

MADCAP FLARE DESKTOP 2025 r2

Back-to-Top Button

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CONTENTS

CHAPTER 1

Welcome 5

CHAPTER 2

Before We Begin 7

 Writing the Code 8

 Other Languages 8

 JavaScript Used in This Tutorial 8

 Copying the JavaScript Code 9

CHAPTER 3

Creating a Project From a Template 11

 How to Create a New Project From a Template 12

CHAPTER 4

Adding Styles 13

 How to Add Styles 14

CHAPTER 5

Method 1: Inserting JavaScript Into a Topic 16

 How to Insert JavaScript Into a Topic 17

CHAPTER 6

Method 2: Inserting a JavaScript Link Into a Topic	19
How to Create a Subfolder	20
How to Create a JavaScript File	21
How to Insert a JavaScript Link Into a Topic	22

CHAPTER 7

Method 3: Inserting a JavaScript Link Into Template Pages ...	23
How to Insert a JavaScript Link Into Template Pages	24

APPENDIX

PDFs	26
Tutorials	26
Cheat Sheets	27
User Guides	28

CHAPTER 1

Welcome

Approximate Time: 15 minutes

Welcome to the Back-to-Top Button Tutorial.

- **Tutorial Goal** Learning how to integrate JavaScript into a project to add a "back-to-top" button in topics.
- **Key Concepts** Adding styles via the Internal Text Editor, applying JavaScript code directly to a topic, or linking to a script file for use in multiple topics.



AUSTIN, TX



Welcome

Austin is a beautiful place to live, work, and visit. This website contains the following:

- Austin history
- Local attractions
- Music scene
- Famous people from Austin

Take look around and get to know us! We're glad you stopped by.

info@yourcompany.com
858 123 4567
1234 Lorem Ipsum Ave

Top

CHAPTER 2

Before We Begin

Before we begin this tutorial, there are just a few things you should know.

This chapter discusses the following:

Writing the Code	8
Other Languages	8
JavaScript Used in This Tutorial	8
Copying the JavaScript Code	9

I Writing the Code

The intention of this tutorial is not to show you how to write JavaScript or JQuery. Instead, it assumes you already have some script that you've already written or obtained from another source.

I Other Languages

In this tutorial, we are focusing on JavaScript. However, this is not the only scripting language supported in Flare Desktop. The other languages (e.g., JScript, VBScript) can be integrated in the same way described in this tutorial for JavaScript.

I JavaScript Used in This Tutorial

The JavaScript used in this tutorial is meant to add a small "back-to-top" button (i.e., link) to the lower-right corner of the topics in the output. This button appears when you start manually scrolling down the page, and by clicking the button the page automatically scrolls back to the top. At the end of steps in this tutorial, you will be asked to build and view output to make sure the script works as intended.

Copying the JavaScript Code

The steps in this tutorial will ask you to enter JavaScript code. Each time this happens, you can just copy the following and paste it as directed.

```
(function () {
    if ($(".body-container").length === 1) {
        var bodyContainer = $('.body-container')[0];
        var mybutton = document.createElement("button");           // Create a
<button> node
        var textnode = document.createTextNode("Top");           // Create a text
node
        mybutton.appendChild(textnode);                           // Append the
text
        mybutton.setAttribute("id", "myBtn");                     // Set id
        mybutton.addEventListener("click", topFunction);          // Set onclick
event handler

        bodyContainer.appendChild(mybutton);    // Append button element to main
element

        // When the user scrolls down 20px from the top of the document, show the
button
        //Both functions are used based on the responsive portion of the output
        bodyContainer.onscroll = function() {scrollFunction()};
        window.onscroll = function() {scrollFunctionx()};

        function scrollFunction() {
            if (bodyContainer.scrollTop > 20 || document.documentElement.scrollTop
> 20) {
                mybutton.style.display = "block";
            } else {
                mybutton.style.display = "none";
            }
        }

        function scrollFunctionx() {
            if (document.body.scrollTop > 20 || document.documentElement.scrollTop
> 20) {
                mybutton.style.display = "block";
            } else {
                mybutton.style.display = "none";
            }
        }

        // When the user clicks on the button, scroll to the top of the document
        function topFunction() {
            $('html, body').animate({ scrollTop: 0 }, "smooth");
            $('html, documentElement').animate({ scrollTop: 0 }, "smooth");
            $('.body-container').animate({ scrollTop: 0 }, "smooth");
        }
    }
})
```

```
}  
}  
})();
```

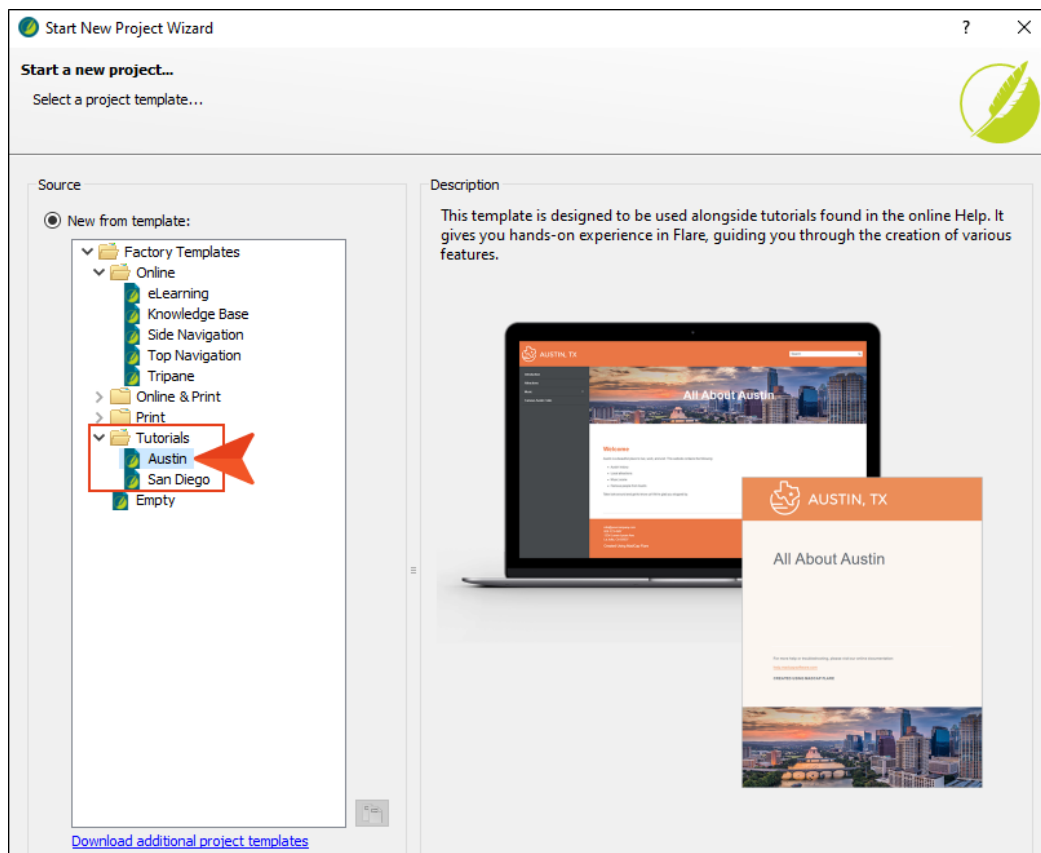
CHAPTER 3

Creating a Project From a Template

To start, let's create a new project based on Flare's Austin template.

I 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 you want to save your project. By default, projects are saved in your Documents > My Projects folder.
4. Click **Next**.
5. Under **Factory Templates**, expand the **Tutorials** folder. Select the **Austin** template.



6. Click **Next**.
7. For branding, keep the default settings. (This is where you could customize your project's look with branding, such as colors and logo.) Click **Next**.
8. Click **Finish**. The project is created and loaded into Flare Desktop.

CHAPTER 4

Adding Styles

The script you will be inserting into the project depends on some special styles. So let's copy and paste these styles into the stylesheet.

I How to Add Styles

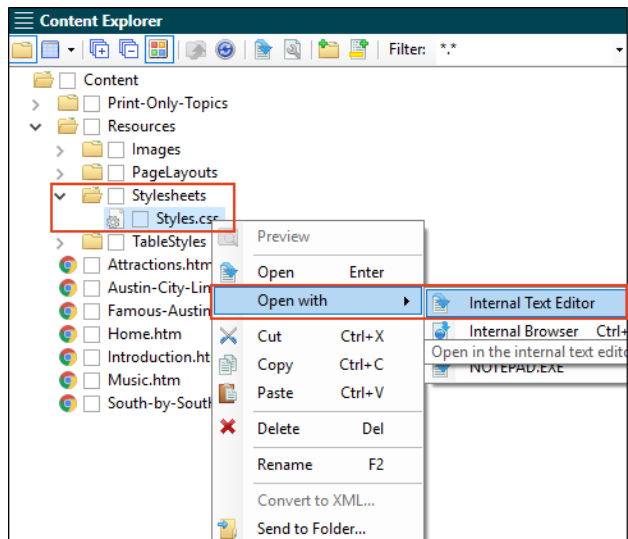
1. Copy the following.

```
#myBtn
{
  display: none;
  position: fixed;
  bottom: 20px;
  right: 30px;
  z-index: 99;
  font-size: 18px;
  font-weight: bold;
  border: none;
  outline: none;
  color: #555;
  cursor: pointer;
  padding: 15px;
  border-radius: 4px;
  background-position: center;
  background-repeat: no-repeat;
}

#myBtn:hover
{
  background-color: transparent;
}
```

2. From the Content Explorer, expand **Resources > Stylesheets**.

3. Right-click **Styles.css**, and from the context menu select **Open with > Internal Text Editor**.



4. Scroll to the bottom of the editor and paste the styles.

```
754:
755: span.Emphasis
756: {
757:     font-weight: bold;
758: }
759:
760: #myBtn
761: {
762:     display: none;
763:     position: fixed;
764:     bottom: 20px;
765:     right: 30px;
766:     z-index: 99;
767:     font-size: 18px;
768:     font-weight: bold;
769:     border: none;
770:     outline: none;
771:     color: #555;
772:     cursor: pointer;
773:     padding: 15px;
774:     border-radius: 4px;
775:     background-position: center;
776:     background-repeat: no-repeat;
777: }
778:
779: #myBtn:hover
780: {
781:     background-color: transparent;
782: }
783:
```

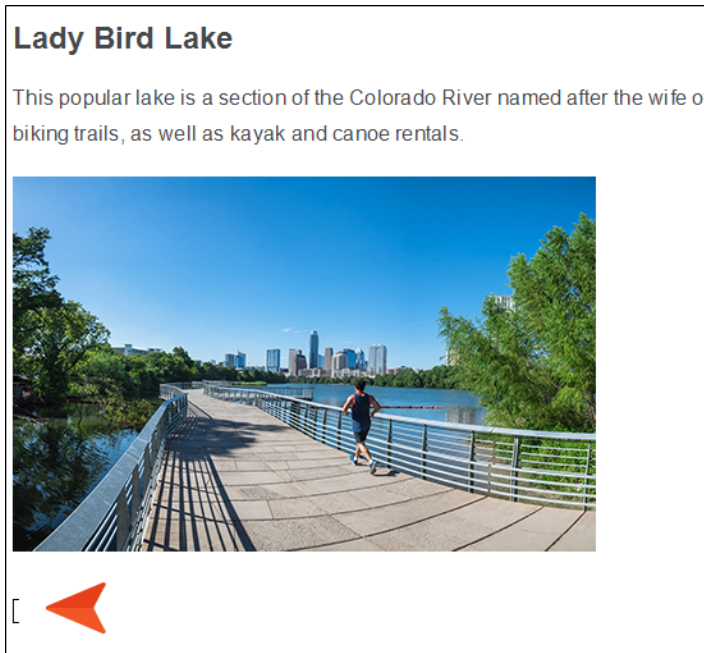
5. Click  to save your work.

Method 1: Inserting JavaScript Into a Topic

If you want some JavaScript to work in a single topic in a project, you can insert the code directly into the topic.

I How to Insert JavaScript Into a Topic

1. From the Content Explorer, double-click the **Attractions.htm** topic. The topic opens in the XML Editor.
2. Scroll down and add an empty paragraph at the bottom of the topic, with your cursor placed in it. If you don't want the script in its own empty paragraph, you can just place your cursor next to a block element (e.g., heading, paragraph, image).

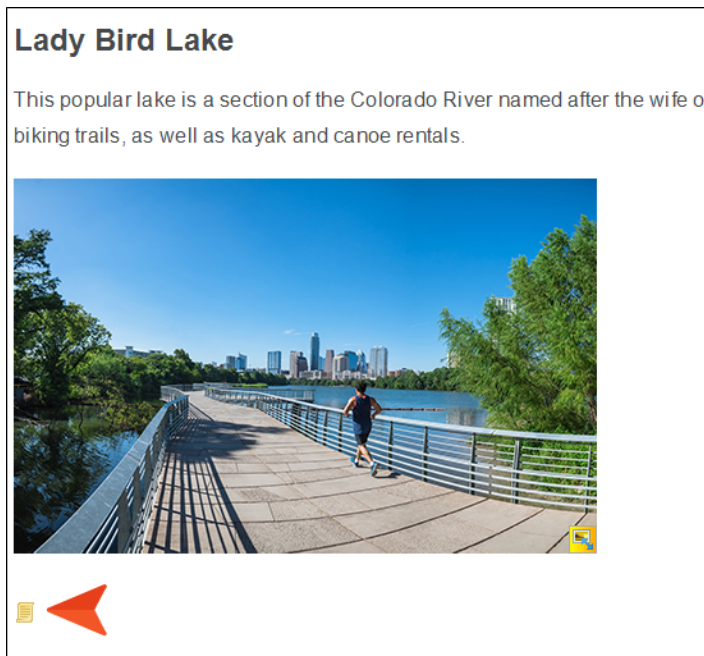


 **NOTE** In some situations (depending on the script), the location of the script in the topic body might be more important. But in most cases, including this one, the exact location of the cursor in the body doesn't make much difference. You can insert the script somewhere else if you like (e.g., at the very top).

If you are inserting a link to a script file (instead of inserting the actual code, which we are doing here), you can alternatively use the Internal Text Editor to place the script inside the `<head>` tags, which is often preferred over inserting the script in the body area; later, we will use this technique when inserting a script in a template page.

3. Select the **Insert** ribbon, and near the right end of the ribbon click **Script**.
4. From the **Language** drop-down, select **text/javascript**.

5. Copy the JavaScript code provided and paste it in the **Script Code** field. See "Copying the JavaScript Code" on page 9.
6. Click **OK**. A small icon displays at the location where you inserted the script.



7. Click  to save your work.
8. Build and view the **All-About-Austin-HTML5** target.
9. In the output, open the **Attractions** topic and scroll down. Notice the button in the lower-right labeled "Top." Click it to scroll to the top. If you open any other topic and scroll down, you will not see this button, because the script was added only to the Attractions topic.
10. Let's delete the inserted script before continuing in this tutorial. So in the **Attractions.htm** topic in Flare Desktop, right-click the JavaScript icon, and delete it.
11. Click  to save your work.

Method 2: Inserting a JavaScript Link Into a Topic

This is similar to the previous method, where you are inserting JavaScript into a single topic. However, in this case, we will not be inserting the code directly, but rather we will be linking to the script contained in another file. This might be preferred if you want to insert the same code into multiple topics, but not necessarily all of the topics in the project.

This chapter discusses the following:

- How to Create a Subfolder 20
- How to Create a JavaScript File 21
- How to Insert a JavaScript Link Into a Topic 22

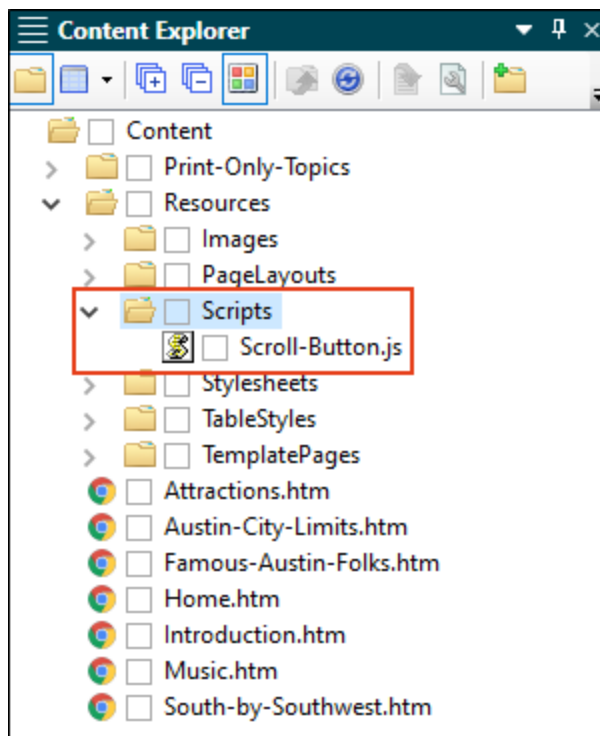
I How to Create a Subfolder

We will create a subfolder just to keep our script file separate from other files in the project.

1. In the Content Explorer, right-click the **Resources** folder and select **New > Folder**.
2. Enter `Scripts` as the name of the folder and press **ENTER**.

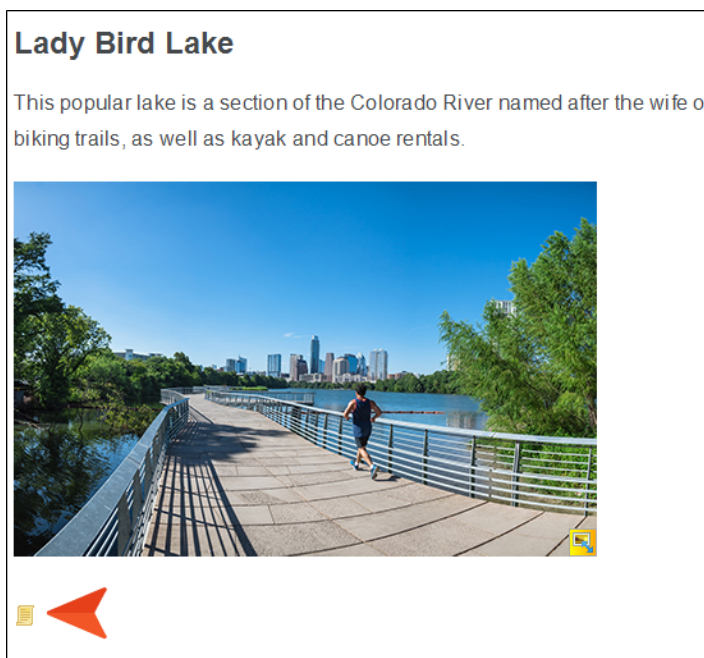
I How to Create a JavaScript File

1. Open a text editor such as Notepad++.
2. Create a new file in that editor.
3. Copy the JavaScript code provided and paste it in the editor. See "Copying the JavaScript Code" on page 9.
4. Save the file to the Scripts folder that you just created (in Windows you will need to navigate to the folder where you stored the Flare project, and then to the Content > Resources > Scripts subfolder). Name the file `Scroll-Button`, and give it a .js extension (`Scroll-Button.js`). In Flare Desktop, it should look like this.



I How to Insert a JavaScript Link Into a Topic

1. Open the **Attractions.htm** topic. The topic opens in the XML Editor.
2. Place your cursor in the empty paragraph at the bottom of the topic (or elsewhere if you like).
3. Select the **Insert** ribbon, and near the right end of the ribbon click **Script**.
4. From the **Language** drop-down, select **text/javascript**.
5. In the **Script Link** field select the **Scroll-Button.js** file.
6. Click **OK**. A small icon displays at the location where you inserted the script.



7. Click  to save your work.
8. Build and view the **All-About-Austin-HTML5** target.
9. In the output, open the **Attractions** topic and test the scroll button just as you did with the previous method.
10. Again, let's delete the inserted script before continuing in this tutorial. So in Flare Desktop, open the **Attractions.htm** topic, and delete the paragraph containing the JavaScript icon.
11. Click  to save your work.

Method 3: Inserting a JavaScript Link Into Template Pages

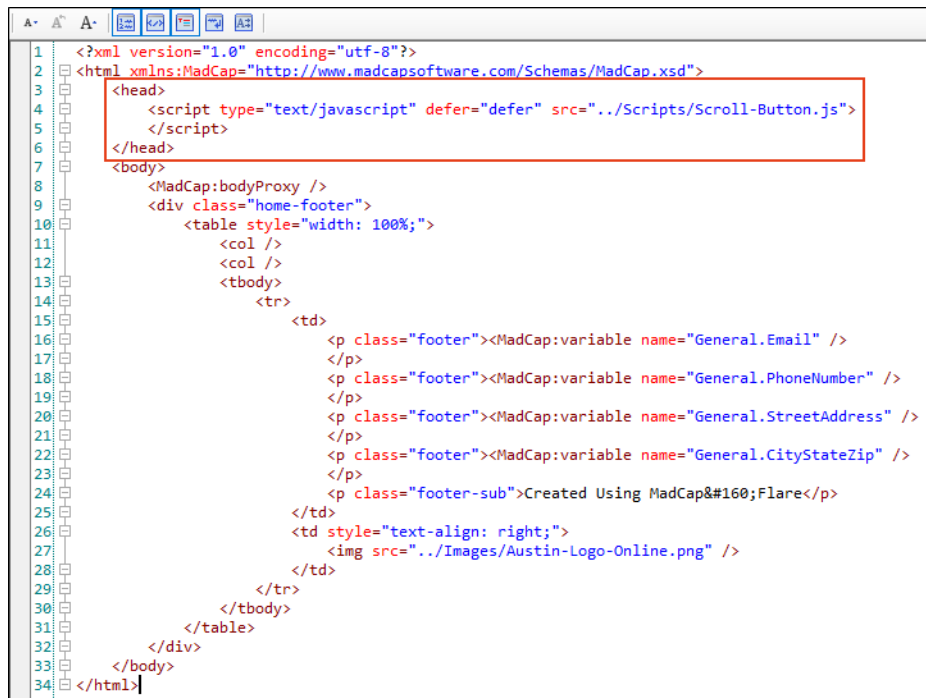
Now we're going to insert a link to our script file from the template pages in the project. If you want all of the topics in the project—or at least all of the topics using a particular template page—to use the same script, this is the best method.

I How to Insert a JavaScript Link Into Template Pages

1. Copy the following.

```
<script type="text/javascript" defer="defer" src="../../Scripts/Scroll-Button.js">
</script>
```

2. From the Content Explorer, expand **Resources > TemplatePages**, and double-click **Home-Page.flmosp**. The template page opens in the XML Editor.
3. At the bottom of the editor, select the **Text Editor** tab.
4. Paste the code between the **<head>** and **</head>** tags.



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <html xmlns:MadCap="http://www.madcapsoftware.com/Schemas/MadCap.xsd">
3   <head>
4     <script type="text/javascript" defer="defer" src="../../Scripts/Scroll-Button.js">
5     </script>
6   </head>
7   <body>
8     <MadCap:bodyProxy />
9     <div class="home-footer">
10      <table style="width: 100%;">
11        <col />
12        <col />
13        <tbody>
14          <tr>
15            <td>
16              <p class="footer"><MadCap:variable name="General.Email" />
17              </p>
18              <p class="footer"><MadCap:variable name="General.PhoneNumber" />
19              </p>
20              <p class="footer"><MadCap:variable name="General.StreetAddress" />
21              </p>
22              <p class="footer"><MadCap:variable name="General.CityStateZip" />
23              </p>
24              <p class="footer-sub">Created Using MadCap&#160;Flare</p>
25            </td>
26            <td style="text-align: right;">
27              
28            </td>
29          </tr>
30        </tbody>
31      </table>
32    </div>
33  </body>
34 </html>
```

 **NOTE** Notice that this link includes `defer="defer,"` which means the page will load fully before running the script. This is necessary when you link to the script file from within the `<head>` tags.

 **NOTE** Be aware that when you link to a separate script file, the path is relative. So in our example, you see one set of dots (`../`) before the folder and file name. Depending on where your topic and script file are located, this might change to require more sets of dots (e.g., `../../../`).

5. Open the **Other-Topics.flmsp** template page, and paste the same code in the same place.
6. Click  to save all files.
7. Build and view the **All-About-Austin-HTML5** target.
8. In the output, open any of the topics that are long enough to be scrolled, and test the scroll button just as you did with the previous methods.

APPENDIX

PDFs

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

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

Cheat Sheets

Context-Sensitive Help Cheat Sheet

Folders and Files Cheat Sheet

Learning & Development Cheat Sheet

Lists Cheat Sheet

Micro Content Cheat Sheet

Print-Based Output Cheat Sheet

Search Cheat Sheet

Shortcuts Cheat Sheet

Structure Bars Cheat Sheet

Styles Cheat Sheet

User Guides

Accessibility Guide

Analysis and Reports Guide

Architecture Guide

Autonumbers Guide

Branding Guide

Condition Tags Guide

Context-Sensitive Help Guide

Eclipse Help Guide

eLearning Guide

*Flare Online Integration
Guide*

Getting Started Guide

Global Project Linking Guide

HTML5 Guide

Images Guide

Import Guide

Indexing Guide

Key Features Guide

Lists 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