

KinGUI Reference

Help development

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KinGUI Help system

KinGUI supports a complex help system intended to help the user to work properly with your application. It covers from simple hypertext reference to Computer Based Training that shows how to perform a specific action over the real application.

Help content is based on quite simple text files, that can be edited with any text editor, so any non-technical user might write part or the whole documentation.

Help file structure

CBT language is simple for teachers to develop educational routines easily. It is based in simple reserved words that work as statements, followed by parameters or arbitrary text. Some may continue in several lines for simpler readability (multiple spaces or tabs are converted to a single space), provided that next line does not start with a reserved word. A line starting with a pound sign is ignored (but a pound may appear into free text and doesn't represent a comment then). Reserved words only work when present as the first word in a line:

- LANGUAGE <language ID>

Defines default language for the file. This is often at the very beginning of the document, but it may appear also in the middle to change default for next array of topics (thus allowing several languages in a single file).

- START <unique_topic_ID> [<language ID>]

Starts definition of a topic. It needs a unique_topic_ID (text with NO spaces nor tabs), so this topic can be reached from other topics by hypertext links, and an optional language (if not using the default). Topic data follows, first with a NAME (title), then with a DESC (description), and finally, with some instructions to show explanation paragraphs (SHOW), and/or to move pointer and/or select items. Section ends with an END word. Valid instructions into this section are:

Header:

- NAME <free text>

Name of this help or procedure section. Text may not contain any attribute nor link.

- DESC <free text>

Description for this help or procedure section. Text may not contain any attribute nor link.

- KEYW <comma separated list of key words>

Words that are used for searching this page

Body:

- PUSH

Saves current application and window

- POP

Restores current application and window

- GOTOAPL <application ID>

Moves pointer to given application, and opens it. If already current, it does nothing.

- GOTOWIN <window ID>

Moves pointer to given window, and opens it. If already current, it does nothing.

- GOTOITM <item ID>

Moves pointer to given item. If already over it, it does nothing.

- ACTIVATEITM <item ID>

Activates given item (generates an activation event). This is without moving the pointer over it.

- WAIT <time>

Waits given time (seconds, with up to 1 decimal digit), so the user can read, move the pointer to the help overlay and stop, pause, jump to another link, etc. A value of 0 effectively pauses the program.

- SHOW[Nb] <free text>

Displays an explanation paragraph on the help overlay. N is optional indentation level (N is a numeric value from 0 -root- to 15), 'b' is optional and means to draw a bullet. Text can be multiple lines, up to next instruction.

- SELECT <item specification>

Selects something into current item.

- For a listbox, this may be a row number, or a row+column number (r4 = row 4, r4c1 = 4th row, 1st column). It may also be an ID specification (id500c1 = first row that has a value of 500 into the first column).
- For a combobox, this is the row number (r4) or row ID (id500)
- For a datetime, this is the date+time specification (yyyymmddhhmmss)

- PROCSTART <proc ID>

This starts a routine definition that can be executed/activated from a {p>} link (local to this topic).

It can include all the GOTO, ACTIVATE and SELECT instructions.

A global help index presentation can be defined, using the reserved topic ID '_INDEX_'. If more than one are found, they are concatenated.

- PROCEND [<proc ID>]

Ends a procedure definition

- END [<unique topic ID>]

Ends a topic

Examples

```
START Demo_00001 en_US
NAME Language selection
DESC How to change your preferred language for the whole application
SHOW You'll find the language settings into the 'Config' window, at 'Start' application
```

```
GOTOAPL Start # Jump to "Start" application
GOTOWIN Config # Jump to window "Config"
SHOW Select a suitable language from list of available choices
GOTOITM 100 # Listbox with available languages
WAIT 5.0 # Wait 5 seconds at max (user can skip by pressing any key)
SELECT r2 # Select row 2 in listbox
SHOW Select your preferred date format also, if you want
GOTOITM 101 # Combobox with available date formats
WAIT 5.0 # Wait 5 seconds at most
SHOW Finally, apply or save permanently these changes
GOTOITM 1 # Button to save
WAIT 2.0
ACTIVATEITM 1 # Generate an activation event
END Demo_00001 # Finished, wait for user to confirm or repeat
```

Languages

Every CBT file can be specified for a language, or every section can be on several languages: a global 'LANGUAGE' tag (at the very beginning of the file) can specify a default language, and also every START can do so (as a second parameter, like in 'START Demo_00001 US_en')

Navigation

User can start, pause, step or exit the tutorial at any time (using the CBT navigation bar at the top). Also moving the mouse or pressing a key when not requested will pause the demo (and warn about it).

You can place hyperlinks anywhere on your SHOW paragraphs, so user can freely jump to related or specific procedures. Such a link is defined with its ID followed by the bigger symbol and the link's text, enclosed in clauses, like in 'click {Demo_00101>here}.' ('here' is the highlighted-as-link text)

Help search

Help topics are located by their unique identifier (the value after START). This is an internal ID.

For user, the visible name of the procedure is the text after the (optional) NAME tag.

Help routines might be simple directories (like a window help, with an explanation of all of its items) with links to specific procedures (different things you can perform from within such window), or simple process tutorials ("how to perform this or that task").

Text searching can be on titles (NAME) and/or on descriptions (DESC); literal (the whole text is searched) or multiple (every word is searched in any order).

Help activation

1. Pressing F1 key
2. Pressing the Help key (where available)
3. From a menu option

Once help is opened, it always offers a topic search, a link to main index, and tries to show the closest match to what is required:

- if a topic was requested (like from a specific menu option), that topic is shown.

- if a window handle was supplied, a search is performed for such window ID (name). If a perfect match is found with a topic ID (e.g. the internal topic name -ID- matches the internal window name -ID-), that topic is shown. Else, all the procedures that have a reference (GOTOWIN) to it are shown (list if more than one, or complete topic if only one). If none is found, the same is performed for application (with GOTOAPL).

Text highlighting

You can set some text attributes to improve readability. Text attributes are enclosed in clauses, like links, but they all are one letter, the bigger symbol, and the affected free text following:

- Bold text: {b>my bold text}

Procedures

Appart from jumping to other topics, user can also activate short actions, called procedures, on current topic. A procedure can be activated by a pseudolink like in '{p>MyProc>clik here}', where MyProc is a later defined procedure with such ID, and 'click here' is the text shown as a link to the user. When clicked, it executes given routine.