MadCap Software

Snippets Guide

Flare 10

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CHAPTER 1

Introduction

Snippets are pre-set chunks of content that you can use in your project over and over. They are sort of like miniature topics and can be inserted within topics, or even within other topics. In snippets you can insert text, tables, images, and whatever else can be included in a normal topic.

The major benefit of using snippets is that you only have to create your content once, rather than having to type the same information in each topic where you want to use it. If you need to modify the content of a snippet, you only need to change it in one place and the change is made automatically everywhere that the snippet is added.

Snippets are contained in their own files (using an .flsnp file extension). You can therefore share them with other authors or use them in other projects. If you insert a snippet that is stored outside of your project, the file is copied to your project. The traditional location to store a snippet in the Content Explorer is in the Resources\Snippets folder. However, you can store it anywhere in the Content Explorer that you like.

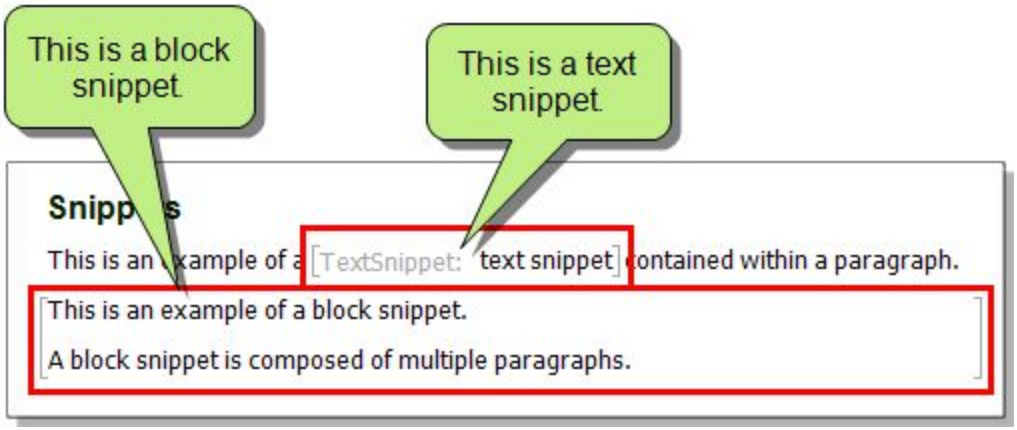
This chapter discusses the following:

Text and Block Snippets 6
Condition Tags and Snippet Conditions 7
Snippets and Auto Suggestions 8
Tasks Associated with Snippets 9

Text and Block Snippets

You can create a text snippet or a block snippet. This is determined by the way you insert the snippet. If you insert a snippet on a blank line in a topic, it is inserted as a block snippet and takes up all of the room so that no other content can be added. If you insert a snippet on a line where other content exists, it is inserted as a text snippet. Therefore, if you want to insert a snippet on a blank line and also type other text before or after it, you need to type the text first and then insert the snippet afterwards. Also, if you have a snippet containing multiple paragraphs and insert it within a line of text, the snippet becomes just one continuous line of text because it is a text snippet.

When you create a text or block snippet, it displays surrounded by brackets (if you have markers turned on).



Condition Tags and Snippet Conditions

You can apply a condition tag to a snippet so that it is included in some targets but not in other targets.

You can also create snippet conditions. Snippet conditions are condition tags that you can apply to content within snippets. With snippet conditions, you can separate certain snippet content so that it displays in some topics or master pages but not in others. This allows you to use one snippet for many purposes, rather than having to create multiple snippets. Whereas regular conditions are included or excluded at the target level, snippet conditions are included or excluded at the topic or master page level. See "Using Snippet Conditions" on page 33.

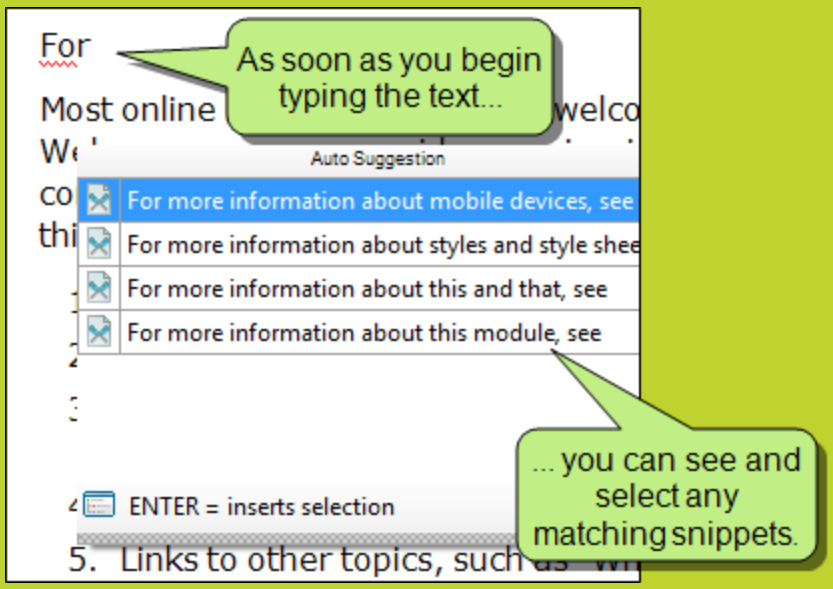
Snippets and Auto Suggestions

Flare recognizes when you are typing content that matches existing snippets in your project. This makes it a very fast and convenient way to single-source your content.

E X A M P L E

Let's say you work on a team of 15 writers and there are a series of snippets in all of your projects that begin with the same three words—For more information…

Perhaps each person knows to start typing those words in certain places. But what if a snippet already exists with the full content that the writer needs? Without knowing that, a person might spend time typing all of the content, and maybe even create a new snippet for future use. But if Auto Suggestion is enabled, as soon as a person types a certain number of characters, all matching snippets are shown in the Auto Suggestion popup. Therefore, the writer can quickly find and select the appropriate snippet.



Tasks Associated with Snippets

Following are the main tasks involved with using snippets.

- **Create Snippets From Content** If you have already added content in your topic and want to turn that content into a snippet, you can create a snippet out of that existing content using the Home ribbon or Format menu. See "Creating New Snippets" on page 11.
- **Add Snippets** You can add a new snippet (without necessarily having any topic open). See "Adding New Snippets" on page 13.

  Note: You can also import an existing snippet from outside your project.

- **Insert Snippets** After you create or add snippets, you can insert them into any topic in your project. See "Inserting Snippets" on page 17.

  Note: You can also create nested snippets (i.e., a snippet within a snippet). To do this, simply open a snippet and then insert another snippet into it.

- **Edit Snippets** You cannot modify the snippet at its location in the topic. When you insert a snippet into the topic, the content is displayed, but it is held in a separate snippet file. In the topic the snippet marker is represented by brackets. To modify a snippet you need to open it by right-clicking on it and selecting **Open Link**, or you can open it from the Content Explorer. Then you can make changes to it in the XML Editor. See "Editing Snippets" on page 21.

Warning: It is recommended that you avoid creating links to snippets. This is primarily due to the nature of snippets, which are designed to be inserted into multiple files. Let's say you have a heading style in a snippet and that snippet is then inserted into 12 different topics. In another topic, you might decide to create a cross-reference that points to the heading in that snippet. But which of those 12 topics is it supposed to point to in the output? There is no way for Flare to know this, so you could end up with some very undesirable results. For this reason, it's a good idea not to link to any content in a snippet.

Note: Although it is possible to open any Flare files in a third-party editor, it recommended that you avoid editing these files in certain programs while Flare is running. For example, opening a stylesheet in Notepad is not an issue. But you might experience problems if you open a topic or snippet in Microsoft Word and edit it while Flare is running.

CHAPTER 2

Creating New Snippets

The following steps show you how to create new snippets from existing content.

HOW TO CREATE A NEW SNIPPET FROM EXISTING CONTENT

1. Open the topic.
2. In the XML Editor highlight the content that you want to turn into a snippet.
3. Do one of the following, depending on the part of the user interface you are using:
   - **Ribbon** Select the **Home** ribbon. In the **Snippet** section select **Create Snippet**.

     You can use the Options dialog to switch between ribbons and the classic tool strip layout. For more information see the online Help.

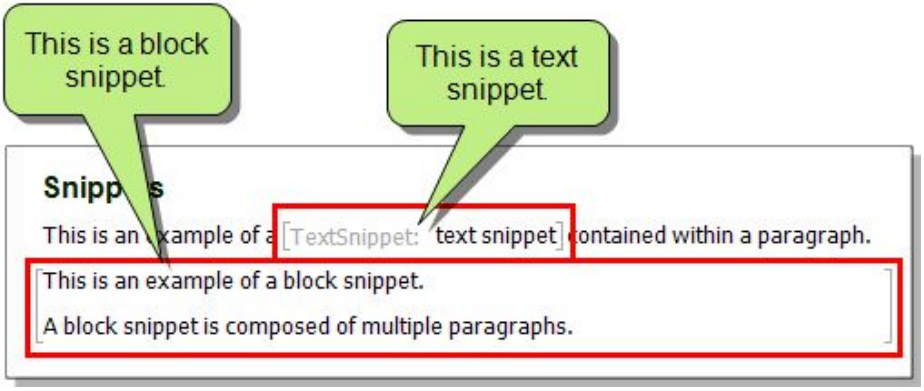
     Keep in mind that the smaller the application window becomes, the more the options in a ribbon shrink. Therefore, you might only see a small icon instead of text, or you might see only a section name displayed with a down arrow to access the options in it. You can hover over small icons to see tooltips that describe them. You can also enlarge the application window or click one of the section drop-downs in the ribbon to locate a hidden feature.
   - **Menu** Select **Format>Create Snippet**.
4. In the **Snippet File** field, type a new name for the snippet.

   It is recommended that you leave the project folder selection as "Resources/Snippets" (or select a subfolder that you have created in the Snippets folder). After the snippet is created, you can see the snippet file in the Content Explorer.

5. If you want the snippet to replace the highlighted text in the topic, make sure that a check mark is displayed in **Replace Source Content with the New Snippet**.

   Why would you leave this box unchecked? Let's say you want to create two snippets and they are going to be very similar. You might create the first snippet, make a few changes to the text within the dialog, and leave this box unchecked. That snippet is created but not inserted into the topic. Then you can create the second snippet with this box checked. Flare will both create the snippet and insert it into the topic, replacing the highlighted text.

6. Click **Create**. The snippet is added to the Content Explorer and opens in the topic page in the XML Editor. The snippet is surrounded by brackets (if markers are turned on).



7. Click to save your work.

Note: You can also import an existing snippet from outside your project. See "Importing Snippets" on page 30.

CHAPTER 3

Adding New Snippets

The following steps show you how to add new snippets.

HOW TO ADD A NEW SNIPPET

1. Do one of the following, depending on the part of the user interface you are using:
   - **(Recommended) Right-Click** In the Content Explorer, right-click on a folder and from the context menu select **New>Snippet**.

     > **Tip:** When adding a new file to the Content Explorer, the recommended method is to right-click on the folder in the Content Explorer and use the New menu option. This is the most efficient way to direct the new file to the folder where you want to store it. That's because the Add File dialog opens when you add a new content file, and this method ensures that the folder you want is already selected in that dialog.

   - **Ribbon** Select the **Project** ribbon. In the **Content** section select **New>Snippet**.
   - **Menu** Select **Project>Add Snippet**.

   The Add File dialog opens.
2. In the **File Type** field at the top, make sure **Snippet** is selected.

3. In the **Source** area select one of the following:

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

     Note: In some dialogs and wizards you can click the **Manage Templates** button if you want to open the Template Manager. This lets you manage any of your template files (e.g., add new templates, enter descriptions for templates). For more information see the online Help.

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

4. (Optional) The Folder field is automatically populated with the folder that has focus in the Content Explorer. If you want to place the file into a folder that you previously created in the Content Explorer, in the **Folder** field click ... and select the subfolder. Otherwise, keep the default location.

   Note: If you want to place non-topic files in a traditional default folder, you must first make sure that folder exists in the Content Explorer. If it does not exist, you can easily add it.

Non-Topic File Type	Traditional Default Folder in Content Explorer
Image	Resources\Images
Master Page	Resources\MasterPages
Multimedia	Resources\Multimedia
Page Layout	Resources\PageLayouts
Snippet	Resources\Snippets
Stylesheet	Resources\Stylesheets

Non-Topic File Type	Traditional Default Folder in Content Explorer
Table Stylesheet	Resources\TableStyles

5. In the **File Name** field, type a new name for the snippet.
6. Click **Add**. The snippet is added to the Content Explorer and opens in its own page in the XML Editor with some default text for you.
7. Now simply click inside the snippet page in the XML Editor and start typing text (replacing the default text shown) or adding any other elements (e.g., styles, tables, images, hyperlinks, multimedia) appropriate for the snippet.
8. Click to save your work.

Note: You can also import an existing snippet from outside your project. See "Importing Snippets" on page 30.

CHAPTER 4

Inserting Snippets

After you create or add snippets, you can insert them into a content file (e.g., topic, snippet) . You can do this by using user interface options, which let you search for a snippet, or you can simply drag an existing snippet from the Content Explorer.

HOW TO INSERT A SNIPPET

1. Open the content file (e.g., topic, snippet).
2. Place your cursor where you want to insert the snippet.
3. Do one of the following, depending on the part of the user interface you are using:
   - **Ribbon** Select the **Insert** ribbon. In the **Single Source** section select **Snippet**.

     You can use the Options dialog to switch between ribbons and the classic tool strip layout. For more information see the online Help.

     Keep in mind that the smaller the application window becomes, the more the options in a ribbon shrink. Therefore, you might only see a small icon instead of text, or you might see only a section name displayed with a down arrow to access the options in it. You can hover over small icons to see tooltips that describe them. You can also enlarge the application window or click one of the section drop-downs in the ribbon to locate a hidden feature.
   - **Menu** Select **Insert>Snippet**.
   - **Local Toolbar** In the local toolbar at the top of the XML Editor click .
   - **Keyboard Shortcut** Press **CTRL+R**.

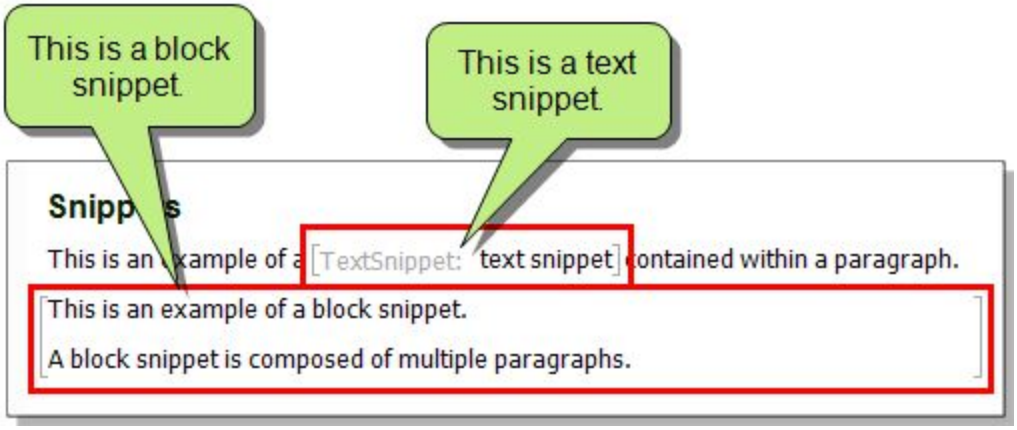
4. In the Insert Snippet Link dialog, select a snippet file to insert. You can either select a snippet already in the project (from the list) or you can click ... to find and select a snippet file outside of the project.

> **Note:** If you want to select a snippet from the list, you can click on the column headings (File, Path) to sort the list by that category.

> **Note:** If you want to select a snippet that you recently inserted somewhere in your project, click the down arrow in the field next to ... and select the snippet from the list.

> **Note:** If you select a snippet file outside the project, that file is then copied and placed inside the project. The image file is stored in the Resources\Snippets folder of the Content Explorer.

5. Click **OK**. The snippet is inserted and is surrounded by brackets (if markers are turned on).



6. Click to save your work.

HOW TO INSERT A SNIPPET BY DRAGGING IT FROM THE CONTENT EXPLORER

1. Make sure the Content Explorer is open.
2. Open the **Resources** folder and then the **Snippets** subfolder, where you have stored the snippet you want to insert (unless you have stored your snippets in a custom folder).
3. Drag the snippet from the Content Explorer to the location where you want it in the topic and drop it.
4. Click to save your work.

CHAPTER 5

Editing Snippets

After you create or add a new snippet to your project, you can insert it into any of your topics. Later, if you decide that the snippet needs to be altered, you can do so easily using the steps below. When you edit a snippet, the changes are automatically reflected in any topics where you have inserted the snippet previously.

HOW TO EDIT A SNIPPET

1. Use one of the following methods to open the snippet that you want to modify.
   - Right-click on the snippet in a topic where it is inserted and select **Open Link**.

     OR
   - Locate the snippet in the Resources\Snippets folder in the Content Explorer and double-click it.
2. In the XML Editor make the necessary changes to the snippet, just as you would edit any other document.
3. Click to save your work.

Note: If you want to change how snippets look when they're inserted in the XML Editor, you can change the MadCap|snippetBlock or MadCap|snippetText styles (for block and text snippets, respectively) in the Stylesheet Editor. This does not affect the output. For more information see the online Help.

CHAPTER 6

Opening Snippets

After you create or add snippets to your project, they are stored in the Content Explorer (Content\Resources\Snippets). You can open as many existing snippets as you want at one time and make modifications to them. Each snippet displays in its own page of the XML Editor and remains accessible as you work. As you open more snippets or other elements (e.g., topics, targets, tables of contents), each page displays in the appropriate editor (e.g., XML Editor, Target Editor, TOC Editor). By default, the most recently opened page is on the left side of the editor section in Flare, and the previously opened pages shift to the right. The active page displays on top of the other pages, and you can make any page the active one (or "the one on top") by simply clicking its tab.

There are a few ways to open snippets. Two of the most common are to (1) use the context menu where the snippet is inserted (probably the quickest method) and (2) open the snippet from the Content Explorer.

HOW TO OPEN A SNIPPET FROM THE CONTEXT MENU

1. Open a topic where the snippet is inserted.
2. Right-click on the snippet and select **Open Link**.The snippet opens in its own page of the XML Editor.

HOW TO OPEN A SNIPPET FROM THE CONTENT EXPLORER

1. Make sure the Content Explorer is open.
2. Expand the **Resources** folder, and double-click the **Snippets** subfolder to open it (unless you have stored these files in a custom folder).
3. Do one of the following:
   - Locate and double-click the snippet file (e.g., NameOfSnippet.flsnp) that you want to open.
   - Locate and click the snippet file (e.g., NameOfSnippet.flsnp) that you want to open. In the local toolbar, click .

   The snippet opens in its own page of the XML Editor.

CHAPTER 7

Additional Snippet Tasks

In addition to the many features already covered in this guide, there are many more snippet-related tasks that you can perform in Flare.

This chapter discusses the following:

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Creating Snippets from Index Markers 27
Creating Snippets from Scripts 28
Deleting Snippets 29
Importing Snippets 30
Inserting Page Numbers into Frames 31
Using Snippet Conditions 33

Converting Snippets to Text

After you create or add a new snippet to your project, you may decide that you want the snippet to be regular text instead. Rather than retyping the snippet, you can convert the snippet to text using the steps below.

HOW TO CONVERT A SNIPPET TO TEXT

1. Open the topic.
2. In the XML Editor, right-click the snippet that you want to convert to text.
3. From the context menu, select **Convert to text**. The snippet is converted to text.
4. Click to save your work.

Creating Snippets from Index Markers

If you want to reuse the same index marker in many topics, you can convert the index marker to a snippet. Then you can insert that snippet into as many topics as you want.

HOW TO CREATE A SNIPPET FROM AN INDEX MARKER

1. Open the content file (e.g., topic, snippet).
2. In the XML Editor, right-click the index marker that you want to use to create a snippet.
3. From the context menu, click **Select**.
4. Do one of the following, depending on the part of the user interface you are using:
   - **Ribbon** Select the **Home** ribbon. In the **Snippet** section select **Create Snippet**.
   - **Menu** Select **Format>Create Snippet**.

   The Create Snippet dialog opens.
5. In the **Snippet File** field, type a new name for the snippet.
6. It is recommended that you leave the project folder selection as "Resources\Snippets." After the snippet is created, you can see the snippet file in the Content Explorer.
7. Make sure that a check mark is displayed in **Replace Source Content with the New Snippet**.
8. Click **Create**. The snippet is inserted into the topic in surrounded by brackets.
9. Click to save your work.

Note: A marker can hold multiple index keywords.

Note: You can access the actual index marker by opening the snippet from the Content Explorer. The snippet opens in its own page in the XML Editor, showing the index marker and keywords, which you can modify if necessary.

Creating Snippets from Scripts

If you want to reuse the same script in many topics, you can convert the script to a snippet. Then you can insert that snippet into as many topics as you want.

HOW TO CREATE A SNIPPET FROM A SCRIPT

1. Open the content file (e.g., topic, snippet).
2. In the XML Editor, right-click the script that you want to create a snippet from.
3. From the context menu, click **Select**.
4. Do one of the following, depending on the part of the user interface you are using:
   - **Ribbon** Select the **Home** ribbon. In the **Snippet** section select **Create Snippet**.
   - **Menu** Select **Format>Create Snippet**.

   The Create Snippet dialog opens.
5. In the **Snippet File** field, type a new name for the snippet.
6. It is recommended that you leave the project folder selection as "Resources/Snippets" (or select a subfolder that you have created in the Snippets folder). After the snippet is created, you can see the snippet file in the Content Explorer.
7. Make sure that a check mark is displayed in **Replace Source Content with the New Snippet**.
8. Click **Create**.
9. Click to save your work.

Note: You can access the actual script by opening the snippet from the Content Explorer. The snippet opens in its own page in the XML Editor, showing the script icon, which you can modify if necessary.

Deleting Snippets

If necessary, you can delete a snippet that you have added to a topic.

HOW TO DELETE A SNIPPET

1. Open the topic containing the snippet.
2. In the XML Editor, right-click the snippet that you want to delete.
3. From the context menu, select **Delete**. The snippet is removed from the topic.
4. Click to save your work.

Importing Snippets

You can create new snippets (FLSNP files) within your project. But if you already have created snippets in another project and want to reuse them in your current project, you can import those snippets.

HOW TO IMPORT A SNIPPET

1. Do one of the following, depending on the part of the user interface you are using:
   - **Ribbon** Select the **Project** ribbon. In the **Content** section select **New>Snippet**.
   - **Menu** Select **Project>Add Snippet**.

   The Add File dialog opens.
2. Select **New from existing** and click ...
3. Find and select the snippet file that you want to import.
4. Click **Open**. The Source File field now contains the path to the file that you are importing. Also, the name of the file is displayed in the File Name field.
5. In the **Folder** field select a location to store the snippet in the project.
6. If you want to give the snippet a different name than that for the imported file, click in the **File name** field and replace the text.
7. Click **Add**. The snippet is added to the Resources\Snippets folder in the Content Explorer and opens in its own page in the XML Editor.

Inserting Page Numbers into Frames

This feature is supported in Adobe PDF, Microsoft XPS, and XHTML output.

One type of content that you are likely to add to a frame is a page number, which is actually a snippet that serves as a placeholder for a page number in the output.

HOW TO INSERT A PAGE NUMBER INTO A FRAME

1. Open a page in a page layout.
2. Click on the frame to which you want to add a page number.

   Note: You can insert a page number only into header, footer, and decoration frames. You cannot insert a page number into a body frame (which automatically displays content from your topics).

3. Do one of the following, depending on the part of the user interface you are using:
   - **Local Toolbar** In the local toolbar, click .
   - **Right-Click** Right-click the frame and select **Select Frame Text**.

   The Select Frame Text dialog opens.

4. In the **Template Folders** section, select a template.

   Note: You can click the **Manage Templates** button if you want to open the Template Manager. This lets you manage any of your template files (e.g., add new templates, enter descriptions for templates). For more information see the online Help.

5. In the **Templates** section, select one of the page number snippets.
   - **- page -.flsnp** Displays a page number surrounded by dashes (e.g., - 53 -).
   - **page (pagecount).flsnp** Displays the current page number, followed by the total number of pages in parentheses.
   - **Page n of N.flsnp** Displays the current page number and the total number of pages in the document (e.g., Page 13 of 70).

> **Tip:** If you want to change the look of the page number (e.g., remove the dashes or parentheses), you can do so easily. To edit the text or content around a page number, continue inserting the page snippet as it is. After it is added to the frame, click on the frame and press F2. In the Frame Contents window pane, you can modify it as necessary.

6. Click **OK**.
7. Click to save your work.

Using Snippet Conditions

Snippet conditions are condition tags that you can apply to content within snippets. With snippet conditions, you can separate certain snippet content so that it displays in some topics or master pages but not in others. This allows you to use one snippet for many purposes, rather than having to create multiple snippets. Whereas regular conditions are included or excluded at the target level, snippet conditions are included or excluded at the topic or master page level.

E X A M P L E

Let's say that you have a table with 15 rows and four columns. Suppose that the table needs to be included in 40 topics. Rather than copying and pasting the table 40 times, you create one snippet containing the table and insert it into those 40 topics. However, suppose that in 30 of those topics, you need to add three more rows to the table to explain something. In the remaining 10 topics, the three additional rows are not necessary. Otherwise, the table content is the same in all 40 topics. What do you do? You have a few options.

The first option is to add a note to the table explaining that the three additional rows are intended only for some of the topics but not others. However, this might be confusing to your readers.

The second option is to create two separate snippets—one for the 30 topics and another for the 10 topics. However, this means that you need to maintain identical information in two different places. And that is no way to single-source your content.

The third option is to create snippet conditions. Here is how you might do it in this example.

1. Create a condition tag called "Additional Rows."
2. Open the snippet and add the necessary three rows to the table.
3. Using the table row structure bars, apply the new condition tag to the additional three rows.
4. Use the File List window pane (**View>File List**) to select the 30 topics requiring the additional rows, and open the Properties dialog.
5. Select the **Snippet Conditions** tab.
6. Next to the new condition tag, click the **Include** check box.
7. Use the File List window pane to select the 10 topics not requiring the additional rows, and open the Properties dialog.
8. Select the **Snippet Conditions** tab.

9. Next to the new condition tag, click the **Exclude** check box.
10. After you save all of your changes and generate the target, you will notice that the three additional rows are displayed only in the 30 topics where they were included.

HOW TO USE SNIPPET CONDITIONS

1. Create all of the condition tags that you plan to use for separating your snippet content.

   Note: The more variations that you will have in your snippet content, the more condition tags you will need to create. An average number is four to eight condition tags, but you may find that you require fewer or more tags than this for snippet content. It is always preferable to create more condition tags than you may need, rather than to realize later that you have too few. You can even create a separate condition tag set to be used specifically for holding your snippet condition tags (while keeping your regular condition tags in other tag sets).

   Tip: It is also a good idea to include the word "Snippet" somewhere in the name of a new snippet condition tag. This way, you can easily identify it, rather than confusing it with the regular condition tags that you use for other purposes (e.g., online output or printed output condition tags).

2. Create and open the snippet.
3. Apply the necessary condition tags to the text or other content in the snippet.

   Tip: It is a good idea to click the **Hide/Show Conditional Indicators** button at the bottom of the editor so that you can clearly see where the different tags have been applied in the snippet.

4. Insert the snippet into the necessary topics, or determine which topics already contain the snippet.

5. After you determine that a particular topic should display only certain tagged content from the inserted snippet, open the Content Explorer and select the topic file.

> **Note:** If there are several topics that you know in advance will include a particular snippet condition tag, you can open the File List window pane (**View>File List**) instead and select all of those files at the same time.

6. In the local toolbar, click . The Properties dialog for the topic opens.
7. Select the **Snippet Conditions** tab.
8. If you want to exclude a condition tag from the topic, click the **Exclude** check box next to it. If you want to make sure a condition tag is included in the topic, click the **Include** check box next to it. The primary reason for having Include check boxes is to account for possible conflicts.

> **E X A M P L E**
>
> Suppose you have two condition tags—one called "Beginner" and another called "Advanced." Let's say that you have a snippet containing three paragraphs. You apply the Advanced tag to the first two paragraphs, and you apply the Beginner tag to the last two paragraphs.
>
> You have created a topic called "Advanced Set Up." For this topic, you obviously want to include all snippet content associated with the Advanced tag, but you want to exclude snippet content associated with the Beginner tag.
>
> By default, Flare will include snippet content associated with both tags, unless you tell it not to. So you tell Flare to exclude the content associated with the Beginner tag. The problem is the middle paragraph from the snippet mentioned above. It is associated with both tags. You have told Flare to exclude content associated with the Beginner tag, and it will do so, overriding the default. But you want to make sure that paragraph is included in the "Advanced Set Up" topic. That is why you need to make sure you select the Include check box next to the Advanced tag.

> **Warning:** If you do not select any check boxes at all, all of the tags will automatically be *included*. If you include only some tags and exclude others, any remaining tags without check marks for either Include or Exclude will automatically be *included*. However, if you select Include for any of the tags

(even just one) and do not select Exclude for any tags, all of the other tags that do not have Include check marks will automatically be *excluded*. If you want to be safe and always know that the correct tags are included or excluded, you can make sure that all of the tags have check marks with either Include or Exclude.

Tip: It is a good idea to create enough snippet condition tags in advance. If sometime later you realize you need to create additional snippet condition tags, you may find that you need to revisit all of the topics where you have already inserted snippets with conditions. Why? Because by default the snippets containing the new tags may be displayed in all topics unless you specify otherwise.

9. Click **OK**.

Note: You can generate a report to see topics in your project that contain snippet conditions.

APPENDIX

PDF Guides

The following PDF guides are available for download from the online Help.

Accessibility Guide
Analyzer Guide
Autonumbers Guide
Condition Tags Guide
Context-sensitive Help Guide
DotNet Help Guide
Eclipse Help Guide
Getting Started Guide
Global Project Linking Guide
HTML Help Guide
HTML5 Guide
Images Guide
Importing Guide
Index Guide
Key Features Guide
Language Support Guide
Movies Guide
Navigation Links Guide
Print-based Output Guide
Project Creation Guide
Pulse Guide
QR Codes Guide
Reports Guide
Reviews & Contributions Guide
Search Guide
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Snippets Guide

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Targets Guide

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Touring the Workspace Guide

Transition From FrameMaker Guide

Variables Guide

WebHelp Outputs Guide

What's New Guide