

**MADCAP FLARE 2024 r2**

# Videos

Copyright © 2024 MadCap Software. All rights reserved.

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

MadCap Software  
1660 17th Street, Suite 201  
Denver, Colorado 80202  
858-320-0387  
[www.madcapsoftware.com](http://www.madcapsoftware.com)

**THIS PDF WAS CREATED USING MADCAP FLARE.**

# CONTENTS

---

## CHAPTER 1

Introduction .....	5
Multimedia Features and File Types Supported .....	6

## CHAPTER 2

Main Activities for Videos .....	11
Inserting Movies .....	12
Mimic Movie Links in Content Files .....	29
Mimic Movie Links in TOCs .....	32
Mimic Movie Links in Browse Sequences .....	34
Editing Videos .....	36

## CHAPTER 3

Other Activities for Videos .....	54
Previewing Videos .....	55
Deleting Video Files From the Project .....	55
Deleting Videos From Topics .....	56
Launching MadCap Mimic .....	56

## APPENDIX

PDFs .....	57
Tutorials .....	57

Cheat Sheets .....	58
User Guides .....	59

## CHAPTER 1

---

# Introduction

You can incorporate different types of video files (i.e., YouTube, Vimeo, Windows Media, QuickTime, HTML5) into your Flare project. In addition, you can insert links to movies created in MadCap Mimic.

### Main Activities

- "Inserting Movies" on page 12
- "Mimic Movie Links in Content Files" on page 29
- "Mimic Movie Links in TOCs" on page 32
- "Mimic Movie Links in Browse Sequences" on page 34
- "Editing Videos" on page 36

### Other Activities

- "Previewing Videos" on page 55
- "Deleting Video Files From the Project" on page 55
- "Deleting Videos From Topics" on page 56
- "Launching MadCap Mimic" on page 56

# Multimedia Features and File Types Supported

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB <sup>1</sup>	HTML Help	PPTX
3D Models (U3D)	✓	✓ <sup>2</sup>	✗	✓	✓	✗	✓ <sup>3</sup>	✗
Audio/Video								
ASF	✓	✗	✗	✓	✓	✗	✓	✓
ASX	✓	✗	✗	✓	✓	✗	✓	✗
AU	✓	✗	✗	✓	✓	✗	✓	✗
AVI <sup>4</sup>	✓	✓	✗	✓	✓	✗	✓	✓

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB <sup>1</sup>	HTML Help	PPTX
M4V <sup>4</sup>	✓	✓	✗	✓	✓	✗	✗	✗
MID	✓	✓	✗	✓	✓	✗	✓	✗
MIDI	✓	✓	✗	✓	✓	✗	✓	✗
MP3	✓	✓	✗	✓	✓	✓	✓	✗
MP4 <sup>4</sup>	✓	✓	✗	✓	✓	✓	✗	✓
MPA	✓	✓	✗	✓	✓	✗	✓	✓
MPE	✓	✓	✗	✓	✓	✗	✓	✓
MPEG	✓	✓	✗	✓	✓	✗	✓	✓
MPG	✓	✓	✗	✓	✓	✗	✓	✓

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB <sup>1</sup>	HTML Help	PPTX
OGG <sup>4</sup>	✓	✗	✗	✓	✗	✓	✗	✗
OGV <sup>4</sup>	✓	✗	✗	✓	✗	✓	✗	✗
OPUS	✓	✗	✗	✓	✗	✗	✗	✗
SWF	✓	✓	✗	✓	✓	✗	✓	✗
WAV	✓	✓	✗	✓	✓	✗	✓	✗
WEBM <sup>4</sup>	✓	✗	✗	✓	✗	✗	✗	✗
WMA	✓	✗	✗	✓	✓	✗	✓	✗
WMV	✓	✗	✗	✓	✓	✗	✓	✓



	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB <sup>1</sup>	HTML Help	PPTX
Web Videos								
Vimeo Embedded Videos	✓	✗	✗	✓	✓	✗	✓ <sup>4</sup>	✗
YouTube Embedded Videos	✓	✗	✗	✓	✓	✗	✓ <sup>4</sup>	✗
MadCap Mimic Movie Links								
Flash (SWF) Format	✓	✗	✗	✓	✓	✗	✓	✗
HTML5 Format (Depending on Browser) <sup>5</sup>	✓	✗	✗	✓	✓	✗	✓	✗
Mimic Movie Format	✗	✗	✗	✗	✓	✗	✓	✗

	HTML5	PDF	Word	Clean XHTML	Eclipse Help	EPUB <sup>1</sup>	HTML Help	PPTX
Silverlight Format	✓	✗	✗	✓	✓	✗	✓	✗

<sup>1</sup>EPUB support for each element or file type depends on if a particular reader supports it.

<sup>2</sup>PDF support for 3D Models requires Adobe Reader 7.0+.

<sup>3</sup>For this output, the 3D Model opens in a separate window.

<sup>4</sup>If you generate Microsoft HTML Help, YouTube videos are rendered smaller than in other outputs and Vimeo Advanced settings are not supported.

<sup>5</sup>To view HTML5 movie output, end users must have a newer browser that supports these types of videos.

## CHAPTER 2

---

# Main Activities for Videos

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

This chapter discusses the following:

Inserting Movies .....	12
Mimic Movie Links in Content Files .....	29
Mimic Movie Links in TOCs .....	32
Mimic Movie Links in Browse Sequences .....	34
Editing Videos .....	36

# I Inserting Movies

You can insert Flash, Windows Media, QuickTime, or HTML5 videos directly into your Flare content files. You can also insert YouTube and Vimeo videos from the web.

## Inserting Flash, Windows Media, QuickTime, and HTML5 Movies

Options:

- **Embedded** You can use **Insert > Multimedia** to embed the video in the content file. In addition, you can specify advanced settings, such as whether to include controls with the movie (e.g., Play, Pause), whether to automatically start the movie when it displays, and audio levels. The options available depend on the type of movie you are inserting. Also, keep in mind that some movie formats may be supported in some outputs but not in others.
- **Linked** You can use **Insert > Hyperlink**. When you use this option, the user must click the text link in order to open the movie. Also, you can choose to display the movie in another window.
- **Drag and Drop** You can insert embedded movie files by dragging and dropping the movie file from the Content Explorer or File List window pane into the XML Editor. However, with this method, you can specify any necessary advanced settings only after the movie file is inserted (to do this, right-click on the inserted movie and select **Edit Multimedia**).

## Inserting YouTube and Vimeo Movies

Options:








- **Embedded** You can use **Insert > Multimedia** to embed the video in the content file. In addition, you can specify advanced settings, such as whether to automatically start the movie when it displays, and what kind of information to display on the movie (e.g., movie title, player branding). The options available depend on the type of movie you are inserting.
- **Linked** You can use **Insert > Hyperlink**. When you use this option, the user must click the text link in order to open the movie. When you insert a YouTube or Vimeo link in your output, it will send you to the host's website to play the movie.



# How to Insert an Embedded Movie


1. In the XML Editor, place your cursor where you want to insert the movie.
2. Select **Insert > Multimedia**, then choose either **Flash Movie**, **Windows Media Player**, **Quicktime Movie**, **HTML5 Movie**, or **YouTube/Vimeo**.
3. Select the **General** tab.
4. Select a movie file to insert. You can do this in various ways.

## SELECTING A FILE IN THE PROJECT

- a. To select a movie file already in the project, select **Multimedia in project**.
- b. Find and choose the file. Use the buttons in the local toolbar to view all files in a list, view files in their folder structure, etc.

Option	Description
	Shows all of the files in the project in a list below. Click the button again to switch to a folder tree view. You can click the File, Type, or Path column headers to sort the list alphabetically by that column data.
	Shows or hides the folders that the files are stored in.
	Shows or hides the files. If you click this button when the Show Folders button  is selected, the area splits into two. The folder is shown on the left side, and the files and subfolders within it are shown on the right.
	If the Show Files button  is the only one selected, you can click this button to move up one folder level.
	Lets you filter the kinds of files shown below. Depending on the task you are performing, this field may already be populated with the most appropriate file type(s).

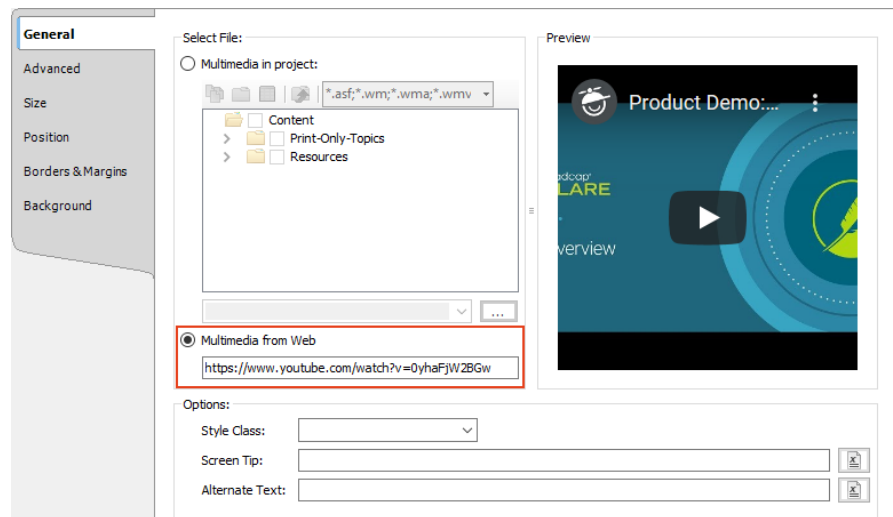
- c. (Optional) To select a movie file outside of the project, click . To select a movie file that you recently inserted somewhere in your project, click the down arrow in the field next to  and select the file from the list.

 **NOTE** If you select a movie file outside the project, that file is then copied and placed inside the project. The movie file is stored in the Resources > Multimedia folder of the Content Explorer.


## SELECTING A YOUTUBE OR VIMEO FILE FROM THE WEB


- a. To select a movie file on the web, select **Multimedia from Web**.
- b. In the field, enter the location of the movie file you want to use in your project.

 **EXAMPLE** In the following example, we are linking to a YouTube video.



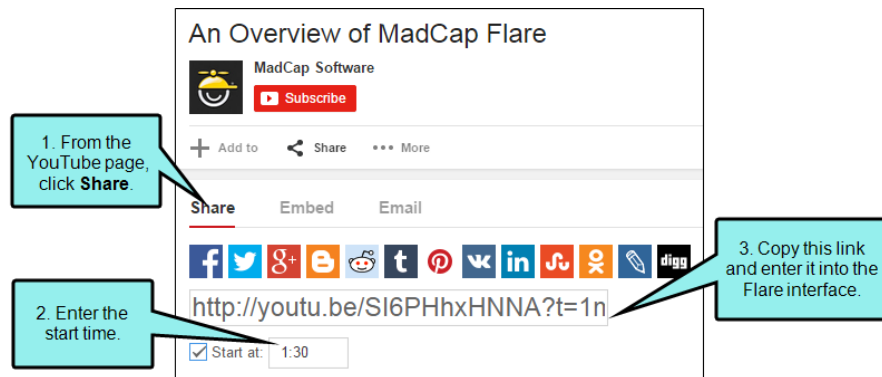
 **NOTE** You can only add YouTube and Vimeo files from the web.

 **NOTE** When you insert a YouTube or Vimeo movie (using the **Insert > Multimedia** option), these movies are not stored in your Resources > Multimedia folder like other movie types, because Flare references them from the web.


 **NOTE** You can set YouTube videos to have a specific start time. For example, you might want the video to begin playing not from its beginning, but rather 1 minute and 30 seconds into the movie. To do this, add the time you want the video to start to the end of the URL using the format *t=(time in minutes and seconds)*. For example:

`https://youtu.be/SI6PHxHNNA?t=1m30s`


The easiest way to do this is to open the video in YouTube, click the **Share** button, enter the start time, and copy the URL given.



5. (Optional) If you want to apply a specific style class to the movie, you can select it from the **Style Class** field.


 **EXAMPLE** You have created in your stylesheet a class of the object style called "BigMargin" (i.e., object.BigMargin) and you have set the margin for all sides of that class to 1 inch. Rather than using the default parent object style when you insert the movie, you select object.BigMargin from the Style Class drop-down. As a result, 1 inch of space is added around the movie in the output.

- (Optional) In the **Screen Tip** field, you can type a phrase that will appear when the end user hovers over the movie link in the output.

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.

- (Optional) In the **Alternate Text** field, you can type alternate text to display when the movie is not available, such as when a disabled individual is using a screen reader.
- (Optional) Select the **Advanced** tab and complete the options as necessary. The options shown depend on the type of movie file you are inserting.

## FLASH OPTIONS

- **Quality** Select the quality of the video, from "Low" up to "Best."
  - **Low** Favors playback speed over appearance and never uses anti-aliasing.
  - **Auto Low** Emphasizes speed at first but improves appearance whenever possible. Playback begins with anti-aliasing turned off. If the Flash Player detects that the processor can handle it, anti-aliasing is turned on.
  - **Auto High** Emphasizes playback speed and appearance equally at first but sacrifices appearance for playback speed if necessary. Playback begins with anti-aliasing turned on. If the actual frame rate drops below the specified frame rate, anti-aliasing is turned off to improve playback speed. Use this setting to emulate the View > Antialias setting in Flash.
  - **Medium** Applies some anti-aliasing and does not smooth bitmaps. It produces a better quality than the Low setting, but lower quality than the High setting.
  - **High** Favors appearance over playback speed and always applies anti-aliasing. If the movie does not contain animation, bitmaps are smoothed; if the movie has animation, bitmaps are not smoothed.
  - **Best** Provides the best display quality and does not consider playback speed. All output is anti-aliased and all bitmaps are smoothed.
- **Scale** When you insert an embedded movie, a square container represents the area where the video will be displayed. Just like a regular image, you can resize the container either by using the settings on the Size tab or by clicking the clicking and dragging the icon  in the lower-right corner of the container. The settings in this field determine how the video is displayed in the area represented by the square container.




- **Default (Show All)** Makes the entire movie visible in the specified area without distortion, while maintaining the original aspect ratio of the movie. Borders may appear on two sides of the movie.
- **No border** Scales the movie to fill the specified area, without distortion but possibly with some cropping, while maintaining the original aspect ratio of the movie.
- **Exact fit** Makes the entire movie visible in the specified area without trying to preserve the original aspect ratio. Distortion may occur.
- **Alignment** Select where you want the video to be displayed within the container area (e.g., Left, Right, Bottom, Bottom Right).
- **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Loop** Select this option if you want the movie to play repeatedly.
- **Show Menu** Select this option if you want to display the full menu, allowing the user a variety of options to enhance or control playback. If you do not select this option, the menu contains only the Settings option and the About Flash option.
- **Enable SWLiveConnect** Select this option to specify whether the browser should start Java when loading the Flash Player for the first time.

## WINDOWS MEDIA OPTIONS

- **Player Controls** Select an option for displaying the player controls (e.g., Play, Pause, Volume).
  - **Full** Displays all of the available player controls.
  - **None** Does not display any player controls.
  - **Mini** Displays only some of the player controls (Play, Pause, Stop, Mute, Volume).
  - **Invisible** Hides the movie entirely, while still playing the audio. If you select this option, you might want to resize the container square in your topic so that it does not take up so much space in the output. The user will simply see blank space where the container exists.
- **Auto Start** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Full Screen** Select this option to display the movie using the entire screen.

- **Stretch to Fit** Select this option to automatically resize the movie so that it exactly matches the size of the container area.
- **Play Count** Enter the number of times you want the video to repeat.
- **Audio** Select options for the sound (mute, volume level, balance).


## QUICKTIME AND HTML5 OPTIONS


- **Scale** When you insert an embedded movie, a square container represents the area where the video will be displayed. Just like a regular image, you can resize the container either by using the settings on the Size tab or by clicking and dragging the icon  in the lower-right corner of the container. The settings in this field determine how the video is displayed in the area represented by the square container.
  - **To Fit** Automatically resizes the movie so that it exactly matches the size of the container area.
  - **Aspect** Automatically resizes the movie so that it exactly matches the size of the container area. However, the image is not stretched, but rather kept in its original proportion. For example, the width of the movie might be increased to match the width of the container area, but extra empty space might be shown above and below the movie in order to compensate for the height of the container area.
  - **Value** Enter the value that you want to increase the display of the movie. If you select 2, the movie will be twice as large as 1, and so on.
- **Show Controls** Select this option to show the player controls (e.g., Play, Pause).
- **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Loop** Select this option if you want the movie to play repeatedly.
- **Audio** Select the volume level for the movie.

## YOUTUBE OPTIONS


- **Auto Hide** Select this option if you want to hide the video's title and player controls bar when the movie begins playing.
- **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Full Screen** Select this option if you want to allow users to play the video in full-screen mode.
- **Show Related Videos** Select this option if you want to show similar, suggested videos when the movie stops playing.
- **Annotations** Select this option if you want to show annotations from the video owner when viewing the movie.
  - **On** Enables annotations from the video owner.
  - **Off** Disables annotations from the video owner.
- **Modest Branding** Select this option if you want to remove the YouTube branding from the player controls.
- **Show Info** Select this option if you want to show the title bar on the top of the video.
- **Progress Bar Color** Select the color you want to use for the player's progress bar.
  - **White** Displays a white progress bar.
  - **Red** Displays a red progress bar.
- **Controls** Select the display option for the player controls (i.e., play, pause, full-screen, settings).
  - **On (Always)** Displays player controls at all times.
  - **On (Only during playback)** Displays player controls only during video playback.
  - **Off** Disables player controls.
- **Theme** Select a color theme for the player controls.
  - **Light** Displays a light gray player control bar.
  - **Dark** Displays a black player control bar.

 **NOTE** Some advanced features may not work in all web browsers.


 **NOTE** Setting the Progress Bar option to White overrides the Modest Branding option, so you will always see the YouTube logo when you play your videos.


 **NOTE** If you disable the player controls, users will only be able to play and pause the video. They will not be able to adjust the volume, view or adjust the progress bar, change video settings, or open the video in full-screen mode.

## VIMEO OPTIONS


- **Auto Pause** Select this option if you want the video to automatically pause when another Vimeo video in the topic is played. Otherwise, the user must click the Pause button to pause the movie.
- **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Loop** Select this option if you want the movie to play repeatedly.
- **Byline** Select this option if you want to display the video owner's name on the movie.
- **Portrait** Select this option if you want display the video owner's portrait on the movie.
- **Title** Select this option if you want display the title on the video.
- **Controls Color** If you want change the color of the player controls, click  and select a color.

 **NOTE** Some advanced features may not work in all web browsers.

 **NOTE** Vimeo's advanced features are not available in Microsoft HTML Help and Eclipse Help outputs.

 **NOTE** If the owner of the video is a Vimeo Pro or Vimeo Plus member, some of these settings may be overridden by that member's preferences. For example, an owner of a video may not allow you to remove the title and byline, so you will still see this information on the video even if you chose not to display it in the Flare output.

 **NOTE** You cannot remove the Vimeo Staff Picks badge from a video.

9. (Optional) Select the **Size** tab and complete the options as necessary to resize the container area where the movie will be displayed. As an alternative, you can click and drag the icon  in the lower-right corner of the container.

### TO SET A PRECISE WIDTH AND/OR HEIGHT

In the **Width** and/or **Height** field of the **Size** section, provide the settings. First you need to select **Length** in the top drop-down list. You can then enter a value in the lower-left area and choose from several different units of measurement (points, pixels, centimeters, etc.) in the lower-right area.

### TO SET THE MINIMUM WIDTH AND/OR HEIGHT


If the original object is smaller than the minimum width or height that is set, it will be enlarged so that it reaches the minimum value. If the original object is larger than the minimum width or height, it will not be resized.

In the **Width** and/or **Height** field of the **Minimum Size** section, provide the settings. First you need to select **Length** in the top drop-down list. You can then enter a value in the lower-left area and choose from several different units of measurement (points, pixels, centimeters, etc.) in the lower-right area.

## TO SET THE MAXIMUM WIDTH AND/OR HEIGHT

If the original object is larger than the maximum width or height that is set, it will be reduced in size so that it is no greater than the maximum value. If the original object is smaller than the maximum width or height, it will not be resized.

In the **Width** and/or **Height** field of the **Maximum Size** section, provide the settings. First you need to select **Length** in the top drop-down list. You can then enter a value in the lower-left area and choose from several different units of measurement (points, pixels, centimeters, etc.) in the lower-right area.

 **NOTE** When resizing objects, you can ensure the aspect ratio is maintained. For example, if you want certain objects to be resized so that each is exactly 3 inches high, you can make sure the width of each object is adjusted accordingly to stay in proportion. To do this, first set the height at 3 inches. You would not set the width property at all. In the same way, if you were to specify an exact width, you could maintain the aspect ratio by not setting the height.

10. (Optional) Select the **Position** tab and complete the options as necessary to determine how the movie is positioned in the topic.

## FLOAT

Use this field to specify where to place the element on the page.

- **None** Does not place the element in a specific location.
- **Left** Positions the element on the left side of the page frame, allowing you to type text to the right of the element.
- **Right** Positions the element on the right side of the page frame, allowing you to type text to the left of the element.
- **Center of Column** Positions the element in the center of the column on the page.
- **Outside Left Margin** Positions the element beyond the left margin of the topic text.
- **Outside Right Margin** Positions the element beyond the right margin of the topic text.
- **Outside Frame** Positions the element outside of the page frame.
- **Outside Frame, Top Align** Positions the element outside of the page frame, as well as aligning it with the top of the frame.
- **Left of Frame** Positions the element to the left of the page frame.
- **Right of Frame** Positions the element to the right of the page frame.
- **Center of Frame** Positions the element both vertically and horizontally in the middle of the page frame.

## CLEAR

Use this field to position an element so that it is "clear" of an adjacent element. For example, let's say you have already inserted an element and applied the float left property to it. If you then insert another element immediately after the first element, you want to make sure that the second element doesn't rest next to the first one. Instead, you want the second element to be placed completely below the first one. Therefore, you can apply a clear property to the second element.

- **None** Does not apply the clear property to the element.
- **Left Side** The element will be placed below the bottom outer edge of a previous element that is floating left.
- **Right Side** The element will be placed below the bottom outer edge of a previous element that is floating right.
- **Both Sides** The element will be placed below the previous one, whether floating left or right.

## VERTICAL ALIGNMENT

Use this field to adjust where the item is positioned vertically.

- **Baseline** The baseline of the box will be aligned with the baseline of the parent box.
- **Text Top** The top of the box will be aligned with the top of the parent element's font.
- **Text Bottom** The bottom of the box will be aligned with the bottom of the line box.
- **Top** The top of the box will be aligned with the top of the line box.
- **Middle** The vertical midpoint of the box will be aligned with the baseline of the parent box, plus half the x-height of the parent.
- **Bottom** The bottom of the box will be aligned with the bottom of the line box.



11. (Optional) Select the **Borders & Margins** tab if you want to specify margins, padding, or borders around the movie.

## MARGIN

Click in any of the individual fields (**Left, Right, Top, Bottom**) to specify the settings for the margins around the object. If you click the down arrow to the right of all the fields, the settings will be applied to all of the margin fields.

## PADDING

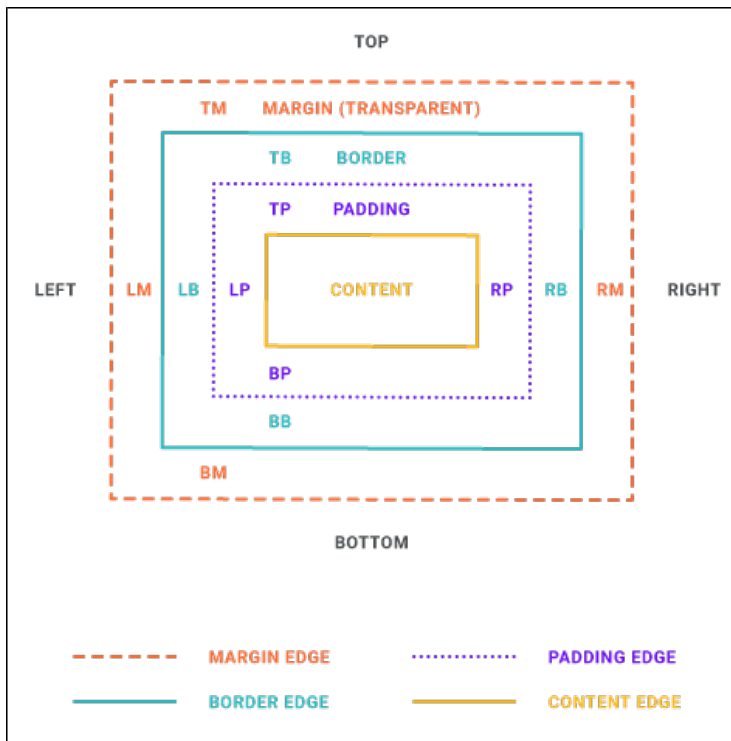
Click in any of the individual fields (**Left, Right, Top, Bottom**) to specify the settings for the padding. In the left side of the field, enter a number for the amount of padding. In the right side of the field, select a unit of measurement (e.g., point, pixel, centimeter) for the number you entered. If you click the down arrow to the right of all the fields, the settings will be applied to all of the padding fields. When you click that down arrow, a small popup displays.

## BORDERS

- a. Click in any of the individual fields (**Left, Right, Top, Bottom**) to specify the settings for the border. If you click the down arrow to the right of all the fields, the settings will be applied to all of the border fields.

When you click that down arrow or in one of the individual fields, a small popup displays.

- b. Use the lower-left area of the popup to enter a number for the border thickness.
- c. Use the lower-middle area to select a unit of measurement (e.g., point, pixel, centimeter) for the number you entered.
- d. Use the upper-right area to select a color for the border.
- e. Use the lower-right area to select a line type (e.g., solid, double, dashed) for the border.
- f. Click **OK**.




12. (Optional) Select the **Background** tab if you want to add background settings to a movie interface.


### TO SET A COLOR FOR THE BACKGROUND


In the **Color** field, click the down arrow and select a color from the popup. For advanced color options, select **More Colors** and use the fields in the Color Picker dialog.

### TO ADD AN IMAGE TO THE BACKGROUND


- a. Next to the **Image** field, click the **Browse** button. The Insert Image dialog opens.
  - b. Select an image file to insert and click **OK**.
  - c. If you want the background image to repeat, select one of the options from the **Repeat** field. You can also set the image position horizontally and vertically by using the **X** and **Y** fields.
13. Click **OK**. The movie is added to the topic, represented by a gray square or rectangle, which is the area where the video will be shown in the output.
  14. Click  to save your work.

# How to Insert a Movie Link

1. If necessary, add the multimedia file(s) to the project.
2. In the XML Editor, highlight the text that you want to use as the link (or "hotspot") to the movie.
3. Select **Insert > Hyperlink**, or in the local toolbar click  .
4. From the **Link to** field select **File in Project**.
5. Navigate to the movie that you want to link to and select it.
6. (Optional) The **Link text** field displays the text that you highlighted in the topic, which will be used as the hyperlink. Leave the text as it is, unless you decide you would like to change it.
7. (Optional) In the **Screen Tip** field, you can type a phrase that will appear when the end user hovers over the hyperlink in the output.

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.


8. (Optional) In the **Alternate Text** field you can type alternate text to display when the image is not available, such as when a disabled individual is using a screen reader.
9. (Optional) Next to the **Style Class** field, click the **Select** button. This opens the Select Class dialog, which lets you apply one of the defined hyperlink styles from your stylesheet to the link. After you select a style class in the dialog, click **OK**. The Style Class field displays the selected style. (If you do not specify a style class, Flare uses the parent "a" style.)
10. (Optional) In the **Target Frame** field, click the drop-down arrow to select the way the linked destination will open (e.g., in another window, in a popup).
  - **Page Default** The destination file opens in the same window as the output window.
  - **Parent Frame** The destination file opens in the parent frame of the current topic while hiding that topic.
  - **New Window** The destination file opens in a new browser window.
  - **Same Frame** The destination file opens in the same window frame as the current topic.
  - **Top Frame** The destination file opens in the same output window, removing all other framesets. You might use this option, for example, if the destination topic has its own frameset.
  - **Popup Window** The destination file opens in a popup box on top of the current topic.

11. Click **OK**.
12. Click  to save your work.


## How to Insert a Movie—Drag-and-Drop Method

1. Open the Content Explorer or File List window pane.

If necessary, make sure you float and position the window pane or editor so that you can see both it and XML Editor at the same time.

2. Click and drag the movie file from the Content Explorer or File List window pane to the location where you want it in the XML Editor and drop it.
3. Click  to save your work.

## What's Noteworthy?

 **NOTE** You can also insert a link to a MadCap Mimic movie file (if you have Mimic installed). This lets you insert videos generated with any of the following output types: Mimic Movie Format (MMF), Microsoft Silverlight, or Adobe Flash. MMF offers several advantages (such as quicker compilation and smaller files). For more information see "Mimic Movie Links in Content Files" on the next page.


# I Mimic Movie Links in Content Files

If you have used Mimic to produce a movie, you can use this feature to create a link in a topic to the movie's output. When you are finished, a link to the finished movie is inserted into the topic. When a user clicks the link in the output, the movie plays.

## How to Insert a Mimic Movie Link in a Content File

1. Open the content file.
2. In the XML Editor, place your cursor where you want to insert the link.
3. Select **Insert > Multimedia > Mimic Movie**.
4. In the dialog that opens, find and select an individual Mimic movie or a movie collection that you want to link to. You can select any of the following types of files.
  - **MIMOV** This is an individual Mimic movie file (whether part of a collection or standalone). When you want to work on an individual movie, you open this file.
  - **MIPRJ** This is the main Mimic collection file, which contains one or more movie (MIMOV) files. It is not required that you create a collection in Mimic; it is simply an option that you can use if you want to create a movie collection, as opposed to a standalone movie. Neither the MIPRJ nor the MIMOV files are finalized movies. They are merely the files that are used to generate the finalized movies. When you want to work on a movie collection, you open the MIPRJ file.
  - **MCMOVIE** This is an output file that is created when you generate a movie (whether the movie is part of a collection or standalone). A Mimic collection can contain several movies. When you generate the finalized movies in Mimic, an MCMOVIE file is created for each movie in the collection (e.g., myfirstmovie.mcmovie, mysecondmovie.mcmovie). The output plays in the MadCap Movie Viewer.
  - **MCMV** This is an optional output file that lets you view the movie(s) in the MadCap Movie Viewer, rather than in a browser window.
  - **MCMOVIESYS** This is an output file that is created when you generate a movie collection. The file is named after your collection (e.g., mycollection.mcmoviesys) and can be used as an entry point to view the movie collection. The output plays in the MadCap Movie Viewer.
5. Click **Open**. The Edit Mimic Movie dialog opens.

6. Change the options in the dialog as necessary.



- **File** Displays the path to the movie or collection file after you select it.
-  Lets you find and select a different movie or collection file.
- **Format** You can use this drop-down to select the type of output to be generated.


#### IF YOU HAVE MIMIC 8 OR NEWER


- **(default)** If you build a Microsoft HTML Help, WebHelp, HTML5, or WebHelp Plus target, the movie uses the HTML5 movie format.
- **HTML5** The movie is generated in the HTML5 movie format.

#### IF YOU HAVE MIMIC 7 OR OLDER

- **(default)** The most appropriate movie format is used, based on the Flare output type that you generate. If you build a Microsoft HTML Help, WebHelp, HTML5, or WebHelp Plus target, the movie uses the HTML5 movie format. If you want to override these settings, select one of the specific movie types below.
  - **MadCap Movie Player** The movie is generated in MMF and displays in the MadCap Movie Viewer.
  - **Adobe Flash** The movie is generated in a Flash SWF file.
  - **Adobe Flash (Embed)** The movie is generated in a Flash SWF file and is embedded in your output.
  - **Microsoft Silverlight** The movie is generated in the Microsoft Silverlight format.
  - **HTML5** The movie is generated in the HTML5 movie format.
  - **HTML5 (Embed)** The movie is generated in the HTML5 movie format and is embedded in your output.
- **Style Class** Select the kind of style class to be used for the link to affect the way it looks and behaves. You can select the main hyperlink style (a) or a class of that style.

- **Link Text** Displays the text that you highlighted in the topic, which will be used as the movie link. Leave the text as it is, unless you decide you would like to change it. If you want to change the link text, type the new text in the field. It will replace the previously selected text in the topic. If you do not provide link text, the file name for the movie or collection will be used.
  - **Screen Tip** Type a phrase that will appear when the end user hovers over the movie link in the output.
7. Click **OK**. The movie link is added to the topic with a small movie frame icon  displayed next to it.
  8. Click  to save your work.

 **NOTE** If instead you want to insert a movie directly into a topic (rather than a link), see "Inserting Movies" on page 12.

 **NOTE** You do not need to add the Mimic movie files to your Flare project. When you generate the target(s) in Flare, the movie output file(s) will automatically be copied to the target output file or folder.

# I Mimic Movie Links in TOCs

If you have used Mimic to produce a movie, you can use this feature to create a link in a table of contents entry to the movie's output.

## How to Insert a Movie Link Into a TOC

1. Open the TOC where you want to insert the movie link.
2. In the TOC Editor, double-click the TOC entry that you want to link to the movie. The Properties dialog opens.
3. Select the **General** tab.
4. Select **Mimic Movie or Movie Collection as**. The Open dialog opens.
5. Find and select an individual Mimic movie or a movie collection to which you want to link the entry. You can select any of the following types of files.
  - **MIMOV** This is an individual Mimic movie file (whether part of a collection or standalone). When you want to work on an individual movie, you open this file.
  - **MIPRJ** This is the main Mimic collection file, which contains one or more movie (MIMOV) files. It is not required that you create a collection in Mimic; it is simply an option that you can use if you want to create a movie collection, as opposed to a standalone movie. Neither the MIPRJ nor the MIMOV files are finalized movies. They are merely the files that are used to generate the finalized movies. When you want to work on a movie collection, you open the MIPRJ file.
  - **MCMOVIE** This is an output file that is created when you generate a movie (whether the movie is part of a collection or standalone). A Mimic collection can contain several movies. When you generate the finalized movies in Mimic, an MCMOVIE file is created for each movie in the collection (e.g., myfirstmovie.mcmovie, mysecondmovie.mcmovie). The output plays in the MadCap Movie Viewer.
  - **MCMV** This is an optional output file that lets you view the movie(s) in the MadCap Movie Viewer, rather than in a browser window.
  - **MCMOVIESYS** This is an output file that is created when you generate a movie collection. The file is named after your collection (e.g., mycollection.mcmoviesys) and can be used as an entry point to view the movie collection. The output plays in the MadCap Movie Viewer.
6. Click **Open**.



7. (Optional) You can click in the drop-down field to the right and specify an output format.

#### IF YOU HAVE MIMIC 8 OR NEWER


- **(default)** If you build a Microsoft HTML Help, WebHelp, HTML5, or WebHelp Plus target, the movie uses the HTML5 movie format.
- **HTML5** The movie is generated in the HTML5 movie format.

#### IF YOU HAVE MIMIC 7 OR OLDER

- **(default)** The most appropriate movie format is used, based on the Flare output type that you generate. If you build a Microsoft HTML Help, WebHelp, HTML5, or WebHelp Plus target, the movie uses the HTML5 movie format. If you want to override these settings, select one of the specific movie types below.
- **MadCap Movie Player** The movie is generated in MMF and displays in the MadCap Movie Viewer.
- **Adobe Flash** The movie is generated in a Flash SWF file.
- **Microsoft Silverlight** The movie is generated in the Microsoft Silverlight format.
- **HTML5** The movie is generated in the HTML5 movie format.

8. Click **OK** in the Properties dialog. The movie link is added to the TOC entry.

9. Click  to save your work.

 **NOTE** You do not need to add the Mimic movie files to your Flare project. When you generate the target(s) in Flare, the movie output file(s) will automatically be copied to the target output file or folder.

# I Mimic Movie Links in Browse Sequences

If you have used Mimic to produce a movie, you can use this feature to create a link in a browse sequence entry to the movie's output.

## How to Insert a Movie Link Into a Browse Sequence


1. Open the browse sequence where you want to insert the movie link.
2. In the Browse Sequence Editor, double-click the browse sequence entry that you want to link to the movie. The Properties dialog opens.
3. Select the **General** tab.
4. Select **Mimic Movie or Movie Collection as**. The Open dialog opens.
5. Find and select an individual Mimic movie or a movie collection to which you want to link the entry. You can select any of the following types of files.
  - **MIMOV** This is an individual Mimic movie file (whether part of a collection or standalone). When you want to work on an individual movie, you open this file.
  - **MIPRJ** This is the main Mimic collection file, which contains one or more movie (MIMOV) files. It is not required that you create a collection in Mimic; it is simply an option that you can use if you want to create a movie collection, as opposed to a standalone movie. Neither the MIPRJ nor the MIMOV files are finalized movies. They are merely the files that are used to generate the finalized movies. When you want to work on a movie collection, you open the MIPRJ file.
  - **MCMOVIE** This is an output file that is created when you generate a movie (whether the movie is part of a collection or standalone). A Mimic collection can contain several movies. When you generate the finalized movies in Mimic, an MCMOVIE file is created for each movie in the collection (e.g., myfirstmovie.mcmovie, mysecondmovie.mcmovie). The output plays in the MadCap Movie Viewer.
  - **MCMV** This is an optional output file that lets you view the movie(s) in the MadCap Movie Viewer, rather than in a browser window.


- **MCMOVIESYS** This is an output file that is created when you generate a movie collection. The file is named after your collection (e.g., mycollection.mcmoviesys) and can be used as an entry point to view the movie collection. The output plays in the MadCap Movie Viewer.
6. Click **Open**.
  7. (Optional) You can click in the drop-down field to the right and specify an output format.

#### IF YOU HAVE MIMIC 8 OR NEWER

- **(default)** If you build a Microsoft HTML Help, WebHelp, HTML5, or WebHelp Plus target, the movie uses the HTML5 movie format.
- **HTML5** The movie is generated in the HTML5 movie format.

#### IF YOU HAVE MIMIC 7 OR OLDER

- **(default)** The most appropriate movie format is used, based on the Flare output type that you generate. If you build a Microsoft HTML Help, WebHelp, HTML5, or WebHelp Plus target, the movie uses the HTML5 movie format. If you want to override these settings, select one of the specific movie types below.
  - **MadCap Movie Player** The movie is generated in MMF and displays in the MadCap Movie Viewer.
  - **Adobe Flash** The movie is generated in a Flash SWF file.
  - **Microsoft Silverlight** The movie is generated in the Microsoft Silverlight format.
  - **HTML5** The movie is generated in the HTML5 movie format.
8. Click **OK** in the Properties dialog. The movie link is added to the browse sequence entry.
  9. Click  to save your work.

 **NOTE** You do not need to add the Mimic movie files to your Flare project. When you generate the target(s) in Flare, the movie output file(s) will automatically be copied to the target output file or folder.

# I Editing Videos

You can edit videos in a variety of ways, depending on how you inserted the movie and what you want to edit.

## How to Edit Flash, Windows Media, QuickTime, WebM, YouTube, or Vimeo Video Properties


1. Open the content file.
2. In the XML Editor, right-click the square or rectangle representing the area where the movie will play.
3. From the context menu, select **Edit Multimedia**. The Edit Multimedia dialog opens.
4. Change the options on the tabs in the dialog as necessary.






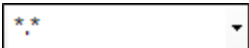
### GENERAL TAB



- You can select a different movie file. You can do this in various ways.


### TO SELECT A FILE IN THE PROJECT

- a. To select a movie file already in the project, select **Multimedia in project**.
- b. Find and choose the file in the Select File area. Use the buttons in the local toolbar to view all files in a list, view files in their folder structure, etc.

Option	Description
	Shows all of the files in the project in a list below. Click the button again to switch to a folder tree view. You can click the File, Type, or Path column headers to sort the list alphabetically by that column data.

Option	Description
	Shows or hides the folders that the files are stored in.
	Shows or hides the files. If you click this button when the Show Folders button  is selected, the area splits into two. The folder is shown on the left side, and the files and subfolders within it are shown on the right.
	If the Show Files button  is the only one selected, you can click this button to move up one folder level.
	Lets you filter the kinds of files shown below. Depending on the task you are performing, this field may already be populated with the most appropriate file type(s).


- c. (Optional) To select a movie file outside of the project, click . If you want to select a movie file that you recently inserted somewhere in your project, click the down arrow in the field next to  and select the file from the list.


 **NOTE** If you select a movie file outside the project, that file is then copied and placed inside the project. The movie file is stored in the Resources > Multimedia folder of the Content Explorer.

## TO SELECT A FILE FROM THE WEB

- a. To select a movie file on the web, select **Multimedia from Web**.
- b. In the field, enter the location of the movie file you want to use in your project.

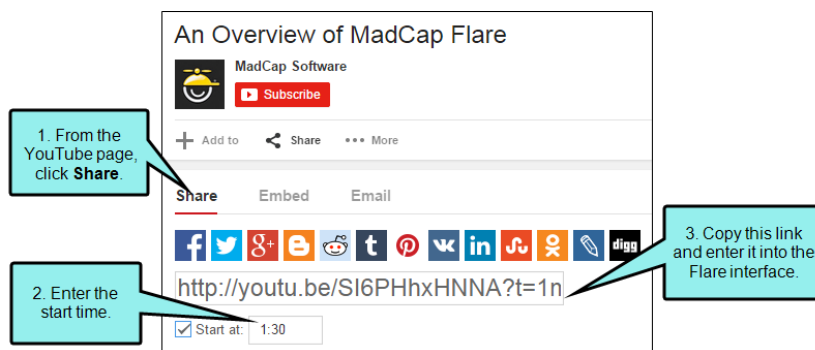
 **NOTE** You can only add YouTube and Vimeo files from the web.

 **NOTE** When you insert a YouTube or Vimeo movie (using the **Insert > Multimedia** option), these movies are not stored in your Resources > Multimedia folder like other movie types, because Flare references them from the web.

 **NOTE** You can set YouTube videos to have a specific start time. For example, you might want the video to begin playing not from its beginning, but rather 1 minute and 30 seconds into the movie. To do this, add the time you want the video to start to the end of the URL using the format *t=(time in minutes and seconds)*. For example:

`https://youtu.be/SI6PHxHNNA?t=1m30s`

The easiest way to do this is to open the video in YouTube, click the **Share** button, enter the start time, and copy the URL given.



- If you want to apply a specific style class to the movie, you can select it from the **Style Class** field.

☆ **EXAMPLE** You have created in your stylesheet a class of the object style called "BigMargin" (i.e., object.BigMargin) and you have set the margin for all sides of that class to 1 inch. Rather than using the default parent object style when you insert the movie, you select object.BigMargin from the Style Class drop-down. As a result, 1 inch of space is added around the movie in the output.


- In the **Screen Tip** field you can type a phrase that will appear when the end user hovers over the movie link in the output.

## ADVANCED TAB

The options shown on this tab depend on the type of movie file you are inserting (Flash, Windows Media, QuickTime, WebM, YouTube, Vimeo).

## FLASH OPTIONS

- **Quality** Select the quality of the video, from "Low" up to "Best."
  - **Low** Favors playback speed over appearance and never uses anti-aliasing.
  - **Auto Low** Emphasizes speed at first but improves appearance whenever possible. Playback begins with anti-aliasing turned off. If the Flash Player detects that the processor can handle it, anti-aliasing is turned on.
  - **Auto High** Emphasizes playback speed and appearance equally at first but sacrifices appearance for playback speed if necessary. Playback begins with anti-aliasing turned on. If the actual frame rate drops below the specified frame rate, anti-aliasing is turned off to improve playback speed. Use this setting to emulate the View > Antialias setting in Flash.
  - **Medium** Applies some anti-aliasing and does not smooth bitmaps. It produces a better quality than the Low setting, but lower quality than the High setting.
  - **High** Favors appearance over playback speed and always applies anti-aliasing. If the movie does not contain animation, bitmaps are smoothed; if the movie has animation, bitmaps are not smoothed.

- **Best** Provides the best display quality and does not consider playback speed. All output is anti-aliased and all bitmaps are smoothed.
- **Scale** When you insert an embedded movie, a square container represents the area where the video will be displayed. Just like a regular image, you can resize the container either by using the settings on the Size tab or by clicking and dragging the icon  in the lower-right corner of the container. The settings in this field determine how the video is displayed in the area represented by the square container.
  - **Default (Show All)** Makes the entire movie visible in the specified area without distortion, while maintaining the original aspect ratio of the movie. Borders may appear on two sides of the movie.
  - **No border** Scales the movie to fill the specified area, without distortion but possibly with some cropping, while maintaining the original aspect ratio of the movie.
  - **Exact fit** Makes the entire movie visible in the specified area without trying to preserve the original aspect ratio. Distortion may occur.
- **Alignment** Select where you want the video to be displayed within the container area (e.g., Left, Right, Bottom, Bottom Right).
- **Auto play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Loop** Select this option if you want the movie to play repeatedly.
- **Show menu** Select this option if you want to display the full menu, allowing the user a variety of options to enhance or control playback. If you do not select this option, the menu contains only the Settings option and the About Flash option.
- **Enable SWLiveConnect** Select this option to specify whether the browser should start Java when loading the Flash Player for the first time.


## WINDOWS MEDIA OPTIONS

- **Player Controls** Select an option for displaying the player controls (e.g., Play, Volume).
  - **Full** Displays all of the available player controls.
  - **None** Does not display any player controls.
  - **Mini** Displays only some of the player controls (Play, Pause, Stop, Mute, Volume).



- **Invisible** Hides the movie entirely, while still playing the audio. If you select this option, you might want to resize the container square in your topic so that it does not take up so much space in the output. The user will simply see blank space where the container exists.
- **Auto start** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Full screen** Select this option to display the movie using the entire screen.
- **Stretch to fit** Select this option to automatically resize the movie so that it exactly matches the size of the container area.
- **Play count** Enter the number of times you want the video to repeat.
- **Audio** Select options for the sound (mute, volume level, balance).

## QUICKTIME OPTIONS

- **Scale** When you insert an embedded movie, a square container represents the area where the video will be displayed. Just like a regular image, you can resize the container either by using the settings on the Size tab or by clicking and dragging the icon  in the lower-right corner of the container. The settings in this field determine how the video is displayed in the area represented by the square container.
  - **To Fit** Automatically resizes the movie so that it exactly matches the size of the container area.
  - **Aspect** Automatically resizes the movie so that it exactly matches the size of the container area. However, the image is not stretched, but rather kept in its original proportion. For example, the width of the movie might be increased to match the width of the container area, but extra empty space might be shown above and below the movie in order to compensate for the height of the container area.
  - **Value** Enter the value that you want to increase the display of the movie. If you select 2, the movie will be twice as large as 1, and so on.
- **Show controls** Select this option to show the player controls (e.g., Play, Pause).
- **Auto play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Loop** Select this option if you want the movie to play repeatedly.
- **Audio** Select the volume level for the movie.


## WEBM OPTIONS


- **Show controls** Select this option to show the player controls (e.g., Play, Pause).
- **Auto play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Loop** Select this option if you want the movie to play repeatedly.
- **Mute** Select this option if you want the audio control in the output to initially be set to mute when the movie is loaded.

## YOUTUBE OPTIONS


- **Auto Hide** Select this option if you want to hide the video's title and player controls bar when the video begins playing.
- **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Full Screen** Select this option if you want to allow users play the video in full-screen mode.
- **Show Related Videos** Select this option if you want to show similar, suggested videos when the video stops playing.
- **Annotations** Select this option if you want to show annotations from the video owner when viewing the video.
  - **On** Enables annotations from the video owner (i.e., notes about that pop up or display during the video).
  - **Off** Disables annotations from the video owner.
- **Modest Branding** Select this option if you want to remove the YouTube branding from the player controls.
- **Show Info** Select this option if you want to show the title bar on the top of the video.
- **Progress Bar Color** Select the color you want to use for the player's progress bar.
  - **White** Displays a white progress bar.
  - **Red** Displays a red progress bar.
- **Controls** Select the display option for the player controls.
  - **Always on** Displays player controls at all times.
  - **On during playback** Displays player controls only during video playback.
  - **Off** Disables player controls.
- **Theme** Select a color theme for the player controls.
  - **Light** Displays a light gray player control bar.
  - **Dark** Displays a black player control bar.

 **NOTE** Some advanced features may not work in all web browsers.


 **NOTE** Setting the Progress Bar option to White overrides the Modest Branding option, so you will always see the YouTube logo when you play your videos.


 **NOTE** If you disable the player controls, users will only be able to play and pause the video. They will not be able to adjust the volume, view or adjust the progress bar, change video settings, or open the video in full-screen mode.

## VIMEO OPTIONS

- **Auto Pause** Select this option if you want the video to automatically pause when another Vimeo video in the topic is played. Otherwise, the user must click the Pause button to pause the movie.
- **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- **Loop** Select this option if you want the movie to play repeatedly.
- **Byline** Select this option if you want display the video owner's name on the video.
- **Portrait** Select this option if you want display the video owner's portrait on the video.
- **Title** Select this option if you want display the title on the video.
- **Controls Color** If you want change the color of the player controls, click  and select a color.


 **NOTE** Some advanced features may not work in all web browsers.

 **NOTE** Vimeo's advanced features are not available in Microsoft HTML Help and Eclipse Help outputs.

 **NOTE** If the owner of the video is a Vimeo Pro or Vimeo Plus member, some of these settings may be overridden by that member's preferences. For example, an owner of a video may not allow you to remove the title and byline, so you will still see this information on the video even if you chose not to display it in the Flare output.

 **NOTE** You cannot remove the Vimeo Staff Picks badge from a video.

## SIZE TAB

Complete the options as necessary to resize the container area where the movie will be displayed. As an alternative, you can click and drag the icon  in the lower-right corner of the container.

## TO SET A PRECISE WIDTH AND/OR HEIGHT

In the **Width** and/or **Height** field of the **Size** section, provide the settings. First you need to select **Length** in the top drop-down list. You can then enter a value in the lower-left area and choose from several different units of measurement (points, pixels, centimeters, etc.) in the lower-right area.

## TO SET THE MINIMUM WIDTH AND/OR HEIGHT


If the original object is smaller than the minimum width or height that is set, it will be enlarged so that it reaches the minimum value. If the original object is larger than the minimum width or height, it will not be resized.

In the **Width** and/or **Height** field of the **Minimum Size** section, provide the settings. First you need to select **Length** in the top drop-down list. You can then enter a value in the lower-left area and choose from several different units of measurement (points, pixels, centimeters, etc.) in the lower-right area.

## TO SET THE MAXIMUM WIDTH AND/OR HEIGHT

If the original object is larger than the maximum width or height that is set, it will be reduced in size so that it is no greater than the maximum value. If the original object is smaller than the maximum width or height, it will not be resized.

In the **Width** and/or **Height** field of the **Maximum Size** section, provide the settings. First you need to select **Length** in the top drop-down list. You can then enter a value in the lower-left area and choose from several different units of measurement (points, pixels, centimeters, etc.) in the lower-right area.

 **NOTE** When resizing objects, you can ensure the aspect ratio is maintained. For example, if you want certain objects to be resized so that each is exactly 3 inches high, you can make sure the width of each object is adjusted accordingly to stay in proportion. To do this, first set the height at 3 inches. You would not set the width property at all. In the same way, if you were to specify an exact width, you could maintain the aspect ratio by not setting the height.

## POSITION TAB

Complete the options as necessary to determine how the movie is positioned in the topic. You can select a **Float** and a **Clear** setting. You can also set the **Vertical Alignment** of the object.

## FLOAT

Use this field to specify where to place the element on the page.

- **None** Does not place the element in a specific location.
- **Left** Positions the element on the left side of the page frame, allowing you to type text to the right of the element.
- **Right** Positions the element on the right side of the page frame, allowing you to type text to the left of the element.
- **Center of Column** Positions the element in the center of the column on the page.
- **Outside Left Margin** Positions the element beyond the left margin of the topic text.
- **Outside Right Margin** Positions the element beyond the right margin of the topic text.
- **Outside Frame** Positions the element outside of the page frame.
- **Outside Frame, Top Align** Positions the element outside of the page frame, as well as aligning it with the top of the frame.
- **Left of Frame** Positions the element to the left of the page frame.
- **Right of Frame** Positions the element to the right of the page frame.
- **Center of Frame** Positions the element both vertically and horizontally in the middle of the page frame.

## CLEAR

Use this field to position an element so that it is "clear" of an adjacent element. For example, let's say you have already inserted an element and applied the float left property to it. If you then insert another element immediately after the first element, you want to make sure that the second element doesn't rest next to the first one. Instead, you want the second element to be placed completely below the first one. Therefore, you can apply a clear property to the second element.

- **None** Does not apply the clear property to the element.
- **Left Side** The element will be placed below the bottom outer edge of a previous element that is floating left.
- **Right Side** The element will be placed below the bottom outer edge of a previous element that is floating right.
- **Both Sides** The element will be placed below the previous one, whether floating left or right.

## VERTICAL ALIGNMENT

Use this field to adjust where the item is positioned vertically.

- **Baseline** The baseline of the box will be aligned with the baseline of the parent box.
- **Text Top** The top of the box will be aligned with the top of the parent element's font.
- **Text Bottom** The bottom of the box will be aligned with the bottom of the line box.
- **Top** The top of the box will be aligned with the top of the line box.
- **Middle** The vertical midpoint of the box will be aligned with the baseline of the parent box, plus half the x-height of the parent.
- **Bottom** The bottom of the box will be aligned with the bottom of the line box.



## BORDERS & MARGINS TAB

Following are settings in the Borders & Margins tab.

### MARGIN

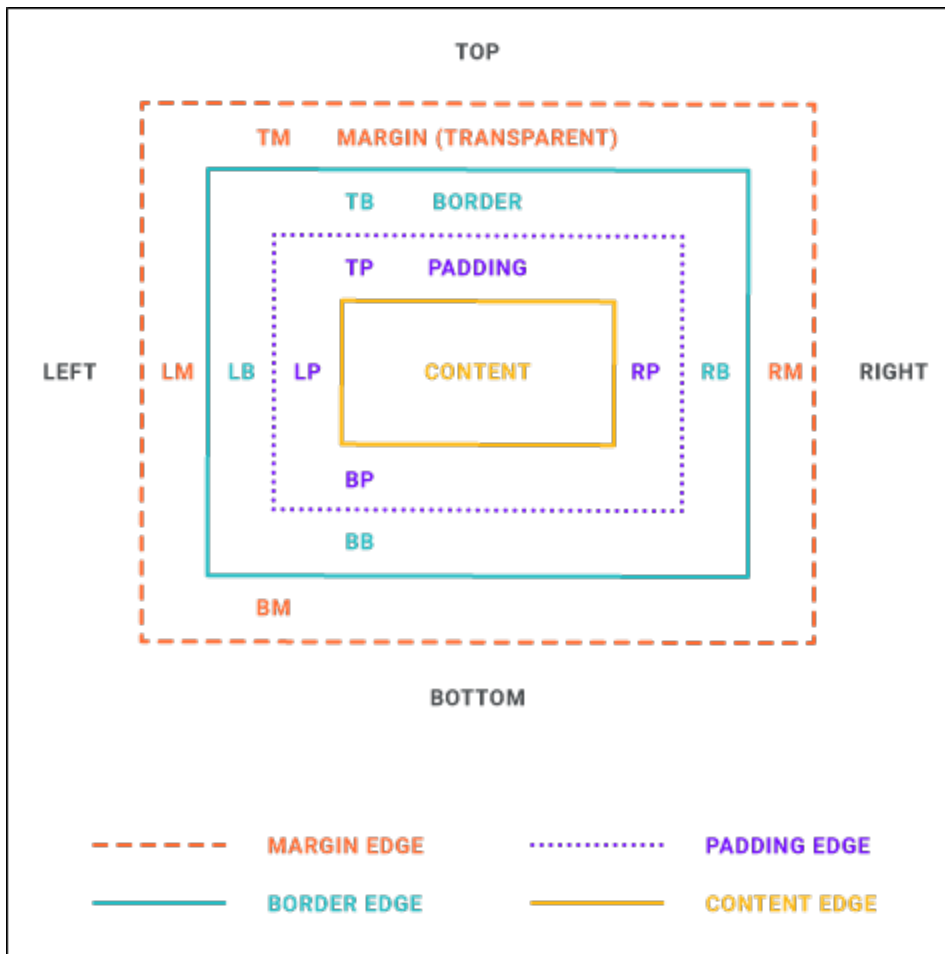
Click in any of the individual fields (**Left, Right, Top, Bottom**) to specify the settings for the margins around the object. If you click the down arrow to the right of all the fields, the settings will be applied to all of the margin fields.

### PADDING

Click in any of the individual fields (**Left, Right, Top, Bottom**) to specify the settings for the padding. In the left side of the field, enter a number for the amount of padding. In the right side of the field, select a unit of measurement (e.g., point, pixel, centimeter) for the number you entered. If you click the down arrow to the right of all the fields, the settings will be applied to all of the padding fields. When you click that down arrow, a small popup displays.

### BORDERS

- a. Click in any of the individual fields (**Left, Right, Top, Bottom**) to specify the settings for the border. If you click the down arrow to the right of all the fields, the settings will be applied to all of the border fields. When you click that down arrow or in one of the individual fields, a small popup displays.
- b. Use the lower-left area of the popup to enter a number for the border thickness.
- c. Use the lower-middle area to select a unit of measurement (e.g., point, pixel, centimeter) for the number you entered.
- d. Use the upper-right area to select a color for the border.
- e. Use the lower-right area to select a line type (e.g., solid, double, dashed) for the border.
- f. Click **OK**.




## BACKGROUND TAB

Complete the options as necessary to determine how the background will be displayed in the topic.

## TO SET A COLOR FOR THE BACKGROUND

In the **Color** field, click the down arrow and select a color from the popup. For advanced color options, select **More Colors** and use the fields in the Color Picker dialog.

## TO ADD AN IMAGE TO THE BACKGROUND

- a. Next to the **Image** field, click the **Browse** button.  
The Insert Image dialog opens.
  - b. Select an image file to insert and click **OK**.
  - c. If you want the background image to repeat, select one of the options from the **Repeat** field. You can also set the image position horizontally and vertically by using the **X** and **Y** fields.
5. Click **OK**.
  6. Click  to save your work.

## How to Edit a Mimic Movie


1. Open the content file.
2. In the XML Editor, right-click the movie link.
3. In the context menu, select **Edit Linked Movie**. The movie or collection opens in MadCap Mimic.

See Mimic's online Help for information about editing movies in that application.

If your movie link in Flare is directed to the movie or collection file, there is nothing else you need to do in Flare. The next time you build your output, the movie(s) will automatically be generated with the changes that you made.

If your movie link in Flare is directed to the generated output for the movie or collection, make sure you re-generate the movie or collection output in Mimic after you make your changes.

# How to Edit Mimic Movie Link Properties


1. Open the content file.
2. In the XML Editor, right-click the movie link.
3. From the context menu, select **Edit Movie Link**. The Edit Mimic Movie dialog opens.
4. Change the options in the dialog as necessary.
  - **File** Displays the path to the movie or collection file after you select it.
  -  Lets you find and select a different movie or collection file.
  - **Format** You can use this drop-down to select the type of output to be generated.

## IF YOU HAVE MIMIC 8 OR NEWER


- **(default)** If you build a Microsoft HTML Help, WebHelp, HTML5, or WebHelp Plus target, the movie uses the HTML5 movie format.
- **HTML5** The movie is generated in the HTML5 movie format.
- **HTML5 (Embed)** The movie is generated in the HTML5 movie format and is embedded in your output.

## IF YOU HAVE MIMIC 7 OR OLDER

- **(default)** The most appropriate movie format is used, based on the Flare output type that you generate. If you build a Microsoft HTML Help, WebHelp, HTML5, or WebHelp Plus target, the movie uses the HTML5 movie format. If you want to override these settings, select one of the specific movie types below.
- **MadCap Movie Player** The movie is generated in MMF and displays in the MadCap Movie Viewer.
- **Adobe Flash** The movie is generated in a Flash SWF file.
- **Adobe Flash (Embed)** The movie is generated in a Flash SWF file and is embedded in your output.
- **Microsoft Silverlight** The movie is generated in the Microsoft Silverlight format.
- **HTML5** The movie is generated in the HTML5 movie format.
- **HTML5 (Embed)** The movie is generated in the HTML5 movie format and is embedded in your output.

- **Style Class** Select the kind of style class to be used for the link to affect the way it looks and behaves. You can select the main hyperlink style (a) or a class of that style.
  - **Link Text** Displays the text that you highlighted in the topic, which will be used as the movie link. Leave the text as it is, unless you decide you would like to change it. If you want to change the link text, type the new text in the field. It will replace the previously selected text in the topic. If you do not provide link text, the file name for the movie or collection will be used.
  - **Screen Tip** Type a phrase that will appear when the end user hovers over the movie link in the output.
5. Click **OK**. The movie link is changed in the topic. You can change the appearance of the link by modifying the style in the Stylesheet Editor.
  6. Click  to save your work.

## What's Noteworthy?

-  **NOTE** You can also edit Mimic movie links that have been inserted into TOCs or browse sequences. To do this, simply open the Properties dialog for the TOC or the Properties dialog for the browse sequence and make changes from there.

## CHAPTER 3

---

# Other Activities for Videos

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

This chapter discusses the following:

Previewing Videos .....	55
Deleting Video Files From the Project .....	55
Deleting Videos From Topics .....	56
Launching MadCap Mimic .....	56

# I Previewing Videos

If you have inserted a link to a MadCap Mimic movie in a content file, you can easily preview the video to see how it looks.

1. Open the content file.
2. In the XML Editor, right-click inside the hyperlink and from the context menu select **Preview Movie**. The movie opens in the appropriate viewer.


# I Deleting Video Files From the Project

Use the following steps to remove a video (SWF) file from a project. Video files are added to the project automatically when you insert a movie into a topic.

1. Open the Content Explorer.
2. Expand the **Resources** folder, and double-click the **Images** folder to open it (unless you have stored these files in a custom folder).
3. Locate and select the SWF file that you want to delete.
4. On your keyboard press **DELETE**.
5. You may be asked if you are certain you want to send the file to the recycle bin. If so, click **Yes**.

# I Deleting Videos From Topics

Use the following steps to delete a video that you previously inserted into a topic.

1. Open the content file.
2. In the XML Editor, right-click the video.
3. From the context menu, click **Delete**.
4. Click  to save your work.

# I Launching MadCap Mimic

Mimic is MadCap's movie-making and editing tool, which is tightly integrated with Flare.

Select **Tools > MadCap > MadCap Mimic**.



## APPENDIX

---

# PDFs

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

## I Tutorials

*Autonumbers Tutorial*

*Back-to-Top Button Tutorial*

*Context-Sensitive Help Tutorial*

*Custom Toolbar Tutorial*

*eLearning Tutorial—Basic*

*eLearning Tutorial—Advanced*

*Getting Started Tutorial*

*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*

# I 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*