

MADCAP FLARE ONLINE

Building Output Guide

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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 the 'Builds' view in Flare Online. The interface includes a top navigation bar with 'Dashboard', 'Builds', 'Checklists', 'Workspace', 'Commits', 'Reports', and 'Translations'. Below this is a sub-navigation bar with 'Builds' and 'Schedules' tabs, and a 'Create Build' button. The main area displays a table of builds with columns for ID, Branch, Target, Keep, Finished, Duration, State, and Progress. The table contains four rows of build data. Callout boxes provide detailed explanations for various parts of 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-PPDF	<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 explain the following elements:

- 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 Flare Online 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' field in the first build row)
- Select one or more builds to take action on them.** (Points to the checkboxes in the first column)
- Each build as 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 field in the first build row)
- 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 is associated with a live site.** (Points to the 'Keep' checkbox in the first build row)
- This build has been set as "keep."** (Points to the checked 'Keep' checkbox in the third build row)
- Click a build row to expand it and see more information.** (Points to the expand/collapse arrow in the first build row)
- By scrolling to the right, you can see more information, such as who generated a build, whether it originated from Flare Online or Flare Desktop, errors, warnings, and more.** (Points to the right side of the build rows)

Main Activities

- "Generating and Scheduling Builds" on page 7
- "Publishing Directly to Flare Online" on page 22
- "Viewing Output" on page 25
- "Using Analytics" on page 26
- "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
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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 Flare Online	22
Viewing Output	25
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Deleting Builds	27

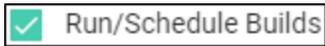
I Generating and Scheduling Builds

If you are associated with projects in Flare Online, 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.

One of the advantages of using Flare Online for your translation needs is that you can easily create single language output (i.e., one target is generated for each language) or multilingual output (i.e., one target is generated for multiple languages).

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**.

<input type="checkbox"/>	ID	Branch	Target	Keep	Finished	Duration	State	Progress
<input type="checkbox"/>	121939	lang/af	All-About-Austin-PDF.ftar		Apr 25, 2025 2:26 PM	00:00:17	✓ Complete	<div style="width: 100%;"></div>
<input type="checkbox"/>	113409	master	All-About-Austin-HTML5.ftar		Jul 25, 2024 8:56 AM	00:00:19	✓ Complete	<div style="width: 100%;"></div>

The New Build wizard opens.

- From the **Branch** field, select the appropriate branch. If you are not using branching, you will always be building from the master branch.

New Build ✕

1 Main ————— **2** Languages Optional ————— **3** Summary

i Builds use only the last committed files. Pending edits won't appear.

Branch *

 feature3 ▼

Target *

All-About-Austin-HTML5 fltar ✕ ▼

Type	Comment
 HTML5	MadCap HTML5 Target

Next

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

New Build ×

1 Main ——— 2 Languages Optional ——— 3 Summary

i Builds use only the last committed files. Pending edits won't appear.

Branch *

feature3 ▼

Target *

All-About-Austin-HTML5 fitar × ▼

Type	Comment
HTML5	MadCap HTML5 Target

Next

6. Click **Next**.
7. (Optional) For single language output you can skip this screen, and select **Next**. However, if you want to build multilingual output you can select an additional language branch.
8. Review a summary of your build options, and click **Build**. If you need to adjust the options, select **Back**.

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
90206	feature3	All-About-Austin-HTML5					Build in progress
90080	feature1	All-About-Austin-PDF		Nov 29, 2021 7:42 AM	01:13:11	Complete	Completed build
90076	feature1	All-About-Austin-HTML5		Nov 29, 2021 7:42 AM		Complete	Completed build
90059	feature2	All-About-Austin-HTML5		Nov 27, 2021 9:44 AM	00:00:13	Complete	Completed build

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
90206	feature3	All-About-Austin-HTML5		Nov 30, 2021 8:44 AM	00:00:14	Complete	Expanded
Private URL: /publish/coolcompany/cc4daa23164343dd9bbd307350098cc8/Default.htm Sites: Austin-H5-Feature3							
90080	feature1	All-About-Austin-PDF		Nov 29, 2021 7:42 AM	01:13:11	Complete	
		All-About-Austin-HTML5		Nov 29, 2021 7:42 AM	16:33:26	Complete	
		All-About-Austin-HTML5		Nov 27, 2021 9:44 AM	00:00:13	Complete	

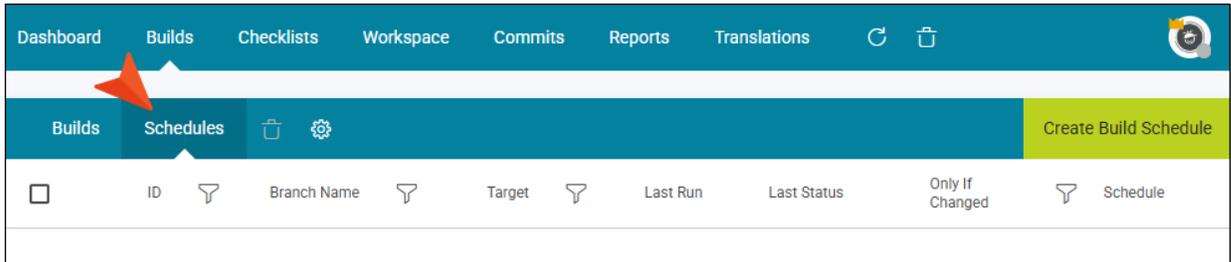
 **NOTE** You might notice that it takes somewhat longer for a target to build in Flare Online, compared with building it locally in Flare Desktop.

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

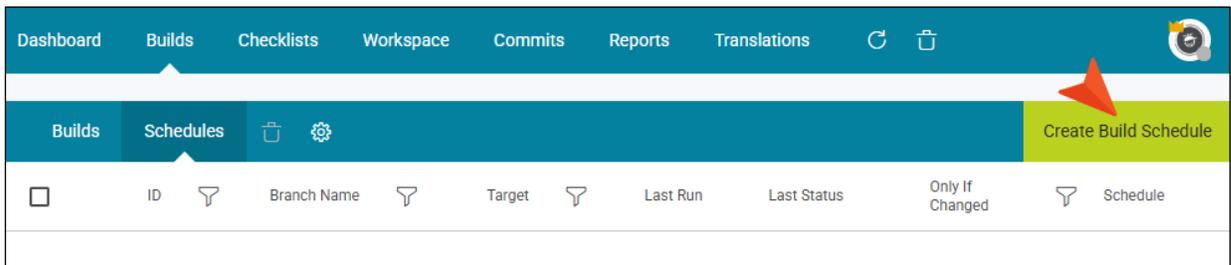
 **NOTE** If you intend to build a target that links to an outside project (e.g., for the purpose of importing files via Global Project Linking, project merging, or multilingual output), make sure that the other project is also uploaded to Flare Online. Otherwise, the automated imports or merging will 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 wizard opens.

- From the **Branch** field, select the appropriate branch. If you are not using branching, you will always be building from the master branch.

New Build Schedule ✕

1 Main — 2 Languages Optional — 3 Schedule — 4 Summary

i Builds use only the last committed files. Pending edits won't appear.

Branch *
🔀 master ▼

Target *
HTML5 fitar ✕ ▼

Type	Comment
📄 HTML5	MadCap HTML5 Target

[Next](#)

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

New Build Schedule ✕

1 Main — 2 Languages Optional — 3 Schedule — 4 Summary

i Builds use only the last committed files. Pending edits won't appear.

Branch *

 master ▼

Target *

HTML5.ftar ✕ ▼

Type	Comment
 HTML5	MadCap HTML5 Target

Next

7. Click **Next**.
8. (Optional) For single language output you can skip this screen, and select **Next**. However, if you want to build multilingual output you can select an additional language branch.
9. In the Schedule screen, complete the fields.
 - **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 & Canada)

Build only if changes detected

10. Click **Next**.

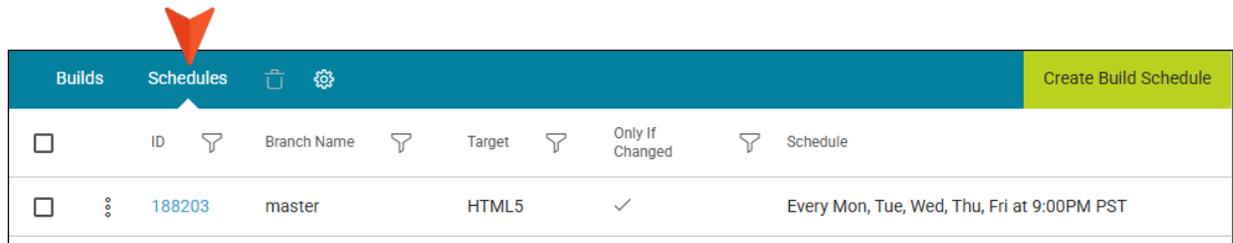
11. Review a summary of your scheduled build options, and click **Create**. If you need to adjust the options, select **Back**.

A row is added to the grid, representing that scheduled build.

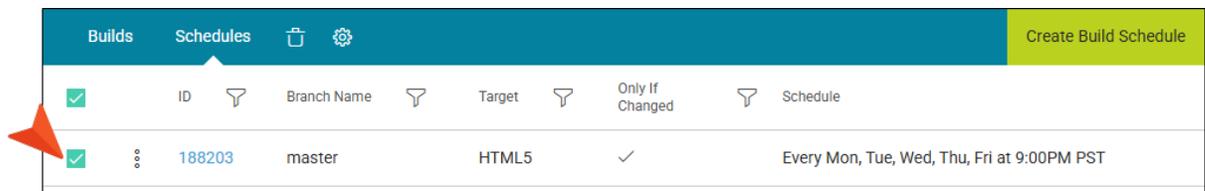
Builds Schedules  							Create Build Schedule
<input type="checkbox"/>	ID	 Branch Name	 Target	 Only If Changed	 Schedule		
<input type="checkbox"/>	 188203	master	HTML5	✓	Every Mon, Tue, Wed, Thu, Fri at 9:00PM PST		

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**.

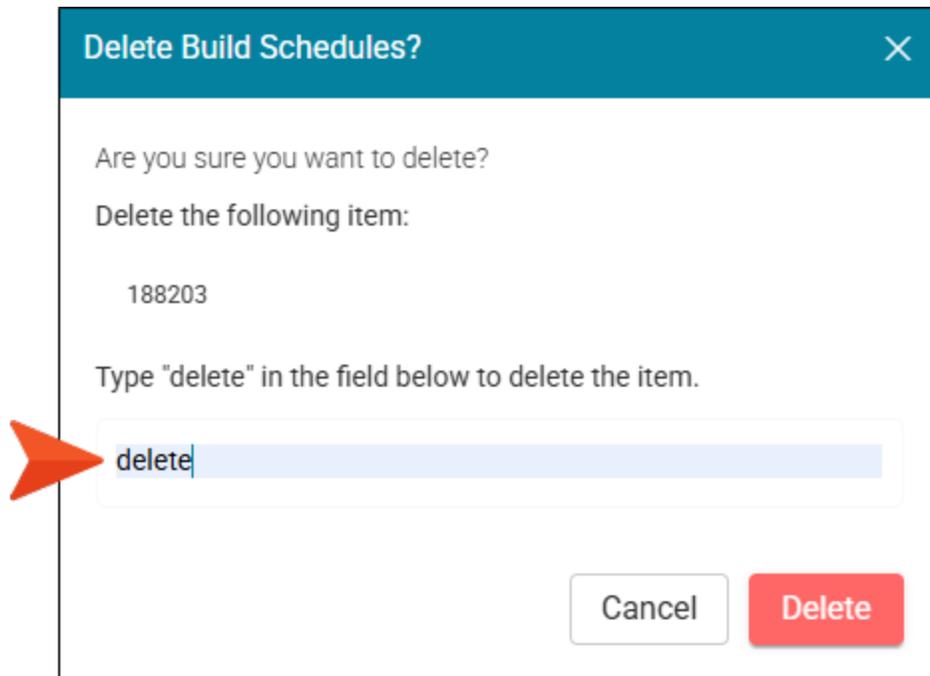


4. In the grid, select the check box next to the scheduled build you want to remove.



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 Flare Online, it is going to have a particular state, depending on various factors.

Builds											Schedules				Create Build	
		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 Flare Online, 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, Flare Online 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

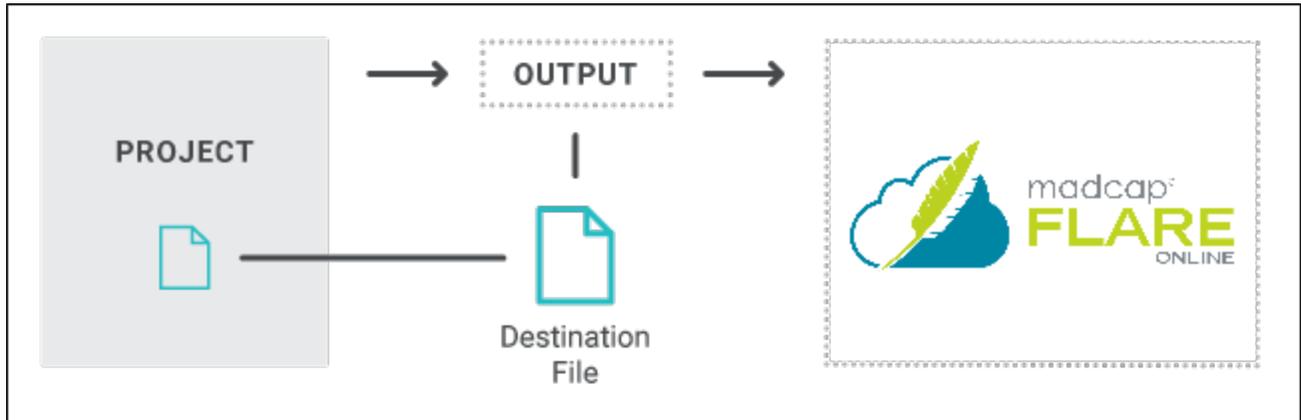
This state displays when someone cancels a build.

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 Flare Online

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

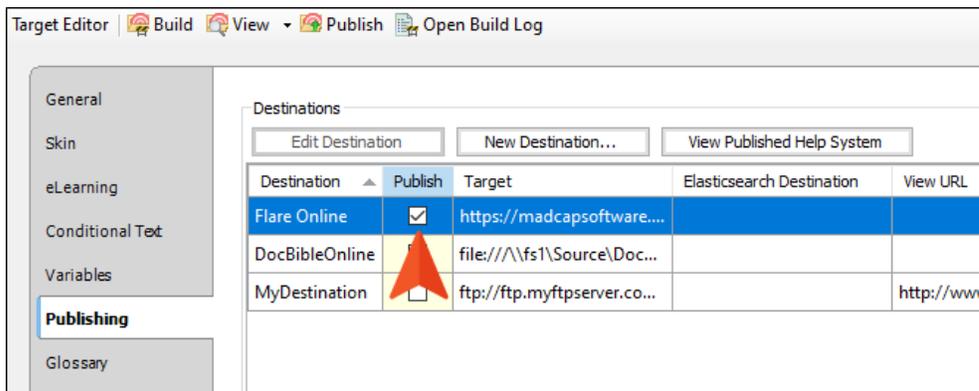


How to Publish Directly to Flare Online

1. If it is not already done, upload a local project from Flare Desktop to Flare Online.
2. In the local project in Flare Desktop, 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 **Flare Online** destination, click the **Publish** check box.

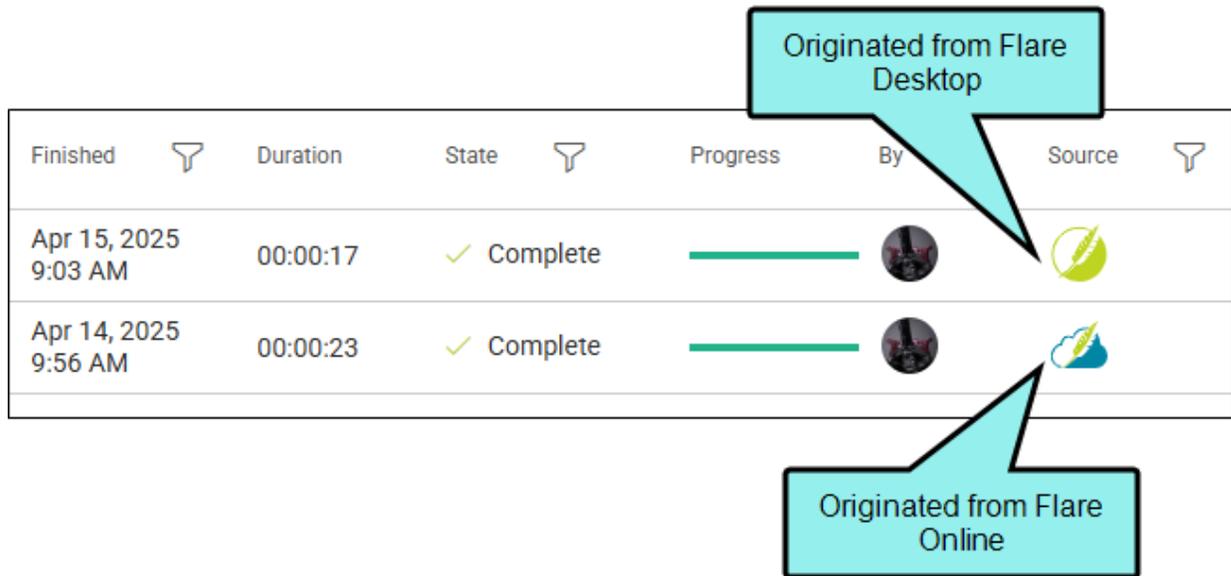


 **NOTE** This destination is automatically shown on the tab if the project is bound to Flare Online. If it is not bound to Flare Online, you will not see this destination.

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 Flare Online. A Flare Desktop icon displays next to builds that originated from Flare Desktop. A Flare Online icon displays next to builds that originated from Flare Online. Also, if you had a particular Git branch selected when publishing, it will be shown in the Branch column of the grid.



The screenshot shows a grid of build records. The columns are: Finished (with a filter icon), Duration, State (with a filter icon), Progress (with a green bar), By (with a user profile icon), and Source (with a filter icon). Two rows are visible. The first row has a date of 'Apr 15, 2025 9:03 AM', a duration of '00:00:17', a state of 'Complete' with a green checkmark, a full green progress bar, a user profile icon, and a green lightning bolt icon. A callout box labeled 'Originated from Flare Desktop' points to this icon. The second row has a date of 'Apr 14, 2025 9:56 AM', a duration of '00:00:23', a state of 'Complete' with a green checkmark, a full green progress bar, a user profile icon, and a blue lightning bolt icon. A callout box labeled 'Originated from Flare Online' points to this icon.

Finished	Duration	State	Progress	By	Source
Apr 15, 2025 9:03 AM	00:00:17	✓ Complete	<div style="width: 100%; height: 10px; background-color: green;"></div>		
Apr 14, 2025 9:56 AM	00:00:23	✓ Complete	<div style="width: 100%; height: 10px; background-color: green;"></div>		

 **NOTE** After the project is bound to Flare Online (along with any targets you plan to publish), it is not technically necessary to synchronize changes with Flare Online 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 in Flare Online when using other features (e.g., checklists, builds initiated from Flare Online).

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

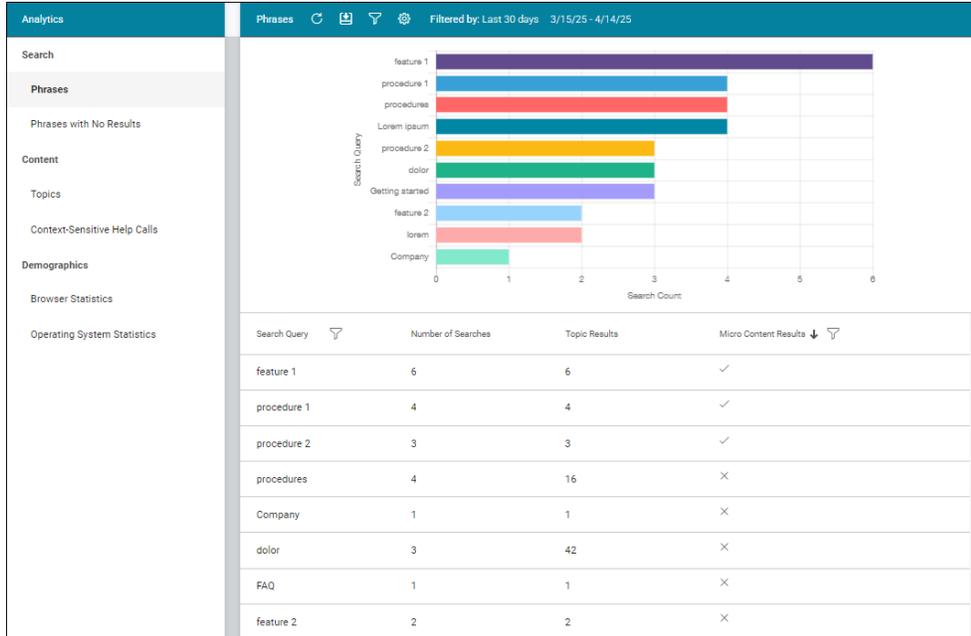
1. Select **Projects** on the left side of the interface, then click a project name to open it.
2. At the top of the page, click **Builds**.
3. In the grid, click  to the left of the build you want to view. From the menu select **View Output**.

What's Noteworthy?

 **NOTE** Only some output formats can be viewed immediately from Flare Online (see "Flare Desktop Features Not Supported in MadCap Flare Online" 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 Flare Online*, you can view the analytics information on any Flare Online license where you are using the analytics key. However, if the project is *bound to Flare Online*, you can view its analytics only on the Flare Online 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:



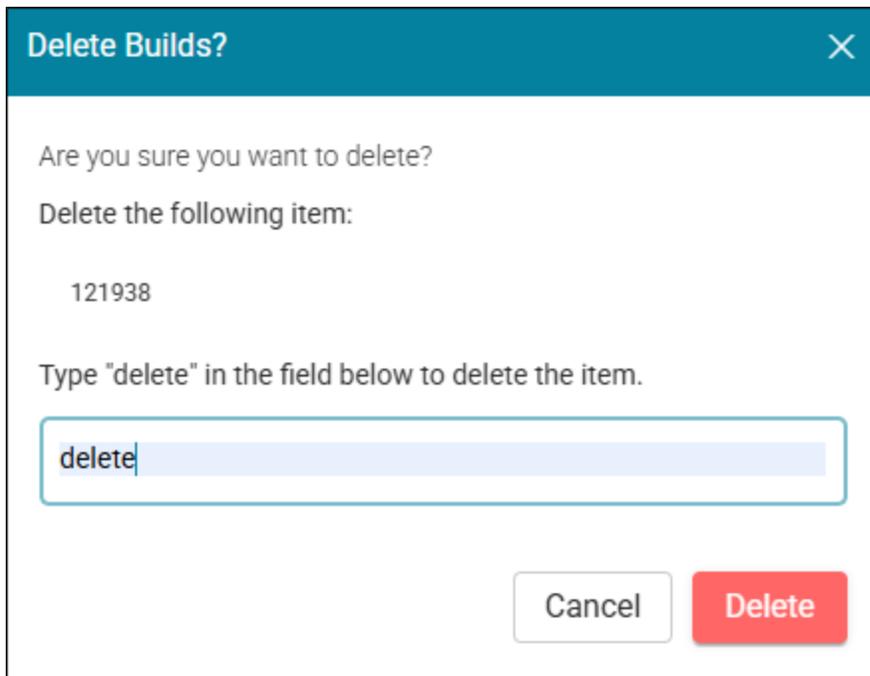
How to Delete Builds

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.



Delete Builds? ✕

Are you sure you want to delete?

Delete the following item:

121938

Type "delete" in the field below to delete the item.

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
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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

 113409

Project: [Austin-Project](#)
Target: [All-About-Austin-HTML5](#)
Branch: [master](#)

Not set to "Keep"

✓ Completed after 19 seconds

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

Overview

Build Progress Completed after 19 seconds

0 Errors, 0 Warnings 100%

Queued by  Paul Stoecklein

Built by  Flare Online

Project  Austin-Project

Target  All-About-Austin-HTML5

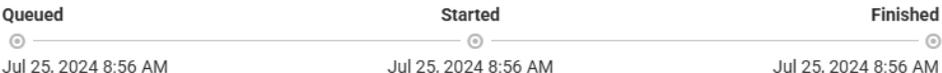
Branch  master

Commit ID  cc6e8d09

Languages

This build does not have any language branches.

Queued Started Finished


Jul 25, 2024 8:56 AM Jul 25, 2024 8:56 AM Jul 25, 2024 8:56 AM

Linked Sites

 Austin-Online-Help

Permission Required?

To open the project in Flare Online 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 'Overview' section of a build profile in Flare Online. On the left, a teal sidebar contains the build ID '113409', project name 'Austin-Project', target 'All-About-Austin-HTML5', and branch 'master'. The main content area shows a 'Build Progress' bar at 100% completion, '0 Errors, 0 Warnings', and a timeline from 'Queued' to 'Finished' on July 25, 2024, at 8:56 AM. Metadata includes 'Queued by' Paul Stoecklein, 'Built by' Flare Online, 'Project' Austin-Project, 'Target' All-About-Austin-HTML5, 'Branch' master, and 'Commit ID' cc6e8d09. A 'Linked Sites' section shows 'Austin-Online-Help'.

Queued	Started	Finished
Jul 25, 2024 8:56 AM	Jul 25, 2024 8:56 AM	Jul 25, 2024 8:56 AM

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 (.mcllog) 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.

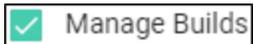
ID	Message	Subsystem	File
10001	Missing linked source file: Cont...	Compiler	Project\TOCs\Online-TOC...
10001	Missing linked source file: Cont...	Compiler	Content\Music.htm
10031	Missing cross-referenced file: c:...	Cross-Reference ...	c:\data\Builds\121941\C...

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 type="checkbox"/>	89859	develop	HTML5	🔄

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 Flare Online license can access this URL.

Private URLs are not to be confused with private outputs.

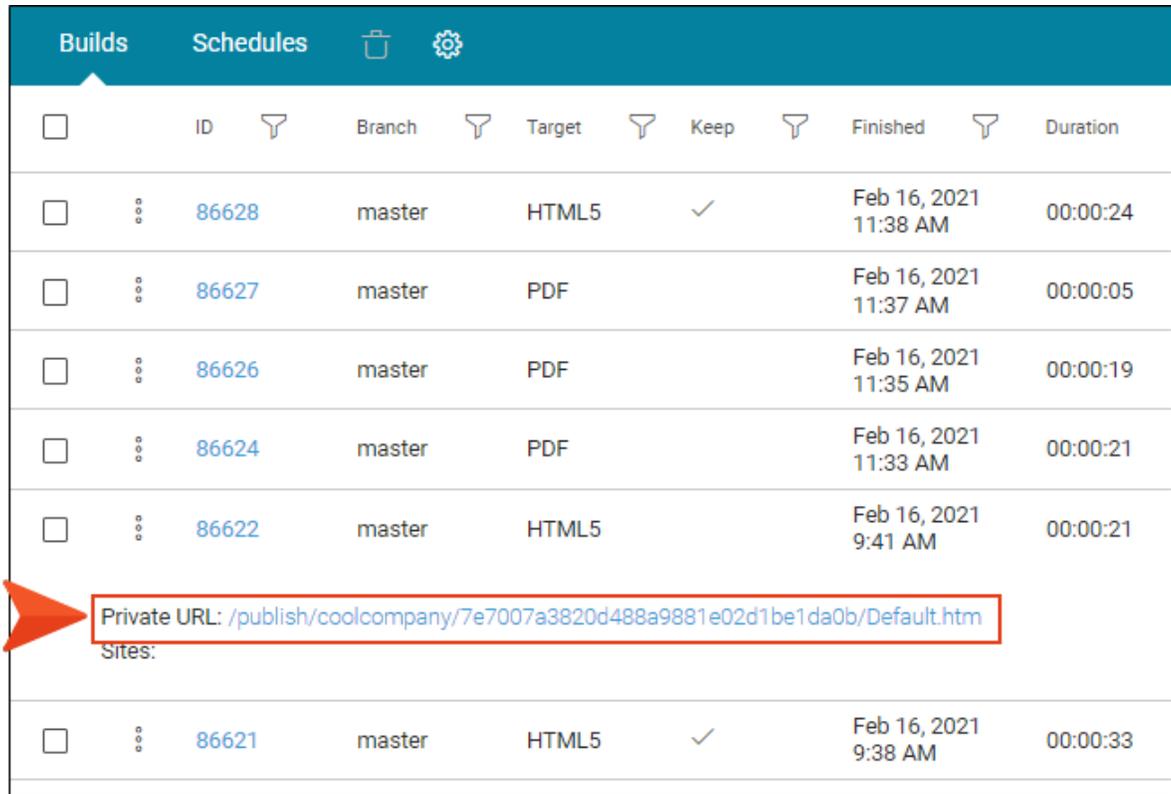
- **Private URLs** Only users with an author seat can view a private URL.
- **Private Output** Users do not always need to have a paid seat in Flare Online (depending on whether you set the site as "live"). On a site that is both live and private, users can simply be customers of your company using the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



Builds											
		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				
Private URL: /publish/coolcompany/7e7007a3820d488a9881e02d1be1da0b/Default.htm											
Sites:											
<input type="checkbox"/>	⋮	86621	master	HTML5	✓	Feb 16, 2021 9:38 AM	00:00:33				

5. Provide this URL to authors on your Flare Online 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 Flare Online users 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 Flare Online 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 Desktop, 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 Flare Online, 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  to the left of the build with the log you want to view. From the drop-down menu select **View Log**. 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 project in Flare Desktop and use the **Warnings** tab to choose the kinds of warnings to ignore. After this, be sure to push your changes to Flare Online.

 **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 Desktop, 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 Flare Online, you must set the warnings to ignore in the Target Editor; Flare Online will not use any global settings from the Options dialog in Flare Desktop.

- **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?

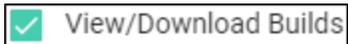
 **NOTE** You can also view and download a build log from the Build Profile dialog. See "Opening the Build Profile Dialog" on page 30.

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 Flare Online).

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  to the left of the build that you want to download.
4. From the menu select **Download**. 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 Flare Online cannot open the file in the web browser (e.g. a CHM file), Flare Online 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 Help system.

Notifications

Send notifications by
 Notification Center Email

Send notifications when

- Builds**
 - Aborted
 - Completed
 - Started
 - Stopped
- Checklists
- Licenses
- Projects
- Reports
- Reviews
- Sites
- Tasks
- Teams
- Translation
- Users

Cancel Save

I Flare Desktop Features Not Supported in MadCap Flare Online

There are certain features in Flare Desktop that are not fully supported when you generate targets from MadCap Flare Online. However, a few of these features are supported when publishing directly from a local project in Flare Desktop up to Flare Online. See "Publishing Directly to Flare Online" on page 22.

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 Flare Online. Instead, you must first synchronize your files with source control in Flare Desktop and then push those changes to Flare Online.

Batch Targets

Batch targets cannot be generated from MadCap Flare Online.

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

Custom Build Log Folder

In the Options dialog, Flare Desktop 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 Flare Online. Instead, the log file is stored at the root level of the output folder.

Custom Fonts

If you are using custom fonts in your project locally in Flare Desktop, they are not supported when you build output from Flare Online.

Custom Output Folder

In a local project in Flare Desktop, targets let you choose a custom location for your output folder. However, this is not supported when building from Flare Online. You must use the default location.

Date/Time Variables

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

Elasticsearch

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

However, Elasticsearch is supported when publishing directly to Flare Online from a local project in Flare Desktop.

Global Ignored Warnings

You can tell a local Flare project 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 Flare Online, global settings to ignore warnings are not supported; instead, you must ignore warnings in the target.

Linked Mimic Movies and Projects

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

MadCap Pulse

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

Pre- and Post-Build Events

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

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

Publishing to Outside Servers

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

Viewing Some Output Formats

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

- Clean XHTML
- 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 PowerPoint
- Microsoft Word
- Server-Based Outputs:
 - HTML5 Plus
 - WebHelp Plus

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

APPENDIX

PDFs

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

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*

Links Guide

Projects Guide

Reports Guide

Reviews Guide

Security Whitepaper

Sites Guide

Snippets Guide

Source Control Guide

Targets Guide

Tasks Guide

Topics Guide

Translation Guide

Users and Teams Guide

Variables Guide

What's New Guide

Widgets Guide