



MadCap Software

What's New Guide

Flare 10



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CHAPTER 1

Introduction

This version of Flare contains several new features and enhancements.

For more information about each feature discussed in this manual, open the online Help and refer to the "What's New in this Version" topic. Links are provided in each new feature description, taking you to topics that contain additional information and steps.

This chapter discusses the following:

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Summary of Additional New Features	10



Summaries of Major New Features

Following are the *major* new features introduced in this version of Flare.

MAJOR NEW FEATURES		
Feature	What's New?	For More Information
Responsive Output and Skin Styles for HTML5	<ul style="list-style-type: none">» "Smart" output for HTML5, where the display changes depending on the size of the browser or device» Condensed look more appropriate for a tablet or smart phone» New editor for styling HTML5 skins» Mediums for supporting responsive output» Interactive live preview	See "Responsive Output and Skin Styles for HTML5" on page 15.
Slideshows	<ul style="list-style-type: none">» Navigate through content in a slideshow» Can include most kinds of content, including snippets, text, tables, and more» Thumbnails or bullets for navigation» Captions for each slide» Auto play settings	See "Slideshows" on page 27.
Export Projects	<ul style="list-style-type: none">» Export an entire Flare project, or parts of one, to another location» Ideal for archiving projects or sending them for translation	See "Export Projects" on page 65.

MAJOR NEW FEATURES		
Feature	What's New?	For More Information
Eclipse Help	<ul style="list-style-type: none"> » Designed for content developers to deliver a Help system plug-in compatible with the Eclipse framework » Lets you author and organize your content in Flare » Build and publish the required contents and structure files for Eclipse » Eclipse Help Viewer and Dynamic Help Window » Distribute server-based or local output » Publish content as a collection of files or single JAR file 	See "Eclipse Help" on page 81.

Summary of Additional New Features

Following are several *additional* new features and enhancements introduced this version of Flare.

ADDITIONAL NEW FEATURES		
Feature	What's New?	For More Information
Accessibility	<ul style="list-style-type: none">» Alt text in language skins for link features» Empty alt text when inserting images, QR codes, and equations» Scrolling for toolbar and navigation frames	See "Accessibility" on page 89.
Compiler	<ul style="list-style-type: none">» Separation of errors from warnings in the Build dialog» Ignore certain warnings» Warning and error count when generating batch targets» Save log on build global setting» Build target (if needed) after selecting View» View output after successful build	See "Compiler" on page 92.
Condition Tags	<ul style="list-style-type: none">» Associate while editing» Drag conditions to the XML Editor, TOC Editor, and Browse Sequence Editor» Support for undefined condition tags in the Basic view of the user interface	See "Condition Tags" on page 104.
Crash Reporting System	<ul style="list-style-type: none">» Crash report created when an "unhandled exception" issue occurs» Save crash report» Send crash report to MadCap Software	See "Crash Reporting System" on page 119.
Find and Replace	<ul style="list-style-type: none">» Redesigned interface» Integrated Find and Replace widgets in topics» New Find and Replace in Files window pane» Whole Word» Save results to CSV file» Support for backreferences with regular expressions	See "Find and Replace" on page 123.

ADDITIONAL NEW FEATURES

Feature	What's New?	For More Information
Font and Paragraph Properties	<ul style="list-style-type: none"> » Font and paragraph property options can be accessed from context menus in XML Editor » Right-click on content or structure bars 	See "Font and Paragraph Properties" on page 140.
FrameMaker Importing	<ul style="list-style-type: none"> » Convert MathFullForm equations (the FrameMaker-specific format) to MathML (the web standard and Flare format) 	See "FrameMaker Importing" on page 144.
HTML Importing	<ul style="list-style-type: none"> » New workflow and user interface for importing HTML files » Wizard is similar to those for other imports (Word, FrameMaker, DITA) » Create new project when importing HTML files, rather than just importing files into existing project » Select folder in addition to selecting individual files to import » Import linked HTML files » Result dialog for imports includes original and converted tabs to show the differences during import 	See "HTML Importing" on page 146.
Images	<ul style="list-style-type: none"> » Auto-sizing objects with text » Condition tags on image maps » Left-click to select images 	See "Images" on page 154.
Import Wizard Buttons	<ul style="list-style-type: none"> » New icons in import wizards 	See "Import Wizard Buttons" on page 162.
Lists	<ul style="list-style-type: none"> » Continue style of previous list when using the continue sequence feature » Custom list formats 	See "Lists" on page 164.
Mark of the Web Comments	<ul style="list-style-type: none"> » Add comment for Mark of the Web (MOTW) 	See "Mark of the Web Comments" on page 191.

ADDITIONAL NEW FEATURES		
Feature	What's New?	For More Information
Meta Tags	<ul style="list-style-type: none"> » For online outputs, add any meta tag via the Target Editor » Default tag tells Internet Explorer to render with the latest version 	See "Meta Tags" on page 192.
OpenType Fonts	<ul style="list-style-type: none"> » Supported in XML Editor and most output formats » Cross-platform support (can be viewed both on a PC and a Mac) 	See "OpenType Fonts" on page 195.
Print-based Output	<ul style="list-style-type: none"> » Auto-generated glossary, index, and TOC proxies for new print targets » Converting spot colors to black and white » Frame breaks » Frame rotation (body) » Hanging punctuation » Page type selection in XML Editor » Rounded borders on frames » XML Editor shows page count for print layout 	See "Print-based Output" on page 197.
Reviews	<ul style="list-style-type: none"> » Snippet files can be added to review packages » You can view variables in reviewed topics with a target variable definition » Include or exclude content based on conditions 	See "Reviews" on page 240.
Smart Quotes	<ul style="list-style-type: none"> » Global setting to use smart quotes when editing 	See "Smart Quotes" on page 256.
Source Control	<ul style="list-style-type: none"> » Comments can be added when binding projects » Perforce integration 	See "Source Control" on page 259.
Start Page	<ul style="list-style-type: none"> » Major redesign » New tabs to access project templates, video tutorials, and other resources 	See "Start Page" on page 257.

ADDITIONAL NEW FEATURES		
Feature	What's New?	For More Information
Styles (CSS)	<ul style="list-style-type: none"> » Comments can be added to style classes » Pseudo classes (before, after) » Rounded borders 	See "Styles (CSS)" on page 261.
Tables	<ul style="list-style-type: none"> » Insert a specific number of selected rows to a table » Shortcut keys to move table rows 	See "Tables" on page 286.
Templates	<ul style="list-style-type: none"> » New factory templates » Online and print, online, and print » Advanced and basic versions 	See "Templates" on page 291.
TOC/Browse Sequence Editors	<ul style="list-style-type: none"> » Locate files in the Content Explorer » Send files for review 	See "TOC/Browse Sequence Editor" on page 296.
User Interface	<ul style="list-style-type: none"> » Character and line position in Internal Text Editor » Green arrows (instead of bold text) to indicate primary files (such as a master TOC) » Preview bars for many window panes » Some window panes open in middle of workspace » Tree views redesigned » Word count » XML Editor shortcuts 	See "User Interface" on page 298.
Variables	<ul style="list-style-type: none"> » Custom date/time variables » Drag variables to the XML Editor » Multiple definitions 	See "Variables" on page 306.

Responsive Output and Skin Styles for HTML5

Responsive output is essentially "smart" output. When you generate HTML5 targets using a skin enabled with responsive output, the output display changes depending on the size of your browser or device you are using. So instead of seeing the entire HTML5 output on a tablet or smart phone, you will see a condensed look that is more appropriate for that device. You get the same effect if you shrink your browser to a smaller size.

Related to responsive output, the Styles tab in the Skin Editor for HTML5 has been redesigned. There are now mediums in the skin so that you can have different settings for the output, depending on whether it is being viewed on a regular web browser, a tablet, or a mobile device. In addition, the skin has an interactive preview that you can synchronize with style items as you click on parts of the preview.

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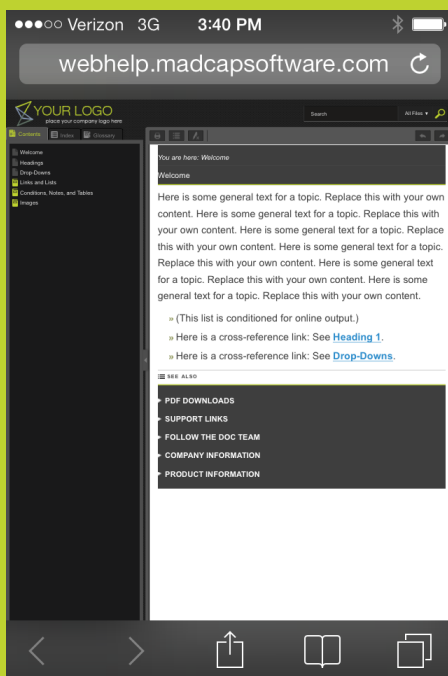


Example of Responsive Output

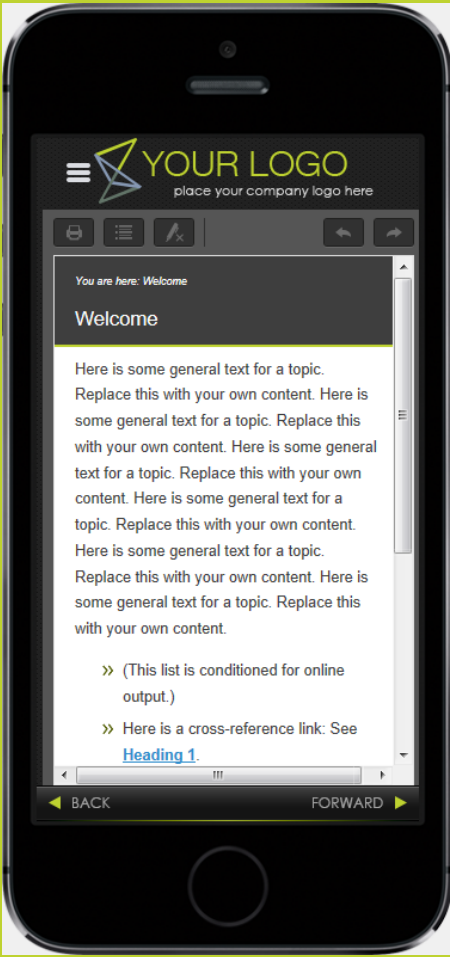
Following is an example showing how responsive design can result in less work, fewer files, and a better end result for HTML5 output:

E X A M P L E

Let's say you want to create HTML5 and mobile output from your project. Without using responsive output, you would need to create two targets and two skins, and perhaps separate settings elsewhere (e.g., stylesheet mediums). If you do not create a separate target and skin for the mobile output, but instead direct people to open the full HTML5 output on their smart phones, everything seems quite small and it can be difficult to navigate through that output on a smart phone.



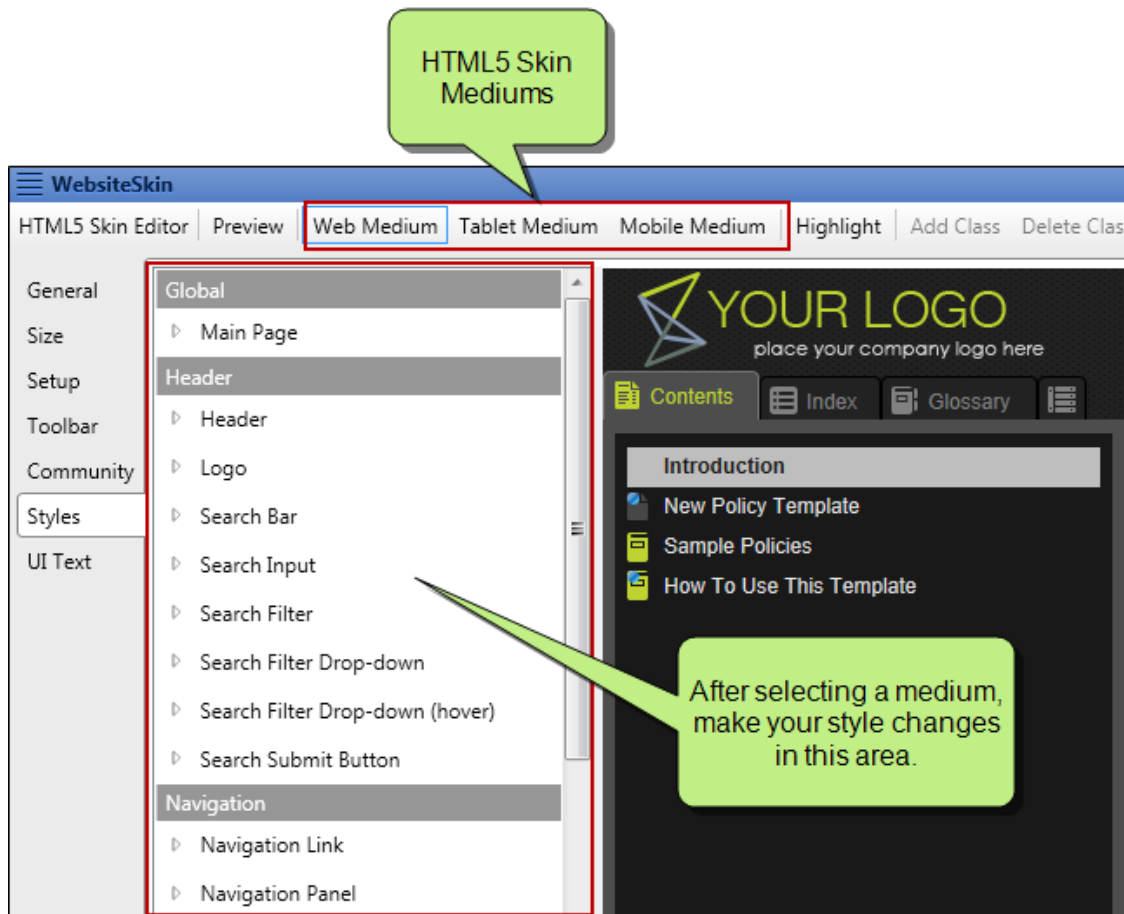
So instead, you enable responsive output in the HTML5 target. When finished, you direct end users to open the same HTML5 output, regardless of their browser or device. On a smart phone, the output is adjusted automatically.



In the end, you accomplished essentially the same thing that you did with two targets and two skins, but you did it with only one target and skin.

Responsive Output and Skin Mediums

To support responsive output, HTML5 skins come equipped with three mediums—Web, Tablet, and Mobile. You can use these mediums to specify different looks when necessary for the different devices people might be using to view your output.



- » **Web** When you first open an HTML5 skin, **Web Medium** is selected. With that medium selected, any changes you make to the styles are applied to that medium. This means that when users are viewing your output on a regular browser, that's the look they will see.
- » **Tablet** If you want to change the look that users see when viewing your output on a tablet, select **Tablet Medium** and make your style changes.
- » **Mobile** And if you want to change the look that users see when viewing your output on a mobile phone, select **Mobile Medium** and make your style changes.

Similar to cascading stylesheets (CSS), there is a system of inheritance at work with skin mediums. The Web medium is the default. Most settings in that medium are inherited by the Tablet medium. In turn, settings in the Tablet medium are inherited by the Mobile medium. Therefore, if you want all of the mediums to share the same look (e.g., your company logo), you can set it once in the Web medium and it will automatically be used in all three. If you make any changes in the Tablet medium, those settings will override whatever had been inherited from the Web medium. Likewise, you can make changes in the Mobile medium, which will override any settings inherited from the Tablet medium.



Note: An exception to this inheritance is with navigation icon images. Because these icon images are often different sizes in the Web medium than in the other mediums, most navigation icon images do not pass down from the Web medium to the Tablet medium. However, the Tablet medium does inherit the icon image used for the "Mark as New" feature from the Web medium. Also, icon images are passed down from the Tablet medium to the Mobile medium.



Note: Within each medium, the icons under the TOC Entry style inherit from the icon settings in the Navigation Panel>TOC. Therefore, if no icons are set in the TOC Entry style classes in the Web medium, Flare will use the Navigation Panel>TOC icons in that medium. The same holds true for the Tablet medium; if no icons are set in the TOC Entry classes in the Tablet medium, they will be inherited from the Navigation Panel>TOC icons in the Tablet medium. And the same is the case with the Mobile medium.

Enabling Responsive Output

Enabling responsive output can be accomplished by clicking a check box in an HTML5 skin.

1. Open an HTML5 skin.
2. Select the **Setup** tab.
3. In the **Responsive Output Settings** section, select **Enable responsive output**.
4. (Optional) Responsive output works by automatically changing the display once the viewer reaches a certain width. You can change the maximum width at which the display changes from one medium to the next.
 - » **Tablet-Max-Width** Enter the number of pixels for the maximum width of a Tablet view.
 - » **Mobile-Max-Width** Enter the number of pixels for the maximum width of a Mobile (or phone) view.

E X A M P L E

Let's say you keep the default settings of 1279 pixels for the Tablet maximum width and 767 pixels for the Mobile maximum width.

If you generate output and view it in a regular browser with the window maximized, you will see the skin style settings for the Web medium.

You then click and drag the browser window to reduce it. Once the width of the browser window reaches 1279 pixels of width, the display changes to show the skin style settings associated with the Tablet medium.

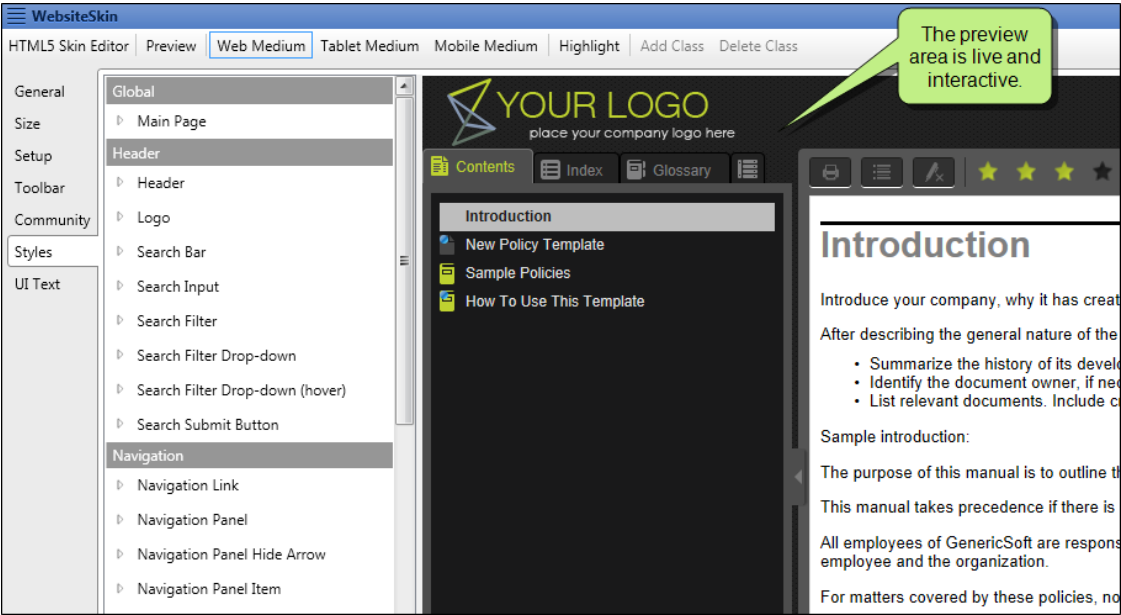
You continue to reduce the size of the browser window. Once the width reaches 767 pixels, the display changes to show the settings for the Mobile medium.

Therefore, the Web medium is named as it is because the largest size is usually meant for a regular web browser. The next size down is often used for tablets, such as iPads, so that medium is called "Tablet." And the smallest size is controlled by the Mobile medium, because a display that small is usually seen in mobile phones.

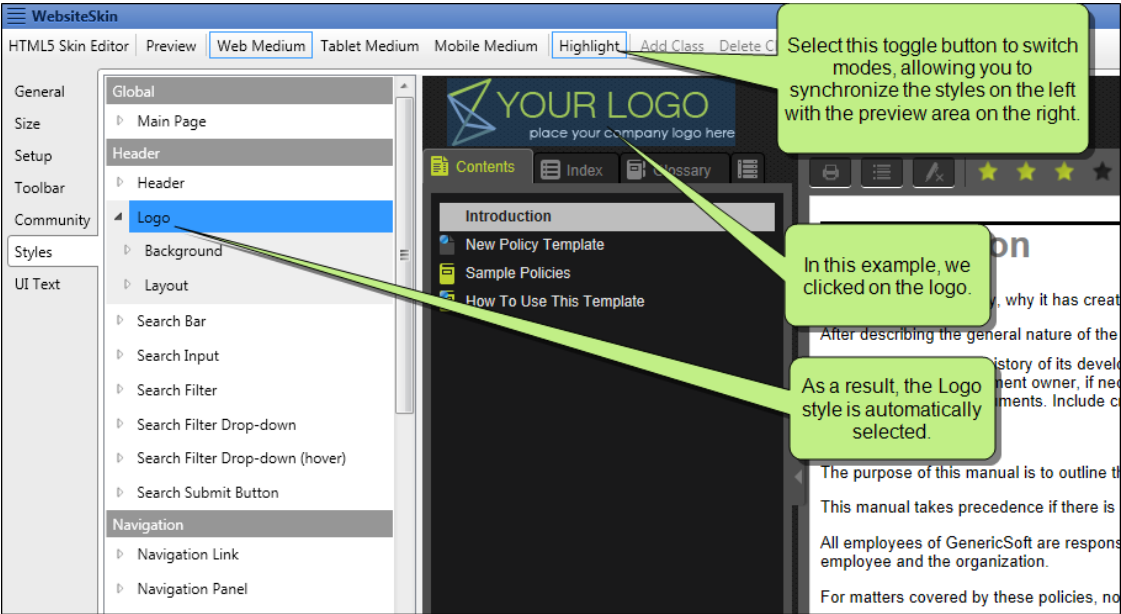
5. Click  to save your work.

Interactive Live Preview for HTML5 Skins

The preview area in the Styles tab of the HTML5 Skin Editor is more than just a static image. You can click in the preview to move around and open different areas.

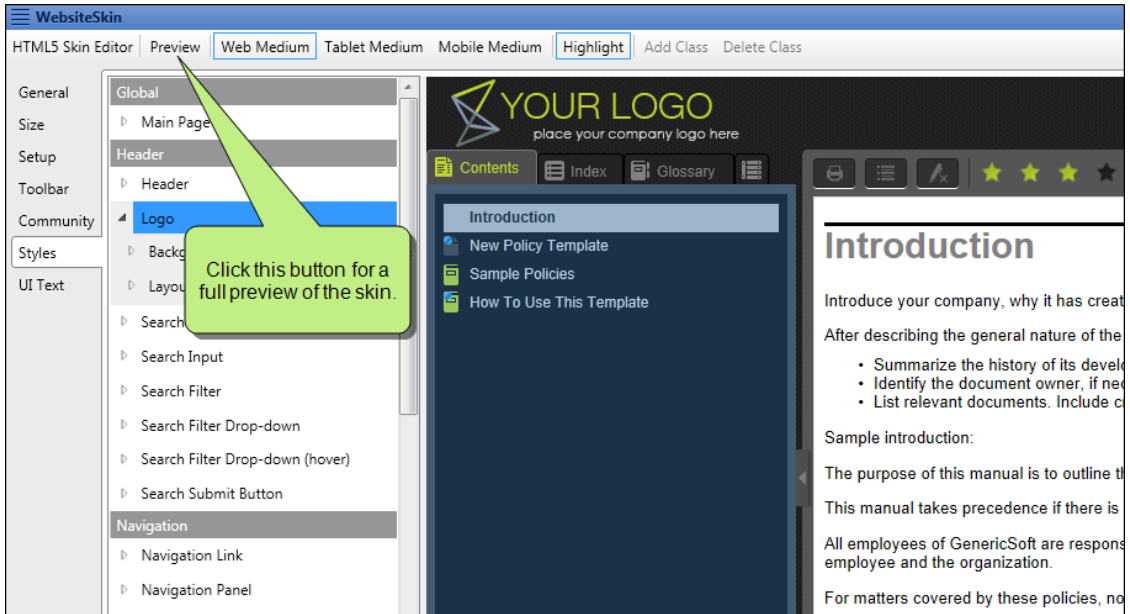


If you click **Highlight** in the local toolbar, the mode changes. As a result, different areas of the preview area become highlighted as you move the mouse over them. And when you click on an area, the corresponding style on the left is also selected. This makes it easier to know what styles you need to change in order to affect that part of the skin. The reverse is also true; as you click on styles, the corresponding area in the preview comes into focus if it is visible in the preview area.



After you make style changes, the preview changes accordingly.

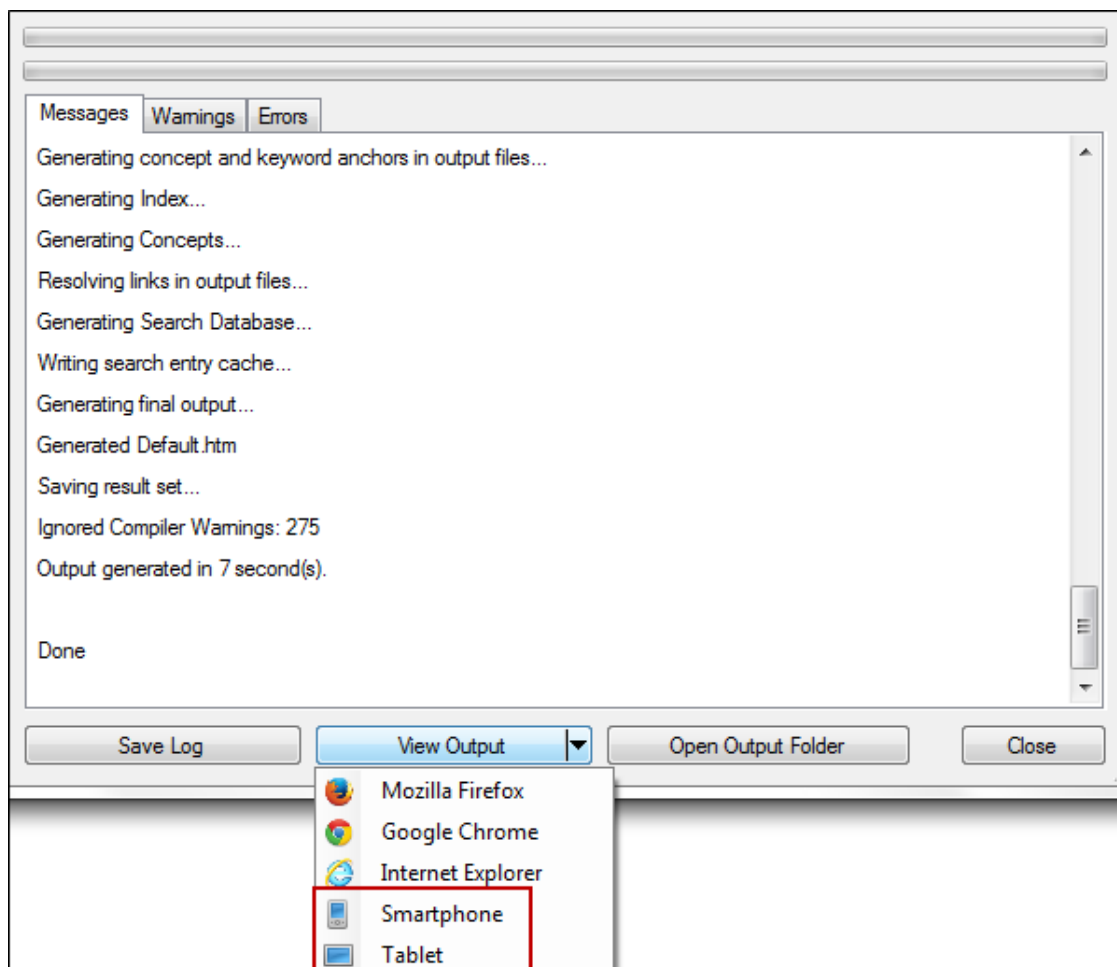
You can also click the full preview option in the local toolbar of the Skin Editor.



This full preview respects the responsive output setting in the skin. If you have responsive output enabled, the preview is also responsive. If you have the responsive output disabled, the preview is static.

Viewing Responsive Output

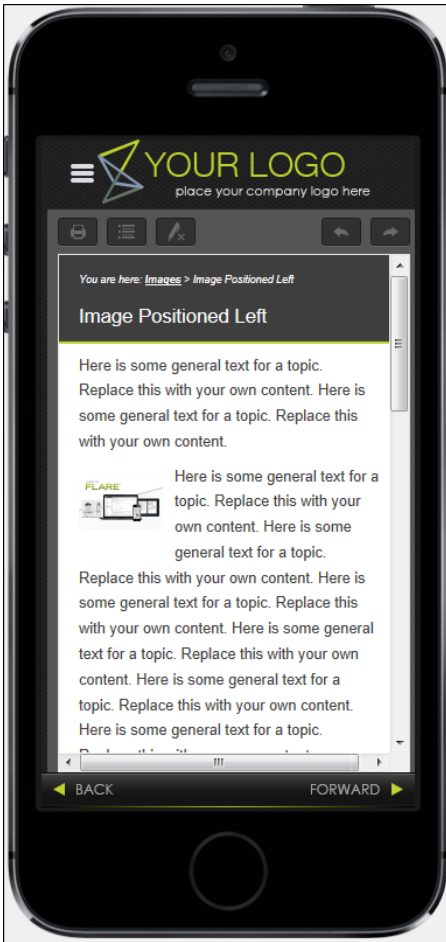
When you finish generating responsive output, the Build Progress dialog includes view options not only for seeing output on a full browser output, but also on a tablet or smart phone.



If you select the Tablet option, the view displays like this:



If you select the Smartphone option, the view displays like this:



Note: When you set styles in an HTML5 skin, the default values are shown in gray in each field. When you enter a new value to override the default, it is shown in black.

Slideshows

You can add a slideshow as an alternative way to display content, using navigation controls to move from slide to slide to view different content. You can place most kinds of content into a slideshow, including snippets, text, tables, and more. Slideshows are supported in HTML5, WebHelp, WebHelp Plus, WebHelp AIR, DotNet Help, and Microsoft HTML Help.

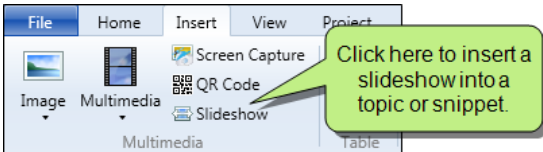
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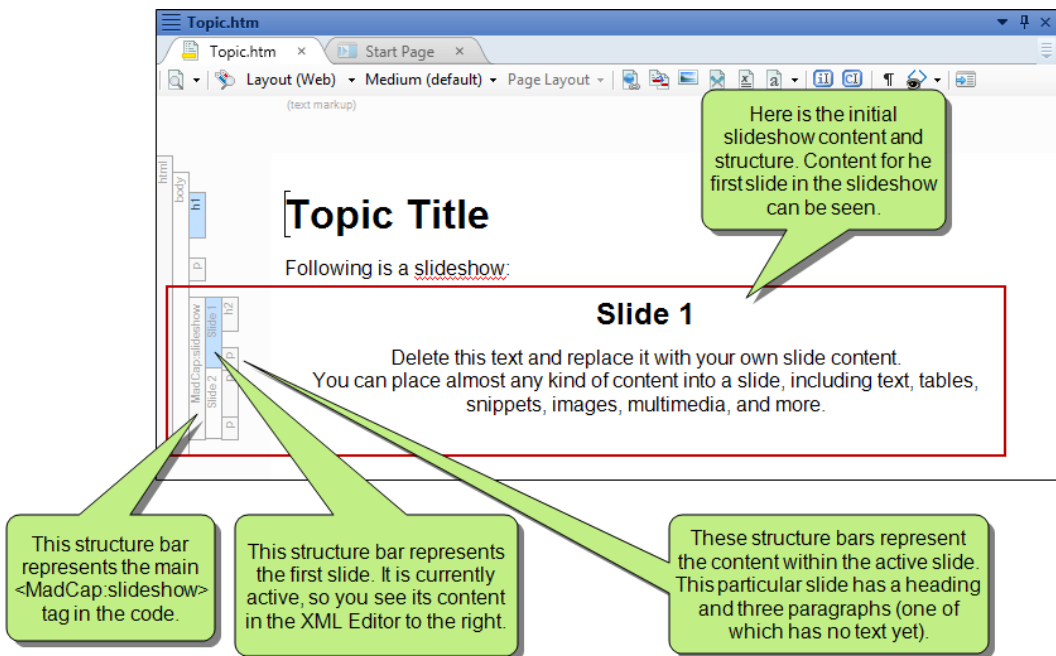


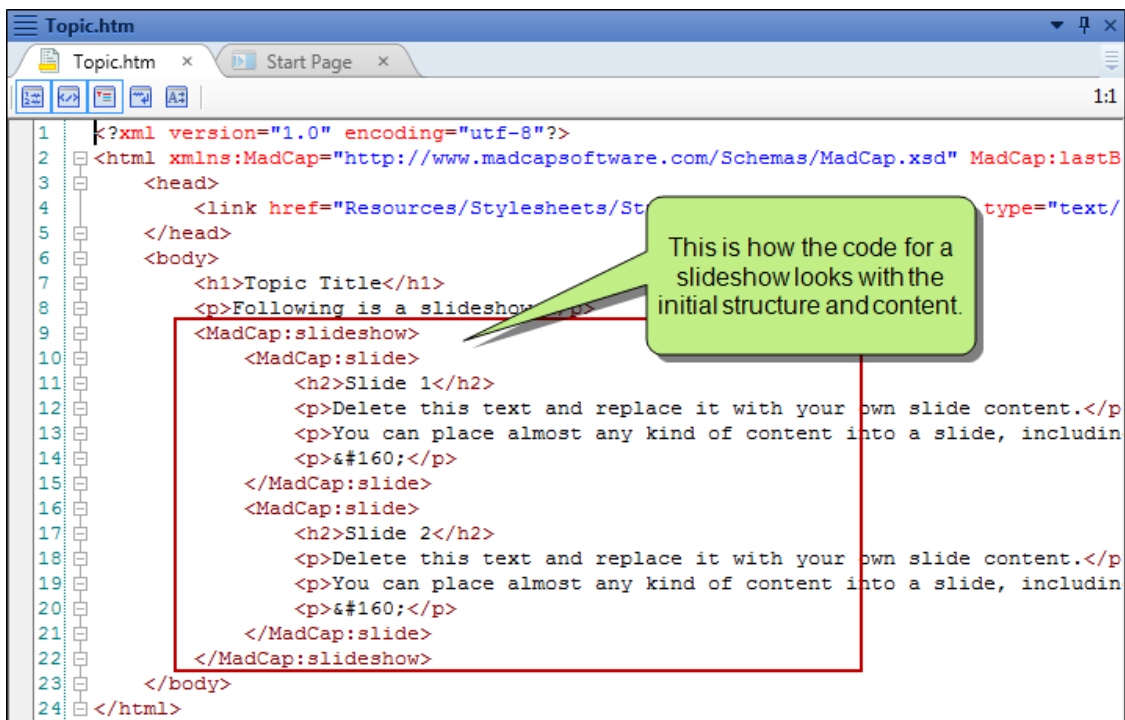
Inserting a Slideshow and Navigating in the XML Editor

This first step in creating a slideshow is to insert it into a topic or snippet. This creates a generic slideshow with two slides containing default text that you can replace.

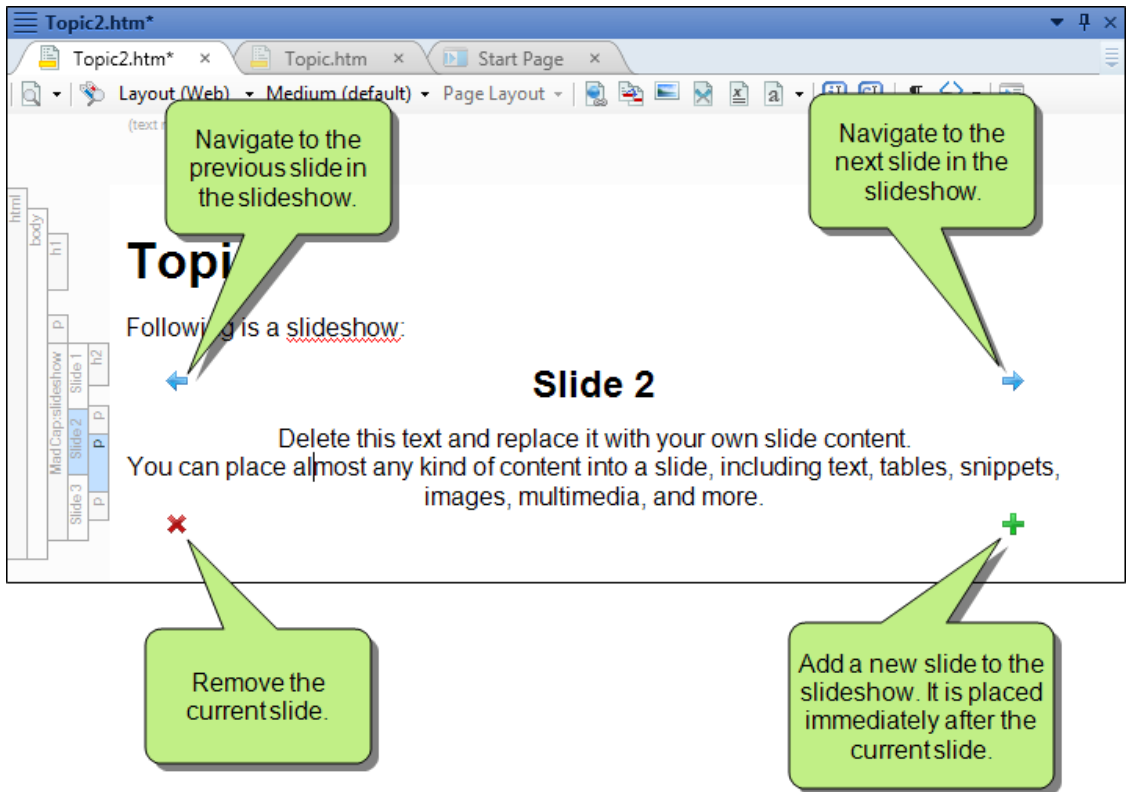


The initial slide structure and content consists of a `<MadCap:slideshow>` tag containing two `<MadCap:slide>` tags, one for each slide in the slideshow. Within each `<MadCap:slide>` tag is some default text that you can replace your own content (e.g., image, video, other text, table), just as you normally would in a topic or snippet:

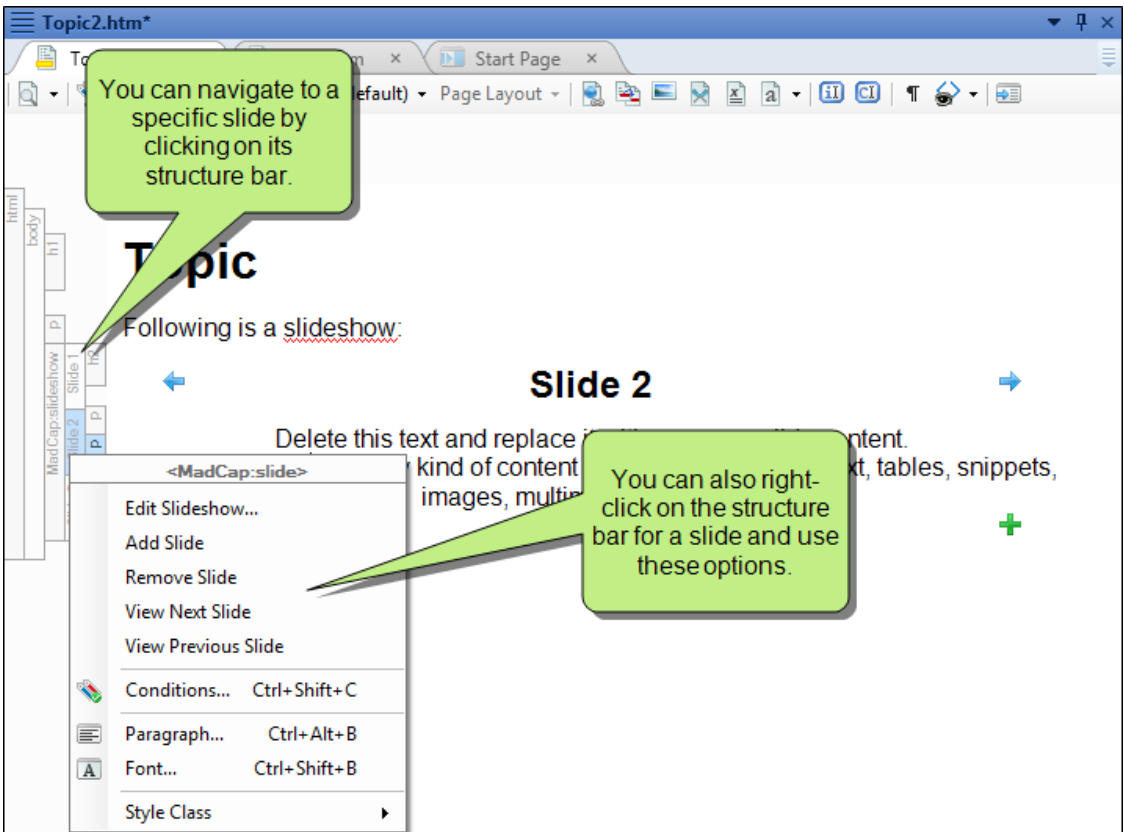




In the XML Editor, you can view only one slide at a time. However, you can navigate to the other slides in the slideshow. When you click in or hover over the slide area in the XML Editor, buttons hover to the right and left of the content. You can use these buttons to navigate to the previous or next slide, remove the slide, or add a new slide.



You can also use the structure bars to navigate, add slides, or remove slides.



In addition, you can right-click in a slide and access these options from the context menu. However, when using this method, make sure you do not right-click on content such as an image within the slide. Otherwise, you will see the context menu related to that image, rather than the context menu related to the slide.

Editing a Slideshow

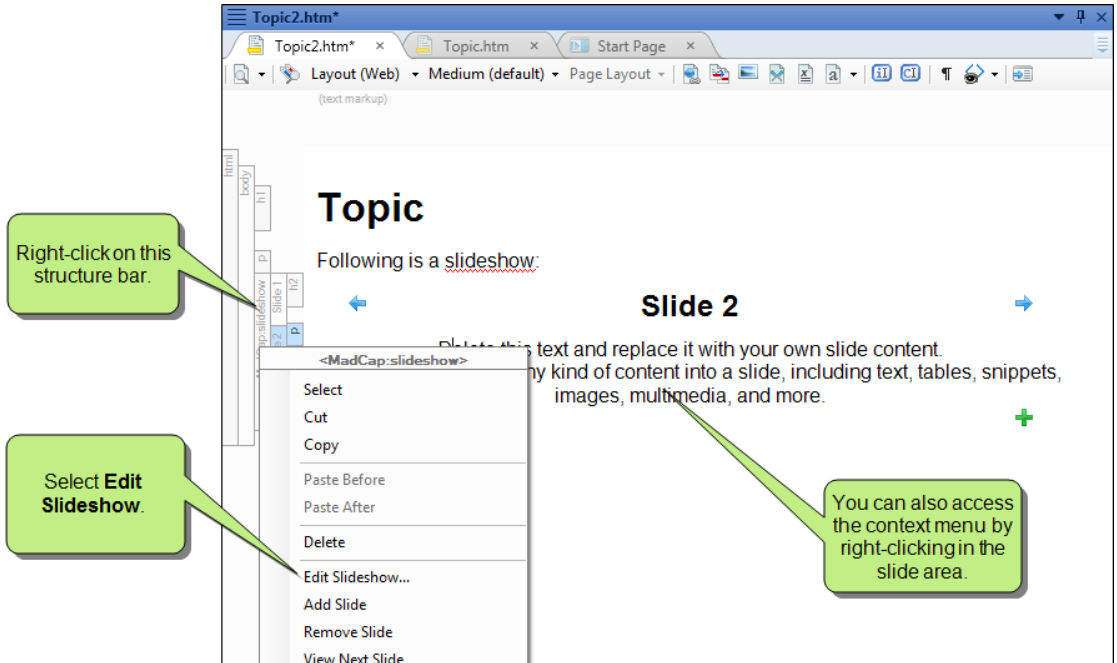
After creating a slideshow, you can edit the content itself or the settings applied to the slideshow and individual slides. You can also edit your stylesheet to change the look of the container and different elements of the slideshow.

Editing Slideshow Content

To edit the content, open the file where the slideshow was inserted. Then click in the slideshow area and add, remove, or change the content just as you would normally do in the XML Editor.

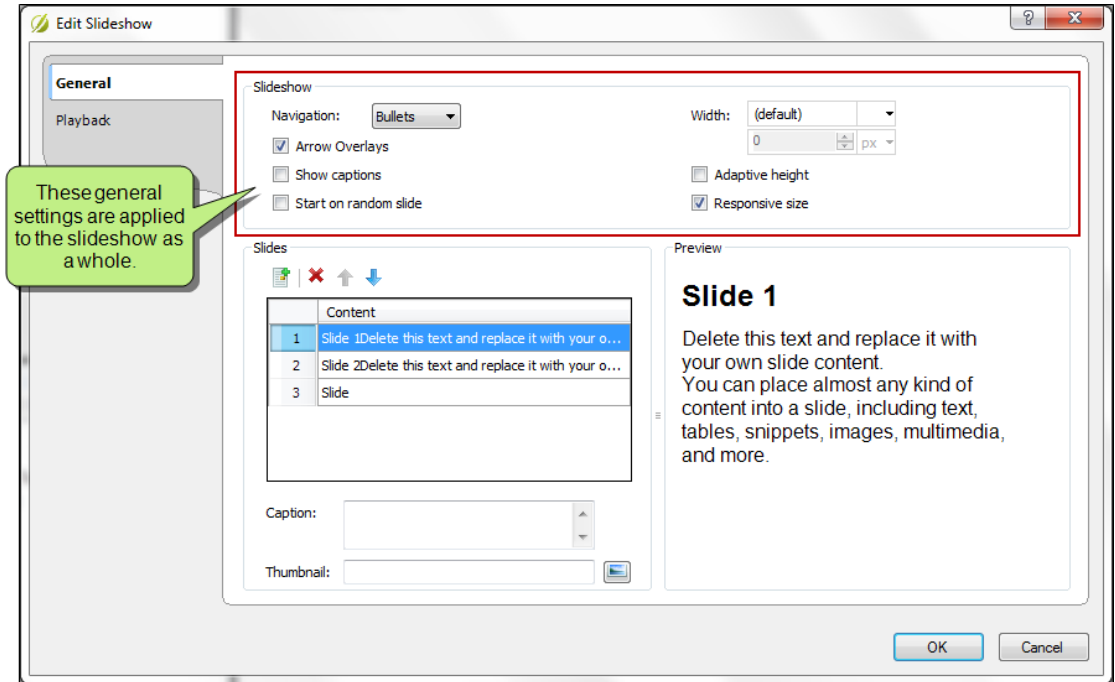
Editing Slideshow Settings

To edit the settings for the slideshow, right-click in the slideshow or right-click the **MadCap:slideshow** structure bar. Then from the context menu select **Edit Slideshow**.

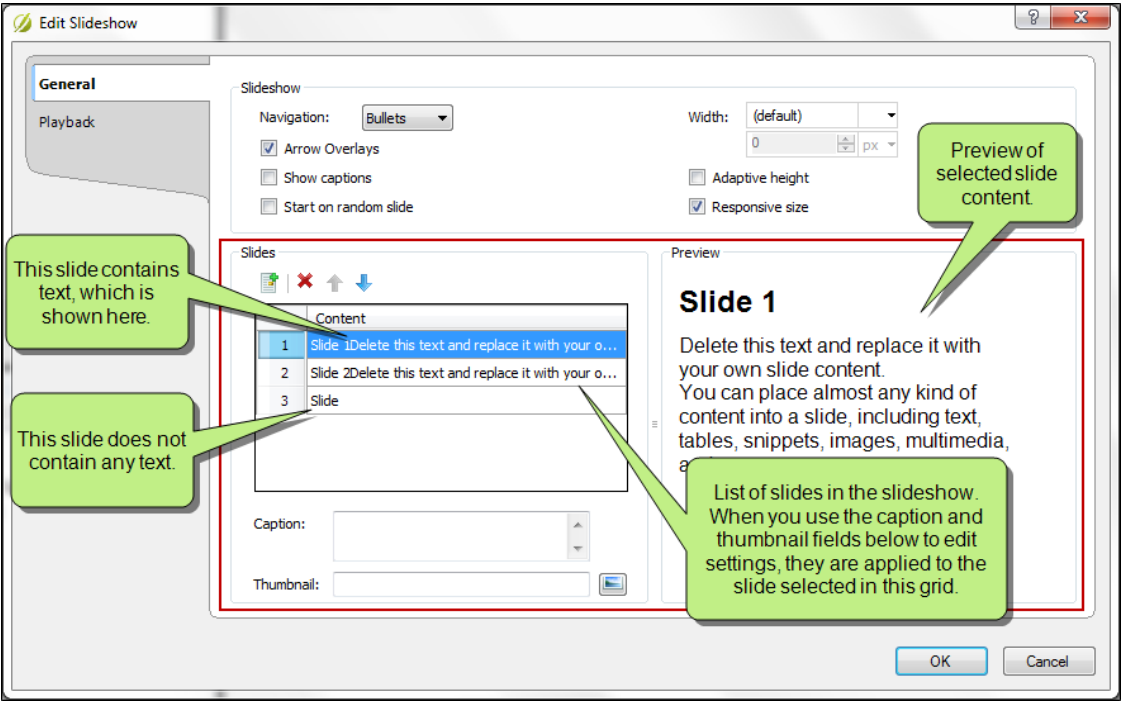


This opens the Edit Slideshow dialog, which can be used to specify settings the slideshow.

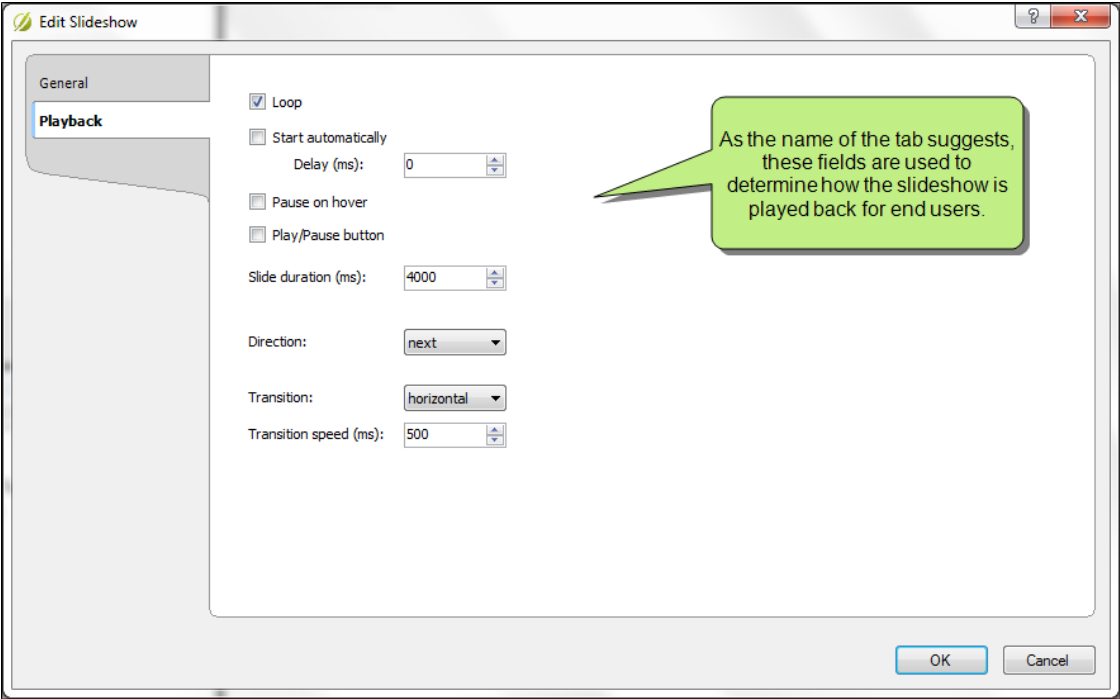
The top of the General tab contains various fields to control the slideshow as a whole.



The bottom of the General tab lists the slides in the slideshow. You can add, remove, and rearrange the slides, and you can set captions and thumbnails for each one. If a slide contains text, that text is included in that slide row. If it does not contain text, the slide row simply shows the word "Slide."



And a Playback tab lets you control various settings such as looping, whether to start the slideshow automatically, and more.

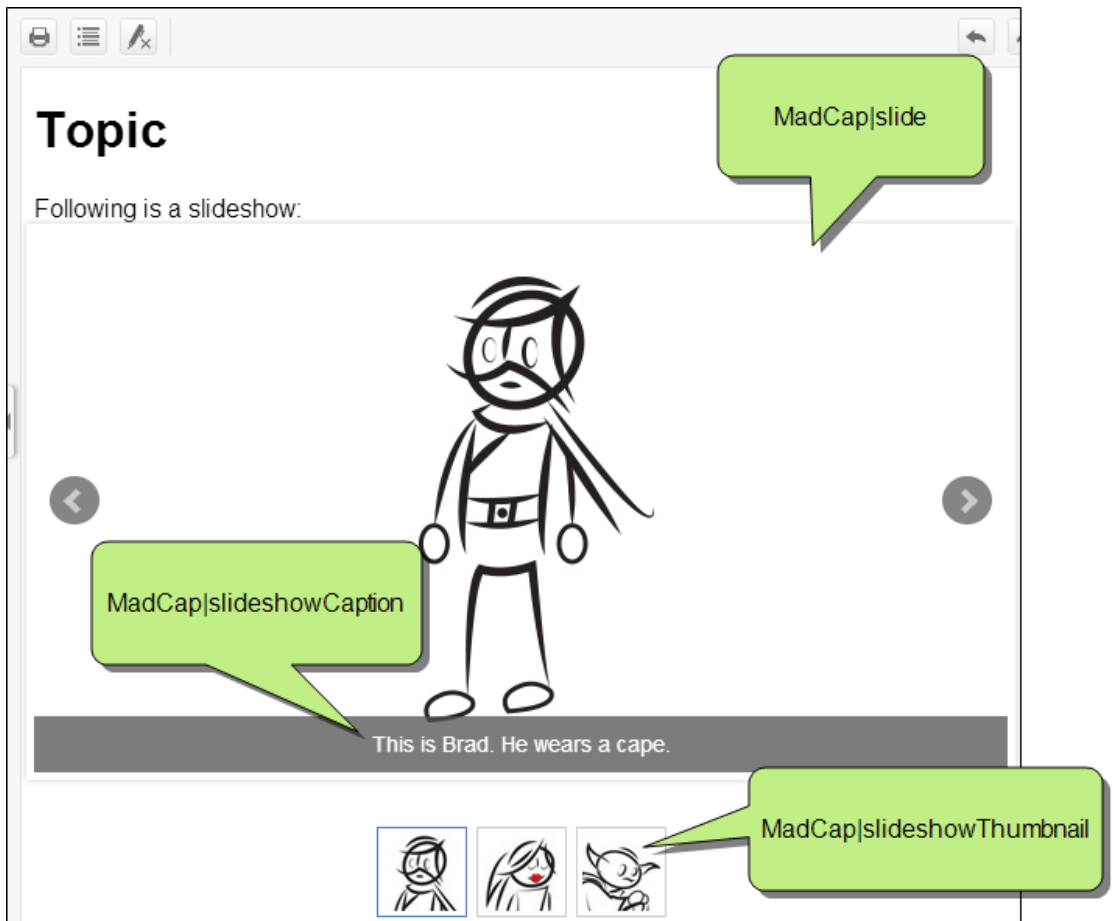


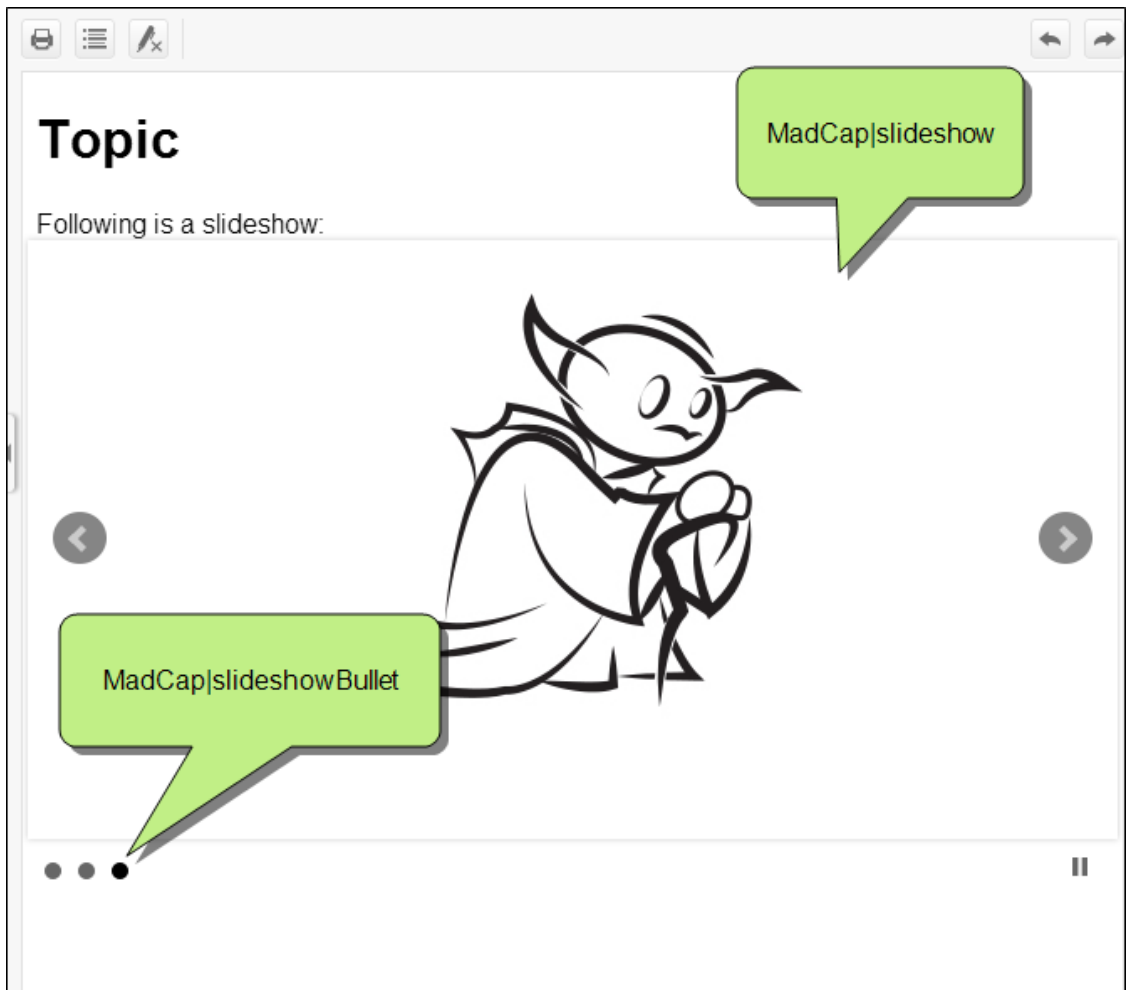
The features in the Edit Slideshow dialog are discussed in more detail below.

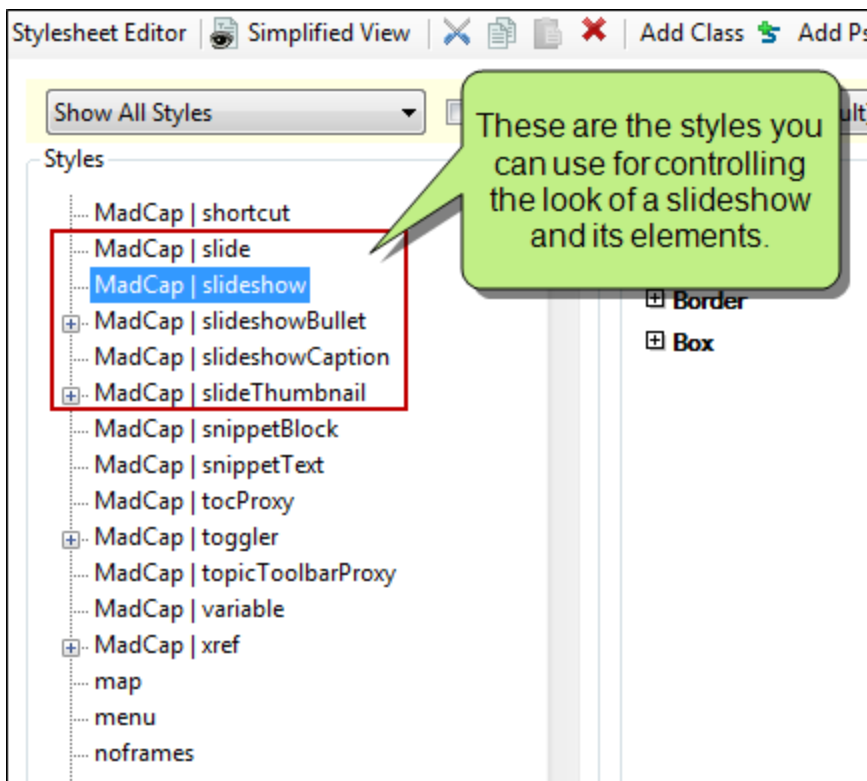
Editing Slideshow Styles

If you want to change style formatting for different parts of the slideshow, open your stylesheet and adjust the necessary properties for the following styles.

- » **MadCap|slide** This controls the look of the containers holding individual slides.
- » **MadCap|slideshow** This controls the look of the container holding the entire slideshow. Keep in mind that if you have competing styles set, those set in the MadCap|slide style take precedence. For example, if you set the background on MadCap|slideshow to blue and the background on MadCap|slide to yellow, the background will be yellow. But if you then change the background for MadCap|slide to (default), the background will show as blue.
- » **MadCap|slideshowBullet** This controls the look of the series of dots used to navigate to specific slides. Keep in mind that if you choose to include thumbnail images, the MadCap|slideThumbnail style will be used instead.
- » **MadCap|slideshowCaption** This controls the look of the caption at the bottom of the slide.
- » **MadCap|slideThumbnail** This controls the look of the thumbnail image area at the bottom of the slide.



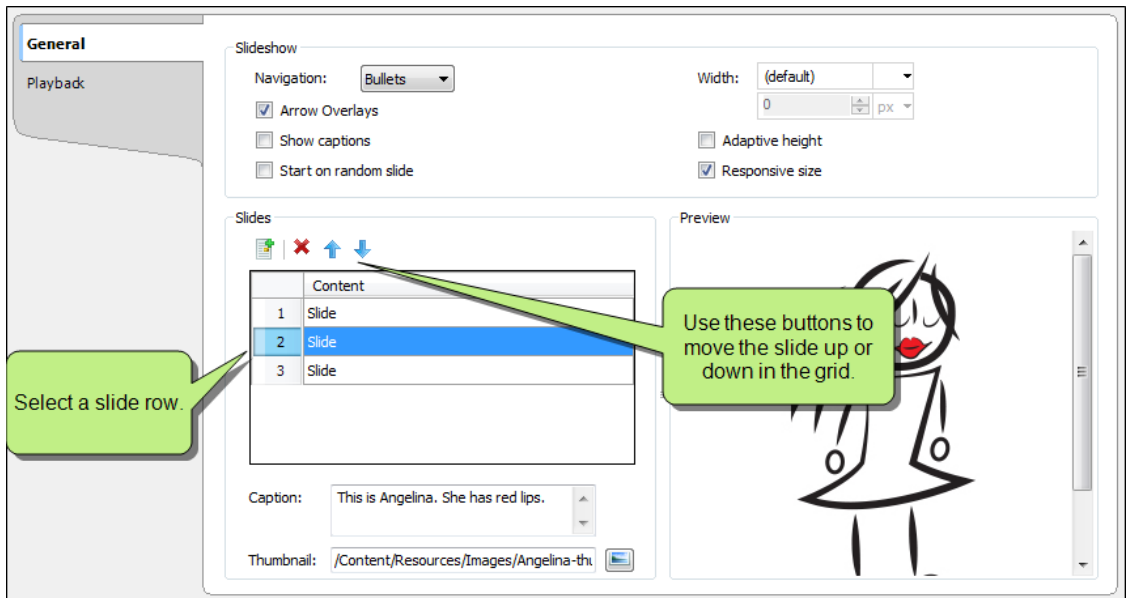




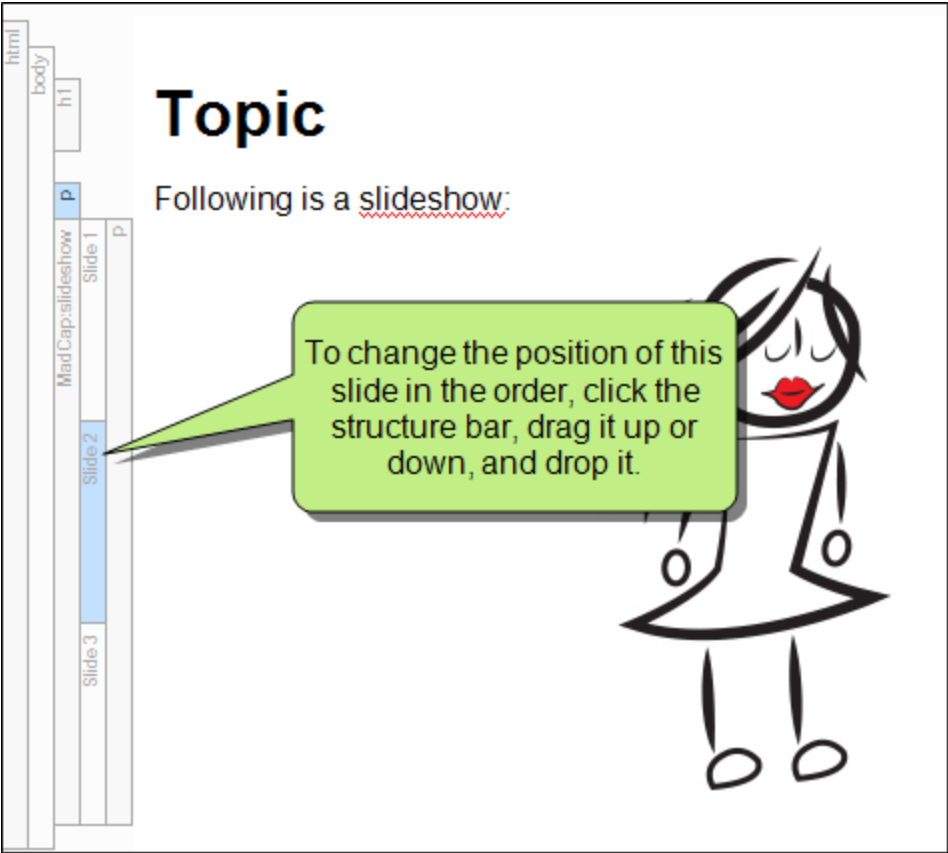
Order of Slides

There are a couple of ways to change the order of slides in a slideshow.

First, you can open the Edit Slideshow dialog. Select the **Slides** tab and use the up and down arrows to adjust the order of the slides.



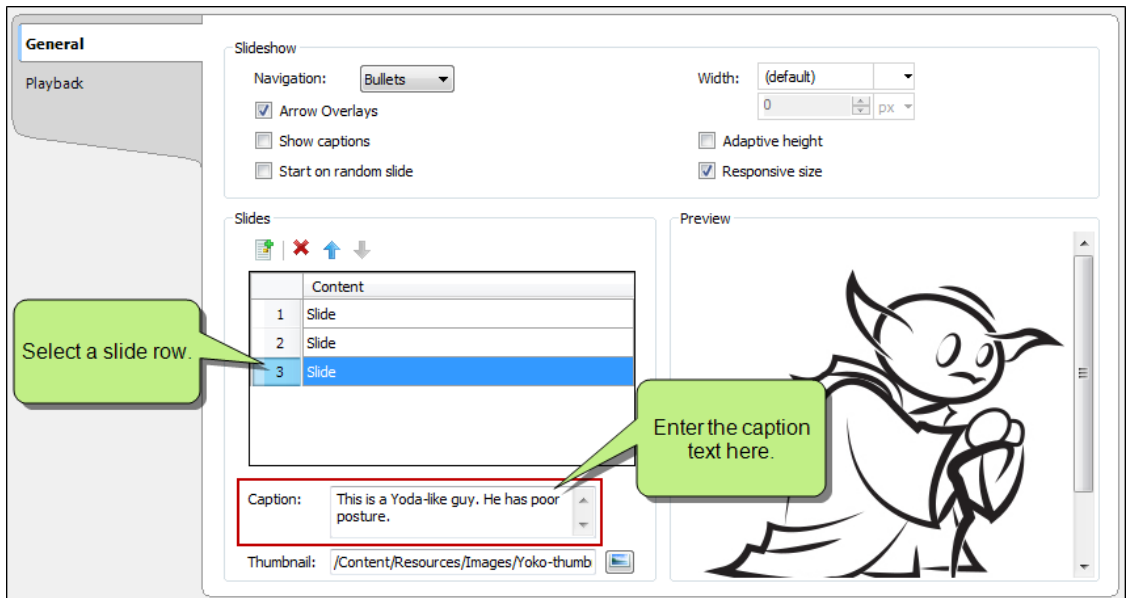
You can also click and drag the slide structure bars up or down, just as you would move any other structure bars.



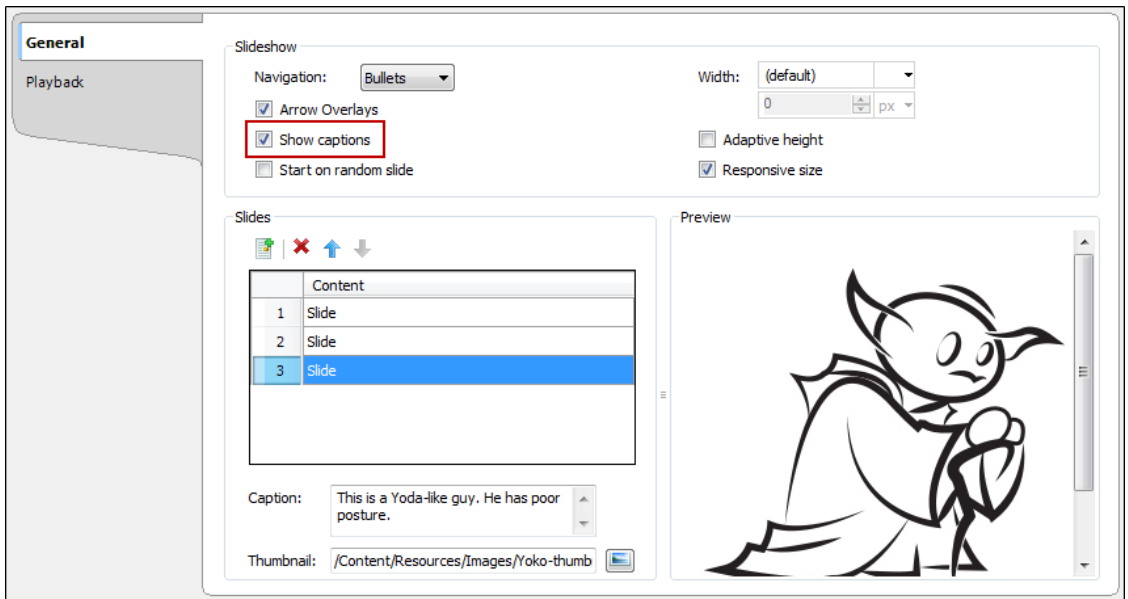
Captions

You can add text captions to each slide. You might use this to provide more detailed information about an image, video, or other content in the slide.

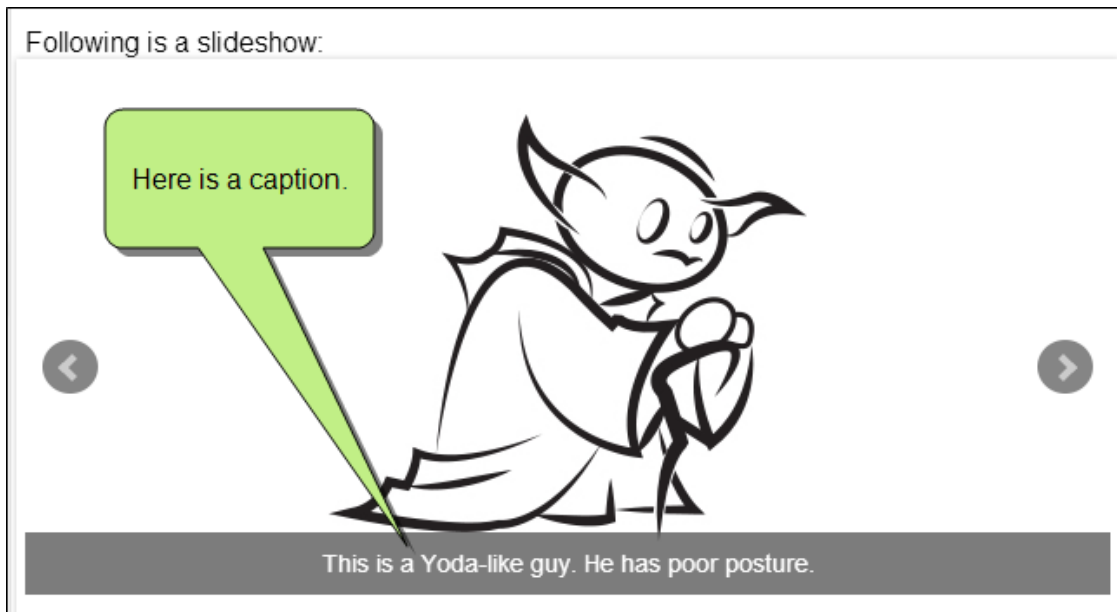
To do this, open the Edit Slideshow dialog. On the **General** tab, select a slide row, and at the bottom of the tab, enter text in the **Caption** field.



Then at the top of the tab, make sure **Image captions** has a check mark.



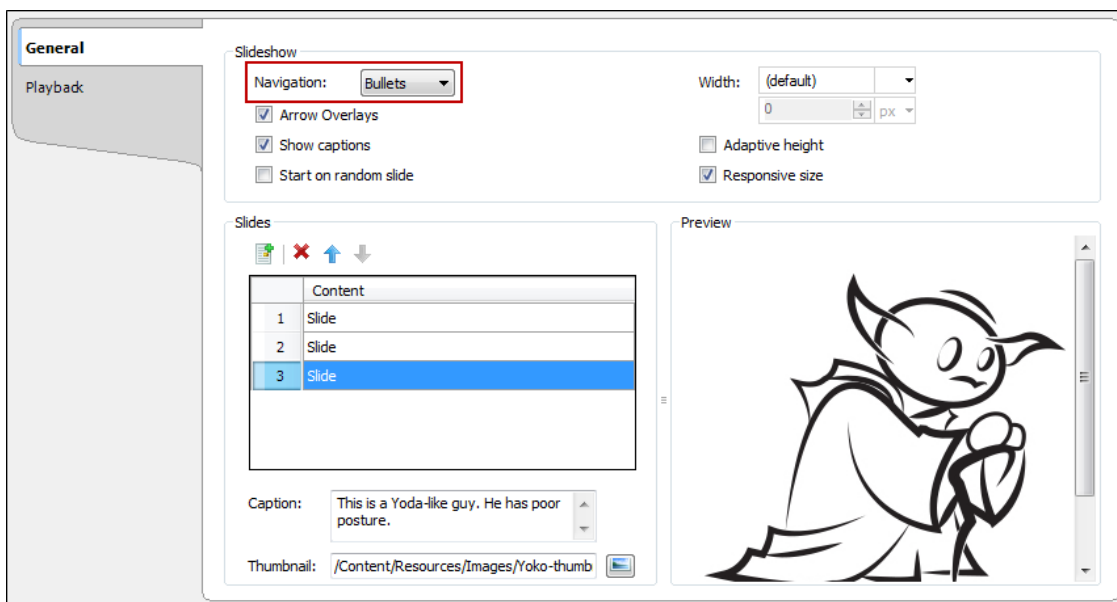
After you generate the output, the captions look something like this:



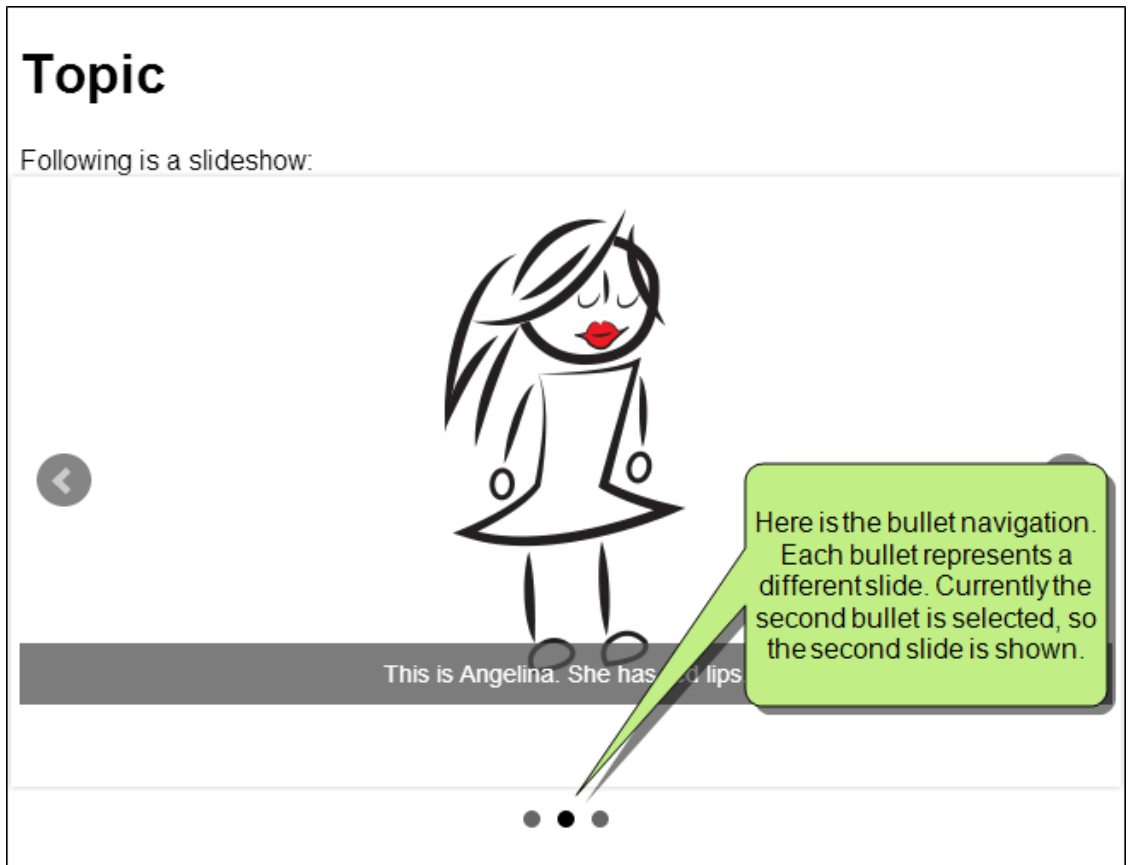
If you want to change the look of the captions (e.g., background color, font), you can open your stylesheet and change the necessary properties for the **MadCap|slideshowCaption** style.


Bullets and Thumbnail Images

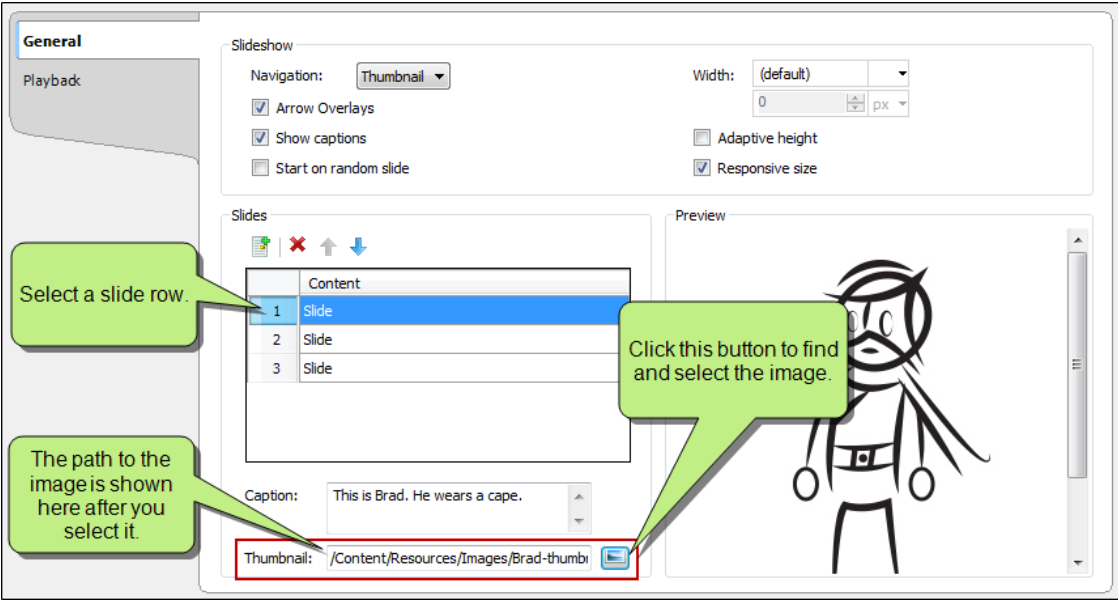
By default, each slideshow contains a series of dots (or "bullets") in the output representing each slide. To enable bullet navigation, open the Edit Slideshow dialog. On the **General** tab, click in the **Navigation** drop-down and select **Bullets**. If you don't want to show the bullets (or thumbnails), select **None**.



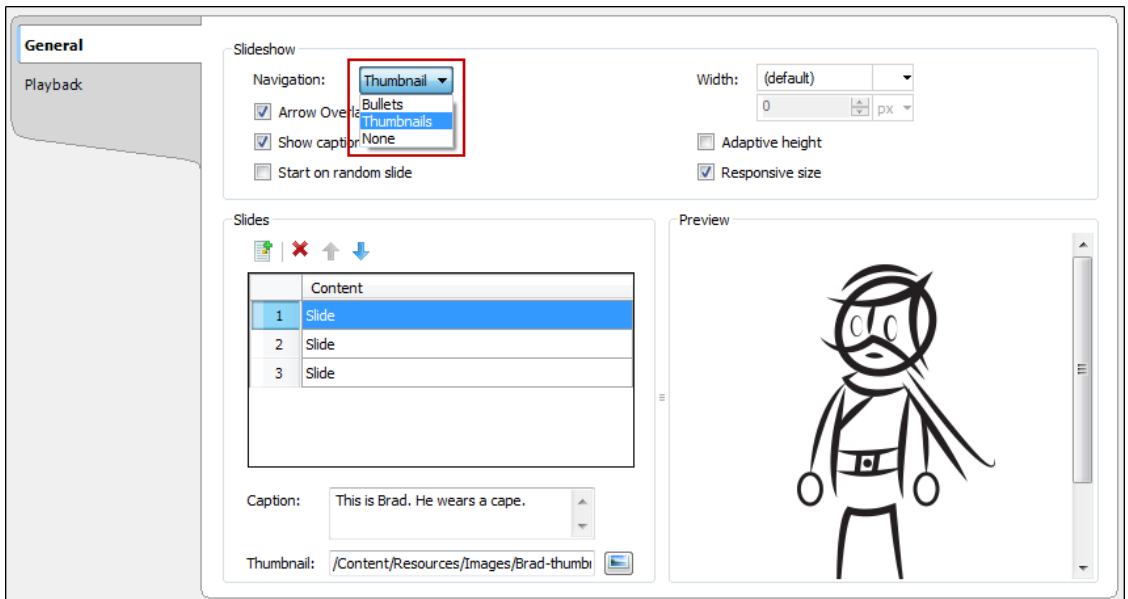
In the output, you can click on any bullet to move to a specific slide.



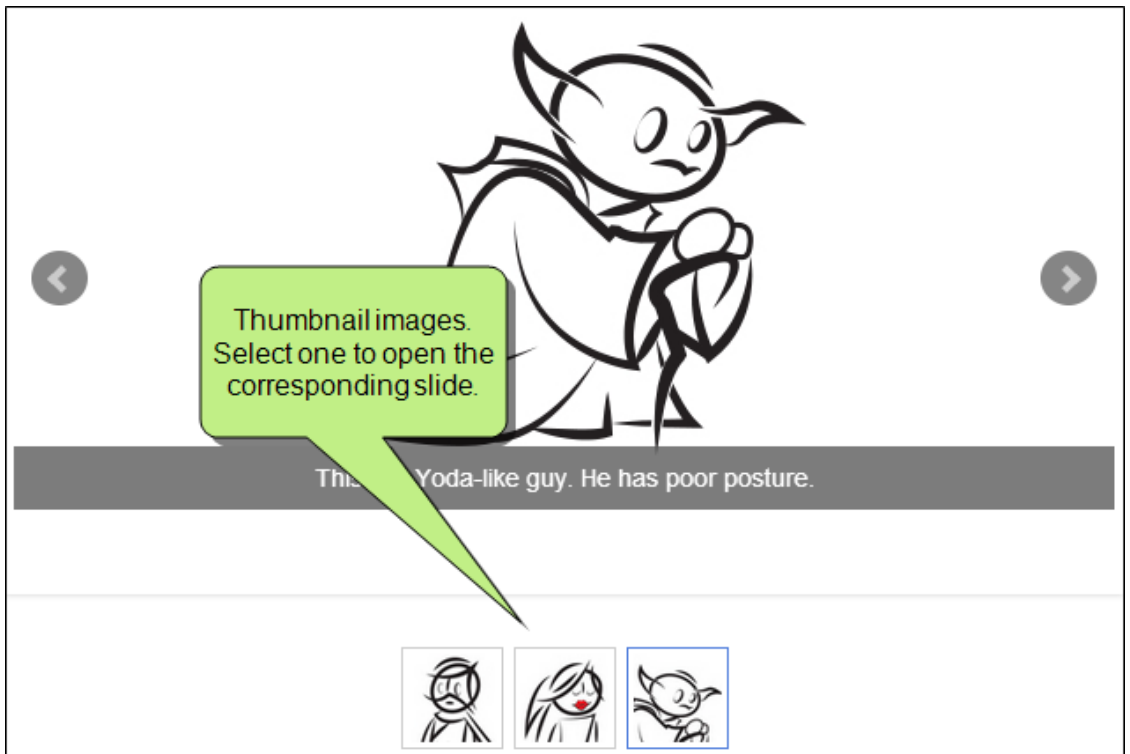
You can replace the generic bullets with small thumbnail images for each slide. To do this, open the Edit Slideshow dialog and select the **General** tab. Select a slide row, and at the bottom of the tab, next to the **Thumbnail** field click . In the Edit Image dialog, find and select the image you want to use, and click **OK**. The Thumbnail image displays a path to the image you selected.



At the top of the tab, click in the **Navigation** drop-down and select **Thumbnails**.



After you generate the output, the thumbnails might look something like this:



To remove a thumbnail, just delete the content in the Thumbnail field.

If you want to change the look of the bullets, you can open your stylesheet and change the necessary properties for the **MadCap|slideshowBullet** style.

If you want to change the look of the thumbnail image area at the bottom of the slide, you can open your stylesheet and change the necessary properties for the **MadCap|slideThumbnail** style.

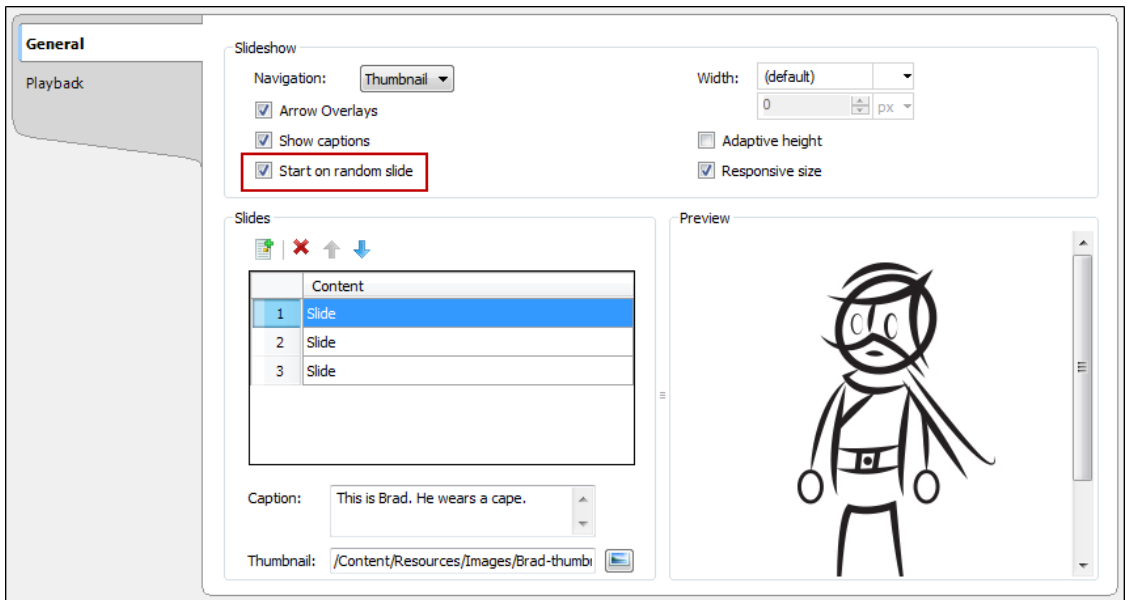


Note: If you have a slideshow set to use thumbnails but have not selected an image for a particular slide, a default thumbnail image is shown for that slide.

Starting Slide

By default, the slideshow will initially show the first slide in the output. However, you can override this setting to start with a random one each time the slideshow is opened.

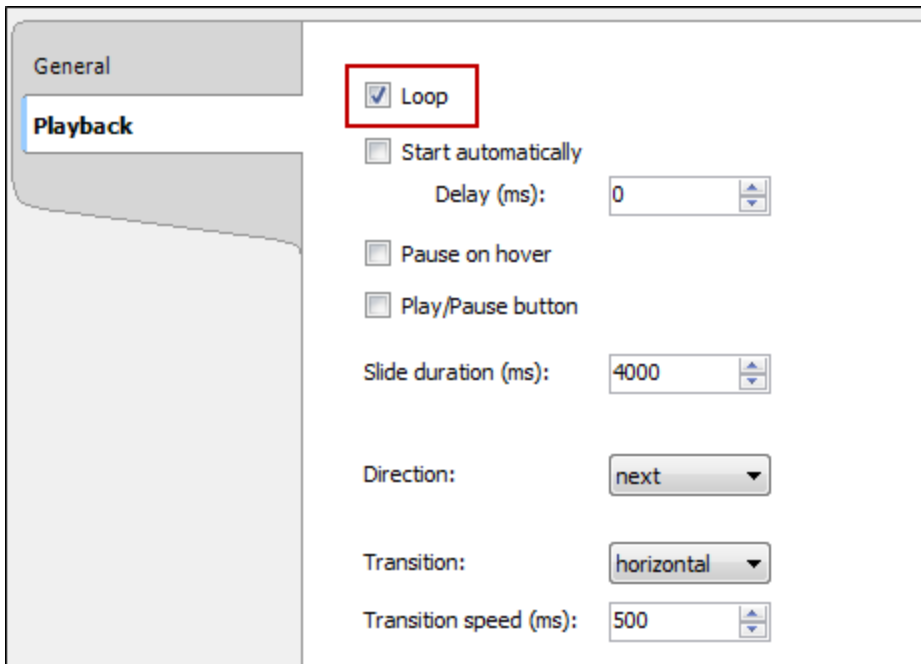
To do this, open the Edit Slideshow dialog. At the top of the **General** tab, select **Start on random slide**.



Looping Slideshow

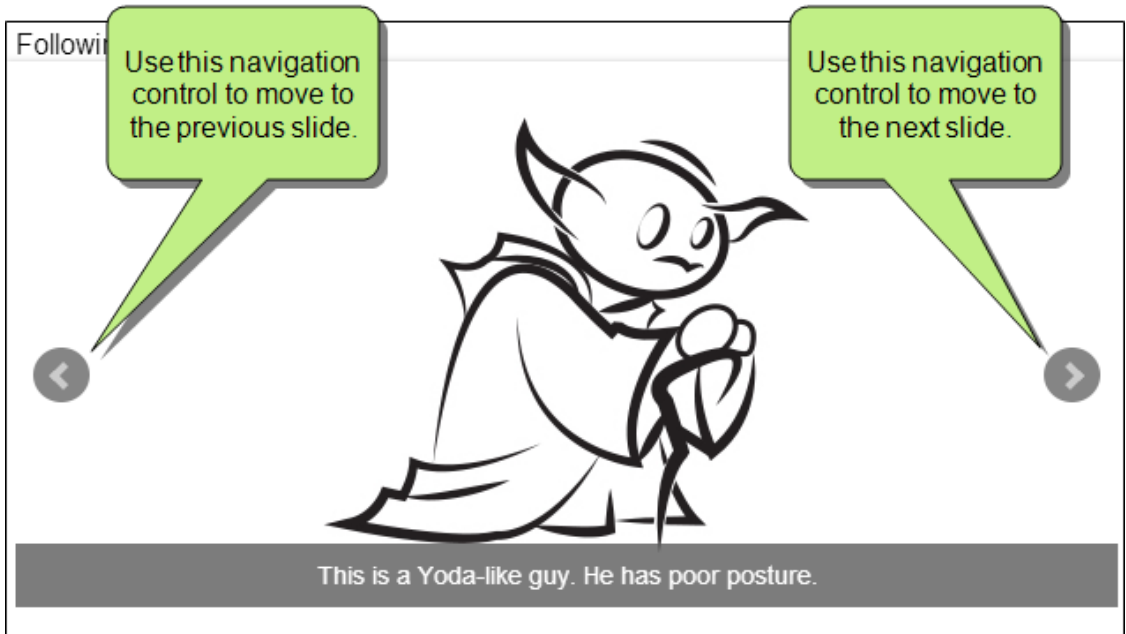
If you do not set the slideshow to loop, it will end at the final slide. This means that in the output, you cannot click the right navigation arrow to continue and start over with the first slide. Or if you have auto play settings enabled, the slideshow will not automatically continue after the last slide is shown.

However, you can enable looping in the slideshow so that it will start over with the first slide. To do this, open the Edit Slideshow dialog. Select the **Playback** tab, and select **Loop**.

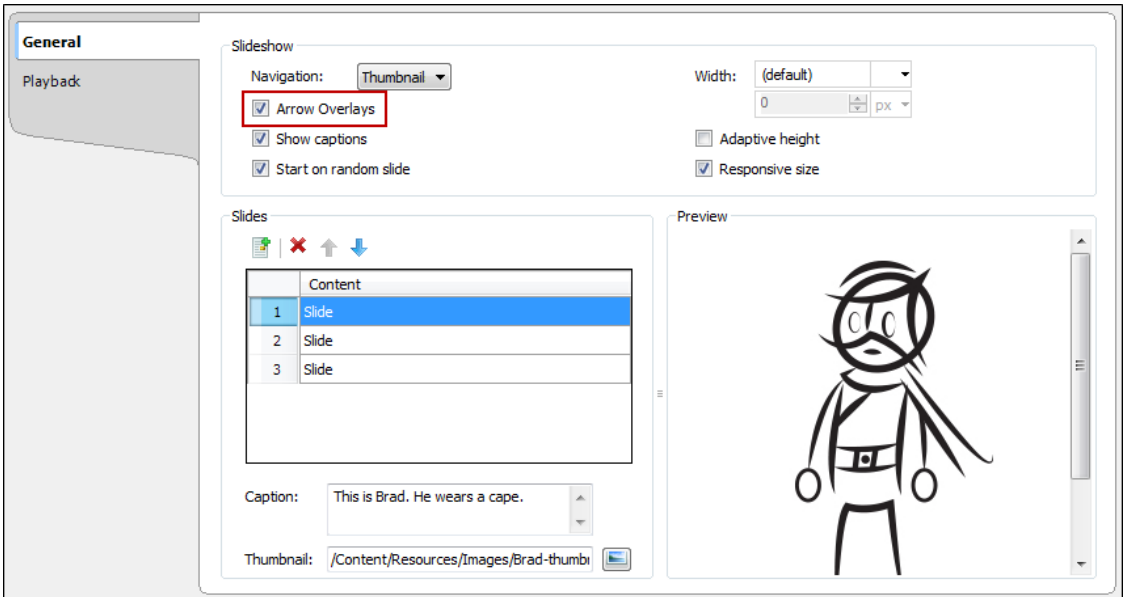


Navigation Controls (Arrow Overlays)

By default, navigation controls are added to slideshows. These display as arrows on the right and left sides of the slides so you can move to the next and previous slides easily.



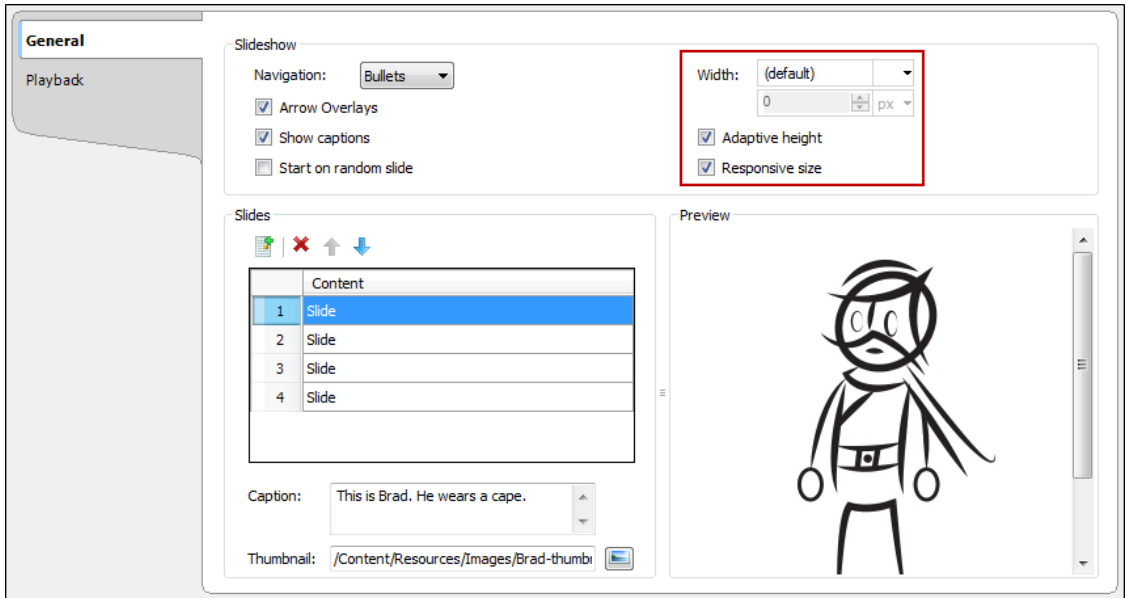
To enable the navigation controls, open the Edit Slideshow dialog. On the **General** tab, select **Arrow Overlays**.



If you are not looping the slideshow, the left arrow will not show on the first slide and the right arrow will not show on the final slide. If you are looping the slideshow, both the left and right arrows will show on each slide.

Size of Slides

You can control the size of slides in a few different ways. To do this, open the Edit Slideshow dialog. On the **General** tab, you can change any of the following:

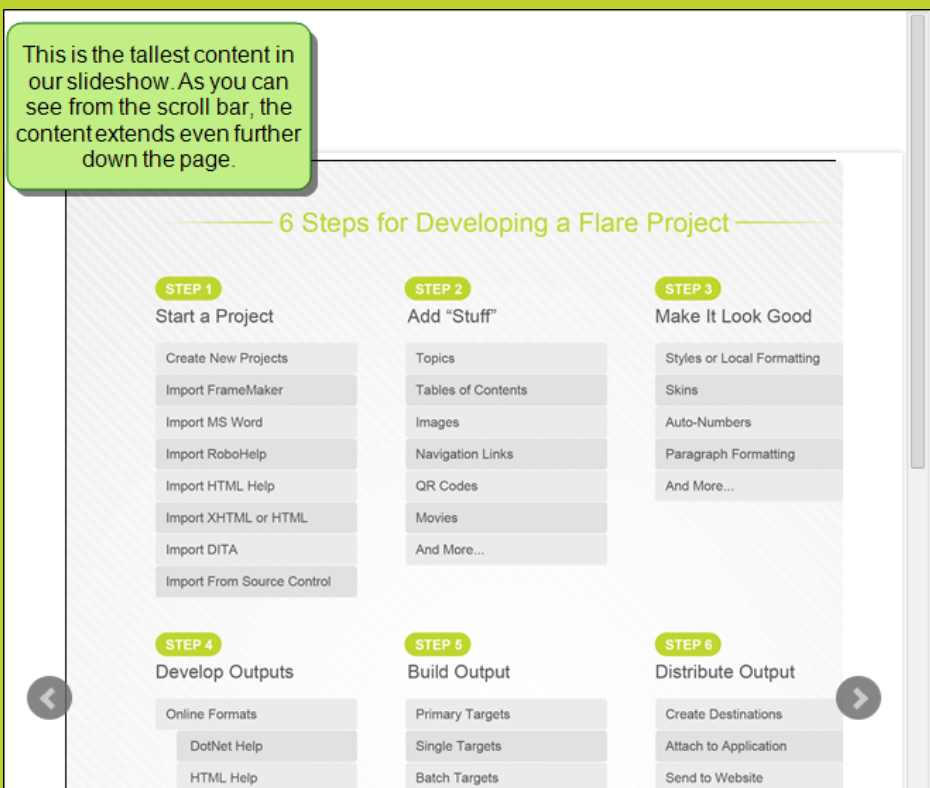


- » **Width** You can limit the width of the slides to a specific value. In most cases, you probably want to leave this field set to **(default)** so that slide content is not cut off. However, if you want to set a specific width, click the arrow in the upper-right corner of the field and select **Length**. Then enter a number and in the lower-right corner click the arrow to select the unit of measurement (e.g., pixels, centimeters, inches).

» **Adaptive height** Select this option if you want the height of the slide to adjust automatically to the content in it.

EXAMPLE

Let's say you have some slides with tall images and other slides with just a couple of lines of text. If you do not have this option set, all slides will be shown at the height of the tallest content in the slideshow. Therefore, the slides with minimal content may have lots of extra space below it.



Here is another slide with much shorter content. Notice that the container still extends far below the content, even though that extra space is not necessary to display the content.

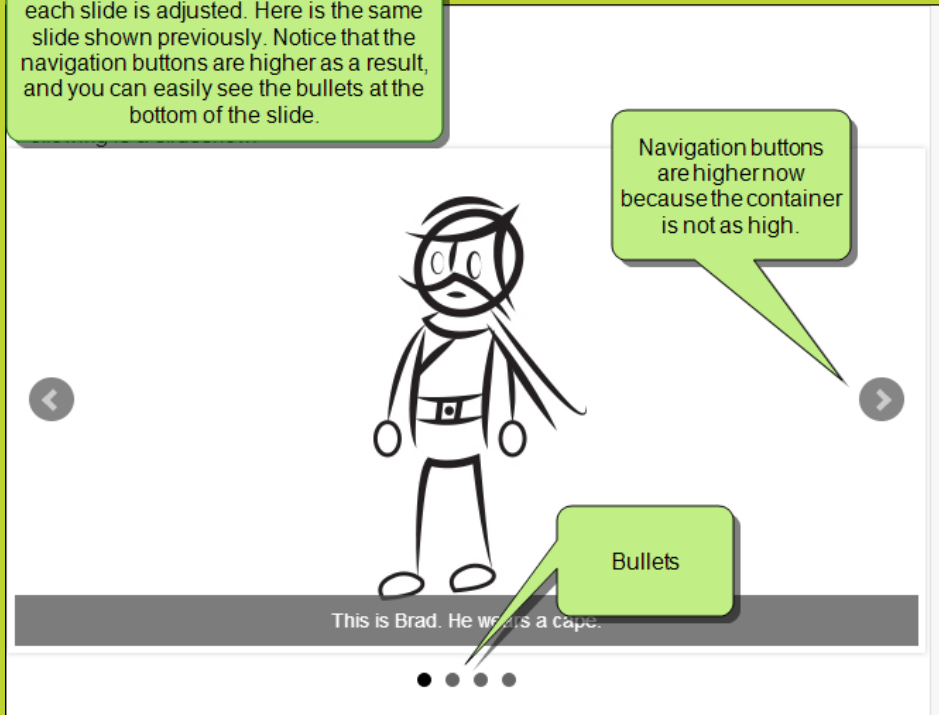


This is Brad. He wears a cape.



But if you make the height adaptive, each slide will be adjusted so that the slides with shorter content are shorter in the output. This also makes it easier to see any bullets, thumbnails, captions, or auto controls at the bottom of the slide.

With adaptive sizing set, the container for each slide is adjusted. Here is the same slide shown previously. Notice that the navigation buttons are higher as a result, and you can easily see the bullets at the bottom of the slide.



- » **Responsive size** Select this option to make sure the content automatically resizes if the end user shrinks the size of the browser.

Transitions

You can specify how slides transition from one to another. To do this, open the Edit Slideshow dialog. Select the **Playback** tab, and change either of the following:

- » **Transition** Select whether you want slides to move from one to the other horizontally, vertically, or with a fade effect. Horizontal is the default setting.
- » **Transition speed (ms)** Select how fast slides come into view in milliseconds. The higher the number, the slower the transition speed. The default setting is 500 (½ second).

The screenshot shows the 'Playback' tab of the 'Edit Slideshow' dialog. The left sidebar has 'General' and 'Playback' tabs, with 'Playback' selected. The main area contains the following settings:

- ☒ Loop
- ☐ Start automatically
Delay (ms): 0
- ☐ Pause on hover
- ☐ Play/Pause button
- Slide duration (ms): 4000
- Direction: next
- Transition: horizontal** (highlighted with a red rectangle)
- Transition speed (ms): 500** (highlighted with a red rectangle)

Auto Play Settings

By default, slideshows require end users to navigate through them manually by clicking navigation buttons or bullet/thumbail controls. But you can use auto play settings if you want the slideshow to start and progress automatically. To do this, open the Edit Slideshow dialog. Select the **Playback** tab, and change any of the following:

- » **Start automatically** Select this if you want the slideshow to begin immediately once it is opened. Otherwise, end users would click a "play" auto button, which you can add by selecting the "Play/Pause button" option.
 - » **Delay (ms)** If you want the initial slide to be delayed before beginning to play, enter a time value (in milliseconds) in this field (1000 milliseconds=1 second).
- » **Pause on hover** Select this if you want the slideshow to be paused when the end users overs the mouse cursor over it.
- » **Play/Pause button** Select this if you want to add a play and pause button at the bottom of the slideshow. End users will be able to start and pause the slideshow at any point by clicking these controls.
- » **Slide duration (ms)** Select the amount of time (in milliseconds) the slide should display before moving on to the next one. The default setting is 4000 (i.e., 4 seconds).
- » **Direction** Select the direction you want the slideshow to progress during auto play. You can make the slideshow progress to the next slide (default setting) or to the previous slide.

General

Playback

☒ Loop

☒ Start automatically

Delay (ms): 0

☒ Pause on hover

☒ Play/Pause button

Slide duration (ms): 4000

Direction: next

Transition: horizontal

Transition speed (ms): 500

Tips

Following are some tips that you may find useful when working with slideshows.

AVOID CAPTION CREEP

If you add captions to your slideshow, keep in mind that the longer the caption, the more it will intrude into the space where the slide content is shown. As a workaround, you can add extra space to the bottom of your content. Also, you might want to make sure the most important information in the slide is seen in the upper portion of the slide.

AVOID VERY TALL CONTENT

It is a good idea to avoid really tall content in slideshows. Otherwise, content in other slides may look awkward if you do not have "Adaptive height" set. If you want to include images that are rather large, you can set those images to show as thumbnails so that they are not seen at their original size until the user clicks it.

BULLETS VERSUS THUMBNAILS FOR NAVIGATION

As far as navigation at the bottom of a slideshow is concerned, you have the option to use bullets or thumbnail images. Bullets are probably best when the order of the slideshow is important. Thumbnails are best when the order is not that important; they allow the user to easily click and find the exact slide they want to see.

MAKE TABLES 100% WIDTH FOR RESPONSIVE EFFECT

When you set a slideshow to be "responsive" in the Edit Slideshow dialog, this means that content such as images and tables within that slideshow will adjust automatically when the slideshow is resized. If you plan to include tables in your slideshows and you also set the slideshow to be responsive, the tables need to be set with a width of 100% using the "AutoFit to Window" field in the Table Properties dialog. You can also right-click on a table structure bar and set the width from the Table Size submenu. This ensures that the table, as well as any content within it, is responsive when the slideshow is resized.

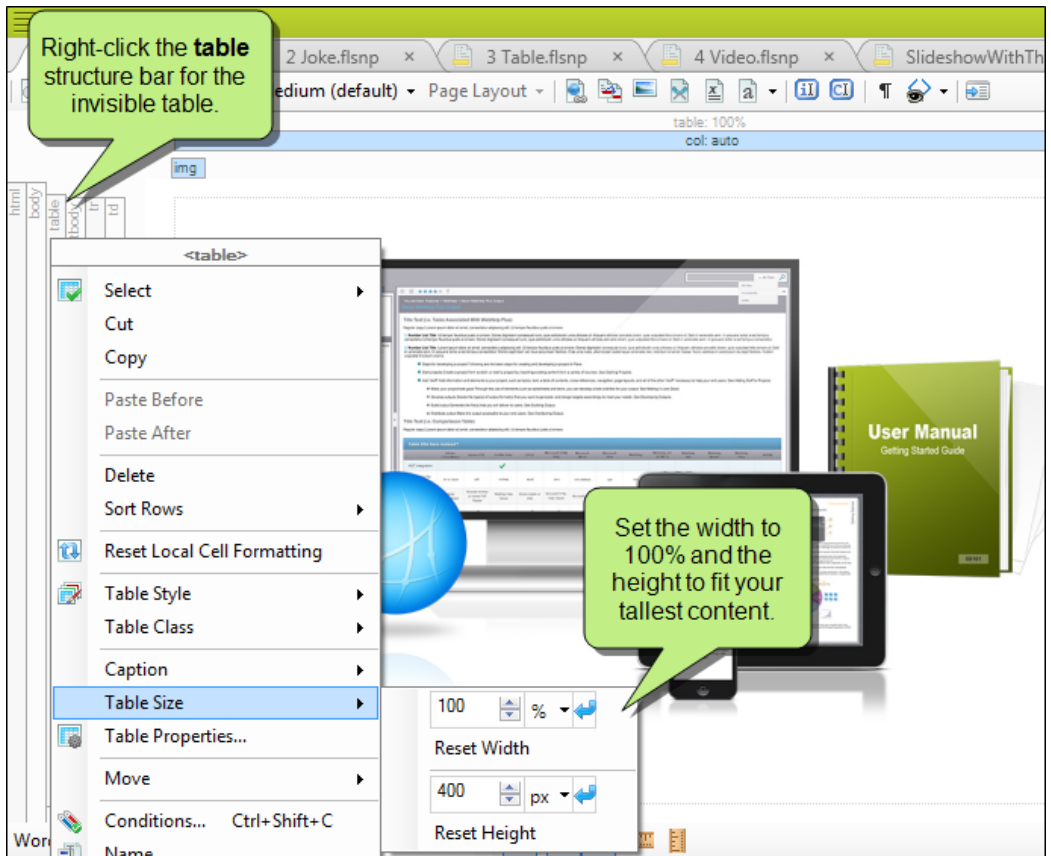
PUT SLIDE CONTENT IN TABLES OR DIV TAGS

There are different options in the Flare user interface to control the size of slides. However, you may want to consider also using tables or div tags as an additional option. This helps to keep all of your slides uniformly sized and consistent looking with the captions and navigation controls at the same position. In Flare's slideshow project template, we used tables for some of the slideshows.

HOW TO PUT SLIDE CONTENT IN A TABLE

1. When you create content for a slide, first insert a table with no border.
2. Right-click the **table** structure bar and select **Table Size**. Set the width to **100%** (allowing the table and the content within it to be responsive, if you have that option set in the slideshow). If you want to control the width for slides like we did in Flare's Slideshow project template, you can open the Edit Slideshow dialog and set the width to something. For some of the slideshows in that template, we set the slide width to 640 pixels.

Set the height to fit the tallest content in your entire slideshow. In the following example, we set all of our invisible table heights to 400 pixels.



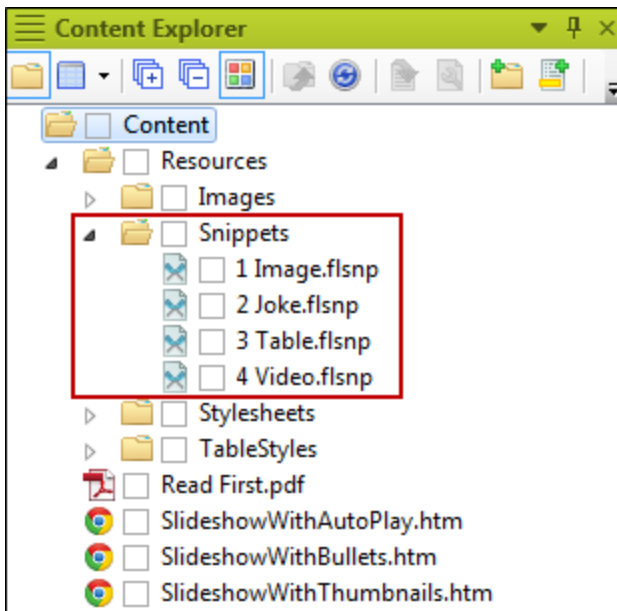
An alternative is to open the Edit Slideshow dialog and *disable* the **Adaptive height** option. That's an easier option, but it also forces all of your content to be top aligned in the slide, so you might see lots of space below a particular slide if it's much shorter than the tallest content in the slideshow (there is an example of a slideshow without adaptive height in Flare's Slideshow template). But using tables lets you keep all of our slides at the same height, and it also lets you center align content in the invisible table, and thus the slide.

3. Type or insert your content within that table.

4. Open the Properties dialog for the table and set the table to be **Center** aligned.
5. Select the cell in the table (click the **Table** ribbon and select **Select All Cells>Cell**).
6. Open the Cell Properties dialog (**CTRL+ALT+B**).
7. Set the cell's vertical alignment to **Middle**.
8. You can also horizontally center any content within the table if you like.
9. When finished, you can copy the first completed table and then just paste it into other slides that you create, replacing the content as necessary.

USE SLIDE CONTENT IN SNIPPETS

When you first insert a new slideshow, the content can be edited directly in the slideshow area in the XML Editor. It's perfectly acceptable to do that. However, you might find it more useful to create snippets for all of your slide content, inserting those snippets into slides as you need them. Snippets can make it easier to find and edit slide content, especially if you create a very long slideshow with dozens of slides. If you create snippets and keep them organized in the Resources/Snippets folder for your different slideshows, you'll be able to open and edit that content much quicker. Snippets also make it possible to use one piece of content in multiple slideshows. In Flare's Slideshow template, we've created snippets for the content in all of the slides. We have the same four slides in multiple slideshows, so we created four snippets.



You can open a snippet either from the Content Explorer or by right-clicking it within the slide and selecting **Open Link** from the context menu.

MOBILE OUTPUT

If you intend your slideshow to be seen on mobile output, keep in mind the width of your content. For example, if you have a table containing a lot of content and columns, it may not look great in mobile output because it's wider than a typical mobile device screen. But content that is narrow enough to fit on the mobile device screen should look fine in a slideshow.

Limitations

Keep the following in mind when using slideshows:

- » **Print Output** Slideshows are not supported in print-based output. If you have a topic with a slideshow that will be included in both online and print outputs, you should use condition tags to exclude the slideshow from the print target.
- » **Tables and Dynamic HTML** You cannot put slideshows within tables or in dynamic HTML elements such as drop-downs and togglers.

Export Projects

You can export an entire Flare project, or parts of one, to another location. One reason you might want to use this feature is to quickly and easily archive projects, especially if you have an extremely large Flare project and need to archive only parts of it. Another use for this feature is translation. If you only need a portion of a master project to be translated, you don't want to send the translator all of the files, but rather a smaller version of the project containing only the files requiring translation.

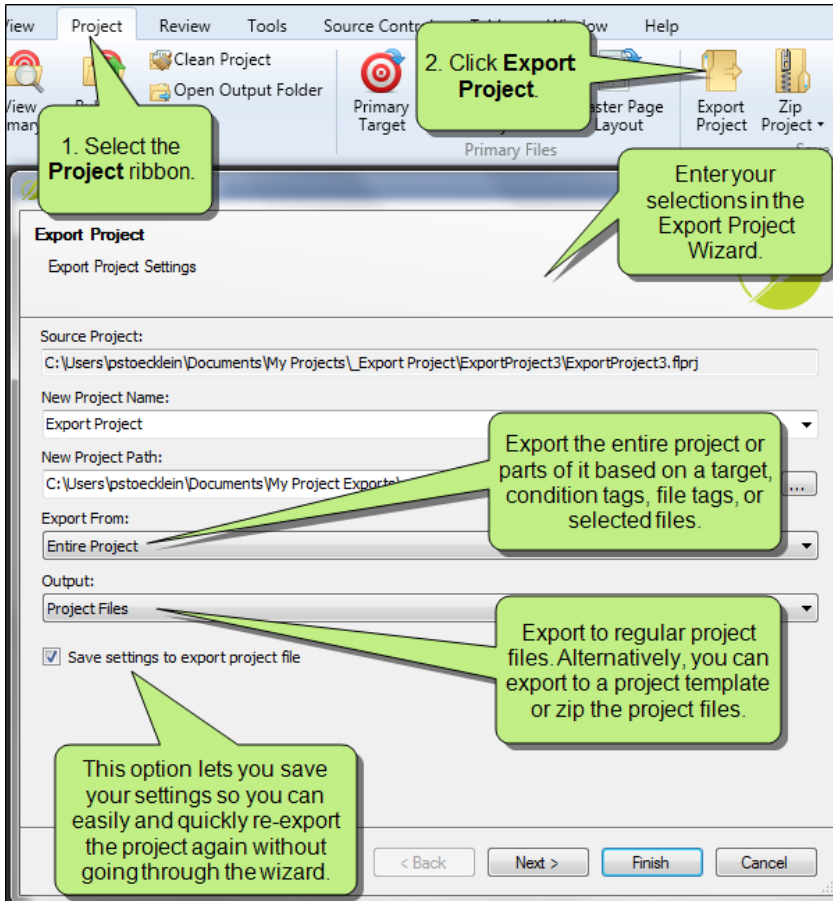
This chapter discusses the following:

User Interface	66
Export Options	67
Output Options	68
Examples	69
Save Export Project File	76
Exporting Projects Using the Command Line	80



User Interface

Here is the user interface for exporting projects.



Export Options

When using this feature, you can select any of the following options:

- » **Entire Project** This option makes a copy of the entire project, including all folders, subfolders, and files.
- » **Using Target** This option uses the same workflow as that used for generating a target. When you select a particular target, the same files and content that would be included in generated output are included in the exported project.
- » **Using Conditions** This option exports only files and content affected by condition tags that you tell Flare to include or exclude.
- » **Using File Tags** This option exports only files affected by file tags that you tell Flare to include or exclude. This method can be especially useful for translation purposes, exporting only files that are marked with a certain file tag status (e.g., Ready for Translation).
- » **Select Files** This option exports only specific files that you select. You can choose any files stored in the source project's Content Explorer and Project Organizer.

You can also select options to convert variables and snippets to text.

- » **Convert variables to text** This option flattens any variables you have so that they become text, instead of separate files.
- » **Convert snippets to text** This option flattens any snippets you have so that they become text, instead of separate files.



Note: If Flare detects any missing files (e.g., stylesheet, master page, target) that are necessary in order to properly open the exported project, default files are added. For example, if no target file is added directly as a result of your selection, an HTML5 target is added by default.

Output Options

You can export to the following:

- » **Project Files** This option simply exports the project files to a location that you select. The default location is Documents\My Project Exports.
- » **Project Template** This option exports the project files to your templates folder (e.g., Documents\My Templates\Projects). By being placed in this location, the project files become available as a template selection when you create a new project.
- » **Zip Files** This option packages the project files into a single zip file with an .flprjzip extension and places it in a location that you select. The default location is Documents\My Project Exports.



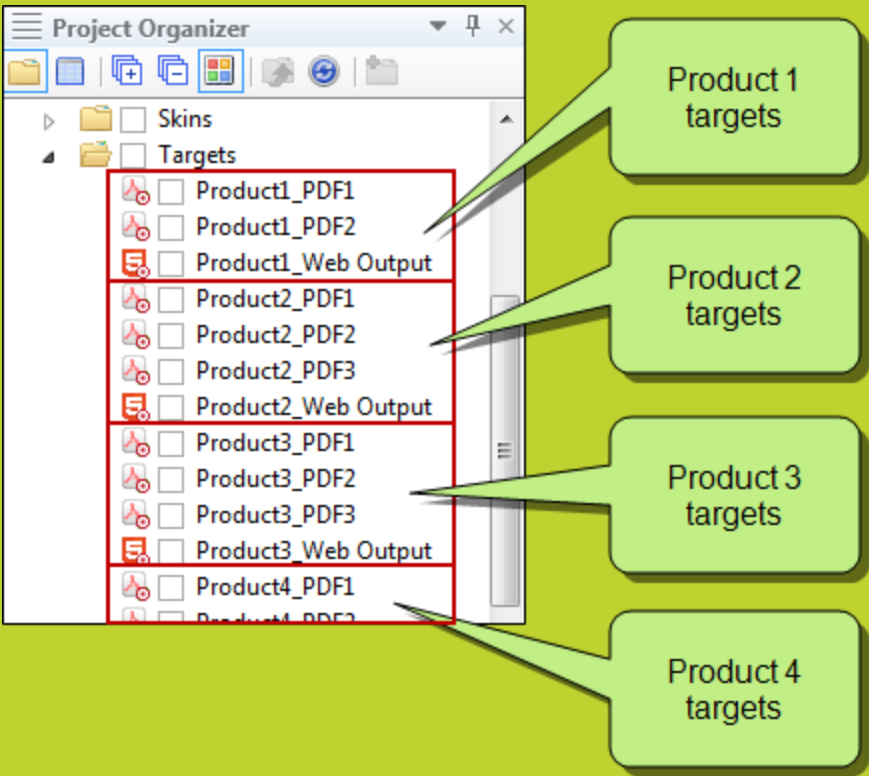
Note: In some operating systems, the folder is called "My Documents" instead of "Documents."

Examples

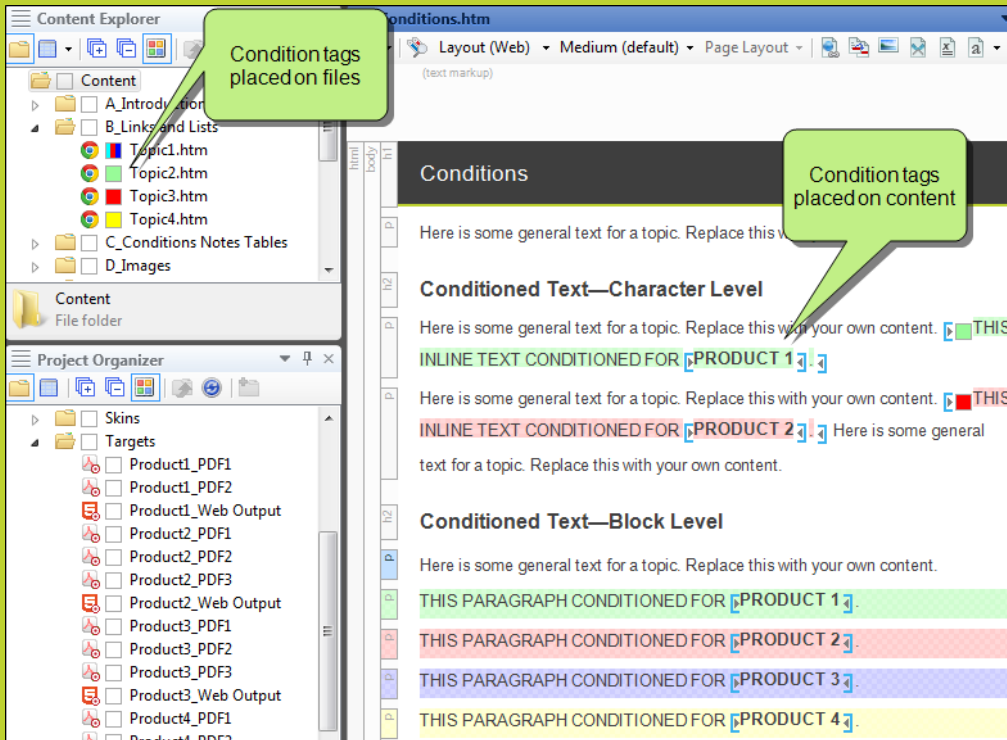
Following are a couple of examples of how projects might be exported.

EXAMPLE — ARCHIVE

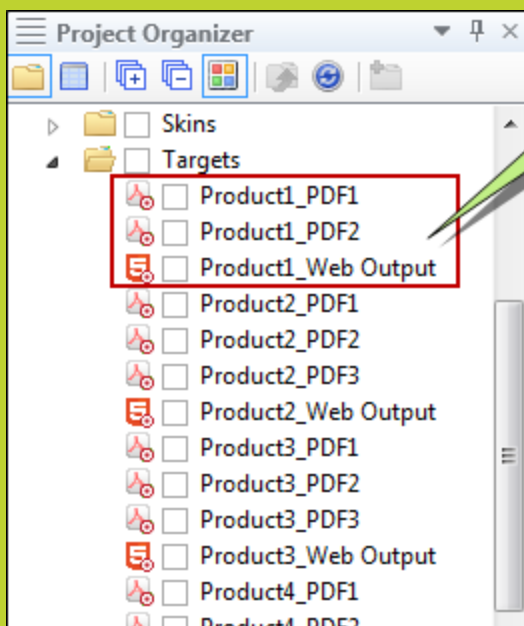
Let's say you have a large Flare project, from which you create single-sourced output for four products. Furthermore, let's say that the documentation for each of those products consists of several targets in the Flare project (e.g., some online, some print-based outputs).



In order to keep the output separate and organized throughout the Flare project, you use condition tags, both on content and on the files themselves (e.g., topics, images, stylesheet).



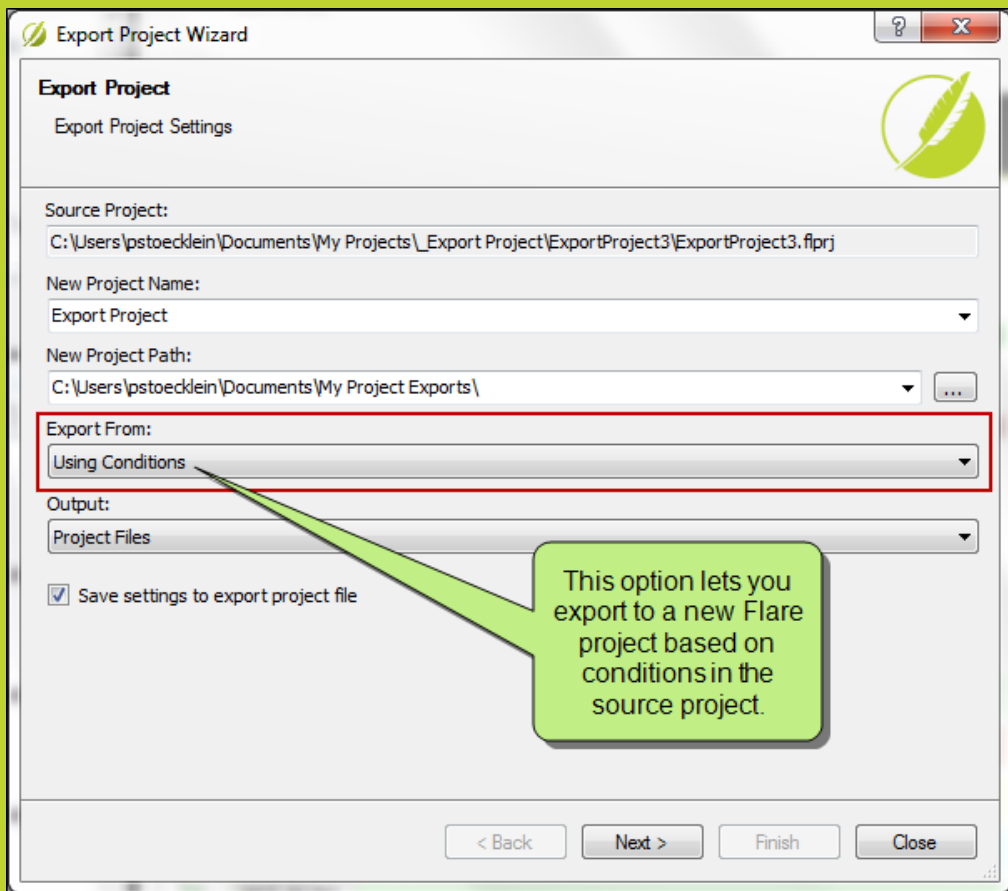
Your manager says that each time you finish documentation for a particular product, you must save just those files in a repository. So let's say one day you finish the documentation for Product 1, which you've designed to produce output from three targets (one output for the Web, and two outputs for PDFs).



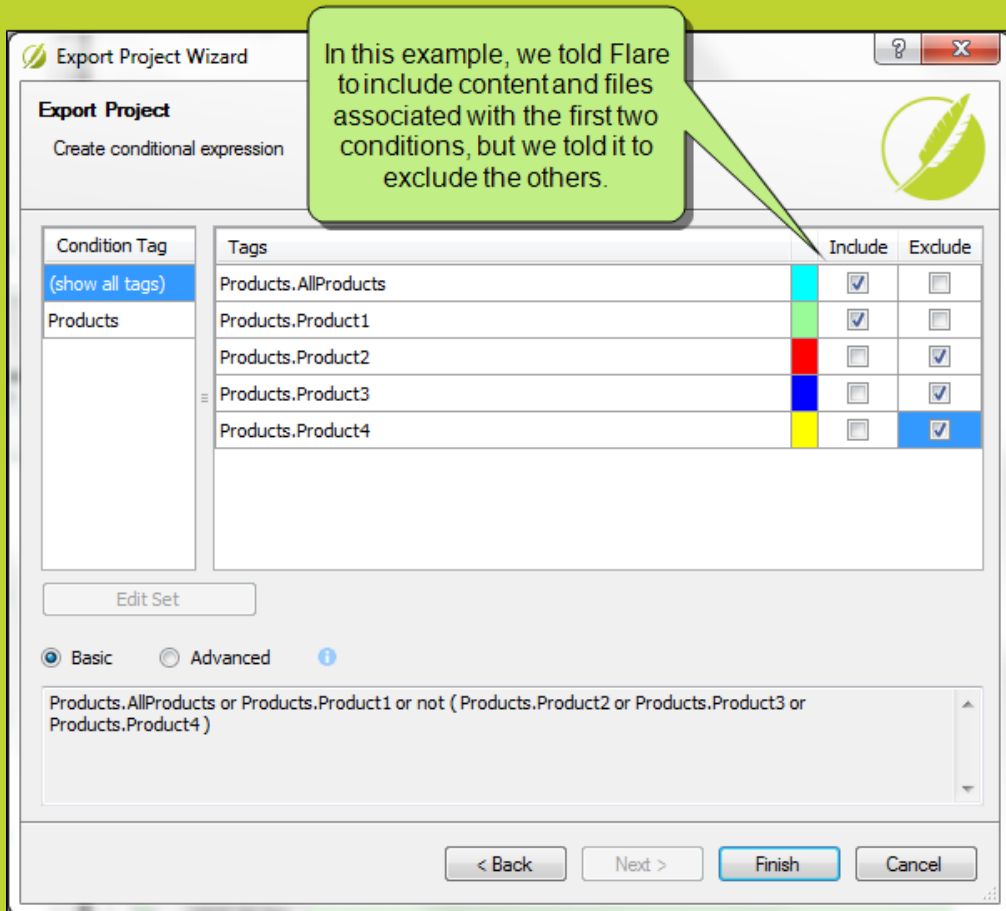
Your large Flare project holds the finished documentation for Product 1, but it also holds the documentation for Products 2, 3, and 4, which are in different stages of progress. You want to archive only the documentation that is specific to Product 1, so you decide to export the relevant files from the large Flare project to a smaller one.

But how do you do this? One option is to export to a smaller project based on condition tags, which you have used to organize all of the content and files in the project.

So from the **Project** ribbon you click **Export Project**. On the first page of the wizard, you click in the **Export From** drop-down and select **Using Conditions**.



You can then tell Flare which conditions to include and which to exclude. In this case, you tell Flare to include all of the condition tags that have to do with Product 1 and its targets, and you exclude all of the condition tags that have to do exclusively with the other products and their targets.

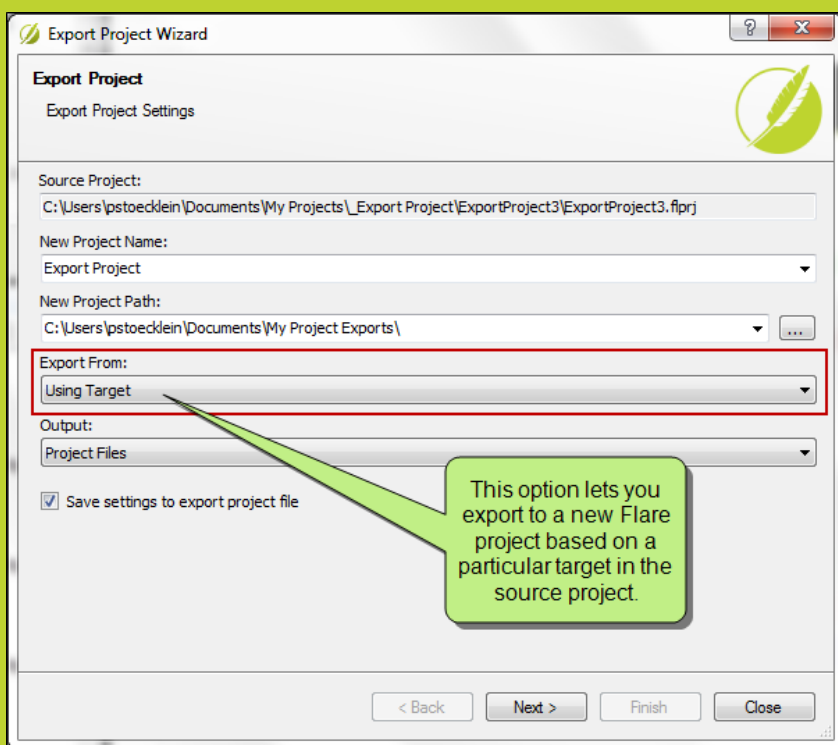


After clicking **Finish**, the relevant files and content are exported to a new, smaller Flare project.

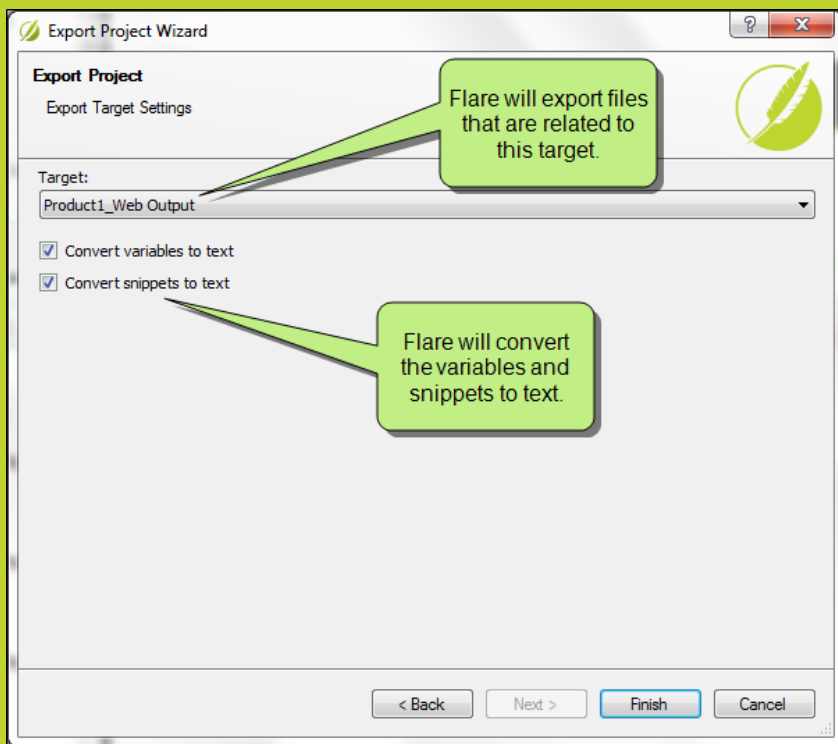
EXAMPLE — TRANSLATION

Let's say you have a Flare project with seven targets you need to translate the content associated one of those targets from English to French. You could send your entire Flare project to the translator, but that would mean the translator would be getting files associated with all seven targets, not just the one requiring translation. So you decide to export only the portion of the Flare project that needs to be translated.

First, from the **Project** ribbon you click **Export Project**. On the first page of the wizard, you click in the **Export From** drop-down and select **Using Target**.



On the next page of the wizard, you select the target whose files you want to export. In this case, let's say the target in question is named "Product1_Web Output." In addition, you tell Flare to convert your variables and snippets to text so that they become part of the topics, rather than separate files.



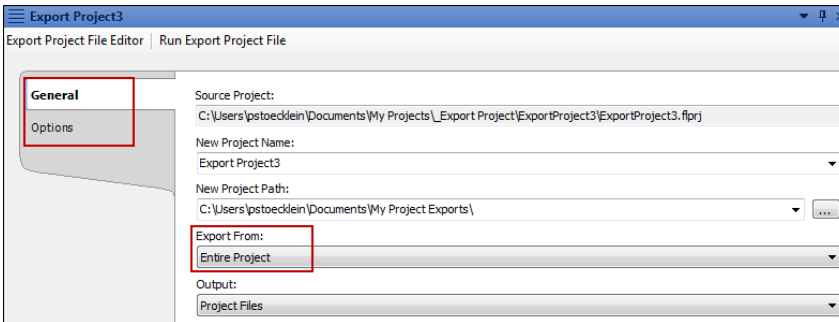
After clicking **Finish**, the relevant files and content are exported to a new, smaller Flare project. Only the files and content necessary to produce the Product1_Web Output target are included in the export. Therefore, the translator receives only the files requiring translation.

Save Export Project File

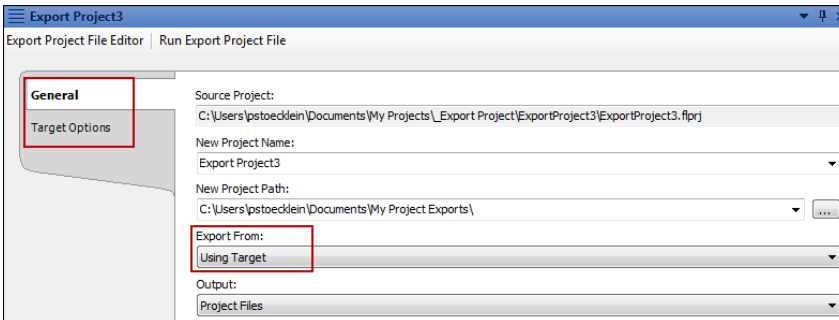
When you export project files, you have the option of saving your settings in the form of an export project file. This file is stored in the Exports folder in the Project Organizer. When you open this export file, the Export Project File Editor opens. This editor lets you change any of your settings (if necessary) and export the project again.

Depending on your selection in the **Export From** or **Output** field, the editor changes to show additional tabs when needed.

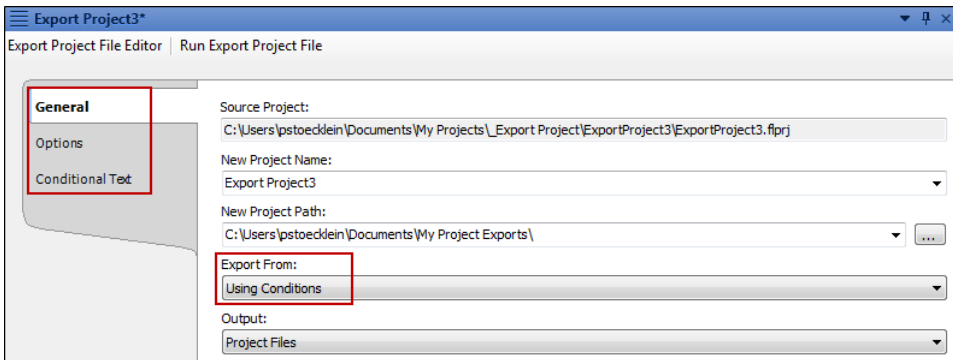
- » If you choose **Entire Project**, the Start tab is shown, as well as an Options tab for converting variables and snippets to text.



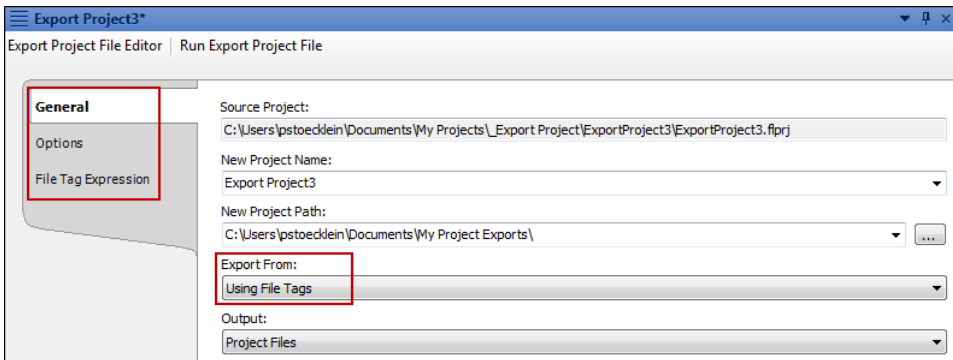
- » If you choose **Using Target**, the Start tab is shown, as well as a Target Options tab so that you can adjust those settings, as well as convert variables and snippets to text.



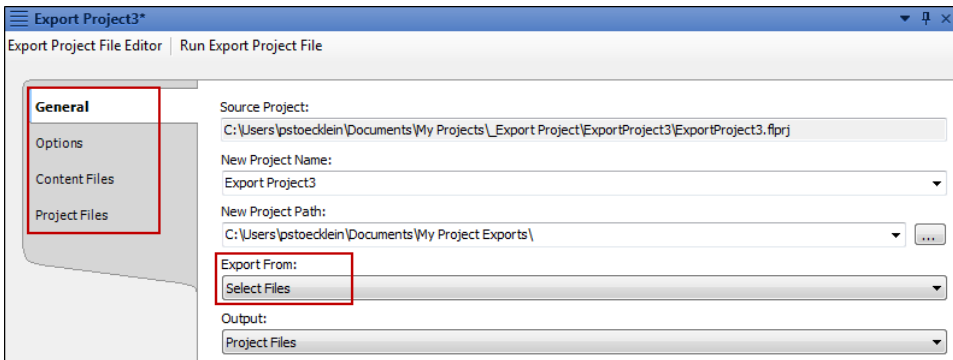
- » If you choose **Using Conditions**, the Start tab is shown, as well as an Options tab for converting variables and snippets to text and a Conditional Text tab so that you can include and exclude conditions.



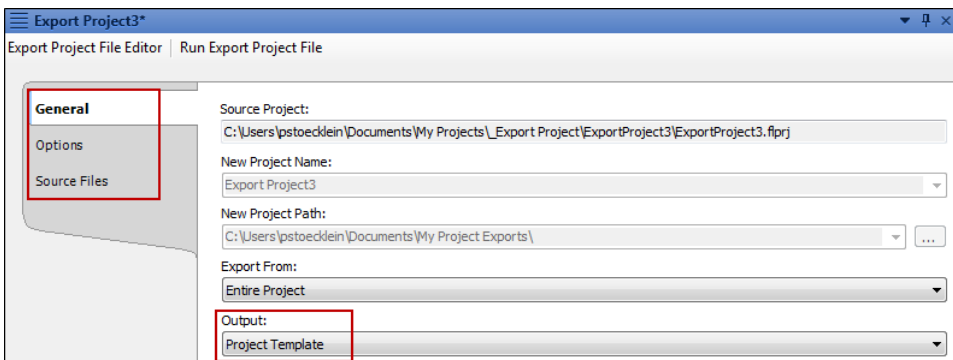
- » If you choose **Using File Tags**, the Start tab is shown, as well as an Options tab for converting variables and snippets to text and a File Tag Expression tab is shown so that you can include and exclude file tags.



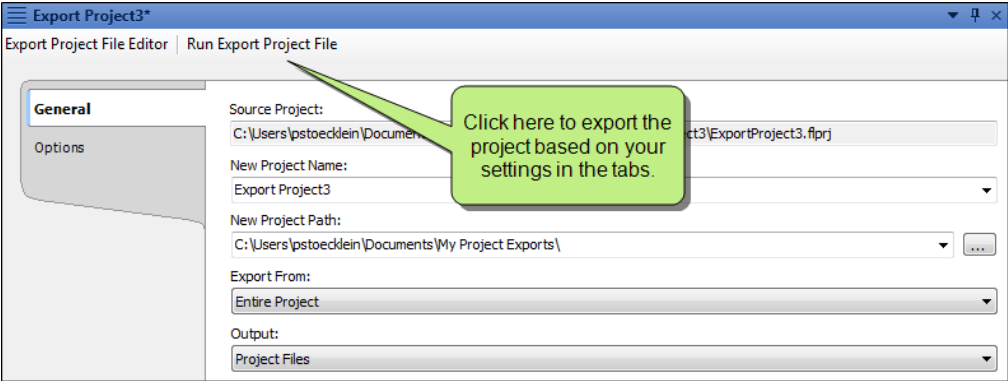
- » If you choose **Select Files**, the Start tab is shown, as well as an Options tab for converting variables and snippets to text. In addition, a Content Files tab is shown so that you can adjust content file selections, and a Project Files tab is shown so that you can adjust project file selections.



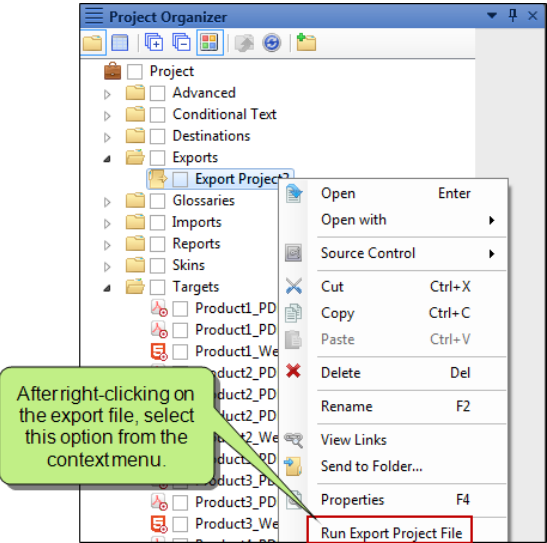
- » If you choose **Project Template**, a Template Path tab is also shown so that you can select a template folder to store the exported project. You can also use this tab to manage your templates.



If you do not want to make any changes to an export file, you can simply click **Run Export Project File** in the local toolbar.



You can also select this option after right-clicking on the export file.



Exporting Projects Using the Command Line

As an alternative to exporting projects in the Flare user interface, you can use madbuild to export projects from the command line. Using this method, you do not need to have Flare open, and you can schedule exports for specific days and times.

The following command option runs the project exporter from madbuild:

```
madbuild -export <project path> -settings <export project file name>
```

The part within angle brackets is the location and name your export project file.

The following error codes may be seen if problems occur during an export process:

- » **3001** The entered export project file does not exist.
- » **3002** There was an error parsing the entered export project file.
- » **3003** Export failed.
- » **3004** Export destination name not set in the export file
- » **3005** Export destination path not set in the export file
- » **3006** Template name not set in the export file
- » **3007** Template path not set in the export file
- » **3008** Target path not set in export file (When exporting using target)
- » **3009** Target path not found (When exporting using target)
- » **3010** Conditional expression not set (When exporting using conditional expression)
- » **3011** File Tag expression not set (When exporting using file tag expression)
- » **3012** No files selected (When exporting using manual selection)

Eclipse Help

The Eclipse Help output type is designed specifically for content developers who want to use Flare to author an Eclipse Help plug-in. A plug-in lets you extend the existing Help contents that come with the Eclipse Integrated Development Environment (IDE). It requires an additional installation of the latest Java Runtime Environment (JRE) and Java version. This output type is particularly useful when you want to create dynamic, searchable content that integrates into your Eclipse environment as a platform plug-in.

This chapter discusses the following:

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Creating an Eclipse Help Plug-In	85



Key Features

Following are some of the key features of the Eclipse Help format:

- » **Eclipse Help Plug-In and Extension Points** This output type is particularly useful when you want to create dynamic, searchable content that integrates into the Eclipse workbench as a platform plug-in. Flare generates an XML-based plug-in file (plugin.xml) that specifies the context Help (csh.xml), index (index.xml), and table of contents (toc.xml) files that Eclipse needs to load your Flare content in the Eclipse Help system.
- » **Eclipse Help Viewer and Dynamic Help Window** You can generate the Eclipse Help output for viewing with the Eclipse Help Viewer and the Eclipse Dynamic Help window, which displays context-sensitive Help and search results.
- » **Distribute Server-based or Local Content** Your Eclipse content can be distributed over the web via an Eclipse InfoCenter server or on local systems with a pared down version of Eclipse, which provides the search capabilities and skin for the Eclipse Help Viewer.
- » **Publish Content as a Collection of Files or Single JAR File** This format lets you publish the output for the Eclipse Help plug-in as a series of files in a folder or bundled in a single Java archive (JAR) file.



Note: Eclipse provides its own breadcrumb and topic toolbar support. See the Platform Plug-in Developer Guide from Eclipse at: <http://help.eclipse.org/kepler/index.jsp>.



Note: If your Eclipse Help target contains non-web safe images (e.g., WMF, EMF, BMP, TIF, TIFF, XPS, EXPS), be sure to select **Generate "web-safe" images** in the Advanced tab of the Target Editor.



Note: The Eclipse Viewer cannot display PDFs opened from links such as those in TOCs and browse sequences.



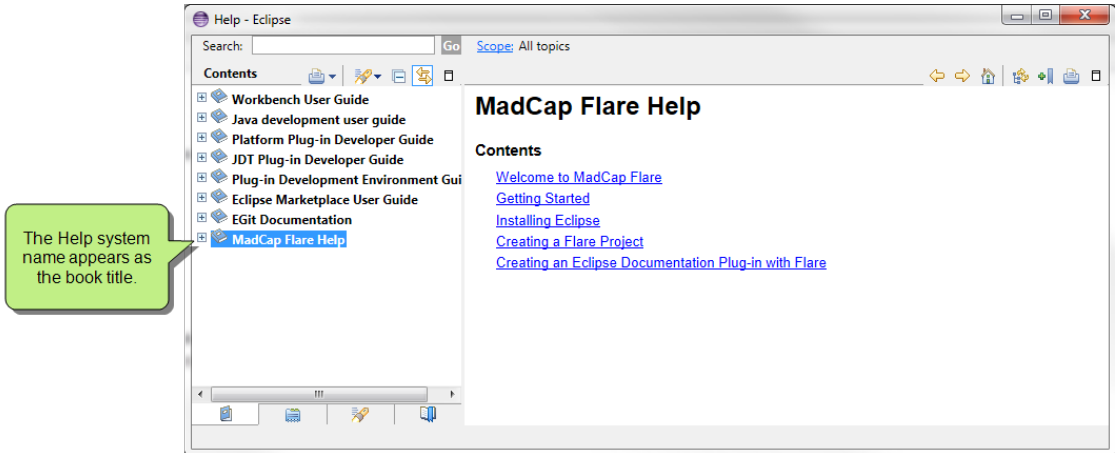
Note: When you create a TOC or browse sequence intended for Eclipse output, you should make sure all items are linked. Unlinked items may not display in the output.



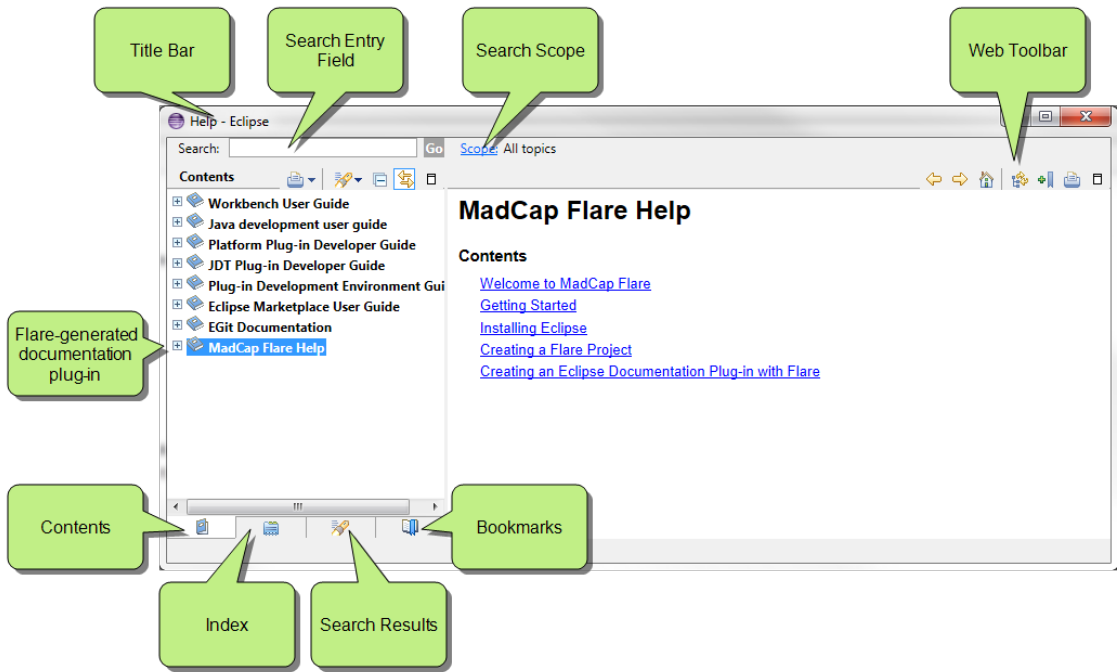
Note: Eclipse does not use the Flare skin, so there will be no glossary pane in the output. However, you can insert a glossary proxy (which is normally used for print-based outputs) as an alternative.

Eclipse Help Viewer

The Eclipse Help output lets you generate Eclipse Help plug-ins using your Flare content as its source material. It displays your output content in the Eclipse Help Viewer.



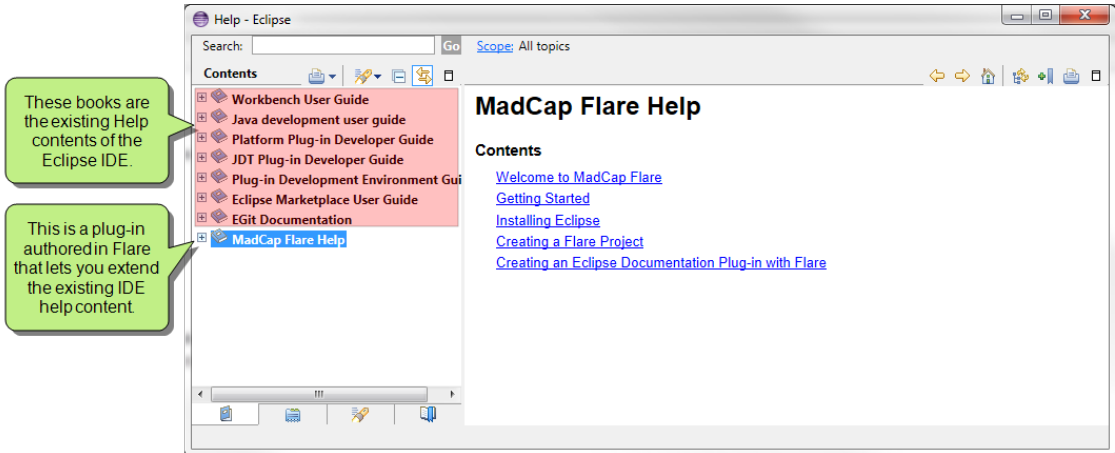
The Eclipse Help Viewer uses an embedded Jetty server to provide your users with navigation features similar to other online viewers. Jetty is a Java-based web server implementation that tightly integrates with Eclipse and other open source projects.



The viewer's features and user interface must be customized in Eclipse. To learn about your customization options, visit this link: <http://help.eclipse.org/kepler/index.jsp>.

Creating an Eclipse Help Plug-In

The Eclipse Help output type gives you the ability to create a plug-in for the Eclipse Help system. A plug-in lets you extend the existing Help contents of the Eclipse IDE by including your own documentation.



If you plan to create an Eclipse plug-in with Flare, you must install some additional Eclipse components before getting started. Once the components are in place, you must also set up the Eclipse Help options in the Target Editor in Flare.

Additional New Features

In addition to the major features already discussed, some additional new features are being introduced in this version.

This chapter discusses the following:

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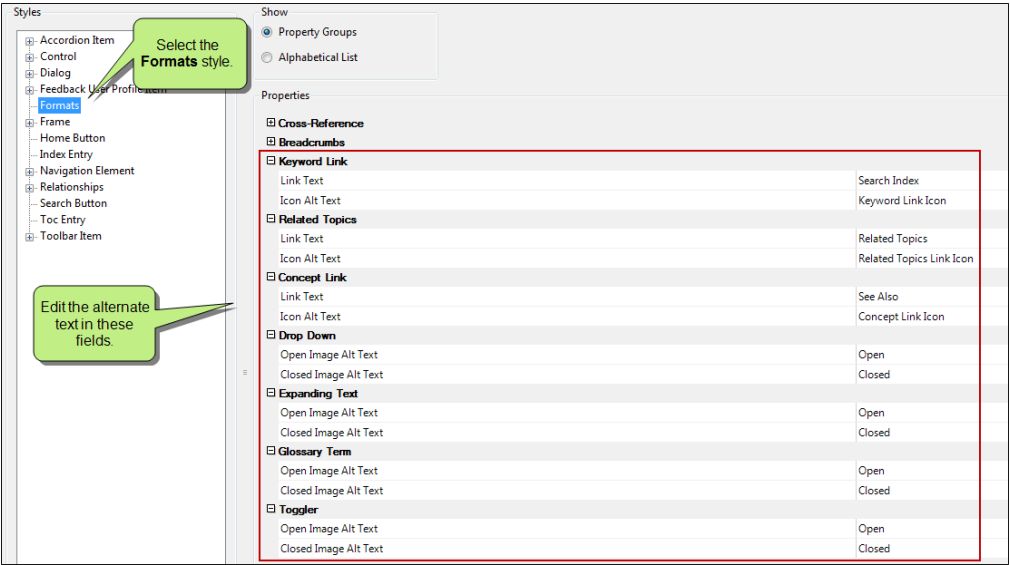
Accessibility

A few enhancements have been made in regards to accessibility. This includes alt text settings in language skins for some link features, a global setting for empty alt text, and scrolling for toolbar and navigation frames.

Alternate Text in Language Skins for Link Features

In addition to editing alternate text for the following features in a regular stylesheet, you can now edit alternate text for these features in a specific language. This can be done by editing the language skin.

- » Concept Links
- » Drop-Down Links
- » Expanding Text Links
- » Glossary Term Links
- » Keyword Links
- » Related Topics Links
- » Toggler Links

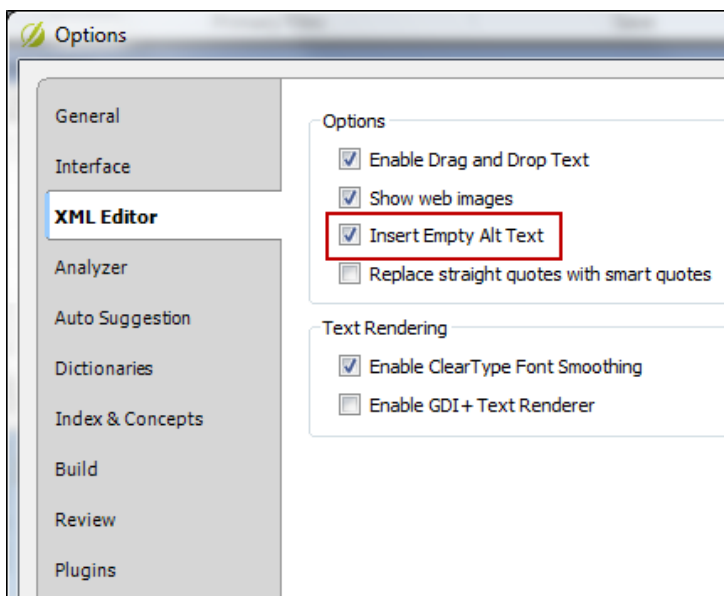


Empty Alt Text When Inserting Images, QR Codes, and Equations

By default, a new image does not contain an "alt" (alternate text) attribute when you insert it into a topic or snippet, unless you specifically add alt text in the Insert Image dialog. However, alt attributes on images are required for Section 508 compliance, even if the string is empty or null (alt=""). Also, by adding empty alt attributes to images, you can search the files to find the images without alternate text and then add it as needed.

There are a couple of ways to quickly add empty alt tags to images:

- » **When Output is Generated** You can select an option in the **Advanced** tab of the Target Editor. As a result, empty alt tags are automatically added to images that do not already have them. The empty alt attribute gets added to the output when the target is generated.
- » **When Images are Inserted** You can use a global setting in the Options dialog. This automatically adds an empty alt tag to images when you insert them into a topic or snippet (unless you specifically add an alt tag to an image).

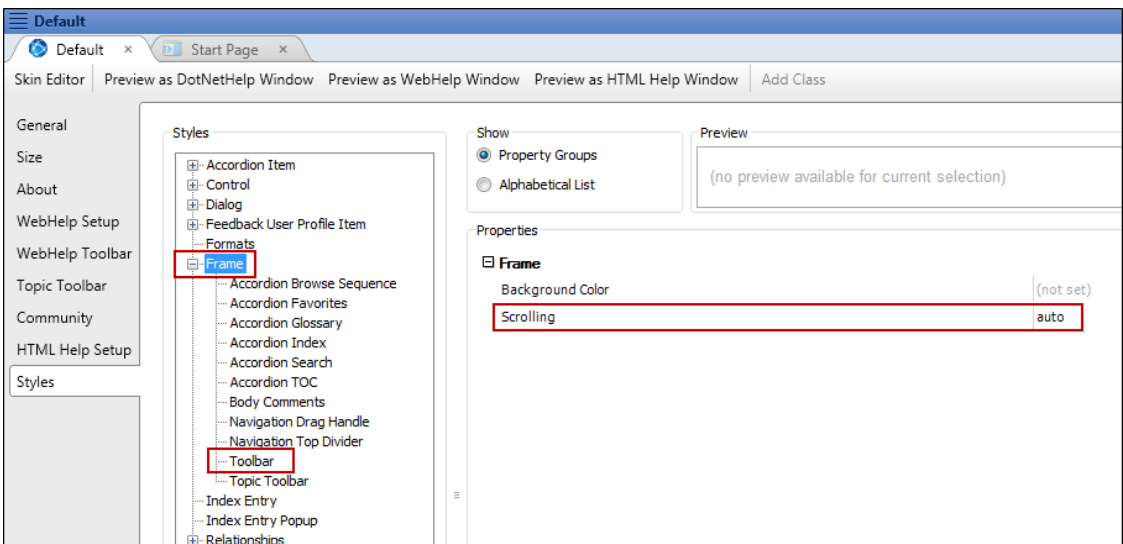


In addition to images, this also works for QR codes and equations, since those elements are converted to images in the output.

Scrolling for Toolbar and Navigation Frames

The Section 508 standard states that "Documents shall be organized so they are readable without requiring an associated stylesheet." This means that some users need to view output with styles disabled in the browser. However, if styles are disabled, the frame containing the toolbar in WebHelp output may not be fully visible, and no scroll bar is provided because it was explicitly set not to display. Therefore, in order to be in compliance with Section 508, you can use an option in a Standard skin in Flare to set scrolling values for the toolbar and navigation frames in WebHelp and WebHelp Plus output.

This option can be found in the Skin Editor for Standard skins. In the **Styles** tab, you can place the setting on the **Frame** node or on the **Toolbar** node under it.



There are two options available:

- » **auto** Scroll bars appear if needed. Select this option to ensure the output is compliant with Section 508.
- » **no** Scroll bars are never shown. This is the default option.



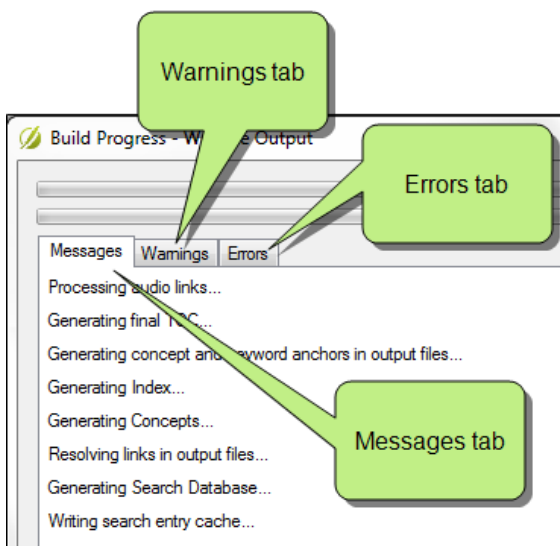
Note: This *only* takes effect when stylesheets are disabled in the web browser. Please refer to your browser for instructions on how to disable styles.

Compiler

Several compiler enhancements have been made in this version of Flare. This includes the separation of errors from warnings in the Build dialog, the ability to ignore certain warnings, and more.

Build Progress Dialog—Separation of Errors From Warnings

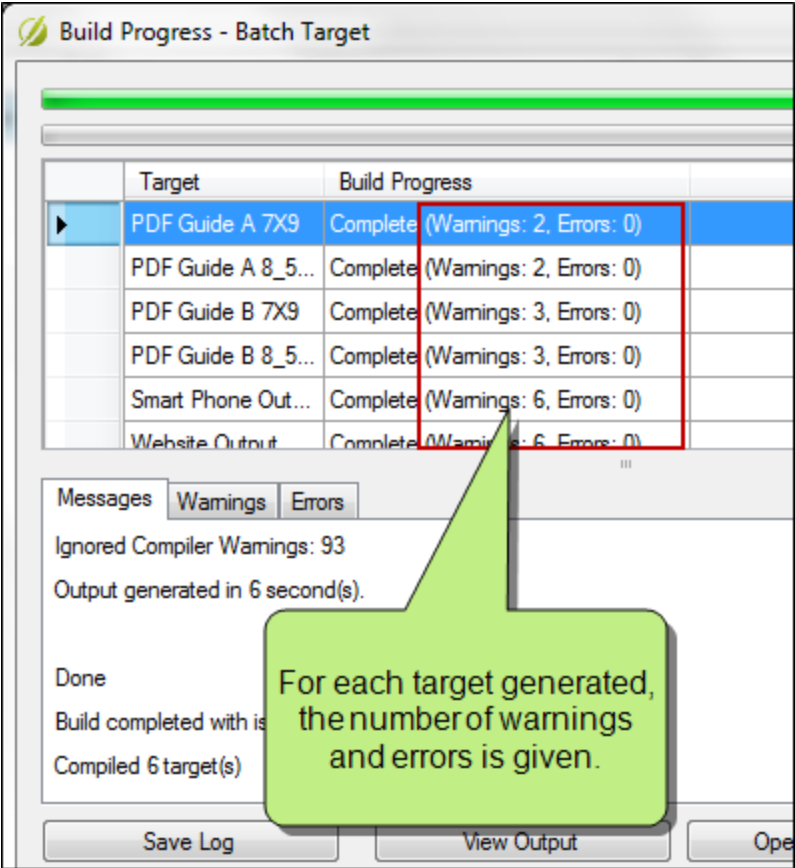
In previous versions, the Build Progress dialog showed two tabs when you generated output—Messages and Errors. Starting with this version, the warnings have been moved out of the Errors tab and into their own Warnings tab.



- » **Messages Tab** This shows compiler messages and warning text. It is essentially a running log of what is happening as the output is generated.
- » **Warnings Tab** This shows warnings reported by the compiler. Warnings do not prevent the output from being generated. Instead they might be issues that you need to fix (e.g., missing files) or suggestions for improving your output (e.g., accessibility settings). You can right-click on a warning and tell Flare to ignore it in future builds.
- » **Errors Tab** This shows errors, which are critical problems that stop the project from building output.

Build Progress Dialog (Batch)—Warning/Error Count

In the Build Progress Dialog for batch targets, the warning and error count is shown in the grid at the top of the dialog after the build is completed.



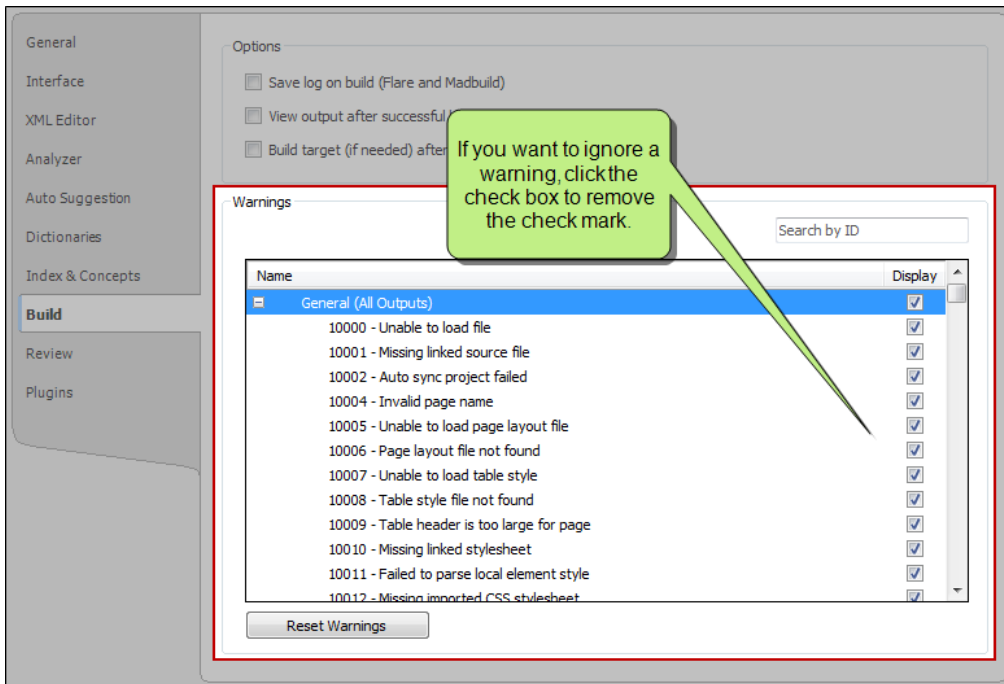
Ignore Warnings

You can tell Flare to ignore certain warnings so that they do not display in the Build Progress dialog when generating output. This can be done globally for all targets in all projects. You can also override those global settings for a specific target in a project.

GLOBAL SETTINGS IN OPTIONS DIALOG

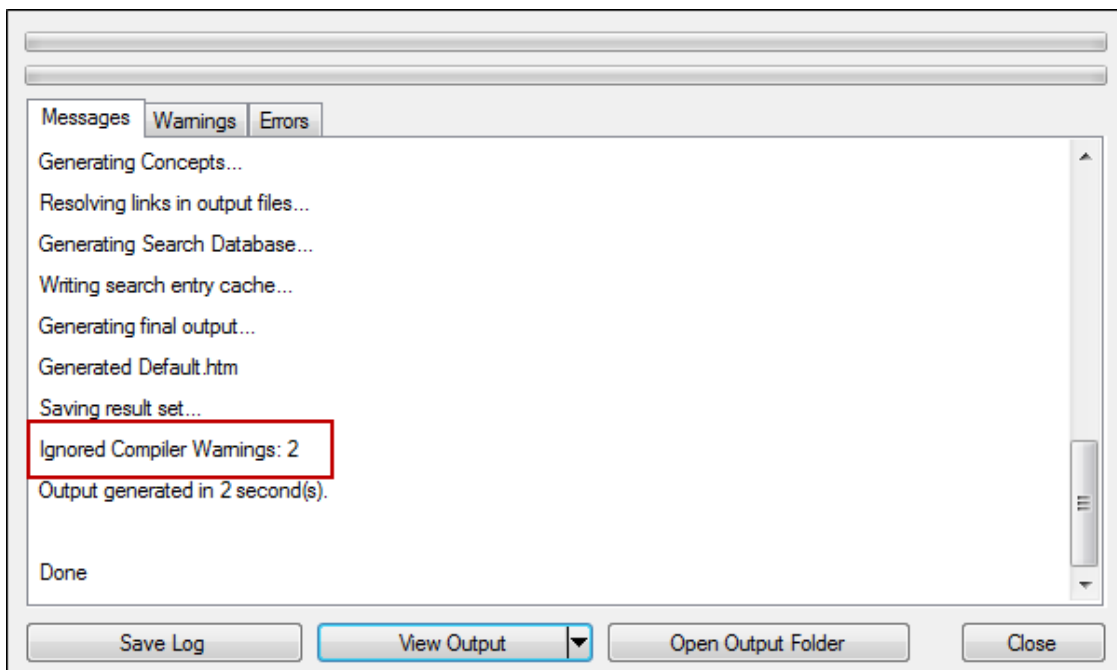
To globally ignore certain warnings, open the Options dialog (**File>Options** or **Tools>Options**) and select the **Build** tab.

In the **Warnings** section of the tab, you can remove check marks next to any warning that you want Flare to ignore. By default, all check boxes are initially selected.



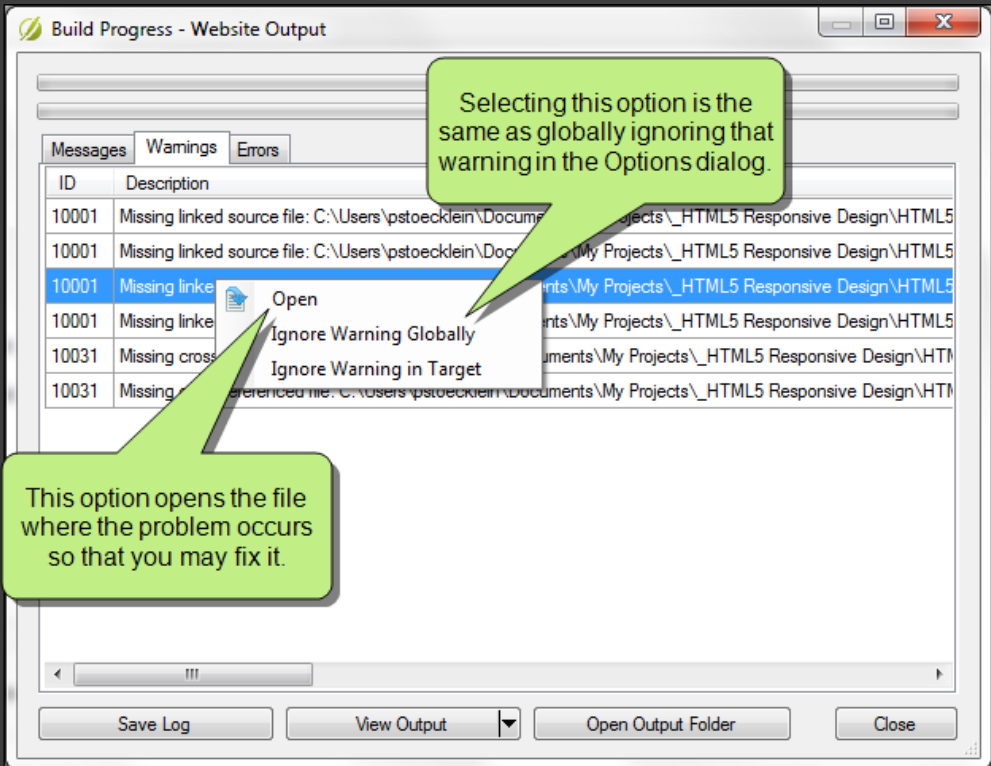
If you want to return to the default settings where all of the check boxes are selected, you can click **Reset Warnings** at the bottom of the tab.

The Messages tab of the Build Progress dialog indicates how many warnings were ignored during the build.





Note: In the Build Progress dialog after a target has been generated, you can select the **Warnings** tab, right-click on any warning message, and select **Ignore Warning Globally**. Doing this removes the check mark for that warning from the Options dialog. (You can also select an option to open the file where the problem occurs.)

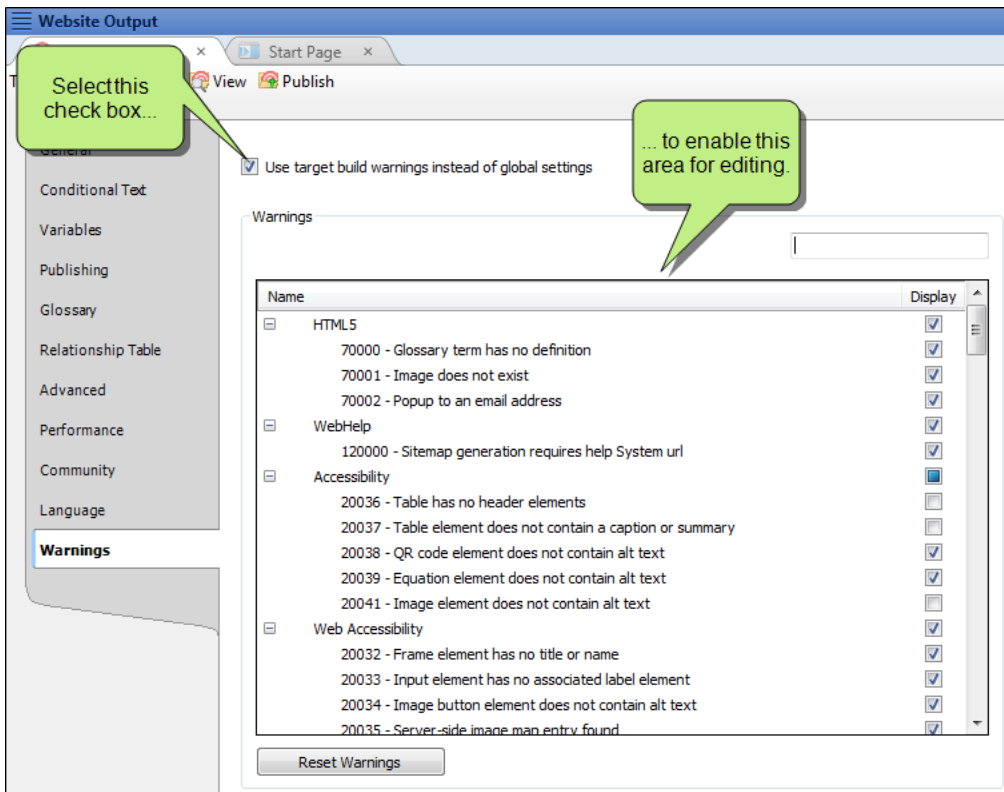


OVERRIDE GLOBAL SETTINGS IN TARGET EDITOR

By default, Flare will use the global settings that are specified in the Options dialog. So if you want all of your projects and targets to have the same settings for ignoring warnings, it's best to just use the Options dialog. However, if you want the settings to be unique for a particular target, you can override the global settings by using the Target Editor.

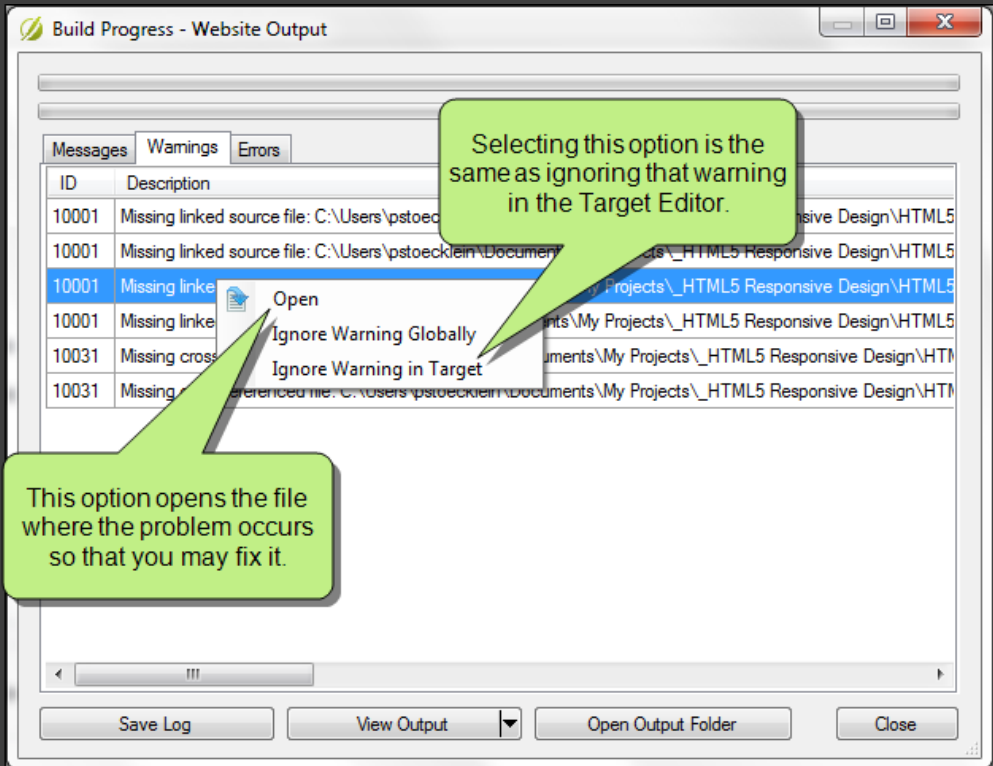
To do this, open the target, and in the Target Editor select the **Warnings** tab. Then select **Use target build warnings instead of global settings** instead of global settings. This enables the area below with all of the check boxes.

You can remove check marks next to any warning that you want Flare to ignore for that target. By default, all check boxes are initially selected.





Note: In the Build Progress dialog after a target has been generated, you can select the **Warnings** tab, right-click on any warning message, and select **Ignore Warning in Target**. Doing this removes the check mark for that warning from the Target Editor. (You can also select an option to open the file where the problem occurs.)



SEARCH BY ID

Each type of warning has a numerical ID to the left of it. You can use the search field to quickly jump to a particular warning.

The screenshot shows the 'Website Output' application window with the 'Warnings' tab selected in the left sidebar. The 'Warnings' dialog box is open, displaying a list of warnings categorized by type (HTML5, WebHelp, Accessibility, Web Accessibility). A green callout bubble labeled 'Search field' points to a text input box at the top right of the dialog. Another green callout bubble labeled 'Warning IDs' points to the numerical IDs listed next to the warning descriptions. The 'Reset Warnings' button is visible at the bottom of the dialog.

Name	Display
HTML5	
70000 - Glossary term has no definition	<input checked="" type="checkbox"/>
70001 - Image does not exist	<input checked="" type="checkbox"/>
70002 - Popup to an email address	<input checked="" type="checkbox"/>
WebHelp	
120000 - Sitemap generation requires help System url	<input checked="" type="checkbox"/>
Accessibility	
20036 - Table has no header elements	<input type="checkbox"/>
20037 - Table element does not contain a caption or summary	<input type="checkbox"/>
20038 - QR code element does not contain alt text	<input checked="" type="checkbox"/>
20039 - Equation element does not contain alt text	<input checked="" type="checkbox"/>
20041 - Image element does not contain alt text	<input type="checkbox"/>
Web Accessibility	
20032 - Frame element has no title or name	<input checked="" type="checkbox"/>
20033 - Input element has no associated label element	<input checked="" type="checkbox"/>
20034 - Image button element does not contain alt text	<input checked="" type="checkbox"/>
20035 - Server-side image map entry found	<input checked="" type="checkbox"/>



Warning: It is recommended that you be careful with which compiler warnings you choose to ignore. Only ignore warnings that you are certain you do not need to receive.



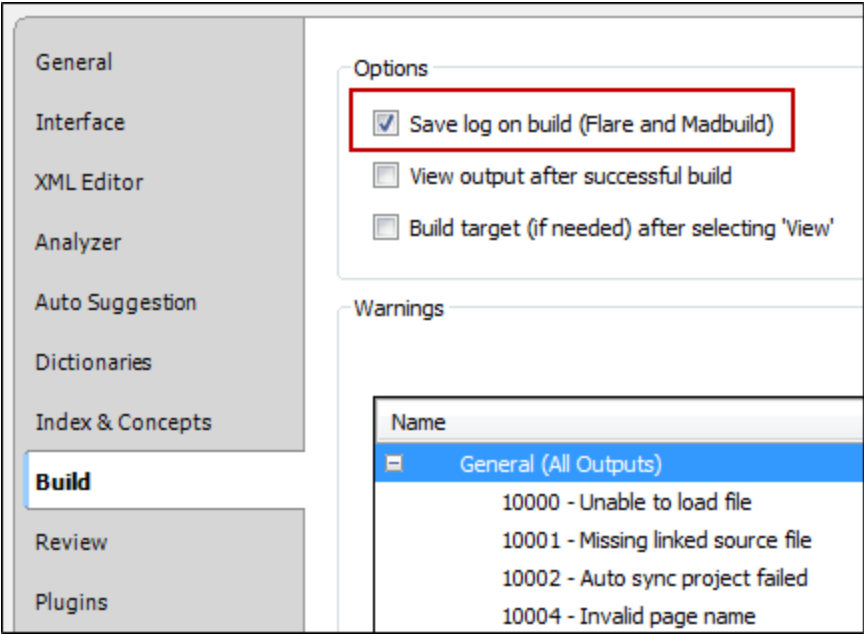
Note: You can only ignore warnings; you cannot ignore errors, which prevent output from being generated.



Note: If you open a target that contains old accessibility warning settings from previous versions of Flare, that target file will become "dirty" (i.e., an asterisk is shown next to the file name in the Target Editor) and you will see a message indicating that Flare is updating the file to use the new report warning system. You can then simply save the target file with the new settings. This does not affect your target in any other way.

Save Log on Build

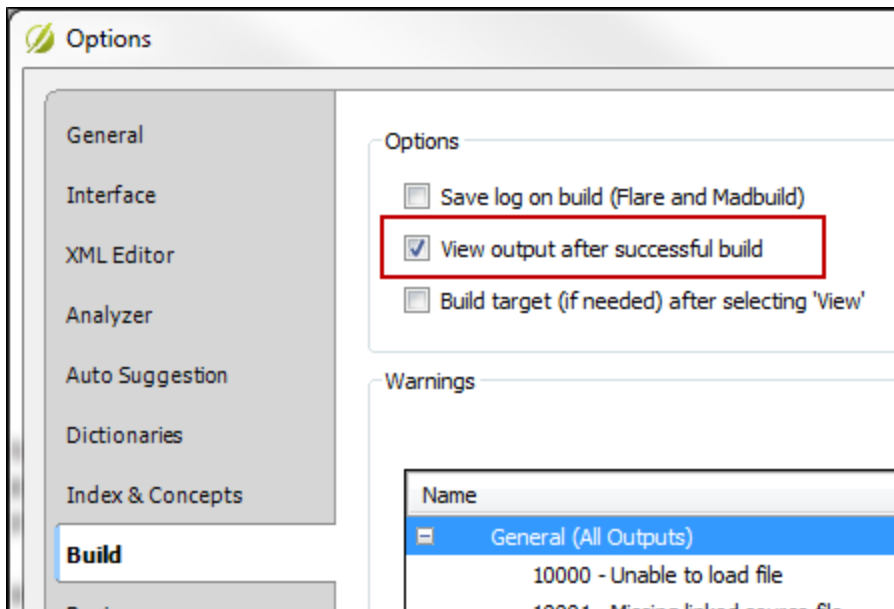
The Build Progress dialog has a button that lets you save the log file after an output has been generated. The log file is stored in the Reports folder of the Project Organizer. You have the option to do this automatically at a global level for all targets in all projects. This can be done in the Options dialog (**File>Options** or **Tools>Options**) by selecting the **Build** tab and choosing **Save log on build**.



This option works whether you are generating the output from the Flare interface or from the command line using mad-build.

View Output After Successful Build

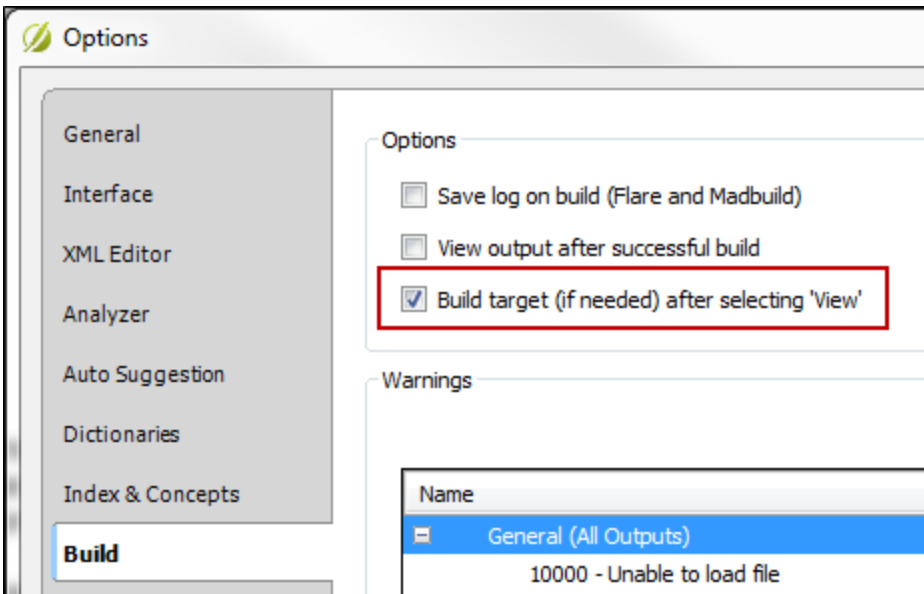
The Build Progress dialog has a button that lets you open output after it has been generated so you can view it. You also have the option to do this automatically at a global level for all targets in all projects. This can be done in the Options dialog (**File>Options** or **Tools>Options**) by selecting the **Build** tab and choosing **View output after successful build**.



Build Target (If Needed) After Selecting View

If you select an option in the user interface to view output from a target, Flare shows that output if it is up to date. But if there is no output or it is out of date, Flare gives you a message, asking if you want to build the output.

You can select an option to avoid seeing this message for all targets in all projects. This can be done in the Options dialog (**File>Options** or **Tools>Options**) by selecting the **Build** tab and choosing **Build target (if needed) after selecting 'View'**.

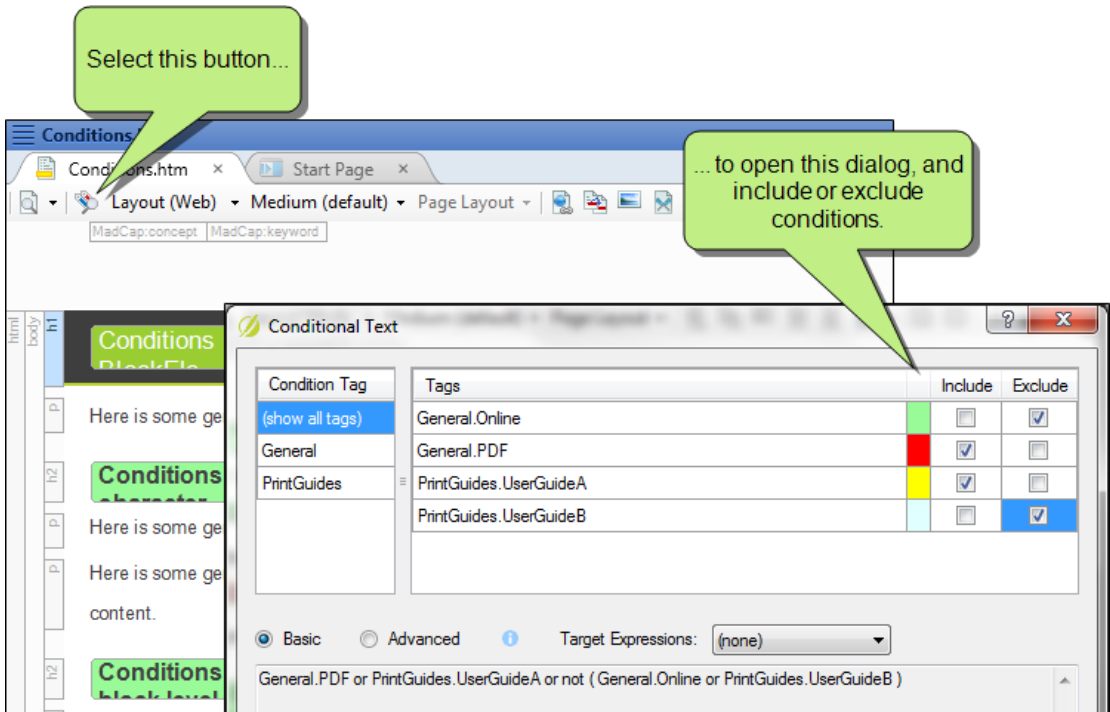


Condition Tags

New condition tag enhancements include the ability to associate them while editing, dragging them to the editors (XML, TOC, Browse Sequence), and support for fixing undefined condition tags in the Basic view of the user interface.

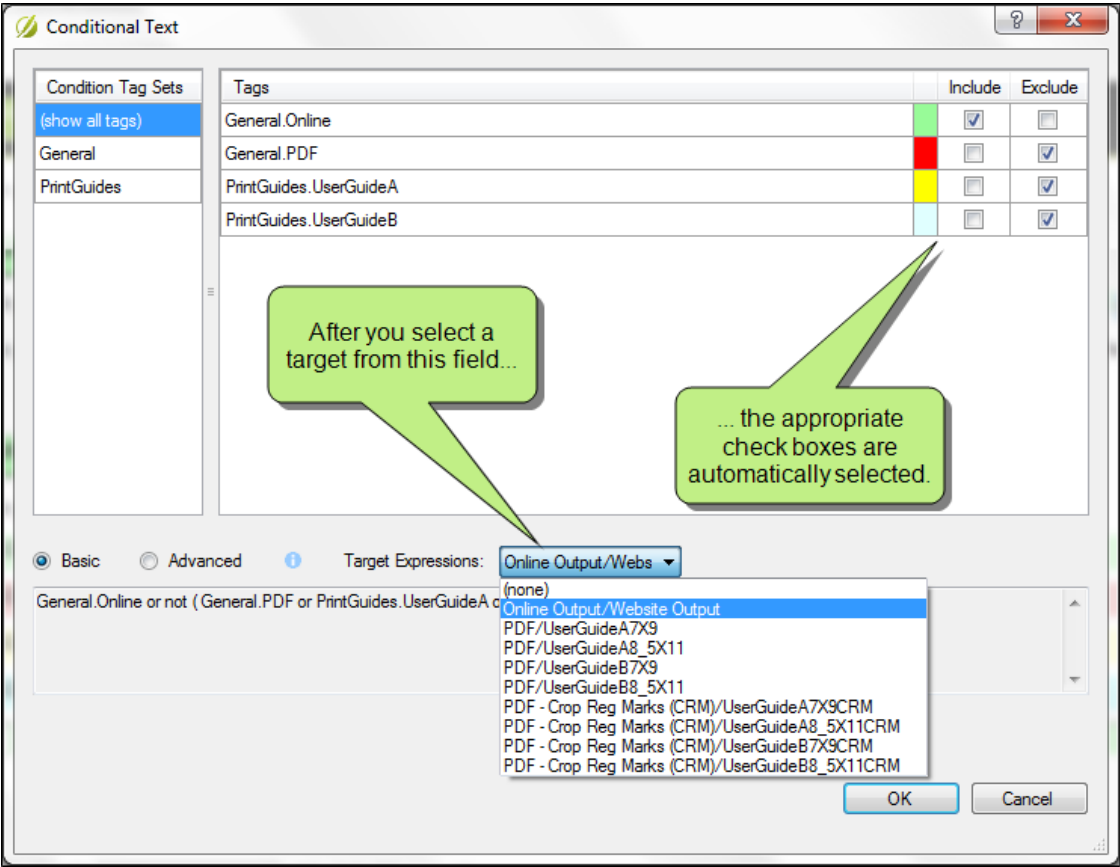
Associate Conditions While Editing

When editing a document in the XML Editor, you can click  in the local toolbar to open the Conditional Text dialog and include and exclude conditions on that file. This is similar to the feature that you can use to preview a document with certain conditions set. The difference is that this associates the conditions to the document as you edit it in the XML Editor.



Please note that this is not the same as *applying conditions* to actual content. Nor does this feature affect the output, as do the settings in the Target Editor. Rather, this functions more like a preview feature. It simply lets you temporarily remove from view content that is associated with certain condition tags so that you can see how the file looks without that content.

Usually when editing, you want to see the file as it is intended for a particular target. Therefore, although you can manually select conditions to include or exclude from view, the best approach is usually to click the **Target Expressions** drop-down and choose a target. The condition settings from that target are then replicated in this dialog, thus saving you time and effort.

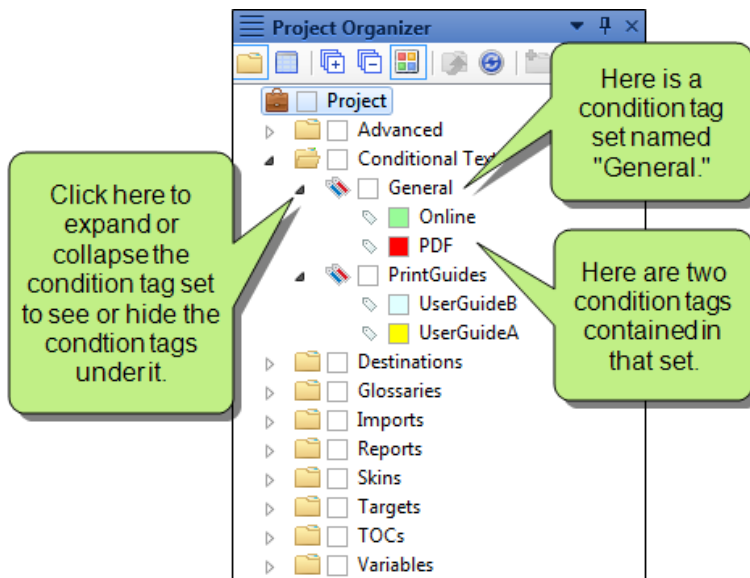




Note: If you associate conditions with a file while editing and then open the Send Files For Review Wizard, those settings are preserved. Therefore, you can quickly send the file to a reviewer and that person will initially only see content with conditions that you have included.

Drag Conditions to Editors

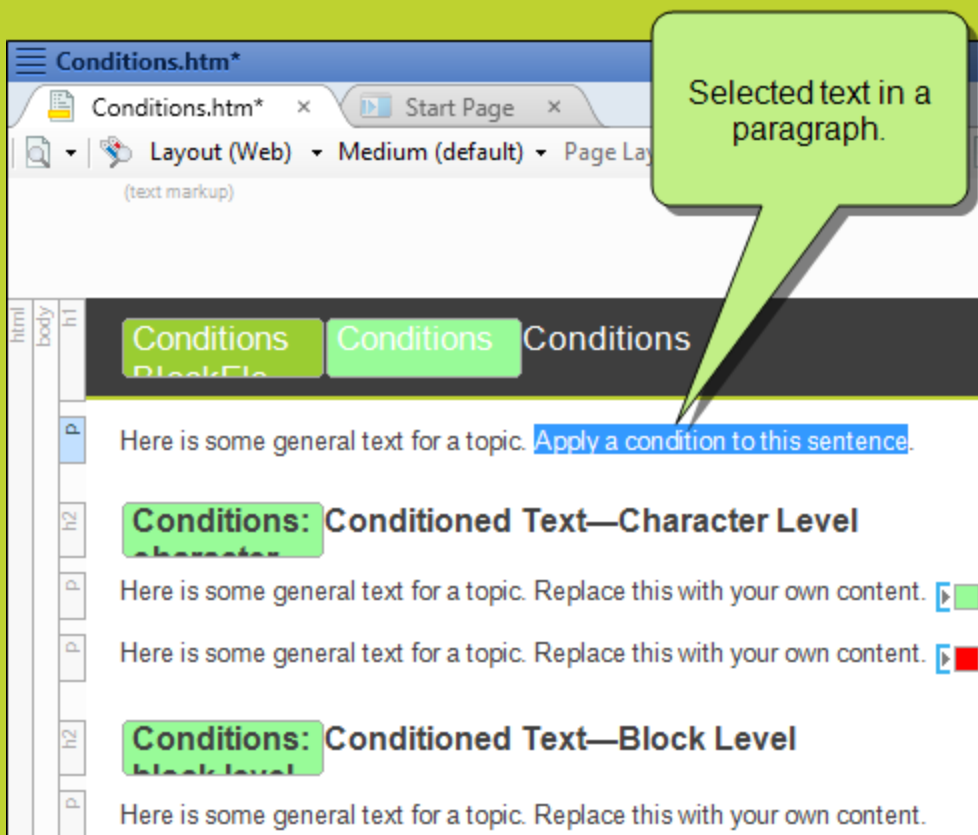
When you open the Project Organizer to look at your condition tag sets, you will notice that you can expand the sets to see the actual condition tags within them.



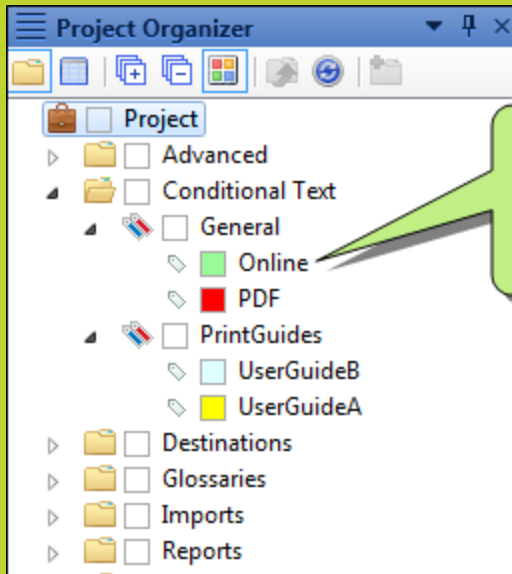
This allows you to click on a specific condition tag in the Project Organizer and drag it to content or structure bars in the XML Editor. You can also drag condition tags to entries in the TOC Editor and Browse Sequence Editor. However, you can apply only one condition at a time using this method.

EXAMPLE — SELECTED TEXT

Let's say you want to apply a condition tag to selected text in a paragraph. First, in the XML Editor you would select the text in question.

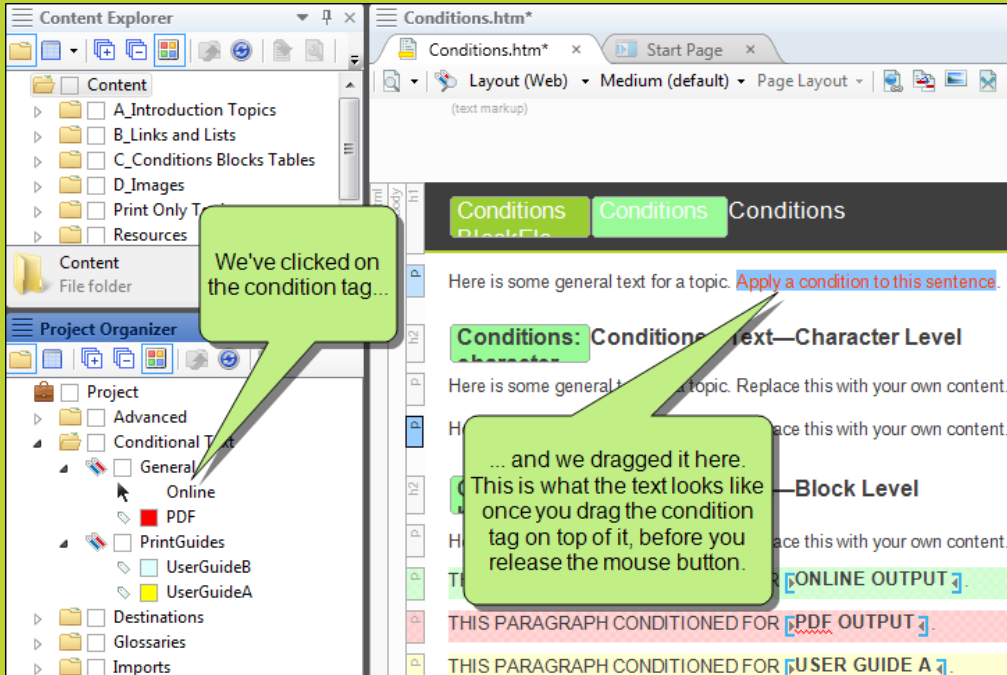


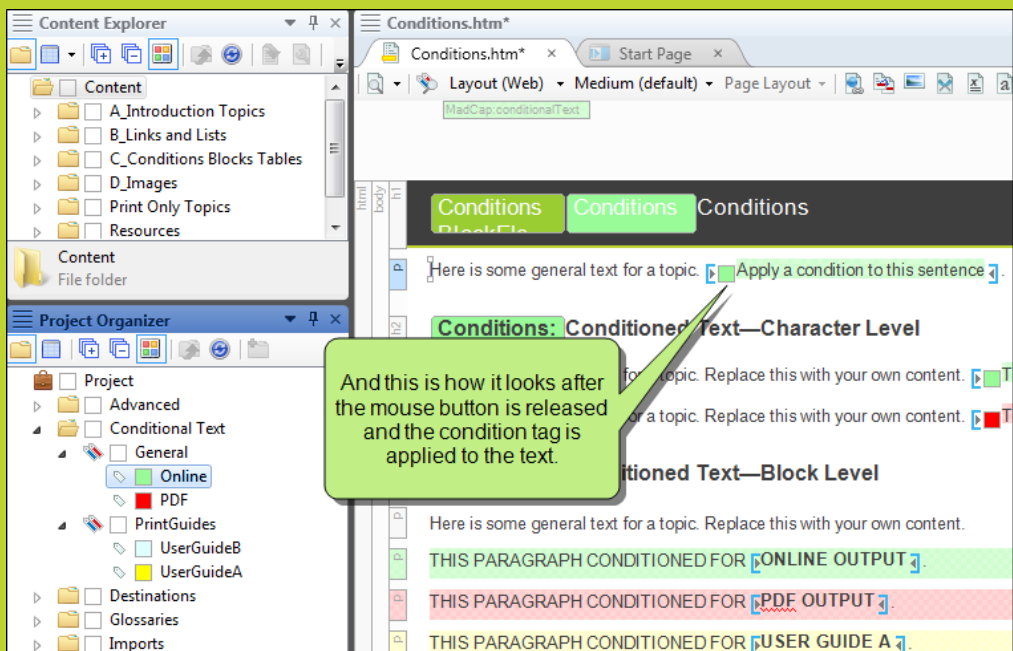
Then in the Project Organizer, you open the **Conditional Text** folder and expand the appropriate condition tag set.



We're going to drag this condition tag to the selected text.

Finally, you click on the condition tag and drag it to the selected text in the XML Editor.

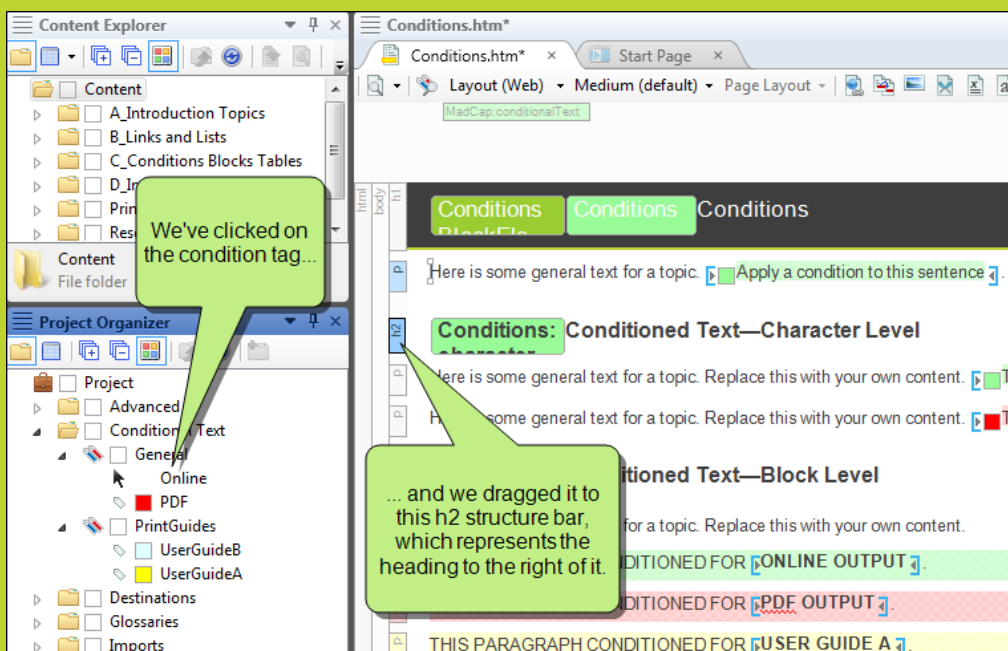


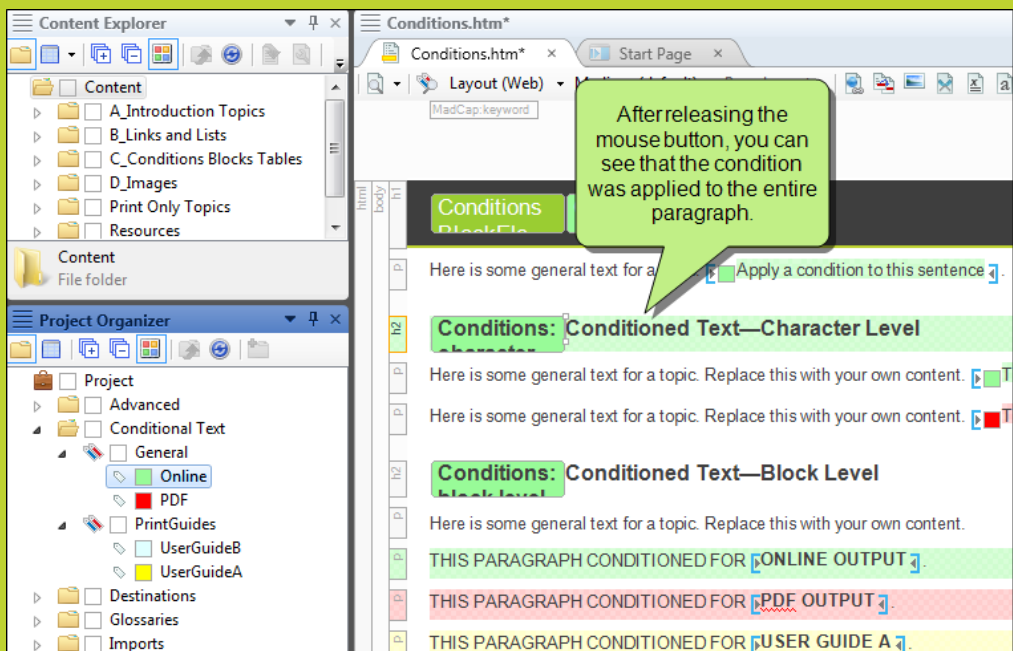


EXAMPLE — STRUCTURE BARS

Let's say you want to apply a condition tag to an entire paragraph, such as a heading in a topic. First, in the Project Organizer, you open the **Conditional Text** folder and expand the appropriate condition tag set.

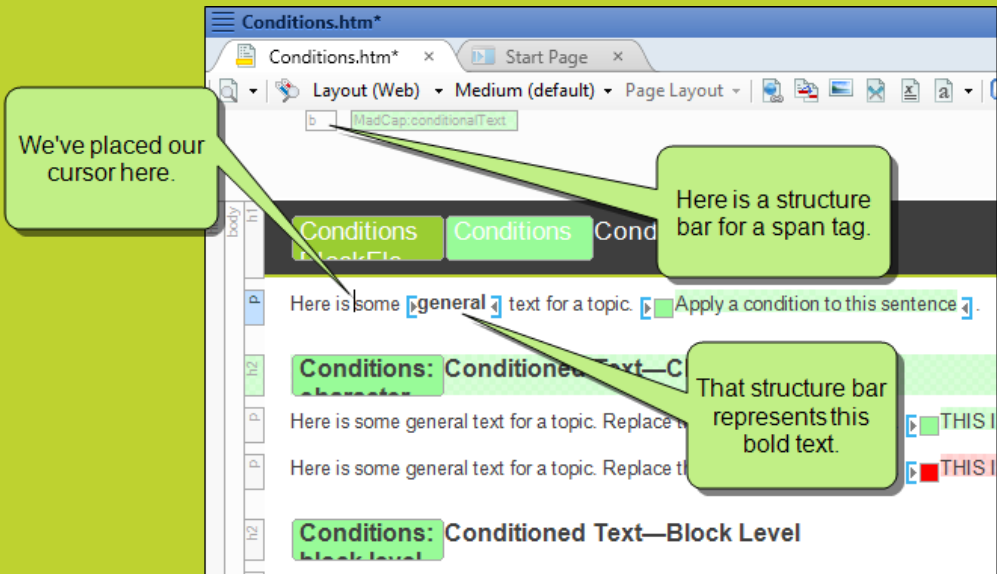
Then you click on the condition tag and drag it to the structure bar representing that paragraph in the XML Editor.





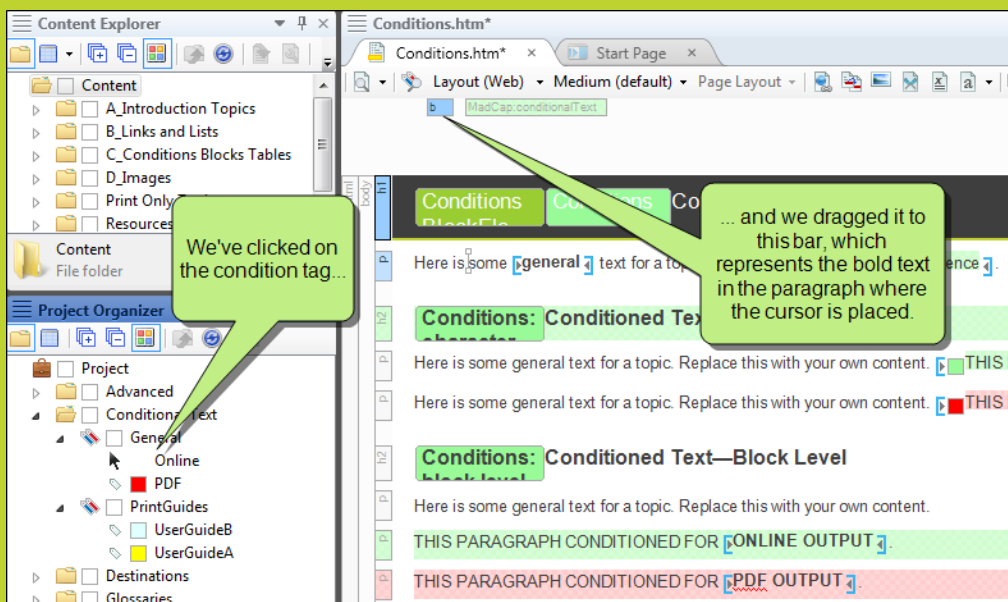
Now let's say you want to apply a condition tag to content that contains a span tag (i.e., a style to be used at the character level, rather than at the block level, such as bold text).

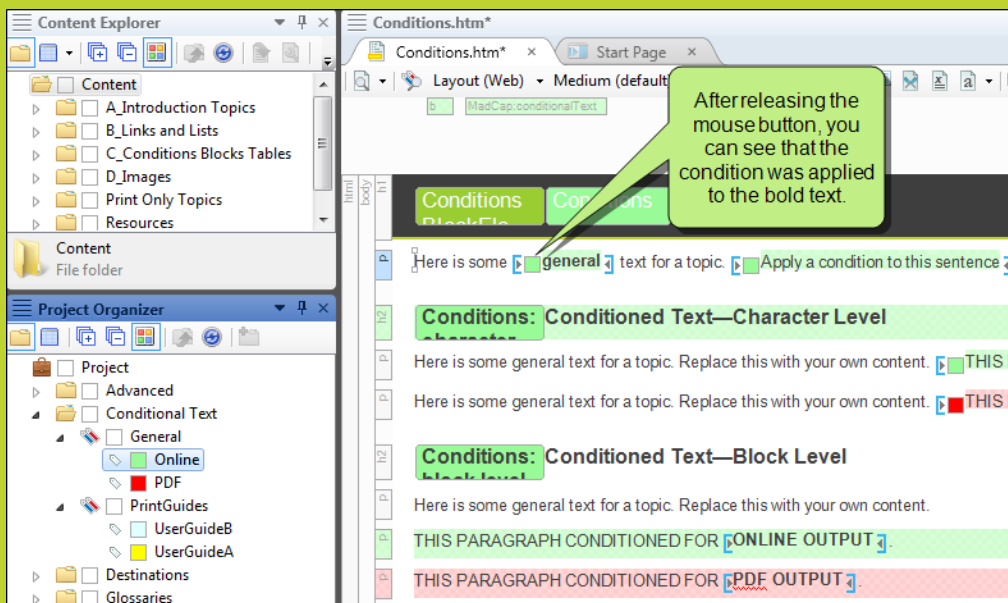
First, in the XML Editor you would place your cursor somewhere in the paragraph where the span tag has been applied.



Then in the Project Organizer, you open the **Conditional Text** folder and expand the appropriate condition tag set.

Finally, you click on the condition tag and drag it to the structure bar representing the span tag in the XML Editor.





Undefined Conditions—Fixing in Target Editor or Properties Dialog

There may be times when you have an undefined condition tag in your project. For example, you might have a condition tag that you've applied to content and then included or excluded in some targets. But then you delete that condition tag for some reason. In that case, there are still references to that deleted condition tag in topics or targets, but the condition no longer exists in the tag set, so it's considered an undefined condition tag. If this occurs and you open the Conditional Text tab in the Target Editor (or the Properties dialog for a topic in the case of snippet conditions), you will see a reference to that undefined condition tag in the Basic view. You can then remove the reference to the undefined condition tag.

Undefined tags are highlighted with a colored background when "(show all tags)" is selected. You can remove a reference to an undefined condition tag by removing the check mark next to it and saving your changes.

In this example, (show all tags) is selected.

This is an undefined condition tag, which is evident from the colored background in the row.

Condition Tag Set	Tags		Include	Exclude
(show all tags)	General.Online		<input checked="" type="checkbox"/>	<input type="checkbox"/>
(undefined tags)	General.PDF		<input type="checkbox"/>	<input checked="" type="checkbox"/>
General	PrintGuides.UserGuideA		<input type="checkbox"/>	<input checked="" type="checkbox"/>
PrintGuides	PrintGuides.UserGuideB		<input type="checkbox"/>	<input checked="" type="checkbox"/>
	General.OldConditionTag		<input type="checkbox"/>	<input checked="" type="checkbox"/>

You can remove the reference to the undefined condition tag by clicking here and removing the check mark.

A listing for "(undefined tags)" also displays in the Condition Tag Sets section. Selecting this displays just the undefined tags.

In this example, (undefined tags) is selected.

All undefined condition tags are listed. In this case, there is only one.

Condition Tag Sets	Tags	Include	Exclude
(show all tags)	General.OldConditionTag	<input type="checkbox"/>	<input checked="" type="checkbox"/>
(undefined tags)			
General			
PrintGuides			

If you select the condition tag set that the condition used to be in, you will not see the undefined condition tag in the list.

As this example shows, there is at least one undefined condition tag, because (undefined tags) is displayed here.

The undefined condition tag in this example was once contained in this condition tag set, named "General."

But when that condition tag set is selected, notice that the undefined condition tag in question is not included in the list to the right. To see the undefined condition tag, you must select either (show all tags) or (undefined tags).

Condition Tag Sets	Tags	Include	Exclude
(show all tags)	Online	<input checked="" type="checkbox"/>	<input type="checkbox"/>
(undefined tags)	PDF	<input type="checkbox"/>	<input checked="" type="checkbox"/>
General			
PrintGuides			

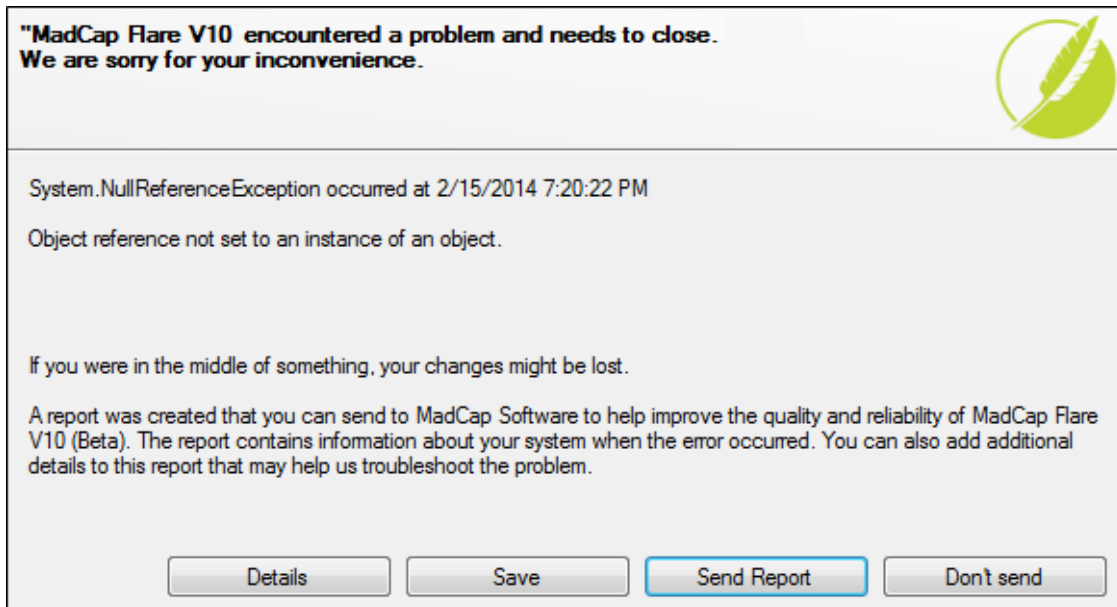


Note: Even though you remove references to undefined condition tags, you may still have topics with references to undefined conditions. You can remove the reference to that undefined condition tag by using the Internal Text Editor, or by removing the affected content in the XML Editor and typing it again.

Crash Reporting System

When an "unhandled exception" issue occurs in Flare, a crash report may be created. You can then send that report to MadCap Software, or you can save the file and send it to customer support to resolve the problem.

If a crash such as this occurs, a dialog like the following opens.



You can use the **Details** button to provide additional information and see all of the report details. The option to provide additional information is especially helpful because it helps MadCap Software identify the cause of the issue so that improvements can be made for future versions of the software. You can then save the report and/or send it to MadCap Software.

- » **Details** Opens the View Exception Log, which lets you add user information and a description of what you were doing when the crash occurred (all information is optional). It also shows all of the information contained in the crash report.

Exception

Time: 2/15/2014 7:20:22 PM

Source: B3.XmlTextKit

Type: System.NullReferenceException

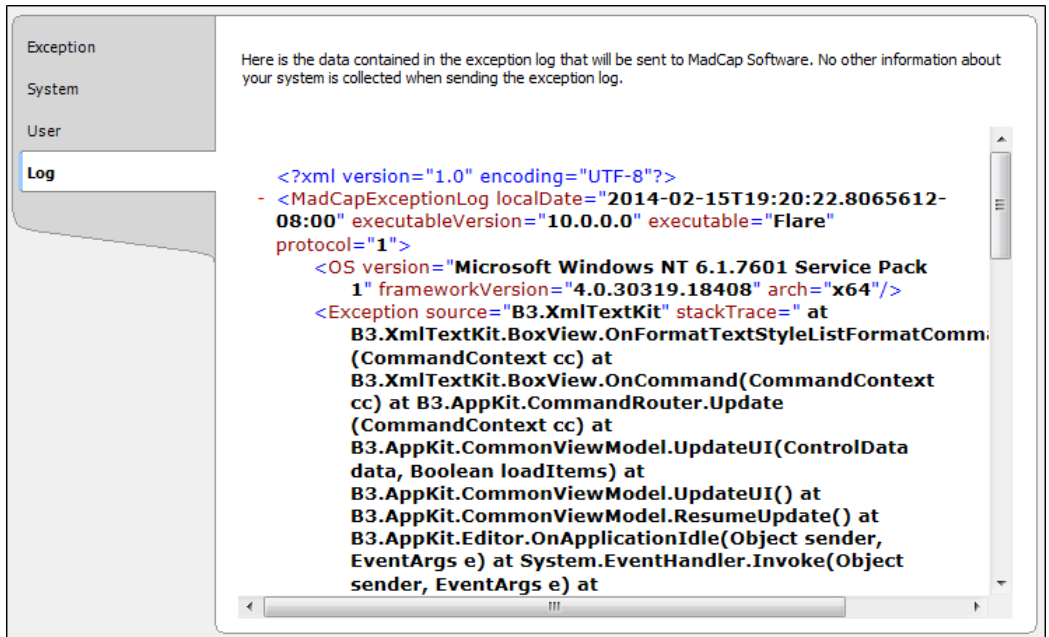
Message: Object reference not set to an instance of an object.

Stack Trace:

```
at B3.XmlTextKit.BoxView.OnFormatTextStyleListFormatCommand(CommandContext cc)
at B3.XmlTextKit.BoxView.OnCommand(CommandContext cc)
at B3.AppKit.CommandRouter.Update(CommandContext cc)
at B3.AppKit.CommonViewModel.UpdateUI(ControlData data, Boolean loadItems)
at B3.AppKit.CommonViewModel.UpdateUI()
at B3.AppKit.CommonViewModel.ResumeUpdate()
at B3.AppKit.Editor.OnApplicationIdle(Object sender, EventArgs e)
at System.EventHandler.Invoke(Object sender, EventArgs e)
at System.Windows.Threading.DispatcherTimer.FireTick(Object unused)
at System.Windows.Threading.ExceptionWrapper.InternalRealCall(Delegate callback, Object args, Int32 numArgs)
at MS.Internal.Threading.ExceptionFilterHelper.TryCatchWhen(Object source, Delegate method, Object
```

Exception	Exe: Flare
System	Exe Version: 10.0.0.0
User	Framework Version: 4.0.30319.18408
Log	OS Architecture: x64
	OS Version: Microsoft Windows NT 6.1.7601 Service Pack 1

Exception	Machine ID: 3b22c4ca2e8bb55d51b4156cc2e35f72a7baf1d6	<div>Use this tab to provide additional information about the crash to help MadCap Software identify the source of the problem.</div>
System	First Name: (optional) John	
User	Last Name: (optional) Doe	
Log	Email: (optional) jdoe@myemail.com	
	Details: I tried to delete an image file and this window came up.	



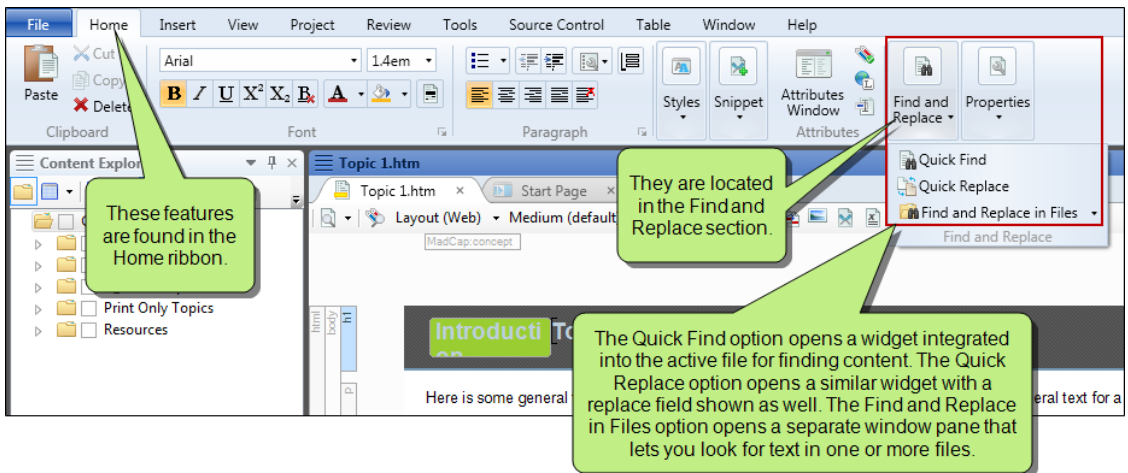
- » **Save** Lets you save the crash report to a file, which you may then send to MadCap Software's technical support team.
- » **Send** Attempts to send the report to the MadCap Software server.
- » **Don't send** Closes the dialog without sending the report.

Find and Replace

The Find and Replace and the Find in Files features have been enhanced. This involves a redesign of the user interface (including integration with individual files), a change in the way Flare looks for and replaces content globally, and the ability to look for whole words.

In previous versions, there was a Find and Replace window pane that was used to find text and replace it. And then there was a Find in Files window pane that was used to simply find text and list all the files where it was found. Starting with this version, the features in those window panes are still available, but they are found in two file widgets and a new window pane.

From the Flare ribbons and menus, you can select the following features: Quick Find, Quick Replace, and Find and Replace in Files.



Quick Find and Quick Replace Widgets

Flare has two widgets that can be used for find and replace—Quick Find and Quick Replace. When opened, these widgets are integrated into the editor when looking for text in a file that is open. They are used to quickly find and replace text only in the file that is open. These widgets contain the same fields. The only difference between them has to do with which fields are initially shown when the widget is first opened. The Quick Find widget initially displays only the Find fields. The Quick Replace widget initially shows both the Find and the Replace fields.

HOW TO OPEN THE QUICK FIND WIDGET

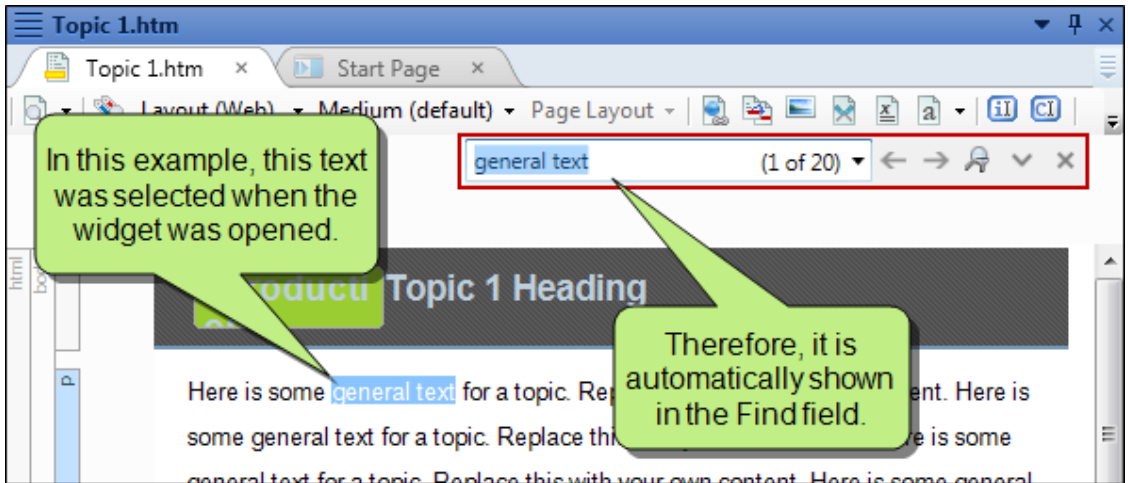
1. Open a content file.
2. Do one of the following, depending on the part of the user interface you are using:
 - » **Ribbon** Select the **Home** ribbon. In the **Find and Replace** section select **Quick Find**.
 - » **Menu** Select **Edit>Find and Replace>Quick Find**.
 - » **Keyboard Shortcut** Press **CTRL+F**.

HOW TO OPEN THE QUICK REPLACE WIDGET

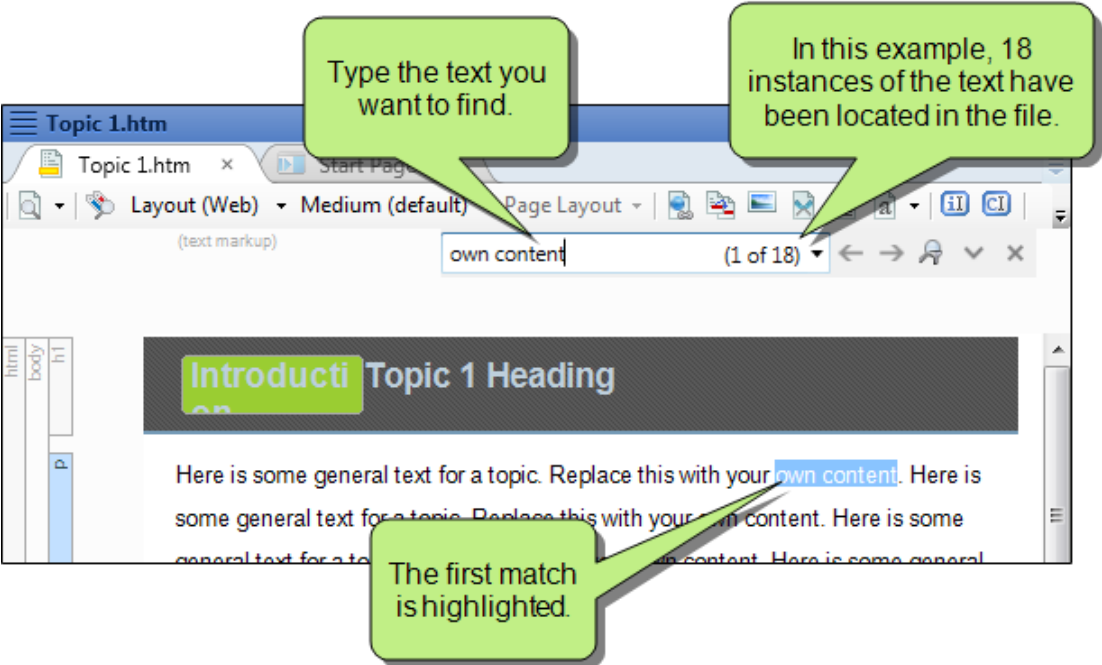
1. Open a content file.
2. Do one of the following, depending on the part of the user interface you are using:
 - » **Ribbon** Select the **Home** ribbon. In the **Find and Replace** section select **Quick Replace**.
 - » **Menu** Select **Edit>Find and Replace>Quick Replace**.
 - » **Keyboard Shortcut** Press **CTRL+H**.

USING THE QUICK FIND AND QUICK REPLACE WIDGETS

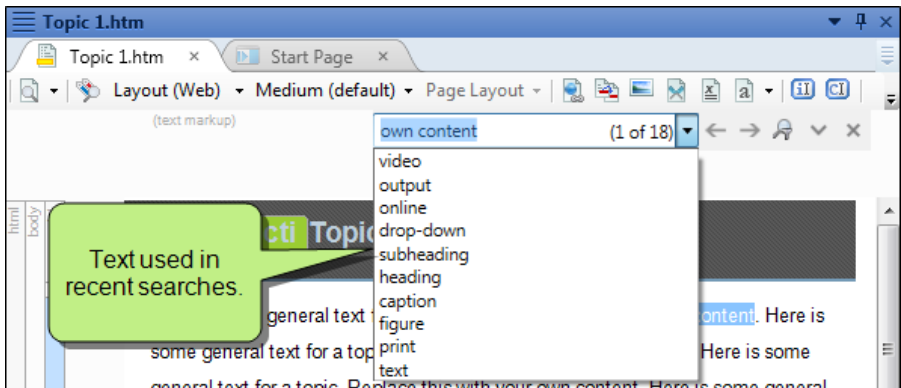
When you open the **Quick Find** widget, a field and some buttons appear in the upper-right corner of the editor. If the cursor was on a particular word, or if some content was already selected in the file, that text is automatically added to the field.




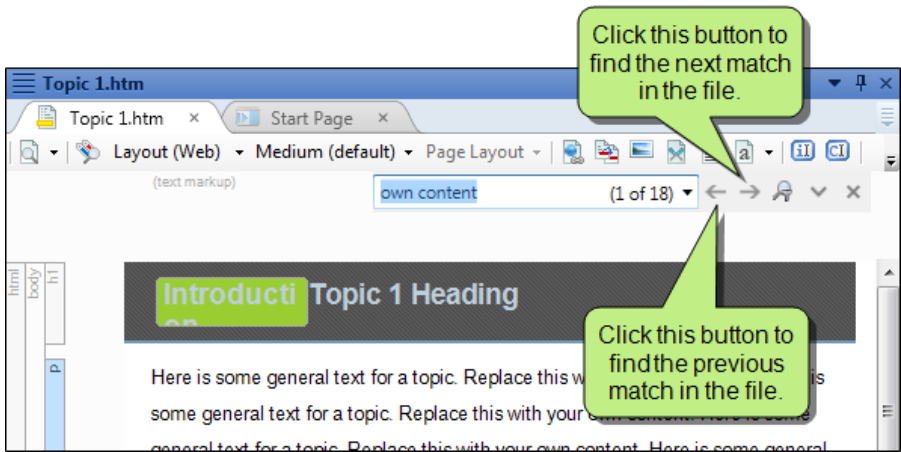
In the Find field, enter the word(s) you want to find in the file that is open. As you type, the first instance of the term is highlighted, and a counter in the text field shows how many matches were found in the file.






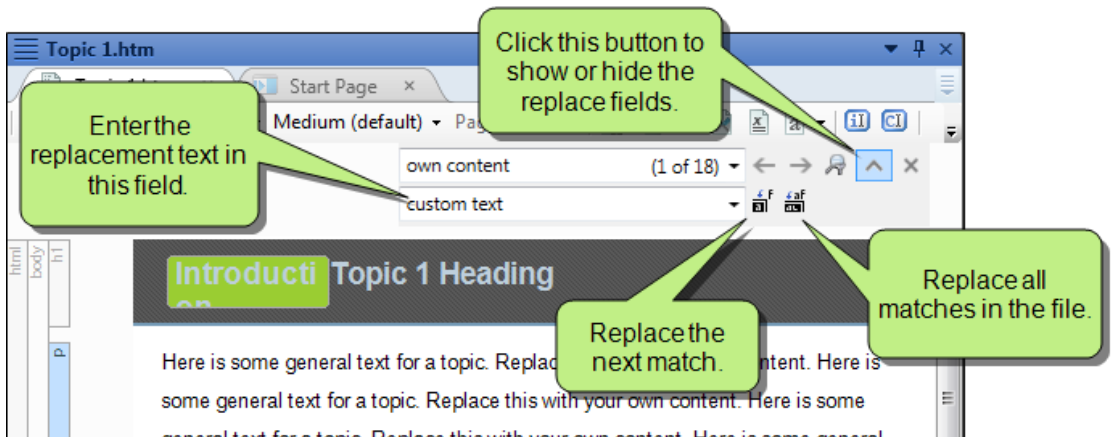
You can click the down arrow in the field to select text used in recent searches.




To locate the next match, click . And keep clicking it to move through the file, finding each subsequent match.



If you want to replace matches with other text, click . This shows another field just below the first one. Enter replacement text in that field. If you want to replace only the next instance found, click . If you want to replace all instances of the matching text in the file with the replacement text, click .



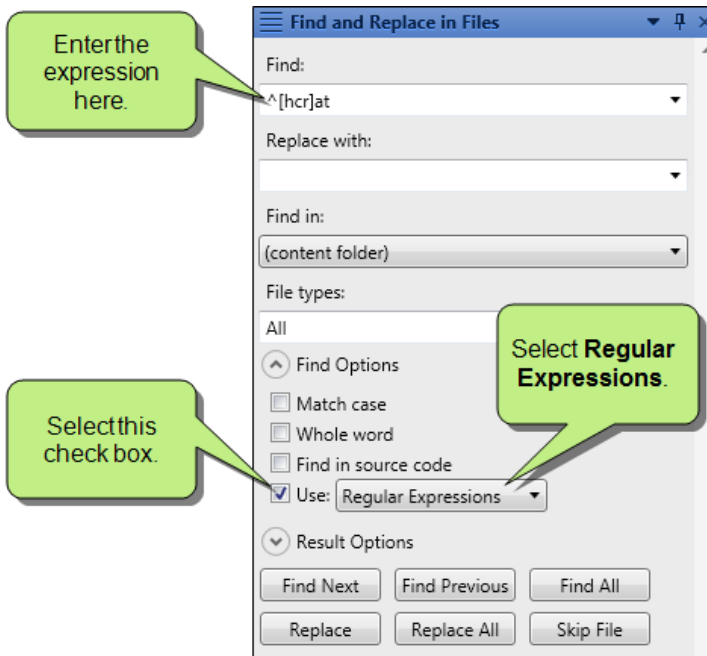
Click  to select any of the following filter options:

>> **Regular Expressions** If you select this option, you can use regular expressions when you look for content.

Regular expressions (also referred to as regex or regexp) are similar to wildcards in that they let you find matching strings of text. However, they are more powerful than wildcards.

To use regular expressions in the Find and Replace in Files window pane, enter the expression in the **Find what** field, select the **Use** check box, and from the drop-down choose **Regular Expressions**.

When using regular expressions, backreferences are supported. For more information about backreferences, see <http://www.regular-expressions.info/backref.html>.



EXAMPLES

Following are some examples of regular expressions:

Expression	Description
[a-z]	Matches any lowercase letter
[A-Z]	Matches any uppercase letter
\d	Matches any decimal digit
\D	Matches any non-digit
\s	Matches any white-space character
{...}	Explicit quantifier For example, a{3} finds "aaa"
	Alternation For example, gray grey finds "gray" or "grey"
(...)	Logical grouping
?	0 or 1 of previous expression; forces minimal matching when expression might match several strings within a search string For example, reg(ular expressions)? ex(p es?) finds "regular expression," "regular expressions," "regex," "regexp," or "regexes"

For more examples and information about regular expressions, see the following:

<http://www.regular-expressions.info/>

<http://regexlib.com/CheatSheet.aspx>

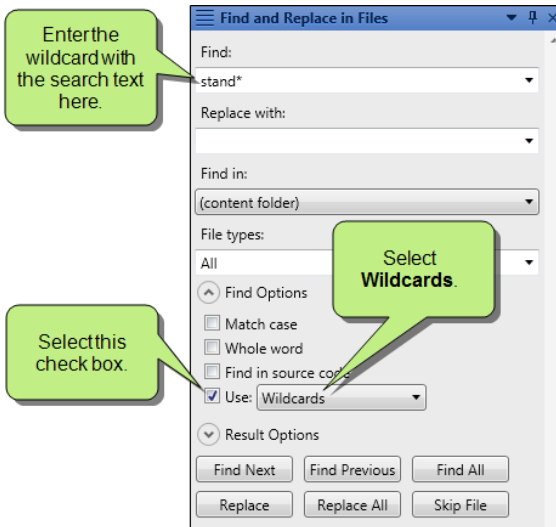


Note: Flare supports only .NET Framework regular expressions. For more information, see <http://msdn.microsoft.com/en-us/library/hs600312.aspx>.

» **Wildcards** If you select this option, you can use wildcards when you look for content.

A wildcard let you substitute a single character for one or more other characters when searching for text strings. The most common wildcard characters are the question mark (?)—which represents a single character—and the asterisk (*)—which represents any combination of characters.

To use wildcards in the Find and Replace in Files window pane, enter the expression in the **Find what** field, select the **Use** check box, and from the drop-down choose **Wildcards**.



EXAMPLES

Following are some examples of wildcards:

Wildcard Examples	Result
s*t	Finds "secret," "select," accessibility," and so on
stand*	Finds "stand," "standing," standard," "stand-in," "outstanding," and so on
gloss?.doc	Finds "glossy.doc," but not "glossary.doc"

For more information about wildcards, see <http://tinyurl.com/279p2nf>.

- » **Whole word** Flare finds only whole words (e.g., if you enter "stand" as the search term, it will find "stand," but not "standing").
- » **Match case** Flare finds only occurrences of the text that match the case (e.g., uppercase, lowercase) of the text entered in the "Find what" field.
- » **Find and Replace in Files** This option opens the Find and Replace in Files window pane, which lets you perform more advanced searches, including global searches throughout the project.

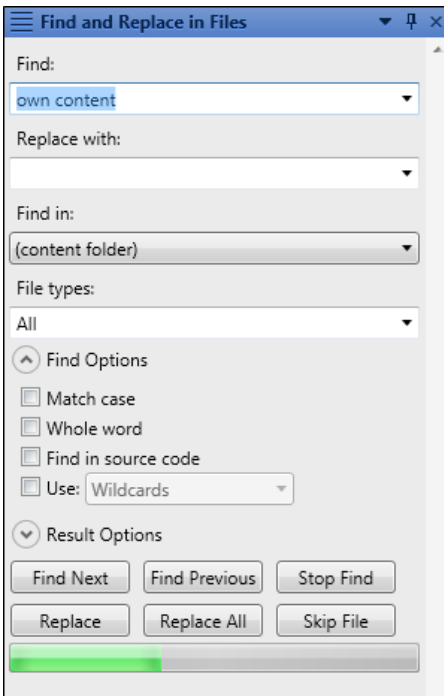
To close the widget, click  or press the **Esc** key on your keyboard.

The **Quick Replace** widget is identical to the Quick Find widget. The only difference is that the replace fields are displayed as soon as you select the option.

Find and Replace in Files

This feature is somewhat of a merging of the old Find and Replace window pane and the Find in Files window pane from previous versions. Plus, more options have been added, such as the ability to search in more types of files, specify whole word searches, and save results in a CSV file. The Find and Replace in Files window pane lets you perform more advanced searches than the integrated Find and Replace widgets. You should use this window pane if you need to search for text in more than one file.

In addition, there is now support for back references when finding and replacing with regular expressions. This is the case for both the Find and Replace in Files window pane and the Find and Replace widgets.



HOW TO OPEN THE FIND AND REPLACE IN FILES WINDOW PANE

You do need to have any files open in order to use this window pane to search for text. In previous versions, you needed to have a valid file (topic or stylesheet) open in order to perform a search.

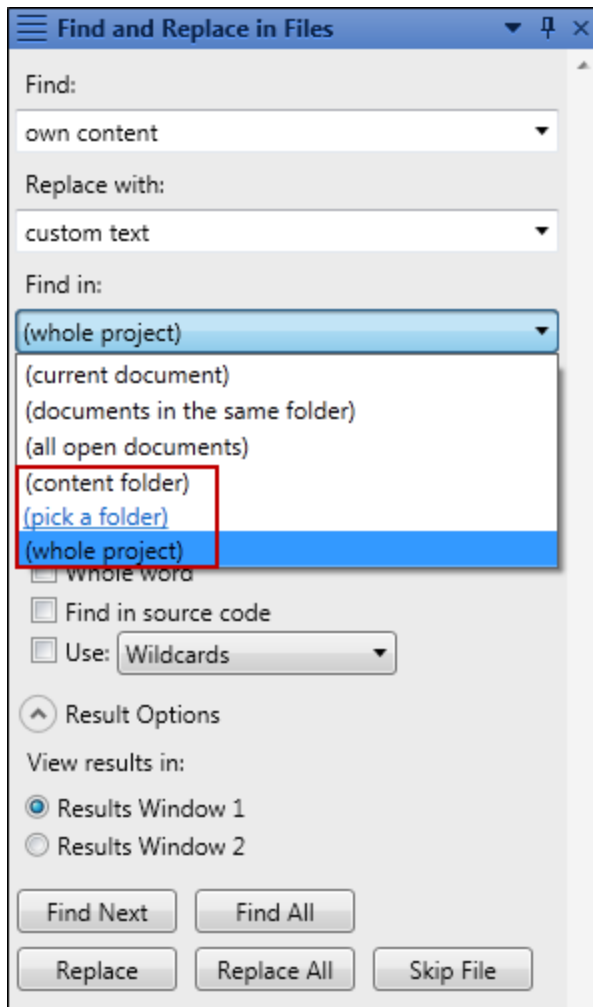
Do one of the following, depending on the part of the user interface you are using:

- » **Ribbon** Select the **Home** ribbon. In the **Find and Replace** section select **Find and Replace in Files**.
- » **Menu** Select **Edit>Find and Replace>Find and Replace in Files**.
- » **Keyboard Shortcut** Press **CTRL+SHIFT+F**.

NEW AND CHANGED OPTIONS

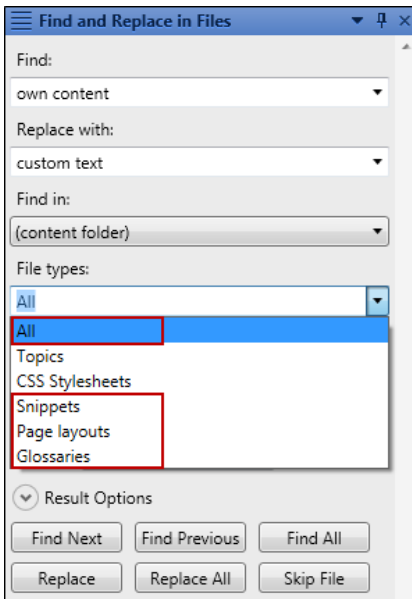
This window pane contains more options than those listed below. Following are the options that are *new* or have been *changed* in some way:

- » **Find In**
 - » **(whole project)** Previously, if you selected this option, Flare searched through your entire project, but only in the content files (i.e., those in the Content Explorer). Starting with this version, it looks also in the project files (i.e., those located in the Project Organizer).
 - » **(content folder)** Because the "Whole Project" option has been enhanced to include project files in the search, this option has been added to let you limit your search to content files (i.e., those in the Content Explorer).
 - » **(pick a folder)** If you select this new option, a dialog opens that lets you choose any folder in your project. Flare will then confine its search to the files within that folder.



» File Types

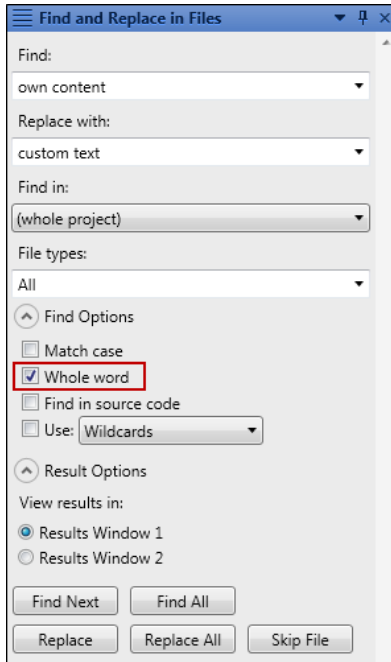
- » **All** You can select this option to look in all file types in your project, including (but not limited to) those listed in this drop-down field.
- » **Snippets** Select this new option to look for text only in snippet files.
- » **Page Layouts** Select this new option to look for text only in page layout files.
- » **Glossaries** Select this new option to look for text only in glossary files.



Note: In addition to selecting a file type from the list, you can type the file type extension in the field directly. This can be especially useful for file types not included in the drop-down. For example, if you want to look in all target files in the project, you can type `*.fltar` in the field. If you are searching for a file contained in the Project Organizer, also remember to select **Find in source code**.

» Find Options

- » **Whole Word** You can now look for whole words only (e.g., if you enter "stand" as the search term, it will find "stand," but not "standing").



- » **Find Previous** This new option locates the previous occurrence of the text.
- » **Find All** The label on this button changes to "Stop Find" while a search is being processed.
- » **Replace All** Previously, if you told Flare to "Replace All," it did so only in the file that was open. Starting with this version, Flare replaces all of the matching text in all files included in the search. Therefore, it is more like the old "Replace in All Files" option.

However, in previous versions, if you selected "Replace in All Files," Flare opened each file where it found matching content. You could select an option to not keep those files open as the search continued, but they were still opened temporarily in order to perform the search. So you saw files quickly open and close as Flare moved through the project looking for matches. This resulted in searches that took more time.

If you select "Replace All" in this version, it works differently. If matches are found in files that are already open, Flare replaces the text in those files and "dirties" them (i.e., an asterisk is shown in the tab, indicating the file has been changed and needs to be saved). Therefore, you can undo the changes if necessary in each of those files or save them. As for files that are not already open in the user interface, Flare does not open them at all. Instead, it simply replaces all of the matching text it finds and automatically saves those files. Therefore, you cannot undo those changes because the files were never opened. This results in searches that are much faster.



Warning: Exercise caution when you use the "Find in source code" option and tell Flare to "Replace All." Because changes are made and files are saved automatically, and because files with matches are not automatically opened, it is possible that you could introduce invalid code, therefore breaking files. In previous versions, this was prevented because each file was opened when replacing the matching text. Therefore, you might consider making a backup of your project before performing a find and replace like this. If your project is bound to a source control client, you may also be able to get a previous version of the files before they were broken.



Warning: If you have content that has been locked for editing and you use the "Replace All" option, any matching content in those locked sections is replaced and the files are saved automatically.

- » **Skip File** In previous versions, you could skip to the next file by clicking the double-arrow button. This is now a button labeled "Skip File."
- » **[Progress Bar]** A green bar at the bottom of the window pane shows the progress of the search. (You may need to scroll down to see it.)

USING THE FIND RESULTS WINDOW PANE

If you tell Flare to find all files containing certain text, the results are listed at the bottom of the interface in the Find Results 1 or Find Results 2 window pane, depending on which one you selected.

These window panes list the file name, context of the search term, folder where the file exists, and title (if one exists). The number of total matches is also shown.

Diagram illustrating the Find Results 1 window pane. Callouts identify the following elements:

- Number of results found:** Points to the 'Total results: 230' text.
- Context:** Points to the 'Context' column header.
- Folder path:** Points to the 'Folder' column header.
- Title (if any):** Points to the 'Title' column header.
- File name:** Points to the 'File' column header.

File	Context	Folder	Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content....	C:\Users\pstoecklein\Documents\My Project	My Topic Title

Using the local toolbar, you can open the file for the selected row, the previous row, or the next row. You can also clear the table or save the results to a comma-separated value (CSV) file.

Diagram illustrating the Find Results 1 window pane with callouts for the toolbar actions:

- Open the file from the selected row.** Points to the first icon in the toolbar.
- Open the file from the previous row.** Points to the second icon in the toolbar.
- Open the file from the next row.** Points to the third icon in the toolbar.
- Save the results to a CSV file.** Points to the fourth icon in the toolbar.
- Clear the table results.** Points to the fifth icon in the toolbar.

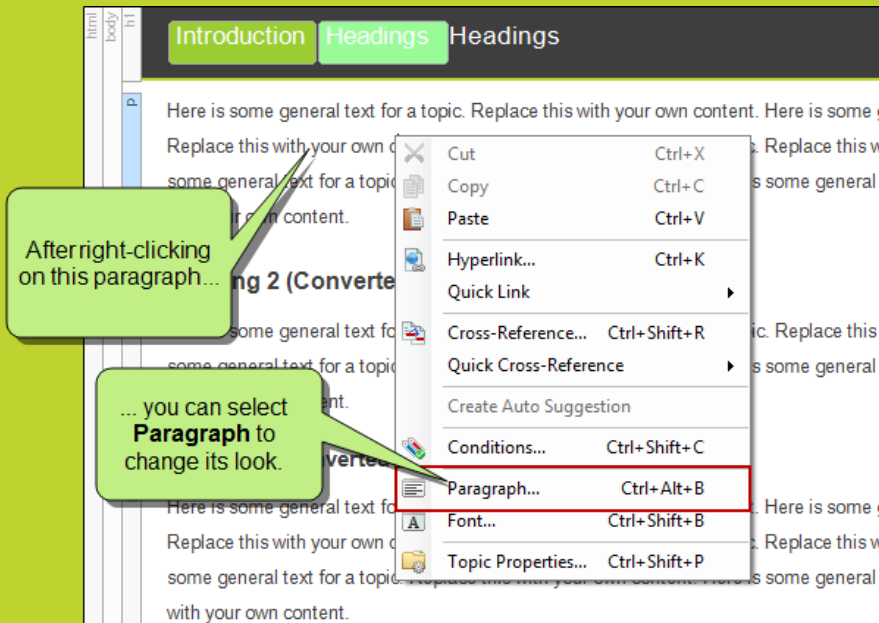
File	Context	Folder	Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content. Here is	C:\Users\pstoecklein\Documents\My Project	My Topic Title
Topic 1.htm	<p>...lace this with your own content....	C:\Users\pstoecklein\Documents\My Project	My Topic Title

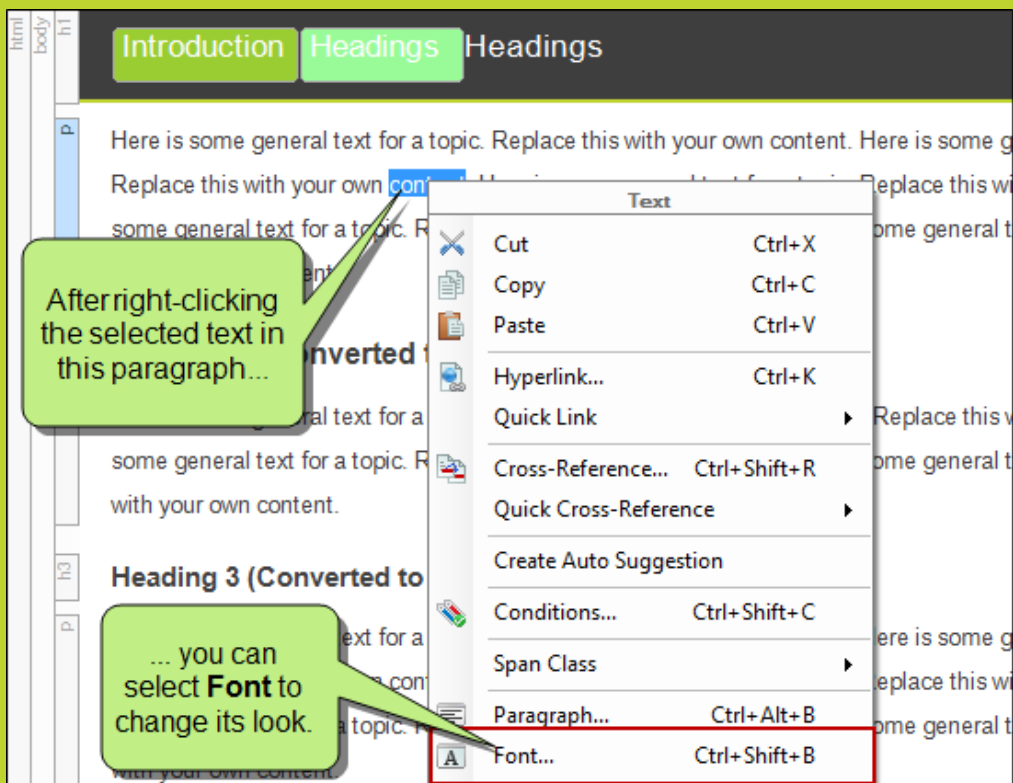
Font and Paragraph Properties

Font and paragraph property options can be accessed from context menus in the XML Editor, including structure bars. This gives you another way to access the dialogs to change the look of paragraph- or character-level text locally.

EXAMPLE

In the XML Editor, you can right-click on content (e.g., a paragraph or heading, selected text in a paragraph) and from the context menu select **Paragraph** or **Font** to open the Paragraph Properties dialog or Font Properties dialog, respectively.



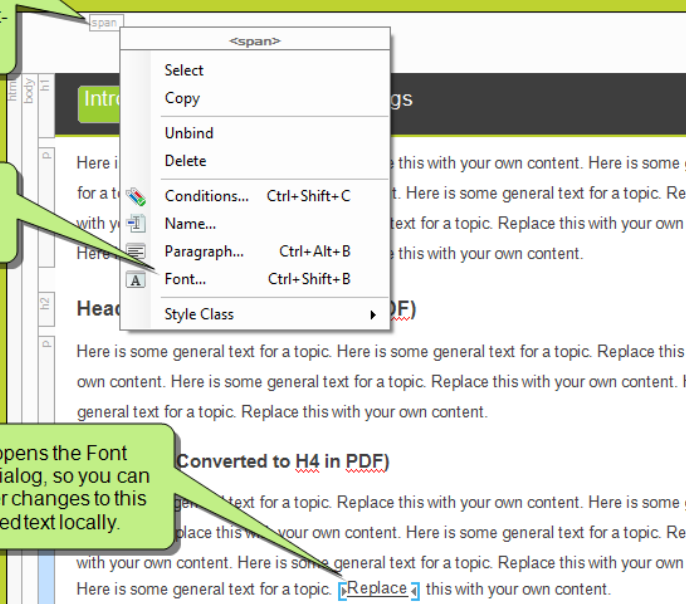


You can also right-click on a span bar to open the Font Properties dialog and change the look of the text related to it.

This span tag relates to the underlined text in the last paragraph, where the cursor is placed. After right-clicking this span tag...

... you can select **Font...**

... which opens the Font Properties dialog, so you can make further changes to this underlined text locally.

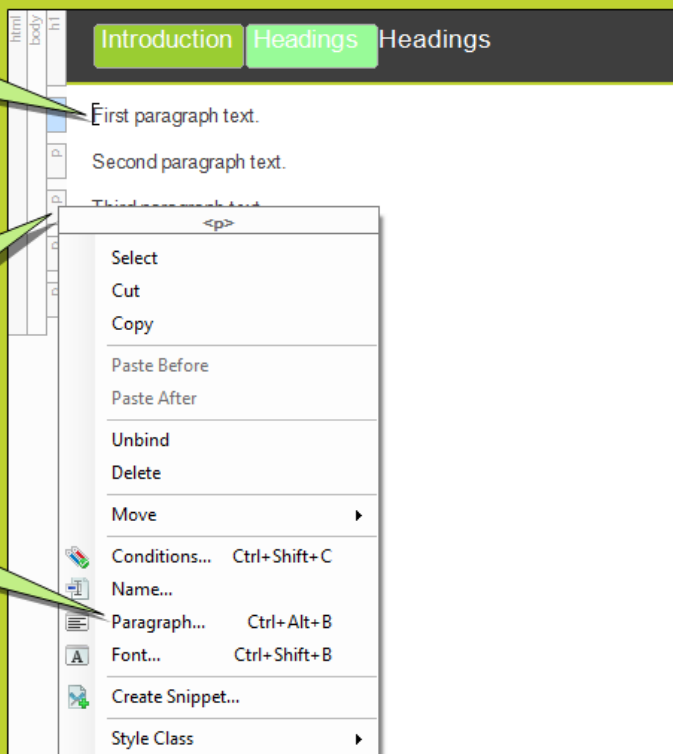


For block-level content, you can right-click the appropriate structure bar (in the following example, we selected the p structure bar). Your cursor doesn't even need to be in the same paragraph or heading that you want to change.

Although the cursor is currently placed in the first paragraph...

... we want to change the look of the third paragraph. So we clicked this **p** structure bar...

... and we can select **Paragraph** to change its look.



Note: These paragraph and font properties options are not available when you right-click on body or html structure bars.

FrameMaker Importing

When importing FrameMaker documents, you can select an option to convert MathFullForm equations (the FrameMaker-specific format) to MathML (the web standard and Flare format).

This option is enabled by default and can be found in the Import FrameMaker Wizard.

Import FrameMaker Documents...

Options...

☐ Add "Topic Continued" links when appropriate
Cross-Reference Format: Edit...

☐ Add "Topic Continued From..." links when appropriate
Cross-Reference Format: Edit...

☐ Split Long Topics
Threshold: characters

☒ Avoid Creating 'Empty' Topics
Threshold: characters

Anchored Frames With Images

☐ Generate Images Without Callouts
☐ Generate Images With Callouts
☒ Generate Flattened Images

☒ Preserve Image Size
☐ Auto-reimport before 'Generate Output'

Approximate Filename Length:
 characters

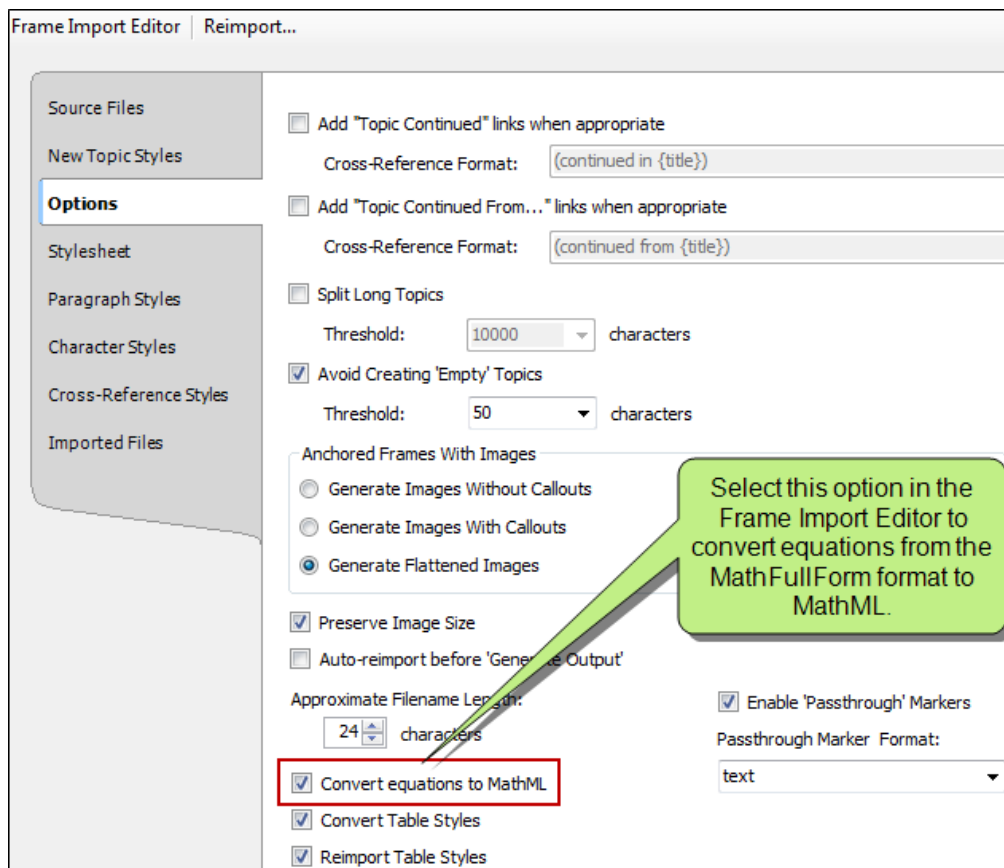
☒ Convert equations to MathML

☒ Convert Table Styles

☒ Enable 'Passthrough' Markers
Passthrough Marker Format:

Select this option in the wizard to convert equations from the MathFullForm format to MathML.

It is also available on the Options tab of the Import FrameMaker Editor.



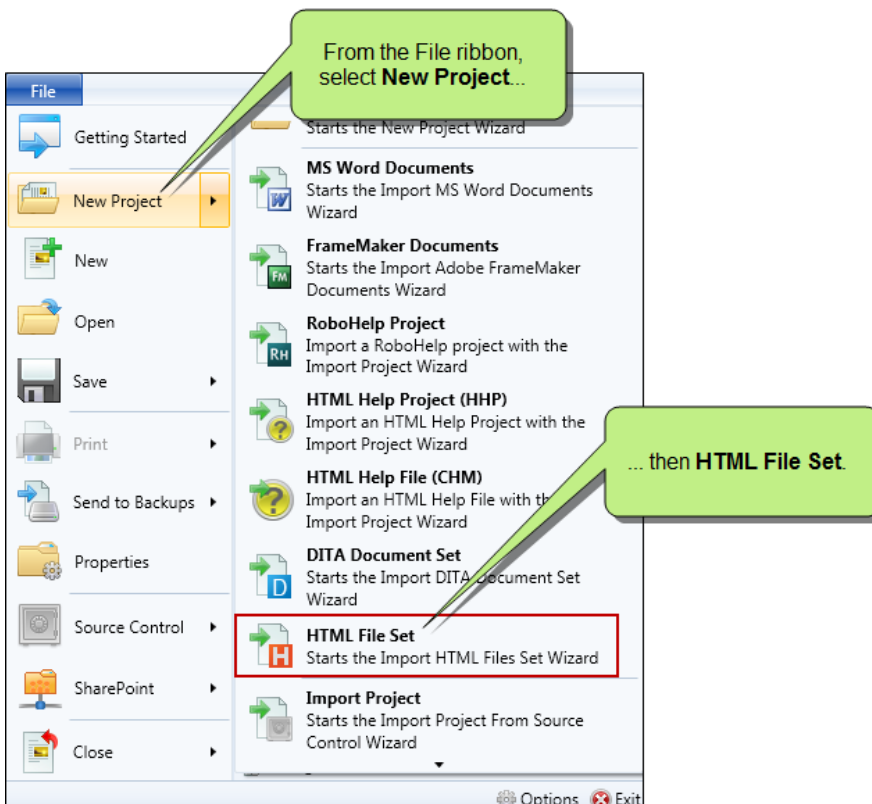
If you disable this option, equations from FrameMaker are converted to images.

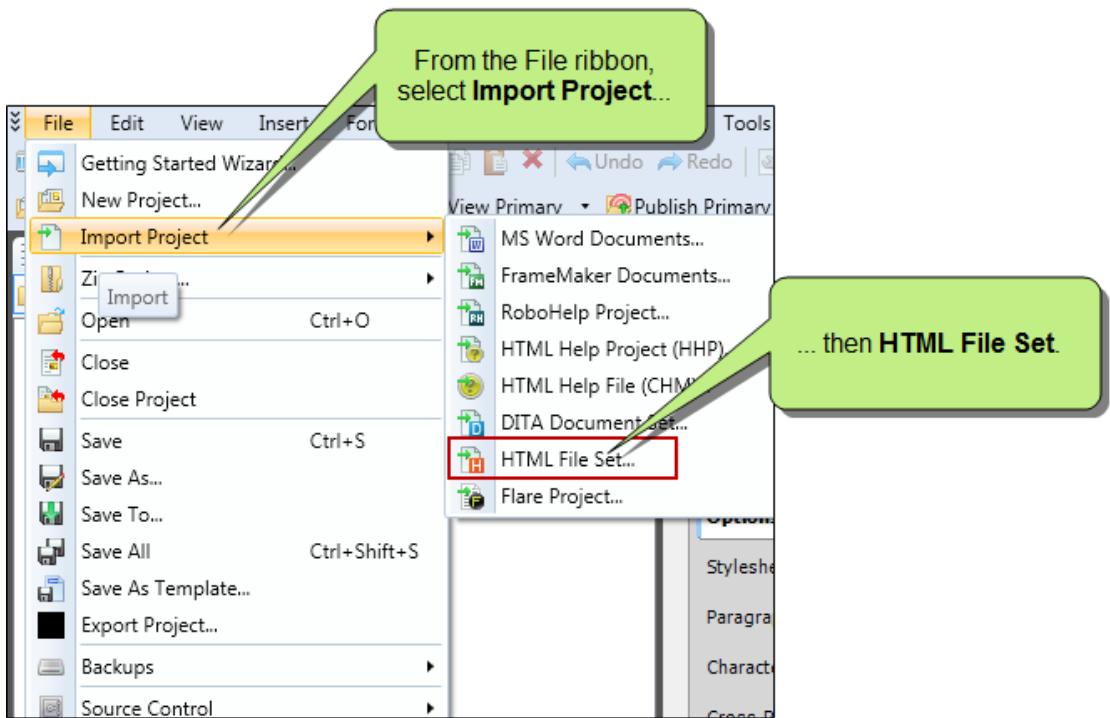
HTML Importing

Both the workflow for importing HTML files and the user interface for doing so have been updated.

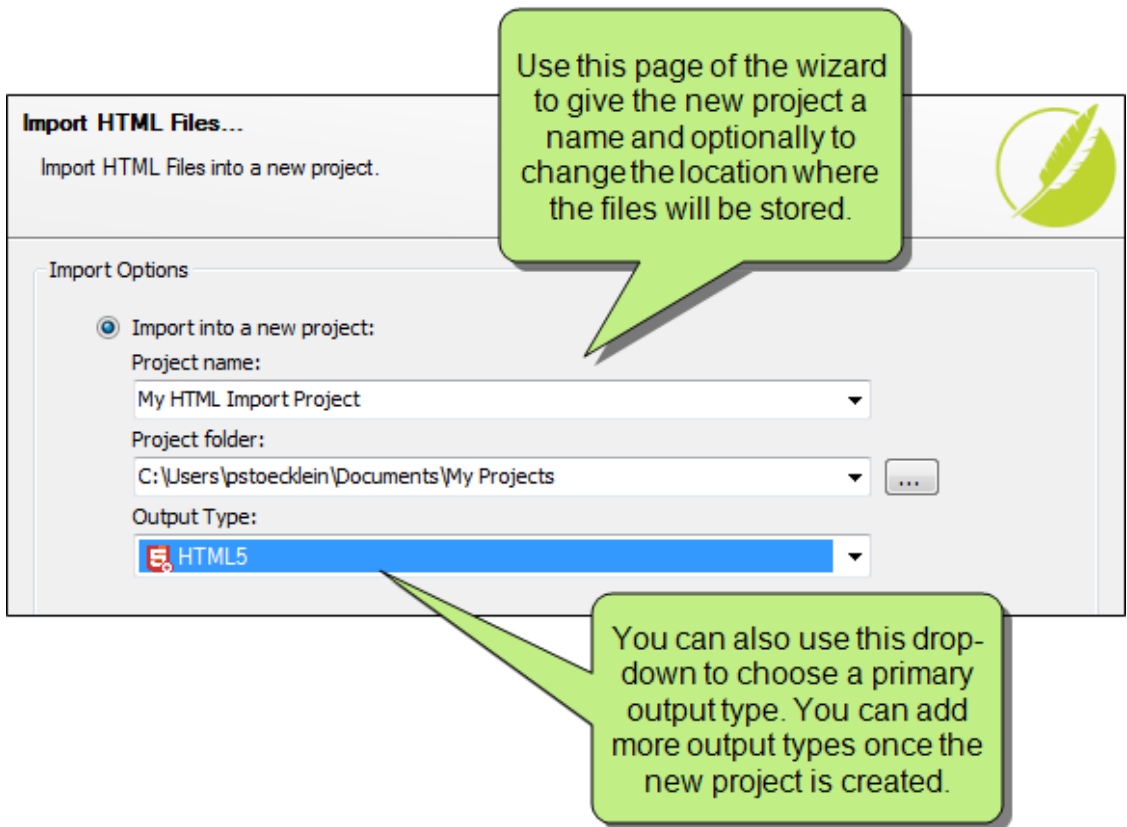
Previously, you could only import HTML files into an existing Flare project. Starting with this version, the Import HTML Files Wizard has undergone many changes that make it similar to the other import wizards. As a result, you can import HTML files into a new project, as well as an existing one.

In addition to being accessed from the Project ribbon or menu (if you have an existing project open already), the Import HTML Files Wizard can be opened from the File ribbon or menu (whether you have an existing project open or not).





If you open the wizard from the File ribbon or menu to create a new project, the first page of the Import HTML Files Wizard looks like this:



Import HTML Files...

Import HTML Files into a new project.

Import Options

- ☒ Import into a new project:
- Project name:
My HTML Import Project
- Project folder:
C:\Users\pstoecklein\Documents\My Projects
- Output Type:
HTML5

Use this page of the wizard to give the new project a name and optionally to change the location where the files will be stored.

You can also use this drop-down to choose a primary output type. You can add more output types once the new project is created.

If you open the wizard from the Project ribbon or menu, the first page of the Import HTML Files Wizard looks like this, with options to import files into a new or existing project:

Import HTML Files...

Select whether you want to import HTML Files into a new project or an existing project.

Import Options

☐ **Import into a new project:**

Project name:
My HTML Import Project

Project folder:
C:\Users\pstoecklein\Documents\My Projects

Output Type:
HTML5

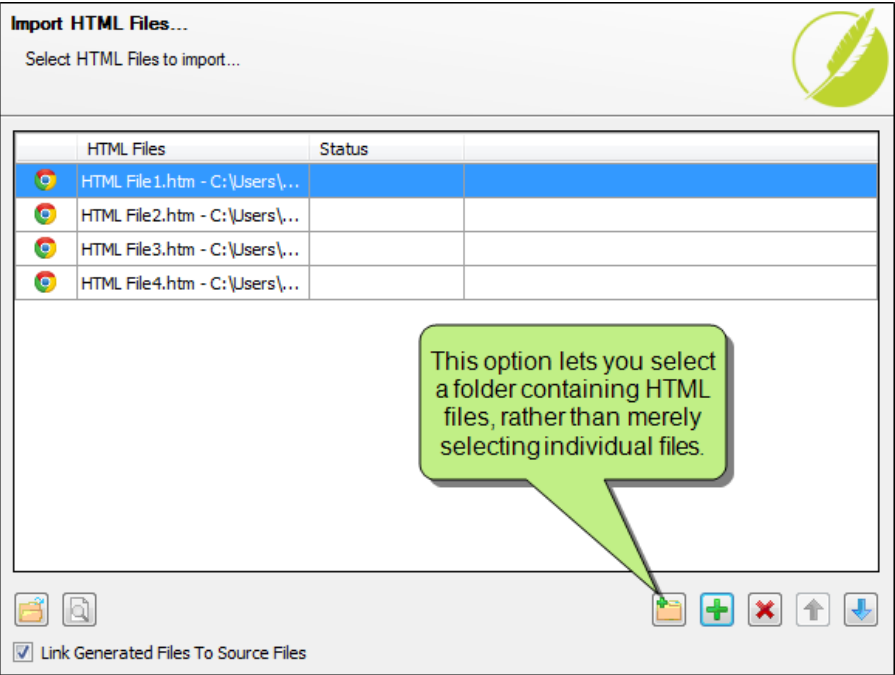
☒ **Import into this project:**

Project file:
C:\Users\pstoecklein\Documents\My Projects_Import HTML Files\Import HTML

If you want to import HTML files into a new project, use this section.

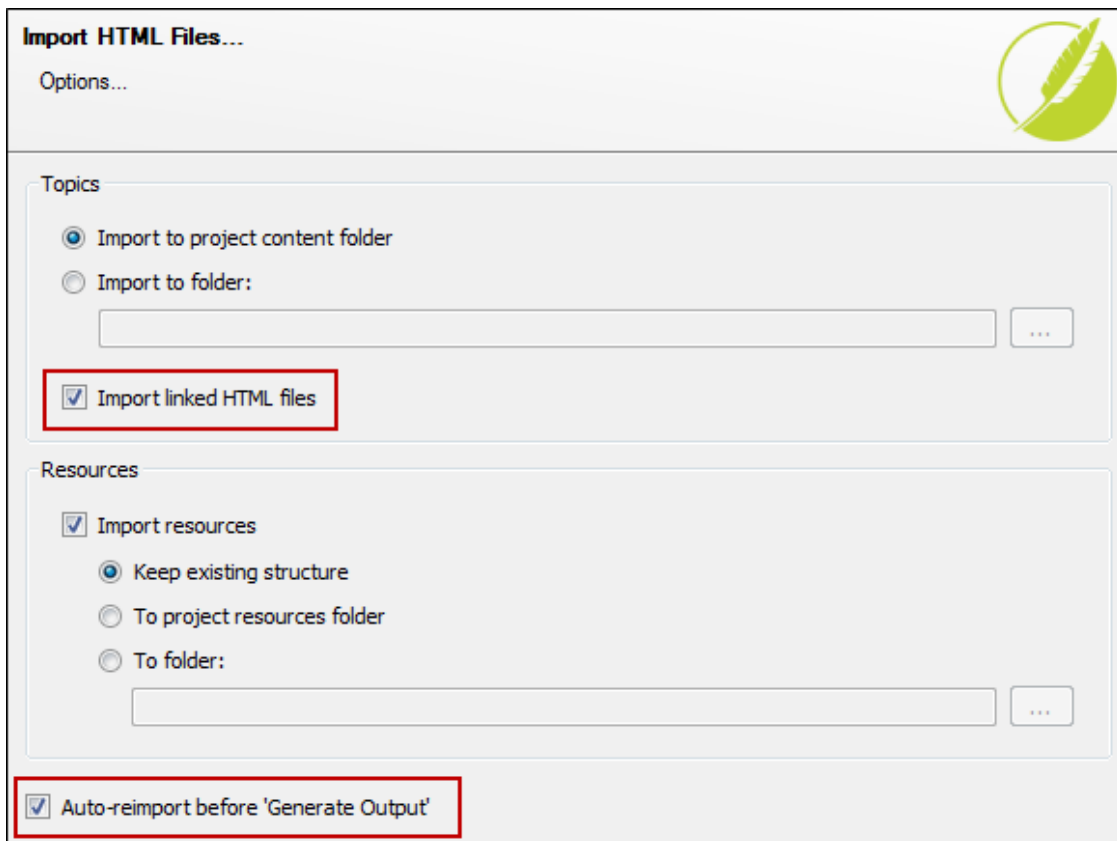
If you want to import HTML files into an existing project, use this section.

The second page of the wizard is similar to previous versions. However, an option has been added that lets you select a folder to import instead of only individual files. When you select a folder to import, the wizard imports all files within that folder that have an .htm, .html, or .xhtml extension. If you later re-import HTML files into the project, Flare checks to see if any of the files in the source folder have changed. It also determines whether files have been deleted or added, and it updates the source files list accordingly.



The next page of the wizard is similar to previous versions, with the addition of a new option to import linked HTML files. For example, if you import Doc1.htm, which contains a hyperlink to Doc2.htm, this option imports Doc2.htm as well.

There is another new option to automatically re-import files when generating output.



Import HTML Files...

Options...

Topics

☒ Import to project content folder

☐ Import to folder:

☒ Import linked HTML files

Resources

☒ Import resources

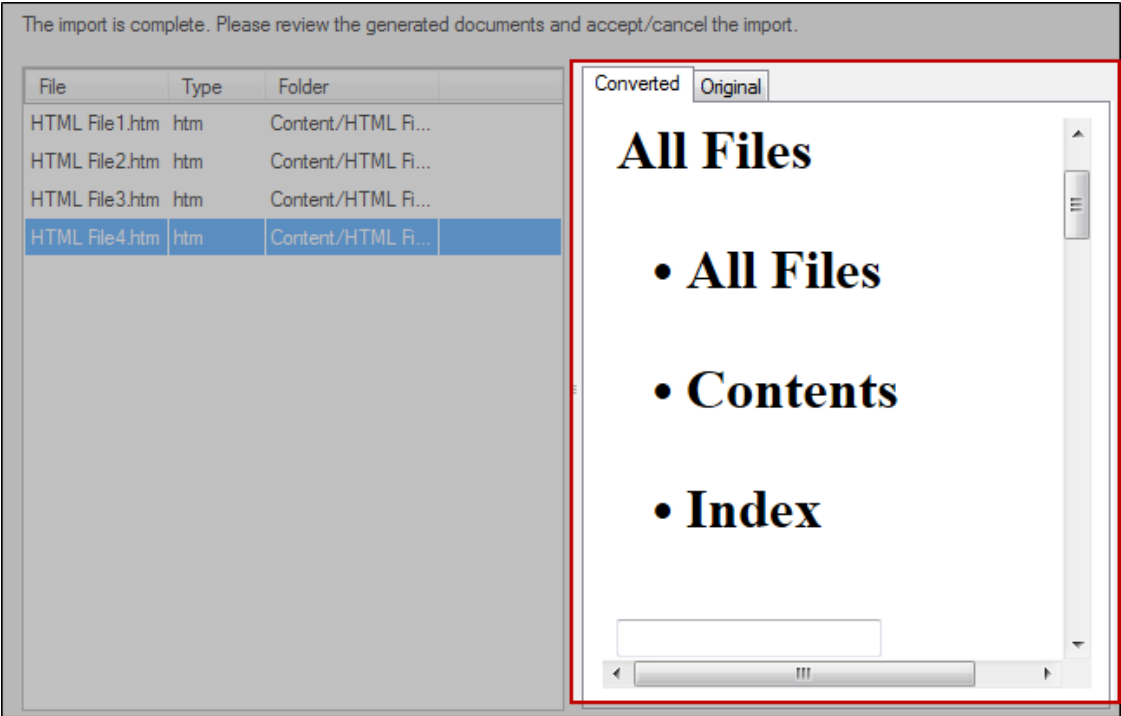
☒ Keep existing structure

☐ To project resources folder

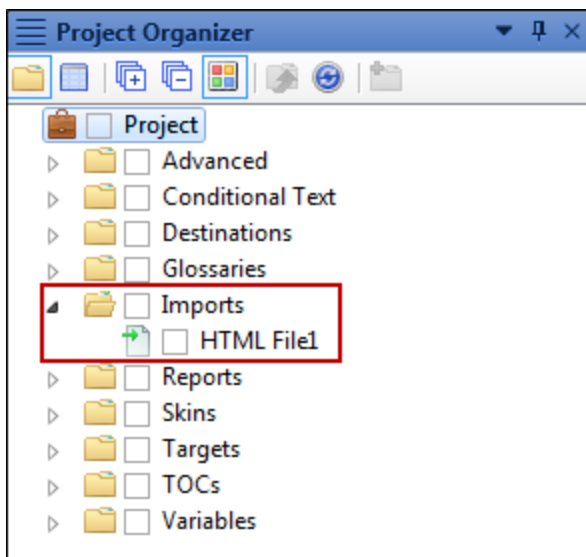
☐ To folder:

☒ Auto-reimport before 'Generate Output'

In the Accept Imported Documents dialog that you see at the end of the import process, there are two tabs that show a preview of the file. One tab shows how the file will look when it is imported. A second tab shows how the file originally looked.



After you finish importing HTML files via the wizard, Flare adds an import file with an .flimptm extension under the Imports folder in the Project Organizer.



If you double-click an import file in the Project Organizer, the HTML Import Editor opens. This lets you adjust any of the your settings from the wizard and re-import the HTML files if necessary.



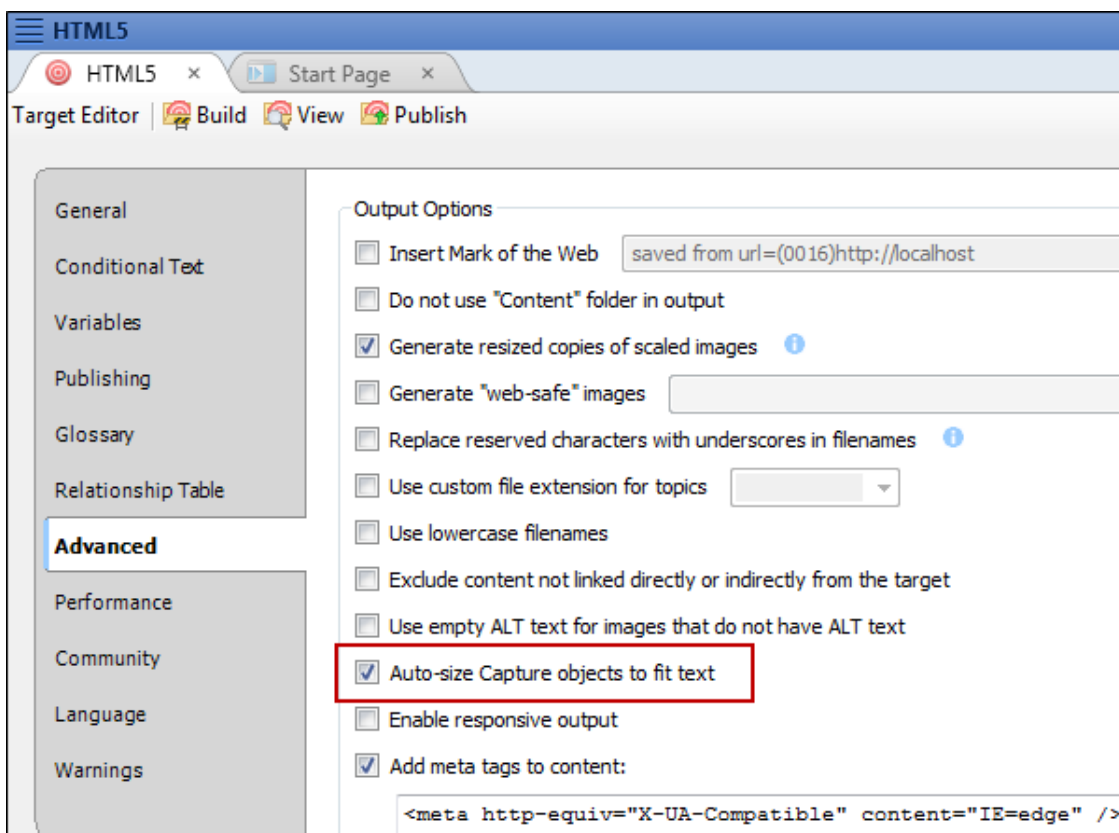
Note: You can save an HTML import file as a template. That file will then be shown when you open the Template Manager.

Images

A few image-related enhancements have been made. This includes auto-sizing objects with text, condition tags on image maps, and easy selection of images by left-clicking.

Auto-size Capture Objects With Text

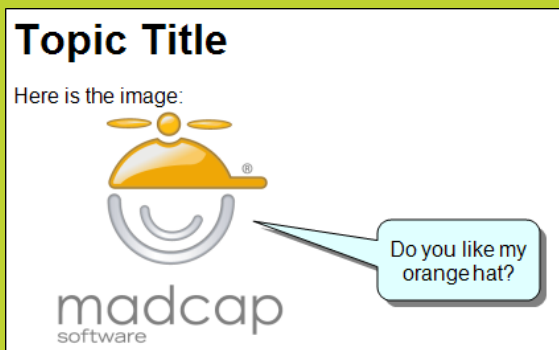
If you have inserted MadCap Capture images that contain objects with text, you can auto-size those objects automatically when the output is generated. This can be done by selecting an option in the Advanced tab of the Target Editor. The original image file and its associated properties (.props) file remain unchanged. Only the output image is affected.



You might use this option in case you accidentally cut off text in your image callouts or if they are translated into another language that requires more characters in the translation.

EXAMPLE

Let's say you have a MadCap Capture image in a topic that looks like this, with a blue text callout:



You send your project away to be translated into Spanish. When the translator returns the project to you, the callout looks like this, with some words cut off:



Unfortunately, you do not speak Spanish, so you're not aware of the issue. Therefore, in the target in Flare, you select the option to auto-size the callout object holding the text as necessary.

When you generate the output, the callout is automatically resized so that it looks like this, showing all of the translated text:



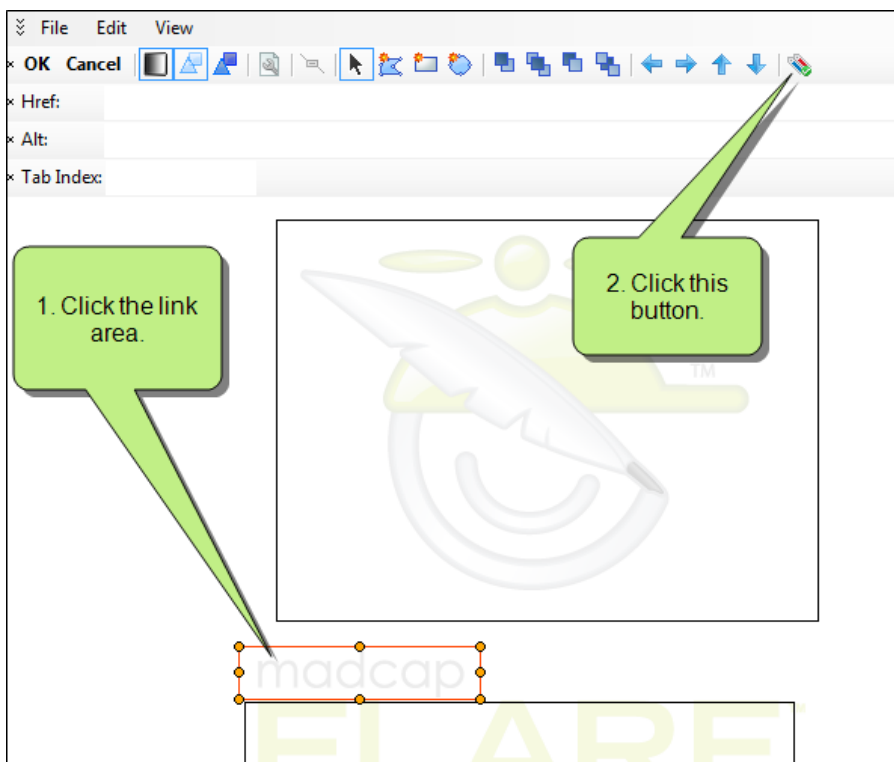
Tip: It is a good idea to check the callouts in your output after using this feature to ensure the auto-sizing did not cause any problems, such as overlapping callouts or other placement issues.

Condition Tags on Image Maps

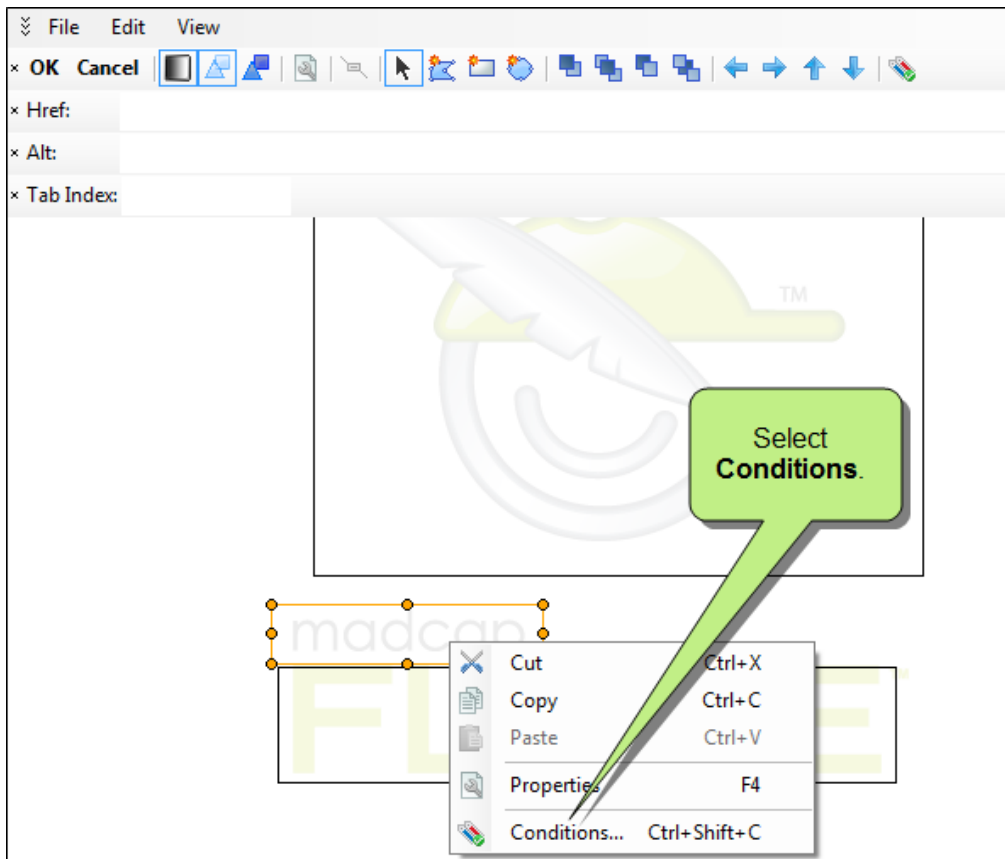
If you have created an image map, you can apply a condition tag to each link area within the Image Map Editor.

To do this, in the XML Editor, right-click on your image that contains the image map, and from the context menu select **Image Map**.

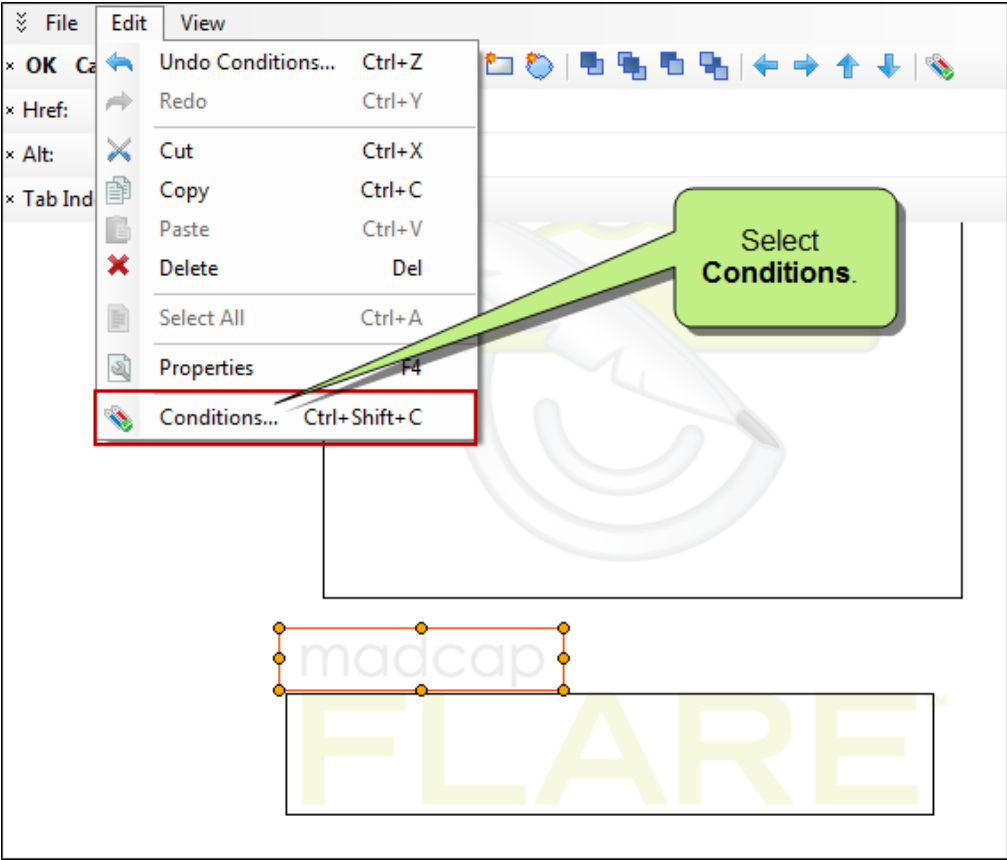
In the Image Map Editor, click the appropriate link area on the image. Then click  in the local toolbar.



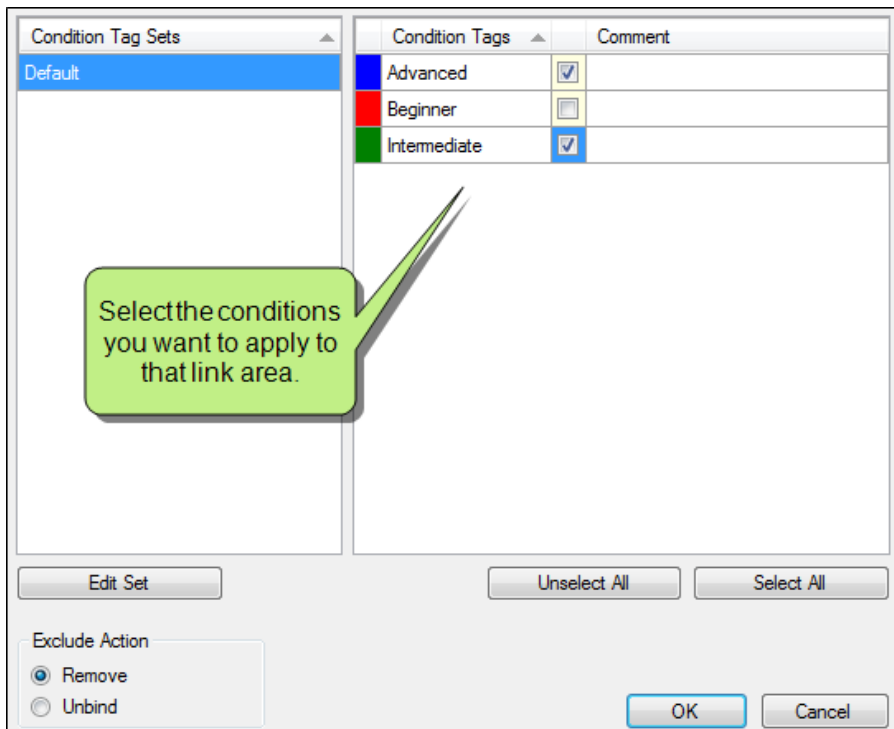
Alternatively, you can right-click the area/link and select **Conditions**.



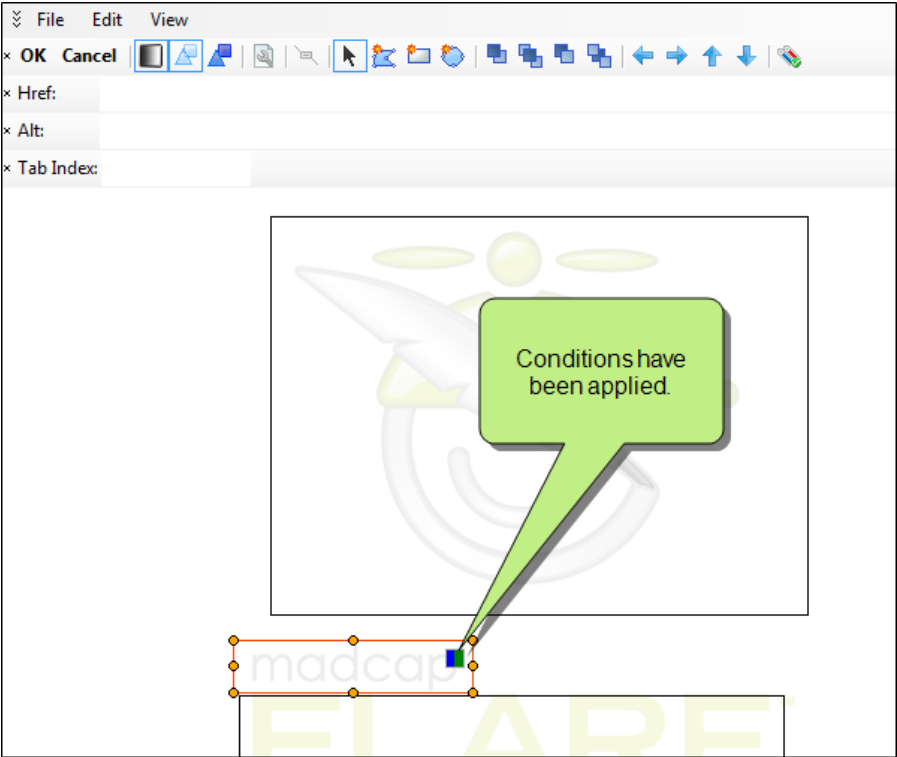
And other options are to select **Edit>Conditions** or use the **CTRL+SHIFT+C** shortcut on your keyboard.



Whichever method you use, the Condition Tags dialog opens, which you can use to select any conditions in your project.



After you finish, you can see a condition tag box in the upper-right corner of the map shape in the Image Map Editor, showing the color(s) of the condition(s) you selected.








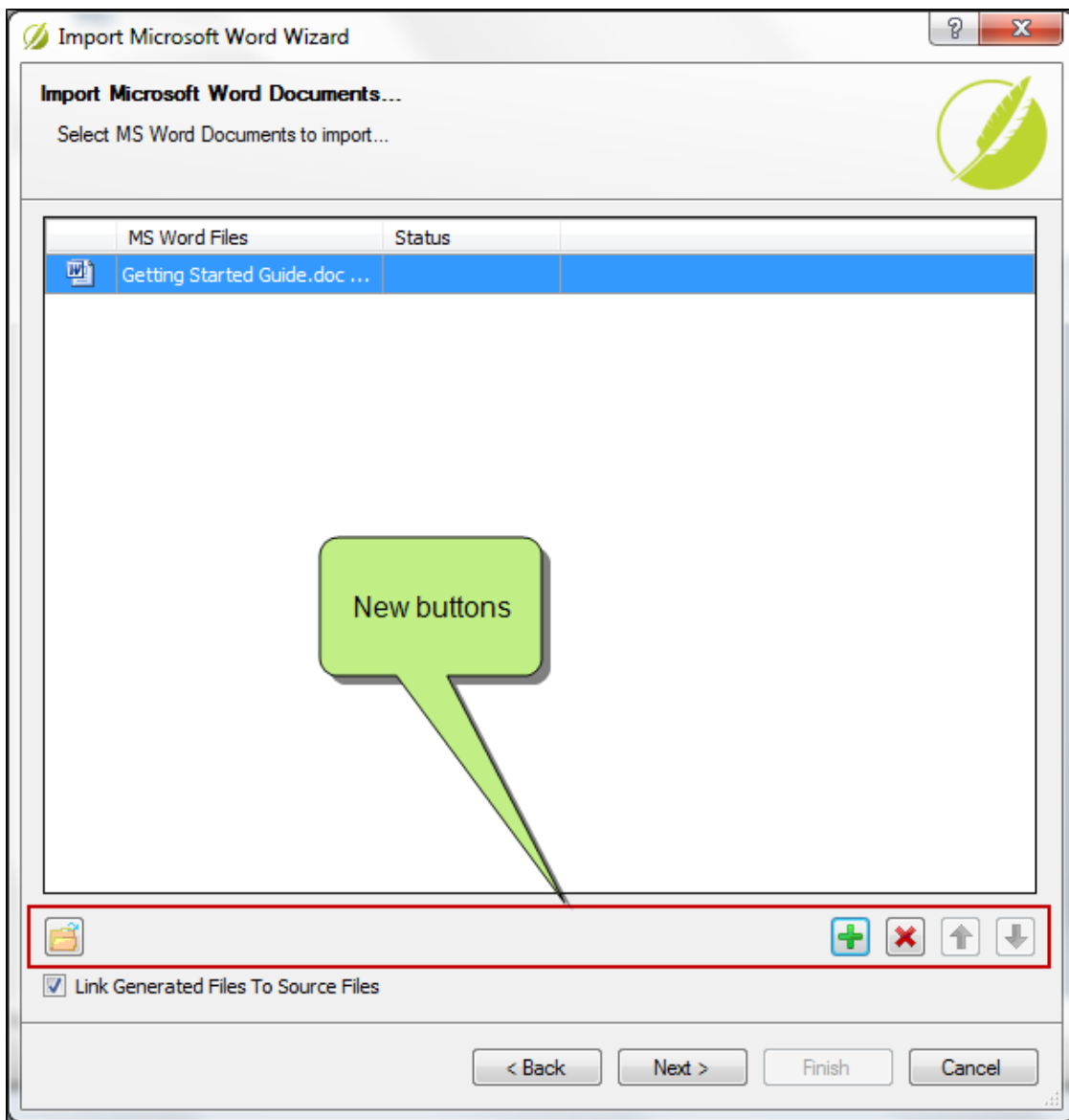
Left-click to Select Images

In previous versions, the easiest way to select an image inserted into a file was to right-click on it and choose **Select** from the context menu. Now you can accomplish the same thing simply by left-clicking on the center of the image.

Import Wizard Buttons

If you import Word, FrameMaker, DITA, or HTML files into Flare, you will notice new buttons in the wizards.

New Icon	Old Button
	Open File
	Add Files...
	Remove
	Move Up
	Move Down



Lists

Some important enhancements have been made to lists in Flare. The biggest improvement is that you can now create custom formats. In addition, you can now continue the style of the previous list when using the continue sequence feature.


Custom Formats

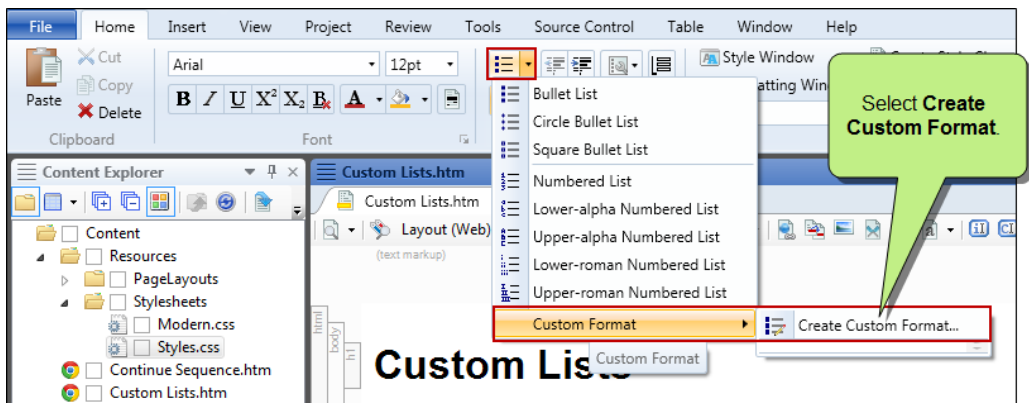
For some output types, you can create and edit lists with custom formats up to 10 levels deep. Custom formats allow you to quickly create lists (especially multi-level lists) that already have a certain look applied as you indent in the list to create new levels. For each level in a custom list format, you can specify whether to use an ordered (numbered) or unordered (bulleted) style, select a custom bullet image, insert characters or symbols, and choose formatting (e.g., bold, color, size). The formats that you create are written to your stylesheet.

At this time, custom list formats are supported only in PDF, XHTML, and XPS outputs. After browsers begin to support the CSS3 marker element that makes custom list formats possible, this feature will automatically be supported in browser-based outputs as well. Until then, if you want to generate a browser-based output, you should use the standard method for creating lists instead.

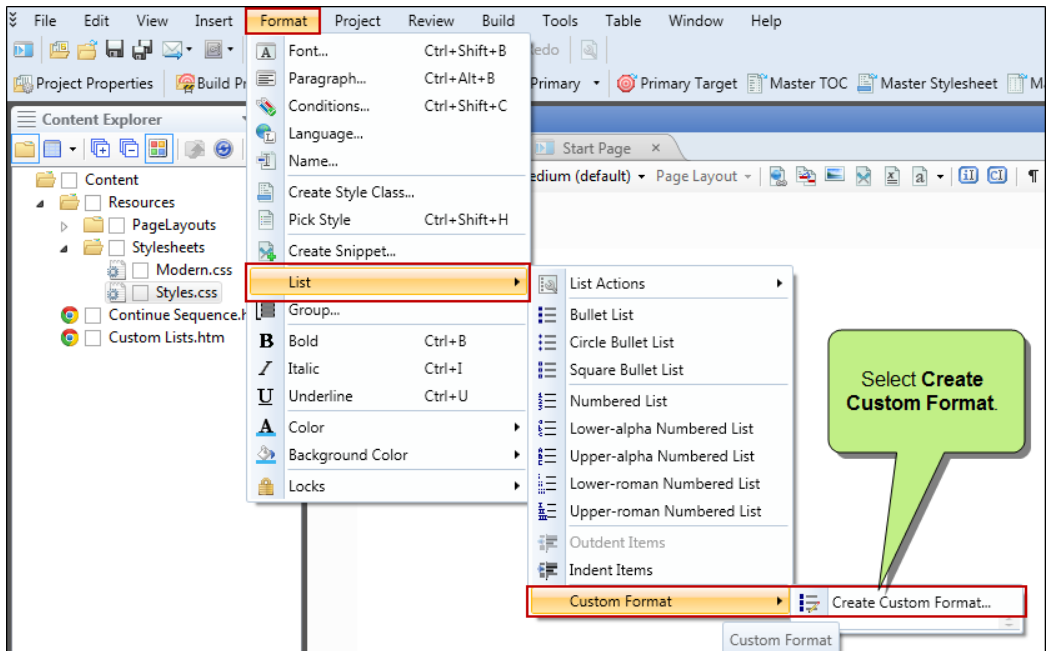
CREATING CUSTOM LIST FORMATS

To create a custom list format, use the **Home** ribbon or the **Format** menu (if using the tool strip view):

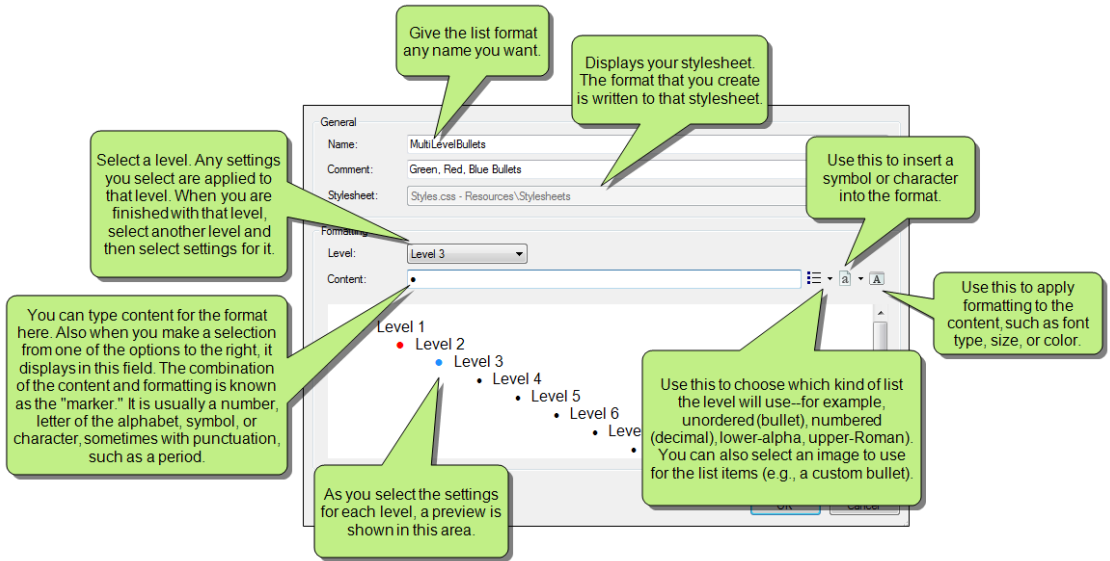
- » **Home Ribbon** In the **Paragraph** section, click the down arrow on the list button . Then select **Custom Format>Create Custom Format**.



» **Format Menu** Select **List>Custom Format>Create Custom Format**.

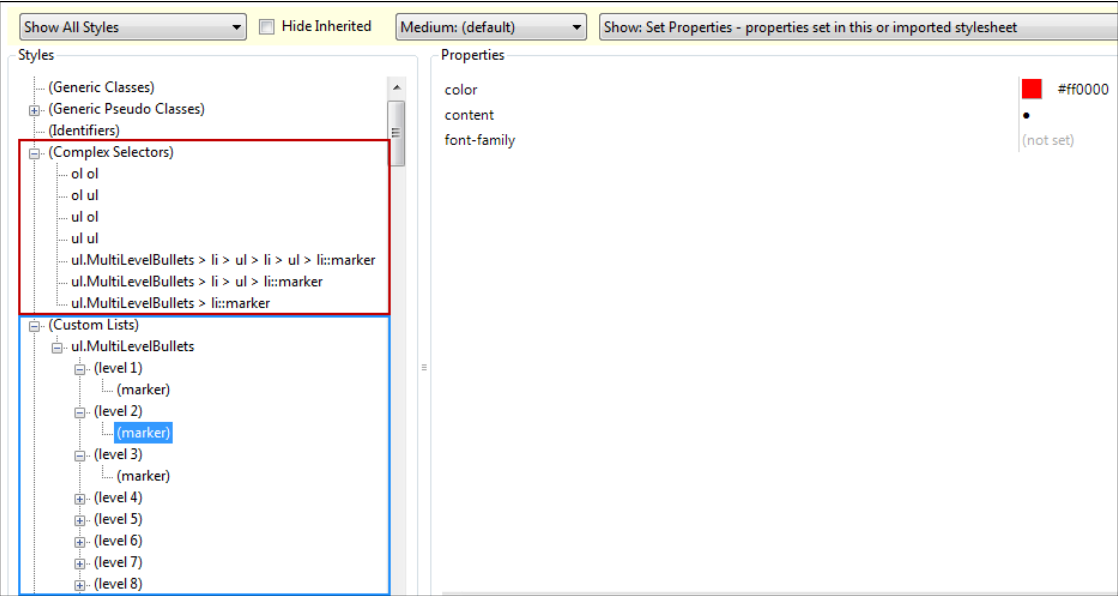


The Create New List Format dialog opens. Use this dialog to specify the type of counter (e.g., decimals, upper-roman, lower-alpha), custom characters and images, and the look for each level of the list format. (You can use only one counter per level in the format.)



Note: Custom list characters are supported only in PDF output. If you enter any text or add symbols in the Content field, the default list markers (e.g., circles, squares, numbers) are instead displayed in non-PDF outputs. However, custom bullet images are supported in all output formats.

This dialog creates a complex selector and adds it to the selected stylesheet. You can see your custom list formats under (Complex Selectors), as well as under (Custom Lists).



A custom list format might look something like this when looking at the stylesheet in the Internal Text Editor:

The image shows a screenshot of a CSS stylesheet in an Internal Text Editor. The stylesheet is divided into three sections, each highlighted with a colored border and a corresponding callout box on the right:

- First Level (Blue border):** Contains the initial settings for the `ol.MixedList` selector, including `list-style-type: decimal;` and a `li::marker` rule with `color: #1e90ff;` and `content: counter(MixedList) '.';`. A green callout box points to this section with the text "Settings for first level."
- Second Level (Red border):** Contains settings for the first level's list items, including `list-style-type: lower-alpha;` and a `li::marker` rule with `color: #ff0000;` and `content: counter(MixedList) '.';`. A green callout box points to this section with the text "Settings for second level."
- Third Level (Green border):** Contains settings for the second level's list items, including `list-style-image: url('../Images/Bullet1.png');`. A green callout box points to this section with the text "Settings for third level."

```
ol.MixedList /*(1) Blue Numbers, (2) Red Lower-Alpha, (3) Green Bullet Image*/
{
    list-style-type: decimal;
}

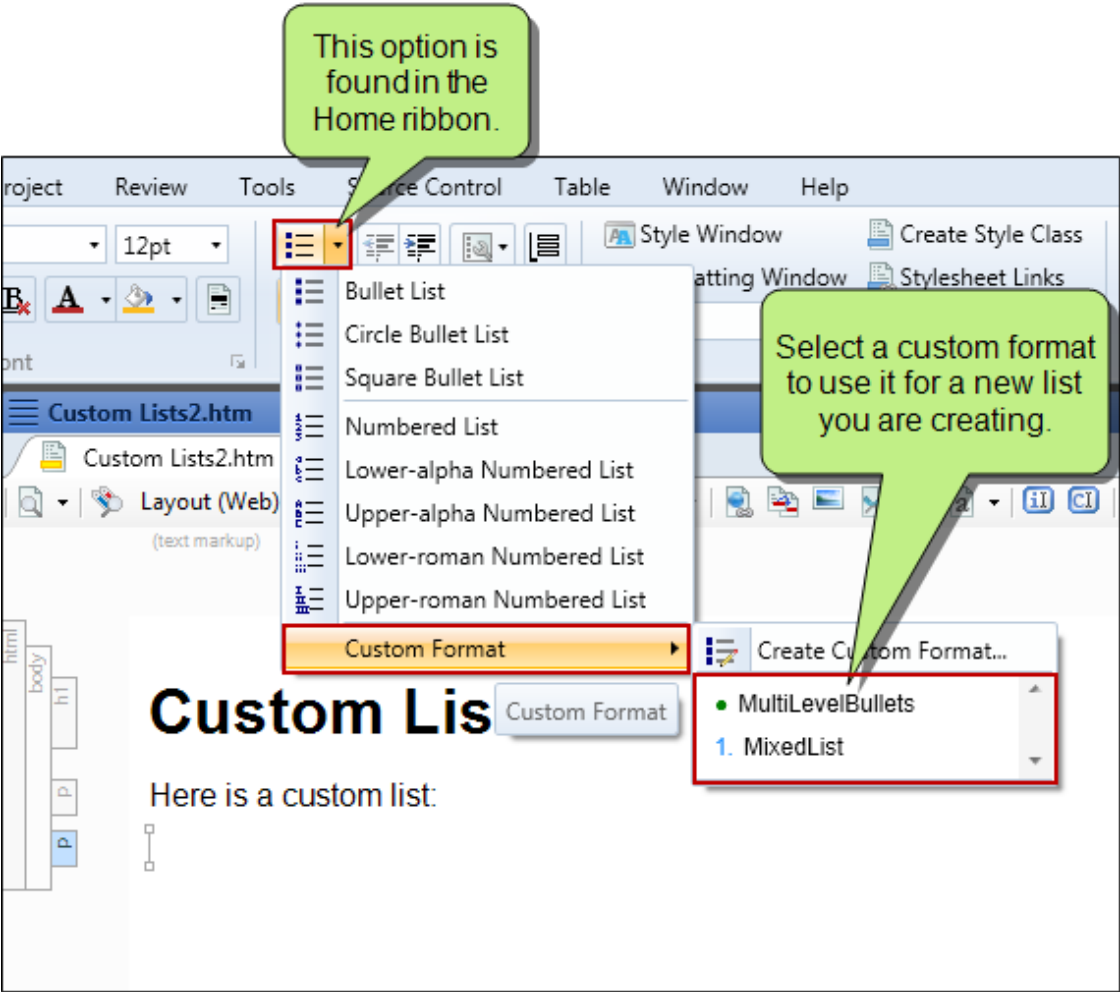
ol.MixedList > li::marker
{
    color: #1e90ff;
    content: counter(MixedList) '.';
}

ol.MixedList > li > ol
{
    list-style-type: lower-alpha;
}

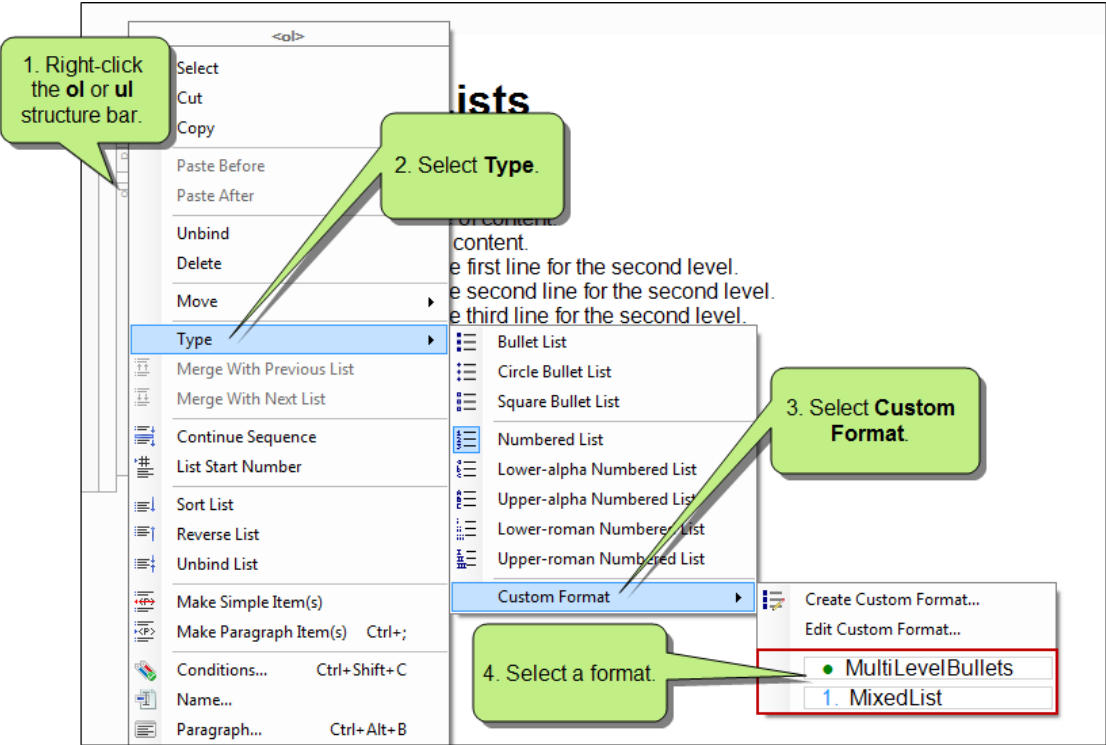
ol.MixedList > li > ol > li::marker
{
    color: #ff0000;
    content: counter(MixedList) '.';
}

ol.MixedList > li > ol > li > ul
{
    list-style-image: url('../Images/Bullet1.png');
}
```

After you create the custom list format, you can open a topic or snippet in the XML Editor and select that format when creating a new list.



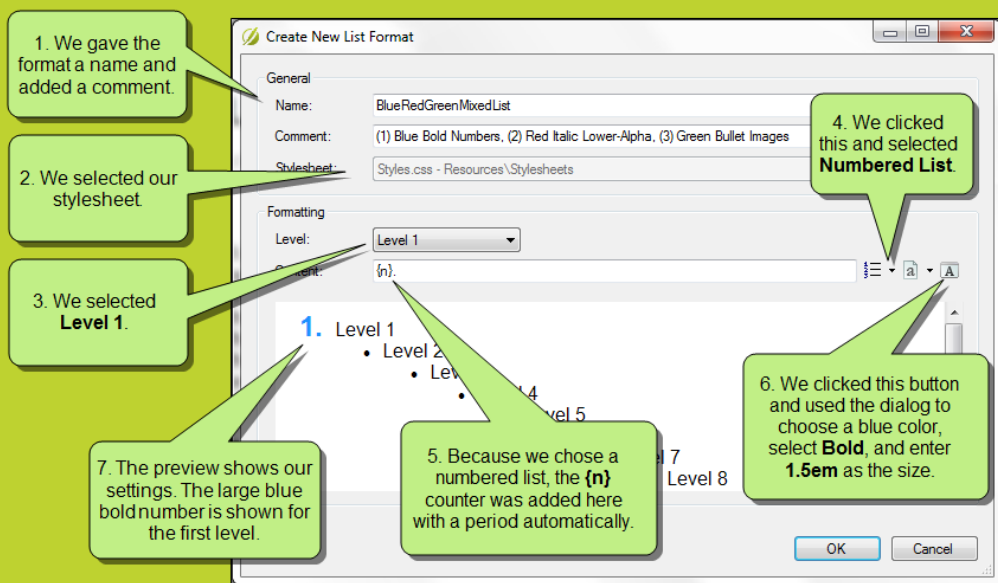
You can also change an existing list to another custom format by right-clicking the **ol** (ordered list) or **ul** (unordered) structure bar and choosing the format from the context menu.



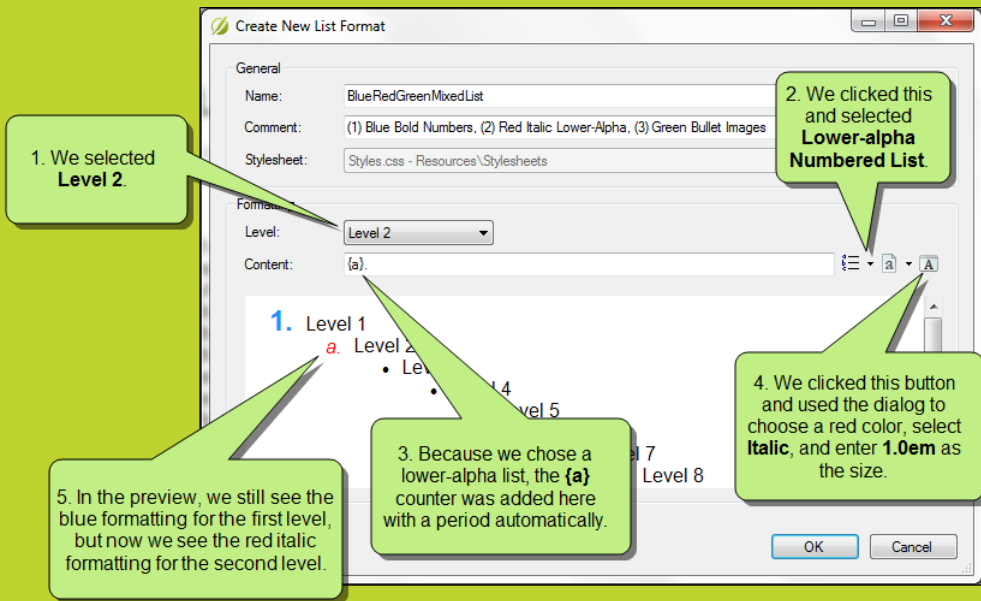
EXAMPLE

Let's say you want many of your lists to have a format where the first level of the list uses blue numbers in bold font with a size of 1.5 em (which is similar to 150%). The second level needs to be lower-alpha numbers in red italic font with a size of 1.0 em (which is similar to 100%). And the third level should be unordered format with a green image representing each bullet.

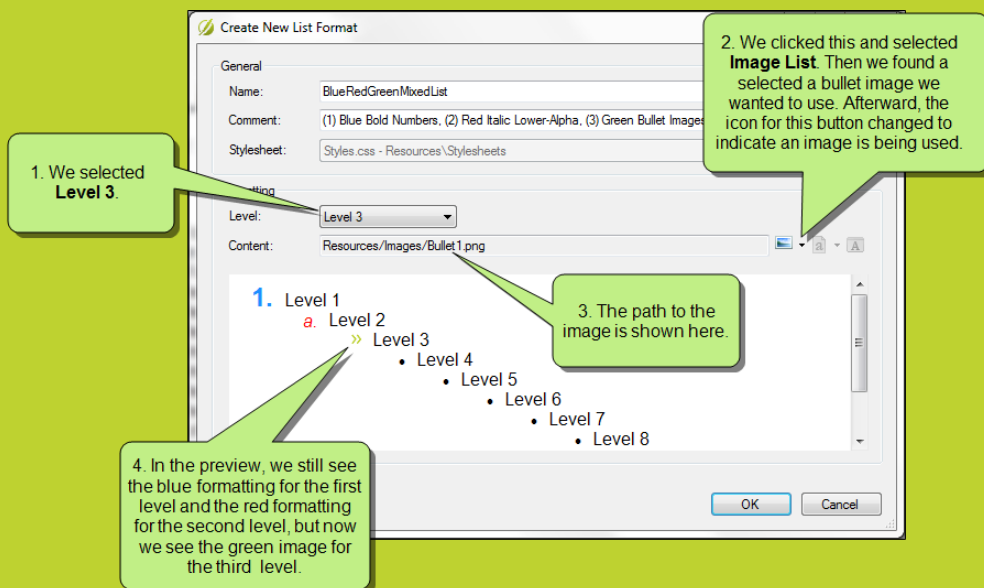
For the first level, you might do this:



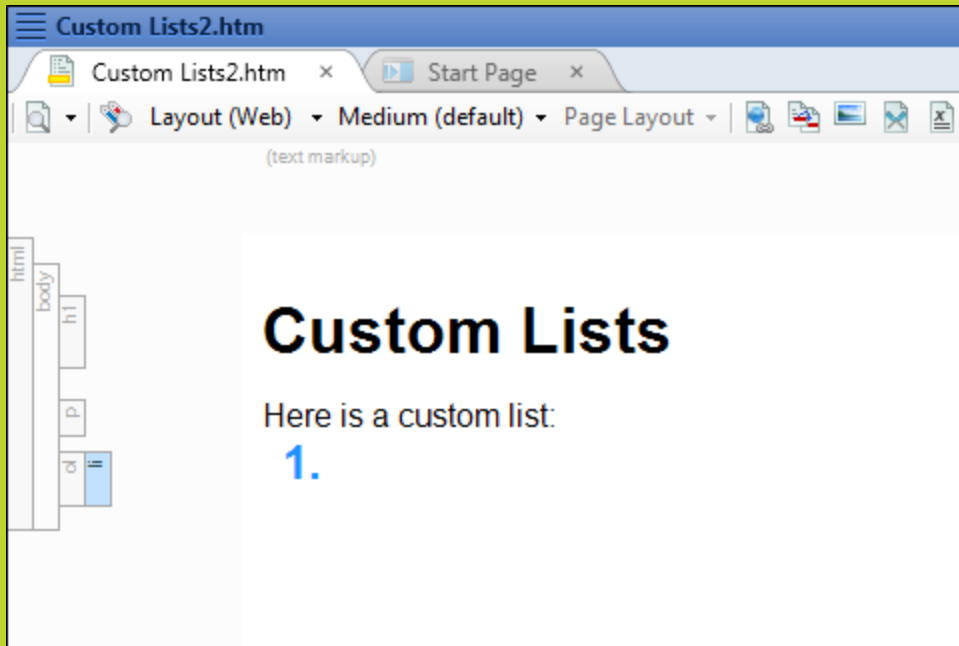
For the second level, you might do this:



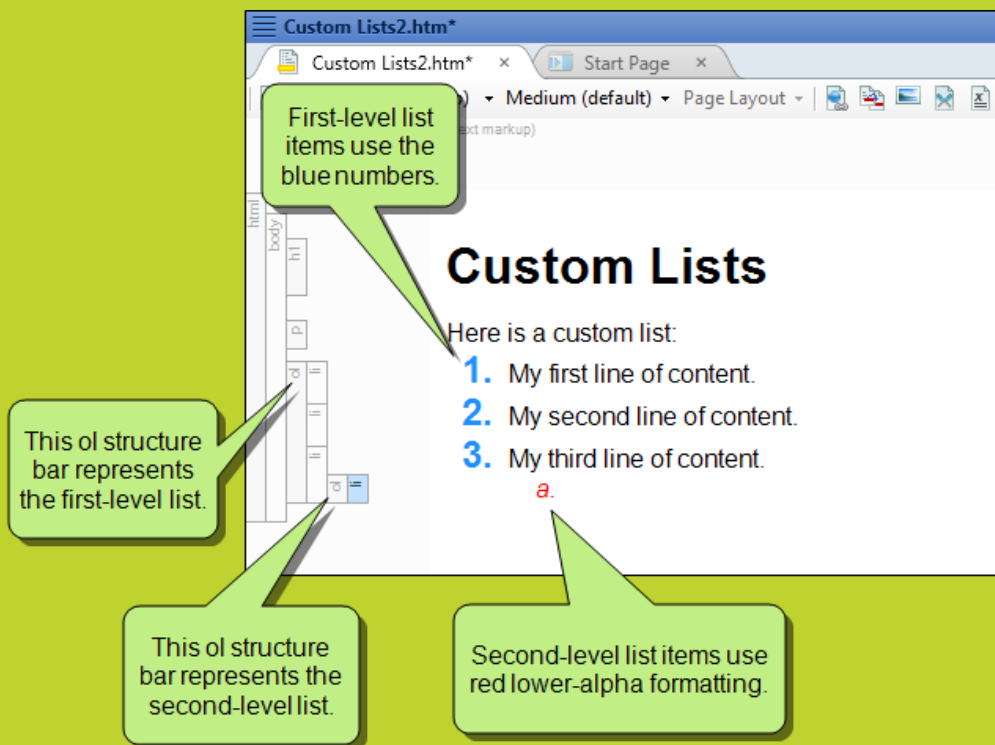
For the third level, you might do this:



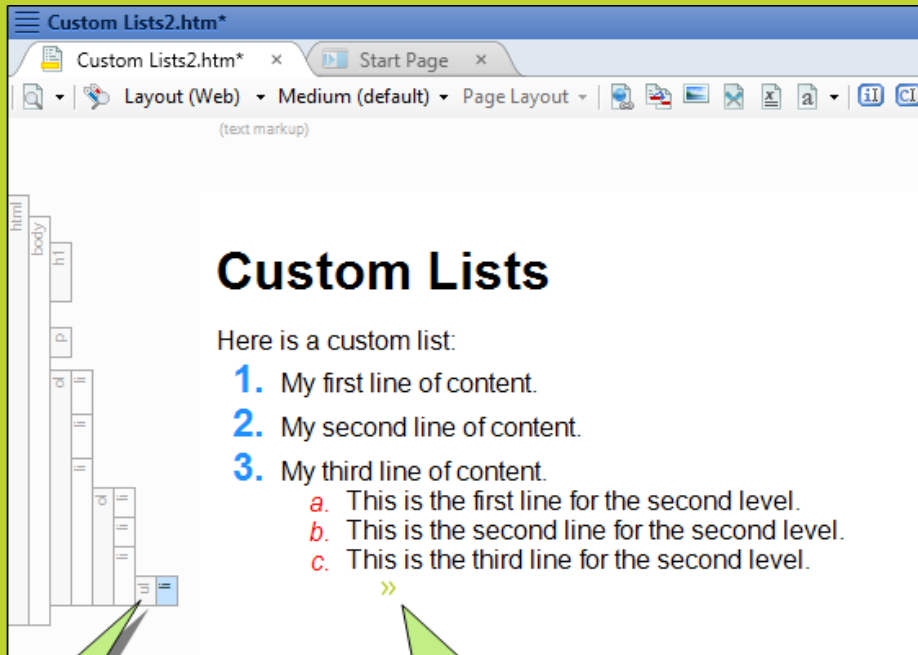
As soon as the format is created, the beginning of the list is seen in the XML Editor with the first level shown.



Type content and press **Enter**, just like you would for any other list. When you want to enter content for a second level in the list, press **Tab** on your keyboard. The formatting automatically changes to the red lower-alpha format.




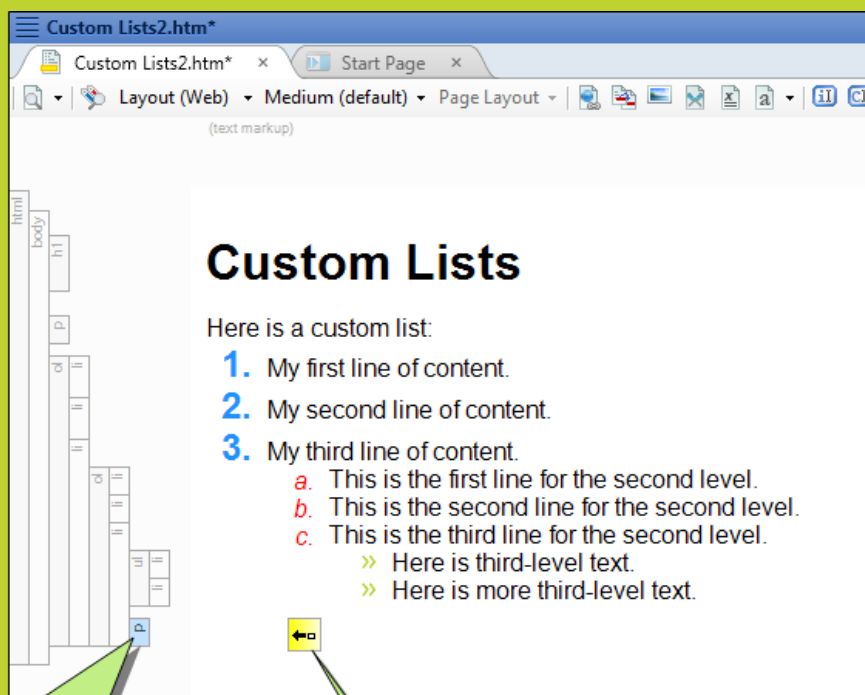
Type content for the second-level list items, pressing **Enter** after each line. When you want to enter content for a third level in the list, press **Tab** on your keyboard. Because you are moving from an ordered list to an unordered list at this point, the structure bar changes to a tag and the formatting for the third level changes to the green image.



This ul structure bar represents the third-level list.


Third-level list items use the green bullet image.

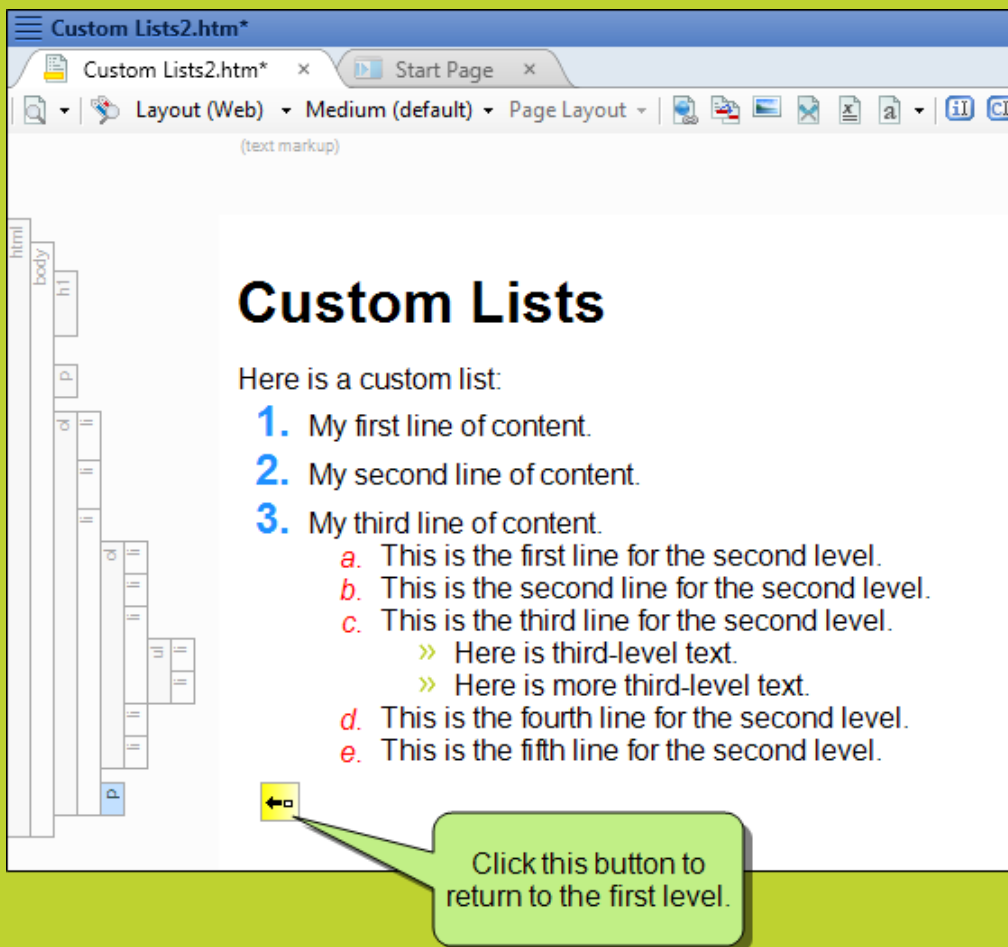
Type content for the third-level list items, pressing **Enter** after each line. When you want to return to the second-level list, click the **Outdent** button  in the Home ribbon. This initially creates a <p> tag under the list, and a floating yellow arrow button is shown.



A <p> tag is initially added. This allows you to type text in a regular paragraph in the middle of the list. But if you don't want to add any paragraph text, click the yellow button.

Click this button.

Now you're back at the second level. Type content for any second-level list items. When you want to return to the first-level list, click the **Outdent** button  in the Home ribbon. Again, click the yellow arrow button.



The screenshot shows a web browser window titled "Custom Lists2.htm*". The address bar shows "Custom Lists2.htm*" and "Start Page". The browser's ribbon is set to "Layout (Web)" with "Medium (default)" and "Page Layout" options. The main content area displays a custom list titled "Custom Lists". The list content is as follows:

Here is a custom list:

1. My first line of content.
2. My second line of content.
3. My third line of content.
 - a. This is the first line for the second level.
 - b. This is the second line for the second level.
 - c. This is the third line for the second level.
 - >> Here is third-level text.
 - >> Here is more third-level text.
 - d. This is the fourth line for the second level.
 - e. This is the fifth line for the second level.

A yellow arrow button with a left-pointing arrow is highlighted. A green callout box points to it with the text: "Click this button to return to the first level."

You should now be back at the first level, where you can continue the list content.

This ol structure bar represents the first-level list.

This ol structure bar represents the second-level list.

This ul structure bar represents the third-level list.

Custom Lists

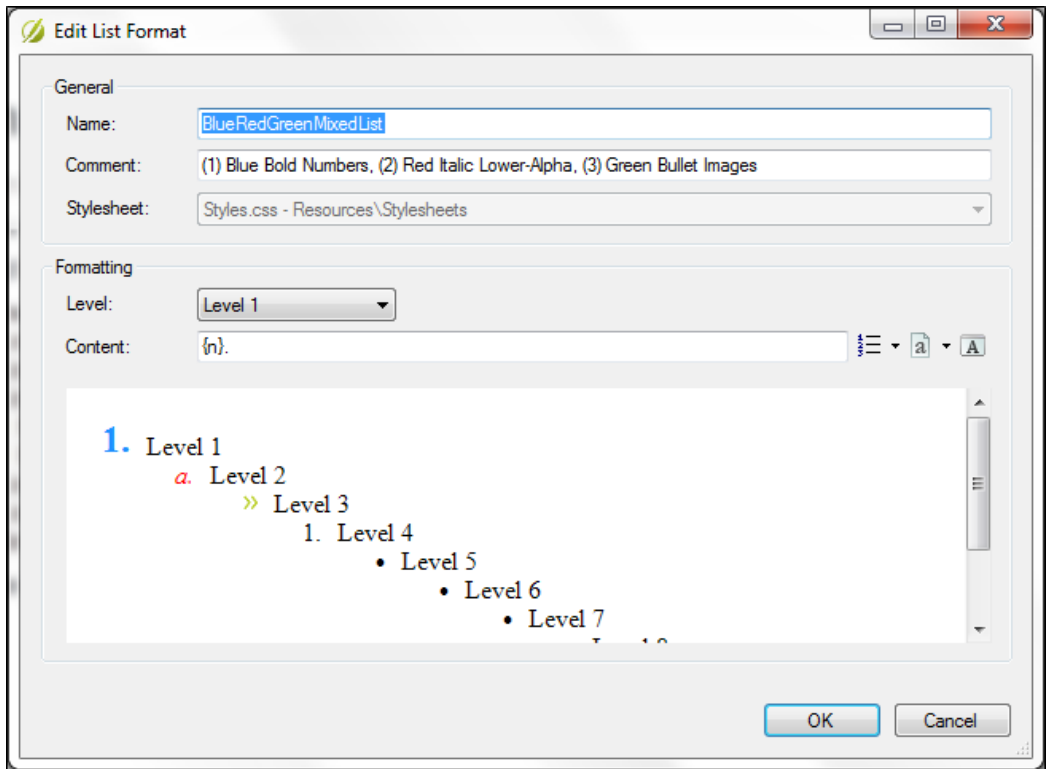
Here is a custom list:

1. My first line of content.
2. My second line of content.
3. My third line of content.
 - a. This is the first line for the second level.
 - b. This is the second line for the second level.
 - c. This is the third line for the second level.
 - » Here is third-level text.
 - » Here is more third-level text.
 - d. This is the fourth line for the second level.
 - e. This is the fifth line for the second level.
4. My fourth line of content.
5. My fifth line of content.

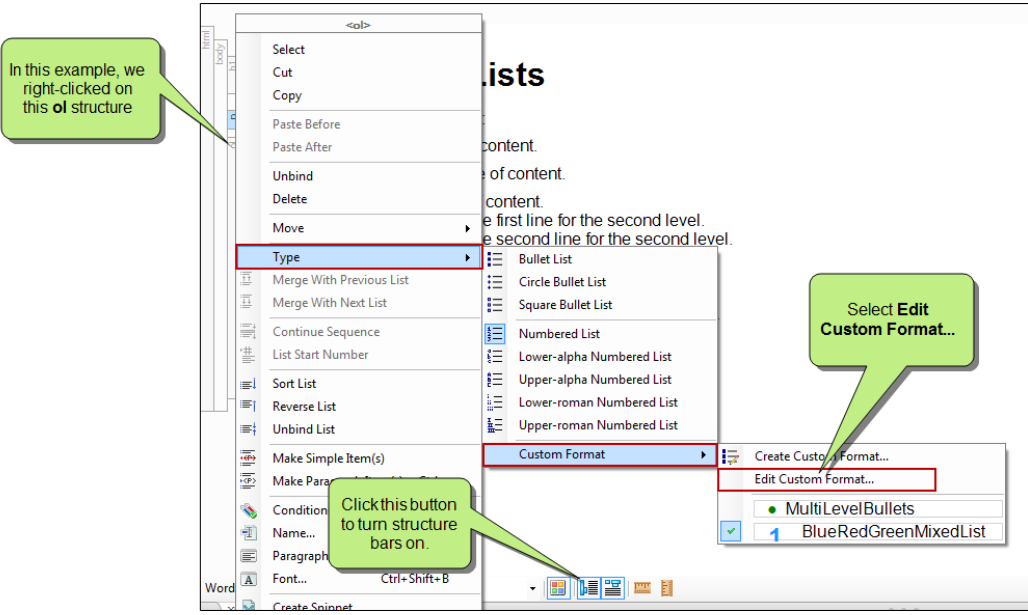
EDITING CUSTOM LIST FORMATS

You can edit a custom list in a couple of ways:

- » **Edit List Format Dialog** This is the easier option for users who are not as experienced with cascading stylesheets (CSS). It is essentially the same as the Create New List Format dialog, which is used when creating a custom list format. The only difference is that you are adjusting existing settings, rather than adding everything from scratch.

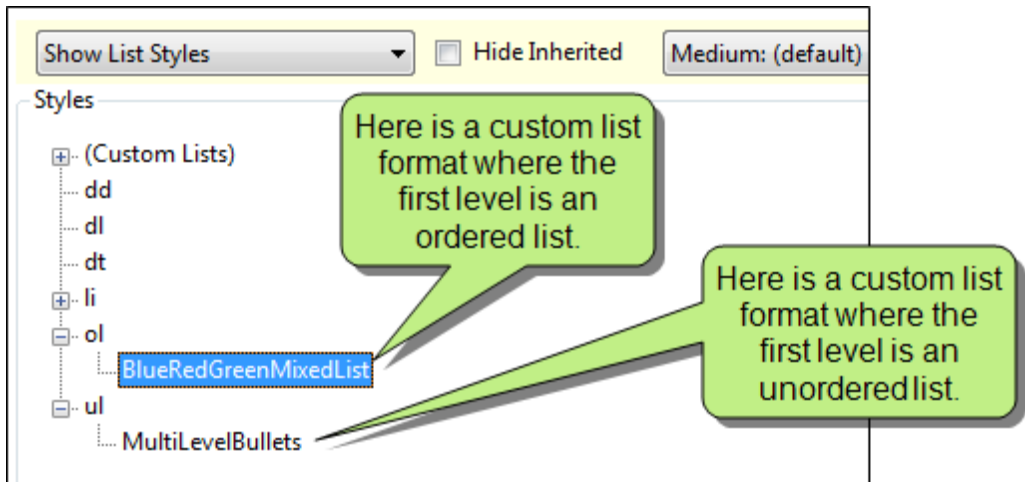


To open this dialog, in the topic or snippet where you have added a list using the custom format, make sure the structure bars are turned on. Right-click the outermost (i.e., first level) structure bar (ol or ul) for the list. From the context menu, select **Type>Custom Format>Edit Custom Format**.

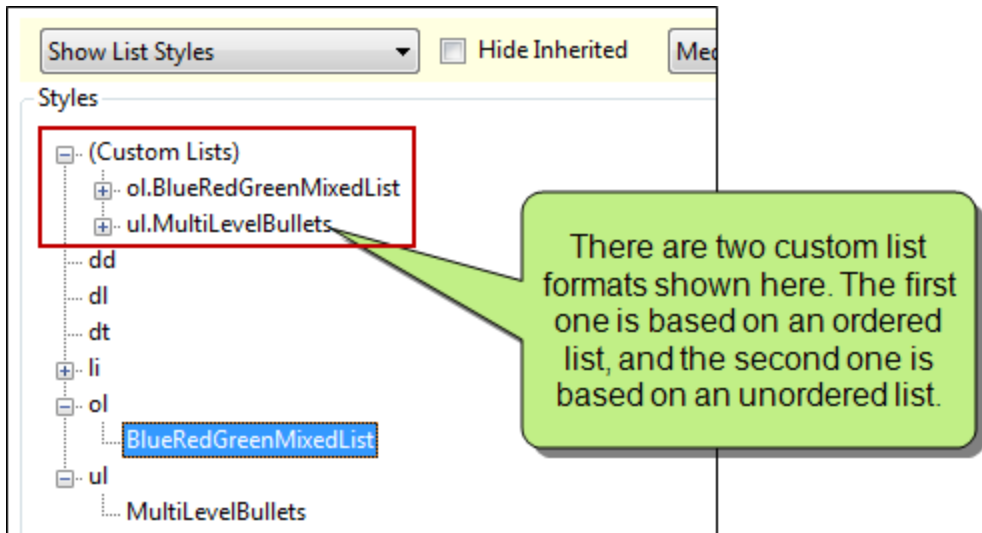


- » **Stylesheet Editor** Because custom list formats are written to your stylesheet as complex selectors, you can edit these formats in the Advanced view of the Stylesheet Editor.

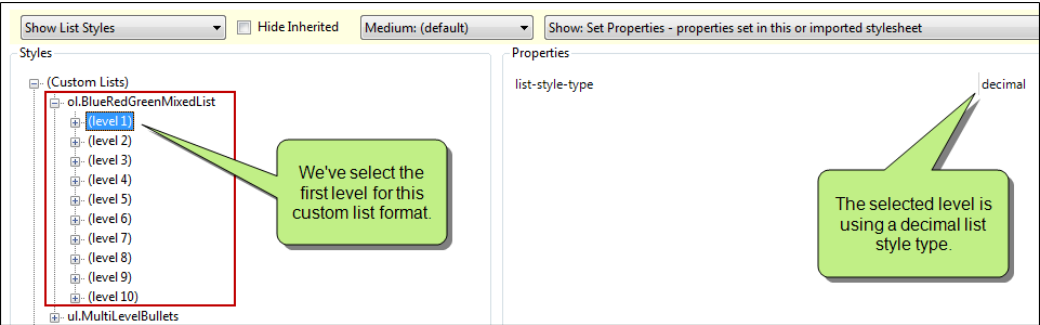
When you view list styles in the Stylesheet Editor, you will see custom formats displayed as classes under the respective `` and `` parent styles, depending on whether the first level of that format is an ordered or unordered list. However, these classes are really limited to the list style type for each.



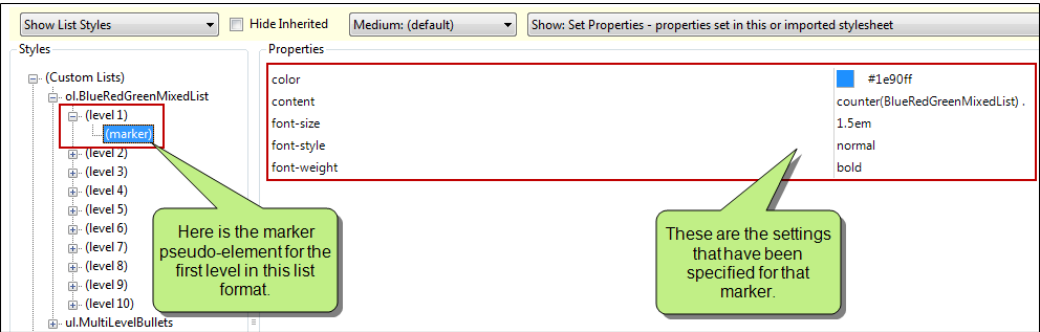
The real editing can take place in a special section called "(Custom Lists)," where all ordered and unordered custom list formats are grouped together.



As you expand each custom list format, you will see nodes for each level that you have formatted. You can change the list style type (e.g., decimal, lower-alpha) or select a custom bullet image on these nodes.



And under each level is a pseudo-element called "(marker)." A marker is the combination of the content and formatting for that level. It is usually a number, letter of the alphabet, symbol, or character, sometimes with punctuation, such as a period. This node is where the bulk of the editing takes place on a custom list format.



The diagram illustrates the structure of a custom list in HTML. It features three green callout boxes on the left, each pointing to a specific marker in a list. The first box points to a blue square containing the number '1', the second to a red square containing the letter 'c', and the third to a green square containing two right-pointing chevrons '»'. The list itself is displayed on the right, with the first three items (1, 2, 3) at the top level, followed by three indented items (a, b, c) at the second level, and two further indented items (» and ») at the third level. The remaining items (4, 5) are at the top level again. The background shows a simplified HTML document structure with 'html' and 'body' tags.

Custom Lists

Here is a custom list:

- 1. My first line of content.
- 2. My second line of content.
- 3. My third line of content.
 - a. This is the first line for the second level.
 - b. This is the second line for the second level.
 - c. This is the third line for the second level.
 - » Here is third-level text.
 - » Here is more third-level text.
 - d. This is the fourth line for the second level.
 - e. This is the fifth line for the second level.
- 4. My fourth line of content.
- 5. My fifth line of content.

This is a marker for first-level list items.

This is a marker for second-level list items.

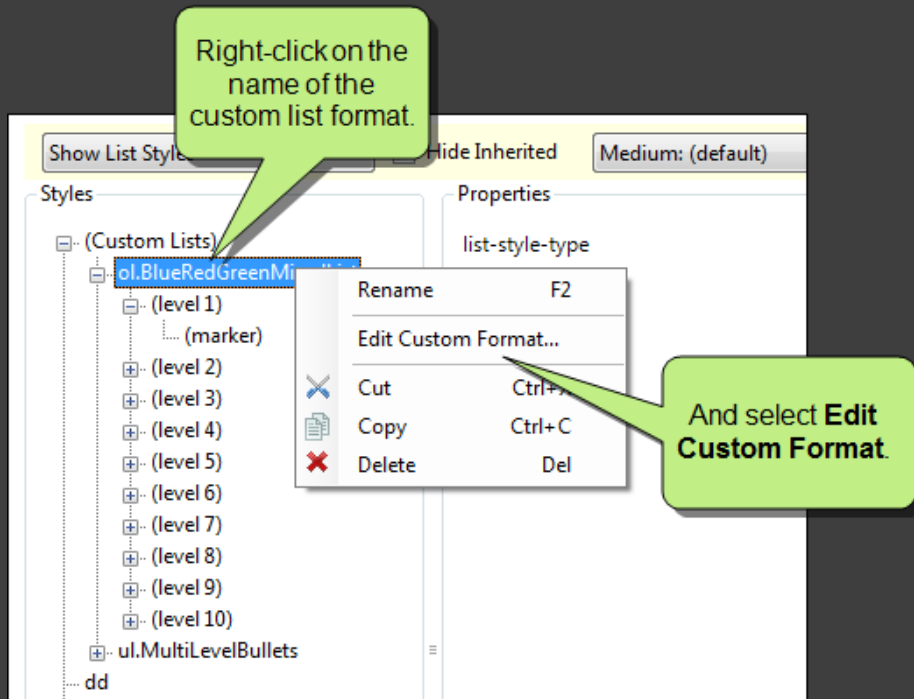
This is a marker for third-level list items.



Note: For more information on the CSS specification for the marker pseudo-element, see <http://dev.w3.org/csswg/css-lists/#marker-pseudo-element>.




Note: By right-clicking on the name of a custom style and selecting **Edit Custom Format**, you can open the Edit List Format dialog and make your changes there instead.



HOW TO RESET THE STYLE CLASS

If you no longer want to use a custom list format and want to return to the default style settings for the list, you can reset the style class.

1. Click in the list.
2. Do one of the following, depending on the part of the user interface you are using:
 - » **Home Ribbon** In the **Paragraph** section, click the down arrow on the list button . Then select **Custom Format>(reset class)**.
 - » **Format Menu** Select **List>Custom Format>(reset class)**.
 - » **Structure Bar** Make sure the structure bars are turned on. Right-click any of the list structure bars (**ol** or **ul**) representing levels of the list. From the context menu, select **Type>Custom Format>(reset class)**.

Keep Styles With Continue Sequence

If you apply the Continue Sequence option to a list, not only will that list continue the numbering of the previous list, but it will also grab the style attributes from the other list.

EXAMPLE

Let's say you have a document with two lists, like this:

html

body

h1

p

ol

li

li

li

p

ol

li

li

li

Topic Title

Here is the first list:

1. First
2. Second
3. Third

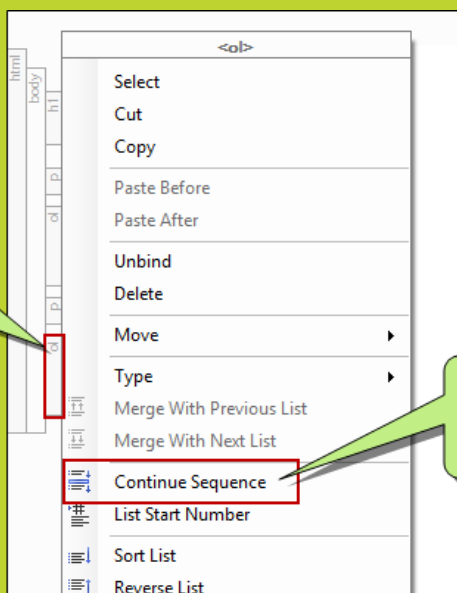
Here is the second list:

1. Fourth
2. Fifth
3. Sixth

These two lists have been styled using the stylesheet. The first list is using a style class called "ol.Red," which is using a red font. The second list is using a style class called "ol.Blue," which is using a blue font.

You can alter the numbering of the second list, so that it continues where the first list ended. To do this, click in the second list. Right-click on the **ol** structure bar to the left of that list, and from the context menu, select **Continue Sequence**.

Right-click the second **ol** structure bar, which corresponds to the second list in the topic...



... and select **Continue Sequence**.



Topic Title

Here is the first list:

1. First
2. Second
3. Third

Here is the second list:

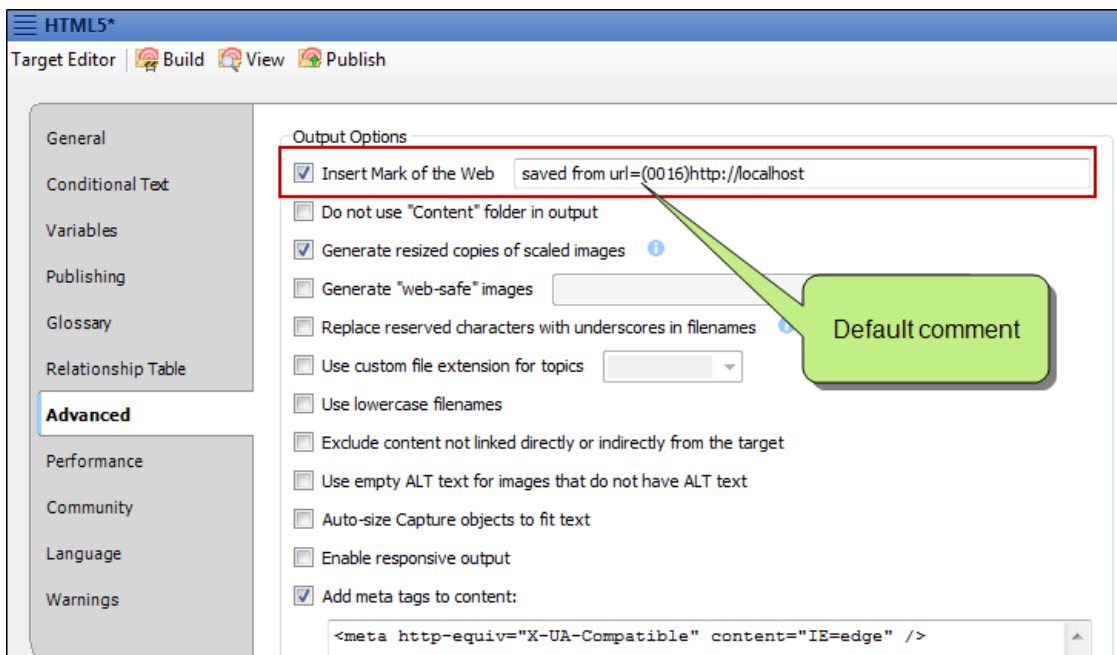
4. Fourth
5. Fifth
6. Sixth

Not only did the blue list continue the numbering from the red list, but it also adopted the ol.Red style class, which changed the text from blue to red.

Mark of the Web Comments

For output formats that support Mark of the Web (MOTW), you can change the comment in the Advanced tab of the Target Editor.

The following default comment is added, although you can replace it with another comment. The default comment is a generic one that specifies the Local Intranet zone and is used in situations where the domain is not yet known.



If you plan to use MOTW, the text field should contain some content. You should either keep the default content or replace it with your own. If you remove any content from the field, MOTW cannot be used.



Note: For more information about MOTW, see Microsoft's MSDN website.

Meta Tags

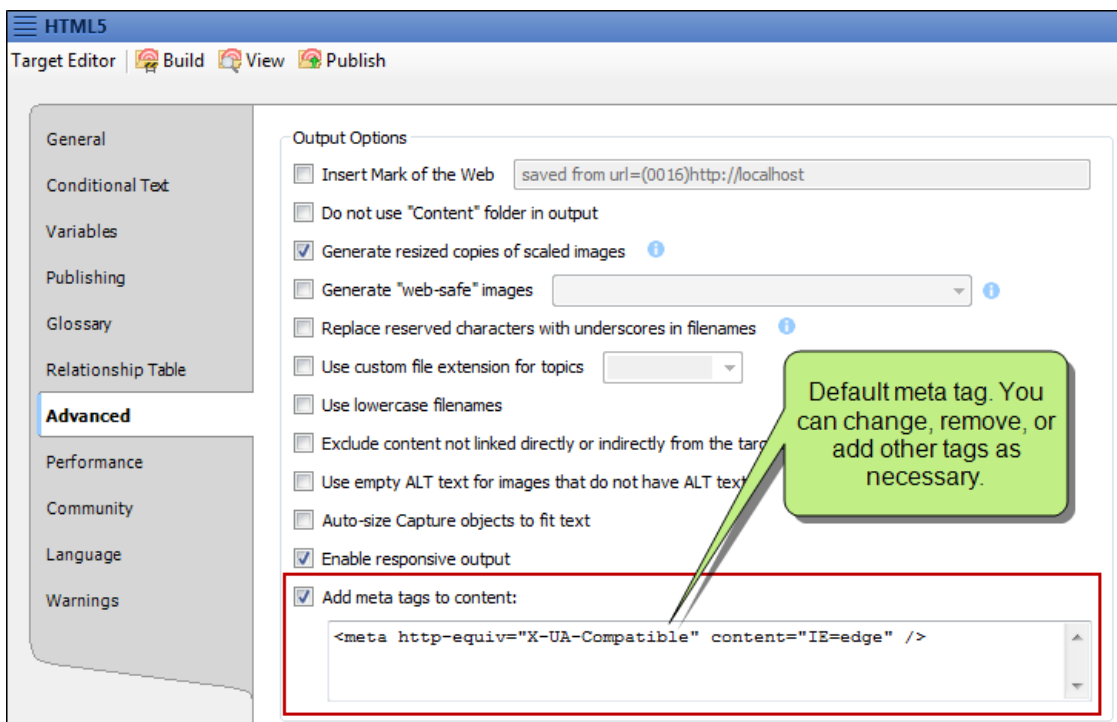
For online outputs, you can add custom meta tags in the Advanced tab of the Target Editor. These are added between the <head> and </head> tags in your content when you generate output.

There is a default meta tag provided. You can keep this tag, remove it, and/or add other valid tags.

For most output formats, the default tag is as follows:

```
<meta http-equiv="X-UA-Compatible" content="IE=edge" />
```

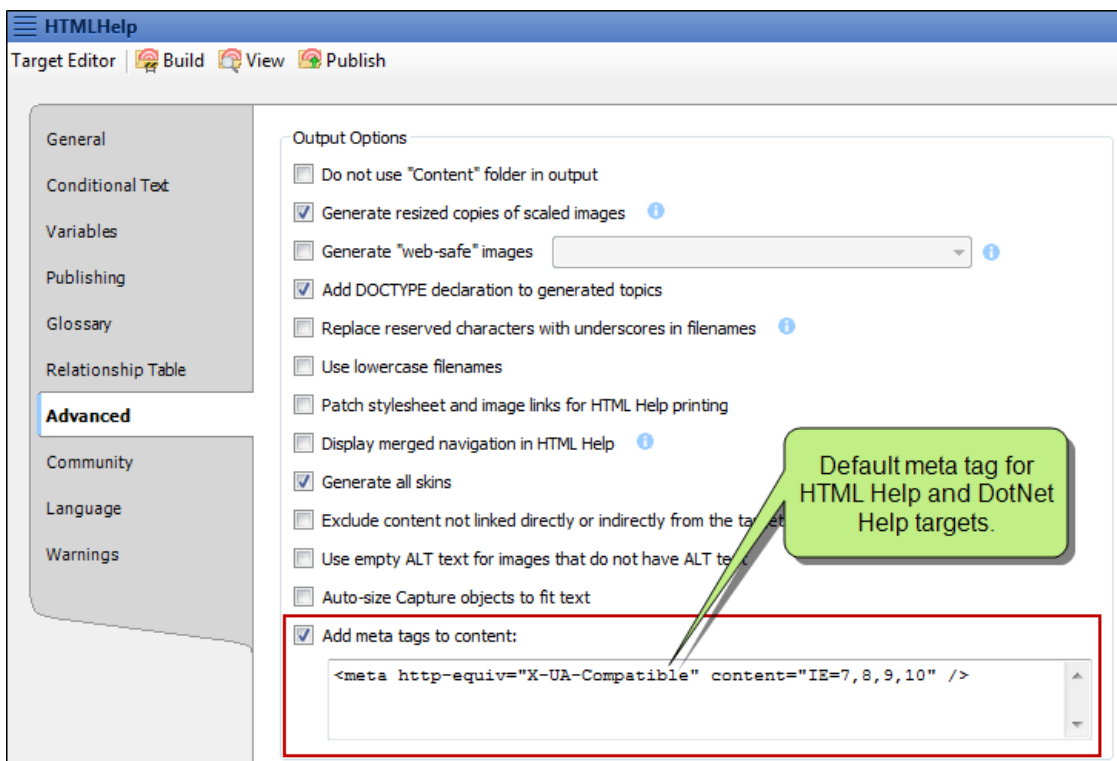
This tag tells Internet Explorer to render with the latest version.



For DotNet Help and Microsoft HTML Help targets, the default tag looks like this:

```
<meta http-equiv="X-UA-Compatible" content="IE=7,8,9,10" />
```

That's because IE=Edge can cause rendering issues on some systems.



E X A M P L E

Let's say you have embedded HTML5 movies in your topics, and you are generating DotNet Help. However, DotNet Help uses Internet Explorer 7, which does not support HTML5 movies. Therefore, you use the default meta tag in the DotNet Help target to ensure that the latest version of Internet Explorer is used, therefore allowing the movies to play.

E X A M P L E

You might want to enhance search engine optimization for your output, so you add the `<meta name="googlebot"/>` tag to the target.

OpenType Fonts

Flare now supports OpenType fonts.

OpenType is a format that is extended from the earlier TrueType format, and can also contain PostScript data. It is an open standard under the International Organization for Standardization (ISO).

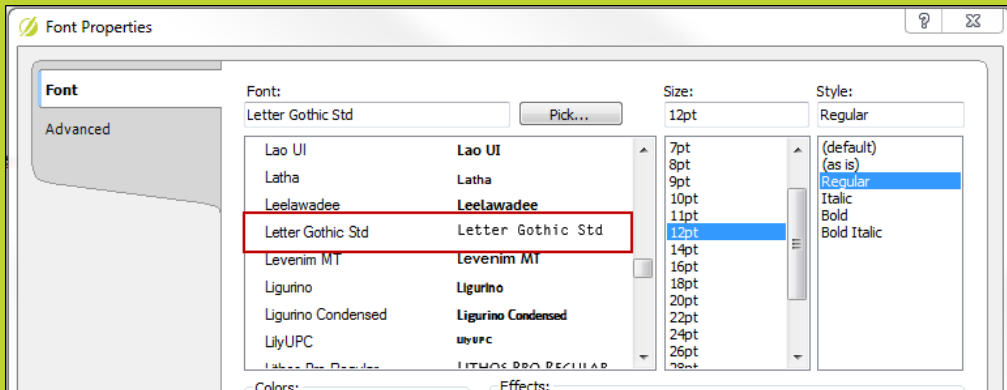
The primary benefit of the OpenType font format is that it has cross-platform support, which means that the same font can be viewed both on a PC and a Mac.

To see an OpenType font in the Flare user interface, first make sure that font is installed on your computer. Refer to your operating system documentation for instructions on installing new fonts. You may need to close and re-open Flare, and perhaps restart your computer, in order to see the newly installed fonts.

OpenType fonts are supported in the XML Editor in Flare, as well as in most output formats.

EXAMPLE

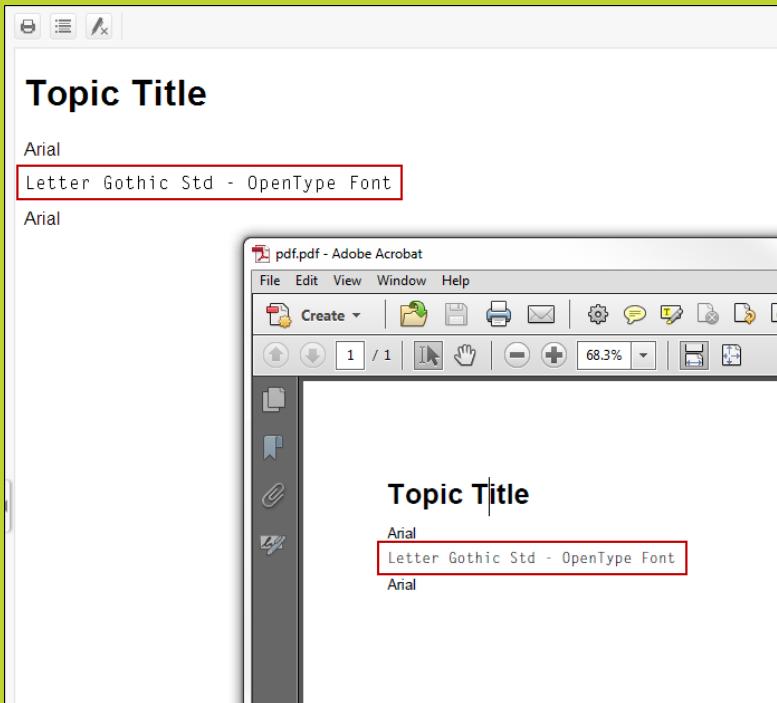
Let's say you install the OpenType font called "Letter Gothic Std." When you use the Flare user interface to choose a font, this font is shown along with all the others.



It also displays in the XML Editor on text where the font has been applied.



And if you generate, say, HTML5 and PDF output, the font is displayed appropriately.



Print-based Output

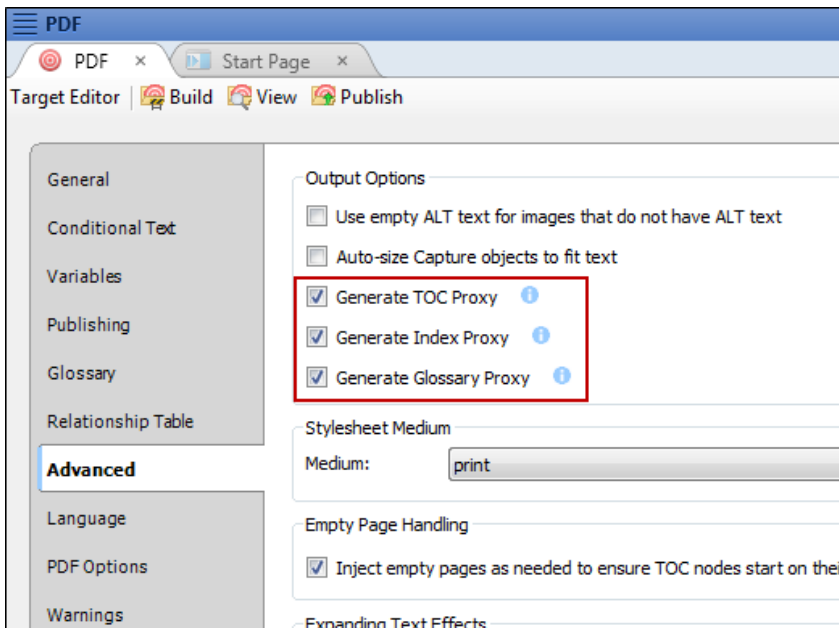
Some important enhancements have been made related to the generation of print-based output. This includes auto-generated glossary, index, and TOC proxies; converting spot colors to black and white; frame breaks; frame rotation; hanging punctuation; page type selection in the XML Editor; and page count in the XML Editor.

Auto-Generate Proxy Items for Print Targets

Options in the Advanced tab of print-based targets let you automatically inject glossary, index, and TOC proxies into output. This means you do not need to create unique topics and insert proxies into them manually.

- » **Glossary** This proxy is added before the index proxy page.
- » **Index** This proxy is added at the end of the output if any index keywords are present in the project.
- » **TOC** This proxy is added at the beginning of the output. If your page layout includes a Title page type, the TOC proxy is added after the title page in the output.

These options are disabled by default for existing targets, but enabled for new targets. If a TOC, index, or glossary proxy is already present, the corresponding option has no effect.

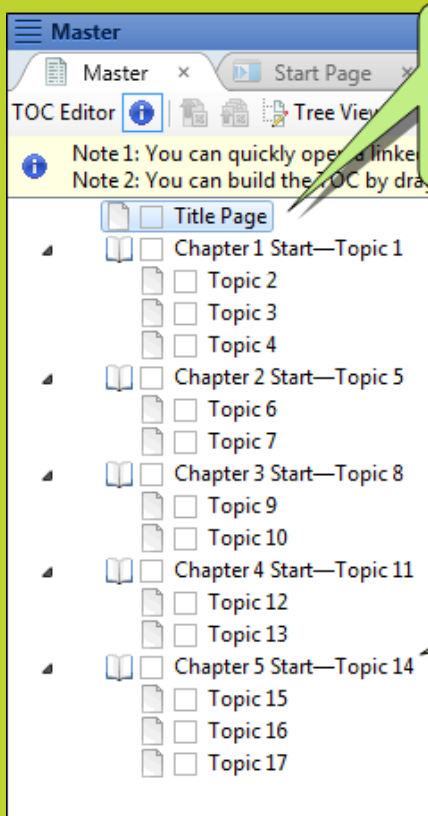


WHICH PAGE LAYOUT IS USED?

If a TOC, index, or glossary is auto-generated, how does Flare know which page layout to use for them in the output? It uses the same page layout that is being used for the topic(s) just before it.

EXAMPLE

Let's say you have an outline TOC set up like this:



A page layout called "Title" is set on this entry, which points to a topic with title content.

Each of the entries used to begin a new chapter is associated with a page layout called "Chapters." That includes the Chapter 5 entry, which is the last place where a page layout has been specified.

In this case, the generated TOC is going to be placed directly after the title page. It will use the "Title" page layout which is set on the first "Title Page" entry. That page layout has a Title page type in it. That's how Flare knows it should place the TOC directly after it and to use the same page layout to display the TOC.

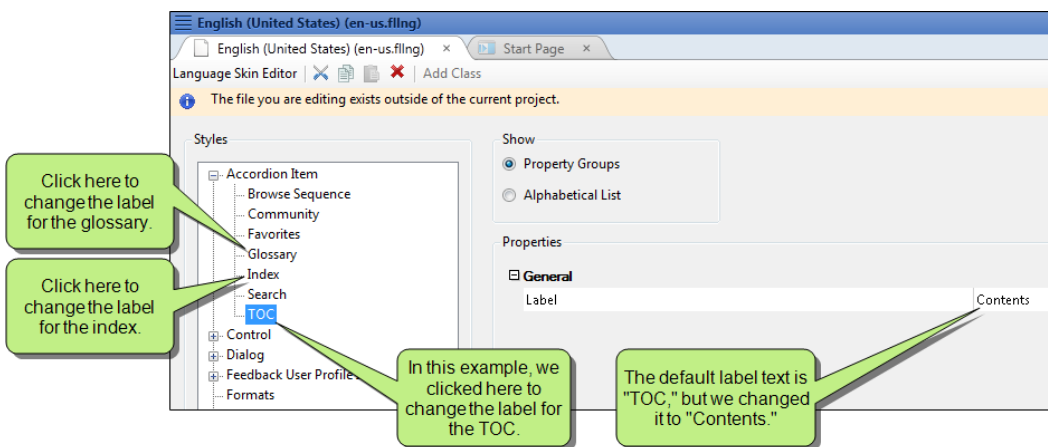
The generated glossary is going to be placed after the final entry, called "Topic 17," and the generated index will be placed after the glossary. Both of these will use the "Chapters" page layout, because it's the last one that was set.

AUTO-GENERATE VERSUS MANUAL PROXIES

The auto-generate method is much quicker and easier than the manual method. The manual method is more flexible but requires you to perform a number of extra steps, such as creating topics, inserting proxies, and adding files to the outline TOC. So if you simply want to quickly create print output with generated TOCs, glossaries, or indexes, the auto-generate option might be best for you. But if you want more control over the placement and look of the generated TOCs, glossaries, and indexes, you should use the manual method.

EDITING ATTRIBUTES FOR GENERATED TOCS, INDEXES, AND GLOSSARIES

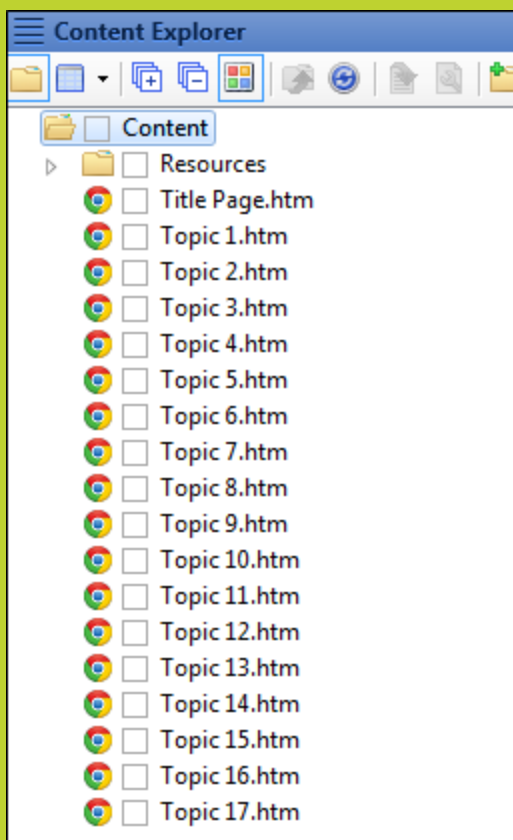
You can change the heading text for each of these auto-generated proxies in the language skin.



All other attributes for the generated glossary, index, and TOC can be controlled in your stylesheet.

EXAMPLE

Let's say you need to create a PDF manual with five short chapters. You've created 17 topics that will make up those five chapters, and you've created a separate topic for a title page.



Your topics use `<h1>`, `<h2>`, and `<h3>` tags. These will become important when the TOC is generated.

The screenshot shows a web browser window with the title 'Topic 1.htm'. The browser's address bar shows the file path. The document content is as follows:

Chapter 1 Start—Topic 1 (Heading using `<h1>`)

Lorem Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer consequat gravida ligula nec sollicitudin. Fusce ullamcorper nec urna a blandit. Sed id rutrum ligula. Sed eget faucibus est. Nunc tincidunt sollicitudin hendrerit.

Etiam Etiam nec ligula convallis, mollis lorem ac, elementum libero. Mauris consectetur pellentesque accumsan. Nulla elementum eros sem. Quisque dolor adipiscing suscipit laoreet sed eros. Lorem ipsum dolor sit amet, consectetur adipiscing elit. (Heading using `<h2>`)

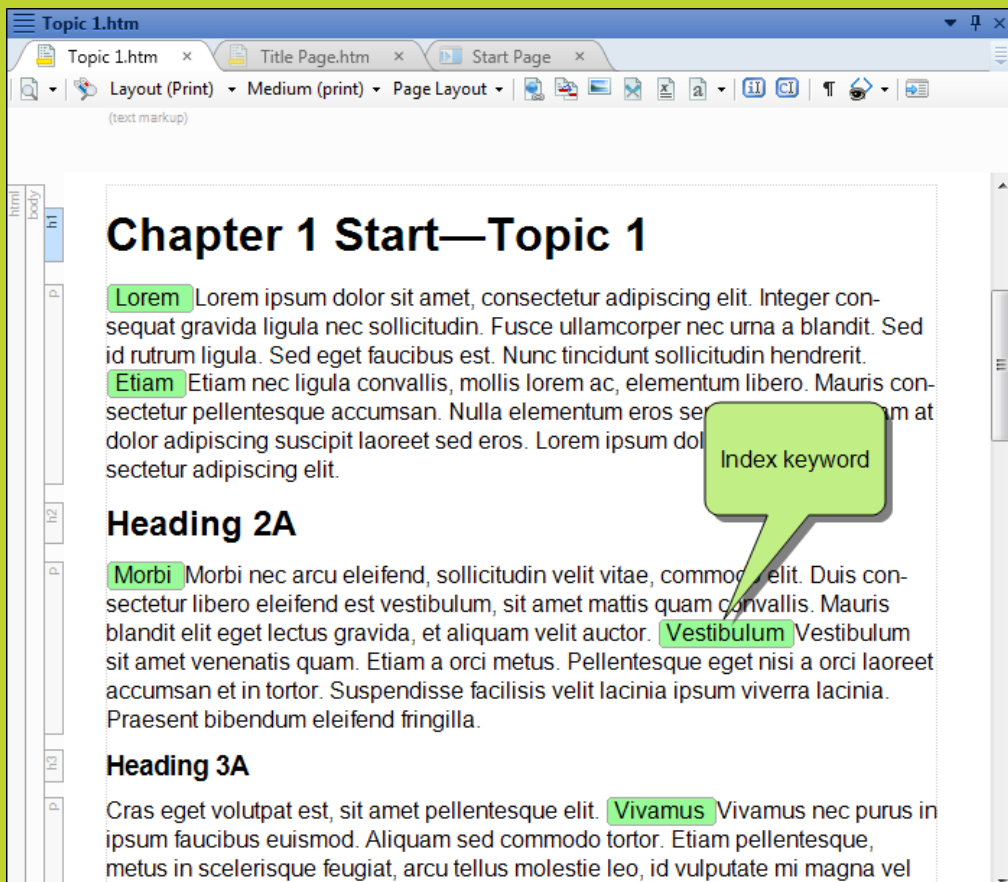
Heading 2A

Morbi Morbi nec arcu eleifend, sollicitudin velit vitae, commodo elit. Duis consectetur libero eleifend est vestibulum, sit amet mattis quam convallis. Mauris blandit elit eget lectus gravida, et aliquam velit auctor. **Vestibulum** Vestibulum sit amet venenatis quam. Etiam a orci metus. Pellentesque eget nisi a accumsan et in tortor. Suspendisse facilisis velit lacinia in. Praesent bibendum eleifend fringilla. (Heading using `<h3>`)

Heading 3A

Cras eget volutpat est, sit amet pellentesque elit. **Vivamus** Vivamus nec purus in ipsum faucibus euismod. Aliquam sed commodo tortor. Etiam pellentesque, metus in scelerisque feugiat, arcu tellus molestie leo, id vulputate mi magna vel

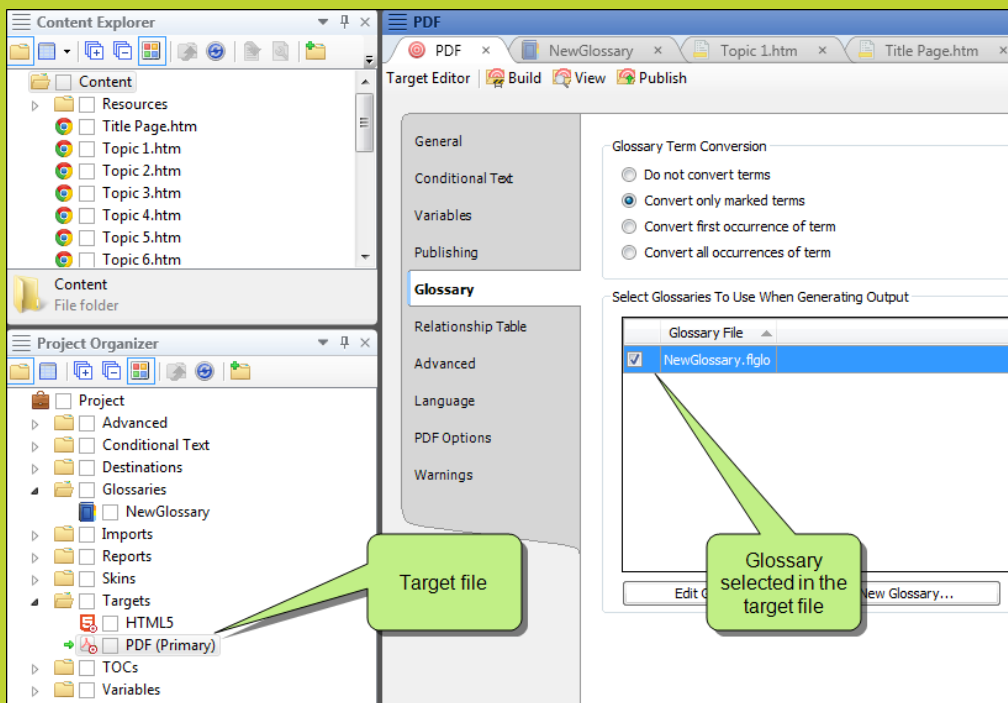
You've inserted index keywords throughout the topics. These will become important when the index is generated.



You've created a glossary file and associated it with the PDF target you're going to use. This will become important when the glossary is generated.

The screenshot displays the NewGlossary application interface. On the left, the Content Explorer shows a list of files including Title Page.htm, Topic 1.htm through Topic 6.htm, and a Content folder. Below it, the Project Organizer shows a tree structure with folders like Advanced, Conditional Text, Destinations, Glossaries, Imports, Reports, and Skins. The 'Glossaries' folder is expanded, showing a 'NewGlossary' file. A green callout points to this file with the text 'Glossary file'. On the right, the NewGlossary window is open, showing a 'Glossary Editor' tab. It contains a table with two columns: 'Terms' and 'Definition'. The table has five rows: 'Fifth term', 'First term', 'Fourth term', 'Second term', and 'Third term'. A green callout points to the 'Fifth term' row with the text 'Glossary terms in the file'.

Terms	Definition
Fifth term	Definition for fifth term
First term	Definition for first term
Fourth term	Definition for fourth term
Second term	Definition for second term
Third term	Definition for third term



You've put all of your topics into an outline TOC file. You've associated your title topic with one page layout, and you've assigned a different page layout to the five topics that will serve as the starting point for each of the five chapters.

Content Explorer

- Content
 - Resources
 - Title Page.htm
 - Topic 1.htm
 - Topic 2.htm
 - Topic 3.htm
 - Topic 4.htm
 - Topic 5.htm
 - Topic 6.htm
- Content File folder

Project Organizer

- Project
 - Advanced
 - Conditional Text
 - Destinations
 - Glossaries
 - Imports
 - Reports
 - Skins
 - Targets
 - TOCs
 - Master (Master)
 - Variables

Master

TOC Editor

Note 1: You can quickly open a link to the topic holding the title page, as well as the other 17 topic files. Notice there are no links to topics for the TOC, index, or glossary, which would normally be required if you weren't using the auto-generate feature.

Note 2: You can build the TOC by clicking the **Build TOC** button.

Tree View

- Title Page
- Chapter 1 Start—Topic 1
 - Topic 2
 - Topic 3
 - Topic 4
- Chapter 2 Start—Topic 5
 - Topic 6
 - Topic 7
- Chapter 3 Start—Topic 8
 - Topic 9
 - Topic 10
- Chapter 4 Start—Topic 11
 - Topic 12
 - Topic 13
- Chapter 5 Start—Topic 14
 - Topic 15
 - Topic 16
 - Topic 17

Outline TOC file

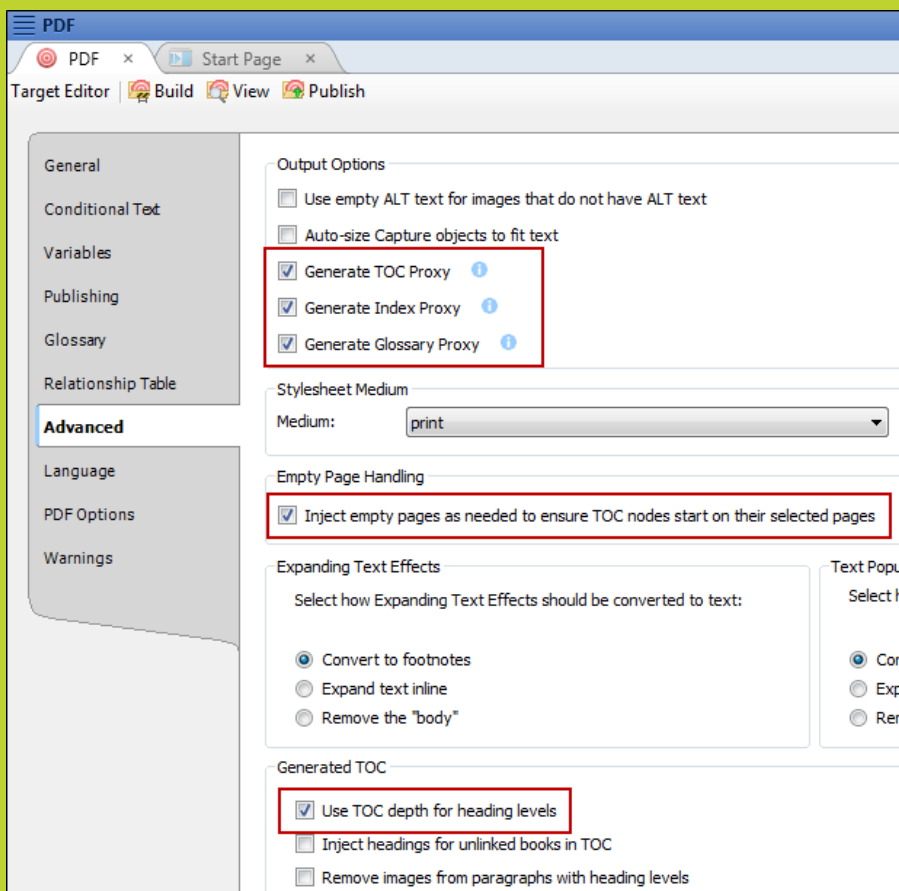
This is the grid view of the same outline TOC.

The green rows indicate the ones where new chapters will start.

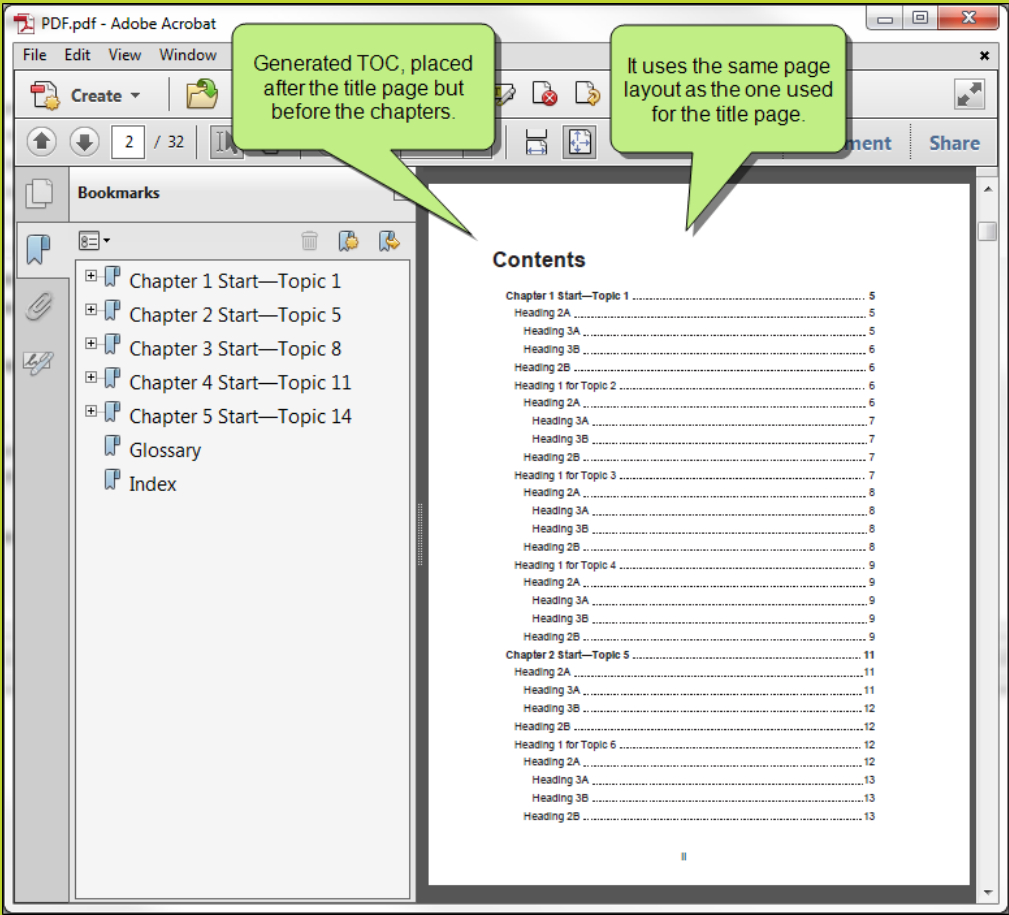
Each green row is associated with a particular page layout

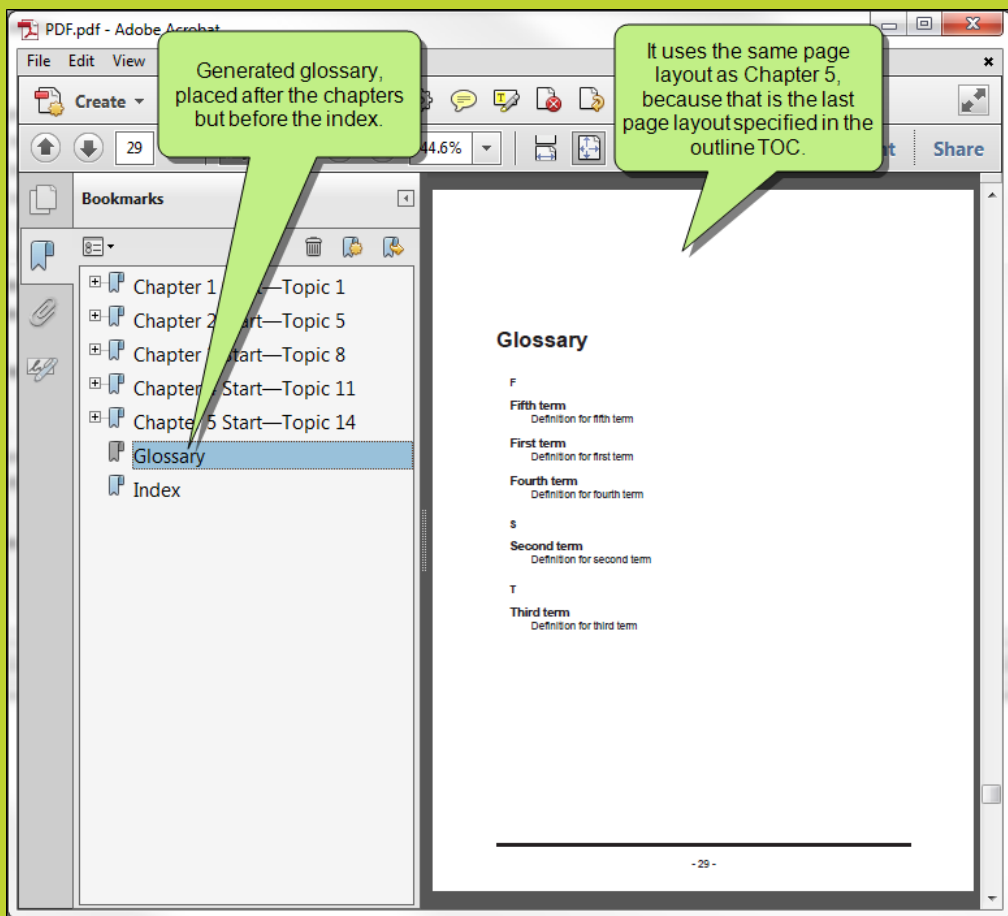
Or...	Icon	Title	Link	Break Type	Page Layout	Page Type	S
1		Title Page	/Content/Title ...	Chapter	/Content/Reso...	Title	
2		Chapter 1 Start...	/Content/Topic...	Chapter	/Content/Reso...	First	
3		Topic 2	/Content/Topic...	None			
4		Topic 3	/Content/Topic...	None			
5		Topic 4	/Content/Topic...	None			
6		Chapter 2 Start...	/Content/Topic...	Chapter	/Content/Reso...	First	
7		Topic 6	/Content/Topic...	None			
8		Topic 7	/Content/Topic...	None			
9		Chapter 3 Start...	/Content/Topic...	Chapter	/Content/Reso...	First	
10		Topic 9	/Content/Topic...	None			
11		Topic 10	/Content/Topic...	None			
12		Chapter 4 Start...	/Content/Topic...	Chapter	/Content/Reso...	First	
13		Topic 12	/Content/Topic...	None			
14		Topic 13	/Content/Topic...	None			
15		Chapter 5 Start...	/Content/Topic...	Chapter	/Content/Reso...	First	
16		Topic 15	/Content/Topic...	None			
17		Topic 16	/Content/Topic...	None			
18		Topic 17	/Content/Topic...	None			

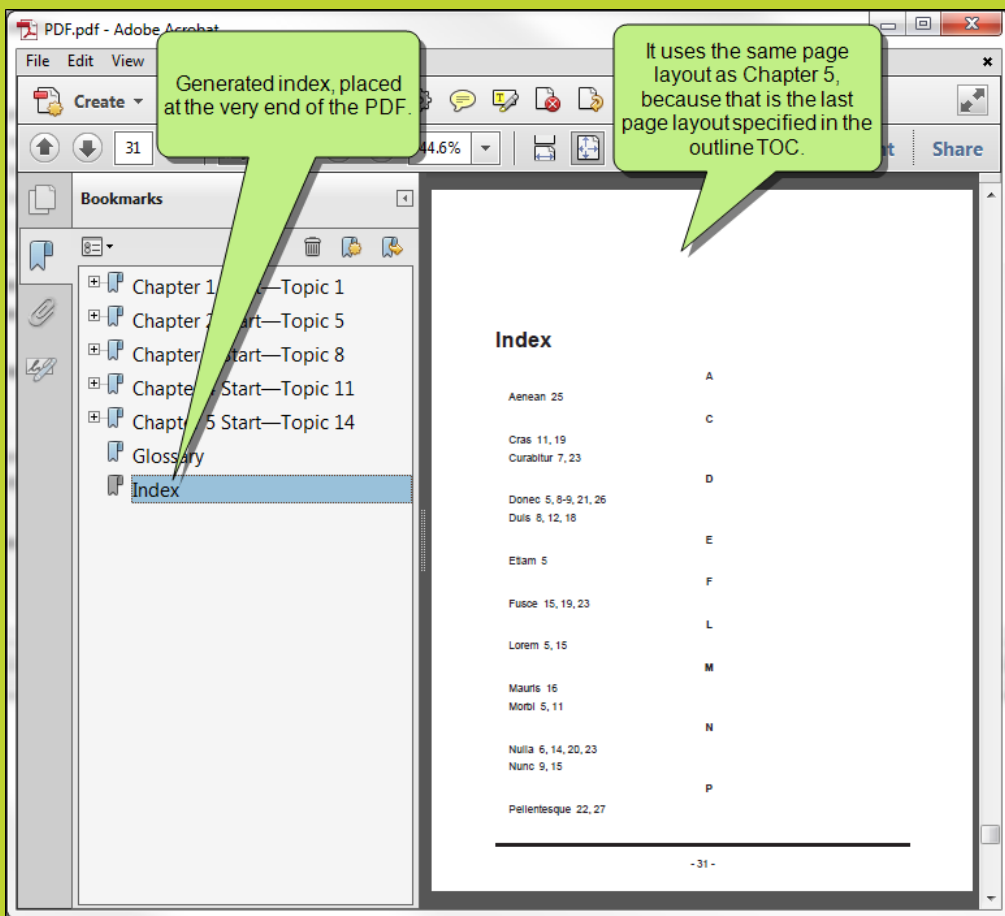
In the Target Editor, you select the **Advanced** tab and select **Generate TOC Proxy**, **Generate Index Proxy**, and **Generate Glossary Proxy**. In addition, you also select an option labeled **Inject empty pages as needed to ensure TOC nodes start on their selected pages** and another labeled **Use TOC depth for heading levels**. These last two options are not required to use the auto-generate feature, but they are popular options for generating print-based output.



After you generate the PDF output, it looks something like this:







Note: In order for a glossary to be generated, you must have a glossary file in your project that is associated with the target.



Note: In order for an index to be generated, you must insert at least one index keyword in a topic or snippet to be included in the output.



Note: In order for the generated TOC to be useful, you should have headings in your topics with the appropriate styles (i.e., <h1> through <h6>).

Convert Spot Colors to Black and White

An option in the PDF Options tab of the Target Editor lets you convert spot colors to black and white. Spot colors include things such as font color, background color, and so on (basically, everything except images). This is a quick way to produce a PDF that does not contain color. The alternative is to make sure that you do not have any color settings locally in topics, in your stylesheet (or medium), in page layouts, etc. For example, you might create some PDFs in full color, but you might need to send one to a professional printer to be processed in black and white. So for that target, you select the option to convert spot colors to black and white.

Advanced

Language

PDF Options

Warnings

Title:

Author: pstoecklein

Subject:

Keywords:

☐ Include non-TOC bookmarks in the bookmarks pane

☐ Create named destinations for bookmarks

☐ Include Crop and Registration Marks

☐ Convert RGB Colors to CMYK

☒ Convert spot colors to black and white

PDF Tagging

☐ Generate tagged PDF ⓘ



Note: If you also need the PDF to show images in gray scale, you have a couple of options. First, you can insert one image in color and another in gray scale, then apply conditions to them. Second, you can create and insert just one image, but single-source it so that online outputs show it in color but print outputs show it in gray scale.

Frame Breaks

For PDF, XPS, and XHTML outputs, you can apply breaks to page layout frames, similar to the way you can apply page breaks to content such as headings or paragraphs. These breaks can be used on content such as paragraphs, headings, and tables.

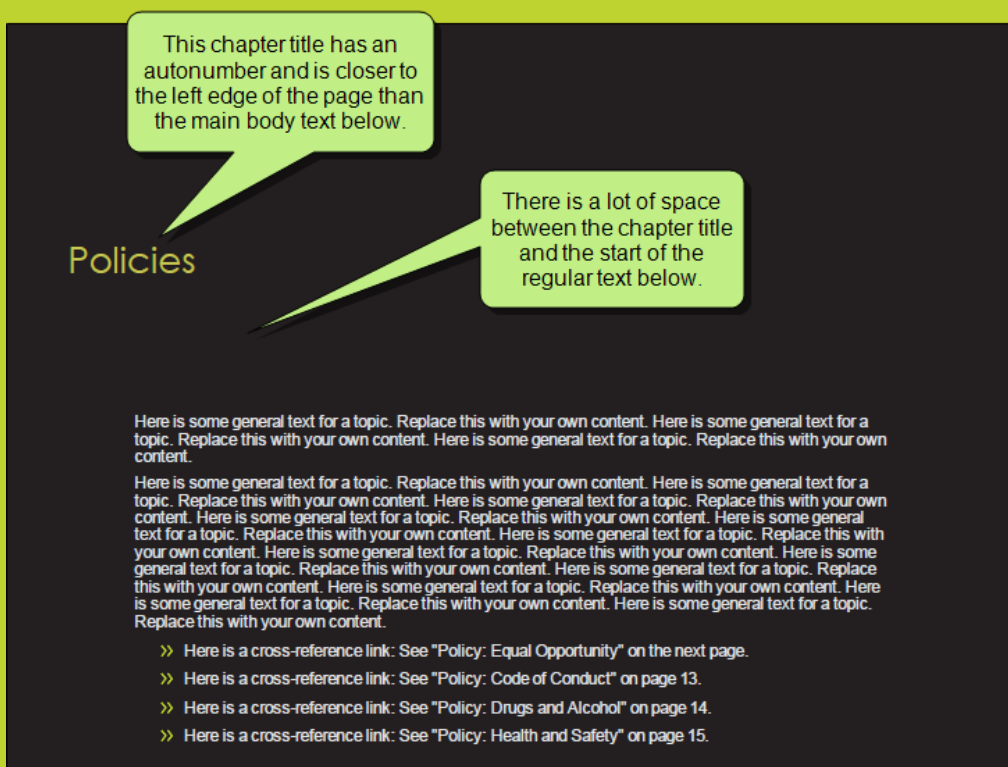
In a stylesheet, the following properties are used: `frame-break-before`, `frame-break-after`, `frame-break-inside`. These are not part of the W3C's CSS specification. Instead, they were created by MadCap Software specifically to support this functionality.

By applying these style properties, you can automatically move content to the next frame on the current page in a layout. If no more frames are available on the current page, a page break occurs instead.

This feature can be especially useful when you want to make sure that heading text is the only content in a particular body frame.

EXAMPLE

Let's say you want chapter titles to appear by themselves in PDF output. You want the chapter title to start farther to the left than the rest of the body content, and you want extra space between the title and body content, in case you have long chapter titles that wrap to two lines.



[illegible]

>> Here is a cross-reference link: See "Introduction" on the next page.

» Here is a cross-reference link: See "Mission Statement" on page 7.

» Here is a cross-reference link: See "Company History" on page 8.

>> Here is a cross-reference link: See "Organizational Chart" on page 9.

In your page layout, you can create one body frame that you want to be used to display the chapter title, and a second, much larger body frame to display the content following it.



This might work fine when you have long chapter titles that wrap to two lines, but if you have a short, one-line title, the body text from below will creep up and start below it in the first body frame, like this:

The first part of the body text displays here, where you only want to show the chapter title.

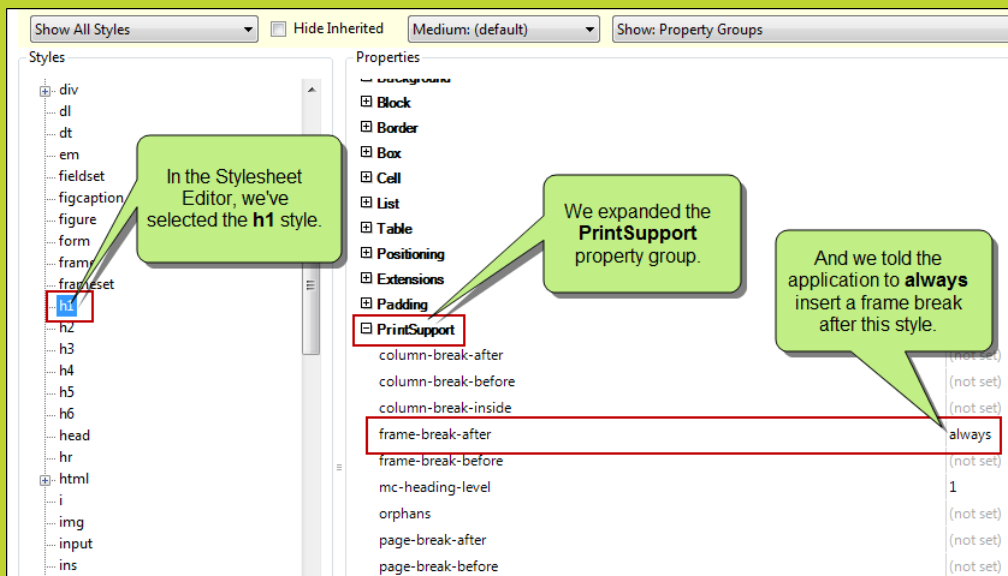
Policies

Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content.

[illegible]

- » Here is a cross-reference link: See "Policy: Equal Opportunity" on the next page.
- » Here is a cross-reference link: See "Policy: Code of Conduct" on page 13.
- » Here is a cross-reference link: See "Policy: Drugs and Alcohol" on page 14.
- » Here is a cross-reference link: See "Policy: Health and Safety" on page 15.

To solve the issue, you apply a frame break to the style used for your chapter titles (e.g., h1).

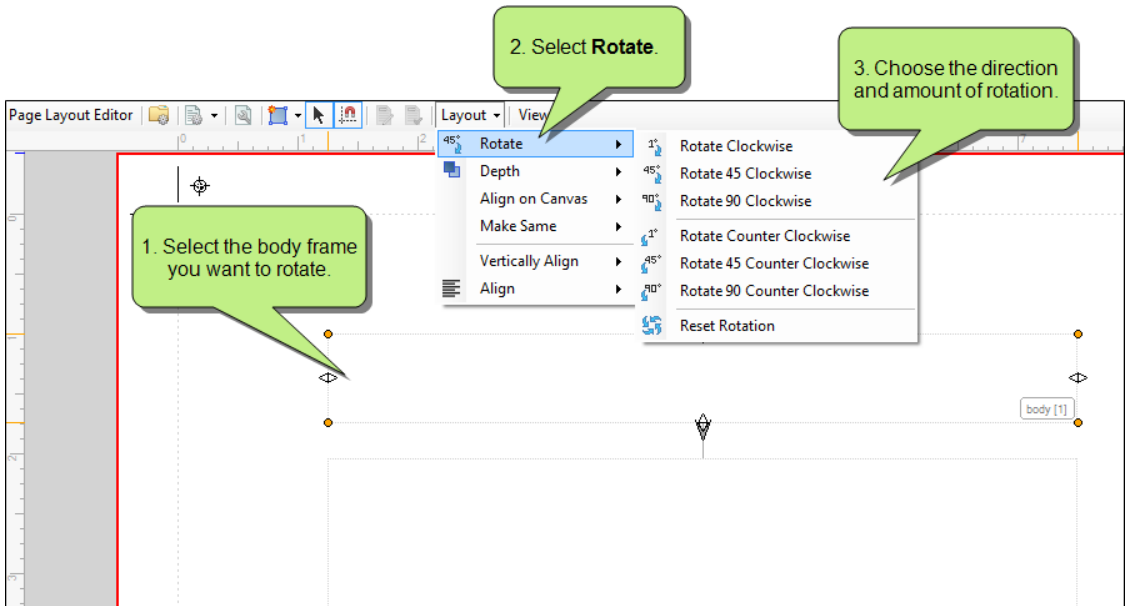


Therefore, even when a chapter title is short, Flare inserts a break after it. This creates the effect that you want, where only the chapter title appears in the top body frame, and everything else shows up in the second body frame.

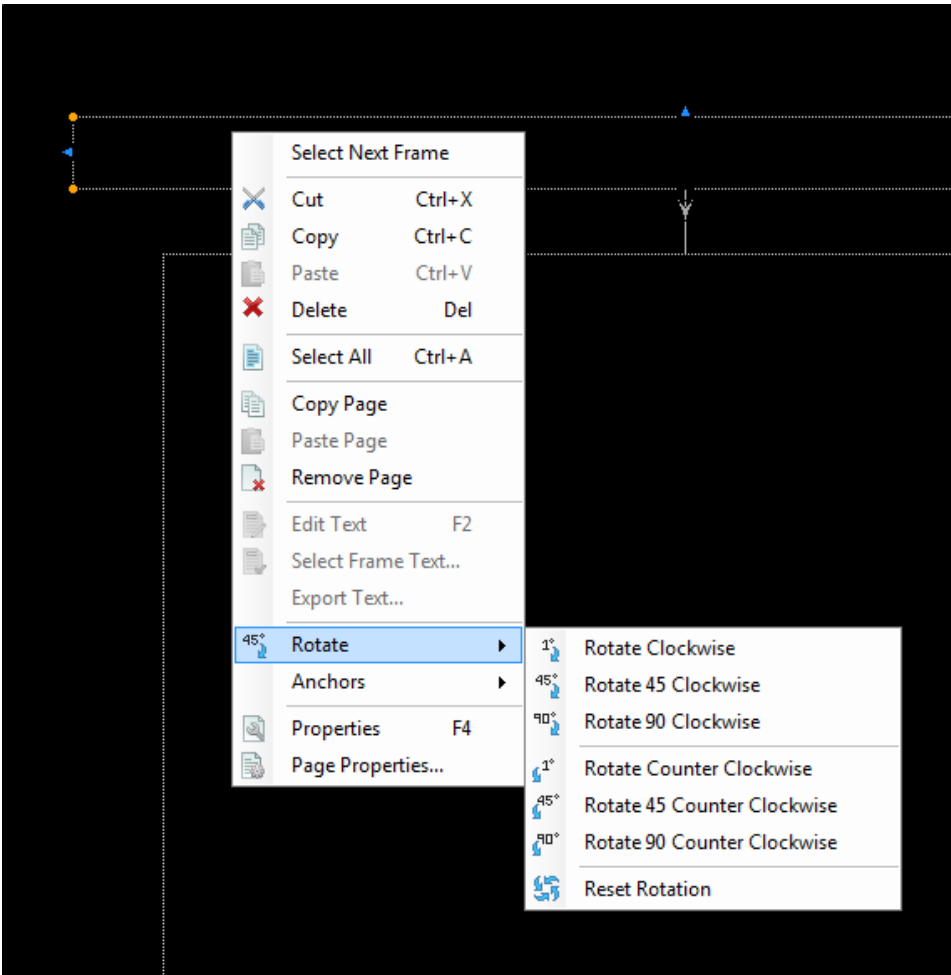
Frame Rotation

For PDF, XPS, and XHTML outputs, you can rotate body frames in the page layout editor, just as you can rotate decoration, header, footer, and image frames. This allows you to have layouts, for example, where content flows from a vertical content frame to a horizontal content frame.

To rotate a body frame, select the body frame in a page. In the local toolbar, select **Layout>Rotate**. Then choose the degree of rotation and the direction.



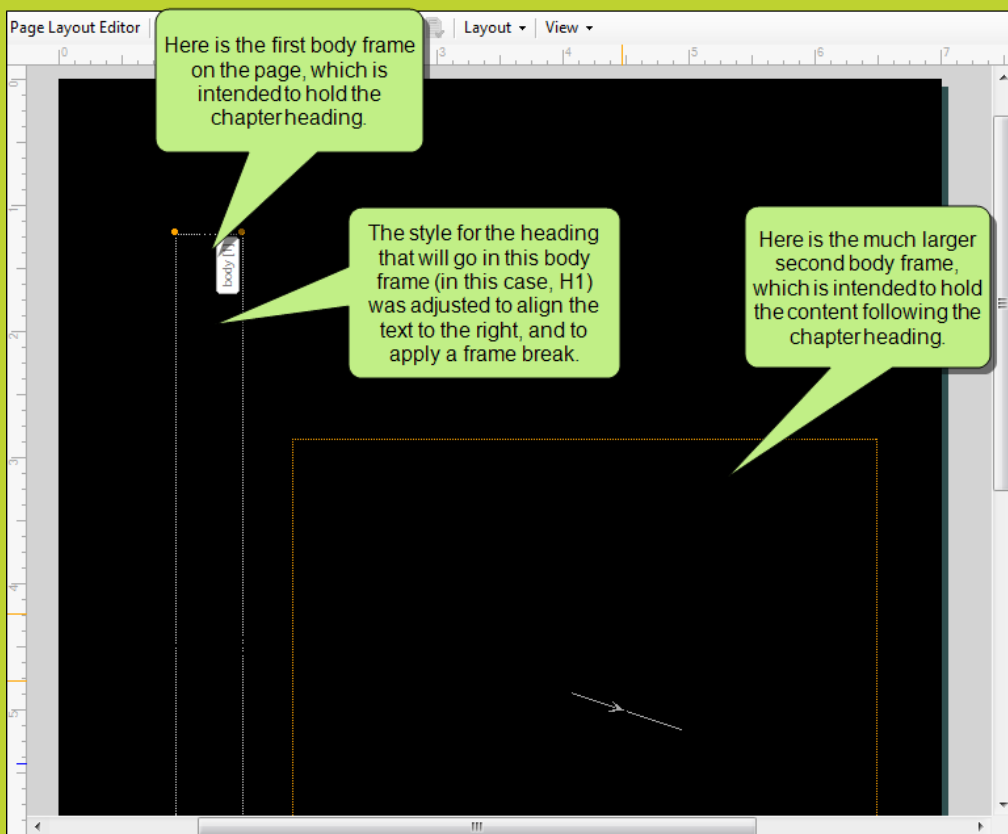
You can also access the rotation options by right-clicking on a body frame.



This feature can be used in conjunction with frame breaks to ensure that only certain text displays in the rotated body frame.

EXAMPLE

You might design a page layout so that the first frame is rotated and holds the chapter heading. With a frame break on that heading, the text that follows it (the main body) displays in the second frame, which is not rotated. In the Page Layout Editor, it might look something like this:



In the output, it might look something like this:



Hanging Punctuation

You can use styles to create hanging punctuation in Flare. Hanging punctuation lets you "hang" certain punctuation characters outside the block element, allowing the text to align.

The diagram illustrates the concept of hanging punctuation. It features a central white box with a black border, divided into two sections. The top section, titled "Without Hanging Punctuation", shows a paragraph of text where the opening quotation mark is aligned with the rest of the text. The bottom section, titled "With Hanging Punctuation", shows the same paragraph where the opening quotation mark is shifted to the left, hanging outside the text block. To the left of the central box is a green callout bubble pointing to the top of the "With Hanging Punctuation" section, containing text that explains this visual effect. Below the central box is another green callout bubble pointing to the first line of text in the "With Hanging Punctuation" section, explaining that the first character is aligned with the characters below it on the left edge.

Without Hanging Punctuation

"Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content."

With Hanging Punctuation

"Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content."

With hanging punctuation, notice that the opening quotation mark in this example is hanging outside the container holding the paragraph.

Therefore, the "H" at the beginning of the paragraph is aligned with the characters below it on the left edge.

Following are available values for the hanging-punctuation property:

- » **none** No character hangs.
- » **first** An opening bracket or quote at the start of the first formatted line of an element hangs. This applies to all characters in the Unicode categories Ps, Pf, Pi (e.g., brackets, parentheses, and quotation marks).

Using the value "first," you can force opening punctuation, such as a quotation mark, to hang outside the container.

first

"Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content."

- » **last** A closing bracket or quote at the end of the last formatted line of an element hangs. This applies to all characters in the Unicode categories Pe, Pf, Pi (e.g., brackets, parentheses, and quotation marks).

last

"Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic." (Replace this with your own content.)

Using the value "last," you can force punctuation, such as this parentheses, to hang outside the container.

- » **force-end** A stop (e.g., period) or comma at the end of a line hangs.

force-end

Here is some general text for a topic. Here is some general text for a topic. Replace this with your own content. Here is other general text for a topic. Replace this text with your own content.

Using the value "force-end," you can ensure that periods and commas hang outside the container.

- » **allow-end** A stop (e.g., period) or comma at the end of a line hangs if it does not otherwise fit prior to justification. This value works in conjunction with text that is justified.

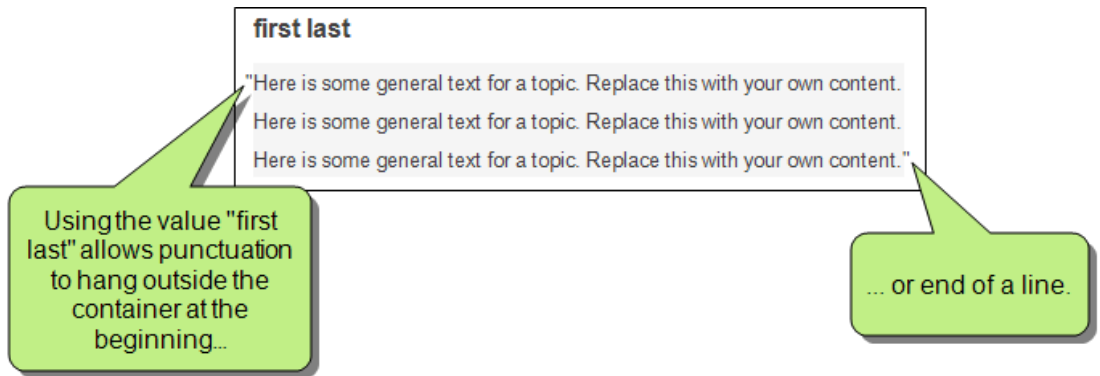
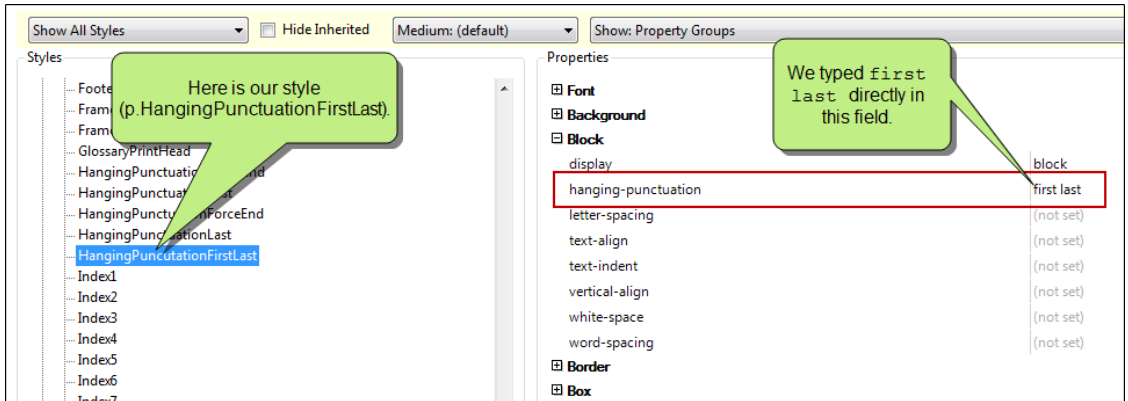
allow-end (with justify)

Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Here is other general text for a topic. Replace this text with your own content.

Using the value "allow-end," you can allow periods and commas to hang outside the container when the paragraph is using justified alignment.

- » **inherit** The parent element's property is inherited.

It is significant to note that the "first" and "last" property values apply to one specific set of punctuation symbols, while "force-end" and "allow-end" apply to a separate set. Therefore, combinations of these properties are also allowed. Valid combinations would be: "first last," "first force-end," "first allow-end," "first force-end last," "first allow-end last," "force-end last," and "allow-end last." These combinations are not available from the drop-down list in the Advanced or Simplified View of the Stylesheet Editor, but you can type the value directly into the field.





Note: For more information about the hanging punctuation CSS property, see <http://www.w3.org/TR/css3-text/#hanging-punctuation>.



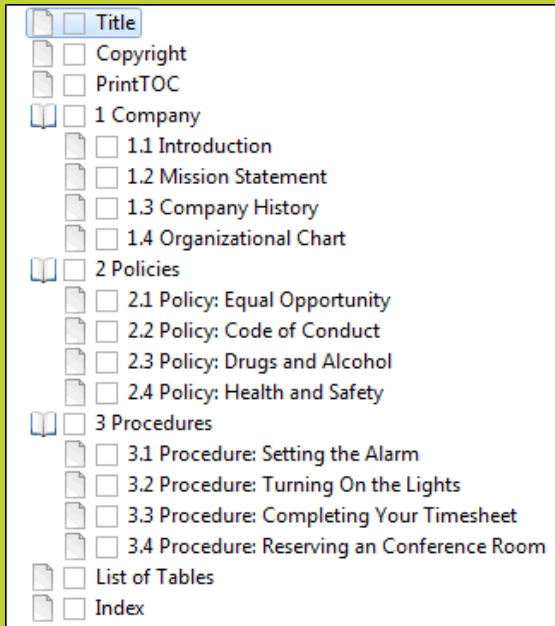
Note: The hanging punctuation property is available only in the Advanced View of the Stylesheet Editor.

Page Type Selection in XML Editor

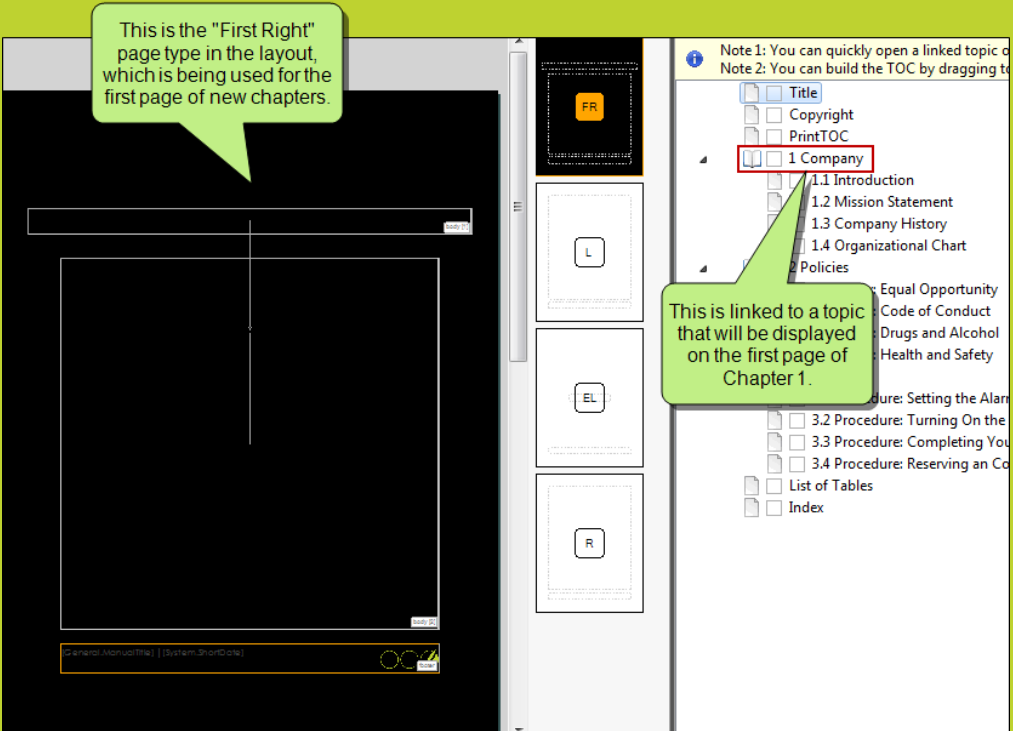
Not only can you select a certain page layout to display a topic in the XML Editor, but you can also choose a specific page type within that layout. This can be especially useful when you know for certain that a particular topic will display on the first page of a chapter, a left page, a right page, etc. The reason Flare does not automatically show a topic in the appropriate page type is because it won't assign page types to content until you generate the output. However, sometimes you may know in advance which page type will be used because of its placement in the outline TOC, so you can choose any page type contained in the layout to display the topic in the XML Editor.

EXAMPLE

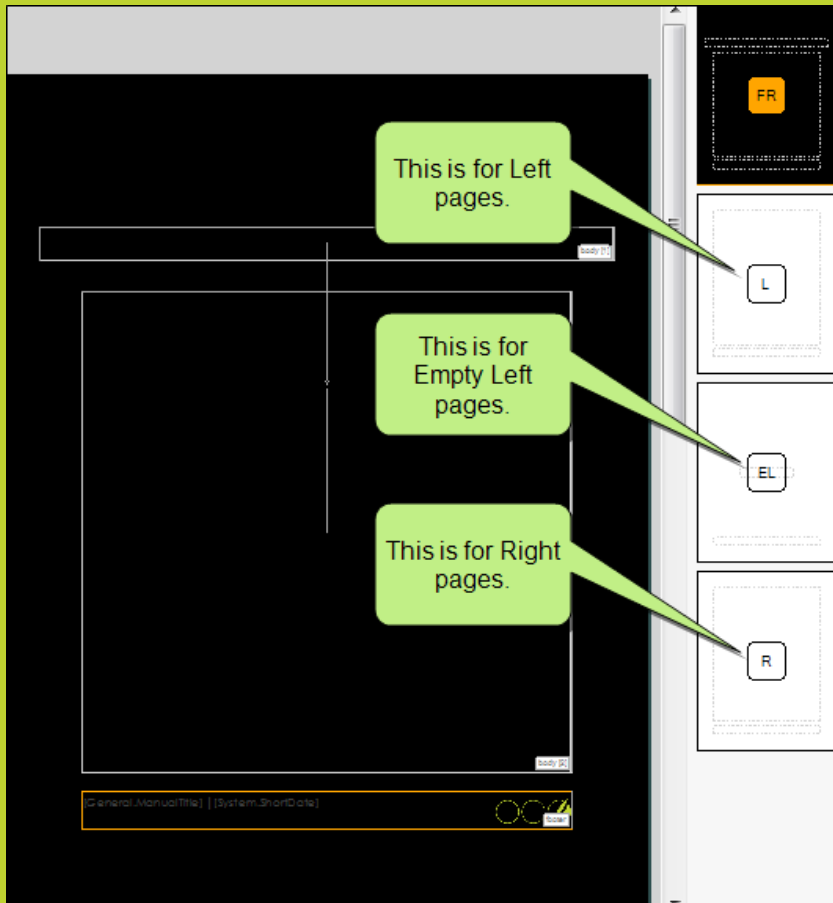
Let's say you have are planning on generating a PDF with the following structure:



The topic linked to "1 Company" is set to be the first page of a new chapter. You've configured your page layout to use the "First Right" page type for the first page of a chapter. Here is how that page looks in your layout:



The other pages in the layout are used for Left, Empty Left, and Right pages. Each of these has a white background and different footer content.

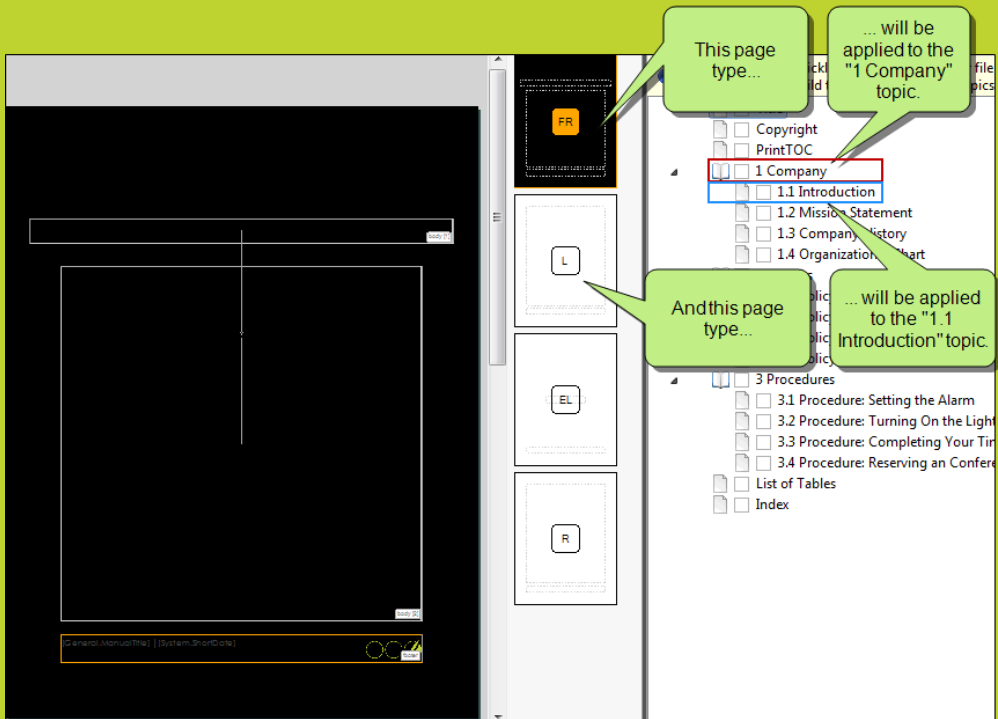


The topic immediately after "1 Company" is called "1.1 Introduction."

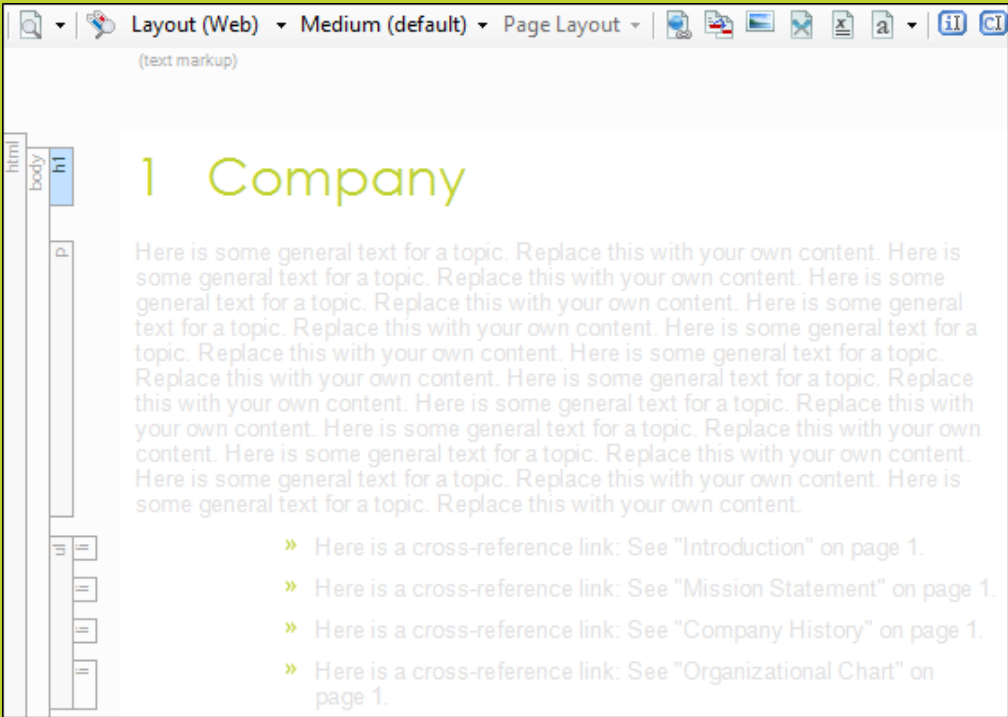
This is linked to a topic that will be displayed immediately after the "1 Company" topic (i.e., the first topic in the chapter).

Title
Copyright
PrintTOC
1 Company
1.1 Introduction
1.2 Mission Statement
1.3 Company History
1.4 Organizational Chart
2 Policies
2.1 Policy: Equal Opportunity
2.2 Policy: Code of Conduct
2.3 Policy: Drugs and Alcohol
2.4 Policy: Health and Safety
3 Procedures
3.1 Procedure: Setting the Alarm
3.2 Procedure: Turning On the Light
3.3 Procedure: Completing Your Time
3.4 Procedure: Resolving an Conflict

Although it can be difficult to determine which page types will use each topic (or even parts of a topic) in the generated output, you know enough about these two topics to get an accurate representation of them in the XML Editor. You know that the "1 Company" topic will use the First Right page type, and you also know that there is so little content in that topic that it will not continue to the next page. Furthermore, you know that the "1.1 Introduction" topic will not be displayed on the first page of the chapter, because you have placed a page break on the heading, ensuring that it begins on the second page of the chapter, which, in this case, uses a Left page type.



When you open the "1 Company" topic, it might look like this in the XML Editor initially:



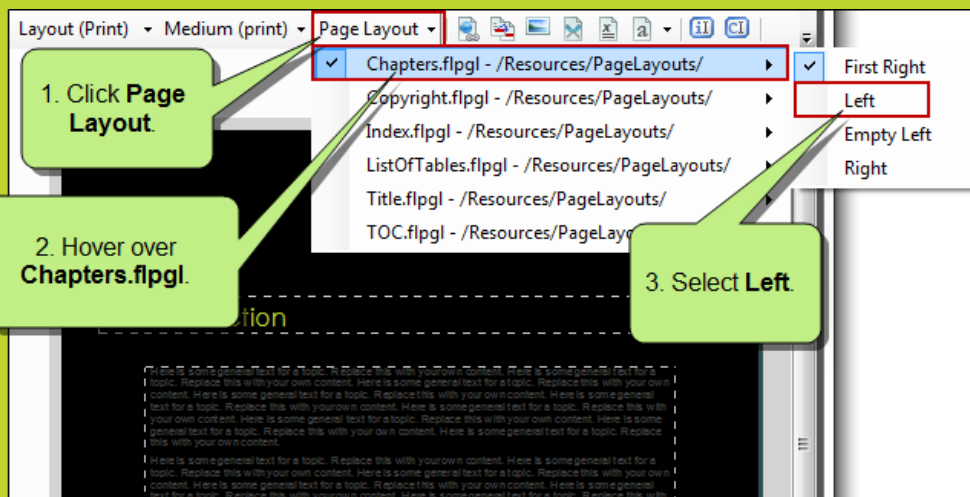
This certainly isn't what you had in mind. The topic looks this way because the XML Editor is currently set to the Web Layout mode and the default style medium, which are usually both intended for online output, not PDF. Therefore, you change to Print Layout mode and the Print style medium.

[illegible]

Now let's say you open the "1.1 Introduction" topic, which will display on the next page of the output, using the Left page type. Initially, it might look like this, with the First Right page type.



The topic doesn't look like it will in the output, because it's pointing to the wrong page type in the XML Editor. To fix this, you click the **Page Layout** drop-down in the local toolbar. After hovering over the **Chapters** page layout, which is already selected, a submenu shows the list of page types from that layout. You select **Left**.



As a result the topic displays in the correct page type. The main difference between this and the output is that an <h1> tag is being shown in the XML Editor (that's why the autonumber shows a 1). That's correct, but the PDF target has been configured so that this is automatically adjusted to an <h2> tag in the output because of the TOC depth (and the autonumber will adjust to 1.1). So it will be a bit different in the output, but the page type it's using in the XML Editor is now correct.

1 Introduction

Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content.

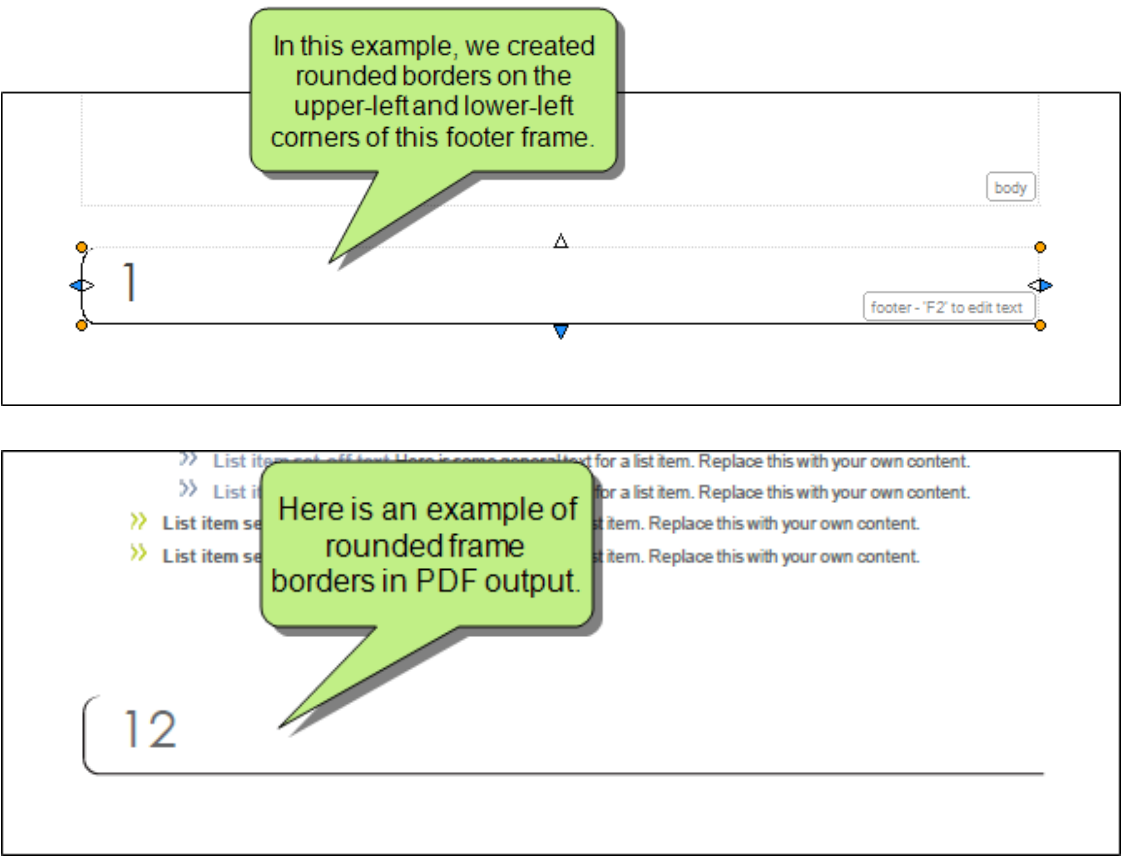
Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content.

Table 1.1 This is the caption for the first table in the document.

Text for First Table Column Head	Text for Second Table Column Head
Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.
Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content. Here is some general text for a table. Replace this with your own content.
Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.
Here is some general text for a table. Replace this with your own content. Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.

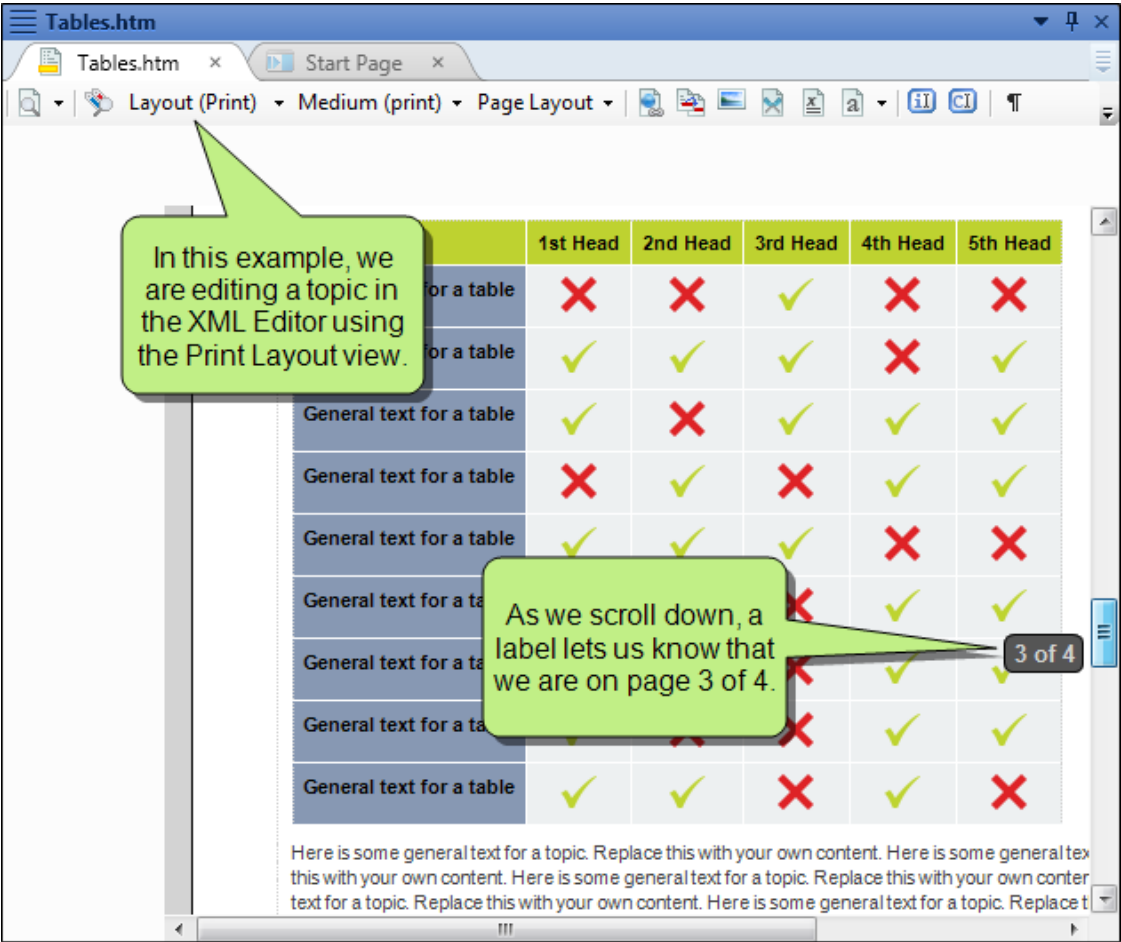
Rounded Borders on Frames

For PDF, XPS, and XHTML outputs, you can make frame borders rounded by using border radius properties.



XML Editor—Page Count for Print Layout

If you are using the Print Layout view in the XML Editor and the topic contains more than one page of content, a label appears beside the scroll bar indicating the current page.



Reviews

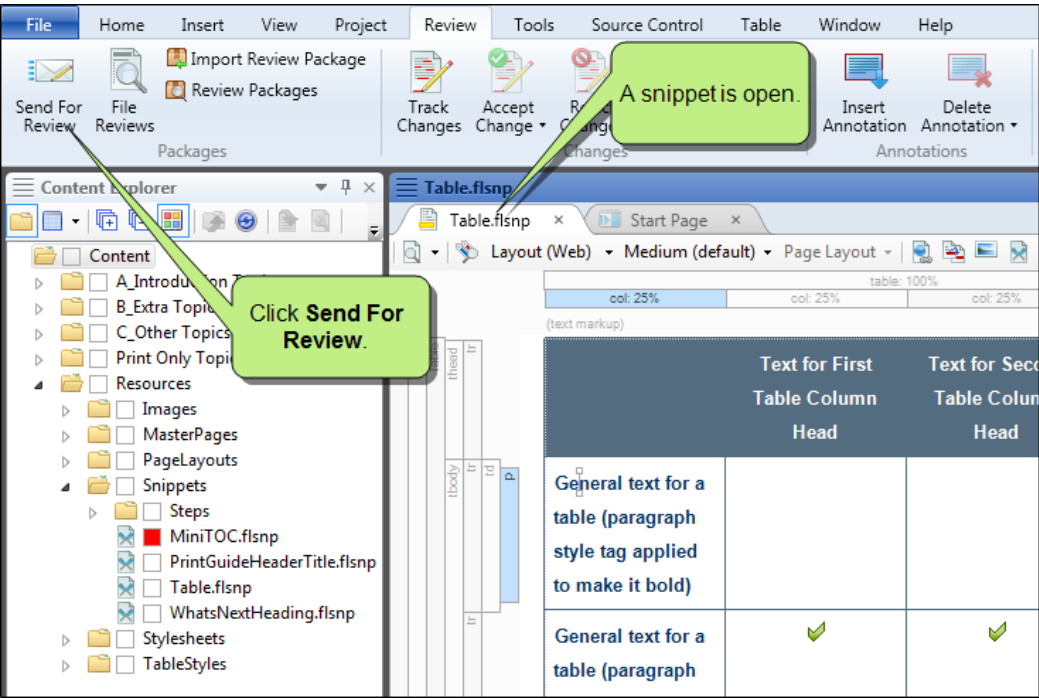
A few changes have been made to reviews regarding snippets, target variables, and conditions.

Snippets

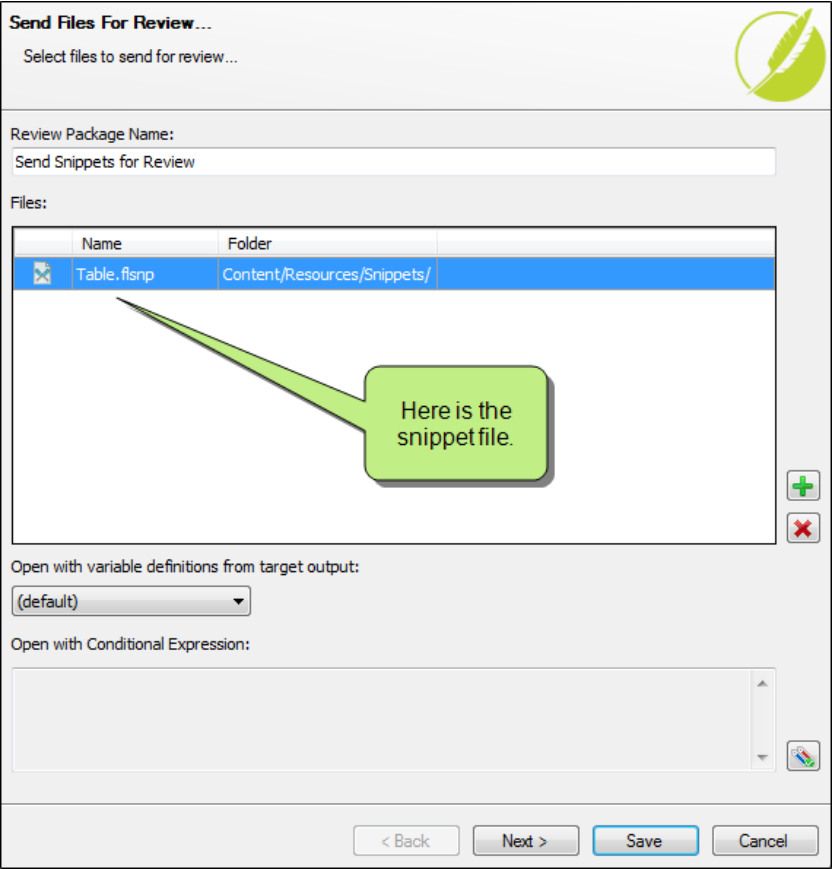
Not only can you send topics for review, but snippets as well. In addition, if you are sending a topic or snippet for review and that file contains snippets, those snippets are automatically included as part of the review package too.


HOW TO SEND SNIPPETS FOR REVIEW

- 1. Open a topic or snippet that you want to send for review.
- 2. From the **Review** ribbon, click **Send For Review**.



The Send Files For Review Wizard opens. Whatever snippet you have open is automatically added on the first page of the wizard.



3. If you want to add more files (snippets or topics) to the review package, click .


Send Files For Review...

Select files to send for review...



Review Package Name:

Send Snippets for Review

Files:

	Name	Folder
	Table.flisnp	Content/Resources/Snippets/

Click here to add more snippets and/or topics.



Open with variable definitions from target output:

(default)

Open with Conditional Expression:

< Back

Next >

Save

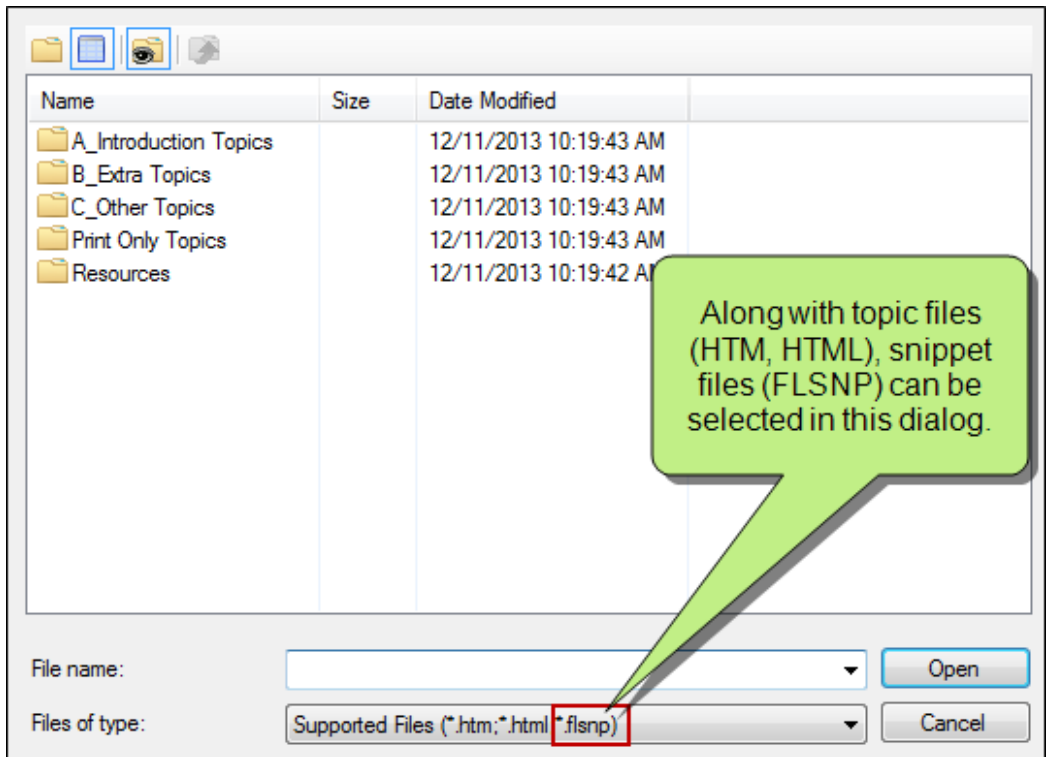
Cancel



Click here to add more snippets and/or topics.

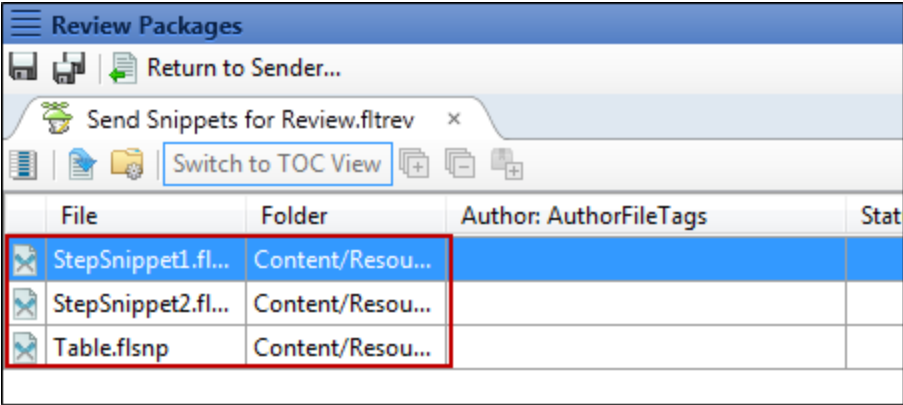


In the dialog that opens, notice that snippets are one of the types of files that can be selected.



4. Find and select the files you want to add and click **Open**. Those files are added to the first page of the wizard.
5. Follow the rest of the steps to send the files for review and/or to save the review package.

When you or another person opens the view package, the snippet(s) are shown in the Review Packages window pane. Each snippet can be opened for review.



Target Variables

An option has been added to the Send Files for Review Wizard that lets reviewers see variables with a target definition.

E X A M P L E

Let's say you have a variable called "UserGuideTitle," and your default definition for it in the Variable Set Editor is "User Guide A."

General

VariableSet Editor

	Name	Definition	Comment
	CityStateZip	La Jolla, CA 92037	
	CompanyName	My Company Name, LLC	
	Fax	Fax 123-987-654	
	Phone	Phone 123-456-7890	
	ProductName	FictionSoft Pro	
	StreetAddress	1234 Lorem Ipsum	
	Tollfree	Tollfree 1-234-567-890	
	UserGuideTitle	User Guide A	
	VersionNumber	1.0	
	Year	2014	

However, for some targets, you override that definition in the Target Editor so that it becomes "User Guide B."

UserGuideB7X9

UserGuideB7X9 x General x

Target Editor Build View Publish

General

Conditional Text

Variables

Publishing

Glossary

Relationship Table

Advanced

Language

PDF Options

Warnings

Variable Sets

General


	Name	Definition	Comment
X	CityStateZip	La Jolla, CA 92037	
X	CompanyName	My Company Name, LLC	
X	Fax	Fax 123-987-654	
X	Phone	Phone 123-456-7890	
X	ProductName	FictionSoft Pro	
X	StreetAddress	1234 Lorem Ipsum	
X	Tollfree	Tollfree 1-234-567-890	
X	UserGuideTitle	User Guide B	
X	VersionNumber	1.0	
X	Year	2014	

Suppose you send a topic for review that has the variable inserted into it, and you keep the default variable selection in the Send Files for Review Wizard.

Send Files For Review...
Select files to send for review...

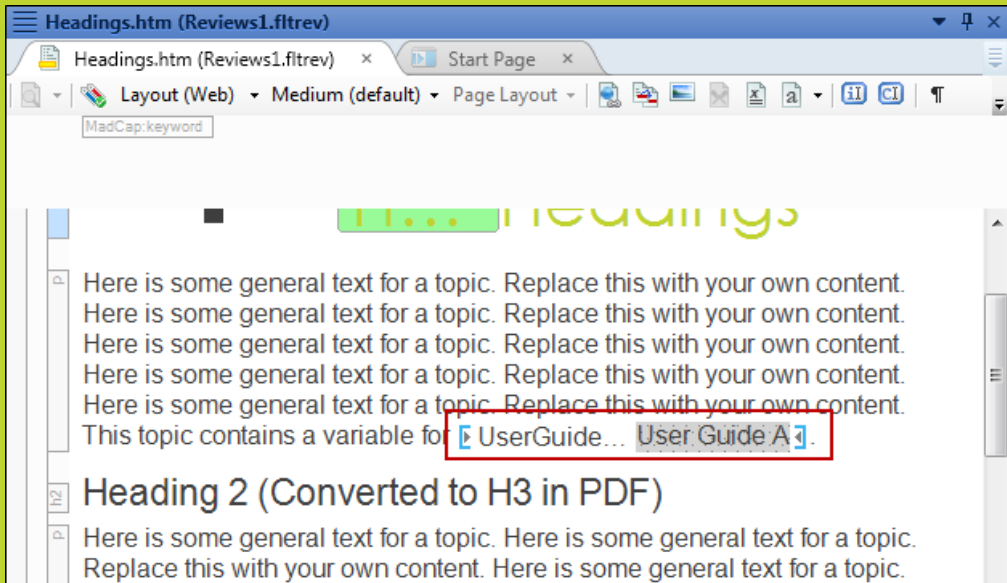
Review Package Name:
Reviews1

Files:

	Name	Folder
	Headings.htm	Content/A_Introduction To...

Open with variable definitions from target output:
(default) ▼

In that case, the reviewer sees the "User Guide A" variable definition.



On the other hand, in the Send Files for Review Wizard let's say you select a target that uses the alternate definition.


Send Files For Review...

Select files to send for review...

Review Package Name:

Reviews1

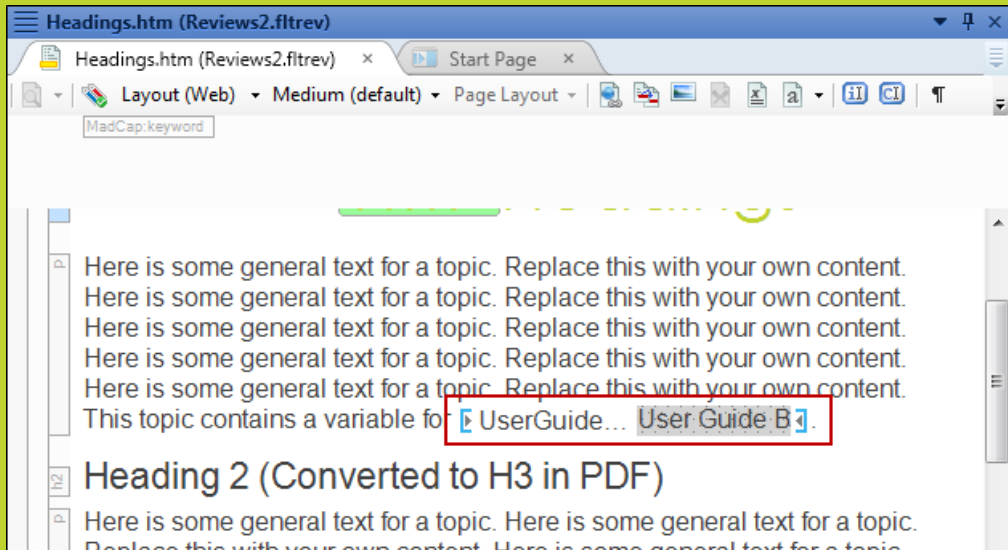
Files:

	Name	Folder
	Headings.htm	Content/A_Introduction To...

Open with variable definitions from target output:

PDF/UserGuideB7X9

In that case, the reviewer see the "User Guide B" variable definition.



Conditions

You can include or exclude content in files sent for review based on condition tags.

Toward the bottom of the wizard, you can click . The Conditional Text dialog opens.

You can include or exclude conditions in a couple of different ways. You can even use both:

- » **Target Settings** The easiest method is to click the **Target Expressions** drop-down and select a target in your project. The dialog is automatically populated based on the included and excluded conditions in that target.
- » **Manual** You can also complete this dialog manually. You can use the same steps that are used in the target for including and excluding certain condition tags.

EXAMPLE

Let's say you have a topic that looks like this, with four different conditions applied to content:

The screenshot shows a MadCap software interface with a document titled "Conditions.htm". The interface includes a menu bar with "Layout (Web)", "Medium (default)", and "Page Layout". Below the menu bar, there are two tabs: "MadCap:concept" and "MadCap:keyword". The main content area displays a document structure with a table of contents on the left and a main text area on theright. The main text area contains several paragraphs of text, some of which are highlighted with colored backgrounds and callouts indicating different conditions.

Conditions: Conditioned Text—Character Level

Here is some general text for a topic. Replace this with your own content.

Here is some general text for a topic. Replace this with your own content. **THIS INLINE TEXT CONDITIONED FOR [ONLINE OUTPUT]**

Here is some general text for a topic. Replace this with your own content. **THIS INLINE TEXT CONDITIONED FOR [PDF OUTPUT]**

Here is some general text for a topic. Replace this with your own content.

Conditions: Conditioned Text—Block Level

Here is some general text for a topic. Replace this with your own content.

THIS PARAGRAPH CONDITIONED FOR [ONLINE OUTPUT]

THIS PARAGRAPH CONDITIONED FOR [PDF OUTPUT]

THIS PARAGRAPH CONDITIONED FOR [USER GUIDE A]

THIS PARAGRAPH CONDITIONED FOR [USER GUIDE B]

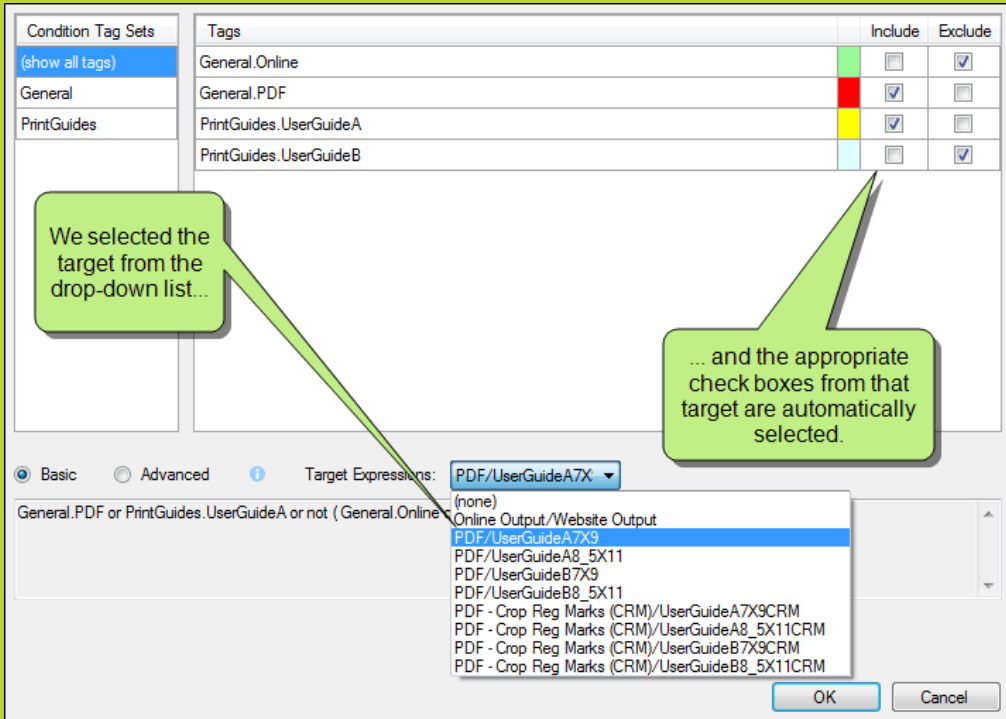
Condition 1: Online Output

Condition 2: PDF Output

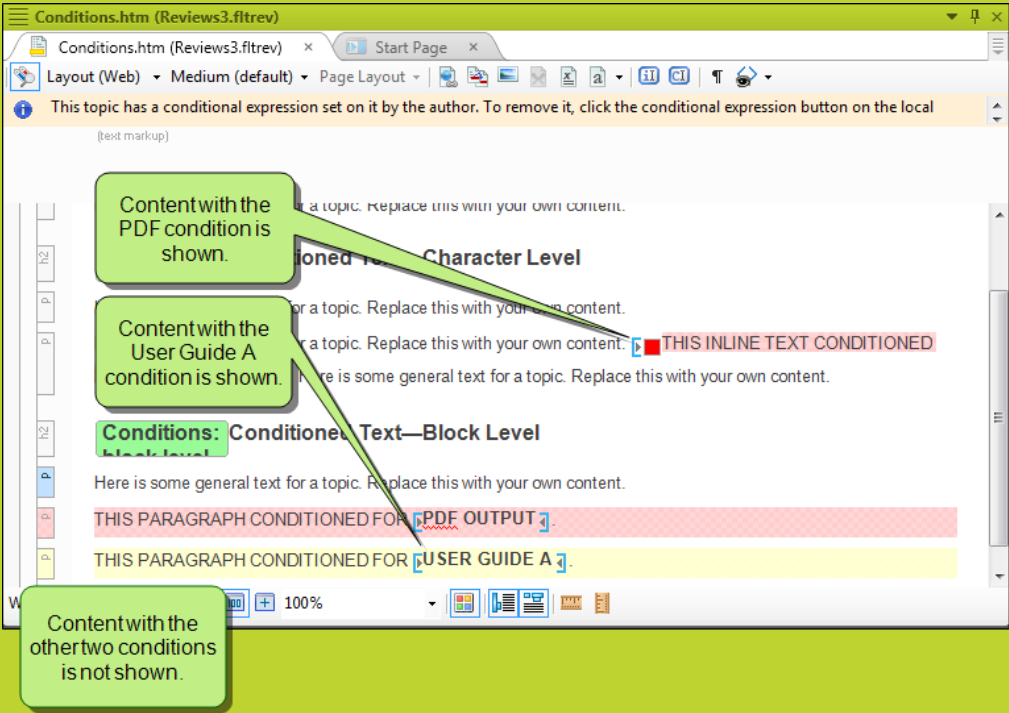
Condition 3: User Guide A

Condition 4: User Guide B

In the Conditional Text dialog accessed from the Send Files For Review Wizard, you select **Target Expressions** and choose **PDF/UserGuideA7X9**.



When the reviewer opens the file, this is what is shown:



The reviewer sees this message, indicating that you have applied conditions to content in the file.



Note: If you have already associated conditions with a file while editing in the XML Editor, those settings are preserved when you open the Send Files For Review Wizard.

Smart Quotes

There is a global setting in the Options dialog that lets you use single and double curly smart quotes (") instead of straight quotes (") when you type in the XML Editor. This option is disabled by default.

HOW TO USE SMART QUOTES

1. Select **File>Options** (if working in ribbon view) or **Tools>Options** (if working in toolstrip view). The Options dialog opens.
2. Select the **XML Editor** tab.
3. Click **Replace straight quotes with smart quotes**.
4. Click **OK**.



Note: Selecting this option does not automatically replace all of the straight quotes that you already have throughout your project. In order to do that, you should use the Find and Replace in Files window pane to find all of the files in the project containing straight quotes and then enter smart quotes in their place.


Start Page


The Start Page has undergone a major redesign. This includes the following:

- » **Getting Started/Recent Projects** These sections now run along the left edge of the Start Page. This allows for more room to list the most recent projects.
- » **Templates Tab** This tab lets you browse project templates and click to start a new project based on any of them.
- » **Tutorials Tab** This tab lets you browse and open several video tutorials.
- » **Help Resources Tab** This tab contains links to additional resources, such as the Help system, PDFs, webinars, the online community, and the MadCap blog.
- » **News and Updates** This section is at the bottom of the Start Page. It contains images and links to events and other information.

Start Page

Getting Started

 [Open](#)
Open File

 [New Project](#)
Starts the New Project Wizard


Recent Projects


[Flare.flprj](#)
C:\Trunk\Child Flare Projects\Flare\Fla

[Shared.flprj](#)
C:\Trunk\Shared\Shared.flprj


[Templates](#) [Tutorials](#) [Help Resources](#)


Start a new project by choosing a template. After the project is loaded, replace and/or import


Brochure 4Fold


Policies and Procedures Advanced

News and Updates





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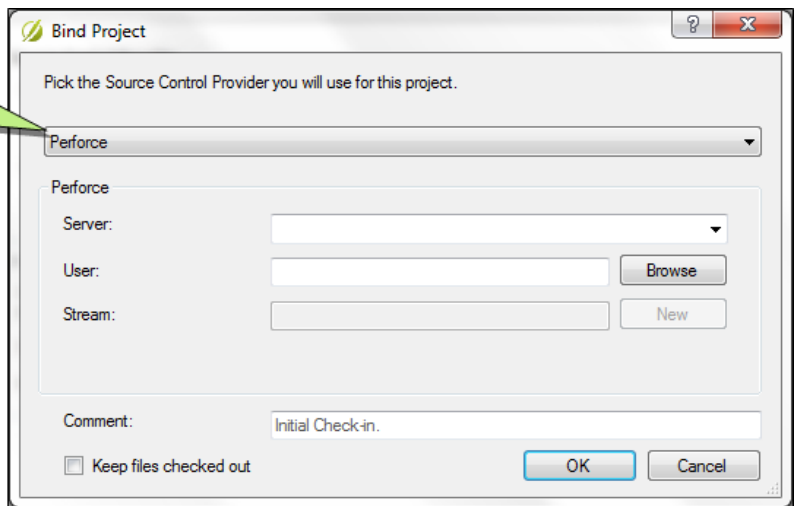
Source Control

Source control features have been enhanced through the integration of Perforce and the addition of comments when binding projects.

Perforce Integration

Previously, you needed to use an API to integrate Perforce with the Flare user interface. Starting with this version, built-in source control support is available for Perforce, making the API solution unnecessary. As a result of this enhancement, you can now see an option for Perforce in the Bind Project dialog and the Import Project From Source Control Wizard.

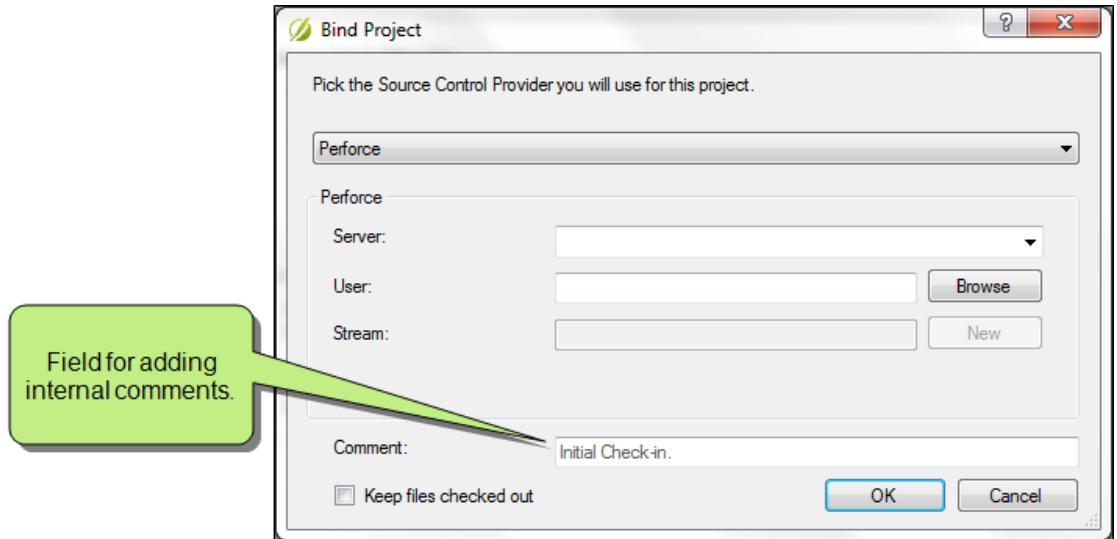
Perforce is one of the source control providers that can be selected when binding a project.



The screenshot shows the 'Bind Project' dialog box. At the top, it says 'Pick the Source Control Provider you will use for this project.' Below this is a dropdown menu with 'Perforce' selected. Under the 'Perforce' section, there are three input fields: 'Server:', 'User:', and 'Stream:'. The 'Server:' field has a dropdown arrow. The 'User:' field has a 'Browse' button next to it. The 'Stream:' field has a 'New' button next to it. At the bottom, there is a 'Comment:' field with the text 'Initial Check-in.' and a checkbox labeled 'Keep files checked out'. The 'OK' and 'Cancel' buttons are at the bottom right.

Binding Comments

A field for comments has been made available in the Bind Project dialog.



Styles (CSS)

Several enhancements have been made to styles in Flare. This includes the ability to add comments to style classes, new pseudo classes (before, after), and rounded borders.

Comments

If you are familiar with using cascading stylesheets (CSS) in a text editor, you probably already know that you can add comments to styles. This is simply a way to remind you or others about information related to a style (e.g., which situations are appropriate to use a certain style).

In Flare you can also add, edit, and view these style comments through the user interface. Following are the different ways that this can be done in Flare:

SIMPLIFIED VIEW OF STYLESHEET EDITOR

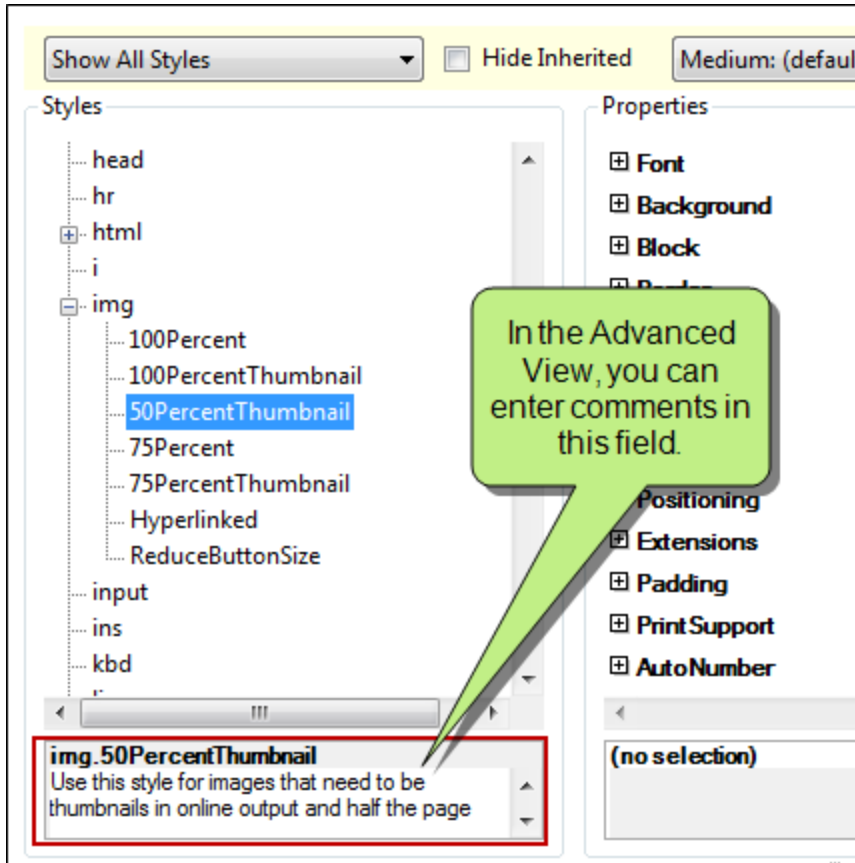
In the Simplified View of the Stylesheet Editor, you can click twice (or click once and press **F2**) in the **Comment** cell and type text related to the style.

In the Simplified View, you can enter comments in these cells.

Show All Styles ▾ <input type="checkbox"/> Hide Inherited <input checked="" type="checkbox"/> Hide Properties Medium: (default) ▾ B <i>I</i> <u>U</u>					
Name	Tag	Class	Pseudo Class	Preview	Comment ▾
img.50PercentT...	img	50PercentThu...		MadCap Softwa	Use this style for images that need to be thumbna...
img.Hyperlinked	img	Hyperlinked		MadCap Softwa	Use this style for images that need to be linked to ...
a:active	a		active	MadCap Softwa	
a:focus	a		focus	MadCap Softwa	
a:hover	a		hover	MadCap Softwa	
a:link	a		link	MadCap Softwa	
a:visited	a		visited	MadCap Softwa	
a.footermaster	a	footermaster		MadCap Softwa	
a.footermaster....	a	footermaster	hover	MadCap Softwa	
a.footermaster....	a	footermaster	visited	MadCap Softwa	
a.footermaster...	a	footermasterurls		MadCap Softwa	
a.footermaster...	a	footermasterurls	hover	MadCap Softwa	
a.footermaster...	a	footermasterurls	visited	MadCap Softwa	

ADVANCED VIEW OF STYLESHEET EDITOR

In the Advanced View of the Stylesheet Editor, you can select the style and then type a comment in the field at the bottom of the **Styles** section.

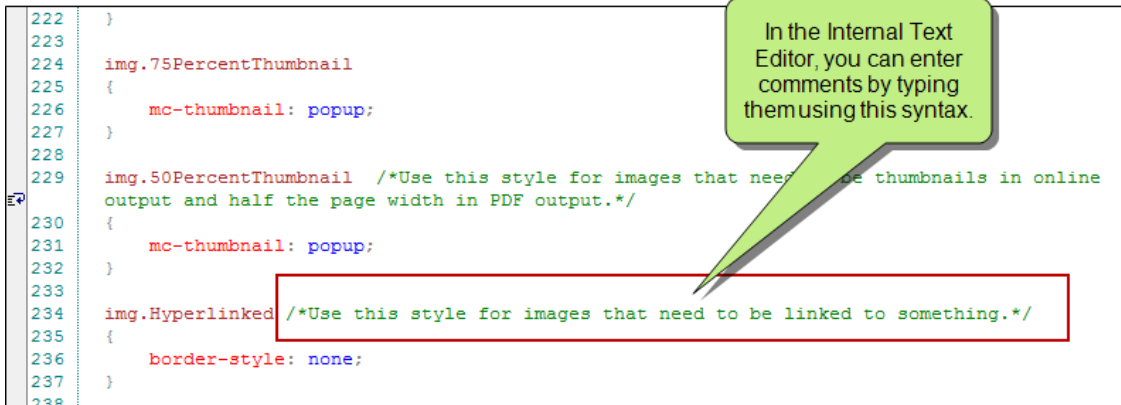


INTERNAL TEXT EDITOR

In the Internal Text Editor, you can type your comment after a style name, using the following syntax.

```
/*[comment text]*/
```

After typing your comment using this format, it should display in a green font to signify that it is a comment.



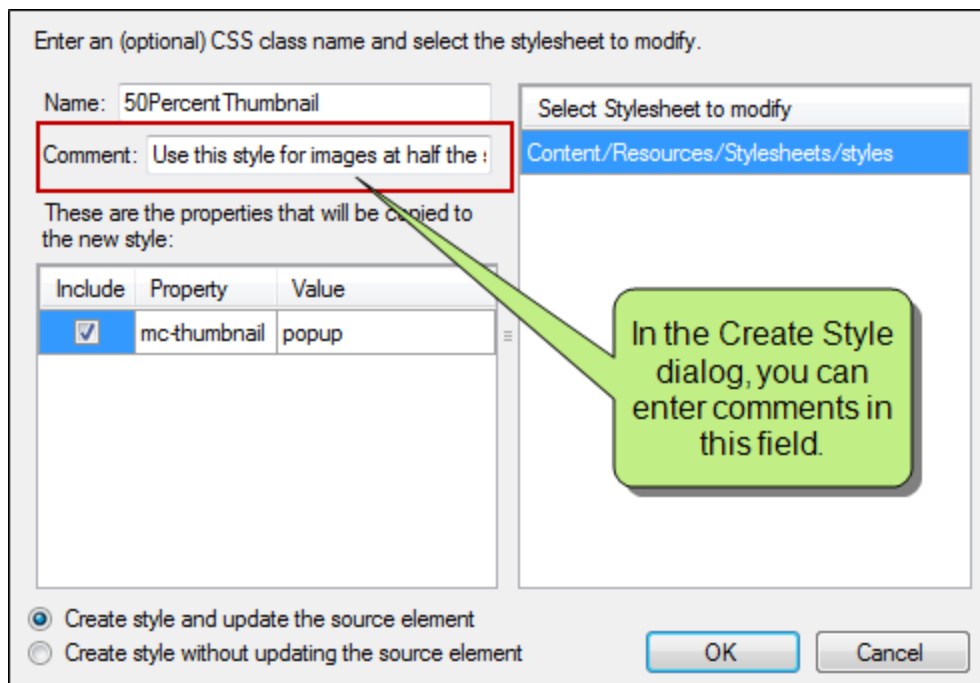
The screenshot shows a code editor with line numbers 222 to 238. The code is as follows:

```
222 }  
223  
224 img.75PercentThumbnail  
225 {  
226     mc-thumbnail: popup;  
227 }  
228  
229 img.50PercentThumbnail /*Use this style for images that need to be thumbnails in online  
230 output and half the page width in PDF output.*/  
231 {  
232     mc-thumbnail: popup;  
233 }  
234 img.Hyperlinked /*Use this style for images that need to be linked to something.*/  
235 {  
236     border-style: none;  
237 }  
238
```

A green callout box with a pointer to the comment on line 229 contains the text: "In the Internal Text Editor, you can enter comments by typing them using this syntax." A red rectangular box highlights the comment text on line 234: "/*Use this style for images that need to be linked to something.*/".

CREATE STYLE DIALOG

When you open the Create Style dialog in Flare, you can enter text in the **Comment** field.



Enter an (optional) CSS class name and select the stylesheet to modify.

Name: 50PercentThumbnail

Comment: Use this style for images at half the :

Select Stylesheet to modify

Content/Resources/Stylesheets/styles

These are the properties that will be copied to the new style:

Include	Property	Value
<input checked="" type="checkbox"/>	mc-thumbnail	popup

☒ Create style and update the source element
☐ Create style without updating the source element

OK Cancel

In the Create Style dialog, you can enter comments in this field.



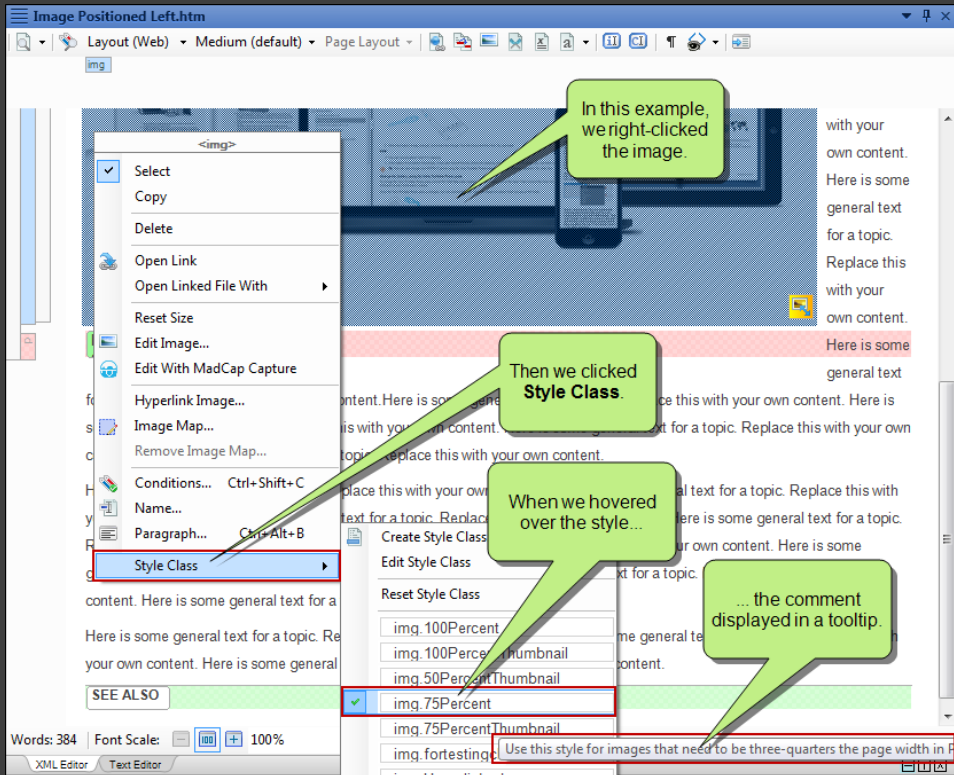
Note: When you add or edit a comment using any of these methods, the comment is generated and displayed in the other views. For example, if you add a comment to a style in the Simplified View of the Stylesheet Editor and then open the CSS file in the Internal Text Editor, you will see that same comment.



Note: If you add or edit a style comment in the Stylesheet Editor when the (default) medium is selected, the same comment is shown in the editor when you switch to the other mediums. If you add or edit a comment when one of the other mediums is selected, that comment displays only when that specific medium is selected in the editor.



Note: When you right-click a tag in the XML Editor and navigate to choose a style class, a tooltip with the comment is displayed. If the style does not have a comment, the default "Set class" tip text is shown instead.



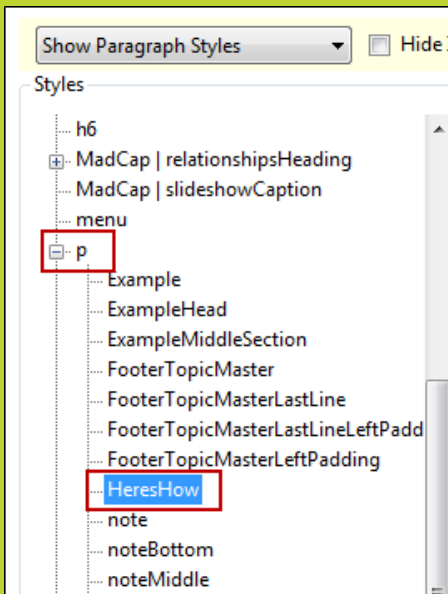
Pseudo Classes—Before/After

You can use "before" and "after" pseudo classes on a style to insert content before or after an element.

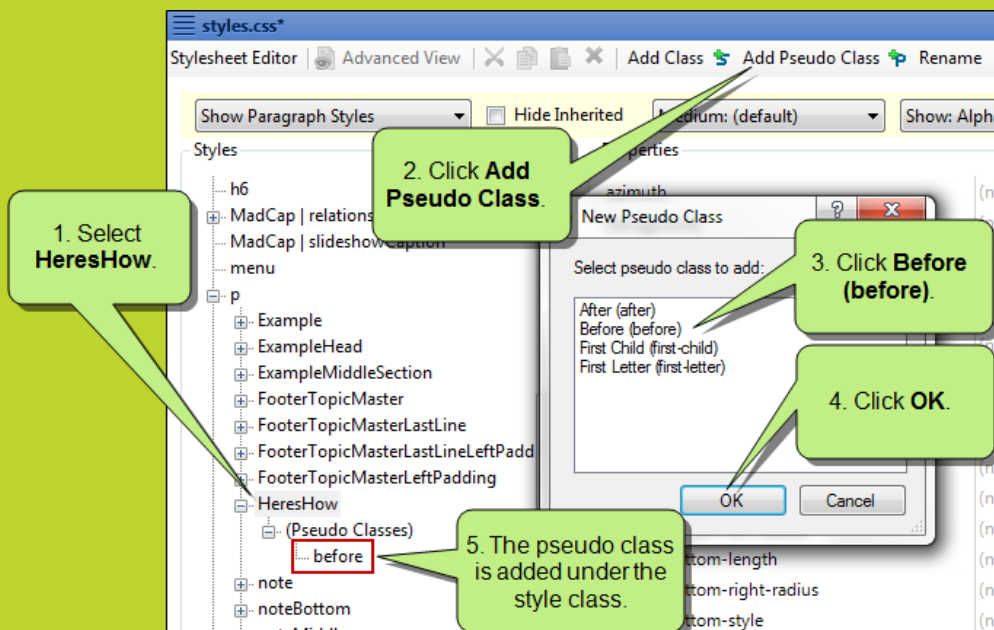
EXAMPLE

Let's say you frequently enter the text "Here's How:" followed by different content. Instead of typing the words "Here's How:" each time, you can set them in a "before" pseudo class in a style.

For example, you might create a paragraph style class and name it "HeresHow" (p.HeresHow).

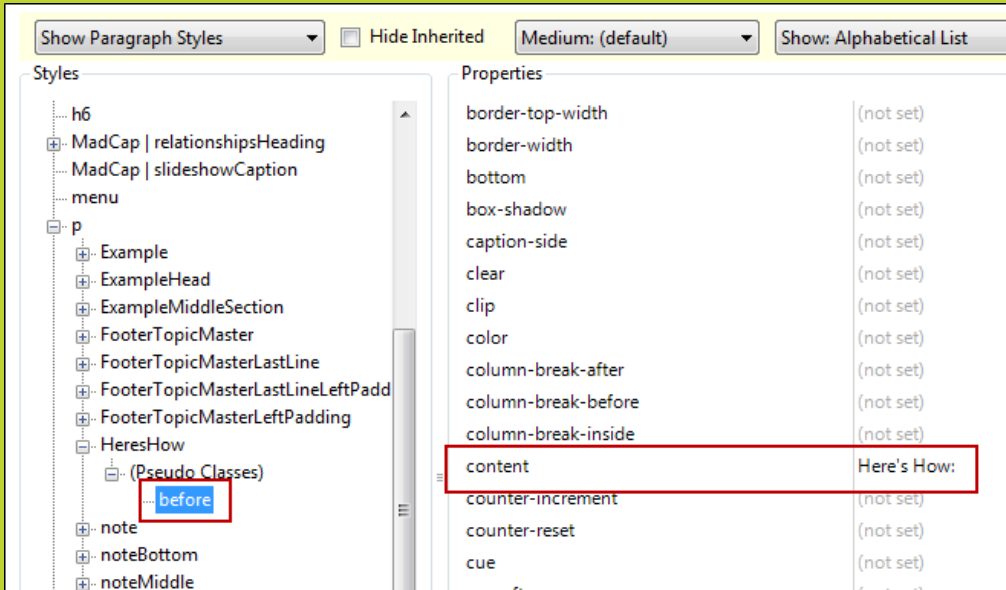


You select that style in the Advanced View of the Stylesheet Editor. Then in the local toolbar of the Stylesheet Editor, you select **Add Pseudo Class** and you choose **Before**. This adds the pseudo class below that style.

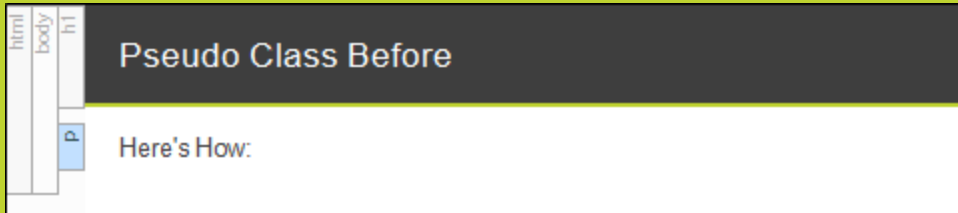


Next, you select that pseudo class. On the right side of the editor you choose to list the properties alphabetically, and you locate the **Content** property. In that field, you type the following:

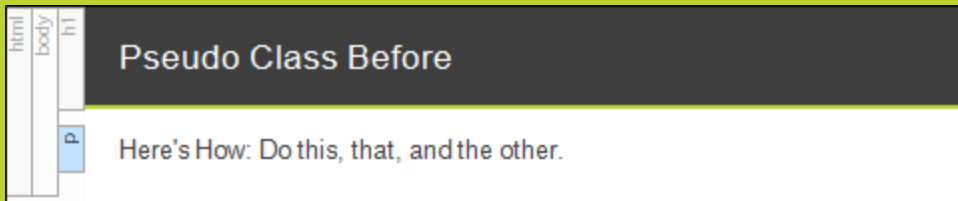
Here's How:



Now when you apply that style to a paragraph, those words appear at the beginning.



You can then enter any additional text after it.




Rounded Borders

For most output formats, you can use CSS3 border-radius style properties to create rounded borders on block elements, such as paragraphs and blockquotes. This has been possible previously, but you were required to add the properties and values manually in a text editor. You can also use set rounded borders on tables.

space between lines. When you are finished, click **OK**.

9. Click ☐

Rounded borders on a paragraph

 **Tip:** Make sure the line height is equal to or greater than the font size.

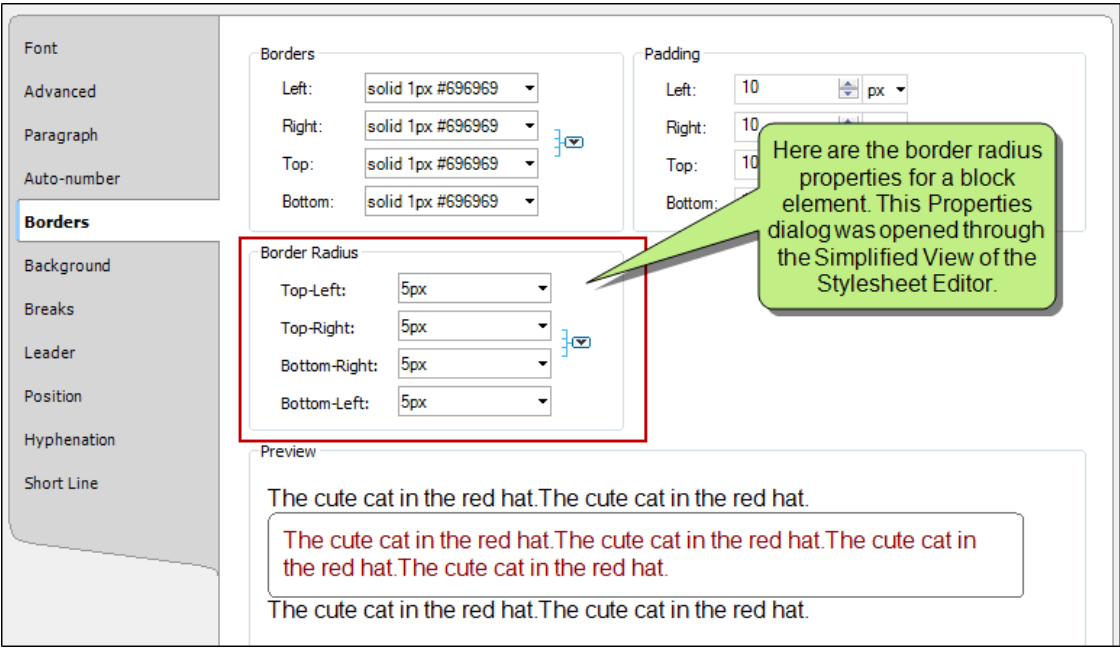
Rounded borders on a table

Table 3-3 Table caption.

Text for First Table Column Head	Text for Second Table Column Head	Text for Second Table Column Head
Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.
Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.
Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.
Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.	Here is some general text for a table. Replace this with your own content.

BLOCK ELEMENTS

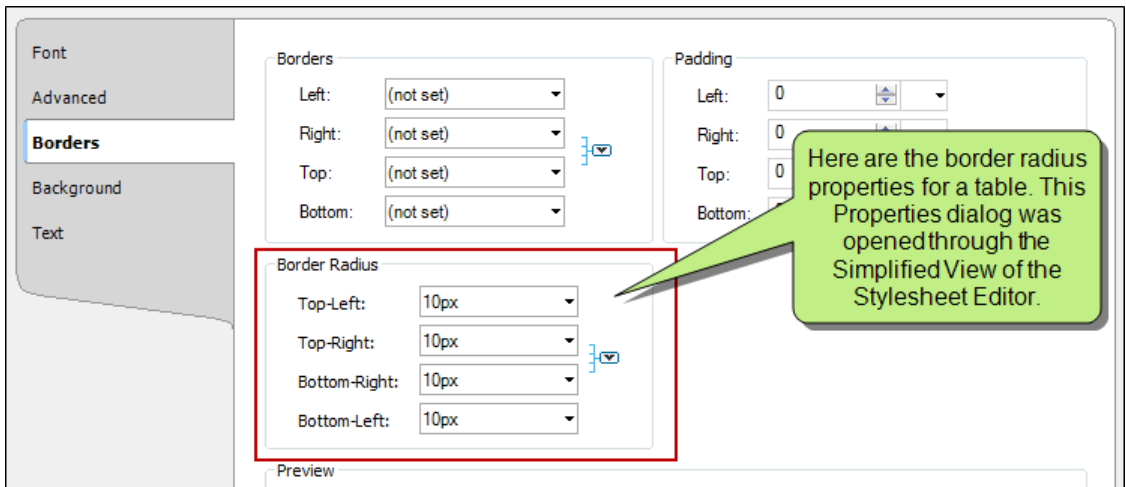
The properties for block elements are available in the Stylesheet Editor and in other areas of the user interface, such as the Paragraph Properties dialog.

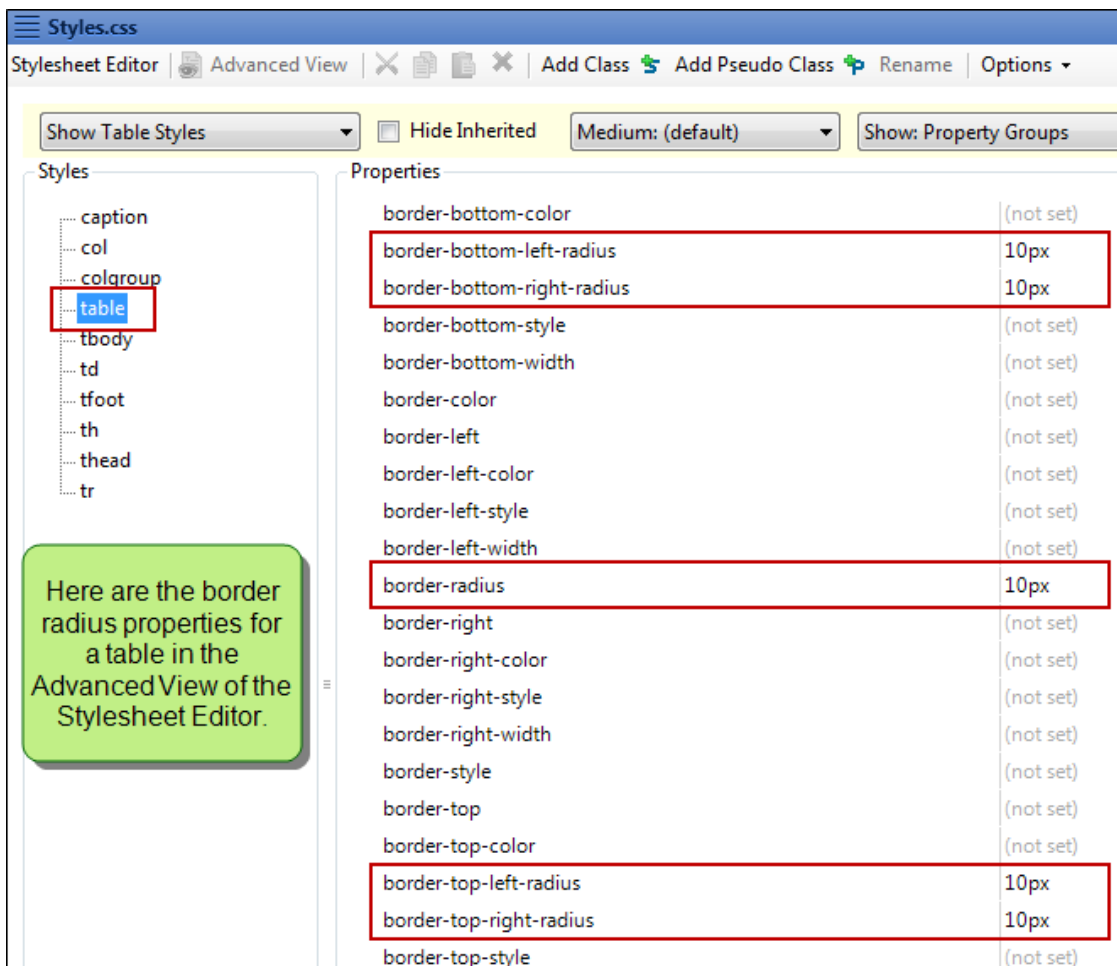


TABLES

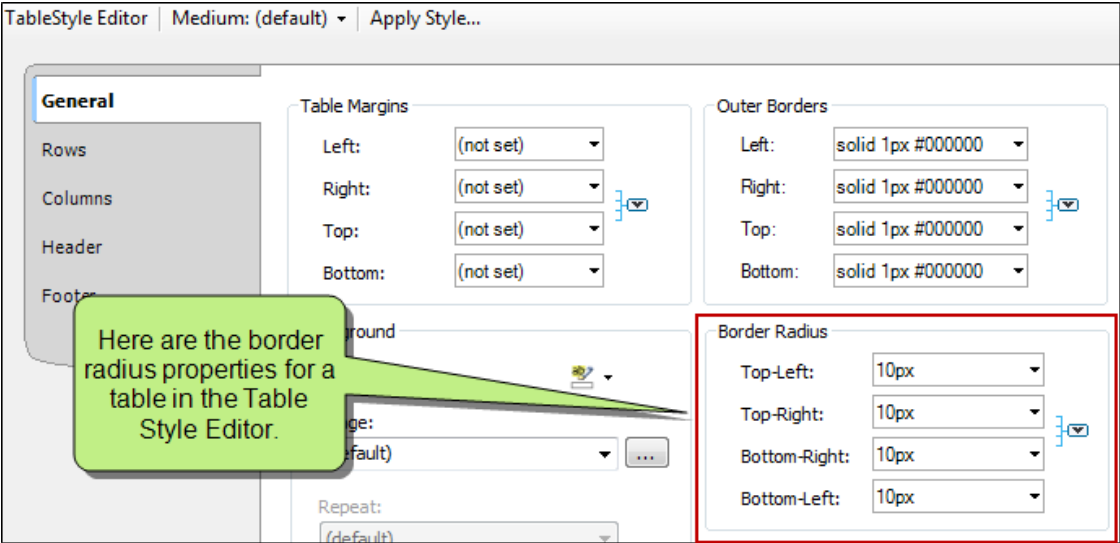
For tables, you can set rounded borders in either a regular stylesheet or in a special table stylesheet. You can also set them locally in the Table Properties dialog.

By setting rounded borders on the `<table>` style in a regular stylesheet, all of your tables will have the rounded borders.



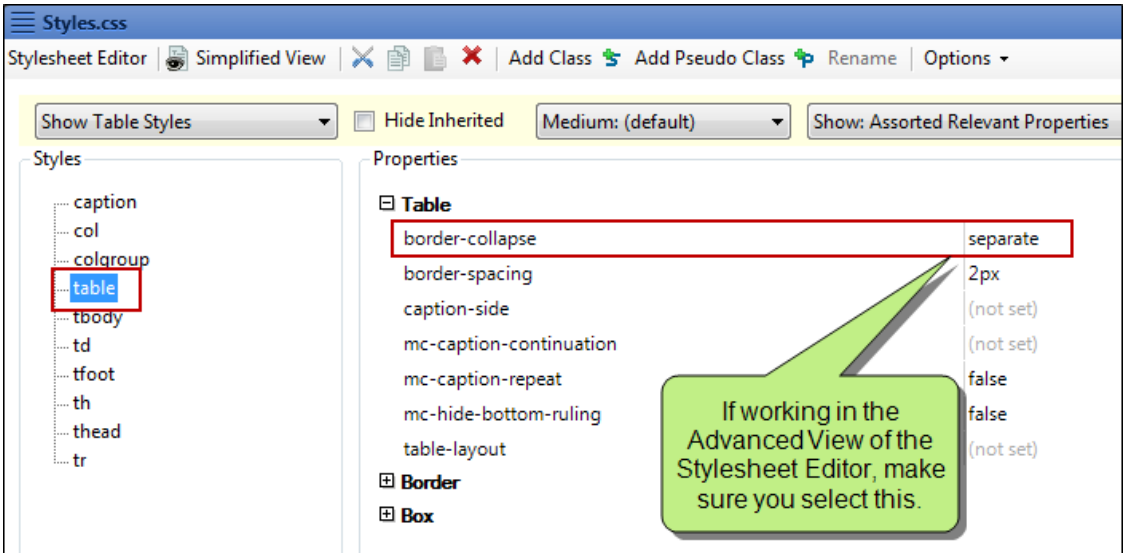


If you set rounded borders in a special table stylesheet, using the Table Style Editor, only the tables using that stylesheet will have rounded borders.



When setting rounded borders on tables, it is essential that you also set two other style properties.

First, you must set the border-collapse property to "separate" (in a regular stylesheet) or "Do not collapse cell borders" (in a table stylesheet or the Table Properties dialog).



Background

Color:


▼

Image:

(default)▼

...

Repeat:

▼

Border Radius

Top-Left:

10px▼

Top-Right:

10px▼

Bottom-Right:

10px▼

Bottom-Left:

10px▼

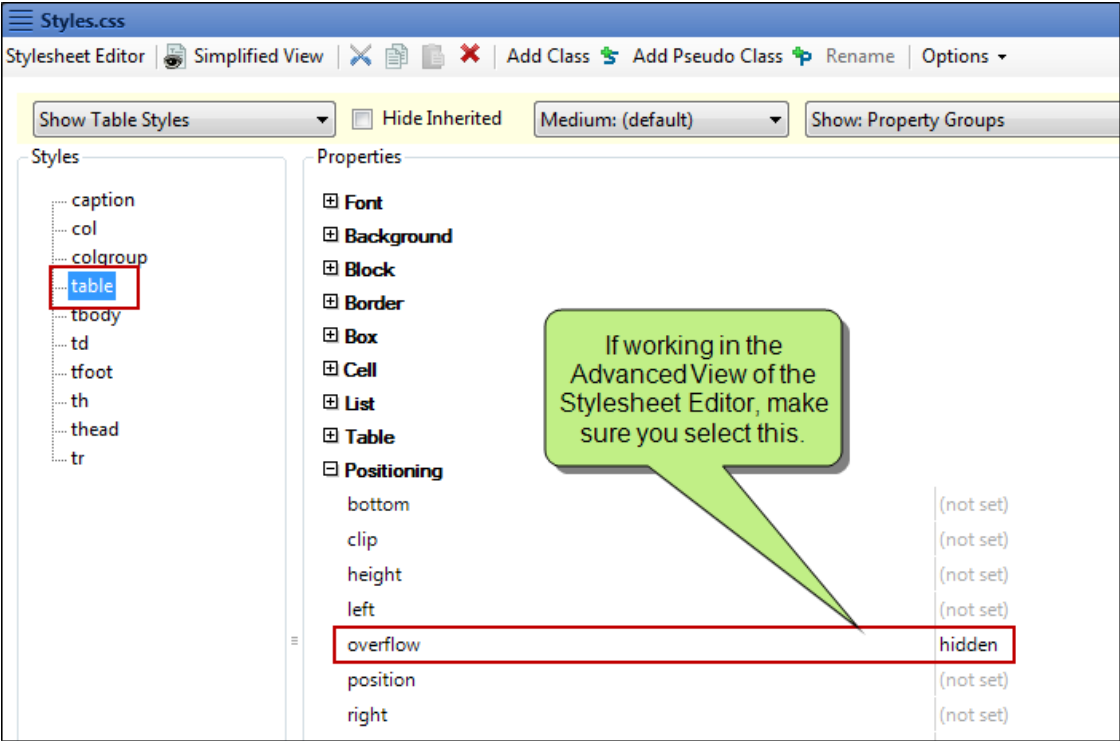
Cell Border Collapse

☐ Collapse cell borders

☒ Do not collapse cell borders

If working in the Table Style Editor, make sure you select this.

Second, you must set the overflow property to "hidden." This property prevents a background color in the table from obstructing the rounded corners, thus making the table look as if it still has square corners.



(default) ...

Repeat:
(default)

X: (default)

Y: (default)

Cell Padding

Left: 8px

Right: 8px

Top: 8px

Bottom: 8px

Cell Border Collapse

☐ Collapse cell borders

☒ Do not collapse cell borders

Cell Border Spacing

Vertical: 0

Horizontal: 0

Advanced

Hide bottom ruling when table crosses a page break:
(default)

Overflow:
Hidden

If working in the Table Style Editor, make sure you select this.

However, Internet Explorer does not respect the overflow setting in tables. So the only way to ensure your tables appear to have rounded borders in Internet Explorer is to not have a background color in the cells at the four corners of the table.

EXAMPLE

Let's say you have set up a table stylesheet to use rounded corners. If you view the output on a Chrome browser, it looks like this:

Heading Text 1	Heading Text 2
Table content	Table content
Table content	Table content
Table content	Table content

As you can see, the rounded borders are shown.

But then you view the same table in Internet Explorer. It looks like this:

Heading Text 1	Heading Text 2
Table content	Table content
Table content	Table content
Table content	Table content

Notice that the rounded corners are obstructed by the background color.

To solve this issue, you remove the background colors from the table. After you do that, the table looks like this in Internet Explorer, as well as in other browsers:

Heading Text 1	Heading Text 2
Table content	Table content
Table content	Table content
Table content	Table content

If you do not want to lose your background color, you might consider creating your tables without an outer border. That way, the rounded borders will still be shown in most browsers and in PDF output, and in Internet Explorer the tables will simply appear with square corners.

E X A M P L E

Let's say you have a table with a colored background, but without outer borders. With rounded corners it looks like this in most newer browsers:

Heading Text 1	Heading Text 2
Table content	Table content
Table content	Table content
Table content	Table content

And in Internet Explorer it looks like this:

Heading Text 1	Heading Text 2
Table content	Table content
Table content	Table content
Table content	Table content



Note: Some older browsers may not support rounded borders, so even if you create the rounded borders for your content, they may display as rounded in some browsers but square in others.



Note: Different browsers display different results if you have all of the following set on a table: a caption, rounded borders, and a color in the background of the first row. That's because some browsers consider the caption part of the table and others do not. One possible workaround is to set the `border-top-left-radius` and `border-top-right-radius` on the top-left and top-right cells.

Tables

You can now insert a specific number of selected columns or rows into to a table. In addition, new shortcut keys let you move table rows.

Insert Selected Number of Selected Columns or Rows

Following are steps for inserting a specific number of columns or rows into a table:

- 1. If you have not done so already, insert a table.
- 2. In a table, click and drag to select the number of rows or columns you want to add (e.g., if you want to insert three rows, select three in the table). You do not need to select entire columns or rows, just portions of them.

Tables

Here is some general text for a topic. Replace this with your own content.

	1st Head	2nd Head	3rd Head	4th Head	5th Head
Row 1	✗	✗	✓	✗	✗
Row 2	✓	✓	✓	✗	✓
Row 3	✓	✗	✓	✓	✓
Row 4	✗	✓	✗	✓	✓
Row 5	✓	✓	✓	✗	✗
Row 6	✓	✗	✗	✓	✓
Row 7	✓	✓	✗	✓	✓
Row 8	✓	✗	✗	✓	✓
Row 9	✓	✓	✗	✓	✗

In this example, we selected three rows.

3. Right-click, and in the context menu select one of the following:

- » **Insert>Columns to the Left** Adds the selected number of columns to the left.
- » **Insert>Columns to the Right** Adds the selected number of columns to the right.
- » **Insert>Rows Above** Adds the selected number of rows above.
- » **Insert>Rows Below** Adds the selected number of rows below.

Tables

Here is some general text for a topic. Replace this with your own content.

	1st Head	2nd Head	3rd Head	4th Head	5th Head
Row 1	✗	✗	✓	✗	✗
Row 2	✓	✓	✓	✗	✓
Row 3	✓	✗	✓	✓	✓
Row 4	✗	✓			
Row 5	✓	✓			
Row 6	✓	✗			
Row 7	✓	✓			
Row 8	✓	✗			
Row 9	✓	✓			

Text

CutCtrl+X

CopyCtrl+C

PasteCtrl+V

Conditions...Ctrl+Shift+C

Cell(s)...Ctrl+Alt+B

Font...Ctrl+Shift+B

Insert

Delete

Select

Sort Rows

Clear Cells

Merge Cells

Split Cells...

Cell Content Style...

Table...

Columns to the Left

Columns to the Right

Rows Above

Rows Below

The same number of selected columns or rows are inserted into the table.

Tables					
Here is some general text for a topic. Replace this with your own content.					
	1st Head	2nd Head	3rd Head	4th Head	5th Head
Row 1	✗	✗	✓	✗	✗
Row 2	✓	✓	✓	✗	✓
Row 3	✓	✗	✓	✓	✓
Row 4	✗	✓	✗	✓	✓
Row 5	✓	✓	✓	✗	✗
Row 6	✓	✗	✗	✓	✓
Row 7	✓	✓	✗	✓	✓
Row 8	✓	✗	✗	✓	✓
Row 9	✓	✓	✗	✓	✗

In this example, three new rows were added above the ones we selected.

Move Rows With Shortcut Keys

In addition to clicking and dragging structure bars, you can now move selected rows up or down in a table by holding down **ALT+SHIFT** on your keyboard and pressing the **Up** or **Down** arrow key.

In this example, we've selected Row 4 of the table.

Tables					
Here is some general text for a topic. Replace this with your own content.					
	1st Head	2nd Head	3rd Head	4th Head	5th Head
Row 1	✗	✗	✓	✗	✗
Row 2	✓	✓	✓	✗	✓
Row 3	✓	✗	✓	✓	✓
Row 4	✗	✓	✗	✓	✓
Row 5	✓	✓	✓	✗	✗
Row 6	✓	✗	✗	✓	✓
Row 7	✓	✓	✗	✓	✓
Row 8	✓	✗	✗	✓	✓
Row 9	✓	✓	✗	✓	✗

After holding down
ALT+SHIFT and
pressing **Up** twice, the
row is moved here.

Tables

Here is some general text for a topic. Replace this with your own content.

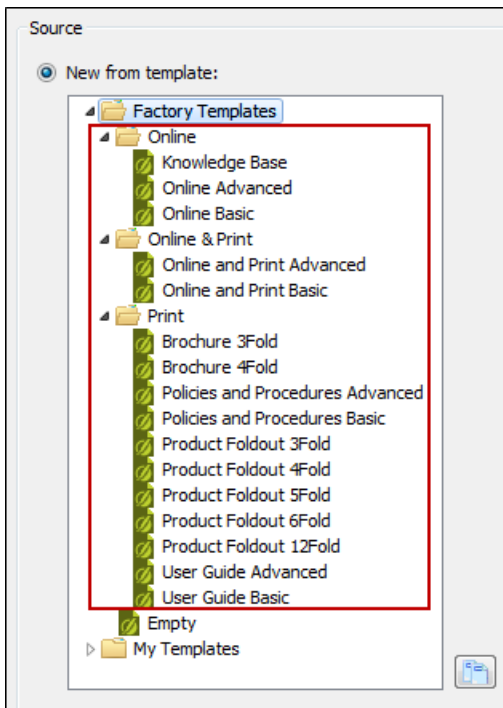
	1st Head	2nd Head	3rd Head	4th Head	5th Head
Row 1	✗	✗	✓	✗	✗
Row 4	✗	✓	✗	✓	✓
Row 2	✓	✓	✓	✗	✓
Row 3	✓	✗	✓	✓	✓
Row 5	✓	✓	✓	✗	✗
Row 6	✓	✗	✗	✓	✓
Row 7	✓	✓	✗	✓	✓
Row 8	✓	✗	✗	✓	✓
Row 9	✓	✓	✗	✓	✗

Templates

Several new factory project templates are now available when you create a project in Flare.

Flare's factory templates are organized into the following folders:

- » **Online** These templates were designed for online output only.
- » **Online & Print** These templates were designed to generate both online and print-based outputs from the same content.
- » **Print** These templates were designed for print-based output only.



Some of the templates are considered "Basic," with a minimum amount of files, features, and content. Other templates contain more files, features, and content and are therefore named "Advanced."

ONLINE TEMPLATES

Template	Characteristics
Knowledge Base	This template contains several starter topics and other files designed for an online Knowledge Base. If you intend to use Flare to generate an online Knowledge Base, this project demonstrates one approach you may consider. This template starts you out with an HTML5 target and a skin that has responsive output enabled. This means the content display changes automatically depending on the device (browser, tablet, or mobile phone). You can add other kinds of targets if you like.
Online Advanced	This template contains several starter topics and other files intended for online output. It includes several features that you might use in online output, and the content and files have been designed to maximize single-sourcing capabilities. This template starts you out with two HTML5 targets and a skin that has responsive output. This means the content display changes automatically depending on the device (browser, tablet, or mobile phone). You can add other kinds of targets if you like.
Online Basic	This template contains some starter topics and other files intended for online output. It is a simpler version of the Online Advanced template. Although it is a basic template, the content and files have been designed to maximize single-sourcing capabilities. This template starts you out with two HTML5 targets and a skin that has responsive output. This means the content display changes automatically depending on the device (browser, tablet, or mobile phone). You can add other kinds of targets if you like.
Slideshow	This template contains multiple starter topics, each containing a slightly different type of slideshow. The output has been designed to have minimal navigation, with focus on the slideshows themselves. You might use this template if you are looking for an alternative to a PowerPoint presentation. This template starts you out with an HTML5 target. You can add other kinds of targets if you like. You can also insert slideshows into the other online templates.

ONLINE & PRINT TEMPLATES

Template	Characteristics
Online and Print Advanced	This template contains several starter topics and other files. It has been designed to maximize single-sourcing capabilities, allowing you to produce both online and print-based output from the same files and content. It includes several features that you might use in online output, others that you might use in print output, and still others that are useful in both. This template starts you out with an HTML5 target and a skin that has responsive output. This means the content display changes automatically depending on the device (browser, tablet, or mobile phone). It also includes multiple PDF targets for generating user guides with different content in different sizes; some with crop and registration marks set, some without. You can add other kinds of targets if you like.
Online and Print Basic	This template contains some starter topics and other files designed for both online and print-based output. It is a simpler version of the Online and Print Advanced template. Although it is a basic template, the content and files have been designed to maximize single-sourcing capabilities. This template starts you out with an HTML5 target and a skin that has responsive output. This means the content display changes automatically depending on the device (browser, tablet, or mobile phone). It also includes a PDF target, with auto-generation of a TOC, glossary, and index. You can add other kinds of targets if you like.

PRINT TEMPLATES

Template	Characteristics
Book & eBook Advanced	This template contains several starter topics and other files designed to produce a book. Autonumbering has been used to automatically add incremented numbers to volumes and chapters. This template has been designed to maximize single-sourcing capabilities, allowing you to produce both PDF and EPUB output from the same files and content.
Book & eBook Basic	This template contains some starter topics and other files designed to produce a book. It is a simpler version of the Book and eBook Advanced template. Although this is a basic template, it has been designed to maximize single-sourcing capabilities, allowing you to produce both PDF and EPUB output from the same files and content. It also includes auto-generation of a TOC, glossary, and index.
Brochure 3Fold	This template contains two topics and two page layouts designed to create a brochure with three panes. This template starts you out with two PDF targets, one with crop and registration marks and the other without. You can add other kinds of targets if you like.
Brochure 4Fold	This template contains two topics and two page layouts designed to create a brochure with four panes. This template starts you out with two PDF targets, one with crop and registration marks and the other without. You can add other kinds of targets if you like.

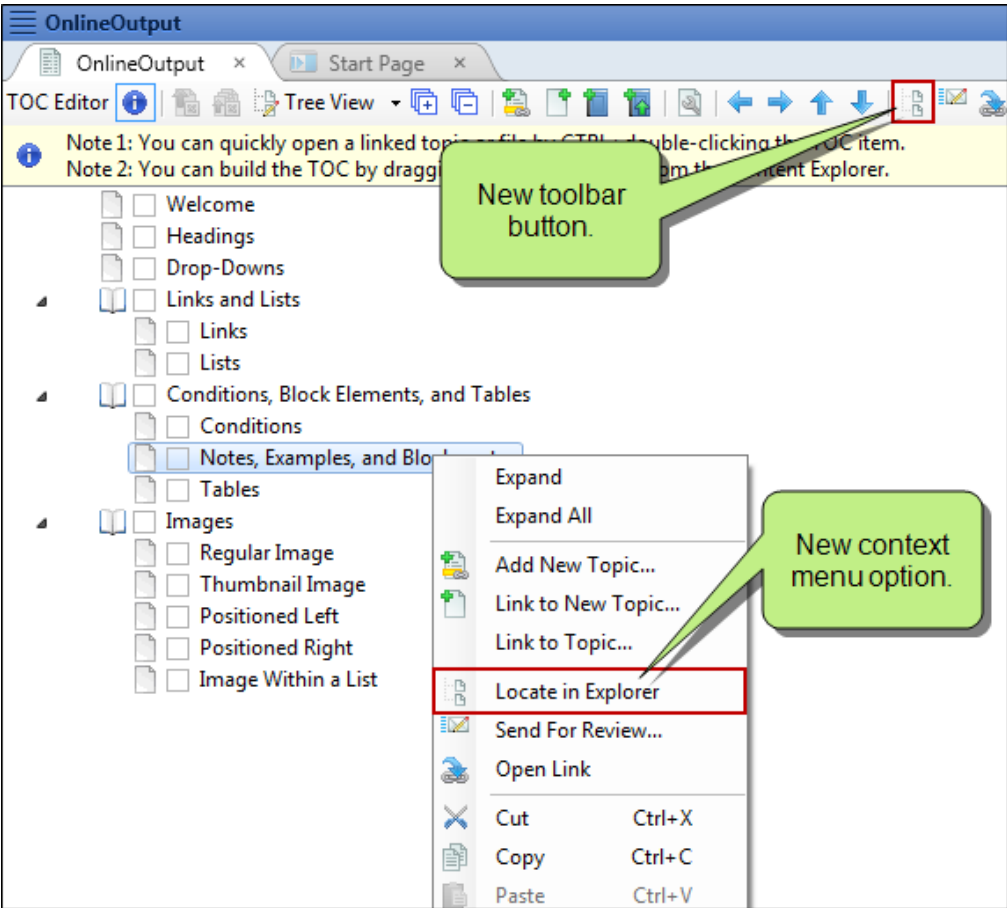
Template	Characteristics
Policies and Procedures Advanced	This template contains several starter topics and other files designed to produce documentation for company policies and procedures. Autonumbering has been used to automatically add incremented numbers to chapters, headings, and tables. This template has been designed to maximize single-sourcing capabilities, including condition tags, variables, and other features. This template starts you out with two PDF targets, one with crop and registration marks and the other without. You can add other kinds of targets if you like.
Policies and Procedures Basic	This template contains some starter topics and other files designed to produce documentation for company policies and procedures. It is a simpler version of the Policies and Procedures Advanced template. Although this is a basic template, it has been designed to maximize single-sourcing capabilities. This template starts you out with two PDF targets, one with crop and registration marks and the other without. It also includes auto-generation of a TOC, glossary, and index. You can add other kinds of targets if you like.
Product Foldout 3Fold	This template contains two topics and two page layouts designed to create a product foldout with three panes. It is ideal for brief product instructions. This template starts you out with two PDF targets, one with crop and registration marks and the other without. You can add other kinds of targets if you like.
Product Foldout 4Fold	This template contains two topics and two page layouts designed to create a product foldout with four panes. It is ideal for brief product instructions. This template starts you out with two PDF targets, one with crop and registration marks and the other without. You can add other kinds of targets if you like.
Product Foldout 5Fold	This template contains two topics and two page layouts designed to create a product foldout with five panes. It is ideal for brief product instructions. This template starts you out with two PDF targets, one with crop and registration marks and the other without. You can add other kinds of targets if you like.
Product Foldout 6Fold	This template contains two topics and two page layouts designed to create a product foldout with six panes. It is ideal for brief product instructions. This template starts you out with two PDF targets, one with crop and registration marks and the other without. You can add other kinds of targets if you like.
Product Foldout 12Fold	This template contains two topics and two page layouts designed to create a large product foldout with 12 panes. It is designed to be folded both horizontally and vertically. It is ideal for brief product instructions. This template starts you out with two PDF targets, one with crop and registration marks and the other without. You can add other kinds of targets if you like.

Template	Characteristics
User Guide Advanced	This template contains several starter topics and other files designed to produce user guides. It has been designed to maximize single-sourcing capabilities, allowing you to produce multiple outputs from the same files and content. Autonumbering has been used to automatically add incremented numbers to chapters, figure captions, and tables. This template starts you out with multiple PDF targets, with different content in different sizes; some with crop and registration marks set, some without. You can add other kinds of targets if you like.
User Guide Basic	This template contains some starter topics and other files designed to produce user guides. It is a simpler version of the User Guide Advanced template. Although it is a basic template, the content and files have been designed to maximize single-sourcing capabilities. This template starts you out with two PDF targets, one with crop and registration marks and the other without. It also has auto-generation of a TOC, glossary, and index. You can add other kinds of targets if you like.

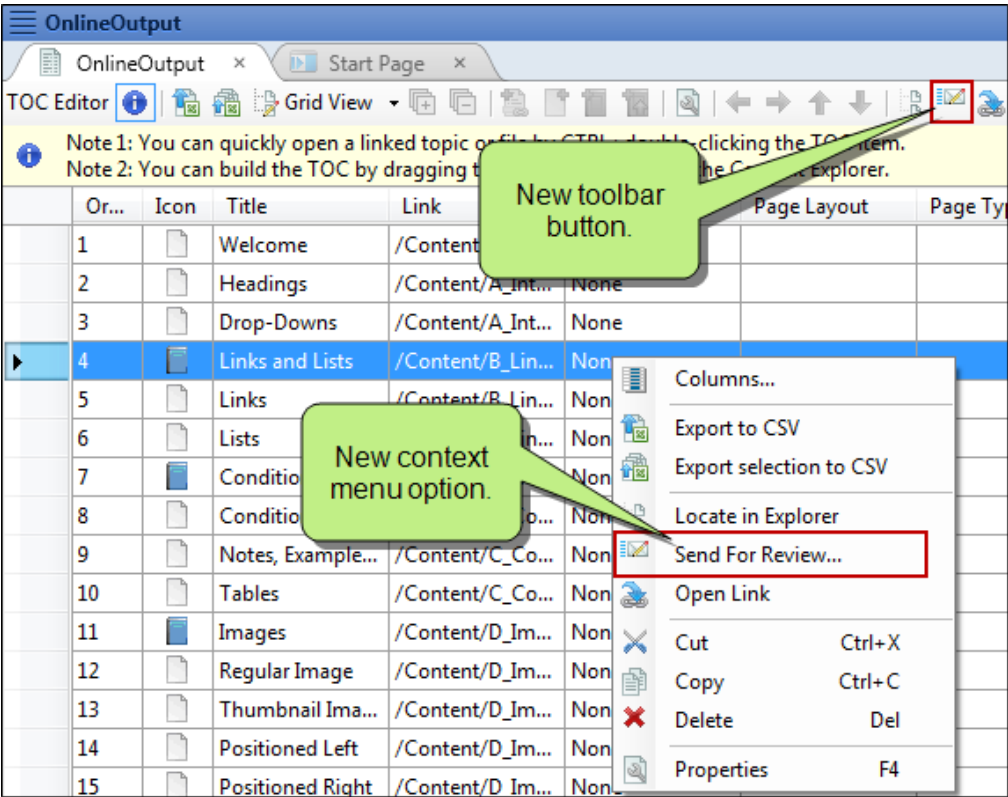
TOC/Browse Sequence Editor

In the TOC Editor and Browse Sequence Editor, there are new options to locate files in the Content Explorer and to send files for review.

You can right-click on an entry and select **Locate in Explorer**. In addition, a button has been added to the local toolbar. This option expands the folder and highlights the file in the Content Explorer.



You can also select **Send for Review** from the context menu in the Grid View (previously, it was available only in the Tree View). In addition, a button has been added to the local toolbar. This option opens the Send Files For Review Wizard so that you can send that topic to someone for review.

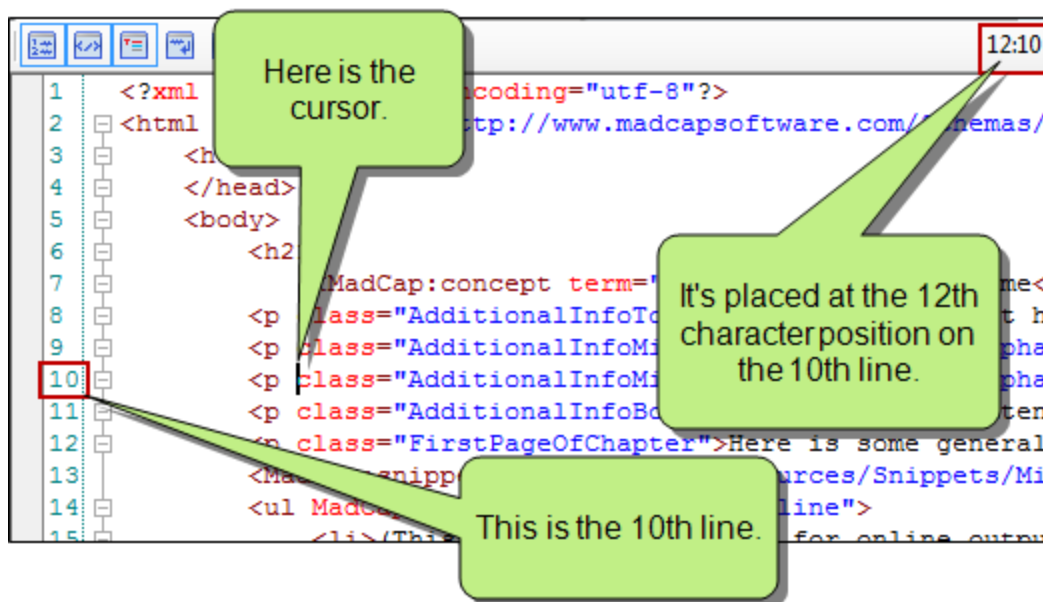


User Interface

Some general changes have been made to the user interface in Flare. This includes the addition of preview bars for many window panes, green arrows (instead of bold text) to indicate primary files (such as a master TOC), some window panes now opening in the middle of the workspace, redesigned tree views, word count, shortcuts for the XML Editor, and character/line position in the Internal Text Editor.

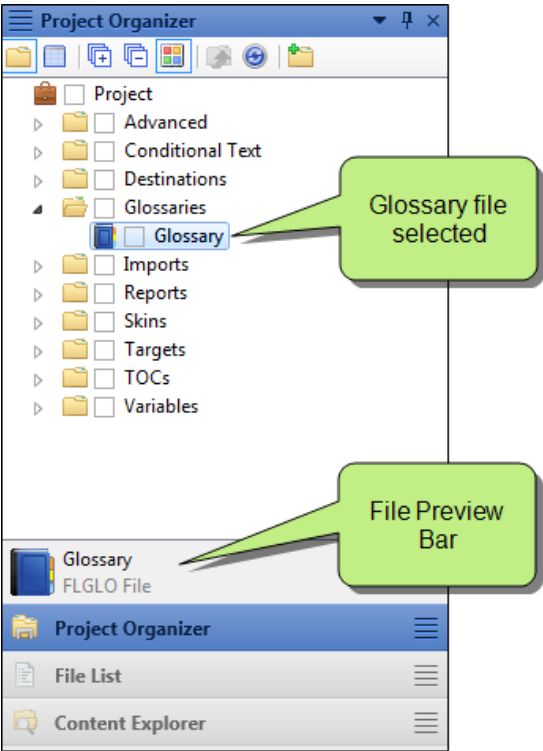
Character and Line Position in Internal Text Editor

The Internal Text Editor now shows the character and line position of your cursor. This is shown in the upper-right corner of the editor.

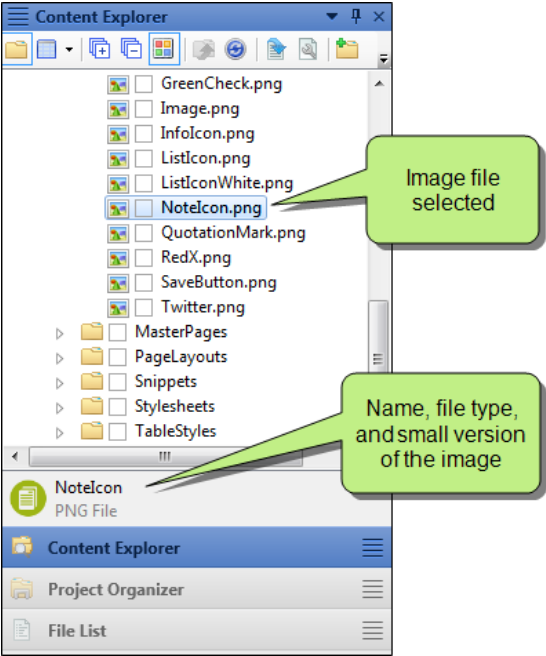


Preview Bars

A file Preview Bar has been added to many of the panes in Flare that display a list of files. When you click on a file or folder, this bar shows an icon, as well as the name of the folder or file.

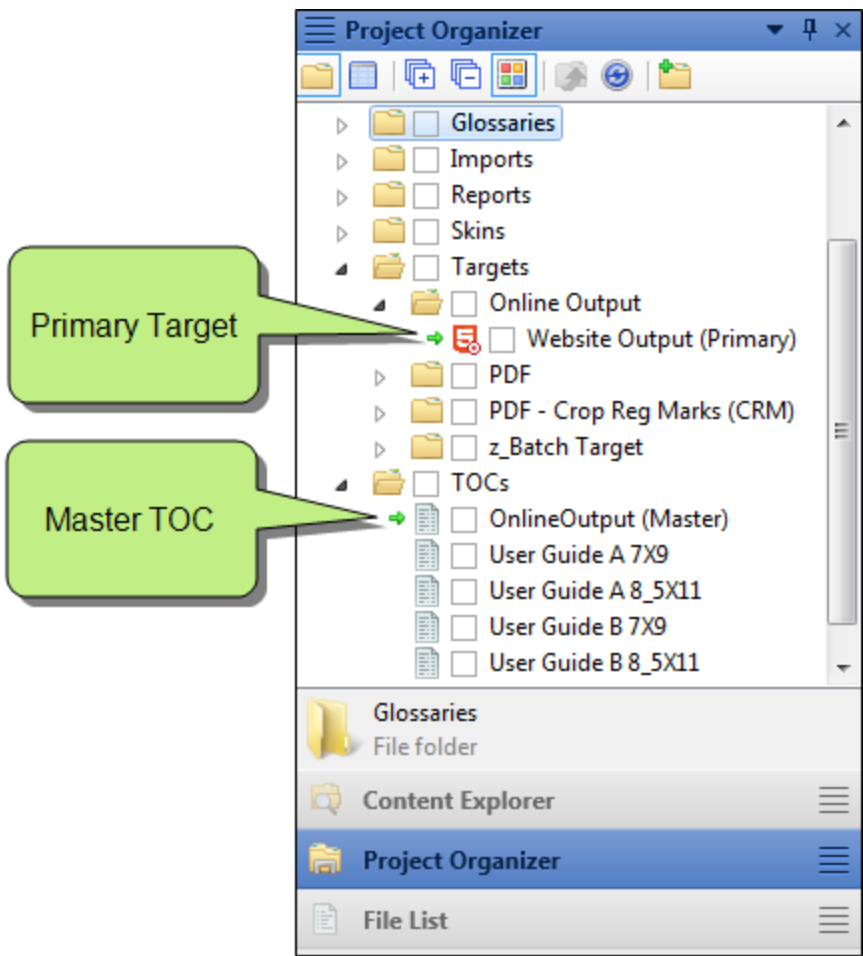


When you click on an image file, a small copy of that image is shown.



Primary File—Green Arrow

In previous versions, a master table of contents or a primary target was indicated by bold text. Starting with this version, a small green arrow is used instead.



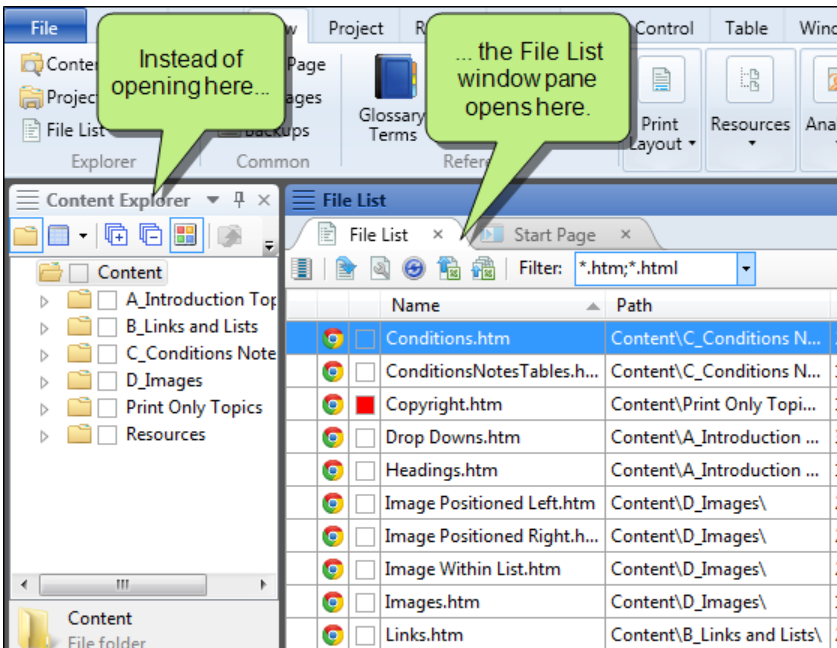
Some Window Panes Open in Middle of Workspace

In previous versions, the following window panes opened by default on the left side of the workspace:

- » **File List Window Pane**
- » **Pending Check-Ins Window Pane**
- » **Project Analysis Window Pane**

Starting with this version, they open by default in the large, middle area of the workspace, where the editors and Start Page are shown. This allows for more space to work in these window panes.

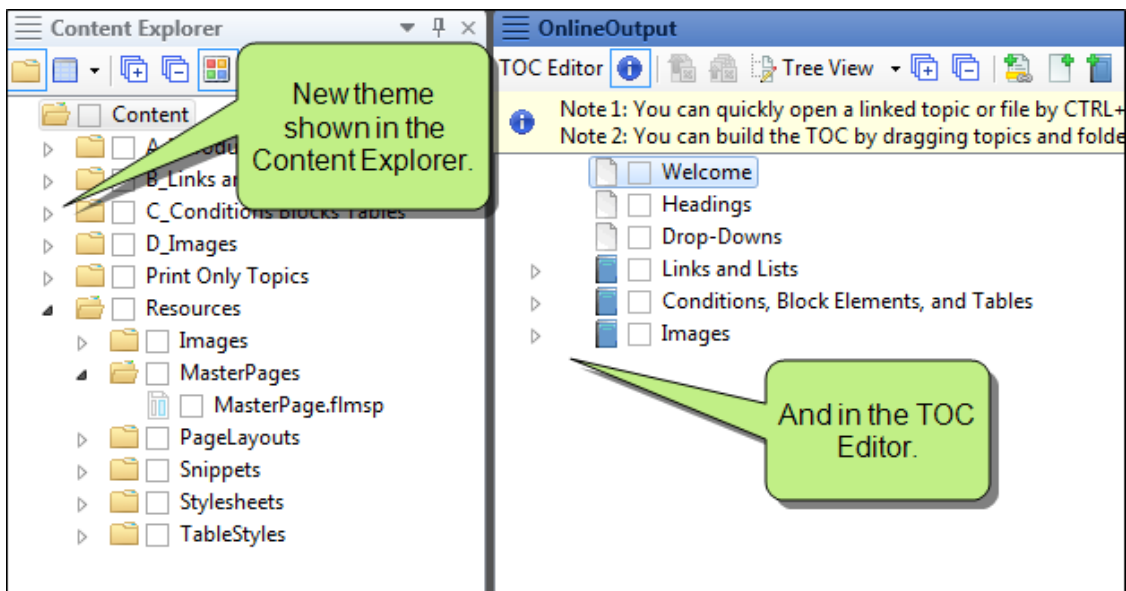
If you prefer the old location of these window panes, you can move them by selecting **Window>Float**. Then drag and dock the window pane where you want it.



Tree View Redesigned

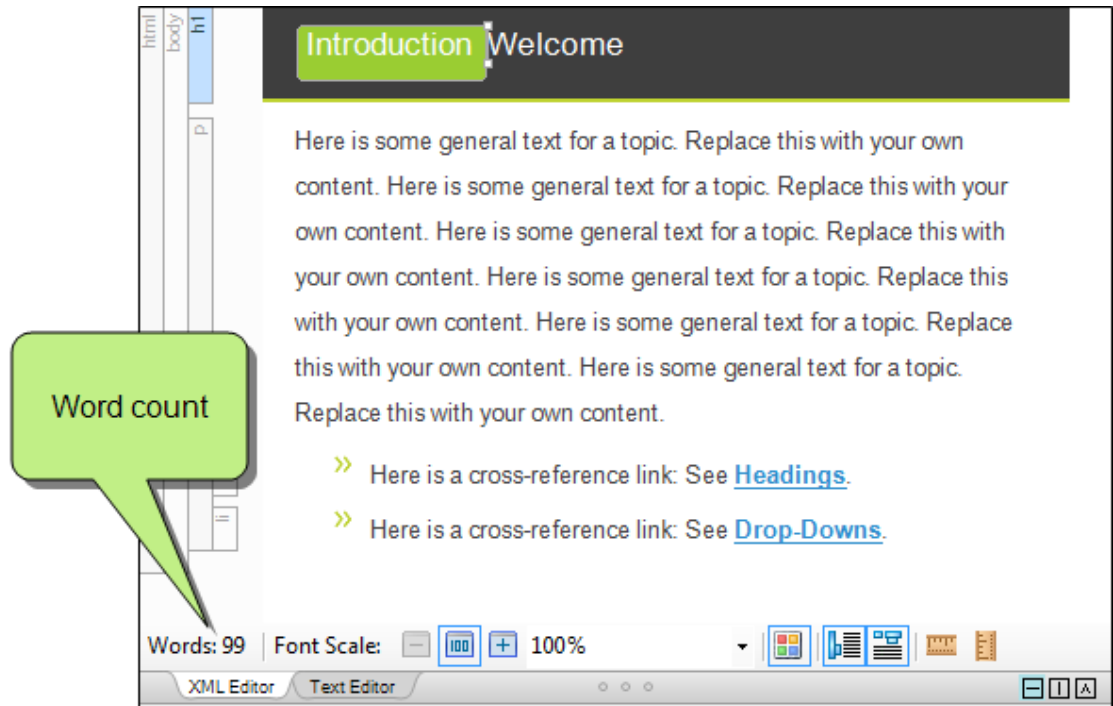
Flare's tree views now have an updated theme. This can be seen in many window panes, editors, dialogs, and wizards in Flare, including the Content Explorer, Project Organizer, TOC Editor, Add File dialog, Save Project as Template Wizard, and more.

The updated theme shows new triangles instead of the older expand and collapse controls.



Word Count

When you open a file in the XML Editor, you will see the word count for that file in the bottom toolbar. If you highlight words in the file, this area shows you how many words are selected out of the total count. If a file contains snippets, the words from those snippets are not included in this word count, because those are separate files.



XML Editor Shortcuts

Some new shortcut commands have been added for moving block-level elements around in the XML Editor.

By pressing **ALT+SHIFT+UP** or **ALT+SHIFT+DOWN**, you can move one or more block items up or down.

In previous versions, this functionality was limited to a *single* block-level element, and you could access it in a context menu (e.g., right-clicking a structure bar and selecting Move>Move Up or Move>Move Down). Now that same functionality is available with these shortcuts.

With the new shortcut key implementation, you can now move *multiple* block-level elements up and down. In addition, you can move these block items from one parent tag into another. However, you cannot use these commands to move list items outside of lists.


Variables

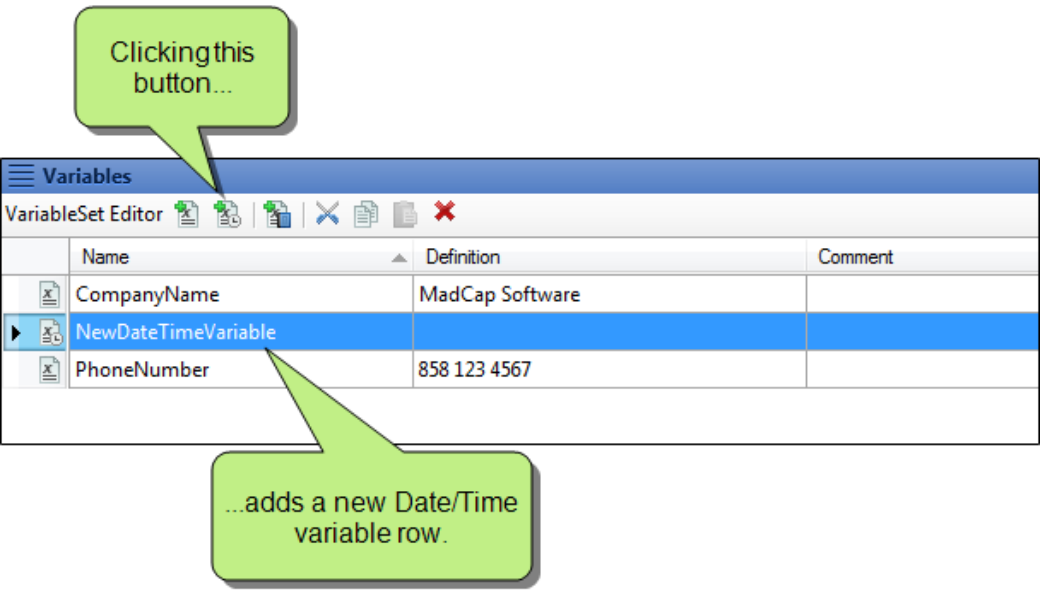
Variable enhancements in this version of Flare include support for custom date/time variables, multiple definitions, and the ability to drag variables to the XML Editor.

Date/Time

You can create date and time variables based on Microsoft's "Custom Date and Time Format Strings."

HOW TO CREATE A DATE/TIME VARIABLE

1. In the Project Organizer, expand the **Variables** folder and double-click a variable set. The Variable Set Editor opens.
2. In the local toolbar click . A new row is added for the Date/Time variable.



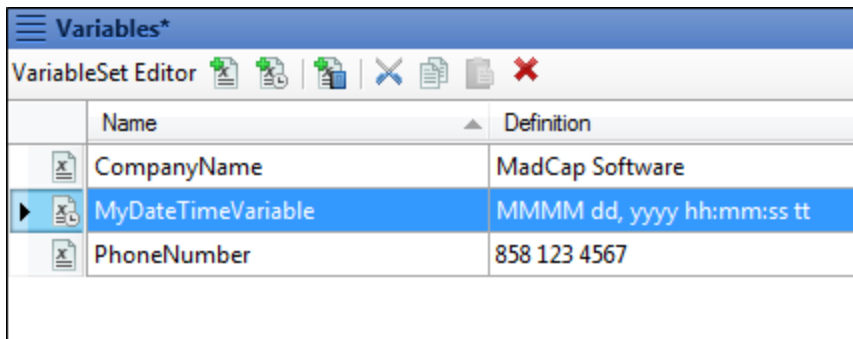
3. To enter a new name or comment, do one of the following:
 - » Double-click in the appropriate cell and type the name or comment.
 - OR
 - » Click once in the appropriate cell and press **F2** on your keyboard. Then type the name or comment.
4. Click in the **Definition** cell. The Edit Format dialog opens.
5. In the field, enter a combination of format specifiers. As you do this, current date and time are displayed below the field in that format.

Specifiers are based on Microsoft's custom date and time format strings. For details of the specifiers available, see <http://msdn.microsoft.com/en-us/library/8kb3ddd4.aspx>.

Here are some of the more common specifier combinations:

Specifier Combination	Result
MMMM dd, yyyy hh:mm:ss tt	July 09, 2013 03:55:53 PM
hh:mm:ss tt dd MMMM, yyyy	03:55:53 PM 09 July, 2013
dddd MMMM dd, yyyy	Tuesday July 09, 2013
ddd MM/dd/yy	Tue 07/09/13

6. Click **OK**. It might look something like this:



7. Click  to save your work.

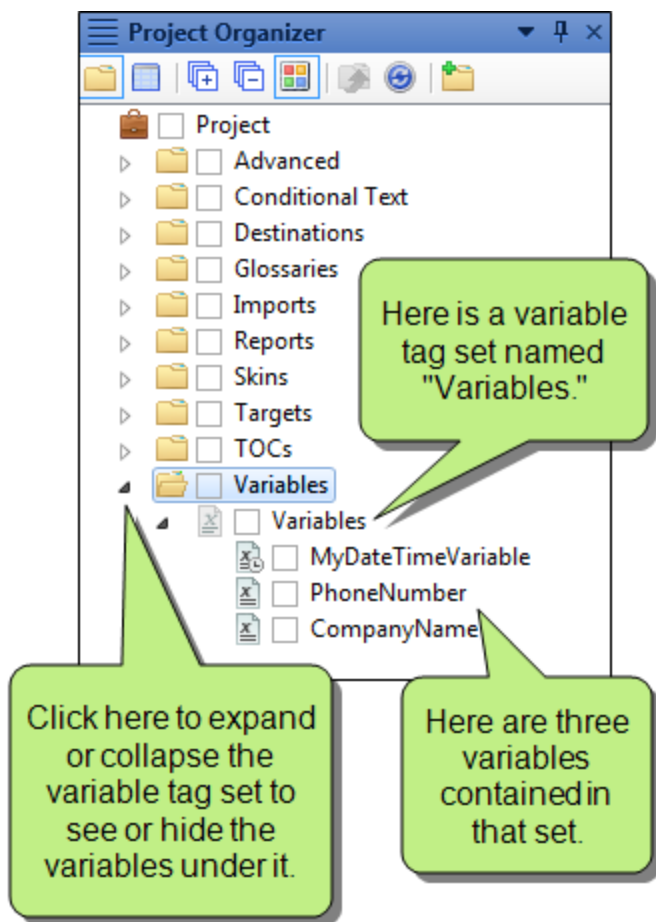
If you want to edit a date/time variable, click on the **Definition** cell in the Variable Set Editor and make changes in the Edit Format dialog.



Note: Like standard variables, you can override custom date/time variables in a target.

Drag to Content

When you open the Project Organizer to look at your variable tag sets, you will notice that you can expand the sets to see the actual variables within them.




This allows you to click on a specific variable in the Project Organizer and drag it to the XML Editor.

Multiple Definitions

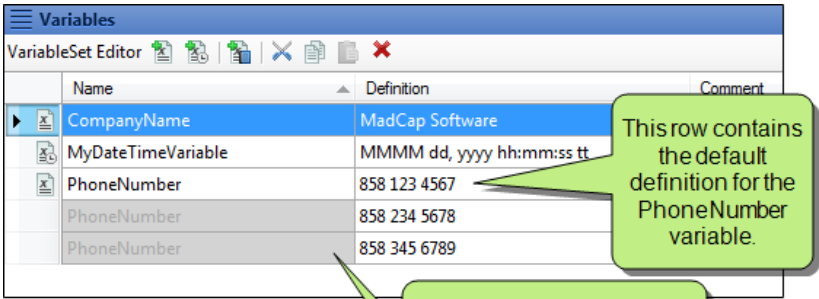
Variables may now have multiple definitions. You can use multiple definitions as a way to override variables on a target. For example, your company might have multiple phone numbers. You can associate them all with the same variable and use the appropriate one wherever necessary.

HOW TO ADD A VARIABLE DEFINITION

1. In the Project Organizer, double-click the **Variables** folder.
2. Double-click a variable set. The Variable Set Editor opens.
3. Click on a row where you want to provide an additional definition.
4. In the local toolbar click . A new row is added for the new definition.
5. In the empty cell that is added, type the definition and press **Enter**.

When a variable has multiple definitions, cells of the non-default definitions are grayed out (except for the definition cell).

The default definition is determined by the order of creation. The first definition created is the default.



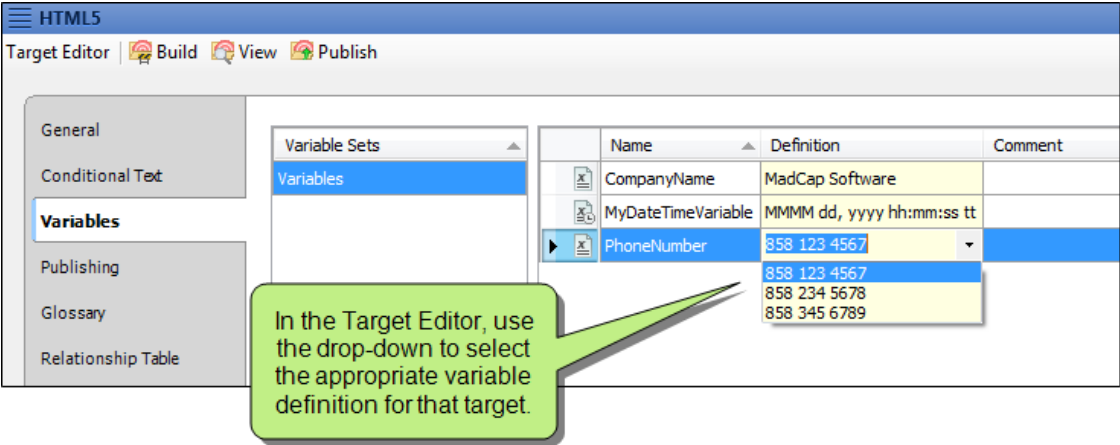
The screenshot shows the 'VariableSet Editor' dialog with a table of variable definitions. The table has three columns: Name, Definition, and Comment. The first row is 'CompanyName' with the definition 'MadCap Software'. The second row is 'MyDateTimeVariable' with the definition 'MMMM dd, yyyy hh:mm:ss tt'. The third and fourth rows are 'PhoneNumber' with definitions '858 123 4567' and '858 234 5678' respectively. The third and fourth rows are grayed out. A green callout bubble points to the first 'PhoneNumber' row, stating: 'This row contains the default definition for the PhoneNumber variable.' Another green callout bubble points to the second 'PhoneNumber' row, stating: 'The next two definitions are additional. That's why the Name cells are grayed out.'

Name	Definition	Comment
CompanyName	MadCap Software	
MyDateTimeVariable	MMMM dd, yyyy hh:mm:ss tt	
PhoneNumber	858 123 4567	
PhoneNumber	858 234 5678	
PhoneNumber	858 345 6789	

6. Click  to save your work.

In the Variables dialog, the default definition is displayed in the Definitions column. The additional definitions are not shown.

In the Variables tab in the Target Editor, you can keep the default variable definition for that target, or you can choose an alternative definition from a drop-down list.



PDF Guides

The following PDF guides are available for download from the online Help.

Accessibility Guide

Analyzer Guide

Autonumbers Guide

Condition Tags Guide

Context-sensitive Help Guide

DotNet Help Guide

Eclipse Help Guide

Getting Started Guide

Global Project Linking Guide

HTML Help Guide

HTML5 Guide

Images Guide

Importing Guide

Index Guide

Key Features Guide

Language Support Guide

Movies Guide

Navigation Links Guide

Print-based Output Guide

Project Creation Guide

Pulse Guide

QR Codes Guide

Reports Guide

Reviews & Contributions Guide

Search Guide

SharePoint Guide

Shortcuts Guide

Skins Guide



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Touring the Workspace Guide

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What's New Guide

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