

MadCap Software

# Getting Started Tutorial

Flare 12



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# CHAPTER 1

## Introduction

Welcome to the Flare Getting Started Tutorial, which will show you how to use MadCap Flare's basic features. During this tutorial, you will create a project about San Diego, add elements to it, and then build PDF and HTML5 outputs from it.

This chapter discusses the following:

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## Using the Getting Started Tutorial

The Getting Started Tutorial is designed in a self-guided format. You can go through the tutorial at your own pace and complete as much or as little of the tutorial as you want.

The Getting Started Tutorial covers the following:

1. **Starting Projects** How to build a new project from a template. See "Starting Projects" on page 9.
2. **Adding Elements to Projects** How to add content to your projects, such as topics, images, cross-references, and snippets. See "Adding Elements to a Project" on page 17.
3. **Making It Look Good** How to use styles to make your project look the way you want it to. See "Making It Look Good" on page 47.
4. **Developing Targets** How to prepare your output using conditions, PDF and HTML5 outputs, skins, and tables of contents. See "Developing Targets" on page 55.
5. **Building Output** How to build the final printed and web outputs for your project. See "Building Output" on page 81.

## Using the San Diego Project Template

While you follow the steps in the Getting Started Tutorial, you will also use Flare's San Diego template to create a project about San Diego. This template was designed to be used alongside the tutorial and will give you hands-on experience in Flare. As such, some settings and content are not enabled when you first open the template. By following the steps in the self-paced tutorial, you can add the rest of the content to the template, and even use the template for other projects.

You might want to take some time to familiarize yourself with the topics that have already been created for the San Diego template. You can find these in the Content Explorer on the left side of the interface. If you want, you can also select the **Project** ribbon at the top of the interface and click the **Build Primary** button to generate output from the template right away. This gives you an idea of how one type of output might look.

## For More Information

There is much more to learn outside of the features covered in this tutorial. Additionally, while this tutorial covers the recommended or most efficient way to perform a task, there are usually several other methods that you can use. Take some time to explore Flare on your own and find the technique that is most comfortable for you. Refer to the Flare online Help for more information about any of the features covered in this tutorial.

For new users, we also recommend the following:

- » **Getting Started Guide** This short PDF guide explains how Flare works and introduces you to some of its key features and concepts. It then outlines the five basic steps for developing a project and producing output. To download the PDF, see the online Help.
- » **Getting Started Video** This brief movie shows you how to start a new Flare project and gives you insight into what you should do once that is accomplished. You can view this movie from the mad-capsoftware.com website.

## Ready to Begin?

To get started using the San Diego template, see "Starting Projects" on page 9.



# CHAPTER 2

## Starting Projects

Begin by creating a new Flare project and taking a tour of the workspace.

This chapter discusses the following:

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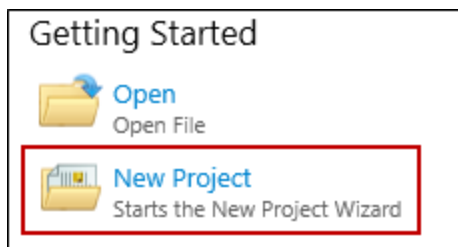


# Creating a Project from a Template

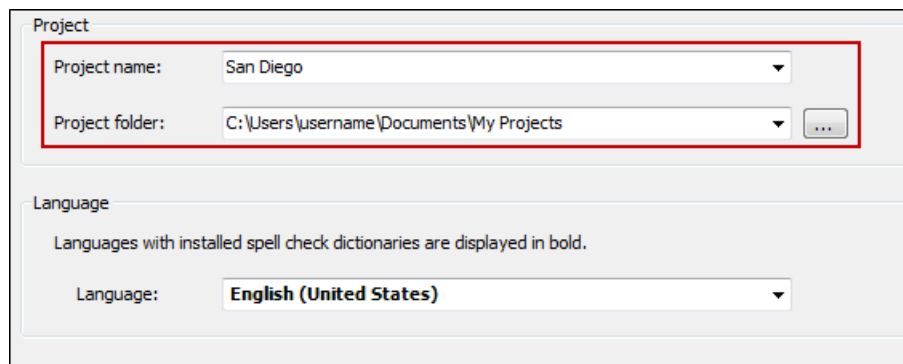
A template is a Flare project that already contains a few basic topics, styles, and outputs to help you start writing quickly. After your new project is loaded, you can make any changes as necessary.

## CREATE A NEW PROJECT FROM A TEMPLATE

1. When you first open Flare, you will see the Start Page in the middle of the interface. On the Start Page, click **New Project**. The Start New Project Wizard opens. This is where you can specify basic settings for your project.



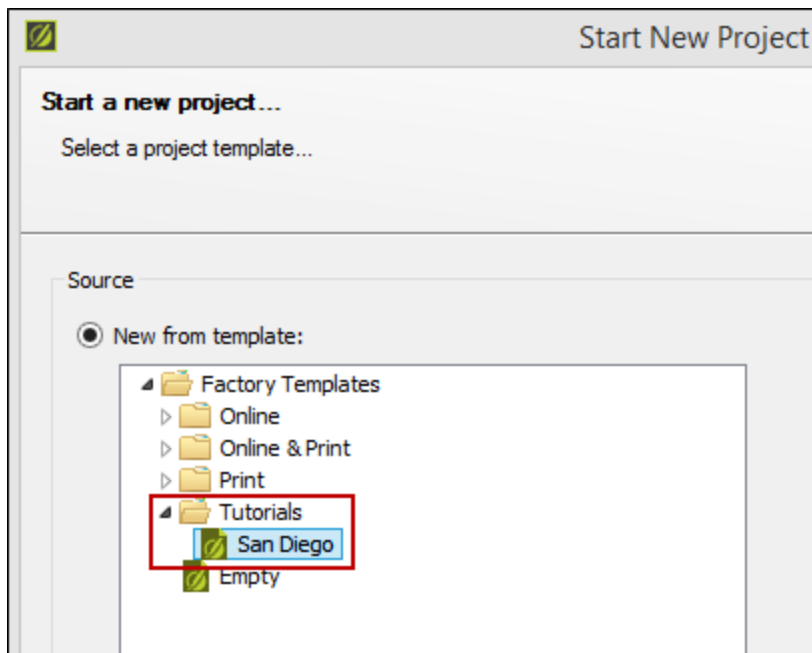
2. In the **Project name** field, name your project `San Diego`.
3. (Optional) In the **Project folder** field, you can enter a location where you want to save your project. By default, projects are saved in your Documents>My Projects folder.

A screenshot of the 'Project' settings window from the Start New Project Wizard. It contains two input fields: 'Project name' with the value 'San Diego' and 'Project folder' with the value 'C:\Users\username\Documents\My Projects'. Below these is a 'Language' section with a note 'Languages with installed spell check dictionaries are displayed in bold.' and a dropdown menu showing 'English (United States)'. A red rectangle highlights the 'Project name' and 'Project folder' fields.

4. Click **Next**.

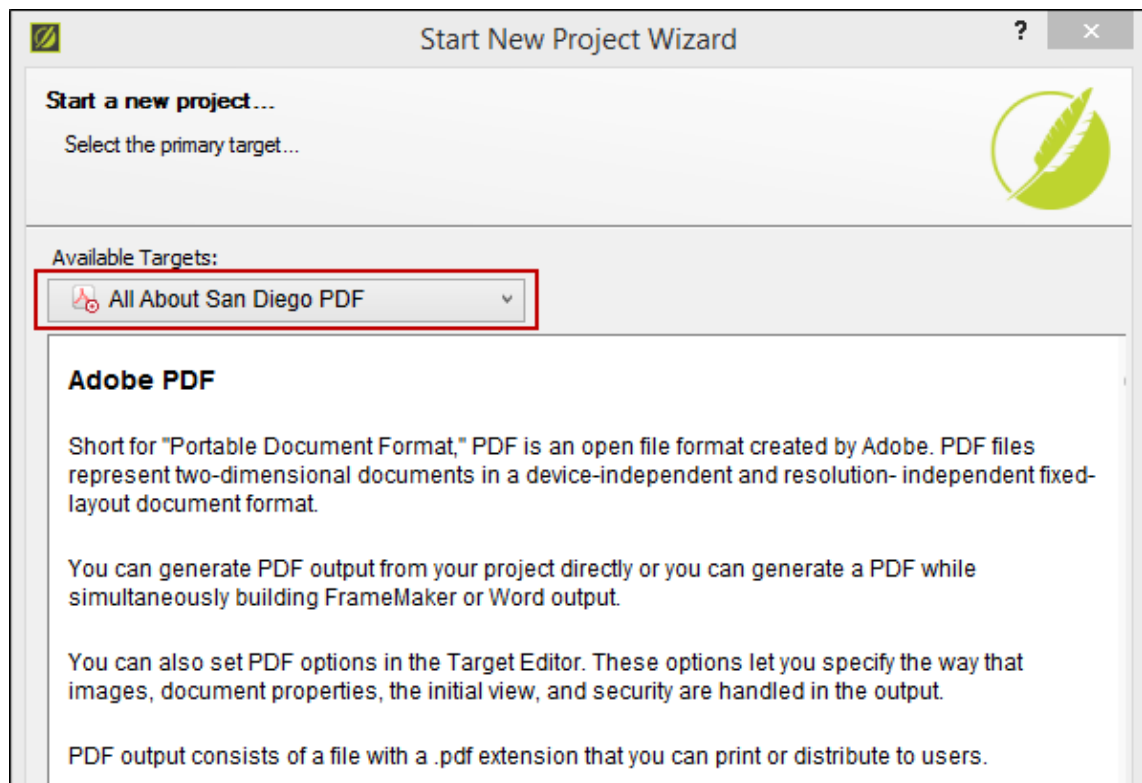
The next screen in the wizard allows you to select the kind of project you want to create: a template, a new project based on an existing project, or an imported project. We are going to create a project using an existing template.

5. Under **Factory Templates**, expand the **Tutorials** folder. Select the **San Diego** template.



6. Click **Next**.

The next screen in the wizard allows you to select the primary target or for your project. A target is a single instance of an output type, such as a PDF document or an HTML5 online Help system. The primary target will generate by default when you build output from Flare.



7. We only have one target set up right now (we'll add more later), so go ahead and click **Finish**.

The San Diego project is created and loaded into Flare.

### **MORE INFORMATION**

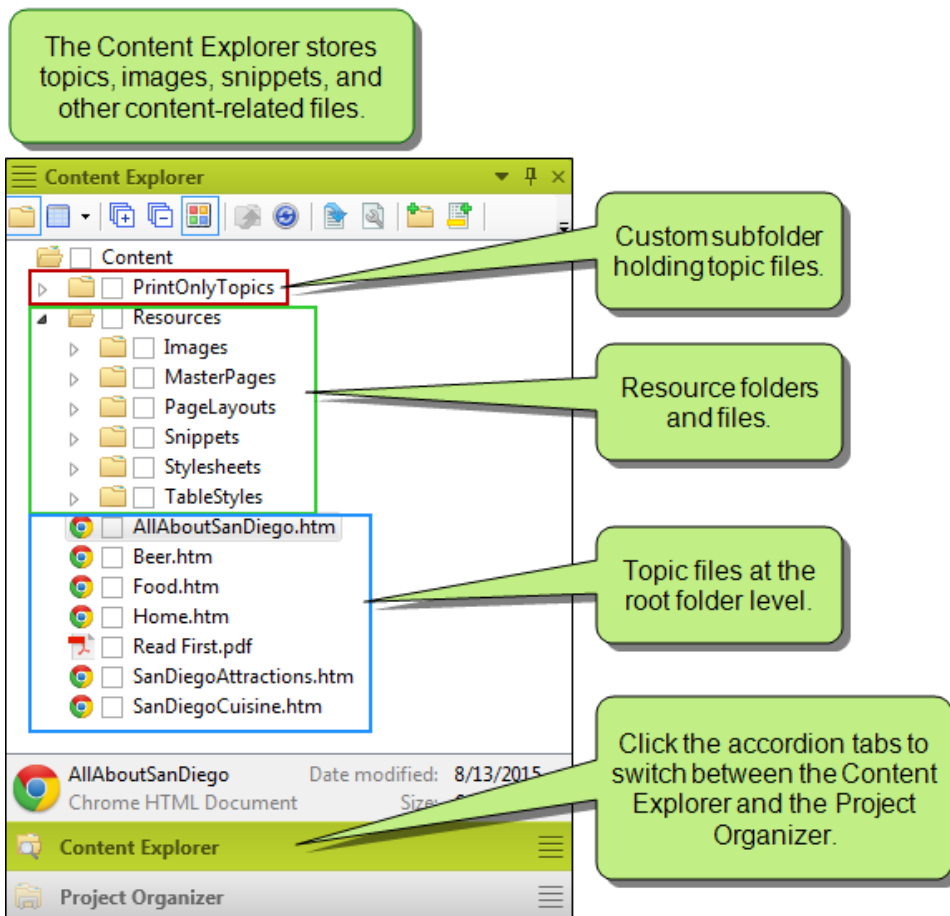
For more information about using this wizard, see the online Help.

# Flare's User Interface

Before we start opening files and adding content to them, let's take a minute to look at the main areas of the workspace that you will use during this tutorial.

## CONTENT EXPLORER

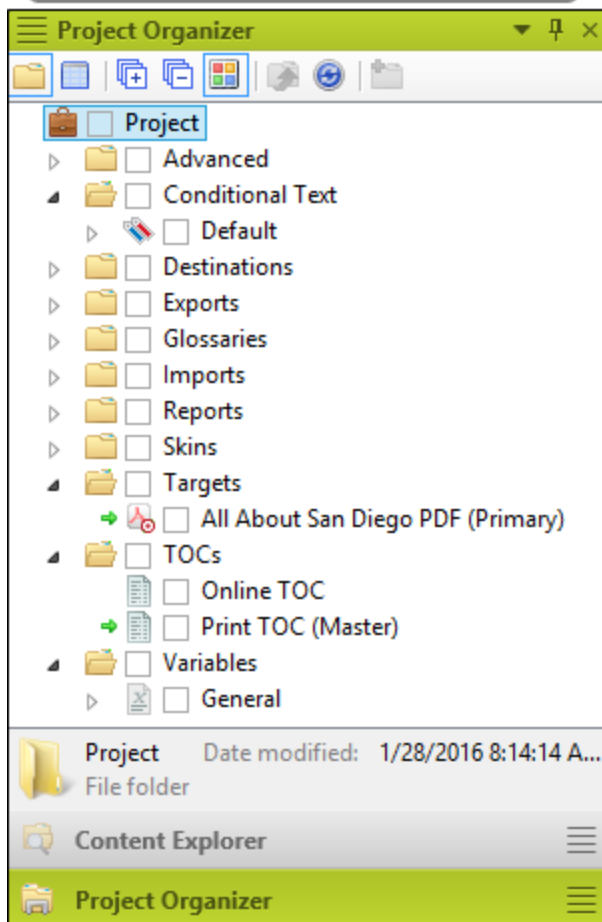
The Content Explorer appears on the left side of your screen, and is where you can find all of your content-related files. Topics appear in the main content folder. You can also create subfolders to organize your content. By default, the Resources folder is used to organize all of your content resources (e.g., images, snippets, multimedia, stylesheets).



## PROJECT ORGANIZER

The Project Organizer is also found on the left side of your screen, in the same area as the Content Explorer. You can click the accordion tab at the bottom to switch between the Content Explorer and Project Organizer. This is where you can find all of your project-related files, such as targets, tables of contents, and skins. Each of these types of files appears in its own folder.

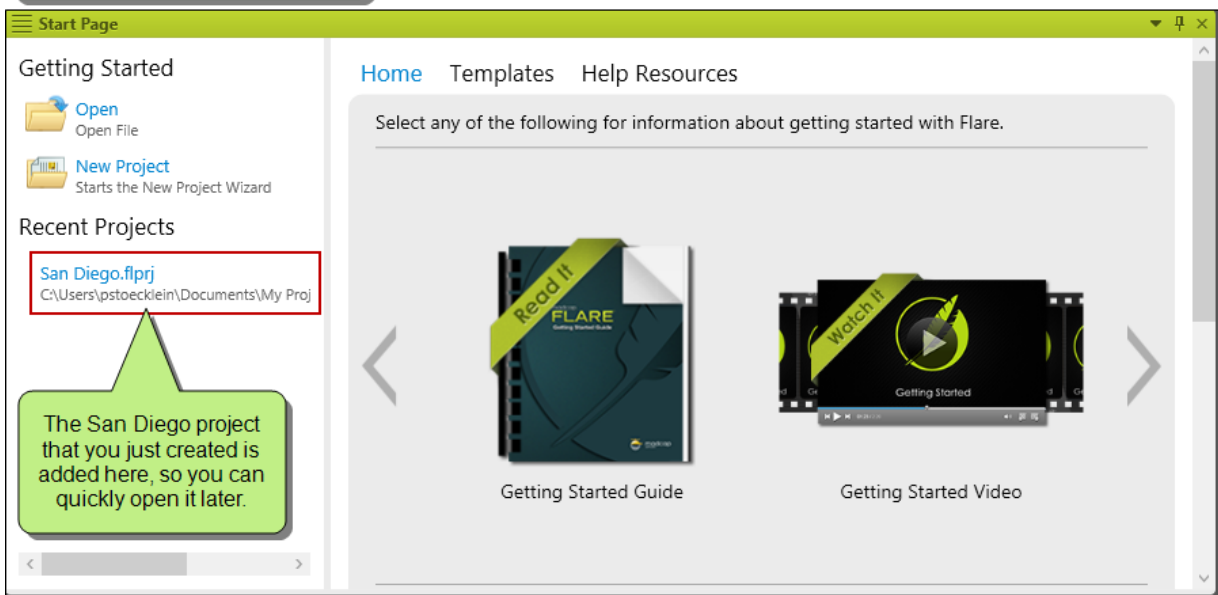
The Project Organizer stores targets, tables of contents, variables, and other project-related files.



## START PAGE

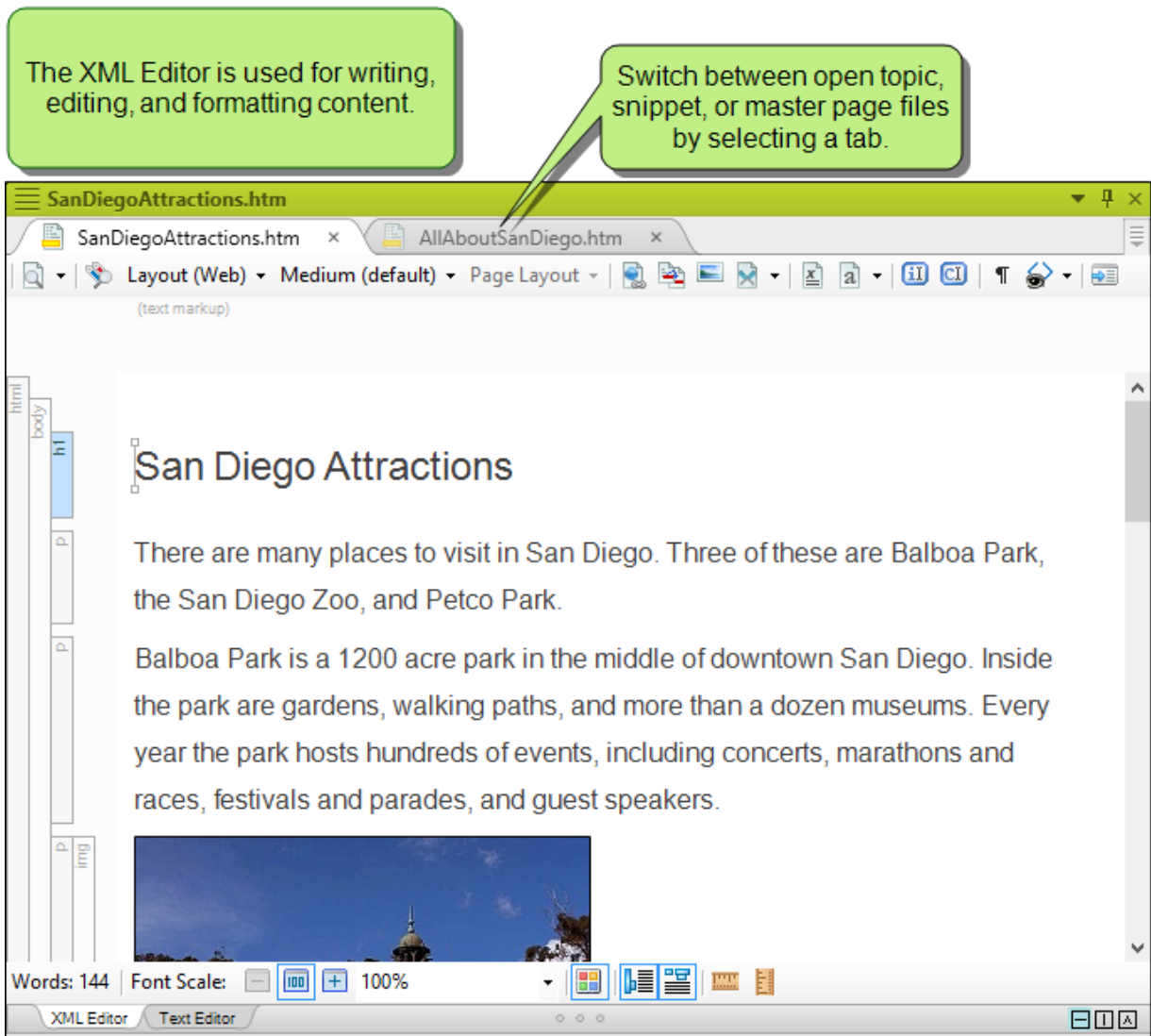
When you first open Flare, you will see the Start Page. Although you won't spend much time on the Start Page, it is important because you can use it to create a new project, open an existing project, and access various resources. Also, if you need to stop this tutorial and come back to it later, you can re-open the San Diego project file from the Start Page's Recent Projects list.

On the Start Page, you can start new projects, open existing and recent projects, and access help resources.



## **XML EDITOR**

The XML Editor is located in the middle of the Flare interface. It is the primary editor that you will use in Flare. It is used for writing, editing, and formatting content files. So once you open a topic, snippet, or master page, it will be seen within the XML Editor.



## **MORE INFORMATION**

For more information about the Flare interface, see the online Help.

# CHAPTER 3

## Adding Elements to a Project

Now that you have created a project, it is time to add content to it. Adding content gives your project some substance. You can add a variety of different elements to a project.

This chapter discusses the following:

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## Creating Topics

Even though the San Diego project has a few topics already created for you, we will start by adding a brand new topic.

### CREATE A TOPIC

1. In the Content Explorer, right-click the **Content** folder. From the context menu, select **New>Topic**. The Add File dialog opens.



**Note:** There are several other methods that you can use to create a new topic. However, right-clicking in the Content Explorer is the most efficient method because you can select the folder where you want the new topic to be stored.

2. In the Add File dialog, you can select the kind of topic you want to create. In the **Source** area, make sure that **New from template** is selected, then select **NewTopic.htm** from the list of factory templates. This will create a new, empty topic.
3. In the **File Name** field, name the topic `FamousSanDiegans`.



**Note:** You don't have to run words together when typing a file name, like we did here. You can use spaces if you want.

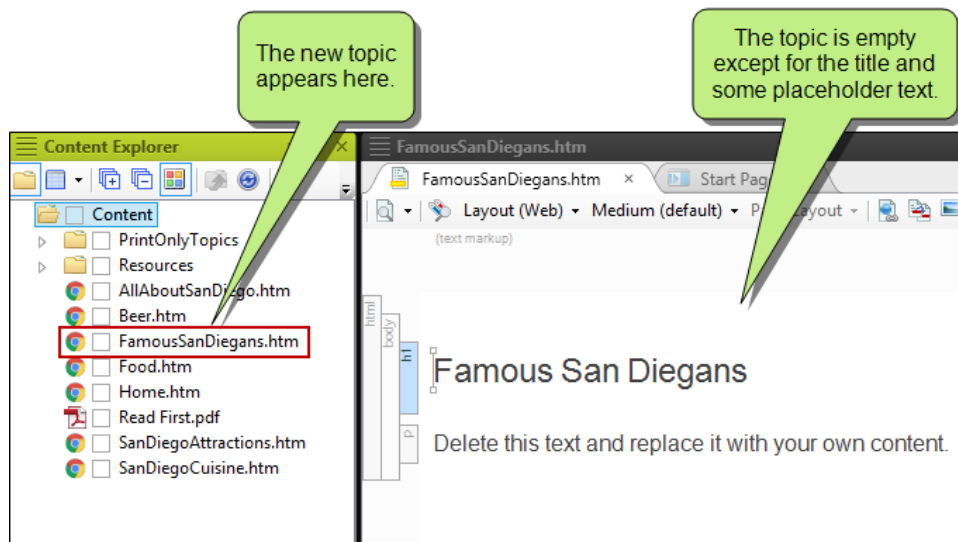
4. In the **1st Heading** field, enter the heading `Famous San Diegans`. If you leave this field blank, the topic will automatically use the file name for the heading. We will leave the rest of the fields blank for now; the default settings are okay for these fields.

The screenshot shows a 'Topic' dialog box with the following sections and fields:

- File Type:** A dropdown menu set to 'Topic'.
- Source:** Two radio buttons: 'New from template:' (selected) and 'New from existing:'.
  - Under 'New from template:', a list of 'Factory Templates' is shown: 'NewTopic.htm', 'TopicForEndnotes.htm', 'TopicForGlossary.htm', 'TopicForIndex.htm', 'TopicForListOfConcepts.htm', 'TopicForListOfElements.htm', 'TopicForListOfImages.htm', and 'TopicForListOfTables.htm'. A green callout box points to 'NewTopic.htm' with the text 'Select the template you want to use.'
- Topic:** Fields for 'Folder:' (set to '(root folder)') and 'File Name:' (set to 'FamousSanDiegans'). A green callout box points to the 'File Name:' field with the text 'Enter the file name.'
- Advanced:** Fields for '1st Heading:' (set to 'Famous San Diegans'), 'Title:' (set to '(Always use first topic heading)'), 'Stylesheet:' (set to 'Resources/Stylesheets/MainStyles'), and 'Style:' (a dropdown menu). A green callout box points to the '1st Heading:' field with the text 'Enter the topic heading.'
- Preview:** A preview window showing the topic structure with 'Topic Title' as the heading and 'Delete this text and replace it with your own content.' as the body text.


5. Click **Add**. Your new topic appears in the Content folder. It also opens automatically in the XML Editor.

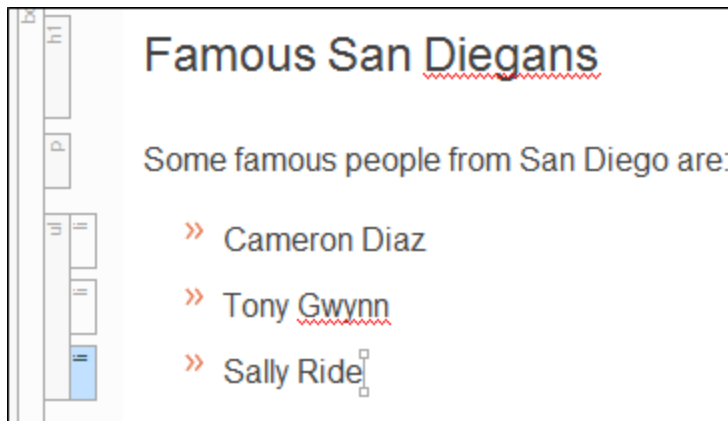
After closing the topic, you can re-open it later by double-clicking the file name in the Content Explorer.



We don't want to leave this topic empty, so let's add a little bit of text to it. We will add the names of three famous San Diegans.

6. Highlight the placeholder text and type `Some famous people from San Diego are:` and press **Enter**.
7. Type `Cameron Diaz` and press **Enter**.
8. Type `Tony Gwynn` and press **Enter**.
9. Type `Sally Ride` and press **Enter**.

10. Let's add a bulleted list. Highlight the names of these three famous San Diegans, then select the **Home** ribbon at the top of Flare. In the **Paragraph** section, click . The paragraphs are converted to a bulleted list.

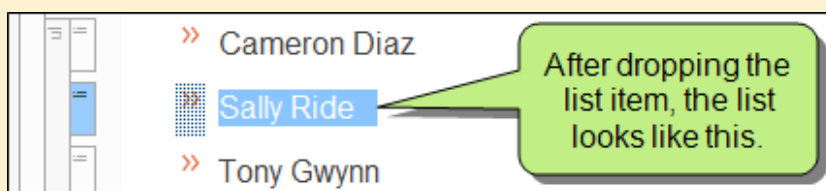
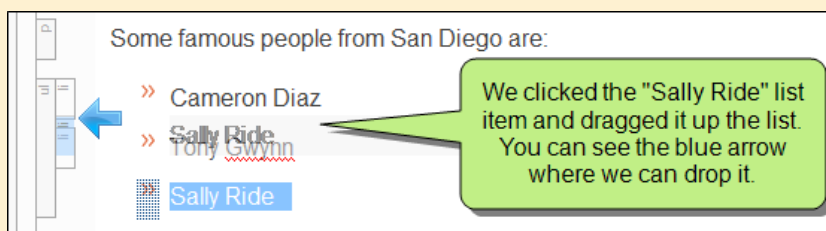


11. Click  to save your work.



**Tip:** Notice the left side of the topic. The side structure bars show each element's tag. You may recognize these tags if you are familiar with XML or HTML. In this topic, we have an `<h1>` tag (heading 1), a `<p>` tag (paragraph text), a `<ul>` tag (unordered list), and `<li>` tags (list items).

While you don't need to know code to use Flare, you can use the structure bars to perform a variety of tasks, including rearranging the items in the topic. After clicking one of these bars and dragging up or down, you will see a blue arrow if you can drop an item somewhere else in the topic. If you want, click a list item `<li>` tag and try dragging it up or down in the bulleted list.



If you are comfortable with XML and HTML, you can click the **Text Editor** tab at the bottom of the topic. The Internal Text Editor lets you make manual changes to the XML.

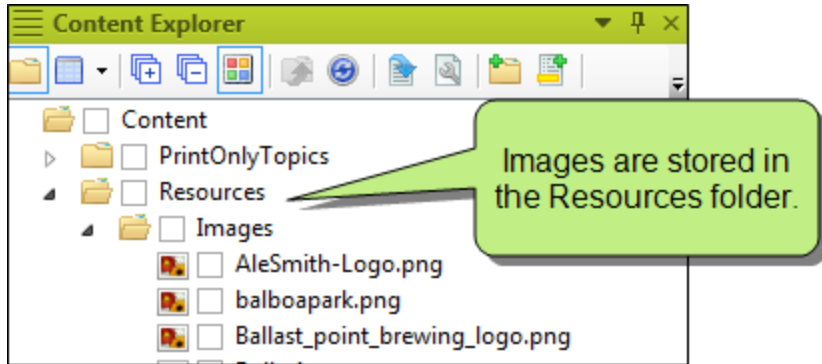


## MORE INFORMATION

For more information about topics, see the online Help.

## Inserting Images

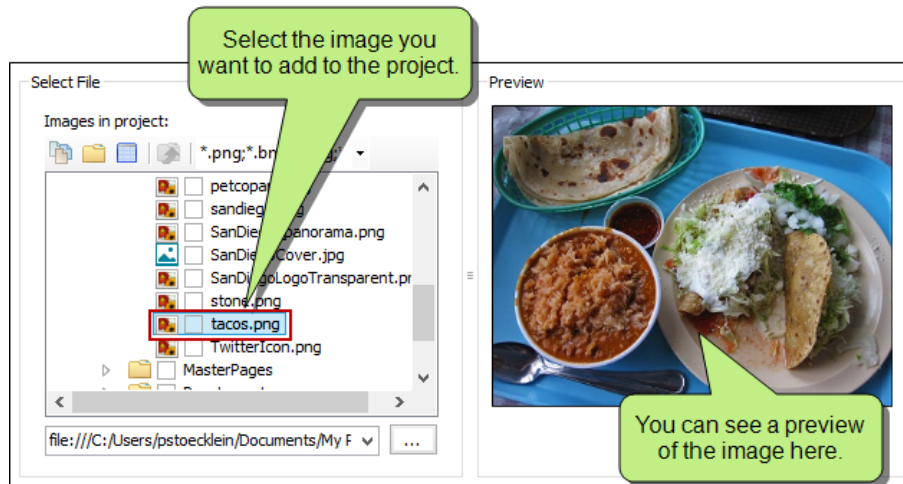
Let's add an image to a topic to give it a little pizzazz. There are already several images saved in this project. By default, images are saved in the Resources folder, in the Images subfolder.





### INSERT AN IMAGE

1. In the Content Explorer, double-click **Food.htm**. The topic opens in the XML Editor.
2. Place your cursor at the end of the paragraph about Mexican food (right after "United States."). Then press **Enter**. This creates a new line for you to either type a new paragraph or insert other content.
3. At the top of Flare, select the **Insert** ribbon. In the **Multimedia** section, select **Image**. The Insert Image dialog opens.

4. In the **Select File** section, navigate to **Content>Resources>Images>tacos.png**.



**Note:** In this case, the image is already in our project, so you can navigate directly to it. However, if you need to insert an image that is not in the project yet, click  to find the image on your computer or network.

5. Click **OK**. An image of some tacos appears in the project.
6. Click  to save your work.



**Tip:** You can also drag and drop images from the Content Explorer directly into your topic.

### **MORE INFORMATION**

For more information about images, see the online Help.

## Inserting Cross-References

It is fairly common to link to other topics in a project. One way to link between topics is a cross-reference. You may have noticed several cross-references in this tutorial already.

A benefit of using a cross-reference over a standard hyperlink is that cross-references use format commands to update the link automatically. Format commands allow you to tell the cross-reference to provide page number information, the title of the topic, or even a file path.



**Note:** In this project and in the San Diego template, the default cross-reference style (MadCap:xref) creates context-sensitive cross-references. In web-based output, these cross-references look like a regular link. In print-based output, the text in the link is based on the relationship of the cross-reference and the target location (e.g., see "Topic" on page 26, see "Topic" on the next page).

There is so much delicious food in San Diego that you can be overwhelmed deciding what to eat first. See "Food" below for more information on the fresh seafood, delicious food trucks, and a thriving food scene. See "Food" below and "Beer" on the next page.

These cross-references to "Food" and "Beer" are context-sensitive, and show relative locations.

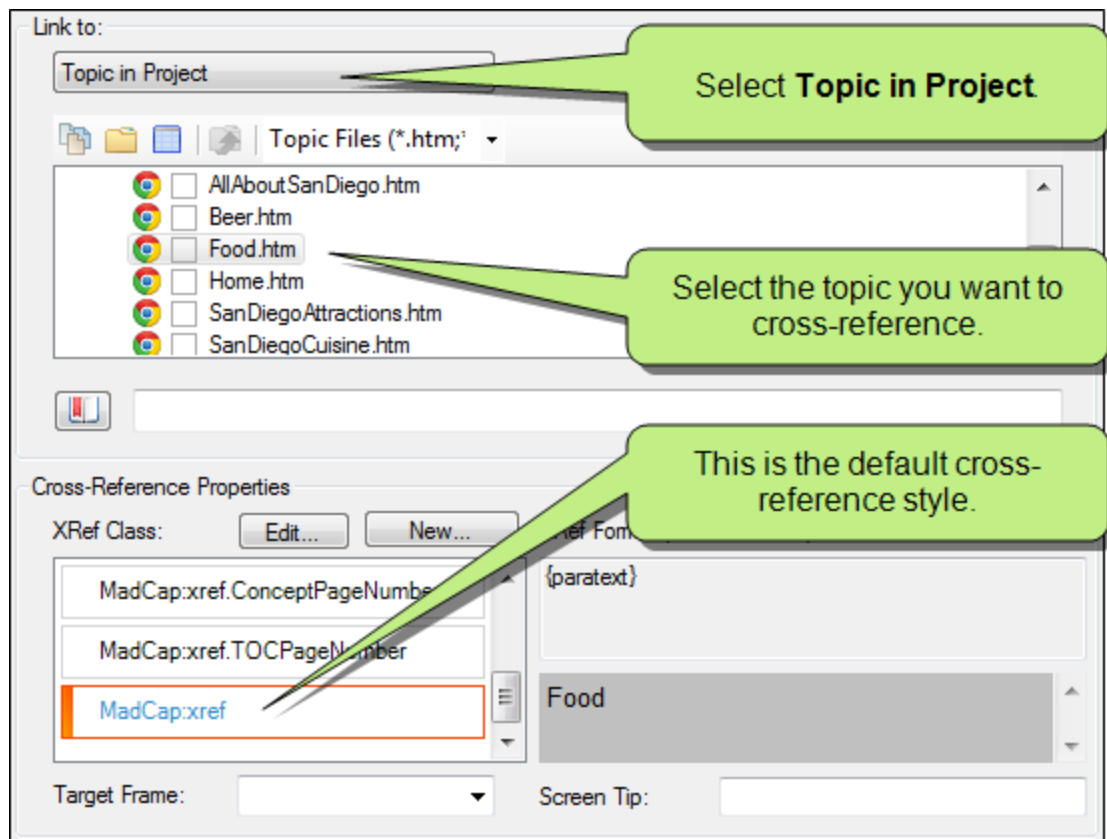
We are going to add two cross-references to our project using two different methods: the standard method and the drag-and-drop method.


### ***INSERT CROSS-REFERENCES USING THE STANDARD METHOD***

1. In the Content Explorer, double-click **SanDiegoCuisine.htm**. The topic opens in the XML Editor.
2. At the end of the paragraph, type *See* . (Be sure to leave a space after *See* and then type a period.)
3. Move your cursor back, and click just in front of the final period.
4. Select the **Insert** ribbon. In the **Links** section, select **Cross-Reference**. The Insert Cross-Reference dialog opens.
5. In the **Link to:** section, make sure **Topic in Project** is selected from the drop-down.
6. In the area below, you can select the topic to which you want to create a cross-reference. Select **Food.htm**.

7. At the bottom of the dialog is the **Cross-Reference Properties** section. On the left side of this section you can select the cross-reference style you want to use. You can also create a new style or edit an existing one. The right side shows you the format command and a preview of how the cross-reference appears in Flare.

Scroll to the bottom of the **XRef Class** field and notice the style called "MadCap:xref." This is the default cross-reference style and will be used by default when you insert a new cross-reference.



8. Click **OK**. Flare creates a cross-reference to Food.htm using the MadCap:xref style.
9. Click  to save your work.

### ***INSERT CROSS-REFERENCES USING THE DRAG-AND-DROP METHOD***

Another common way to insert cross-references is using drag-and-drop. This method automatically uses the main MadCap:xref style, so if you don't need to choose a different style, this is a good way to insert a cross-reference.

1. The SanDiegoCuisine.htm topic file should still be open in the XML Editor. We're going to add some text and another cross-reference after the "Food" cross-reference you already added. Your cursor should be placed between the cross-reference (the word "Food" and the period). You want it to display as a left bracket.

Like this:

See [Food](#)[

Not like this:

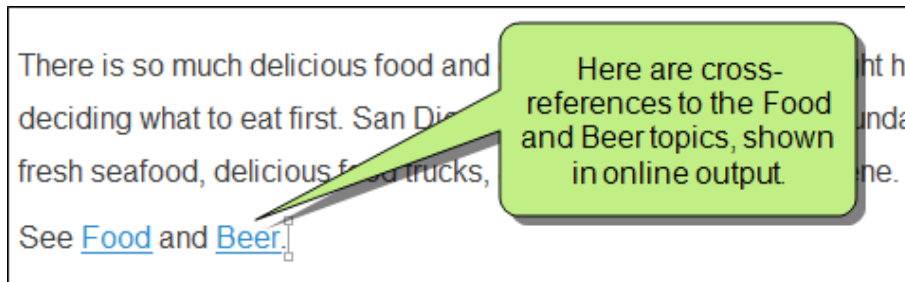
See [Food](#)]


If necessary, you can press the right arrow twice on your keyboard to change a right bracket to a left bracket.

Facing the bracket away from the cross-reference ensures that the new content you type will not become part of the link.

2. Once your cursor is facing the correct way, type  `and` . (Be sure to leave a space before and after `and`.)
3. In the Content Explorer, select **Beer.htm** and drag it after the word `and` (just before the period) in the XML Editor.

4. A red line appears when you can drop the topic. When the line is in the correct location, release the mouse button. Flare creates a cross-reference to Beer.htm using the MadCap:xref style.



5. Click  to save your work.

### **MORE INFORMATION**

For more information about cross-references, see the online Help.

## Inserting Drop-Down Text

If you have a very long topic, you may want to break up sections of it to make it easier to read. One way to do this is to add drop-down text. Drop-down text collapses sections of text under a single link in the topic (called a "drop-down hotspot"). When users click the hotspot in the output, the text expands and they can see the hidden content. If they click the hotspot again, the text collapses.

### ***INSERT DROP-DOWN TEXT***


1. In the Content Explorer, double-click **SanDiegoAttractions.htm**. The topic opens in the XML Editor.
2. At the end of the first paragraph, press **Enter** to add a new line. Then type `Balboa Park`.
3. Use your mouse to select the three elements that relate to Balboa Park: the text you just added, the paragraph about the park, and the image of the fountain.
4. Select the **Insert** ribbon. In the **Text** section, select **Drop-Down Text**.

5. Flare creates a drop-down for the text you selected. The text you added earlier (Balboa Park) now has a special style applied to it (MadCap:dropDownHotspot) to distinguish it as a clickable drop-down hotspot. All of the content that is included in the drop-down is surrounded by large, light gray brackets.



Let's add drop-downs for the sections about the Zoo and Petco Park.

6. Scroll down in the topic, and before the paragraph about the San Diego Zoo, add a new line and type `San Diego Zoo`.
7. Use your mouse to select the three elements that relate to the San Diego Zoo: the text you just added, the paragraph about the zoo, and the image of the panda.
8. Select **Insert>Drop-Down Text** to add a drop-down to this section.
9. Scroll down, and before the paragraph about Petco Park, add a new line and type `Petco Park`.

10. Use your mouse to select the three elements that relate to Petco Park: the text you just added, the paragraph about the ballpark, and the image of the ballpark.
11. Select **Insert>Drop-Down Text** to add a drop-down to this section.
12. Click  to save your work.



**Note:** Drop-down effects are supported only in online outputs. You can still have them in your topics if you plan to generate print-based outputs, such as PDF. However, it will just look like regular text.

There are many places to visit in San Diego, including Balboa Park, the San Diego Zoo, and Petco Park.

- ▶ BALBOA PARK
- ▶ SAN DIEGO ZOO
- ▶ PETCO PARK

In online output, drop-downs use a dynamic text effect. When you click the hotspot, it expands to reveal hidden content.

There are many places to visit in San Diego, including Balboa Park, the San Diego Zoo, and Petco Park.

BALBOA PARK

Balboa Park is a 1200 acre park in the middle of downtown San Diego. Inside the park are gardens, walking paths, and more than a dozen museums. Every year the park hosts hundreds of events, including concerts, marathons and races, festivals and parades.

Drop-down content is still available in printed output, but the dynamic effects are disabled. The text is expanded and the hotspot link is removed; only the text is shown.

We'll talk more about this in "Using Conditions" on page 58.



**Note:** If you have been following this tutorial in order, there is not an online target in the project yet. However, we'll revisit these drop-downs when we build HTML5 output. See "Creating a New Target" on page 56 and "Building HTML5 Output" on page 82.

### ***MORE INFORMATION***

For more information about drop-downs, see the online Help.

## Using Snippets

You can use snippets in your project whenever you need to use a chunk of content more than once, rather than rewriting content. Then, when you need to make a change, you can change the content in the snippet and the change will appear wherever you used the snippet. You don't need to make the same change multiple times.

A snippet can be as short or long as you want. It can be just a few words, a sentence, or several paragraphs. Snippets can contain any type of content, including text, images, lists, or even other snippets.

Let's create a short snippet and place it in our project.

### **CREATE A SNIPPET**

We will use Home.htm as the landing page when we set up an HTML5 target (see "Creating a New Target" on page 56 and "Building HTML5 Output" on page 82). There is good introductory information on this page that we can also use as an introduction in AllAboutSanDiego.htm, which will be the first topic in our PDF output (see "Building PDF Output" on page 85). Let's create a snippet so we can reuse this text.

1. In the Content Explorer, double-click **Home.htm**. The topic opens in the XML Editor.
2. Scroll down so you can see the gray area that contains a heading, three short paragraphs, and a list.
3. Select the first and second paragraphs and the entire list (the text starting with "San Diego" and ending with "San Diegans").



4. Select the **Home** ribbon. In the **Snippet** section, select **Create Snippet**. The Create Snippet dialog opens.

5. In the **Snippet File** field, type `SanDiegoIntro`. This is the name for your snippet.
6. In the **Project Folder** field, you can enter a location where you want to save your snippet. By default, snippets are saved in the Content folder in the Resources/Snippets folder. This is the recommended location for snippets, so we will not change this path.
7. In the **Snippet** field, use the scroll bar to review the content. You should see exactly the content you just selected (the text starting with "San Diego" and ending with "San Diegans").

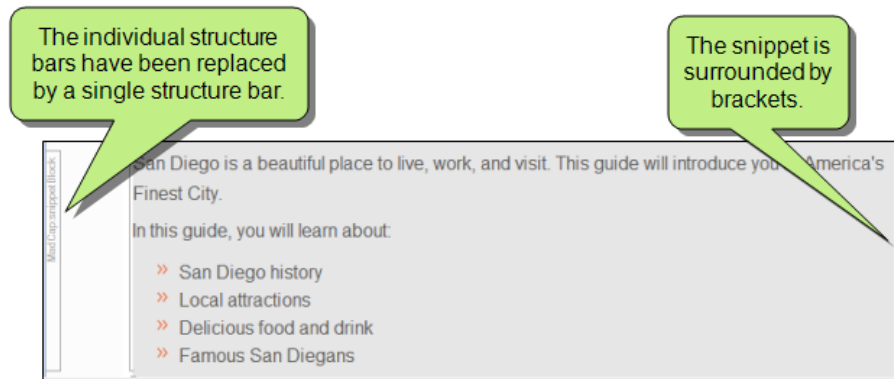


**Note:** The preview won't have any styling associated with it, so it will look somewhat plain. That's okay. The styles will show up in whatever topic the snippet is inserted into. But if anything else looks incorrect in the preview, you can click **Cancel** and start again.

8. Make sure the check box **Replace Source Content with the New Snippet** is selected. Since we want to use the snippet in the current topic, this will automatically insert the snippet into that topic for us.

The screenshot shows a dialog box for creating a new snippet. It has three main sections: 'Snippet File:', 'Project Folder:', and 'Snippet:'. The 'Snippet File' field contains the text 'SanDiegoIntro'. The 'Project Folder' field is a dropdown menu showing 'Resources/Snippets/'. The 'Snippet' field is a text area with a scroll bar containing the text: 'San Diego is a beautiful place to live, work, and visit. This guide will introduce you to America's Finest City. In this guide, you will learn about:'. At the bottom of the dialog box, there is a checked checkbox labeled 'Replace Source Content with the New Snippet'.

9. Click **Create**. Flare creates the snippet, inserts it into the topic, and adds the snippet file to the Content Explorer. Notice that the structure bars on the left side of the content (representing the individual paragraphs and the list) have been replaced by a single structure bar (i.e., the snippet block), and the snippet is surrounded by light gray brackets.

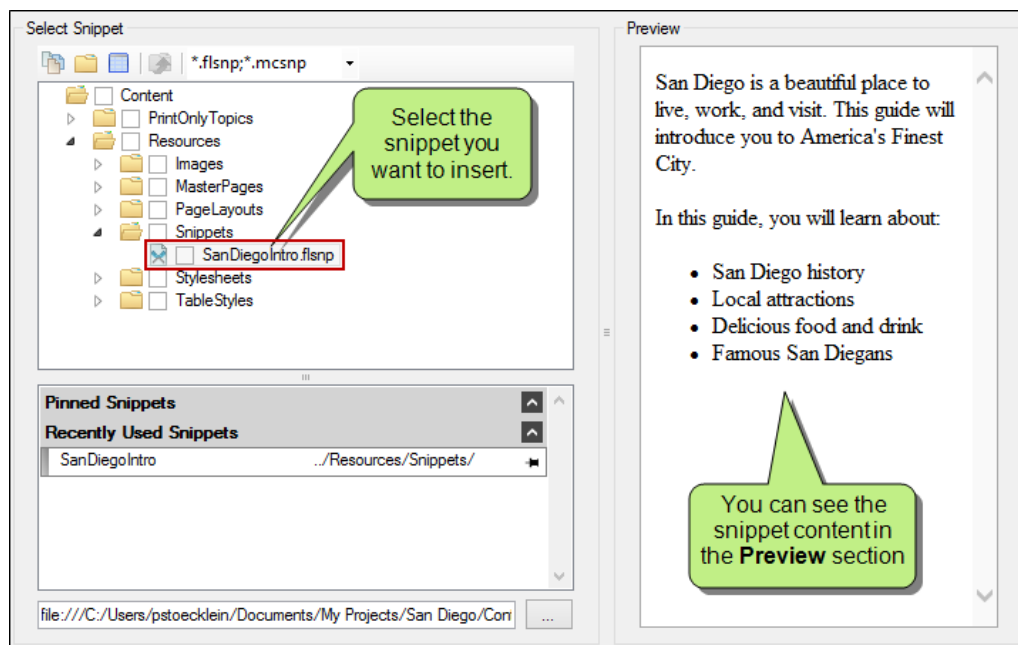


10. Click  to save your work.

## INSERT A SNIPPET

Now that we have created a snippet, we will insert it into another topic.

1. In the Content Explorer, double-click **AllAboutSanDiego.htm**. The topic opens in the XML Editor.
2. Click at the end of the **All About San Diego** heading and press **Enter** to create a new empty paragraph after it. This is where we will insert the snippet.
3. Select the **Insert** ribbon. In the **Single Source** section, select **Snippet**. The Insert Snippet Link dialog opens.
4. In the **Select Snippet** section, navigate to **Content>Resources>Snippets>SanDiegoIntro.flsnap**. When you select the snippet, you will see it in the Preview section so you can confirm that you have selected the correct snippet.



5. Click **OK**. The snippet appears in the topic between the heading and the History section.


## All About San Diego

San Diego is a beautiful place to live, work, and visit. This guide will introduce you to America's Finest City.

In this guide, you will learn about:


- » San Diego history
- » Local attractions
- » Delicious food and drink
- » Famous San Diegans

**History**

 HISTORY

San Diego was incorporated in 1850, the same year California became a state.

The snippet is added to the topic.

6. Click  to save your work.



**Tip:** You can also drag and drop snippets from the Content Explorer directly into your topic.



**Tip:** If you need to edit a snippet, you can double-click it in the Content Explorer. It will open in the XML Editor just like a topic. However, if you end up with many snippets over time, it might be difficult to locate the precise snippet you need. A quicker way to edit a snippet is to right-click on a snippet that is inserted in a topic and from the context menu select **Open Link**.

### **MORE INFORMATION**


For more information about snippets, see the online Help.

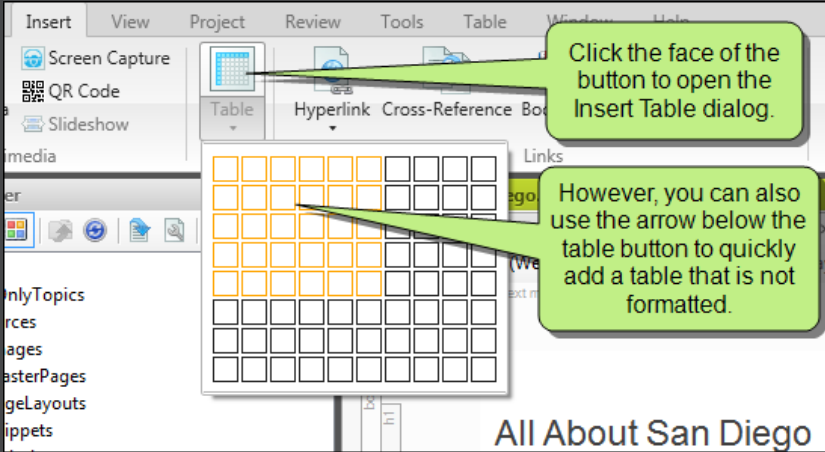
# Inserting Tables

You can use tables for many purposes in Flare. We are going to insert a small table into a topic to compare some information.

## INSERT A TABLE

1. In the Content Explorer, double-click **AllAboutSanDiego.htm**. The topic opens in the XML Editor.
2. Scroll down to the **History** section of the topic. Add a new empty paragraph between the two paragraphs in this section.
3. Select the **Insert** ribbon. In the **Table** section, select **Table** (the face of the button, not the down arrow). The Insert Table dialog opens.

 **Note:** If you click the down arrow below the Table button, it will open a grid that you can use to insert a basic table. That is fine for many uses, but for this tutorial, be sure to click the face of the button—not the arrow—so you can configure some properties in the Insert Table dialog.



Click the face of the button to open the Insert Table dialog.

However, you can also use the arrow below the table button to quickly add a table that is not formatted.

All About San Diego

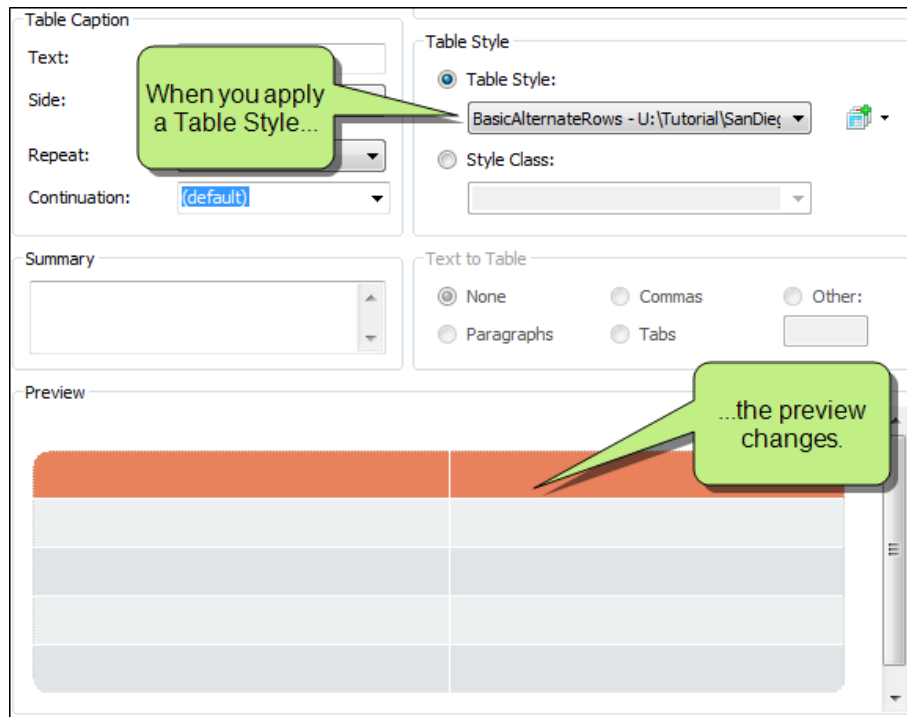
4. In the **Table Size** section, use the arrows to make the following changes:
- Set the **Number of columns** to 2.
  - Set the **Number of rows** to 4.
  - Set the **Number of header rows** to 1.

As you change these settings, the table in the Preview section updates to show you how your table will appear in Flare.

The screenshot shows the 'Table Settings' dialog box in Flare. The 'Table Size' section is highlighted with a green callout bubble that says 'Adjust the Table Size settings.' The settings are: Number of columns: 2, Number of rows: 4, Number of header rows: 1, and Number of footer rows: 0. The 'Table Caption' section has fields for Text, Side (Below table), Repeat (default), and Continuation (default). The 'Table Style' section has radio buttons for 'Table Style' (selected) and 'Style Class', with a dropdown menu set to '(default)'. The 'Text to Table' section has radio buttons for 'None' (selected) and 'Paragraphs', and an 'Other:' field. The 'Preview' section at the bottom shows a table with 2 columns and 4 rows, with the first row highlighted as a header row.

5. In the **Table Style** section, from the **Table Style** drop-down, select **BasicAlternateRows.css**.

As you change these settings, the table in the Preview section updates to show you how your table will appear in Flare.



6. Click **OK**. The empty table appears in the History section.

Let's add some data to our table.

7. Click in the top left cell of the table. This is your header row. Type `Historical Affiliation`.
8. Click in the top right cell of the table. Type `Date`.
9. In the **Historical Affiliation** column, type the following:
  - a. In the first cell, type `Spanish Empire`.
  - b. In the second cell, type `First Mexican Empire`.
  - c. In the third cell, type `United Mexican States`.
  - d. In the fourth (bottom) cell, type `United States`.
10. In the **Date** column, type the following:
  - a. In the first cell, type `1769–1821`.
  - b. In the second cell, type `1821–1823`.
  - c. In the third cell, type `1823–1848`.
  - d. In the fourth (bottom) cell, type `1848–present`.

Historical Affiliation	Date
Spanish Empire	1769–1821
First Mexican Empire	1821–1823
United Mexican States	1823–1848
United States	1848–present

11. Click  to save your work.

## WHAT ARE TABLE STYLES?

Flare uses table styles to determine the look of a table. They are a useful way to make sure all of your tables have a consistent look. For example, you can use a table stylesheet to determine the colors for your table's rows and columns, or for its borders. You can apply the table style to one table or to all of the tables in your project. Table styles are handled separately from regular stylesheets.

You can also use table styles to set default styles for the cell content. In the table style we applied, the header row is bold and centered (p.TableTextHead style class), while the rest of the rows are left-aligned and normal weight (p.TableText style class).

table	thead	tr	
tbody	tr		
tr			
tr			
tr			
tr			

Historical Affiliation	Date
Spanish Empire	
First Mexican Empire	1821–1823
United Mexican States	1823–1848
United States	

This content is using the p.TableTextHead style class.

This content is using the p.TableText style class.

## MORE INFORMATION

For more information about tables and table styles, see the online Help.

## Editing Variables

Variables contain short pieces of information that appear throughout a project, like your company name, website, and product name. You can create variables for just about anything. Variables work sort of like snippets: you can use them throughout your project, and when you make a change to them, the changes will appear anywhere you used the variable. This makes variables a great option for information that might change frequently, such as dates or version numbers.

When you create a new project, Flare automatically adds a few standard variables to your project. Let's edit some of these variables so our finished project will be a little less generic.

### ***EDIT A VARIABLE***

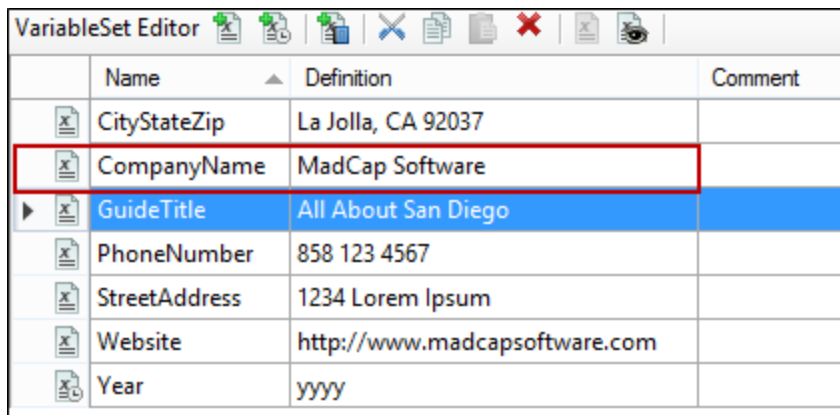
Up to this point, we have been working with resources that are stored in the Content Explorer. Variables are a project resource, so they are located in the Project Organizer.

1. Open the Project Organizer.
2. Expand the **Variables** folder.
3. Double-click the **General** variable set. The Variable Set Editor opens to the right.

Look at the different variables in this project. There are variables for the company name, street address (including a separate variable for the city, state, and zip code), phone number, website, and current year. There is also a variable for the name of the guide.



The name of each variable appears in the **Name** column. The content that will appear wherever the variable is used appears in the **Definition** column. Let's edit some of the variable definitions.

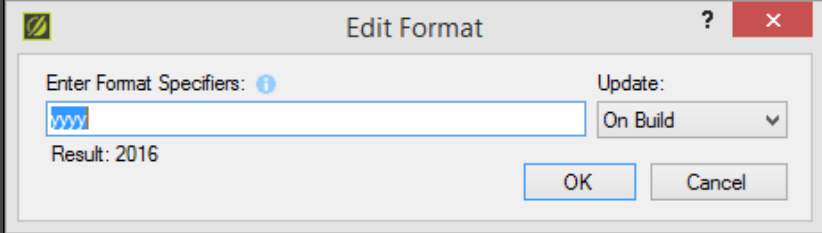
4. In the **Definition** column, double-click **My Company, LLC**. In the field, enter the name of your company and press **Enter**.



	Name	Definition	Comment
	CityStateZip	La Jolla, CA 92037	
	CompanyName	MadCap Software	
	GuideTitle	All About San Diego	
	PhoneNumber	858 123 4567	
	StreetAddress	1234 Lorem Ipsum	
	Website	http://www.madcapsoftware.com	
	Year	yyyy	

5. (Optional) In the **Definition** column, double-click and change the definition for any other variables that you want to customize.

 **Note:** You might have noticed that the Year variable has a slightly different icon, which uses a clock . This indicates that it is a Date/Time variable. Date/Time variables use format specifiers to represent the date or time. The Year variable uses the format "yyyy" to represent the current year (in 4-digit format).



**Edit Format**

Enter Format Specifiers:

Update: On Build

Result: 2016

OK Cancel

For more information about formatting and using Date/Time variables, see the online Help.

6. Click  to save your work.


## EXAMPLE

After you finish renaming variables, you can look at them in a topic. Open the **Content Explorer**, then expand the **PrintOnlyTopics** folder. Double-click **Copyright.htm**.



A screenshot of an XML document showing several fields with their values. The fields are: CompanyName (MadCap Software), StreetAddress (1234 Lorem Ipsum), CityStateZip (La Jolla, CA 92037), PhoneNum (858 123 4567), and Website (http://www.madcapsoftware.com). Each field is preceded by a small blue icon and followed by a small blue icon. The values are highlighted in gray.

These are some of the variables in the Copyright topic, including the CompanyName variable that we just changed.

All of the gray highlighted fields on this page are variables. Using the **Show Tags**  drop-down field in the local toolbar of the XML Editor, you can adjust your markers to display inserted variables in different ways (e.g., show/hide the variable name in the editor).

If you were to edit the variables again, and then come back to this topic, you would see the updated information.

We will use this topic again later when we build a PDF from this project. See "Building PDF Output" on page 85.

## MORE INFORMATION

For more information about variables, see the online Help.

# CHAPTER 4

## Making It Look Good

There are lots of ways in Flare to make your output look good. In this tutorial we're going to focus on the most common way to control the look of your documentation—styles. However, keep in mind that this tutorial only scratches the surface of how to use styles.

This chapter discusses the following:

Creating Style Classes .....	48
Applying Styles .....	53



## Creating Style Classes

You can use styles in your projects to format elements. While you can use local formatting (such as selecting a single word and using the Color button on the Home ribbon to make it red), using styles will save you time. If you change the properties for a style in the stylesheet, that change will be made anywhere you used the style class. You do not need to go back and make the change in every topic.

After you create a new Flare project, you'll see that there are already many styles for you to use. And you can change the properties for any of those styles to adjust the look.

In addition to using the styles that are already in place, you may find the need now and then to create your own style class. Think of a style class as a "child" of a "parent" style. A style class gives you more flexibility when using a style. For example, you might create a red h1 (heading 1) style class and a blue h1 style class. These would both be children of the h1 style (e.g., h1.red, h1.blue).

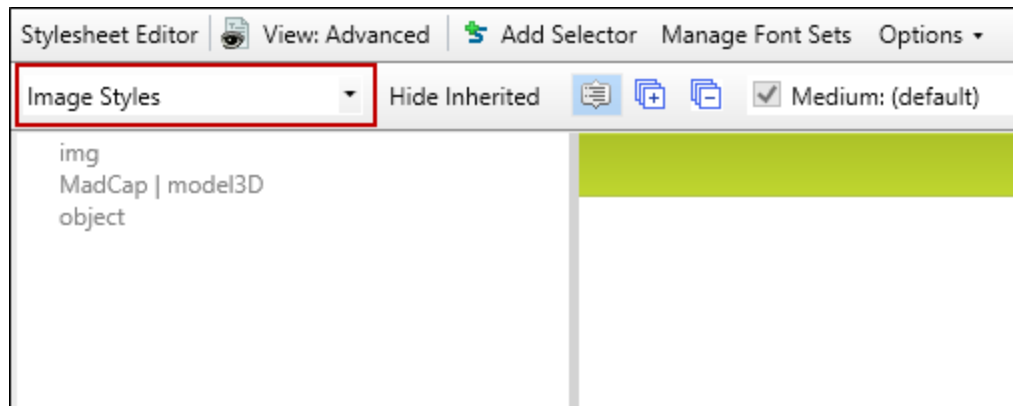
### **CREATE A STYLE CLASS**

We are going to create a style class of the parent image (img) style. Then we will modify our style class so that it turns online images into thumbnails. In other words, images will initially display very small but when they are clicked in online output, they will be shown at the full size in a popup.

1. In the Content Explorer, open **Resources>Stylesheets**.
2. Double-click the **MainStyles.css** stylesheet. The Stylesheet Editor opens to the right.
3. You can use the Simplified or Advanced view when editing a stylesheet. Let's use the latter. In the local toolbar of the Stylesheet Editor, make sure the first button is labeled **View: Advanced**. If it says **View: Simplified**, click it so that it change to the Advanced view.

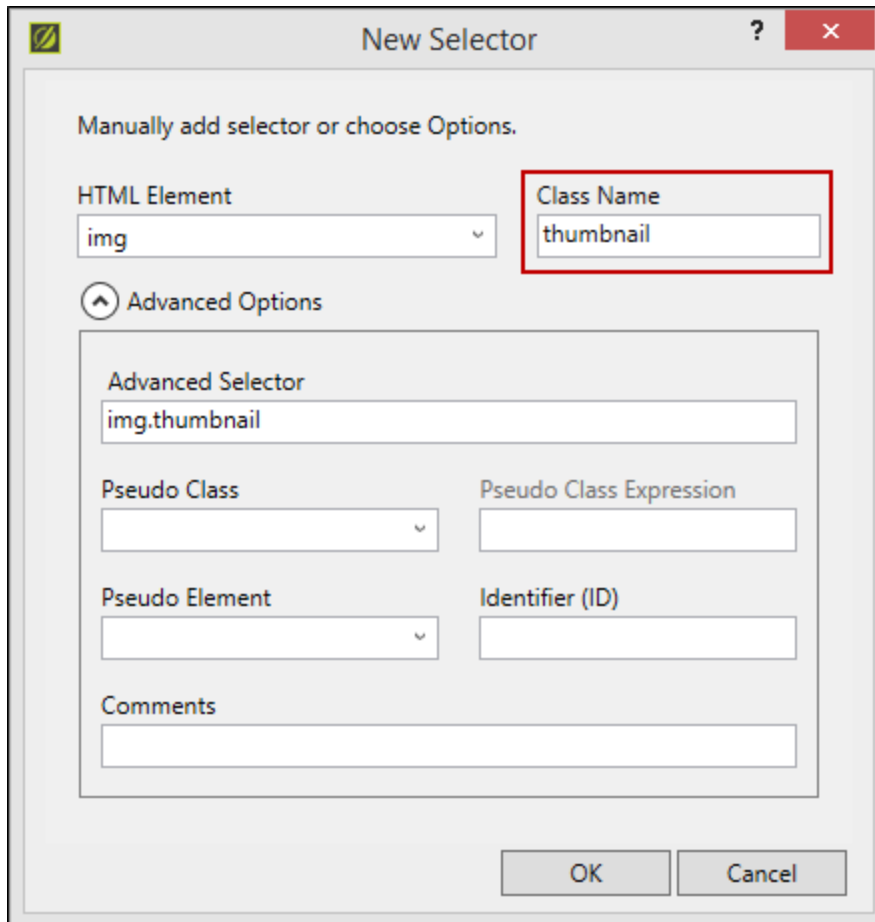
4. In the upper-left corner of the editor, make sure the drop-down is set to

Image Styles



5. In the **Styles** section, select **img**.
6. In the local toolbar of the editor, click **Add Selector**. The New Selector dialog opens.

7. In the **Class Name** field, type `thumbnail`.



**New Selector**

Manually add selector or choose Options.

HTML Element:

Class Name:

Advanced Options

Advanced Selector:

Pseudo Class:

Pseudo Class Expression:

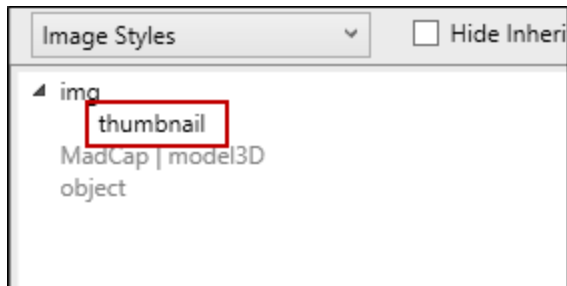
Pseudo Element:

Identifier (ID):

Comments:

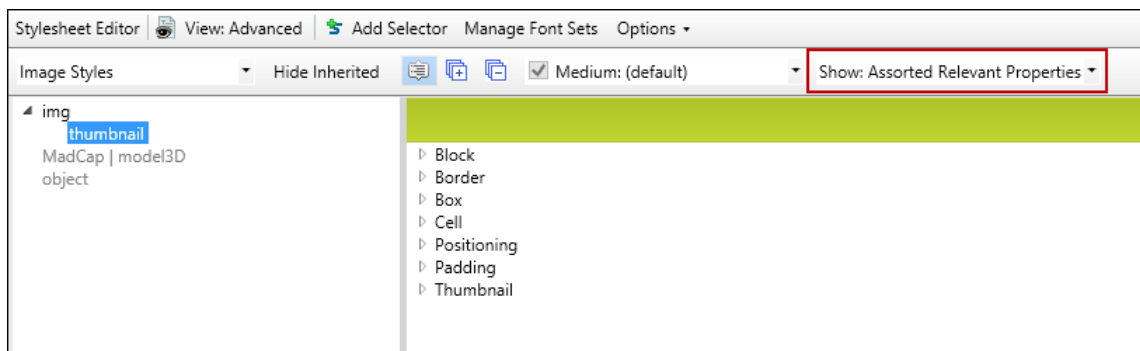
OK Cancel



8. Click **OK**. The thumbnail style class appears in the stylesheet, indented under the img parent style.

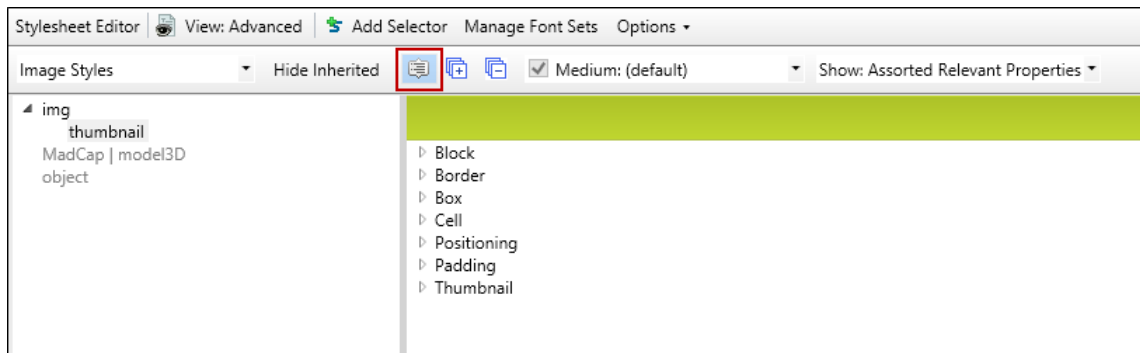


The style class is added, but the only properties it has right now are the ones it has inherited from the img style. Now we need to add unique properties to the thumbnail style class.

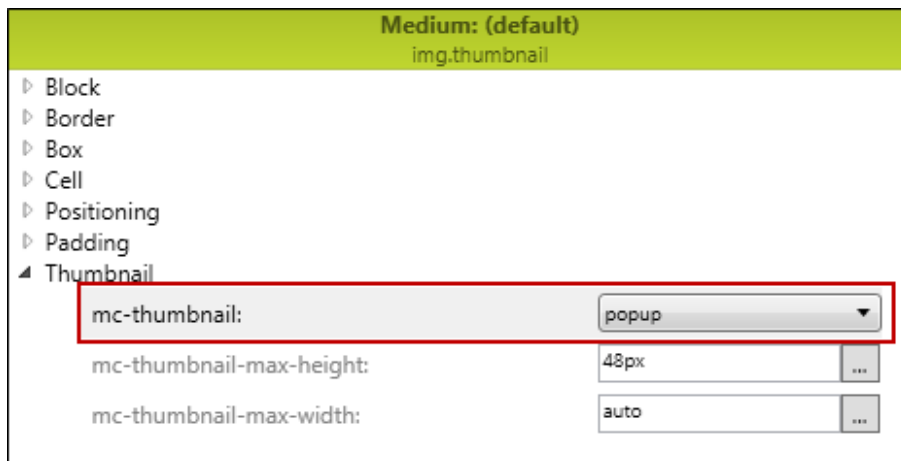
9. With the new **thumbnail** class selected, from the **Show** field in the upper-right corner of the editor, select **Show: Assorted Relevant Properties**. This will display only the properties that are related to images, making it a lot easier to find the properties that you need to set.



10. Make sure the properties on the right side of the editor are shown in group view, which means there will be different categories that you can expand and collapse. In the local toolbar, you should see a **Grouped View** button . If instead you see the **Alphabetical View** button , click it to switch to Group View.



11. Expand the **Thumbnail** group.
12. Next to the **mc-thumbnail** property, click the drop-down and select **popup**. We will leave the other thumbnail settings as they are.



13. Click  to save your work.

### **MORE INFORMATION**

For more information about styles and creating classes, see the online Help.

# Applying Styles

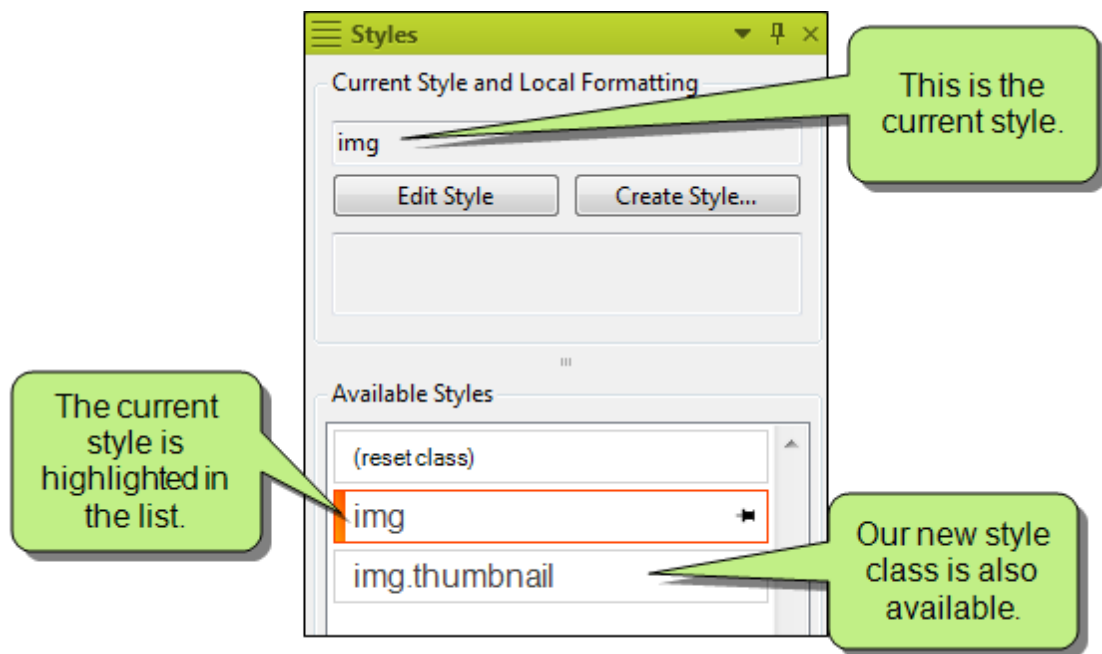
Now that we have created the thumbnail style, we can apply it to an image.

## APPLY A STYLE

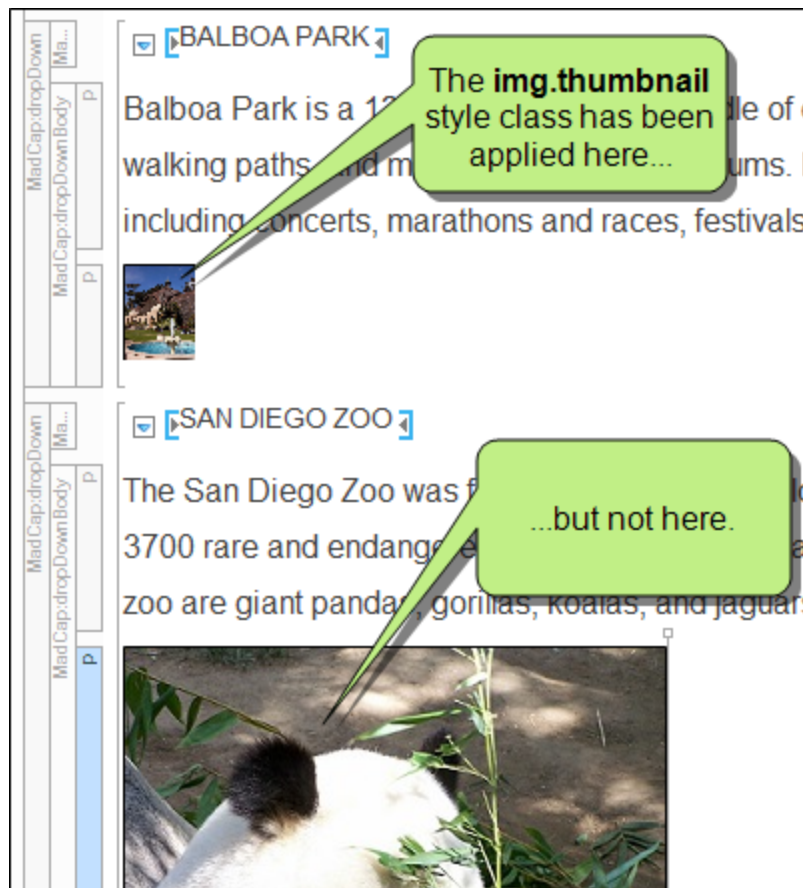
1. In the Content Explorer, double-click **SanDiegoAttractions.htm**. The topic opens in the XML Editor.
2. Select the **Home** ribbon. In the **Styles** section, select **Style Window**. The Styles window pane opens on the right side of the Flare interface.


The Styles window pane displays formatting options for the text that is currently selected. For example, if you have clicked in a paragraph, you will see several styles for formatting text, such as heading styles and any children of the parent p style.


3. In the XML Editor, select the image of the fountain. In the **Available Styles** section of the Styles window pane, the style that is currently applied to the image of the fountain (i.e., the **img** style) is shown at the top and highlighted in the list below.



4. In the Styles window pane, click **img.thumbnail**. In the XML Editor, the image of the fountain shrinks to the dimensions for the thumbnail (as specified in the stylesheet).



5. Apply the **img.thumbnail** style to the image of the panda and the image of Petco Park.
6. Click  to save your work.

 **Note:** If you want, you can apply the **img.thumbnail** style to other images in the San Diego project.

### **MORE INFORMATION**

For more information about applying styles, see the online Help.

# CHAPTER 5

## Developing Targets

After your project is styled, you are ready to start preparing your output files. You can set up different output types (e.g., PDF, HTML5, EPUB) and define settings that tell Flare what information to include in the final documents.

This chapter discusses the following:

Creating a New Target .....	56
Using Conditions .....	58
Working with Skins .....	68
Using a Table of Contents .....	75



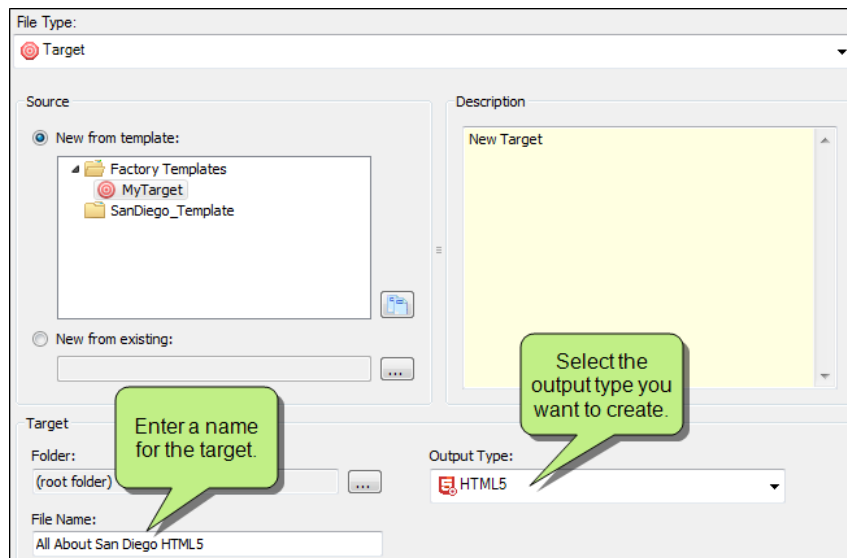
## Creating a New Target

When you want to produce a new kind of output, you need to add a target to your project. A target is a single instance of an output type, such as a PDF, an online Help system, an eBook, or a Word document. You can create as many targets as you need to.

Right now, the San Diego project is set up so you can build a single PDF target. However, we also want to create an online target. The type of online output we recommend most is HTML5.

### CREATE A NEW HTML5 TARGET


1. In the Project Organizer, right-click the **Targets** folder. From the context menu select **Add Target**. The Add File dialog opens.
2. In the Add File dialog, you can select the kind of target you want to create. In the **Source** area, make sure that **New from template** is selected, then select **MyTarget** from the list of factory templates (this should be selected by default). This will create a new target with default settings selected.
3. From the **Output Type** drop-down, select **HTML5**.
4. In the **File Name** field, enter `All About San Diego HTML5`.

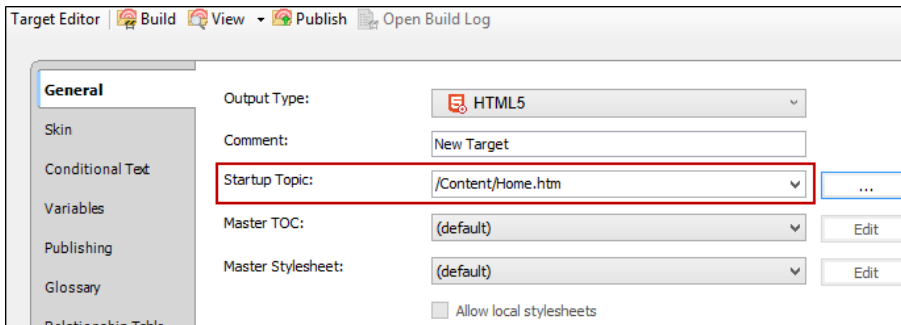


5. Click **Add**. The new target is added to the Targets folder in the Project Organizer.

## SET THE STARTUP TOPIC FOR A TARGET

We will use a special topic for the landing page (Home.htm) in our online target.

1. The editor for your new target should already be open. But in case it isn't, double-click the **All About San Diego HTML5** target in the Project Organizer.
2. In the Target Editor, select the **General** tab.
3. Next to the **Startup Topic** field, click . The Link to Topic dialog opens.
4. In the list of topics, select **Home.htm**.
5. Click **Open**. Home.htm is now associated as your target's startup topic.



6. Click  to save your work.



**Note:** The home page we are using for our HTML5 startup topic uses its own stylesheet and master page (these things are already set up for you). This is why it has a different look and feel than the other pages. If you want to learn more about how to configure the settings for HTML5 output, refer to the Top Navigation Tutorial in the online Help.

## MORE INFORMATION

For more information about targets, see the online Help.

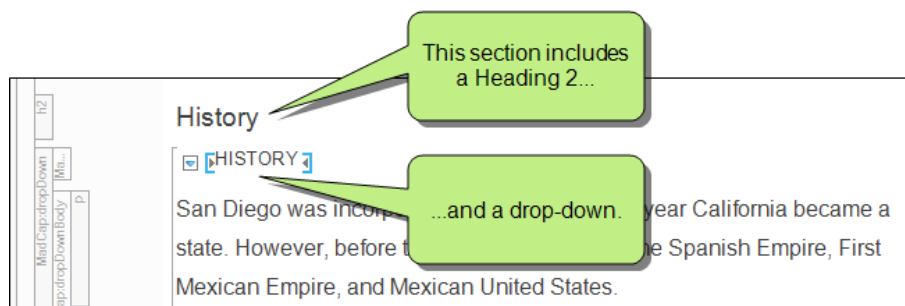
## Using Conditions

You may have noticed red and blue indicators on some drop-downs and headings in the San Diego project (take a look at Food.htm to see some). These colors indicate condition tags. The San Diego project has condition tags set up for printed and online output.

### APPLY CONDITION TAGS

1. In the Content Explorer, double-click **AllAboutSanDiego.htm**. The topic opens in the XML Editor.
2. Scroll down to the **History** section of the topic.

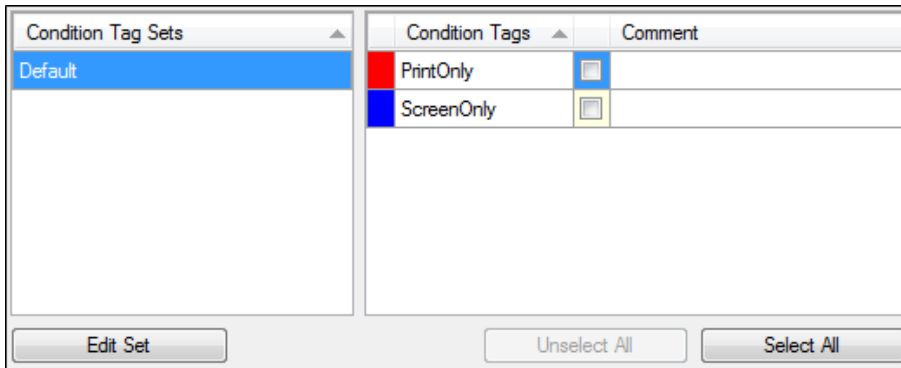
Notice that the History section contains both a drop-down and a Heading 2. As we discussed in "Inserting Drop-Down Text" on page 30, the drop-down effect only works in online outputs. Although we could use a drop-down as static text in our PDF, we will use the Heading 2 instead. It will work better with the PDF's built-in bookmarking features. We will use the drop-down in the online output.



In order to tell Flare which text to use in which output, we will assign condition tags to each element.

3. Right-click the word **History** used for the Heading 2.
4. From the context menu, select **Conditions**. The Condition Tags dialog opens.

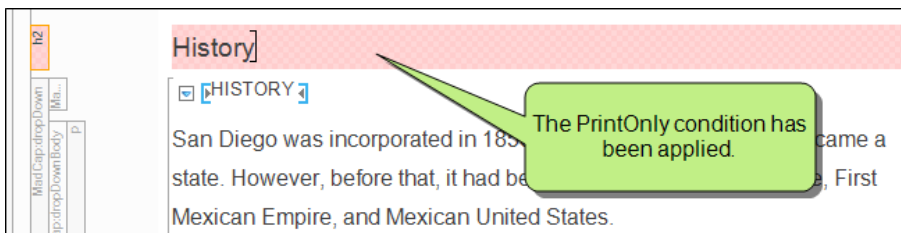
In this dialog, you can see the Default condition tag set. There are two conditions in the set: PrintOnly and ScreenOnly.




**Note:** In your own project, you can create as many condition tag sets and conditions as you need. And you don't need to use the ones provided in the Default condition tag set. They're simply a starting point for you.


5. Since we want this heading to appear in our PDF, select the check box next to **PrintOnly**.
6. Click **OK**.

If you have markers turned on, the entire Heading 2 is highlighted red.





**Note:** You can turn conditional indicators on and off by clicking  in the bottom toolbar of the XML Editor.

7. Click  to save your work.

Now we will apply an online condition tag to the drop-down hotspot. But this time we're going to do it a little differently. Conditions can also be associated with styles, so we're going to use that method.

8. In the Content Explorer, navigate to **Resources>Stylesheets** and double-click **MainStyles.css**. The Stylesheet Editor opens.
9. In the local toolbar, click **Add Selector**. The New Selector dialog opens.
10. Previously in this tutorial, we created a class of the parent img style (see "Creating Style Classes" on page 48). But now we're going to create something called a "generic style class." This class will not be directly associated with any parent style, which means that any parent style can use it. In the **HTML Element** field, clear any text in it.

11. In the **Class Name** field, type `OnlineOnly`.

New Selector

Manually add selector or choose Options.

HTML Element ▼ Class Name

Advanced Options

Advanced Selector

Pseudo Class ▼ Pseudo Class Expression

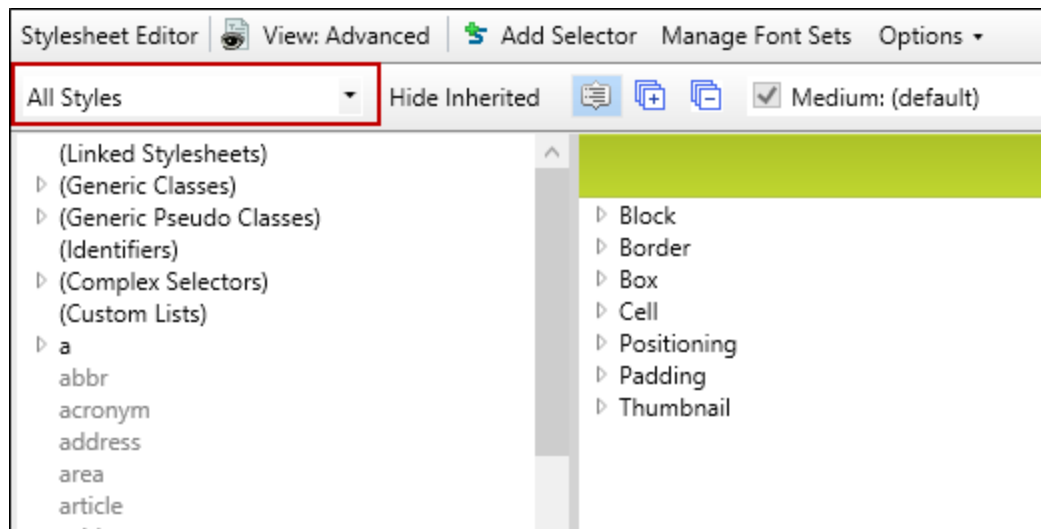
Pseudo Element ▼ Identifier (ID)

Comments

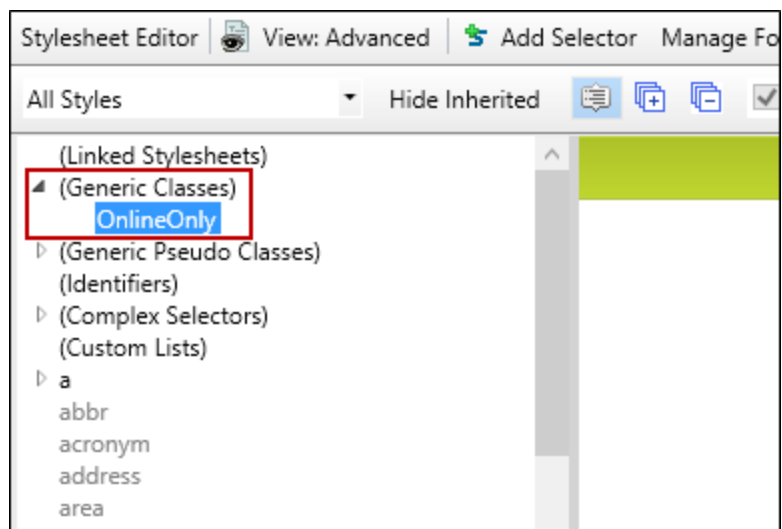
OK Cancel

12. Click **OK**.

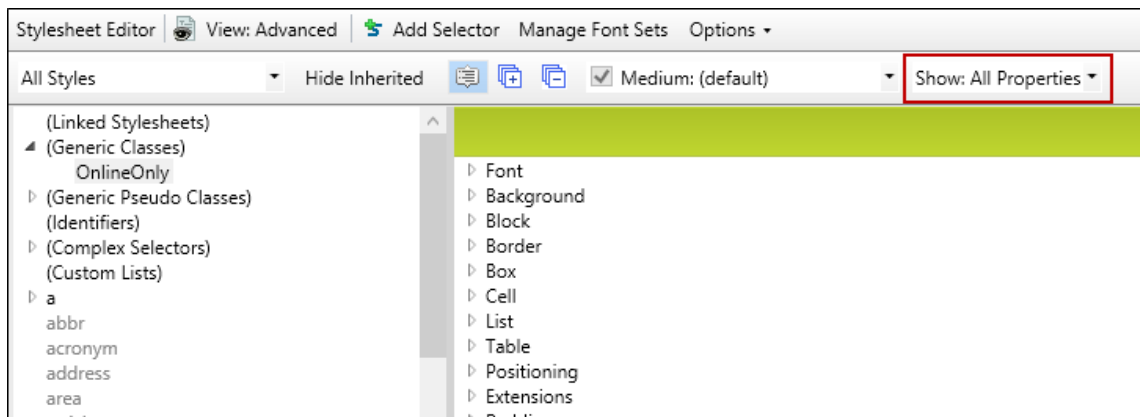
13. In the Stylesheet Editor, click in the drop-down in the upper-left corner and select **All Styles**.



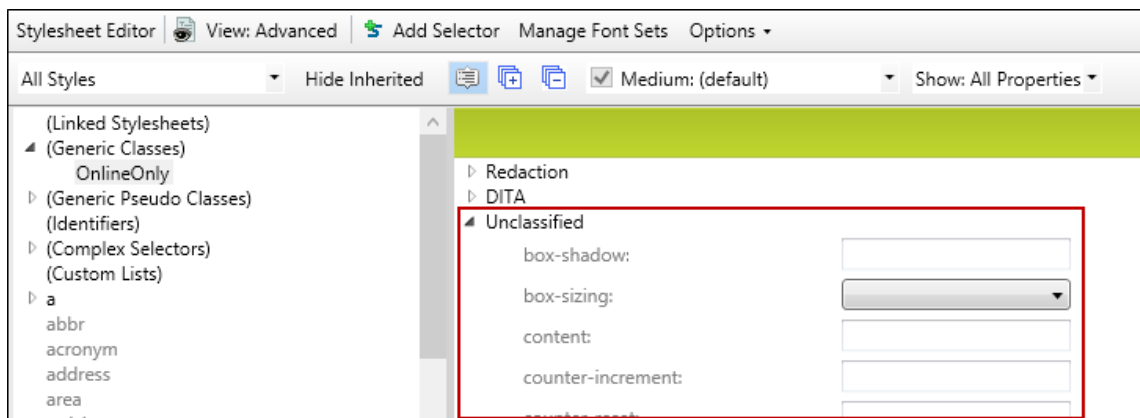
14. In the list of styles below, expand **(Generic Classes)**.
15. Select **OnlineOnly**, the class you just created.



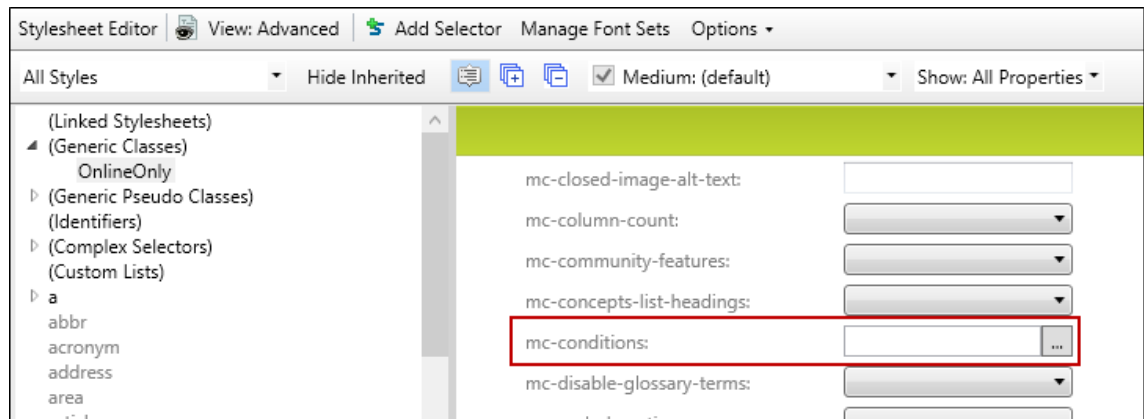
16. In the **Show** drop-down field in the upper-right corner, select **Show: All Properties**.




17. Expand the **Unclassified** group below.

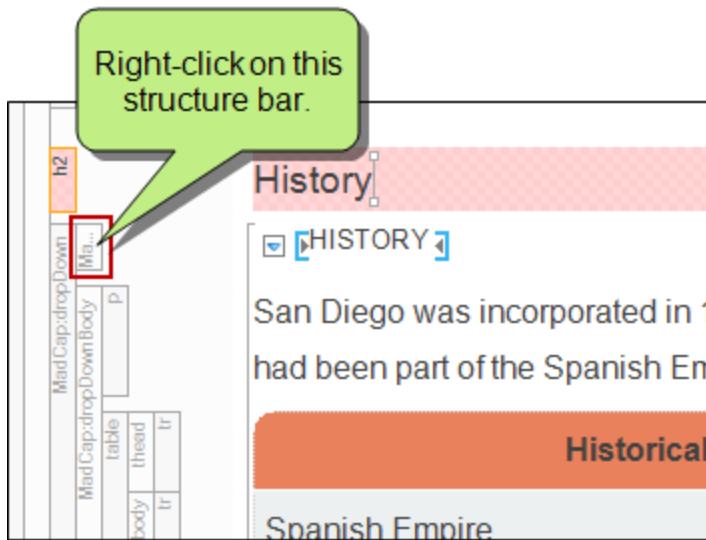


18. Scroll down until you find the **mc-conditions** property and click  to the right of it. The Condition Tags dialog opens.

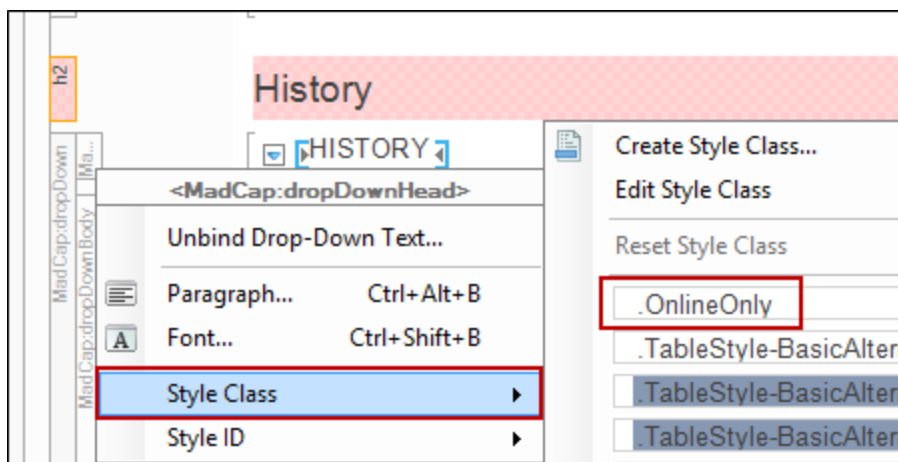


19. Since our new generic style class is intended for online content only, select the check box next to **ScreenOnly**.
20. Click **OK**.
21. Click  to save your work.
22. Now we will apply that new generic style class to the drop-down in our topic. Go back to the **AllAboutSanDiego.htm** topic.

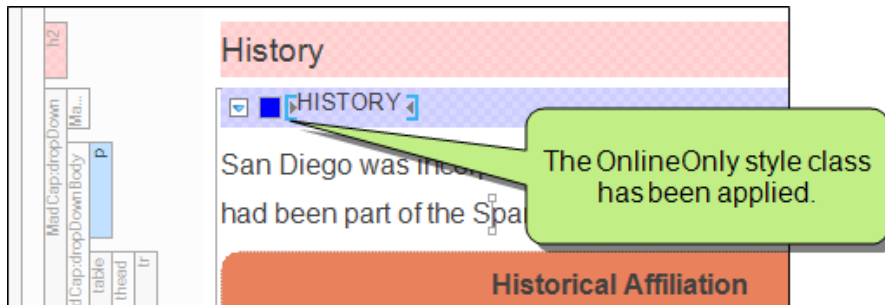
23. Right-click the drop-down structure bar just to the left of the **History** drop-down hotspot.




24. In the context menu, select **Style Class** and then choose **.OnlineOnly**.



25. A blue box appears next to the word "History" in the drop-down. If you have conditional indicators turned on, the entire drop-down heading is highlighted blue.



This second method might seem like a lot of steps, but remember, creating the style class and associating a condition with it is a one-time setup. Once that is done, you can apply the generic style class to any parent tag (e.g., p, ol, img) that you want to be shown only in online output. And that's a very quick task.


26. (Optional) You can also apply conditions in the **Climate** section below in the topic.
27. Click  to save your work.



**Note:** If you added drop-down text and Heading 2s to the San Diego Attractions topic (see "Inserting Drop-Down Text" on page 30), you can go back and add conditions to this topic as well.

This is not a requirement, though. In fact, you may want to build the PDF output twice—once before adding the headings and condition, and again after you add them—to see the difference between a heading and a drop-down in printed output.



**Tip:** You can also preview the topic to see your changes. In the local toolbar of the XML Editor, click . Preview both the PDF and the HTML5 target to see the differences. If you preview the HTML5 topic, you might notice that you see both the drop-down headings and the Heading 2s. That is because you have not yet associated conditions with that new target.

## ASSOCIATE CONDITION TAGS WITH A TARGET

You have applied condition tags to your topic, but they won't do anything if you don't also associate them with the targets you are going to build. Associating the condition tags with a target tells the Flare which conditions to include or exclude when building the output.

We have already associated conditions with the PDF target for you. But you still need to associate conditions with your new HTML5 target.

1. In the Project Organizer, expand the **Targets** folder.
2. Double-click the **All About San Diego HTML5** target. The Target Editor opens to the right.
3. Select the **Conditional Text** tab. This tab allows you to select which conditions will be included and which will be excluded from the output.
4. Next to the **Default.PrintOnly** condition, select the **Exclude** check box. We *do not* want to see content marked with the print condition in the HTML5 target.
5. Next to the **Default.ScreenOnly** condition, select the **Include** check box. We *do* want to see content marked with the screen condition in the HTML5 target.

Tags		Include	Exclude
Default.PrintOnly		<input type="checkbox"/>	<input checked="" type="checkbox"/>
Default.ScreenOnly		<input checked="" type="checkbox"/>	<input type="checkbox"/>

6. Click  to save your work.

## MORE INFORMATION

For more information about conditions, see the online Help.

## Working with Skins

When you are using an online output, you will want to give some structure and style to the page. Skins are a pre-designed look and feel for the final output. They let you set the logo, colors, fonts, and more for the area that surrounds the main topic content.

We could have discussed skins earlier in "Making It Look Good" on page 47, but skins need to be linked to an online target and we hadn't created our HTML5 target yet. So we'll take a look at skins now.



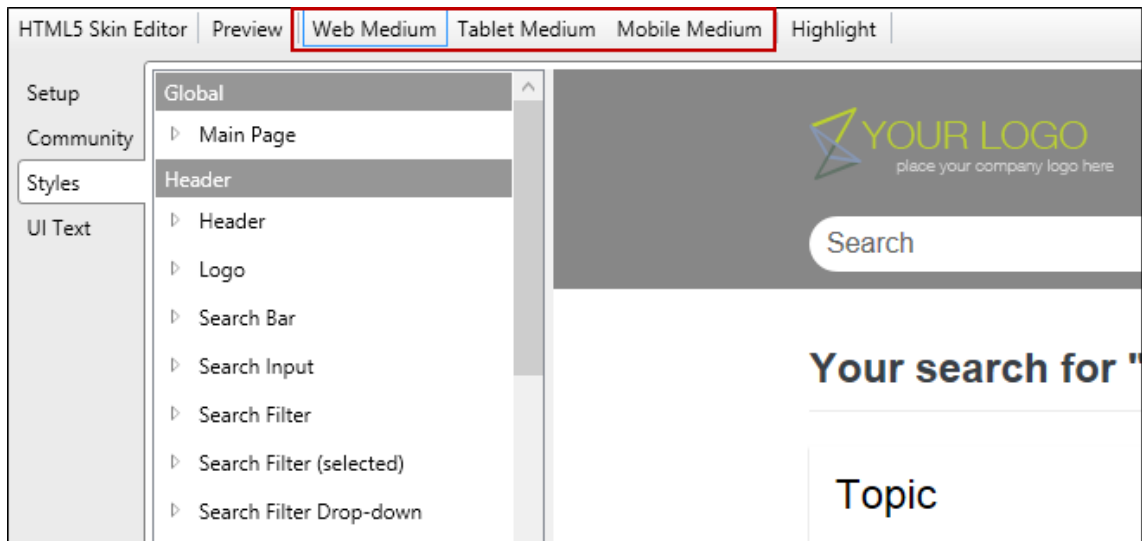
**Note:** You will find that many of the tasks in this tutorial don't necessarily have to be done in a precise order. For example, there might be times when you are near the end of your project, preparing to generate the final output (the final step in the overall process), but you decide to add a few new elements and some content (step 2 in the overall process) before doing so.

### **SET A LOGO IN THE SKIN**

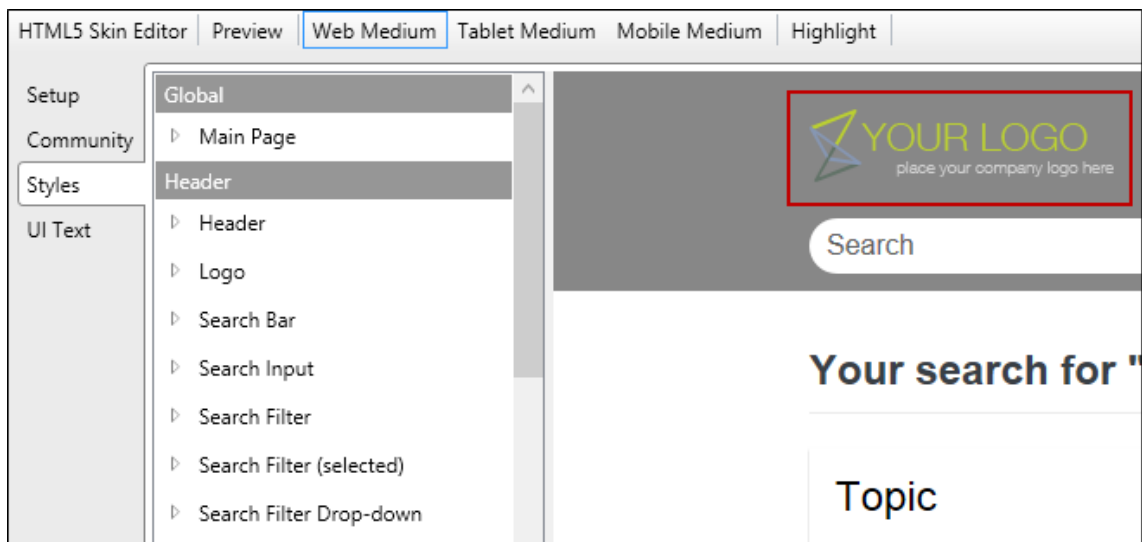
There are many things you can do to give your skin its own style. One of the first things you will probably do when setting up a skin is put your company or product logo in your skin. Let's put a logo in our skin.

1. In the Project Organizer, expand the **Skins** folder.
2. Double-click the **HTML5 - Top Navigation** skin. The HTML5 Skin Editor opens to the right.
3. Select the **Styles** tab. The skin styles are on the left side and a dynamic preview area is shown on the right side. By dynamic, we mean that you can actually click in the preview area and navigate to different parts of the skin.

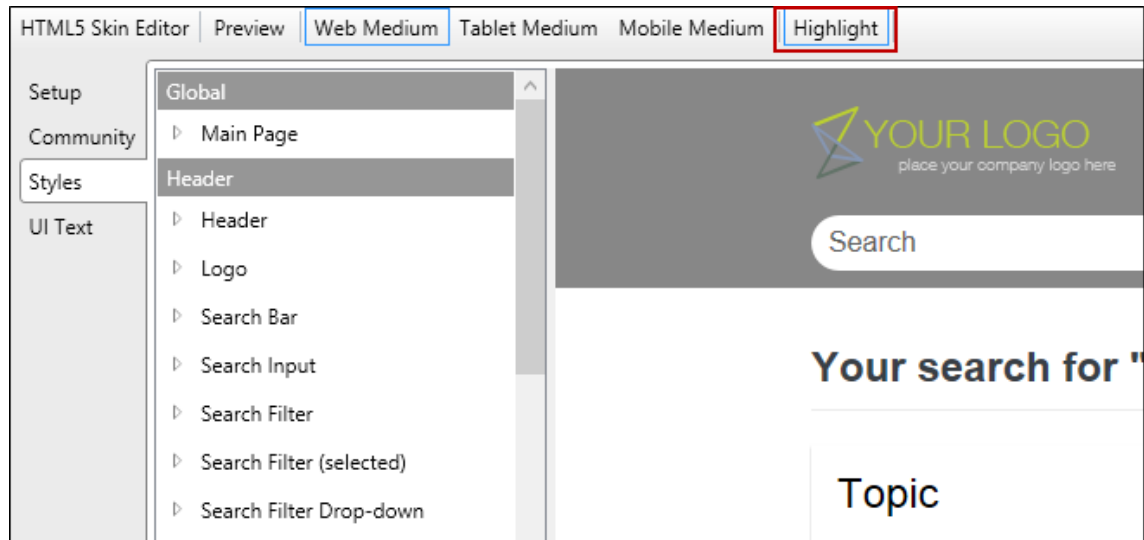
Also notice the three mediums at the top of the editor (Web, Tablet, and Mobile). These let you provide different style settings for the skin, depending on the size of the device. In this tutorial, we're only going to concern ourselves with the Web medium, so we'll keep it selected.



You should be able to see the default logo in the preview area.

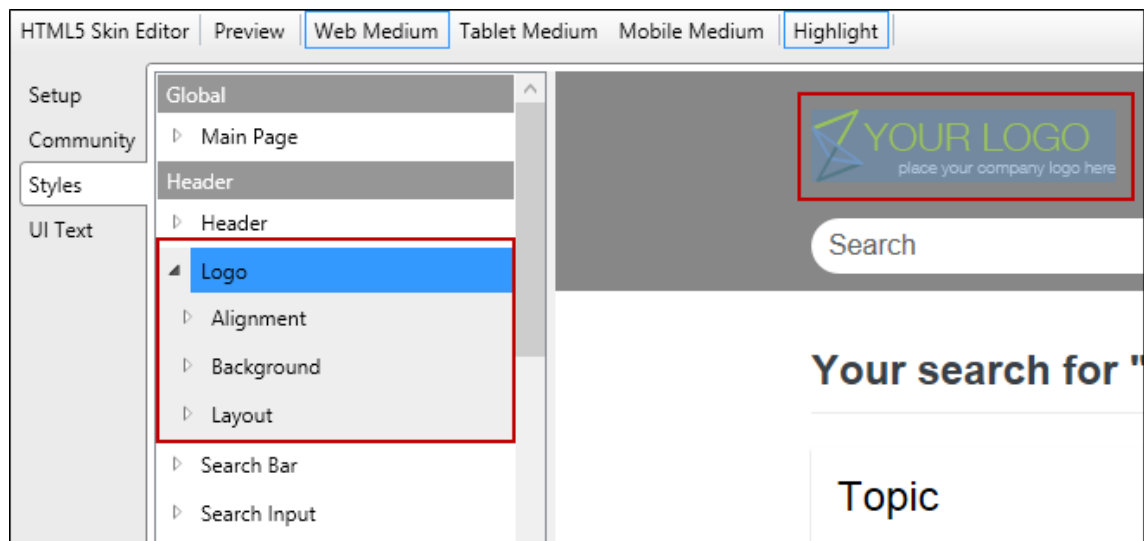


4. The Logo group is pretty easy to spot on the left side of the editor. But sometimes it can be a bit more difficult to find the style you need to change. So here's a little trick. In the local toolbar of the editor, click **Highlight**.

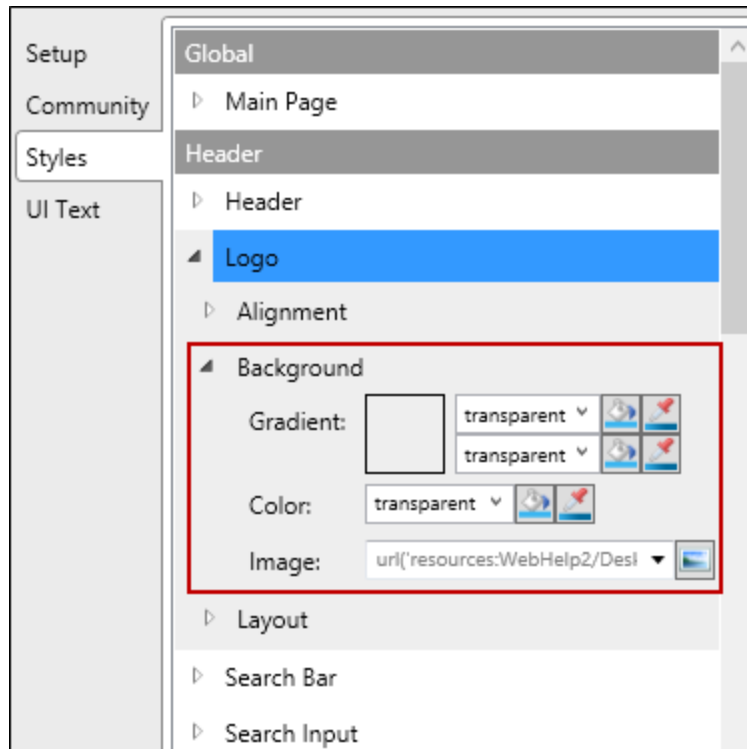




5. This button synchronizes the styles on the left with whatever you click in the preview area. Let's try it. In the preview, click the logo.

The Logo group on the left is selected and expanded. Now you know the general area where you need to make your changes.



6. Under the **Logo** section, expand the **Background** section.



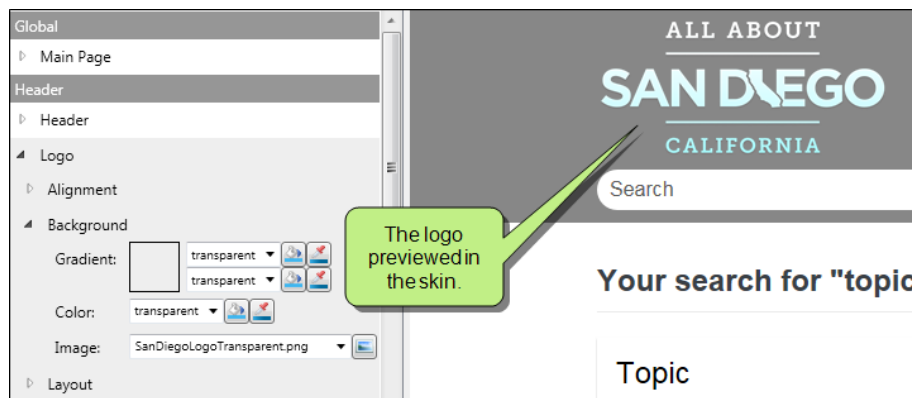
7. Next to the **Image** field, click . The Insert Image dialog opens.
8. In the dialog, click .

9. In the Open File dialog, navigate to...\\Documents\\MyProjects\\San Diego\\Content\\Resources\\Images. Then select **SanDiegoLogoTransparent.png**.



**Note:** This is the location for the logo if you used the project settings in "Creating a Project from a Template" on page 10. Otherwise, you can locate the logo in the location where you saved the San Diego project file.

10. Click **Open**.
11. Click **OK**. The logo appears in your skin. You can see the preview of how the logo will look in the final output on the right side of the HTML5 Skin Editor.



12. Click  to save your work.

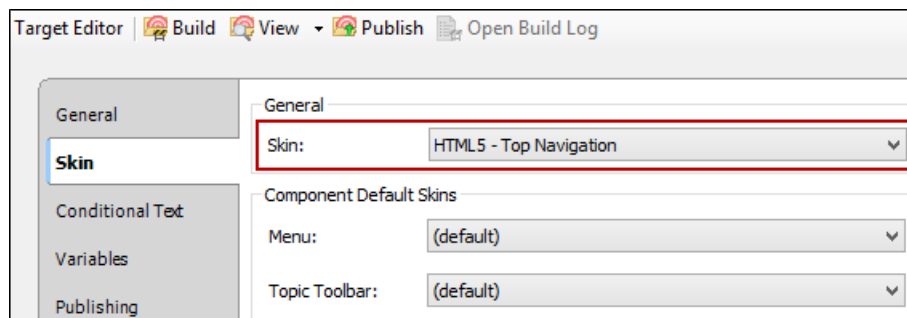



**Note:** In this project, a logo also appears in the Home Page master page, which controls the look of the home page. This logo has already been set up for you, but if you want to view it or change it, you can open the master page in your Flare project by navigating to **Content>Resources>MasterPages>HomePage.flm**.

## ASSIGN A SKIN TO A TARGET

Now that we've created the skin, we can assign it to the HTML5 target we created.

1. In the Project Organizer, expand the **Targets** folder.
2. Double-click the **All About San Diego HTML5** target. The Target Editor opens to the right.
3. Select the **Skin** tab.
4. In the **Skin** field, select **HTML5 - Top Navigation**.



5. Click  to save your work.

## MORE INFORMATION

For more information about skins, see the online Help.

## Using a Table of Contents

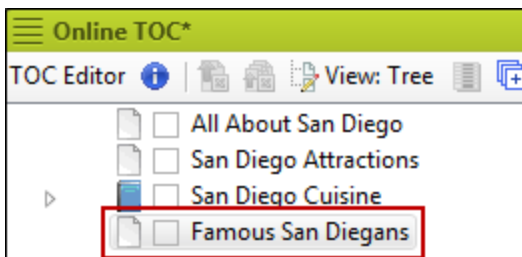
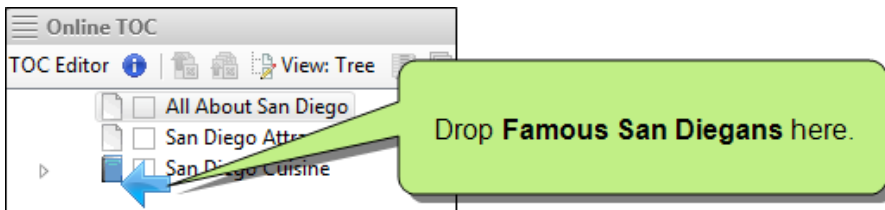
Let's create a table of contents (TOC) to organize the topics that will go into our targets.

But as you do this, keep something very important in mind. A TOC file in online output acts as your online navigation. But for print-based outputs, a TOC file acts more like an outline; it's simply used to tell Flare which topics should be included in the print output and in what order. The actual generated TOC in print-based outputs is done a bit differently. It uses something called a "TOC Proxy." See the online Help for more information.


In the San Diego template, there are two TOC files already created for you: one for printed output and one for online output. Since we added a topic to this project earlier (FamousSanDiegans.htm; see "Creating Topics" on page 18), we need to add that topic to these TOCs before we can build our outputs.

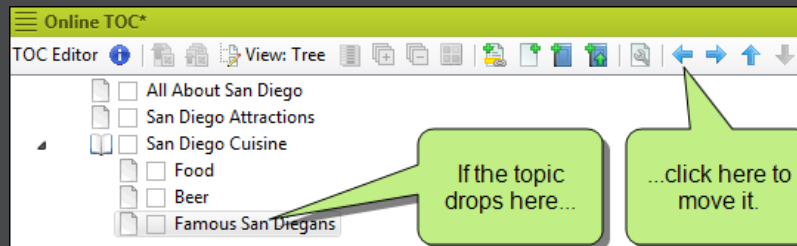
### ADD A TOPIC TO THE ONLINE TOC


1. In the Project Organizer, expand the **TOCs** folder.
2. Double-click **Online TOC**. The TOC Editor opens to the right.
3. Open the Content Explorer.
4. In the Content Explorer, select **FamousSanDiegans.htm** and drag it to the TOC Editor on the right. You will see a blue arrow when you can drop it. Drop the topic under **San Diego Cuisine**.





**Note:** This topic should appear under San Diego Cuisine, but not on the same level as Food and Beer. If Famous San Diegans drops on the same level as Food and Beer, use the blue arrow  in the local toolbar of the TOC Editor to move it to the same level as San Diego Cuisine.

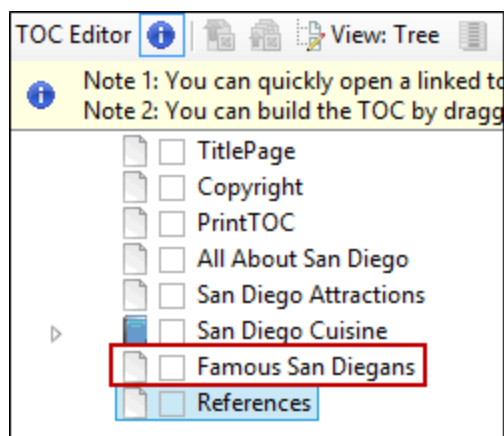


5. Click  to save your work.

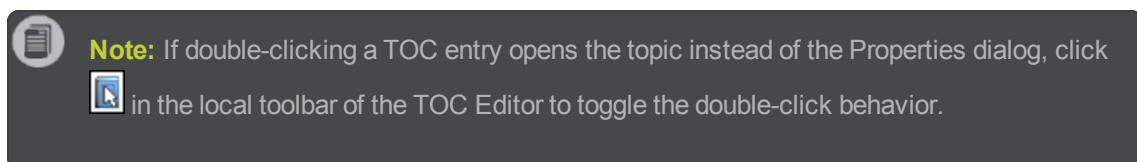
### ADD A TOPIC TO THE PRINT TOC

Adding a topic to the Print TOC follows basically the same steps. However, there are a few additional steps because you must set printed output settings for the new topic.

1. In the Project Organizer, expand the **TOCs** folder.
2. Double-click **Print TOC**. The TOC Editor opens to the right.
3. In the Content Explorer, select **FamousSanDiegans.htm** and drag it to the Print TOC. You will see a blue arrow when you can drop it. Drop the topic under **San Diego Cuisine** and before **References**.



4. In the TOC Editor, double-click **Famous San Diegans**. The Properties dialog opens.



5. Select the **Printed Output** tab.

Famous San Diegans should be a new chapter in our PDF guide, so we will set it up to use these settings.

6. In the **Break Type** field, select **Chapter Break**.

7. In the **Page Layout** field, select **Chapters**. This is a page layout that is included with the San Diego template.
8. In the **Page Type** field, select **First Right**. This will automatically start the chapter on a right page.

General

**Printed Output**

Auto-numbers

Conditional Text

Auto-generate

Advanced

Chapter/Page Layout Break

Break Type:  
Chapter Break

Page Layout:  
Chapters - /Content/Resources/PageLayouts/


Page Type:  
First Right

Chapter File Name:  
(default)

Auto-end on 'left' page:  
Enabled

Open File

It is recommended that you instead inject empty pages via the target. See the Help for more information.

9. Click **OK**. When you build the PDF output, you will notice these settings.
10. Click  to save your work.

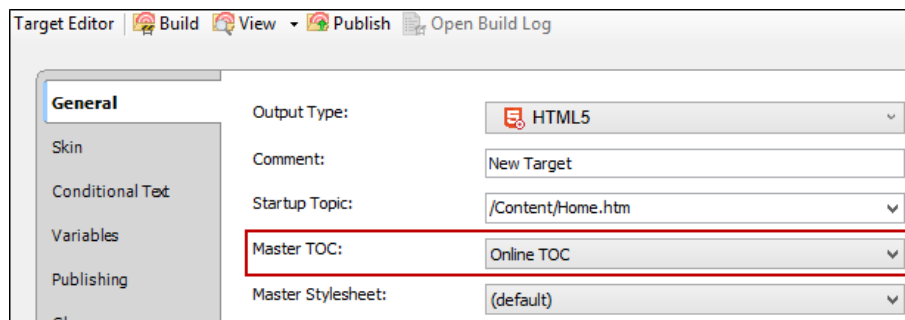


**Note:** There's more to preparing a project for print-based output than what we're showing you here. How much is involved depends on how intricate you want to get with your output. See the online Help for more information.

## ASSIGN A TOC TO A TARGET

The Print TOC file is already associated with our PDF target. But we still need to assign the Online TOC file to our HTML5 target.

1. In the Project Organizer, expand the **Targets** folder.
2. Double-click the **All About San Diego HTML5** target. The Target Editor opens to the right.
3. Select the **General** tab.
4. In the **Master TOC** field, select **Online TOC**.



5. Click  to save your work.

## MORE INFORMATION

For more information about TOCs, see the online Help.



# CHAPTER 6

## Building Output

After your targets are prepared, you are ready to build your final output. In this tutorial, you will build PDF and HTML output.



**Note:** A PDF target has been created for you as part of the San Diego template. However, if you want to build HTML5 output, you must first follow the tutorial steps to create an HTML5 target. See "Creating a New Target" on page 56.

This chapter discusses the following:


Building HTML5 Output .....	82
Building PDF Output .....	85



# Building HTML5 Output

When you have finished adding all of your content to the project and made sure all of the styles and target settings are set, you are ready to build your final output.

## **BUILD HTML5 OUTPUT**

1. In the Project Organizer, expand the **Targets** folder.
2. Double-click the **All About San Diego HTML5** target.
3. In the local toolbar of the Target Editor, click  **Build**. The Builds window pane opens at the bottom of the Flare interface, and the target begins to build.



**Note:** The Builds window pane opens automatically when you generate a target. You can monitor the progress of the target's build status in this pane. As the target is building, you will see a light green progress bar in the Build Progress column. When the build completes successfully, the progress bar turns dark green. If an error prevents the build from finishing, the bar turns red and the build stops.

Builds									
Clear Finished View Output Open Build Log Stop Build Rebuild Target Build Targets Open Output Folder Clean Target									
Start Time	Target	Project	Status	Build Progress	Compile Progress	Compile Status	Warnings	Ignored Warnings	Errors
3/9/2016 3:21:30 PM	All About San Diego HTML5	U:\Projects -- Flare\Tutorials\San Diego	Running	<div></div>	<div></div>	Processing topic: F	0	0	0
3/9/2016 3:21:12 PM	All About San Diego PDF	U:\Projects -- Flare\Tutorials\San Diego	Finished	<div></div>	<div></div>	Done	0	2	0


For more in-depth information about the information in the Builds window pane, please see the online Help.

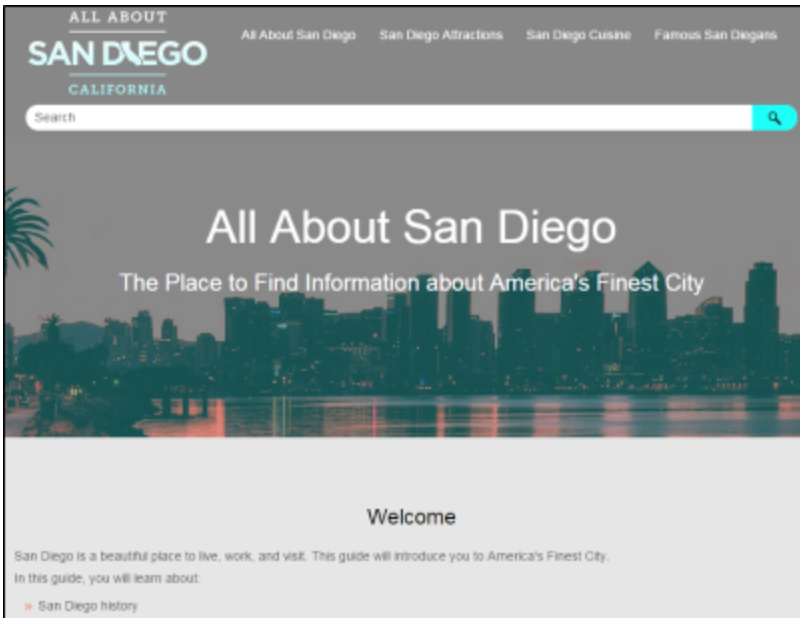


**Note:** There are several other ways to build a target, including from the Builds window pane and from the Project ribbon.

## VIEW HTML5 OUTPUT

After you have built your output, you can view it. In the Builds window pane, you can double-click the row.

Alternatively, in local toolbar of the Target Editor, you can click  **View**. The HTML5 output opens in your default web browser.



**Tip:** You can set Flare to open output automatically when the build is finished. To do this, select **File>Options**. In the Options dialog, select the **Build** tab, then select the check box next to **View output after successful build**.



**Note:** If you build output while using a trial version of Flare, you will see jumbled characters in your output. After you become a licensed user, you will be able to build output normally.

## **REVIEW THE SAN DIEGO PROJECT IN HTML5 OUTPUT**

We have made many changes to the San Diego project. Here is a list of things you might want to look at in the HTML5 output. When you build your PDF output (see "Building PDF Output" on the following page), compare the two and see how these items differ.

- » **Home Page** Look at the startup topic. Also notice how it has a different look and feel from the rest of the topics. That's because it is using a different stylesheet and master page.
- » **Cross-References** Look for cross-reference links in the San Diego Cuisine topic.
- » **Condition Tags** Look at how condition tags affect drop-down text, or any other areas where you may have added condition tags.
- » **Drop-Down Text** Look for drop-down text and its behavior.
- » **Skins** Look at the top of the topics and see the logo that you added.
- » **Styles** Experiment with the popup thumbnail style on the images in the San Diego Attractions topic.
- » **Table of Contents** Notice the way the navigation works in HTML5 output and how it differs from the Table of Contents in PDF output. In HTML5 Top Navigation output such as this, the TOC is converted to menus; you can also add context-sensitive side menus (use one of the Top Navigation project templates when creating a project to see this in action). In Tripane outputs, the navigation will look more like a traditional TOC in an online Help system.

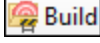
## **MORE INFORMATION**

For more information about building output and HTML5 targets, see the online Help.

# Building PDF Output


Now let's build the PDF output.

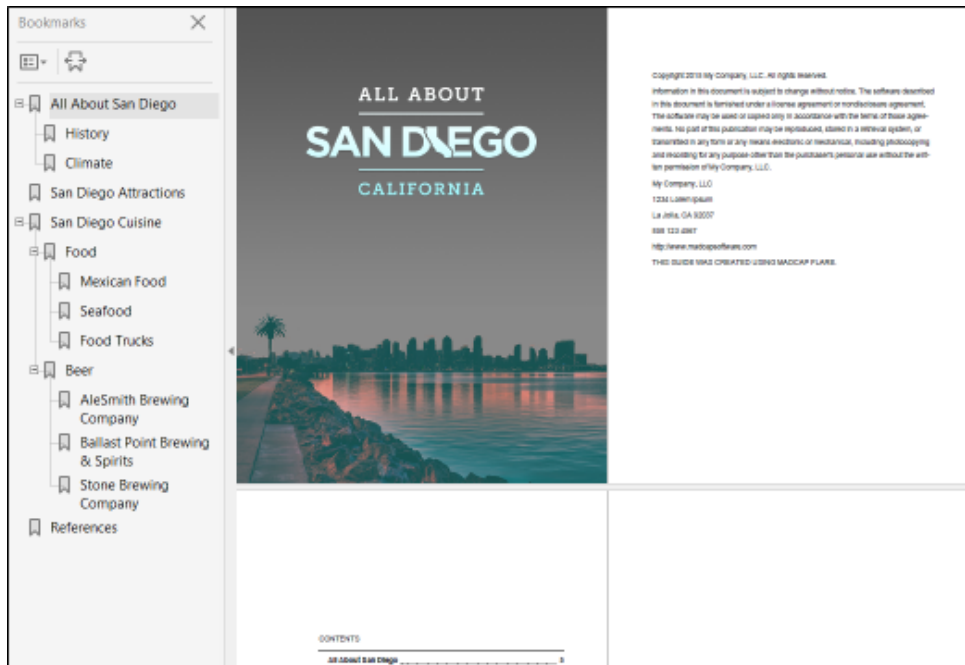
## BUILD PDF OUTPUT

1. In the Project Organizer, expand the **Targets** folder.
2. Double-click the **All About San Diego PDF** target.
3. In the local toolbar of the Target Editor, click . The Builds window pane opens at the bottom of the Flare interface, and the target begins to build.

## VIEW PDF OUTPUT

After you have built your output, you can view it. In the Builds window pane, you can double-click the row.

Alternatively, in local toolbar of the Target Editor, you can click . PDF output opens in your default PDF viewer.



### **REVIEW THE SAN DIEGO PROJECT IN PDF OUTPUT**

Here is a list of things you might want to look at in the PDF output. When you build your HTML5 output (see "Building HTML5 Output" on page 82), compare the two and see how these items differ.

- » **Condition Tags** Look at how condition tags affect drop-down text (if you did not condition out drop-downs), headings, or any other areas where you may have added condition tags.
- » **Cross-References** Look for context-sensitive cross-references in the San Diego Cuisine topic.
- » **Drop-Down Text** If you did not condition out the drop-down text in the San Diego Attractions topic, look at how it appears when left in printed output.
- » **Styles** Look at the images in the San Diego Attractions topic (where you applied the thumbnail popup style) and notice that the thumbnail setting was ignored because it doesn't apply to print-based output.
- » **Table of Contents** Look at the Table of Contents and see how it differs from the navigation in HTML5 output. Also notice how the chapters start on right pages, leaving a blank page on the previous left page. This includes the Famous San Diegans topic, which you set to be the start of a new chapter.
- » **Variables** Look at the Copyright page and the variables on this page.

### **MORE INFORMATION**

For more information about PDF targets, see the online Help.

# APPENDIX

## PDFs

The following PDFs are available for download from the online Help.

### TUTORIALS

*Getting Started Tutorial*

*Product Foldout Tutorial*

*Top Navigation Tutorial*

*Tripane and PDF Tutorial*

### USER GUIDES

*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*

*Skins Guide*

*Snippets Guide*

*Source Control Guide: Git*

*Source Control Guide: Perforce*

*Source Control Guide: Subversion*

*Source Control Guide: Team Foundation Server*

*Source Control Guide: Visual SourceSafe*

*Styles Guide*

*Tables Guide*

*Tables of Contents Guide*

*Targets Guide*

*Templates Guide*

*Topics Guide*

*Touring the Workspace Guide*

*Transition From FrameMaker Guide*

*Variables Guide*

*WebHelp Outputs Guide*

*What's New Guide*

## **CHEAT SHEETS**

*Folders and Files Cheat Sheet*

*Print Output Cheat Sheet*

*Shortcuts Cheat Sheet*

*Structure Bars Cheat Sheet*

*Styles Cheat Sheet*