

**MADCAP FLARE DESKTOP 2026**

# Getting Started

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## CHAPTER 1

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# Introduction

*Approximate Time: 1 hour*

Welcome to the Getting Started Tutorial.

- **Tutorial Goal** Learning how to use MadCap Flare Desktop's basic features.
- **Key Concepts** Creating a project, adding elements to a project, and building PDF and HTML5 outputs.

This chapter discusses the following:

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# I Using the Getting Started Tutorial

The Getting Started Tutorial is designed in a self-guided format. You can go through the tutorial at your own pace and complete as much or as little of the tutorial as you want.

The Getting Started Tutorial covers the following:

1. **Starting Projects** How to build a new project from a template. See "Starting Projects" on page 8.
2. **Authoring** How to add content to your projects, such as topics, images, cross-references, and snippets. See "Authoring" on page 18.
3. **Using Styles** How to use styles to make your project look the way you want it to. See "Styles" on page 50.
4. **Developing Targets** How to prepare your output using conditions, PDF and HTML5 outputs, skins, and tables of contents. See "Developing Targets" on page 58.
5. **Building Output** How to build the final printed and web outputs for your project. See "Building Output" on page 86.

# I Using the San Diego Project Template

While you follow the steps in the Getting Started Tutorial, you will also use Flare's San Diego template to create a project about San Diego. This template was designed to be used alongside the tutorial and will give you hands-on experience in Flare Desktop. As such, some settings and content are not enabled when you first open the template. By following the steps in the self-paced tutorial, you can add the rest of the content to the template, and even use the template for other projects.

You might want to take some time to familiarize yourself with the topics that have already been created for the San Diego template. You can find these in the Content Explorer on the left side of the interface. If you want, you can also select the **Project** ribbon at the top of the interface and click the **Build Primary** button to generate output from the template right away. This gives you an idea of how one type of output might look.

# I For More Information

There is much more to learn outside of the features covered in this tutorial. Additionally, while this tutorial covers the recommended or most efficient way to perform a task, there are usually several other methods that you can use. Take some time to explore Flare Desktop on your own and find the technique that is most comfortable for you. Refer to the Help system for more information about any of the features covered in this tutorial.

For new users, we also recommend the following:

- **Getting Started Guide** This short PDF guide explains how Flare Desktop works and introduces you to some of its key features and concepts. It then outlines the five basic steps for developing a project and producing output. To download the PDF, see the Help system.
- **Getting Started Video** This brief movie shows you how to start a new Flare project and gives you insight into what you should do once that is accomplished. You can view this movie from the [madcapsoftware.com](http://madcapsoftware.com) website.

# I Ready to Begin?

To get started using the San Diego template, see "Starting Projects" on page 8.

**CHAPTER 2**

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# Starting Projects

Begin by creating a new Flare project and taking a tour of the workspace.

This chapter discusses the following:

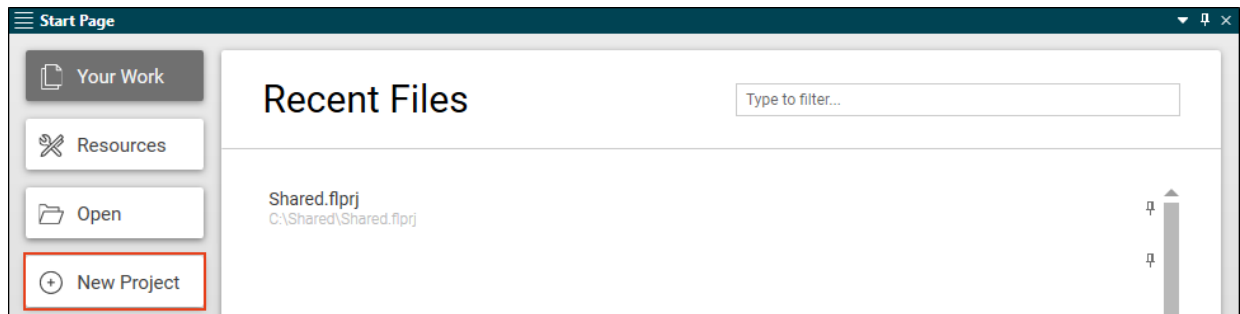
- Creating a Project From a Template ..... 9
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# Creating a Project From a Template

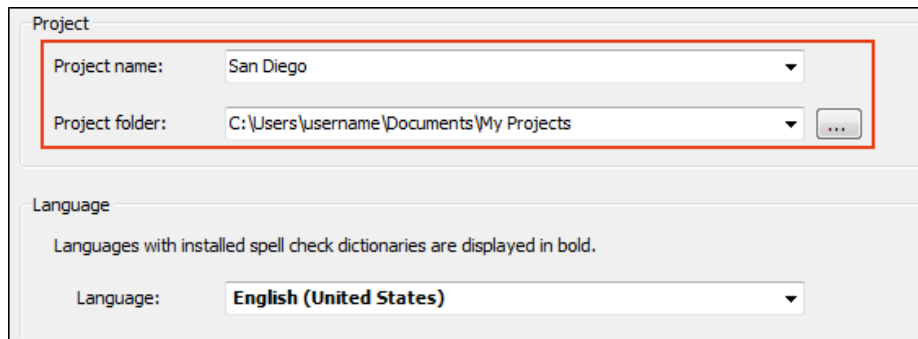
A template is a Flare project that already contains a few basic topics, styles, and outputs to help you start writing quickly. After your new project is loaded, you can make any changes as necessary.

## How to Create a New Project From a Template

1. When you first open Flare Desktop, you will see the Start Page in the middle of the interface. On the Start Page, click **New Project**. The Start New Project Wizard opens. This is where you can specify basic settings for your project.



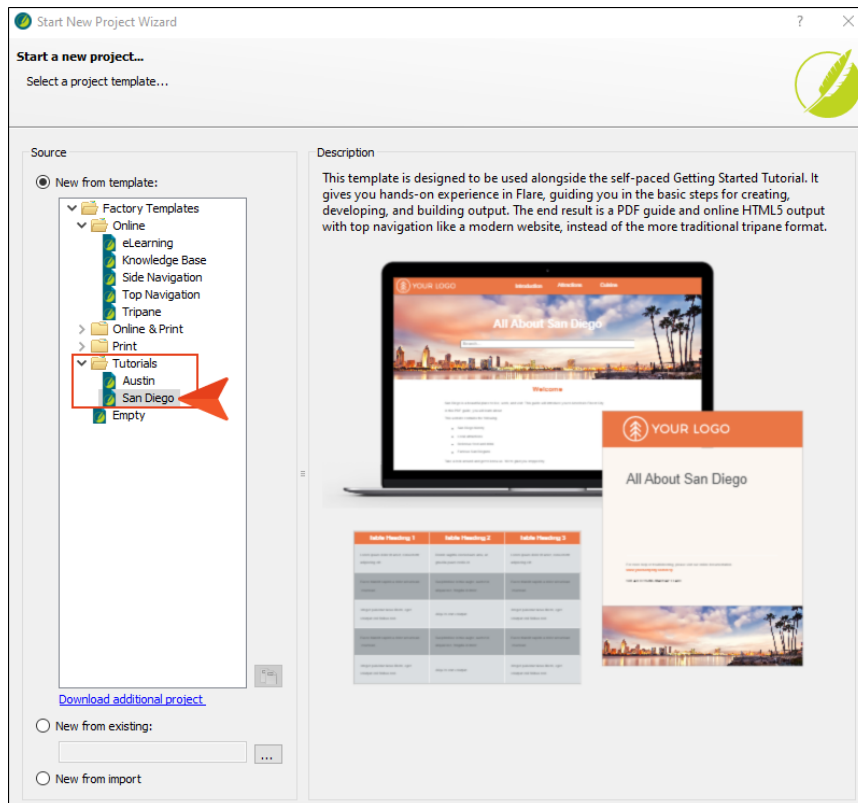
2. In the **Project name** field, name your project `San Diego`.
3. (Optional) In the **Project folder** field, you can enter a location where you want to save your project. By default, projects are saved in your Documents > My Projects folder.



4. Click **Next**.

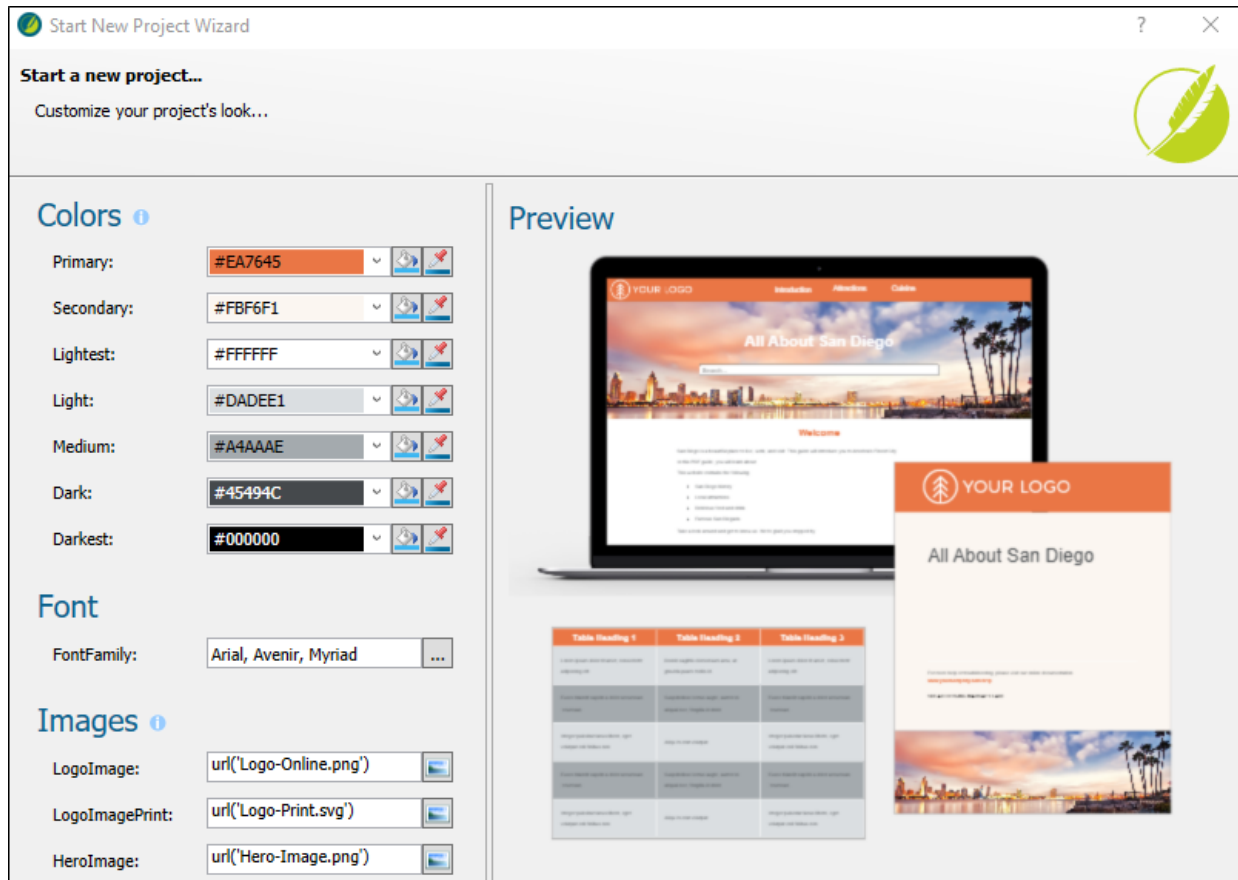
The next screen in the wizard lets you select the kind of project you want to create: a template, a new project based on an existing project, or an imported project. We are going to create a project using an existing template.

5. Under **Factory Templates**, expand the **Tutorials** folder. Select the **San Diego** template.



6. Click **Next**.

The next screen in the wizard displays default branding for the template. You can change branding elements such as the logo, hero image, font, and color palette to match the output with your company's brand.



7. In this tutorial, we are going to change the Primary branding color from orange to blue, and then make the Secondary branding color a lighter shade of the primary color. In the **Primary** field enter **#6283BD**, and in the **Secondary** field enter **#DFE6F1**.

The screenshot shows the 'Start New Project Wizard' window. The 'Colors' section is highlighted with a red box, showing the following settings:

- Primary: #6283bd
- Secondary: #dfe6f1
- Lightest: #FFFFFF
- Light: #DADEE1
- Medium: #A4AAAE
- Dark: #45494C
- Darkest: #000000

The 'Font' section shows the font family set to 'Arial, Avenir, Myriad'. The 'Images' section shows the following settings:

- LogoImage: url('Logo-Online.png')
- LogoImagePrint: url('Logo-Print.svg')
- HeroImage: url('Hero-Image.png')

The 'Preview' section shows a laptop displaying a website with the title 'All About San Diego' and a hero image of a city skyline. A tablet next to it shows a mobile version of the same website with the title 'All About San Diego' and a hero image of a city skyline. Below the laptop, there is a table with three columns: 'Table Heading 1', 'Table Heading 2', and 'Table Heading 3'. The table contains placeholder text for each cell.

8. Click **Next**.

The next screen in the wizard lets you select the primary target for your project. A target is a single instance of an output type, such as a PDF document or an HTML5 Help system. The primary target will generate by default when you build output from Flare Desktop.



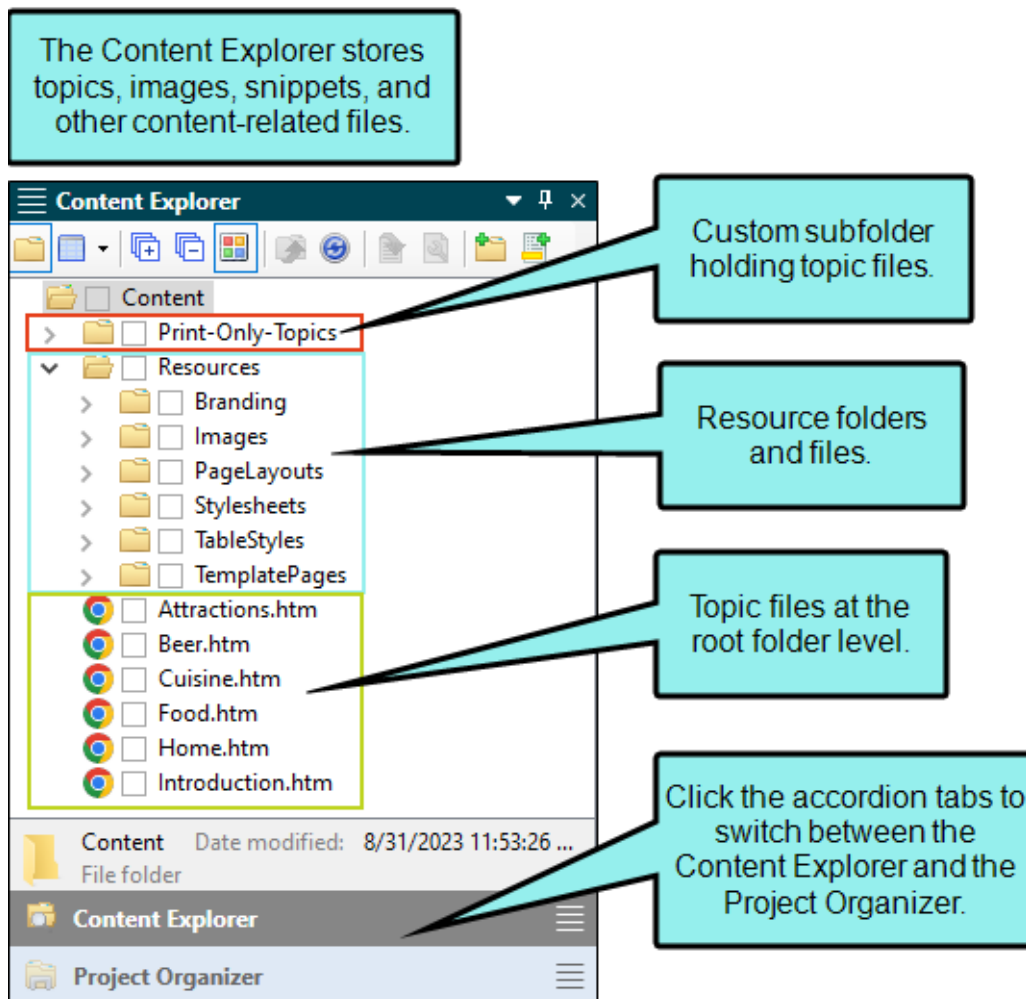
9. We only have one target set up right now (we'll add more later), so go ahead and click **Finish**.  
The San Diego project is created and loaded into Flare Desktop.

# Flare Desktop's User Interface

Before we start opening files and adding content to them, let's take a minute to look at the main areas of the workspace that you will use during this tutorial.

## Content Explorer

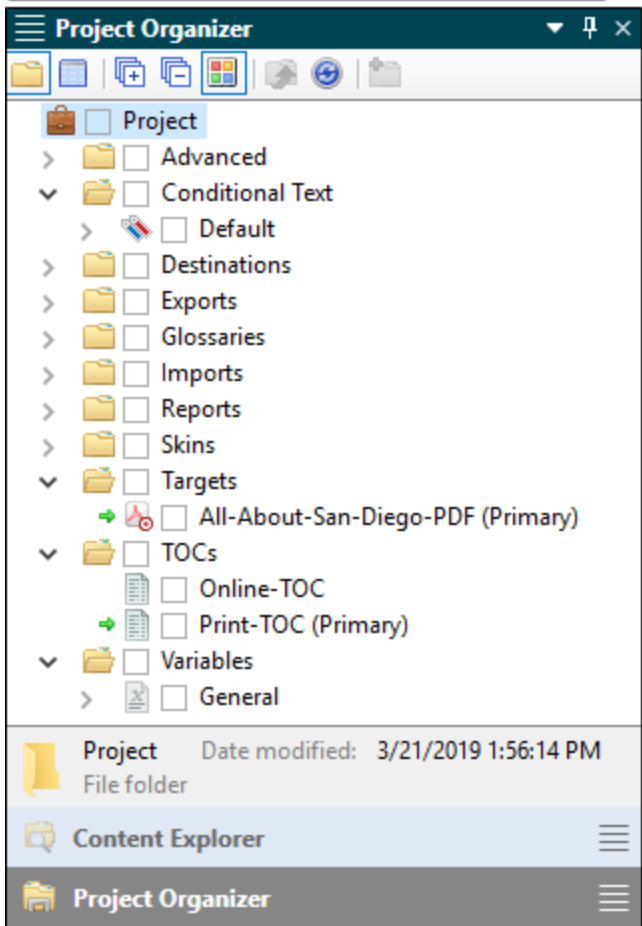
The Content Explorer appears on the left side of your screen, and is where you can find all of your content-related files. Topics appear in the main content folder. You can also create subfolders to organize your content. By default, the Resources folder is used to organize all of your content resources (e.g., images, snippets, multimedia, stylesheets).



# Project Organizer

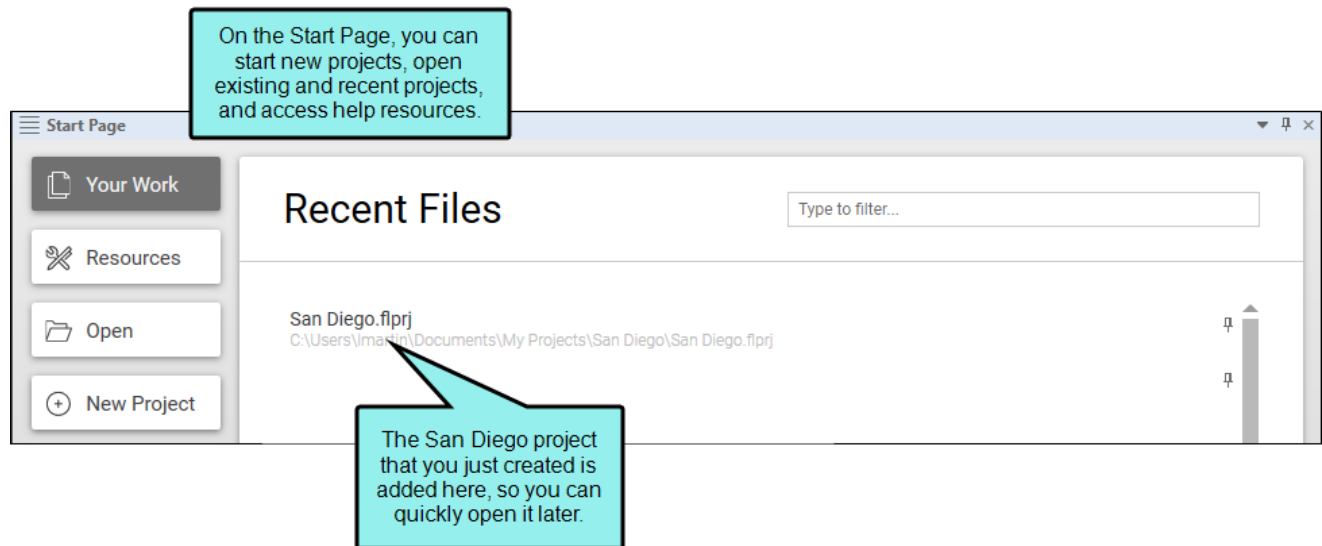
The Project Organizer is also found on the left side of your screen, in the same area as the Content Explorer. You can click the accordion tab at the bottom to switch between the Content Explorer and Project Organizer. This is where you can find all of your project-related files, such as targets, tables of contents, and skins. Each of these types of files appears in its own folder.

The Project Organizer stores targets, tables of contents, variables, and other project-related files.



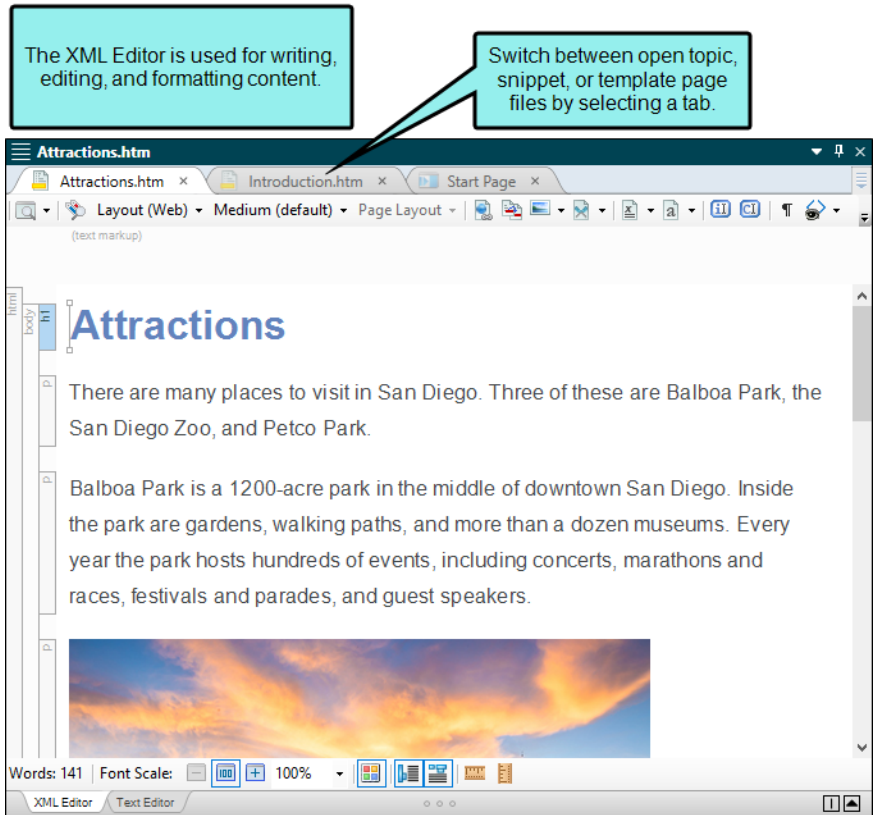
# Start Page

When you first open Flare Desktop, you will see the Start Page. Although you won't spend much time on the Start Page, it is important because you can use it to create a new project, open an existing project, and access various resources. Also, if you need to stop this tutorial and come back to it later, you can reopen the San Diego project file from the Start Page's Recent Projects list.



# XML Editor

The XML Editor is located in the middle of the Flare Desktop interface. It is the primary editor that you will use in Flare Desktop. It is used for writing, editing, and formatting content files. So once you open a topic, snippet, or template page, it will be seen within the XML Editor.



## CHAPTER 3

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# Authoring

Now that you have created a project, it is time to add content to it. Adding content gives your project some substance. You can add a variety of different features to a project.

**This chapter discusses the following:**


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# Creating Topics


Even though the San Diego project has a few topics already created for you, we will start by adding a brand new topic.

## How to Create a Topic

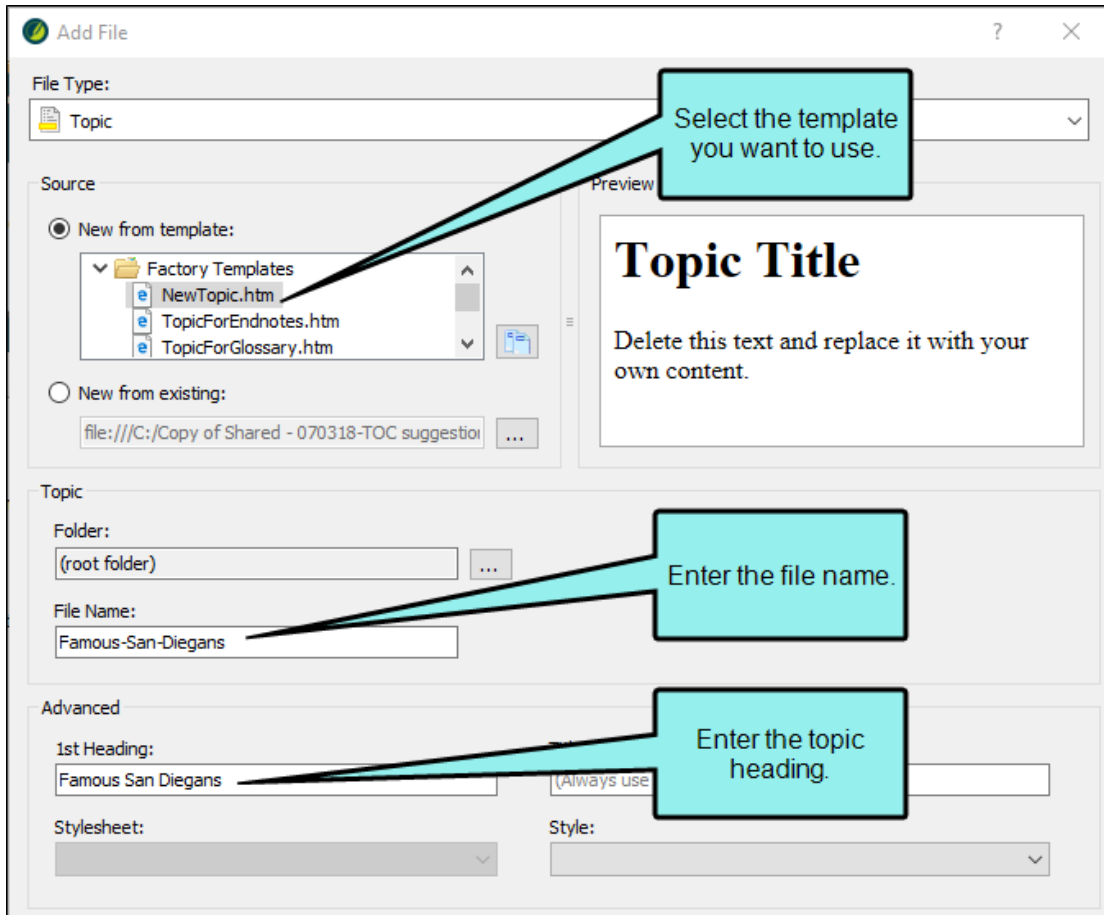
1. In the Content Explorer, right-click the **Content** folder. From the context menu, select **New > Topic**. The Add File dialog opens.

 **NOTE** There are several other methods that you can use to create a new topic. However, right-clicking in the Content Explorer is the most efficient method because you can select the folder where you want the new topic to be stored.

2. In the Add File dialog, you can select the kind of topic you want to create. In the **Source** area, make sure that **New from template** is selected, then select **NewTopic.htm** from the list of factory templates. This will create a new, empty topic.
3. In the **File Name** field, name the topic `Famous-San-Diegans`.

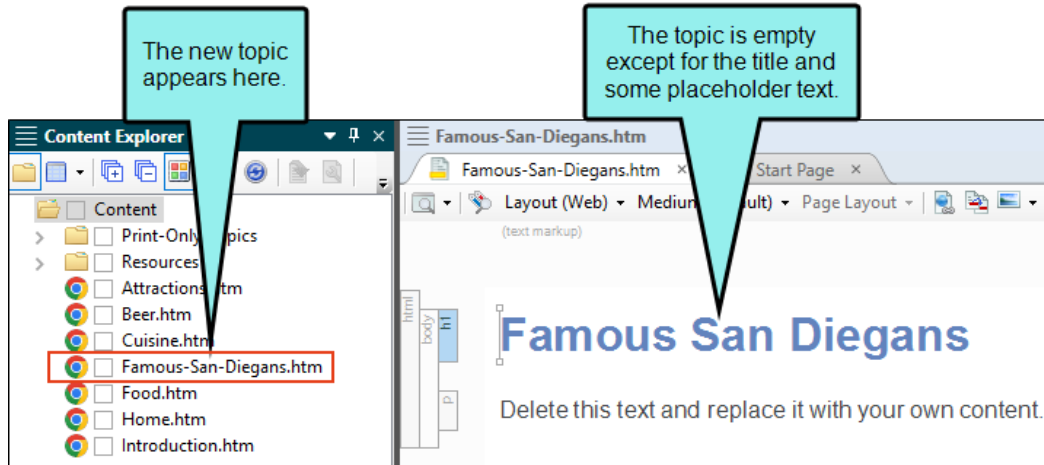
 **NOTE** You don't have to use hyphens when typing a file name, like we did here. You can run the words together or use underscores or spaces if you want, but hyphens are recommended.

4. In the **1st Heading** field, enter the heading Famous San Diegans. If you leave this field blank, the topic will automatically use the file name for the heading. We will leave the rest of the fields blank for now; the default settings are okay for these fields.




5. Click **Add**. Your new topic appears in the Content folder. It also opens automatically in the XML Editor.

After closing the topic, you can reopen it later by double-clicking the file name in the Content Explorer.




We don't want to leave this topic empty, so let's add a little bit of text to it. We will add the names of three famous San Diegans.

6. Highlight the placeholder text and type `Some famous people from San Diego are:` and press **ENTER**.
7. Type `Cameron Diaz` and press **ENTER**.
8. Type `Tony Gwynn` and press **ENTER**.
9. Type `Sally Ride`.
10. Let's create a bulleted list. Highlight the names of these three famous San Diegans. From the **Home** ribbon at the top of Flare Desktop, look in the **Paragraph** section and click . The paragraphs are converted to a bulleted list.



The screenshot shows a web editor interface. On the left is a DOM tree with the following structure: `html` (root), `body` (child of `html`), `h1` (child of `body`), `p` (child of `body`), `ul` (child of `body`), `li` (child of `ul`), `li` (child of `ul`), `li` (child of `ul`), and `p` (child of `ul`). The `li` element containing 'Sally Ride' is highlighted in blue. The main content area displays the title 'Famous San Diegans' in a large blue font, followed by the text 'Some famous people from San Diego are:' and a bulleted list: 'Cameron Diaz', 'Tony Gwynn', and 'Sally Ride'. A small orange save icon is located below the list.

11. Click  to save your work.

✔ **TIP** Notice the left side of the topic. The side structure bars show each element's tag. You may recognize these tags if you are familiar with XML or HTML. In this topic, we have an <h1> tag (heading 1), a <p> tag (paragraph text), a <ul> tag (unordered list), and <li> tags (list items).

While you don't need to know code to use Flare Desktop, you can use the structure bars to perform a variety of tasks, including rearranging the items in the topic. After clicking one of these bars and dragging up or down, you will see a blue arrow if you can drop an item somewhere else in the topic. If you want, click a list item <li> tag and try dragging it up or down in the bulleted list.

**Famous San Diegans**

Some famous people from San Diego are:

- Cameron Diaz
- Sally Ride
- Tony Gwynn

← Sally Ride

We clicked the "Sally Ride" list item and dragged it up the list. You can see the blue arrow where we can drop it.


**Famous San Diegans**

Some famous people from San Diego are:

- Cameron Diaz
- Sally Ride
- Tony Gwynn

After dropping the list item, the list looks like this.

- ✔ If you are comfortable with XML and HTML, you can click the **Text Editor** tab at the bottom of the topic. The Internal Text Editor lets you make manual changes to the markup.

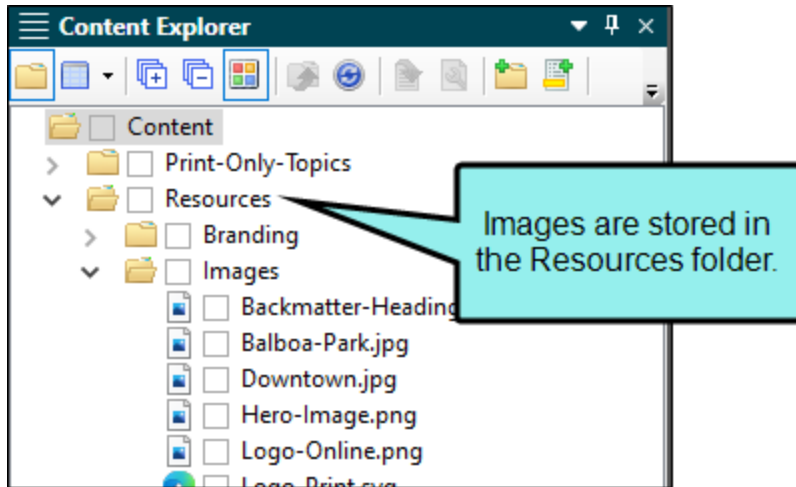


```
1 <?xml version="1.0" encoding="utf-8"?>
2 <html xmlns:MadCap="http://www.madcapsoftware.com/Schemas/MadCap.xsd">
3   <head>
4   </head>
5   <body>
6     <h1>Famous San Diegans</h1>
7     <p>Some famous people from San Diego are:</p>
8     <ul>
9       <li>
10        <p>Cameron Diaz</p>
11      </li>
12      <li>
13        <p>Sally Ride</p>
14      </li>
15      <li>
16        <p>Tony Gwynn</p>
17      </li>
18    </ul>
19  </body>
20 </html>
```

Text Editor view

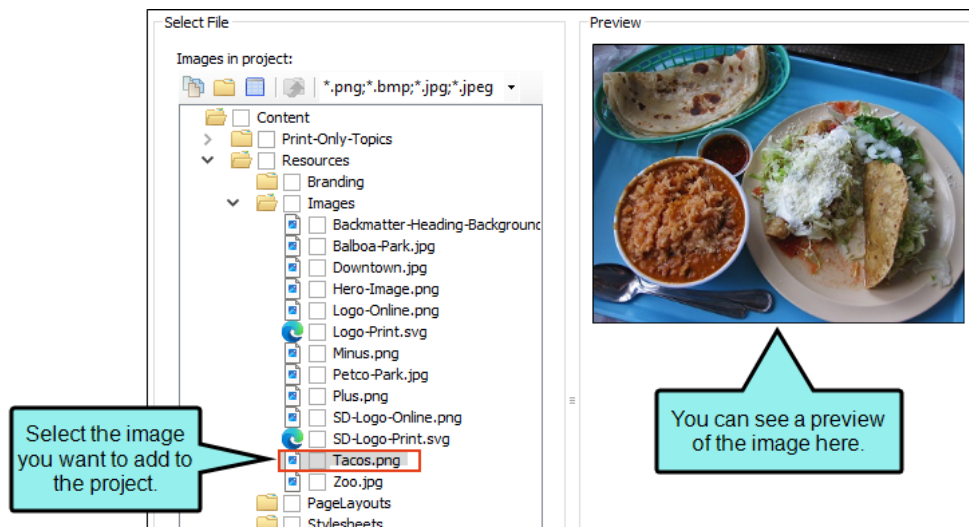
# I Inserting Images



Let's add an image to a topic to give it a little pizzazz. There are already several images saved in this project. By default, images are saved in the Resources folder, in the Images subfolder.





# How to Insert an Image

1. In the Content Explorer, double-click **Food.htm**. The topic opens in the XML Editor.
2. Place your cursor at the end of the paragraph about Mexican food (right after "United States."). Then press **ENTER**. This creates a new space for you to either type a new paragraph or insert other content.
3. At the top of Flare Desktop, select the **Insert** ribbon, and click **Image**. The Insert Image dialog opens.
4. In the **Select File** section, navigate to **Content > Resources > Images > Tacos.png**.



 **NOTE** In this case, the image is already in our project, so you can navigate directly to it. However, if you need to insert an image that is not in the project yet, click  to find the image on your computer or network.


5. Click **OK**. An image of some tacos appears in the project.
6. Click  to save your work.

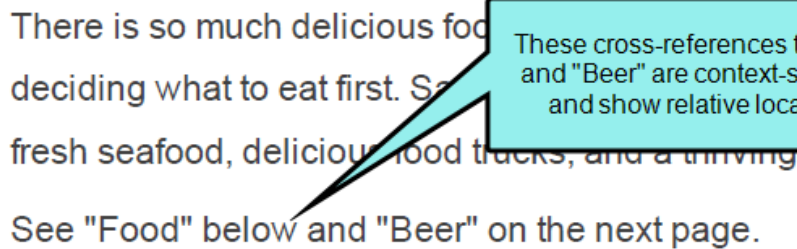
 **TIP** You can also drag and drop image files from the Content Explorer directly into your topic.

# I Inserting Cross-References

It is fairly common to link to other topics in a project. One way to link between topics is a cross-reference. You may have noticed some cross-references in this tutorial already.

A benefit of using a cross-reference over a standard hyperlink is that cross-references use format commands to update the link automatically. Format commands allow you to tell the cross-reference to provide page number information, the title of the topic, or even a file path.

 **NOTE** In this project and in the San Diego template, the default cross-reference style (MadCap:xref) creates context-sensitive cross-references. In web-based output, these cross-references look like a regular link. In print-based output, the text in the link is based on the relationship of the cross-reference and the target location (e.g., see "Topic" on page 26; see "Topic" on the next page).



There is so much delicious food for you to choose from when deciding what to eat first. So many options, including fresh seafood, delicious food trucks, and a thriving dining scene. See "Food" below and "Beer" on the next page.

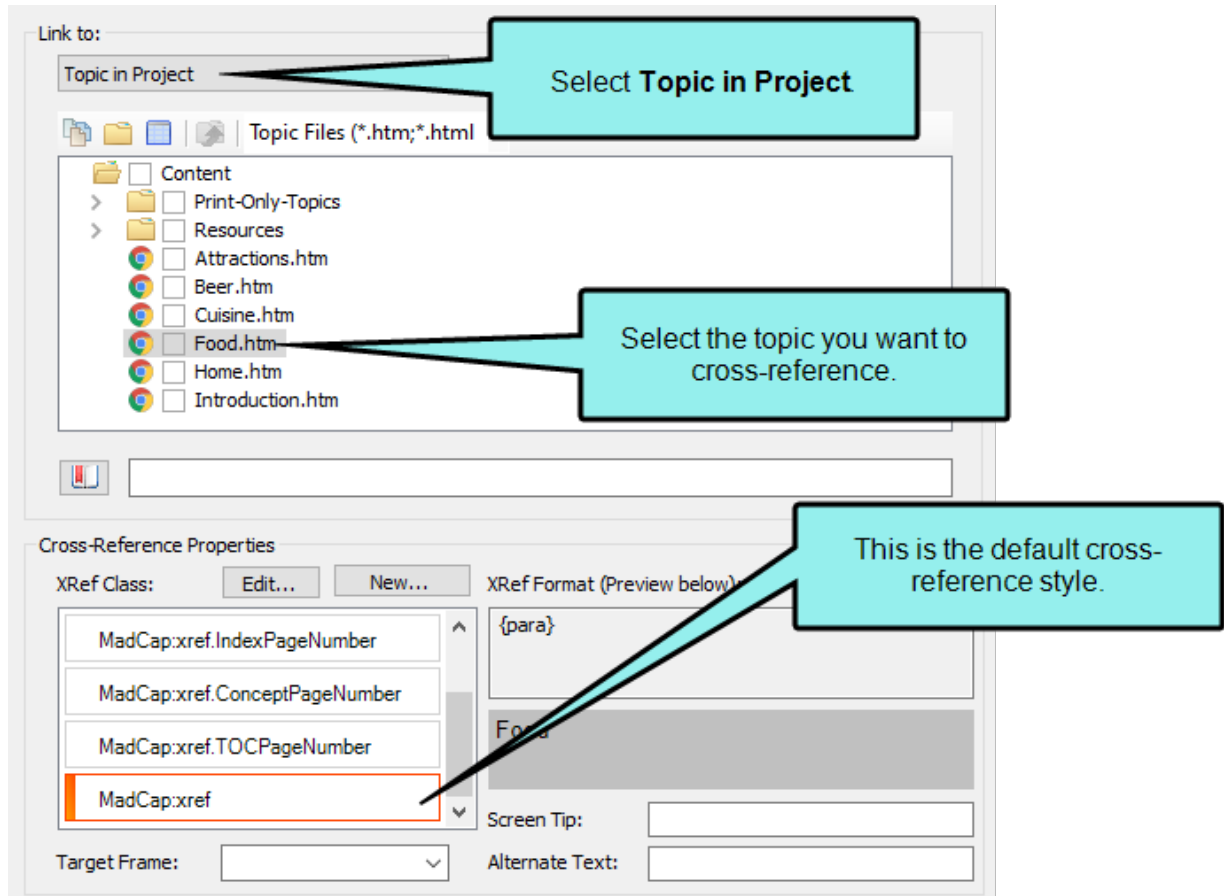
These cross-references to "Food" and "Beer" are context-sensitive, and show relative locations.


We are going to add two cross-references to our project using two different methods—the standard method and the drag-and-drop method.

# How to Insert Cross-References Using the Standard Method

1. In the Content Explorer, double-click **Cuisine.htm**. The topic opens in the XML Editor.
2. At the end of the paragraph, type `see .` (Be sure to leave a space after `see` and then type a period.)
3. Move your cursor back, and click just in front of the final period.
4. From the **Insert** ribbon, select **Cross-Reference**. The Insert Cross-Reference dialog opens.
5. In the **Link to:** section, make sure **Topic in Project** is selected from the drop-down.
6. In the area below, you can select the topic to which you want to create a cross-reference. Select **Food.htm**.
7. At the bottom of the dialog is the **Cross-Reference Properties** section. On the left side of this section you can select the cross-reference style you want to use. You can also create a new style or edit an existing one. The right side shows you the format command and a preview of how the cross-reference appears in Flare Desktop.

Scroll to the bottom of the **XRef Class** field and notice the style called "MadCap:xref." This is the default cross-reference style and will be used by default when you insert a new cross-reference.



8. Click **OK**. Flare Desktop creates a cross-reference to Food.htm using the MadCap:xref style.
9. Click  to save your work.

# How to Insert Cross-References Using the Drag-and-Drop Method

Another common way to insert cross-references is using drag-and-drop. This method automatically uses the main MadCap:xref style, so if you don't need to choose a different style, this is a good way to insert a cross-reference.

1. The Cuisine.htm topic file should still be open in the XML Editor. We're going to add some text and another cross-reference after the "Food" cross-reference you already added. Your cursor should be placed between the cross-reference (the word "Food" and the period). You want it to display as a left bracket.

Like this:

See [Food](#)[

Not like this:

See [Food](#)]

If necessary, you can press the right arrow twice on your keyboard to change a right bracket to a left bracket.

Facing the bracket away from the cross-reference ensures that the new content you type will not become part of the link.

2. Once your cursor is facing the correct way, type  `and` . (Be sure to leave a space before and after `and`.)
3. In the Content Explorer, select **Beer.htm** and drag it after the word `and` (just before the period) in the XML Editor.

4. A red line appears when you can drop the topic. When the line is in the correct location, release the mouse button. Flare Desktop creates a cross-reference to Beer.htm using the MadCap:xref style.

There is so much delicious food and drink in San Diego, you might have a hard time deciding what to eat first. San Diego is especially famous for abundant Mexican food, fresh seafood, delicious food trucks, and a thriving craft beer scene. See [Food](#) and [Beer](#).

Here are cross-references to the Food and Beer topics, shown in online output

5. Click  to save your work.

# I Inserting Drop-Down Text

If you have a very long topic, you may want to break up sections of it to make it easier to read. One way to do this is to add drop-down text, which collapses sections of content under a single link in the topic (called a "drop-down hotspot"). When users click the hotspot in the output, the text expands and they can see the hidden content. If they click the hotspot again, the text collapses.


## How to Insert Drop-Down Text


1. In the Content Explorer, double-click **Attractions.htm**. The topic opens in the XML Editor.
2. At the end of the first paragraph, press **ENTER** to add a new line. Then type `Balboa Park`.
3. Use your mouse to select the three elements that relate to Balboa Park: the text you just added, the paragraph about the park, and the image of the fountain.
4. From the **Insert** ribbon, select **Drop-Down Text**.

- Flare Desktop creates a drop-down for the content you selected. The text you added earlier (Balboa Park) now has a special style applied to it (MadCap:dropDownHotspot) to distinguish it as a clickable drop-down hotspot. All of the content that is included in the drop-down is surrounded by large, light gray brackets.



Let's add drop-downs for the sections about the Zoo and Petco Park.

- Scroll down in the topic, and before the paragraph about the San Diego Zoo, add a new line and type `San Diego Zoo`.
- Use your mouse to select the three elements that relate to the San Diego Zoo: the text you just added, the paragraph about the zoo, and the image of the panda.
- Select **Insert > Drop-Down Text** to add a drop-down to this section.
- Scroll down, and before the paragraph about Petco Park, add a new line and type `Petco Park`.
- Use your mouse to select the three elements that relate to Petco Park: the text you just added, the paragraph about the ballpark, and the image of the ballpark.
- Select **Insert > Drop-Down Text** to add a drop-down to this section.
- Click  to save your work.

 **NOTE** Drop-down effects are supported only in online outputs. You can still have them in your topics if you plan to generate print-based outputs, such as PDF. However, it will just look like regular text.

**Attractions**

There are many places to visit in San Diego. Three of these are Balboa Park, the San Diego Zoo, and Petco Park.

- + **Balboa Park**
- + **San Diego Zoo**
- + **Petco Park**


In online output, drop-downs use a dynamic text effect. When you click the hotspot, it expands to reveal hidden content.

**Attractions**

There are many places to visit in San Diego. Three of these are Balboa Park, the San Diego Zoo, and Petco Park.

**Balboa Park**

Balboa Park is a 1200-acre park in the middle of San Diego. Inside the park are gardens, walking paths, museums. Every year the park hosts hundreds of concerts, marathons and races, festivals and parades, and guest speakers.




**San Diego Zoo**

The San Diego Zoo was founded in 1916 and is located inside of Balboa Park. It is home to more than 3700 rare and endangered animals, and more than 700,000 exotic plants. Among the animals at the zoo are giant pandas, gorillas, koalas, and jaguars.

Drop-down content is still available in printed output, but the dynamic effects are disabled. The text is expanded and the hotspot link is removed; only the text is shown.

ATTRACTIONS 7

 **NOTE** If you have been following this tutorial in order, there is not an online target in the project yet. However, we'll revisit these drop-downs when we build HTML5 output. See "Creating a New Target" on page 59 and "Building and Viewing HTML5 Output" on page 87.

# I Using Snippets

You can use snippets in your project whenever you need to reuse the same content in more than one place, rather than rewriting or copying it. Then, when you need to make a change, you can modify the content in the snippet and the edits will automatically appear wherever you used the snippet. You don't need to make the same change multiple times.

A snippet can be as short or long as you want. It can be just a few words, a sentence, or several paragraphs. Snippets can contain any type of content, including text, images, lists, or even other snippets.

Let's create a short snippet and place it in our project.

# How to Create a Snippet


We will use Home.htm as the first topic that opens in our online output. There is some text in this topic that we also want to use in the Introduction.htm topic, which will be the first topic in our PDF output. Let's create a snippet so we can reuse this content in both topics.

1. In the Content Explorer, double-click **Home.htm**. The topic opens in the XML Editor.
2. Scroll down so you can see the area that contains a heading, four short paragraphs, and a list.
3. Select the first three paragraphs and the entire list (the text starting with "San Diego" and ending with "San Diegans").

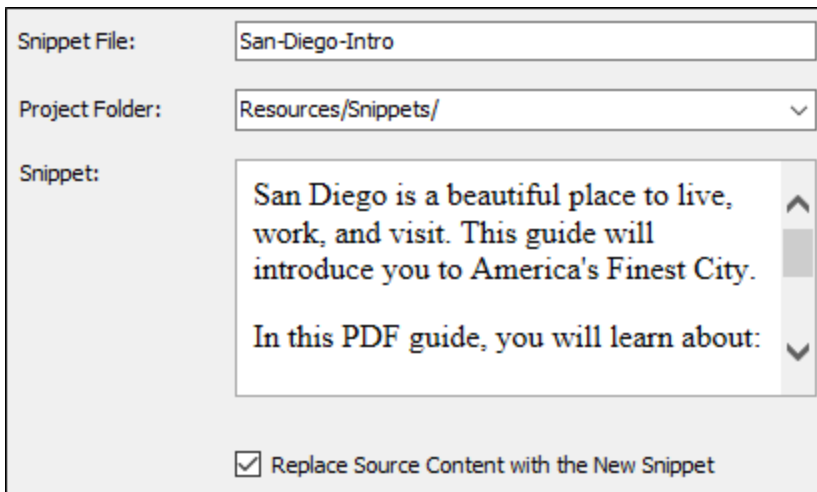


4. Select the **Home** ribbon, and click **Create Snippet**. The Create Snippet dialog opens.
5. In the **Snippet File** field, type `San-Diego-Intro`. This is the name for your snippet.
6. In the **Project Folder** field, you can enter a location where you want to save your snippet. By default, snippets are saved in the Content folder in the Resources > Snippets folder. This is the recommended location for snippets, so we will not change this path.

7. In the **Snippet** field, use the scroll bar to review the content. You should see exactly the content you just selected (the text starting with "San Diego" and ending with "San Diegans").

 **NOTE** The preview won't have any styling associated with it, so it will look somewhat plain. That's okay. The styles will show up in whatever topic the snippet is inserted into. But if anything else looks incorrect in the preview, you can click **Cancel** and start again.

8. Make sure the check box **Replace Source Content with the New Snippet** is selected. Since we want to use the snippet in the current topic, this will automatically insert the snippet into that topic for us.



Snippet File: San-Diego-Intro

Project Folder: Resources/Snippets/

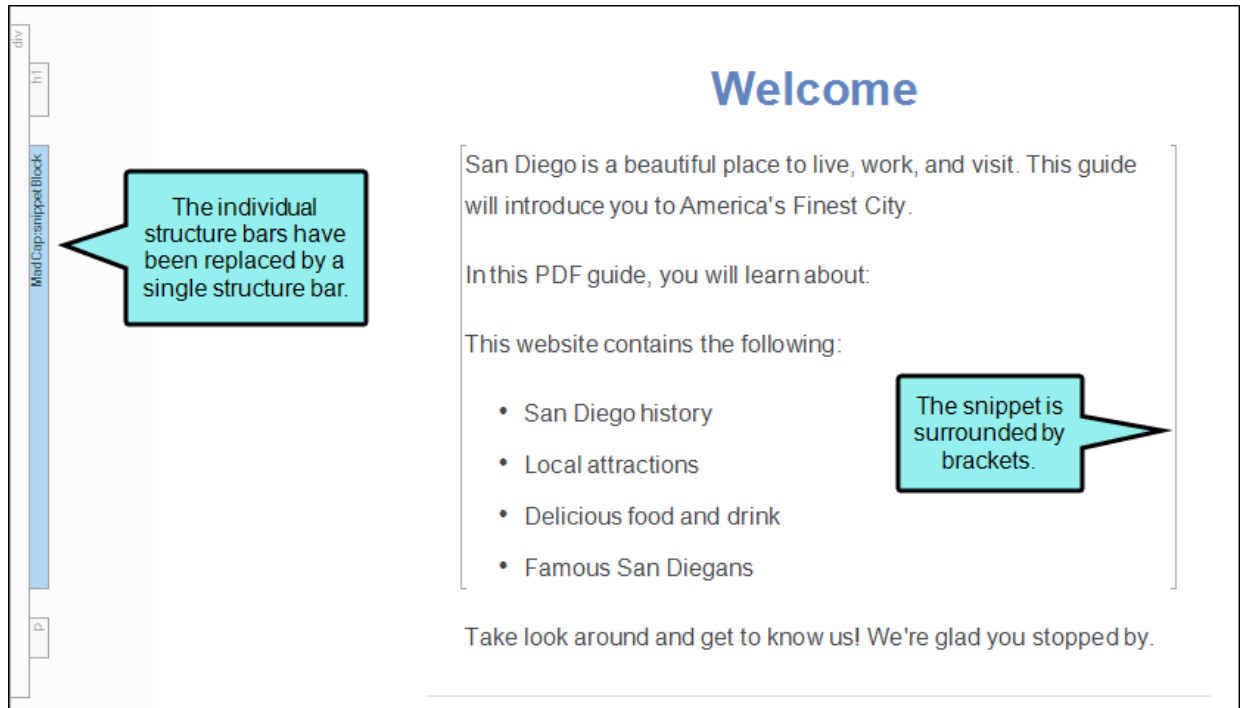
Snippet:

San Diego is a beautiful place to live, work, and visit. This guide will introduce you to America's Finest City.

In this PDF guide, you will learn about:

Replace Source Content with the New Snippet

9. Click **Create**. Flare Desktop creates the snippet, inserts it into the topic, and adds the snippet file to the Content Explorer. Notice that the structure bars on the left side of the content (representing the individual paragraphs and the list) have been replaced by a single structure bar (i.e., the snippet block), and the snippet is surrounded by light gray brackets.

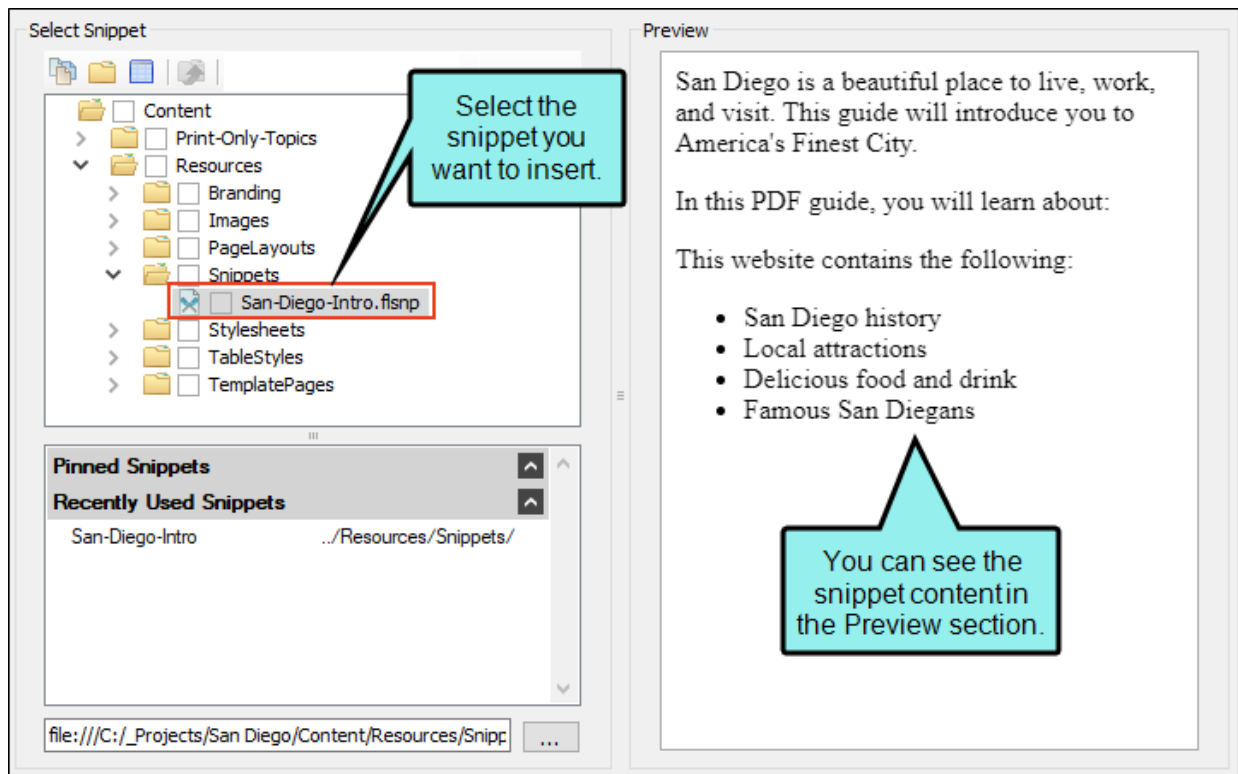


10. Click  to save your work.

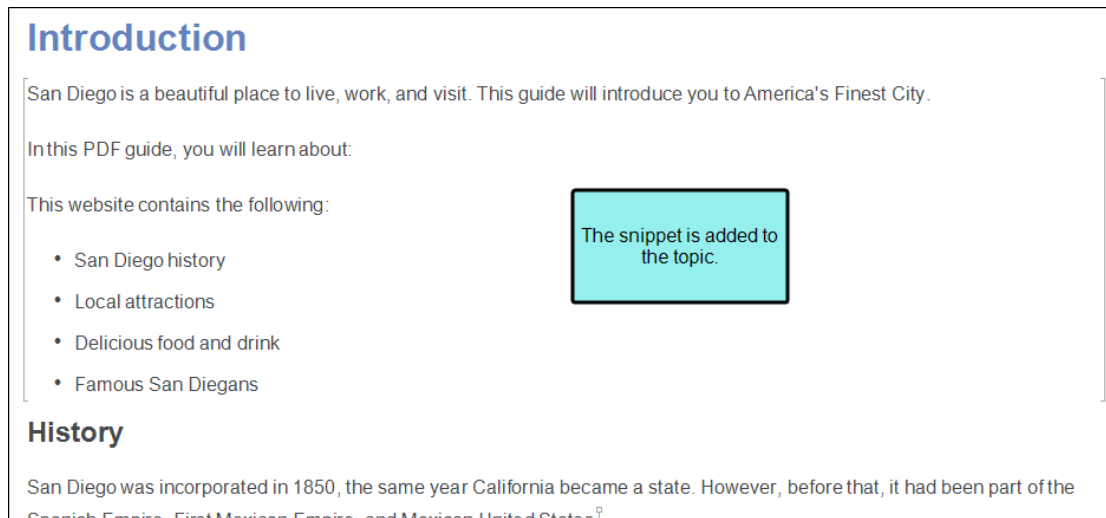
# How to Insert a Snippet

Now that we have created a snippet, we will insert it into another topic.

1. In the Content Explorer, double-click **Introduction.htm**. The topic opens in the XML Editor.
2. Click at the end of the **Introduction** heading and press **ENTER** to create a new empty paragraph after it. This is where we will insert the snippet.
3. Select the **Insert** ribbon, and click **Snippet**. The Insert Snippet Link dialog opens.
4. In the **Select Snippet** section, navigate to **Content > Resources > Snippets > San-Diego-Intro.flsnp**. When you select the snippet, you will see it in the Preview section so you can confirm that you have selected the correct snippet.



5. Click **OK**. The snippet appears in the topic between the main heading and the History section.



The screenshot shows a document layout with the following elements:

- Introduction** (blue heading)
- Text: "San Diego is a beautiful place to live, work, and visit. This guide will introduce you to America's Finest City."
- Text: "In this PDF guide, you will learn about:"
- Text: "This website contains the following:"
- List of items:
  - San Diego history
  - Local attractions
  - Delicious food and drink
  - Famous San Diegans
- History** (black heading)
- Text: "San Diego was incorporated in 1850, the same year California became a state. However, before that, it had been part of the Spanish Empire, First Mexican Empire, and Mexican United States."

A light blue box with a black border is overlaid on the right side of the content area, containing the text: "The snippet is added to the topic."

6. Click  to save your work.

✓ **TIP** You can also drag and drop snippet files from the Content Explorer directly into your topic.


✓ **TIP** If you need to edit a snippet, you can double-click it in the Content Explorer. It will open in the XML Editor just like a topic. However, if you end up with many snippets over time, it might be difficult to locate the precise snippet you need. A quicker way to edit a snippet is to right-click on a snippet that is inserted in a topic and from the context menu select **Open Snippet File**.

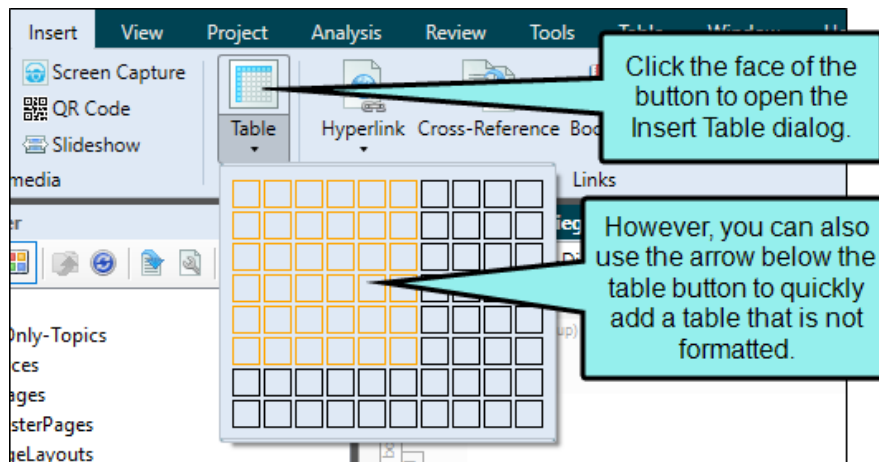
# I Inserting Tables

You can use tables for many purposes in Flare Desktop. We are going to insert a small table into a topic to compare some information.

## How to Insert a Table

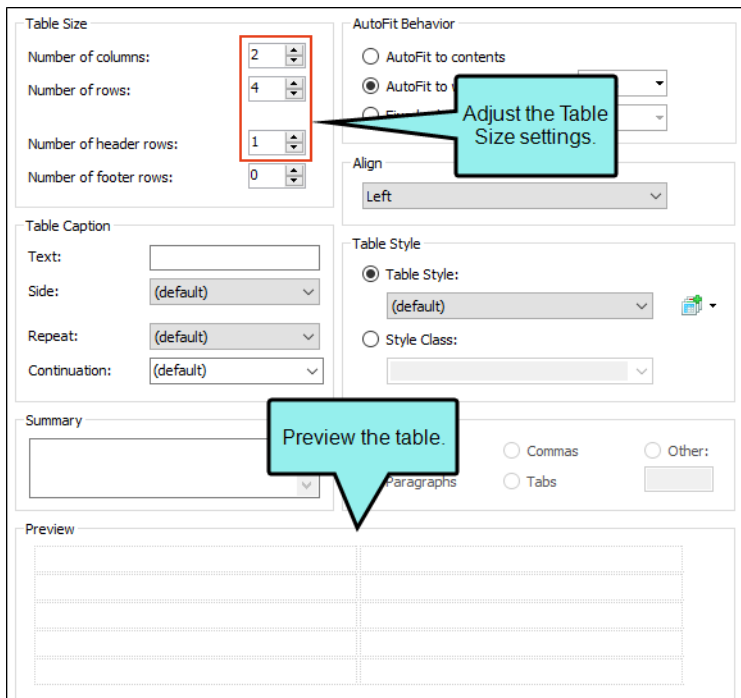
1. Open the `Introduction.htm` topic.
2. Scroll down to the **History** section of the topic. Add a new empty paragraph between the two paragraphs in this section.
3. From the **Insert** ribbon, select **Table** (the face of the button, not the down arrow). The Insert Table dialog opens.

 **NOTE** If you click the down arrow below the Table button, it will open a grid that you can use to insert a basic table. That is fine for many uses, but for this tutorial, be sure to click the face of the button—not the arrow—so you can configure some properties in the Insert Table dialog.

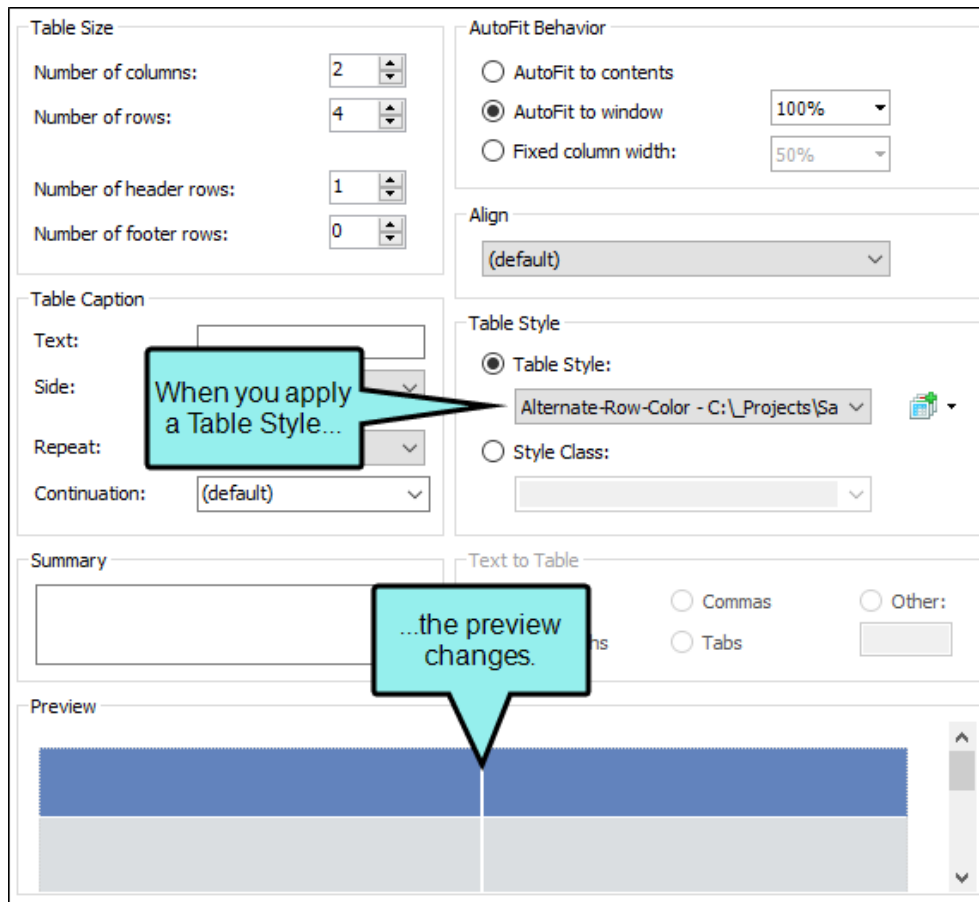


4. In the **Table Size** section, use the arrows to make the following changes:
  - a. Set the **Number of columns** to 2.
  - b. Set the **Number of rows** to 4.
  - c. Set the **Number of header rows** to 1.

As you change these settings, the table in the Preview section updates to show you how your table will appear in Flare Desktop.



5. In the **Table Style** section, from the **Table Style** drop-down, select **Alternate-Row-Color.css**.



6. Click **OK**. The empty table appears in the History section.  
Let's add some data to our table.
7. Click in the upper-left cell of the table. This is your header row. Type **Historical Affiliation**.
8. Click in the upper-right cell of the table. Type **Date**.

9. In the **Historical Affiliation** column, type the following:
- a. In the first cell, type Spanish Empire.
  - b. In the second cell, type First Mexican Empire.
  - c. In the third cell, type United Mexican States.
  - d. In the fourth (bottom) cell, type United States.
10. In the **Date** column, type the following:
- a. In the first cell, type 1769–1821.
  - b. In the second cell, type 1821–1823.
  - c. In the third cell, type 1823–1848.
  - d. In the fourth (bottom) cell, type 1848–present.

Historical Affiliation	Date
Spanish Empire	1769–1821
First Mexican Empire	1821–1823
United Mexican States	1823–1848
United States	1848–present

11. Click  to save your work.

# What are Table Styles?

Flare Desktop uses table styles to determine the look of a table. They are a useful way to make sure all of your tables have a consistent look. For example, you can use a table stylesheet to determine the colors for your table's rows and columns, or for its borders. You can apply the table style to one table or to all of the tables in your project. Table styles are handled separately from regular stylesheets. You can also use table styles to set default styles for the cell content.

# I Editing Variables

Variables contain short pieces of information that appear throughout a project, like your company name, website, and product name. You can create variables for just about anything. Variables work sort of like snippets: you can use them throughout your project, and when you make a change to them, the changes will appear anywhere you used the variable. This makes variables a great option for information that might change frequently, such as dates or version numbers.

When you use the San Diego template, Flare Desktop automatically adds a few standard variables to your project. Let's edit some of these variables so our finished project will be a little less generic.

# How to Edit a Variable

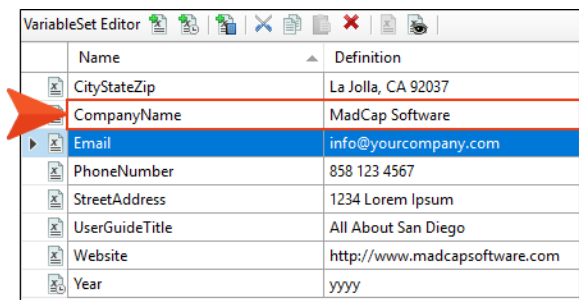
Up to this point, we have been working with resources that are stored in the Content Explorer. Variables are a project resource, so they are located in the Project Organizer.

1. On the left side of Flare Desktop, open the Project Organizer.
2. Expand the **Variables** folder.
3. Double-click the **General** variable set. The Variable Set Editor opens to the right.

Look at the different variables in this project. There are variables for the company name, street address (including a separate variable for the city, state, and zip code), phone number, website, and current year. There is also a variable for the title of the PDF guide.



The name of each variable appears in the **Name** column. The content that will appear in the output wherever the variable is used appears in the **Definition** column. Let's edit some of the variable definitions.

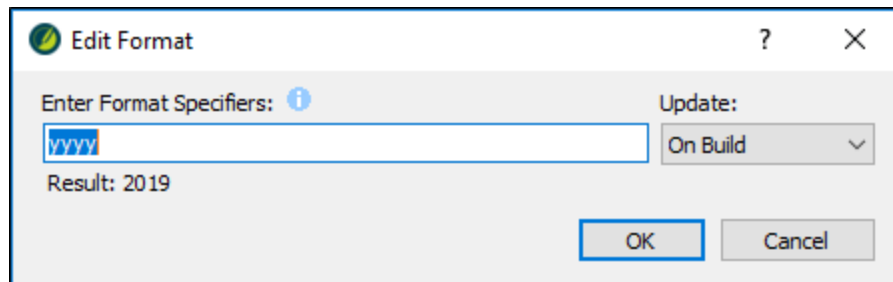
4. In the **Definition** column, double-click **My Company, LLC**. In the field, enter the name of your company and press **ENTER**.



Name	Definition
CityStateZip	La Jolla, CA 92037
CompanyName	MadCap Software
Email	info@yourcompany.com
PhoneNumber	858 123 4567
StreetAddress	1234 Lorem Ipsum
UserGuideTitle	All About San Diego
Website	http://www.madcapsoftware.com
Year	yyyy

- (Optional) In the **Definition** column, double-click and change the definition for any other variables that you want to customize.

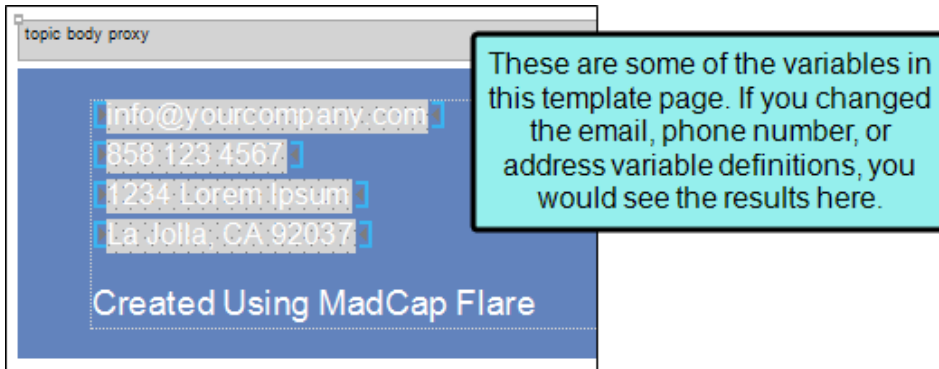
 **NOTE** You might have noticed that the Year variable has a slightly different icon, which uses a clock . This indicates that it is a Date/Time variable, which uses format specifiers to represent the date or time. The Year variable uses the format "yyyy" to represent the current year (in 4-digit format).




For more information about formatting and using Date/Time variables, see the Help system.

- Click  to save your work.

☆ **EXAMPLE** After you finish renaming variables, you can look at them in a content file (topic, snippet, template page, page layout). Open the **Content Explorer**, then expand **Resources > TemplatePages** folder. Double-click **Home-Page.flmosp**.



All of the gray highlighted fields on this page are variables. Using the **Show Tags**  drop-down field in the local toolbar of the XML Editor, you can adjust your markers to display inserted variables in different ways (e.g., show/hide the variable name in the editor).

If you were to edit the variables again, and then come back to this file, you would see the updated information.

## CHAPTER 4

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# Styles

There are lots of ways in Flare Desktop to make your output look good. In this tutorial we're going to focus on the most common way to control the look of your documentation—styles. However, keep in mind that this tutorial only scratches the surface of how to use styles.

This chapter discusses the following:

Creating Style Classes .....	51
Applying Styles .....	56

# I Creating Style Classes

You can use styles in your projects to format elements. Although you can use local (or inline) formatting (such as selecting a single word and using the Color button on the Home ribbon to make it red), using styles instead will save you time. If you edit the properties for a style in the stylesheet, that change will automatically be made anywhere you used the style class. You do not need to go back and make the change in every topic.

After you create a new Flare project, you'll see that there are already many styles for you to use. And you can change the properties for any of those styles to adjust the look.

In addition to using the styles that are already in place, you may find the need now and then to create your own style class. Think of a style class as a "child" of a "parent" style. A style class gives you more flexibility when using a style. For example, you might create a red h1 (heading 1) style class and a blue h1 style class. These would both be children of the h1 style (e.g., h1.red, h1.blue).

## How to Close Open Files

Before we continue, let's close the files that we've already opened. This is a good thing to do as you work so that you don't have so many items open, which can cause performance issues later. You can close files one at a time by clicking the small x on the right side of each tab, but a quicker way is to use an option to close them all at once.

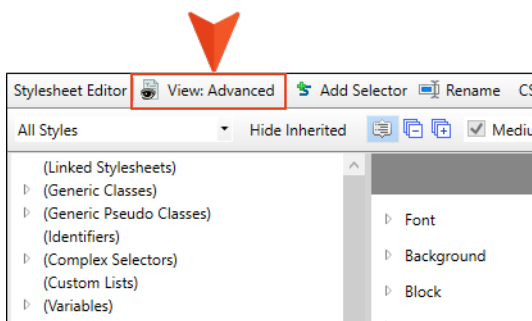
1. Select the **Window** ribbon.
2. Click **Close All Documents**. This closes everything except the Start Page.

✔ **TIP** If you want to close all of the files except one of them. Open that file, then instead of clicking the face of the "Close All Documents" button, select the down arrow and choose **Close All But This**.

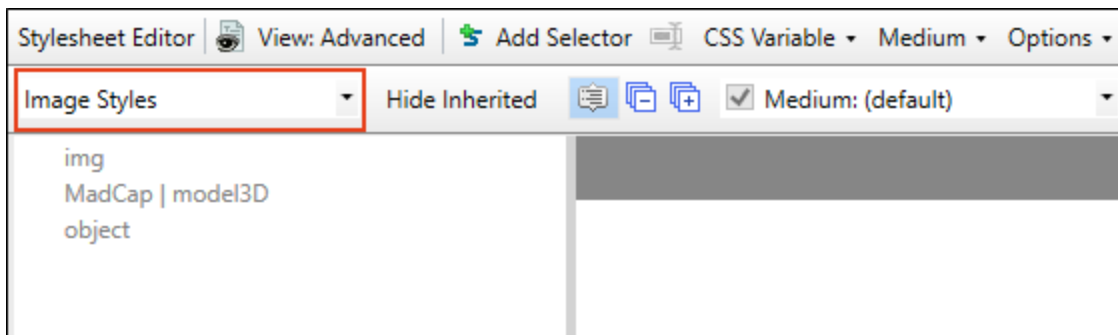
# How to Create a Style Class

We are going to create a style class of the parent image (img) style. Then we will modify our style class so that it turns online images into thumbnails. In other words, images will initially display very small but when they are clicked in online output, they will be shown at the full size in a popup.

1. In the Content Explorer, open **Resources > Stylesheets**.
2. Double-click the **Styles.css** stylesheet. The Stylesheet Editor opens to the right.
3. You can use the Simplified or Advanced view when editing a stylesheet. Let's use the latter. In the local toolbar of the Stylesheet Editor, make sure the first button is labeled **View: Advanced**. If it says **View: Simplified**, click it so that it change to the Advanced view.

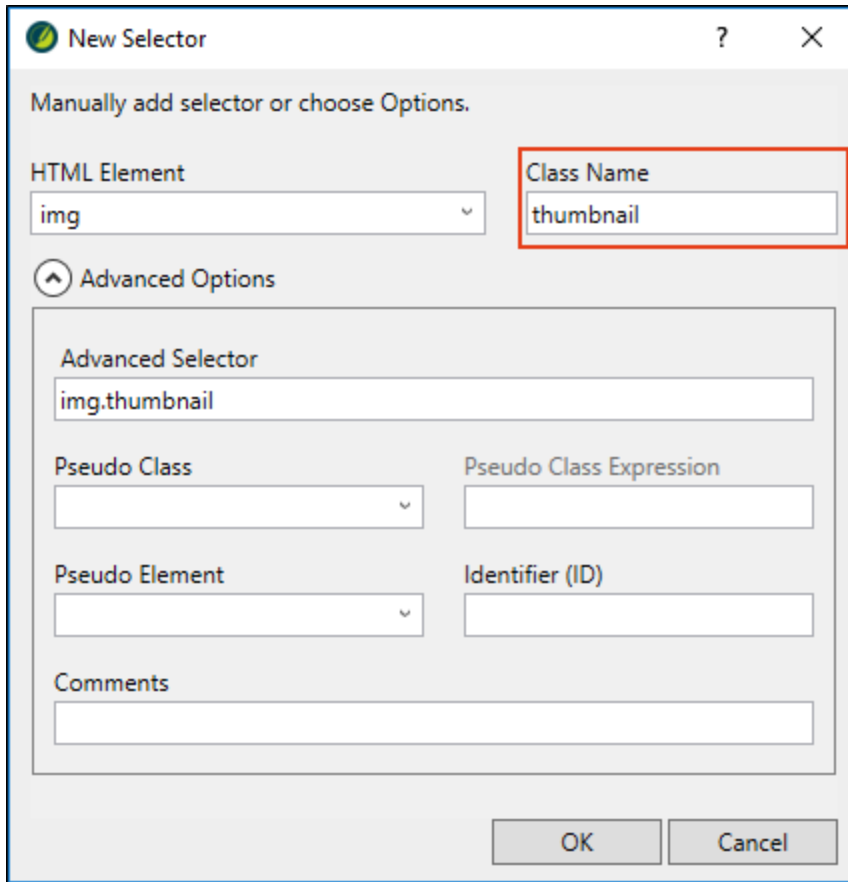


4. In the upper-left of the editor, set the drop-down to **Image Styles** to make it easier to find the style.

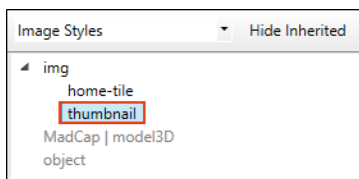


5. In the **Styles** section, select **img**.
6. In the local toolbar of the editor, click **Add Selector**. The New Selector dialog opens.

- In the **Class Name** field, type `thumbnail`.

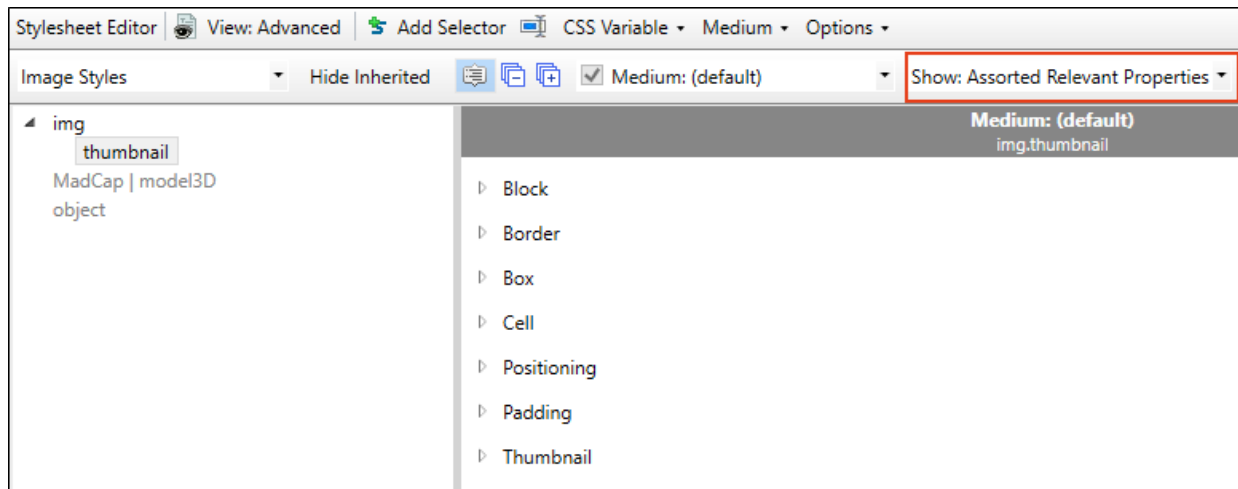




- Click **OK**. The `thumbnail` style class appears in the stylesheet, indented under the `img` parent style.

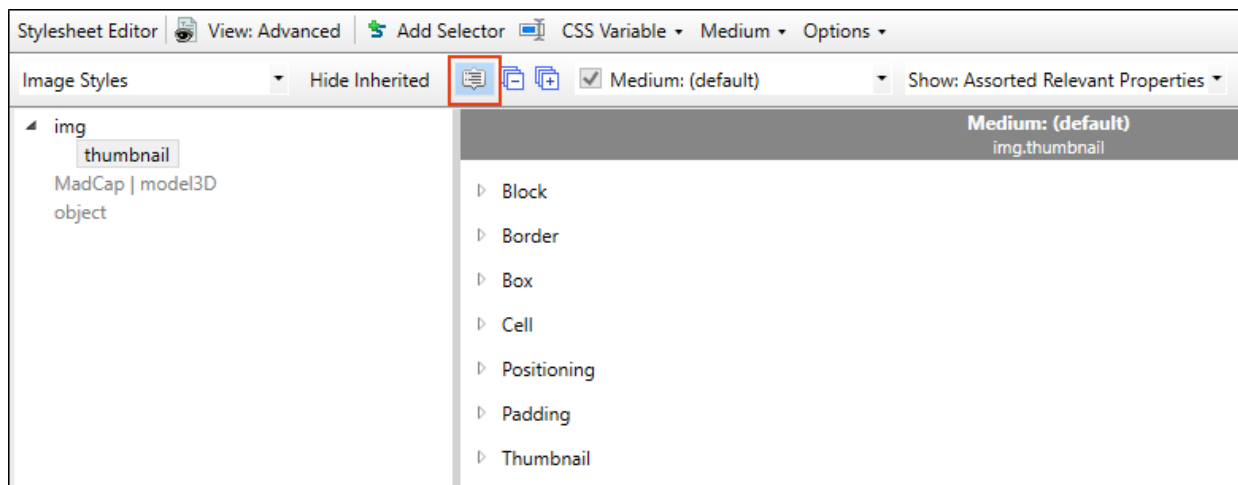


The style class is added, but the only properties it has right now are the ones it has inherited from the `img` style. Now we need to add unique properties to the `thumbnail` style class.

9. With the new **thumbnail** class selected, from the **Show** field in the upper-right corner of the editor, select **Show: Assorted Relevant Properties**. This will display only the properties that are related to images, making it a lot easier to find the properties that you need to set.

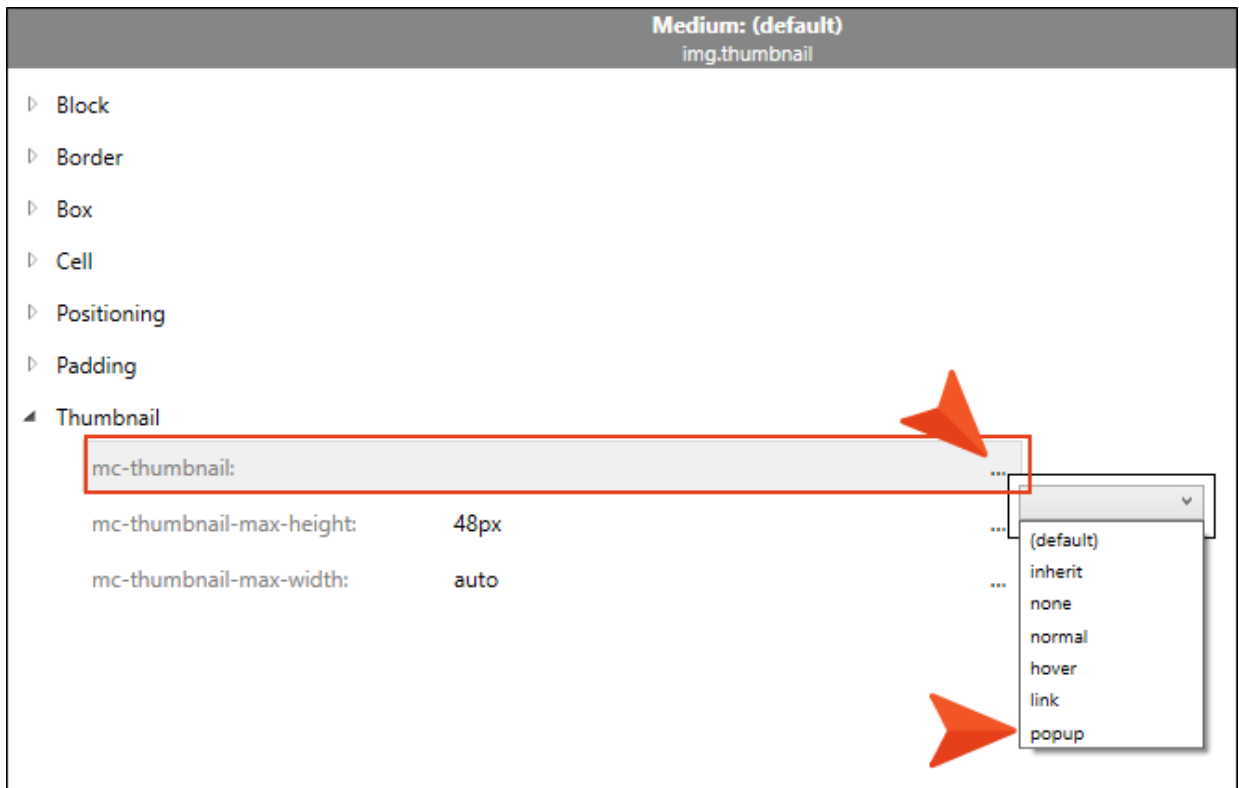



10. Make sure the properties on the right side of the editor are shown in group view, which means there will be different categories that you can expand and collapse. In the local toolbar, you should see a **Grouped View** button . If instead you see the **Alphabetical View** button , click it to switch to Group View.



11. Expand the **Thumbnail** group.

12. Next to the **mc-thumbnail** property, click  and select **popup**. We will leave the other thumbnail settings as they are.



13. Click  to save your work.

# Applying Styles

Now that we have created the thumbnail style, we can apply it to an image.

## How to Apply a Style

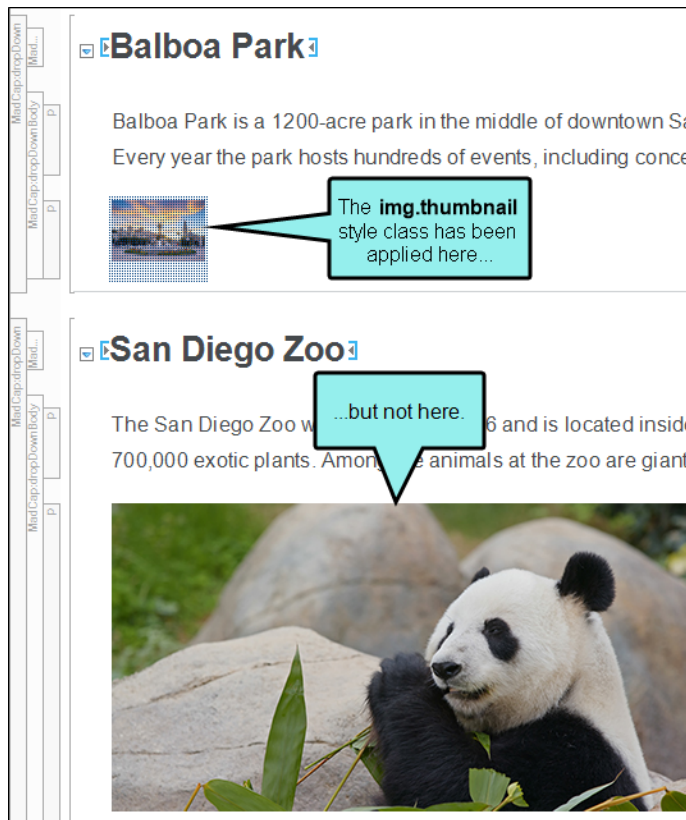
1. In the Content Explorer, double-click **Attractions.htm**. The topic opens in the XML Editor.
2. Select the **Home** ribbon, and click **Style Window**. The Styles window pane opens on the right side of the Flare Desktop interface.


The Styles window pane displays formatting options for the text that is currently selected. For example, if you have clicked in a paragraph, you will see several styles for formatting text, such as heading styles and any children of the parent p style.


3. In the XML Editor, select the image of the fountain so that it is highlighted. In the **Available Styles** section of the Styles window pane, the style that is currently applied to the image of the fountain (i.e., the **img** style) is shown at the top and highlighted in the list below.



- In the Styles window pane, click **img.thumbnail**. In the XML Editor, the image of the fountain shrinks to the dimensions for the thumbnail (as specified in the stylesheet).



- Apply the **img.thumbnail** style to the image of the panda and the image of Petco Park.
- Click  to save your work.

 **NOTE** If you want, you can apply the **img.thumbnail** style to other images in the San Diego project.

# Developing Targets

After your project is styled, you are ready to start preparing your output files. You can set up different output types (e.g., PDF, HTML5, EPUB) and define settings that tell Flare Desktop what information to include in the final documents.

**This chapter discusses the following:**

- Creating a New Target .....59
- Using Conditions ..... 63
- Changing Logos ..... 75
- Using a Table of Contents .....81

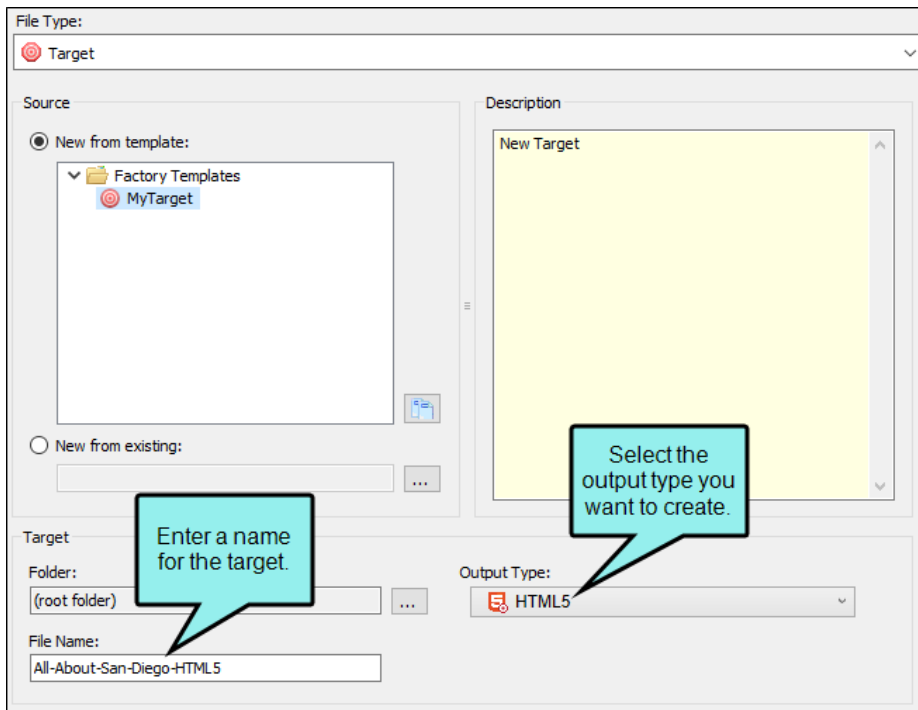
# I Creating a New Target

When you want to produce a new kind of output, you need to add a target to your project. A target is a single instance of an output type, such as a PDF, a Help system, an eBook, or a Word document. You can create as many targets as you need to.

Right now, the San Diego project is set up so you can build a single PDF target. However, we also want to create an online target. The type of online output we recommend is HTML5.

# How to Create a New HTML5 Target

1. In the Project Organizer, right-click the **Targets** folder. From the context menu select **Add Target**. The Add File dialog opens.
2. In the Add File dialog, you can select the kind of target you want to create. In the **Source** area, make sure that **New from template** is selected, then select **MyTarget** from the list of factory templates (this should be selected by default). This will create a new target with default settings selected.
3. From the **Output Type** drop-down, select **HTML5**.
4. In the **File Name** field, enter `All-About-San-Diego-HTML5`.

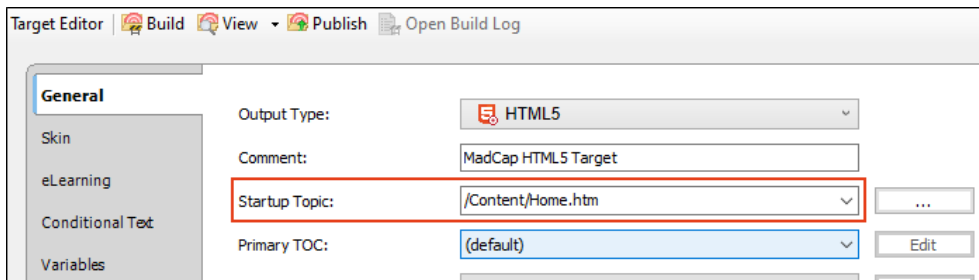


5. Click **Add**. The new target is added to the Targets folder in the Project Organizer.

# How to Set the Startup Topic for a Target

We will use a special topic (Home.htm) for the landing page in our online target.

1. The editor for your new target should already be open. But in case it isn't, double-click the **All-About-San-Diego-HTML5** target in the Project Organizer.
2. In the Target Editor, select the **General** tab.
3. Next to the **Startup Topic** field, click **...**. The Select File dialog opens.
4. In the list of topics, select **Home.htm**.
5. Click **Open**. Home.htm is now associated as your target's startup topic.

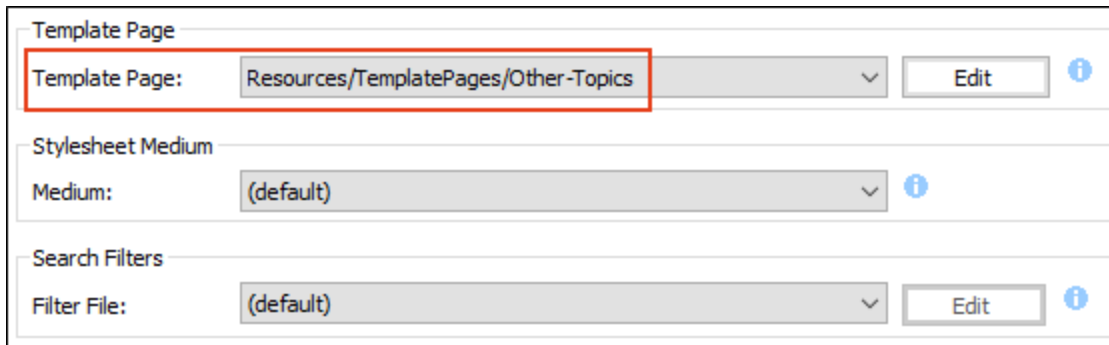


**NOTE** The home page we are using for our HTML5 startup topic uses its own template page, which is already set up for you. This is why it has a different look and feel than the other pages.

# How to Set the Template Page for a Target

This project has been set up so that the Home page has a different design than the rest of the pages. This is done with a combination of template pages and styles. We've already associated the Home page with its own template page, but now we need to tell Flare Desktop to use the other template page for the rest of the topics. The best way to do this is to associate the template page with the target. All topics will therefore use that template page in the output, except the Home page.

1. In the Target Editor, select the **Advanced** tab.
2. Scroll down, and from the **Template Page** drop-down, select **Other-Topics**.



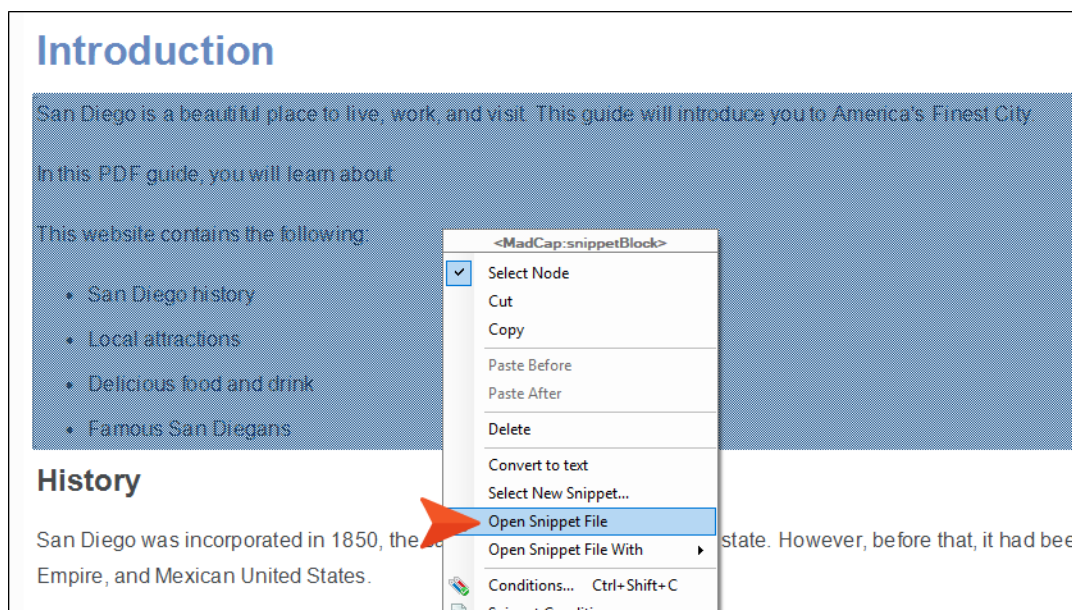
3. Click  to save your work.

# Using Conditions

The San Diego project has condition tags set up for print-based and online output. In this lesson we will apply these conditions to a couple of paragraphs.

## How to Apply Condition Tags

1. In the Content Explorer, double-click **Introduction.htm**. The topic opens in the XML Editor.
2. Right-click the snippet under the heading that you inserted previously. In the context menu, click **Open Snippet File**.

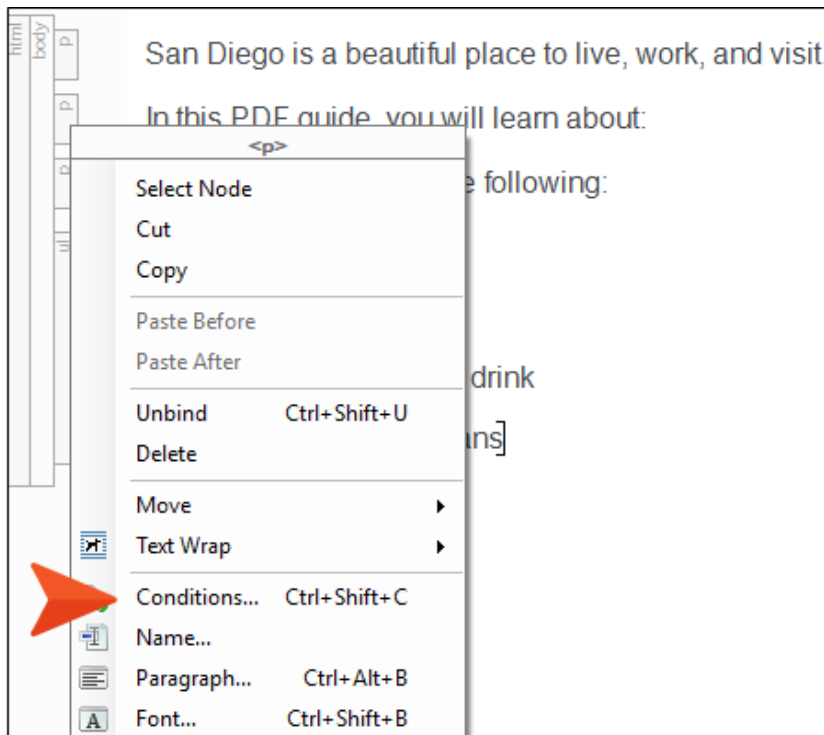


The snippet opens in a new tab.

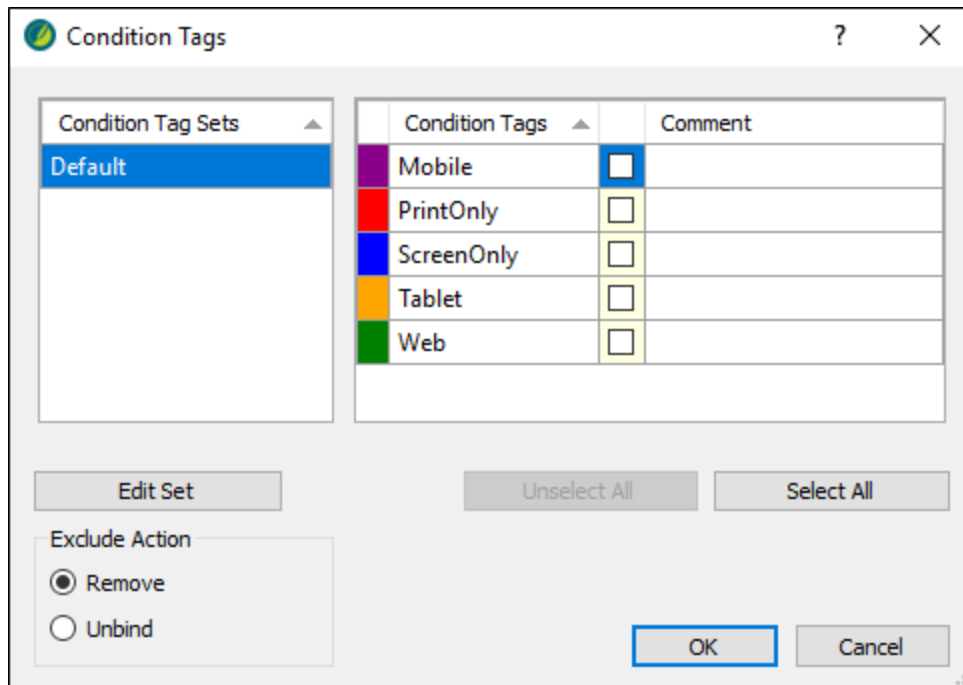
3. Right-click the **p** structure bar to the left of the paragraph that begins “In this PDF guide...”



4. From the context menu, select **Conditions**.



The Condition Tags dialog opens. In this dialog, you can see the Default condition tag set. There are some conditions in the set: Mobile, PrintOnly, ScreenOnly, Tablet, and Web.





**NOTE** In your own project, you can create as many condition tag sets and conditions as you need. And you don't need to use the ones provided in the Default condition tag set. They're simply a starting point for you.

5. Since we want this heading to appear in our PDF, select the check box next to **PrintOnly**.

6. Click OK.



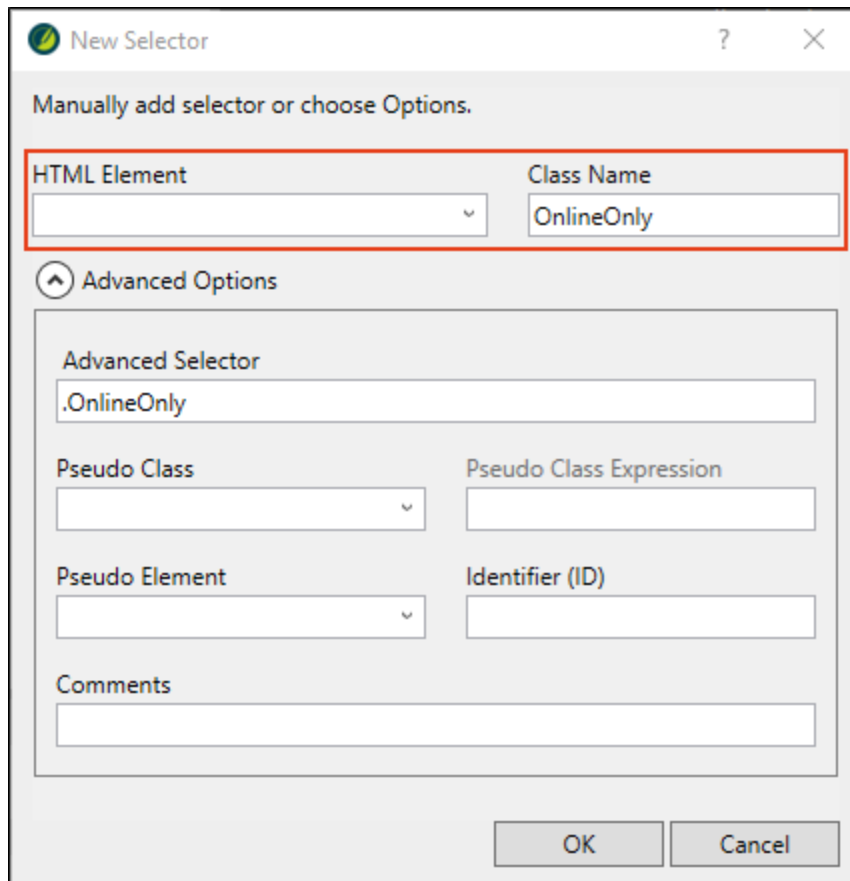
 **NOTE** If you have the condition indicators enabled, the entire paragraph is highlighted red (this color does not display in the output). To hide the color, click  in the bottom toolbar of the XML Editor to disable the indicator.

7. Click  to save your work.

Now we will apply the other condition tag to the next paragraph. But this time we're going to do it a little differently. Conditions can also be associated with styles, so we're going to use that method.

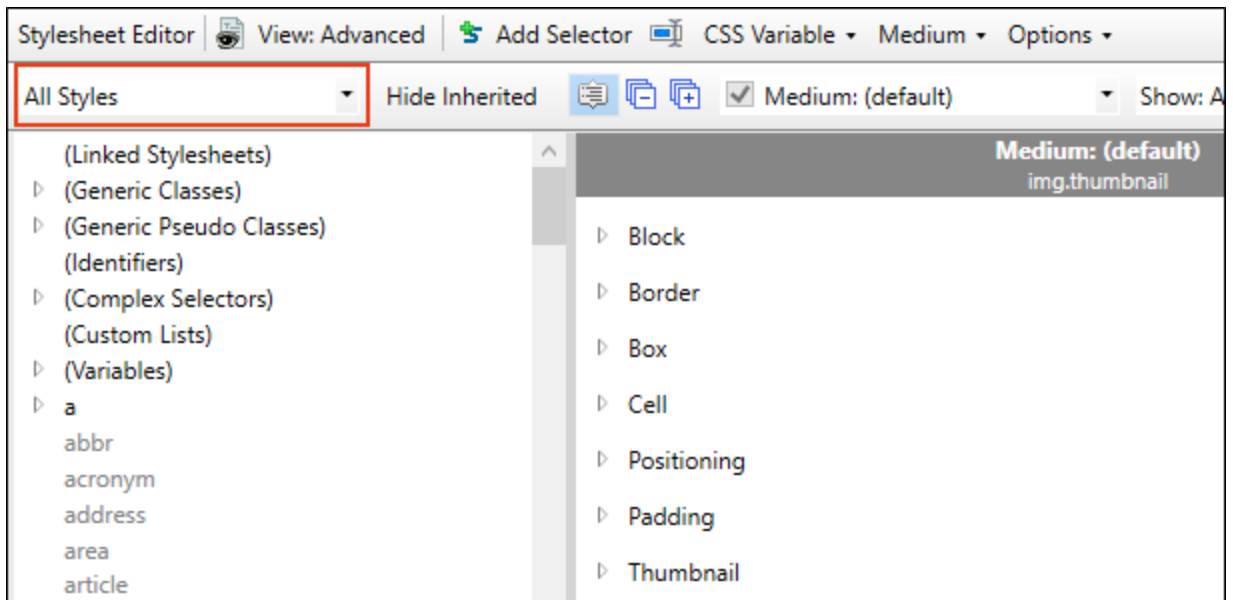
8. If you haven't yet closed the stylesheet, you can click the **Styles.css** tab at the top of the editor area. Otherwise, in the Content Explorer, navigate to **Resources > Stylesheets** and double-click **Styles.css**. The Stylesheet Editor opens.
9. In the local toolbar, click **Add Selector**. The New Selector dialog opens.
10. Previously in this tutorial, we created a class of the parent img style (see "Creating Style Classes" on page 51). But now we're going to create something called a "generic style class." This class will not be directly associated with any parent style, which means that any parent style can use it. In the **HTML Element** field, clear any text in it.

11. In the **Class Name** field, type `OnlineOnly`.



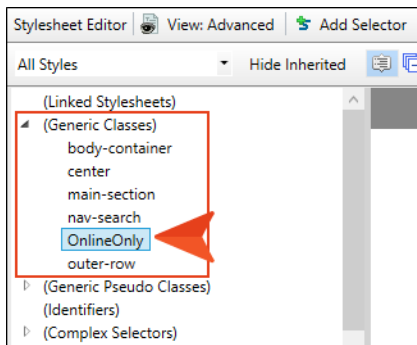
12. Click OK.

13. In the Stylesheet Editor, click in the drop-down in the upper-left corner and select **All Styles**.

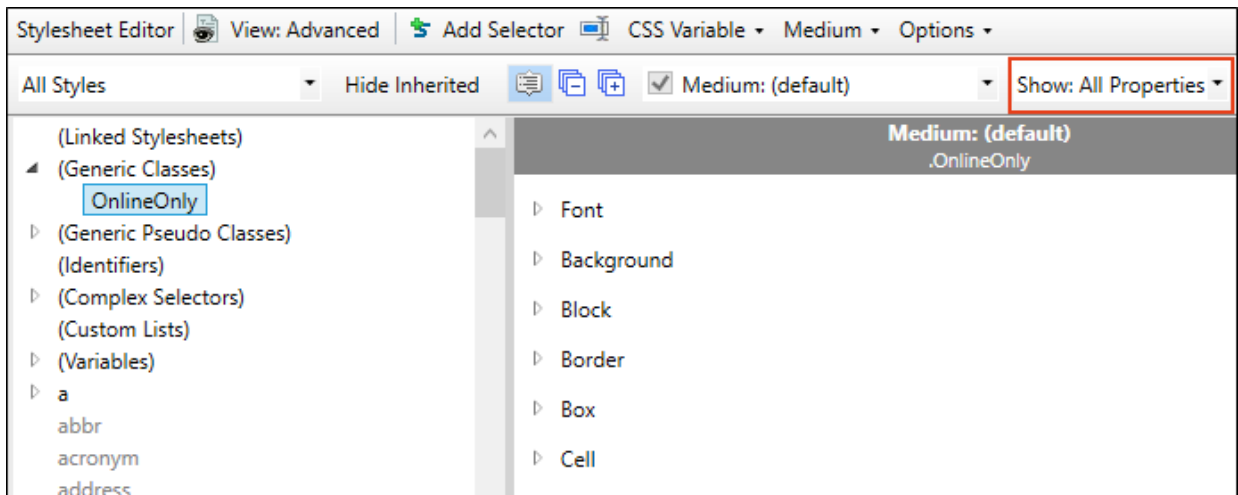


14. In the list of styles below, expand **(Generic Classes)**.

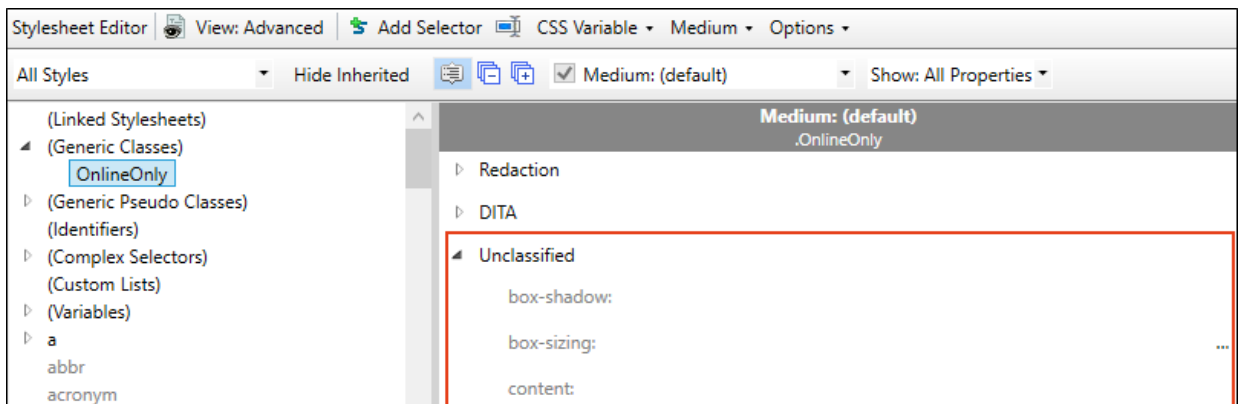
15. Select **OnlineOnly**, the class you just created.



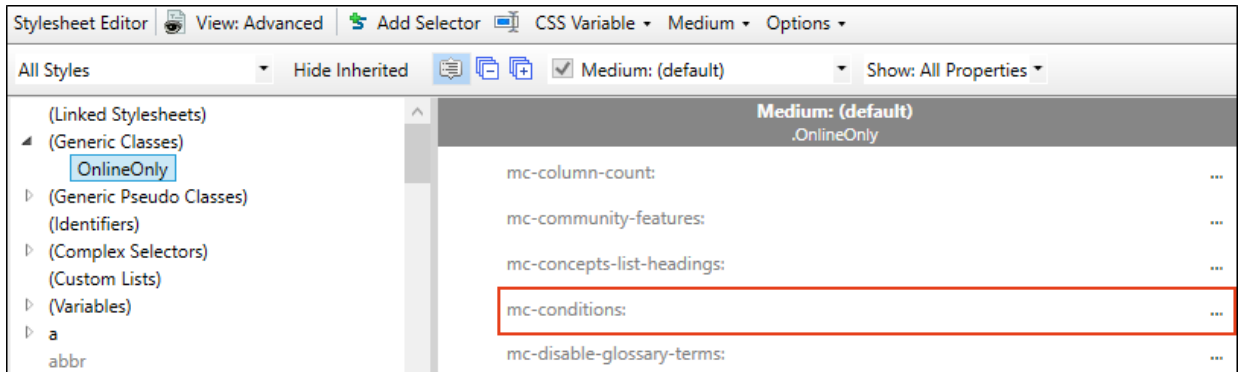
16. In the **Show** drop-down field in the upper-right corner, select **Show: All Properties**.



17. Scroll down and expand the **Unclassified** group below.




18. Scroll down until you find the **mc-conditions** property and click  to the right of it.



The Condition Tags dialog opens.

19. Since our new generic style class is intended for online content only, select the check box next to **ScreenOnly**.

20. Click **OK**.

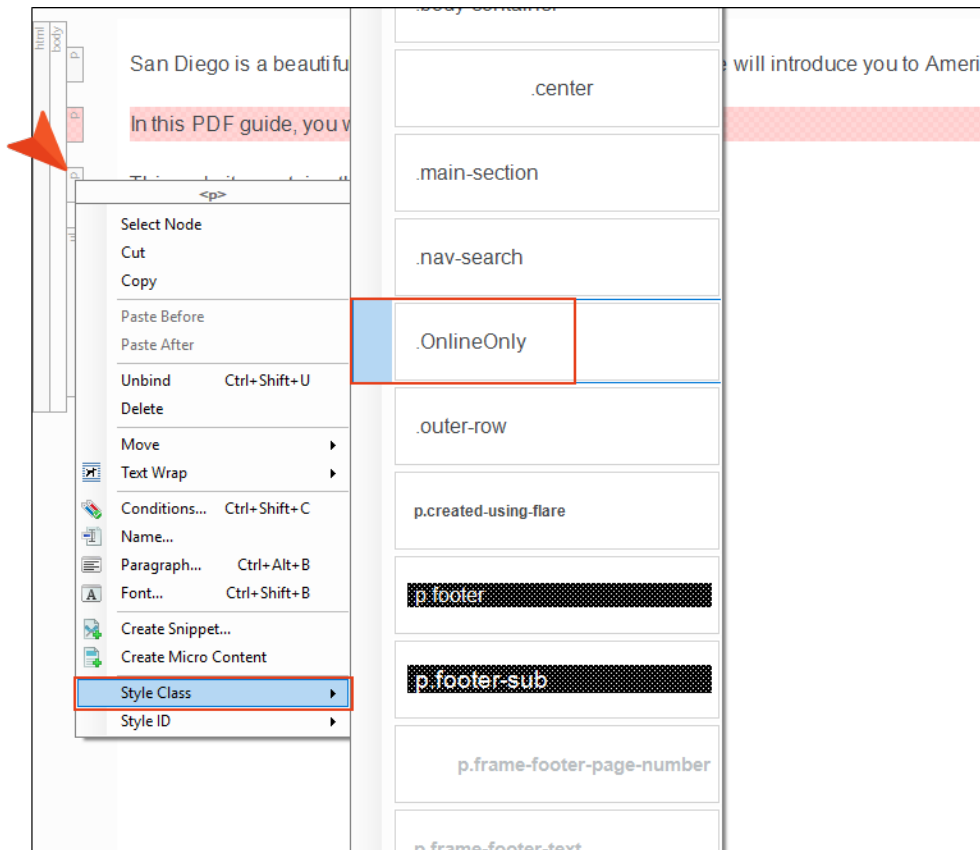
21. Click  to save your work.

22. Now we will apply that new generic style class to one of the paragraphs in our snippet. Go back to the **San-Diego-Intro.flsnp** snippet (remember, you can click its tab at the top of the editor area).

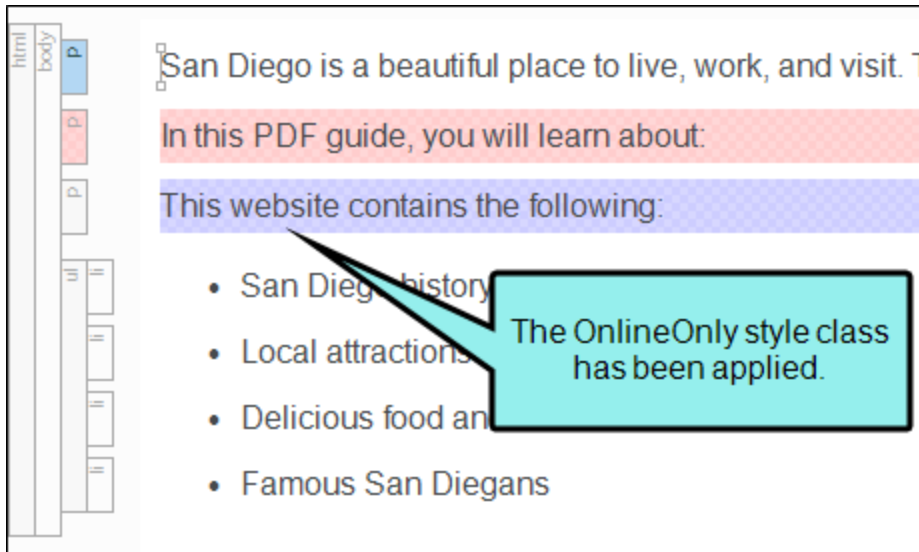
23. Right-click the **p** structure bar just to the left of the sentence that begins with "This website..."



24. In the context menu, select **Style Class** and then choose **.OnlineOnly**.



If you have condition indicators turned on, the entire paragraph is highlighted blue.



This second method might seem like a lot of steps, but remember, creating the style class and associating a condition with it is a one-time setup. Once that is done, you can apply the generic style class to any parent tag (e.g., p, ol, img) that you want to be shown only in online output. And that's a very quick task.

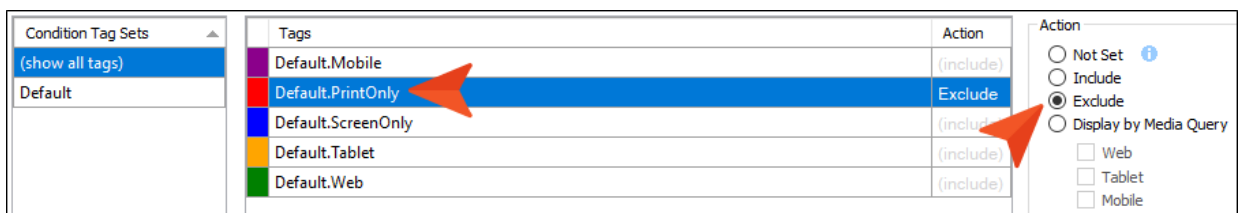
25. Click  to save your work.

# How to Associate Condition Tags With a Target

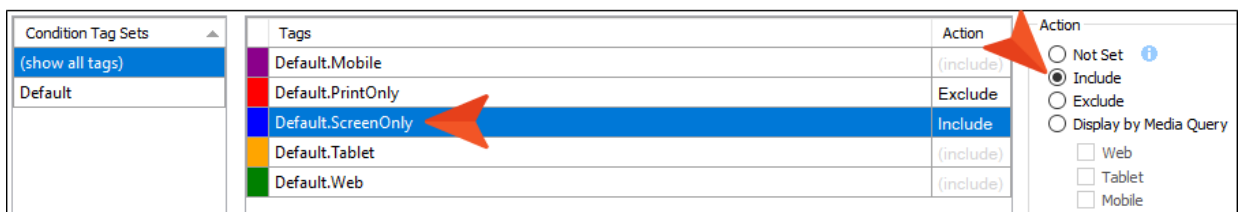
You have applied condition tags to content, but they won't do anything if you don't also associate them with the targets you are going to build. Associating the condition tags with a target tells Flare Desktop which conditions to include or exclude when building the output.


We have already associated conditions with the PDF target for you. But you still need to associate conditions with your new HTML5 target.


1. In the Project Organizer, expand the **Targets** folder.
2. Double-click the **All-About-San-Diego-HTML5** target. The Target Editor opens to the right.
3. Select the **Conditional Text** tab. This tab lets you select which conditions will be included and which will be excluded from the output.
4. Select the **Default.PrintOnly** row so that it is highlighted.
5. In the **Action** section on the right, click **Exclude**. We *do not* want to see content marked with the print condition in the HTML5 target.



6. Select the **Default.ScreenOnly** row so that it is highlighted.
7. In the **Action** section on the right, click **Include**. We *do* want to see content marked with the screen condition in the HTML5 target.



 **NOTE** You might be wondering about the other tags (Mobile, Tablet, and Web) and the “Display by Media Query” section under the Include and Exclude options. Those can be used if you want to limit the content with the condition to certain devices (i.e., you can specify that something should be shown only when viewed on a large screen, a tablet screen, or a mobile phone screen). We’re not going to cover those options in this tutorial, but you can learn all about them from the Help system.

8. Click  to save your work.

# I Changing Logos

When you created the project using the Start New Project Wizard, recall the page with branding elements. In addition to changing the primary and secondary branding colors, you can specify more colors, logo, font, and a hero image. The branding you set customizes your project's look.

## How to Change the Logo

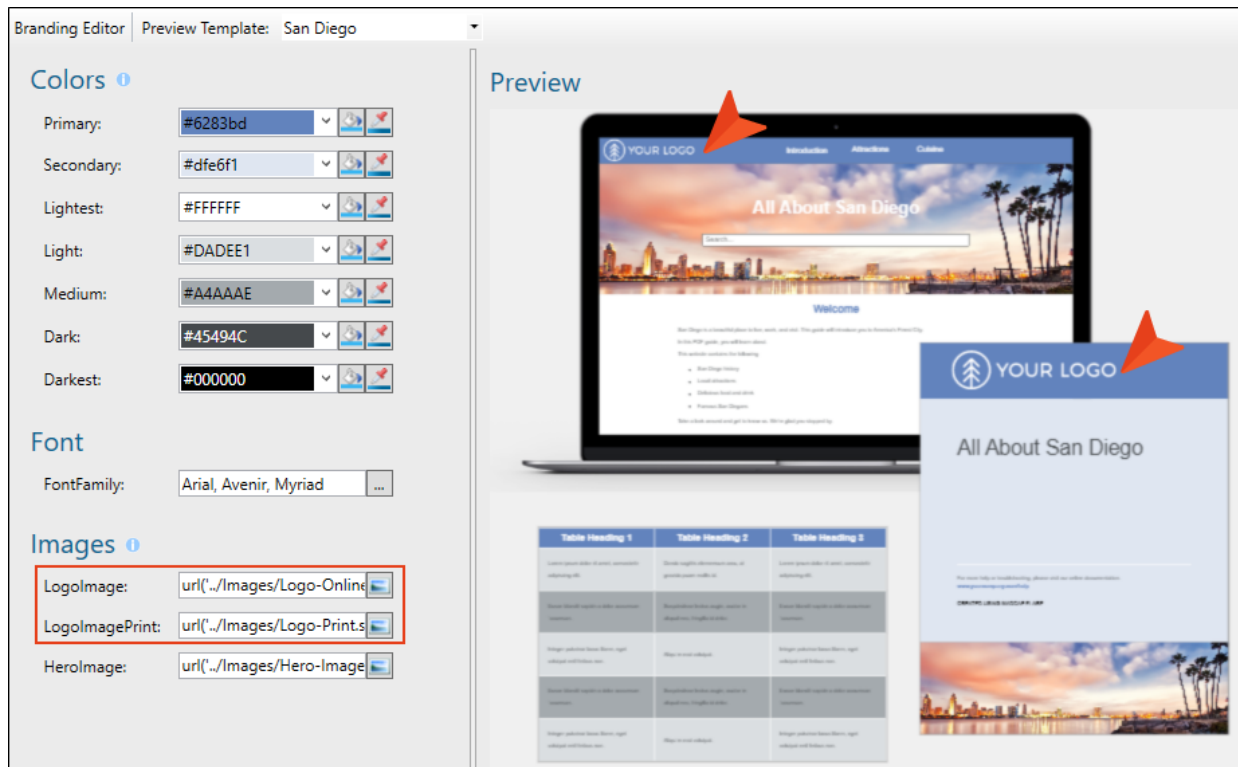
One of the first things you will probably do is add your company or product logo. Note that setting the logo and other branding can easily be done when creating a new project with the Start New Project Wizard, but in this case, we skipped updating the logo. Let's update the logo now.



1. In the Content Explorer, expand **Resources > Branding**.
2. Double-click **Branding.css**. The Branding Editor opens.


The Branding Editor is essentially the same thing as the Start New Project Wizard's branding page. You can open the Branding Editor anytime as a standalone editor after a project is created.

During project creation a branding stylesheet (e.g., `Branding.css`) is added that identifies values for branding elements. The values are associated with those CSS variables in the project.

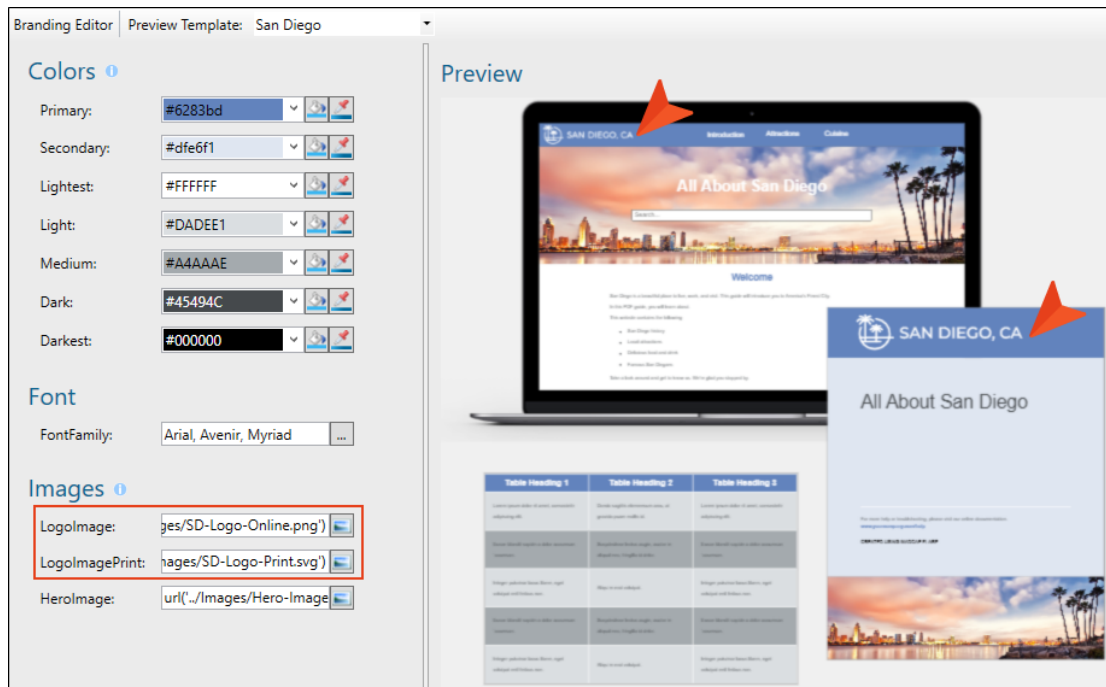
3. In the **Images** section, let's update the generic "Your Logo" image to one that says "San Diego, CA" for both online and print output.




4. From the **LogoImage** field, click  to select an image. The Insert Image dialog opens.
5. In the Select File section, expand **Resources > Images** (if it is not already), and select **SD-Logo-Online.png**. Click **OK**.
6. From the **LogoImagePrint** field, click  to select an image.
7. In the Insert Image dialog, select **SD-Logo-Print.svg**, and click **OK**.

 **NOTE** Templates that include a PDF allow you to select a vector image (e.g., EPS, SVG), which is made up of geometric elements and provides more clarity for printed output.

Notice in the Branding Editor that the logo fields update and the Preview area dynamically changes to show the selected images.



8. Click  to save your work.

 **NOTE** If you start your project with the wizard, the CSS variables are automatically linked to various places throughout the project where they point to the branding stylesheet. Because of this, the home template page which controls the look of the Home page for online output is automatically updated with the new logo. You can view this in the Content Explorer. Expand **Resources > TemplatePages**, and double-click **Home-Page.flmosp**.

And the page layout template that is used for the PDF output is updated as well. You can view this in the Content Explorer. Expand **Resources > PageLayouts**, and double-click **Frontmatter.flpgl**.

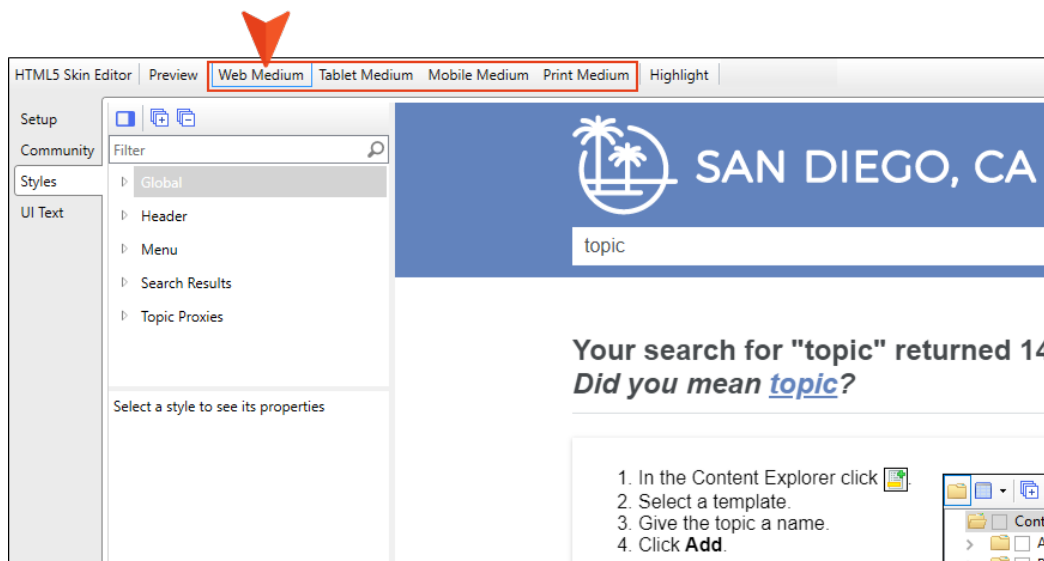
# Online Output and Skins

With online output, skins are another way to provide structure and style to a page with a pre-designed look and feel for the container displaying the final result. They let you select a logo and colors that are defined from the branding page, as well as set fonts and more for the area that surrounds the main topic content.

We could have discussed skins earlier in "Styles" on page 50, but skins need to be linked to an online target and we hadn't created our HTML5 target yet. So we'll take a look at skins now.

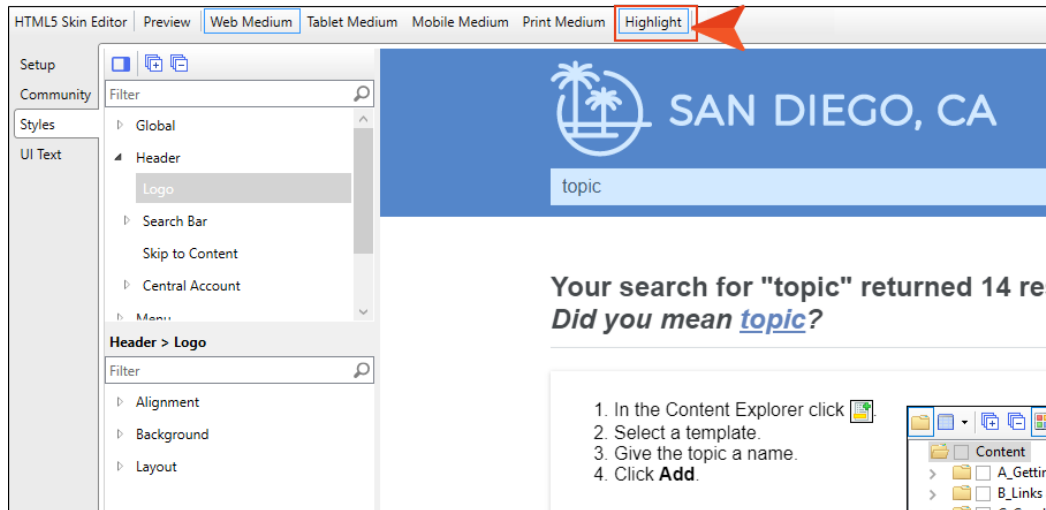
1. In the Project Organizer, expand the **Skins** folder.
2. Double-click the **Top-Navigation** skin. The HTML5 Skin Editor opens to the right.
3. Select the **Styles** tab. The skin style groups and properties are on the left side and a dynamic preview area is shown on the right side. By dynamic, we mean that you can actually click in the preview area and navigate to different parts of the skin. Notice the branding elements are evident in skins.

Also notice the mediums at the top of the editor (Web, Tablet, Mobile, and Print). These let you provide different style settings for the skin, depending on the size of the device. In this tutorial, we're only going to concern ourselves with the Web medium.



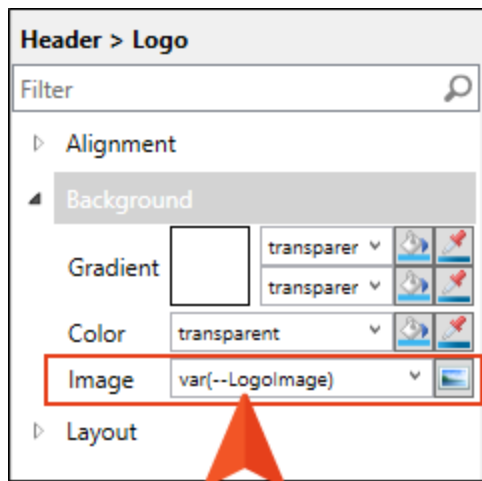
- Let's look at the Logo style group in the skin. It is pretty easy to spot on the left side of the editor. But sometimes it can be a bit more difficult to find the style you need to change. So here's a little trick. In the local toolbar of the editor, click **Highlight**.

This button synchronizes the styles on the left with whatever you click in the preview area. Let's try it. In the preview, click the logo.



The Logo style group on the left is selected and its properties are expanded.

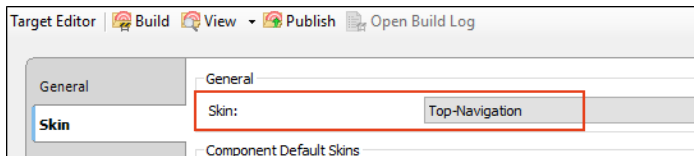
- Under the **Logo** properties, expand the **Background** section. You can see the Image field is referencing the CSS variable from the branding stylesheet.



# How to Assign a Skin to a Target

Now that we've created the skin, we can assign it to the HTML5 target we created.

1. From the tab at the top of the editor area, or from the Project Organizer, open the **All-About-San-Diego-HTML5** target. The Target Editor opens to the right.
2. Select the **Skin** tab.
3. In the **Skin** field, select **Top-Navigation**.



4. Click  to save your work.

# Using a Table of Contents

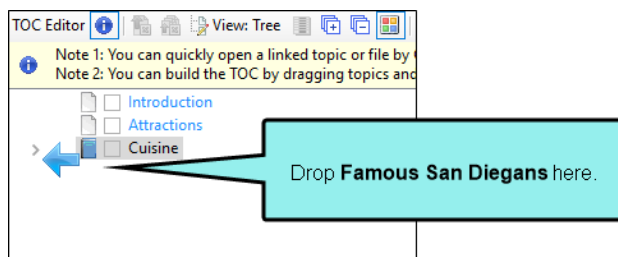
Let's create a table of contents (TOC) to organize the topics that will go into our targets.

But as you do this, keep something very important in mind. A TOC file in online output acts as your online navigation. But for print-based outputs, a TOC file acts more like an outline; it's simply used to tell Flare Desktop which topics should be included in the print output and in what order. The actual generated TOC in print-based outputs is done a bit differently. It uses something called a "TOC Proxy." See the Help system for more information.

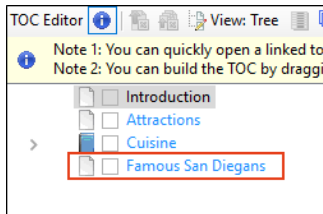
In the San Diego template, there are two TOC files already created for you—one for printed output and one for online output. Since we added a topic to this project earlier (Famous-San-Diegans.htm; see "Creating Topics" on page 19), we need to add that topic to these TOCs before we can build our outputs.

## How to Add a Topic to the Online TOC


1. In the Project Organizer, expand the TOCs folder.
2. Double-click **Online-TOC**. The TOC Editor opens to the right.
3. Open the Content Explorer.
4. In the Content Explorer, select **Famous-San-Diegans.htm** and drag it to the TOC Editor on the right. You will see a blue arrow when you can drop it. Drop the topic under **Cuisine**.

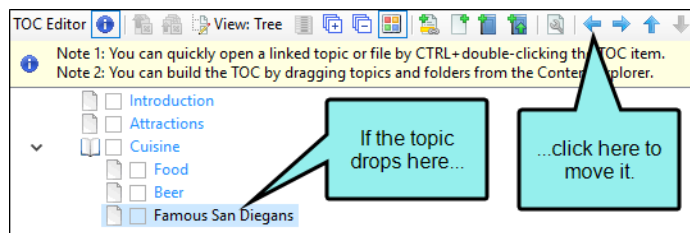


If you click elsewhere in the TOC, you'll see that your new TOC entry is blue, like the others. This doesn't mean that the text will show up as blue in the output. Instead, what it means is that the TOC entry contains a system variable. This variable is called "LinkedTitle." It means that the TOC entry text is tied to the title for that topic. If the title for the topic changes, the TOC entry will automatically change too so that you don't have to remember to do it manually. See the Help system for more information.



**NOTE** You don't need to use system variables for your TOC entries. Instead, you can override a system variable by simply typing whatever text you want in place of the blue variable text. If you do that, the text will display as black in the TOC Editor.

**NOTE** This topic should appear under Cuisine, but not on the same level as Food and Beer. If Famous San Diegans drops on the same level as Food and Beer, use the blue arrow  in the local toolbar of the TOC Editor to move it to the same level as Cuisine.

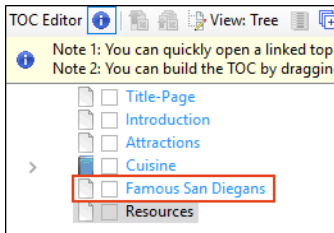



5. Click  to save your work.

# How to Add a Topic to the Print TOC



Adding a topic to the Print TOC follows basically the same steps. However, there are a few additional steps because you must set printed output settings for the new topic.

1. In the Project Organizer, expand the **TOCs** folder.
2. Double-click **Print-TOC**. The TOC Editor opens to the right.
3. In the Content Explorer, select **Famous-San-Diegans.htm** and drag it to the Print TOC. You will see a blue arrow when you can drop it. Drop the topic under **Cuisine** and before **Resources**.



 **NOTE** Remember that the Print TOC will function as an outline, rather than a true TOC. So even though the TOC entries are blue (linked to a system variable), this doesn't really matter. This TOC only determines which topics will be included in the output, but the labels on the TOC entries will not be used in the output; they are simply for your information.

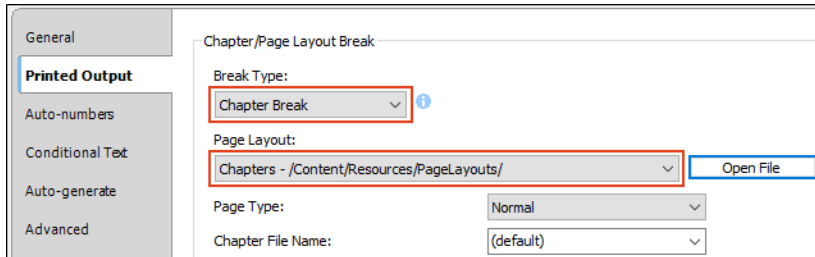
4. In the TOC Editor, double-click **Famous San Diegans**. The Properties dialog opens.

 **NOTE** If double-clicking a TOC entry opens the topic instead of the Properties dialog, click  in the local toolbar of the TOC Editor to toggle the double-click behavior.


5. Select the **Printed Output** tab.

Famous San Diegans should be a new chapter in our PDF guide, so we will set it up to use these settings.

6. In the **Break Type** field, select **Chapter Break**.
7. In the **Page Layout** field, select **Chapters**. This is a page layout that is included with the San Diego template.



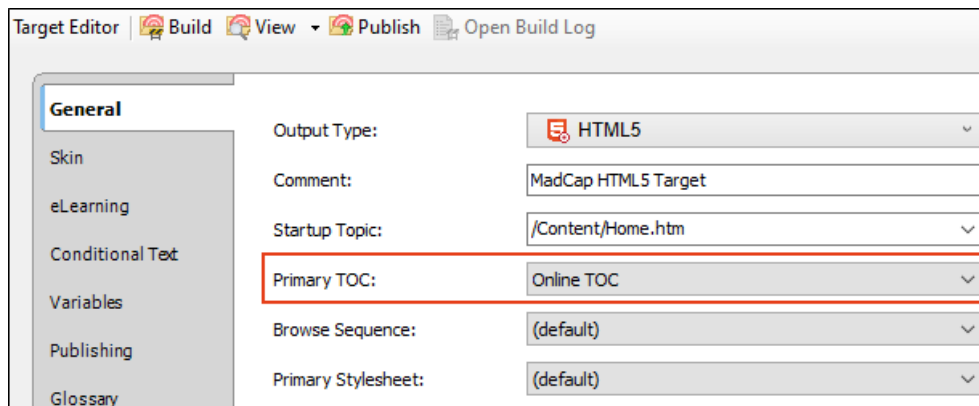
8. Click **OK**. When you build the PDF output, you will notice these settings.
9. Click  to save your work.

 **NOTE** There's more to preparing a project for print-based output than what we're showing you here. How much is involved depends on how intricate you want to get with your output. See the Help system for more information.

# How to Assign a TOC to a Target

The Print TOC file is already associated with our PDF target. But we still need to assign the Online TOC file to our new HTML5 target.

1. In the Project Organizer, expand the **Targets** folder.
2. Double-click the **All-About-San-Diego-HTML5** target. The Target Editor opens to the right.
3. Select the **General** tab.
4. In the **Primary TOC** field, select **Online TOC**.



5. Click  to save your work.

## CHAPTER 6

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# Building Output

After your targets are prepared, you are ready to build your final output. In this tutorial, you will build HTML5 and PDF output.


**This chapter discusses the following:**


Building and Viewing HTML5 Output .....	87
Building and Viewing PDF Output .....	90

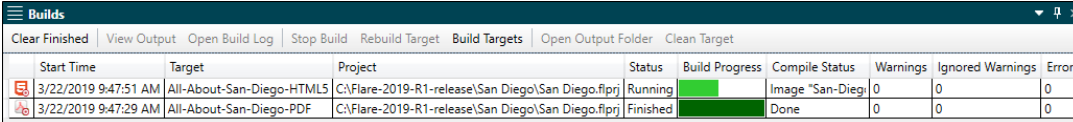
# Building and Viewing HTML5 Output

When you have finished adding all of your content to the project and made sure all of the styles and target settings are set, you are ready to build your final output.

## How to Build HTML5 Output


1. In the Project Organizer, expand the **Targets** folder.
2. Double-click the **All-About-San-Diego-HTML5** target.
3. In the local toolbar of the Target Editor, click  **Build**. The Builds window pane opens at the bottom of the Flare Desktop interface, and the target begins to build.

 **NOTE** The Builds window pane opens automatically when you generate a target. You can monitor the progress of the target's build status in this pane. As the target is building, you will see a light green progress bar in the Build Progress column. When the build completes successfully, the progress bar turns dark green. If an error prevents the build from finishing, the bar turns red and the build stops.




Start Time	Target	Project	Status	Build Progress	Compile Status	Warnings	Ignored Warnings	Errors
3/22/2019 9:47:51 AM	All-About-San-Diego-HTML5	C:\Flare-2019-R1-release\San Diego\San Diego.flprj	Running	<div style="width: 50%; background-color: #90EE90;"></div>	Image "San-Dieg	0	0	0
3/22/2019 9:47:29 AM	All-About-San-Diego-PDF	C:\Flare-2019-R1-release\San Diego\San Diego.flprj	Finished	<div style="width: 100%; background-color: #008000;"></div>	Done	0	0	0

For more in-depth information about the information in the Builds window pane, please see the Help system.

 **NOTE** There are several other ways to build a target, including from the Builds window pane and from the Project ribbon.

# How to View HTML5 Output

After you have built your output, you can view it. In the Builds window pane, you can double-click the row. Alternatively, in local toolbar of the Target Editor, you can click . The HTML5 output opens in your default web browser.



✔ **TIP** You can set Flare Desktop to open output automatically when the build is finished. To do this, select **File > Options**. In the Options dialog, select the **Build** tab, then select the check box next to **View output after successful build**.

📄 **NOTE** If you build output while using a trial version of Flare Desktop, you will see jumbled characters in your output. After you become a licensed user, you will be able to build output normally.

# Review the San Diego Project in HTML5 Output


We have made many changes to the San Diego project. Following is a list of things you might want to look at in the HTML5 output. When you build your PDF output (see "Building and Viewing PDF Output" on the next page), compare the two and see how these items differ.

- **Home Page** Look at the startup topic. Notice how it has a different look and feel from the rest of the topics. That's because it is using a different template page and styles. Also notice the new logo at the top and bottom of the page.
- **Snippets and Condition Tags** Open the **Introduction** topic, and notice the content at the top that is contained in a snippet. It looks just like the rest of the content in the topic. Also notice that the condition was applied correctly in the snippet so that the paragraph mentioning a website displays, but not the paragraph talking about PDF output. You can open the **Home** page (by clicking the logo) to see the same snippet.
- **Cross-References** Test the cross-reference links in the **Cuisine** topic.
- **Drop-Down Text and Images** In the **Attractions** topic, test the drop-down text. Also click the thumbnail images.
- **Table of Contents** Notice the way the navigation works in HTML5 output and how it differs from the table of contents in PDF output. In HTML5 Top Navigation output such as this, the TOC is converted to menus (hover over the **Cuisine** item at the top to see what we mean). Also, if you open any of the topics (other than the Home page), you will see a context-sensitive menu on the right side; that's because the template page associated with those topics was set up to display this.


# I Building and Viewing PDF Output

Now let's build the PDF output.

## How to Build PDF Output

1. In the Project Organizer, expand the **Targets** folder.
2. Double-click the **All-About-San-Diego-PDF** target.
3. In the local toolbar of the Target Editor, click  **Build**. The Builds window pane opens at the bottom of the Flare Desktop interface, and the target begins to build.

# How to View PDF Output

After you have built your output, you can view it. In the Builds window pane, you can double-click the row. Alternatively, in local toolbar of the Target Editor, you can click  **View**. PDF output opens in your default PDF viewer.



# Review the San Diego Project in PDF Output

Following is a list of things you might want to look at in the PDF output. When you build your HTML5 output (see "Building and Viewing HTML5 Output" on page 87), compare the two and see how these items differ.

- **Snippets and Condition Tags** Open the **Introduction** chapter, and notice the content at the top that is contained in a snippet. It looks just like the rest of the content in the topic. Also notice that the condition was applied correctly in the snippet so that the paragraph mentioning the PDF guide displays, but not the paragraph talking about a website.
- **Cross-References** Look at the context-sensitive cross-references in the **Cuisine** chapter. Notice the page number and reference to "the next page" instead of just providing the names of the headings.
- **Drop-Down Text and Images** In the **Attractions** chapter, notice that the drop-down effects display as regular text. You'll also see some light gray horizontal lines. These are associated with the drop-down style in the stylesheet. So they might be more appropriate for online output but not such much for print output. If you want to get rid of them in the PDF output, you can use the Print medium in your stylesheet to remove the bottom border from the MadCap|dropDown style .

Also, notice that the images on these pages are full size, not thumbnails.

And finally, if you notice a heading at the bottom of a page that you want to push to the next page, you can do this easily with page breaks

## APPENDIX

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# 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*

# 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*

*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*