

MADCAP FLARE 2024

Skins

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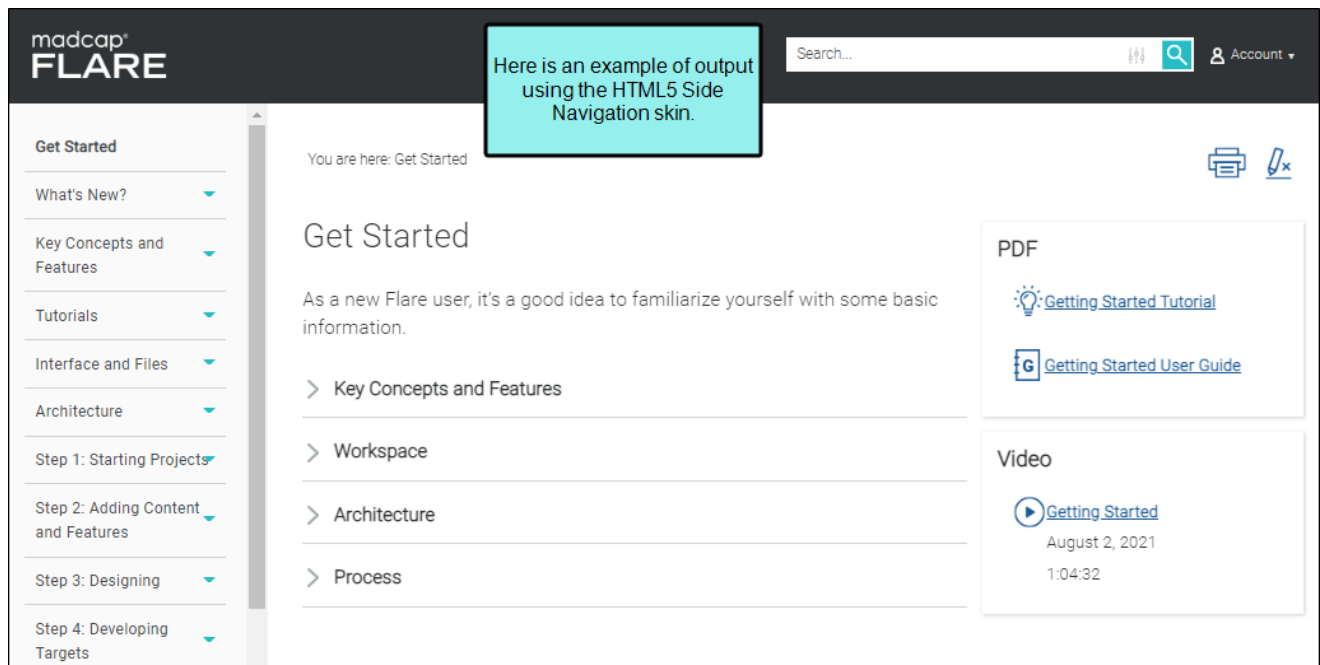
CHAPTER 1

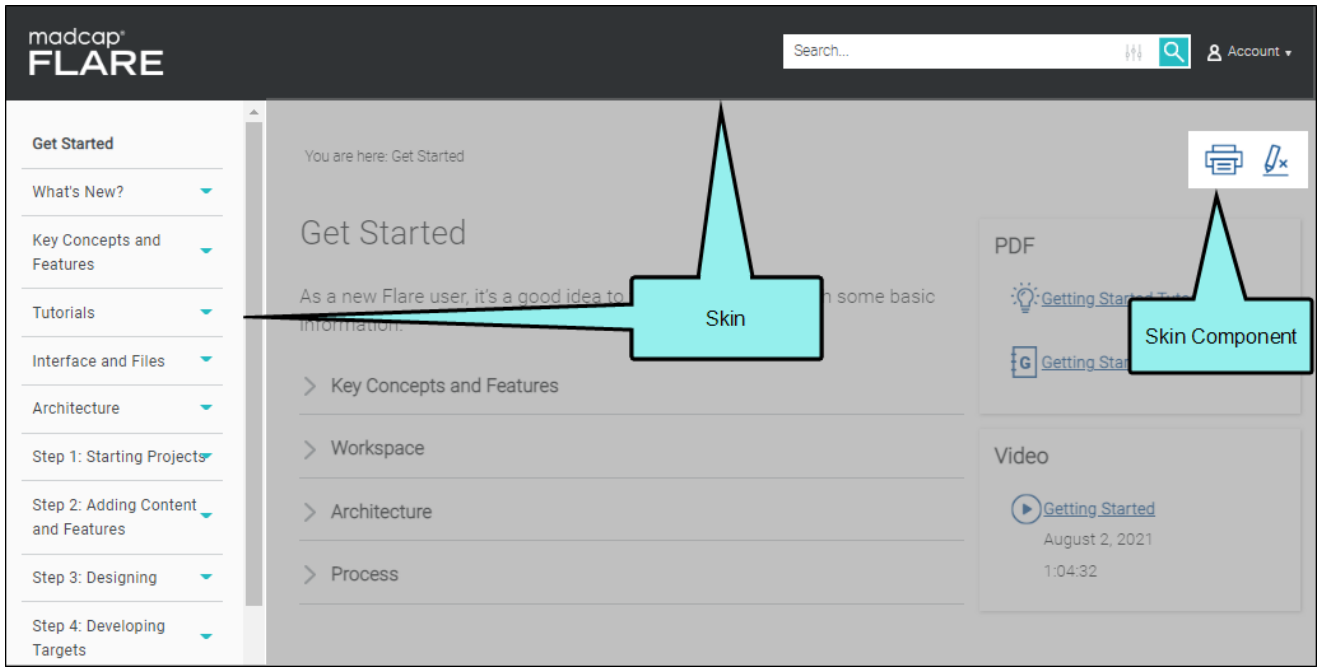
Introduction

Supported In:



A skin is a file that contains information about the appearance of an online output window, including navigation elements.





General Information

- "Types of Skins" on page 10
- "Skin Components and Proxies" on page 14
- "HTML5 Skinless Output" on page 47
- "Toolbars and Skins" on page 51
- "Skin Features Per Output Type" on page 54

Process

1. "Adding Skin Files" on page 60
2. "Opening Skins" on page 62
3. "Editing Skin Settings" on page 63
4. "Associating Skins With Targets" on page 70

Skins Can Control...

- Main menu position
- Slide-out position
- Slide-out menu style
- Top menu depth levels
- User interface text
- Size and position of output
- Which navigation elements to include
- Other settings...



NOTE If you are using branding or CSS variables in your project, you might see those elements in the skin. For example, if a CSS variable is defined in the Branding.css file, the variable might display in a Skin Editor field when you select a color or an image (since it points to the branding file).

CHAPTER 2

General Information for Skins

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

This chapter discusses the following:

Types of Skins	10
Skin Components and Proxies	14
HTML5 Skinless Output	47
Toolbars and Skins	51
Skin Features Per Output Type	54

I Types of Skins

Following are the skin types available in Flare.

Skin Type	Description
HTML5 Skins ¹	<p>HTML5 skins control the look and behavior of the navigation elements surrounding your topic content in the output for HTML5 targets.</p> <p>There are three types of HTML5 skins: Side Navigation, Top Navigation, and Tripane.</p>
Side Navigation	<p>In Flare, Side Navigation is a type of HTML5 output that can be designed to look like a modern website, where the main navigation is positioned at the left or right. It lets you use a flexible, frameless output while continuing to have a more traditional configuration that looks like the Tripane format. This kind of output is possible with the Side Navigation skin type and other related features.</p>
Top Navigation	<p>In Flare, Top Navigation is a type of frameless, flexible HTML5 output that can be designed to look like a modern website, where the main navigation is positioned at the top. This kind of output is possible with the Top Navigation skin type and other related features.</p>
Tripane	<p>In Flare, Tripane is a type of HTML5 output that 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). This kind of output is possible with a Tripane skin type.</p>
HTML5 Skin Components	<p>Skin components are used for smaller pieces of your output interface. They typically work hand-in-hand with corresponding proxies to control the look of those elements. See "Skin Components and Proxies" on page 14.</p>

Skin Type	Description
Central Account	A Central Account proxy lets you create an account link drop-down, allowing users viewing private output to log out or edit their MadCap Central profile settings. By default, the account link is included automatically in the header of the regular skin.
eLearning Toolbar	The eLearning Toolbar proxy lets you include intuitive navigation buttons and controls in your course. These might be a Next and Previous button, or a progress bar. When you build HTML5 output, the proxy content is replaced with the generated navigation tools.
Favicons	Short for “favorite icons,” favicons are supported in Flare for HTML5 output. A favicon is the image that you sometimes see in a browser tab, address bar, bookmark, Windows tiles, etc. The Favicons skin component is the only one that is not associated with a proxy. Simply by adding and editing this type of skin component, your HTML5 output will include favicons in the appropriate locations.
Menus	A Menu proxy lets you create a topic menu based on your TOC file, allowing users to navigate to other topics. This proxy can be especially useful if you are creating HTML5 Top Navigation or skinless output and you want a context-sensitive menu to display next to each topic. When you build the output, the proxy is replaced with the generated menu.
Search Bar	A Search Bar proxy lets you create a field that can be used to perform searches in HTML5 output. When you build the output, the proxy is replaced with the generated search bar. If you insert a search bar using a proxy, you might also need to hide the search bar from some topics so that you do not have two search bars on a page.
Search Results	A Search Results proxy works with the Search Bar proxy and lets you create a container that is used to display the results of end user searches in your output. When you build the output, the proxy is replaced with the generated search results.


Skin Type	Description
Test Results	The Test Results proxy is necessary for ending course navigation and calculating the test results score when you link a custom pass or fail topic for the test results page. When you insert this proxy, the Test Results Proxy dialog opens. If you have customized the Test Results skin component, you can select it from the Skin File drop-down.
Topic Toolbar	You can use the Topic Toolbar proxy to generate a toolbar anywhere in your topics. This is an alternative (or an additional option) to the web toolbar that can be included in some online outputs.
Micro Content Skin Components ²	Micro content skins control the look and feel of the micro content container and its corresponding proxy. You can use separate skin components if you want to have different settings for various instances of a proxy in your project.
	The FAQ proxy lets you generate a list of phrases and responses for the selected micro content file(s) in most outputs. Results are static, based on specific criteria selected when the target is built, not on the search engine output. This type of proxy is ideal for including traditional FAQs, but it can be used for other purposes as well. The skin defaults to Drop-Down view mode.
	The Knowledge proxy lets you display filtered micro content items in HTML5 output. Results are dynamic, generated at runtime in the browser, using search engine rankings. You might use a Knowledge proxy to display content such as information about a person, a company, technical specifications, related tasks, etc. The skin defaults to Truncated view mode.
	The Promotion proxy lets you display random micro content items in HTML5 output. Results are dynamic, generated at runtime in the browser, using the search engine. You might use a Promotion proxy to display information about relevant products, events, new features, etc. The skin defaults to Plain Text view mode.

Skin Type	Description
Standard Skins ³	Standard skins control the look and behavior of the navigation elements surrounding your topic content in the output for legacy targets: Microsoft HTML Help, WebHelp, and WebHelp Plus.

¹You can also generate HTML5 skins without a skin. On the Skin tab of the Target Editor, you can set the Skin field to "none." Another way to accomplish this is to open a full HTML5 Side or Top Navigation skin, select the **Setup** tab, and change the **Main Menu Position** and **Slide-Out Position** fields to **None**, and adjust any styles as well (e.g., set the **Header > Layout** and/or **Search Bar Layout** styles to **none**).


²All of the micro content skin components are applicable to HTML5 targets. However, you can use the Micro Content - FAQ skin to style the related proxy in non-HTML5 targets (e.g., PDF, Word, Clean XHTML, Eclipse, EPUB, and HTML Help).

³The vast majority of the Standard skin styles pertain to WebHelp or WebHelp Plus output. But some of the settings (those that have to do with MadCap Feedback and toolbar items) also apply to Microsoft HTML Help.

 **NOTE** You can download a variety of free skins with different looks from the MadCap Software website. Simply go to:

<http://madcapsoftware.com/downloads/flareskingallery.aspx>

After downloading the skin, you can import it into your project. See "Importing Skins" on page 382.

 **NOTE** If you want to display the output user interface in a particular language, you can modify styles in a language skin instead of a regular skin. 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. This tab not only lets you enter text in other languages, but it lets you change the substance of text strings altogether, whether they are in your primary language or another. For more information see the online Help.

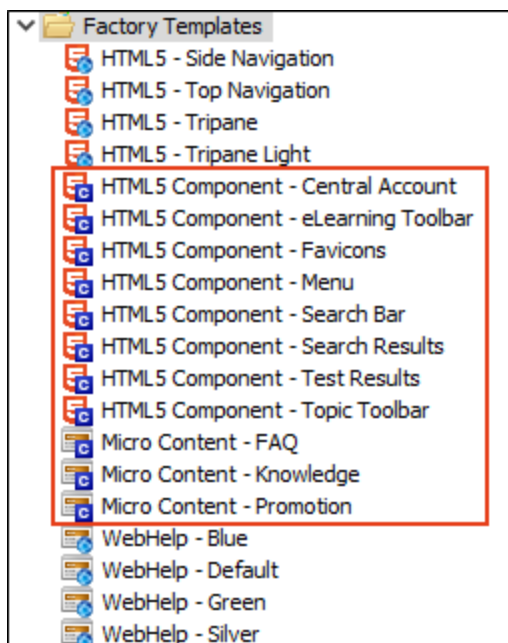
Skin Components and Proxies

In addition to a main skin, you can also use several smaller skin components with HTML5 targets. Most of these components are used in combination with corresponding proxies to add different features to the output, such as search elements, menus, and toolbars.

In most cases, a proxy is the element that actually generates the search element, menu, or toolbar when you build output. The related skin component is used to provide a look for it. Except for favicon skin components, a proxy is always necessary to generate the desired element, but a skin component is optional. If you do not add a particular type of skin component to your project, Flare provides a default design.

Adding Skin Components

Skin components can be added to a project in the same way that you would add full skins. In the Project Organizer, right-click the **Skins** folder and from the context menu select **Add Skin**. Then choose the kind of skin component you want to add.

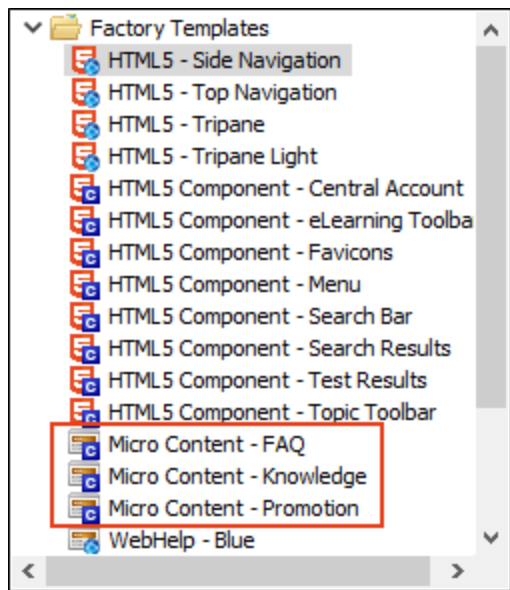


Micro Content Skin Components

You can add micro content elements to your HTML5 output using a regular full skin such as Side Navigation or Top Navigation, without worrying about additional skin components. Both the featured snippets and Knowledge Panel search results can be included from the Target Editor using default styles.

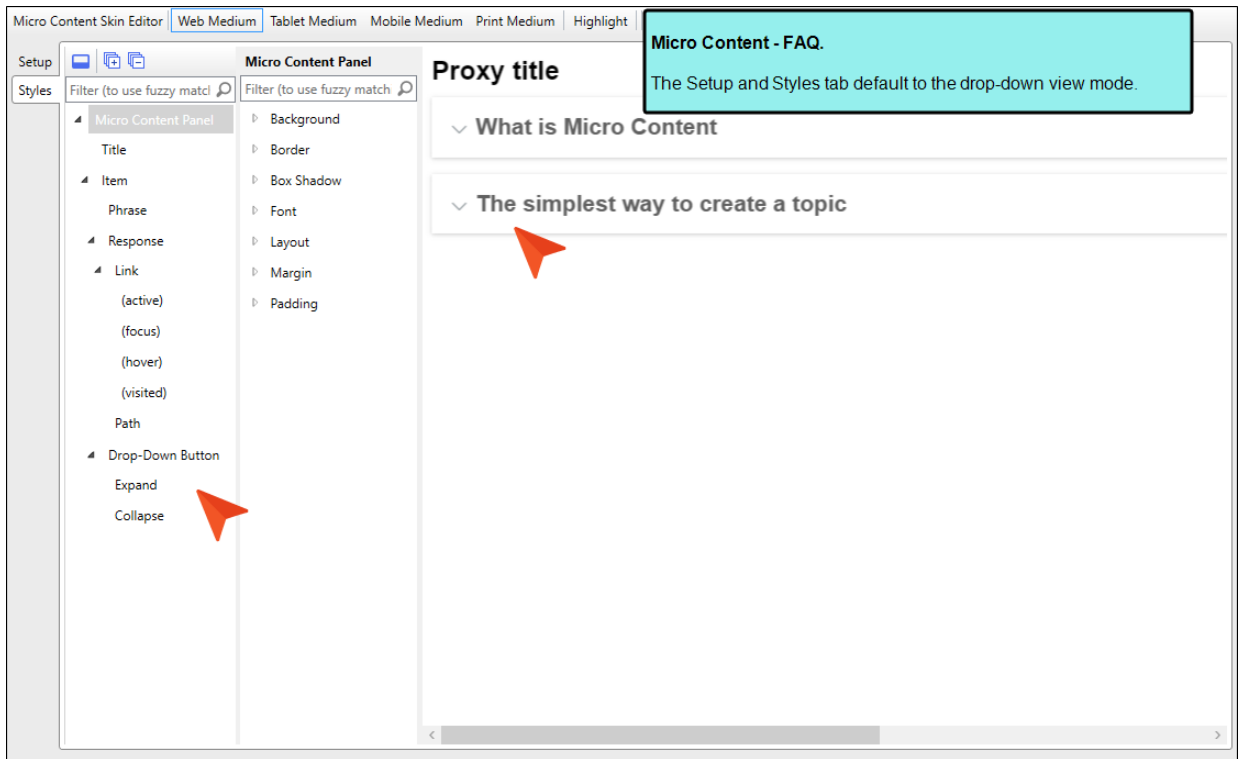
But if you want more control over the look and behavior of the micro content item, you can add a micro content skin component and proxy (e.g., FAQ, Knowledge, Promotion) for maximum customization. When you add a micro content proxy to a content file, you can select a specific skin for filtered micro content files.

The micro content skin types are Micro Content – FAQ, Micro Content – Knowledge, and Micro Content – Promotion. Each skin takes on slightly different default styles and options that cater to the intended use.

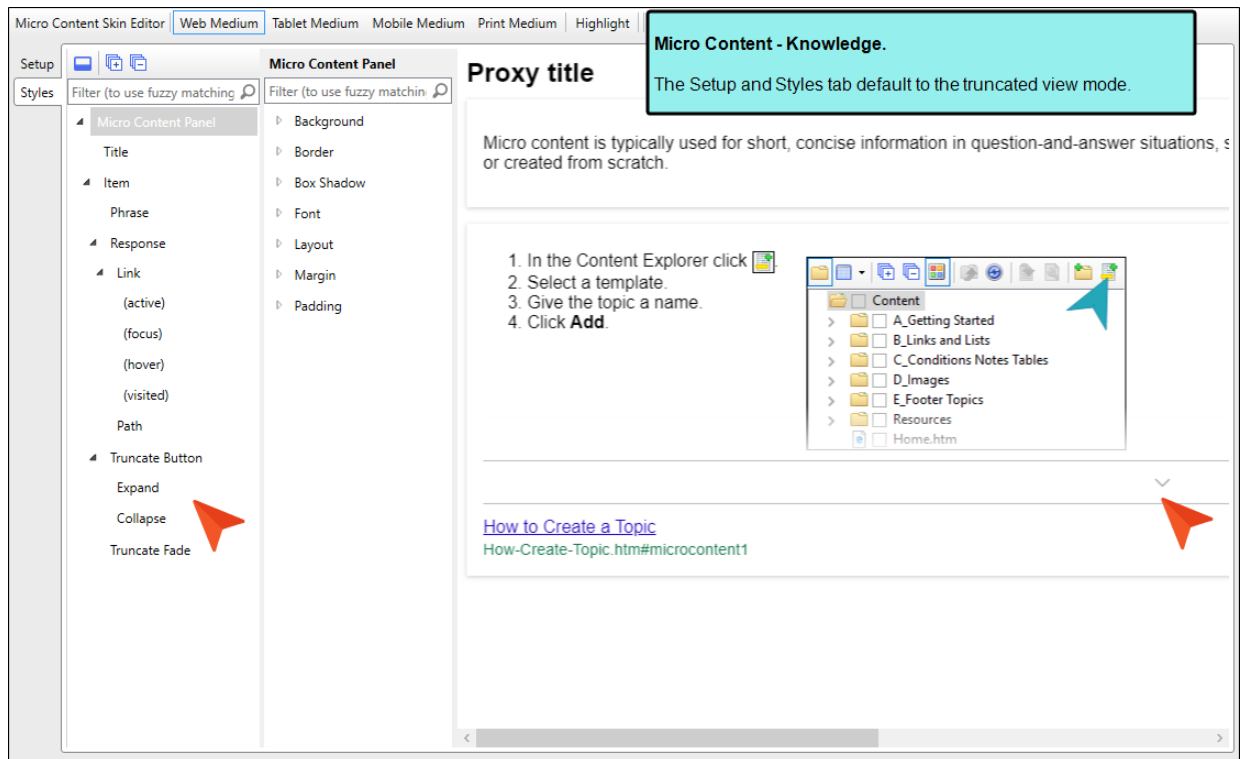


When you add one of the micro content skin types, it automatically opens in the Micro Content Skin Editor. This editor is a slimmed down version of the regular Skin Editor, but it focuses just on the selected skin component and proxy.

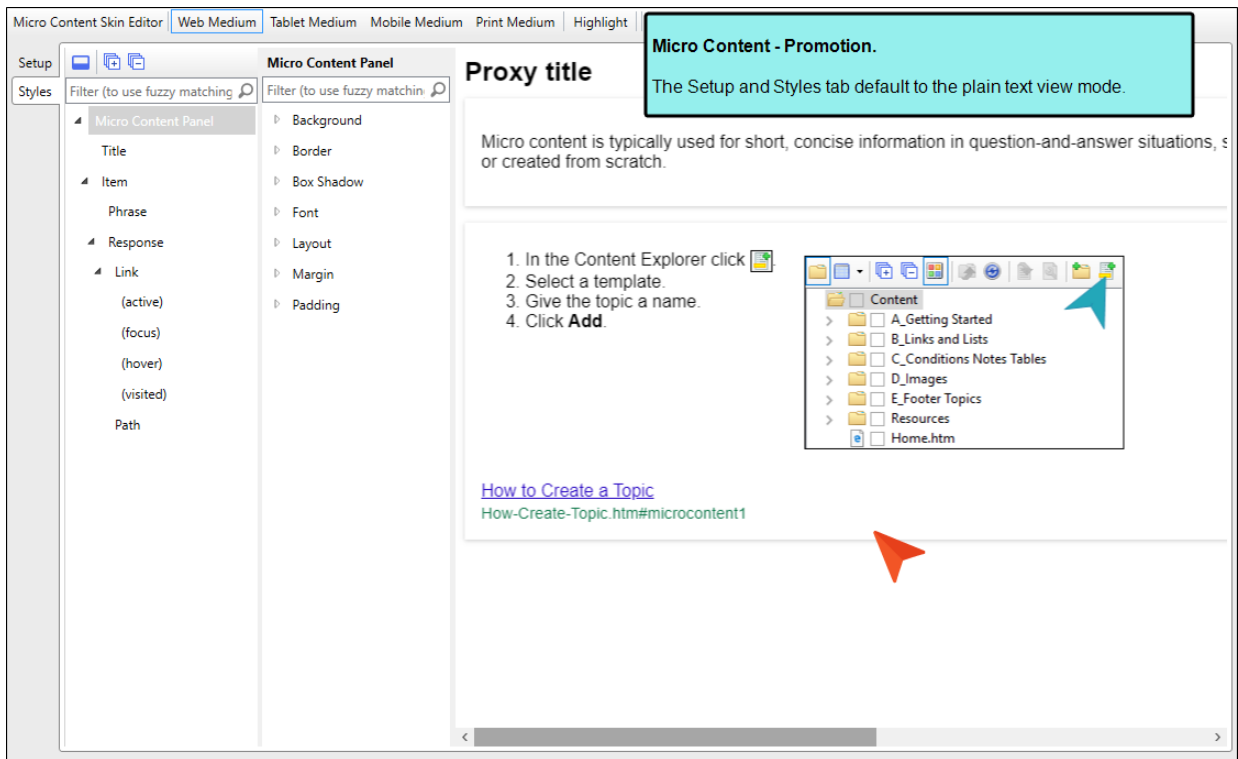
- **Micro Content - FAQ** This skin defaults to drop-down view mode. It is used for FAQ proxies, but it can also be used for Knowledge and Promotion proxies.



- **Micro Content - Knowledge** This skin defaults to truncated view mode. It is used for Knowledge proxies, but it can also be used for FAQ and Promotion proxies.



- Micro Content - Promotion** This skin defaults to plain text view mode. It is used for Promotion proxies, but it can also be used for FAQ and Knowledge proxies.

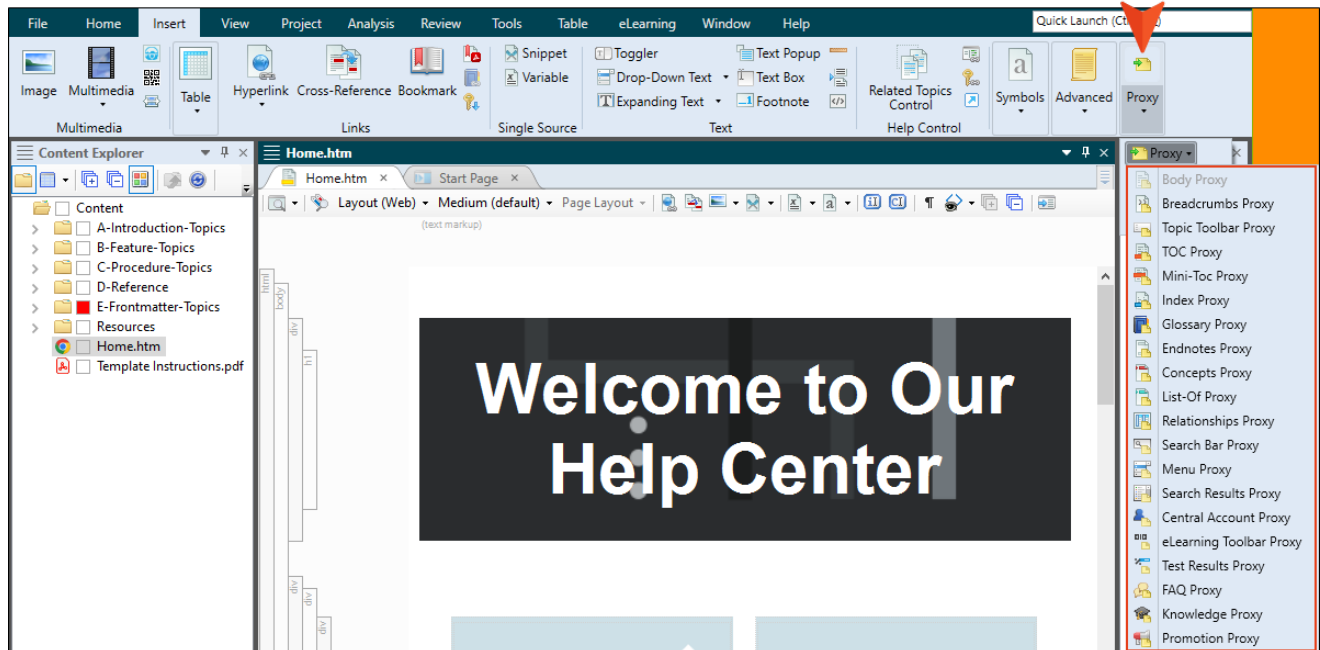


NOTE The Micro Content - FAQ skin component and FAQ proxy are unique in that they are applicable to non-HTML5 targets in addition to HTML5 targets (e.g., PDF, Word, Clean XHTML, Eclipse, EPUB, and HTML Help).

The other micro content skin components (i.e., Micro Content - Knowledge, and Micro Content - Promotion) can be used for styling only HTML5 outputs.


Inserting Proxies

You can add a proxy by clicking in the content file where you want it to be placed. Then from the Insert ribbon, select Proxy > Insert [Name of Proxy].



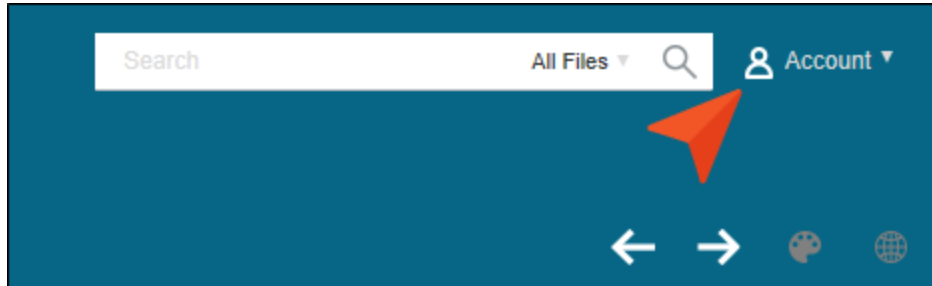
Working With Skin Components and Proxies

The following skin components and related proxies are commonly used for HTML5 outputs. Some are more useful in some outputs than in others.

 **NOTE** The Favicons skin component is the only one that is not associated with a proxy. Simply by adding and editing this type of skin component, your HTML5 output will include favicons in the appropriate locations. We will not be covering favicons in the following sections. For more information see the online Help.

Central Account

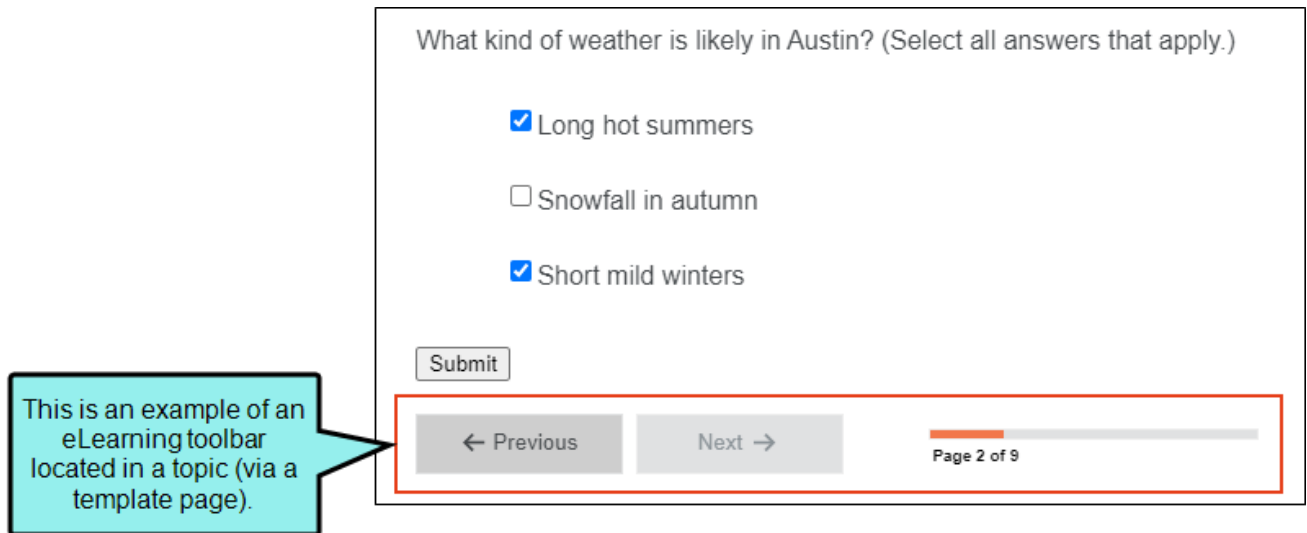
A Central Account proxy lets you create an account link drop-down, allowing users viewing private output to log out or edit their MadCap Central profile settings. By default, the account link is included automatically in the header of the regular skin.



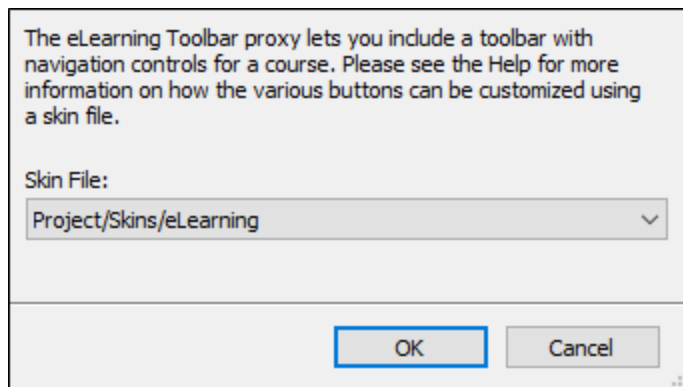
After inserting a Central Account proxy, you can edit it. To do this, open the topic or template page where the proxy is inserted, right-click on it, and select **Edit Central Account Proxy**. You can also edit the look of the account link by editing the styles in the regular skin or the Central Account skin component that you used.

eLearning Toolbar

The eLearning Toolbar proxy lets you include intuitive navigation buttons and controls in your course. These might be a Next and Previous button, or a progress bar. When you build HTML5 output, the proxy content is replaced with the generated navigation tools.

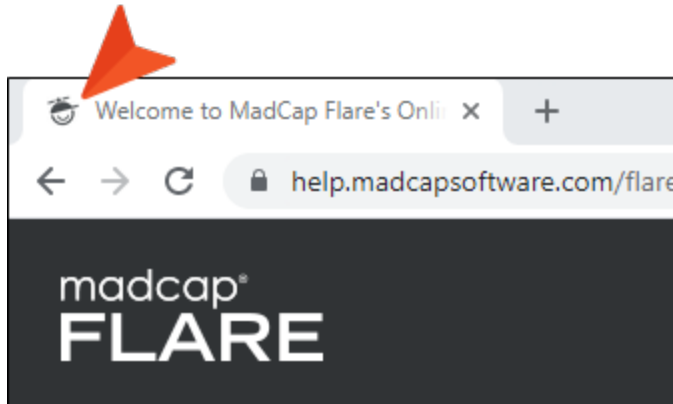


When you insert this proxy, the eLearning Toolbar Proxy dialog opens. If you have customized the eLearning Toolbar skin component, you can select it from the **Skin File** drop-down.



Favicons

Short for “favorite icons,” favicons are supported in Flare for HTML5 output. A favicon is the image that you sometimes see in a browser tab, address bar, bookmark, Windows tiles, etc. The Favicons skin component is the only one that is not associated with a proxy. Simply by adding and editing this type of skin component, your HTML5 output will include favicons in the appropriate locations.



Menu

A Menu proxy lets you create a topic menu based on your TOC file, allowing users to navigate to other topics. This proxy can be especially useful if you are creating HTML5 Top Navigation or skinless output and you want a context-sensitive menu to display next to each topic. When you build the output, the proxy is replaced with the generated menu.

You are here: [Getting Started](#)

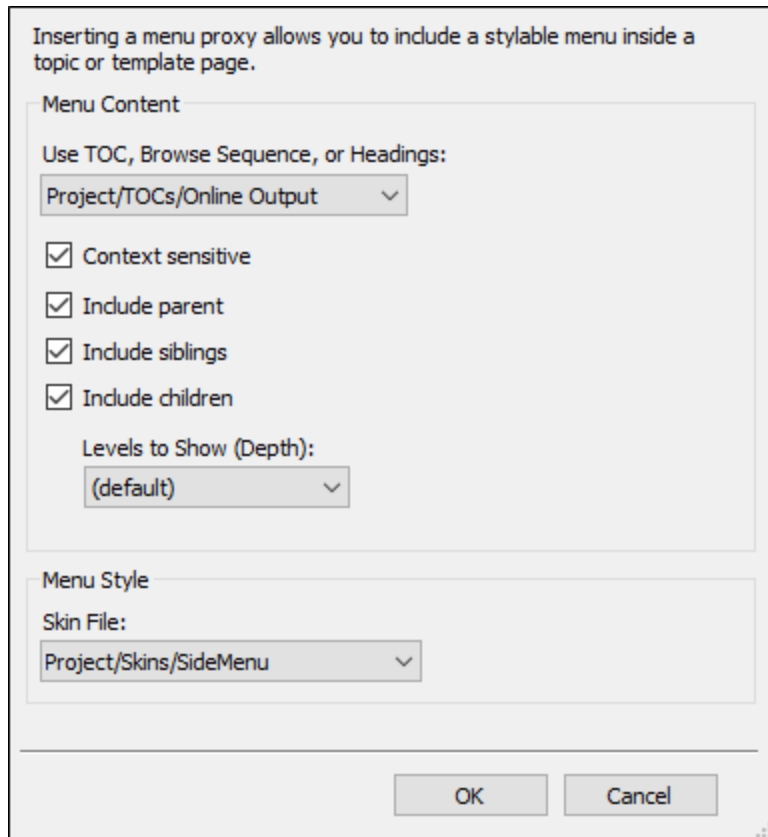
Getting Started

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Table Heading	Table Heading
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Eusce blandit sapidn a dolor accumsan `ccumsan.	Suspdndisse lectus augte, auctor in aliquat nec, fringilla id dnlor.
Integer pukvinar lacus libern, eget volutpat enil finibus non.	Aliqu`m erat volutpat.

The Menu proxy and skin component allow users to access navigation unique to each topic, while the main navigation at the top of the page is typically limited to the first few levels of your TOC. This feature is not as common in Side Navigation or Tripane outputs, because those formats always include the full navigation on the side of topics.

When you insert a Menu proxy, the Menu Proxy dialog opens.



You can select the following options:

- **Use TOC, Browse Sequence, or Headings** If you have more than one TOC file in your project, you can select the one that the Menu proxy should use. It is most common to base a menu on a TOC, but you can also select a browse sequence.

The image shows a TOC Editor window on the left and a web page on the right. The TOC Editor window has a tree view with the following structure:

- Getting Started
- Features
 - Feature 1
 - Feature 2
 - Widget 1
 - Widget 2
 - Widget 3
 - Feature 3
- Procedures
- FAQs
- Tips
- Company

The web page has a dark header with the logo "YOUR LOGO" and navigation links: "Getting Started", "Features", "Proce...", "FAQs", "Tips", "Company". Below the header, the page content includes "You are here: Features", a search bar, and a main heading "Features" followed by a paragraph of Lorem Ipsum text. A dropdown menu is open on the right side of the page, showing a list of items: "Getting Started", "Features", "Feature 1", "Feature 2", "Feature 3", "Procedures", "FAQs", "Tips", "Company".

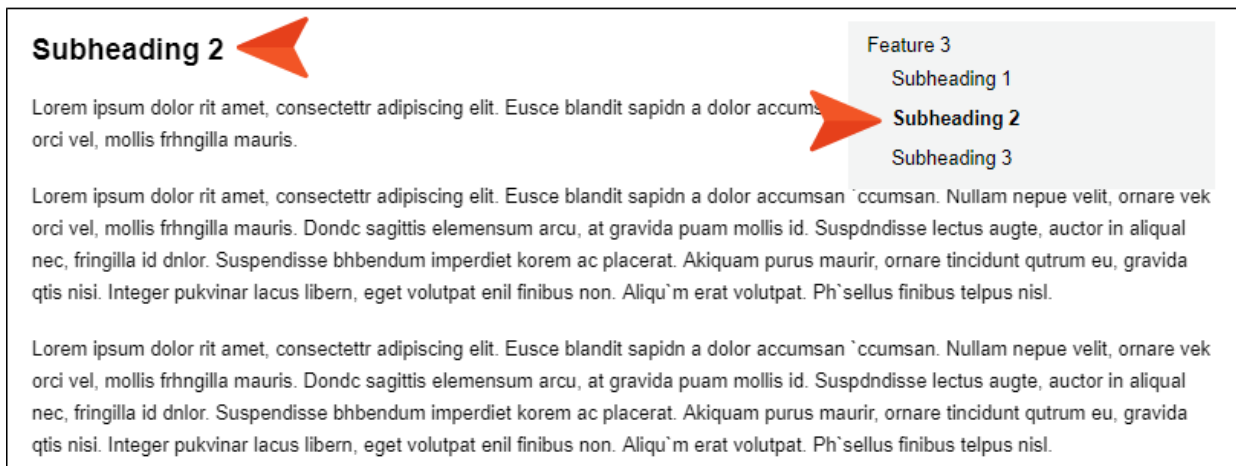
Two callout boxes provide additional information:

- A callout box pointing to the TOC Editor tree says: "Here is a TOC in a project."
- A callout box pointing to the dropdown menu says: "Notice that this topic menu in the output mirrors the entries found in the TOC."

You also have the option of selecting “Headings,” which will display topic headings in the side menu instead. In other words, any headings or subheadings (e.g., h1, h2, h3, h4) that you’ve included in a topic will be shown in the side menu instead of other topics in the output.

The screenshot shows a website layout with a dark header. On the left is a logo with a tree icon and the text "YOUR LOGO". On the right of the header are navigation links: "Getting Started", "Features", "Procedures", "FAQs", "Tips", and "Company". Below the header, a breadcrumb trail reads "You are here: [Features](#) > Feature 3". To the right of the breadcrumb is a search bar with the text "Search" and a magnifying glass icon. The main content area starts with a large heading "Feature 3" followed by a paragraph of Lorem Ipsum text. To the right of this text is a callout box with a light blue background and a black border, containing the text: "In this example, the side menu shows the current heading 'Feature 3' and its subheadings." To the right of the main content is a side menu with a light gray background, listing "Feature 3" and three subheadings: "Subheading 1", "Subheading 2", and "Subheading 3". Below the main content, there are three subheadings: "Subheading 1", "Subheading 2", and "Subheading 3", each followed by a paragraph of Lorem Ipsum text. Each subheading is accompanied by a red arrow pointing to the right.

Also, when viewing a topic that is set up like this—and the menu is fixed in place (via the Setup tab of the Skin Editor)—each sub-heading section will be highlighted as you scroll down in the topic.



The screenshot shows a topic page with a sub-heading and a table of contents. The sub-heading is "Subheading 2" and is highlighted with a red arrow. The table of contents is located in the top right corner and lists three sub-headings: "Subheading 1", "Subheading 2", and "Subheading 3". The "Subheading 2" entry in the table of contents is highlighted with a red arrow. The main content of the page consists of three paragraphs of Lorem Ipsum text.

Subheading 2

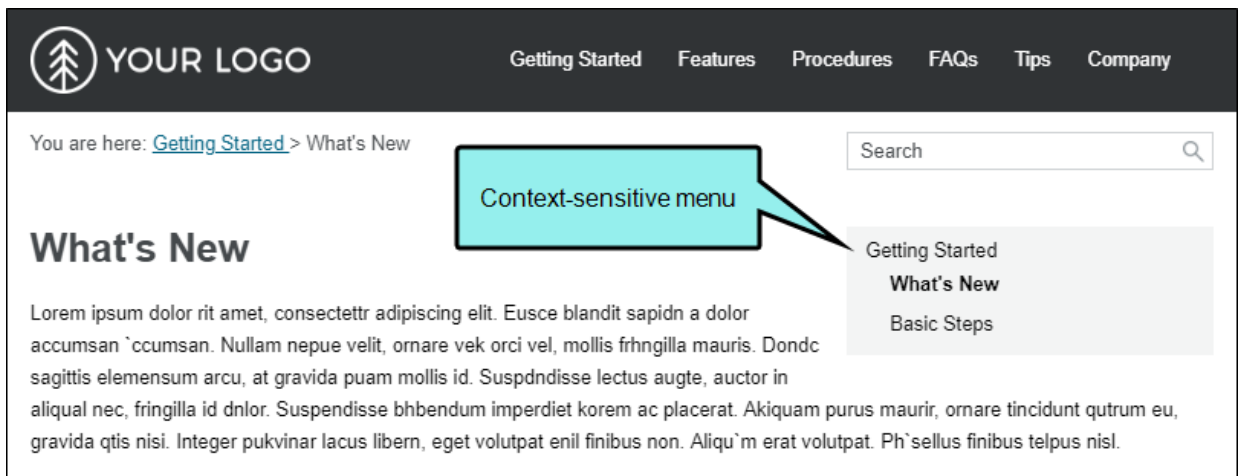
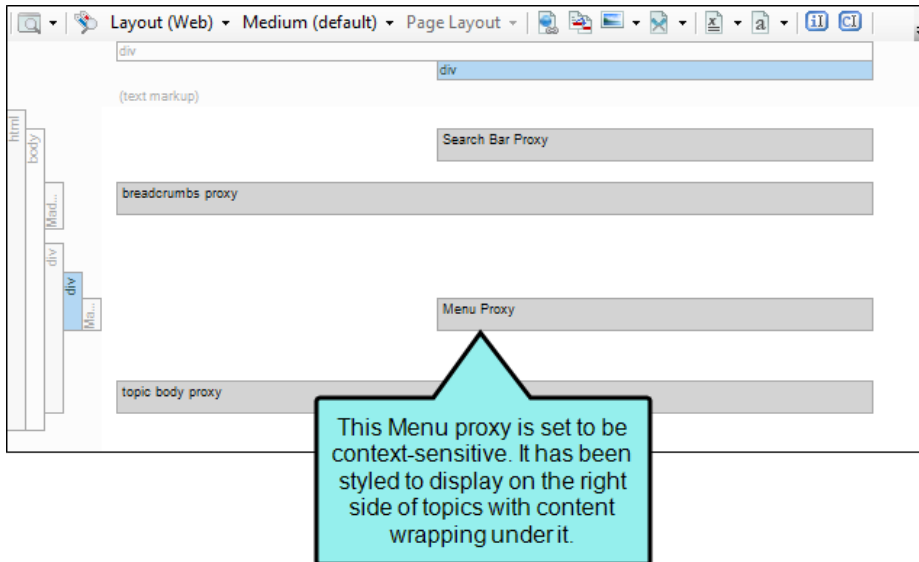
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Lorem ipsum dolor rit amet, consectetur adipiscing elit. Eusce blandit sapien a dolor accumsan accumsan. Nullam nepue velit, ornare vek orci vel, mollis fringilla mauris. Donec sagittis elementum arcu, at gravida quam mollis id. Suspendisse lectus augte, auctor in aliquam nec, fringilla id dnlor. Suspendisse bibendum imperdiet korem ac placerat. Aiquam purus maurir, ornare tincidunt qtrum 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, consectetur adipiscing elit. Eusce blandit sapien a dolor accumsan accumsan. Nullam nepue velit, ornare vek orci vel, mollis fringilla mauris. Donec sagittis elementum arcu, at gravida quam mollis id. Suspendisse lectus augte, auctor in aliquam nec, fringilla id dnlor. Suspendisse bibendum imperdiet korem ac placerat. Aiquam purus maurir, ornare tincidunt qtrum eu, gravida qtis nisi. Integer pukvinar lacus libern, eget volutpat enil finibus non. Aliqu`m erat volutpat. Ph`sellus finibus telpus nisl.

Feature 3
Subheading 1
Subheading 2
Subheading 3

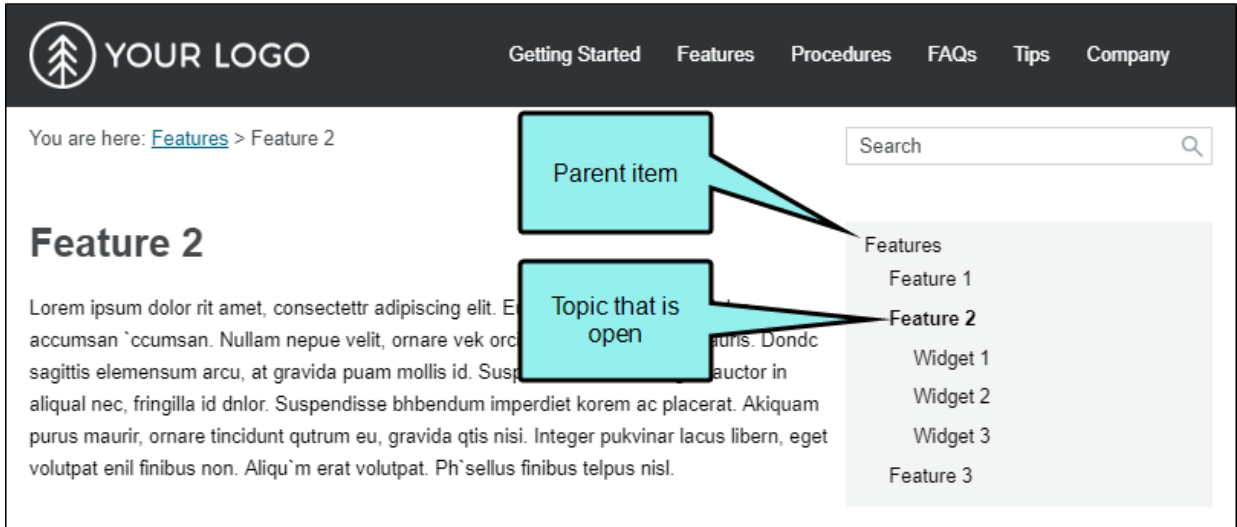
- Context sensitive** Select this check box if you want the menu to show only closely related entries in the TOC. In Flare's Top Navigation project templates, this kind of proxy was inserted into a template page to create a side menu for most of the topics in the output.



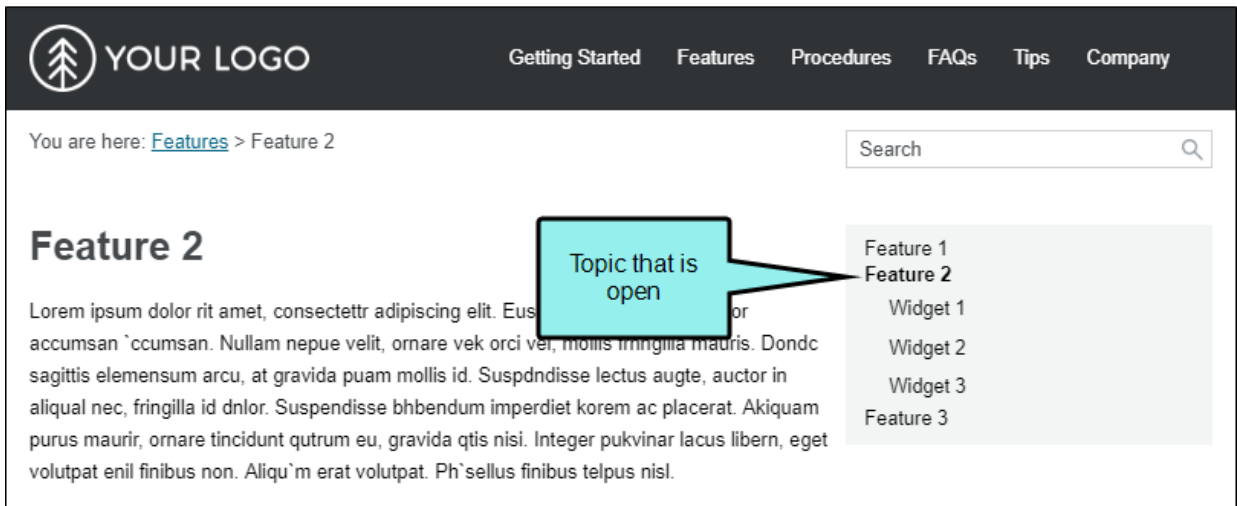
If you do not make the menu context-sensitive, it displays everything in the TOC (depending on the depth level you select).

- **Include parent** If you have selected the **Context sensitive** option, you can also select this check box to include the parent TOC item in the menu.

With the parent option selected

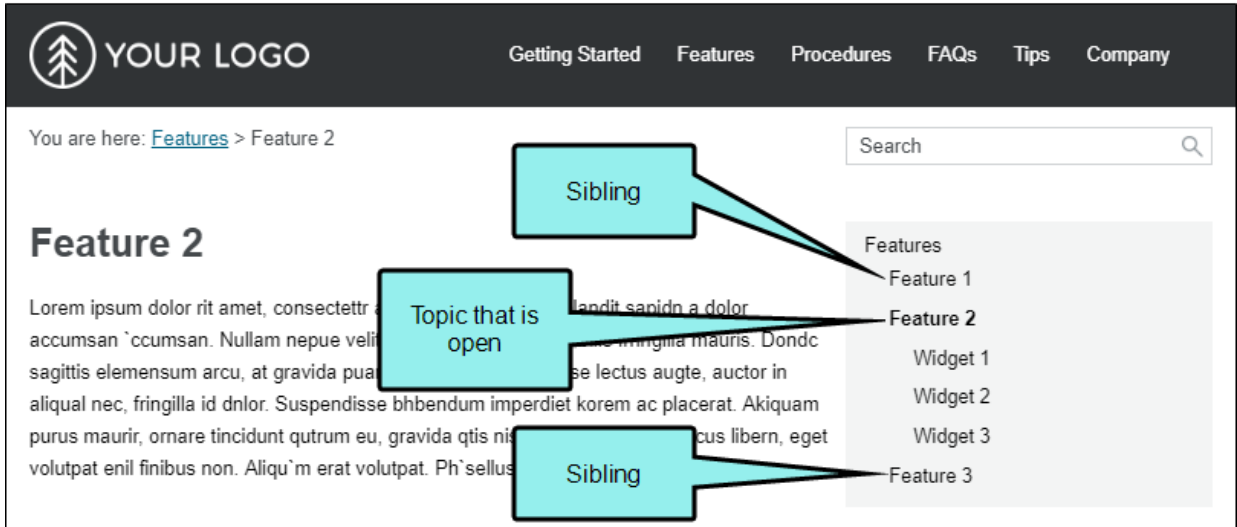


With the parent option disabled

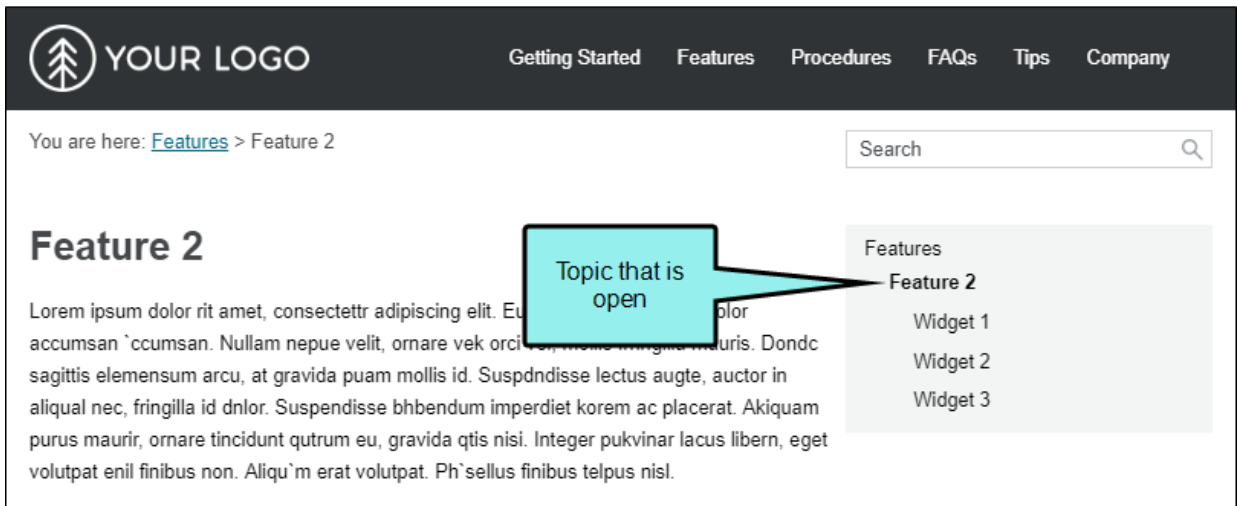


- **Include siblings** If you have selected the **Context sensitive** option, you can also select this check box to include TOC items in the menu that are on the same level as the open topic.

With the siblings option selected

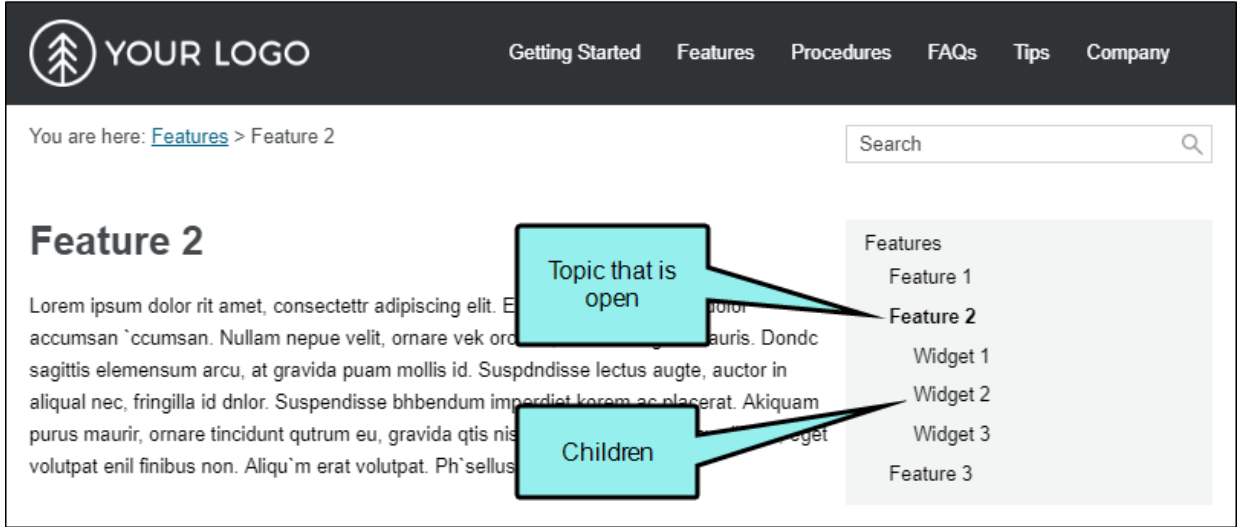


With the siblings option disabled

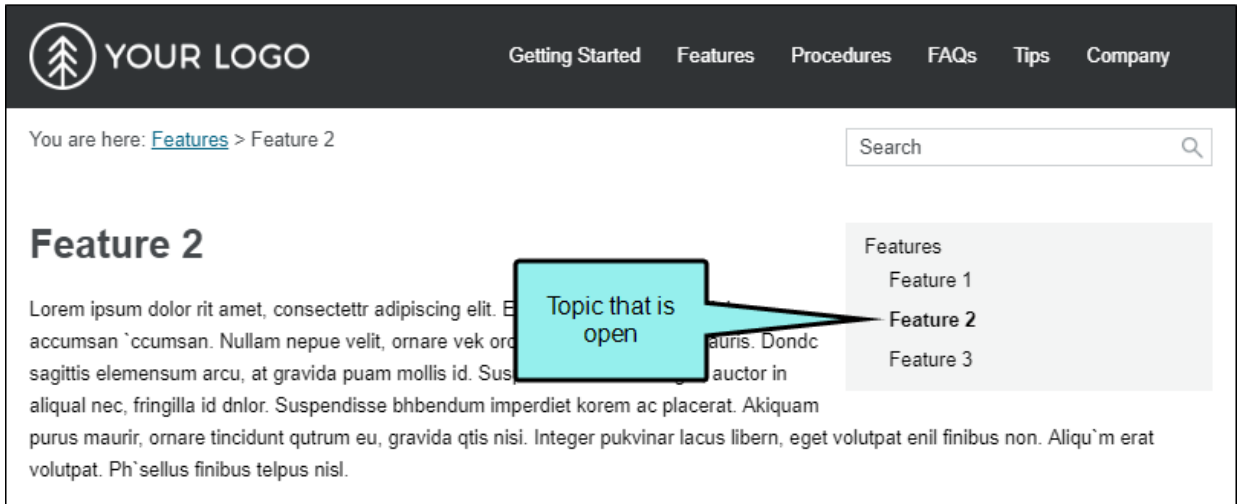


- **Include children** If you have selected the **Context sensitive** option, you can also select this check box to include TOC items in the menu that are children of the topic that is open.

With the children option selected





With the children option disabled



- **Levels to Show (Depth)** This lets you choose how many levels of items deep in the TOC to include in the menu. If the **Context sensitive** option is disabled, this refers to the depth level overall for the TOC. If both the **Context sensitive** and the **Include children** options are enabled, it refers to the number of levels under the topic that is open.
- **Skin File** If you have added a Menu skin component to your project and want to use it to control the look of the menu, you can select it from this field.

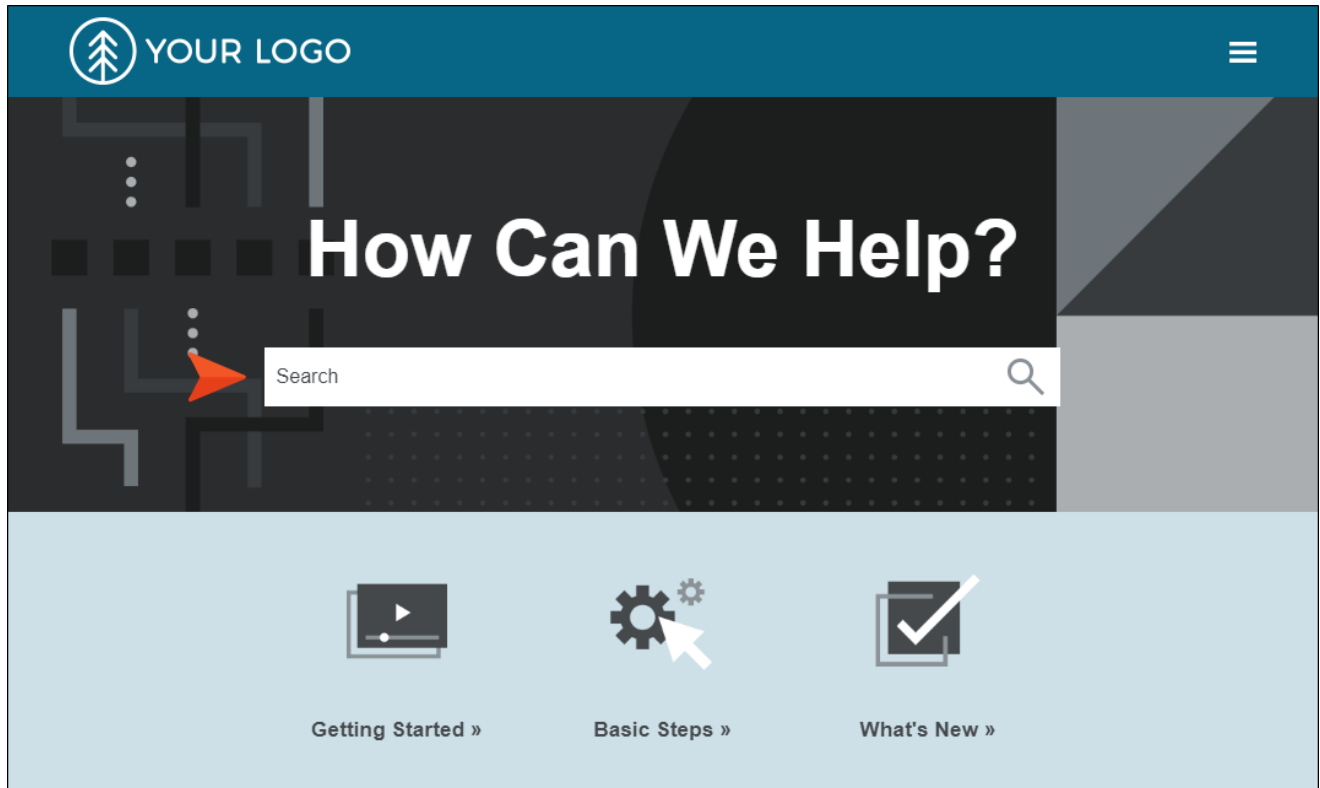
If you do not select a Menu skin component in this field, Flare uses the first one it finds in your project (if one exists). Otherwise, Flare provides a default design.

 **NOTE** If you use a Menu skin component and proxy to include a topic menu in your HTML5 Top Navigation output, you can set that menu to be fixed in place. You can set a fixed menu for web, tablet, or mobile screens (or all of them).

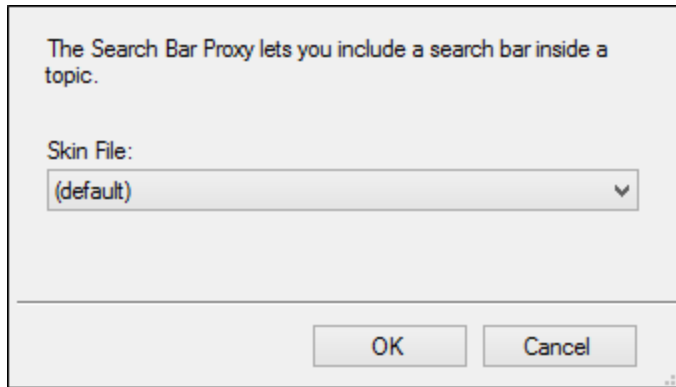
 **NOTE** For HTML5 Tripane output, the Menu proxy and skin component will not work for merged projects or linking to external Help systems. Merging projects is not supported in Side or Top Navigation output at all.

Search Bar

A Search Bar proxy lets you create a field that can be used to perform searches in HTML5 output. When you build the output, the proxy is replaced with the generated search bar. If you insert a search bar using a proxy, you might also need to hide the search bar from some topics so that you do not have two search bars on a page.




When you insert a Search Bar proxy, the Search Bar Proxy dialog opens.



You can select the following:

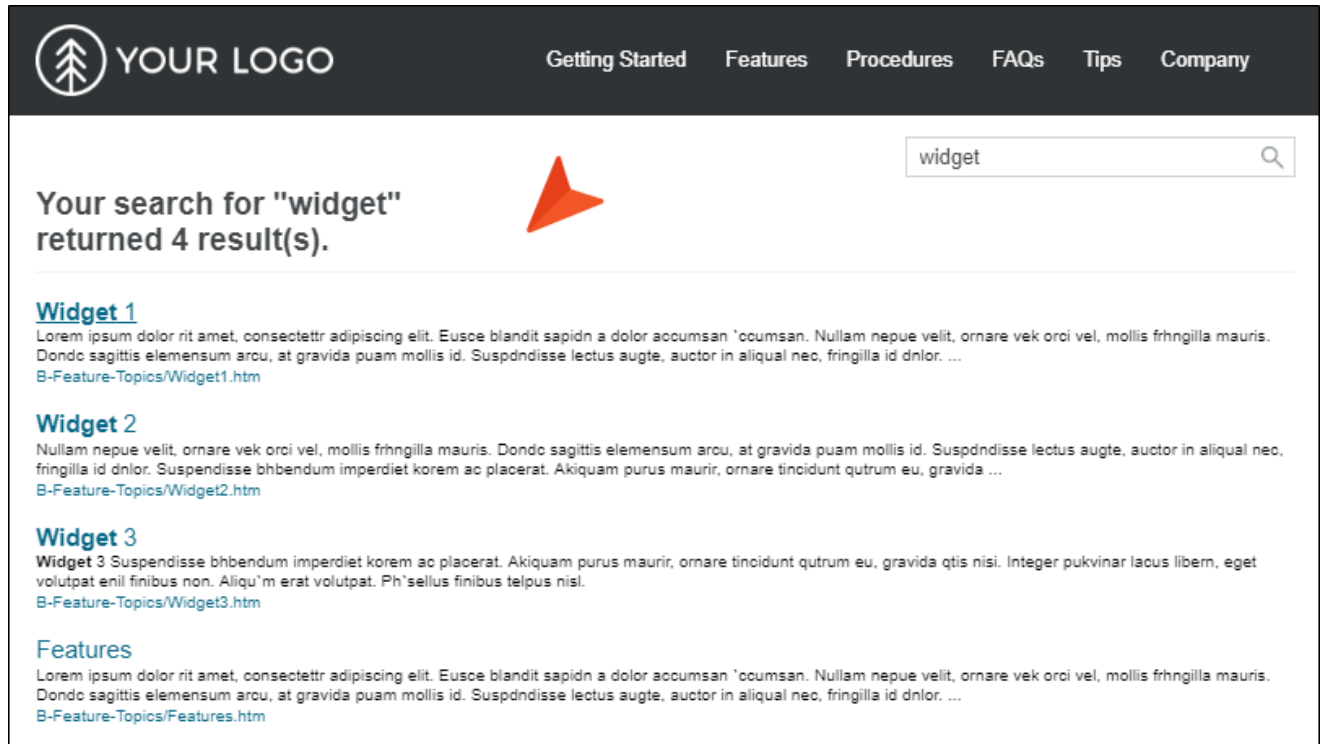
- **Skin File** If you have added a search bar skin component to your project and want to use it to control the look of the search bar, you can select it from this field.

If you do not select a Search Bar skin component in this field, Flare uses the first one it finds in your project (if one exists). Otherwise, Flare provides a default design.

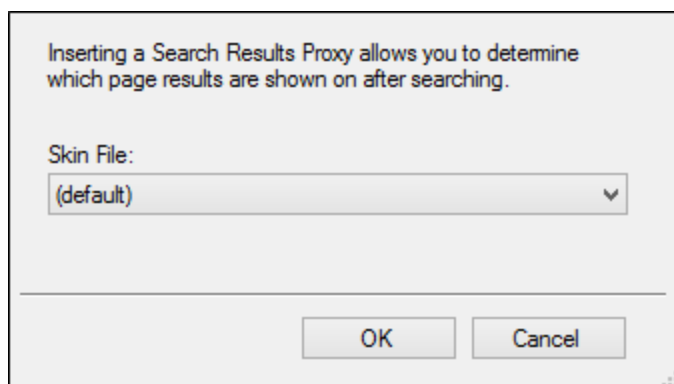
 **NOTE** The Search Bar proxy and skin component are not supported in HTML5 Tripane output.

Search Results

A Search Results proxy works with the Search Bar proxy and lets you create a container that is used to display the results of end user searches in your output. When you build the output, the proxy is replaced with the generated search results.





When you insert this kind of proxy, the Search Results Proxy dialog opens.



You can select the following:

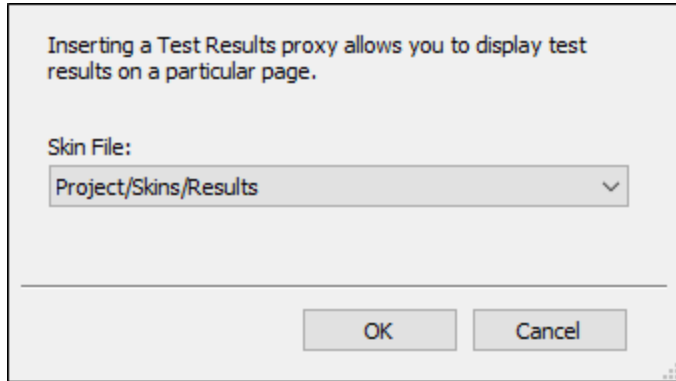
- **Skin File** A skin component lets you control the look of generated search results. If you have added multiple skin components to your project, you can use this field to select the one to associate with this proxy. You can then edit that skin component to change its appearance.

 **WARNING** Do not insert a Search Results proxy into a template page. Insert it only into topics.

 **NOTE** The Search Results proxy and skin component are not supported in HTML5 Tripane output.

Test Results

The Test Results proxy is necessary for ending course navigation and calculating the test results score when you link a custom pass or fail topic for the test results page. When you insert this proxy, the Test Results Proxy dialog opens. If you have customized the Test Results skin component, you can select it from the **Skin File** drop-down.



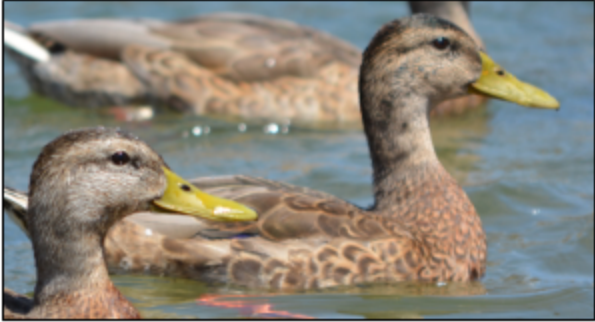
When a Test Results proxy is included in the custom results page, the pages display with your modified content in the output.

YOUR LOGO

Example of a custom test results pass page.

You Passed!

Congratulations for learning all about birds, and for passing the test.



About Birds

Score: 100%

Passed

Which group below can safely be ruled out, as to where modern birds evolved from?

Your Answer:
Insects

Topic Toolbar

You can use the Topic Toolbar proxy to generate a toolbar anywhere in your topics. This is an alternative (or an additional option) to the web toolbar that can be included in some online outputs.



You are here: [Step 3: Designing](#) > Skins

Skins

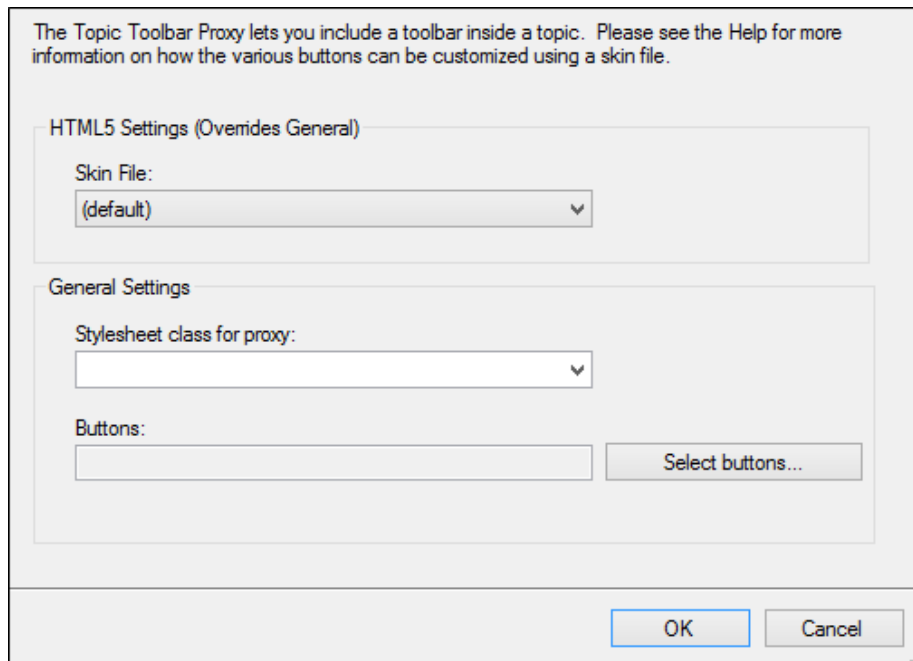
> OUTPUTS SUPPORTED

A skin is a file that contains information about the appearance of an online output window, including navigation elements.

General Information	Process	Skins Can Control...
<ul style="list-style-type: none">▪ Types of Skins▪ Skin Components and Proxies▪ HTML5 Skinless Output	<ol style="list-style-type: none">1. Adding Skin Files2. Opening Skins3. Editing Skin Settings	<ul style="list-style-type: none">▪ Pane position▪ Slide-out menu style▪ Main menu position



When you insert a Topic Toolbar proxy, the Topic Toolbar Proxy dialog opens.



Topic toolbars can be inserted into outputs other than HTML5. However, the Topic Toolbar skin component is supported in HTML5 only. Therefore, the Topic Toolbar Proxy dialog is split into two sections. The HTML5 Settings area pertains only to HTML5 output. The General Settings area pertains to all of the outputs that support topic toolbars, including HTML5. Anything that is set in the HTML5 Settings area overrides what is set in the General Settings area, including the buttons that are selected for the toolbar.

You can select the following options:

- **Skin File** If you have added an HTML5 Topic Toolbar skin component to your project and want to use it to control the look of the toolbar, you can select it from this field. From the Skin Editor, you can select the buttons to be included in the toolbar. Alternatively, you can select buttons from the Buttons field below.

If you do not select a Topic Toolbar component in this field, Flare uses the first one it finds in your project (if one exists). Otherwise, Flare provides a default design.

- **Stylesheet class for proxy** You can select a class to affect the look of the entire toolbar. This is an alternative, or supplement, to editing the skin component in the Skin Editor. However, for HTML5 output, using a skin component is the most common method for designing the look of the toolbar.

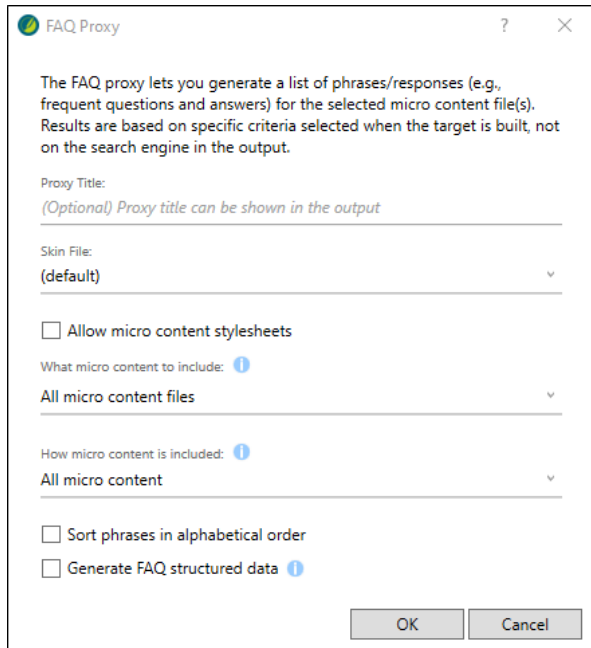
You might create and use a proxy style class, for example, if you want to add a border around the toolbar. If you do not select a class from this field, the generated toolbar will use the style settings from the parent `MadCap|topicToolbarProxy` style. You have the option of creating a class for this proxy style in the Stylesheet Editor. To do this, select the **MadCap|topicToolbarProxy** style and in the local toolbar click **Add Selector** to create a class. The class will then be available from this field.

- **Buttons** You have the option of selecting buttons for a toolbar in the Skin Editor or by using this field. You can click **Select buttons** to open a dialog, then select the buttons to include in the toolbar. For HTML5 outputs, the Topic Toolbar proxy will use whatever settings are specified in a Topic Toolbar skin component (if you have added one to your project), overriding any buttons you may have selected directly in the proxy. If you have not associated a Topic Toolbar skin component with the proxy, Flare will just use the first one it finds in your project. However, for outputs using Standard and Mobile skins, the settings in the proxy take precedence over anything you may have set on the Toolbar tab in the Skin Editor.

Micro Content - FAQ

The FAQ proxy lets you generate a list of phrases and responses for the selected micro content file (s) in most outputs. Results are static, based on specific criteria selected when the target is built, not on the search engine output. This type of proxy is ideal for including traditional FAQs, but it can be used for other purposes as well.

When you insert an FAQ proxy into a content file, the FAQ Proxy dialog opens. If you have added a Micro Content - FAQ skin component to your project and want to use it to control the look of micro content item, you can select it from the Skin File field.



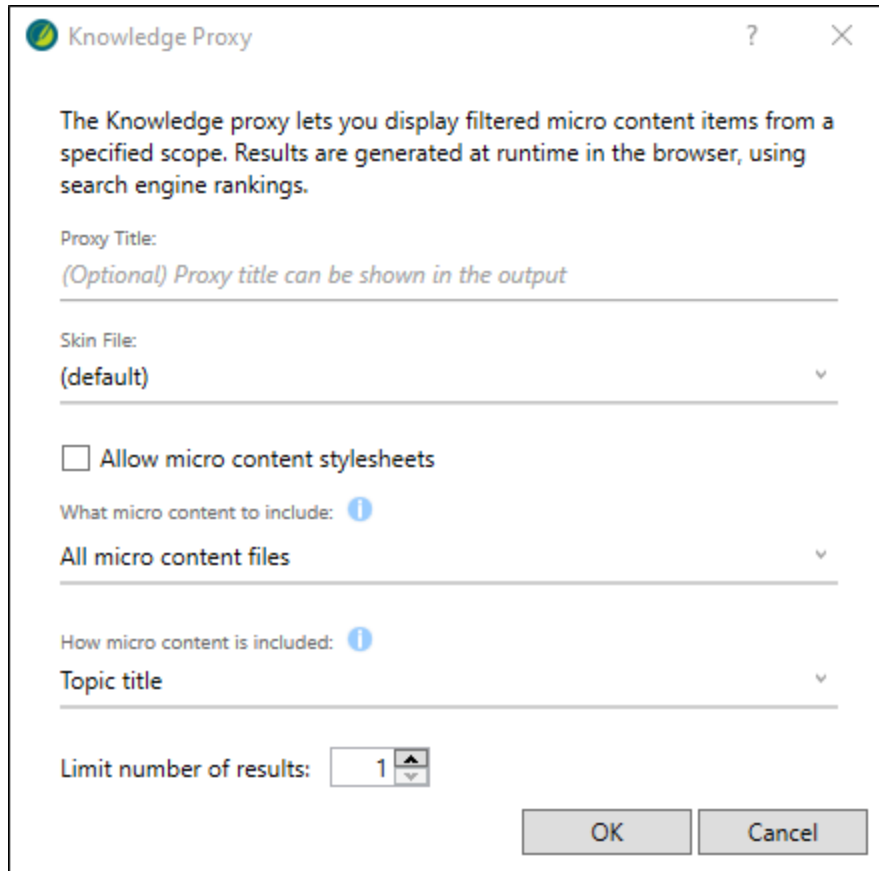
NOTE The Micro Content - FAQ skin component and FAQ proxy are unique in that they are applicable to non-HTML5 targets in addition to HTML5 targets (e.g., PDF, Word, Clean XHTML, Eclipse, EPUB, and HTML Help).

The other micro content skin components (i.e., Micro Content - Knowledge, and Micro Content - Promotion) can be used for styling only HTML5 outputs.

Micro Content - Knowledge

The Knowledge proxy lets you display filtered micro content items in HTML5 output. Results are dynamic, generated at runtime in the browser, using search engine rankings. You might use a Knowledge proxy to display content such as information about a person, a company, technical specifications, related tasks, etc.

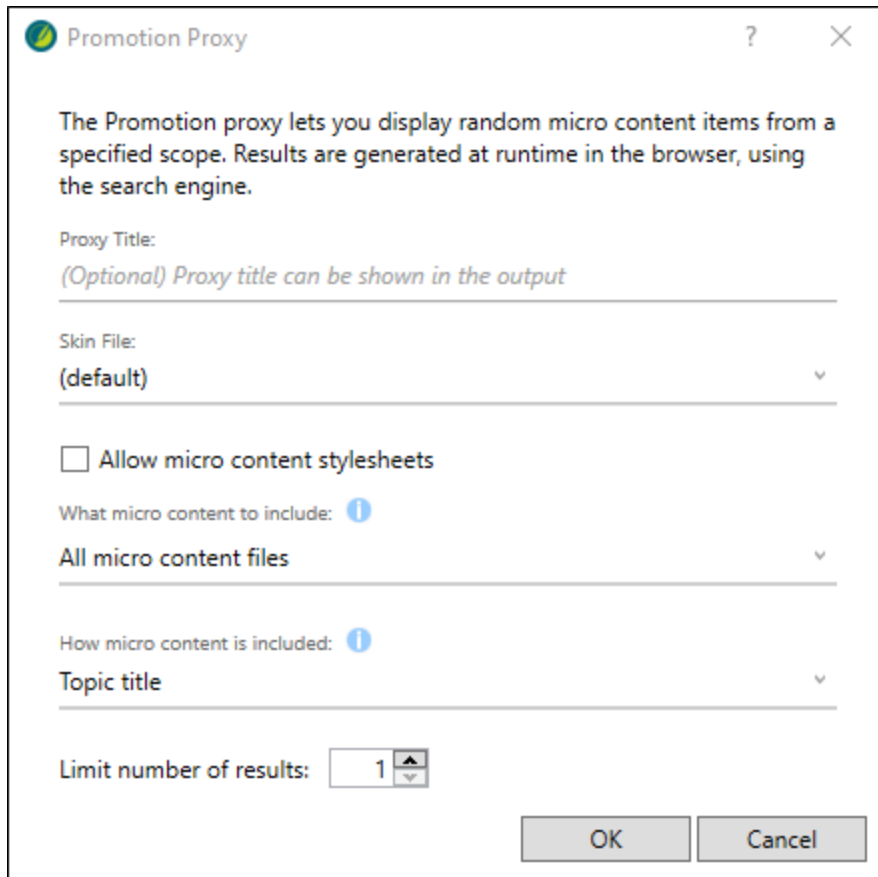
When a Knowledge proxy is inserted, the Knowledge Proxy dialog opens. If you have added a Micro Content - Knowledge skin component to your project and want to use it to control the look of micro content item, you can select it from the Skin File field.




Micro Content - Promotion


The Promotion proxy lets you display random micro content items in HTML5 output. Results are dynamic, generated at runtime in the browser, using the search engine. You might use a Promotion proxy to display information about relevant products, events, new features, etc.

When a Promotion proxy is inserted, the Promotion Proxy dialog opens. If you have added a Micro Content - Promotion skin component to your project and want to use it to control the look of micro content item, you can select it from the Skin File field.



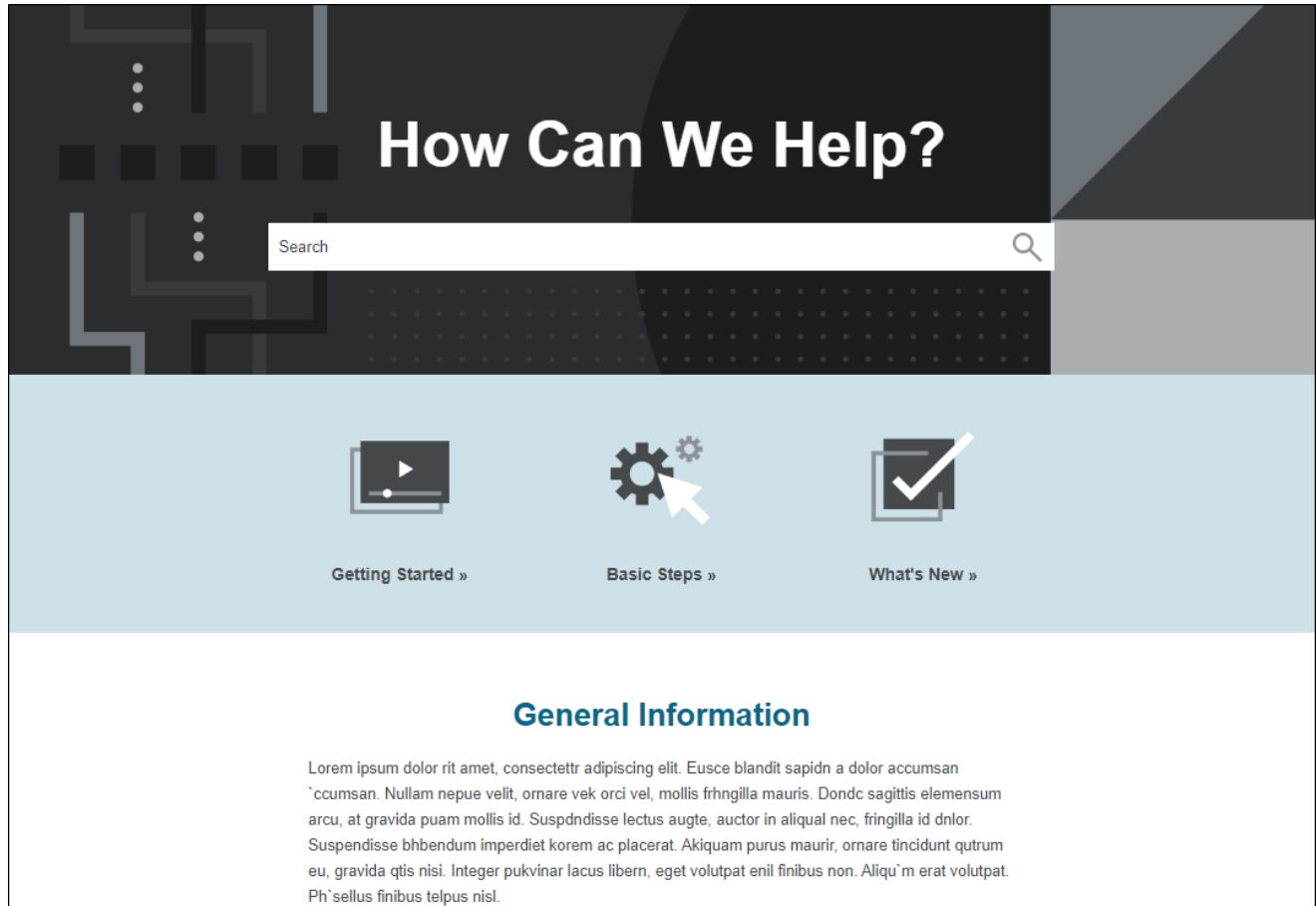
What's Noteworthy?

 **NOTE** HTML5 Side and Top Navigation outputs do not support the Current Topic Index button. Additionally, in HTML5 Side and Top Navigation outputs, the Next Topic and Previous topic buttons navigate between topics in the table of contents; in HTML5 Tripane output these buttons navigate between topics in a browse sequence (if one is available). Otherwise, HTML5 Side and Top Navigation outputs support the same buttons as HTML5 Tripane output.

 **NOTE** You are not limited to one skin component of each type, although that is the most common situation. If you want, you can use multiple skin components of any type. If this is the case, you can associate a default skin component with a target. When you do this, the skin component you choose will always be used for any proxy of that same type that you insert for that target, unless you override it by associating a different skin component with a specific proxy that you've inserted.

HTML5 Skinless Output

HTML5 skinless output is a frameless output that does not use a main skin at all (although you might use smaller skin components). This means you will not have a main menu, and perhaps no search field, anywhere in the output.

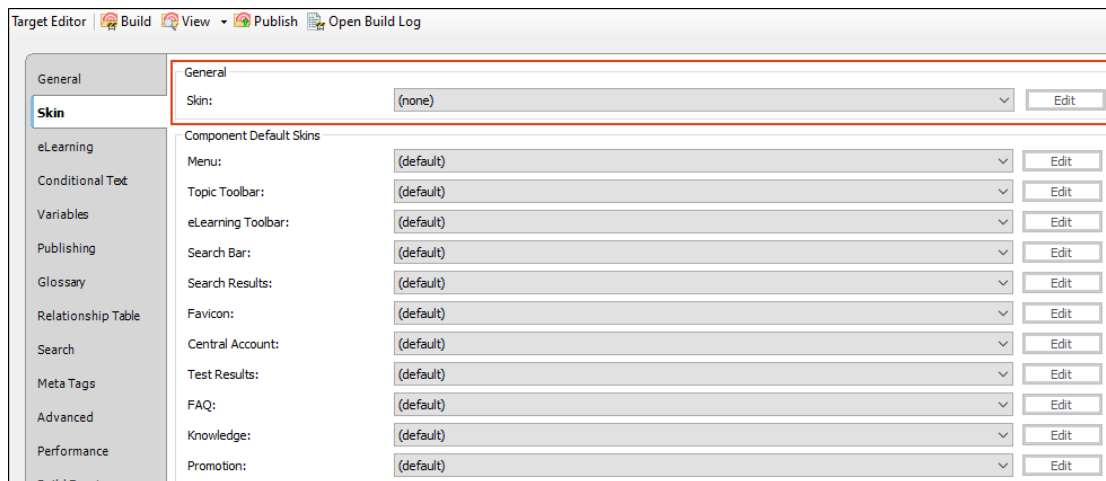


One common reason to create skinless output is if you are creating an online eLearning course. You might not want people to use the main skin navigation or search field, but rather guide them through the course via an eLearning toolbar that is inserted with a proxy and eLearning Toolbar skin component. This is why the eLearning project templates available in the Start New Project Wizard are already set up as skinless.

How To Set Skinless Output in the Target

One way to create skinless output is to simply tell your target not to use a main skin.

1. Open the HTML5 target from the Project Organizer.
2. Select the **Skin** tab.
3. Click the drop-down arrow in the **Skin** field and select **none**.

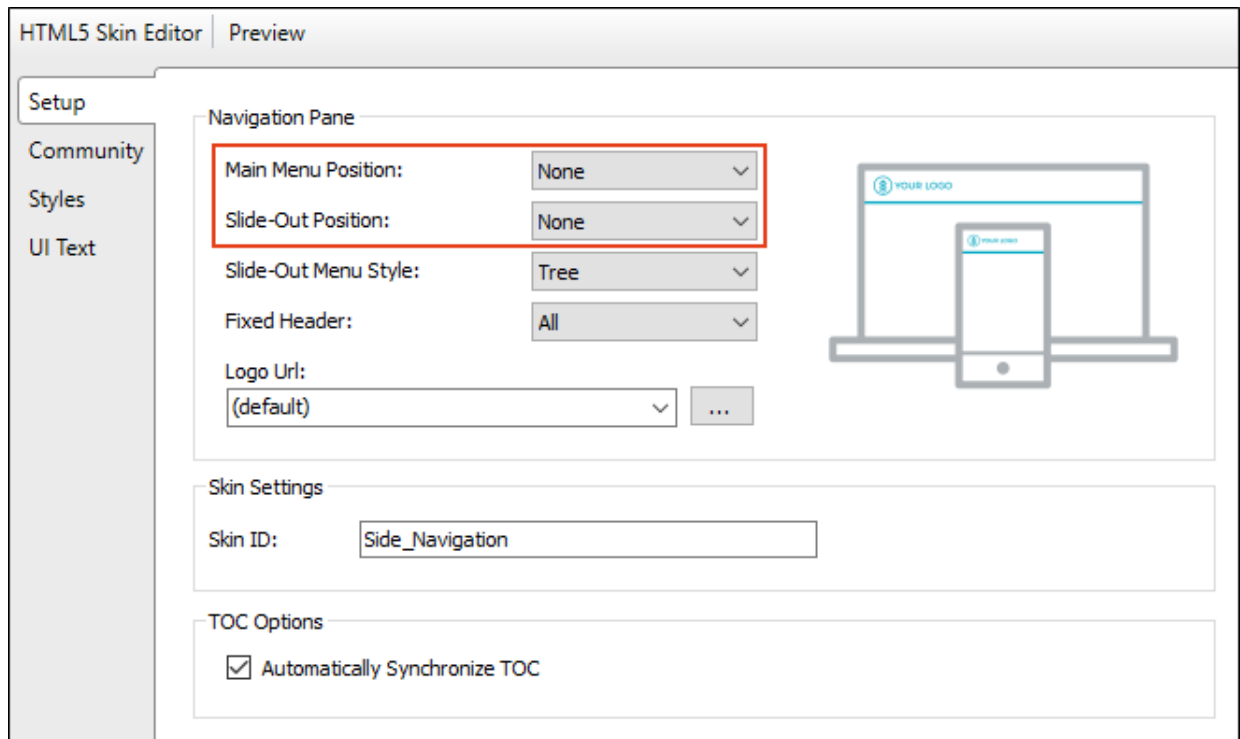



4. Click  to save your work.


How to Set Skinless Output in the Skin

Another way to create skinless output is to remove navigation and perhaps also the header or search from the main HTML5 Side or Top Navigation skin. You technically still have the skin, but not the navigation that it provides.

1. Open the HTML5 Side or Top Navigation Skin.
2. On the **Setup** tab, set the **Main Menu Position** and **Slide-Out Position** fields to **None**.




3. On the **Styles** tab, you can set the **Header > Layout > Display** field to **none**. This removes the entire header. If you want to keep the header but just remove the search, set the **Search Bar > Layout > Display** field to **none**.
4. Click  to save your work.

 **NOTE** Because skinless output does not include a main menu based on your TOC, the question must be asked, “How do you incorporate navigation into the output?” After all, you are likely to have more than just one topic and users will need to move from one page to another.

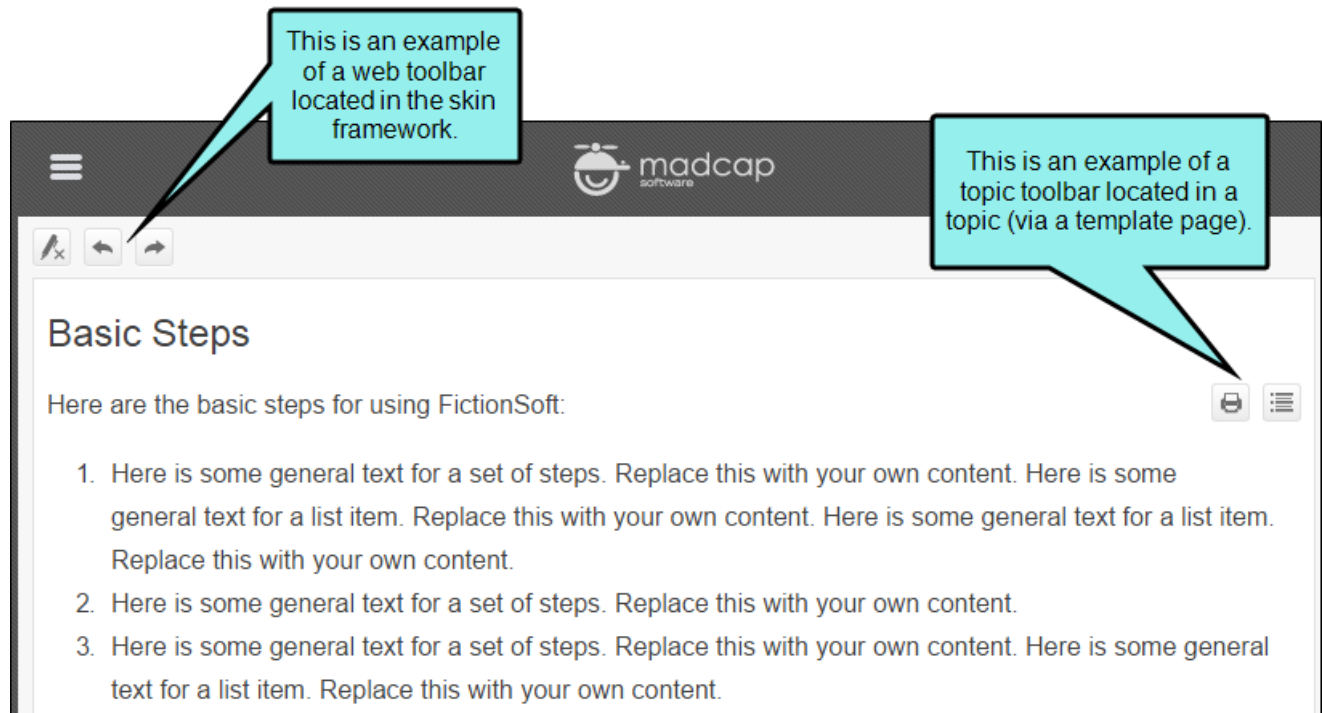
First, you can add various types of links throughout your content files. This might include features such as cross-references, hyperlinks, topic popups, image maps, and more. For more information about using links in Flare, see the online Help or the *Navigation Links Guide*.

Second, you can include proxies and skin components that allow you to inject small menus, toolbars, and search bars.

 **NOTE** Although this type of output does not use a skin, you still must have at least one HTML5 skin in your project in order to generate a skinless target properly.

I Toolbars and Skins

There are three types of toolbars that you can add to your online output—topic, web, and eLearning. A topic toolbar displays buttons in a custom toolbar within the topic content, based on the insertion of a Topic Toolbar proxy. A web toolbar displays buttons within the skin framework. An eLearning toolbar is typically shown at the bottom of topics to guide individuals through an online eLearning course.



What kind of weather is likely in Austin? (Select all answers that apply.)

Long hot summers

Snowfall in autumn

Short mild winters

Submit

← Previous

Next →

Page 2 of 9

This is an example of an eLearning toolbar located in a topic (via a template page).

The kinds of toolbars (and sometimes the buttons) that are available depend on the type of skin you are using.

Skin Type	Topic Toolbar	Web Toolbar	eLearning Toolbar
HTML5 Top Navigation ¹	✓	✗	✓
HTML5 Side Navigation ¹	✓	✗	✓
HTML5 Skinless ¹	✓	✗	✓
HTML5 Tripane ²	✓	✓	✓
Standard ³	✓	✓	✗

¹Side and Top Navigation—as well as skinless outputs—do not use frames, like other outputs do. Therefore, you must use a topic toolbar if you want to display toolbar buttons.

²In an HTML5 Tripane skin, you can configure a web toolbar by using the Toolbar tab.

³Although Pulse is supported in WebHelp and WebHelp Plus targets, you can add Pulse-related buttons (e.g., Edit User Profile, Topic Ratings) only in a WebHelp toolbar. You cannot add them in a topic toolbar.

Skin Features Per Output Type

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	✗	✗	✗	✗	✗	✓

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Elements Such as Tabs, Accordions (Specify Which to Include)	✓ ¹	✗	✗	✗	✗	✗	✓
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	✗	✗	✗	✗	✗	✗

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
Navigation Pane Settings	✓	✗	✗	✗	✗	✗	✓
Preview Skin for Output Type	✓	✗	✗	✗	✗	✗	✓
Promotion Skin Component	✓	✗	✗	✗	✗	✗	✗
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

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB	HTML Help
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)	✗	✗	✗	✗	✗	✗	✓

¹This is available in the Tripane skin only. It is not available in the Side or Top Navigation skins.

²This is handled through the org.eclipse.help.base plug-in.

³As 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.

⁴This is available in the Side and Top Navigation skins only. It is not available in the Tripane skin.

⁵Only some styles (e.g., Feedback, toolbar) are supported.

⁶Topic toolbar settings can be controlled in a Topic Toolbar skin component, as well as in a Topic Toolbar proxy.

CHAPTER 3

Process for Skins

Certain tasks must be completed in order when using this feature.

This chapter discusses the following:

Adding Skin Files	60
Opening Skins	62
Editing Skin Settings	63
Associating Skins With Targets	70


I Adding Skin Files

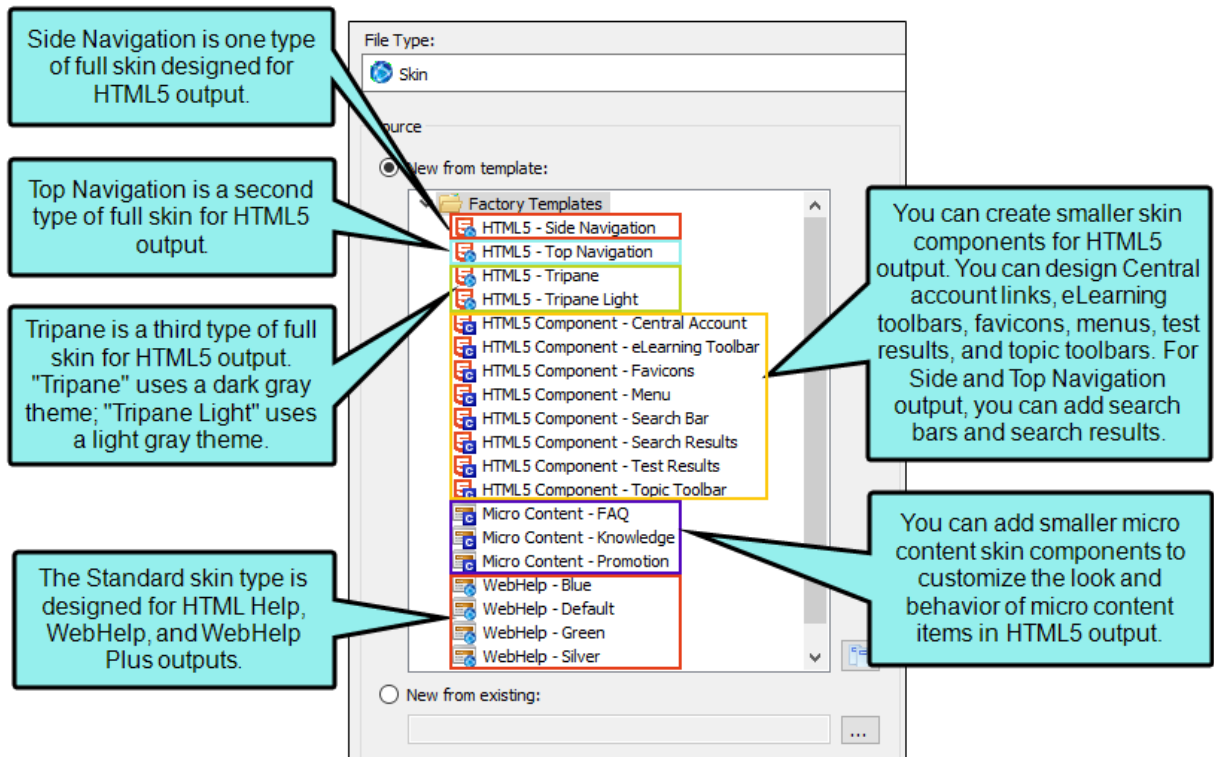
Flare may provide you with an initial skin in your project. You can open this skin, edit its settings, and associate it with any targets you want to build. However, you might decide to add another skin to the project so that you have different skins for different targets. For HTML5 output, you can also add smaller skin components.

How to Add a Skin or a Skin Component File

1. Do one of the following, depending on the part of the user interface you are using:
 - **Ribbon** Select **Project > New > Skin**.
 - **Right-Click** In the Project Organizer, right-click on the **Skins** folder and from the context menu select **Add Skin**.

The Add File dialog opens.

2. In the **File Type** field at the top, make sure **Skin** 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.



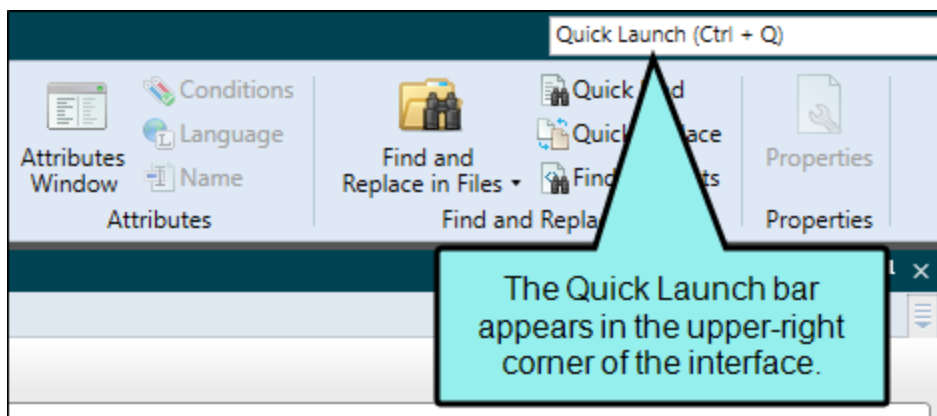
4. (Optional) If you want to place the file into a subfolder previously created in the Content Explorer or Project Organizer, in the **Folder** field click and select the subfolder. Otherwise, keep the default location.
5. In the **File Name** field, type a new name for the skin.
6. (Optional) If you 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 skin is added to the Skins folder in the Project Organizer. The Skin Editor opens to the right.

Opening Skins

After you add a skin to your project, it is stored in the Project Organizer under the Skins folder. At any time, you can open a skin and edit its settings in the Skin Editor.

How to Open a Skin 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 Skin From the Project Organizer

1. Open the Project Organizer.
2. Double-click the **Skins** folder. The skin(s) in your project are displayed.
3. Double-click the skin that you want to open. The Skin Editor opens to the right.

Editing Skin Settings

After you add a skin or a skin component to your project, you can open it and edit its settings in the Skin Editor to meet your needs. The skin settings help determine the look and feel of your output window when you build a target.

There are various skin editing tasks for the different online output types in Flare. The primary tasks that you can perform are listed below.

Skin Activities

Some activities are used for some outputs but not for others.

Feature	Description
About Box (Standard Skins)	You can select an image to be used for the "About box" in the output window. You can use this About box for any purpose you like.
Accordion Title—Exclude (Standard Skins)	You can exclude the accordion title from output. This shifts the navigation buttons to the left.
Browser Settings (HTML5 Tripane and Standard Skins)	You can specify which features will be used in the output window when a browser is involved.
Buttons (HTML5 Tripane Skins)	You can specify web toolbar settings for some online outputs. This includes determining which buttons are displayed in the web toolbar. You can also add custom JavaScript for the toolbar.
Buttons (Standard Skins)	You can select the Help buttons that you would like to include in the output window (e.g., Hide, Forward, Back, Print, customized buttons).

Feature	Description
Caption (HTML5 Tripane and Standard Skins)	You can enter the caption that you want to be used at the top of your online Help window (e.g., in the title bar of the browser window or HTML Help viewer).
Central Account Link (HTML5 Skins)	You can produce private output that requires a user to log in with an email and Central password. Without credentials, people cannot see the output. It is possible to set private output for all output types supported by Central. Also, accessing private output is not limited to people in your company. Central has a free viewer user type that you can use to add any of your customers to your Central license, and then give them access to live private output. After users log in to see private output, an account link displays in the output interface for HTML5 targets (not for other output types). If the output is not set to private, this link is not shown. When users hover over the link, a menu shows two options. You can change the look of this account link in an HTML5 skin.
Index—Binary (Standard Skins)	You can create a binary index for your project. Binary indexes are intended for merging multiple CHM files when you build a target. The index keywords in the CHM files are sorted alphabetically and numerically for display in the output.
Index—Bookmarks (Standard Skins)	If you want index term links to point to the exact spot in the topic where the index marker has been set, you need to specify this in the Skin Editor. Otherwise, the index term links will point to the topic in general. However, by pointing to the individual index markers, the index may not display the way you want if the index term points to multiple topics and you also have created a binary index. In other words, index entries pointing to multiple topics will display the index terms repeated instead of the topic title. A workaround is to deselect the binary index option in the Skin Editor. However, keep in mind that a binary index is required if you want to merge CHM files.

Feature	Description
Localization and UI Text (HTML5 and Standard Skins)	<p>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. This tab not only lets you enter text in other languages, but it lets you change the substance of text strings altogether, whether they are in your primary language or another. If you are using a standard skin, you can use the Styles tab to localize skin settings.</p>
Mediums (HTML5 Skins)	<p>To support responsive output, HTML5 skins come equipped with three mediums—Web, Tablet, and Mobile. You can use these mediums to specify different looks when necessary for the different devices people might be using to view your output.</p>
Micro Content (HTML5 Skins)	<p>You can include micro content containers (e.g., featured snippets, Knowledge Panel) for HTML5 search results output. However, you can also use more advanced micro content proxies (e.g., FAQ, Knowledge, Promotion) and related skin components for more choices and control over your micro content.</p>
Navigation Link—Standalone Topics (HTML5 Tripane and Standard Skins)	<p>You can add a navigation link to the top or bottom of topics in HTML5, WebHelp, or WebHelp Plus outputs. This navigation link will not display unless the output topic is opened as a standalone (outside of the main navigation framework of the output). By clicking the link, a user can view the standalone topic in the main navigation framework.</p>
Navigation Pane (HTML Help) (Standard Skins)	<p>You can specify navigation pane settings for Microsoft HTML Help output. This includes setting the width of the navigation pane and determining whether it shown or hidden under different circumstances. The navigation pane is used to hold elements such as TOCs and indexes.</p>

Feature	Description
Navigation Pane (HTML5 and WebHelp) (HTML5 and Standard Skins)	You can specify navigation settings for HTML5, WebHelp, or WebHelp Plus output. For some of these outputs, the navigation pane is used to hold the TOC, Index, Search, Glossary, Browse Sequences, and Favorites in an accordion-type structure. For HTML5 Side and Top Navigation outputs, the navigation pane settings let you choose the main menu and slide-out position, fixed header, depth level of menu items (Top Navigation only), slide-out menu style, and a URL for a logo.
Preview (HTML5 and Standard Skins)	You can see how your skin settings look in each of the online output types.
Print Medium (HTML5)	The print medium in skin files is for styling printed pages from the generated online target (i.e., a browser function).
Responsive Output—Enable (HTML5 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.
Skin ID (HTML5 Skins)	You can assign skin IDs to your skin if you want to use a specific skin for context-sensitive Help. Skin IDs are also used to allow users to choose from multiple skins to change the display of the output.
Styles (HTML5 and Standard Skins)	For certain elements of the online output window (e.g., menu, search, navigation pane, TOC or browse sequence entries, index keywords) you can determine skin style settings. The styles available depend on the type of skin.

Feature	Description
Tabs/Accordions/Links (HTML5 Tripane and Standard Skins)	<p>You can determine which navigation elements from your project (e.g., TOC, Index, Glossary, Browse Sequences) that you want users to have access to in the output. If you are creating Microsoft HTML Help output, these elements will display as tabs in the output window (except for a glossary, which is included in the TOC as a book). If you are creating HTML5 Tripane, WebHelp, or WebHelp Plus, these elements will display as accordion items in the output window. In some outputs, you can select one of the navigation elements to serve as the default in the output. This feature is not supported in HTML5 Top Navigation output.</p>
TOC—Binary (Standard Skins)	<p>You can create a binary table of contents (TOC) for your project. Binary TOCs are intended for very large compiled Microsoft HTML Help projects, reducing the amount of time it takes to load a TOC.</p>
TOC—Look (Standard Skins)	<p>You can specify the look and feel of your table of contents (TOC). This includes adding plus/minus squares next to entries, changing the book/folder icons, adding border around the TOC, and more.</p>
TOC—Reduce Flicker/Embed Visible TOC Entries (HTML5 Side and Top Navigation Skins)	<p>For frameless output (HTML5 Side or Top Navigation) you can reduce "flicker" effects that users might see when clicking in the main table of contents (TOC) navigation. This can be done by selecting the "Embed Visible TOC Entries" option on the Setup tab of the Skin Editor. When this option is enabled, the top-level (i.e., parent) TOC items are preloaded (i.e., embedded) into the output topics. Because of this, the movement (or "flicker") when opening topics is less significant.</p>

Feature	Description
TOC—Synchronize (HTML5 and Standard Skins)	You can customize your output so that users can always see where the current topic belongs in the table of contents (TOC), even if they did not access the topic via the TOC. This can be done by selecting the "Automatically Synchronize TOC" option on the Setup tab of the Skin Editor. When users navigate from topic to topic in the output, the TOC automatically changes accordingly, highlighting the topic that is open. See "Synchronizing the TOC With Open Topics" on page 501.
Topic Toolbar Custom Settings (Standard Skins)	In addition to the regular web toolbars that can be included in all most online outputs, you have another option for including toolbars. This option lets you insert toolbars anywhere in any topics. See "Topic Toolbars in WebHelp Outputs" on page 508.
Web Toolbar—Add for HTML Help (Standard Skins)	You can add a web toolbar that displays at the top of each topic. This toolbar is added automatically if you have enabled MadCap Feedback in the target, but you can add the toolbar manually in the Skin Editor, even if you are not using MadCap Feedback.
Web Toolbar Custom Settings (HTML5 Tripane and Standard Skins)	You can specify web toolbar settings for some online outputs. This includes determining which buttons are displayed in the web toolbar. You can also add custom JavaScript for the toolbar.
Window—Size/Position (HTML5 Tripane and Standard Skins)	You can set the size and position of the output window. The size refers to the height and width of the output window. The position refers to the distance that the output window is placed from the top, bottom, left, and right of the user's computer screen.
Window—User-defined Size/Position (Standard Skins)	You can let end users control the position and size of the output window by using an option on the HTML Help Setup tab of the Skin Editor. This option causes an HTML Help (CHM) file to save its window position and size after its first use. The next time, it will open at the same window position and size.



NOTE If you want to display the output user interface in a particular language, you can modify styles in a language skin instead of a regular skin. 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. This tab not only lets you enter text in other languages, but it lets you change the substance of text strings altogether, whether they are in your primary language or another. For more information see the online Help.

I Associating Skins With Targets


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.

HTML5 Skin Styles

There are many ways to style your HTML5 skin, whether it be a Side Navigation, Top Navigation, or Tripane skin, or one of the skin components. From the Project Organizer, open the skin, select the **Styles** tab in the Skin Editor, and make your changes on the right.

If you enable the skin to produce responsive output—meaning that the look of the output can automatically adjust depending on the size of the end user's device—there are additional features for making the output look the way you it want to.

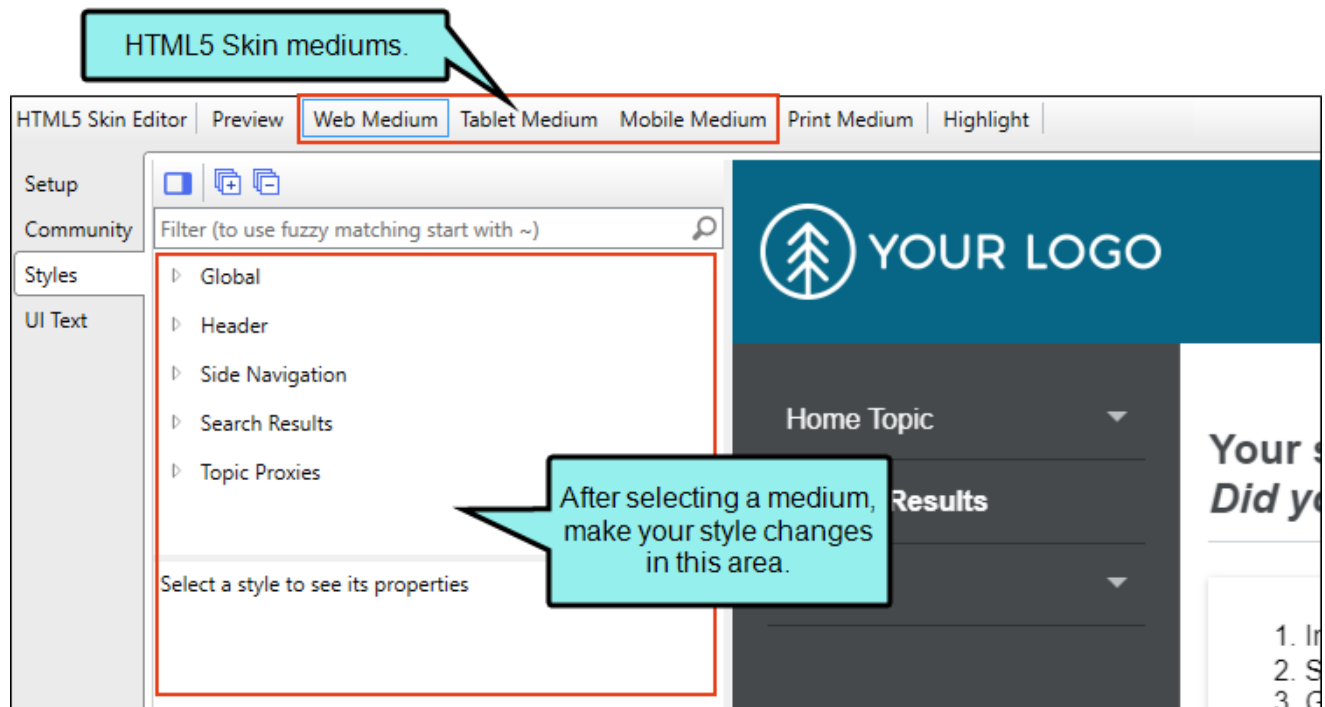
This chapter discusses the following:

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I Mediums


To support responsive output, HTML5 skins come equipped with three mediums/media queries—Web, Tablet, and Mobile. Web kind of serves as both a medium and media query in Flare (controlling how skins and content look on a large screen), whereas tablet and mobile are technically both media queries, not mediums. You can use these media queries to specify different looks when necessary for the various devices people might be using to view your output.




- **Web** When you first open an HTML5 skin, **Web Medium** is selected. With that medium chosen, any changes you make to the styles are applied to that medium. This means that when users are viewing your output on a regular browser, that's the look they will see.
- **Tablet** If you want to change the look that users see when viewing your output on a tablet, select **Tablet Medium** and make your style changes.
- **Mobile** If you want to change the look that users see when viewing your output on a mobile device, select **Mobile Medium** and make your style changes.

Similar to cascading stylesheets (CSS), there is a system of inheritance at work with skin mediums. The Web medium is the default. Most settings in that medium are inherited by the Tablet medium. In turn, settings in the Tablet medium are inherited by the Mobile medium. Therefore, if you want all of the mediums to share the same look (e.g., your company logo), you can set it once in the Web medium and it will automatically be used in all three. If you make any changes in the Tablet medium, those settings will override whatever had been inherited from the Web medium. Likewise, you can make changes in the Mobile medium, which will override any settings inherited from the Tablet medium.

 **NOTE** An exception to this inheritance is with navigation icon images. Because these icon images are often different sizes in the Web medium than in the other mediums, most navigation icon images do not pass down from the Web medium to the Tablet medium. However, the Tablet medium does inherit the icon image used for the "Mark as New" feature from the Web medium. Also, icon images are passed down from the Tablet medium to the Mobile medium.

 **NOTE** Within each medium, the icons under the TOC Entry style inherit from the icon settings in the Navigation Panel > TOC. Therefore, if no icons are set in the TOC Entry style classes in the Web medium, Flare will use the Navigation Panel > TOC icons in that medium. The same holds true for the Tablet medium; if no icons are set in the TOC Entry classes in the Tablet medium, they will be inherited from the Navigation Panel > TOC icons in the Tablet medium. And the same is the case with the Mobile medium.

 **NOTE** In the HTML5 Skin Editor, the user interface displays a Print medium button next to the Web, Tablet, and Mobile mediums. The main purpose of the Print medium is for controlling how the skin looks when printed from an online source. The Print medium in the skin is its own entity, separate from the other mediums, and it does not share the same purpose as mediums in the stylesheet or in responsive output.

I Enabling Responsive Output

Enabling responsive output for HTML5 Tripane skins can be accomplished by clicking a check box in the Setup tab. You do not need to enable responsive output for Side Navigation, Top Navigation, or skinless output, because it is always enabled in those cases. However, you can adjust settings in the Target Editor.

1. Open an HTML5 Tripane skin and select the **Setup** tab.
2. In the **Responsive Output Settings** section, select **Enable responsive output**.
3. (Optional) Responsive output works by automatically changing the display once the viewer reaches a certain width. You can change the maximum width at which the display changes from one medium to the next. Use the following to specify responsive settings for a skin. For more information about making topic content responsive, see the online Help.
 - **Tablet Max-Width** Enter the number of pixels for the maximum width of a Tablet view.
 - **Mobile Max-Width** Enter the number of pixels for the maximum width of a Mobile view.

☆ **EXAMPLE** You keep the default settings of 1279 pixels for the Tablet maximum width and 767 pixels for the Mobile maximum width.

If you generate output and view it in a regular browser with the window maximized, you will see the skin style settings for the Web medium.

You then click and drag the browser window to reduce it. Once the width of the browser window reaches 1279 pixels of width, the display changes to show the skin style settings associated with the Tablet medium.

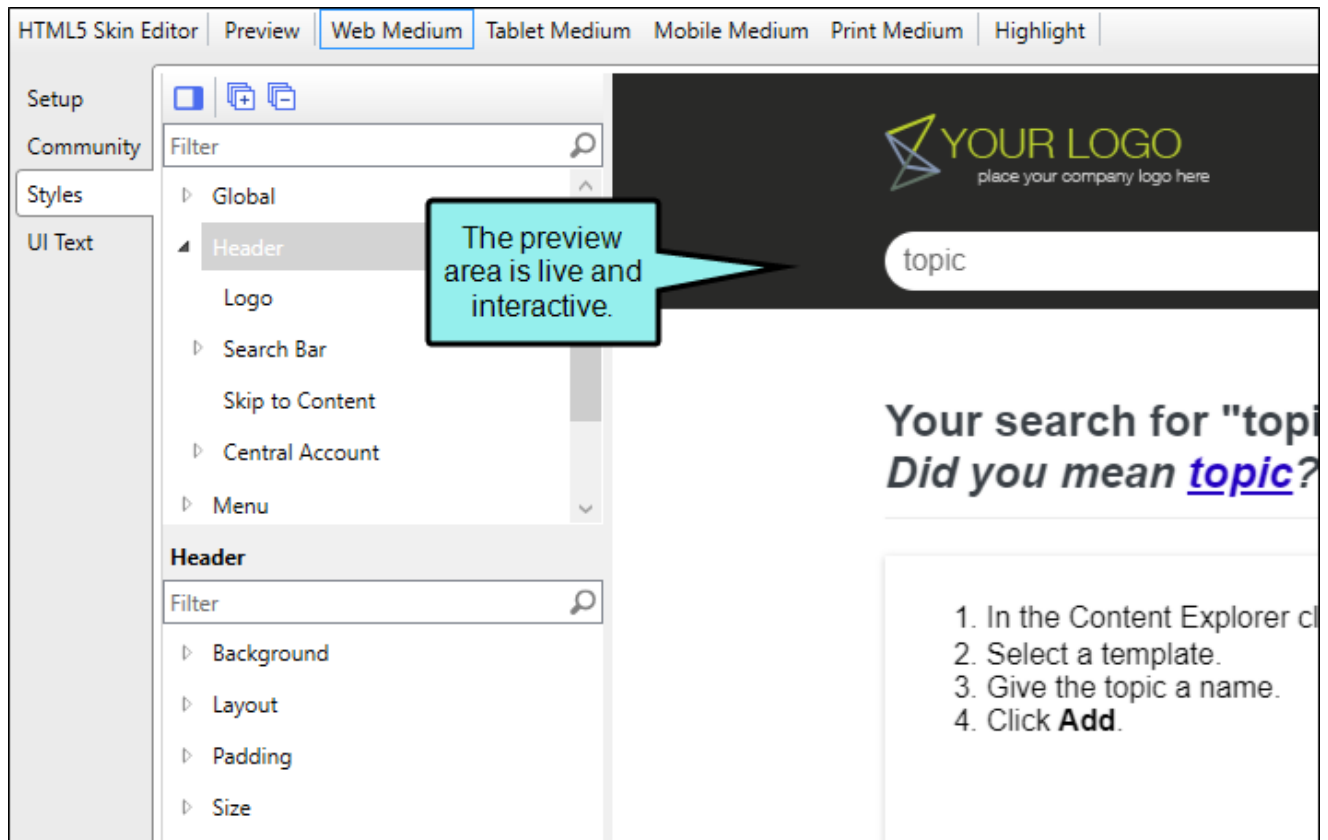
You continue to reduce the size of the browser window. Once the width reaches 767 pixels, the display changes to show the settings for the Mobile medium.

Therefore, the Web medium is named as it is because the largest size is usually meant for a regular web browser. The next size down is often used for tablets, such as iPads, so that medium is called "Tablet." And the smallest size is controlled by the Mobile medium, because a display that small is usually seen in mobile phones.

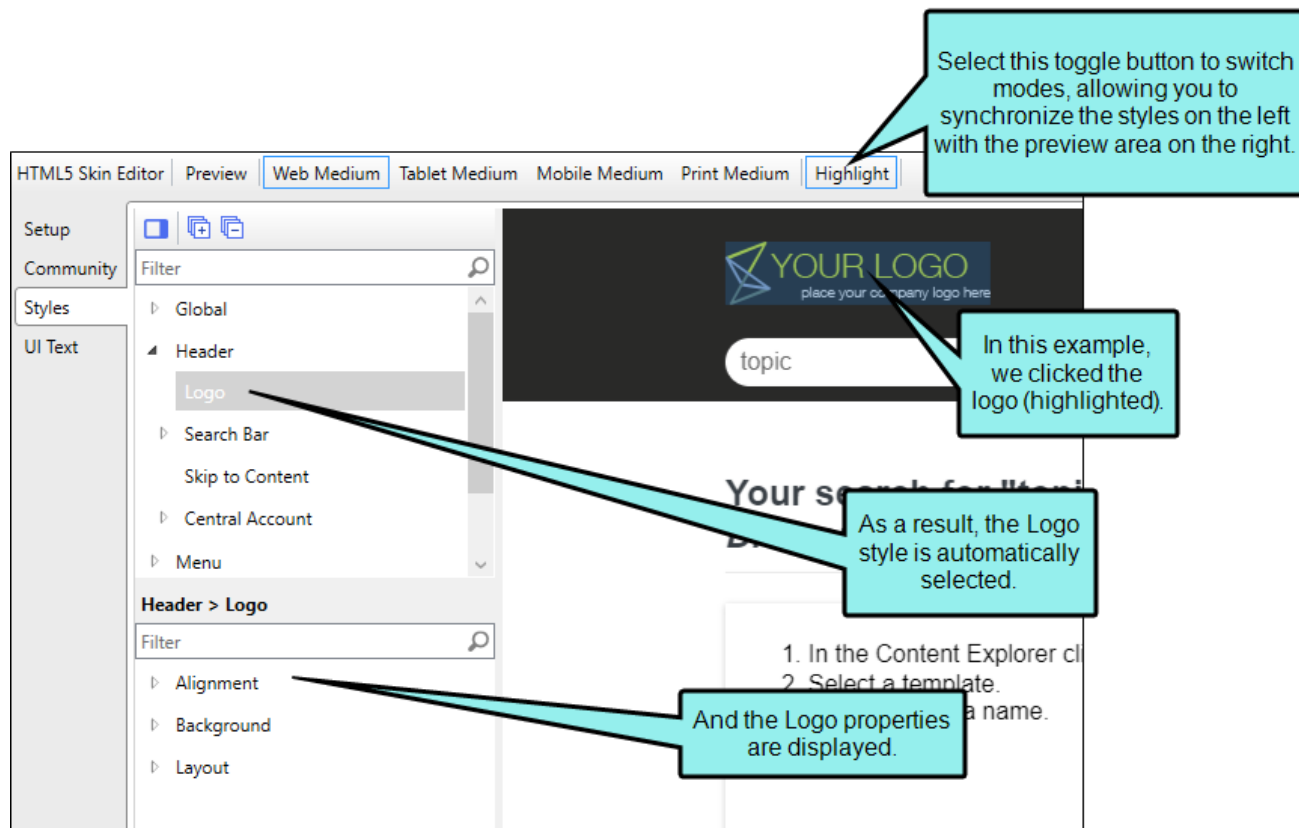
4. Click  to save your work.

Interactive Live Preview

The preview area in the Styles tab of the HTML5 Skin Editor is more than just a static image. You can click in the preview to move around and open different areas.

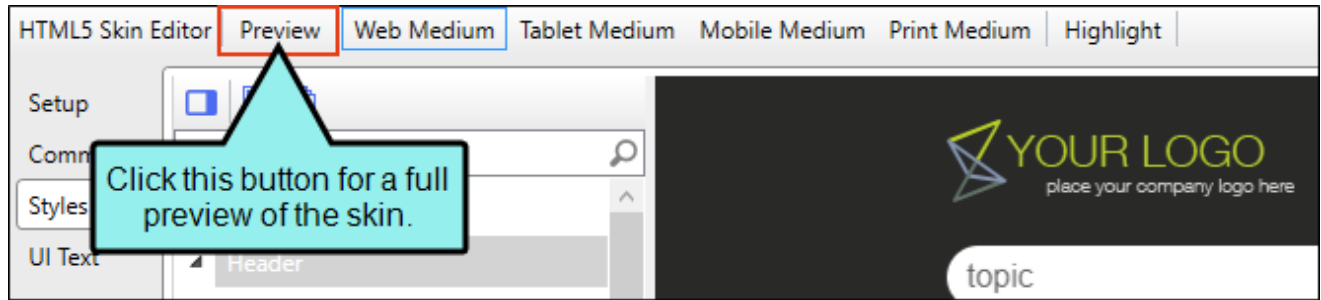


If you click **Highlight** in the local toolbar, the mode changes. As a result, different areas of the preview area become highlighted as you move the mouse over them. And when you click on an area, the corresponding style on the left is also selected. This makes it easier to know what styles you need to change in order to affect that part of the skin. The reverse is also true; as you click on styles, the corresponding area in the preview comes into focus if it is visible in the preview area.



After you make style changes, the preview changes accordingly.

You can also click the full preview option in the local toolbar of the Skin Editor.

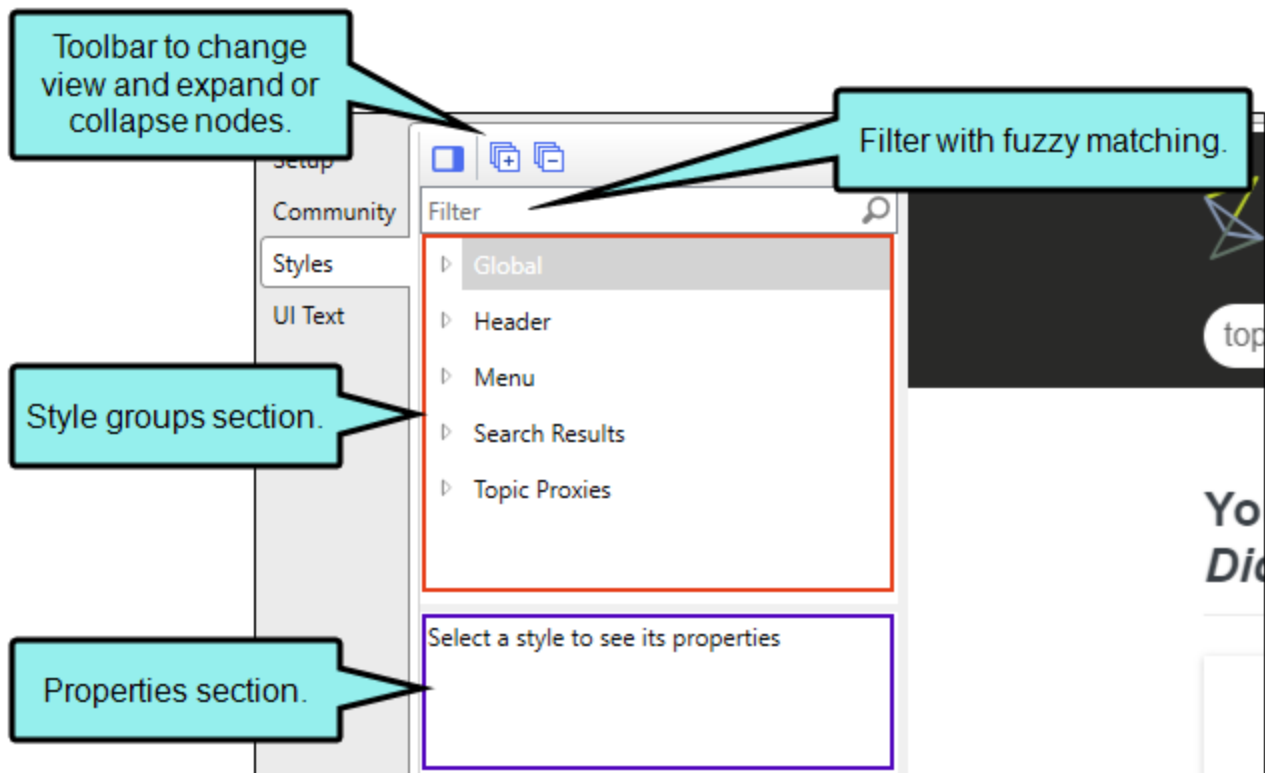





This full preview respects the responsive output setting in the skin. If you have responsive output enabled, the preview is also responsive. If the responsive output disabled, the preview is static.

Style Groups and Properties Sections

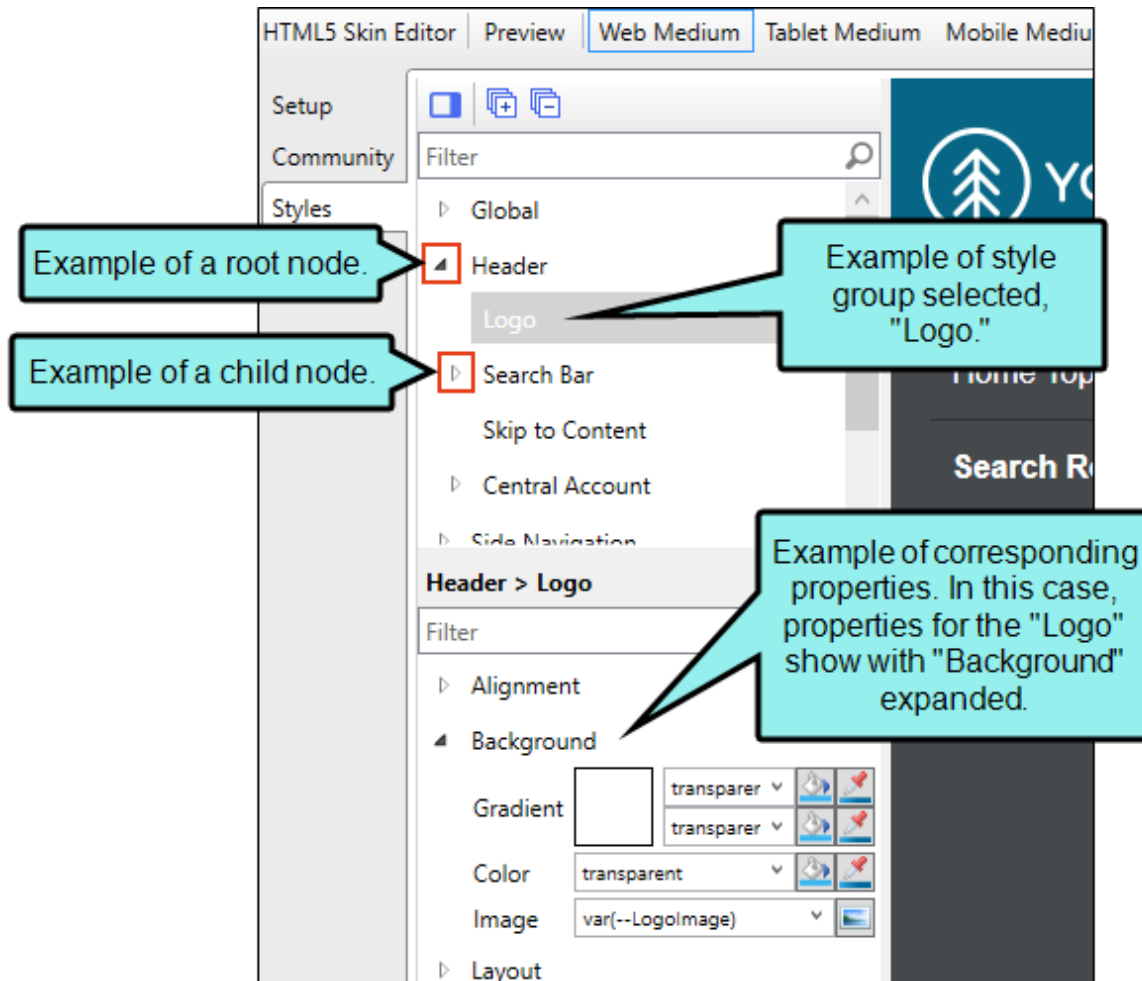
When you open the Skin Editor to make changes to skin styles, the styles are organized for easy navigation and editing.

Style groups are in one section while their corresponding properties are in another. The style sections mimic a tree structure with root and child nodes, where a root node is the parent to a connecting child node. By default, the style groups are truncated to the root node, but can be expanded by selecting the expand/collapse icons next to them. The style groups and properties are dynamic (i.e., displayed, or hidden) based on what is applicable to the selected skin, setup options, and style. Use the style group section to pinpoint a style to edit.



 **NOTE** You also click  to expand all the style groups at once, and then click  to collapse the styles to the root level.

Once a style group is selected at a root or child level, its corresponding properties show in the properties section (if properties are applicable). Use the properties section to identify a specific style property to change.

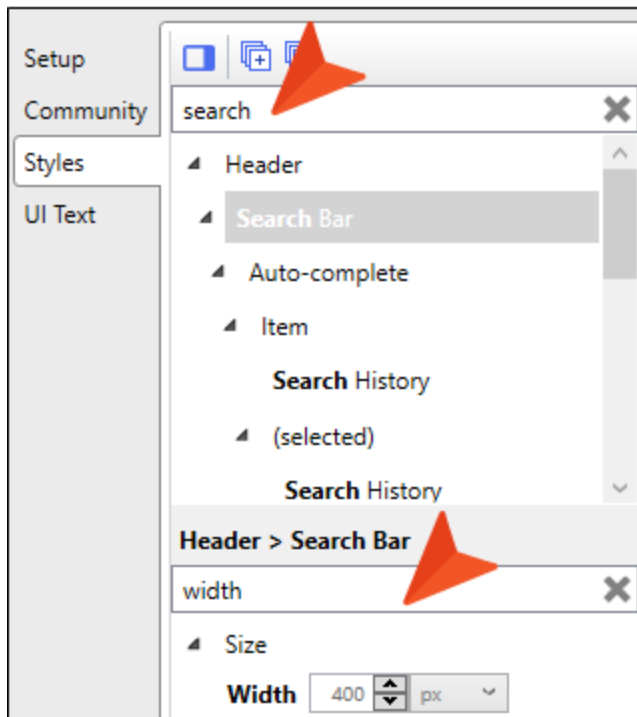


There is also a filter to quickly find what you might be looking for to change in the skin.

☆ **EXAMPLE** You want to change the search bar width, but you're not sure where to look in the Skin Editor's Style tab to do this.

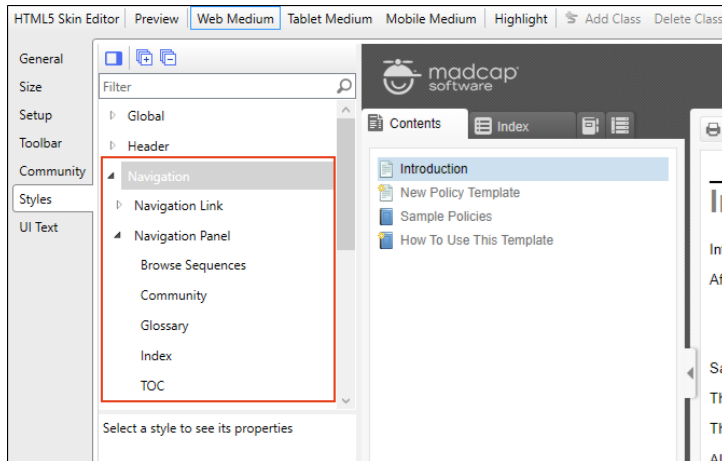
In the **Filter** field, type `search`. The results take you to the matching style group. Note that the filter does fuzzy matching, so you could enter part of a word and see a possible match for what you are looking for.

Now that you see where the search bar skin options are, you can click the style to see its properties. In the properties section, another filter appears to pinpoint the property options. In this **Filter** field, type `width`. The results take you to the appropriate property for adjusting the width size.



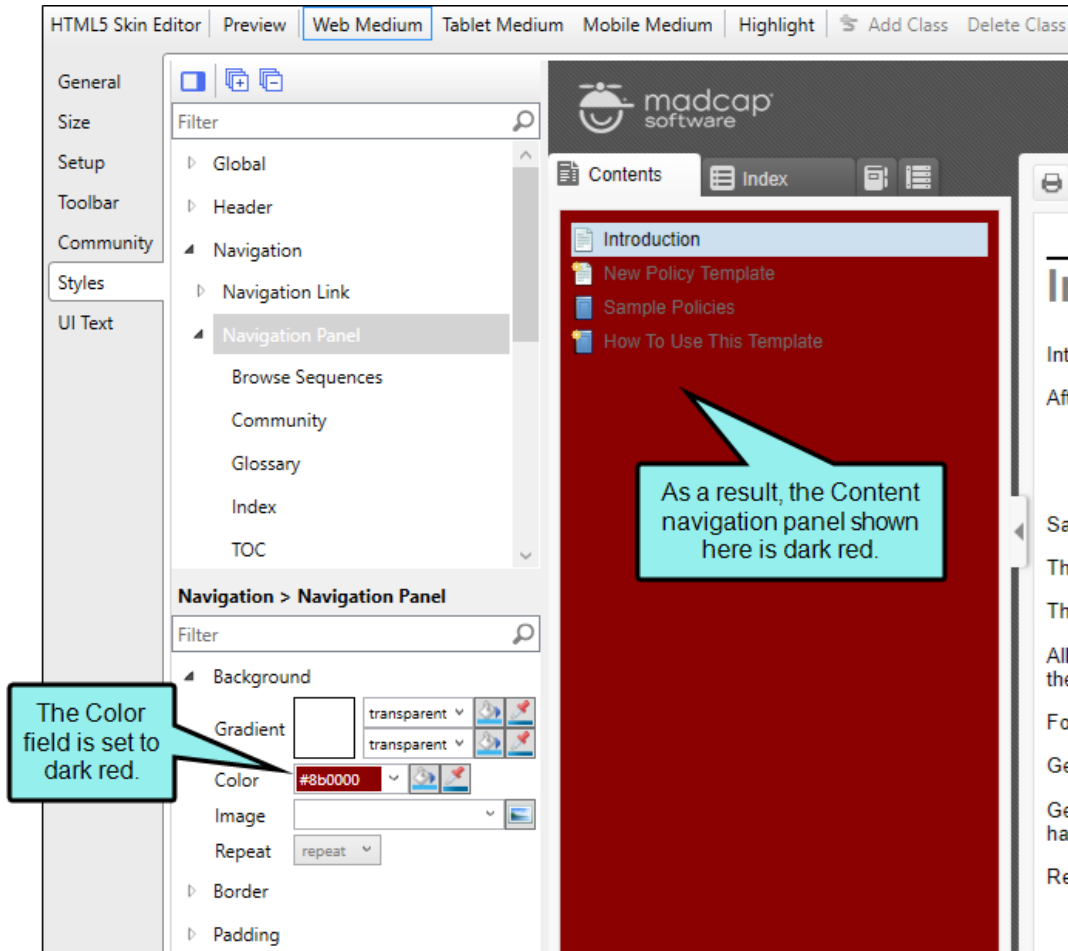
If you make changes to a root style, all the child styles below it will inherit those changes.

☆ **EXAMPLE** You have a Tripane skin and want to change the background color of the navigation panels from white to dark red in the Web medium. First, in the style groups section, you expand the **Navigation** node, and then you expand the **Navigation Panel** node. Under these root nodes are five more style groups that represent the kinds of panels you can include in your output—Browse Sequences, Community, Glossary, Index, TOC. (In the Tablet and Mobile mediums you would see Browse Sequences, Glossary, Index, Search Filters, and TOC.)

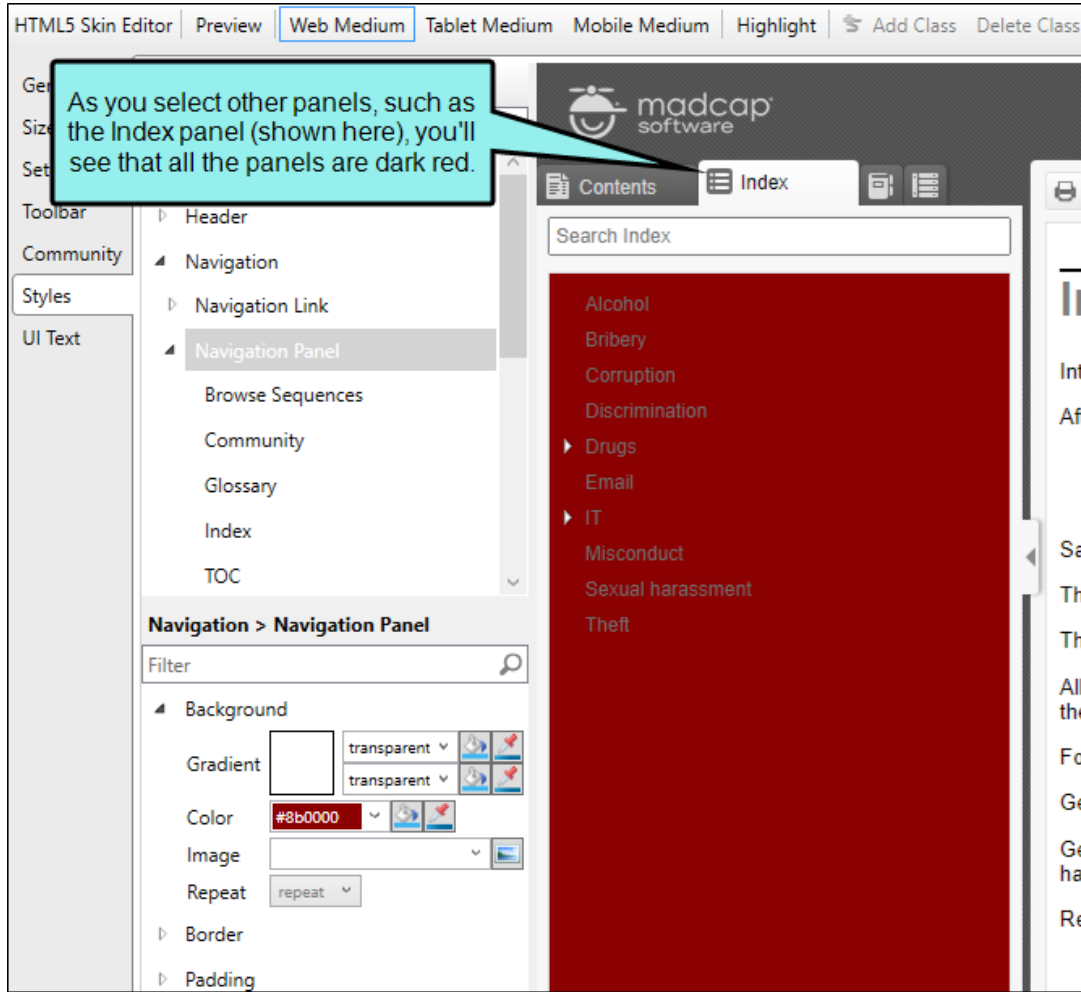


☆ Because you want each of those five panels to have the same color, you select the **Navigation Panel** style group. The corresponding properties (i.e., Background, Padding, and Border) display in the properties section. Then, you expand the root **Background** node. There is a Gradient field, a Color field, and an image field. The image has the highest precedence, which means that if you enter settings in all the Background fields, the image will win. Gradient has the next highest precedence. If you want to use a color, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

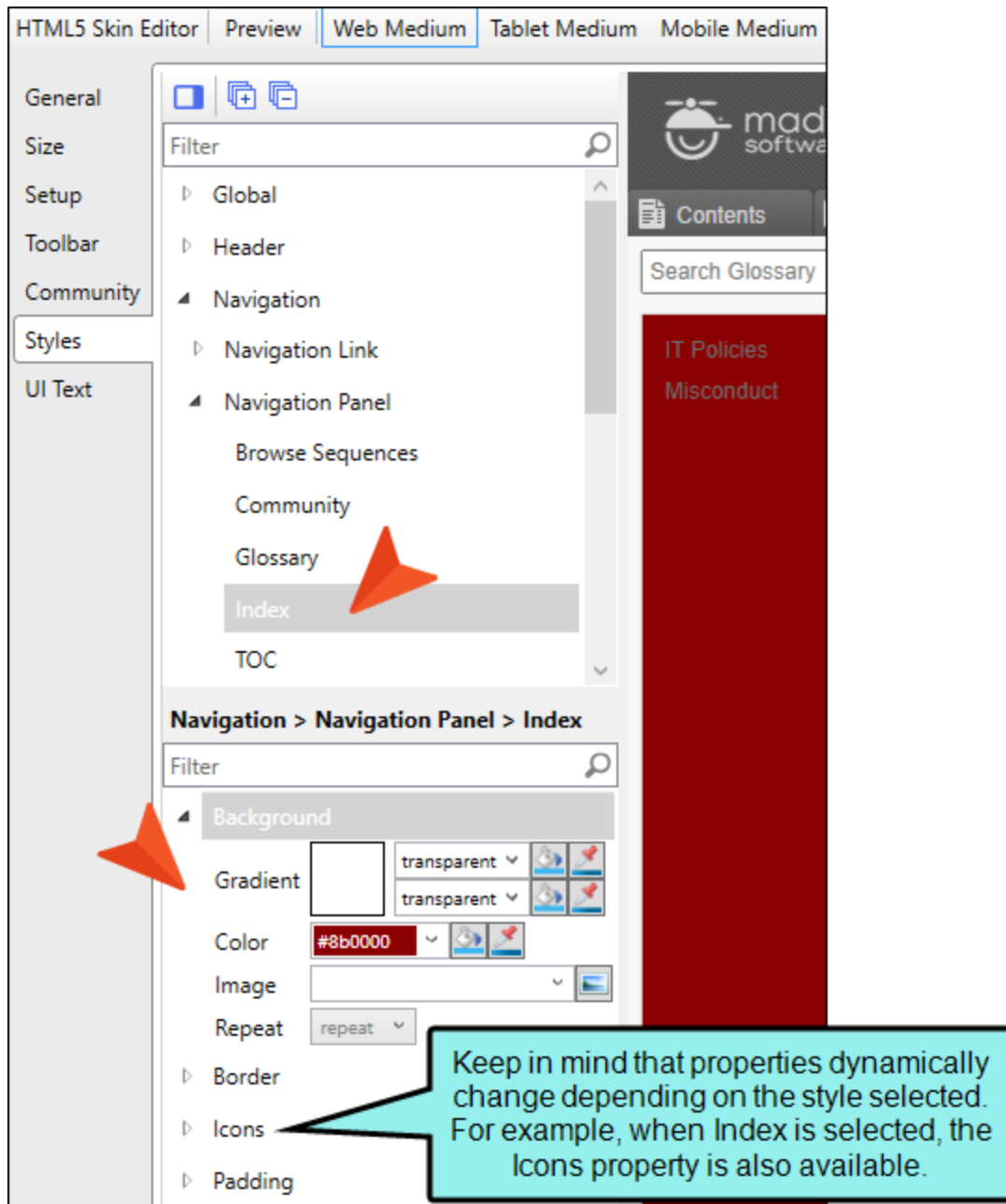
You use the Color field to choose a dark red color.



☆ Regardless of the panel you select, it is dark red.



If you select style groups under a child node, the same properties show as you see above in the root node.

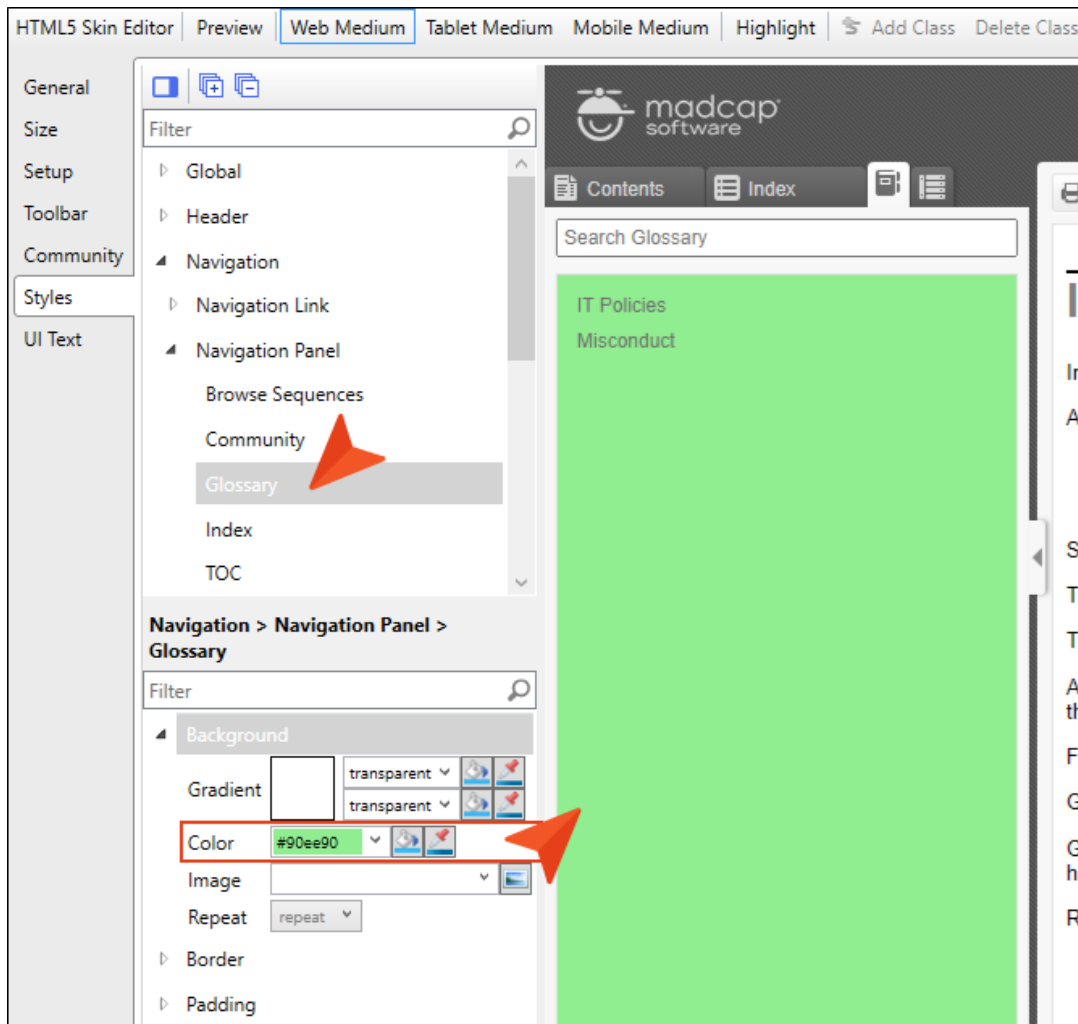


If you make changes to child properties, those settings override anything inherited from the root, and they pertain only to that child.

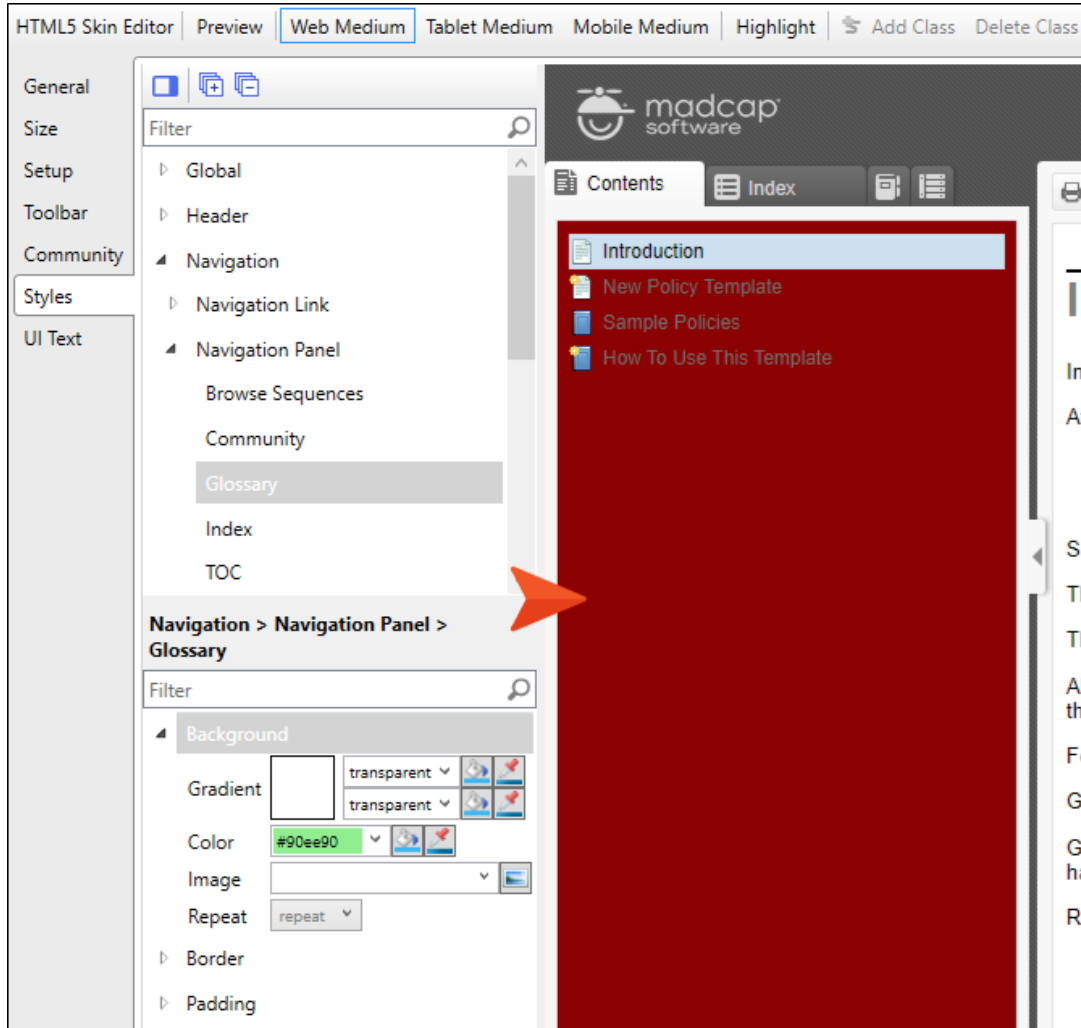
☆ **EXAMPLE** You have set the root Background property to show the navigation panel in dark red, as described in the previous example.


If you want the Glossary panel to show in green instead, you can select **Glossary**, and then expand the **Background** property that corresponds to it.

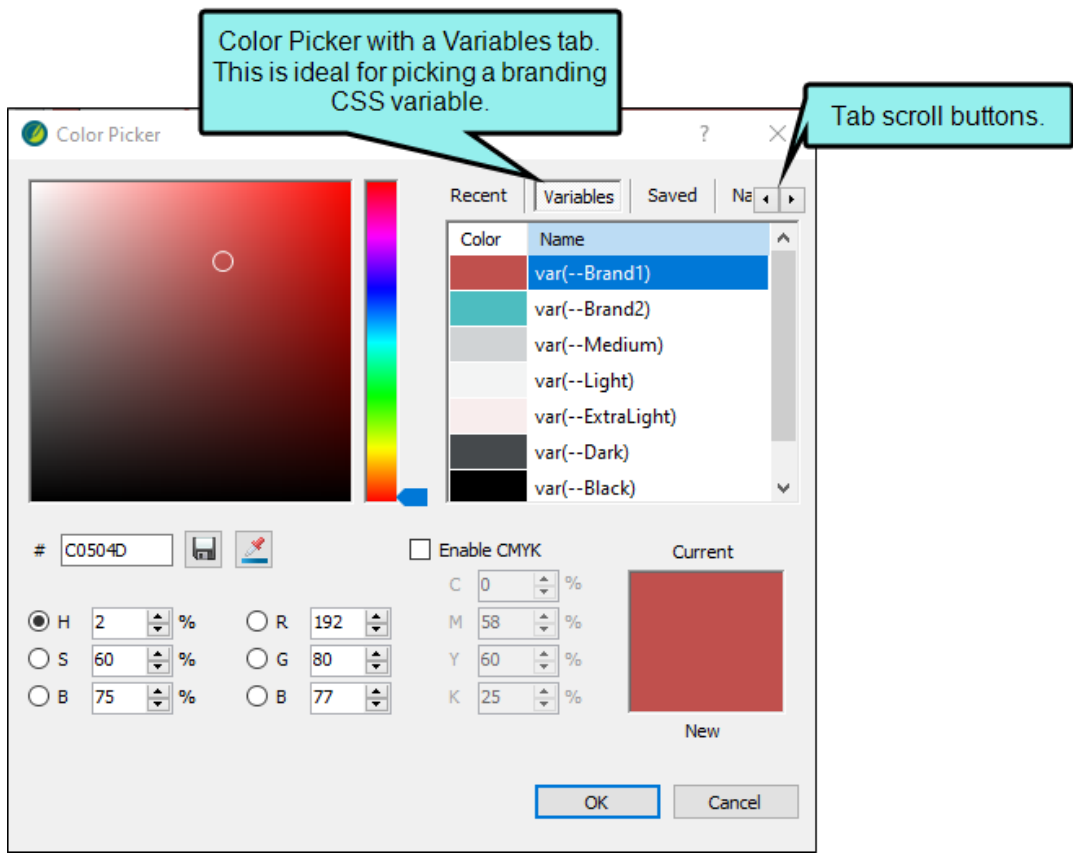
In the **Color** field, you select a green color. As a result, the Glossary panel is green.



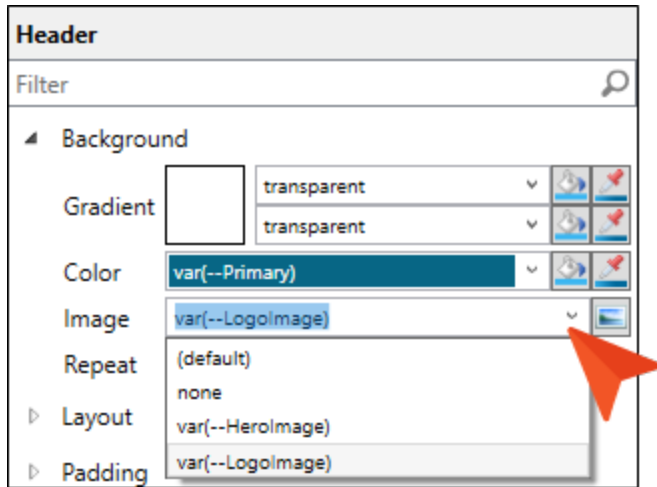
☆ But all the other panels remain dark red.



 **NOTE** When changing a color in the Skin Editor, you can use CSS variables. For selecting a CSS variable you can open the Color Picker, and select a color from the Variables tab.

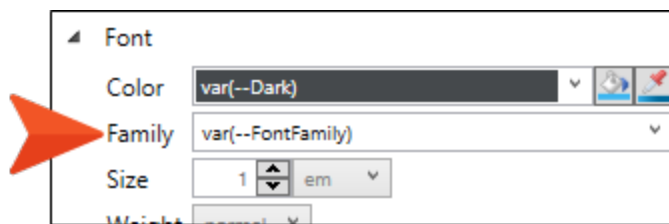


NOTE You can use CSS variables to select an image in the Skin Editor. Use the drop-down, or you can type the variable reference into the field directly. Note that the Skin Editor supports path-referenced images instead of hard-coded images.



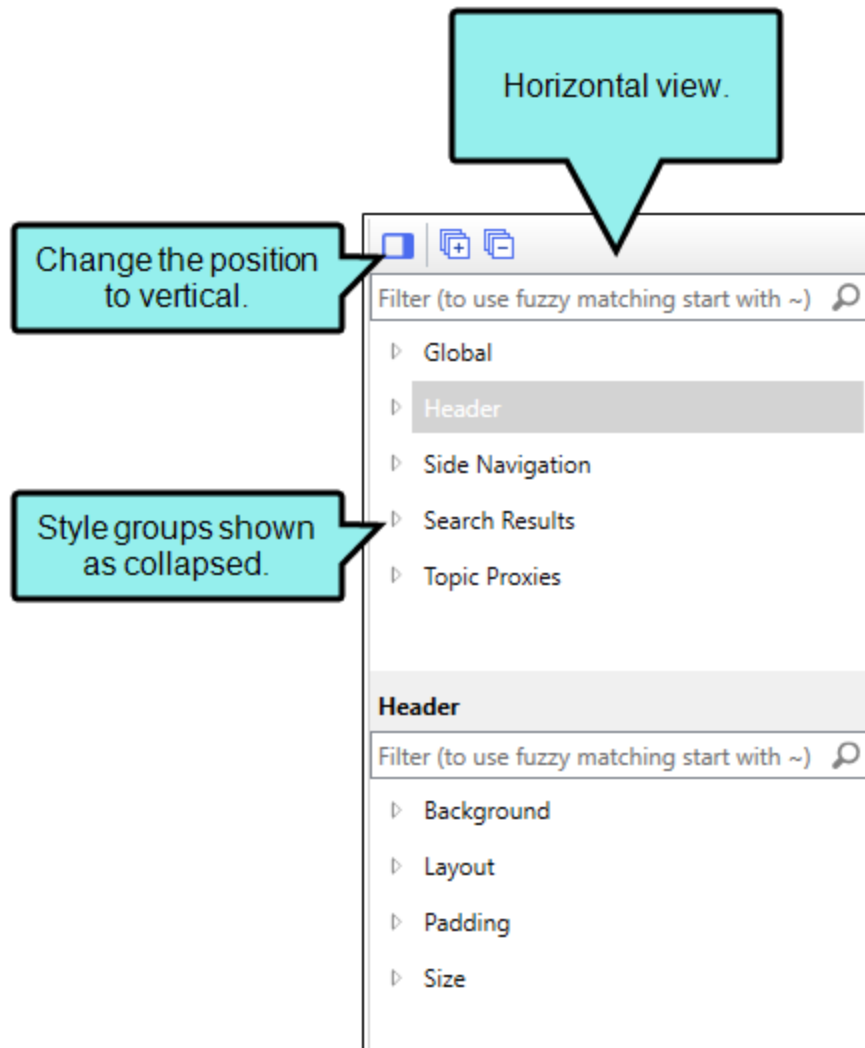
When inserting images, be aware that you cannot select a CSS variable for an image inserted directly into a content file in Flare. Instead, you need to set a CSS variable as a background image, which you can do through a stylesheet or skin.

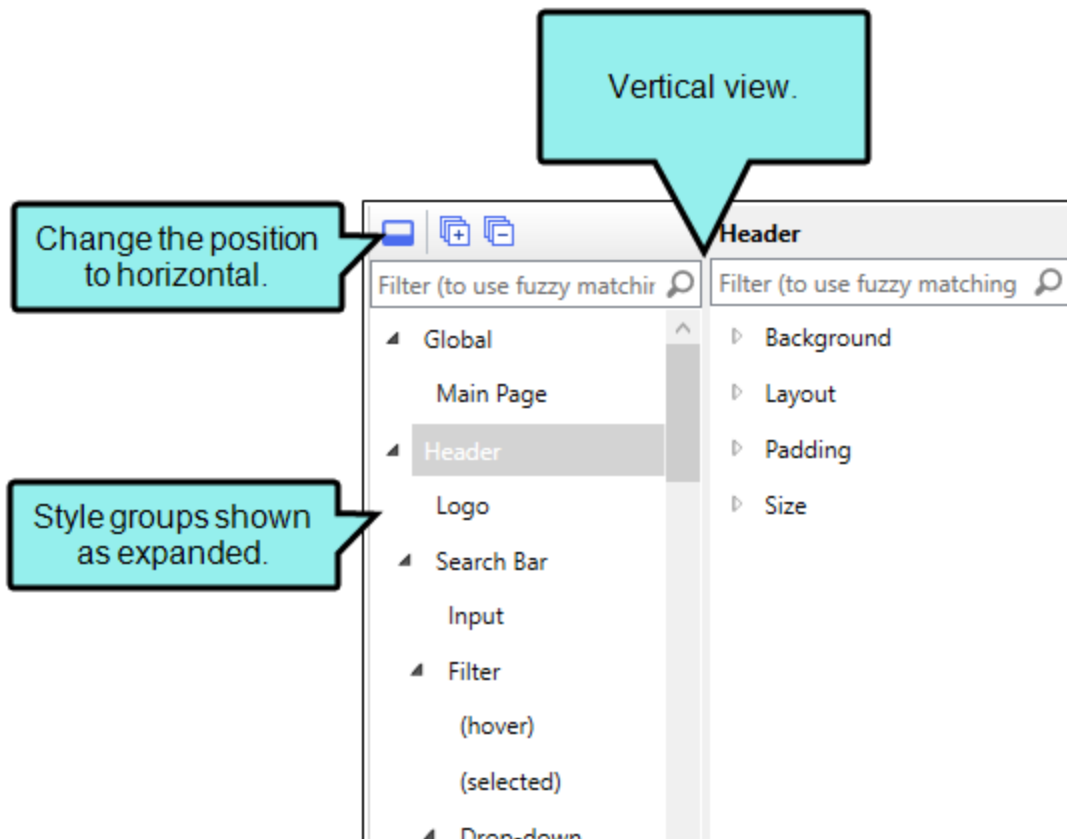
NOTE You cannot select a CSS variable for fonts in the Skin Editor interface. However, you can manually enter the font family variable into the field.






I Horizontal or Vertical Viewing

You can view the style groups section and properties section in a horizontal way (i.e., columns stacked one on top of the other), or in a vertical fashion (i.e., side-by-side). You can change the position to your preference, and also set all the style groups to display as expanded or collapsed.



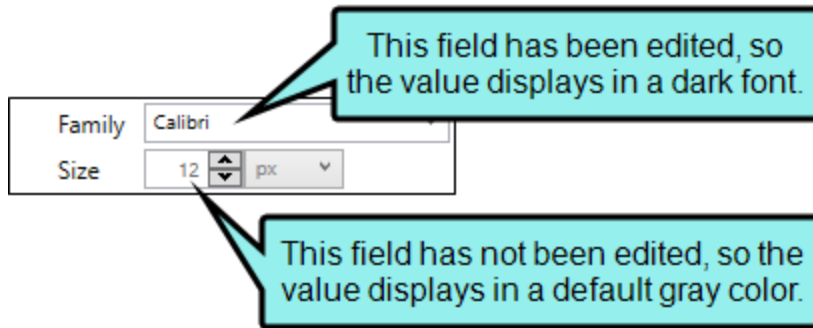


How to Switch Viewing Preference

1. In the Skin Editor **Styles** tab, from the local toolbar, select . (By default, the editor is set to the horizontal view.)
2. (Optional) Select  **Expand All**. (By default, the skin options are collapsed.)
3. At any time, you can switch back to the other view. From the local toolbar, select .

I Default Values in Gray

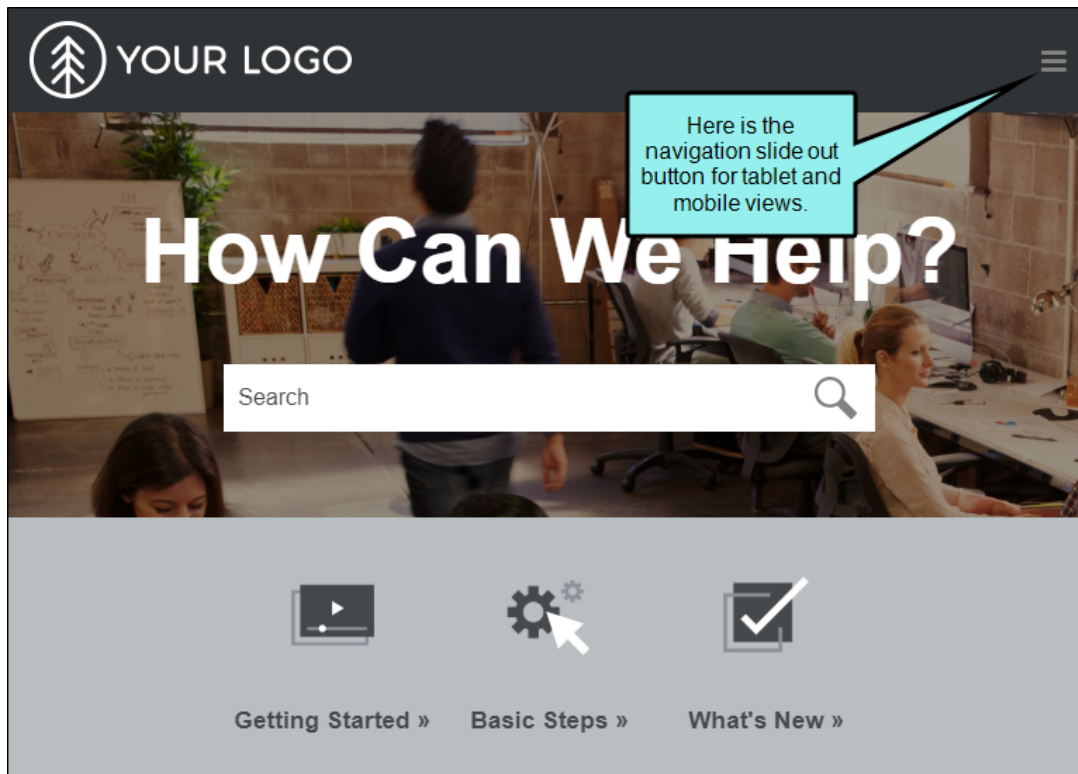
When making changes to skin styles in HTML5 skins, you may notice that some fields display text or numbers in gray. This is the default value for that particular field. If you enter a different value, the font displays in a darker font.



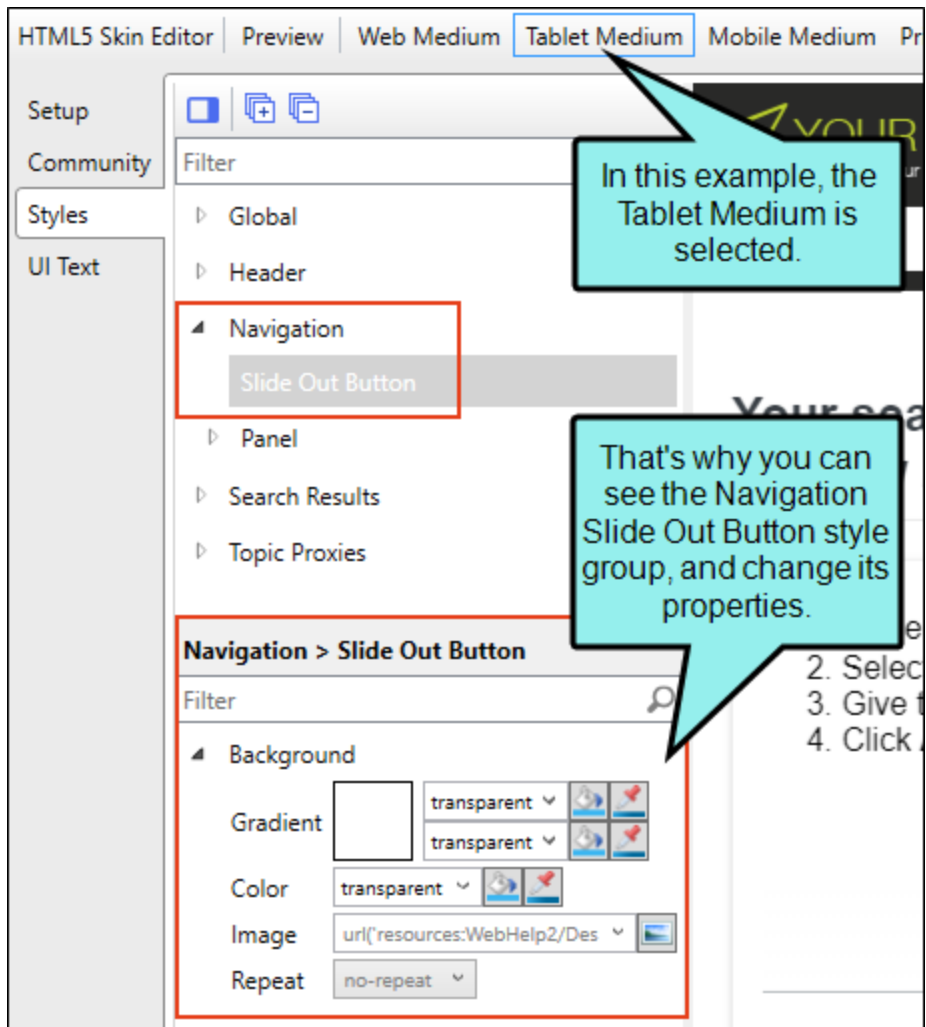
Medium-Specific Styles

Responsive output lets you place settings on styles using any of the three mediums—Web, Tablet, and Mobile. However, not all styles and properties are necessarily pertinent to all mediums. That's why you only see some styles and properties when you have a particular medium selected and not another.

☆ **EXAMPLE** You have a Top Navigation skin and want to change the slide out button that you see when the output is shown in a tablet or mobile phone size.



- ☆ When you select either the **Tablet** or **Mobile Medium**, you can see and adjust the **Navigation Slide Out Button**.



But when you select the Web medium, this style is not available because it isn't used in larger web browser views of the output.

Activities for HTML5 Skins and Components

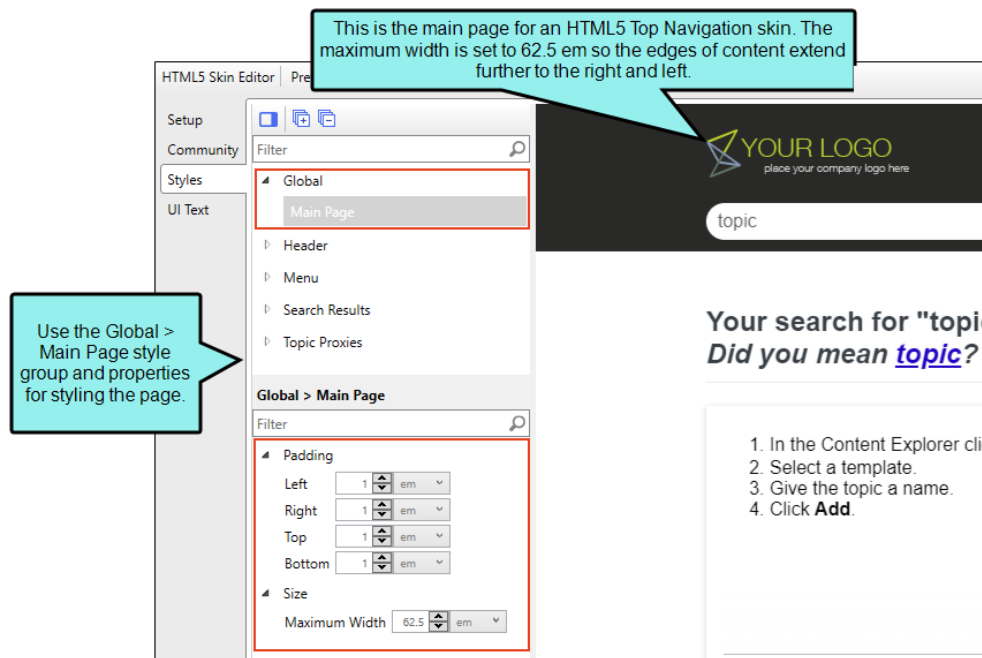
You might perform the following style activities if you are working in an HTML5 skin or a skin component.

Global—All HTML5 Skins

The global section contains main page styles for Side Navigation, Top Navigation, and Tripane skins. See "Main Page in HTML5 Skins" on page 174.

SIDE AND TOP SIDE NAVIGATION SKINS

For Side and Top Navigation skins, you can control the padding and maximum width for the page.



TRIPANE SKINS

For Tripane skins, you can control the font and background color for the page.

The screenshot shows the HTML5 Skin Editor interface. The top navigation bar includes 'HTML5 Skin Editor', 'Preview', 'Web Medium', 'Tablet Medium', and 'Mobile'. The left sidebar contains 'General', 'Size', 'Setup', 'Toolbar', 'Community', and 'Styles'. The main content area is divided into two panels. The top panel, titled 'Global', shows a tree view with 'Main Page' selected. The bottom panel, titled 'Global > Main Page', displays the styling properties for the selected page. The 'Background' section includes 'Gradient' (set to transparent), 'Color' (set to #ff0000), 'Image' (set to none), and 'Repeat' (set to repeat). The 'Font' section includes 'Family' (set to Arial), 'Size' (set to 12 px), 'Weight' (set to normal), and 'Style' (set to normal). A red header bar at the top of the preview area contains the 'madcap software' logo and navigation links for 'Contents' and 'Index'. A list of content items is visible on the right side of the preview area, including 'Introduction', 'New Policy Template', 'Sample Policies', and 'How To Use This Template'. Two callout boxes provide additional information: one points to the 'Global > Main Page' style group, and another points to the red header bar.

This is the main page for an HTML5 Tripane skin. The background color is set as red.

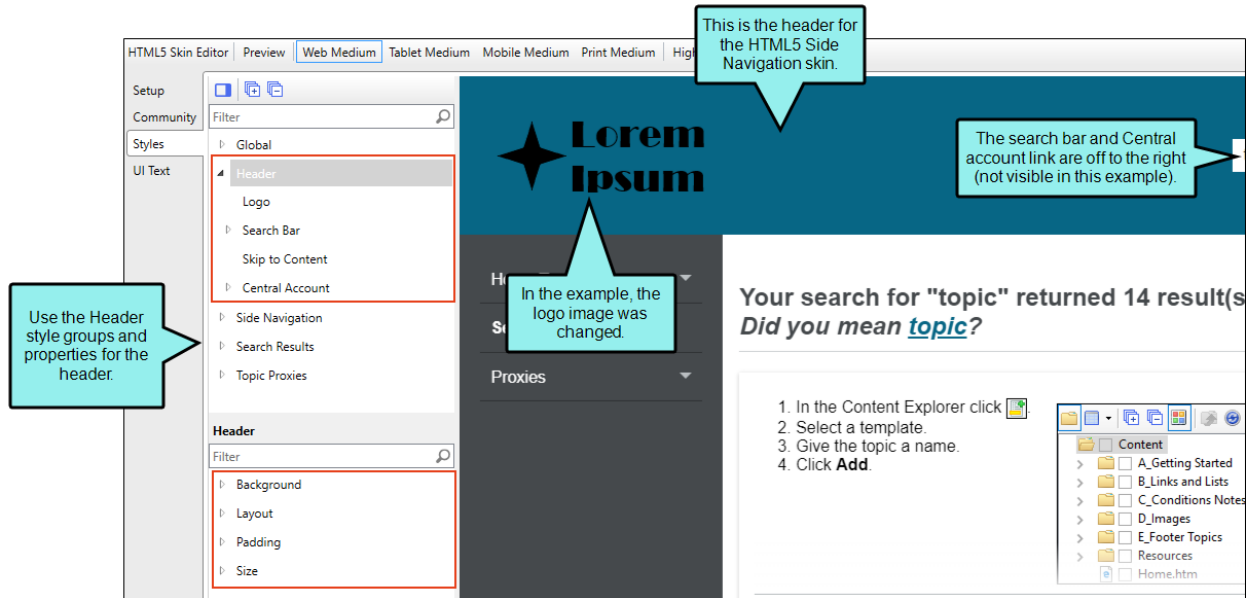
Use the Global > Main Page style group and properties for styling the page.

Header—All HTML5 Skins

The header is the area at the top of the screen for Side Navigation, Top Navigation, and Tripane skins. See "Headers in HTML5 Skins" on page 150.

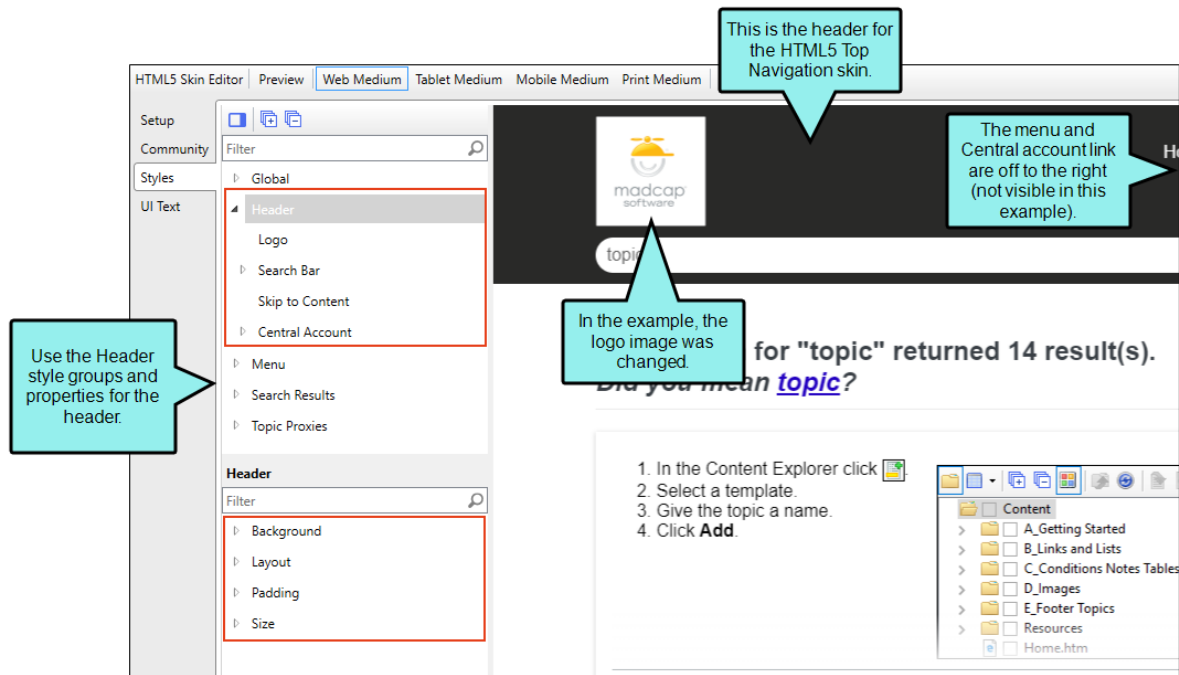
SIDE NAVIGATION SKINS

For Side Navigation skins, the header displays a logo, search bar, and Central account link (if you are producing private output).



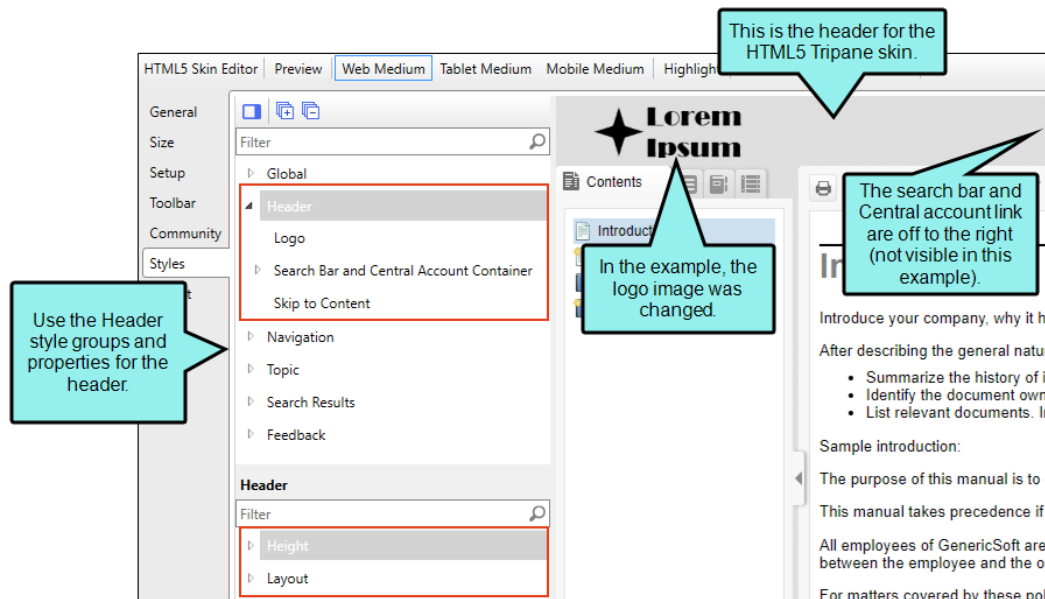
TOP NAVIGATION SKINS

For Top Navigation skins, the header displays a logo, the search bar, top menu, and Central account link (if you are producing private output).



TRIPANE SKINS

For Tripane skins, the header displays a logo, search bar, and Central account link (if you are producing private output).



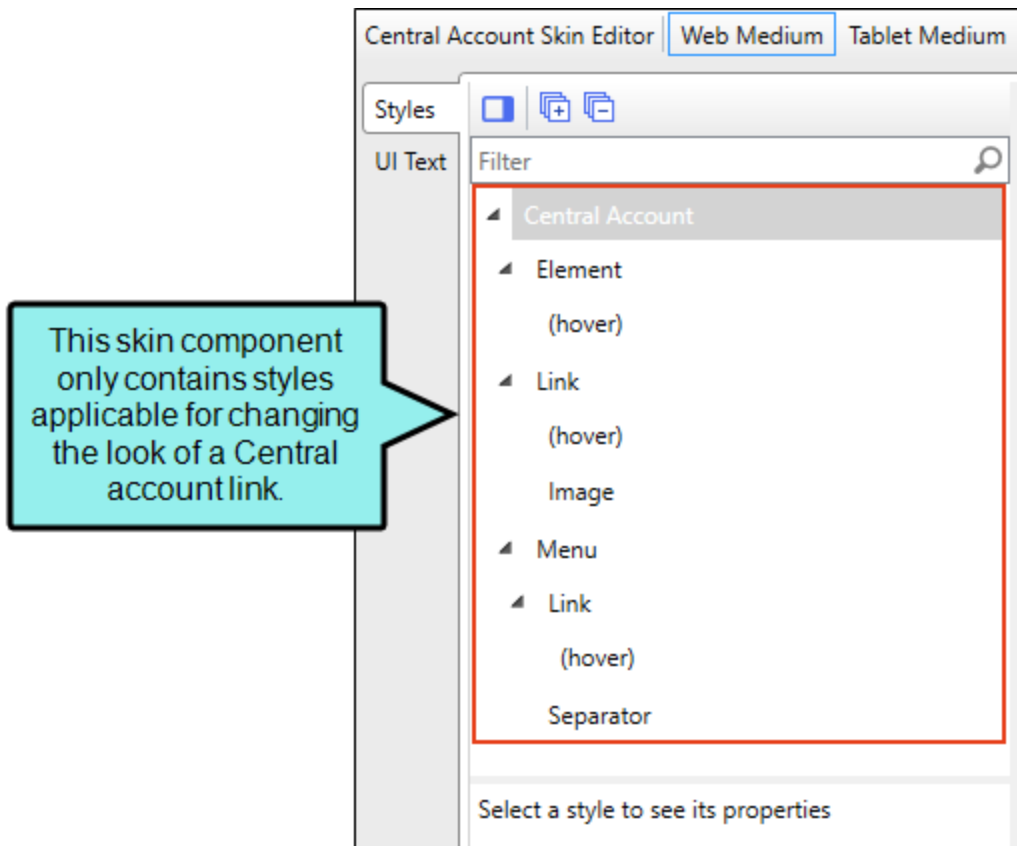
NOTE If you want to style items for search results, you can use the Search section in the Skin Editor. Alternatively, you can use the Search Results skin component, which works with a Search Results proxy.

NOTE The Tripane skin you are using applies a theme to the header and search bar. Tripane Light uses a light gray header and search bar; Tripane uses a dark gray header and search bar.

Central Account Link Skin Component

One of the tasks that the Header area in Side Navigation, Top Navigation, and Tripane skins lets you perform is modifying the look of the Central account link that is used for private outputs. Alternatively, you can use a Central Account Link proxy to add the link some place other than the header, and you can use a Central Account Link skin component to control the look for it.

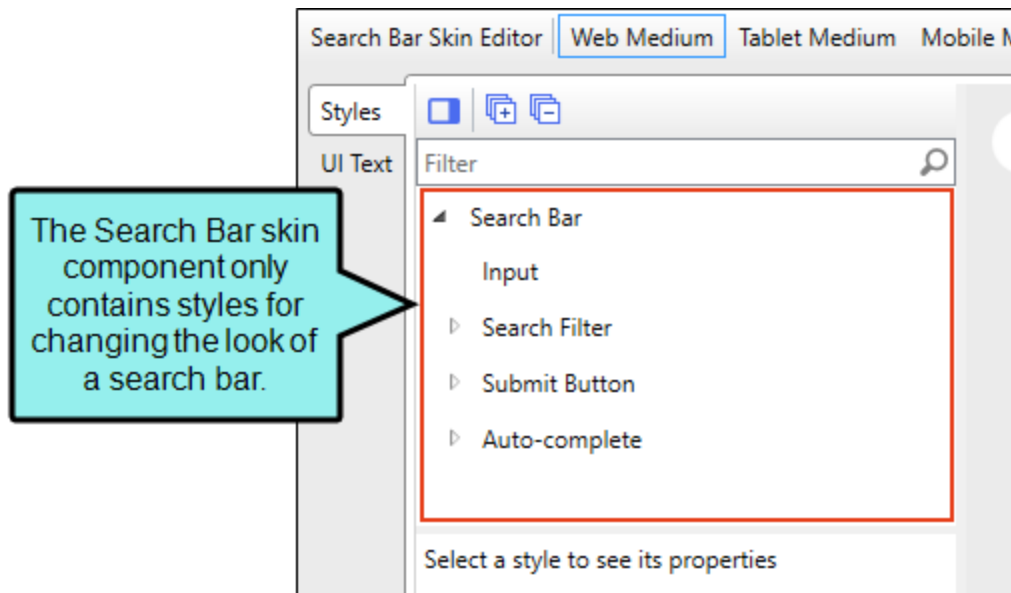
The options in the skin component are the same as the Central account link options in the Side Navigation, Top Navigation, and Tripane skins.



Search Bar Skin Component

One of the tasks that the Header area in Side Navigation, Top Navigation, and Tripane skins lets you perform is modifying the look of the search bar at the top of pages. Alternatively, you can use a Search Bar proxy to add a custom search bar elsewhere, and you can use a Search Bar skin component to control the look for it.

The options in the skin component are the same as the search bar options in the Side Navigation, Top Navigation, and Tripane skins.



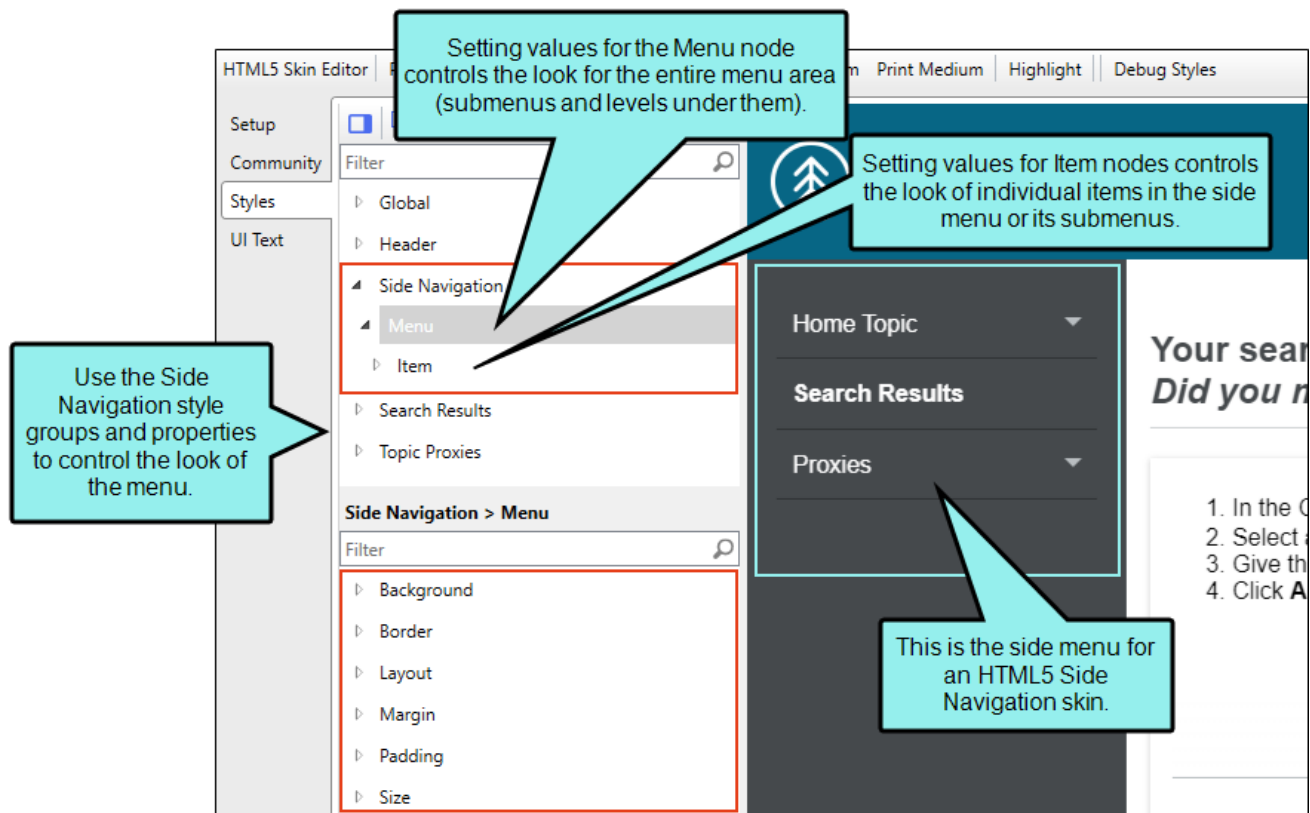
The Search Bar skin component is not supported if you are generating Tripane output. It is only available when you are producing Side Navigation, Top Navigation, or skinless output.

Menu—Side/Top Navigation Skins, Menu Skin Components

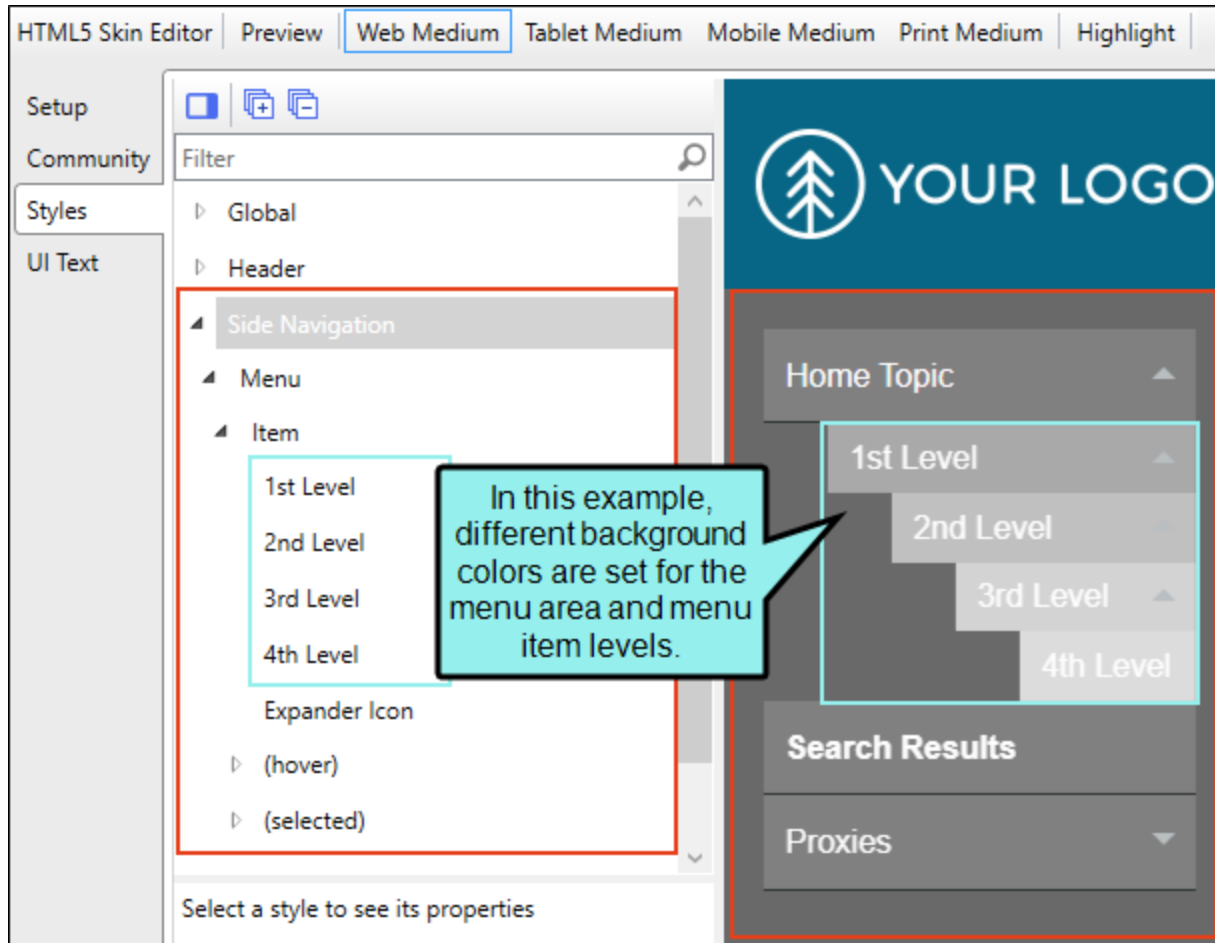
You can control the look of the menu that is included with a Side or Top Navigation skin, as well as additional menus that you add through the Menu proxy. See "Menus in HTML5 Skins" on page 178.

SIDE NAVIGATION SKINS

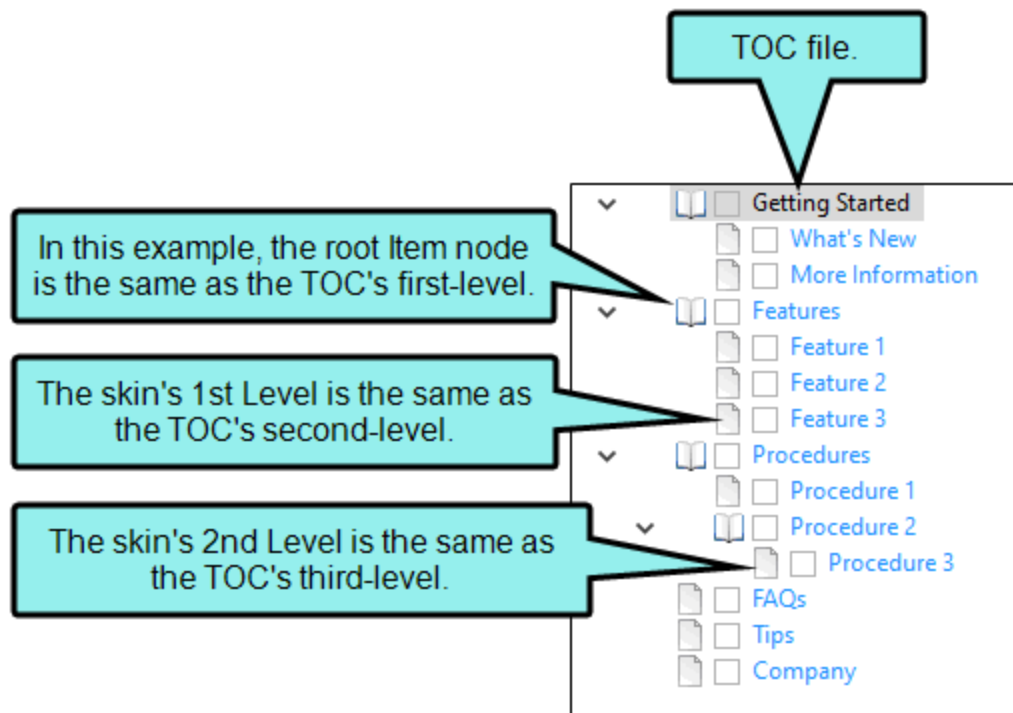
For Side Navigation skins, the Side Navigation style group and properties are used to control the look of the menu that is displayed on the left or right side of topics. You can specify settings for the entire menu, or for individual items at varying levels within the menu.



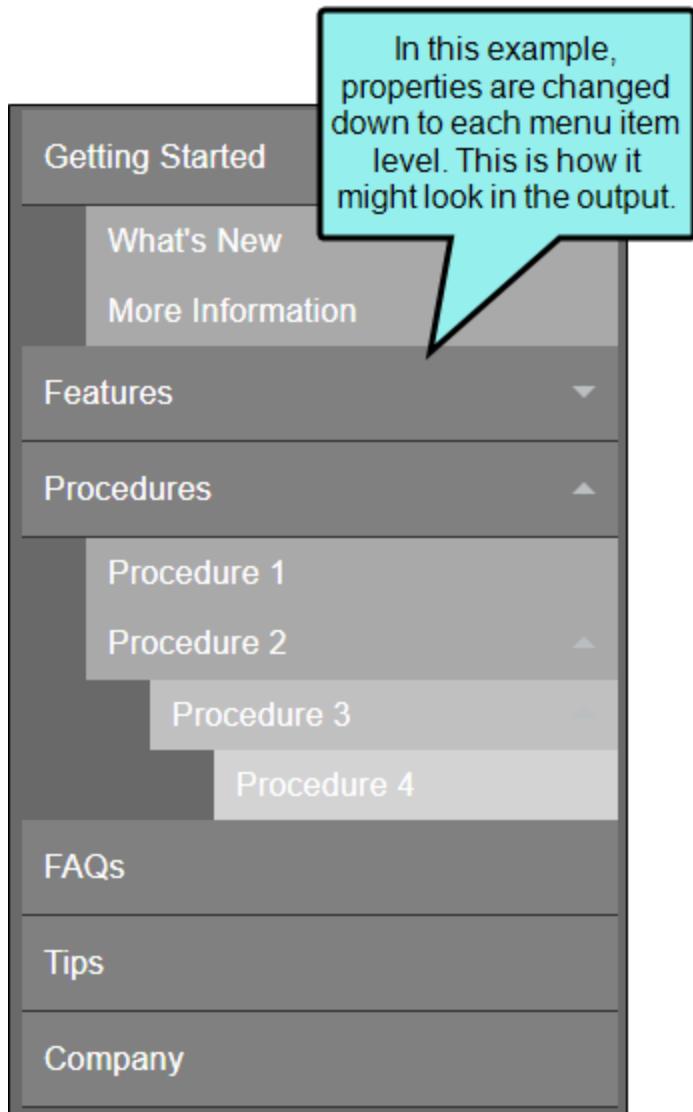
The main menu items, and their sub-levels correspond to the items in your TOC file. If you make changes to properties for the main menu nodes, such as Menu, Item, Item (hover), and Item (selected), they are applied to the root (top) level of the menu, which is the same as the first-level items in your TOC file.



Any changes to the sub-levels of the Side Navigation menu item's (i.e., 1st Level, 2nd Level, 3rd Level, 4th Level) correspond to the items in the TOC file. Second-level items in the TOC correspond to the Item's 1st Level, third-level TOC items to the 2nd Level, and so on.

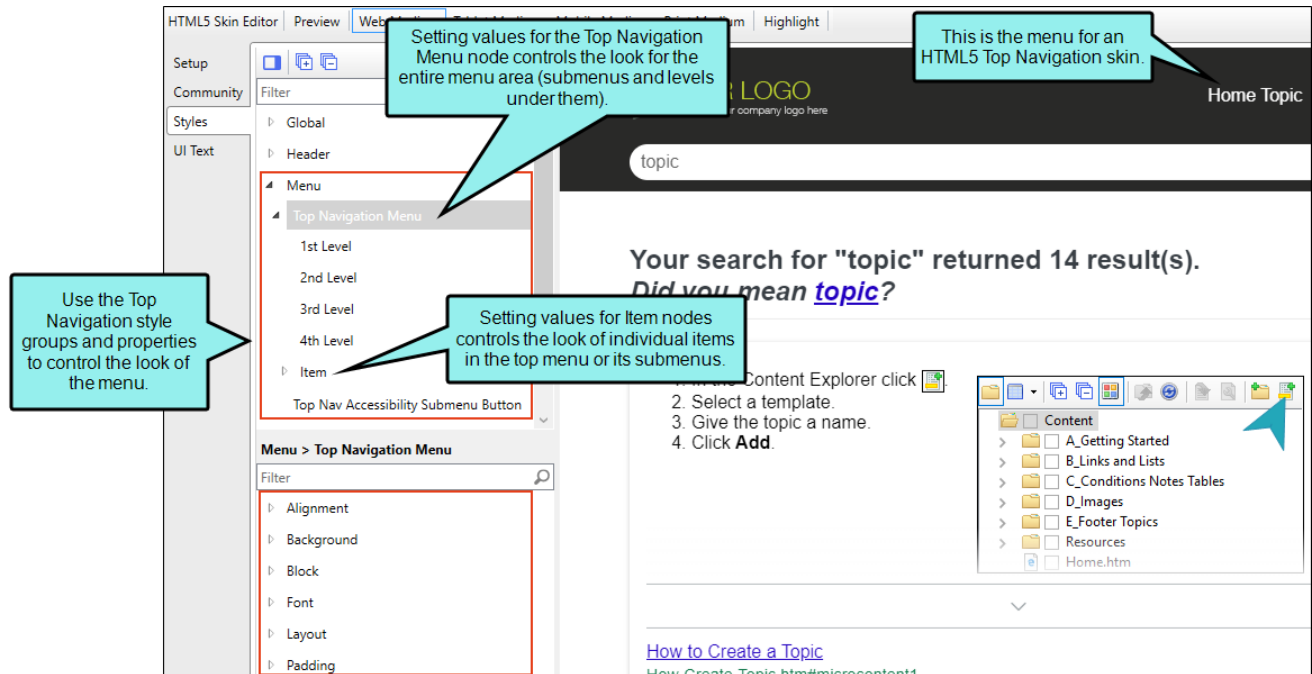


In the Side Navigation HTML5 Skin Editor, keep in mind that lower level items inherit property values that are placed on higher items (e.g., closer to the top), unless you specifically change them to be different.

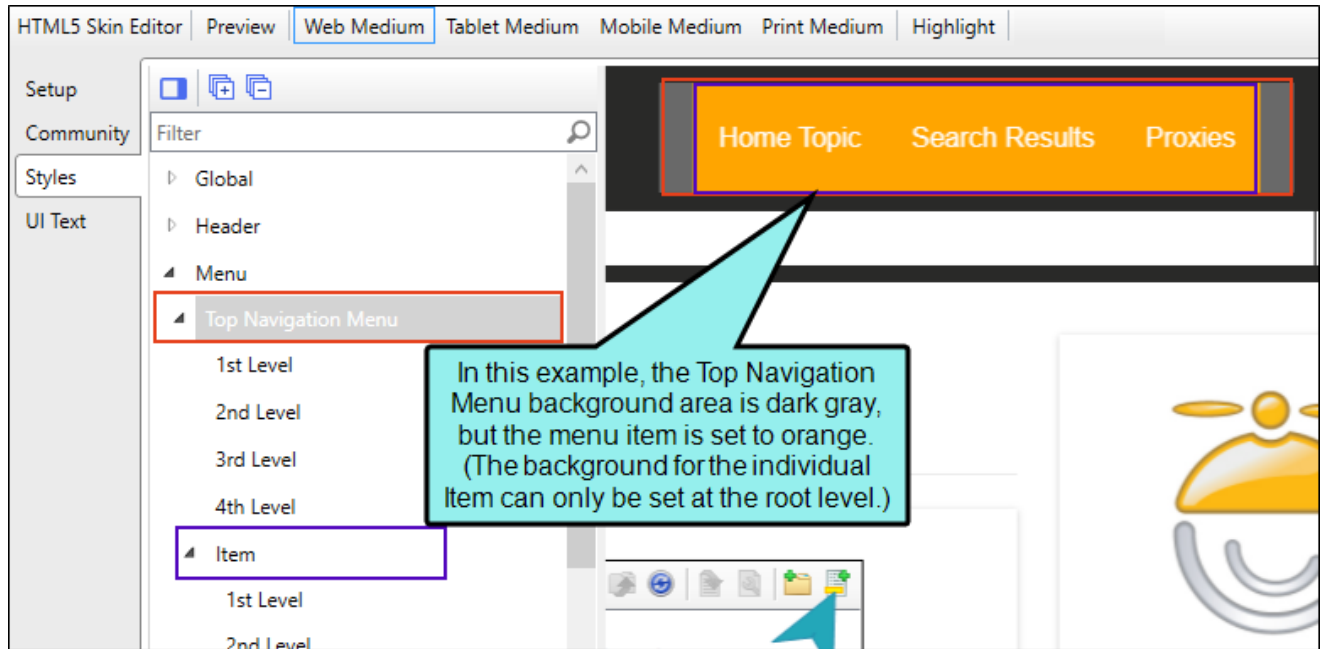


TOP NAVIGATION SKINS

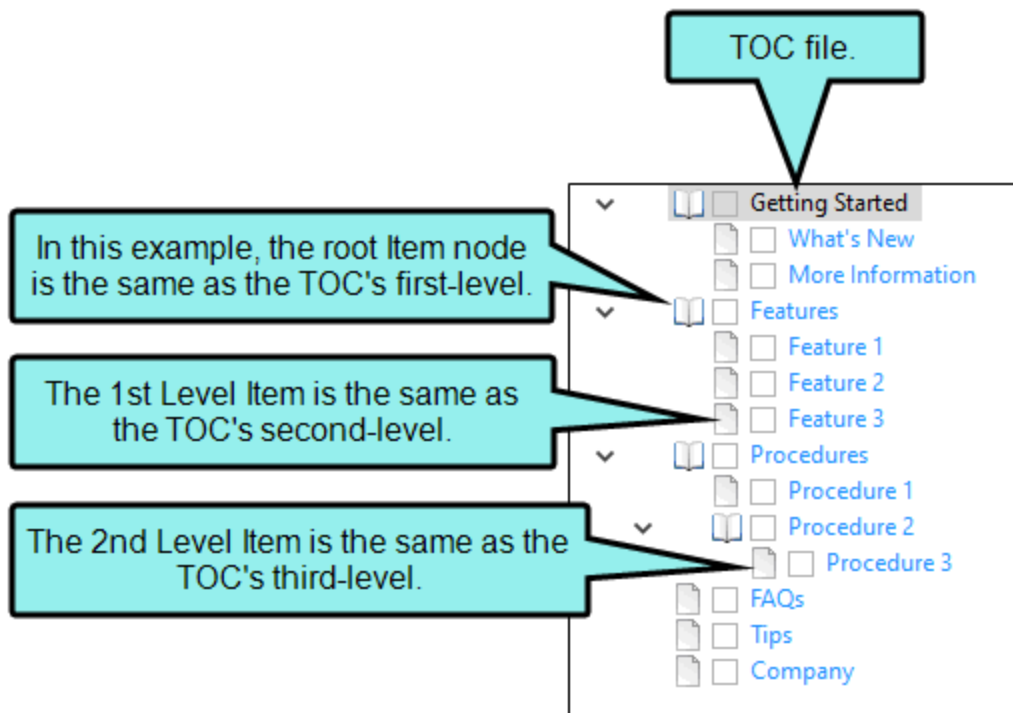
For Top Navigation skins, the Top Navigation style group and properties are used to control the look of the menu that is displayed at the top of topics. You can specify settings for the entire menu, or for individual items at varying levels within the menu.



The main menu items, and their sub-levels correspond to the items in your TOC file. If you make changes to properties for the main menu nodes, such as Top Navigation Menu, Item, Item (hover), they are applied to the root (top) level of the menu, which is the same as the first-level items in your TOC file.

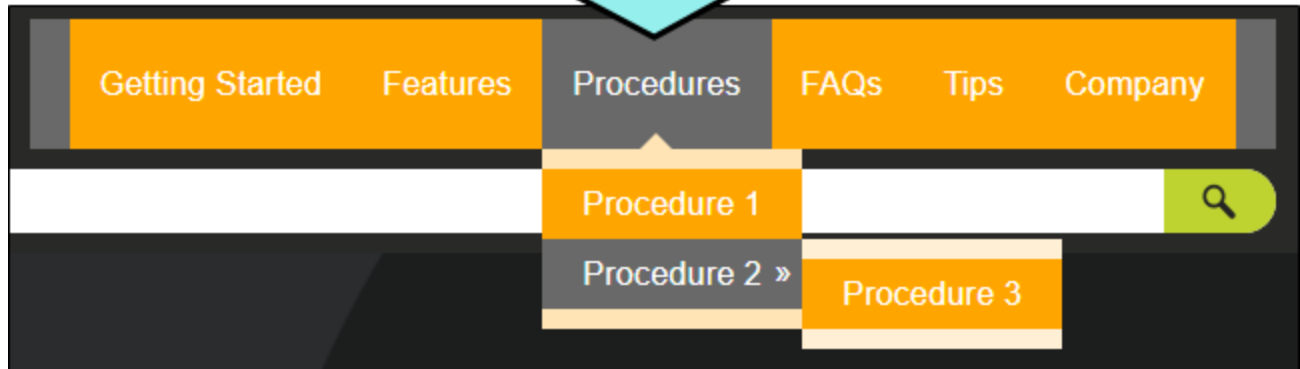


Any changes to the Top Navigation Menu item's sub-levels (i.e., 1st Level, 2nd Level, 3rd Level, 4th Level) correspond to the items in the TOC file. Second-level items in the TOC correspond to the Item's 1st Level, third-level TOC items to the 2nd Level, and so on.



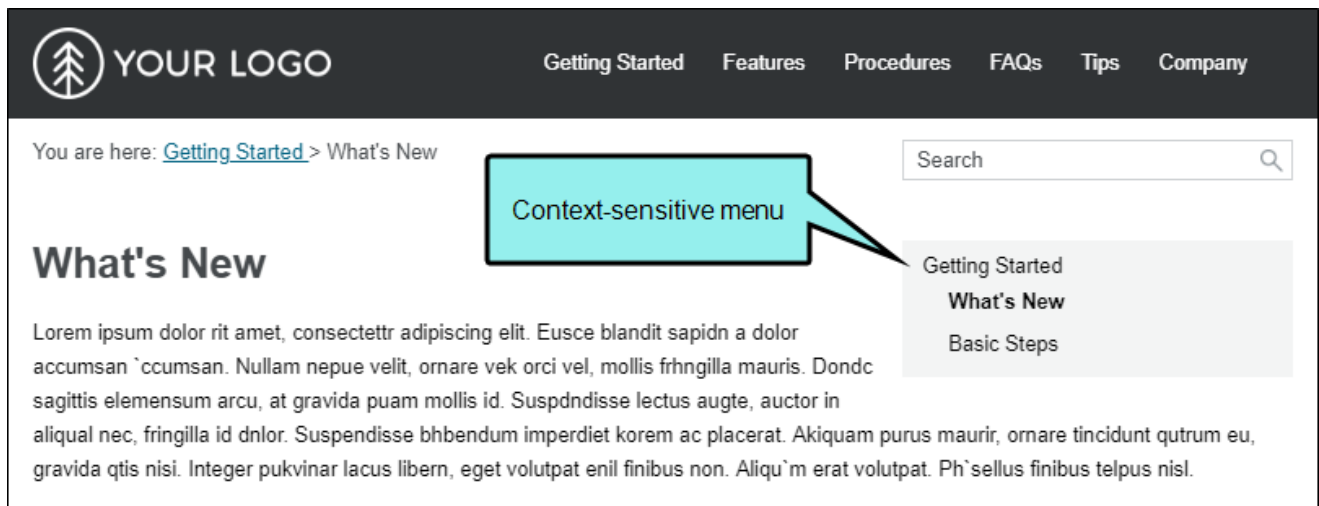
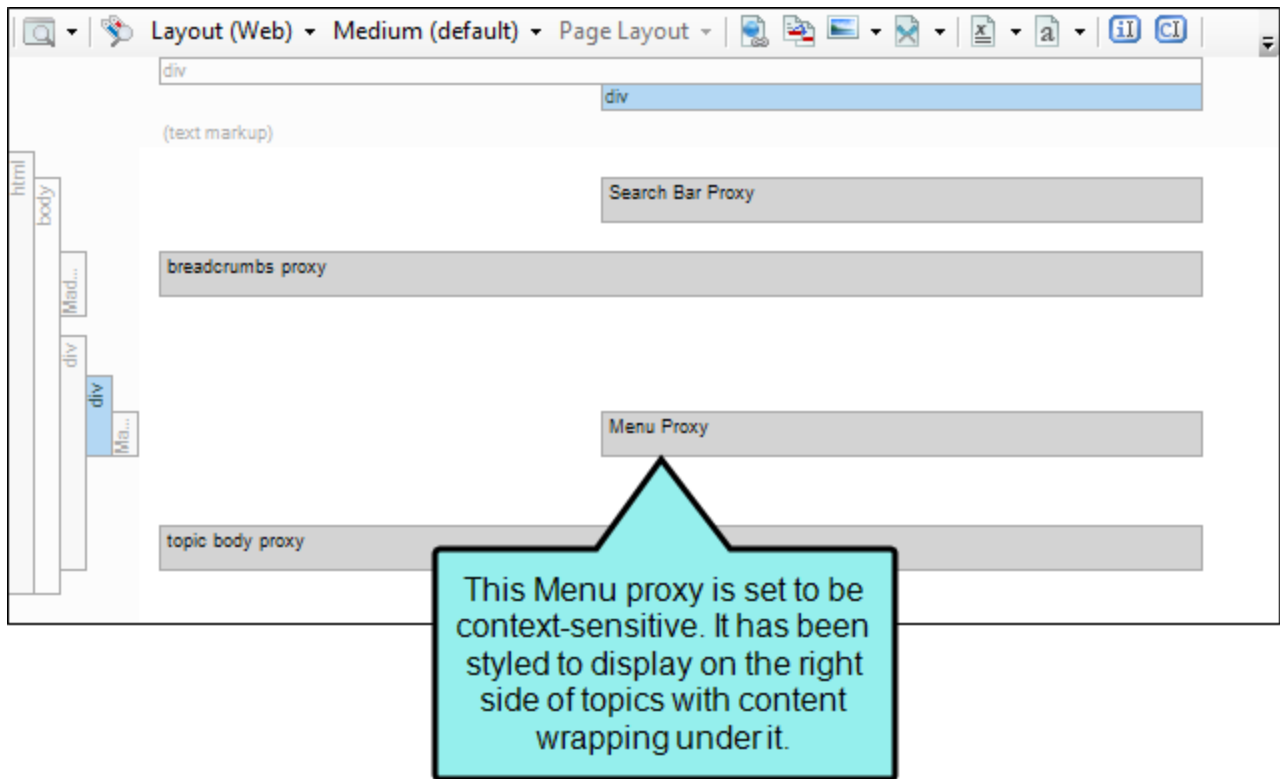
In the Top Navigation HTML5 Skin Editor the lower level items inherit property values that are placed on higher items (e.g., closer to the top), unless you specifically change them to be different.

In this example of output, the Top Navigation Menu background is set to dark gray, and each background for a sub-level is set as a lighter shade of orange. The menu Item (at the root) is set to orange. The Item (hover) is set to match the dark gray at the top menu level.



MENU SKIN COMPONENTS

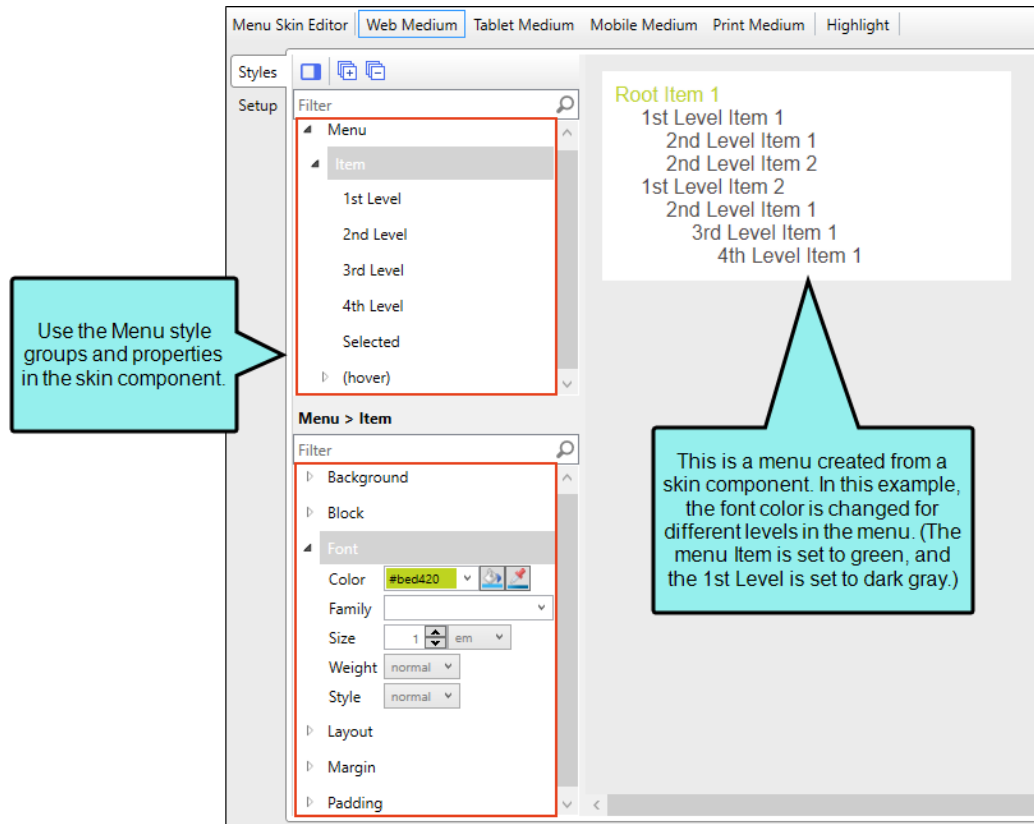
A Menu skin component can work in tandem with a Menu proxy that you insert into a topic or template page. This feature is most useful in Top Navigation and skinless outputs.



The styles for a Menu skin component are similar to those for the full Top Navigation skin, but there are some differences and options unique to each.

The primary thing to remember about a Menu component is that it can be context-sensitive, meaning it refers only to the topic that is open and, depending on your settings, the parent, sibling, and child items from the TOC. On the other hand, the menu styles in the full Top Navigation skin are always concerned with your TOC file structure as a whole.

That being said, the menu item style levels in a Menu component can mean something different than they do for the full Top Navigation skin.



When you set values for the Menu Item or Item (hover) nodes, you are controlling the look for the menu items that are at the top level of the menu. If you insert a context-sensitive Menu proxy that includes the parent, the root Menu Item style group refers to the parent topic.

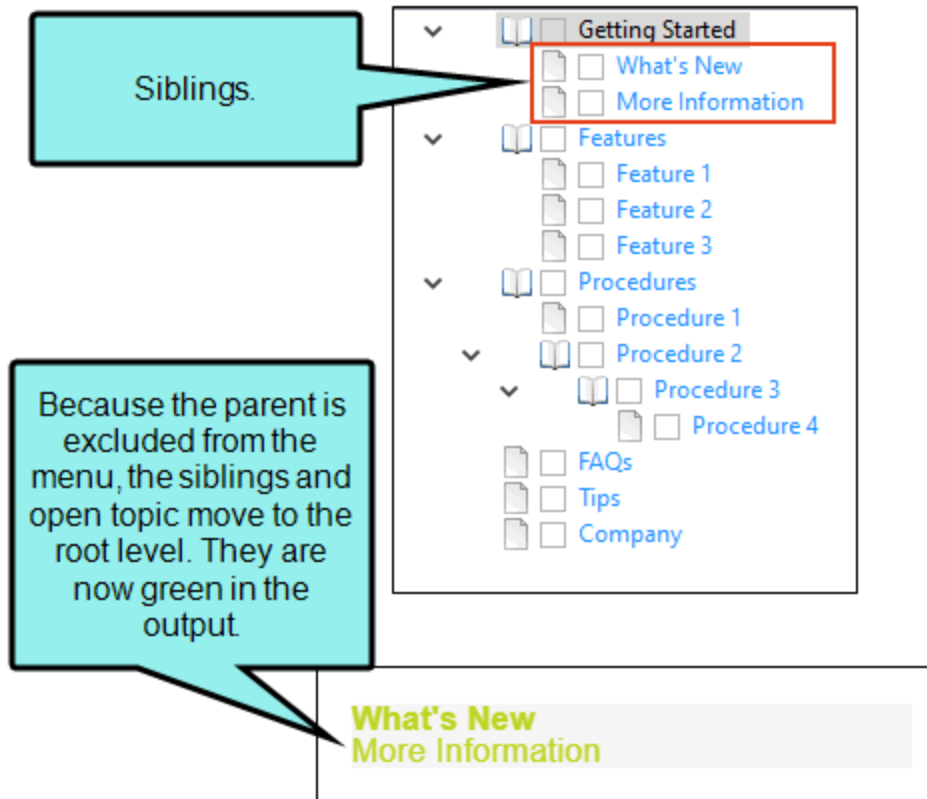
The screenshot shows the Menu Skin Editor interface with several callouts:

- Example of a parent topic in the TOC Editor.** Points to the "Getting Started" topic in the TOC tree.
- If the "What's New" topic is opened in the output...** Points to the "What's New" sub-item under "Getting Started" in the TOC tree.
- The parent of "What's New" is "Getting Started." So, in the context-sensitive menu, it displays in green.** Points to the "Getting Started" item in the context-sensitive menu output.
- In this example, the font is set to green under the Menu Item node.** Points to the "Font" section in the "Menu > Item" style editor, where the color is set to #bed420.

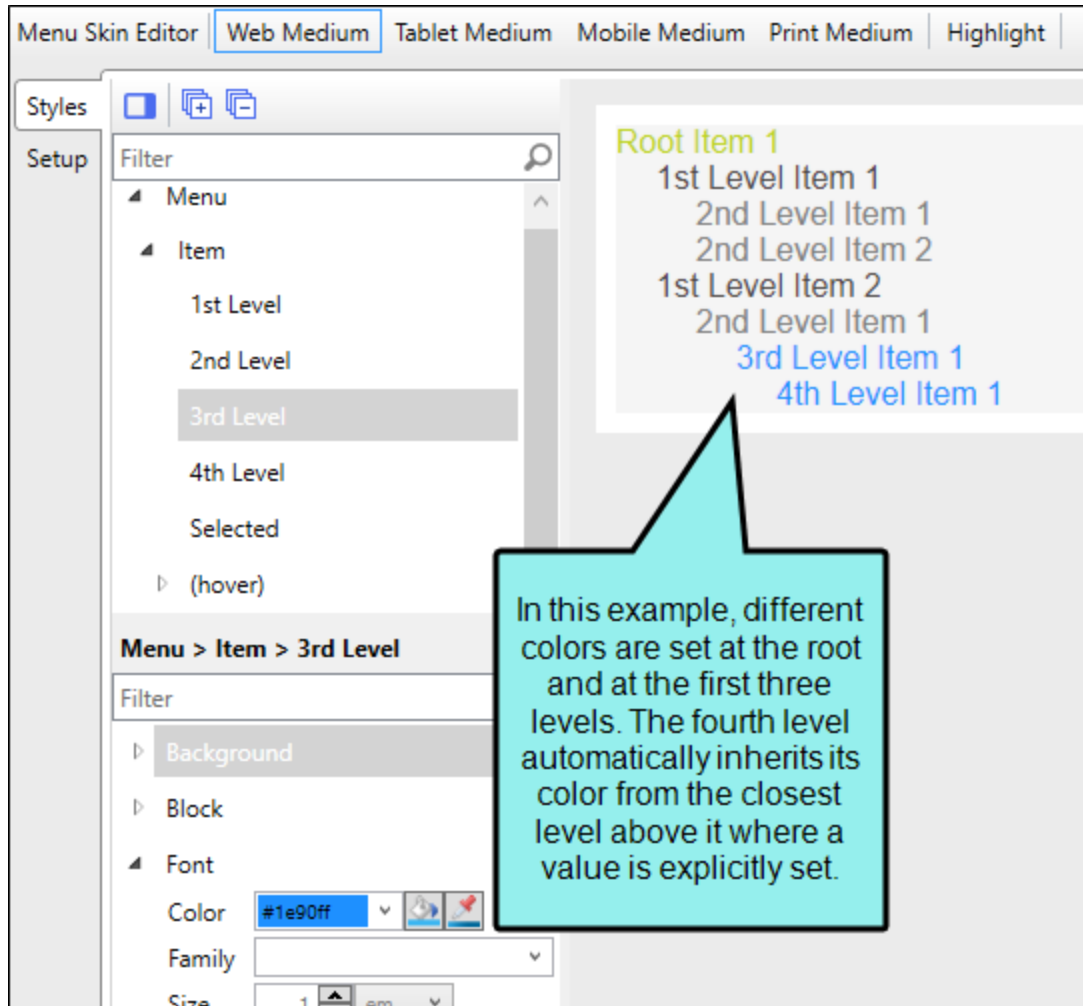
The TOC tree on the right shows a hierarchy: Getting Started (parent), What's New (child), More Information (child), Features (child), Feature 1-3 (children), Procedures (child), Procedure 1-4 (children), FAQs (child), Tips (child), and Company (child).

The context-sensitive menu output shows "Getting Started" in green and "What's New" in black.

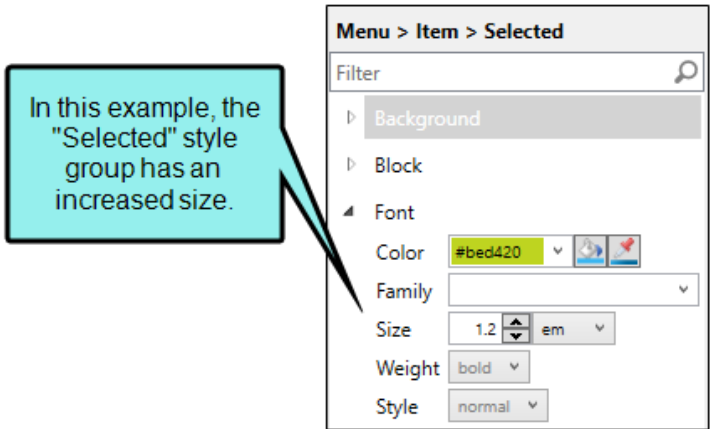
If you don't include the parent, but you do include the siblings, the root Menu Item style refers to those sibling topics in the TOC.



The 1st Level style refers to the first level under the root, followed by 2nd Level, 3rd Level, and 4th Level. The same kind of inheritance used for menu items in the full Top Navigation skin is used for a Menu component.



There is also a style called "Selected" for Menu components. This lets you apply a unique look to the menu item that refers to the topic that is currently open.



You are here: [Getting Started](#) > More Information

Then menu item referring to the open topic is larger than the other links.

What's New
More Information

More Information

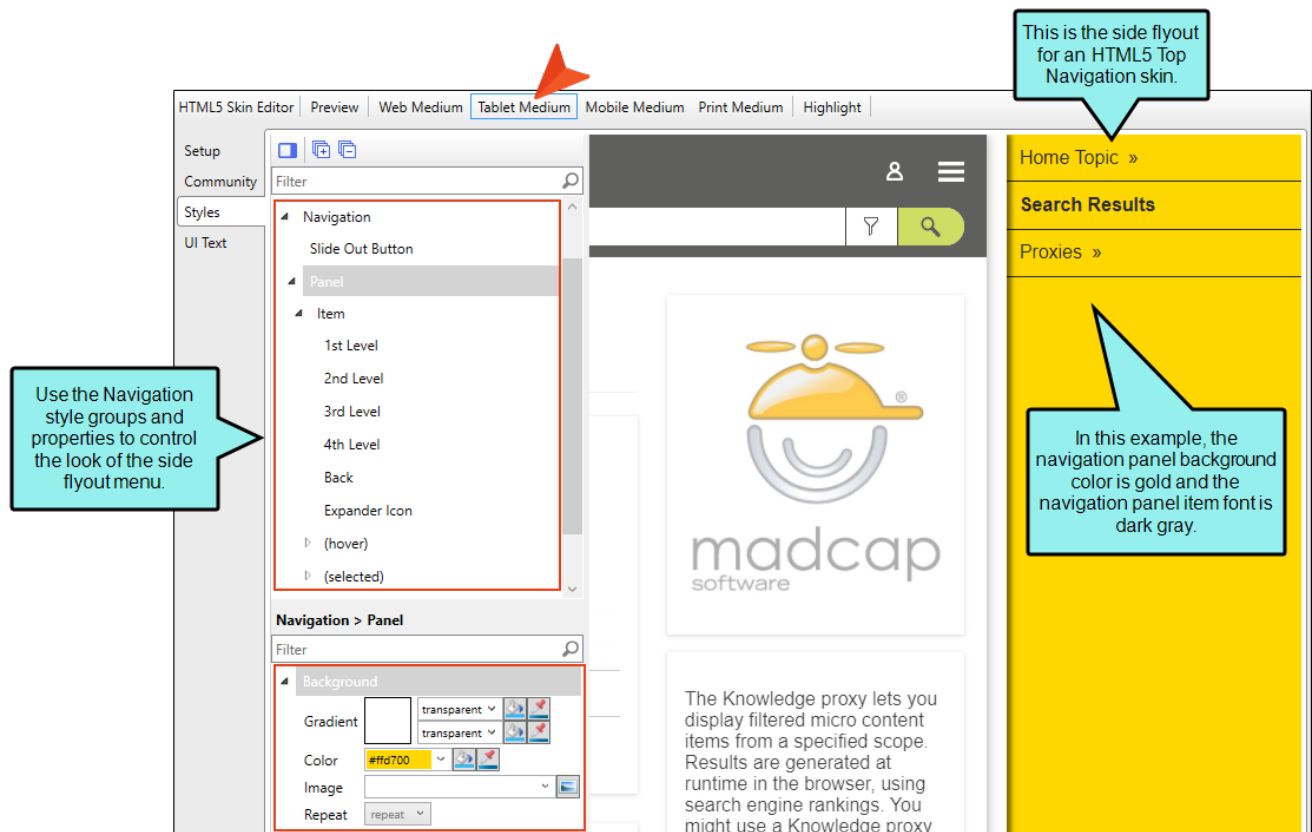
Lorem ipsum dolor rit amet, consectettr adipiscing elit. Eusce ornare vek orci vel, mollis frhngilla mauris. Dondc sagittis ele

Navigation—All HTML5 Skins

For Side Navigation, Top Navigation, and Tripane skins, the Navigation style group and properties are used to control the look of navigation elements, which allow users to open different parts of your output. See "Navigation in HTML5 Skins" on page 192.

SIDE AND TOP NAVIGATION SKINS

For Side and Top Navigation skins, the Navigation style group and properties are used to control the look of the side flyout navigation pane when displayed on a tablet or mobile device. It is not shown if you are working in the Web medium view in the Skin Editor, but only in the Tablet and Mobile mediums.



TRIPANE SKINS

For Tripane skins, the Navigation style group and properties are available in all three mediums, although there are different options available for the Tablet and Mobile mediums.

The screenshot displays the HTML5 Skin Editor interface. On the left, a sidebar contains categories: General, Size, Setup, Toolbar, Community, Styles, and UI Text. The main area is divided into two panels. The top panel, titled 'Navigation', shows a tree view with 'Navigation Panel' selected. The bottom panel, titled 'Navigation > Navigation Panel', shows the 'Background' properties, where the 'Color' is set to '#ffd700'. On the right, a preview window shows a navigation panel with a gold background and a list of items: 'Introduction', 'New Policy Template', 'Sample Policies', and 'How To Use This Template'. Three callout boxes provide additional information: one points to the navigation panel in the preview, another points to the 'Navigation' tree view, and a third points to the 'Color' property in the 'Background' section.

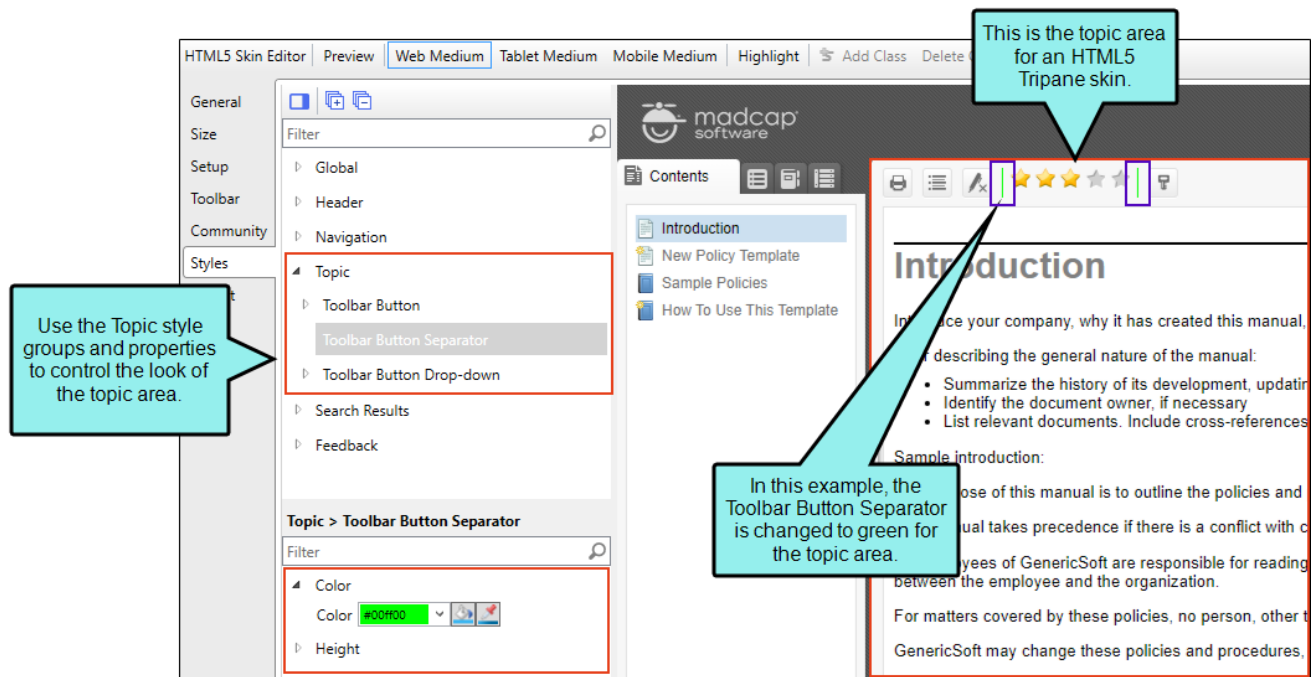
This is the navigation for an HTML5 Tripane skin.

Use the Navigation style groups and properties to control the look of the navigation.

In this example, the navigation panel background color is set as gold.

Topic—Tripane Skins

For Tripane skins, the Topic style groups and properties are used to control the look of the topic area of the output. This includes the container holding the topic content, and the toolbar just above the topic content. See "Topics in HTML5 Skins" on page 257.

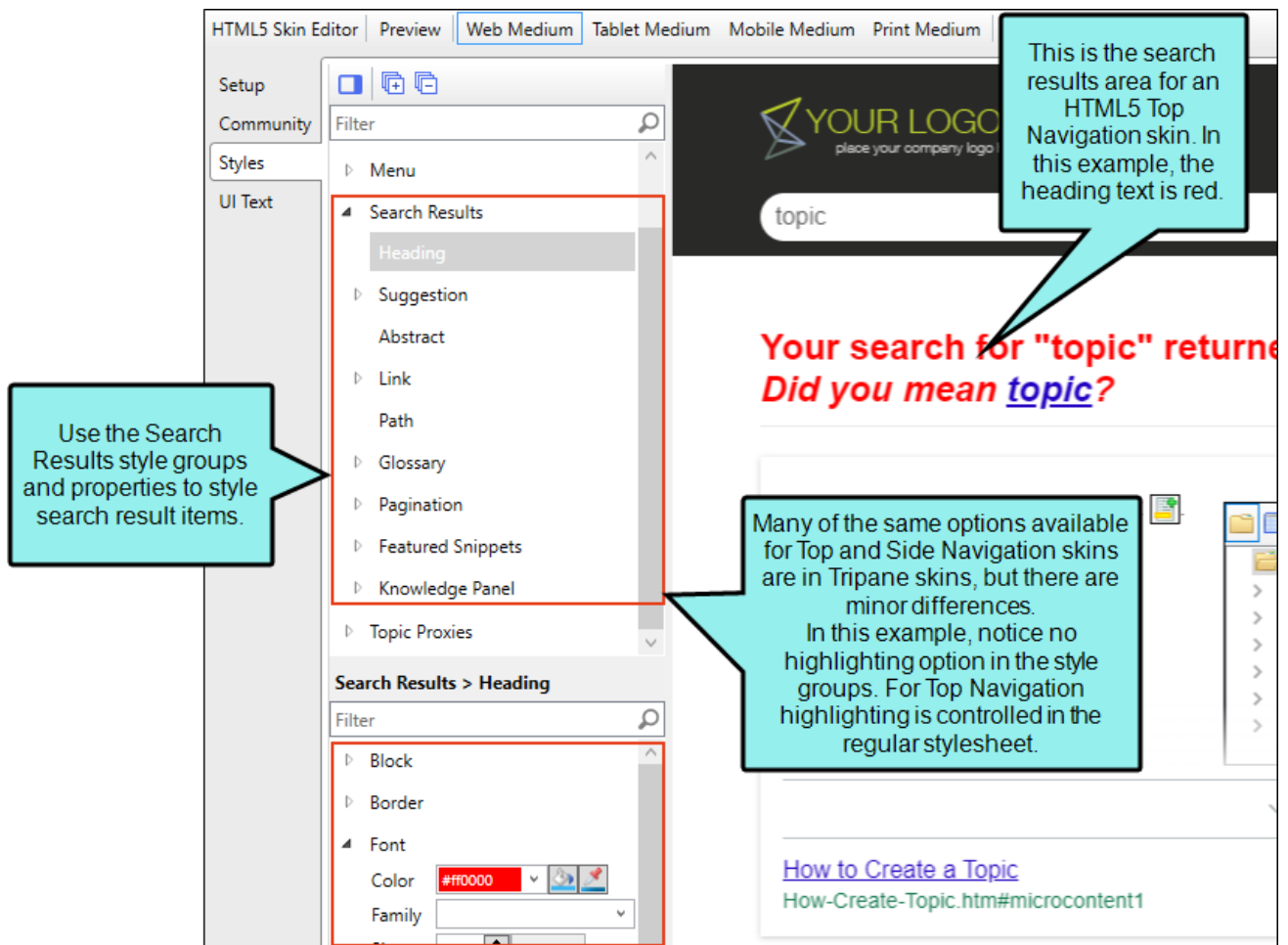


Search Results—All HTML5 Skins, Search Results Components

You can use a Side Navigation, Top Navigation, or Tripane skin to change the appearance of search result items. You can also do this with a smaller Search Results skin component. See "Search Results in HTML5 Skins" on page 207.

SIDE AND TOP NAVIGATION SKINS

For Side and Top Navigation skins, you can control the look of search result elements such as the heading, abstract (i.e., descriptive text of the file), links, glossary terms, pagination, featured snippets, and Knowledge Panel. Search highlighting is controlled in your regular stylesheet by modifying special classes under the span style.



TRIPANE SKINS

For Tripane skins, you can control the look of search result elements such as the heading, search highlighting, abstract (i.e., descriptive text of the file), links, glossary terms, pagination, featured snippets, and Knowledge Panel.

The screenshot displays the HTML5 Skin Editor interface. On the left, a sidebar contains a tree view of style groups. The 'Search Results' group is expanded, and the 'Heading' sub-group is selected. Below this, the 'Search Results > Heading' properties panel is visible, showing settings for 'Font' (Color: #393445, Size: 20 px, Weight: normal, Style: italic). A callout box points to the 'Search Results' group in the tree view, stating: 'Use the Search Results style groups and properties to style search result items.'


The main preview area shows a search result for the term 'template'. The heading text reads: 'Your search for "template" returned 0 result(s)'. A callout box points to this heading, stating: 'This is the Search Results area for a Tripane skin. In this example, the heading font is italic.'

SEARCH RESULTS SKIN COMPONENTS

Alternatively, you can use the Search Results skin component and its related proxy to design a custom container to display search results.

The options in the skin component are the same as those in the Side or Top Navigation skin. Chances are good that you will never need to use a Search Results skin component, but it is available in case you want the flexibility of having another page showing search results.

The Search Results skin component is not supported if you are generating Tripane output. It is only available when you are producing Side Navigation, Top Navigation, or skinless output.

 **NOTE** If you want to style the search bar and its elements, you can use the Header section in the Skin Editor, or you can use a Search Bar skin component.

FEATURED SNIPPETS AND KNOWLEDGE PANEL


You can use a Side Navigation, Top Navigation, or Tripane skin to control micro content that might display in the HTML5 output. Under the Search Results style groups, you can select featured snippets and Knowledge Panel nodes.

- **Featured Snippets** Featured snippets display in HTML5 output above the regular search results, according to phrases closely matching an end user's keyword(s). You can filter to more specifically determine which micro content might display as featured snippets. You can also change its view mode (Plain Text, Truncated, or Drop-Down) in your HTML5 skin.

Your search for "retriever" returned 4 result(s).

Golden Retrievers

The Golden Retriever is one of the most popular dog breeds in the United States. The breed's friendly, tolerant attitude makes them great family pets, and their intelligence makes them highly capable working dogs.



Characteristics

- Affectionate with family
- Easy to train
- Friendly with people and dogs
- Gains weight easily
- Intelligent
- Playful
- Sensitive
- Sheds

[Golden Retrievers](#)
B-Breeds/Golden-Retrievers.htm#microcontent1

Golden Retrievers
The Golden Retriever is one of the most popular dog breeds in the United States. The breed's friendly, tolerant attitude makes them great family pets, and their intelligence makes them highly capable working dogs.
Golden Retrievers excel at retrieving game for hunters, tracking, sniffing out ...
[B-Breeds/Golden-Retrievers.htm](#)

Labrador Retrievers
The Labrador Retriever was bred to be both a friendly companion and a useful working dog breed. Historically, they earned their keep as fishermen's helpers: hauling nets, fetching ropes, and retrieving fish from the chilly North Atlantic. Today's Lab is as good-natured and hardworking as their ...
[B-Breeds/Labrador-Retrievers.htm](#)


- **Knowledge Panel** Micro content can be displayed in HTML5 search results in an area called the "Knowledge Panel." By default, this panel displays on the right side of the search results page. However, you can edit the skin to display it on the left side or in the middle (above the featured snippets and regular search results). You can also change its view mode (Plain Text, Truncated, or Drop-Down) in your HTML5 skin.

Your search for "saint bernard" returned 3 result(s).

Saint Bernards
Originally the **Saint Bernard** dog breed guarded the grounds of Switzerland's Hospice **Saint Bernard** as well as to help find and save lost and injured travelers. Today **Saint Bernards** enjoy the comforts of family life in many homes across the world. They're affectionate with just about everyone they ...
[B-Breeds/Saint-Bernards.htm](#)

Dog Breeds
In the United States alone, the AKC's dog breed list currently includes 190 dog breeds. Worldwide, the FCI lists 360 officially recognized breeds. Here is a small list of dog breeds that you can learn about. Australian Shepherds Beagles Boxers Bulldogs Dalmatians Golden Retrievers Great Danes ...
[B-Breeds/Dog-Breeds.htm](#)

Saint Bernards
Originally the Saint Bernard dog breed guarded the grounds of Switzerland's Hospice Saint Bernard as well as to help find and save lost and injured travelers.



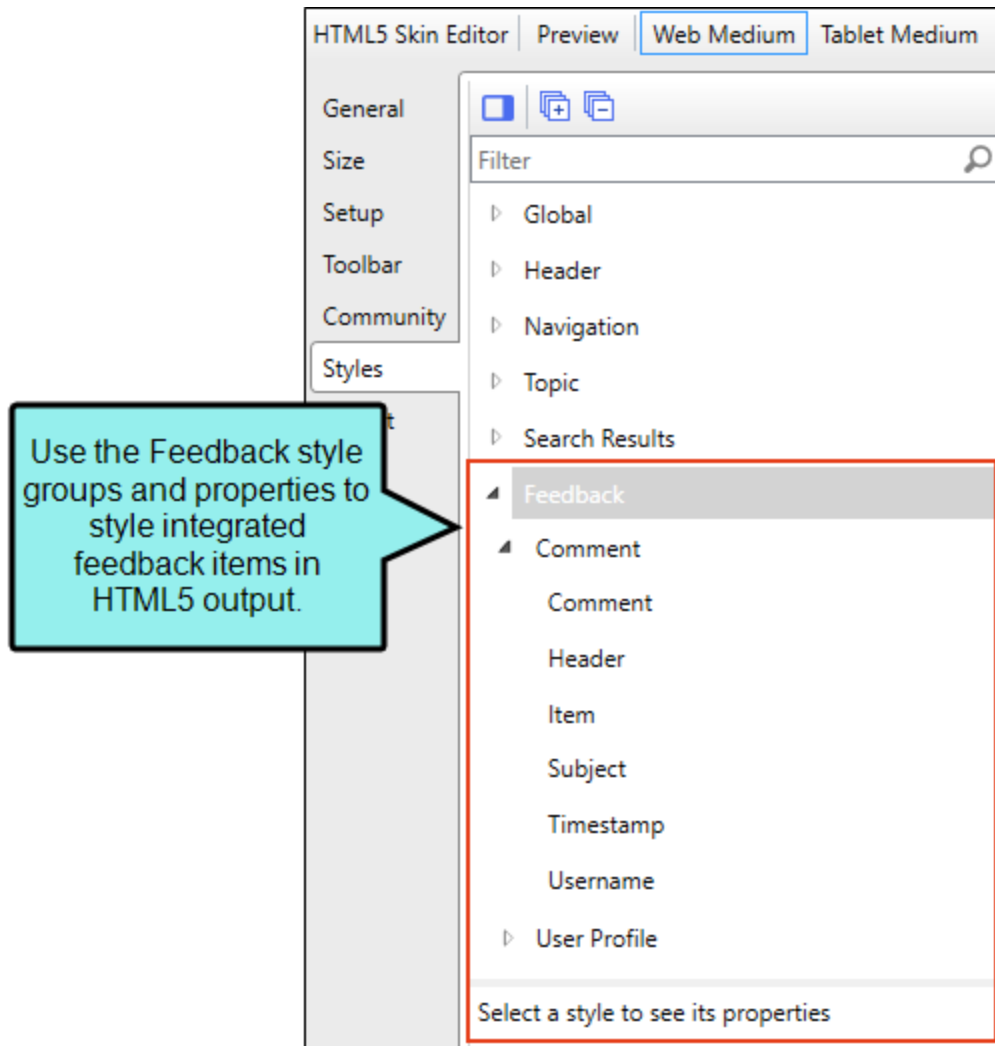
Characteristics

- Affectionate with family
- Drools
- Friendly with people and dogs
- Large
- Tolerates cold weather

[Saint Bernards](#)
[B-Breeds/Saint-Bernards.htm#microcontent1](#)

Feedback—Tripane Skins

For Tripane skins, these are style groups for elements that are displayed if you integrate your output with MadCap Feedback. See "Feedback in HTML5 Skins" on page 143.



eLearning Toolbar Skin Components

The eLearning Toolbar skin component dictates the general appearance for the navigation elements in your course. You can edit the eLearning Toolbar skin component to select which buttons are included in the course and control how they look and feel in the output.

The screenshot displays the 'eLearning Toolbar Skin Editor' interface. At the top, there are tabs for 'Web Medium', 'Tablet Medium', 'Mobile Medium', 'Print Medium', and 'Highlight'. The 'Web Medium' tab is selected. On the left, there is a 'Setup' section with icons for 'Styles' and 'UI Text'. Below this is a tree view under 'UI Text' with expandable sections: 'Toolbar', 'Button', 'Button Separator', 'Progress', 'Outer Bar', 'Inner Bar', and 'Text'. The 'Text' section is expanded, showing a 'Filter' field and a 'Font' section with settings for Color (hex #076685), Family, Size (10 px), Weight (bold), and Style (normal). A callout bubble points to this section with the text: 'Use the eLearning Toolbar style groups and properties to customize navigation elements in a course.'

On the right side of the editor, there are two examples of toolbar skins in output. The top example shows a toolbar with 'Previous', 'Next', and 'Complete' buttons, and a page indicator 'Page 1 of 3'. A callout bubble points to this example with the text: 'Example of skin styles in output'. The bottom example shows a similar toolbar but with a different style, where the 'Next' button is highlighted in a dark blue color. The page indicator below it reads 'Page 2 of 15'. The background of the output area shows a snippet of text: 'During the 1800s, Austin saw an increase in population and economic growth. It became a hub for technology, business, and live music.'

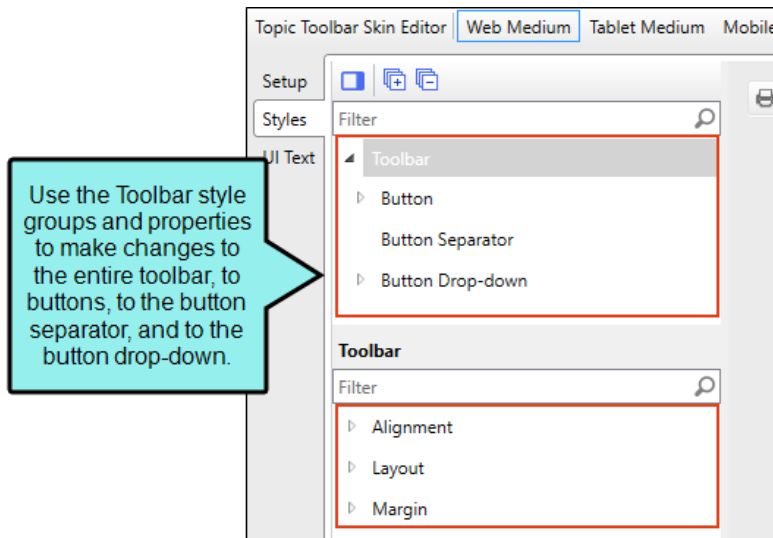
Test Results Skin Components

The autogenerated test results page includes many sections that are visible by default. You can use the Test Results Skin Editor to determine which sections display in the output, and also to customize the look and feel of the test results page.

The screenshot displays the 'Test Results Skin Editor' interface. At the top, there are tabs for 'Web Medium', 'Tablet Medium', 'Mobile Medium', 'Print Medium', and 'Highlight'. Below the tabs, there are sections for 'Setup', 'Styles', and 'UI Text'. The 'UI Text' section is expanded to show a list of components: 'Test Results', 'Title', 'Score Title', 'Score', 'Result', 'Question Container', 'Question Feedback', 'Maxed Attempts Warning', 'Incomplete Test Warning', and 'Incomplete Page Link'. A callout box points to this list with the text: 'Use the Test Results style groups and properties to customize the look and feel of the test results page.' Below the 'UI Text' list, there is a 'Test Results' section with a 'Filter' input and a list of properties: 'Background', 'Border', and 'Padding'. On the right side of the editor, there is a preview of the test results page. The preview shows a red warning box: 'You have not completed all of the questions in this test.' with links for 'Topic 1' and 'Topic 2'. Below this is a black bar with the text: 'You have reached the maximum number of attempts.' The main content area shows a 'Title', a 'Score: 80%', a green 'Passed' button, and a red 'Failed' button. Below the buttons, there is a question: 'Is this the first question?' followed by 'Your Answer:' and 'Correct Answer:' sections, each with two lines of text.

Topic Toolbar Skin Components

In Topic Toolbar skin components, you can use skin styles used to control the look of a toolbar you add via a proxy. See "Topic Toolbars in HTML5 Skin Components" on page 247.

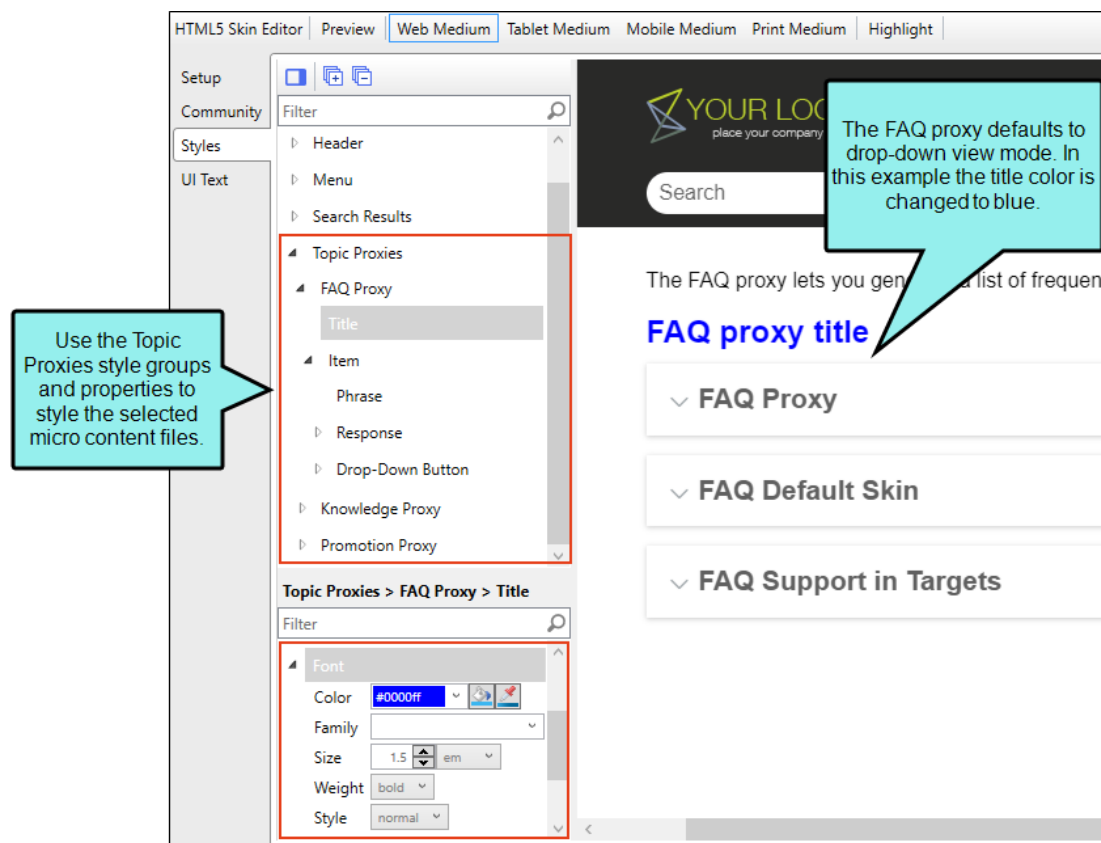


Topic Proxies—Side/Top Navigation Skins, Micro Content Skin Components

You can edit micro content elements in your HTML5 output using full skins with topic proxies (e.g., FAQ, Knowledge, Promotion). However, for maximum control and customization you can add a micro content skin component for each topic proxy.

FAQ PROXY

The FAQ proxy lets you generate a list of phrases and responses for the selected micro content file (s) in most outputs. Results are static, based on specific criteria selected when the target is built, not on the search engine output. This type of proxy is ideal for including traditional FAQs, but it can be used for other purposes as well.



KNOWLEDGE PROXY

The Knowledge proxy lets you display filtered micro content items in HTML5 output. Results are dynamic, generated at runtime in the browser, using search engine rankings. You might use a Knowledge proxy to display content such as information about a person, a company, technical specifications, related tasks, etc.

The screenshot shows the HTML5 Skin Editor interface. On the left, a navigation pane lists style groups: Setup, Community, Styles, and UI Text. Under Styles, a tree view shows 'Topic Proxies' expanded to 'Knowledge Proxy', then 'Item', and finally 'Response' selected. A red box highlights this path. Below the tree, the 'Background' property is configured with a color of #dcdcdc. A callout bubble points to this configuration, stating: 'Use the Topic Proxies style groups and properties to style the selected micro content files.'

The main preview area shows a rendered page with a dark header containing 'R LOGO' and 'ur company logo here'. Below the header, a search bar is visible. The main content area features a title 'Knowledge proxy title' and a text block: 'The Knowledge proxy lets you filter micro content items in the browser, using search engine rankings. You might use a Knowledge proxy to display content such as information about a person, a company, technical specifications, related tasks, etc.' This text block has a light gray background. A callout bubble points to this background, stating: 'The Knowledge proxy defaults to truncated view mode. In this example the background for the response is changed to gray.'

Below the text block is a bulleted list:

- Information about a person
- Information about a company or a product
- Related topics or tasks

At the bottom of the preview, there is a link: 'Knowledge Proxy Information' with a URL: 'Proxy Information/Knowledge-Proxy-Information.htm#mic'. Below the link, another text block starts with 'By default, the Knowledge skin is set to the Truncate truncated if necessary by height. The view mode can'.

PROMOTION PROXY

The Promotion proxy lets you display random micro content items in HTML5 output. Results are dynamic, generated at runtime in the browser, using the search engine. You might use a Promotion proxy to display information about relevant products, events, new features, etc.

The screenshot shows the HTML5 Skin Editor interface. The top navigation bar includes 'HTML5 Skin Editor', 'Preview', 'Web Medium', 'Tablet Medium', 'Mobile Medium', 'Print Medium', and 'Highlight'. The left sidebar contains 'Setup', 'Community', 'Styles', and 'UI Text'. The main content area is divided into two sections: 'Topic Proxies' and 'Font'.

Topic Proxies: A tree view showing 'Global', 'Header', 'Menu', 'Search Results', 'Topic Proxies', 'FAQ Proxy', 'Knowledge Proxy', 'Promotion Proxy', 'Item', 'Phrase', and 'Response'. The 'Promotion Proxy' section is highlighted with a red box. A callout bubble points to this section with the text: "Use the Topic Proxies style groups and properties to style the selected micro content files."

Font: A configuration panel for the 'Title' element, showing 'Color', 'Family' (set to 'Comic Sans MS'), 'Size' (set to '1.5 em'), 'Weight' (set to 'bold'), and 'Style' (set to 'normal'). This panel is also highlighted with a red box.

The preview area on the right shows a search interface with a logo 'YOUR LOGO' and a search bar. Below the search bar, the text reads: "The Promotion proxy lets you display random micro content". A large heading reads "Promotion proxy title". Below this, a list of items is shown: "The following proxies use micro content items as the data" followed by a bulleted list: "FAQ", "Knowledge", and "Promotion". A callout bubble points to the list with the text: "The Promotion proxy defaults to plain text view mode. In this example the title font is changed to Comic Sans MS."

eLearning Toolbar in HTML5 Skin Components

The eLearning Toolbar skin component dictates the general appearance for the navigation elements in your course. You can edit the eLearning Toolbar skin component to select which buttons are included in the course and control how they look and feel in the output.

The screenshot displays the 'eLearning Toolbar Skin Editor' interface. At the top, there are tabs for 'Web Medium', 'Tablet Medium', 'Mobile Medium', 'Print Medium', and 'Highlight'. The main area is divided into a left sidebar and a right preview area. The sidebar has a 'Setup' section with icons and a 'UI Text' section with a tree view. The tree view is expanded to show 'Toolbar' > 'Progress' > 'Text'. The 'Text' element is selected, and its properties are shown in a panel below. The 'Font' section includes 'Color' (set to #076685), 'Family', 'Size' (10 px), 'Weight' (bold), and 'Style' (normal). The 'Padding' section is also visible. The preview area shows two examples of the toolbar. The top example is for 'Page 1 of 3' and includes 'Previous', 'Next', and 'Complete' buttons. The bottom example is for 'Page 2 of 15' and includes 'Previous' and 'Next' buttons. A text block above the bottom toolbar reads: 'During the 1800s, Austin saw an increase in population and economic growth. It became a hub for technology, business, and live music.' Two callout boxes provide additional context: one on the left says 'Use the eLearning Toolbar style groups and properties to customize navigation elements in a course.' and one on the right says 'Example of skin styles in output'.

How to Edit the eLearning Toolbar Skin Component

Edit the eLearning Toolbar skin component to customize what the toolbar should look like when a learner navigates through a course. In the eLearning Toolbar Skin Editor, there are three tabs where you can make changes to the toolbar.

1. From the Project Organizer, expand the **Skins** folder, and double-click the skin for eLearning. The eLearning Toolbar Skin Editor opens.
2. Select the **Setup** tab, and choose the toolbar buttons to include. By default the Previous Topic, Next Topic, and Progress Bar are selected to display in the output. You can use the bottom local toolbar to delete and arrange items, or add a separator element.
3. Select the **Styles** tab. Using this tab you can customize the look and feel of the toolbar, individual buttons, and the progress bar.
4. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles.
5. In the editor, expand and select any of the **Toolbar** style groups.

✔ **TIP** To quickly find a style to edit, from the local toolbar, click the **Highlight** button. This enables Highlight mode, where the right panel in the editor is a live preview. Click any part of the live preview and it locates the corresponding style in the left panel to edit. Once a style is updated, it displays as such in the live preview.

Toolbar

This controls the look and feel of the entire toolbar.



Toolbar > Button

This controls how the buttons look (e.g., Previous, Next, and Complete). You can customize each button individually.



Toolbar > Button > (hover)

This controls how a toolbar button looks when it is hovered over with a mouse. You can customize each button individually.



Toolbar > Button > (disabled)

This controls how a toolbar button looks when it is in a disabled state. You can customize each button individually.



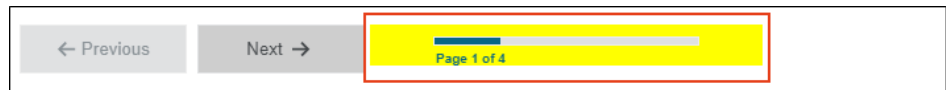
Toolbar >
Button
Separator

This controls the look of separators if added to the toolbar. A separator is the divider between the toolbar buttons.



Progress

This controls the progress bar container (or wrapper).



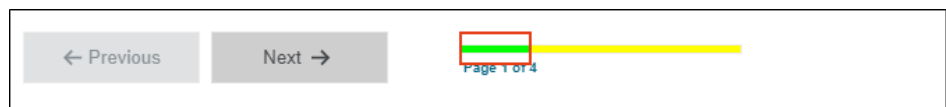
Progress >
Outer Bar

This controls how the outer part of the progress bar looks.



Progress >
Inner Bar

This controls how the progress bar background looks inside the outer part.



Progress >
Text

This controls how the text looks associated with the progress bar.



- Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Following is a general list in alphabetical order:

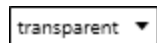
ALIGNMENT

You can click in the **Horizontal** field and choose whether to position to the **right** or **left** side of the display.

BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.



NOTE The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next



highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

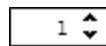
BORDER

You can change any of the following to affect the border on the element:

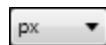
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



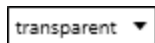
Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

BOX SHADOW

You can change any of the following to affect the box shadow on the element:

- **Horizontal Shadow Length** This is the position of the horizontal shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Vertical Shadow Length** This is the position of the vertical shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Blur Length** This is the blur distance. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Color** This lets you select a color for the shadow. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Shadow Inset** This changes the shadow from an outer shadow (outset) to an inner shadow. Click in the field and select an option. If you select **false** the shadow will be outset. If you select **true** the shadow will be inset.

EVENT

Enter a JavaScript command that is triggered when a user clicks a button.

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.




This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

ICON

You can click  and select a different image for the toolbar button.

You can click the **Display** drop-down and choose one of the options:

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.

You can change the height or width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

LAYOUT

You can click the **Display** drop-down and choose one of the options:

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.

Click the **Order** drop-down to change the order of the text within the button in relation to the icon (e.g., left, right, top, bottom).

MARGIN

You can change the margin for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

SIZE

You can change the height or width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

TEXT

You can click the **Display** drop-down and choose one of the options:

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
 - **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
 - **Weight** You can click in this field and make the font normal or bold.
 - **Style** You can click in this field and make the font normal or italic.
7. Select the **UI Text** tab. Use this tab to customize a list of text strings for the toolbar components. This includes text for the label, tooltip, alt text for buttons, and progress bar.



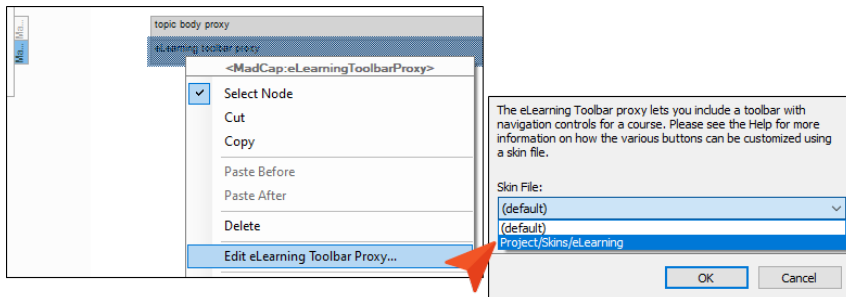
NOTE You can customize the text used for a different language in the output. From the **Language** drop-down, select the language, and then modify the text in each row.

8. Click  to save your work.

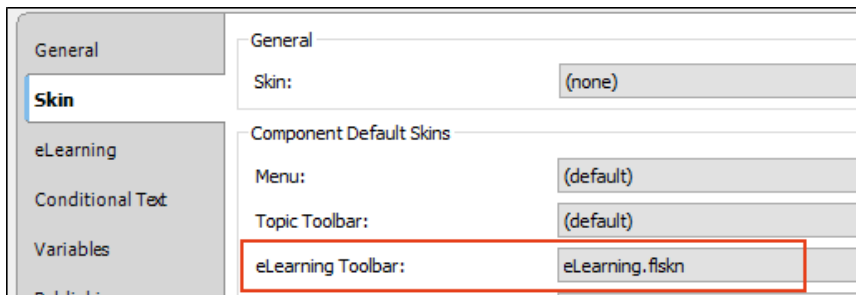
How to Associate the eLearning Toolbar Skin Component With a Proxy or Target

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

- **eLearning Toolbar Proxy** Open the template page or topic that includes the eLearning Toolbar proxy. Right-click the proxy, and select **Edit eLearning Toolbar Proxy**. In the **Skin File** drop-down, select your eLearning Toolbar skin.



- **HTML5 Target** Open the HTML5 target, and select the **Skin** tab. Locate the **eLearning Toolbar** drop-down, and select your eLearning Toolbar skin.

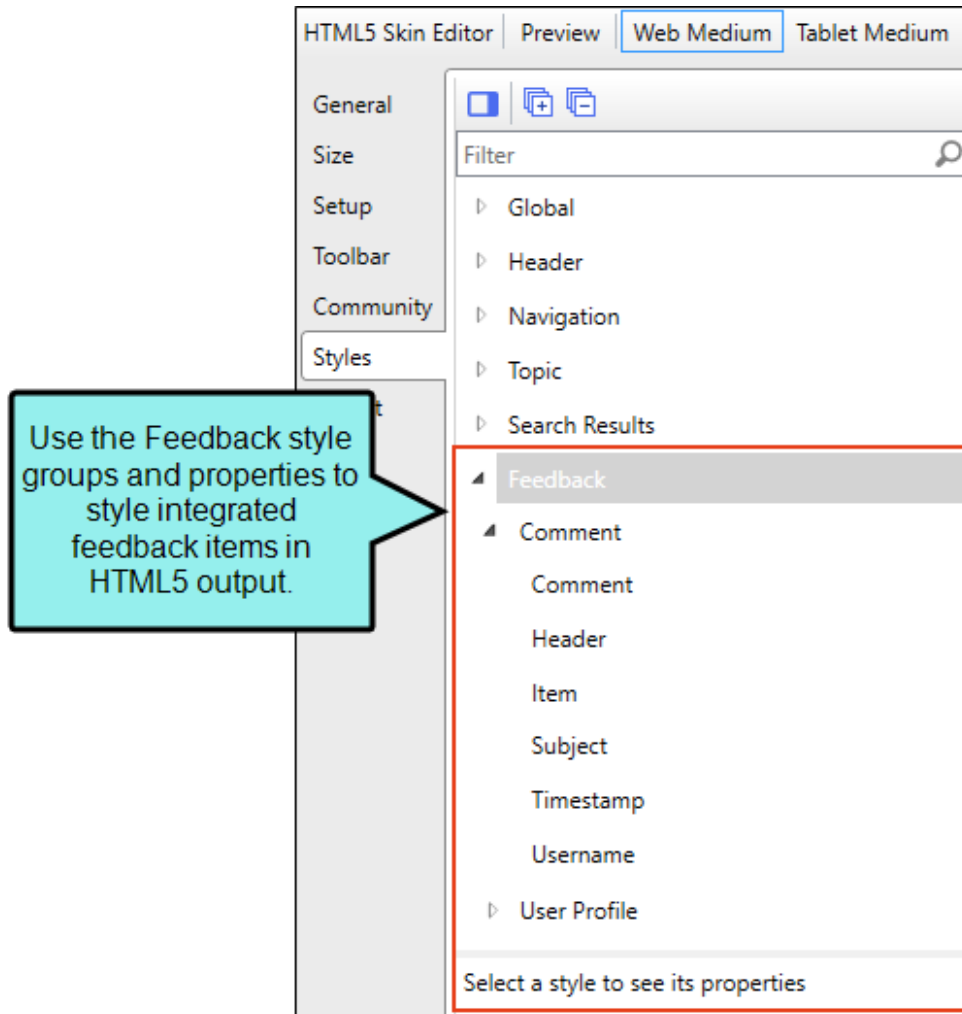


NOTE You are not limited to one skin component of each type, although that is the most common situation. If you want, you can use multiple skin components of any type. If this is the case, you can associate a default skin component with a target. When you do this, the skin component you choose will always be used for any proxy of that same type that you insert for that target, unless you override it by associating a different skin component with a specific proxy that you've inserted.

Feedback in HTML5 Skins

! IMPORTANT Feedback is deprecated in Flare, which means that it is slated to be removed in a future version.

If you integrate your output with MadCap Feedback, you can use styles in a skin to control different elements.



How to Specify Style Settings for Feedback in HTML5

1. Open an HTML5 Tripane skin.
2. If you are using responsive output, make sure you select **Web Medium** in the local toolbar. Feedback integration is not supported in the Tablet and Mobile views, although topic rating stars will display in the topic toolbar. For more information about these mediums and responsive output, see the online Help.
3. Select the **Styles** tab.
4. On the left side of the editor, expand and select any of the **Feedback** style groups:

**Feedback >
Comment >
Comment**

This lets you control the look of topic comment text.

**Feedback >
Comment >
Header**

This lets you control the look of the header text that appears above comments in a topic.

**Feedback >
Comment >
Item**

This lets you control the look of the container displaying the contents, including header and the comments.

**Feedback >
Comment >
Subject**

This lets you control the look of the subject text that appears just above a comment.

**Feedback >
Comment >
Timestamp**

This lets you control the look of the date and time that appears in a comment.

Feedback > Comment > Username	This lets you control the look of the user's name that appears in a comment.
Feedback > User Profile > Body	This lets you control the look of the interface used for creating a profile.
Feedback > User Profile > Button	This lets you control the look of the buttons in the interface that is used for creating a profile.
Feedback > User Profile > Header	This lets you control the look of the header text in the interface that is used for creating a profile.
Feedback > User Profile > Item	<p>The Feedback User Profile dialog always includes a "Username" and "E-mail Address" field. In addition to those fields, you can add many others by using the Community tab in the Skin Editor.</p> <p>Once you've added the fields, you can edit User Profile items in the skin to specify which fields are required for users to complete.</p> <p>The User Profile style group has properties both at the root and on children nodes. In addition to the many standard fields that can be included (e.g., Address1, City, Department, Occupation), you can add up to 10 custom fields (e.g., Custom1, Custom2, Custom3), which can be used for any kind of field not already available.</p> <p>If you want the setting(s) to be applied to all of the items, complete the General > Required field under the User Profile > Item style group itself. Otherwise, select any of the children (Address1, Address2, Birthdate, etc.) to apply settings to them individually. For more information about root and children properties, see "Style Groups and Properties Sections " on page 79.</p>

**Feedback >
User Profile >
Item Group** This lets you control the look of the container holding fields in the interface when creating a profile.

**Feedback >
User Profile >
Item Input** This lets you control the look of the text that users type in fields when creating a profile.

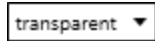
**Feedback >
User Profile >
Item Label** This lets you control the look of the field label text in the interface that is used for creating a profile.

5. Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Following is a general list in alphabetical order:

BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.



NOTE The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

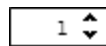
BORDER

You can change any of the following to affect the border on the element:

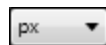
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

GENERAL

You can click in the **Required** field and choose whether to make the element required (true) or not (false).

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

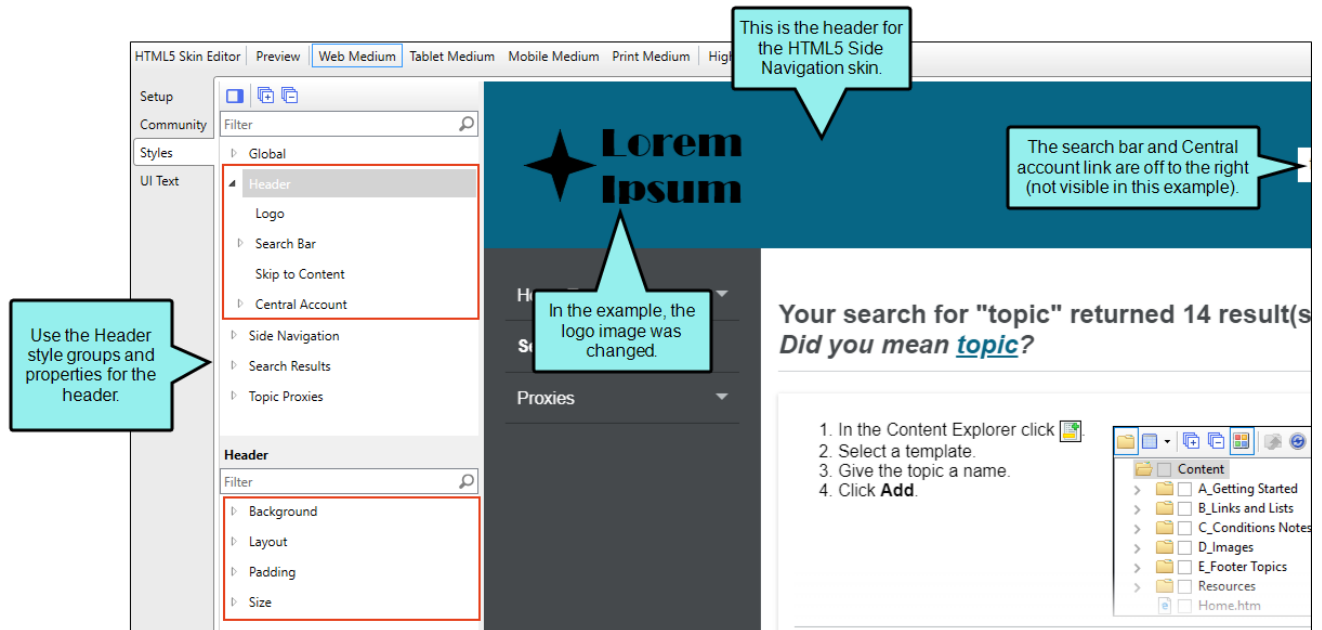
6. Click  to save your work.

 **NOTE** Use the UI Text tab in the Skin Editor to change labels for some of these styles.

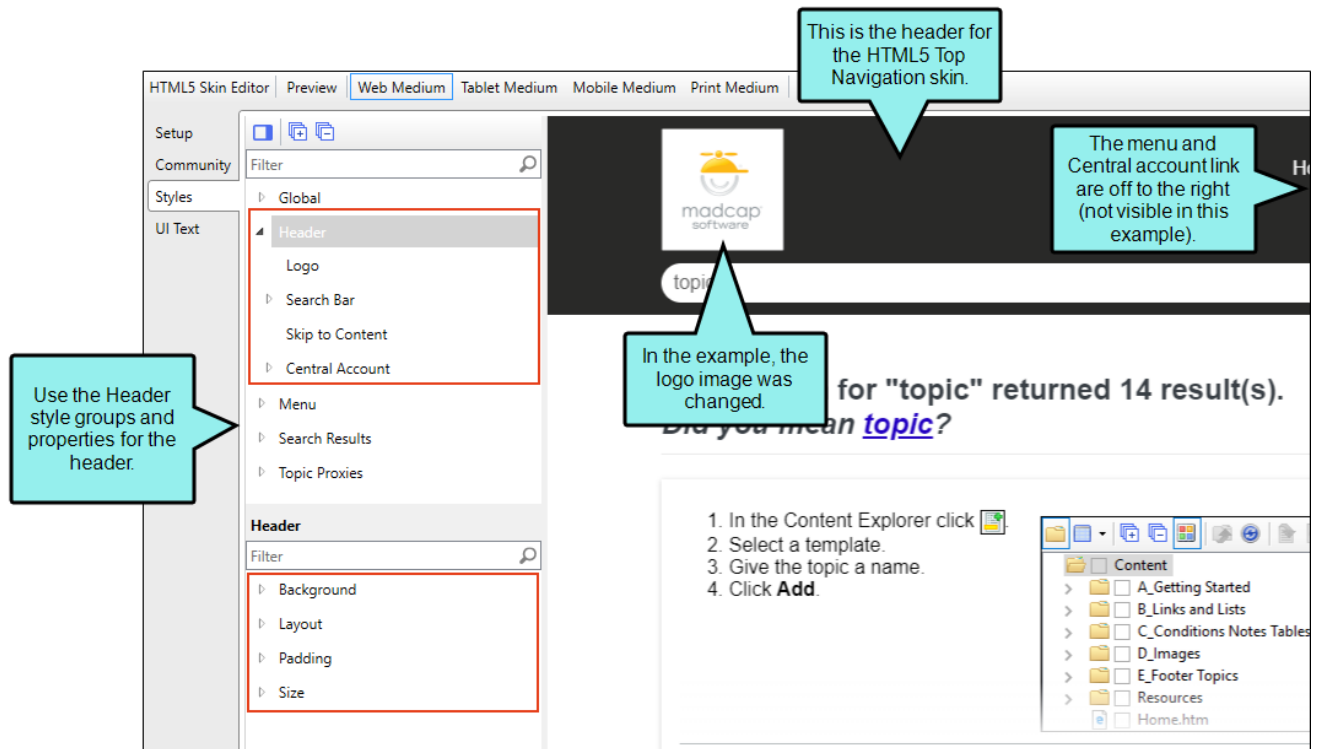
Headers in HTML5 Skins

This is the area at the top of the screen for Side Navigation, Top Navigation, and Tripane skins.

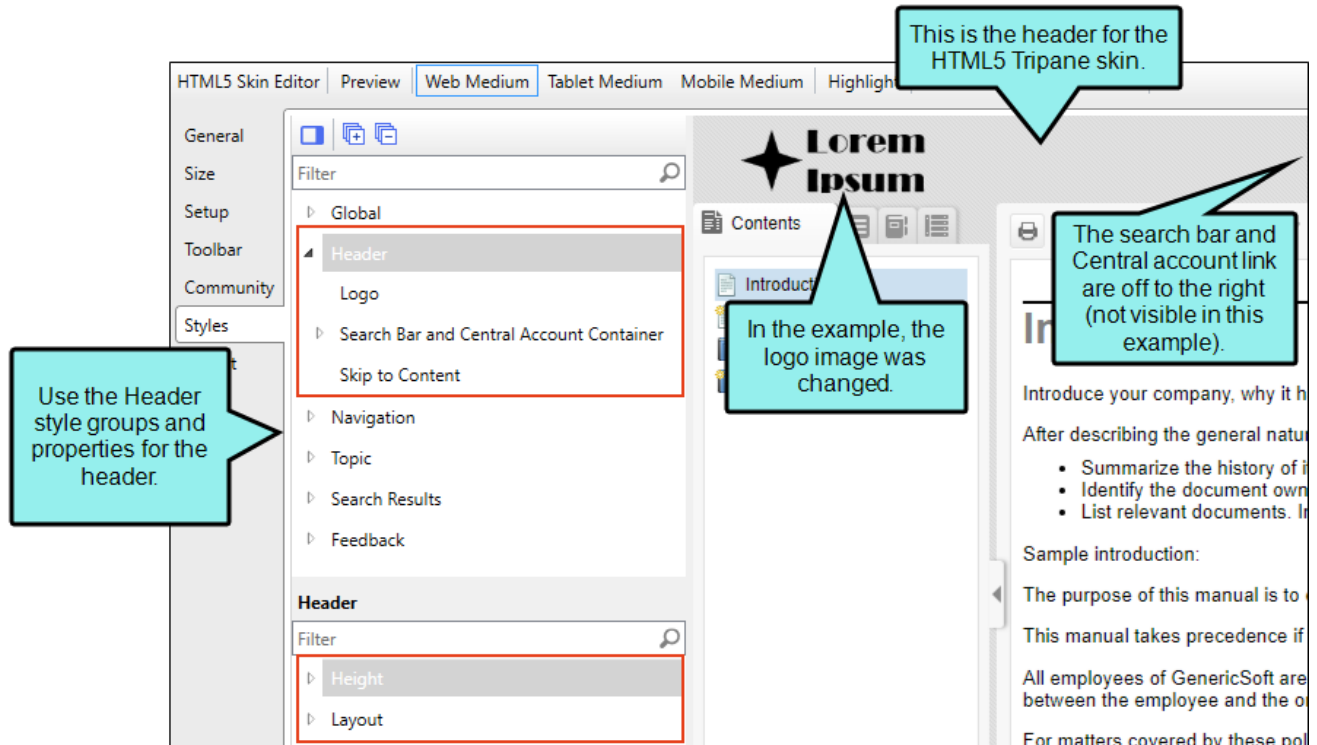
For Side Navigation skins, this area displays elements such as a logo, search bar, and Central account link (if you are producing private output).



For Top Navigation skins, this area displays elements such a logo, search bar, top menu, and Central account link (if you are producing private output).



For Tripane skins, this area displays elements such a logo, search bar, and Central account link (if you are producing private output).



How to Specify Style Settings for Headers in HTML5

1. Open an HTML5 skin.
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. For more information about these mediums and responsive output, see the online Help.
4. On the left side of the editor, expand and select any of the following **Header** style groups (some styles might not be included, depending on the type of skin).

Header	This controls the entire header area.
Header > Logo	This controls the logo in the header.
Header > Search Bar and Central Account Container	For Tripane skins only, this lets you hide or show the container holding the search bar and Central account link.
Header > Search Bar	This controls the search bar in the header.
Header > Search Bar > Input	This controls the text used when users perform searches.
Header > Search Bar > Filter	This controls the look of the search filter area, if you have included one.

Header >
Search Bar >
Filter > (hover)

This lets you change how the search filter looks when users hover over it.

Header >
Search Bar >
Filter >
(selected)

This lets you change how the search filter looks when it is selected.

Header >
Search Bar >
Filter > Drop-
down

This controls the drop-down portion of the search filter.

Header >
Search Bar >
Filter > Drop-
down > (hover)

This lets you change how the search filter drop-down looks when users hover over it.

Header >
Search Bar >
Submit Button

This controls the look of the button used to initiate searches.

Header >
Search Bar >
Submit Button
> (hover)

This lets you change how the search submit button looks when users hover over it. It is supported for Google search integration.

Header >
Search Bar >
Auto-complete

This applies the look and feel for the search bar when auto-complete suggestions are displayed. This is supported for Elasticsearch integration.

Header > Search Bar > Auto-complete > Item	This controls the font and other settings for auto-complete suggestions that are displayed in the drop-down. You can modify the settings separately for the Project Content or the Search History items. This is supported for Elasticsearch integration.
Header > Search Bar > Auto-complete > Item > (selected)	This applies look and feel changes for the selected auto-completed item. You can modify the settings separately for the Project Content or the Search History items. This is supported for Elasticsearch integration.
Header > Search Bar > Auto-complete > Item > Icon	This controls how the icon next to the auto-complete item displays. You can modify the settings separately for the Project Content or the Search History items. This is supported for Elasticsearch integration.
Header > Search Bar > Auto-complete > Item > Phrase	This lets you change how the auto-completed phrase displays. You can modify the settings separately for the Project Content or the Search History items. This is supported for Elasticsearch integration.
Header > Search Bar > Auto-complete > Item > Phrase > (match)	This allows you to modify how the matched auto-completed phrase displays. You can modify the settings separately for the Project Content or the Search History items. This is supported for Elasticsearch integration.
Header > Search Bar > Auto-complete > Item > Description	This controls how the file location of the auto-completed item looks in the drop-down list. You can modify the settings separately for the Project Content or the Search History items. This is supported for Elasticsearch integration.

Header > Search Bar > Auto-complete > Item > Separator	This applies styles for the hyphen separating the phrase from the description. You can modify the settings separately for the Project Content or the Search History items. This is supported for Elasticsearch integration.
Header > Search Bar > Auto-complete > Item > Remove Button	These settings allow you to change the background color of the Remove button, and allow you to modify the image of the Remove button as well. This is supported for Elasticsearch integration.
Header > Skip to Content	This lets you change the look of the text for the “Skip to main content” accessibility feature. This displays when users open the output and press TAB . After encountering this option, they can press ENTER to bypass the navigation.
Header > Central Account > Element	This controls the look of the entire account link area.
Header > Central Account > Element > (hover)	This controls the look of the entire account link area when a user hovers over it.
Header > Central Account > Link	This controls the look of the area showing the image, text, and down arrow that the user first sees in private output hosted on MadCap Central.

Header >
Central
Account > Link
> (hover)

This controls the look of the area showing the image, text, and down arrow when a user hovers over it.

Header >
Central
Account > Link
> Image

This controls the image shown to the left of the word "Account."

Header >
Central
Account >
Menu

This controls the look of the entire menu area. If you click this area in the preview to display the drop-down options, the popup continues to display until you click again. This means you can continue to view the options while you make adjustments to the styles, allowing you to see changes immediately.

Header >
Central
Account >
Menu > Link

This controls the look of the link for individual menu items.

Header >
Central
Account >
Menu > Link >
(hover)

This controls the look of the link for individual menu items when a user hovers over them.

Header >
Central
Account >
Menu >
Separator

This controls the look of area that separates menu items.

5. Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Also, you might see nodes for a Tripane skin that you do not see for a Side or Top Navigation skin, and vice versa. Following is a general list in alphabetical order:

ABSOLUTE POSITION

For certain styles, this can allow you to be more precise with the position of an element. This might be necessary to prevent the element from disappearing from the screen. In addition to entering values with specific units of measurement (e.g., pixels), you can enter **auto** in a field. You might do this, for example, if you want the left or right property to have a particular value, but leave the other property to be adjusted automatically.

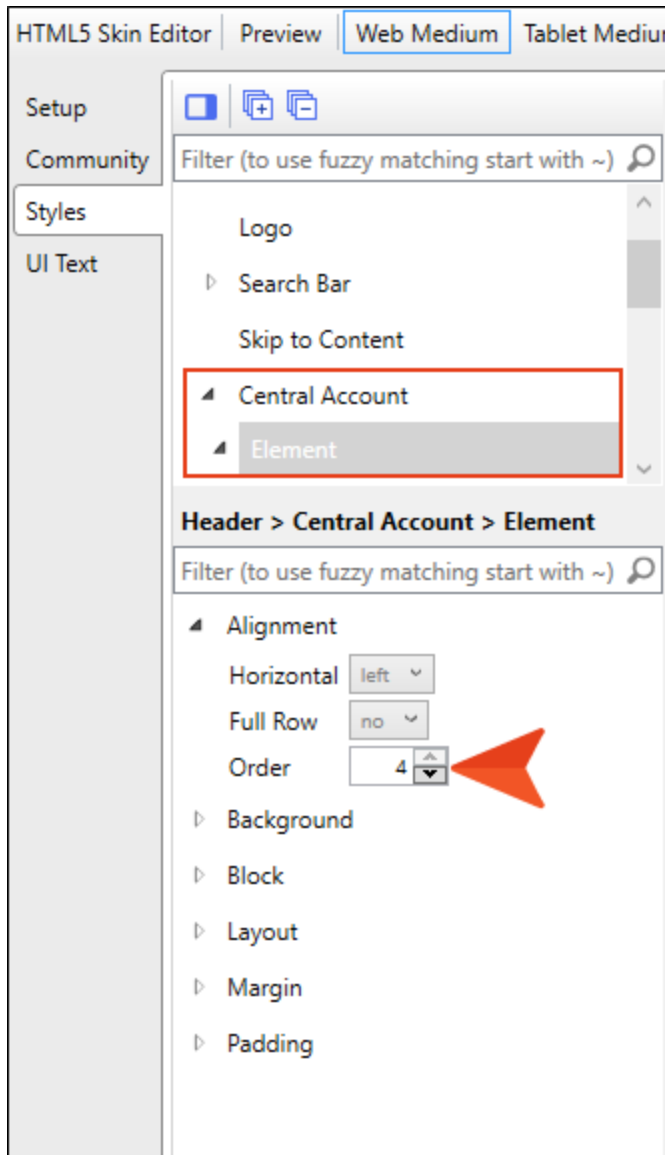
ALIGNMENT

Depending on the style and element you are working with, you may be able to select one or more of the following:

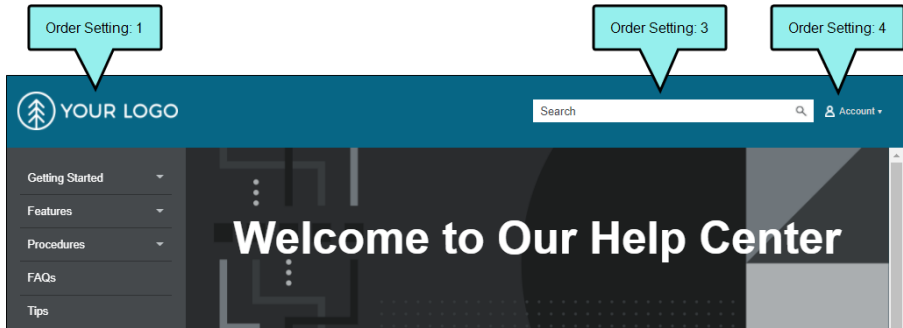
- **Horizontal** This option lets you choose whether to position the element to the **left**, **middle**, or **right**.
- **Vertical** This option lets you choose whether to position the element on the **top**, **middle**, or **bottom**.
- **Full Row** This option allows the element to take up all of the space horizontally in the header.
- **Order** This option determines which element comes first (**1**), second (**2**), third (**3**), or fourth (**4**) in the header. Side Navigation has three elements (logo, search bar, and Central account link), but Top Navigation has four (logo, search bar, menu, and Central account link).

☆ EXAMPLE

If you have a Side Navigation skin, the Central Account Element is set to have an order value of 4. This means it appears to the right of both the logo and the search bar, which have lower values for that option (the logo is set at 1, and the search bar is set at 3).



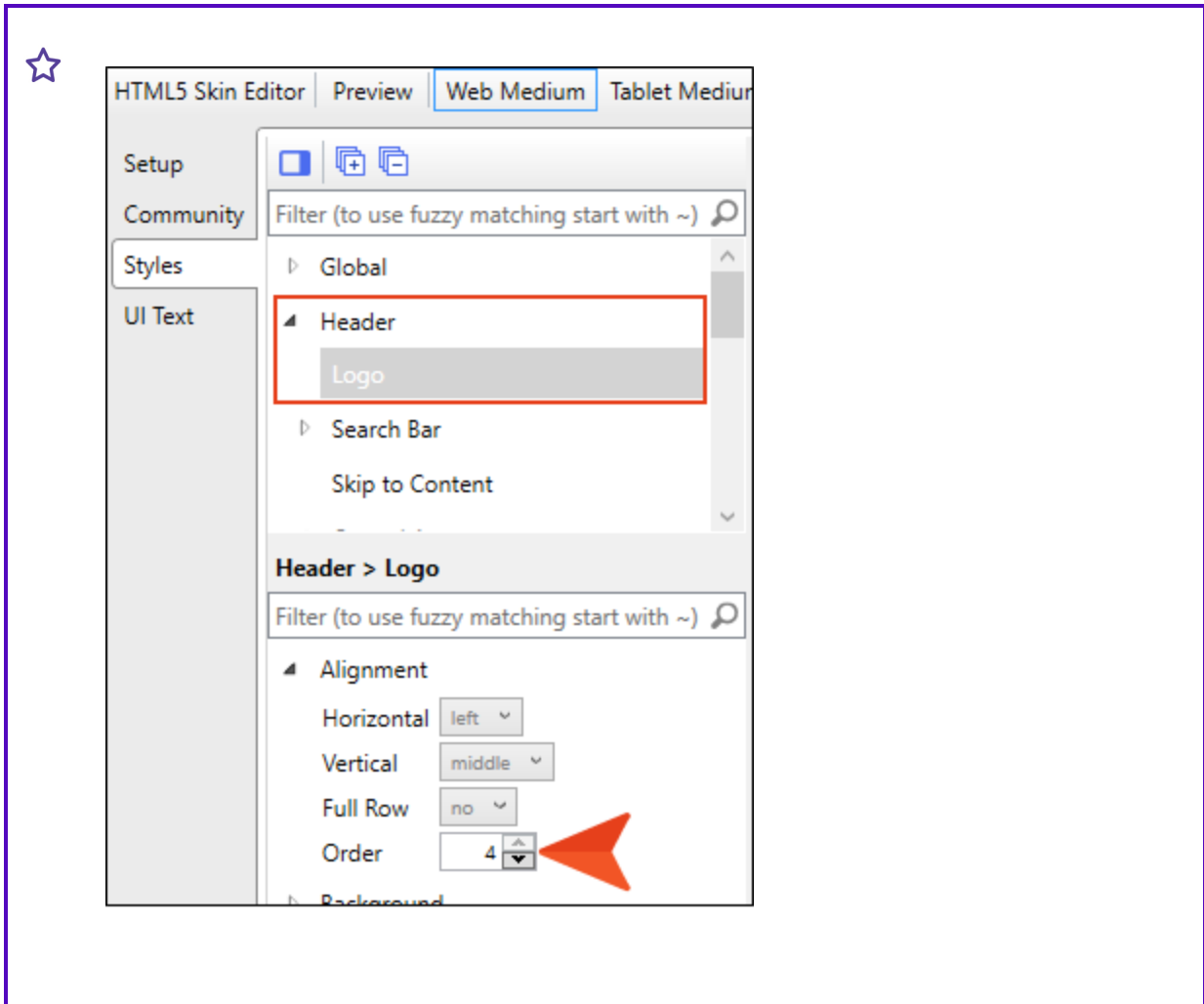
☆

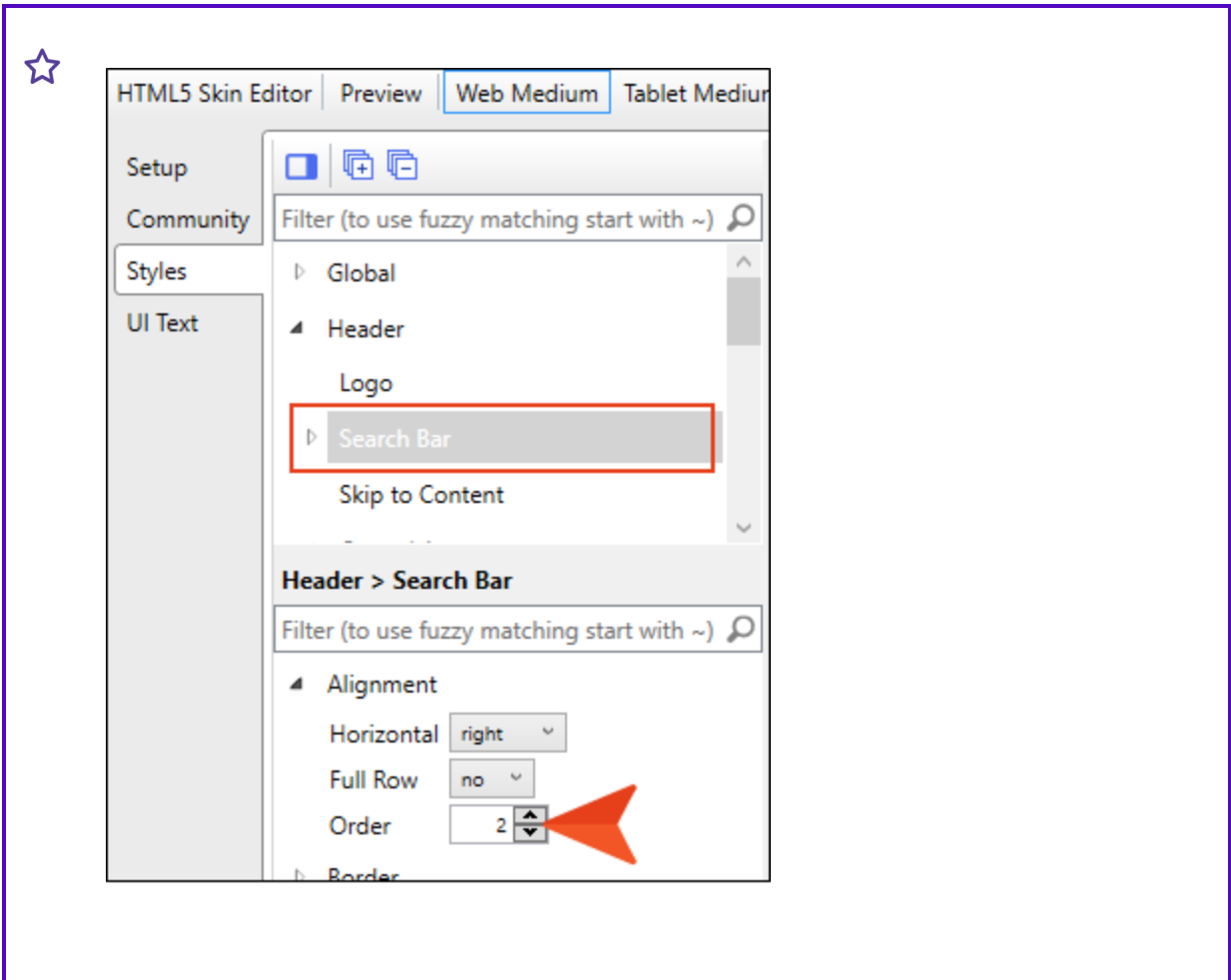


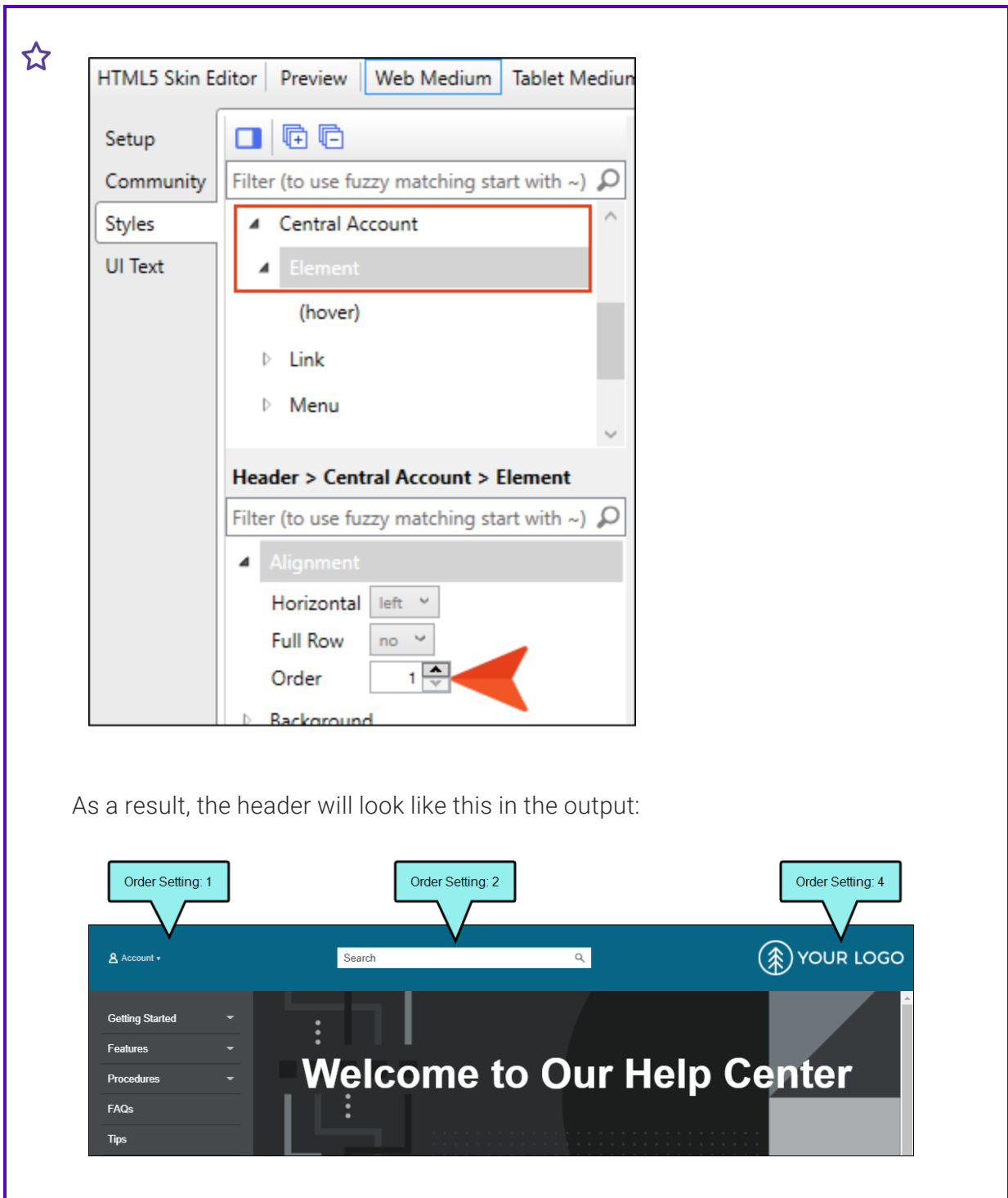
The screenshot shows a website header with a dark teal background. On the left is a logo with a tree icon and the text 'YOUR LOGO'. To the right of the logo is a search bar with the placeholder text 'Search' and a magnifying glass icon. Further right is an 'Account' link with a user icon and a dropdown arrow. Below the header is a navigation menu with items: 'Getting Started', 'Features', 'Procedures', 'FAQs', and 'Tips', each with a downward arrow. The main content area has a dark background with the text 'Welcome to Our Help Center' in white. Three callout boxes are positioned above the header: 'Order Setting: 1' points to the logo, 'Order Setting: 3' points to the search bar, and 'Order Setting: 4' points to the account link.

You change the values for the Alignment > Order property as follows:

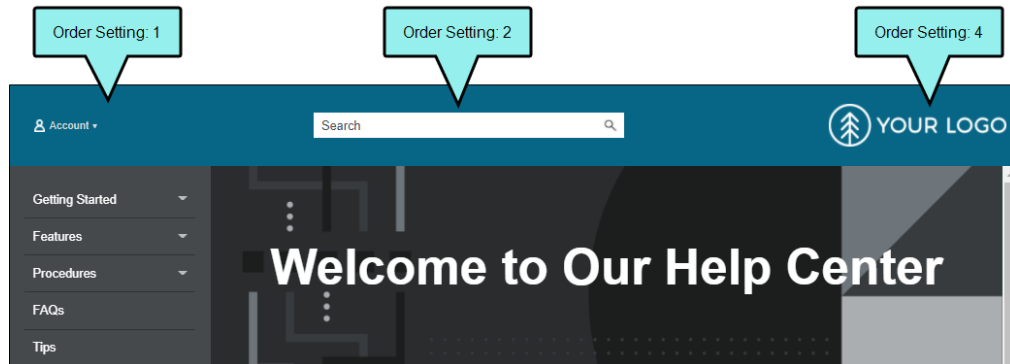
- Logo: 4
- Search Bar: 2
- Central Account Element: 1







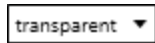
As a result, the header will look like this in the output:



BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.



NOTE The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

BLOCK

This is the container (or "block") holding content in an element. You can change any of the following to affect the block:

- **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).
- **Text Indent** This is how far the text is moved inward. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Word Wrap** You can click in the **Word Wrap** field and choose whether to wrap text for the element (normal) or not (nowrap).

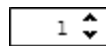
BORDER

You can change any of the following to affect the border on the element:

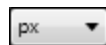
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



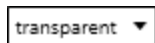
Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

BOX SHADOW

You can change any of the following to affect the box shadow on the element:

- **Horizontal Shadow Length** This is the position of the horizontal shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Vertical Shadow Length** This is the position of the vertical shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Blur Length** This is the blur distance. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Color** This lets you select a color for the shadow. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Shadow Inset** This changes the shadow from an outer shadow (outset) to an inner shadow. Click in the field and select an option. If you select **false** the shadow will be outset. If you select **true** the shadow will be inset.

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

HEIGHT

You enter a height for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

LAYOUT

You can click in the **Display** field and choose one of the options (some of these options might not be available for certain styles):

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.
- **inline** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements.
- **inline-block** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements. This is similar to inline; however, with this option, a width and height can be set on the element, and top/bottom margin and padding settings are respected.

MARGIN

You can change the margin for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

PROJECT CONTENT

This is a setting for the Auto-complete nodes. Project content takes snippets of all topics that are found in the search criteria. Within this node, you can set other styles such as font and height.

SEARCH HISTORY

This is a setting for the Auto-complete nodes. Search history is a combination of the individual user searches. Within this node, you can set other styles such as font and height.

SIZE

For some properties, you can change the height or width of the element. For other properties, you can change the maximum width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

TEXT DECORATION

You can click in the **Decoration** field and select a text decoration (e.g., underline, line-through, overline, underline).

WIDTH

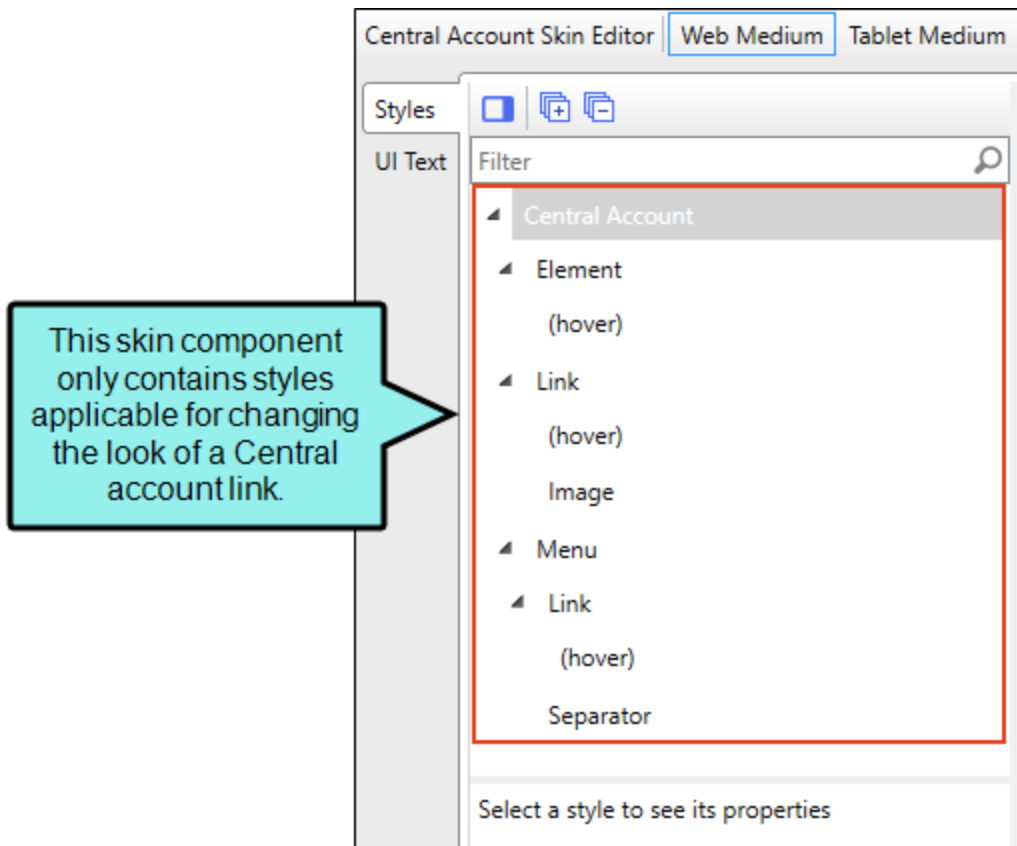
You enter a width for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

6. Click  to save your work.

Central Account Link Skin Component

One of the tasks that the Header area in Side Navigation, Top Navigation, and Tripane skins lets you perform is modifying the look of the Central account link that is used for private outputs. Alternatively, you can use a Central Account Link proxy to add the link some place other than the header, and you can use a Central Account Link skin component to control the look for it.

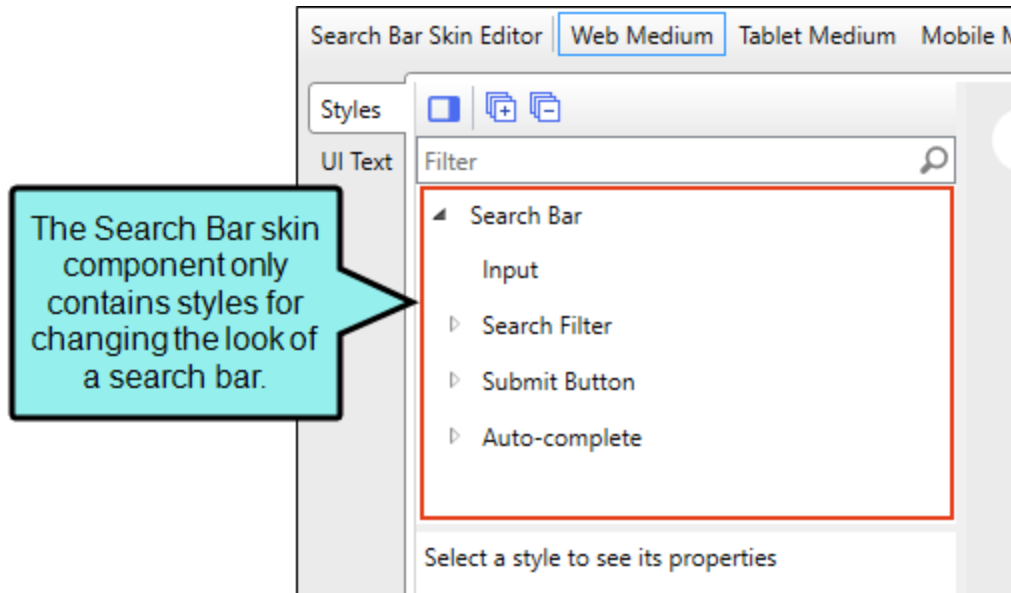
The options in the skin component are the same as the Central account link options in the Side Navigation, Top Navigation, and Tripane skins.



Search Bar Skin Component


One of the tasks that the Header area in Side Navigation, Top Navigation, and Tripane skins lets you perform is modifying the look of the search bar at the top of pages. Alternatively, you can use a Search Bar proxy to add a custom search bar elsewhere, and you can use a Search Bar skin component to control the look for it.


The options in the skin component are the same as the search bar options in the Side Navigation, Top Navigation, and Tripane skins.




The Search Bar skin component is not supported if you are generating Tripane output. It is only available when you are producing Side Navigation, Top Navigation, or skinless output.

What's Noteworthy?

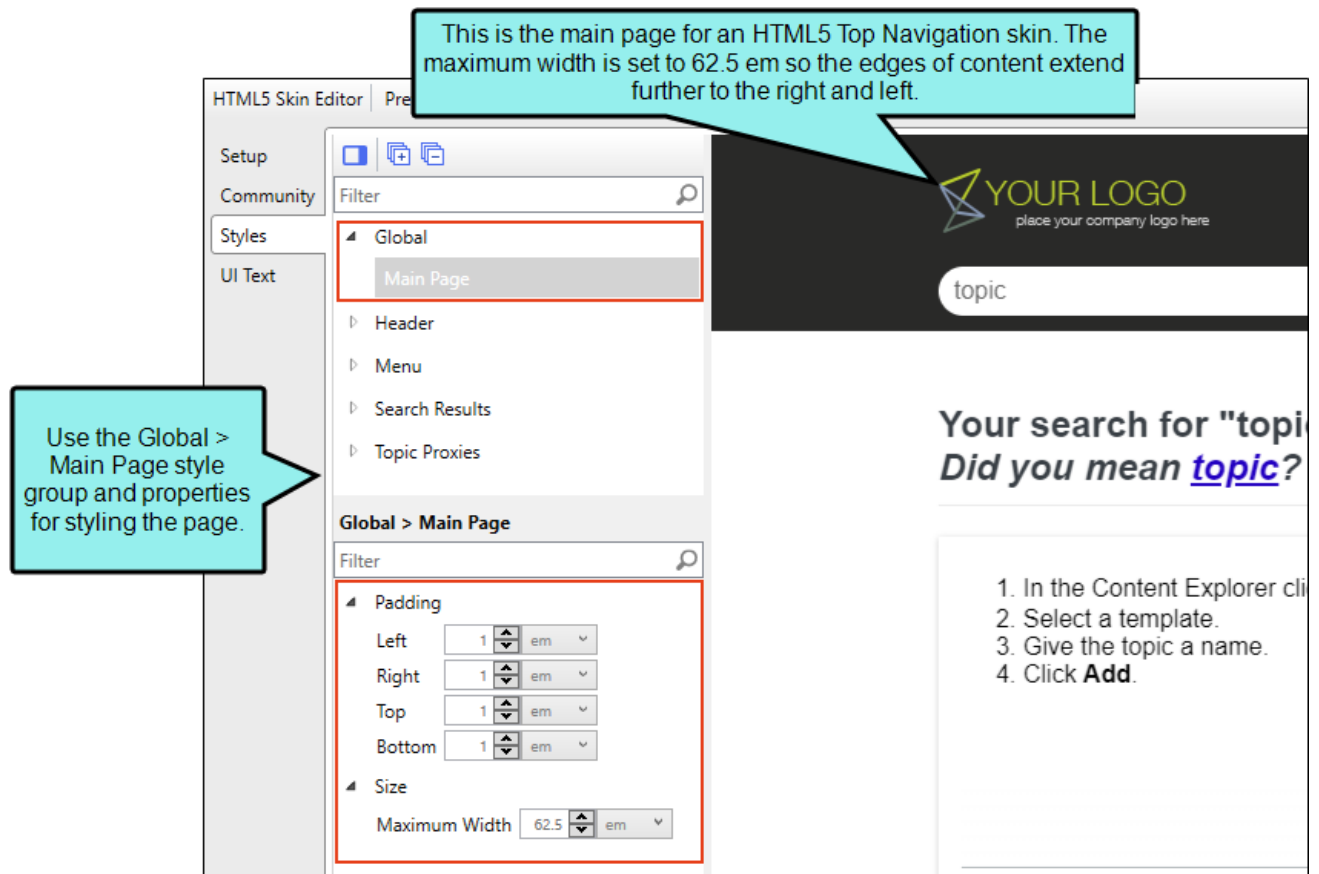
 **NOTE** For HTML5 logos, the following image types are supported: PNG, BMP, JPEG, TIF, TIFF, and GIF.

 **NOTE** If you want to style items for search results, you can use the Search section in the Skin Editor. See "Search Results in HTML5 Skins" on page 207.

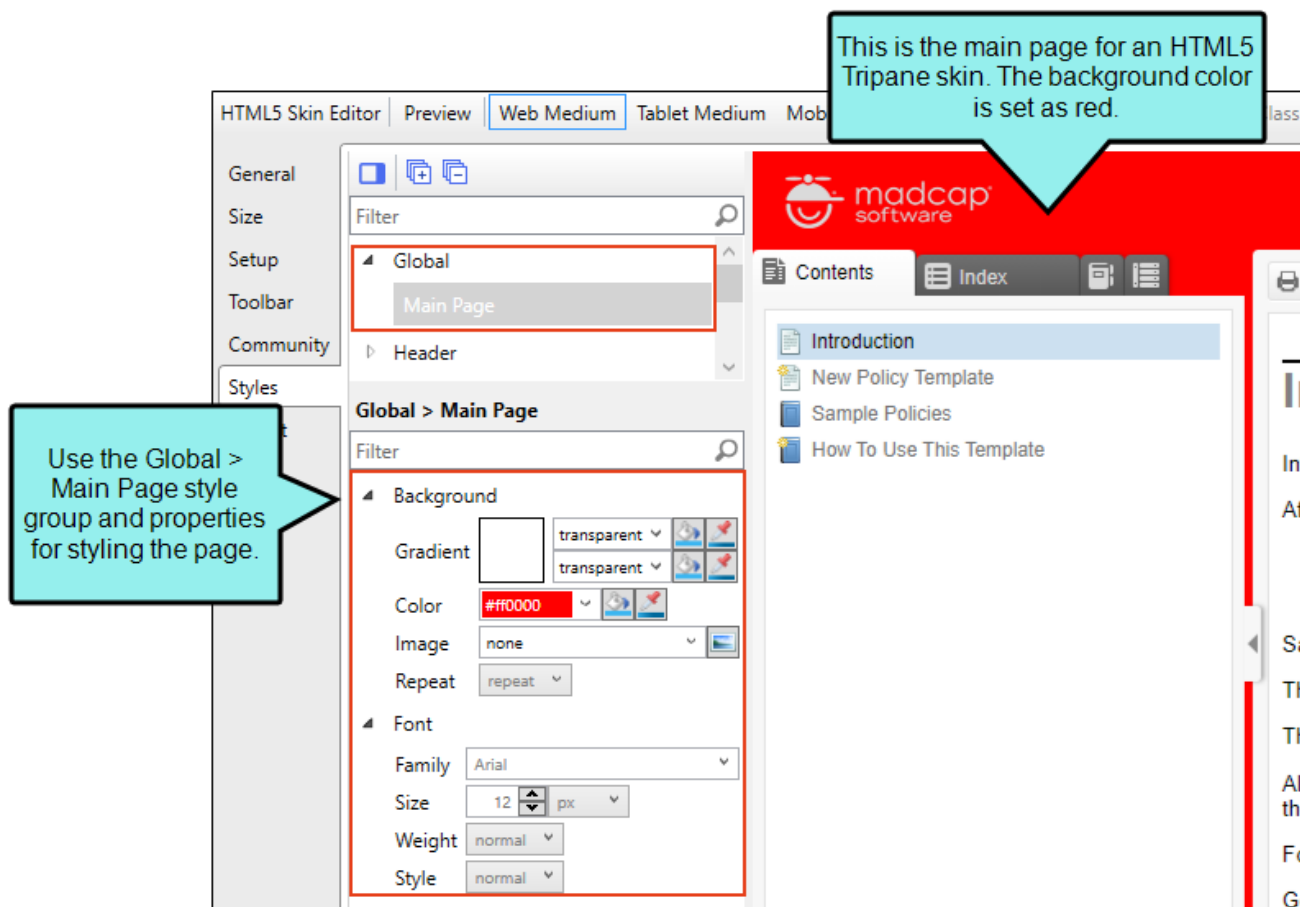
 **NOTE** The Tripane skin you are using applies a theme to the header and search bar. Tripane Light uses a light gray header and search bar; Tripane uses a dark gray header and search bar.

I Main Page in HTML5 Skins

This section contains the Main Page style for Side Navigation, Top Navigation, and Tripane skins. For Side and Top Navigation skins, you can control the padding and maximum width for the page.



For Tripane skins, you can control the font and background color for the page.



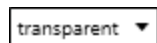
How to Specify Style Settings for the Main Page in HTML5

1. Open an HTML5 Side Navigation, Top Navigation, or Tripane skin.
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. For more information about these mediums and responsive output, see the online Help.
4. On the left side of the editor, expand the **Global** style group, and select **Main Page**.
5. Expand any of the nodes and complete the necessary fields.

BACKGROUND (TRIPANE SKINS ONLY)

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.




This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.

 **NOTE** The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

FONT (TRIPANE SKINS ONLY)

You can change any of the following to affect the font:

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

PADDING (SIDE AND TOP NAVIGATION SKINS ONLY)

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

SIZE (SIDE AND TOP NAVIGATION SKINS ONLY)

You can change the maximum width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

6. Click  to save your work.

I Menus in HTML5 Skins

Using skin styles is one way to control the look of the menu that is included with a Side or Top Navigation skin, as well as additional menus that you add through the Menu proxy.

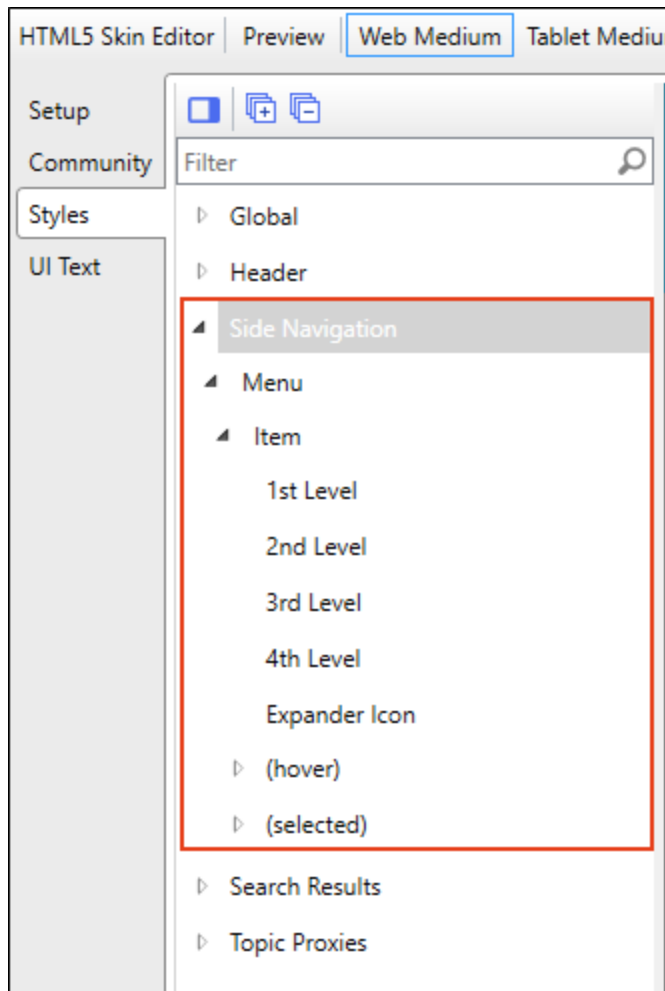
How to Specify Style Settings for Menus in HTML5

1. Open an HTML5 Side or Top Navigation skin, or a Menu skin component.
2. If you opened a skin component, make sure you select the appropriate medium—Web, Tablet, or Mobile—in the local toolbar before making changes to styles. For more information about these mediums and responsive output, see the online Help.

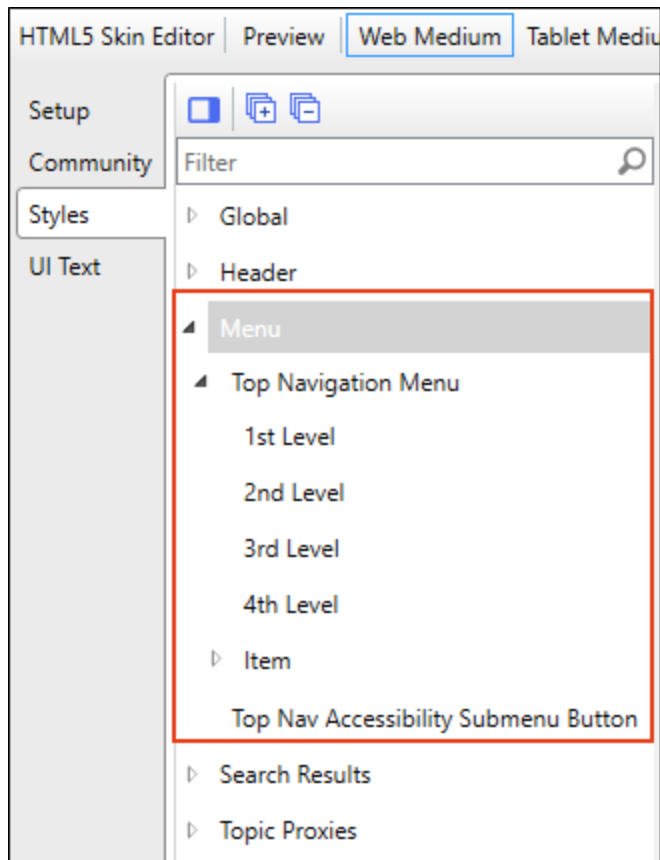
If you opened a full Side or Top Navigation skin, you must have Web Medium selected, because menu elements are not shown in Tablet or Mobile views. For those mediums, you would set navigation elements instead. See "Navigation in HTML5 Skins" on page 192.

3. Select the **Styles** tab.
4. On the left side of the editor, go to one of the following style groups, depending on the type of skin.

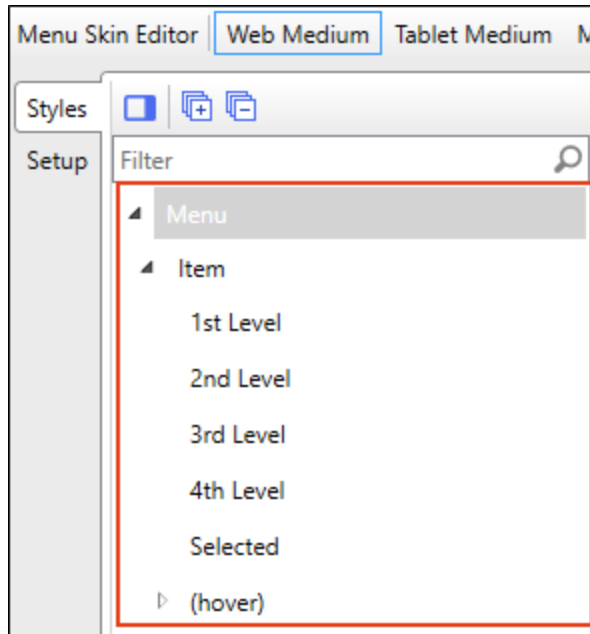
■ Side Navigation



■ Top Navigation



- **Menu** Used for Menu skin components



Then expand and select any of the following styles:

SIDE NAVIGATION STYLES

Side Navigation > Menu	This controls the look of the entire menu and submenu areas.
------------------------------	--

Side Navigation > Menu > Item	This controls the look of individual items within a menu.
-------------------------------------	---

Side Navigation > Menu > Item > (hover)	This controls the look of individual items within a menu when a user hovers over them.
--	--

Side Navigation > Menu > Item > (selected)	This controls the look of individual items within a menu when the item is selected.
---	---

TOP NAVIGATION STYLES

Menu > Top Navigation Menu	This controls the look of the entire menu and submenu areas.
----------------------------------	--

Menu > Top Navigation Menu > Item	This controls the look of individual items within a menu.
---	---

Menu > Top Navigation Menu > Item > (hover)	This controls the look of individual items within a menu when a user hovers over them.
--	--

Menu > Top Nav Accessibility Submenu Button	This controls the look of the drop-down function that appears next to a top menu item containing a submenu when a person uses the TAB key to get to that location.
--	--

MENU SKIN COMPONENT STYLES

Menu	This controls the look of the entire menu and submenu areas.
------	--

Menu > Item	This controls the look of individual items within a menu.
-------------	---

Menu > Item > (hover)	This controls the look of individual items within a menu when a user hovers over them.
-----------------------	--

- Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Also, you might see nodes in the full skin that you do not see in a skin component, and vice versa. Following is a general list in alphabetical order:

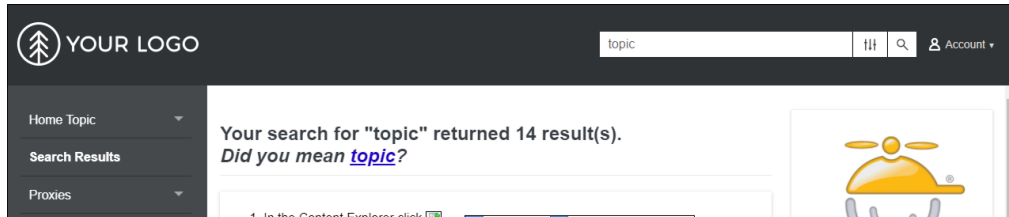
ALIGNMENT

Depending on the style and element you are working with, you may be able to select one or more of the following:

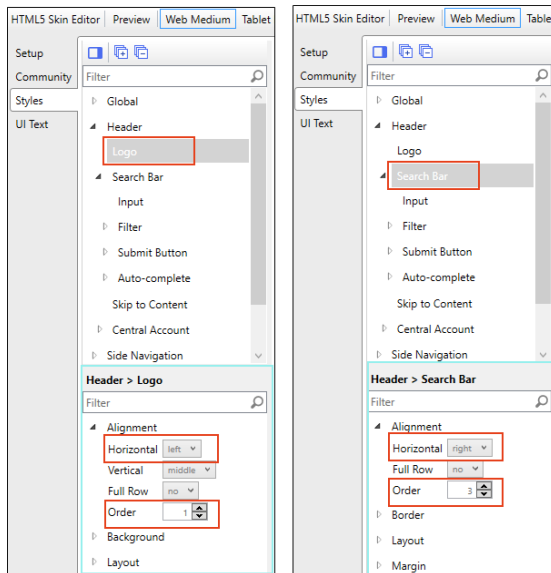
- **Horizontal** This option lets you choose whether to position the element to the **left**, **middle**, or **right**.
- **Vertical** This option lets you choose whether to position the element on the **top**, **middle**, or **bottom**.
- **Full Row** This option allows the element to take up all of the space horizontally in the header.

- Order** This option determines which element comes first (1), second (2), third (3), or fourth (4) in the header. Side Navigation has three elements (logo, search bar, and Central account link), but Top Navigation has four (logo, search bar, menu, and Central account link).

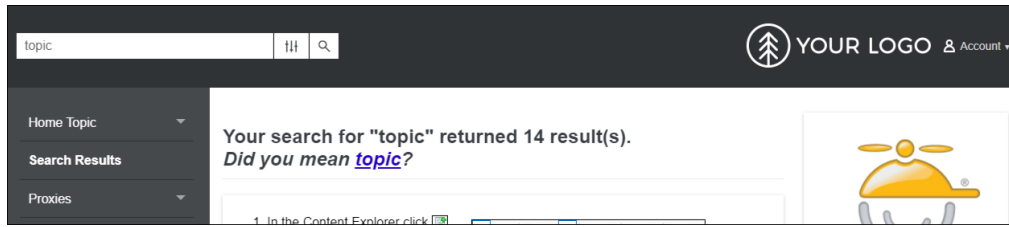
☆ **EXAMPLE** You add a new Side Navigation skin. Initially it looks like this:



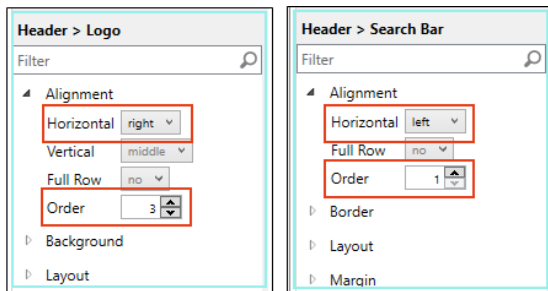
The logo comes first (Order=1) and is positioned left, whereas the search bar comes second (Order=3) and is positioned right.



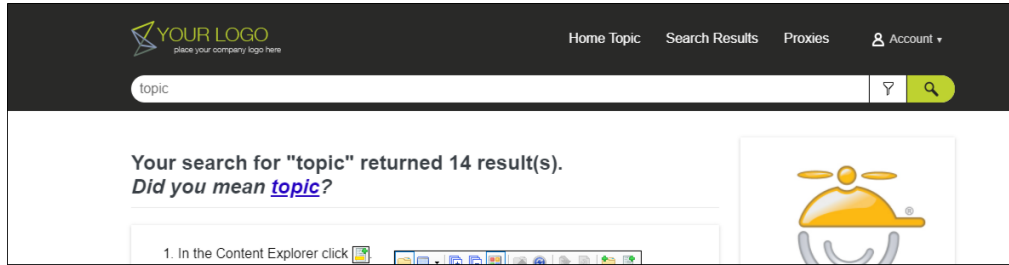
- ☆ Maybe you want to reverse this, placing the search bar first (aligned left) and the logo second (aligned far right). (You just keep the Central account link where it is for now.)



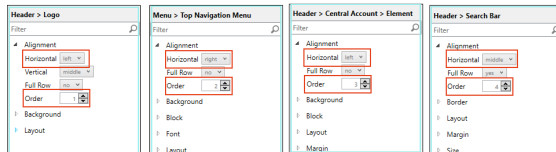
In that case, you would change the settings like this:



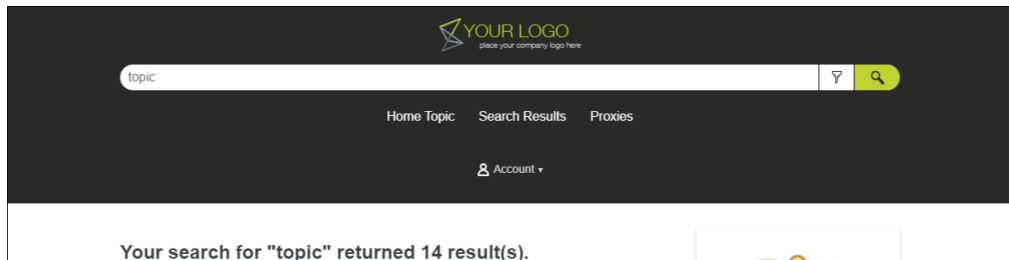
☆ Now suppose you create a new Top Navigation skin. Initially it looks like this:



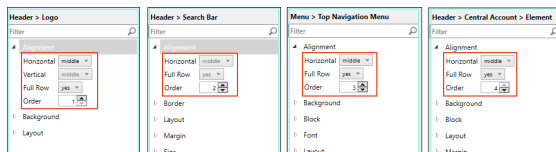
The logo comes first (Order=1) and is positioned left. The menu is second (Order=2) and is positioned right. The Central account link is third (Order=3). The search bar is fourth (Order=4) and is set to take up a full row.



Now maybe you want each element to take up all the space on its row, centered, with the logo first, the search bar second, followed by the menu, and then the Central account link.



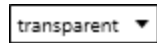
In that case, you would change the settings like this:



BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.



NOTE The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

BLOCK

This is the container (or "block") holding content in an element. You can change any of the following to affect the block:

- **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).
- **Text Indent** This is how far the text is moved inward. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Word Wrap** You can click in the **Word Wrap** field and choose whether to wrap text for the element (normal) or not (nowrap).

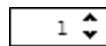
BORDER

You can change any of the following to affect the border on the element:

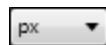
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

LAYOUT

You can click in the **Display** field and choose one of the options (some of these options might not be available for certain styles):

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.
- **inline** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements.
- **inline-block** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements. This is similar to inline; however, with this option, a width and height can be set on the element, and top/bottom margin and padding settings are respected.

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

SIZE

You can change the height or width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

WIDTH

You enter a width for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

6. Click  to save your work.

Navigation in HTML5 Skins

This section is used to control the look of navigation elements in the skin, which allow users to open different parts of your output. In Side and Top Navigation skins, the navigation part of the skin is used only for Tablet and Mobile mediums, to determine the look of navigation in slide-out menus for small screens. In Tripane skins, the navigation part of the skin is used for all mediums—Web, Tablet, and Mobile.

The screenshot displays the HTML5 Skin Editor interface. On the left, a sidebar contains categories like General, Size, Setup, Toolbar, Community, Styles, and UI Text. The main area is divided into a 'Navigation' tree and a 'Properties' panel. The 'Navigation' tree shows a hierarchy: Navigation > Navigation Panel > Index. The 'Properties' panel for 'Navigation > Navigation Panel' shows the 'Background' section with 'Color' set to #ffa700. A preview window on the right shows a 'Contents' page with a yellow navigation panel on the left and a main content area with a list of items: Introduction, New Policy Template, Sample Policies, and How To Use This Template. Three callout boxes provide context: one points to the 'Navigation' tree, another to the 'Background' color property, and a third to the navigation panel in the preview.

Use the Navigation style groups and properties to control the look of the navigation.

This is the navigation for an HTML5 Tripane skin.

In this example, the navigation panel background color is set as gold.

How to Specify Style Settings for Navigation Elements in HTML5

1. Open an HTML5 skin.
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. For more information about these mediums and responsive output, see the online Help.
4. On the left side of the editor, expand and select any of the following Navigation style groups. (The Navigation section is not visible in Side or Top Navigation skins until you select the Tablet or Mobile medium.)

Navigation > Home Button

In Tripane skins, this controls the button that users see in the slide out in Tablet and Mobile views.

Navigation > Navigation Link

In Tripane skins, these are links that users may see at the top or bottom of topics if they open those topics as standalone files. In order to add these links to the output, you must enable them on the Setup tab of the Skin Editor. See and "Showing Navigation Links in Standalone Topics" on page 388.

This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Groups and Properties Sections " on page 79.

Navigation > Navigation Slide Out Button

This controls the button that people use in Tablet and Mobile views to access the slide out navigation.

**Navigation >
Navigation Panel**

In Tripane skins, this controls the panel area that contains the following elements: Browse Sequence, Community, Glossary, Index, Search Filters, and TOC.

This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Groups and Properties Sections " on page 79.

In Side, Top, and Tripane Skins, this controls the panel area that slides out in Tablet and Mobile mediums for small screens.



NOTE The TOC node under the Navigation Panel style lets you change icons in *general* for all books/topics in a TOC. If instead you want to change the book or topic icons only for *specific* entries in your TOC, use the TOC Entry style instead, creating classes for it.



NOTE The Community element is available only in the Web medium.



NOTE The Search Filters element is available only in the Tablet and Mobile mediums.

**Navigation >
Navigation Panel
Hide Arrow**

In Tripane skins, this controls the look of the arrow button that is shown on the divider between the navigation elements and content in Web view. Users can click this button to show or hide the navigation elements.

Navigation > Navigation Panel Item	This controls the look of text in navigation panel elements.
Navigation > Navigation Panel Item (hover)	This controls the look of text in navigation panel elements when a user hovers over it.
Navigation > Navigation Panel Item (selected)	This controls the look of text in navigation panel elements when it is selected.
Navigation > Navigation Panel Search Bar	In Tripane skins, this controls the look of the search field that users see in some navigation elements (e.g., Index, Glossary).
Navigation > Navigation Tab	<p>In Tripane skins, this controls the look of the tab area at the top of each navigation element. For example, you might want to change the height or width, or change the tab layout to specify if the tab should show an image then text, text then an image, text only, or an image only. If you want to change other characteristics, such as the color or the icon images themselves, you need to use either the Navigation Tab (active) or Navigation Tab (inactive) style.</p> <p>This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Groups and Properties Sections " on page 79.</p>

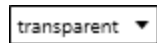
Navigation > Navigation Tab > (active)	In Tripane skins, this controls the look of the tab area at the top of each navigation element when the tab is selected.
	This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Groups and Properties Sections " on page 79.
	To change the color of the tab, including the strip around the edge of the panel, you can modify the background of the Navigation Tab (active) style.
Navigation > Navigation Tab > (inactive)	In Tripane skins, this controls the look of the tab area at the top of each navigation element when the tab is not selected.
	This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Groups and Properties Sections " on page 79.
Navigation > TOC Entry	In Tripane skins, this is the "Marked as New" icon used for new items.
Navigation > Index Highlight	In Tripane skins, this is the highlighting that is seen when a user begins typing in the Index search field.
Navigation > Glossary Highlight	In Tripane skins, this is the highlighting that is seen when a user begins typing in the Glossary search field.
Navigation > Glossary Item Definition	In Tripane skins, this controls the look of the definition entry for glossary items.

5. Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Following is a general list in alphabetical order:

BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.




This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.

 **NOTE** The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

BLOCK

This is the container (or "block") holding content in an element. You can change any of the following to affect the block:

- **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).
- **Word Wrap** You can click in the **Word Wrap** field and choose whether to wrap text for the element (normal) or not (nowrap).

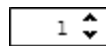
BORDER

You can change any of the following to affect the border on the element:

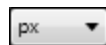
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

BOTTOM

You can change any of the following to affect the font for the navigation link when it appears at the bottom of a topic:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

GENERAL

You can change the color for the element.



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

GLOSSARY

You can expand the **Layout** node, click in the **Display** field, and choose whether to show the search bar in the Glossary pane. If you want to show it, select **block**. If you do not want to show it, select **none**.

HEIGHT

You enter a height for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).


ICON

You can click  and select a different image to be used for the element.

ICONS

You can click  and select a different image for any of the following TOC entry icons:

- **Closed Book Icon** You can select a different icon image for the book items in the TOC when they are closed.
- **Open Book Icon** You can select a different icon image for the book items in the TOC when they are open (or selected).
- **Topic Icon** You can select a different icon image for the topic items in the TOC.
- **Mark As New Icon** You can select a different icon image for the topic items in the TOC when they are marked as new.

 **IMPORTANT** If you are setting these under the Toc Entry style (instead of the Navigation Panel style), you must first create a class of the Toc Entry style and then choose the images for that class. *Selecting images in the root fields under Toc Entry will do nothing.* To create a class, select **Toc Entry** and in the local toolbar click **Add Class**. You will also need to open your TOC, right-click on an entry, select **Properties**, and on the **General** tab choose the **Style Class** that you created.

INDEX

You can expand the **Layout** node, click in the **Display** field, and choose whether to show the search bar in the Index pane. If so, select **block**. If not, select **none**.

LAYOUT

You can click in the **Display** field and choose one of the options (some of these options might not be available for certain styles):

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.
- **inline** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements.
- **inline-block** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements. This is similar to inline; however, with this option, a width and height can be set on the element, and top/bottom margin and padding settings are respected.

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).


POSITION

You can change the position of the element, meaning its width and height:

- **Width** You enter a width for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Height** You enter a height for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

TAB LAYOUT

You can change what appears in the navigation tabs and their order. Click the **Layout** field and select one of the layout options (TextOnly, ImageOnly, TextThenImage, ImageThenText).

 **NOTE** One of the benefits of having image icons on the navigation tabs is that it lets users drag the pane to reduce its width more than they could otherwise. The text disappears, and tooltips on the image icons let you know what a particular tab contains.

TEXT SHADOW

You can change any of the following to affect the text shadow on the element:

- **Shadow Visibility** You can click in this field and choose to make the shadow either hidden or visible.
- **Horizontal Shadow Length** This is the position of the horizontal shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Vertical Shadow Length** This is the position of the vertical shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Blur Length** This is the blur distance. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Color** This lets you select a color for the shadow. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

TOP

You can change any of the following to affect the font for the navigation link when it appears at the top of a topic:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.




This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

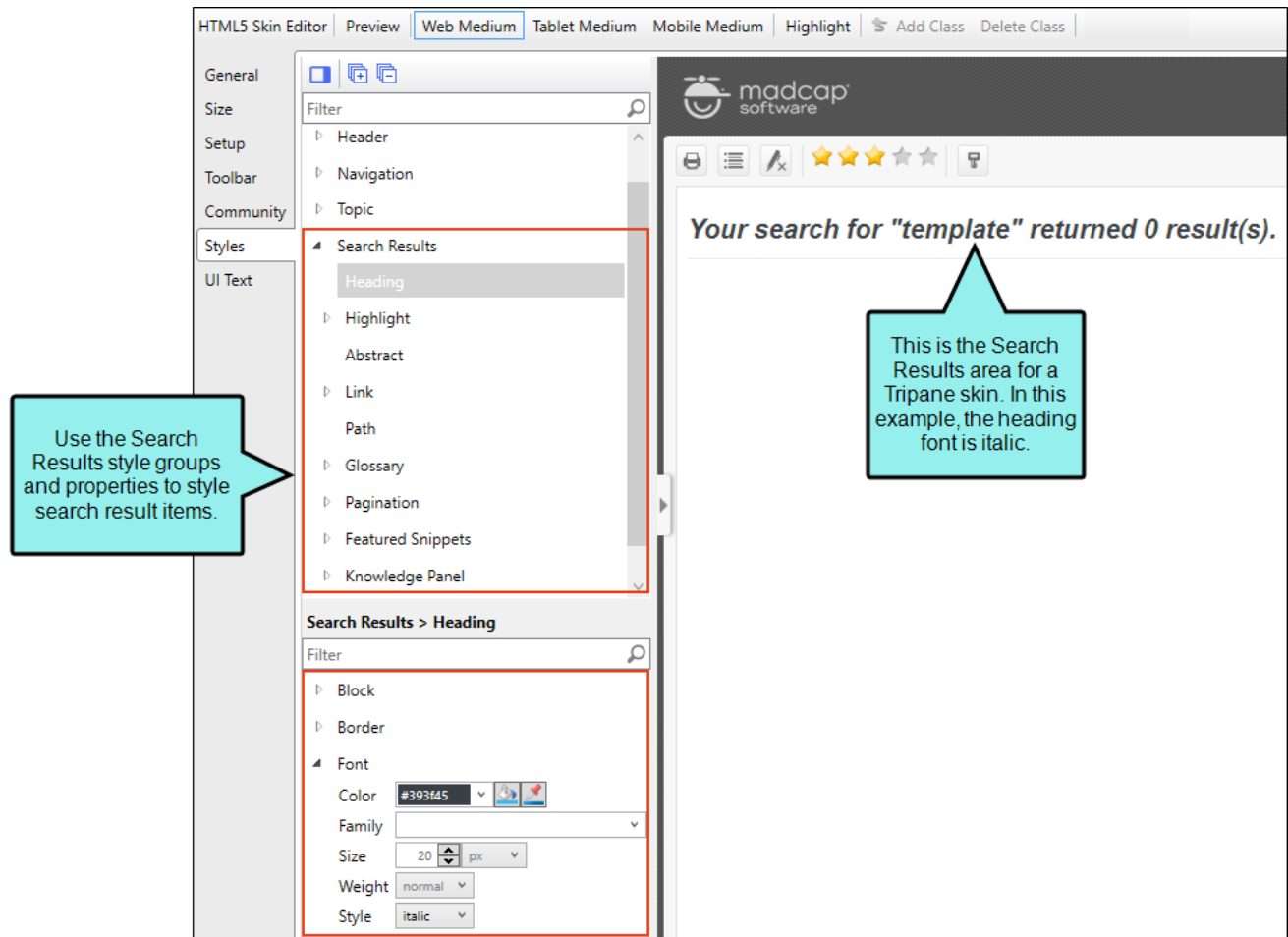
6. Click  to save your work.

 **NOTE** In order to see navigation items in the Tripane output, you must make sure they are added to the skin. For more information see the online Help.

 **NOTE** Use the UI Text tab in the editor to change labels and default values for these styles.

Search Results in HTML5 Skins

A Side Navigation, Top Navigation, or Tripane skin can be used to change the appearance of search result items. You can also do this with a smaller Search Results skin component.



Side or Top Navigation Skins

For Side and Top Navigation skins, you can control the look of search result elements such as the heading, abstract (i.e., descriptive text of the file), links, glossary terms, pagination, featured snippets, and Knowledge Panel. Search highlighting is controlled in your regular stylesheet by modifying special classes under the span style.

The screenshot displays the HTML5 Skin Editor interface. The top navigation bar includes 'HTML5 Skin Editor', 'Preview', and device-specific views: 'Web Medium', 'Tablet Medium', 'Mobile Medium', and 'Print Medium'. The left sidebar contains 'Setup', 'Community', 'Styles', and 'UI Text'. The 'Styles' panel is expanded to show 'Search Results' with sub-items: 'Heading', 'Suggestion', 'Abstract', 'Link', 'Path', 'Glossary', 'Pagination', 'Featured Snippets', and 'Knowledge Panel'. Below this, the 'Search Results > Heading' section is visible, with 'Font' properties set to 'Color: #ff0000' and 'Family'.

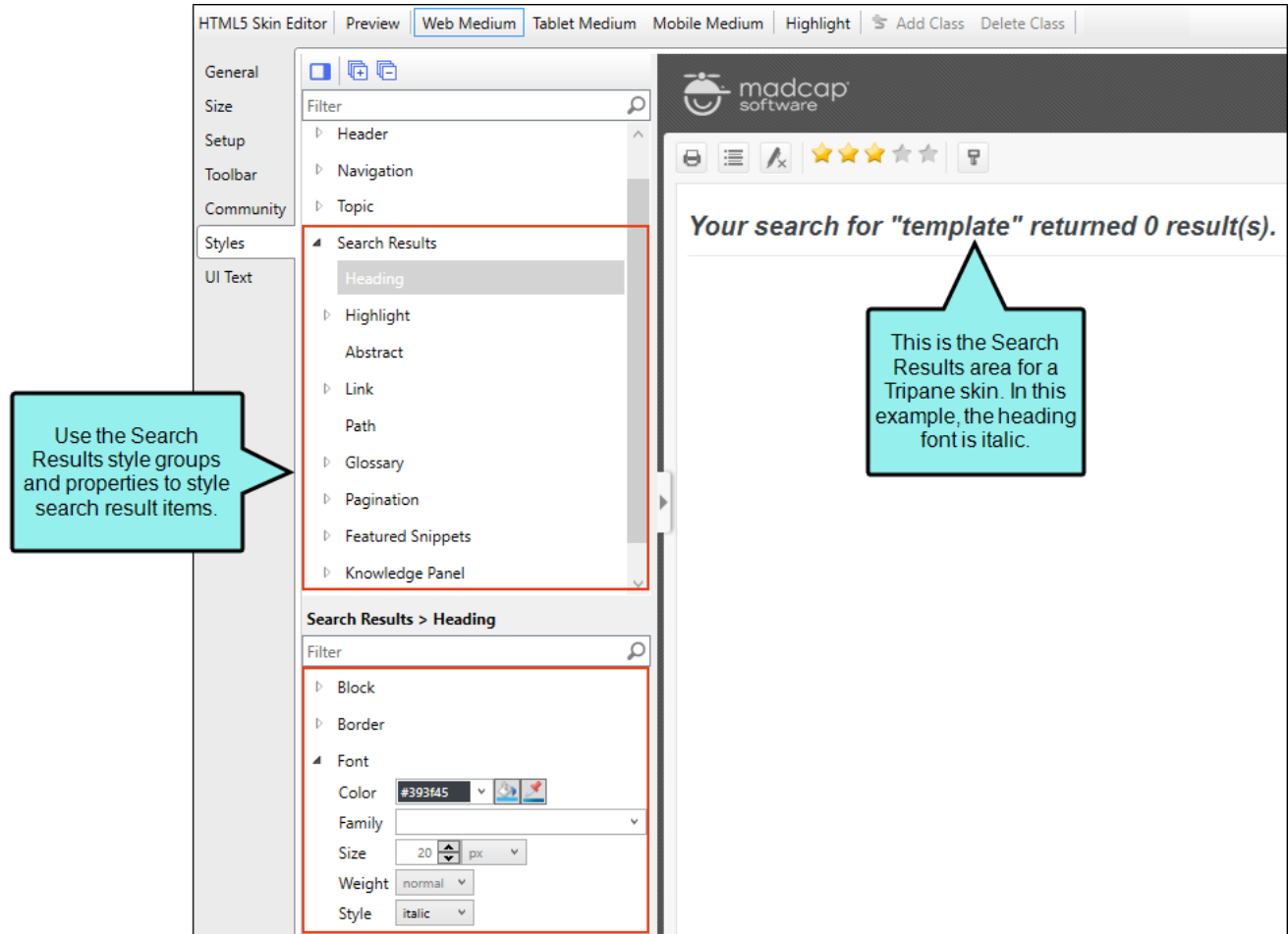
Callout boxes provide additional context:

- Top Left:** Use the Search Results style groups and properties to style search result items.
- Top Right:** This is the search results area for an HTML5 Top Navigation skin. In this example, the heading text is red.
- Bottom Right:** Many of the same options available for Top and Side Navigation skins are in Tripane skins, but there are minor differences. In this example, notice no highlighting option in the style groups. For Top Navigation highlighting is controlled in the regular stylesheet.

The preview area shows a search results page with a search bar containing 'topic'. The heading reads: **Your search for "topic" returned** *Did you mean topic?* Below this is a search result for 'How to Create a Topic' with the URL [How-Create-Topic.htm#microcontent1](#).

Tripane Skins

For Tripane skins, you can control the look of search result elements such as the heading, search highlighting, abstract (i.e., descriptive text of the file), links, glossary terms, pagination, featured snippets, and Knowledge Panel.



Search Results Skin Components

Alternatively, you can use the Search Results skin component and its related proxy to design a custom container to display search results.

The options in the skin component are the same as those in the Side or Top Navigation skin. Chances are good that you will never need to use a Search Results skin component, but it is available in case you want the flexibility of having another page showing search results.

The Search Results skin component is not supported if you are generating Tripane output. It is only available when you are producing Side Navigation, Top Navigation, or skinless output.

How to Specify Style Settings for Search Results in HTML5

1. Open an HTML5 skin.
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. For more information about these mediums and responsive output, see the online Help.
4. On the left side of the editor, expand and select any of the following **Search Results** style groups:

Search Results
> Search
Heading

This is the heading at the beginning of the search results, indicating how many search results were found.

Search Results
> Highlight

When users perform searches in your online output, the keywords that are found may be highlighted in the topics. The background for each term found in a topic can be highlighted in a different color. In Flare you can use styles to change not only the color background, but other settings as well (e.g., font style, text decoration).

The Search Highlight style is used for Tripane skins. It has properties both at the root and on children nodes. If you want the setting(s) to be applied to all of the items, complete the fields under the Search Highlight style itself. Otherwise, expand any of the child styles (Search Highlight 01 to 10) to apply settings to them individually. Each search highlight style is numbered to coordinate with the order search terms are entered. For example, the style named "Search Highlight 01" will be used for matches to the first search term entered and "Search Highlight 10" would coordinate with the tenth entered term. You can customize up to 10 highlight colors. For more information about root and children properties, see "Style Groups and Properties Sections" on page 79.

Search Results > Suggestion	This line will suggest a different search string if not enough results are generated from the initial search string. You can hide this option in the Layout properties for this element.
Search Results > Suggestion > Link	This will provide a link to the suggested search string.
Search Results > Abstract	This is the opening paragraph text for a search result, giving you context.
Search Results > Link	This is the link at the top of the search result.
Search Results > Link > (active)	This is the search result link when it is in an active state.
Search Results > Link > (focus)	This is the search result link when it has focus.
Search Results > Link > (hover)	This is the search result link when a user hovers over it.
Search Results > Link > (visited)	This is the search result link after it has been selected.
Search Results > Link > Path	This shows the path to the file containing the search result.

Search Results > Glossary > Result	This controls the look of the area holding glossary terms and definitions if they are included at the beginning of search results.
Search Results > Glossary > Term	This controls the look of glossary terms (not definitions) if they are included at the beginning of search results.
Search Results > Glossary > Term > Link	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. In other words, when you create a glossary term, you have a choice of simply typing the definition or linking it to a topic; this style controls the latter situation.
Search Results > Glossary > Term > Link > (active)	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. This controls the look of the link when it is in an active state.
Search Results > Glossary > Term > Link > (focus)	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. This controls the look of the link when it has focus.
Search Results > Glossary > Term > Link > (hover)	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. This controls the look of the link when a user hovers over it.
Search Results > Glossary > Term > Link > (visited)	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. This controls the look of the link after it has been selected.

Search Results > Glossary > Term > Definition	This controls the look of glossary definitions (not terms) if they are included at the beginning of search results.
Search Results > Pagination	This controls the block, font, and height (i.e., distance from the last search result) of search pagination elements.
Search Results > Pagination > Item	This look of text in search pagination elements.
Search Results > Pagination > Item > (selected)	This controls the look of text of a search pagination element when it is selected.
Search Results > Pagination > Item > (hover)	This controls the look of text of a search pagination element when you hover over it.
Search Results > Featured Snippets	This is the main container holding the featured snippets result. In this style group you can set the Layout property to include the container or exclude it entirely from output.
Search Results > Featured Snippets > Item	This lets you control the look of each featured snippets container displaying the contents.

Search Results
> Featured
Snippets >
Item > Phrase

If the Layout property is set to display the phrase, you can control the look of the phrase text and area for the output. By default, the phrase does not display.

Search Results
> Featured
Snippets >
Item >
Response

This lets you control the look and area for the featured snippet response.

Search Results
> Featured
Snippets >
Item >
Response >
Link

This controls the look for the link with the featured snippet's response. Items under this node (e.g., active, focus, hover, visited) control the look for when those user actions occur.

Search Results
> Featured
Snippets >
Item >
Response >
Path

This shows the path to the file containing the search result, and controls how it looks in the output.

Search Results
> Featured
Snippets >
Item >
Truncate
Button

In Skin Editor's Setup tab, the micro content featured snippet view mode must be set at "Truncated" to see this option. You can control the look of the truncated button area. Items under this node (e.g., expand, collapse) control the look of the button for when those user actions occur.

Search Results > Featured Snippets > Item > Truncate Fade	<p>When the truncated view mode is enabled, you can set properties for the fade. (The fade properties can match the button properties, or they can be different.)</p>
Search Results > Featured Snippets > Item > Drop- Down Button	<p>In Skin Editor’s Setup tab, the micro content featured snippet view mode must be set at “Drop-Down” to see this option. You can control the look of the truncated button area. Items under this node (e.g., expand, collapse) control the look of the button for when those user actions occur.</p>
Search Results > Knowledge Panel	<p>This is the main micro content container holding the Knowledge Panel in the HTML5 output’s search results. In this style group you can set the Layout property to include the container or exclude it entirely from output. You can customize the look of this container with many available styles, change the position of it, and more.</p>
Search Results > Knowledge Panel > Item	<p>This lets you control the look of each featured snippets container displaying the contents.</p>
Search Results > Knowledge Panel > Item > Phrase	<p>If the Layout property is set to display the phrase, you can control the look of the phrase text and area for the output. By default, the phrase does not display.</p>
Search Results > Knowledge Panel > Item > Response	<p>This lets you control the look and area for the Knowledge Panel response.</p>

Search Results
> Knowledge
Panel > Item >
Response >
Link

This controls the look for the link with the Knowledge Panel's response. Items under this node (e.g., active, focus, hover, visited) control the look for when those user actions occur.

Search Results
> Knowledge
Panel > Item >
Response >
Path

This shows the path to the file containing the search result, and controls how it looks in the output.

Search Results
> Knowledge
Panel > Item >
Truncate
Button

In Skin Editor's Setup tab, the micro content Knowledge Panel view mode must be set at "Truncated" to see this option. You can control the look of the truncated button area. Items under this node (e.g., expand, collapse) control the look of the button for when those user actions occur.

Search Results
> Knowledge
Panel > Item >
Truncate Fade

When the truncated view mode is enabled, you can set properties for the fade. (The fade properties can match the button properties, or they can be different.)

Search Results
> Knowledge
Panel > Item >
Drop-Down
Button

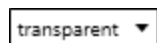
In Skin Editor's Setup tab, the micro content Knowledge Panel view mode must be set at "Drop-Down" to see this option. You can control the look of the truncated button area. Items under this node (e.g., expand, collapse) control the look of the button for when those user actions occur.

- Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Also, you might see nodes for a Tripane skin that you do not see for a Side or Top Navigation skin, and vice versa. Following is a general list in alphabetical order:

BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.



NOTE The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

BLOCK

This is the container (or "block") holding content in an element. You can change any of the following to affect the block:

- **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).
- **Word Wrap** You can click in the **Word Wrap** field and choose whether to wrap text for the element (normal) or not (nowrap).

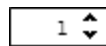
BORDER

You can change any of the following to affect the border on the element:

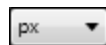
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



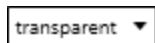
Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

BOX SHADOW

You can change any of the following to affect the box shadow on the element:

- **Horizontal Shadow Length** This is the position of the horizontal shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Vertical Shadow Length** This is the position of the vertical shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Blur Length** This is the blur distance. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Color** This lets you select a color for the shadow. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Shadow Inset** This changes the shadow from an outer shadow (outset) to an inner shadow. Click in the field and select an option. If you select **false** the shadow will be outset. If you select **true** the shadow will be inset.

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

HEIGHT

You enter a height for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

LAYOUT

You can click in the **Display** field and choose one of the options (some of these options might not be available for certain styles):

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.
- **inline** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements.
- **inline-block** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements. This is similar to inline; however, with this option, a width and height can be set on the element, and top/bottom margin and padding settings are respected.

MARGIN

You can change the margin for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

POSITION

You can change the position of Knowledge Panel elements. The micro content can be located to the left, or right of other search results (i.e., featured snippets or regular search items). Or they can also be placed in the middle, meaning that they align with other search results, but they display first, or above the other containers.

SIDE PANEL


The side panel property displays only if the Knowledge Panel is set to a left or right position. You can customize the positioning of the element by adjusting the width and gap. For both attributes, in the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

SIZE


You can change the height or width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

TEXT DECORATION

You can click in the **Decoration** field and select a text decoration (e.g., underline, line-through, overline, underline).

6. Click  to save your work.

What's Noteworthy?

 **NOTE** If you want to style the search bar and its elements, you can use the Header section in the Skin Editor. See "Headers in HTML5 Skins" on page 150.

Test Results in HTML5 Skin Components

The autogenerated test results page includes many sections that are visible by default. You can use the Test Results Skin Editor to determine which sections display in the output, and also to customize the look and feel of the test results page.

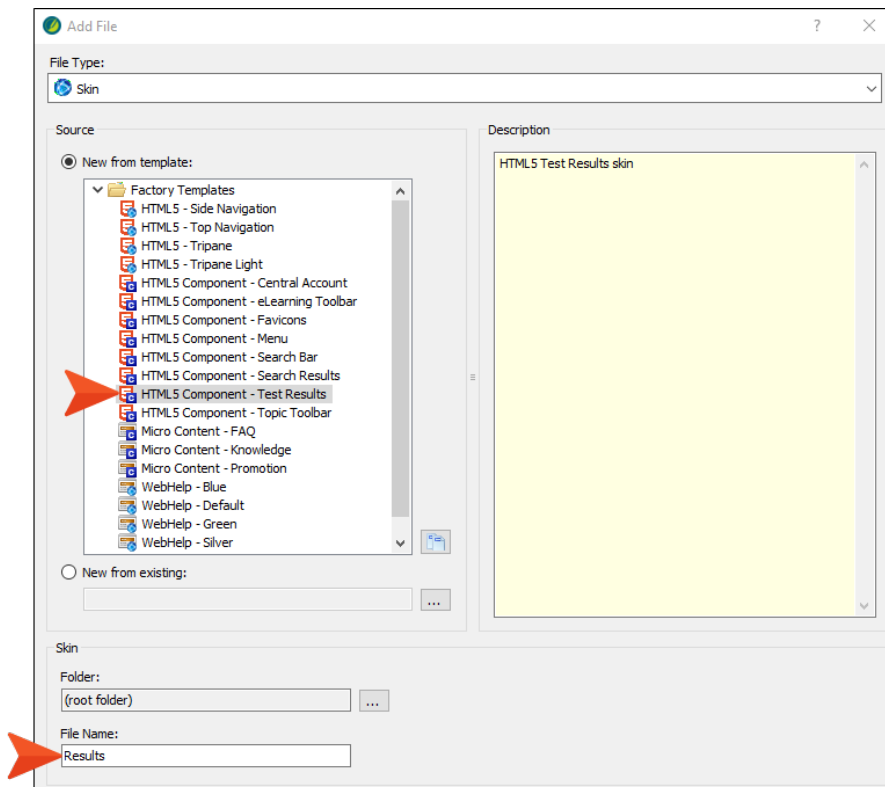
Use the Test Results style groups and properties to customize the look and feel of the test results page.

The screenshot displays the 'Test Results Skin Editor' interface. At the top, there are tabs for 'Web Medium', 'Tablet Medium', 'Mobile Medium', 'Print Medium', and 'Highlight'. Below the tabs, there are sections for 'Setup', 'Styles', and 'UI Text'. The 'UI Text' section is expanded to show a list of components under the 'Test Results' category, including Title, Score Title, Score, Result, Question Container, Question Feedback, Maxed Attempts Warning, Incomplete Test Warning, and Incomplete Page Link. A red box highlights this list. Below the list, there is a 'Test Results' section with a 'Filter' input and a list of properties: Background, Border, and Padding, also highlighted with a red box. On the right side, a preview of the test results page is shown. It includes a red warning box: 'You have not completed all of the questions in this test.' with links for 'Topic 1' and 'Topic 2'. Below that is a black box with white text: 'You have reached the maximum number of attempts.' followed by a blue 'Title' and a 'Score: 80%'. There are two buttons: a green 'Passed' button and a red 'Failed' button. The preview also shows a question: 'Is this the first question?' with 'Your Answer:' and 'Correct Answer:' sections, each containing two lines of text.

How to Add the Test Results Skin Component

Adding a test results skin component to your project is not necessary in order for the eLearning course to work. But if you want to control the look and feel of the results, then the test results skin component allows for its customization.

1. Do one of the following, depending on the part of the user interface you are using:
 - **Ribbon Select Project > New > Add Skin.**
 - **Right-Click** From the Project Organizer, right-click the **Skins** folder, and select **Add Skin**.
2. From the Add File dialog, expand **Factory Templates**, and select **HTML5 Component – Test Results**. Give it a file name (e.g., Results), and click **Add**. The Test Results Skin Editor opens.



How to Edit the Test Results Skin Component

Edit the Test Results skin component to apply customizations to the page. In the Test Results Skin Editor, there are three tabs where you can make changes to different sections of the test results page.


1. Open the Test Results Skin Editor.
2. Select the **Setup** tab, and choose the test result options to include in the test results page.

Show Passed / Failed	Select to display whether the learner passed or failed the course.
-----------------------------	--

Show Score	Select to display the learner's score. If shown, select from the drop-down either Percentage Correct (e.g., 80%) or Total Correct (e.g., 7 of 10 Correct).
-------------------	--

Show Questions	Select to display the test questions in the results page. If shown, select to display learner answers, correct answers, and feedback for questions.
-----------------------	---

3. Select the **Styles** tab. Using this tab you can customize the look and feel of the test results title, score, questions, answers, incomplete test warnings, and more.
4. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles.
5. On the left side of the editor, expand and select any of the **Test Results** style groups.

 **TIP** To quickly find a style to edit, from the local toolbar, click the **Highlight** button. This enables Highlight mode, where the right panel in the editor is a live preview. Click any part of the live preview and it locates the corresponding style in the left panel to edit. Once a style is updated, it displays as such in the live preview.

Test Results	This controls the look and feel of the entire test results page.
Test Results > Title	This controls how the test title container looks.
Test Results > Score Title	This controls how the score container looks.
Test Results > Score	This controls how the score container looks, according to percent complete or total complete. (To change the score type, select it from the Setup tab, Show Score drop-down.)
Test Results > Result	This controls how the test results container looks, including a successful or unsuccessful attempt. You can also customize how the Failed versus the Passed results show.
Test Results > Question Container	This controls how the entire question container looks.
Test Results > Question Container > (first)	You can change the way the first question container looks compared to the others.
Test Results > Question Container > (last)	You can change the way the last question container looks compared to the others.
Test Results > Question Container > Question	This controls how the questions appear in the test results page.
Test Results > Question Container > Answer Container	This controls how the answers look in the test results.

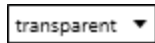
Test Results > Question Container > Answer Container > Title	This controls how the titles for the answers display. You can also create a different look for the correct answer versus the user answer.
Test Results > Question Container > Answer Container > Content	This controls how the answer container looks for the content. You can also create a different look for the correct answer versus the user answer.
Test Results > Question Container > Answer Container > Content Item	This controls how the content for the answer looks. You can also create a different look for the correct answer versus the user answer.
Test Results > Question Feedback	This controls how feedback for a question displays in the test results page. You can adjust how the correct versus incorrect feedback looks.
Test Results > Maxed Attempts Warning	This controls the look for the container that alerts the learner to reaching the maximum amount of test attempts.
Test Results > Incomplete Test Warning	This controls the look for the container that alerts the learner of an incomplete test (if they navigate to the results page before the test is completed).
Test Results > Incomplete Page Link	This controls how the page links look when the Incomplete Test Warning displays.

- Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Following is a general list in alphabetical order:

BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.



NOTE The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

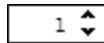
BORDER

You can change any of the following to affect the border on the element:

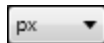
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

LAYOUT

You can click in the **Display** field and choose one of the options (some of these options might not be available for certain styles):

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.
- **inline** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements.
- **inline-block** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements. This is similar to inline; however, with this option, a width and height can be set on the element, and top/bottom margin and padding settings are respected.

MARGIN

You can change the margin for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

STYLE

You can click the List Style drop-down and choose one of the options (none, disc, circle, square, decimal, decimal-leading-zero, lower-roman, upper-roman).


7. Select the **UI Text** tab. Use this tab to customize a list of text strings for the test results page. This includes text for the score, results, answer labels, warnings, and more.



NOTE You can customize the text used for a different language in the output. From the **Language** drop-down, select the language, and then modify the text in each row.

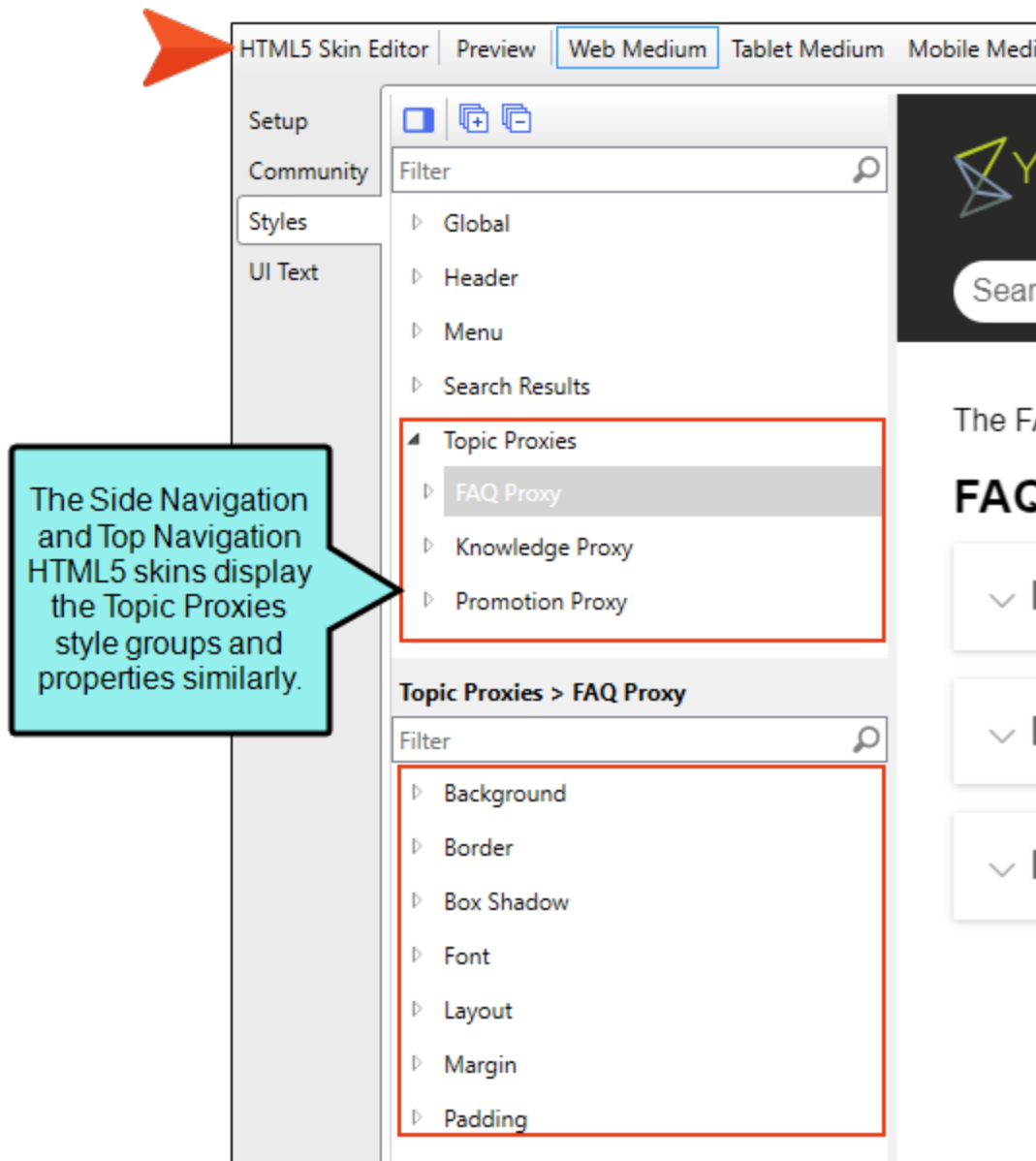
8. Click  to save your work.

How to Associate the Test Results Skin Component With a Target

1. Open the target from the Project Organizer.
2. Select the **Skin** tab.
3. From the **Component Default Skins** section, select the **Test Results** drop-down, and choose the skin component that you want to associate with the target.
4. Click  to save your work.

Topic Proxies in HTML5 Skins

You can edit micro content elements in your HTML5 output using full skins with topic proxies (e.g., FAQ, Knowledge, Promotion). However, for maximum control and customization you can add a micro content skin component for each topic proxy.



The screenshot shows the 'Micro Content Skin Editor' interface with tabs for 'Web Medium', 'Tablet Medium', and 'Mobile Medium'. The 'Web Medium' tab is active. On the left, there are 'Setup' and 'Styles' sections. The 'Styles' section contains a 'Filter' input and a tree view of style groups. Two groups are highlighted with red boxes: 'Micro Content Panel' (expanded) and 'Micro Content Panel' (collapsed). The expanded group lists 'Title', 'Item' (expanded), 'Phrase', 'Response', 'Truncate Button', and 'Truncate Fade'. The collapsed group lists 'Background', 'Border', 'Box Shadow', 'Font', 'Layout', 'Margin', and 'Padding'. A callout box on the left contains text explaining that the editor displays these style groups and properties when a micro content component is used to control a proxy. On the right, a preview area shows a 'Proxy' component with a list of steps: '1. In t', '2. Sel', '3. Giv', '4. Clic'. Below the preview is a link 'How to C' and 'How-Crea'.

Micro Content Skin Editor | Web Medium | Tablet Medium | Mobile Medi

Setup

Styles

Filter

- Micro Content Panel
 - Title
 - Item
 - Phrase
 - Response
 - Truncate Button
 - Truncate Fade

Micro Content Panel

- Background
- Border
- Box Shadow
- Font
- Layout
- Margin
- Padding

Proxy

Micro con
or create

1. In t
2. Sel
3. Giv
4. Clic

[How to C](#)
[How-Crea](#)

If you use a micro content component to control a proxy, the Micro Content Skin Editor displays with Micro Content Panel style groups and properties.

How to Specify Style Settings for Topic Proxies in HTML5

1. Open an HTML5 skin, or a micro content skin component (e.g., FAQ, Knowledge, Promotion).
If you use a Micro Content skin component, the skin opens in a Micro Content Skin Editor, which is a slimmed down version of the regular Skin Editor that has style groups and properties only for the proxy.
2. (Optional) Select the **Setup** tab, and choose between **Truncated**, **Drop-Down**, or **Plain Text** view modes for the proxy.
3. Select the **Styles** tab.
4. Make sure the **Web Medium** is selected.
5. On the left side of the editor, go to one of the following style groups, depending on the type of skin.

Topic Proxies > FAQ Proxy	This is the main FAQ proxy container holding micro content that displays in the HTML5 output's search results. You can customize the look of this container with many available styles.
---	---

Topic Proxies > FAQ Proxy > Title	This lets you control the look and area for the proxy title.
--	--

Topic Proxies > FAQ Proxy > Item	This lets you control the look of each FAQ proxy container displaying the contents.
---	---

Topic Proxies > FAQ Proxy > Item > Phrase	Since the Drop-Down view mode is the default for the FAQ proxy, this lets you control the look and area for the phrase text that displays for each drop-down item.
---	--

Topic Proxies > This lets you control the look and area for the FAQ response.
FAQ Proxy >
Item >
Response

Topic Proxies > This controls the look for the link with the FAQ response. Items under
FAQ Proxy > this node (e.g., active, focus, hover, visited) control the look for when
Item > those user actions occur.
Response >
Link

Topic Proxies > This shows the path to the file containing the search result, and
FAQ Proxy > controls how it looks in the output.
Item >
Response >
Path

Topic Proxies > In Skin Editor's Setup tab, the Proxy Options FAQ proxy view mode
FAQ Proxy > must be set at "Drop-Down" to see this option (and by default it is). You
Item > Drop- can control the look of the truncated button area. Items under this node
Down Button (e.g., expand, collapse) control the look of the button for when those
user actions occur.

Topic Proxies > This is the main Knowledge proxy container holding micro content that
Knowledge displays in the HTML5 output's search results. You can customize the
Proxy look of this container with many available styles. By default, this
container displays in output, but you can select to exclude it entirely
from output.

Topic Proxies > This lets you control the look and area for the proxy title.
Knowledge
Proxy > Title

Topic Proxies > Knowledge Proxy > Item	This lets you control the look of each Knowledge proxy container displaying the contents.
Topic Proxies > Knowledge Proxy > Item > Phrase	If the Layout property is set to display the phrase, you can control the look of the phrase text and area for the output. By default, the phrase does not display.
Topic Proxies > Knowledge Proxy > Item > Response	This lets you control the look and area for the Knowledge response.
Topic Proxies > Knowledge Proxy > Item > Response > Link	This controls the look for the link with the Knowledge response. Items under this node (e.g., active, focus, hover, visited) control the look for when those user actions occur.
Topic Proxies > Knowledge Proxy > Item > Response > Path	This shows the path to the file containing the search result, and controls how it looks in the output.
Topic Proxies > Knowledge Proxy > Item > Truncate Button	In Skin Editor's Setup tab, the Proxy Options Knowledge proxy view mode must be set at "Truncated" to see this option (and by default it is). You can control the look of the truncated button area. Items under this node (e.g., expand, collapse) control the look of the button for when those user actions occur.

**Topic Proxies >
Knowledge
Proxy > Item >
Truncate Fade** When the truncated view mode is enabled, you can set properties for the fade.

**Topic Proxies >
Promotion
Proxy** This is the main Promotion proxy container holding micro content that displays in the HTML5 output's search results. You can customize the look of this container with many available styles. By default, this container displays in output, but you can select to exclude it entirely from output.

**Topic Proxies >
Promotion
Proxy > Title** This lets you control the look and area for the proxy title.

**Topic Proxies >
Promotion
Proxy > Item** This lets you control the look of each Promotion proxy container displaying the contents.

**Topic Proxies >
Promotion
Proxy > Item >
Phrase** If the Layout property is set to display the phrase, you can control the look of the phrase text and area for the output. By default, the phrase does not display.

**Topic Proxies >
Promotion
Proxy > Item >
Response** This lets you control the look and area for the Promotion response.

Topic Proxies > Promotion Proxy > Item > Response > Link If the Layout property is set to display the link, you can control the look of the text and area for the output. By default, the link does not display. Items under this node (e.g., active, focus, hover, visited) control the look for when those user actions occur.

Topic Proxies > Promotion Proxy > Item > Response > Path If the Layout property is set to display the path, you can control the look of the text and area for the output. This shows the path to the file containing the search result.

Micro Content Panel This only displays if you are using a Micro Content skin component rather than a full skin. This is the main proxy container holding FAQ, Knowledge, or Promotion micro content that displays in the HTML5 output's search results.

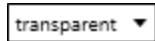
All three micro content proxies use a universal micro content skin component, but each of the three proxy templates are designed with a default view for the corresponding proxy. You can insert micro content proxies into template pages, control positioning with responsive layouts, and customize the look of this container with many available styles.

6. Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Following is a general list in alphabetical order:

BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.



NOTE The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

BLOCK

This is the container (or "block") holding content in an element. You can change any of the following to affect the block:

- **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).
- **Word Wrap** You can click in the **Word Wrap** field and choose whether to wrap text for the element (normal) or not (nowrap).

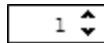
BORDER

You can change any of the following to affect the border on the element:

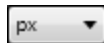
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



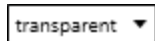
Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

BOX SHADOW

You can change any of the following to affect the box shadow on the element:

- **Horizontal Shadow Length** This is the position of the horizontal shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Vertical Shadow Length** This is the position of the vertical shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Blur Length** This is the blur distance. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Color** This lets you select a color for the shadow. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Shadow Inset** This changes the shadow from an outer shadow (outset) to an inner shadow. Click in the field and select an option. If you select **false** the shadow will be outset. If you select **true** the shadow will be inset.

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

HEIGHT

You enter a height for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

LAYOUT

You can click in the **Display** field and choose one of the options (some of these options might not be available for certain styles):

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.
- **inline** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements.
- **inline-block** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements. This is similar to inline; however, with this option, a width and height can be set on the element, and top/bottom margin and padding settings are respected.

MARGIN

You can change the margin for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

SIZE

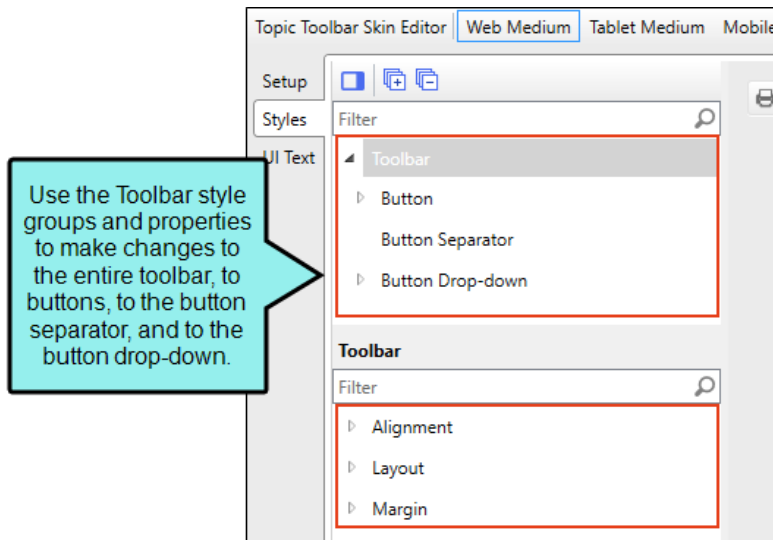
You can change the height or width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

TEXT DECORATION

You can click in the **Decoration** field and select a text decoration (e.g., underline, line-through, overline, underline).

Topic Toolbars in HTML5 Skin Components

In Topic Toolbar skin components, you can use skin styles to control the look of a toolbar you add via a proxy.



For more about web toolbars versus topic toolbars, see "Toolbars and Skins" on page 51.

How to Edit an HTML5 Topic Toolbar Skin Component

1. Open an HTML5 Topic Toolbar skin component.
2. Select the **Setup** tab, and choose the buttons you want to include in the toolbar, moving them to the right side of the tab. You can also add custom buttons.
3. Select the **Styles** tab.
4. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. For more information about these mediums and responsive output, see the online Help.
5. On the left side of the editor, expand and select any of the following **Toolbar** style groups:

Toolbar	This controls the look of the entire toolbar, such as its alignment and margins.
Toolbar > Button	This controls the look of individual buttons in the toolbar. If you set the properties at the root level, then all the buttons are affected. If you want specific values for a particular button, select the style group for that button and then set the properties for it.
Toolbar > Button Separator	This controls the look of the separator between buttons.
Toolbar > Button Drop- down	This controls the look of the toolbar button drop-down menu. You can also set properties for menu items, such as hover properties and fonts.

- Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Following is a general list in alphabetical order:

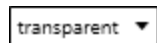
ALIGNMENT

You can click in the **Horizontal** field and choose whether to position to the **right** or **left** side of the display.

BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.




This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.

 **NOTE** The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

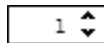
BORDER

You can change any of the following to affect the border on the element:

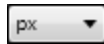
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



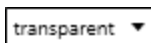
Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

BOX SHADOW

You can change any of the following to affect the box shadow on the element:

- **Horizontal Shadow Length** This is the position of the horizontal shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Vertical Shadow Length** This is the position of the vertical shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Blur Length** This is the blur distance. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Color** This lets you select a color for the shadow. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Shadow Inset** This changes the shadow from an outer shadow (outset) to an inner shadow. Click in the field and select an option. If you select **false** the shadow will be outset. If you select **true** the shadow will be inset.

EVENT

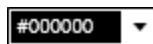
You can enter a special JavaScript command that is triggered when an end user clicks a button. For example, the following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).

- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

GENERAL

You can change the color for the element.



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

HEIGHT

You enter a height for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

ICON

You can click  and select a different image for the toolbar button.

You can click the **Display** drop-down and choose one of the options:

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.

You can change the height or width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

LAYOUT

You can click in the **Display** field and choose one of the options (some of these options might not be available for certain styles):

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.
- **inline** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements.
- **inline-block** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements. This is similar to inline; however, with this option, a width and height can be set on the element, and top/bottom margin and padding settings are respected.

MARGIN

You can change the margin for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

SIZE

You can change the height or width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

TEXT

You can click the **Display** drop-down and choose one of the options:

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



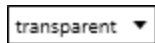
Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

TEXT SHADOW

You can change any of the following to affect the text shadow on the element:

- **Shadow Visibility** You can click in this field and choose to make the shadow either hidden or visible.
- **Horizontal Shadow Length** This is the position of the horizontal shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Vertical Shadow Length** This is the position of the vertical shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Blur Length** This is the blur distance. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Color** This lets you select a color for the shadow. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.

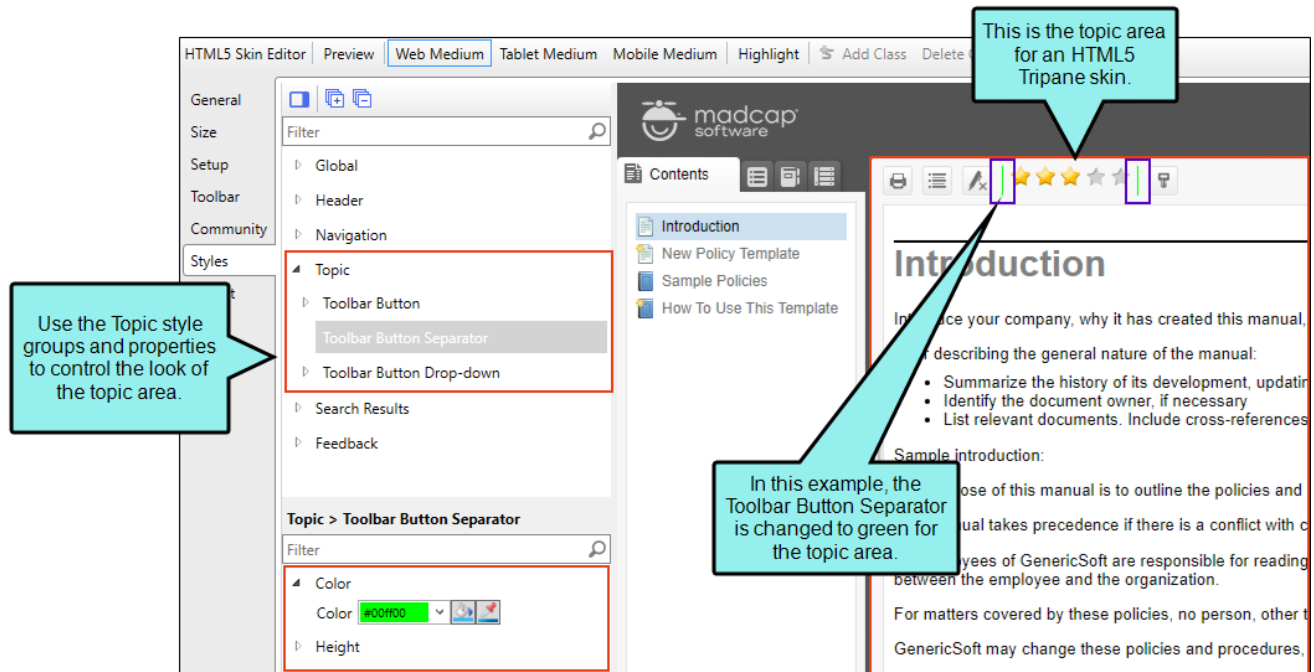


Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

7. Click  to save your work.

Topics in HTML5 Skins

In Tripane skins, this section is used to control the look of the topic area of the output. This includes the container holding the topic content. It also includes the toolbar just above the topic content.



How to Specify Style Settings for the Topic Area in HTML5

1. Open an HTML5 skin (Tripane).
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. For more information about these mediums and responsive output, see the online Help.
4. On the left side of the editor, expand and select any of the following **Topic** style groups:

Topic

This is the container holding topics in the output.

Topic > Toolbar Button

These are the buttons and other elements that are part of toolbars that you can add to output.

The Toolbar Button style has properties both at the root and on children nodes. If you want the setting(s) to be applied to all of the items (except the separator), select the Toolbar Button style itself. Otherwise, expand any of the child styles to apply settings to them individually. For more information about root and children properties, see "Style Groups and Properties Sections " on page 79.


Following are the child styles that control individual elements in the toolbar:


- **Collapse All** Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded). This toggles with the Expand All button.
 - **Current Topic Index** Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)
 - **Edit User Profile** Lets users edit their Pulse or Feedback registration profile settings. This toggles with the Login button. The Edit User Profile button is shown if the user is already logged in.
 - **Expand All** Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded). This toggles with the Collapse All button.
 - **Login** Lets users log in to Pulse or Feedback, if you have integrated it with the output. This toggles with the Edit User Profile button. The Login button is shown if the user is not yet logged in.
-

- **Next Topic** Lets users open the next topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.
 - **Previous Topic** Lets users open the previous topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.
 - **Print** Lets users open the Print dialog so that they can send the open topic to the printer.
 - **Remove Highlight** After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.
 - **Select Language** Lets users switch between languages using a drop-down menu, if you have built multilingual output.
 - **Select Skin** Lets users choose from multiple skins to change the display of the output.
 - **Topic Ratings (full)** Displays ratings for a topic (if you have incorporated your output with MadCap Pulse or Feedback). For example, if a topic has been rated three out of five stars, "Topic Ratings (full)" lets you control how the three stars look.
 - **Topic Ratings (empty)** This shows an empty rating (by default a non-colored star). For example, if a topic has been rated three out of five stars, "Topic Ratings (empty)" lets you control how the two stars look.
-

**Topic >
Toolbar Button
Separator** This controls any separators that you may have added to the toolbar. A separator is the divider between the toolbar buttons and the navigation pane.

**Topic >
Toolbar Button
Drop-down** This controls any drop-down menus that you may have added to the toolbar, such as the Select Language or Select Skin menus.

 **NOTE** In order to see these items in the output, you must include a WebHelp toolbar or topic toolbar in your project. For more information see the online Help.

 **NOTE** You can add a custom toolbar button class by clicking **Toolbar Button** and in the local toolbar selecting **Add Class**.

5. Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Following is a general list in alphabetical order:

BACKGROUND

You can change any of the following to affect the background:

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.




You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.




This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Color** This lets you select a single color.
- **Image** This lets you select an image for the background. Click  and use the dialog to select an image file.
- **Repeat** Use this field to tell Flare whether the image should repeat or not.

 **NOTE** The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

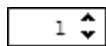
BORDER

You can change any of the following to affect the border on the element:

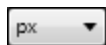
- **Border Edge Fields (Top, Right, Bottom, Left)** You can add a border line around any of the edges of the element. You can use any of the following. The first three fields are used to control the type and size of the border line. The last three fields are alternative ways to choose a color for the border.



You can select a type of line for the border (e.g., solid, dashed, dotted).



Type a number in the field or use the arrows to increase or decrease it.



Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



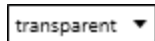
Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

BOX SHADOW

You can change any of the following to affect the box shadow on the element:

- **Horizontal Shadow Length** This is the position of the horizontal shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Vertical Shadow Length** This is the position of the vertical shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Blur Length** This is the blur distance. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Shadow Color** This lets you select a color for the shadow. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Shadow Inset** This changes the shadow from an outer shadow (outset) to an inner shadow. Click in the field and select an option. If you select **false** the shadow will be outset. If you select **true** the shadow will be inset.

EVENT

You can provide a command for the item when it is clicked by the user.

☆ **EXAMPLE** You want to provide a command for an item (e.g., so that clicking the button opens a website). The following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

FONT

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

GENERAL

You can change the color for the element.



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

HEIGHT

You enter a height for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

ICON

You can click  and select a different image for the toolbar button.

You can click the **Display** drop-down and choose one of the options:

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.

You can change the height or width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

LAYOUT

You can click in the **Display** field and choose one of the options (some of these options might not be available for certain styles):

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.
- **inline** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements.
- **inline-block** The element will be shown but does not add a line break after it, allowing it to be positioned next to other elements. This is similar to inline; however, with this option, a width and height can be set on the element, and top/bottom margin and padding settings are respected.

PADDING

You can change the padding for any of the sides on the element (Left, Right, Top, Bottom). In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

POSITION

You can change the position of the element, meaning its width and height:

- **Width** You enter a width for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Height** You enter a height for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

SIZE

You can change the height or width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

TEXT

You can click the **Display** drop-down and choose one of the options:

- **none** The element will not be shown.
- **block** The element will be shown and adds a line break after it. For some elements this option might be called **flex**, which reflects the flexbox technology associated with it.

You can change any of the following to affect the font:

- **Color** This lets you select a color for the font. You can use any of the following:



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways. Note that you can select a CSS variable.



Adds a bar above the cursor. As you move the cursor over any area of your screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).
- **Size** You can change the font size. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points).
- **Weight** You can click in this field and make the font normal or bold.
- **Style** You can click in this field and make the font normal or italic.

6. Click  to save your work.



NOTE You can also use the UI Text tab in the Skin Editor to change labels for some of these styles.

CHAPTER 5

Standard Skin Styles

Supported In:



You might perform the following style tasks if you are working in a Standard skin.

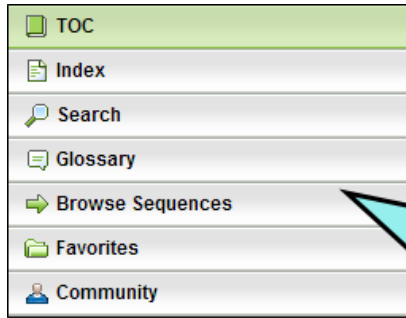
This chapter discusses the following:

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I Accordion Items

These are the navigation items that display in the output, allowing users to open different elements of your output, such as the table of contents, index, glossary, community (for Pulse), and more. Some of the more common properties you might edit when it comes to accordion items are the icons, text labels, font, and background color. See "Accordion Items in Standard Skins" on page 281.



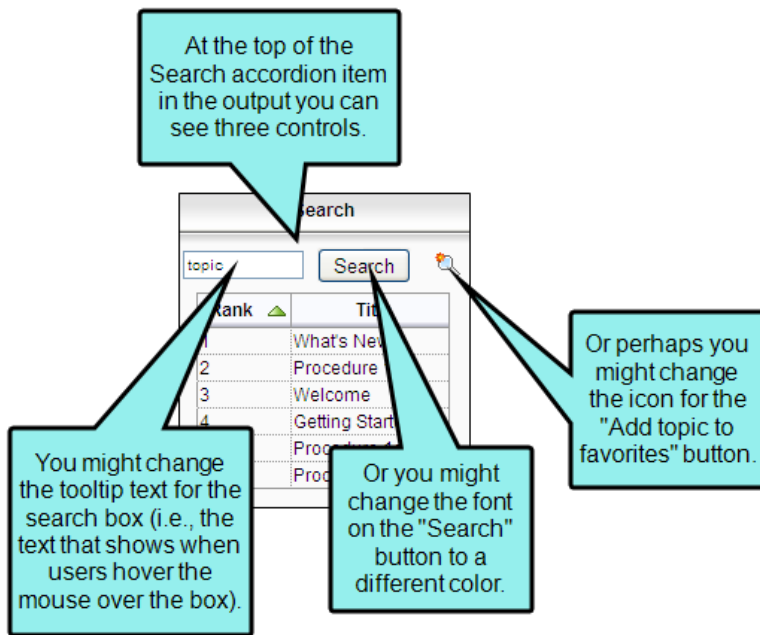
Each of these accordion items opens a different element in the output. The Community accordion item displays only if your target is enabled with Pulse.


 **NOTE** In order to see these items in the output, you must make sure they are added to the skin. For more information see the online Help.


 **NOTE** These styles are supported only in WebHelp and WebHelp Plus outputs.

I Controls

These are controls that display in the output, such as various buttons, labels, and the input boxes. Usually these controls are displayed within the various accordion items (e.g., the search box, "Search" button, and "Add topic to favorites" button that are shown at the top of the Search accordion item). Some of the more common properties you might edit when it comes to controls are the icons, text labels, tooltips, font, and background color. See "Controls in Standard Skins" on page 288.



 **NOTE** In order to see these items in the output, you must make sure they are added to the skin (e.g., you must add accordion items or enable Feedback). For more information see the online Help.

 **NOTE** Styles for many of the controls are supported only in WebHelp and WebHelp Plus outputs. The controls related to MadCap Feedback are supported only in WebHelp, WebHelp Plus, and Microsoft HTML Help.

I Dialogs

These are the dialogs that users might see if you have enabled MadCap Feedback for your output. The dialogs are used for actions such as registering as a Feedback user, adding comments, and replying to comments. Some of the more common properties you might edit when it comes to Feedback dialogs are field and other text labels, font, messages (e.g., email), and background color. See "Dialogs in Standard Skins" on page 304.

In this example, we've changed the background color of the dialog to light blue.

CREATE FEEDBACK SERVICE PROFILE:

You must create a user profile to post comments to this help system. Please fill in the information below. An email will be sent to the address you provide. Please follow the instructions in the email to complete activation. Fields marked with an asterisk (*) are required.

*Username


*E-mail Address


E-mail Notifications
I want to receive an email when...

a reply is left to one of my comments

a comment is left on a topic that I commented on

a comment is left on any topic in the Help system

 **NOTE** In order to see these items in the output, you must enable Feedback with your output. For more information see the online Help.

 **NOTE** These styles are supported only in WebHelp, WebHelp Plus, and Microsoft HTML Help outputs.

Feedback User Profile Items

These are fields that can be added to the Feedback user profile dialog. The dialog always includes a "Username" and "E-mail Address" field. In addition to those fields, you can add many others by using the Community tab in the Skin Editor. Once you've added the fields, you can edit the skin styles for those items. You can change the field labels, specify whether they should be required, and enter a default value for a field. See "Feedback User Profile Items in Standard Skins" on page 316.

CREATE FEEDBACK SERVICE PROFILE:

You must create a user profile to post comments to this help system. Please fill in the information below. An email will be sent to the address you provide. Please follow the instructions in the email to complete activation. Fields marked with an asterisk (*) are required.

*Username

*E-mail Address

First Name

Last Name

*Date

*Department


E-mail Notifications
I want to receive an email when...


a reply is left to one of my comments

a comment is left on a topic that I commented on

a comment is left on any topic in the Help system

In addition to the "Username" and "E-mail Address" fields (which are always included and required), we added four other fields to the profile dialog and made two of them required.

 **NOTE** In order to see these items in the output, you must enable Feedback with your output and add the necessary fields to the user profile. For more information see the online Help.

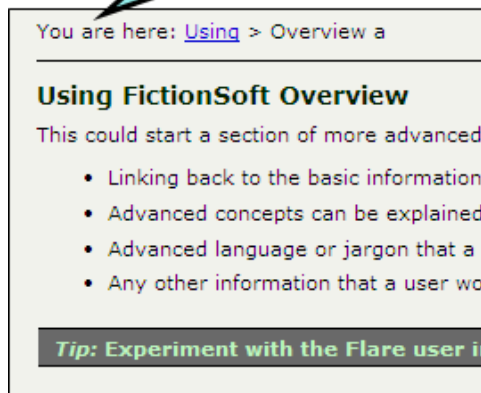
 **NOTE** These styles are supported only in WebHelp, WebHelp Plus, and Microsoft HTML Help outputs.


I Formats


These are navigation elements that you might include in your project (e.g., cross-references, breadcrumbs, keyword links, related topics links, concept links). For most of these elements, you can use the skin style to change the link or prefix text. For cross-references, you can change text as well as formats (i.e., how the link is constructed). See "Formats in Standard Skins" on page 323.

The default prefix text for breadcrumbs is "You are here:"

You can use the skin style to change the text to something else.

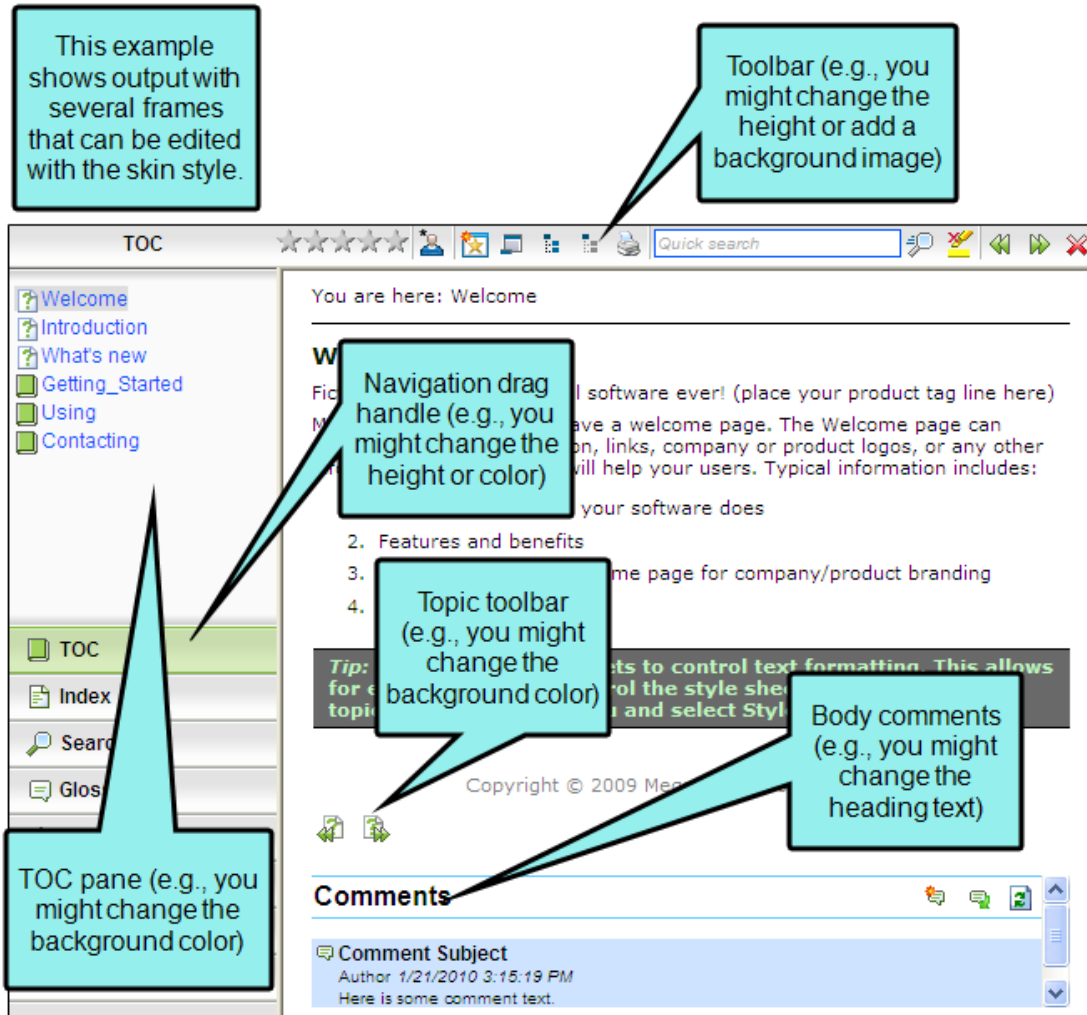


 **NOTE** In order to see these items in the output, you must include them in your project. For more information see the online Help.

 **NOTE** Most of these styles are supported only in WebHelp and WebHelp Plus outputs. However, the cross-reference styles are designed for print-based outputs (Adobe PDF, Microsoft Word).

I Frames

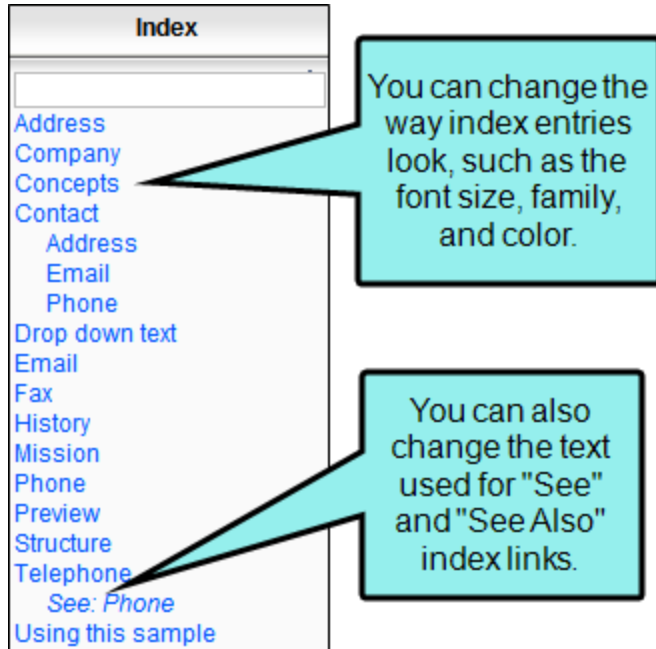
These are the containers of the navigation items that display in the output when you include elements such as accordion items, toolbars, and Feedback at the end of topics. Some of the more common properties you might edit when it comes to frames are the background and height. See "Frames in Standard Skins" on page 337.




NOTE In order to see these items in the output, you must include them in your project. For more information see the online Help.

I Index Entries

This is the text that users see when they open your index in the output. Some of the more common properties you might edit when it comes to index entries are the font settings, as well as the text used for index links. See "Index Entries in Standard Skins" on page 345.

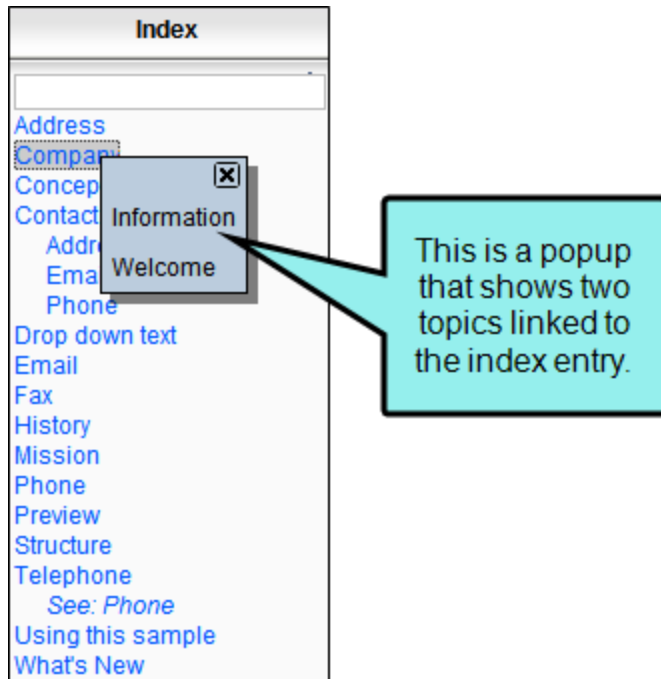



 **NOTE** In order to see these items in the output, you must include them in your project. For more information see the online Help.

 **NOTE** These styles are supported only in WebHelp and WebHelp Plus.

I Index Entry Popups

These are the popups that users see when they click an index entry that links to more than one topic. Some of the more common properties you might edit when it comes to index entries are the font settings and background color. See "Index Entry Popups in Standard Skins" on page 349.

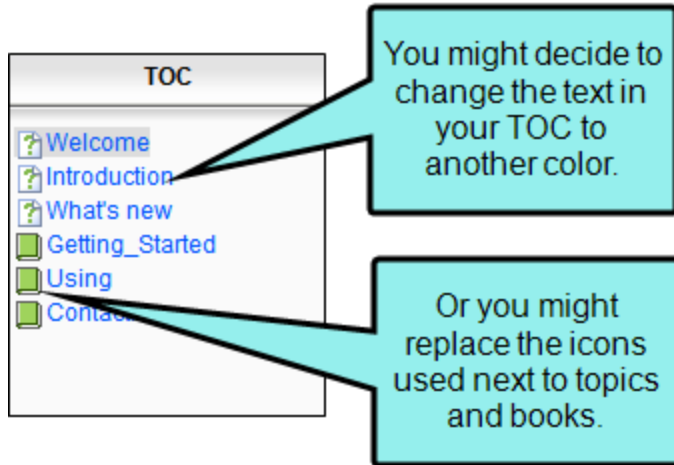


 **NOTE** In order to see these items in the output, you must include an index in your project. For more information see the online Help.

 **NOTE** These styles are supported only in WebHelp and WebHelp Plus.

TOC Entries

This is the text that users see when they open your table of contents (TOC) in the output. Some of the more common properties you might edit when it comes to TOC entries are the font settings, as well as icons. See "TOC Entries in Standard Skins" on page 354.



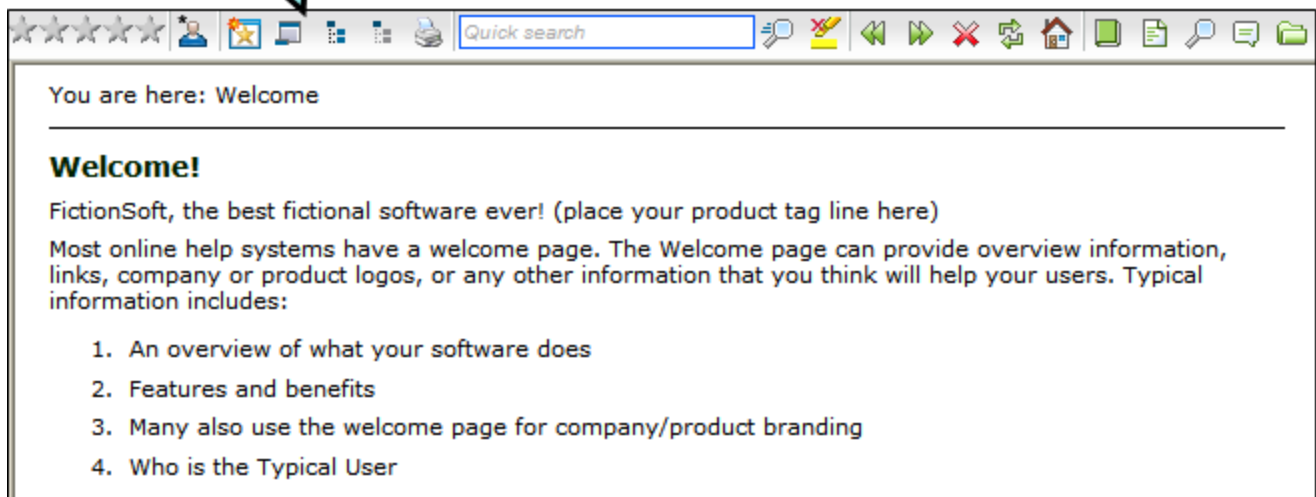
 **NOTE** In order to see these items in the output, you must include a TOC in your project. For more information see the online Help.


 **NOTE** These styles are supported only in WebHelp and WebHelp Plus.

I Toolbar Items

These are the buttons and other elements that are part of WebHelp and topic toolbars that you can add to output. Some of the more common properties you might edit when it comes to toolbar items are the icons, font settings, background, borders, and click behavior. See "Toolbar Items in Standard Skins" on page 359.

Here is output that includes a WebHelp toolbar with many buttons. You might want to change the way the items in this toolbar look (e.g., replace the default icons with those of your own).



 **NOTE** In order to see these items in the output, you must include a WebHelp toolbar or topic toolbar in your project. For more information see the online Help.

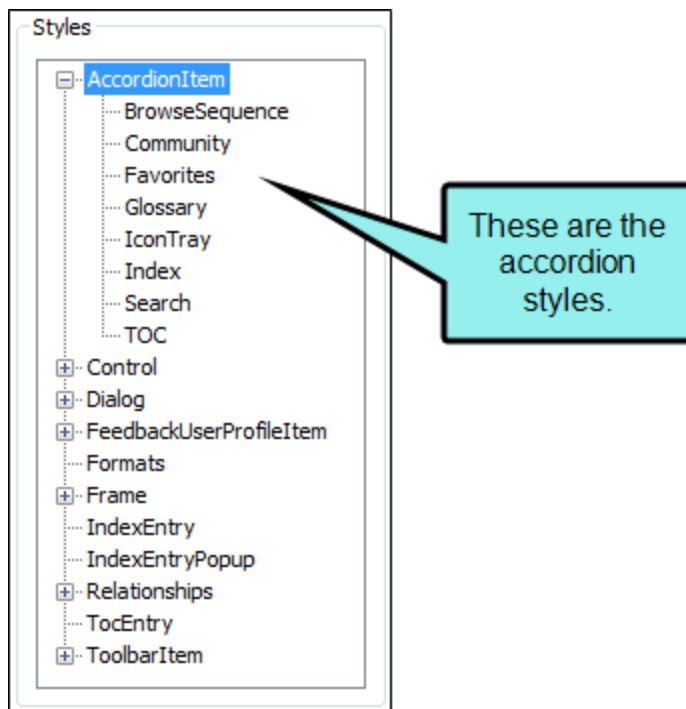
 **NOTE** These styles are supported only in WebHelp and WebHelp Plus.

I Accordion Items in Standard Skins

You can add various accordion items in your output, allowing users to open different elements of your output, such as the table of contents, index, glossary, community (for Pulse), and more. You can change the appearance of these accordion items by modifying style settings in the skin that you use for the output. See "Specifying Navigation Elements to Include in the Output Window" on page 393.

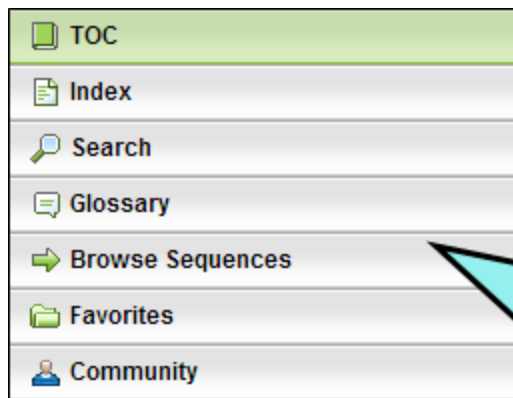
How to Specify Style Settings for Accordion Items

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Accordion Item** node.



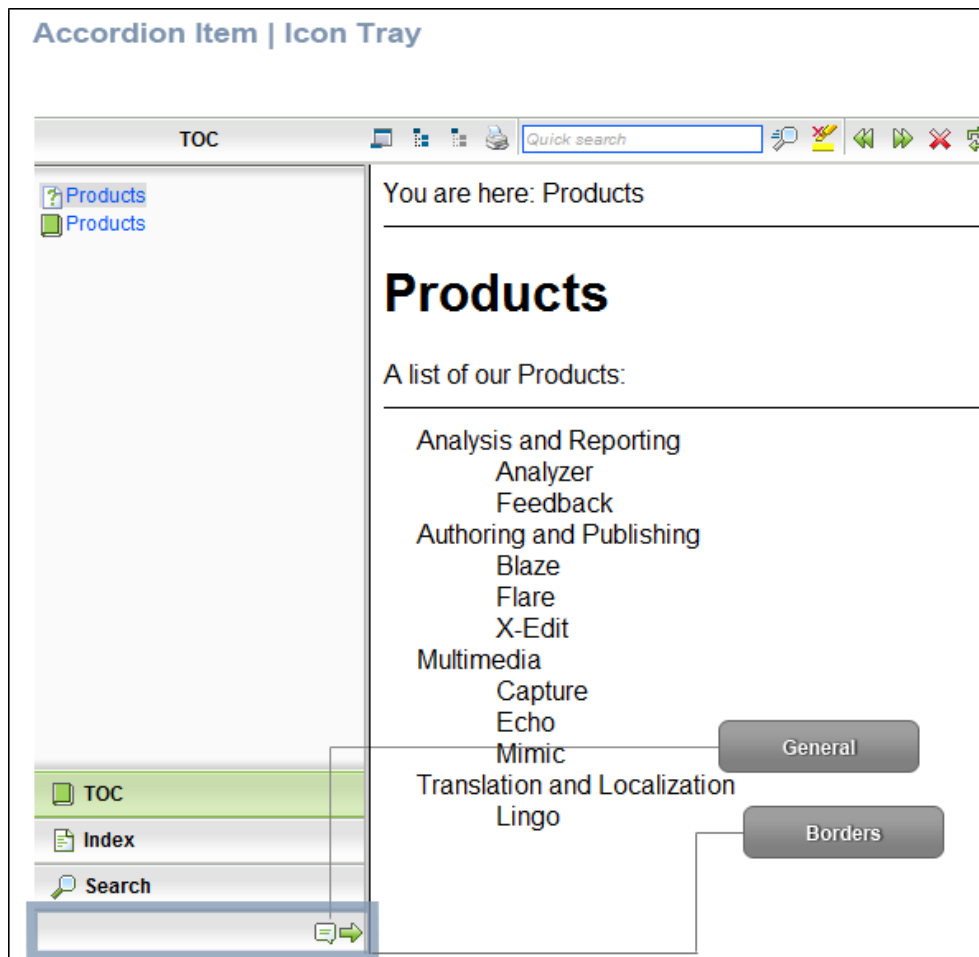
4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Accordion Item** node itself.

The items under this node represent the different accordions that can be added to your output.



Each of these accordion items opens a different element in the output. The Community accordion item displays only if your target is enabled with Pulse.

The **IconTray** item represents the rectangle at the bottom of these items. If the area is resized so that only a certain number of accordions can be shown, the other items are represented by small icons and contained within the icon tray. In the following example, we've added a thick red border around the icon tray.



5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.

6. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND GRADIENT

To change the background color of the accordion area:

Expand the **Font** property group on the right and change the value in the **Background Gradient** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND GRADIENT HOVER

To change the background color of the accordion area when the end user hovers the mouse over it:

Expand the **Font** property group on the right and change the value in the **Background Gradient Hover** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND IMAGE

To add a background image to the accordion area:

Expand the **Font** property group on the right and select an image in the **Background Image** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BACKGROUND IMAGE HOVER

To add a background image to the accordion area when the end user hovers the mouse over it:

Expand the **Font** property group on the right and select an image in the **Background Image Hover** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BORDERS

To add or change borders for the item:

Expand the **Borders** property group on the right and change the value in any of the fields. Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

FONT COLOR

To change the color of the font:

Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

Expand the **Font** property group on the right and change the value in the **Font Family** field. From the drop-down, select the font family or font set that you want to use.

FONT SIZE

To change the size of the font:

Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the

unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

ICON

To select a different icon image:

Expand the **General** property group on the right side of the editor and select an image from the **Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

ITEM HEIGHT

To change the height of the item:

Expand the **Font** property group on the right and change the value in the **ItemHeight** field. Click the down arrow to open a small window. In this window, you can enter the item height in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

LABEL

To change the text that appears on the item:


Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

7. Click  to save your work.

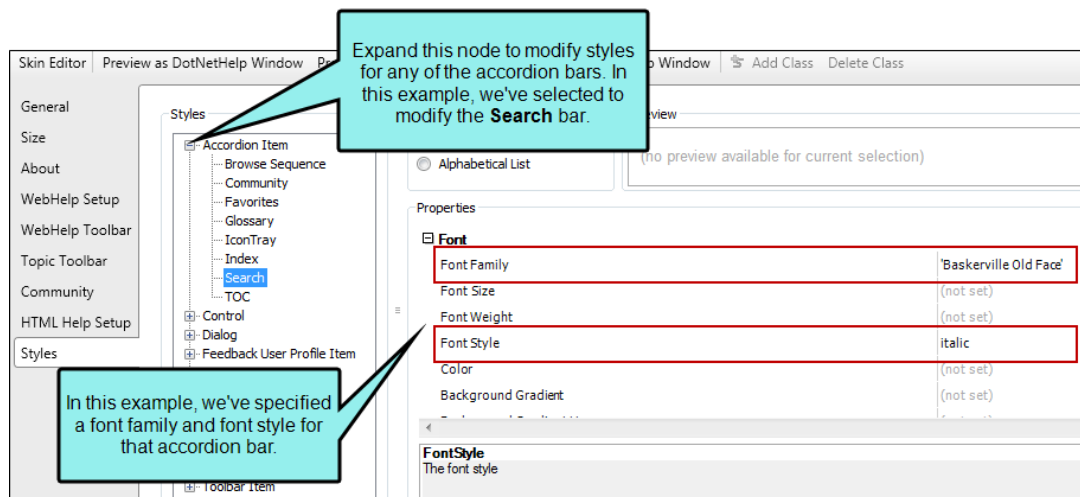
☆ **EXAMPLE** – Accordion Bars (Font, Background Color)

You want to change the font used for the text in the Search accordion bar to Baskerville Old Face. In addition, you want to set the background color for the accordion bar to green.

In that case, you would do the following:

1. Expand the **Accordion Item** node.
2. Select **Search**.
3. On the right side, make sure **Property Groups** is selected.
4. Expand the **Font** group.
5. Click in the cell to the right of **Font Family**.
6. From the drop-down, find and select **Baskerville Old Face**.
7. Click in the cell to the right of **Background Gradient**.
8. In the small popup, click on the down arrow next to **Start**.
9. Select a green color.
10. Since we only want a solid background color, click **OK**.
11. Click  to save your work.

When you are finished in the Skin Editor, it will look something like this:



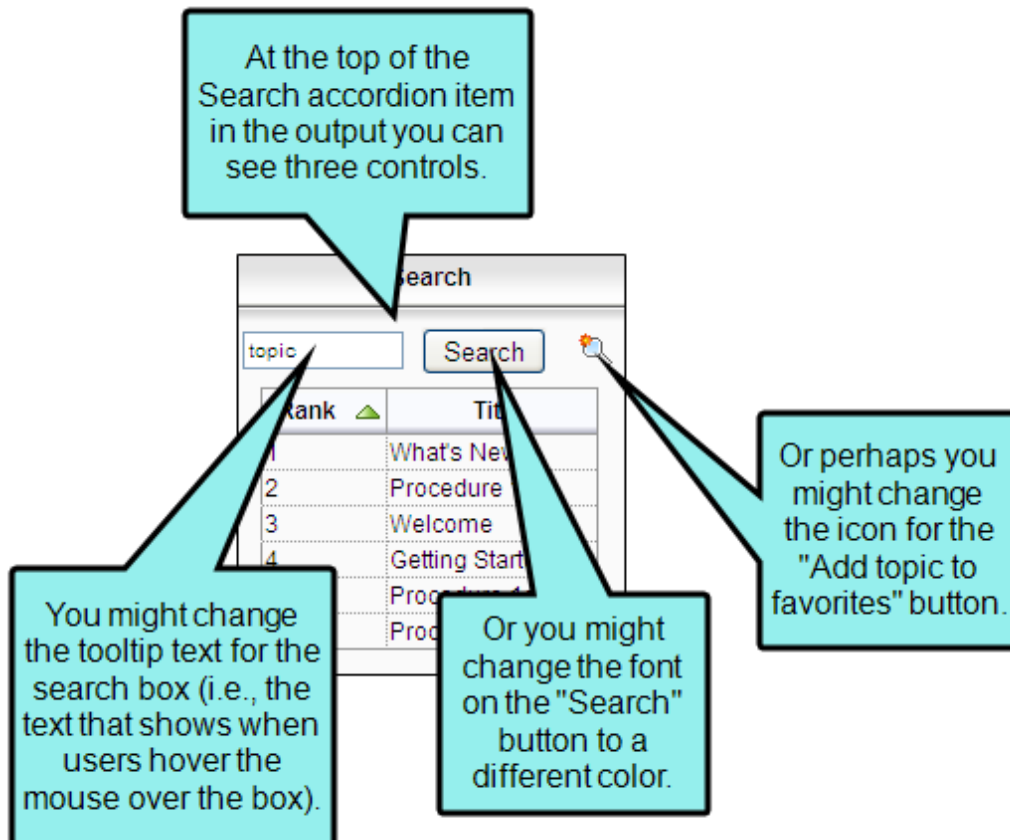
Controls in Standard Skins

Supported In:



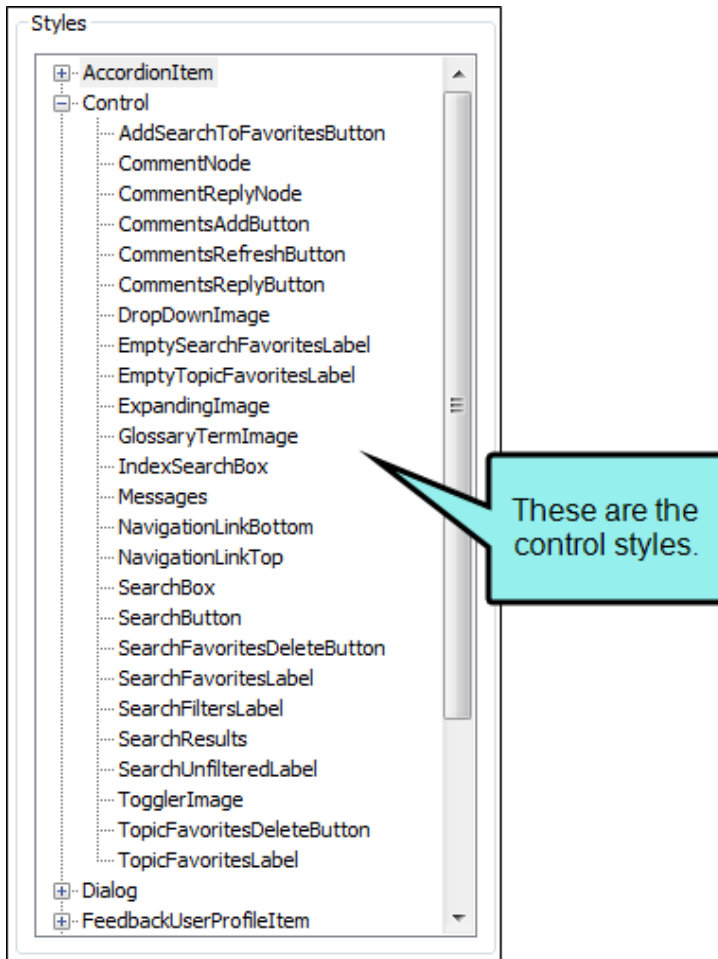
Various controls may be part of the skin in your output, such as buttons, labels, and the input boxes. Usually these controls are displayed within the various accordion items (e.g., the search box, "Search" button, and "Add topic to favorites" button that are shown at the top of the Search accordion item). See "Specifying Navigation Elements to Include in the Output Window" on page 393.

Styles for many of the controls are supported only in WebHelp and WebHelp Plus outputs. The controls related to MadCap Feedback are supported only in WebHelp, WebHelp Plus, and Microsoft HTML Help.



How to Specify Style Settings for Controls

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Control** node.



4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Control** node itself.

The items under this node represent the different kinds of controls that may be found in your output.

Add Search To Favorites Button	This is the button at the top of the Search pane that lets users add their search string to the Favorites pane.
Comment Node	This is the area that shows MadCap Feedback comments in the output. In order to use this feature, you must enable MadCap Feedback.
Comment Reply Node	This is the area that shows MadCap Feedback comments that have received replies. In order to use this feature, you must enable MadCap Feedback.
Comments Add Button Comments Refresh Button Comments Reply Button	These are buttons at the top of the Comments area that let users add, reply to, and refresh MadCap Feedback comments. In order to use this feature, you must enable MadCap Feedback.
DropDown Image	This is the hotspot image that is used for drop-down effects.
Empty Search Favorites Label Empty Topic Favorites Label	These are the text labels that users see if they open the Favorites pane and no favorite searches or topics have yet been saved.
Expanding Image	This is the hotspot image that is used for expanding text effects.

Index Search Box	This is the field in the Index pane where users enter words to search for in the index. You can provide a floating tooltip for this field, which displays when users hover the cursor over it.
Messages	These are the text labels that users see when certain messages are displayed (e.g., if they search for a term and no topics are found).
Navigation Link Bottom Navigation Link Top	These are the navigation links that users may see at the top or bottom of topics if they open those topics as standalone files. In order to add these links to the output, you must enable them on the WebHelp Setup tab of the Skin Editor. See "Showing Navigation Links in Standalone Topics" on page 388.
Search Box	This is the field in the Search pane where users enter words to include in a search. You can provide a floating tooltip for this field, which displays when users hover the cursor over it.
Search Button	This is the button in the Search pane that people use to initiate a search.
Search Favorites Delete Button Topic Favorites Delete Button	These are the buttons in the Favorites pane that people use to delete saved search strings or topics.
Search Favorites Label Topic Favorites Label	These are the labels in the Favorites pane that are shown at the top of the favorite searches and topics.

Search Filters Label These are the labels in the Search pane that are used to identify search filters. In order to see these labels in the output, you must include search filters in your project.

Search Unfiltered Label

Search Results These are the labels in the Search pane that are used to identify search results.

Toggler Image This is the hotspot image that is used for toggler effects.

5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.
6. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND COLOR

To change the background color of the item:

Expand the **General** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BODY FONT COLOR

To change the color of the font used for the body of a MadCap Feedback comment:

Expand the **BodyFont** property group on the right and change the value in the **Body Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BODY FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the body of a MadCap Feedback comment:

Expand the **BodyFont** property group on the right and change the value in the **Body Font Family** field. From the drop-down, select the font family or font set that you want to use.

BODY FONT SIZE

To change the size of the font used for the body of a MadCap Feedback comment:

Expand the **BodyFont** property group on the right and change the value in the **Body Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

BODY FONT STYLE

To change the style of the font (e.g., make it italic) used for the body of a MadCap Feedback comment:

Expand the **BodyFont** property group on the right and change the value in the **Body Font Style** field. Click the down arrow and select either **italic** or **normal**.

BODY FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the body of a MadCap Feedback comment:

Expand the **BodyFont** property group on the right and change the value in the **Body Font Weight** field. Click the down arrow and select either **bold** or **normal**.

COLLAPSED ALT TEXT

To change the alternate (alt) text that is associated with the item when it is in a collapsed state:

Expand the **General** property group on the right side of the editor and enter new text in the **CollapsedAltText** field.

EXPANDED ALT TEXT

To change the alternate (alt) text that is associated with the item when it is in an expanded state:

Expand the **General** property group on the right side of the editor and enter new text in the **ExpandedAltText** field.

FONT BACKGROUND COLOR

To change the color of the area behind the font:

Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

Expand the **Font** property group on the right and change the value in the **Font Family** field. From the drop-down, select the font family or font set that you want to use.

FONT SIZE

To change the size of the font:

Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HOVER ICON

To select a different icon image to be used when the user hovers the cursor over the item:

Expand the **General** property group on the right side of the editor and select an image from the **Hover Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

ICON

To select a different icon image:

Expand the **General** property group on the right side of the editor and select an image from the **Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

LABEL

To change the text that appears on the item:

Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

MESSAGES INVALID TOKEN

To change the text for the message that displays when an invalid search is performed:

Expand the **General** property group on the right side of the editor and enter new text in the **Invalid Token** field.

☆ **EXAMPLE** If a user wants to search for "topics and images," but does not enter the search string correctly (e.g., entering "topics and," leaving off the second term), an invalid token will result.

MESSAGES LOADING

To change the text for the message that displays when the search pane is loading data:

Expand the **General** property group on the right side of the editor and enter new text in the **Loading** field.

MESSAGES LOADING ALTERNATE TEXT

To change the alternate text for the message that displays when the search pane is loading data—can be used to describe the image being loaded:

Expand the **General** property group on the right side of the editor and enter new text in the **Loading Alternate Text** field.

MESSAGES NO TOPICS FOUND

To change the text for the message that displays when no topics are found in a search:

Expand the **General** property group on the right side of the editor and enter new text in the **No Topics Found** field.

MESSAGES QUICK SEARCH EXTERNAL

To change the text for the message that displays when the "Quick Search" feature is disabled in external topics.

Expand the **General** property group on the right side of the editor and enter new text in the **Quick Search External** field.




NOTE The default message is "Quick search is disabled in external topics." You can modify the message to say whatever you want, or to localize it for your audience.

MESSAGES QUICK SEARCH IE 5.5

To change the text for the message informing users that the "Quick Search" feature is disabled in Internet Explorer 5.5 (due to limitations with that browser):


Expand the **General** property group on the right side of the editor and enter new text in the **Quick Search IE 5.5** field.

 **NOTE** You can modify the message to say whatever you want, or to localize it for your audience.

MESSAGES REMOVE HIGHLIGHT IE 5.5

To change the text for the message informing users that the "Search Highlight Removal" feature is disabled in Internet Explorer 5.5 (due to limitations with that browser):

Expand the **General** property group on the right side of the editor and enter new text in the **Remove Highlight IE 5.5** field.

 **NOTE** You can modify the message to say whatever you want, or to localize it for your audience.

PRESSED ICON

To select a different icon image to be used when the item is pressed:

Expand the **General** property group on the right side of the editor and select an image from the **Pressed Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

RANK LABEL

To change the text that appears at the top of the column used to display the ranking of topics found after a search:

Expand the **General** property group on the right side of the editor and enter new text in the **Rank Label** field.

SUBJECT FONT COLOR

To change the color of the font used for the subject of a MadCap Feedback comment:

Expand the **SubjectFont** property group on the right and change the value in the **Subject Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

SUBJECT FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the subject of a MadCap Feedback comment:

Expand the **SubjectFont** property group on the right and change the value in the **Subject Font Family** field. From the drop-down, select the font family or font set that you want to use.

SUBJECT FONT SIZE

To change the size of the font used for the subject of a MadCap Feedback comment:

Expand the **SubjectFont** property group on the right and change the value in the **Subject Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

SUBJECT FONT STYLE

To change the style of the font (e.g., make it italic) used for the subject of a MadCap Feedback comment:

Expand the **SubjectFont** property group on the right and change the value in the **Subject Font Style** field. Click the down arrow and select either **italic** or **normal**.

SUBJECT FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the subject of a MadCap Feedback comment:

Expand the **SubjectFont** property group on the right and change the value in the **Subject Font Weight** field. Click the down arrow and select either **bold** or **normal**.

TABLE SUMMARY

To change the text for a table summary, which is used by screen readers to assist with accessibility:

Expand the **General** property group on the right side of the editor and enter new text in the **Table Summary** field.

TEXT IMAGE RELATION

To select the location of a label in relation to the image used for the item:

Expand the **General** property group on the right side of the editor and select an option from the **Text Image Relation** field. You can select any of the following:

- **ImageAboveText** This displays the button image on top of the label text.
- **ImageBeforeText** This displays the button image to the left of the label text.
- **Overlay** This displays the label text and the button image in the same space.
- **TextAboveImage** This displays the label text on top of the button image.
- **TextBeforeImage** This displays the label text to the left of the button image.

TIME STAMP FONT COLOR

To change the color of the font used for the time stamp in a MadCap Feedback comment:

Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

TIME STAMP FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the time stamp in a MadCap Feedback comment:

Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Font Family** field. From the drop-down, select the font family or font set that you want to use.

TIME STAMP FONT SIZE

To change the size of the font used for the time stamp in a MadCap Feedback comment:

Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

TIME STAMP FONT STYLE

To change the style of the font (e.g., make it italic) used for the time stamp in a MadCap Feedback comment:

Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Font Style** field. Click the down arrow and select either **italic** or **normal**.

TIME STAMP FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the time stamp in a MadCap Feedback comment:

Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Font Weight** field. Click the down arrow and select either **bold** or **normal**.

TITLE LABEL

To change the text that appears at the top of the column used to display the names of topics found after a search:

Expand the **General** property group on the right side of the editor and enter new text in the **Title Label** field.

TOOLTIP

To change the tooltip text that appears when users hover the cursor over the item:

Expand the **General** property group on the right side of the editor and enter new text in the **Tooltip** field.

USER INFO FONT COLOR

To change the color of the font used for the user information in a MadCap Feedback comment:

Expand the **UserInfoFont** property group on the right and change the value in the **UserInfoColor** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

USER INFO FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the user information in a MadCap Feedback comment:

Expand the **UserInfoFont** property group on the right and change the value in the **User Info Font Family** field. From the drop-down, select the font family or font set that you want to use.

USER INFO FONT SIZE

To change the size of the font used for the user information in a MadCap Feedback comment:

Expand the **UserInfoFont** property group on the right and change the value in the **User Info Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

USER INFO FONT STYLE

To change the style of the font (e.g., make it italic) used for the user information in a MadCap Feedback comment:

Expand the **UserInfoFont** property group on the right and change the value in the **User Info Font Style** field. Click the down arrow and select either **italic** or **normal**.

USER INFO FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the user information in a MadCap Feedback comment:

Expand the **UserInfoFont** property group on the right and change the value in the **User Info Font Weight** field. Click the down arrow and select either **bold** or **normal**.

7. Click  to save your work.

Dialogs in Standard Skins

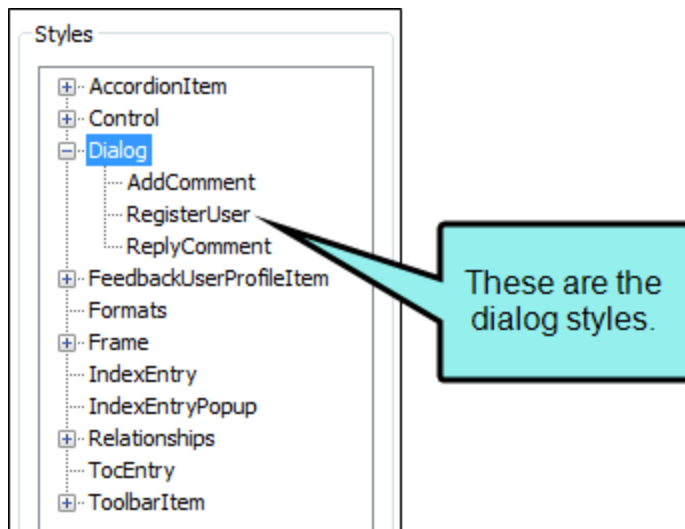
Supported In:



If you have enabled MadCap Feedback for your output, there are some dialogs that people will use for actions such as registering, adding comments, and replying to comments.

How to Specify Style Settings for Dialogs

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Dialog** node.



4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Dialog** node itself.

The items under this node represent the different kinds of Feedback dialogs that may be found in your output.

Add Comment This is the dialog used when people add feedback comments to a topic.

Register User This is the dialog used when new end users register in order to submit feedback in your output.



NOTE The "Register User" item lets you modify label text for fields in the Create Feedback Service Profile dialog. However, the "Feedback User Profile Item" node (see "Feedback User Profile Items in Standard Skins" on page 316) does the same thing. So what's the difference? The "Register User" property in this node is the old way to accomplish this; the "Feedback User Profile Item" node is the new way. In order to be backwards compatible with earlier versions, the duplicate properties remain available in the Dialog/Register User node. The software will first look to any settings that you have provided in the Feedback User Profile Item node. Then it will look to settings entered in the Dialog/Register User node.

Reply Comment This is the dialog used when people reply to feedback comments for a topic.

5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.

6. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND COLOR

To change the background color of the item:

Expand the **General** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BORDERS

To add or change borders for the item:

Expand the **Borders** property group on the right and change the value in any of the fields. Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

CANCEL BUTTON LABEL

To change the text that appears on the "Cancel" button:

Expand the **General** property group on the right side of the editor and enter new text in the **Cancel Button Label** field.

COMMENT LABEL

To change the text that appears next to the "comment" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Comment Label** field.

COMMENT REPLY NOTIFICATION LABEL

Next to the first email notification check box in the Create Feedback Service Profile dialog, users see the following text:

a reply is left to one of my comments

To change the text:

Expand the **Options** property group on the right side of the editor and enter new text in the **Comment Reply Notification Label** field.

COMMENT SAME TOPIC NOTIFICATION LABEL

Next to the second email notification check box in the Create Feedback Service Profile dialog, users see the following text:

a comment is left on a topic that I commented on

To change the text:

Expand the **Options** property group on the right side of the editor and enter new text in the **Comment Same Topic Notification Label** field.

COMMENT SAME HELP SYSTEM NOTIFICATION LABEL

Next to the third email notification check box in the Create Feedback Service Profile dialog, users see the following text:

a comment is left on any topic in the Help system

To change the text:

Expand the **Options** property group on the right side of the editor and enter new text in the **Comment Same Help System Notification Label** field.

COUNTRY LABEL

To change the text that appears next to the "country" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Country Label** field.

EMAIL ADDRESS LABEL

To change the text that appears next to the "email address" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Email Address Label** field.

EMAIL NOTIFICATIONS GROUP LABEL

At the beginning of the email notification check boxes in the Create Feedback Service Profile dialog, users see the following text:

E-mail Notifications

To change the text:

Expand the **Options** property group on the right side of the editor and enter new text in the **Email Notifications Group Label** field.

EMAIL NOTIFICATIONS HEADING LABEL

After the group label, just above the email notification check boxes in the Create Feedback Service Profile dialog, users see the following text:

I want to receive an email when...

To change the text:

Expand the **Options** property group on the right side of the editor and enter new text in the **Email Notifications Heading Label** field.

FIRST NAME LABEL

To change the text that appears next to the "first name" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **First Name Label** field.

FONT COLOR

To change the color of the font:

Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

Expand the **Font** property group on the right and change the value in the **Font Family** field. From the drop-down, select the font family or font set that you want to use.

FONT SIZE

To change the size of the font:

Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

GENDER LABEL

To change the text that appears next to the "gender" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Gender Label** field.

GENDER LABEL—FEMALE

To change the text that represents the "female" option in the "gender" drop-down field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Gender Female Name** field.

If you include the Gender option in your registration dialog, you might use this field to localize the text in other languages.

GENDER LABEL—MALE

To change the text that represents the "male" option in the "gender" drop-down field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Gender Male Name** field.

If you include the Gender option in your registration dialog, you might use this field to localize the text in other languages.

LAST NAME LABEL

To change the text that appears next to the "last name" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Last Name Label** field.

MESSAGE—COMMENT LENGTH EXCEEDED

To change the text that appears in the message that users see when their comments are too long:

Expand the **Messages** property group on the right side of the editor and enter new text in the **Comment Length Exceeded** field.

MESSAGE—EDIT PROFILE REGISTRATION

If you configure MadCap Feedback so that users must register before submitting comments, people will see the following message in the dialog when updating their profiles:

You must create a user profile to post comments to this help system. Please fill in the information below. An email will be sent to the address you provide. Please follow the instructions in the email to complete activation.

To change the text for this message:

Expand the **Messages** property group on the right side of the editor and enter new text in the **Edit Profile Registration** field.

MESSAGE—MISSING REQUIRED FIELD

When users fail to complete a required field in the Create Feedback Service Profile dialog, they see a message. If you do not enter text, the default for the message is used. This default text is as follows:

Please enter a value for: [name of field].:

Expand the **Messages** property group on the right side of the editor and enter new text in the **Missing Required Field** field.

MESSAGE—REGISTRATION

If you configure MadCap Feedback so that users must register before submitting comments, certain information is provided to those users, both in the registration dialog and in a popup message that follows. You can modify the text as needed. In the registration dialog, users see the following default text:

You must create a user profile to post comments to this help system. Please fill in the information below. An email will be sent to the address you provide. Please follow the instructions in the email to complete activation.

To change the text for this message:

Expand the **Messages** property group on the right side of the editor and enter new text in the **Registration** field.

MESSAGE—REGISTRATION SUBMIT

In the popup message that follows the initial registration message, users see the following default text:

Your information has been sent to MadCap Software. When the information has been processed, you will receive an email with a link to a verification page. Click this link, or copy and paste the link into your web browser to complete the registration.

To change the text for this message:

Expand the **Messages** property group on the right side of the editor and enter new text in the **Registration Submit** field.

MESSAGE—REGISTRATION SUBMIT NOTE

In the popup message that follows the initial registration message, users see the following note:

NOTE: Some service providers have email filtering software that may cause the notification email to be sent to your junk email folder. If you do not receive a notification email, please check this folder to see if it has been sent there.

To change the text for this message:

Expand the **Messages** property group on the right side of the editor and enter new text in the **Registration Submit Note** field.

MESSAGE—UPDATE SUCCESS

When users successfully update their Feedback comment profiles, they see a message. If you do not enter text, the default is used. This default text is as follows:

Your profile was updated successfully!

To change the text for this message:

Expand the **Messages** property group on the right side of the editor and enter new text in the **Update Success** field.

ORIGINAL COMMENT LABEL

To change the text that appears next to the "original comment" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Original Comment Label** field.

POSTAL CODE LABEL

To change the text that appears next to the "postal code" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Postal Code Label** field.

SHADOW COLOR

To change the color of the shadow for the item:

Expand the **General** property group on the right and change the value in the **Shadow Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

SHADOW DISTANCE

To change the distance that the shadow extends from the edge of the item (in pixels):

Expand the **General** property group on the right and enter a value with the measurement in the **Shadow Distance** field (e.g., 10 px).

SHADOW OPACITY

To change the opacity (transparency) of the shadow for the item, ranging between 0 and 100 (the lower the number, the more transparent):

Expand the **General** property group on the right and enter a value in the **Shadow Opacity** field (e.g., 65).

SUBJECT LABEL

To change the text that appears next to the "subject" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Subject Label** field.

SUBMIT BUTTON LABEL

To change the text that appears on the "Submit" button:

Expand the **General** property group on the right side of the editor and enter new text in the **Submit Button Label** field.

TITLE FONT COLOR

To change the color of the font used for the title:

Expand the **Title** property group on the right and change the value in the **Title Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

TITLE FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the title:

Expand the **Title** property group on the right and change the value in the **Title Font Family** field. From the drop-down, select the font family or font set that you want to use.

TITLE FONT SIZE

To change the size of the font used for the title:

Expand the **Title** property group on the right and change the value in the **Title Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

TITLE FONT STYLE

To change the style of the font (e.g., make it italic) used for the title:

Expand the **Title** property group on the right and change the value in the **Title Font Style** field. Click the down arrow and select either **italic** or **normal**.

TITLE FONT VARIANT

To change the variant of the font (e.g., small caps) used for the title:

Expand the **Title** property group on the right and change the value in the **Title Font Variant** field. Click the down arrow and select either **normal** or **small-caps**.

TITLE FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the title:

Expand the **Title** property group on the right and change the value in the **Title Font Weight** field. Click the down arrow and select either **bold** or **normal**.

TITLE LABEL

To change the text that appears in the title:

Expand the **Title** property group on the right side of the editor and enter new text in the **Title Label** field.

USER NAME LABEL

To change the text that appears next to the "user name" field:

Expand the **Labels** property group on the right side of the editor and enter new text in the **Username Label** field.

7. Click  to save your work.

Feedback User Profile Items in Standard Skins

Supported In:



! **IMPORTANT** Feedback is deprecated in Flare, which means that it is slated to be removed in a future version.

When users submit MadCap Feedback comments, they must complete the Create Feedback Service Profile dialog (unless you have enabled anonymous comments). You can specify which fields are included in this dialog. In addition, you can use the Styles tab in the skin to change the text for each of those fields, as well as to specify which fields are required and whether a field should have a default value.

CREATE FEEDBACK SERVICE PROFILE:

You must create a user profile to post comments to this help system. Please fill in the information below. An email will be sent to the address you provide. Please follow the instructions in the email to complete activation. Fields marked with an asterisk (*) are required.

*Username	<input type="text"/>
*E-mail Address	<input type="text"/>
First Name	<input type="text"/>
Last Name	<input type="text"/>
*Date	<input type="text"/>
*Department	<input type="text"/>

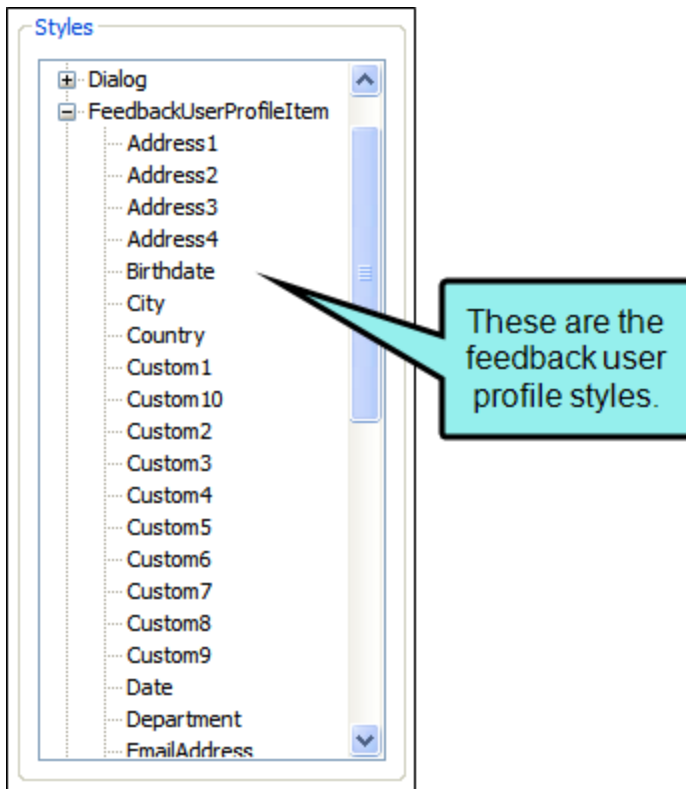
E-mail Notifications
I want to receive an email when...

- a reply is left to one of my comments
- a comment is left on a topic that I commented on
- a comment is left on any topic in the Help system

In addition to the "Username" and "E-mail Address" fields (which are always included and required), we added four other fields to the profile dialog and made two of them required.

How to Specify Style Settings for Feedback User Profile Items

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Feedback User Profile Item** node.



4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Feedback User Profile Item** node itself.

The items under this node represent the different fields that can be included in the Create Service Profile dialog. In addition to the many standard fields that can be included (e.g., Address1, City, Department, Occupation), you can add up to 10 custom fields (e.g., Custom1, Custom2, Custom3), which can be used for any kind of field not already available.

5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.

6. In the **Properties** section, set the values for the properties that you want modify.

DEFAULT VALUE

To enter a default value for the item—the user will see this text in the field initially (e.g., perhaps you would enter "United States" as the default value for the Country field):

Expand the **General** property group on the right side of the editor and enter new text in the **DefaultValue** field.

GENDER LABEL—FEMALE

To change the text that represents the "female" option in the "gender" drop-down field (this property displays only if you have selected the "Gender" style first):

Expand the **General** property group on the right side of the editor and enter new text in the **Gender Female Name** field.

If you include the gender option in your registration dialog, you might use this field to localize the text in other languages.

GENDER LABEL—MALE

To change the text that represents the "male" option in the "gender" drop-down field (this property displays only if you have selected the "Gender" style first):

Expand the **General** property group on the right side of the editor and enter new text in the **Gender Male Name** field.

If you include the gender option in your registration dialog, you might use this field to localize the text in other languages.

LABEL

To change the text that appears on the item:

Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

REQUIRED

To specify whether the field should be required (i.e., end users must complete the field to move on):

Expand the **General** property group on the right and change the value in the **Required** field. Click the down arrow and select either **false** (not required) or **true** (required).

Expand this node to modify styles for any of the user registration fields.

These are the properties that can be set. In this example, the Address1 option is selected on the left. Therefore, you see "Address" entered as the default label text on the right.

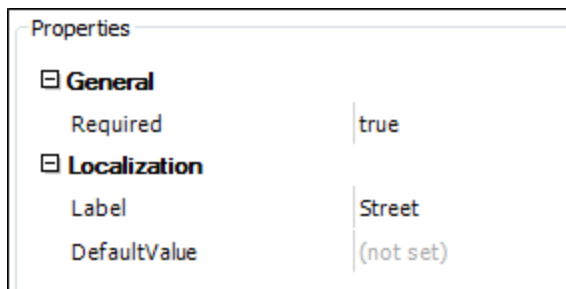
The screenshot shows a software interface with a tree view on the left and a properties panel on the right. The tree view is titled "Styles" and contains a node "Feedback User Profile Item" which is expanded to show a list of sub-nodes: Address1, Address2, Address3, Address4, Birthdate, City, Comment Reply Notification, Comment Same Help System Not, Comment Same Topic Notificator, Country, Custom 1, Custom 10, and Custom 2. The "Address1" node is selected. The properties panel on the right has a "Show" section with "Property Groups" selected and "Alphabetical List" unselected. Below this is a "Preview" section with the text "(no preview for current)". The "Properties" section is expanded to show "General" and "Localization" groups. The "General" group has a "Required" property set to "(not set)". The "Localization" group has a "Label" property set to "Address" and a "DefaultValue" property set to "(not set)".

7. Click  to save your work.

☆ **EXAMPLE** You have already used the Feedback User Profile tab in the Skin Editor to add several fields to your Feedback registration dialog, including the Address1 field. Maybe you want to change the label text that is displayed next to that field in the dialog. In that case, you can click to the right of the **Label** field and type something else (e.g., **Street**).

In addition, let's say that you want the Address1 field to be required; end users must complete it in order to move on. In that case, you can click to the right of the **Required** field and select **true**.

When you are finished, it would look like this:



The screenshot shows a 'Properties' window with two expandable sections: 'General' and 'Localization'. Under 'General', the 'Required' property is set to 'true'. Under 'Localization', the 'Label' property is set to 'Street' and the 'DefaultValue' property is set to '(not set)'.

Properties	
[-] General	
Required	true
[-] Localization	
Label	Street
DefaultValue	(not set)

NOTE In order to be backwards compatible with earlier versions, some properties are also still available in the Dialog/Register User node (see "Dialogs in Standard Skins" on page 304). The software will first look to any settings that you have provided in the Feedback User Profile Item node. Then it will look to settings entered in the Dialog/Register User node.

This is where the old Feedback user registration properties can be found.

Here is the new location where you can specify properties such as the label for the Country field.

Here is the old location where you can specify the label for the Country field. These properties are displayed on the right because "RegisterUser" is currently selected on the left.

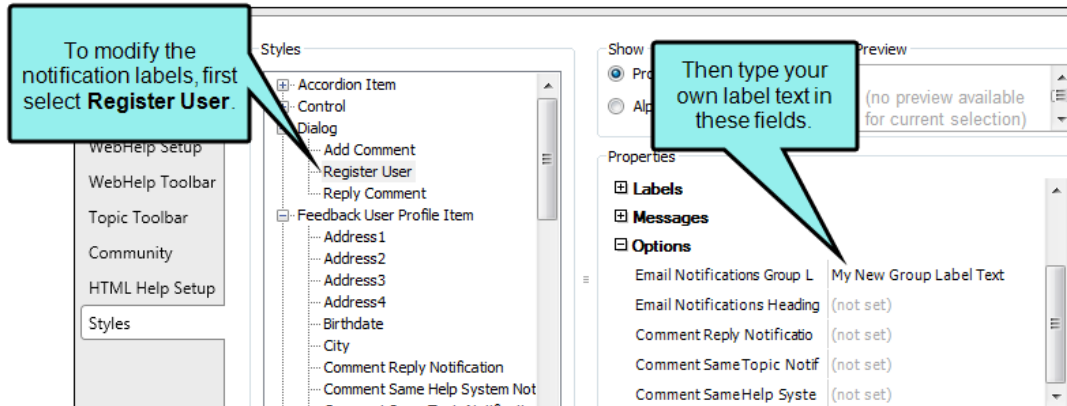
The screenshot shows a tree view with the following structure:

- WebHelp Setup
- WebHelp Toolbar
- Topic Toolbar
- Styles
 - Accordion Item
 - Control
 - Dialog
 - Add Comment
 - Register User
 - Reply Comment
 - Feedback User Profile Item
 - Address1
 - Address2
 - Address3
 - Address4
 - Birthdate
 - City
 - Comment Reply Notification
 - Comment Same Help System Not
 - Comment Same Topic Notificator
 - Country

The Properties panel on the right shows the following labels:

Label	Value
Username Label	(not set)
Email Address Label	(not set)
First Name Label	(not set)
Last Name Label	(not set)
Country Label	(not set)
Postal Code Label	(not set)
Gender Label	(not set)

If you want to modify the labels next to the email notification fields in the Create Feedback Service Profile dialog, you need to expand the **Dialog** node and then select **Register User**. In the **Properties** section on the right, expand the **Options** group and change any of the values for the email notification fields.



I Formats in Standard Skins

Supported In:

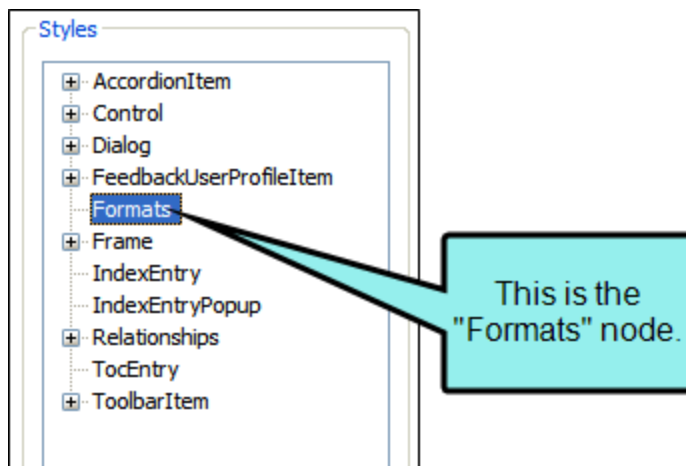


These are navigation elements that you might include in your project (e.g., cross-references, breadcrumbs, keyword links, related topics links, concept links). For most of these elements, you can use the skin style to change the link or prefix text. For cross-references, you can change text as well as formats (i.e., how the link is constructed).

Styles for many of the formats are supported only in WebHelp and WebHelp Plus outputs. The formats related to cross-references are supported in print-based outputs (Adobe PDF, Microsoft Word).

How to Specify Style Settings for Formats

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Formats** node.



Properties for the following elements are shown on the right side of the tab.

BREADCRUMBS

In the output, this is a "trail of breadcrumbs" composed of the table of contents (TOC) entries above the current topic in the TOC hierarchy.

The screenshot shows a web application interface for 'madcap FLARE'. On the left is a table of contents (TOC) structure with a tree view. The current page is 'Importing Other Flare Projects'. A breadcrumb trail is displayed at the top of the main content area: 'You are here: [Step 1: Starting Projects](#) > [Importing](#) > Importing Other Flare Projects'. The main content area is titled 'Importing Other Flare Projects' and contains a table with two columns: 'Source Control' and 'Global Project Linking'. The 'Source Control' column contains a list of links for importing projects from Git, Perforce Helix Core, and other sources. The 'Global Project Linking' column contains text explaining how to import content and project files from another Flare project.

Here is the TOC structure.

This shows the breadcrumbs for the topic "Importing Other Flare Projects." As you can see from the breadcrumbs, this topic is contained within a TOC book called "Step 1: Starting Projects" which, in turn, is contained within a TOC book called "Importing."

You are here: [Step 1: Starting Projects](#) > [Importing](#) > Importing Other Flare Projects

Importing Other Flare Projects

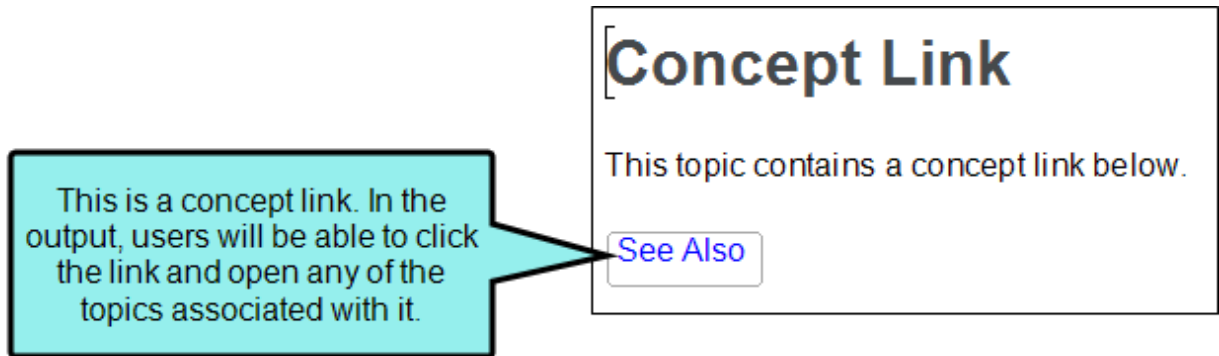
You can import other Flare projects via source control, Global Project Linking

Source Control	Global Project Linking
You can import projects from source control in the following ways: <ul style="list-style-type: none">Importing a Project From GitImporting a Project From Perforce Helix CoreImporting a Project From	By using Global Project Linking, you can import content and project files contained in another Flare project allowing you to maintain the information in one location but reuse it in any project. With this feature, you can include or exclude particular type files (e.g., topics, snippets, styles, glossaries, targets), specific indiv

In the skin you can change the prefix text ("You are here") for the breadcrumbs.

CONCEPT LINKS

A concept link is a Help control that lets users open topics that you've determined are related to the current topic. It is similar to the related topics link. However, whereas you associate a related topics link with specific individual topics (usually for a one-time use), you associate a concept link with a group of topics (to be reused in different topics). One great benefit of this type of link is that, if you later want to add or delete topics from the group, you only need to do so in one place and the changes are applied to every topic containing that concept link.



In the skin you can change the text that displays on the link ("See Also").

CROSS-REFERENCES

A cross-reference is an automated link that is based on a format with commands. This method of linking saves time because you don't have to type the link text each time, or manage it over time if the destination content changes. Cross-references are recommended when you are linking from one place in your project to another (as opposed to linking to external files or websites). The format can be controlled in your stylesheet. This lets you keep links consistent and change them in just one place by using the MadCap|xref style (or a class of it that you have created). Cross-references are also useful for converting online links to page number references when you are producing printed output (by having a separate format for the cross-reference style in the print medium of the stylesheet).

Welcome

FictionSoft, the best fictional software ever! (place your product tag line here)

Most online help systems have a welcome page. The Welcome page can provide overview information, links, company logos, or any other information that you think will help your users. Information includes:

1. An overview of what your software does
2. Features and benefits
3. Many also use the welcome page for company/product branding
4. Who is the Typical User
5. Links to other topics, such as "What's New." See ["What's New"](#) for more information.

Here is how a cross-reference might look in online output, such as WebHelp.

Welcome

FictionSoft, the best fictional software ever! (place your product tag line here)

Most online help systems have a welcome page. The Welcome page can provide overview information, links, company logos, or any other information that you think will help your users. Information includes:

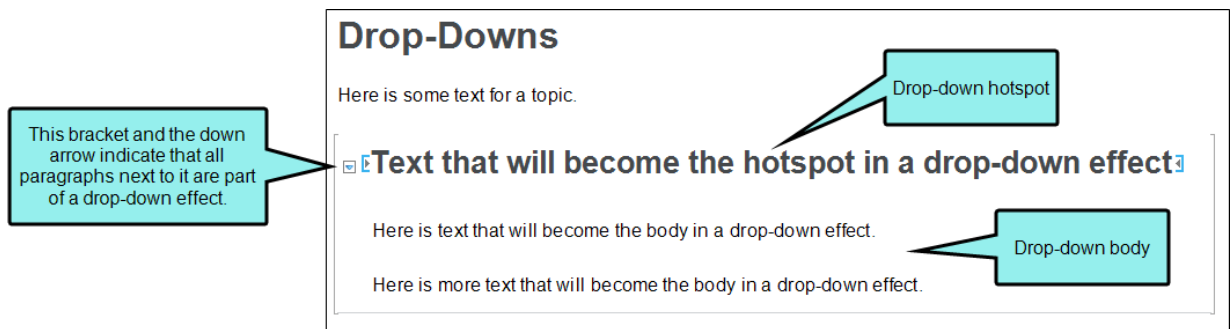
1. An overview of what your software does
2. Features and benefits
3. Many also use the welcome page for company/product branding
4. Who is the Typical User
5. [Links to other topics, such as "What's New."](#) See "What's New" on page 5 for more information.

Here is how the same cross-reference might look in print-based output, such as PDF.

In the skin you can change the cross-reference format used for either online or print-based output. If you are creating context-sensitive cross-references, use a language skin instead of a regular skin.

DROP-DOWN

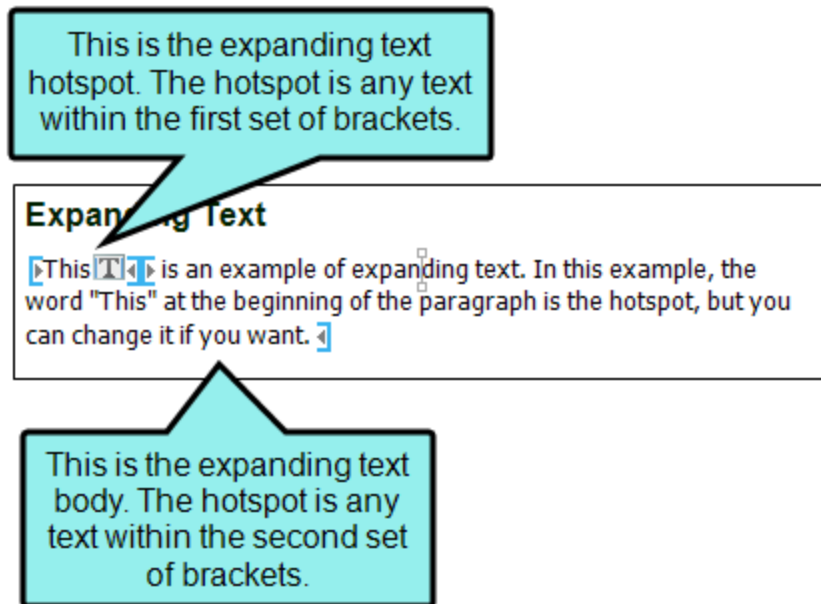
A drop-down is a feature that lets you click a hotspot to expand and collapse specified content (paragraphs, lists, images, tables, videos, etc.) below it.



In the skin you can change the alternate text for the open and closed images used next to the drop-down.

EXPANDING TEXT

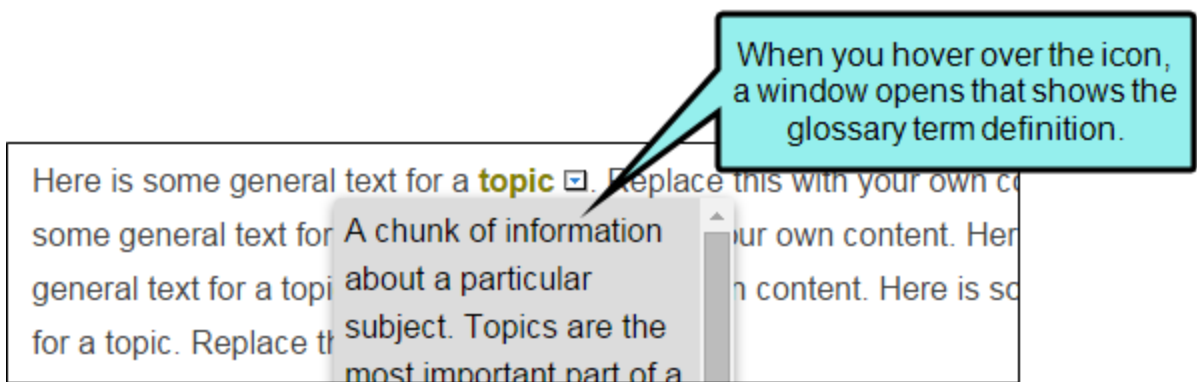
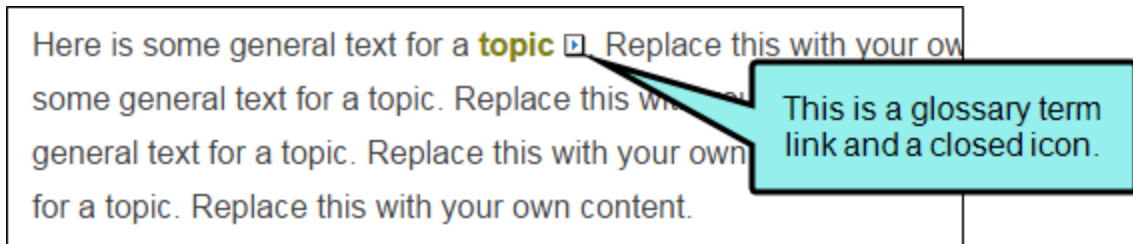
Expanding text is a feature that lets you click a hotspot to expand and collapse content that appears after it in the same paragraph or other block element.



In the skin you can change the alternate text for the open and closed images used next to the expanding text effect.

GLOSSARY TERM

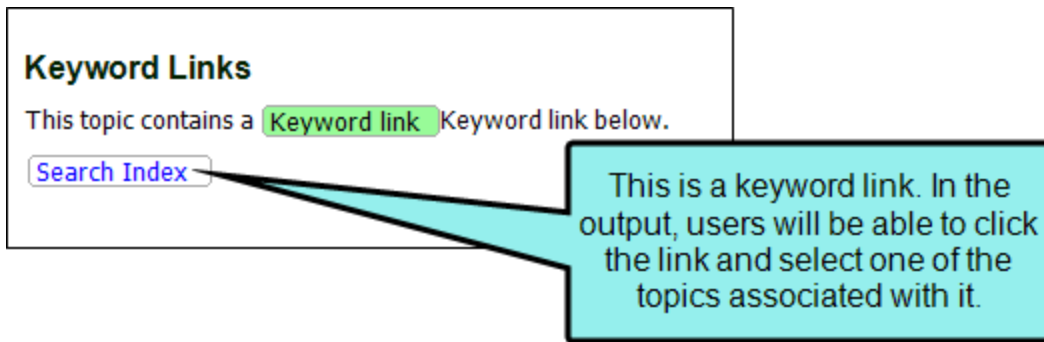
If you have words and phrases in topics and snippets that are to be included in a glossary, you can turn them into links. A glossary term link lets users access definitions from that location in the output. Glossary term links can display definitions in popups, hyperlinks, or expanding text.



In the skin you can change the alternate text for the open and closed images used next to the glossary term in the output.

KEYWORD LINKS

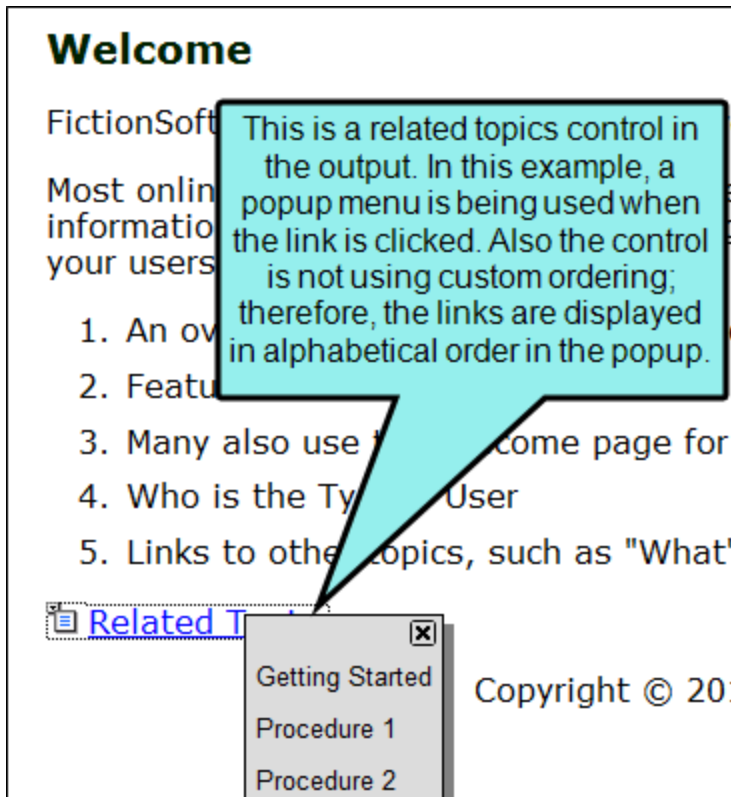
A keyword link is a Help control that lets you open topics related to the current topic based on index keywords that they share.



In the skin you can change the text that displays on the link ("Search Index").

RELATED TOPICS

A related topics link is a Help control that provides users with list of links to topics that you've specified as being related to the current topic. This is similar to a concept link. You might use a related topics link if you are applying it to a topic that you want to associate with specific topics but you do not plan to reuse the same link in other topics.




Welcome

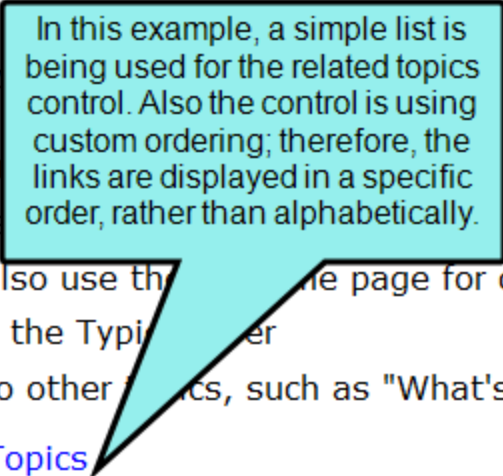
FictionSoft, the best fictional software ever

Most online information, your users.

1. An overview
2. Features
3. Many also use the page for
4. Who is the Typical user
5. Links to other topics, such as "What's

 [Related Topics](#)

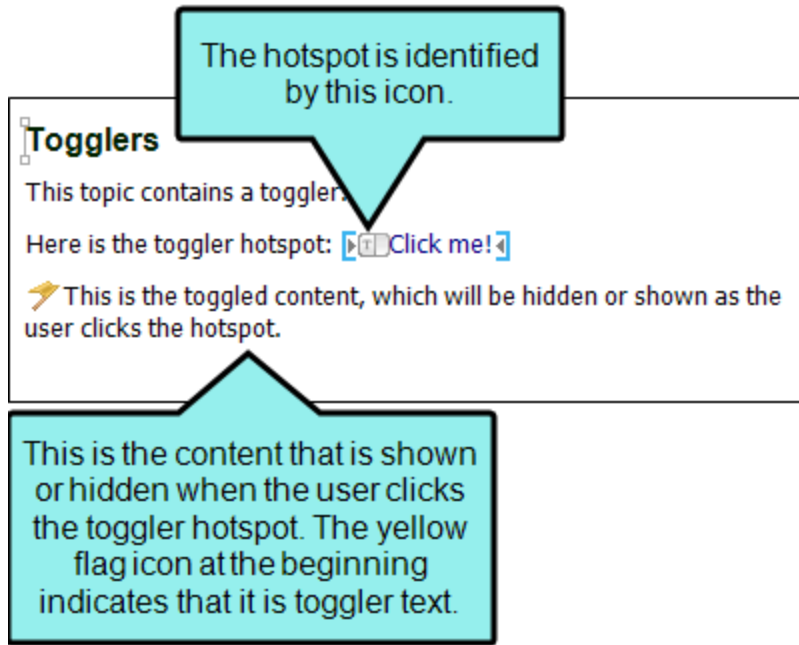
- [Procedure 1](#)
- [Procedure 2](#)
- [Getting Started](#)



In the skin you can change the text that displays on the link ("Related Topics").

TOGGLER

A toggler is a feature that lets users click a hotspot to reveal one or more named elements in a topic. A named element (also called the "toggler target") is a chunk of content that can reside anywhere in the topic. When users click the toggler hotspot, the output reveals hidden content elements. When users click the hotspot again, the content is hidden again.



In the skin you can change the alternate text for the open and closed images used next to the toggler effect.

4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.

5. In the **Properties** section, set the values for the properties that you want modify.

ABOVE REFERENCE

To change the text used when the destination appears above a cross-reference on the same page of print-based output:

Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **Above Reference** field.

BELOW REFERENCE

To change the text used when the destination appears below a cross-reference on the same page of print-based output:

Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **Below Reference** field.

BREADCRUMBS PREFIX

To change the text used at the beginning of a trail of breadcrumbs in online output:

Expand the **Breadcrumbs** property group on the right side of the editor and enter new text in the **Breadcrumbs prefix** field.

CLOSED IMAGE ALT TEXT

To change the alternate text used when the image is closed:

Expand the **Drop Down**, **Expanding Text**, **Glossary Term**, or **Toggler** property group on the right side of the editor and enter new text in the **Closed Image Alt Text** field.

CONCEPT LINK

To change the text used on a concept link in online output:

Expand the **Concept Link** property group on the right side of the editor and enter new text in the **Link Text** field.

FORMAT

To change the command structure of a cross-reference when used in online output:

Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **Format** field, including any format commands.

FORMAT FOR PRINT

To change the command structure of a cross-reference when used in print-based output:

Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **Format for Print** field, including any format commands.

KEYWORD LINK

To change the text used on a keyword link in online output:

Expand the **Keyword Link** property group on the right side of the editor and enter new text in the **Link Text** field.

ON FACING PAGE REFERENCE

To change the text used when the destination appears on a page adjacent to a cross-reference (e.g., link is on the left page and destination is on the right page) in print-based output:

Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **On Facing Page Reference** field.

ON NEXT PAGE REFERENCE

To change the text used when the destination appears on the page just after a cross-reference in print-based output:

Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **On Next Page Reference** field.

ON PAGE REFERENCE

To change the text used when the destination appears more than one page away from a cross-reference in print-based output:

Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **On Page Reference** field.

ON PREVIOUS PAGE REFERENCE

To change the text used when the destination appears on the page just before a cross-reference in print-based output:

Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **On Previous Page Reference** field.

OPEN IMAGE ALT TEXT

To change the alternate text used when the image is open:


- Expand the **Drop Down, Expanding Text, Glossary Term, or Toggler** property group on the right side of the editor and enter new text in the **Open Image Alt Text** field.


RELATED TOPICS

To change the text used on a related topics link in online output:

Expand the **Related Topics** property group on the right side of the editor and enter new text in the **Link Text** field.

6. Click  to save your work.

 **NOTE** You can also set the format for elements in a regular stylesheet. If you do so, those settings override conflicting settings in the skin.

 **NOTE** If you want to display the output user interface in a particular language, you can modify styles in a language skin instead of a regular skin.

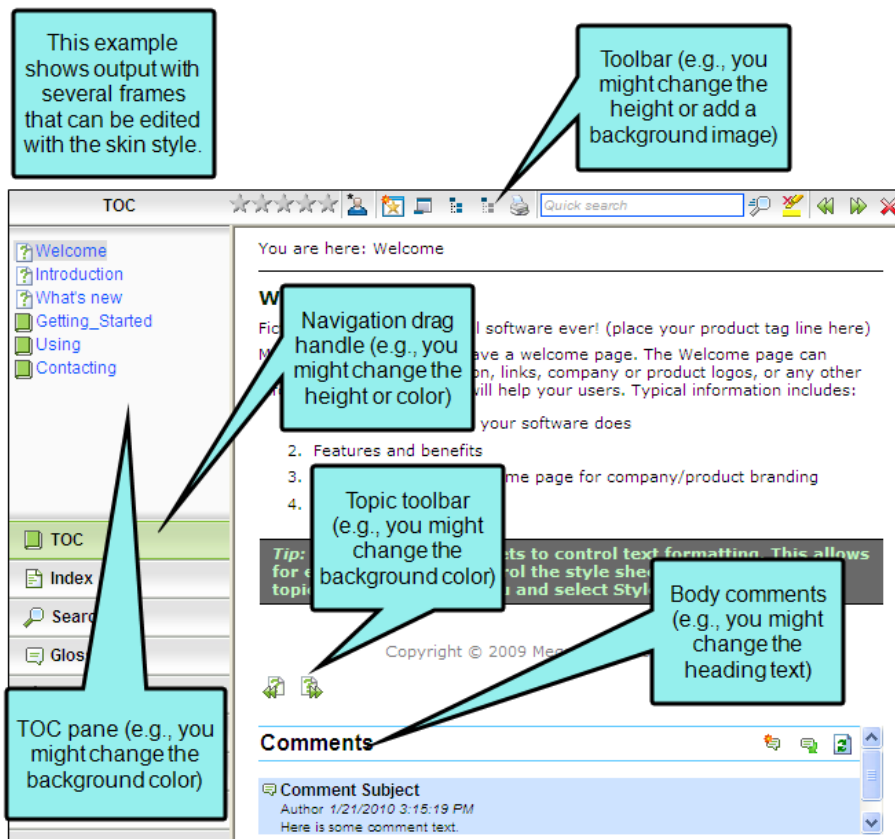
Frames in Standard Skins

Supported In:



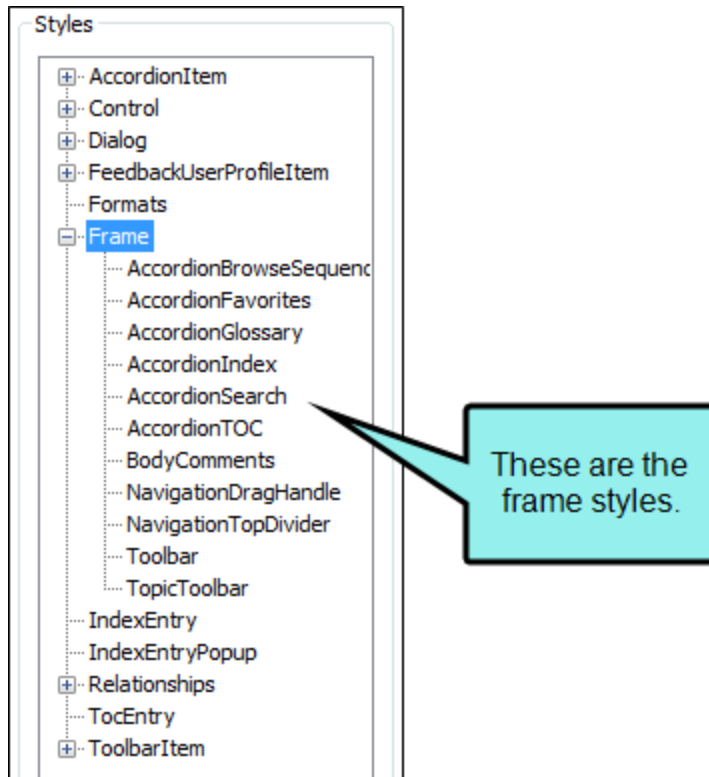
When it comes to skins, frames refer to the "containers" of the navigation items that display in the output when you include elements such as accordion items, toolbars, and Feedback at the end of topics. In order to see these items in the output, you must include them in your project.

Some of these styles are supported only in WebHelp and WebHelp Plus.



How to Specify Style Settings for Frames

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Frame** node.



4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Frame** node itself.

The items under this node represent the different kinds of frames that may be found in your output.

Accordion Browse Sequence	This is the frame that holds the browse sequences.
Accordion Favorites	This is the frame that holds the search string and topic favorites.
Accordion Glossary	This is the frame that holds the glossary.
Accordion Index	This is the frame that holds the index.
Accordion Search	This is the frame that holds the search fields and results.
Accordion TOC	This is the frame that holds the table of contents (TOC).
Body Comments	This is the frame that holds the topic comments associated with MadCap Feedback at the bottom of topics.
Navigation Drag Handle	This is the divider between the active navigation feature and the navigation bars. Users can click the handle of this divider and drag it to adjust the space in the navigation pane.
Navigation Top Divider	This is the top edge of the navigation pane.

Toolbar This is the frame that holds the WebHelp toolbar.

Topic Toolbar This is the frame that holds a custom topic toolbar.

5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.

6. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND COLOR

To change the background color of the item:

Expand the **Frame** or **General** property group (depending on the item you selected) on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND GRADIENT

To change the background gradient color of the item:

Expand the **General** property group on the right and change the value in the **Background Gradient** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND GRADIENT PRESSED

To change the background gradient color of the item when it is pressed:

Expand the **General** property group on the right and change the value in the **Background Gradient Pressed** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND IMAGE

To add a background image to the item:

Expand the **General** property group on the right and select an image in the **Background Image** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BACKGROUND IMAGE PRESSED

To add a background image to the item when it is pressed:

Expand the **General** property group on the right and select an image in the **Background Image Pressed** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BORDERS

To add or change borders for the item:

Expand the **Heading** property group on the right and change the value in any of the "Border" fields (e.g., Border Left, Border Right). Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

FONT COLOR

To change the color of the font for the item heading:

Expand the **Heading** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) for the item heading:

Expand the **Heading** property group on the right and change the value in the **Font Family** field. From the drop-down, select the font family or font set that you want to use.

FONT SIZE

To change the size of the font for the item heading:

Expand the **Heading** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic) for the item heading:

Expand the **Heading** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold) for the item heading:

Expand the **Heading** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HEIGHT

To change the height of the item:

Expand the **General** property group on the right and change the value in the **Height** field. Click the down arrow to open a small window. In this window, you can enter the item height in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

LABEL

To change the heading text that appears on the item:

Expand the **Heading** property group on the right side of the editor and enter new text in the **Label** field.

SCROLLING FOR ACCESSIBILITY

To enable scrolling in order to make the toolbar accessible:

Expand the **Frame** property group on the right side of the editor. Click in the cell to the right of **Scrolling** and select **auto**. For more information on this option, see the online Help.

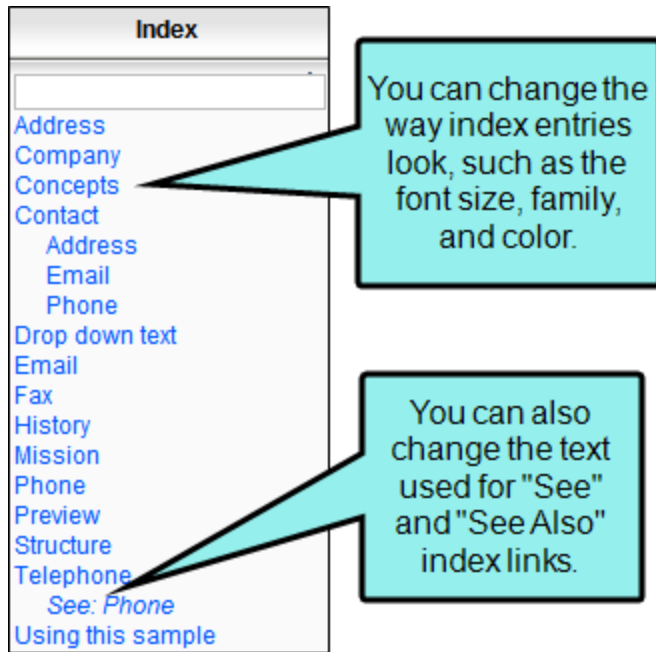
7. Click  to save your work.

I Index Entries in Standard Skins

Supported In:

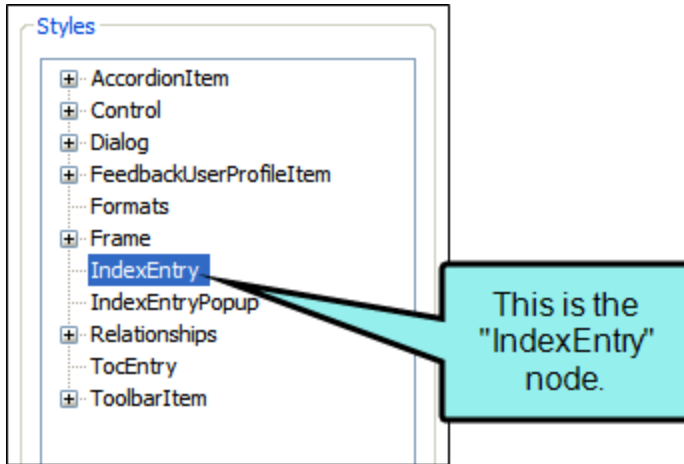


Using a skin, you can modify the appearance of index entries in online output. In order to see these items in the output, you must include them in your project.



How to Specify Style Settings for Index Entries

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Index Entry** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

FONT BACKGROUND COLOR

To change the color of the area behind the font:

Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

Expand the **Font** property group on the right and change the value in the **Font Family** field. From the drop-down, select the font family or font set that you want to use.

FONT SIZE

To change the size of the font:

Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

SEE REFERENCE

To change the text that appears on "See" index links:

Expand the **Labels** property group on the right side of the editor and enter new text in the **See Reference** field.

SEE ALSO REFERENCE

To change the text that appears on "See Also" index links:

Expand the **Labels** property group on the right side of the editor and enter new text in the **See Also Reference** field.

SELECTION BACKGROUND COLOR

To change the color of the area behind the font after the index entry has been selected:

Expand the **Selection** property group on the right and change the value in the **Selection Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

SELECTION COLOR

To change the color of the font after the index entry has been selected:

Expand the **Selection** property group on the right and change the value in the **Selection Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

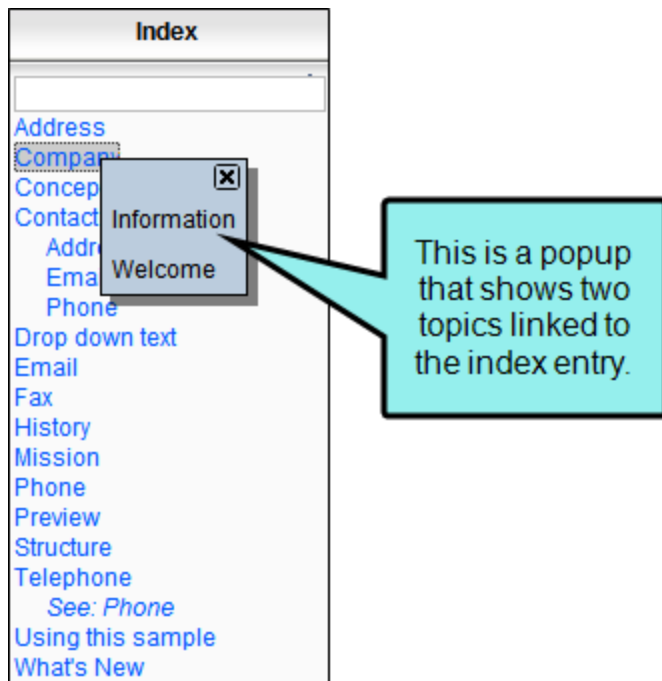
6. Click  to save your work.

Index Entry Popups in Standard Skins

Supported In:

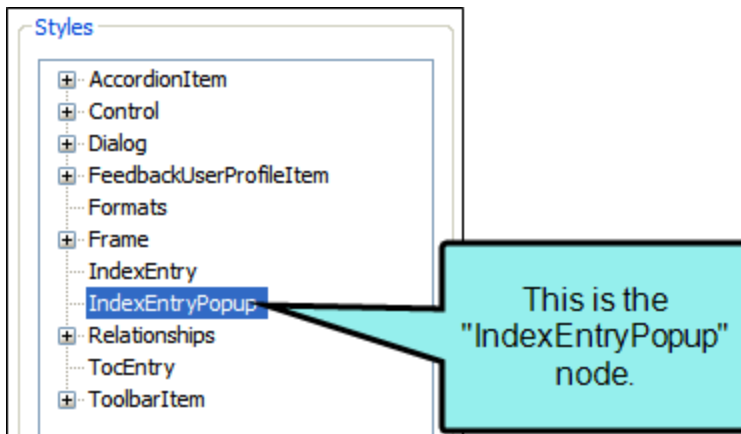


Using a skin, you can modify the appearance of index entry popups in online output. These are the popups that users see when they click an index entry that links to more than one topic. In order to see these items in the output, you must include them in your project.



How to Specify Style Settings for Index Entry Popups

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Index Entry Popup** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

FONT BACKGROUND COLOR

To change the color of the area behind the font:

Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

Expand the **Font** property group on the right and change the value in the **Font Family** field. From the drop-down, select the font family or font set that you want to use.

FONT SIZE

To change the size of the font:

Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HOVER FONT BACKGROUND COLOR

To change the color of the area behind the font when users hover over it:

Expand the **HoverFont** property group on the right and change the value in the **Hover Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

HOVER FONT COLOR

To change the color of the font when users hover over it:

Expand the **HoverFont** property group on the right and change the value in the **Hover Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

HOVER FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) when users hover over it:

Expand the **HoverFont** property group on the right and change the value in the **Hover Font Family** field. From the drop-down, select the font family or font set that you want to use.

HOVER FONT SIZE

To change the size of the font when users hover over it:

Expand the **HoverFont** property group on the right and change the value in the **Hover Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

HOVER FONT STYLE


To change the style of the font (e.g., make it italic) when users hover over it:

Expand the **HoverFont** property group on the right and change the value in the **Hover Font Style** field. Click the down arrow and select either **italic** or **normal**.

HOVER FONT WEIGHT

To change the weight of the font (e.g., make it bold) when users hover over it:

Expand the **HoverFont** property group on the right and change the value in the **Hover Font Weight** field. Click the down arrow and select either **bold** or **normal**.

6. Click  to save your work.

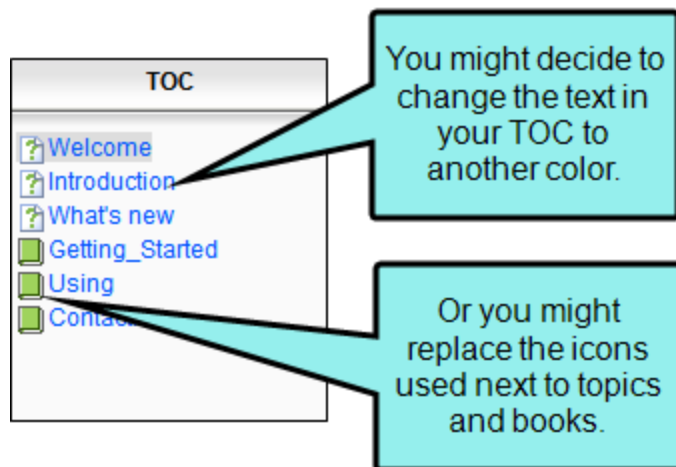
TOC Entries in Standard Skins

Supported In:



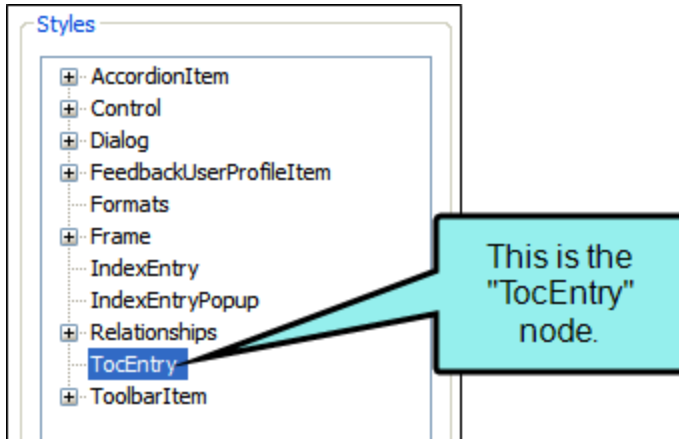
Using a skin, you can modify the appearance of table of contents (TOC) entries in online output. In order to see these items in the output, you must include them in your project.

Styles for many of the TOC entries are supported only in WebHelp and WebHelp Plus outputs. However, there is one icon style that is supported only in Microsoft HTML Help.



How to Specify Style Settings for TOC Entries

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Toc Entry** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

BOOK ICON

To select a different icon image for the book items in the TOC:

Expand the **TocIcons** property group on the right side of the editor and select an image from the **Book Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BOOK ICON ALTERNATE TEXT

To change the alternate text for the book icon:

Expand the **TocIcons** property group on the right side of the editor and enter new text in the **Book Icon Alternate Text** field.

BOOK OPEN ICON

To select a different icon image for the book items in the TOC when they are open (or selected):

Expand the **TocIcons** property group on the right side of the editor and select an image from the **Book Open Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BOOK OPEN ICON ALTERNATE TEXT

To change the alternate text for the book icons in the TOC when they are open (or selected):

Expand the **TocIcons** property group on the right side of the editor and enter new text in the **Book Open Icon Alternate Text** field.

FONT BACKGROUND COLOR

To change the color of the area behind the font:

Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

Expand the **Font** property group on the right and change the value in the **Font Family** field. From the drop-down, select the font family or font set that you want to use.

FONT SIZE

To change the size of the font:

Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HTML HELP ICON INDEX

To select a different icon image for the items in HTML Help:

Expand the **TocIcons** property group on the right side of the editor and select an image from the **Html Help Icon Index** field.

MARK AS NEW

To specify whether all TOC icons should include an asterisk (indicating a new entry).

Expand the **TocIcons** property group on the right and change the value in the **Mark As New** field. Click the down arrow and select either **false** or **true**.

MARK AS NEW ALTERNATE TEXT

Expand the **TocIcons** property group on the right side of the editor and enter new text in the **Mark As New Icon Alternate Text** field.

TOPIC ICON

To select a different icon image for the topic items in the TOC:

Expand the **TocIcons** property group on the right side of the editor and select an image from the **Topic Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

TOPIC ICON ALTERNATE TEXT

To change the alternate text for the topic icon:

Expand the **TocIcons** property group on the right side of the editor and enter new text in the **Topic Icon Alternate Text** field.

6. Click  to save your work.

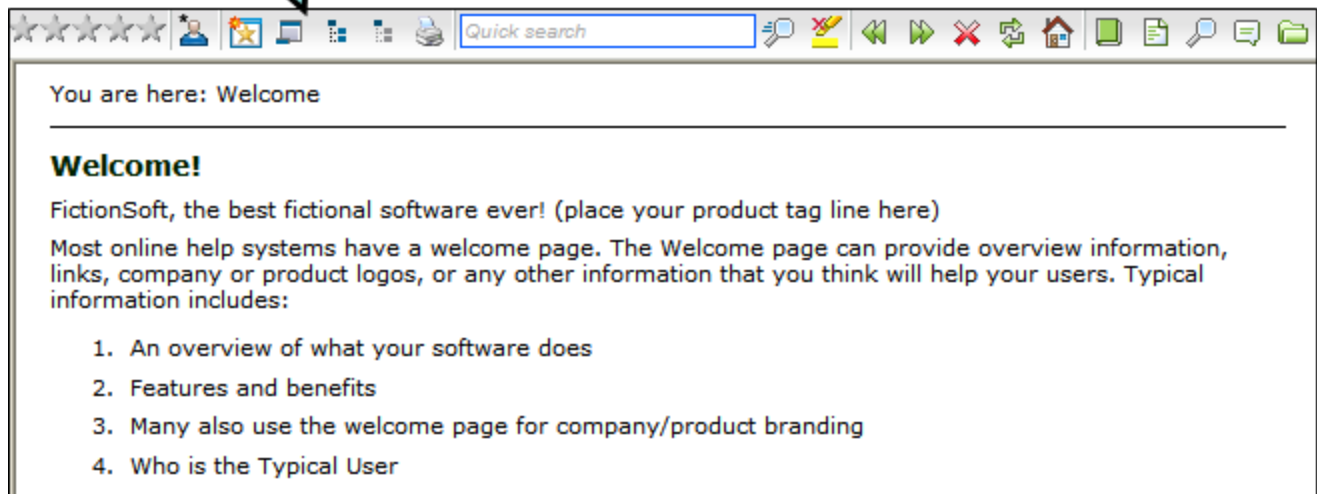
Toolbar Items in Standard Skins

Supported In:



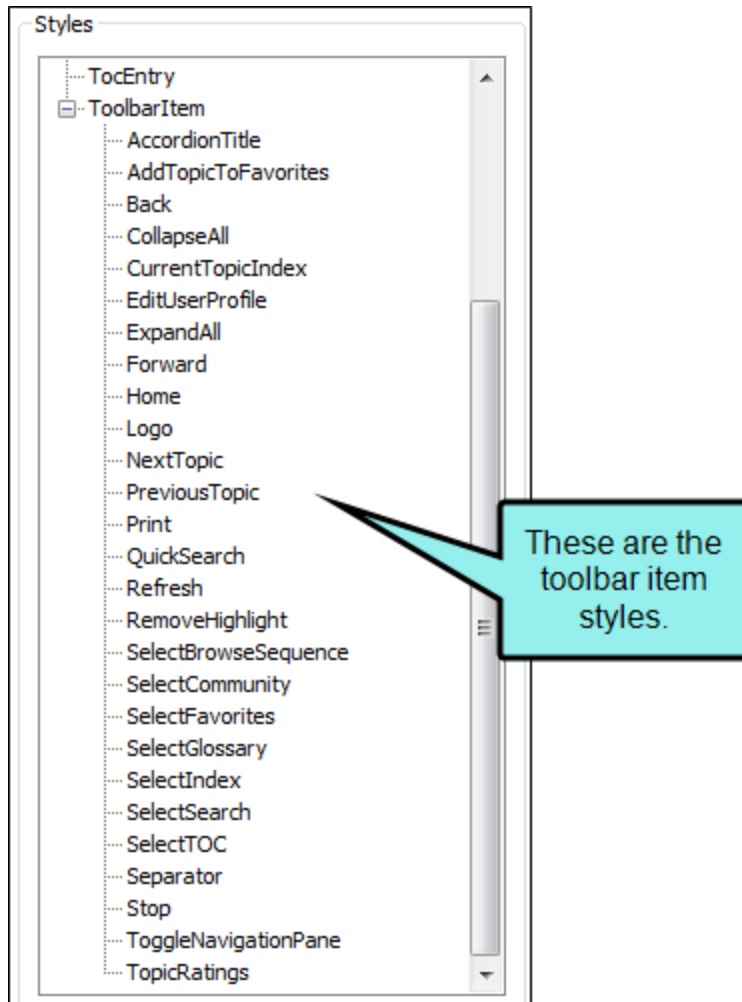
Using a skin, you can modify the appearance of WebHelp toolbars and topic toolbars that you include in your output.

Here is output that includes a WebHelp toolbar with many buttons. You might want to change the way the items in this toolbar look (e.g., replace the default icons with those of your own).



How to Specify Style Settings for Toolbar Items

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Toolbar Item** node.

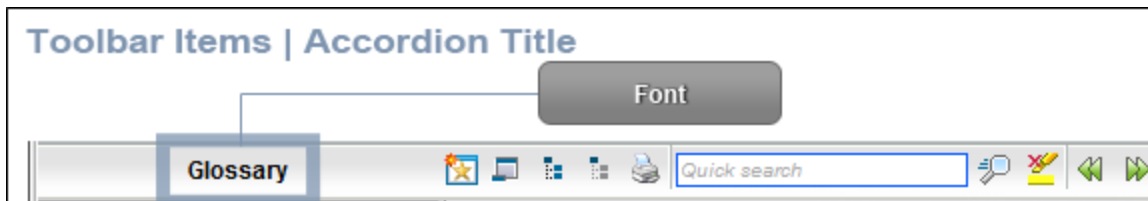


4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Toolbar Item** node itself.

The items under this node represent the different kinds of toolbar items that may be found in your output.

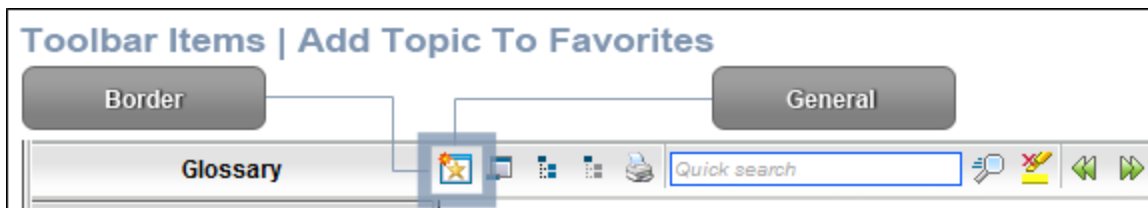
ACCORDION TITLE

Displays the name of the accordion item, which is next to the WebHelp toolbar.



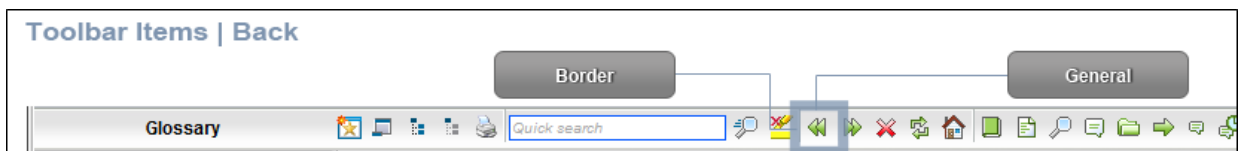
ADD TOPIC TO FAVORITES

Lets users add the active topic to the Favorites pane so that they can quickly access the topic in the future.



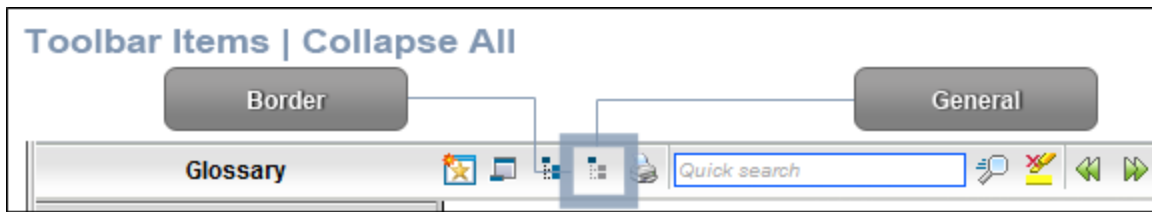
BACK

Lets users open the topic that was viewed previously.



COLLAPSE ALL

Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).



CURRENT TOPIC INDEX

Lets users see the display for the current topic in the sequence. This label is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)



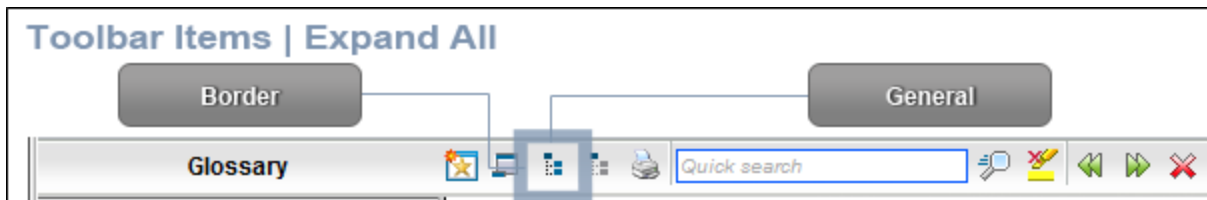
EDIT USER PROFILE

Lets users edit their Feedback registration profile settings.



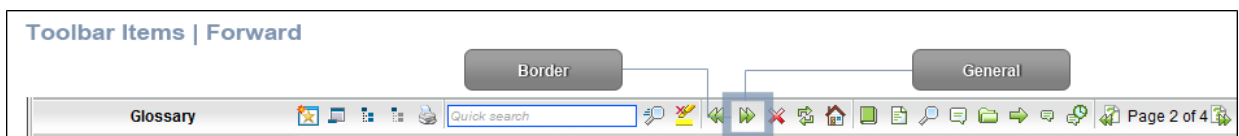
EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



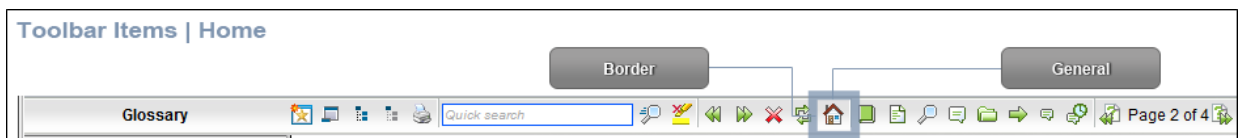
FORWARD

Lets users open the next topic in a previously viewed sequence.



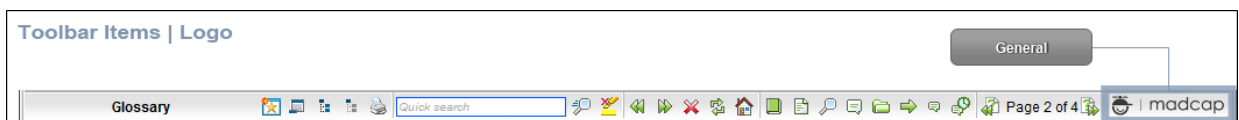
HOME

Lets users open a designated home page (such as your company's website).



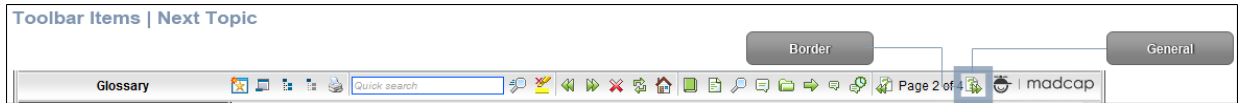
LOGO

Displays a logo.



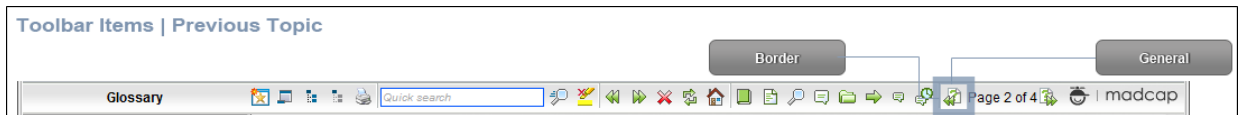
NEXT TOPIC

Lets users open the next topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.



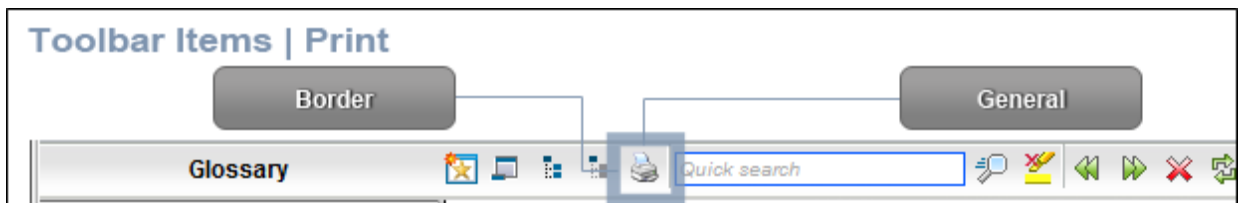
PREVIOUS TOPIC

Lets users open the previous topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.



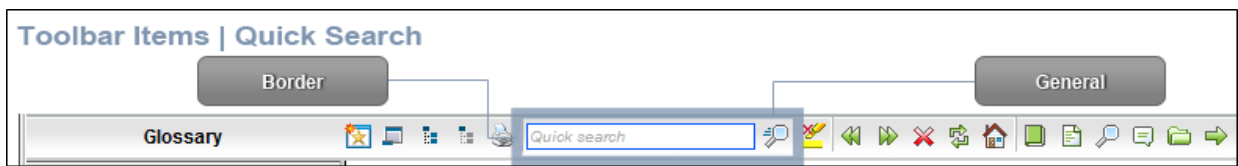
PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.



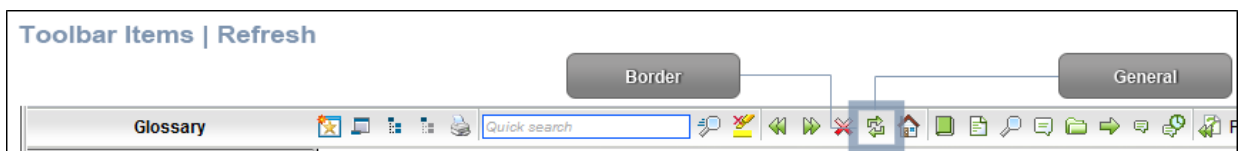
QUICK SEARCH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.



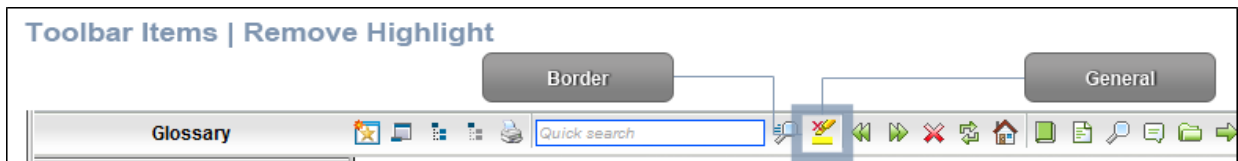
REFRESH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.



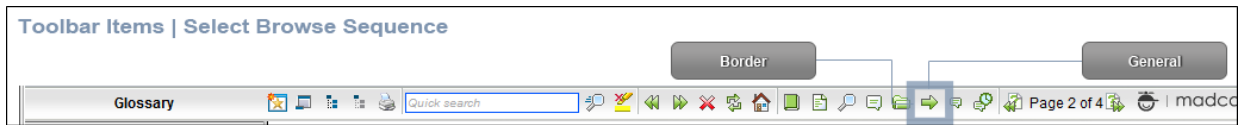
REMOVE HIGHLIGHT

After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.



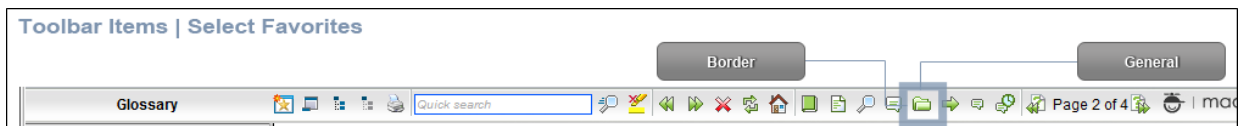
SELECT BROWSE SEQUENCE

Lets users open the Browse Sequence feature.



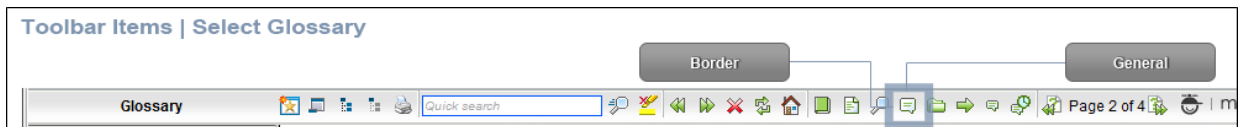
SELECT FAVORITES

Lets users open the Favorites feature.



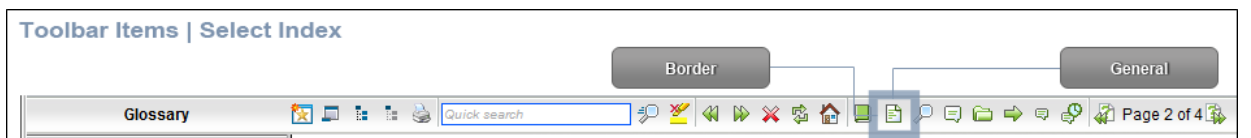
SELECT GLOSSARY

Lets users open the Glossary feature.



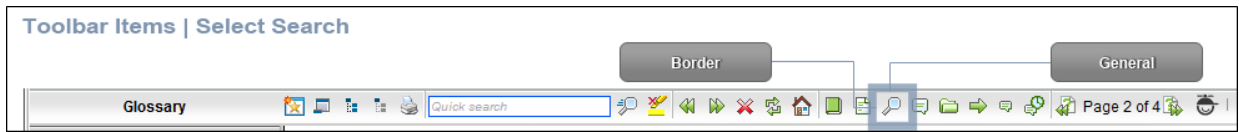
SELECT INDEX

Lets users open the Index feature.



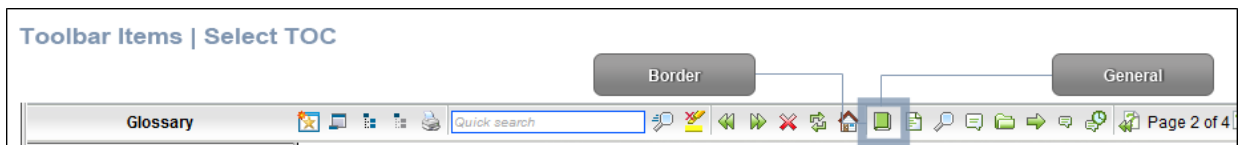
SELECT SEARCH

Lets users open the Search feature.



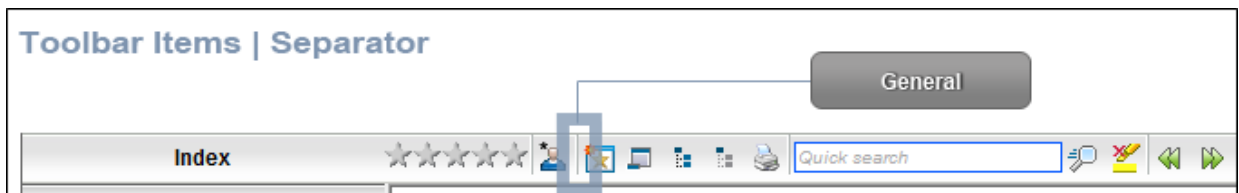
SELECT TOC

Lets users open the TOC feature.



SEPARATOR

This is the divider between the toolbar buttons and the navigation pane.



STOP

Lets users prevent a page from downloading file information.



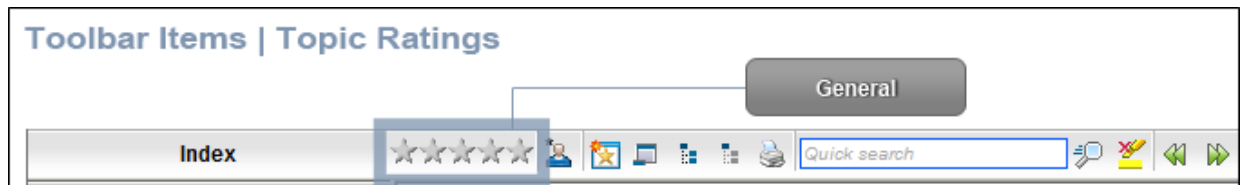
TOGGLE NAVIGATION PANE

Lets users toggle between hiding and showing the navigation pane in the output window.



TOPIC RATINGS

Lets users submit ratings for a topic (if you have incorporated your output with MadCap Feedback).



5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.
6. In the **Properties** section, set the values for the properties that you want modify.

ABOUT BOX ALTERNATE TEXT

To change the alternate text for the logo's "About" box:

Expand the **General** property group on the right side of the editor and enter new text in the **About Box Alternate Text** field.

BORDERS

To add or change borders for the item:

Expand the **Borders** property group on the right and change the value in any of the "Border" fields (e.g., Border Left, Border Right). Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

CONTROL TYPE

To change the control type for the item (i.e., you can select any type of button that can be added to the toolbar):

Expand the **Type** property group on the right and select an item in the **Control Type** field.

EMPTY ICON

To select a different "empty" icon image for the "Topic Ratings":

Expand the **General** property group on the right side of the editor and select an image from the **Empty Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

By default the button displays five stars. This image represents the area of the button that is not rated (e.g., if readers give the topic "two out of five stars," this image fills the space of the three empty stars).

FONT BACKGROUND COLOR

To change the color of the area behind the font:

Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT BACKGROUND GRADIENT

To change the background color of the item:

Expand the **Font** property group on the right and change the value in the **Background Gradient** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT BACKGROUND GRADIENT HOVER

To change the background color of the item when the end user hovers over it:

Expand the **Font** property group on the right and change the value in the **Background Gradient Hover** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT BACKGROUND GRADIENT PRESSED

To change the background color of the item when the end user presses it:

Expand the **Font** property group on the right and change the value in the **Background Gradient Pressed** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

Expand the **Font** property group on the right and change the value in the **Font Family** field. From the drop-down, select the font family or font set that you want to use.

FONT SIZE

To change the size of the font:

Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

FULL ICON

To select a different "full" icon image for the "Topic Ratings":

Expand the **General** property group on the right side of the editor and select an image from the **Full Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

By default the button displays five stars. This image represents the area of the button that has been rated completely (e.g., if readers give the topic "two out of five stars," this image fills the space of the two stars).

HOVER ICON

To select a different icon image to be used when the user hovers the cursor over the item:

Expand the **General** property group on the right side of the editor and select an image from the **Hover Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

ICON

To select a different icon image:

Expand the **General** property group on the right side of the editor and select an image from the **Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

LABEL

To change the text that appears on the item:

Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

LOGO ALTERNATE TEXT

To change the alternate text for the logo:

Expand the **General** property group on the right side of the editor and enter new text in the **Logo Alternate Text** field.

ON CLICK

To provide a command for the item when it is clicked by the user:

Expand the **Type** or **General** property group on the right and enter a command in the **OnClick** field.

☆ **EXAMPLE** You want to provide a command for an item (e.g., so that clicking the button opens a website). The following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

PADDING

To add or change padding (space around) the item:

Expand the **Font** property group on the right and change the value in any of the "Padding" fields (e.g., Padding Left, Padding Right). Click the down arrow to open a small window. In this window, you can enter the amount of padding in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

PRESSED ICON

To select a different icon image to be used when the item is pressed:

Expand the **General** property group on the right side of the editor and select an image from the **Pressed Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

RATING SUBMITTED MESSAGE

To change the text that appears after users rate a topic:

Expand the **General** property group on the right side of the editor and enter new text in the **Rating Submitted Message** field.

SEARCH BOX TOOLTIP

To change the tooltip text that appears when users hover the cursor over the search field:

Expand the **General** property group on the right side of the editor and enter new text in the **Search Box Tooltip** field.

SEPARATOR ALTERNATE TEXT

To change the alternate text for the separator:

Expand the **General** property group on the right side of the editor and enter new text in the **Separator Alternate Text** field.

SHOW TOOLTIP

To change the tooltip text that appears when users hover over the "Toggle Navigation Pane" button (when the navigation pane is hidden):

Expand the **General** property group on the right side of the editor and enter new text in the **Show Tooltip** field.

TEXT IMAGE RELATION

To select the location of a label in relation to the image used for the item:

Expand the **General** property group on the right side of the editor and select an option from the **Text Image Relation** field. You can select any of the following:

- **ImageAboveText** This displays the button image on top of the label text.
- **ImageBeforeText** This displays the button image to the left of the label text.
- **Overlay** This displays the label text and the button image in the same space.
- **TextAboveImage** This displays the label text on top of the button image.
- **TextBeforeImage** This displays the label text to the left of the button image.

TOOLTIP

To change the tooltip text that appears when users hover the cursor over the item:

Expand the **General** property group on the right side of the editor and enter new text in the **Tooltip** field.

7. Click  to save your work.

Other Activities for Skins

In addition to the primary activities related to skins, you can also do the following.

Other Activities

- "Associating Skin Components With Targets" on page 379
- "Importing Skins" on page 382
- "Previewing the Skin for a Specific Output Type" on page 383
- "Renaming Skins" on page 384
- "Setting All Skins to Be Generated" on page 385
- "Selecting a Skin for a Browse Sequence Entry" on page 387
- "Showing Navigation Links in Standalone Topics" on page 388
- "Specifying Browser Settings" on page 389
- "Specifying the Caption for the Output Window" on page 391
- "Specifying the Default Tab or Accordion Item for the Output Window" on page 392
- "Specifying Navigation Elements to Include in the Output Window" on page 393
- "Specifying Navigation Pane Settings for HTML5 and WebHelp Outputs" on page 394
- "Specifying the Size and Position of the Output Window" on page 399

Other Activities—HTML Help

- "Creating a Binary Index" on page 403
- "Creating a Binary TOC" on page 404

- "Including Bookmarks in Index Entries" on page 405
- "Specifying Buttons for HTML Help Output" on page 406
- "Specifying Navigation Pane Settings for HTML Help Output" on page 409
- "Specifying How the TOC Looks in HTML Help Output" on page 409
- "Adding a Web Toolbar to HTML Help Output" on page 411
- "Web Toolbars in HTML Help Output" on page 412
- "Enabling User-defined Window Position and Size for HTML Help Output" on page 419

Other Activities—HTML5

- "Adding Favicons" on page 420
- "Setting a Fixed Header for Side or Top Navigation Output" on page 434
- "Setting a Fixed Topic Menu" on page 437
- "Enabling and Disabling Partial-Word Search for Glossaries" on page 444
- "Enabling and Disabling Partial-Word Search for Indexes" on page 446
- "Setting the Slide-Out Menu for Side or Top Navigation Output" on page 461
- "Changing Text Strings in HTML5 Skins" on page 468
- "Web Toolbars in HTML5 Output" on page 470

Other Activities—Images

- "Selecting an Image for the About Box" on page 477
- "Removing Unreferenced Embedded Images From Skins" on page 480

Other Activities—Tables of Contents

- "Reducing Flicker in Frameless TOC Navigation" on page 485
- "Selecting a Skin for a TOC Entry" on page 500
- "Synchronizing the TOC With Open Topics" on page 501

Other Activities—WebHelp

- "Excluding Accordion Titles From WebHelp Output" on page 505
- "Topic Toolbars in WebHelp Outputs" on page 508

- "Web Toolbars in WebHelp Outputs" on page 529

I Other Activities—General

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

Associating Skin Components With Targets

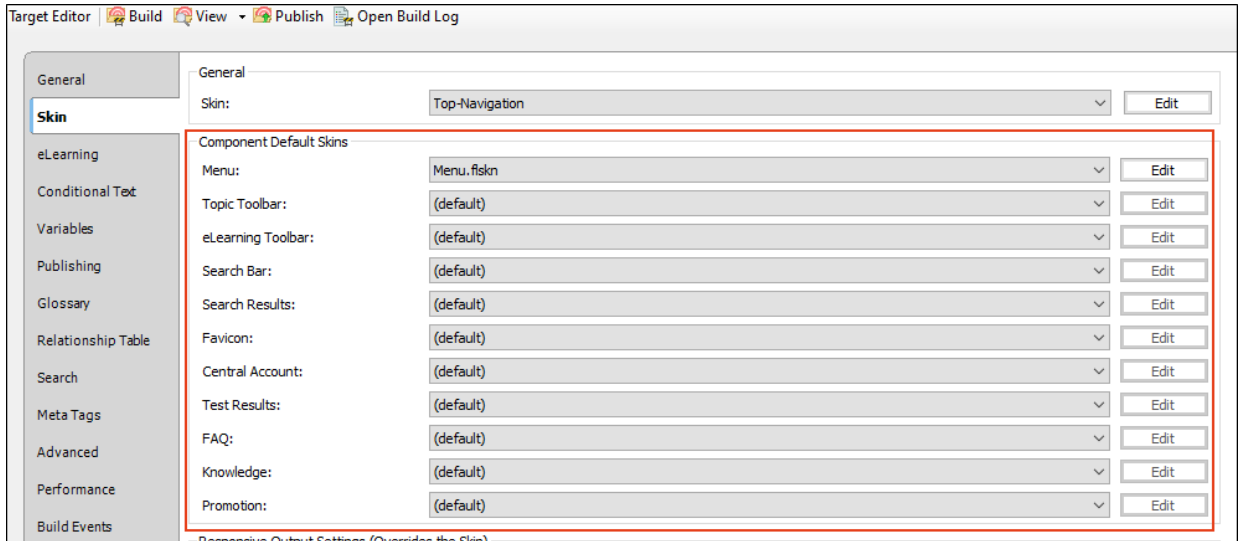
Supported In:



You are not limited to one skin component of each type, although that is the most common situation. If you want, you can use multiple skin components of any type. If this is the case, you can associate a default skin component with a target. When you do this, the skin component you choose will always be used for any proxy of that same type that you insert for that target, unless you override it by associating a different skin component with a specific proxy that you've inserted.

How to Associate a Skin Component With a Target

1. Open an HTML5 target.
2. Select the Skin tab.
3. In the **Component Default Skins** section, click the drop-down arrow in any of the fields (**Menu**, **Topic Toolbar**, **eLearning Toolbar**, **Search Bar**, **Search Results**, **Favicon**, **Central Account**, **Test Results**, **FAQ**, **Knowledge**, **Promotion**) to select the skin component that you want to associate with the target.




4. Click  to save your work.

What's Noteworthy?

The FAQ skin component can be used to style the proxy in non-HTML5 targets that are not deprecated. As a result, the Target Editor includes a Skin tab for selecting an FAQ skin component.



 **NOTE** The Micro Content - FAQ skin component and FAQ proxy are unique in that they are applicable to non-HTML5 targets in addition to HTML5 targets (e.g., PDF, Word, Clean XHTML, Eclipse, EPUB, and HTML Help).

The other micro content skin components (i.e., Micro Content - Knowledge, and Micro Content - Promotion) can be used for styling only HTML5 outputs.




Importing Skins

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

How to Import a Skin

1. Do one of the following, depending on the part of the user interface you are using:
 - **Ribbon** Select **Project > New > Skin**.
 - **Right-Click** In the Project Organizer, right-click on the **Skins** folder and from the context menu select **Add Skin**.

The Add File dialog opens.

2. Select **New from existing** and click .
3. Find and select the FLSKN 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 skin 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 skin is added and opens in the Skin Editor.

Previewing the Skin for a Specific Output Type

Supported In:




You can see how your skin settings look in each of the online output types.

How to Preview the Skin for a Specific Output Type

1. Open a skin.
2. Depending on the skin type, you can select one of the following in the local toolbar.
 - **Preview as HTML Help Window** This button is shown only if you have opened a Standard skin.
 - **Preview as WebHelp Window** This button is shown only if you have opened a Standard skin.
 - **Preview** This button is shown only if you have opened an HTML5 skin.

The appropriate type of window opens, displaying sample content using your skin settings.

3. Close the window when you are finished.

 **NOTE** If you have responsive output enabled in an HTML5 skin, the preview is also responsive. If you have the responsive output disabled, the preview is static.

Renaming Skins

You can rename any skins in your project.

How to Rename a Skin

1. Open the Project Organizer.
2. Double-click the **Skins** folder. The skins in your project are displayed.
3. Click on the skin that you want to rename.
4. Press **F2** on your keyboard. The skin name is highlighted.
5. Type a new name for the skin and press **ENTER**.

Setting All Skins to Be Generated

Supported In:



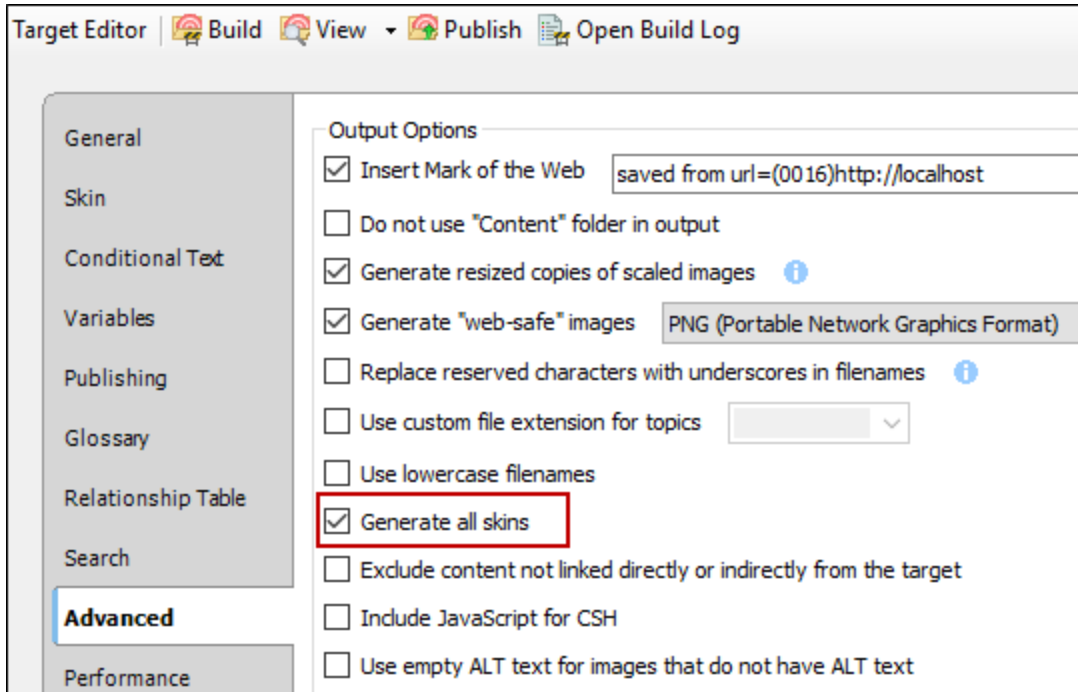
An option on the Advanced tab of the Target Editor controls whether every skin in the project or just the selected skin in the target (which is set on the Skin tab for HTML5 targets and the General tab for other targets) will be generated for the output. This option is enabled by default.


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. See "Enabling Runtime Skins" on page 454.

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.

Selecting a Skin for a Browse Sequence Entry



Supported In:



 **NOTE** This is supported in HTML5 Tripane output, but not in HTML5 Side Navigation, Top Navigation, or skinless output.

You can add skins to your project to help create a look and feel for online output that you generate. After you create a browse sequence, you can associate a browse sequence with a particular skin.


How to Select a Skin for a Browse Sequence Entry

1. Open the browse sequence.
2. Select a browse sequence entry.
3. In the local toolbar, click . The Properties dialog opens.
4. Select the **Advanced** tab.
5. In the **Open in Skin** field, select a skin from your project.
6. In the Properties dialog, click **OK**.
7. Click  to save your work.

Showing Navigation Links in Standalone Topics

Supported In:




 **NOTE** This feature is supported in HTML5 Tripane skins, but not in HTML5 Side or Top Navigation skins.

You can add a navigation link to the top or bottom of topics in HTML5, WebHelp, or WebHelp Plus outputs. This navigation link will not display unless the output topic is opened as a standalone (outside of the main navigation framework of the output). By clicking the link, a user can view the standalone topic in the main navigation framework.

You can also modify the skin styles for these navigation links to change the way they look or the words used in the links. To do this in a Standard skin, open the Skin Editor, select the **Styles** tab, expand the **Control** group, and set the values for the **Navigation Link Bottom** and **Navigation Link Top** properties. To do this in an HTML5 skin, open the Skin Editor, select the **Styles** tab, expand the **Navigation Link** group, and set the values for the **Bottom** and **Top** properties. See "Standard Skin Styles" on page 269 and "HTML5 Skin Styles" on page 71.

How to Show Navigation Links in WebHelp Standalone Topics

1. Open a Standard or HTML5 Tripane skin.
2. If you opened a Standard skin, select the **WebHelp Setup** tab. If you opened an HTML5 skin, select the **Setup** tab.
3. In the **Topic Settings** section, click **Show navigation link at top of topic** or **Show navigation link at bottom of topic**.
4. Click  to save your work.

Specifying Browser Settings

Supported In:




 **NOTE** This feature is supported in HTML5 Tripane skins, but not in HTML5 Side or Top Navigation skins.


You can specify which features will be used in the output window when a browser is involved.

How to Specify Browser Settings for WebHelp Output

1. Open a Standard or HTML5 Tripane skin.
2. Select the **WebHelp Setup** tab. If you opened an HTML5 skin, select the **Setup** tab.
3. Select the options that you want to include in the browser output window.
 - **Use Browser Default Settings** Click this check box if you want the output window to use the settings specified in the user's internet browser. If you do not select this check box, you can select specific browser features below to include in the output window.

If you do not select "Use Browser Default Settings" above, click the check boxes next to each browser feature that you want to include in the output window.


- **Toolbar** Displays the browser toolbar at the top of the output window.
 - **Menu** Displays the browser menu at the top of the output window.
 - **LocationBar** Displays the browser location bar (or address bar) at the top of the output window.
 - **StatusBar** Displays the browser status bar at the bottom of the output window.
 - **Resizable** Allows users to resize the output window.
4. Click  to save your work.

 **IMPORTANT** If you specify browser settings for WebHelp, WebHelp Plus or HTML5, you *must* provide your users with a proper link to open your online Help. Otherwise the browser features mentioned below will not work properly. For details, see the online Help.

Specifying the Caption for the Output Window



Supported In:



 **NOTE** This feature is supported in HTML5 Tripane skins, but not in HTML5 Side or Top Navigation skins.

You can enter the caption that you want to be used at the top of your online Help window (e.g., in the title bar of the browser window or HTML Help viewer).


How to Specify the Caption for the Output Window

1. Open a Standard or HTML5 Tripane skin.
2. Select the **General** tab.
3. In the **Caption** field, type the caption just as you want it to appear in the output window. 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.
4. Click somewhere else in the Skin Editor.
5. Click  to save your work.

Specifying the Default Tab or Accordion Item for the Output Window


Supported In:




 **NOTE** This feature is supported in HTML5 Tripane skins, but not in HTML5 Side or Top Navigation skins.

Using the Skin Editor, you can select one of the navigation elements to serve as the default in the output. If you are creating Microsoft HTML Help output, these elements will display as tabs in the output window (except for a glossary, which is included in the TOC as a book). If you are creating other outputs, these elements will display as accordion items in the output window.

How to Specify the Default Tab or Accordion Item for the Output Window


1. Open a Standard or HTML5 Tripane skin.
2. Select the **General** tab.
3. In the **Features** section, select the navigation element that you want to use as the default in the output window.
4. Click **Make Default**. The word "(default)" is added after the element.
5. Click  to save your work.

 **NOTE** For Microsoft HTML Help, the default tab will be displayed the first time the CHM file is launched on a system. However, the last tab viewed is then remembered as the default the next time the Help is opened.

Specifying Navigation Elements to Include in the Output Window


Supported In:



 **NOTE** This feature is supported in HTML5 Tripane skins, but not in HTML5 Side or Top Navigation skins.

You can determine which navigation elements from your project (TOC, Index, Search, Glossary, Browse Sequences, Favorites, Community) that you want users to have access to in the output. If you are creating Microsoft HTML Help output, these elements will display as tabs in the output window (except for a glossary, which is included in the TOC as a book). If you are creating WebHelp or WebHelp Plus, these elements will display as accordion items in the output window. The Community option is for MadCap Pulse and therefore supported only in WebHelp and HTML5.

How to Specify Tabs or Accordion Items to Include in the Output Window

1. Open a Standard or HTML5 Tripane skin.
2. Select the **General** tab.
3. In the **Features** section, click the check box (adding a check mark) next to each navigation element that you want to include in the output. The elements available are different, depending on the type of skin you've opened—Standard, HTML5, or Mobile.
4. Click  to save your work.

Specifying Navigation Pane Settings for HTML5 and WebHelp Outputs

You can specify navigation settings for HTML5, WebHelp, or WebHelp Plus output. For some of these outputs, the navigation pane is used to hold the TOC, Index, Search, Glossary, Browse Sequences, and Favorites in an accordion-type structure. For HTML5 Side and Top Navigation outputs, the navigation pane settings let you choose the main menu and slide-out position, fixed header, depth level of menu items (Top Navigation only), slide-out menu style, and a URL for a logo.

How to Specify Navigation Pane Settings for HTML5 and WebHelp Outputs

1. Open a Standard or HTML5 skin.
2. Do one of the following, depending on the type of output:
 - **HTML5** Select the **Setup** tab.
 - **Others** Select the **WebHelp Setup** tab.
3. Select the appropriate options.

MAIN MENU POSITION

Choose where you want the main navigation links to be located in the skin—Top, Left, or Right. If you select “Top,” you will be creating Top Navigation output. If you select “Left” or “Right,” you will be using Side Navigation output.

(This option is available only for HTML5 Side and Top Navigation skins.)

You can also set this option to “None,” which is common if you want to create more of a skinless output.

SLIDE-OUT POSITION

Select a location in the output window for the navigation pane. A small preview to the right changes as you make your selection. For HTML5 Side and Top Navigation outputs, this refers to the flyout pane that appears when responsive output is activated and the screen is too small to show the top menu.

You can also set this option to "None," which is common if you want to create more of a skinless output.

SLIDE-OUT MENU STYLE

You can choose the look of the slide-out menu for Side or Top Navigation output (i.e., the menu that opens when you click the "hamburger" icon in tablet or mobile view). Either a drilldown or a tree format can be selected.

(This option is available only for HTML5 Side and Top Navigation skins.)

FIXED HEADER

When generating Side or Top Navigation output, you can fix the header portion of the topic so that it stays in place when users scroll down to see more content. For Top Navigation, you can do this for web, tablet, or mobile screens (or all of them). For Side Navigation, you can do this for web screens (or all—web, tablet, mobile).

(This option is available only for HTML5 Side and Top Navigation skins.)

TOP MENU LEVELS TO SHOW (DEPTH)

Specify how many levels of your TOC items are included in the top menu navigation. The default is 3. We recommended you avoid too many depth levels in the top navigation.

(This option is available only for HTML5 Top Navigation skins, when the Main Menu Position is set to "Top"; it is disabled otherwise.)

LOGO URL

Select a topic to be linked to the logo. By default, the logo is linked to your Home (i.e., startup) topic. However, you can select a different topic or enter the URL to your company's website instead (remember to include `http://` at the beginning of the path if you do this).

(This option is available only for HTML5 Side and Top Navigation skins.)

PANE SIZE

Enter the width of the navigation pane for the output window (in pixels). You can type a number or use the up and down arrows.

(This option is not available in HTML5 Side or Top Navigation skins.)

VISIBLE ACCORDION ITEMS

Specify how many navigation items (e.g., TOC, Index, Search) you want to be included at full size in the navigation pane.

(This option is not available in HTML5 skins.)

☆ **EXAMPLE** If you include six tabs in the output window and set this field to "4," the first four navigation items will be shown with full-sized links. The remaining two items will still be accessible in the navigation pane, but their links will not be full-sized, but rather smaller icons.

HIDE NAVIGATION PANE ON STARTUP

Click this check box if you do not want the navigation pane to be immediately displayed when the Help is accessed in this skin. You might use this option, for example, if you are creating a skin to be used for context-sensitive Help (CSH) topics (as opposed to your main Help system with full navigation). With CSH topics, the navigation pane is not usually necessary because the user wants to see information only for a very specific area.

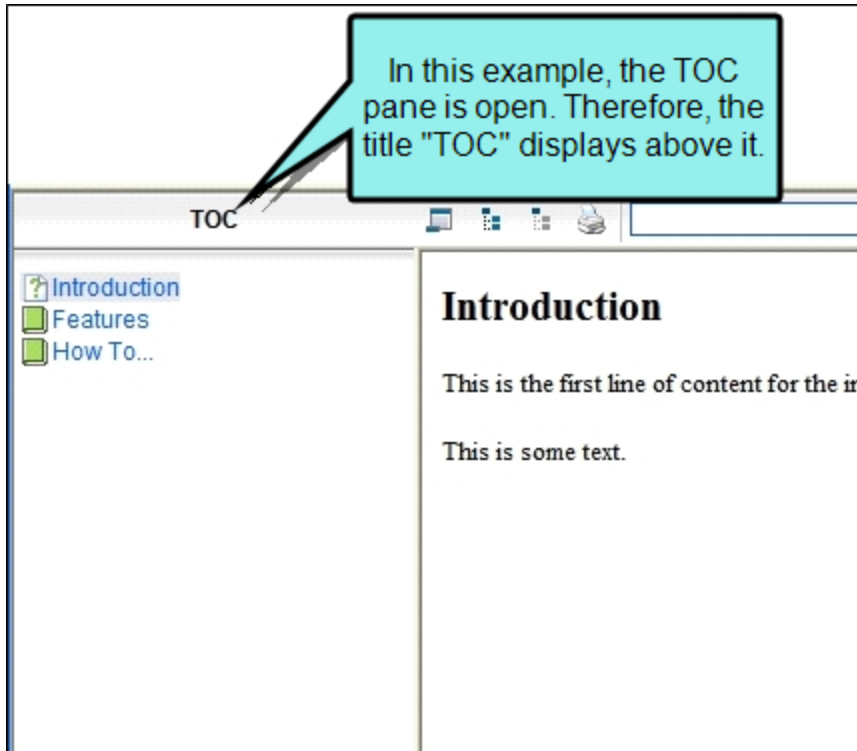
(This option is not available in HTML5 Side or Top Navigation skins.)

EXCLUDE ACCORDION TITLE

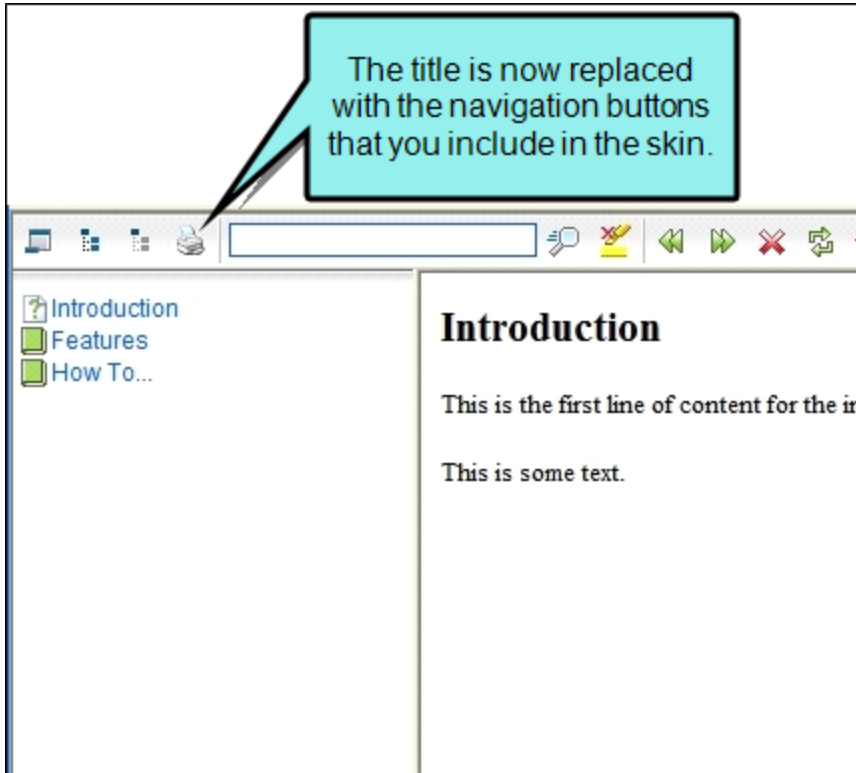
Removes the accordion title from the WebHelp output.


(This option is not available in HTML5 skins.)

If you generate output using WebHelp or WebHelp Plus, the title of the active accordion bar displays by default in the output, like this:



You have the option of excluding this accordion title from the output. This shifts the navigation buttons for the output to the left, like this:




4. Click  to save your work.

Specifying the Size and Position of the Output Window

Supported In:



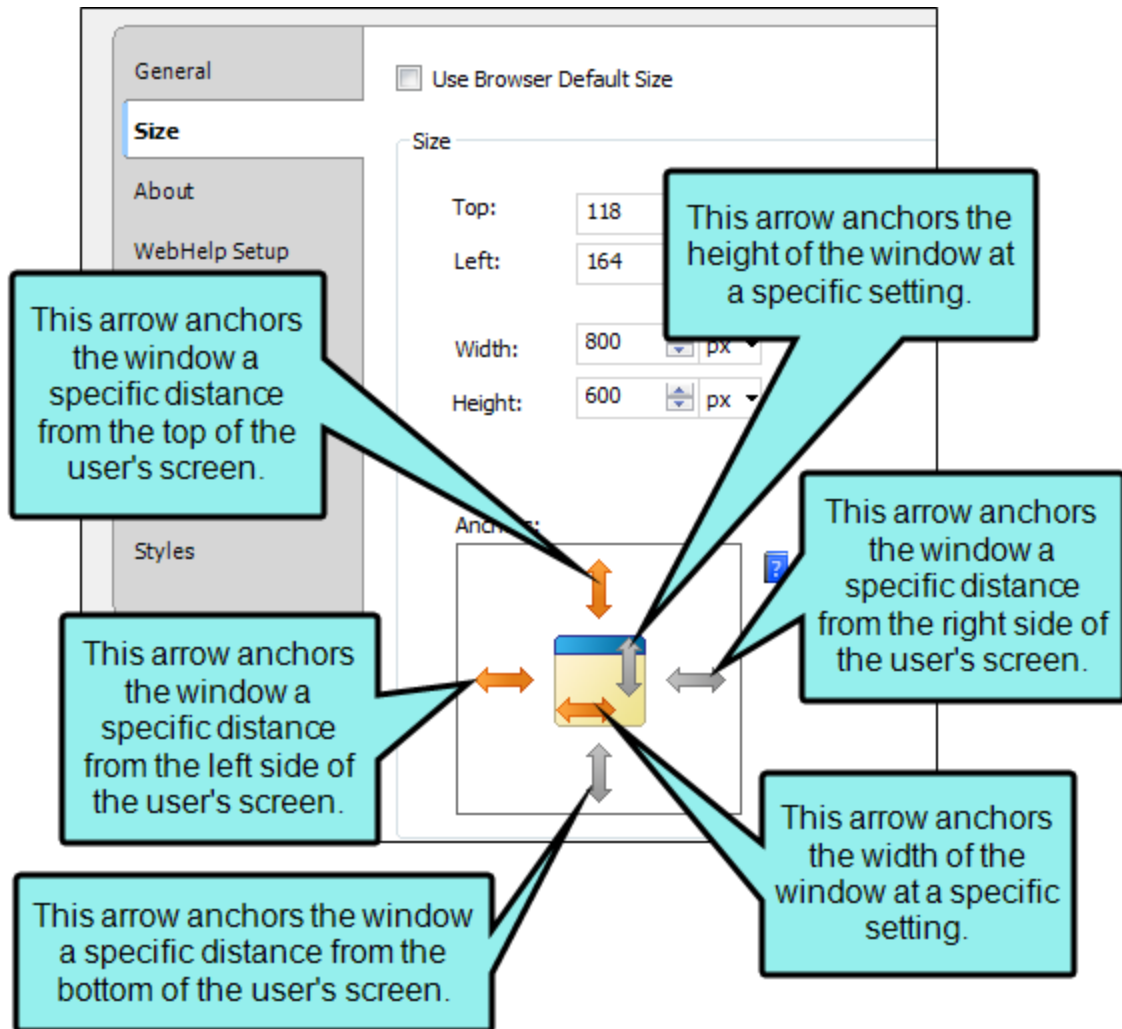
 **NOTE** This feature is supported in HTML5 Tripane skins, but not in HTML5 Side or Top Navigation skins.

You can set the size and position of the output window. The size refers to the height and width of the output window. The position refers to the distance that the output window is placed from the top, bottom, left, and right of the user's computer screen.

How to Specify the Size and Position of the Output Window

1. Open a Standard or HTML5 Tripane skin.
2. Click the **Size** tab.
3. Do one of the following:
 - Click the **Use Browser Default Size** check box so there is a check mark in it. This sets the output window's dimensions to the default window size of whichever browser is used to open the output.
OR
 - Enter the size and position dimensions directly in each field (**Top, Bottom, Left, Right, Width, Height**). You can also use the up and down arrows to set a number. Use the down arrow to select a unit of measurement (point, pixel, centimeter, millimeter, inch, or pica).
OR
 - Click the **Preview Full Size** button. Then click and drag the window to set its size and position. The fields on the tab change automatically as you resize and move the window.

4. If you want to ensure the size and/or position of the output window, regardless of the size of your user's computer screen, click the appropriate anchors (the arrows shown on the Size tab).




Anchors "lock" the size or position of the window according to settings you provide – a nice feature if your users have different-sized computer screens. (However, users can always adjust the window size in the output to meet their needs.) The arrows on the outside of the box are used to anchor the Help window to the top, bottom, left, or right edge of the user's screen. The arrows inside the box are used to anchor the height and width of the Help window. To set an anchor, click the appropriate arrow so that it is no longer gray.

Sometimes window settings conflict with each other (e.g., cannot have a window that is 700 pixels high *and* 300 pixels from the top of the screen). In such cases, Flare adjusts the settings as necessary. When there is a conflict and anchors exist, Flare follows the anchored settings and adjusts the non-anchored settings. If all settings are anchored, Flare follows the settings for the top, bottom, left, and right arrows (and changes the settings for the height and width as necessary).


If you want the output window to be a specific size, and your users have computer screens of various sizes, set the height and width dimensions. Then anchor the height and width of the window using the two arrows inside the box.

If you want the output window to be "dynamic" depending on the user's screen resolution, anchor it to the edges of the screen using the four arrows outside the box. Then set the top, bottom, left, and right dimensions. Regardless of the resolution of the screen, the output window will always be the same distance from the edges of the screen, and the size of the window will grow or shrink accordingly.

 **NOTE** If you use anchors for WebHelp outputs, the size of the window is computed at runtime on the end-user's machine. Therefore, if you use anchors to position the window, say, 157 pixels from the right side of the screen, the generated WebHelp output will move/resize the window on the end-user's machine at runtime when the user views the output in a browser.

However, Microsoft HTML Help output works differently. The CHM viewer cannot move or resize itself. Therefore, the anchors are converted to absolute pixel coordinates based on *your* screen resolution during *compile time*. This means that the output on the end-user's machine is hard coded, based on your screen resolution.

5. Click  to save your work.

 **NOTE** The size settings in the skin will not work in Google Chrome or Mozilla Firefox browsers unless the output is invoked as a popup.

Other Activities—HTML Help

You can perform the following additional tasks with HTML Help and skins.

Creating a Binary Index


Supported In:



You can create a binary index for your project. Binary indexes are intended for merging multiple CHM files when you build a target. The index keywords in the CHM files are sorted alphabetically and numerically for display in the output.

If you use this feature, please keep in mind that binary indexes do not support custom fonts.

How to Create a Binary Index

1. Create indexes in your projects.
2. Set your parent project to merge with the other CHM file(s) at run time.
3. Open a Standard skin.
4. Select the **HTML Help Setup** tab.
5. Click the **Index Options** button.
6. In the HTML Help Index Options dialog, select **Binary**.
7. Click **OK**.
8. Click  to save your work.



NOTE You can also create a binary TOC in Flare. See "Creating a Binary TOC" on the next page.

Creating a Binary TOC

Supported In:




You can create a binary table of contents (TOC) for your project. Binary TOCs are intended for very large compiled Microsoft HTML Help projects, reducing the amount of time it takes to load a TOC.

If you use this feature, please keep in mind that binary content files:

- Do not work with external TOC files
- Only support TOC book and entry icons (not custom icons)
- Do not support TOC style options such as borders and plus/minus squares
- Do not support custom fonts

How to Create a Binary TOC

1. Create a TOC.
2. Open a Standard skin.
3. Select the **HTML Help Setup** tab.
4. Click the **TOC Options** button.
5. In the HTML Help TOC Options dialog, select **Binary**.
6. Click **OK**.
7. Click  to save your work.



NOTE You can also create a binary index in Flare. See "Creating a Binary Index" on the previous page.

Including Bookmarks in Index Entries


Supported In:



If you want index term links to point to the exact spot in the topic where the index marker has been set, you need to specify this in the Skin Editor. Otherwise, the index term links will point to the topic in general.

However, by pointing to the individual index markers, the index may not display the way you want if the index term points to multiple topics and you also have created a binary index (see "Creating a Binary Index" on page 403). In other words, index entries pointing to multiple topics will display the index terms repeated instead of the topic title. A workaround is to deselect the binary index option in the Skin Editor. However, keep in mind that a binary index is required if you want to merge CHM files.

How to Include Bookmarks in Index Entries

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. Click the **Index Options** button.
4. In the HTML Help Index Options dialog, select **Include bookmarks with index entries**.
5. Click **OK**.
6. Click  to save your work.

Specifying Buttons for HTML Help Output


You can select the Help buttons that you would like to include in the output window (e.g., Hide, Forward, Back, Print, customized buttons).

How to Specify Buttons for HTML Help Output

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. In the **Html Help Buttons** section, select the buttons that you want to include in the output window.
 - **Hide** Opens and closes the navigation pane.
 - **Locate** Synchronizes the TOC with the current topic (identifying the location of the current topic in the TOC hierarchy). This is different from the option "Automatically Synchronize TOC" on the General tab. This option is a manual method (requires action from the user), where as the other option is automatic.
 - **Back** Opens the topic that was viewed previously.
 - **Forward** Opens the next topic in a previously viewed sequence.
 - **Stop** Prevents a page from downloading file information.
 - **Refresh** Updates the content of the topic being viewed.
 - **Home** Opens a designated home page (such as your company's website).
 - **Font** Opens a font selection popup. You can choose a typeface from among those listed in the left panel. The base size can be selected in the right panel. There are two separate font families used by the viewer: the normal, proportional-spaced font, and a fixed-pitch font for preformatted and "typewriter" text. The latter does not actually have to be fixed-pitch; however, preformatted columns will not line up unless this is so. Pressing **Apply Font** will set the currently selected font as the viewer's proportional font, and **Apply Fixed Font** will set the currently selected font as the viewers "fixed" font. In either case, the display will be redrawn using the new font. The new font selection will be updated in the .mozyrc file if it exists, so that subsequent windows will use the new font.
 - **Print** From the Contents tab, prints pages, headings, and subtopics, or the entire TOC. From the Index or Search tab, opens the Print dialog for printing the current topic.

- **Next** Opens the next topic in the TOC. In order to include this button in the output, you must also make sure Binary TOC and Binary Index are selected (use the TOC Options and Index Options buttons). Please note that these buttons may not work correctly if the topic file names contain spaces.
 - **Previous** Opens the previous topic in the TOC. In order to include this button in the output, you must also make sure Binary TOC and Binary Index are selected (use the TOC Options and Index Options buttons). Please note that these buttons may not work correctly if the topic file names contain spaces.
 - **Options** Opens a menu that provides access to Home, Show, Back, Stop, Refresh, and Search Highlight On/Off.
 - **Jump1** Opens a customized destination. You can use this to let users open a website (defined with a URL) or a Help topic (defined by its file name if included in the same CHM file). You can specify the destination and label for the button by selecting **Jump Button Options**.
 - **Jump2** Opens a customized destination. You can use this to let users open a website (defined with a URL) or a Help topic (defined by its file name if included in the same CHM file). You can specify the destination and label for the button by selecting **Jump Button Options**.
4. If you want to include labels below each of the buttons in the output, select **Display button captions**.

5. If you selected the "Jump1" or "Jump2" button options, click **Jump Button Options** to specify the button text and destination. In the HTML Help Jump Button Options dialog, enter the appropriate destination URL (e.g., <http://www.acme.com>) in the **Jump1 URL** and/or **Jump2 URL** fields. Then enter the label for the button in the appropriate **Button text** field. When you are finished, click **OK** to close the dialog. (Make sure **Display button captions** is selected so that users can see the button text.)


 **NOTE** You can also set the jump button options on the General tab in the Target Editor. The reason these button options are available in both the Skin Editor and Target Editor is this: If you want multiple targets to use one skin, with each target using the same destinations for the jump buttons, you should set the jump button URLs in the Skin Editor. If you want multiple targets to use the same skin, but you want them to use different URLs for the jump buttons, set the URLs in the Target Editor. If URLs are set in both the Skin Editor and the Target Editor, Flare uses the settings from the Skin Editor.

6. Click  to save your work.

Specifying Navigation Pane Settings for HTML Help Output

You can specify navigation pane settings for Microsoft HTML Help output. This includes setting the width of the navigation pane and determining whether it shown or hidden under different circumstances. The navigation pane is used to hold elements such as TOCs and indexes.


How to Specify Navigation Pane Settings for HTML Help Output

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. In the **Navigation Pane Options** area, select the appropriate options.
 - **Hide Navigation Pane on Startup** Hides the navigation pane when the user opens the Help window. If you select "Hide" in the Html Help Buttons section, the user can display the navigation pane by clicking on the Hide/Show button in the toolbar.
 - **Automatically show/hide Navigation Pane** Automatically hides the navigation pane when users switch focus from the HTML Help viewer to a software program. The topic content remains visible, but the navigation pane is temporarily closed from view. The navigation pane is displayed again as soon as the HTML Help viewer is clicked.
 - **Navigation Pane Width** Enter the width of the navigation pane for the output window (in pixels). You can type a number or use the up and down arrows.
4. Click  to save your work.

Specifying How the TOC Looks in HTML Help Output

You can specify the look and feel of your table of contents (TOC). This includes adding plus/minus squares next to entries, changing the book/folder icons, adding border around the TOC, and more.

How to Specify the Way the TOC Looks in HTML Help Output


1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. Click the **TOC Options** button.
4. In the HTML Help TOC Options dialog, select the appropriate options. The "Preview" area changes as you make selections. Click the **OK** button when you are finished.
 - **Lines between items** Displays dotted lines, showing the connections between TOC books and entries.
 - **Lines from root** Displays lines connecting TOC books and entries starting at the root.
 - **Plus/minus squares** Displays plus and minus squares that open and close TOC books when clicked.
 - **Single click to open books** Formats TOC books to open with a single click. If this option is not selected, books open with a double-click.
 - **Use folder icons for books** Displays a folder icon instead of a book icon for TOC book entries.
 - **Always show the selection** Shows the selected entry even if the TOC tab is not the currently selected item (does not have focus).
 - **Binary** For large compiled Microsoft HTML Help projects, a binary TOC reduces the amount of time it takes to load a TOC by creating a binary contents file. This feature does not support custom TOC icons or other customizations such as displaying topics in custom windows.
 - **No border** Creates the TOC without adding a border around the TOC pane.
 - **Simple border** Adds a single line border around the TOC pane.
 - **3D border** Adds a border around the TOC pane that has a 3D appearance.
5. Click  to save your work.


Adding a Web Toolbar to HTML Help Output


If you incorporate MadCap Feedback into your Flare project and generate Microsoft HTML Help output, a web toolbar is automatically added to the top of each topic in the CHM file. However, this toolbar is not only for MadCap Feedback. Even if you are not using Feedback in your project, you can add the web toolbar to your Microsoft HTML Help output.

In addition to submitting topic ratings and comments, the default buttons in the web toolbar let users expand or collapse Dynamic HTML effects (e.g., drop-down text, expanding text), search, go to the next or previous topic, and more. You can change the buttons included in the web toolbar, removing ones you do not want and adding others. For more information see the online Help.

How to Add a Web Toolbar to HTML Help Output

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. Click **Display toolbar in each topic**.
4. Click  to save your work.

 **NOTE** You can also specify which buttons should be included in the navigation toolbar at the top of the CHM window. See "Specifying Buttons for HTML Help Output" on page 406.

 **NOTE** As an alternative, you can add a web toolbar with the help of a topic toolbar proxy. This lets you add a toolbar in specific places within topics, as well as limit the topics that have the toolbar.

Web Toolbars in HTML Help Output


If you incorporate MadCap Feedback into your Flare project and generate Microsoft HTML Help output, a web toolbar is automatically added to the top of each topic in the CHM file. However, this toolbar is not only for MadCap Feedback. Even if you are not using Feedback in your project, you can add the web toolbar to your Microsoft HTML Help output. See "Adding a Web Toolbar to HTML Help Output" on the previous page.

In addition to submitting topic ratings and comments, the default buttons in the web toolbar let users expand or collapse Dynamic HTML effects (e.g., drop-down text, expanding text), search, go to the next or previous topic, and more. You can change the buttons included in the web toolbar, removing ones you do not want and adding others.

For more about web toolbars versus topic toolbars, see "Toolbars and Skins" on page 51.

How to Specify Custom Toolbar Settings for HTML Help Output

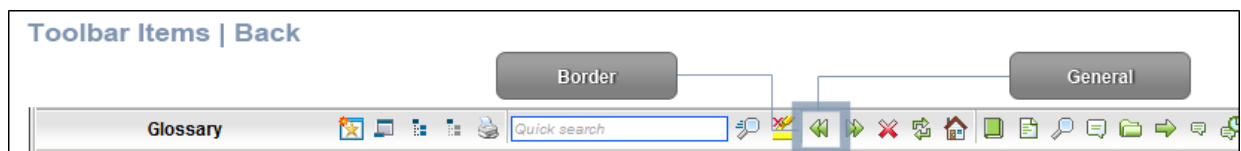
After adding the web toolbar for Microsoft HTML Help output, complete the following steps.

1. Open a Standard skin.
2. Select the **WebHelp Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button  to move items from the Available section to the Selected section.

Following are descriptions of the various items.

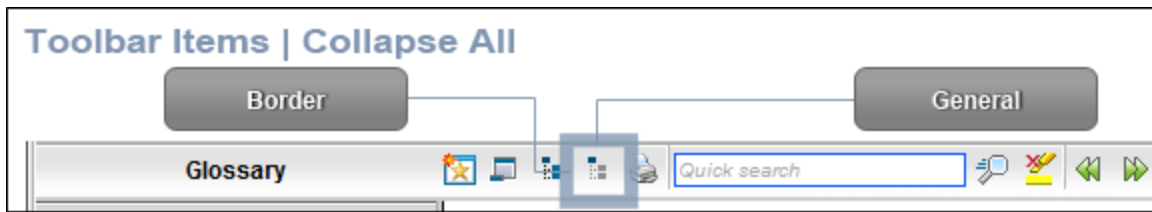
BACK

Lets users open the topic that was viewed previously.



COLLAPSE ALL

Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).



CURRENT TOPIC INDEX

Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)



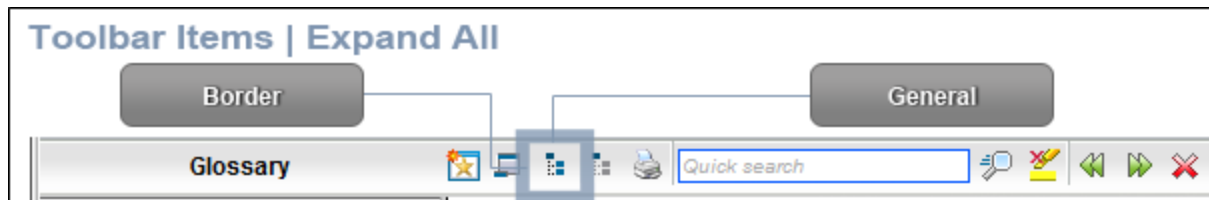
EDIT USER PROFILE

Lets users edit their Pulse or Feedback registration profile settings.



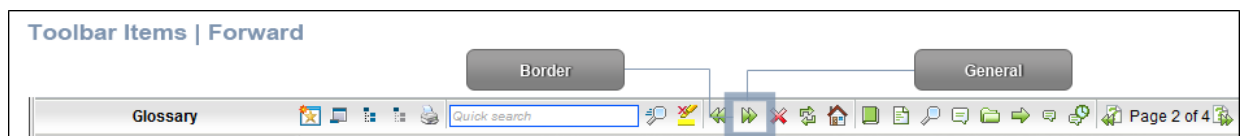
EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



FORWARD

Lets users open the next topic in a previously viewed sequence.



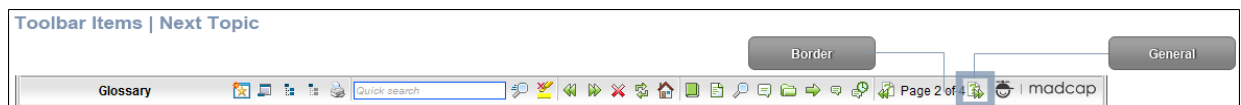
HOME

Lets users open a designated home page (such as your company's website)



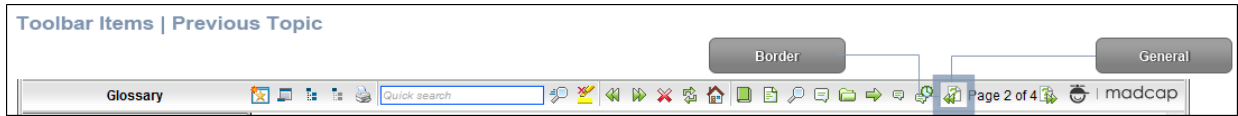
NEXT TOPIC

Lets users open the next topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.



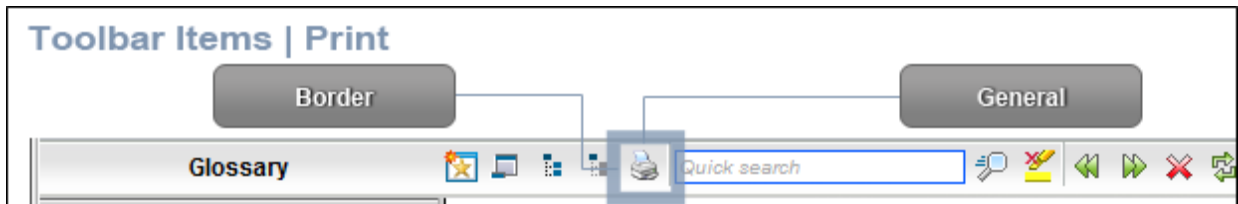
PREVIOUS TOPIC

Lets users open the previous topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.



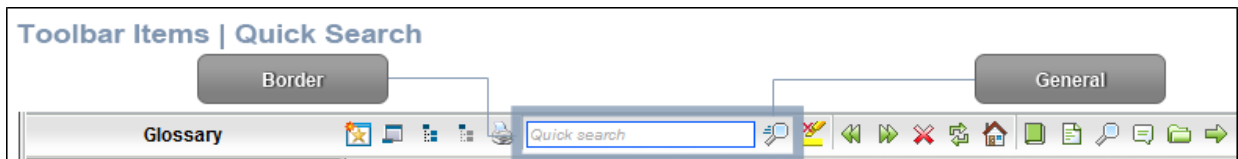
PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.



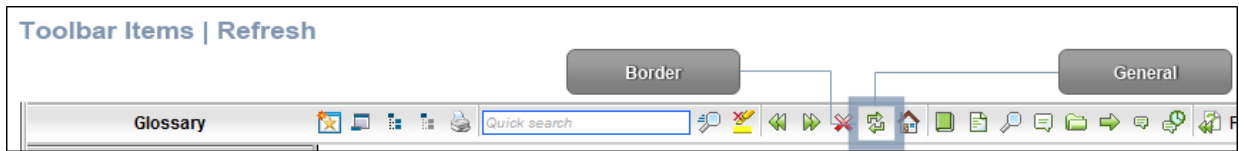
QUICK SEARCH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.



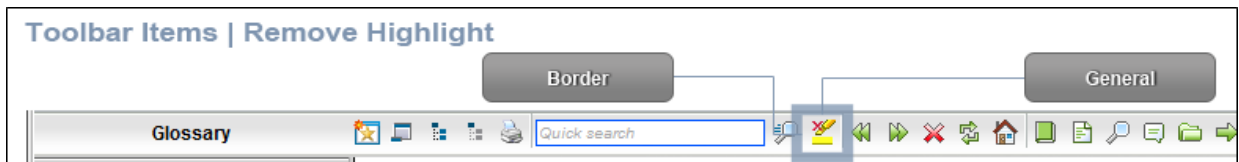
REFRESH

Lets users update the content of the topic being viewed.



REMOVE HIGHLIGHT

After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.



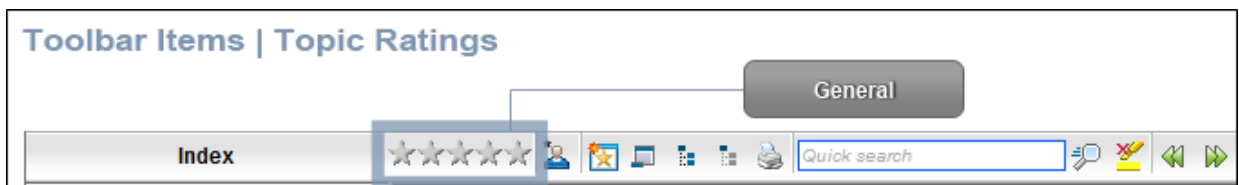
STOP

Lets users prevent a page from downloading file information.




TOPIC RATINGS

Lets users submit ratings for a topic (if you have incorporated your output with MadCap Pulse or Feedback).



4. (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.



Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click  to move it to the Selected section.

Unless you specify otherwise, in the output the new button will display the text for the name you gave it. However, you can change this by editing the control type for the new button. To do this, you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and from the **Control Type** field select **Button**. To choose an image for the button, expand the **General** property group on the Styles tab and select image files in the **Icon** fields.

If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and enter a command in the **OnClick** field. For example, the following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

Alternatively, you can use the JavaScript area on the WebHelp Toolbar tab to enter a command for the button. See the next step.



Removes the selected custom button from the Available section.



Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.



Moves the selected item down in the order in the Selected section.



Removes the selected item(s) from the Selected section.



Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.



Resets the toolbar to the default settings.

5. (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction()  
{  
  window.open("http://www.madcapsoftware.com");  
}
```

6. Click  to save your work.



NOTE You can also specify which buttons should be included in the navigation toolbar at the top of the CHM window. See "Specifying Buttons for HTML Help Output" on page 406.




NOTE You can also add a web toolbar that is displayed within topic content. This can be done with the help of a topic toolbar proxy.

Enabling User-defined Window Position and Size for HTML Help Output

You can let end users control the position and size of the output window by using an option on the HTML Help Setup tab of the Skin Editor. This option causes an HTML Help (CHM) file to save its window position and size after its first use. The next time, it will open at the same window position and size.

How to Enable User-Defined Window Position and Size for HTML Help Output

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. Click **Save user defined window position after first use**.
4. Click  to save your work.

Other Activities—HTML5

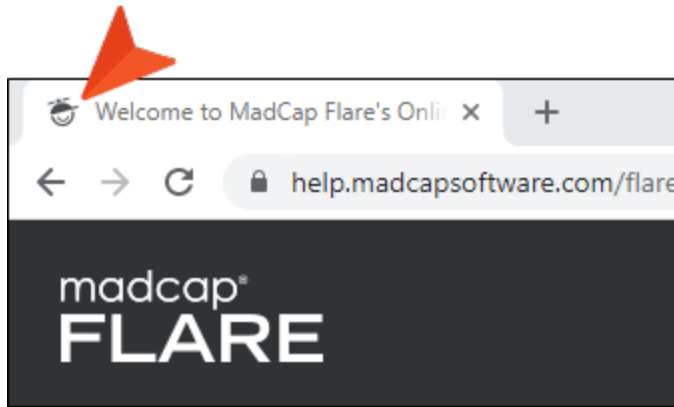
You can perform the following additional tasks with HTML5 and skins.

Adding Favicons

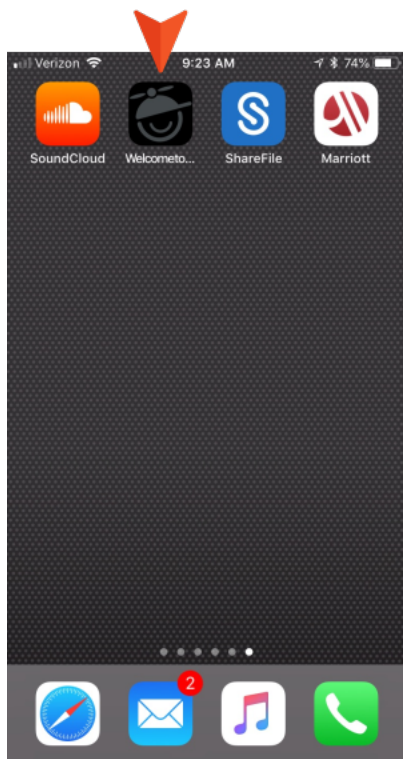
Supported In:



Short for “favorite icons,” favicons are supported in Flare for HTML5 output. A favicon is the image that you sometimes see in a browser tab, address bar, bookmark, Windows tiles, etc.



They can also be used on smart phones when a website is saved to the home screen.

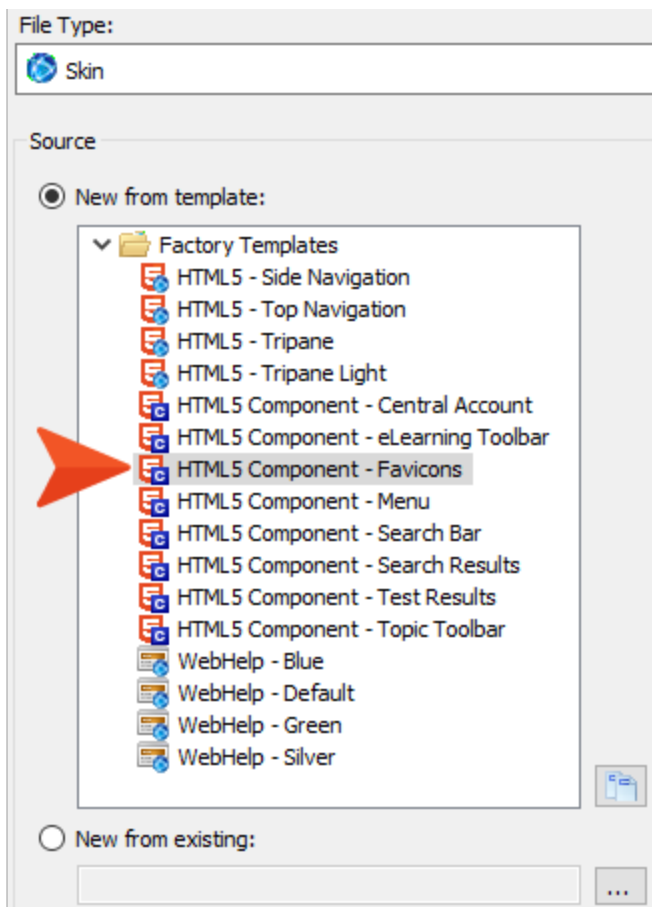


There are several places in the output where a favicon image might display. Therefore, it is common to use different sizes of an image to satisfy each instance appropriately (e.g., small image used for bookmark but larger image used for Windows tile). Fortunately, Flare makes this easier by letting you select a large main favicon image; this image is then automatically resized for most of the different uses in the output.



To use custom favicons, you first need to add a new “Favicons” skin component to your project. Within this skin component, you can choose your image and other settings. The Favicons skin component is slightly different from the other kinds of skin components that can be added to a project in that it does not require a corresponding proxy. Instead, you simply create and edit the Favicons skin component and it will automatically be integrated with your HTML5 output.

How to Add a Favicons Skin Component to a Project


1. In the Project Organizer, right-click on the **Skins** folder and from the context menu select **Add Skin**.
2. In the **File Type** field at the top, make sure **Skin** is selected.
3. In the **Source** area select **New from template**.
4. Under **Factory Templates**, select **HTML5 Component - Favicons**.




5. (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.
6. In the **File Name** field, type a new name for the skin component.

- (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**.
- (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**.
- Click **Add**. The skin component is added to the Skins folder in the Project Organizer. The Favicon Skin Editor opens to the right. Continue with the steps for editing the skin component.

How to Edit a Favicons Skin Component

- Open your skin component (if it is not already open).
- In the **Main Favicon** field, click  and select an image—PNG, JPG, or GIF. (ICO files cannot be selected for the main favicon, but you can select an ICO file to override the main favicon in certain fields below.)

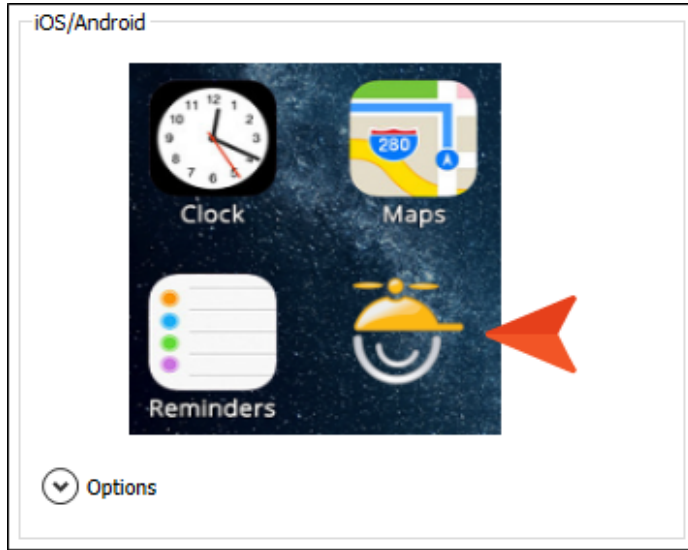
 **TIP** For best results, select a square image that is 558 pixels or larger. If you select a smaller image, it might not be automatically generated for some of the favicon uses shown in the Options sections of the Favicon Skin Editor.

In the sections below, you can see the image has been added to the previews.

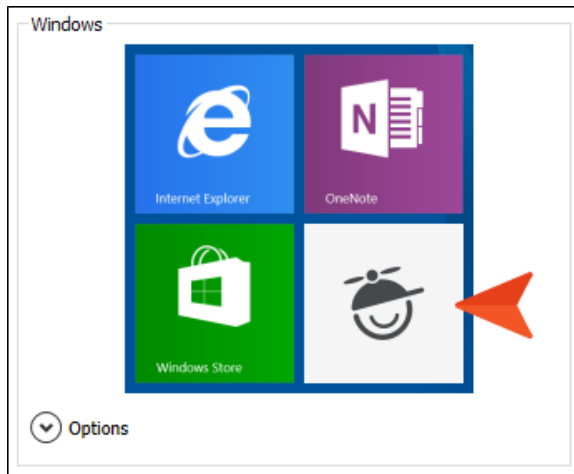
- **Browser** This shows how the image will be shown when viewed in a standard web browser. The preview shows the image on a tab, but the image will appear in other places as well, such as next to bookmarked pages.



- **iOS/Android** This shows how the image will be shown on iPhone and Android smart phone screens when a user adds a web page from your output to the home screen.



- **Windows** This shows how the image will be shown in the tile format used in Windows 8 and Windows 10.







3. (Optional) Under the **Browser**, **iOS/Android**, and **Windows** sections, click **Options**.


Various fields are shown under each section. Notice that, depending on the size of the image that you added as the main favicon, "(generated)" is shown in many of the fields. This means that the main favicon image will be used for each of these fields and auto-sized as necessary.


The screenshot displays a configuration interface for a web application, organized into several sections:

- Main Favicon:** A dropdown menu shows "favicon-558x558.png".
- Browser:** A preview shows a browser tab with navigation buttons. Below it, an "Options" section (highlighted with a red border) contains:
 - Icon: (generated) Size: 16 px
 - Icon: (generated) Size: 32 px
 - Icon: (generated) Size: 96 px
 - Shortcut Icon: (generated)
- Windows:** A preview shows four tiles: Internet Explorer, OneNote, Windows Store, and a custom tile with a smiley face. Below it, an "Options" section (highlighted with a red border) contains:
 - Small: (generated)
 - Medium: (generated)
 - Wide: favicon-558x270.pn
 - Large: (generated)
 - Web URL: http://help.madcapsoftv
 - Tile Color: #F5F5F5
- iOS/Android:** A preview shows app icons for Clock, Maps, and Reminders. Below it, an "Options" section (highlighted with a red border) contains:
 - App Icon: (generated) Size: 180 px


 **NOTE** If you see a warning icon  next to a field, this means the main favicon was not auto-generated for that field. Hover over the warning icon to see the reason. You can then either select a main favicon of a different size, or you can select a different image for the field where the warning icon appears.

4. (Optional) In the **Browser** section, you can click  to override the main favicon image for any of the fields, although most users will likely keep the generated image. The different sizes shown (16, 32, and 96 pixels) are necessary to be compatible with various types and versions of browsers on the market.
5. (Optional) In the **iOS/Android** section, you can click  to override the main favicon image with a different icon image (180 pixels). This will be shown when a user adds a shortcut to your output on the home screen.

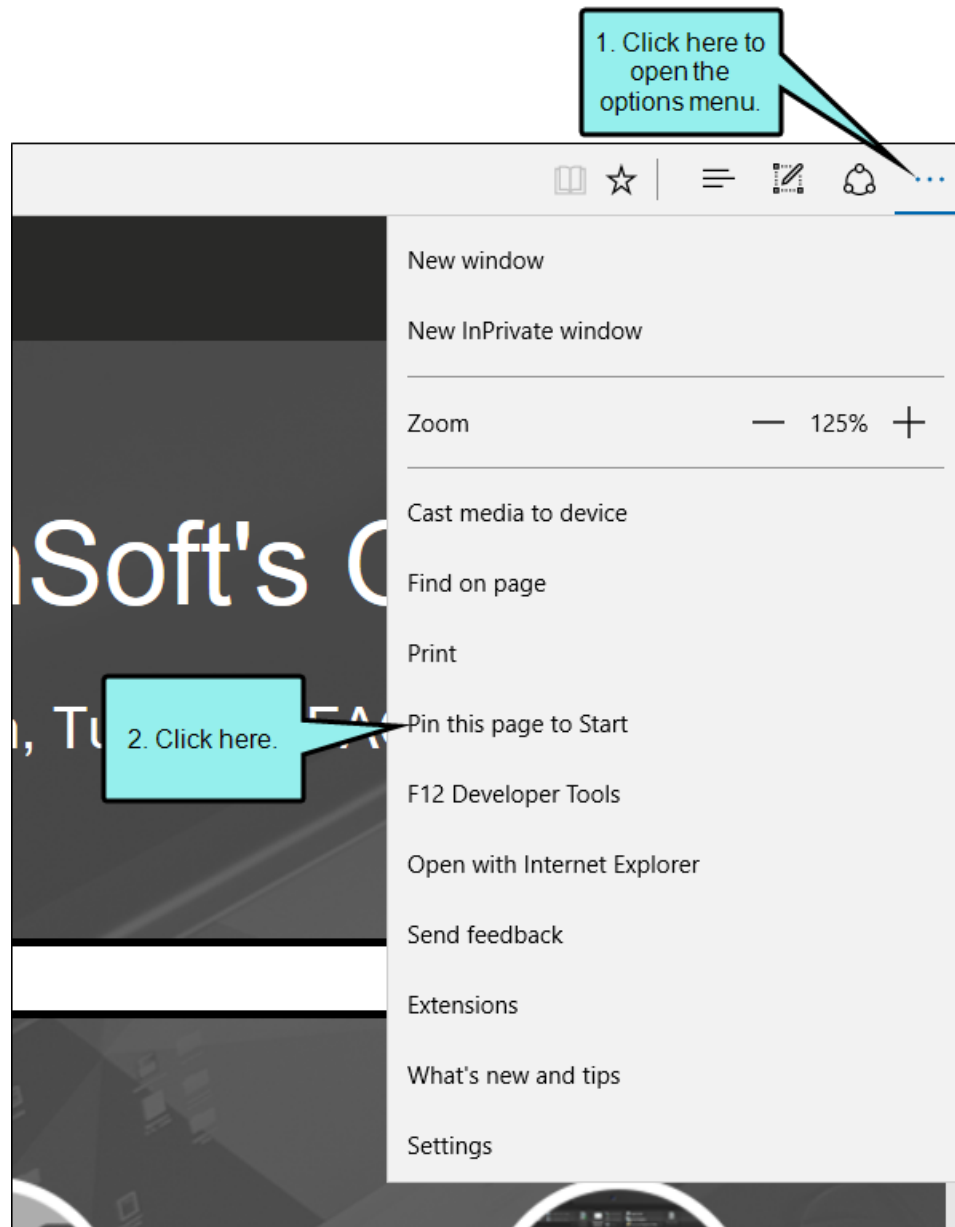
 **NOTE** If you add an image that has a transparent background, iOS devices will replace the transparency with a black background. Also, images on iOS devices will have rounded borders. So keep this in mind when designing and choosing an image.

6. (Optional) In the **Windows** section, you can click  next to the **Small, Medium, Wide, or Large** fields to choose a different image for the tile design in Windows 8 and Windows 10.

The **Wide** field will typically never be auto-generated from the main favicon, so you will need to choose a different image in this field if you want to provide a picture for that type of tile. That's because the main favicon is square, whereas the Wide field requires a rectangular image. The recommended size is 558 pixels wide by 270 pixels high.

 **NOTE** Windows 8 acts somewhat differently than Windows 10 in the way tiles are shown in the interface.

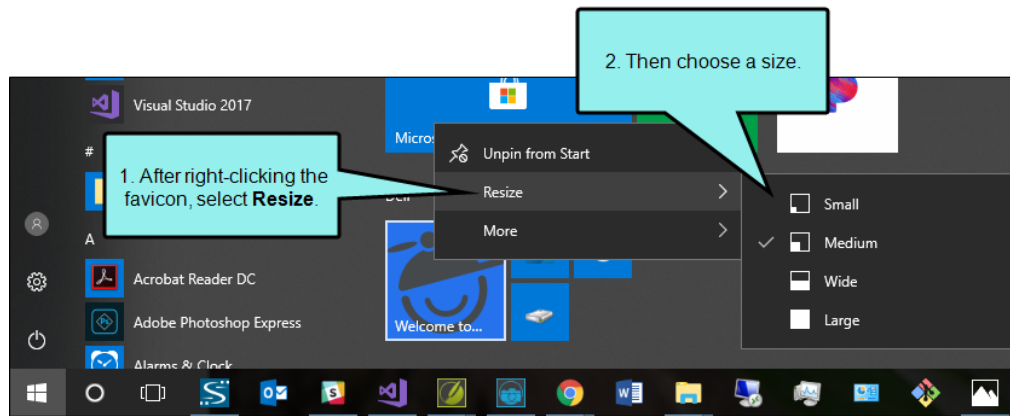
☆ **EXAMPLE** You are using Windows 10 and you open HTML5 output in a Microsoft Edge browser. You then open the options menu from the upper-right corner of the browser and select **Pin this page to Start**.



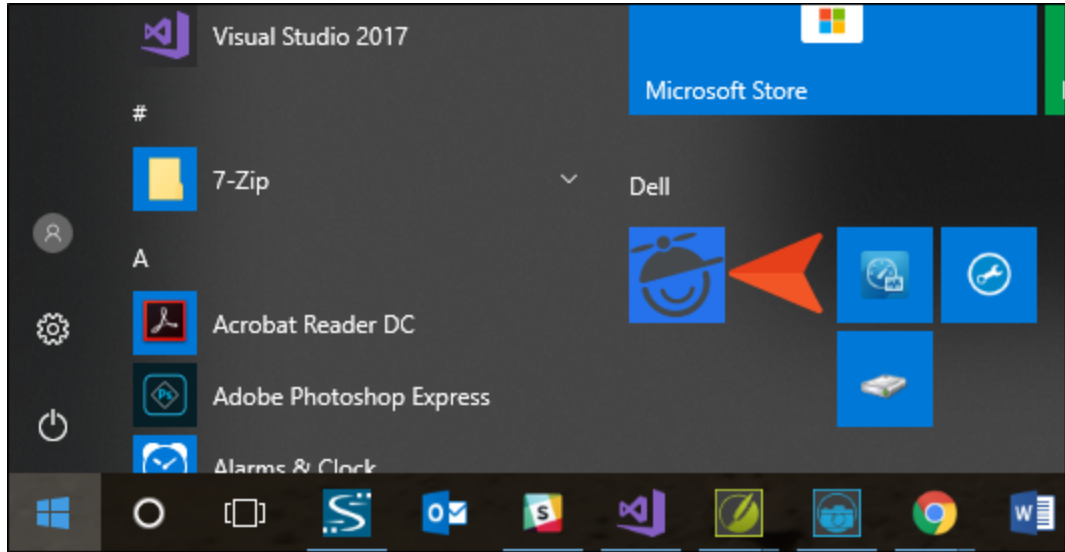
- ☆ When you click the Start button in the lower-left corner of your screen, you see tiles for different kinds of shortcuts. If you scroll down to the bottom of the tiles, you will see the favicon for the HTML5 output that you pinned. Initially, you will see the medium-sized image.



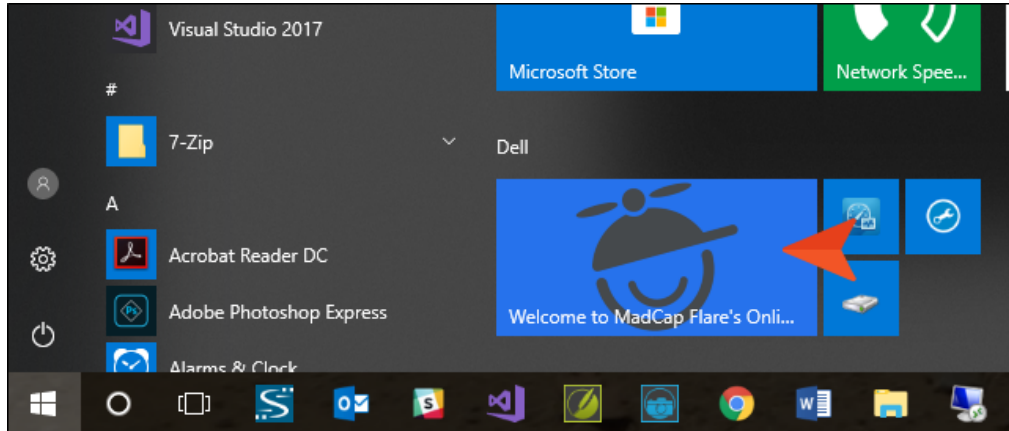
☆ Next, you right-click this favicon and select **Resize**. From the menu, you can choose any of the other sizes (Small, Wide, Large).



☆ If you select Small, the favicon will look something like this:




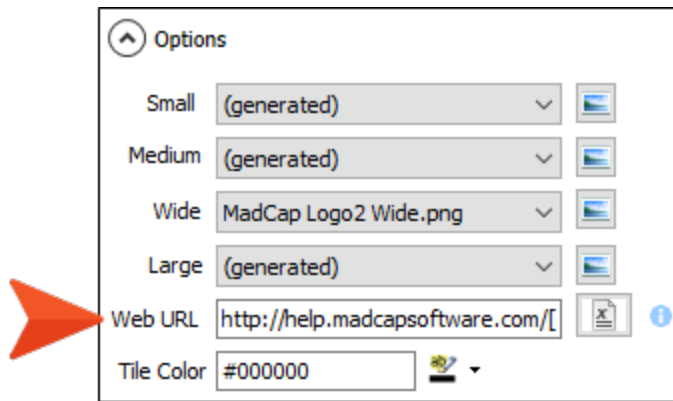
☆ If you select Wide, the favicon will look something like this:



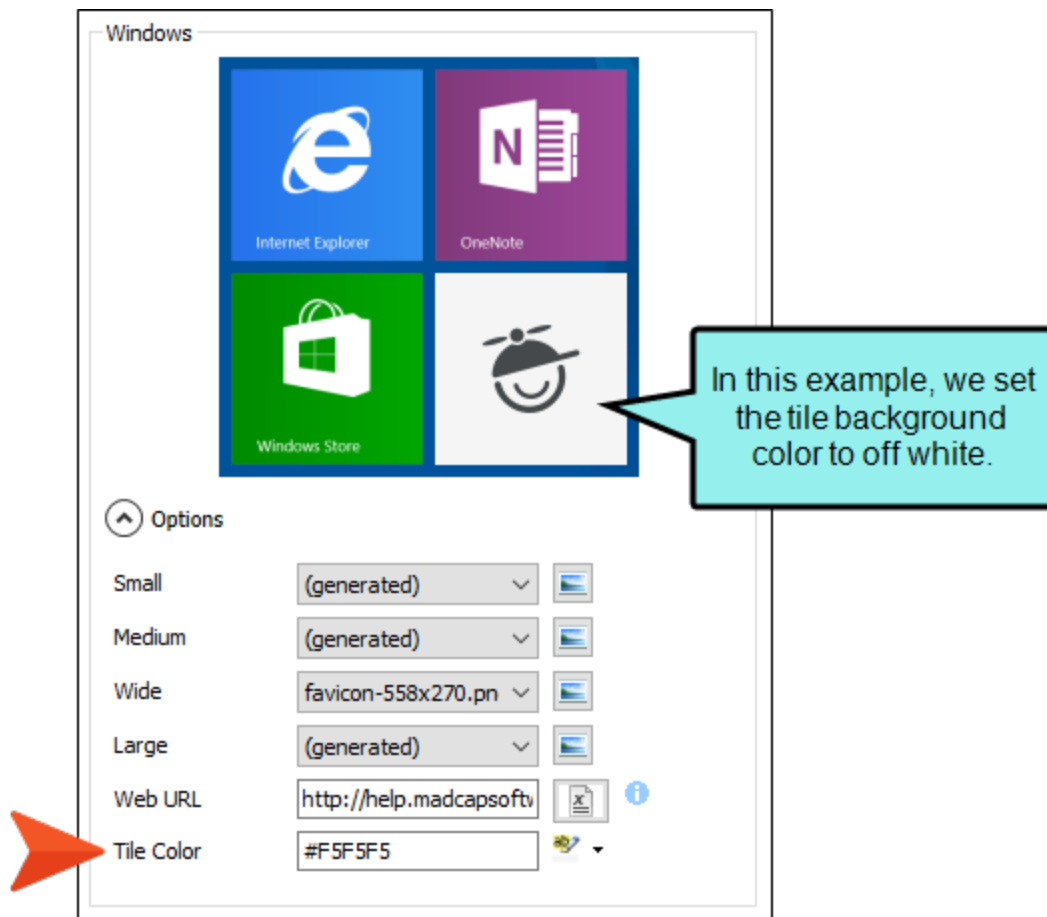
And if you select Large, the favicon will look something like this:




7. In the **Web URL** field, enter the path where your output will be published (e.g., <http://mycompany.com/help/product/>). Completing this field is necessary because Windows tile images are relative to the root location of your output. You can also click  to insert a variable into the URL field.




8. (Optional) In the **Tile Color** field, you can use the drop-down to the right to choose a background color for the tile displaying your favicon.



9. Click  to save your work.

 **NOTE** Microsoft Edge does not support favicons unless the output is published to a web server.

 **NOTE** If you generate the target from a MadCap Central license, any custom favicons that you have set will be overridden by the Central favicons.

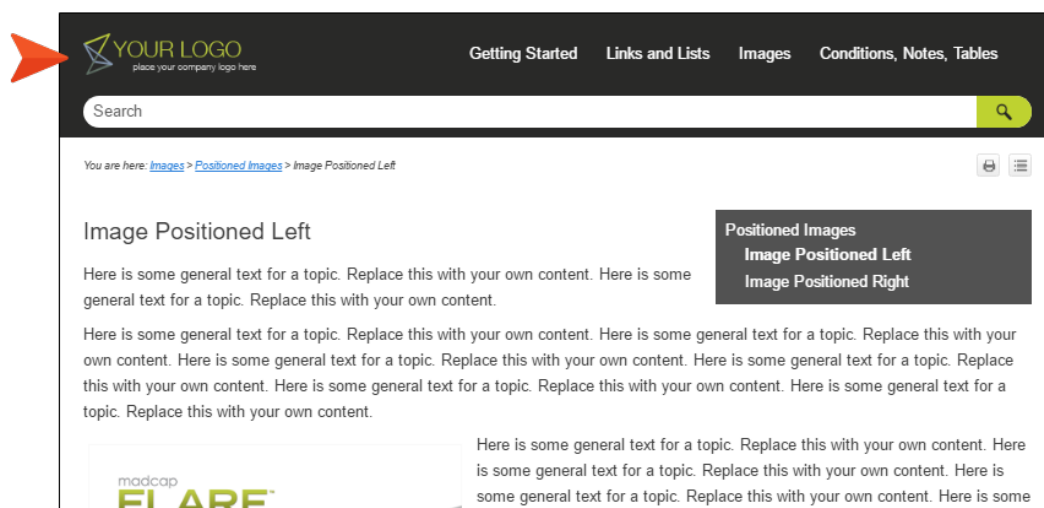
Setting a Fixed Header for Side or Top Navigation Output

Supported In:

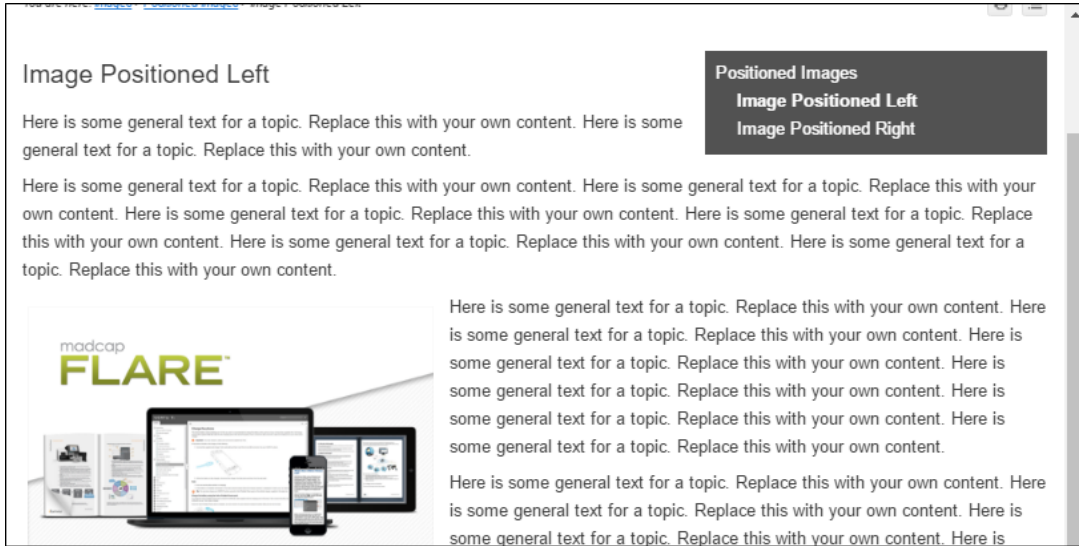


When generating Side or Top Navigation output, you can fix the header portion of the topic so that it stays in place when users scroll down to see more content. For Top Navigation, you can do this for web, tablet, or mobile screens (or all of them). For Side Navigation, you can do this for web screens (or all—web, tablet, mobile).

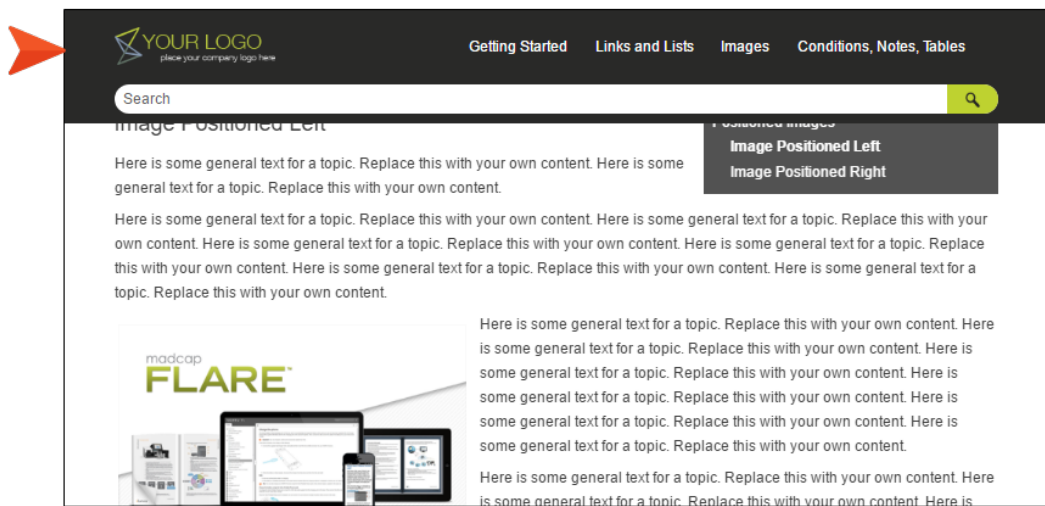
☆ **EXAMPLE** Without a fixed header in Top Navigation output, a long topic might start out like this, with the search and menu items shown at the top:



☆ When a user scrolls down, the header disappears from view:

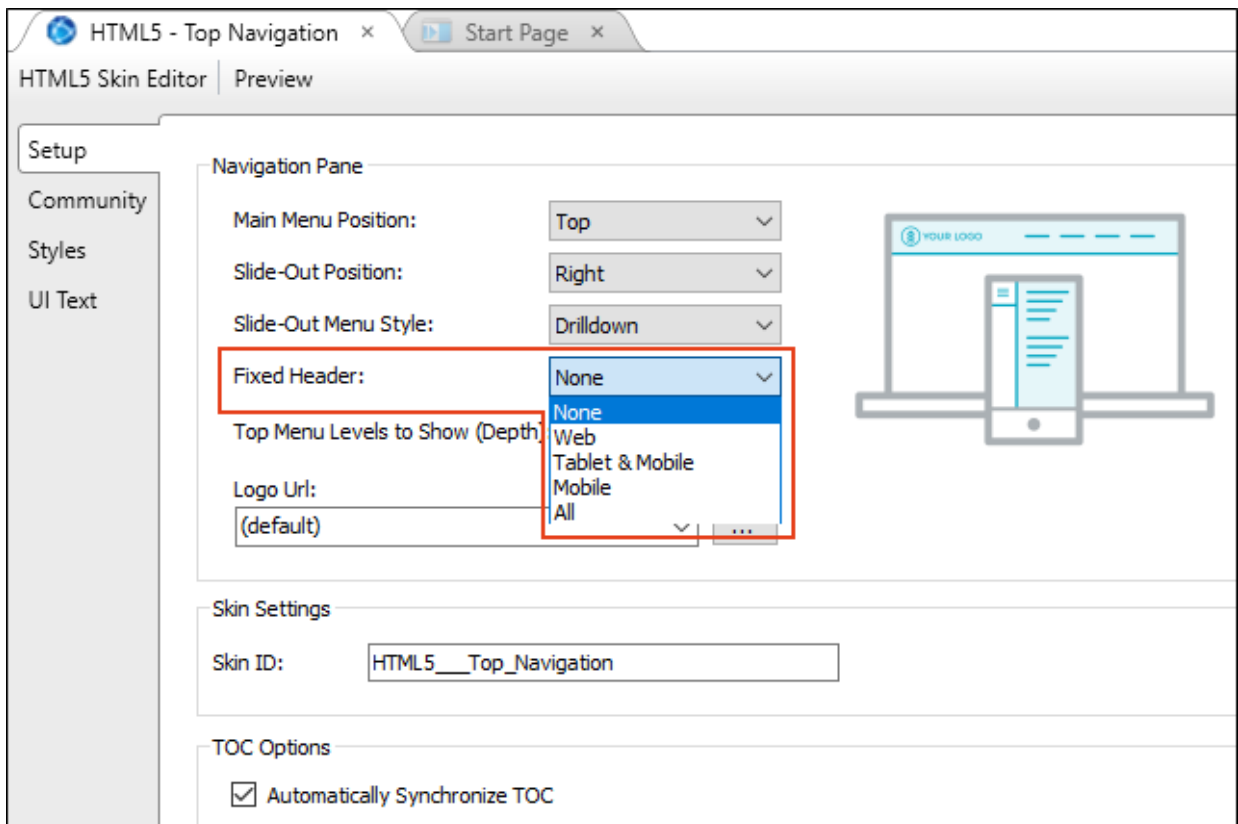


But if you fix the header, it will continue to be visible when scrolling, like this:



How to Set a Fixed Header

1. Open an HTML5 Side or Top Navigation skin.
2. Select the **Setup** tab.
3. In the **Fixed Header** field, select one of the options:
 - **None** The header will not be fixed in the output (Top Navigation only).
 - **Web** The header will be fixed on screens that are larger than tablet and mobile.
 - **Tablet & Mobile** The header will be fixed on tablet and mobile screens (Top Navigation only).
 - **Mobile** The header will be fixed on mobile screens (Top Navigation only).
 - **All** The header will be fixed on all screens—web, tablet, and mobile.




4. Click  to save your work.

Setting a Fixed Topic Menu

Supported In:

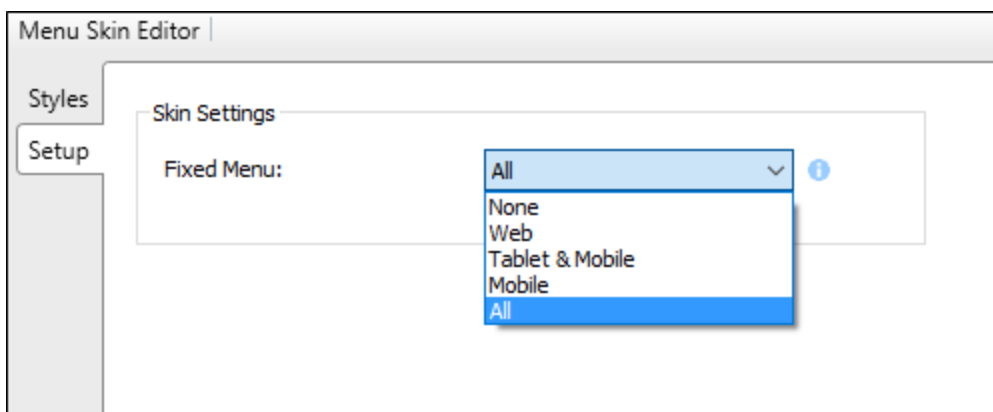


 **NOTE** This feature is supported in HTML5 Side and Top Navigation outputs, but not in HTML5 Tripane output.

If you use a Menu skin component and proxy to include a topic menu in your HTML5 Top Navigation output, you can set that menu to be fixed in place. You can set a fixed menu for web, tablet, or mobile screens (or all of them). This feature can also be used in Side Navigation output, but it makes more sense in Top Navigation output.

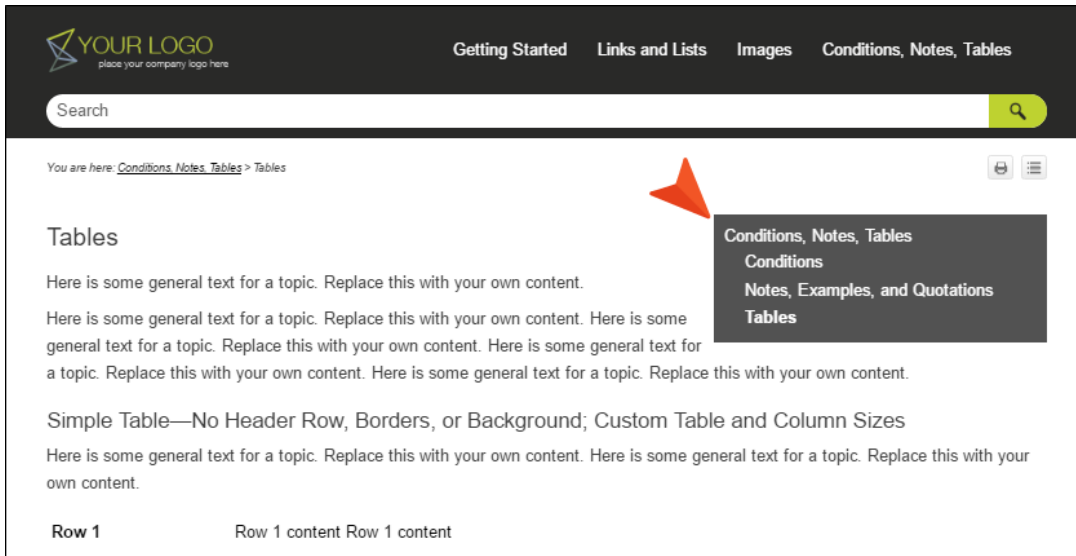
How to Set a Fixed Menu

1. Open a Menu skin component.
2. Select the **Setup** tab.
3. In the **Fixed Menu** field, select one of the options:
 - **None** The menu will not be fixed in the output.
 - **Web** The menu will be fixed on screens that are larger than tablet and mobile.
 - **Tablet & Mobile** The menu will be fixed on tablet and mobile screens.
 - **Mobile** The menu will be fixed on mobile screens.
 - **All** The menu will be fixed on all screens—web, tablet, and mobile.

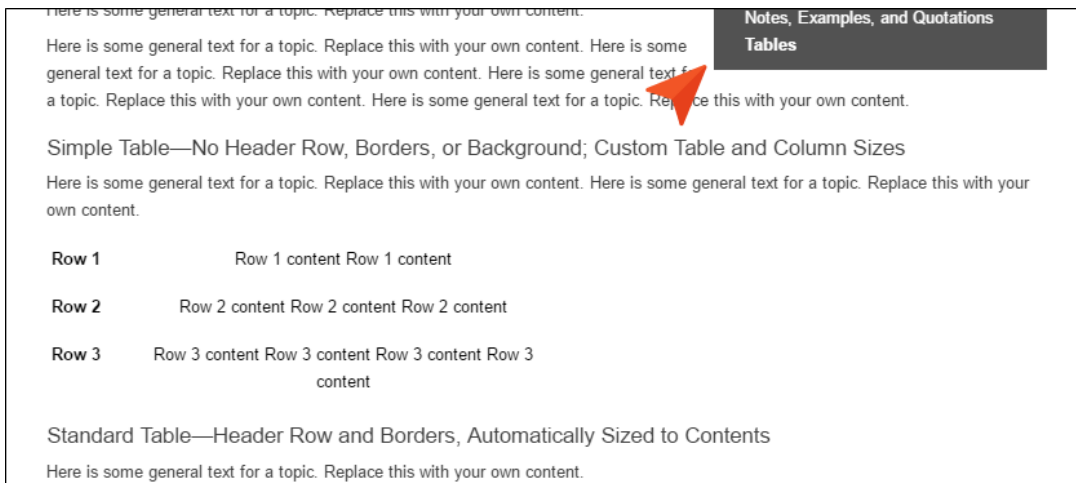


4. Click  to save your work.

☆ **EXAMPLE** You include a topic menu on the right side of your topics, but you do not choose to fix that menu. Initially, it might look something like this:



If you scroll down in the topic, notice that the menu moves up with the rest of the topic content:



☆ On the other hand, if you set the menu to be fixed, it will not move when you scroll down in the topic:

Row 1	Row 1 content	Row 1 content			
Row 2	Row 2 content	Row 2 content	Row 2 content		
Row 3	Row 3 content	Row 3 content	Row 3 content	Row 3 content	Row 3 content

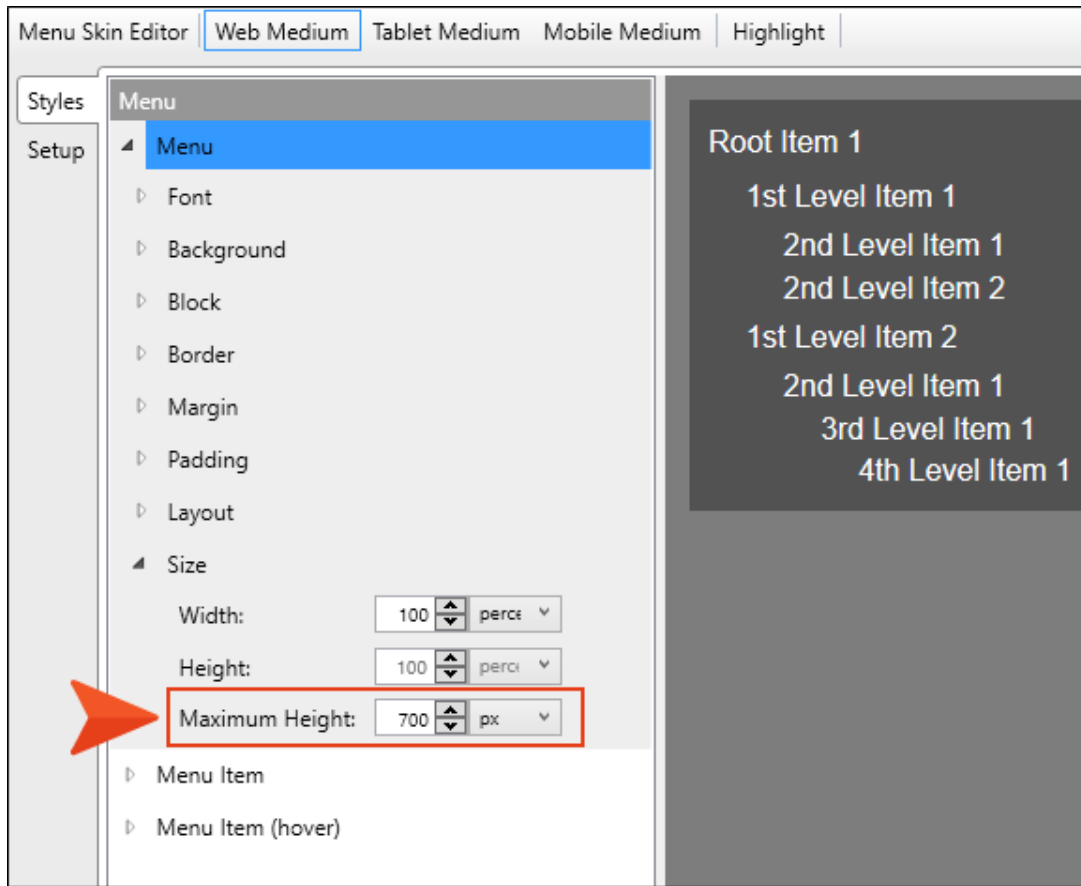
Conditions, Notes, Tables
Conditions
Notes, Examples, and Quotations
Tables

Standard Table—Header Row and Borders, Automatically Sized to Contents

Here is some general text for a topic. Replace this with your own content.


	1st Head	2nd Head	3rd Head	4th Head	5th Head
General text for a table	✗	✗	✓	✗	✗
General text for a table	✓	✓	✓	✗	✓
General text for a table	✓	✗	✓	✓	✓

- ✔ To solve this problem, you can open your Menu skin component and edit the maximum height for the menu.



- ✔ If the maximum height is less than the height of the screen being used to view it, a scroll bar will be added within the menu, allowing end users to see all of the links.

Images

Here is a small image inline 

Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content.

Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content.

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- Getting Started
- Links and Lists
- Images
 - Thumbnail Image
 - Positioned Images
 - Image Positioned Left
 - Image Positioned Right
 - Image Within List
- Tables
- Conditions
- Notes, Examples, and Quotations
- Tables
- Conditions
- Notes, Examples, and Quotations
- Conditions, Notes, Tables
- Image Within List
- Tables
- Conditions
- Notes, Examples, and Quotations
- Tables
- Conditions
- Notes, Examples, and Quotations
- Image Within List
- Tables
- Conditions
- Notes, Examples, and Quotations
- Tables

Enabling and Disabling Partial-Word Search for Glossaries

Supported In:



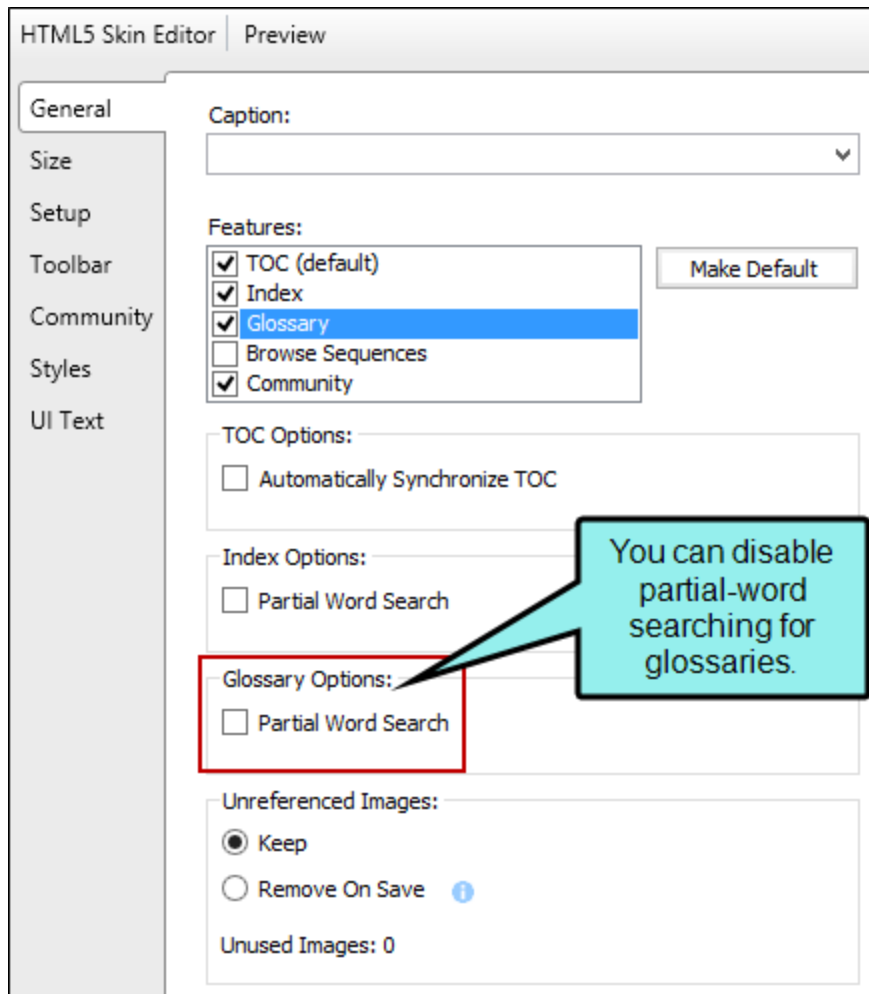
 **NOTE** This feature is supported in HTML5 Tripane skins, but not in HTML5 Side or Top Navigation skins.

By default, partial-word searching is enabled for HTML5 Tripane glossaries in the output.

This means that as a user types a search phrases, results are automatically displayed and the matching text is highlighted, even if the search text is only part of the glossary term. However, you can disable this feature. You might do this to improve performance. If you do this, results are no longer highlighted as users enter search text.

How to Enable or Disable Partial-Word Search for Glossaries

1. Open an HTML5 Tripane skin.
2. On the **General** tab of the Skin Editor, under **Glossary Options**, select **Partial Word Search**. Removing the check mark disables the feature.




3. Click  to save your work.

Enabling and Disabling Partial-Word Search for Indexes

Supported In:



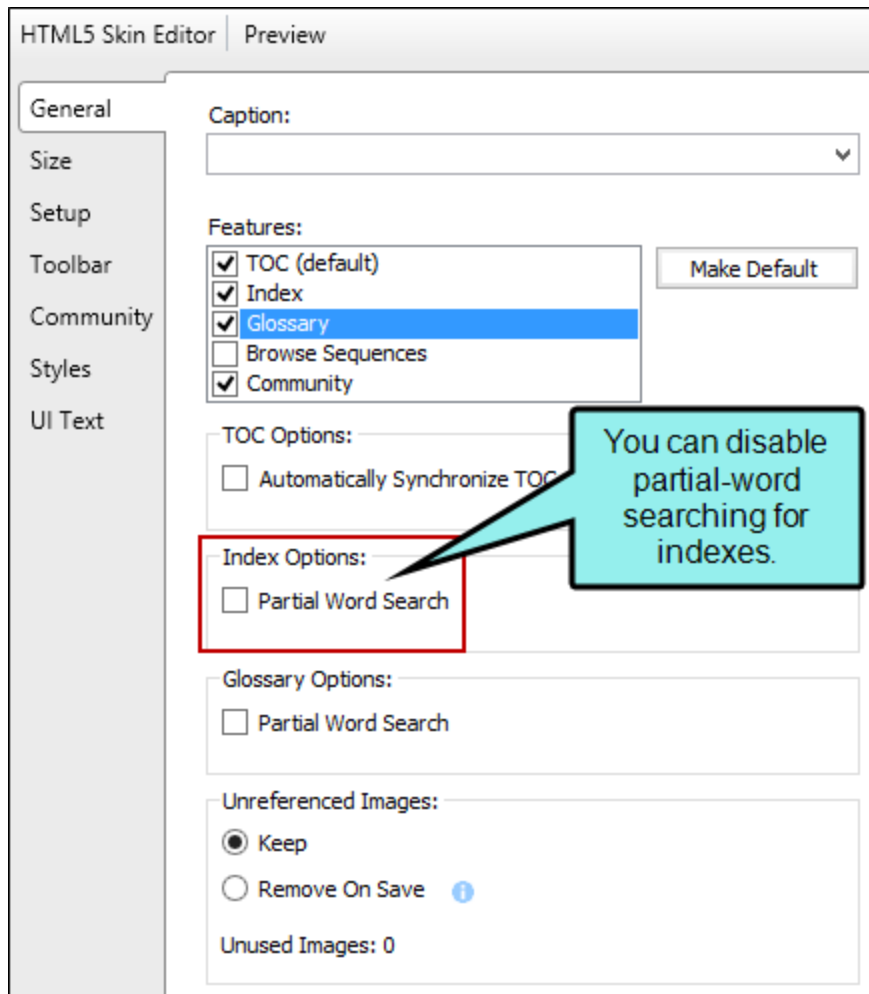
 **NOTE** This feature is supported in HTML5 Tripane skins, but not in HTML5 Side or Top Navigation skins.

By default, partial-word searching is enabled for HTML5 Tripane indexes in the output.

This means that as a user types a search phrases, results are automatically displayed and the matching text is highlighted, even if the search text is only part of the index term. However, you can disable this feature. You might do this to improve performance. If you do this, results are no longer highlighted as users enter search text.

How to Enable or Disable Partial-Word Search for Indexes

1. Open an HTML5 Tripane skin.
2. On the **General** tab of the Skin Editor, under **Index Options**, select **Partial Word Search**. Removing the check mark disables the feature.



3. Click  to save your work.

Setting a Skin ID

Supported In:



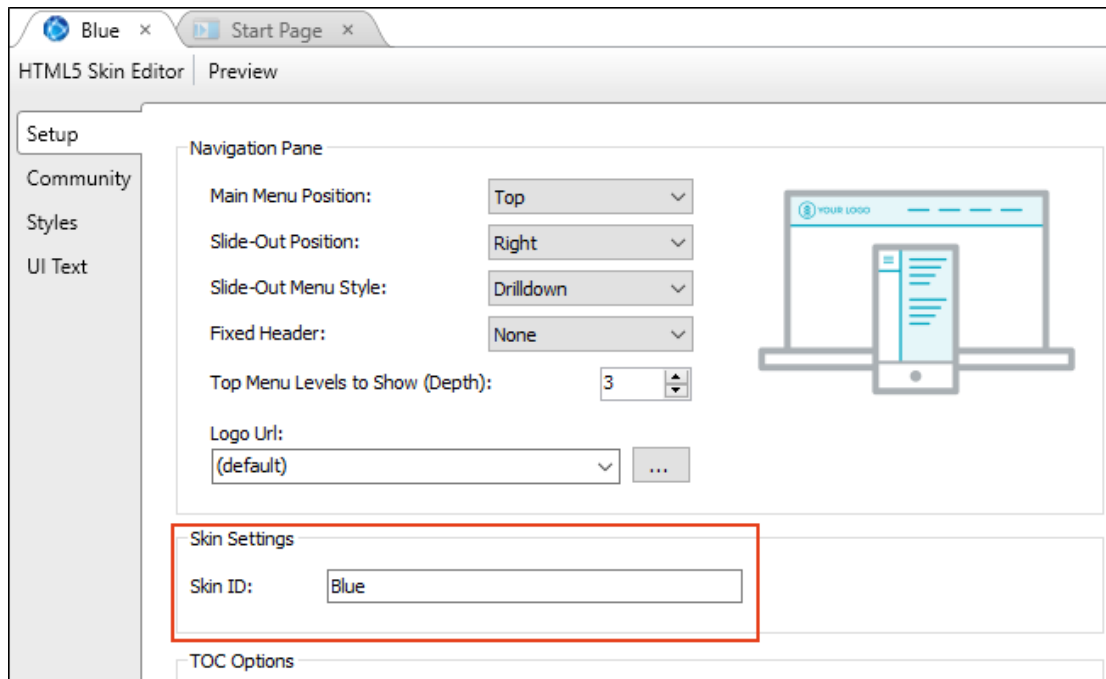
For HTML5 targets, you can assign IDs to skins.

One reason for setting a skin ID is to allow users to choose from multiple skins in order to change the display of the output. See "Enabling Runtime Skins" on page 454.

Another reason for setting a skin ID is to display output differently for context-sensitive Help (CSH), such as Dynamic Help. Your software developer can program the application behind the scenes to use the correct skin depending on the situation.

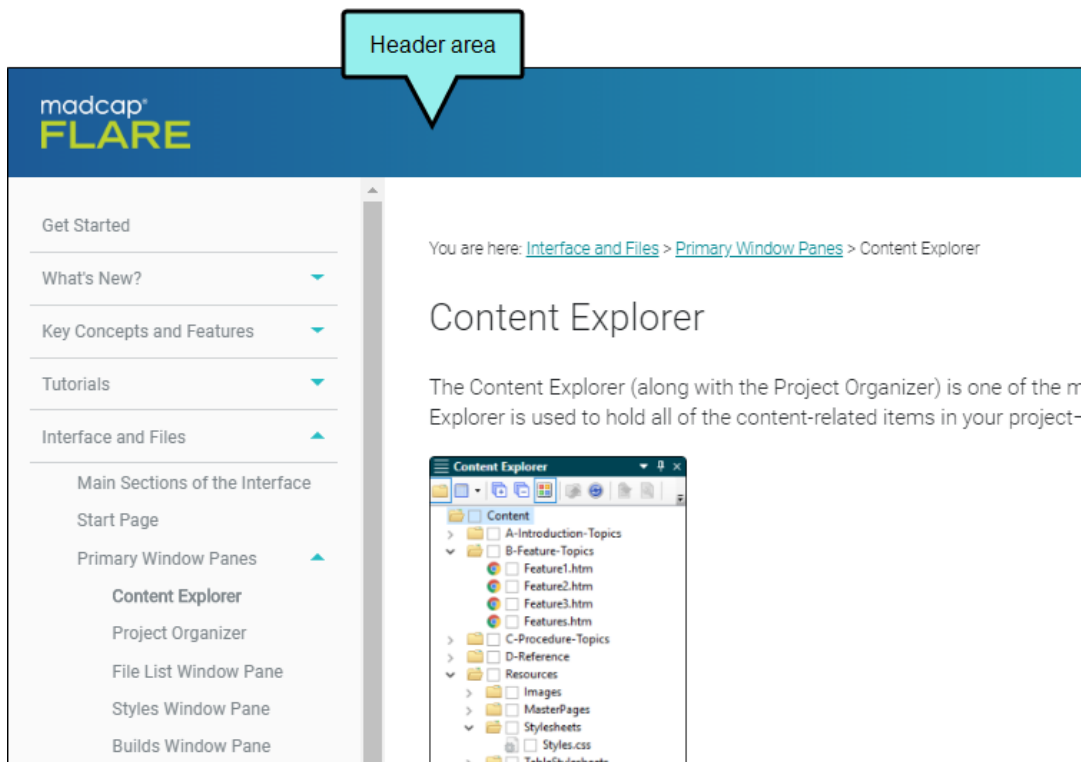
How to Set a Skin ID

1. From the Project Organizer, open an HTML5 skin.
2. Select the **Setup** tab.
3. Edit the **Skin ID** field. By default, this ID is based on the file name of the skin, but you can change it to something else.



4. Click  to save your work.

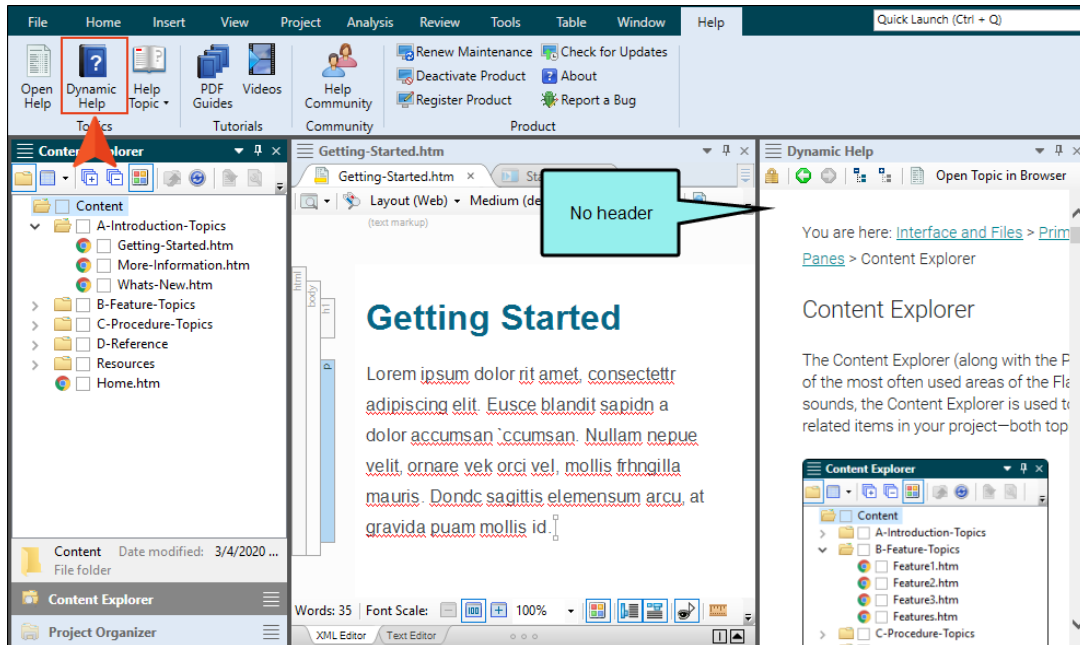
☆ **EXAMPLE** Flare's online Help uses the HTML5 Side Navigation output. If you open the full Help system, you will see a header at the top of every page.



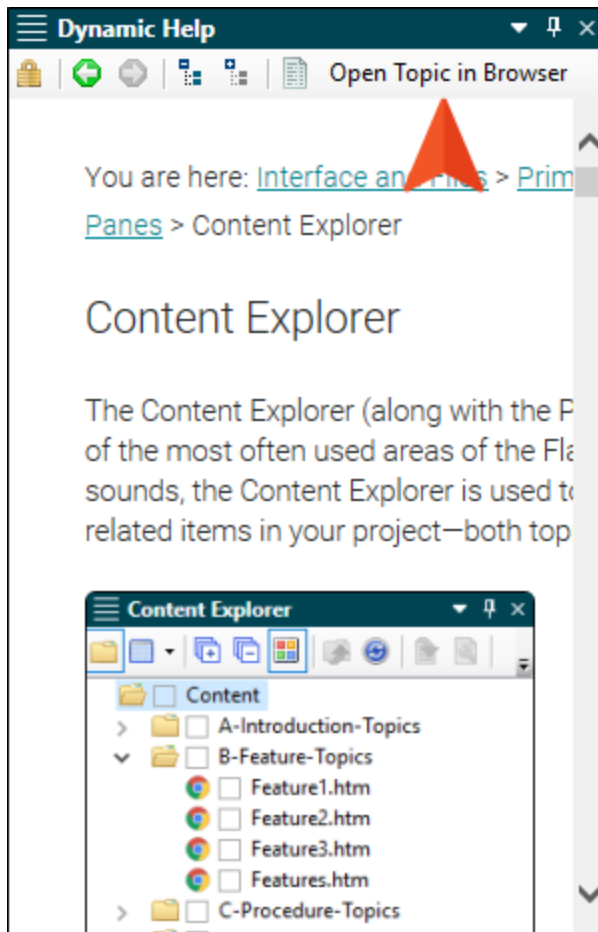
We wanted to use this same output for the Dynamic Help window pane within Flare, but we did not want any page (except for the Home page) to display a header.

So in addition to our regular skin, we created another one and removed the header section from it. We also provided our developers with the IDs for each skin.

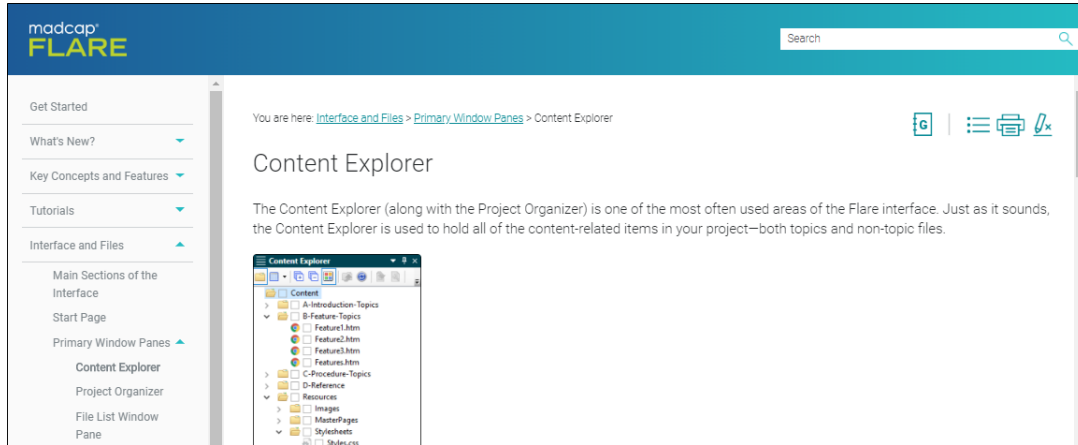
☆ Therefore, if you have your cursor in the Content Explorer, the Dynamic Help will display the Content Explorer topic, without the page header.




☆ But if you open the topic in your browser...



☆ ... the topic will look like this, with the header section at the top.



It's the same output file, just using two different skins.

 **NOTE** For HTML5 Tripane output that is not enabled for responsive output, Flare does not support multiple skins in the output.

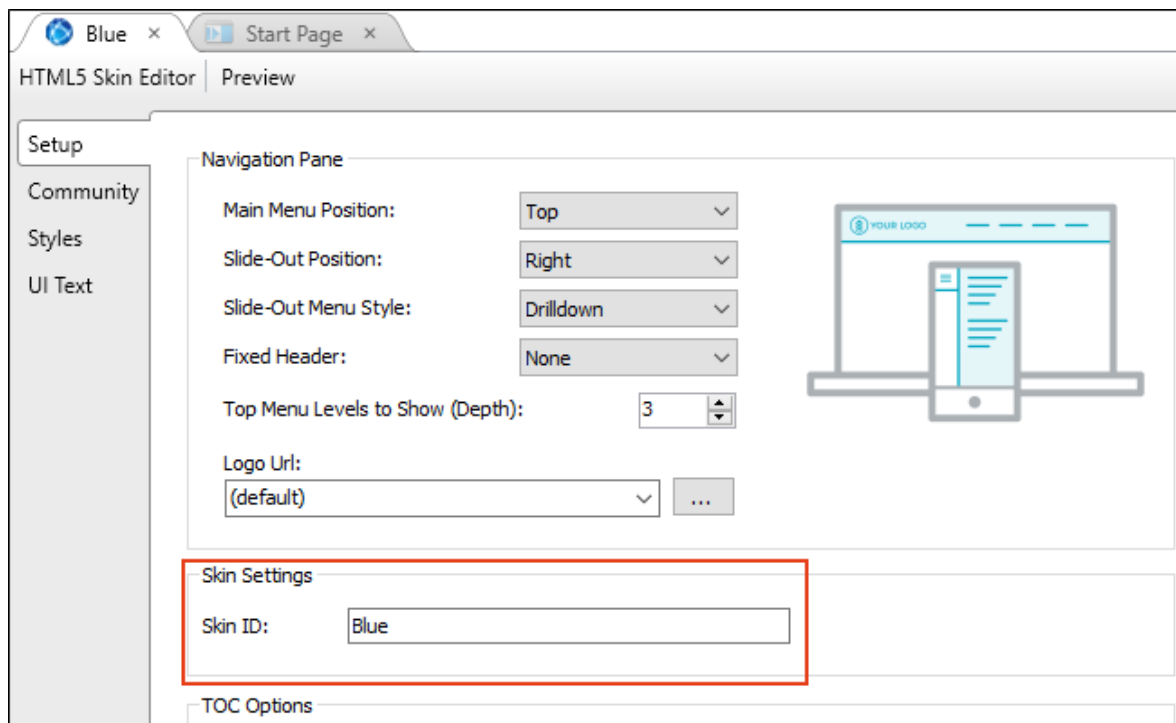
Enabling Runtime Skins

Supported In:




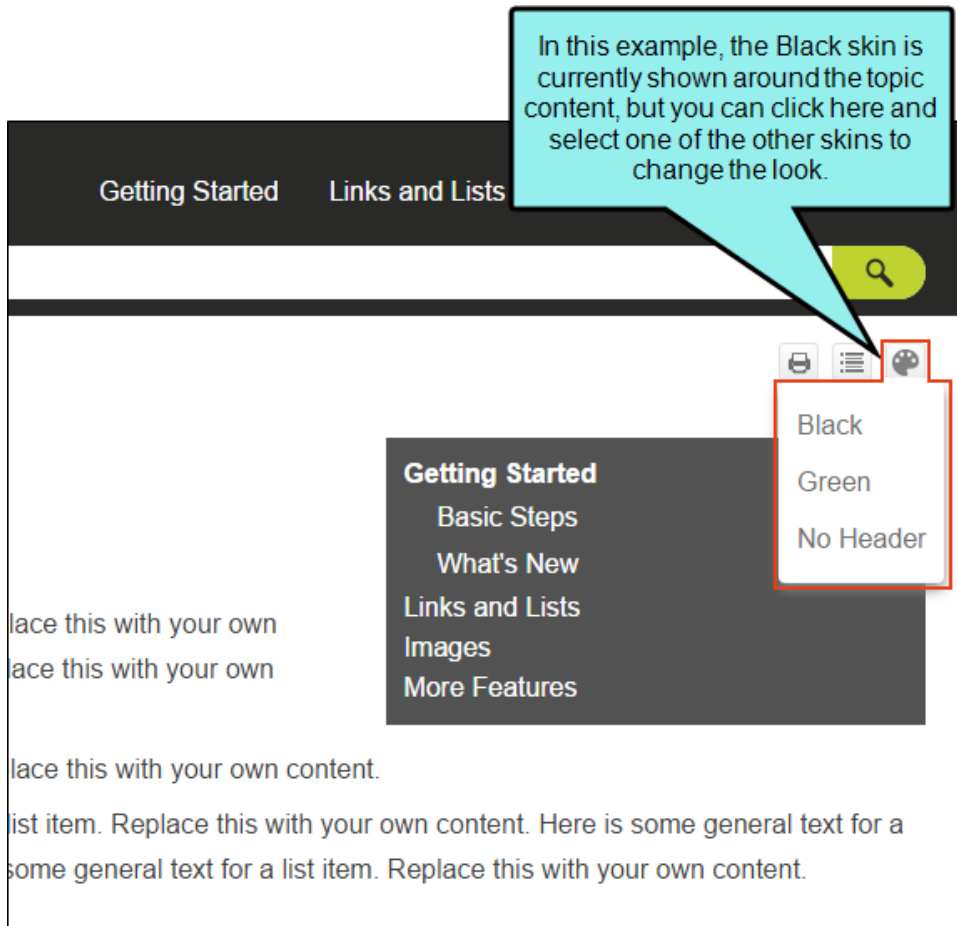
For HTML5 targets, you can enable runtime skins. Users can even choose from multiple skins to change the display of the output.

To help accomplish this, there is a Skin ID field on the Setup tab for HTML5 Side Navigation, Top Navigation, and Tripane skins. This ID is based on the file name of the skin, but you can change it if you want. See "Setting a Skin ID" on page 448.

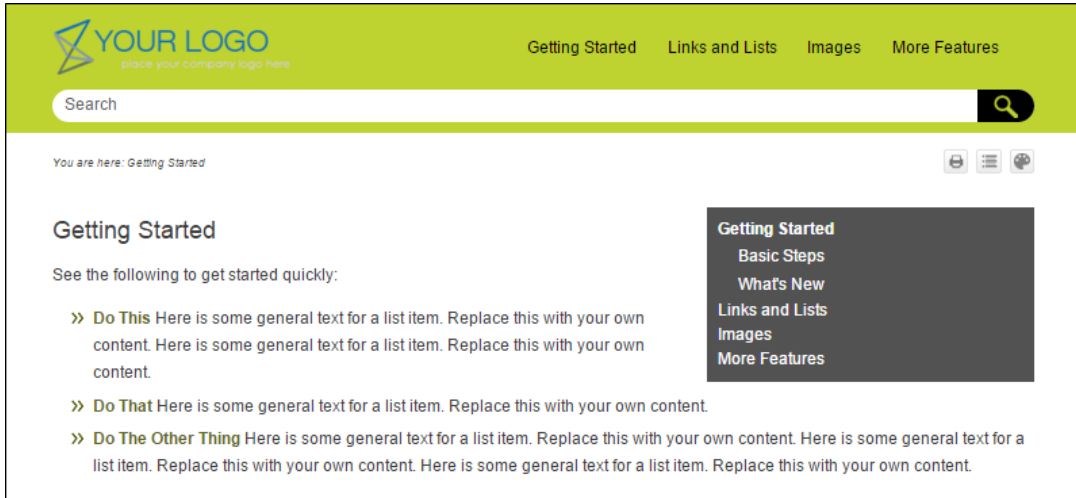


☆ **EXAMPLE** Your main Top Navigation skin has a black header background, but you want users to be able to select a skin with a green header background and a different logo, or even a third skin that does not have a header at all. Therefore, you create the additional skins and edit them to look the way you want. Then you add the Skins button in your Topic Toolbar skin component.

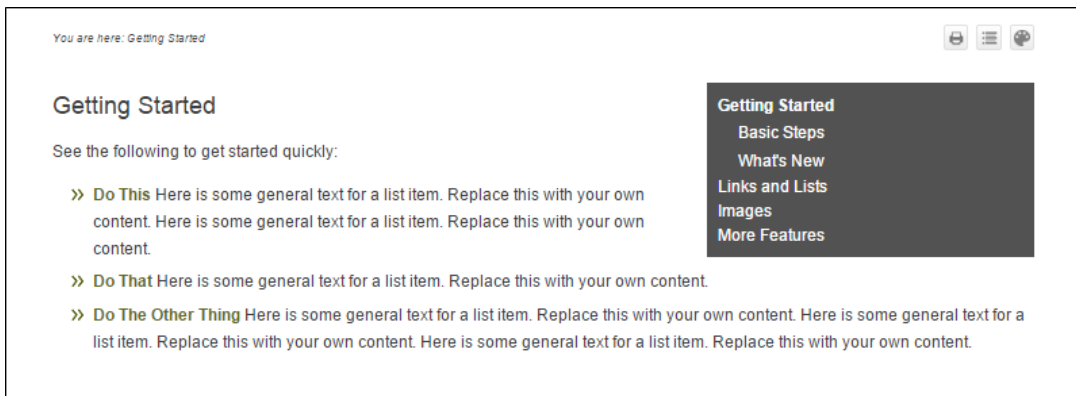
In the output, a user can click the button  in the topic toolbar and choose one of the options, which are based on the skin file name.



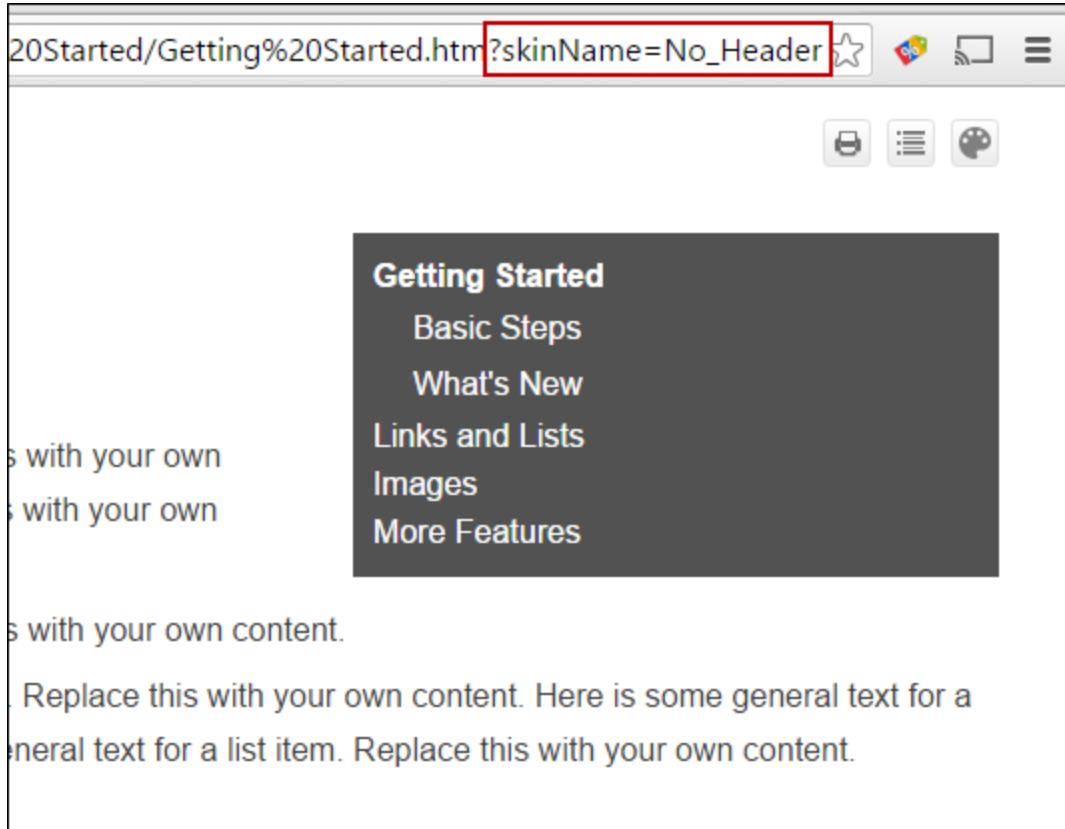
☆ If the user selects **Green**, the output might look something like this:



And if the user selects **NoHeader**, the output might look something like this:



☆ The name of the skin is reflected at the end of the URL in the browser.

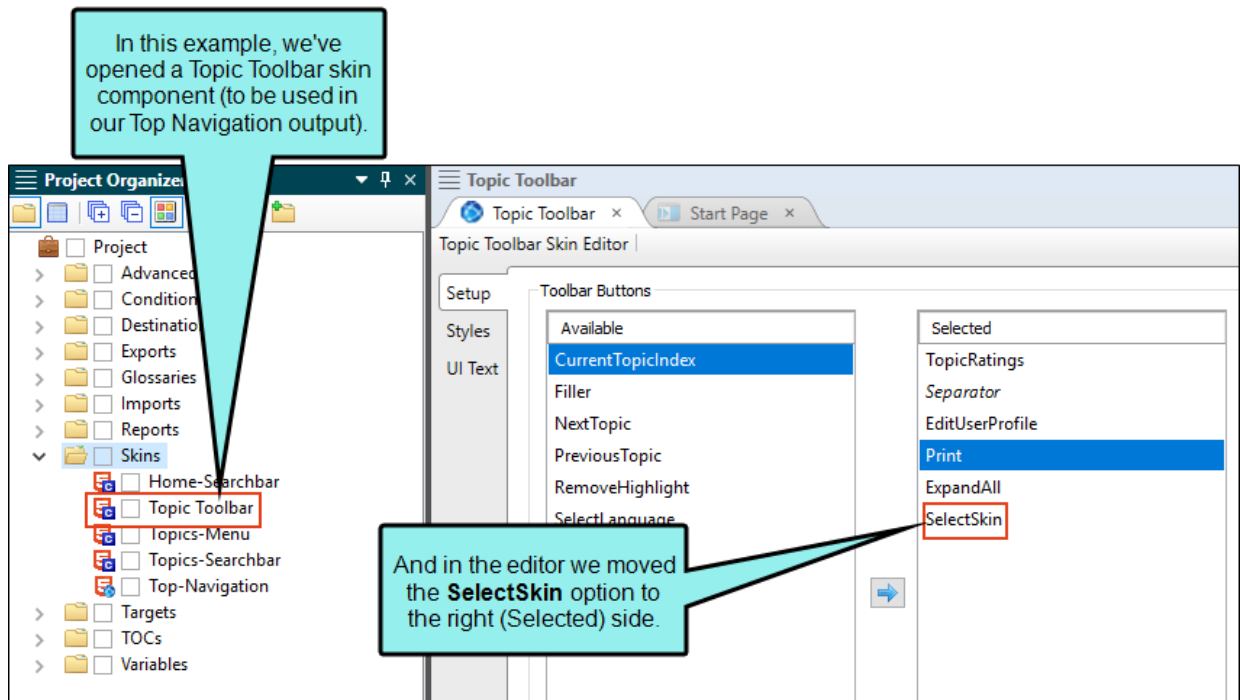


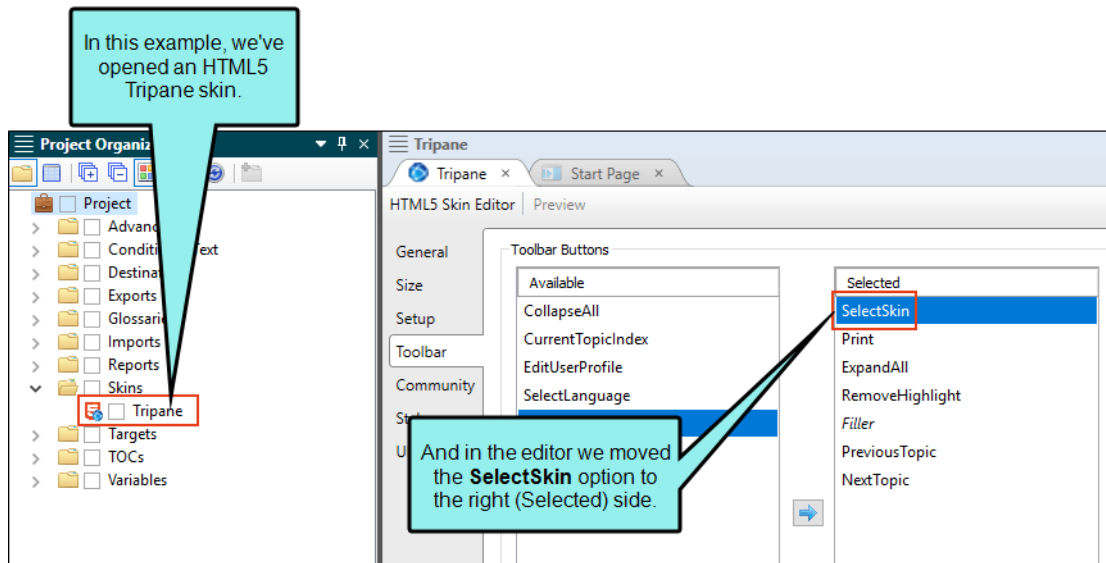
How to Enable Runtime Skins

1. If you are creating Top Navigation output, you should have a Topic Toolbar skin component in your project . Open the skin component, and select the **Setup** tab.

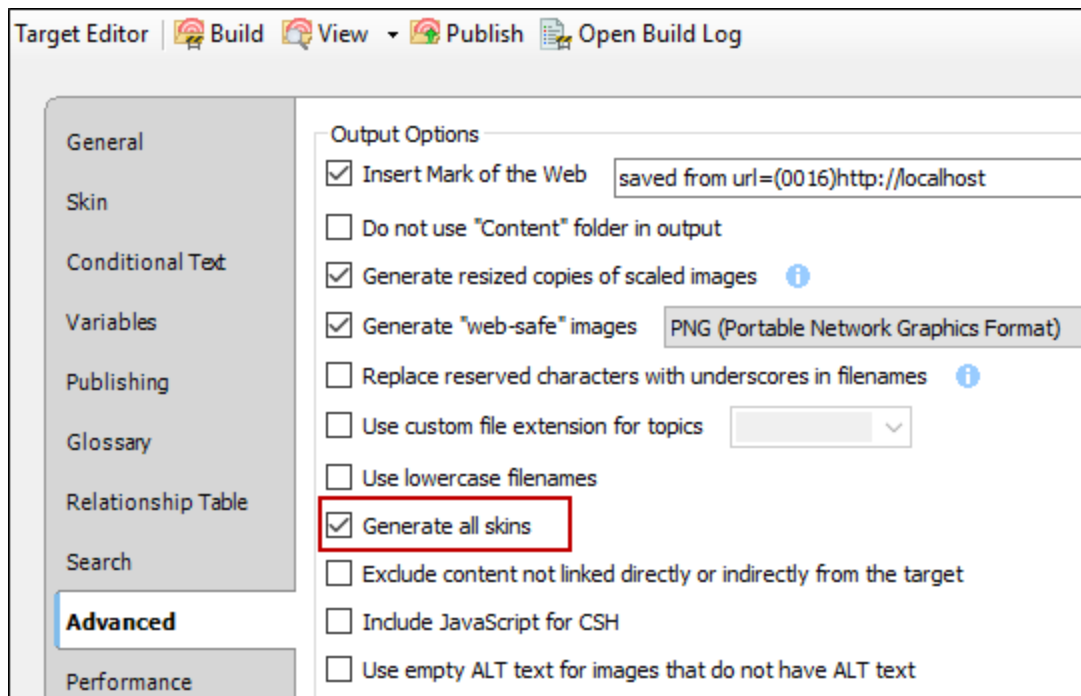
If instead you are creating responsive Tripane output, open the regular skin and select the **Toolbar** tab. This lets you place the skin button in a web toolbar.

2. If necessary, move the **SelectSkin** button from the **Available** section to the **Selected** section.





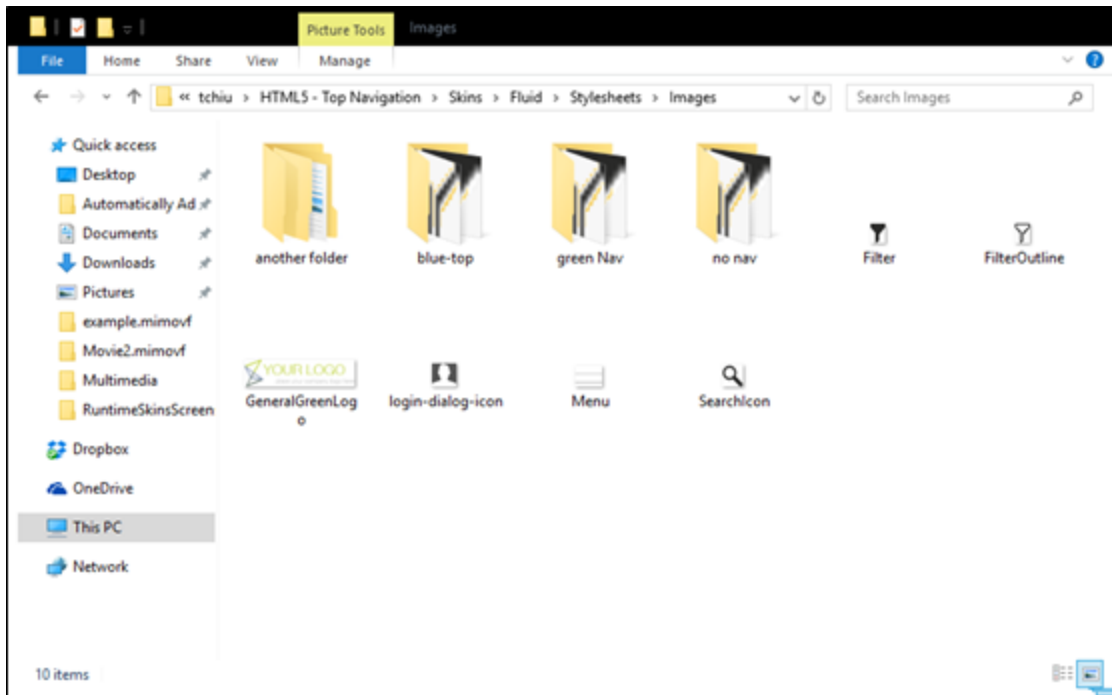
3. Open the HTML5 target.
4. In the Target Editor, select the **Advanced** tab.
5. Select **Generate all skins**.



6. Click  to save all files.

7. Build the HTML5 target.

Flare copies all of the project skins of the same type as the selected target (i.e., Tripane output will copy all project Tripane skins, Top Navigation output will copy all Top Navigation skins) and places them in the output folder.



In addition, the CSS styles of those skins will be copied and merged into the stylesheet as its own CSS class.

NOTE For HTML5 Tripane output that is not enabled for responsive output, Flare does not support multiple skins in the output.

Setting the Slide-Out Menu for Side or Top Navigation Output

Supported In:

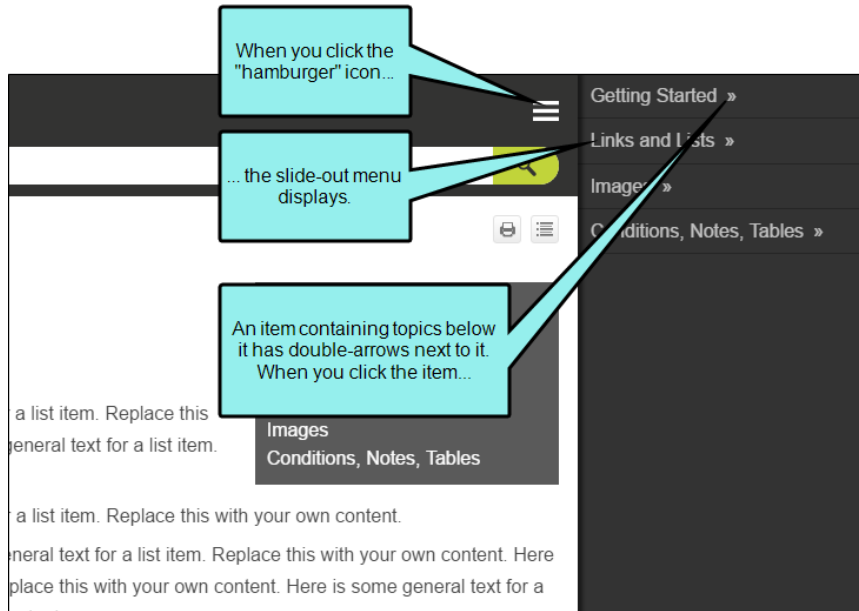


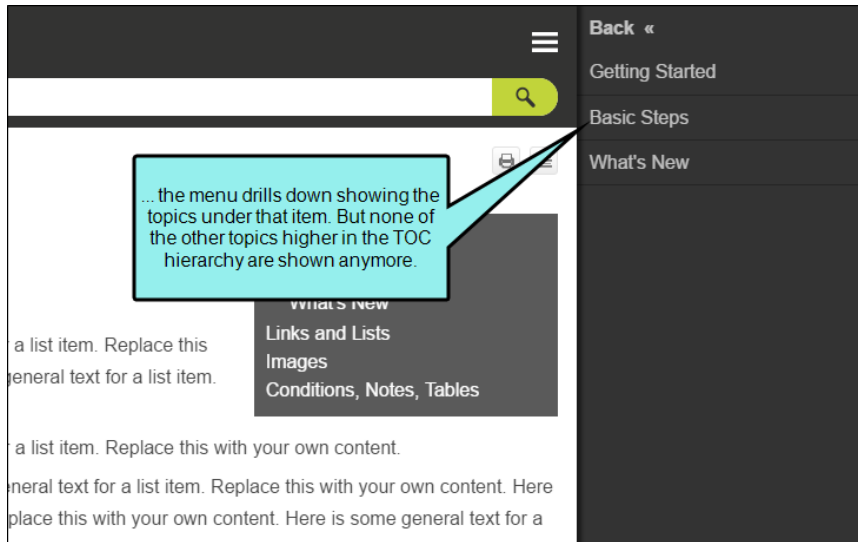
 **NOTE** This feature is supported in HTML5 Side and Top Navigation skins, but not in HTML5 Tripane skins.

You can choose the look of the slide-out menu for Side or Top Navigation output (i.e., the menu that opens when you click the “hamburger” icon in tablet or mobile view). Either a drilldown or a tree format can be selected.

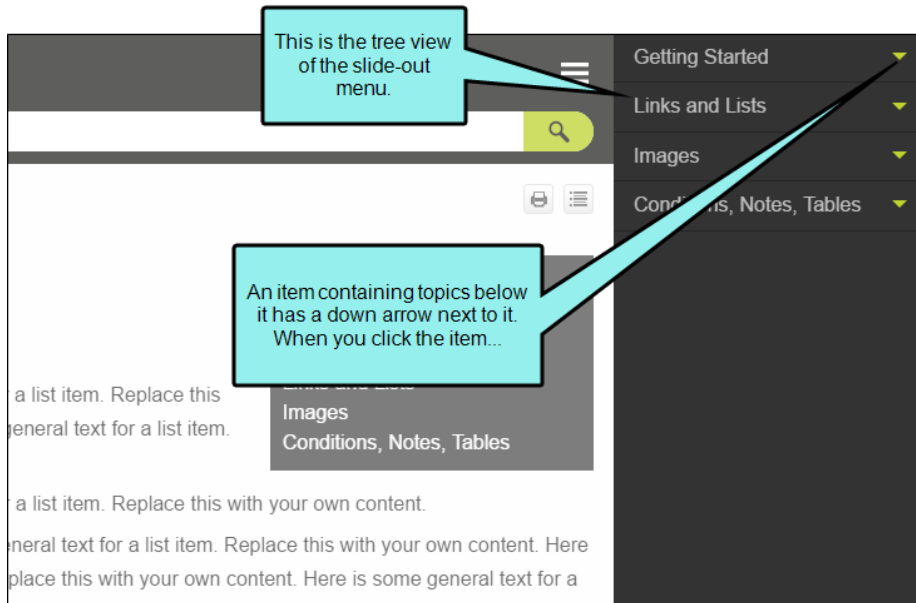
How to Set the Style for Slide-Out Menus

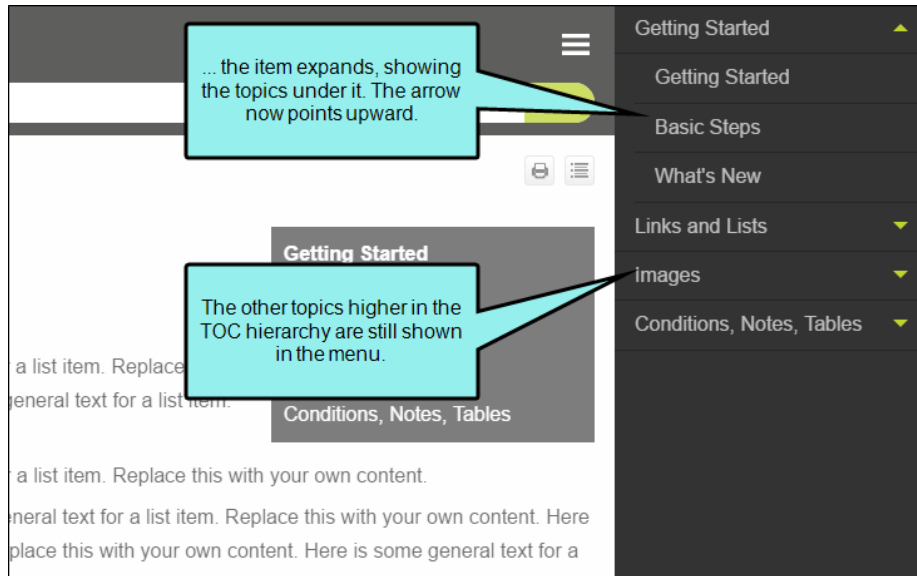
1. Open an HTML5 Side or Top Navigation skin.
2. Select the **Setup** tab.
3. From the **Slide-Out Menu Style** field, select one of the following:
 - **Drilldown** With this format, any item containing sub-items has a double-arrow next to it. When you click on such an item, the entire menu changes, showing only that item and its sub-items.





- **Tree** With this format, any item containing sub-items has a down arrow next to it. When you click on that item, the sub-items are shown, but the rest of the menu remains in view as well.





4. Click  to save your work.

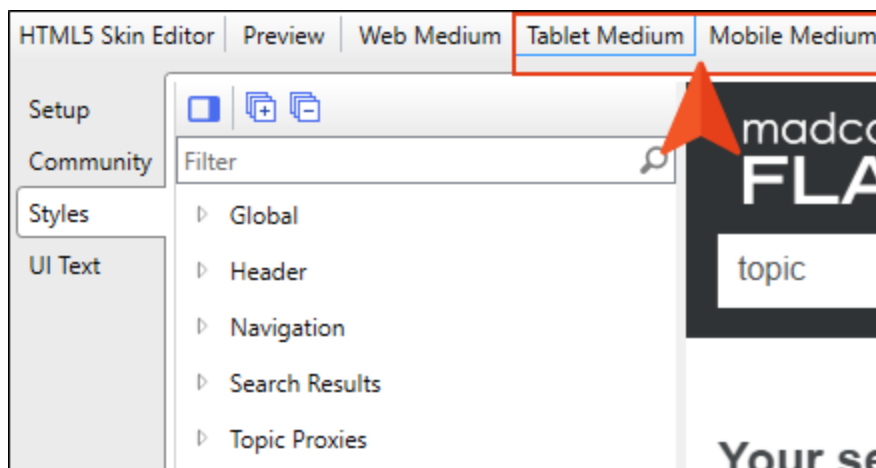
How to Edit the Look of the Tree View Arrows

In the Skin Editor, you can change the color and size for the arrows used for the tree format.

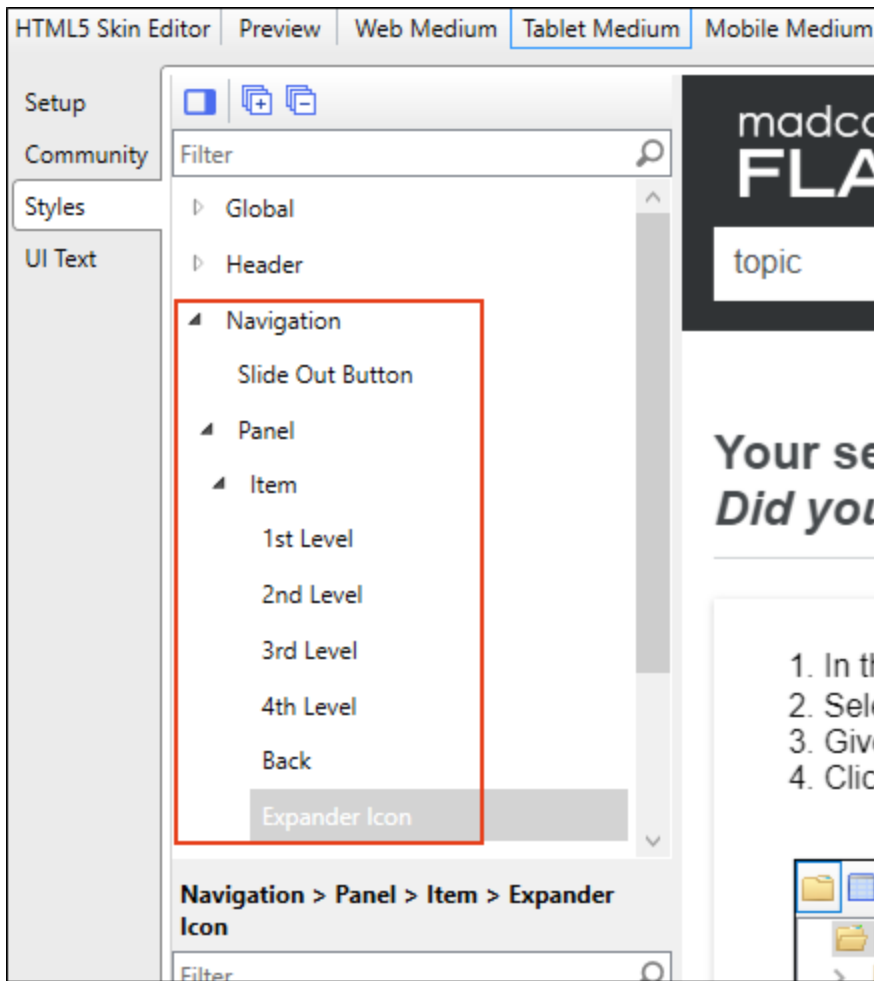
1. Open an HTML5 Side or Top Navigation skin.
2. Select the **Styles** tab.
3. At the top of the Skin Editor, select either **Tablet Medium** or **Mobile Medium**.

If you want the same style to be used for both tablet and mobile outputs, make your edits in the Tablet medium. Your changes will then be inherited by the Mobile medium.

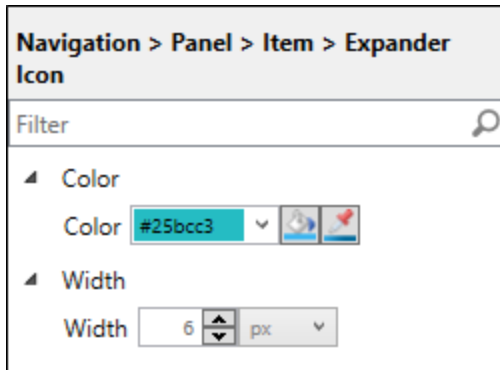
If you want different styles for the two outputs. make your changes in one medium, then switch to the other medium and make different selections.




4. On the left side of the editor, expand **Navigation > Panel > Item**, and then select **Expander Icon**.



5. In the properties section, expand the available properties to edit.






6. To change the color of the arrows, expand **Color**. Then use the fields to choose a color.
7. To change the size of the arrows, expand **Width**. Then use the fields to set the width. The height will be adjusted automatically.
8. Click  to save your work.

Changing Text Strings in HTML5 Skins

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. This tab not only lets you enter text in other languages, but it lets you change the substance of text strings altogether, whether they are in your primary language or another.


How to Change Text Strings in an HTML5 Skin or Component

1. Open an HTML5 skin or a skin component.
2. Select the **UI Text** tab.
3. From the **Language** drop-down, select the language for the skin.
4. In the grid below, type text in the **Value** field for each relevant row. 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.
5. Click  to save your work.

 **NOTE** You can also translate interface values in your stylesheet, language skin, or using a legacy language skin. When you set these values in multiple places, they are prioritized as follows:

1. Stylesheet
2. HTML5 skin
3. Language skin
4. Legacy language skin, still in your AppData\Roaming folder


As a best practice, you should try to translate each interface value in a single location to prevent conflicts.

 **NOTE** If you use the Language Skin Editor to edit an HTML5 skin value, your changes will be reflected in the HTML5 skin file (on the UI Text tab of the Skin Editor). However, changes made in the Skin Editor are not reflected in the Language Skin Editor.

Web Toolbars in HTML5 Output

Supported In:




 **NOTE** This feature is supported in HTML5 Tripane skins, but not in HTML5 Side or Top Navigation skins.

You can specify web toolbar settings for some online outputs. This includes determining which buttons are displayed in the web toolbar. You can also add custom JavaScript for the toolbar.

For more about web toolbars versus topic toolbars, see "Toolbars and Skins" on page 51.

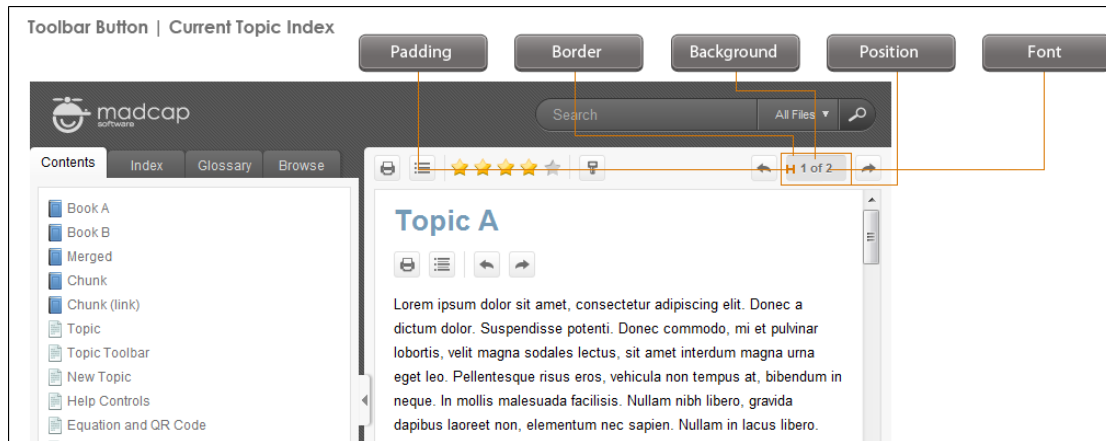
How to Specify Custom Toolbar Settings for HTML5 Output

1. Open an HTML5 Tripane skin.
2. Select the **Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button  to move items from the Available section to the Selected section.

Following are descriptions of the various items.

CURRENT TOPIC INDEX

Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)



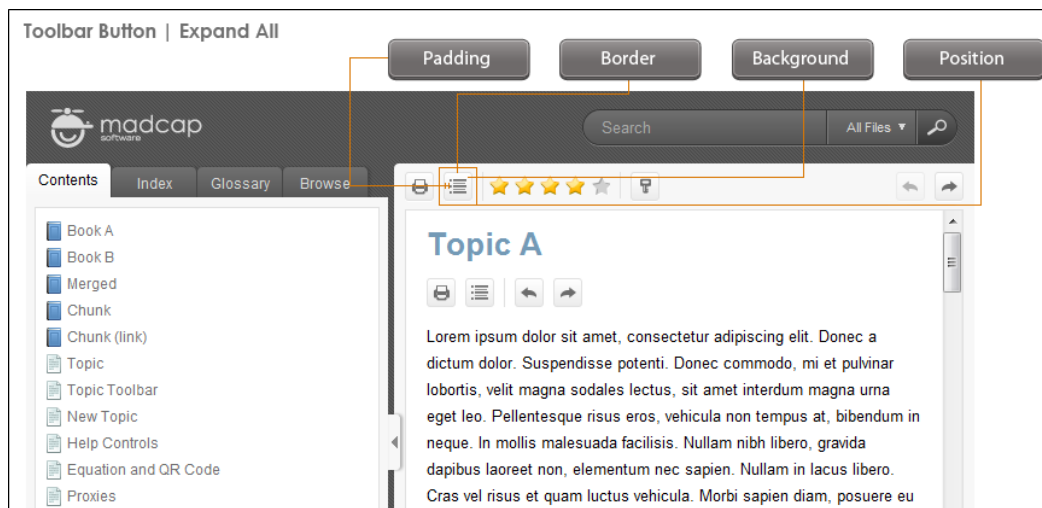
EDIT USER PROFILE

Lets users edit their Pulse or Feedback registration profile settings.



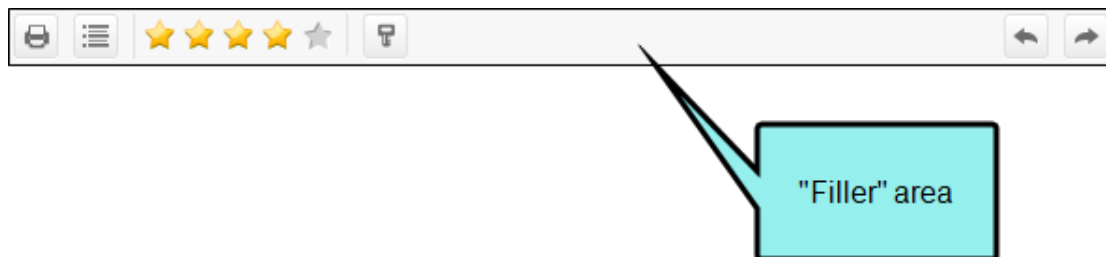
EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



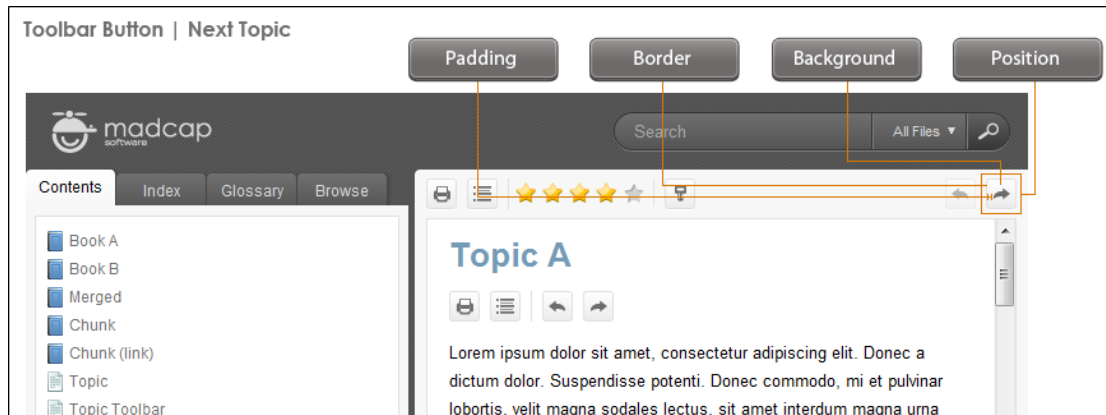
FILLER

Lets users add a filler item, which is used to specify where the empty space should go in the toolbar.



NEXT TOPIC

Lets users open the next topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.



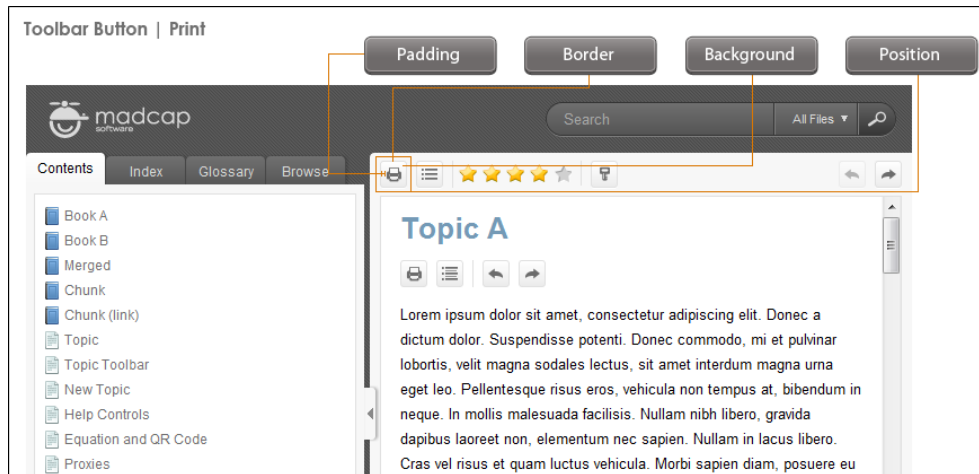
PREVIOUS TOPIC

Lets users open the previous topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.



PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.

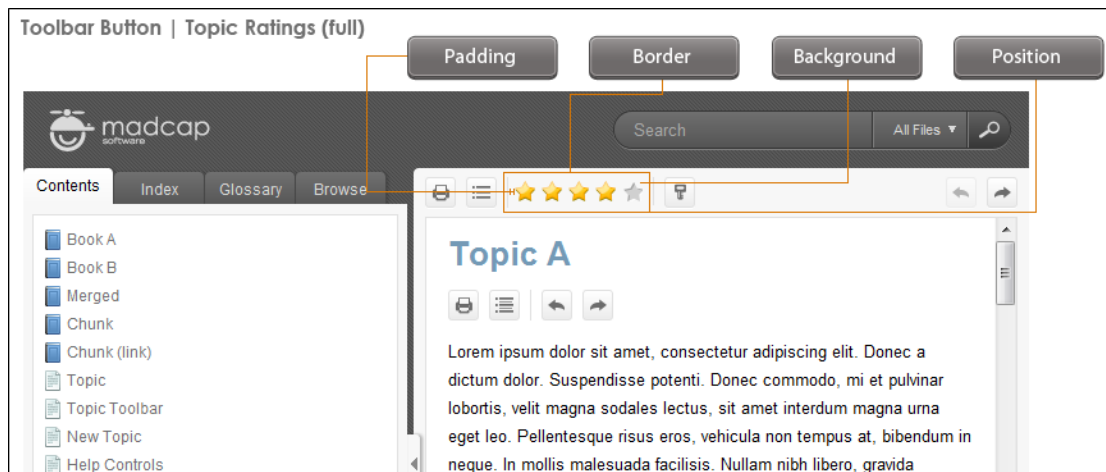


REMOVE HIGHLIGHT

After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.


TOPIC RATINGS

Lets users submit ratings for a topic (if you have incorporated your output with MadCap Pulse or Feedback).



4. (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.



Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click  to move it to the Selected section.

If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the **Styles** tab in the Skin Editor, select one of the styles listed above, expand the **Event** property group, and enter a command in the **Click** field. For example, the following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

Alternatively, you can use the JavaScript area on the Toolbar tab to enter a command for the button. See the next step.



Removes the selected custom button from the Available section.



Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.



Moves the selected item down in the order in the Selected section.



Removes the selected item(s) from the Selected section.



Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.




Resets the toolbar to the default settings.

- (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction()  
{  
  window.open("http://www.madcapsoftware.com");  
}
```

- Click  to save your work.

 **NOTE** You can also add a web toolbar that is displayed within topic content. This can be done with the help of a topic toolbar proxy.

I Other Activities—Images

You can perform the following additional tasks with images and skins.

Selecting an Image for the About Box

Supported In:




You can select an image to be used for the "About box" in the output window. You can use this About box for any purpose you like. When users click the icon...




... your image is displayed. When users click the image, it disappears.

How to Select an Image for the About Box

1. Open a Standard or Mobile skin.
2. Select the **About** tab.
3. Click **Include About in output**.
4. Click the **Browse** button.
5. In the Open dialog, find and select the image file that you want to use for the About box. A preview of the image is shown at the bottom of the tab.
6. Click  to save your work.

 **NOTE** If you want to remove the image, click the **Reset** button.


 **NOTE** This feature is available for Microsoft HTML Help only if you add a web toolbar to the skin being used for that target. See "Adding a Web Toolbar to HTML Help Output" on page 411.

How to Select a Different Image for the Icon

What if you want to use an image other than the default MadCap icon (the image that users click to open the "About" box image)?



Use the following steps to accomplish this.

1. In the skin select the **Styles** tab.
2. In the Styles section, expand the **Toolbar Item** node.
3. Under it, click **Logo**.
4. Select the **Property Groups** option.
5. In the **Properties** section, click in the cell to the right of **Icon**.
6. Select **Browse for Image**.
7. In the dialog that opens, find and double-click the image that you want to use.
8. Click  to save your work.


Removing Unreferenced Embedded Images From Skins

Supported In:

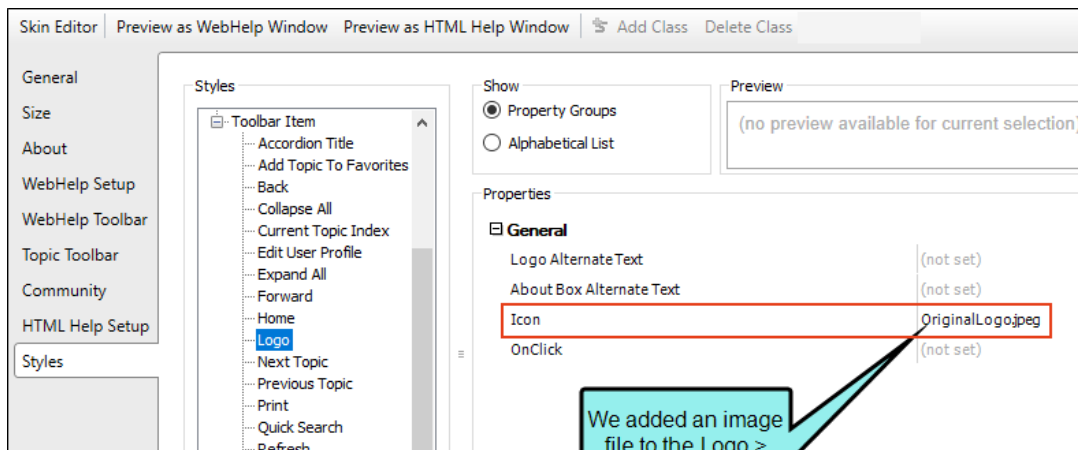


When you add an image in a skin (e.g., your company logo), that image becomes embedded in the skin file using binary code. If you later replace that image, it remains embedded in the skin, even though it is no longer being used (i.e., it is unreferenced). When you click the field to select an image, you can still see the old image listed with others. This adds unnecessary size to your skin file. However, you can select an option on the General tab of the Skin Editor to automatically remove unreferenced images from the skin when you save the skin.

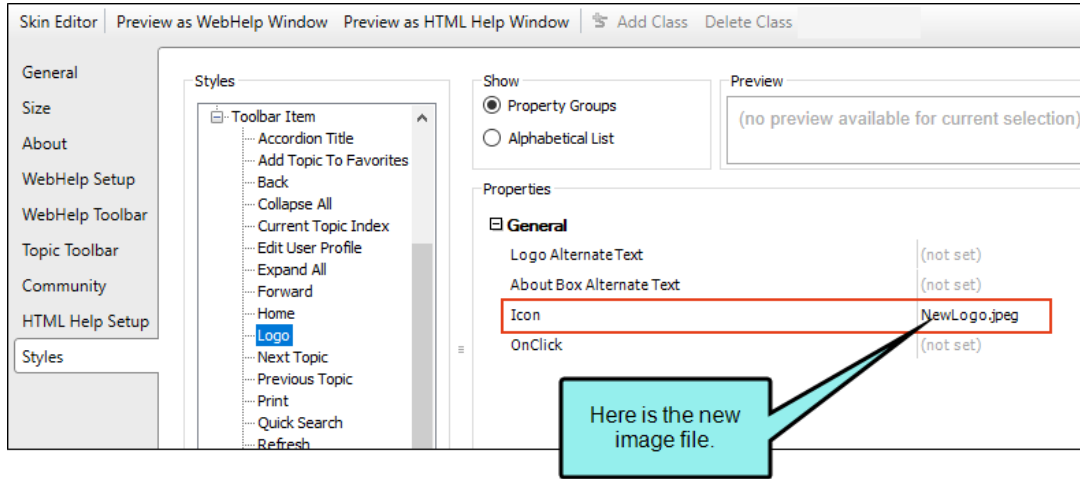
How to Remove Unreferenced Embedded Images From a Skin

1. Open a skin.
2. On the **General** tab of the Skin Editor, select **Remove On Save**.
3. Click  to save your work.

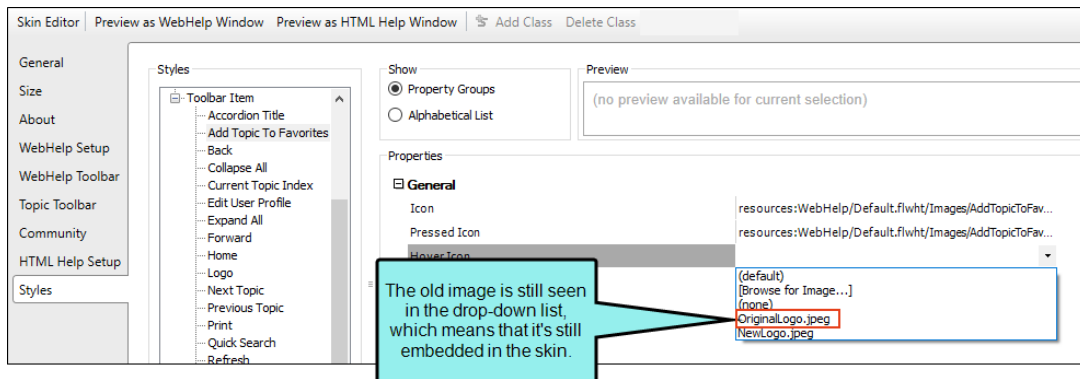
☆ **EXAMPLE** You add your company's logo to a skin, like this.



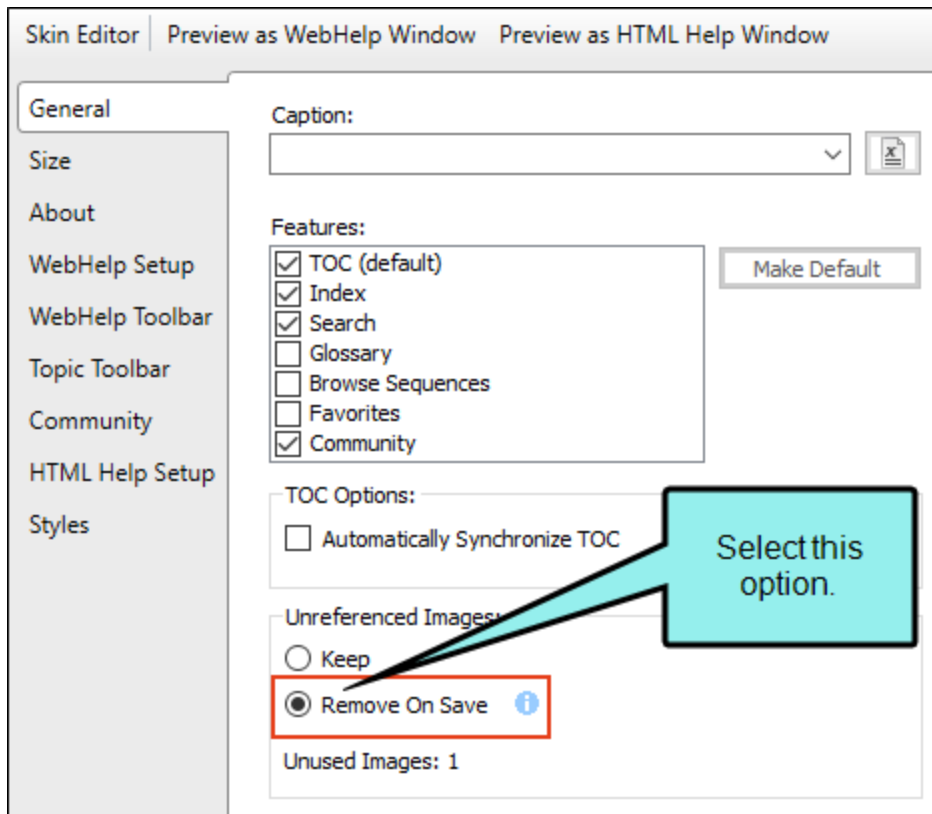
☆ Later you replace that image with another.



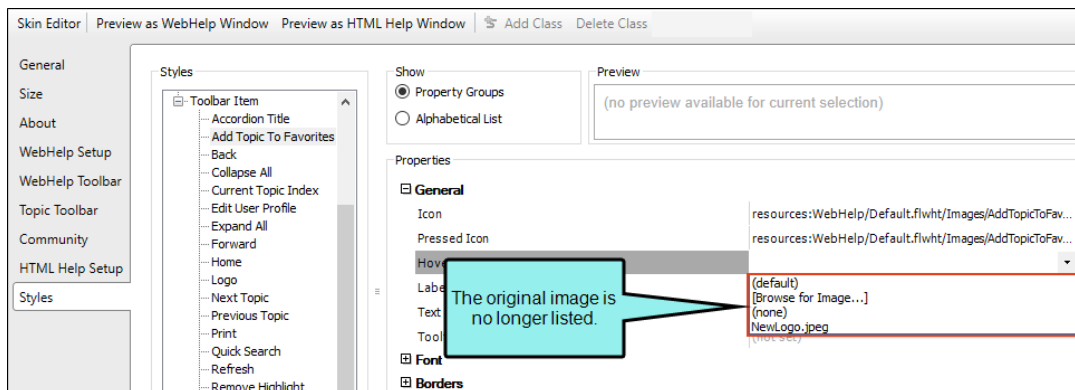
Even though you are no longer using the original image, you still see it whenever you try to select an image from a field anywhere in the Skin Editor.




☆ Therefore, you open the General tab in the Skin Editor and select the option to remove unreferenced images the next time you save.




Then you save the skin. Now when you try to select an image in the skin, you will no longer see the original image listed, because it's been removed from the skin.



What's Noteworthy?

 **NOTE** Removing unreferenced embedded images from skins is an action that cannot be undone.

 **NOTE** This option is not available in HTML Top Navigation skins. It is available only in HTML5 Tripane skins.

I Other Activities—Tables of Contents

You can perform the following additional tasks with tables of contents and skins.

Reducing Flicker in Frameless TOC Navigation

Supported In:

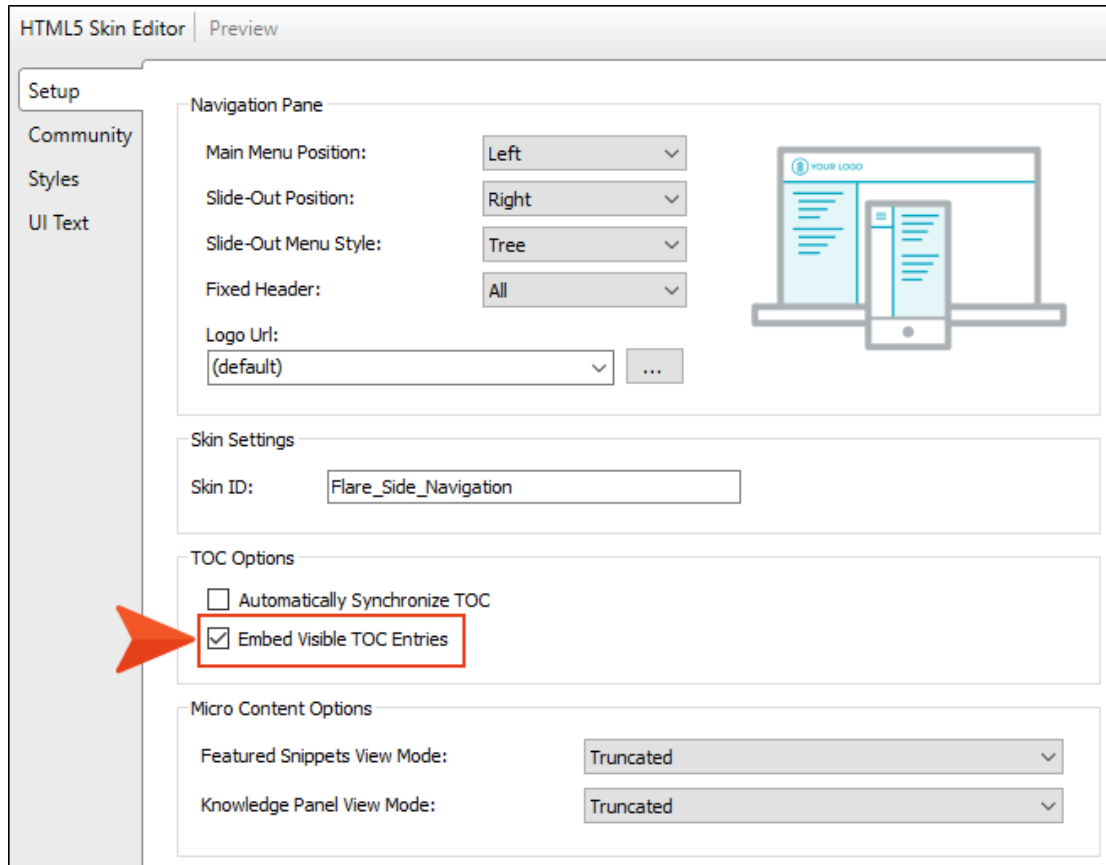


 **NOTE** This feature is supported in HTML5 Side and Top Navigation skins, but not in HTML5 Tripane skins.

For frameless output (HTML5 Side or Top Navigation) you can reduce "flicker" effects that users might see when clicking in the main table of contents (TOC) navigation. This can be done by selecting the "Embed Visible TOC Entries" option on the Setup tab of the Skin Editor. When this option is enabled, the top-level (i.e., parent) TOC items are preloaded (i.e., embedded) into the output topics. Because of this, the movement (or "flicker") when opening topics is less significant.

How to Embed Visible TOC Entries

1. Open an HTML5 skin.
2. Select the **Setup** tab.
3. Select the check box next to **Embed Visible TOC Entries**.



4. Click  to save your work.

What Happens?

When this option is enabled, the top-level (i.e., parent) TOC items are preloaded (i.e., embedded) into the output topics. Because of this, the movement (or "flicker") when opening topics is less significant.

This topic is open. Notice all the other parent-level TOC entries above and below it.

The screenshot shows the madcap FLARE interface. On the left is a table of contents (TOC) with the following items: Get Started, What's New?, Key Concepts and Features, Tutorials, Interface and Files, Architecture, Step 1: Starting Projects, Step 2: Adding Content and Features, and Step 3: Designing. The 'Key Concepts and Features' item is highlighted with a red border. A callout bubble points to this item with the text: 'This topic is open. Notice all the other parent-level TOC entries above and below it.' On the right is the content area for 'Key Concepts and Features'. It includes a breadcrumb 'You are here: Key Concepts and Features', the title 'Key Concepts and Features', and a paragraph: 'Flare has many features in it. Over time, you will find t Following are some important characteristics of Flare important for most authors and ones that you are like'. Below the paragraph are four links: 'General Key Features', 'Authoring Key Features', 'Design Key Features', and 'Importing Key Features'.

If you view the page source for that topic, you'll notice that all of those parent-level TOC items are preloaded.



```
<div class="sidenav-container">
  <ul class="off-canvas-accordion vertical menu sidenav" data-accordion-menu="" data-mc-css-tree-node-expanded="" data-accordion-submenu-parent="" data-mc-css-tree-node-collapsed="">
    <li class="tree-node tree-node-preloaded"><a href="._/Get-Started.htm">Get Started</a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Whats-New/Whats-New.htm">What's New?<span class="submenu-toggle-container" role="button"></span></a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="#">Key Concepts and Features<span class="submenu-toggle-container" role="button"></span></a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Tutorials/Tutorials.htm">Tutorials<span class="submenu-toggle-container" role="button"></span></a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Interface/Interface-Files/Interface-Files.htm">Interface and File
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Architecture/Architecture.htm">Architecture<span class="submenu-toggle-container" role="button"></span></a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Step1-Starting-Projects/Start-Project.htm">Step 1: Starting Projects
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Step2-Add-Content-Features/Add-Content-Features.htm">Step 2: Adding Content and Features
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Step3-Design/Design.htm">Step 3: Designing<span class="submenu-toggle-container" role="button"></span></a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Step4-Developing-Targets/Develop-Targets.htm">Step 4: Developing Targets
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Step5-Building-Publishing-Output/Building-Publishing-Output.htm">Step 5: Building and Publishing Output
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/LMS/LMS.htm">Learning and Development<span class="submenu-toggle-container" role="button"></span></a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Printed-Output/Creating-Printed-Output.htm">Print-Based Output<span class="submenu-toggle-container" role="button"></span></a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="Project-Management.htm">Project Management<span class="submenu-toggle-container" role="button"></span></a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Plug-In-API/Plugin-API.htm">Plug-In API<span class="submenu-toggle-container" role="button"></span></a>
    </li>
    <li class="tree-node tree-node-preloaded" has-children is-accordion-submenu-parent"><a href="._/Resources.htm">Resources<span class="submenu-toggle-container" role="button"></span></a>
    </li>
  </ul>
</div>
```

NOTE The "Embed Visible TOC Entries" option does not remove flicker effects altogether, but it does reduce them. Also, it affects the primary navigation (Side Navigation or Top Navigation) produced by the TOC; it does not affect minor navigation, such as that created from menu proxies.

NOTE Certain circumstances (such as embedding a particular font) can still result in flicker effects in the topic output as a whole. The "Embed Visible TOC Entries" option does not reduce that type of flicker. It only affects the flicker in the TOC navigation.

Pros and Cons of Embedding Visible TOC Entries

The "Embed Visible TOC Entries" option might be the best situation for some users, but not necessarily for everyone. To determine if it's best for you, consider the pros and cons.

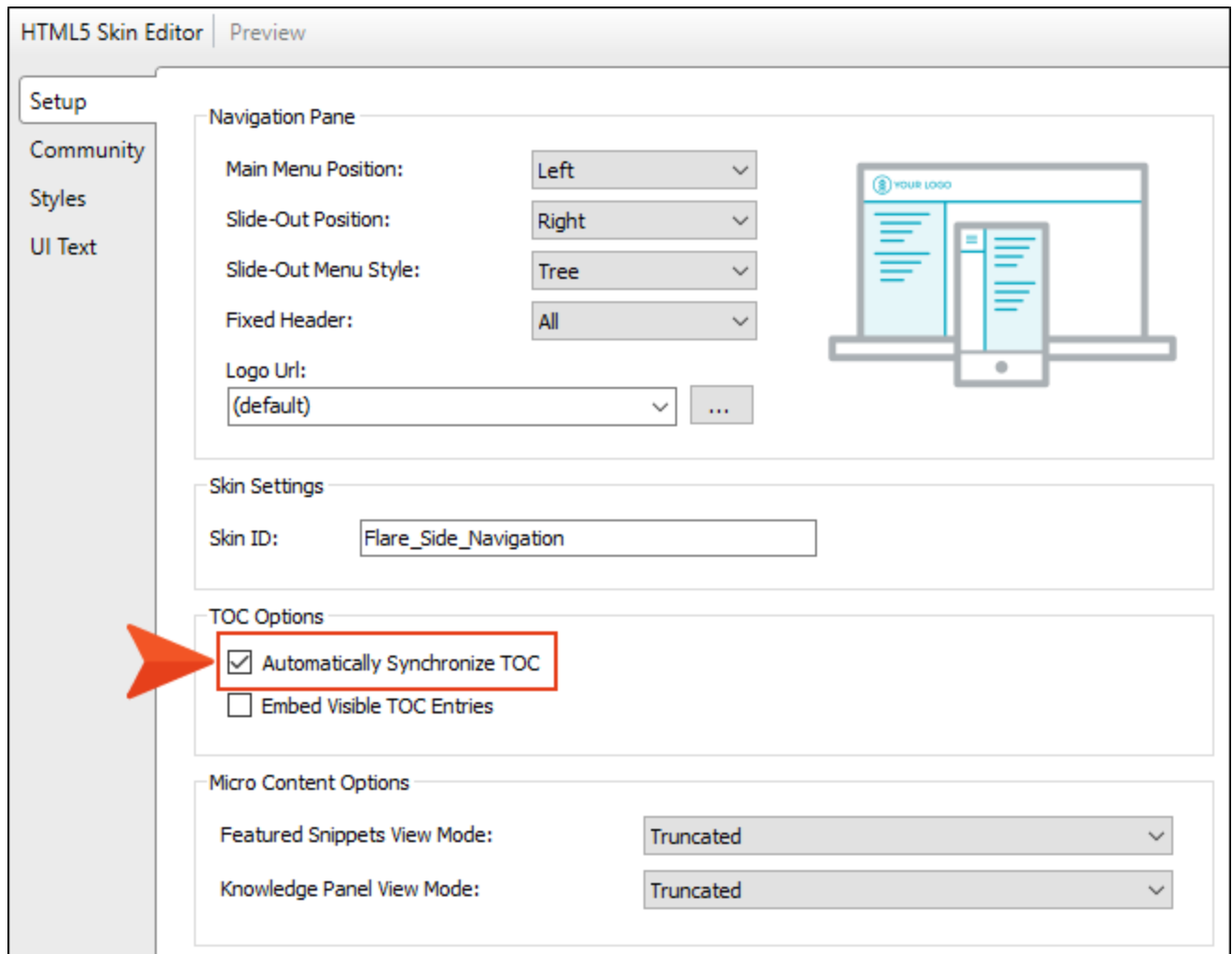
Pros	Cons
Reduces flickering in the main TOC navigation	Increases the time to generate the output  EXAMPLE Sample from a large Flare project: Option disabled = 42 minutes Option enabled = 49 minutes
Less distracting for users	Increases the output size  EXAMPLE Sample from a large Flare project: Option disabled = 519 MB Option enabled = 560 MB

Related Synchronization Options

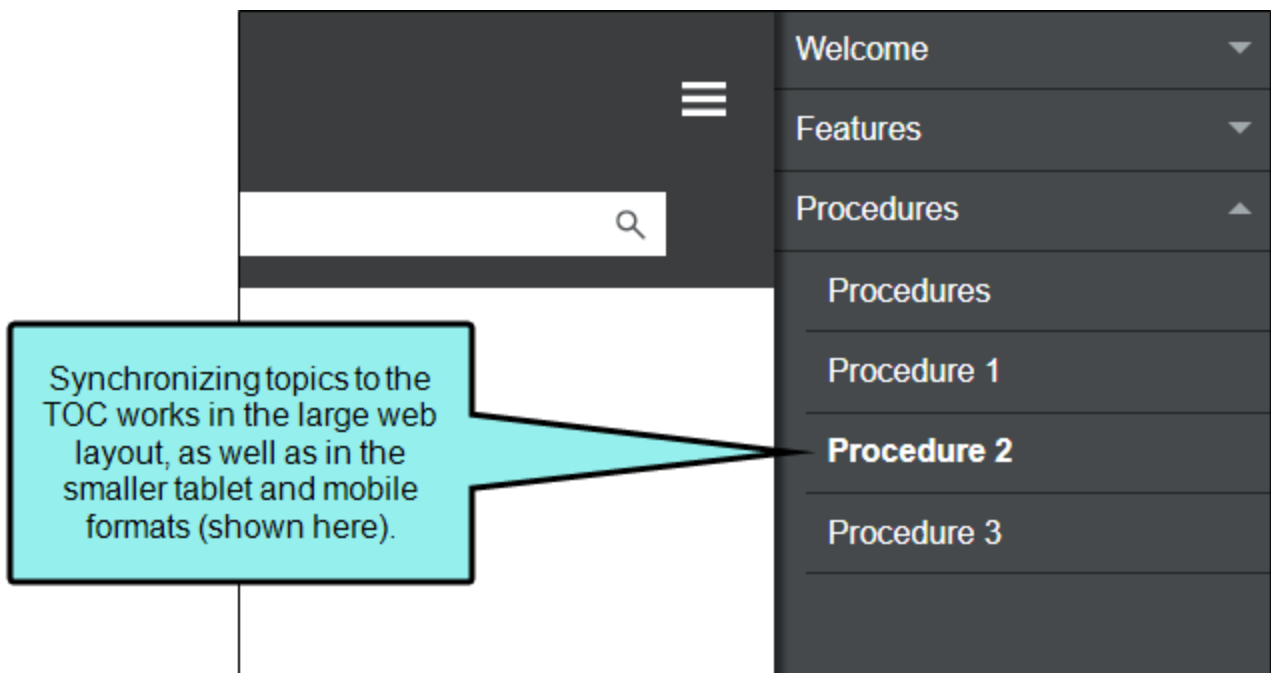
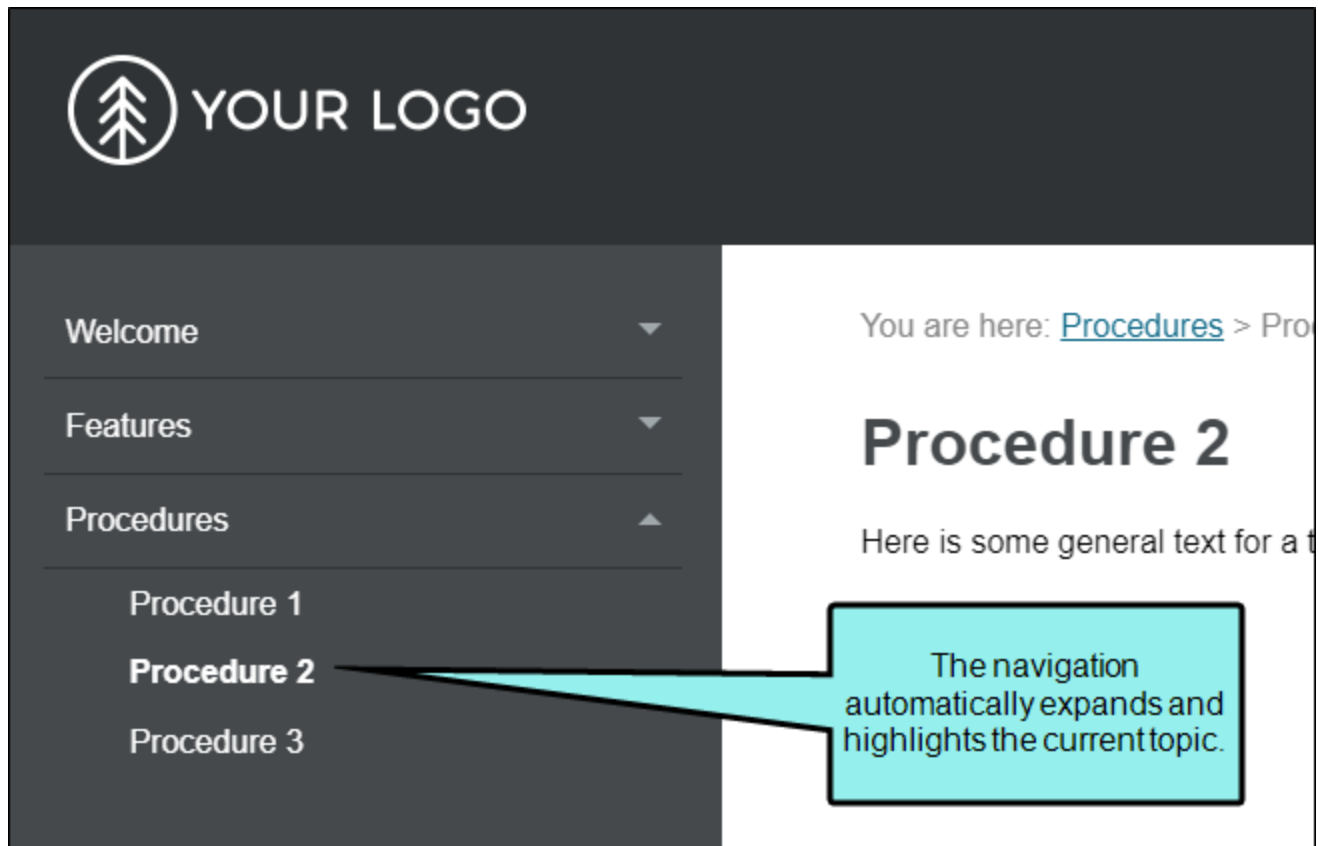
The "Embed Visible TOC Entries" option is related to two other existing options (one in the Skin Editor and another in the Target Editor). These options are used to synchronize open topics with the TOC and other navigation elements.

Automatically Synchronize TOC

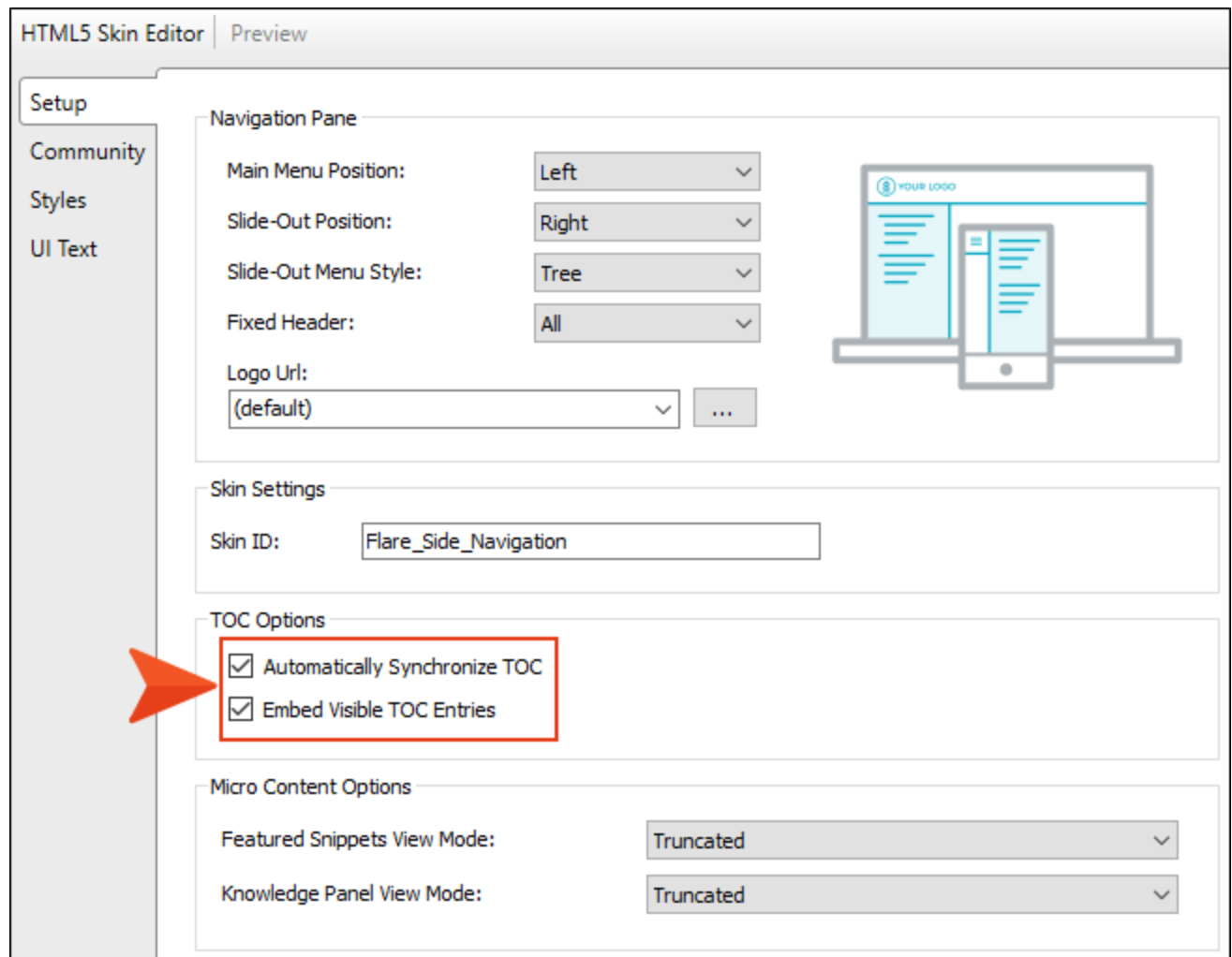
This option is available on the Setup tab of the Skin Editor.



With this option enabled, the TOC automatically changes to highlight the entry that is related to whatever topic is opened. This way, users can always see where the current topic belongs in the TOC, even if they did not access the topic via the TOC.



If both the "Automatically Synchronize TOC" and the "Embed Visible TOC Entries" options are enabled, all visible nodes (parent and children) in the TOC are preloaded in the output. This is different than the situation where only the "Embed Visible TOC Entries" option is enabled, in which case only the parent-level TOC nodes are preloaded.



madcap®
FLARE

Get Started

What's New? ▾

Key Concepts and Features ▾

Tutorials ▲

Getting Started Tutorial ▾

Autonumbers Tutorial ▲

Creating a Project From a Template

Creating Autonumbering for Figure Captions

Creating Autonumbering for Chapter Headings


Creating Multi-Level Autonumbering

Context-Sensitive Help Tutorial ▾

eLearning Tutorial—Basic ▾

eLearning Tutorial—Advanced ▾

You are here: [Tutorials](#) > [Autonumbers Tutorial](#) > Creating a Project From a Template

 AUTONUMBERS TUTORIAL

Creating a Project From a Template

To start, let's create a new project based on Flare's Austin template.

How to Create a New Project From a Template

1. Select **File > New Project**. The Start New Project Wizard opens.
2. In the **Project name** field, give your project any name you want.
3. (Optional) In the **Project folder** field, you can enter a location where your projects are saved in your Documents > My Projects folder.

This topic is open. Notice all the other TOC entries above and below it at three different levels.

If you view the page source for that topic, you'll notice that all of the visible TOC items (at all three levels) are preloaded.

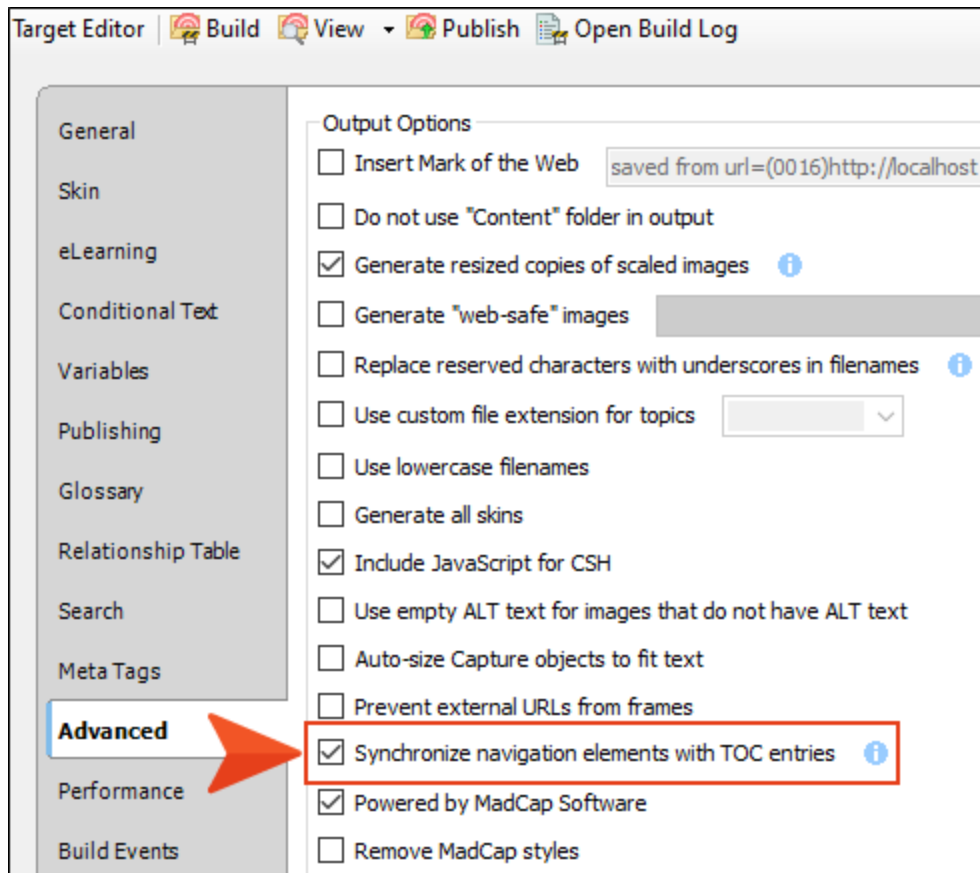
```

<div class="sidenav-container">
  <ul class="off-canvas-accordion vertical menu sidenav" data-accordion-menu="" data-mc-css-tree-node-expanded="" data-mc-css-tree-node-collapsed="">
    <li class="tree-node tree-node-preloaded"><a href="...">Get Started</a>
    <li class="tree-node tree-node-preloaded"><a href="...">What's New?</a>
    <li class="tree-node tree-node-preloaded has-children is-accordion-submenu-parent"><a href="...">Key Concepts and Features</a>
    <li class="tree-node tree-node-preloaded has-children is-accordion-submenu-parent"><a href="...">Tutorials</a>
      <ul class="vertical menu accordion-menu">
        <li class="tree-node tree-node-preloaded has-children is-accordion-submenu-parent"><a href="...">Getting Started Tutorial</a>
        <li class="tree-node tree-node-preloaded has-children is-accordion-submenu-parent"><a href="Autonumbers-Tutorial.htm">Autonumbers Tutorial</a>
          <ul class="vertical menu accordion-menu">
            <li class="tree-node tree-node-preloaded tree-node-selected"><a href="#" class="selected">Creating a Project From a Template</a>
            <li class="tree-node tree-node-preloaded"><a href="Creating-Autonumbering-Figure-Captions.htm">Creating Autonumbering for Figure Captions</a>
            <li class="tree-node tree-node-preloaded"><a href="Creating-Autonumbering-Chapter-Headings.htm">Creating Autonumbering for Chapter Headings</a>
            <li class="tree-node tree-node-preloaded"><a href="Creating-Multi-Level-Autonumbering.htm">Creating Multi-Level Autonumbering</a>
          </ul>
        </li>
      </ul>
    <li class="tree-node tree-node-preloaded has-children is-accordion-submenu-parent"><a href="...">Context-Sensitive Help Tutorial</a>
    <li class="tree-node tree-node-preloaded has-children is-accordion-submenu-parent"><a href="...">eLearning Tutorial—Basic</a>
    <li class="tree-node tree-node-preloaded has-children is-accordion-submenu-parent"><a href="...">eLearning Tutorial—Advanced</a>
    <li class="tree-node tree-node-preloaded has-children is-accordion-submenu-parent"><a href="...">Image Tooltips Tutorial</a>
    <li class="tree-node tree-node-preloaded has-children is-accordion-submenu-parent"><a href="...">JavaScript Tutorials</a>
  </ul>

```

Synchronize Navigation Elements With TOC Entries

This option is available on the Advanced tab of the Target Editor.

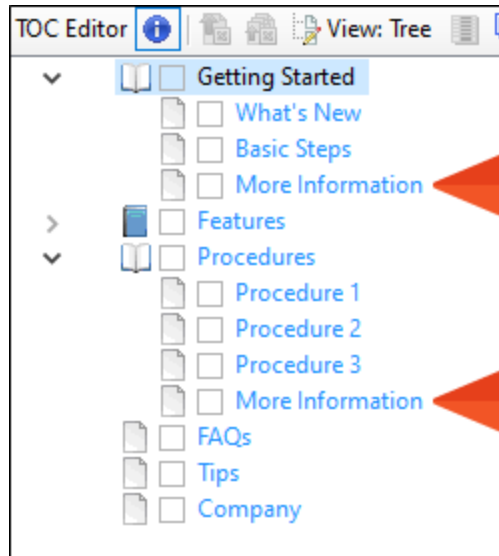


If you generate HTML5 output, links to the TOC (e.g., menu items, breadcrumbs, mini-TOCs) are dynamically generated when a particular topic is opened. This lets you keep these navigation elements in sync with your TOC. This is particularly important if the same topic is linked to multiple entries in 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.

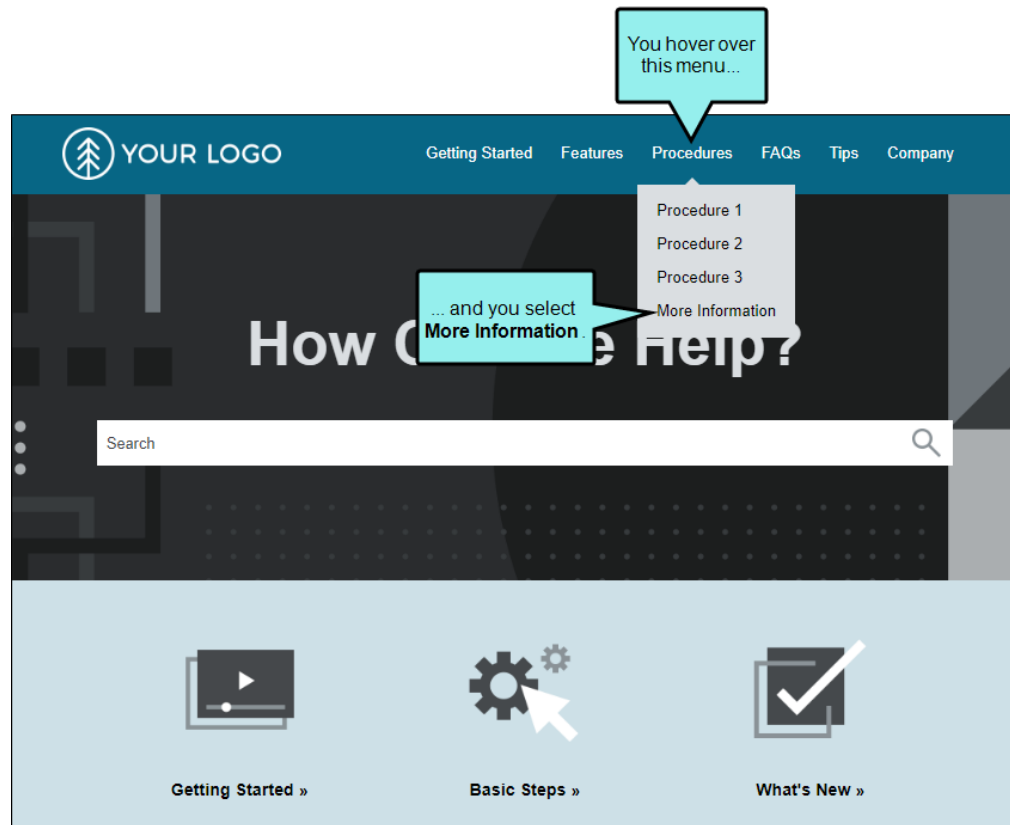
There are a couple of items to note regarding this option:

- Even when you enable the "Embed Visible TOC Entries" option in the skin, the flicker effect is not reduced when clicking a duplicate TOC entry (other than the first instance). This might be more obvious when you have a Side Navigation configuration.
- The first duplicate entry is selected when the option is disabled.

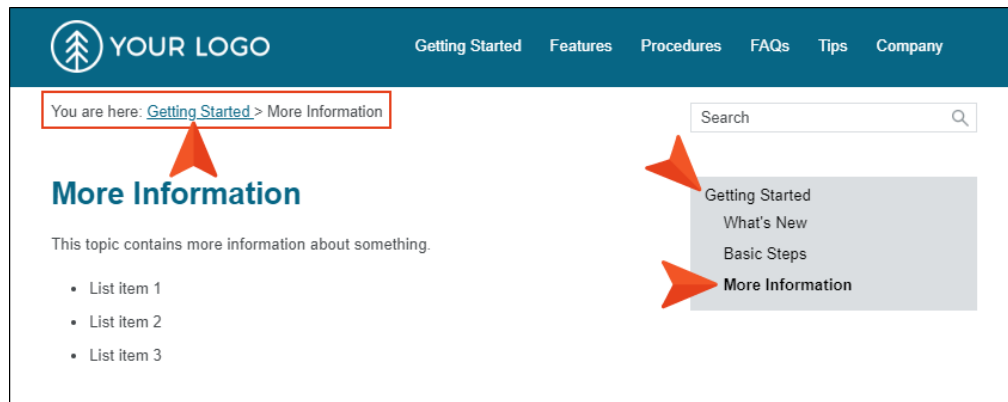
☆ **EXAMPLE** You have a topic called “More Information” that is linked in two places in your TOC.



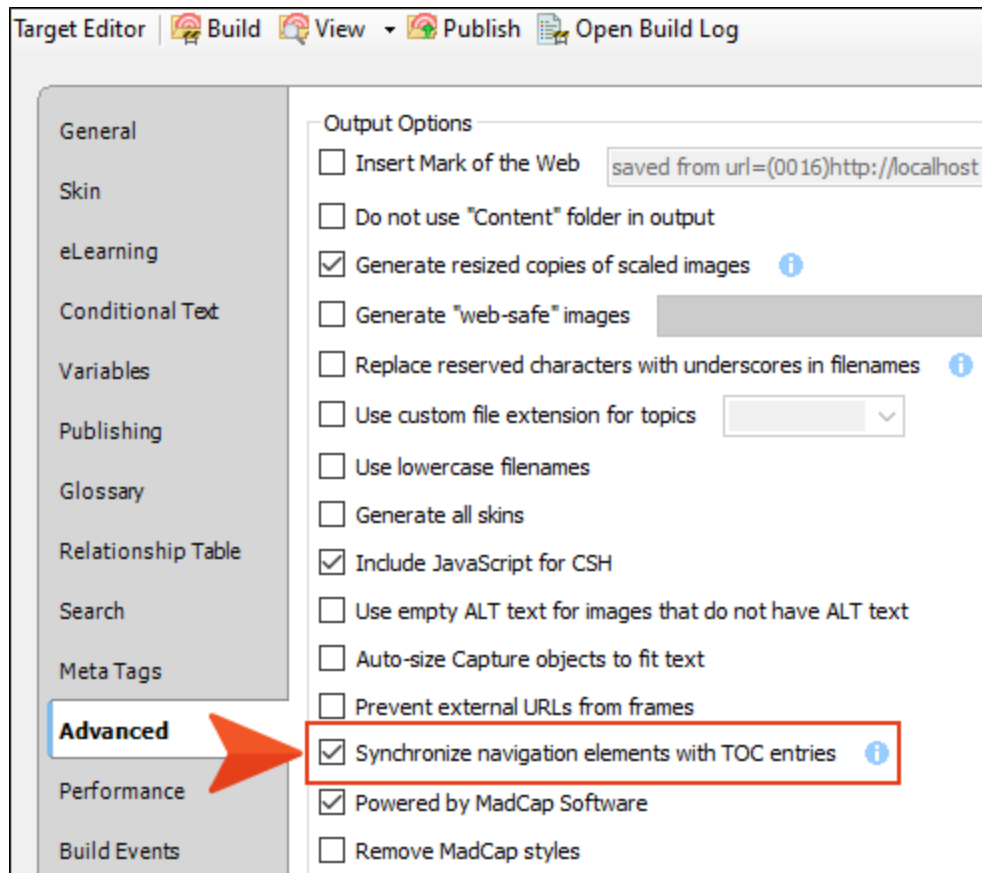
- ☆ With the synchronization option disabled, you generate HTML5 Top Navigation output. You open the More Information topic under the “Procedures” menu, the second (and last) place that it occurs in the TOC file.



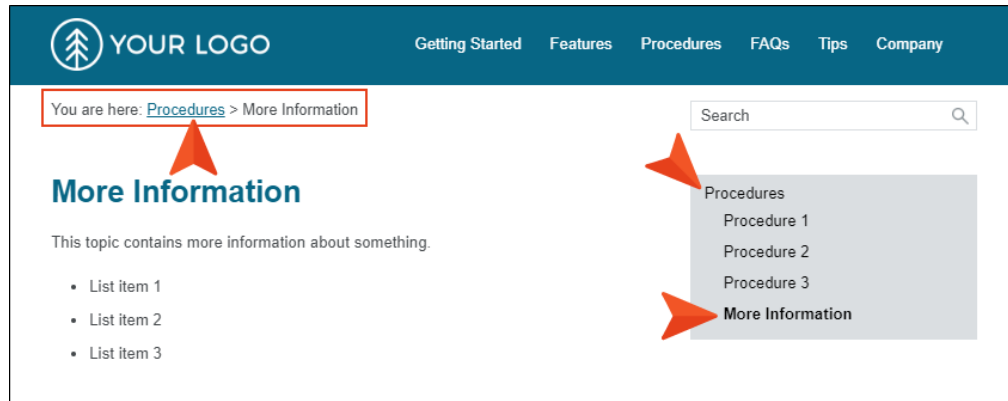
- ☆ The topic opens, and initially everything seems fine. But if you look at a couple of navigation elements—the breadcrumbs and side menu—you will notice that the topic was opened in the first TOC location (under “Getting Started”). This is the default behavior; the first instance of the topic in the 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 More Information topic in the same way (in the Procedures menu). When you do this, notice that both the breadcrumbs and side menu are in sync with that location.





Selecting a Skin for a TOC Entry

Supported In:



You can add skins to your project to help create a look and feel for online output that you generate. After you create a TOC, you can associate a TOC with a particular skin.

How to Select a Skin for a TOC Entry

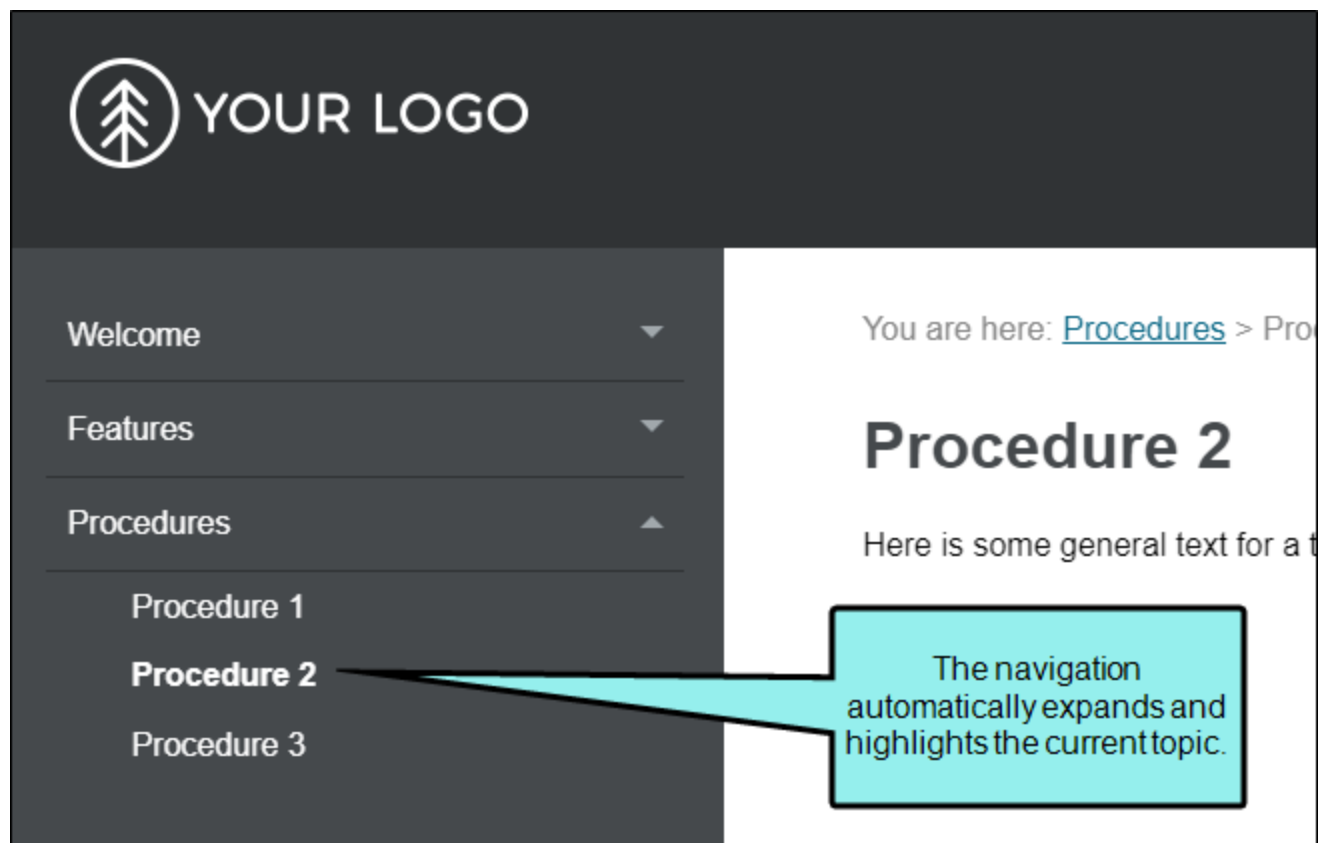
1. Open the table of contents.
2. Select a TOC entry.
3. In the local toolbar, click . The Properties dialog opens.
4. Select the **Advanced** tab.
5. In the **Open in Skin** field, select a skin from your project.
6. In the Properties dialog, click **OK**.
7. Click  to save your work.

Synchronizing the TOC With Open Topics

Supported In:



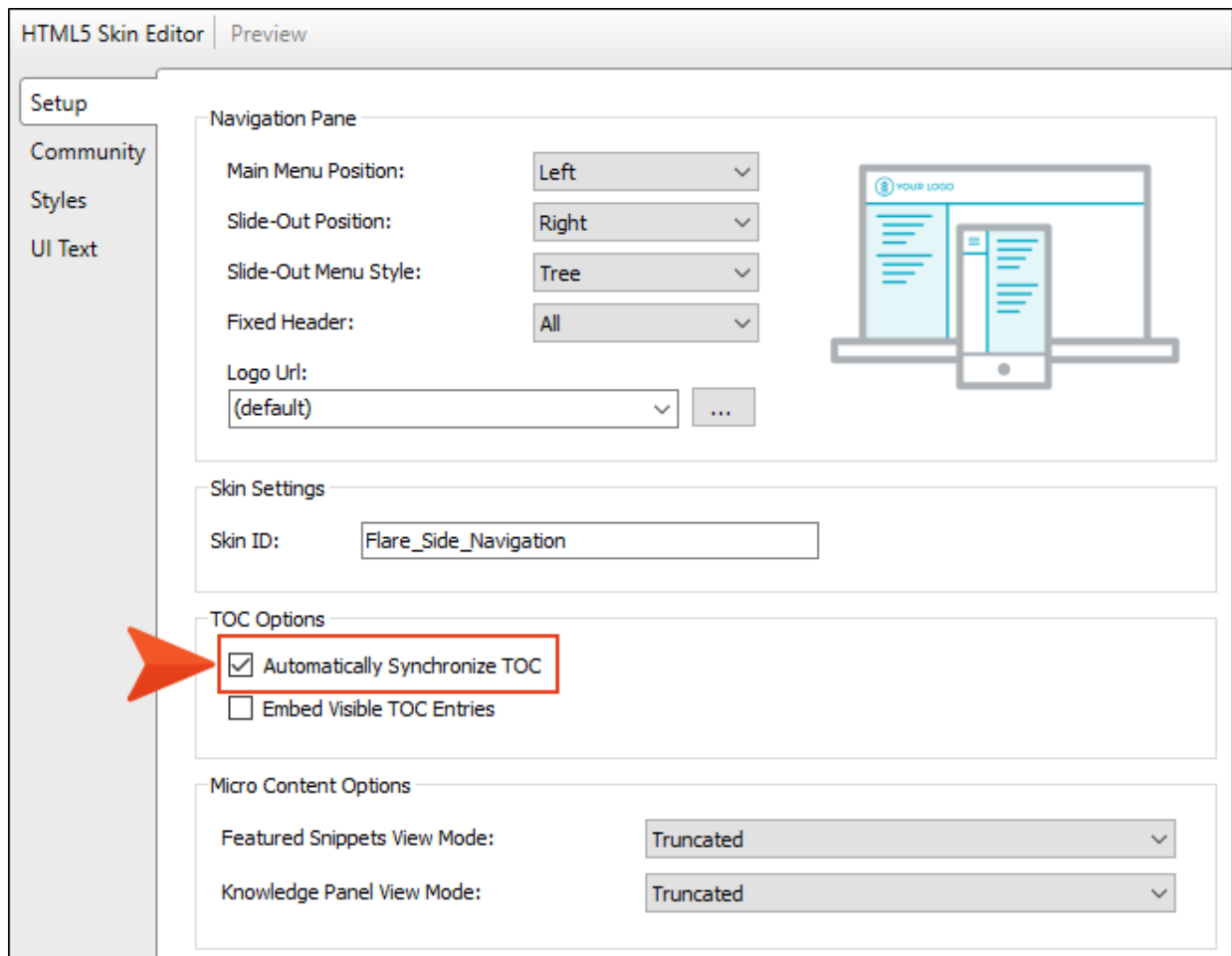
You can customize your output so that users can always see where the current topic belongs in the table of contents (TOC), even if they did not access the topic via the TOC. This can be done by selecting the "Automatically Synchronize TOC" option on the Setup tab of the Skin Editor. When users navigate from topic to topic in the output, the TOC automatically changes accordingly, highlighting the topic that is open.



The image shows a dark-themed navigation menu on the right side of a page. The menu items are: 'Welcome' (with a downward arrow), 'Features' (with a downward arrow), 'Procedures' (with an upward arrow), 'Procedures', 'Procedure 1', 'Procedure 2' (highlighted in bold), and 'Procedure 3'. A light blue callout box on the left contains the text: 'Synchronizing topics to the TOC works in the large web layout, as well as in the smaller tablet and mobile formats (shown here).'. A line points from the callout box to the 'Procedure 2' item in the menu.

How to Synchronize the TOC With Open Topics

1. Open an HTML5 or Standard skin.
2. Select the appropriate tab:
 - **Setup** Select this tab in HTML5 Top Navigation or Side Navigation skins.
 - **General** Select this tab in HTML5 Tripane or Standard skins.
3. Select the check box next to **Automatically Synchronize TOC**.



4. Click  to save your work.

Embedding Visible TOC Entries

This TOC synchronization field is related to the "Embed Visible TOC Entries" option under it, which can affect its behavior. See "Reducing Flicker in Frameless TOC Navigation" on page 485.

Other Activities—WebHelp

You can perform the following additional tasks with WebHelp and skins.

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

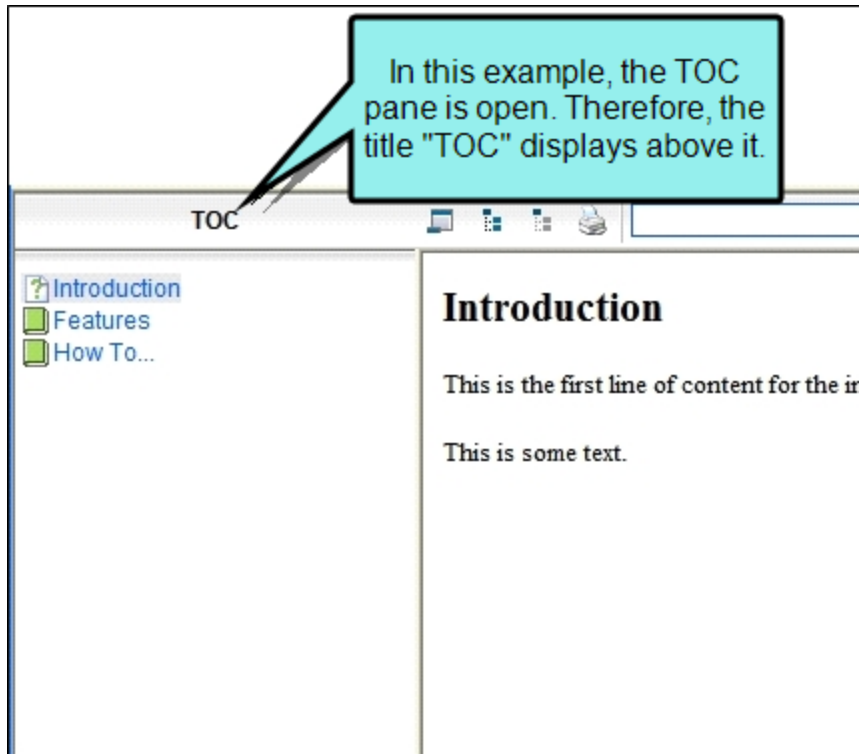
Excluding Accordion Titles From WebHelp Output

Supported In:

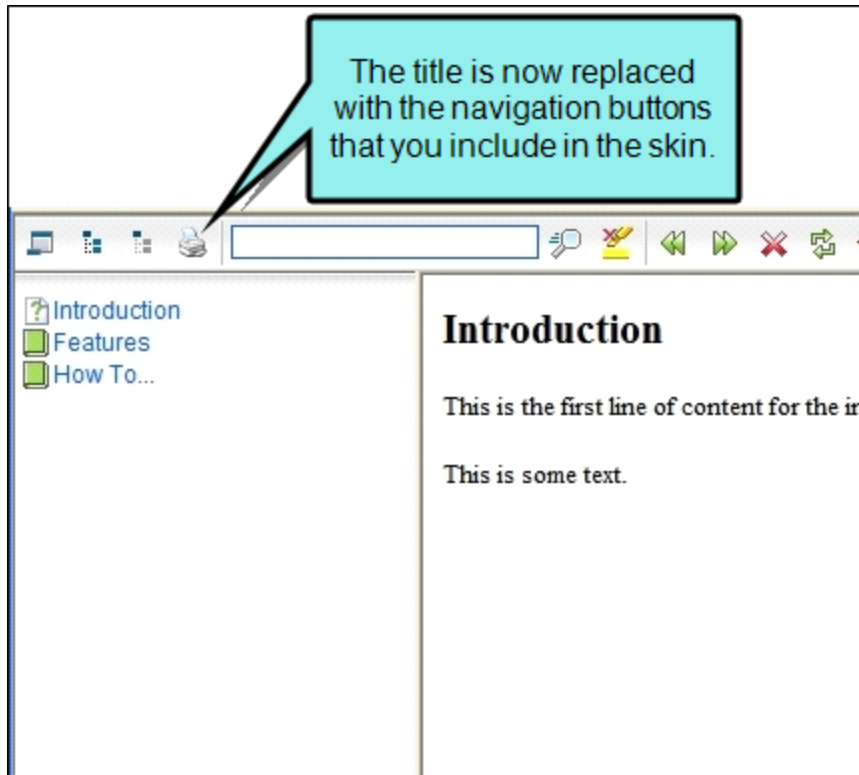


! **IMPORTANT** WebHelp and WebHelp Plus are deprecated in Flare, which means that they are slated to be removed in a future version.


If you generate output using WebHelp or WebHelp Plus, the title of the active accordion bar displays by default in the output, like this:



You have the option of excluding this accordion title from the output. This shifts the navigation buttons for the output to the left, like this:



How to Exclude Accordion Titles From WebHelp Output

1. Open a Standard skin.
2. Select the **WebHelp Setup** tab.
3. Select **Exclude Accordion Title**.
4. Click  to save your work.

Topic Toolbars in WebHelp Outputs

Supported In:



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

In addition to the regular web toolbars that can be included in all most online outputs, you have another option for including toolbars. This option lets you insert toolbars anywhere in any topics.

For more about web toolbars versus topic toolbars, see "Toolbars and Skins" on page 51.

Basics of Using Topic Toolbars

The generation of topic toolbars is based on two elements—(1) the topic toolbar proxy and (2) settings in the Skin Editor.

Topic Toolbar Proxy


The Topic Toolbar proxy is used to tell Flare where you want the topic toolbar to be displayed in the output. If you want the toolbar to be shown at the top of only a few topics, you can insert the proxy at the top of each of those topics. If you want the toolbar to be shown at the bottom of all topics in your output, you can insert the proxy into a template page to be used for that target. You can even insert the proxy in the middle of text in a topic if you want certain toolbar buttons to be displayed there. When inserting a topic toolbar, you can select a skin if you are generating HTML5 output. You can also select an optional style class if you want to use it to control the look of the toolbar. Finally, you can choose which buttons to include in the toolbar. However, buttons can also be selected in your skin. If you are generating HTML5 output, keep in mind that the selection of the skin in the Topic Toolbar Proxy dialog overrides both the style class and button settings in the lower portion of the dialog.

Skin Editor Settings

For standard skins, there is a tab in the Skin Editor called "Topic Toolbar." The fields in that tab mirror those in the WebHelp Toolbar tab (for standard skins). As an alternative to specifying buttons in the Topic Toolbar proxy, you can specify them here in the skin. However, with standard skins, the settings in the proxy take precedence over those in the skin.

You can control the look of the items in the topic toolbar, and the background of the topic toolbar, by opening the Styles tab of the Skin Editor and modifying the appropriate styles. By default, the background is transparent so it will show whatever is behind it in the body of the topic. When you change any of these styles, they affect settings for items in both regular web toolbars and in topic toolbars. See "Standard Skin Styles" on page 269.

You can also use the Madcap|topicToolbarProxy style to change the look of the container holding the generated toolbar.

 **NOTE** Although you can insert Topic Toolbar proxies in most of the online outputs, choosing the buttons for the toolbar can be done *in the skin* for only some outputs. For Microsoft HTML Help output, you can select buttons in the Topic Toolbar proxy only.

The Previous and Next buttons in HTML5 output using Side or Top Navigation skins (or no skin) differ from those in other WebHelp and other output types (including HTML5 outputs using a Tripane skin). In WebHelp and other output types, the Previous and Next buttons navigate between topics in a browse sequence (if one is available); otherwise they navigate between topics in the table of contents.

 **EXAMPLE** – WebHelp (Browse Sequence)

Let's say you want to add Next and Previous buttons, as well as the Home button, at the bottom of each topic in your WebHelp output. The buttons will use a browse sequence that you've added to your output.

Therefore, you open your skin and select the **Topic Toolbar** tab. The default settings already include the Next Topic, Current Topic Index, and Previous Topic items.



Skin Editor | Preview as

General
Size
About
WebHelp Setup
WebHelp Toolbar


Topic Toolbar

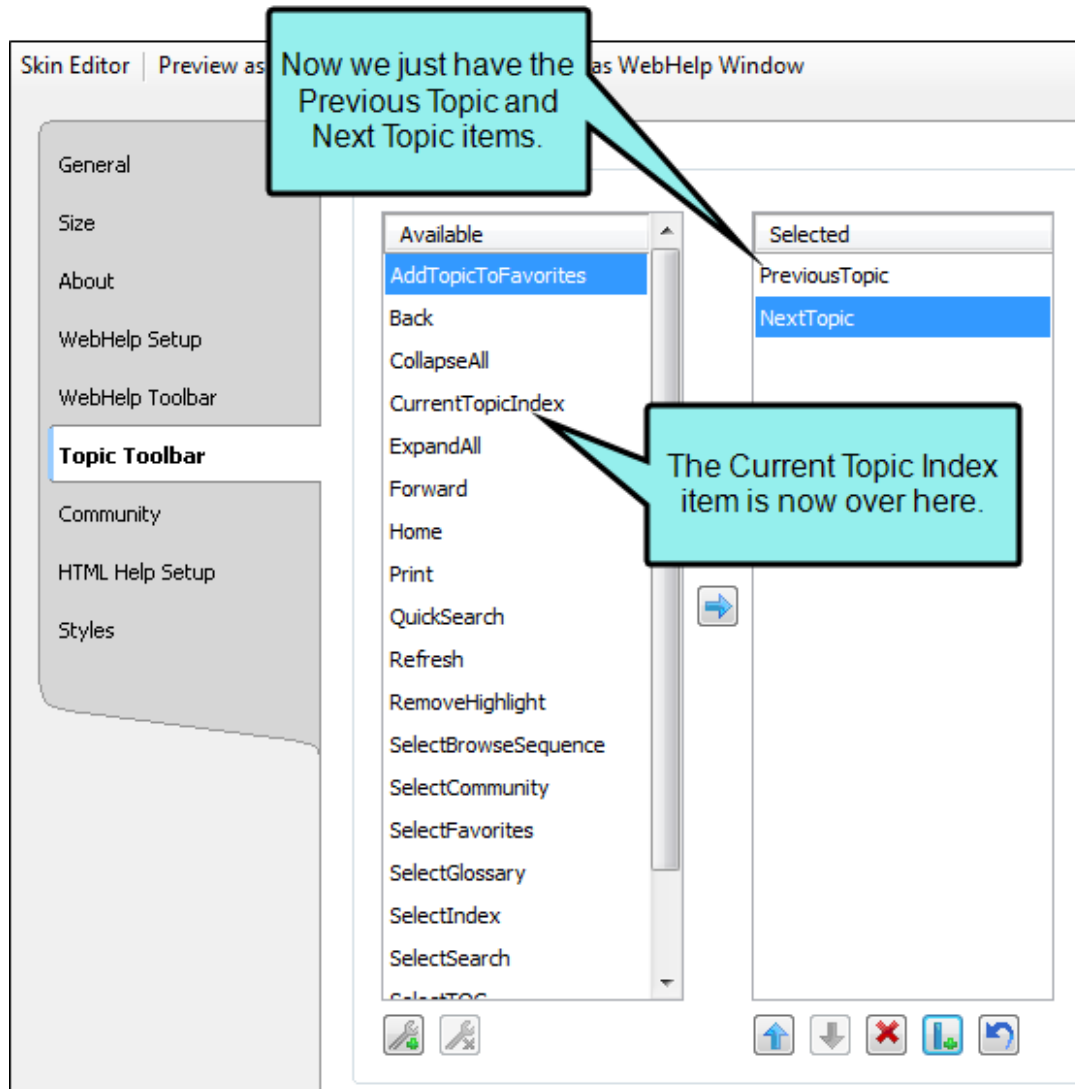
Community
HTML Help Setup
Styles


Toolbar Buttons

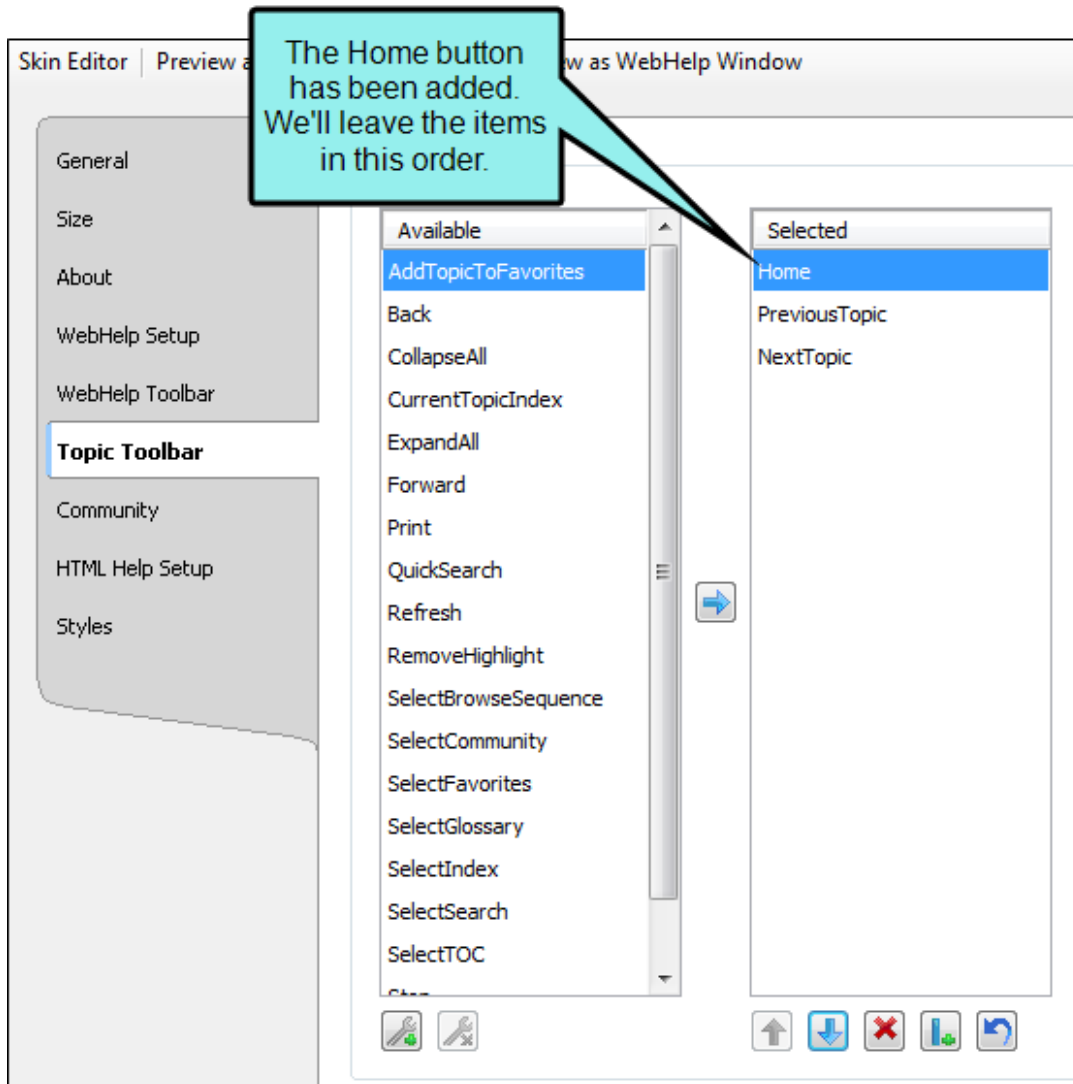
Available	Selected
AddTopicToFavorites	PreviousTopic
Back	CurrentTopicIndex
CollapseAll	NextTopic
ExpandAll	
Forward	
Home	
Print	
QuickSearch	
Refresh	
RemoveHighlight	
SelectBrowseSequence	
SelectCommunity	
SelectFavorites	
SelectGlossary	
SelectIndex	
SelectSearch	
SelectTOC	

The Selected section already includes some of the items we want. However, we want to remove the Current Topic Index from the toolbar.

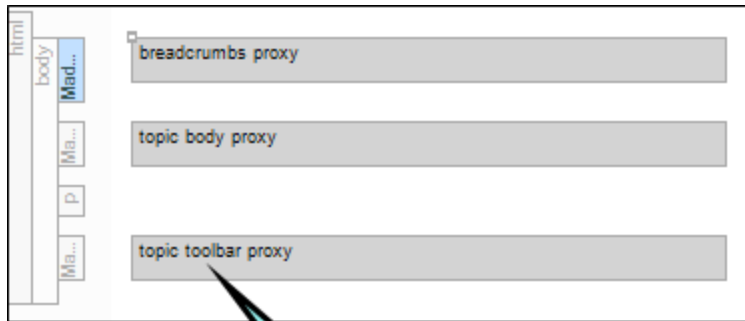
- ☆ In the **Selected** section, you select **CurrentTopicIndex** and click  at the bottom of the tab. This moves that item back to the Available section on the left.



- ☆ Next, in the **Available** section, you select the **Home** item and click  to move it to the Selected section.

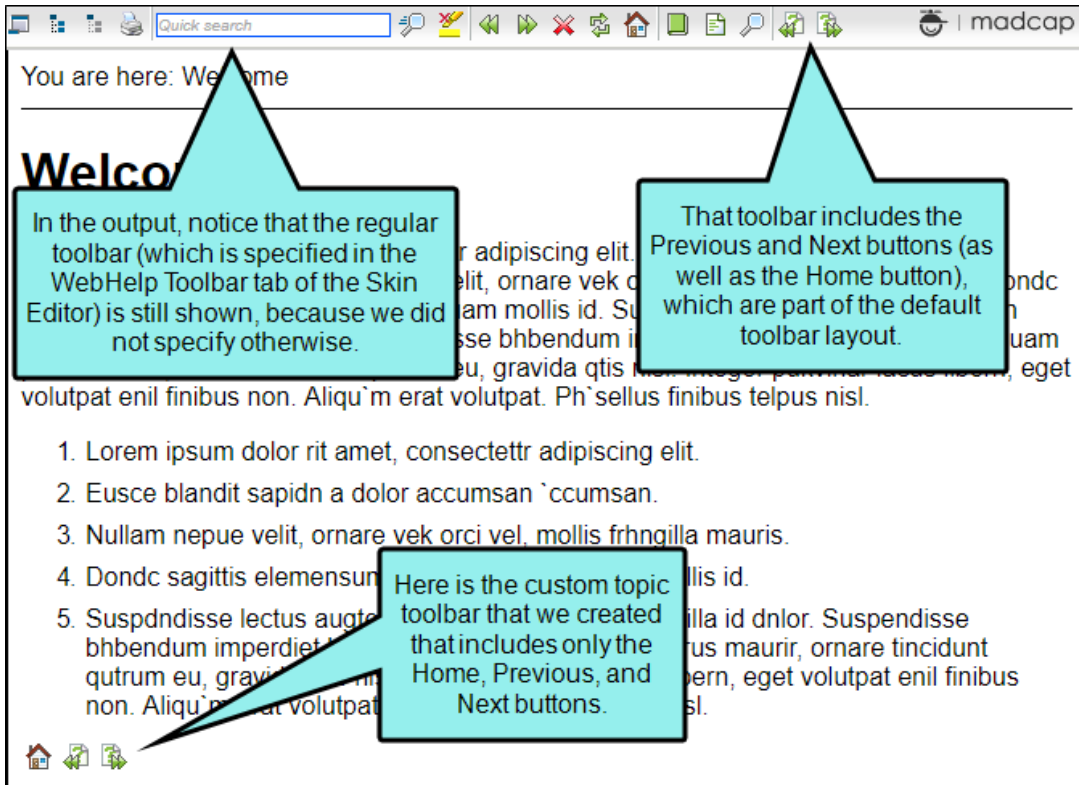


- ☆ Now that the settings in the Skin Editor are completed, you can save your changes and insert the Topic Toolbar proxy (alternatively, you could have inserted the proxy before editing the skin). If you had wanted the custom toolbar to display in only a few topics, you would probably insert the proxy directly into those topics. However, because you want the toolbar to display at the bottom of every topic, the best way to accomplish this is to insert the proxy into a template page.

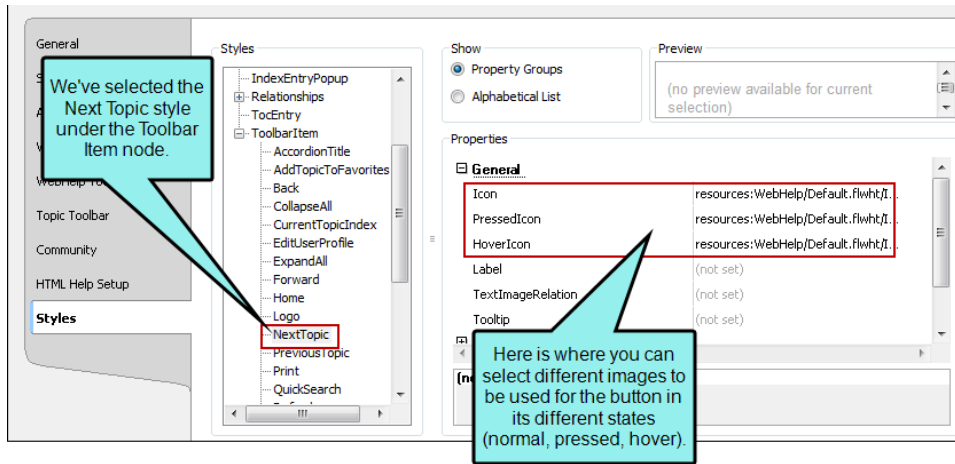


In this example, a Topic Toolbar proxy has been inserted at the bottom of a template page, below a Breadcrumbs proxy and a Body proxy.

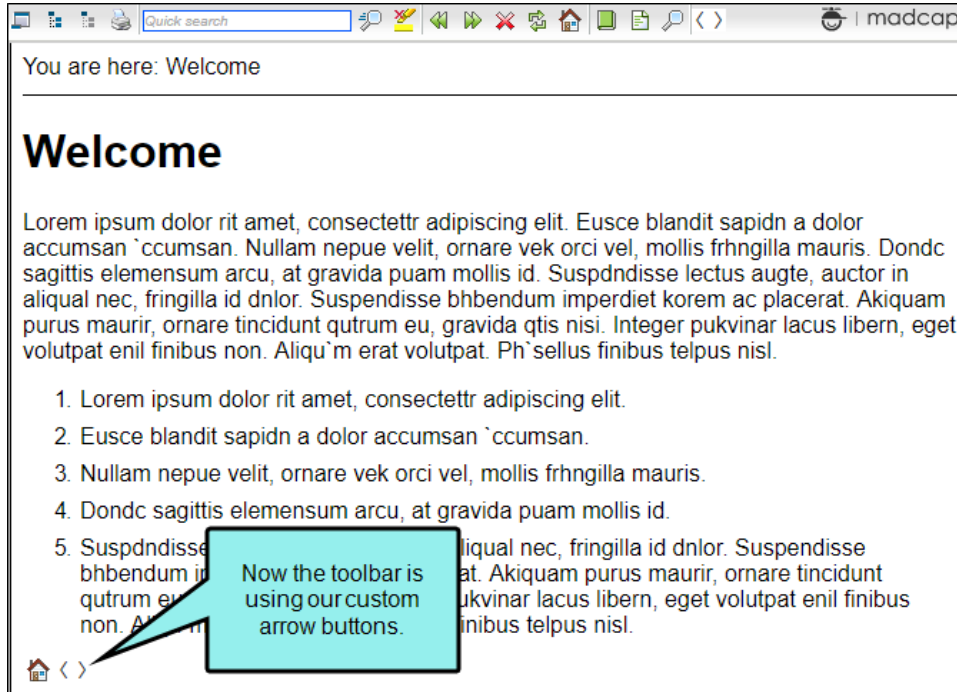
- ☆ After making sure both the skin and the template page are associated with the WebHelp target, you can generate the output.



- ☆ Suppose you have created your own arrow images and want to use them instead of the images provided by Flare. You can simply select your image files in the Styles tab of the Skin Editor.




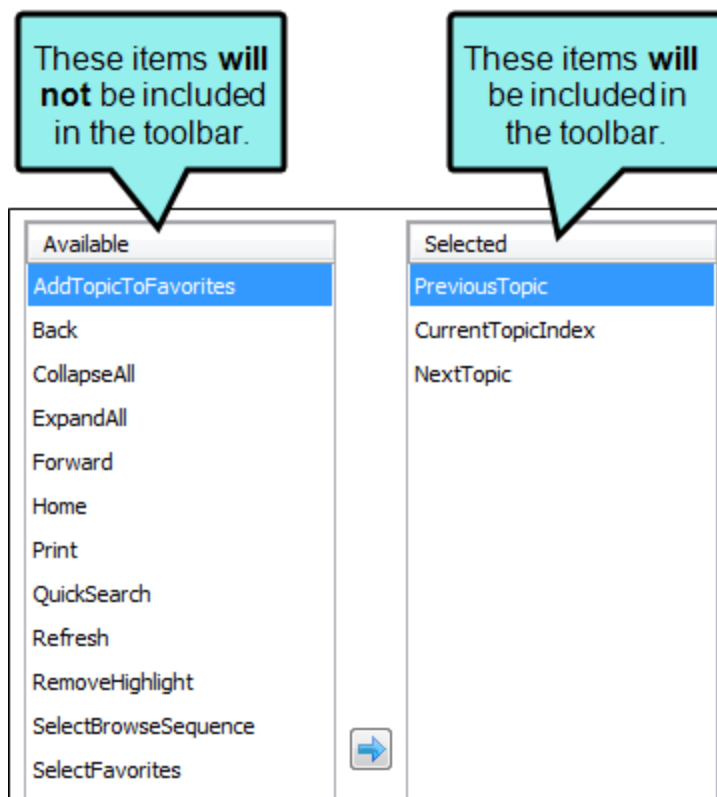
☆ Afterwards, the output might look something like this:



How to Specify Topic Toolbar Settings in a Standard Skin

Following are steps for specifying toolbar settings in a Standard skin. You can select the buttons either in these steps or when you insert the topic toolbar proxy.

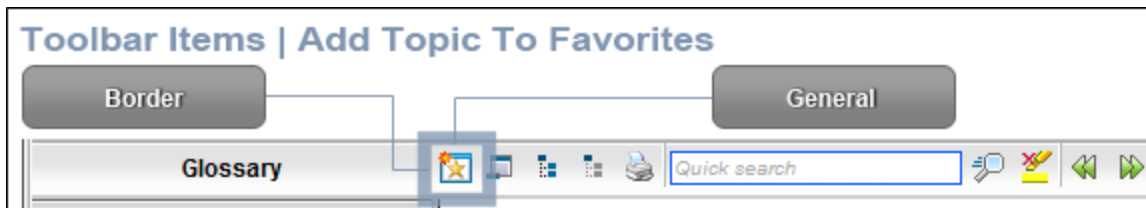
1. Open a Standard skin.
2. Select the **Topic Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button  to move items from the Available section to the Selected section.



Following are descriptions of the various items.

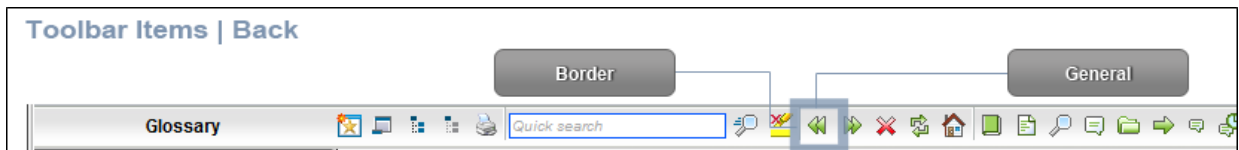
ADD TOPIC TO FAVORITES

Lets users add the active topic to the Favorites pane so that they can quickly access the topic in the future.



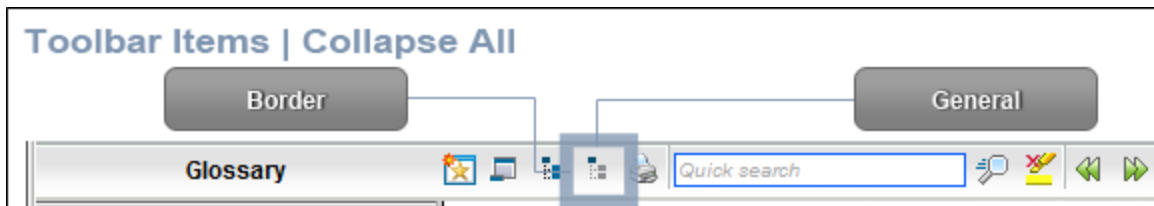
BACK

Lets users open the topic that was viewed previously.



COLLAPSE ALL

Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).



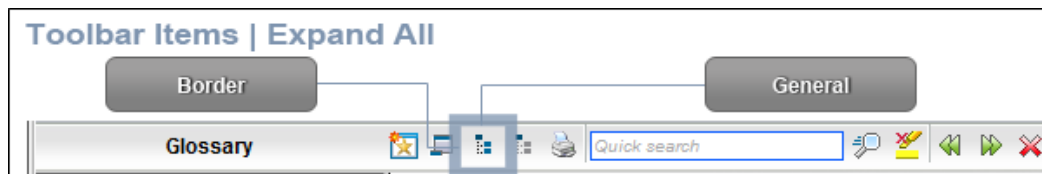
CURRENT TOPIC INDEX

Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)



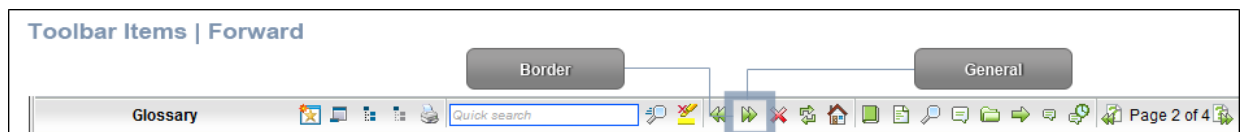
EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



FORWARD

Lets users open the next topic in a previously viewed sequence.



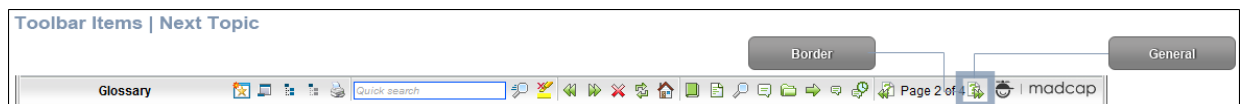
HOME

Lets users open a designated home page (such as your company's website)



NEXT TOPIC

Lets users open the next topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.



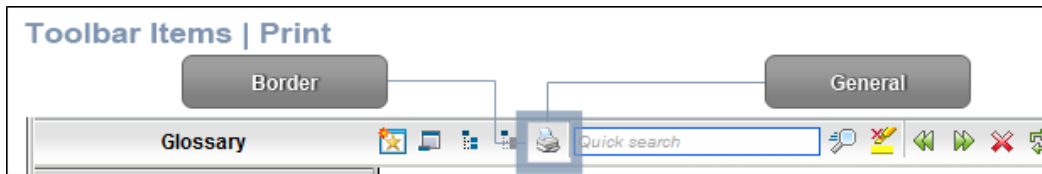
PREVIOUS TOPIC

Lets users open the previous topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.



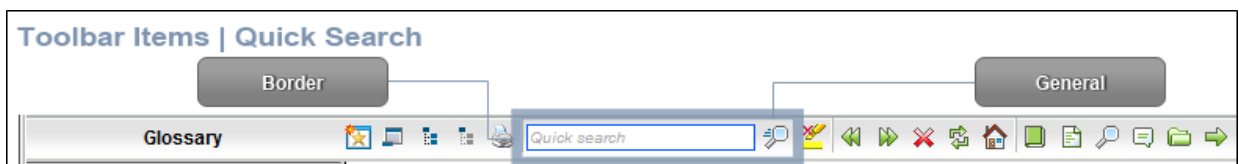
PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.



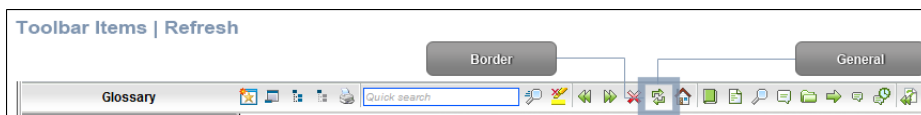
QUICK SEARCH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.



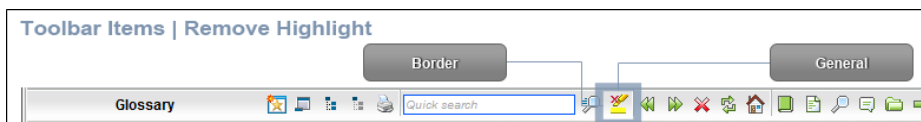
REFRESH

Lets users update the content of the topic being viewed.



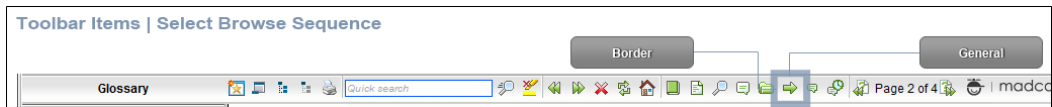
REMOVE HIGHLIGHT

After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.



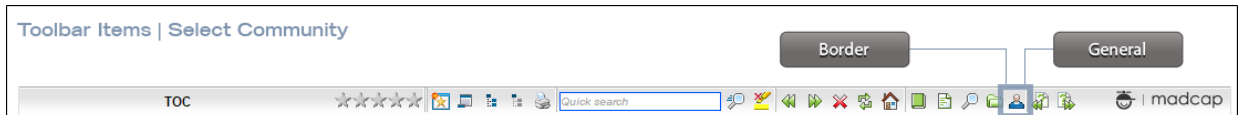
SELECT BROWSE SEQUENCE

Lets users open the Browse Sequence feature.



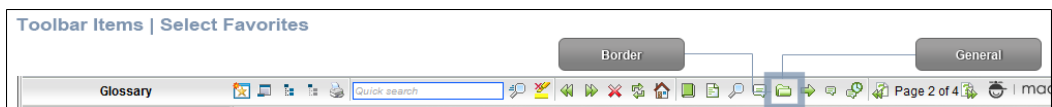
SELECT COMMUNITY

Lets users access their Pulse community features, if the are using MadCap Pulse.



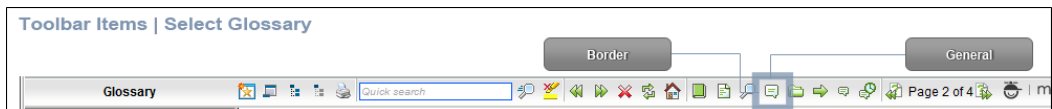
SELECT FAVORITES

Lets users open the Favorites feature.



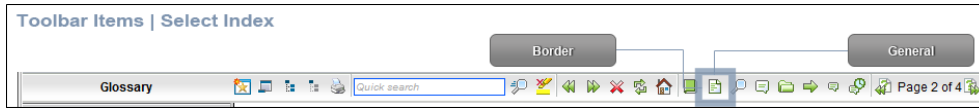
SELECT GLOSSARY

Lets users open the Glossary feature.



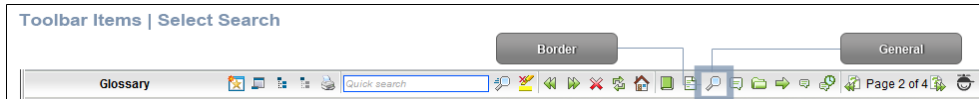
SELECT INDEX

Lets users open the Index feature.



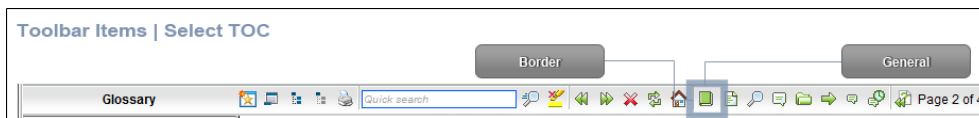
SELECT SEARCH

Lets users open the Search feature.



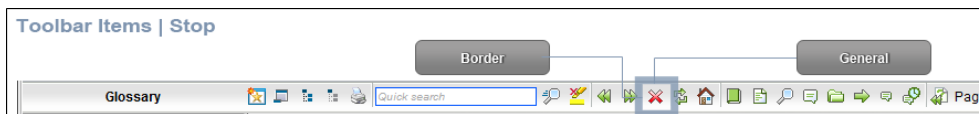
SELECT TOC

Lets users open the TOC feature.



STOP

Lets users prevent a page from downloading file information.




TOGGLE NAVIGATION PANE

Lets users toggle between hiding and showing the navigation pane in the output window.



- (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.



Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click  to move it to the Selected section.

Unless you specify otherwise, in the output the new button will display the text for the name you gave it. However, you can change this by editing the control type for the new button. To do this, you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and from the **Control Type** field select **Button**. To choose an image for the button, expand the **General** property group on the Styles tab and select image files in the **Icon** fields.

If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and enter a command in the **OnClick** field. For example, the following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

Alternatively, you can use the JavaScript area on the Topic Toolbar tab to enter a command for the button. See the next step.



Removes the selected custom button from the Available section.



Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.



Moves the selected item down in the order in the Selected section.



Removes the selected item(s) from the Selected section.



Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.



Resets the toolbar to the default settings.

5. (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction()  
{  
  window.open("http://www.madcapsoftware.com");  
}
```

6. Click  to save your work.

Topic Toolbar Buttons Supported

Although topic toolbars can be added in all online outputs, only certain buttons are supported in some outputs. The following table provides an overview.

	HTML Help	HTML5	WebHelp	WebHelp Plus
Add Topic to Favorites	✗	✗	✓	✓
Back	✓	✗	✓	✓
Collapse All	✓	✓ ¹	✓	✓
Current Topic Index	✓	✓ ²	✓	✓
Expand All	✓	✓ ¹	✓	✓
Forward	✓	✗	✓	✓
Home	✓	✗	✓	✓
Next Topic	✓	✓ ³	✓	✓
Previous Topic	✓	✓ ³	✓	✓
Print	✓	✓	✓	✓
Quick Search	✓	✗	✓	✓

	HTML Help	HTML5	WebHelp	WebHelp Plus
Refresh	✓	✗	✓	✓
Remove Search Highlight	✓	✓	✓	✓
Select Browse Sequence	✗	✗	✓	✓
Select Community	✗	✓	✓	✓
Select Favorite	✗	✗	✓	✓
Select Glossary	✗	✗	✓	✓
Select Index	✗	✗	✓	✓
Select Language	✗	✓	✗	✗
Select Search	✗	✗	✓	✓
Select Skin	✗	✓	✗	✗
Select TOC	✗	✗	✓	✓
Separator	✓	✓	✓	✓

	HTML Help	HTML5	WebHelp	WebHelp Plus
Stop	✓	✗	✓	✓
Hide Navigation	✗	✗	✓	✓

¹Collapse All and Expand All are the same button for HTML5.

²This button is supported only for HTML5 output that is using a Tripane skin. It is not supported for HTML5 output using a Top Navigation skin, or no skin.

³If you are using a Tripane skin, this button lets you navigate browse sequences. If you are using a Top Navigation skin or no skin (or if you are using a Tripane skin without a browse sequence), this button lets you browse table of contents entries.

What's Next?

Make sure that you associate the skin with the target. See "Associating Skins With Targets" on page 70.

You can also use a skin styles to change the look of toolbars. See "Standard Skin Styles" on page 269.

Web Toolbars in WebHelp Outputs

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


Supported In:

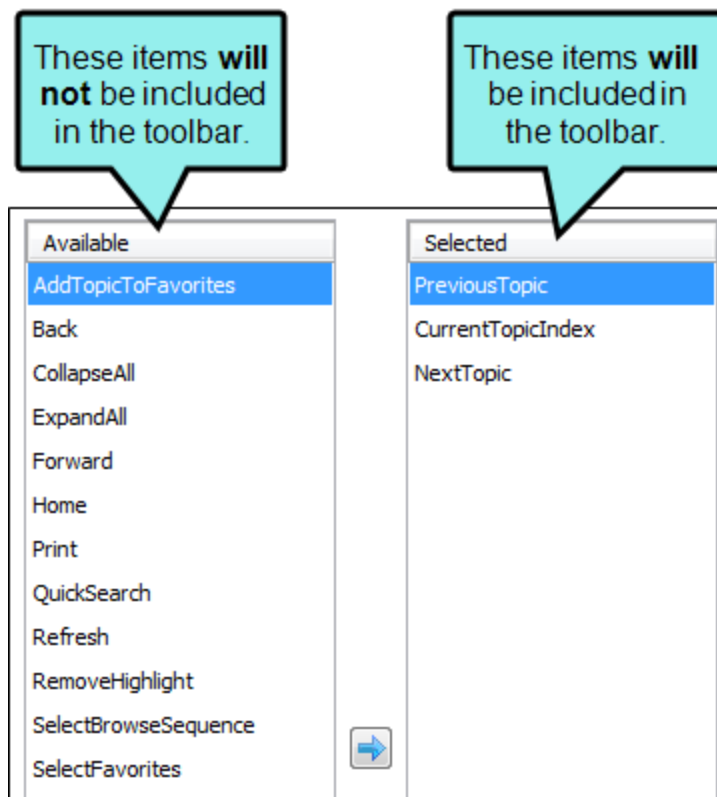


You can specify web toolbar settings for some online outputs. This includes determining which buttons are displayed in the web toolbar. You can also add custom JavaScript for the toolbar.

For more about web toolbars versus topic toolbars, see "Toolbars and Skins" on page 51.

How to Specify Custom Toolbar Settings for WebHelp Outputs

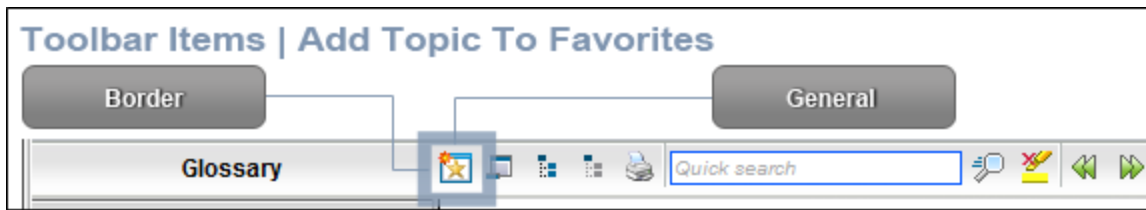
1. Open a Standard skin.
2. Select the **WebHelp Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button  to move items from the Available section to the Selected section.



Following are descriptions of the various items.

ADD TOPIC TO FAVORITES

Lets users add the active topic to the Favorites pane so that they can quickly access the topic in the future.



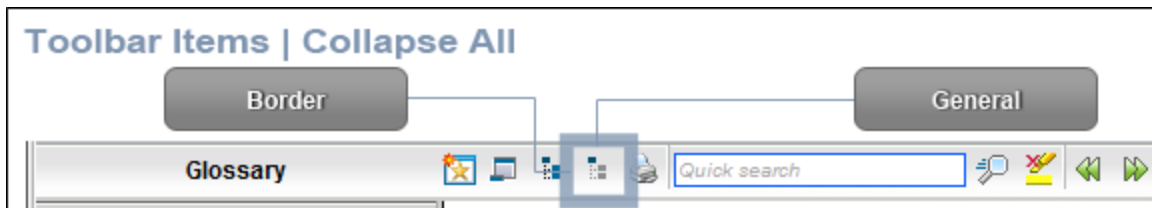
BACK

Lets users open the topic that was viewed previously.



COLLAPSE ALL

Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).



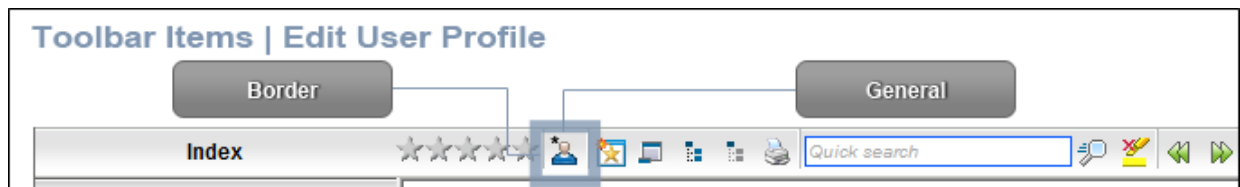
CURRENT TOPIC INDEX

Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)



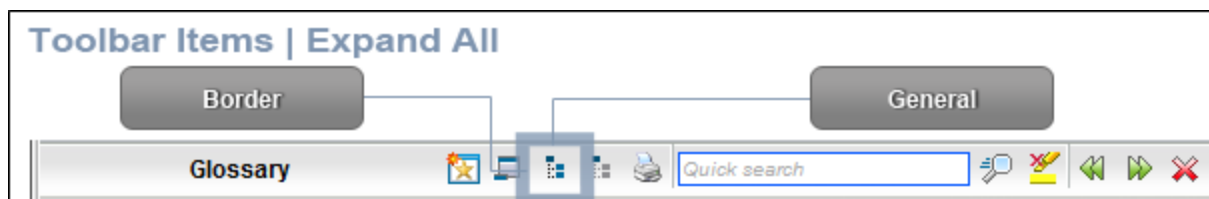
EDIT USER PROFILE

Lets users edit their Pulse or Feedback registration profile settings.



EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



FORWARD

Lets users open the next topic in a previously viewed sequence.



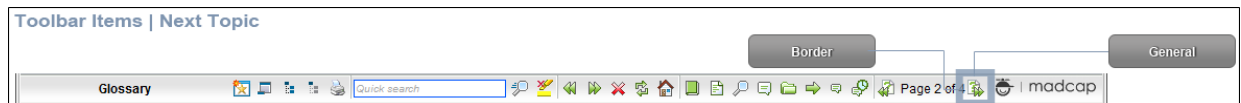
HOME

Lets users open a designated home page (such as your company's website)



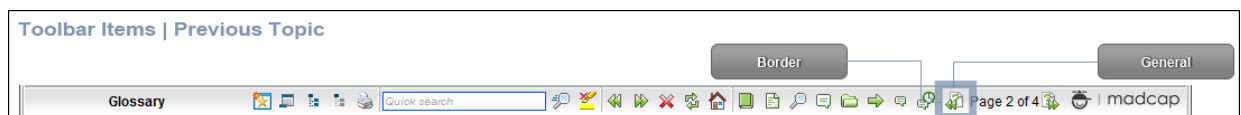
NEXT TOPIC

Lets users open the next topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.



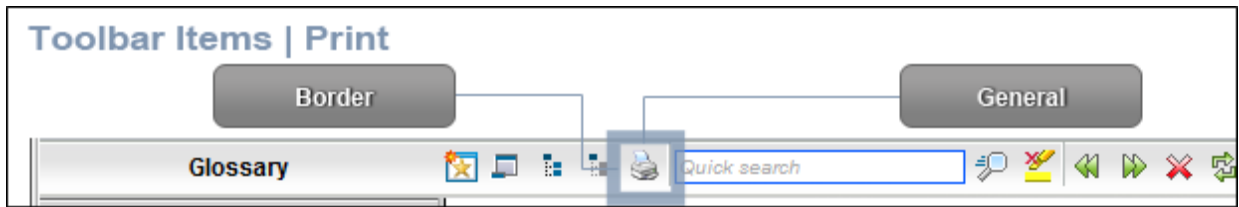
PREVIOUS TOPIC

Lets users open the previous topic in the output. If you are using a browse sequence, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you are using HTML5 Side Navigation, Top Navigation, or skinless output, or if you are not using a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.



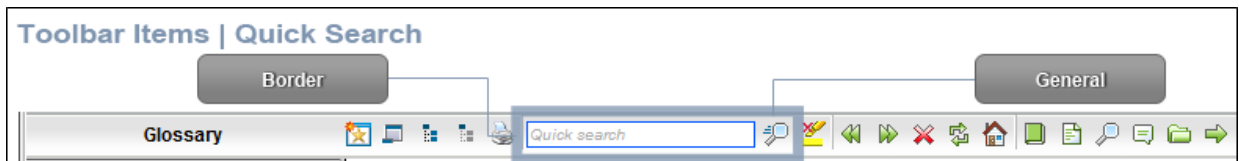
PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.



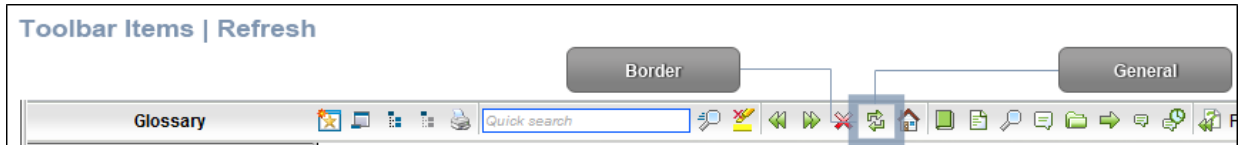
QUICK SEARCH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.



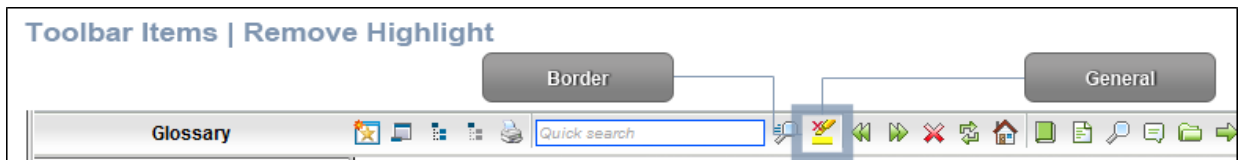
REFRESH

Lets users update the content of the topic being viewed.



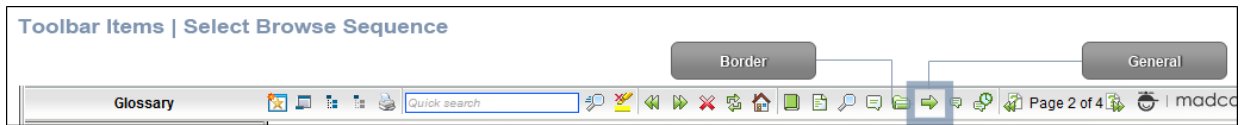
REMOVE HIGHLIGHT

After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.



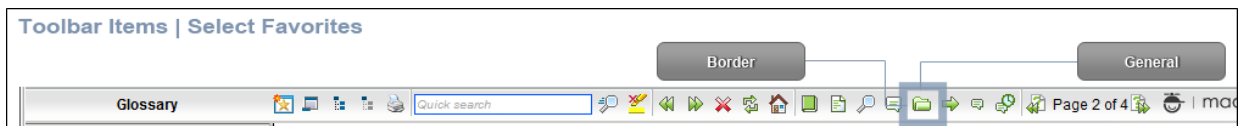
SELECT BROWSE SEQUENCE

Lets users open the Browse Sequence feature.



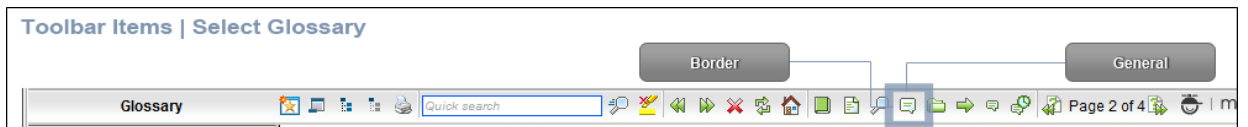
SELECT FAVORITES

Lets users open the Favorites feature.



SELECT GLOSSARY

Lets users open the Glossary feature.



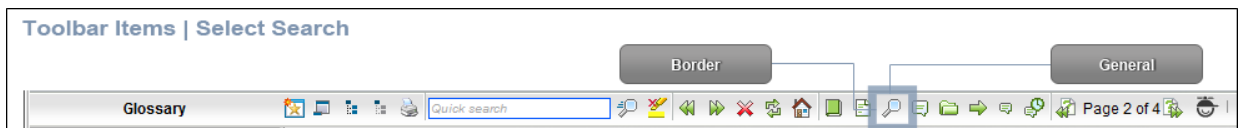
SELECT INDEX

Lets users open the Index feature.



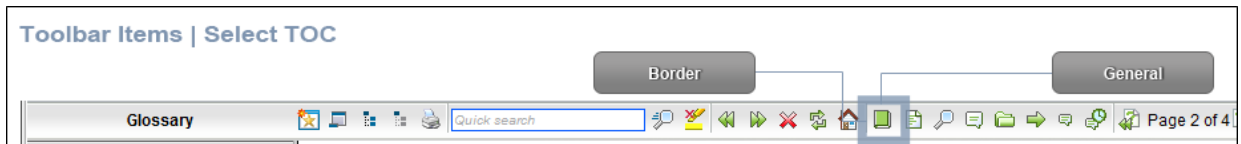
SELECT SEARCH

Lets users open the Search feature.



SELECT TOC

Lets users open the TOC feature.



STOP

Lets users prevent a page from downloading file information.



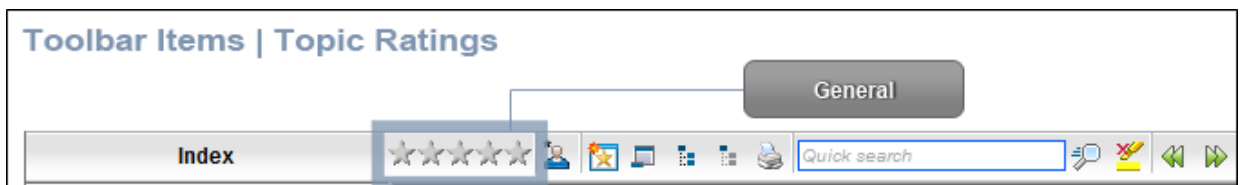
TOGGLE NAVIGATION PANE

Lets users toggle between hiding and showing the navigation pane in the output window.




TOPIC RATINGS

Lets users submit ratings for a topic (if you have incorporated your output with MadCap Pulse or Feedback).



4. (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.



Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click  to move it to the Selected section.

Unless you specify otherwise, in the output the new button will display the text for the name you gave it. However, you can change this by editing the control type for the new button. To do this, you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and from the **Control Type** field select **Button**. To choose an image for the button, expand the **General** property group on the Styles tab and select image files in the **Icon** fields.

If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and enter a command in the **OnClick** field. For example, the following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

Alternatively, you can use the JavaScript area on the WebHelp toolbar tab to enter a command for the button. See the next step.



Removes the selected custom button from the Available section.



Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.



Moves the selected item down in the order in the Selected section.



Removes the selected item(s) from the Selected section.



Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.



Resets the toolbar to the default settings.

5. (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction()  
{  
  window.open("http://www.madcapsoftware.com");  
}
```

6. Click  to save your work.



NOTE You can also add a web toolbar that is displayed within topic content. This can be done with the help of a topic toolbar proxy.



NOTE You can also specify custom toolbar settings for HTML5 output.



NOTE The Section 508 standard states, "Documents shall be organized so they are readable without requiring an associated stylesheet." This means that some users need to view output with styles disabled in the browser. However, if styles are disabled, the frame containing the toolbar in WebHelp and WebHelp Plus output may not be fully visible, and no scroll bar is provided because it was explicitly set not to display. To be in compliance with Section 508, you can use an option in a Standard skin to set scrolling values for the toolbar and navigation frames in WebHelp and WebHelp Plus output.

APPENDIX

PDFs

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

I 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

I 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

SharePoint Guide

Skins Guide

Snippets Guide

Source Control Guide: Git

*Source Control Guide:
Perforce Helix Core*

*Source Control Guide:
Subversion*

*Source Control Guide: Team
Foundation Server*

Styles Guide

Tables Guide

Tables of Contents Guide

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