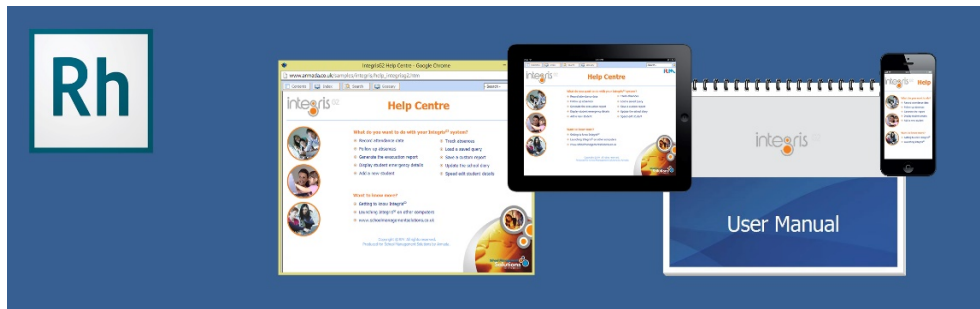


# Introduction to RoboHelp

## Training course outline

RoboHelp has long been the industry standard tool for online help development.

*Introduction to RoboHelp* training provides a thorough grounding in RoboHelp for beginners. On completion, you will be able to use RoboHelp to develop help centres and knowledge bases in a variety of formats.



### Course summary

This course teaches you how to create professional standard online help in popular formats such as HTML Help and WebHelp. The topics covered include:

- Understanding the RoboHelp interface and ribbon.
- Using styles and style sheets for consistency and greater productivity.
- Developing single source projects – generating both online help and high quality print documentation from one source project.
- Making online help context sensitive.
- Generating HTML Help and responsive HTML5

### Duration

Three days.

### Who should attend?

New and novice RoboHelp users, and anyone who has previously developed online help using another tool.

### In-class or live online

You can attend this course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see [armada.co.uk/live-online-training](http://armada.co.uk/live-online-training).

### General information

For over two decades, Armada has been a leading provider of technical authoring services.

We are an Adobe Authorised Training Centre, and our *Introduction to RoboHelp* course is accredited by Adobe.

Our background in the industry, combined with our Adobe-accredited status, makes us the perfect choice for providing your RoboHelp training.

*Introduction to RoboHelp* training is arranged on request, i.e. one-to-one training or a course for your group. This means that the training can be:

- Provided when it suits you.
- Adapted to reflect your RoboHelp projects.

Whilst attending training at our centres, delegates have the use of a computer running licensed RoboHelp software to practice the techniques taught.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

### Course materials and certificate

Delegates receive:

- Comprehensive training materials.
- An e-certificate (PDF) confirming successful completion of an Adobe-accredited RoboHelp course.

### Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help delegates learn the techniques taught.

Delegates have ample opportunity to discuss specific requirements with the trainer.

### After course support

Following RoboHelp training, you're entitled to 30 days' email support from your trainer.

### Further information

For further details see [armada.co.uk/course/robohelp-training/](http://armada.co.uk/course/robohelp-training/). For a quote and details of our availability, please contact us.

### Course syllabus

See over.



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# Course syllabus

Topics	Sub-topics
<b>Setting the scene</b>	Introduction and course objectives RoboHelp technology overview Why good online help is important
<b>Getting started with RoboHelp</b>	RoboHelp files and formats RoboHelp resources Starting a new project Opening an existing RoboHelp project
<b>Understanding the interface</b>	Ribbon tabs and pods Rearranging pods and panes Using workspaces Using the multi-tab editing pane
<b>Working with topics</b>	Opening and editing a topic Saving a project and its topics Adding and deleting topics Using headers and footers Using the tag list Using link view and topic preview
<b>Navigation</b>	Navigation strategies Creating a table of contents Creating an index Creating a glossary
<b>Generating WebHelp</b>	Understanding the help output options Generating a WebHelp system
<b>Generating HTML Help and Responsive HTML5</b>	Generating HTML Help (CHM) Adjusting HTML Help window properties Generating Responsive HTML5 Summary
<b>Adding media</b>	Comparing image file formats Inserting images, multimedia and Captivate
<b>Hyperlinks</b>	Types of RoboHelp hypertext links Creating text links Using bookmarks Creating pop-ups Creating drop-down and expanding links
<b>Developing topics</b>	Image maps Working with tables Spell checking
<b>Master pages and style sheets</b>	Comparing master pages and style sheets Using master pages Summarising style sheets
<b>Settings and properties</b>	Advanced project and RoboHelp settings Adjusting topic properties Summarising WebHelp skins

Topics	Sub-topics
<b>Conditional build tags</b>	Creating a conditional build tag Defining a conditional build expression Applying a build tag
<b>Snippets and user-defined variables</b>	Understanding reusable, variable content Using snippets Variable sets Creating and inserting a user-defined variable Updating a user defined variable
<b>Styles and style sheets</b>	Advantages of using style sheets Creating paragraph styles and character styles Creating table styles Creating list styles Overview of multi-level, hyperlink, image and div styles
<b>Generating printed documentation</b>	Quickly generating a Word document Generating a good-looking Word guide Improving the headers and footers Producing a PDF file
<b>Developing WebHelp skins</b>	Understanding skins Creating sophisticated skins Generating WebHelp with multiple content categories
<b>Importing files</b>	Advice for efficient importing Importing an HTML file Importing a Word document
<b>Context-sensitive help (CSH)</b>	Author and developer roles Creating map files for HTML Help Assigning Map IDs Testing CSH Making WebHelp context-sensitive
<b>Enhancing topics</b>	Creating breadcrumbs Using related topics links Making inline glossary expandable items Inserting a Topic ToC Fixing broken links Adding a twisty to drop-downs
<b>Track Changes and reviewing</b>	Track Changes overview Review pane overview Creating PDFs for reviewing Importing edited PDFs
<b>Dynamic effects</b>	Dynamic HTML special effects