

Helpinator

Version 2.0

User Manual

Copyright © 2008 Major Mind Software

Table of Contents

About	3
What's New In Version 2.0	5
How To Buy	5
Support	5
Overview	6
Project	6
Templates	7
Images	7
Text Snippets	7
Variables	8
Multiple Languages	9
How To...	10
Add Topic	10
Add Subtopic	10
Edit Topic	11
Insert Image	11
Insert Table	11
Insert Link To Another Topic	12
Insert Link To External Web Page	13
Compile Help	13
Assign Keywords	14
Import and Export	14
Add Several Topics	15
Edit Topic	16
Topic Properties	16
Topic Editor Toolbars	17
Work With Keywords	18
From Topic Editor	18
Manage Keywords	18
Work With Library Images	20
Add Image	20
Delete Image	20
Rename Image	21
Insert Image Placeholder	21
Image Editor	21
Add New Empty Image	22
Work With Text Snippets	23
Add Text Snippet	24

- Delete Snippet 24**
- Insert Snippet Placeholder 24**
- Edit Snippet 24**
- Understanding Templates 25**
 - RTF Templates 26**
 - HTML Templates 27**
 - Template Builder 28**
- Compile Help 31**
 - CHM 31**
 - RTF 31**
 - PDF 31**
 - Website 32**
 - Compile All 32**
 - Conditional Compilation 32**
- Command Line Utility 33**

About

Help authoring requires a lot of work especially if you need documentation in several different formats. Helpinator does this work for you. You can concentrate on your content and leave all format handling to Helpinator. Above that you can significantly reduce time spent on help authoring by using exclusive productivity enhancements built in Helpinator.

Basic features:

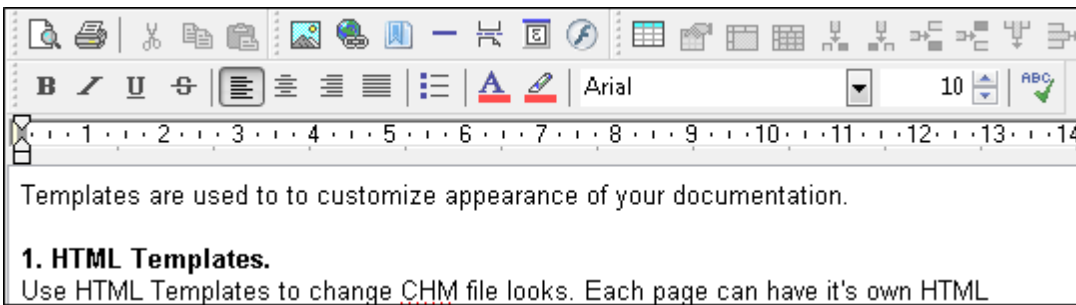
1. Produce CHM, PDF, RTF and Website from single source.



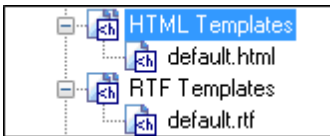
2. Multiple languages in one project file.



3. Easy-to-use topic editor with full set of features and integrated spell checker. Insert tables, images, flash movies and etc

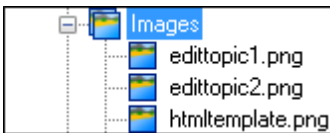


4. Built-in template engine allows different templates for different types of documentation.

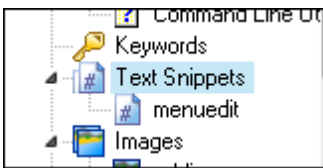


5. Everything you need (text, images, templates, variables) to compile help files is inside one project file.

6. Library images. Use the same image in multiple topics without duplicating it.



7. Use text snippets to store blocks of text that appear is the same form in several topics.



8. Command-line utility to use from batch files.

9. Easy-to-use template builder.

10. Conditional compilation with the help from directives and variables.

11. To Do and task management.

Shared Images

Store images that you need to share across multiple topics under the "Images" node. You can insert them into topics by using pseudo-tag

```
{%IMG yourimage.ext%}
```

where yourimage.ext is the full name of the image. This tag will be replaced by corresponding image during compilation.

Text Snippets.

Store blocks of text that appear in the same form in multiple topics under "Snippets" node. Use pseudo-tag

```
{%yourmacro%}
```

to insert snippets into topics.

What's New In Version 2.0

- [Multiple Languages in one project file.](#)
- [Conditional compilation](#) and [Variable presets](#)
- [Image Editor with shapes](#)
- Library images now can be [shown in full size](#) inside topic editor
- [Template Builder](#)
- [To-Do](#) for project and individual topics.
- [Import and Export RTF and HTML files with project structure.](#)
- Header and Footer for PDF output.
- PDF outline corresponding to topic structure
- Page numbers in Table of Contents in PDF documents.

How To Buy

To register Helpinator Professional:

1. Follow this link to buy product:
<https://www.plimus.com/jsp/buynow.jsp?contractId=1840026>
2. Wait for the email with your registration code.
3. Select Main Menu->Help->About
4. Click "Register".
5. Enter registration information exactly as it is in registration confirmation email.

As a registered user you are eligible to:

1. One-year free updates (even major version updates).
2. Priority E-mail support.

Support

Send your questions to:

support@majormind.com

or visit support forum:

<http://www.majormind.com/forum>

Note that we provide priority email support only for registered users of Helpinator Professional.

Overview

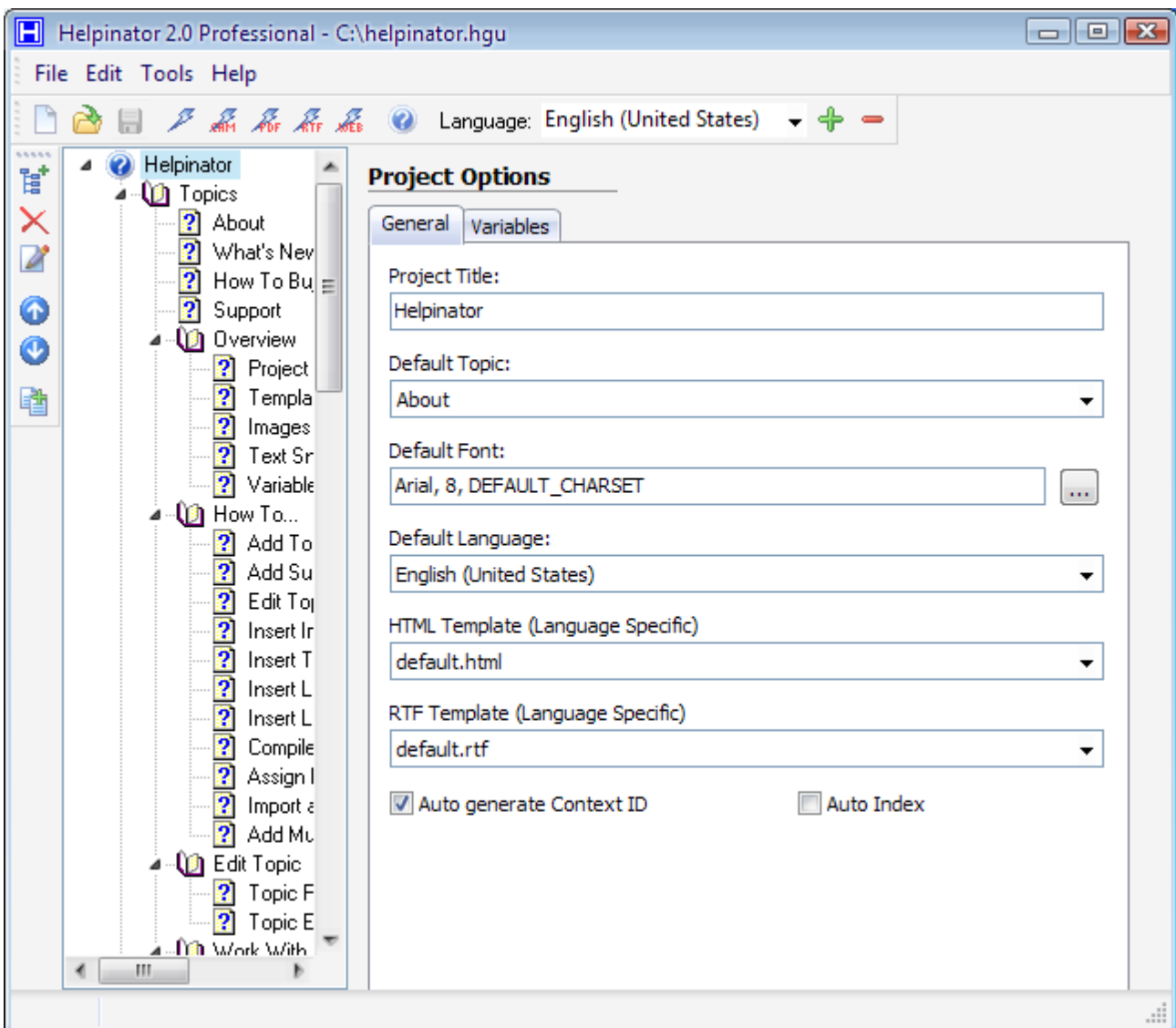
This topic contains brief information on:

- [1. Project](#)
- [2. Templates](#)
- [3. Images](#)
- [4. Text Snippets](#)
- [5. Variables](#)
- [6. Multiple languages in one project file.](#)

Project

Project stores all the data you need to compile documentation:

1. Topics in hierarchical order with separate text for different languages.
2. Templates. Both HTML and RTF are stored inside project file. You can use different templates for different languages.
3. Library Images.
4. Text snippets.
5. Variables.



Project Title - Title of this help file to show at the window caption.

Default Topic - topic to open by default when help file is opened without context id.

Default Font - default font for the contents window.

Language - default project language.

Default HTML Template - HTML Template to assign to newly added topics within selected language.

RTF Template - RTF Template to use for PDF and RTF generation within selected language.

Auto Context ID - auto generate context ids for new topics.

Auto Index - Auto generate help file index based on keywords you enter into the "Keywords" node of the project tree.

PDF Settings - Click this to open "PDF settings dialog".

Variables - Variables to use in your topics and templates. To put this variable into topic or template write "{%yourvariable%}" where yourvariable is the name of the variable.

Templates

Templates are used to to customize appearance of your documentation.

1. HTML Templates.

Use HTML Templates to change CHM file looks. Each page can have it's own HTML template. HTML templates are divided into HTML and CSS parts. Use HTML to create topic page structure and CSS to change layout.

Helpinator has built-in Template Builder so you don't even have to know HTML and CSS to create your own template.

2. RTF Templates

RTF Templates are used to produce RTF and PDF files.

[Read more about templates.](#)

Images

Images in Helpinator are divided into 2 categories:

1. In-topic images. This images are inserted into WYSIWYG editor and belong to only one topic. To place this image into another topic you need to create another copy of it in that topic. This images are considered hard to change since you need to browse through all the topics when something in your program's interface changes.

2. Images that are stored under "Images" node of the project. These images do not belong to any topic and thus can be shared by several of them. To use a shared image inside a topic you need to place a pseudo-tag like this:

```
{%IMG yourimage.ext%}
```

where yourimage.ext is a full name of the shared image with extension. During the compilation phase this pseudo-tag would be replaced by the corresponding image. Alternatively you can insert library image without pseudo-tags using topic editor context menu and it will look like in-topic image except that it will have a small description at the top.

Shared images are easy to change. If you need to change an image you don't have to browse through topics to find it's occurrences. Just replace it under "Images" node of the project.

Text Snippets

Snippets are named blocks of text that you can use in several topics. For example, when writing tutorials you need repetitive lines of text like "Select Main Menu -> File -> Open". But when your main menu structure changes and you rename menu "File" into something like "Project" you need to update all topics that

describe actions associated with this menu. Instead of that you can create Snippets named "menufileopen" with the text "Select Main Menu -> File -> Open" and use it whenever you need to reference this menu. Now when your menu structure changes you only need to edit this snippet and recompile help file.

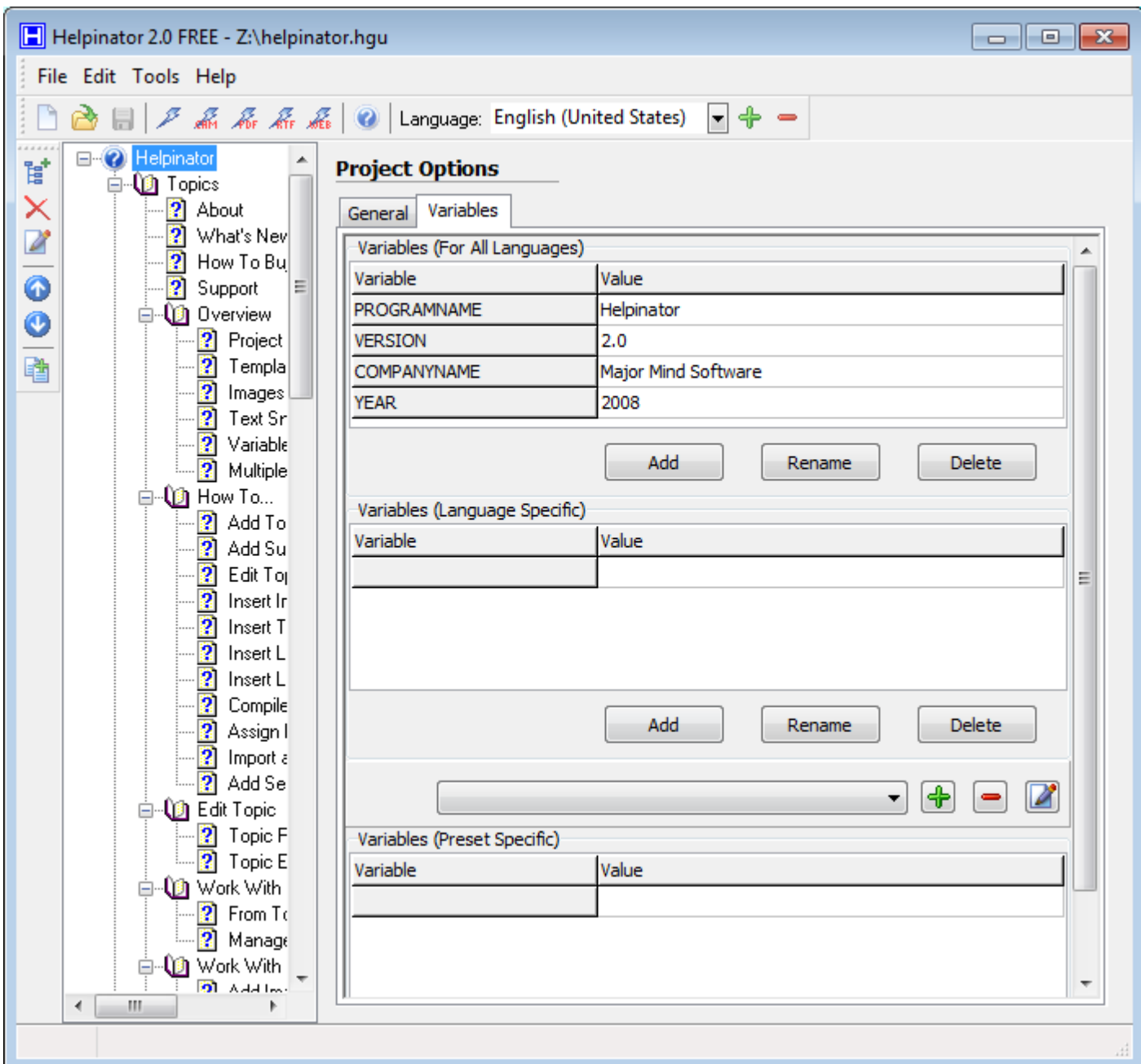
Variables

Variables are similar to text snippets but are for different purpose. The main differences are:

1. Variables can not have text formatting.
2. Variables can be used in templates.
3. Variables can be used to control compilation process.

There are 3 main groups of variables:

1. Global Variables. These variables have the same value for all languages.
2. Language-Specific variables. These variables have different values for every language in the project.
3. Variable Preset. Variables in preset have values specific to that preset.
4. Predefined variables. Values of predefined values depend on compile mode and cannot be changed by user.



Examples of Global Variables:

- Company name
- Software title
- Year of release
- Version

Examples of Language-Specific Variables:

- Localized Software Title

Examples of Variable Presets:

- Edition
- Software Title - for branding of your product.

Predefined Variables are:

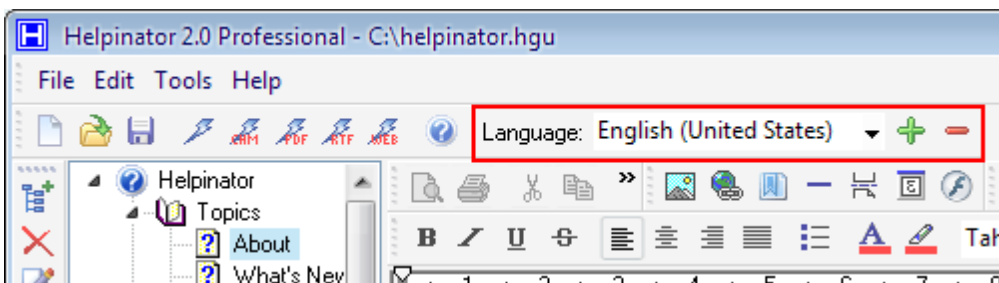
- FORMAT - can be CHM, PDF, RTF, HTML
- Language - LangID of the current project language.

Presets can be used to control compilation process using Conditional Compilation.

For example you have two editions of your product - LITE and PRO, PRO edition has specific features that LITE does not have and you don't want those topics in the help file of LITE edition. You can solve this problem by having two different projects or you can use variable presets. Add two presets - PRO and LITE, and EDITION variable to them. Now you can put line "EDITION='PRO'" into the "Condition" property of topics you want to skip from LITE edition help file. At Compile time select "PRO" preset to compile help for PRO edition and "LITE" preset to compile LITE edition help file. To learn more see ["Conditional Compilation"](#) topic.

Multiple Languages

With Helpinator you can create documentation in different languages from the same project file. To add new languages to the project click "plus" sign on the language bar:



Check as many languages as you like and click "OK".

Almost every item in the Helpinator project can be language-specific. For every language you can have separate:

1. Topic content
2. Keywords
3. Variable values
4. Text snippets
5. RTF and HTML templates.

Library images are the same for all languages.

Note that you can not have different topic tree in different languages. Tree is always the same, only topic titles change.

To select language you want to edit, select it in the language drop-down list on the language bar. When you click "Compile" buttons currently selected language is used.

How To...

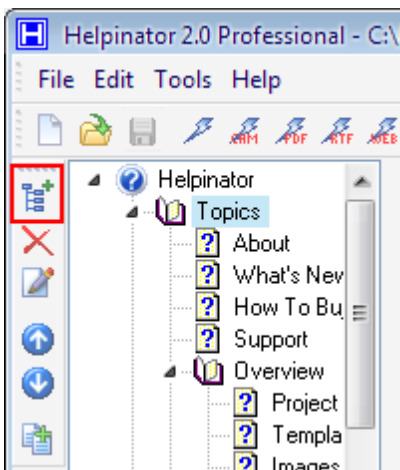
This topic covers some basic functions available in Helpinator.

You can learn how to:

- Add Topic
- Add Subtopic
- Edit Topic
- Insert Image
- Insert Table
- Insert Link To Another Topic
- Insert Link To External Web Page
- Compile Help
- Assign Keywords
- Import and Export
- Add Several Topics

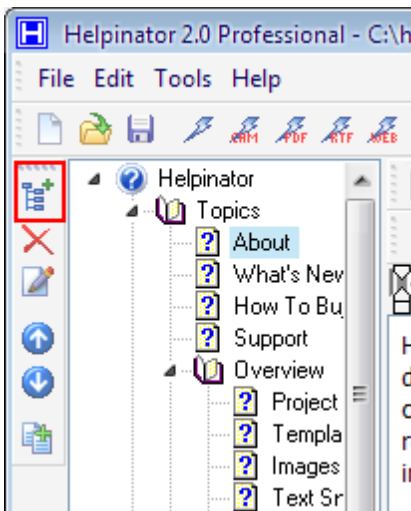
Add Topic

To add new topic select "Topics" node in the tree view and click "Add Item" button on the toolbar. You then will be prompted for topic title.



Add Subtopic

To add subtopic or "child topic" first select a topic you want to add subtopic to. Click "Add Item" button on the toolbar and enter new topic title.



Edit Topic

To edit topic select it in the tree view. Topic Editor will appear at the right side of the Helpinator window. You can enter text and use formatting options that are accessible from toolbar at the top.

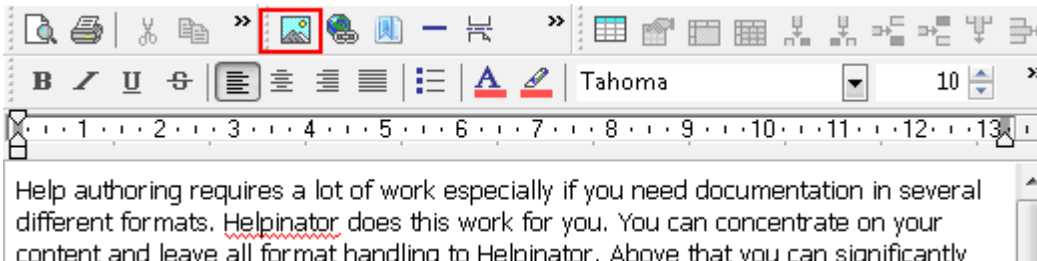
[Read more about topic editor...](#)

{%IMG edittopic.png%}

Insert Image

You can add image to the topic by two ways:

1. Click "Picture" button on the topic editor toolbar and select image file name. This image will be "local" topic image.

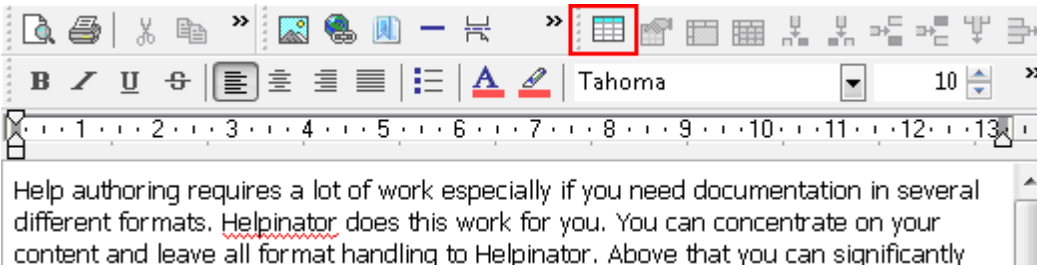


2. First add image to the "Images" node. This will make your image global or "library" and you will be able to use it in multiple topics. When image is in the "library" place a pseudo-tag like **{%IMG yourimage.ext%}** where you want this image to be. "yourimage.ext" is the name of your "library" image.

There's an alternate way to insert a Library Image. Place cursor into the topic editor where you need image to be placed. Right-click, select "Insert Library Image" and select library image name. Image will be shown as it is with header like "Lib img: <image name>". This is more WYSIWYG-style but image occupies more space in editor than just a placeholder.

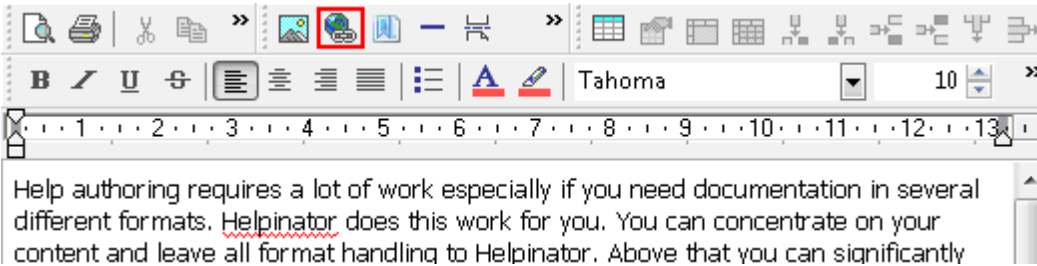
Insert Table

To insert table click "Table" button on the toolbar. You then will be prompted for number of rows and columns. Press "OK" and table will be inserted in the position of cursor.

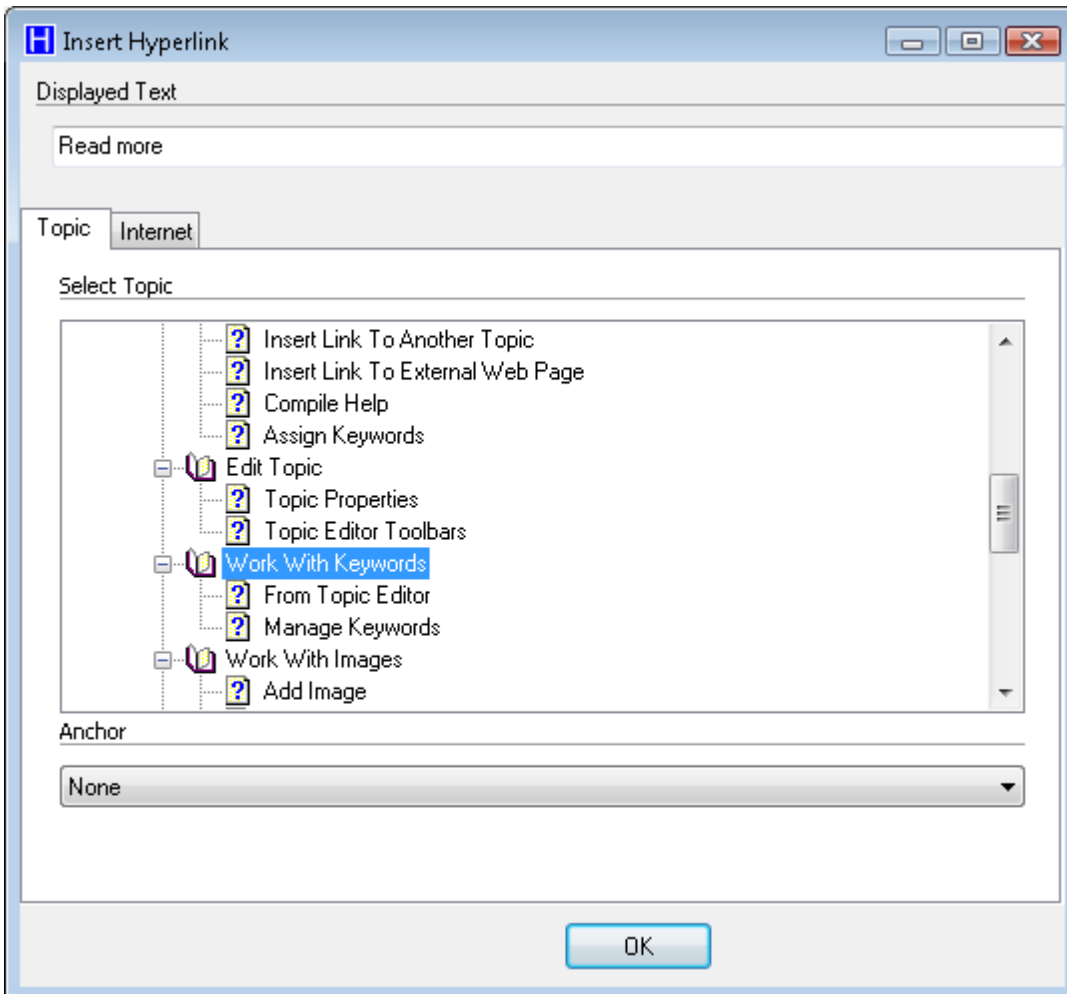


Insert Link To Another Topic

To insert link to another topic select text that will become a link and click "Hypertext Link" button on the tool bar.

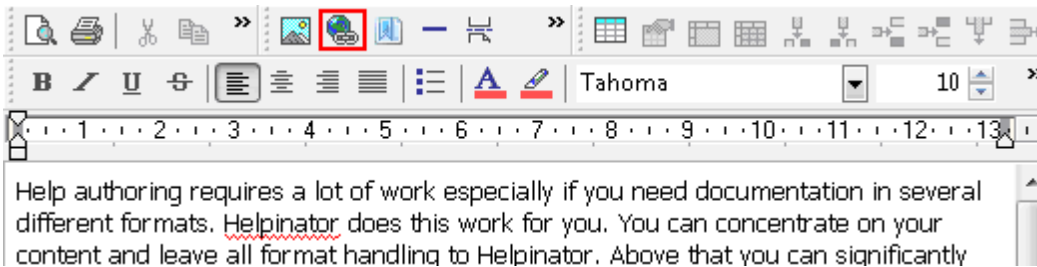


In the "Insert Hyperlink" dialog select "Topic" page and select topic to link to in the tree. If you want to link to an anchor inside that topic select it from the "Anchor" list.

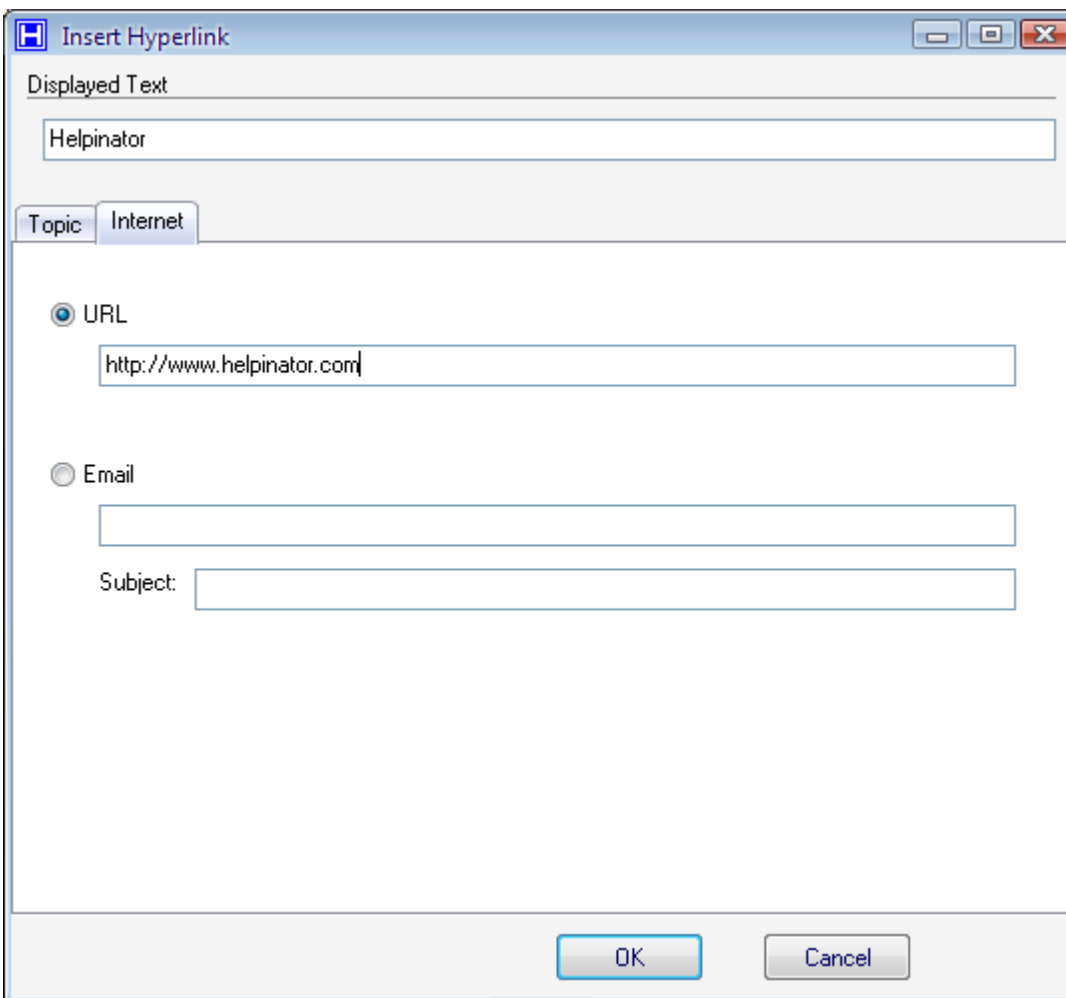


Insert Link To External Web Page

To insert link to another topic select text that will become a link and click "Hypertext Link" button on the tool bar.



In the "Insert Hyperlink" dialog select "Internet" page and enter URL or email.



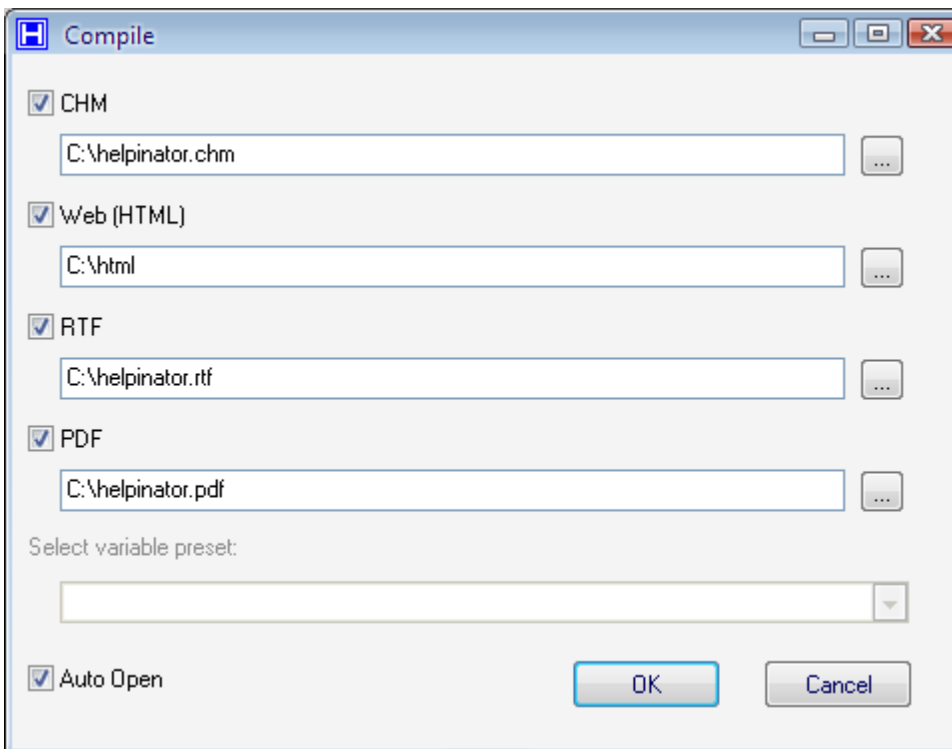
Compile Help

To Compile help click on one of the toolbar buttons that are responsible for the specific format.



Compiled file (CHM, PDF or RTF) will be placed in the same directory where your project is. Browser-based HTML help will be in "HTML" subfolder of the folder where your project resides.

To put compiled files into different location select "Compile All". Also this dialog lets you to compile several formats at the same time and select variable preset for compilation.



Assign Keywords

You can assign keywords to topics by two ways:

1. Enter them into "Keywords" field of the topic editor. Separate individual keywords with commas.
2. Select keyword in the topic editor, right-click it and select "Add to keywords" from the context menu.

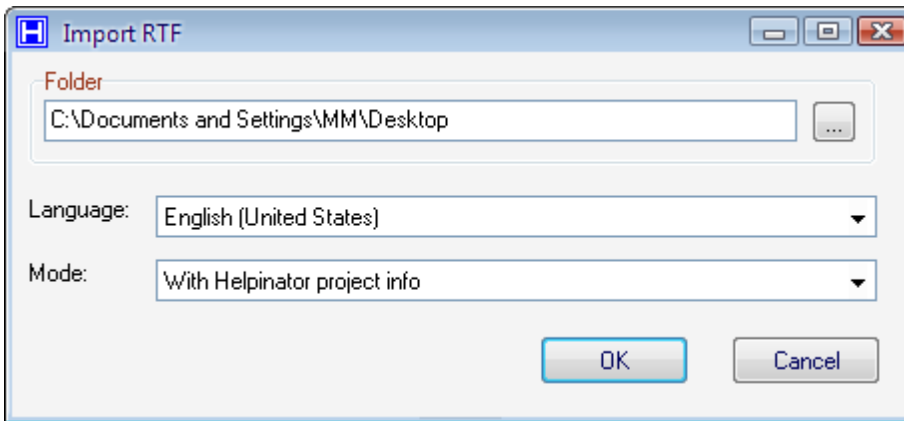
Helpinator also has "Auto Index" feature. All you need is to add keywords for each language into "Keywords" section of project tree view. Then Helpinator will append keywords to topics automatically at compile time. To enable "Auto Index" select Project root in the tree, select "General" tab and check "Auto Index" checkbox.

Import and Export

Helpinator can import and export RTF and HTML documents. You can import/export just files with topic content or with some additional info like keywords and project structure. This allows easy communication with external translation services. You can export RTF/HTML with project structure info, send this files to your translator or use translation software, then import in back to another language keeping project structure.

To Import HTML and RTF do the following:

1. Select menu File->Import->Import RTF or Import HTML.
2. "Import" dialog appears.

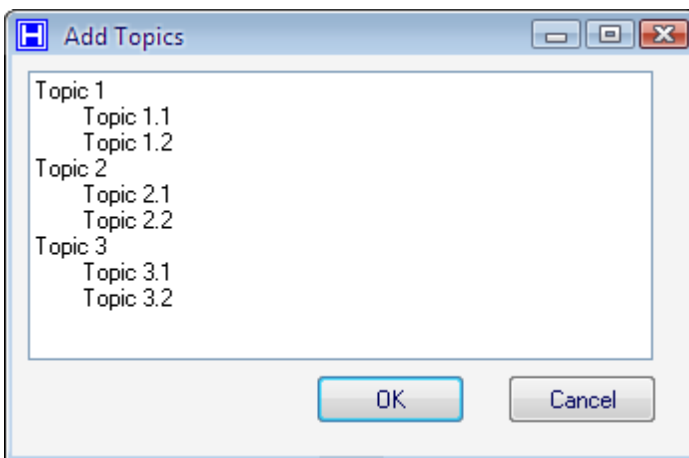


3. Select folder where your files are located.
4. Select project language to import data to.
5. Select import mode - whether you want to import only files or project info is present too.
6. Click OK.

Export works just like Import.

Add Several Topics

1. Click "Add several topics" button. "Add topics" windows appears.



2. Enter topic names with tabs showing their levels in the topic tree.
3. Click "OK"

Edit Topic

{%IMG edittopic.png%}

Topic editor consists from two parts - editing tools on the top and topic properties at the bottom.

Topic Properties

There are four tabs with topic properties:

1. General

General | ToDo | Notes | HTML Template

Topic Name:

ID: Context ID: Condition:

Keywords:

2. ToDo

General | ToDo | Notes | HTML Template

Text	Priority	Progress
Add new features	3	<input type="text" value=""/>

3. Notes

General | ToDo | Notes | HTML Template

This topic describes Helpinator in general.

4. HTML Template

General | ToDo | Notes | HTML Template

Use Language-specific default template

Use Selected Template:

General

Topic name - title of this topic

ID - topic id

Context ID - numeric context id to associate with topic id.

Keywords - comma-separated list of keywords.

Condition - expression to control topic inclusion for conditional compilation.

ToDo

At this tab you can assign to-do items to the current topic. Each to-do items consists of Text, Priority and Progress. To watch all to-do items in all topics select "Tasks" node in the project tree view.

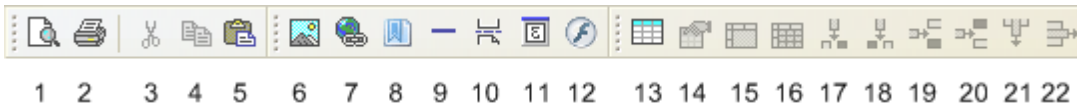
Notes

Note is just plain text. You can write your future plans on this topic or any other free-form information.

HTML Template

On this tab you can select what template to use for this topic on CHM and HTML compilation. You can use project default template for selected language or specific template for this topic.

Topic Editor Toolbars



- 1 - Print Preview
- 2 - Print
- 3 - Cut
- 4 - Copy
- 5 - Paste
- 6 - Insert picture
- 7 - Insert hyperlink
- 8 - Insert named bookmark
- 9 - Insert horizontal line
- 10 - Insert page break
- 11 - Insert special symbol
- 12 - Insert flash movie
- 13 - Insert table
- 14 - Table Properties
- 15 - Merge Cells
- 16 - Split Cells
- 17 - Insert column before
- 18 - Insert column after
- 19 - Insert row before
- 20 - Insert row after
- 21 - Delete column
- 22 - Delete row



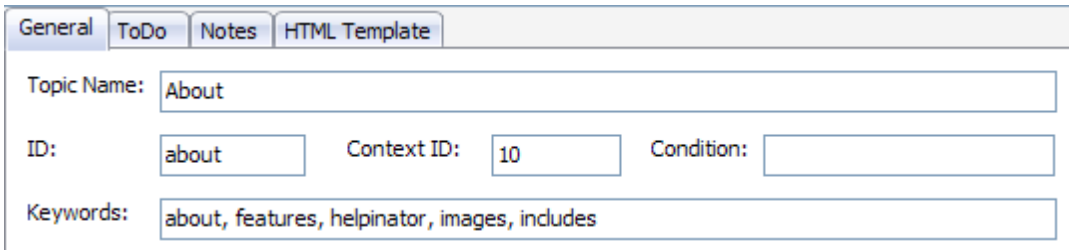
- 1 - Bold
- 2 - Italic
- 3 - Underline
- 4 - Strikethrough
- 5 - Align text left
- 6 - Align text center
- 7 - Align text right
- 8 - Justify
- 9 - List
- 10 - Font color
- 11 - Background color
- 12 - Font name
- 13 - Font size
- 14 - Spell check

Work With Keywords

Keywords are used to fill "Index" tab in the HTML Help Viewer. You can check "Auto Index" option in project settings and leave all index generation work to Helpinator. Or you can create keywords manually from topic editor or from Keyword Manager.

Keywords are highlighted with dotted blue line in topic editor.

From Topic Editor



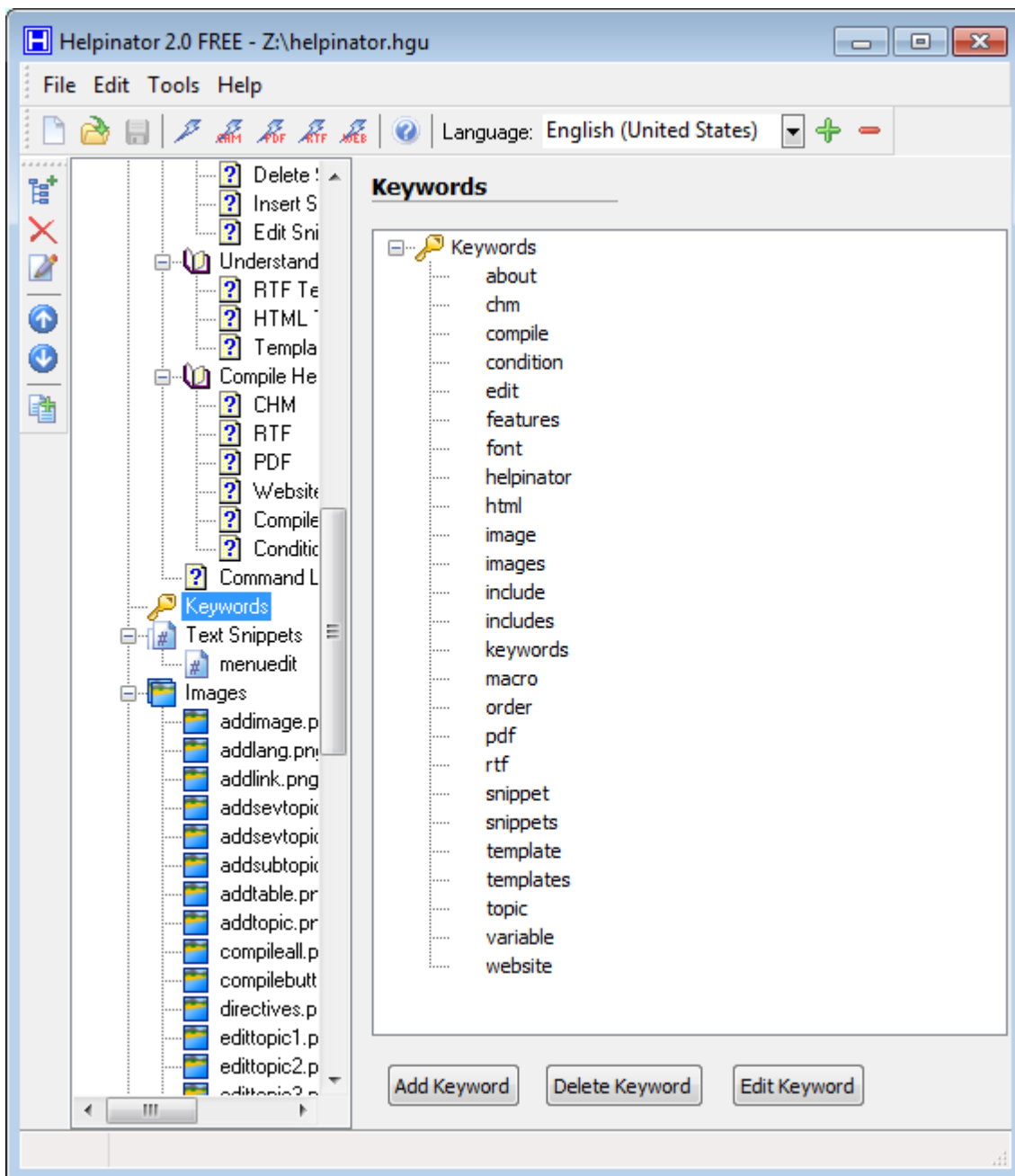
The screenshot shows a window with four tabs: "General", "ToDo", "Notes", and "HTML Template". The "General" tab is active. It contains the following fields:

- Topic Name:
- ID: Context ID: Condition:
- Keywords:

To edit keywords associated with the topic enter them into "Keywords" edit field and separate by commas.

You can add keyword to the list by selecting it in topic editor and clicking "Add To Keywords" option in the context menu.

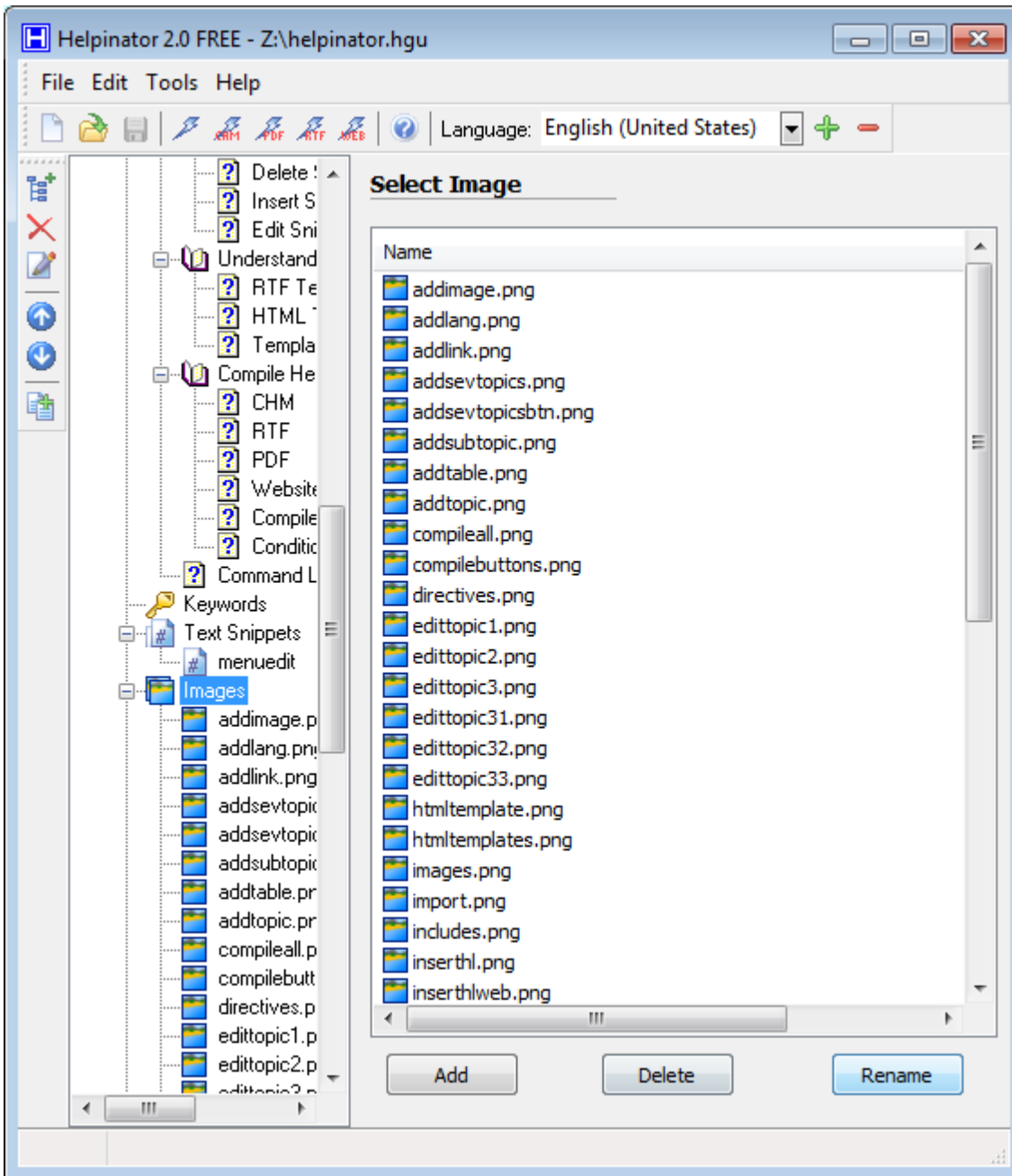
Manage Keywords



From this window you can:

- **Add Keyword.** Click "Add" and enter new keyword.
- **Delete Keyword.** Click "Delete" and confirm.
- **Edit Keyword.** Click "Edit" and edit keyword.
- **Create tree structure of keywords.** Drag a keyword to the node you want this keyword to be child of.

Work With Library Images



This topic covers image handling with Helpinator.

Add Image

1. Select "Images" node.
2. Click "Add" button.
3. Select the image you wish to add.

Delete Image

1. Select "Images" node.
2. Click "Delete".
3. Confirm your action.

Rename Image

1. Select "Images" node.
2. Click "Rename"
3. Enter new image file name with extension.

Insert Image Placeholder

1. Select a topic in the tree.
2. Move a cursor to a place where you want image to be placed.
3. Enter pseudo-tag as follows:

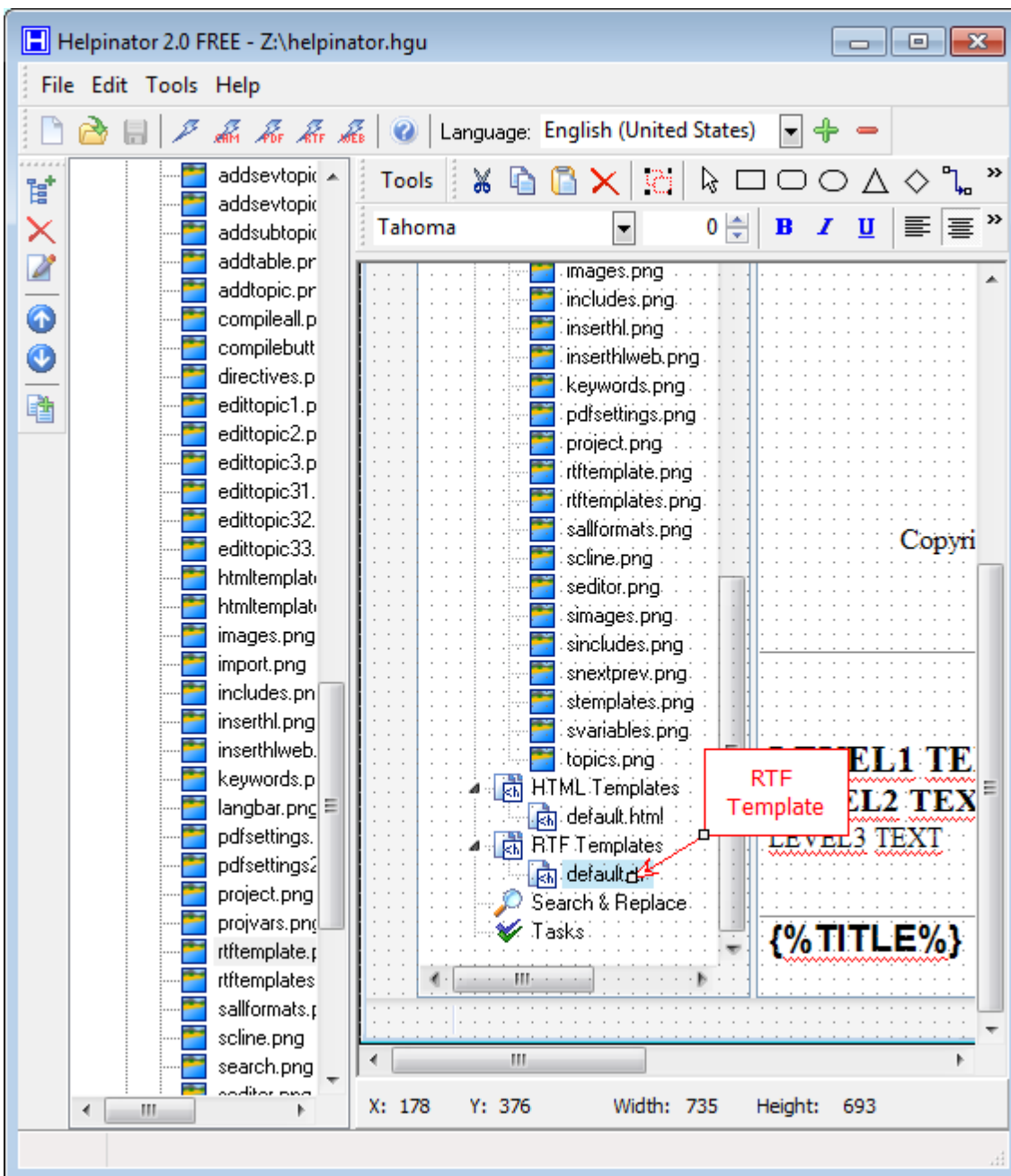
```
{%IMG yourimage.ext%}
```

where yourimage.ext - is a full name of your image with extension.

Also you can insert library images in full-size. Place cursor where you want to library image to be, right-click, select "Insert Library Image" and select an image from the list.

Image Editor

Helpinator comes with simplistic image editor. With it's help you can add various shapes to your images and screenshots. Shapes are stored as vector data but at compile time Helpinator converts them to raster images.



To activate Image Editor select image under "Images" node in the project tree view. Image editor tool bar is at the top of image preview area. Now select Tools->Activate Editor.

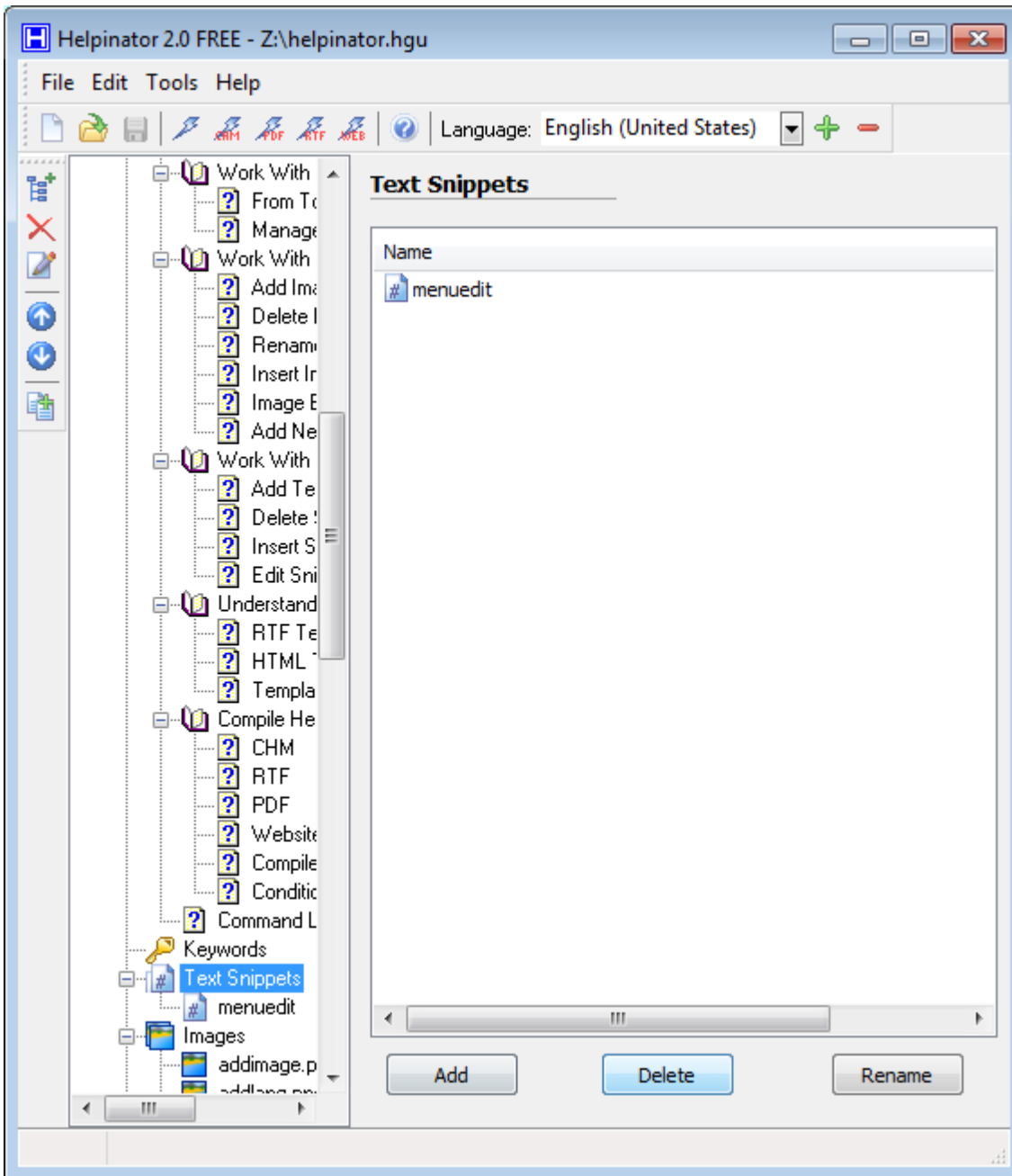
From **Tools** menu you also can:

- Extend Image canvas. This is useful when you need more place for shapes.
- Replace bitmap. Use this feature when you want to keep shapes but some interface elements on your screen shot have changed.

Add New Empty Image

If you just need an image with shapes, e.g. some kind of flow chart, you can add new blank image to library. Select "Images" node from the project tree view, right-click on it and select "New Image". "New Image" dialog will appear. You can select image name, size and background color.

Work With Text Snippets



Text Snippets are named blocks of text that you can use in several topics.

From this window you can:

1. Add Snippet
2. Delete Snippet
3. Rename Snippets

Subtopics:

- Add Text Snippet
- Delete Snippet
- Insert Snippet Placeholder
- Edit Snippet

Add Text Snippet

To add Include:

1. Select "Text Snippets" node.
2. Click "Add"
3. Enter name for your snippet.

Delete Snippet

To delete include:

1. Select "Text Snippets" node.
2. Click "Delete"
3. Confirm deletion.

Insert Snippet Placeholder

To insert snippet placeholder into a topic enter this pseudo tag:

```
{%yoursnippet%}
```

where yoursnippet - is the name of snippet to be placed here during compilation phase.

Edit Snippet

To edit snippet select it under "Text Snippets" node and edit just like you edit a topic.

Understanding Templates

Templates are used to to customize appearance of your documentation.

Templates are stored inside project file.

To use template you need to add it to project first. [Read this](#) to know how.

Some default templates are in the "templates" sub folder of Helpinator installation folder.

1. HTML Templates.

Use HTML Templates to change CHM file and Web help looks. Each page can have it's own HTML template. HTML templates are divided into HTML and CSS parts. Use HTML to create topic page structure and CSS to change layout.

Templates use pseudo-tags to define layout. Pseudo-tags are lines of text in the format {%tagname%} where tagname is the name of the tag to be used.

You can use the following pseudo-tags to fit topic inside template

Tag	Description
TITLE	Title of the topic.
CONTENT	Topic text.
PREVNEXTTOPIC	Navigation links to previous and next topics. It Looks like: Previous Next
NEXTTOPIC	Link to the next topic.
PREVTOPIC	Link to the previous topic.
BREADCRUMBS	Path to the current topic. It contains links to the topics that lead to the current topic. For example: About > Order > How To Purchase.
SEEALSO	Links to related topics. Keywords assigned to the current topic are used to create this list. If some topics have the same keywords that the current topic has then they will be in this list. You need to specify title of this block. For example: SEEALSO="Related Topics:"

Also you can use project's variables.

Predefined variables:

Variable	Description
COMPANYNAME	Your software company.
YEAR	Year of the release.
VERSION	Release version.
PROGRAMNAME	Software title.

2. RTF Templates

RTF Templates are used to produce RTF and PDF files. RTF Template consists of 3 pages:

- Front Page
- Contents Page
- Topic Page

Also RTF template has two additional areas for PDF output that you can change:

- Header
- Footer

Front page defines the looks of the first page of your document. It is recommended to use project variables to customize it.

Contents Page is used to render contents of the document. It consists from lines like "LEVEL1 TEXT",

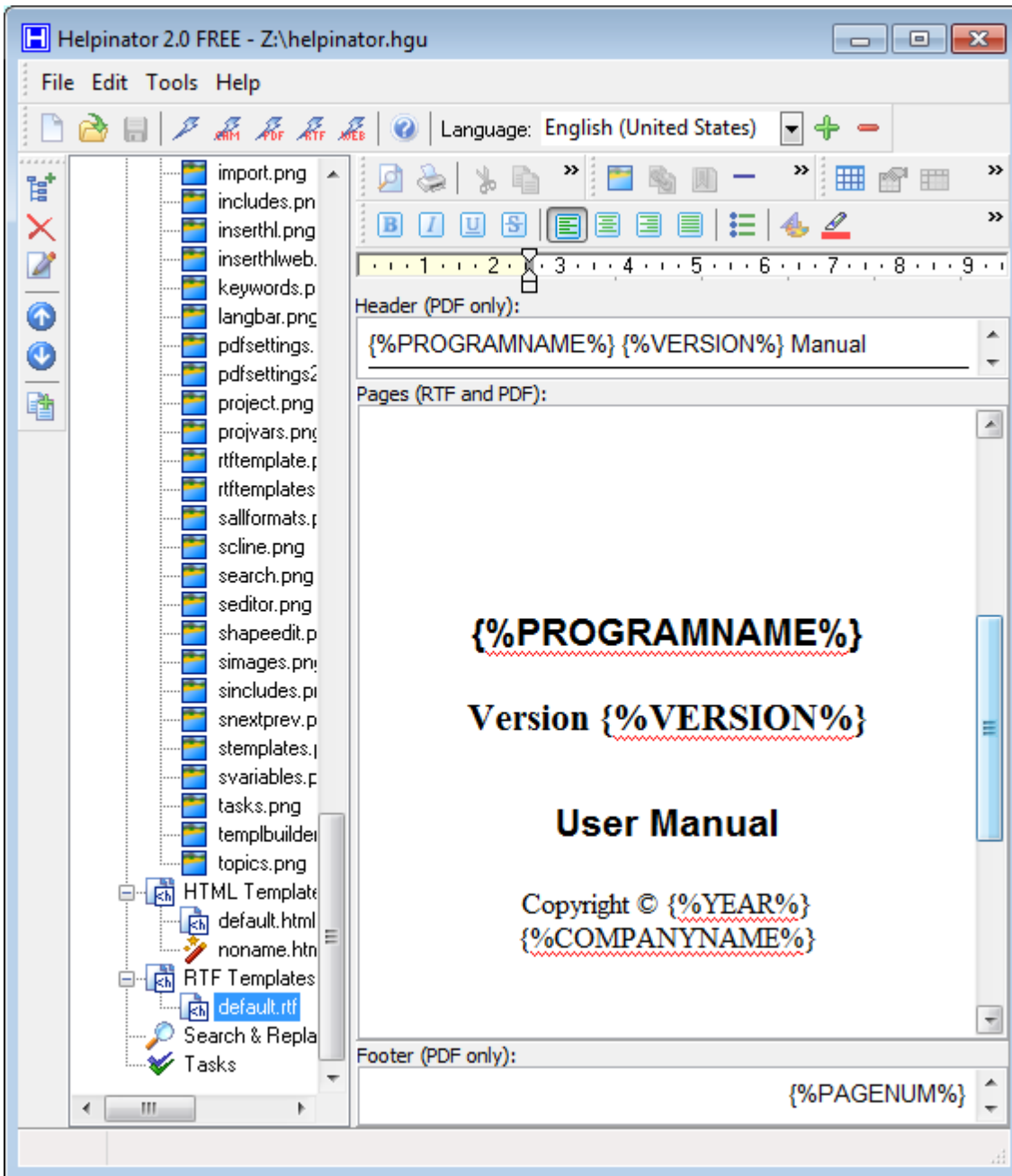
"LEVEL2 TEXT" and so on. The number after "LEVEL" word identifies level of this entry. For example, if you have a topic in your help file named "Main Topic" and a subtopic "Sub Topic" then style of the line "LEVEL1 TEXT" is used to render "Main Topic" entry and "LEVEL2 TEXT" to render "Subtopic".

Topic page doesn't allow much customization. You can only use "CONTENT" and "TITLE" pseudo-tags.

Header and Footer are only for PDF. Header and footer apply only for pages with content (e.g. except front page). Beside project variables header and footer can have the following variables:

- {%PAGENUM%} - current page number.

RTF Templates



To **Add** RTF template:

1. Select "RTF Templates" node.
2. Click "Add"
3. Browse to your rtf template file.

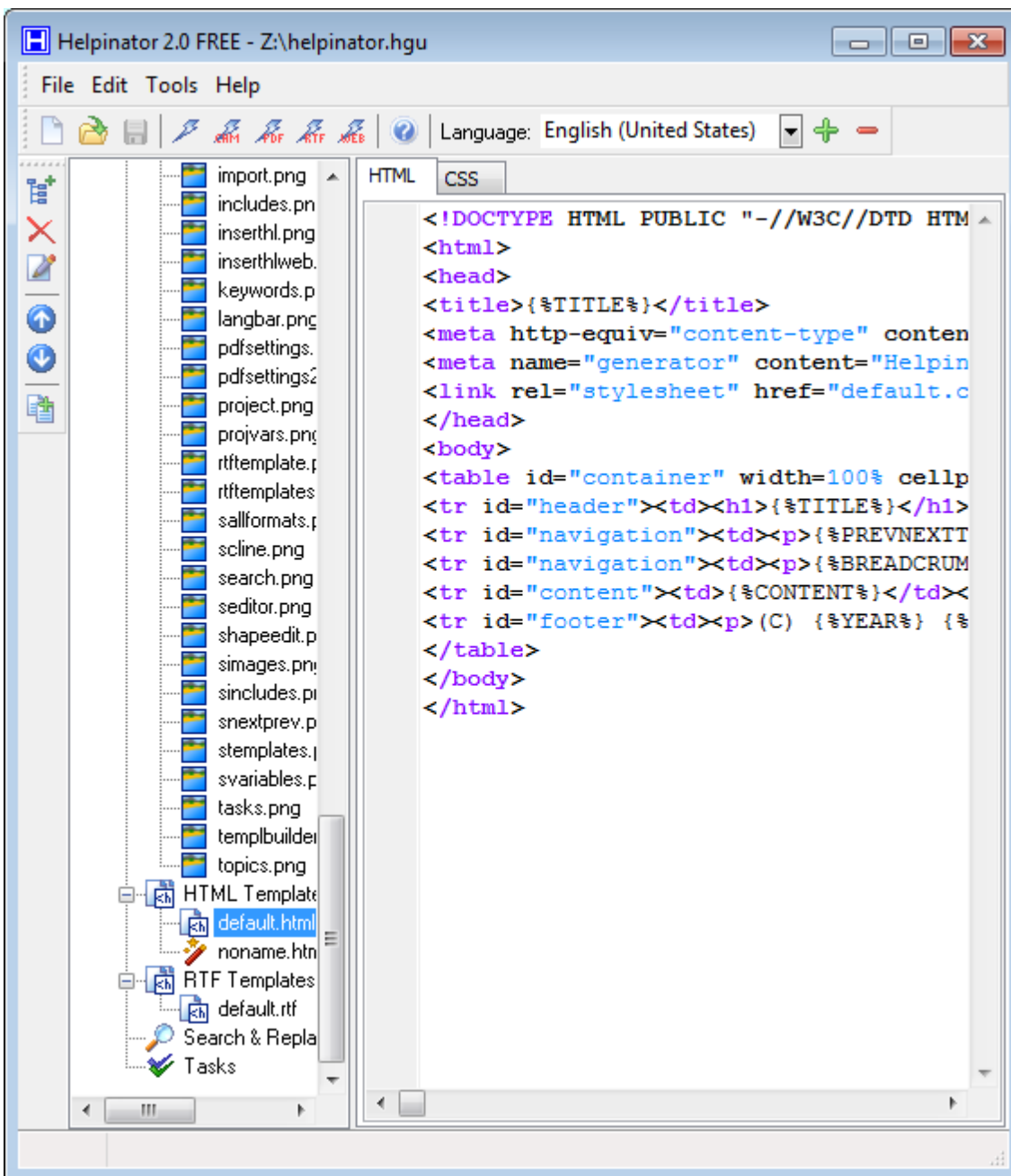
To **Rename** RTF template:

1. Select "RTF Templates" node.
2. Click "Rename".
3. Edit template's name.

To **Delete** RTF Template:

1. Select "RTF Templates" node.
2. Click "Delete"
3. Confirm your choice.

HTML Templates



To **Add** HTML template:

1. Select "HTML Templates" node.

2. Click "Add"
3. Browse to your html template file. CSS file must have the same name, must be located in the same folder as html file and .css extension.

To **Rename** HTML template:

1. Select "HTML Templates" node.
2. Click "Rename".
3. Edit template's name.

To **Delete** HTML Template:

1. Select "HTML Templates" node.
2. Click "Delete"
3. Confirm your choice.

Template Builder

If you do not have enough HTML knowledge to create your own template you can use "Template Builder" feature:

1. Select "HTML Templates" node in project tree.
2. Right-click on it.
3. Select "Add Template Builder" from pop-up menu.
4. You will be prompted for a unique name of template.
5. Template Builder window appear.

Template Builder

Edit Preview

{%TITLE%}

Edit

{%BREADCRUMBS%}

Edit

{%PREVNEXTTOPIC%}

Edit

{%CONTENT%}

Edit

{%SEEALSO="Related Topics:"%}

Edit

(C) {%YEAR%} {%COMPANYNAME%}

Edit

Switch To HTML Export

Each template consists of the following parts:

- header
- breadcrumbs area (shows path to current topic with links)
- navigation (links to previous and next topics)
- content (where the topic content will be)
- see also (related topics list)
- footer

You can check each template part to appear/disappear from template. Click "Edit" to make change the way template part appear. You can change:

- font
- background color
- border color, line style and width

Click "Switch to HTML" if you want to edit your template in normal HTML mode. Note that you can not revert back to Template Builder from HTML.

Click "Export" to export current template to HTML so you can import it to other Helpinator projects.

Compile Help

Helpinator can produce documentation in the following formats:

1. CHM
2. PDF
3. RTF
4. Website.

CHM

To compile CHM you need Microsoft HTML Help Workshop installed on your computer.

Click CHM button on the toolbar or select Tools->Compile CHM.

Helpinator creates CHM file with the same file name as your project and in the same directory.

RTF

Click RTF button on the toolbar or select Tools->Compile RTF.

Helpinator creates RTF file with the same file name as your project and in the same directory.

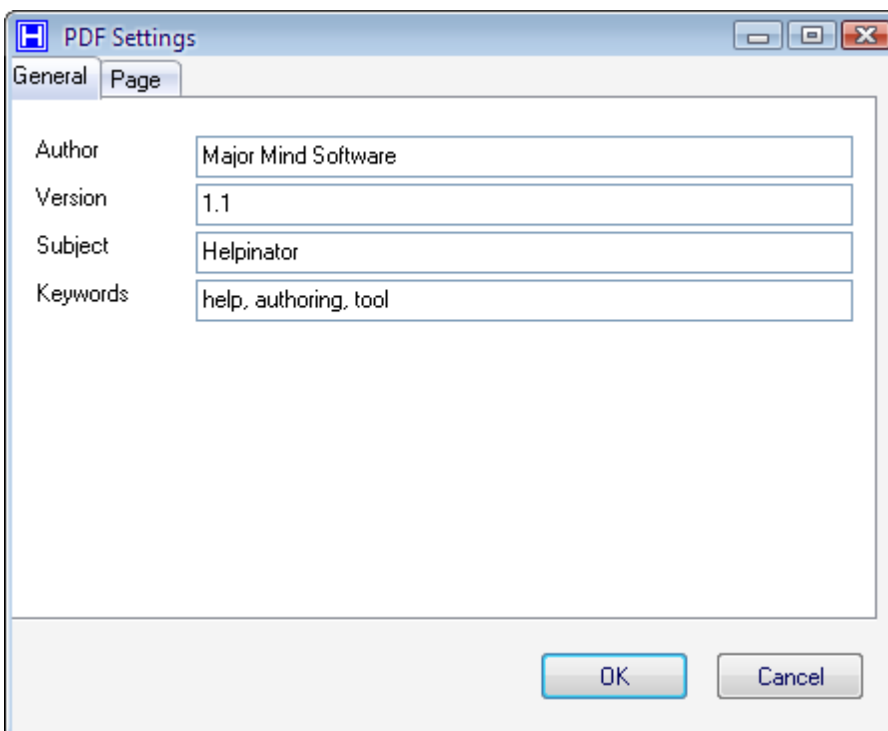
PDF

Click "PDF" button on the toolbar or select "**Tools->Compile PDF**".

Helpinator creates PDF file with the same file name as your project and in the same directory.

You can change some aspects of PDF generation using PDF Settings dialog. You can call it by pressing "**PDF Settings...**" button in the project options window.

PDF Options.



General Tab:

Author - author of this document.

Version - version of this document.

Subject - subject of this document.

Keywords - keywords, associated with this document.

Compression - select compression level.

Resolution - target document resolution, dot per inch.

Auto URL - auto translate to urls text like "http://www.site.com"

Emulate Standard Font - If the property is set to ON, "Arial", "Courier New" and "Times New Roman" will be emulated via standard PDF fonts.

EMF Image as JPEG - convert metafiles to JPEG.

One Pass - slower generation, requires less memory.

Page Tab:

Left Margin, Top Margin, Right Margin, Bottom Margins - page margins in inches.

Page Layout - determines pages of the document is rendered when opened.

Orientation - page orientation - portrait/landscape.

Page Mode - how the document looks when opened in a viewer application.

Paper Size - printer size of the paper.

Protection:

Check "**Enable Protection**" to protect document.

Key Length - encryption key length.

Owner Password - password to allow document editing.

User Password - password to view document.

Website

Click "Web" button on the toolbar or select "**Tools->Compile Website**".

Helpinator create "html" folder in the directory where your project file is located and stores website in it.

Compile All

To compile all available help formats at once select Tools->Compile All or click on "Compile all formats" button on the tool bar.

"Compile" dialog will appear. Check formats you want to compile and select paths to store compiles files to. Or leave it with default values.

Check "Auto open" if you want all compiled files to open right after they are ready.

Conditional Compilation

With Helpinator you are able not only able to generate help files in variety of formats and languages. You can have as many different structures of content as you wish. This can be done using "Conditional Compilation".

Generally Conditional Compilation consists of two parts.

1. Topic inclusion conditions. Every topic has "Condition" property. At compile time Helpinator evaluates expression in this property and if result is "False" then this topic is skipped.

2. Conditional directives inside topic content. You can use directives with expressions to skip parts of content at compile time. There are two conditional directives at the moment:

- If <expression>. This directive allows you to skip part of the topic content on compile time if <expression> results in False.

- **Comment.** This directive allows you to skip part of the content unconditionally. This is useful to put some remarks or comments into topic content.

Examples:

```
{$if EDITION='PRO'$}  
This text will be shown only when EDITION variable is set to 'PRO'  
{$End$}  
  
{$Comment$}  
This is comment. It won't be shown anyway.  
{$End$}
```

Note that at this moment directives can not be nested.

To control compilation you need to use variables. See [Variables](#) topic to learn more about variables and their types.

The most effective way to alter resulting help files with conditional compilation is to use variable presets. You can select preset from "Compile All" dialog or select it using parameters of command-line utility. The latter approach makes branding of your products easy as a snap.

Command Line Utility

Helpinator comes with command-line compiler **chelpinator.exe** that you can use in batch files. It has the following parameters:

```
chelpinator.exe <format> <outputfileorfolder> [/v<variables.ini>] [/lang:LangID] <projectfile>
```

<format> (required) - specifies output format. Can have the following values:

- /chm - for CHM format
- /rtf - for RTF format
- /pdf - for PDF format
- /html - for browser-based html help.

<outputfileorfolder> (required) - specifies full output folder or file name. Filename is for CHM, PDF and RTF formats and folder is for HTML format.

/v<variables.ini> (optional) - you can override values of project variables using this switch. Create a file with variables you want to override in the form:

```
VARIABLE=VALUE
```

For example:

```
VERSION=1.5.1
```

If the text after "/v" has no extension it is treated as variable preset name and the corresponding preset is selected.

/lang:LangID (optional) - one of project languages. Specify this parameter if you want to generate documentation for one of the languages in the project. LangID is required. You can find possible values in the following table:

LangID	Language
0436	Afrikaans
041c	Albanian
1401	Arabic (Algeria)
3c01	Arabic (Bahrain)
0c01	Arabic (Egypt)
0801	Arabic (Iraq)
2c01	Arabic (Jordan)

3401 Arabic (Kuwait)
 3001 Arabic (Lebanon)
 1001 Arabic (Libya)
 1801 Arabic (Morocco)
 2001 Arabic (Oman)
 4001 Arabic (Qatar)
 0401 Arabic (Saudi Arabia)
 2801 Arabic (Syria)
 1c01 Arabic (Tunisia)
 3801 Arabic (U.A.E.)
 2401 Arabic (Yemen)
 042b Armenian
 082c Azeri (Cyrillic)
 042c Azeri (Latin)
 042d Basque
 0423 Belarusian
 141a Bosnian (Latin, Bosnia and Herzegovina)
 0402 Bulgarian
 0403 Catalan
 0c04 Chinese (Hong Kong S.A.R.)
 1404 Chinese (Macau S.A.R.)
 0804 Chinese (PRC)
 1004 Chinese (Singapore)
 0404 Chinese (Taiwan)
 041a Croatian
 101a Croatian (Bosnia and Herzegovina)
 0405 Czech
 0406 Danish
 0465 Divehi
 0813 Dutch (Belgium)
 0413 Dutch (Netherlands)
 0c09 English (Australia)
 2809 English (Belize)
 1009 English (Canada)
 2409 English (Caribbean)
 1809 English (Ireland)
 2009 English (Jamaica)
 1409 English (New Zealand)
 3409 English (Philippines)
 1c09 English (South Africa)
 2c09 English (Trinidad)
 0809 English (United Kingdom)
 0409 English (United States)
 3009 English (Zimbabwe)
 0425 Estonian
 042f FYRO Macedonian
 0438 Faeroese
 0429 Farsi
 040b Finnish
 080c French (Belgium)
 0c0c French (Canada)
 040c French (France)
 140c French (Luxembourg)
 180c French (Monaco)
 100c French (Switzerland)
 0456 Galician
 0437 Georgian
 0c07 German (Austria)
 0407 German (Germany)
 1407 German (Liechtenstein)

1007	German (Luxembourg)
0807	German (Switzerland)
0408	Greek
0447	Gujarati
040d	Hebrew
0439	Hindi
040e	Hungarian
040f	Icelandic
0421	Indonesian
0410	Italian (Italy)
0810	Italian (Switzerland)
0411	Japanese
044b	Kannada
043f	Kazakh
0457	Konkani
0412	Korean
0440	Kyrgyz (Cyrillic)
0426	Latvian
0427	Lithuanian
083e	Malay (Brunei Darussalam)
043e	Malay (Malaysia)
043a	Maltese
0481	Maori
044e	Marathi
0450	Mongolian (Cyrillic)
046c	Northern Sotho
0414	Norwegian (Bokmal)
0814	Norwegian (Nynorsk)
0415	Polish
0416	Portuguese (Brazil)
0816	Portuguese (Portugal)
0446	Punjabi
046b	Quechua (Bolivia)
086b	Quechua (Ecuador)
0c6b	Quechua (Peru)
0418	Romanian
0419	Russian
243B	Sami, Inari (Finland)
103b	Sami, Lule (Norway)
143b	Sami, Lule (Sweden)
0c3b	Sami, Northern (Finland)
043b	Sami, Northern (Norway)
083b	Sami, Northern (Sweden)
203b	Sami, Skolt (Finland)
183b	Sami, Southern (Norway)
1c3b	Sami, Southern (Sweden)
044f	Sanskrit
0c1a	Serbian (Cyrillic)
1c1a	Serbian (Cyrillic, Bosnia and Herzegovina)
081a	Serbian (Latin)
181a	Serbian (Latin, Bosnia and Herzegovina)
041b	Slovak
0424	Slovenian
2c0a	Spanish (Argentina)
400a	Spanish (Bolivia)
340a	Spanish (Chile)
240a	Spanish (Colombia)
140a	Spanish (Costa Rica)
1c0a	Spanish (Dominican Republic)
300a	Spanish (Ecuador)

440a Spanish (El Salvador)
100a Spanish (Guatemala)
480a Spanish (Honduras)
0c0a Spanish (International Sort)
080a Spanish (Mexico)
4c0a Spanish (Nicaragua)
180a Spanish (Panama)
3c0a Spanish (Paraguay)
280a Spanish (Peru)
500a Spanish (Puerto Rico)
040a Spanish (Traditional Sort)
380a Spanish (Uruguay)
200a Spanish (Venezuela)
0441 Swahili
041d Swedish
081d Swedish (Finland)
045a Syriac
0449 Tamil
0444 Tatar
044a Telugu
041e Thai
0432 Tswana
041f Turkish
0422 Ukrainian
0420 Urdu
0843 Uzbek (Cyrillic)
0443 Uzbek (Latin)
042a Vietnamese
0452 Welsh
0434 Xhosa
0435 Zulu

<projectfile> (required) - full path to the Helpinator project you are about to compile.

Example.

Suppose path to your project is C:\Project\Help\myproject.hgu.

You need to compile PDF help from it and place it into C:\PDF folder. You have variable preset "pro" and want to use it. You have several languages in the project and you want to use "English (United States)"

You can use the following command line to do that:

```
chelpinator.exe /pdf /vpro /lang:0409 C:\PDF\myproject.pdf C:\Project\Help\myproject.hgu
```