work with a developer using the hertvaining card help seeds messages direptly to software program.

 The user interacts with HTML Help by answering a question, and then Training card help is intersted either from a user selection in a help topic HTML Help sends messages to the program based on the response or by actions a user takes in a program. These are the actions that take The program must process the WM_TCARD message to receive place when a training card is used.
 messages from HTML Help. The help author adds the ActiveX control to the help file to initiate these messages.

About hooking up help to a program

YOU WATE TO TRAVE INTO TRAUOT SETT TO OF HOT A PROGRAM. Creating a training card

receive instructions from, a program. They are particularly useful in guiding **Specify the remaining Card**, and then if you have already used the HTML Help ActiveX control in this file, enter an

ID name for this instance of the control.

 For detailed information about the **TCard** command, see the HTML Work with a developer and the HTML Help API to add the appropriate Help Actives control reference WM_TCARD calls for your training card.

About creating training card help Note

Manage large document sets HTML Help Workshop contains several features that you can use to manage large document sets. You can use these features to create help systems than cilerate in the sum of the sum hetext. searchiestormetianefroanticultiple.semipilexbledpetilesplantiechiendex sveren station stration some in the Navigation pane of the Help Viewer.

- If you are distributing multiple compiled help files, you can: Create a table of contents that includes links to other contents files.
- You gan use this feature to create a unified table of rantee than file at
- Assignenformation types to your topics to determine which group of users will see each topic.

About creating help

If you are distributing a very large compiled help file, you can:

Merging help files at run time When you merge help files, information from the index and full-text search of multiple compiled help (.chm) files is combined at run time. A unified index and full-text search information appears in the Navigation pane of the Help Viewer.

To combine the tables of contents from multiple help files, you need to link to the contents files that need to be merged.

This is a very useful feature when you need to merge multiple help files that are designed as components of a larger help system. For example, the Professional edition of a software product might contain four programs, each with a separate help file; while the Student edition of the same product might contain only two programs and related help files.

When a help author creates a project file that specifies which files to merge at run time, the help compiler will find and merge only those files on a user's computer.

There are special considerations when linking between merged help files.

About managing large document sets

Lin Den the HTML file you want to link from. You need to use a special link when linking between merged compiled help (Ching) link using the following syntax:

To link between merged help files

The MS-ITS protocol works with Microsoft Internet Explorer 4.0 or later. where tile name child is the name of the merged compiled help file and if your users are running internet Explorer 3.0, they heed to use the topic htm is the name of the HTML file to which you want to link. following protocol, which also works with later versions of the browser: mk:@MSITStore:file name.chm::/topic.htm.

• The merge occurs at run time, which is when the compiled help (.chm) file is opened. Because of this, all merged compiled help files must be shipped with the main compiled help file, and all must be located in the same directory.

About merging help files at run time

guidelines to avoid unwanted repetition of similar index entries.
 Managing merged index files
 Merging index (.hnk), files from multiple compiled help (.chm) files
 Keyword links (KLinks) and Associative links (ALINKS) should be requires some management of each index. Consider the following when standardized for all the index files in the collection.

- Abbreviations should be standardized for all the index files being merged.
- <u>site map</u> index files cannot be merged with binary index files.
- If used, <u>information types</u> should be standardized for all the index files in the collection.
- Merged indexes are created at run time and any edits or customization to individual index files will be lost when the merged index is resorted.

About managing large document sets

Using HTML Help on the Web ▼<u>Create a help Web site</u>

Much of the functionality available in HTML Help can be used to create powerful, dynamic Web sites. <u>GO</u>

Create a frameset

Introducing HTML Help

Create a help Web site There are two ways to author for Web sites. You can create uncompiled HTML topic, contents, and index files. Then you can post these files to a Web site. Or, you can create a Web page with a link to a compiled help (.chm) file.

There are browser issues to consider, based on your target audience, in eachemiethood of Multippindile or detailed information about using the HTML Help Active X control on the Web see the HTML Help Active X control reference.

Create an index for a Web page.

Using HTML Help Workshop, you can.

- Insert the HTML Help Java Applet into an HTML file.
- Create a frameset.
- Run a compiled help file from a Web page.

About using HTML Help on the Web

Creating HTML files The easiest way to author your help system is to create a new HTML file for each help topic or Web page. You can then create a help project file to collect, manage, and compile your help topics.

- Create a new HTML file
- Convert an existing help project
- View an HTML file
- Add tags and other elements to HTML files
- Split an HTML file with multiple topics into multiple topic files
- Mathematical About creating HTML topic files

Creating a table of contents for a Web site Creating a table of contents for use as a navigational aid on a Web site is singlette greating a cable of opptents for use in a compiled help file. This procedure describes the extra steps you must take to make the table of contents usable of contents.

3. Position your cursor at the location where you want the table of

Tocoreatesafitableappeantends for a Website. Help ActiveX Control.

- If your users do not have a browser that supports ActiveX controls, try In the **Specify the command** box, click **Table of Contents**, and then using the FTLML Help Java Applet.
- For more information about the **Contents** command, see the HTML Notes ActiveX control reference.

About creating table of contents files

Creating an index for a Web site Creating an index for use as a navigational aid on a Web site is similar to creating an index for use in a compiled help file. This procedure describes the extra steps you must take to make the index usable over the the HTML file that will contain your index.

3. Place your cursor at the location where you want the index file to Toacreezte and hidex florka HWM Sitelp Active X Control.

- Since an index created for a Web site is not compiled, it should be in the **Specify the command** box, click **Index**, and then follow the instructions on your screen.
- If your users do not have a browser that supports ActiveX controls, try Notes the HTML Help Java applet.
- For more information about the **Index** command, see the <u>HTML Help</u> ActiveX control reference.

About creating index files

Inserting the HTML Help ActiveX control Inserting the HTML Help ActiveX control into a help topic or Web page involves adding an object tag at the location you want the functionality to apopen The HTML file and the former of the with the series of the total the total the object transformer of the object tag at the patient of the total to edit existing instances of the object tag multiple active control.

 Click <u>HTML Help ActiveX Control</u>, and then follow the instructions on
 Ther Horder Help ActiveX control is signed using Authenticode 2.0 To insert the HTML Help ActiveX control into a topic technology. You may need to install Authenticode 2.0 in order to Notes

• For more information about the control, see the <u>HTML Help ActiveX</u> <u>control reference</u>.

About the HTML Help ActiveX control

Running a compiled help file from the Web You can add a link to a compiled help file to a page on a Web site. When a useraclicks the linking dialog box will appear that gives them the option of saving the compiled help file to their hard disk or opening it from the directory where it slowated to open the compiled help (.chm) file from your HTML file:

To open a compiled help file from a Web page or topic file <a href="https://www.com/action.com/action/action-com/action-c

where file name.chm is the name of the compiled help file, and Link text is the text link.

If the compiled help file you are linking to is in a different directory than Make sure that the compiled help file you want to link to is located in the topic you are linking from, you will need to enter the path to the the same directory as the topic file you are linking from compiled help file. For example, if the help file is located in a directory on the Web, you would need to enter the full URL including the HTTP **Ngte**ress,

About creating a link to another compiled help file

Create a frameset When designing for a help Web site, you may choose to <u>create a</u> frameset for your help content. After you have created a frameset, you add the HTML Help ActiveX control to the frames that you want to have help functionality.

Framesets are a way of specifying multiple, independent, scrollable regions within a browser window. Each frame can contain a separate HTML document. You can have frames that scroll and resize, depending on how you author the frameset.

You need to assign a name to each frame you create. This will enable you to link from one frame to another. For example, one frame can coAttable calibrate other tents and another frame topics. When a user clicks an<u>entry</u> in the table of contents a topic opens in the other frame.

Yor elated septreliated the following to your frameset. <u>Links to a WinHelp file or topic.</u>

- A splash screen.

- <u>Pop-up windows.</u>
 If you don't want to create your own frameset to display topics you can
 Asin the <u>atopensor</u> in the part of a spending the bar of the Help HEMErHelp ActiveX control.
- Note can link to a compiled help file from a Web site, and have your users download the file, instead of designing your help to appear on the Web.
- You can view the <u>HTML Help sample Web site</u> to learn more about designing help for the Web.

About using HTML Help on the Web

Example: create a two-frame HTML frameset This example is a five-step process that explains how to create a twoframe HTML frameset designed to appear in a Web browser. It provides instructions for creating a table of contents in the left frame that jumps to topics in the right frame. It also explains when and where to add the HTML Help ActiveX control.

Once you have frame frameset more frameset you can add other HTML elendents tavit taise frame it works. You can also change the frameset values or edit the HTML Help ActiveX control features. Add a default frame location to the table of contents file.

- The five store wather preases with as to fight the lawse set to display topics you can
- Use the Help Viewer. View the complete frameset in a browser.
- To carry out this example, you must already have a contents (.hhc) file Notes few HTML topic files that it links to.
- About creating framesets

Creating a link to close a frameset Currently the HTML Help ActiveX Control <u>Close</u> command does not work properly with Mole nears that room frames character of this, you will need to create a special link to close such pages. This link will close the main shows of wheth of the name in contains.

3. Add the link using the following syntax:

To close a window that contains a frameset:

Close

HTML Help references
▼The HTML Help ActiveX control reference

The HTML Help ActiveX control reference provides information about how to use the control in an HTML file and how to set its commands and parameters. <u>GO</u>

The HTML Help application programming interface (API) reference

HTML tag reference

Script and DHTML examples

HTML Help Viewer topics

Introducing HTML Help

HTML Help API Reference The HTML Help API Reference provides information on the HTML Help application programming interface (API), which enables a program to display a help window. It includes comprehensive information about how to TISE me prime sacily a prescribes they total strele ABS, and explaines the meystage sequired to access it.

The reference provides the following sections:

• The <u>reference</u> topics provide syntax descriptions and code examples for all commands that can be passed to HtmlHelp(), and syntax descriptions for all structures and notification messages used by HtmlHelp().

HTML Help References

The HTML Help tag reference provides information on HTML color values, HTML elements, HTML attributes, and cascading style sheet (CSS) attributes.

You can view the HTML Tag Reference either from the HTML Help Workshop help file or in a secondary help window.

To view the Tag Reference in a secondary window

Script and DHTML examples The examples in this reference demonstrate how you can use scripts and Dynamic HTML (DHTML) to add functionality to your help system.

not the same feature as <u>context-sensitive help</u>, which opens in an **SCATEPT**a**CXAMPLES** implement context-sensitive help, you must work with the <u>HTML Help API</u>.

- <u>Annotate an image</u> by associating a series of pop-up windows with the regions of an image map. This example shows how you can annotate images in much the same way that Microsoft Help Workshop Hotspot Editor (Shed.exe) allows you to create and edit hypergraphics.
- <u>Store text for pop-up windows in a text file</u> instead of embedding the text in each HTML file. This example also shows how to link to the text file from an HTML file.
- Use JavaScript to <u>create a secondary browser window</u> that can be used to display text or graphics.
- <u>Create a global script file</u> to store all of your scripts in one easy-toreference location. This can make it much easier to maintain scripts that affect multiple topics within a help system.
- Use JavaScript to <u>link to a file outside of your help system</u>. This is especially useful for linking to larger files, such as video clips.

וווש נמוו ווכוף אטע נט נטוושבו עב שנובבוו שאמנב ווו אטעו ווכוף נטאונש.

DHTML examples:

• <u>Create dynamic links</u> that will liven up your help topics. This example shows the easiest way to add mouseover functionality to every hyperlink in your help project, and also shows how to create compact custom links using the tag.

About the HTML Help References

Examples Free Party window, you can create a pop-up window Using the FITML Help Active control, you can create a pop-up window that appendent to pic months as the pop-up window.

The steps of the process are as follows. Notes

About the script and DHTML examples

... Create your pop-up windows using any text editor, in the following Example: To store text for pop-up windows in a text file The text for pop-up windows can be stored in one text file with the .js file name extension. This enables you to store the text for all pop-up windows in your entire help system in a single location. This also enables you to globally define the font attributes to be used for pop-up windows. *Text1="The text for the first pop-up window."*

where *popfont* is the name of the variable that specifies the font attributes for the pop-up text and *Text1*, *Text2*, and so on, are the variables that specify the text of each pop-up window.

- . Save the file with a .js file name extension.
- 3. Copy the following code into each HTML file from which you want to open a pop-up window. Place the code between the <HEAD> start and end tags:

```
<OBJECT
id=HHCTRL type="application/x-oleobject"
classid="clsid:adb880a6-d8ff-11cf-9377-00aa003b7a11" >
</OBJECT>
```

```
<SCRIPT language=javascript
SRC="terms.js">
</SCRIPT>
```

where *HHCTRL* is the ID of the control that you are referencing, and *terms.js* is the name of your text file. You might want to include an error handler that is invoked if the specified text file cannot be found.

- Also copy this code in your HTML file to call the TextPopup method of the HTML Help ActiveX control:
- You must and the text file to the [FILES] section of your project)".hhp) Title="Click for pop-up definition">Word to be defined

• This procedure cannot be used to create context-sensitive help topics **Notes** users open through an external program.

About the script and DHTML examples
Example: Add text pop-ups to an image

You can add pop-up help topics to an image by using an image map in conjunction with the HTML Help ActiveX control. This lets you associate a pop-up window with each region of an image. When a user clicks an area of the image, a pop-up window will display the topic that goes with that area. This example is based on the TextPopup method.

The steps of the process are as follows:

- 1. <u>Create an image map.</u>
- 2. <u>Write text for pop-up windows.</u>
- 3. Add the image to your project (.hhp) file.
- 4. <u>Insert the HTML Help ActiveX control in your</u> <u>HTML file.</u>
- 5. <u>Add hyperlinks to each region of the image map.</u>

Note

• You can use this example with both uncompiled HTML files and compiled help (.chm) files.

(a) About the script and DHTML examples

Example: Create a new window using JavaScript

You can use JavaScript to launch a new window (an instance of Internet Explorer). The code in this example can be used on both standard Web pages and within compiled help (.chm) files.

Create the link as follows:

```
<A HREF= "#" onClick="window.open('examples/sam
'Sample','toolbar=no,width=190,height=190,left=
status=no,scrollbars=no,resize=no');return fals</pre>
```

```
See the sample</A>.
```

where examples/sample.htm is the path to the file that will appear in the new window, Sample is the *name* argument for the new window, and the remaining values are the attributes for the pop-up window (width and height in pixels, toolbar, scroll bar, status bar, and resize). These attributes are separated by commas, and the entire line is enclosed in single quotes.

Notes

- The hashmark ("#") character ensures that the state of the current help window will be retained. return false prevents the hashmark from appearing in the location field of the main window, which would interfere with the functionality of the Back and Forward buttons.
- All of the code must be on the same line or it will not work. The lines in this example are broken for legibility.
- When working with compiled help (.chm) files, all HTML files referred to by this code must be included in your project before compiling. Also, because the compiler can only include graphics files in tags, it will miss any graphics files that are included in this script. If you use this script in a compiled help file, make it point to an HTML file rather than a graphics file.

(a) About the script and DHTML examples

Example: link to file outside of your help system

There are many reasons why you might want to link to a file located outside of a compiled help (.chm) file. Say you want to link to a video clip. Including such a large file in your help project could result in an enormous compiled help file. There may also be times when you need to link to a readme file that was not ready when the .chm file was built.

When you are designing a normal Web page, linking to files is a simple matter of specifying the location of the target file. The location of the page containing the link is irrelevant. However, things are different in a compiled help file. The main problem with compiled help is that you can only link to external files using an absolute path. This is fine if you are certain the location of the help file will always be the same. But what if a user installs your help file to an unexpected location? If this happens, any links using absolute paths will be broken. Similarly, if your help file is to be referenced from a compact disc, it is impossible to predict which drive letter will be in use.

You can use JScript to bypass these limitations. The

following script uses the location object to find out where your .chm is located on the local computer, and parses an absolute path to the files you specify. All you need to do is install the target file(s) into the same directory as the .chm, and specify the target filenames in each respective anchor tag.

Following is a step-by-step explanation of how the script works.

Here, the function is begun and the variables are declared. Variable "fn" will be passed to the script from the link itself:

Here, the function is begun and the variables are declared. Variable "fn" will be passed to the script from the link itself:

```
<SCRIPT Language="JScript">
function parser(fn) {
```

var X, Y, sl, a, ra, link;

The JScript <u>search</u> method is used to find the index of the first colon in the string returned by the location object:

ra = /:/;

```
a = location.href.search(ra);
```

An **IF** statement determines which of the two possible moniker protocols is in use. If the value of "a" equals 2, then **mk:@MSITStore:** is the protocol in use and X equals 14 (used later to parse an offset of 14 characters). Otherwise, protocol **ms-its:** is in use and X equals 7.

Next, the JScript <u>lastIndexOf</u> method returns the index of the last backslash in the location.href string to use as a value for Y (the second character offset, used later in parsing). Variable "sl" contains the substring to search for (two backslashes are used to indicate a single backslash):

sl = "\\";

```
Y = location.href.lastIndexOf(sl) + 1;
```

This is where the values X and Y come into play. The substring method uses X and Y to parse the beginning and end of location.href, respectively, returning a substring (hence the name of the method). For example, say location.href returns the value *ms*-

its:C:\dir\file.chm::/topic.htm. In the substring method, if X equals 7, then the first 7 characters are removed from the string. If Y equals 14, then everything after the 14th character is removed. This would result in *C:\dir*, the root path of file.chm. The string "file:///" is then added to the beginning of the string, and the target filename (variable "fn") is added to the end:

link = 'file:///' + location.href.substring(X,

Finally, the location object is changed to the path value stored in the variable "link":

location.href = link;

}

</SCRIPT>

Here is the complete script without comments:

```
<SCRIPT Language="JScript">
function parser(fn) {
var X, Y, sl, a, ra, link;
ra = /:/;
```

```
a = location.href.search(ra);
if (a == 2)
X = 14;
else
X = 7;
sl = " \setminus ";
Y = location.href.lastIndexOf(sl) + 1;
link = 'file:///' + location.href.substring(X, `
location.href = link;
}
</SCRIPT>
This is the syntax for the link:
```

```
<a onclick="parser('loremipsum.htm')" style="te
color: green; cursor: hand">Link to loremipsum.
```

The target file name (in parentheses) is passed to the script as a string variable ("fn" in this example). This

enables you to access the same script with multiple anchor tags so you can link to more than one file.

Notes

- The file you are linking to must be stored in the same directory as your compiled help file.
- The HREF attribute must be omitted from the <A> tag.
- All style attributes for the anchor tag must be defined manually so that the anchor text appears as a link.
- Text and HTML files will open in the Help Viewer window. If you are linking to a text file, be sure to use hard returns. Otherwise, the text will not wrap properly.
- All other files will open in the program with which they are associated. For example, clicking a link to an .avi file will launch an instance of Microsoft Media Viewer. However, if a user does not have the appropriate program installed, he or she will not be able to open the file.

(a) About the script and DHTML examples

You can consolidate scripts in a global file that can be referenced from pages in both compiled and uncompiled help systems. This makes it easier to maintain scripts that are used by many different pages, such as those used for image-swapping. This example shows a global file using JavaScript, but it will work with other Web scripting languages, such as Microsoft Visual Basic Scripting Edition.

There are three steps to implementing a global script file:

- 1. Create the script file using Notepad (or another text editor). This is the file that contains all of the script code. Save this file with a .js extension.
- Add a <SCRIPT> tag to the <HEAD> tag of each HTML file. This links the code in your global file to the page. The tag should look like this:

```
<script language="JavaScript" src="master.js</pre>
```

Where JavaScript is the name of the scripting language you are using and master.js is the name of the global script file.

3. If you are creating a compiled help (.chm) file, add the file name of your master script file to the [FILES] section of your project (.hhp) file.

You can call scripts that are stored in a global file the same way you would call script code that is actually on the page. For example, if you created a global file with function Foo(), you could reference it like this: .

Notes

- You can create more than one global script file.
- This procedure can be used with any scripting language.

Mathematical About the script and DHTML examples

Example: Create expandable sections with DHTML

You can use Dynamic HTML (DHTML) to create expandable sections in your HTML files. This can be helpful when you document screen shots and other items that occupy a large amount of screen space. Expandable sections give the user more control over the display of such elements, letting them display them as needed.

These topics use, as samples, the source code for the <u>sidebars</u> in the HTML Help documentation.

There are three steps to creating expandable sections:

- 1. <u>Create the tag that will contain the contents for each</u> <u>section</u>.
- 2. Insert the JavaScript code.
- 3. <u>Update your style sheet to reflect the new section</u>.

Notes

• You can use this example with both uncompiled HTML files and compiled help (.chm) files.

About the script and DHTML examples

Example: Create dynamic elements with DHTML

Dynamic HTML (DHTML) offers a wide range of possibilities to help you improve the function and appearance of your help system. The following examples explain two dynamic links that are used in the HTML Help documentation, and they provide sample code that will help you to implement similar links in your help system:

- Add <u>mouseover</u> functionality to all of the hyperlinks in your help system. All it takes is one small addition to your style sheet.
- Take your links a step further with <u>dynamic inline</u> <u>elements</u>.

For more information, go to the DHTML, HTML, and CSS Web site in Microsoft's Site Builder Network.

(a) About the script and DHTML examples

The HTML Help Viewer topics The HTML Help Viewer topics contain basic information about how to use the viewer. Information on using the accessibility shortcut keys is included. If you are a help author, you can include these topics in your help file.

You can download a compiled help (.chm) file that contains the Help Viewer topics from the <u>HTML Help Web site</u>. You can then <u>decompile the</u> help file, revise the topics to conform to your guidelines, and include them in your help system.

What is HTML Help Workshop?

About MSDN scripting references Microsoft publishes extensive scripting references for Microsoft JScript, Microsoft Visual Basic Scripting Edition, and Dynamic HTML (DHTML).

If you are a member of the Microsoft Developer Network, you can view these references on the Web.

Magnetic Help references

About the HTML Help Authoring Guide The HTML Help Authoring Guide The HTML Help Authoring General information debondent designed and an privited designed shadve Models and mappend theory with the information they peod to Hse HTML Help and its components authors, designers, and

developers using HTML Help to design and develop a help system. The HTML Help Authoring Guide has these sections:

- <u>Creating help</u>: Information for help authors using HTML Help Workshop as a tool to create, edit, and manage help files.
- <u>Using HTML Help on the Web</u>: Information about using components of HTML Help on Web sites to organize and present information.
- <u>HTML Help references</u>: The HTML Help ActiveX control reference, the HTML Help API reference, the HTML tag reference, are all imporatnt references for the help developer. A pointer is also available to the documentation for the HTML Help Viewer that a help author can use to create help topics for the Help Viewer.

The <u>HTML Help Web site</u> contains additional information about HTML Help design and development, including updated references, sample topics on how to use the Help Viewer, and a sample Web site that uses the HTML Help ActiveX control for navigation.

The HTML Help Components

About the HTML Help executable program The HTML Help executable program (Hh.exe) runs whenever a user clicks a compiled help (.chm) file or menu item that opens the help file installing and provided. Itale Mitmel Help executable program calls the HTML Help Active X control which opens the help file and provides that any navigation and elements (such as a table of contents, index, or full-text search) specified by the help author will be part of the compiled help file that a user sees.

Magnetic International Interna

About the HTML Help compiler The HTML Help compiler (Hha.dll) is part of HTML Help Workshop and is topes (.diala), pare dian (hgrorjeing ever are gilter a compiled help (.chm)

 ${}^{\text{file}}$ Compiled help files can be distributed along with a software product, or they can be quickly downloaded from a Web site.
The compiler provides these features:
The HTML Help compiler can also be used from a command line

without opening HTML Help Workshop.

The HTML Help components

About graphics and multimedia files Your HTML topic files can contain links to graphic, sound, video, animation, and other multimedia files. Links to these files are made using the standard HTML tags for each type of file. HTML Help Workshop also includes a graphics editing tool named the HTML Help Image Editor that makes it easy to take screen shots and add them to your help files. Graphic files have a .gif, .jpeg, or .png file name extension. Common multimedia file name extensions are: .au, .avi, .midi, and .wav.

Machine About the HTML Help Image Editor

About the accessibility word list <u>The accessibility word list</u> is a list containing words that are commonly used either to describe physical disabilities or features in software programs that assist users with disabilities. For example, the accessibility word list contains the words "blind" and "selection cursor, adjusting for improved visibility."

Help authors can use the word list as a reminder to include topics on all areas of accessibility in any documentation they provide. Items from the word list can also be added as table of contents entries or as keywords to index files. This will enable users with disabilities to easily find the information they need about your software product.

About accessibility and disability concerns

stant ograme whether you want to use information types to direct topics to Here are some suggestions for planning a help system or Web site: specific users.

- If you will distribute with a program, decide whether you want to display topics in the <u>Help Viewer</u> or <u>create your own frameset</u>. If you are creating a Web site, plan page designs. For frameset and Web site design, plan which documents will contain the HTML Help ActiveX control.
- Plan a <u>design for your topics</u>, <u>create HTML template files</u>, and begin writing.
- Plan a design for your table of contents and index.
- If you will distribute with a program, design any secondary <u>help</u> <u>windows</u> or modifications to the Help Viewer you want to use.
- <u>Create a help project</u> (.hhp) file to manage your help files.

Designing a help system

The difference between the Index tab and the Search tab The Index tab contains keywords that you specify. It can contain terms for beginners and advanced users, synonyms for terms, terms that describe topics generally, and terms that describe topics specifically. The index provides users with many different ways to find topics. The more terms you provide, the more likely it is that users will locate the topic they need.

The Search tab lists words that appear only within the help topics. To find a topic, users must specify a word as it appears in the help topic they're trying to find. The Search feature will adjust some word endings. For example, if a user enters "creating" when searching the help files for HTML Help Workshop, topics that begin with "To create" will be found.

By using the Search tab, users can locate every topic that contains a particular word. This can be useful to you as a help author. For example, if the name of one of your program's interface elements changes, you can use the Search tab to locate every occurrence of the term in your help files. After you've found the terms, you can easily update them.

About customizing the Help Viewer

Guidelines for writing keywords A comprehensive keyword list is one of the most helpful navigational tools that you can provide for users. It can help them locate help topics evelonterebyied tarranthat and likely temos cuse to begin in our series.

• Technical terms that are likely to occur to advanced users. The more keywords you provide in a topic, the more likely it is that users will benable syfind the topiced by cellering for. It's typically best to include • Words that describe the topic generally.

- Words that describe part of the topic.
- Inverted forms of keyword phrases—for example, "combining help files" and "help files, combining."

About creating index files

About creating a new icon strip for a contents file. The first 8 images on your <u>new icon strip</u> should communicate the concepts in the list below. The order of the first 8 images is important because the images change to reflect user actions.

2. Open Item 1 For example, if you assign the Closed Item 1 icon to a topic in your table of Contents, and a user clicks it, the image will automatically change to Opper litem 1

- Closed Item 2
- 5. Open Item 2
- '. New Closed Item 2
- New Open Item 2
-). Item 3
-). Item 4
- Item 5
- ?. Item 6
- Items73 through 8 can convey any concept you want, but they must be
- present in your custom icon strip for the new images to display correctly. You must include at lest 14 images in your custom icon strip.

Notes are not, however, limited to 14 images. You can include up to 42 images in your custom icon strip.

Custom icons are not supported in a binary table of contents.

About creating table of contents files

- the Help Viewer by the name you gave it in step 2.
- If you want to change the default width for the left pane of the Help Viewer, enter a new width in the **Navigation pane width** box.
- 5. Select the **Open with Navigation pane closed** check box if you want the compiled help file to open with the Navigation pane closed.
- 5. Select the **Auto sync** check box if you want the heading or topic in the Navigation pane to automatically synchronize with whatever topic appears in the Topic pane.
- '. In the **Default tab** box choose which tab will appear in the Navigation pane when the help file is first opened.
- To customize the Help Viewer, you must create a a new window. Any in the Tabs area, select the tabs that you want to appear on the changes to your new window are then noted in the [WINDOWS] Navigation pane section of the project (.hhp) file.

Notes can also create a window without a Navigation pane.

About creating help windows

Work with links There are many creative ways for help authors to provide jumps or links within a help file or to resources outside a help system. The most common links are those within HTML files, from one HTML file to another, or to a Web site or server location.

Yourcate also the help systems or to multimedia files. You can add buttons that link to topics or locations or link to topics that appear in a different with a the the anthe the topic from which you are linking.

Hereeate soline from every sente camblek information topic on a Web site.

- Create a link to another help file.
- Create a Related Topics link to other HTML files.
- Create a <u>KLink</u> based on a keyword you and other authors create in your HTML files. Keywords also appear in the index.
- Create an <u>ALink</u> based on an ALink name you or other authors create in your HTML files. ALink names do not appear in the index.
- Create a <u>button that links to a topic</u> (such as a home page), another location, or another file.
- Create a link to a topic that opens in a <u>different window</u>.

About creating HTML topic files

Add buttons to help windows If you are planning to create custom windows or window definitions, you can decide which buttons will appear on the button bar.

What do you want to do?

- Add or remove buttons in a help window
- See a list of buttons and their functions
- About creating help windows

Modify the Help Viewer To change the default characteristics of the Help Viewer, you need to define a window type for it in your project file. Once you have given the Help Viewer a definition, you can customize it in the same way you would a secondary or embedded window.

Some customizations affect just one pane of the window. For example, you can make modifications to the Navigation pane that affect which tabs appear and whether they appear on the top, side, or bottom of the window.

What do you want to do?

- Define a window type for the Help Viewer
- Specify the title for a help window
- Add or remove buttons in a help window
- Specify the size and position of the Help Viewer or a help window
- Specify file locations for window types
- Modify the Navigation pane in the Help Viewer
- Make changes to the overall style of help windows
- Machine About customizing the Help Viewer

About changing the size and position of a window The information you present in your help topics generally determines how large your help window should be and where it should be placed on the user's screen.

You can either use the default size and position for the Help Viewer or your help windows, or specify the size and position that you want. The default position for the Help Viewer is in the center of the user's screen. The default position for secondary windows is in the upper-right corner of the user's screen.

Your help windows automatically shift down or to the left to prevent any conflicts with the Windows taskbar. If you specify a size and/or position for a window, make sure you leave enough space above the taskbar when designing your help window size and position.

You may also need to adjust your window size to ensure that all tabs in the navigation pane display the way you want them to.

About creating help windows

Distribute help over the Internet Help topics distributed over the Internet are usually accessed by users who visit a World Wide Web site. The World Wide Web is a graphical system of moving through the Internet using hyperlinks. All or part of a Web site can contain help topics that a user can view, copy, or download to their computer.

HTML files distributed on the Internet can potentially reach millions of people around the world. Any help topics you publish to the Web should be designed with this in mind. The information in them should be accessible to a wide variety of users.

What do you want to know more about?

- Setting up information types to select the audience that topics will be Ξ) delivered to
- Planning for help Web site updating and management
- Registering your help Web site with search engines
- Getting started using HTML Help Workshop
- Distributing topics over the Internet, an intranet, or an extranet

Distribute help over an intranet Help topics can be distributed over an intranet, which is a communications network based on the same technology as the World Wide Web that is available only to people within a certain organization or company. Intranets are protected from unauthorized entrance by a firewall, a computer that refuses entrance to those without proper access privileges. All or part of an intranet site can contain help topics that a user with access privileges can view, copy, or download to their computer.

HTML files distributed on an intranet will reach only those who can connect to the private network on which they are located. The information in them can be confidential and designed specifically for the company or organization using the intranet.

What do you want to know more about?

- Setting up information types to select the audience that topics will be ≣ delivered to
- Planning for help Web site updating and management
- Getting started using HTML Help Workshop
- Registering your help Web site with search engines
- Distributing topics over the Internet, an intranet, or an extranet

Distribute help over a extranet Help topics distributed over an extranet are usually accessed by users who first visit a World Wide Web site, and then gain access to an extranet so they can use the consumer services being offered. Extranets are frequently connected to large databases that process either requests or information from users, and then generate responses to those requests.

Depending on how the extranet is set up, access to it can either be public or private. All or part of an extranet site can contain help topics that users with access privileges can view, copy, or download to their computer.

Help topics developed for extranet distribution will reach only those who choose to connect to the extranet to obtain the services being offered. The information in them should be designed specifically for the company or consumer using the service.

Using HTML Help Workshop, you can design shortcut buttons in help topics that interact with software programs on the extranet.

What do you want to know more about?

- Setting up information types to select the audience that topics will be Ξ) delivered to
- Planning for help Web site updating and management
- Getting started using HTML Help Workshop
- Registering your help Web site with search engines
- Distributing topics over the Internet, an intranet, or an extranet

Compile and test help After you build your project file and add all your topic, index, and contents files, you'll need to compile and test your help system.

What do you want to do?

- Learn about compiling a help project
- E Learn strategies for testing and debugging help files
- Decompile a help file
- Test a KLinks or ALinks
- About creating help

To create a new help project file
To add or remove HTML topic files from a project file

Note: the location of index files

• You can also specify how the contents entries you create will respond when you single-click or double-click them in HTML Help Workshop.

Mathematical About creating help project files

To specify the location of image or multimedia files

To specify a location for a compiled help file

To specify a location for the help log file About help projects files Note About help projects files

Wspedoout areating below and the second

About help projects tiles

- то hTabeopragressore port includes the name of each HTML file as it is processed.
- About compiling a help project

Notes in the root during compile folders that have the same name will not compile properly when consolidated at the root.

About compiling a help project

De automatically load the last project files on

Denable sound in HTML help, project files

Dechange the fold when weighting help project tiles to change the fold when weighting the compiler message log

To set actions to take when single- or double-clicking a contents entry

To set actions to take when single- or double-clicking an index entry

You can create a text link to jump from one HTML file to another in your help project, or from an HTML file to an external Web site or server location. A text link can consist of one character or several paragraphs, but authors typically limit them to a word or a short phrase.

If you use the default setting for HTML Help Workshop, text links appear in a browser as underlined, colored text; the original color changes after a user clicks the link.

What do you want to do?

- Add a text link to an HTML file
- Assign an alternate location for a contents or index entry
- Add a bookmark link to a file
- Create a text link for HTML Help ActiveX control commands
- Assign a window type to a topic when linking
- About working with links

- All the files referenced by the existing help (hpj) file must be in the Specify a location and hame for the new HTML Help project you are locations specified or the conversion process will fall. creating, click Next, and then click Finish.
- HTML Help Workshop converts only complete projects organized in a WinHelp project file. It will not convert individual or multiple topic files.

Mathematical About converting existing help projects

Converting existing help projects Microsoft HTML Help 1.3 is the next-generation online authoring system from Microsoft Corporation and is based on Microsoft WinHelp 4.0. If you've used WinHelp or Help Workshop before, you will be familiar with many of the features of HTML Help and HTML Help Workshop.

Like WinHelp, HTML Help uses a project file to combine topic, contents, index, image, and other source files into one compiled help file. HTML Help also provides you with HTML Help Workshop, an authoring tool that makes it easy to view, manage, and edit your files in an enhanced user interface. Unlike WinHelp, HTML Help has no practical help system limits. Help file size, topic size, contents entry limits, and keyword limits have all been eliminated.

HTML Help Workshop has a feature that allows you to easily convert an existing WinHelp project into an HTML Help project. **Introducing HTML Help**

About the overview topic template <u>The overview topic template</u> can be used for overview topics that introduce or describe general concepts.

You can copy this example and add formatting elements to it for your help system.

About the decision topic template The Decision topic template can be used for topics that briefly introduce concepts, and then list links to procedures a user might want to perform.

You can copy this example and add formatting elements to it for your help system.

About the procedure topic template <u>The multi-step procedure template</u> can be used for step-by-step topics where there is more than one step in the procedure.

You can copy this example and add formatting elements to it for your help system.

About the one-step procedure topic template <u>The one-step procedure topic template</u> can be used for procedure topics that have only one step.

You can copy this example and add formatting elements to it for your help system.

About the source-code example topic template The source-code example topic template can be used for topics that include examples of HTML source code.

You can copy this example and add formatting elements to it for your help system.

You can include style sheet information in an HTML file in two ways:

The formatting appears the same with either method. If you are managing a large help system or Web site, the advantage to using an external style sheet is that the same styles can be used by many different files, without duplicating the information between the <HEAD> start and end tags of every file.

What do you want to do?

- Link to an external style sheet
- Include the style sheet information in an HTML file
- Machine <u>About using cascading style sheets</u>

To apple a shire a phrase in an HTML file font-family: times; font-size: 12pt; background: yellow; color: red; }"> Span this phrase

• This is low some leg to a dolor and connector of und und philase sagvandibule settions.

be applied to the text Span this phrase.

Note

To linktopen external styletsheet

HREF = "*url*">

• Eachestyle saluer has its style indicates that the target save and the type intextnesis the MIME type for the style sheet, and url is the address of the style sheet file.

About using cascading style sheets **Note**

To include a style sheet in an HTML file

•

,

```
<STYLE>
BODY {
font-family: times, serif;
color: black;
margin-left: 10%;
margin-right: 10%;
}
A:link {
color: black;
text-decoration: underline;
}
A:visited {
color: black;
text-decoration: none;
}
</STYLE>
```

Mathematical About using cascading style sheets

Example: Internet Explorer 3.02 cascading style sheet /* Microsoft HTML Help WorkShop CSS*/

body{font-size: 75%; font-family: Verdana,Arial, Helvetica, Sans-Serif;}
a:link {background: transparent; color: #0000FF;}
a:visited {color: #800080;}

h1{font-weight: bold; font-size: 55%;margin-bottom: -2.2em;}

```
li{margin-top: 4pt;}
ul li{padding-top: 4pt;}
ol li{padding-bottom: 4pt;}
ul{margin-left: -15pt; margin-top: -7em;}
ol{margin-left: -15pt; margin-top: -7em;}
ol ul{margin-top: 0em; list-style: disc;}
code{font-family: Courier;}
pre{font-family: Courier;}
table{width: auto; text-align: left; font-size: 75%; font-size: +12;}
th{text-align: left;}
td{margin-right: 0em;}
img{margin-top: -4pt;}
```

```
/* Overview heading */
h5.overh{font-size: 120%;}
h5{font-size: 100%;}
```

```
/* Procedure heading */
h5.proch{font-size: 100%;}
```

/* Decision heading */
h5.what{font-size: 100%; color: #993399;}

• Because of changes to cascading style sheet specifications, style /* Sheets triatheorikan*/Microsoft Internet Explorer 3.02 may not work on h5interhenexine*%;0.

Moteout using cascading style sheets

Example: Internet Explorer 4.0 cascading style sheet /* Cascading Style Sheet for IE4.0 build 1008+ */

```
body{font-size: 75%; line-height: 125%; font-family: Verdana, Arial, Helvetica,}
a:link{color: #0000FF;}
a:active{color: #FF33CC;}
a:visited{color: #800080;}
h1{font-size:145%;margin-bottom:.5em;}
```

h2{font-size:125%;margin-top:1.5em;margin-bottom:.5em;}

h3{font-size: 110%;margin-top:1.2em;margin-bottom:.5em;}

p{margin-top:0pt;margin-bottom:0pt;}

li p{margin-top:.6em;margin-bottom:0em;}

big{font-weight:bold;font-size:105%;}

ol{margin-top:.5em;margin-bottom:0em}

ul{margin-top:.6em;margin-bottom:0em;margin-left:2.75em;}

ol ul{list-style:disc;margin-top:2em;}

```
li{padding-bottom:.7em;margin-left:-1.25em;}
```

```
dl ul{margin-top:2em;margin-bottom:0em;}/*list item inside a def/term*/
dl{margin-top:-1em;}
```

```
ol dl{margin-top:-1.5em;margin-left:0em;}/*term/def list inside a numbered list*
ol dl dl{margin-top: 0em;margin-left:.2em;}/*term/def list inside a term/def list*/
dd{margin-bottom:0em;/*not currently working*/margin-left: 1.5em;}
```

dt{padding-top:2em;font-weight: bold; margin-left:1.5em;}

```
code{font-family:Courier;}
```

```
pre{margin-top:0em margin-bottom:1.5em; font-family:Courier; font-size: 125%]
table{font-size:100%;margin-top:1em;margin-bottom:1em;}
```

```
th.center{text-align:center;}
```

```
th{text-align:left;background:#dddddd;margin: 3pt;vertical-align:bottom;}
```

```
tr{vertical-align:top;}
```

```
td{margin: 3pt;vertical-align:top;}
```

```
/* IE 4.0 TAGS */
p.dis{font-size: 6pt;}
h5{}
h5.active{background: #000000; color: #FFCC99;}
```

```
/* -- subheading -- */
h5.subh {color: #660000;margin-bottom:-1em;margin-top: 1.5em;}
```

/* -- Overview heading -- */
h5.overh{font-size:120%;margin-bottom:1%;}

/* -- procedure heading -- */
h5.proch{margin-bottom:4pt;}

/* -- topic heading -- */
h5.topich{margin-bottom:-1em;}

/* -- Decision heading -- */
h5.what{color: #993399;margin-bottom:.4em;}

/* -- note 'n' tip heading -- */
h5.note{margin-top:1em;margin-bottom: 0em;}

• Because of advances in cascading style sheet technology and /* specifications, style sheets that work on Microsoft Internet Explorer 4.0 h5with managemeters internet explored 5.02.-1em;}

Moteout using cascading style sheets

To open tents learning the roll a contents or index entry

- When a user clicks the link a dialog box will appear that gives them the Click Add, and then, in the File or LIRL box. Type the name of the option of saving the compiled help file to their hard disk or opening it from the directory where it's located.
- **Notes** compiled help file you are linking to is in a different directory than the topic you are linking from, you will need to enter the path to the compiled help file in the **File or URL** box. For example, if the help file is located in a directory on the Web, you would need to enter the full URL including the HTTP address,

Mathematical About creating a link to another compiled help file

- To link to a topic in a compiled help file from a Web page or topic file Where file name.chm is the name of the compiled help file and topic.htm is the name of the HTML file to which you want to link.
- Use this procedure if you want to pull a single topic from a compiled Make sure that the compiled help file you want to link to is located in help file. You can also create a link that will download the entire help the same directory as the file you are linking from.
- **Notes**MS-ITS protocol works with Microsoft Internet Explorer 4.0 or later. If your users are running Internet Explorer 3.0, they need to use the following protocol, which also works with later versions of the browser: mk:@MSITStore:file name.chm::/topic.htm.
- If you want to link to a compiled help file that is located in a directory on the Web, you need to provide the full URL including the HTTP address. For example, ms-its:http://www.sample.com/file name.chm::/topic.htm.

Mathematical About creating a link to another compiled help file

IIIS-IIS:IIIC IIIIIIC.CIIIII::/IOPIC.IIIIII To link from a contents or index entry to a topic in another compiled help file

where file name.chm is the name of the compiled help file and topic.htm is the name of the HTML file to which you want to link.

The MS-ITS protocol works with Microsoft Internet Explorer 4.0 or later. Make sure that the complied help file you want to link to is located in If your users have internet Explorer 3.0 installed, they need to use the the same directory as the file you are linking from following protocol, which also works with later versions of the browser: • mk:@MSITStore:file name.chm::/topic.htm.

• If you want to link to a compiled help file that is located in a directory on the Web, you need to provide the full URL including the HTTP address. For example, ms-its:http://www.sample.com/file name.chm::/topic.htm.

About creating a link to another compiled help file

- To where laxeofile is the name of the name of the name of the compiled help file and topic.htm is the name of the HTML file.
- If you do not need to link to a specific topic in the HTML Help file, omit
 Make Sure that the compiled help (.chm) file you want to link to is located in the same directory as the WinHelp file you are linking from.
- Using the !if macro, you can also check the return value of the !execfile **Notes** o and display an alternate topic if the compiled help file could not be loaded.
- The MS-ITS protocol works with Microsoft Internet Explorer 4.0 or later. If your users have Internet Explorer 3.0 installed, they need to use the following protocol, which also works with later versions of the browser: mk:@MSITStore:file name.chm::/topic.htm.
- If you want to link to a compiled help file that is located in a directory on the Web, you need to provide the full URL including the HTTP address. For example, ms-its:http://www.sample.com/file name.chm::/topic.htm.

Mathematical About creating a link to another compiled help file

About working with ALinks When you create Associative links (ALinks), you need to first add ALink names to the topics that are the targets for the link. Then you add the ALink object to the topics you want to link from.

For example, add the ALink name pilot to several target topics. Then add the ALink object, with pilot specified in the ALink name search, to a topic you want linked to the other topics. The Alink name pilot will appear in the list of target topics when a user clicks the ALink in the topic containing the ALink object.

You can use an ALink to jump to topics in the same or other help files. The ALink target list will appear in a **Topics Found** dialog box when the user clicks the link. You can change this so that the target list appears on a pop-up menu. For detailed information about ALinks, see the HTML Help ActiveX control reference.

Work with ALinks
To choose the appropriate displayatype and button options.

- In the **Related Topics** dialog box, specify the ALink names you want to jump to.
- You must add ALink names to the appropriate target topics before the For more information about ALinks, see the <u>HTML Help ActiveX control</u> ALink will work. reference.
- Adding an ALink to an HTML file adds an <OBJECT> tag to your file.
- **Notes** allows you to link to any other files that contain the ALink names you specify. When a user clicks the ALink, any topics that contain the ALink names you have specified will appear.
- You can <u>test ALinks</u> in compiled help files.

About working with links

- ես առաներ Edite անքանչանին անքանչանին արդանին անքանչանին արդանին անքանչանին անքանչան անքանչանին ան
- This adds an <OBJECT> tag with the ALink names you have added to Click Add, and then enter any ALink names. You can add multiple your HTML file. The file is now a target file and you can <u>create an</u> names by separating each name with a semicolon.

Notes can test ALinks in compiled help files.

- For more information about ALinks, see the <u>HTML Help ActiveX control</u> <u>reference</u>.
- About working with links

- to the type and the topics you are testing to appear in a window type other than the default window, specify the name of the window type in the Window name box.
- If you want to include ALink names in the test, select the **Use ALink**
- The issues of the bis whether KLink
- keywords and ALink names have been added correctly to target files. Click Add, type any keywords and ALink names, and then click Test. and whether the KLink or ALink <OBJECT> tag has been added to the files you want to link from.

In the second s

To assign an alternate location for a contents or index entry Can add a placeholder topic that will link to the alternate location. **Note**

Machine <u>About working with links</u>

About binary contents files You can reduce the time it takes to load a very large table of contents by creating a binary contents file. A binary table of contents is populated based on user demand. For example, in a table of contents where a book is Oblight and an all constant and an all constant and a second sec populated until a deer clicks itorted.

The formation type share ver, shapparted y limited set of authoring features.

- For example: $\ensuremath{\bullet}$ You cannot author a table of contents link to open a topic in a default window or default frame.
- You cannot modify window styles.

About managing large document sets

- processor in the processor is the second seco

Notes About creating table of contents files

Notes new contents file

• Before you can display a contents file in the Help Viewer, you need to add it to the help project file, and then compile the project.

Mathematical About creating table of contents files

Edit or update a table of contents Once you create a table of contents you can edit or update the entries and how they appear to the user.

What do you want to do?

- Use custom image files in a contents file
- Create new images for a contents file
- Assign an information type to a contents entry
- Flag a new table of contents entry
- Change a table of contents entry level from a folder or book to a page
- Assign a window type to a contents or index entry
- Assign an alternate location for topics
- Mathematical About creating table of contents files

Change or create icons for contents entries By default, HTML Help Workshop provides a book icon for main topics and a question mark icon for subtopics. A special icon is available to flag topics as new. You can change these default icons to one of several other standard icon images or create your own icons.

What do you want to do?

- Use a new icon strip in a contents file
- Apply an icon to a contents entry
- Flag a new table of contents entry
- Create a new icon strip for a contents file
- Create a contents file
- Mathematical About creating table of contents files

where file name is the name of the file you want the link to jump to and link is the text you want a user to click.

Machine <u>About working with links</u>

DIOVIDED TOT YOUR CONTENTS ENTRIES.

There are many ways to customize how contents entries in the • Acid a border, plus or minus squares, a sunken edge, or other design Navigation pane appear, and how the pane itself appears. For example, elements to your contents window. you can:

- Change the width of the Navigation pane.
- Have your table of contents display only heading level entries or all entries when a user first opens it.
- Have the Help Viewer automatically display the **Contents** tab when a user first opens it.
- Change whether the Contents, Index, and Search tabs appear at the top, bottom, or side of the Navigation pane.

If you design for a Web site or your own frameset, you can add HTML design elements to customize the file or frame you add the HTML Help ActiveX control to. You can then specify the frame name you want your pages to jump to.

Customize a table of contents

Ecustomize a table of constents

Create an index file You create an index by using HTML Help Workshop to create an index (.hhk) file. You then add keywords to the index file.

What do you want to do?

- Learn more about creating index files
- Create a new index file
- Create keywords
- Edit or add updates to an existing index file
- Learn about the difference between the Index tab and the Search tab
- About creating index files

to seliekdae General tabe and then click Edit.

This is useful for creating cross-references, such as See Also index In the File or URL box, type the keyword you want to jump to, and then click OK.

About creating index files
Note

to selick the General take and then click Edit.

 This sets an index entry to jump to itself, creating the appearance of an In the File or URL box, replace the file name or URL with the keyword inactive link, appears in the Keyword box, and then click OK.

About creating index files
Note

- If you are authoring an index for a Web site, make sure you add the <u>HTML Help ActiveX control</u> to the topic files you want the index to appear in. Specify **Index** as the command, and then specify the name and location for your index file.
- An index compiled using the binary format will not work on a Web site. You can use a site map index for both a Web site and a compiled help file.
- If you compile a help file and <u>set the compatibility to version 1.0</u>, a site map index will be created.

About creating index files

Note: a project compatible with HTML Help version 1.0 the merge feature. If more than one compiled help file is referenced, indexes, Keyword links (KLinks), Associative links (ALinks), and fulltext search lists are not merged.

About compiling a help project

Create keywords for a binary index A binary index is automatically generated whenever you compile an index into a compiled help (.chm) file. You can create keywords either by adding them to the index file or as Keyword links (KLinks) that are added to target files.

Keywords in the index will be merged with any that you have added to HEY files when the index is compiled if you the corresponding indexes from multiple compiled help files, be sure to consider how to manage the index files binary indexes from to be created if you select **1.0** as the version in the **Compatibility** box, on the **Compiler** tab, in the **Project Options** dialog Notes or if the Create a binary index check box is cleared.

What do you want to do?

- Create a keyword with multiple targets
- To set an index keyword to jump to another keyword
- Create a binary index
- Learn about the difference between binary and site map indexes
- Machine About creating index files

Create keywords for a site map index A site map index is automatically generated whenever you create an index (.hhk) file and do not compile it. You create keywords by adding them to the index file.

Keyword links (KLinks) and Associative links (ALinks) are not available Yowhere complete stephted on the bow a site map index is sorted and can edit and create custom sort orders for your index.
 A site map index will also be created if you select **1.0** as the version in

Note Sompatibility box, on the Compiler tab, in the Project Options dialog box.

What do you want to do?

- Create a keyword with multiple targets
- Set an index keyword to jump to another keyword
- Learn about the difference between binary and site map indexes

About creating index files

The difference between binary and site map indexes There are two types of indexes available for help authors to use, a binary index or a site map index. Each type of index has its own unique features.

Good for large indexes because its compiled size is very small.
Binary index
Is automatically sorted during compile. A help author cannot customize

• Is automatically sorted during compile. A help author cannot customize how a binary index is sorted. This type of index is used only with compiled help (.chm) files. The

fol Cavinge ane sound evit hard ber is the sound

- Can be used with <u>KLinks</u> to create links to specific topics.
- Will automatically merge <u>keywords</u> added to HTML files with Keyword links (KLinks) added to the index file.

sitermapaindexe.

• Help author has complete control over how the index is sorted. This type of index must be used when authoring an index for a Web site. H car is when the set in the completed (bet pates of the • Same index can be used for Web site and compiled help file.

- Is better to use with smaller indexes because site map indexes are larger than binary indexes.
- <u>Reg. methodreghturgeforer antingther wordsed opendeen own at the second whether the second whether are creating an index that will be used in a compiled help file, on a Web
 Sitents frankturger wither there are an exactly an exactly an exactly an exactly and the second and the se</u>

Moteout creating index files

About the Hidden information type. You can <u>define a Hidden information type</u> to identify or group topics when a program is started, before a user sees them. You select which topics will appear based on the elements of the program that are active. Hidden information types are never seen by users; they are instead controlled by the program.

This feature allows programs, through the <u>HTML Help API</u> or through hosting the HTML Help ActiveX control, to determine what information is presented to the HSML THEIP WORKS information by the attribute to present the determine simple have attribute to present the attribute to present the with a time simple present to present the attribute to present the with a time simple present to present the attribute to present the with a time simple present to present the attribute to present the present of the attribute to present the attribute to present the with a time simple present to present the attribute to present the simple simple to present the attribute to present the attribute to present the simple sinter simple simple simple sinter simple

<u><u>Note</u> out assigning information types</u>

About creating information types Information types enable you to specify that certain groups of help topics reach certain users. Use the following steps when creating information types.

First, define information types based on your intended audience. For example, to create the help files for this version of HTML Help Workshop we defined these information types: Reference, Design, Overview, Procedure, and Web. The Reference type was assigned to Reference topics, the Design type to topics about designing a help system, etc.

Second, assign either an Inclusive, Exclusive, or Hidden attribute to each information type. When the attribute is Inclusive, the user is allowed to select from one or more Inclusive information types within each category. When the attribute is Exclusive, the user can select only one information type from each category. When the attribute is Hidden, the topic can only be invoked through the HTML Help API and be associated with events in the software program.

For example, a help author creates Novice, Intermediate, and Advanced information types that have the Inclusive attribute. A user will be given the choice to view all Novice, Intermediate, and Advanced topics. If the Naristonitationitation and to a stored is for a to a store a store and the store and th Exclusive attribute, a user will only be able to select topics from one of the three types.

- Categories are optional, if you use them, you must assign all Notes Notes
- Topics with the Hidden information type will not appear when a user makes their selections.
- If used with a set of merged compiled help (.chm) files, information types should be standardized in all the files in the collection.
- Information types are not supported when using a <u>binary table of</u> contents.

Create information types

- To define information types when not using categories the description of the information type. The description is important because it is viewed by the user in the wizard that walks them through information type selection.
- You may want to make a backup copy of your contents file before you
 Click either Inclusive Type or Exclusive Type to assign an information add information types to it.
- After you define information types, you can <u>assign them to a table of</u> **Notes**.
- You can create up to 32 separate information types. The name for an information type cannot exceed 255 characters.
- If used with a <u>large collection</u> of merged compiled help (.chm) files, information types should be standardized in all the files in the collection.
- Information types are not supported when using a <u>binary table of</u> <u>contents</u>.

- To define categories and information types. In the **Description** box, type a description for the category. Descriptions for categories and information types are important because they are viewed by the user in the wizard that walks them through information type selection.
- 5. In the **Information type name** box, type the name of the information type you want (for example, Advanced).
- 5. In the **Description** box, type a description of the information type. For example, "topics for advanced users."
- You may want to make a backup copy of your contents file before you Click either Inclusive Type or Exclusive Type to assign an information add information types to it. type attribute.
- After you define information types, you can assign them to a topic.

Notes can create up to 10 categories and 32 separate information types. The name for an information type cannot exceed 255 characters.

- Categories are optional, if you use them, all information types must be added to a category.
- If used with a <u>large collection</u> of merged compiled help (.chm) files, categories should be standardized for all the files in the collection.
- Information types are not supported when using a <u>binary table of</u> <u>contents</u>.

- Notes in information types should be standardized in the table of contents for all the files in the collection.
- Information types are not supported when using a <u>binary table of</u> <u>contents</u>.

About information type attributes An information type can be either Inclusive or Exclusive. If you select the In the information types. If you select Exclusive, the user will be allowed to the types into the anney steppen can be allowed to the user will be allowed Exclusive.

About making information type selection available to users If you assign information types to any topics in the table of contents, the user can customize which topics they see. They can do this by opening a compiled help file, clicking on the **Contents** tab, and then right-clicking anywhere in the Navigation pane of the Help Viewer.

Another way to provide information type selection for users is to add an **Options** button to <u>any secondary windows you create</u>. The user clicks the **Options** button on the button bar, and then clicks **Customize**.

- to Deletative & DBHE Transformation types listed, and delete the </OBJECT> end tag from the file.
- I. Delete the <param name="Type" value=> tags from each table of contents entry that an information type is assigned to.

Mathematical About assigning information types

About creating categories for information types It is not required that you create categories for information types. If you use them, any information types you create must be assigned to a category. Be sure to plan ahead because they are difficult to remove once you add them to a help project. Follow these steps when creating categories:

First, determine and name categories that best describe and group the information types you need. For example, you might create two categories for grouping topics: Job Description and Experience Level.

Next, define information types for grouping topics in those categories based on your intended audience. For example, for the category Job Description, you might define three information types: Manager, Salesperson, and Engineer. For the category Experience Level, you might also define three information types: Novice, Intermediate, and Advanced.

Third, assign either an Inclusive or Exclusive attribute to each information type. When the attribute is Inclusive, the user is allowed to select from one or more Inclusive information types within each category. When the attribute is Exclusive, the user can select only one information type from each category.

For example, if the Novice, Intermediate, and Advanced information types have the Inclusive attribute, a user will be given the choice to view all Navion Intermediatemand Advances of the Wither Nevine always Intermediate, and Advanced information types have the Exclusive attribute, a user will only be able to select topics from one of the three.
You can assign more than one information type to a topic.

Notes can only assign information types to a table of contents entry.

• If used with a large collection of merged compiled help (.chm) files, categories should be standardized for all the files in the collection.

Create categories for information types

Automatically hiding the Navigation pane. You can design your compiled help (.chm) file so that the <u>Navigation</u> pane is automatically hidden when a user clicks outside of the HTML Help Viewer. This allows the user to see more of the screen when working in a software program. When the user clicks inside the help topic, the Navigation pane is reopened.

To see an example of a help file that automatically hides the Navigation pane, you can download and view the <u>help topics for the Help Viewer</u> from the HTML Help Web site.

Machine <u>About customizing the Help Viewer</u>

About adding a Search tab to the Navigation pane A compiled help file can include a **Search** tab that allows a user to search through every word in a help file to find a match. For example, if a user does a full-text search on the word "index," every topic that contains the word "index" will be listed.

Depending on how complex your help system is, the Search tab can containe either kasig ler a davarged tuil text sestate function ality search rad in full the state and the search between the search tab nestedeexpressions Viewer topics Help file.

NATE can decrease the time it takes for a full-text search by including a full-text search stop word list in your help project.

Main Add a Search tab

Newster Search Stop is in your project me.

About customizing the Help Viewer

- To add a Search tab to the Navigation pane Definitions, and then click the Navigation Pane tab.
- In the **Window type** box, click the window you want, and then select you can decrease the time it takes for a full-text search by including a the **Search tab** check box. Select the **Advanced** check box to add tull-text search stop list in your project. Any words in the stop list are a omitted from the search. These are usually commonly occurring words, such as "the" or "and" that a user is unlikely to search for.

Notes
After you add a new tab, you may want to <u>adjust the window size and</u> position of the Help Viewer to account for the new space the tab uses in the navigation pane.

Machine <u>About customizing the Help Viewer</u>

To add a full-text search stop list to a help project

Notes

- A stop list decreases the size of the full-text search index, which results in a smaller compiled help (.chm) file because fewer words are indexed. This is especially important if you have a large documentation set. All words in the stop list are omitted from the search. These are usually commonly occurring words or numbers, such as "the," "and," or "1" that a user is unlikely to search for.
- You can create a full-text search stop list from the <u>sample list</u> that comes with HTML Help Workshop, and then include it in your project file.
- For the 1.3 release of HTML Help, the size of this file is limited to 512 bytes.
- Do not set the stop list as read-only, it will not function if this property is set.

About full-text search
Glick the General, Buttons, Position, Files, Navigation Pane, Styles
 You can also create a window without a Navigation pane and Extended Styles tabs to create the features you want for your secondary window.
 About creating help windows

Note

Let us to project (.hhp) file.

Machine <u>About creating help windows</u>

Notes window type to a contents or index entry

About secondary help windows

- Click Next, and then, because you most likely do not want a button associated with the link text, click Hidden to specify that you will be scripting this use of the HTML Help ActiveX control.
- 5. Click **Next**, click **Add**, and then enter the **Title** and **File/URL** information for the topic you are linking to.
- i. In the **Window** box, specify the name of the secondary window you want the topic to appear in. This name must match the name you gave the secondary window in the project file.
- '. Click **Next**, and then click **Finish**.
- 3. Add the following JavaScript syntax to the file to create the text link:

link

- For example, you could link to the file Apple.htm with the title "How to where hhctri is the ID for the instance of the control and link is the link eat an apple" and have the topic appear in a wide window. text.
- The link will not work until the file is compiled.
- **Notes**nore information about the control, see the <u>HTML Help ActiveX</u> <u>control reference</u>.
- About creating help windows

- to stype the words you want to appear in the window title in the **Title bar text** box.
- About creating help windows

to stype file locations for the TOC and Index files, if you are using them.

- Let Type a file location in the **Default** box for the HTML file you want to display when the help file is first opened.
- 5. Type file locations for the **Home** button and any custom jump buttons you are using.
- About creating help windows

to made Gander Op tions stout wantindows

• You can click the question mark in the upper-right corner of the screen, **Notes**

About creating help windows

About context-sensitive pop-up help Help topics for <u>context-sensitive pop-up help</u> are text-only. Unlike window help topics, which are HTML files that you include in the [FILES] section of your project (.hhp) file, pop-up help topics are stored in a text file that vou include in the [TEXT POPUPS] section of your project.

Using HTML Help Workshop, help authors can define the basic attributes of a pop-up window. More advanced attributes can be defined by a developer.

For spanplin in additional whiting code to mable the sector seasitive poppund spins, definition and background and background colors, font family, font size, and margins of the pop-up topics.

About creating context-sensitive help Note

to toliaknJest newskihaa oliakgDane or a pop-up window

Mathematical About creating help windows

to and definite up is any wind and the indice of the order of the orde

- See the <u>list of button functions</u> for the functionality included with each **Notes**
- If you <u>create a Jump button</u>, you will be guided through a wizard to specify the jump location.

Machine <u>About creating help windows</u>

- the **Jump 1** text box. and then type a name for the button in the **Jump 1** text box.
- L. Click **OK**. The Resolve Window Definition Wizard will appear.
- 5. Verify the window name, and then click **Next**.
- 5. In the **Button name** box, type the name of the button again, and then, in the **Jump to File** box, enter a file name or HTTP address:
 - If you want to link to a file in your help system, and the file is located in the same folder as your project (.hhp) file, you only need to type the file name.
 - If you want to link to a Web site, you need to provide the full URL including the HTTP address for the site. For example,
- Yout take two range of the second to a help window.
- Chicku Mextlinkinologhe in clickir Finoishhelp system that is not in the same folder as your project file, you need to provide the relative path to the Notes For example, If your topic file is located in a subfolder called Topics, you need to type Topics/Mytopic.htm.

About adding buttons to a help window

Compile a help project There are a variety of compiler settings you can specify in HTML Help Workshop.

What do you want to do?

- Compile a help project file
- Add compression to a help file
- Condense files stored in different folders to a single location at the root
- Specify the default topic for the compiled help file
- Provide a title for the compiled help file
- Specify a location for a compiled help file
- Compile a project file from the DOS prompt
- View compiled help file information
- Compile a project compatible with HTML Help version 1.0
- Mathematical About compiling a help project

To compile a help project file

Dati 1. To save compiler messages to a file <u>About compiling a help project</u> **Note**

The HTML Help authoring commands. This is where the authoring commands appear in the HTML Help Viewer:

🔮 Help for HTML Help Workshop		_ 🗆	×	
Eestore Contract Cont	🞒 Print	⊈ Options		
<u>S</u> ize Mi <u>n</u> imize Ma <u>x</u> imize		Introducing HTML		
Close Alt+F4 em shop		Microsoft® HTML Help is the next-generation		Hele authoring commonds
		Microsoft Corporation. It uses the underlying components of Microsoft Internet Explorer to display help content. It supports HTML, ActiveX™, Java™, scripting (Javascript and Microsoft Visual	•	Menu is extended when HTML Help Workshop is installed.

About HTML Help authoring assistance

About splitting topics in an HTML file HTML Help is designed to work with multiple files, each containing a single topic. However, you may find it easier to use a single HTML file that contains a collection of topics. The Split File command (on the Edit menu) inserts an HTML <OBJECT> tag between your help topics, which tells the compiler (Hha.dll) to build each topic as a separate HTML file when you compile your help project.

You can use the **Split File** command to break up topics you have already created in an HTML file, or to split topics as you author them in a single file.

If you are switching from WinHelp, your source document may be an existing Rich Text Format (.rtf) file, converted to HTML, that contains multiple topics. By splitting the file into separate topics, you can use a single source file to create multiple HTML topic files.

W About creating HTML topic files

To a to an HTML file

- Click Add, and then specify any keywords you want to insert into the To use KLinks, your help project must be set up to include keywords fle, You can add multiple keywords by separating each name with a semicolon.
- Inserting a KLink adds an <OBJECT> tag to your HTML file. The file
 Notes
 Notes
- Index files created using the site map method do not support KLinks.
- You can test KLinks in compiled help files.
- For more information about KLinks, see the <u>HTML Help ActiveX control</u> <u>reference</u>.

Machine <u>About working with links</u>

- Before you begin testers are running the same version of the help file and, if the help file is related to a program, the same version of the program.
- Devise a method for reporting and tracking bugs until they are fixed. The bug report should be clear and complete so that it is useful to the help author who will have to fix the problem. Ideally, the bug report should contain information about the help file and topic affected, a description of the problem, and the steps required to reproduce the problem.

You might also want to ask someone who is unfamiliar with your help file and product to act as a sample user and help you test your help file. Ask the user to find information about particular tasks, to use the **Index**, **Contents**, and **Search** tabs to find information, or to read through overviews. If the user has difficulty using a part of your help file, rework it and try again.

Clean up compiler messages You can fix some help file problems before you even open the help file. When you compile a help file, HTML Help Workshop notifies you of some basic problems in the file by reporting compiler messages.

Your first testing task is to compile the help project and view the compiler messages. Make sure there are none that can cause problems in your help file.

If you have created context-sensitive help for your program, read the topic on fixing context-sensitive help problems.

Test help in the user interface If your help system is designed so that a help file can be opened from a Help menu or other item in the user interface, test to ensure that help will start when users expect it to.

- If your help system is designed so that a help file opens when a user
 Suggested tasks that testing the help topic opens.
- Open each dialog box that has links to help and test that the correct help topic opens. If your program has help buttons in dialog boxes, try all of them. If your program uses a question mark or right-click help, test any items that have help connected to them.
- Double-click the icon for the help file. Make sure the Help Viewer or the frameset you have created opens and that the correct index, table of contents, or topic appears in the correct window.
- If your help system contains files for optional components, test help files with each component installed or not installed to ensure that the correct files appear at the correct times.
- If you use information types in your help topics, test to ensure that the topics are reaching the appropriate audiences.
- If you are delivering a help system to different Web browsers or to users with different versions of the same Web browser, test your topics in each browser or browser version.

Testing context-sensitive help

Unfortunately, there is no automated way to make sure that the correct context-sensitive help topic appears when the user requests help for an item. You need to test context-sensitive help in context by using your program. Open every dialog box and click every item where you expect context-sensitive help to appear.

Testing links, pop-up windows, and related topics When testing a help file, you should also ensure that all hyperlinks, popup windows, and Related Topics links are working correctly.

- Open the help file and test all of the links from the **Contents** tab to **Suggested talks for testing**pic.
- Make sure that the topics you link to appear in the correct window type.

Checking formatting and styles You should also test all styles, cascading style sheets, tables, and any other formatting used in your help system.

- Make sure all HTML tags have both a start and an end bracket and **Stiggested dasks for** resting are all in place.
- Check that headings, numbered lists, bulleted lists, and so on are all formatted using the correct tags.
- Make sure that spacing and margins are correct.
- View the help file on different monitors and browsers to make sure the formatting, colors, and styles are correct. If any of your styles use the same fonts as the browser you are viewing in, change your default browser font so the difference in styles is immediately apparent.
- A useful test of whether a cascading style sheet is working or not is to add the style information using the <STYLE> tag with the included styles to a representative file or two. You can then compare these files to the ones using the <LINK> tag.
- Change your Windows desktop color scheme and make sure the help file is still readable.
- Test your style sheet in different versions of the same browser. For example, new developments in cascading style sheets cause them to display topics differently in Microsoft Internet Explorer 4.0 than they did in earlier version of Internet Explorer.

Reviewing accuracy and style of help content You should test content, images, and other text to make sure that all text is accurate and complete and that it follows editorial guidelines.

that used in the user intenace.

Suggested talskis for restriction guidelines you have set up.

• Access all secondary help text or information attached to your program. Are error messages understandable and easy to read? Is the information provided in dialog boxes accurate and clear?

Checking the help file index, spelling, and titles Before you ship your help file, do a final spelling check and make sure that everything works correctly from the **Index** tab.

muex.

- Siggested tasks for hesting b. Make sure the keywords appear correctly and that they jump to the correct topics.
- Make sure that all topics have a title defined, if necessary.
- In the index, check for proper indentation of keywords and headings. Because of the way keywords are sorted, you need to make sure that the order of the keywords looks correct and that second-level entries appear under the proper first-level entries.
- Make sure that keywords jump to the correct topics by double-clicking each one.
- If you combined or converted keywords from multiple help files, check closely for consistency. You may notice inconsistencies in terminology, use of both singular and plural forms of words, and inconsistent verb construction.

To view help messages itive help. To view help messages itive help.

3. To save the messages in a text file, click **Save File** on the **File** menu in HTML Help Workshop.

Example help message text

HH_TP_HELP_WM_HELP/HH_TP_HELP_CONTEXTMENU: Control id = 1075, Helpaid example of context sensitive help in with the Workshop, HHoTStep Ene_(Above F, and then? open a project (And File); clientrol id = 10Aud Modify Window Definitionship; out help with the any already, add a new window type. Click the question mark in the upper-right Notes a control. Note the text that appears in the View Messages window.

- When viewing help messages, you can <u>clear the message log at any</u> <u>time</u>.
- This feature only displays help messages associated with the HTML Help API. Messages for interface elements such as the **OK** and **Cancel** buttons will not appear, since they are part of the Windows API.

About testing a help system

To clear help messages

• Cherne-Side Community in the Switches are part of the Hind And Chernes the Switches are part of the Hind And Chernes the Switches and the set of the standard of the switches and the set of the set

Moteout command line switches

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Machine About command line switches

ເຊຍະຣາກາງບໍ່ມີ ເປັນການເຮັດ ເພື່ອຍາຍາຍ ເມືອງ ເມຣ. To create an 800 X 600 window from the command line

• Client-side command line switches are part of the HTML Help executable program (Hh.exe) and therefore work when HTML Help Workshop is not set up.

About command line switches

- Note, a title for a window from the command line
 This command is ignored if you have specified any default window types in your compiled help file.
- Client-side command line switches are part of the HTML Help executable program (Hh.exe) and therefore work when HTML Help Workshop is not set up.

Mathematical About command line switches
stalluhanamevletrataissipatance.etatamaantrol.

- . Click Next.
- Specify how you want the command to appear to the user

Specify how you want the command to appear to the user

Gelect the build by the build b

- HTML Help Workshop comes with a built-in "shortcut" icon. To use this icon on a shortcut button, select **Display a bitmap on the button**, and type "shortcut" (without the quotes) in the **Bitmap** field.
- Specify the program to open, parameters, and window class

specification of the program box. Windows control panels are identified by the will be run. You can leave this box blank if you want to.

Solution Standard Windows message

speprogram cannot be found. You can leave this box blank if you want to.

✤ Back to the beginning

About shortcuts

About shortcuts Shortcuts are hotspots that can launch another application, or take the user to a specific dialog box within an application. You can also use shortcuts to activate things like Windows control panels. Use shortcuts to make things easier for novice users, and speed experienced users through complex procedures.

Using the **Shortcut** command, you can specify which program to open, which file to open in the program (if any), the Window class for the program, and a standard Windows message followed by WPARAM and LPARAM values. You can also specify an HTML file to jump to if the program cannot be found.

You can use the Hist be in a compiled help file Wizard to insert a Shortcut commeaninglied shelp the must be local of a local or network drive (a file accessed through HTTP will not work). The shortcut feature only works when the following three conditions are the compiled help file must appear in the Help Viewer; a shortcut will

not work in a file that appears in Microsoft Internet Explorer.

 Consider the security risks if you create a shortcut that initiates an event from a compiled help (.chm) if the tormet of the here in the tormet in action (this one launches notepad.exe). • For detailed information about the **Shortcut** command, see the <u>HTML</u>

Notes ActiveX control reference.

About hooking up help to a program

To ctane & texpile topics help topic

Where topic ID, is the symbolic ID of a specific dialog box control, and help topic is the help text for the control.

. Save the text file.

The sample text file, below, is taken from HTML Help Workshop:



above, HTML Help Workshop will automatically check that the topics mapped in your project file actually exist in your compiled help (.chm) file, and that your context-sensitive help topics are all mapped in your **Notes** ct file.

- The topic ID for each entry must be unique.
- To simplify file management, you can store help topics in multiple text files.

- You can also use Microsoft Notepad or any other text editor to create this text file.
- Create a header file

 π uctilic iDir_symbolicid 1000 To create a header file

Where symbolicID is the symbolic ID for part of the program (such as a dialog box or control) and 1000 is the numeric ID. The numeric IDs in the header file are used only by the HTML Help compiler. The compiler maps numeric IDs in the header file to help topics.

3. Save the file with a .h extension.

The following sample header file is taken from HTML Help Workshop:

📋 ctxhelp.h - Notepad 📃 🗆 🗵							
<u>F</u> ile	<u>E</u> dit	<u>S</u> earch	<u>H</u> elp				
#de f	ine	IDH WI	FWINTYF	PE		1000	-
#def	ine	IDH_W1	FGENAD)		1001	
#de f	ine	IDH_W1	FGENRE	10VE		1002	
#def	ine	IDH_W	FGENTI	FLEBAR		1003	
#dęf	ine	IDH_W	IBUTHIC)E I nrafiv	with the	1004	
#de f	X Mer	TTP# ON	FØU TIÐA(m_prenx	with the	Syderound	; ID,

#通行後期 通道で通道通道。prefix with the symbolic ID, as shown in the # 使短期的他-組成地區, PHTML Help Works 的 will automatically check that the fopics mapped in your project file actually exist in your compiled help

(.chm) file, and that your context-sensitive help topics are all mapped in **Note**r project file.

Create a [TEXT POPUPS] section in a project file

To create a [TEXT POPUPS] section in a project file . Save the project.

Include a header file in a project file

י. סמעד נווד טוטןדטנ. To include a header file in a project file

♦ Back to the beginning

About context-sensitive help

Guidelines for creating a context-sensitive help file When you write context-sensitive help, you first create a file containing copependingtone your programo, which oudd had every stituted and every Theoweande afecantextise insitive helps to be sufficient of the sector o fortracking charge mit will save time when when when when when with software developers or test your files.

- Before you begin writing, consider the following:
 If you use IDH_ as the prefix for your context-sensitive help topic IDs, HTML Help Workshop automatically checks that the topics mapped in your project file actually exist in your compiled help (.chm) file. It also makes sure that your context-sensitive help topics are all mapped in your project (.hhp) file.
- You do not need to write topics or add code for the **OK**, **Cancel**, **Save**, **Open**, **Print** and other buttons that are associated with common Windows 95 dialog boxes, because they are already included. However, if your software developer has modified the common dialog template to add a custom control to a dialog box, you must write help topics for any additional items.
- Make sure that your software developer maps the help to include the labels, as well as the controls, in a program's dialog box. Some users click the control in a dialog box, such as a button or text box, to get help, while others click the label for the control. You probably want the same help topic to appear in either situation.
- If there are several items in a group box, you might want separate help topics for each item. In this case, you can assign the group box label a generic topic that tells users to click each item in the group for specific information. If there is only one item in the group box, associate the group box label with the topic for the item.
- You can map a topic ID to any number, but the numeric values defined in a help file must all be unique. You can specify numeric values in
- Fithern desimal or standard becades in able to the the software dentelopes will be not be in and in the weight of header (cb) file that you can include in your project.

About creating context-sensitive help Note

Troubleshooting context-sensitive help If your context-sensitive help is not working properly, use the following checklist to locate and solve the problem:

 Does each ID that is mapped in the project file have a topic in the Mapping issues

- Have you included a text (.txt) file in the [TEXT POPUPS] section in Included time issues
- Is your [TEXT POPUPS] section referencing the correct location of the header and text files?

Have your on the period of the

About creating context-sensitive help

Simpled with the main complied help me, and an must be located in the To merge multiple help files at run time SAME Olfectory.

- This procedure merges the index, Keyword links (KLinks), Associative links (ALinks), and full-text search information from multiple compiled help files. Unified index and search information appears in the Navigation pane of the Help Viewer.
- If you also want a unified table of contents, you must create a contents file that links to other contents files.
- The merge feature will not work if you compile a help file and set the compatibility to version 1.0.
- There are special considerations when linking between merged help files.

About merging help files at run time

- **Notes** new HTML file To change the title of a file, click the **Tags** menu, and then click **Title**.
- To add a hidden comment to a file, click the **Tags** menu, and then click Comment.
- You can use any authoring tool to create HTML files as long as you create standard version 3.2 HTML source code.

Machine <u>About creating HTML topic files</u>

Viewing HTML files You can view HTML files in several ways.

What do you want to do?

- View an HTML file as part of a compiled project
- Open an HTML file and view its source code
- Mathematical About creating HTML topic files

Adding HTML tags and other elements to files In addition to text, HTML files contain HTML tags and elements such as Dynamic HTML and scripts that can affect how information appears in the topic.

For more information about the tag or element you are adding, see the HTML Tag Reference.

What do you want to do?

- Add the most common HTML character formatting tags to your file
- Store HTML tags or text for later use
- Insert the HTML Help ActiveX control into a file
- Add Related Topics links to a file
- Create a shortcut in a help topic
- Machine <u>About creating HTML topic files</u>

Po Philippics in an HTM With Fibe is a line thex file plevangatime complication file cess.

- The basic <BODY>, <HTML>, and <DOCTYPE> tags will be added In the **New title** box, type a title for the new file after each split. The <1TTLE> tag will also be duplicated if you do not
- specify a new title for each file.
- Notes
 You can have multiple instances of the HTML Help ActiveX control in a single HTML file to split the file in multiple locations.
- This feature can be used only with a compiled help (.chm) file.
- The split HTML files do not appear in the [FILES] section of the project (.hhp) file. To create links to these files in any HTML file or in your table of contents, refer to the file names specified in **Split File**. These HTML files are accessible only from the master HTML file until after compilation.

Mathematical About creating HTML topic files

About the HTML Help Java Applet The HTML Help Java Applet is a control containing navigation features thate decointeents into an HTML file. Use the HTML Help Java Applet with any Web browser that supports Java.

The elated Topips ava Applet enables you to add the following navigation features to your HTML files:

Interpretation Components

Note HTML Help ActiveX control in a file

To how the instructions on the screen. P_{i}

• Related Topics can be authored as a text link.

Notes can specify that Related Topics open in a secondary window.

About working with links

10111A DONLE WOOTK AT OMAN HER HIR KEA topic in a WinHelp file

- To createannasetracolsm"/#19%eset"> <Frame name="left" src="left.htm"> <Frame name="right" src="right.htm"> </Frameset>
- I. Delete the <BODY> start and end tags from the file. Your frameset will not work if the file that controls the frameset uses them.
- 5. Save the file as **frames.htm**.
- Add a navigation frame

To எல்ற் நகழ்கள் "text/site properties"> <param name="FrameName" value="right"> </object>

- L Click HTML Help ActiveX Control.
- 5. In the **Specify the command** box, click **Table of Contents**, and then click **Next**.
- i. In the Location of .hhc file box, specify where the contents file is located. Do not specify an Image Bitmap or change the Height or Width values.
- '. Click **Next** twice, and then click **Finish**. Do not specify any **Window styles**.
- 3. Save the file as **left.htm**, so that it matches the name you gave when you created frames.htm.
- Add a default frame location to the table of contents file

To add a default frame location to the table of contents file

Add a topic frame

י. כמיב נווב וווב מס וושווגוונווו. To add a topic frame

S View the complete frameset in a browser

To view the complete frameset in a browser

To virite ie far and fred window

text_variable="A Pop-up Window" text_variable2="Another Pop-up Window" </SCRIPT>

- 1

where *font_variable* is the name of the variable that specifies the font attributes for the text, and *text_variable* is the name of the variable that specifies the text to appear in the pop-up window.

L /

L /

Example

The following script specifies 10 point italic Helvetica as the font to use for the text and defines one pop-up window:

<SCRIPT Language=JavaScript>

MyFont="Helvetica,10,,italic"

- You can place the pop-up windows anywhere within the <BODY> start anywhere within the start
- </SCRIPT>

• The text for pop-up windows can also be stored in a <u>text file</u> with the .js Notes are extension that you reference from your HTML file. To inset the HTML Help ActiveX control in your HTML file

type="application/x-oleobject"

classid="clsid:adb880a6-d8ff-11cf-9377-00aa003b7a11"

>

</OBJECT>

- Wherean and instant the of the only as in the return of the return of the return of the one of the one of the one of the one.
- You can place the HTML Help ActiveX control syntax anywhere within Notes BODY> start and end tags of your HTML file.
- If you have inserted multiple instances of the HTML Help ActiveX control in the same HTML file, be sure that each instance has a unique ID.

```
font_variable,9,9,-1,-1) >Click Here</a>
```

To create a hyperlink to open the pop-up window

where *popup* is the ID you specified in <u>step 2</u>, *text_variable* and *font_variable* are the variable names you specified in <u>step 1</u>, the numeric values are the left and right margins (9,9) and the foreground and background colors (-1, -1) of the window, and *Click Here* is the link text.

Example

The following example references the HTML Help ActiveX control whose ID is popup and displays the text variable MyText and the font variable MyFont:

 Click to see a pop-up window.

A sample of the resulting link is shown below:

• You do not have to create a text link to call **TextPopup**. You can also

Nogesk to the beginning

About the script and DHTML examples

```
то станадляна; "file.gif" usemap="#map name" BORDER=0 WIDTH=216
HEIGHT=216>
```

where *file.gif* is the name of your image file and *map name* is the name of the image map that you created in step 1, above. The WIDTH and HEIGHT attributes will vary depending on the size of your image.

Example

The following code shows an image map named *test* that has four regions:

```
<MAP NAME="test">
<AREA SHAPE=RECT COORDS="4,2,108,103">
<AREA SHAPE=RECT COORDS="117,6,212,104">
<AREA SHAPE=RECT COORDS="117,6,212,104">
<AREA SHAPE=RECT COORDS="3,111,105,213">
<AREA SHAPE=RECT COORDS="114,113,211,210">
</MAP>
```

The following code inserts an image named test.gif and references the image map named test:

```
<IMG SRC="test.gif" USEMAP="#test" BORDER=0 WIDTH=216
HEIGHT=216>
```

The resulting image has four "placeholder" regions that you will "hook-up" to pop-up windows in <u>Step 5</u>:

• You can also reference an external image map file from your HTML file.

Notes

```
то taxtuxatiablar "AdBap up Window"
text_variable2="Another Pop-up Window"
</SCRIPT>
```

where *font_variable* is the name of the variable that specifies the font attributes for the text, and *text_variable* is the name of the variable that specifies the text of the pop-up window.

. Create one text variable (with a unique name) for each pop-up window.

Example

The following script specifies 10 point Verdana as the font to use for the text and defines four pop-up windows:

<SCRIPT Language=JavaScript>

```
popfont="Verdana,10,,plain"
```

```
square1="Welcome to Square 1!"
```

```
square2="This is Square 2!"
```

square3="Welcome to Square 3!"

• You can place the pop-up windows anywhere within the <BODY> start

</SCRIPT>

- The text for pop-up windows can also be stored in a <u>text file</u> with the .js Notes are extension that you reference from your HTML file.
- For more information about specifying font attributes, see the TextPopup method.
- the image file should reside in the same directory as the project file.
- Repetatisstepp 2 and are voingremedenpileinglamextensional and agenorative a project file.

Notes

To insight the Holo Age we want to in your HTML file

type="application/x-oleobject"

classid="clsid:adb880a6-d8ff-11cf-9377-00aa003b7a11"

>

</OBJECT>

- Where image inserving the theory is instantial, which were within the weight of the control, which were within the service of the control, which were that one, rather than inserting a new one.
 You can place the HTML Help ActiveX control anywhere within the
- Notes Start and end tags of your HTML file.
- If you have inserted multiple instances of the HTML Help ActiveX control in the same HTML file, be sure that each instance has a unique ID.

To add hyperlinks to each region of the image map

where *image_popup* is the ID you specified in <u>step 4</u>, *text_variable* and *font_variable* are the variables names you specified in <u>step 2</u>, and the numeric values are the left and right margins (9,9) and the foreground and background colors (-1, -1) of the window.

2. Repeat step 1 for each region in your image map.

Example

The hyperlinks shown below have been added to the example image map shown in <u>Step 1</u>:

```
<AREA SHAPE=RECT COORDS="4,2,108,103" A
HREF="JavaScript:image_popup(square1,popfont,9,9,-1,-1)" Title="Square 1">
```

<AREA SHAPE=RECT COORDS="117,6,212,104" A HREF="JavaScript:image_popup(square2,popfont,9,9,-1,-1)" Title="Square 2">

```
<AREA SHAPE=RECT COORDS="3,111,105,213" A
HREF="JavaScript:image_popup(square3,popfont,9,9,-1,-1)"
Title="Square 3">
```

```
<AREA SHAPE=RECT COORDS="114,113,211,210" A
HREF="JavaScript:image_popup(square4,popfont,9,9,-1,-1)"
Title="Square 4"> </MAP>
```

The annotated image map is shown below:



Noteck to the beginning

Mathematical About the script and DHTML examples

Sample: Create collapsible sections with DHTML This sample features an actual topic from the HTML Help documentation. Clicking the green link will make the sidebar disappear. Clicking the link again, or the sidebar itself, will make it disappear again.

Back to Create collapsible sections with DHTML

Link To create a tag for an expandable section text

```
<DIV CLASS="divclass" ID="foo" STYLE="display: none"
onclick="noSection(foo)">
This is where the text appears.
</DIV>
```

Where doSection is the name of the first JavaScript function, which opens the section if it is closed, and closes it if it is open. noSection is the name of the second JavaScript function, which closes the section when the user clicks inside it. foo is the unique ID for this instance of the section, and filename.htm is the target file for the link.

and filename htm is the target file for the link If you are including more than one instance of this tag on the same page, be sure that each instance has a unique ID. **Example**

Notes

To insert the JavaScript code Insert the following JavaScript functions between the <HEAD> start and end tags of the page:

```
<SCRIPT LANGUAGE="JavaScript">
<!--
function function1Name(idVariable){
//display the section if it's not displayed; hide it if it is displayed
if (idVariable.style.display=="none"){idVariable.style.display=""}
else{idVariable.style.display="none"}
}
function function2Name(idVariable){
//remove the section when user clicks in the opened DIV
if (idVariable.style.display==""){idVariable.style.display="none"}
}
-->
```

Where function1Name and function2Name are the names of each function, and idVariable is the variable for the unique ID that is passed to the script each time a user clicks the link.

Example

The following is the actual JavaScript code used in the HTML Help documentation:

```
function doSection (secNum){
//display the section if it's not displayed; hide it if it is displayed
if (secNum.style.display=="none"){secNum.style.display=""}
else{secNum.style.display="none"}
}
```

function noSection (secNum){ /reparent for the section of the sec

Notes

To update your style sheet

You can make your expandable sections stand out by updating your <u>style</u> <u>sheet</u> with a new class. Style sheets let you define the style attributes for the section. For example, you can make the section have a colored border, or a repeating graphic for the background. You can also add style attributes to fine-tune the spacing, margins, and overall positioning of the section.

Example

This is the style class that we have defined for the sidebars in the HTML Help documentation:

<STYLE> DIV.sidebartext { position: relative; left: -22px; height: 72px; width: 300px; margin-top: .6em; margin-right: 3em; margin-left: 0; margin-bottom: .6em; padding-top: .75em; padding-right: 6px; padding-left: .75em; padding-bottom: .75em; cursor: hand; boBecalfse4Mereliar#3399001 many style attributes associated with this backingooun by namie FOT MED (DHTML) link, it is easiest to maintain the Structure of the second second style sheet, rather than as attributes in each instance of the link tag.

Note

Back to the beginning

About creating dynamic hyperlinks You can create a more dynamic help system, and bring greater emphasis to text links, by making your links change color or size when a user points to them.

For an example, point to the link at the bottom of this topic. The following hover style was added to the cascading style sheet for this help file to create the dynamic links:

a:hover {*attribute: value*; }

where attribute is a stylesheet attribute, and value is the corresponding value. Use a semicolon to separate multiple attributes.

Example

The following example shows an anchor that will turn red and become bold when a user moves their cursor over the link text:

a:hover {color: red; font-weight: bold; }

Create dynamic links

About creating a dynamic inline element Although ${<\!\!DIV\!\!>}$ and ${<\!\!SP\!AN\!\!>}$ tags are usually used for page layout purposes, you can also use them to make unique links. For example, we insert the tag for an instance of the section created the following dynamic link for the topic links on our home pages:

. When you use their Seader tag inline with text, including other items in Gene span (such as graphics) limits the span's minimum height to 12 Dodate your style sheet to reflect the new section.

There are three steps to creating a dynamic element:

Motecate dynamic links

About HTML Help Workshop Microsoft HTML Help Workshop (Hhw.exe) is an executable program designed to help you create help systems using source files based on Hypertext Markup Language (HTML). With HTML Help Workshop, you can create help systems for distribution with a software program or as stand-alone systems on a Web site.

With its easy-to-use interface, HTML Help Workshop allows you to organize the different files that make up the content of your help system into a single project (.hhp) file, and to author HTML files with a text editor. You can also create and edit contents (.hhc) and index (.hhk) files, add graphics (.gif, .jpeg, .png) files, and insert the HTML Help ActiveX control (the primary navigation tool in HTML Help) into your HTML files.

If you choose to ship your help files using the HTML Help Viewer, HTML Help Workshop includes the <u>HTML Help compiler</u>. A single click allows you to compile, view, and test any changes you have made to your help files.

The HTML Help components

To compile a help project from the DOS prompt

About the HTML Help Image Editor Theor Front Calend Image Editor is an online graphics tool for creating screen shots; converting, editing, and viewing image files; and browsing thumbnail images for HTML pages.

- Image editing
- The number is limited only by the amount of disk space on your
- <u>Aompaterscript</u>
- The HTML Help Image Editor supports long file names and In addition, the HTML Help Image Editor features the following: Exchange/UNC (Universal Naming Convention) paths.
- The HTML Help Image Editor files can be sent in an e-mail message using Exchange. On the HTML Help Image Editor **File** menu, click **Send Mail**.
- The HTML Help Image Editor has two full screen options: 16-Color (to preview what your image would look like reduced to 16 colors), and Tiled (to preview what your image would look like as the background for a Web page).

The HTML Help Components

The accessibility word list Words in this list either describe physical disabilities or describe features in software programs that provide access to users with disabilities.

accelerator keys access keys accessibility concerns accessibility features accessible accessing with keyboard adjusting for improved visibility adjustments for impaired motion or vision ALT text alternative input devices appearance Application key assigning assistive technology AutoComplete AutoCorrect AutoFill AutoText beeps difficulty hearing turning off turning on blind blindness or low vision changing size click with the keyboard cognitive impairments color blind color palette colors adjusting for improved visibility used as visual cues, alternatives to Control Panel adjustments for impaired motion or vision cursor, adjusting for improved visibility

custom custom shortcut keys customize customizing deaf deaf or hard-of-hearing deafness default buttons dialog boxes default buttons default values navigating with TAB key navigating with SHIFT+TAB key ENTER key difficulty hearing disabilities disability concerns disabled documentation in alternative formats online dyslexia enlarge ENTER key focus fonts adjusting for improved visibility changing size colors for menus for toolbars frequently-used text handicapped handicaps hard-of-hearing hearing impairments high-contrast hotkeys image descriptions

impaired hearing, motion, sight, or vision insertion point adjusting for improved visibility key combinations keyboard adjustments for impaired motion layouts for individuals with impaired motion shortcuts keyboard combinations keyboard navigation keyboard shortcuts keystroke shortcuts keystrokes large buttons large fonts large-print documentation learning disabilities low vision magnify menus, accessing with keyboard mobility impairments motion impairments motor impairments mouse adjustments for impaired motion or vision navigating navigation in dialog boxes in menus in toolbars with the keyboard with the mouse online pointer, adjusting for improved visibility printing list of reduced hearing, motion, or vision right-click with the keyboard (Shift+F10) scale screen enlargement

scroll seizure disorders selection cursor adjusting for improved visibility shortcut keys assigning for menus in dialog boxes for toolbars printing list of shortcuts sight impairments sound sounds difficulty hearing turning off turning on speech speech impairments speech-to-text text view text-to-speech toolbars accessing with keyboard customizing vision impairments visually impaired voice input Windows logo key with the keyboard with the mouse word list accessibility liems from the word list can also be added as table of contents entries word prediction or as index keywords. This will enable users with disabilities to easily ^{zoom} the information they need about your software product.

Moteout the accessibility word list

ால ப்பையில் கலையில் கல கலையில் கலையில

- Make sure your icon strip bitmap contains at least 14 images. Your icon strip bitmap may contain as many as 42 images.
- Align each image precisely with adjacent images. Don't put any space between the images.

About creating a new icon strip for a contents file

Grathen General, Buttons, Position, Files, Navigation Pane, Styles To change the hame of the Help Viewer, open a project (.inho) tile, click and Extended Styles tabs select the options you want for the Help Agg/Modify Window Definitions, and then type the new name in the Wiewer window type box.

Motor Customizing the Help Viewer

a SIZE and position of the Help Viewer or a help window

- 3. If you want to use default positions, click **Default Positions**.
- If you want to specify an exact size and position, click **Autosizer**. A
- sample window appears. Size the sample window by dragging its you can also specify the size and position of the Help Viewer or a borders, and position it by dragging its title bar. When you are done, secondary window by typing values in the Left, Top, Width, and Height boxes. The Left and Top boxes determine a window's position. The Width and Height boxes determine its size. You can mix and
- **Notes** h default and specific values in these fields. For example, you can specify the width and height of a window, and let HTML Help Workshop determine the window's left and top positions.
- The HTML Help Viewer window size specified will include the screen space taken up by the Navigation pane (unless you do not include a Navigation pane in your window definition).
- If you are viewing help and change the window or tab positions, the new locations are stored in the Hh.dat file, which is located in a user's Windows folder. Help authors who reposition the Help Viewer need to delete this file if they want to view the default window and tab settings set up in their project file.

About creating help windows

Working with bookmarks Bookmarks enable you to link to a specific location in a help topic from within the same topic, or from another file.

What do you want to do?

- E Learn more about working with bookmarks
- Create a bookmark
- Link to a bookmark in another HTML file
- Machine <u>About working with links</u>

Create a text link for HTML Help ActiveX control commands Using the HTML Help ActiveX control and JavaScript, you can create text links in an HTML file (such as a Related Topics links, Keyword links, or Associative links) that have the same effect as adding a button. By default, the ActiveX control will add a button to the help topic. When a user clicks the button, a list of topics will appear. Alternatively, the user can click a text link.

To create a text link you must use a scripting language, such as JavaScript. You reference an instance of the ActiveX control and the command you want to use, and then link it to the text. For detailed information about using the **Click** and **HHClick** methods for text links, see the HTML Help ActiveX control reference.

What do you want to do?

- Learn how to create a link to a command without using a button
- See an example of a text link used with an ALink
- Assign a window type to a topic when linking
- About working with links

Overview topic template

To copy the template, select the text from the <!DOCTYPE> tag to the </HTML> end tag, right-click, and then click Copy:

<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN"> <html> <head> <title>Example overview topic</title> </head> <body> <h1>Enter heading for overview topic here</h1> Enter first paragraph of overview text here. A paragraph with a link looks like this. This paragraph introduces the list that follows: First item of bulleted list with a link in it. Second item in bulleted list. Third item in bulleted list. Sometimes another paragraph follows the list. </body> </html>

Example: Help authoring templates

Decision topic template

To copy the template, select the text from the <!DOCTYPE> tag to the </HTML> end tag, right-click, and then click Copy:

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN">
<html>
<head>
<title>Example decision topic</title>
</head>
<body>
<h1>Enter heading for decision topic here</h1>
Introductory text goes here.
<h4>What do you want to do?</h4>
<a href="example.htm">Link to first procedure</a>
<a href="example.htm">Link to second procedure</a>
</body>
</html>
```

Example: Help authoring templates

Multi-step procedure topic template

To copy the template, select the text from the <!DOCTYPE> tag to the </HTML> end tag, right-click, and then click Copy:

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN">
<html>
<head>
<title>Example procedure topic</title>
</head>
<body>
<h1>Enter heading for multi-step procedure here</h1>
<0l>
Do the first task.
Do the next task, which may have a <a href="example.htm">link</a>
lin it.
Do the last task.
<h3>Note</h3>
Note text goes here.

<a href="example.htm">Link to another procedure</a>
```

</body> </html>

Let <u>Example: Help authoring templates</u>

One-step procedure topic template

To copy the template, select the text from the <!DOCTYPE> tag to the </HTML> end tag, right-click, and then click Copy:

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN">
<html>
<head>
<title>Example one-step procedure topic</title>
</head>
<body>
<h1>Enter heading for one-step procedure here</h1>
To do this procedure, click the <b>Menu name</b> menu, and then
click <b>command</b>.
<h3>Note</h3>
Note text goes here.

<a href="example.htm">Link to another procedure</a>
</body>
</html>
```

Example: Help authoring templates

Source-code topic template

To copy the template, select the text from the <!DOCTYPE> tag to the </HTML> end tag, right-click, and then click Copy:

<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN"> <html> <head> <title>Example topic that contains source code</title> </head> <body> <h1>Enter heading for a topic that contains a source code example here</h1> Open each HTML file you want to contain a source code example and add the <CODE> </CODE> tags to the code. For individual HTML tags, you can type & followed by It; on the left side of the tag and & followed by **gt**; on the right side of the tag (the example below shows) how these should appear around an HTML tag). This code appears in a browser as greater than and less than symbols ().This is a way to imitate HTML tags without having the tags used when the page is opened in a browser. The following is an example format for extended code examples: <code> **&It;**STYLE**&qt;** BODY { font-family: times, serif; color: black; margin-left: 10%; margin-right: 10%; } A:link {color: black; text-decoration: underline A:visited { color: black; text-decoration: none} </STYLE> </code>

</body> </html>

- to Harthan Specify the command boy whick ALink Search or KLink **Search**. If you are going to use scripting to access the command, enter the ID name to use for this instance of the HTML Help ActiveX control.
- L. Click Button if you want the ALink or KLink Search command to appear as a button or **Hidden** if you want to use a <u>text link</u> for this instance of the HTML Help ActiveX control.
- Topics appear in a **Topics Found** dialog box by default. Select the **Display on a Pop-up Menu** check box, and then follow the
- Frostronctrerisformyotions calegent. ALinks, KLinks, and other commands, see the HTML Help ActiveX control reference.

Notes <u>About working with links</u>

To select the appropriate display type and button options.

- You must add keywords to the appropriate target files before the KLink In the **Related Topics** dialog box, specify the keywords you want to search will work. jump to.
- Adding a KLink to an HTML file adds an <OBJECT> tag to your file. Notes allows you to link to any other files that contain the keywords you
- specify. When a user clicks the KLink, any topics that contain the keywords you have specified will appear.
- To use this feature, your help project must be set up to include keywords from HTML files.
- For more information about KLinks, see the <u>HTML Help ActiveX control</u> reference.

About working with KLinks

Notes mationatypes are not supported.

Mathematical About binary contents files

To that contains the images you want to use instead of the default images.

- Stayve: available is the could be available in the pages instead of books and topics, click
 Contents Properties, and then select the Use folders instead of
 Reopen the project file.
 BOOKS check box.

Motor creating table of contents files

To flag a new table of contents entry

Note

To change a table of contents entry level from a folder or book to a page

Note
• Some inage index box, select the image you want to apply to the some inage you want to apply to the

About creating table of contents files Notes

About creating an index file The index file you create in HTML Help Workshop is an HTML file that uses a site map and can be added to a Web site. If you choose to include it as part of a compiled help (.chm) file, the compiler will compress the site map and create a binary index, which takes up less space.

• If you are designing a help system using the Help Viewer, adding an Three arms of the property of the property want of

Not the street of the street o you add the HTML Help ActiveX control to the appropriate files and specify a default frame to display your index file.

Create an index

Edit an index file Once you create an index, you can edit or update the keywords and specify how they will appear to the user.

What do you want to do?

- Assign an alternate location for topics
- Assign a window type to a contents or index entry
- Create a keyword with multiple targets
- Set an index keyword to jump to another index keyword
- About creating index files

- ^{To} add a keyyord to an index file or URL box, type the path for the file, and then click OK.
- 5. If you have specified any information types and want to add them to this entry, in the Available information types box, click the information type for the keyword.
- If you want to jump to another location if the first location you specify is you can move a keyword up or fown, left or right, by clicking the **Move** not available, in the **Alternate URL** box, enter another location for the keyword.). •
- You can use an unlimited number of index levels.

Notes About creating index files

- To the Hidden information type attribute. However, the ability to invoke the the **Description** box, enter a description of the information type. Them through the HTML Help API has not yet been implemented.
- **Notes** can also create information types by clicking **Properties** in a contents or index file.
- The name for an information type cannot exceed 255 characters.
- Topics with the Hidden information type will not appear when a user makes their selections.

About the Hidden information type

To the Automatically show/hide navigation pane check box.

About customizing the Help Viewer

To create a full-text search stop list . Add the .stp file to the same directory as your project (.hhp) file.

Add the stop list to your project file.

Sample stop list

Copy any words from the following sample that you want to include in your stop list:

| a
about
after
against
all
also
among
an
and
are
as
at |
|--|
| about
after
against
all
also
among
an
and
are
as
at |
| after
against
all
also
among
an
and
are
as
at |
| against
all
also
among
an
and
are
as
at |
| all
also
among
an
and
are
as
at |
| also
among
an
and
are
as
at
bo |
| among
an
and
are
as
at |
| an
and
are
as
at |
| and
are
as
at |
| are
as
at
bo |
| as
at
bo |
| at
bo |
| ha |
| UE |
| became |
| because |
| been |
| between |
| but |
| by |
| can |
| come |
| do |
| during |
| each |
| early |
| for |
| form |
| found |
| from |
| had |
| has |
| have |

| her
his
however
in
include
into
is |
|--|
| his
however
in
include
into
is |
| however
in
include
into
is |
| in
include
into
is |
| include
into
is |
| into
is |
| is |
| |
| it |
| its |
| late |
| later |
| me |
| med |
| made |
| many |
| may |
| more |
| most |
| near |
| no |
| non |
| not |
| of |
| on |
| only |
| or |
| other |
| over |
| several |
| she |
| some |
| such |
| than |
| that |
| the |
| their |
| then |
| there |

| these |
|---------|
| they |
| this |
| through |
| to |
| under |
| until |
| use |
| was |
| we |
| were |
| when |
| where |
| which |
| who. |

^{WhO}Astop list decreases the size of the full-text search index, which results ^{WhO}Astop list decreases the size of the full-text search index, which results ^{WhO}Astop list decreases the size of the full-text search index, which results ^{WhO}Astop list decreases the size of the full-text search index, which results ^{WhO}Astop list decreases the size of the full-text search index, which results ^{WhO}Astop list decreases the size of the full-text search index, which results ^{WhO}Astop list decreases the size of the full-text search index, which results ^{WhO}Astop list decreases the size of the full-text search index, which results ^{WhO}Astop list decreases the size of the full-text search index.

set. All words in the stop list are omitted from the search. These are

- **Notes**Ily commonly occurring words, such as "the," "and," or "1" that a user is unlikely to search for.
- Numbers can also be used in a stop list.
- For the 1.3 release of HTML Help, the size of this file is limited to 512 bytes.
- Do not set the stop list as read-only, it will not function if this property is set.

Mathematical About full-text search

Bout working with links

To view an HTML file as part of a compiled project

To open an HTML file and view its source code

Note he most common HTML character formatting tags to your file

then click the tag you want to edit. In the **Text block** box, enter the tag or text.

About creating HTML topic files
Note

To gaing to type satisfing to access the command, enter the ID name to use for this instance of the HTML Help ActiveX control.

- L Click **As a Button** if you want the ALink or KLink Search command to appear as a button or **Hidden** if you want to use a <u>text link</u> for this instance of the HTML Help ActiveX control.
- Topics appear in a Topics Found dialog box by default.
 Select the Display on a pop-up menu check box, and then follow the
 Frostructions formyolions about Related Topics, see the <u>HTML Help</u> ActiveX control reference.

Notes <u>About working with links</u>

To insert the tag for an instance of the section Insert the following tag in an HTML file at the location where you want the section to appear:

```
<a href="filename.htm" onmouseover="functionOn(id1)"
onmouseout="functionOff(id1)">
<span ID="id1" class="classname">GO</span></a>
```

Where filename.htm is the name of the HTML file to which you want to link, functionOn is the name of the JavaScript function that is triggered when a user moves their cursor over the section, and functionOff is the name of the JavaScript function that is triggered when the user's cursor moves out of the section. id1 is the ID for this instance of the , and classname is the style class.

Example

The following is a tag used for the dynamic "Go" link in the HTML Help documentation:

Note

To insert the JavaScript code Insert the following JavaScript code between the <HEAD> start and end tags of an HTML file.

```
function functionOn(idVar){
idVar.style.attribute="value";
}
function functionOff(idVar){
idVar.style.attribute="value";
```

}

Where functionOn is the name of the JavaScript function that changes the style when a user moves their cursor over the section, and functionOff is the script that is called when the user moves their cursor off the section. attribute="value" represents a style attribute that changes when the script is called. idVar is the ID of the element.

Example

The following is the JavaScript code used for the dynamic "Go" link in the HTML Help documentation:

```
function liteGo(spNo){
  spNo.style.background="#cc0033";
  spNo.style.color="#FFFFFF";
}
```

```
function liteOff(spNo){

SpNostkanbaskgaogeobalitsansparettio make it easier to maintain scripts that

spNestkeedonmany pages.
```

}

Note

To update your style sheet You can format your section by updating your style sheet with a new class. By doing this, you can make the section have a colored border, or set a specific color for the background. You can also add style attributes to specify the spacing, margins, and overall positioning of the section.

Example

The following is the style class used for the dynamic "Go" link in the HTML Help documentation:

SPAN.classname { line-height: 6pt; position: relative; top: 1pt; background-color: transparent; font-weight: bold; font-size: 7pt; font-style: italic; color: black: text-decoration: none; cursor: hand; width: 20px; height: 8pt; padding-top: -2pt; padding-bottom: 1pt; margin: Opt; border-bottom: 1pt solid #cc0033; border-top: 1pt solid #cc0033; }

Back to the beginning

About screen capturing You can use the HTML Help Image Editor to capture three types of windows: program windows, child windows (windows within the program window), or the desktop. To perform the captures you can use keyboard commands, mouse capture, or timed capture.

You can standardize colors for a series of captures to insure consistency in the final output.

About file converting Once you have opened an image in the HTML Help Image Editor, you can convert the image file to any other format that the program supports.

In the HTML Help Image Editor, input capabilities have been expanded to include: .gif, .jpg, .tga, .pcd, .png, and .wmf files. New output formats include: .gif, .jpeg, and .tga files.

About image editing The HTML Help Image Editor enables you to do two types of color depth reductions with optimized 16- and 256-color palettes, and to obtain an exact color count for each image. Optimized scaling allows sizing of screen captures without loss of text clarity.

Expansion and contraction enables you to select a specific pixel size for an image, and padding is added to the sides or top and bottom to achieve the desired size.

Automatic clipping, primarily for screen captures, cleanly clips out borders and excess area around an image. The Re-read (or revert) function enables you to return to the last saved version of a file. The HTML Help Image Editor also enables you to undo up to nine actions per file during a working session.

About file viewing The HTML Help Image Editor is optimized to load and scroll through multiple images rapidly.

You can specify filters, such as color depth and interlacing, when viewing images to limit what you see in the image. This is useful for testing and debugging image display problems.

You can view images within the desktop, centered on the full screen, tiled on the full screen, or previewed as 16-color images on the full screen. The tiled view is a very handy feature for creating HTML image backgrounds.

About art manuscripts Use the art manuscript feature in the HTML Help Image Editor to create or update a catalog of the art in your project. The manuscript itself is an HTML file that contains a thumbnail image of each piece of art. From your manuscript, you can click on the thumbnail images to access the individual art files.

To create a link to a command without using a button

- 3. In the **Specify the command** box, click a command. You must enter the ID name to use for this instance of the HTML Help ActiveX control because you will use scripting to access the command.
- Let **Next**, and then click **Hidden** to specify that you will be scripting this use of the control.
- 5. Select the appropriate display type and button options, and then add the ALink names you want to jump to.
- This procedure can be used with any of the HTML Help ActiveX control commands that provide a button by default. It is useful, for example, graphic, or other link to the control of default. It is useful, for example, when you want to create a Related Topics link, KLink, or ALink in an HTML file using a text link. Instead of clicking a button, the user clicks Nete text link.
- For more information about commands, see the <u>HTML Help ActiveX</u> <u>control reference</u>.
- About working with links