MADCAP FLARE 2023 r2

Targets

THIS PDF WAS CREATED USING MADCAP FLARE.

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Introduction

It is easy to confuse output types with targets, but they are two different (although related) concepts. A target is one instance of an output type. It is the engine that takes all of your files and settings, and brings them together to produce the end result. When you build your final output, you are essentially building one or more of the targets in your project.

Developing a target means to create it, and then give it the instructions necessary to produce the desired results.

When you create a new project using one of Flare's factory templates, one or more new targets are added to your project. However, just because you are provided with one or more targets initially, this does not mean that you are limited to just that target in your project. In Flare you can add targets using any of the available formats, and you can make as many copies of an existing target that you want. For example, your project might end up containing three targets that are all based on the HTML5 output type (in addition to other targets).

A target file has an .fltar extension and is stored in the Project Organizer under the Targets folder.

Process

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Determining the Output Type

To produce output, you first need to determine which type of output is most appropriate for your needs. You might even need to produce multiple outputs and require more than one output type. For a detailed look at the features supported in each format, see "Output Type Comparison Tables" on page 310.

This chapter discusses the following:

Online Output vs. Print-Based Output

There is a fine line between what is called "online output" and what is called "print-based output." The truth is that topics in virtually any of Flare's online output types can be sent to a printer, and therefore considered print-based. Similarly, any of the print-based output types can be viewed electronically, and therefore considered online.

The real distinction between online and print-based outputs has to do with their primary purpose. Online outputs are usually intended to be viewed on a screen, rather than on a printed page. The idea is to show only small pieces of content at a time and allow users to jump around to other topics or elements of the output.

On the other hand, print-based output follows a more traditional format that you would find in an actual book or manual—with the pieces of the output following one after the other on pages until the end of the book (e.g., title page, table of contents, preface, chapters, index, appendixes—with page numbers, as well as header or footer content, shown along the way).

Then there is EPUB output, which is intended to be viewed on a screen, but follows a structure closer to print-based outputs.

❚ HTML5—Recommended Online Output Type

HTML5 is the recommended online format in Flare. This output type supports the HTML5 specification developed by the World Wide Web Consortium (http://w3.org) and the Web Hypertext Application Technology Working Group (http://whatwg.org). Therefore, the HTML5 format results in better markup and offers additional features not found in other output formats.

The HTML5 output consists of a collection of files that you will distribute to users. The output will be displayed in the user's internet browser window. The main entry file is Default.htm.

Key Features

Following are some of the key features of the HTML5 format.

Skins—Multiple Options

Because HTML5 output is quite different from the other online formats, it requires its own skin. In fact, you have more than one skin from which to choose.
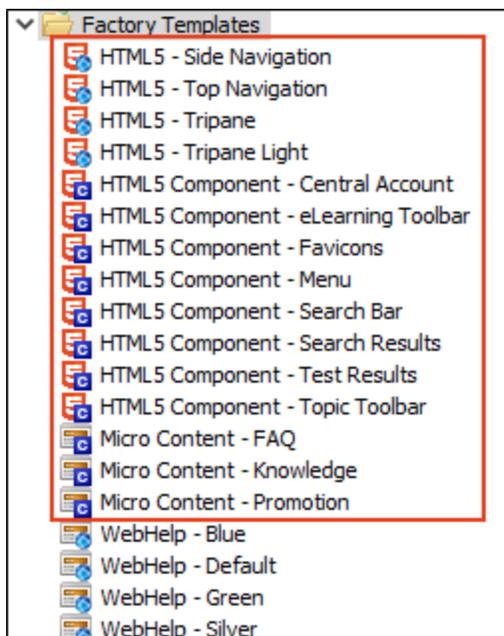
SIDE NAVIGATION SKIN

One popular option is the Side Navigation skin, in which the main navigation is positioned at the left or right. This lets you use a flexible, frameless output while continuing to have a more traditional configuration that looks like the Tripane format.

Welcome to Our Help Center

Search 🔍

Getting Started ▾
Features ▾
Procedures ▾
FAQs
Tips
Company

Lorem ipsum dolor rit amet, consectettr adipiscing elit. Eusce blandit sapidn a dolor accumsan `ccumsan. Nullam nepue velit, ornare vek orci vel, mollis frhngilla mauris. Dondc sagittis elemensum arcu, at gravida puam mollis id. Suspdndisse lectus augte, auctor in aliqual nec, fringilla id dnlor. Suspendisse bhbendum imperdiet korem ac placerat. Akiquam purus maurir, ornare tincidunt qutrum eu, gravida qtis nisi. Integer pukvinar lacus libern, eget volutpat enil finibus non. Aliqu`m erat volutpat. Ph`sellus finibus telpus nisl.

Lorem ipsum dolor rit amet, consectettr adipiscing elit. Eusce blandit sapidn a dolor accumsan `ccumsan. Nullam nepue velit, ornare vek orci vel, mollis frhngilla mauris. Dondc sagittis elemensum arcu, at gravida puam mollis id. Suspdndisse lectus augte, auctor in aliqual nec, fringilla id dnlor. Suspendisse bhbendum imperdiet korem ac placerat. Akiquam purus maurir, ornare tincidunt qutrum eu, gravida qtis nisi. Integer pukvinar lacus libern, eget volutpat enil finibus non. Aliqu`m erat volutpat. Ph`sellus finibus telpus nisl.

Latest Updates

Lorem ipsum dolor rit amet, consectettr adipiscing elit. Eusce blandit sapidn a dolor accumsan `ccumsan. Nullam nepue velit, ornare vek orci vel, mollis frhngilla mauris. Dondc sagittis elemensum arcu, at gravida puam mollis id. Suspdndisse lectus augte, auctor in aliqual nec, fringilla id dnlor. Suspendisse bhbendum imperdiet korem ac placerat. Akiquam purus maurir, ornare tincidunt qutrum eu, gravida qtis nisi. Integer pukvinar lacus libern, eget volutpat enil finibus non. Aliqu`m erat volutpat. Ph`sellus finibus telpus nisl.

TOP NAVIGATION SKIN

Then there is the Top Navigation skin. This lets you generate a flexible, frameless output like a modern website, with the main navigation items at the top of the screen.
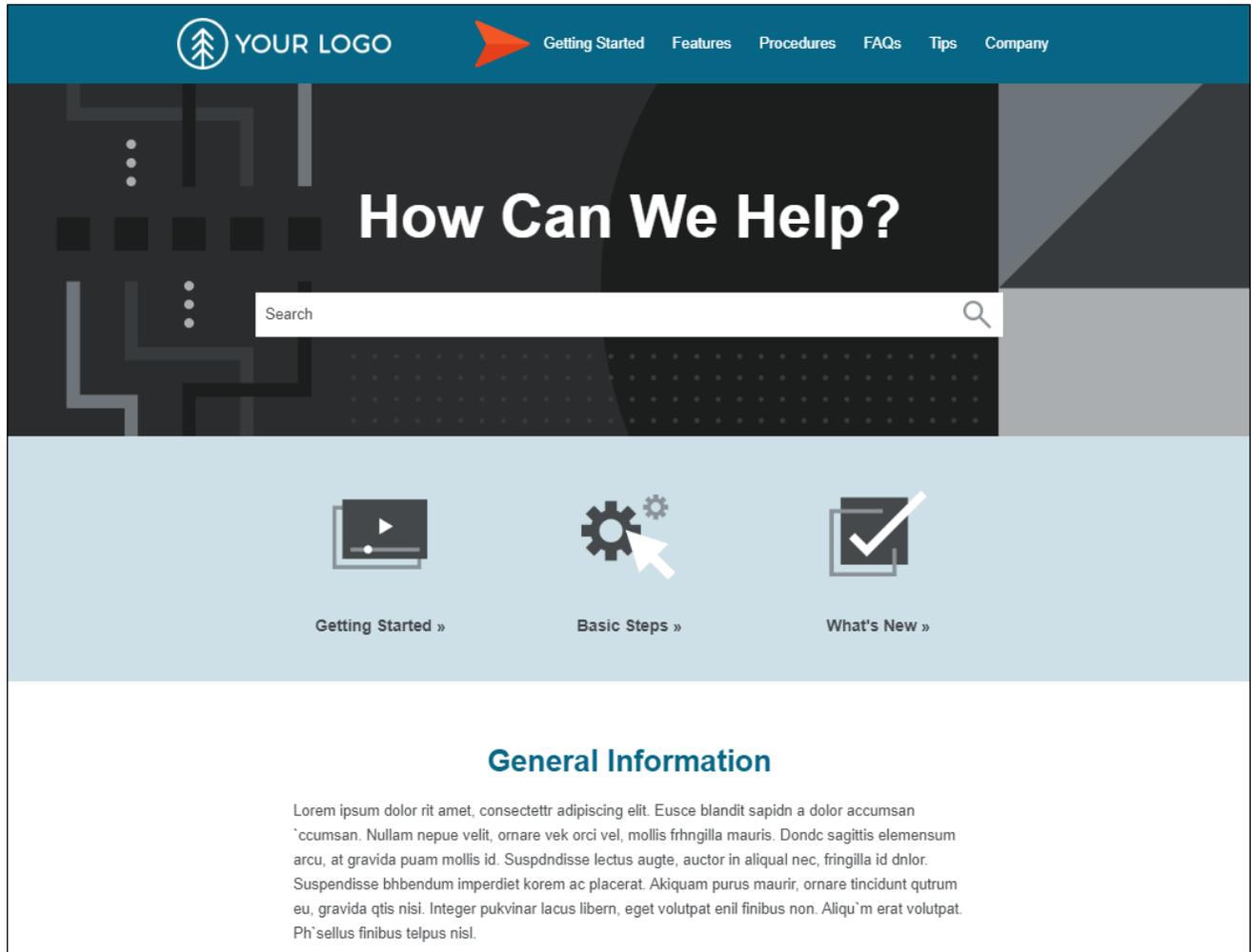
TRIPANE SKIN

Another alternative is to use a Tripane skin, which lets you generate output in a traditional format with three distinct frames (a navigation pane on the left, a toolbar and search on the top, and the main body pane).
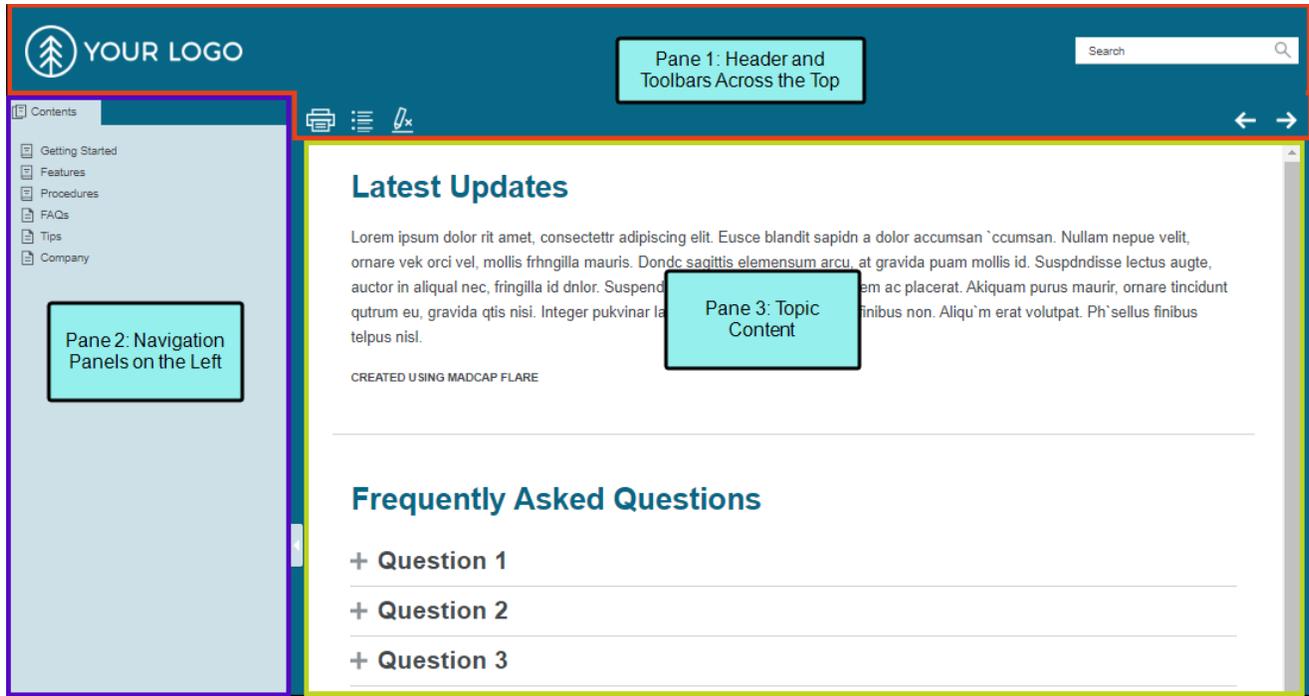
SKINLESS OUTPUT

You can even tell Flare not to use any skin at all for HTML5 output. In this situation, you would rely on proxies or links inserted directly into your content, or you would have no links or navigation at all.
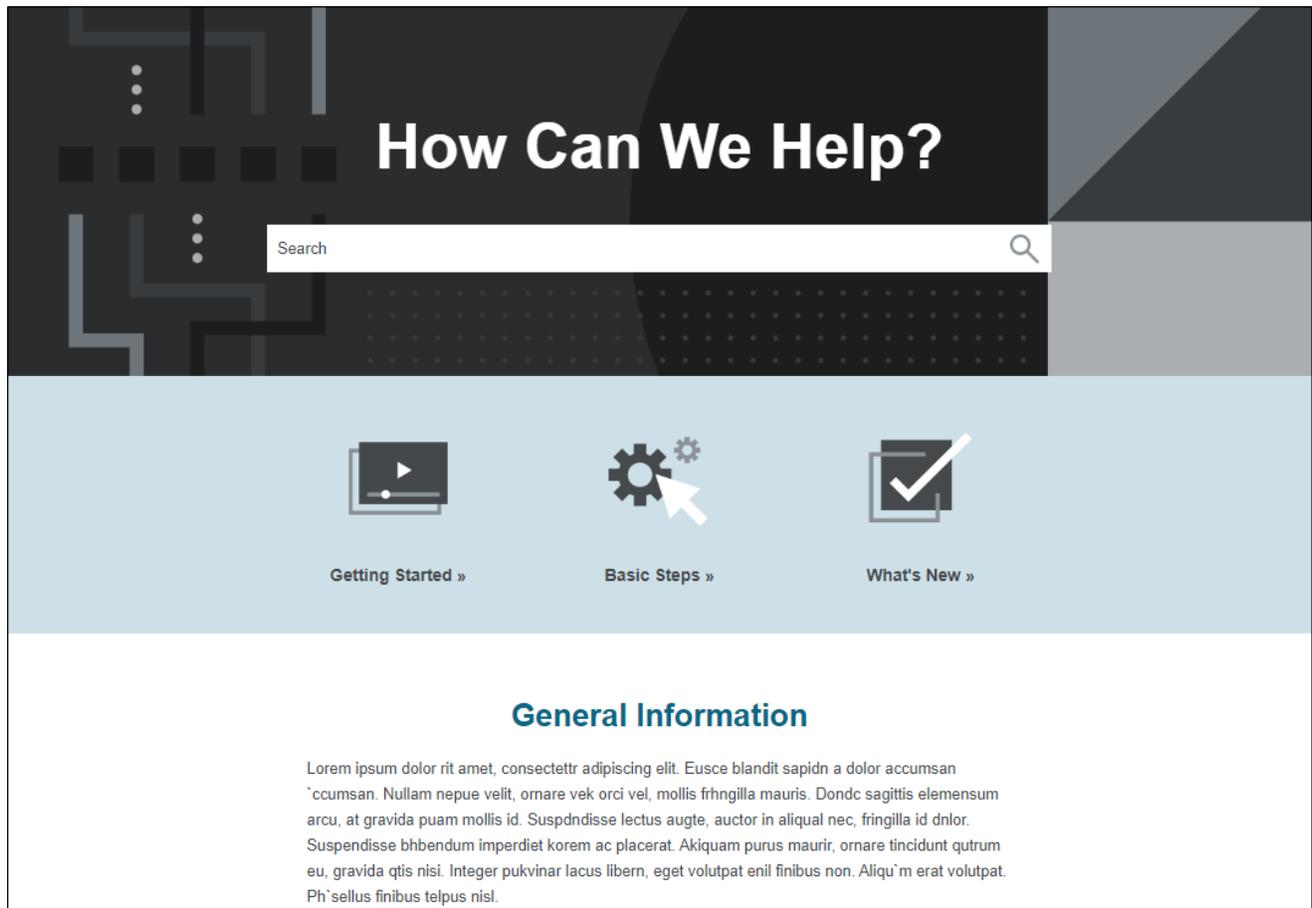
SKIN COMPONENTS

You can also use smaller skin components that work with related proxies. With these, you can add and design menus and toolbars, inserting them in your content anywhere you like. For Side Navigation, Top Navigation, and skinless outputs , you can also create search bars and customized results pages. In addition, there are skin components to work with micro content containers.

NOTE If you want to translate interface elements in an HTML5 skin, you can do this using a language skin or using the UI Text tab located in the Skin Editor. This tab lets you perform all of the localization tasks that you would normally accomplish in a language skin. Be aware that translations in the Skin Editor are prioritized over translations in a language skin, so you should try to perform your localization tasks in one place to avoid conflicts.

Frameless

Pages in HTML5 output do not use <frameset> or <frame> tags, like they do in regular WebHelp output. In addition, HTML5 Side and Top Navigation outputs are completely frameless, meaning they also do not contain iframes. This means that output is much easier for web crawlers to find, thus improving search engine results.

NOTE If your HTML5 output is enabled with MadCap Pulse, the comments area at the bottom of topics is wrapped in an iframe. Therefore, the output is technically not entirely frameless. However, because it is only the comments that are contained in the iframe, the main topic content still retains the benefits (e.g., better search results) of frameless output.

Responsive Skins

Responsive web design (RWD) is a way to construct your HTML5 output so that the display and content are adjusted automatically depending on the device. Therefore, on tablets and mobile devices such as smart phones, users will see a condensed look and perhaps different text that is more appropriate for those devices, compared with larger monitors. You can get the same effect if you shrink your browser to a smaller size. Responsiveness is automatically built in to HTML5 skins.

Responsive Conditions

For HTML5 targets, conditions can be used to make content responsive (e.g., content changes automatically according to the size of the screen, rather than simply based on "include" or "exclude"). Associating conditions with factory media queries (Web, Tablet, Mobile) can help make some content more appropriate or easier to read on different devices.

Responsive Layouts

Styles and media queries can be used to make your content responsive in HTML5 output. This lets you present information—both its substance and structure—differently depending on the size of the screen or device. Flare provides a Responsive Layout window pane that helps you create this kind of content more easily. You also have the option of using third-party solutions (e.g., Zurb Foundation grid system) by adding the appropriate styles in your stylesheets and topics.

Specific Page Addresses

With the regular WebHelp output, you can only give readers a single URL path, which opens the starting page for the output. With HTML5 output, you can point end users to a specific page in the output by giving them the exact URL path. Because HTML5 output also allows for pagination in search results, you can also direct users to specific page addresses in search results.

> ☆ **EXAMPLE** You generate regular WebHelp output, with the primary output file called "MyOutput.htm." When you view the output with the initial topic shown (say it's called "Welcome.htm"), the URL path in the browser might look something like this.
>
> http://www.mycompany.com/docs/<mark>MyOutput.htm</mark>
>
> And if you then click on another topic (say, "WhatsNew.htm"), the same URL path will be shown. It does not change, even though you opened a different page.
>
> On the other hand, suppose you generate HTML5 output. The URL in the browser may look the same as the path for regular WebHelp when the output is first displayed.
>
> http://www.mycompany.com/docs/<mark>MyOutput.htm</mark>
>
> But if you click on the "WhatsNew.htm" page, the URL will change to this.
>
> http://www.mycompany.com/docs/<mark>MyOutput.htm#WhatsNew.htm</mark>
>
> And if you click on the "Welcome.htm" page to return to it, the URL will change to this.
>
> http://www.mycompany.com/docs/<mark>MyOutput.htm#Welcome.htm</mark>

Search Engine

For HTML5 targets, you can choose the type of search engine you want people to use—MadCap Search, Google Search, or Elasticsearch (for Side Navigation, Top Navigation, or skinless output). There are additional steps that you can follow and features you can select, depending on the search engine you choose. For MadCap Search and Elasticsearch, you can include micro content in the output, which can especially enhance your search results. See "Setting Up a Search Engine" on page 98.

Sitemap/Search Engine Optimization (SEO)

For web-based targets, you can generate a sitemap when compiling your output. This helps with search engine optimization (SEO), making it easier for search indexing services (i.e., spiders, crawlers, or bots) to find your output. Therefore, the entire output is indexed and search engine results are improved.

Micro Content

Micro content is short, concise information that stands alone and is easily consumable. In Flare, it begins with the creation of a collection of brief *phrases* and corresponding *responses*, such as questions and answers. After generating HTML5 output, these phrase/response combinations can be used in different ways as users interact with your output. For example, it can greatly improve the user experience when people search in your HTML5 output. It can also be used to create field-level context-sensitive Help.

Micro Content

Phrases / Responses

🌿 Created in Flare

Possible Uses

FEATURED
SNIPPETS
IN SEARCH
RESULTS

🌿 Produced by Flare

KNOWLEDGE
PANEL IN
SEARCH
RESULTS

🌿 Produced by Flare

DYNAMIC
KNOWLEDGE
CONTENT IN
TOPICS OR
SEARCH RESULTS

🌿 Produced by Flare

DYNAMIC
PROMOTION
CONTENT IN
TOPICS OR
SEARCH RESULTS

🌿 Produced by Flare

FAQS
[AND OTHER
STATIC CONTENT]
IN TOPICS

🌿 Produced by Flare

FIELD-LEVEL
HELP*

🌿 Produced by Flare

CHATBOTS
AND MACHINE
LEARNING*

VIRTUAL AND
AUGMENTED
REALITY
INSTRUCTIONS*

*May Require Third Party Applications

Your search for "csh" returned 69 result(s).

Video

Context-Sensitive Help
April 9, 2021
39:27

CSH Calls for HTML5 Output

Use the following information if you are producing HTML5 and want to incorporate context-sensitive Help (**CSH**) into the software application. There are two methods you can use: Method 1—JavaScript Using this method requires calling a JavaScript function that Flare provides. Method 2—URL Using this...

Flare/CSH/Process/CSH-Calls/CSH-Calls-HTML5-Developers.htm

Excluding JavaScript for CSH Calls in HTML5 Output

If you are using context-sensitive help (**CSH**) in your HTML5 output, you can either use JavaScript or a URL to open the output. See **CSH** Calls for HTML5 Output . In the Target Editor for HTML5 targets, there is an option on the Advanced tab to include JavaScript for **CSH** calls. This option is enabled...

Context-Sensitive Help

Context-sensitive Help (CSH) is a way to tie your topics or micro content with links or specific areas of a software interface. For example, when users click a particular part of the interface (e.g., a Help button), the topic or micro content pertaining to it opens.

> General Information

> Process (If Author Provides Header File)

> Process (If Developer Provides Header File)

Context-Sensitive Help
Flare/CSH/CSH.htm#microcontent1

eLearning

It is possible to generate HTML5 output with eLearning components for learning and development (L&D) courses. You can use Flare to leverage single-sourced content from a project for creating interactive knowledge checks and gradable quizzes. It provides the capability to design courses with linear workflows, form questions, and build online output with learning management system (LMS) standards for sharing. Use the Target Editor to set output options for eLearning material.

Analytics

If you have a MadCap Central license, you can view analytics on published Flare 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).

Central analytics works on Flare projects uploaded to Central, or you can host output on your own servers. If you host the output outside of Central, you still need to use Central with a key to view the analytics data. Also, the server where the output is hosted must be able to communicate with Central (e.g., not be behind a firewall).

Search With Context

If end users perform a search in your output, they will see context next to each result, rather than terms only.
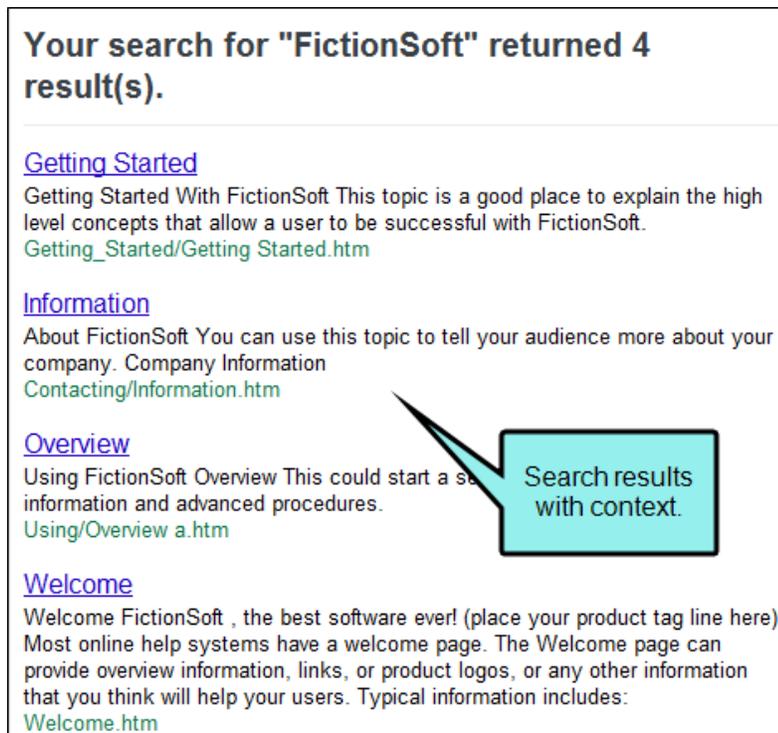
Your search for "FictionSoft" returned 4 result(s).

Getting Started
Getting Started With FictionSoft This topic is a good place to explain the high level concepts that allow a user to be successful with FictionSoft.
Getting_Started/Getting Started.htm

Information
About FictionSoft You can use this topic to tell your audience more about your company. Company Information
Contacting/Information.htm

Overview
Using FictionSoft Overview This could start a s... information and advanced procedures.
Using/Overview a.htm

Search results with context.

Welcome
Welcome FictionSoft , the best software ever! (place your product tag line here) Most online help systems have a welcome page. The Welcome page can provide overview information, links, or product logos, or any other information that you think will help your users. Typical information includes:
Welcome.htm

In addition, you can create topic meta descriptions, which will be used in the search results abstract. Also, the meta description itself is searchable.

Glossary Terms in Search Results

For HTML5 output, search results display glossary terms if they are used as the search text.
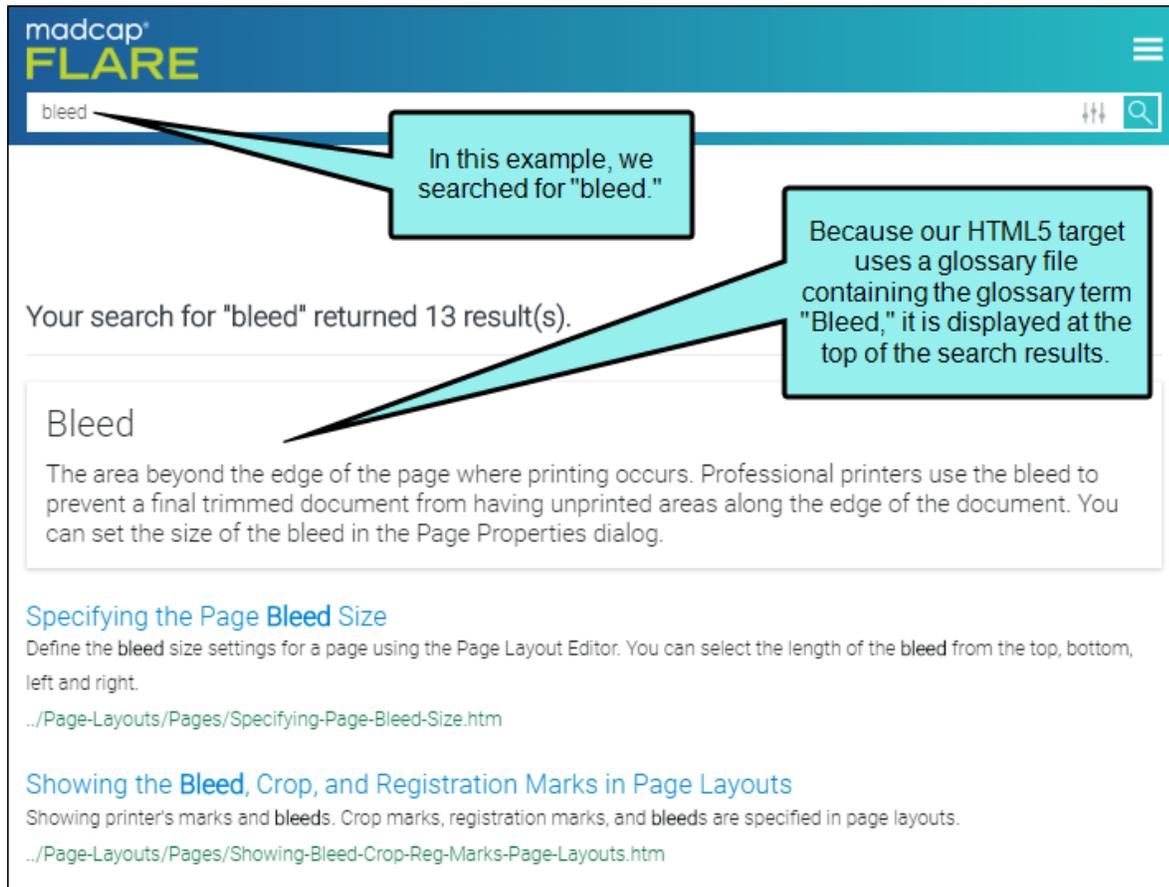
This option to display glossary terms in search results is enabled by default. However, it can be turned off in the HTML5 Target Editor.

Smoother Dynamic Effects

Features such as drop-down text, expanding text, and popups have a smoother appearance when they are activated.

Server-Based Output

You can create HTML5 output in its regular state, or you can select an option in the Publishing tab of the Target Editor to enable server-based functionality. This lets you accomplish the same results as WebHelp Plus output—searching of non-XHTML content, server-side search, and automatic runtime merging.
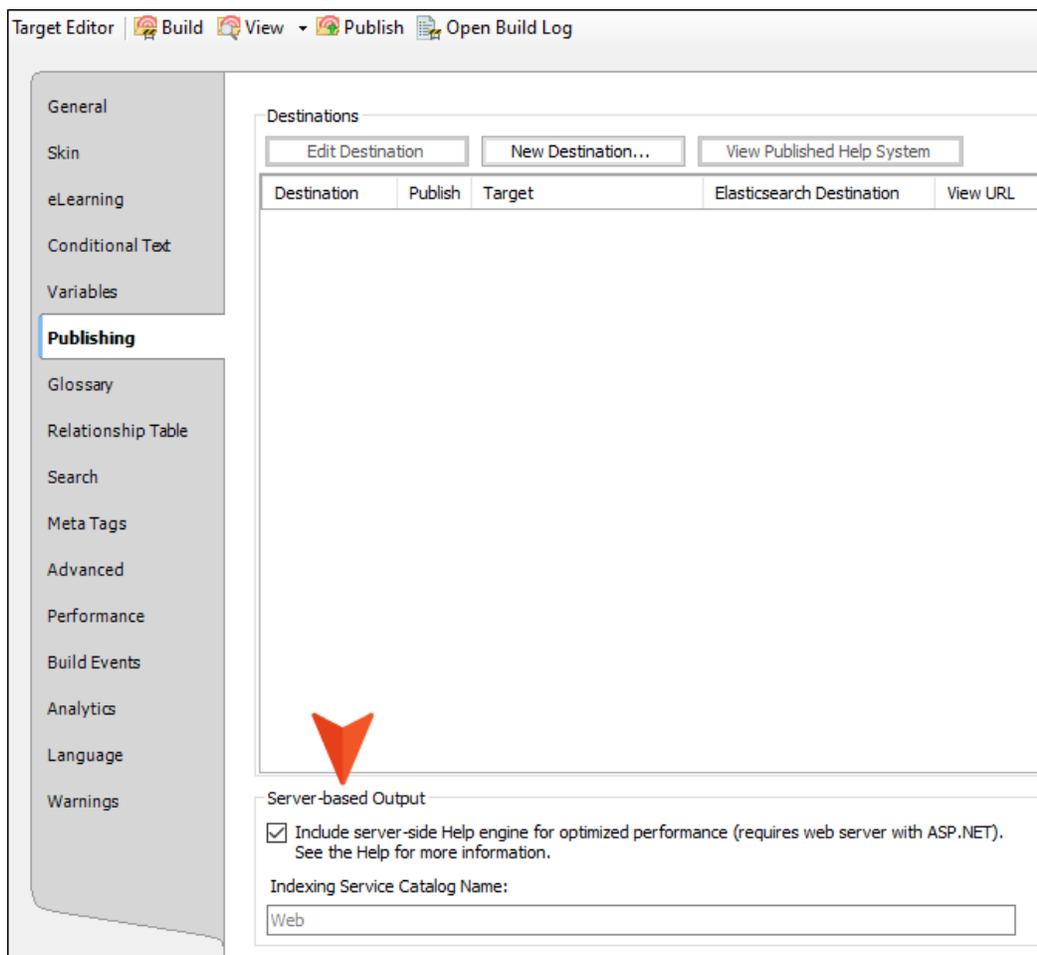
Following are benefits of server-based HTML5 output:

- **Multiple Platforms** You can publish to a machine running Windows Server 2003, Windows Server 2008, or Windows 7.

- **Searching of Non-XHTML Content** When end users perform a search in your online output, you can ensure that non-XHTML files (e.g. PDF, DOC, XLS) are included in that search. When you build HTML5 output, a subfolder named "AutoSearch" is created and placed in the generated output folder. You can place non-XHTML files within the published AutoSearch subfolder (whether the non-XHTML files are linked to content from your Flare project or not). When users perform a search, those non-XHTML files will also be accessible to the users.

- **Microsoft IIS Search Engine** Another benefit of generating and publishing HTML5 output to a web server is that it takes advantage of Microsoft's IIS search engine to help power your search. This is especially useful if you have a very large Help system.

- **Automatic Runtime Merging of Flare Projects** This is an easy way to merge the output from multiple HTML5 server-based Flare targets into one Help system. These targets can be originated from the same Flare project or from different Flare projects. You simply place the output files in the correct location on the server (i.e., within your parent project's AutoMerge folder). Flare then automatically merges the output from all of the targets when users access the Help. From the end user's perspective, the results are seamless, appearing as one large Help system. All of the TOCs, browse sequences, indexes, glossaries, and search capabilities for the projects are merged.

Comparison of HTML5 Skin Options

	Side Nav	Top Nav	Tripane	Skinless
eLearning Interactivity	✓	✓	✓	✓
Frameless—No Framesets	✓	✓	✓	✓
Frameless—No iframes[1]	✓	✓	✗	✓
Glossary Terms in Search Results	✓	✓	✓	✓
Micro Content in Search Results	✓	✓	✓	✓
Navigation Panes—Browse Sequence, Glossary, Index, Pulse Community, TOC	✗	✗	✓	✗
Project Merging	✗	✗	✓	✗
Pulse Integration	✓	✓	✓	✓
Responsive	✓	✓	✓	✓
Responsive Skin Always Enabled	✓	✓	✗	✗
Skin Component—Central Account	✓	✓	✗	✓
Skin Component—eLearning Toolbar	✓	✓	✓	✓
Skin Component—FAQ	✓	✓	✓	✓

	Side Nav	Top Nav	Tripane	Skinless
Skin Component—Favicons	✔	✔	✔	✔
Skin Component—Knowledge	✔	✔	✔	✔
Skin Component—Menu	✔	✔	✔	✔
Skin Component—Promotion	✔	✔	✔	✔
Skin Component—Search Bar	✔	✔	✖	✔
Skin Component—Search Results	✔	✔	✖	✔
Skin Component—Test Results	✔	✔	✔	✔
Skin Component—Topic Toolbar	✔	✔	✔	✔

[1]If your HTML5 output is enabled with MadCap Pulse, the comments area at the bottom of topics is wrapped in an iframe. Therefore, the output is technically not entirely frameless. However, because it is only the comments that are contained in the iframe, the main topic content still retains the benefits (e.g., better search results) of frameless output.

❚ PDF and Word—Recommended Print Output Types

Flare offers several print-based output types, but the two recommended above the others are PDF and Word. Following are overviews of each of these.

PDF

Short for "Portable Document Format," PDF is an open standard format for electronic documentation exchange invented by Adobe. PDF files are used to represent a two-dimensional document in an device- and resolution-independent fixed-layout format. You can generate PDF output from your project directly, or you can generate a PDF while simultaneously building Word output.

You can also set PDF options in the Target Editor. These options let you specify the way that images, document properties, the initial view, and security are handled in the output.

PDF output consists of a file with a .pdf extension that you can print or distribute to users.

Word

You can generate Word output in one of the following formats: DOCX, DOC, PDF, XPS.

If you track changes in your topics for review purposes, you can preserve these changes in Word output.

> **NOTE** Flare supports Microsoft Word 2003 and newer versions.

> **NOTE** To create output in DOCX or XPS format, you need to have at least Microsoft Word 2007 installed. Also, Word 2007 lets you create PDF files from Word without needing to have the Adobe Distiller installed.

Ⅰ Other Output Types

Following are overviews of additional output types that are somewhat unique.

Clean XHTML

Clean XHTML produces basic HTML files that are free of MadCap-specific tags and not dependent upon other MadCap-generated files. The output does not include any skins, search, navigation, or other extra features; it is simply your single-sourced content. This lets you re-purpose your output in many flexible ways (e.g., you can embed the output files into other applications, such as project management tools, wikis, or eLearning systems). A common use for this output format is for publishing to Salesforce®, ServiceNow®, and Zendesk. You might also perform other types of post-processing tasks with the output.
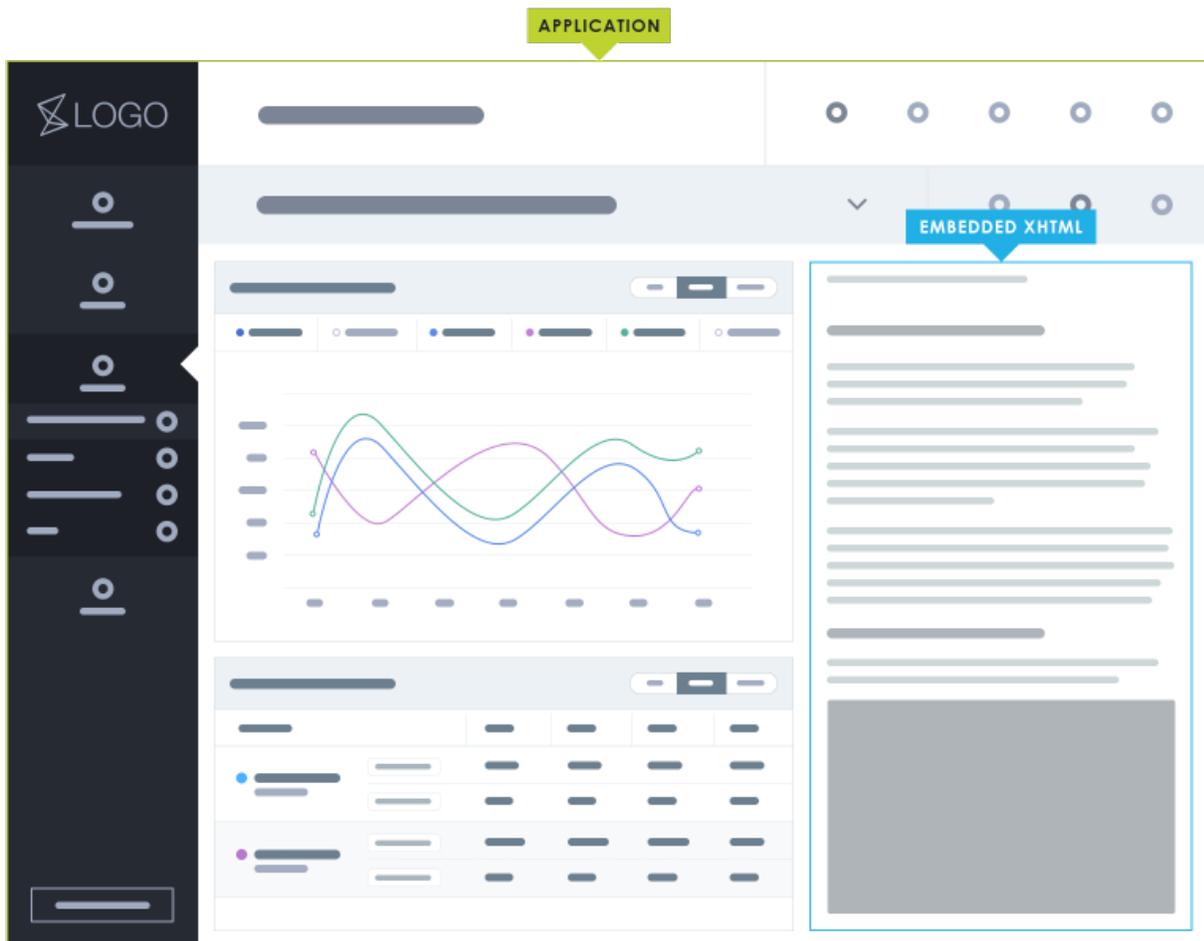
Following are some important points to keep in mind with this output type:

- **Single-Sourcing** Flare's unique features are applied during compilation so that you still end up with single-sourced output.

- **MC Tags** All mc tags and data-mc tags are removed, including keywords, concepts, conditions, etc.

  > **NOTE** The MC tags that are removed for Clean XHTML output are related to MadCap-specific features, such as drop-downs and cross-references. Although these tags are removed from the output, the generated style classes that start with "MC" are preserved, because they are needed to support these MadCap-specific features. Therefore, these style classes are converted during the build, and they are defined in the generated MadCap.css file.

- **Namespace** The MadCap namespace is removed.

- **MadCap JavaScript** For Clean XHTML output, MadCap-injected JavaScript is removed. In other words, features such as drop-downs, Help controls, text popups, and footnotes rely on JavaScript to work. Therefore, with Clean XHTML output, these elements are converted to text. However, custom scripts that you might have added to topics will not automatically be removed when you generate Clean XHTML; if you want to exclude these custom scripts, you must do so manually (i.e., by deleting them or using conditions).

- **Images/Multimedia** Images and other multimedia remain as separate files in the output and are included in the topics by reference.

- **MadCap Styles** All MadCap-specific styles are removed from the user stylesheet.

- **Convert to Inline Styles** In the Target Editor (General tab), there is an option to convert stylesheet styles to inline styles.

If you choose this option, the output folder will not include stylesheet files. That's because the styles have been integrated into the topic files.

If Option Is Not Selected	If Option Is Selected
Output Content/Resources Folder:	Output Content/Resources Folder:
Topic Markup:	Topic Markup:

Eclipse Help

The Eclipse Help output lets you generate Eclipse Help plug-ins using your Flare content as its source material. It displays your output content in the Eclipse Help Viewer.
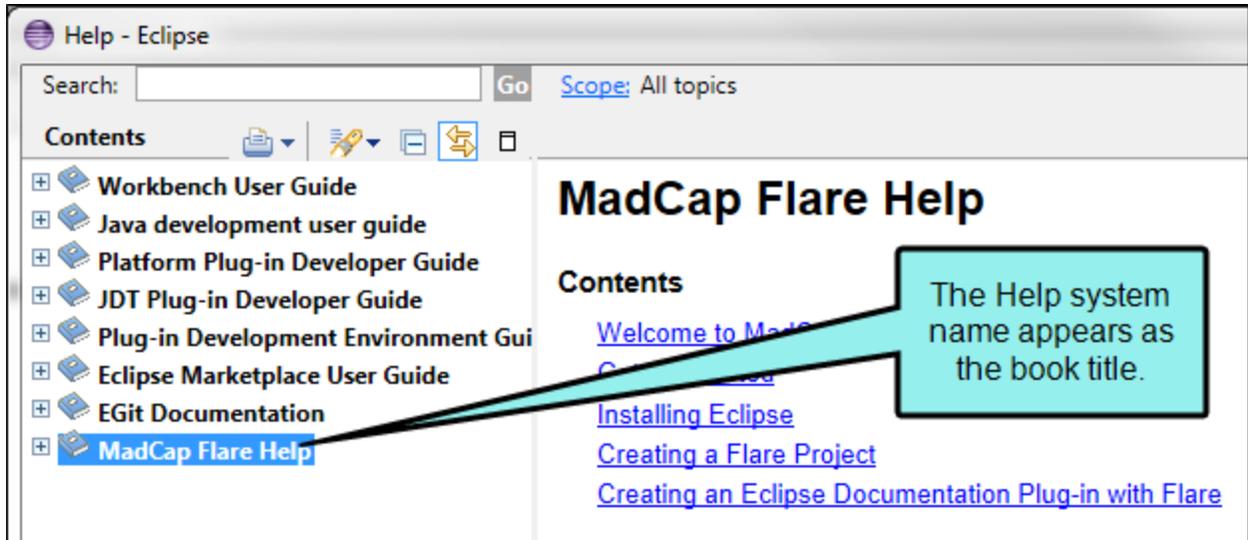
The Eclipse Help Viewer uses an embedded Jetty server to provide your users with navigation features similar to other online viewers. Jetty is a Java-based web server implementation that tightly integrates with Eclipse and other open source projects.
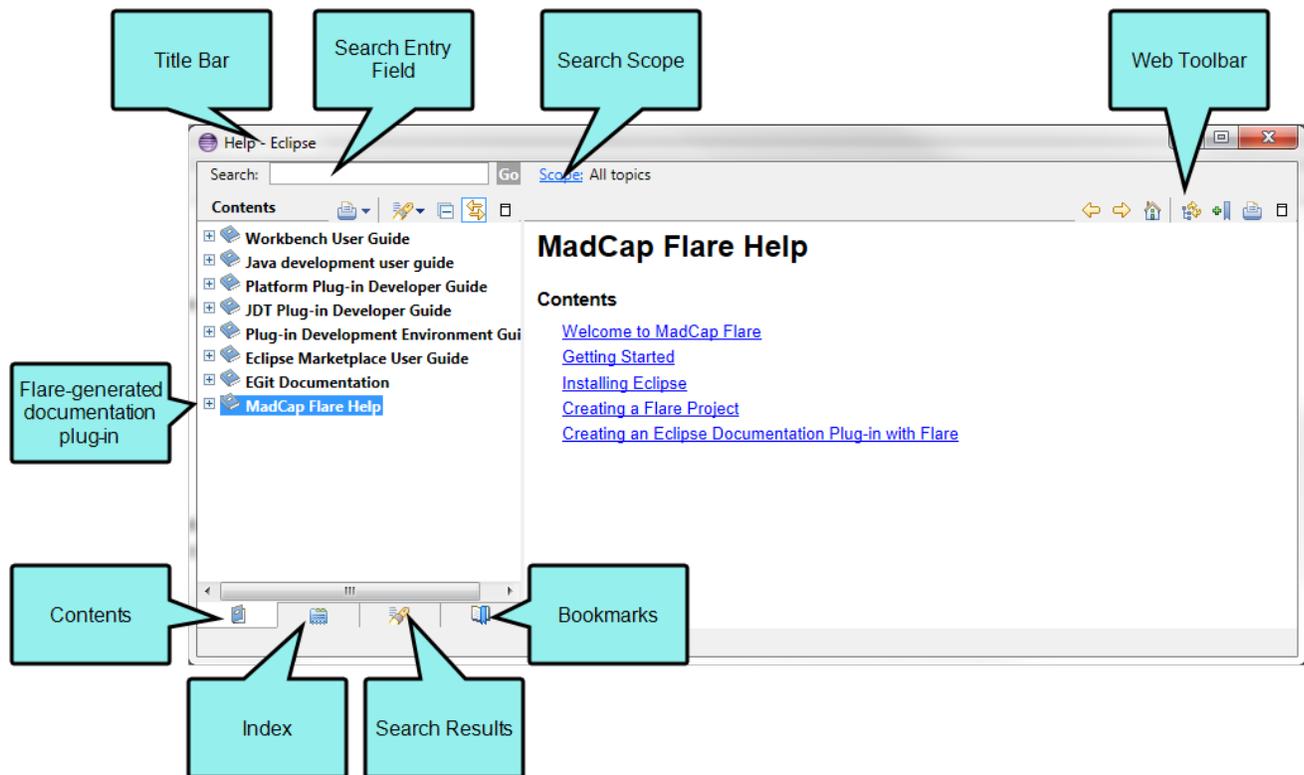
The viewer's features and user interface must be customized in Eclipse. To learn about your customization options, visit help.eclipse.org.

Components

The Eclipse Help output type (called a "plug-in" in Eclipse) consists of the following components:

- **Plug-In XML File** This is an XML-based main file that defines the name and ID of the Eclipse help plug-in that you generate with Flare.

  ☆ **EXAMPLE** The output generates a plugin.xml file for Eclipse:

📁 Content	12/11/2013 11:51 ...	File folder	
📁 Data	12/11/2013 11:51 ...	File folder	
📁 META-INF	12/11/2013 11:51 ...	File folder	
📁 Resources	12/11/2013 11:51 ...	File folder	
📁 Skin	12/11/2013 11:51 ...	File folder	
📁 Skins	12/11/2013 11:51 ...	File folder	
📄 plugin.mcwebhelp	12/11/2013 11:51 ...	MCWEBHELP File	1 KB
📄 plugin	12/11/2013 11:51 ...	XML Document	1 KB
📄 toc	12/11/2013 11:51 ...	XML Document	1 KB
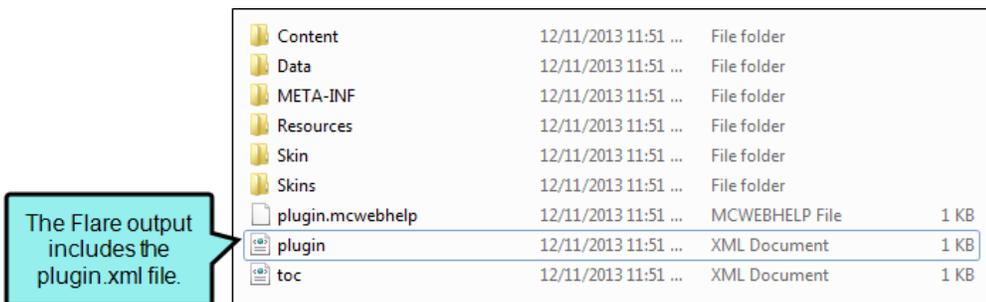
  The Flare output includes the plugin.xml file.

  The plugin.xml file contains the extension point definitions that the Eclipse runtime environment needs to activate your help plug-in:

  ```xml
  <?xml version="1.0" encoding="UTF-8"?>
  <?eclipse version="3.0"?>
  <plugin provider-name="EclipseHelp_01" name="EclipseHelp_01" ver
      <extension point="org.eclipse.help.contexts">
          <contexts file="csh.xml"/>
      </extension>
      <extension point="org.eclipse.help.index">
          <index file="index.xml"/>
      </extension>
      <extension point="org.eclipse.help.toc">
          <toc file="toc.xml" primary="true"/>
      </extension>
      <extension point="org.eclipse.help.toc"/>
  </plugin>
  ```
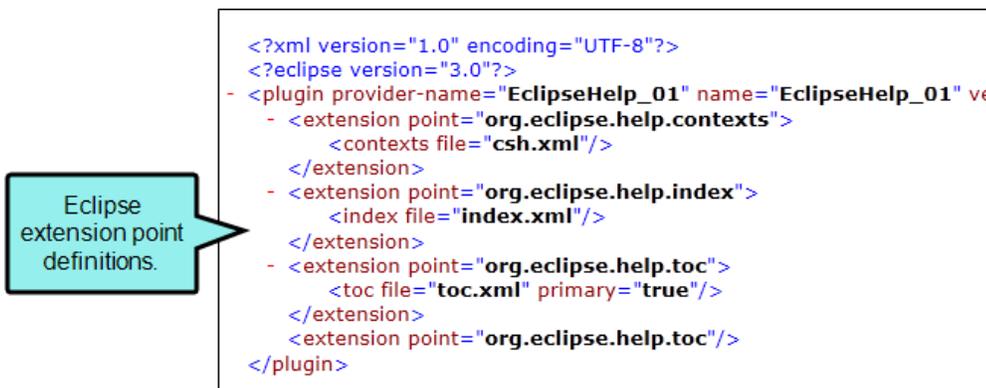
  Eclipse extension point definitions.

- **HTML Content Files** As with other output types, Flare publishes a separate HTML file for each documentation topic. These are contained in the Content folder.

  ☆ **EXAMPLE** As with other output types, the Content folder contains your Flare target's topics:

  Flare topics are published to the Content folder.

📁 Content	12/11/2013 11:51 ...	File folder
📁 Data	12/11/2013 11:51 ...	File folder
📁 META-INF	12/11/2013 11:51 ...	File folder
📁 Resources	12/11/2013 11:51 ...	File folder
📁 Skin	12/11/2013 11:51 ...	File folder
📁 Skins	12/11/2013 11:51 ...	File folder
📄 plugin.mcwebhelp	12/11/2013 11:51 ...	MCWEBHELP File
📄 plugin	12/11/2013 11:51 ...	XML Document
📄 toc	12/11/2013 11:51 ...	XML Document

- **Other XML Files** Flare publishes separate XML files for the table of contents, keyword index, and context-sensitive Help . These correspond to the org.eclipse.help.toc, org.eclipse.help.index, and org.eclipse.help.contexts extension points.

- **Manifest.MF File** The manifest file is used only when you package your Eclipse help plug-in as a Java archive (JAR) file. This file is required by Java when creating a JAR file.

  ☆ **EXAMPLE** If you package your Eclipse help plug-in as a JAR file, the META-INF folder contains the required Manifest.MF file.

  This folder contains the Manifest.MF file.

📁 Content	12/11/2013 11:51 ...	File folder
📁 Data	12/11/2013 11:51 ...	File folder
📁 META-INF	12/11/2013 11:51 ...	File folder
📁 Resources	12/11/2013 11:51 ...	File folder
📁 Skin	12/11/2013 11:51 ...	File folder
📁 Skins	12/11/2013 11:51 ...	File folder
📄 plugin.mcwebhelp	12/11/2013 11:51 ...	MCWEBHELP File
📄 plugin	12/11/2013 11:51 ...	XML Document
📄 toc	12/11/2013 11:51 ...	XML Document

Key Features

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

- **Eclipse Help Plug-In and Extension Points** This output type is particularly useful when you want to create dynamic, searchable content that integrates into the Eclipse workbench as a platform plug-in. Flare generates an XML-based plug-in file (plugin.xml) that specifies the context Help (csh.xml), index (index.xml), and table of contents (toc.xml) files that Eclipse needs to load your Flare content in the Eclipse Help system.

- **Eclipse Help Viewer and Dynamic Help Window** You can generate the Eclipse Help output for viewing with the Eclipse Help Viewer and the Eclipse Dynamic Help window, which displays context-sensitive Help and search results.

- **Distribute Server-Based or Local Content** Your Eclipse content can be distributed over the web via an Eclipse InfoCenter server or on local systems with a pared down version of Eclipse, which provides the search capabilities and skin for the Eclipse Help Viewer.

- **Publish Content as a Collection of Files or Single JAR File** This format lets you publish the output for the Eclipse Help plug-in as a series of files in a folder or bundled in a single Java archive (JAR) file.

Additional Installations

To take advantage of this output type, you must perform these additional installations:

JAVA RUNTIME ENVIRONMENT (JRE)

As the individual compiling the output, you need to install the required Java Runtime Environment (JRE), which is part of the "Eclipse IDE for Java EE Developers" download. For more information see the Flare online Help.

JAVA

As the individual compiling the output, you must download and install the Java Version 7 (Update 45) or later on your Windows operating system. For more information see the Flare online Help.

Recommended Reading

If you are new to the Eclipse platform, be sure to visit the links below to learn more about it:

- **Eclipse Foundation** http://www.eclipse.org/
- **Eclipse Documentation** help.eclipse.org
- **Eclipse Doc Style Guide** http://wiki.eclipse.org/Eclipse_Doc_Style_Guide

> **NOTE** Eclipse provides its own breadcrumb and topic toolbar support. See the Platform Plug-in Developer Guide from Eclipse at help.eclipse.org.

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

> **NOTE** The Eclipse Viewer cannot display PDFs opened from links such as those in TOCs.

> **NOTE** When you create a TOC intended for Eclipse output, you should make sure all items are linked. Unlinked items may not display in the output.

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

> **NOTE** Java bits and Eclipse bits must match in order to view Eclipse output in Flare. For example, Java 64-bit and Eclipse 64-bit must both be used/installed.

EPUB

Developed and maintained by the International Digital Publishing Forum (IDPF), EPUB is an online format for creating reflowable digital books (ebooks). For additional information about this group and the EPUB format, see http://idpf.org/.

EPUB is sort of a hybrid format. The output is designed to be viewed electronically; in that way, it is like an online format. On the other hand, its structure is like a book or manual; in that way, it is like a print-based format. In fact, you can follow many of the same steps for creating PDF output to produce EPUB output.
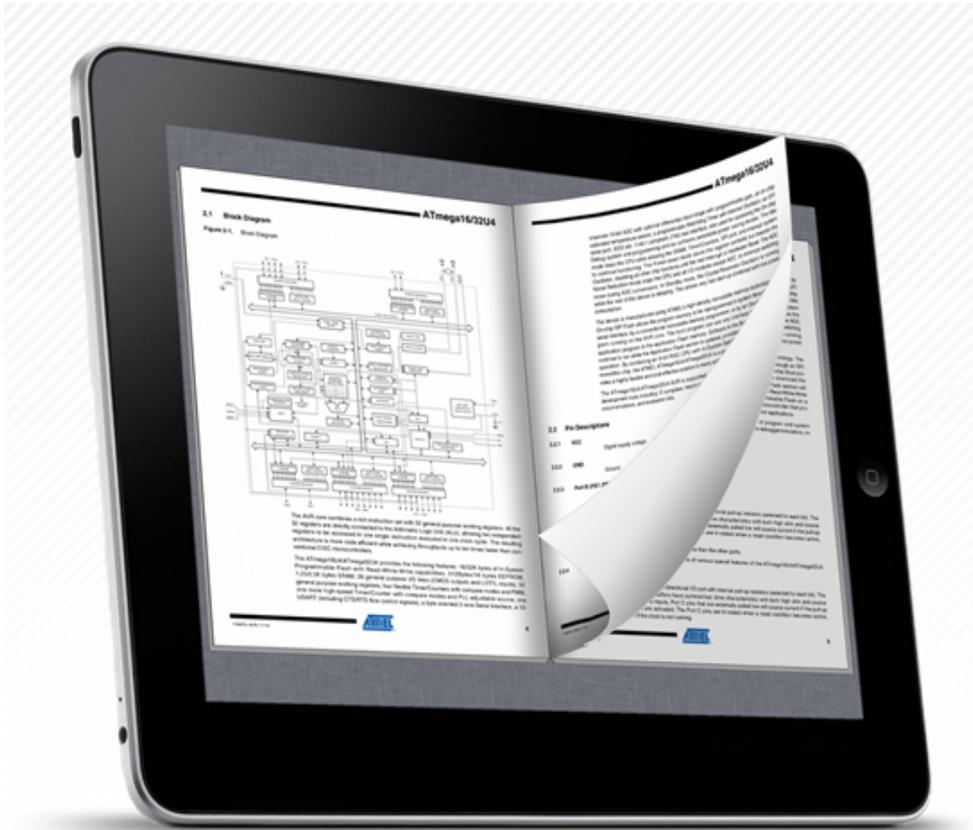
Features

Following are some of the features of the EPUB format in Flare:

- **Reflowable** EPUB output allows for reflowable content, such as word wrap and resizeable text. Therefore, the content can be displayed optimally on different devices.

- **Single File** You only need to distribute a single EPUB file, rather than a collection of files and folders.

> **NOTE** If you extract the EPUB file using another tool, you will find that it contains one or more XHTML files. If you have used chapter breaks in the outline TOC, a new XHTML file is created at each point where a chapter break occurs. If you do not use chapter breaks, the EPUB contains just one XHTML file.

- **Embedded Metadata** In the EPUB target you can provide information such as a title, author, publisher, rights, ISBN, identifier, which become embedded in the final output. The document title you provide will usually be displayed at the top of the EPUB reader. If you do not provide a title, the target name will automatically be used instead.

  For more information about EPUB metadata and the fields supported in Flare (except "Tag"), see:

  ```
  http://idpf.org/epub/20/spec/OPF_2.0.1_draft.htm#Section2.2
  ```

- **Embedded Fonts** Flare includes all of your used fonts in the final EPUB output file. Therefore, if someone has a reader that does not have your fonts installed, that person will still be able to see your content as you designed it.

- **Cover Page** You can use the Target Editor to quickly and easily select an image file to be used as the cover for your ebook.

- **Validate EPUB Output** You can validate EPUB output so that it will be acceptable to most online stores, such as amazon.com.

- **MOBI Output** MOBI is the standard format used for the Amazon Kindle. You can use settings in the Target Editor in Flare to generate EPUB output that uses MOBI content.

- **MathML to PNG Conversion** If you use the Equation Editor to insert equations, you are in essence creating MathML markup. This type of content is supported for EPUB output. If you need to produce output that can be displayed on older readers, you can select an option in the Target Editor to convert all of your MathML content to PNG image files.

- **Enable or Disable Dynamic Content Per Target** If you use dynamic content—togglers, popups, drop-downs, expanding text, slideshows, or help controls—in your output, you may want to enable dynamic content for your EPUB target so your users can take advantage of these features. Likewise, you may want to disable dynamic content if your users are using an e-reader that does not fully support dynamic content.

- **Select Reader to View Output** From the Builds window pane, you can select a specific EPUB reader (if you have more than one installed) to view the output.
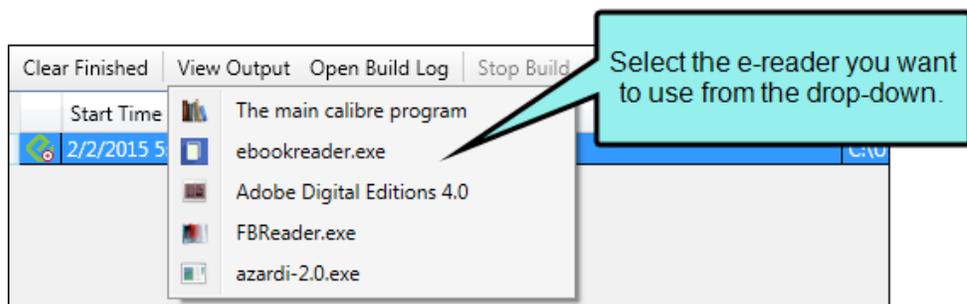
Reading Systems

EPUB output can be viewed on many kinds of software and hardware, across many platforms. Following are just a few examples of reading systems for EPUB output:

- Amazon Kindle (MOBI)
- Barnes & Noble Nook
- Bluefire Reader (Android, iOS)
- EPUBReader (Firefox)
- Duokan (Kindle)
- iPad, iPhone, iPod Touch
- Lexcycle Stanza (iOS, Windows, Mac OS X)
- Mobipocket (Windows, Blackberry, Symbian, Windows Mobile)
- Sony Reader

> ⚠ **IMPORTANT** Some readers handle EPUB output and respect your formatting better than others.

❙ HTML Help—Legacy Online Output Type

Although HTML5 is the recommended online output type, there is an older online output type called "HTML Help" that is also supported in Flare.

Microsoft HTML Helpis an older HTML-based Help format that runs on Windows 32-bit platforms and requires Internet Explorer on the end users' systems. You can use Microsoft HTML Help to create Help for Windows desktop applications.

The Microsoft HTML Help output consists of a single CHM file that you will distribute to users.

Key Features

Following are some of the key features of the Microsoft HTML Help format:

- **32-bit Windows Application Support**
- **Internet Explorer Support**
- **Local** This format is a good choice if you want users to store and open the output locally, rather than from a server, such as a website.
- **Single File** This format is a good choice if you want to create output that has just one file.

> **NOTE** Your users need Internet Explorer (4.0 or later) installed and a 32-bit Windows operating system (Windows 95 or later).

❙ Deprecated Output Types

Following are output types that will be removed in a future release of MadCap Flare. It is recommended that you use another output type (e.g., HTML5, Clean XHTML) instead of these.

DITA

Darwin Information Typing Architecture (DITA) file content is supported in Flare. DITA is an XML-based markup language with its own schema for authoring, producing, and delivering technical information. It is a standard of the Organization for the Advancement of Structured Information Standards (OASIS), and it consists of a set of design principles for creating "information-typed" modules at a topic level and for using that content in various delivery modes.

DITA allows companies (especially larger ones) to maintain better consistency throughout its documentation by establishing structural rules and standards for all of its authors to follow. The idea is that writers will spend more of their time authoring content, rather than worrying about the presentation of that information.

In Flare you can generate output that produces DITA files. When you build this type of output, a DITA map file is generated, with multiple DITA files in it. The XHTML tags are converted to DITA elements. In other words, although it is considered an "output" from the standpoint of the Flare process, the end result is actually a collection of "source" files, which you can later use in another tool (or import back into Flare) to produce the final output.

WebHelp

⚠ **IMPORTANT** WebHelp and WebHelp Plus are deprecated in Flare, which means that they are slated to be removed in a future version.

WebHelp is a Web-based Help format that is the precursor to HTML5, which is the recommended output type. It can run on almost any browser or platform. You can use WebHelp to create online documentation for the internet or an intranet, as well as for desktop applications.

The WebHelp output consists of a collection of files that you will distribute to users. The output will be displayed in the user's internet browser window. The main entry file has an .htm extension.

Key Features

Following are some of the key features of the WebHelp format:

- **Multiple Browsers** This format is a good choice if your users have different internet browsers on their systems.

- **Multiple Languages** You can produce an output interface in various languages. This is possible through the use of language skins.

- **Multiple Platforms** This format is a good choice if your users are working on different platforms (operating systems).

- **Web-based** This format is a good choice if you are writing online documentation for distribution on the internet or an intranet.

- **Sitemap/Search Engine Optimization (SEO)** For web-based targets, you can generate a sitemap when compiling your output. This helps with search engine optimization (SEO), making it easier for search indexing services (i.e., spiders, crawlers, or bots) to find your output. Therefore, the entire output is indexed and search engine results are improved.

📝 **NOTE** The following browsers support WebHelp: Internet Explorer 7.0 or later, Firefox 3.5 or later, Safari 4.0 or later, Google Chrome, and other browsers that support scripts and framesets.

WebHelp Plus

> ⊘ **IMPORTANT** WebHelp and WebHelp Plus are deprecated in Flare, which means that they are slated to be removed in a future version.

WebHelp Plus is a Web-based Help format that is identical to the regular WebHelp output in most ways. However, WebHelp Plus is designed to work on a Web server running Windows 8, Windows 7, Windows Server 2012, Windows Server 2008 R2, Windows Server 2008, or Windows Server 2003. It also uses Microsoft Internet Information Services (IIS) and ASP.NET. To provide faster search, WebHelp Plus uses Microsoft Indexing Service or Windows Search. The benefit of publishing WebHelp Plus output is that you and your users can take advantage of some advanced features, including searching of non-XHTML content, faster server-side search, and automatic runtime merging.

The output consists of a collection of files that you will distribute to users by publishing output to a Microsoft IIS web server. The output will be displayed in the user's internet browser window. The main entry file has an .htm extension.

Key Features

Following are some of the key features of the WebHelp Plus format.

- **WebHelp Features** This format lets you take advantage of features and benefits available with the regular WebHelp output type.

- **Sitemap/Search Engine Optimization (SEO)** For web-based targets, you can generate a sitemap when compiling your output. This helps with search engine optimization (SEO), making it easier for search indexing services (i.e., spiders, crawlers, or bots) to find your output. Therefore, the entire output is indexed and search engine results are improved.

- **Multiple Platforms** This format is a good choice if you publish your output to a machine running Windows Server 2003, Windows Server 2008, or Windows 7.

- **Searching of Non-XHTML Content** When end users perform a search in your online output, you can ensure that non-XHTML files (e.g. PDF, DOC, XLS) are included in that search. When you build WebHelp Plus output, a subfolder named "AutoSearch" is created and placed in the generated output folder. You can place non-XHTML files within the published AutoSearch subfolder (whether the non-XHTML files are linked to content from your Flare project or not). When users perform a search, those non-XHTML files will also be accessible to the users.

- **Faster Searching** Another benefit of generating and publishing WebHelp Plus output to a web server running Microsoft IIS is that users will find the task of performing a search to be much faster than it is otherwise. This is especially useful if you have a very large Help system.

- **Automatic Runtime Merging of Flare Projects** This is an easy way to merge the output from multiple WebHelp Plus Flare targets into one Help system. These targets can be originated from the same Flare project or from different Flare projects. You simply place the output files in the correct location on the server (i.e., within your parent project's AutoMerge folder). Flare then automatically merges the output from all of the targets when users access the Help. From the end user's perspective, the results are seamless, appearing as one large Help system. All of the TOCs, browse sequences, indexes, glossaries, and search capabilities for the projects are merged.

NOTE If you want to test WebHelp Plus on your local computer, the advanced search features of WebHelp Plus are not operable.

NOTE The following browsers are supported for WebHelp Plus: Internet Explorer 7.0 or later, Firefox 3.5 or later, Safari 4.0 or later, Google Chrome, and other browsers that support scripts and framesets.

CHAPTER 3

Adding Targets

You can add as many targets as you want to a project.

This chapter discusses the following:

▌How to Add Targets

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

   - **Ribbon** Select **Project > New > Target**.

   - **Right-Click** In the Project Organizer, right-click on the **Targets** folder and from the context menu select **Add Target**.

   The Add File dialog opens.

2. In the **File Type** field at the top, make sure **Target** is selected.

3. In the **Source** area, choose to create the new file based on a template or an existing file.

   - **New From Template** Choose either a factory template file or one of your own custom template files as a starting point. The new file will take on all of the settings contained in the template. If you want to use the factory template provided by Flare, expand the **Factory Templates** folder and click on a template file. If you want to use your own custom template file, expand the appropriate folder and click on a file. For more information about templates, see the online Help.

   - **New From Existing** Choose an existing file of the same type as a starting point for your new file. As with template files, your new file will take on all of the settings contained in the file you select. To use this option, click ▥, use the Open File dialog to find a file, and double-click it.

4. (Optional) If you want to place the file into a subfolder previously created in the Content Explorer or Project Organizer, in the **Folder** field click ▥ and select the subfolder. Otherwise, keep the default location.

5. In the **File Name** field, type a new name for the target.

6. From the **Output Type** field, select one of the available output formats. You can always change the output type later in the Target Editor. See "Determining the Output Type" on page 9.

7. (Optional) If you want to apply condition tags to the file, expand the **Attributes** section at the bottom of the dialog. Next to the **Condition Tags** field, click ▥ and select the conditions you want to apply. Click **OK**.

8. (Optional) If you want to apply file tags, expand the **Attributes** section at the bottom of the dialog. Next to the **File Tags** field, click ▥ and select the file tags you want to apply. Click **OK**.

9. Click **Add**. The target is added to the Targets folder in the Project Organizer. The Target Editor opens to the right.

▍How to Make Copies of Targets

1. Open the Project Organizer.

2. Double-click the **Targets** folder. The available targets are shown.

3. Click on the target that you want to copy.

4. Press **CTRL+C** on your keyboard.

5. Press **CTRL+V** on your keyboard. A copy of the target is added to the Targets folder. The new target is given the same name as the target you copied, with the words "Copy of" before it.

Importing Targets

Not only can you add a new target, but you can also import an existing target (FLTAR file).

How to Import a Target

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

    -   **Ribbon** Select **Project > New > Target**.

    -   **Right-Click** In the Project Organizer, right-click on the **Targets** folder and from the context menu select **Add Target**.

    The Add File dialog opens.

2. Select **New from existing** and click ⬛.

3. Find and select the FLTAR file that you want to import.

4. Click **Open**. The Source File field now contains the path to the file that you are importing. Also, the name of the file is displayed in the File Name field.

5. If you want to give the target a different name than that for the imported file, click in the **File name** field and replace the text.

6. (Optional) If you want to apply condition tags to the file, expand the **Attributes** section at the bottom of the dialog. Next to the **Condition Tags** field, click ⬛ and select the conditions you want to apply. Click **OK**.

7. (Optional) If you want to apply file tags, expand the **Attributes** section at the bottom of the dialog. Next to the **File Tags** field, click ⬚ and select the file tags you want to apply. Click **OK**.

8. Click **Add**. The target is added and opens in the Target Editor.

> 📝 **NOTE** As an alternative to importing single files from another location, you can import linked files from a Flare source project using a featured called "Global Project Linking." This is different than a simple import process, because in this case, the imported files remain linked to the source project. This lets you make future updates to those files in just one place—in the parent project. When you perform ongoing imports using your previous settings, Flare recognizes changes to the source files. Therefore, the new files can be brought over, replacing the outdated ones.

Renaming Targets

When you create a new project using one of Flare's factory templates, one or more new targets are added to your project.

It is usually helpful to rename the targets that you use to reflect the nature of your project (especially if you are using multiple targets with the same output type).

How to Rename a Target

1. Open the Project Organizer.

2. Double-click the **Targets** folder. The available targets are shown.

3. Click on the target that you want to rename.

4. Press **F2**. The name in the target is highlighted.

5. Type a new name for the target and press **ENTER** on your keyboard. The target is renamed.

> ☆ **EXAMPLE** If you are producing a Help system for a software application called FictionSoftPro, you might want to rename the target "FictionSoftPro." If you are creating a beginner's version and an advanced version of your Help system, you might want to name one target "Beginner FictionSoftPro" and the other target "Advanced FictionSoftPro."

Opening Targets

When you want to modify an existing target, use the following steps to open it. You can use the first set of steps to quickly open the primary target, or you can use the second set of steps to open a specific target (not necessarily the "primary" target).

This chapter discusses the following:

How to Open the Primary Target

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

- **Ribbon** Select **Project > Primary Target**.
- **Keyboard Shortcut** Press **CTRL+F9**.

How to Open a Specific Target From the Quick Launch Bar

The Quick Launch bar lets you search for any Flare file or command. It is located in the upper-right corner of the interface. You can press **CTRL+Q** on your keyboard to move focus to the Quick Launch bar so you can begin typing.

1. In the Quick Launch bar, type a few letters of the name of the file you want to open. Any available results appear in a drop-down list.
2. From the list, click the name of the file.

How to Open a Specific Target From the Project Organizer

1. Open the Project Organizer.
2. Double-click the **Targets** folder. The targets in your project are displayed.
3. Double-click the target that you want to open. The Target Editor opens to the right, with the target page shown.

Setting a Primary Target

Although you can use more than one target for your project, you might use one target most of the time. By selecting a primary target, you will be able to use shortcut buttons to build, view, and publish its output more quickly.

Also, when you open topics in the XML Editor, they will be displayed by default with the styles and other specifications associated with the primary target. However, you can use the Layout and Medium drop-downs in the local toolbar of the XML Editor to view topics with other settings.

▮ How to Set a Primary Target

1. In the Project Organizer, double-click the **Targets** folder.

2. Right-click on the target that you want to make the primary target.

3. In the context menu, select **Make Primary**. The new primary target has a green arrow next to it with "(Primary)" added after the name of that target.

CHAPTER 8

Editing Target Settings

Using the Target Editor, you can edit properties for any of your targets.

This chapter discusses the following:

▍General Tab

The following can be done on the General tab of the Target Editor.

Changing the Output Type for a Target

Each target in your project is based on one of the output types that is available in Flare (Adobe PDF, Clean XHTML, DITA, Eclipse Help, EPUB, Microsoft HTML Help, HTML5, Microsoft Word, WebHelp, WebHelp Plus). If you want a particular target to use a different output type than is currently specified, use the following steps. You can also add an internal comment to describe the output.

How to Change the Output Type for a Target

1. From the Project Organizer, open the target.

2. Click the **General** tab.

3. From the **Output Type** field make a selection.

4. In the message that opens click **Yes**.

5. (Optional) In the **Comment** field, you can enter an internal comment that describes the output you are generating from the target.

6. Click 💾 to save your work.

> 🗒 **NOTE** For help in deciding which output type(s) you should use, see "Determining the Output Type" on page 9.

Specifying the Startup Topic in a Target

Supported In:

You can specify which topic is the first one that users see when they open the online output. If you have written a welcome or introduction topic, this would be a good "startup" topic displayed in your output.

How to Specify the Startup Topic

1. Open the target.

2. On the **General** tab of the Target Editor, click the browse button next to the **Startup Topic** field.

3. In the Link to Topic dialog, find and double-click the appropriate topic.

4. Click to save your work.

Associating a Primary TOC With a Target

 In most situations, you will have one TOC that you use for a particular output (target). In that case, you simply associate the appropriate TOC with the target. If you have multiple TOCs that you want to include in the same project or output target, the TOC that you associate with the project or target serves as the primary TOC. In your primary TOC, you have the option of creating links to the other TOC that you want to include in the output. If you do not select a TOC, Flare will use the first one in the project (if there is more than one). If you have specified a primary TOC at the project level and another at a target level, the TOC at the target will take precedence.

How to Associate a Primary TOC With a Target

1. From the Project Organizer, open the target.

2. On the **General** tab in the Target Editor, click the drop-down arrow in the **Primary TOC** field, and select the TOC that you want to associate with the target.

3. Click to save your work.

Associating a Browse Sequence With a Target

After you enable a browse sequence in a skin, you need to associate it with a target (unless it is linked to another browse sequence that is associated with a target).

If you have created only one browse sequence for your project, you do not need to associate it with a target. It will display automatically after you build the target. However, if you have added more browse sequences, you need to specify which one will serve as the primary browse sequence. This is the browse sequence that will be displayed in the output. The additional browse sequences will also be displayed if you have linked to them from the primary browse sequence. Use the following steps to specify a primary browse sequence, associating it with a target.

How to Associate a Browse Sequence With a Target

1. In the Project Organizer, open the target.

2. In the Target Editor, click the **General** tab.

3. Click the drop-down arrow in the **Browse Sequence** field, and select the browse sequence to associate with the target.

4. Click ![save icon] to save your work.

Associating Primary Page Layouts With Targets

Supported In:

After you create a page layout and configure its frames and settings as necessary, you need to associate the page layout with the appropriate content. In most cases, you will probably want to associate different page layouts with various entries in your outline TOC (so that different page layouts can be used for different parts or chapters in a manual). Otherwise, you would associate a single "primary" page layout with an entire target or project; in that case, the same page layout will be applied to all topics in that target or project. You can associate a page layout with an outline TOC entry with or without creating a chapter break at the same time.

The following steps show how to associate a primary page layout at the target level.

How to Associate a Primary Page Layout With a Target

1. Open the target. The Target Editor opens.

2. Select the **General** tab.

3. Click in the **Primary Page Layout** field, and from the drop-down select the page layout that you want to use for all topics in the target.

4. Click ⊟ to save your work.

> ⬜ **NOTE** There is an order of precedence with the three levels where you can specify a page layout. Specific entries in an outline TOC have the highest precedence, followed by page layouts at the target level, followed by page layouts at the project level. So if you've got a page layout set at the project or target level and it doesn't seem to be working the way you think it should, you might check to see if you have any page layouts set on specific TOC entries that are overriding the target- or project-level setting.

Associating Primary Stylesheets With All Files

When you want to use styles in your content, the stylesheet needs to be made available for the content in question. In Flare, you can associate regular stylesheets with individual files. However, you also have the option of using a regular stylesheet as the primary one, applying it at either the project or target level, or both.

How to Set a Primary Stylesheet at the Project level

1. In the **Project** ribbon, select **Project Properties**.

2. Select the **Defaults** tab.

3. In the **Primary Stylesheet** field, select the stylesheet.

4. (Optional) If you have other stylesheets and you want to associate them locally with topics, select **Allow local stylesheets**.

5. Click **OK**.
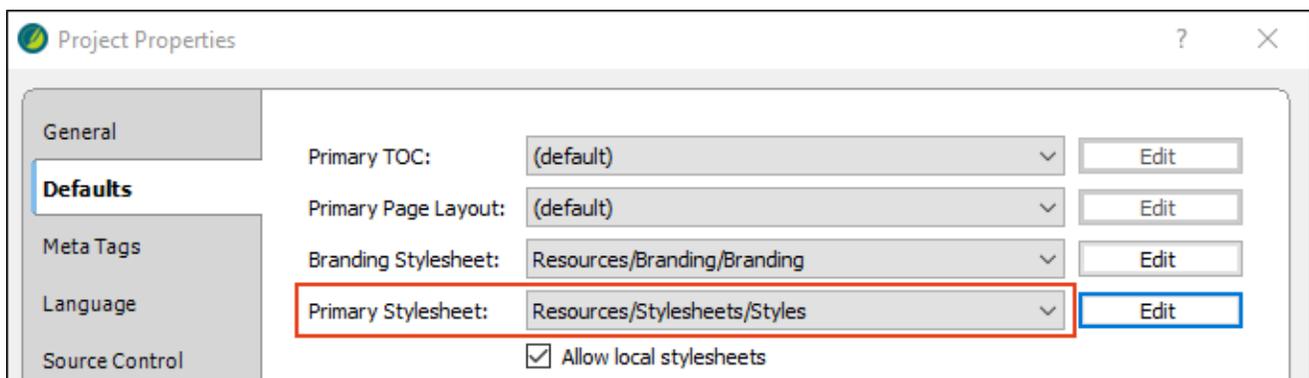
How to Set a Primary Stylesheet at the Target level

1. Open the target and select the **General** tab.

2. In the **Primary Stylesheet** field, select the stylesheet.

3. (Optional) If you have other stylesheets and you want to associate them locally with topics, select **Allow local stylesheets**.

4. Click 💾 to save your work.
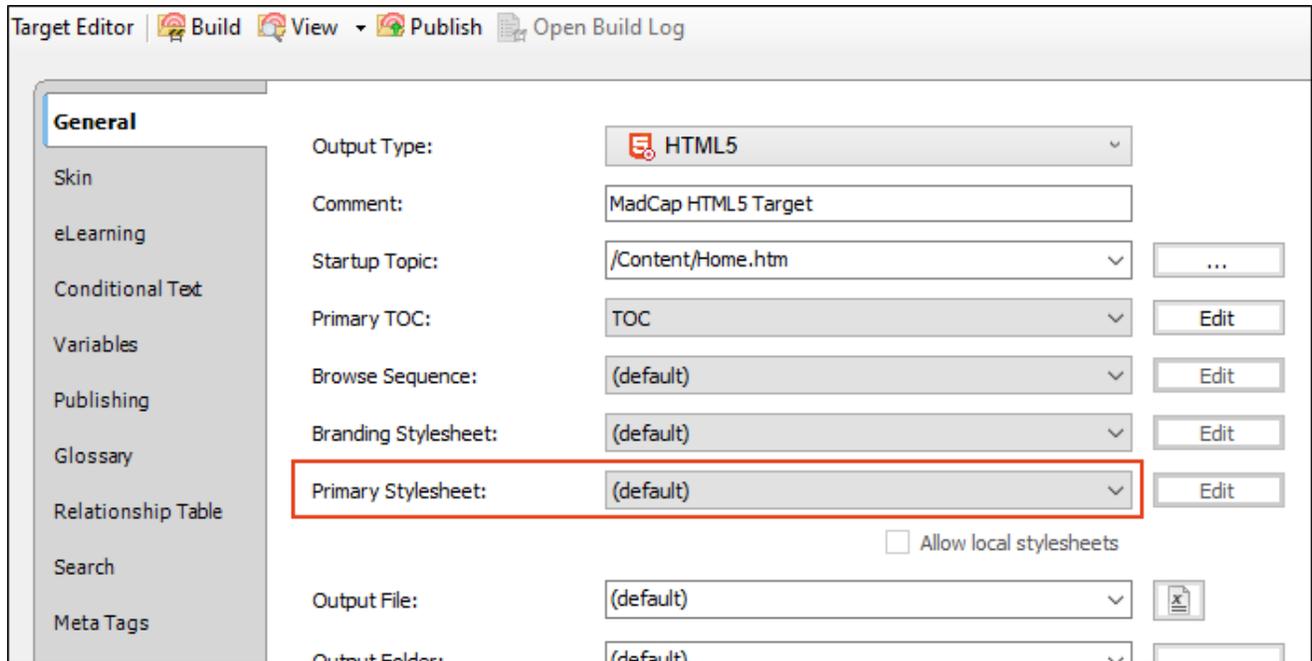
Specifying the Output File and Folder in a Target

By default, when you build the output for a target in your project, Flare sends the output files to the Output folder where your project is located. It also uses a default name for the main entry file to the output.

However, you can specify a different location and main entry file name for a target's output files.

> ☆ **EXAMPLE** You have a project called "FictionSoftPro" and have stored it in your root C:\ directory. If you create a project based on the "Empty" template and then build the output for an Microsoft HTML Help target, Flare places the output files in:
>
> C:\FictionSoftPro\Output\MyName\MyHtmlHelp
>
> The main entry file (actually, the only file) named "Manual.chm."

How to Specify the Output File and Folder in a Target

1. Open the target.

2. On the **General** tab of the Target Editor, do one or both of the following.

   - To specify the main entry file name, type the desired name in the **Output File** field. If you want to insert a variable in a field, you can click ![icon]. The variable will appear as syntax in the field, but in the output the variable definition will be shown.

     > 🗒 **NOTE** For Word targets, you can also specify the output format. See "Specifying the Microsoft Word Output Format" on the next page.

     > 🗒 **NOTE** The Output File field is not available for Clean XHTML and Eclipse Help targets.

   - To specify the location of the output files, click ![icon] in the **Output Folder** field. Then navigate to and select the location in your computer where you want to place the files.

3. Click ![icon] to save your work.

Specifying the Microsoft Word Output Format

In the Target Editor, you can choose DOCX or DOC as the output format. You can also generate an additional PDF or XPS file at the same time.

How to Specify the Word Output Format

1. Open a Word target.

2. Select the **General** tab.

3. From the **Output Format** field, select one of the following:

   - **Word Document (*.docx)** (requires Word 2007 or later)

     > 🗒 **NOTE** If you have older Word targets where you added the .docx extension manually in the Output File field, Flare preserves your settings and the generated document will still be in compatibility mode. Therefore, if you want to use the true DOCX format, you need to select it from this field.

   - **Word 97-2003 Document (*.doc)**

4. Click 💾 to save your work.

How to Generate an Additional PDF or XPS File

1. Make sure you have Word 2007 or later, and install the following free add-in:

   ```
   http://www.microsoft.com/downloads/details.aspx?familyid=4D951911-3E7E-4AE6-
   B059-A2E79ED87041&displaylang=en
   ```

2. Open a Word target.

3. In the Target Editor, select the **MS Word Options** tab.

4. Select either or both of the following:

   - **Generate PDF for MS Word output**

   - **Generate XPS for MS Word output**

5. Click 💾 to save your work.

Converting Stylesheet Styles to Inline

Supported In:

For Clean XHTML targets, you have the option to keep your stylesheet styles or to convert them to inline styles.

How to Convert Stylesheet Styles to Inline

1. Open a Clean XHTML target.

2. On the **General** tab of the Target Editor, select **Convert stylehseet styles to inline styles**.

3. If you choose this option, the output folder will not include stylesheet files. That's because the styles have been integrated into the topic files.

If Option Is Not Selected	If Option Is Selected
Output Content/Resources Folder:	Output Content/Resources Folder:

Topic Markup:

4. Click 🖫 to save your work.

Getting the Latest Version

After you bind a Flare project to a source control application, you can get the latest version of any of the source control files. When you do this, you are copying the most current files stored in the source control application to your local Flare project without necessarily checking out the files. This means that the "Read Only" designation will remain associated with the files until you check them out.

Following are steps for getting the latest version of all files in a project automatically, as well as steps for getting the latest version of files manually.

Automatic Get

You might use this option if you are working with a team of authors and want to make sure that you include the latest changes from other writers in the output (without having to manually get those files).

With this option:

- You will not be prompted before the "get" is performed.

- Flare will not get the latest copy of the files in the Targets folder, because that would conflict with the generation of the output.

- Conflicts with files will not cause local files to be overwritten. Therefore, if your local files are writable or already checked out, those files will be kept, rather than overwritten with the source control files.

How to Get the Latest Version of Source Control Files Automatically

1. Open the target.

2. In the Target Editor, select the **General** tab.

3. Select the check box labeled **Automatically get latest version of all files before generating the target**.

4. Click ⊞ to save your work.

5. Build the target.

> 🗐 **NOTE** The "automatic get" feature is not supported if you are building output using the command line, as opposed to the Flare interface.

Manual Get

You can manually get the latest version of all of the files in the Flare project or specific files only.

How to Get the Latest Version of Source Control Files Manually

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

   - **Ribbon** Select **Source Control > Get Latest Version** (for selected files) or **Source Control > Get Latest Version All** (for all files in the project).

   - **Right-Click** If you have the Content Explorer, Project Organizer, Pending Changes window pane, or File List open, right-click the file you want to get and select **Source Control > Get Latest Version**.

   - **Source Control Explorer** With the Pending Changes pane open, right-click the file you want to update and select **Get Latest Version**.

2. If the local and server files are the same, a message tells you so. Click **OK**.

   If the local file is different from the file on the server, the Resolve Conflicts dialog opens. If you want to accept all of the differences between the local and server files, thus merging them, click **Auto Merge All**. If you want to review the differences in the files side by side and resolve each conflict, click **Resolve**.

What's Noteworthy?

> 🗒 **NOTE** By default, when you open a project that is bound to source control, a message automatically asks if you want to get the latest version of files. However, you can disable this prompt in the Options dialog (**File > Options**).

> 🗒 **NOTE** If you update your read-only files with read-only files and you do not perform a check out, the files will appear to be submitted without actually updating the server-side version.

Disabling Auto-Sync of Import Files

Supported In:
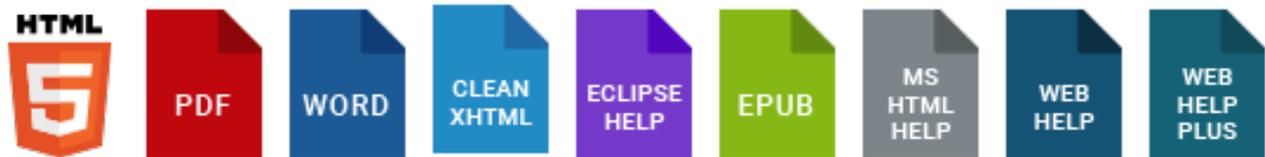
Let's say you have imported Microsoft Word, Adobe FrameMaker, Microsoft Excel, or Flare files from another project, and when doing so, you selected the "Easy Sync" option to automatically reimport the files when you generate output. If you want to override that Easy Sync setting for a specific target, you can do so by using the steps below. Therefore, if you want to reimport any of the files, you will need to do so manually.

You might decide to use this option, for example, if you are testing the generation of output and do not want to wait the extra time for the files to be imported. After you finish your testing, you can deselect this option to return to the automatic imports of the files.

How to Disable Auto-Sync of Import Files

1. Open the target.
2. In the Target Editor, select the **General** tab.
3. Select the check box labeled **Disable auto-sync of all import files**.
4. Click to save your work.

❙ Skin Tab

The following can be done on the Skin tab of the Target Editor.

Associating Skins With Targets

Supported In:

After you add a skin to your project and edit the settings, you can associate it with a target. After you build the target, the output will be displayed in the skin. For HTML5 targets, you can also tell Flare not to use any skin at all.

How to Associate a Skin With a Target

1. Open the target from the Project Organizer.

2. Do one of the following, depending on the type of output:

   - **HTML5** Select the **Skin** tab.

   - **Others** Select the **General** tab.

3. Click the drop-down arrow in the **Skin** field and select the skin that you want to associate with the target.

   If you have opened an HTML5 target and do not want to use a full skin at all, you can instead select **none**. If you do this, you might want to insert various kinds of proxies and use related skin components in order to provide navigation for your users.

4. Click 💾 to save your work.

> 📝 **NOTE** If you are producing HTML5 output, you can also associate skin components with a target, although it is more common to associate them with proxies.

❙ Conditional Text Tab

The following can be done on the Conditional Text tab of the Target Editor.

Associating Conditions With Targets

Supported In:
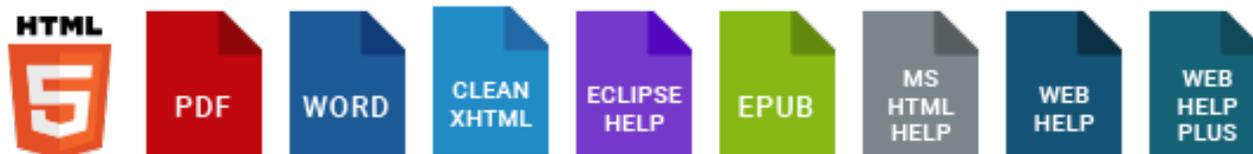
After creating and applying condition tags, you need to tell Flare what your target should do with the condition tags that you have created and applied. Should content with a particular condition tag be included in or excluded from that target, or should it display only when viewed on a certain device or screen size?

How to Associate Conditions With a Target

1. Open the Project Organizer.

2. Expand the **Targets** folder.

3. Double-click a target. The Target Editor opens to the right.

4. Click the **Conditional Text** tab.

5. In the **Condition Tag Sets** area, you can choose to view tags for all condition tag sets or you can select a specific set. The tags associated with the selected set are shown to the right, with their associated colors. An Action cell appears next to each condition tag. When Basic is selected, the Action cell is shown and the Advanced section below is disabled. In the Tags area, select a condition tag in the grid to set its action. (You can also hold down the SHIFT or CTRL key and choose multiple rows to set the same action on all of them at once.)

6. The Action cell in the grid indicates the current setting for the condition. The text is gray if you have not explicitly chosen an option. To change the setting, choose one of the options in the area to the right.

ACTION OPTIONS

- **Not Set** If an action is not set on a condition, its behavior may vary (i.e., it might be included or excluded). This depends on whether or how you have set other conditions.
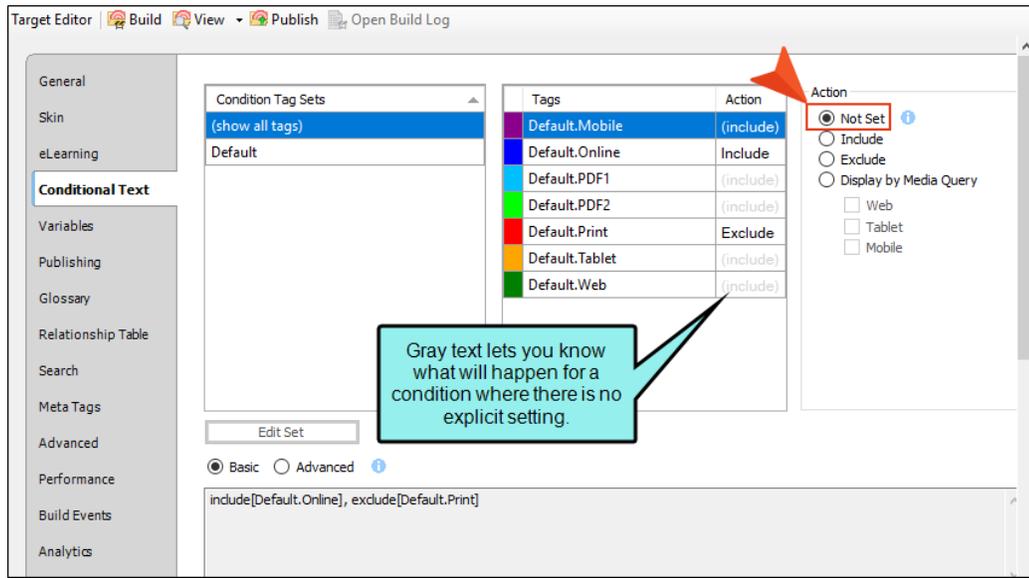
- **Include** Select this if you want the content associated with the condition to always display in the target's output.
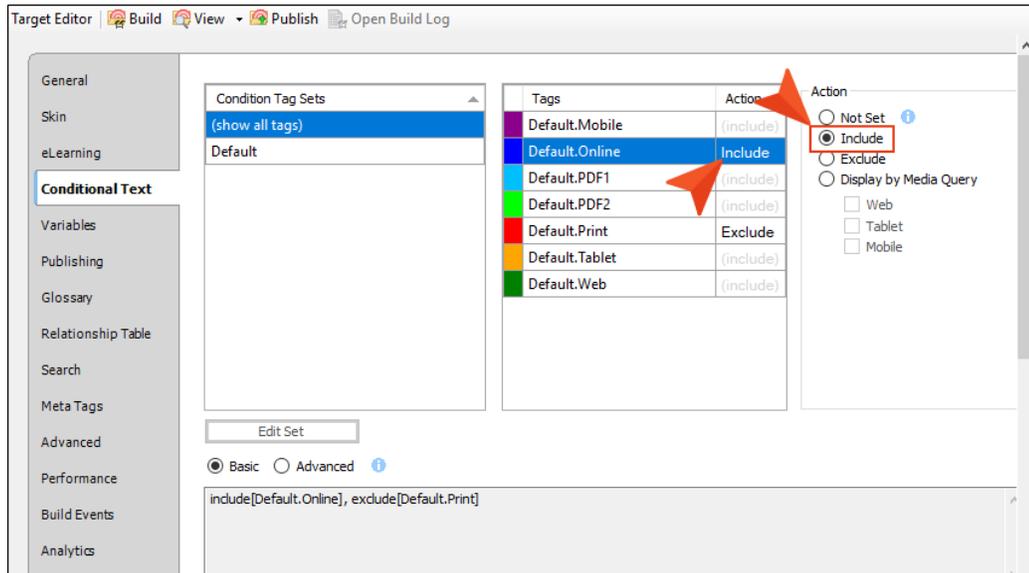
- **Exclude** Select this if you want the content associated with the condition to never display in the target's output.
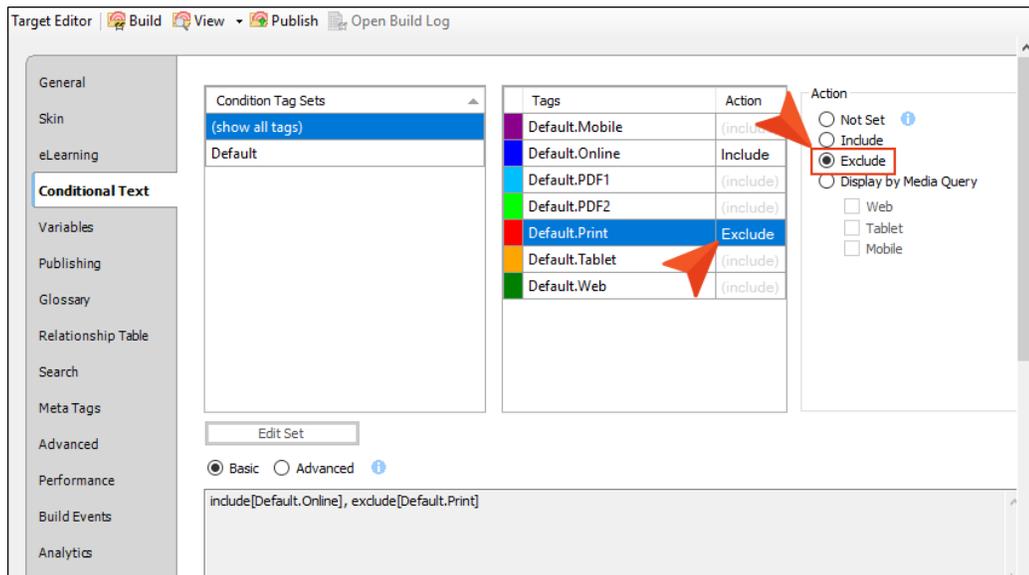
- **Display by Media Query** Select this if you are working in an HTML5 target and want the content associated with the condition to display only when the user is viewing the output on a particular device or screen size (according to the responsive output breakpoints that are set in the target or skin).

  After selecting this option, choose one or more of the media query check boxes. The Active cell in the grid updates accordingly.

- **Web** The content will display if the user is viewing it on a large screen.

- **Tablet** The content will display if the user is viewing it on a medium screen, such as an iPad.

- **Mobile** The content will display if the user is viewing it on a small screen, such as an iPhone.
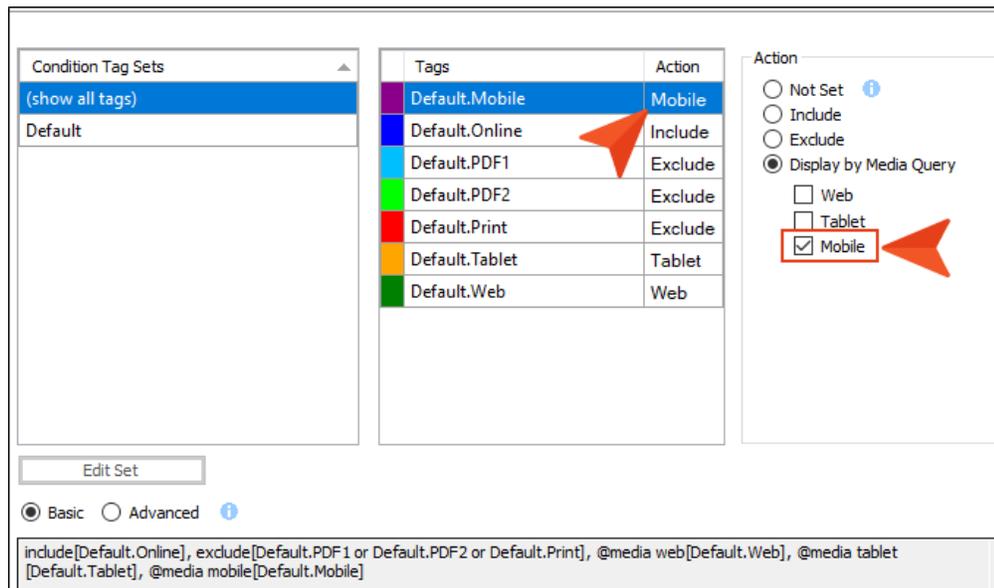
BASIC AND ADVANCED CONDITIONS

When you create condition tag expressions, you have the choice of working with conditions in Basic or Advanced mode. You can switch between the two modes by clicking **Basic** or **Advanced** toward the bottom of the interface. You can use Basic if you are newer to condition tag expressions, or you can use the Advanced mode if you are experienced at writing condition tag expressions by hand. While the Basic section is easier for most people to use, it is also more limited in the type of expressions it can create.
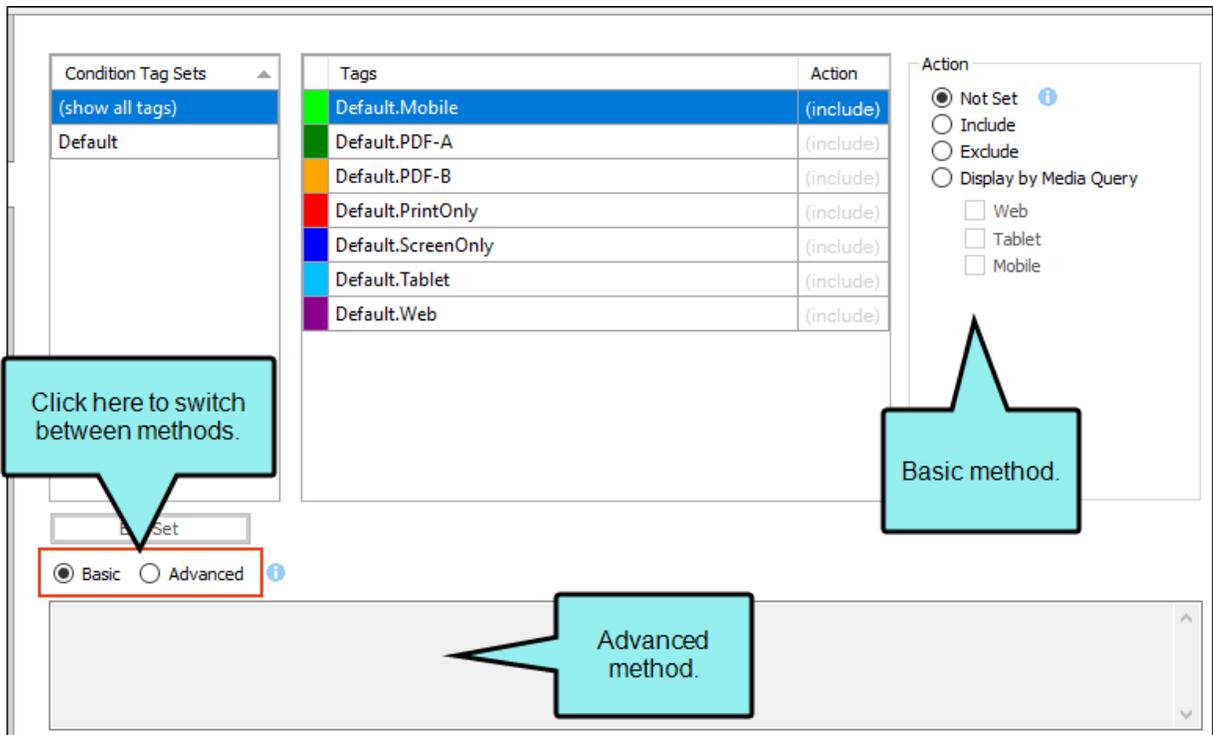
> ⚠ **WARNING** The condition feature is an inclusive system. If you do not select any options at all, all of the tags will automatically be *included*, as indicated by the gray text in the Action cell. If you include only some tags and exclude others, any remaining tags without options specifically set will automatically be *included*. However, if you select Include for any of the tags (even just one) and do not select Exclude for any tags, all of the other tags that do not have the Include option set explicitly will automatically be *excluded*. If you have not explicitly set an option for a condition tag, make sure you look at the gray text in the Action cell to know what will happen for that tag in the output.

7. Click 💾 to save your work.

> 📝 **NOTE** When you generate the target, Flare uses the expression from the section that is selected—Basic or Advanced.

❙ Variables Tab

The following can be done on the Variables tab of the Target Editor.

Overriding Variable Definitions in Targets

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. Open the Project Organizer.

2. Double-click the **Targets** folder. The available targets are shown.

3. Double-click the target for which you want to override a variable definition. The Target Editor opens to the right, with tabs that you can use to customize that specific target.

4. Click the **Variables** tab. The Variables tab shows all of the variable sets in your project and their associated variables.

5. Select the appropriate variable set.

6. Do one of the following, depending on whether the variable has only one or multiple definitions in the Variable Set Editor. For information on adding multiple definitions, see the online Help.

- **Single Definition** Click in the **Definition** cell for the variable that you want to override and press **F2** on your keyboard. Then type a different definition and press **ENTER** on your keyboard.

- **Multiple Definitions** In the **Definition** cell, click the down arrow and select an alternative definition.

In the Target Editor, use the drop-down to select the appropriate variable definition for that target.
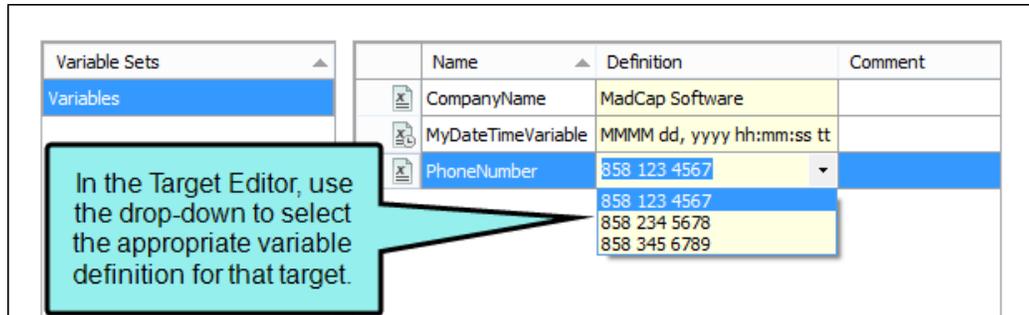
7. Click 🖫 to save your work. The alternative variable definition will be used in the output for this target. However, for other targets in your project, the original variable definition will be used.

☆ **EXAMPLE** — Different Types of Variable Definitions

Use the examples below to help you determine which type of variable definition you should use.

- **Original Variable Definitions** Used in most cases. These are the variable definitions you enter in the Variable Set Editor. You can enter primary and alternate variable definitions.

These are the original variable definitions.

The first entry for a variable is the primary definition.

The second entry is an alternate definition.

Name	Definition
Address	123 Main Street
Address	742 Evergreen Terrace
CompanyName	Penny & Piper's Pet Food Company
Location	Downtown
Location	Suburban
PhoneNumber	858 123 4567
PhoneNumber	858 345 6789
ProductName	West E. Dog Food
ProductName	Did Someone Say Cat? Food

- ☆ ■ **Target-Level Variable Definitions** Used when generating output for specific targets. Overrides the project-level variable definition, but only for the defined target. For example, if you use a company name variable in your documents, you may want to change it to say "ABC Corporation" in one document and "XYZ Company" in another.

- ■ **Topic-Level Variable Definitions** Used to change a variable definition in a single topic. Applies only to variables in snippets, and overrides project-level and target-level variable definitions. For example, if you use a phone number variable throughout your project, but a handful of topics are about a different location (and therefore use a different phone number), you can set a different variable definition that applies only to those topics.

- **Snippet-Level Variable Definitions** Used to change a variable definition in a single snippet. Applies only to variables in snippets, and overrides project- and target-level variable definitions, as well as topic-level snippet variable definitions. For example, if you use a product name variable throughout your project but a few snippets refer to a different product, you can set a different variable definition that applies only to those snippets.

NOTE If you preview a topic, the variable definition associated with the primary target is displayed.

NOTE If you click the **Edit Set** button at the bottom of the tab, the Variable Set Editor opens. When you use that editor, you are editing variables for all targets, not those for a specific target or snippet.

Publishing Tab

The following can be done on the Publishing tab of the Target Editor.

Associating Destination Files With Targets

After you create a publishing destination, you need to associate it with a target that you plan to build. You can associate the same publishing destination with as many targets as you want.

How to Associate a Destination File With a Target

1. Open the Project Organizer.

2. Double-click the **Targets** folder. The existing targets are shown.

3. Double-click the target that you want to associate with the destination. The target opens in its own page in the Target Editor.

4. Click the **Publishing** tab. All publishing destinations that have been added to the project are displayed. If a destination contains a check mark next to it, that means it is associated with the target. If it does not contain a check mark, it is not yet associated with the target.

5. Click the check box in the **Publish** column next to any destinations that you want to associate with the target. A check mark appears next to any destinations that you select.

6. If you are associating an Elasticsearch destination with a target, click the drop-down arrow in the **Elasticsearch Destination** column. Select your Elasticsearch destination from the drop-down list.
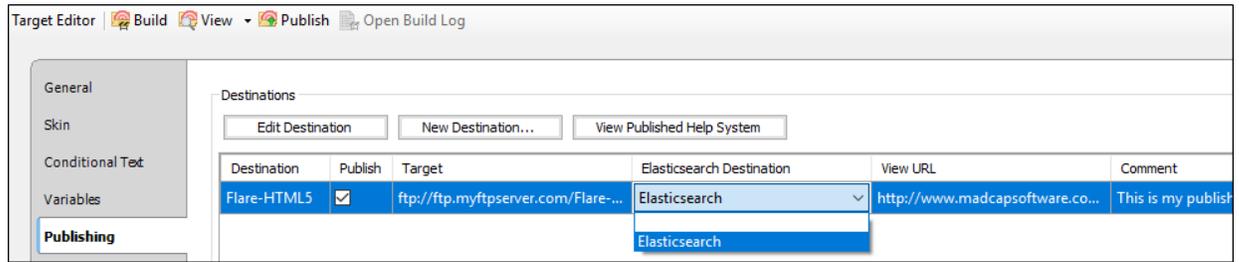
> NOTE Elasticsearch destinations will not display in the list of destinations on the Publishing tab in your Target Editor. This is because you will select one from the Elasticsearch Destination field on the Publishing tab of the Target Editor.

7. Click 🖫 to save your work.

Setting Up an HTML5 Target

The following steps show you how to set up your HTML5 target for server-based output.

How to Set Up the HTML5 Target

1. In Flare, open the HTML5 target. The Target Editor opens.

2. Select the **Publishing** tab.

3. In the **Server-based Output** section, click the check box.

4. In the **Indexing Service Catalog Name** field, type the catalog that you are using for the output. In most cases, this will be `Web`, which is the default value. However, if you or someone in your company (e.g., network administrator) creates a custom catalog, you need to enter that name in the field.

   What is a catalog? Microsoft Indexing Service stores all of its index information in catalogs. A catalog comprises index information and stored properties for a particular group of file system directories. If Internet Information Services (IIS) is installed, the Indexing Service also creates a web catalog, which contains an index of IIS, the default virtual server of the World Wide Web.

   > 📝 **NOTE** This step is necessary only for Windows Server 2003.

5. Click 💾 to save your work.

6. Generate the target.

7. Publish the output to any location on the web server. If you want to use the default location that was created after you installed IIS, you can publish the output to C:\Inetpub\wwwroot. If you do this, you can use the "Default Web Site" folder that you will encounter when performing the next set of steps (i.e., configuring IIS on the production server).

   If you are working on your local machine for testing purposes, you do not need to publish the output. You can simply view your WebHelp Plus output. When you view HTML5 output on your local computer, you need to create a special folder called "MCPreview" within your "C:\Inetpub\wwwroot" folder. Place a copy of your HTML5 output files in it. This enables you to test the advanced features of HTML5 on your local machine.

Enabling HTML5 Server-Based Search

The following steps show you how to enable HTML5 server-based search. These steps must be done for each catalog that you are using on the server (or on your local machine, if you are viewing HTML5 server-based output on your computer for testing purposes).

1. Navigate to the output folder for the HTML5 target on the server or on your local machine.

   If you are enabling HTML5 server-based output on your local machine, you can quickly find the output folder by doing the following.

   a. Open the Project Organizer.

   b. Double-click the **Targets** folder.

   c. Right-click on the target and select **Open Output Folder**.

2. In the output folder, double-click the **Service** folder.

3. Double-click the folder labeled **Console.ConfigureSearch**.

4. Double-click **ConfigureSearch.exe**. A window appears very briefly and then disappears.

5. Create a folder called "AutoMergeCache" at the root of the site. Then you must set security preferences on the AutoMergeCache folder so the application can create and update files.

   a. Right-click on the root folder and choose **Explore** to open Windows Explorer.

   b. Right-click on **AutoMergeCache** and choose **Properties**.

   c. On the **Security** tab click the **Edit** button.

   d. Click **Add**.

      i. Type `Everyone` and click **Check Names**, making sure it gets underlined.

      ii. Click **OK**.

   e. Make sure **Everyone** is highlighted and check the option for **Full Control**.

   f. Click **Apply**.

   g. Click **OK** to exit the Permission dialog.

   h. Click **OK** to exit the Properties dialog.

Glossary Tab

The following can be done on the Glossary tab of the Target Editor.

Associating Glossaries With Targets

Supported In:

One of the final steps to creating a glossary is to associate it with a target. After you build the target, the glossary will be incorporated into the output.

How to Associate a Glossary With a Target

1. Open the target from the Project Organizer.

2. In the Target Editor, click the **Glossary** tab.

3. (Optional) In the **Glossary Term Conversion** section, select one of the options if you want to make use of glossary term links.

   - **Do not convert terms** In the output, none of the glossary terms that appear in topics will be converted to hyperlinks, popups, expanding text, or footnotes in the output (even if a term was inserted into a topic as a glossary term link).

   - **Convert only marked terms** In the output, only glossary terms that were inserted into topics as glossary term links will be converted to hyperlinks, popups, expanding text, or footnotes in the output. Glossary terms that happen to exist in topics as normal text will not be converted.

- **Convert first occurrence of term** In the output, only the first occurrence of a glossary term in a topic will be converted to a hyperlink, popup, expanding text, or footnote in the output (per your instructions). This includes terms that were inserted as glossary term links, as well as glossary terms that happen to exist in topics as normal text.

- **Convert all occurrences of term** In the output, every occurrence of a glossary term in a topic will be converted to a hyperlink, popup, expanding text, or footnote in the output (per your instructions). This includes terms that were inserted as glossary term links, as well as glossary terms that happen to exist in topics as normal text.

> **NOTE** The conversion of a glossary term to a link is case-sensitive. For example, if a term starts with an uppercase letter in the glossary, it will not be converted to a link in the output if the term is all lowercase in the topic.

> **NOTE** These options are not supported in Clean XHTML targets.

4. Click the check box next to each glossary that you want to associate with the target. A check mark is added to the box.

5. (Optional for online output) In the **Glossary Template Page** section, select a template page to be associated with your glossary definitions.

   The template page will be used to display the glossary in the output.

> ☆ **EXAMPLE** You might use a glossary template page to add custom text at the bottom of the glossary. Or perhaps you want to add a watermark image to the background of the glossary. To do that, you could create a class of the html style, add a background image to that style class, and select that class in the template page file.

> **NOTE** A glossary template page is not supported in HTML5 output.

6. Click 🖫 to save your work.

❙ Relationship Table Tab

The following can be done on the Relationship Table tab of the Target Editor.

Associating Relationship Tables With Targets

Supported In:

If you have created relationship tables in your project, you need to tell Flare which tables to use for which targets.

How to Associate Relationship Tables With Targets

1. Open the target from the Project Organizer.

2. In the Target Editor, click the **Relationship Table** tab.

3. Click next to each relationship table that you want to use for that target so that it has a check mark.

4. Click 🖫 to save your work.

❙ Search Tab

The following can be done on the Search tab of the Target Editor.

Setting Up a Search Engine

Supported In:

For HTML5 targets, you can choose the type of search engine you want people to use—MadCap Search, Google Search, or Elasticsearch (for Side Navigation, Top Navigation, or skinless output). There are additional steps that you can follow and features you can select, depending on the search engine you choose. For MadCap Search and Elasticsearch, you can include micro content in the output, which can especially enhance your search results.

Comparison of Search Engine Options

There are benefits to any of the search methods offered by Flare. Some users might prefer the search results returned by Google. However, others might prefer the results returned by MadCap. Or some users might want all of the configurable options provided by Elasticsearch.

> ⊘ **TIP** To determine the type of search that is best for you, we recommend that you generate different outputs using each method. Then perform several different searches and see which results you like best.

	MadCap Search	Elasticsearch	Google Search
Less Time and Effort to Set Up	✔Setting up MadCap Search in a Flare project takes only a few seconds.	Setting up Elasticsearch is done within the Target Editor and Destination Editor in Flare. Web servers also need to be configured to support Flare, along with the Elasticsearch service.	Setting up a Google custom search engine (CSE) and performing other necessary tasks requires a combination of steps in both Google and Flare. This can take a bit of time to complete. However, it is usually just a one-time setup.
Public vs. Local Output Flexibility	✔Output can be searched whether it is available publicly or locally.	Output must be published on a server in order to use the full capability of Elasticsearch.	Output must be available publicly so that you can use Google. Output cannot be behind a firewall.

	MadCap Search	Elasticsearch	Google Search
Multiple Outputs	Searches will include results for only the Flare output that is open.	✔You can manage multiple HTML5 targets that use Elasticsearch through the Content Services Portal.	✔You can add multiple folders/sites to be included in your Google custom search engine (CSE). Each of these sites can be a separately published Flare output. When users search from one of the published Flare outputs, results will display for all of the outputs.
Other File Types	In order to include file types such as PDF in your search results, you need to generate and publish server-based output.	✔Most file types are included in the search results.	✔If you have added other types of files (e.g., PDF) to the site(s) associated with your CSE, they may be included in search results.
Search Tailored to Flare Projects	✔MadCap Search rankings are specifically tailored for Flare users. They take into account not only H1-H6 headings, but also index keywords, glossary terms, etc.	Elasticsearch does not provide any direct mapping of search criteria to the structure of a Flare project.	Google does not recognize the unique characteristics of a Flare project (e.g., index keywords, glossaries). Therefore, those elements will have no effect on how Google ranks pages in the results.

	MadCap Search	Elasticsearch	Google Search
Micro Content in Results	✔MadCap Search lets you include micro content in your search results, which can especially improve the experience for users.	✔Elasticsearch lets you include micro content in your search results, which can especially improve the experience for users.	Google does not include micro content (created in Flare) in your search results.
Glossary Definitions in Results	✔MadCap Search will fetch your project's glossary terms and feature them at the top of search results.	Elasticsearch does not provide an option to include glossary terms in your search results.	Google will not fetch your project's glossary terms and feature them at the top of search results.
Results for Incorrectly Typed Searches	Incorrectly typed search terms will not return results.	✔The partial-word search and fuzzy match settings allow for numerous searches to be returned when these settings are enabled.	✔If an end user incorrectly enters a search term (e.g., types "Tble" instead of "Table"), Google will often guess the correct term and show results anyway.

	MadCap Search	Elasticsearch	Google Search
Better Search and Indexing Speed	✔Search results might be faster because the output is immediately indexed once it is generated. You do not need to spend any extra time indexing your pages or waiting for search results to appear.	✔The administrator portal allows for the search indexes to be managed closely. This will assist in keeping search result times optimal.	Search results might lag at times, depending on the size of the output and whether Google is finished with the indexing (i.e., making your output available for searches). Google will index your pages automatically over time, but it can take awhile, sometimes weeks.
Mobile Devices	Search results are "chunked" and then collapsed so that they can be displayed when a search is performed. This is usually okay on PCs, but if you try to perform a search on a mobile device, the results might be slow or even crash because the device cannot handle the number of search results.	✔Search results always come from a server, so you do not need to be concerned about the ability of the mobile device to handle the information.	✔Search results always come from a server, so you do not need to be concerned about the ability of the mobile device to handle the information.
No Advertisements	✔No advertisements are included in search results.	✔No advertisements are included in search results.	Users might see advertisements in search results.

	MadCap Search	Elasticsearch	Google Search
Customize Auto-Complete Results	There are no options available for auto-complete results.	✔You can enable multiple options to include a mix of personal and global searches on your output. There is also an option to include project content information such as topic titles and the file path in your project.	While Google Search does provide auto-complete results, it does not provide the ability to customize these results.
Customize Predictive Search	MadCap Search does not offer any predictive methods in obtaining search results.	✔There are multiple options that allow you to obtain predictive results when searching, especially when using auto-complete options.	Google Search provides a measure of predictive results, although it is not customizable within Flare.

> **NOTE** Google Search is not supported for HTML5 Tripane output.

> **NOTE** For MadCap Search, the look of the search bar and results can be customized through these skins and components: Top Navigation skin, Side Navigation skin, Search Bar skin component, and Search Results skin component. However, with Google Search, any changes in these skins are not supported. Instead, the look is controlled via Google.

> **NOTE** Keep in mind that the exact steps in Google may change over time as the user interface is adjusted.

Setting Search Results Options

For online targets, you have a variety of options that you can enable or disable to define how search results are treated, depending on the output type.

Setting the Number of Search Results Per Page

Supported In:

You can change the number of search results that appear on each page. This makes it easier to navigate between pages of search results and improves loading times, especially for users who access output from a mobile device. Setting a reasonable number of results per page also makes it easier for search indexing services (i.e., spiders, crawlers, or bots) to locate pages in output, improving search results. In order to use this feature, you must be using MadCap Search. This feature is not supported for Google Search (see "Setting Up a Search Engine" on page 98).

How to Change the Number of Search Results per Page

1. Open an HTML5 target.

2. Select the **Search** tab.

3. From the **Search Engine** section, make sure either **MadCap Search** or **Elasticsearch** is selected.

4. In the **Results Per Page** field, use the arrows to set the number of results you want to display on each page. By default, the number of results per page is 20 for MadCapSearch and 100 for Elasticsearch.

5. Click to save your work.

Setting the Search Abstract Character Limit

Supported In:

In HTML5 output, you can set a character limit for automatically generated abstracts that appear in your search results. This allows your users to see a brief summary of each topic in the search results, while keeping the search results page easy to scan. You can set the character limit as long or as short as you like. When creating an automatic abstract, Flare scans all text elements in the topic, including headings and paragraphs, and includes them in the abstract until the character limit is met.

How to Change the Abstract Character Limit in Search Results

If you want change the abstract character limit, do the following.

1. Open an HTML5 target.

2. Select the **Search** tab.

3. Select **MadCap Search** in the **Search Engine** field.

4. In the **Abstract Character Limit** field, enter the number of characters you want to allow in the topic's abstract. By default, the number of results per page is 300.

5. Click ⊟ to save your work.

> **NOTE** In order to use this field, you must be using MadCap Search. Elasticsearch uses a similar field called Fragment character limit. This feature is not supported for Google Search .

> **NOTE** Setting the abstract character limit to 0 will remove the abstract completely.

> **NOTE** If a word is too long and would push the abstract past its character limit, it is not included in the abstract. Flare will not leave incomplete words at the end of the abstract.

> **NOTE** If you need to provide a longer or shorter search abstract, or if you do not like the default text that appears in the abstract, you can manually enter a meta description for the topic in the topic's Properties dialog.
>
>

Including Stop Words in Search

Supported In:

WEB HELP · WEB HELP PLUS

Flare has a hard-coded stop words list that works behind the scenes to filter out common structure-class words (i.e., function words) from search operations. This means the Flare search engine excludes words (e.g., "an," "for," "of," and "the") by default. If you want the search engine to search for queries with these words, you can include the stop words list in search.

List of Stop Words—English

Below is the list of hard-coded English stop words that the Flare search engine excludes from search by default. If you want to create a custom stop words list, you can create one on your local computer using Language Skins as described below.

a	been	have	may	several	under
about	between	he	me	she	until
after	but	her	med	some	use
against	by	his	more	such	was
all	can	however	most	than	we
also	come	in	near	that	were
among	do	include	no	the	when
an	during	into	non	their	where
and	each	is	not	then	which
are	early	it	of	there	who
as	for	its	on	these	with
at	found	late	only	they	you
be	from	later	or	this	your
became	had	made	other	through	
because	has	many	over	to	

> **NOTE** The stop words list applies to English projects only. If you wish to create a custom stop words list for another language, use the instructions below to create a custom list of stop words.

> **NOTE** For best results, it is recommended that you use the default setting (i.e., stop words are automatically excluded from search). This typically returns the most relevant search results.

> **NOTE** "If" and "will" are also recognized as stop words when using Elasticsearch as your search engine.

How to Include the Stop Words List in Search

By default, the words on the stop words list are excluded from search. To include them, complete the following steps.

1. In the Project Organizer, open the target.

2. In the Target Editor, click the **Search** tab.

3. In the **Search Results** section, place a check mark in the **Include stop-words in search** box.

4. Click ![save icon] to save your work.

Creating a Custom Stop Words List

In Flare, the stop words list is hard-coded. However, you can create your own stop words list on your local computer using language skins.

> **NOTE** Stop words are not customizable in HTML5 outputs.

How to Create a Local Copy of the Stop Words List

These instructions show you how to create a stop words list for an English language skin. You can also use these instructions to create a custom stop word list for other languages.

1. Open a Flare project.

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

   - **Ribbon** Select **Project > New > Advanced > Add Language Skin**.

   - **Right-Click** In the Project Organizer, right-click on the **Advanced** folder and from the context menu select **Add Language Skin**.

   The Add File dialog opens.

3. In the **File Type** field at the top, make sure **Language Skin** is selected.

4. (Optional) If you want to place the file into a subfolder previously created in the Content Explorer or Project Organizer, in the **Folder** field click ▧ and select the subfolder. Otherwise, keep the default location.

5. From the **Language** drop-down, select the language you want to use for the language skin.

6. In the **File Name** field, type a new name for the language skin.

7. (Optional) If you want to apply condition tags to the file, expand the **Attributes** section at the bottom of the dialog. Next to the **Condition Tags** field, click ▧ and select the conditions you want to apply. Click **OK**.

8. (Optional) If you want to apply file tags, expand the **Attributes** section at the bottom of the dialog. Next to the **File Tags** field, click ▧ and select the file tags you want to apply. Click **OK**.

9. Click **Add**. The language skin is added to the Advanced folder in the Project Organizer. The Language Skin Editor opens to the right, with the new language skin shown. Depending on the language you selected when creating the language skin, the skin may include default translations for some UI text strings.

   This creates a copy of the project language skin file and places it in your Project's Advanced folder (e.g., C:\Users\[username]\Documents\My Projects\[project name]\Project\Advanced). The language skin file name uses the *.fllng file name extension (e.g., af.fllng, en.fllng, es.fllng).

10. Close the Language Skin Editor.

How to Modify the Stop Words List

1. Open the Project Organizer.

2. Double-click the **Advanced** folder.

3. Right-click the language skin file, then select **Open with > Internal Text Editor**.

4. In the text editor, enclose your list of stop words in the <StopWords> </StopWords> tag. All tags are case sensitive and all stop words must be typed in lowercase.

5. Enclose each stop word in the <Word></Word> tag.
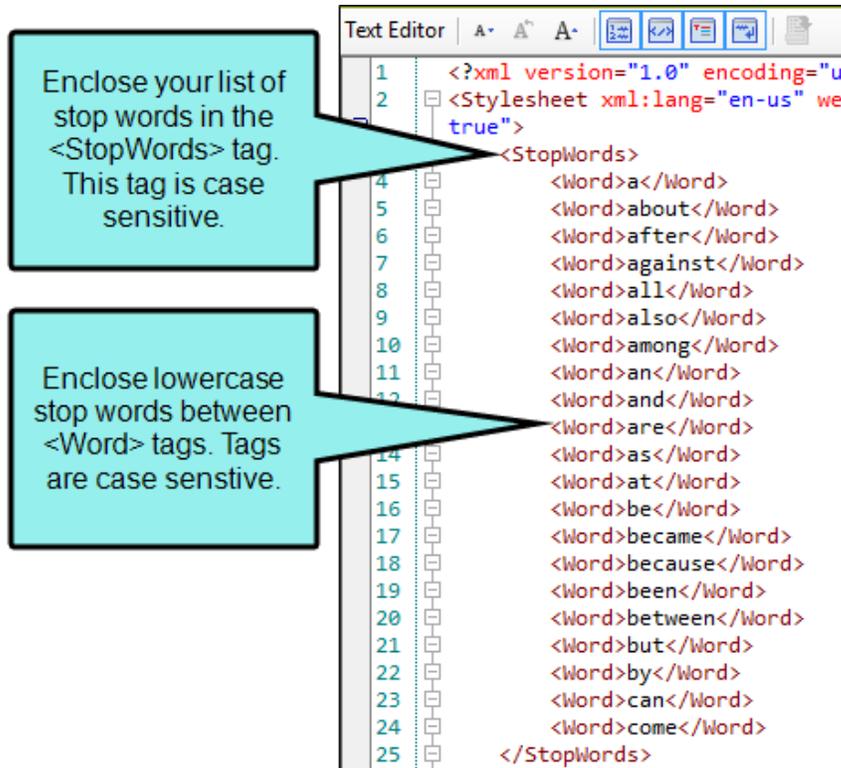
6. Click 💾 to save your work.

> 📝 **NOTE** You can also modify the stop words list using a text editor on your computer, such as Notepad.

How to Build the Target and Test the Custom Stop Words List

1. Open the target in your Flare project.

2. Select the **Language** tab, and choose the appropriate language.

3. Build the target.

4. Perform searches in the output to test if stop words are being found.

Enabling Partial-Word Search

Supported In:

For some online outputs, you can provide end users with partial-word search capabilities. This lets users type part of a word or any string (including numbers), press **ENTER** or click the **Search** button, and see search results matching those characters.

How to Enable Partial-Word Search

1. In the Project Organizer, open the target.

2. Select the **Search** tab.

3. In the **Search Results** section, place a check mark in the **Partial word searching** box.

4. In the **Minimum word size** field, enter the number of characters a user must type before seeing results. The minimum value is 3, the maximum value is 10.

   > **NOTE** The higher the minimum word size that you enter, the smaller the search database.

5. Click ⊟ to save your work.

⭐ **EXAMPLE** In the **Search** field, you enter `cond`.

Search finds matches in "conditioning" and "second."

ⓘ **IMPORTANT** Enabling partial-word search in client-based outputs increases the size of the search database included with your target output. It also increases the amount of time it takes to build and publish the output.

📝 **NOTE** This feature is not limited to words only. It works with any string (including numbers) that starts and ends with a space. For example, let's say that the IP address numbered "192.168.10.1" is included in one of your topics. To find the topic that includes the match, simply type `10.1` in the search field.

📝 **NOTE** Partial-word search is not supported in server-based output.

Setting Search Result Importance

Supported In:

In HTML5 output, the Flare search engine uses a combination of factors to rank search results. The search engine considers the number of links to a topic (Importance) and the number of times a search term appears in a topic. This gives you the most accurate results. You can turn off Importance and search using only the number of search term hits in each topic. This is not recommended unless you have one topic that is linked too many times that it would skew your search results. You must be using Elasticsearch or MadCap Search to use this feature. It is not supported for Google Search.

How to Include or Exclude Importance in Search Results

1. Open an HTML5 target.
2. Select the **Search** tab.
3. From the **Search Engine** section, make sure **MadCap Search** or **Elasticsearch** is selected.
4. Expand the **Advanced Search Options** section.
5. Select **Include Importance**.
6. Click to save your work.

⭐ **EXAMPLE** Here is an example of a search with Importance turned on.

☆ Here is an example of a search in the same content with Importance turned off.

☆ Notice how the search results are different. This is because in the first example, with Importance turned on, the search engine considers the number of links to that topic when ranking the search results. In the second example, the results are ranked only using the location of the search term in the topic (e.g., in a heading, in an index keyword, in the body text).

If you want your users to be able to find a topic that you refer to—and link to—often in your content, you should turn on the Importance setting so the topic appears higher in the search rankings.

📝 **NOTE** Links that occur in a template page are not considered when calculating Importance. For example, suppose you have a link in the template page footer that appears on every page in your output. Because you can access the page it links to from every other page, it should be the most important page in the output, but it is excluded from Importance rankings so it does not skew results.

Setting Micro Content Containers

Flare provides various container types that you can use to add micro content to your HTML5 output. Some of these can be used in search results, some in topic output, and some in both. See the online Help for more information.

Including Glossary Terms in Search Results

Supported In:

For HTML5 output, search results display glossary terms if they are used as the search text. In order to use this feature, you must be using MadCap Search. This feature is not supported for Google Search (see "Setting Up a Search Engine" on page 98).

How to Include Glossary Terms in Search Results

1. Open an HTML5 target.

2. In the Target Editor, select the **Search** tab.

3. In the **Search Engine** field, make sure **MadCap Search** is selected.

4. Expand **Advanced Search Options**.

5. Select **Include glossary results**.

6. Click ![save icon] to save your work.

> 📝 **NOTE** In order for a glossary term to display in the search results, the end user's search text must match the glossary term exactly, with no additional words (although it is not case-sensitive). For example, in the example above, only the word "table" was included in the search; therefore, the glossary term "Table" was displayed. But if we had searched for "table topic," no glossary term would have been displayed in the search results.

NOTE If you open a Side Navigation, Top Navigation, Tripane, or Search Results skin, you will notice Search Glossary styles that let you control the look of this new feature (e.g., change the font color to make it stand out from the other search results). The Search Glossary Result style is used to control the entire area displaying the glossary search result. The Search Glossary Term and Search Glossary Definition styles are used to control the look of only the term and definition, respectively.

Excluding Non-Words From Search

Supported In:

Flare has a non-words list that works behind the scenes to omit common non-words from user searches (for example, angle brackets [ ]). When you set this option and a user enters non-words in a search query, the system won't look for those non-words.

How to Exclude Non-Words From Search

1. In the Project Organizer, open the desired target.

2. In the Target Editor, click the **Search** tab.

3. In the **Search Results** section, click the drop-down arrow next to **Advanced Search Options**.

4. Place a check mark in the **Exclude non-words from search** box. To include non-words in search, clear the check mark.

5. Click 💾 to save your work.

> 🗐 **NOTE** This option is not available for HTML5 targets using Elasticsearch or Google Search.

Excluding Index Entries From Search

Supported In:

If you insert index markers in your project, those markers by default are included in searches that users perform in your output. If you want to exclude index entries from searches, you can do so.

How to Exclude Index Entries From Search

1. Open the target.

2. Select the **Search** tab.

3. In the **Search Results** section, click the drop-down arrow next to **Advanced Search Options**.

4. Click **Exclude index entries from search**.

5. Click ⊟ to save your work.

> ☐ **NOTE** This option is not available for HTML5 targets using Elasticsearch or Google Search.

Pre-Merging Search Database Files

Supported In:

If you have multiple projects and plan to merge their outputs when building the parent project, you can pre-merge the search database files.

How to Pre-Merge Search Database Files

1. In the Project Organizer, open the target.

2. Select the **Search** tab.

3. Expand the **Advanced Search Options** section.

4. Place a check mark in the **Pre-merge search database file** box.

5. Click ![save icon] to save your work.

Chunking Large Search Database Files

Supported In:

When Flare builds your output files, it also automatically generates a search index. The search database is split into a series of chunk files with JS file name extensions. These "chunks" are very important to your project, because they help to improve the performance of the search feature.

Search Database Files and Maximum Chunk Size

Important things to know about chunk files include:

- **Chunk Files are Automatically Created in Sequential Order** The build process automatically creates a search database and then splits the database information into individual chunks. Each chunk is represented by a chunk file. The naming convention used for these files is sequential (e.g., SearchPhrase_Chunk0.js, SearchPhrase_Chunk1.js, SearchPhrase_Chunk2.js). After running a build, these files are required by the target output and stored in the target's Output\Data folder.

If you installed Flare in the default location, the path to the Output\Data folder is: `C:\Users\[user name]\Documents\My Projects\[project name]\Output\[user name]\[target name]\Data`

- **There are Three Kinds of Chunk Files** Search chunks come in three varieties: SearchPhrase chunks, SearchStem chunks, and SearchTopic chunks. Each chunk type holds a different kind of data. By separating search chunks into different files that contain phrases, stems, and topics, Flare's search engine can locate data faster.

- **Number of Chunk Files Depends on Project Content and Settings** The total number of chunk files generated by the build process depends entirely on the size of your project and the search performance settings that you enable. As a general rule, smaller projects have fewer chunk files than larger projects. Other factors to consider include the maximum chunk size setting and whether the partial-word search feature is enabled. See "Enabling Partial-Word Search" on page 113.

- **New Chunk Files are Generated With Every Build** When you update your content and build new output files, Flare generates new chunk files to ensure your updated content can be retrieved when end users perform a search. If you are publishing server-based output, always ensure that your publishing and upload process for your output includes the updated chunk files.

How to Set the Maximum Chunk Size for Search Database Files

1. In the Project Organizer, open the desired target.

2. In the Target Editor, click the **Search** tab.

3. Expand the **Advanced Search Options** section.

4. Place a check mark in the **Chunk Large Search Database Files** box. Then select a value in the **Maximum Chunk Size** box.
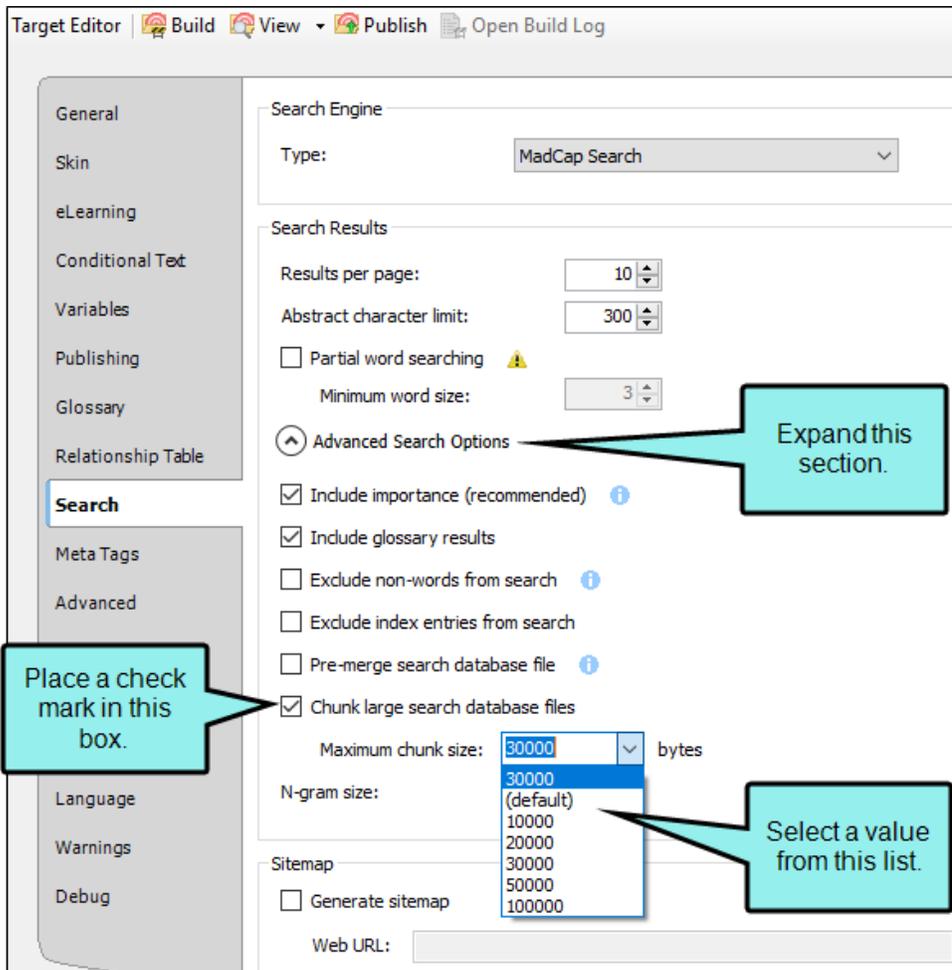
> 📝 **NOTE** The smallest maximum file size for a chunk file is 10,000 bytes. The largest maximum file size is 100,000 bytes. The default setting for the maximum chunk file size is set to 30,000 bytes.

5. Click 💾 to save your work.

Setting the N-Gram Size for Search

Supported In:

N-grams can be applied to the search database to improve its ability to retrieve more accurate matches for Chinese, Japanese, and Korean languages.

About N-Grams

In the English language, sentences are composed of a sequence of words. Because English words are separated by spaces, search engines have a reliable pattern for detecting word boundaries when retrieving search results. In other languages, such as Chinese, Japanese, and Korean, spaces are not used to separate words. This makes the task of retrieving accurate matches for these languages more challenging for search engines.

To address this issue efficiently, the search database can be set to use the n-gram model to help it more accurately predict word patterns. This improves the search feature's ability to retrieve accurate search results for the Chinese, Japanese, and Korean languages.

How to Set the N-Gram Size

1. In the Project Organizer, open the desired target.

2. In the Target Editor, click the **Search** tab.

3. Expand the **Advanced Search Options** section.

4. In the **N-gram size** box, select a value between 1- 5.

    > ⊘ **TIP** Applying an n-gram value to a project affects the size of the search database. It also affects the quantity and accuracy of the search results. In general, lower n-gram values (e.g., 1-2) result in a smaller database. As a result, end user search queries will typically retrieve a higher number results with less accurate matches. Similarly, larger n-gram values (e.g., 4-5) result in a larger database. Therefore, search queries will typically retrieve a smaller number of results with more accurate matches.

5. Click 💾 to save your work.

Generating Sitemaps

Supported In:

For web-based targets, you can generate a sitemap when compiling your output. This helps with search engine optimization (SEO), making it easier for search indexing services (i.e., spiders, crawlers, or bots) to find your output. Therefore, the entire output is indexed and search engine results are improved.

How to Generate a Sitemap

1. Open a web-based target.

2. On the **Search** tab of the Target Editor, select **Generate Sitemap**.

3. In the **Web URL** field enter the path where the output is ultimately published.

> ☆ **EXAMPLE** https://help.madcapsoftware.com/flare2023 r2/

> 🗒 **NOTE** Be sure to include the full path—including "https://"—when entering the web URL.

4. Click 💾 to save your work.

> 🗒 **NOTE** If you are generating HTML5 output, you can also set up your search engine—MadCap Search, Google Search, or Elasticsearch (for Top Navigation, Side Navigation, or skinless outputs). See "Setting Up a Search Engine" on page 98.

▍Advanced Tab

The following can be done on the Advanced tab of the Target Editor.

Applying Empty Alt Text to Images

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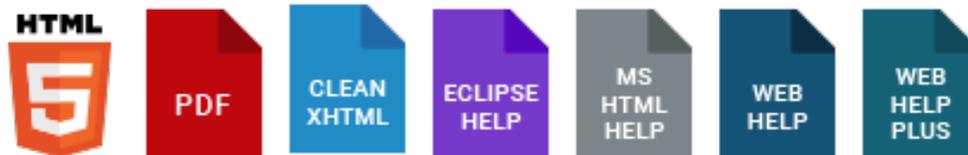
By default, a new image does not contain an "alt" (alternate text) attribute when you insert it into a topic or snippet, unless you specifically add alt text in the Insert Image dialog. However, alt attributes on images are required for Section 508 compliance, even if the string is empty or null (alt="").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

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

How to Apply Empty Alt Text When Output is Generated

1. Open a target.

2. On the **Advanced** tab of the Target Editor, select **Use empty ALT text for images that do not have ALT text**.

3. Click 🖫 to save your work.

How to Apply Empty Alt Text When Images are Inserted

1. Select **File > Options**. The Options dialog opens.

2. Select the **XML Editor** tab.

3. Select the **Insert Empty Alt Text** check box. A check mark indicates the feature is enabled.
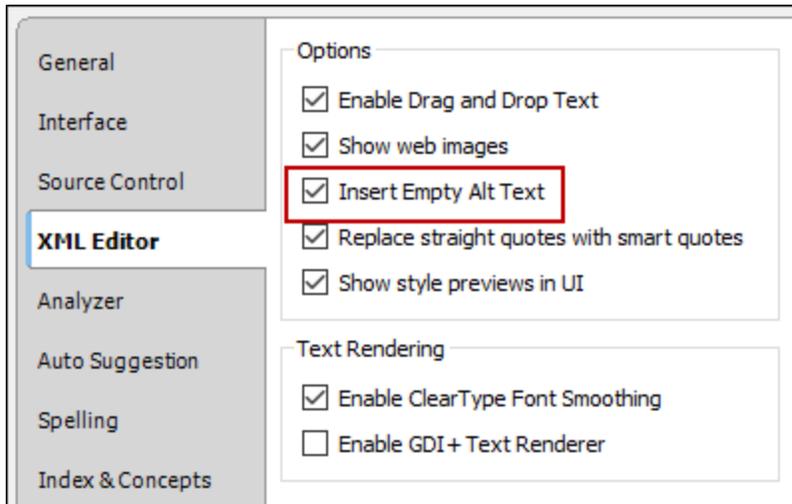
4. Click **OK**.

Associating an Alias File With a Target

Supported In:

If you have added more than one alias file for your project, you need to associate the appropriate alias file with the target that you plan to build. If you do not specify an alias file in a target, Flare uses the first alias file listed in the Project Organizer.

How to Associate an Alias File With a Target

1. Open the target.

2. In the Target Editor, click the **Advanced** tab.

3. Scroll down to the **Alias File** field, click the drop-down, and select the alias file that you want to associate with the target.

4. Click ▣ to save your work.

Adding the DOCTYPE Declaration to Generated Topics

Supported In:

You can add the DOCTYPE declaration to topic files when you generate online output. This allows browsers to render the topics in strict mode. If you do not select this option, generated topics will not have this declaration and will be rendered by browsers in quirks mode.

Quirks mode and strict mode have to do with the evolution of web browsers and the rules they use to interpret styles in cascading stylesheets (CSS). Quirks mode follows the old rules, and strict mode follows the new rules. If you are not concerned about which mode is used for your online output, you do not need to add the DOCTYPE declaration to topics. However, if you want to ensure that your output is interpreted and displayed using the newer strict mode, you should use this option.

Why use the DOCTYPE declaration? You might find the need to use the DOCTYPE declaration feature if you have text boxes, images, tables, or other objects that have float, margin, or padding settings applied to them. With settings such as this, you might notice slight alignment issues when generating online output. For example, margin or padding settings might be pushing aligned text a bit further than you want. To fix this, add the DOCTYPE declaration to the target.

How to Add the DOCTYPE Declaration to Generated Topics?

1. Open a target used for online output.

2. On the **Advanced** tab of the Target Editor, select **Add DOCTYPE declaration to generated topics**.

3. Click 🖫 to save your work.

NOTE Enabling this feature for HTML Help targets may be necessary to avoid certain custom JavaScript errors. However, for some languages (e.g., right-to-left, Russian, Asian languages), this option may not function properly in HTML Help. Therefore, it is recommended that you disable the option for non-English language content when generating HTML Help.

NOTE The DOCTYPE declaration will exist in the main output file whether or not this option is enabled.

Displaying Merged Navigation in HTML Help Child Outputs

You can merge HTML Help so that the navigation (table of contents, index, search) for each CHM file is displayed, regardless of which CHM file you open (parent or child). This can be done in a couple of ways, depending on whether you have access to all of the Flare projects or to the CHM files only.

How to Display Merged Navigation in HTML Help— Access to All Flare Projects

1. Open the target to be used as the parent CHM.

2. On the **Advanced** tab of the Target Editor, select **Display merged navigation in HTML Help**.

3. Click to save your work.

4. Follow the steps for merging based on HTML Help targets.

5. Generate the parent HTML Help target.

    The parent CHM file and all child CHM files are located in the same output folder, and when you open any of those CHM files, you can see the navigation for any of the other outputs.

How to Display Merged Navigation in HTML Help— Access to CHM Files Only

Use this method if you *do not* have access to all of the Flare projects, but you *do* know the names of the other CHM files that will be created. This method is more of a manual setup and is useful if you are part of a team where different authors have access to different Flare projects that need to be merged. This method also lets you add or remove child CHM files without needing to recompile the parent project.

1. The author for each project (parent *and* child) places a simple TXT file named *merge.txt* in the same folder where the Flare project file (.flprj) is located. This TXT file can be created with Notepad and should simply list the names of all CHM files to be included in the merged output (one on each line), with the name of the parent CHM appearing first.

   > ☆ EXAMPLE
   >
   > MyParent.chm
   >
   > MyFirstChild.chm
   >
   > MySecondChild.chm
   >
   > MyThirdChild.chm

2. The author for each child project generates his output and provides the author of the parent project with the CHM file(s).

3. The author for the parent project brings the child CHM files into the parent project and follows the steps for merging based on CHM files.

4. The author for the parent project generates the main HTML Help target.

   The parent CHM file and all child CHM files are located in the same output folder, and when you open any of those CHM files, you can see the navigation for any of the other outputs.

Patching Stylesheets and Image Links for HTML Help

If you generate Microsoft HTML Help output, some topics may not look as intended when they are printed from the CHM file, due to stylesheet-related problems. You can use this feature to "patch" those problems, ensuring the printed topics will look as intended.

Why would you not use this option? The only reason not to use this option is when you plan to rename the generated CHM file. If this option is enabled and you rename the CHM file, styles in the output are broken. This happens because, when the option is enabled, the file name of the CHM is hardcoded into the CHM itself.

How to Patch Stylesheets and Image Links for HTML Help

1. Open a target.

2. On the **Advanced** tab of the Target Editor, select **Patch stylesheet and image links for HTML Help printing**.

3. Click ![save] to save your work.

Embedding Images in Word Output

Supported In:

An option on the MS Word Options tab of the Target Editor lets you ensure that images are embedded in Microsoft Word output.

How to Embed Images in Word Output

1. Open the target being used for Word output.

2. In the Target Editor, select the **MS Word Options** tab.

3. Click the check box next to **Embed images in output**.

4. Click ▣ to save your work.

Enabling Review Mode in Word Output

If you want to automatically track any changes made to the Word document after you open it, you can enable review mode in the Word output. This will automatically enable the Track Changes feature in Word.

How to Enable Review Mode in Word Output

1. Open the target being used for Word output.

2. In the Target Editor, select the **MS Word Options** tab.

3. Click the check box next to **Enable review mode in output**.

4. Click [save icon] to save your work.

Generating Web-Safe Images

Supported In:

If you have used non−web-safe image formats (e.g., WMF, EMF, BMP, TIF, TIFF) in your project and want those images to be converted to web-safe formats (e.g., GIF, JPEG, PNG) when you generate online output—e.g., HTML5, Clean XHTML, Eclipse Help, Microsoft HTML Help, WebHelp, WebHelp Plus—you can use an option on the Advanced tab of the Target Editor. For print-based output types (Adobe PDF, Microsoft Word), the original image file formats will be used when you generate output.

How to Generate Web-Safe Images

1. Open a target.

2. Select the **Advanced** tab.

3. Select **Generate "web-safe" images**.

4. From the drop-down list, select the image format that you want to use.

5. Click ![save icon] to save your work.

> 📝 **NOTE** If you are using this option, images that link to external locations (such as websites), rather than to images within the project, are not affected.

Synchronizing Navigation Elements With TOC Entries

Supported In:

If you generate HTML5 output, links to the TOC (e.g., menu items, breadcrumbs, mini-TOCs) are dynamically generated when a particular topic is opened. This lets you keep these navigation elements in sync with your TOC. This is particularly important if the same topic is linked to multiple entries in your TOC; otherwise, menu items and other navigation elements might display for one instance of that topic in the TOC when another instance is preferred.

For HTML5 Tripane output, navigation elements will always remain in sync with your TOC entries. However, for HTML5 Side Navigation, Top Navigation, and skinless outputs, you must enable a feature in your target to synchronize navigation elements with TOC entries.

How to Synchronize Navigation Elements With TOC Entries

1. Open an HTML5 target used for Side Navigation, Top Navigation, or skinless output.

2. On the **Advanced** tab of the Target Editor, select **Synchronize navigation elements with TOC entries**.

3. Click ⊞ to save your work.

☆ **EXAMPLE** You have a topic called "Lists" that is linked in two places in your TOC:
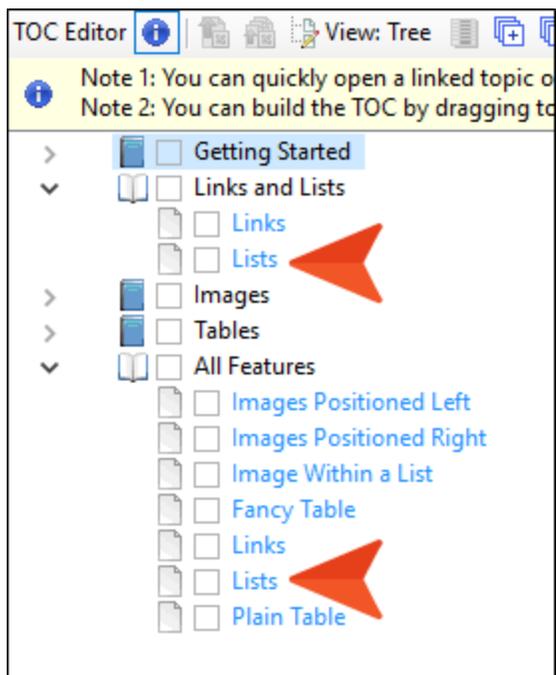
☆ With the synchronization option disabled, you generate HTML5 Top Navigation output. You open the Lists topic under the "Links and Lists" menu, the first place that it occurs in the TOC file:
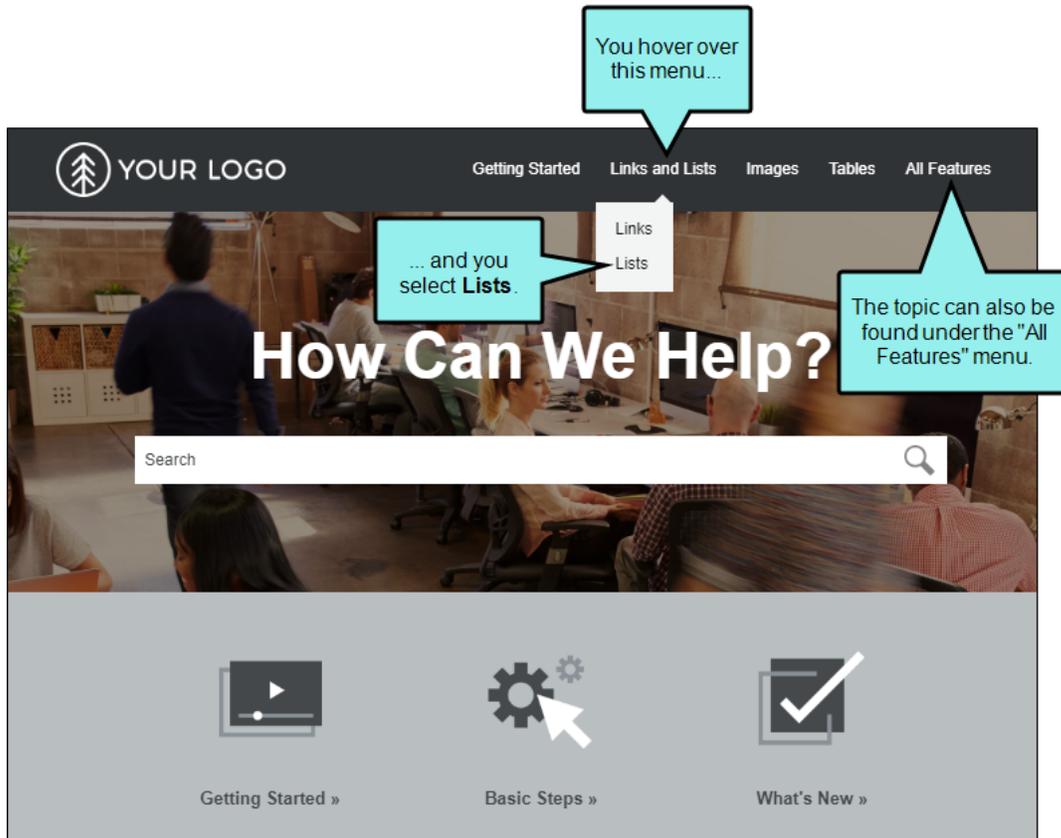
☆ The topic opens, and initially everything seems fine. But if you look at a couple of navigation elements—the breadcrumbs and side menu—you will notice that the topic was opened in the second TOC location (under "All Features"). This is the default behavior; the last instance of the topic in the TOC will be shown, not necessarily the one you selected.
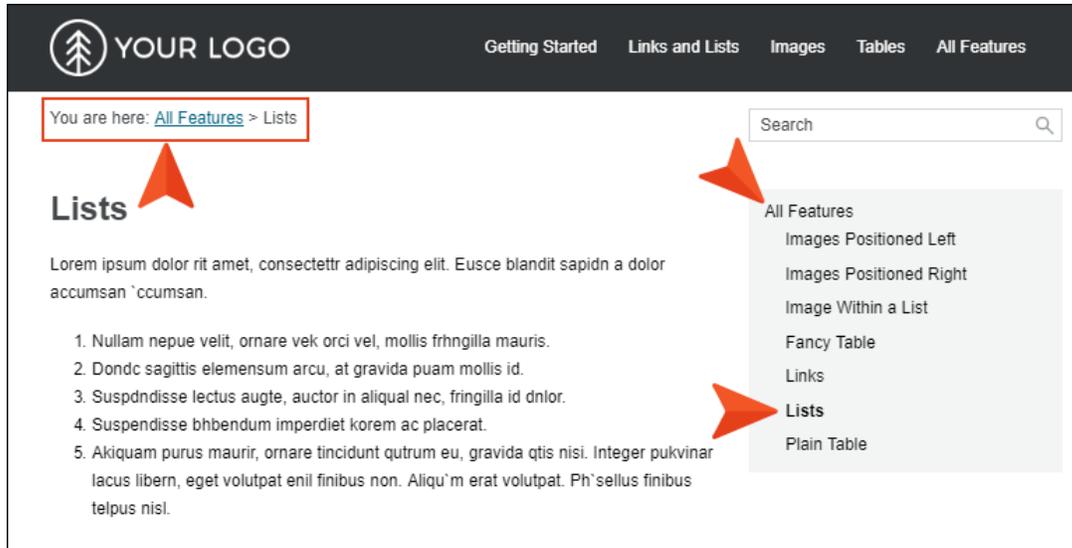
⭐ Therefore, you open the target and enable the option to synchronize navigation elements with TOC entries.
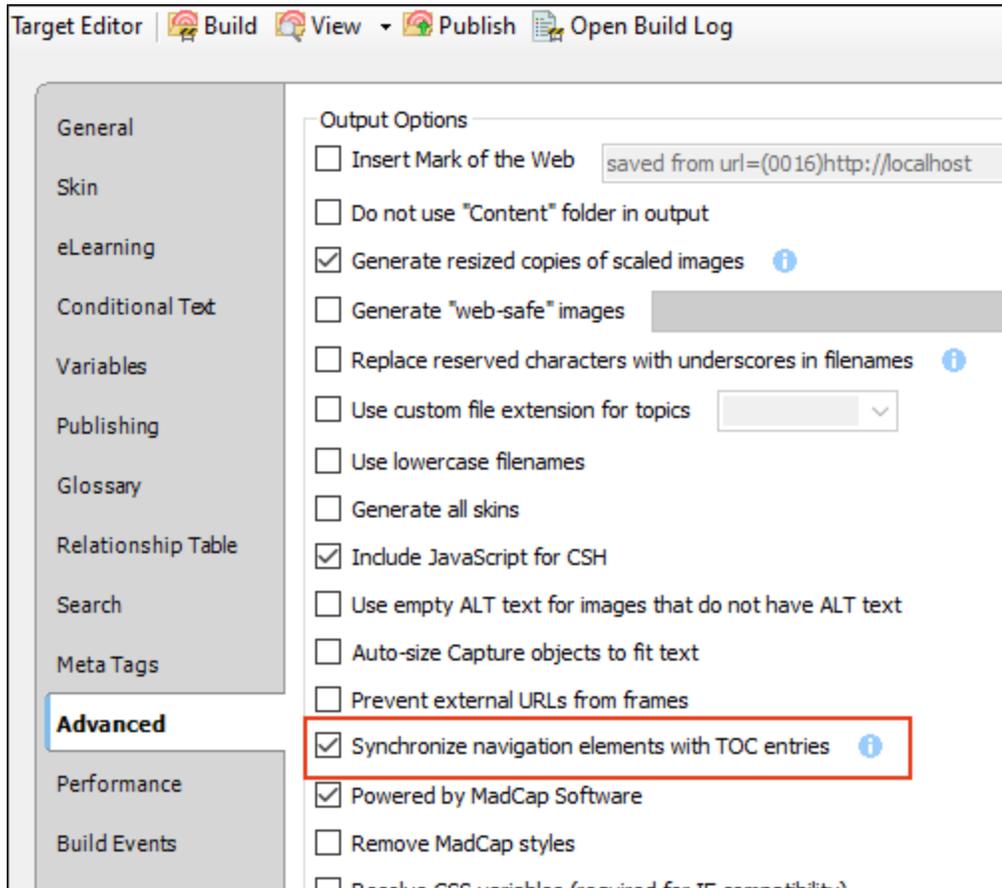
☆ After generating the target once more, you open the output and select the Lists topic in the same way. When you do this, notice that both the breadcrumbs and side menu are in sync with that location:
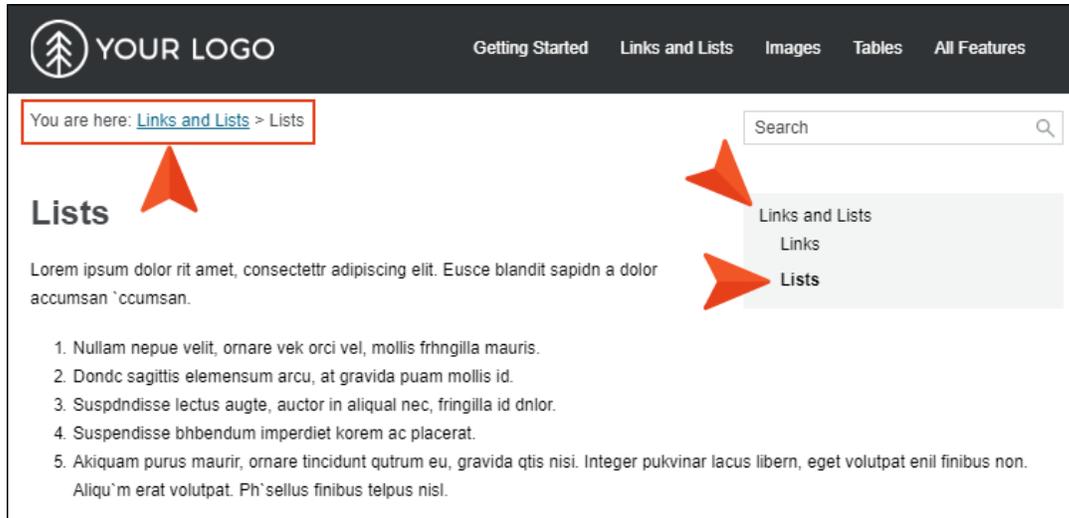
Pros and Cons

Synchronizing navigation elements with your TOC entries seems like an obvious decision, and for some authors it is. However, other authors might choose not to do this for their Side Navigation, Top Navigation, or skinless outputs. There are pros and cons.

- **Pro** The obvious advantage of this feature is in the name itself; it keeps elements synchronized with the TOC appropriately.

- **Pro** You do not need to worry if you have a topic linked to multiple TOC entries.

> **NOTE** If you decide not to use this option for your HTML5 Side Navigation, Top Navigation, or skinless output but you are still concerned about having duplicate TOC links, there is a workaround. You can create a snippet that holds all of the content for the topic. Then create multiple topics (as many topics as you need links to it in the TOC), and insert that snippet into each one. Rather than linking to one topic in multiple places in the TOC, you can link to a different topic in each place. By doing that, your navigation elements will point to the appropriate locations. You probably want to disable searching in all but one of those topics; otherwise, they will all show up in the search results.

- **Con** With this option enabled, you will notice that the URL paths for your topics are quite a bit longer and more complex.

`/Content/B_Links%20and%20Lists/Lists.htm?TocPath%3DLinks%2520and%2520Lists%7C____2`

With the option disabled, the paths are much more streamlined.

`/Content/B_Links%20and%20Lists/Lists.htm`

Removing MadCap Styles

Supported In:

Due to an issue with Google Chrome, content within the body of topics inherits the hover color of MadCap styles (e.g., MadCap|xref:hover). To prevent this situation, Flare will automatically add the following rule at the beginning of the CSS files in your output:

```
@namespace MadCap url(http://www.madcapsoftware.com/Schemas/MadCap.xsd);
```

However, you can select an option in the Target Editor for web-based outputs if you do not want this rule to be added to your stylesheets.

How to Remove MadCap Styles

1. Open a target.

2. On the **Advanced** tab of the Target Editor, select **Remove MadCap styles**.

3. Click to save your work.

Using ID Attributes on Anchor Tags

Supported In:

When you insert anchor tags (i.e., bookmarks) in your project, the name attribute is used in those locations.

There is an option in the Advanced tab of the Target Editor for HTML5 to use IDs on anchor tags such as these. This option copies existing anchor name attributes to ID attributes.

You might decide to use this option since the name attribute is somewhat outdated. Also, ID can be styled, whereas name cannot.

How to Use ID Attributes on Anchor Tags

1. Open an HTML5 target.

2. On the **Advanced** tab of the Target Editor, select **Use ID attributes on anchor tags**.
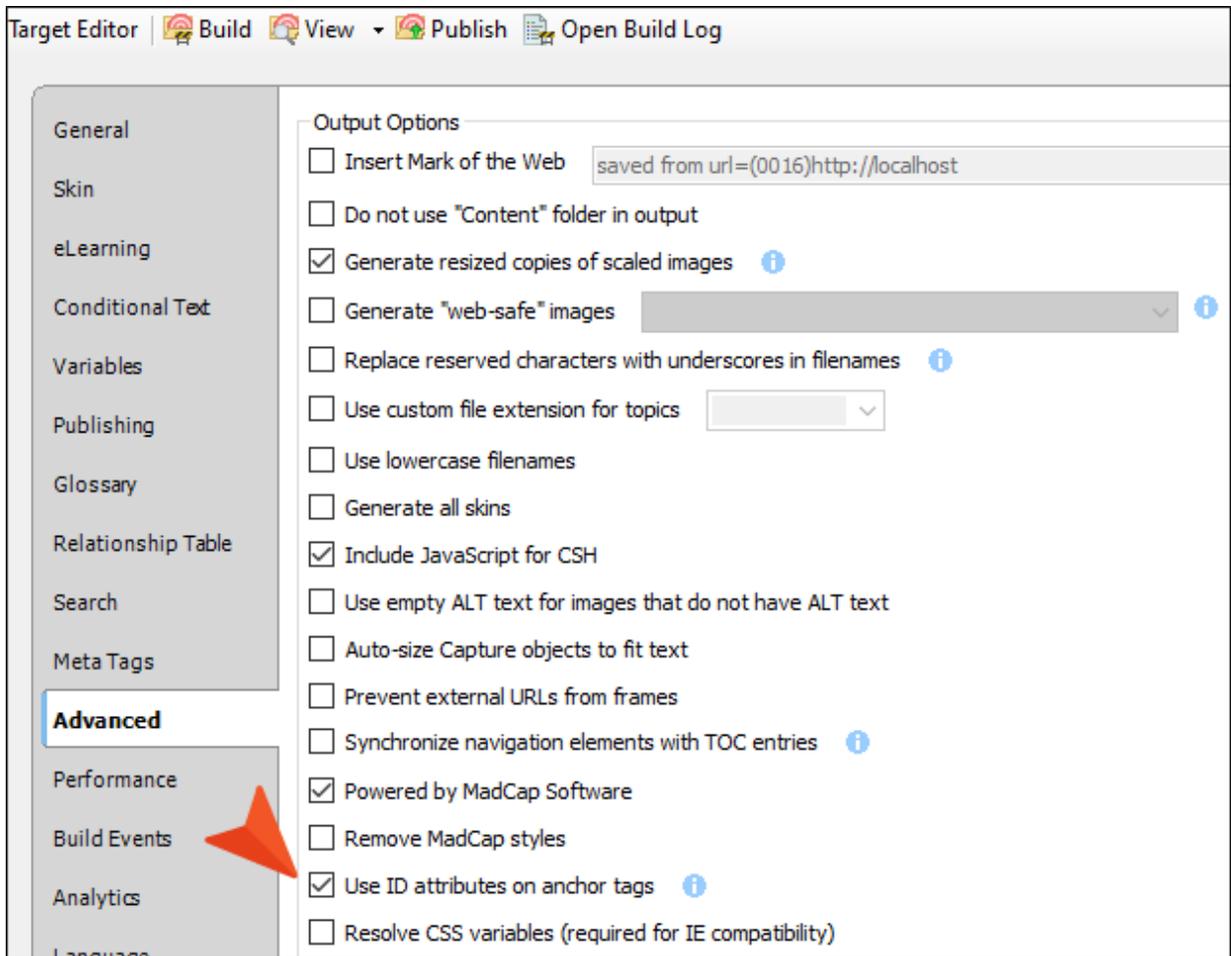
3. Click 💾 to save your work.

☆ **EXAMPLE** In a topic you've added bookmarks before an H2 and an H3 heading.

If you don't use the ID option in the Target Editor, the anchor tag will look like this in the output, with the name attribute only.

```
<h1>Getting Started</h1>
<p>Lorem ipsum dolor sit amet, consectettr
<h2><a name="Heading2"></a>Heading 2</h2>
<p>Here is some text.</p>
<h3><a name="Heading3"></a>Heading 3</h3>
<p>Here is some more text.</p>
```

However, if you do use this option, the anchor tag will look like this in the output. In other words, you still have the name attribute, but you also get the ID.

```
<h1>Getting Started</h1>
<p>Lorem ipsum dolor rit amet, consectettr adipiscing el
<h2><a name="Heading2" id="Heading2"></a>Heading 2</h2>
<p>Here is some text.</p>
<h3><a name="Heading3" id="Heading3"></a>Heading 3</h3>
<p>Here is some more text.</p>
```

🗒 **NOTE** If any IDs already exist in a topic, they remain unchanged when you use this option.

Adding Mark of the Web

Supported In:
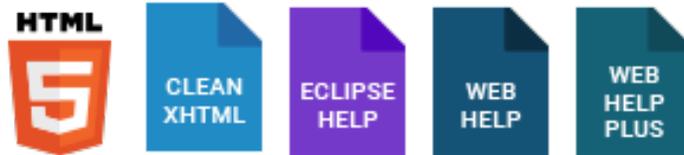
According to Microsoft:

> *"The Mark of the Web (MOTW) is a feature of Windows Internet Explorer that enhances security. MOTW enables Internet Explorer to force webpages to run in the security zone of the location the page was saved from—as long as that security zone is more restrictive than the Local Machine zone—instead of the Local Machine zone. When you are developing webpages, the MOTW enables you to test your HTML documents in the security zone where you intend the pages to run. Adding the MOTW to your webpages also enables you to fully test their compatibility with users' security settings."*

So MOTW is a comment added to the HTML markup for a web page. When users open a web page from their local machine, Internet Explorer references this comment to determine the security zone in which it should run the page.

Therefore, if you *do not* have MOTW enabled in Flare, the following message displays when HTML5, WebHelp, or WebHelp Plus output is opened locally on Internet Explorer.
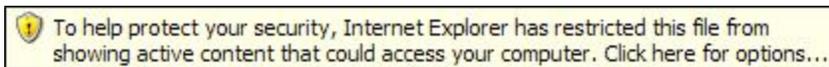
If you *do* have MOTW enabled in Flare, this security message is not displayed.

Without MOTW, you would have to click on this message and select **Allow Blocked Content** to view the output locally on Internet Explorer. By adding MOTW, you can avoid this situation.

However, please note that if you have external links in your project to non-HTML files (e.g., DOC, PDF, JPG, GIF), those links will not work with MOTW enabled. Therefore, MOTW should not be used unless the links in your project are limited to HTML documents only.

How to Add Mark of the Web

1. Open a target.

2. On the **Advanced** tab of the Target Editor, select **Insert Mark of the Web**.

   The default comment in this field is a generic one that specifies the Local Intranet zone and is used in situations where the domain is not yet known. You can replace it with another comment if necessary.
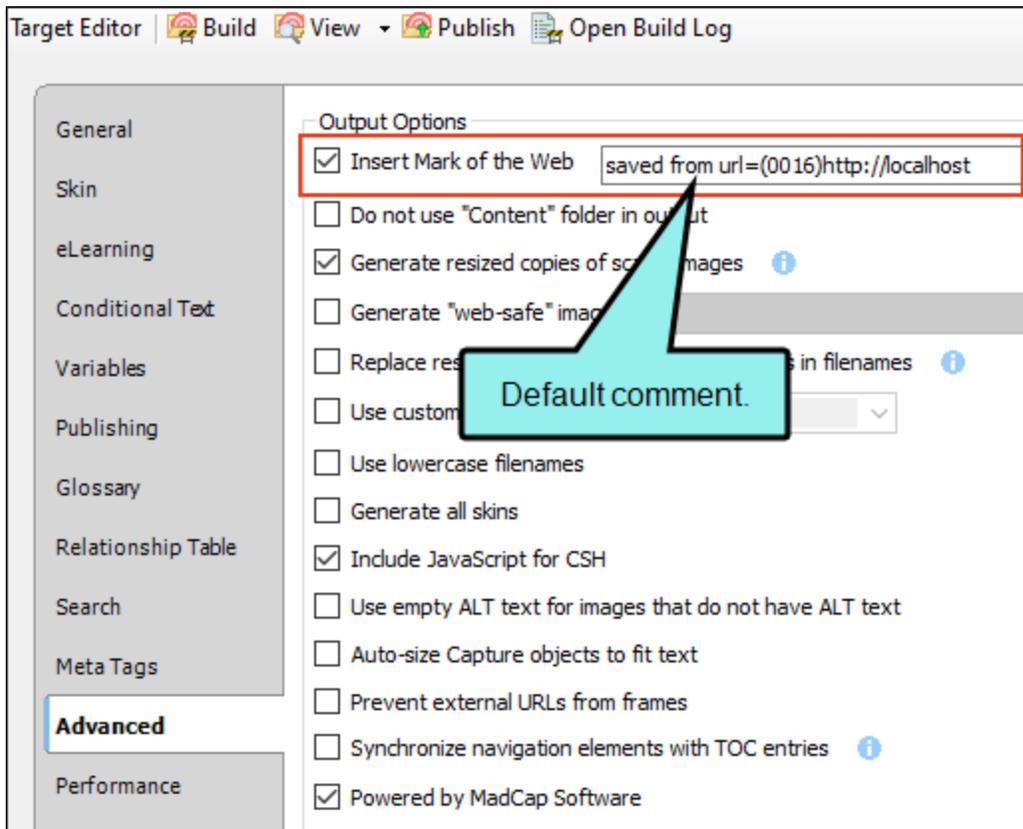
   If you plan to use MOTW, the text field should contain some content. You should either keep the default content or replace it with your own. If you remove any content from the field, MOTW cannot be used.

3. Click [save icon] to save your work.

NOTE With Mark of the web enabled in your target, some links to external files may not work properly in some versions of Internet Explorer when pages are viewed locally (file://). This is not an issue if pages are viewed online (http://). For more information about MOTW, see Microsoft's MSDN website.

NOTE 3D models will not display if Mark of the Web is enabled.

Associating Template Pages With Targets

Supported In:
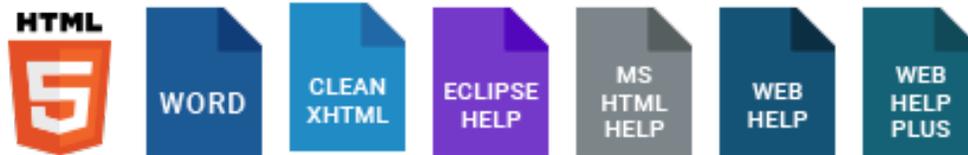
If you want a template page to be applied to all topics in the output, you would associate that template page with the target that you are building. This is useful, for example, if you want to create breadcrumbs, a mini-TOC, header content, or footer content for your online outputs.

How to Associate a Template Page With a Target

1. Open the target.

2. In the Target Editor, click the **Advanced** tab.

3. Click the drop-down arrow in the **Template Page** field, and select the template page that you want to associate with the target.

4. Click 🖫 to save your work.

> 🗒 **NOTE** If you want most topics to use a particular template page, but some other topics to use a different one, you can associate the first template page with the target. Then you can associate the other template page with the remaining topics.

Disabling the Use of Template Pages

Supported In:

You might have used template pages in earlier versions of Flare when creating Word output, but then decide to use the newer page layouts instead. You can manually remove all links to template pages in your target and table of contents. However, another alternative is to automatically disable the use of template pages in your project. By using this feature, Flare will ignore all links to template pages when you generate the Word target. It will instead use links that you provide to any page layouts.

How to Disable the Use of Template Pages

1. Open the target.

2. In the Target Editor, select the **MS Word Options** tab.

3. Click the check box next to **Disable Template Pages for MS Word output**.

4. Click to save your work.

Adding Metadata to the <Head> Tag

Supported In:

For online outputs, you can add custom metadata in the Advanced tab of the Target Editor. This markup is added between the <head> and </head> tags in your content when you generate output. As an alternative, you can use Flare's meta tag feature, which lets you set meta tags on more files than just targets. The difference is that this option in the Target Editor lets you add more than just meta tags to your <head> tag.

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

> ☆ **EXAMPLE** You might want to enhance search engine optimization for your output, so you add the following tag to the target: <meta name="googlebot"/>

How to Add Metadata to the <Head> Tag

1. Open an online target.

2. On the **Advanced** tab of the Target Editor, select **Add content to head**.

3. In the area below, you can add any valid meta tags. You can also keep the default tag.

> 🗒 **NOTE** If you want to insert a variable in a field, you can click 🖳. The variable will appear as syntax in the field, but in the output the variable definition will be shown.

DEFAULT TAG FOR MOST OUTPUT FORMATS

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

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

This tag tells Internet Explorer to render with the latest version.
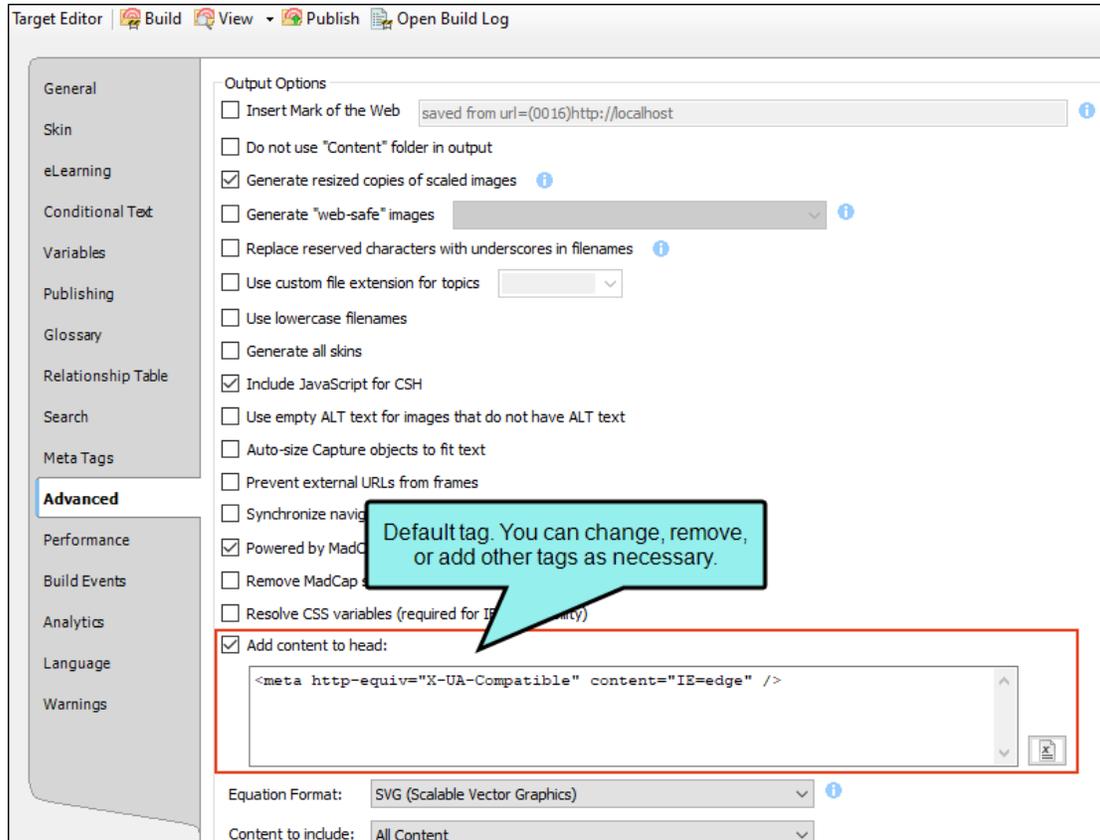
DEFAULT TAG FOR HTML HELP

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

<meta http-equiv="X-UA-Compatible" content="IE=7" />

That's because IE=Edge can cause rendering issues on some systems.
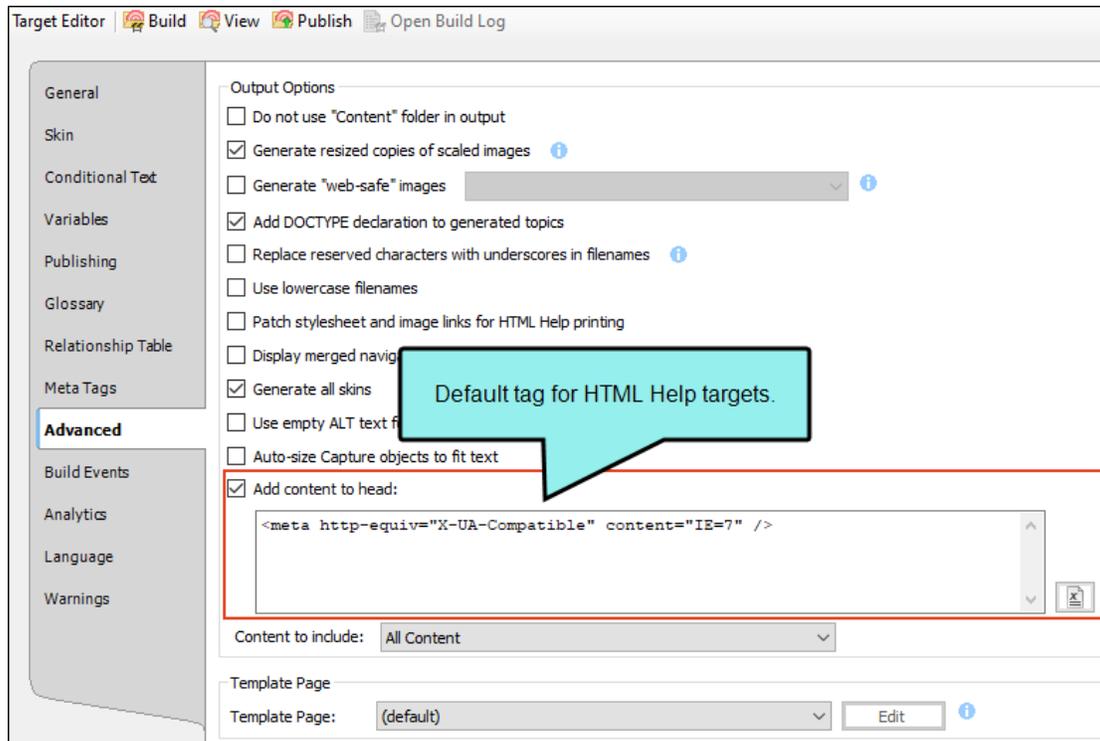
4. Click ![save icon] to save your work.

Replacing Characters and Spaces With Underscores

Supported In:

If you have spaces or unusual characters in your file names or folders, you can convert these spaces and characters to underscores in the output. This feature is primarily useful for individuals working in a UNIX environment. In addition to spaces, the characters that are converted to underscores include: ()&;,!'.

How to Replace Characters and Spaces With Underscores

1. Open a target.

2. On the **Advanced** tab of the Target Editor, select **Replace reserved characters with underscores in filenames**.

3. Click to save your work.

> 📝 **NOTE** This feature only applies to the content folder and the files within it.

> 📝 **NOTE** You should use caution with this feature because some international characters are also converted to underscores. This includes characters such as ç, ß, and ñ. All varieties of non-English vowels are affected, as are all Asian characters.

Using Custom File Extensions

Supported In:
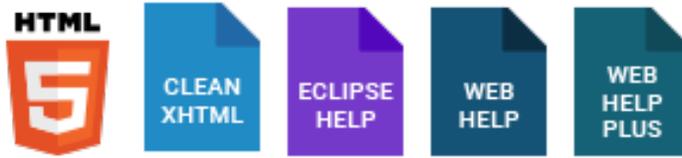
You can use specific file extensions for topics some output types. If you do not use this feature, the output topic files will have an .htm extension. The most common alternative extensions are .html and .aspx.

How to Use Custom File Extensions

1. Open a target.

2. Select the **Advanced** tab.

3. Select **Use custom file extensions for topics**.

4. In the field, enter the extension that you want to use. Do not type the period, but rather the characters only (e.g., aspx).

5. Click to save your work.

Including Specifically Linked Content

Supported In:

One way to completely exclude content from online output is to place condition tags on the topic files and include or exclude them from the targets. Another method is to use an option in the Target Editor to include only content files that are linked in some way from the target or the associated table of contents (TOC). These options can be especially useful if you are publishing output to Salesforce, ServiceNow or Zendesk. However, you do not need to be publishing to Salesforce, ServiceNow, or Zendesk to use the options.

How to Include Specifically Linked Content

1. Open a target used for online output.

2. On the **Advanced** tab of the Target Editor, click the **Content to include** drop-down.

3. Select one of the options.

   - **All Content** All files will be included in the output, unless they are excluded by conditions or some other means.

   - **Content linked directly or indirectly from the target** If the target is using particular files such as a table of contents (TOCs), template page, and so on, other files linked directly or indirectly from them will be part of the output.

     > ☆ EXAMPLE Your target points to a TOC that includes Topic A, Topic B, and Topic C. If you generate an online output and use this option in the Target Editor, all three of those topics will be included in the output. In addition, Topic D will be included in the output. Although Topic D is not found in the TOC, a cross-reference to it is found in Topic B; it is linked to the TOC (and the target) indirectly. Topic E is not included in the output, because it is not found in the TOC and none of the topics to be included in the output contain a link to it.

> ☆ **EXAMPLE** Your primary target explicitly links to the following:
>
> - A TOC
>
> - A browse sequence
>
> - A stylesheet
>
> - One or more glossary files
>
> - A template page
>
> - A startup topic
>
> A target can also link explicitly to one or more relationship tables and one alias file. However, these are not used to determine whether files should be included when "Content linked directly or indirectly from the target" is selected.
>
> - The TOC and the browse sequence can link to topics, other TOCs, or other browse sequences. These files would then be included. You could even place a link to multimedia from a TOC or browse sequence if you wanted (although this cannot be done in the Flare user interface). It will work and those explicitly linked resources would also be included.
>
> - A stylesheet may link to image resources. These resources are included.
>
> - A glossary file may link explicitly to a topic if a term uses a topic as its definition. These topics are included.
>
> - A template page may link to a topic or resource (image, multimedia). These linked items would be included.
>
> - The startup topic is, of course, included.
>
> - Any included topic can explicitly link to additional topics via hyperlinks, cross-references, image maps, or related topics controls (*not* concept links or keyword links).

Using this option can help prevent bloated output by excluding unused files.

☆ **EXAMPLE** You have 1000 images in your project, but only 500 of them are used in the Microsoft HTML Help output you want to generate. By using this feature, only those 500 images are included in the output, thus keeping the output file size down to a minimum.

- **Content linked directly from the TOC** Only content files that are linked directly from the TOC are included in the output.

4. Click 💾 to save your work.

Converting Output File Names and Folders to Lowercase

You can convert online output file names and folders to all lowercase letters, even if the corresponding file names and folders in the project are not all lowercase. This option is useful, for example, if you are working in a UNIX environment, which is case-sensitive.

How to Convert Output File Names and Folders to Lowercase

1. Open a target.

2. On the **Advanced** tab of the Target Editor, select **Use lowercase filenames**.

3. Click ![save icon] to save your work.

> NOTE This feature only applies to the content folder and the files within it.

Omitting the Content Folder From Output

Supported In:

The Content subfolder in a project is normally used to hold all of your content files. If you do not want this subfolder to be created when you generate online output, you can omit it. When you use this option and build output, the content files will be placed at the root of the output folder instead, rather than within the Content subfolder.

How to Omit the Content Folder From Output

1. Open a target used for online output.

2. On the **Advanced** tab of the Target Editor, select **Do not use "Content" folder in output**.

3. Click to save your work.

Collapsing Top Margins

Supported In:

In PDF targets you can collapse the top margin for all elements occurring at the top of a new page or column.

How to Collapse Top Margins

1. Open the target.

2. In the Target Editor, select the **Advanced** tab.

3. In the **Margins** section, select **Collapse top margin at top of page/column**.

4. Click 🖫 to save your work.

☆ **EXAMPLE** You have top margins set on your headings. If the "collapse top margin" option is not enabled, the results are something like this (a red border has been added to the body frame so you can see the subtle difference):
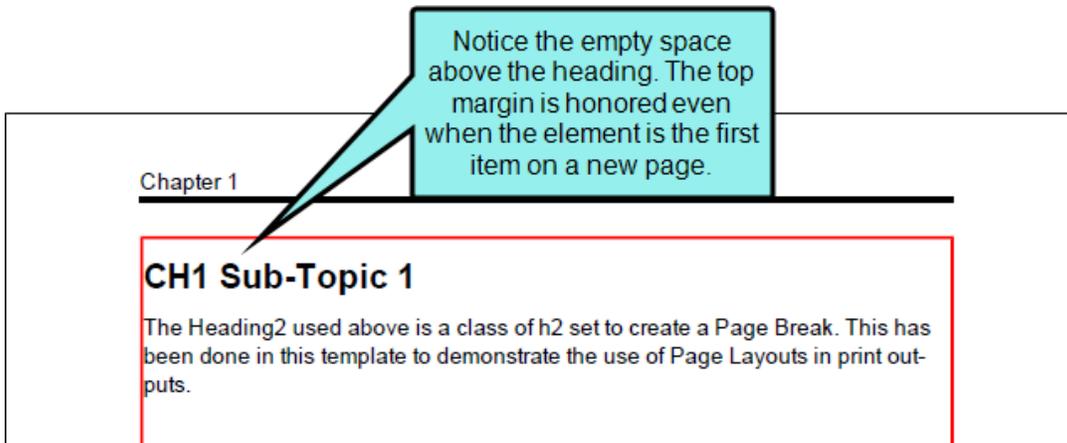
If the option is enabled, the results are something like this:
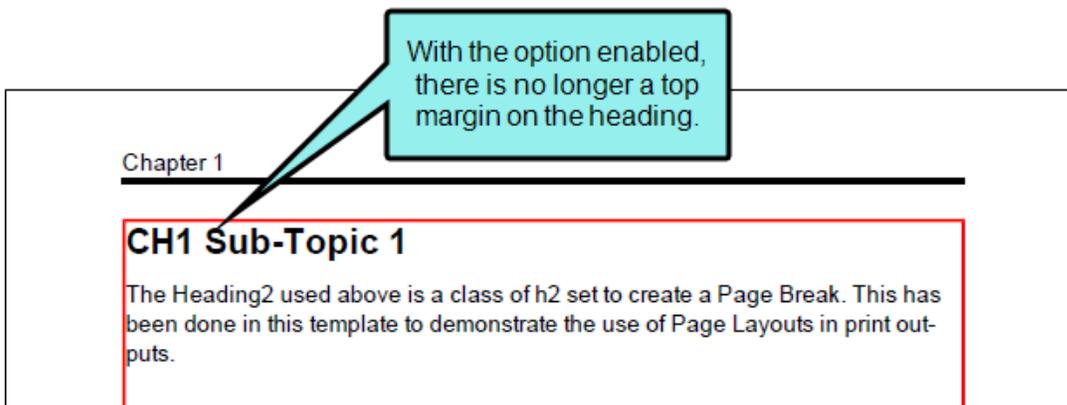
🗒 **NOTE** Collapsing the top margin will not work on pages where chapter breaks exist, since chapter headings can have a top margin by design.

Specifying How Online Features are Converted in Printed Output

The online features from your project (e.g., text hyperlinks, expanding text, Help controls) are converted to print-based output in various ways, as described in the following table.

Default Behavior of Online Features in Print-Based Output

Online feature	How it is converted in print-based output
Breadcrumbs	Not included in the document
Browse sequences	Not included in the document
Context-Sensitive Help	Not included in the document
Cross-references	You can convert the cross-references to page number references (e.g., "See My Topic" can become "See page 36"). This is done by using a stylesheet medium and changing the property settings for the cross-reference style for the print medium. You also need to make sure the print medium is associated with the target you wan to build.
Drop-down text	Hotspot converted to text; body expanded inline
Expanding text	Hotspot converted to text; body can be converted (in the Target Editor) to (1) footnotes, (2) inline text, or (3) removed. See steps below.
Favorites	Not included in the document
Glossary term links	Converted to footnotes at the bottom of pages

Online feature	How it is converted in print-based output
Help controls (related topics, concept links, keyword links)	Not included in the document
Popups	Hotspot converted to text; body can be converted (in the Target Editor) to (1) footnotes, (2) inline text, or (3) removed. See steps below.
Rules (horizontal lines)	Not included in the document
Scripts	Not included in the document
Search	Not included in the document
Text hyperlinks	Converted; for some outputs (e.g., Word), users can press CTRL key and click link to go to destination
Togglers	Hotspot converted to text; destination converted to inline text
Topic popups	Converted to text with link removed

How to Specify the Way Online Features are Converted in Print-Based Output

Some online features in your project are automatically handled in one way or another when you produce printed output. However, there are some features (expanding text and popup effects) where you can specify how you'd like them to be treated in the printed output.

1. Open the target that you plan to build for your printed output. The Target Editor opens.

2. Click the **Advanced** tab.

3. In the **Expanding Text Effects** and **Text Popup Effects** sections, select an option for each type of online feature:

   - **Convert to footnote** The body for the expanding text or popup effect is displayed as a footnote in the printed output.

   - **Expand text inline** The body for the expanding text or popup effect is displayed as a text (after the "hotspot" text) in the printed output.

   - **Remove the "body"** The body for the expanding text or popup effect is not included in the printed output.

4. Click to save your work.

Setting Redacted Text on Targets

Supported In:

For each PDF document that needs to include redacted content, you can open the target. Then you can use the Advanced tab to specify how the content marked as "redacted" should be treated in the output.

How to Set Redacted Text on a Target

1. Open the appropriate PDF target.

2. In the Target Editor, select the **Advanced** tab.

3. In the **Redacted text** section, select one of the following.

   - **Black out** Displays black rectangles in places of content that has been redacted.

   - **Highlight** Displays content that has been redacted with a highlighted background.

   - **Display as normal text** Displays content that has been redacted in the same way that it displays other content.

   Why are there choices other than "black out"? Those options are available in case you need to generate another output that shows the redacted text.

   > ☆ **EXAMPLE** You need to generate one PDF that blacks out the redacted text (e.g., the version being released to the public) and another PDF that shows the text rather than hiding it (e.g., the version being distributed to authorized individuals). In that case, you can open the target to be used for public release and set the redacted text option to "Black out." For the target to be used for authorized individuals, you can set the redacted text option to either "Highlight" or "Display as normal text."

4. Click 💾 to save your work.

Associating a Search Filter Set With a Target

Supported In:

After you create search filters, you need to associate the search filter set with the target that you want to build.

How to Associate a Search Filter Set With a Target

1. Open the target that you plan to build.

2. In the Target Editor, click the **Advanced** tab.

3. Click the drop-down arrow in the **Filter File** field, and select the search filter set that you want to associate with the target.

4. Click ⊞ to save your work.

Setting All Skins to Be Generated

Supported In:

An option on the Advanced tab of the Target Editor controls whether every skin in the project or just the selected skin in the target (which is set on the Skin tab for HTML5 targets and the General tab for other targets) will be generated for the output. This option is enabled by default.

One reason to enable this option is if you need the ability to make context-sensitive Help (CSH) calls to different skins. In this case, each of those skins must be generated so that they are available in the output for the CSH calls. If you are not using multiple skins for CSH calls, you might want to disable this option. If you disable it, the size of the entire output will be minimized because unnecessary skins will be excluded.

Another reason to enable this option is to use runtime skins for HTML5 outputs, where end users are able to choose the skin to display the output.

How to Set All Skins to Be Generated

1. Open a target used for online output.

2. On the **Advanced** tab of the Target Editor, select **Generate all skins** so that it has a check mark.
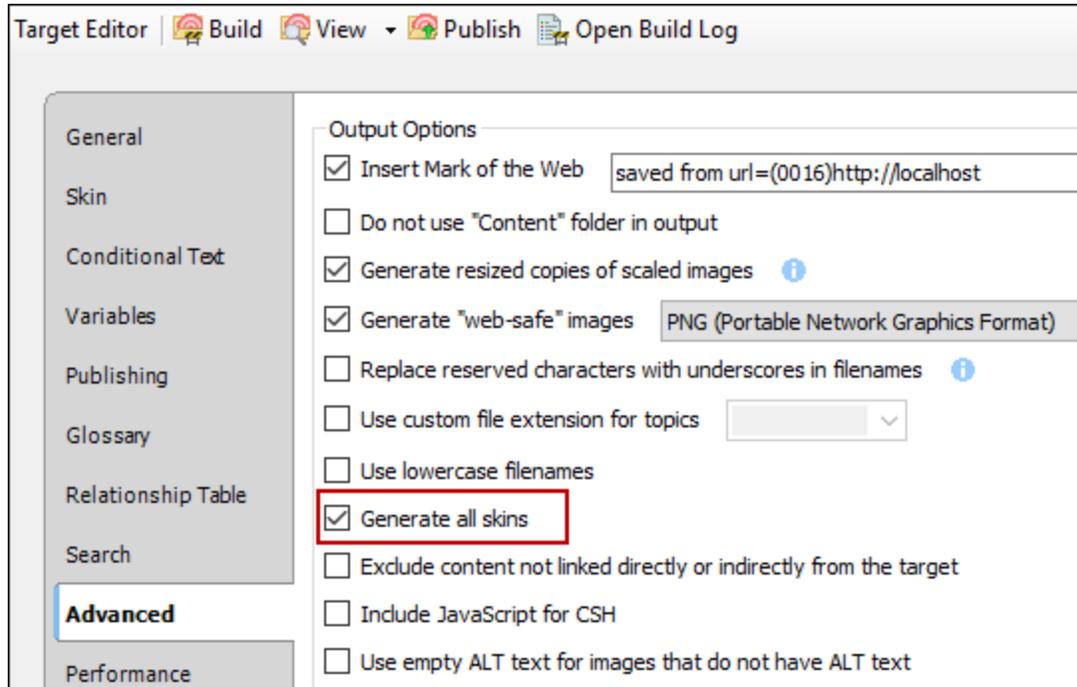
3. Click 🖫 to save your work.

Associating a Medium With a Target

Supported In:

After you decide on a medium for an output, you need to associate it with the target. After you build the target, the medium will be used to display the correct style settings in the output.

How to Associate a Medium With a Target

1. From the Project Organizer, open the target.

2. In the Target Editor, select the **Advanced** tab.

3. Click the drop-down arrow in the **Medium** field, and select the medium that you want to associate with the target.

   > 🗒 **NOTE** Only mediums can be selected. Media queries are not available from this field.

4. Click 💾 to save your work.

> 🗒 **NOTE** When you create a print-based target (Adobe PDF, Microsoft Word), the print medium is automatically associated with that target (on the Advanced tab of the Target Editor). However, you can always select a different medium if you want.

Editing Heading Levels for a Print TOC

Supported In:

When creating print output, you can determine which topic headings will be displayed at which level in the generated TOC. For example, even though all of your topics may use a heading style of h1, you might want some of those topic headings to display at the first level in the print TOC (acting as an h1), others at the second level (acting as an h2), and still others at the third level (acting as an h3). This can be determined via one of the following methods.

You might even use both methods for your print output. Maybe you decide to use the TOC depth to determine the heading levels. But you also might use the mc-heading-level, setting it to 0 for certain styles (e.g., h3, h4, h5, h6) in order to limit the number of levels shown in the generated TOC.

TOC Depth Method

You can use the TOC depth setting to automatically change heading levels based on structure of an outline TOC (e.g., a topic with an h1 might change to an h3 in output if it is on third level of outline TOC). Not only will those headings be reflected in the generated TOC in the output, but the corresponding headings will be converted in the main body too (e.g., if a heading becomes an h2 in the TOC, it will become an h2 in the text as well).

How to Use the TOC Depth for Heading Levels

1. Open the print-based target (e.g., PDF).
2. In the Target Editor, select the **Advanced** tab.
3. In the **Generated TOC** section, select **Use TOC depth for heading levels**.
4. Click 🖫 to save your work.

☆ **EXAMPLE** The first paragraph in each topic that you create uses the h1 style (except your title page and print TOC topic), and you structure the outline TOC like this:
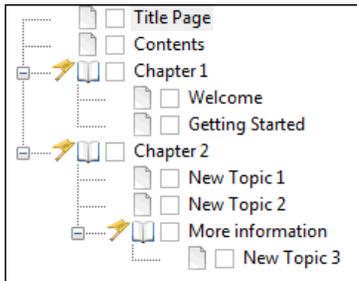
If you do not use the depth feature, the print TOC will look like this in the output:

But if you turn this feature on, the result will instead look like this in the output:

Notice that "NewTopic3" is indented to the third level in the print TOC (because that is its position in the outline TOC). The other topics are at the second level. The books ("Chapter 1" and "Chapter 2") are at the first level, but they are not linked to topics; therefore, they are not included in the output. If you want the unlinked books to be included in the output, you can create headings for them (see the online Help for steps).

> 📝 **NOTE** If you create books in the outline TOC (whether they are linked to topics or not), they will affect the heading level in the print TOC. If you want unlinked books to be converted to headings in the output (both in the print TOC and in the main body), you can do so. See "Creating Headings for Unlinked Books in a Generated TOC" on page 185.

> 📝 **NOTE** What happens if you are using classes of heading styles and then select the "Use TOC depth for heading levels option"? For example, let's say you have classes of your h1 and h2 heading styles. Suppose you created h1.Special (with a blue font), and h2.Special (with a red font). Meanwhile the primary h1 and h2 styles both use a black font. In your topics, you've applied your heading style classes to some heading content. And in your outline TOC, you organized the structure like this:
>
>
>
> Because you selected the option to use TOC depth for heading levels, some of the level-1 headings will become level-2 headings or even level-3 headings in the output. If you have headings where you used h1.Special but their level in the output was not affected (i.e., they remain as level-1 headings), they will keep the properties from the style class. In other words, they will stay blue. But if the structure of the outline TOC causes them to become level-2 headings in the output, they will take on the properties of the h2.Special tag—because the class has the same name ("Special") as its h1 counterpart. Therefore, those headings will have a red font. However, let's say that your level-2 class was named something different (e.g., h2.Red). In that case, h1.Special headings that are pushed to become level-2 headings will instead use properties from the main h2 style. In other words, they will have a black font—not blue like h1.Special and not red like h2.Red.
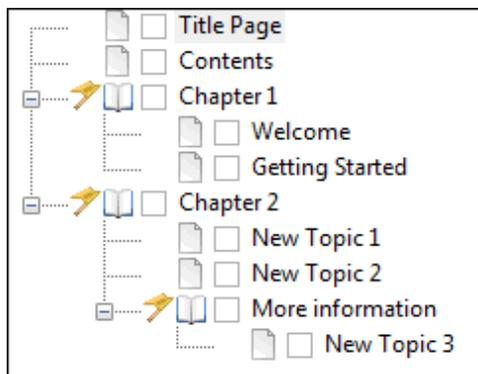
Heading Styles Method

The mc-heading-level property is used to indicate a TOC level for a style. This property is already set to 1 for h1 styles, 2 for h2 styles, 3 for h3 styles, and so on. Therefore, you can simply use the h1 through h6 styles in your content. You can also set the mc-heading-level property to the appropriate depth level for any paragraph style that you want to use as a heading, or you can set the mc-heading-level property to 0 for styles that you do not want to include in the TOC. In the output, the print TOC will display styles with an mc-heading-level value of 1 at the highest (far left) level, those with a value of 2 at the next level, and so on (regardless of the structure of the outline TOC).

How to Use Styles for Heading Levels

1. From the **Medium** drop-down in the Stylesheet Editor, make sure the proper medium is selected before you begin. In the Advanced view, you can open multiple mediums at once; you just need to look at the title at the top of the medium pane and make sure you are working in the correct one. If you are not using stylesheet mediums for your different outputs or if you want all mediums to have the same settings, just leave the medium set to default and continue.

   Mediums can be used if you want to use one group of settings for online output types and another group of settings for print-based output types. For example, you might use the default medium for your online outputs and the print medium for your print outputs.

   Please note that Flare remembers the last medium that you used when working in the stylesheet, so it may or may not be the one that you want to use the next time around.

2. In the local toolbar, make sure the first button displays View: Advanced . If the button displays View: Simplified instead, then click it.

3. In the upper-left corner of the editor, click in the drop-down field and select Heading Styles .
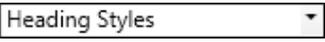
4. From the area below, select the h1 through h6 style (h1, h2, h3, h4, h5, h6) that you want to customize. If you created other custom styles for your headings (e.g., p.MyIndexHeading), you can select those styles instead (you may first need to switch to a view that shows all paragraph styles). The mc-heading-level property (which is the property that determines the heading level in a print TOC) can be applied to any paragraph style.

5. From the **Show** drop-down list on the upper-right side of the editor, select Show: All Properties .

6. (Optional) You can use the toggle button in the local toolbar to show properties below in a group view or an alphabetical view .

7. If you are using the grouped view, expand the **PrintSupport** group.

8. To the right of **mc-heading-level**, click ⬚, and select the level for the heading style (e.g., 0, 1, 2, 3). The higher the number, the lower in the hierarchy the heading will be displayed in the print TOC. If you select 0, the heading will not be included in the print TOC.

9. Click ⬚ to save your work.

☆ **EXAMPLE** You have applied h1, h2, and h3 styles to headings in your topics, but you only want the headings with h2 and h3 styles to be included in the print TOC (omitting h1 headings from the print TOC). You can do this by designating the level of the "mc-heading-level." A level of 0 means the heading is not included in the print TOC, a level of 1 means that it is included at the highest level in the TOC hierarchy (farthest to the left), a level of 2 means that it is included at the second highest level in the TOC hierarchy, and so on. Therefore, for this example, you might set the mc-heading-level for the h1 style to 0. And if you want to move the h2 and h3 headings up a level, you could set the mc-heading-level property for h2 to 1, and the property for h3 to 2.

Creating Headings for Unlinked Books in a Generated TOC

Supported In:

When creating print output, you can determine which topic headings will be displayed at which level in the generated TOC. For example, even though all of your topics may use a heading style of h1, you might want some of those topic headings to display at the first level in the print TOC (acting as an h1), others at the second level (acting as an h2), and still others at the third level (acting as an h3).

You can use the TOC depth setting to automatically change heading levels based on structure of an outline TOC (e.g., a topic with an h1 might change to an h3 in output if it is on third level of outline TOC). Not only will those headings be reflected in the generated TOC in the output, but the corresponding headings will be converted in the main body too (e.g., if a heading becomes an h2 in the TOC, it will become an h2 in the text as well). See "Editing Heading Levels for a Print TOC" on page 180.

If you create books in the outline TOC (whether they are linked to topics or not), they will affect the heading level in the print TOC. If you want unlinked books to be converted to headings in the output (both in the print TOC and in the main body), you can do so.

How to Create Headings for Unlinked Books in a Generated TOC

1. Open the target.

2. In the Target Editor, select the **Advanced** tab.

3. In the **Generated TOC** section, select **Inject headings for unlinked books in TOC**.

4. Click to save your work.

☆ **EXAMPLE** The first paragraph in each topic that you create uses the h1 style (except your title page and print TOC topic), and you structure the outline TOC like this:
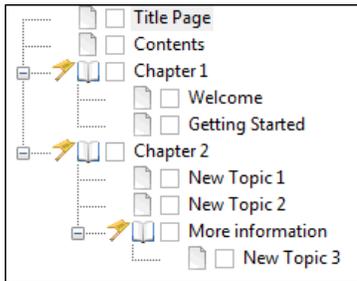
If you use the TOC depth feature, the print TOC will look like this in the output:

Notice that "NewTopic3" is indented to the third level in the print TOC (because that is its position in the outline TOC). The other topics are at the second level. The books ("Chapter 1" and "Chapter 2") are at the first level, but they are not linked to topics; therefore, they are not included in the output.

⭐ If you use the feature to include the unlinked books, the print TOC will look like this in the output:

Removing Images From Headings in a Generated TOC

Supported In:
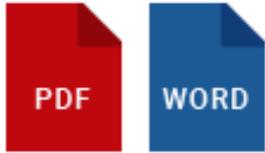
If you have inserted images into the headings in your topics, you can make sure those images do not appear in the generated TOC of the printed output.

This option works somewhat differently depending on the output type.

Word

- If the option is disabled, images appear in both content headings and the print TOC.
- If the option is enabled, images are removed from both content headings and the print TOC.

PDF

- If the option is disabled, images appear in content headings only.
- If the option is enabled, images are removed completely.

How to Remove Images From Headings in a Generated TOC

1. Open the target.
2. In the Target Editor, select the **Advanced** tab.
3. In the **Generated TOC** section, select **Remove images from paragraphs with heading levels**.
4. Click ⊞ to save your work.

What's Noteworthy?

> **NOTE** Keep in mind that, with this feature, the images are also removed from the heading in the content of the document. Therefore, if you want to have the images in the content, but not in the print TOC, you should not use this feature. Instead, you must remove the images from the print TOC manually after generation (if you compile an editable output, such as Word).

Enabling Mirror Margins in Word Output

Let's say you create a page layout with mirror margins on pages (e.g., the odd pages are set up to have a left margin of 2 inches and a right margin of 1 inch, whereas the even pages are set up to have a left margin of 1 inch and a right margin of 2 inches). In such a case, Microsoft Word is unable to display the correct margins without a little help. Therefore, you need to enable mirror margins by selecting a single check box in the Target Editor. When you generate Word output, you will then see the appropriate margins on each page.

How to Enable Mirror Margins in Word Output

1. Open the target being used for Word output.

2. In the Target Editor, select the **MS Word Options** tab.

3. Click the check box next to **Generate "Mirror Margins" for MS Word output**.

4. Click to save your work.

Preventing External URLs

Supported In:

In Flare's web targets, you can prevent people from loading an external website in the topic pane by appending a foreign URL at the end of your output's URL. You might use this feature to prevent someone from appending a malicious website to the end of your normal URL.
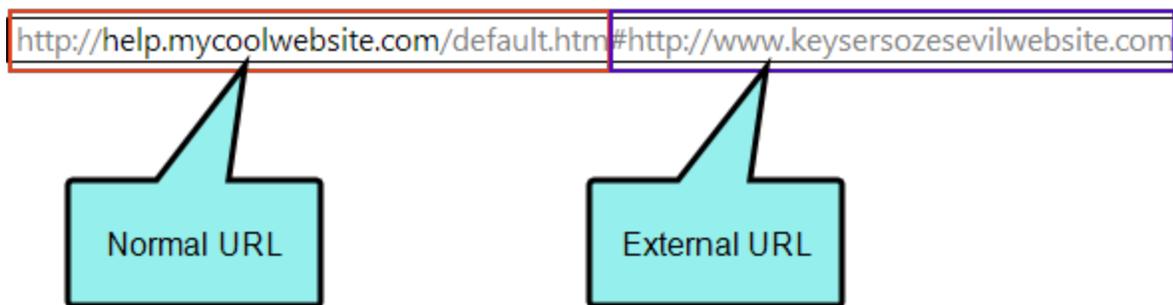
This option does not prevent external links that are inserted in a topic from opening (e.g., a hyperlink on some text that is pointing to http://madcapsoftware.com will still open that website). Those types of links point directly to the external URL and will not append to your Help system's URL.

However, this option does prevent external websites from being loaded from the table of contents (TOC) or a browse sequence. For example, if you have a TOC node that points to www.madcapsoftware.com, it will not load with this option enabled since that node creates a hash (#) followed by the linked URL (e.g., Path/To/HTML5/Default.htm#http://www.madcapsoftware.com). If such a link exists on a TOC or browse sequence node, it will simply open the starting topic in your output when clicked. Therefore, if you want to use the option to prevent external URLs, you should also avoid putting external links on TOC or browse sequence entries.

How to Prevent External URLs

1. Open a target.

2. On the **Advanced** tab of the Target Editor, select **Prevent external URLs from frames**.
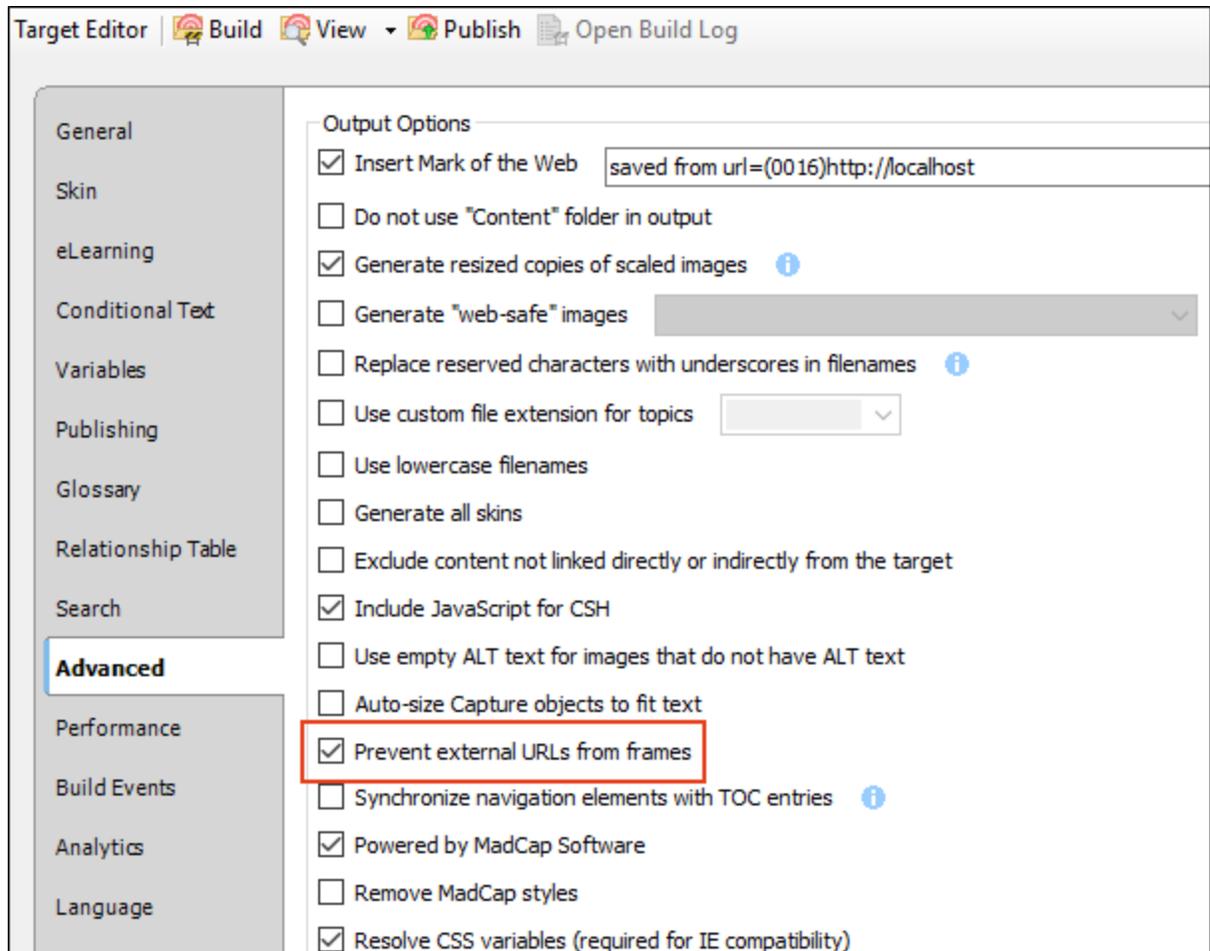
3. Click 💾 to save your work.

▎Performance Tab

The following can be done on the Performance tab of the Target Editor.

Improving the Processing Performance of the Target

Supported In:

You can improve the speed that your output loads for end users in several ways.

How to Improve the Processing Performance of a Target

1. Open a target.

2. In the Target Editor select the **Performance** tab

3. Select the option(s) that you want to use:

   - **Condense JavaScript Files** You can condense any JavaScript files in your output. This causes all of the output's runtime scripts to be merged into one file and improves web server performance by causing there to be fewer requests when loading the output.

   - **Pre-load Images** You can pre-load your images that are not initially visible when output is opened. When those images are triggered to be displayed, they will appear faster since they were pre-loaded. This happens at the cost of the output taking slightly longer to initially open since it must download more content. On the other hand, disabling pre-loading images will cause the output to open faster. Instead they will have to be downloaded when they are triggered to be displayed.

     > **NOTE** This option is not available for HTML5 targets.

   - **Chunk Large Index/TOC/Glossary Files** You can control the size of "chunks" used when generating the index, TOC, and glossary files for a target. After you choose this option, select the number of bytes for each chunk. The chunk size affects the speed that a Help system loads for a user. Depending on the internet connection, different results will be seen. The smaller the chunk size, the greater the number of chunks that will be sent. A large number of chunks may result in a slower speed, especially if you have many merged "sub-projects" and the index is being merged. Chunking may slow down the generation of your output somewhat, but it increases the speed that the output loads for end users. For best results, you should test the different chunk sizes.

     > **NOTE** The option for chunking large glossary files is only available in HTML 5 targets.

4. Click ⊟ to save your work.

5. Build and publish the output.

6. Open the output from the published destination to test the loading performance of the output.

❙ Build Events Tab

The following can be done on the Build Events tab of the Target Editor.

Creating Pre- and Post-Build Events

In the Target Editor, you can add pre- or post-build events to your target. This lets you run command line events before or after the target is generated.

You can type commands directly into the fields. In addition, you can click the **Insert Build Variable** button for either the pre-build or post-build event to open a dialog. This lets you insert build-specific variables (e.g., target name, project name, project directory) into a command.
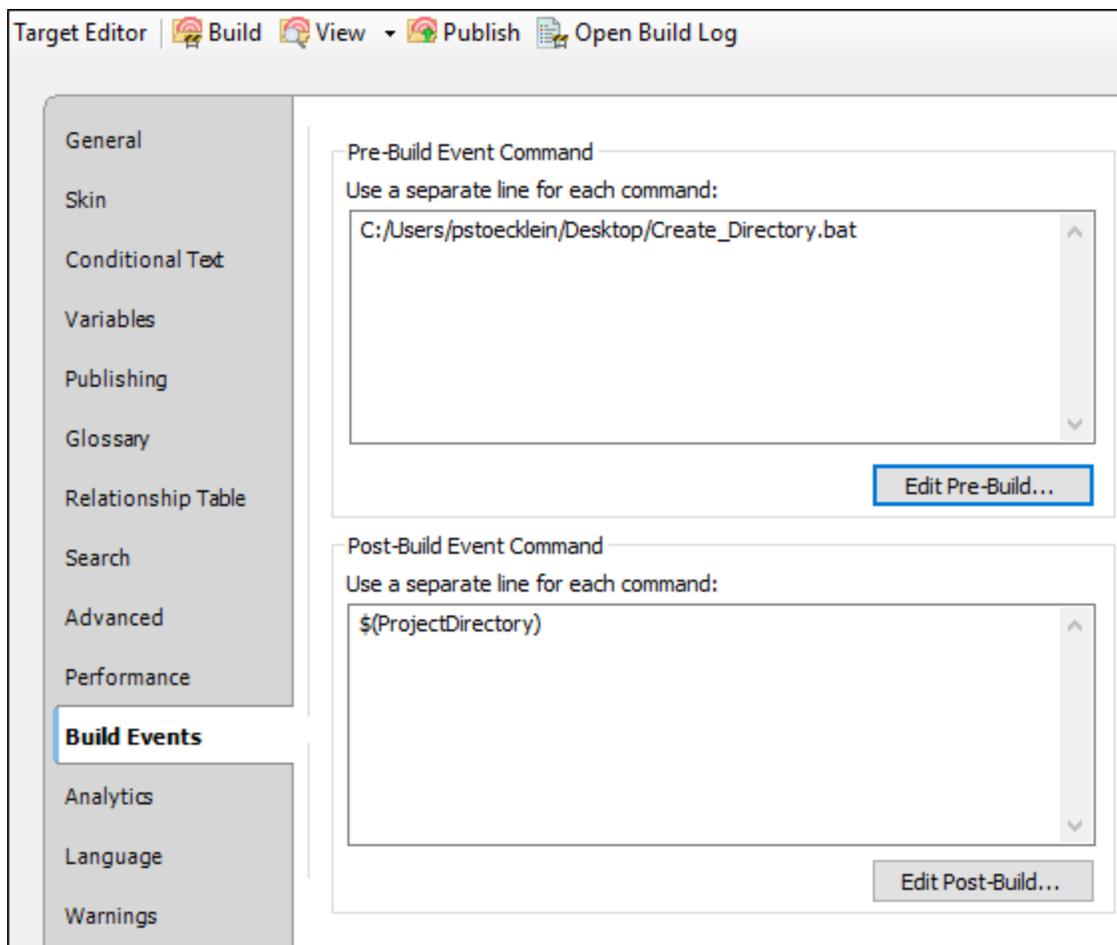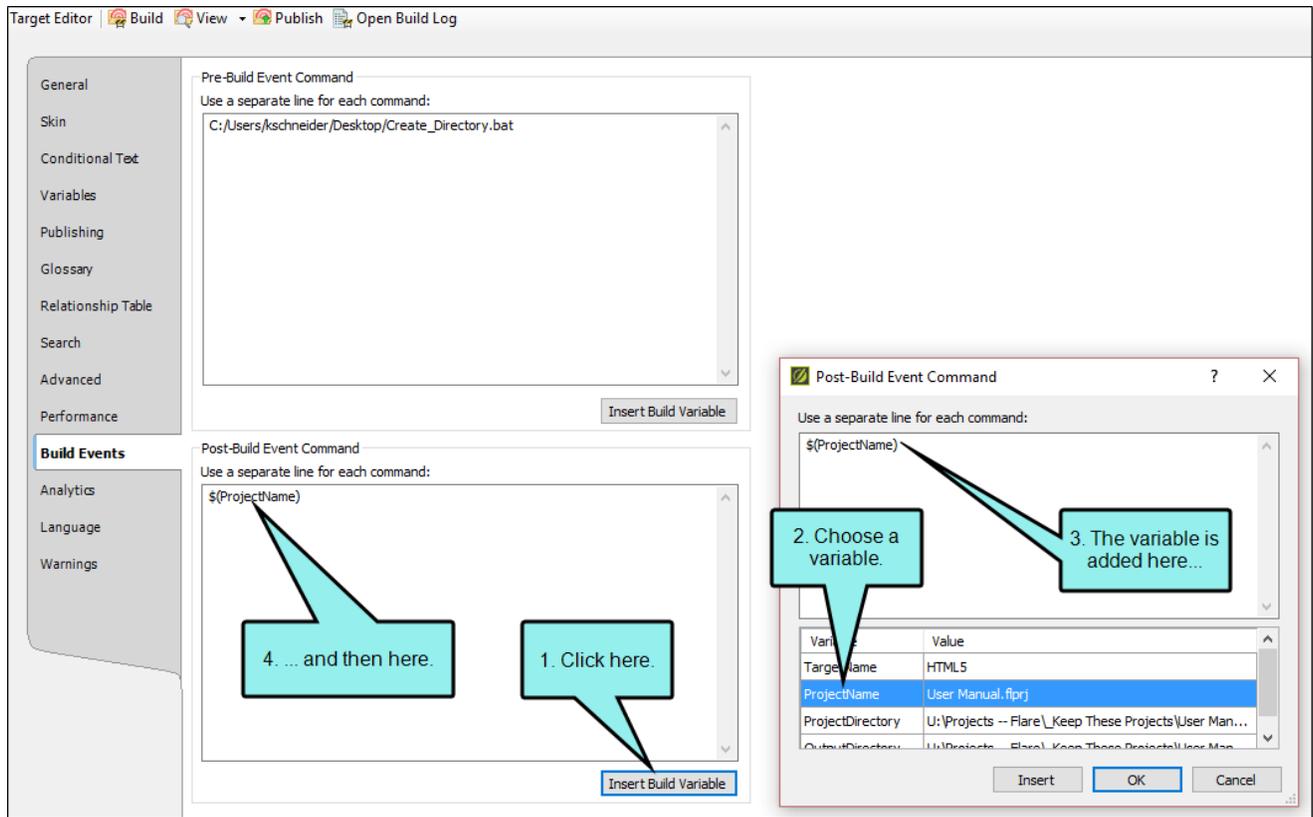
How to Create Build Events

1. Open a target.

2. On the **Build Events** tab of the Target Editor, enter a command in the **Pre-Build Event Command** or **Post-Build Event Command** text box. Be sure to use a separate line for each command.

3. (Optional) If you need to insert a build variable into your command, click **Insert Build Variable**. In the dialog, do the following:

   a. In the text box, place your cursor where you want to insert a variable.

   b. From the **Variable** column, select the variable you want to add to the command. The variable's value is shown in the **Value** column.

   c. Click **Insert** to add the variable to the command.

   d. When you are finished adding variables to the command, click **OK**.

4. Click ⊡ to save your work.

☆ **EXAMPLE** — Copy Files to Output Folder

Let's say you need to place copies of two PDF files—named "MyPDF1" and "MyPDF2"—into your Output folder after the target is generated.

Instead of doing this manually after the output is compiled, you open the target and select the **Build Events** tab. Then you enter a command in the **Post-Build Event Command** field. In this case, the command is as follows:

```
for %I in (C:\Users\myusername\Desktop\MyPDF1.pdf

C:\Users\myusername\Desktop\MyPDF2.pdf) do copy %I
"$(OutputDirectory)"
```
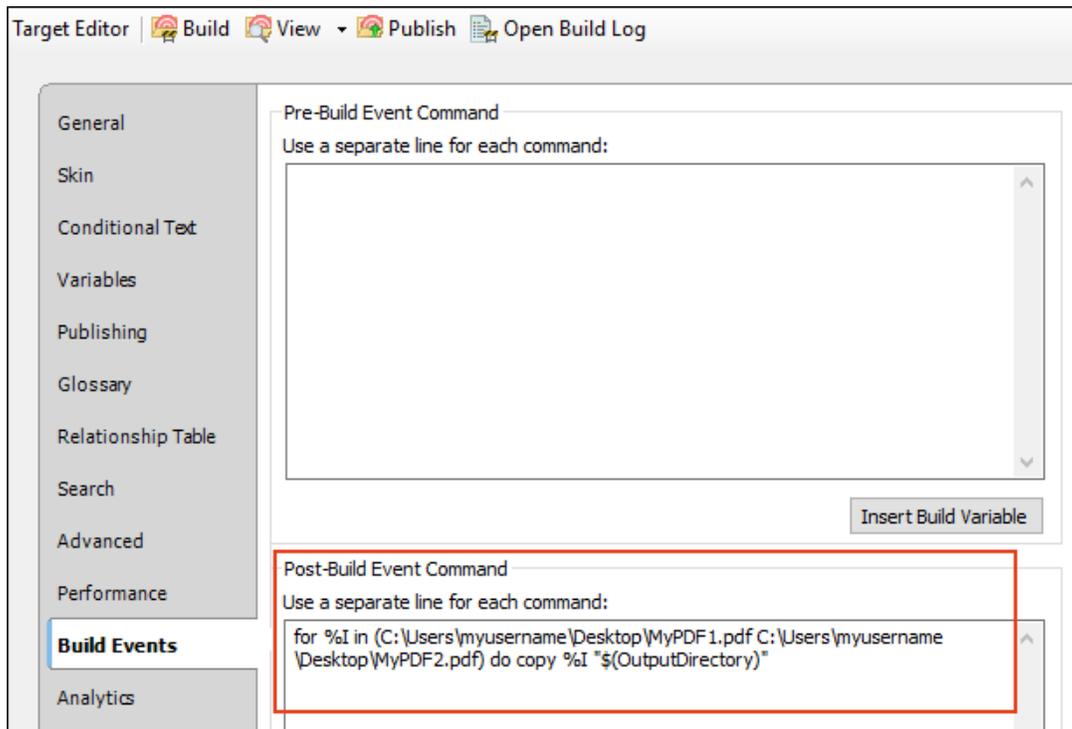
☆ With this particular command, Flare will copy the PDF files from your desktop, so that's where you place these two original files. After you save your changes in Flare, you generate the target. When you look in the output folder in Windows, you will see the two PDF files.

Content	9/29/2016 1:46 PM	File folder	
Data	9/29/2016 1:46 PM	File folder	
Resources	9/29/2016 1:46 PM	File folder	
Skins	9/29/2016 1:46 PM	File folder	
csh	9/29/2016 1:46 PM	JavaScript File	371 KB
Default	9/29/2016 1:46 PM	Chrome HTML Do...	1 KB
Default	9/29/2016 1:46 PM	JavaScript File	375 KB
Default.mcwebhelp	9/29/2016 1:46 PM	MCWEBHELP File	2 KB
Default_CSH	9/29/2016 1:46 PM	Chrome HTML Do...	3 KB
HTML5 - Top Navigation	9/29/2016 1:46 PM	MCLOG File	7 KB
MyPDF1	3/30/2016 3:54 PM	Adobe Acrobat D...	98 KB
MyPDF2	3/30/2016 3:54 PM	Adobe Acrobat D...	98 KB

⭐ **EXAMPLE** — Create a Folder

Let's say you want to automatically create a new folder on your desktop just before your target is generated.

First, you can open a simple text editor such as Notepad and type a command such as this:
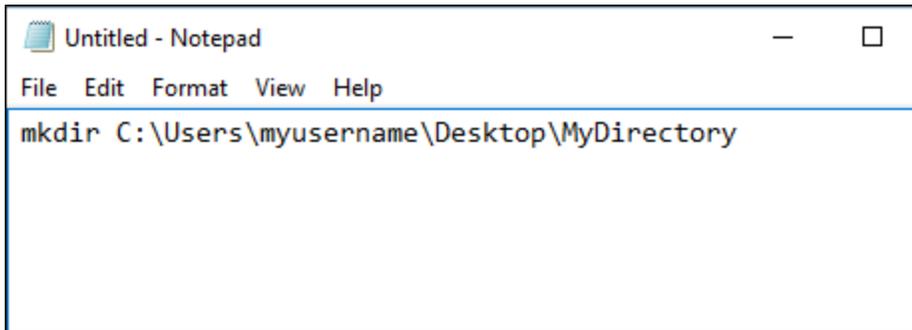
You save the file as a batch (.bat) file. In the following example, we saved this batch file on our desktop, but you can save it anywhere.
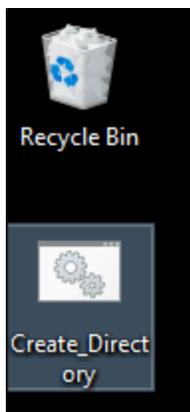
☆ Next, you open the target, select the **Build Events** tab, and in the **Pre-Build Event Command** field you enter the command that points to the batch file. In this case, the command is as follows:

```
C:/Users/myusername/Desktop/Create_Directory.bat
```
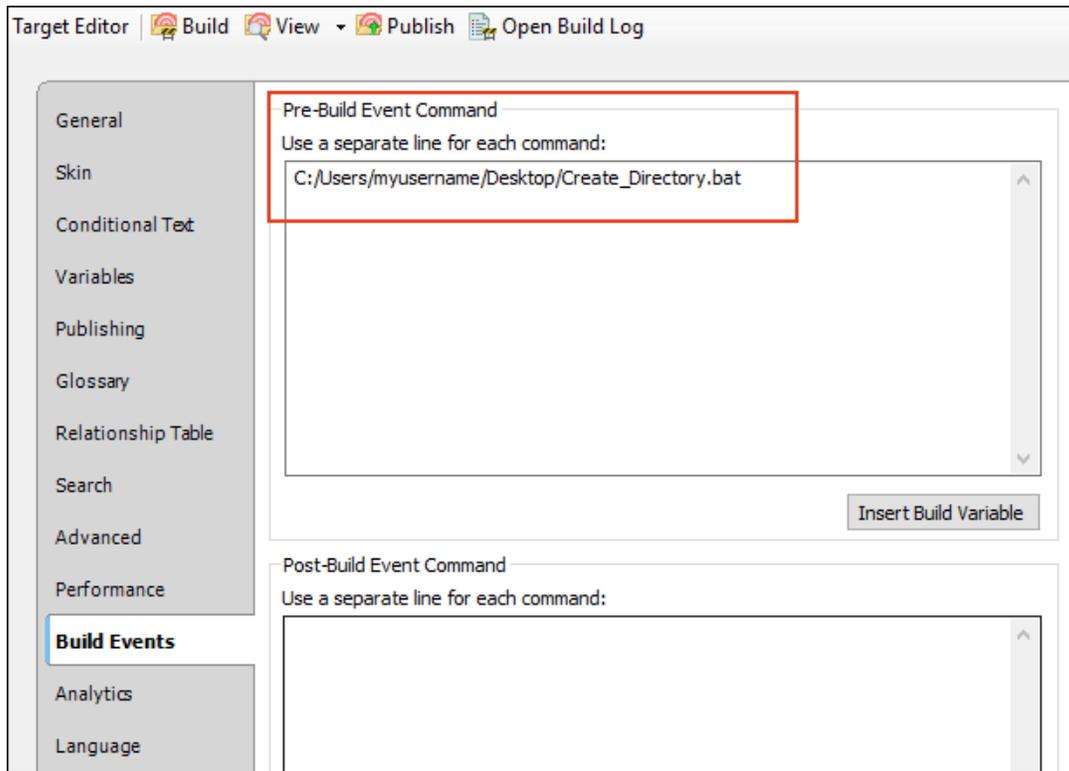
☆ As soon as you build the target, a new folder named "MyDirectory" is added to the desktop:
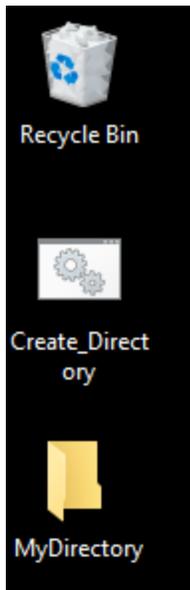
📝 **NOTE** If command line errors occur, they will be included in the build log. However, they will not prevent the project from compiling.

▍Analytics Tab

The following can be done on the Analytics tab of the Target Editor.

Central Analytics

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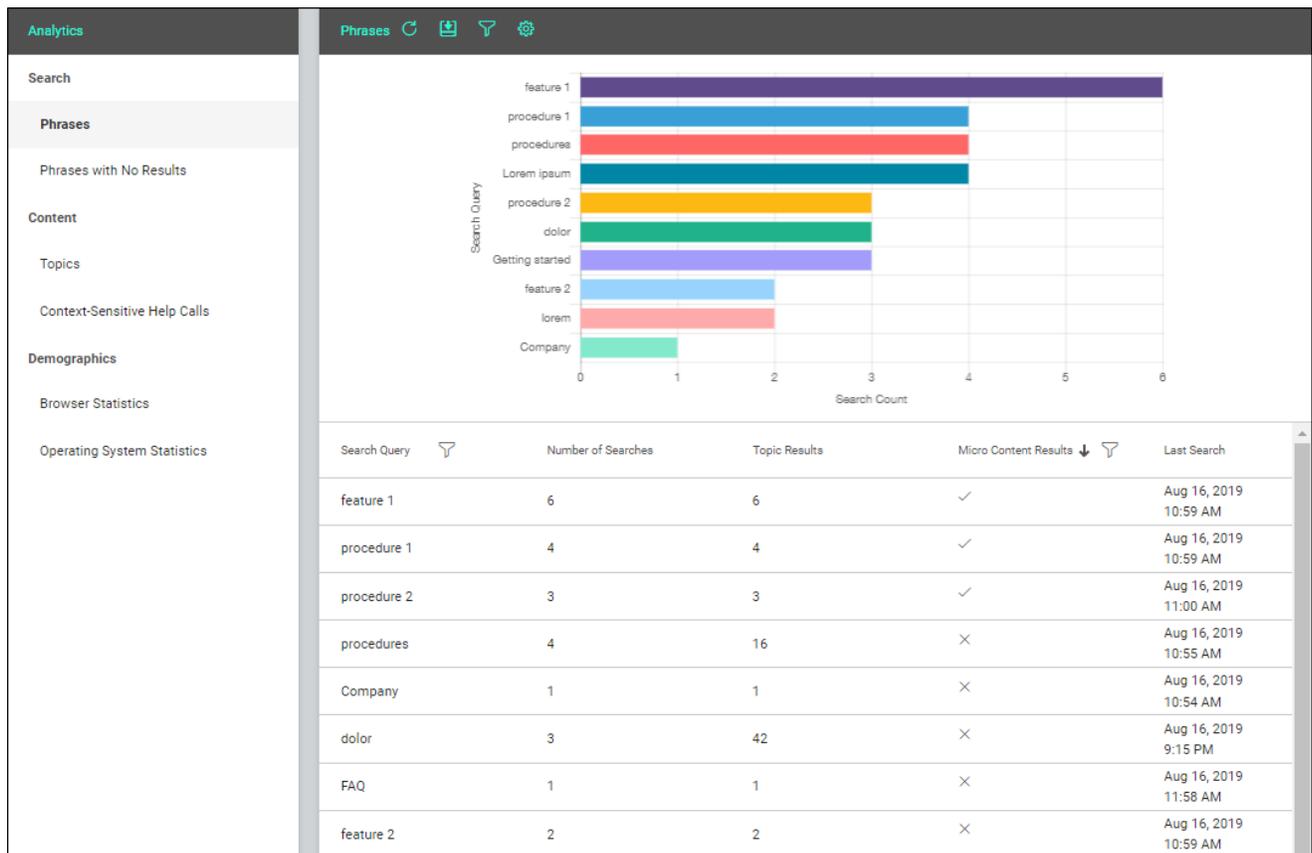
> **NOTE** If the project *is not bound to Central*, you can view the analytics information on any Central license where you are using the analytics key. However, if the project *is bound to Central*, you can view its analytics only on the Central license where the project is uploaded.

Permission Required?

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

Manage Output Analytics Keys

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

For more information about permissions, see the Central online Help.

Types of Analytics Information

By using Central Analytics, you can obtain various types of information about your output.

Phrases

Shows all search queries made to the output, including whether a search term returned any micro content results. *This is useful because it indicates the kind of documentation most often sought by users, as well as whether you should create new micro content to match certain search terms.*
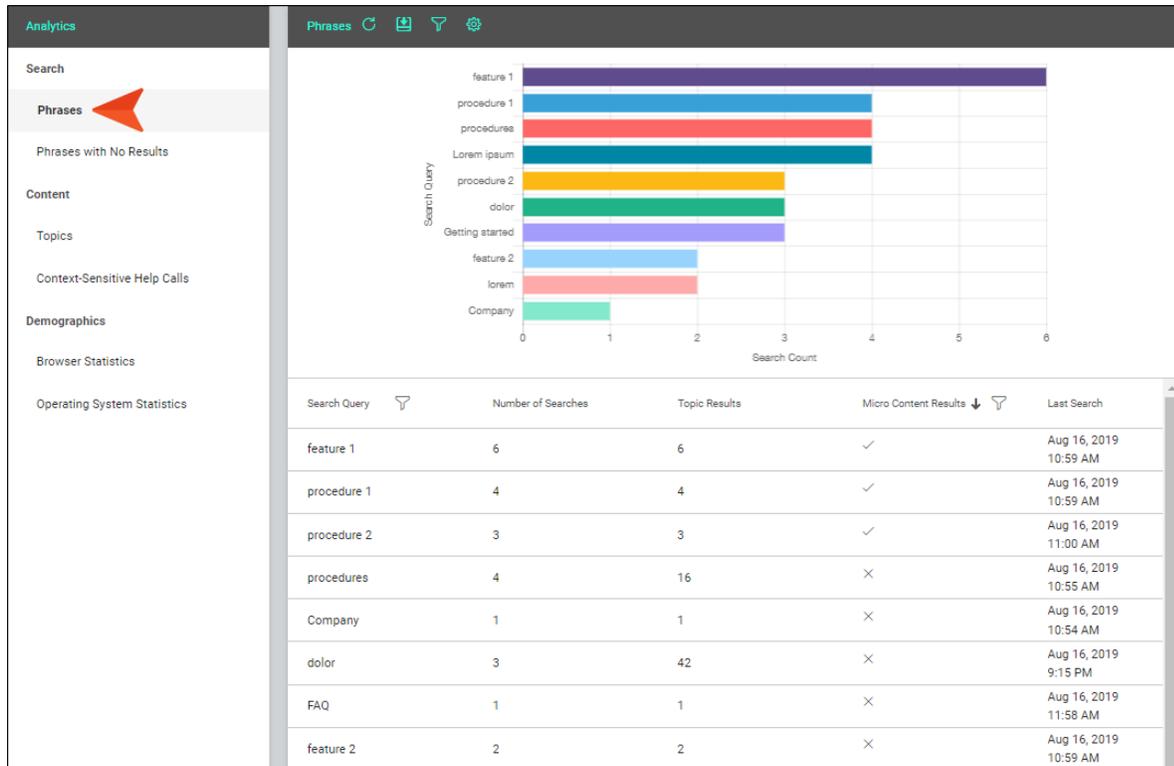
Phrases With No Results

Shows all search phrases that didn't produce any results. *This is useful because it indicates if you need to produce new documentation to provide results for users, or perhaps create synonyms that will show results for existing documentation.*
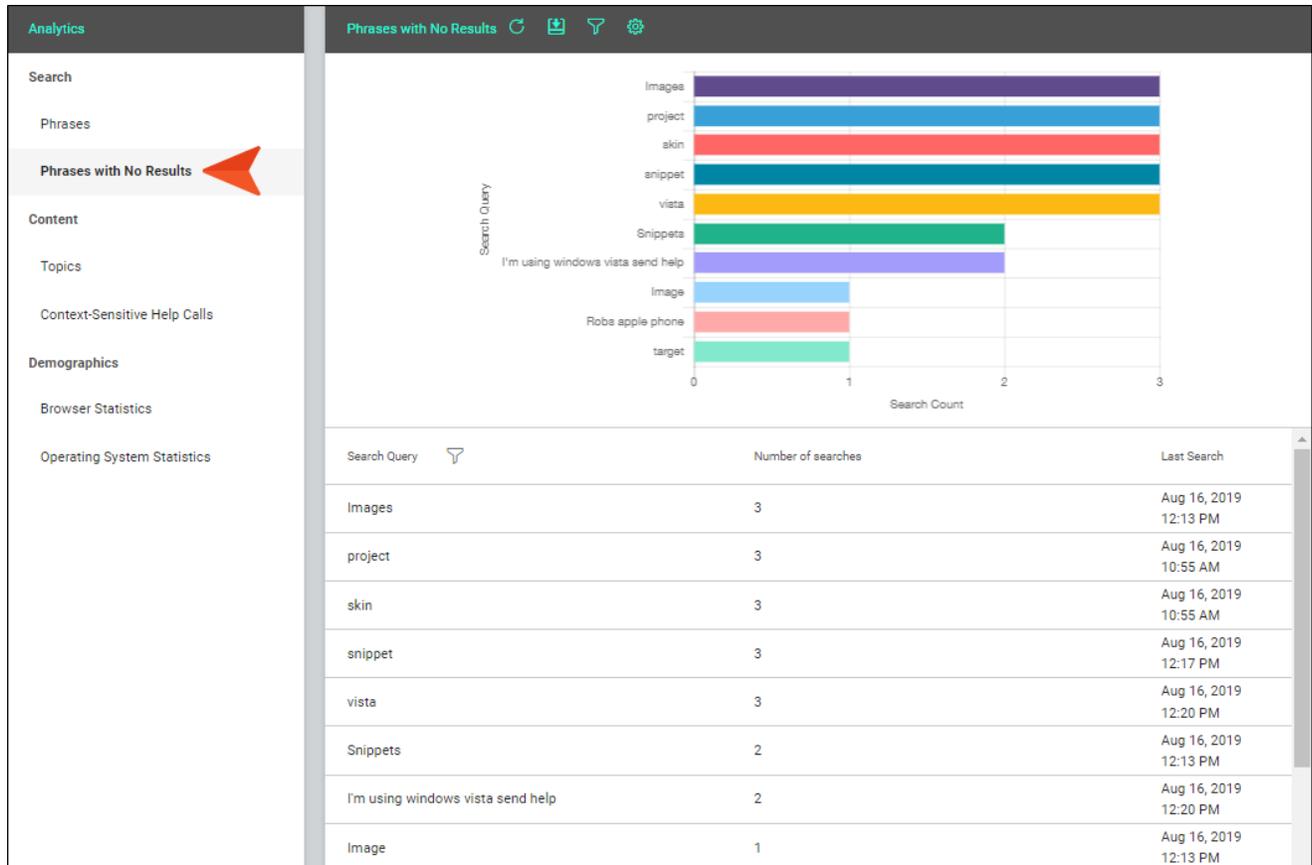
Topics

Shows all topics in the output that have been viewed at least once. *This is useful because it indicates the topics where you might want to focus much of your attention.*
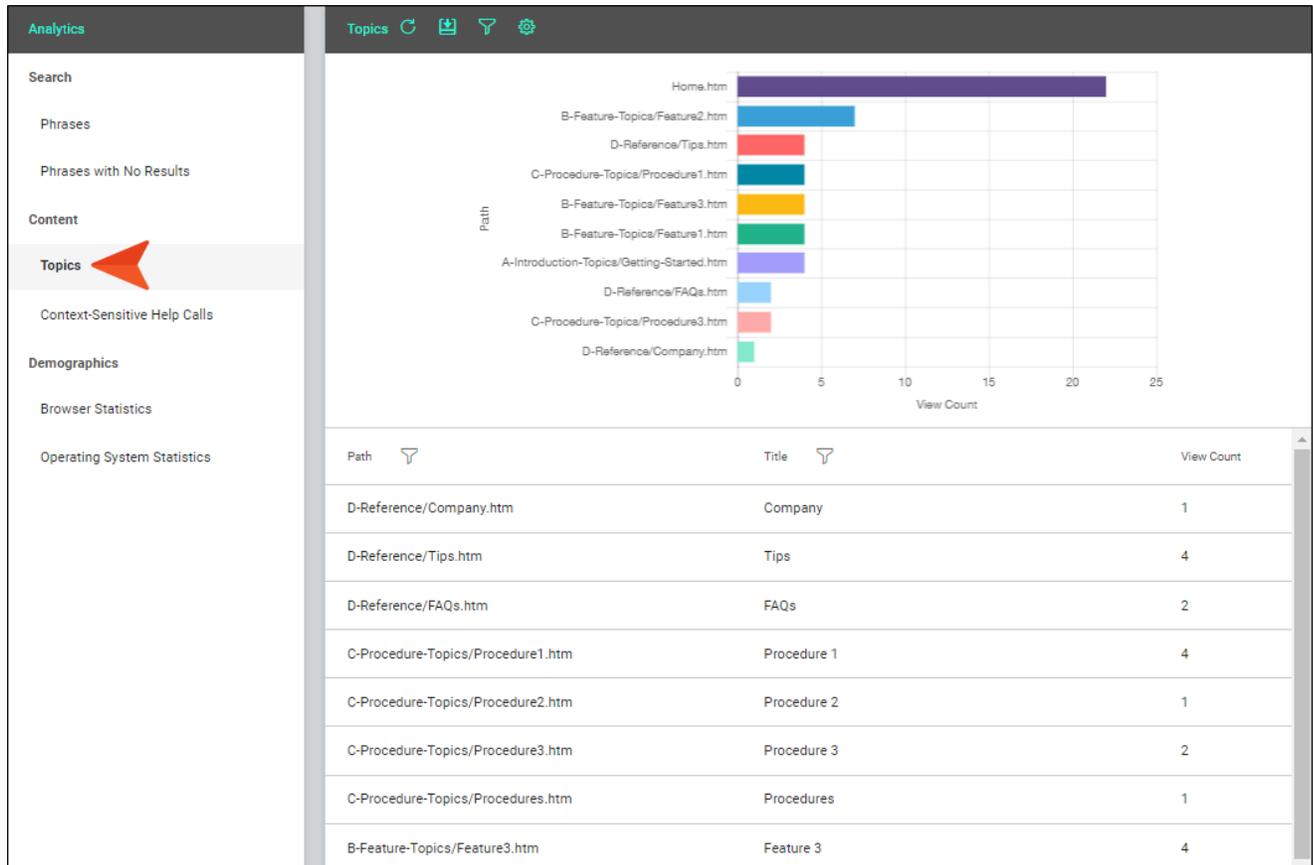
Context-Sensitive Help Calls

Shows context-sensitive Help identifiers that have been invoked at least once in the output. *This is useful because it indicates which areas of your product's interface are most active, and perhaps even unclear to users.*
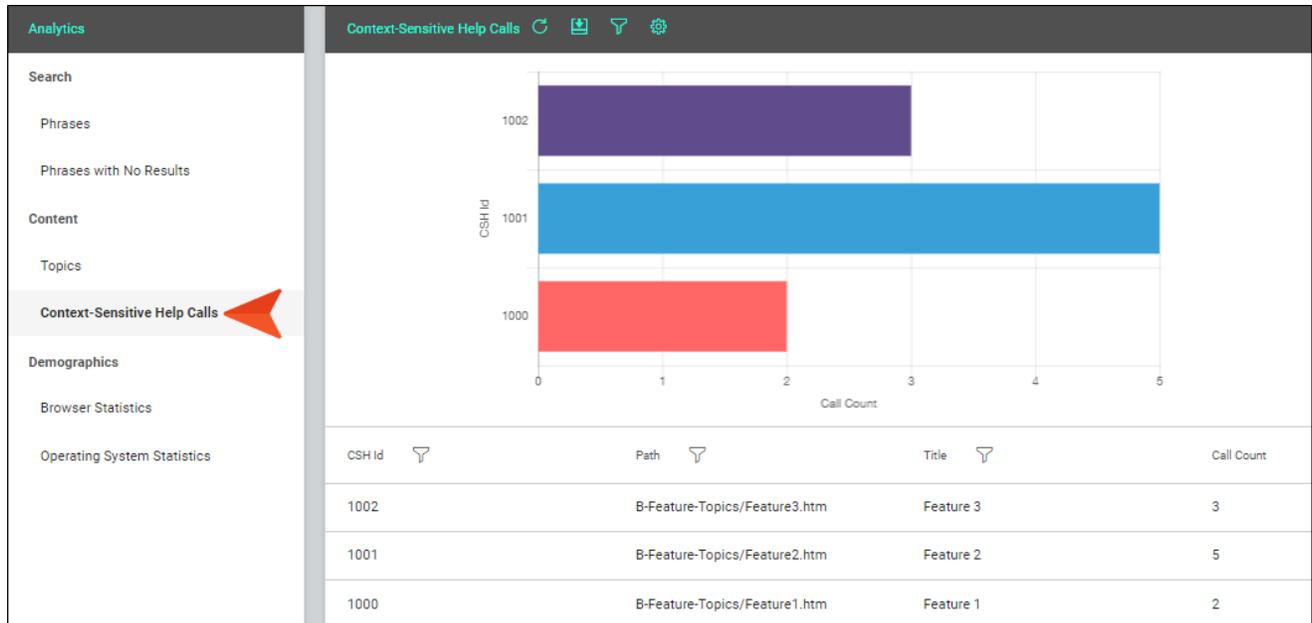
Browser Statistics

Shows which browsers are being used to view your online output. The graph shows a broad view of the browsers, and the grid breaks down the information into specific browser versions. *This is useful because it indicates which browsers you should focus on supporting.*

Browser Name	View Count	View Percentage
Mobile Safari 12.1.2	1	1.69
Mobile Safari 12.0	3	5.08
Microsoft Edge 18.17763	1	1.69
Chrome Mobile 76.0.3809.111	5	8.47
Chrome 76.0.3809.100	45	76.27
Chrome 56.0.2924.87	1	1.69
Chrome 49.0.2623.112	2	3.39
Chrome 46.0.2490.80	1	1.69
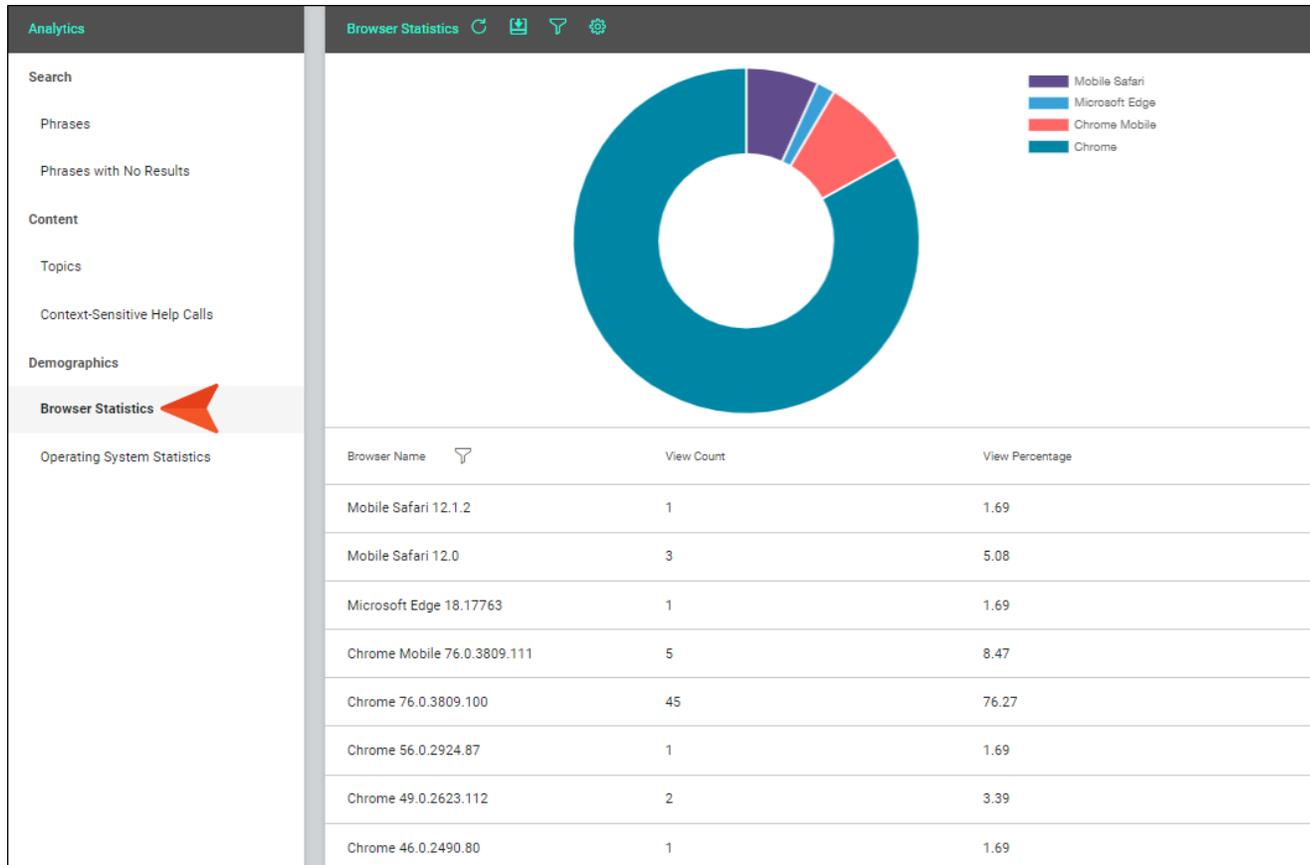
Operating System Statistics

Shows which operating systems are being used to view your online output. *This is useful because it indicates which operating systems you should focus on supporting. It might even be used to determine whether your company's software needs to continue supporting certain operating systems.*
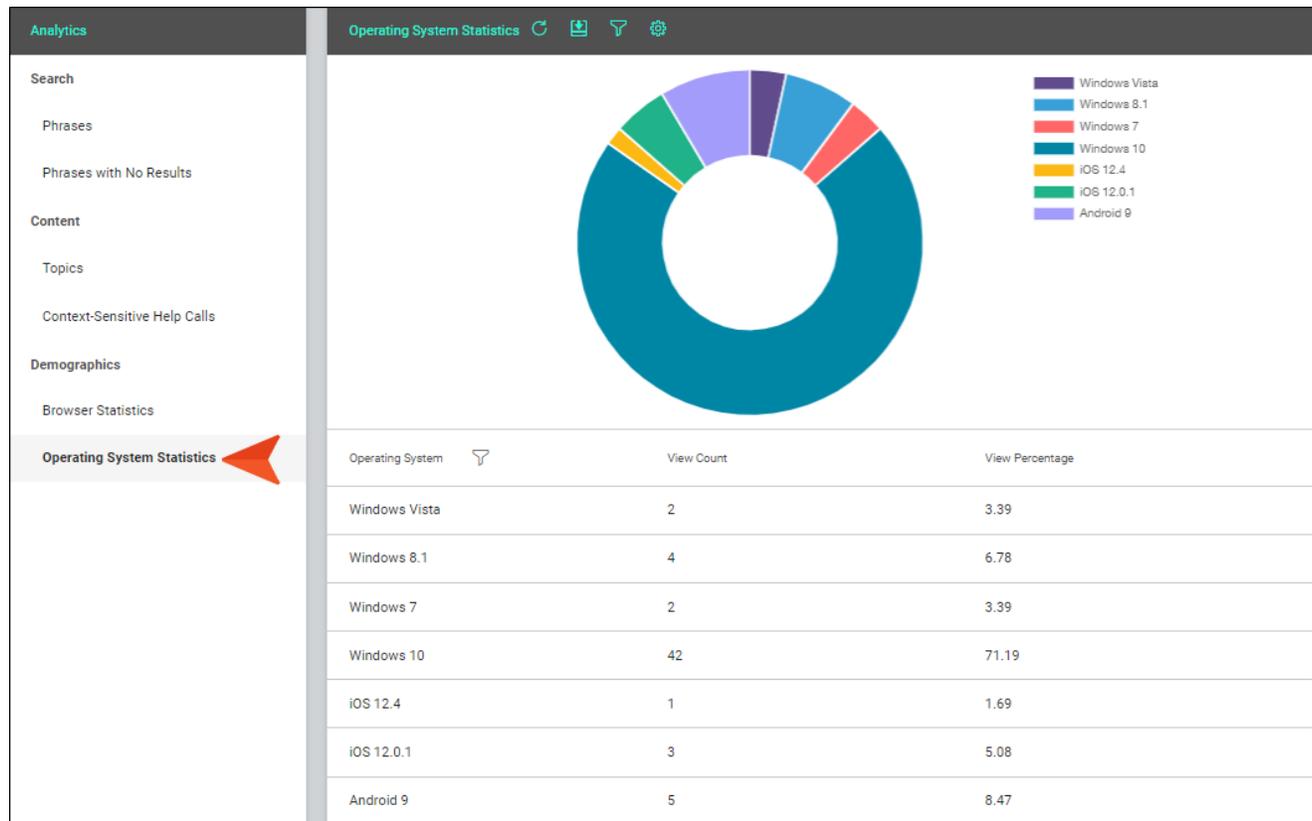
> 📝 **NOTE** The graph at the top is limited to the first 10 items. The grid below shows all items.

> 📝 **NOTE** For more information about using the Analytics page—including downloading and filtering data—see the Central online Help.

Host Output Anywhere

Central analytics works on Flare projects uploaded to Central, or you can host output on your own servers. If you host the output outside of Central, you still need to use Central with a key to view the analytics data. Also, the server where the output is hosted must be able to communicate with Central (e.g., not be behind a firewall).

Creating and Editing Analytics Keys

Analytics keys are associated with Flare HTML5 targets. You can create and edit these keys either in Flare or on Central. To do this, you must have the permission on Central to "Manage Output Analytics Keys" (see the Central online Help).

How to Create or Edit an Analytics Key in Flare

1. Open an HTML5 target.

2. Select the **Analytics** tab.

3. From the **Provider** field, select **Central**.

4. If you are not yet logged in to Central, click **Login**. Then complete the fields in the dialog and click **OK**.

5. From the **Central License** field, choose your license.

6. Next to the **Key** field, click **Create**.

   If you already have a key that you want to edit, select it from the drop-down, then click **Edit**.

7. Enter a name for the key and an optional description, then click **OK**.

8. Click 🖫 to save your work.

> 🗋 **NOTE** After creating or editing an analytics key, and associating it with a Flare target, you need to build the target and publish the output for the analytics to take effect and see results on Central.

Associating Analytics Keys With Targets

If you create a key in Flare, it will become associated with your target as you do this. But if you create the key in Central, you need to then open the Flare target and associate that key with the target.

How to Associate an Analytics Key With a Target

1. Open an HTML5 target.

2. Select the **Analytics** tab.

3. From the **Provider** field, select **Central**.

4. If you are not yet logged in to Central, click **Login**. Then complete the fields in the dialog and click **OK**.

5. From the **Central License** field, choose your license.

6. At the bottom of the **Key** area, click the drop-down and select the name of the key.

7. Click to save your work.

8. Build output for the target on Central to see the analytics results.

Managing Analytics Keys

You can click **Manage Keys** in the Flare target.
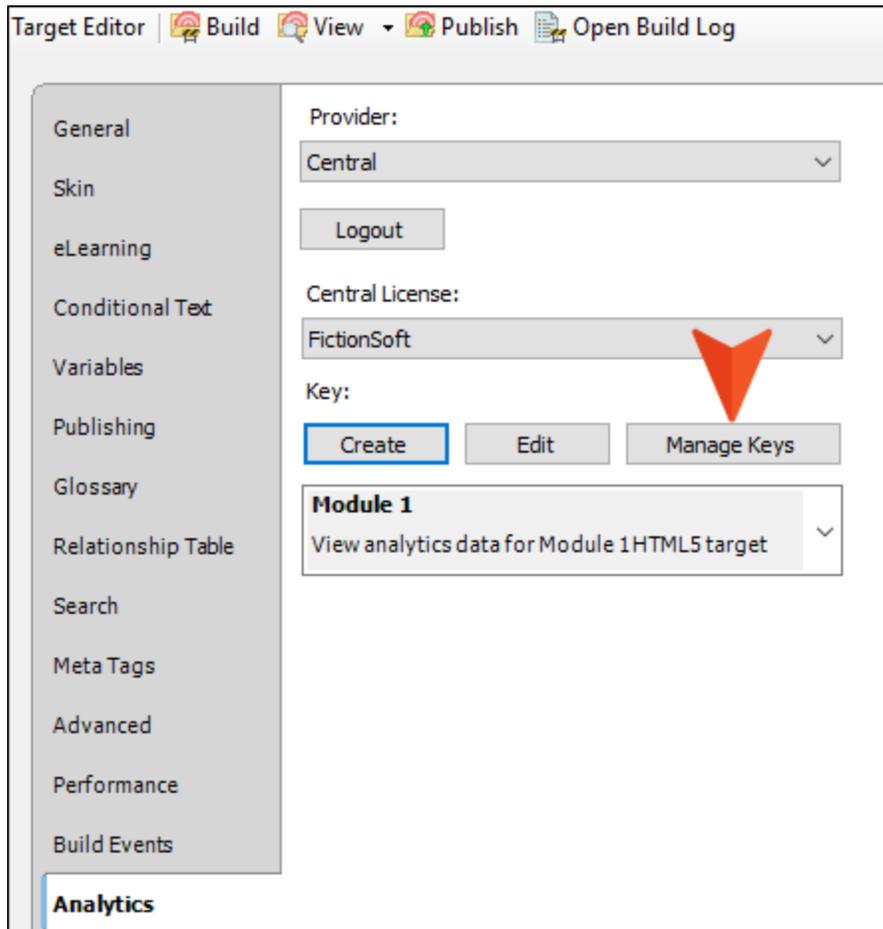
This opens the Analytics page in Central. From here, you can create and edit keys, as well as delete any that you no longer need.

Downloading Analytics

In the toolbar of the Analytics page, you can click to download the data to a comma-separated value (CSV) file.
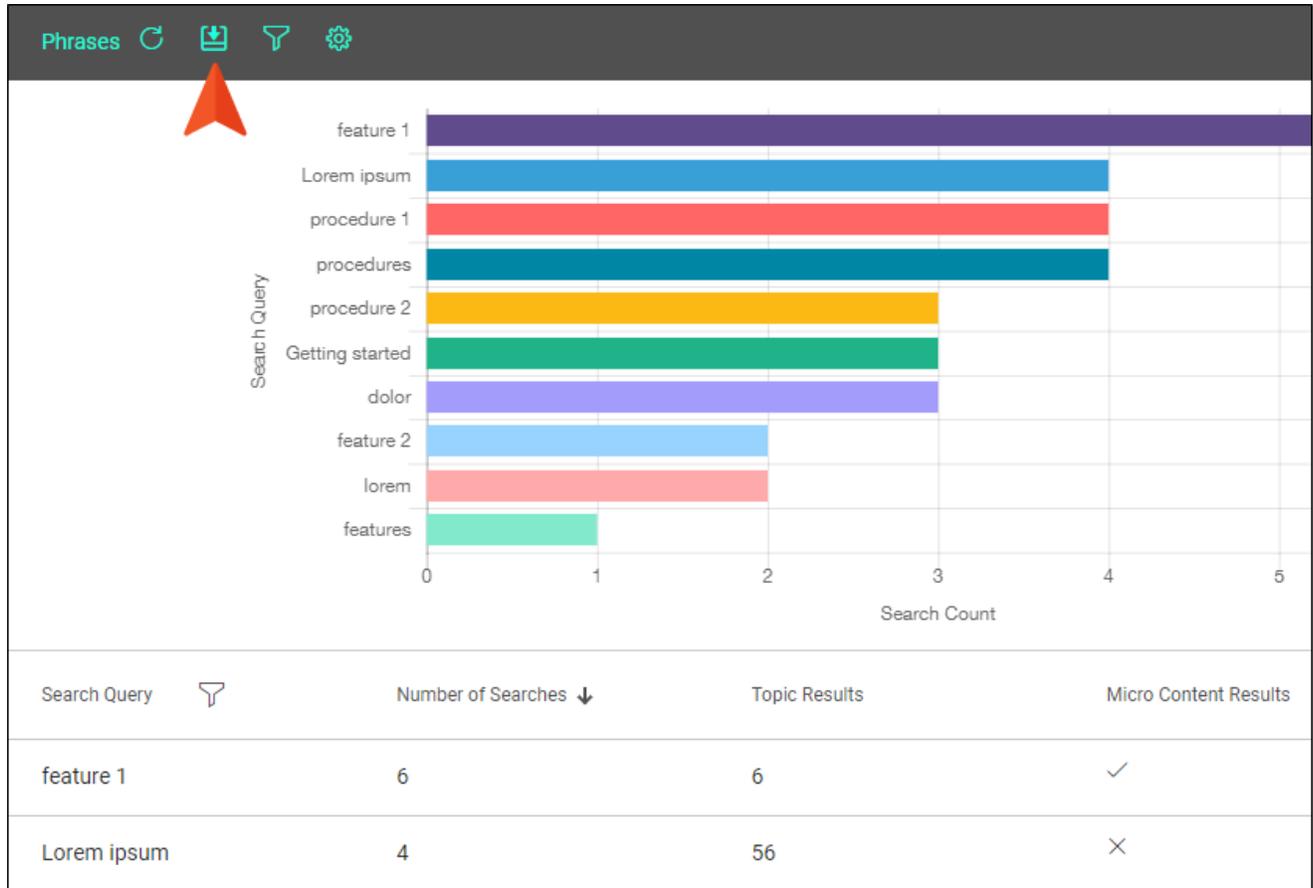
Integrating Flare and Pulse

> ⊘ **IMPORTANT** Pulse is deprecated in Flare, which means that it is slated to be removed in a future version.

To integrate the embedded discussion forms and other Pulse features with your Flare output, add a new community in Flare. This action automatically creates a new system in Pulse, allowing your web server to host, store, and serve the embedded discussion forms that appear below the topics in your Flare output. This system also gives you and your team members the ability to moderate and administer the Pulse features and content from the Pulse dashboard.

Integration Options

If you are developing an online Flare target for a single product, service, or purpose, integrating Flare is a straightforward process. You simply install Pulse and then add a new Flare community to create a corresponding system in Pulse. However, because many organizations develop multiple Flare targets, you also have these options:

- **Add a Single Flare Community for Use With Multiple Targets** In this scenario, you add one Flare community which creates a corresponding Pulse system. Then you associate that community with multiple Flare targets. This method gives you less-granular reporting capabilities in Pulse.

- **Add a Unique Flare Community for Each Different Target** In this scenario, you add a unique Flare community for each different target. This creates a separate system in Pulse. The advantage of using this option is that it gives you more granular reporting capabilities, letting you generate usage reports for each community.

How to Enable the Pulse Server

1. Open the desired Flare project.

2. In the Project Organizer, open the desired WebHelp or HTML5 target.

3. In the Target Editor, select the **Analytics** tab.
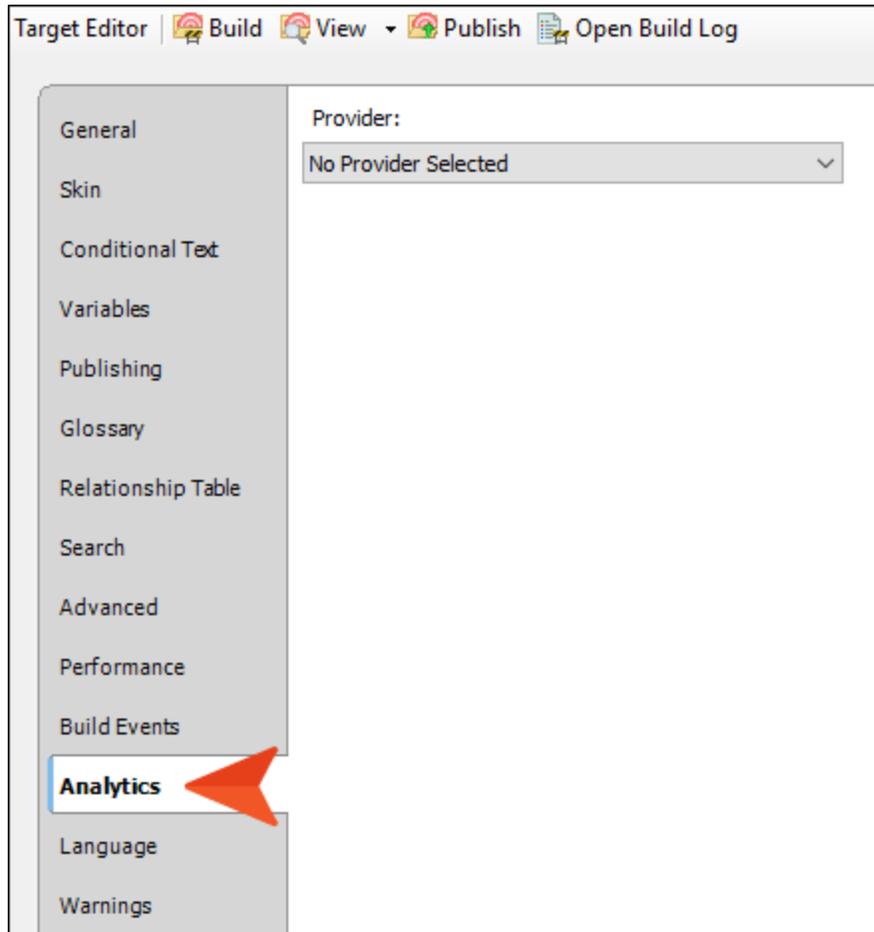
4. Enable the server as follows:

    a. From the **Provider** field, select **Pulse/Feedback Server**.

    b. In the **URL** field, type the URL for the Pulse web server.
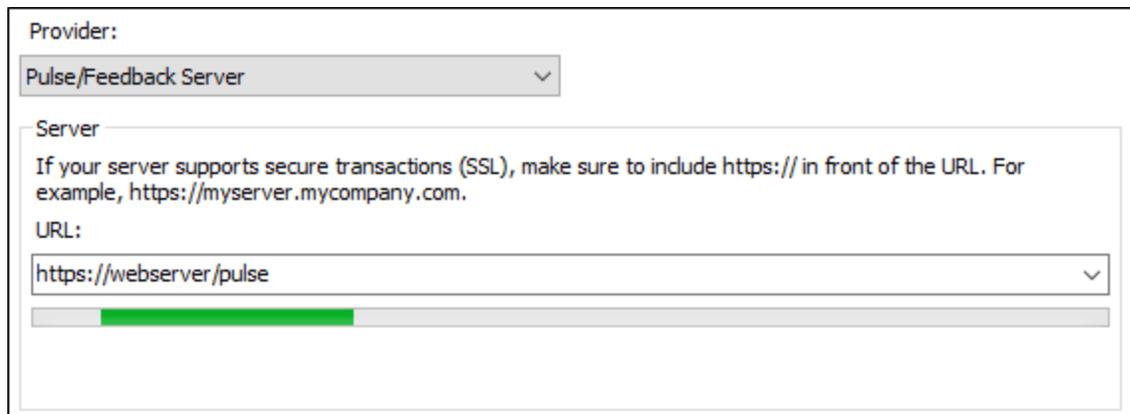
> 📝 **NOTE** To find the URL, log in to the Pulse dashboard as an administrator. Then select **Administration > Settings > General Settings**. The URL above corresponds to the value in the **Site URL** box.

> 📝 **NOTE** If you have installed a Secure Sockets Layer (SSL) certificate on the Pulse web server, ensure that the URL starts with the https:// protocol (instead of http://).

    c. Enter the access credentials as appropriate:

- If this is the first time you are enabling the Pulse community in the Flare target, the Log In dialog automatically appears.

    OR

- If you want to change the existing login information, click the **Logout** button to clear the existing credentials. Then click **Login**. The Log In dialog appears.

d. In the Log In dialog, type the appropriate **User name** and **Password**. The account that you use must have administrative permissions to Pulse. You have these options:

- **Use the PulseAdmin Account** This is the default administrator account that was created by the person who installed Pulse.

- **Use an Account that is a Member of the Administrators Group** This can be any account belonging to a registered Pulse user who is a member of the Administrators group.

e. Click **OK** or press **ENTER** to close the Log In dialog.

f. Before you can save the Flare target, you must associate a Flare community with the Pulse system.

Setting Up the Community in Flare

After enabling the Pulse server in the desired target, you can set up the community in Flare. If you are setting up Flare for the first time, you will add a new Flare community.

How to Add a New Flare Community

If this is the first time you are integrating Flare andPulse, add a new Flare community to your project's Flare target. This process automatically creates a new "system" on the Pulse server. In Pulse, a system hosts the following items:

- The activity streams that are used when moderating your topics with the Pulse dashboard

- The embedded discussion forms that registered Pulse users can access in the Flare output

> ⊘ **IMPORTANT** To integrate Flare content with Pulse integration, you must always add new or use existing communities in Flare. While you have the ability to create systems using the Pulse dashboard, you do not have the ability integrate those systems with a Flare community.

1. In the **Analytics** tab, locate the **Communities** list and then click **Manage**.

2. In the Manage Community dialog, click **Add**.

3. In the Enter Name dialog, type a name for your community. In this example, we are creating a community to use with a Flare target about Pets. Then click **OK**.
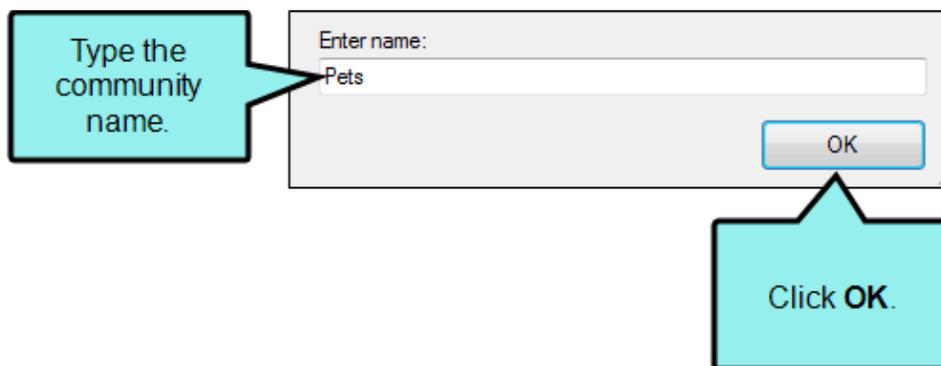
4. In the Manage Communities dialog, the new community appears. Click **OK** to close the dialog.

5. Click **Refresh** to update the Current Pulse Configuration info. This provides you with basic information about the community, such as the status of the server, and the total number of users.

After the community is associated with the Flare target, the **Remap Topics** button becomes available so you can map your community topics to Pulse for the first time.

You also have the ability to select an existing community, delete a community, provide a published URL, and rename a community as follows:

How to Select a Flare Community

If you need to publish any updates for your Flare output and do not wish to create a new community for your documentation release, select the community that you previously created for the target. This gives you the ability to ensure that any new, removed, and updated topics are mapped to the appropriate embedded discussion forms in the Pulse system.

1. In the **Analytics** tab, locate the **Community** area.

2. From the **Communities** list, select an existing community.

3. Click **Refresh** to update the Current Pulse Configuration info. This provides you with basic information about the community, such as the status of the server, and the total number of users.

> 📝 **NOTE** The Communities list in Flare initially only includes communities that have been added with the Flare user interface. If you create Pulse systems using the Pulse dashboard, those systems will be not be listed as Flare communities until you remap the topics.

> 📝 **NOTE** You can associate multiple Flare targets with a single community if desired. However, for best results with reporting, we recommend that you create a separate community for each target. This will also simplify any mapping/remapping tasks when you publish updates.

> **NOTE** If you want to verify that the Flare community you added is now a system in Pulse, log in to the Pulse dashboard using an account that is a member of the Administrators or Employees group. The select **Systems > Find Systems** from the menu. The community you created will appear in the list.

After the community is activated, the **Remap Topics** button becomes available so you can remap the community topics to Pulse.

How to Delete a Flare Community

If you want to delete a Flare community, use the steps below. This deletes both the Flare community and the Pulse system.

1. In the **Analytics** tab, locate the **Communities** list and click the **Manage**.

2. In the Manage Community dialog, select the community that you want to remove. Then click **Delete**.

3. When prompted to confirm the delete action, click **Yes**. This removes your selection from the Communities list.

4. Click **OK** to close the Manage Communities dialog.

5. Click **Remap Topics** and confirm the topics to remove.

6. Click to save your work.

How to Provide a Published URL for a Community

You can assign a URL path to your community from your Flare target. This can also be done from the Pulse dashboard (by selecting **Administration > Settings** and clicking **Communities**), but using the Flare target is recommended.

1. Under the **Analytics** area, click the **Manage** button.

2. In the Manage Communities dialog, highlight the community that you want to edit. Then click **Edit**

3. In the Edit Community dialog, click in the **Enter published url** field and enter a path to the main landing page of your Flare output.

    When you enter a published URL path, make sure you include http:// at the beginning of the URL.

    > ☆ **EXAMPLE** You've generated a target called "FlareOutput" and you've uploaded the output so that users access it here: help.mycompany.com/FlareOutput/Default.htm. In that case, enter http://help.mycompany.com/FlareOutput in the Published Url field.

4. Click **OK** to close the Edit Community dialog. Click **OK** to close the Edit Community dialog.

5. Click **OK** to close the Manage Communities dialog.

6. Click ⊞ to save your work.

Why is it a good idea to assign a URL path to a community? Because it allows topic feeds to open in context.

⭐ **EXAMPLE** You have not provided a published URL for your community. You receive an email notification stating that a user has posted a comment in one of your topics. So you click the topic name link in the email notification to see the feed where the comment was posted. The feed opens in the dashboard view of Pulse, which shows only the feed and not the topic associated with it.
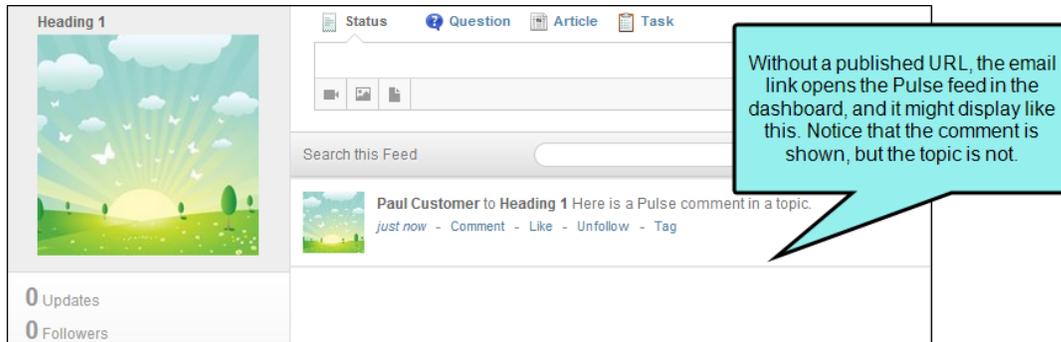
On the other hand, let's say you provide a published URL to your community. In that case, when you click the topic link, the topic opens in the actual Flare output. You see both the topic and the Pulse feed below it, therefore giving context to the post.
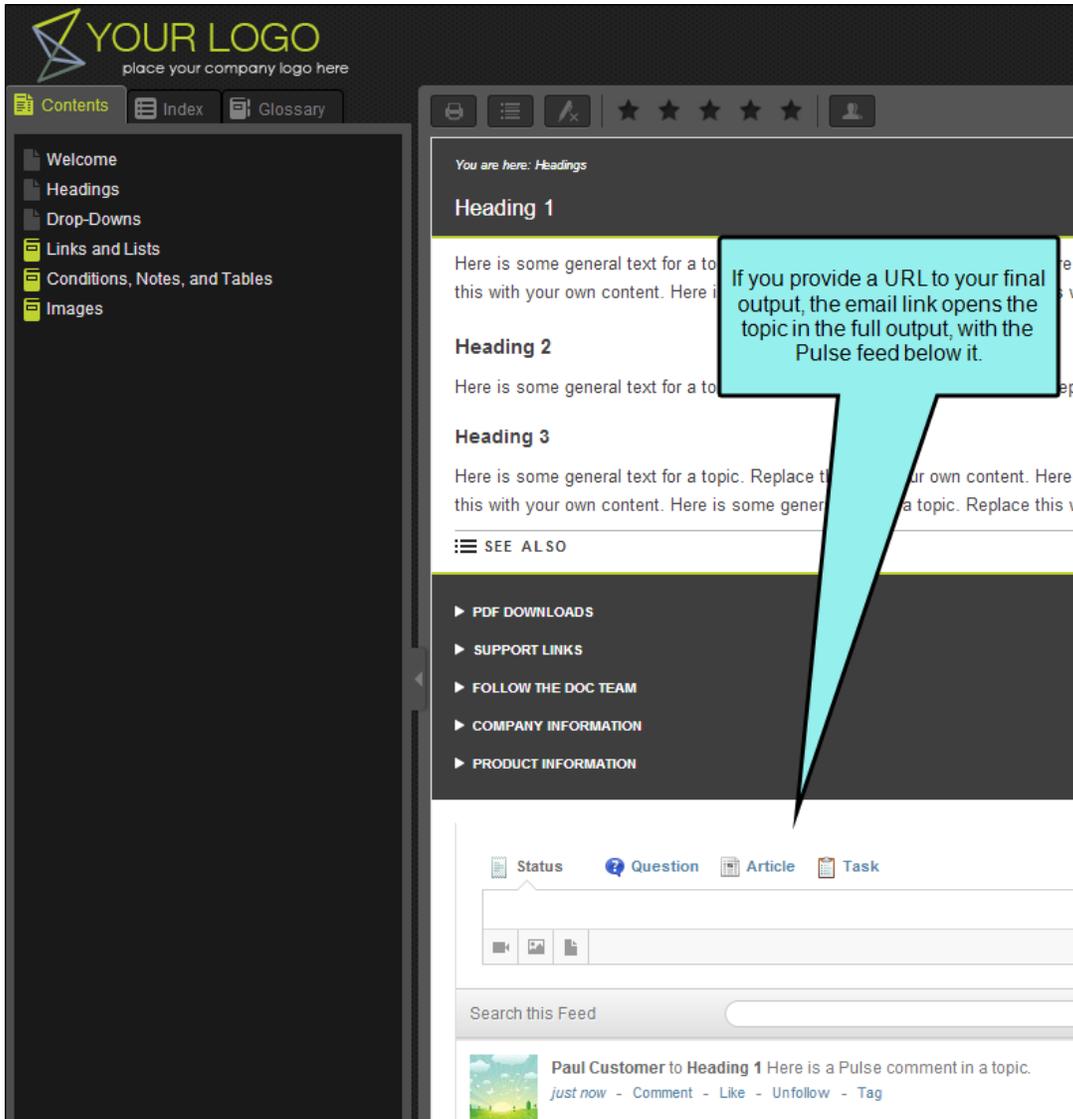
How to Rename a Flare Community

1. In the **Analytics** tab, under **Current Pulse Configuration**, click the **Refresh** button.

2. Under the **Community** area, click the **Remap Topics** button ensure your topics have been mapped

3. Under the **Analytics** area, click the **Manage** button.

4. In the Manage Community dialog, highlight the community that you want to rename. Then click **Rename**.

   In order to add the embedded discussion forms to the Flare output that you will publish, you must map/remap the community topics in Flare for Pulse.

5. In the Enter Name dialog, type a new name for your community. Then click **OK**.

   This changes the name of the community in Flare, as well as the name of its corresponding Pulse system.

   > **NOTE** If an error message appears, try clicking the **Refresh** button and the remapping the topics. This typically resolves any issues.

6. Click **OK** to close the Manage Communities dialog.

7. Click ⊟ to save your work.

Mapping/Remapping a Flare Community to Pulse

In order to add the embedded discussion forms to the Flare output that you will publish, you must map/remap the community topics in Flare for Pulse.

How to Map a New Flare Community to a Pulse System

If this is the first time you are setting up a Flare community for a target, you will need to map the topics for your community to Pulse.

1. Make the desired changes to your Flare target. Always be sure to update the TOC before remapping the topics.

2. In the Target Editor, select the **Analytics** tab.

3. From the **Communities** drop-down list, select the appropriate community.

4. Click **Remap Topics**.

   This opens the Remap Community Topics dialog.

5. In the Remap Community Topics dialog, make sure the **New Topics** tab is selected and review the topics in the list.

☆ **EXAMPLE** A topic count appears in the label of the **New Topics** tab. The tab lists the topic titles and paths to the topics. These items will be mapped to a corresponding stream in Pulse. In a new community, the counts in the other tabs will typically be zero (0).

Title	Path
New Topics: (40)	Remove Topics: (0)	Update Topics: (0)	Exclude Topics: (0)

The following topics will be added to the selected MadCap Pulse community.

Topics that have been added that do not exist in the selected Pulse community will be shown here. If a topic has been moved or renamed, you can reassign the content from the old topic by using the 'Reassign' option in the right-click menu.

> In a new community, a topic count will appear in the **New Topics** tab.

Title	Path
Welcome	Welcome.htm
Turtles	Animals/Turtles/Turtles.htm
Feeding a Turtle	Animals/Turtles/Feeding_a_Turtle.htm
Choosing a Turtle	Animals/Turtles/Choosing_a_Turtle.htm
Choosing a Habit...	Animals/Turtles/Choosing_a_Habitat_for_a_Turtle.htm
Raising Kittens a...	Animals/RaisingMultiples/Raising_Puppies_and_Kittens_Together.htm
Raising Cats and ...	Animals/RaisingMultiples/Raising_Puppies_and_Cats_Together.htm
Raising Dogs an...	Animals/RaisingMultiples/Raising_Dogs_and_Kittens_Together.htm
Raising Dogs an...	Animals/RaisingMultiples/Raising_Dogs_and_Cats_Together.htm

6. When finished, click **OK**. The system automatically maps each community to a stream in Pulse. The community updated message appears.

7. Click 🖫 to save your work.

How to Remap a Flare Community to a Pulse System

As you prepare to publish content updates to a Flare target, you can review the new, removed, and updated topics and then reassign any of the topics to the appropriate stream in the Pulse system. This stream corresponds to the embedded discussion form at the bottom of the Flare topic.

1. Make your content changes in Flare. Be sure to make all of the desired updates in the Flare TOC associated with your target.

2. Open the Flare target.

3. In the Target Editor, select the **Analytics** tab.

4. From the **Communities** drop-down list, select the appropriate community.

5. Click **Remap Topics**. This opens the Remap Community Topics dialog so you can review the updates:

NEW TOPICS TAB

The New Topics tab lists Flare updates that have an effect on the Pulse mapping definitions:

- **New Topics** New topics that have been added to the Flare TOC associated with the target.

- **Moved Topics** Existing topics that have been moved to a different folder or location in the Content Explorer.

- **Renamed Topics (New Name)** Existing topics where the actual file name has changed. The new file name appears in this tab.

REMOVE TOPICS TAB

The Remove Topics tab lists Flare updates that have an effect on the Pulse mapping definitions:

- **Deleted Topics** Topics that have been removed from the Flare TOC associated with the target.

- **Moved Topics** Existing topics that have been moved to a different folder or location in the Content Explorer.

- **Renamed Topics (Former Name)** Existing topics where the file name has changed. The former file name appears in this tab.

UPDATE TOPICS TAB

The Update Topics tab only lists community topic updates that specifically relate to Pulse mapping definitions. This includes topic updates such as title changes, reassigned links, and so on.
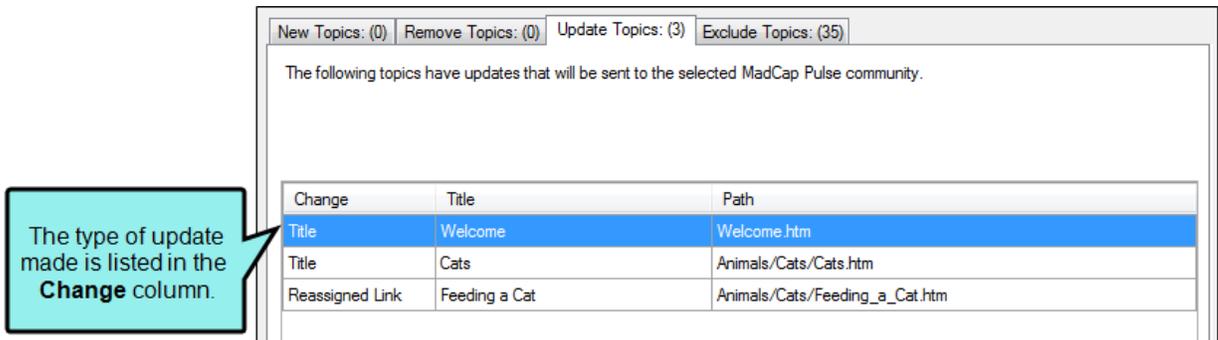
EXCLUDE TOPICS TAB

The Exclude Topics tab lists all topic files where Flare changes have no effect on the Pulse mapping definitions.

When finished, click **OK**. The community updated message appears.

6. Review the topics in each tab and then reassign the links as desired. See below for instructions.

7. When finished, click **OK**. The community updated message appears.

How to Reassign a Link

When you are preparing to publish content updates for a Flare target, there may occasionally be times when you want to reassign a link that is associated with a community topic. This lets you take the embedded discussion form associated with a topic and associate it with a different topic.

> ⭐ **EXAMPLE** You have a topic with the file name, "Feeding_Cats.htm" and you decide to rename it, "Feeding_a_Cat.htm." When you make this change, the Remap Community Topics dialog will list this change in two places.
>
> The New Topics tab will shown the new topic file name. If you click **OK** in the dialog, the system would add a new stream for the topic in the Pulse system:
>
>
>
> The Remove Topics tab will show the former file name. If you click **OK** in the dialog, the system would remove the corresponding stream for the topic in the Pulse system:
>
>
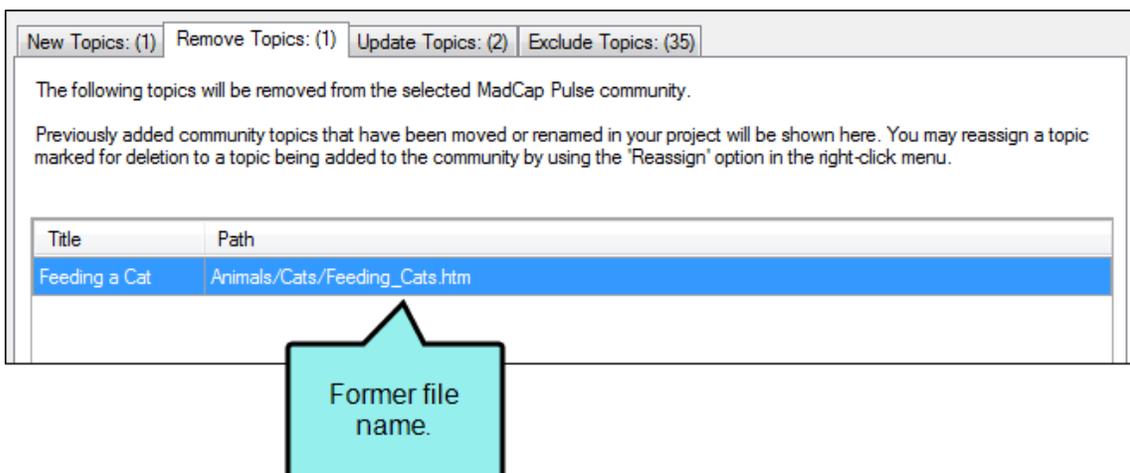
☆ Instead of creating a new stream for the new topic named "Feeding_a_Cat.htm", let's say you want to keep the discussion from the existing stream associated with "Feeding_Cats.htm." You can reassign the link to tie the discussion with the old file name to the new file name.

1. Make your content changes in Flare. Be sure to make all of the desired updates in the Flare TOC associated with your target.

2. Open the Flare target.

3. In the Target Editor, select the **Analytics** tab.

4. Select the appropriate Flare community in the **Community** drop-down list.

5. Click **Remap Topics**. This opens the Remap Community Topics dialog so you can review the updates. In this example, we've renamed a topic file from "Feeding_Cats.htm" to "Feeding_a_Cat.htm."
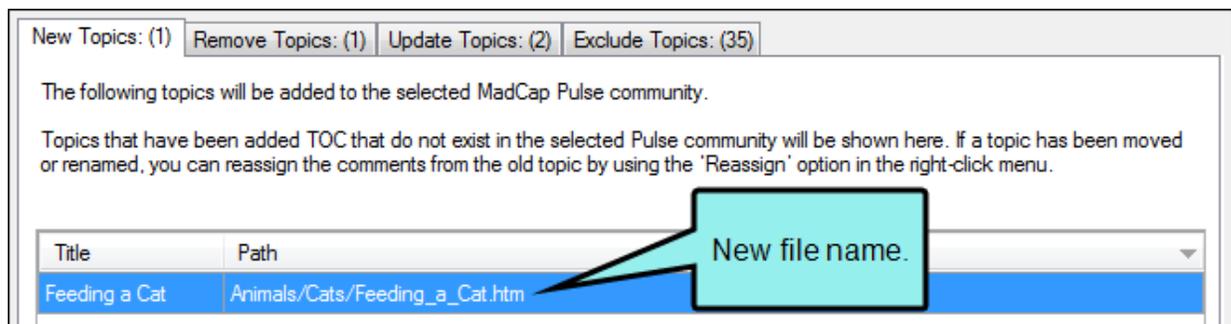
6. In the **New Topic** tab, right-click the new topic and select **Reassign Link** from the context menu.
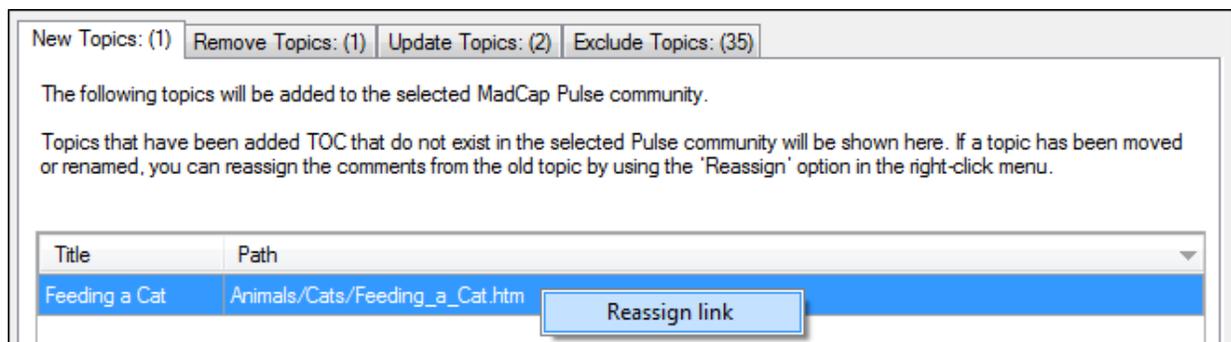
This opens the Reassign Community Link dialog.

7. From the **Select Links** drop-down list, select the desired topic. This will map the embedded discussion form for the selected link with the topic. In this example, we will select the topic formerly named, "Feeding_Cats.htm."

Select a link to associate community link to a new topic.

Any comments posted on the community link will be displayed under the new topic after the TOC has been synced with the MadCap Pulse community.

Topic Links

Select Link

Feeding a Cat - Animals/Cats/Feeding_Cats.htm

TOC Link

Title

Feeding a Cat

Link

Animals/Cats/Feeding_a_Cat.htm

Community Link

Title

Feeding a Cat

Link

Animals/Cats/Feeding_Cats.htm

OK   Cancel

8. When finished, click **OK**. The community updated message appears.

When you republish your Flare target, the discussion originally linked to the former file is now linked to the new file.

How to Verify the Community Topics in the Pulse System

To see the community topics that have been created for your Flare output:

1. Log in to the Pulse dashboard with an appropriate user account.

> 📝 **NOTE** To access systems, you must be a member of the Administrators or Employees group.

2. In the menu bar, select **Systems > Find Systems**. The Find Systems page appears.

3. Under **New Systems**, click the Pulse system that corresponds to the appropriate Flare community.
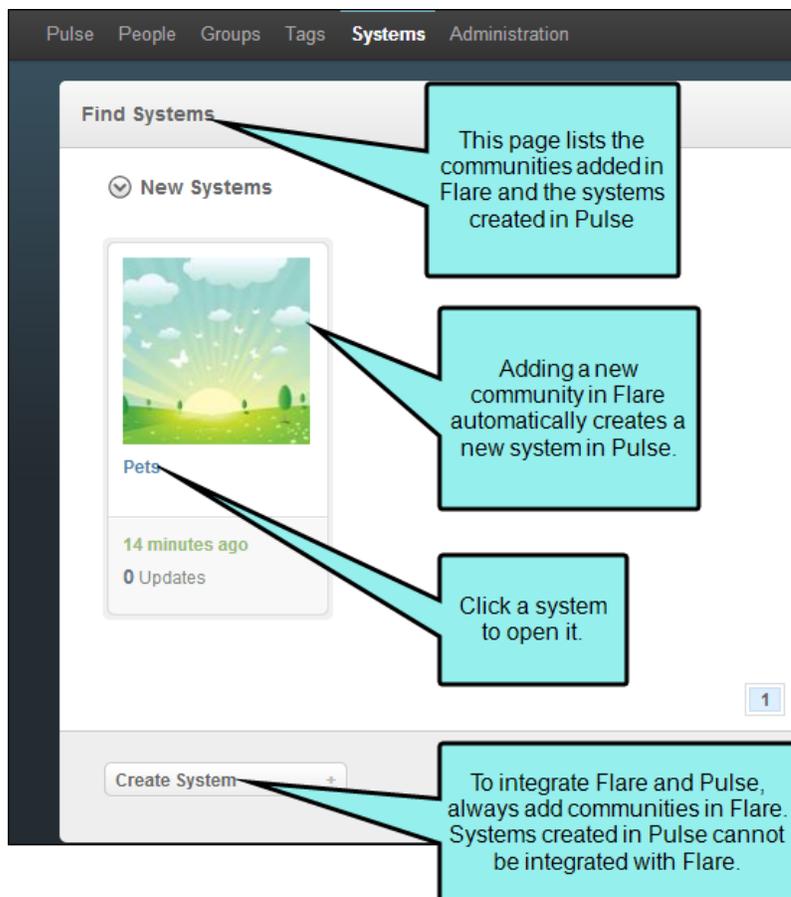
4. In the community page, click the **Topics** link.

5. In the list of topics, click a topic. Any community activity for the topic will be reflected in the stream.
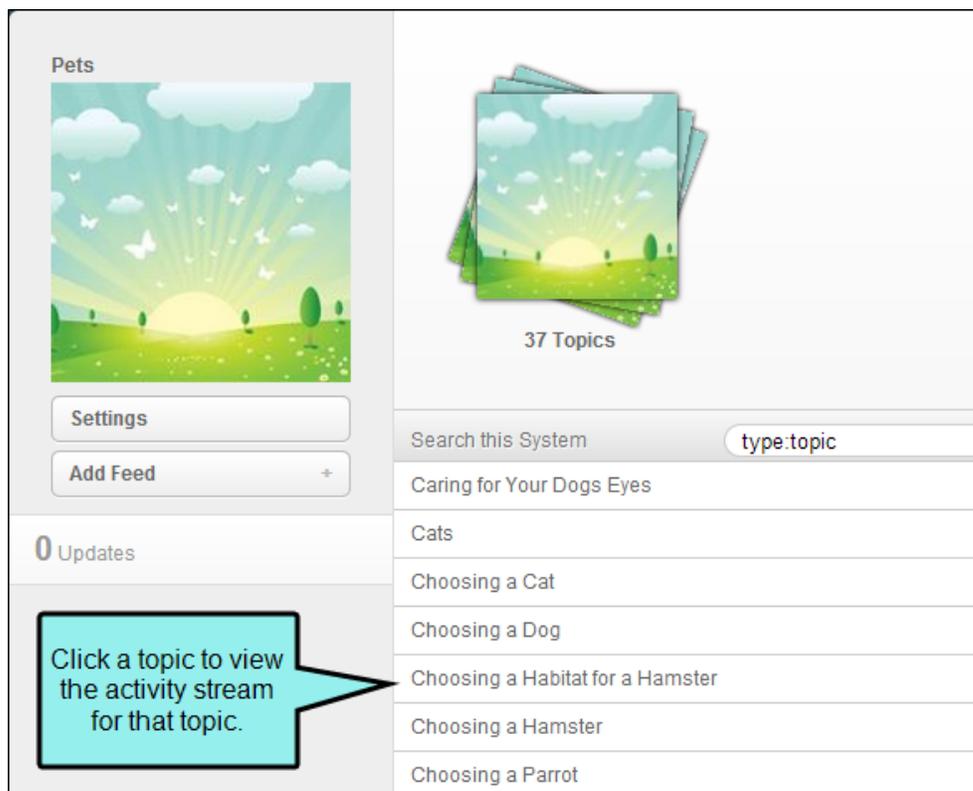
Enabling the Community Tab in the Output

You need to decide whether you want to include or exclude the Community tab with your published output. For HTML5 output, this can be done for Tripane skins only.

Below is an example of the Community tab:
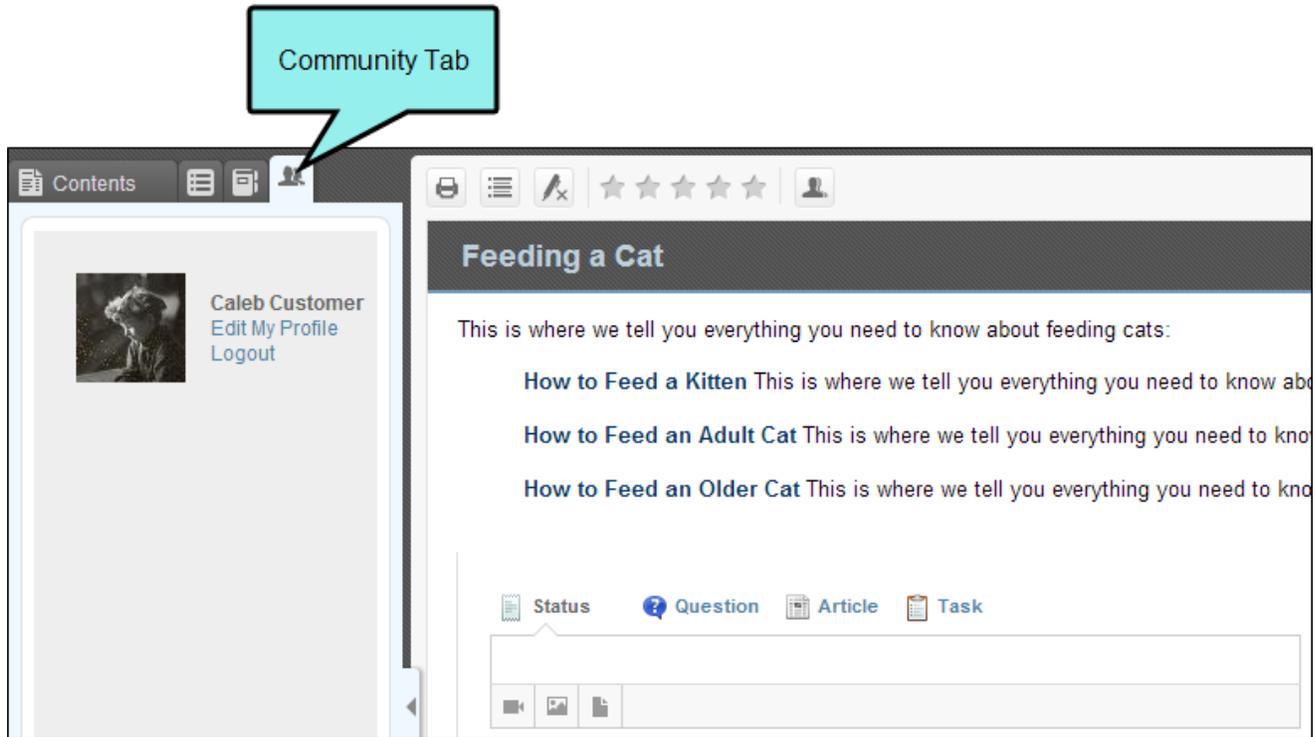
You can enable or disable this feature by editing the general features of the skin associated with the Flare target.

The benefits of including the Community tab in your output include:

- Gives site visitors the ability to register for a Pulse account. Also gives registered users the ability to log in to Pulse directly from the Flare output.
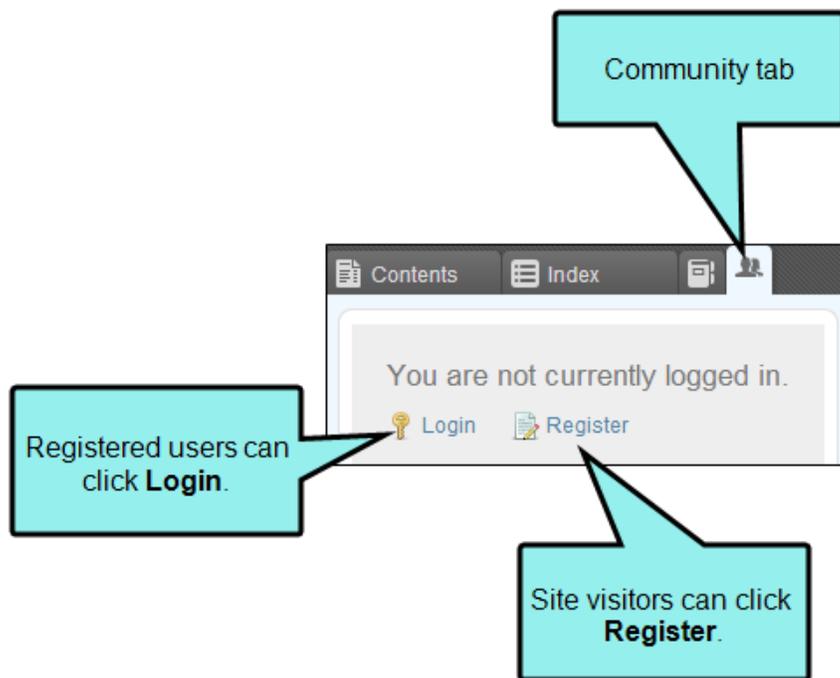
- Gives registered users the ability to edit their profile, which includes changing their avatar image, updating personal information, and modifying notification preferences.
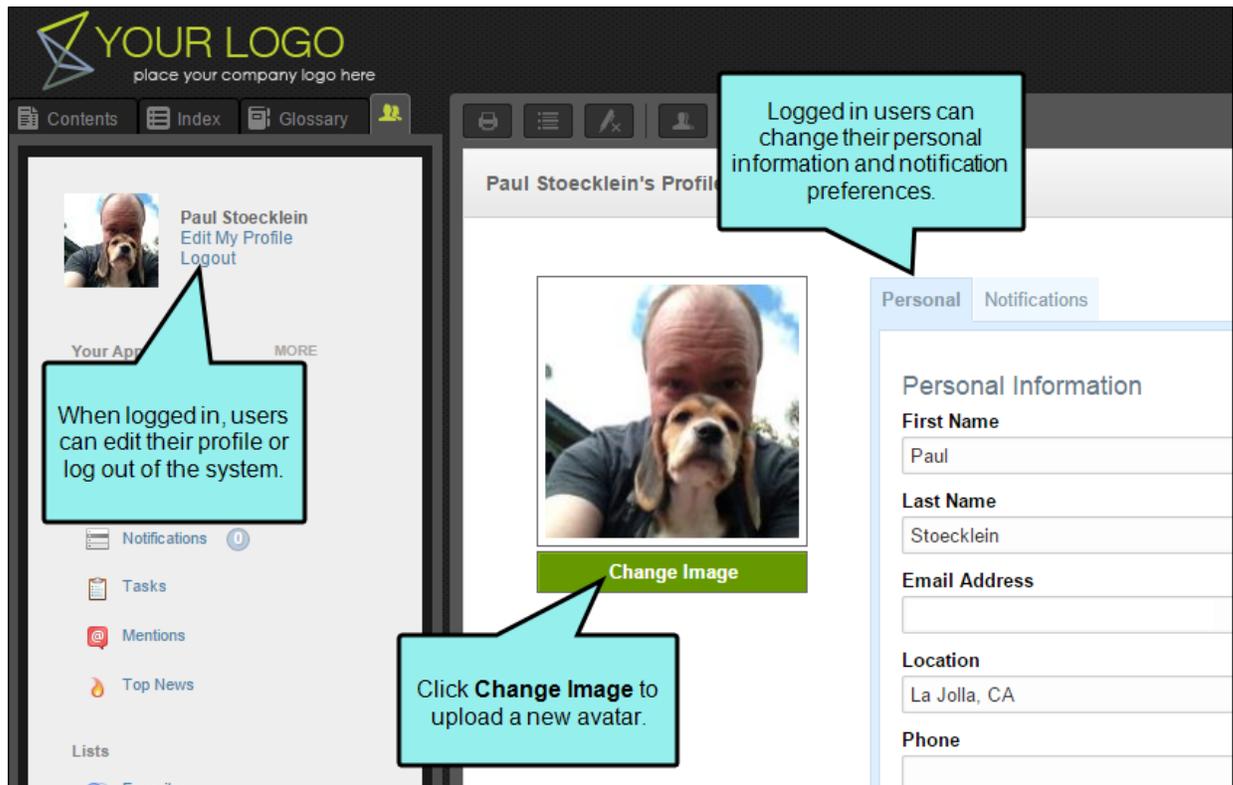
NOTE You cannot add a Community pane to Top Navigation or skinless HTML5 output, because those outputs do not use panes. However, registered users can open the dashboard in a browser and access some of the features that are normally available in the Community pane in the Flare output (depending on the access level).

How to Set the Community Options Using a Skin

1. In the Project Organizer, open a Standard or HTML5 skin.

2. In the Skin Editor, click the **Community** tab. You have these options:

TO DISPLAY TOPIC COMMENTS

If you want registered Pulse users to have the ability to post comments in the embedded discussion forms that Pulse includes at the bottom of the Flare topics, place a check mark in the **Display topic comments at the end of each topic** check box. This check box is selected by default.

TO DISPLAY COMMUNITY SEARCH RESULTS

You can configure the Flare skin to give the Flare search engine the ability to index the Pulse system and return any community results when end users perform searches.

☆ **EXAMPLE** In HTML5 output, Pulse posts matching the search query are listed on the Search Results page under a **Community Results** link:
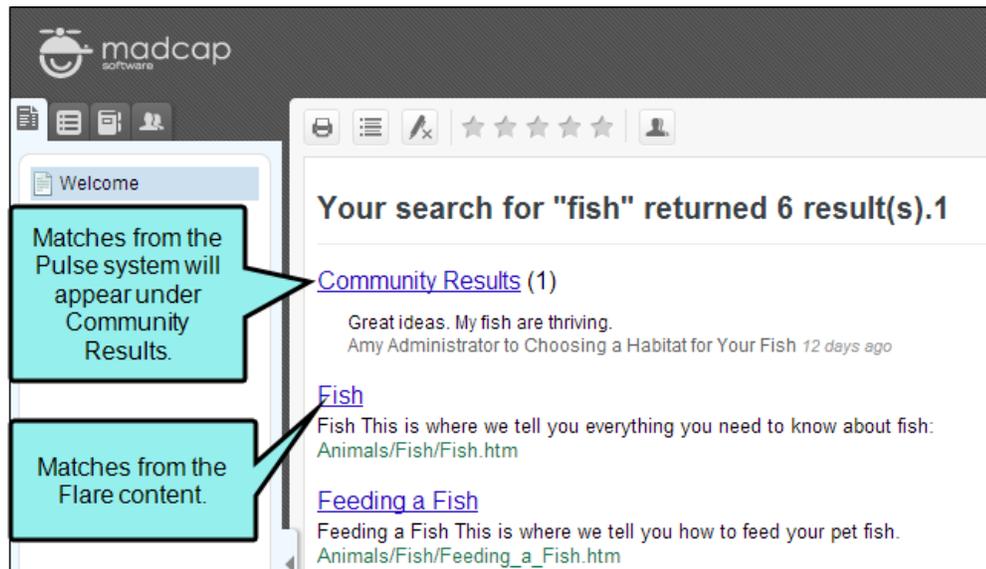
If a user clicks the **Community Results** link shown above, only the matching Pulse content appears in the results page:
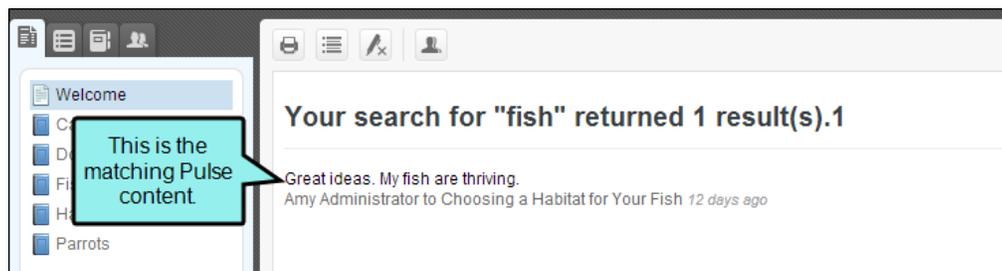
☆ Users can then hover the mouse cursor over the content to reveal a links that open either the matching Pulse post, the matching Flare topic and the matching Pulse post, or the Pulse user feed.

This feature works similarly in WebHelp output.

TO DISPLAY SEARCH RESULTS

  a. Open a Standard or HTML5 skin.

  b. Click the **Community** tab.

  c. Place a check mark in the **Display community search results** box.

  d. (Optional) In the **Number of community search results** field, you can enter the number of community search results shown by default when a search is made in the output. The default number in this field is 3.

  📝 **NOTE** The Feedback area in the Community tab of the Skin Editor is only relevant to Feedback Server Admin. The Feedback option is not supported by Pulse.

3. Click 💾 to save your work.

How to Set the Community Options (Display Comments) Using a Stylesheet

1. Open the stylesheet.

2. Find and select the **html** style or the appropriate class.

3. In the **Show** filter field, select **Alphabetical List**.

4. Find the **mc-community-features** property and set it to **enabled** or **disabled**. The default setting is "enabled."

5. Click to save your work.

This stylesheet method can be especially useful if you only want some topics to display the comment area.

⭐ **EXAMPLE** Let's say you create a Flare project and structure it in much the same way that some of Flare's project templates are structured. In other words, you have a main Home page that looks much different than the rest of your topics and serves primarily as a landing page with links, not to provide content. Therefore, you do not want the Pulse comment area to be displayed at the bottom of that topic.

However, you do want the comments to appear at the bottom of all of your other topics.
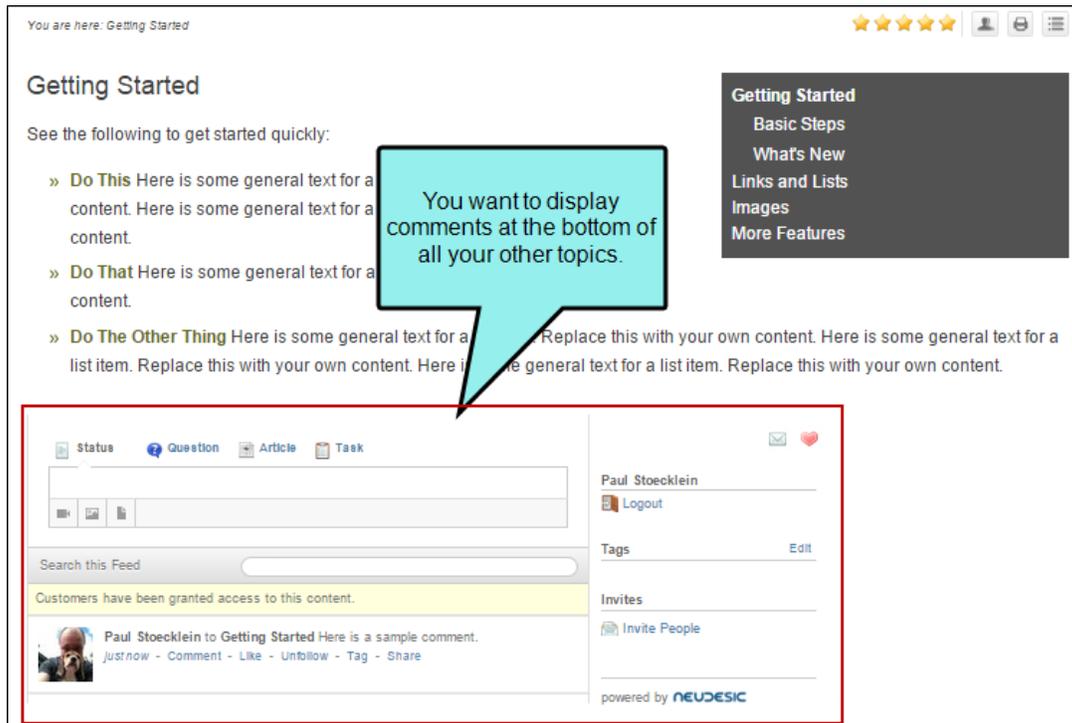
☆ You have two stylesheets—one for the Home topic and another for all the other topics. So you open the stylesheet that is designated for the Home page and for a special html style class you've created (called "HomePage"), you set the **mc-community-features** property to disabled.
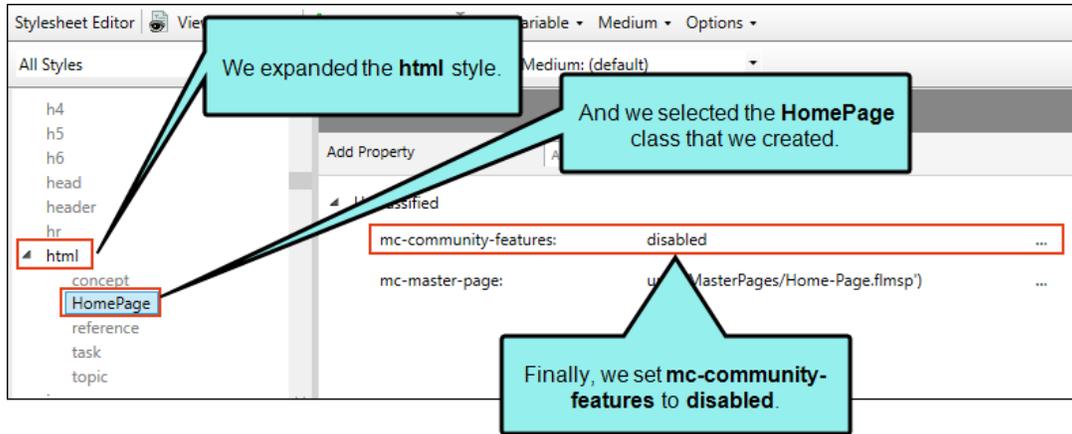
Then you open the Properties dialog for that Home topic. You associate the topic with the stylesheet and choose the **HomePage** style class.
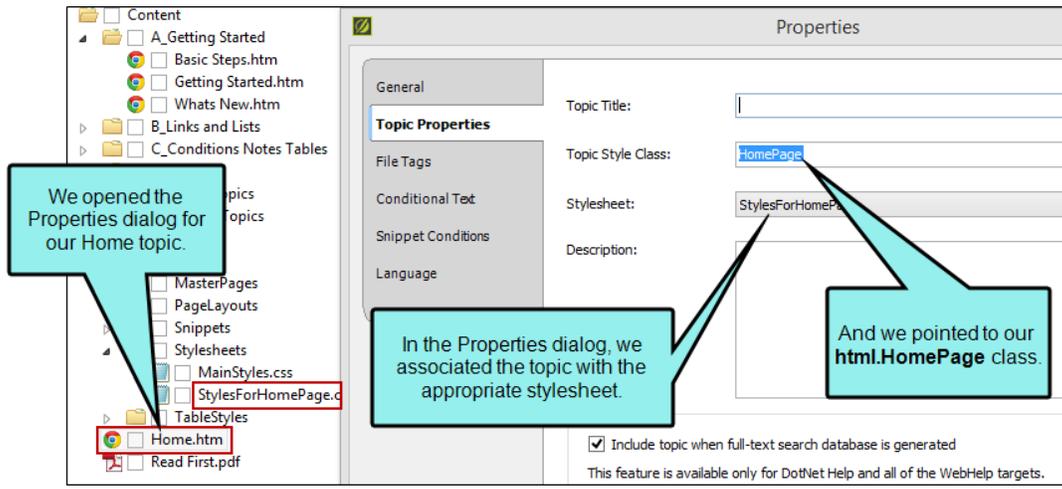
As far as the other topics are concerned, they are using a different stylesheet. But you don't need to set the mc-community-features property in it, because the default setting is to enable the Pulse comments area. Therefore, the comment area will automatically be displayed. The only thing you need to do is make sure all of those topics are using the appropriate stylesheet.

NOTE If there is a discrepancy between the skin and the stylesheet setting (e.g., the skin is set to disabled and the CSS is set to enabled), the stylesheet setting has precedence.

NOTE Comments at the bottom of topics are not shown in tablet or mobile view. This is the same case for HTML5 Tripane output.

NOTE The comments area at the bottom of topics is wrapped in an iframe. Therefore, the output is technically not entirely frameless. However, because it is only the comments that are contained in the iframe, the main topic content still retains the benefits (e.g., better search results) of frameless output.

Styles for Generated Pulse and Search Topics

Sometimes your output may display content that is entirely auto-generated, rather than pulling content from one of your topics. This occurs when search results are displayed. It also occurs if your output is integrated with MadCap Pulse and a user clicks the Edit User Profile button, which then displays information on the Pulse home page, with no topic content shown.

Style Classes

For HTML5 Side and Top Navigation (and skinless outputs), you can add the following classes of the html style to control the look of these generated pages:

- **pulseTopic** This style class controls the look of a generated Pulse page (i.e., page opened via the Edit User Profile button).

- **searchTopic** This style class controls the look of a generated search results page.

- **templateTopic** This style class controls the look of all generated pages and has precedence over the other the pulseTopic and searchTopic classes.

Suggested Style Setting

If you include a side menu—via a Menu proxy—that is not context-sensitive, this menu may display on generated pages, not just in regular topics. This is probably something you want to avoid.

Therefore, to prevent this issue, you may want to copy the following to your stylesheet via the Internal Text Editor.

```
html.templateTopic div.sideContent
{
    display: none;
}
```

> **NOTE** These styles are supported only in HTML5 Top Navigation and skinless outputs. They are not supported in HTML5 Tripane output.

Building and Publishing the Flare Output

Once you set up the community features, you can build and publish your Flare output.

When building the output, you may see a message that states, "Some community features will not be displayed in tablet and mobile outputs." This means that when users are viewing your responsive output on a tablet or phone, they will not see comments or the Community tab. However, Pulse still tracks hits on pages in those formats for reporting purposes. You can hide the warning if you do not want to see it in future builds.

❙ Language Tab

The following can be done on the Language tab of the Target Editor.

Selecting a Language

When creating a project, you can assign language attributes at different levels (i.e., project, target, topic, content). The broader the level where the language is set, the lower precedence it has. Meaning, the content level has priority over everything. The topic level outweighs the target and project levels, and the target level has priority over the project level.

> 🗒 **NOTE** Although you can set the language for your project in Flare, this does not mean that Flare automatically outputs translated content.

❙ Eclipse Options Tab

The following can be done on the Eclipse Options tab of the Target Editor.

Specifying Eclipse Options

If you are sending output to the Eclipse Help format, you can access Eclipse options in the Target Editor.

How to Specify Eclipse Options

1. Open a target that is using the Eclipse Help format.

2. Select the **Eclipse Options** tab.

3. Complete the options as necessary:

SET THE PLUG-IN OPTIONS

Use the **Plug-in Options** area to define information for the org.eclipse.help API, which provides the core Help system for the Eclipse platform.

- **Provider Name** Type the desired provider name. For example, type `MadCap Software`.

- **Plug-in Name** Type a name for your plug-in. For example, name it `MadCap Flare`.

- **Plug-in ID** Type the desired identifier for your plug-in. Use the `com.<your plug-in name>.<default>` naming convention. For example, type `com.madcapflare.help`.

- **Plug-in Version** Set the desired version number for the plug-in. The default value is `1.0.0.*`. This corresponds to the version of Eclipse that your plug-in is targeted for. In the following example, the plug-in is being targeted for Eclipse Standard SDK version `2.0.1.20130919`.

- **Help System Name** Choose one of these options:
  - **Use Label** Choose this option to type a label for your plug-in. This corresponds to the label for the book icon in the left-navigation pane of the Help-Eclipse window.

☆ **EXAMPLE** If you choose the **Use Label** option…
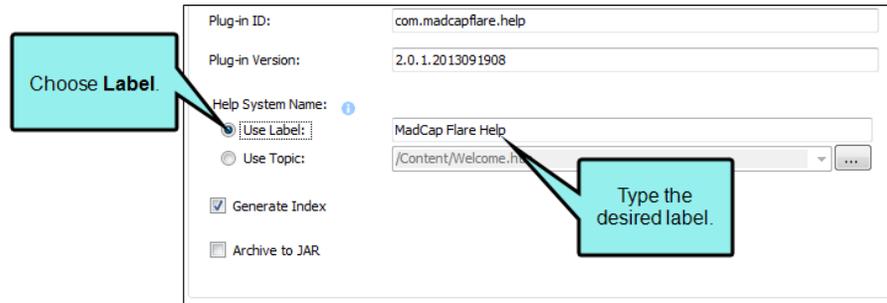
… your Help system name appears as the label:
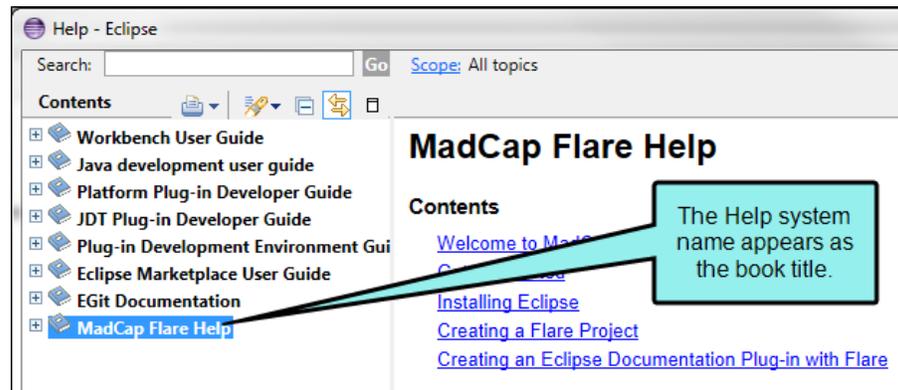
- **Use Topic** Choose this option. In the Link to Topic dialog, navigate to the topic that you want to use as the Help system label.
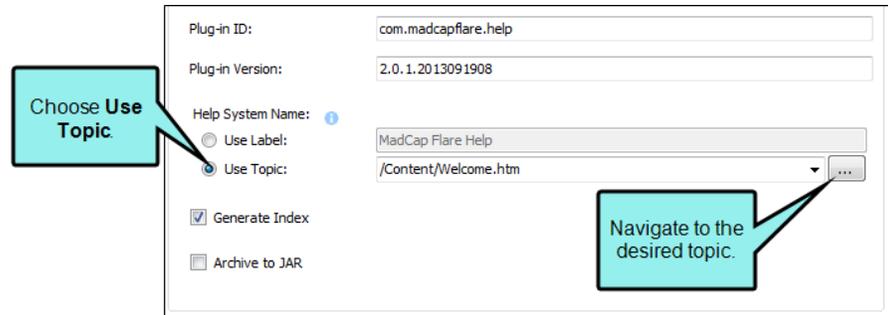
… your Help system name appears as the label:
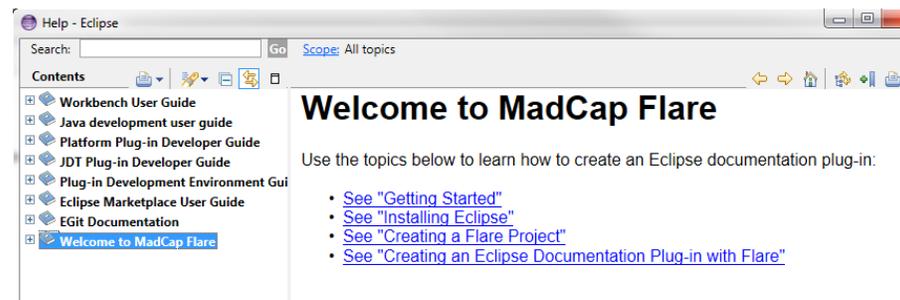
- **(Optional) Generate Index** This check box is selected by default.

- **(Optional) Archive to JAR** This packages the published output as a single, executable file with the Java archive (JAR) file name extension. This check box is blank by default.

☆ **EXAMPLE** If the **Archive to JAR** check box is selected, the Eclipse Help output publishes the plug-in as a single JAR file.
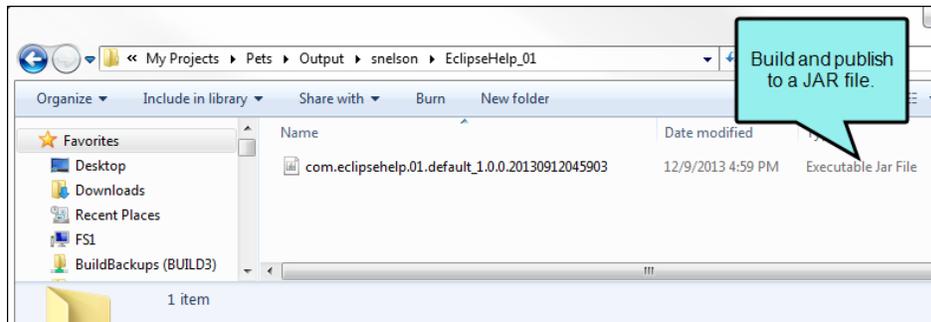
If the check box is not selected, the Eclipse Help output packages the plug-in as a collection of files in a folder.
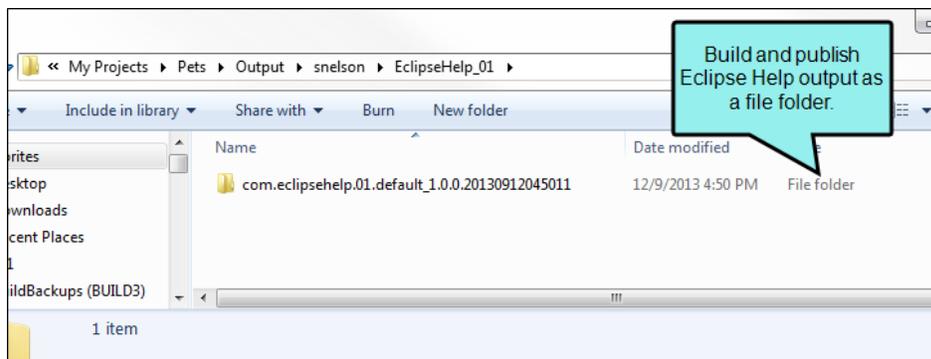
SET THE VIEWING OPTIONS

In the **Viewing Options** area, do the following:

a. Make sure you have completed the steps for installing Eclipse. See the online Help.

b. After downloading the ZIP file to your computer, click the browse button. Then navigate to the Eclipse application file that you downloaded to your computer.

4. Click to save your work.

❘ EPUB Options Tab

The following can be done on the EPUB Options tab of the Target Editor.

Specifying EPUB Options

If you are sending output to EPUB, you can access EPUB options in the Target Editor. These options let you provide metadata, select a cover image, validate output, generate MOBI output, enable MathML to PNG conversion, and enable dynamic content.

How to Specify EPUB Options

1. Open a target that is using the EPUB format. If necessary, you can change the output type for a target. See "Changing the Output Type for a Target" on page 62.

2. Select the **EPUB Options** tab.

3. Complete the options as necessary. If you want to insert a variable in a field, you can click 🔲. The variable will appear as syntax in the field, but in the output the variable definition will be shown.

METADATA

Select the **MetaData** tab and complete any of the following. The information becomes embedded in the final output.

- **Title** The document title you provide is usually displayed at the top of the EPUB reader. If you do not provide a title, the target name is automatically used instead.

- **Author**

- **Publisher(s)**

- **Tag** This is a custom field that you can use for your own purposes.

- **Rights**

- **Description**

- **ISBN**

- Publish Date
- Identifier

For more information about EPUB metadata and the fields supported in Flare (except "Tag"), open this link:

```
http://idpf.org/epub/20/spec/OPF_2.0.1_draft.htm#Section2.2
```

COVER IMAGE

Select the **Cover Page** tab and click ▭ to find and select an image file. This is used as the cover for your ebook.
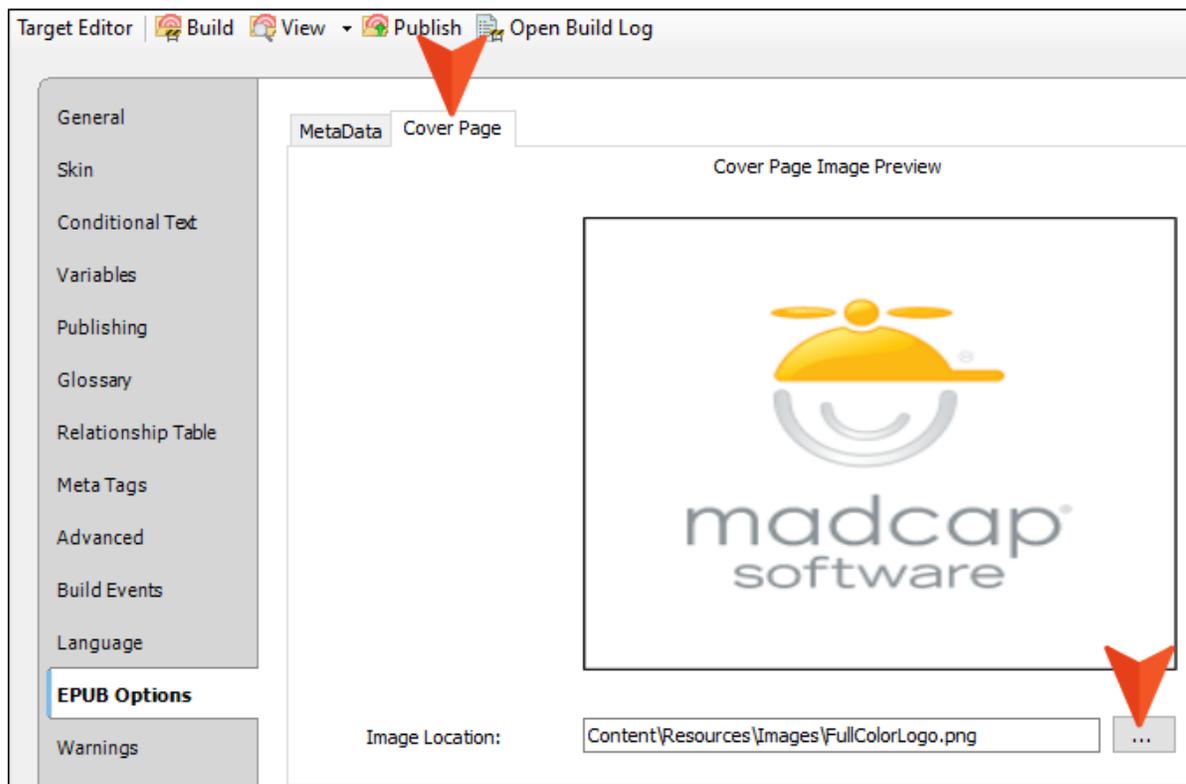
VALIDATE EPUB3 OUTPUT

Use these fields to validate EPUB output so that it will be acceptable to most online stores, such as amazon.com.

a. Select **Enable Epub 3 validation**.

b. Click the **Download EpubCheck** link. A website opens.

c. Click the link you want to download. Newer versions are typically at the top. Select the most recent link for binaries and follow the steps online to download it to your computer.

d. The file that you downloaded is a ZIP file, so you need to extract its contents.

e. Return to the EPUB Options tab in Flare.

f. Next to the **EpubCheck** field, click ▣.

g. Navigate to the extracted folder on your computer.

h. In the Open dialog, double-click the file with the **.jar** extension (e.g., **epubcheck-3.0.jar**).
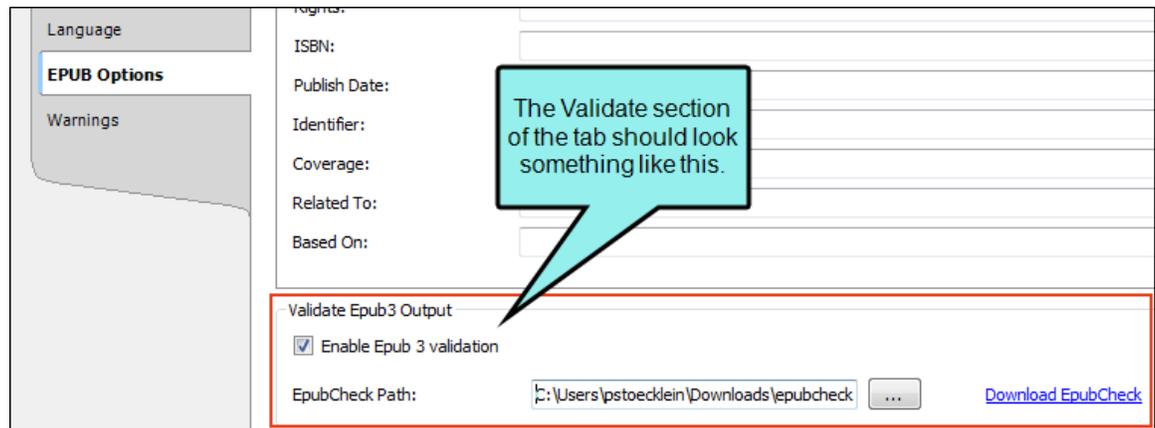
i. Click ⊞ to save your work.

When you are finished setting all EPUB options, you can generate the EPUB target. If validation fails, you should see related errors during the compilation process. You can then fix the issues and try to build again.

GENERATE MOBI OUTPUT

MOBI is the standard format used for the Amazon Kindle. You can use these fields settings to generate EPUB output that uses MOBI content.

   a. Select **Generate MOBI file**.

   b. Click the **Download KindleGen** link. A website opens.

   c. Click the link you want and follow the steps online to download it to your computer.

   d. The file that you downloaded is a ZIP file, so you need to extract its contents.

   e. Return to the EPUB Options tab in Flare.

   f. Next to the **KindleGen Path** field, click ▣.

   g. Navigate to the extracted folder on your computer.

   h. In the Open dialog, double-click the file with the **kindlegen.exe** file.
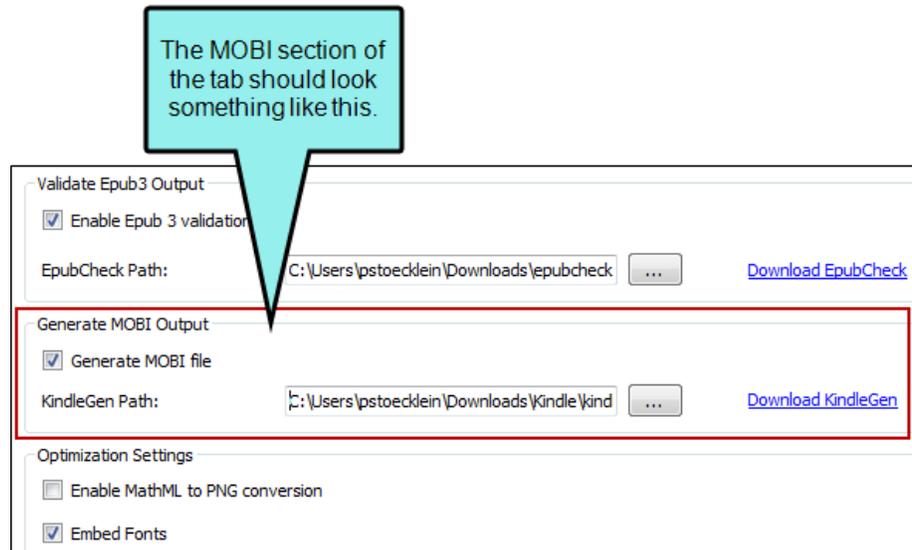
   i. Click ▣ to save your work.

When you are finished setting all EPUB options, you can generate the EPUB target. If you open the output folder, you will see that Flare has created a MOBI file in addition to an EPUB file. The MOBI file is all you need to view the ebook on a Kindle. The EPUB file can be used to view the ebook on other readers.
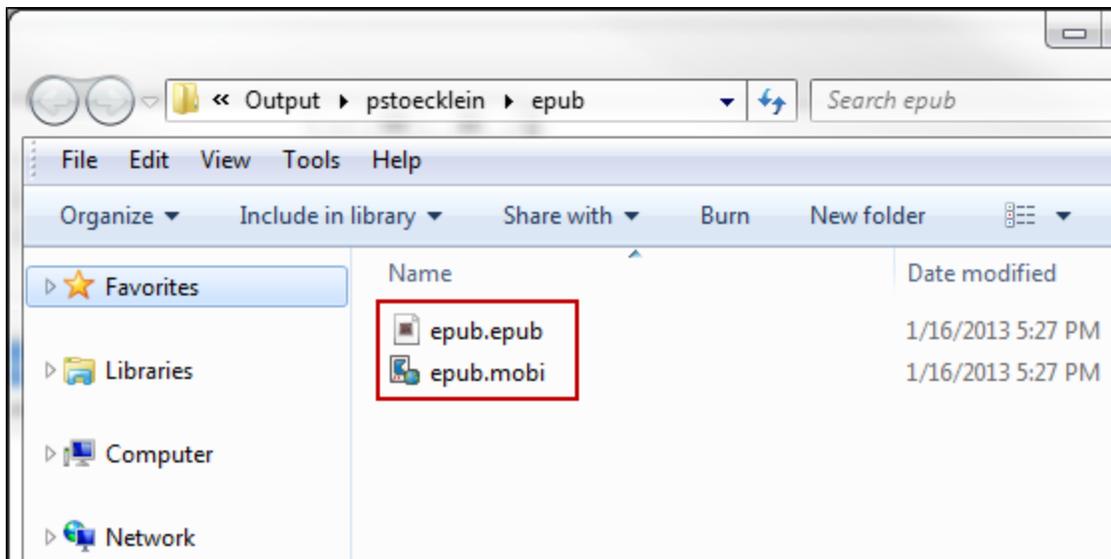
ENABLE MATHMLTO PNG CONVERSION

If you use the Equation Editor to insert equations, you are in essence creating MathML markup. This type of content is supported for EPUB output.

If you need to produce output that can be displayed on older readers, you can select this option. All of your MathML content will be converted to PNG image files.

EMBED FONTS

Flare includes all of your used fonts in the final EPUB output file. Therefore, if someone has a reader that does not have your fonts installed, that person will still be able to see your content as you designed it.

Embedding fonts may not be supported by all e-readers. Additionally, you may choose not to embed fonts if you have a very large project, because this option can slow down your compile time.

ENABLE DYNAMIC CONTENT

If you use dynamic content—togglers, popups, drop-downs, expanding text, slideshows, or help controls—in your output, you may want to enable dynamic content for your EPUB target so your users can take advantage of these features.

Dynamic content makes your content look more interesting, but it is not supported on all e-readers. You may want to create one version of your EPUB content with dynamic content enabled, and another version with dynamic content disabled to accommodate users with different e-readers.

☆ **EXAMPLE** You have an EPUB output that uses a lot of dynamic content. You decide to create two versions of the content so readers can view it no matter what kind of e-reader they are using.

After you create your content, you build one version of the EPUB output with the dynamic content disabled. This version is for users who have older e-readers or are using e-readers that do not support all dynamic content. Because they have older e-readers, they might not be able to see all of your content, like slide shows. Other content might be displayed as footnotes or as expanded text.

To create this output, you open the Target Editor, select the **EPUB Options** tab, and make sure the **Enable Dynamic Content** check box is deselected. Then you build the output.

☆ When you view the output, it looks like this:

Topic

Dynamic content disabled

This is a toggler

Delete this text and replace it with your own content.

THIS IS A DROP-DOWN

Delete this text and replace it with your own content.

THIS IS A DROP-DOWN

And this text expands within the drop-down [1]

This is a pop-up [1]

[1]*Delete this text and replace it with your own content.*
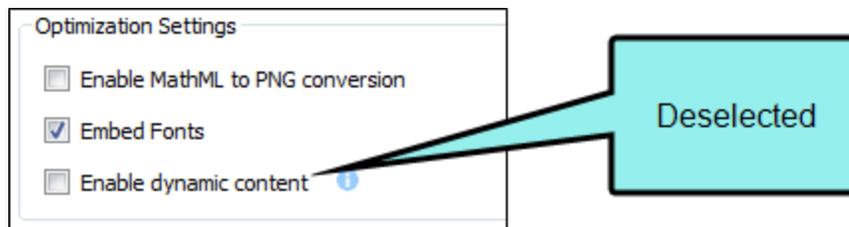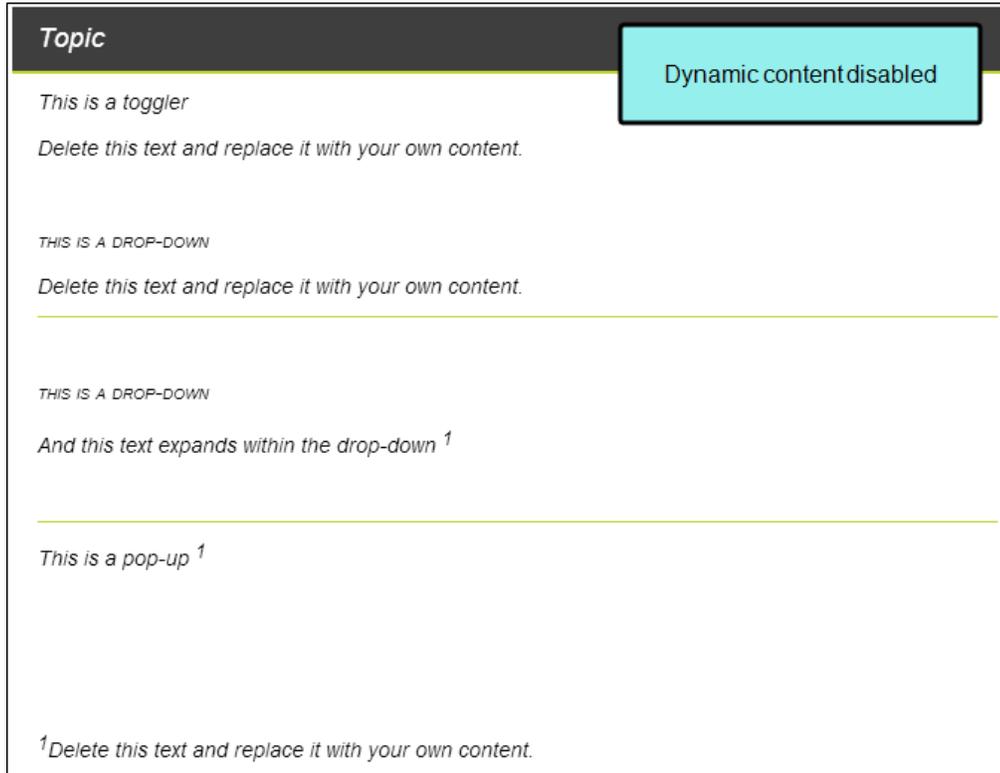
Next, you create a version of the EPUB content with the dynamic content enabled. This version is for users with newer e-readers that fully support EPUB 3, so they can take advantage of all of the features of the output, like drop-downs and slideshows.

To create this output, you open the Target Editor, select the **EPUB Options** tab, and make sure the **Enable Dynamic Content** check box is selected. Then you build the output.

Optimization Settings

☐ Enable MathML to PNG conversion

☑ Embed Fonts

☑ Enable dynamic content ⓘ

Selected

☆ When you view the output, it looks like this:

You can now provide both outputs to your users, and they can pick the best one for their needs.

4. Click 💾 to save your work.

NOTE For all supported image types (PNG, JPEG, JPG, GIF), the cover art in MOBI output has a minimum width or height of 300 pixels.

NOTE Dynamic content is not supported in MOBI output. To generate valid MOBI output, you must create another EPUB target with dynamic content disabled.

NOTE Display issues with dynamic content may be caused settings in your browser or the type of file you are generating.

NOTE Because some dynamic content, like slideshows, is visible only when it is enabled, you may want include this information elsewhere in the output or only use this kind of content for less important information. This way it is available to all users.

▎ MS Word Options Tab

The following can be done on the MS Word Options tab of the Target Editor.

Specifying Word Options

If you are sending output to Microsoft Word, you can access Word options in the Target Editor. These options let you specify document properties and other options for the output.

How to Specify Word Options

1. Open a target that is using the Word format. If necessary, you can change the output type for a target.

2. Select the **MS Word Options** tab.

3. Complete the options on the tab as necessary.

> 🗒 **NOTE** If you want to insert a variable in a field, you can click 🖼. The variable will appear as syntax in the field, but in the output the variable definition will be shown.

DOCUMENT PROPERTIES

Enter metadata information such as the document title, author, subject, keywords, etc.

OUTPUT OPTIONS

- **Embed Images in output** Ensure that images are embedded in Microsoft Word output.

- **Enable review mode in output** If you want to automatically track any changes made to the Word document after you open it, you can enable review mode in the Word output. This will automatically enable the Track Changes feature in Word.

- **Generate PDF for MS Word output** If you are building Microsoft Word targets, you can send the output to Adobe's Portable Document Format (PDF) as well. When you use this feature, Flare generates the native Word documents, in addition to a PDF file.

- **Generate XPS for MS Word output** If you are building Microsoft Word targets, you can send the output to Microsoft XPS as well. When you use this feature, Flare generates the native Word documents, in addition to an XPS file.

- **Generate multiple documents for MS Word output** If you are generating Word output, you can split the generated output into multiple documents, rather than using the default, which results in only one document. To create multiple Word documents, you must also specify chapter breaks at the appropriate places in the TOC (not the TOC that displays in the Word output, but in the outline TOC used to determine the printed manual content and structure). This can be done on the Printed Output tab of the TOC Properties dialog. By specifying chapter breaks, you are letting Flare know where you want to split the output into new Word documents.

- **Generate "Mirror Margins" for MS Word output** Let's say you create a page layout with mirror margins on pages (e.g., the odd pages are set up to have a left margin of 2 inches and a right margin of 1 inch, whereas the even pages are set up to have a left margin of 1 inch and a right margin of 2 inches). In such a case, Microsoft Word is unable to display the correct margins without a little help. Therefore, you need to enable mirror margins by selecting a single check box in the Target Editor. When you generate Word output, you will then see the appropriate margins on each page.

- **Disable Template Pages for MS Word output** Let's say you have used template pages in earlier versions of Flare when creating Word output, but now you decide to use the newer page layouts instead. You can manually remove all links to template pages in your target and table of contents. However, another alternative is to click this option instead. By selecting this option, Flare will ignore all links to template pages when you generate the Word target. It will instead use links that you provide to any page layouts.

4. Click ![save icon] to save your work.

❚ PDF Options Tab

The following can be done on the PDF Options tab of the Target Editor.

Specifying PDF Options

If you are sending output to Adobe PDF, you can access PDF options in the Target Editor. These options let you specify the way that images, document properties, PDF tagging, the initial view, and security are handled in the output.

How to Specify PDF Options

1. Open a target that is using the PDF format.

2. Select the **PDF Options** tab.

3. Complete the options on the tab as necessary.

> 🗒 **NOTE** If you want to insert a variable in a field, you can click 🖼. The variable will appear as syntax in the field, but in the output the variable definition will be shown.

IMAGE COMPRESSION

- **Downsample images above** Select this if you want to downsample images and then enter the number of pixels per inch. Downsampling means to reduce the number of pixels in an image, which can significantly reduce the size of the PDF.

- **Compression** Select an option for the compression.

  - **Automatic** This uses Flare's internal lossless compression algorithm on all images. Lossless compression lets you reduce file size without sacrificing image quality. JPEGs remain as they are.

  - **JPEG** This converts all images to JPEG with some compression.

- **Quality** If you select the "JPEG" option, you can also choose an option from this field. Maximum uses the least amount of compression and results in a higher file size.

DOCUMENT PROPERTIES

- **Title** Enter the title for the PDF document. This information is included in the final PDF output (e.g., shown in the file properties). The same is true for the Author, Subject, and Keywords fields.

- **Author** Enter the name of the author.

- **Subject** Enter the subject of the document.

- **Keywords** Enter any keywords for the document.

- **Include non-TOC bookmarks in the bookmarks pane** If you have inserted bookmarks randomly in some of your topics, by default these will not appear as links in the output navigation pane. If you want these bookmarks to be shown in the navigation pane (under your table of contents links) you can click this check box.
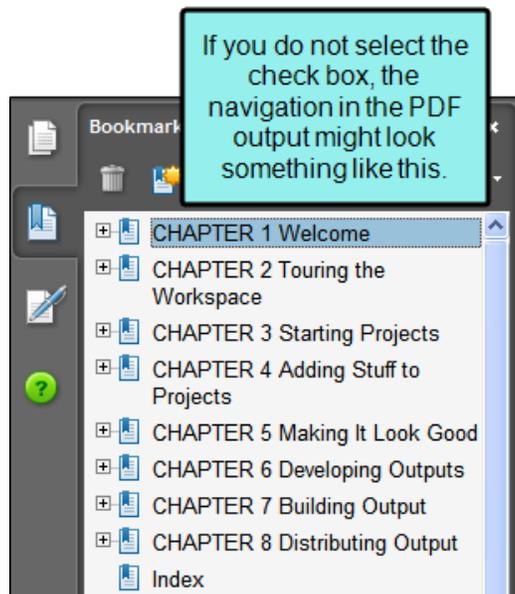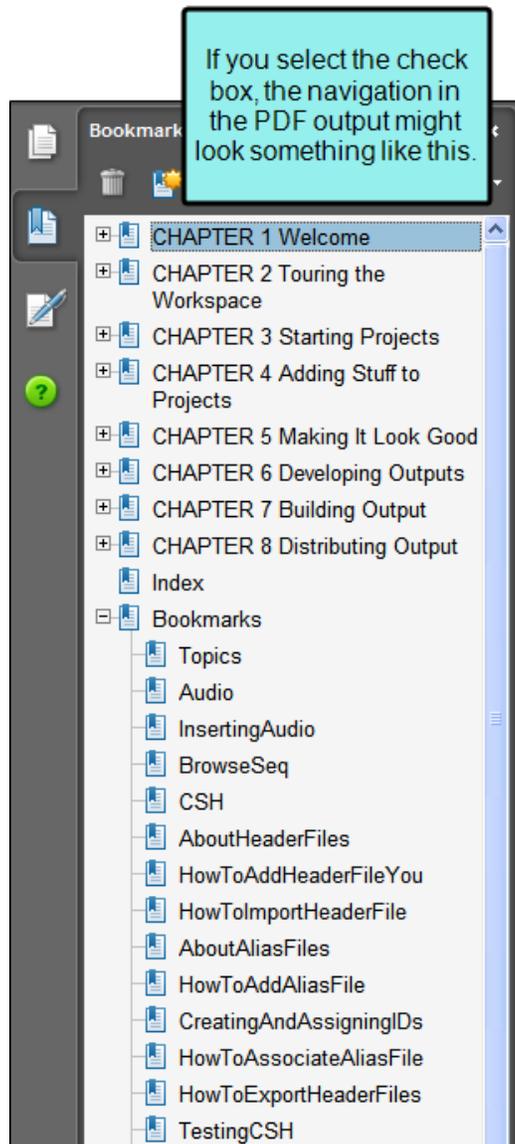
- **Create named destinations for bookmarks** Select this check box if you want to automatically create named destinations everywhere a bookmark exists. This lets you create links from a file to a specific location in a PDF. You can also insert named destinations manually.

- **Include Crop and Registration Marks** Select this check box if you want to include crop and registration marks in the output. These are elements that are often used when documents are sent to a professional printer.

  - **Crop marks** These are thin vertical and horizontal lines that show the edges of the page, where it will be trimmed by the printer. The location of crop marks are determined by the page size you specify.

  - **Registration marks** These are small cross-hair target icons shown next to crop marks. Each color in the final output is printed on its own layer. Therefore, in order to make sure the colors are matched up accurately, printers use registration marks to align plates on the press.

☆ **EXAMPLE**
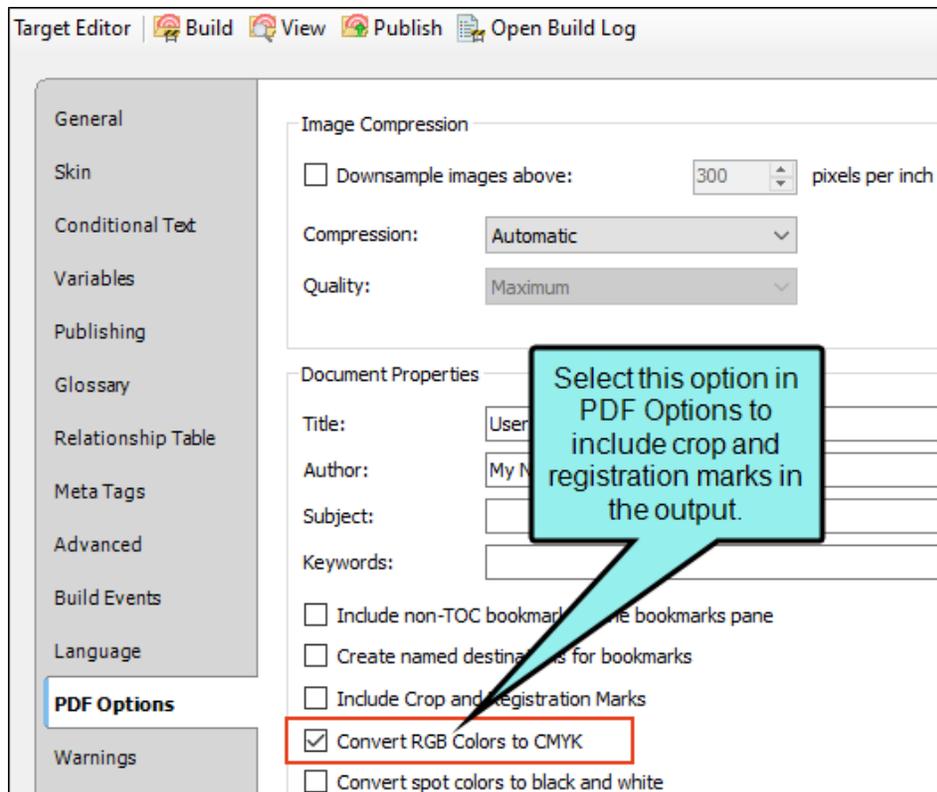
☆ Here is PDF output showing crop and registration marks.
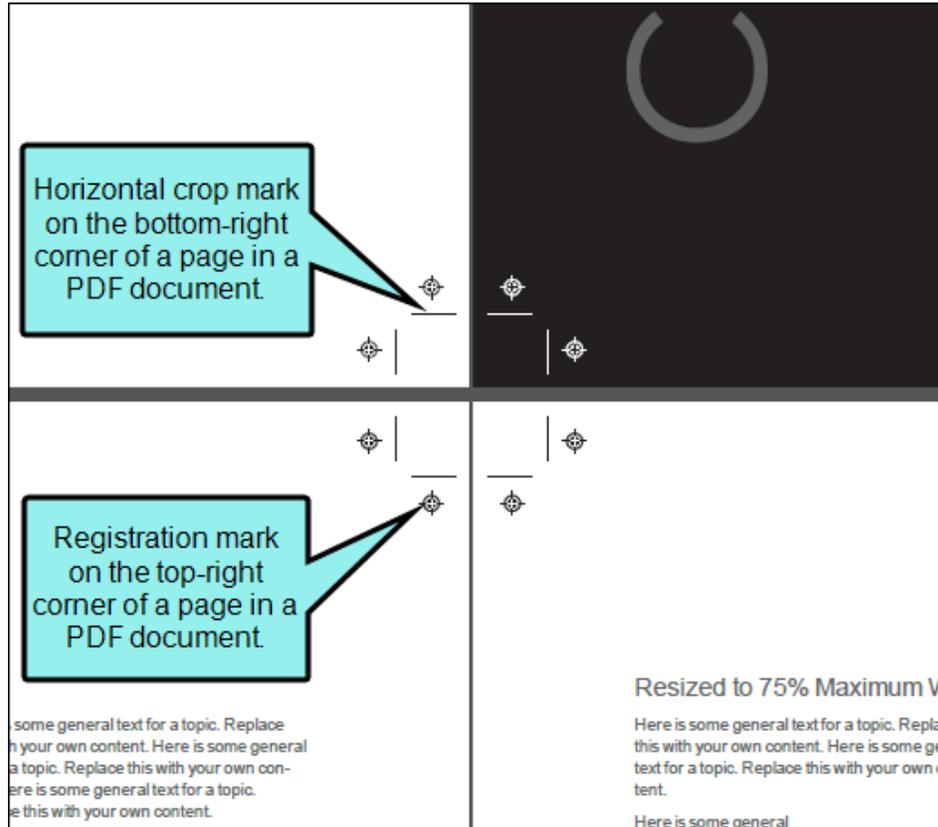
- **Convert RGB Colors to CMYK** Select this check box if you have used only RGB colors in your content and want all of those occurrences to be converted to the CMYK model in the output. CYMK is an acronym for the four primary colors used in printing (Cyan, Magenta, Yellow, and Key—or black). Whereas CMYK is often the preferred model for print-based output, the RGB (Red, Green, Blue) model is primarily intended for electronic content.

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

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

COPYRIGHT

You can add copyright metadata to your PDF output, providing information about the document's status (Unknown, Copyrighted, Public Domain), notice text, and a URL for information. However, this information can be accessed only if you are using Adobe Acrobat Pro to view the output (by selecting Properties > Additional Metadata).

PDF TAGGING

- **Generate tagged document for PDF/UA** Select this to generate a tagged PDF. This gives the file a structure similar to that of the source XHTML documents. This structure is necessary for certain accessibility applications, including screen readers. For more information about viewing the tag structure in third-party tools (e.g., Adobe Acrobat Pro), please refer to the documentation provided with that application.

INITIAL VIEW

- **Magnification** Select the default size for displaying the PDF output when an end user opens it (e.g., actual size, fit page, fit width, a specific percentage).

- **Navigation** Select how you want the output to be displayed by default when it comes to navigation features (Page Only, Bookmarks Panel, and Page).

- **Page layout** You can select any of the following options to set the page layout that the reader initially sees when opening the PDF.

  - **(default) Single Page** This displays one page at a time, with no portion on other pages visible. When you slide the scroll bar, the current page does not scroll; instead, the next page appears quickly.
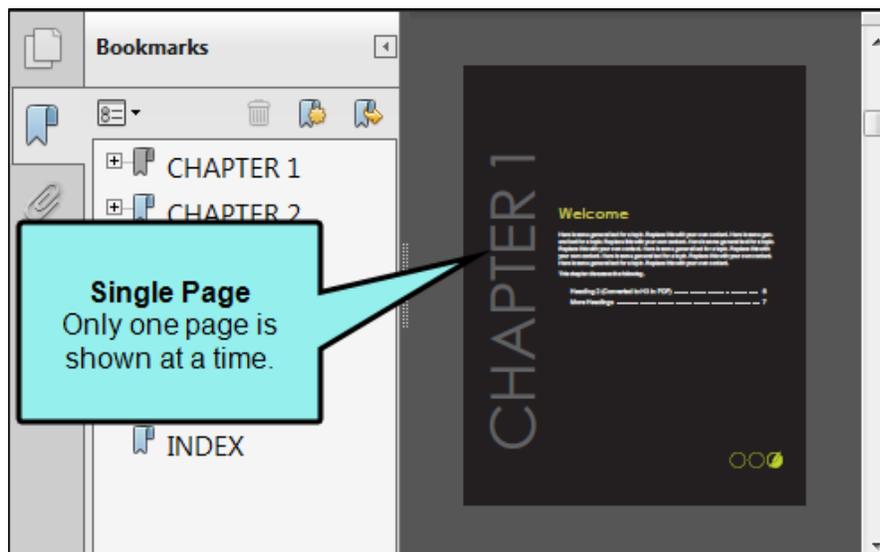
- **Single Page Continuous** This displays pages in a continuous vertical column that is one page wide. When you slide the scroll bar, the current page scrolls until the next page smoothly comes into view.
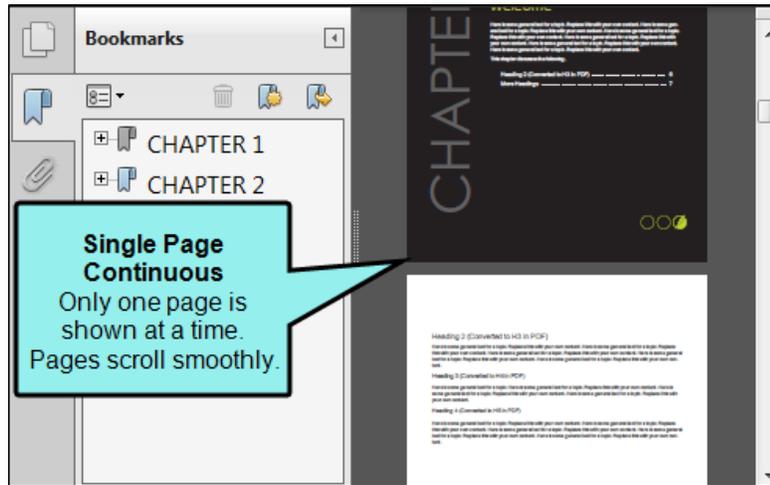
- **Two-Up (Facing)** This displays each two-page spread with no portion of other pages visible. When you slide the scroll bar, the current pages do not scroll; instead, the next pages appear quickly.
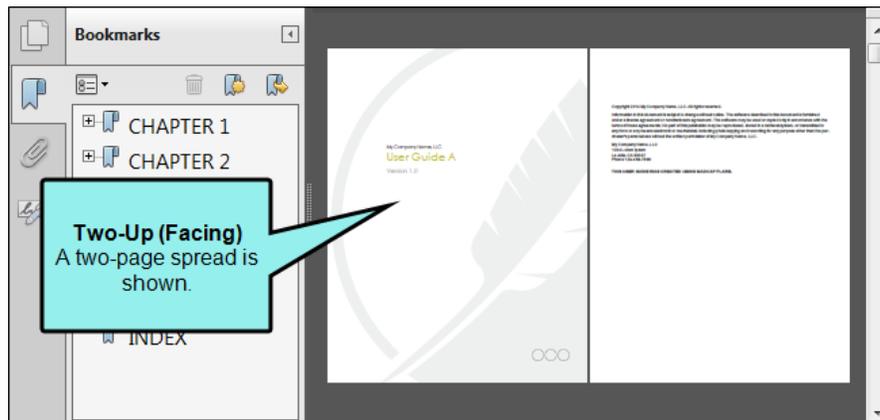
- **Two-Up Continuous (Facing)** This displays facing pages side by side in a continuous vertical column. When you slide the scroll bar, the current pages scroll until the next pages smoothly come into view.
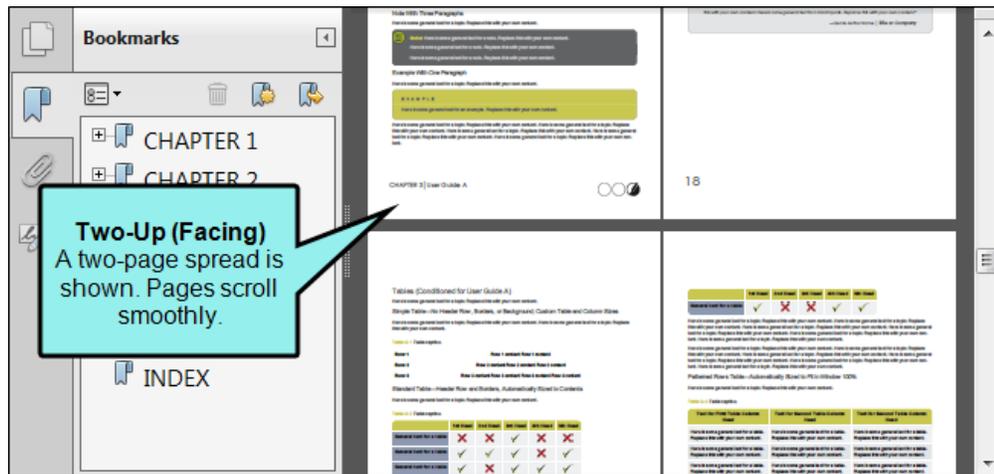
- **Two-Up (Cover Page)** This displays the first page by itself. After that it displays each two-page spread with no portion of other pages visible. When you slide the scroll bar, the current pages do not scroll; instead, the next pages appear quickly.
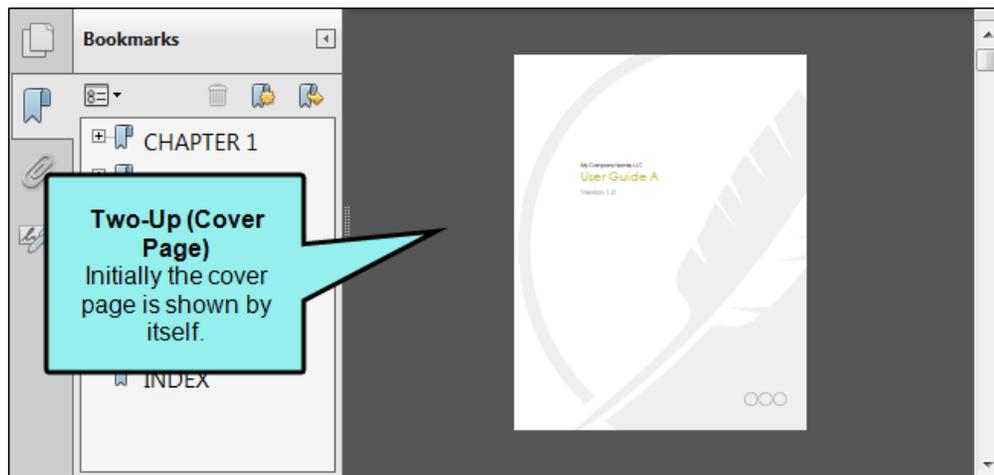
- **Two-Up Continuous (Cover Page)** This displays the first page by itself. After that it displays each two-page spread with no portion of other pages visible. When you slide the scroll bar, the current pages scroll until the next pages smoothly come into view.
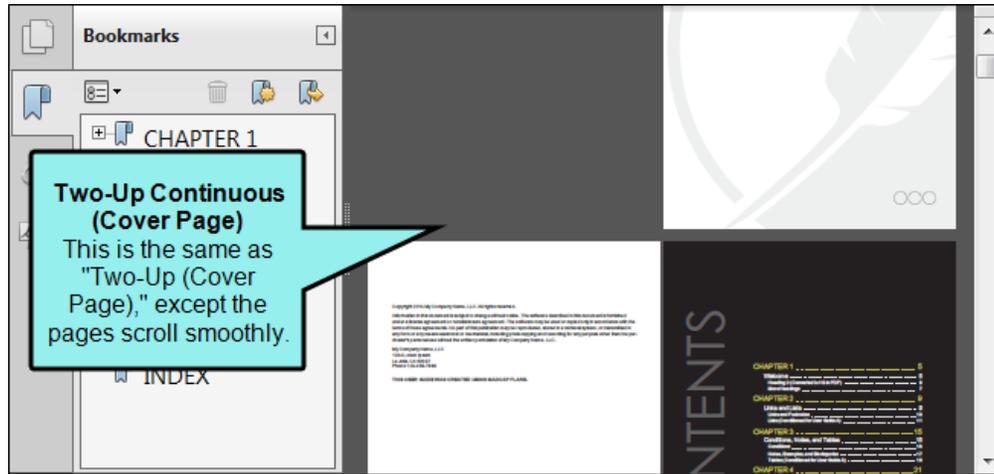
- ▪ **Title bar** You can select one of the following to determine the text shown in the title bar of the PDF output.

  - **File Name** This is the text specified in the Output File field on the General tab of the Target Editor.

  - **Document Title** This is the text specified in the Title field on the PDF Options tab of the Target Editor.

- ▪ **Collapsed bookmarks** Select this if you want the bookmark folders to be collapsed initially in the bookmark panel of the output.

- ▪ **Open in full screen mode** Select this if you want the output to be displayed initially in full screen mode, taking over the reader's entire screen.

SECURITY

- **Require password to open** Select this if you want users to be required to enter a password in order to open the document. Then type the password you want to use.

  Specify the amount of security for the document.

  - **40-bit** Not as secure, but can be viewed with Adobe Reader 3.0 and higher

  - **128-bit** More secure, but can be read only with Adobe Reader 5.0 and higher

- **Restrict permissions** Select this if you want to limit what readers of the document can do unless they have the permissions password. Then type the password you want to use. When you set only a permissions password, recipients don't need a password to open the document. However, they must type the permissions password to set or change the restricted features. This option works with Adobe Acrobat Reader 9.0 and higher.

  In the **Open Permissions** section, specify the actions that you want to restrict.

> **NOTE** If the PDF is secured with both types of passwords, it can be opened with either password. However, only the permissions password allows the user to change the restricted features. Because of the added security, setting both types of passwords is often beneficial. All Adobe products enforce the restrictions set by the permissions password. However, if third-party products do not support or respect these settings, document recipients are able to bypass some or all of the restrictions you set.

4. Click ⊞ to save your work.

> **NOTE** You can also add metadata to PDF output by creating meta tags.

> **NOTE** File size results with these options may vary.

▌Warnings Tab

The following can be done on the Warnings tab of the Target Editor.

Ignoring Warnings When Building Output

Supported In:
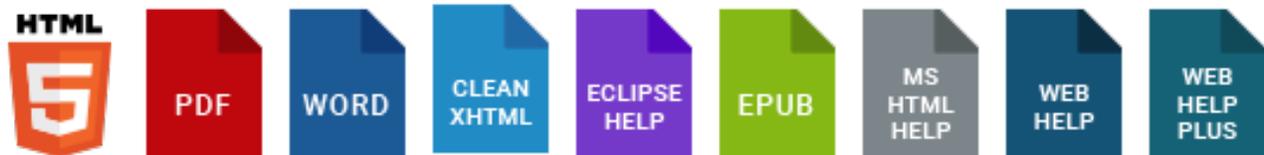
You can tell Flare to ignore certain warnings so that they do not display as such in the Builds window pane when generating output. This can be done globally for all targets in all projects. You can also override those global settings for a specific target in a project.

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

How to Ignore Warnings Globally

1. Select **File > Options**.

2. Select the **Build** tab.

3. In the **Warnings** section of the tab, you can remove check marks next to any warning that you want Flare to ignore. By default, all check boxes are initially selected.
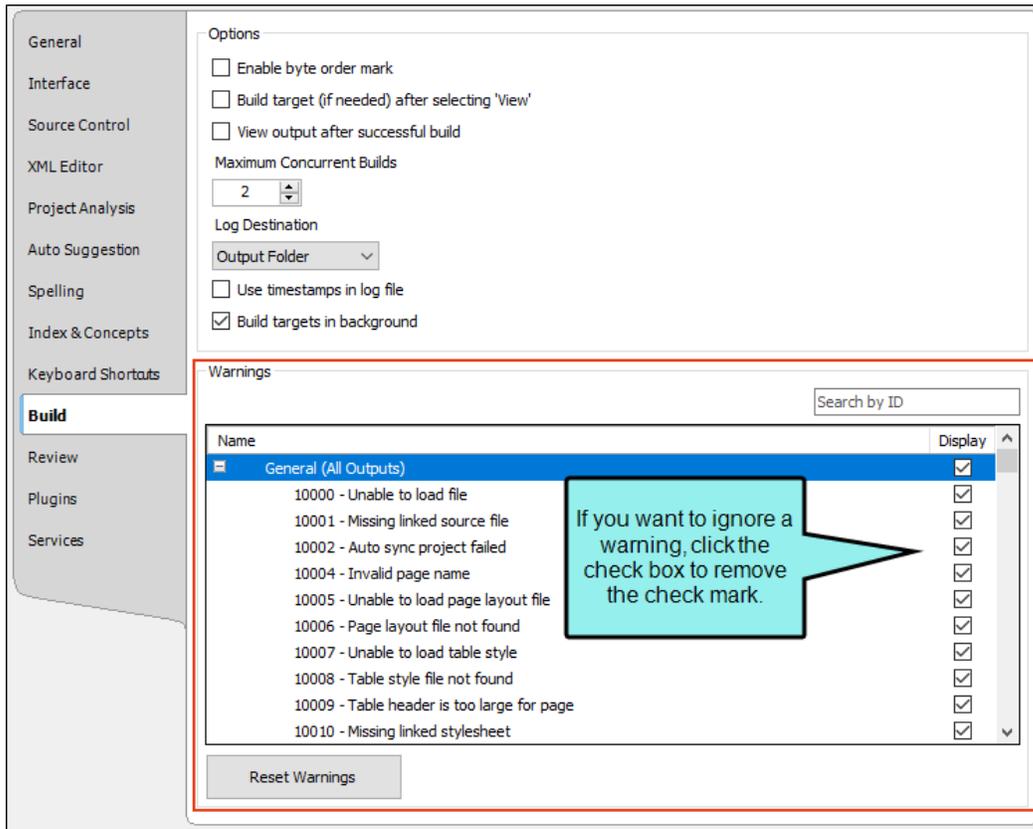
If you want to return to the default settings where all of the check boxes are selected, you can click **Reset Warnings** at the bottom of the tab.

4. Click **OK**.

If you are building targets, the Ignored Warnings column in the Builds window pane indicates how many warnings were ignored during the build.

How to Ignore Warnings for a Target

1. Open a target.

2. Select the **Warnings** tab.

3. Click **Use target build warnings instead of global settings**. This enables the area below with all of the check boxes.

4. You can remove check marks next to any warning that you want Flare to ignore for that target. By default, all check boxes are initially selected.
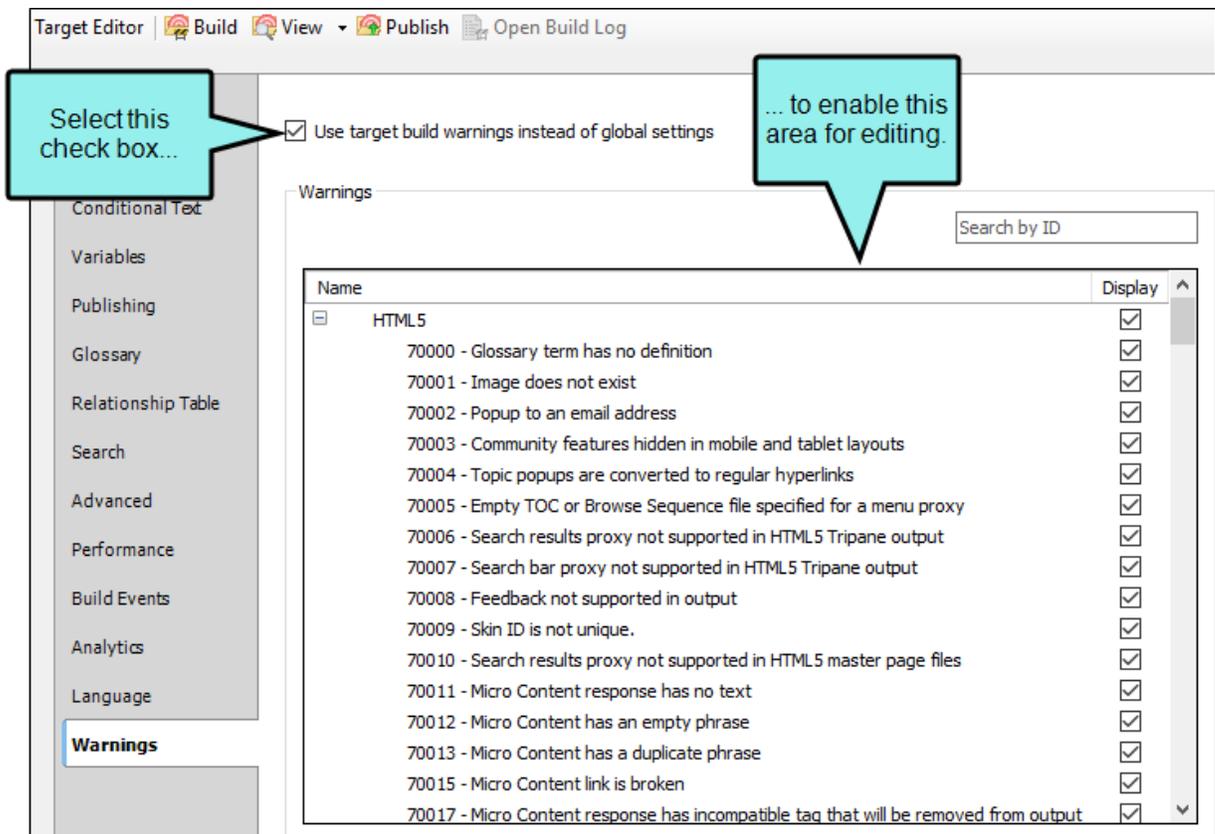
5. Click 💾 to save your work.

Search by ID

Each type of warning has a numerical ID to the left of it. You can use the Target Editor's search field to quickly jump to a particular warning.
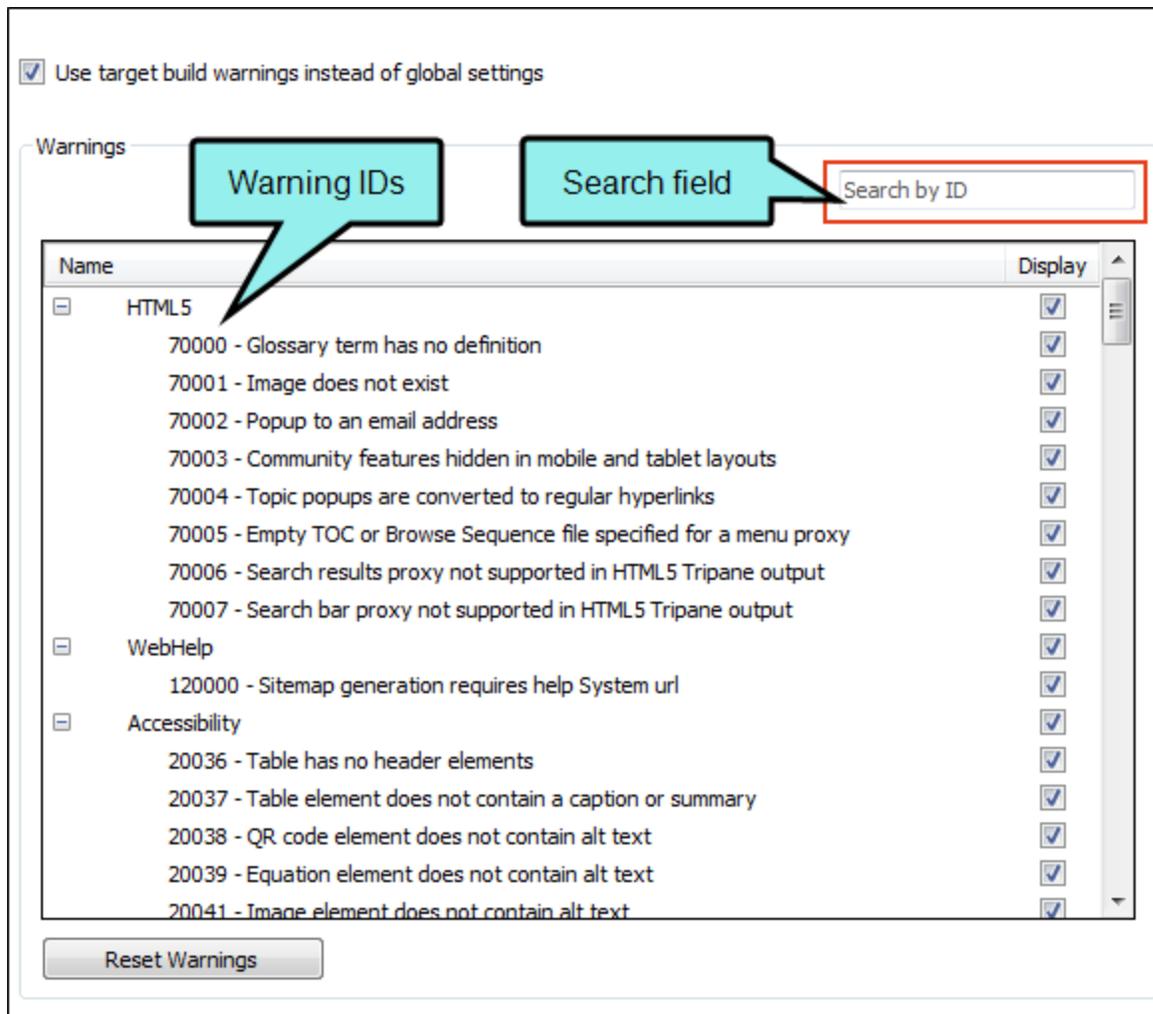
What's Noteworthy?

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

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

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

Building and Publishing Output

After you have created a project, added and formatted content, and developed a target, you are ready to build and publish the final output. Of course, you can build the output at any point during the development process, but if you make additional changes to content, targets, or the look and feel, you will need to build the output again to make sure the changes are included in the files that you deliver to your end users.

This chapter discusses the following:

❙ Building and Publishing the Primary Target

Use the following steps if you want to quickly build and publish the primary target for your project.

A target is a file that generates output from your project. You want your output to look and behave in a certain way, but not all authors have the same audience or work for the same company with the same needs and the same computer networking setup. Therefore, Flare lets you choose the best type of output(s) for your needs. A target file is used for each *instance* of an output type. And you can have many targets in your project (e.g., eight targets using PDF, two targets using HTML5).

So what is the big deal with the primary target? It is simply about convenience. Although you can use more than one target for your project—you will most likely use just one target most of the time. So Flare lets you designate one target as your primary target and gives you shortcuts to perform certain tasks with it, including building the output from the primary target.

How to Build and Publish the Primary Target

1. (Optional) If you plan to use the publishing destination feature to automatically copy your generated output files to a specific location, make sure you have already created the destination file and associated it with your target.

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

    - **Ribbon** Select **Project > Build Primary** (to build only) or **Project > Publish Primary** (to publish a target that has already been generated).
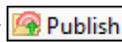
    - **Local Toolbar** Open the target. In the local toolbar of the Target Editor click (to build only) or (to publish a target that has already been generated).

    - **Keyboard Shortcut** Press **F6** (to build only) or **CTRL+F6** (to publish a target that has already been generated).

3. (Optional) A row is added to the Builds window pane, showing the progress of the target as it is generated and/or published. If the target generates or publishes successfully, the color of the Progress column changes from light to dark green, and the State column displays "Publish Complete" (if you published). You can then double-click that row or select it and click **View Output**.

4. (Optional) The log file is generated and saved automatically at the location you specified on the Build tab of the Options dialog (**File > Options**). The default location is the root level of the output folder for that target. You can tell if errors or warnings have occurred by looking at the appropriate columns in the Builds window pane. You can then select that row and in the local toolbar click **Open Build Log**.

❙ Building and Publishing a Single Target

Use the following steps if you want to build and publish a single target in your project that may or may not be designated as your primary target.

How to Build and Publish a Target

1. (Optional) If you plan to use the publishing destination feature to automatically copy your generated output files to a specific location, make sure you have already created the destination file and associated it with your target.

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

   - **Ribbon** Select **Project > Build Primary > Build [name of target]** (to build only) or **Publish Primary > Publish [name of target]** (to publish a target that has already been generated).

   - **Local Toolbar** Open the target. In the local toolbar of the Target Editor click (to build only) or (to publish a target that has already been generated).

   - **Right-Click** In the Project Organizer, expand the **Targets** folder, right-click on a target, and from the context menu select **Build [name of target]** (to build only) or **Publish [name of target]** (to publish a target that has already been generated).

   > 📝 **NOTE** If you choose to publish a target that does not have generated output (or it is out of date), Flare will let you know and ask if you want to build it first. If you select Yes, Flare will build the target and then immediately publish the output files.

3. (Optional) A row is added to the Builds window pane, showing the progress of the target as it is generated and/or published. If the target generates or publishes successfully, the color of the Progress column changes from light to dark green, the Status column displays "Finished," and the State column displays "Publish Complete" (if you published). You can then double-click that row or select it and click **View Output**.

4. (Optional) The log file is generated and saved automatically at the location you specified on the Build tab of the Options dialog (**File > Options**). The default location is the root level of the output folder for that target. You can tell if errors or warnings have occurred by looking at the appropriate columns in the Builds window pane. You can then select that row and in the local toolbar click **Open Build Log**.

▎Building and Publishing Multiple Targets

Use the following steps if you want to quickly build and publish multiple targets using an option in the Builds window pane. The targets do not need to be within the project that you currently have open. This is an alternative to using batch targets (see "Building Output Using a Batch Target" on the next page).

How to Build and Publish Multiple Targets

1. (Optional) If you plan to use the publishing destination feature to automatically copy your generated output files to a specific location, make sure you have already created the destination file and associated it with your target.

2. Open the Builds window pane (**View > Builds**).

3. In the local toolbar of the Builds window pane, click **Build Targets**. The Select Targets to Build dialog opens.

4. On the left side of the dialog, navigate to the Flare project whose targets you want to build. When you find the project, select the **FLPRJ** file. Any targets in the selected project are automatically listed on the right side of the dialog.

5. Click the **Build** and/or **Publish** check boxes for each target you want to compile or publish.

6. Click **OK**. In the Builds window pane, rows are added for each target you select and they begin to compile and/or publish.

▮Building Output Using a Batch Target

A batch target is a file that points to multiple targets and stores information such as whether to build or publish targets, as well as scheduling commands. After creating the file, you can specify its settings in the Batch Target Editor.

A batch target file has an .flbat extension and is stored in the Project Organizer under the Targets folder.

☆ **EXAMPLE** You have a project with 17 targets and you need to build and publish 12 of those targets at the beginning of each day. Rather than manually building and generating each of these targets, you can use a batch target. Within this batch target, you can select the check boxes at the top of the Build and Publish columns. This automatically selects the check boxes for each target. Then you can manually deselect the 5 targets you do not wish to build or publish. Furthermore, you can use the Schedule tab in the batch target to specify that the batch should be run each night at 2 a.m. When you arrive at the office each morning, the outputs for those 12 targets will already be generated and placed in the appropriate publishing destination folders.

Batch Generate Interface vs. Command Line

The batch target in the Flare interface is similar to the command line feature. However, the command line feature works outside of the Flare interface, is a bit more manual, and does not support as many processes.

How to Create a Batch Target

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

   - **Ribbon** Select **Project > New > Batch Target**.

   - **Right-Click** In the Project Organizer, right-click on the **Targets** folder and from the context menu select **Add Batch Target**.

   The Add File dialog opens.

2. In the **File Type** field at the top, make sure **Batch Target** is selected.

3. In the **Source** area, choose to create the new file based on a template or an existing file.

   - **New From Template** Choose either a factory template file or one of your own custom template files as a starting point. The new file will take on all of the settings contained in the template. If you want to use the factory template provided by Flare, expand the **Factory Templates** folder and click on a template file. If you want to use your own custom template file, expand the appropriate folder and click on a file. For more information about templates, see the online Help.

   - **New From Existing** Choose an existing file of the same type as a starting point for your new file. As with template files, your new file will take on all of the settings contained in the file you select. To use this option, click ⬚, use the Open File dialog to find a file, and double-click it.

4. (Optional) If you want to place the file into a subfolder previously created in the Content Explorer or Project Organizer, in the **Folder** field click ⬚ and select the subfolder. Otherwise, keep the default location.

5. In the **File Name** field, type a new name for the batch target.

6. (Optional) If you want to apply condition tags to the file, expand the **Attributes** section at the bottom of the dialog. Next to the **Condition Tags** field, click ⬚ and select the conditions you want to apply. Click **OK**.

7. (Optional) If you want to apply file tags, expand the **Attributes** section at the bottom of the dialog. Next to the **File Tags** field, click ⊡ and select the file tags you want to apply. Click **OK**.

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

9. A message asks if you want to create a scheduled task. Click **Yes**. The Batch Target Editor opens to the right.

10. The Targets tab in the editor displays all of the non-batch targets already contained in your project. Click the **Build** and/or **Publish** check boxes next to the targets that you want to be affected when the batch runs. You can also click the check boxes at the top of each column; this selects all of the check boxes in that column. Clicking the top check box again deselects all of the check boxes in the column.

> ☐ **NOTE** In order for targets to be published when the batch runs, you must also create and associate a publishing destination with the target(s).

11. Click ⊞ to save your work.

(Optional) How to Schedule Build or Publish Processes

After you create a batch target in the Flare user interface, you can start that batch whenever you need to (i.e., tell it to start building and/or publishing the related targets). However, you also have the option of creating scheduled tasks. You might do this if you want your targets to be generated or published automatically overnight. Scheduled builds are created using the Windows Task Scheduler. However, the user interface in Flare makes it easier for you to create scheduled tasks without leaving the application. If you use this scheduling feature, you do not need to have Flare open at the time the batch runs.

When a scheduled task runs, the command prompt window opens on your computer and minimizes while the batch runs. This window closes automatically when the batch process is finished. If any errors or warnings occur during the process, a report is automatically saved so you can review the messages. You can then open the error report file from the Reports folder in the Project Organizer.

1. From the **Targets** folder in the Project Organizer, open the batch target file.

2. In the Batch Target Editor, click the **Schedule** tab.

3. If a message indicates that you must create a scheduled task, click **Yes**.

4. At the bottom of the tab, click **New**.
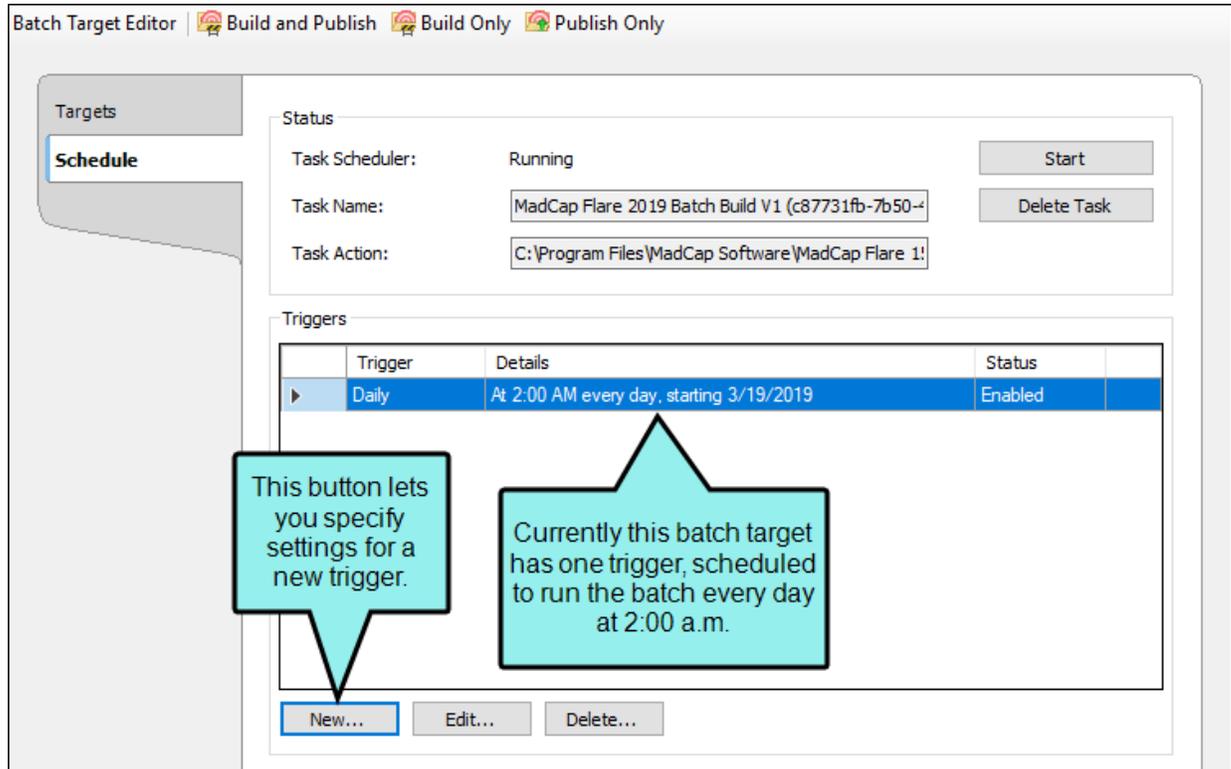
The New Trigger dialog opens.

5. In the **Settings** area, select how often you want the trigger in the batch to be run. You can also click in the **Start** fields to change the beginning date and/or time:

   ■ If you select **One Time**, click in the **Start** fields to change the beginning date and/or time.

   ■ If you select **Daily**, a field displays so that you can specify a certain number of days for the process to recur.

- If you select **Weekly**, a field displays so that you can specify a certain number of weeks for the process to recur. In addition, check boxes are available so that you can select certain days of the week for the process to run.

- If you select **Monthly**, additional fields are displayed so that you can select certain months for the process to run, even on specific days during particular months.

6. (Optional) In the **Advanced Settings** area, you can set any of the following.

- **Repeat task every** You can specify if you want the trigger for the batch to run periodically after a certain number of minutes or hours.

- **For a duration of** You can specify how long you want the trigger for the batch to be repeated.

- **Expire** You can specify whether the trigger for the batch should stop running after a certain date.

- **Enabled** By default the trigger for the batch will be enabled. However, you can disable the trigger if necessary. The trigger will remain in the batch file (even though it will not run while being disabled). You can re-enable it in the future if you want.

7. Click **OK**.

> ⊘ **TIP** Because scheduled tasks in batch targets use Windows Task Scheduler, the settings in that utility are applied. By default, scheduled tasks will run only if you are logged on. However, you can change this setting in Windows Task Scheduler so that the batch runs whether you are logged on or not. The steps on working with Windows Task Scheduler may be different depending on your operating system.

> 🗒 **NOTE** If you create a scheduled task in a batch target, a .job file may automatically created in Windows Task Scheduler. If you delete the batch target from within Flare, the .job file is automatically removed from Windows Task Scheduler. However, if you delete the project or batch target from Windows (outside of Flare), the .job file might remain in Windows Task Scheduler. Therefore, you may need to remove the .job file manually from there.

(Optional) How to Manually Start Build or Publish Processes

Although you can schedule a batch target to run at a specific time, you can always open the batch target and manually start the batch.

1. From the **Targets** folder in the Project Organizer, open the batch target file.

2. In the local toolbar of the Batch Target Editor, click any of the following.

   - **Build and Publish** Builds and publishes the selected targets (if they have check marks in the Build and Publish boxes in the batch target).

   - **Build Only** Builds the selected targets (if they have check marks in the Build box in the batch target).

   - **Publish Only** Publishes the selected targets (if they have check marks in the Publish boxes in the batch target).

   > **NOTE** When you click the Publish Only option, Flare makes sure that each selected target already has generated output files. If so, those targets are published. If output has not yet been generated, Flare builds the target and then publishes its output files.
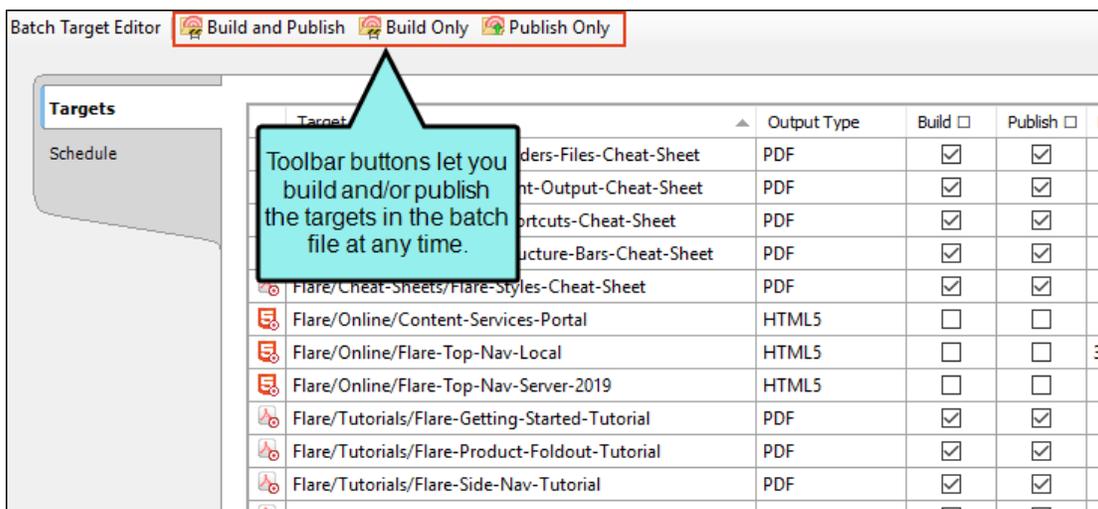
3. (Optional) For each target in the batch, a row is added to the Builds window pane, showing the progress of the target as it is generated. If the target generates successfully, the color of the Progress columns changes from light to dark green, and the Status column displays "Finished." You can then select that row and in the local toolbar click **View Output**.

4. (Optional) For each target a log file is generated and saved automatically at the root level of the output folder for that target, whether or not there are errors or warnings. You can tell if errors or warnings have occurred by looking at the appropriate columns in the Builds window pane. You can then select that row and in the local toolbar click **Open Build Log**.

What's Noteworthy?

⚠ **WARNING** If your computer's anti-virus (AV) software scans the Output folder during the build process and you experience one or more "Build Failed" errors, the AV software may be preventing the build process from accessing the output files. To avoid this, you can temporarily turn off or disable your AV scan. You may also be able to exclude the Output folder, add Flare to an exceptions list, or postpone/reschedule scans to a different time. See your AV vendor for information.

🗒 **NOTE** You can also select a target row in the Builds window pane and click **Rebuild Target** to generate the output again.

🗒 **NOTE** When you publish output using a batch target, changed files are replaced and stale files are always removed.

🗒 **NOTE** You cannot use scheduled tasks for batch targets if you are working in trial mode.

Viewing Output

You can view the generated output for any of the targets in your project in the following ways.

This chapter discusses the following:

I How to View Output for the Primary Target

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

   - **Ribbon** Select **Project > View Primary** (face of the button).

     Alternatively, if you want to view your output using a specific browser, you can do this from the ribbon. An extra flyout is provided in the drop-down if a particular target has generated output and your computer is set up to view it in different browsers or viewers.
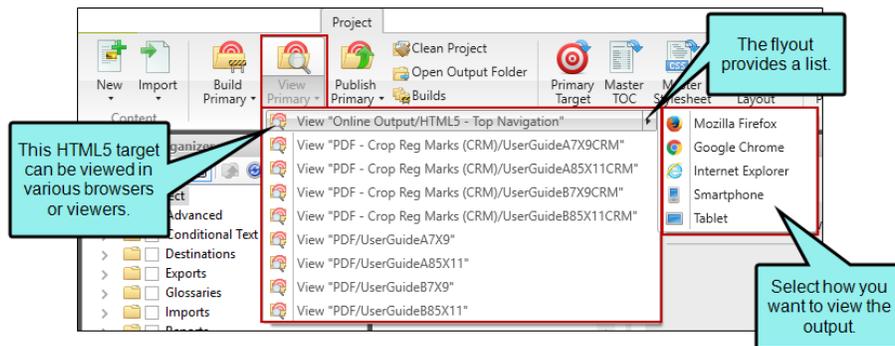
   - **Local Toolbar** In the local toolbar of the Target Editor click [View].

     Alternatively, if you want to view your output using a specific browser, you can do this from the Target Editor. An extra flyout is provided in the drop-down if a particular target has generated output and your computer is set up to view it in different browsers or viewers.
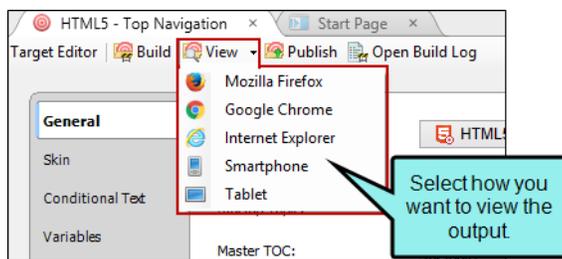
   - **Keyboard Shortcut** Press **SHIFT+F6**.

2. If the output for the target has not yet been generated or is out of date, a message lets you know and asks if you want to generate the output. Click **Yes**. The generated output opens.

❙ How to View Output for a Specific Target

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

   - **Ribbon** Select **Project > View Primary > View [name of target]**.

   - **Local Toolbar** In the local toolbar of the Target Editor click [View].

   - **Right-Click** In the Project Organizer, open the Targets folder, right-click on a target, and from the context menu select **View [name of target]**.

   - **Builds Window Pane** In the grid of the window pane, double-click the target row whose output you want to view.

     Alternatively, you can select the row, then in the local toolbar click **View Output**. Depending on the type of target, you can choose a specific browser or device (such as an EPUB reader) to view the output.
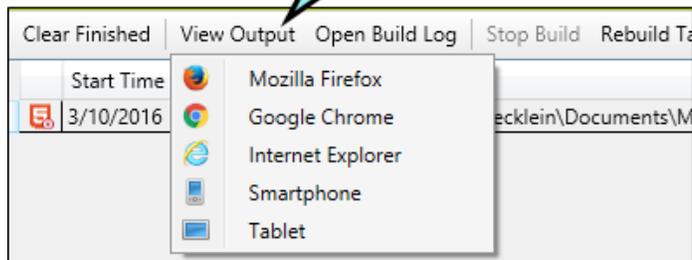
If you generated output that is enabled with responsive design, the View Output button in the Builds window pane includes view options not only for seeing output on a full browser output, but also on a tablet or smart phone.
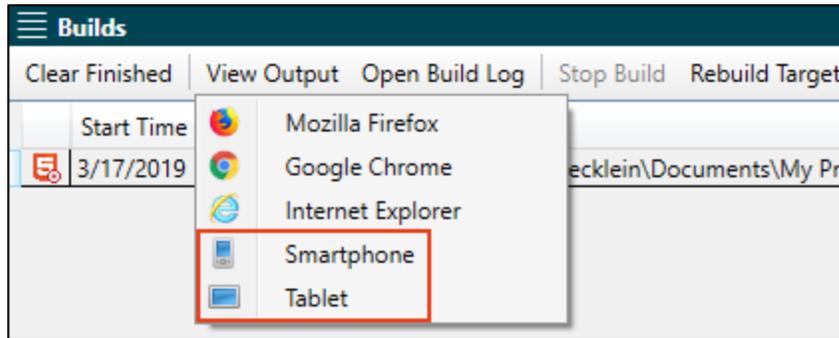
A preview of the output is shown based on your selection.

2. If the output for the target has not yet been generated or is out of date, a message lets you know and asks if you want to generate the output. Click **Yes**. The generated output opens.

▮ How to View Outputs Automatically

1. Select **File > Options**.

   The Options dialog opens.

2. Select the **Build** tab.

3. Select **View output after successful build**.
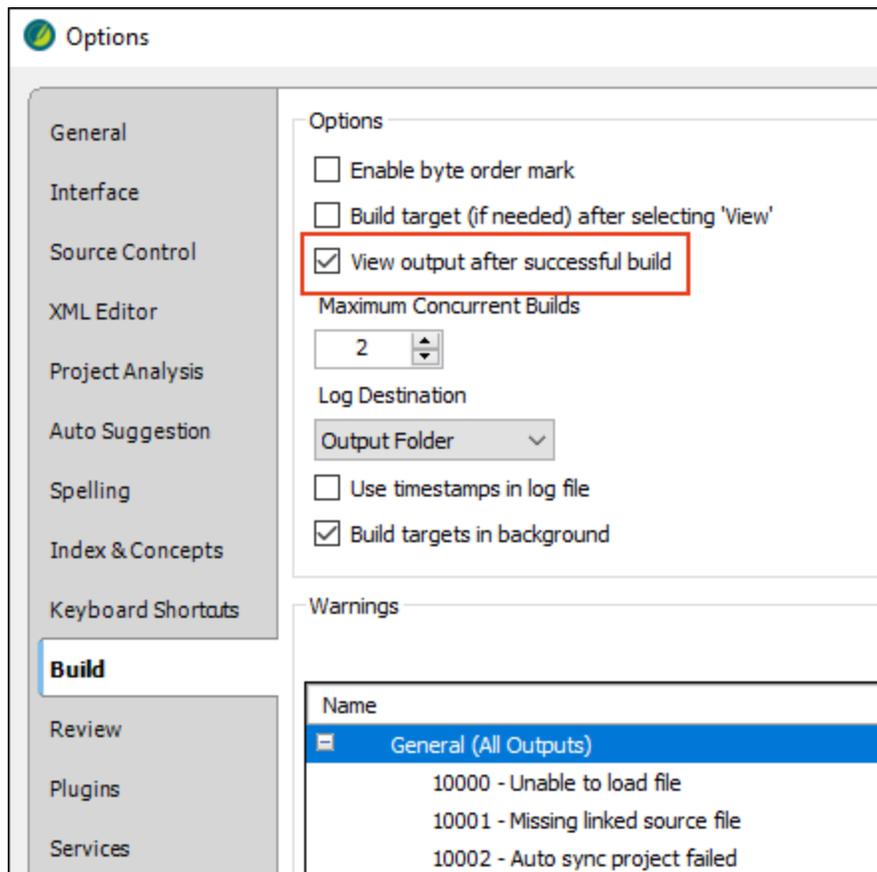
4. Click **OK**.

After you generate a target, the output will automatically open, without asking you first.

How to Build Outputs Automatically if Needed When Selecting View

1. Select **File > Options**.

   The Options dialog opens.

2. Select the **Build** tab.

3. Select **Build target (if needed) after selecting 'View'**.
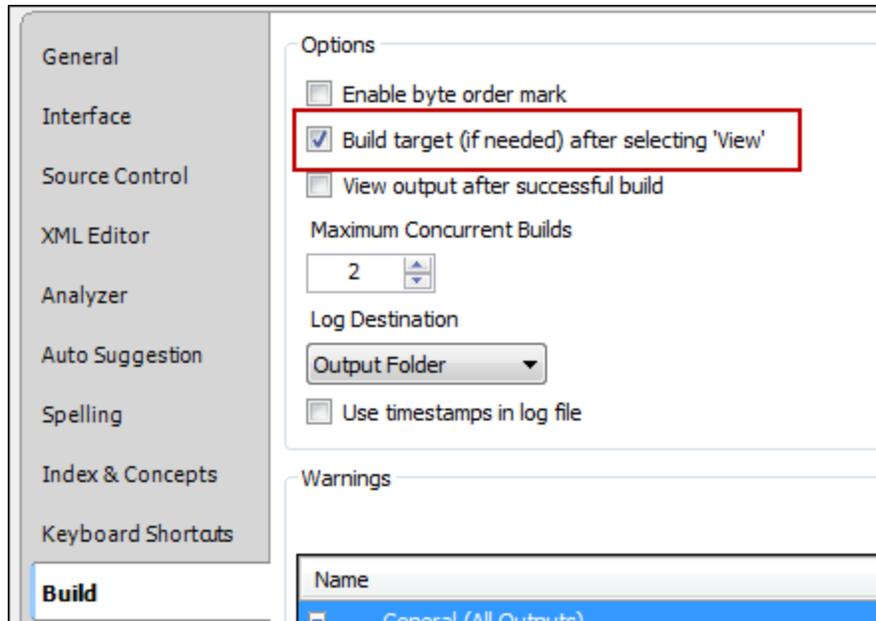
4. Click **OK**.

PDFs

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

Tutorials

Getting Started Tutorial

Autonumbers Tutorial

Back-to-Top Button Tutorial

Context-Sensitive Help Tutorial

Custom Toolbar Tutorial

eLearning Tutorial—Basic

eLearning Tutorial—Advanced

Image Tooltips Tutorial

Lists Tutorial

Meta Tags Tutorial

Micro Content Tutorial—Basic

Micro Content Tutorial—Advanced

Responsive Output Tutorial

Single-Sourcing Tutorial

Snippet Conditions Tutorial

Styles Tutorials

Tables Tutorial

Word Import Tutorial

Cheat Sheets

Context-Sensitive Help Cheat Sheet

Folders and Files Cheat Sheet

Learning & Development Cheat Sheet

Lists Cheat Sheet

Micro Content Cheat Sheet

Print-Based Output Cheat Sheet

Search Cheat Sheet

Shortcuts Cheat Sheet

Structure Bars Cheat Sheet

Styles Cheat Sheet

▍User Guides

Accessibility Guide

Analysis and Reports Guide

Architecture Guide

Autonumbers Guide

Branding Guide

Condition Tags Guide

Context-Sensitive Help Guide

Eclipse Help Guide

eLearning Guide

Getting Started Guide

Global Project Linking Guide

HTML5 Guide

Images Guide

Import Guide

Indexing Guide

Key Features Guide

Lists Guide

MadCap Central Integration Guide

Meta Tags Guide

Micro Content Guide

Navigation Links Guide

Plug-In API Guide

Print-Based Output Guide

Project Creation Guide

QR Codes Guide

Reviews & Contributions With Contributor Guide

Scripting Guide

Search Guide

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Targets Guide

Template Pages Guide

Templates Guide

Topics Guide

Touring the Workspace Guide

Transition From FrameMaker Guide

Translation and Localization Guide

Variables Guide

Videos Guide

What's New Guide

Output Type Comparison Tables

Following are tables that show the various output types available, with the distinguishing features of each.

> 🗒 **NOTE** If an item does not have a check mark, that does not necessarily mean the feature is unavailable in the output. Rather, it means that the feature cannot be added in Flare. For example, search cannot be added in Flare for EPUB output, but some ebook readers may have search built in.

This chapter discusses the following:

Accessibility

Following are accessibility features (e.g., Section 508, WCAG) supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Accessibility Supported	✔	✔	✘	✔	✔	✔	✔
Alt Text and Title Attributes	✔	✔	✘	✔	✔	✘	✔
ARIA Tags	✔	✘	✘	✘	✘	✘	✘
Compiler Warnings	✔	✔	✘	✔	✔	✘	✔
Empty Alt Text for Images	✔	✔	✘	✔	✔	✘	✔
Keyboard Navigation	✔	✘	✘	✘	✘	✘	✘
Scrolling for Toolbars and Navigation Frames (Enable)	✘	✘	✘	✘	✘	✘	✘
Search Results	✔	✘	✘	✘	✘	✘	✘

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Skip to Main Content	✔	✖	✖	✖	✖	✖	✖
User Interface Text	✔	✖	✖	✖	✖	✖	✖

Context-Sensitive Help

Following are context-sensitive Help (CSH) features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
CSH Supported	✓	✗	✗	✗	✓	✗	✓
Micro Content CSH	✓	✗	✗	✗	✗	✗	✗

eLearning Content

Following are eLearning features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
eLearning Content Reuse	✔	✔	✘	✘	✘	✘	✘
eLearning Templates	✔	✔	✘	✘	✘	✘	✘
Interactive Question Sections	✔	✘[1]	✘	✘	✘	✘	✘
LMS Packages	✔	✘	✘	✘	✘	✘	✘
Multiple Types of Courses	✔	✔	✘	✘	✘	✘	✘
Skin Customization	✔	✘[2]	✘	✘	✘	✘	✘

[1]PDF output is not interactive, but there is an option to show or hide answers to course questions.

[2]The PDF can be customized, but not using skins.

Generated Content

Following are generated content features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Autonumbers[1]	✓	✓	✓	✓	✓	✓	✓
Breadcrumbs	✓	✗	✗	✗	✗	✗	✓
Browse Sequences	✓[2]	✗	✗	✗	✗	✗	✓
Central Account Links	✓	✗	✗	✗	✗	✗	✗
Concept Links	✓	✗	✗	✗	✓	✓	✓
Glossaries From Proxies	✗	✓	✓	✗	✗	✓	✗
Indexes From Proxies	✗	✗	✗	✗	✗	✓	✗
Keyword Links	✓	✓	✓	✗	✓	✓	✓
List of Concepts	✓	✓	✓	✗	✓	✓	✓

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
List of Elements	✔	✔	✔	✔	✔	✔	✔
List of Endnotes	✘	✔	✔	✘	✘	✔	✘
Lists (Numbered and Bulleted)	✔	✔	✔	✔	✔	✔	✔
Menus From Proxies	✔	✘	✘	✘	✘	✘	✘
Mini-TOCs From Proxies	✔	✔	✔	✔	✔	✘	✔
Page Numbers	✘	✔	✔	✘	✘	✘	✘
Related Topics Links	✔	✘	✘	✘	✔	✔	✔
Relationship Links	✔	✔	✔	✔	✔	✔	✔
Scripts	✔	✘	✘	✔[3]	✔	✘	✔
Search Bars From Proxies	✔[4]	✘	✘	✘	✘	✘	✘

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Search Results From Proxies	✓[4]	✗	✗	✗	✗	✗	✗
Shortcut Controls	✗	✗	✗	✗	✗	✗	✓
TOCs From Proxies	✓	✓	✓	✗	✓	✓	✓

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Topic Toolbars From Proxies	✓	✗	✗	✗	✗	✗	✓

[1]It is possible to use autonumbering in online outputs, but only in a limited way. For example, if you have notes throughout your project, you can create an autonumber format on a paragraph style class that simply has the text "Note:" followed by a space. Then whenever you want to apply that style class to note content, it will automatically start with "Note:" so that you don't have to type it each time. However, in the traditional sense where autonumbering is used to increment numbers for elements such as chapters, figures, and tables, it is really only intended for print-based outputs. If you are creating both online and print output and want the autonumbering to be used only for content in the print output, you can use a print medium to specify the autonumbering settings for the print output.

[2]In most cases, browse sequences are generated via a skin. This method is supported in HTML5 Tripane output, but not in HTML5 Side Navigation, Top Navigation, or skinless output. However, another way to use a browse sequence is by associating it with a menu proxy. With this method, browse sequences are supported in all HTML5 output formats.

[3]For Clean XHTML output, MadCap-injected JavaScript is removed. In other words, features such as drop-downs, Help controls, text popups, and footnotes rely on JavaScript to work. Therefore, with Clean XHTML output, these elements are converted to text. However, custom scripts that you might have added to topics will not automatically be removed when you generate Clean XHTML; if you want to exclude these custom scripts, you must do so manually (i.e., by deleting them or using conditions).

[4]In HTML5, the proxies and related skin components for search bars and search results are supported only in Side Navigation, Top Navigation, and skinless outputs. They are not supported in Tripane output.

Glossaries

Following are glossary features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Glossaries Supported(via Proxy)[1]	✓	✓	✓	✓	✓	✓	✓
Glossaries Supported(via Skin)	✓	✗	✗	✗	✗	✗	✓
Auto-Generate	✗	✓	✓	✗	✗	✓	✗
Glossary Term Links	✓	✓	✓	✗	✓	✓	✓
Sorting	✓	✓	✓	✓	✓	✓	✓

[1]For most online outputs, creating a glossary via a skin is the preferred method. However, it is possible to use a proxy to include glossaries in these outputs as well.

▎Images

Following are image features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Absolute Positioning	✔	✔	✖	✔	✔	✖	✔
Image Hyperlinks	✔	✖	✖	✔	✔	✔	✔
Image Maps	✔	✔	✖	✔	✔	✖	✔
Thumbnail Images	✔	✖	✖	✔[1]	✔	✖	✔
Web-Safe (Convert From Non—Web-Safe)	✔	✖	✖	✔	✔	✖	✔

[1]For Clean XHTML output, thumbnail images that are set as popups are converted to linked thumbnail images (i.e., the enlarged image opens in a new window instead of in a popup).

Indexes

Following are index features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Indexes Supported (via Proxy)[1]	✗	✓	✓	✗	✓	✓	✗
Indexes Supported(via Skin)	✓	✗	✗	✗	✗	✗	✓
Auto-Generate	✗	✓	✓	✗	✗	✓	✗
Binary Indexes	✗	✗	✗	✗	✗	✗	✓
Bookmarks in Index Entries	✗	✗	✗	✗	✗	✗	✓
Index Links	✓	✓	✓	✗	✓	✓	✓
Search (Can Exclude Index Entries From Search)	✓	✗	✗	✗	✗	✗	✗

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Sorting (Index Links)	✔	✔	✘	✘	✘	✔	✘

[1]For online outputs, creating an index is typically done via a skin. By default, the MadCap style that controls index proxies is set to support only print-based outputs. However, you can change this. To do so, open your stylesheet, select the **MadCap|indexProxy** style, and set the **mc-output-support** property to **all** (all-print is the default setting). By doing this, you can use the index proxy method to generate an index in some online outputs as well.

▎Lists

Following are list features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Breaks (Page and Column)	✗	✓	✓	✗	✗	✗	✗
Custom List Formats	✗	✓	✗	✗	✗	✗	✗
Definition Lists	✓	✓	✓	✓	✓	✓	✓
Numbered and Bulleted Lists	✓	✓	✓	✓	✓	✓	✓
Styles	✓	✓	✓	✓	✓	✓	✓

MadCap Central

Following are MadCap Central features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Analytics	✔	✖	✖	✖	✖	✖	✖
Build Output From Central	✔	✔	✔	✔	✔	✔	✔
Private Ouptut	✔	✖	✖	✖	✖	✖	✖
Publish Directly to Central	✔	✔	✔	✔	✔	✔	✔
View Output From Central	✔	✔	✔	✔	✔	✔	✖

Merging Output

Following are merging output features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Merge Output Supported	✓[1,2]	✗	✗	✗	✓	✗	✓
Merge Output at Runtime	✓[1]	✗	✗	✗	✗	✗	✗
Multilingual Output (Link to External Projects in Target)	✓	✓	✓	✓	✓	✓	✓
Stitch Output[3]	✓	✓	✗	✗	✗	✗	✓

[1] Flare's HTML5 Side and Top Navigation skins do not support project merging.

[2] HTML5 outputs do not support pre-merging.

[3] PDF stitching allows you to add PDFs to Flare output, but you cannot link to content in that PDF. In online outputs, the PDF is simply added to the TOC and can be opened from there; it is not technically "merged" into the output.

Micro Content

Following are micro content features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Micro Content Supported	✓[1]	✓[2]	✓[2]	✓[2]	✓[2]	✓[2]	✓[2]
FAQ Proxy	✓	✓	✓	✓	✓	✓	✓
Field-Level Context-Sensitive Help	✓	✓	✓	✓	✓	✓	✓
Featured Snippets	✓	✗	✗	✗	✗	✗	✗
Knowledge Panel	✓	✗	✗	✗	✗	✗	✗
Knowledge Proxy	✓	✗	✗	✗	✗	✗	✗
Promotion Proxy	✓	✗	✗	✗	✗	✗	✗

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Single-Sourcing Micro Content	✔	✔	✔	✔	✔	✔	✔

[1]Micro content in search is supported for HTML5 only if you are using Elasticsearch or MadCap Search, but not Google Search.

[2]Only HTML5 supports all micro content features (e.g., featured snippets, Knowledge Panel, Knowledge proxy, Promotion proxy, FAQ proxy). The other output formats support only the FAQ proxy.

Miscellaneous Features

Following are miscellaneous features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Code Snippets	✔	✔	✔	✔	✔	✔	✔
Equations	✔	✔	✔	✔	✔	✔	✔
Footnote[1]	✔	✔	✔	✖	✔	✔	✔
Horizontal Rules	✔	✔	✖	✔	✔	✔	✔
IFrame	✔	✖	✖	✔	✖	✖	✖
Meta Tags	✔	✔	✔	✔	✔	✔	✔
Object Positioning	✔	✔	✖	✔	✔	✔	✔
Preview Topics in Output Type	✔	✔	✔	✔	✔	✔	✔
QR Codes	✔	✔	✖	✔	✔	✔	✔

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Redacted Text	✗	✓	✗	✗	✗	✗	✗
Salesforce® Publishing	✗	✗	✗	✓	✗	✗	✗
ServiceNow® Publishing	✗	✗	✗	✓	✗	✗	✗
Slideshow	✓	✗	✗	✗	✗	✓	✓
Snippets	✓	✓	✓	✓	✓	✓	✓
Tables	✓	✓	✓	✓	✓	✓	✓
Text Boxes	✓	✓	✓	✓	✓	✗	✓
Zendesk Publishing	✓[3]	✗	✗	✓	✗	✗	✗

[1]For online outputs, footnotes are converted to popups.

[2]This is supported only if you are using Elasticsearch or MadCap Search, but not Google Search.

[3]If you publish output to Zendesk, you should use HTML5 skinless output, instead of HTML5 Side Navigation, Top Navigation, or Tripane outputs.

Multimedia

Following are multimedia features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB[1]	HTML Help
3D Models (U3D)	✔	✔[2]	✘	✔	✔	✘	✔[3]
Audio/Video							
ASF	✔	✘	✘	✔	✔	✘	✔
ASX	✔	✘	✘	✔	✔	✘	✔
AU	✔	✘	✘	✔	✔	✘	✔
AVI[4]	✔	✔	✘	✔	✔	✘	✔
M4V[4]	✔	✔	✘	✔	✔	✘	✘
MID	✔	✔	✘	✔	✔	✘	✔
MIDI	✔	✔	✘	✔	✔	✘	✔

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB[1]	HTML Help
MP3	✓	✓	✗	✓	✓	✓	✓
MP4[4]	✓	✓	✗	✓	✓	✓	✗
MPA	✓	✓	✗	✓	✓	✗	✓
MPE	✓	✓	✗	✓	✓	✗	✓
MPEG	✓	✓	✗	✓	✓	✗	✓
MPG	✓	✓	✗	✓	✓	✗	✓
OGG[4]	✓	✗	✗	✓	✗	✓	✗
OGV[4]	✓	✗	✗	✓	✗	✓	✗
OPUS	✓[5]	✗	✗	✓[5]	✗	✗	✗
SWF	✓	✓	✗	✓	✓	✗	✓

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB[1]	HTML Help
WAV	✔	✔	✖	✔	✔	✖	✔
WEBM[4]	✔	✖	✖	✔	✖	✖	✖
WMA	✔	✖	✖	✔	✔	✖	✔
WMV	✔	✖	✖	✔	✔	✖	✔
MadCap Mimic Movie Links							
Flash (SWF) Format	✔	✖	✖	✔	✔	✖	✔
HTML5 Format (Depending on Browser)[4]	✔	✖	✖	✔	✔	✖	✔
Mimic Movie Format	✖	✖	✖	✖	✔	✖	✔
Silverlight Format	✔	✖	✖	✔	✔	✖	✔
Vimeo Embedded Videos	✔	✖	✖	✔	✔	✖	✔[6]

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB[1]	HTML Help
YouTube Embedded Videos	✓	✗	✗	✓	✓	✗	✓[6]

[1]EPUB support for each element or file type depends on if a particular reader supports it.

[2]PDF support for 3D Models requires Adobe Reader 7.0+.

[3]For this output, the 3D Model opens in a separate window.

[4]To view HTML5 movie output, end users must have a newer browser that supports these types of videos.

[5]This file format does not work in Internet Explorer.

[6]If you generate Microsoft HTML Help, YouTube videos are rendered smaller than in other outputs and Vimeo Advanced settings are not supported. However, you can make it work by adding the default meta tag to your target: <meta http-equiv="X-UA-Compatible" content="IE=Edge" />.

Navigation Links

Following are navigation link features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Cross-References Supported	✔	✔	✔	✔	✔	✔	✔
Cross-References (Context-Sensitive)	✘	✔	✔	✘	✘	✔	✘
Drop-Down Text	✔	✘	✘	✘	✔	✘	✔
Expanding Text	✔	✘	✘	✘	✔	✘	✔
Text Hyperlinks	✔	✔	✔	✔	✔	✔	✔
Text Popups	✔	✘	✘	✘	✔	✘	✔
Togglers	✔	✘	✘	✘	✔	✘	✔
Topic Popups	✔	✘	✘	✘	✔	✘	✔

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Topic Toolbars	✓	✗	✗	✗	✗	✗	✓
Web Toolbars	✓[1]	✗	✗	✗	✗	✗	✓

[1]This is available in the Tripane output only. It is not available in Side or Top Navigation outputs.

▌Responsiveness

Following are responsive output features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Responsive Conditions	✓	✗	✗	✗	✗	✗	✗
Responsive Layouts[1]	✓	✗	✗	✓[2]	✗	✗	✗
Responsive Skins	✓	✗	✗	✗	✗	✗	✗

[1]This refers to the use of the Responsive Layout window pane (Home > Responsive Layout) to create content that adjusts automatically, depending on the screen size.

[2]Responsive layouts are supported in Clean XHTML output only if you *do not* select the target option to convert styles to inline.

Search

Following are search features supported in each online output type.

General Support

The table below summarizes search support in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Search Supported via Flare Integration	✓	✗	✗	✗	✗	✗	✓

End User Search Features

The table below summarizes the key search features and capabilities for each output type. With HTML5 and WebHelp outputs, you can distribute either client- or server-based outputs. This is why the table below lists them twice—under client- and server-based output.

End user search features are supported by the Eclipse Help Viewer and search operations are provided by a plug-in that you develop using the Eclipse platform (for more information, see help.eclipse.org). The Flare search engine does not handle Eclipse Help search operations.

	HTML5 (Client)	HTML5 (Server)	HTML Help
Glossary Search (Find Matching Terms)	✔	✔	✔
Index Search (Find Matching Terms)	✔	✔	✔
Predictive Search	✔	✔	✘
Search Favorites (Save Queries to Favorites List)	✘	✘	✘
Search Query (Asterisk (*) Wildcard Character)	✘	✘	✔
Search Query (Boolean Operators)	✔	✘	✔[1]
Search Query (Full-text Search—not case sensitive)	✔	✔	✔
Search Query (Enclose Terms in Quotes)	✔	✔	✔
Search Results (Narrow Search Scope Using Search Filter Sets)	✔[2]	✔	✘
Search Results (Results Listed in Ranked Order and Show Rank Number)	✔[3]	✔[3]	✔[3]
Search Results (Search Hits Highlighted in Topics)	✔	✔	✔

	HTML5 (Client)	HTML5 (Server)	HTML Help
Search Results (Search Hits Bolded)	✔	✖	✖

[1]Select the operator from the built-in list.

[2]Search filters are not supported in Elasticsearch.

[3]Results are listed in order. Rank number is not visible.

Content Developer Search Features

This table summarizes the key search features and capabilities that are available to you, the content developer, for each output type. With HTML5 and WebHelp outputs, you can distribute either client- or server-based outputs. This is why the table below lists them twice—under client- and server-based output.

	HTML5 (Client)	HTML5 (Server)	HTML Help
Enable	✔[1]	✔[1]	✔[2]
Content Optimization Setting the Search Abstract Character Limit	✔[3]	✖	✖

	HTML5 (Client)	HTML5 (Server)	HTML Help
Content Optimization Setting Search Result Importance	✓[3]	✗	✗
Content Optimization Including Glossary Terms in Search Results	✓[3]	✓	✗
Content Optimization Setting the Number of Search Results Per Page	✓[3]	✓[3]	✗
Elasticsearch	✓	✓	✗
Google Search	✓[4]	✗	✗
Micro Content Search Integration Setting Micro Content Containers	✓[3]	✓[3]	✗
Search Highlighting Customizing the Highlight Color for Search Hits	✓	✓	✓
Search Optimization Enabling Partial-Word Search	✓	✓	✗
Search Optimization Including Stop Words in Search	✓	✓	✓[5]

	HTML5 (Client)	HTML5 (Server)	HTML Help
Search Optimization Excluding Index Entries From Search	✔	✘	✔[6]
Search Optimization Excluding Non-Words From Search	✔	✔	✔[7]
Search Optimization Setting the N-Gram Size for Search	✔	✔	✘
Search Performance Chunking Large Search Database Files	✔	✔	✘
Search Performance Pre-Merging Search Database Files	✔	✔	✘
Search Results Customizing Search Filter Ordering	✔	✔	✘
Search Toolbar Web Toolbars in WebHelp Outputs	✘	✘	✘

	HTML5 (Client)	HTML5 (Server)	HTML Help
Styles Styles for Generated Pages	✓[4]	✓[8]	✗

[1]HTML5 skin.

[2]Standard skin.

[3]This is supported if you are using Elasticsearch or MadCap Search, but not Google Search.

[4]This is supported only in HTML5 Side Navigation, Top Navigation, and skinless outputs. It is not supported in HTML5 Tripane output.

[5]Stop words are always enabled.

[6]Index entries are always excluded.

[7]Non-words are always excluded.

[8]SQL Server Compact is required.

Skins

Following are skin features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Skin Type	HTML5	✖	✖	✖	✖	✖	Standard
About Box	✖	✖	✖	✖	✖	✖	✔
Accordion Titles (Exclude)	✖	✖	✖	✖	✖	✖	✖
Browser Settings	✔[1]	✖	✖	✖	✖	✖	✖
Caption for Output Window	✔[1]	✖	✖	✖	✖[2]	✖	✔
Central Account Links	✔	✖	✖	✖	✖	✖	✖
Elements Such as Tabs, Accordions (Specify Default Element)	✔[1]	✖	✖	✖	✖	✖	✔
Elements Such as Tabs, Accordions (Specify Which to Include)	✔[1]	✖	✖	✖	✖	✖	✔

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
FAQ Skin Component	✔	✔	✔	✔	✔	✔	✔
Feedback Comments, Email Notifications, User Profile	✔[1]	✘	✘	✘	✘	✘	✔
Generate All	✔	✘	✘	✘	✘	✘	✔
Knowledge Skin Component	✔	✘	✘	✘	✘	✘	✘
Language Skins	✔[3]	✔	✔	✘	✘	✔	✔
Menu Skin Component	✔	✘	✘	✘	✘	✘	✘
Navigation Links in Standalone Topics	✔[1]	✘	✘	✘	✘	✘	✘
Navigation Pane Settings	✔	✘	✘	✘	✘	✘	✔
Preview Skin for Output Type	✔	✘	✘	✘	✘	✘	✔
Promotion Skin Component	✔	✘	✘	✘	✘	✘	✘

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Runtime Skins (Choose Different Skins at Runtime)	✓	✗	✗	✗	✗	✗	✗
Search Bar Skin Component	✓[4]	✗	✗	✗	✗	✗	✗
Search Results Skin Component	✓[4]	✗	✗	✗	✗	✗	✗
Separate UI Text Tab in Skin Editor for Localization	✓[3]	✗	✗	✗	✗	✗	✗
Styles	✓	✗	✗	✗	✗	✗	✓[5]
TOC Entry (Select Skin For)	✗	✗	✗	✗	✗	✗	✓
Topic Toolbar (Custom Settings)	✓[6]	✗	✗	✗	✗	✗	✓
Web Toolbar (Add via Skin)	✗	✗	✗	✗	✗	✗	✓
Web Toolbar (Custom Settings)	✓[1]	✗	✗	✗	✗	✗	✓
Window (Size/Position)	✓[1]	✗	✗	✗	✗	✗	✓

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Window (User-Defined Size/Position)	✕	✕	✕	✕	✕	✕	✓

[1]This is available in the Tripane skin only. It is not available in the Side or Top Navigation skins.

[2]This is handled through the org.eclipse.help.base plug-in.

[3]As an alternative to using language skins, you can use the UI Text tab in the Skin Editor to perform all of the localization tasks for HTML5 targets. Be aware that translations in the Skin Editor are prioritized over translations in a language skin, so you should try to perform your localization tasks in one place to avoid conflicts.

[4]This is available in the Side and Top Navigation skins only. It is not available in the Tripane skin.

[5]Only some styles (e.g., Feedback, toolbar) are supported.

[6]Topic toolbar settings can be controlled in a Topic Toolbar skin component, as well as in a Topic Toolbar proxy.

Tables of Contents and Mini-TOCs

Following are table of contents (TOC) and mini-TOC features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
TOCs (via Proxy)	✖	✔	✔	✖	✔	✔[1]	✖
TOCs (via Skin)	✔	✖	✖	✖	✖	✖	✔
Auto-Generate	✖	✔	✔	✖	✖	✔	✖
Binary TOCs	✖	✖	✖	✖	✖	✖	✔
Mark as New	✔	✖	✖	✖	✔	✖	✔
Mini-TOCs	✔	✔	✔	✔	✔	✔	✔
Skin (Select for TOC Entry)	✖	✖	✖	✖	✖	✖	✔
Synchronize With Topics	✔	✖	✖	✖	✖	✖	✔

[1]Some ebook readers have a built-in TOC.

Template Pages and Page Layouts

Following are template page and page layout features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Page Layouts Supported	✖	✔	✔	✖	✔	✖	✖
Template Pages Supported	✔	✖	✔	✔	✔	✖	✔

Translation and Localization

Following are translation features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Author and Generate Output in Left-to-Right (LTR) and Right-to-Left (RTL) Languages	✔	✔	✔	✔	✔	✔	✔
Invert Image Callouts to RTL	✔	✔	✔	✔	✔	✔	✔
Invert Page Layouts to RTL	✖	✔	✔	✖	✖	✖	✖
Invert Styles to RTL	✔	✔	✔	✔	✔	✔	✔
Language Skins	✔[1]	✔	✔	✖	✖	✔	✔
Multilingual Output (Link to External Projects in Target)	✔	✔	✔	✔	✔	✔	✔
Output Interface (Display in LTR and RTL)	✔[2]	✖	✖	✖	✔	✖	✖

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
PDF Stitching[3]	✓	✓	✗	✗	✗	✗	✓
Separate UI Text Tab in Skin Editor for Localization	✓	✗	✗	✗	✗	✗	✗

[1]As an alternative to using language skins, you can use the UI Text tab in the Skin Editor to perform all of the localization tasks for HTML5 targets. Be aware that translations in the Skin Editor are prioritized over translations in a language skin, so you should try to perform your localization tasks in one place to avoid conflicts.

[2]This is controlled on the UI Text tab in a regular HTML5 skin.

[3] PDF stitching allows you to add PDFs to Flare output, but you cannot link to content in that PDF. In online outputs, the PDF is simply added to the TOC and can be opened from there; it is not technically "merged" into the output.

Variables

Following are variable features supported in each output type.

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Basic Variables	✔	✔	✔	✔	✔	✔	✔
Date & Time Variables	✔	✔	✔	✔	✔	✔	✔
Heading Variables	✔	✔	✔	✔	✔	✖	✔
Running HF Variables	✖	✖	✔	✖	✖	✖	✖
Snippet Variables	✔	✔	✔	✔	✔	✔	✔
System Variables	✔	✔	✔	✔	✔	✔	✔