UF_HELP_clear_context (view source)

Defined in: uf_help.h

Overview
Clear all application contexts from the stack.

Environment
Internal

Required License(s)
gateway

```
int UF_HELP_clear_context
(
    void
)
```

UF_HELP_display_context (view source)

Defined in: uf_help.h

Overview
Displays context sensitive help on a specific application context.
This routine performs a very similar function to
UF_HELP_display_current_context, except you pass in the
application context instead of using the context on the stack.
is useful for implementation of HELP buttons on modal dialogs.
It performs the same context lookup functions and display functions
as UF_HELP_display_current_context.

Environment
Internal

Required License(s)
gateway

```
int UF_HELP_display_context
(
    char * app_context
)
```

char *	**app_context**	Input	Name of application context to display help on.

UF_HELP_display_current_context (view source)

Defined in: uf_help.h

Overview

Displays context sensitive help on the application context currently on the top of the stack. This function is useful for implementation of a "Help On Context" button within the application. It gets the application context from the top of the stack and looks that context up in the NX translation map file, and uses the data in the NX translation map file to start up the appropriate help display mechanism, load the proper document, and position the document to display the appropriate help text.

Environment

Internal

Required License(s)

gateway

```
int UF_HELP_display_current_context
(
    void
)
```

UF_HELP_load_map_file (view source)

Defined in: uf_help.h

Overview

Load an NX translation map file for context sensitive help.
An NX translation map file is an ascii file that contains the associations between an application context and the location in the documentation for the help text.

The "filename" parameter can either be a fully qualified path to the map file, or just the file name. In the case of a file name, NX looks first in the working directory for the map file. If the file is not in the working directory, NX then looks in the directory defined by the environment variable named UGDOCPL_DIR.

Environment

Internal

Required License(s)

gateway

```
int UF_HELP_load_map_file
(
    char * filename
)
```

char *	**filename**	Input	Name of map file to load.

UF_HELP_pop_context (view source)

Defined in: uf_help.h

Overview

Pops the application context from the top of the stack.
This routine is called just before the end of a function that has made a call to UF_HELP_push_context.

Environment

Internal

Required License(s)

gateway

```
int UF_HELP_pop_context
(
    void
)
```

UF_HELP_push_context (view source)

Defined in: uf_help.h

Overview

Push an application context onto the stack.
An application context is the key string used to look up help documentation using the NX translation map file. Application contexts are normally defined by the document writer after the application developer has defined the areas of the code that requires context sensitive help.

Environment

Internal

Required License(s)

gateway

```
int UF_HELP_push_context
(
    char * app_context
)
```

char *	**app_context**	Input	Name of application context to push onto stack.

UF_HELP_push_primary_context (view source)

Defined in: uf_help.h

Overview

Clears the stack then pushes an application context. Normally used at the start of an application when a DA1 dialog is displayed.
Using this routine insures that the context sensitive help stack and the

application are in sync and is especially useful in cases where signal handlers or application errors have disrupted the normal program flow. UF_HELP_push_primary_context clears the stack before pushing the new application context to insure that the help system and the application are in sync.

Environment
Internal

Required License(s)
gateway

```
int UF_HELP_push_primary_context
(
    char * app_context
)
```

char *	**app_context**	Input	Name of primary application context to push onto stack.

UF_HELP_reload_map_file (view source)

Defined in: uf_help.h

Overview
Reloads an NX translation map file for context sensitive help. Performs an unload/load. This is mainly intended as a utility routine to assist with the debugging process.

Environment
Internal

Required License(s)
gateway

```
int UF_HELP_reload_map_file
(
    char * filename
)
```

char *	**filename**	Input	Name of map file to reload.

UF_HELP_set_context_debug (view source)

Defined in: uf_help.h

Overview
Turns printing of status messages for context sensitive help to standard out either on or off. These message provide more detailed information about the process of displaying context sensitive help and can be useful

in debugging.

Environment

Internal

Required License(s)

gateway

```
int UF_HELP_set_context_debug
(
    int state
)
```

int	**state**	Input	Sets the state for printing messages for context sensitive help on or off. 0 = Off 1 = On

---

UF_HELP_unload_map_file (view source)

Defined in: uf_help.h

Overview

Unloads an NX translation map file for context sensitive help.
NOTE: Once an NX translation map file has been loaded, additional calls to load a map file are ignored until the map file has been unloaded.

Environment

Internal

Required License(s)

gateway

```
int UF_HELP_unload_map_file
(
    char * filename
)
```

char *	**filename**	Input	Name of map file to unload.
