



Help
is on
the
way...



ASPG
Advanced Software Products Group, Inc.

HELP/KEY: The Reasons Why

EASY TO CREATE

- Requires no technical knowledge
- Help screens can be built on your mainframe or PC
- Colors and highlights easily defined
- System variables make screen painting even easier
- Chain formats for building tutorials
- Help Screens can be created from existing documentation

EASY TO USE


- Helps can be invoked by context or cursor position
- Windows can be rolled around the screen
- Data can be moved from a help screen to an application
- Manuals can be reviewed on-line
- Data can be retrieved from a data dictionary


POWERFUL

- Dynamic creation and editing from your application
- File Display Facility to retrieve data and browse records
- Template screens simplify standardization
- User-defined variables for customizing screens
- Common formats reduce number of help screens
- User Profile Facility ensures authorized access

FLEXIBLE


- Full screen helps, window helps, field helps
- Field helps for input and output fields
- Retrieves data from DB2 tables, IMS data bases, and VSAM files
- Supports all applications - old, new, purchased
- Supports macro and command level applications
- Supports conversational and pseudo-conversational


 **HELP/KEY** is a CICS-based software product that enables you to easily create and maintain help messages and documentation for all your on-line applications-existing, new or purchased. HELP/KEY works with any CICS transaction-conversational or pseudo-conversational modes, macro or command level. You can even build help screens on your PC.


 Anybody, end user or programmer, can easily and quickly build and maintain on-line help messages and documentation. Users create and maintain help screens interactively with no knowledge of BMS.


Programmers need not design, implement and maintain a help system for just one application;

HELP/KEY does the job for all your applications.

 HELP/KEY is valuable at any time in the system life cycle. With HELP/KEY, you can prototype all aspects of the proposed system. It saves you time and money in developing a new application. And maintaining an application is easier with HELP/KEY because distribution of updated documentation and help messages is instantaneous.

 Because there is no coding to write, no programs to re-compile, no modules to re-link, no changes to the operating system, HELP/KEY can be used in all of your applications-existing, new or purchased.

 You create help screens interactively either dynamically from the place requiring help or via a HELP/KEY command on your main frame or PC. By using a simple 'paint-the-screen' technique, you need no knowledge of BMS, CICS or other computerese. Once created, a help screen can be used in as many different places as you wish.

 To ask for help when your applications is running, simply press the 'help' key. HELP/KEY will save your current screen and display the help screen. You may, via PF keys, page backwards and forwards through as many help screens as you wish. You can even invoke other applications via HELP/KEY's transaction switching facility.

Because you want a cost-effective, easy-to-use way to solve some of your most persistent and troublesome problems.

HELP/KEY is the answer!

HELP KEY from Domino Software Limited

Date 10/20/98
Time 12.14.45
Version V4.2

Primary Option Menu
Option =====>

- 1 Create a new Help Format
- 2 Amend an existing Format
- 3 Display a Format
- 4 List Formats held on the file
- 5 Delete a Format from the file
- 6 Supervisor Function

Transaction =====>
Format Name =====>
Copy Transaction =====>
Copy Format Name =====>

PF1=HELP PF3=EXIT

HELP/KEY
Primary
Option
Menu



Here's How HELP/KEY Works...

First you paint a HELP screen.

You create a help screen interactively at your terminal or PC with a simple yet powerful "paint-the-screen" technique.

You can create all types of help screens. You can create a help for a complete application screen or for a field(s) on the screen. A help screen can appear as a window or can overlay your entire application screen. You can readily chain help screens so that a complete tutorial can be created.

You can use all of the facilities of your terminal. Paint your help screens in colors; use the extended attribute set. Create your screens on any 3270-type terminal.

HELP/KEY provides system variables to make screen painting even easier and it lets you define your own variables so that you can take maximum advantage of another exclusive HELP/KEY feature, Standard Templates.

Then, you invoke the HELP

When you need help, press the "Help/Key". HELP/KEY, via a standard CICS exit, will save your application screen and, in a maximum of two I/Os, display your help screen; it will then step you through as many help screens as are needed to answer your question. When all your questions have been answered, press a key to return to your original application at the exact spot from which help was invoked.

You can invoke any kind of help, including a complete manual. Through PF keys you can quickly browse through screens until you find the answer to your question.

HELP/KEY gives you the tools you need to easily answer any question. For example, you can automatically switch to another transaction if that is where your answer lies. You can even move information from a help screen to your application screen. Or, retrieve data from a file or data dictionary and display it as part of your help screen.



Here's How HELP/KEY Saves You Money \$\$

Information at the press of a key.

What happens now when a user needs help? First, he has to find out who to call, then he has to call and call and call. With HELP/KEY, all the user's answers are available at the touch of the help key. He receives his answer in instants, rather than hours. As the old saying goes, "Time is money."

Fewer questions to answer.

Some days the support staff's phone never stops ringing. It's just question after question, many of which have been answered scores of times previously. When you install HELP/KEY, you'll see the volume of user questions diminish and diminish significantly and rapidly. Your support staff will have more time to solve the difficult problems.

No programs to write.

You enjoy the benefits of HELP/KEY from the moment you paint your first help screen. There are no programs to write, no modules to re-compile, no applications to re-link, no modifications to the operating system. HELP/KEY benefits all of your applications-old and new, in-house or purchased.

Not only does HELP/KEY eliminate the need to write help programs for all your applications but, because of the flexibility and power of HELP/KEY, some of our users have eliminated the need to write some application programs.

If you have these problems...

■ Problem:

The User documentation for the A/P System written in 1980 was never updated. You spend hours each week answering questions.

■ Solution:

Let HELP/KEY answer the users' questions. You and/or your users can quickly build help screens without writing a line of code or changing a program.

■ Problem:

Your budget and schedule are tight for development. How can you afford to build the needed help screens?

■ Solution:

Have your users build their own help screens. HELP/KEY is so simple to learn and use that end users can create and maintain their own help screens.

■ Problem:

Help is never where you need it and when you find it, it is usually out of date.

■ Solution:

Let HELP/KEY supply the information you need, where you need it, when you need it and in the format you need it.

HELP/KEY is the solution.



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