MadCap Software

HTML5 Guide

Flare 10

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CONTENTS

CHAPTER 1 About HTML5 Output 7

CHAPTER 2 About Responsive Output 17

Example 18
Responsive Output and Skin Mediums 20
How to Enable Responsive Output 22
Viewing Responsive Output 23

CHAPTER 3 HTML5 Skin Styles 27

Interactive Live Preview 28
Style Sections and Root/Child Properties 31
Default Values in Gray 41
Medium-specific Styles 42
Tasks for HTML5 Skins 44
Main Page in HTML5 Skins 50
Headers in HTML5 Skins 53
Navigation in HTML5 Skins 58
Topics in HTML5 Skins 69
Search Results in HTML5 Skins 77
Feedback in HTML5 Skins 83

CHAPTER 4 Other Skin Tasks 89

Changing Text Strings in HTML5 Skins 90
Showing Navigation Links in Standalone Topics 91
Specifying Browser Settings 92
Specifying Navigation Pane Settings for HTML5 and WebHelp Outputs 93
Specifying Web Toolbar Settings—HTML5 Output 96

CHAPTER 5 CSH Calls for HTML5 Output 107

What You Need to Do 108

CSH Calls for HTML5 Output—Developers 109

CHAPTER 6 More About HTML5 115

Enabling HTML5 Server-based Output 116
Installing IIS and ASP.NET 117
Setting Up an HTML5 Target 127
Configuring IIS on Production Server 128
Starting Microsoft Indexing Service 130
Starting Microsoft Windows Search 131
Enabling HTML5 Server-based Search 132
Testing HTML5 Server-based Search 133
Viewing HTML5 Server-based Output 134
Merging Output at Runtime Using HTML5 138
Including Non-XHTML Files in HTML5 Search 146
HTML5 Server-based Output Scenario 150

APPENDIX A PDF Guides 155

APPENDIX B Output Type Comparison Tables 157

General 158
Accessibility 160
Context-Sensitive Help 161
Feedback Statistics and Reporting Features 162
Generated Content 163
Glossaries 165
Horizontal Rules 166
Images 167
Indexes 168
Language Support 169
Master Pages and Page Layouts 171
Merging Output 172
Miscellaneous Features 173
Multimedia 175
Navigation Links 176
Pulse (Socially Enabled Output) 177
Search 178
Skins 185
Tables of Contents and Mini-TOCs 190
Target Settings 192

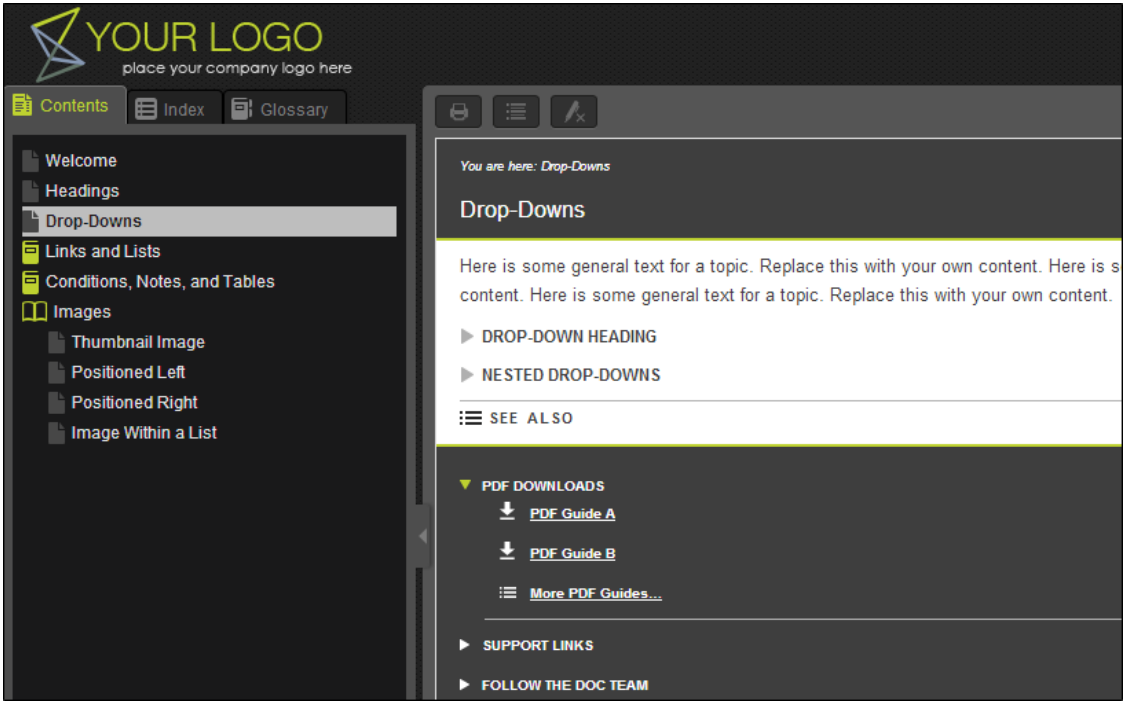
Variables 195

CHAPTER 1

About HTML5 Output

HTML5 output is an online format that is the next generation of WebHelp. It is similar to the regular WebHelp format; however, whereas the original WebHelp format works with HTML4, this output format supports the HTML5 specification developed by the Web Hypertext Application Technology Working Group (WHATWG—**http://whatwg.org**) and the World Wide Web Consortium (W3C—**http://w3.org**). Therefore, the HTML5 format results in better markup and offers additional features not found in the WebHelp outputs.

The HTML5 output consists of a collection of files that you will distribute to users. The output will be displayed in the user's Internet browser window. The main entry file has an .htm extension.



The online Help on the madcapsoftware.com website was created with HTML5.

Following are some of the key features of the HTML5 format:

- **WebHelp Features** This format lets you take advantage of features and benefits available with the regular WebHelp output type.
- **Frameless Output** Pages in HTML5 output do not use <frameset> or <frame> tags, like they do in regular WebHelp output. This means that, behind the scenes, HTML5 output can be said to be "frameless," even though the user still sees distinct areas that display content, navigation, and toolbars. By being frameless, HTML5 output is much easier for web crawlers to find, thus improving search engine results.
- **Responsive Output** 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.
- **Specific Page Addresses** With the regular WebHelp output, you can only give readers a single URL path, which opens the starting page for the output. With HTML5 output, you can point end users to a specific page in the output by giving them the exact URL path.

EXAMPLE

Let's say you generate regular WebHelp output, with the primary output file called "MyOutput.htm." When you view the output with the initial topic shown (say it's called "Welcome.htm"), the URL path in the browser might look something like this.

http://www.mycompany.com/documentation/MyOutput.htm

And if you then click on another topic (say, "WhatsNew.htm"), the same URL path will be shown. It does not change, even though you opened a different page.

On the other hand, suppose you generate HTML5 output. The URL in the browser may look the same as the path for regular WebHelp when the output is first displayed.

http://www.mycompany.com/documentation/MyOutput.htm

But if you click on the "WhatsNew.htm" page, the URL will change to this.

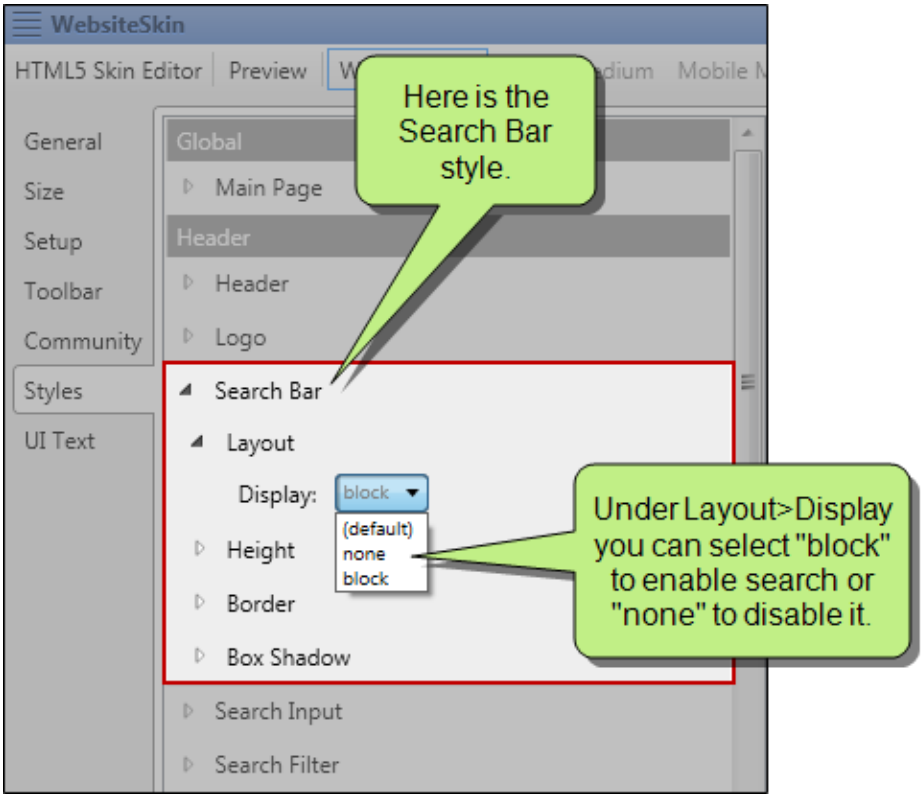
http://www.mycompany.com/documentation/MyOutput.htm#WhatsNew.htm

And if you click on the "Welcome.htm" page to return to it, the URL will change to this.

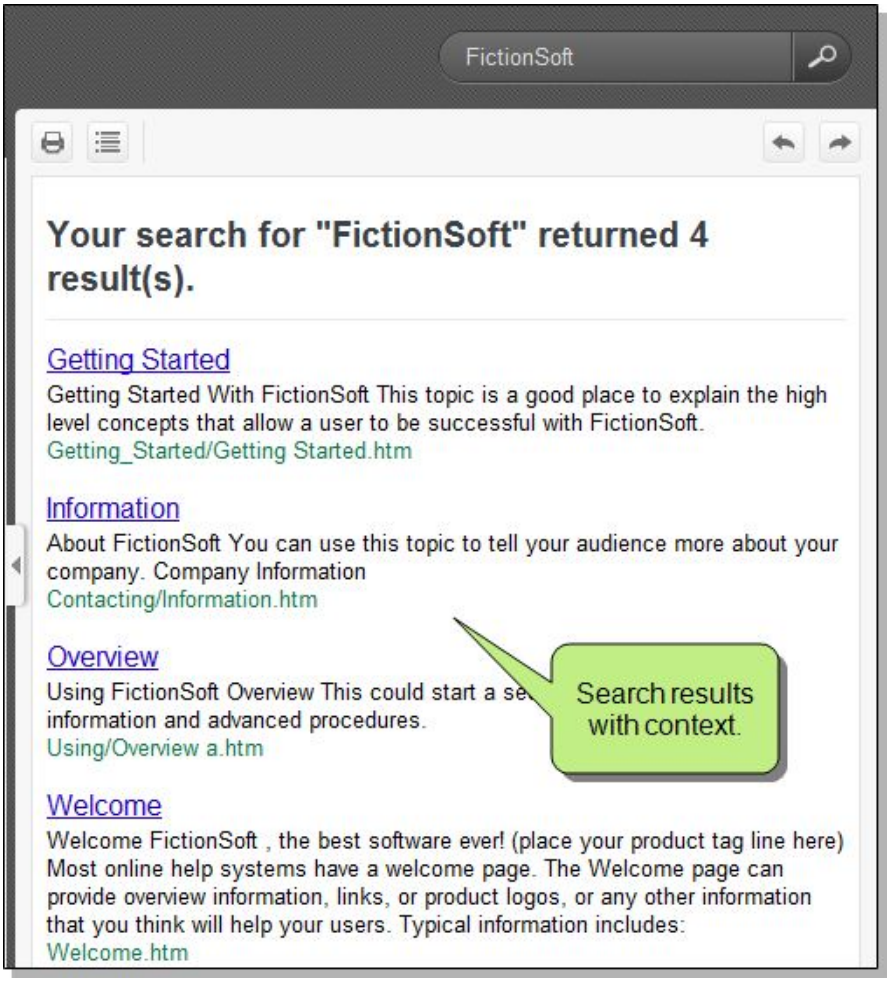
http://www.mycompany.com/documentation/MyOutput.htm#Welcome.htm

- **Sitemap/Search Engine Optimization (SEO)** You can generate a sitemap when compiling your output. This helps with search engine optimization (SEO), making it easier for search indexing services (i.e., spiders, crawlers, or bots) to find your output. Therefore, the entire output is indexed and search engine results are improved.
- **Modern Looking** When you build HTML5 output, you will notice that it has a more modern look, compared with the older WebHelp formats.
- **Search Bar** In the other online outputs, the search feature is displayed in an accordion or tab. In HTML5 output, the search feature is included in a search bar above the topics.

In addition, rather than enabling or disabling the search feature on the General tab of the Skin Editor, you do so on the Styles tab by editing the Search Bar style.

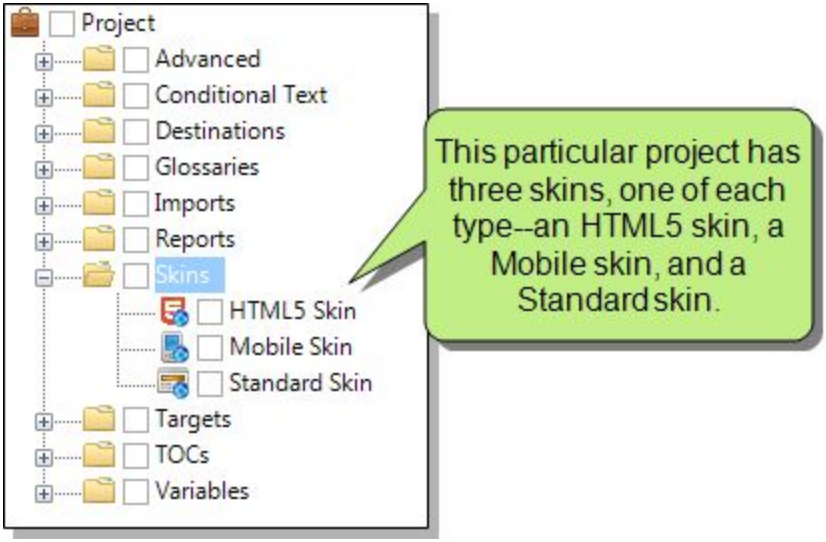


» **Search With Context** If end users perform a search in your output, they will see context next to each result, rather than terms only.



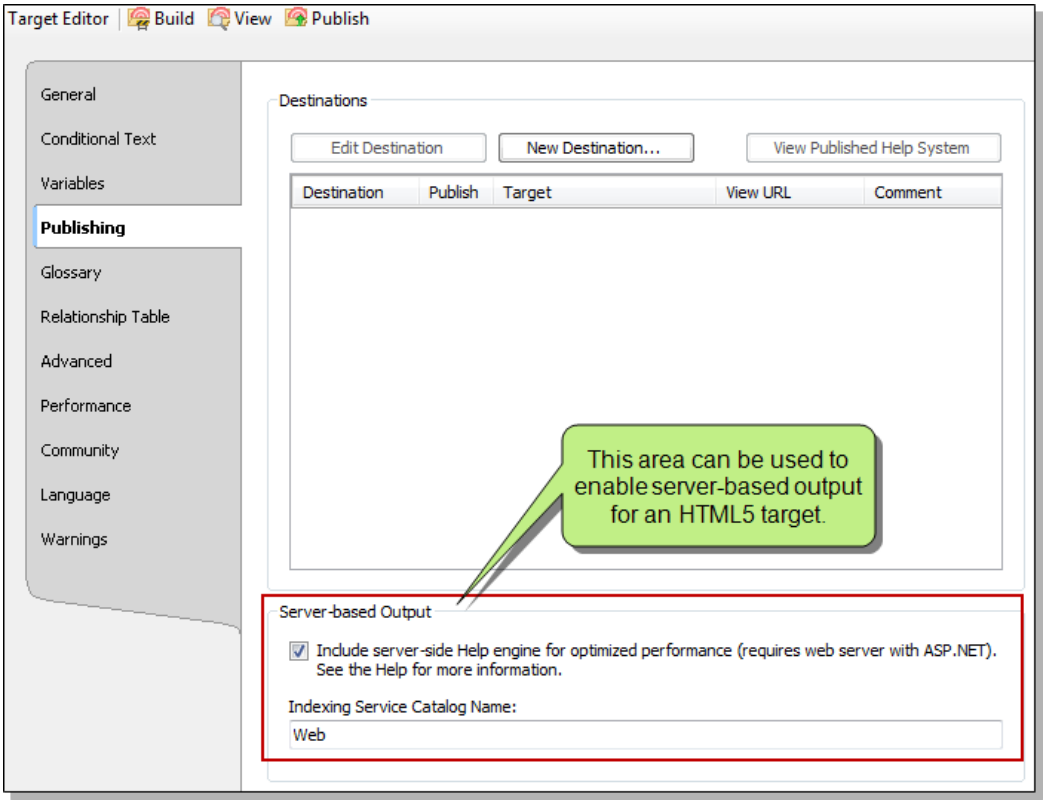
In addition, you can create topic meta descriptions, which will be used in the search results abstract. Also, the meta description itself is searchable.

- **Smoother Dynamic Effects** Features such as drop-down text, expanding text, and popups have a smoother appearance when they are activated.
- **Unique Skin** Because HTML5 output is quite different from the other online formats, it requires its own skin.



Note: 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.

» **Server-based Output** You can create HTML5 output in its regular state, or you can select an option in the Publishing tab of the Target Editor to enable server-based functionality. This allows you to accomplish the same results as WebHelp Plus output—searching of non-XHTML content, faster server-side search, and automatic runtime merging. See "More About HTML5" on page 115.



Following are benefits of server-based HTML5 output;

» **Multiple Platforms** You can publish to a machine running Windows XP, Windows Server 2003, Windows Server 2008, Windows 7, or Windows Vista.

» **Searching of Non-XHTML Content** When end users perform a search in your online output, you can ensure that non-XHTML files (e.g. PDF, DOC, XLS) are included in that search. When you build HTML5

output, a subfolder named "AutoSearch" is created and placed in the generated output folder. You can place non-XHTML files within the published AutoSearch subfolder (whether the non-XHTML files are linked to content from your Flare project or not). When users perform a search in your output, those non-XHTML files will also be scanned and become accessible to the users. See "Including Non-XHTML Files in HTML5 Search" on page 146.

- **Faster Searching** Another benefit of generating and publishing HTML5 output to a web server running Microsoft IIS is that users will find the task of performing a search to be much faster than it is otherwise. This is especially useful if you have a very large Help system.
- **Automatic Runtime Merging of Flare Projects** This is an easy way to merge the output from multiple HTML5 server-based Flare targets into one Help system. These targets can be originated from the same Flare project or from different Flare projects. You simply place the output files in the correct location on the server (i.e., within your master project's AutoMerge folder). Flare then automatically merges the output from all of the targets when users access the Help. From the end user's perspective, the results are seamless, appearing as one large Help system. All of the TOCs, browse sequences, indexes, glossaries, and search capabilities for the projects are merged. See "Merging Output at Runtime Using HTML5" on page 138.

Note: The following browsers support HTML5: Internet Explorer 8 or later, Firefox 10 or later, Google Chrome 13 or later, and other browsers that support the HTML5 standard.

CHAPTER 2

About Responsive Output

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.

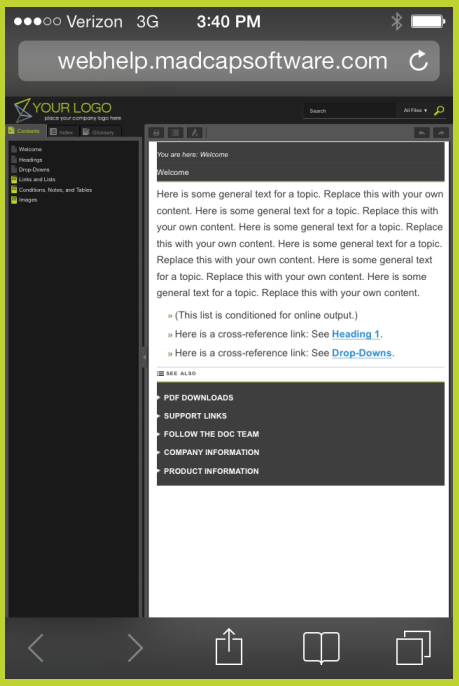
This chapter discusses the following:

Example 18
Responsive Output and Skin Mediums 20
How to Enable Responsive Output 22
Viewing Responsive Output 23

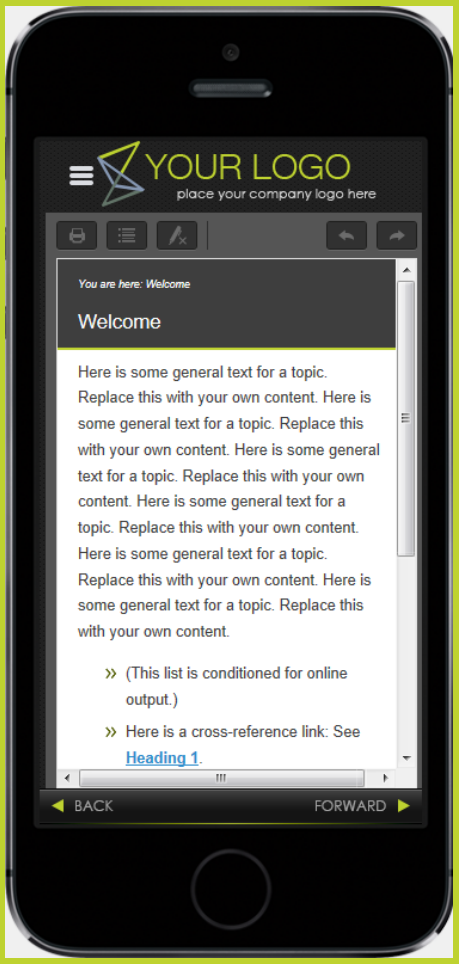
Example

E X A M P L E

Let's say you want to create HTML5 and mobile output from your project. Without using responsive output, you would need to create two targets and two skins, and perhaps separate settings elsewhere (e.g., stylesheet mediums). If you do not create a separate target and skin for the mobile output, but instead direct people to open the full HTML5 output on their smart phones, everything seems quite small and it can be difficult to navigate through that output on a smart phone.



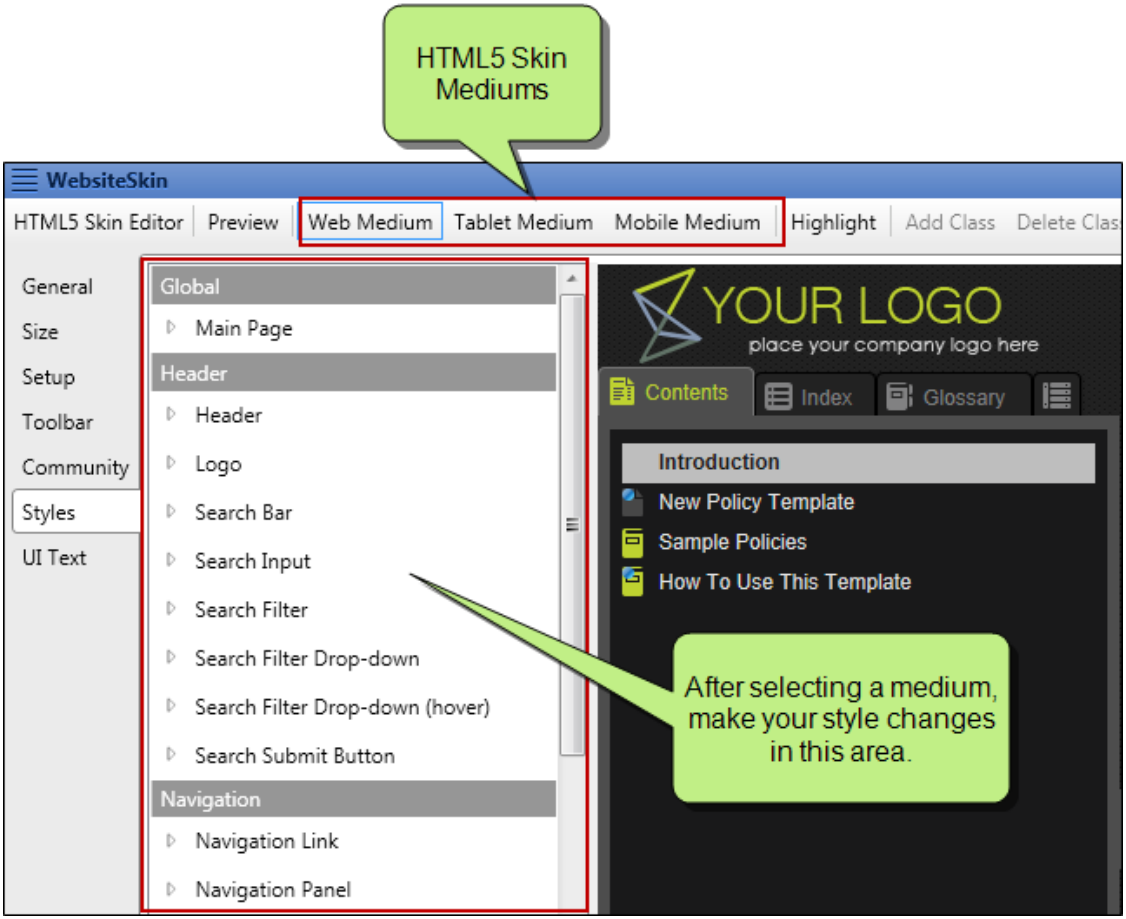
So instead, you enable responsive output in the HTML5 target. When finished, you direct end users to open the same HTML5 output, regardless of their browser or device. On a smart phone, the output is adjusted automatically.



In the end, you accomplished essentially the same thing that you did with two targets and two skins, but you did it with only one target and skin.

Responsive Output and Skin 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.

How to Enable Responsive Output

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.

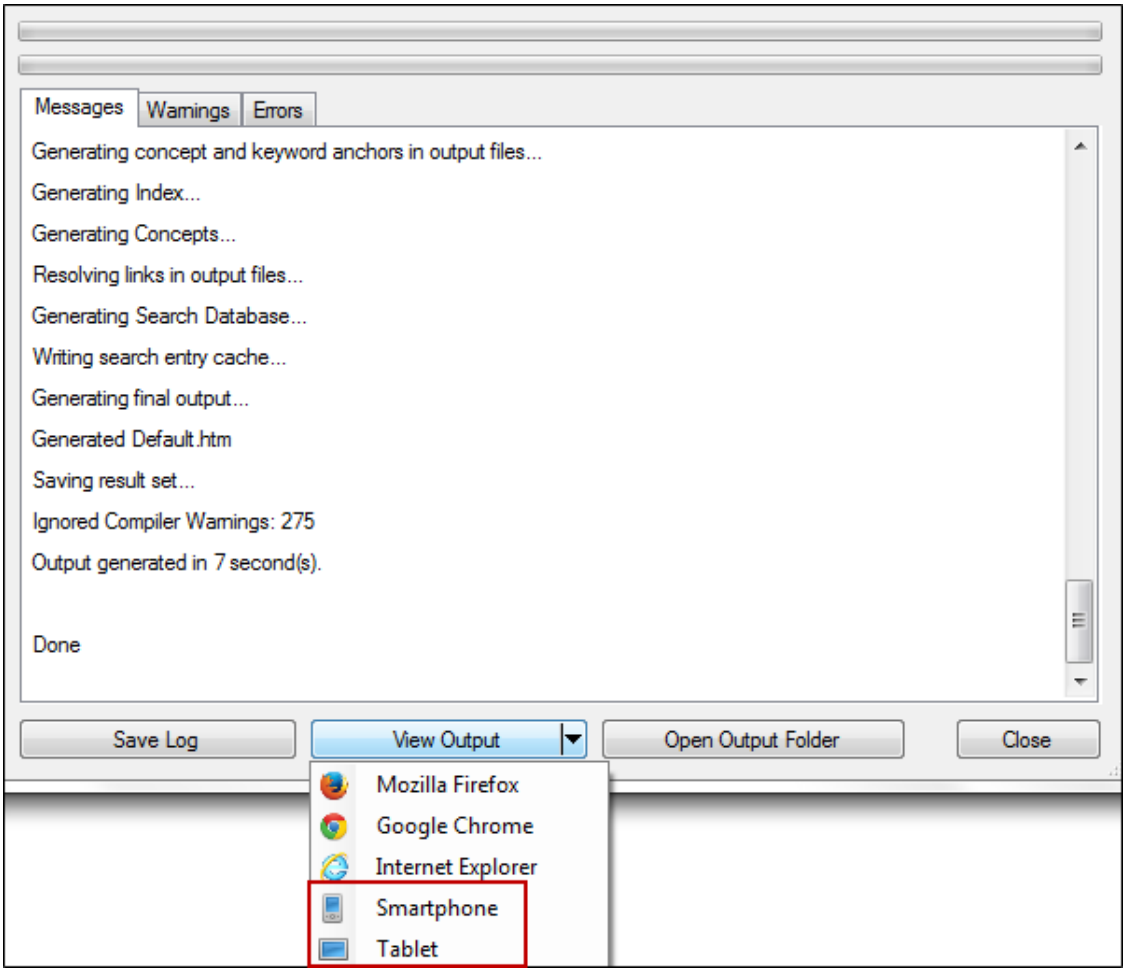
You continue to reduce the size of the browser window. Once the width reaches 767 pixels, the display changes to show the settings for the Mobile medium.

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.

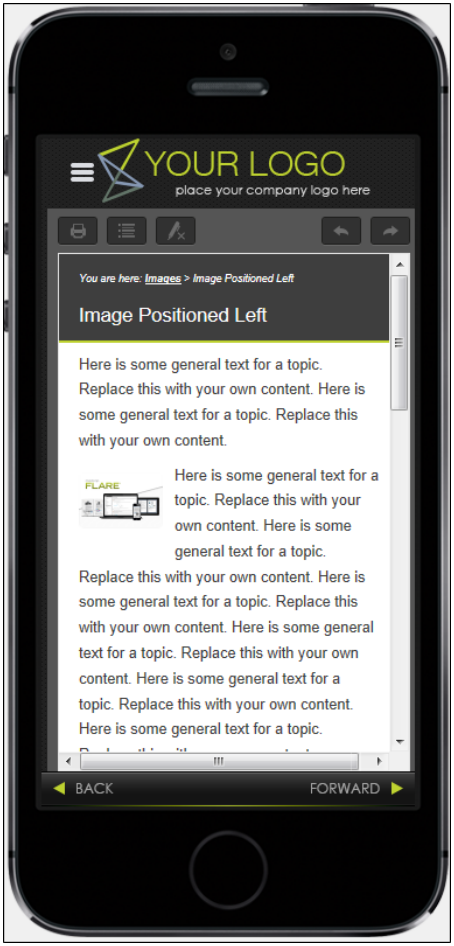
Viewing Responsive Output

When you finish generating responsive output, the Build Progress dialog includes view options not only for seeing output on a full browser output, but also on a tablet or smart phone.



If you select the Tablet option, the view displays like this:

If you select the Smartphone option, the view displays like this:



CHAPTER 3

HTML5 Skin Styles

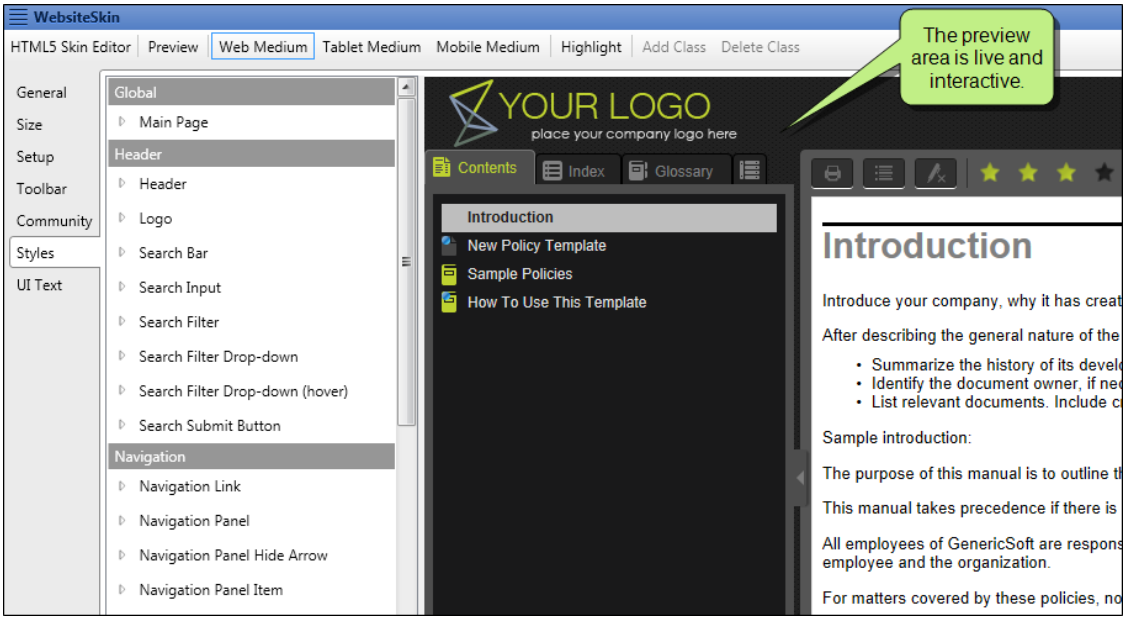
There are many ways to style your HTML5 skin. In addition, if you enable the skin to produce responsive output—meaning that the look of the output can automatically adjust depending on the size of the end user's device—there are some additional features for making the output look the way you want in those circumstances. See "About Responsive Output" on page 17.

This chapter discusses the following:

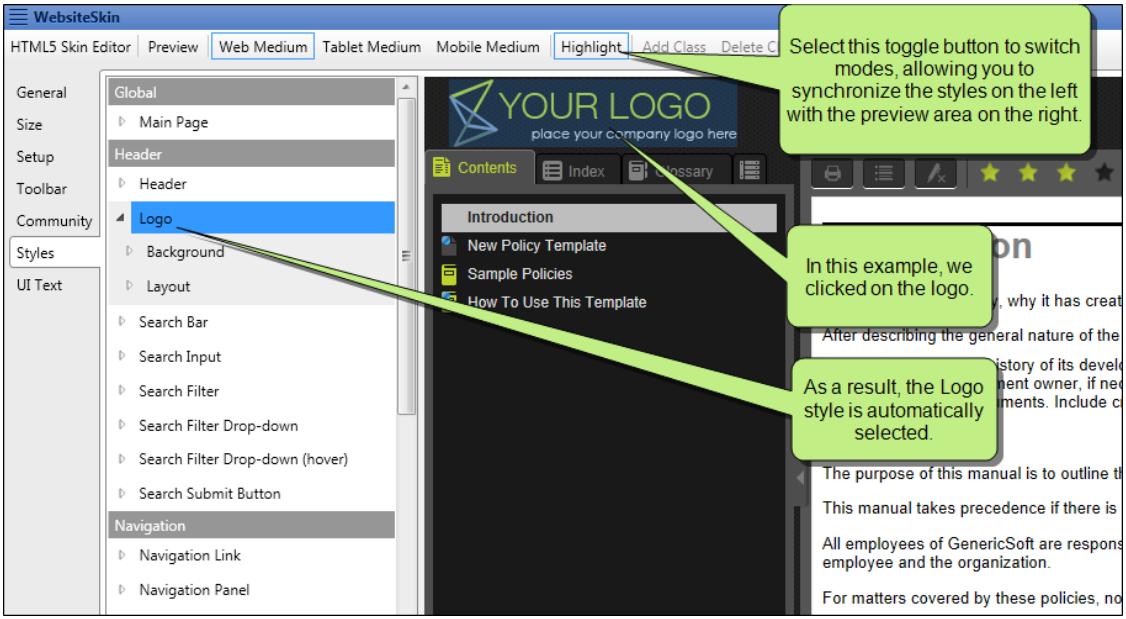
Interactive Live Preview 28
Style Sections and Root/Child Properties 31
Default Values in Gray 41
Medium-specific Styles 42
Tasks for HTML5 Skins 44
Main Page in HTML5 Skins 50
Headers in HTML5 Skins 53
Navigation in HTML5 Skins 58
Topics in HTML5 Skins 69
Search Results in HTML5 Skins 77
Feedback in HTML5 Skins 83

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.

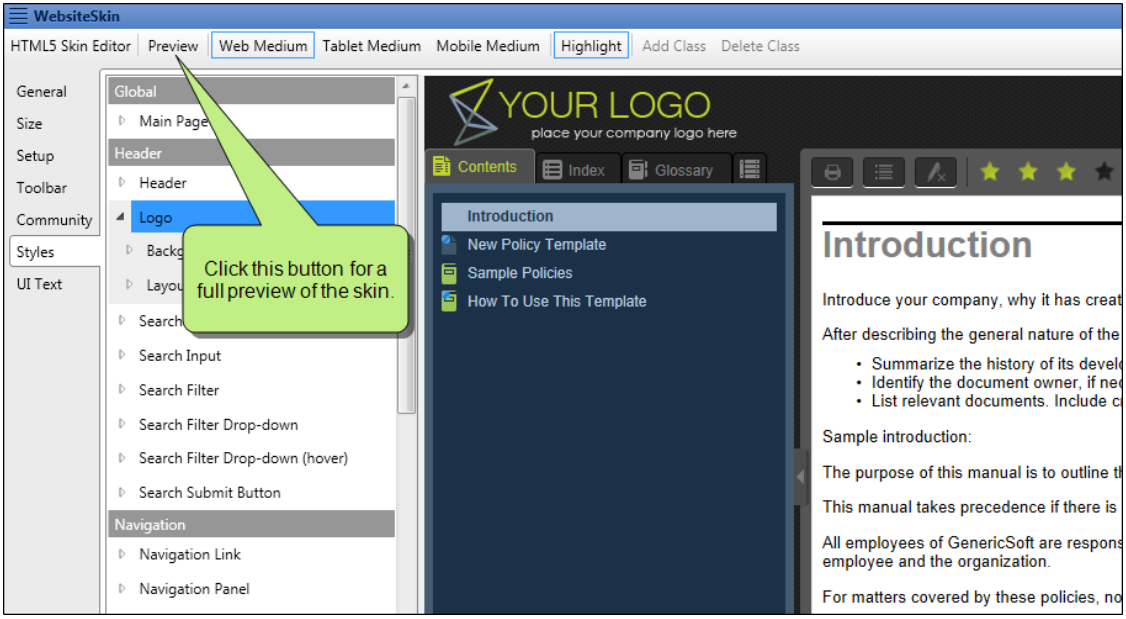


If you click **Highlight** in the local toolbar, the mode changes. As a result, different areas of the preview area become highlighted as you move the mouse over them. And when you click on an area, the corresponding style on the left is also selected. This makes it easier to know what styles you need 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.

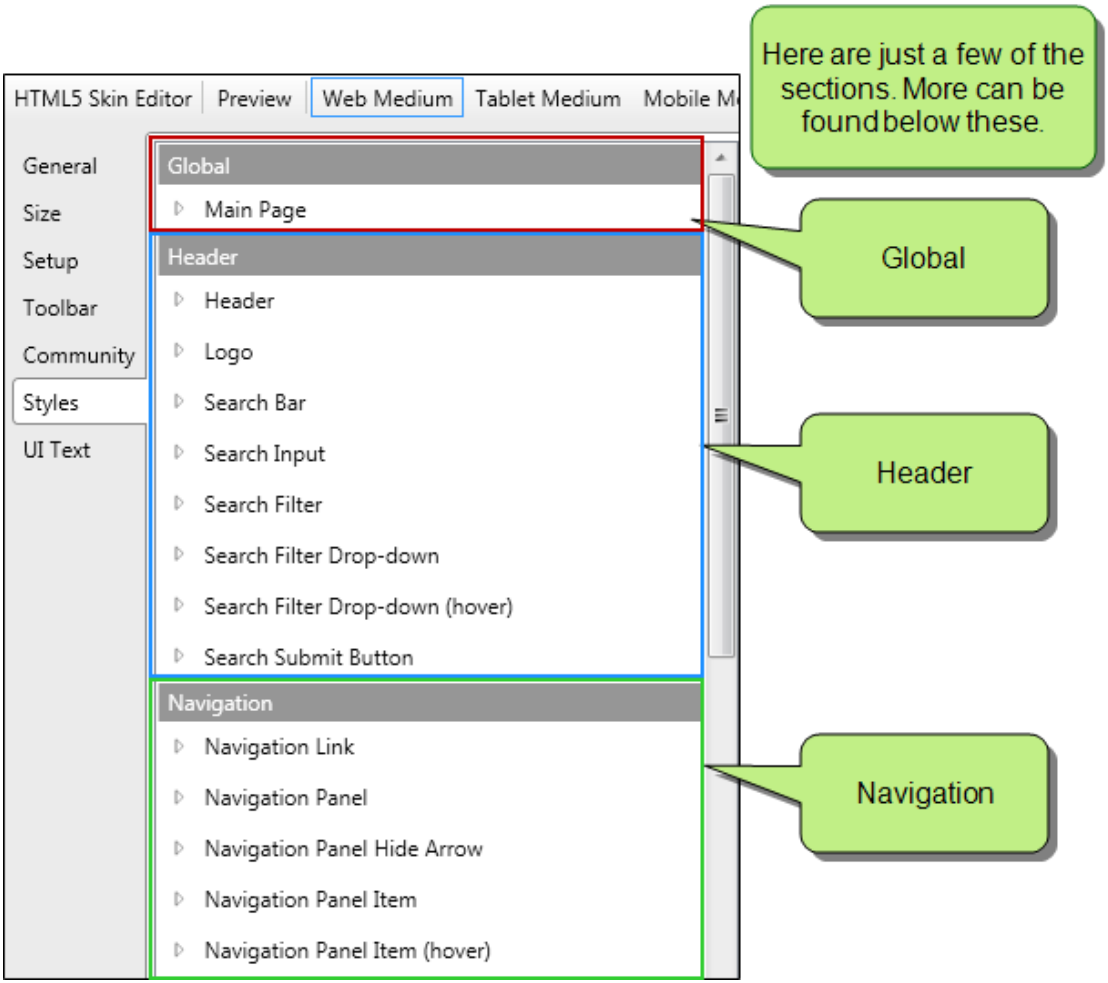
You can also click the full preview option in the local toolbar of the Skin Editor.



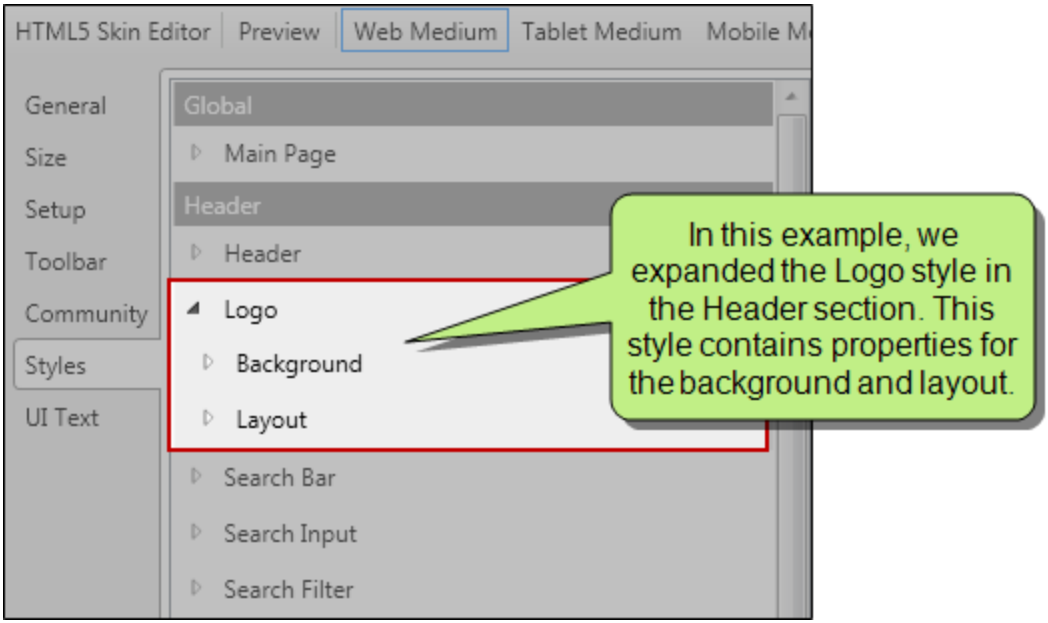
This full preview respects the responsive output setting in the skin. If you have responsive output enabled, the preview is also responsive. If you have the responsive output disabled, the preview is static.

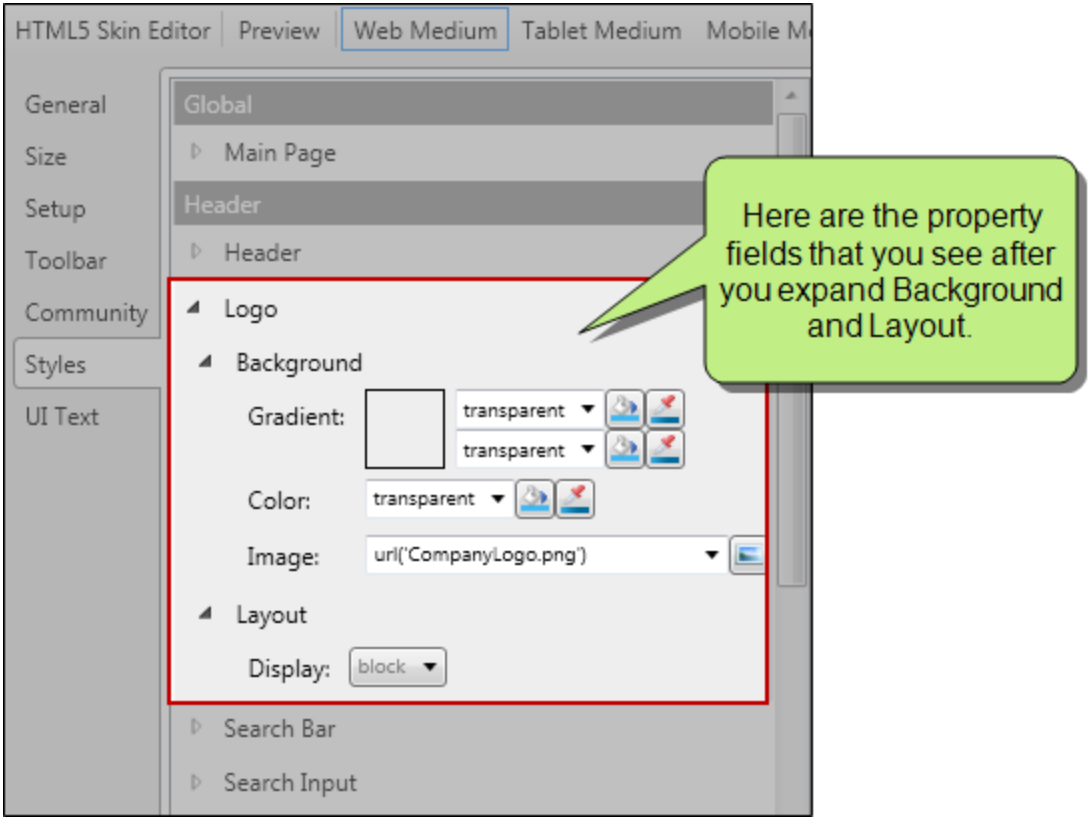
Style Sections and Root/Child Properties

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.



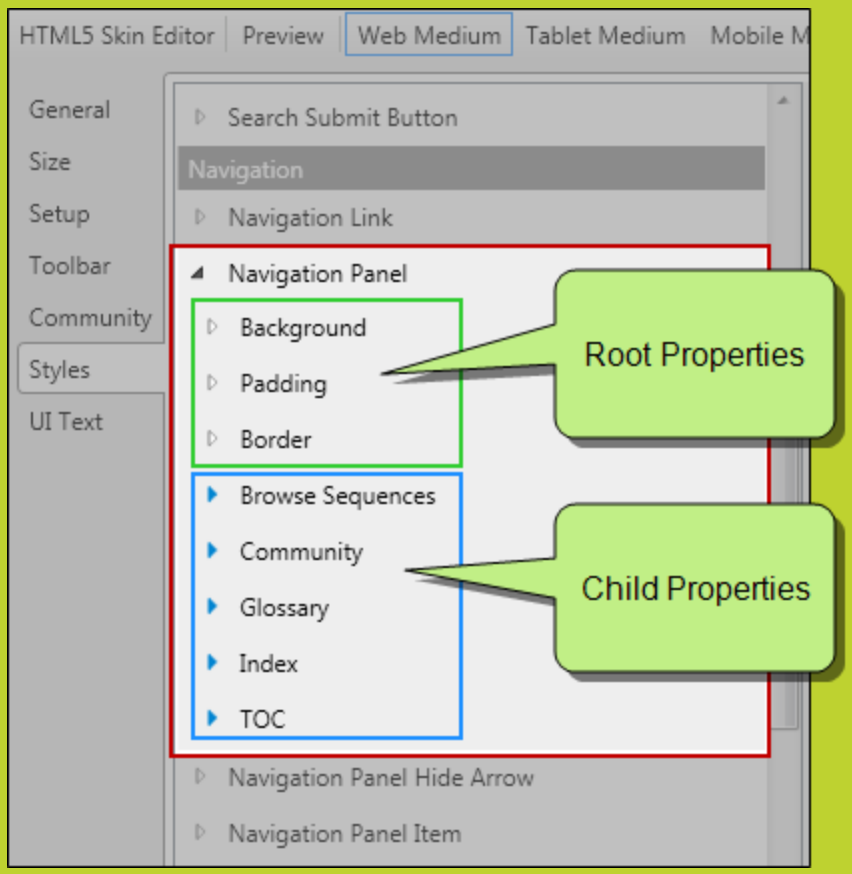


You may see two kinds of properties under a style—root and children.

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.

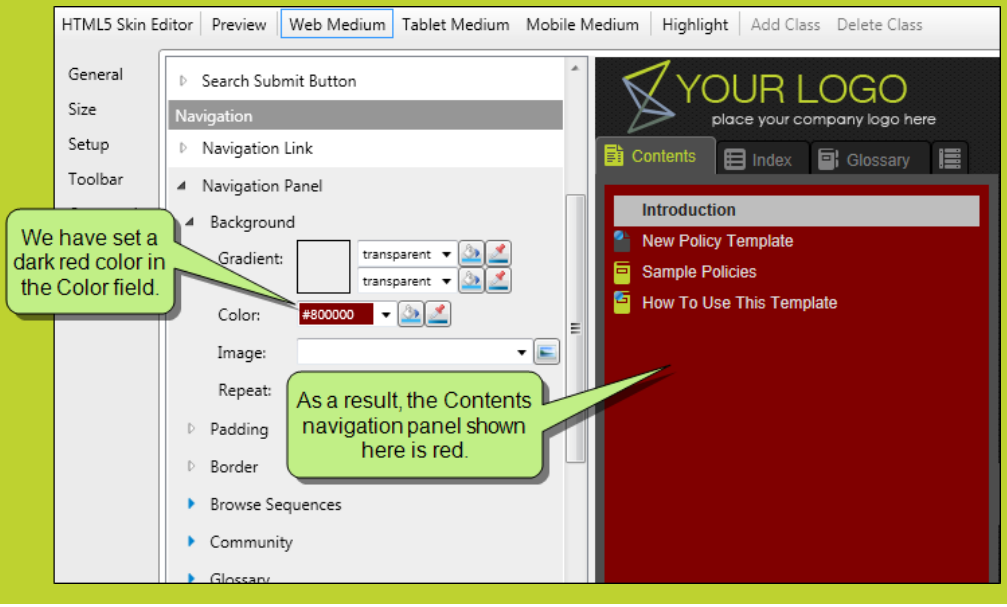
E X A M P L E

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.)

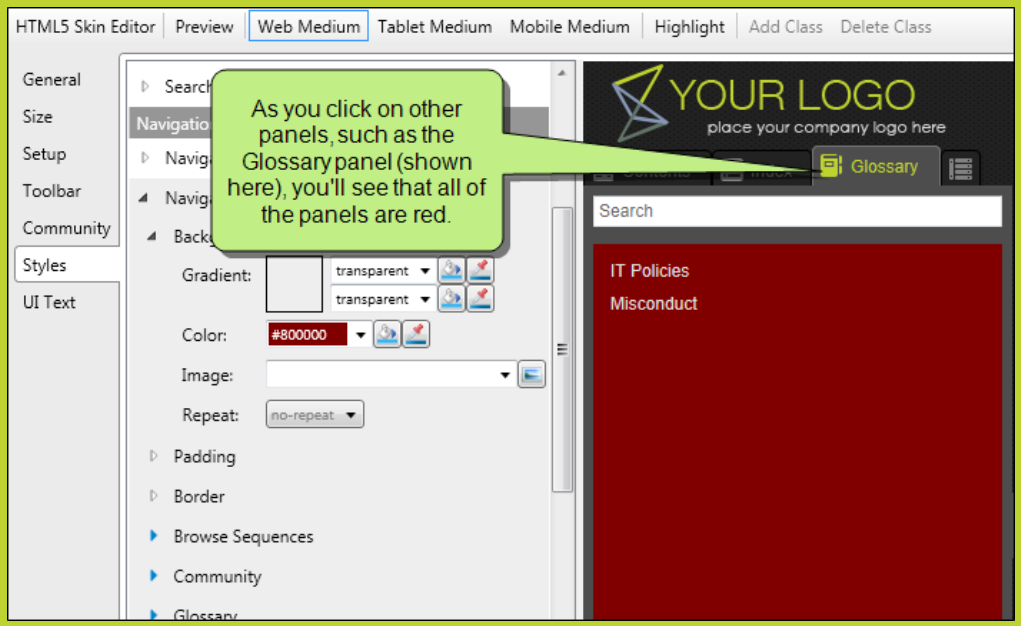


Because you want each of those five panels to have the same color, you expand the root **Background** node. There are a few different fields that can control the background color. There are Gradient fields that let you add an effect where the progresses from one to another in the panel. There is a Color 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.

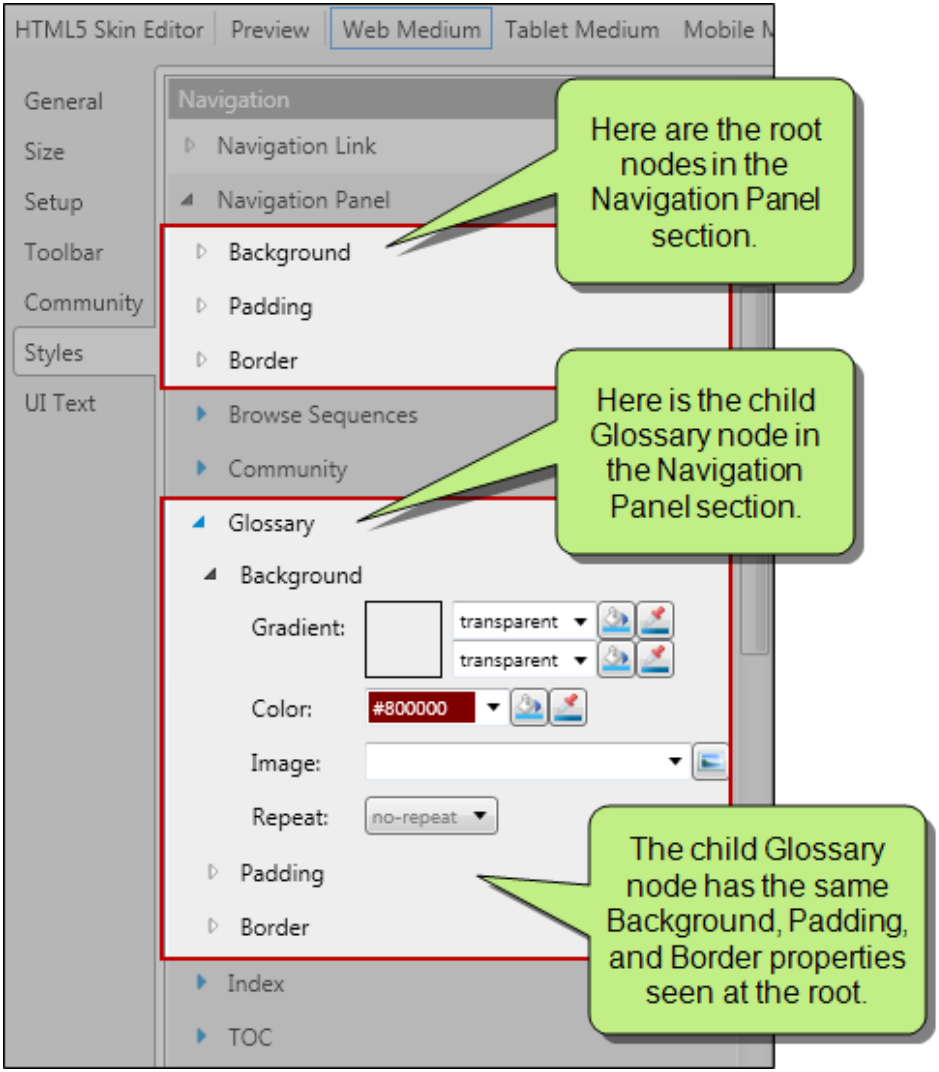
Let's say you use the Color field to choose a dark red color.



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.



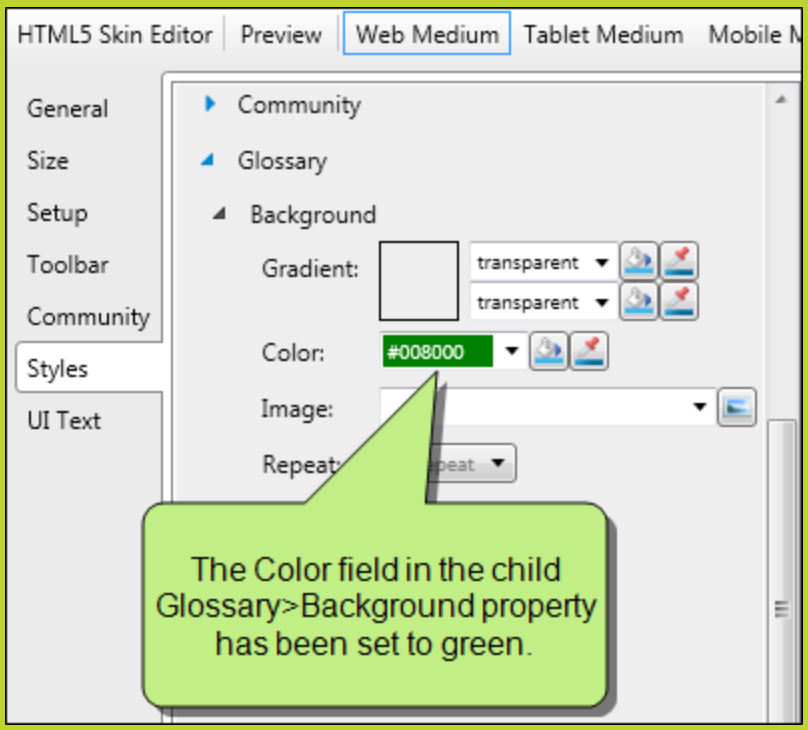
If you make changes to child properties, those settings override anything inherited from the root, and they pertain only to that child.

E X A M P L E

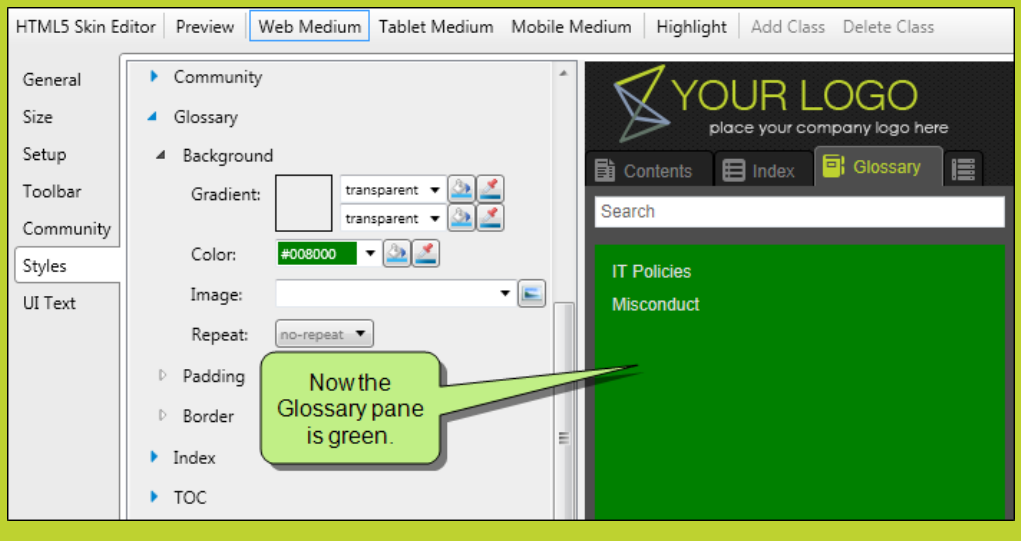
Let's say you have set the root Background property to show the navigation panel in dark red, as described in the previous example.

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.

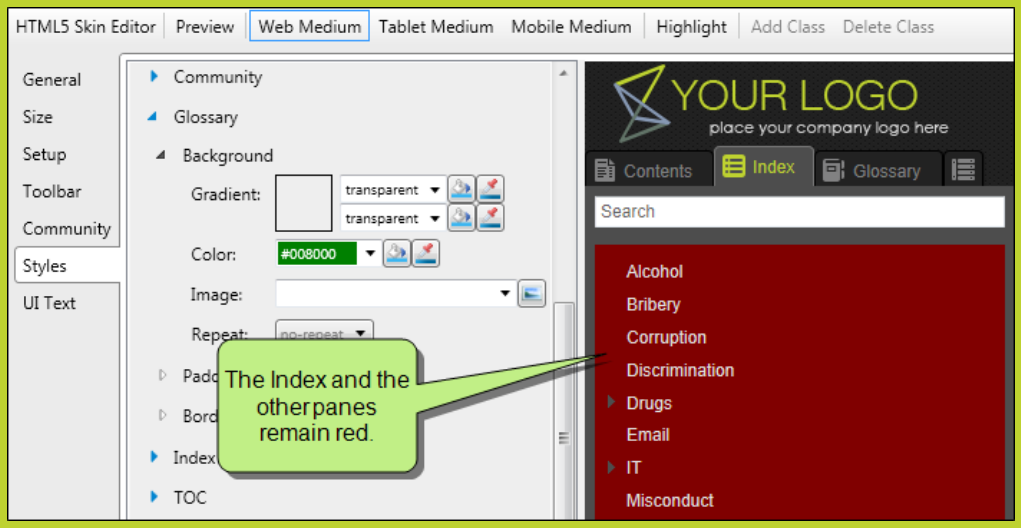
In the **Color** field, you select a green color.



As a result, the Glossary pane is green.

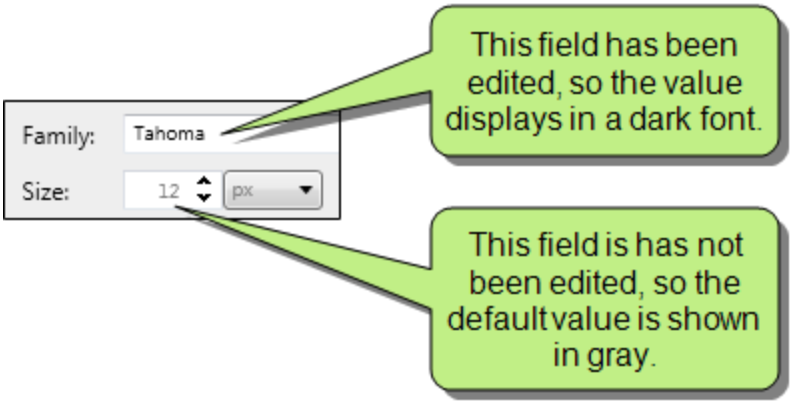


But all of the other panes remain red.



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.

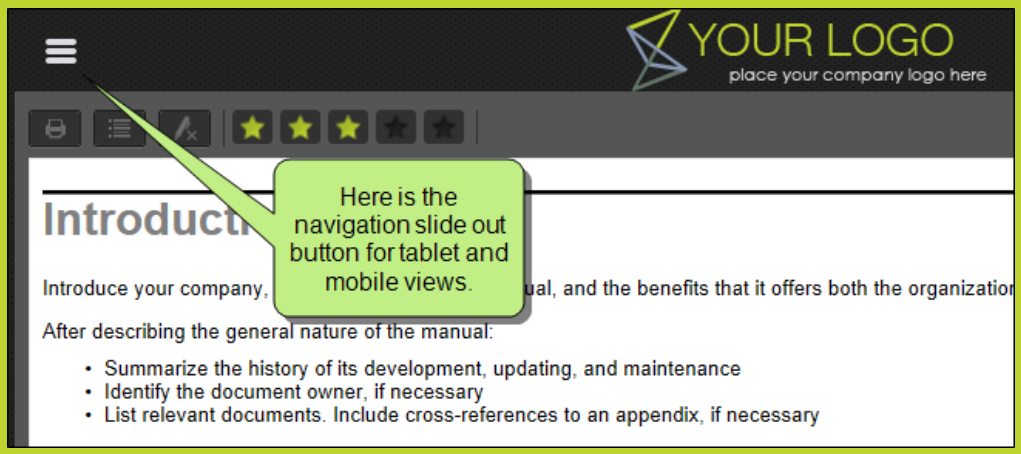


Medium-specific Styles

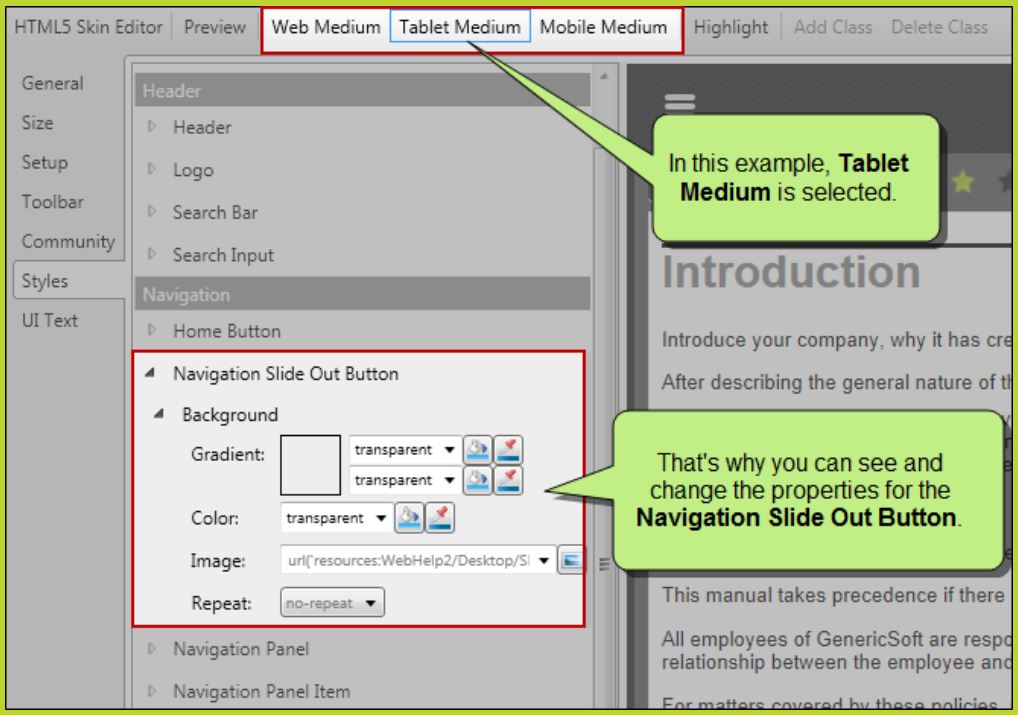
Responsive output allows you to place settings on styles using any of the three mediums—Web, Tablet, and Mobile. However, not all styles and properties are necessarily pertinent to all mediums. That's why only see some styles and properties when you have a particular medium selected and not another.

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**.



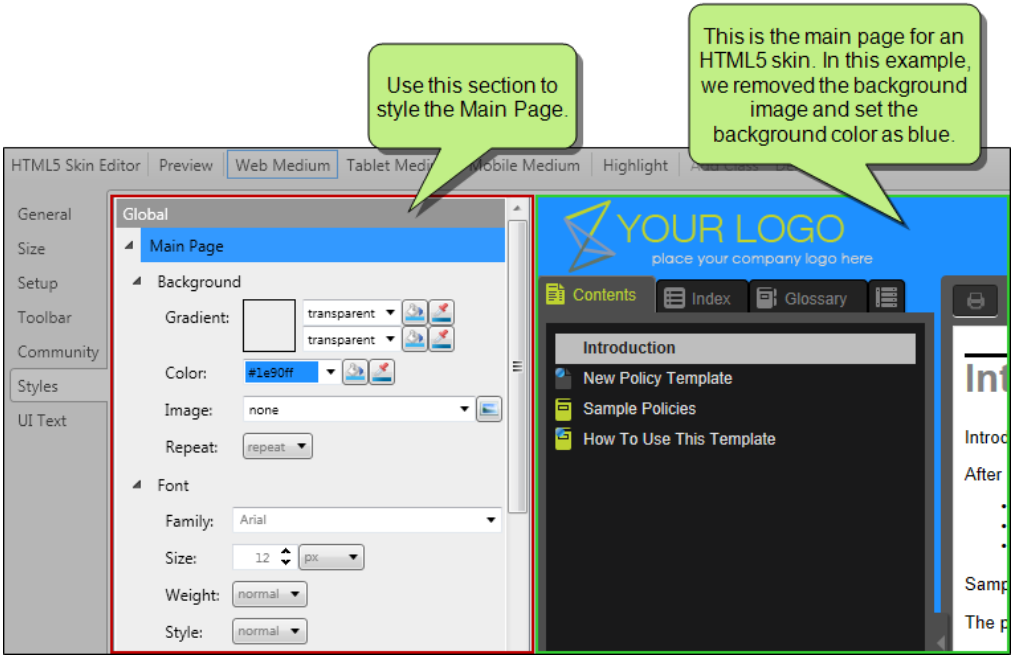
But when you select the Web medium, this style is not available because it isn't used in larger web browser views of the output.

Tasks for HTML5 Skins

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

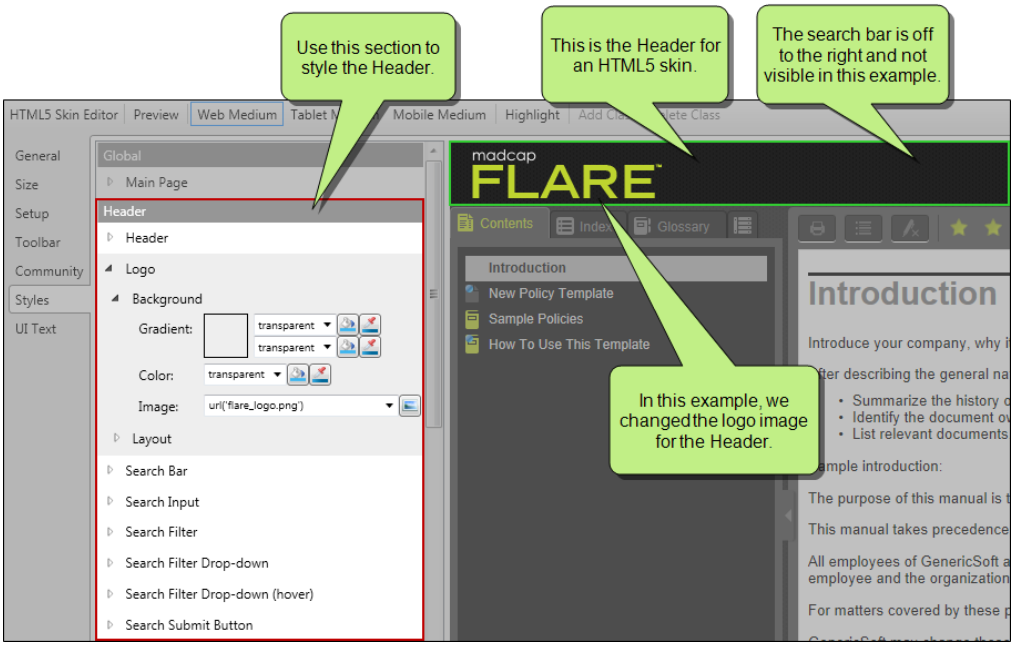
GLOBAL—MAIN PAGE

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 50.



HEADER

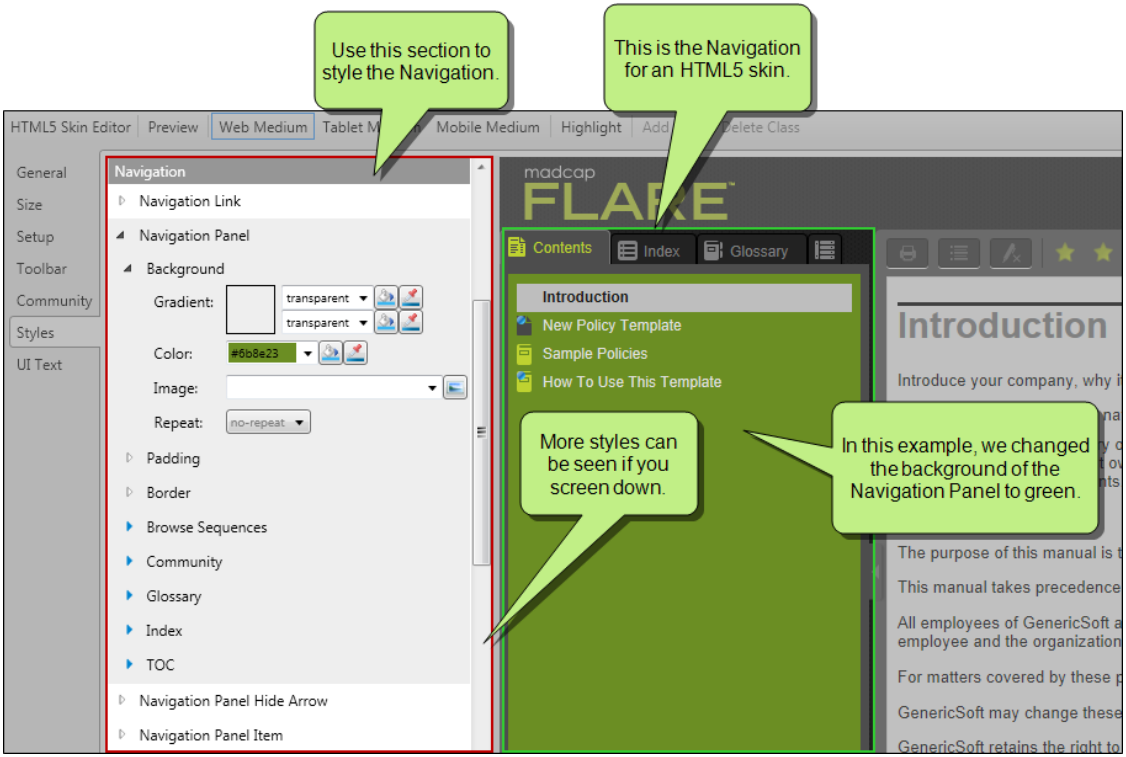
This is the area at the top of the screen, which displays a logo and the search bar. See "Headers in HTML5 Skins" on page 53.



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

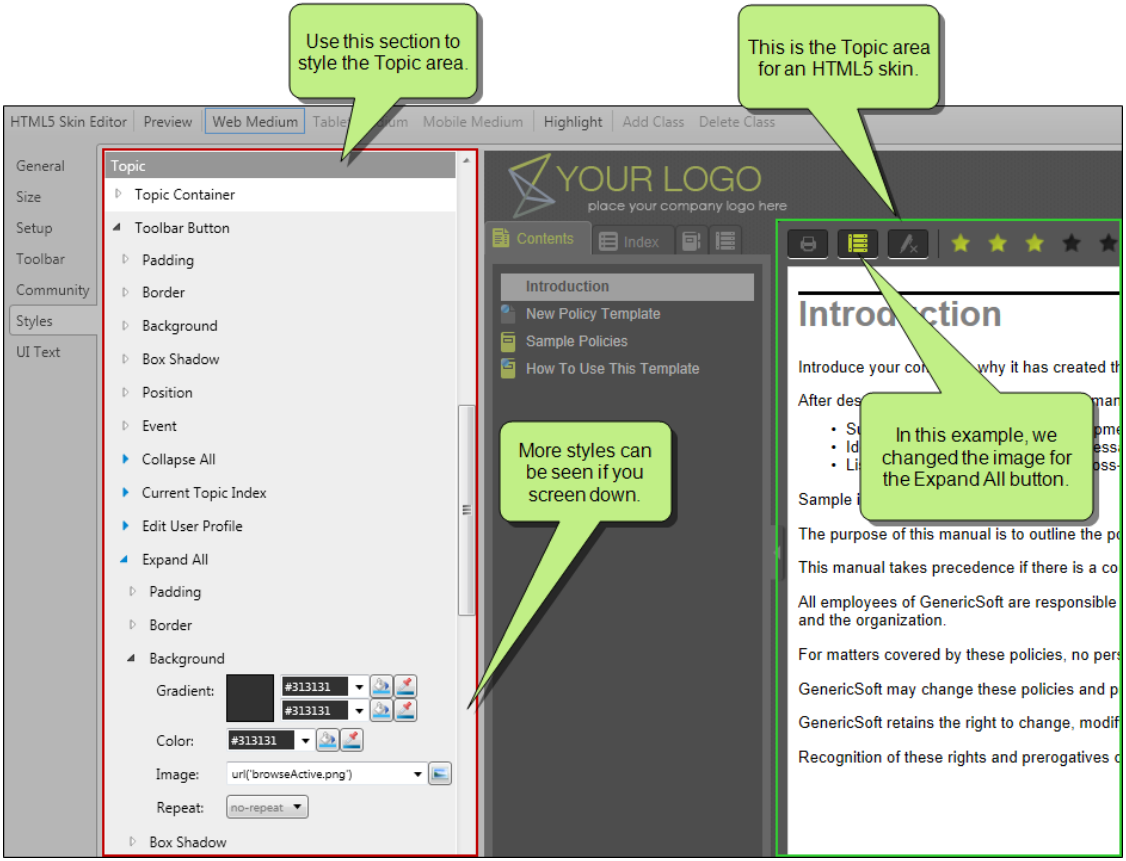
NAVIGATION

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 58.



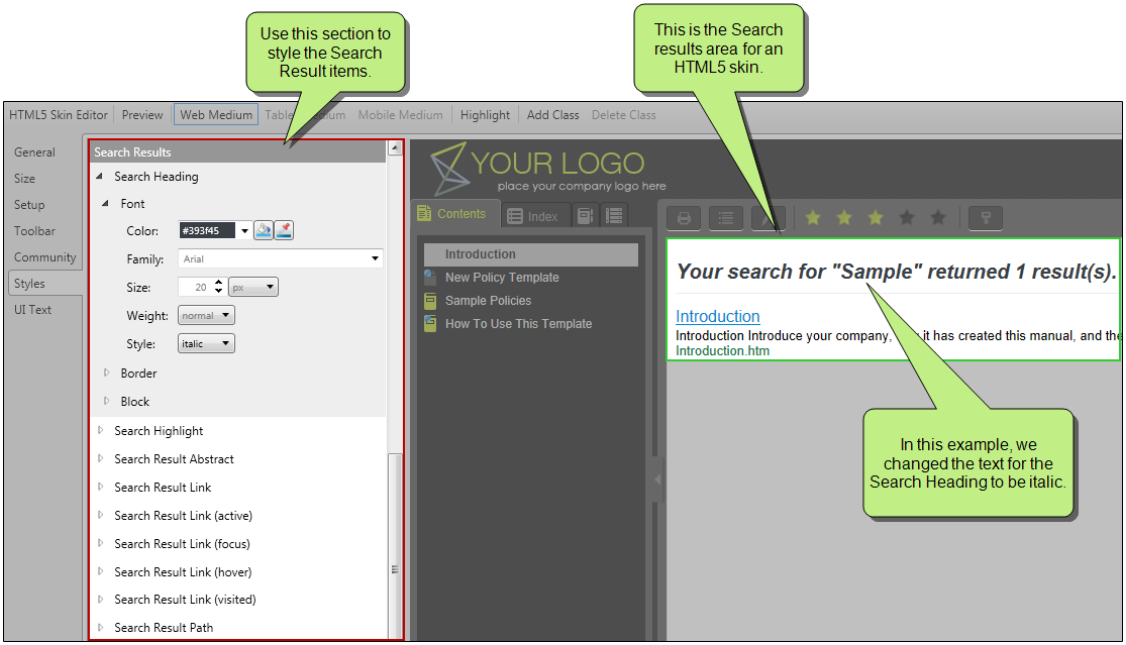
TOPICS

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 69.



SEARCH RESULTS

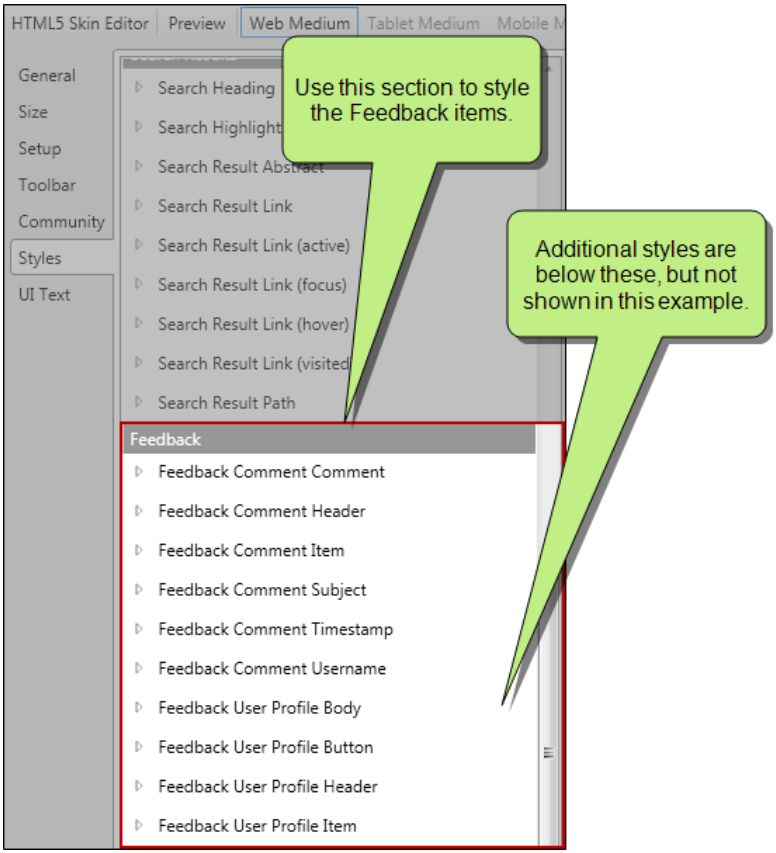
You can use an HTML5 skin to change the appearance of search result items. See "Search Results in HTML5 Skins" on page 77.



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

FEEDBACK

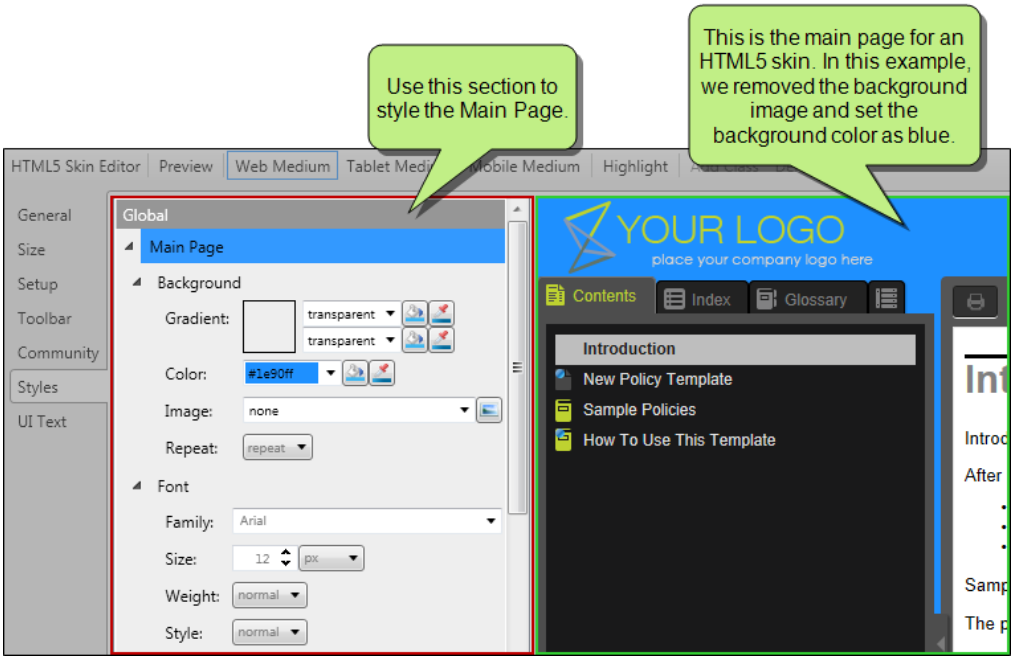
These are styles for elements that are displayed if you integrate your output with MadCap Feedback. See "Feedback in HTML5 Skins" on page 83.



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 "About Responsive Output" on page 17.
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:

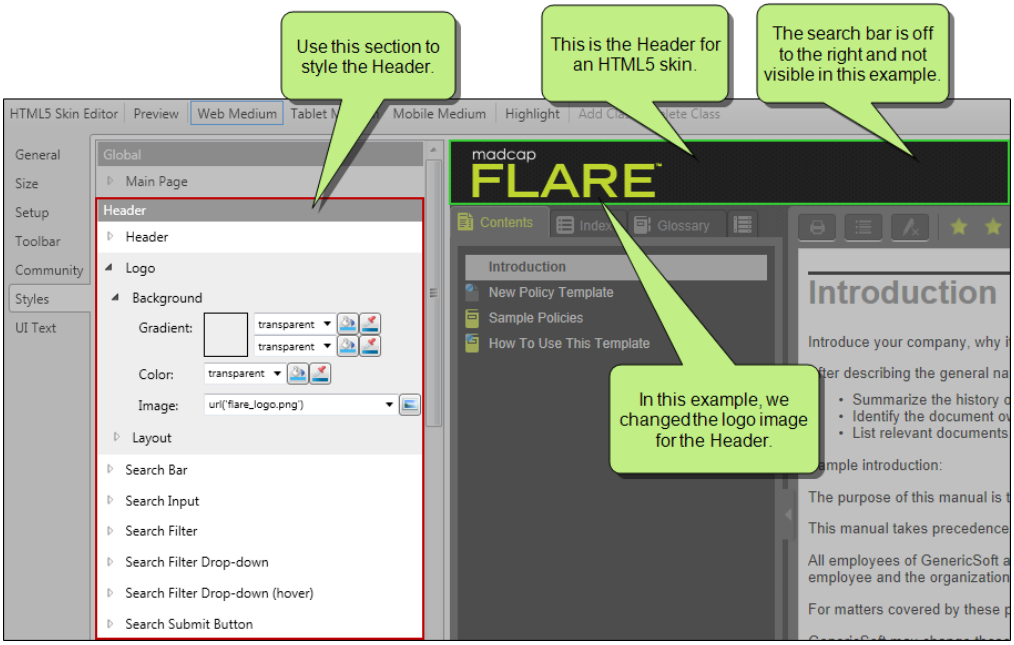
#000000	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor 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 "About Responsive Output" on page 17.
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).

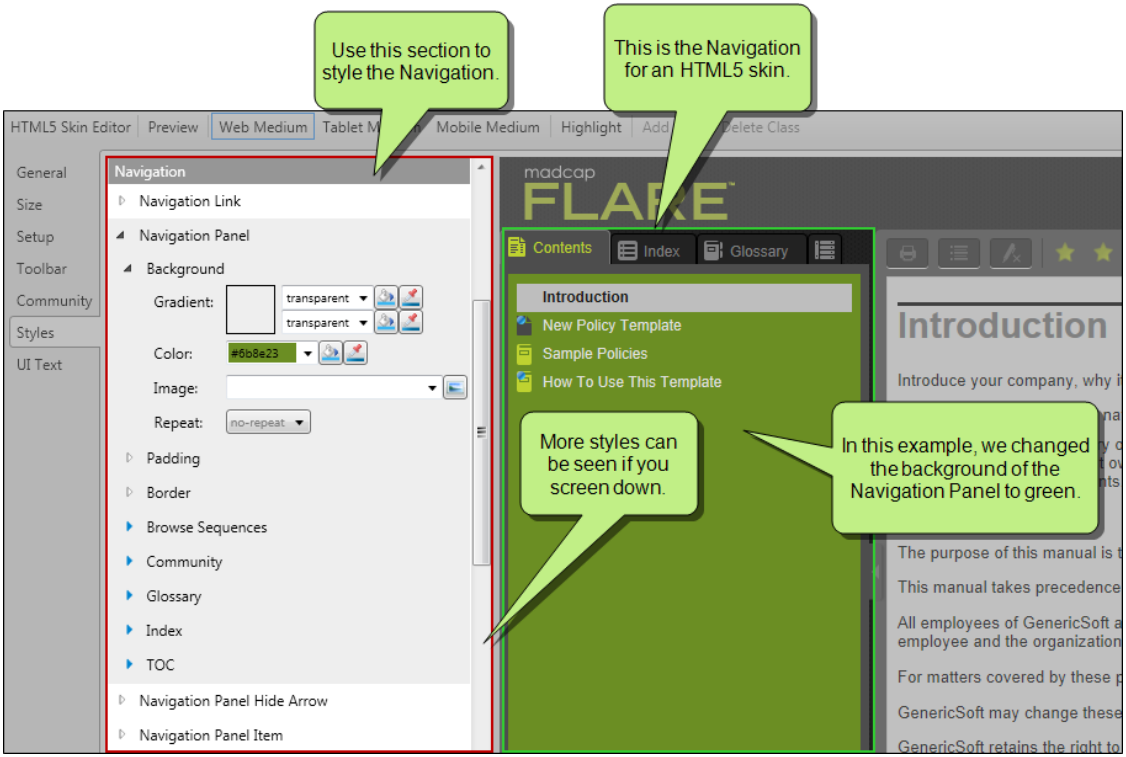
6. Click to save your work.

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 77.

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 "About Responsive Output" on page 17.
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 91. 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 31.
Navigation Slide Out Button	This controls the button that people use in Tablet and Mobile views to access the slide out navigation.
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 31. **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.

Style	Description
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.
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 31.
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 31.
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 31.

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.

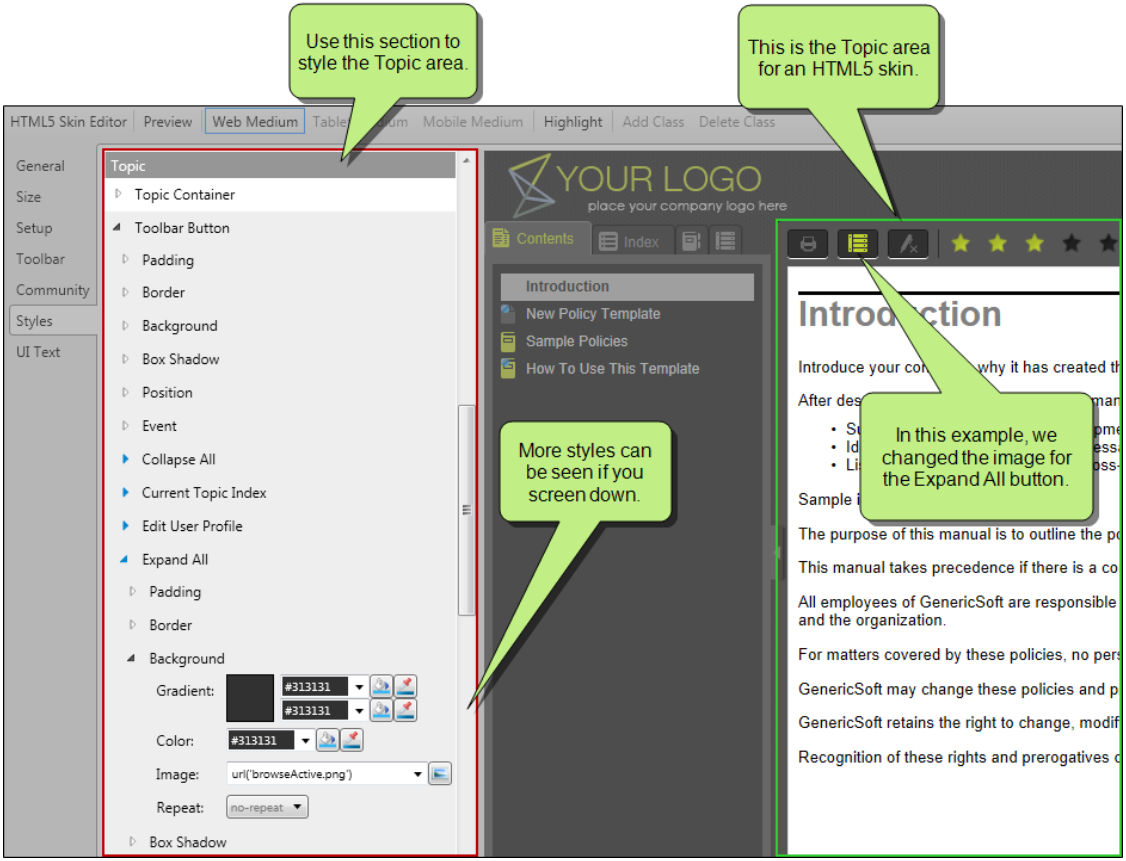
6. Click to save your work.

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 "About Responsive Output" on page 17.
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 31. 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:

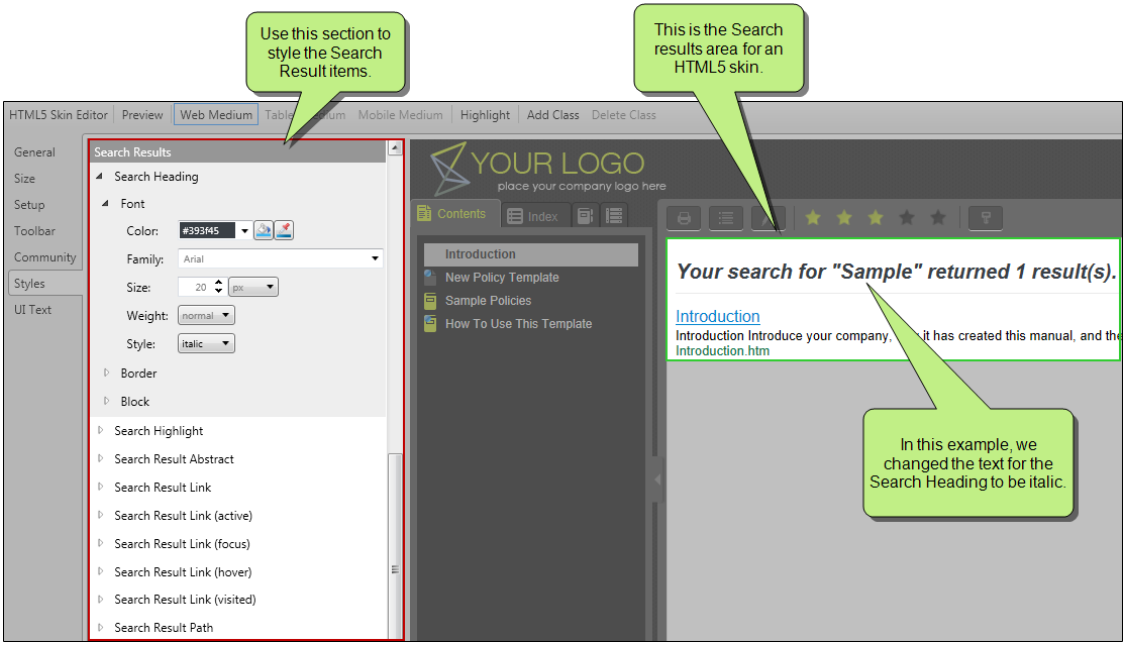
- **Width** You enter a width for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- **Height** You enter a height for the element. In the first field type a number or use the arrows. 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 "About Responsive Output" on page 17.
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.
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 31. **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).

Style	Description
Search Result Abstract	This is the opening paragraph text for a search result, giving you context.
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

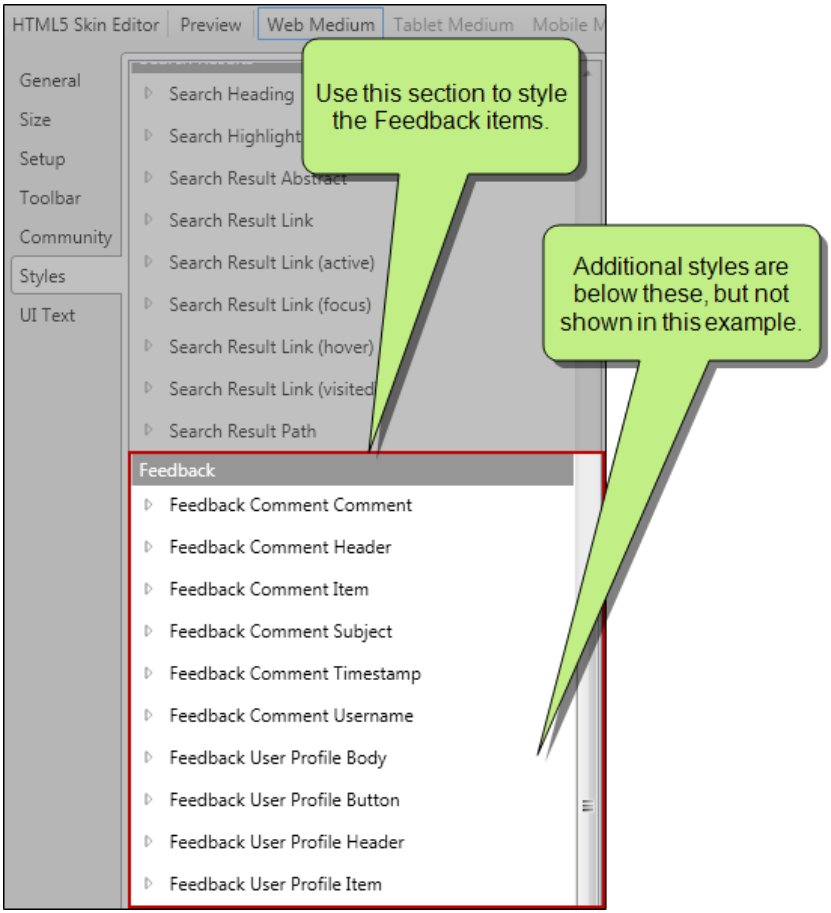
You can click in the **Decoration** field and select a text decoration (e.g., underline, line-through, overline, underline).

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 53.

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 "About Responsive Output" on page 17.
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. 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 31.
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.

CHAPTER 4

Other Skin Tasks

There are various skin-related tasks unique to HTML5 output that you can perform.

This chapter discusses the following:

Changing Text Strings in HTML5 Skins 90

Showing Navigation Links in Standalone Topics 91

Specifying Browser Settings 92

Specifying Navigation Pane Settings for HTML5 and WebHelp Outputs 93

Specifying Web Toolbar Settings—HTML5 Output 96

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.

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 "HTML5 Skin Styles" on page 27.

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.

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.

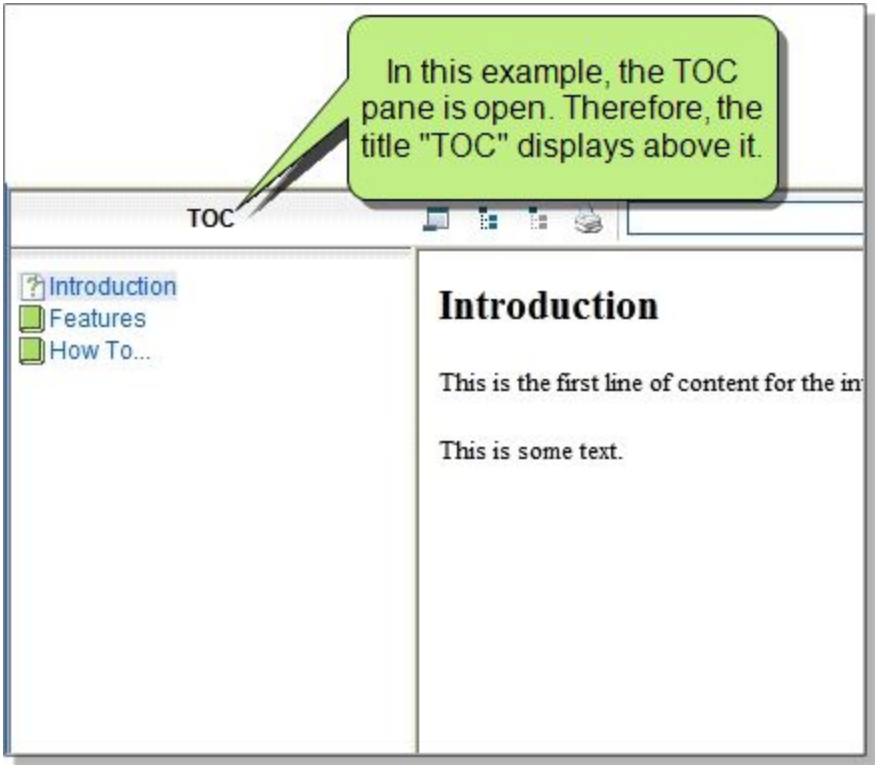
   HIDE NAVIGATION PANE ON STARTUP

   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.

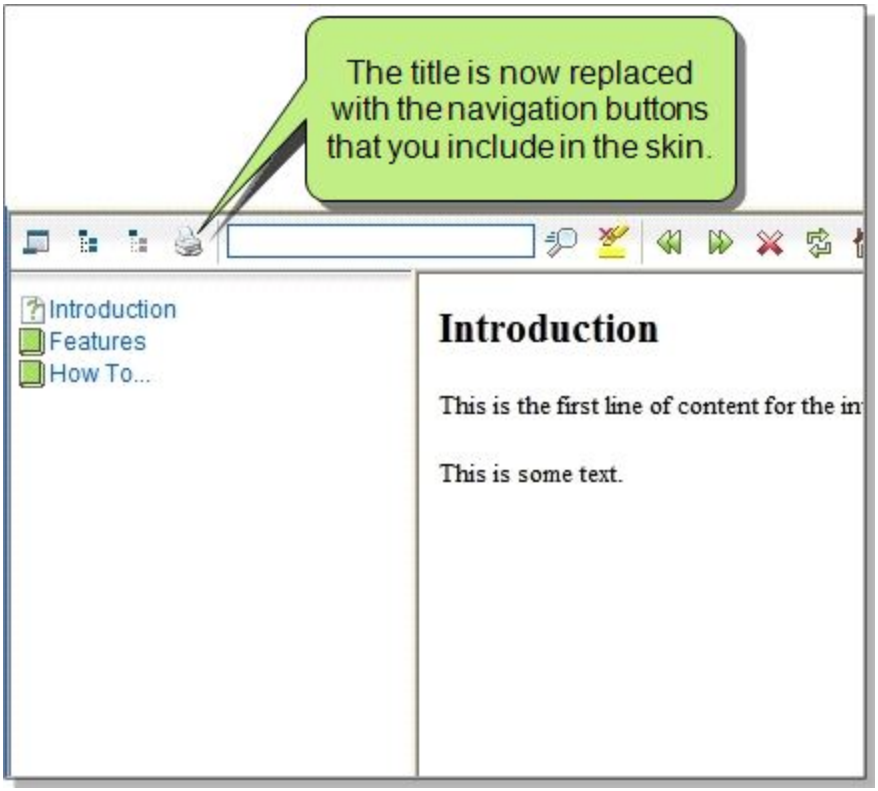
EXCLUDE ACCORDION TITLE

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 Web Toolbar Settings—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.

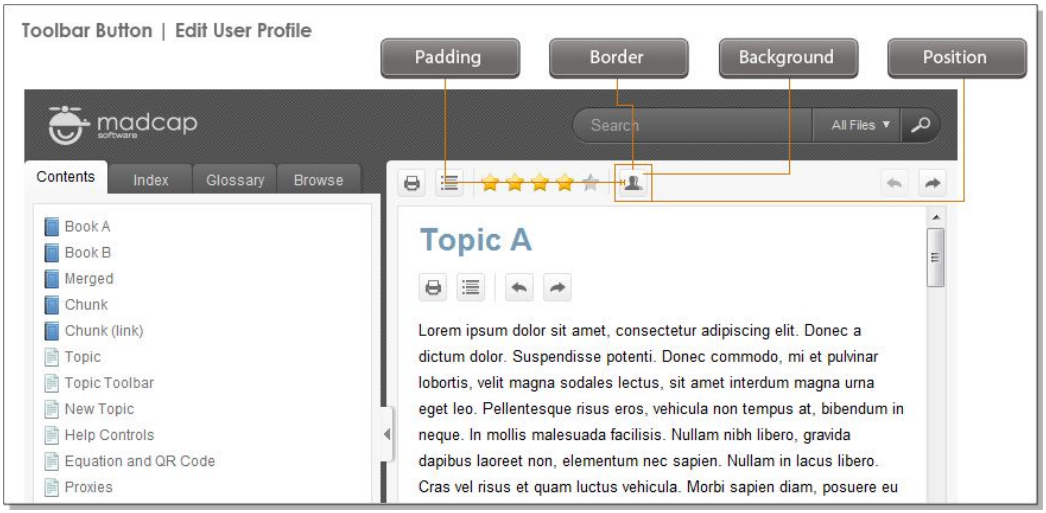
   Following are descriptions of the various items.

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.)

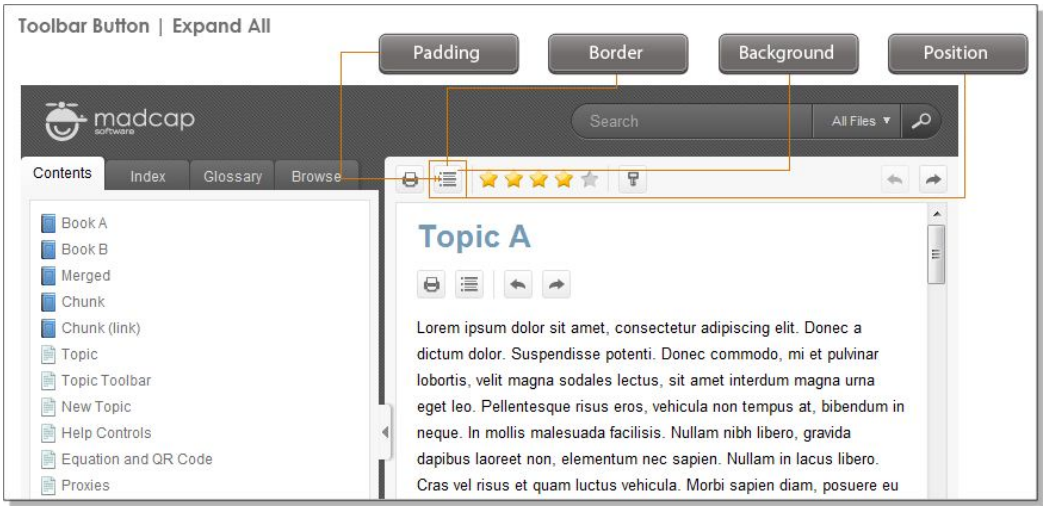
EDIT USER PROFILE

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).

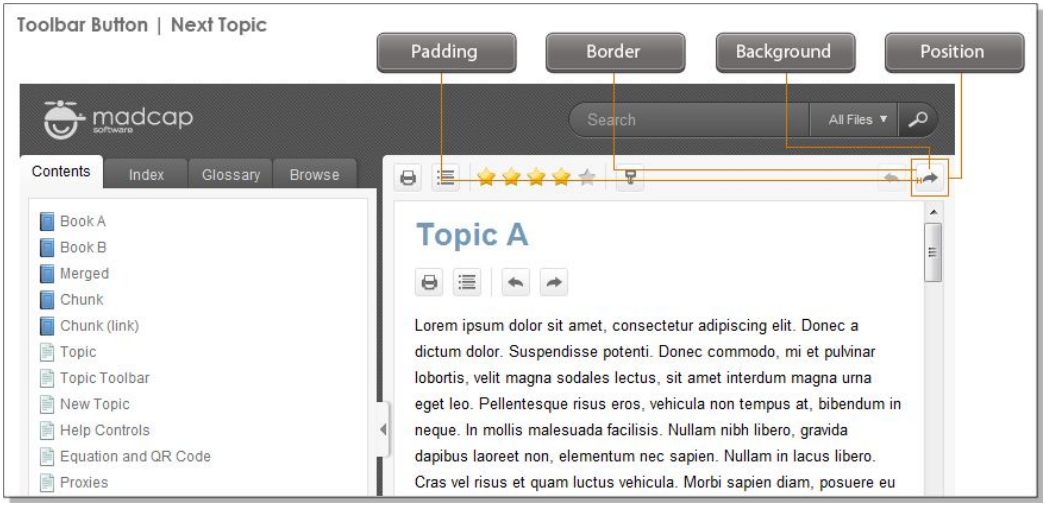


FILLER

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.

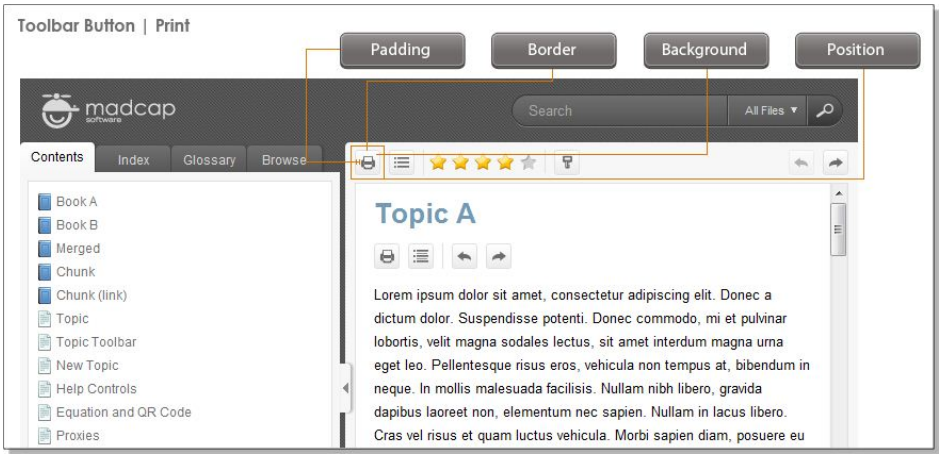


PREVIOUS TOPIC

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.

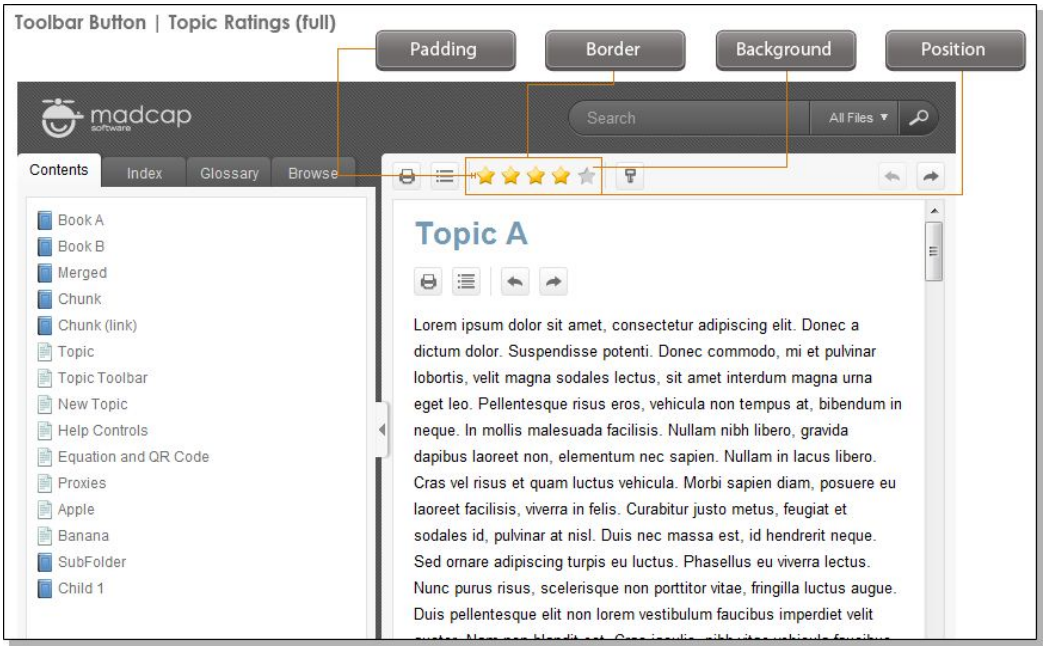


REMOVE HIGHLIGHT

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.

CHAPTER 5

CSH Calls for HTML5 Output

You can work with your developer (or you can function as the developer yourself) to connect an HTML5 system to a software application or to open specific parts of your online documentation from a simple web link. The application or web link(s) can be connected to the basic Help output, to specific topics in the output (context-sensitive Help), or both.

- **Basic Help** The developer can connect the application or web link to your basic HTML5 output, rather than to a specific topic. The Help will open in the browser window, displaying the startup topic that you designate and the navigation elements that you include.
- **Context-sensitive Help (CSH)** The developer can use CSH to connect the application or web link(s) to specific topics in the HTML5 output (as long as you have created CSH in your Flare project and share the header file information with the developer).

This chapter discusses the following:

What You Need to Do 108

CSH Calls for HTML5 Output—Developers 109

What You Need to Do

1. Work with your developer to determine how you want to connect the online output to the application or web link (s).
2. Create and build your HTML5 target in Flare.
3. Provide the developer with the output files, as well as the CSH header file.
4. Provide the developer with the information in the following topic: "CSH Calls for HTML5 Output—Developers" on the following page.

CSH Calls for HTML5 Output—Developers

Information for Developers

Use the following information if you are producing HTML5 and want to incorporate context-sensitive Help (CSH) into the software application.

There are two methods you can use.

- **Method 1—JavaScript** Using this method requires calling a JavaScript function that Flare provides.
- **Method 2—URL** Using this method, you can create a hyperlink to launch the Help system.

Which Method is Best for You?

Each method has its unique benefits. Generally speaking, the JavaScript method lets you have more control, whereas the URL method is a bit more quick and simple.

One reason to choose the JavaScript method is to better control the window size and location. With the URL method, the browser window automatically starts to open at the same size and location as the previous time that browser window was opened. But if you have specified a different size and location for your output window, the window will visibly move and resize accordingly. The JavaScript method prevents this type of behavior by opening the window directly to the size and location you specified. You would set the window size and location in the skin. Then in the JavaScript call you would specify the appropriate skin.

Another benefit to using the JavaScript method is that it is required in order for the Browser Settings option to take effect. This option can be found on the Setup tab of the Skin Editor.

HOW TO USE JAVASCRIPT TO OPEN HTML5 OUTPUT

1. **Author** Add a header file to your project.
2. **Author** Add an alias file to your project.
3. **Author** In the Alias Editor, create and assign an identifier (ID) for the topic that you want to link to from the CSH call.

   For example, if you have a topic called "Welcome.htm," you might create a new ID and also name it "Welcome." Then you might assign a value of 1000 to it. You would make sure that the topic Welcome.htm is assigned to the ID.

   Finally, an optional step in the Alias Editor is to assign a skin to that ID. However, you can bypass this step and specify a skin later when you create the actual JavaScript, or you can choose not to select a skin at all.
4. **Author** Build your Help system using an HTML5 target and publish the output files to the final destination.

5. **Developer** Add a reference to the JavaScript file (which is created automatically when the author builds the output). This .js file should be named "csh.js." The reference to the JavaScript file should use the following format: <script type="text/javascript" src="[path of file]/csh.js"></script>.

   Note: Make sure you use forward slashes (/) in the src path to the file, even if the file is referenced locally.

6. **Developer** Create a trigger and add the command to let users open the Help system. Here is a format that you can use to add a button.

```
<input type="button" value="Open Help System" onclick="MadCap.OpenHelp(ID, skin
name, search string, first pick search string value );" />
```

   You can change the input type and the value if necessary. The most important parts that you will adjust are the elements within parentheses ID, skin name, search string, first pick search string value).

   - **ID** This is the CSH ID that the author created in Flare (see Step 3 above). This can be either the ID name or value. The topic and skin associated with the ID will be used. If no skin is associated with the ID in Flare, the skin name that you provide in this command will be used. Alternatively, the ID may contain a topic path. In this case, the specified topic will be loaded with the skin that is specified in this command. The topic path must be relative to the Content folder of the Flare project. You also have the option of entering "null" instead of an ID to use the Help system's default starting topic.
   - **Skin Name** This is the name of the skin to use when opening the Help system. If a skin has been assigned to the ID in Flare (see Step 3 above) *and* you enter a skin name in this command, the skin name in the command will take precedence. You also have the option of entering "null" instead of a skin name if you want to use the Help system's default skin or to use the skin that is associated with the CSH ID in Flare.
   - **Search String** This is an optional element that automatically performs a search for a specific string.
   - **First Pick Search String Value** This element can be used in conjunction with the search string. If you use the first pick option, you can include a true or false value. If the value is true, the first topic found with the specified search string will be opened automatically. If the value is false, the search results will simply be displayed; the first topic will not be opened automatically.

In the following example, the topic and skin associated with "Welcome" will be used. No search string information is included.

```
<input type="button" value="Open Help System" onclick="MadCap.OpenHelp('Welcome',
null, null, null );" />
```

In the following example, the topic associated with "Welcome" will be used. "BlueSkin" will override the skin associated with "Welcome." No search string information is included.

```
<input type="button" value="Open Help System" onclick="MadCap.OpenHelp('Welcome',
'BlueSkin', null, null );" />
```

In the following example, the topic and skin associated with the ID value 1000 will be used. No search string information is included.

```
<input type="button" value="Open Help System" onclick="MadCap.OpenHelp(1000, null,
null, null );" />
```

In the following example, the topic associated with the ID value 1000 will be used. "BlueSkin" will override the skin associated with ID value 1000. No search string information is included.

```
<input type="button" value="Open Help System" onclick="MadCap.OpenHelp(1000,
'BlueSkin', null, null );" />
```

In the following example, "Company/Employees.htm" will be used with the default skin. No search string information is included.

```
<input type="button" value="Open Help System" onclick="MadCap.OpenHelp('Com-
pany/Employees.htm', null, null, null );" />
```

In the following example, both the default topic and skin will be used. A search will automatically be performed for the words "quarterly report," but the first topic found in the search *will not* be opened automatically.

```
<input type="button" value="Open Help System" onclick="MadCap.OpenHelp(null, null,
'quarterly report', false );" />
```

In the following example, the default topic will be used with "BlueSkin." A search will automatically be performed for the words "quarterly report," and the first topic found in the search *will* be opened automatically.

```
<input type="button" value="Open Help System" onclick="MadCap.OpenHelp(null,
'BlueSkin', 'quarterly report', true );" />
```

HOW TO USE A URL TO OPEN HTML5 OUTPUT

1. **Author** (Optional) Add a header file to your project.
2. **Author** (Optional) Add an alias file to your project.
3. **Author** (Optional) In the Alias Editor, create and assign IDs for the topics to which you want to provide links. If you do not want to create a header file, alias file, and IDs for topics, you can instead use the file names for the topics to which you want to link.

   An optional step in the Alias Editor is to assign a skin to that ID. However, you can bypass this step and specify a skin later when you create the actual link, or you can choose not to select a skin at all.
4. **Author** Build your Help system using an HTML5 target and publish the output files to the final destination.
5. **Developer** Create a trigger and add a link to let users open a specific area of the Help system.

   There is a certain amount of flexibility in terms of how you create the link and what you can include in it. Here is the basic structure of the link.

   ```
   [main entry file].htm#cshid=[ID number, ID name, or topic path/name]
   &searchQuery=[search string]&firstPick=true&skinName=[skin name]
   ```

After the hash tag (#), you can specify any combination of the parameters (cshid, searchQuery, firstPick, skinName), separated by ampersands (&). The order of the parameters does not matter.

- **Main entry file** Provide the path to the main entry file for your output. The file name is determined by whatever you enter into the **Output File** field in the **General** tab of the Target Editor. If you do not provide a name in this field, the name "Default" will be used.
- **cshid** This is the CSH ID that you created in Flare (see Step 3 above). This can be either the identifier name or value. The topic and skin that is associated with the ID will be used (unless you override it in this link by specifying a different skin name). Alternatively, you can enter the path and name of the specific topic to which you want to link. If you use this element, you do not need to create an ID as described above. The topic path must be relative to the Content folder of the Flare project.
- **searchQuery** This is an optional element that automatically performs a search for a specific string.
- **firstPick** This element can be used in conjunction with the search string. If you include the first pick option, the first topic found with the specified search string *will* be opened automatically. If you do not include this element, the search results will simply be displayed; the first topic *will not* be opened automatically.
- **skinName** If you use a map ID in the link, the skin associated with that ID (if any) will be used to display the Help. However, you can specify a skin directly in the link, which will override the skin associated with that topic in the alias file.

EXAMPLES

```
<a href="http://my.mycompany.com/Default.htm#cshid=1000&searchQuery=World Cup Stand-
ings&firstPick=true&skinName=Green">Click here to open</a>

<a href="http://my.mycompany.com/Default.htm#cshid=Soccer&searchQuery=World Cup
Standings&firstPick=true&skinName=Green">Click here to open</a>

<a href="http://my.mycompany.com/Default.htm#cshid=Soccer.htm&searchQuery=World Cup
Standings&firstPick=true&skinName=Green">Click here to open</a>
```

In these examples, the following were used.

- Default.htm = main entry file name
- 1000 = CSH ID value
- Soccer = CSH ID name
- Soccer.htm = topic in the project, at the root level of the Content Explorer
- World Cup Standings = search term
- Green = skin name

CHAPTER 6

More About HTML5

Because HTML5 is a particularly powerful output type, there are several additional tasks to consider when using this format.

This chapter discusses the following:

Enabling HTML5 Server-based Output 116
Installing IIS and ASP.NET 117
Setting Up an HTML5 Target 127
Configuring IIS on Production Server 128
Starting Microsoft Indexing Service 130
Starting Microsoft Windows Search 131
Enabling HTML5 Server-based Search 132
Testing HTML5 Server-based Search 133
Viewing HTML5 Server-based Output 134
Merging Output at Runtime Using HTML5 138
Including Non-XHTML Files in HTML5 Search 146
HTML5 Server-based Output Scenario 150

Enabling HTML5 Server-based Output

You can create HTML5 output in its regular state, or you can select an option in the Publishing tab of the Target Editor to enable server-based functionality. This allows you to accomplish the same results as WebHelp Plus output—searching of non-XHTML content, faster server-side search, and automatic runtime merging.

If you want to take advantage of the advanced server-side features of HTML5 (i.e., automatic runtime project merging, faster search, searching of non-XHTML files), you must enable HTML5server-based output. This includes performing the following tasks: (1) installing Microsoft Internet Information Services (IIS) and ASP.NET, (2) setting up the HTML5 target and generating/publishing, (3) configuring IIS on the production server, (4) starting Microsoft Indexing Service or Microsoft Windows Search (depending on the operating system), and (5) enabling HTML5 search.

It is not necessary to install these in order to simply build HTML5 server-based output. However, if you want to be able to view and display HTML5 server-based output, the following steps are necessary. You must perform these steps on the machine that will be hosting the published HTML5 server-based output. If you want to view the output on your local machine to test the results, then you also need to perform these steps on your local computer, except for the procedure "Configuring IIS on Production Server."

For a complete scenario that illustrates these and other HTML5 server-based output steps in a real-life situation, see "HTML5 Server-based Output Scenario" on page 150.

Installing IIS and ASP.NET

The following steps show you how to install IIS and ASP.NET, depending on the operating system.

WINDOWS 8

The following steps show you how to install IIS and ASP.NET 4.5 for Windows 8.

INSTALLING IIS

1. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
2. Select **Programs and Features**.
3. Click **Turn Windows features on or off**.
4. Select **Internet Information Services**.
5. Expand **Internet Information Services>Web Management Tools>IIS 6 Management Compatibility**.
6. Click **IIS Metabase and IIS 6 configuration compatibility**.

INSTALLING ASP.NET 4.5

7. Under **Internet Information Services** expand **World Wide Web Services**.
8. Expand **Application Development Features**.
9. Click the check box next to **ASP.NET 4.5** to add a check mark.
10. Click **OK**.

WINDOWS 7

The following steps show you how to install IIS and ASP.NET for Windows 7.

INSTALLING IIS

1. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
2. Select **Programs and Features**.
3. Click **Turn Windows features on or off**.
4. Select **Internet Information Services**.
5. Expand **Internet Information Services>Web Management Tools>IIS 6 Management Compatibility**.
6. Click **IIS 6 Metabase and IIS 6 configuration compatibility**.

INSTALLING ASP.NET

7. Under **Internet Information Services** expand **World Wide Web Services**.
8. Expand **Application Development Features**.
9. Click the check box next to **ASP.NET** to add a check mark.
10. Click **OK**.
11. Click **Start**.
12. In the search field enter `run`.
13. Click **Run**. The Run dialog opens.
14. In the **Open** field, copy and paste one of the following into the field, depending on whether you have a 32-bit or 64-bit system:

    32-BIT

    ```
    C:\WINDOWS\Microsoft.NET\Framework\v4.0.30319\aspnet_regiis -i
    ```

    64-BIT

    ```
    C:\WINDOWS\Microsoft.NET\Framework64\v4.0.30319\aspnet_regiis -i
    ```

15. Click **OK**.

    A window opens, displaying the installation progress of ASP.NET. The window will close automatically when the installation finishes.

WINDOWS SERVER 2012

The following steps show you how to install IIS and ASP.NET 4.5 for Windows Server 2012.

INSTALLING IIS

1. Open the Server Manager.
2. Click **Add roles and features**. The Add Roles and Features Wizard opens.
3. Click **Next** two times until you ge to the Server Roles page.
4. Click the check box next to **Web Server (IIS)**.
5. In the dialog that opens click **Add Features**.

INSTALLING ASP.NET 4.5

6. In the Add Roles Wizard click **Next**.
7. Expand **.NET Framework 4.5 Features** and click **ASP.NET 4.5**.
8. Click **Next**.
9. At the Web Server Role (IIS) tab, click **Next** again.
10. Expand **Management Tools>IIS 6 Management Compatibility** and click **IIS 6 Metabase Compatibility**.
11. On the Confirm Installation Selections page of the wizard, click **Install**.
12. After the installation is completed, the Installation Results page opens. Click **Close**.

WINDOWS SERVER 2008 R2

The following steps show you how to install IIS and ASP.NET for Windows Server 2008 R2.

INSTALLING IIS

1. From the Start menu open the Server Manager dialog.
2. Click **Add roles**. The Add Roles Wizard opens.
3. Click **Next**.
4. Click the check box next to **Web Server (IIS)**.
5. In the dialog that opens click **Add Required Features**.
6. In the Add Roles Wizard click **Next**.
7. Click **Next** again.
8. On the "Select Role Services" page of the wizard, expand **Management Tools>IIS 6 Management Compatibility** and click **IIS 6 Metabase Compatibility**.
9. On the Confirm Installation Selections page of the wizard, click **Install**.
10. After the installation is completed, click **Finish**.

INSTALLING ASP.NET

1. In the Server Manager dialog, expand **Roles**.
2. Select **Web Server IIS**.
3. In the **Role Services** section, click **Add Role Services**.
4. Click the check box next to **ASP.NET** to add a check mark.
5. Click **Next**.
6. Click **Install**.
7. Click **Close**.
8. In the search field enter `run`.
9. Click **Run**.The Run dialog opens.

10. In the **Open** field, copy and paste one of the following into the field, depending on whether you have a 32-bit or 64-bit system:

    32-BIT

    ```
    C:\WINDOWS\Microsoft.NET\Framework\v4.0.30319\aspnet_regiis -i
    ```

    64-BIT

    ```
    C:\WINDOWS\Microsoft.NET\Framework64\v4.0.30319\aspnet_regiis -i
    ```

11. Click **OK**.

    A window opens, displaying the installation progress of ASP.NET. The window will close automatically when the installation finishes.

WINDOWS SERVER 2008

The following steps show you how to install IIS and ASP.NET for Windows Server 2008.

INSTALLING IIS

1. From the Start menu open the Server Manager dialog.
2. Click **Add roles**. The Add Roles Wizard opens.
3. Click **Next**.
4. Click the check box next to **Web Server (IIS)**.
5. In the dialog that opens click **Add Required Features**.
6. In the Add Roles Wizard click **Next**.
7. Click **Next** again.
8. On the "Select Role Services" page of the wizard, expand **Management Tools>IIS 6 Management Compatibility** and click **IIS 6 Metabase Compatibility**.
9. On the Confirm Installation Selections page of the wizard, click **Install**.
10. After the installation is completed, click **Finish**.

INSTALLING ASP.NET

1. In the Server Manager dialog, expand **Roles**.
2. Select **Web Server IIS**.
3. In the **Role Services** section, click **Add Role Services**.
4. Click the check box next to **ASP.NET** to add a check mark.
5. Click **Next**.
6. Click **Install**.
7. Click **Close**.

WINDOWS SERVER 2003

The following steps show you how to install IIS and ASP.NET for Windows Server 2003.

INSTALLING IIS VIA THE MANAGE YOUR SERVER DIALOG

1. From the Start menu open the Manage Your Server dialog.
2. Click **Add or remove a role**.The Configure Your Server Wizard opens.
3. Click **Next**.
4. Select **Application server (IIS, ASP.NET)** and click **Next**.
5. Click **Enable ASP.NET** and click **Next**.Your selections are summarized.
6. Click **Next**.The Windows Components Wizard opens, displaying the status of the installation.
7. After the installation is completed, click **Finish**.

INSTALLING IIS VIA THE CONTROL PANEL

1. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
2. Double-click **Add or Remove Programs**.The Add or Remove Programs window opens.
3. Click **Add/Remove Windows Components**.The Windows Components Wizard opens.
4. In the list of components select **Application Server** and then click **Details**.The Application Server Dialog opens.
5. Click the check box next to **Internet Information Services (IIS)** to add a check mark.
6. In the Windows Component Wizard, "Application Server" should now be selected. Click **Next**.
7. Click **Finish**.

INSTALLING ASP.NET

1. Click **Start>Run**.The Run dialog opens.
2. In the **Open** field, copy and paste one of the following into the field, depending on whether you have a 32-bit or 64-bit system:

   32-BIT

   ```
   C:\WINDOWS\Microsoft.NET\Framework\v4.0.30319\aspnet_regiis -i
   ```

   64-BIT

   ```
   C:\WINDOWS\Microsoft.NET\Framework64\v4.0.30319\aspnet_regiis -i
   ```

3. Click **OK**.

   A window opens, displaying the installation progress of ASP.NET. The window will close automatically when the installation finishes.

> **Note:** ASP.NET pages by default are prohibited in IIS. Therefore, you must set these pages to be allowed if you are running Windows Server 2003. To do this: (1) In Internet Information Services (IIS) Manager, select **Web Service Extensions** from the left pane; (2) in the right pane, make sure that **ASP.NET v4.0.30319** is set to **Allowed**. If it is not, select it and click the **Allow** button.

WINDOWS XP

The following steps show you how to install IIS and ASP.NET for Windows XP.

INSTALLING IIS

1. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
2. Double-click **Add or Remove Programs**.The Add or Remove Programs window opens.
3. Click **Add/Remove Windows Components**.The Windows Components Wizard opens.
4. In the list of components select **Application Server** and then click **Details**.The Application Server Dialog opens.

> **Note:** The options in step 4 do not apply to the process for installing IIS on Windows XP Professional. If you are installing IIS on Windows XP Professional, skip step 4 and move on to step 5.

5. Click the check box next to **Internet Information Services (IIS)** to add a check mark.
6. In the Windows Component Wizard, "Application Server" should now be selected. Click **Next**.
7. Click **Finish**.

INSTALLING ASP.NET

1. Click **Start>Run**.The Run dialog opens.
2. In the **Open** field, copy and paste one of the following into the field, depending on whether you have a 32-bit or 64-bit system:

   32-BIT

   ```
   C:\WINDOWS\Microsoft.NET\Framework\v4.0.30319\aspnet_regiis -i
   ```

   64-BIT

   ```
   C:\WINDOWS\Microsoft.NET\Framework64\v4.0.30319\aspnet_regiis -i
   ```

3. Click **OK**.

   A window opens, displaying the installation progress of ASP.NET. The window will close automatically when the installation finishes.

WINDOWS VISTA

The following steps show you how to install IIS and ASP.NET for Windows Vista.

INSTALLING IIS

1. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
2. Double-click **Programs and Features**.
3. Click **Turn Windows features on or off**.
4. Select **Internet Information Services**.
5. Expand **Internet Information Services>Web Management Tools>IIS 6 Management Compatibility**
6. Click **IIS 6 Metabase and IIS 6 configuration compatibility**.

INSTALLING ASP.NET

7. Under **Internet Information Services** expand **World Wide Web Services**.
8. Expand **Application Development Features**.
9. Click the check box next to **ASP.NET** to add a check mark.
10. Click **OK**.
11. Click **Start>Run**.The Run dialog opens.
12. In the **Open** field, copy and paste one of the following into the field, depending on whether you have a 32-bit or 64-bit system:

    32-BIT

    ```
    C:\WINDOWS\Microsoft.NET\Framework\v4.0.30319\aspnet_regiis -i
    ```

    64-BIT

    ```
    C:\WINDOWS\Microsoft.NET\Framework64\v4.0.30319\aspnet_regiis -i
    ```

13. Click **OK**.

    A window opens, displaying the installation progress of ASP.NET. The window will close automatically when the installation finishes.

Setting Up an HTML5 Target

The following steps show you how to set up your HTML5 target for server-based output.

HOW TO SET UP THE HTML5 TARGET

1. In Flare, open the HTML5 target.The Target Editor opens.
2. Select the **Publishing** tab.
3. In the **Server-based Output** section, click the check box.
4. In the **Indexing Service Catalog Name** field, type the catalog that you are using for the output. In most cases, this will be `Web`, which is the default value. However, if you or someone in your company (e.g., network administrator) creates a custom catalog, you need to enter that name in the field.

   What is a catalog? Microsoft Indexing Service stores all of its index information in catalogs. A catalog comprises index information and stored properties for a particular group of file system directories. When Indexing Service is installed with Windows XP, it automatically builds a catalog, called the System catalog, listing contents of all permanently attached disk drives. The System catalog contains an index for all documents except certain system and temporary files. If Internet Information Services (IIS) is installed, the Indexing Service also creates a web catalog, which contains an index of IIS, the default virtual server of the World Wide Web.

   Note: This step is necessary only for Windows XP and Windows Server 2003.

5. Click to save your work.
6. Generate the target.
7. Publish the output to any location on the web server. If you want to use the default location that was created after you installed IIS, you can publish the output to C:\Inetpub\wwwroot. If you do this, you can use the "Default Web Site" folder that you will encounter when performing the next set of steps (i.e., configuring IIS on the production server).

   If you are working on your local machine for testing purposes, you do not need to publish the output. You can simply view your WebHelp Plus output. When you view HTML5 output on your local computer, you need to create a special folder called "MCPreview" within your "C:\Inetpub\wwwroot" folder. Place a copy of your HTML5 output files in it. This enables you to test the advanced features of HTML5 on your local machine. (For Windows Vista users testing locally, the physical location is C:\MadCap\[Name of Project]\[Name of Main Entry File].htm.)

Configuring IIS on Production Server

The following steps show you how to configure IIS, depending on the operating system. These steps are necessary only for the server where you will be publishing the final output. It is not necessary to perform these steps on your local computer for testing HTML5 server-based output.

WINDOWS SERVER 2003 AND WINDOWS XP

1. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
2. Double-click **Administrative Tools**.The Administrative Tools dialog opens.
3. Double-click **Internet Information Services**.The Internet Information Services dialog opens.
4. Find your output folder and right-click the **Service** subfolder. Then select **Properties**.The Service Properties dialog opens.
5. Select the **Virtual Directory** tab.
6. Next to the **Application name** field, click the **Create** button.

> **Note:** If this button has already been selected, it will display as "Remove" instead. In this case, you do not need to click the button.

7. In the **Execute Permissions** drop-down, make sure **Scripts only** is selected. It should already be selected by default.
8. Click **OK**.

WINDOWS SERVER 2008 AND 2008 R2, WINDOWS 2012, WINDOWS 7, WINDOWS 8, AND WINDOWS VISTA

1. Open the Control Panel.
2. Select **System and Security**.
3. Select **Administrative Tools**. The various operating systems have different ways to find this option.
4. Open the Internet Information Services (IIS) Manager.
5. Expand the node with the computer name.
6. Expand the **Sites** folder.
7. Expand the website folder corresponding to the one that you published.
8. Find your output folder and right-click the **Service** subfolder. Then select **Convert to Application**.

9. Make sure the the application pool is using the .NET 4 framework.
    a. In the dialog click **Select**.
    b. From the drop-down select an application pool that is using the .NET 4 framework.
    c. Click **OK**.
10. Click **OK**.

Starting Microsoft Indexing Service

The following steps show you how to start the Microsoft Indexing Service on machines that are running Windows XP and Windows Server 2003. This procedure is not necessary for the other operating systems.

WINDOWS SERVER 2003 AND WINDOWS XP—HOW TO START MICROSOFT INDEXING SERVICE

1. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
2. Double-click **Administrative Tools**.The Administrative Tools dialog opens.
3. Double-click **Computer Management**.The Computer Management dialog opens.
4. Expand **Services and Applications**.
5. Right-click **Indexing Service**.
6. In the context menu, click **Start**. The Indexing Service is now started.

Starting Microsoft Windows Search

The following steps show you how to start the Microsoft Windows Search on machines that are running Windows Server 2008. This procedure is not necessary for the other operating systems.

WINDOWS SERVER 2008—HOW TO START MICROSOFT WINDOWS SEARCH

1. From the Start menu open the Server Manager dialog.
2. Click **Add roles**.The Add Roles Wizard opens.
3. Click **Next**.
4. Click the check box next to **Files Services**.
5. Click **Next** twice.
6. Click the check box next to **Windows Search Service**.
7. Click **Next** twice.
8. Click **Install**.
9. Click **Close**.

Enabling HTML5 Server-based Search

The following steps show you how to enable HTML5 server-based search. These steps must be done for each catalog that you are using on the server (or on your local machine, if you are viewing HTML5 server-based output on your computer for testing purposes).

HOW TO ENABLE HTML5 SERVER-BASED SEARCH

1. Navigate to the output folder for the HTML5 target on the server or on your local machine.

   If you are enabling HTML5 server-based output on your local machine, you can quickly find the output folder by doing the following.

   a. Open the Project Organizer.
   b. Double-click the **Targets** folder.
   c. Right-click on the target and select **Open Output Folder**.
2. In the output folder, double-click the **Service** folder.
3. Double-click the folder labeled **Console.ConfigureSearch**.
4. Double-click **ConfigureSearch.exe**. A window appears very briefly and then disappears.
5. Create a folder called "AutoMergeCache" at the root of the site. Then you must set security preferences on the AutoMergeCache folder so the application can create and update files.

   a. Right-click on the root folder and choose **Explore** to open Windows Explorer.
   b. Right-click on **AutoMergeCache** and choose **Properties**.
   c. On the **Security** tab click the **Edit** button.
   d. Click **Add**.

      i. Type `Everyone` and click **Check Names**, making sure it gets underlined.
      ii. Click **OK**.
   e. Make sure **Everyone** is highlighted and check the option for **Full Control**.
   f. Click **Apply**.
   g. Click **OK** to exit the Permission dialog.
   h. Click **OK** to exit the Properties dialog.

Testing HTML5 Server-based Search

The following steps are optional for testing HTML5 server-based search (for Microsoft Windows Search).

HOW TO TEST SEARCH

1. In IIS right-click on the directory where your HTML5 project is published to and choose **Explore**.
2. In the upper-right corner of the window you will see a Search input box. Perform a search for a term that is commonly found in your project.
3. If you see results, your project is ready to go live.

Viewing HTML5 Server-based Output

You can view HTML5 server-based output on your local machine for testing purposes, and you can view the output on the server where the files are published (where users access them). Before viewing the output, however, you must first follow all of the steps for enabling HTML5 server-based output. See "Enabling HTML5 Server-based Output" on page 116.

Basics of Viewing HTML5 Server-Based Output

When you view HTML5 output on your local computer, you need to create a special folder called "MCPreview" within your "C:\Inetpub\wwwroot" folder. Place a copy of your HTML5 output files in it. This enables you to test the advanced features of HTML5 on your local machine. (For Windows Vista users testing locally, the physical location is C:\MadCap\[Name of Project]\[Name of Main Entry File].htm.)

When you test the output on your local computer, the output initially needs to be viewed by using the Flare interface (in order to generate the MCPreview folder). After that, you can view the output by using the Flare interface or by opening the file copies from the MCPreview folder. It is recommended that you use the MCPreview folder for subsequent viewings of WebHelp Plus output, rather than the Flare interface.

For a complete scenario that illustrates these and other HTML5 server-based output steps in a real-life situation, see "HTML5 Server-based Output Scenario" on page 150.

If you want to test HTML5 server-based output on your local computer,the advanced search features of HTML5 are not operable.

Testing Output Locally—Windows Vista and Windows 7

Windows Vista and Windows 7 include a feature called User Access Control (UAC). By default, this feature is enabled in Windows Vista and Windows 7, which means that all users, including administrators, run programs in an under-privileged state. It is not possible to view for testing on your local computer if Windows Vista or Windows 7 is running in this under-privileged state. If this occurs, you have two options: (1) disable UAC on the local machine, or (2) run Flare with elevated permission without globally disabling UAC.

OPTION 1—DISABLE UAC ON THE LOCAL MACHINE

1. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
2. Select **User Accounts** (select it twice if you are in Category View).
3. (Windows Vista) Click **Turn User Account Control on or off**. Click the check box to remove the check mark. Click **OK**.

   (Windows 7) Click **Change User Account Control Settings** and then move the slider to **Never notify** and click **OK**.
4. Restart the computer.

   UAC is now disabled. However, in order to preview HTML5 server-based output, you must be part of the Administrator's group, because Standard users cannot preview the output. Check with your system administrator to determine if you are in this group.

OPTION 2—RUN FLARE WITH ELEVATED PERMISSION WITHOUT GLOBALLY DISABLING UAC

1. Make sure you are part of the Administrator's group. Check with your system administrator to determine if you are in this group.
2. In Windows, navigate to the Flare executable file (C:\Program Files\MadCap Software\MadCap Flare V10\Flare.app\Flare.exe).
3. Set yourself as an administrator for Flare (either temporarily or permanently).

   TO RUN ONLY A SINGLE INSTANCE OF FLARE AS AN ADMINISTRATOR

   a. Right-click on the executable file.
   b. Select **Run as administrator**.

   TO ALWAYS RUN FLARE AS AN ADMINISTRATOR

   a. Right-click on the executable file.
   b. Select **Properties**.
   c. Select the **Compatibility** tab.
   d. In the **Privilege Level** area, click in the check box labeled **Run this program as an administrator**.

Procedures for Viewing Output

Use the following procedures to view HTML5 server-based output on the production server (where you publish your final output files) and on your local computer (for testing purposes).

HOW TO VIEW OUTPUT ON THE PRODUCTION SERVER

1. Open a browser window on any computer.
2. In the address field, type the URL to the main entry file of your output files (where you published them).

   Unless you change the name of the output file (on the General tab of the Target Editor), the name of the main output file is Default.htm.

   EXAMPLE

   http://www.mycompanysite/help/myHTML5target/Default.htm

3. Press **Enter**.

HOW TO VIEW OUTPUT ON THE LOCAL MACHINE FOR TESTING (INITIAL VIEWING)

After generating the output, do one of the following using the Flare interface.

» In the message that displays immediately at the end of the compilation process, click **Yes**.

OR

» Open the Target Editor and in the local toolbar click **View**.

HOW TO VIEW OUTPUT ON THE LOCAL COMPUTER (SUBSEQUENT VIEWINGS)

You can follow the same steps above for the initial viewing (using the Flare interface), or you can do the following to quickly access the files from the MCPreview folder.

1. Open a browser window.
2. In the address field, type the following:

   `http://localhost/MCPreview/[Name of Main Entry File].htm`

   For example: http://localhost/MCPreview/Default.htm

   Note: The above address pertains to Windows XP and Windows Server 2003 only. If you are testing

on a computer running Windows Vista, use the following instead: http://localhost:70/[Name of Project]/[Name of Main Entry File].htm. The portion ":70" refers to the port number. For example, if testing on Vista, you might enter http://localhost:70/MyProject/Default.htm.

3. Press **Enter**.

Note: If you are testing HTML5 server-based output on your local machine, you may need to wait a few minutes after viewing the output for the Indexing Service to fully scan your files. Otherwise, you may not immediately see the effects of the scan (e.g., searches of non-XHTML files, incorporation of merged output files) in the output. If you avoid performing other tasks during this period, the scanning of the files will be completed more quickly.

Merging Output at Runtime Using HTML5

This is an easy way to merge the output from multiple HTML5 server-based Flare targets into one Help system. These targets can be originated from the same Flare project or from different Flare projects. You simply place the output files in the correct location on the server (i.e., within your master project's AutoMerge folder). Flare then automatically merges the output from all of the targets when users access the Help. From the end user's perspective, the results are seamless, appearing as one large Help system. All of the TOCs, browse sequences, indexes, glossaries, and search capabilities for the projects are merged.

Tasks Associated with Merging Output Using HTML5

Following are basic tasks involved with merging output using HTML5.

HOW TO MERGE OUTPUT AT RUNTIME USING HTML5

1. **Enable HTML5 Server-Based Output** If you want to take advantage of the advanced server-side features of HTML5 (i.e., automatic runtime project merging, faster search, searching of non-XHTML files), you must enable HTML5server-based output. This includes performing the following tasks: (1) installing Microsoft Internet Information Services (IIS) and ASP.NET, (2) setting up the HTML5 target and generating/publishing, (3) configuring IIS on the production server, (4) starting Microsoft Indexing Service or Microsoft Windows Search (depending on the operating system), and (5) enabling HTML5 search. See "Enabling HTML5 Server-based Output" on page 116.
2. **Determine Master Output** Decide which of your project outputs will serve as the "master." This is the main output that users will open. All other outputs will be accessed from that output, although it will appear as one large Help system to end users.
3. **(Optional) Specify TOC and/or Browse Sequence Locations for Automerge** By default, the TOCs and browse sequences from the secondary outputs will be appended at the end of the master output's TOC and browse sequence. However, if you want them to be appended somewhere within the master output's TOC or browse sequence, you can specify the exact location. See "Specifying the Automerge Location in a TOC for HTML5" on page 140 and "Specifying the Automerge Location in a Browse Sequence for HTML5" on page 142.
4. **(Optional) Specify Order of Merged Outputs** When you automerge HTML5 outputs, the secondary outputs are merged to the master project's table of contents (TOC) and/or browse sequence in alphabetical order. However, you can override this default configuration and merge the secondary outputs in any order that you like. See "Specifying the Order of Automerged HTML5 Outputs" on page 144.
5. **Generate Outputs** Build the output for each of the targets to be included in the automerge. You must use HTML5 for all of the targets.

6. **Publish Output to Server** Publish the output for the master project to the web server running Microsoft IIS. The output files for the secondary targets need to be published to the "AutoMerge" subfolder located in the master target's main output folder (e.g., http://www.xyzincorporated.com/help systems/MyTargetName/AutoMerge).

   When readers open the online output, they will see all of the HTML5 outputs merged into one Help system. They can easily navigate and use the index and search across all of the output files.

Note: If you are testing HTML5 server-based output on your local machine, you need view the output at least one time. When you view HTML5 output on your local computer, you need to create a special folder called "MCPreview" within your "C:\Inetpub\wwwroot" folder. Place a copy of your HTML5 output files in it. This enables you to test the advanced features of HTML5 on your local machine. (For Windows Vista users testing locally, the physical location is C:\MadCap\[Name of Project]\[Name of Main Entry File].htm.) When testing the automerge feature on your computer, you need to place the secondary ("child") outputs in the AutoMerge subfolder at this location (as opposed to the output folder that was generated where your Flare project is located).

Note: If you are testing HTML5 server-based output on your local machine, you may need to wait a few minutes after viewing the output for the Indexing Service to fully scan your files. Otherwise, you may not immediately see the effects of the scan (e.g., searches of non-XHTML files, incorporation of merged output files) in the output. If you avoid performing other tasks during this period, the scanning of the files will be completed more quickly.

Note: If you want to test HTML5 server-based output on your local computer,the advanced search features of HTML5 are not operable.

Specifying the Automerge Location in a TOC for HTML5

You can determine where other Flare project outputs are merged relative to your "master" project's TOC if you are generating HTML5 server-based output and you are publishing the files to a web server running Microsoft IIS.

By default, the other HTML5 server-based outputs will be merged at the end of your master project's TOC. However, you can use the following steps to select one of the available options to override this placement.

HOW TO SPECIFY THE AUTOMERGE LOCATION IN A TOC

1. Open the TOC in the Flare project that will serve as the parent project.
2. Do one of the following:
   - If you want to merge the other outputs in relation to one of the existing entries in the TOC (e.g., before it, after it), select that entry (whether it is an individual item or a book).

     OR
   - If you want to merge the other outputs at the location of an entry that is not linked to any other file, and you want to provide a label to indicate the location of the merge, create a new TOC item. To do this:
     a. Place your cursor in the TOC where you want to add the new item.
     b. Click .
     c. Press **F2**.
     d. Replace the default text with new text.
     e. Press **Enter**.
     f. If necessary, use the arrow buttons in the local toolbar to position the new entry in the TOC.
3. In the local toolbar of the TOC Editor, click . The Properties dialog opens.
4. Select the **Advanced** tab.
5. In the **Server-based Automerge field**, select one of the following:
   - **Before** The automerge will occur immediately before the selected TOC entry.
   - **After** The automerge will occur immediately after the selected TOC entry.
   - **First Child** The automerge will occur at the first location directly after the selected TOC book (i.e., before any other entries within the book). If you use this option on a simple TOC entry instead of a book, the entry will automatically become a book once the outputs are automerged.
   - **Last Child** The automerge will occur at the last location after the selected TOC book (after the last entry within the book). If you use this option on a simple TOC entry instead of a book, the entry will automatically become a book once the outputs are automerged.

» **Replace** The automerge will occur at the location of the TOC entry where you have specified this option. It would replace any links that might otherwise be applied to that entry. You might use this option, for example, if you want to create a new entry in the master TOC so that you can add a label at the point where the automerge occurs.

6. In the Properties dialog, click **OK**.
7. Click to save your work.

Specifying the Automerge Location in a Browse Sequence for HTML5

You can determine where other Flare project outputs are merged relative to your "master" project's browse sequence if you are generating HTML5 server-based output and you are publishing the files to a web server running Microsoft IIS.

By default, the other HTML5 server-based outputs will be merged at the end of your master project's browse sequence. However, you can use the following steps to select one of the available options to override this placement.

HOW TO SPECIFY THE AUTOMERGE LOCATION IN A BROWSE SEQUENCE

1. Open the browse sequence in the Flare project that will serve as the "master" project.
2. Do one of the following:
   - If you want to merge the other outputs in relation to one of the existing entries in the browse sequence (e.g., before it, after it), select that entry (whether it is an individual item or a book).

     OR
   - If you want to merge the other outputs at the location of an entry that is not linked to any other file, and you want to provide a label to indicate the location of the merge, create a new browse sequence item. To do this:
     a. Place your cursor in the browse sequence where you want to add the new item.
     b. Click .
     c. Press **F2**.
     d. Replace the default text with new text.
     e. Press **Enter**.
     f. If necessary, use the arrow buttons in the local toolbar to position the new entry in the browse sequence.
3. In the local toolbar of the Browse Sequence Editor, click . The Properties dialog opens.
4. Select the **Advanced** tab.
5. In the **Server-based Automerge field**, select one of the following:
   - **Before** The automerge will occur immediately before the selected browse sequence entry.
   - **After** The automerge will occur immediately after the selected browse sequence entry.
   - **First Child** The automerge will occur at the first location directly after the selected browse sequence book (i.e., before any other entries within the book). If you use this option on a simple browse sequence entry instead of a book, the entry will automatically become a book once the outputs are automerged.

- **Last Child** The automerge will occur at the last location after the selected browse sequence book (after the last entry within the book). If you use this option on a simple browse sequence entry instead of a book, the entry will automatically become a book once the outputs are automerged.
- **Replace** The automerge will occur at the location of the browse sequence entry where you have specified this option. It would replace any links that might otherwise be applied to that entry. You might use this option, for example, if you want to create a new entry in the master browse sequence so that you can add a label at the point where the automerge occurs.

6. In the Properties dialog, click **OK**.
7. Click to save your work.

Specifying the Order of Automerged HTML5 Outputs

When you automerge HTML5 outputs, the secondary outputs are merged to the master project's table of contents (TOC) and/or browse sequence in alphabetical order. However, you can override this default configuration and merge the secondary outputs in any order that you like. See "Merging Output at Runtime Using HTML5" on page 138.

EXAMPLE

Let's say you have a master project with a target named "Main" and three smaller projects with targets named "First Child," "Second Child," and "Third Child," respectively. If you place the three smaller project outputs in the AutoMerge subfolder where "Main" is published, their TOCs will be appended to the master project's TOC in the following order:

1. First Child
2. Second Child
3. Third Child

But what if you want "Third Child" to be appended first? You can use the steps in this topic to position it above the other targets. Therefore, the result would be:

1. Third Child
2. First Child
3. Second Child

Now let's say that you add two more targets (called "Final Child" and "Another Child") to the AutoMerge folder. If you do not adjust your custom order, Flare will automerge these outputs in alphabetical order at the end of your custom order. Therefore, the final result would be:

1. Third Child
2. First Child
3. Second Child
4. Another Child
5. Final Child

HOW TO SPECIFY THE ORDER OF AUTOMERGED OUTPUTS

1. Create an XML file and name it SortOrder.xml. You can do this by opening an editor such as Notepad. When you save the file, type the xml file extension at the end of the name.
2. Enter the following code into the blank file.

```
<?xml version="1.0" encoding="utf-8"?>

<SortOrder>

<Item>ProjectA</Item>

<Item>ProjectB</Item>

<Item>ProjectC</Item>

</SortOrder>
```

3. Replace "ProjectA," "ProjectB," and "ProjectC" with the names of your own child targets. You can add or remove line items as necessary.

   If you were to use the example at the top of this topic, you would enter the following.

```
<?xml version="1.0" encoding="utf-8"?>

<SortOrder>

<Item>Third Child</Item>

<Item>First Child</Item>

<Item>Second Child</Item>

</SortOrder>
```

4. Save the file.
5. Copy and paste the SortOrder.xml file into the AutoMerge directory of your published HTML5 output. This file sits beside the child output folders that you are using for the automerge.

Including Non-XHTML Files in HTML5 Search

When end users perform a search in your online output, you can ensure that non-XHTML files (e.g. PDF, DOC, XLS) are included in that search. The files do not even need to be linked to any of the content in your Flare project. This feature is available if you publish HTML5 server-based output to a web server running Microsoft Internet Information Services (IIS).

For a complete scenario that illustrates these and other HTML5 server-based output steps in a real-life situation, see "HTML5 Server-based Output Scenario" on page 150.

HOW TO INCLUDE NON-XHTML FILES IN SEARCH

1. **Enable HTML5 Server-Based Output** If you want to take advantage of the advanced server-side features of HTML5 (i.e., automatic runtime project merging, faster search, searching of non-XHTML files), you must enable HTML5server-based output. This includes performing the following tasks: (1) installing Microsoft Internet Information Services (IIS) and ASP.NET, (2) setting up the HTML5 target and generating/publishing, (3) configuring IIS on the production server, (4) starting Microsoft Indexing Service or Microsoft Windows Search (depending on the operating system), and (5) enabling HTML5 search. See "Enabling HTML5 Server-based Output" on page 116.
2. **Generate HTML5 Server-Based Output** In Flare, generate a target using the WebHelp Plus output format.
3. **Publish HTML5 Output to Server** Publish the HTML5 server-based output to your Microsoft IIS Web server.
4. **(Optional) Add IFilter** File types that are automatically supported for HTML5 server-based search include: Microsoft Office files, HTML files, and TXT files. For other non-supported file types, such as PDF documents, you can download and install a simple IFilter in order to include that file type in the search. To find and download the IFilter for the file type that you want to include, go to a website that provides these (such as **http://www.ifilter.org**) and follow the instructions for downloading IFilters. You must install the appropriate IFilters on the server where the output files will be published, and if you are testing HTML5 server-based output on your computer, you need to install the IFilter(s) locally as well.
5. **Copy and Paste Non-XHTML Files to Appropriate Folder** Copy all of the non-XHTML files that you want to be included in the search. Then paste them in the appropriate subfolder of the HTML5 server-based output that you published. By default, HTML5 server-based will find any files located in the project output folder, as well as the "AutoSearch" subfolder. Therefore, you can paste your extra non-XHTML files in the AutoSearch subfolder.

E X A M P L E

http://www.xyzincorporated.com/help systems/MyTargetName/AutoSearch.

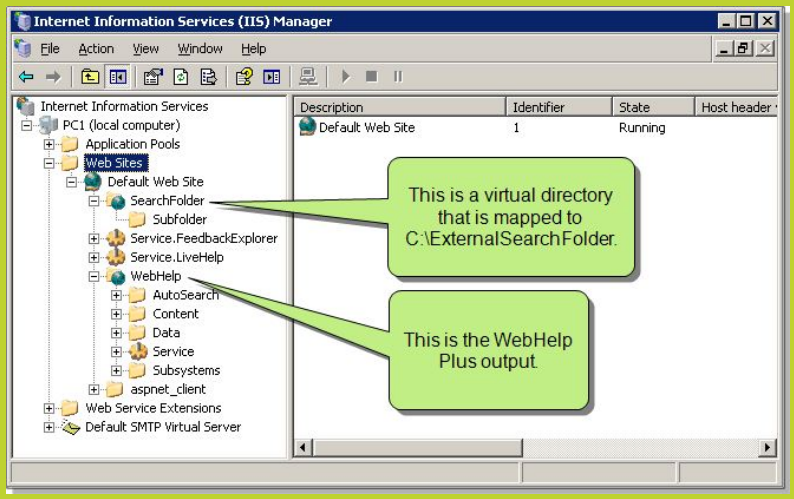
However, if there are any other folders where you want either XHTML or non-XHTML files to be stored (instead of, or in addition to, AutoSearch), you can perform some extra steps to allow this.

Let's say you also want searches in the Help system to provide results from files in the folder C:\ExternalSearchFolder. Here are the steps to allow this:

1. This folder must be accessible by IIS. Therefore, create a virtual directory in IIS for it. Following are steps for doing this.
    a. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
    b. Double-click **Administrative Tools**. The Administrative Tools dialog opens.
    c. Double-click **Internet Information Services**. The Internet Information Services (IIS) Manager dialog opens.
    d. Expand the **Web Sites** folder.
    e. Right-click on the **Default Web Site** folder and select **New>Virtual Directory**.
    f. Click **Next**.
    g. In the **Alias** field, enter a name for the subfolder (e.g., SearchFolder).
    h. Click **Next**.
    i. Click the **Browse** button, then find and select the folder holding the content that you want to publish (e.g., C:\ExternalSearchFolder).
    j. Click **Next**.
    k. Make sure a check mark is next to **Read**.

l. Click **Next**.

m. Click **Finish**.



2. Create an XML file called "SearchFolders.xml" and place it in the "AutoSearch" folder in the HTML5 server-based output directory. The contents of this file will specify any virtual directories that HTML5 should search. Following is what you would type in the SearchFolders.xml file. This example specifies just one folder, but you can add references to as many virtual directories as you need.

```
<?xml version="1.0" encoding="utf-8"?>

  <SearchFolders>

     <Url>/SearchFolder</Url>

  </SearchFolders>
```

When users perform a search in your output, those non-XHTML files will also be scanned and become accessible to the users.

Note: If you are testing WebHelp Plus output on your local machine, you need to view the output at least one time. When you view HTML5 output on your local computer, you need to create a special folder called "MCPreview" within your "C:\Inetpub\wwwroot" folder. Place a copy of your HTML5 output files in it. This enables you to test the advanced features of HTML5 on your local machine. (For Windows Vista users testing locally, the physical location is C:\MadCap\[Name of Project]\[Name of Main Entry File].htm.) When testing this search feature on your computer, you need to place the non-XHTML files in the AutoSearch subfolder at this location (as opposed to the output folder that was generated where your Flare project is located).

Note: If you are testing HTML5 server-based output on your local machine, you may need to wait a few minutes after viewing the output for the Indexing Service to fully scan your files. Otherwise, you may not immediately see the effects of the scan (e.g., searches of non-XHTML files, incorporation of merged output files) in the output. If you avoid performing other tasks during this period, the scanning of the files will be completed more quickly.

Note: If you want to test HTML5 server-based output on your local computer,the advanced search features of HTML5 are not operable.

HTML5 Server-based Output Scenario

The following scenario provides a real-life example of how someone might set up a local computer and server for producing HTML5server-based output. For specific steps of the tasks represented in this scenario, see "Enabling HTML5 Server-based Output" on page 116 and "Viewing HTML5 Server-based Output" on page 134.

S C E N A R I O

Here is the situation: An author is running Windows XP on her computer. She has a Flare project with a target named "Jackpot" and plans to publish the output to the company website (xyzincorporated.com), using the HTML5 server-based format. In addition, the author has 20 Microsoft Word documents and 15 PDF files that she wants to be included in user searches. Finally, she has four other Flare projects and wants to merge them with the output from the Jackpot target, which will serve as the "parent" target. The author wants to publish the output to this directory on the server: http://www.xyzincorporated.com/help systems. But before she publishes the final output, she wants to test the output on her local computer. The following steps in this scenario require the completion of some tasks by the author and the completion of other tasks by the web administrator, who is responsible for the production server where the final output files will be placed.

1. Author On her local computer, the author completes the steps for installing Microsoft Internet Information Services (IIS) and ASP.NET.

   See "Installing IIS and ASP.NET" on page 117.

2. Author In Flare, the author follows the steps for setting up the Jackpot target, which is based on the HTML5 server-based output type. This includes entering "Web" as the catalog name on the Publishing tab (we're assuming the intention is to use the default value, as opposed to a custom catalog).

   See "Setting Up an HTML5 Target" on page 127.

3. Author The author generates the Jackpot target in Flare. The author then creates a folder called "MCPreview" on her computer at C:\Inetpub\wwwroot (e.g., C:\Inetpub\wwwroot) and places a copy of the Jackpot output files in that folder.

4. Author The author follows the steps for starting Microsoft Indexing Service.

   See "Starting Microsoft Indexing Service" on page 130.

5. Author In order to enable the advanced HTML5 server-based search features on her computer, the author opens the output folder and double-clicks the file ConfigureSearch.exe, which is located in the output's Service\Console.ConfigureSearch subfolder. In the case of this author, she finds her

executable file here:

C:\Documents and Settings\AuthorName\Documents\My Projects\JackpotProject\Output\authorname\ Jackpot\Service\Console.ConfigureSearch\ConfigureSearch.exe

See "Enabling HTML5 Server-based Search" on page 132.

6. Author The author generates her four "child" Flare targets (those that will be merged with the parent Jackpot target). In Flare, she selects **Project>Open Output Folder** and copies each output folder related to a child target. She then pastes these output folders in the following location:

   C:\Inetpub\wwwroot\MCPreview\AutoMerge

   The author is careful not to view the output of any of the child targets from Flare immediately after she builds them. If she were to do this, the output files for the parent Jackpot project would be overwritten in the MCPreview folder.

   You can also choose specific places in the table of contents or browse sequence where child projects are merged. See "Specifying the Order of Automerged HTML5 Outputs" on page 144, "Specifying the Automerge Location in a TOC for HTML5" on page 140, and "Specifying the Automerge Location in a Browse Sequence for HTML5" on page 142. In this scenario, let's assume the author simply uses the default merge order.

7. Author Now the author wants to add the Word and PDF files to the output, so that they can be included in searches. However, an initial step needs to be completed first. Certain files (Microsoft Office, text, and HTML) do not need any attention because they can be included in the search just the way they are. PDF documents, however, require an IFilter. Therefore, the author downloads an IFilter from Adobe and installs it on her computer.

   See "Including Non-XHTML Files in HTML5 Search" on page 146.

8. Author The author copies and pastes the Word and PDF documents to:

   C:\Inetpub\wwwroot\MCPreview\AutoSearch

9. Author The author views the HTML5 server-based output on her computer to test the merged output and the search for Word and PDF content. However, this time she does not initiate the view from within Flare. This time, she opens a browser window and types the following path into the address bar:

   http://localhost/MCPreview/Default.htm

She does this for two reasons: (1) the output loads faster, and (2) if she had initiated the view from within Flare, the output files in the MCPreview folder would have been replaced with new files, which would have overwritten the merged child output, Word documents, and PDF files that were added manually.

See "Viewing HTML5 Server-based Output" on page 134.

10. Author Let's say the author is now finished testing her output and is ready to publish the final output to the server. Therefore, in Flare she creates a publishing destination for the parent Jackpot target that points to http://www.xyzincorporated.com/help systems/Jackpot. She generates the output for the parent Jackpot target again and publishes the Jackpot HTML5 server-based output to that location.

11. Author/Web Administrator The author generates the four child Flare target outputs again. In Flare, she selects **Project>Open Output Folder** and copies each output folder related to a child target. The author can provide these folders to the web administrator or (if the author has access) directly paste them in the following location:

    http://www.xyzincorporated.com/help systems/Jackpot/AutoMerge

    For example, if the author has child targets named "Child1," "Child2," "Child3," and "Child4," those output folders would be added to the website as follows:

    http://www.xyzincorporated.com/help systems/Jackpot/AutoMerge/Child1

    http://www.xyzincorporated.com/help systems/Jackpot/AutoMerge/Child2

    http://www.xyzincorporated.com/help systems/Jackpot/AutoMerge/Child3

    http://www.xyzincorporated.com/help systems/Jackpot/AutoMerge/Child4

    Alternatively, the author (or web administrator) could manually create subfolders on the website that are named after each target folder; these subfolders would be contained within the AutoMerge folder. The author can then create publishing destinations that point to the appropriate subfolders and automatically publish each child target accordingly.

12. Web Administrator On the server where the output files will be published, the company's web administrator completes the steps for installing Microsoft Internet Information Services (IIS) and ASP.NET.

    See "Installing IIS and ASP.NET" on page 117.

13. Web Administrator On the server where the output files will be published, the company's web administrator completes the steps for configuring IIS on the production server.

    See "Configuring IIS on Production Server" on page 128.

14. Web Administrator On the server where the output files will be published, the company's web administrator completes the steps for starting Microsoft Indexing Service.

    See "Starting Microsoft Indexing Service" on page 130.

15. Web Administrator The web administrator opens the output folder on the server to enable HTML5 search. He double-clicks the file ConfigureSearch.exe, which is located here:

    http://www.xyzincorporated.com/help systems/Jackpot/Service/Console.ConfigureSearch

    See "Enabling HTML5 Server-based Search" on page 132.

16. Web Administrator In order to include the PDF files in the search, the web administrator installs the appropriate IFilter on the server.

    See "Including Non-XHTML Files in HTML5 Search" on page 146.

17. Author/Web Administrator The author (if she has access) or web administrator copies and pastes the 20 Word documents and 15 PDF files to:

    http://www.xyzincorporated.com/help systems/Jackpot/AutoSearch

18. Author To view the published output, the author opens a browser window and types the following path into the address bar:

    http://www.xyzincorporated.com/help systems/Jackpot/Default.htm

    If the author had specified a custom file name for the Jackpot target, such as "JackpotOnline," the address instead would be:

    http://www.xyzincorporated.com/help systems/Jackpot/JackpotOnline.htm

Note: If you are testing HTML5 server-based output on your local machine, you may need to wait a few minutes after viewing the output for the Indexing Service to fully scan your files. Otherwise, you may not immediately see the effects of the scan (e.g., searches of non-XHTML files, incorporation of merged output files) in the output. If you avoid performing other tasks during this period, the scanning of the files will be completed more quickly.

APPENDIX A

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

APPENDIX B

Output Type Comparison Tables

Following are tables that show the various output types available, with the distinguishing features of each.

✓ Supported

✓ Supported with limitations

✗ Not supported

Note: If an item does not have a check mark, that does not necessarily mean the feature is unavailable in the output. Rather, it means that the feature cannot be added in Flare. For example, search cannot be added in Flare for EPUB output, but some ebook readers may have search built in.

General

Following are general features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
.NET Integration	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Main Entry File Extension	.mchelp	.xml or .jar	.chm	.htm	.htm	.htm	.htm	.air	.fm or .book	.pdf	.xml (default)	.htm	.xps	.epub or .mobi
Output Window or Application	MadCap Help Viewer	Eclipse Help Viewer	Microsoft HTML Help Viewer	Browser Window	Browser Window	Mobile Web Browser	Browser Window	Application Window	Adobe FrameMaker	Browser Window or Adobe PDF Reader	Microsoft Word	Browser Window	Browser Window	Ebook Reader or Web
Responsive Output	✗	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Single Output File Possible	✗	✓	✓	✗	✗	✗	✗	✓	✗	✓	✓	✗	✓	✓

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Special Requirements	MadCap DotNet Help Viewer	Eclipse Standard 4.3.1 (Kepler) or higher Java (V7 Update 45) or later	Internet Explorer	✗	✗	✗	IIS ASP.NET MS Indexing Service	Java Runtime Environment (JRE) Adobe AIR	✗	✗	✗	✗	✗	Reader

Accessibility

Following are accessibility features (e.g., Section 508, WCAG) supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Accessibility Supported	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✗	✗	✓
Compiler Warnings	✗	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✗	✗	✗
Empty Alt Text for Images	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✗	✗	✗
Scrolling for Toolbars and Navigation Frames—Enable	✗	✗	✗	✗	✓	✗	✓	✗	✗	✗	✗	✗	✗	✗

Context-Sensitive Help

Following are context-sensitive Help (CSH) features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
CSH Supported	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗	✗
Embedded CSH Supported	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗

Feedback Statistics and Reporting Features

Following are Feedback statistics and reporting features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML 5	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Feedback Supported	✓	✗	✓	✓	✓	✗	✓	✗	✗	✗	✗	✗	✗	✗
Search Results	✓	✗	✗	✓	✓	✗	✓	✗	✗	✗	✗	✗	✗	✗

Generated Content

Following are generated content features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Autonumbers	✗	✗	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓
Breadcrumbs	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Browse Sequences	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Concept Links	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Keyword Links	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
List of Concepts	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
List of Elements	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
List of Endnotes	✗	✗	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓
Lists (Numbered and Bulleted)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Page Numbers	✗	✗	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✗
Related Topics Links	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Relationship Links	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Scripts	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Shortcut Controls	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Topic Toolbars	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗

Glossaries

Following are glossary features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Glossaries—Created via Glossary File and Proxy	✗	✓	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓
Glossaries—Created via Glossary File and Skin Setting	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Auto-generate	✗	✗	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓

Horizontal Rules

Following are horizontal rule features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Horizontal Rules Supported	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✓	✓	✓

Images

Following are image features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Images Supported	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Image Hyperlinks	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✓
Image Maps	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Pre-Compile Resized	✓	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✗	✓
Thumbnail Images	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Web-Safe—Convert from Non—Web-safe	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗

Indexes

Following are index features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Indexes—Created Using Keywords and Proxy	✗	✓	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓
Indexes—Created Using Keywords and Skin Setting	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Auto-generate	✗	✗	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓
Binary Indexes	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Bookmarks in Index Entries	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Index Links	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Search—Can Exclude Index Entries from Search	✓	✗	✗	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗

Language Support

Following are language support features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Author and Generate Output in Left-to-Right (LTR) and Right-to-Left (RTL) Languages	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Invert Image Callouts to RTL	✗	✓	✓	✓	✓	✓	✓	✓	✗	✓	✓	✓	✓	✓
Invert Page Layouts to RTL	✗	✗	✗	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✗
Invert Styles to RTL	✗	✓	✓	✓	✓	✓	✓	✓	✗	✓	✓	✓	✓	✓
Output Interface—Display in LTR and RTL	✗	✓	✗	✓ Regular skin (UI Text tab)	✓ Language skin	✓ Language skin	✓ Language skin	✓ Language skin	✗	✗	✗	✗	✗	✗

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Output Interface—Display English, French, Japanese, or German	✓ Possible with Help Viewer (end user selects language)	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Language Skins	✓	✗	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Separate UI Text tab in Skin Editor for Localization	✗	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗

Master Pages and Page Layouts

Following are master page and page layout features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Master Pages Supported	✓	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✗	✗
Page Layouts Supported	✗	✓	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✗

Merging Output

Following are merging output features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Merge Output Supported	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Merge Output at Runtime	✗	✗	✗	✓	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗

Miscellaneous Features

Following are miscellaneous features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Equations	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Footnotes	✓ Converted to popup	✓	✓ Converted to popup	✓ Converted to popup	✓ Converted to popup	✓ Converted to link	✓ Converted to popup	✓ Converted to popup	✓	✓	✓	✓	✓	✓
Object Positioning	✗	✓	✗	✗	✗	✗	✗	✗	✗	✓	✗	✓	✓	✗
QR Codes	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Preview Topics in Output Type	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✓	✓	✓
Redacted Text	✗	✗	✗	✗	✗	✗	✗	✗	✗	✓	✗	✓	✓	✗

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Slideshows	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Snippets	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Tables	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Text Boxes	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✗	✓	✓	✗

Multimedia

Following are multimedia features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Audio Supported	✓	✓	✓	✓	✓	✓ If mobile browser supports it	✓	✓	✗	✗	✗	✗	✗	✓ Depends on reader
Movies Supported	✓	✓ Does not support MP4 or MPG	✓	✓	✓	✓ If mobile browser supports it	✓	✓	✗	✗	✗	✗	✗	✓ Depends on reader
Movies—HTML5 Movie Format Supported (Depending on Browser)	✗	✓	✗	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗

Navigation Links

Following are navigation link features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Cross-References Supported	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Cross-References—Context-Sensitive	✗	✗	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓
Drop-down Text	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Expanding Text	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Text Hyperlinks	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Text Popups	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Togglers	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Topic Popups	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗

Pulse (Socially Enabled Output)

Following are Pulse features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Pulse Integration	✗	✗	✗	✓	✓	✗	✓	✗	✗	✗	✗	✗	✗	✗

Search

Following are search features supported in each online output type.

General Support

The table below summarizes search support in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML 5	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Search Supported Via Flare Integration	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗

End User Search Features

The table below summarizes the key search features and capabilities for each output type. With HTML5 and WebHelp outputs, you can distribute either client- or server-based outputs. This is why the table below lists them twice—under client- and server-based output.

End user search features are supported by the Eclipse Help Viewer and search operations are provided by a plug-in that you develop using the Eclipse platform (see **org.eclipse.help.ui.searchEngine**). The Flare search engine does not handle Eclipse Help search operations.

	CLIENT-BASED OUTPUT						SERVER-BASED OUTPUT	
	DotNet Help	Microsoft HTML Help	WebHelp	HTML 5	AIR	WebHelp Mobile	WebHelp Plus	HTML 5
Additional Requirements	Help Viewer SQL Server Compact (for asterisk (*) wildcard search and boolean operators)	Internet Explorer			Java Runtime Environment (JRE) Adobe AIR		IIS ASP.NET Microsoft Indexing Service or Windows Search	IIS ASP.NET Microsoft Indexing Service or Windows Search
Glossary Search—Find Matching Terms	✓	✓	✗	✓	✗	✗	✗	✓
Index Search—Find Matching Terms	✓	✓	✓	✓	✓	✗	✓	✓

	CLIENT-BASED OUTPUT						SERVER-BASED OUTPUT	
	DotNet Help	Microsoft HTML Help	WebHelp	HTML 5	AIR	WebHelp Mobile	WebHelp Plus	HTML 5
Search Favorites—Save Queries to Favorites List	✓	✗	✓	✗	✓	✗	✓	✗
Search Query—Asterisk (*) Wildcard Character	✓ Requires SQL Server Compact.	✓	✓	✓	✗	✗	✗	✗
Search Query—Boolean Operators	✓ Requires SQL Server Compact.	✓ Select operator from built-in list.	✓	✓	✓	✓	✗	✗
Search Query—Full-text Search (not case sensitive)	✓	✓	✓	✓	✓	✓	✓	✓
Search Query—Enclose Terms in Quotes (" ")	✓	✓	✓	✓	✓	✓	✓	✓
Search Results—Narrow Search Scope Using Search Filter Sets	✓	✗	✓	✓	✓	✗	✓	✓

	CLIENT-BASED OUTPUT						SERVER-BASED OUTPUT	
	DotNet Help	Microsoft HTML Help	WebHelp	HTML 5	AIR	WebHelp Mobile	WebHelp Plus	HTML 5
Search Results—Results Listed in Ranked Order and Show Rank Number	✓	✓ Results are listed in order. Rank number is not visible.	✓	✓ Results are listed in order. Rank number is not visible.	✓	✓ Results are listed in order. Rank number is not visible.	✓	✓ Results are listed in order. Rank number is not visible.
Search Results—Search Hits Highlighted in Topics	✓	✓	✓	✓	✓	✓	✓	✓

Content Developer Search Features

This table summarizes the key search features and capabilities that are available to you, the content developer, for each output type. With HTML5 and WebHelp outputs, you can distribute either client- or server-based outputs. This is why the table below lists them twice—under client- and server-based output.

	CLIENT-BASED OUTPUT						SERVER-BASED OUTPUT	
	DotNet Help	Microsoft HTML Help	WebHelp	HTML5	AIR	WebHelp Mobile	WebHelp Plus	HTML5
Enable Search Feature	✓ Search cannot be disabled.	✓ Standard skin	✓ Standard skin	✓ HTML5 skin	✓ Standard skin	✓ Mobile skin	✓ Standard skin	✓ HTML5 skin
Search Highlighting—Set Highlight Color	✓	✓	✓	✓	✓	✓	✓	✓
Search Performance—Chunk Large Search Database Files	✓	✗	✓	✓	✓	✓	✓	✓
Search Performance—Enable Partial-word Searching and Set Minimum Word Size	✓	✗	✓	✓	✓	✓	✓	✓

	CLIENT-BASED OUTPUT						SERVER-BASED OUTPUT	
	DotNet Help	Microsoft HTML Help	WebHelp	HTML 5	AIR	WebHelp Mobile	WebHelp Plus	HTML 5
Search Performance—Enable Stop Words in Search	✓	✓ Stop words always enabled.	✓	✓	✓	✓	✓	✓
Search Performance—Exclude Index Entries from Search	✓	✓ Index entries always excluded.	✓	✓	✓	✓	✓	✗
Search Performance—Exclude Non-words from Search	✓	✓ Non-words always excluded.	✓	✓	✓	✓	✓	✓
Search Performance—Include SQL Search Database	✓ Requires SQL Server Compact.	✗	✗	✗	✗	✗	✗	✗

	CLIENT-BASED OUTPUT						SERVER-BASED OUTPUT	
	DotNet Help	Microsoft HTML Help	WebHelp	HTML 5	AIR	WebHelp Mobile	WebHelp Plus	HTML 5
Search Performance—Pre-merge Search Database	✓	✗	✓	✓	✓	✓	✓	✓
Search Performance—Set N-Gram Size for Chinese, Japanese, and Korean Projects	✓	✗	✓	✓	✓	✓	✓	✓
Search Toolbar—Include and Customize a Quick Search Field and/or Select Search Button	✓	✗	✓	✗	✓	✗	✓	✗

Skins

Following are skin features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Skin Type	Standard	✗	Standard	HTML5	Standard	Mobile	Standard	Standard	✗	✗	✗	✗	✗	✗
About Box	✗	✗	✓	✗	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Accordion Titles—Exclude	✗	✗	✗	✗	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗
Browser Settings	✗	✗	✗	✓	✓	✗	✓	✗	✗	✗	✗	✗	✗	✗
Caption for Output Window	✗	✗ org.eclipse.help.base plug-in	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Elements (e.g., tabs, accordions)—Specify Default Element	✗	✗	✓	✓	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗
Elements (e.g., tabs, accordions)—Specify Which to Include	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Feedback Comments, Email Notifications, User Profile	✓	✗	✓	✓	✓	✗	✓	✗	✗	✗	✗	✗	✗	✗
Generate All	✓	✗	✓	✗	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗
Language Skins	✓	✗	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Navigation Links in Standalone Topics	✗	✗	✗	✓	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗
Navigation Pane Settings	✗	✗	✓	✓	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗
Preview Skin for Output Type	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Separate UI Text Tab in Skin Editor for Localization	✗	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Styles	✓ Only some styles (e.g., Feedback, toolbar) are supported.	✗	✓ Only some styles (e.g., Feedback, toolbar) are supported.	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
TOC Entry—Select Skin For	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Topic Tool-bar—Custom Settings	✓	✗	✓	✓ Topic tool-bar settings controlled in proxy or stylesheet, not in skin	✓	✓ Limited settings	✓	✓	✗	✗	✗	✗	✗	✗

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Web Toolbar—Add via Skin	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Web Toolbar—Custom Set-tings	✗	✗	✓	✓	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗
Window—Size/Position	✓	✗	✓	✓	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗
Window—User-Defined Size/Position	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗

Tables of Contents and Mini-TOCs

Following are table of contents (TOC) and mini-TOC features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
TOCs—Created via Headings and Proxy	✗	✓	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓ Some ebook readers have built-in TOC
TOCs—Created via TOC File and Skin Setting	✓	✗	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Auto-generate	✗	✗	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓
Binary TOCs	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Mark as New	✗	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✓	✗	✗
Mini-TOCs	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Skin—Select for TOC Entry	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Synchronize With Topics	✓	✗	✓	✓	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗

Target Settings

Following are target features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Auto-generate Glossary, Index, TOC	✗	✗	✗	✗	✗	✗	✗	✗	✓	✓	✓	✓	✓	✓
Characters and Spaces—Replace With Underscores	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
CMYK	✗	✗	✗	✗	✗	✗	✗	✗	✗	✓	✗	✗	✗	✗
Content Folder—Omit from Output	✗	✓	✓	✓	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗
Crop and Registration Marks—Include in Output	✗	✗	✗	✗	✗	✗	✗	✗	✗	✓	✗	✗	✗	✗

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
DOCTYPE Declaration	✓	✗	✓ Recommend disabling this option for non-English content	✗	✓	✓ Standard mobile DOCTYPE always used	✓	✓	✗	✗	✗	✗	✗	✗
Empty Pages—Inject Automatically	✗	✗	✗	✗	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗
File Extensions—Custom	✓	✓	✗	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Mark of the Web	✗	✓	✗	✓	✓	✗	✓	✗	✗	✗	✗	✗	✗	✗
Meta Tags—Custom	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Startup Topic	✓	✗	✓	✓	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML 5	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Stylesheet Medium	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Warnings—Ignore	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Variables

Following are variable features supported in each output type:

	ONLINE								PRINT					OTHER
	DotNet Help	Eclipse Help	Microsoft HTML Help	HTML	WebHelp	WebHelp Mobile	WebHelp Plus	AIR	FM	PDF	WORD	XHTML	XPS	EPUB
Custom Variables	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Heading Variables	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✗
Running HF Variables	✗	✗	✗	✗	✗	✗	✗	✗	✓	✗	✓	✗	✗	✗
System Variables	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓	✓	✓	✓	✓