

MADCAP CENTRAL

Building Output Guide

Copyright © 2024 MadCap Software. All rights reserved.

Information in this document is subject to change without notice. The software described in this document is furnished under a license agreement or nondisclosure agreement. The software may be used or copied only in accordance with the terms of those agreements. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or any means electronic or mechanical, including photocopying and recording for any purpose other than the purchaser's personal use without the written permission of MadCap Software.

MadCap Software
1660 17th Street, Suite 201
Denver, Colorado 80202
858-320-0387
www.madcapsoftware.com

THIS PDF WAS CREATED USING MADCAP FLARE.

CONTENTS

CHAPTER 1

Introduction 5

CHAPTER 2

Main Activities for Builds 7

- Generating and Scheduling Builds 7
- Publishing Directly to Central 21
- Viewing Output 24
- Using Analytics 25
- Deleting Builds 27

CHAPTER 3

Other Activities and Information for Builds 29

- Opening the Build Profile Dialog 30
- Setting Builds as Keep 34
- Using Private URLs 36
- Opening the Build Log 39
- Downloading Builds 41
- Setting Notifications for Builds 42
- Flare Features Not Supported in MadCap Central 43

APPENDIX

PDFs47

CHAPTER 1

Introduction

If you are associated with a project and have the appropriate permissions, you can open the Builds view of a project. From here, you can generate builds and manage various aspects of the project's output.

The screenshot shows a web interface for managing builds. The top navigation bar includes 'Dashboard', 'Builds', 'Checklists', 'Files', 'Commits', 'Reports', and a 'Create Build' button. Below the navigation, there are tabs for 'Builds' and 'Schedules'. The main content area is a table with columns: ID, Branch, Target, Keep, Finished, Duration, State, and Progress. The table contains four rows of build data. Callout boxes provide detailed information about the interface and the data shown.

ID	Branch	Target	Keep	Finished	Duration	State	Progress
90206	feature3	All-About-Austin-HTML5	<input type="checkbox"/>	Nov 30, 2021 8:44 AM	00:00:14	Complete	<div style="width: 100%;"></div>
90080	feature1	All-About-Austin-HTML5	<input type="checkbox"/>	Nov 29, 2021 7:42 AM	01:13:11	Complete	<div style="width: 100%;"></div>
90076	feature1	All-About-Austin-HTML5	<input checked="" type="checkbox"/>	Nov 29, 2021 7:42 AM	16:33:26	Complete	<div style="width: 100%;"></div>
90059	feature2	All-About-Austin-HTML5	<input type="checkbox"/>	Nov 27, 2021 9:44 AM	00:00:13	Complete	<div style="width: 100%;"></div>

Callout Boxes:

- In this example, we've selected Builds.** (Points to the 'Builds' tab)
- Click here to generate a new build. You can select a specific branch and target.** (Points to the 'Create Build' button)
- Currently, the Builds grid is active, but you can also switch to Schedules to tell Central to automatically generate outputs in the future.** (Points to the 'Schedules' tab)
- This build is associated with a site for the purpose of setting it as "live," "private," or both.** (Points to the 'Sites: Austin-H5-Feature3' link)
- This build is associated with a live site.** (Points to the live site icon)
- Click a build row to expand it and see more information.** (Points to a build row)
- Select one or more builds to take action on them.** (Points to the 'Keep' column checkboxes)
- Each build has an autogenerated ID. Click it to open the profile dialog for that build. You can see details and take various actions.** (Points to the ID column)
- The branch for each build is shown. If you are not using multiple branches, it will display master.** (Points to the 'Branch' column)
- This build has been set as "keep."** (Points to the checked 'Keep' checkbox)
- By scrolling to the right, you can see more information, such as who generated a build, whether it originated from Central of Flare, errors, warnings, and more.** (Points to the right side of the table)

Main Activities

- "Generating and Scheduling Builds" on page 7
- "Publishing Directly to Central" on page 21
- "Viewing Output" on page 24
- "Using Analytics" on page 25
- "Deleting Builds" on page 27

Other Activities and Information

- "Opening the Build Profile Dialog" on page 30
- "Setting Builds as Keep" on page 34
- "Using Private URLs" on page 36
- "Opening the Build Log" on page 39
- "Downloading Builds" on page 41
- "Setting Notifications for Builds" on page 42
- "Flare Features Not Supported in MadCap Central" on page 43

CHAPTER 2

Main Activities for Builds

Some activities are particularly common and important when it comes to this feature.

This chapter discusses the following:

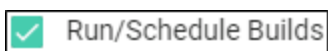
Generating and Scheduling Builds	7
Publishing Directly to Central	21
Viewing Output	24
Using Analytics	25
Deleting Builds	27

I Generating and Scheduling Builds

If you are associated with uploaded Flare projects in Central, you can open the Builds view of the Projects page. From here, you can manually build targets (such as HTML5, PDF, and others), or you can schedule targets to be generated. If you are using branching, you can build output for a specific branch.

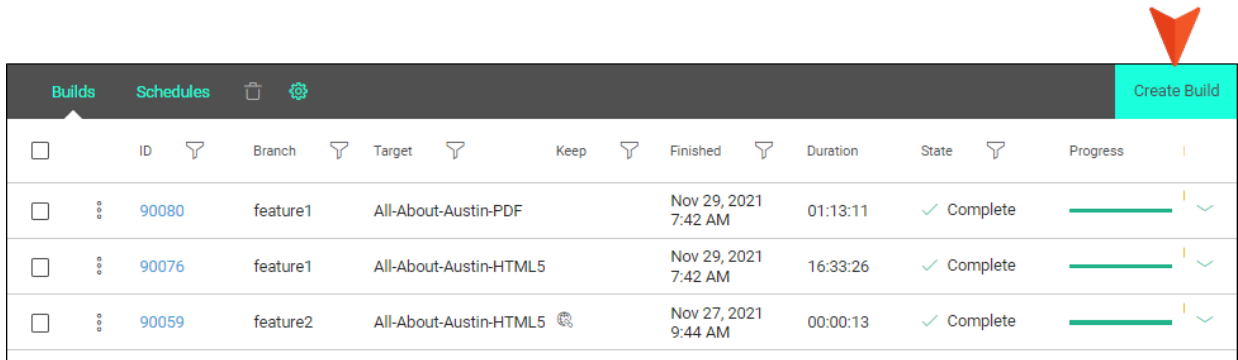
Permission Required?

For this activity, you must have the following permission setting:



How to Generate a Target Manually

1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. In the upper-right, click **Create Build**.

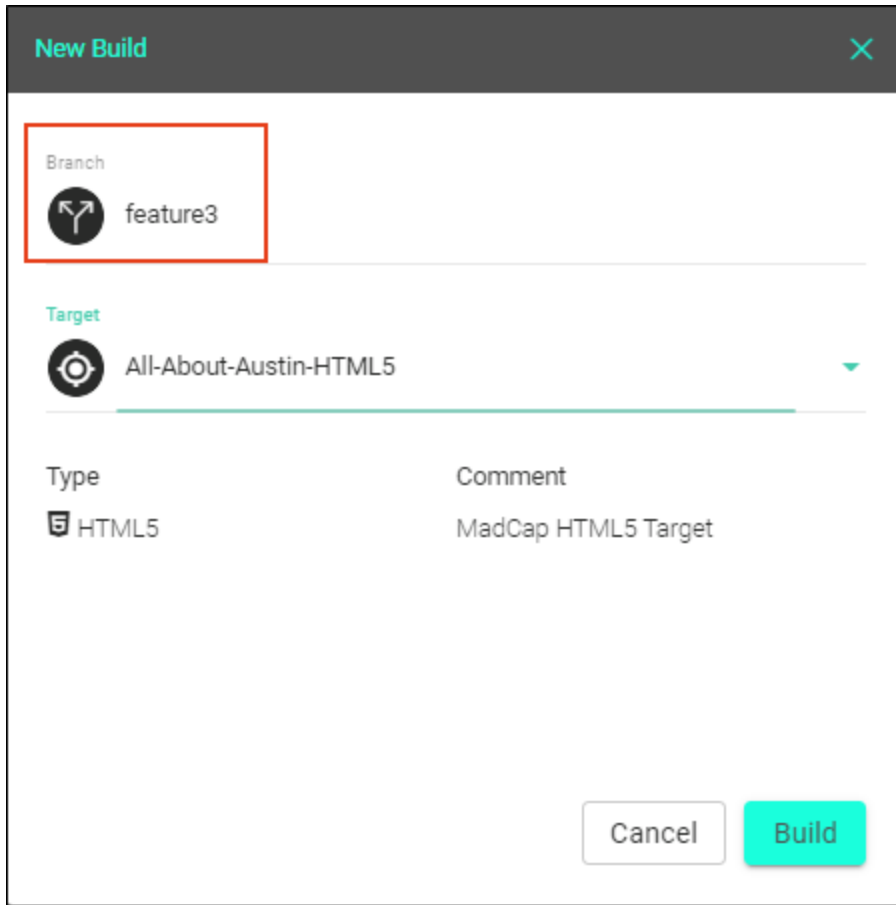


The screenshot shows a web interface for managing builds. At the top right, a red arrow points to a cyan button labeled "Create Build". Below this is a table with columns for selection, ID, Branch, Target, Keep, Finished, Duration, State, and Progress. Three build records are listed, all with a state of "Complete".

<input type="checkbox"/>	ID	Branch	Target	Keep	Finished	Duration	State	Progress
<input type="checkbox"/>	90080	feature1	All-About-Austin-PDF		Nov 29, 2021 7:42 AM	01:13:11	✓ Complete	<div style="width: 100%;"></div>
<input type="checkbox"/>	90076	feature1	All-About-Austin-HTML5		Nov 29, 2021 7:42 AM	16:33:26	✓ Complete	<div style="width: 100%;"></div>
<input type="checkbox"/>	90059	feature2	All-About-Austin-HTML5		Nov 27, 2021 9:44 AM	00:00:13	✓ Complete	<div style="width: 100%;"></div>

The New Build dialog opens.

4. (Optional) From the **Branch** field, you can select the appropriate branch. If you are not using branching, you will always be building from the master branch.



5. From the **Target** field, select the target you want to build.

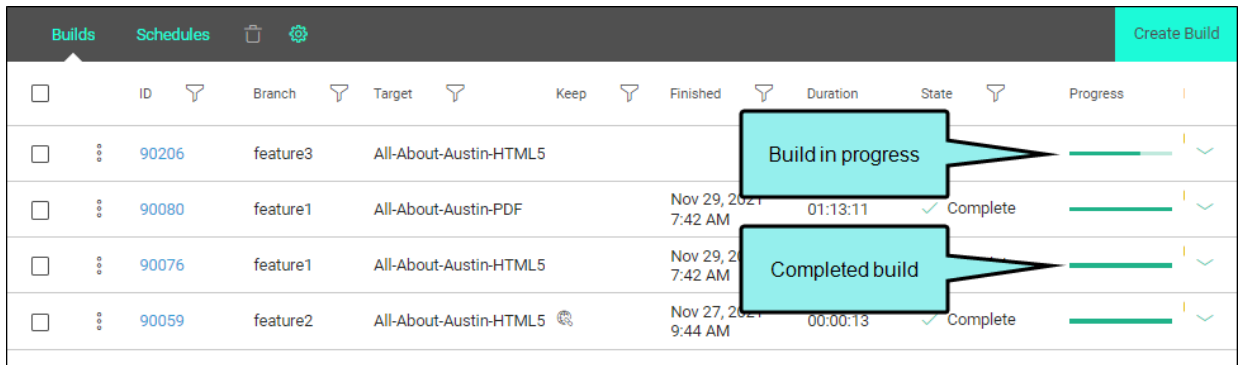
The image shows a 'New Build' dialog box with the following fields and values:

- Branch:** feature3
- Target:** All-About-Austin-HTML5 (highlighted with a red box)
- Type:** HTML5
- Comment:** MadCap HTML5 Target

Buttons: Cancel, Build

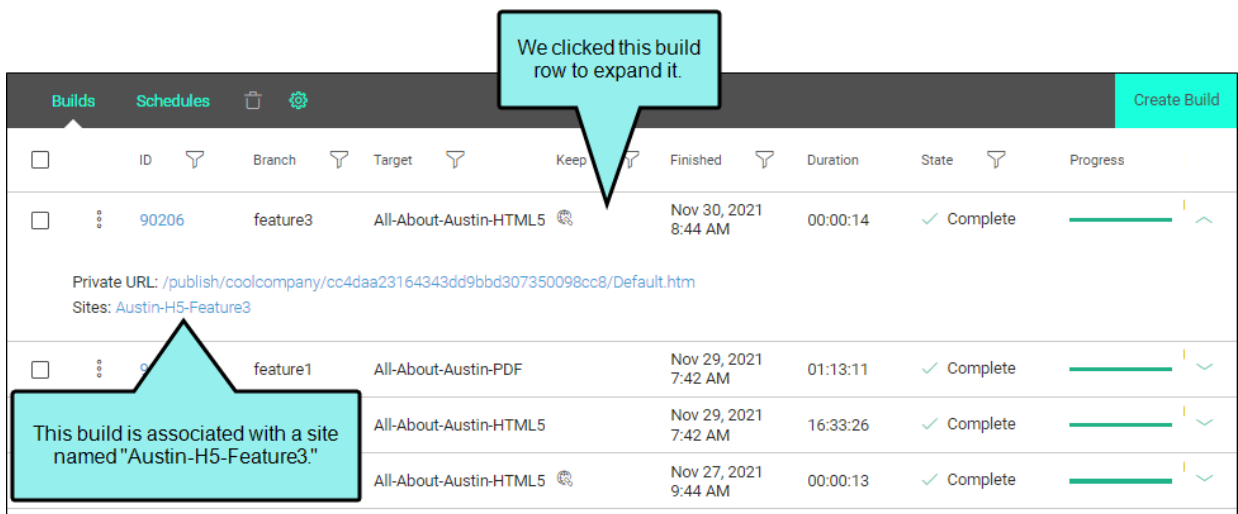
6. Click **Build**.

A row is added to the page, showing the progress of the target as it is generated. If the target generates successfully, the color of the Progress column changes from light to dark green, and the State column displays "Complete."





	ID	Branch	Target	Keep	Finished	Duration	State	Progress
<input type="checkbox"/>	90206	feature3	All-About-Austin-HTML5					<div style="width: 50%;"></div>
<input type="checkbox"/>	90080	feature1	All-About-Austin-PDF		Nov 29, 2021 7:42 AM	01:13:11	✓ Complete	<div style="width: 100%;"></div>
<input type="checkbox"/>	90076	feature1	All-About-Austin-HTML5		Nov 29, 2021 7:42 AM		✓ Complete	<div style="width: 100%;"></div>
<input type="checkbox"/>	90059	feature2	All-About-Austin-HTML5		Nov 27, 2021 9:44 AM	00:00:13	✓ Complete	<div style="width: 100%;"></div>


If you click a build row (not the check box), the row expands, showing details about the selected build (i.e., the private URL and whether the build is associate with a site).



	ID	Branch	Target	Keep	Finished	Duration	State	Progress
<input type="checkbox"/>	90206	feature3	All-About-Austin-HTML5		Nov 30, 2021 8:44 AM	00:00:14	✓ Complete	<div style="width: 100%;"></div>
<p>Private URL: /publish/coolcompany/cc4daa23164343dd9bbd307350098cc8/Default.htm Sites: Austin-H5-Feature3</p>								
<input type="checkbox"/>	90080	feature1	All-About-Austin-PDF		Nov 29, 2021 7:42 AM	01:13:11	✓ Complete	<div style="width: 100%;"></div>
<input type="checkbox"/>	90076		All-About-Austin-HTML5		Nov 29, 2021 7:42 AM	16:33:26	✓ Complete	<div style="width: 100%;"></div>
<input type="checkbox"/>	90059		All-About-Austin-HTML5		Nov 27, 2021 9:44 AM	00:00:13	✓ Complete	<div style="width: 100%;"></div>

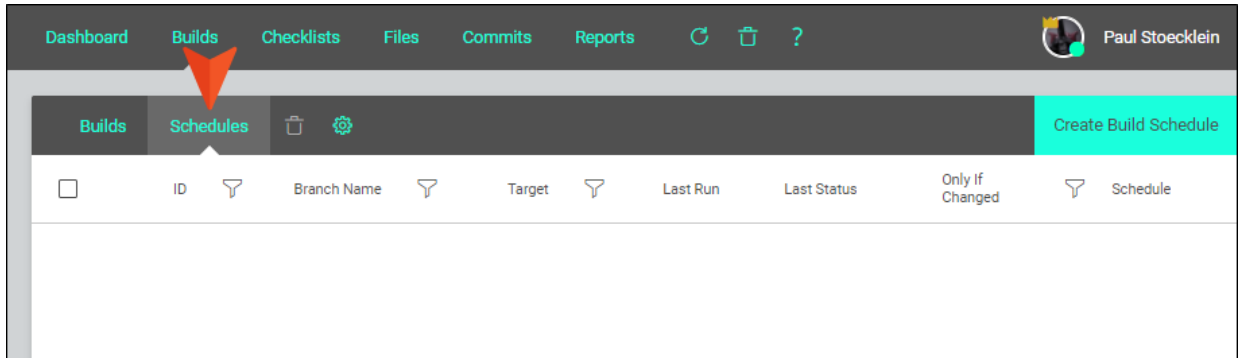
 **NOTE** You might notice that it takes somewhat longer for a target to build on Central, compared with building it locally in Flare.

 **NOTE** Certain Flare features are not supported when generating output from Central. This includes limitations on which output formats can be viewed from Central. See "Flare Features Not Supported in MadCap Central" on page 43.

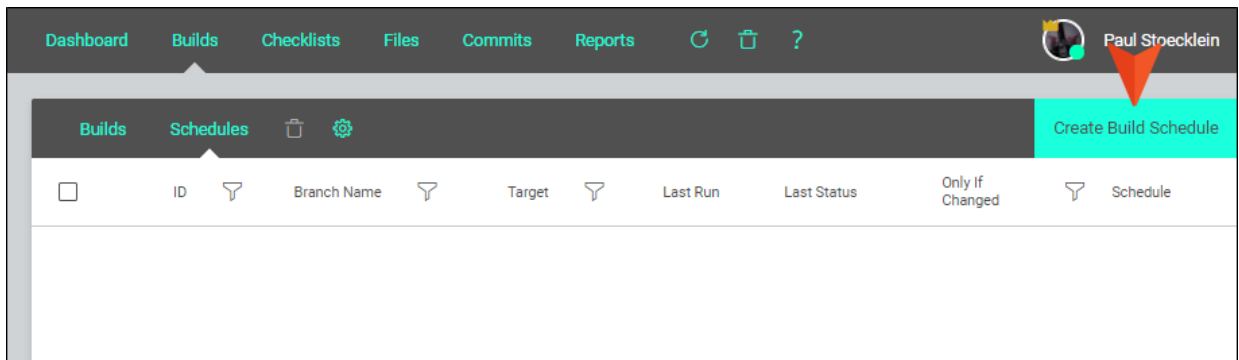
 **NOTE** If you intend to build a target that links to an outside Flare project (e.g., for the purpose of importing files via Global Project Linking, project merging, or multilingual output), make sure that the other project is also uploaded to Central. Otherwise, the automated imports or merging will not work.

How to Schedule a Target to Be Generated

1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. At the top of the grid area, select **Schedules**.



4. In the upper-right, click **Create Build Schedule**.



The Create Build Schedule dialog opens.

5. (Optional) From the **Branch** field, you can select the appropriate branch. If you are not using branching, you will always be building from the master branch.

Create Build Schedule ✕

Branch
feature2

Target
All-About-Austin-HTML5

Type	Comment
HTML5	MadCap HTML5 Target

Build Every Week on Following Day(s)

Sun Mon Tue Wed Thu Fri Sat

Time *
--:--


Time zone *


Build only if changes detected


Cancel Save

6. From the **Target** field, select the target you want to build.

Create Build Schedule ✕

Branch
 feature2

Target
 All-About-Austin-HTML5 ▼

Type	Comment
 HTML5	MadCap HTML5 Target

Build Every Week on Following Day(s)

Sun Mon Tue Wed Thu Fri Sat

Time *
--:-- -- Time zone * ▼

Build only if changes detected

Cancel Save

7. Complete the rest of the fields in the dialog.

- **Build Every Week on Following Day(s)** Click on the day(s) of the week when you want the target to be generated.
- **Time** Click the field to manually enter the hour, minutes, PM or AM. Alternatively, click the little clock to the right of the field to select a time from the columns presented in the Time Picker popup. You can use the mouse wheel to rotate through the hour and minutes columns to locate the desired time.
- **Time zone** Click the down arrow and choose your time zone.
- **Build only if changes detected** Select this option to generate output on the specified days and times only if no changes to source files were found. If you deselect this option, the target will always be generated, even if no changes are detected in the source files.

☆ **EXAMPLE** You want to schedule a target to be generated automatically. You want the target to be build every work day (Monday-Friday) at 9 p.m. Pacific time. However, you only want the target to be generated if a change is detected in the source files since the previous build.

Your schedule would look something like this:

Build Every Week on Following Day(s)

Sun Mon Tue Wed Thu Fri Sat

Time * 09:00 PM Time zone * (UTC-08:00) Pacific Time (US &... ▼)

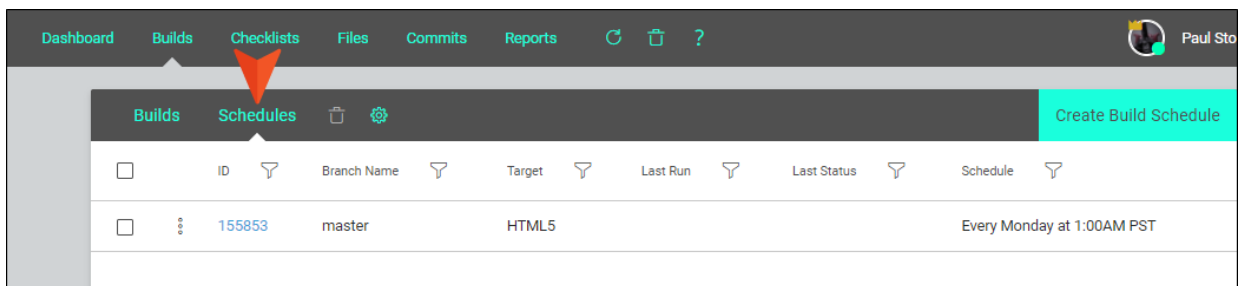
Build only if changes detected

8. Click **Save**. A row is added to the grid, representing that scheduled build.

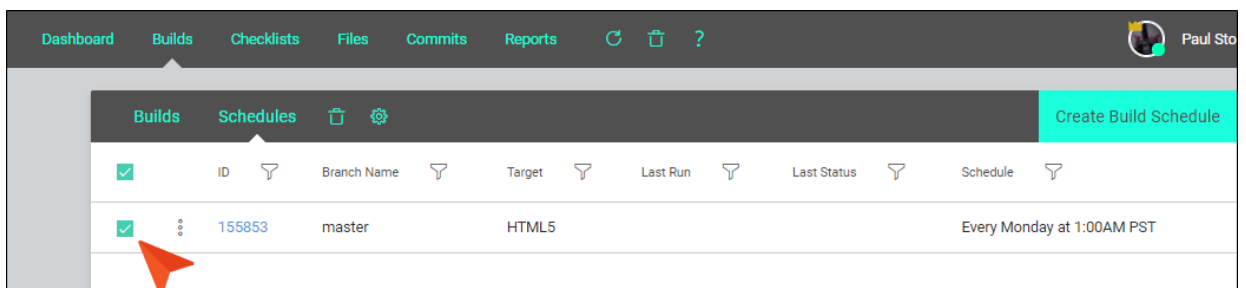
	ID	Branch Name	Target	Last Run	Last Status	Only If Changed	Schedule
<input type="checkbox"/>	187789	feature2	All-About-Austin-HTML5			<input checked="" type="checkbox"/>	Every Mon, Tue, Wed, Thu, Fri at 9:00PM


How to Remove a Scheduled Build From a Target

1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. At the top of the grid area, select **Schedules**.

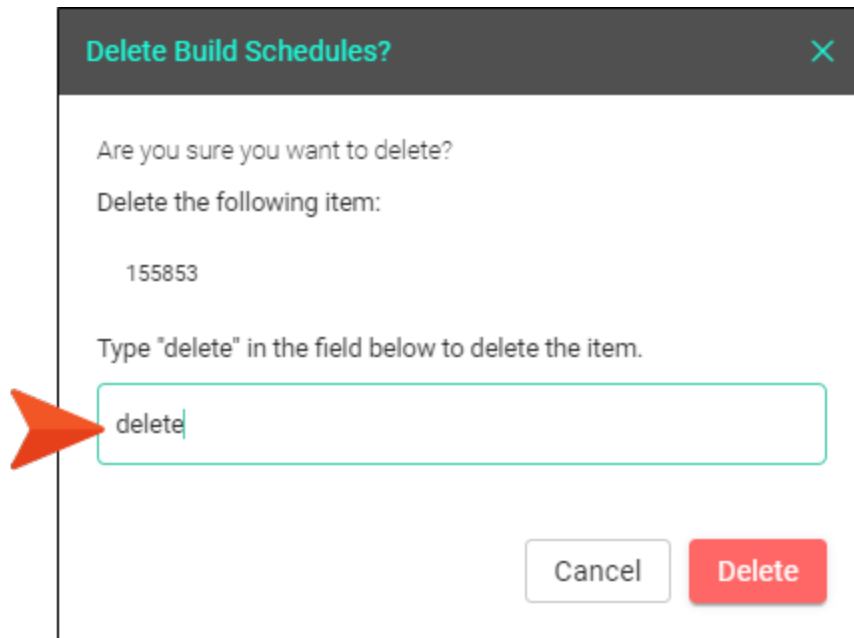


4. In the grid, select the check box next to the scheduled build you want to remove.



5. In the local toolbar, click .

6. In the dialog that opens, type `delete` in the field, and click **Delete**.



Build State

When you build a target in Central, it is going to have a particular state, depending on various factors.

	Finished	Duration	State	Progress	By	Source	Errors	Warnings
<input type="checkbox"/>			Queued	<div style="width: 10%;"></div>			0	0
<input type="checkbox"/>			Building	<div style="width: 20%;"></div>			0	0
<input type="checkbox"/>			Building	<div style="width: 20%;"></div>			0	0
<input type="checkbox"/>	Nov 16, 2023 9:24 AM	00:06:25	Canceled	<div style="width: 10%;"></div>			0	0
<input type="checkbox"/>	Nov 15, 2023 11:08 PM	00:08:35	Complete	<div style="width: 100%;"></div>	Scheduler		0	212
<input type="checkbox"/>	Nov 15, 2023 6:11 PM	00:37:43	Complete	<div style="width: 100%;"></div>			0	2759

Queued

When you generate a target in Central, your build is added to a node along with builds from other customers. Therefore, it is queued as it awaits its turn to begin processing. If one node reaches its limit, another one is started in order to process additional builds. Therefore, the wait should be brief for any build that you start.

✔ **TIP** If you notice that builds are constantly displaying as queued, you can try generating targets at a different, non-peak time of day. Also, if you have many builds that are scheduled to begin at the same time, you can try staggering those start times.

📄 **NOTE** If a build seems to be stuck in the queued state for quite a long time, please [contact technical support](#).

Getting Files

When a queued build reaches its turn, Central undergoes a brief period where it gathers the necessary files to generate the output.

Building

The "Building" state for a target means that the output is actively being processed. A build can remain in this state for quite some time, depending on the number of files and size of the output.

Publishing

The "Publishing" state for a target means that it has finished compiling and is in the final stages before completion.

Completed

A build reaches the "Completed" state if it generates successfully. You can then expand the build row and click the link to view the output.

Canceled

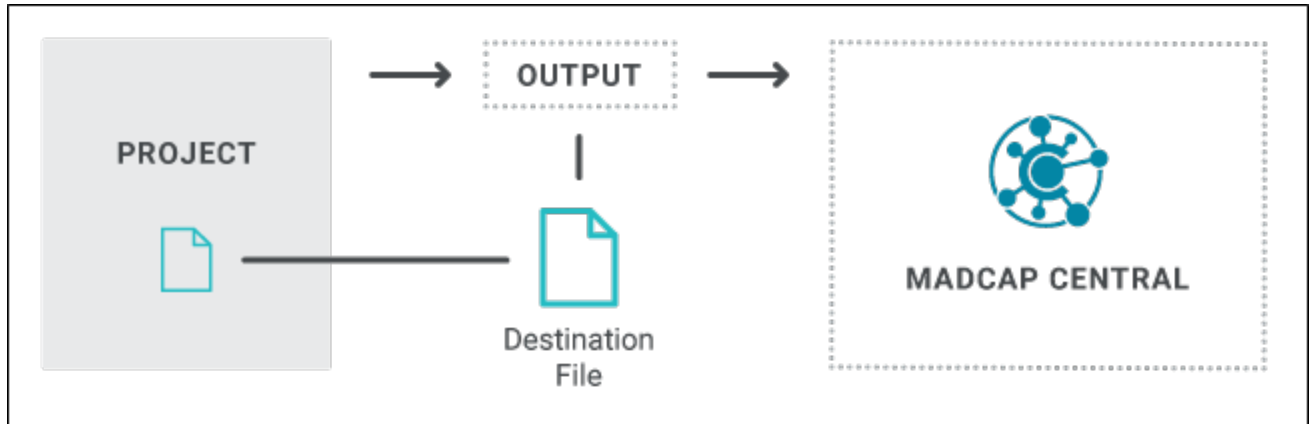
This state displays when someone cancels a build.

Failed

A build might fail for various reasons. If this happens, you can click the three dots at the left of the row and select **View Log** from the menu. This can give you an indication as to why the build was not successful. See "Opening the Build Log" on page 39.


Publishing Directly to Central

As an alternative to building a target on MadCap Central, you can publish output directly to Central from the local Flare project. This is possible via a destination file that Flare automatically creates for you. By “publish,” we mean copying your output files to Central, not making that output “live,” which would make it visible to the general public. You would still need to use Central to make that output accessible to end users.

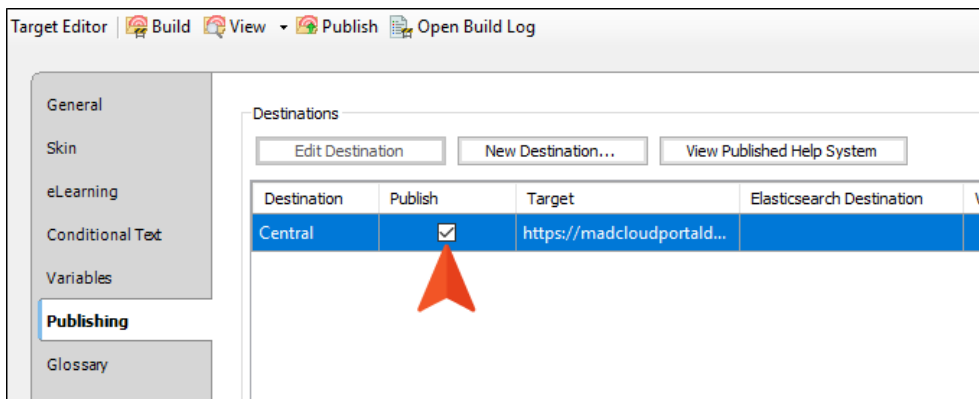



How to Publish Directly to Central


1. If it is not already done, upload a Flare project to Central.
2. In the Flare project, open a target.

 **NOTE** If you are using Git branching, make sure the appropriate branch is active. When you build and publish the output, it will be for that branch.

3. Select the **Publishing** tab.
4. Next to the **Central** destination, click the **Publish** check box.




 **NOTE** This destination is automatically shown on the tab if the project is bound to Central. If it is not bound to Central, you will not see this destination.

5. Click  to save your work.
6. At the top of the editor, click **Build**.

7. When the build finishes successfully, click **Publish**.

After the target publishes, you can see the result in Central. A Flare icon displays next to builds that originated from Flare. A Central icon displays next to builds that originated from Central. Also, if you had a particular Git branch selected when publishing, it will be shown in the Branch column of the grid.

Finished	Duration	State	Progress	By	Source
8/14/19 12:51 PM	00:00:19	✓ Complete	<div style="width: 100%; height: 10px; background-color: green;"></div>		
8/14/19 9:09 AM	00:00:28	✓ Complete	<div style="width: 100%; height: 10px; background-color: green;"></div>		

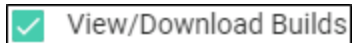
 **NOTE** After the project is bound to Central (along with any targets you plan to publish), it is not technically necessary to synchronize changes with Central to have the latest files included in a build that is initiated locally. However, you would need to continue synchronizing in order to see the latest files on Central when using other features (e.g., checklists, builds initiated from Central).

Viewing Output


If you are associated with a project, you can view the generated output for a target.

Permission Required?


For this activity, you must have the following permission setting:



How to View Output

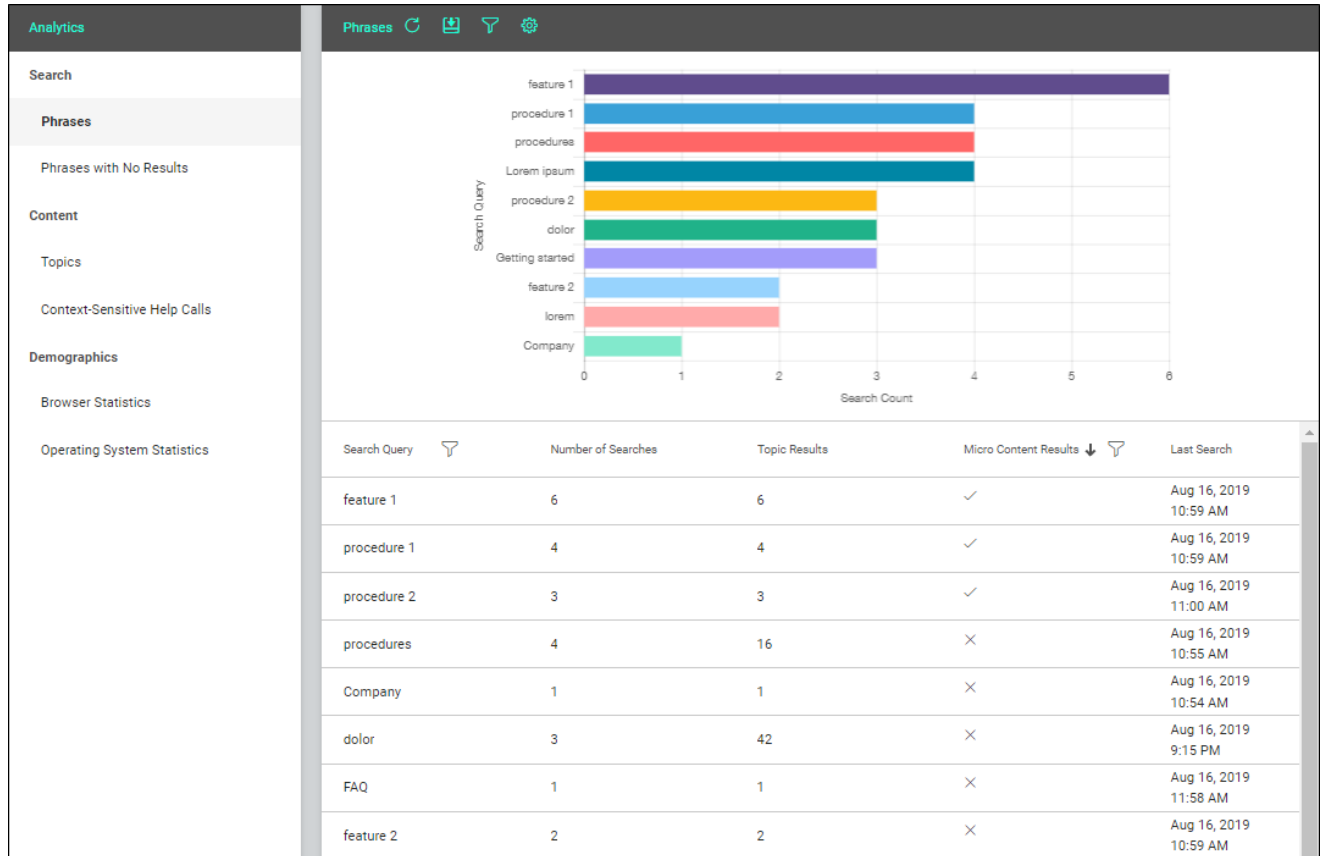
1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. In the grid, click the check box to the left of the build you want to view.
4. In the Builds toolbar, click . This button is not enabled unless you select just one build.

What's Noteworthy?

 **NOTE** Only some output formats can be viewed immediately from Central (see "Flare Features Not Supported in MadCap Central" on page 43). If you generate an output format that cannot be viewed, you can download it to your computer, where you can view it (see "Downloading Builds" on page 41).

Using Analytics

The Analytics page lets you view user activity on published HTML5 output. This includes search phrases used, search phrases with no results, topics viewed, context-sensitive Help calls, and demographic statistics (browsers and operating systems).



For more details and steps, see the *Analytics User Guide*.

Permission Required?

To create and manage keys, you must have the following permission setting:

Manage Output Analytics Keys

However, all users on the license can view analytics data, regardless of their permission settings.



NOTE If the project *is not bound to Central*, you can view the analytics information on any Central license where you are using the analytics key. However, if the project *is bound to Central*, you can view its analytics only on the Central license where the project is uploaded.

I Deleting Builds

If you generate builds that you do not plan to keep or publish, you can delete them. This frees up space on the system.


Permission Required?


For this activity, you must have the following permission setting:



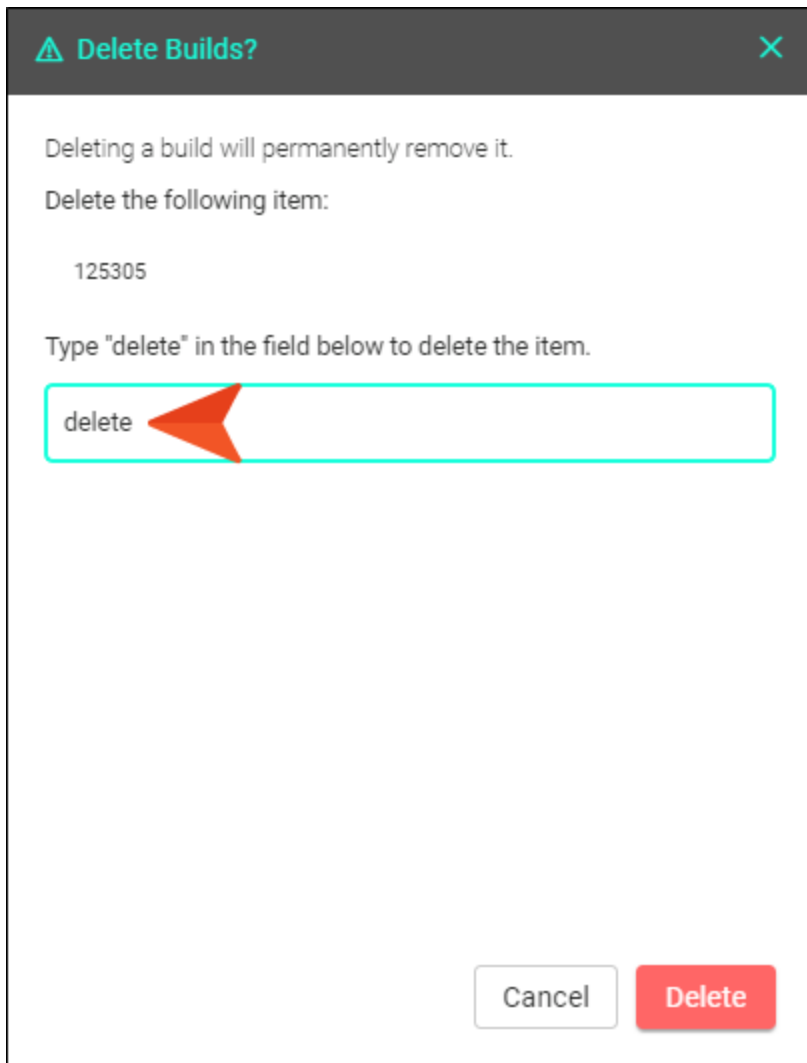
How to Delete Builds

1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. In the grid, click the check box to the left of each build you want to delete. Or click the top check box to select all builds.


 **NOTE** You cannot delete builds that are set to "keep" or associated with a site.

4. In the toolbar, click .

5. In the dialog, type `delete` in the field under the listed builds.



6. Click **Delete**.

 **NOTE** You can also delete a build from the Build Profile dialog. See "Opening the Build Profile Dialog" on page 30.

Other Activities and Information for Builds

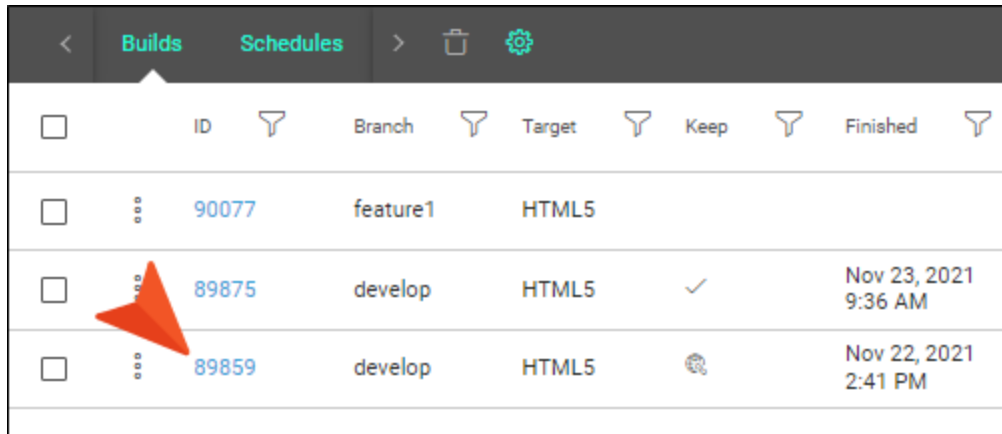
In addition to the main activities, there are some other tasks you might perform regarding this feature.

This chapter discusses the following:

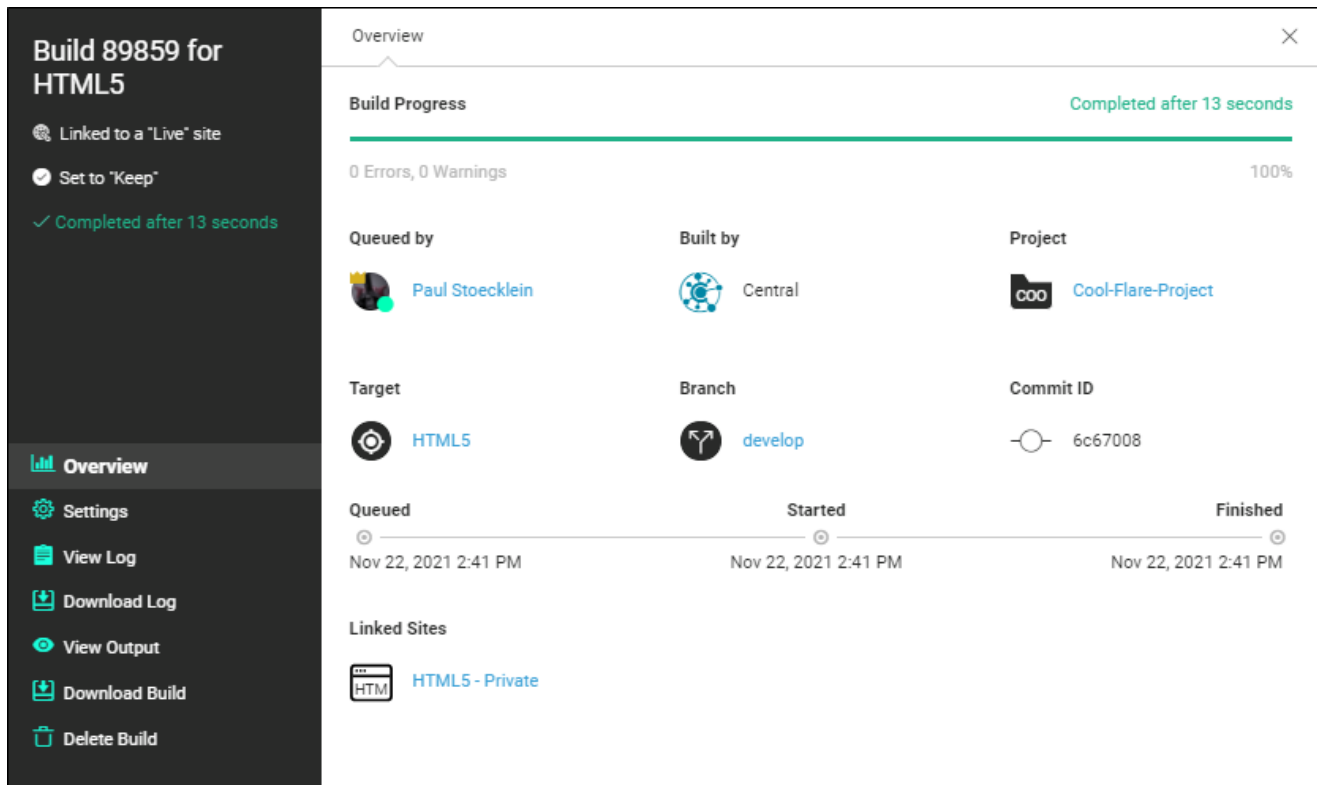
Opening the Build Profile Dialog	30
Setting Builds as Keep	34
Using Private URLs	36
Opening the Build Log	39
Downloading Builds	41
Setting Notifications for Builds	42
Flare Features Not Supported in MadCap Central	43

Opening the Build Profile Dialog

On the Builds page, a column displays an auto-generated ID for each build. When you click this ID, the Build Profile dialog opens. This dialog lets you see detailed information about a particular build.



<input type="checkbox"/>	ID	Branch	Target	Keep	Finished
<input type="checkbox"/>	90077	feature1	HTML5		
<input type="checkbox"/>	89875	develop	HTML5	✓	Nov 23, 2021 9:36 AM
<input type="checkbox"/>	89859	develop	HTML5	🔍	Nov 22, 2021 2:41 PM



Build 89859 for HTML5

- Linked to a "Live" site
- Set to "Keep"
- Completed after 13 seconds

Overview

- Settings
- View Log
- Download Log
- View Output
- Download Build
- Delete Build

Overview

Build Progress Completed after 13 seconds

0 Errors, 0 Warnings 100%

Queued by Paul Stoecklein **Built by** Central **Project** Cool-Flare-Project

Target HTML5 **Branch** develop **Commit ID** 6c67008

Queued Nov 22, 2021 2:41 PM **Started** Nov 22, 2021 2:41 PM **Finished** Nov 22, 2021 2:41 PM

Linked Sites

- HTML5 - Private

Permission Required?

To open the project in Central and access the Build Profile dialog, you must be associated with the project. However, depending on your permissions, you might see different section links on the left side of the dialog.

If you do not have any permissions for builds, the dialog will look like this (with only the Overview section):

The screenshot displays the 'Build Profile' dialog for a build named 'Build 89859 for HTML5'. The dialog is divided into two main sections: a dark sidebar on the left and a main content area on the right.

Sidebar (Left):

- Build 89859 for HTML5**
- Linked to a "Live" site
- Set to "Keep"
- Completed after 13 seconds
- Overview** (selected)

Main Content Area (Right):

- Overview** (tab)
- Build Progress:** Completed after 13 seconds. A green progress bar is shown at 100%.
- 0 Errors, 0 Warnings**
- Queued by:** Paul Stoecklein
- Built by:** Central
- Project:** Cool-Flare-Project
- Target:** HTML5
- Branch:** develop
- Commit ID:** 6c67008
- Timeline:** A horizontal timeline shows the build process from 'Queued' (Nov 22, 2021 2:41 PM) to 'Started' (Nov 22, 2021 2:41 PM) to 'Finished' (Nov 22, 2021 2:41 PM).
- Linked Sites:** HTML5 - Private

Sections

Following are the possible sections that you might see. You can use these sections to view different information and perform various activities (as an alternative to using toolbar buttons above the Builds grid).

- **Overview** Displays the following information:
 - Build timeline and progress, including its level of success
 - Individual who generated it
 - Project
 - Target
 - Branch
 - Commit ID
 - Linked sites
- **Settings** Lets you mark successful builds as "keep," or remove this setting. You might set a build to "keep" to avoid accidentally deleting it, perhaps with the intention of rolling back to it at some point (i.e., setting the site associated with that build to "live"). You cannot change a build's "keep" state while it is linked to a "live" site.
- **View Log** Displays the log for the build, with tabs showing messages, warnings, and errors.
- **Download Log** Downloads the log (.mclg) file to your computer. You can then open it in a text editor such as Notepad++.
- **View Output** Opens the output for the build.
- **Download Build** Downloads the output files for the build into a ZIP file.
- **Delete Build** Lets you remove the build from the grid permanently. You cannot delete builds that are set to "keep" or associated with a site.

Build Log Show/Copy Options

If you open the log for a build, you might notice the following options on the Warnings and Errors tabs.

Option	Description
--------	-------------



Opens a popup to show the complete message.



Copies the message or file path to the clipboard so that you can paste it anywhere you like.

The screenshot shows the build log interface for 'Build 86358 for HTML5'. The 'Warnings' tab is active, displaying a table of three warning messages. Each message row has a 'Show' (eye) icon and a 'Copy' (clipboard) icon. The 'View Log' option in the left sidebar is highlighted with an orange arrow.

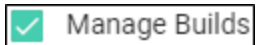
ID	Message	Subsystem	File
10001	Missing linked source file: Cont...	Compiler	Content\A-Introduction-T...
70013	Micro content has a duplicate p...	Compiler	Content\Resources\Micr...
10031	Missing cross-referenced file: C...	Cross-Reference ...	C:\Resources\directory\3...

I Setting Builds as Keep

You can mark successful builds as “keep.” You might do this to avoid accidentally deleting it, perhaps with the intention of rolling back to it at some point (i.e., setting the site associated with that build to “live”).

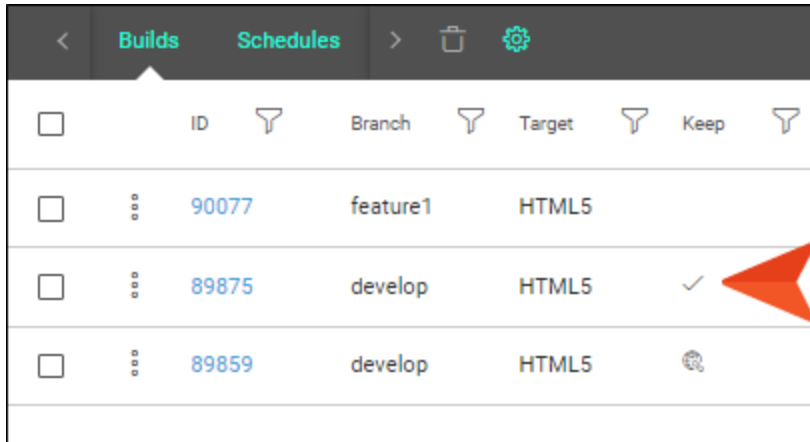
Permission Required?

For this activity, you must have the following permission setting:



How to Set a Build as Keep

1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. In the grid, click the three dots to the left of the build that you want to set to “keep.”
4. From the menu select **Toggle Keep**.
5. In the confirmation dialog, click **OK**. An icon is shown next to the build.



<input type="checkbox"/>	ID	Branch	Target	Keep
<input type="checkbox"/>	90077	feature1	HTML5	
<input type="checkbox"/>	89875	develop	HTML5	<input checked="" type="checkbox"/>
<input type="checkbox"/>	89859	develop	HTML5	<input type="checkbox"/>

What's Noteworthy?

 **NOTE** To remove the “keep” status of a build, select the **Toggle Keep** option again.

I Using Private URLs

For each build that you produce, a private URL is generated. This URL is useful for easily sharing generated output with individuals in your organization (e.g., for reviews and knowledge transfer). Only users registered as authors on your Central license can access this URL.

Private URLs are not to be confused with private outputs.

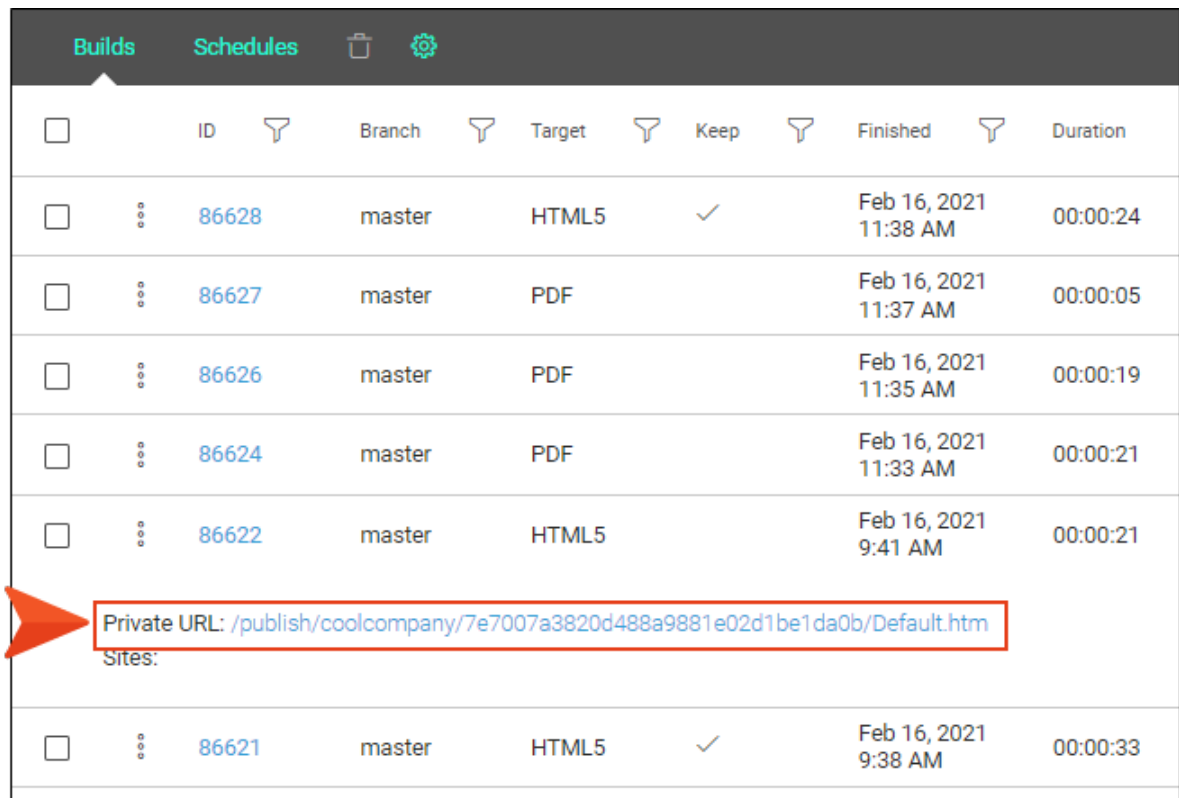
- **Private URLs** Only users with an author seat can view a private URL.
- **Private Output** Users do not always need to have a paid seat on Central (depending on whether you set the site as "live"). On a site that is both live and private, users can simply be customers of your company using the viewer user type (as well as authors and SMEs on your license).

Permission Required?

No special permission is required for this activity. All authors who are associated with the project are allowed.

How to Use a Private URL

1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. In the grid, click the build row (not the check box) that has the private URL you want to retrieve. The row expands, showing additional details.
4. From the **Private URL** field, copy the URL.



<input type="checkbox"/>	ID	Branch	Target	Keep	Finished	Duration
<input type="checkbox"/>	86628	master	HTML5	✓	Feb 16, 2021 11:38 AM	00:00:24
<input type="checkbox"/>	86627	master	PDF		Feb 16, 2021 11:37 AM	00:00:05
<input type="checkbox"/>	86626	master	PDF		Feb 16, 2021 11:35 AM	00:00:19
<input type="checkbox"/>	86624	master	PDF		Feb 16, 2021 11:33 AM	00:00:21
<input type="checkbox"/>	86622	master	HTML5		Feb 16, 2021 9:41 AM	00:00:21
<input type="checkbox"/>	Private URL: /publish/coolcompany/7e7007a3820d488a9881e02d1be1da0b/Default.htm					
<input type="checkbox"/>	Sites:					
<input type="checkbox"/>	86621	master	HTML5	✓	Feb 16, 2021 9:38 AM	00:00:33

5. Provide this URL to authors on your Central license.

✔ **TIP** If you create a site and set a site vanity, you can select the project and target for the output that you want to make available to other Central user's privately. When doing this, select to use the **Latest Build** instead of a specific build.

The site vanity can be used in place of the auto-generated ID that is normally part of a private URL. Anyone referencing your private URL will always see the most recent build for that target, instead of having to use a different private URL each time you generate a new build.

For example, you might have a private URL for a build, and the end of that URL looks something like this:

```
.../fictionsoft/cfb33266bffa45048d636878f00b1317/Default.htm
```

If you have a site vanity called "module1," you could replace the auto-generated ID in the private URL. That way, you could give others a URL that looks more like this:

```
.../fictionsoft/module1/Default.htm
```

If anyone uses this second URL that contains the site vanity, the most recent build in the target will always open in the browser.


📄 **NOTE** If a particular site is set as "live," users do not need to be logged in to Central in order to view the associated build's private URL.

I Opening the Build Log

Anytime you build a target, a log is automatically created. After opening a build log file, you can see more details of any warnings or errors you may have gotten when building the target.

In Flare, the output files and build log are retained for only the most recent build for a target; when you rebuild, the previous output files and build log are replaced with the new ones. But in Central, the output files and build log are retained for each build.


How to Open a Build Log


1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. In the grid, click the check box to the left of the build with the log you want to view.
4. In the toolbar, click . The Build Log dialog opens.

Viewing and Downloading the Log File

The log file contains the following sections, which can be accessed by clicking them on the left:

- **Messages** This shows compiler messages and warning text. It is essentially a running log of what is happening as the output is generated.
- **Warnings** 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). If you do not want to see a particular type of warning in future builds, you can open the Target Editor in the local Flare project and use the **Warnings** tab to choose the kinds of warnings to ignore. After this, be sure to push your changes to Central.


 **IMPORTANT** Use caution when ignoring compiler warnings. Only ignore warnings that you are certain you do not need to receive.

 **NOTE** When you generate a target from Flare, you have the option of ignoring warnings globally (using the Options dialog) or only for a specific target (using the Target Editor). However, when generating a target from Central, you must set the warnings to ignore in the Target Editor; Central will not use any global settings from the Options dialog in Flare.

- **Errors** This shows errors, which are critical problems that stop the project from building output.

If you want a local copy of the log, click **Download Log**.

What's Noteworthy?

 **NOTE** You can also view and download a build log from the Build Profile dialog. See "Opening the Build Profile Dialog" on page 30.

I Downloading Builds


After generating a target, you can download the output to your computer. This is an optional step, in case you want to have a local copy of the build (e.g., you want to view your Microsoft HTML Help output, which is an output format that you cannot view from Central).


Permission Required?


For this activity, you must have the following permission setting:



How to Download a Build

1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. In the grid, click the check box to the left of the build that you want to download.
4. In the toolbar, click . The output files are placed in a numbered zip file and downloaded to your Downloads folder.

 **NOTE** Due to issues with Microsoft HTML Help, the CHM file that is downloaded will initially be blocked. To unblock the CHM file, remove it from the ZIP file. Then right-click the CHM file and select **Properties**. On the **General** tab in the dialog, select **Unblock**.

 **NOTE** If you attempt to open a build and Central cannot open the file in the web browser (e.g. a CHM file), Central will download the file.

Setting Notifications for Builds

In your account settings, you can choose when to be notified for specific activities. The user who is notified depends on the activity. For more information, see the online Help.

Lloyd Dobler
ldobler@ahem.madcapsoftware.com
R&D
La Jolla, CA
(123) 456-7890
(123) 098-7654

Settings
Password
Access
Assign New Task
Activity
Permissions
Notifications
Deactivate
Delete

Notifications

Send notifications by
 Notification Center Email

Send notifications when

Builds ▾
 Aborted
 Completed
 Started
 Stopped

Checklists >
 Licenses >
 Projects >
 Reports >

Reviews >
 Sites >
 Tasks >
 Teams >
 Users >

Cancel Save

I Flare Features Not Supported in MadCap Central

There are certain features in Flare that are not fully supported when you generate targets from MadCap Central. However, a few of these features are supported when publishing directly to Central from a local Flare project. See "Publishing Directly to Central" on page 21.

Automatically Get Latest Files

If you are working in a dual-bound scenario and you select the option in the target to automatically get the latest version of files before generating, this option will not work when you build from MadCap Central. Instead, you must first synchronize your files with source control in Flare and then push those changes to Central.

Batch Targets

Batch targets cannot be generated from MadCap Central.

However, you can generate a batch target when publishing directly to Central from a local Flare project.

Custom Build Log Folder

In the Options dialog, Flare has a feature that lets you choose a custom folder to hold the log file after generating output. This feature is not supported when building from MadCap Central. Instead, the log file is stored at the root level of the output folder.

Custom Fonts

If you are using custom fonts in your Flare project, they are not supported when you build output from MadCap Central.

Custom Output Folder

Flare targets let you choose a custom location for your output folder. However, this is not supported when building from MadCap Central. You must use the default location.

Date/Time Variables

Target generation occurs on a server with Central, so date/time variables are not supported.

Elasticsearch

Elasticsearch is one of the search engine options that you have in Flare (along with MadCap Search and Google Search). Currently, using Elasticsearch in your HTML5 output is not supported in targets generated from Central.

However, Elasticsearch is supported when publishing directly to Central from a local Flare project.

Global Ignored Warnings

You can tell Flare to ignore certain warnings so that they do not display as such in the Builds window pane 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. However, if you generate output from Central, global settings to ignore warnings are not supported; instead, you must ignore warnings in the target.

Linked Mimic Movies and Projects

When building from MadCap Central, external links to Mimic movies and projects will not work. However, embedded movies in a Flare project are supported.

MadCap Pulse

MadCap Pulse is not supported in output that is generated from Central. In order to use Pulse with your output, it must be hosted outside of Central.

Pre- and Post-Build Events

If you create pre- or post-build events in your Flare target, they will not function when building from MadCap Central.

However, pre- and post-build events are supported when publishing directly to Central from a local Flare project.


Publishing to Outside Servers

Flare lets you create destination files for the purpose of publishing to external servers. This feature is not supported when building from MadCap Central. Instead, live builds are always published in Central.


Viewing Some Output Formats

The following types of output can be generated from MadCap Central, but they cannot be viewed (output files are downloaded to your computer):

- DITA
- Eclipse Help
- EPUB
- Microsoft HTML Help

 **NOTE** Due to issues with Microsoft HTML Help, the CHM file that is downloaded will initially be blocked. To unblock the CHM file, remove it from the ZIP file. Then right-click the CHM file and select **Properties**. On the **General** tab in the dialog, select **Unblock**.

- Microsoft Word
- Server-Based Outputs:
 - HTML5 Plus
 - WebHelp Plus

 **NOTE** If you want to produce server-based output from MadCap Central, you will need to download the output from Central after it finishes building. You can then publish the output to your server.

APPENDIX

PDFs

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

AI Assist Guide

Analytics Guide

Authoring Guide

Branding Guide

Building Output Guide

Checklists Guide

Conditions Guide

Getting Started Guide

*Images and Multimedia
Guide*

*License Management and
Purchasing Guide*

Navigation Links Guide

Projects Guide

Reports Guide

Reviews Guide

Security Whitepaper

Sites Guide

Snippets Guide

Source Control Guide

Targets Guide

Tasks Guide

Users and Teams Guide

Variables Guide

What's New Guide

Widgets Guide