MadCap Software

Skins Guide

Flare 10

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CHAPTER 1

Introduction

This feature is supported in DotNet Help, Microsoft HTML Help, HTML5, WebHelp, WebHelp AIR, WebHelp Mobile, and WebHelp Plus output.

A skin is a file that contains information about the appearance of an online output window. A skin helps to determine the following.

- How big the output window should be and where it should be positioned on the user's screen
- Settings that are specific to certain kinds of output types
- Which online elements (e.g., TOC, index, search) are included in the output and which one should be the default element (the one that is active when users first access the output)
- And other settings…

This chapter discusses the following:

Types of Skins 6
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Types of Skins

There are three kinds of skins.

- **Standard Skins** for WebHelp, WebHelp Plus, WebHelp AIR, DotNet Help, and Microsoft HTML Help outputs.
- **HTML5 Skins** for HTML5 output.
- **WebHelp Mobile Skins** for WebHelp Mobile output.

Steps for Using Skins

Following are the basic steps for using skins in Flare.

1. **Add Skin** Depending on the project template you select, Flare may provide you with an initial skin in your project. However, you might decide to add more skins to the project so that you have different skins for different targets. Each skin in a Flare project uses a skin type, which is associated with a skin template. The Skin Editor displays only settings relevant to the skin type (Standard, HTML5, or WebHelp Mobile). See "Adding Skins" on page 9.
2. **Open Skin** After you add a skin to your project, it is stored in the Project Organizer under the Skins folder. At any time, you can open a skin to work on it. See "Opening Skins" on page 13.
3. **Edit Skin** After you open a skin, you can edit its settings in order to change the appearance of the output window. See "Editing Skin Settings" on page 15.
4. **Associate Skin With Target** Now that you have modified the skin, you need to associate it with the target you are building. See "Associating Skins with Targets" on page 21.

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

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

After downloading the skin, you can import it into your project. See "Importing Skins" on page 270.

Note: If you want to display the output user interface in a particular language, you can modify styles in a language skin instead of a regular skin. However, separate language skins are not used for HTML5 targets. Instead, a UI Text tab is located in the Skin Editor, which lets you perform all of the localization tasks that you would normally accomplish in a language skin. For more information see "Language Skins" on page 357.

CHAPTER 2

Adding Skins

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

HOW TO ADD A SKIN

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>Skin**.

     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 **Project>Add Skin**.
   - **Right-Click** In the Project Organizer, right-click on the **Skins** folder and from the context menu select **Add Skin**.

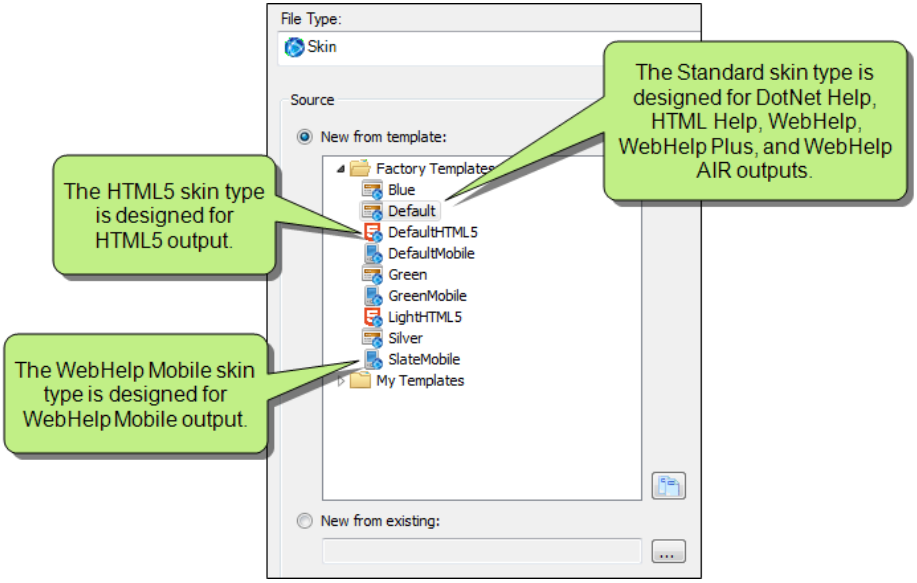
   The Add File dialog opens.
2. In the **File Type** field at the top, make sure **Skin** is selected.

3. In the **Source** area 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) If you want to place the file into a subfolder that you previously created in the Project Organizer, in the **Folder** field click ... and select the subfolder. Otherwise, keep the default location.
5. In the **File Name** field, type a new name for the skin.
6. Click **Add**. The skin is added to the Skins folder in the Project Organizer. The Skin Editor opens to the right. The Skin Editor displays only settings relevant to the selected skin type.

CHAPTER 3

Opening Skins

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

HOW TO OPEN A SKIN

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

CHAPTER 4

Editing Skin Settings

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

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

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

- **About Box (Standard and Mobile Skins)** You can select an image to be used for the "About box" in the output window. You can use this About box for any purpose you like. See "Selecting an Image for the About Box" on page 279.
- **Accordion Title—Exclude (Standard Skins)** You can exclude the accordion title from output. This shifts the navigation buttons to the left. See "Excluding Accordion Titles from WebHelp Output" on page 268.
- **Browser Settings (Standard and HTML5 Skins)** You can specify which features will be used in the output window when a browser is involved. See "Specifying Browser Settings" on page 285.
- **Buttons (Standard Skins)** You can select the Help buttons that you would like to include in the output window (e.g., Hide, Forward, Back, Print, customized buttons). See "Specifying Buttons for HTML Help Output" on page 286.
- **Caption (Standard, HTML5, and Mobile Skins)** You can enter the caption that you want to be used at the top of your online Help window (e.g., in the title bar of the browser window or HTML Help viewer). See "Specifying the Caption for the Output Window" on page 348.
- **Display Number of Items (Mobile Skins)** Because a mobile device is quite small, a user sometimes cannot see all of the information normally seen in one of the other online outputs. When a user opens a TOC, browse sequence, or index, it is not immediately apparent in mobile output how many items are associated with a particular entry. Therefore, Flare lets you specify that the number of items associated with each entry should be shown. See "Specifying the Number of Items Next to TOC, Browse Sequence, or Index Entries " on page 350.
- **Feedback Comments (Standard and HTML5 Skins)** Users can enter comments on your online output. These comments may be viewed (and replied to) by all other users viewing the output. Comments are shown at the bottom of topics by default. However, you can disable them if you like. See "Displaying Comments at the End of Topics for Feedback" on page 264.
- **Feedback Email Notifications (Standard and HTML5 Skins)** You can specify in a skin whether end users can see, and therefore select, various email notification options when submitting a comment for the first time or editing their profile. See "Displaying Feedback Notification Options to Users" on page 265.
- **Feedback Profile Fields (Standard and HTML5 Skins)** When your end users attempt to submit Feedback comments in your output for the first time, they must first register by completing the Create Feedback Service Profile dialog (unless you enable anonymous comments for your output via Feedback Explorer). In your Flare skin, you can customize that Create Feedback Service Profile dialog, including which fields end users must complete and the way it looks. Two fields are always required in the Create Feedback Service Profile dialog—Username and Email. In addition to those fields, you can choose from several others to add, such as name, address, fax, department, and more. See "Specifying Fields for the Create Feedback Service Profile dialog" on page 338.
- **Index—Binary (Standard Skins)** You can create a binary index for your project. Binary indexes are intended for merging multiple CHM files when you build a target. The index keywords in the CHM files are sorted alphabetically and numerically for display in the output. See "Creating a Binary Index" on page 262.

- **Index—Bookmarks (Standard Skins)** If you want index term links to point to the exact spot in the topic where the index marker has been set, you need to specify this in the Skin Editor. Otherwise, the index term links will point to the topic in general. However, by pointing to the individual index markers, the index may not display the way you want if the index term points to multiple topics and you also have created a binary index. In other words, index entries pointing to multiple topics will display the index terms repeated instead of the topic title. A workaround is to deselect the binary index option in the Skin Editor. However, keep in mind that a binary index is required if you want to merge CHM files. See "Including Bookmarks in Index Entries" on page 271.
- **Localization and UI Text (HTML5 Skins)** Unlike other output types, separate language skins are not used for HTML5 targets. Instead, a UI Text tab is located in the Skin Editor, which lets you perform all of the localization tasks that you would normally accomplish in a language skin. This tab not only lets you enter text in other languages, but it lets you change the substance of text strings altogether, whether they are in your primary language or another. See "Changing Text Strings in HTML5 Skins" on page 366.
- **Mediums (HTML5 Skins)** To support responsive output, HTML5 skins come equipped with three mediums—Web, Tablet, and Mobile. You can use these mediums to specify different looks when necessary for the different devices people might be using to view your output. See "HTML5 Skin Styles" on page 150.
- **Navigation Link—Standalone Topics (Standard and HTML5 Skins)** You can add a navigation link to the top or bottom of topics in HTML5, WebHelp, WebHelp AIR, or WebHelp Plus outputs. This navigation link will not display unless the output topic is opened as a standalone (outside of the main navigation framework of the output). By clicking the link, a user can view the standalone topic in the main navigation framework. See "Showing Navigation Links in Standalone Topics" on page 284.
- **Navigation Pane (HTML Help) (Standard Skins)** You can specify navigation pane settings for Microsoft HTML Help output. This includes setting the width of the navigation pane and determining whether it shown or hidden under different circumstances. The navigation pane is used to hold elements such as TOCs and indexes. See "Specifying Navigation Pane Settings for HTML Help Output" on page 344.
- **Navigation Pane (WebHelp) (Standard and HTML5 Skins)** You can specify navigation settings for HTML5, WebHelp, WebHelp AIR, or WebHelp Plus output. The navigation pane is used to hold the TOC, Index, Search, Glossary, Browse Sequences, and Favorites in an accordion-type structure. See "Specifying Navigation Pane Settings for HTML5 and WebHelp Outputs" on page 345.
- **Preview (Standard, HTML5, and Mobile Skins)** You can see how your skin settings look in each of the online output types. See "Previewing the Skin for a Specific Output Type" on page 272.
- **Responsive Output—Enable (HTML5e Skins)** Responsive output is essentially "smart" output. When you generate HTML5 targets using a skin enabled with responsive output, the output display changes depending on the size of your browser or device you are using. So instead of seeing the entire HTML5 output on a tablet or smart phone, you will see a condensed look that is more appropriate for that device. You get the same effect if you shrink your browser to a smaller size.
- **Styles (Standard, HTML5, and Mobile Skins)** For certain elements of the online output window (e.g., navigation pane, TOC or browse sequence entries, index keywords) you can determine skin style settings. See

"Standard Skin Styles" on page 24, "HTML5 Skin Styles" on page 150, and "WebHelp Mobile Skin Styles" on page 217.

- **Tabs/Accordions/Links (Standard, HTML5, and Mobile Skins)** You can determine which navigation elements from your project (e.g., TOC, Index, Glossary, Browse Sequences) that you want users to have access to in the output. If you are creating Microsoft HTML Help output, these elements will display as tabs in the output window (except for a glossary, which is included in the TOC as a book). If you are creating DotNet Help, HTML5, WebHelp, WebHelp AIR, or WebHelp Plus, these elements will display as accordion items in the output window. If you are creating WebHelp Mobile output, the elements will display as simple links. In some outputs, you can select one of the navigation elements to serve as the default in the output. See "Specifying Navigation Elements to Include in the Output Window" on page 343 and "Specifying the Default Tab or Accordion Item for the Output Window" on page 349.
- **TOC—Binary (Standard Skins)** You can create a binary table of contents (TOC) for your project. Binary TOCs are intended for very large compiled Microsoft HTML Help projects, reducing the amount of time it takes to load a TOC. See "Creating a Binary TOC" on page 263.
- **TOC—Look (Standard Skins)** You can specify the look and feel of your table of contents (TOC). This includes adding plus/minus squares next to entries, changing the book/folder icons, adding border around the TOC, and more. See "Specifying How the TOC Looks in HTML Help Output" on page 342.
- **TOC—Synchronize (Standard and HTML5 Skins)** You can customize your output so that users can always see where the current topic belongs in the table of contents (TOC), even if they did not access the topic via the TOC. This can be done by selecting the "Automatically Synchronize TOC" option in the Skin Editor. When users navigate from topic to topic in the output, the TOC automatically changes accordingly, highlighting the topic that is open. See "Synchronizing the TOC with Open Topics" on page 355.
- **Topic Toolbar Custom Settings (Standard Skins)** In addition to the regular web toolbars that can be included in all most online outputs, you have another option for including toolbars. This option lets you insert toolbars anywhere in any topics. See "Specifying Topic Toolbar Settings in a Skin—WebHelp Outputs" on page 288.
- **Web Toolbar—Add for HTML Help (Standard Skins)** You can add a web toolbar that displays at the top of each topic. This toolbar is added automatically if you have enabled MadCap Feedback in the target, but you can add the toolbar manually in the Skin Editor, even if you are not using MadCap Feedback. See "Adding a Web Toolbar to HTML Help Output" on page 261.
- **Web Toolbar Custom Settings (Standard and HTML5 Skins)** You can specify web toolbar settings for some online outputs. This includes determining which buttons are displayed in the toolbar. You can also add custom JavaScript for the toolbar. See "Specifying Web Toolbar Settings—WebHelp Outputs" on page 328, "Specifying Web Toolbar Settings—HTML5 Output" on page 321, and "Specifying Web Toolbar Settings—HTML Help Output" on page 314.

Note: Although you cannot specify buttons for DotNet Help in the regular toolbar (because the buttons are automatically included in the DotNet Help Viewer), you can specify buttons for customized topic toolbars in DotNet Help output. See "Specifying Topic Toolbar Settings in a Skin—WebHelp Outputs" on page 288.

- **Window—Size/Position (Standard and HTML5 Skins)** You can set the size and position of the output window. The size refers to the height and width of the output window. The position refers to the distance that the output window is placed from the top, bottom, left, and right of the user's computer screen. See "Specifying the Size and Position of the Output Window" on page 352.
- **Window—User-defined Size/Position (Standard Skins)** You can let end users control the position and size of the output window by using an option on the HTML Help Setup tab of the Skin Editor. This option causes an HTML Help (CHM) file to save its window position and size after its first use. The next time, it will open at the same window position and size. See "Enabling User-Defined Window Position and Size for HTML Help Output" on page 267.

Note: If you want to display the output user interface in a particular language, you can modify styles in a language skin instead of a regular skin. However, separate language skins are not used for HTML5 targets. Instead, a UI Text tab is located in the Skin Editor, which lets you perform all of the localization tasks that you would normally accomplish in a language skin. For more information see "Language Skins" on page 357.

CHAPTER 5

Associating Skins with Targets

After you add a skin to your project and edit the settings, you need to associate it with a target. After you build the target, the output will be displayed in the skin.

HOW TO ASSOCIATE A SKIN WITH A TARGET

1. Open the target from the Project Organizer.
2. On the **General** tab of the Target Editor, click the drop-down arrow in the **Skin** field and select the skin that you want to associate with the target.
3. Click to save your work.

CHAPTER 6

Skin Styles

In addition to regular and table stylesheets, you can use skin styles. These let you control the look of the online output window (e.g., navigation pane, TOC or browse sequence entries, index keywords). There are three kinds of skins:

- **Standard Skins** for WebHelp, WebHelp Plus, WebHelp AIR, DotNet Help, and Microsoft HTML Help outputs.
- **HTML5 Skins** for HTML5 output.
- **WebHelp Mobile Skins** for WebHelp Mobile output.

This chapter discusses the following:

Standard Skin Styles 24
HTML5 Skin Styles 150
WebHelp Mobile Skin Styles 217

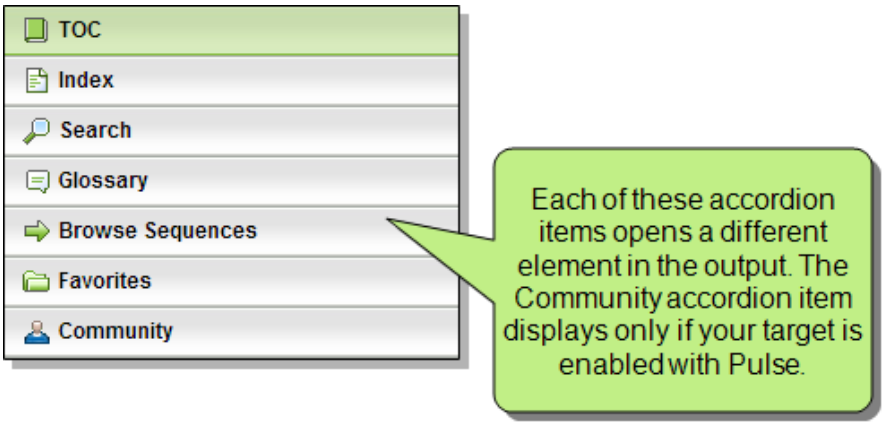
Standard Skin Styles

This feature is supported in DotNet Help, Microsoft HTML Help, WebHelp, WebHelp AIR, and WebHelp Plus output.

You might perform the following style tasks if you are working in a Standard skin.

ACCORDION ITEMS

These are the navigation items that display in the output, allowing users to open different elements of your output, such as the table of contents, index, glossary, community (for Pulse), and more. Some of the more common properties you might edit when it comes to accordion items are the icons, text labels, font, and background color. See "Accordion Items in Standard Skins" on page 39.

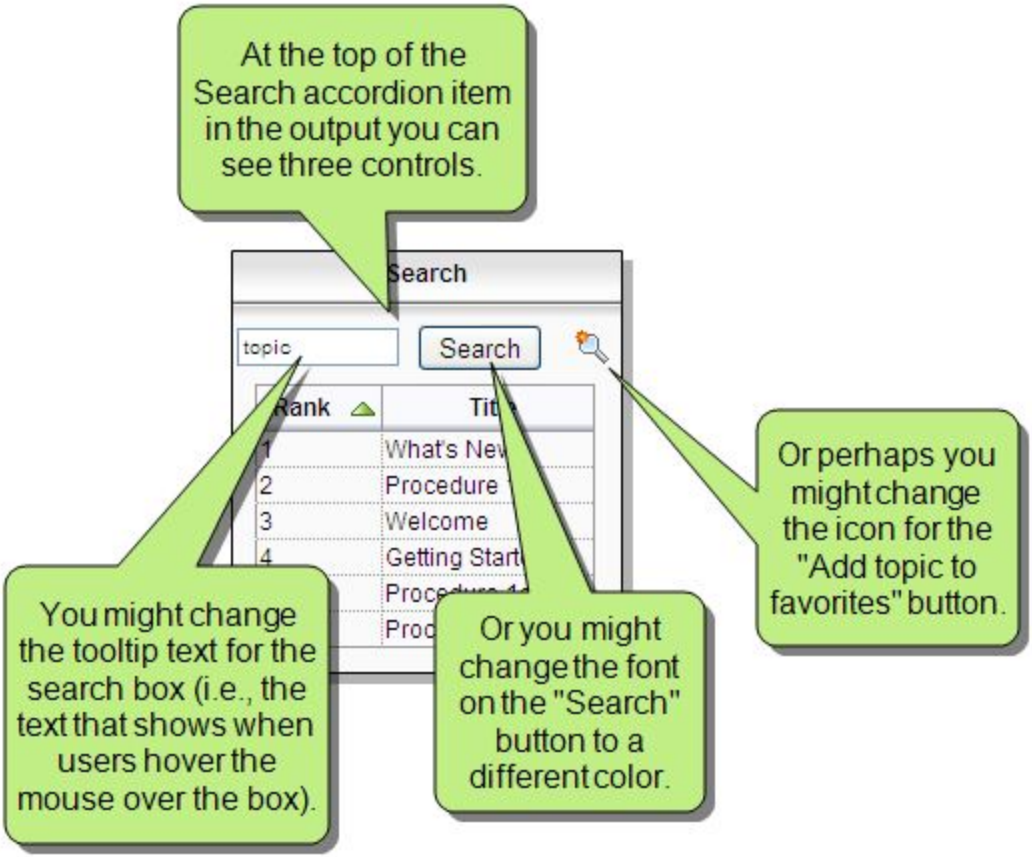


Note: In order to see these items in the output, you must make sure they are added to the skin. For more information see the online Help.

Note: These styles are supported only in WebHelp, WebHelp Plus, and WebHelp AIR outputs.

CONTROLS

These are controls that display in the output, such as various buttons, labels, and the input boxes. Usually these controls are displayed within the various accordion items (e.g., the search box, "Search" button, and "Add topic to favorites" button that are shown at the top of the Search accordion item). Some of the more common properties you might edit when it comes to controls are the icons, text labels, tooltips, font, and background color. See "Controls in Standard Skins" on page 47.

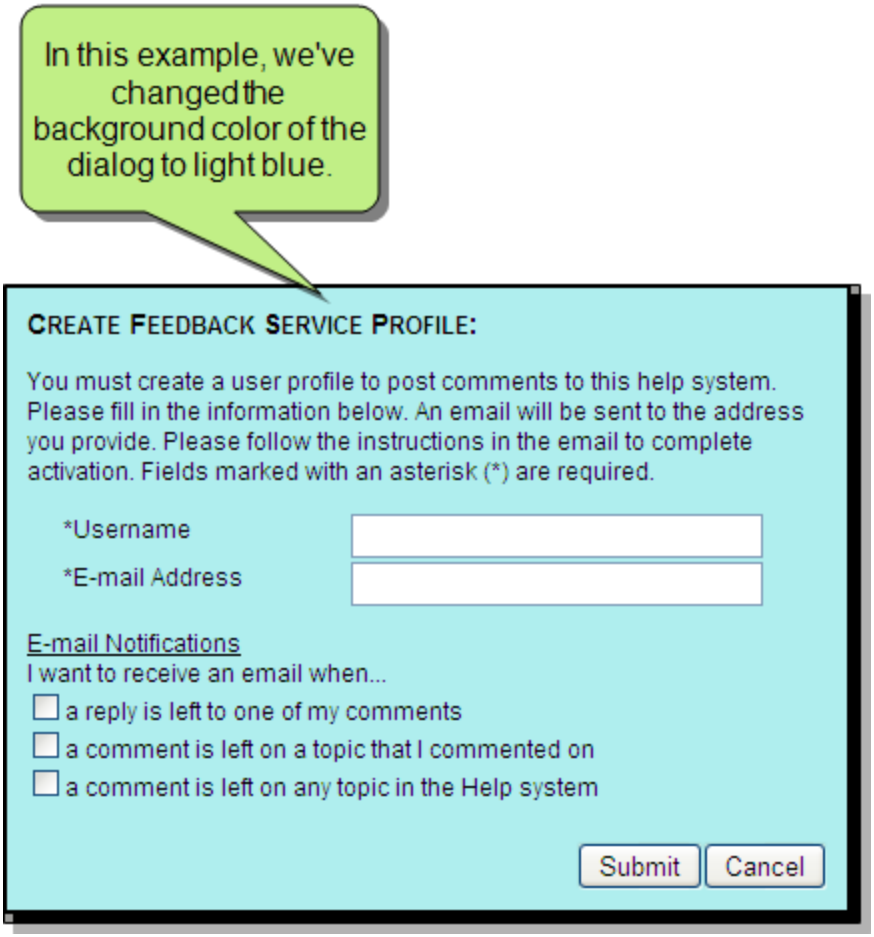


Note: In order to see these items in the output, you must make sure they are added to the skin (e.g., you must add accordion items or enable Feedback). For more information see the online Help.

Note: Styles for many of the controls are supported only in WebHelp, WebHelp Plus, and WebHelp AIR outputs. The controls related to MadCap Feedback are supported only in WebHelp, WebHelp Plus, and Microsoft HTML Help.

DIALOGS

These are the dialogs that users might see if you have enabled MadCap Feedback for your output. The dialogs are used for actions such as registering as a Feedback user, adding comments, and replying to comments. Some of the more common properties you might edit when it comes to Feedback dialogs are field and other text labels, font, messages (e.g., email), and background color. See "Dialogs in Standard Skins" on page 75.

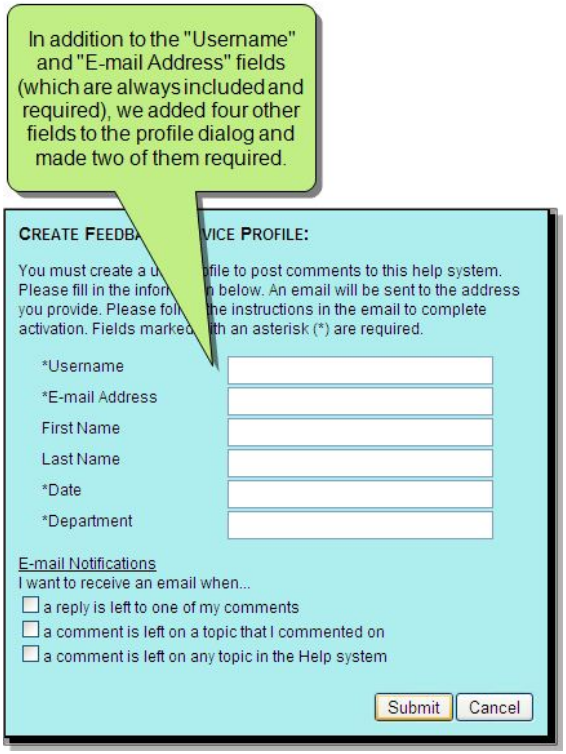


Note: In order to see these items in the output, you must enable Feedback with your output. For more information see the online Help.

Note: These styles are supported only in WebHelp, WebHelp Plus, and Microsoft HTML Help outputs.

FEEDBACK USER PROFILE ITEMS

These are fields that can be added to the Feedback user profile dialog. The dialog always includes a "Username" and "E-mail Address" field. In addition to those fields, you can add many others by using the Community tab in the Skin Editor. Once you've added the fields, you can edit the skin styles for those items. You can change the field labels, specify whether they should be required, and enter a default value for a field. See "Feedback User Profile Items in Standard Skins" on page 88.

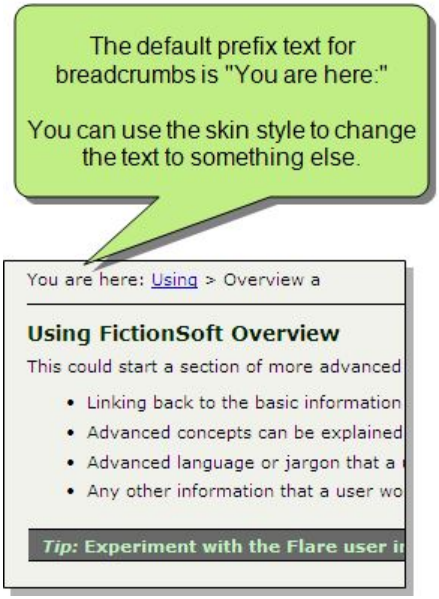


Note: In order to see these items in the output, you must enable Feedback with your output and add the necessary fields to the user profile. For more information see the online Help.

Note: These styles are supported only in WebHelp, WebHelp Plus, and Microsoft HTML Help outputs.

FORMATS

These are navigation elements that you might include in your project (e.g., cross-references, breadcrumbs, keyword links, related topics links, concept links). For most of these elements, you can use the skin style to change the link or prefix text. For cross-references, you can change text as well as formats (i.e., how the link is constructed). See "Formats in Standard Skins" on page 95.

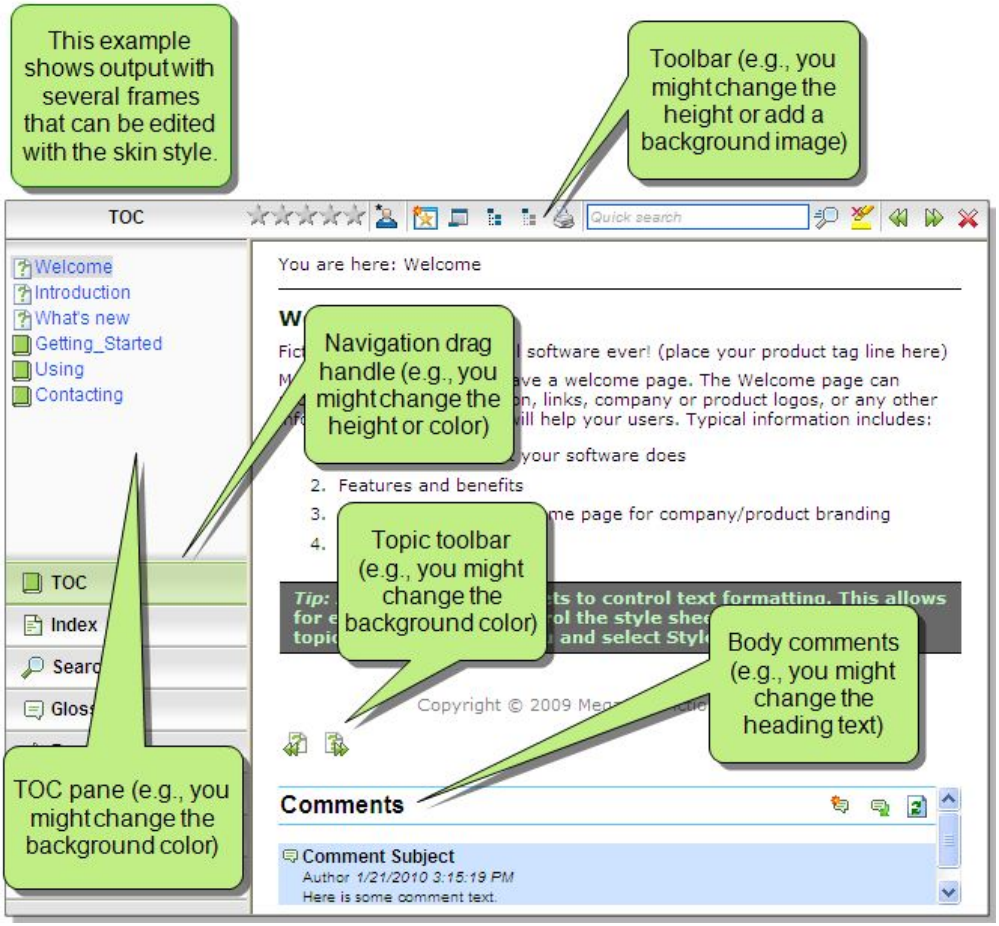


Note: In order to see these items in the output, you must include them in your project. For more information see the online Help.

Note: Most of these styles are supported only in WebHelp, WebHelp Plus, and WebHelp AIR outputs. However, the cross-reference styles are designed for print-based outputs (Adobe FrameMaker, Adobe PDF, Microsoft Word, Microsoft XPS, XHTML).

FRAMES

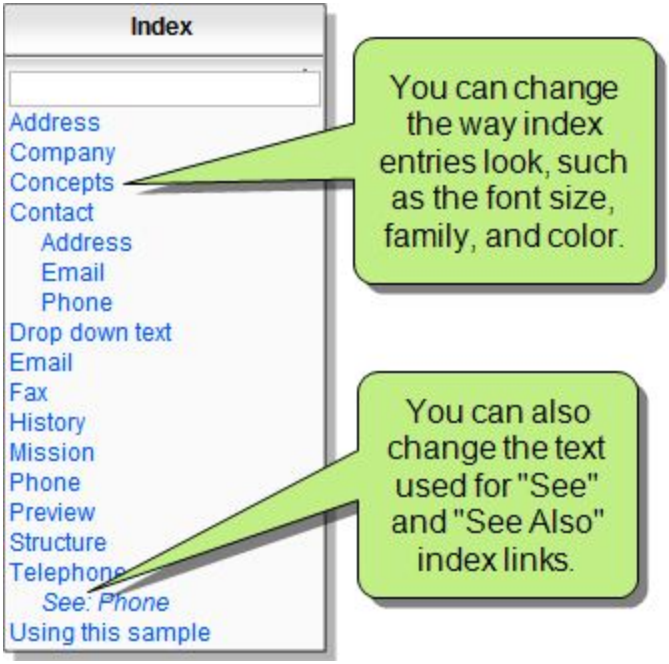
These are the containers of the navigation items that display in the output when you include elements such as accordion items, toolbars, and Feedback at the end of topics. Some of the more common properties you might edit when it comes to frames are the background and height. See "Frames in Standard Skins" on page 106.



Note: In order to see these items in the output, you must include them in your project. For more information see the online Help.

INDEX ENTRIES

This is the text that users see when they open your index in the output. Some of the more common properties you might edit when it comes to index entries are the font settings, as well as the text used for index links. See "Index Entries in Standard Skins" on page 121.

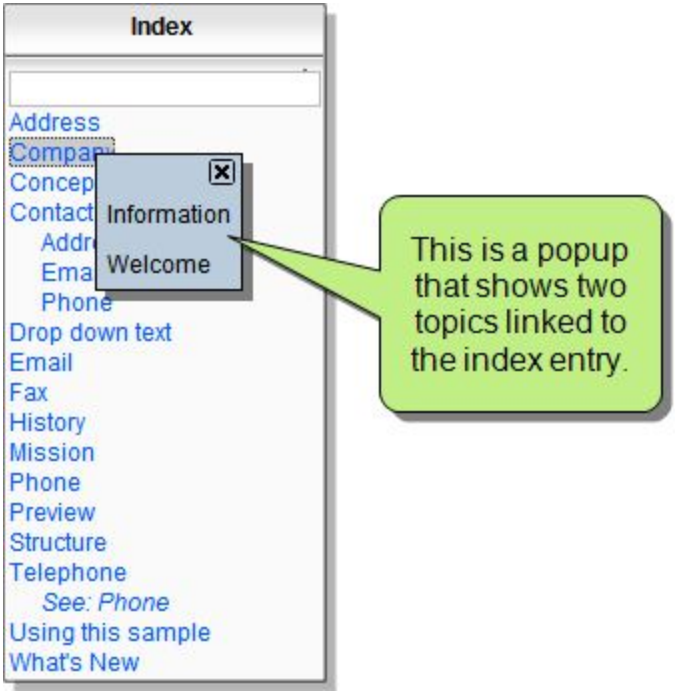


Note: In order to see these items in the output, you must include them in your project. For more information see the online Help.

Note: These styles are supported only in WebHelp, WebHelp Plus, and WebHelp AIR.

INDEX ENTRY POPUPS

These are the popups that users see when they click an index entry that links to more than one topic. Some of the more common properties you might edit when it comes to index entries are the font settings and background color. See "Index Entry Popups in Standard Skins" on page 125.

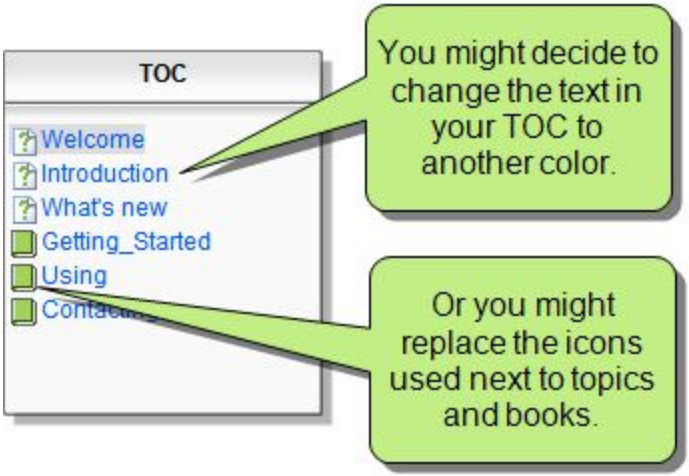


Note: In order to see these items in the output, you must include an index in your project. For more information see the online Help.

Note: These styles are supported only in WebHelp, WebHelp Plus, and WebHelp AIR.

TOC ENTRIES

This is the text that users see when they open your table of contents (TOC) in the output. Some of the more common properties you might edit when it comes to TOC entries are the font settings, as well as icons. See "TOC Entries in Standard Skins" on page 130.

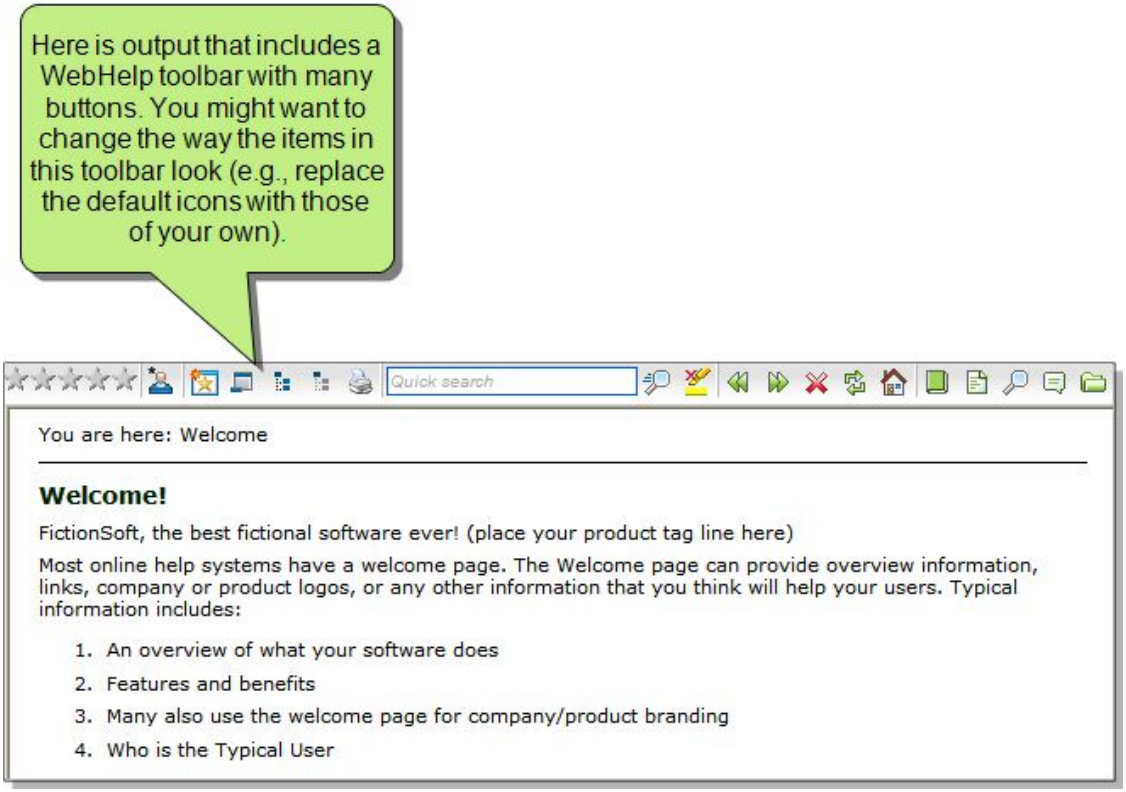


Note: In order to see these items in the output, you must include a TOC in your project. For more information see the online Help.

Note: These styles are supported only in WebHelp, WebHelp Plus, and WebHelp AIR.

TOOLBAR ITEMS

These are the buttons and other elements that are part of WebHelp and topic toolbars that you can add to output. Some of the more common properties you might edit when it comes to toolbar items are the icons, font settings, background, borders, and click behavior. See "Toolbar Items in Standard Skins" on page 135.



Note: In order to see these items in the output, you must include a WebHelp toolbar or topic toolbar in your project. For more information see the online Help.

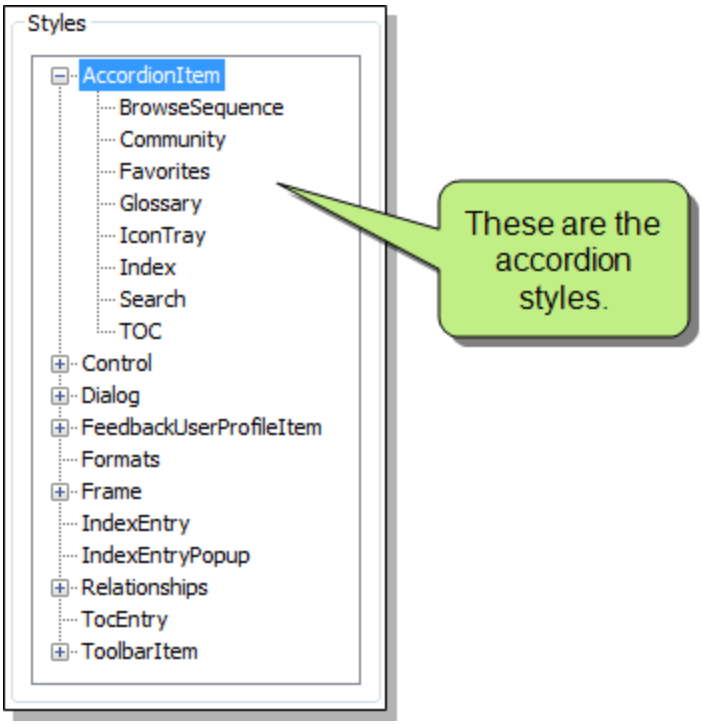
Note: These styles are supported in WebHelp, WebHelp Plus, WebHelp AIR, DotNet Help, and Microsoft HTML Help.

Accordion Items in Standard Skins

You can add various accordion items in your output, allowing users to open different elements of your output, such as the table of contents, index, glossary, community (for Pulse), and more. You can change the appearance of these accordion items by modifying style settings in the skin that you use for the output. See "Specifying Navigation Elements to Include in the Output Window" on page 343.

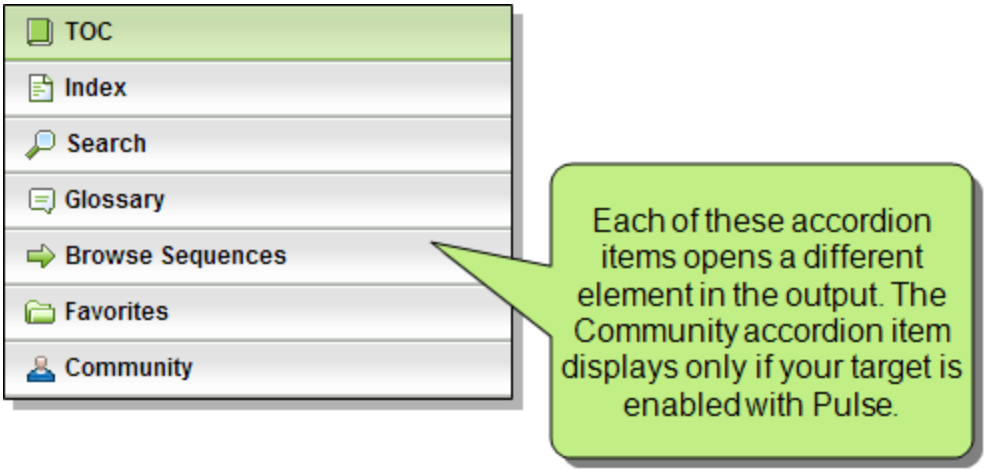
HOW TO SPECIFY STYLE SETTINGS FOR ACCORDION ITEMS

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Accordion Item** node.

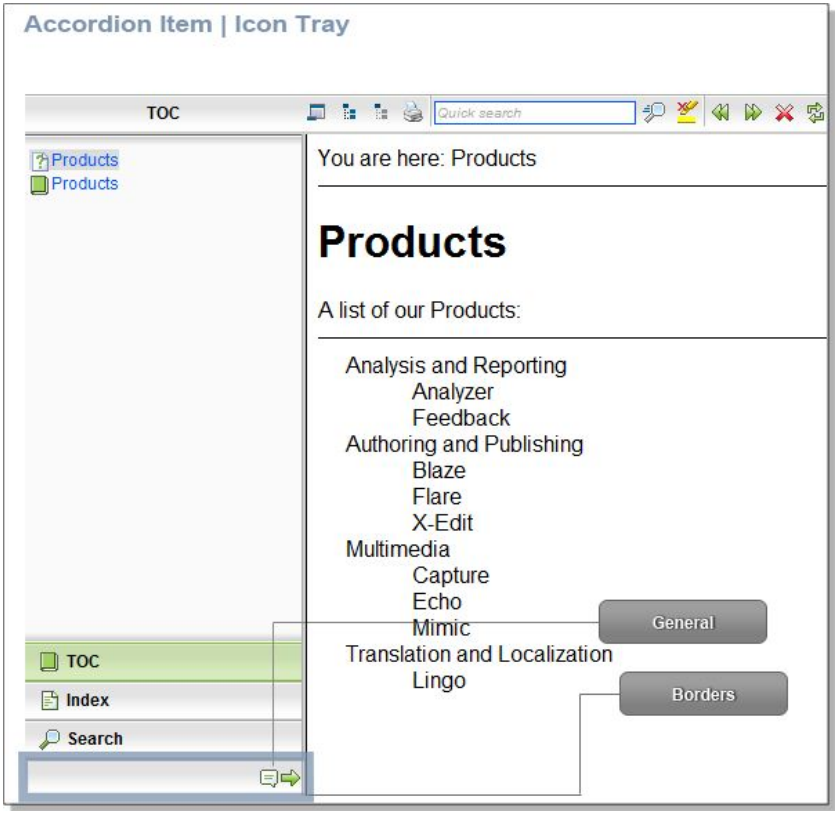


4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Accordion Item** node itself.

   The items under this node represent the different accordions that can be added to your output.



The **IconTray** item represents the rectangle at the bottom of these items. If the area is resized so that only a certain number of accordions can be shown, the other items are represented by small icons and contained within the icon tray. In the following example, we've added a thick red border around the icon tray.



5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.
6. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND GRADIENT

To change the background color of the accordion area:

» Expand the **Font** property group on the right and change the value in the **Background Gradient** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND GRADIENT HOVER

To change the background color of the accordion area when the end user hovers the mouse over it:

» Expand the **Font** property group on the right and change the value in the **Background Gradient Hover** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND IMAGE

To add a background image to the accordion area:

» Expand the **Font** property group on the right and select an image in the **Background Image** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BACKGROUND IMAGE HOVER

To add a background image to the accordion area when the end user hovers the mouse over it:

» Expand the **Font** property group on the right and select an image in the **Background Image Hover** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BORDERS

To add or change borders for the item:

- Expand the **Borders** property group on the right and change the value in any of the fields. Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

ICON

To select a different icon image:

- Expand the **General** property group on the right side of the editor and select an image from the **Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

ITEM HEIGHT

To change the height of the item:

- Expand the **Font** property group on the right and change the value in the **ItemHeight** field. Click the down arrow to open a small window. In this window, you can enter the item height in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

LABEL

To change the text that appears on the item:

- Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

7. Click to save your work.

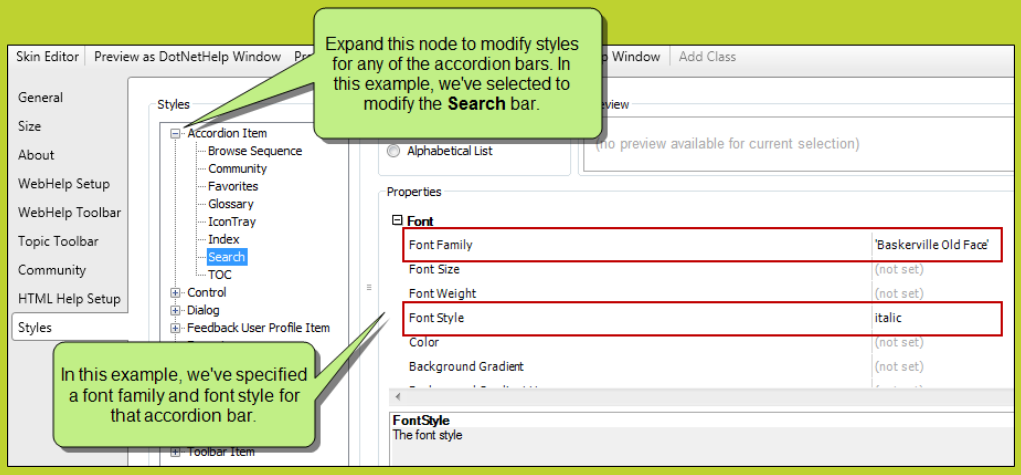
EXAMPLE—ACCORDION BARS (FONT, BACKGROUND COLOR)

Let's say that you want to change the font used for the text in the Search accordion bar to Baskerville Old Face. In addition, you want to set the background color for the accordion bar to green.

In that case, you would do the following:

1. Expand the **Accordion Item** node.
2. Select **Search**.
3. On the right side, make sure **Property Groups** is selected.
4. Expand the **Font** group.
5. Click in the cell to the right of **Font Family**.
6. In the Font Family Picker dialog, select **Installed Families**.
7. Find and select **Baskerville Old Face**.
8. Click **OK**.
9. Click in the cell to the right of **Background Gradient**.
10. In the small popup, click on the down arrow next to **Start**.
11. Select a green color.
12. Since we only want a solid background color, click **OK**.
13. Click to save your work.

When you are finished in the Skin Editor, it will look something like this:

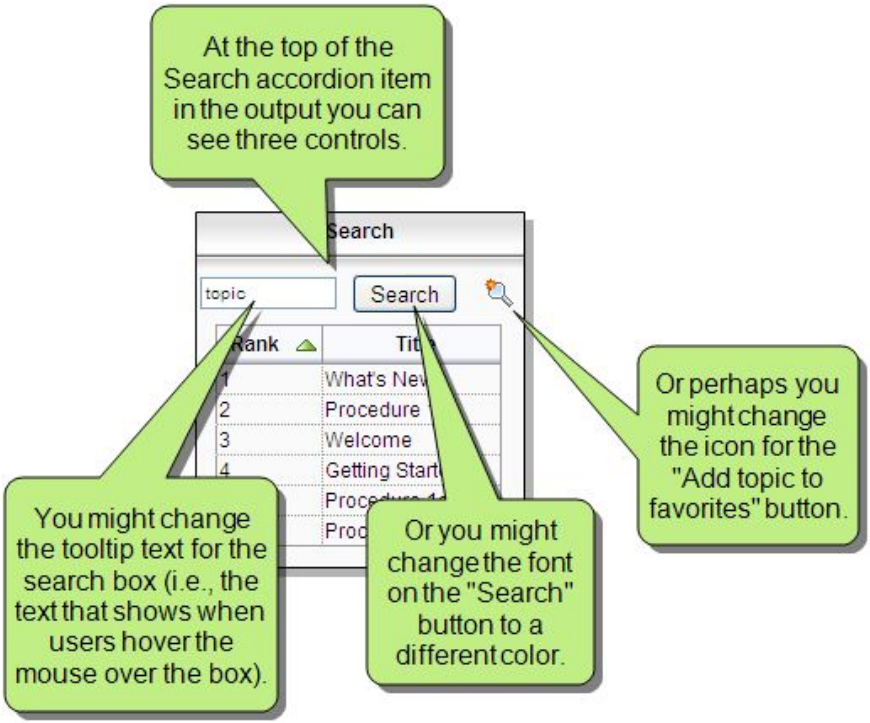


Controls in Standard Skins

This feature is supported in Microsoft HTML Help, WebHelp, WebHelp AIR, and WebHelp Plus output.

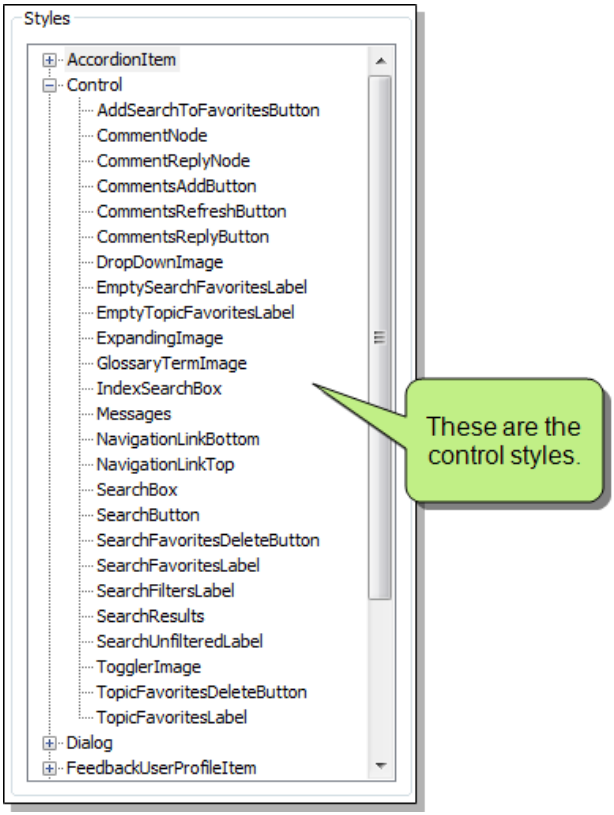
Various controls may be part of the skin in your output, such as buttons, labels, and the input boxes. Usually these controls are displayed within the various accordion items (e.g., the search box, "Search" button, and "Add topic to favorites" button that are shown at the top of the Search accordion item). See "Specifying Navigation Elements to Include in the Output Window" on page 343.

Styles for many of the controls are supported only in WebHelp, WebHelp Plus, and WebHelp AIR outputs. The controls related to MadCap Feedback are supported only in WebHelp, WebHelp Plus, and Microsoft HTML Help.



HOW TO SPECIFY STYLE SETTINGS FOR CONTROLS

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Control** node.

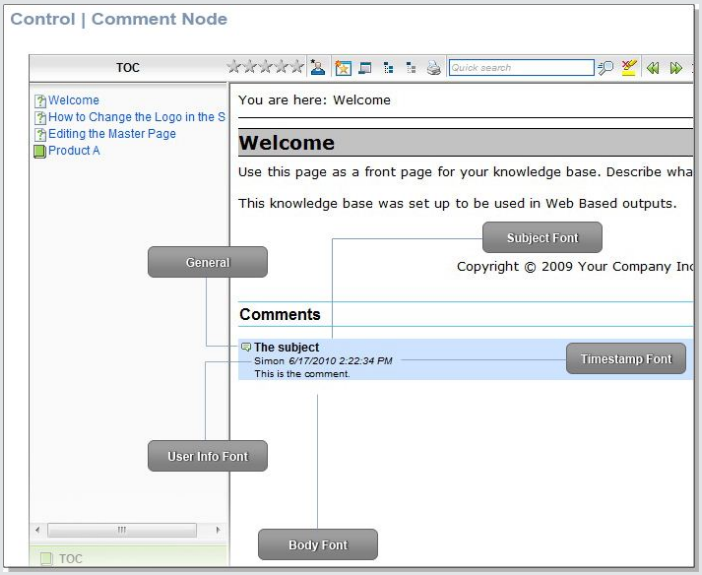


4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Control** node itself.

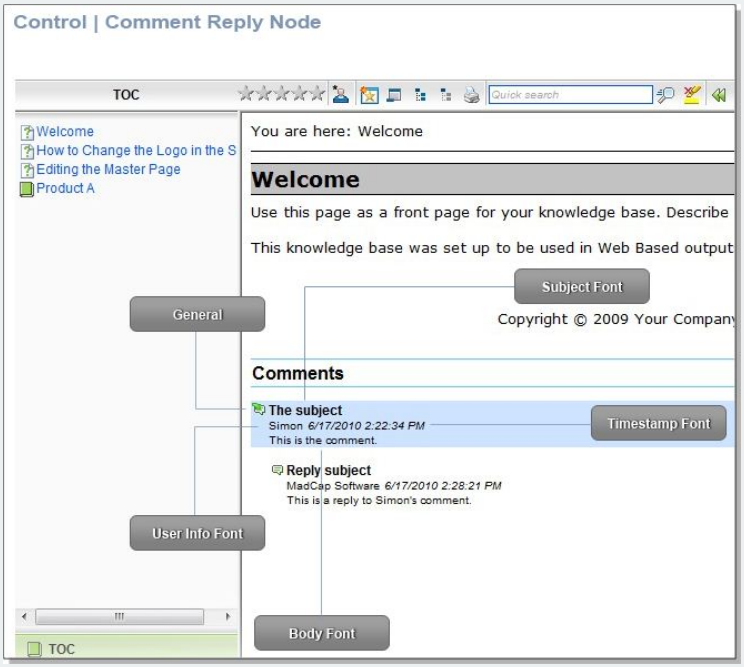
   The items under this node represent the different kinds of controls that may be found in your output.

Add Search To Favorites Button	This is the button at the top of the Search pane that lets users add their search string to the Favorites pane.

Comment Node	This is the area that shows MadCap Feedback comments in the output. In order to use this feature, you must enable MadCap Feedback.



Comment Reply Node	This is the area that shows MadCap Feedback comments that have received replies. In order to use this feature, you must enable MadCap Feedback.

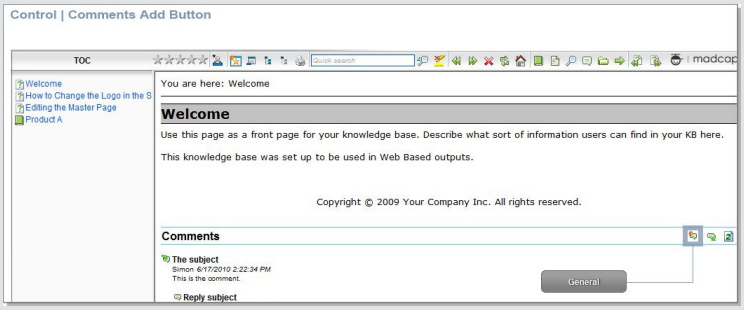


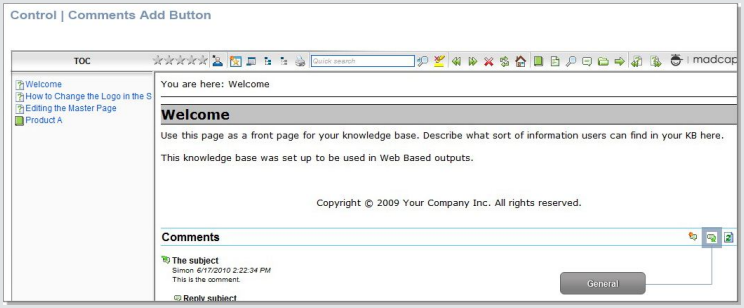
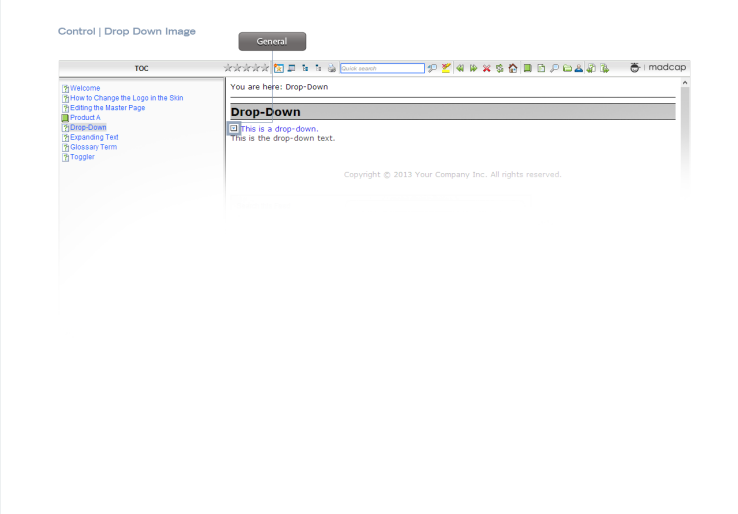
Comments Add Button

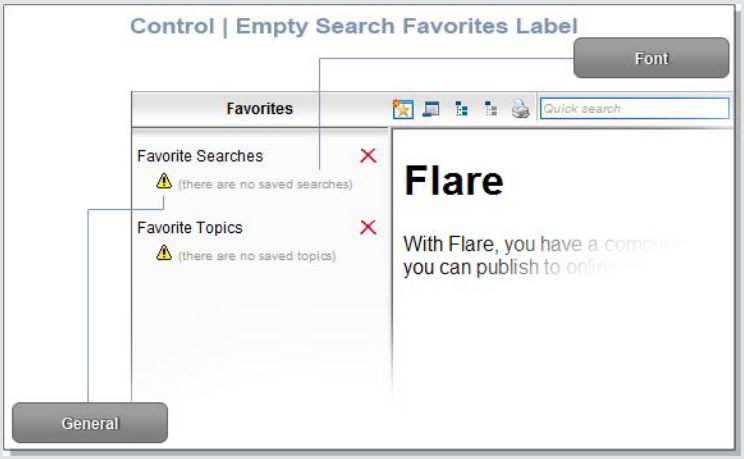
Comments Refresh Button

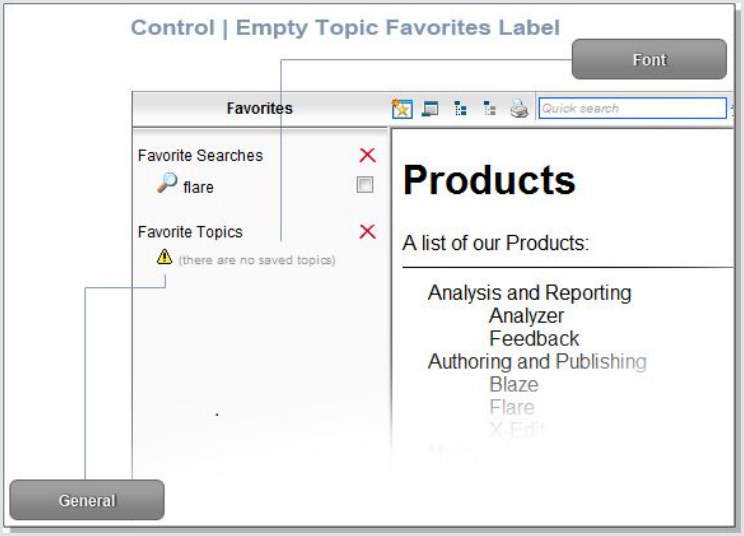
Comments Reply Button

These are buttons at the top of the Comments area that let users add, reply to, and refresh MadCap Feedback comments. In order to use this feature, you must enable MadCap Feedback.

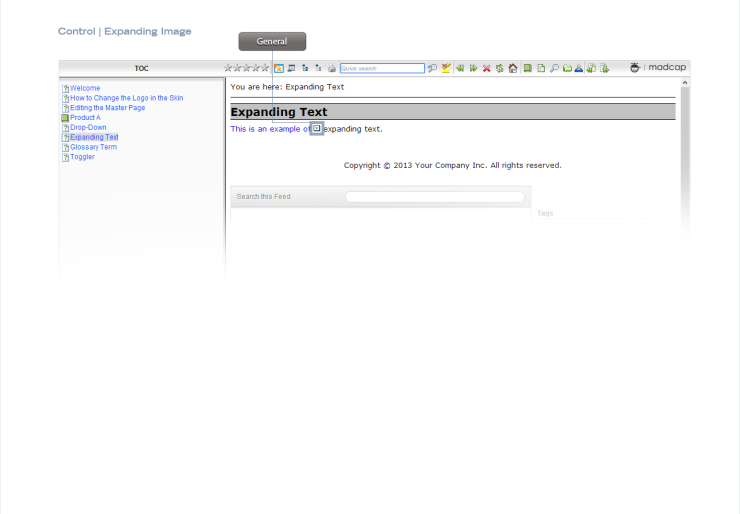


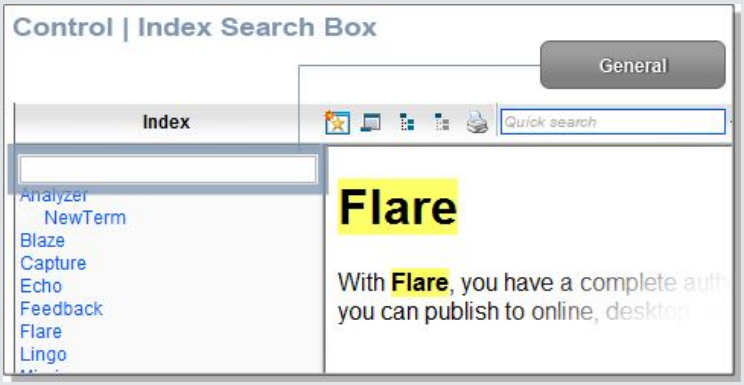
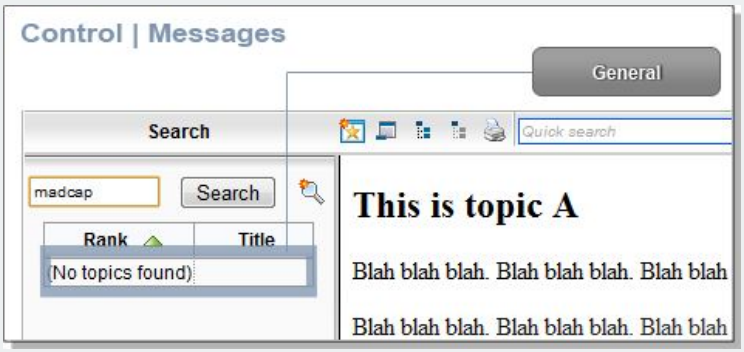
	
DropDown Image	This is the hotspot image that is used for drop-down effects. 

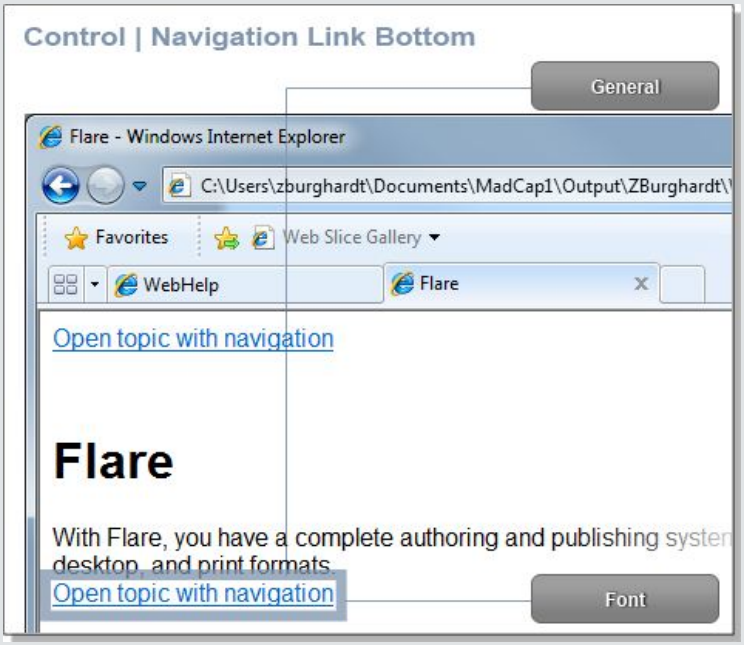
Empty Search Favorites Label **Empty Topic Favorites Label**	These are the text labels that users see if they open the Favorites pane and no favorite searches or topics have yet been saved. 

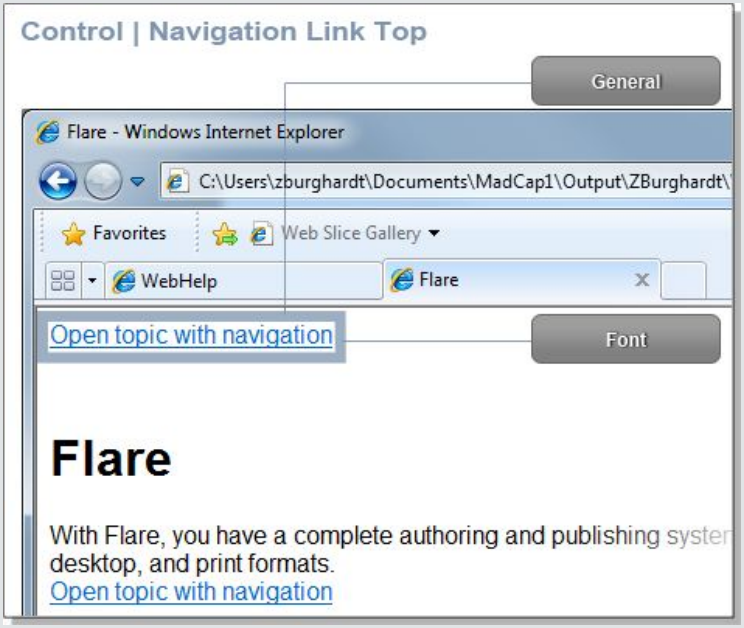

Control | Empty Topic Favorites Label
Font
Favorites
Quick search
Favorite Searches
flare
Favorite Topics
(there are no saved topics)
Products
A list of our Products:
Analysis and Reporting
Analyzer
Feedback
Authoring and Publishing
Blaze
Flare
General

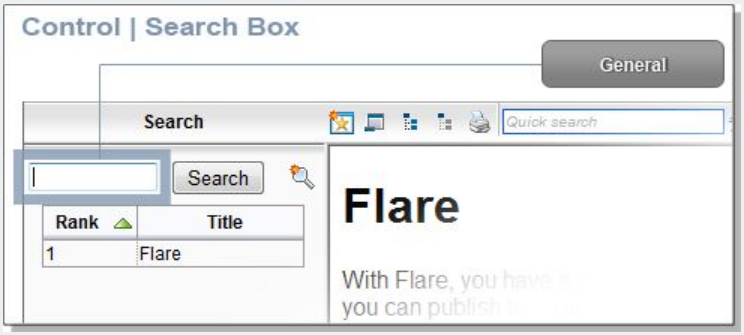
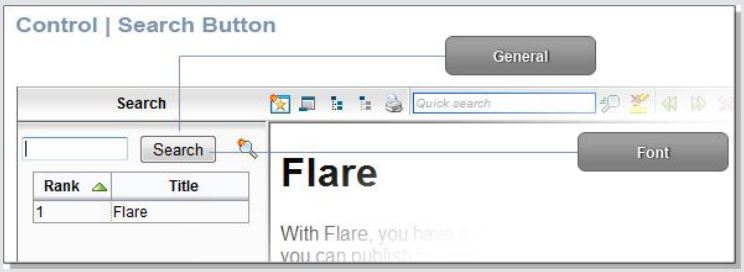
Expanding Image	This is the hotspot image that is used for expanding text effects.

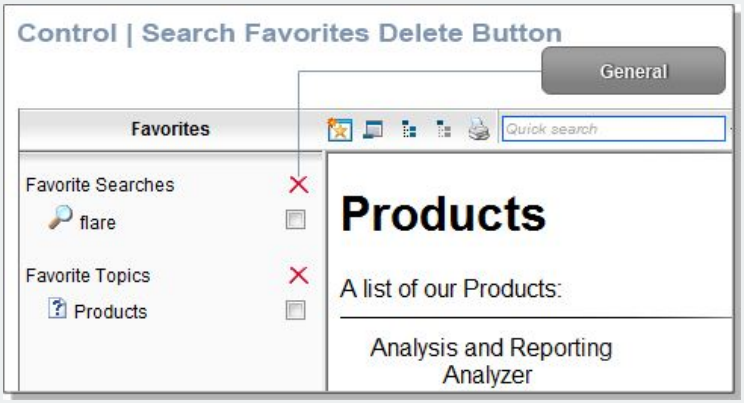
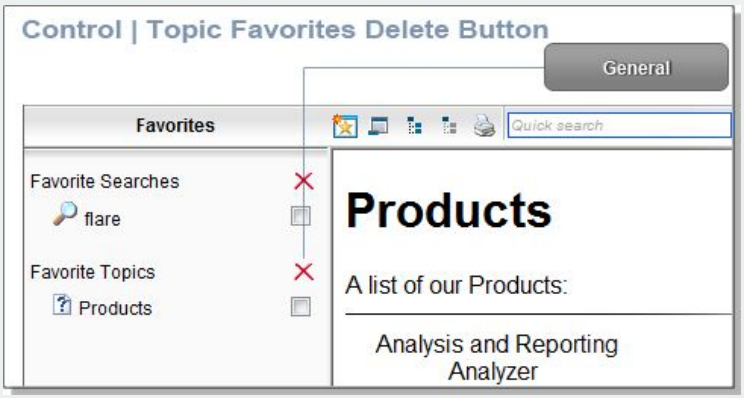


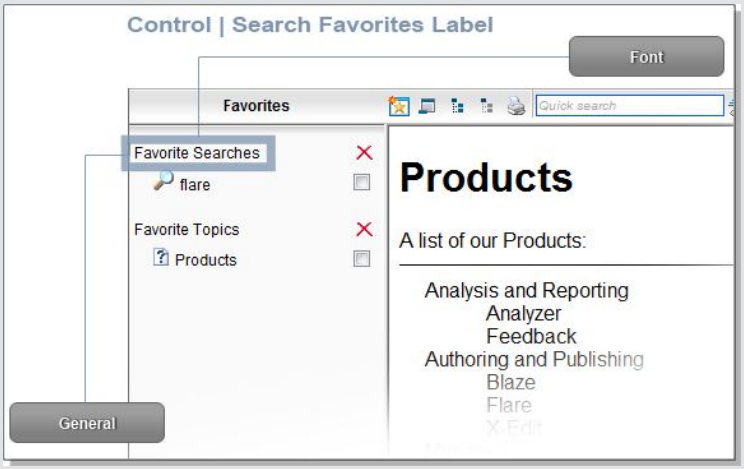
Index Search Box	This is the field in the Index pane where users enter words to search for in the index. You can provide a floating tooltip for this field, which displays when users hover the cursor over it. 
Messages	These are the text labels that users see when certain messages are displayed (e.g., if they search for a term and no topics are found). 

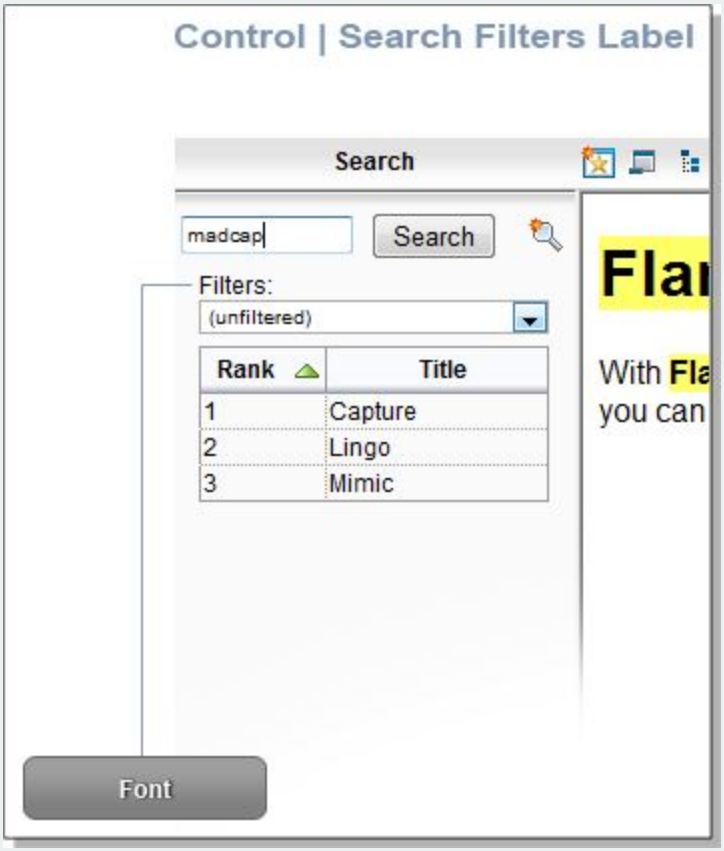
Navigation Link Bottom **Navigation Link Top**	These are the navigation links that users may see at the top or bottom of topics if they open those topics as standalone files. In order to add these links to the output, you must enable them on the WebHelp Setup tab of the Skin Editor. See "Showing Navigation Links in Standalone Topics" on page 284. 

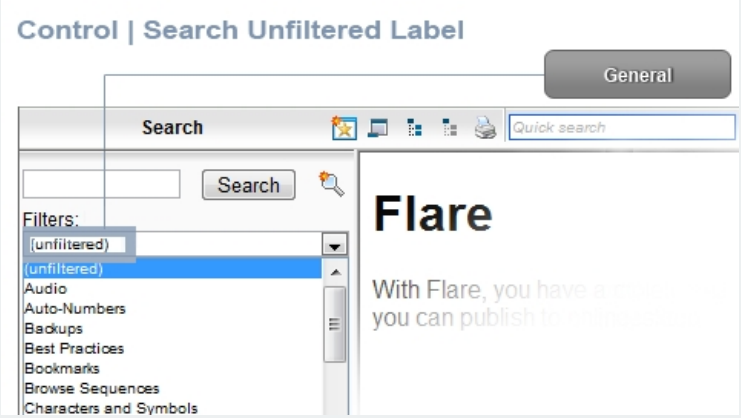

Control | Navigation Link Top
General
Flare - Windows Internet Explorer
C:\Users\zburghardt\Documents\MadCap1\Output\ZBurghardt\
Favorites
Web Slice Gallery
WebHelp
Flare
Open topic with navigation
Font
Flare
With Flare, you have a complete authoring and publishing syster
desktop, and print formats.
Open topic with navigation

Search Box	This is the field in the Search pane where users enter words to include in a search. You can provide a floating tooltip for this field, which displays when users hover the cursor over it. 
Search Button	This is the button in the Search pane that people use to initiate a search. 

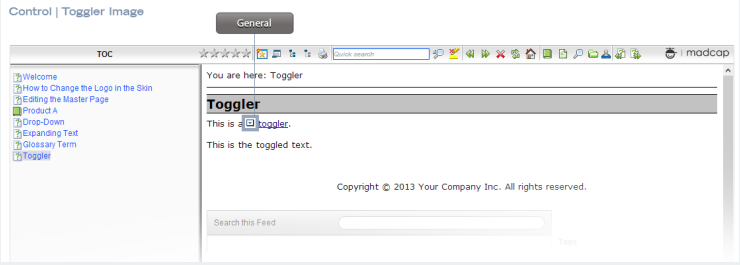
Search Favorites Delete Button **Topic Favorites Delete Button**	These are the buttons in the Favorites pane that people use to delete saved search strings or topics.  

Search Favorites Label **Topic Favorites Label**	These are the labels in the Favorites pane that are shown at the top of the favorite searches and topics. 

Search Filters Label **Search Unfiltered Label**	These are the labels in the Search pane that are used to identify search filters. In order to see these labels in the output, you must include search filters in your project. 


Control | Search Unfiltered Label
General
Search
Quick search
Search
Filters:
(unfiltered)
(unfiltered)
Audio
Auto-Numbers
Backups
Best Practices
Bookmarks
Browse Sequences
Characters and Symbols
Flare
With Flare, you have a
you can publish to

Search Results	These are the labels in the Search pane that are used to identify search results.

Toggler Image	This is the hotspot image that is used for toggler effects. 

5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.
6. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND COLOR

To change the background color of the item:

» Expand the **General** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BODY FONT COLOR

To change the color of the font used for the body of a MadCap Feedback comment:

» Expand the **BodyFont** property group on the right and change the value in the **Body Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BODY FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the body of a MadCap Feedback comment:

» Expand the **BodyFont** property group on the right and change the value in the **Body Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

BODY FONT SIZE

To change the size of the font used for the body of a MadCap Feedback comment:

- Expand the **BodyFont** property group on the right and change the value in the **Body Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

BODY FONT STYLE

To change the style of the font (e.g., make it italic) used for the body of a MadCap Feedback comment:

- Expand the **BodyFont** property group on the right and change the value in the **Body Font Style** field. Click the down arrow and select either **italic** or **normal**.

BODY FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the body of a MadCap Feedback comment:

- Expand the **BodyFont** property group on the right and change the value in the **Body Font Weight** field. Click the down arrow and select either **bold** or **normal**.

COLLAPSED ALT TEXT

To change the alternate (alt) text that is associated with the item when it is in a collapsed state:

- Expand the **General** property group on the right side of the editor and enter new text in the **CollapsedAltText** field.

EXPANDED ALT TEXT

To change the alternate (alt) text that is associated with the item when it is in an expanded state:

- Expand the **General** property group on the right side of the editor and enter new text in the **ExpandedAltText** field.

FONT BACKGROUND COLOR

To change the color of the area behind the font:

- Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HOVER ICON

To select a different icon image to be used when the user hovers the cursor over the item:

- Expand the **General** property group on the right side of the editor and select an image from the **Hover Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

ICON

To select a different icon image:

- Expand the **General** property group on the right side of the editor and select an image from the **Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

LABEL

To change the text that appears on the item:

- Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

MESSAGES INVALID TOKEN

To change the text for the message that displays when an invalid search is performed:

- Expand the **General** property group on the right side of the editor and enter new text in the **Invalid Token** field.

> **E X A M P L E**
>
> If a user wants to search for "topics and images," but does not enter the search string correctly (e.g., entering "topics and," leaving off the second term), an invalid token will result.

MESSAGES LOADING

To change the text for the message that displays when the search pane is loading data:

- Expand the **General** property group on the right side of the editor and enter new text in the **Loading** field.

MESSAGES LOADING ALTERNATE TEXT

To change the alternate text for the message that displays when the search pane is loading data—can be used to describe the image being loaded:

- Expand the **General** property group on the right side of the editor and enter new text in the **Loading Alternate Text** field.

MESSAGES NO TOPICS FOUND

To change the text for the message that displays when no topics are found in a search:

- Expand the **General** property group on the right side of the editor and enter new text in the **No Topics Found** field.

MESSAGES QUICK SEARCH EXTERNAL

To change the text for the message that displays when the "Quick Search" feature is disabled in external topics.

» Expand the **General** property group on the right side of the editor and enter new text in the **Quick Search External** field.

> **Note:** The default message is "Quick search is disabled in external topics." You can modify the message to say whatever you want, or to localize it for your audience.

MESSAGES QUICK SEARCH IE 5.5

To change the text for the message informing users that the "Quick Search" feature is disabled in Internet Explorer 5.5 (due to limitations with that browser):

» Expand the **General** property group on the right side of the editor and enter new text in the **Quick Search IE 5.5** field.

> **Note:** You can modify the message to say whatever you want, or to localize it for your audience.

MESSAGES REMOVE HIGHLIGHT IE 5.5

To change the text for the message informing users that the "Search Highlight Removal" feature is disabled in Internet Explorer 5.5 (due to limitations with that browser):

» Expand the **General** property group on the right side of the editor and enter new text in the **Remove Highlight IE 5.5** field.

> **Note:** You can modify the message to say whatever you want, or to localize it for your audience.

PRESSED ICON

To select a different icon image to be used when the item is pressed:

» Expand the **General** property group on the right side of the editor and select an image from the **Pressed Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

RANK LABEL

To change the text that appears at the top of the column used to display the ranking of topics found after a search:

- Expand the **General** property group on the right side of the editor and enter new text in the **Rank Label** field.

SUBJECT FONT COLOR

To change the color of the font used for the subject of a MadCap Feedback comment:

- Expand the **SubjectFont** property group on the right and change the value in the **Subject Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

SUBJECT FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the subject of a MadCap Feedback comment:

- Expand the **SubjectFont** property group on the right and change the value in the **Subject Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

SUBJECT FONT SIZE

To change the size of the font used for the subject of a MadCap Feedback comment:

- Expand the **SubjectFont** property group on the right and change the value in the **Subject Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

SUBJECT FONT STYLE

To change the style of the font (e.g., make it italic) used for the subject of a MadCap Feedback comment:

- Expand the **SubjectFont** property group on the right and change the value in the **Subject Font Style** field. Click the down arrow and select either **italic** or **normal**.

SUBJECT FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the subject of a MadCap Feedback comment:

- Expand the **SubjectFont** property group on the right and change the value in the **Subject Font Weight** field. Click the down arrow and select either **bold** or **normal**.

TABLE SUMMARY

To change the text for a table summary, which is used by screen readers to assist with accessibility:

- Expand the **General** property group on the right side of the editor and enter new text in the **Table Summary** field.

TEXT IMAGE RELATION

To select the location of a label in relation to the image used for the item:

- Expand the **General** property group on the right side of the editor and select an option from the **Text Image Relation** field. You can select any of the following:
  - **ImageAboveText** This displays the button image on top of the label text.
  - **ImageBeforeText** This displays the button image to the left of the label text.
  - **Overlay** This displays the label text and the button image in the same space.
  - **TextAboveImage** This displays the label text on top of the button image.
  - **TextBeforeImage** This displays the label text to the left of the button image.

TIME STAMP FONT COLOR

To change the color of the font used for the time stamp in a MadCap Feedback comment:

- Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

TIME STAMP FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the time stamp in a MadCap Feedback comment:

- Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

TIME STAMP FONT SIZE

To change the size of the font used for the time stamp in a MadCap Feedback comment:

- Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

TIME STAMP FONT STYLE

To change the style of the font (e.g., make it italic) used for the time stamp in a MadCap Feedback comment:

- Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Font Style** field. Click the down arrow and select either **italic** or **normal**.

TIME STAMP FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the time stamp in a MadCap Feedback comment:

- Expand the **TimestampFont** property group on the right and change the value in the **Timestamp Font Weight** field. Click the down arrow and select either **bold** or **normal**.

TITLE LABEL

To change the text that appears at the top of the column used to display the names of topics found after a search:

- Expand the **General** property group on the right side of the editor and enter new text in the **Title Label** field.

TOOLTIP

To change the tooltip text that appears when users hover the cursor over the item:

- Expand the **General** property group on the right side of the editor and enter new text in the **Tooltip** field.

USER INFO FONT COLOR

To change the color of the font used for the user information in a MadCap Feedback comment:

- Expand the **UserInfoFont** property group on the right and change the value in the **UserInfoColor** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

USER INFO FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the user information in a MadCap Feedback comment:

» Expand the **UserInfoFont** property group on the right and change the value in the **User Info Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

USER INFO FONT SIZE

To change the size of the font used for the user information in a MadCap Feedback comment:

» Expand the **UserInfoFont** property group on the right and change the value in the **User Info Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

USER INFO FONT STYLE

To change the style of the font (e.g., make it italic) used for the user information in a MadCap Feedback comment:

» Expand the **UserInfoFont** property group on the right and change the value in the **User Info Font Style** field. Click the down arrow and select either **italic** or **normal**.

USER INFO FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the user information in a MadCap Feedback comment:

» Expand the **UserInfoFont** property group on the right and change the value in the **User Info Font Weight** field. Click the down arrow and select either **bold** or **normal**.

7. Click to save your work.

Dialogs in Standard Skins

This feature is supported in Microsoft HTML Help, WebHelp, and WebHelp Plus output.

If you have enabled MadCap Feedback for your output, there are some dialogs that people will use for actions such as registering, adding comments, and replying to comments.

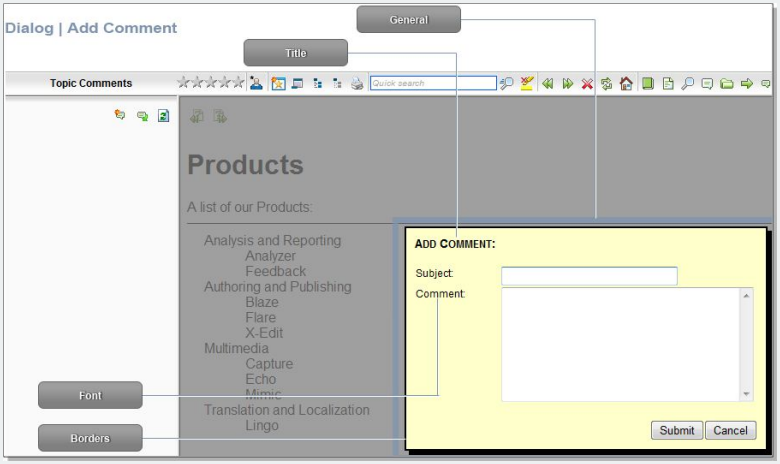
HOW TO SPECIFY STYLE SETTINGS FOR DIALOGS

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Dialog** node.

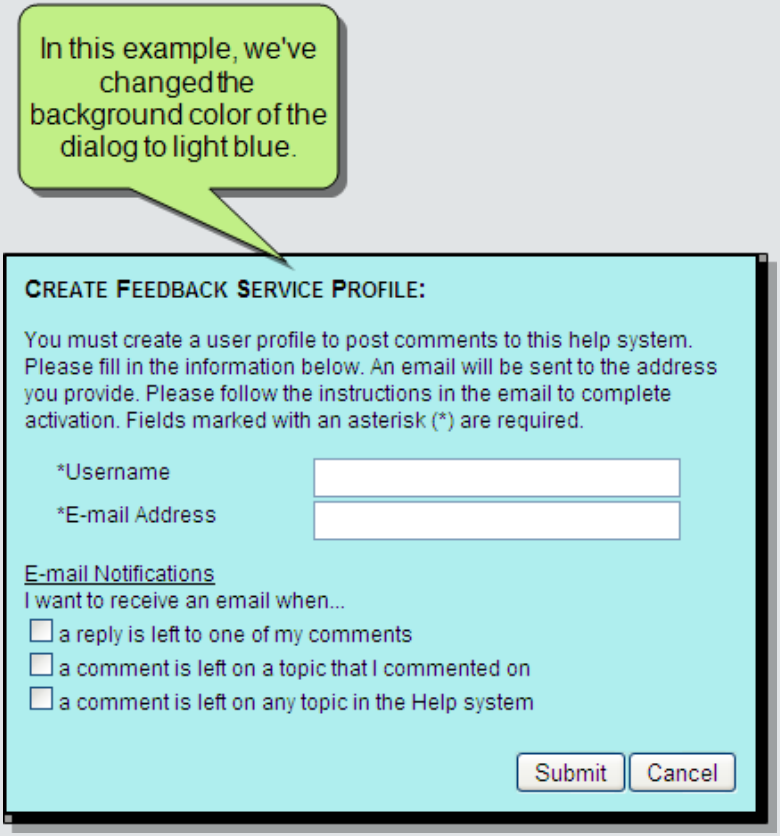
4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Dialog** node itself.

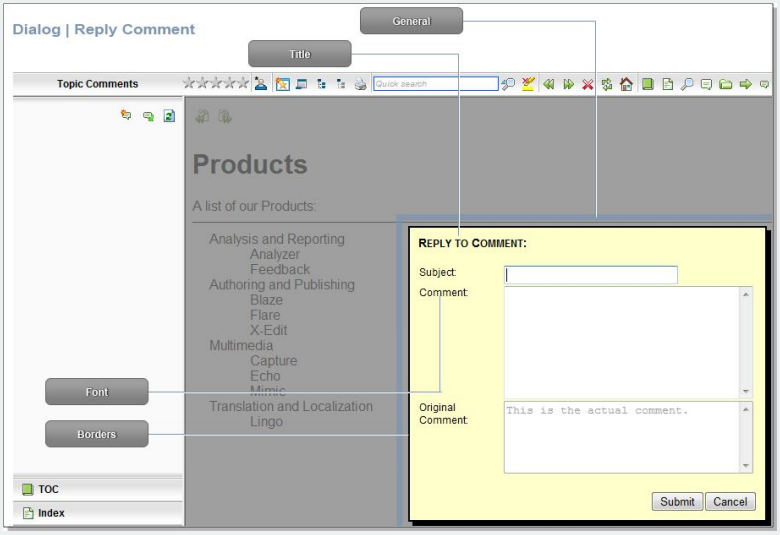
   The items under this node represent the different kinds of Feedback dialogs that may be found in your output.

Add Comment	This is the dialog used when people add feedback comments to a topic.



Register User	This is the dialog used when new end users register in order to submit feedback in your output.



	Note: The "Register User" item lets you modify label text for fields in the Create Feedback Service Profile dialog. However, the "Feedback User Profile Item" node (see "Feedback User Profile Items in Standard Skins" on page 88) does the same thing. So what's the difference? The "Register User" property in this node is the old way to accomplish this; the "Feedback User Profile Item" node is the new way. In order to be backwards compatible with earlier versions, the duplicate properties remain available in the Dialog/Register User node. The software will first look to any settings that you have provided in the Feedback User Profile Item node. Then it will look to settings entered in the Dialog/Register User node.
Reply Comment	This is the dialog used when people reply to feedback comments for a topic. 

5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.

6. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND COLOR

To change the background color of the item:

» Expand the **General** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BORDERS

To add or change borders for the item:

» Expand the **Borders** property group on the right and change the value in any of the fields. Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

CANCEL BUTTON LABEL

To change the text that appears on the "Cancel" button:

» Expand the **General** property group on the right side of the editor and enter new text in the **Cancel Button Label** field.

COMMENT LABEL

To change the text that appears next to the "comment" field:

» Expand the **Labels** property group on the right side of the editor and enter new text in the **Comment Label** field.

COMMENT REPLY NOTIFICATION LABEL

Next to the first email notification check box in the Create Feedback Service Profile dialog, users see the following text:

a reply is left to one of my comments

To change the text:

» Expand the **Options** property group on the right side of the editor and enter new text in the **Comment Reply Notification Label** field.

COMMENT SAME TOPIC NOTIFICATION LABEL

Next to the second email notification check box in the Create Feedback Service Profile dialog, users see the following text:

a comment is left on a topic that I commented on

To change the text:

- Expand the **Options** property group on the right side of the editor and enter new text in the **Comment Same Topic Notification Label** field.

COMMENT SAME HELP SYSTEM NOTIFICATION LABEL

Next to the third email notification check box in the Create Feedback Service Profile dialog, users see the following text:

a comment is left on any topic in the Help system

To change the text:

- Expand the **Options** property group on the right side of the editor and enter new text in the **Comment Same Help System Notification Label** field.

COUNTRY LABEL

To change the text that appears next to the "country" field:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **Country Label** field.

EMAIL ADDRESS LABEL

To change the text that appears next to the "email address" field:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **Email Address Label** field.

EMAIL NOTIFICATIONS GROUP LABEL

At the beginning of the email notification check boxes in the Create Feedback Service Profile dialog, users see the following text:

E-mail Notifications

To change the text:

- Expand the **Options** property group on the right side of the editor and enter new text in the **Email Notifications Group Label** field.

EMAIL NOTIFICATIONS HEADING LABEL

After the group label, just above the email notification check boxes in the Create Feedback Service Profile dialog, users see the following text:

I want to receive an email when…

To change the text:

- Expand the **Options** property group on the right side of the editor and enter new text in the **Email Notifications Heading Label** field.

FIRST NAME LABEL

To change the text that appears next to the "first name" field:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **First Name Label** field.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

GENDER LABEL

To change the text that appears next to the "gender" field:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **Gender Label** field.

GENDER LABEL—FEMALE

To change the text that represents the "female" option in the "gender" drop-down field:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **Gender Female Name** field.

If you include the Gender option in your registration dialog, you might use this field to localize the text in other languages.

GENDER LABEL—MALE

To change the text that represents the "male" option in the "gender" drop-down field:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **Gender Male Name** field.

If you include the Gender option in your registration dialog, you might use this field to localize the text in other languages.

LAST NAME LABEL

To change the text that appears next to the "last name" field:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **Last Name Label** field.

MESSAGE—COMMENT LENGTH EXCEEDED

To change the text that appears in the message that users see when their comments are too long:

- Expand the **Messages** property group on the right side of the editor and enter new text in the **Comment Length Exceeded** field.

MESSAGE—EDIT PROFILE REGISTRATION

If you configure MadCap Feedback so that users must register before submitting comments, people will see the following message in the dialog when updating their profiles:

You must create a user profile to post comments to this help system. Please fill in the information below. An email will be sent to the address you provide. Please follow the instructions in the email to complete activation.

To change the text for this message:

- Expand the **Messages** property group on the right side of the editor and enter new text in the **Edit Profile Registration** field.

MESSAGE—MISSING REQUIRED FIELD

When users fail to complete a required field in the Create Feedback Service Profile dialog, they see a message. If you do not enter text, the default for the message is used. This default text is as follows:

Please enter a value for: [name of field].:

- Expand the **Messages** property group on the right side of the editor and enter new text in the **Missing Required Field** field.

MESSAGE—REGISTRATION

If you configure MadCap Feedback so that users must register before submitting comments, certain information is provided to those users, both in the registration dialog and in a popup message that follows. You can modify the text as needed. In the registration dialog, users see the following default text:

You must create a user profile to post comments to this help system. Please fill in the information below. An email will be sent to the address you provide. Please follow the instructions in the email to complete activation.

To change the text for this message:

- Expand the **Messages** property group on the right side of the editor and enter new text in the **Registration** field.

MESSAGE—REGISTRATION SUBMIT

In the popup message that follows the initial registration message, users see the following default text:

Your information has been sent to MadCap Software. When the information has been processed, you will receive an email with a link to a verification page. Click this link, or copy and paste the link into your web browser to complete the registration.

To change the text for this message:

» Expand the **Messages** property group on the right side of the editor and enter new text in the **Registration Submit** field.

MESSAGE—REGISTRATION SUBMIT NOTE

In the popup message that follows the initial registration message, users see the following note:

NOTE: Some service providers have email filtering software that may cause the notification email to be sent to your junk email folder. If you do not receive a notification email, please check this folder to see if it has been sent there.

To change the text for this message:

» Expand the **Messages** property group on the right side of the editor and enter new text in the **Registration Submit Note** field.

MESSAGE—UPDATE SUCCESS

When users successfully update their Feedback comment profiles, they see a message. If you do not enter text, the default is used. This default text is as follows:

Your profile was updated successfully!

To change the text for this message:

» Expand the **Messages** property group on the right side of the editor and enter new text in the **Update Success** field.

ORIGINAL COMMENT LABEL

To change the text that appears next to the "original comment" field:

» Expand the **Labels** property group on the right side of the editor and enter new text in the **Original Comment Label** field.

POSTAL CODE LABEL

To change the text that appears next to the "postal code" field:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **Postal Code Label** field.

SHADOW COLOR

To change the color of the shadow for the item:

- Expand the **General** property group on the right and change the value in the **Shadow Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

SHADOW DISTANCE

To change the distance that the shadow extends from the edge of the item (in pixels):

- Expand the **General** property group on the right and enter a value with the measurement in the **Shadow Distance** field (e.g., 10 px).

SHADOW OPACITY

To change the opacity (transparency) of the shadow for the item, ranging between 0 and 100 (the lower the number, the more transparent):

- Expand the **General** property group on the right and enter a value in the **Shadow Opacity** field (e.g., 65).

SUBJECT LABEL

To change the text that appears next to the "subject" field:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **Subject Label** field.

SUBMIT BUTTON LABEL

To change the text that appears on the "Submit" button:

- Expand the **General** property group on the right side of the editor and enter new text in the **Submit Button Label** field.

TITLE FONT COLOR

To change the color of the font used for the title:

- Expand the **Title** property group on the right and change the value in the **Title Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

TITLE FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) used for the title:

- Expand the **Title** property group on the right and change the value in the **Title Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

TITLE FONT SIZE

To change the size of the font used for the title:

- Expand the **Title** property group on the right and change the value in the **Title Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

TITLE FONT STYLE

To change the style of the font (e.g., make it italic) used for the title:

- Expand the **Title** property group on the right and change the value in the **Title Font Style** field. Click the down arrow and select either **italic** or **normal**.

TITLE FONT VARIANT

To change the variant of the font (e.g., small caps) used for the title:

- Expand the **Title** property group on the right and change the value in the **Title Font Variant** field. Click the down arrow and select either **normal** or **small-caps**.

TITLE FONT WEIGHT

To change the weight of the font (e.g., make it bold) used for the title:

- Expand the **Title** property group on the right and change the value in the **Title Font Weight** field. Click the down arrow and select either **bold** or **normal**.

TITLE LABEL

To change the text that appears in the title:

- Expand the **Title** property group on the right side of the editor and enter new text in the **Title Label** field.

USER NAME LABEL

To change the text that appears next to the "user name" field:

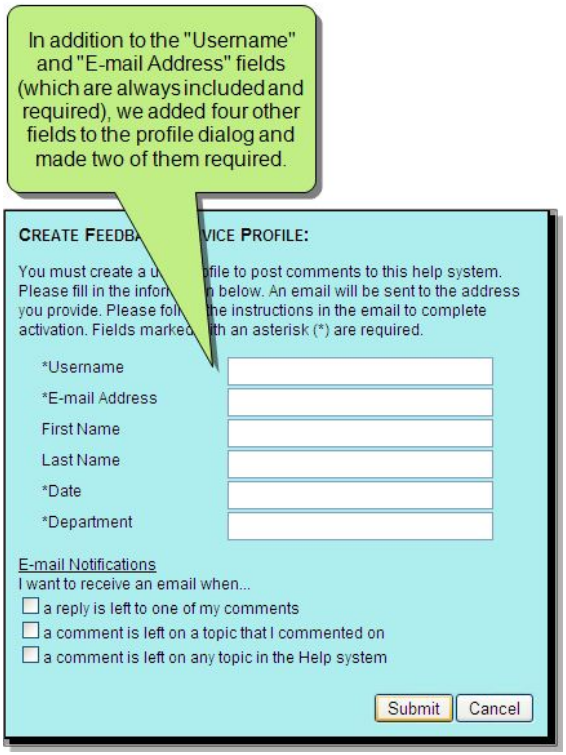
- Expand the **Labels** property group on the right side of the editor and enter new text in the **Username Label** field.

7. Click to save your work.

Feedback User Profile Items in Standard Skins

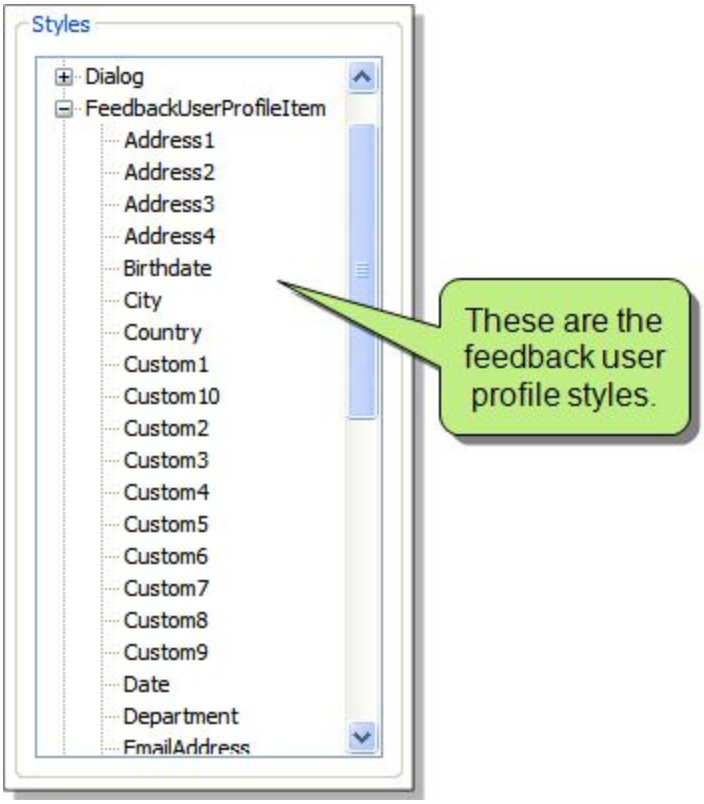
This feature is supported in Microsoft HTML Help, WebHelp, and WebHelp Plus output.

When users submit MadCap Feedback comments, they must complete the Create Feedback Service Profile dialog (unless you have enabled anonymous comments). You can specify which fields are included in this dialog (see "Specifying Fields for the Create Feedback Service Profile dialog" on page 338). In addition, you can use the Styles tab in the skin to change the text for each of those fields, as well as to specify which fields are required and whether a field should have a default value.



HOW TO SPECIFY STYLE SETTINGS FOR FEEDBACK USER PROFILE ITEMS

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Feedback User Profile Item** node.



4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Feedback User Profile Item** node itself.

   The items under this node represent the different fields that can be included in the Create Service Profile dialog. In addition to the many standard fields that can be included (e.g., Address1, City, Department, Occupation), you

can add up to 10 custom fields (e.g., Custom1, Custom2, Custom3), which can be used for any kind of field not already available.

5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.
6. In the **Properties** section, set the values for the properties that you want modify.

DEFAULT VALUE

To enter a default value for the item—the user will see this text in the field initially (e.g., perhaps you would enter "United States" as the default value for the Country field):

» Expand the **General** property group on the right side of the editor and enter new text in the **DefaultValue** field.

GENDER LABEL—FEMALE

To change the text that represents the "female" option in the "gender" drop-down field (this property displays only if you have selected the "Gender" style first):

» Expand the **General** property group on the right side of the editor and enter new text in the **Gender Female Name** field.

If you include the gender option in your registration dialog, you might use this field to localize the text in other languages.

GENDER LABEL—MALE

To change the text that represents the "male" option in the "gender" drop-down field (this property displays only if you have selected the "Gender" style first):

» Expand the **General** property group on the right side of the editor and enter new text in the **Gender Male Name** field.

If you include the gender option in your registration dialog, you might use this field to localize the text in other languages.

LABEL

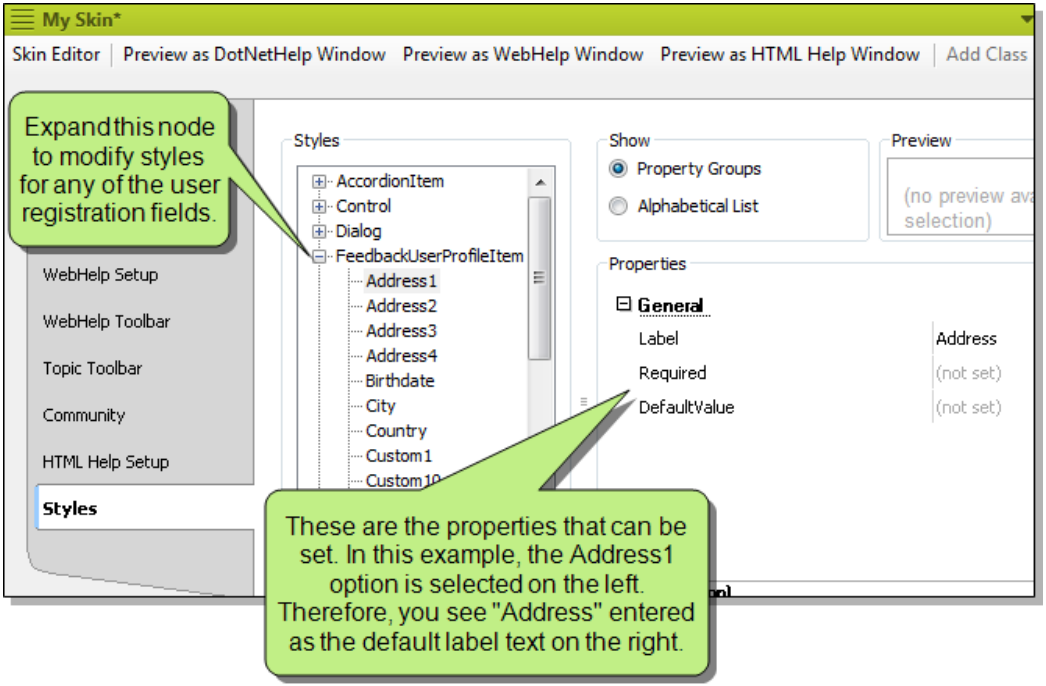
To change the text that appears on the item:

» Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

REQUIRED

To specify whether the field should be required (i.e., end users must complete the field to move on):

» Expand the **General** property group on the right and change the value in the **Required** field. Click the down arrow and select either **false** (not required) or **true** (required).



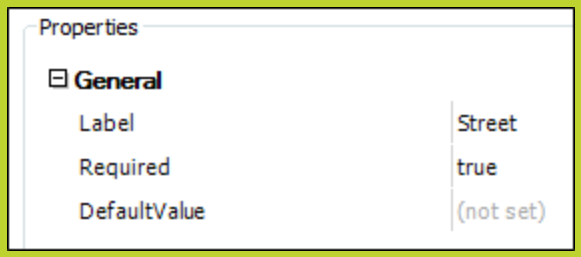
7. Click to save your work.

E X A M P L E

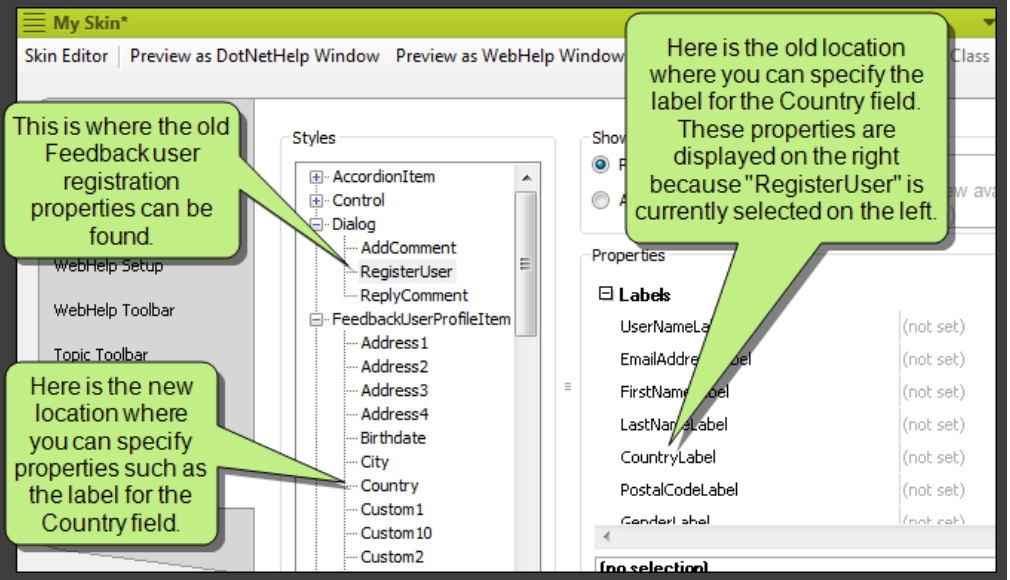
Let's say that you have already used the Feedback User Profile tab in the Skin Editor to add several fields to your Feedback registration dialog, including the Address1 field. Maybe you want to change the label text that is displayed next to that field in the dialog. In that case, you can click to the right of the **Label** field and type something else (e.g., **Street**).

In addition, let's say that you want the Address1 field to be required; end users must complete it in order to move on. In that case, you can click to the right of the **Required** field and select **true**.

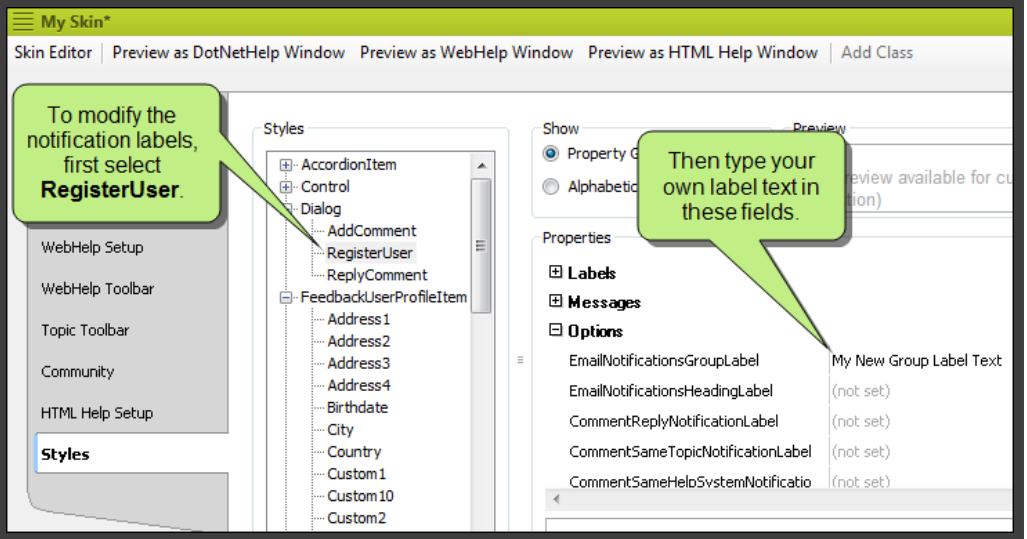
When you are finished, it would look like this:



Note: In order to be backwards compatible with earlier versions, some properties are also still available in the Dialog/Register User node (see "Dialogs in Standard Skins" on page 75). The software will first look to any settings that you have provided in the Feedback User Profile Item node. Then it will look to settings entered in the Dialog/Register User node.



If you want to modify the labels next to the email notification fields in the Create Feedback Service Profile dialog, you need to expand the **Dialog** node and then select **Register User**. In the **Properties** section on the right, expand the **Options** group and change any of the values for the email notification fields.



Formats in Standard Skins

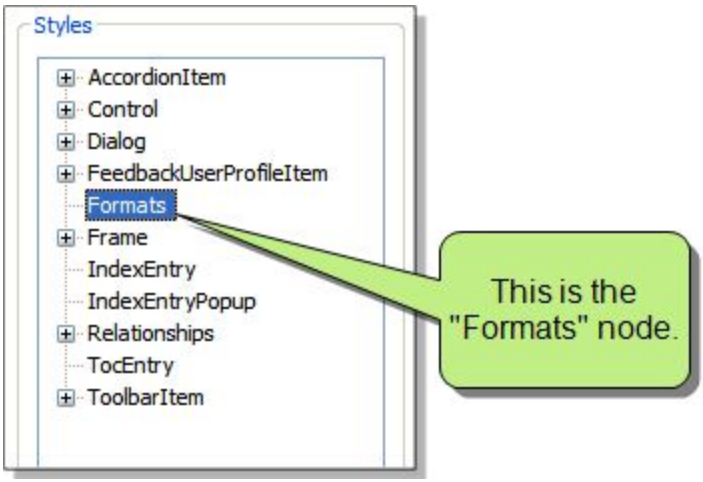
This feature is supported in WebHelp, WebHelp AIR, WebHelp Plus, and to a certain extent in all print outputs (Adobe FrameMaker, Adobe PDF, Microsoft Word, Microsoft XPS, XHTML).

These are navigation elements that you might include in your project (e.g., cross-references, breadcrumbs, keyword links, related topics links, concept links). For most of these elements, you can use the skin style to change the link or prefix text. For cross-references, you can change text as well as formats (i.e., how the link is constructed).

Styles for many of the formats are supported only in WebHelp, WebHelp Plus, and WebHelp AIR outputs. The formats related to cross-references are supported in print-based outputs (Adobe FrameMaker, Adobe PDF, Microsoft Word, Microsoft XPS, XHTML).

HOW TO SPECIFY STYLE SETTINGS FOR FORMATS

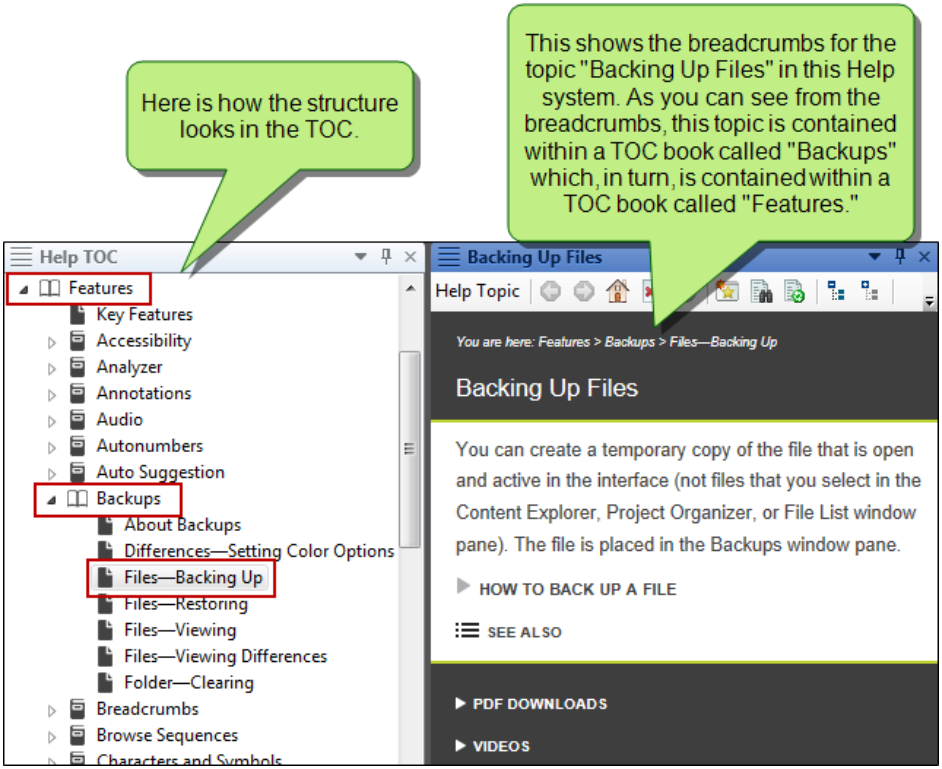
1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Formats** node.



Properties for the following elements are shown on the right side of the tab.

BREADCRUMBS

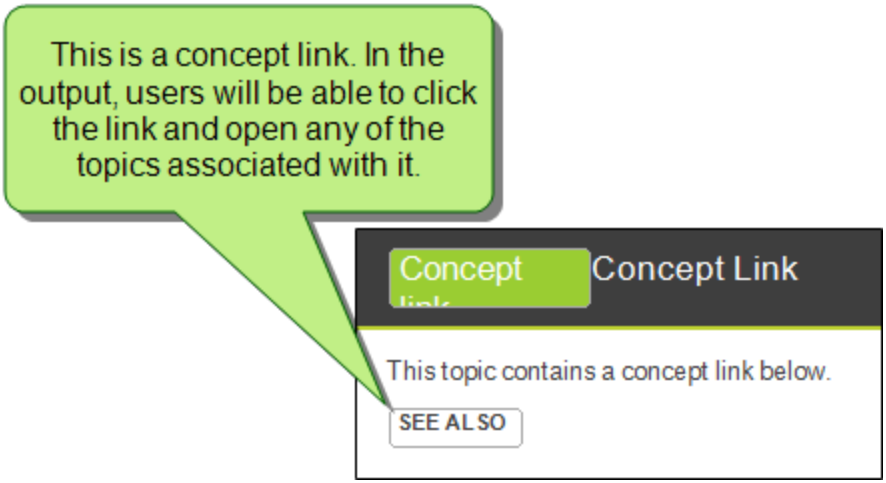
In the output, this is a "trail of breadcrumbs" composed of the table of contents (TOC) entries above the current topic in the TOC hierarchy.



In the skin you can change the prefix text ("You are here") for the breadcrumbs.

CONCEPT LINKS

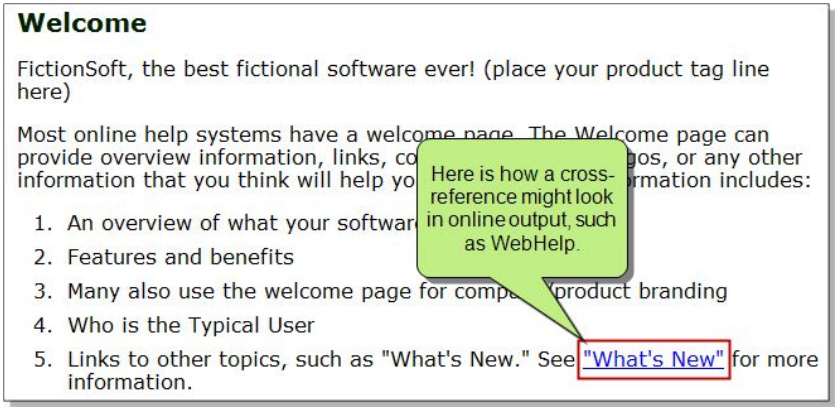
This is a navigation link that lets users open topics that you've determined are related to the current topic. It is similar to the related topics link. However, whereas you associate a related topics link with specific individual topics (usually for a one-time use), you associate a concept link with a group of topics (to be reused in different topics). One great benefit of this type of link is that, if you later want to add or delete topics from the group, you only need to do so in one place and the changes are applied to every topic containing that concept link.

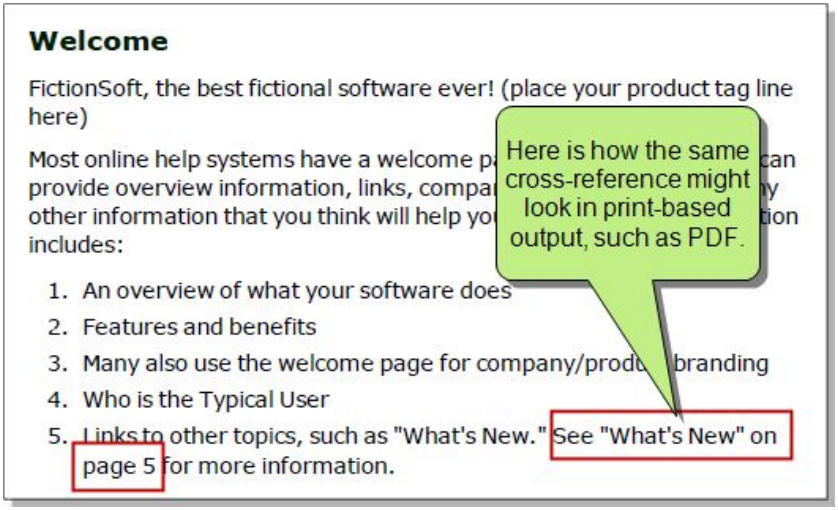


In the skin you can change the text that displays on the link ("See Also").

CROSS-REFERENCES

A cross-reference is a navigation link that lets you connect text in one topic to another topic (or a bookmark within a topic). This is somewhat similar to a text hyperlink. However, cross-references differ from hyperlinks in a few ways. They are based on format commands

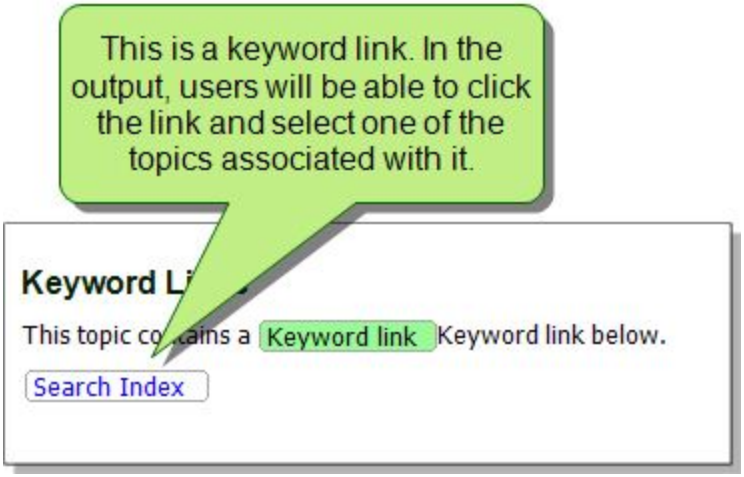




In the skin you can change the cross-reference format used for either online or print-based output. If you are creating context-sensitive cross-references, use a language skin instead of a regular skin.

KEYWORD LINKS

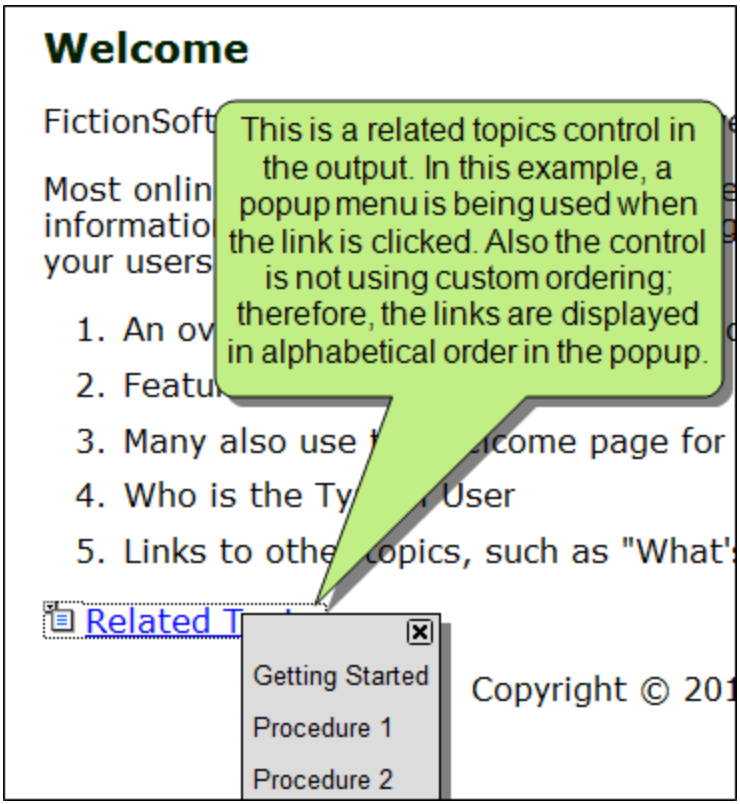
This is a navigation link that lets users open topics related to the current topic based on index keywords that they share.

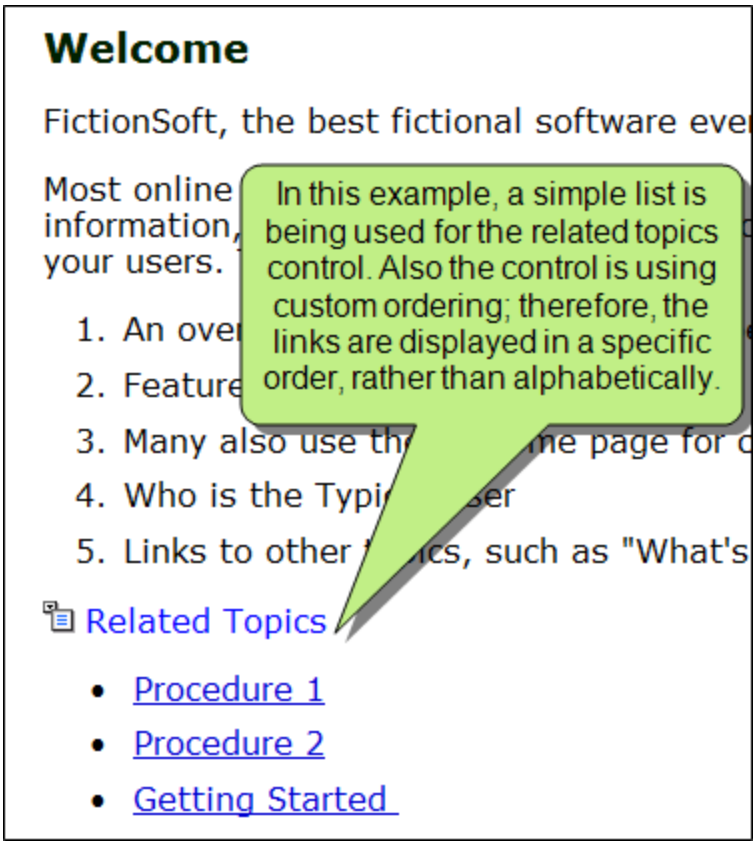


In the skin you can change the text that displays on the link ("Search Index").

RELATED TOPICS

This is a Help control that provides users with list of links to topics that you've specified as being related to the current topic. This is similar to a concept link. You should use a related topics link if you are applying it to a topic that you want to associate with specific topics but you do not plan to reuse the same link in other topics.





In the skin you can change the text that displays on the link ("Related Topics").

4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

ABOVE REFERENCE

To change the text used when the destination appears above a cross-reference on the same page of print-based output:

» Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **Above Reference** field.

BELOW REFERENCE

To change the text used when the destination appears below a cross-reference on the same page of print-based output:

» Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **Below Reference** field.

BREADCRUMBS PREFIX

To change the text used at the beginning of a trail of breadcrumbs in online output:

» Expand the **Breadcrumbs** property group on the right side of the editor and enter new text in the **Breadcrumbs prefix** field.

CONCEPT LINK

To change the text used on a concept link in online output:

» Expand the **Concept Link** property group on the right side of the editor and enter new text in the **Link Text** field.

FORMAT

To change the command structure of a cross-reference when used in online output:

» Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **Format** field, including any format commands.

FORMAT FOR PRINT

To change the command structure of a cross-reference when used in print-based output:

» Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **Format for Print** field, including any format commands.

KEYWORD LINK

To change the text used on a keyword link in online output:

» Expand the **Keyword Link** property group on the right side of the editor and enter new text in the **Link Text** field.

ON FACING PAGE REFERENCE

To change the text used when the destination appears on a page adjacent to a cross-reference (e.g., link is on the left page and destination is on the right page) in print-based output:

» Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **On Facing Page Reference** field.

ON NEXT PAGE REFERENCE

To change the text used when the destination appears on the page just after a cross-reference in print-based output:

» Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **On Next Page Reference** field.

ON PAGE REFERENCE

To change the text used when the destination appears more than one page away from a cross-reference in print-based output:

» Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **On Page Reference** field.

ON PREVIOUS PAGE REFERENCE

To change the text used when the destination appears on the page just before a cross-reference in print-based output:

» Expand the **Cross-Reference** property group on the right side of the editor and enter new text in the **On Previous Page Reference** field.

RELATED TOPICS

To change the text used on a related topics link in online output:

» Expand the **Related Topics** property group on the right side of the editor and enter new text in the **Link Text** field.

6. Click to save your work.

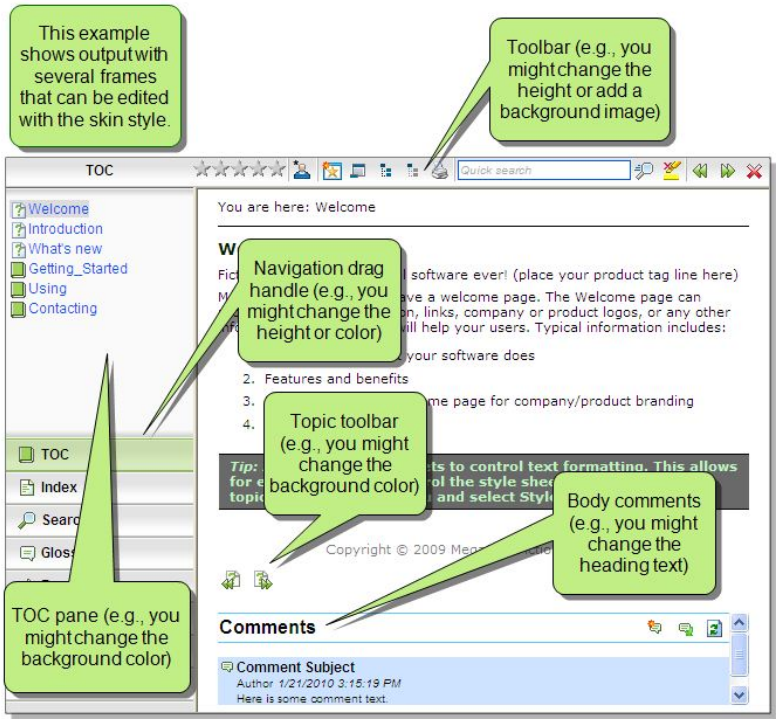
Note: You can also set the format for elements in a regular stylesheet. If you do so, those settings override conflicting settings in the skin.

Frames in Standard Skins

This feature is supported in DotNet Help, Microsoft HTML Help, WebHelp, WebHelp AIR, and WebHelp Plus output.

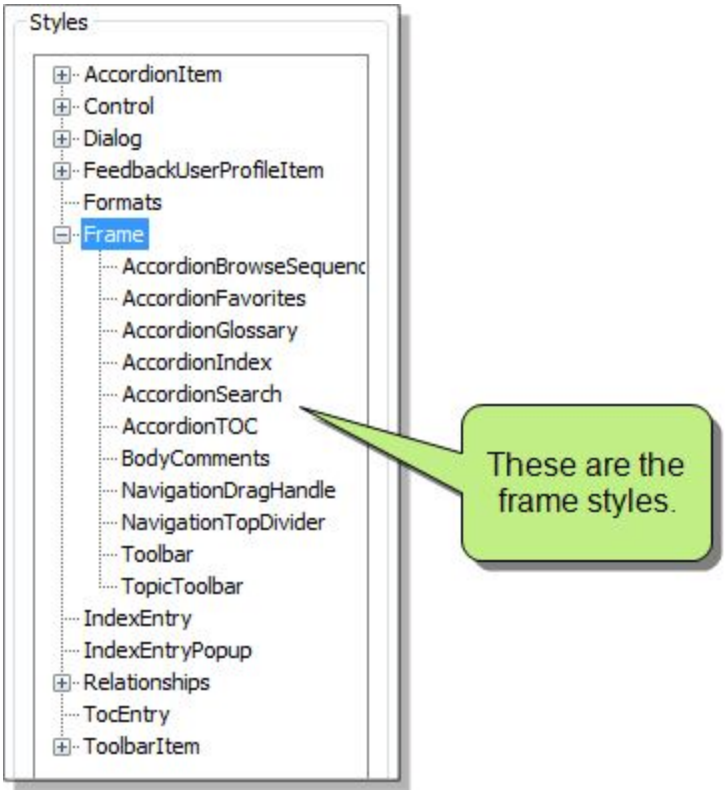
When it comes to skins, frames refer to the "containers" of the navigation items that display in the output when you include elements such as accordion items, toolbars, and Feedback at the end of topics. In order to see these items in the output, you must include them in your project (see "Specifying Navigation Elements to Include in the Output Window" on page 343, "Specifying Web Toolbar Settings—WebHelp Outputs" on page 328, "Specifying Web Toolbar Settings—HTML Help Output" on page 314, and "Specifying Topic Toolbar Settings in a Skin—WebHelp Outputs" on page 288).

Some of these styles are supported only in WebHelp, WebHelp Plus, and WebHelp AIR.



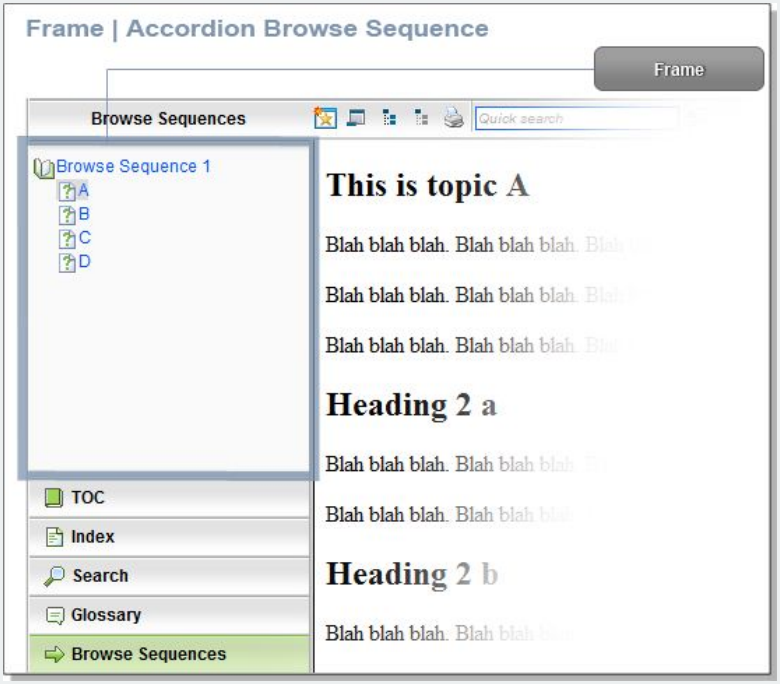
HOW TO SPECIFY STYLE SETTINGS FOR FRAMES

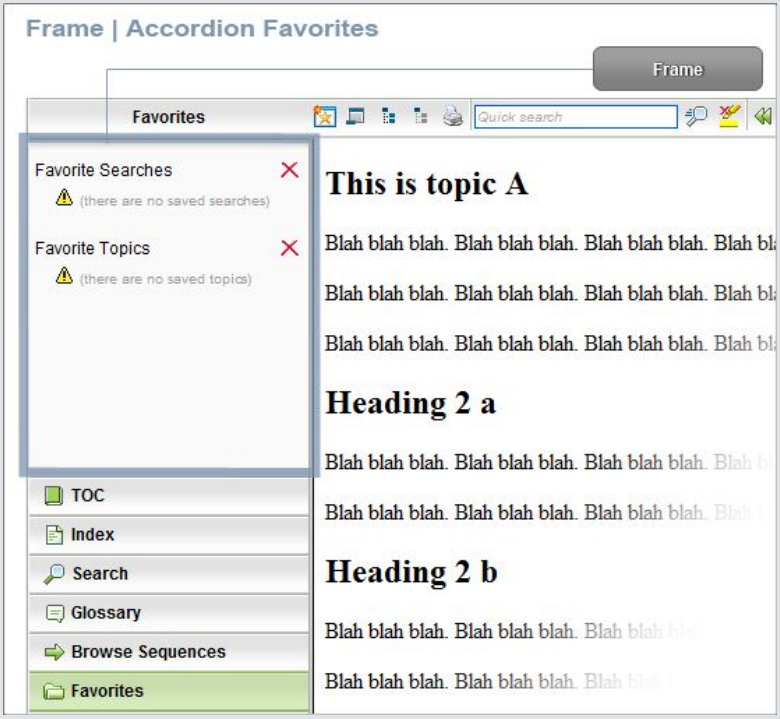
1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Frame** node.



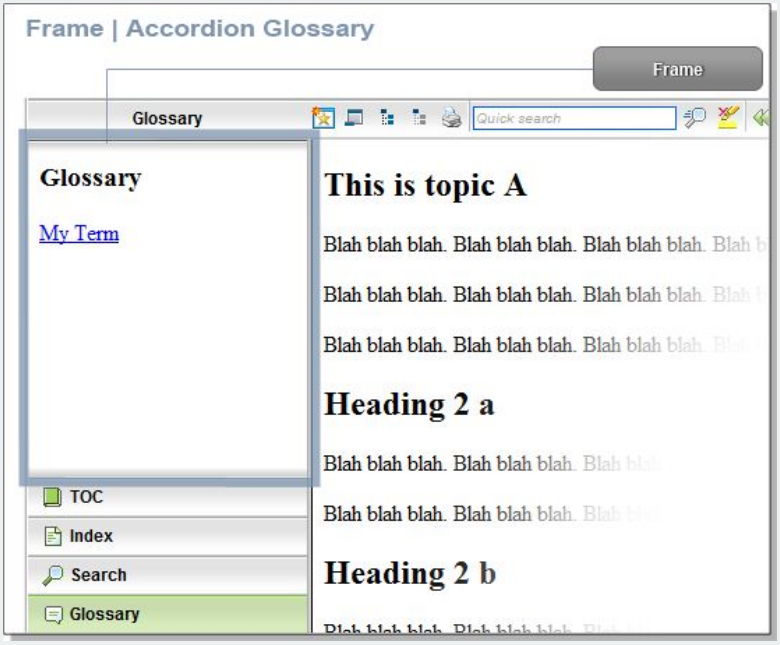
4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Frame** node itself.

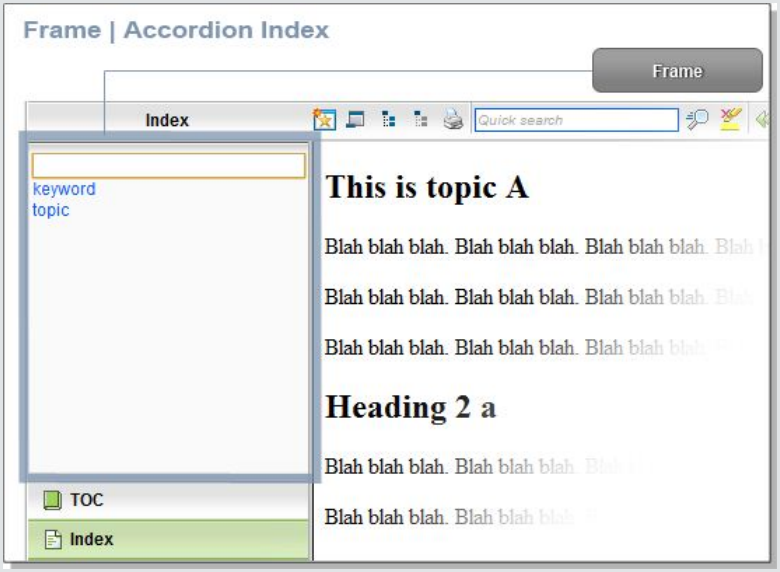
   The items under this node represent the different kinds of frames that may be found in your output.

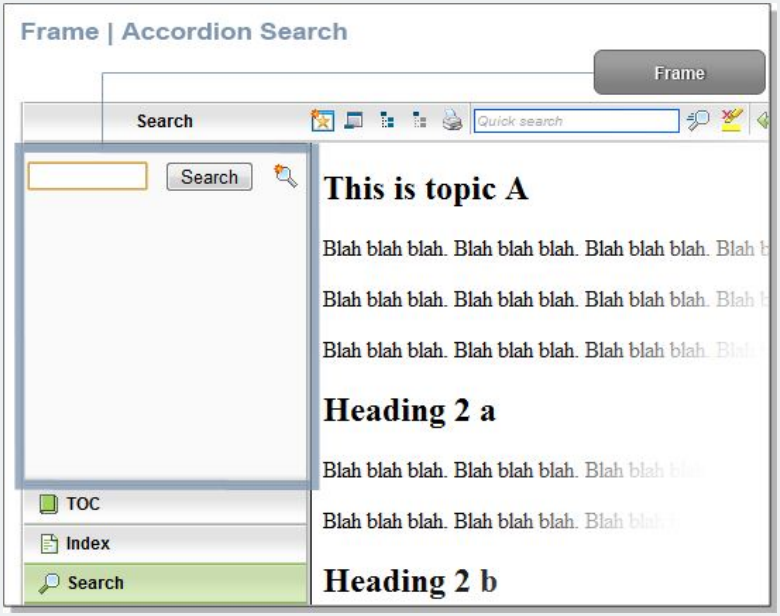
Accordion Browse Sequence	This is the frame that holds the browse sequences. 

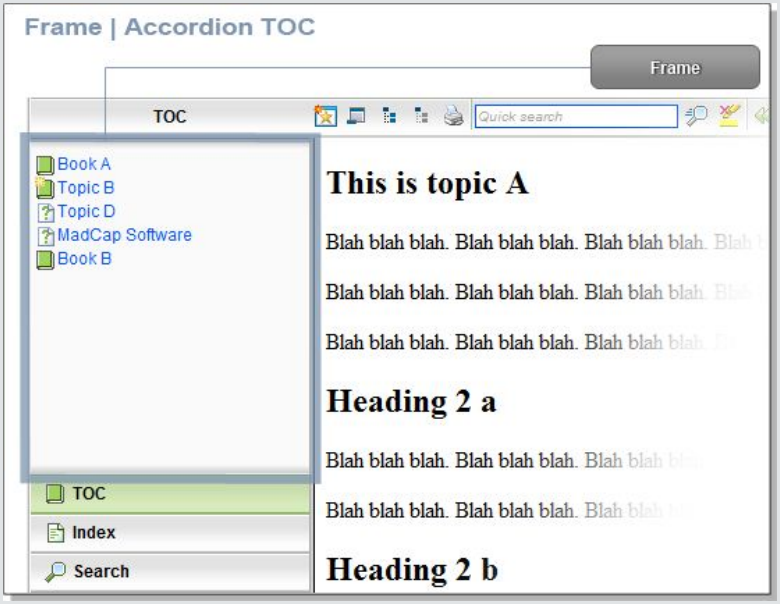
Accordion Favorites	This is the frame that holds the search string and topic favorites. 

Accordion Glossary	This is the frame that holds the glossary.

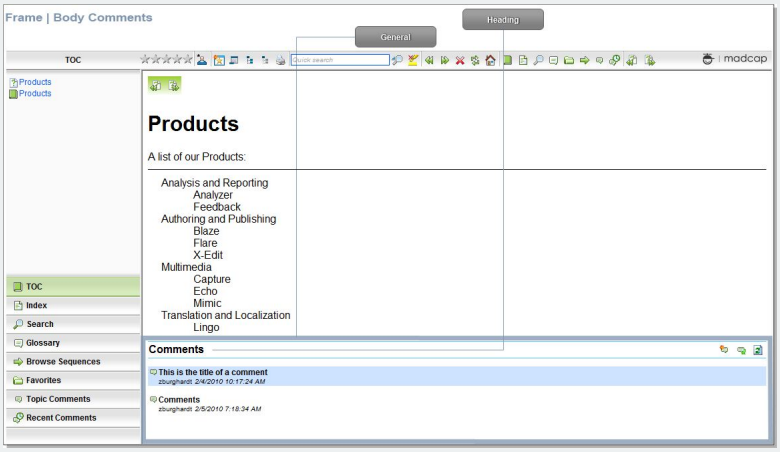


Accordion Index	This is the frame that holds the index. 

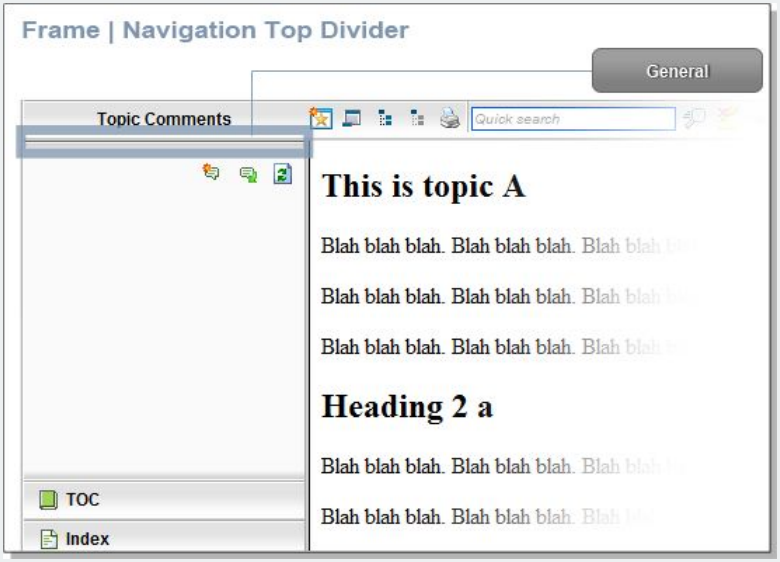
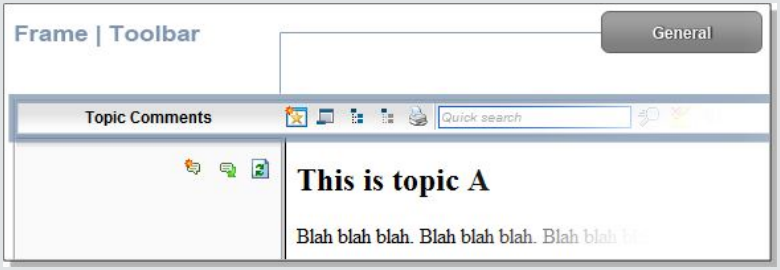
Accordion Search	This is the frame that holds the search fields and results. 

Accordion TOC	This is the frame that holds the table of contents (TOC). 

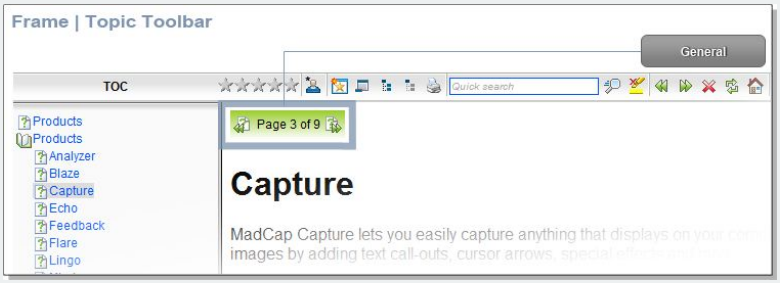
Body Comments	This is the frame that holds the topic comments associated with MadCap Feedback at the bottom of topics.



Navigation Drag Handle	This is the divider between the active navigation feature and the navigation bars. Users can click the handle of this divider and drag it to adjust the space in the navigation pane.

Navigation Top Divider	This is the top edge of the navigation pane. 
Toolbar	This is the frame that holds the WebHelp toolbar. See "Specifying Web Toolbar Settings—WebHelp Outputs" on page 328 and "Specifying Web Toolbar Settings—HTML Help Output" on page 314. 

Topic Toolbar	This is the frame that holds a custom topic toolbar. See "Specifying Topic Toolbar Settings in a Skin—WebHelp Outputs" on page 288.



5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.
6. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND COLOR

To change the background color of the item:

» Expand the **Frame** or **General** property group (depending on the item you selected) on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND GRADIENT

To change the background gradient color of the item:

» Expand the **General** property group on the right and change the value in the **Background Gradient** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND GRADIENT PRESSED

To change the background gradient color of the item when it is pressed:

- Expand the **General** property group on the right and change the value in the **Background Gradient Pressed** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND IMAGE

To add a background image to the item:

- Expand the **General** property group on the right and select an image in the **Background Image** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BACKGROUND IMAGE PRESSED

To add a background image to the item when it is pressed:

- Expand the **General** property group on the right and select an image in the **Background Image Pressed** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BORDERS

To add or change borders for the item:

- Expand the **Heading** property group on the right and change the value in any of the "Border" fields (e.g., Border Left, Border Right). Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

FONT COLOR

To change the color of the font for the item heading:

- Expand the **Heading** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) for the item heading:

- Expand the **Heading** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font for the item heading:

- Expand the **Heading** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic) for the item heading:

- Expand the **Heading** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold) for the item heading:

- Expand the **Heading** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HEIGHT

To change the height of the item:

- Expand the **General** property group on the right and change the value in the **Height** field. Click the down arrow to open a small window. In this window, you can enter the item height in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

LABEL

To change the heading text that appears on the item:

- Expand the **Heading** property group on the right side of the editor and enter new text in the **Label** field.

SCROLLING FOR ACCESSIBILITY

To enable scrolling in order to make the toolbar accessible:

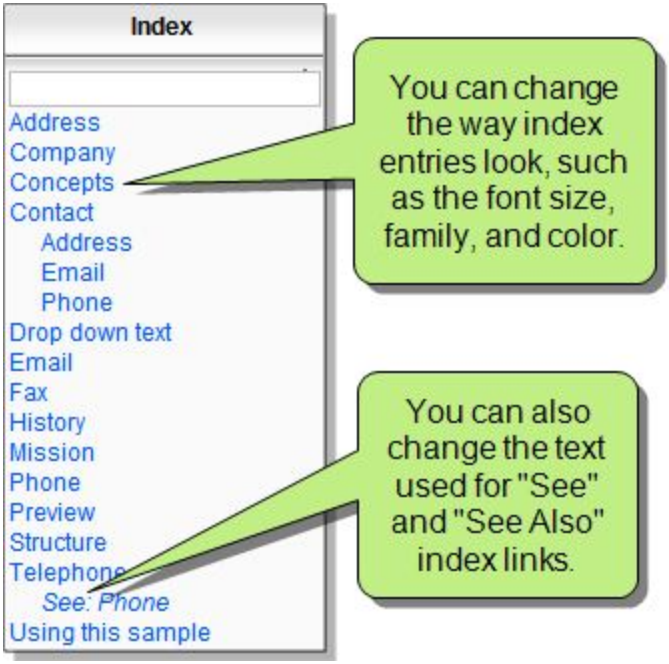
- Expand the **Frame** property group on the right side of the editor. Click in the cell to the right of **Scrolling** and select **auto**. For more information on this option, see the online Help.

7. Click to save your work.

Index Entries in Standard Skins

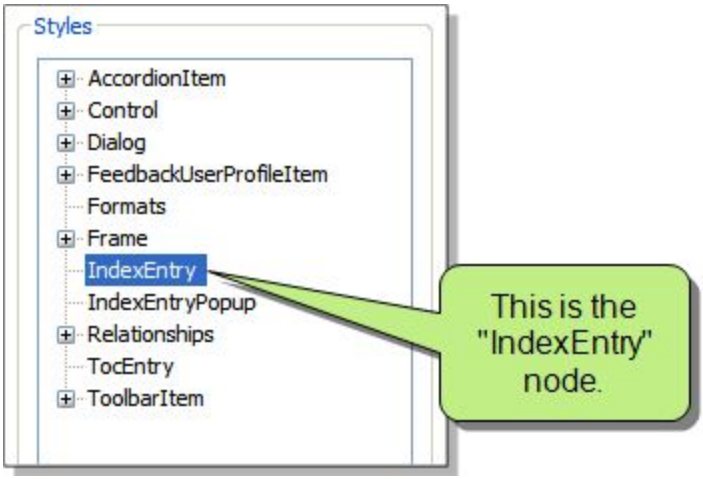
This feature is supported in WebHelp, WebHelp AIR, and WebHelp Plus output.

Using a skin, you can modify the appearance of index entries in online output. In order to see these items in the output, you must include them in your project.



HOW TO SPECIFY STYLE SETTINGS FOR INDEX ENTRIES

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Index Entry** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

   FONT BACKGROUND COLOR

   To change the color of the area behind the font:

   » Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

SEE REFERENCE

To change the text that appears on "See" index links:

» Expand the **Labels** property group on the right side of the editor and enter new text in the **See Reference** field.

SEE ALSO REFERENCE

To change the text that appears on "See Also" index links:

» Expand the **Labels** property group on the right side of the editor and enter new text in the **See Also Reference** field.

SELECTION BACKGROUND COLOR

To change the color of the area behind the font after the index entry has been selected:

» Expand the **Selection** property group on the right and change the value in the **Selection Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

SELECTION COLOR

To change the color of the font after the index entry has been selected:

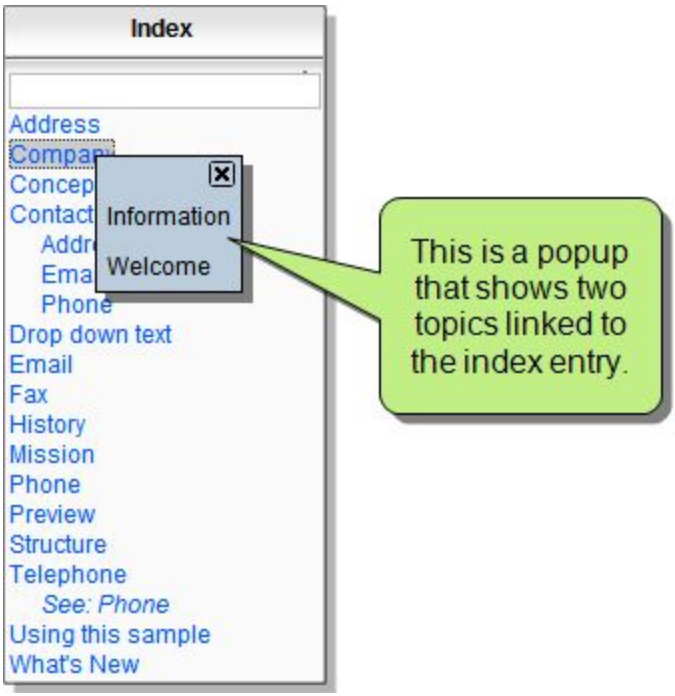
» Expand the **Selection** property group on the right and change the value in the **Selection Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

6. Click to save your work.

Index Entry Popups in Standard Skins

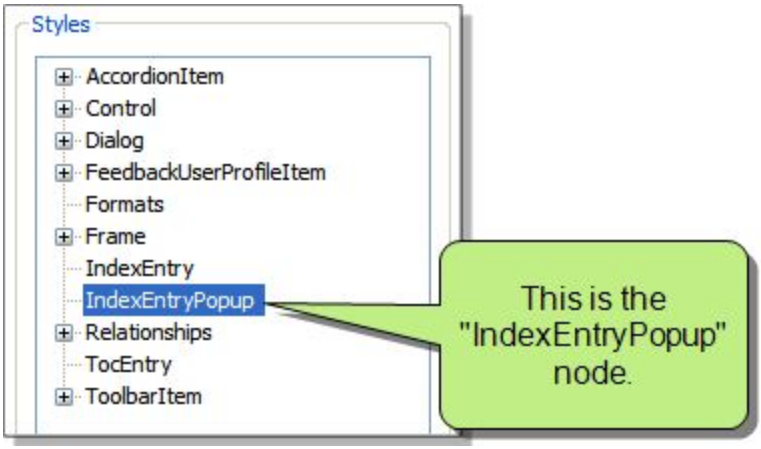
This feature is supported in WebHelp, WebHelp AIR, and WebHelp Plus output.

Using a skin, you can modify the appearance of index entry popups in online output. These are the popups that users see when they click an index entry that links to more than one topic. In order to see these items in the output, you must include them in your project.



HOW TO SPECIFY STYLE SETTINGS FOR INDEX ENTRY POPUPS

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Index Entry Popup** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

   FONT BACKGROUND COLOR

   To change the color of the area behind the font:

   » Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HOVER FONT BACKGROUND COLOR

To change the color of the area behind the font when users hover over it:

- Expand the **HoverFont** property group on the right and change the value in the **Hover Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

HOVER FONT COLOR

To change the color of the font when users hover over it:

- Expand the **HoverFont** property group on the right and change the value in the **Hover Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

HOVER FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana) when users hover over it:

- Expand the **HoverFont** property group on the right and change the value in the **Hover Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

HOVER FONT SIZE

To change the size of the font when users hover over it:

- Expand the **HoverFont** property group on the right and change the value in the **Hover Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

HOVER FONT STYLE

To change the style of the font (e.g., make it italic) when users hover over it:

- Expand the **HoverFont** property group on the right and change the value in the **Hover Font Style** field. Click the down arrow and select either **italic** or **normal**.

HOVER FONT WEIGHT

To change the weight of the font (e.g., make it bold) when users hover over it:

» Expand the **HoverFont** property group on the right and change the value in the **Hover Font Weight** field. Click the down arrow and select either **bold** or **normal**.

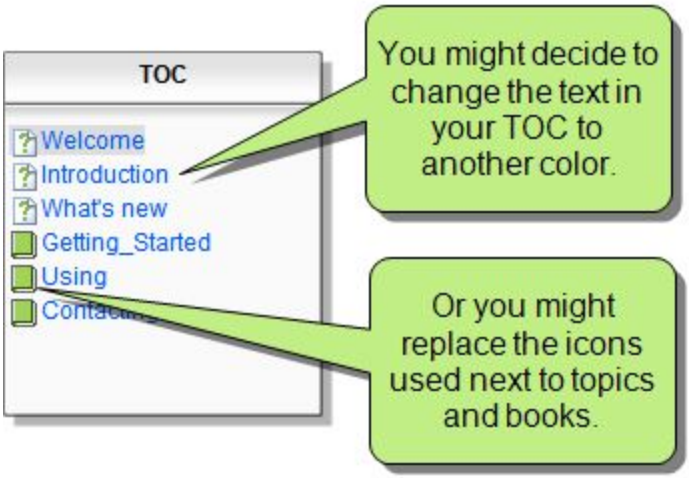
6. Click to save your work.

TOC Entries in Standard Skins

This feature is supported in Microsoft HTML Help, WebHelp, WebHelp AIR, and WebHelp Plus output.

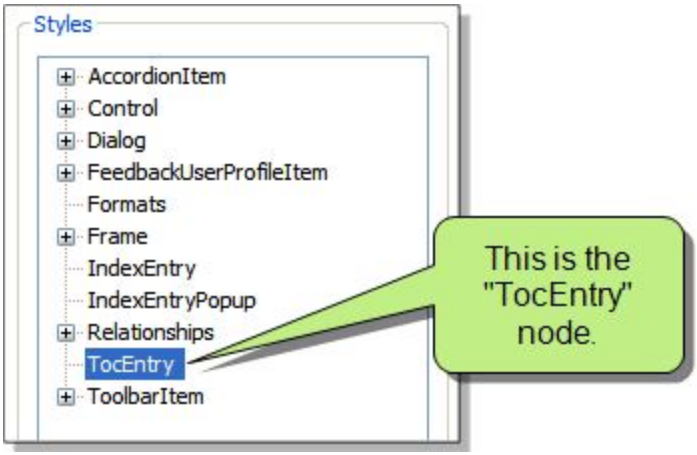
Using a skin, you can modify the appearance of table of contents (TOC) entries in online output. In order to see these items in the output, you must include them in your project.

Styles for many of the TOC entries are supported only in WebHelp, WebHelp Plus, and WebHelp AIR outputs. However, there is one icon style that is supported only in Microsoft HTML Help.



HOW TO SPECIFY STYLE SETTINGS FOR TOC ENTRIES

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Toc Entry** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

BOOK ICON

To select a different icon image for the book items in the TOC:

» Expand the **TocIcons** property group on the right side of the editor and select an image from the **Book Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BOOK ICON ALTERNATE TEXT

To change the alternate text for the book icon:

» Expand the **TocIcons** property group on the right side of the editor and enter new text in the **Book Icon Alternate Text** field.

BOOK OPEN ICON

To select a different icon image for the book items in the TOC when they are open (or selected):

- Expand the **TocIcons** property group on the right side of the editor and select an image from the **Book Open Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BOOK OPEN ICON ALTERNATE TEXT

To change the alternate text for the book icons in the TOC when they are open (or selected):

- Expand the **TocIcons** property group on the right side of the editor and enter new text in the **Book Open Icon Alternate Text** field.

FONT BACKGROUND COLOR

To change the color of the area behind the font:

- Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HTML HELP ICON INDEX

To select a different icon image for the items in HTML Help:

- Expand the **TocIcons** property group on the right side of the editor and select an image from the **Html Help Icon Index** field.

MARK AS NEW

To specify whether all TOC icons to include an asterisk (indicating a new entry). This feature is not supported in DotNet Help.

- Expand the **TocIcons** property group on the right and change the value in the **Mark As New** field. Click the down arrow and select either **false** or **true**.

MARK AS NEW ALTERNATE TEXT

- Expand the **TocIcons** property group on the right side of the editor and enter new text in the **Mark As New Icon Alternate Text** field.

TOPIC ICON

To select a different icon image for the topic items in the TOC:

» Expand the **TocIcons** property group on the right side of the editor and select an image from the **Topic Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

TOPIC ICON ALTERNATE TEXT

To change the alternate text for the topic icon:

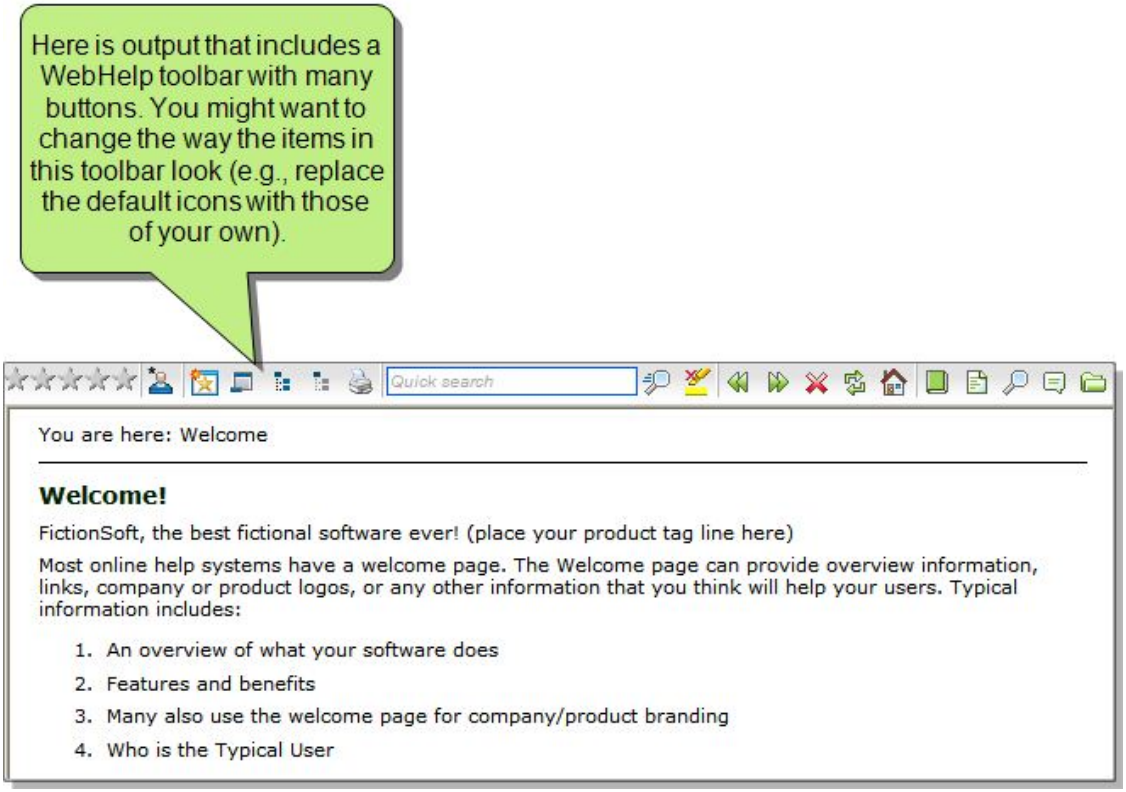
» Expand the **TocIcons** property group on the right side of the editor and enter new text in the **Topic Icon Alternate Text** field.

6. Click to save your work.

Toolbar Items in Standard Skins

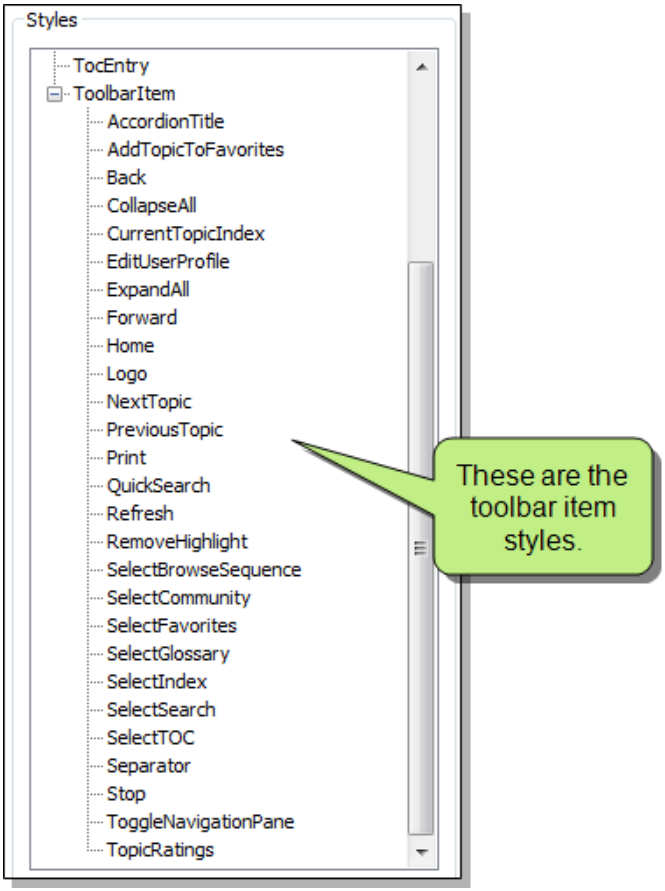
This feature is supported in DotNet Help, Microsoft HTML Help, WebHelp, WebHelp AIR, and WebHelp Plus output.

Using a skin, you can modify the appearance of WebHelp toolbars and topic toolbars that you include in your output. See "Introduction" on page 5, "Specifying Web Toolbar Settings—WebHelp Outputs" on page 328, "Specifying Web Toolbar Settings—HTML Help Output" on page 314, and "Specifying Topic Toolbar Settings in a Skin—WebHelp Outputs" on page 288.



HOW TO SPECIFY STYLE SETTINGS FOR TOOLBAR ITEMS

1. Open a Standard skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Toolbar Item** node.



4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Toolbar Item** node itself.

   The items under this node represent the different kinds of toolbar items that may be found in your output.

   ACCORDION TITLE

   Displays the name of the accordion item, which is next to the WebHelp toolbar.

   ADD TOPIC TO FAVORITES

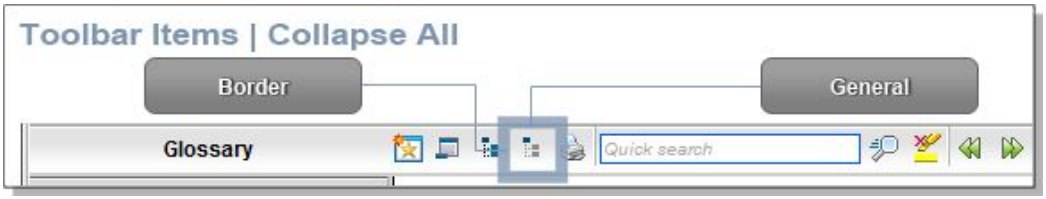
   Lets users add the active topic to the Favorites pane so that they can quickly access the topic in the future.

   BACK

   Lets users open the topic that was viewed previously.

COLLAPSE ALL

Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).



CURRENT TOPIC INDEX

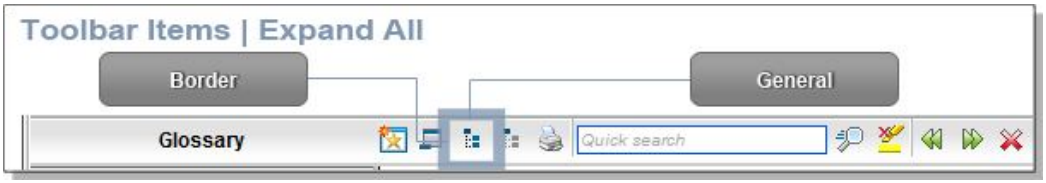
Lets users see the display for the current topic in the sequence. This label is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)

EDIT USER PROFILE

Lets users edit their Feedback registration profile settings.

EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



FORWARD

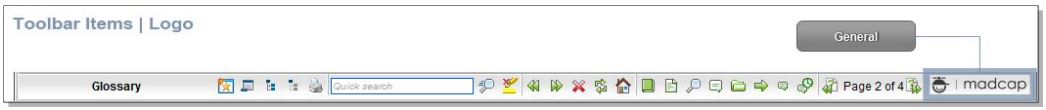
Lets users open the next topic in a previously viewed sequence.

HOME

Lets users open a designated home page (such as your company's website).

LOGO

Displays a logo.



NEXT TOPIC

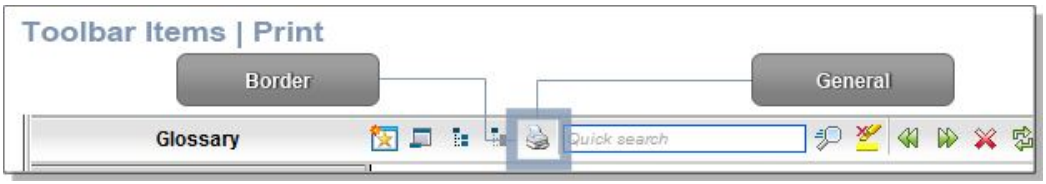
Lets users open the next topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.

PREVIOUS TOPIC

Lets users open the previous topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.

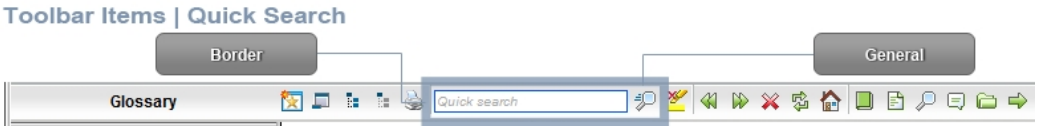
PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.



QUICK SEARCH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.



REFRESH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.

REMOVE HIGHLIGHT

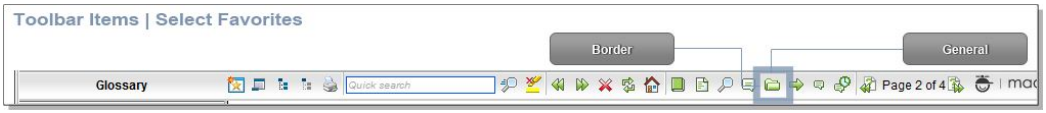
After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.

SELECT BROWSE SEQUENCE

Lets users open the Browse Sequence feature.

SELECT FAVORITES

Lets users open the Favorites feature.



SELECT GLOSSARY

Lets users open the Glossary feature.

SELECT INDEX

Lets users open the Index feature.

SELECT SEARCH

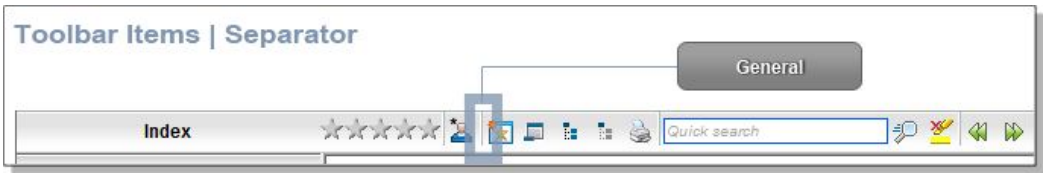
Lets users open the Search feature.

SELECT TOC

Lets users open the TOC feature.

SEPARATOR

This is the divider between the toolbar buttons and the navigation pane.



STOP

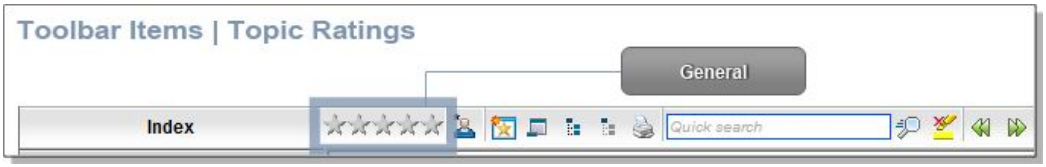
Lets users prevent a page from downloading file information.

TOGGLE NAVIGATION PANE

Lets users toggle between hiding and showing the navigation pane in the output window.

TOPIC RATINGS

Lets users submit ratings for a topic (if you have incorporated your output with MadCap Feedback).



5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.
6. In the **Properties** section, set the values for the properties that you want modify.

ABOUT BOX ALTERNATE TEXT

To change the alternate text for the logo's "About" box:

» Expand the **General** property group on the right side of the editor and enter new text in the **About Box Alternate Text** field.

BORDERS

To add or change borders for the item:

» Expand the **Borders** property group on the right and change the value in any of the "Border" fields (e.g., Border Left, Border Right). Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

CONTROL TYPE

To change the control type for the item (i.e., you can select any type of button that can be added to the toolbar):

» Expand the **Type** property group on the right and select an item in the **Control Type** field.

EMPTY ICON

To select a different "empty" icon image for the "Topic Ratings":

- Expand the **General** property group on the right side of the editor and select an image from the **Empty Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

  By default the button displays five stars. This image represents the area of the button that is not rated (e.g., if readers give the topic "two out of five stars," this image fills the space of the three empty stars).

FONT BACKGROUND COLOR

To change the color of the area behind the font:

- Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT BACKGROUND GRADIENT

To change the background color of the item:

- Expand the **Font** property group on the right and change the value in the **Background Gradient** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT BACKGROUND GRADIENT HOVER

To change the background color of the item when the end user hovers over it:

- Expand the **Font** property group on the right and change the value in the **Background Gradient Hover** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT BACKGROUND GRADIENT PRESSED

To change the background color of the item when the end user presses it:

- Expand the **Font** property group on the right and change the value in the **Background Gradient Pressed** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

FULL ICON

To select a different "full" icon image for the "Topic Ratings":

- Expand the **General** property group on the right side of the editor and select an image from the **Full Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

  By default the button displays five stars. This image represents the area of the button that has been rated completely (e.g., if readers give the topic "two out of five stars," this image fills the space of the two stars).

HOVER ICON

To select a different icon image to be used when the user hovers the cursor over the item:

- Expand the **General** property group on the right side of the editor and select an image from the **Hover Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

ICON

To select a different icon image:

- Expand the **General** property group on the right side of the editor and select an image from the **Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

LABEL

To change the text that appears on the item:

- Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

LOGO ALTERNATE TEXT

To change the alternate text for the logo:

- Expand the **General** property group on the right side of the editor and enter new text in the **Logo Alternate Text** field.

ON CLICK

To provide a command for the item when it is clicked by the user:

» Expand the **Type** or **General** property group on the right and enter a command in the **OnClick** field.

E X A M P L E

Let's say you want to provide a command for an item (e.g., so that clicking the button opens a website). The following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

PADDING

To add or change padding (space around) the item:

» Expand the **Font** property group on the right and change the value in any of the "Padding" fields (e.g., Padding Left, Padding Right). Click the down arrow to open a small window. In this window, you can enter the amount of padding in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

PRESSED ICON

To select a different icon image to be used when the item is pressed:

» Expand the **General** property group on the right side of the editor and select an image from the **Pressed Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

RATING SUBMITTED MESSAGE

To change the text that appears after users rate a topic:

» Expand the **General** property group on the right side of the editor and enter new text in the **Rating Submitted Message** field.

SEARCH BOX TOOLTIP

To change the tooltip text that appears when users hover the cursor over the search field:

» Expand the **General** property group on the right side of the editor and enter new text in the **Search Box Tooltip** field.

SEPARATOR ALTERNATE TEXT

To change the alternate text for the separator:

- Expand the **General** property group on the right side of the editor and enter new text in the **Separator Alternate Text** field.

SHOW TOOLTIP

To change the tooltip text that appears when users hover over the "Toggle Navigation Pane" button (when the navigation pane is hidden):

- Expand the **General** property group on the right side of the editor and enter new text in the **Show Tooltip** field.

TEXT IMAGE RELATION

To select the location of a label in relation to the image used for the item:

- Expand the **General** property group on the right side of the editor and select an option from the **Text Image Relation** field. You can select any of the following:
  - **ImageAboveText** This displays the button image on top of the label text.
  - **ImageBeforeText** This displays the button image to the left of the label text.
  - **Overlay** This displays the label text and the button image in the same space.
  - **TextAboveImage** This displays the label text on top of the button image.
  - **TextBeforeImage** This displays the label text to the left of the button image.

TOOLTIP

To change the tooltip text that appears when users hover the cursor over the item:

- Expand the **General** property group on the right side of the editor and enter new text in the **Tooltip** field.

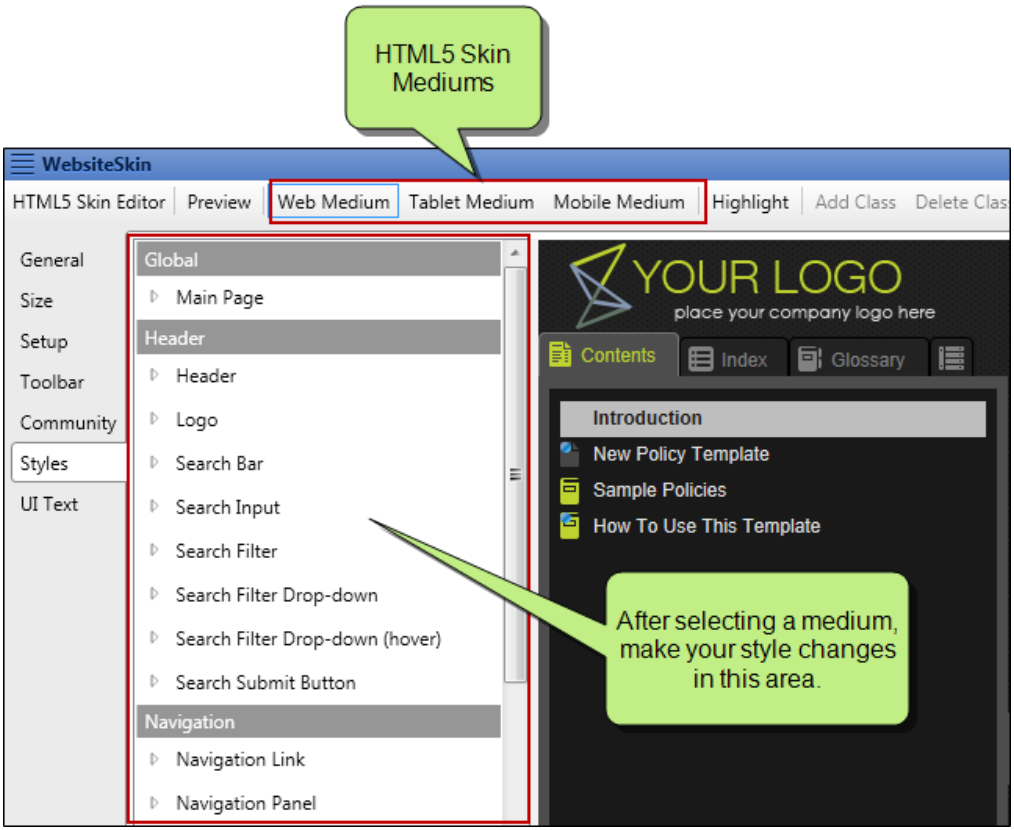
7. Click to save your work.

HTML5 Skin Styles

There are many ways to style your HTML5 skin. In addition, if you enable the skin to produce responsive output—meaning that the look of the output can automatically adjust depending on the size of the end user's device—there are some additional features for making the output look the way you want in those circumstances.

Mediums

To support responsive output, HTML5 skins come equipped with three mediums—Web, Tablet, and Mobile. You can use these mediums to specify different looks when necessary for the different devices people might be using to view your output.



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

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

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

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

Enabling Responsive Output

Enabling responsive output can be accomplished by clicking a check box in an HTML5 skin.

1. Open an HTML5 skin.
2. Select the **Setup** tab.
3. In the **Responsive Output Settings** section, select **Enable responsive output**.
4. (Optional) Responsive output works by automatically changing the display once the viewer reaches a certain width. You can change the maximum width at which the display changes from one medium to the next.
   - **Tablet-Max-Width** Enter the number of pixels for the maximum width of a Tablet view.
   - **Mobile-Max-Width** Enter the number of pixels for the maximum width of a Mobile (or phone) view.

E X A M P L E

Let's say you keep the default settings of 1279 pixels for the Tablet maximum width and 767 pixels for the Mobile maximum width.

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

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

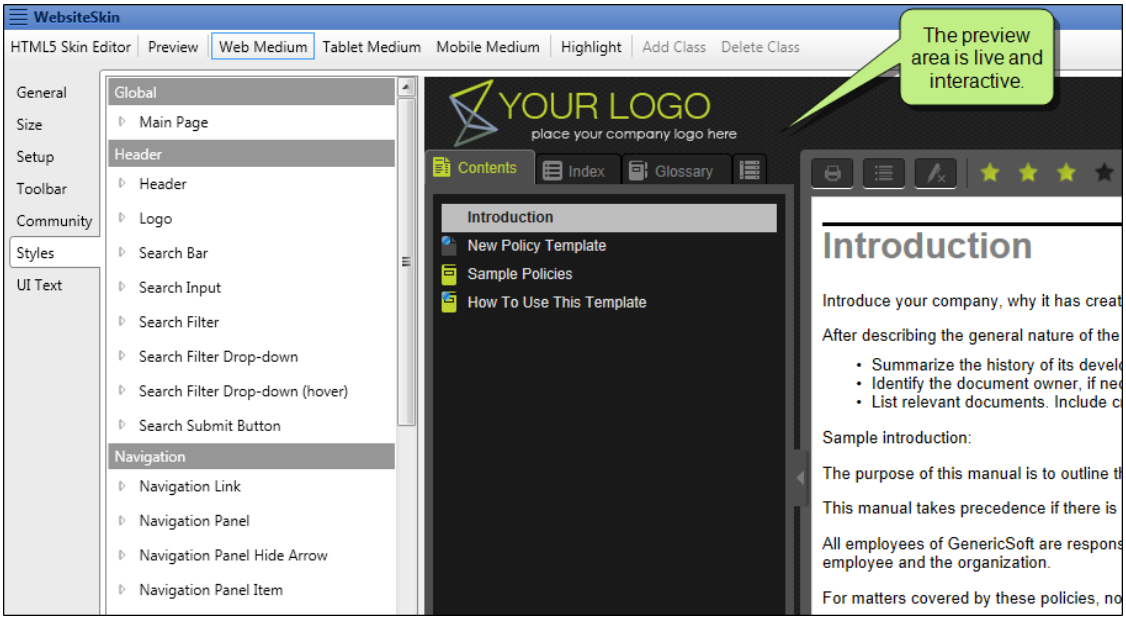
You continue to reduce the size of the browser window. Once the width reaches 767 pixels, the display changes to show the settings for the Mobile medium.

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

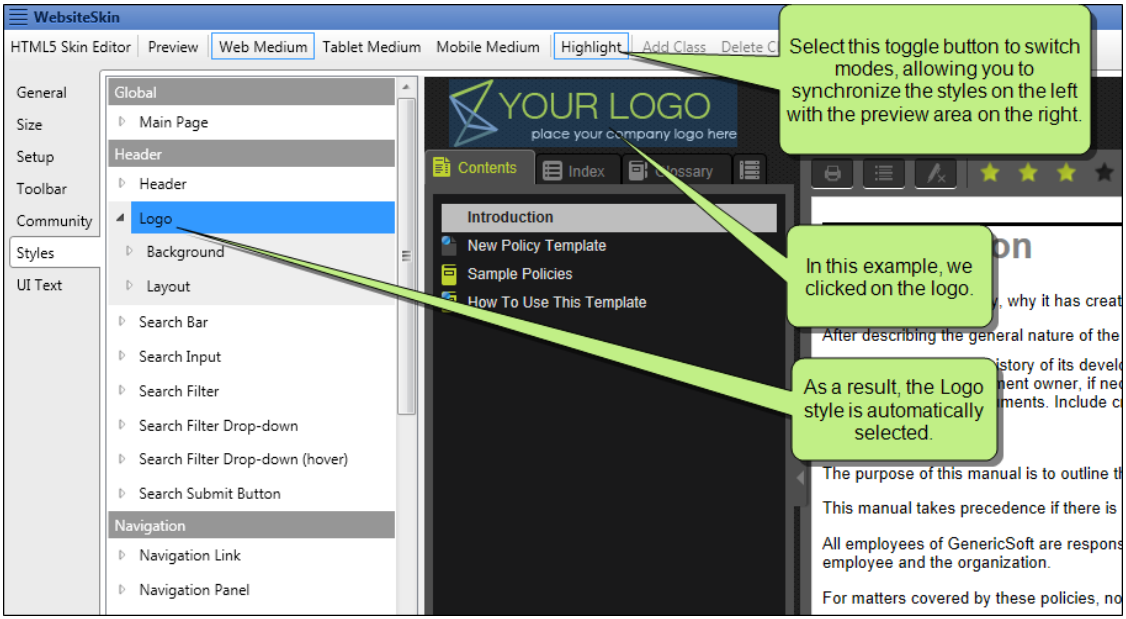
5. Click to save your work.

Interactive Live Preview

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

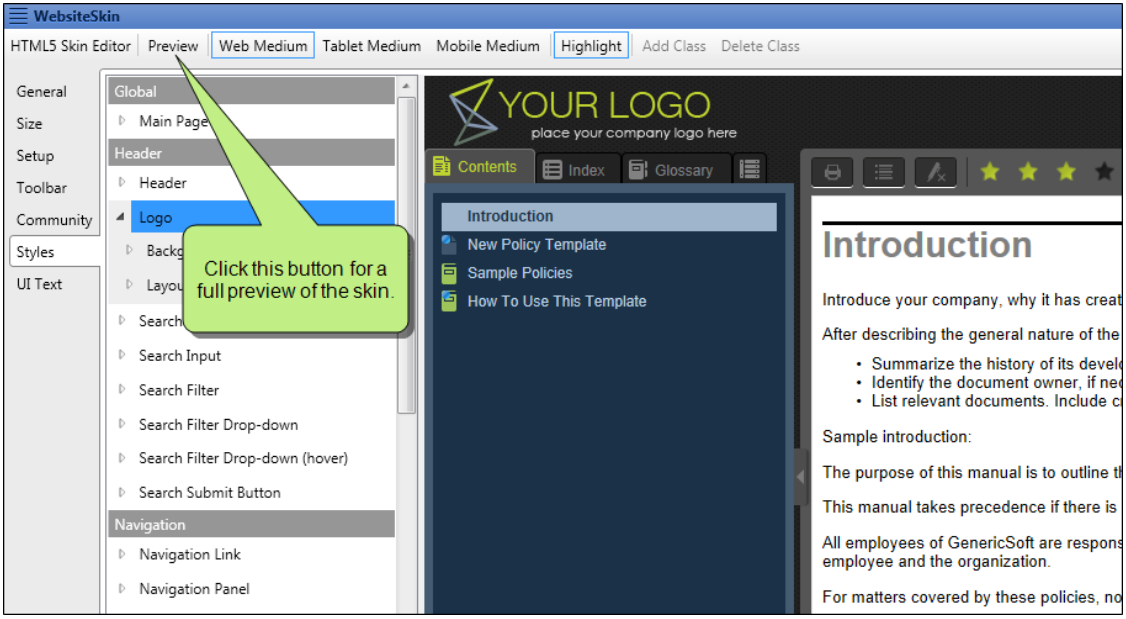


If you click **Highlight** in the local toolbar, the mode changes. As a result, different areas of the preview area become highlighted as you move the mouse over them. And when you click on an area, the corresponding style on the left is also selected. This makes it easier to know what styles you need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



After you make style changes, the preview changes accordingly.

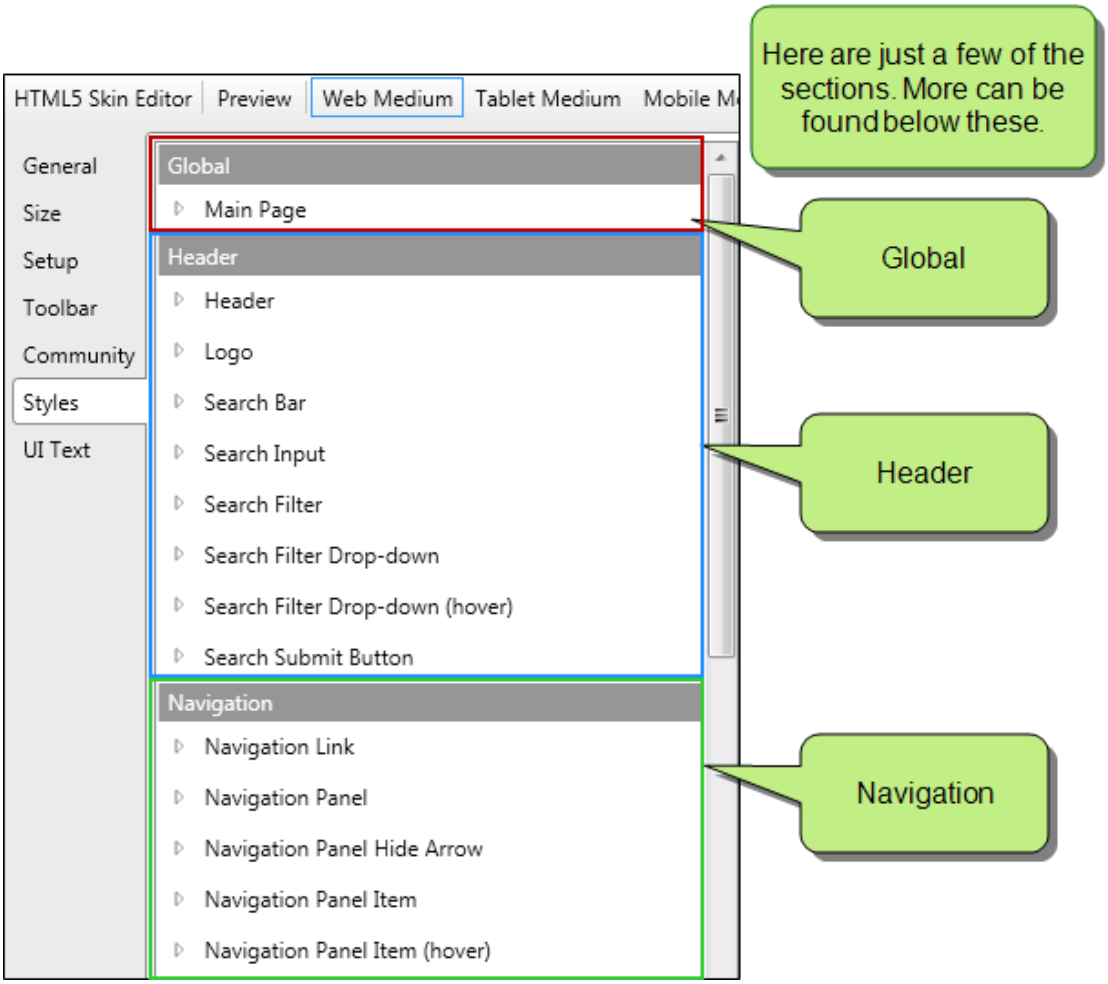
You can also click the full preview option in the local toolbar of the Skin Editor.



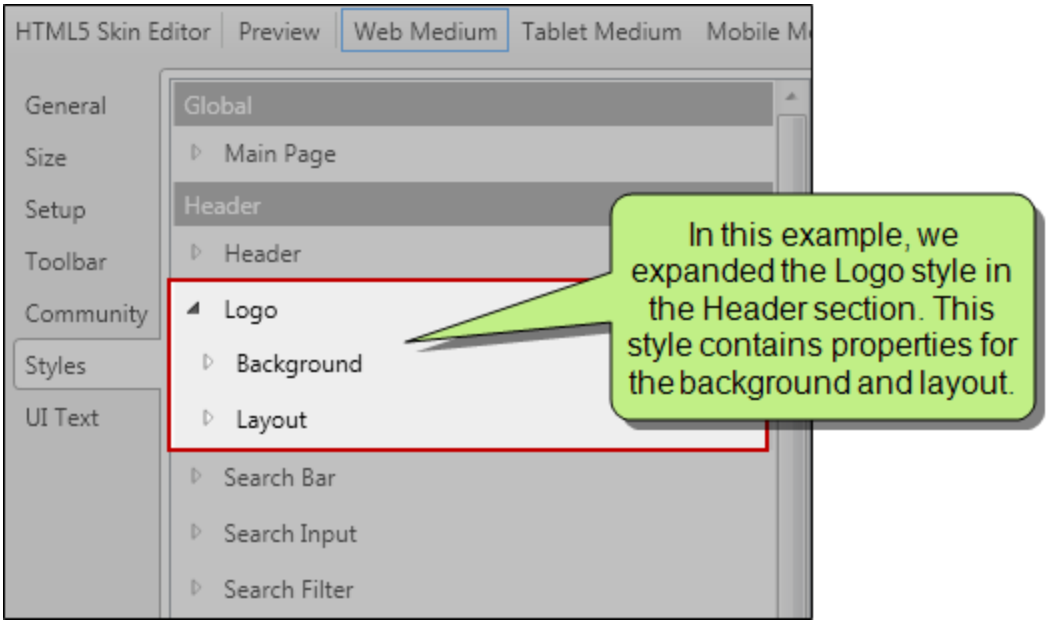
This full preview respects the responsive output setting in the skin. If you have responsive output enabled, the preview is also responsive. If you have the responsive output disabled, the preview is static.

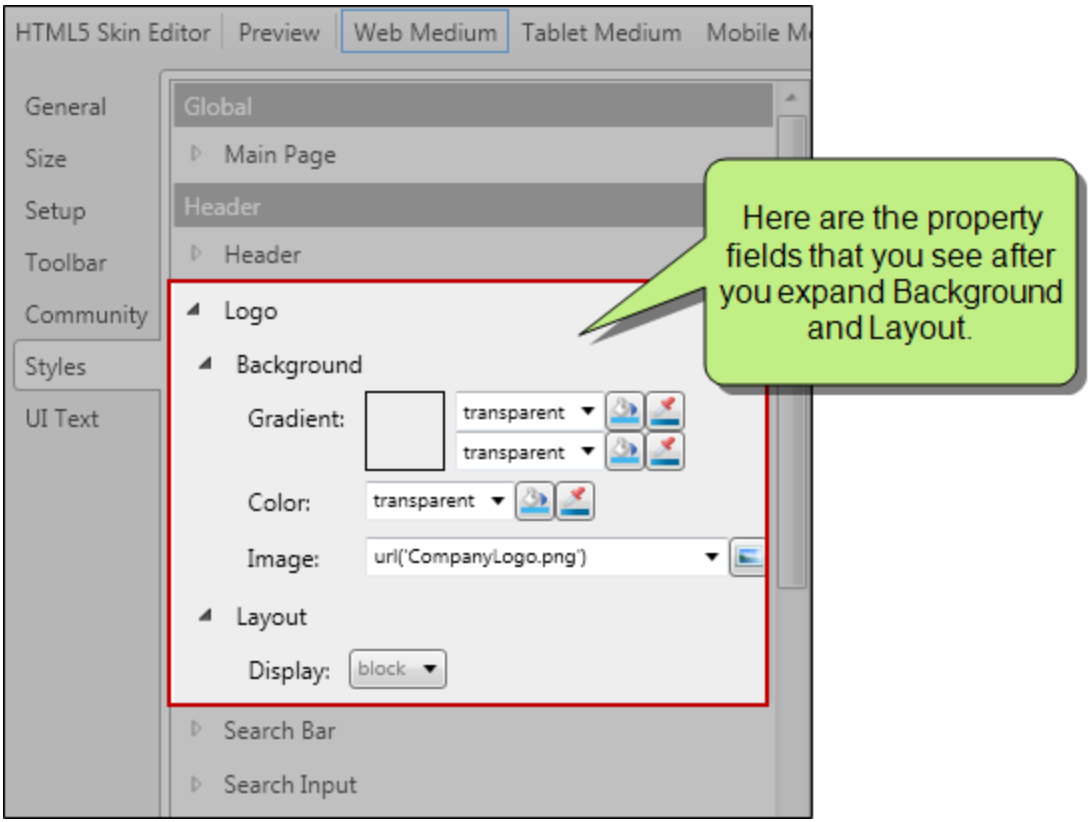
Style Sections and Root/Child Properties

When you open the Skin Editor to make changes to skin styles, you will see the styles organized in different sections.



Within these sections are the different styles you can adjust. You can expand any of these styles to see the properties within it that can be changed.



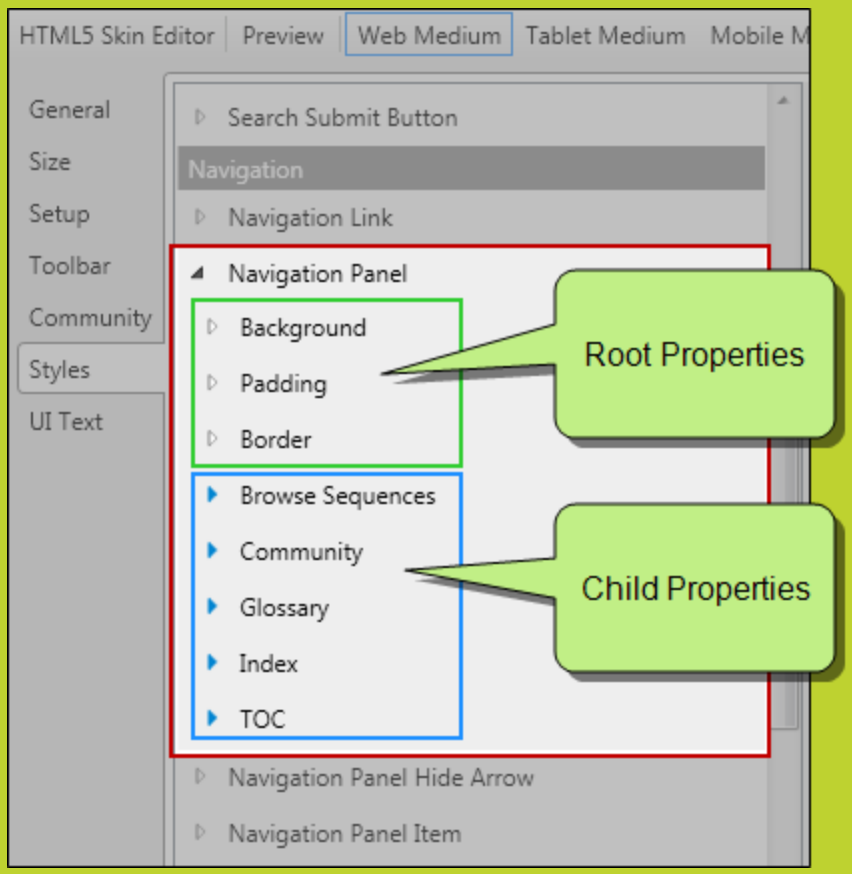


You may see two kinds of properties under a style—root and children.

Root properties are at the first level. If you make changes to a root style, all of the children styles below inherit those changes. So if you want all of the children to have the same setting, it's best to make your modifications to the root properties. The easiest way to tell the difference between root and children styles is by looking at the expand/collapse icons next to them; root styles have a white triangle icon, whereas children styles have a blue triangle icon.

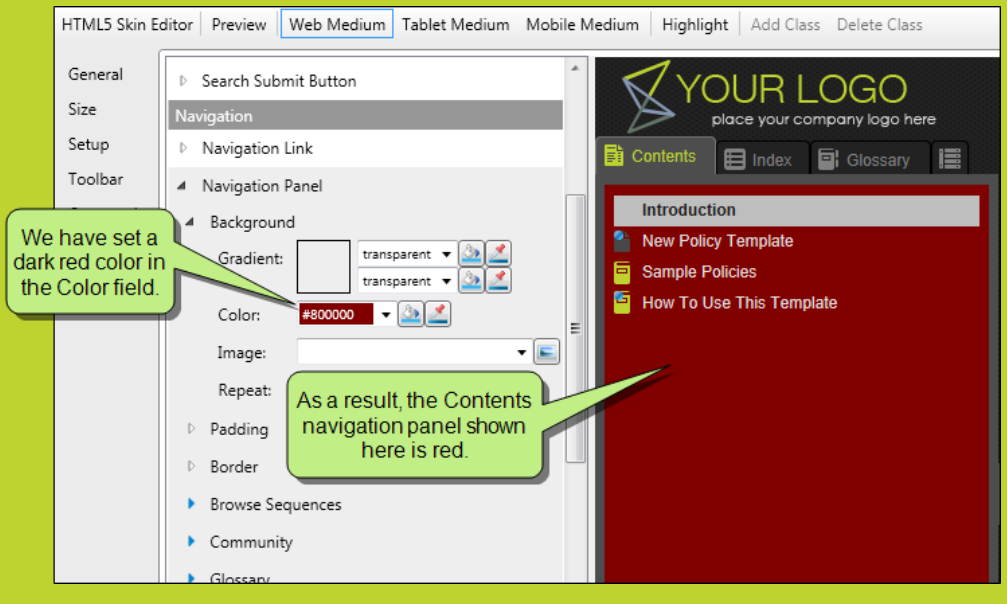
E X A M P L E

Let's say you want to change the background color of all of your navigation panels from black to dark red in the Web medium. First, in the **Navigation** section, you expand the **Navigation Panel** style. Under this style, you see three root property nodes—Background, Padding, and Border. Under these root nodes are five child nodes that represent each of the five kinds of panels you can include in your output—Browse Sequences, Community, Glossary, Index, TOC. (In the Tablet and Mobile mediums you would see Browse Sequences, Glossary, Index, Search Filters, and TOC.)

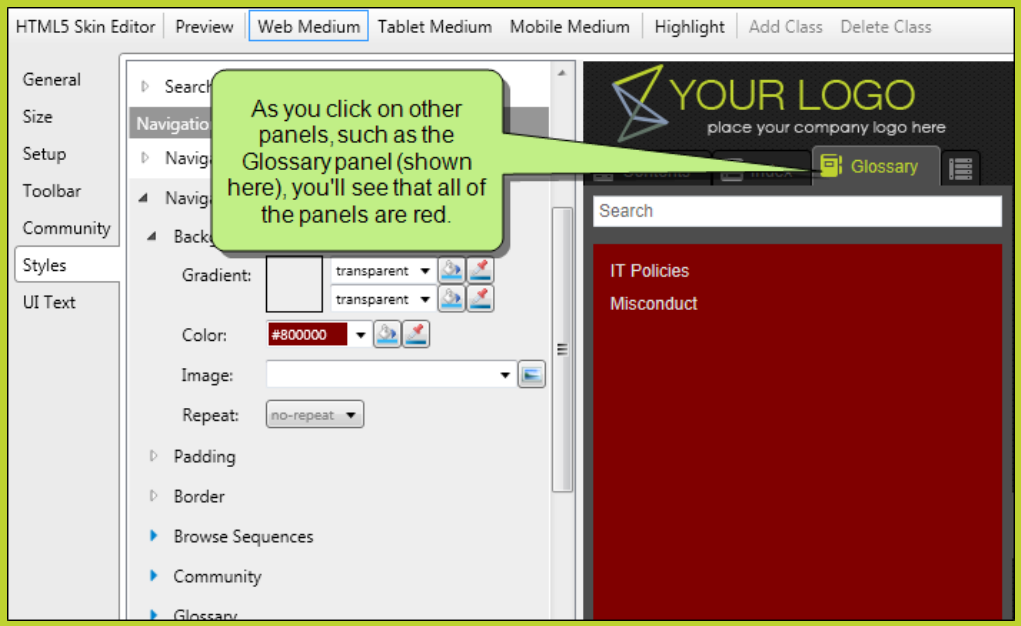


Because you want each of those five panels to have the same color, you expand the root **Background** node. There are a few different fields that can control the background color. There are Gradient fields that let you add an effect where the progresses from one to another in the panel. There is a Color field, which lets you add a color without a gradient. And then there is an Image field, which lets you select an image to display in the background. The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

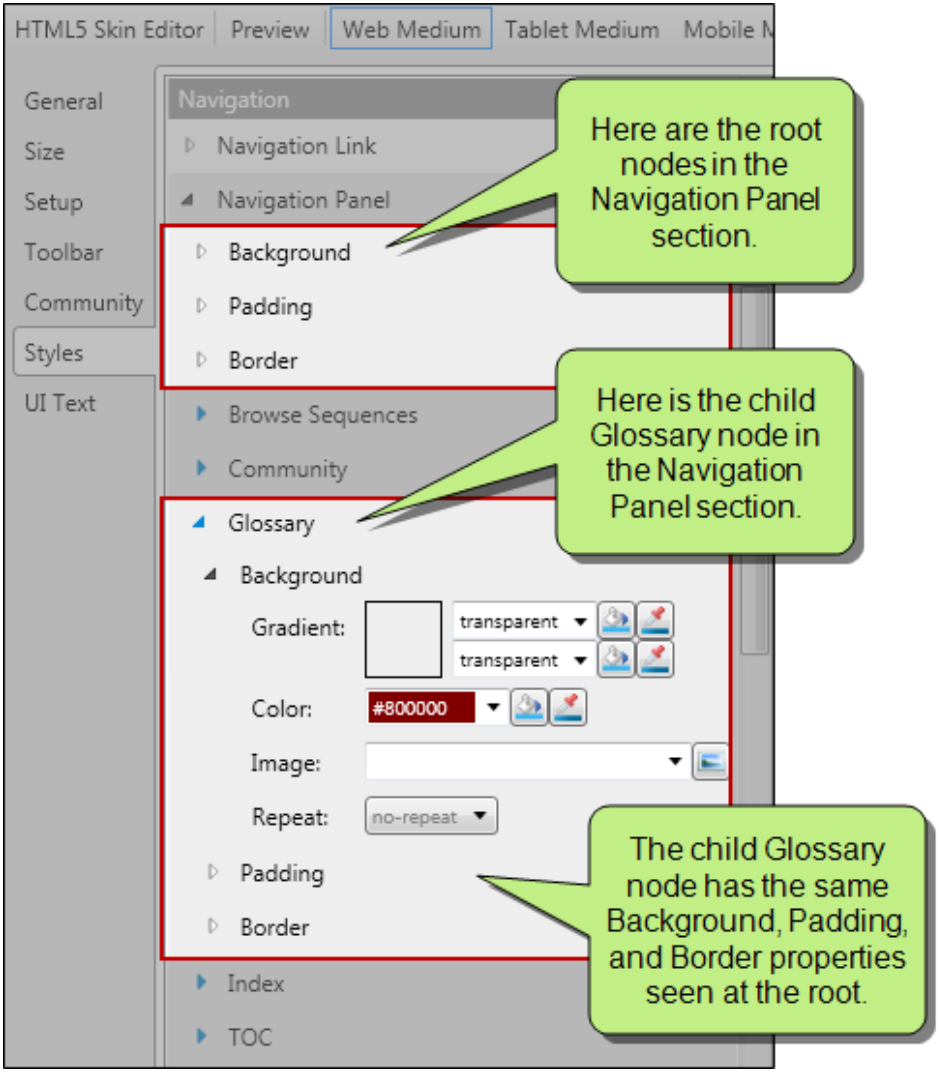
Let's say you use the Color field to choose a dark red color.



Regardless of the panel you select, it is red.



If you expand a child node, you will see the same properties that you see above in the root node.



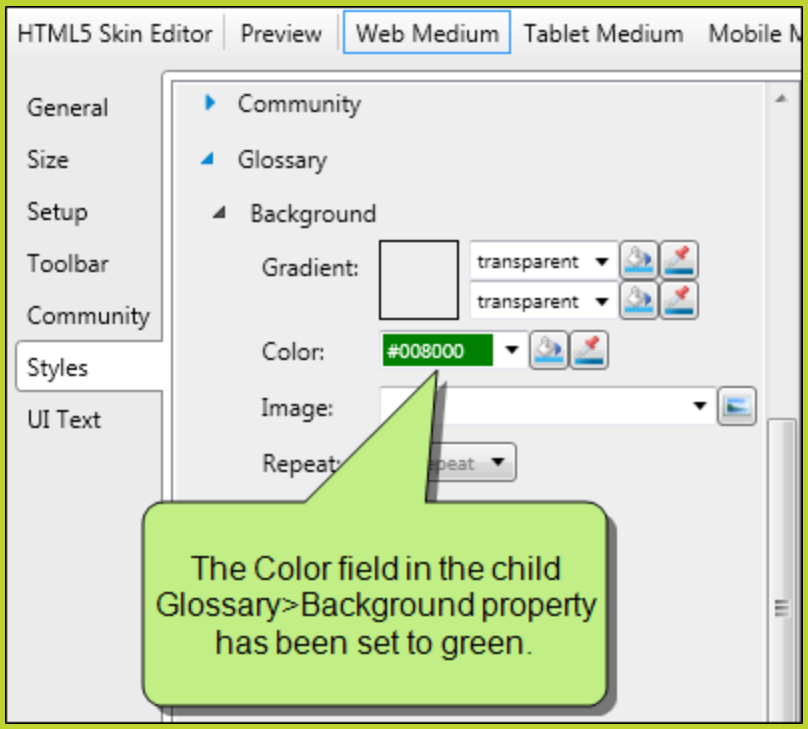
If you make changes to child properties, those settings override anything inherited from the root, and they pertain only to that child.

E X A M P L E

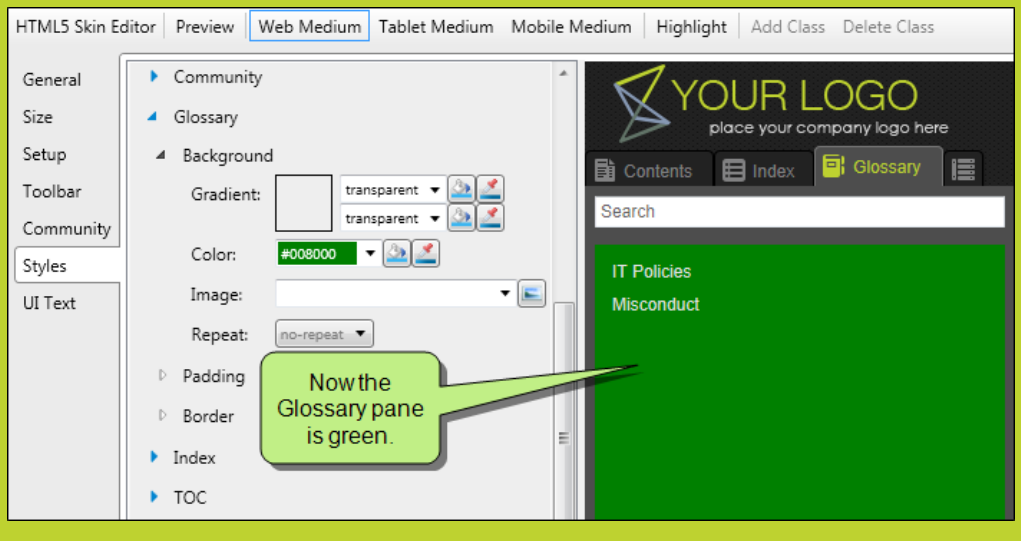
Let's say you have set the root Background property to show the navigation panel in dark red, as described in the previous example.

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

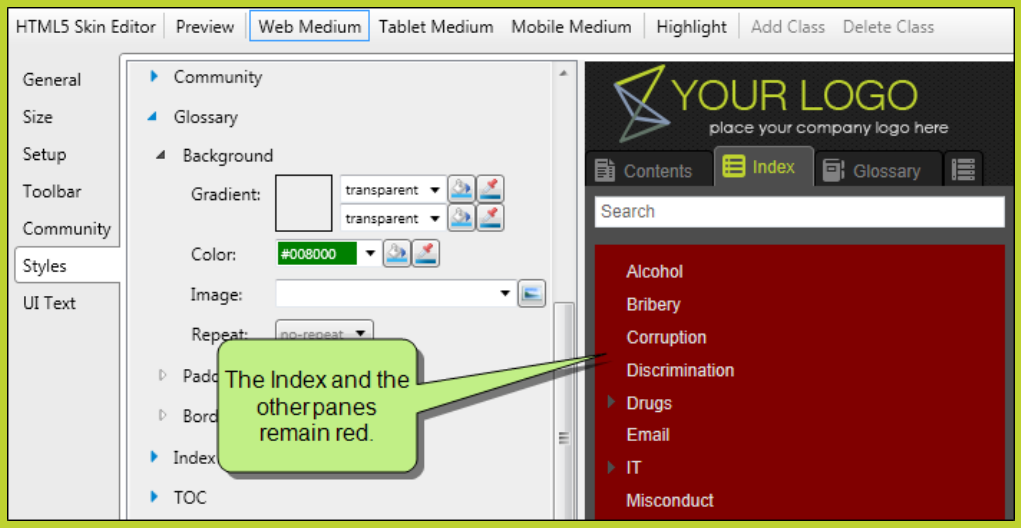
In the **Color** field, you select a green color.



As a result, the Glossary pane is green.

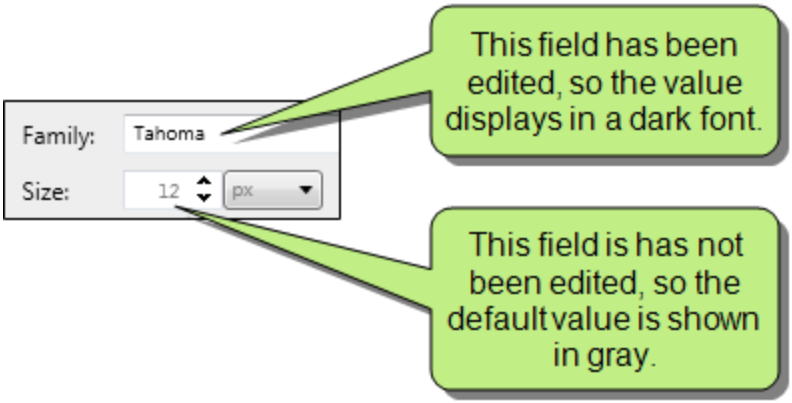


But all of the other panes remain red.



Default Values in Gray

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

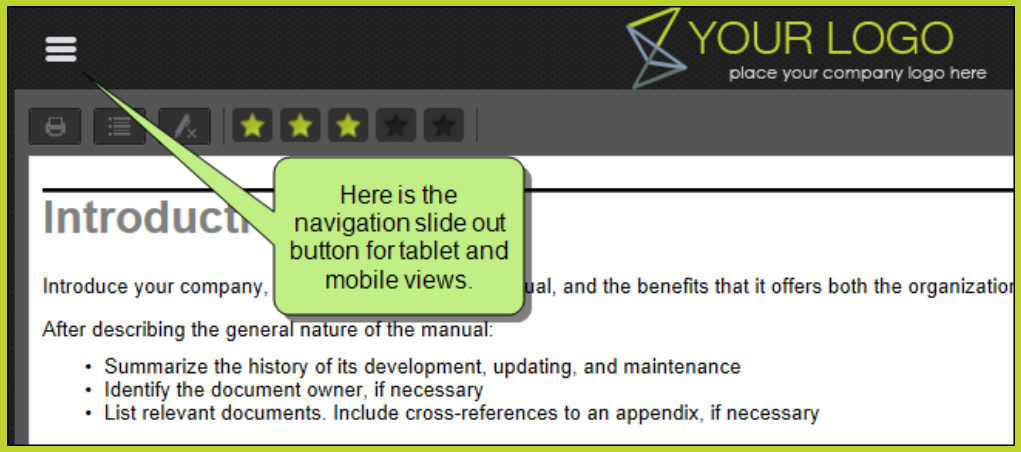


Medium-specific Styles

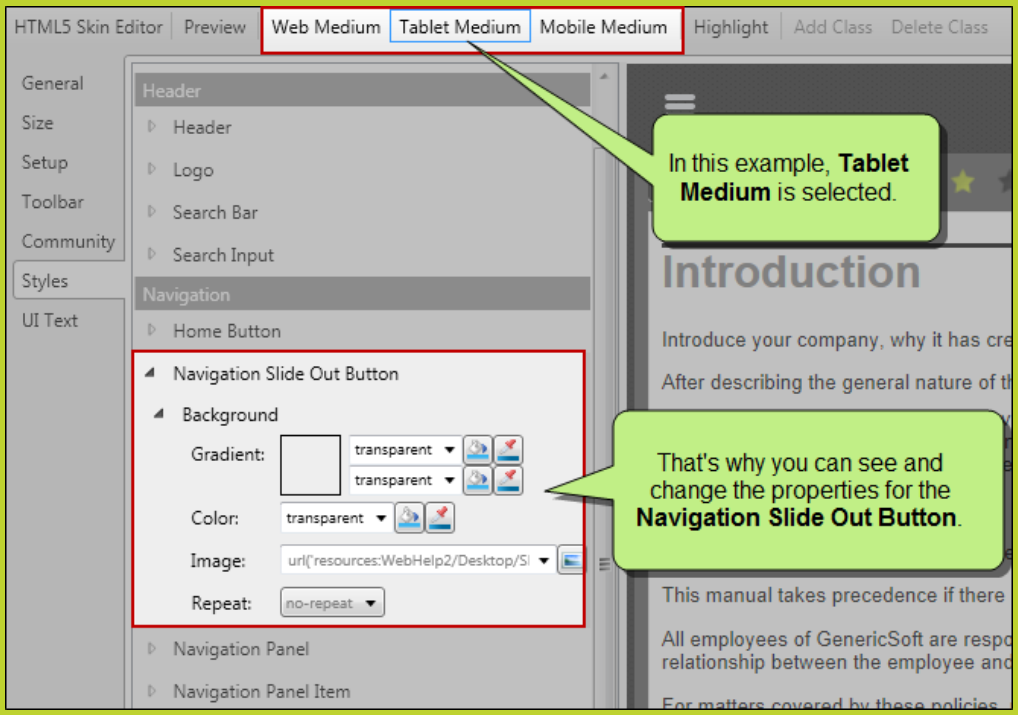
Responsive output allows you to place settings on styles using any of the three mediums—Web, Tablet, and Mobile. However, not all styles and properties are necessarily pertinent to all mediums. That's why only see some styles and properties when you have a particular medium selected and not another.

E X A M P L E

Let's say you want to change the slide out button that you see when the output is shown in a tablet or mobile phone size.



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



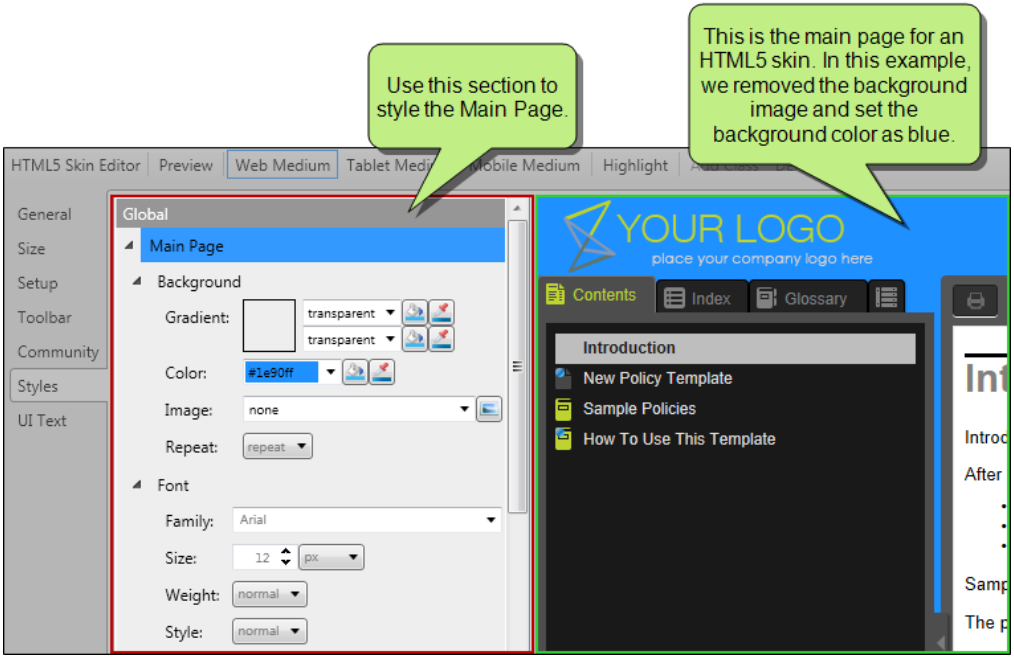
But when you select the Web medium, this style is not available because it isn't used in larger web browser views of the output.

Tasks for HTML5 Skins

You might perform the following style tasks if you are working in an HTML5 skin.

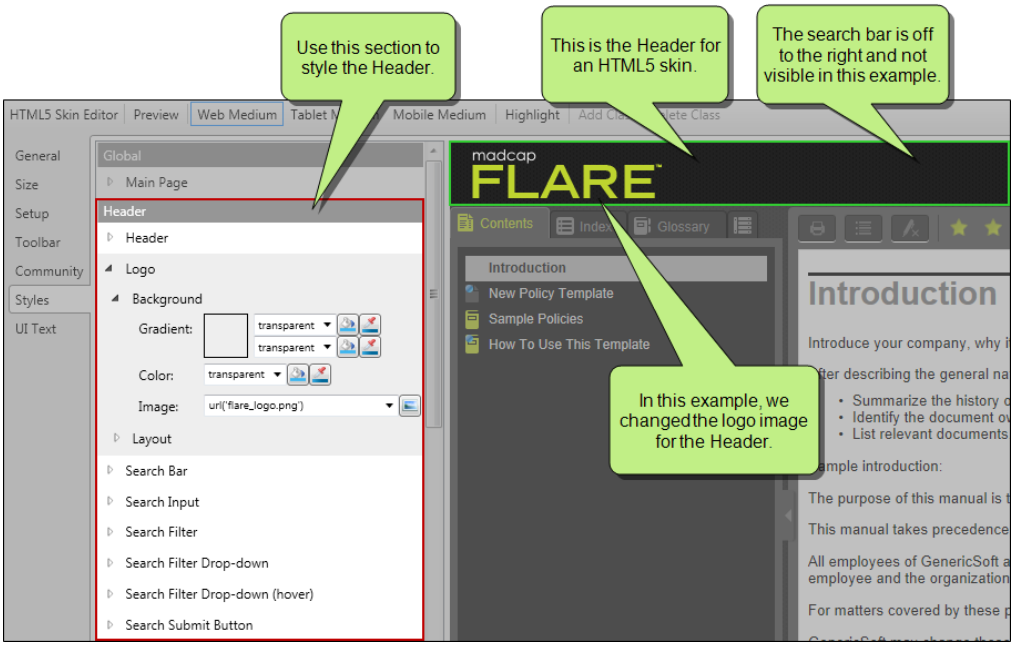
GLOBAL—MAIN PAGE

This section contains the Main Page style, which is the container for the header, navigation elements, and body. For example, this style allows you to control the background color for everything, including the thin line between the navigation panel and the body. See "Main Page in HTML5 Skins" on page 175.



HEADER

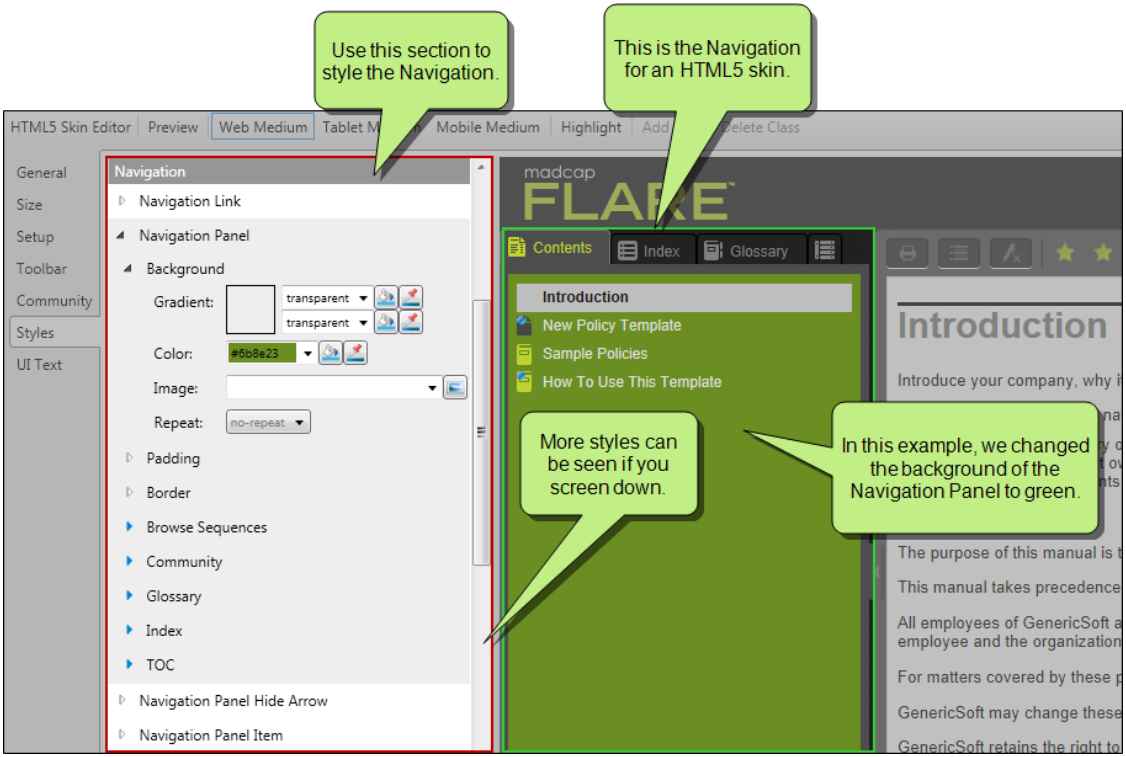
This is the area at the top of the screen, which displays a logo and the search bar. See "Headers in HTML5 Skins" on page 178.



Note: If you want to style items for search results, you can use the Search section in the Skin Editor.

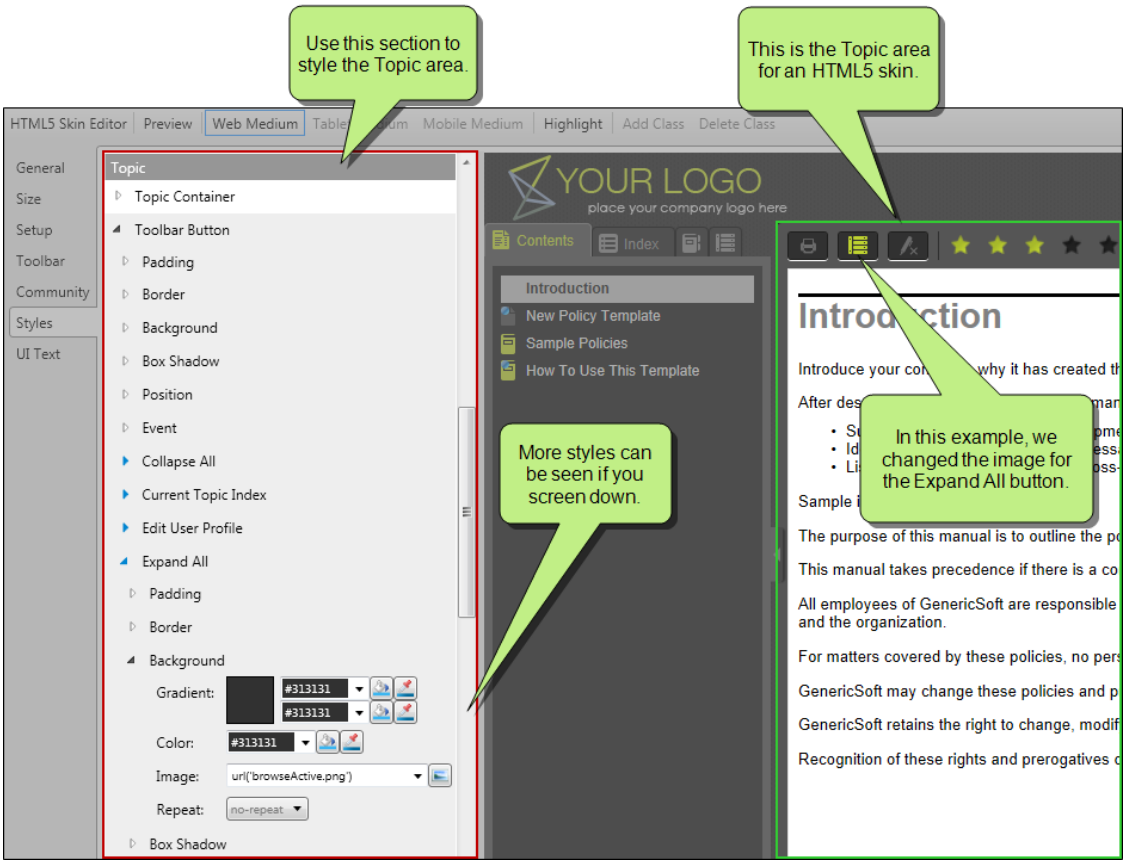
NAVIGATION

This section is used to control the look of navigation elements in the skin, which allow users to open different parts of your output. See "Navigation in HTML5 Skins" on page 184.



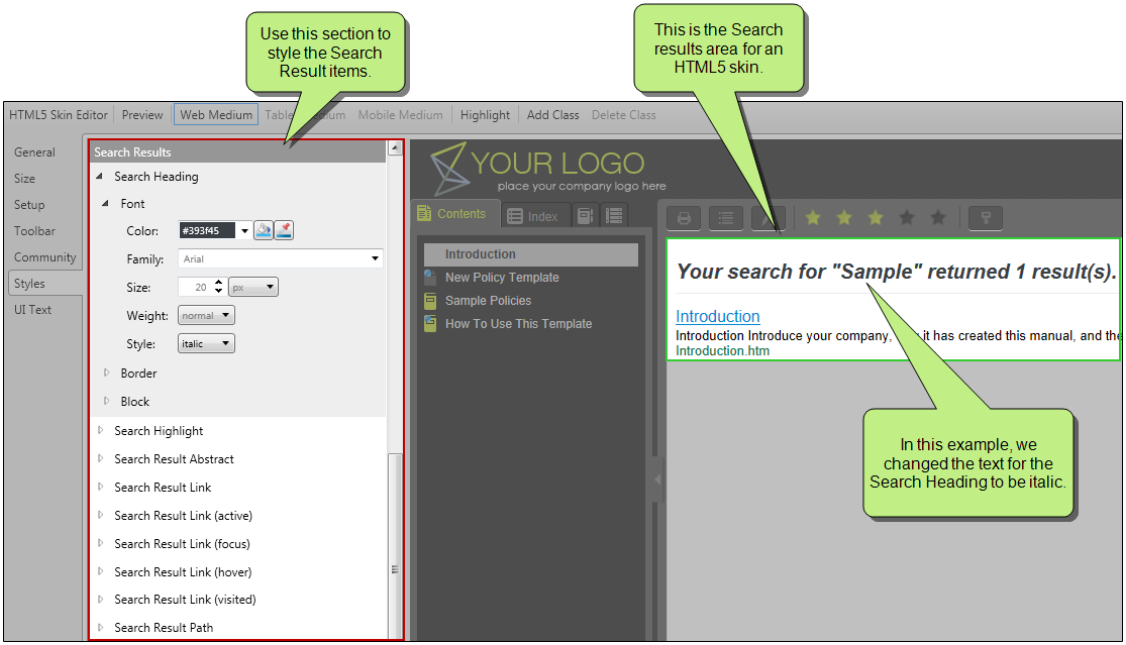
TOPICS

This section is used to control the look of the topic area of the output. This includes the container holding the topic content. It also includes the toolbar just above the topic content. See "Topics in HTML5 Skins" on page 196.



SEARCH RESULTS

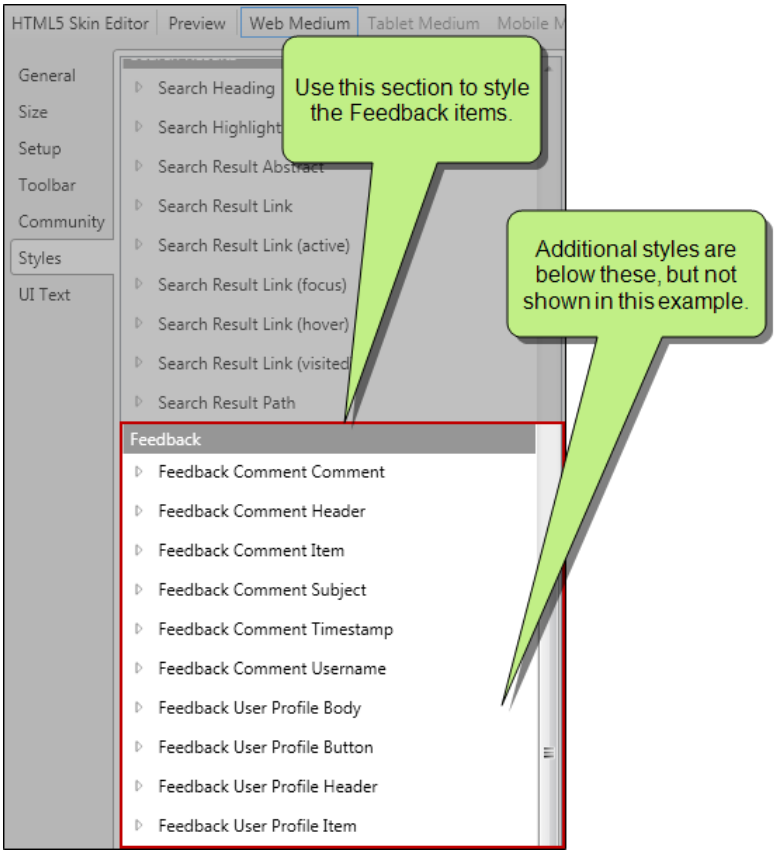
You can use an HTML5 skin to change the appearance of search result items. See "Search Results in HTML5 Skins" on page 204.



Note: If you want to style the search bar and its elements, you can use the Header section in the Skin Editor.

FEEDBACK

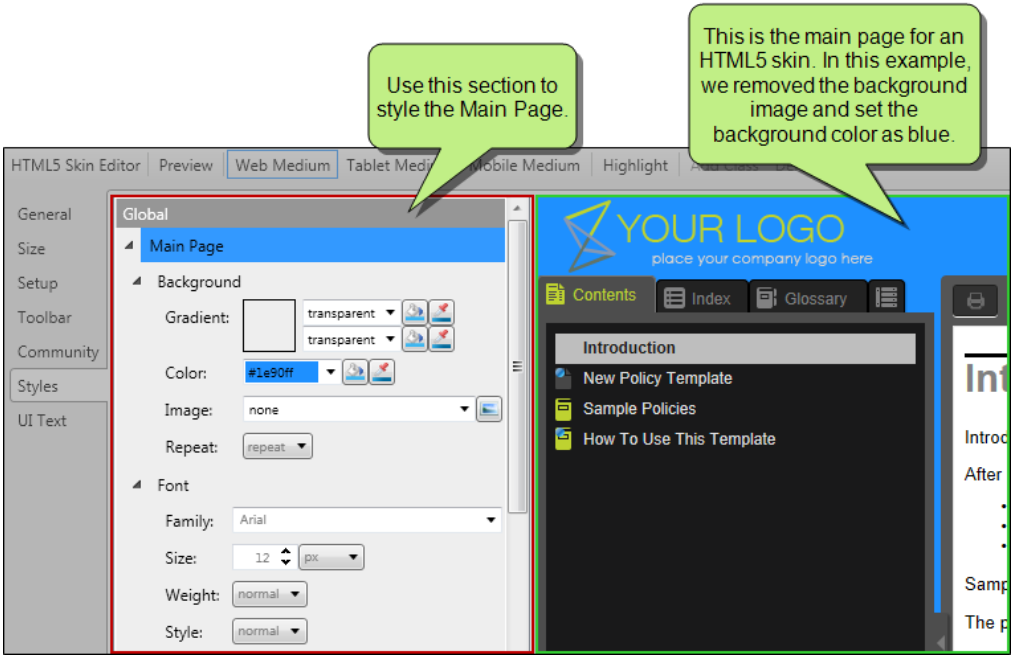
These are styles for elements that are displayed if you integrate your output with MadCap Feedback. See "Feedback in HTML5 Skins" on page 211.



Note: If you want to change labels for some of these styles, or if you want to display the output user interface in a particular language, you can use the UI Text tab in the Skin Editor.

Main Page in HTML5 Skins

This section contains the Main Page style, which is the container for the header, navigation elements, and body. For example, this style allows you to control the background color for everything, including the thin line between the navigation panel and the body.



HOW TO SPECIFY STYLE SETTINGS FOR THE MAIN PAGE IN HTML5

1. Open an HTML5 skin.
2. (Optional) If you are using responsive output, make sure you select the appropriate medium—Web, Tablet, or Mobile—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see the online Help.
3. Select the **Styles** tab.
4. On the left side of the editor, in the **Global** section, expand the **Main Page** style.
5. Expand any of the nodes and complete the necessary fields.

   BACKGROUND

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

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

transparent	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

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

FONT

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

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

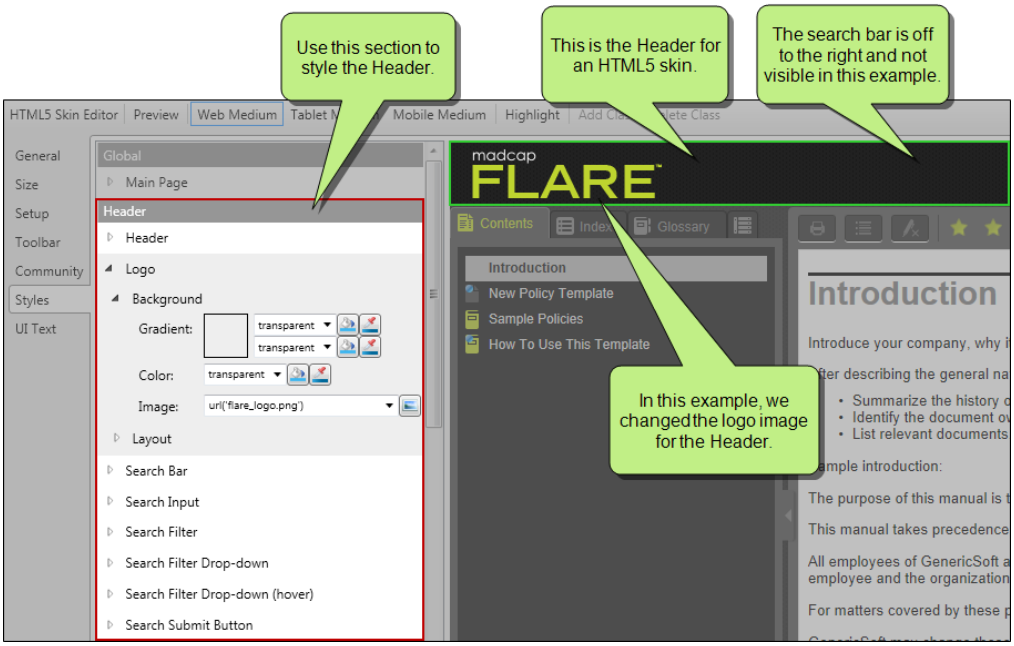
#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

6. Click to save your work.

Headers in HTML5 Skins

This is the area at the top of the screen, which displays a logo and the search bar.



HOW TO SPECIFY STYLE SETTINGS FOR HEADERS IN HTML5

1. Open an HTML5 skin.
2. (Optional) If you are using responsive output, make sure you select the appropriate medium—Web, Tablet, or Mobile—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see the online Help.
3. Select the **Styles** tab.
4. On the left side of the editor, in the **Header** section, expand any of the following styles:

Style	Description
Header	This controls the entire header area.
Logo	This controls the logo in the header.
Search Bar	This controls the search bar in the header.
Search Input	This controls the text used when users perform searches.
Search Filter	This controls the look of the search filter area, if you have included one.
Search Filter Drop-down	This controls the drop-down portion of the search filter.
Search Filter Drop-down (hover)	This lets you change how the search filter drop-down looks when users hover over it.
Search Submit Button	This controls the look of the button used to initiate searches.

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

BACKGROUND

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

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

transparent	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

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

BORDER

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

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

solid	You can select a type of line for the border (e.g., solid, dashed, dotted).
1	Type a number in the field or use the arrows to increase or decrease it.
px	Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).
#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

BOX SHADOW

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

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

transparent	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

FONT

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

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

#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

HEIGHT

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

LAYOUT

You can click in the **Display** field and choose whether to show the element (block) or not (none).

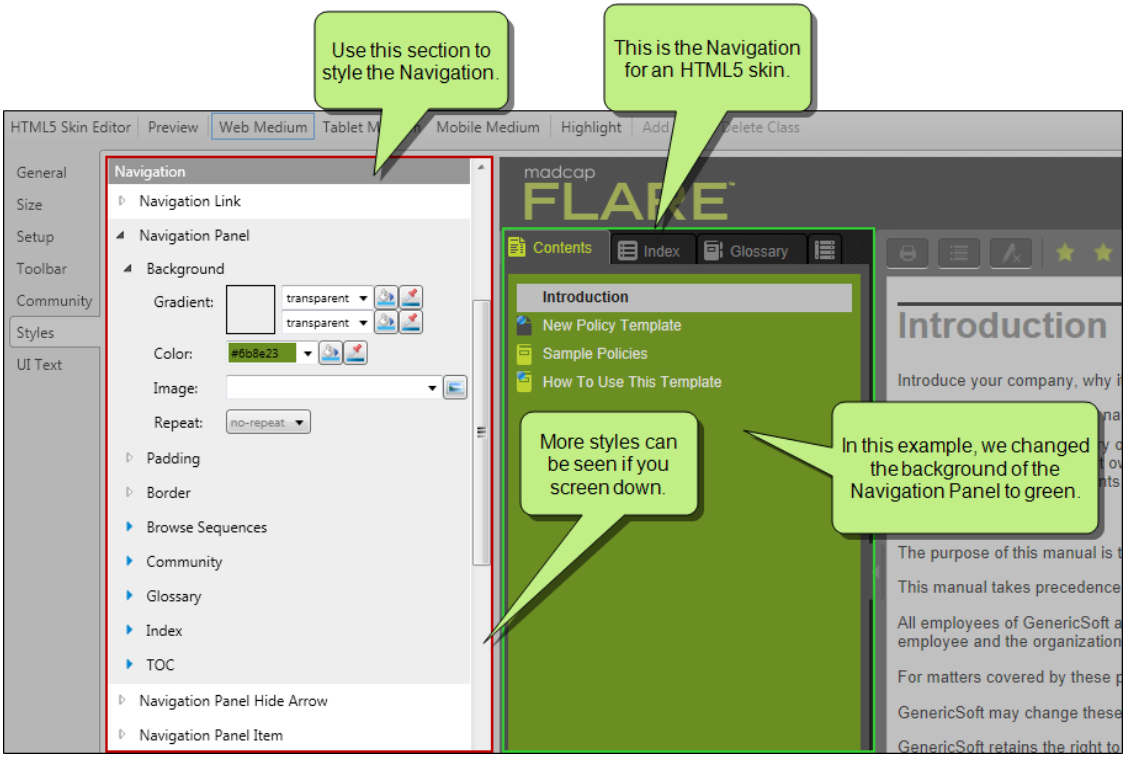
6. Click to save your work.

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

Note: If you want to style items for search results, you can use the Search section in the Skin Editor. See "Search Results in HTML5 Skins" on page 204.

Navigation in HTML5 Skins

This section is used to control the look of navigation elements in the skin, which allow users to open different parts of your output.



HOW TO SPECIFY STYLE SETTINGS FOR NAVIGATION ELEMENTS IN HTML5

1. Open an HTML5 skin.
2. (Optional) If you are using responsive output, make sure you select the appropriate medium—Web, Tablet, or Mobile—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see the online Help.
3. Select the **Styles** tab.
4. On the left side of the editor, in the **Navigation** section, expand any of the following styles:

Style	Description
Home Button	This controls the button that users see in the slide out in Tablet and Mobile views.
Navigation Link	These are links that users may see at the top or bottom of topics if they open those topics as standalone files. In order to add these links to the output, you must enable them on the Setup tab of the Skin Editor. See and "Showing Navigation Links in Standalone Topics" on page 284. This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Sections and Root/Child Properties" on page 156.
Navigation Slide Out Button	This controls the button that people use in Tablet and Mobile views to access the slide out navigation.

Style	Description
Navigation Panel	This controls the panel area that contains the following elements: Browse Sequence, Community, Glossary, Index, Search Filters, and TOC. This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Sections and Root/Child Properties" on page 156. **Note:** The TOC node under the Navigation Panel style lets you change icons in *general* for all books/topics in a TOC. If instead you want to change the book or topic icons only for *specific* entries in your TOC, use the TOC Entry style instead, creating classes for it. **Note:** The Community element is available only in the Web medium. **Note:** The Search Filters element is available only in the Tablet and Mobile mediums.
Navigation Panel Hide Arrow	This controls the look of the arrow button that is shown on the divider between the navigation elements and content in Web view. Users can click this button to show or hide the navigation elements.
Navigation Panel Item	This controls the look of text in navigation panel elements.
Navigation Panel Item (hover)	This controls the look of text in navigation panel elements when a user hovers over it.
Navigation Panel Item (selected)	This controls the look of text in navigation panel elements when it is selected.

Style	Description
Navigation Panel Search Bar	This controls the look of the search field that users see in some navigation elements (e.g., Index, Glossary).
Navigation Tab	This controls the look of the tab area at the top of each navigation element. For example, you might want to change the height or width, or you might want to change the tab layout to specify whether the tab should show an image then text, text then an image, text only, or an image only. If you want to change other characteristics, such as the color or the icon images themselves, you need to use either the Navigation Tab (active) or Navigation Tab (inactive) style. This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Sections and Root/Child Properties" on page 156.
Navigation Tab (active)	This controls the look of the tab area at the top of each navigation element when the tab is selected. This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Sections and Root/Child Properties" on page 156.
Navigation Tab (inactive)	This controls the look of the tab area at the top of each navigation element when the tab is not selected. This style has properties both at the root and on children nodes. For more information about root and children properties, see "Style Sections and Root/Child Properties" on page 156.

Style	Description
Toc Entry	These are the images that users see for *specific* books or topics when they open your table of contents (TOC) in the output. Keep these important points in mind when you use the TOC Entry style. » **Specifying icons at the root of the TOC Entry style itself will do nothing.** Instead, you must create *classes* of the TOC Entry style and select the icons for those classes. Steps for this are given below. » **The purpose of this style is to choose book or topic icons only for specific entries in your TOC, not for all of them.** For example, you might want most of your TOC books to be blue, but there is one that you want to be red. To make that red book, you would create a class on the TOC Entry style and select a red book image for it. If instead you want to change the icons in *general* for all books/topics in a TOC, expand the Navigation Panel style, and set the icons on the TOC node. ***HOW TO CREATE A STYLE CLASS FOR TOC ENTRIES IN HTML5*** 1. Select the **Toc Entry** style. 2. In the local toolbar, click **Add Class**. 3. Give the class a name (e.g., RedBook), and click **OK**. A new node with that name is added under the Toc Entry style. 4. Use the fields under the new node to choose images. 5. Click to save your work.
Index Highlight	This is the highlighting that is seen when a user begins typing in the Index search field.
Glossary Highlight	This is the highlighting that is seen when a user begins typing in the Glossary search field.
Glossary Item Definition	This controls the look of definition text in the Glossary pane. If you want to change the look of the glossary terms, you need to use the Navigation Panel Item style.

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

BACKGROUND

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

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

transparent	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

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

BLOCK

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

- **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).

BORDER

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

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

solid	You can select a type of line for the border (e.g., solid, dashed, dotted).
1	Type a number in the field or use the arrows to increase or decrease it.
px	Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).
#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

BOTTOM

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

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

#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

FONT

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

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

#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

- **Family** You can select or type a specific font family (e.g., Arial, Tahoma, Verdana).

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

GENERAL

You can change the color for the element.

#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

GLOSSARY

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

HEIGHT

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

ICON

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

ICONS

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

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

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

INDEX

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

LAYOUT

You can click in the **Display** field and choose whether to show the element (block) or not (none).

PADDING

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

POSITION

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

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

TAB LAYOUT

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

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

TEXT SHADOW

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

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

transparent	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

TOP

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

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

#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

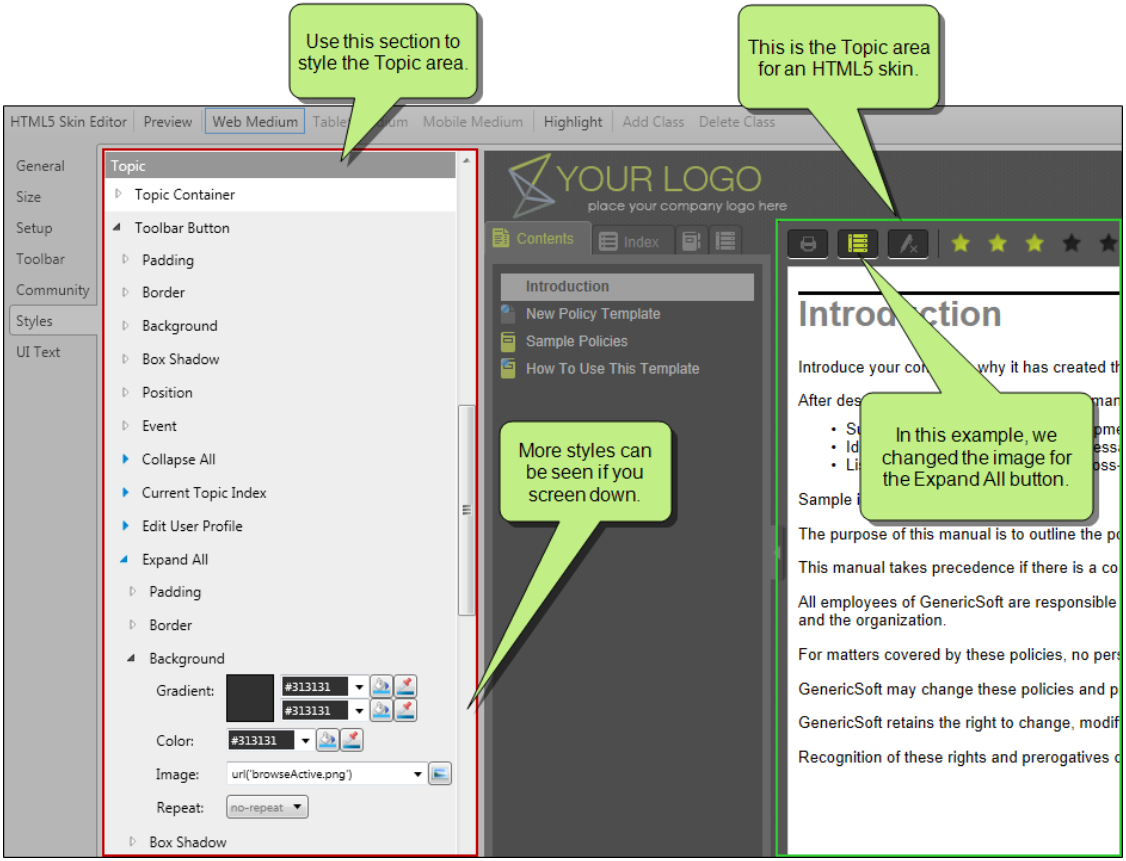
6. Click to save your work.

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

Note: You can also use the UI Text tab in the Skin Editor to change labels for these styles, including default values.

Topics in HTML5 Skins

This section is used to control the look of the topic area of the output. This includes the container holding the topic content. It also includes the toolbar just above the topic content.



HOW TO SPECIFY STYLE SETTINGS FOR THE TOPIC AREA IN HTML5

1. Open an HTML5 skin.
2. (Optional) If you are using responsive output, make sure you select the appropriate medium—Web, Tablet, or Mobile—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see the online Help.
3. Select the **Styles** tab.
4. On the left side of the editor, in the **Topic** section, expand any of the following styles:

Style	Description
Topic Container	This is the container holding topics in the output.

Style	Description
Toolbar Button	These are the buttons and other elements that are part of toolbars that you can add to output. The Toolbar Button style has properties both at the root and on children nodes. If you want the setting(s) to be applied to all of the items (except the separator), select the Toolbar Button style itself. Otherwise, expand any of the child styles to apply settings to them individually. For more information about root and children properties, see "Style Sections and Root/Child Properties" on page 156. Following are the child styles that control individual elements in the toolbar: » **Collapse All** Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded). This toggles with the Expand All button. » **Current Topic Index** Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.) » **Edit User Profile** Lets users edit their Pulse or Feedback registration profile settings. This toggles with the Login button. The Edit User Profile button is shown if the user is already logged in. » **Expand All** Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded). This toggles with the Collapse All button. » **Login** Lets users log in to Pulse or Feedback, if you have integrated it with the output. This toggles with the Edit User Profile button. The Login button is shown if the user is not yet logged in. » **Next Topic** Lets users open the next topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it. » **Previous Topic** Lets users open the previous topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.

Style	Description
	» **Print** Lets users open the Print dialog so that they can send the open topic to the printer. » **Remove Highlight** After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off. » **Topic Ratings (full)** Displays ratings for a topic (if you have incorporated your output with MadCap Pulse or Feedback). For example, if a topic has been rated three out of five stars, "Topic Ratings (full)" lets you control how the three stars look. » **Topic Ratings (empty)** This shows an empty rating (by default a non-colored star). For example, if a topic has been rated three out of five stars, "Topic Ratings (empty)" lets you control how the two stars look.
Toolbar Button Separator	This controls any separators that you may have added to the toolbar. A separator is the divider between the toolbar buttons and the navigation pane.

Note: In order to see these items in the output, you must include a WebHelp toolbar or topic toolbar in your project. For more information see the online Help.

Note: You can add a custom toolbar button class by clicking **Toolbar Button** and in the local toolbar selecting **Add Class**.

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

BACKGROUND

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

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

transparent	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

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

BORDER

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

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

solid	You can select a type of line for the border (e.g., solid, dashed, dotted).
1	Type a number in the field or use the arrows to increase or decrease it.
px	Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).
#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

BOX SHADOW

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

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

transparent	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

EVENT

You can provide a command for the item when it is clicked by the user.

E X A M P L E

Let's say you want to provide a command for an item (e.g., so that clicking the button opens a website). The following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

GENERAL

You can change the color for the element.

#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

PADDING

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

POSITION

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

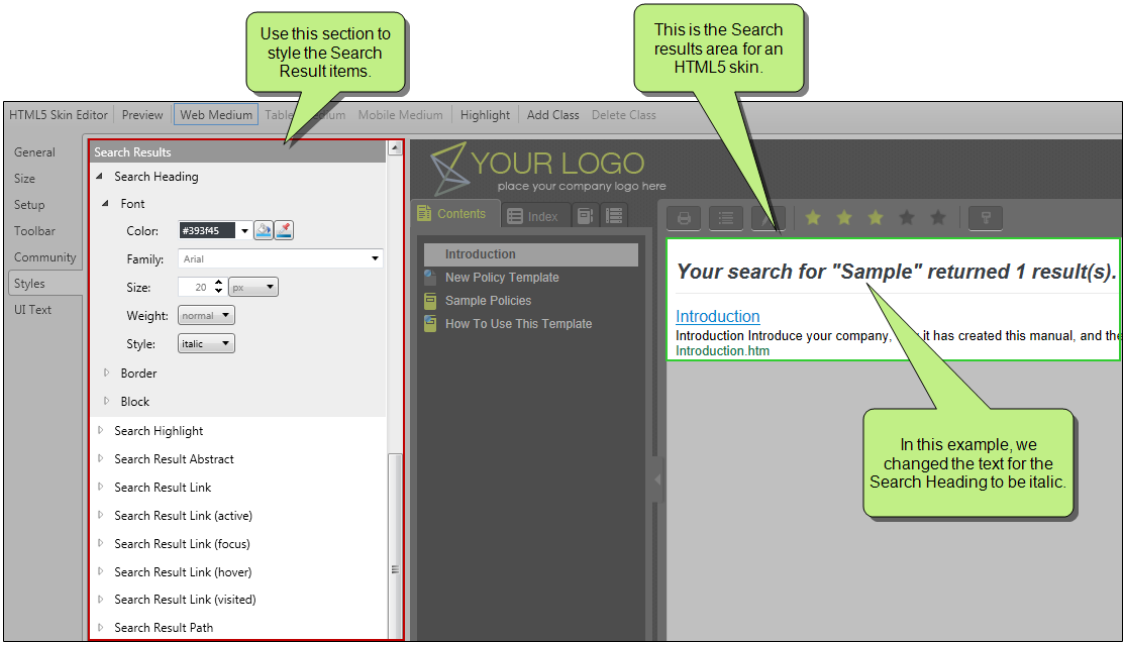
- **Width** You enter a width for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Height** You enter a height for the element. In the first field type a number or use the arrows.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

6. Click to save your work.

Note: You can also use the UI Text tab in the Skin Editor to change labels for some of these styles.

Search Results in HTML5 Skins

You can use an HTML5 skin to change the appearance of the search result items.



HOW TO SPECIFY STYLE SETTINGS FOR SEARCH RESULTS IN HTML5

1. Open an HTML5 skin.
2. (Optional) If you are using responsive output, make sure you select the appropriate medium—Web, Tablet, or Mobile—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see the online Help.
3. Select the **Styles** tab.
4. On the left side of the editor, in the **Search Results** section, expand any of the following styles:

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

Style	Description
Search Highlight	When users perform searches in your online output, the keywords that are found are highlighted in the topics. The background for each term found in a topic is highlighted in a different color. In Flare you can use styles to change not only the color background, but other settings as well (e.g., font style, text decoration). The Search Highlight style has properties both at the root and on children nodes. If you want the setting(s) to be applied to all of the items, complete the fields under the Search Highlight style itself. Otherwise, expand any of the child styles (Search Highlight 01 to 10) to apply settings to them individually. Each search highlight style is numbered to coordinate with the order search terms are entered. For example, the style named "Search Highlight 01" will be used for matches to the first search term entered and "Search Highlight 10" would coordinate with the tenth entered term. You can customize up to 10 highlight colors. For more information about root and children properties, see "Style Sections and Root/Child Properties" on page 156. **E X A M P L E** Let's say that, for "Search Highlight 01" in ths skin, you change the background color to blue. For "Search Highlight 02," you change the background color to orange. And for "Search Highlight 03," you change the background color to yellow. If a user enters "topic information help find" in the search field, the term "topic" will be displayed with a blue background everywhere it occurs in a topic. The term "information" will be displayed with an orange background, and the term "help" will be displayed with a yellow background. The term "find" will be displayed with the default background color specified by Flare (since you did not change it). If another user enters "help find topic information" in the search field, the term "help" will be displayed with a blue background. The term "find" will be displayed with an orange background, and the term "topic" will be displayed with a yellow background. The term "information" will be displayed with the default background color specified by Flare (since you did not change it).
Search Result Abstract	This is the opening paragraph text for a search result, giving you context.

Style	Description
Search Result Link	This is the link at the top of the search result.
Search Result Link (active)	This is the search result link when it is in an active state.
Search Result Link (focus)	This is the search result link when it has focus.
Search Result Link (hover)	This is the search result link when a user hovers over it.
Search Result Link (visited)	This is the search result link after it has been selected.
Search Result Path	This shows the path to the file containing the search result.

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

BACKGROUND

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

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

transparent	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

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

BLOCK

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

- **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).

BORDER

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

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

solid	You can select a type of line for the border (e.g., solid, dashed, dotted).
1	Type a number in the field or use the arrows to increase or decrease it.
px	Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).
#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

FONT

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

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

#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

TEXT DECORATION

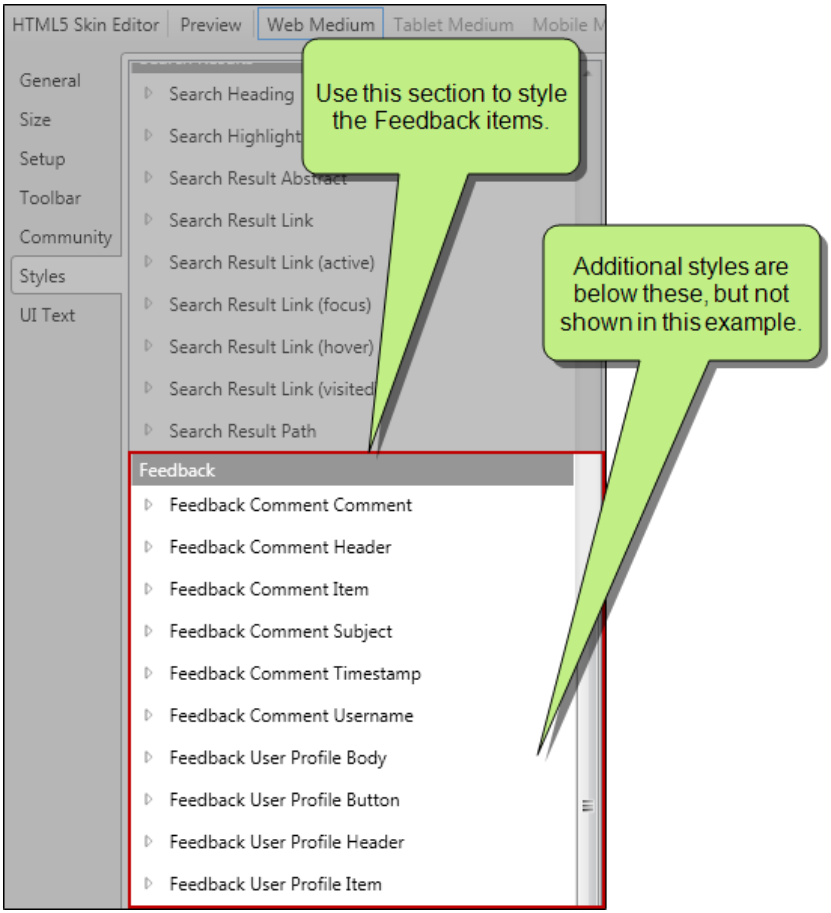
You can click in the **Decoration** field and select a text decoration (e.g., underline, line-through, overline, underline).

6. Click to save your work.

Note: If you want to style the search bar and its elements, you can use the Header section in the Skin Editor. See "Headers in HTML5 Skins" on page 178.

Feedback in HTML5 Skins

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



HOW TO SPECIFY STYLE SETTINGS FOR FEEDBACK IN HTML5

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

Style	Description
Feedback Comment Comment	This lets you control the look of topic comment text.
Feedback Comment Header	This lets you control the look of the header text that appears above comments in a topic.
Feedback Comment Item	This lets you control the look of the container displaying the contents, including header and the comments.
Feedback Comment Subject	This lets you control the look of the subject text that appears just above a comment.
Feedback Comment Timestamp	This lets you control the look of the date and time that appears in a comment.
Feedback Comment Username	This lets you control the look of the user's name that appears in a comment.
Feedback User Profile Body	This lets you control the look of the interface used for creating a profile.

Style	Description
Feedback User Profile Button	This lets you control the look of the buttons in the interface that is used for creating a profile.
Feedback User Profile Header	This lets you control the look of the header text in the interface that is used for creating a profile.
Feedback User Profile Item	The Feedback User Profile dialog always includes a "Username" and "E-mail Address" field. In addition to those fields, you can add many others by using the Community tab in the Skin Editor. See "Specifying Fields for the Create Feedback Service Profile dialog" on page 338. Once you've added the fields, you can edit the Feedback User Profile Item style in the skin to specify which fields are required for users to complete. The Feedback User Profile Item style has properties both at the root and on children nodes. In addition to the many standard fields that can be included (e.g., Address1, City, Department, Occupation), you can add up to 10 custom fields (e.g., Custom1, Custom2, Custom3), which can be used for any kind of field not already available. If you want the setting(s) to be applied to all of the items, complete the **General>Required** field under the Feedback User Profile Item style itself. Otherwise, expand any of the child styles (Address1, Address2, Birthdate, etc.) to apply settings to them individually. For more information about root and children properties, see "Style Sections and Root/Child Properties" on page 156.
Feedback User Profile Item Group	This lets you control the look of the container holding fields in the interface when creating a profile.
Feedback User Profile Item Input	This lets you control the look of the text that users type in fields when creating a profile.
Feedback User Profile Item Label	This lets you control the look of the field label text in the interface that is used for creating a profile.

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

BACKGROUND

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

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

transparent	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

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

BORDER

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

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

solid	You can select a type of line for the border (e.g., solid, dashed, dotted).
1	Type a number in the field or use the arrows to increase or decrease it.
px	Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).
#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

FONT

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

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

#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

GENERAL

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

PADDING

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

6. Click to save your work.

Note: In order to see these items in the output, you must enable Feedback with your output. For more information see the online Help.

Note: You can also use the UI Text tab in the Skin Editor to change labels for some of these styles.

WebHelp Mobile Skin Styles

You might perform the following style tasks if you are working in a WebHelp Mobile skin.

HEADER

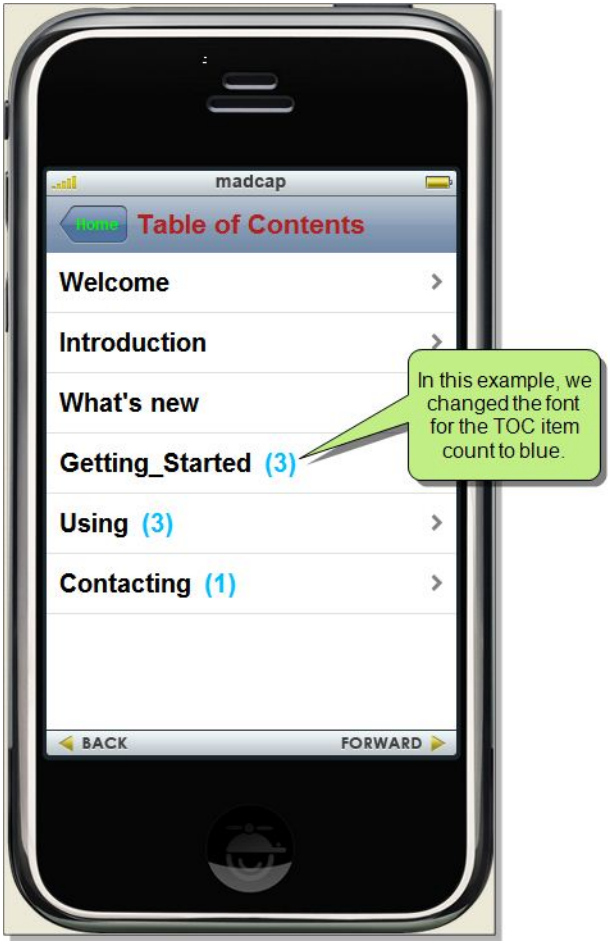
This is the area at the top of the screen, which displays the caption text that you provide on the General tab; it then displays text for the different elements as you click on items (e.g., Table of Contents, Index). Some of the more common properties you might edit when it comes to the header are the font settings, border, padding, background, and positioning (height). See "Headers in WebHelp Mobile Skins" on page 224.

HOME BUTTON

This is the Home button at the top of the screen, which lets users navigate to the starting screen of the documentation. Some of the more common properties you might edit when it comes to the Home button are the font settings, background image, and label. See "Home Buttons in WebHelp Mobile Skins" on page 228.

ITEM COUNT

These are the numbers in parentheses that may be displayed next to items. They tell users how many sub-items will be seen if they click on the item. You can edit font settings for the item count elements. See "Item Counts in WebHelp Mobile Skins" on page 231.



NAVIGATION ELEMENTS

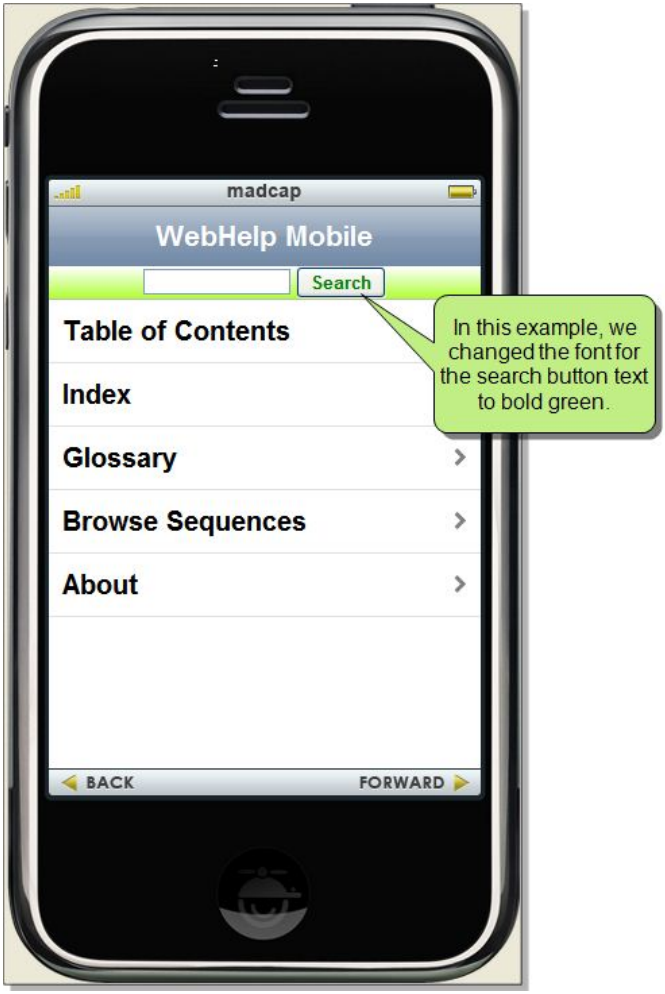
These are the areas that let users move around to find information. Some of the more common properties you might edit when it comes to the navigation elements are the font settings, border, padding, background, positioning (height), and icons. See "Navigation Elements in WebHelp Mobile Skins" on page 234.

SEARCH BAR

This is the bar that holds the search field and button. Some of the more common properties you might edit when it comes to the header are the border, background, and positioning (height). See "Search Bars in WebHelp Mobile Skins" on page 241.

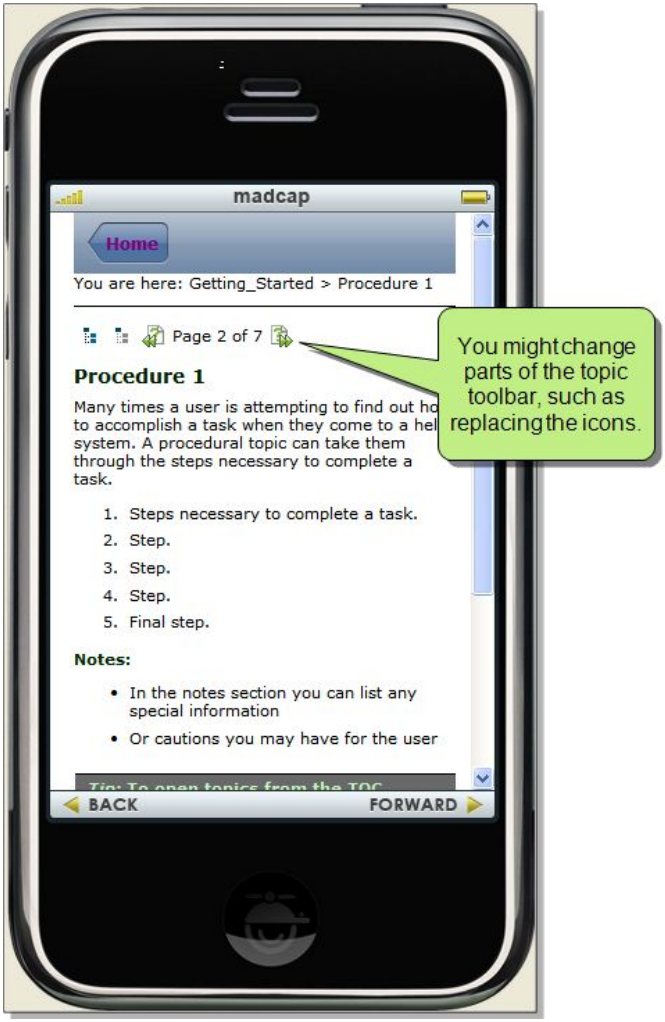
SEARCH BUTTON

This is the button that lets users initiate a search for content. Some of the more common properties you might edit when it comes to the header are the font, background color, and label. See "Search Buttons in WebHelp Mobile Skins" on page 244.



TOOLBAR ITEMS

These are the buttons and other elements that are part of the topic toolbar that you can add to output. Some of the more common properties you might edit when it comes to toolbar items are the icons, font settings, and click behavior. See "Toolbar Items in WebHelp Mobile Skins" on page 247.

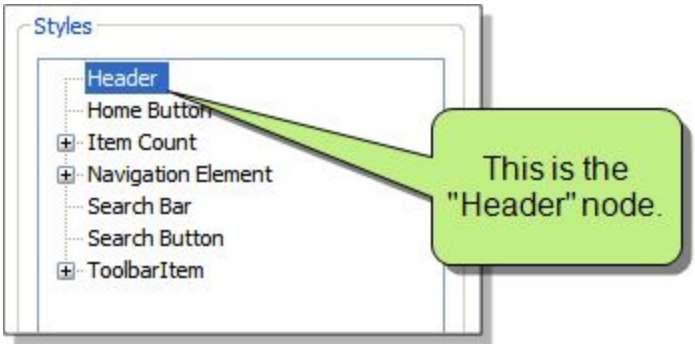


Headers in WebHelp Mobile Skins

In WebHelp Mobile a header is the area at the top of the screen, which displays the caption text that you provide on the General tab; it then displays text for the different elements as you click on items (e.g., Table of Contents, Index). You can use a WebHelp Mobile skin to change its appearance.

HOW TO SPECIFY STYLE SETTINGS FOR HEADERS

1. Open a WebHelp Mobile skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Header** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

   ##### *BACKGROUND COLOR*

   To change the background color of the header area using a solid color:

   - Expand the **Background** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

   ##### *BACKGROUND GRADIENT*

   To change the background color of the header area using a progression effect:

   - Expand the **Background** property group on the right and change the value in the **Background Gradient** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the prop-

erties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND IMAGE

To add a background image to the header area:

- Expand the **Background** property group on the right and select an image in the **Background Image** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BORDERS

To add or change borders for the item:

- Expand the **Borders** property group on the right and change the value in any of the fields. Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HEIGHT

To change the height of the header area:

- Expand the **Position** property group on the right and change the value in the **Height** field. Click the down arrow to open a small window. In this window, you can enter the item height in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

PADDING

To add or change padding (space around) the item:

- Expand the **Padding** property group on the right and change the value in any of the "Padding" fields (e.g., Padding Left, Padding Right). Click the down arrow to open a small window. In this window, you can enter the amount of padding in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

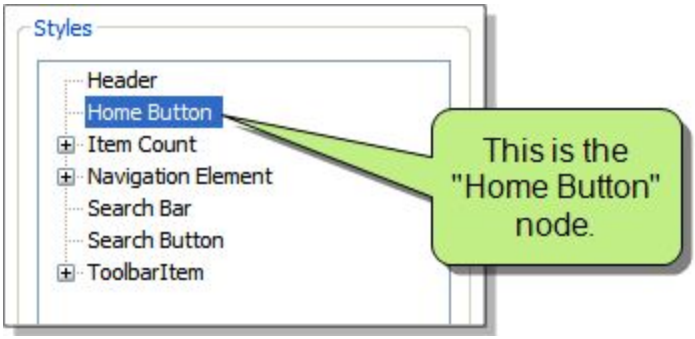
6. Click to save your work.

Home Buttons in WebHelp Mobile Skins

In WebHelp Mobile a "Home" button is at the top of the screen. It lets users navigate to the starting screen of the documentation. You can use a WebHelp Mobile skin to change its appearance.

HOW TO SPECIFY STYLE SETTINGS FOR HOME BUTTONS

1. Open a WebHelp Mobile skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Home Button** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

   ##### *BACKGROUND IMAGES*

   To change the background images:

   - Expand the **Background Images** property group on the right and select an image in any of the fields (**Left Edge**, **Center Slice**, **Right Edge**). Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

     Why are there three image fields instead of one? The reason is that the width of the middle of the button may need to change based on the label that you enter. In other words, the longer the label text, the wider the button needs to be to accommodate it. So if you have a very long label, the middle image (Center Slice) will be repeated to make up the space.

   ##### *FONT COLOR*

   To change the color of the font:

   - Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

» Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

» Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

» Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

» Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

LABEL

To change the text that appears on the item:

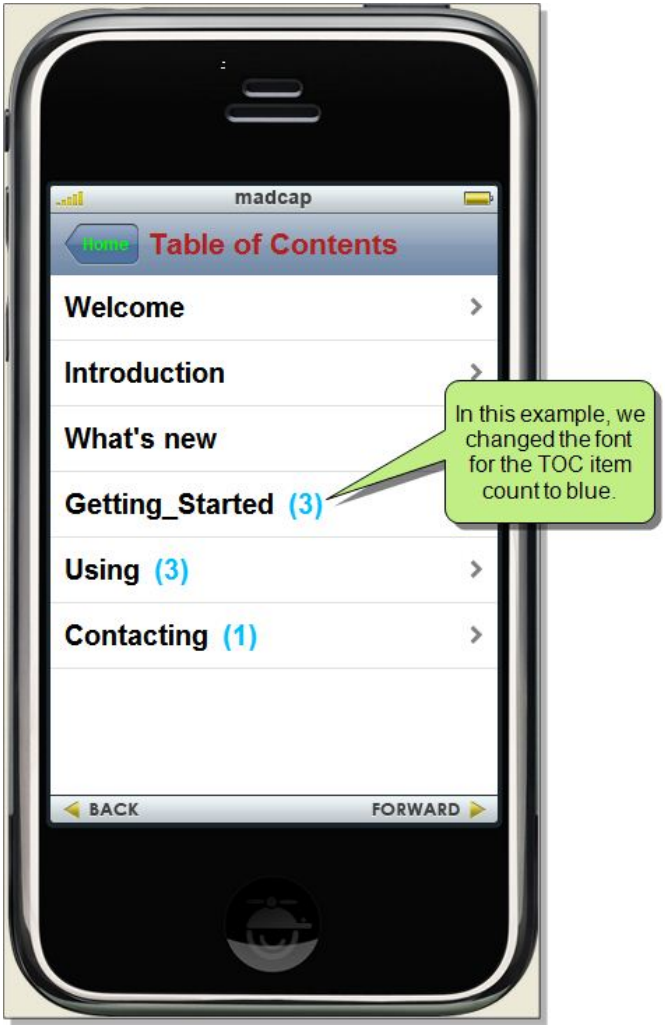
» Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

6. Click to save your work.

Note: If you maintain the height of the header area, the preferred size for the Home button is the same as the existing button, which is 47px wide x 30px high (assuming the label is “Home”). However, you can also configure the height of the header area and therefore use a Home button image that is taller. See "Headers in WebHelp Mobile Skins" on page 224.

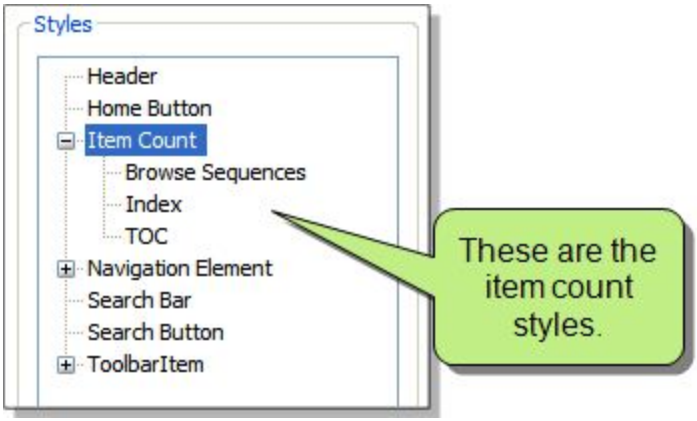
Item Counts in WebHelp Mobile Skins

In WebHelp Mobile item counts are the numbers in parentheses that may be displayed next to items. They tell users how many sub-items will be seen if they click on the item. You can use a WebHelp Mobile skin to edit font settings for the item count elements. See "Specifying the Number of Items Next to TOC, Browse Sequence, or Index Entries " on page 350.



HOW TO SPECIFY STYLE SETTINGS FOR ITEM COUNTS

1. Open a WebHelp Mobile skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Item Count** node.



4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **ItemCount** node itself.

   The items under this node represent the places where item counts occur—in browse sequences, indexes, and TOCs.

5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
6. In the **Properties** section, set the values for the properties that you want modify.

   FONT COLOR

   To change the color of the font:

   » Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

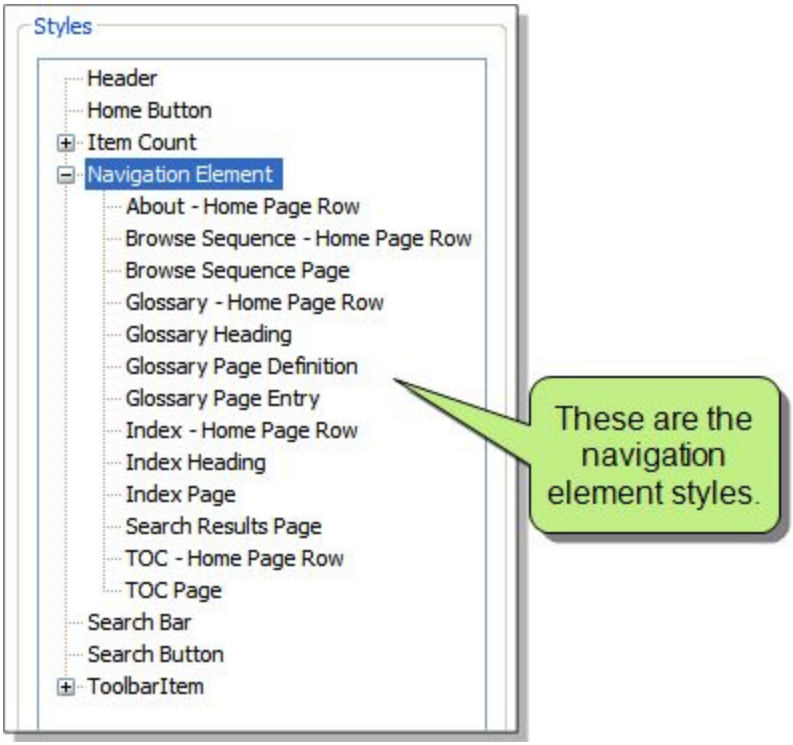
7. Click to save your work.

Navigation Elements in WebHelp Mobile Skins

In WebHelp Mobile navigation elements are the areas that let users move around to find information. You can use a WebHelp Mobile skin to change their appearance. See "Specifying Navigation Elements to Include in the Output Window" on page 343.

HOW TO SPECIFY STYLE SETTINGS FOR NAVIGATION ELEMENTS

1. Open a WebHelp Mobile skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Navigation Element** node.



4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Navigation Element** node itself.

   The items under this node represent the different kinds of navigation elements that may be found in your output.

About - Home Page Row	This is the row on the Home page that lets users open the "About" image. See "Selecting an Image for the About Box" on page 279.
Browse Sequence - Home Page Row	This is the row on the Home page that lets users open the browse sequence.
Browse Sequence Page	This is the page that displays the browse sequence.
Glossary - Home Page Row	This is the row on the Home page that lets users open the glossary.
Glossary Heading	The Glossary Heading displays the letter of the alphabet for the entries that follow.
Glossary Page Entry	The Glossary Page Entry is the area that displays each glossary term.
Glossary Page Definition	The Glossary Page Definition is the text describing each glossary term.
Index - Home Page Row	This is the row on the Home page that lets users open the index.
Index Heading	The Index Heading displays the letter of the alphabet for the entries that follow.
Index Page	The Index Page is the area that displays each index term.
Search Results Page	This is the page that displays search results.
TOC - Home Page Row	This is the row on the Home page that lets users open the TOC.

TOC Page	This is the page that displays the TOC.

5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
6. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND COLOR

To change the background color of the header area using a solid color:

» Expand the **Background** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND GRADIENT

To change the background color of the header area using a progression effect:

» Expand the **Background** property group on the right and change the value in the **Background Gradient** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND IMAGE

To add a background image to the header area:

» Expand the **Background** property group on the right and select an image in the **Background Image** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BORDERS

To add or change borders for the item:

» Expand the **Borders** property group on the right and change the value in any of the fields. Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

HEIGHT

To change the height of the header area:

- Expand the **Position** property group on the right and change the value in the **Height** field. Click the down arrow to open a small window. In this window, you can enter the item height in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

ICON—NAVIGATION ARROW

To select a different image to be used instead of the navigation arrow that appears at the end of each row:

- Expand the **Icons** property group on the right side of the editor and select an image from the **Navigation Arrow** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

LABEL

To change the text that appears on the item:

- Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

NO RESULTS FOUND STRING

To change the text that appears when no search results are found:

- Expand the **General** property group on the right side of the editor and enter new text in the **No Results Found String** field.

PADDING

To add or change padding (space around) the item:

- Expand the **Padding** property group on the right and change the value in any of the "Padding" fields (e.g., Padding Left, Padding Right). Click the down arrow to open a small window. In this window, you can enter the amount of padding in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

SEARCH ERROR STRING

To change the text that appears when an error occurs during the search:

- Expand the **General** property group on the right side of the editor and enter new text in the **Search Error String** field.

SEE REFERENCE

To change the text that appears on "See" index links:

- Expand the **Labels** property group on the right side of the editor and enter new text in the **See Reference** field.

SEE ALSO REFERENCE

To change the text that appears on "See Also" index links:

» Expand the **Labels** property group on the right side of the editor and enter new text in the **See Also Reference** field.

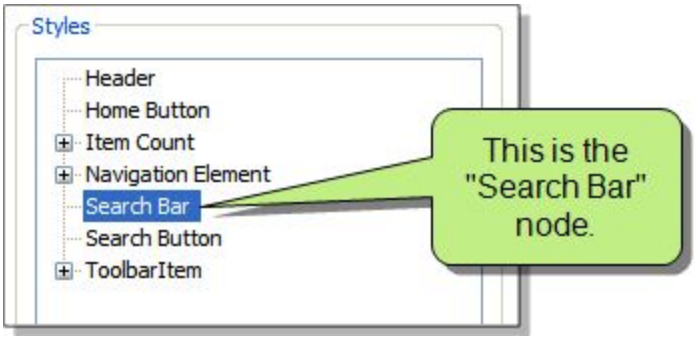
7. Click to save your work.

Search Bars in WebHelp Mobile Skins

In WebHelp Mobile a search bar is the area that holds the search field and button. You can use a WebHelp Mobile skin to change its appearance.

HOW TO SPECIFY STYLE SETTINGS FOR SEARCH BARS

1. Open a WebHelp Mobile skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Search Bar** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND COLOR

To change the background color of the item area using a solid color:

» Expand the **Background** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

BACKGROUND IMAGE

To add a background image to the item:

» Expand the **Background** property group on the right and select an image in the **Background Image** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

BORDERS

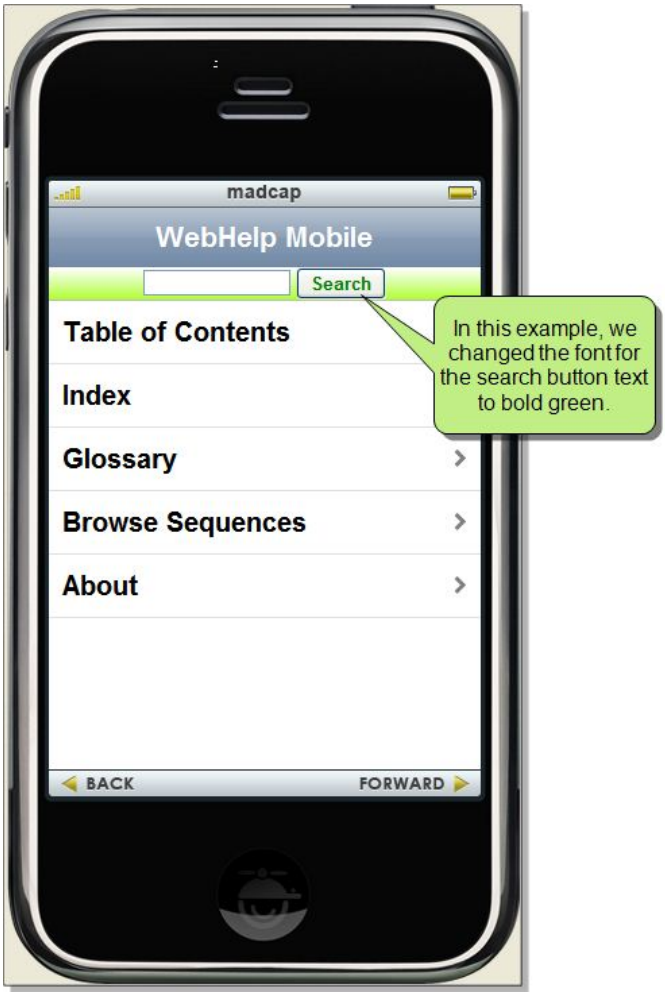
To add or change borders for the item:

» Expand the **Borders** property group on the right and change the value in any of the fields. Click the down arrow to open a small window. In this window, you can enter the width of the border in the lower-left field. You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-left drop-down arrow. You can select a color for the border using the upper-right drop-down arrow. And you can select the type of line for the border (e.g., solid, dashed, dotted) using the lower-right drop-down arrow.

6. Click to save your work.

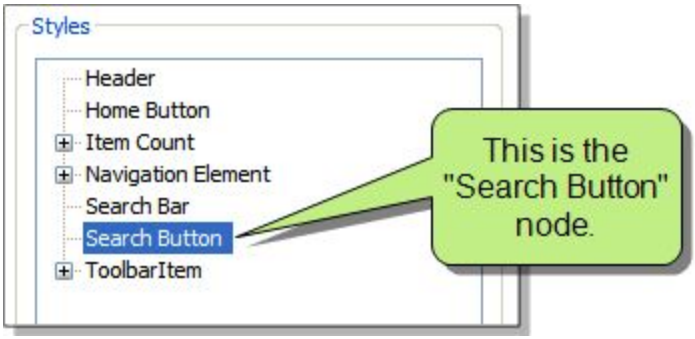
Search Buttons in WebHelp Mobile Skins

In WebHelp Mobile the "Search" button lets users initiate a search for information. You can use a WebHelp Mobile skin to change its appearance.



HOW TO SPECIFY STYLE SETTINGS FOR SEARCH BUTTONS

1. Open a WebHelp Mobile skin.
2. Select the **Styles** tab.
3. In the **Styles** section, select the **Search Button** node.



4. Select the **Property Groups** or **Alphabetical List** option to display the properties for the node.
5. In the **Properties** section, set the values for the properties that you want modify.

BACKGROUND COLOR

To change the background color of the item area using a solid color:

» Expand the **Background** property group on thClick the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.e right and change the value in the **Background Color** field.

FONT COLOR

To change the color of the font:

» Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

- Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

- Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

LABEL

To change the text that appears on the item:

- Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

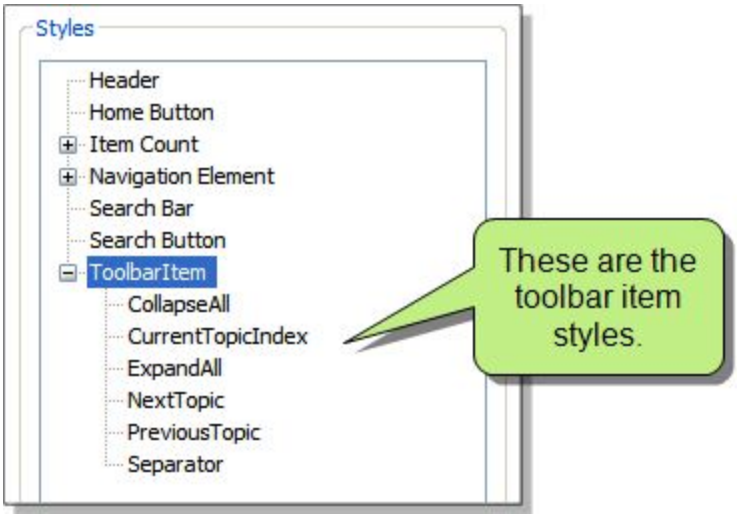
6. Click to save your work.

Toolbar Items in WebHelp Mobile Skins

Using a skin, you can modify the appearance of topic toolbars that you include in your output. See "Specifying Topic Toolbar Settings in a Skin—WebHelp Mobile" on page 306.

HOW TO SPECIFY STYLE SETTINGS FOR TOOLBAR ITEMS IN WEBHELP MOBILE

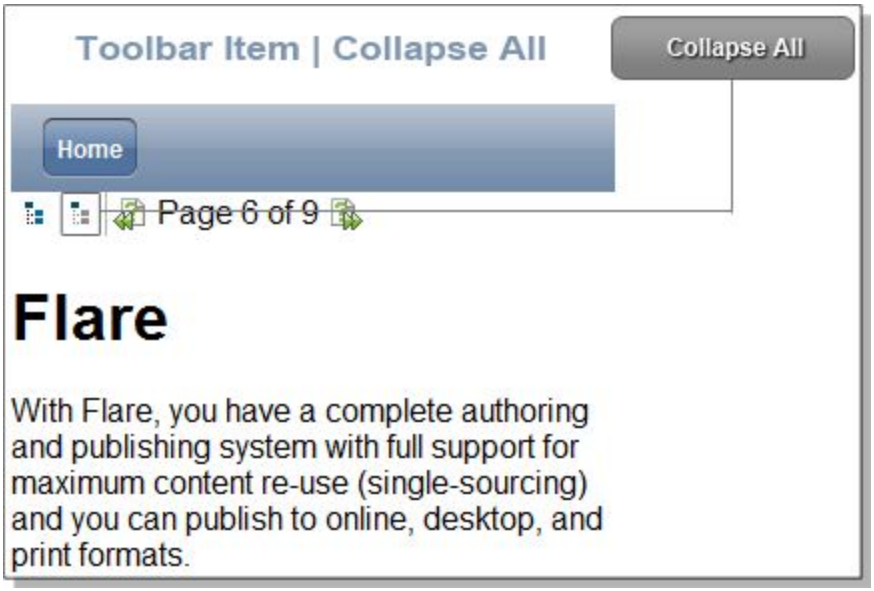
1. Open a Mobile skin.
2. Select the **Styles** tab.
3. In the **Styles** section, expand the **Toolbar Item** node.



4. Select the item that you want to edit. If you want the setting(s) to be applied to all of the items, select the **Toolbar Item** node itself. The items under this node represent the different kinds of toolbar items that may be found in your output.

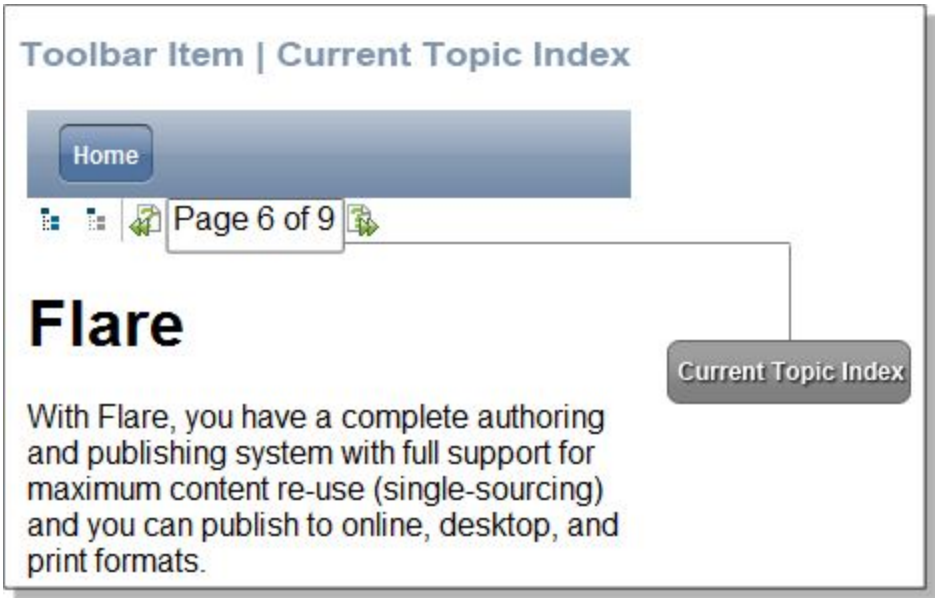
   COLLAPSE ALL

   Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).



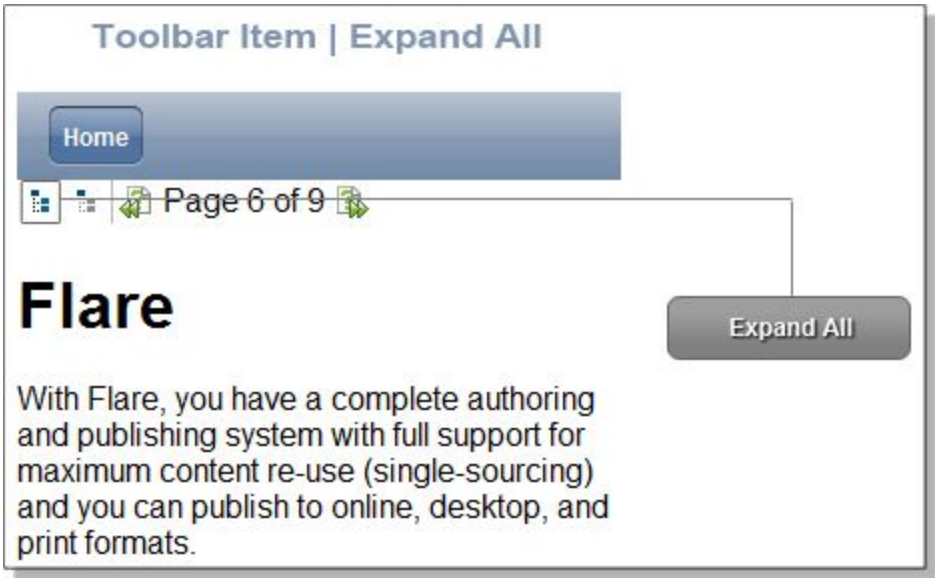
CURRENT TOPIC INDEX

Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)



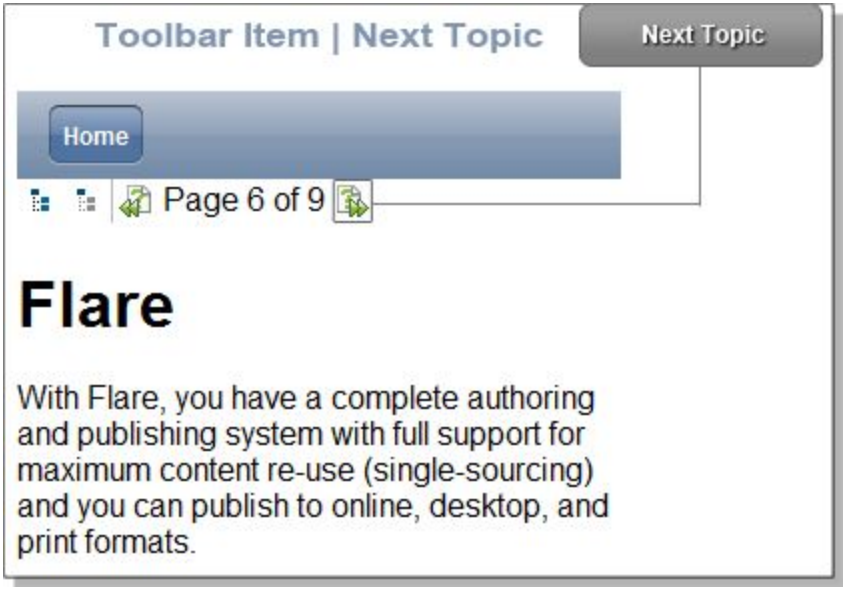
EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



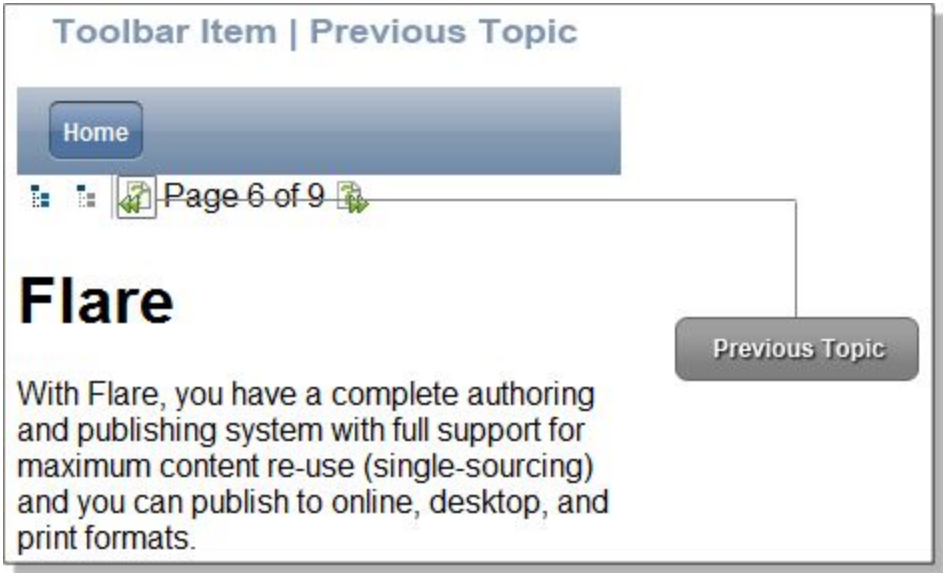
NEXT TOPIC

Lets users open the next topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.



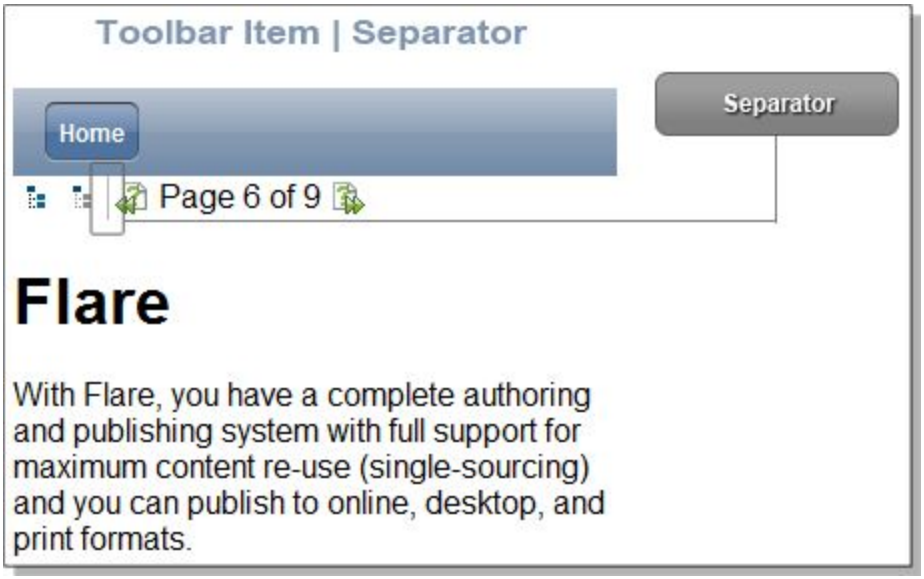
PREVIOUS TOPIC

Lets users open the previous topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.



SEPARATOR

This is the divider between the toolbar buttons and the navigation pane.



5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item.
6. In the **Properties** section, set the values for the properties that you want modify.

CONTROL TYPE

To change the control type for the item (i.e., you can select any type of button that can be added to the toolbar):

» Expand the **Type** property group on the right and select an item in the **Control Type** field.

FONT BACKGROUND COLOR

To change the color of the area behind the font:

- Expand the **Font** property group on the right and change the value in the **Background Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.0

FONT BACKGROUND GRADIENT

To change the background color of the item:

- Expand the **Font** property group on the right and change the value in the **Background Gradient** field to apply a color progression effect. The background changes from one color to another. Click the down arrow to open a small window. In this window, click the down arrow next to the **Start** field and select a color to use at the beginning of the gradient. Then click the down arrow next to the **End** field and select the color to use at the end of the gradient. Finally, click the down arrow next to the **Style** field and select a direction for the gradient effect or choose "solid." Click **OK** to accept the settings. When you click off the properties field, a small icon is displayed in the field, showing how the effect will look. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT COLOR

To change the color of the font:

- Expand the **Font** property group on the right and change the value in the **Color** field. Click the down arrow to open a color palette window. You can click a color shown, or you can click **More colors** and select a different color or create a custom color. If you are change the color for a style item that also has a gradient, the gradient properties have precedence over the solid color.

FONT FAMILY

To select a specific font family (e.g., Arial, Tahoma, Verdana):

- Expand the **Font** property group on the right and change the value in the **Font Family** field. After you click in the field, the Font Family Picker dialog opens. Use this dialog to select the font family and click **OK**.

FONT SIZE

To change the size of the font:

- Expand the **Font** property group on the right and change the value in the **Font Size** field. Click the down arrow to open a small window. In this window, you can enter the size of the font in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

FONT STYLE

To change the style of the font (e.g., make it italic):

» Expand the **Font** property group on the right and change the value in the **Font Style** field. Click the down arrow and select either **italic** or **normal**.

FONT WEIGHT

To change the weight of the font (e.g., make it bold):

» Expand the **Font** property group on the right and change the value in the **Font Weight** field. Click the down arrow and select either **bold** or **normal**.

ICON

To select a different icon image:

» Expand the **General** property group on the right side of the editor and select an image from the **Icon** field. Click the down arrow in this field and then select **Browse for Image** to find and select an image file.

LABEL

To change the text that appears on the item:

» Expand the **General** property group on the right side of the editor and enter new text in the **Label** field.

ON CLICK

To provide a command for the item when it is clicked by the user:

» Expand the **Type** or **General** property group on the right and enter a command in the **OnClick** field.

E X A M P L E

Let's say you want to provide a command for an item (e.g., so that clicking the button opens a website). The following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```

PADDING

To add or change padding (space around) the item:

- Expand the **Font** property group on the right and change the value in any of the "Padding" fields (e.g., Padding Left, Padding Right). Click the down arrow to open a small window. In this window, you can enter the amount of padding in the lower-left field (either type a number or use the up and down arrows). You can select the unit of measurement (e.g., pixels, points, centimeters) using the lower-right drop-down arrow. You can return to the default setting by using the upper-right drop-down arrow.

SEPARATOR ALTERNATE TEXT

To change the alternate text for the separator:

- Expand the **General** property group on the right side of the editor and enter new text in the **Separator Alternate Text** field.

TEXT IMAGE RELATION

To select the location of a label in relation to the image used for the item:

- Expand the **General** property group on the right side of the editor and select an option from the **Text Image Relation** field. You can select any of the following.
  - **ImageAboveText** This displays the button image on top of the label text.
  - **ImageBeforeText** This displays the button image to the left of the label text.
  - **Overlay** This displays the label text and the button image in the same space.
  - **TextAboveImage** This displays the label text on top of the button image.
  - **TextBeforeImage** This displays the label text to the left of the button image.

7. Click to save your work.

CHAPTER 7

Additional Skin Tasks

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

This chapter discusses the following:

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Creating a Binary TOC 263
Displaying Comments at the End of Topics for Feedback 264
Displaying Feedback Notification Options to Users 265
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Adding a Web Toolbar to HTML Help Output

If you incorporate MadCap Feedback into your Flare project and generate Microsoft HTML Help output, a web toolbar is automatically added to the top of each topic in the CHM file. However, this toolbar is not only for MadCap Feedback. Even if you are not using Feedback in your project, you can add the web toolbar to your Microsoft HTML Help output.

In addition to submitting topic ratings and comments, the default buttons in the web toolbar let users expand or collapse Dynamic HTML effects (e.g., drop-down text, expanding text), search, go to the next or previous topic, and more. You can change the buttons included in the web toolbar, removing ones you do not want and adding others. See "Specifying Web Toolbar Settings—HTML Help Output" on page 314.

HOW TO ADD A WEB TOOLBAR TO HTML HELP OUTPUT

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. Click **Display toolbar in each topic**.
4. Click to save your work.

Note: You can also specify which buttons should be included in the navigation toolbar at the top of the CHM window. See "Specifying Buttons for HTML Help Output" on page 286.

Note: As an alternative, you can add a web toolbar with the help of a topic toolbar proxy. This allows you to add a toolbar in specific places within topics, as well as limit the topics that have the toolbar.

Creating a Binary Index

This feature is supported in Microsoft HTML Help output.

You can create a binary index for your project. Binary indexes are intended for merging multiple CHM files when you build a target. The index keywords in the CHM files are sorted alphabetically and numerically for display in the output.

If you use this feature, please keep in mind that binary indexes do not support custom fonts.

HOW TO CREATE A BINARY INDEX

1. Create indexes in your projects.
2. Set your master project to merge with the other CHM file(s) at run time.
3. Open a Standard skin.
4. Select the **HTML Help Setup** tab.
5. Click the **Index Options** button.
6. In the HTML Help Index Options dialog, select **Binary**.
7. Click **OK**.
8. Click to save your work.

Note: You can also create a binary TOC in Flare. See "Creating a Binary TOC" on the next page.

Creating a Binary TOC

This feature is supported in Microsoft HTML Help output.

You can create a binary table of contents (TOC) for your project. Binary TOCs are intended for very large compiled Microsoft HTML Help projects, reducing the amount of time it takes to load a TOC.

If you use this feature, please keep in mind that binary content files:

- Do not work with external TOC files
- Only support TOC book and entry icons (not custom icons)
- Do not support TOC style options such as borders and plus/minus squares
- Do not support custom fonts

HOW TO CREATE A BINARY TOC

1. Create a TOC.
2. Open a Standard skin.
3. Select the **HTML Help Setup** tab.
4. Click the **TOC Options** button.
5. In the HTML Help TOC Options dialog, select **Binary**.
6. Click **OK**.
7. Click to save your work.

Note: You can also create a binary index in Flare. See "Creating a Binary Index" on the previous page.

Displaying Comments at the End of Topics for Feedback

This feature is supported in DotNet Help, Microsoft HTML Help, HTML5, WebHelp, and WebHelp Plus output.

Users can enter comments on your online output. These comments may be viewed (and replied to) by all other users viewing the output. Comments are shown at the bottom of topics by default. However, you can disable them if you like.

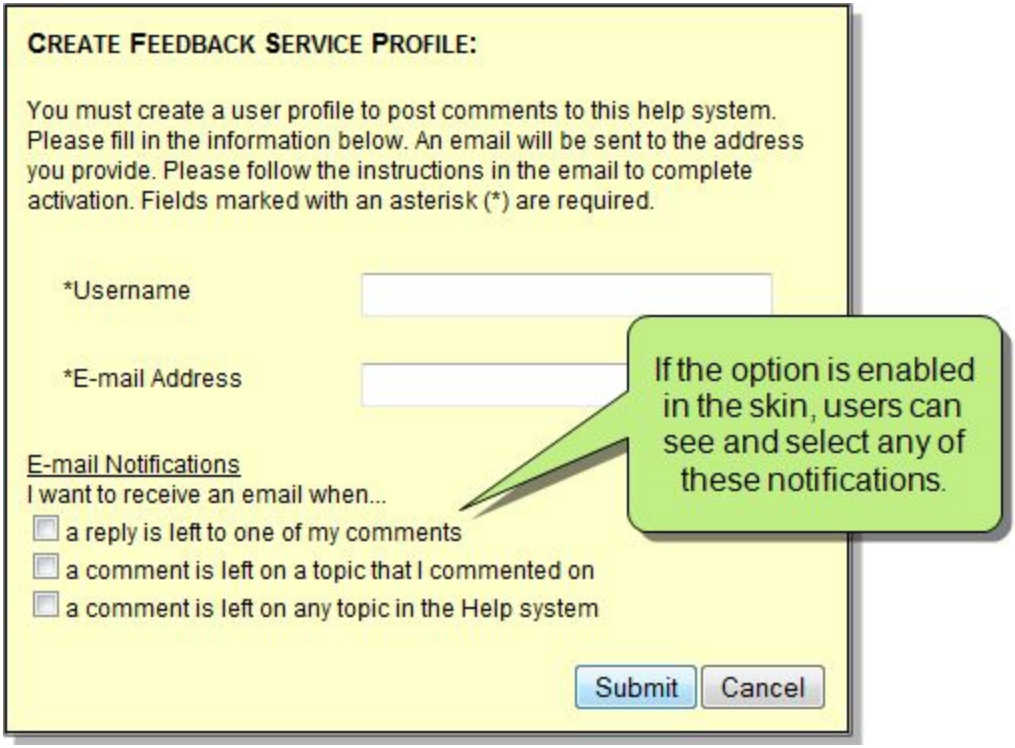
HOW TO DISPLAY COMMENTS AT THE END OF TOPICS

1. Open a Standard or HTML5 skin.
2. Select the **Community** tab.
3. Click **Display topic comments at the end of each topic**.
4. Click to save your work.

Displaying Feedback Notification Options to Users

This feature is supported in DotNet Help, Microsoft HTML Help, HTML5, WebHelp, and WebHelp Plus output.

You can specify in a skin whether end users can see, and therefore select, various email notification options when submitting a comment for the first time or editing their profile.



HOW TO DISPLAY FEEDBACK NOTIFICATION OPTIONS TO USERS

1. Open a Standard or HTML5 skin.
2. Select the **Community** tab.
3. Click **Display notification options to users**.
4. Click to save your work.

Enabling User-Defined Window Position and Size for HTML Help Output

You can let end users control the position and size of the output window by using an option on the HTML Help Setup tab of the Skin Editor. This option causes an HTML Help (CHM) file to save its window position and size after its first use. The next time, it will open at the same window position and size.

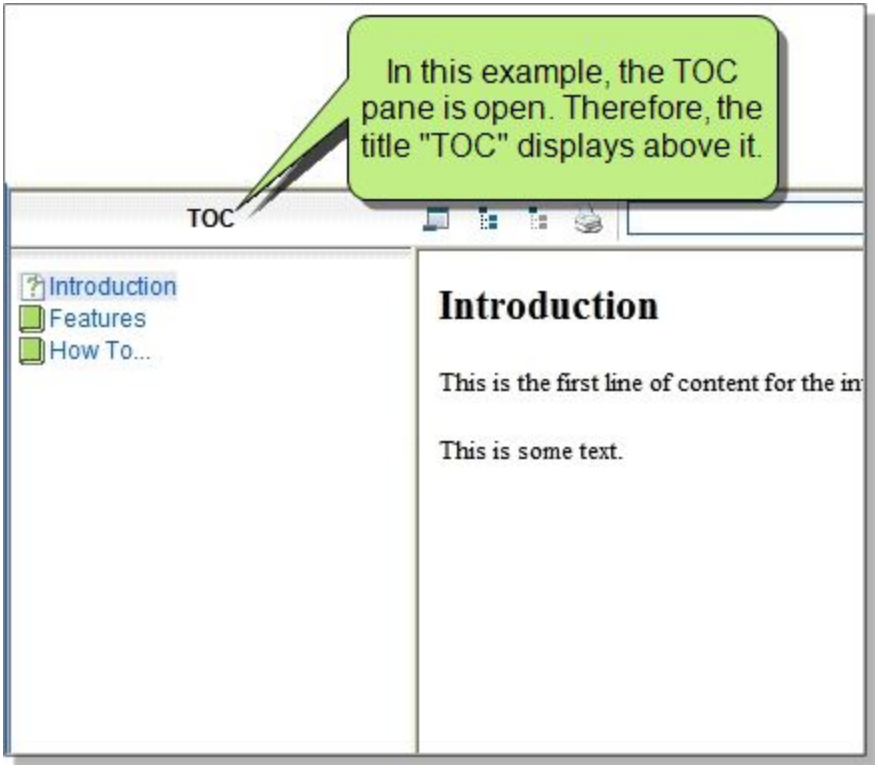
HOW TO ENABLE USER-DEFINED WINDOW POSITION AND SIZE FOR HTML HELP OUTPUT

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. Click **Save user defined window position after first use**.
4. Click to save your work.

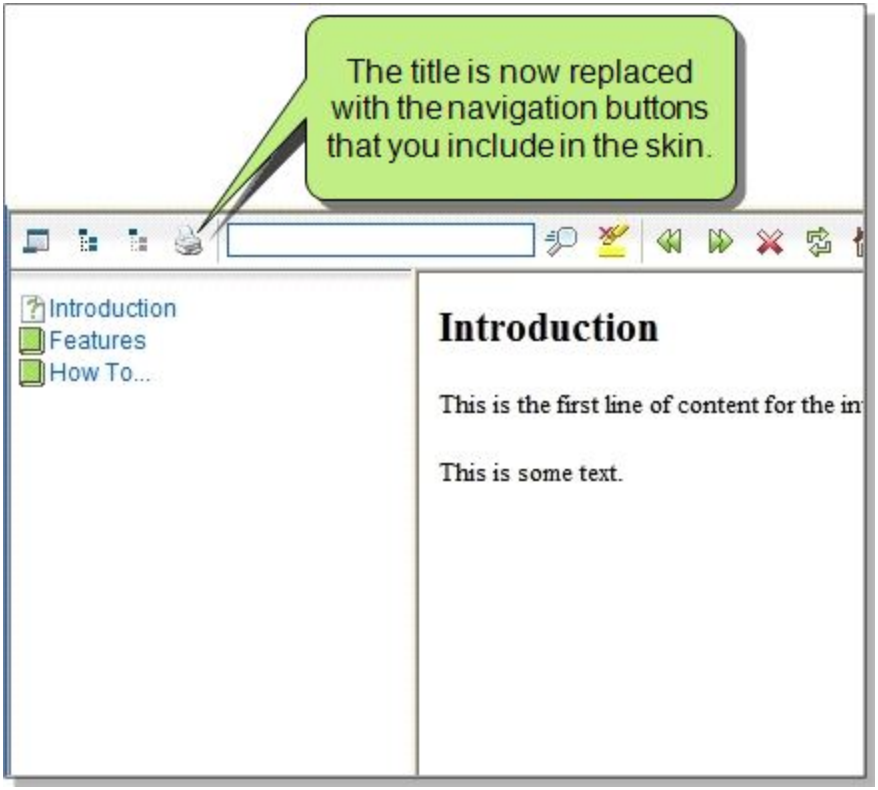
Excluding Accordion Titles from WebHelp Output

This feature is supported in WebHelp, WebHelp AIR, and WebHelp Plus output.

If you generate output using WebHelp, WebHelp AIR, or WebHelp Plus, the title of the active accordion bar displays by default in the output, like this:



You have the option of excluding this accordion title from the output. This shifts the navigation buttons for the output to the left, like this:



HOW TO EXCLUDE ACCORDION TITLES FROM WEBHELP OUTPUT

1. Open a Standard skin.
2. Select the **WebHelp Setup** tab.
3. Select **Exclude Accordion Title**.
4. Click to save your work.

Importing Skins

Not only can you add a new skin, but you can also import an existing skin (FLSKN file).

HOW TO IMPORT A SKIN

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

   The Add File dialog opens.
2. Select **New from existing** and click ...
3. Find and select the FLSKN file that you want to import.
4. Click **Open**. The Source File field now contains the path to the file that you are importing. Also, the name of the file is displayed in the File Name field.
5. If you want to give the skin a different name than that for the imported file, click in the **File name** field and replace the text.
6. Click **Add**. The skin is added and opens in the Skin Editor.

Including Bookmarks in Index Entries

This feature is supported in Microsoft HTML Help output.

If you want index term links to point to the exact spot in the topic where the index marker has been set, you need to specify this in the Skin Editor. Otherwise, the index term links will point to the topic in general.

However, by pointing to the individual index markers, the index may not display the way you want if the index term points to multiple topics and you also have created a binary index (see "Creating a Binary Index" on page 262). In other words, index entries pointing to multiple topics will display the index terms repeated instead of the topic title. A workaround is to deselect the binary index option in the Skin Editor. However, keep in mind that a binary index is required if you want to merge CHM files.

HOW TO INCLUDE BOOKMARKS IN INDEX ENTRIES

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. Click the **Index Options** button.
4. In the HTML Help Index Options dialog, select **Include bookmarks with index entries**.
5. Click **OK**.
6. Click to save your work.

Previewing the Skin for a Specific Output Type

This feature is supported in DotNet Help, Microsoft HTML Help, HTML5, WebHelp, WebHelp AIR, WebHelp Mobile, and WebHelp Plus output.

You can see how your skin settings look in each of the online output types.

HOW TO PREVIEW THE SKIN FOR A SPECIFIC OUTPUT TYPE

1. Open a skin.
2. Depending on the skin type, you can select one of the following in the local toolbar.
   - **Preview as DotNetHelp Window** This button is shown only if you have opened a Standard skin.
   - **Preview as HTML Help Window** This button is shown only if you have opened a Standard skin.
   - **Preview as WebHelp Window** This button is shown only if you have opened a Standard skin.
   - **Preview** This button is shown only if you have opened an HTML5 or WebHelp Mobile skin.

   The appropriate type of window opens, displaying sample content using your skin settings.
3. Close the window when you are finished.

Note: If you have responsive output enabled in an HTML5 skin, this preview feature respects that setting. If you have responsive output enabled, the preview is also responsive. If you have the responsive output disabled, the preview is static.

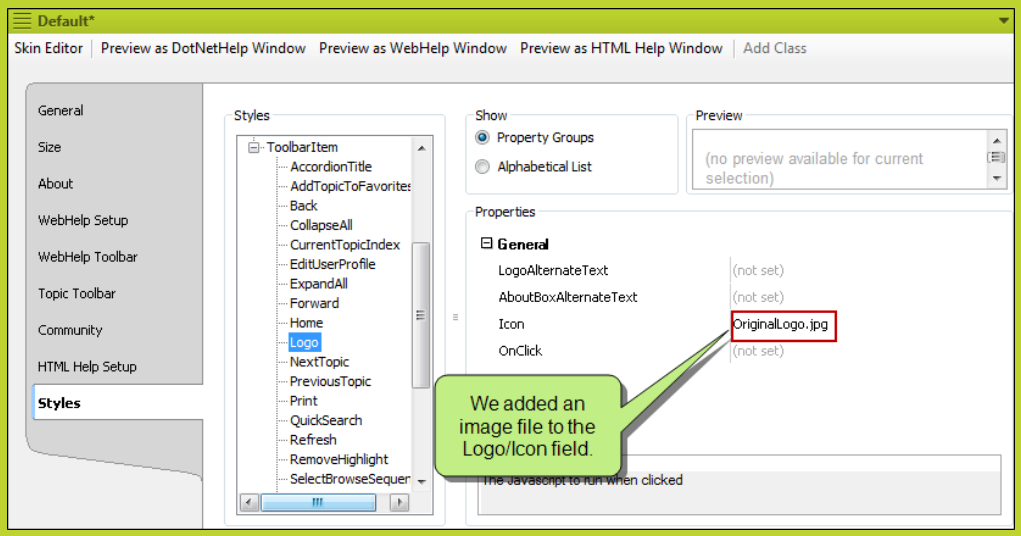
Removing Unreferenced Embedded Images from Skins

This feature is supported in DotNet Help, Microsoft HTML Help, HTML5, WebHelp, WebHelp AIR, WebHelp Mobile, and WebHelp Plus output.

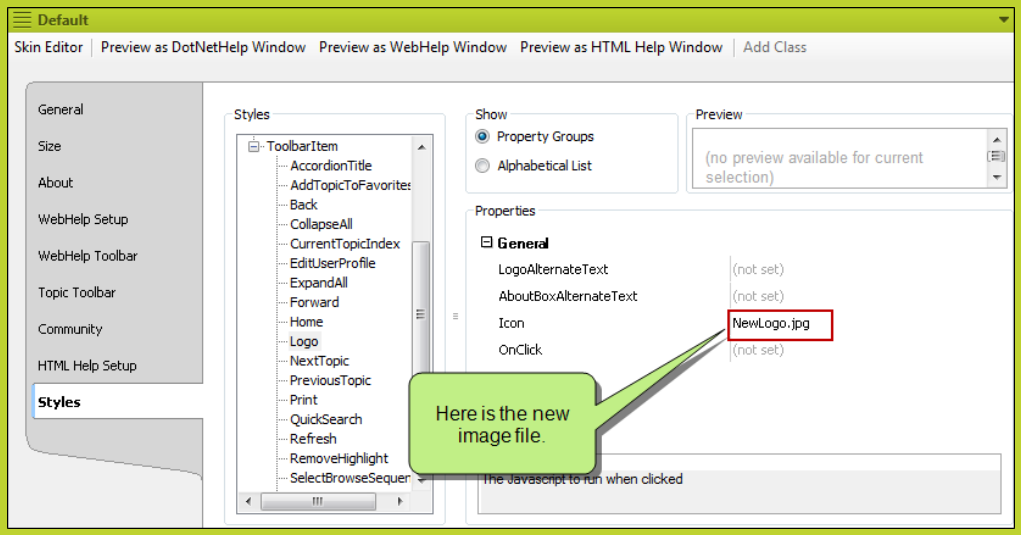
When you add an image in a skin (e.,g., your company logo), that image becomes embedded in the skin file using binary code. If you later replace that image, it remains embedded in the skin, even though it is no longer being used (i.e., it is unreferenced). When you click the field to select an image, you can still see the old image listed with others. This adds unnecessary size to your skin file. However, you can select an option on the General tab of the Skin Editor to automatically remove unreferenced images from the skin when you save the skin.

EXAMPLE

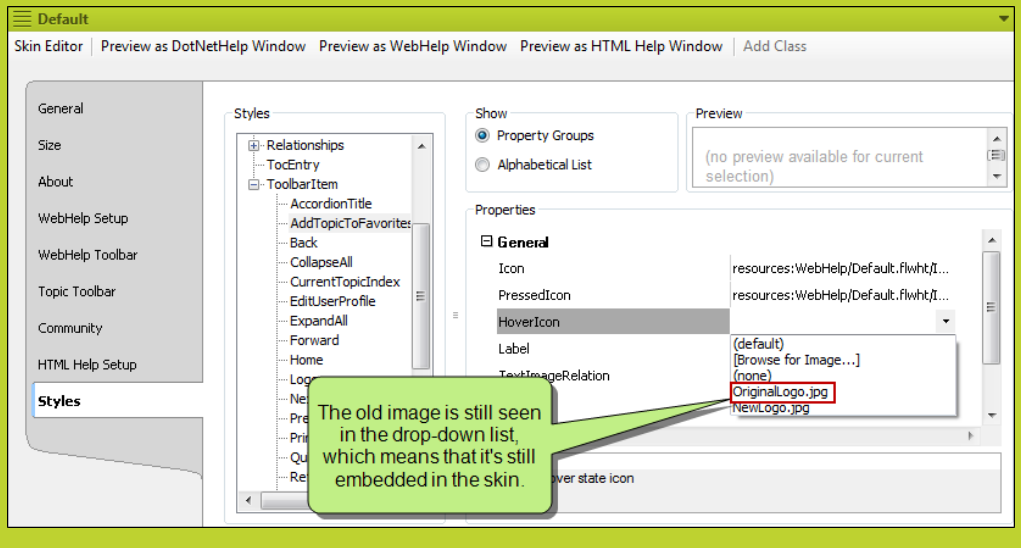
Let's say you add your company's logo to a skin, like this.



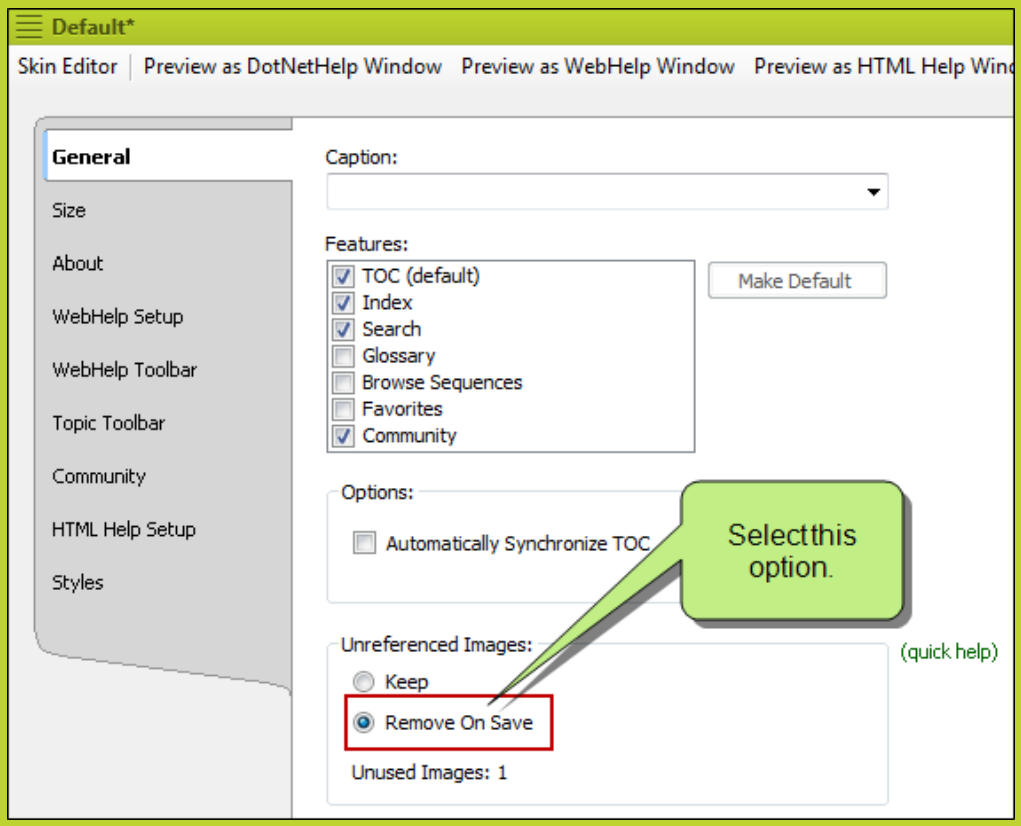
Later you replace that image with another.



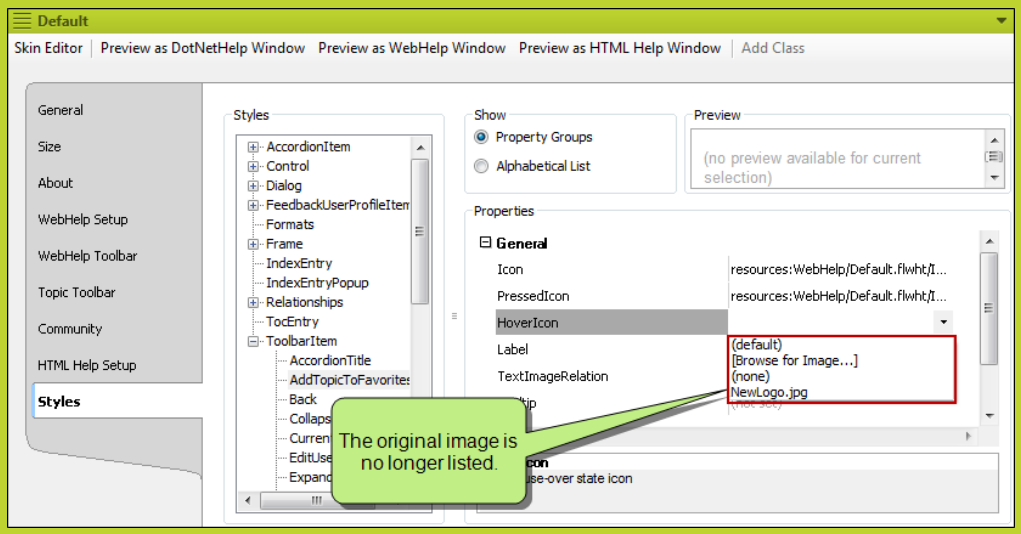
Even though you are no longer using the original image, you still see it whenever you try to select an image from a field anywhere in the Skin Editor.



Therefore, you open the General tab in the Skin Editor and select the option to remove unreferenced images the next time you save.



Then you save the skin. Now when you try to select an image in the skin, you will no longer see the original image listed, because it's been removed from the skin.



HOW TO REMOVE UNREFERENCED EMBEDDED IMAGES FROM A SKIN

1. Open a skin.
2. On the **General** tab of the Skin Editor, select **Remove On Save**.
3. Click to save your work.

Note: Removing unreferenced embedded images from skins is an action that cannot be undone.

Renaming Skins

You can rename any skins in your project.

HOW TO RENAME A SKIN

1. Make sure the Project Organizer is open.
2. Double-click the **Skins** folder. The skins in your project are displayed.
3. Click on the skin that you want to rename.
4. Press **F2** on your keyboard. The skin name is highlighted.
5. Type a new name for the skin and press **Enter**.

Selecting an Image for the About Box

This feature is supported in Microsoft HTML Help, WebHelp, WebHelp AIR, WebHelp Mobile, and WebHelp Plus output.

You can select an image to be used for the "About box" in the output window. You can use this About box for any purpose you like. When users click the icon…

… your image is displayed. When users click the image, it disappears.

HOW TO SELECT AN IMAGE FOR THE ABOUT BOX

1. Open a Standard or Mobile skin.
2. Select the **About** tab.
3. Click **Include About in output**.
4. Click the **Browse** button.
5. In the Open dialog, find and select the image file that you want to use for the About box. A preview of the image is shown at the bottom of the tab.
6. Click to save your work.

Note: If you want to remove the image, click the **Reset** button.

Note: This feature is available for Microsoft HTML Help only if you add a web toolbar to the skin being used for that target. See "Adding a Web Toolbar to HTML Help Output" on page 261.

HOW TO SELECT A DIFFERENT IMAGE FOR THE ICON

What if you want to use an image other than the default MadCap icon (the image that users click to open the "About" box image")?

Use the following steps to accomplish this.

1. In the skin select the **Styles** tab.
2. In the Styles section, expand the **Toolbar Item** node.
3. Under it, click **Logo**.
4. Select the **Property Groups** option.
5. In the **Properties** section, click in the cell to the right of **Icon**.
6. Select **Browse for Image**.
7. In the dialog that opens, find and double-click the image that you want to use.
8. Click to save your work.

Selecting a Skin for a Browse Sequence Entry

This feature is supported in DotNet Help, Microsoft HTML Help, HTML5, WebHelp, WebHelp AIR, WebHelp Mobile, and WebHelp Plus output.

You can add skins to your project to help create a look and feel for online output that you generate. After you create a browse sequence, you can associate a browse sequence entry with a particular skin.

HOW TO SELECT A SKIN FOR A BROWSE SEQUENCE ENTRY

1. Open the browse sequence.
2. Select a browse sequence entry.
3. In the local toolbar, click . The Properties dialog opens.
4. Select the **Advanced** tab.
5. In the **Open in Skin** field, select a skin from your project.
6. In the Properties dialog, click **OK**.
7. Click to save your work.

Selecting a Skin for a TOC Entry

This feature is supported in Microsoft HTML Help output.

You can add skins to your project to help create a look and feel for online output that you generate. After you create a TOC, you can associate a TOC entry with a particular skin.

HOW TO SELECT A SKIN FOR A TOC ENTRY

1. Open the table of contents.
2. Select a TOC entry.
3. In the local toolbar, click . The Properties dialog opens.
4. Select the **Advanced** tab.
5. In the **Open in Skin** field, select a skin from your project.
6. In the Properties dialog, click **OK**.
7. Click to save your work.

Setting All Skins to be Generated

This feature is supported in DotNet Help, Microsoft HTML Help, WebHelp, WebHelp AIR, and WebHelp Plus output.

An option on the Advanced tab of the Target Editor controls whether every skin in the project or just the selected skin in the target (which is set on the General tab) will be generated for the output. This option is enabled by default.

The reason to keep this option enabled is if you need the ability to make context-sensitive Help (CSH) calls to different skins. In this case, each of those skins must be generated so that they are available in the output for the CSH calls.

If you are not using multiple skins for CSH calls, you might want to disable this option. If you disable it, the size of the entire output will be minimized because unnecessary skins will be excluded.

HOW TO SET ALL SKINS TO BE GENERATED

1. Open a target used for online output.
2. On the **Advanced** tab of the Target Editor, select **Generate all skins** so that it has a check mark.
3. Click to save your work.

Note: For HTML5 targets, this option is not necessary because all skins are always automatically generated. This is due to the fact that compiling all skins does not affect the file size in HTML5 like it does in other output types.

Showing Navigation Links in Standalone Topics

This feature is supported in HTML5, WebHelp, WebHelp AIR, and WebHelp Plus output.

You can add a navigation link to the top or bottom of topics in HTML5, WebHelp, WebHelp AIR, or WebHelp Plus outputs. This navigation link will not display unless the output topic is opened as a standalone (outside of the main navigation framework of the output). By clicking the link, a user can view the standalone topic in the main navigation framework.

You can also modify the skin styles for these navigation links to change the way they look or the words used in the links. To do this in a Standard skin, open the Skin Editor, select the **Styles** tab, expand the **Control** group, and set the values for the **Navigation Link Bottom** and **Navigation Link Top** properties. To do this in an HTML5 skin, open the Skin Editor, select the **Styles** tab, expand the **Navigation Link** group, and set the values for the **Bottom** and **Top** properties. See "Standard Skin Styles" on page 24 and "HTML5 Skin Styles" on page 150.

HOW TO SHOW NAVIGATION LINKS IN WEBHELP STANDALONE TOPICS

1. Open a Standard or HTML5 skin.
2. If you opened a Standard skin, select the **WebHelp Setup** tab. If you opened an HTML5 skin, select the **Setup** tab.
3. In the **Topic Settings** section, click **Show navigation link at top of topic** or **Show navigation link at bottom of topic**.
4. Click to save your work.

Specifying Browser Settings

You can specify which features will be used in the output window when a browser is involved.

HOW TO SPECIFY BROWSER SETTINGS FOR WEBHELP OUTPUT

1. Open a Standard or HTML5 skin.
2. Select the **WebHelp Setup** tab. If you opened an HTML5 skin, select the **Setup** tab.
3. Select the options that you want to include in the browser output window.
   - **Use Browser Default Settings** Click this check box if you want the output window to use the settings specified in the user's Internet browser. If you do not select this check box, you can select specific browser features below to include in the output window.

   If you do not select "Use Browser Default Settings" above, click the check boxes next to each browser feature that you want to include in the output window.

   - **Toolbar** Displays the browser toolbar at the top of the output window.
   - **Menu** Displays the browser menu at the top of the output window.
   - **LocationBar** Displays the browser location bar (or address bar) at the top of the output window.
   - **StatusBar** Displays the browser status bar at the bottom of the output window.
   - **Resizable** Allows users to resize the output window.
4. Click to save your work.

Important: If you specify browser settings for WebHelp, WebHelp Plus or HTML5, you *must* provide your users with a proper link to open your online Help. Otherwise the browser features mentioned below will not work properly. For details, see the online Help.

Specifying Buttons for HTML Help Output

You can select the Help buttons that you would like to include in the output window (e.g., Hide, Forward, Back, Print, customized buttons).

HOW TO SPECIFY BUTTONS FOR HTML HELP OUTPUT

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. In the **Html Help Buttons** section, select the buttons that you want to include in the output window.
   - **Hide** Opens and closes the navigation pane.
   - **Locate** Synchronizes the TOC with the current topic (identifying the location of the current topic in the TOC hierarchy). This is different from the option "Automatically Synchronize TOC" on the General tab. This option is a manual method (requires action from the user), where as the other option is automatic.
   - **Back** Opens the topic that was viewed previously.
   - **Forward** Opens the next topic in a previously viewed sequence.
   - **Stop** Prevents a page from downloading file information.
   - **Refresh** Updates the content of the topic being viewed.
   - **Home** Opens a designated home page (such as your company's website).
   - **Font** Opens a font selection popup. You can choose a typeface from among those listed in the left panel. The base size can be selected in the right panel. There are two separate font families used by the viewer: the normal, proportional-spaced font, and a fixed-pitch font for preformatted and "typewriter" text. The latter does not actually have to be fixed-pitch; however, preformatted columns will not line up unless this is so. Pressing **Apply Font** will set the currently selected font as the viewer's proportional font, and **Apply Fixed Font** will set the currently selected font as the viewers "fixed" font. In either case, the display will be redrawn using the new font. The new font selection will be updated in the .mozyrc file if it exists, so that subsequent windows will use the new font.
   - **Print** From the Contents tab, prints pages, headings, and subtopics, or the entire TOC. From the Index or Search tab, opens the Print dialog for printing the current topic.

- **Next** Opens the next topic in the TOC. In order to include this button in the output, you must also make sure Binary TOC and Binary Index are selected (use the TOC Options and Index Options buttons). Please note that these buttons may not work correctly if the topic file names contain spaces.
- **Previous** Opens the previous topic in the TOC. In order to include this button in the output, you must also make sure Binary TOC and Binary Index are selected (use the **TOC Options** and **Index Options** buttons). Please note that these buttons may not work correctly if the topic file names contain spaces.
- **Options** Opens a menu that provides access to Home, Show, Back, Stop, Refresh, and Search Highlight On/Off.
- **Jump1** Opens a customized destination. You can use this to let users open a website (defined with a URL) or a Help topic (defined by its file name if included in the same CHM file). You can specify the destination and label for the button by selecting **Jump Button Options**.
- **Jump2** Opens a customized destination. You can use this to let users open a website (defined with a URL) or a Help topic (defined by its file name if included in the same CHM file). You can specify the destination and label for the button by selecting **Jump Button Options**.

4. If you want to include labels below each of the buttons in the output, select **Display button captions**.
5. If you selected the "Jump1" or "Jump2" button options, click **Jump Button Options** to specify the button text and destination. In the HTML Help Jump Button Options dialog, enter the appropriate destination URL (e.g., http://www.acme.com) in the **Jump1 URL** and/or **Jump2 URL** fields. Then enter the label for the button in the appropriate **Button text** field. When you are finished, click **OK** to close the dialog. (Make sure **Display button captions** is selected so that users can see the button text.)

> **Note:** You can also set the jump button options on the General tab in the Target Editor. The reason these button options are available in both the Skin Editor and Target Editor is this: If you want multiple targets to use one skin, with each target using the same destinations for the jump buttons, you should set the jump button URLs in the Skin Editor. If you want multiple targets to use the same skin, but you want them to use different URLs for the jump buttons, set the URLs in the Target Editor. If URLs are set in both the Skin Editor and the Target Editor, Flare uses the settings from the Skin Editor.

6. Click to save your work.

Specifying Topic Toolbar Settings in a Skin—WebHelp Outputs

This feature is supported in WebHelp, WebHelp AIR, and WebHelp Plus output.

In addition to the regular web toolbars that can be included in all most online outputs, you have another option for including toolbars. This option lets you insert toolbars anywhere in any topics.

Basics of Using Topic Toolbars

The generation of topic toolbars is based on two elements—(1) the topic toolbar proxy and (2) settings in the Skin Editor.

TOPIC TOOLBAR PROXY

The topic toolbar proxy is used to tell Flare where you want the topic toolbar to be displayed in the output. If you want the toolbar to be shown at the top of only a few topics, you can insert the proxy at the top of each of those topics. If you want the toolbar to be shown at the bottom of all topics in your output, you can insert the proxy into a master page to be used for that target. You can even insert the proxy in the middle of text in a topic if you want certain toolbar buttons to be displayed there. When inserting a topic toolbar, you can select an optional style class and you can choose which buttons to include in the toolbar.

SKIN EDITOR SETTINGS

There is a tab in the Skin Editor (for Standard and Mobile skins) called "Topic Toolbar." The fields in that tab mirror those in the WebHelp Toolbar tab (for Standard skins). As an alternative to specifying buttons in the toolbar proxy, you can specify them here in the skin. However, keep in mind that settings in the proxy take precedence over those in the skin.

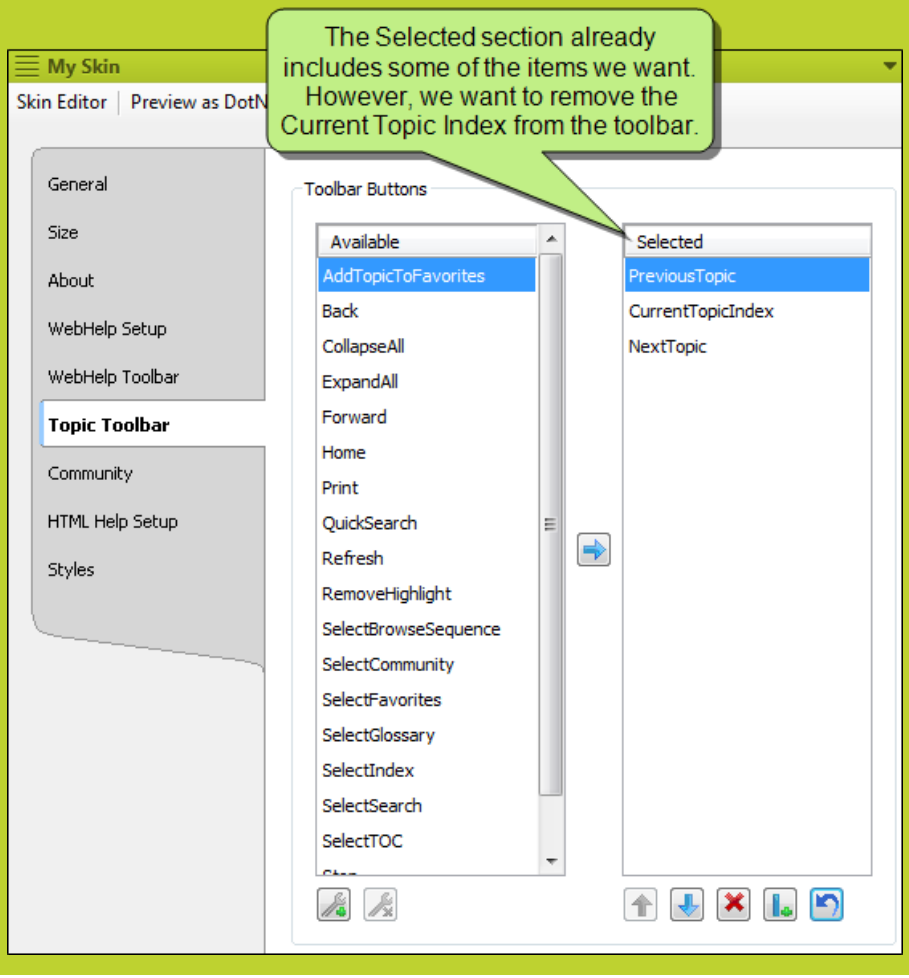
You can control the look of the items in the topic toolbar, and the background of the topic toolbar, by opening the Styles tab of the Skin Editor and modifying the appropriate styles. By default, the background is transparent so it will show whatever is behind it in the body of the topic. When you change any of these styles, they affect settings for items in both regular web toolbars and in topic toolbars.

You can also use the Madcap|topicToolbarProxy style to change the look of the container holding the generated toolbar.

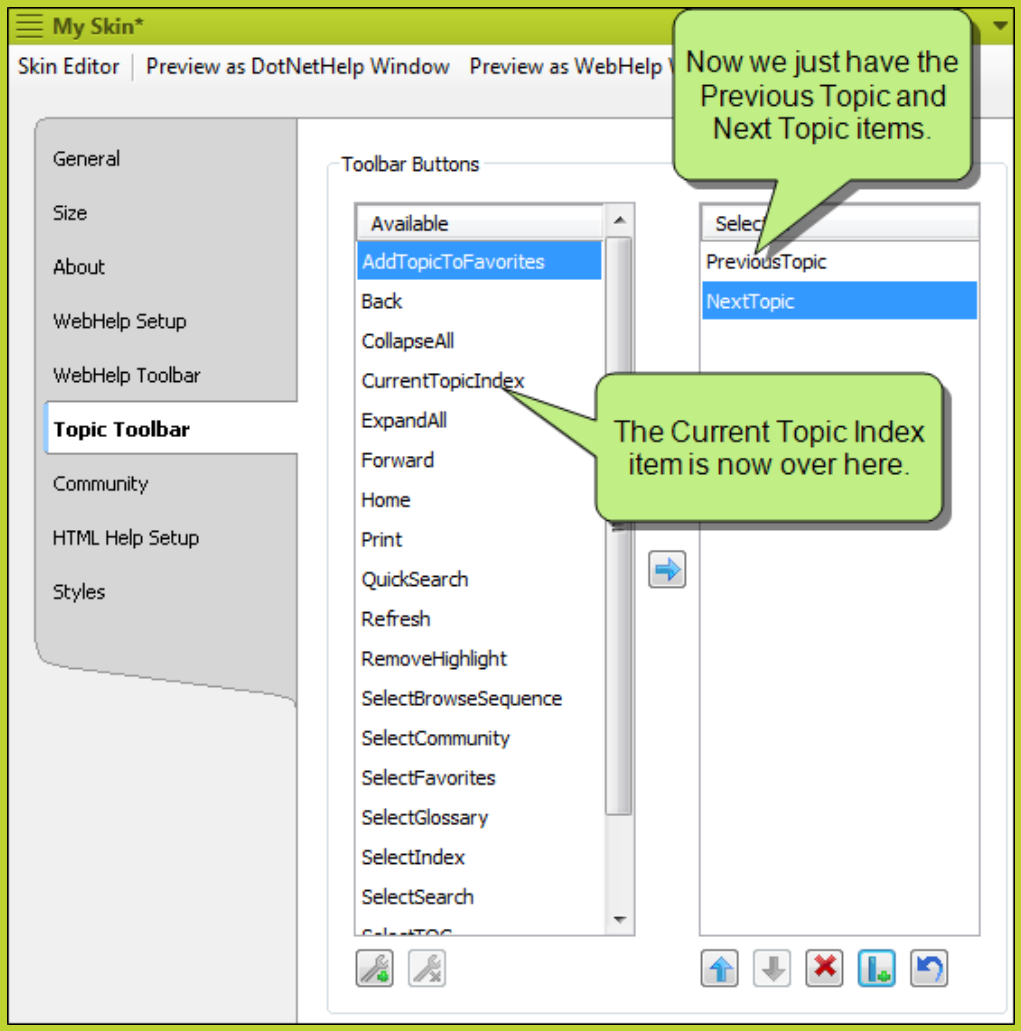
Note: Although you can insert topic toolbar proxies in any of the online outputs, choosing the buttons for the toolbar can be done *in the skin* for only some outputs. For HTML5, Microsoft HTML Help, and DotNet Help outputs, you can select buttons in the topic toolbar proxy only.

E X A M P L E

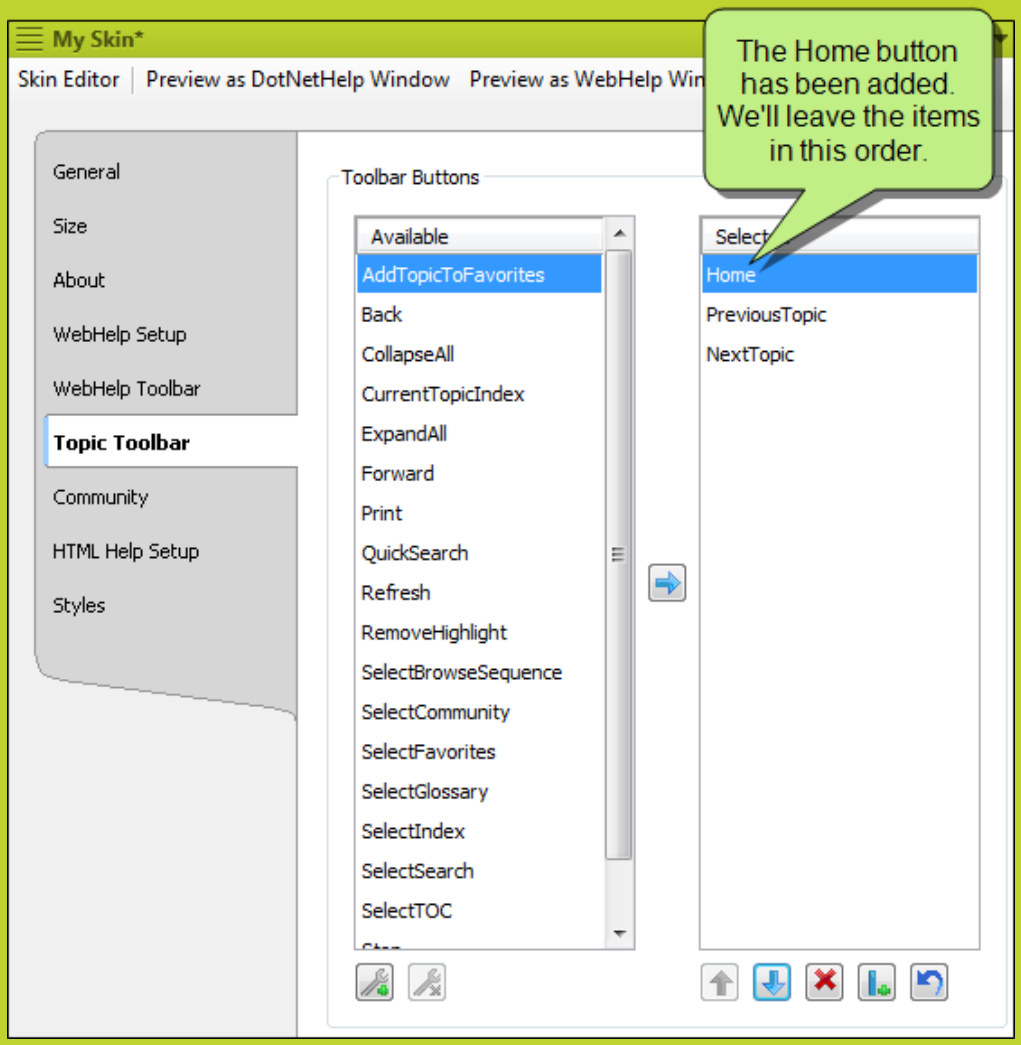
Let's say you want to add Next and Previous buttons, as well as the Home button, at the bottom of each topic in your WebHelp output. Therefore, you open your skin and select the **Topic Toolbar** tab. The default settings already include the Next Topic, Current Topic Index, and Previous Topic items.



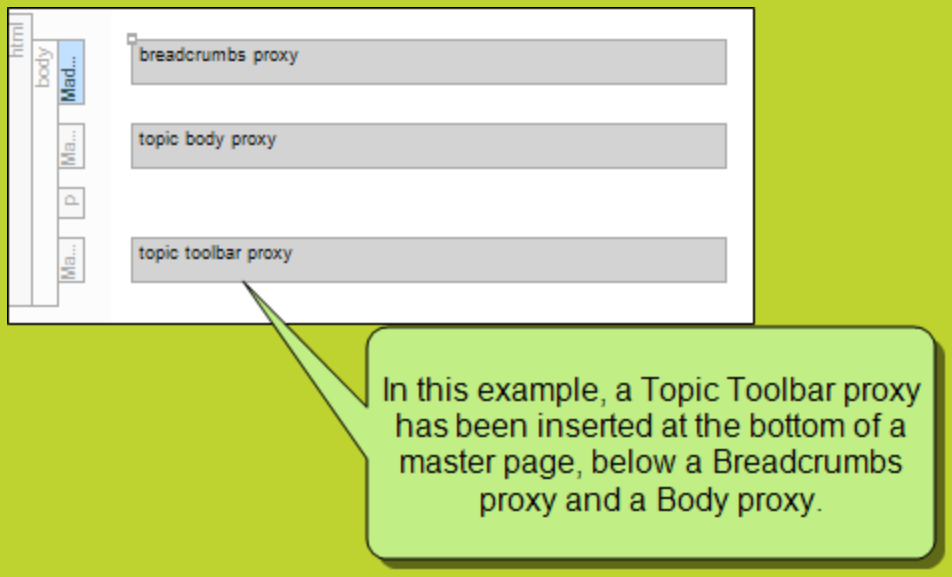
In the **Selected** section, you select **Current Topic Index** and click ✖ at the bottom of the tab. This moves that item back to the Available section on the left.



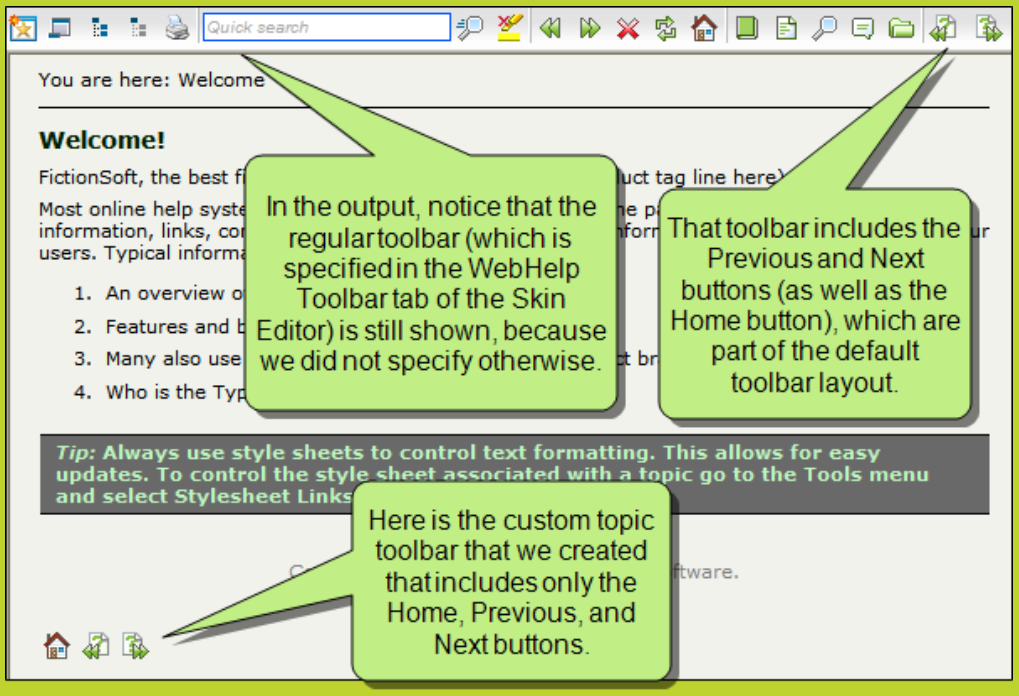
Next, in the **Available** section, you select the **Home** item and click to move it to the Selected section.



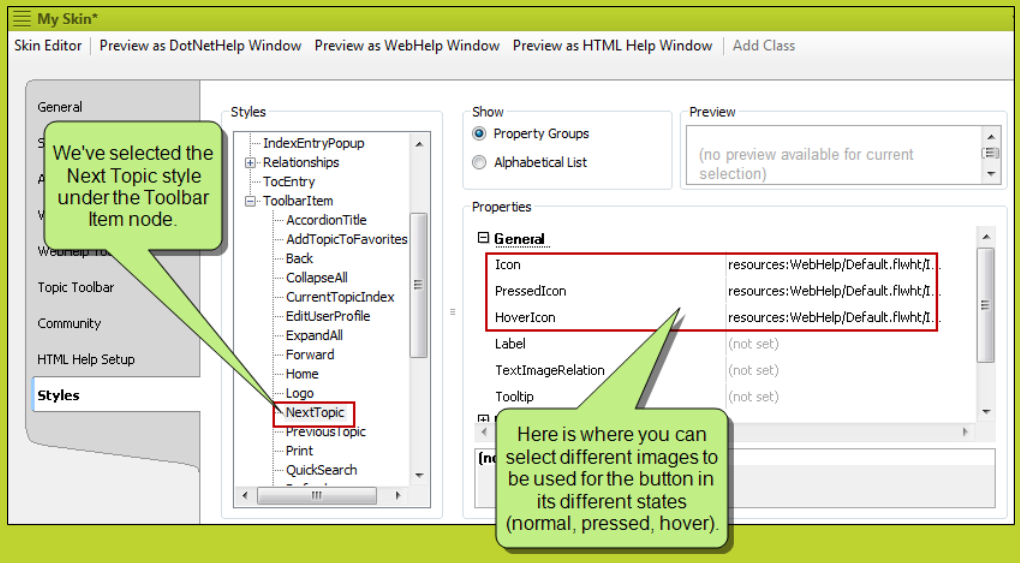
Now that the settings in the Skin Editor are completed, you can save your changes and insert the topic toolbar proxy (alternatively, you could have inserted the proxy before editing the skin). If you had wanted the custom toolbar to display in only a few topics, you would probably insert the proxy directly into those topics. However, because you want the toolbar to display at the bottom of every topic, the best way to accomplish this is to insert the proxy into a master page.



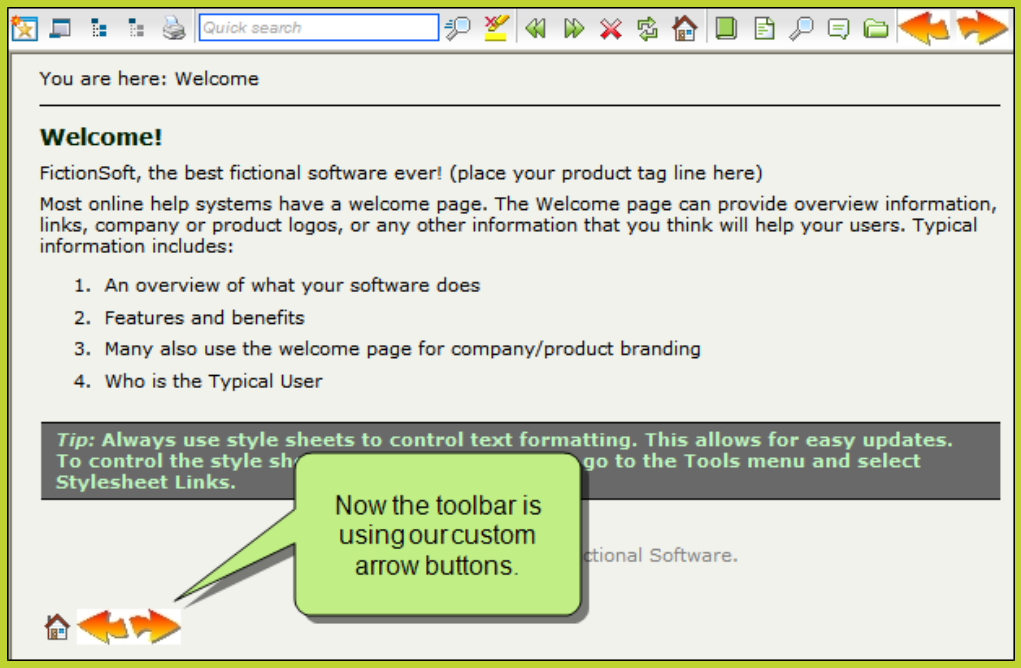
After making sure both the skin and the master page are associated with the WebHelp target, you can generate the output.



Suppose you have created your own arrow images and want to use them instead of the images provided by Flare. You can simply select your image files in the Styles tab of the Skin Editor.



Afterwards, the output might look something like this:

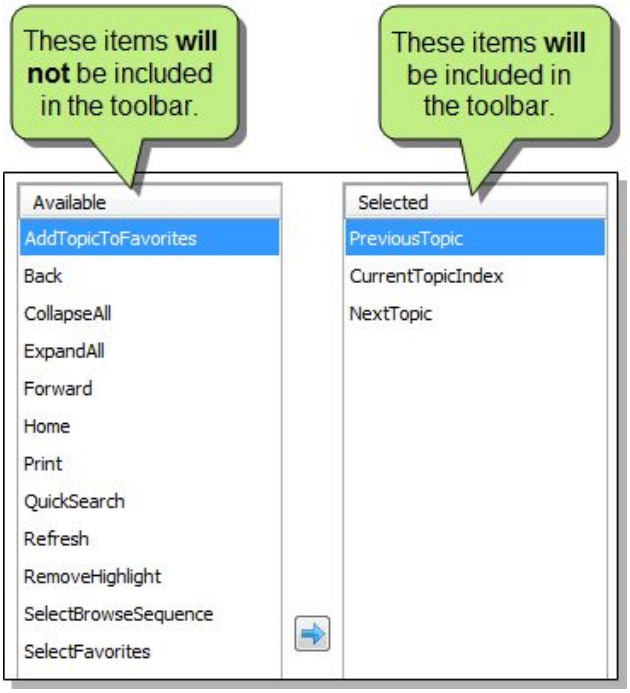


Specifying Toolbar Settings in a Standard Skin

Following are steps for specifying toolbar settings in a Standard skin. Again, you can select the buttons either in these steps or when you insert the topic toolbar proxy.

HOW TO SPECIFY TOPIC TOOLBAR SETTINGS IN A STANDARD SKIN

1. Open a Standard skin.
2. Select the **Topic Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button to move items from the Available section to the Selected section.



Below are descriptions of the various items.

ADD TOPIC TO FAVORITES

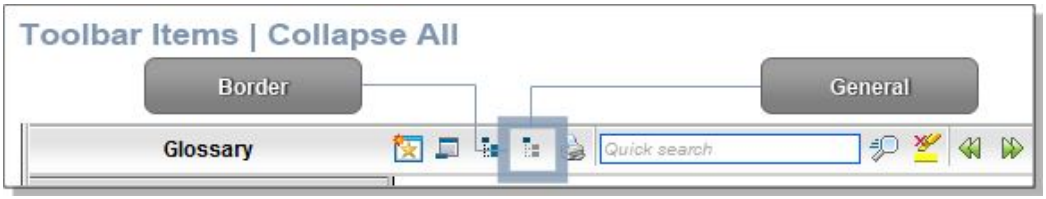
Lets users add the active topic to the Favorites pane so that they can quickly access the topic in the future.

BACK

Lets users open the topic that was viewed previously.

COLLAPSE ALL

Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).

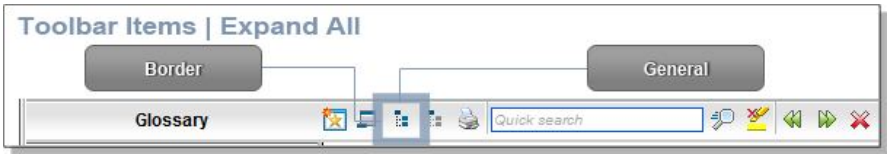


CURRENT TOPIC INDEX

Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)

EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



FORWARD

Lets users open the next topic in a previously viewed sequence.

HOME

Lets users open a designated home page (such as your company's website).

NEXT TOPIC

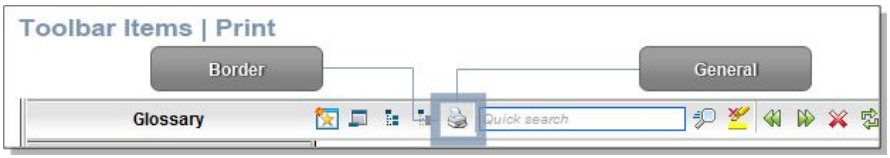
Lets users open the next topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.

PREVIOUS TOPIC

Lets users open the previous topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.

PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.



QUICK SEARCH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.

REFRESH

Lets users update the content of the topic being viewed.

REMOVE HIGHLIGHT

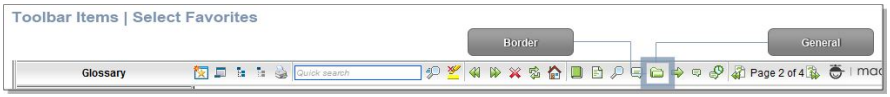
After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.

SELECT BROWSE SEQUENCE

Lets users open the Browse Sequence feature.

SELECT FAVORITES

Lets users open the Favorites feature.



SELECT GLOSSARY

Lets users open the Glossary feature.

SELECT INDEX

Lets users open the Index feature.

SELECT SEARCH

Lets users open the Search feature.

SELECT TOC

Lets users open the TOC feature.

STOP

Lets users prevent a page from downloading file information.

TOGGLE NAVIGATION PANE

Lets users toggle between hiding and showing the navigation pane in the output window.

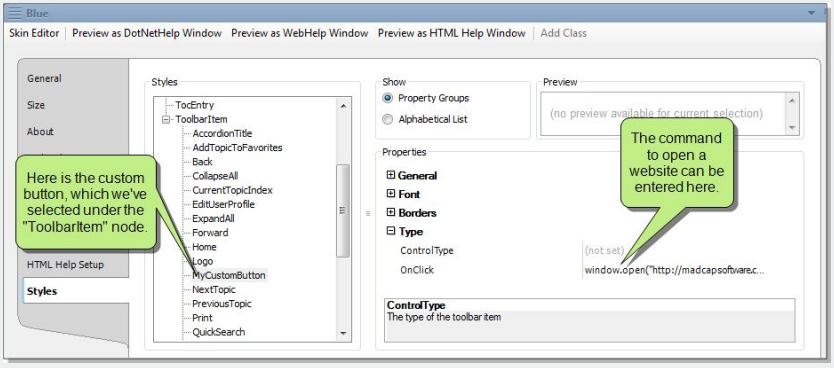
4. (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.

Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click to move it to the Selected section.

Unless you specify otherwise, in the output the new button will display the text for the name you gave it. However, you can change this by editing the control type for the new button. To do this, you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and from the **Control Type** field select **Button**. To choose an image for the button, expand the **General** property group on the Styles tab and select image files in the **Icon** fields.

If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and enter a command in the **OnClick** field. For example, the following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```



Alternatively, you can use the JavaScript area on the Topic Toolbar tab to enter a command for the button. See the next step.

Removes the selected custom button from the Available section.

Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.

	Moves the selected item down in the order in the Selected section.
	Removes the selected item(s) from the Selected section.
	Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.
	Resets the toolbar to the default settings.

5. (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

   For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction()
{
window.open("http://www.madcapsoftware.com");
}
```

6. Click to save your work.

WHICH OUTPUTS SUPPORT WHICH BUTTONS?

Although topic toolbars can be added in all online outputs, only certain buttons are supported in some outputs. The following table provides an overview.

	DotNet Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR
Add Topic to Favorites	✗	✗	✗	✓	✗	✓	✓
Back	✓	✓	✓	✓	Native to browser	✓	✓
Collapse All*	✓	✓	✓	✓	✓	✓	✓
Current Topic Index	✗	✓	✗	✓	✓	✓	✓
Expand All*	✓	✓	✓	✓	✓	✓	✓
Forward	✓	✓	✗	✓	Native to browser	✓	✓
Home	✓	✓	✗	✓	Native to browser	✓	✓
Next Topic	✓	✓	✓	✓	✓	✓	✓
Previous Topic	✓	✓	✗	✓	✓	✓	✓
Print	✓	✓	✓	✓	✗	✓	✓
Quick Search	✓	✓	✗	✓	✗	✓	✓
Refresh	✓	✓	✗	✓	✗	✓	✓

	DotNet Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR
Remove Search Highlight	✓	✓	✗	✓	✗	✓	✓
Select Browse Sequence	✗	✗	✗	✓	✗	✓	✓
Select Favorite	✗	✗	✗	✓	✗	✓	✓
Select Glossary	✗	✗	✗	✓	✗	✓	✓
Select Index	✗	✗	✗	✓	✗	✓	✓
Select Search	✗	✗	✗	✓	✗	✓	✓
Select TOC	✗	✗	✗	✓	✗	✓	✓
Separator	✓	✓	✓	✓	✓	✓	✓
Stop	✓	✓	✗	✓	✗	✓	✓
Hide Navigation	✗	✗	✗	✓	✗	✓	✓

*** Collapse All and Expand All are the same button for HTML5.**

Specifying Topic Toolbar Settings in a Skin—WebHelp Mobile

For WebHelp Mobile output, you can create and insert custom toolbars anywhere in any topics.

Basics of Using Topic Toolbars

The generation of topic toolbars is based on two elements—(1) the topic toolbar proxy and (2) settings in the Skin Editor.

TOPIC TOOLBAR PROXY

The topic toolbar proxy is used to tell Flare where you want the topic toolbar to be displayed in the output. If you want the toolbar to be shown at the top of only a few topics, you can insert the proxy at the top of each of those topics. If you want the toolbar to be shown at the bottom of all topics in your output, you can insert the proxy into a master page to be used for that target. You can even insert the proxy in the middle of text in a topic if you want certain toolbar buttons to be displayed there. When inserting a topic toolbar, you can select an optional style class and you can choose which buttons to include in the toolbar.

SKIN EDITOR SETTINGS

There is a tab in the Skin Editor (for Standard and Mobile skins) called "Topic Toolbar." The fields in that tab mirror those in the WebHelp Toolbar tab (for Standard skins). As an alternative to specifying buttons in the toolbar proxy, you can specify them here in the skin. However, keep in mind that settings in the proxy take precedence over those in the skin.

You can control the look of the items in the topic toolbar, and the background of the topic toolbar, by opening the Styles tab of the Skin Editor and modifying the appropriate styles. By default, the background is transparent so it will show whatever is behind it in the body of the topic. When you change any of these styles, they affect settings for items in both regular web toolbars and in topic toolbars.

You can also use the Madcap|topicToolbarProxy style to change the look of the container holding the generated toolbar.

Specifying Topic Toolbar Settings in a Mobile Skin

Following are steps for specifying toolbar settings in a skin. Again, you can select the buttons either in these steps or when you insert the topic toolbar proxy.

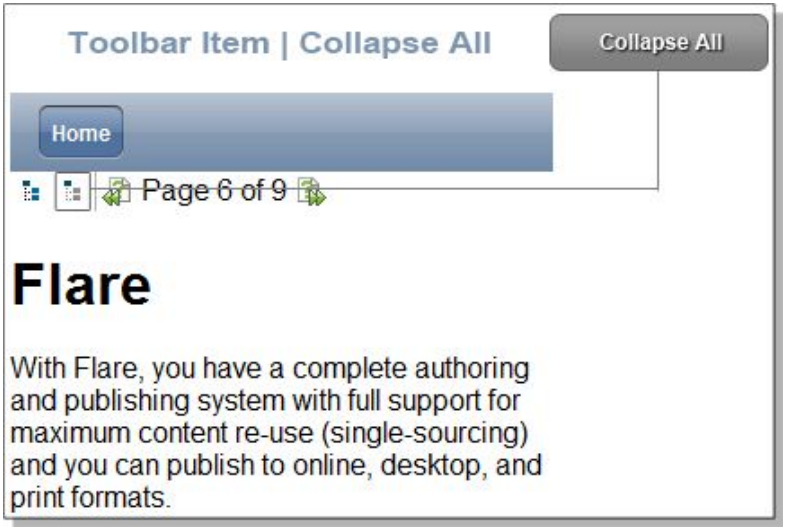
HOW TO SPECIFY TOPIC TOOLBAR SETTINGS IN A MOBILE SKIN

1. Open a Mobile skin.
2. Select the **Topic Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button to move items from the Available section to the Selected section.

   Below are descriptions of the various items.

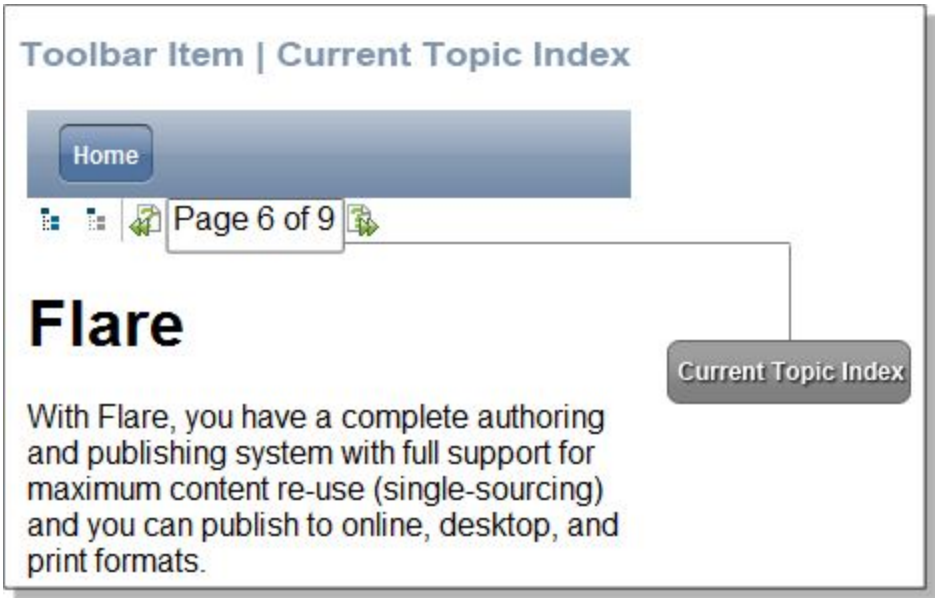
   COLLAPSE ALL

   Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).



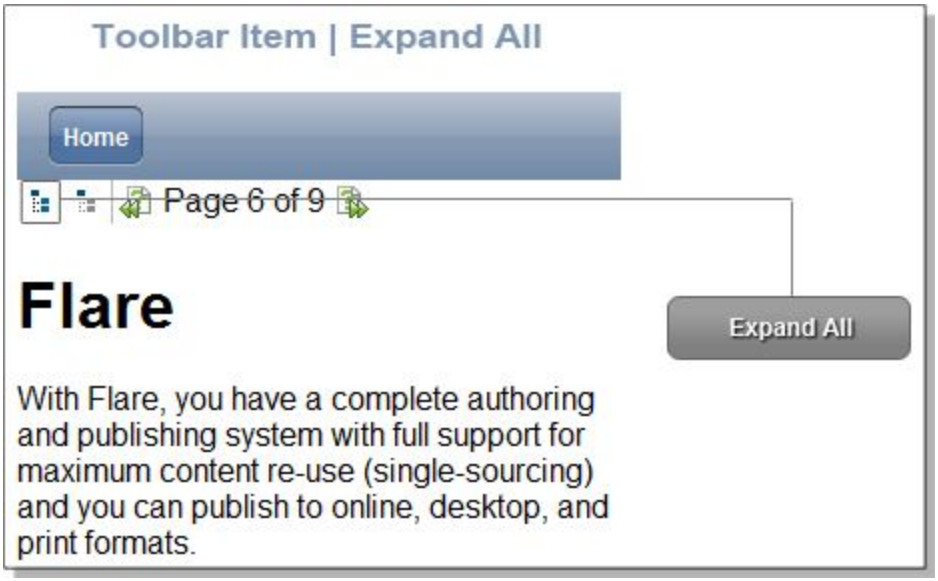
CURRENT TOPIC INDEX

Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)



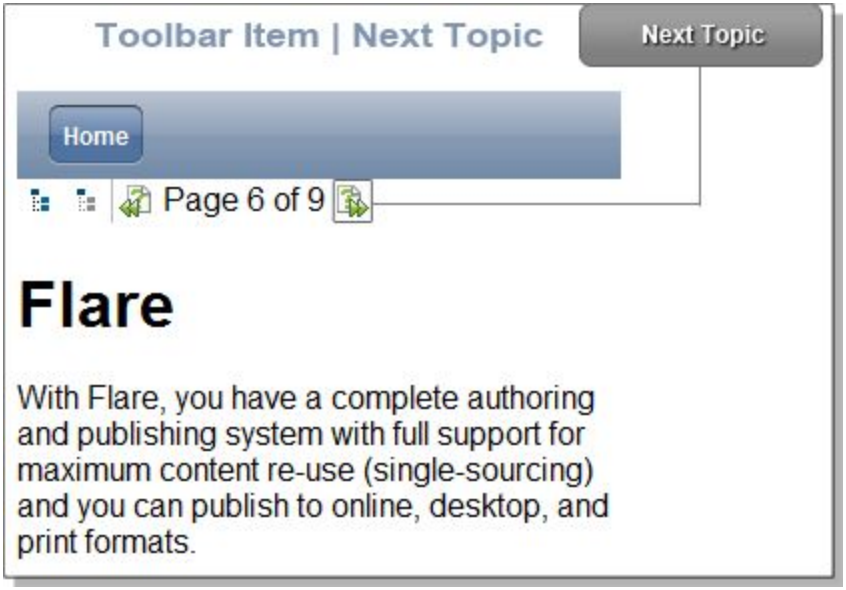
EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



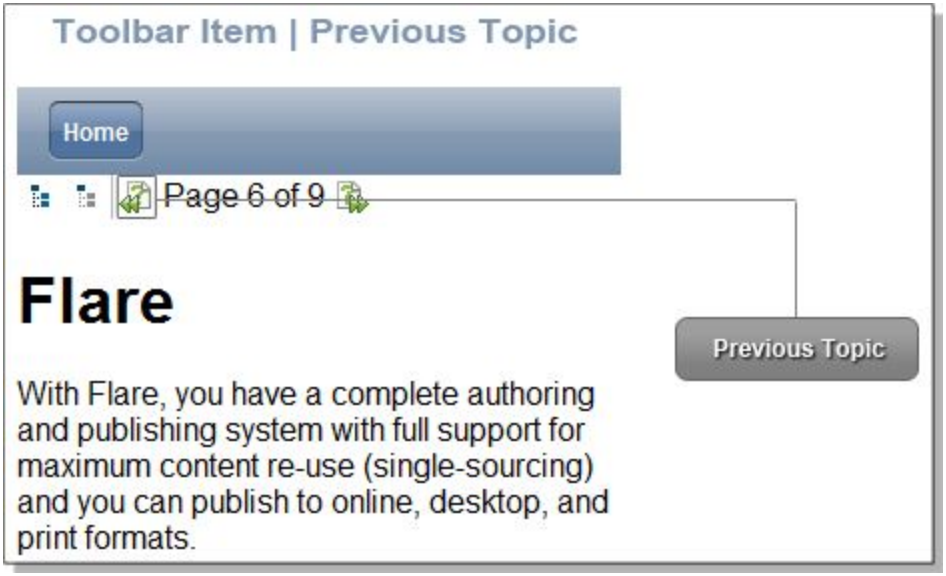
NEXT TOPIC

Lets users open the next topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.



PREVIOUS TOPIC

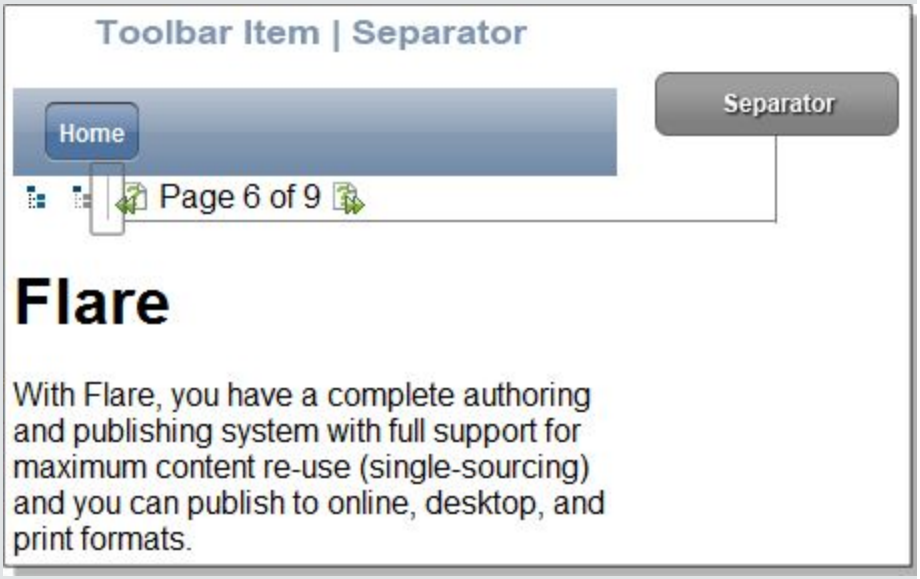
Lets users open the previous topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.



4. (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.

	Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click to move it to the Selected section. Unless you specify otherwise, in the output the new button will display the text for the name you gave it. However, you can change this by editing the control type for the new button. To do this, you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and from the **Control Type** field select **Button**. To choose an image for the button, expand the **General** property group on the Styles tab and select image files in the **Icon** fields. If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and enter a command in the **OnClick** field. For example, the following command opens the MadCap Software website when a user clicks the button: `window.open("http://www.madcapsoftware.com");` Alternatively, you can use the JavaScript area on the Toolbar tab to enter a command for the button. See the next step.
	Removes the selected custom button from the Available section.
	Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.
	Moves the selected item down in the order in the Selected section.
	Removes the selected item(s) from the Selected section.

	Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.
	Resets the toolbar to the default settings.



5. (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

   For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction()
{
window.open("http://www.madcapsoftware.com");
}
```

6. Click to save your work.

Specifying Web Toolbar Settings—HTML Help Output

If you incorporate MadCap Feedback into your Flare project and generate Microsoft HTML Help output, a web toolbar is automatically added to the top of each topic in the CHM file. However, this toolbar is not only for MadCap Feedback. Even if you are not using Feedback in your project, you can add the web toolbar to your Microsoft HTML Help output. See "Adding a Web Toolbar to HTML Help Output" on page 261.

In addition to submitting topic ratings and comments, the default buttons in the web toolbar let users expand or collapse Dynamic HTML effects (e.g., drop-down text, expanding text), search, go to the next or previous topic, and more. You can change the buttons included in the web toolbar, removing ones you do not want and adding others.

HOW TO SPECIFY CUSTOM TOOLBAR SETTINGS FOR MICROSOFT HTML HELP OUTPUT

After adding the web toolbar for Microsoft HTML Help output, complete the following steps.

1. Open a Standard skin.
2. Select the **WebHelp Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button to move items from the Available section to the Selected section.

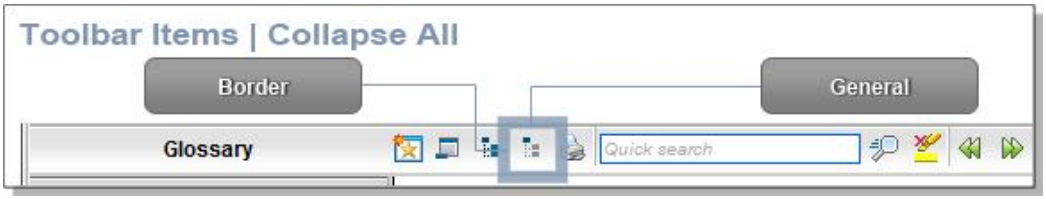
   Below are descriptions of the various items.

   BACK

   Lets users open the topic that was viewed previously.

COLLAPSE ALL

Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).



CURRENT TOPIC INDEX

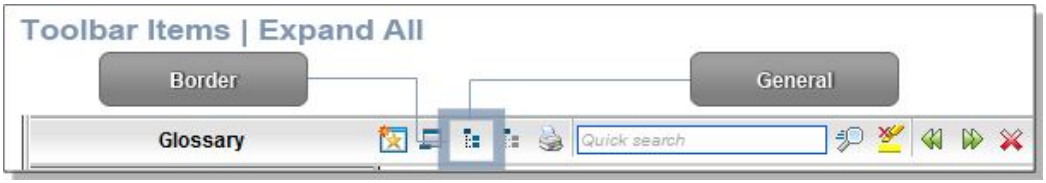
Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)

EDIT USER PROFILE

Lets users edit their Pulse or Feedback registration profile settings.

EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



FORWARD

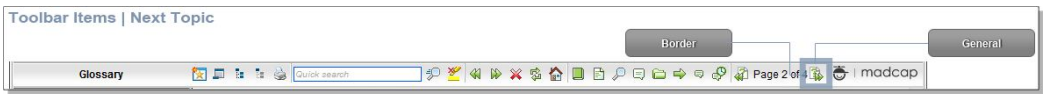
Lets users open the next topic in a previously viewed sequence.

HOME

Lets users open a designated home page (such as your company's website).

NEXT TOPIC

Lets users open the next topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.

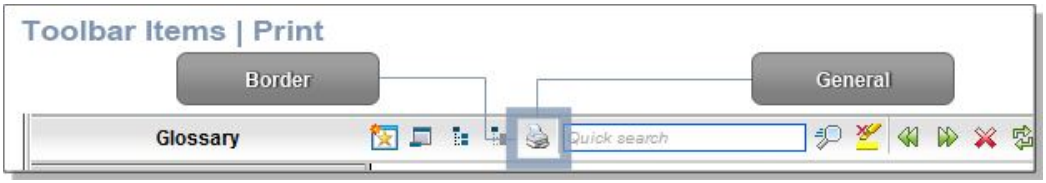


PREVIOUS TOPIC

Lets users open the previous topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.

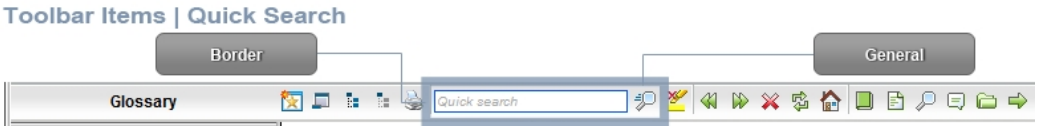
PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.



QUICK SEARCH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.



REFRESH

Lets users update the content of the topic being viewed.

REMOVE HIGHLIGHT

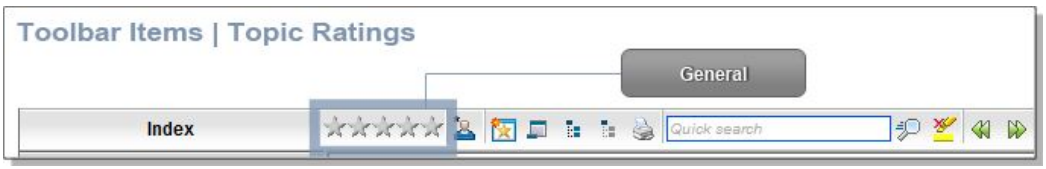
After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.

STOP

Lets users prevent a page from downloading file information.

TOPIC RATINGS

Lets users submit ratings for a topic (if you have incorporated your output with MadCap Pulse or Feedback).



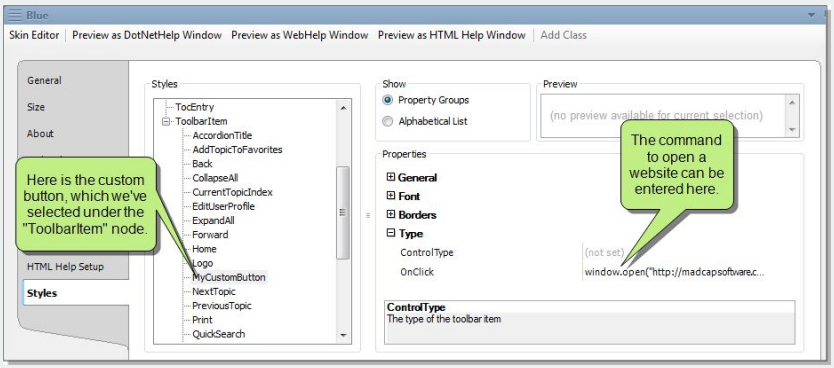
4. (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.

Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click to move it to the Selected section.

Unless you specify otherwise, in the output the new button will display the text for the name you gave it. However, you can change this by editing the control type for the new button. To do this, you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and from the **Control Type** field select **Button**. To choose an image for the button, expand the **General** property group on the Styles tab and select image files in the **Icon** fields.

If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and enter a command in the **OnClick** field. For example, the following command opens the MadCap Software website when a user clicks the button:

```
window.open("http://www.madcapsoftware.com");
```



Alternatively, you can use the JavaScript area on the WebHelp Toolbar tab to enter a command for the button. See the next step.

Removes the selected custom button from the Available section.

	Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.
	Moves the selected item down in the order in the Selected section.
	Removes the selected item(s) from the Selected section.
	Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.
	Resets the toolbar to the default settings.

5. (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

   For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction()
{
window.open("http://www.madcapsoftware.com");
}
```

6. Click to save your work.

Note: You can also specify which buttons should be included in the navigation toolbar at the top of the CHM window. See "Specifying Buttons for HTML Help Output" on page 286.

Note: You can also add a web toolbar that is displayed within topic content. This can be done with the help of a topic toolbar proxy.

Specifying Web Toolbar Settings—HTML5 Output

This feature is supported in HTML5 output.

You can specify web toolbar settings for some online outputs. This includes determining which buttons are displayed in the toolbar. You can also add custom JavaScript for the toolbar.

HOW TO SPECIFY CUSTOM TOOLBAR SETTINGS FOR HTML5 OUTPUT

1. Open an HTML5 skin.
2. Select the **Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button to move items from the Available section to the Selected section.

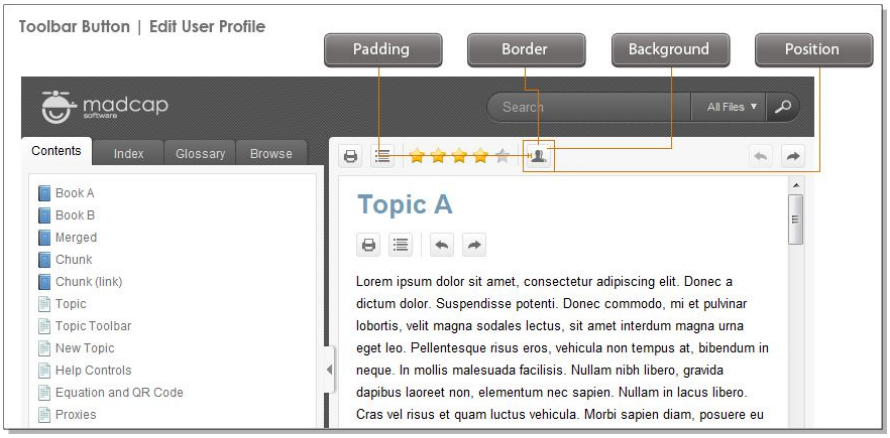
   Following are descriptions of the various items.

   CURRENT TOPIC INDEX

   Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)

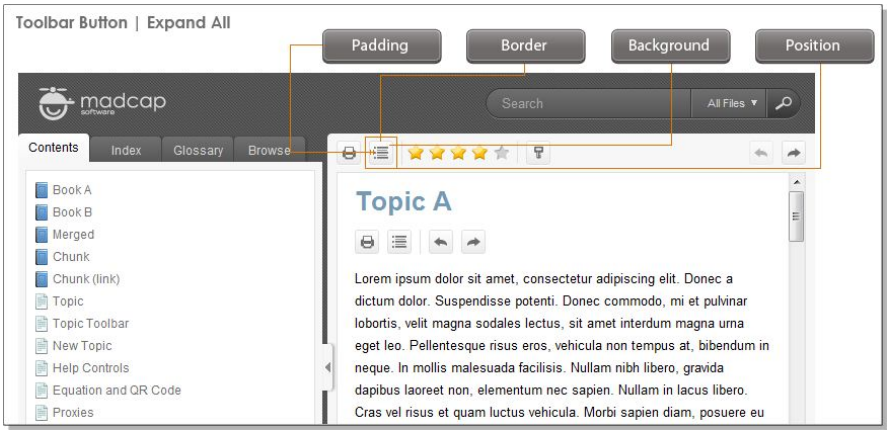
EDIT USER PROFILE

Lets users edit their Pulse or Feedback registration profile settings.



EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).

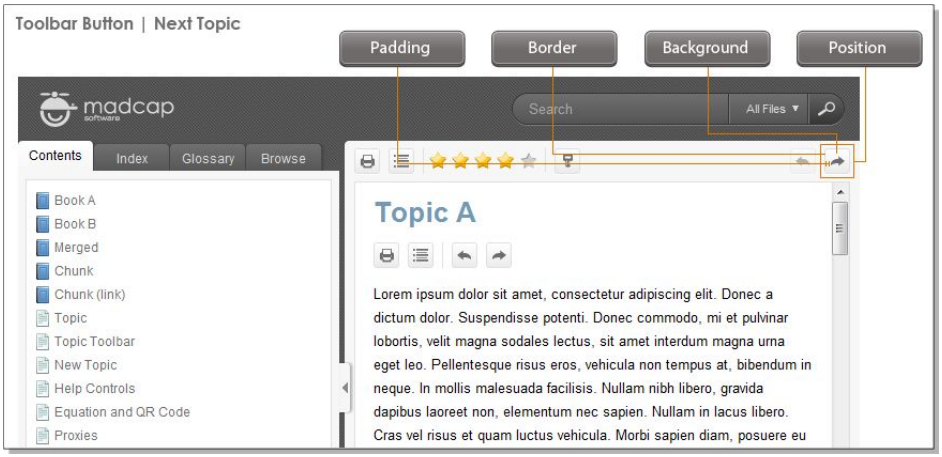


FILLER

Lets users add a filler item, which is used to specify where the empty space should go in the toolbar.

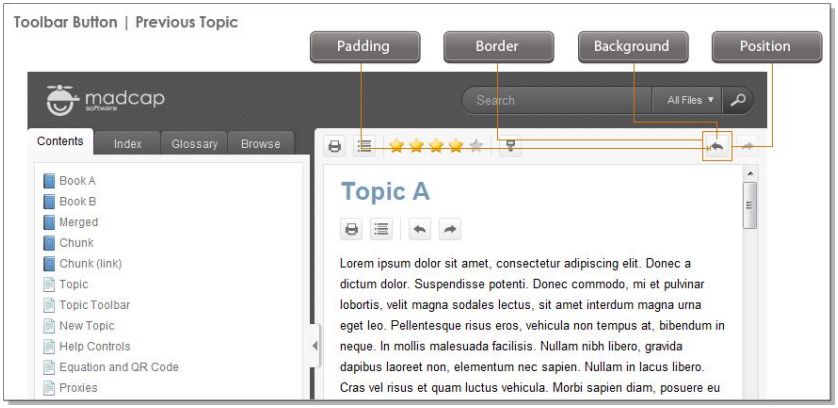
NEXT TOPIC

Lets users open the next topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.



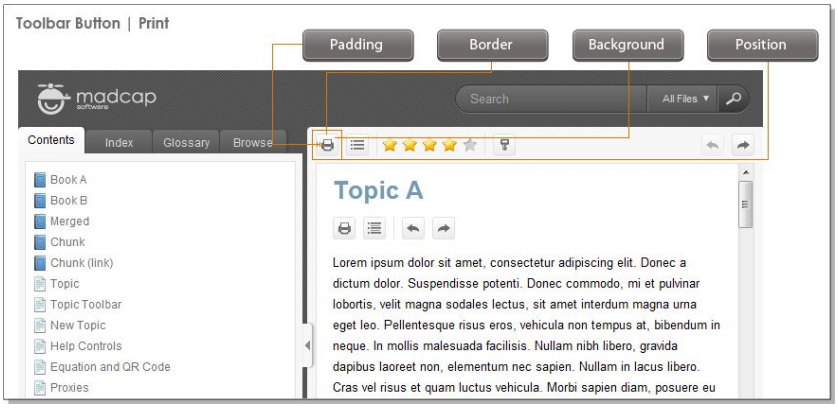
PREVIOUS TOPIC

Lets users open the previous topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.



PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.

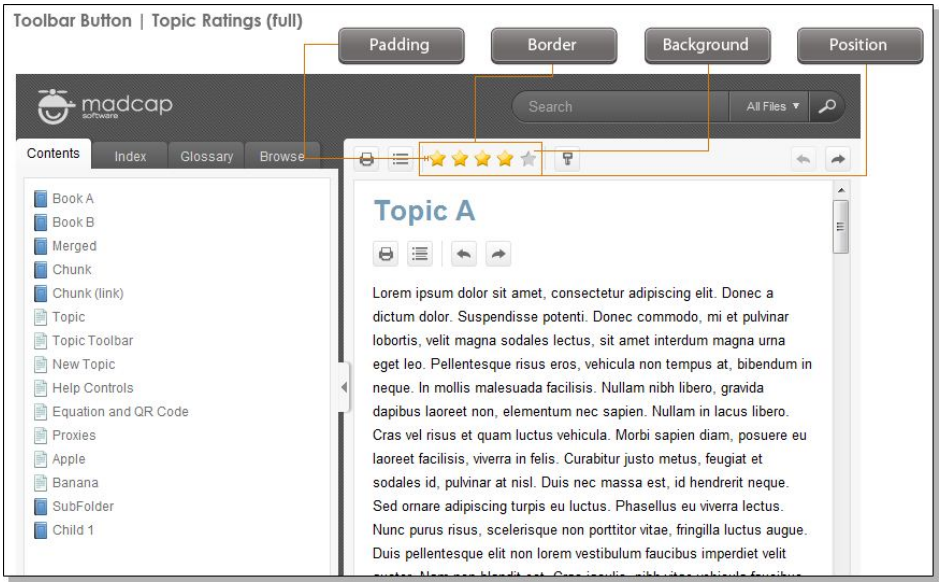


REMOVE HIGHLIGHT

After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.

TOPIC RATINGS

Lets users submit ratings for a topic (if you have incorporated your output with MadCap Pulse or Feedback).



4. (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.

	Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click to move it to the Selected section. If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the **Styles** tab in the Skin Editor, select one of the styles listed above, expand the **Event** property group, and enter a command in the **Click** field. For example, the following command opens the MadCap Software website when a user clicks the button: `window.open("http://www.madcapsoftware.com");` Alternatively, you can use the JavaScript area on the Toolbar tab to enter a command for the button. See the next step.
	Removes the selected custom button from the Available section.
	Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.
	Moves the selected item down in the order in the Selected section.
	Removes the selected item(s) from the Selected section.
	Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.
	Resets the toolbar to the default settings.

5. (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

   For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction()
{
window.open("http://www.madcapsoftware.com");
}
```

6. Click to save your work.

Note: You can also add a web toolbar that is displayed within topic content. This can be done with the help of a topic toolbar proxy.

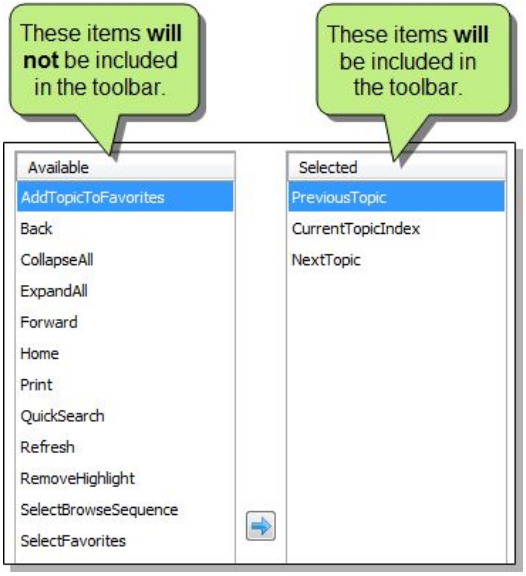
Specifying Web Toolbar Settings—WebHelp Outputs

This feature is supported in WebHelp, WebHelp AIR, and WebHelp Plus output.

You can specify web toolbar settings for some online outputs. This includes determining which buttons are displayed in the toolbar. You can also add custom JavaScript for the toolbar.

HOW TO SPECIFY CUSTOM TOOLBAR SETTINGS FOR WEBHELP OUTPUTS

1. Open a Standard skin.
2. Select the **WebHelp Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button to move items from the Available section to the Selected section.



Below are descriptions of the various items.

ADD TOPIC TO FAVORITES

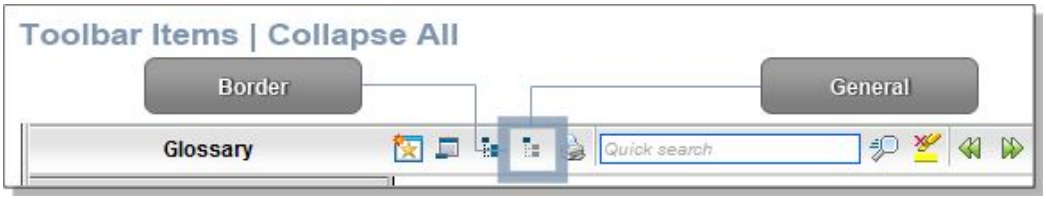
Lets users add the active topic to the Favorites pane so that they can quickly access the topic in the future.

BACK

Lets users open the topic that was viewed previously.

COLLAPSE ALL

Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded).



CURRENT TOPIC INDEX

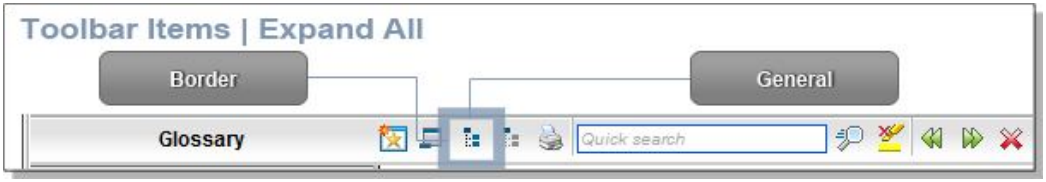
Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.)

EDIT USER PROFILE

Lets users edit their Pulse or Feedback registration profile settings.

EXPAND ALL

Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded).



FORWARD

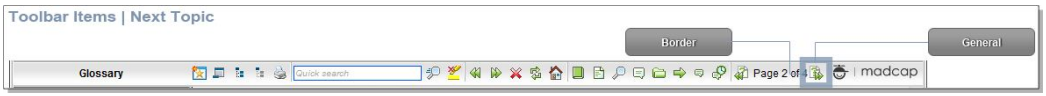
Lets users open the next topic in a previously viewed sequence.

HOME

Lets users open a designated home page (such as your company's website).

NEXT TOPIC

Lets users open the next topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it.

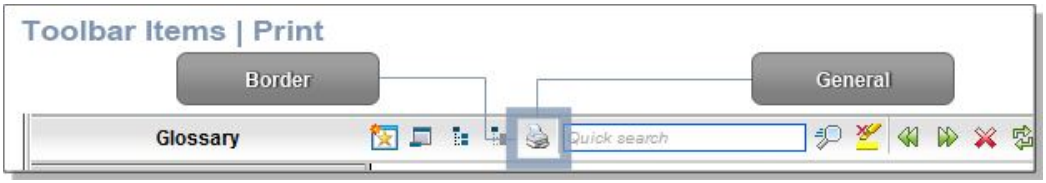


PREVIOUS TOPIC

Lets users open the previous topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it.

PRINT

Lets users open the Print dialog so that they can send the open topic to the printer.



QUICK SEARCH

Lets users initiate a search in the active topic for the word or phrase that has been typed in the field next to the button.

REFRESH

Lets users update the content of the topic being viewed.

REMOVE HIGHLIGHT

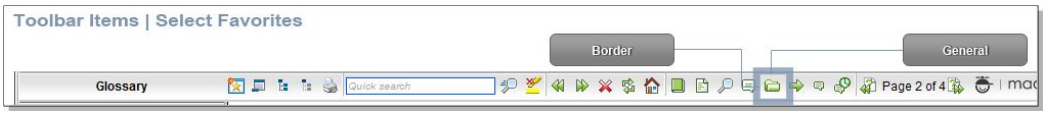
After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off.

SELECT BROWSE SEQUENCE

Lets users open the Browse Sequence feature.

SELECT FAVORITES

Lets users open the Favorites feature.



SELECT GLOSSARY

Lets users open the Glossary feature.

SELECT INDEX

Lets users open the Index feature.

SELECT SEARCH

Lets users open the Search feature.

SELECT TOC

Lets users open the TOC feature.

STOP

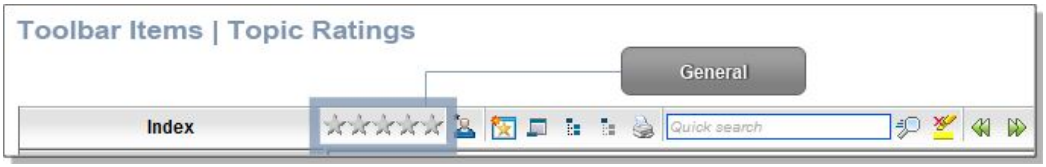
Lets users prevent a page from downloading file information.

TOGGLE NAVIGATION PANE

Lets users toggle between hiding and showing the navigation pane in the output window.

TOPIC RATINGS

Lets users submit ratings for a topic (if you have incorporated your output with MadCap Pulse or Feedback).



4. (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.

	Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click to move it to the Selected section. Unless you specify otherwise, in the output the new button will display the text for the name you gave it. However, you can change this by editing the control type for the new button. To do this, you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and from the **Control Type** field select **Button**. To choose an image for the button, expand the **General** property group on the Styles tab and select image files in the **Icon** fields. If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the **Styles** tab in the Skin Editor, expand the **Toolbar Item** node, select one of the styles listed above, expand the **Type** property group, and enter a command in the **OnClick** field. For example, the following command opens the MadCap Software website when a user clicks the button: `window.open("http://www.madcapsoftware.com");` Alternatively, you can use the JavaScript area on the WebHelp toolbar tab to enter a command for the button. See the next step.
	Removes the selected custom button from the Available section.
	Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.
	Moves the selected item down in the order in the Selected section.

	Removes the selected item(s) from the Selected section.
	Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.
	Resets the toolbar to the default settings.

5. (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

   For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction()
{
window.open("http://www.madcapsoftware.com");
}
```

6. Click to save your work.

Note: You can also specify custom toolbar settings for HTML5 output.

Note: You can also add a web toolbar that is displayed within topic content. This can be done with the help of a topic toolbar proxy.

Note: The Section 508 standard states that "Documents shall be organized so they are readable without requiring an associated stylesheet." This means that some users need to view output with styles disabled in the browser. However, if styles are disabled, the frame containing the toolbar in WebHelp output may not be fully visible, and no scroll bar is provided because it was explicitly set not to display. Therefore, in order to be in compliance with Section 508, you can use an option in a Standard skin in Flare to set scrolling values for the toolbar and navigation frames in WebHelp and WebHelp Plus output.

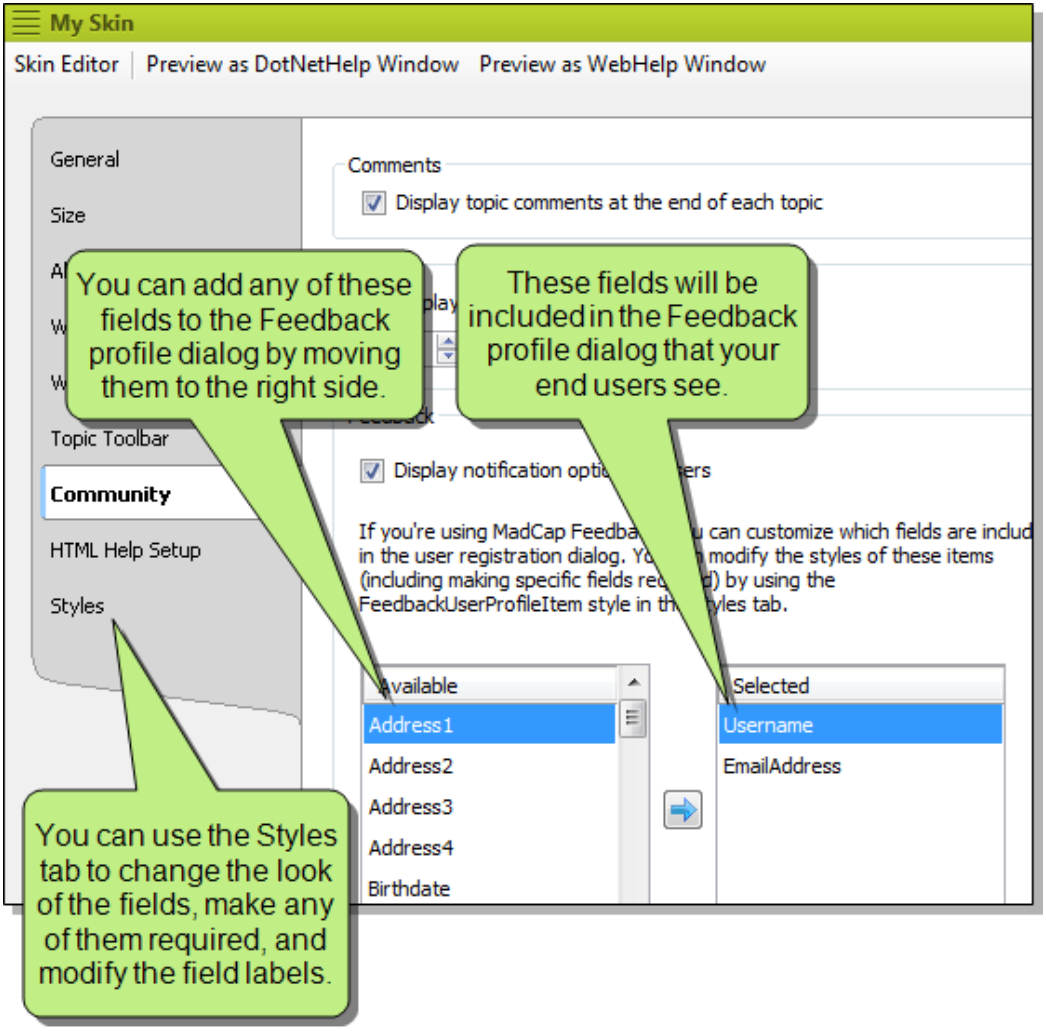
Specifying Fields for the Create Feedback Service Profile dialog

This feature is supported in DotNet Help, Microsoft HTML Help, HTML5, WebHelp, and WebHelp Plus output.

When your end users attempt to submit Feedback comments in your output for the first time, they must first register by completing the Create Feedback Service Profile dialog (unless you enable anonymous comments for your output via Feedback Explorer). In your Flare skin, you can customize that Create Feedback Service Profile dialog, including which fields end users must complete and the way it looks. Two fields are always required in the Create Feedback Service Profile dialog—Username and Email. In addition to those fields, you can choose from several others to add, such as name, address, fax, department, and more.

HOW TO SPECIFY FIELDS FOR THE CREATE FEEDBACK SERVICE PROFILE DIALOG

1. Open a Standard or HTML5 skin.
2. Select the **Community** tab.
3. In the **Available** section on the left side of the tab, select the fields that you want to include in the dialog. You can hold down the **SHIFT** or **CTRL** key to select a range of fields or individual fields. Most of the fields are self-explanatory. You can also select one or more "Custom" text fields and then later use the Styles tab to specify label text for those fields.

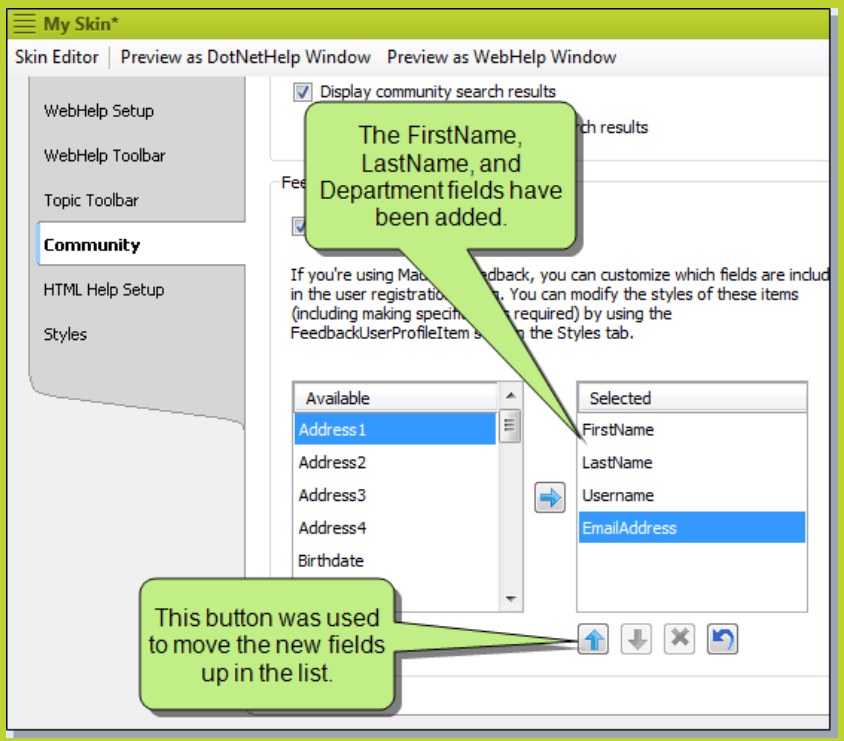


4. Click to move the fields to the right side (the "Selected" section).

5. In the **Selected** section, you can select any of the fields and use the up or down buttons— and —to organize the order of the fields.

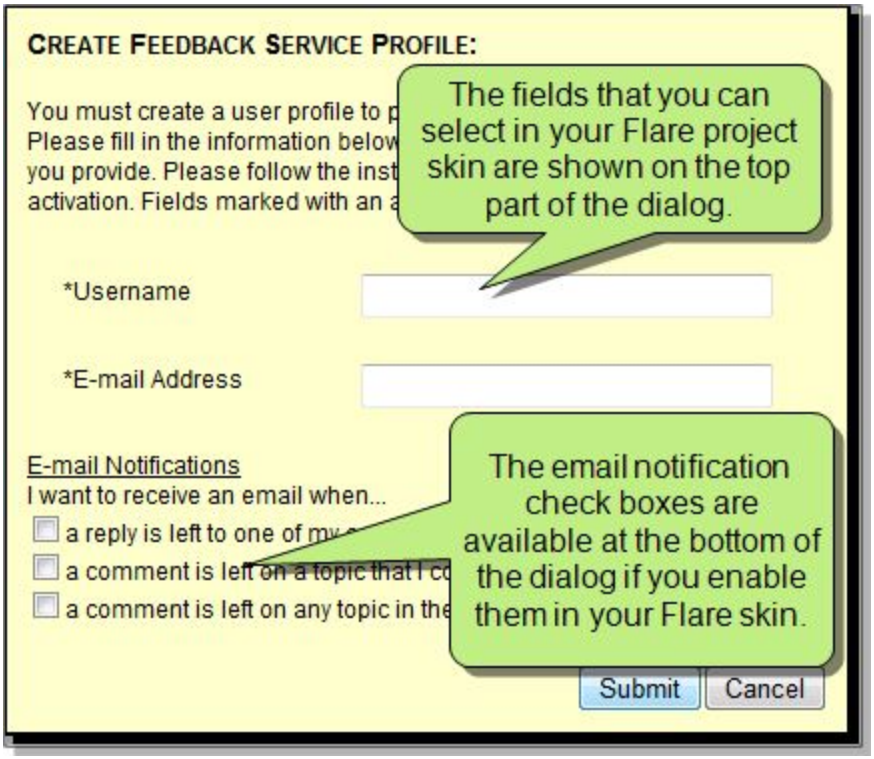
E X A M P L E

Let's say you want your users to enter their first and last name, department, user name, and email address, in that order. In that case, you would move the First Name, Last Name, and Department options to the right side of the tab. Then you would use the Up arrow to move those options to the top, above Username and Email. Like this:



6. Click to save your work.

In addition to the customization steps above, email notification check boxes are automatically added to the Create Feedback Service Profile dialog. End users can use them to select to be notified by email when other individuals add comments. You can use your Flare skin to change the label text on these check boxes.



In the Styles tab of the Skin Editor, you can change the look of the fields in the Create Feedback Service Profile dialog. This includes the ability to modify the text on the field labels and specify whether certain fields are required in order for the user to complete the registration process. See "Standard Skin Styles" on page 24.

Specifying How the TOC Looks in HTML Help Output

You can specify the look and feel of your table of contents (TOC). This includes adding plus/minus squares next to entries, changing the book/folder icons, adding border around the TOC, and more.

HOW TO SPECIFY THE WAY THE TOC LOOKS IN HTML HELP OUTPUT

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. Click the **TOC Options** button.
4. In the HTML Help TOC Options dialog, select the appropriate options. The "Preview" area at the bottom of the dialog changes as you make selections. Click the **OK** button when you are finished.
   - **Lines between items** Displays dotted lines, showing the connections between TOC books and entries.
   - **Lines from root** Displays lines connecting TOC books and entries starting at the root.
   - **Plus/minus squares**Displays plus and minus squares that open and close TOC books when clicked.
   - **Single click to open books** Formats TOC books to open with a single click. If this option is not selected, books open with a double-click.
   - **Use folder icons for books** Displays a folder icon instead of a book icon for TOC book entries.
   - **Always show the selection** Shows the selected entry even if the TOC tab is not the currently selected item (does not have focus).
   - **Binary** For large compiled Microsoft HTML Help projects, a binary TOC reduces the amount of time it takes to load a TOC by creating a binary contents file. This feature does not support custom TOC icons or other customizations such as displaying topics in custom windows.
   - **No border** Creates the TOC without adding a border around the TOC pane.
   - **Simple border** Adds a single line border around the TOC pane.
   - **3D border** Adds a border around the TOC pane that has a 3D appearance.
5. Click to save your work.

Specifying Navigation Elements to Include in the Output Window

This feature is supported in Microsoft HTML Help, HTML5, WebHelp, WebHelp AIR, and WebHelp Plus output.

You can determine which navigation elements from your project (TOC, Index, Search, Glossary, Browse Sequences, Favorites, Community) that you want users to have access to in the output. If you are creating Microsoft HTML Help output, these elements will display as tabs in the output window (except for a glossary, which is included in the TOC as a book). If you are creating DotNet Help, WebHelp, WebHelp AIR, or WebHelp Plus, these elements will display as accordion items in the output window. If you are creating WebHelp Mobile output, the elements will display as simple links. The Community option is for MadCap Pulse and therefore supported only in WebHelp and HTML5.

HOW TO SPECIFY TABS OR ACCORDION ITEMS TO INCLUDE IN THE OUTPUT WINDOW

1. Open a skin.
2. Select the **General** tab.
3. In the **Features** section, click the check box (adding a check mark) next to each navigation element that you want to include in the output. The elements available are different, depending on the type of skin you've opened—Standard, HTML5, or Mobile.
4. Click to save your work.

Specifying Navigation Pane Settings for HTML Help Output

You can specify navigation pane settings for Microsoft HTML Help output. This includes setting the width of the navigation pane and determining whether it shown or hidden under different circumstances. The navigation pane is used to hold elements such as TOCs and indexes.

HOW TO SPECIFY NAVIGATION PANE SETTINGS FOR HTML HELP OUTPUT

1. Open a Standard skin.
2. Select the **HTML Help Setup** tab.
3. In the **Navigation Pane Options** area, select the appropriate options.
   - **Hide Navigation Pane on Startup** Hides the navigation pane when the user opens the Help window. If you select "Hide" in the Html Help Buttons section, the user can display the navigation pane by clicking on the Hide/Show button in the toolbar.
   - **Automatically show/hide Navigation Pane** Automatically hides the navigation pane when users switch focus from the HTML Help viewer to a software program. The topic content remains visible, but the navigation pane is temporarily closed from view. The navigation pane is displayed again as soon as the HTML Help viewer is clicked.
   - **Navigation Pane Width** Enter the width of the navigation pane for the output window (in pixels). You can type a number or use the up and down arrows.
4. Click to save your work.

Specifying Navigation Pane Settings for HTML5 and WebHelp Outputs

You can specify navigation settings for HTML5, WebHelp, WebHelp AIR, or WebHelp Plus output. The navigation pane is used to hold the TOC, Index, Search, Glossary, Browse Sequences, and Favorites in an accordion-type structure.

HOW TO SPECIFY NAVIGATION PANE SETTINGS FOR WEBHELP OUTPUT

1. Open a Standard or HTML5 skin.
2. Select the **WebHelp Setup** tab. If you opened an HTML5 skin, select the **Setup** tab.
3. Select the appropriate options.

   PANE POSITION

   Select a location (Left, Right, Top, Bottom) in the output window for the navigation pane. A small preview to the right changes as you make your selection.

   PANE SIZE

   Enter the width of the navigation pane for the output window (in pixels). You can type a number or use the up and down arrows.

   VISIBLE ACCORDION ITEMS

   Specify how many navigation items (e.g., TOC, Index, Search) you want to be included at full size in the navigation pane. (This option is not available in HTML5 skins.)

   E X A M P L E

   If you include six tabs in the output window (using the General tab) and set this field to "4," the first four navigation items will be shown with full-sized links. The remaining two items will still be accessible in the navigation pane, but their links will not be full-sized, but rather smaller icons.

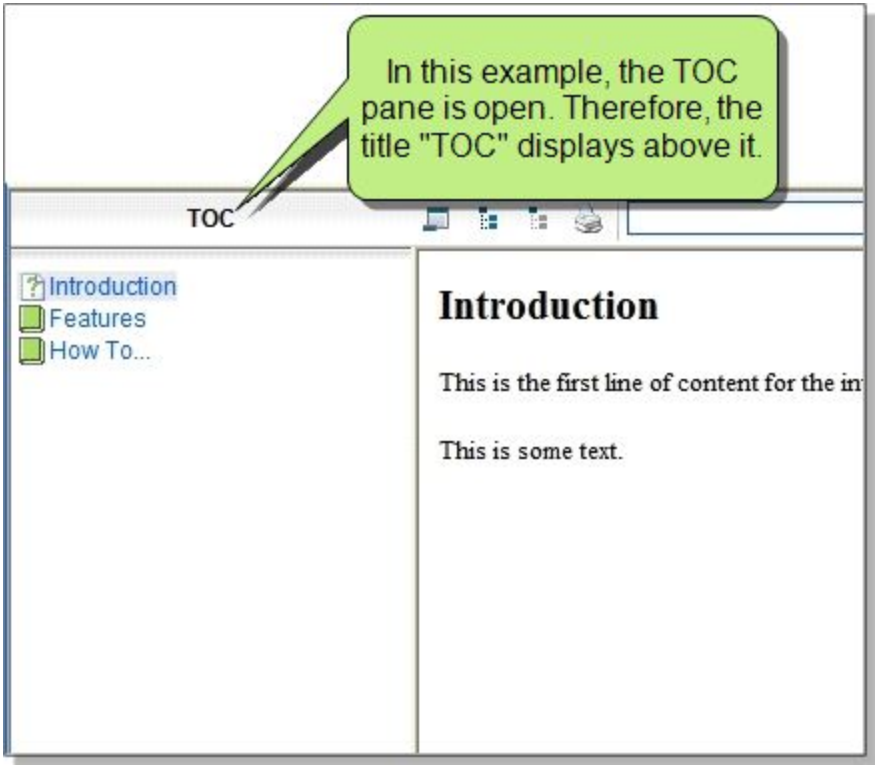
   HIDE NAVIGATION PANE ON STARTUP

   Click this check box if you do not want the navigation pane to be immediately displayed when the Help is accessed in this skin. You might use this option, for example, if you are creating a skin to be used for context-sensitive Help (CSH) topics (as opposed to your main Help system with full navigation). With CSH topics, the navigation pane is not usually necessary because the user wants to see information only for a very specific area.

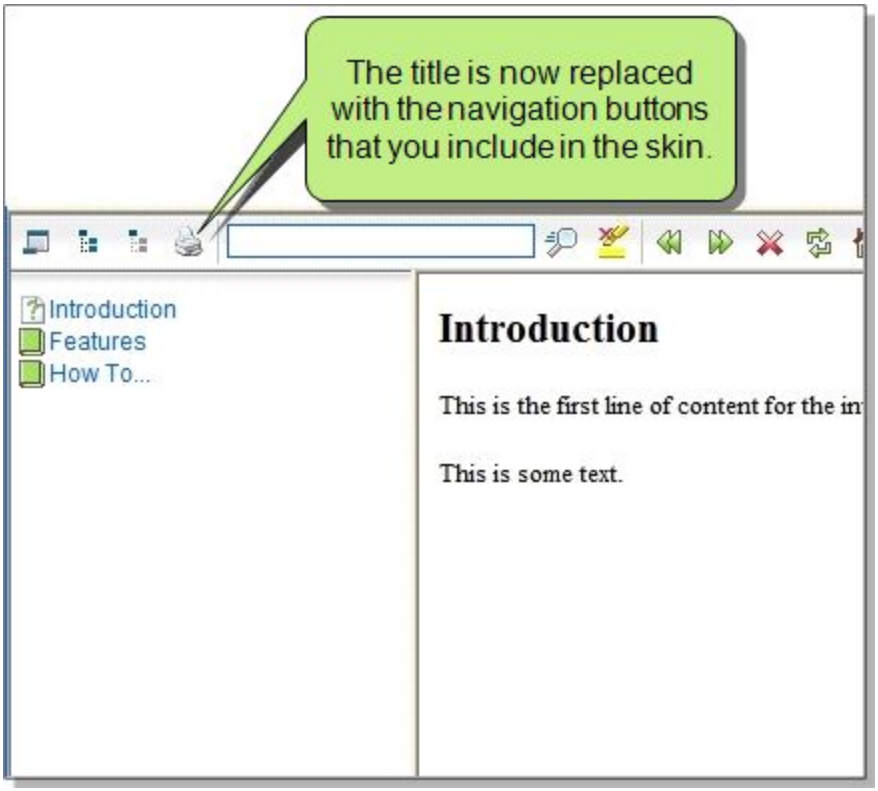
EXCLUDE ACCORDION TITLE

Removes the accordion title from the WebHelp output. (This option is not available in HTML5 skins.)

If you generate output using WebHelp, WebHelp AIR, or WebHelp Plus, the title of the active accordion bar displays by default in the output, like this:



You have the option of excluding this accordion title from the output. This shifts the navigation buttons for the output to the left, like this:



4. Click to save your work.

Specifying the Caption for the Output Window

This feature is supported in Microsoft HTML Help, HTML5, WebHelp, WebHelp AIR, WebHelp Mobile, and WebHelp Plus output.

You can enter the caption that you want to be used at the top of your online Help window (e.g., in the title bar of the browser window or HTML Help viewer).

HOW TO SPECIFY THE CAPTION FOR THE OUTPUT WINDOW

1. Open a skin.
2. Select the **General** tab.
3. In the **Caption** field, type the caption just as you want it to appear in the output window.
4. Click somewhere else in the Skin Editor.
5. Click to save your work.

Specifying the Default Tab or Accordion Item for the Output Window

This feature is supported in Microsoft HTML Help, HTML5, WebHelp, WebHelp AIR, and WebHelp Plus output.

Using the Skin Editor, you can select one of the navigation elements to serve as the default in the output. If you are creating Microsoft HTML Help output, these elements will display as tabs in the output window (except for a glossary, which is included in the TOC as a book). If you are creating other outputs, these elements will display as accordion items in the output window.

HOW TO SPECIFY THE DEFAULT TAB OR ACCORDION ITEM FOR THE OUTPUT WINDOW

1. Open a Standard or HTML5 skin.
2. Select the **General** tab.
3. In the **Features** section, select the navigation element that you want to use as the default in the output window.
4. Click **Make Default**. The word "(default)" is added after the element.
5. Click to save your work.

Note: For Microsoft HTML Help, the default tab will be displayed the first time the CHM file is launched on a system. However, the last tab viewed is then remembered as the default the next time the Help is opened.

Specifying the Number of Items Next to TOC, Browse Sequence, or Index Entries

This feature is supported in WebHelp Mobile output.

Because a mobile device is quite small, a user sometimes cannot see all of the information normally seen in one of the other online outputs. When a user opens a TOC, browse sequence, or index, it is not immediately apparent in mobile output how many items are associated with a particular entry. Therefore, Flare lets you specify that the number of items associated with each entry should be shown.

HOW TO SPECIFY THE NUMBER OF ITEMS NEXT TO TOC, BROWSE SEQUENCE, OR INDEX ENTRIES

1. Open a Mobile skin.
2. Select the **Options** tab.
3. You can select any of the following.
   - **Display number of sub-items next to TOC entries**
   - **Display number of sub-items next to Browse Sequence entries**
   - **Display number of linked topics next to Index entries**

EXAMPLE

Here is how the number of sub-items next to TOC entries looks in the output.

4. Click to save your work.

Specifying the Size and Position of the Output Window

This feature is supported in DotNet Help, Microsoft HTML Help, HTML5, WebHelp, WebHelp AIR, and WebHelp Plus output.

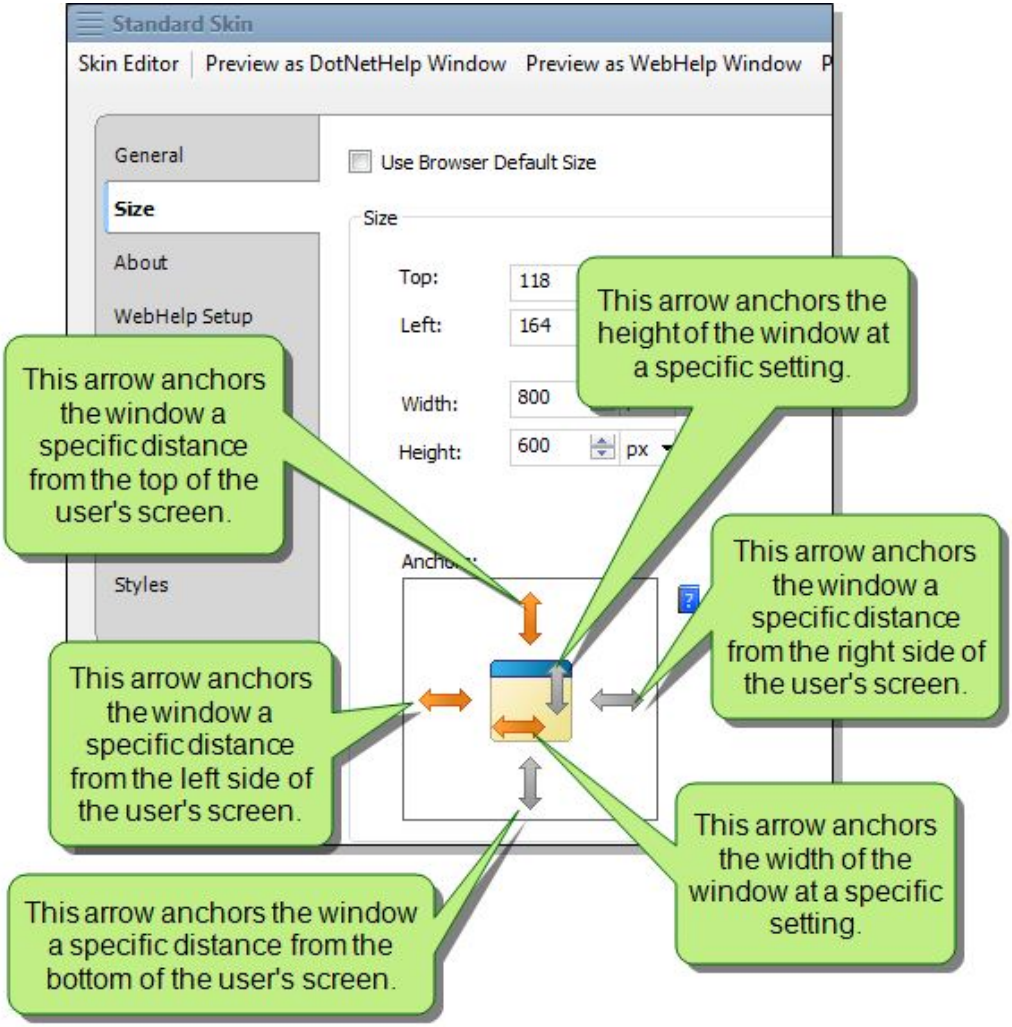
You can set the size and position of the output window. The size refers to the height and width of the output window. The position refers to the distance that the output window is placed from the top, bottom, left, and right of the user's computer screen.

HOW TO SPECIFY THE SIZE AND POSITION OF THE OUTPUT WINDOW

1. Open a Standard or HTML5 skin.
2. Click the **Size** tab.
3. Do one of the following:
   - Click the **Use Browser Default Size** check box so there is a check mark in it. This sets the output window's dimensions to the default window size of whichever browser is used to open the output.

     OR
   - Enter the size and position dimensions directly in each field (**Top**, **Bottom**, **Left**, **Right**, **Width**, **Height**). You can also use the up and down arrows to set a number. Use the down arrow to select a unit of measurement (point, pixel, centimeter, millimeter, inch, or pica).

     OR
   - Click the **Preview Full Size** button. Then click and drag the window to set its size and position. The fields on the tab change automatically as you resize and move the window.
4. If you want to ensure the size and/or position of the output window, regardless of the size of your user's computer screen, click the appropriate anchors (the arrows shown on the Size tab).


Standard Skin
Skin Editor
Preview as DotNetHelp Window
Preview as WebHelp Window
General
Size
About
WebHelp Setup
Styles
Use Browser Default Size
Size
Top:
118
Left:
164
Width:
800
Height:
600
px
This arrow anchors the height of the window at a specific setting.
This arrow anchors the window a specific distance from the top of the user's screen.
This arrow anchors the window a specific distance from the right side of the user's screen.
This arrow anchors the window a specific distance from the left side of the user's screen.
This arrow anchors the width of the window at a specific setting.
This arrow anchors the window a specific distance from the bottom of the user's screen.

Anchors "lock" the size or position of the window according to settings you provide – a nice feature if your users have different-sized computer screens. (However, users can always adjust the window size in the output to meet their needs.) The arrows on the outside of the box are used to anchor the Help window to the top, bottom, left, or right edge of the user's screen. The arrows inside the box are used to anchor the height and width of the Help window. To set an anchor, click the appropriate arrow so that it is no longer gray.

Sometimes window settings conflict with each other (e.g., cannot have a window that is 700 pixels high *and* 300 pixels from the top of the screen). In such cases, Flare adjusts the settings as necessary. When there is a conflict and anchors exist, Flare follows the anchored settings and adjusts the non-anchored settings. If all settings are anchored, Flare follows the settings for the top, bottom, left, and right arrows (and changes the settings for the height and width as necessary).

If you want the output window to be a specific size, and your users have computer screens of various sizes, set the height and width dimensions. Then anchor the height and width of the window using the two arrows inside the box.

If you want the output window to be "dynamic" depending on the user's screen resolution, anchor it to the edges of the screen using the four arrows outside the box. Then set the top, bottom, left, and right dimensions. Regardless of the resolution of the screen, the output window will always be the same distance from the edges of the screen, and the size of the window will grow or shrink accordingly.

Note: If you use anchors for WebHelp outputs, the size of the window is computed at runtime on the end-user's machine. Therefore, if you use anchors to position the window, say, 157 pixels from the right side of the screen, the generated WebHelp output will move/resize the window on the end-user's machine at runtime when the user views the output in a browser.

However, Microsoft HTML Help output works differently. The CHM viewer cannot move or resize itself. Therefore, the anchors are converted to absolute pixel coordinates based on *your* screen resolution during *compile time*. This means that the output on the end-user's machine is hard coded, based on your screen resolution.

5. Click to save your work.

Note: The size settings in the skin will not work in Google Chrome or Mozilla Firefox browsers unless the output is invoked as a popup.

Synchronizing the TOC with Open Topics

This feature is supported in DotNet Help, Microsoft HTML Help, HTML5, WebHelp, WebHelp AIR, and WebHelp Plus output.

You can customize your output so that users can always see where the current topic belongs in the table of contents (TOC), even if they did not access the topic via the TOC. This can be done by selecting the "Automatically Synchronize TOC" option in the Skin Editor. When users navigate from topic to topic in the output, the TOC automatically changes accordingly, highlighting the topic that is open.

HOW TO SYNCHRONIZE THE TOC WITH OPEN TOPICS

1. Open a Standard or HTML5 skin.
2. On the **General** tab of the Skin Editor, select the check box next to **Automatically Synchronize TOC**.
3. Click to save your work.

CHAPTER 8

Language Skins

This feature is supported in all outputs, except HTML5.

A regular skin controls the interface that users see for online outputs. They are stored in the Skins folder of the Project Organizer. By default, the text in these skins is in English, and they are used not only for editing text but also to control the look of the skin in the output (e.g., color, navigation elements).

On the other hand, a language skin can be used to display the interface in a specific language for most WebHelp outputs (WebHelp, WebHelp AIR, WebHelp Mobile, and WebHelp Plus). Language skins hold only text used for the output; they do not control the look of the output. To control the appearance of the output, you must use a regular skin in addition to the language skin.

This chapter discusses the following:

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Tasks for Using Language Skins 362
Creating User-Defined Language Skins 363
Editing Language Skins 364
Changing Text Strings in HTML5 Skins 366

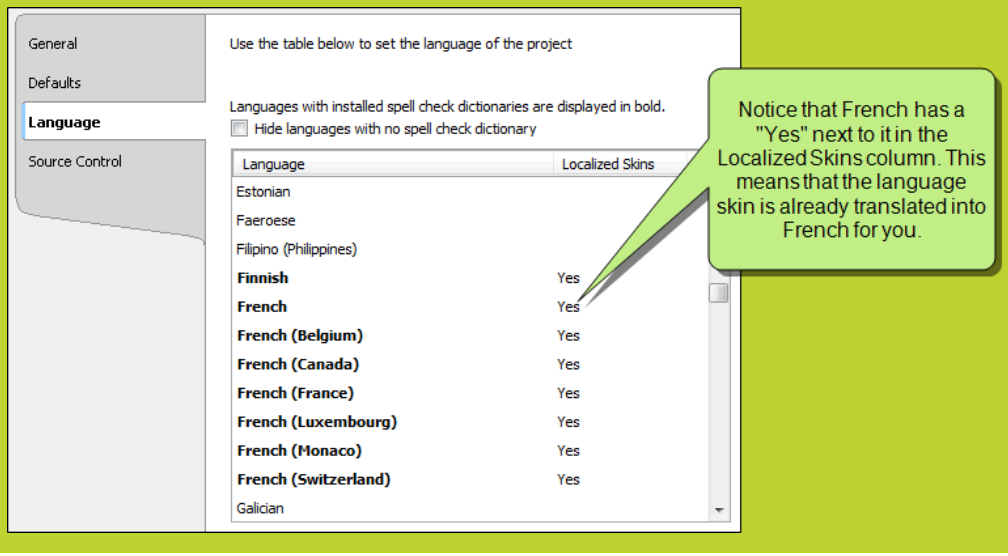
Completed Versus User-Defined Language Skins

Flare provides completed language skins for certain languages, such as French, German, and Spanish. These are languages that are already identified as being "localized" skins when you select the project or target language.

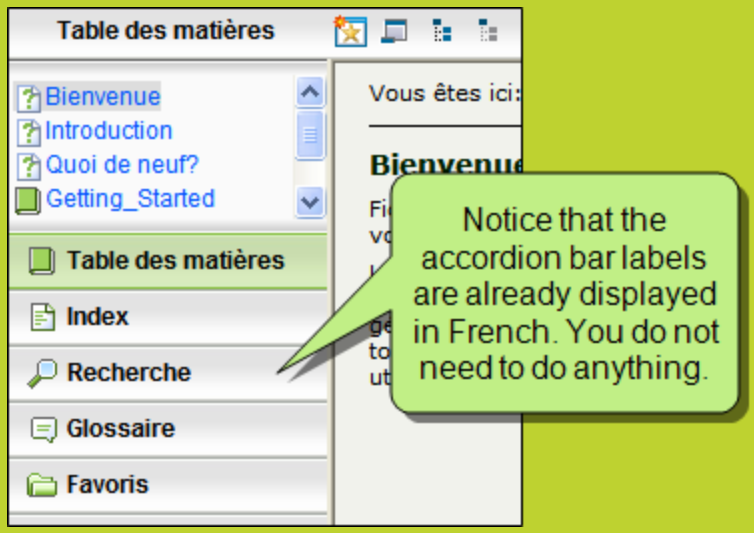
For other languages, you can create language skins so that they can be applied to a project or target too (see "Creating User-Defined Language Skins" on page 363). After you create a user-defined language skin, it too is identified as "localized." User-defined language skins that you create are stored in your application data folder, outside of your Flare project (e.g., C:\Users\myname\AppData\Roaming\MadCap Software\Flare\Language Skins).

E X A M P L E

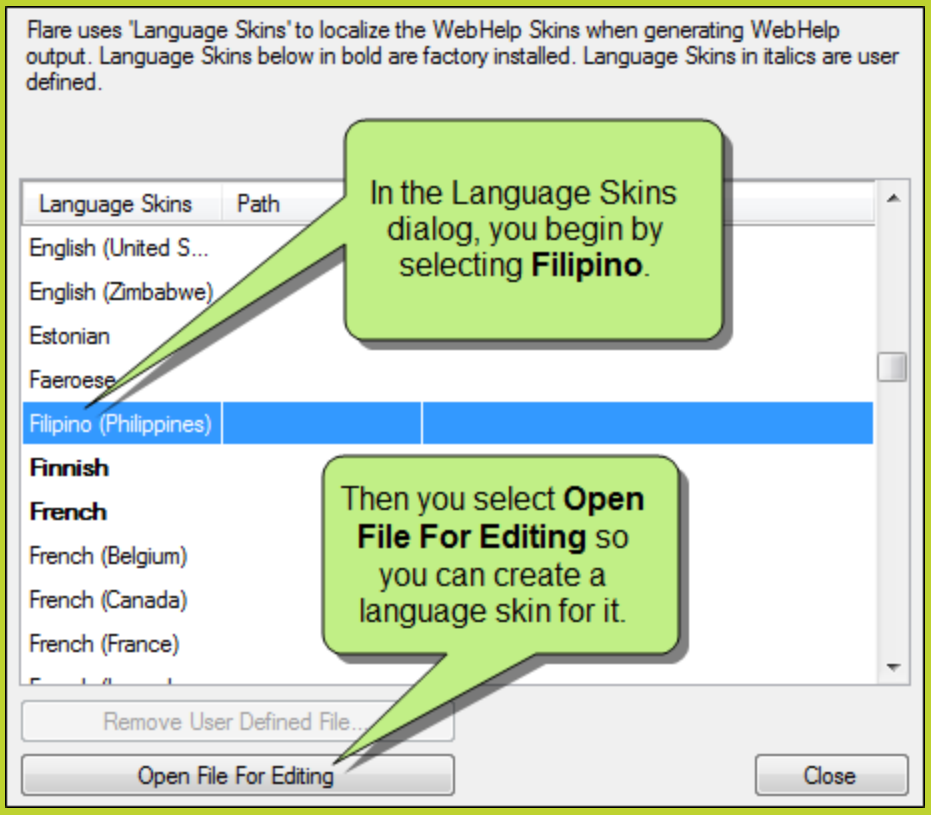
Let's say you select French as the project language.



If you generate WebHelp, the French skin is automatically used, so the output looks something like this:



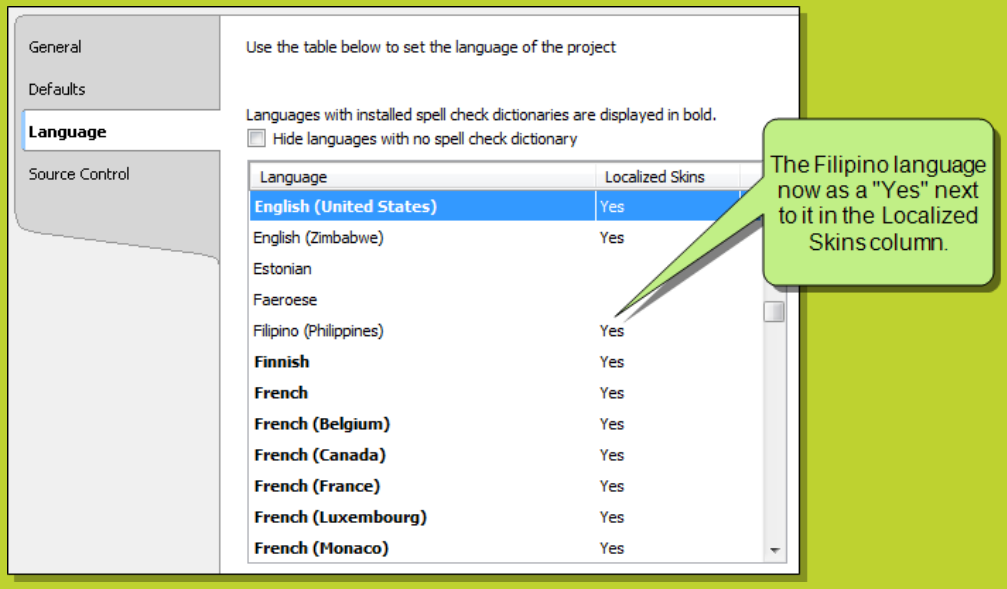
Now suppose that you want to use Filipino as the project language. Notice in the example above that Filipino does not have a "Yes" next to it. This means that you need to create a language skin for it from the Language Skins dialog (**Tools>Manage Language Skins**).



When you do this another dialog opens, asking you to select a language to use as a starting point. Some languages are relatively close to others. Therefore, by selecting a language close to the one you want, you probably do not need to do as much editing.

After you do this, the new language skin opens in the Language Skin Editor, which you can use to edit text labels and make other changes (see "Editing Language Skins" on page 364).

After you are finished, you can select the language for the project or a specific target. When you do this, you'll notice that the language now has a "Yes" next to it in the Localized Skins column.



Tasks for Using Language Skins

Following are the basic steps involved with language skins.

1. **(Optional) Create** If you are using a language for which Flare has already provided a completed language skin, you do not need to complete this step. However, if you want to use another language, you can create a skin for it. See "Creating User-Defined Language Skins" on the next page.

2. **(Optional) Edit**If you create a new user-defined language skin, you need to edit it to make sure it provides all the correct translations. You can also open a completed language skin to edit the translated text if you want. See "Editing Language Skins" on page 364.

   Note: If you want to make other changes to a skin to affect how it looks in the output, you can edit a regular skin in the Project Organizer.

3. **Select**You need to tell Flare which language you are working with so that it knows which skin to use in the output. This can be done when you are first creating the project. You can also change the language for the entire project later by using the Project Properties option. You can also override the project language and set it for the individual targets or topics.

Note: Typically, language skins are designed for most WebHelp outputs only (WebHelp, WebHelp AIR, WebHelp Mobile, and WebHelp Plus).

However, if you are editing text strings in a language skin for toolbar items, those strings will be translated in DotNet Help and Microsoft HTML Help outputs as well.

In addition, the "Formats/Cross-Reference" items in the Language Skin Editor are used for print-based outputs (Adobe FrameMaker, Adobe PDF, Microsoft Word, Microsoft XPS, XHTML) and EPUB, not for WebHelp or the other online outputs. Those items are intended to set text for context-sensitive cross-references in print output.

Another print-based feature controlled in the language skin is the heading text for auto-generated glossaries, indexes, and proxies.

The lone exception to language skins is HTML5. Unlike other output types, separate language skins are not used for HTML5 targets. Instead, a UI Text tab is located in the Skin Editor, which lets you perform all of the localization tasks that you would normally accomplish in a language skin.

Creating User-Defined Language Skins

There are two pieces to the generated output: the content and the user interface (e.g., navigation buttons and labels). If you are generating one of the WebHelp output formats (HTML5, WebHelp, WebHelp AIR, WebHelp Mobile, or WebHelp Plus) output, you can select a specific language skin for displaying the user interface. You can then edit the language skin as necessary, adjusting text for buttons and labels. Normally, you would edit a skin in the Skin Editor. However if you want to display the output user interface in a particular language, you can use the Language Skin Editor instead.

Flare provides completed language skins for certain languages, such as French, German, and Spanish (i.e., they are already translated for you). These are languages that are already identified as being "localized" skins. For other languages, you can create language skins so that they can be applied to the output too.

E X A M P L E

Let's say that you want to display the user interface of the WebHelp output in Bulgarian. Flare does not provide a language skin in Bulgarian, so you can create your own skin, entering the Bulgarian text in the skin where appropriate. After you create the user-defined language skin with Bulgarian text, you can select it for use in the WebHelp output interface.

HOW TO CREATE A USER-DEFINED LANGUAGE SKIN

1. Do one of the following, depending on the part of the user interface you are using:
   - **Ribbon** Select the **Tools** ribbon. In the **Templates** section select **Manage Language Skins**.
   - **Menu** Select **Tools>Manage Language Skins**.

   The Language Skins dialog opens.
2. From the list, select a language in normal font (not bold, not italics).
3. Click **Open File For Editing**. The Select Template Language Skin dialog opens.
4. From the list, select an existing language skin to use as a template in creating the new one. Select a language that is closest to the new language skin. That way, you may not have to change as much when editing the skin.
5. Click **OK**.
6. Click **OK** in the message that opens. The skin is created and the Language Skin Editor opens.

Editing Language Skins

If you create a new user-defined language skin, you need to edit it to make sure it provides all the correct text strings. You can also open a completed language skin to edit the translated text if you want.

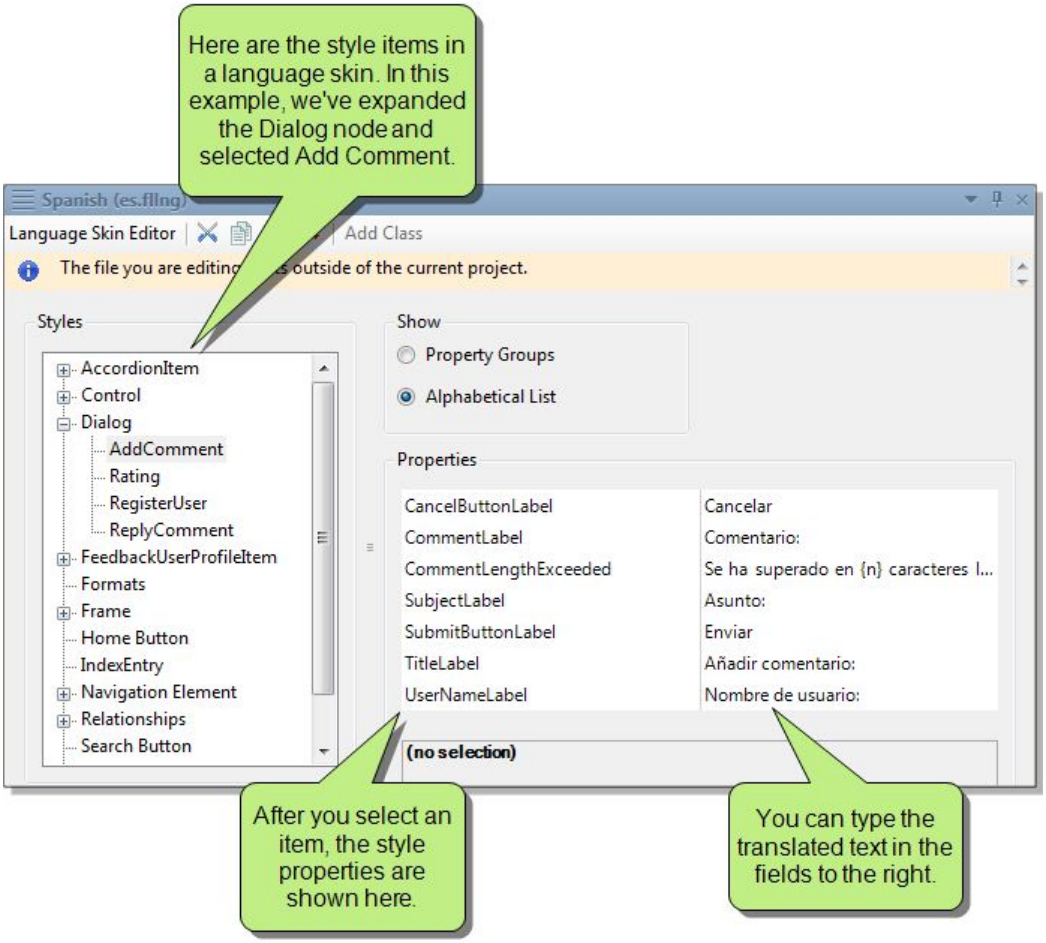
HOW TO EDIT A LANGUAGE SKIN

1. Do one of the following, depending on the part of the user interface you are using:
   - **Ribbon** Select the **Tools** ribbon. In the **Templates** section select **Manage Language Skins**.
   - **Menu** Select **Tools>Manage Language Skins**.

   The Language Skins dialog opens.
2. From the list, select a language in bold or italic font.
3. Click **Open File For Editing**. If you selected a language in bold, click **OK** in the message that displays. The Language Skin Editor opens.
4. In the **Styles** expand the item that you want to modify (e.g., Accordion Item, Control, Dialog), if necessary. Then select a style under the node. If a node cannot be expanded (e.g., Formats, Home Button), click on the node itself.

   Note: For more information about the purpose of each of these style items in the output, see the online Help.
5. Select the **Property Groups** or **Alphabetical List** option to display the properties for the style item. It is usually easiest to work with properties in an alphabetical list.

6. In the **Properties** section, set the values for the properties that you want modify. Click in the field to the right of the property and type the translated text for that item. (If you are viewing by property group instead of an alphabetical list, you need to expand the property group to see the properties under it.)



7. Click to save your work.

Changing Text Strings in HTML5 Skins

Unlike other output types, separate language skins are not used for HTML5 targets. Instead, a UI Text tab is located in the Skin Editor, which lets you perform all of the localization tasks that you would normally accomplish in a language skin. This tab not only lets you enter text in other languages, but it lets you change the substance of text strings altogether, whether they are in your primary language or another.

HOW TO CHANGE TEXT STRINGS IN AN HTML5 SKIN

1. Open an HTML5 skin.
2. Select the **UI Text** tab.
3. From the **Language** drop-down, select the language for the skin.
4. In the grid below, type text in the **Value** field for each relevant row.
5. Click to save your work.

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
SharePoint Guide
Shortcuts Guide
Skins Guide

Snippets Guide

Source Control Guide

Styles Guide

Tables Guide

Tables of Contents Guide

Targets Guide

Templates Guide

Topics Guide

Touring the Workspace Guide

Transition From FrameMaker Guide

Variables Guide

WebHelp Outputs Guide

What's New Guide