

MADCAP CENTRAL

Variables Guide

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CHAPTER 1

Introduction

Supported In:



A variable is a small piece of plain text or auto-generated content that can be edited in one place but used in many places throughout your project. Variables are especially useful for text that might change frequently, such as version numbers and dates.

General Information

- "Types of Variables" on page 8
- "Variable Components" on page 10
- "Appearance of Variables" on page 11
- "Initial Variables" on page 13

Main Activities

- "Adding Variable Sets to a Project" on page 15
- "Creating Variables" on page 19
- "Inserting Variables" on page 24
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- "Editing Text Variables" on page 26
- "Editing Date/Time Variables" on page 37
- "Overriding Variable Definitions in Targets" on page 45

Other Activities

- "Removing Variables" on page 49
- "Renaming Variable Sets" on page 50
- "Deleting Variable Sets" on page 53



NOTE There are many more uses for variables in a project besides just inserting them into topics and snippets. For more information, see the Flare online Help.

General Information for Variables

There are various pieces of general information you should know if you plan to use this feature.

This chapter discusses the following:

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| Types of Variables | 8 |
| Variable Components | 10 |
| Appearance of Variables | 11 |
| Initial Variables | 13 |

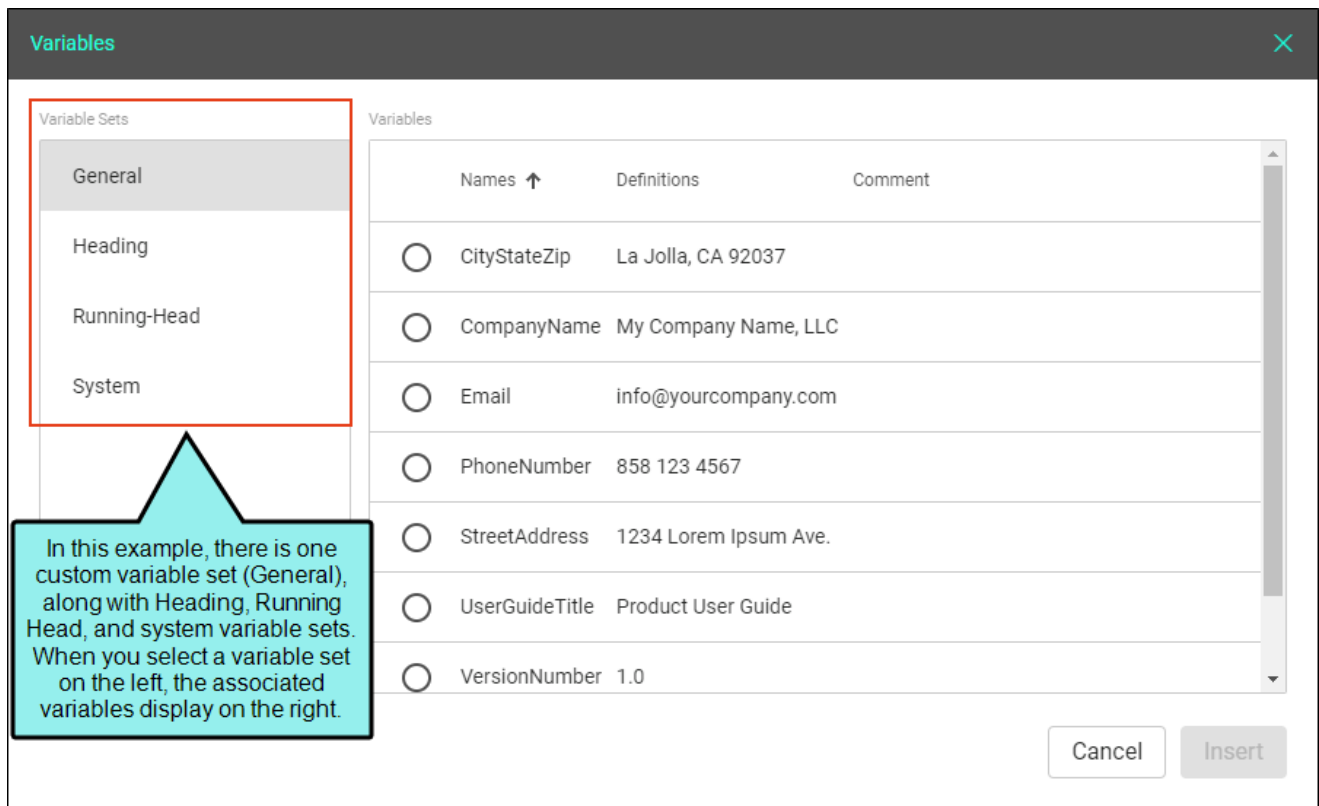
I Types of Variables

You can use multiple types of variables in a project:

- Custom (i.e., Text, Date/Time)
- System
- Heading
- Running Head

 **NOTE** For more details about each of these types of variables, see the Flare online Help.

When you insert a variable in Central, you can access any of these types of variables. The custom variables can be created in Central or Flare. The Running Head variables must first be added manually in the synchronized Flare project. The system and Heading variables show up automatically.



| Names | Definitions | Comment |
|--------------------------------------|-----------------------|---------|
| <input type="radio"/> CityStateZip | La Jolla, CA 92037 | |
| <input type="radio"/> CompanyName | My Company Name, LLC | |
| <input type="radio"/> Email | info@yourcompany.com | |
| <input type="radio"/> PhoneNumber | 858 123 4567 | |
| <input type="radio"/> StreetAddress | 1234 Lorem Ipsum Ave. | |
| <input type="radio"/> UserGuideTitle | Product User Guide | |
| <input type="radio"/> VersionNumber | 1.0 | |

In this example, there is one custom variable set (General), along with Heading, Running Head, and system variable sets. When you select a variable set on the left, the associated variables display on the right.

Custom Variables

These are basic variables that you can create in variable sets. They can be used for virtually any purpose (product names, company information, terms that are used frequently). In addition to Text variables, you can create Date/Time variables based on Microsoft's "Custom Date and Time Format Strings."

System Variables

System variables are part of a factory variable set that displays automatically.

- **Chapter/Section/Volume Number** For Adobe PDF output, you can insert system variables in page layout frames that display your chapter, section, or volume numbers.
- **Date/Time** The global format in windows controls the format dates and times in variables. For example, LongDate: Thursday, December 8, 2017 and ShortDate: 12/8/2017.
- **Linked Title/Header/File** These system variables ensure that your table of contents entries are always in sync with your topic titles, headers, or file names.
- **Page** For print-based outputs, you can use variables to show the page count (total number of pages in the output) or the page number.
- **SourceFile** This displays the name of the file where the variable is inserted.
- **Title** This lets you display the title of a glossary, if you've added one, or the title of a topic.

Heading Variables

You can insert Heading variables into page layouts in order to automatically display text based on the mc-heading-level style property, which by default is applied to the h1 through h6 heading styles that you use in your project. They are useful when creating print-based output. At this time, page layouts can only be edited in Flare, not in Central.

Running Head Variables

A Running Head (or Running HF) variable is a special variable that you can insert into a header or footer in a page layout for print-based output (e.g., Microsoft Word). It lets you display certain text in the header or footer automatically, based on the style associated with the variable. The variables defined in this set should not be renamed. At this time, page layouts can only be edited in Flare, not in Central.

I Variable Components

A variable has two main components—the variable *name* and the variable *definition*.

☆ **EXAMPLE** An example of a variable name is "CompanyName." The definition for that variable name might be "ACME Incorporated." Using that example, if you were to insert the CompanyName variable into a paragraph of a topic, the phrase "ACME Incorporated" would be added at that spot and shown in the output.

Appearance of Variables

In the editors in Central, variables are surrounded by blue brackets. Sometimes variables have formats that produce auto-generated content (e.g., yyyy, which automatically displays the current year) instead of plain text. In the output, variables are rendered appropriately according to the formatting from your stylesheet.

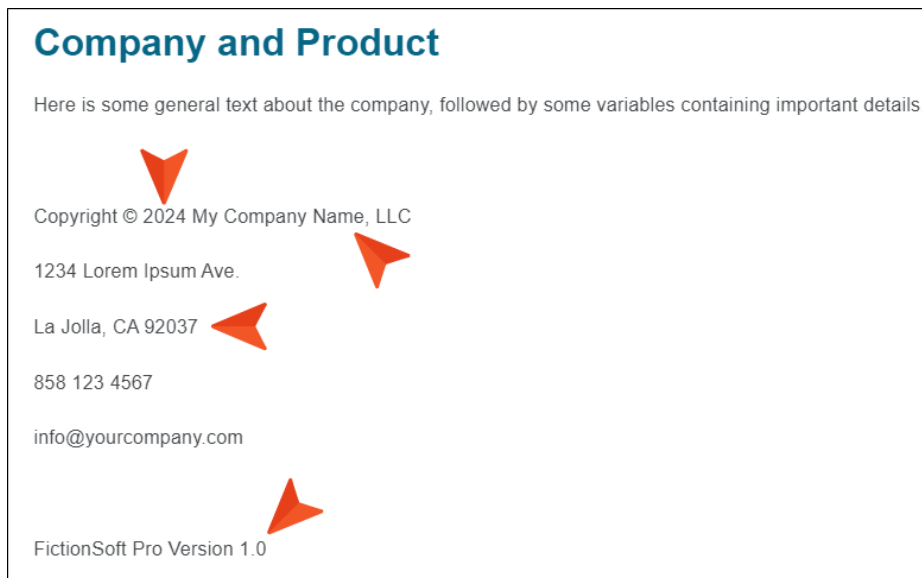
If you click an inserted variable, you can see the relevant variable set and name in the info bar.

The screenshot shows a web editor interface with a dark header containing tabs for 'Content', 'Code', and 'Commits', and a breadcrumb 'Content/D-Reference/Company.htm'. Below the header, a status bar shows '20 lines' and '736.00'. The main content area displays HTML code: 'Tag Info: p > MadCap:variable [General/VersionNumber]'. A callout box labeled 'Variable set' points to the 'General' part of the variable name. Below the code, the rendered HTML is shown: 'Company and Product', followed by a paragraph of text, a copyright notice, and contact information. A callout box labeled 'Variable name' points to the 'VersionNumber' part of the variable name in the code. A red arrow points to the rendered output '1.0' in the footer text 'FictionSoft Pro Version 1.0'.

HOW VARIABLES MIGHT LOOK IN THE SOURCE FILE



HOW VARIABLES MIGHT LOOK IN THE OUTPUT



I Initial Variables

The variable set(s) you see by default in your project depends on what template is used to create your Flare project and what is added to your project. A variable set file has an .FLVAR extension.

- **General** This is a default variable set file that you might see if you create a project from a project template. Some variables it can include are: CityStateZip, CompanyName, Email, PhoneNumber, StreetAddress, UserGuideTitle, VersionNumber, and Year.
- **MyVariables** This is a factory variable set file that you might see if you add another variable template to your project. It includes the variables: CompanyName and PhoneNumber.

You can use these variables, create additional variables, and modify their names and definitions to meet your needs.



NOTE There are other factory variable set files, such as Heading, System, and Running HF.

CHAPTER 3

Main Activities for Variables

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


This chapter discusses the following:

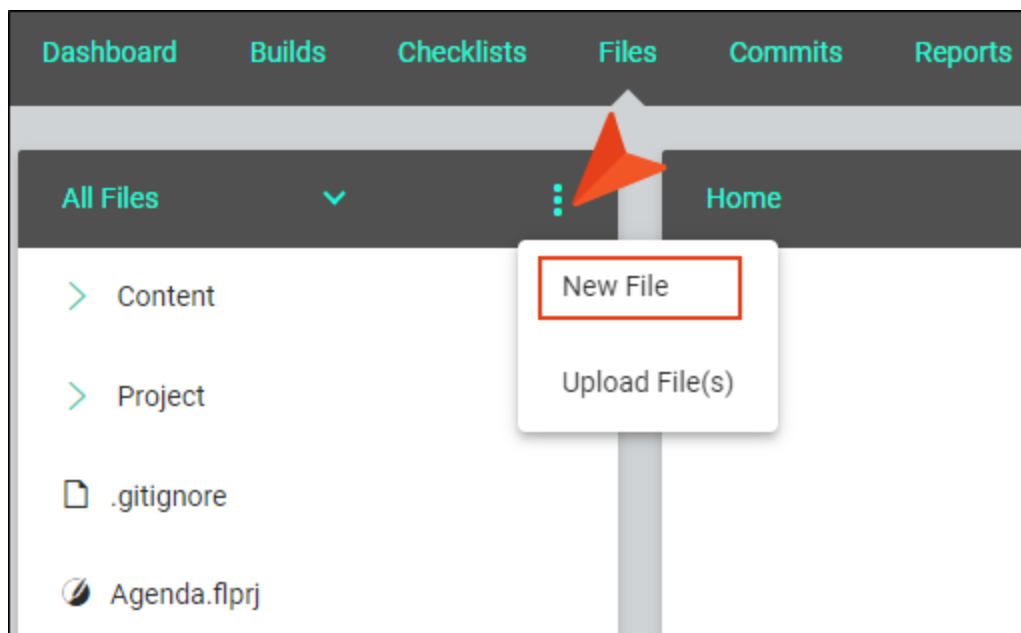
| | |
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| Adding Variable Sets to a Project | 15 |
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I Adding Variable Sets to a Project

You can add a new variable set to your project. You can then open the variable set and create new variables.

How to Add a Variable Set


1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, click , and select **New File**.

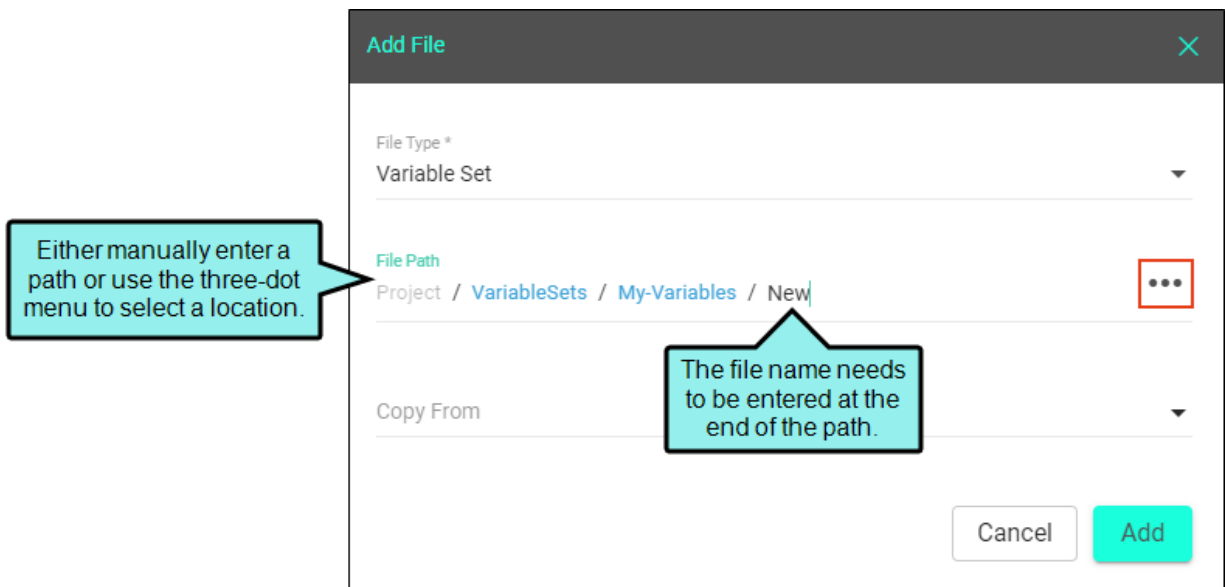



 **NOTE** Alternatively, you can bring an external file into your project by selecting Upload File(s).

3. In the Add File dialog, click the **File Type** drop-down, and select **Variable Set**.

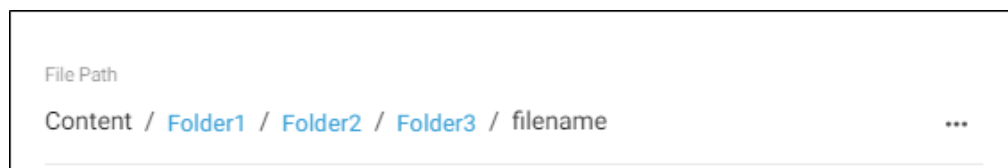
4. In the **File Path** field, enter a path and a name for the new file.

Alternatively, click  to select a location for the file in the project, and **Accept** the file path. Then in the **File Path** field, enter a name for the file.

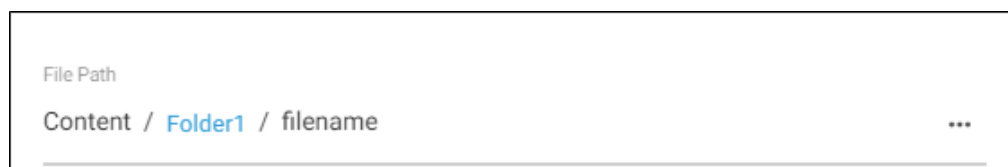


 **NOTE** You might notice the File Path displays black or blue lettering. The blue items are folders, and you can click the item to jump to that folder.

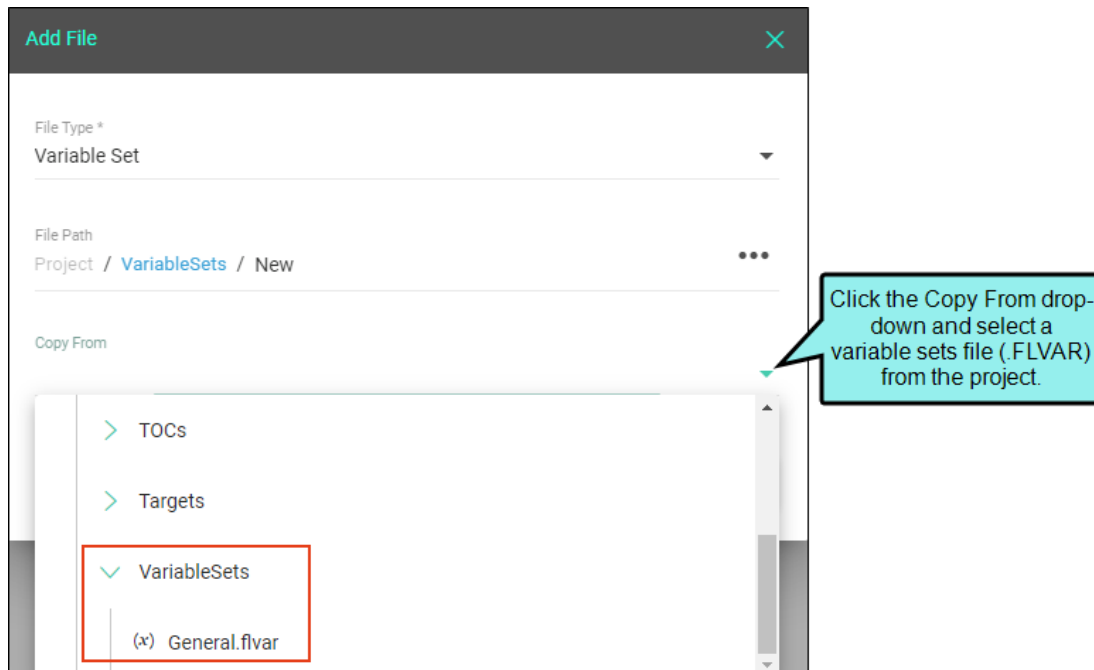
For example, in the Add File dialog, a file path contains several folders (indicated by blue lettering) before the filename.



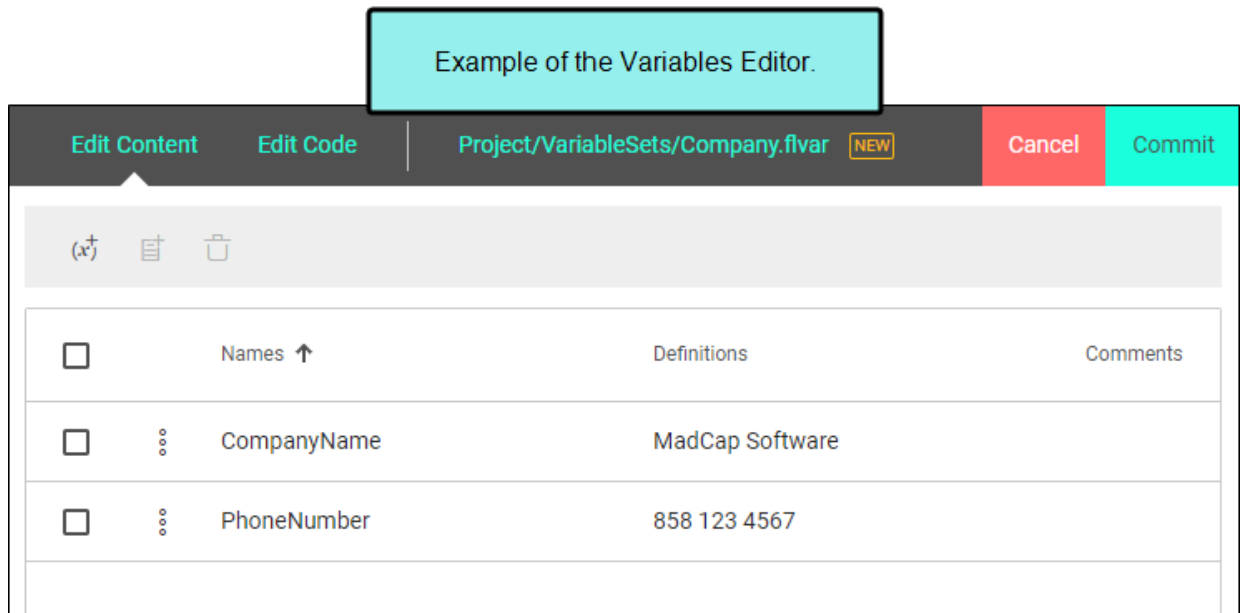
If the "Folder1" item is clicked, you will no longer see the subfolders.



- (Optional) In the Add File dialog, from the **Copy From** drop-down, you can select an existing variable file to use. This copies all the variables from the existing file to the new file, providing a base of variables to start with for your file. If you choose not to do this, then your new variable file is populated with a set of factory default variables (e.g., `CompanyName`, `PhoneNumber`).



6. Click **Add**. A new file is created and opens in the Variables Editor.



7. Click **Commit**. (Or click **Cancel**, to back out of the process.)

8. In the Create New Commit dialog, verify the new file path, and enter a **Commit Message**.

9. Click **Commit**. The new variables set is added to the project.

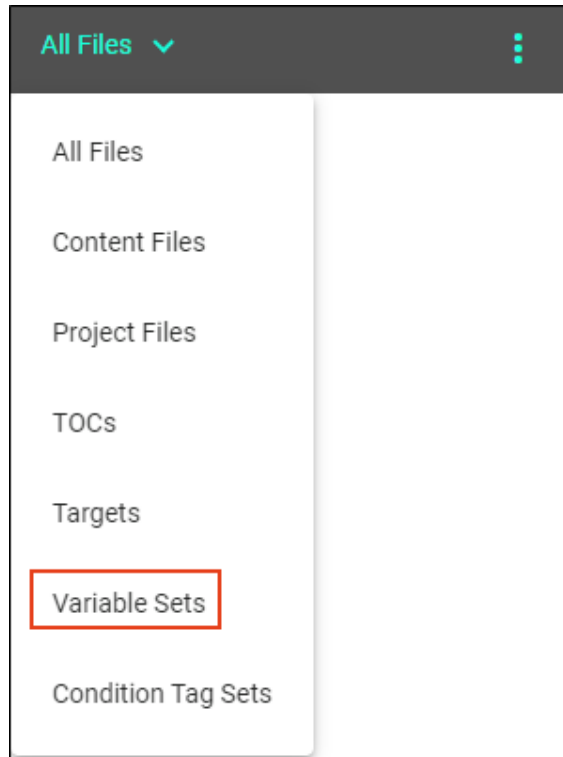
Creating Variables


You can create a new variable within a variable set. A variable can be a Text type or a Date/Time type.

How to Create a Text Variable

1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, with **All Files** showing, navigate to and select a variable file.

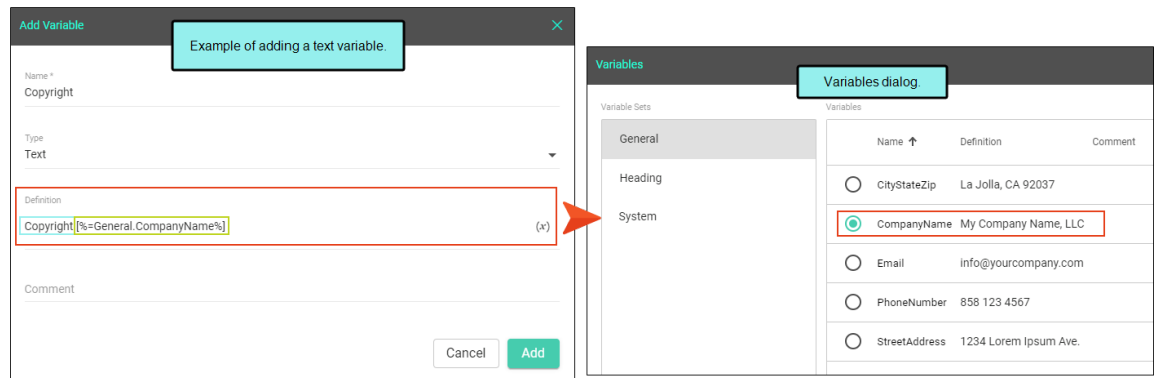
✔ **TIP** Click the **All Files** drop down, and select **Variable Sets**. This filters only the variable files to display in the files panel.



3. In the Variables Editor, click **Edit**.
4. In the local toolbar, select .

5. In the Add Variable dialog, populate the fields.

- **Name** Enter a unique name.
- **Type** From the drop-down, select **Text**.
- **Definition** Enter a definition for the new variable. If you want to insert another variable as part of the definition, click **(x)**. The variable displays as syntax, but in the output the variable definition is shown.



- **Comment (Optional)** Enter a comment to associate with the variable.

6. Click **Add**.

7. Click **Commit**. (Or click **Cancel**, to back out of the process.)

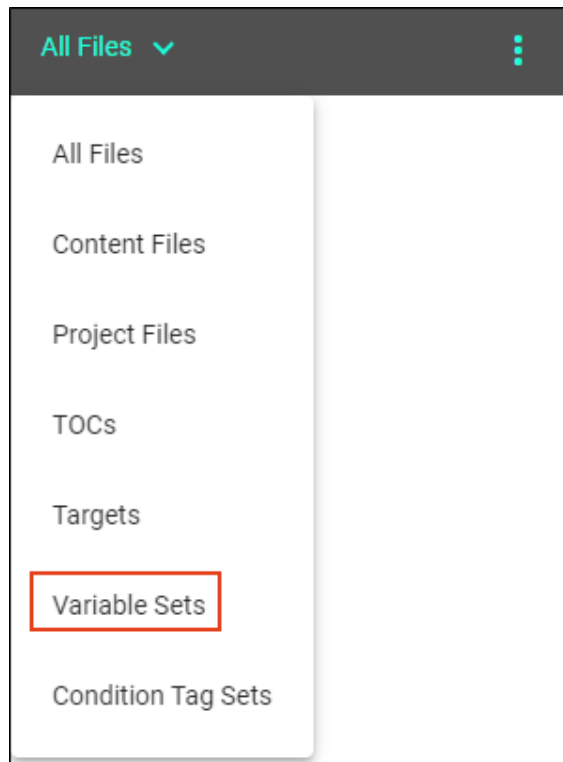
8. In the Create New Commit dialog, enter a **Commit Message**.


9. Click **Commit**.

How to Create a Date/Time Variable

1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, with **All Files** showing, navigate to and select a variable file.

✔ **TIP** Click the **All Files** drop down, and select **Variable Sets**. This filters only the variable files to display in the files panel.



3. In the Variables Editor, click **Edit**.
4. In the local toolbar, select .

5. In the Add Variable dialog, populate the fields.

- **Name** Enter a unique name.
- **Type** From the drop-down, select **DateTime**.
- **Definition** For a date and time definition, enter a combination of format specifiers.

Specifiers are based on Microsoft's custom date and time format strings. For details of the specifiers available, see:

<http://msdn.microsoft.com/en-us/library/8kb3ddd4.aspx>

Here are some of the more common specifier combinations:

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

- **Update** From the drop-down select how you want the variable to display the date and time.
 - **Manually** The variable displays the date and time when the variable was created. You can update the variable manually, and it will display the date and time when it was most recently updated.
 - **On File Creation** The variable displays the date and time that you created the file.
 - **On File Save** The variable displays the date and time that you last saved the file.
 - **On Project Save** The variable displays the date and time that you last saved all the files in the project.

- **On Build** The variable displays the date and time of the most recent project build. This is the default Date/Time variable type.
- **Comment (Optional)** Enter a comment to associate with the variable.

The screenshot shows the 'Add Variable' dialog box with the following fields and values:

- Name ***: Time Zone 1
- Type**: DateTime
- Definition**: yyyy-MM-dd HH:mm:ss ZZZZ
- Result**: 2024-05-21 09:55:30 ZZZZ
- Update**: On Build
- Comment**: (empty)

Callouts in the image provide additional context:


- A callout pointing to the Definition field says: "Enter a custom date and time format."
- A callout pointing to the Update field says: "Select when a date and time variable updates."
- A callout at the top right of the dialog says: "Example of adding a date and time variable."

Buttons at the bottom right: Cancel, Add

6. Click **Add**.
7. Click **Commit**. (Or click **Cancel**, to back out of the process.)
8. In the Create New Commit dialog, enter a **Commit Message**.
9. Click **Commit**.

I Inserting Variables


How to Insert a Variable

1. Open a project, and select the **Files** tab at the top.
2. On the left, navigate to a topic or snippet file. The file contents display on the right.
3. In the upper-right of the Content Editor, click **Edit**.
4. In the Content Editor place your cursor where you want to insert the variable.
5. From the Content Editor's local toolbar, click .
6. On the left, select the appropriate variable set.
7. On the right, select the variable you want to insert.
8. Click **Insert**.

Changing Variables

If a variable has already been inserted into a topic or snippet, you can change it to a different variable.

How to Change a Variable

1. In the upper-right of the Content Editor, click **Edit**.
2. In the Content Editor click the variable. A blue rectangle displays around the brackets and variable.
3. From the Content Editor's local toolbar, click .
4. On the left, select the appropriate variable set.
5. On the right, select the variable you want to insert.
6. Click **Insert**.

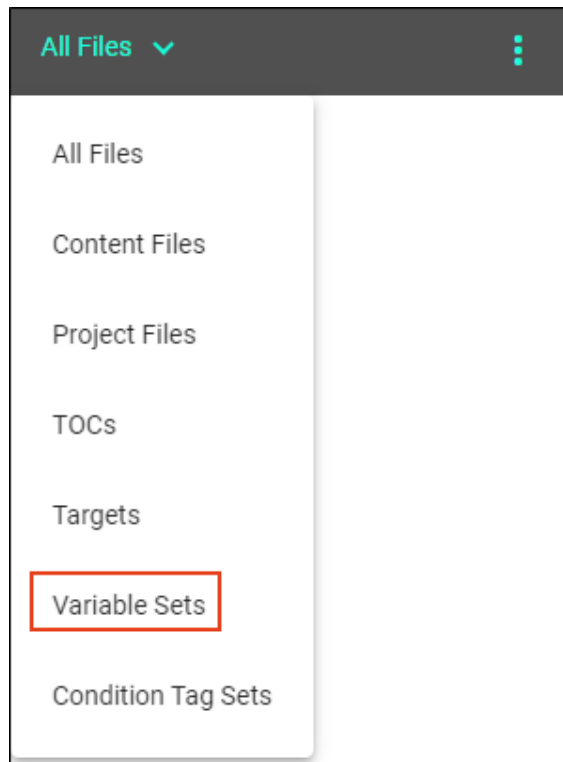
I Editing Text Variables

After you create a variable, you can edit it in the Variable Editor. You can also add multiple alternate definitions to a variable, using them as a way to override variables on a target. For example, your company might have multiple phone numbers. You can associate them all with the same variable and use the appropriate one wherever necessary by choosing it in a particular target. If you change the definition for a variable that has been inserted into topics, the changes will automatically be reflected in all those topics.

How to Edit a Text Variable

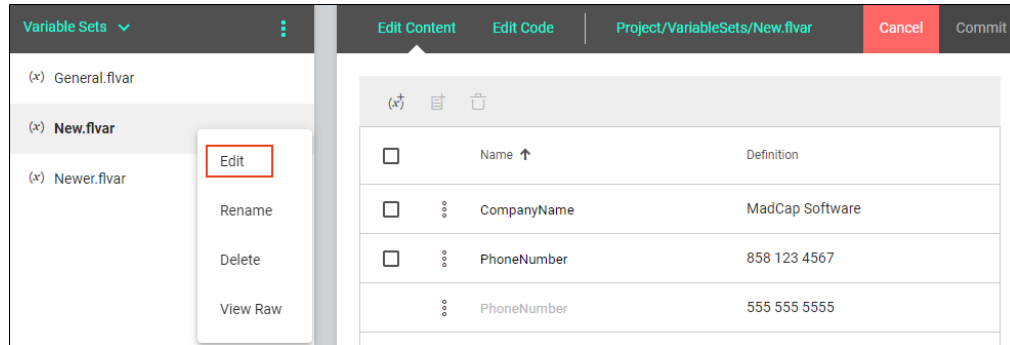
1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, with **All Files** showing, navigate to and select a variable file.


✔ **TIP** Click the **All Files** drop down, and select **Variable Sets**. This filters only the variable files to display in the files panel.



3. In the Variables Editor, click **Edit**.

✓ **TIP** From the left side of the page, you can right-click to select and open a variable set directly in editing mode. From this menu, you can also rename, delete, or view raw (i.e., opens the file code in a browser).



4. From a variable row, click  and select **Edit Definition**, or you can right-click the variable row for the same list.

5. In the Edit Text Definition dialog, you can change the name, definition, or comment of the definition.

Edit Text Definition [Close]

Example of Edit Text Definition dialog.


Name *
PhoneNumber

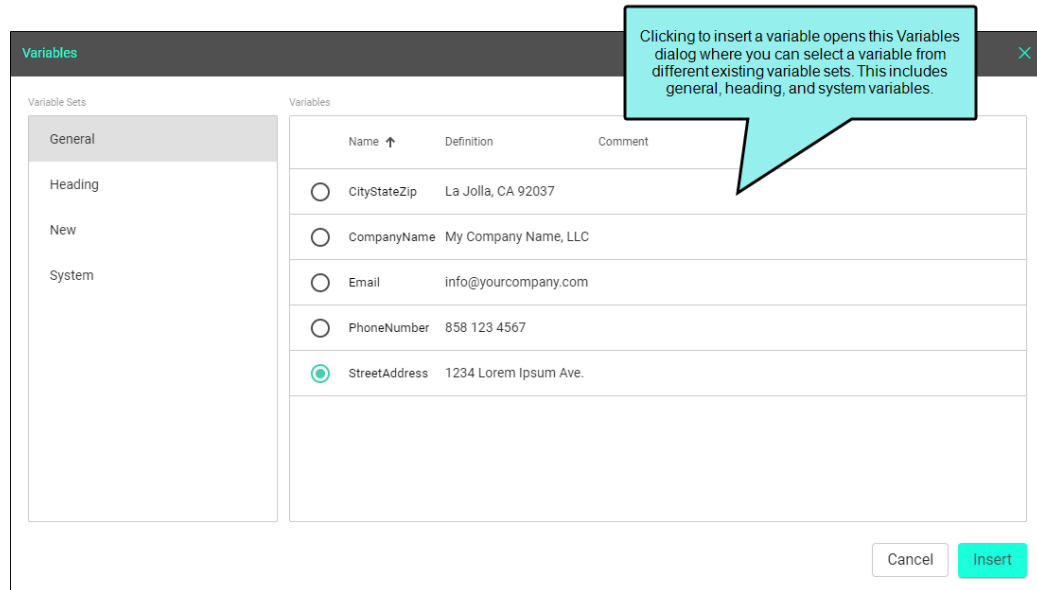
Definition
858 123 4567 (x)


Comment


Renaming a variable in Central might result in broken links in the Flare project after you do a pull. You would then need to find and fix those broken links manually in Flare. Alternatively, you can rename the variable in Flare and update the links automatically, then push to Central.



Cancel Save

- **Name** Edit the name of the variable.
- **Definition** Edit the definition for the variable. If you want to insert another variable as part of the definition, click . The variable displays as syntax, but in the output the variable definition is shown.



- **Comment** (Optional) Enter a comment to associate with the variable.
6. Click **Save**.
 7. (Optional) You can further edit a variable definition by removing it. From a variable row, click  and select **Delete Definition**, or you can right-click the row and select **Delete Definition**. This removes only the selected definition from the Variables Editor. (If there are multiple definitions defined, and you remove a primary definition for the variable, the next alternate definition becomes the primary definition.)

 **NOTE** To remove a variable and all its definitions from the Variables Editor, do one of the following.

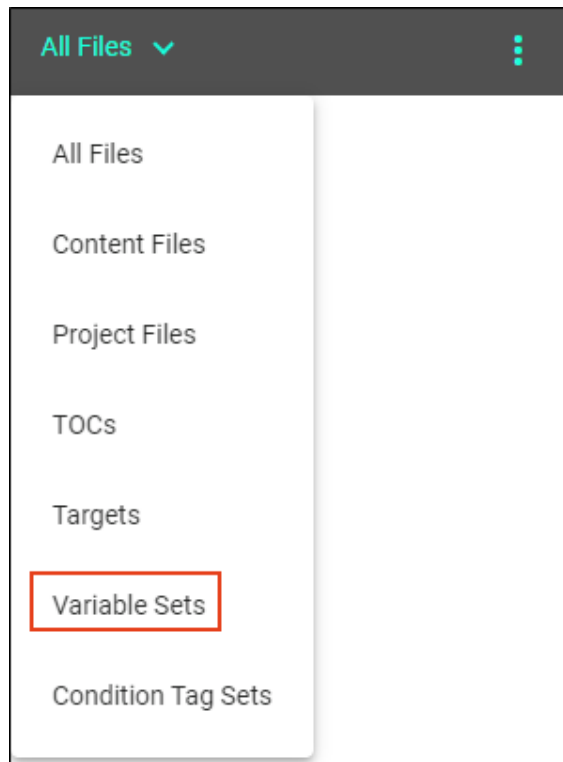
- From a variable row, select the check box, and from the local toolbar click .
- Click  and select **Delete Variable**.
- Right-click the variable row, and select **Delete Variable**.

8. Click **Commit**. (Or click **Cancel**, to back out of the process.)
9. In the Create New Commit dialog, enter a **Commit Message**.
10. Click **Commit**.


How to Add an Alternate Text Variable Definition



1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, with **All Files** showing, navigate to and select a variable file.

✔ **TIP** Click the **All Files** drop down, and select **Variable Sets**. This filters only the variable files to display in the files panel.

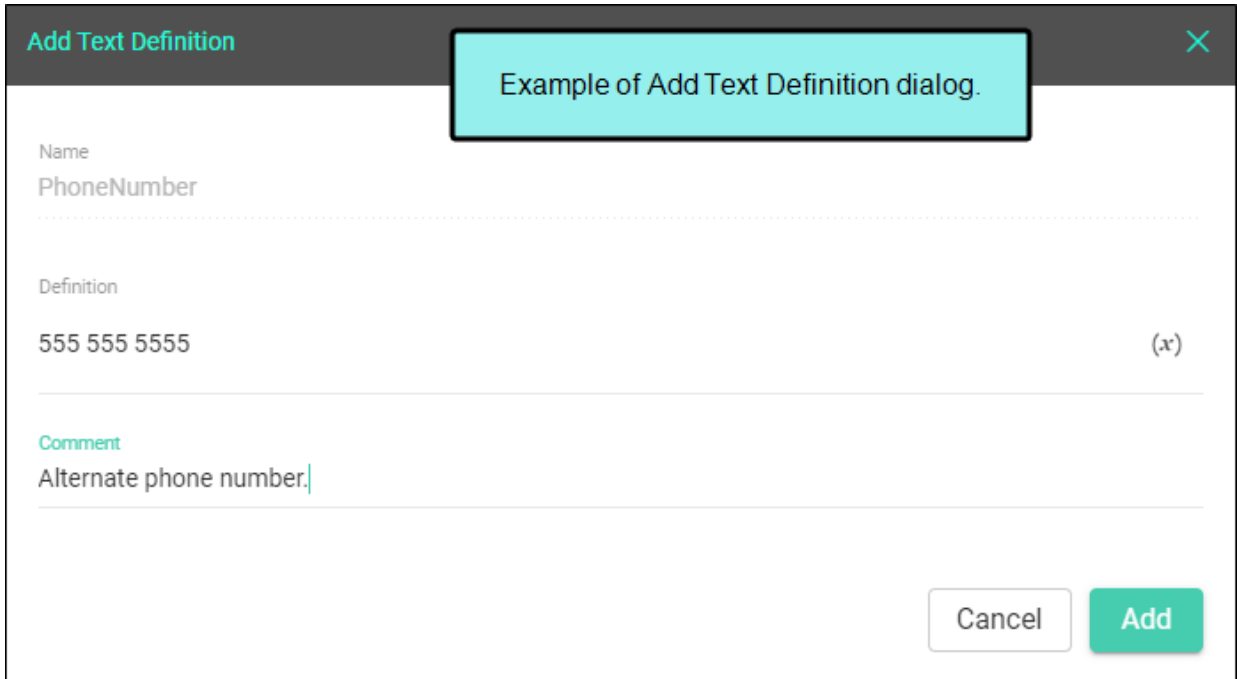


3. In the Variables Editor, click **Edit**.

4. Select a variable row, select the check box, and from the local toolbar click . Be sure to select an existing Text type variable row.

 **NOTE** Alternatively, from a variable row, click  and select **Add Definition**, or you can right-click the variable row for the same list.

5. In the Add Text Definition dialog, populate the fields.



Add Text Definition ×

Example of Add Text Definition dialog.

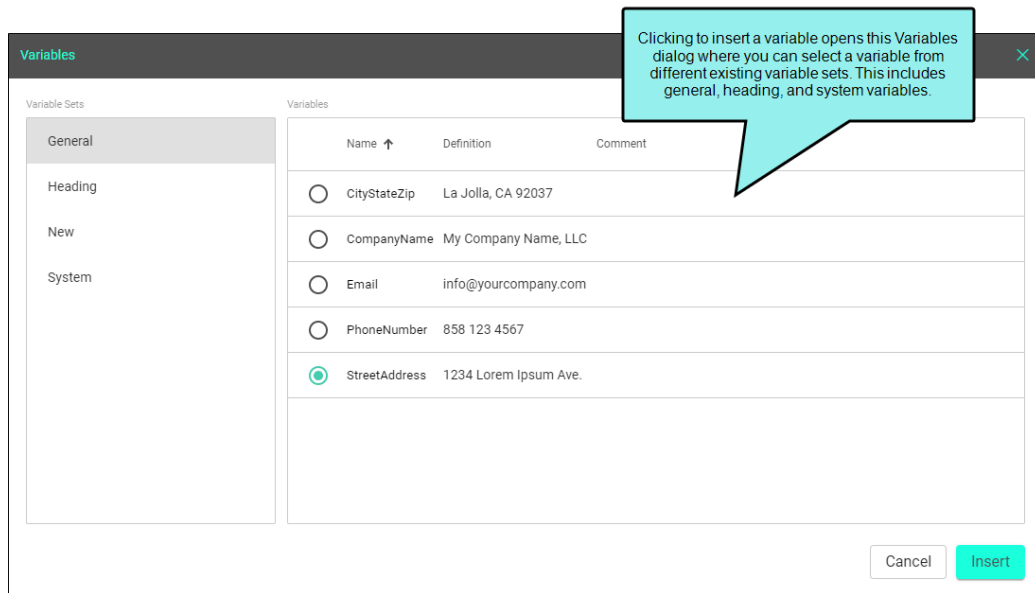
Name
PhoneNumber

Definition
555 555 5555 (x)

Comment
Alternate phone number.

Cancel Add

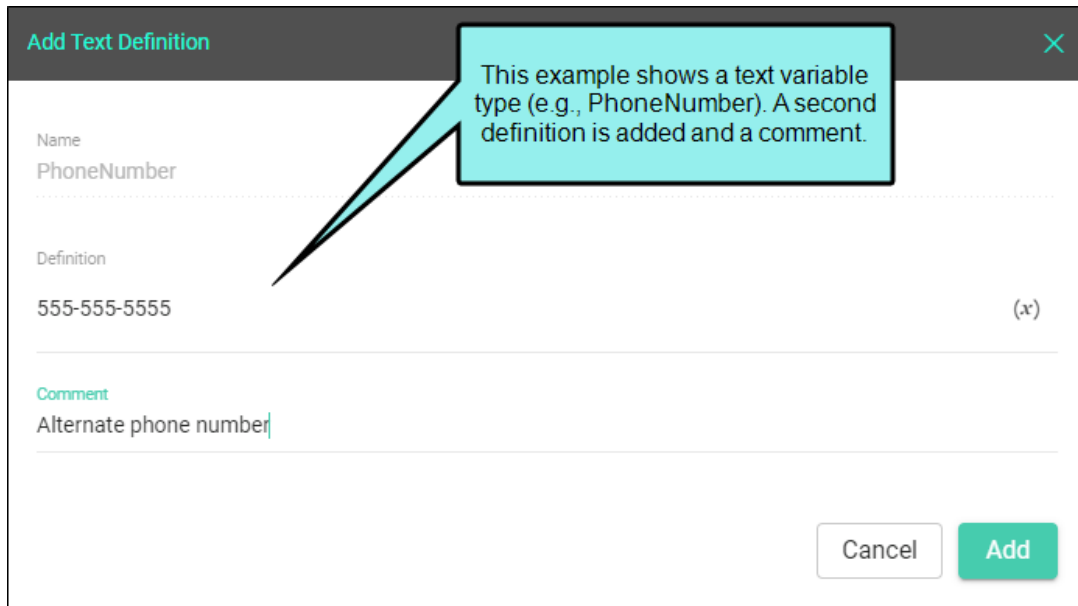
- **Definition** Enter a definition for the new variable. If you want to insert another variable as part of the definition, click **(x)**. The variable displays as syntax, but in the output the variable definition is shown.



- **Comment (Optional)** Enter a comment to associate with the variable.
6. Click **Add**.
 7. Click **Commit**. (Or click **Cancel**, to back out of the process.)
 8. In the Create New Commit dialog, enter a **Commit Message**.
 9. Click **Commit**.

☆ **EXAMPLE** The following illustrates how to add multiple text variable definitions. You might do this if you want a different variable definition for a particular audience. For example, a client has two targets, and a unique phone number is needed in the documentation for each one.

You select a variable to add a definition to it, the Add Text Definitions dialog displays. You enter another text definition and a comment.



Add Text Definition

Name
PhoneNumber

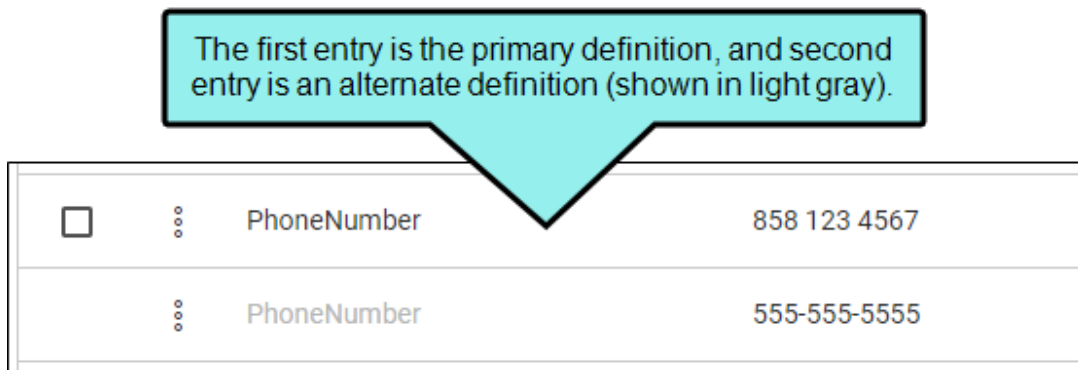
Definition
555-555-5555 (x)

Comment
Alternate phone number

Cancel Add

This example shows a text variable type (e.g., PhoneNumber). A second definition is added and a comment.

When you select Add, the new definition is added to the variables list in the editor. Notice one variable now includes multiple definitions.



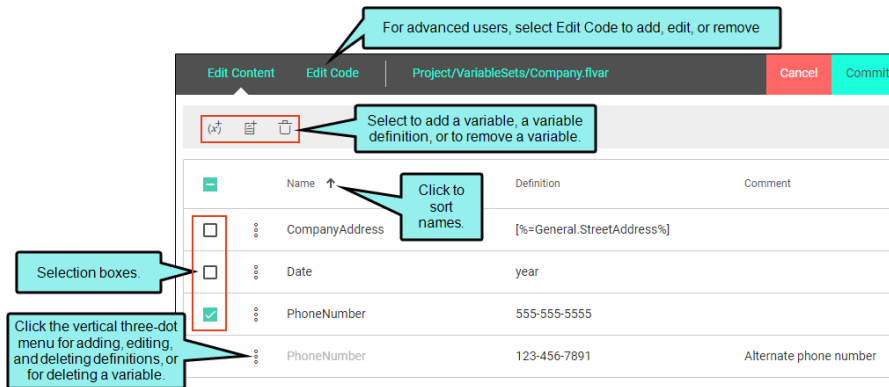
The first entry is the primary definition, and second entry is an alternate definition (shown in light gray).


| | | | |
|--------------------------|---|-------------|--------------|
| <input type="checkbox"/> | ☰ | PhoneNumber | 858 123 4567 |
| | ☰ | PhoneNumber | 555-555-5555 |

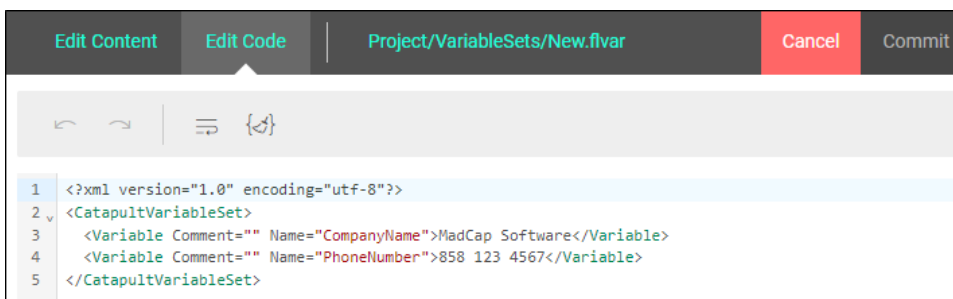
What's Noteworthy?

 **NOTE** Keep the following in mind when editing variables:

- In the Edit Content tab, you can sort the order of the Name column in three ways: ascending, descending, and not set (items order in file).
- Selection of the variables determines the state of the items in the local toolbar. For example, an empty selection (no boxes selected) only enables the Add Variable button. A single selection enables all buttons. A multi-selection enables the Add Variable and Remove Variable buttons.



 **NOTE** From the top of the interface, you can select **Edit Code** to add, edit, or remove items in the XML code directly. The editor only displays properties that it can edit. It is recommended that only more advanced authors use this editing mode.



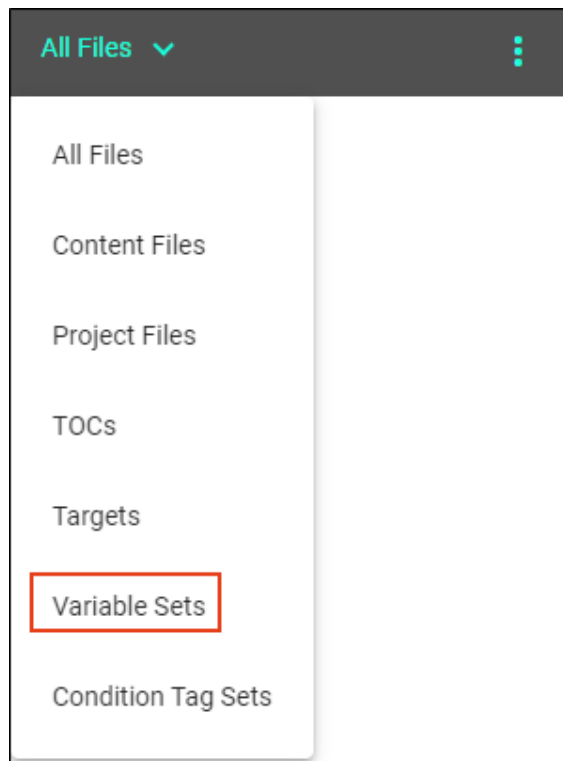
Editing Date/Time Variables

You can edit the format for a custom variable to change how the system date and time are displayed. You can also add multiple alternate definitions to a variable. For example, you might want to use different date and time variables for audiences in different time zones. You can associate multiple definitions with the same variable and use the appropriate one wherever necessary by choosing it in a particular target.

How to Edit a Date/Time Variable

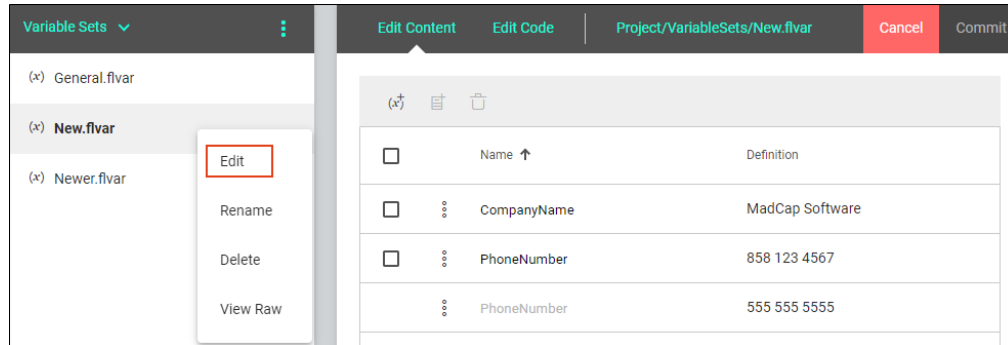
1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, with **All Files** showing, navigate to and select a variable file.


✔ **TIP** Click the **All Files** drop down, and select **Variable Sets**. This filters only the variable files to display in the files panel.

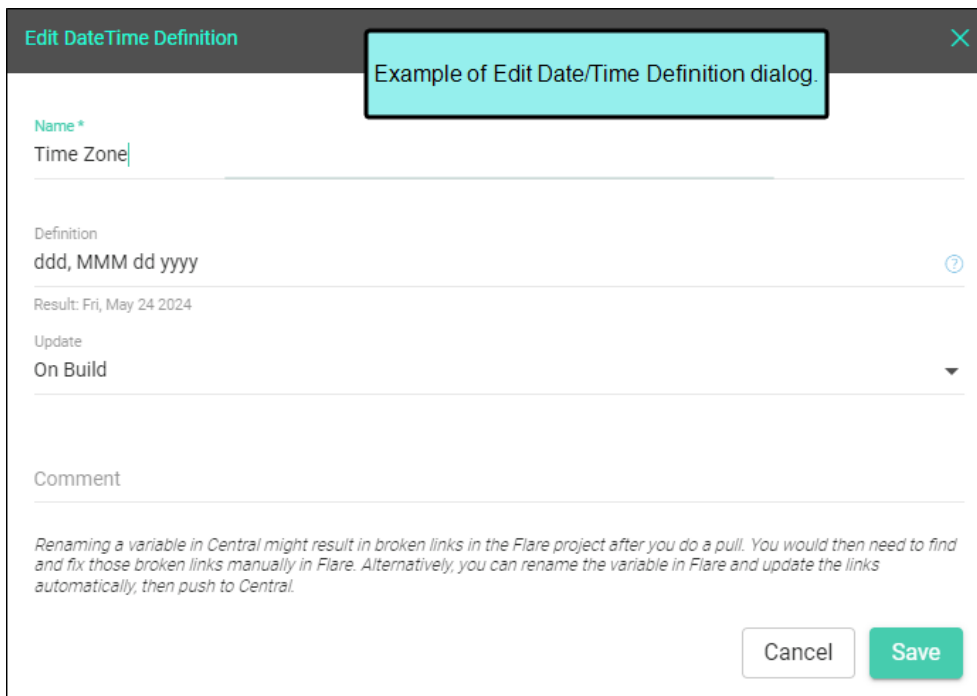


3. In the Variables Editor, click **Edit**.

✓ **TIP** From the left side of the page, you can right-click to select and open a variable set directly in editing mode. From this menu, you can also rename, delete, or view raw (i.e., opens the file code in a browser).



4. From a variable row, click  and select **Edit Definition**, or you can right-click the variable row for the same list.
5. In the Edit Date/Time Definition dialog, you can change the name, definition, update, or comment of the definition.



- **Name** Edit the name of the variable.
- **Definition** For a date and time definition, enter a combination of format specifiers. Specifiers are based on Microsoft's custom date and time format strings. For details of the specifiers available, see:


<http://msdn.microsoft.com/en-us/library/8kb3ddd4.aspx>

Here are some of the more common specifier combinations:

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



- **Update** From the drop-down select how you want the variable to display the date and time.
 - **Manually** The variable displays the date and time when the variable was created. You can update the variable manually, and it will display the date and time when it was most recently updated.
 - **On File Creation** The variable displays the date and time that you created the file.
 - **On File Save** The variable displays the date and time that you last saved the file.
 - **On Project Save** The variable displays the date and time that you last saved all the files in the project.
 - **On Build** The variable displays the date and time of the most recent project build. This is the default Date/Time variable type.
- **Comment** (Optional) Enter a comment to associate with the variable.

6. Click **Save**.

- (Optional) You can further edit a variable definition by removing it. From a variable row, click  and select **Delete Definition**, or you can right-click the row and select **Delete Definition**. This removes only the selected definition from the Variables Editor. (If there are multiple definitions defined, and you remove a primary definition for the variable, the next alternate definition becomes the primary definition.)



NOTE To remove a variable and all its definitions from the Variables Editor, do one of the following.

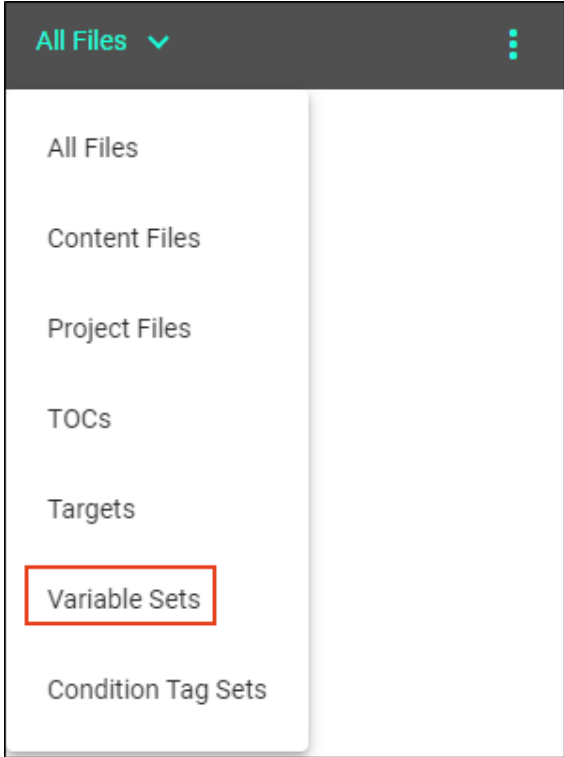
- From a variable row, select the check box, and from the local toolbar click .
- Click  and select **Delete Variable**.
- Right-click the variable row, and select **Delete Variable**.

- Click **Commit**. (Or click **Cancel**, to back out of the process.)
- In the Create New Commit dialog, enter a **Commit Message**.
- Click **Commit**.


How to Add an Alternate Date/Time Variable Definition



1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, with **All Files** showing, navigate to and select a variable file.

✔ **TIP** Click the **All Files** drop down, and select **Variable Sets**. This filters only the variable files to display in the files panel.



The screenshot shows a dark grey header with the text 'All Files' and a downward arrow. Below the header is a white list of file categories: 'All Files', 'Content Files', 'Project Files', 'TOCs', 'Targets', 'Variable Sets', and 'Condition Tag Sets'. The 'Variable Sets' item is highlighted with a red rectangular border.

3. In the Variables Editor, click **Edit**.
4. Select a variable row, select the check box, and from the local toolbar click . Be sure to select an existing Date/Time type variable row.

 **NOTE** Alternatively, from a variable row, click  and select **Add Definition**, or you can right-click the variable row for the same list.

5. In the Add DateTime Definition dialog, populate the fields.

The screenshot shows a dialog box titled "Add DateTime Definition". A callout box highlights the title bar with the text "Example of Add Date/Time Definition dialog.". The dialog contains the following fields:

- Name
- Time Zone
- Definition: `HH:mm:ss.s` (with a help icon)
- Result: 18:16:25.25
- Update: On Build (with a dropdown arrow)
- Comment

At the bottom right, there are two buttons: "Cancel" and "Add".

- **Definition** For a date and time definition, enter a combination of format specifiers. Specifiers are based on Microsoft's custom date and time format strings. For details of the specifiers available, see:

<http://msdn.microsoft.com/en-us/library/8kb3ddd4.aspx>

Here are some of the more common specifier combinations:

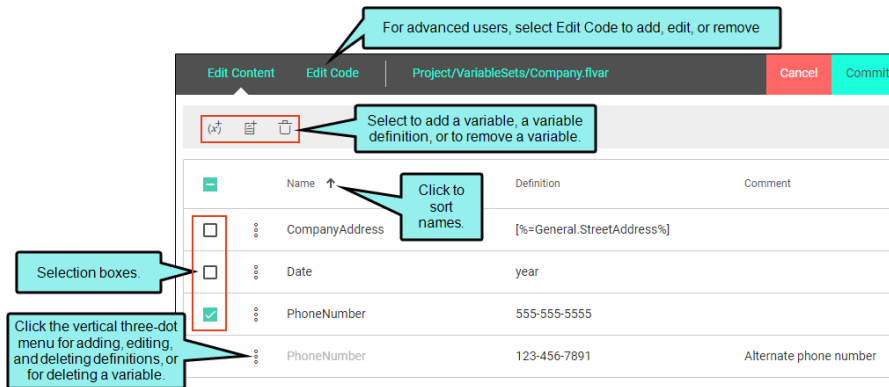
| Specifier Combination | Result |
|---------------------------|---------------------------|
| MMMM dd, yyyy hh:mm:ss tt | July 09, 2013 03:55:53 PM |
| hh:mm:ss tt dd MMMM, yyyy | 03:55:53 PM 09 July, 2013 |
| dddd MMMM dd, yyyy | Tuesday July 09, 2013 |
| ddd MM/dd/yy | Tue 07/09/13 |


- **Update** From the drop-down select how you want the variable to display the date and time.
 - **Manually** The variable displays the date and time when the variable was created. You can update the variable manually, and it will display the date and time when it was most recently updated.
 - **On File Creation** The variable displays the date and time that you created the file.
 - **On File Save** The variable displays the date and time that you last saved the file.
 - **On Project Save** The variable displays the date and time that you last saved all the files in the project.
 - **On Build** The variable displays the date and time of the most recent project build. This is the default Date/Time variable type.
 - **Comment** (Optional) Enter a comment to associate with the variable.
6. Click **Add**.
 7. Click **Commit**. (Or click **Cancel**, to back out of the process.)
 8. In the Create New Commit dialog, enter a **Commit Message**.
 9. Click **Commit**.

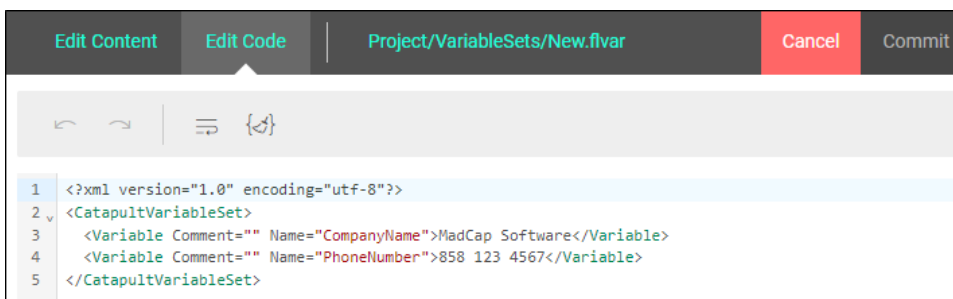
What's Noteworthy?

 **NOTE** Keep the following in mind when editing variables:

- In the Edit Content tab, you can sort the order of the Name column in three ways: ascending, descending, and not set (items order in file).
- Selection of the variables determines the state of the items in the local toolbar. For example, an empty selection (no boxes selected) only enables the Add Variable button. A single selection enables all buttons. A multi-selection enables the Add Variable and Remove Variable buttons.




 **NOTE** From the top of the interface, you can select **Edit Code** to add, edit, or remove items in the XML code directly. The editor only displays properties that it can edit. It is recommended that only more advanced authors use this editing mode.



Overriding Variable Definitions in Targets


Supported In:

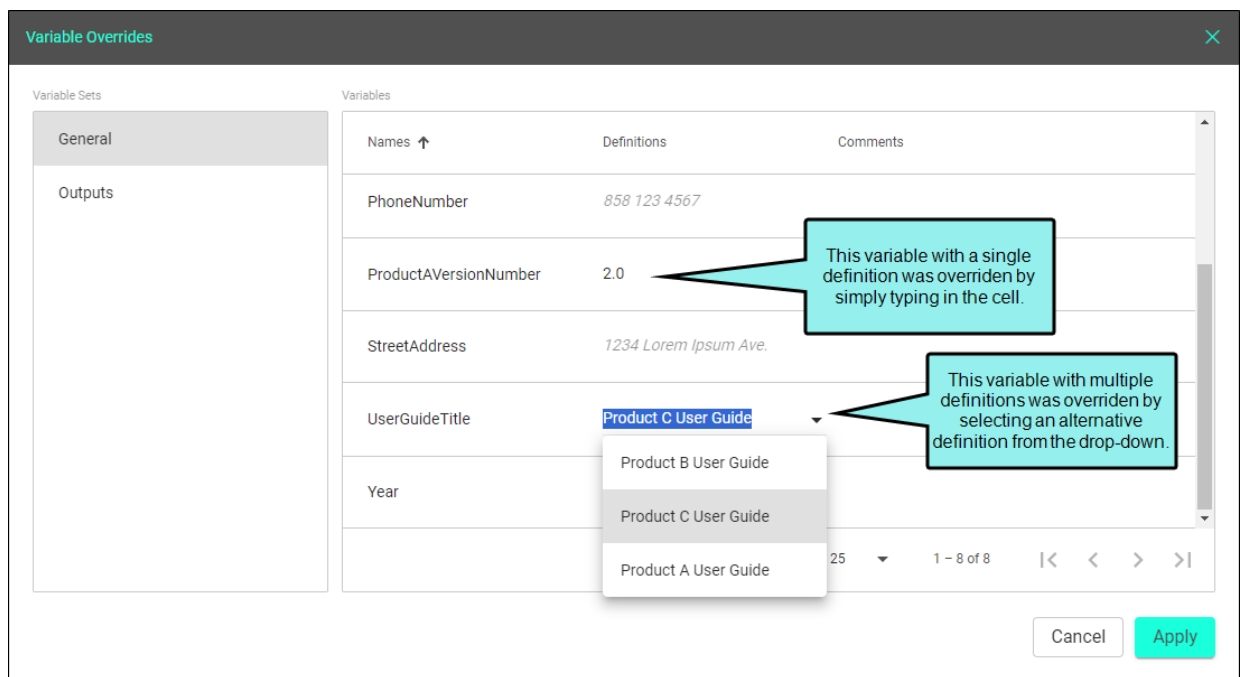


 **NOTE** Only HTML5 and PDF targets can be added and edited in Central. Also, only the most common target options are available in Central. For all of the additional target options—and to add or edit targets for the other output types—you need to use Flare.

The variables that you create and define in the Variable Set Editor are available to your entire project. However, if you want the definition for a variable to be different in a particular target, you can override the project-level definition for that target in the Target Editor.

How to Override a Variable Definition in a Target

1. From the **Projects** page (**Files** tab), open an HTML5 or PDF target and in the upper-right click **Edit**.
2. On the left, make sure **General** is selected.
3. On the right side of the **Variable Overrides** field, click . The Variable Overrides dialog shows all of the variable sets in your project and their associated variables.
4. On the left, select the appropriate variable set.
5. Do one of the following, depending on whether the variable has only one or multiple definitions in the Variable Set Editor.
 - **Single Definition** Click in the **Definition** cell for the variable that you want to override. Then type a different definition.
 - **Multiple Definitions** In the **Definition** cell, click the down arrow and select an alternative definition.



6. Click **Apply**. The alternative variable definition will be used in the output for this target. However, for other targets in your project, the original variable definition will be used.
7. Click **Commit**. (Or click **Cancel**, to back out of the process.)

8. In the Create New Commit dialog, enter a **Commit Message**.
9. Click **Commit**.

CHAPTER 4

Other Activities for Variables

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

This chapter discusses the following:

- Removing Variables 49
- Renaming Variable Sets 50
- Deleting Variable Sets 53

I Removing Variables

You can remove any variables that have been inserted in a topic or snippet, or from the Variables Editor.


How to Remove a Variable (Topic or Snippet)

You can quickly remove any variables that have been inserted in a topic or snippet.

1. In the upper-right of the Content Editor, click **Edit**.
2. In the Content Editor click the variable. A blue rectangle displays around the brackets and variable.
3. On your keyboard, press **DELETE**.

How to Remove a Variable from the Variable Editor

You can remove variables from a variable set using the Variables Editor.

1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, with **All Files** showing, navigate to and select a variable file.
3. In the Variables Editor, click **Edit**.
4. Select a variable row, select the check box, and from the local toolbar click .
5. Click **Commit**. (Or click **Cancel**, to back out of the process.)
6. In the Create New Commit dialog, enter a **Commit Message**.
7. Click **Commit**.

I Renaming Variable Sets

You can rename a variable set in your project.

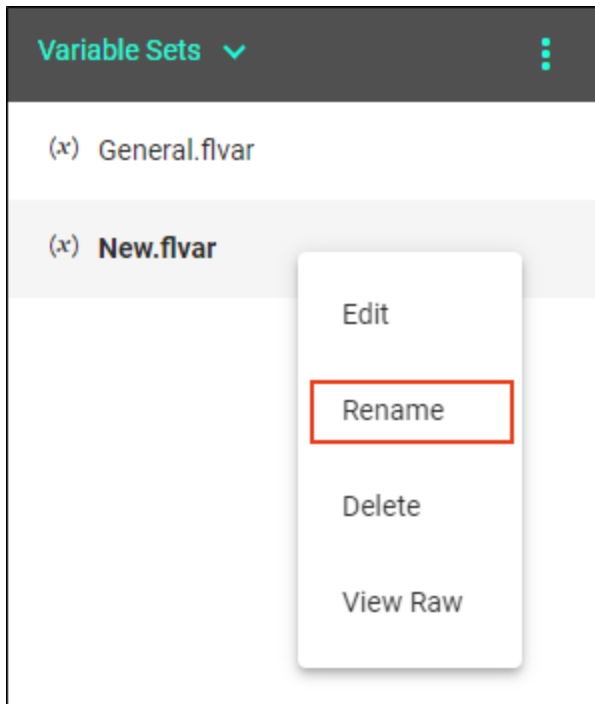
WARNING

If you want to rename a variable in Central it is better to do the renaming before inserting the variable anywhere in the content. Otherwise, renaming a variable can result in broken links. If you end up with broken links, try:

- Re-inserting the variables manually in Central (if you have a only a few applied).
- Pulling the changes down to Flare, and performing a global find and replace to update the broken links in the code.

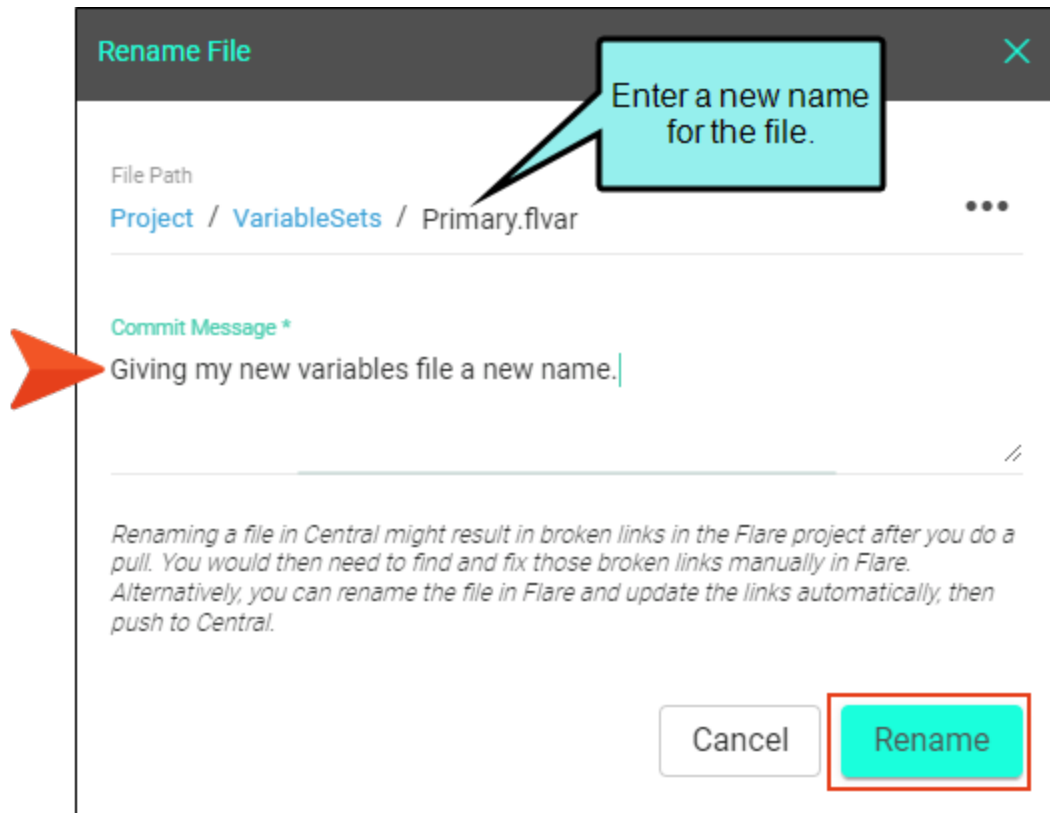
How to Rename a Variable Set

1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, click the **All Files** drop-down, and select **Variable Sets**.
3. Right-click the variable file you want to rename, and from the menu select **Rename**.



4. In the Rename File dialog, enter a new name for the file, enter a **Commit Message**, and select **Rename**.

You can optionally click  to select a location for the file in the project.

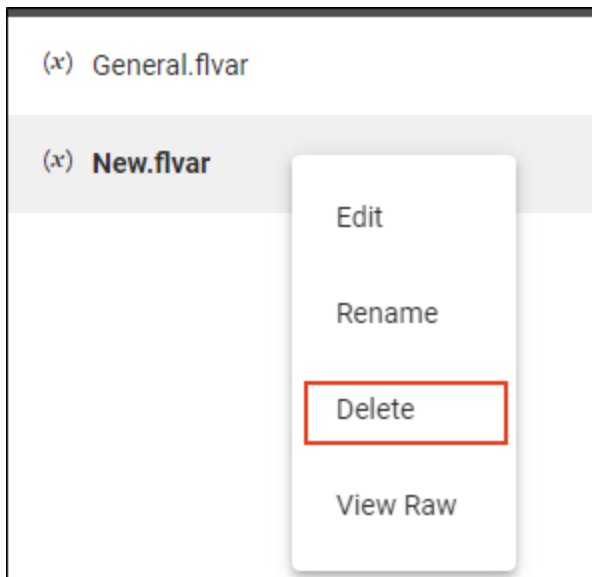


I Deleting Variable Sets

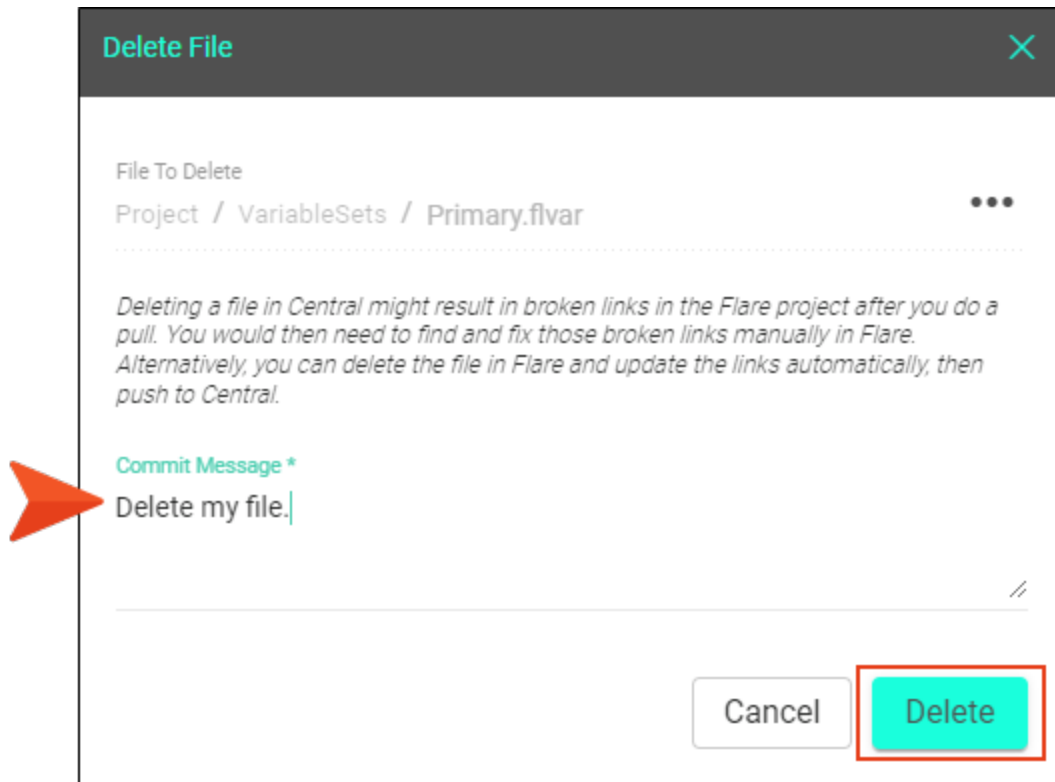
You can delete a variable set from your project.

How to Delete a Variable Set File

1. Open a project, and select the **Files** tab at the top.
2. From the left side of the page, click the **All Files** drop-down, and select **Variable Sets**.
3. Right-click the variable file you want to delete, and from the menu select **Delete**.



4. In the Delete File dialog, enter a **Commit Message**, and select **Delete**.



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