MadCap Software

Transition From FrameMaker Guide

Flare 10

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CHAPTER 1

Introduction

Moving from Adobe FrameMaker to Flare is easy, although to get the best results you need to do some planning before you start. The following topics provide suggestions for a better experience.

- **About Flare and FrameMaker** Consider the fundamental differences between Flare and FrameMaker. Then analyze your FrameMaker files in order to make the import process as clean as possible. See "About Flare and FrameMaker" on page 7.
- **Before You Import** Take time to prepare your FrameMaker files before you import them into Flare. See "Before You Import" on page 9.
- **As You Import** Use these tips as you work through the import process to make sure the experience is a smooth one. See "As You Import" on page 21.
- **After You Import** Once you're finished importing, there are some additional tasks you'll need to perform. See "After You Import" on page 39.
- **FAQs** Take a look at these frequently asked questions for further information about the import process. See "FAQs for FrameMaker Users" on page 49.

Note: Some of these topics refer to plug-ins and tools from other vendors to help you clean up your FrameMaker files. MadCap Software is not associated with the companies or individuals who make these tools. You do not need to purchase any of these tools to clean up your FrameMaker files; they can just make it easier and faster. Many of the listed tools run in a Shareware mode.

Note: For more details and steps about the features mentioned in this manual, please refer to the online Help, the Flare *Printed Output Guide*, or the Flare *Styles Guide*.

CHAPTER 2

About Flare and FrameMaker

Flare is different than Adobe FrameMaker, not just because it's a different product, but because Flare thinks about content differently than FrameMaker.

In FrameMaker, you use a book with files to define your content. The smallest chunk of information is typically the file, or chapter. You assemble a group of files into a book, which is your deliverable. You can use Flare the same way, in that you can open a topic and write a 50-page Chapter 4, but the real power of Flare will be missed.

In Flare, you don't work initially with chapters; rather, you work with topics. Similar to FrameMaker, you assemble the topics into the deliverable, but you will have many more topics than you had chapters in FrameMaker.

Topics are the unit of content that you should be working with in Flare. They are usually 2 to 4 pages of text, including any graphics. In most cases, topics will probably map to the headings (Heading 1, Heading 2, and so on) in your FrameMaker files.

Not all the information in every heading section should be a topic, though. For example, the information in your heading level 4s may not be able to stand on their own—this information may need the context of the information in the heading level 3 above it to make sense to the reader.

There are no hard and fast rules about the size of the chunks of information and how to break it up. In general, a topic should be able to stand on its own. This is where knowing the structure of your FrameMaker files is going to help you a lot.

CHAPTER 3

Before You Import

The import process will require less work overall if you prepare your files before you start. Just to be safe, make a backup of all FrameMaker files first.

This chapter discusses the following:

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Special Markers

If you are used to importing your FrameMaker documents into Quadralay WebWorks, you may have used special markers in FrameMaker when doing so. You can continue doing the same for importing into Flare. All special markers supported by WebWorks are also supported by Flare. The following are some of the more common types of markers.

- **Filename** This marker lets you control the file names given to the new topics that are created from the imported documents. It is highly recommended that you use this marker.

  E X A M P L E

  Let's say that you have a place in a FrameMaker document that is using the Heading 1 style and contains the text "All About Rabbits." You want a new topic to be created at that point when you import the document. However, you also want to make sure that the file name for that new topic is simply "Rabbits." Therefore, you open the FrameMaker document and insert a filename marker at that heading, using the text "Rabbits" for the marker.

  When you import the FrameMaker document, you select to split new topics on certain styles, including the Heading 1 style. After the import is finished, one of the topics created is named "Rabbits.htm."

- **Hyperlink** If you are importing Adobe FrameMaker documents and you have created hyperlinks by using "Specify Named Destination" and "Jump to Named Destination" markers, Flare will automatically convert them to links in your project.
- **Topic Alias** A topic alias marker is a special marker that you can insert into your FrameMaker source content wherever you want a new context-sensitive Help (CSH) identifier to be created in Flare (after you import the FrameMaker document). After the developer "hooks" the CSH identifier with the appropriate user interface element in the application, that imported FrameMaker content will display when a user opens the CSH in the application's user interface.

Cleanly Formatted FrameMaker Files with No Style Overrides

The more your FrameMaker files consistently use defined styles, the more smoothly the import process will be. Use character, paragraph, and table formats consistently and with no manual overrides.

CHARACTER TAGS

E X A M P L E

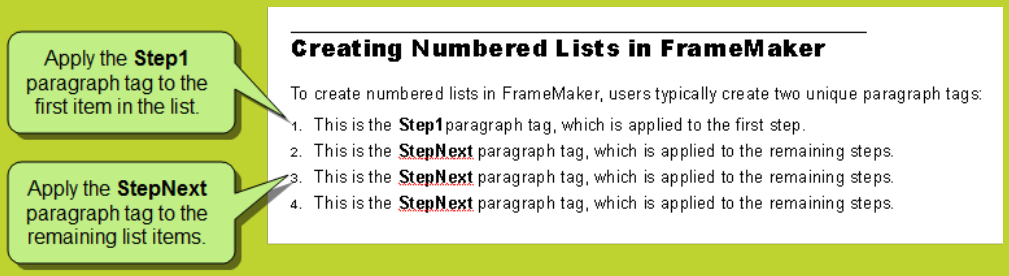
If you hand-bolded text throughout your book, but the bold isn't a character style, it may be worth your while to create a Bold character style and apply it to all instances of hand-bolded text.

PARAGRAPH TAGS—NUMBERED LISTS

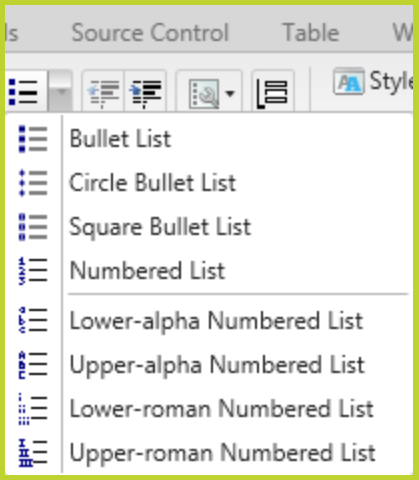
FrameMaker requires you to create two distinct paragraph tags to handle numbered lists. Because Flare uses standard HTML code for ordered lists and list items, content developers frequently choose not to take the extra steps to create distinct paragraph styles to handle list numbering. Because FrameMaker handles list numbering using paragraph tags, Flare converts those tags to the to the standard <p> style during the import. You then apply the desired ordered list and list item tags to the existing numbered steps in Flare.

E X A M P L E

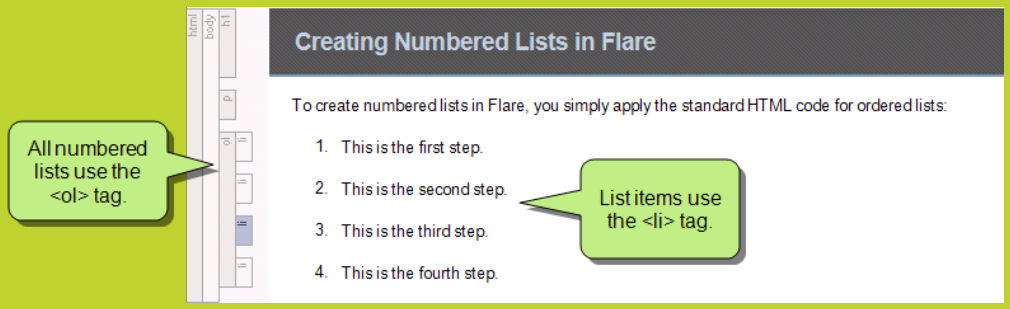
In FrameMaker, you must create two distinct paragraph tags to handle automatic list numbering—one tag to apply to the first step in the list and another tag to apply to the remaining steps.



Because Flare uses standard HTML code (where an ordered list starts with the <ol> tag and each list item starts with the <li> tag), there is no need to create distinct paragraph styles to handle list numbering. You simply apply the desired numbered list format using the quick list drop-down menu shown below.



Once the list numbering is set, you don't need worry about it again. The example below shows you a simple numbered list in the Flare XML Editor:



The Flare Text Editor lets you see how ordered lists and list items are formatted in HTML:

```
1   <?xml version="1.0" encoding="utf-8"?>
2   <html xmlns:MadCap="http://www.madcapsoftware.com/Schemas/MadCa
    lastHeight="231" MadCap:lastWidth="836">
3       <head>
4           <link href="../Resources/Stylesheets/styles.css" rel="s
5       </head>
6       <body>
7           <h1>Creating Numbered Lists in Flare</h1>
8           <p>To create numbered lists in Flare, you simply apply
            <ol>
                <li>This is the first step.</li>
                <li>This is the second step.</li>
                <li>This is the third step.</li>
                <li>This is the fourth step.</li>
            </ol>
15      </body>
16  </html>
```

All numbered lists use the <ol> tag.

List items use the <li> tag.

If you want to map numbered lists from FrameMaker to a paragraph style in Flare, the option is available. Before importing your FrameMaker document into Flare, create comparable <p> styles in the Flare stylesheet and ensure that those styles are set to use the appropriate mc-auto-number-format command.

Create This Style in Flare	mc-auto-number-format	To Map It to This FrameMaker Paragraph Tag
p.Step1	{n=1}	Step1 (or your equivalent)
p.StepNext	{n+}	StepNext (or your equivalent)

The next step is to import your FrameMaker document into Flare. During the import process, you can map your FrameMaker paragraph tags to the corresponding tags in Flare.

Note: The import process does not support mapping numbered lists from FrameMaker to CSS list item <li> styles.

Logically Structured FrameMaker Files

The more logically you structure the information in your FrameMaker files, the easier the information will be to work with in Flare.

E X A M P L E

The information tagged Heading 1 should all share the same kind of information.

Let's say you have the following:

H1: Opening Files

H3: Editing Files

H2: Saving Files

H4: Printing Files

H3: Archiving Files

These are probably all first-level headings and should be moved to be at the same level. You can do this in FrameMaker or you can use an outlining FrameMaker utility called Enhance, available at **http://www.sandy-brook.com**.

Consistently Use and Apply Paragraph, Character, and Table Formats

Over time, it's easy for FrameMaker files to include many formats, some used and some not. It's also easy to have several formats that look identical and serve the same purpose. This can cause confusion after importing into Flare.

You should delete the unused formats in your FrameMaker files. You can do this manually, or use tools like the following to help.

To Delete	Use This Tool	Available From
Unused Character Formats	Character Tools	http://www.siliconprairiesoftware.com/
Unused Paragraph Formats	Paragraph Tools	http://www.siliconprairiesoftware.com/
Unused Table Formats	Table Tools	http://www.siliconprairiesoftware.com/

Make sure you understand how your files were designed. It's possible that you or someone else tagged different kinds of information with tags that look identical. You may not want to undo this.

If you have a lot of identical formats in your FrameMaker files and they serve no purpose, you should consolidate these.

To help you identify identical tags, it might be useful to list all tag settings. Table tools, Character Tools, and Paragraph Tools, listed above, will create these lists.

After you identify the formats you want to change, you can go to the following website and get FindChangeSpecial:

http://www.frameexpert.com/plugins/findchangespecial/index.htm

You can find and change format names in FrameMaker, so this tool is not essential, but it makes the process faster.

After the import process, you may still need to clean up the formats in Flare. If so, it's probably worth purchasing the external MadCap Analyzer. It can show you unused styles, identical styles, and other issues in your stylesheets. You can delete, rename, and so on directly in MadCap Analyzer.

All Cross-References and Referenced Files Need Targets

To import your files, Flare (and FrameMaker) should be able to find all the files used. In FrameMaker, this is pretty easy—generate/update your book so it finds all the files the book. Even if you're only going to import one file from a book, this lets FrameMaker know where everything is and how to find it.

If FrameMaker reports it cannot find files or cross-references, sort this out before you start your import in Flare.

Update TOCs

If you are importing a book file that has a book-level table of contents (TOC), the TOC is used to create a Flare TOC. This saves you a lot of time and effort in re-creating your FrameMaker TOC.

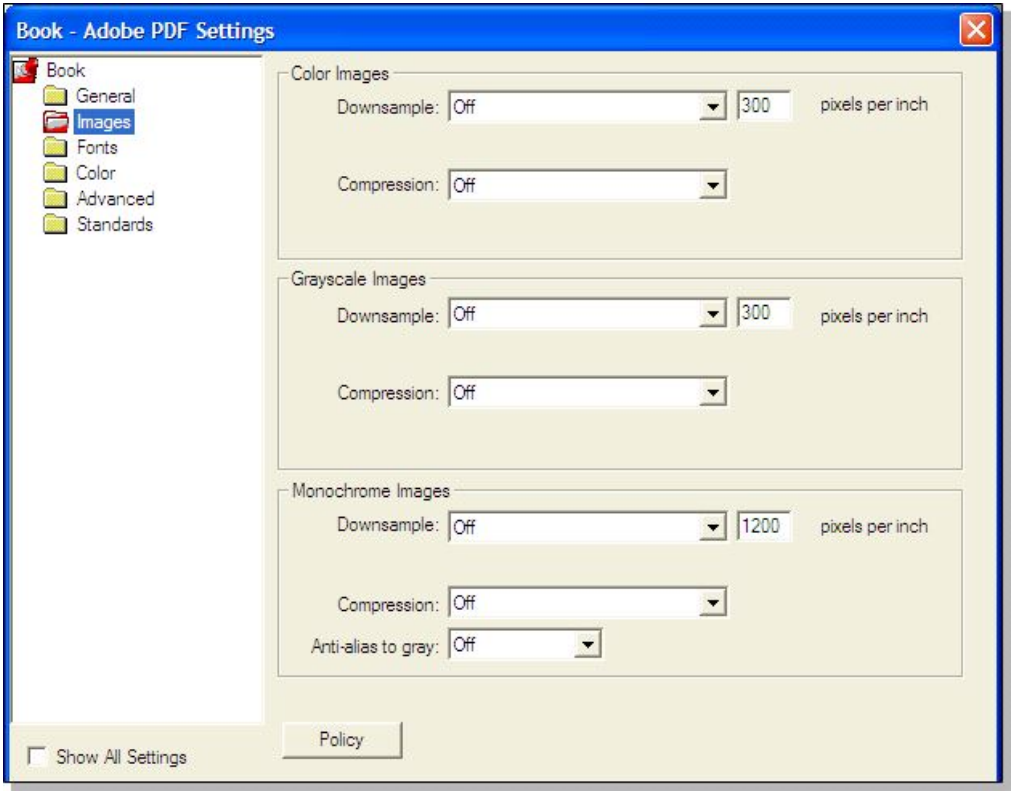
Before you start the import in Flare, make sure the FrameMaker book-level TOC includes the headings you want in the eventual Flare TOC. After you import into Flare, you can add topics to the Flare TOC, but making sure the FrameMaker TOC is correct saves you work after the import.

Distiller Settings for Importing Graphics

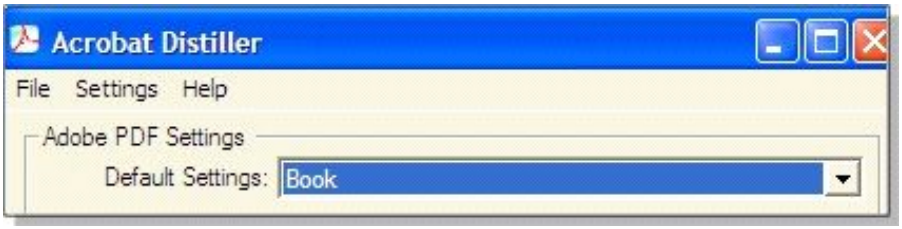
Selecting the right import options in Flare is half the process in getting graphics that look good. The other half is selecting the correct Adobe Distiller options.

Why the correct Distiller options? Because Flare uses Distiller to convert graphics from FrameMaker. This ensures the best quality graphics when you import into Flare. Therefore, it's important to get the settings right in Distiller before you start the import process.

Open Distiller on your computer, find the Images settings, and set all Downsampling to **Off** or **None**. This prevents the Distiller from reducing the number of pixels in your graphics, making the resulting graphic look much cleaner. The following example shows Distiller 8 but the same settings can be found in other versions of Distiller. For more information about Distiller, please refer to its documentation.



When you're done, save the Distiller settings as a .joboptions file. When you return to the Distiller interface, make sure you select the .joboption file that you just created.



When you close Distiller, it automatically uses the settings last selected when it was closed. So make sure you select the .joboption file that you created before you close it.

CHAPTER 4

As You Import

All of your file preparation is going to pay off in the import process. This section assumes you've followed the best practices in the previous Quick Start topics ("About Flare and FrameMaker" on page 7 and "Before You Import" on page 9). You should have clean FrameMaker files that can locate all linked files.

When you're ready to import your files, you can do it in two ways:

- **Create a New Project** You can create a new Flare project at the same time that you import your files.
- **Import Files into an Existing Project** You can import your files into a Flare project that you've already created.

This chapter discusses the following:

Pay Attention and Be Patient 22
Try It Several Ways 23
Slice Your Information Into Reasonable Chunks 24
Use Special Settings When Importing Graphics 25
Preserve FrameMaker Styles 28
Define Your Styles If You are Not Using an Existing Stylesheet 29
Map and Create Cross-Reference Formats 31
Map All Your FrameMaker Styles to Those in Your Stylesheet 36

Pay Attention and Be Patient

If you rush into opening the Import FrameMaker Wizard, specify a FrameMaker file, and click Finish, you're likely to hate the results.

The import process requires that you make decisions about what you want, based on what you have. Because the structure of the information in FrameMaker files can vary wildly, pay attention to the decisions you're being asked to make and take the time to make them.

Try It Several Ways

Because Flare offers you a lot of options on import, you may be uncertain what you need to select and why. At the end of the import process, we show you a preview of what your files look like. Take the time to scroll through the results and look at what happened.

If what you see is not what you wanted, click **Cancel** and try other options. Rinse and repeat until what you see in the preview looks like what you want. We provide the preview so you can make an informed decision about your content before you bring it into Flare. Use that option and don't be afraid to cancel many times if needed to get what you want.

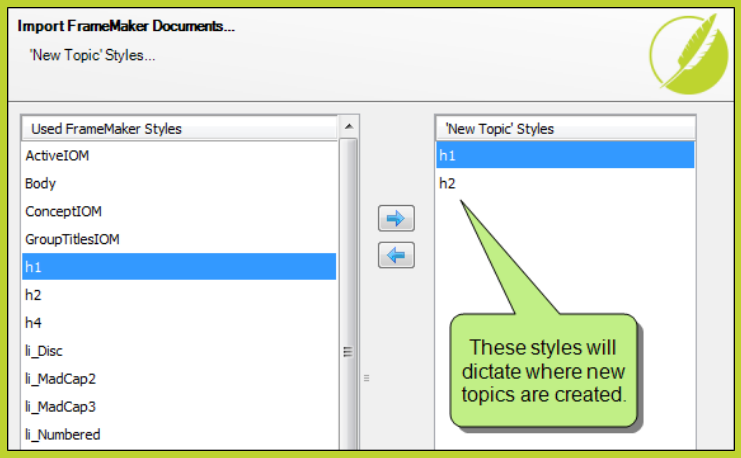
Slice Your Information Into Reasonable Chunks

The New Topics Styles page in the Import FrameMaker Wizard is one of the most important places to stop and think when you are importing FrameMaker files into Flare.

What you're doing is telling Flare that you want your FrameMaker files chopped into topics, based on the paragraph formats you move to the right side of the screen. This is where the logically structured documents that you prepared will pay off.

E X A M P L E

In the example below, Flare will make topics out of sections that start with BookTitle, ChapterTitle, Heading1, and Heading2. No other formats will be used to create topics.



At the end of the import process, carefully review the topics to see if the formats you selected are the information chunks you want. If they are too large or too small, cancel and select other formats to see if you like those better.

Use Special Settings When Importing Graphics

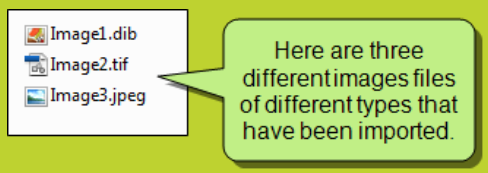
Technical manuals typically use many graphics. It's important these come through the conversion process as clean as possible, and you can use special settings on the Options page of the Import FrameMaker Wizard to help things along.

When you import, you have a few options for graphics. What you select depends on what you want to do and how your FrameMaker files are set up. The result also depends on settings in the Adobe Distiller. See "Distiller Settings for Importing Graphics" on page 18.

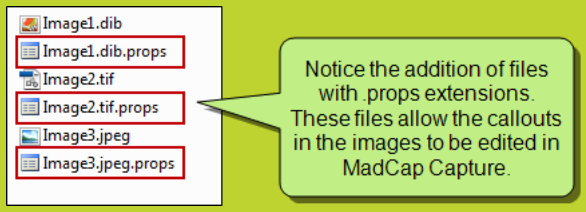
- If your document contains graphics with callouts, you can select one of three options to determine how the images are imported.
  - **Generate Images Without Callouts** If the anchored frame contains an image along with callout text, the original image is imported *without* the callout text. You might select this option if you have resized the image in FrameMaker. With this option, the imported image is likely to be of a higher quality than it would be otherwise. You can then add a callout to the image once it is inside Flare.
  - **Generate Images With Callouts** If the anchored frame contains an image along with callout text, Flare creates a PROPS (i.e., properties) file along with the image file when that document is imported. This means that you can open those image files in MadCap Capture to edit those callouts after the import process is completed.

E X A M P L E

If you import anchored frame images and tell Flare not to include the callouts, your imported image files will look something like this in Windows Explorer.



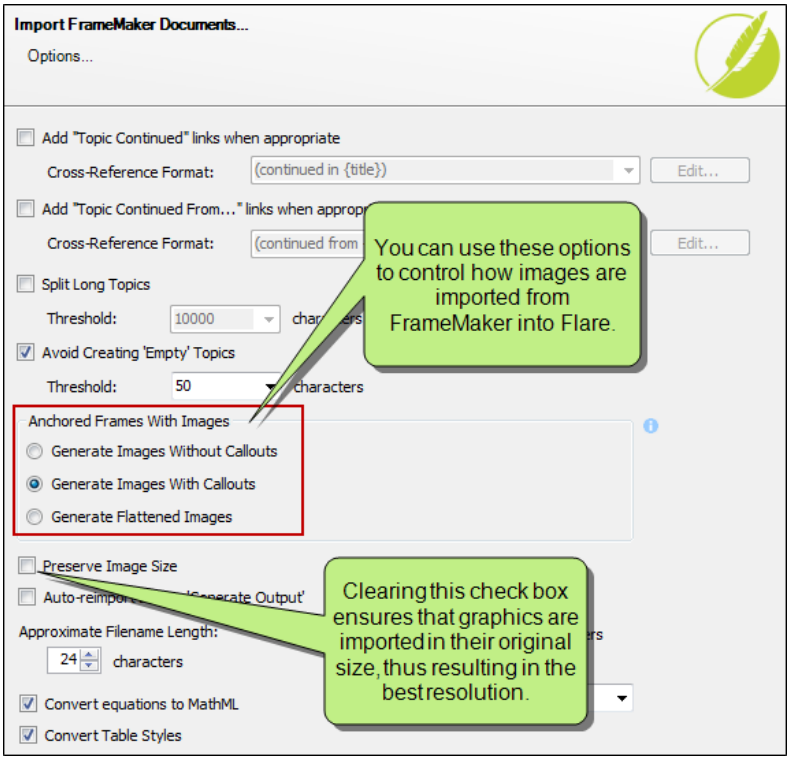
On the other hand, if you import the same images and tell Flare to include the callouts, it will look something like this in Windows Explorer.



Note: Some FrameMaker elements—such as arcs and nested frames—are not supported with this option.

» **Generate Flattened Images** If the anchored frame contains an image along with callout text, a new flattened image will be created as a result. The callout is included, but you cannot edit it.

» To get the best resolution in the graphics after the import, clear the **Preserve Image Size** check box. If you select this option, the original image is imported. However, the <img> tag is modified in the imported file to closely reflect the height and width of the image in the FrameMaker document. If you *do not* select this option, the <img> tag is not modified in the imported file. Instead, the image is referenced at 100% of its original value. You might then need to manually resize the image in Flare. But this will give you the cleanest looking graphic because it wasn't reduced in size in the import process. For more information about resizing your graphics in Flare, see the online Help.



Like so many options when you import, review the graphics in the Preview before you commit to the import. Make sure the graphics look the way you want. If not, click **Cancel** and change the options. Also understand that some cleanup may be required, so factor that into your time estimates.

Preserve FrameMaker Styles

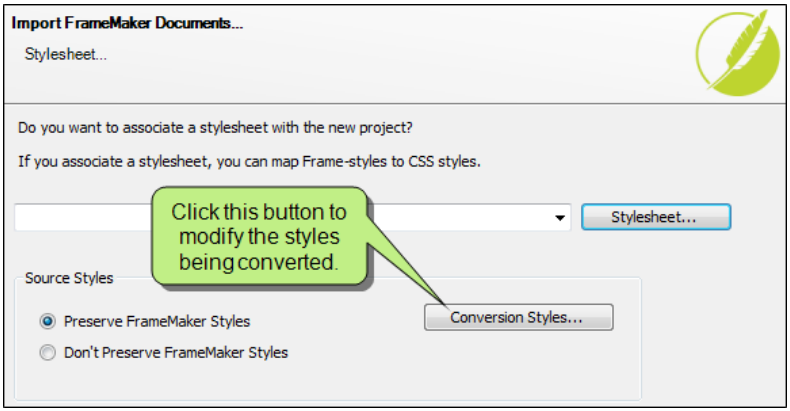
If you have a robustly styled FrameMaker file that you like, and this is your first FrameMaker import, you probably want to preserve FrameMaker styles on import.

This serves two functions: (1) It makes your Flare documents look very similar to your FrameMaker documents, and (2) it creates a template that you can easily reuse in future projects. While it may be some work up front, it results in less work down the line—always a good practice.

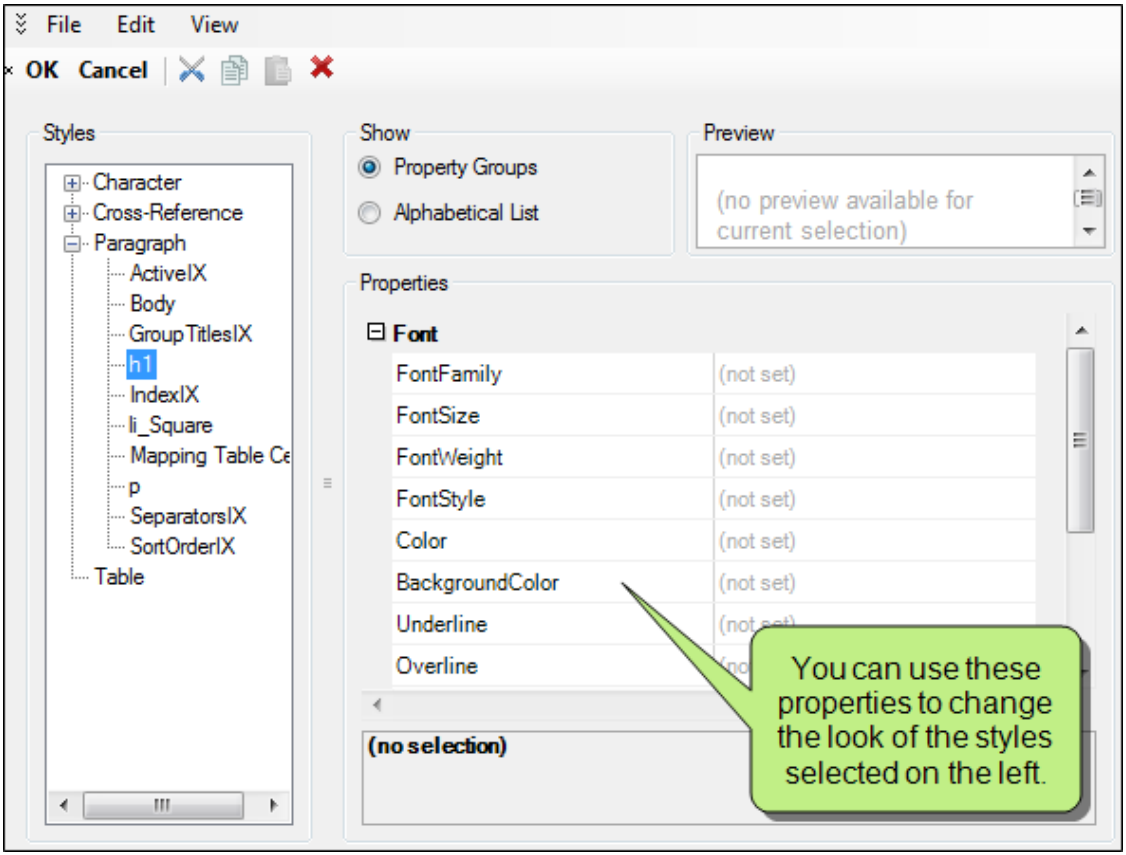
Note: If you select this import option, you will get a lot of "child" formats in your eventual stylesheet. The names look like h1.Heading1 or h2.Heading2, where the part after the period comes from the style names in your FrameMaker files. These formats inherit some or all of their formatting from the parent (<h1>, <h2>, and so on) style.

Define Your Styles If You are Not Using an Existing Stylesheet

If you opted to preserve FrameMaker styles, you can edit the styles to look as you want them before you finish the import. Click the **Conversion Styles** button if you want to change the formats.



You do not have to make the changes to the formats here—you can always do it after you import using the Stylesheet Editor, but it will seem easier to do it now. Your content will come through looking more like you expect.



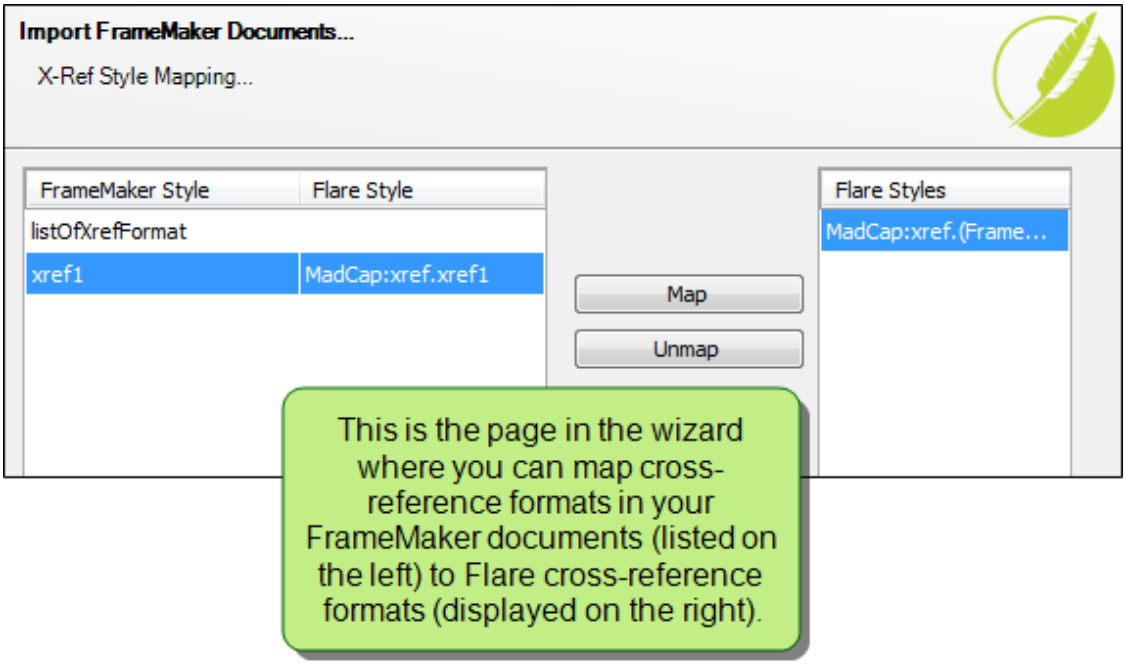
Map and Create Cross-Reference Formats

Most technical material includes a lot of cross-references. This is a great practice because it helps the reader know where related information is in the manual. Flare has a fairly robust cross-reference feature set.

You have two ways of managing cross-references: standard mapping and preservation styles conversion.

Using the Standard Mapping During Import

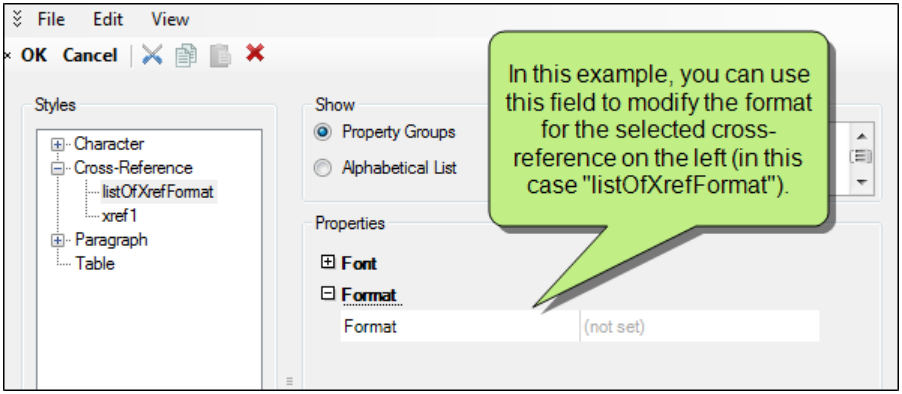
This is in the Import FrameMaker Wizard, on the Cross-References page. This setting overrides any other settings you may use. The downside to using this area is that you have little control over the exact cross-reference structure. It's best if your cross-references are heading and page style references. You can always change them later.



Using the Frame Styles Conversion Settings

On the Stylesheet page of the Import FrameMaker Wizard, you can click the Conversion Styles button if you are preserving FrameMaker styles. This opens the Import Styles Editor, which you can use to change the cross-reference formats in your FrameMaker files, mapping them to exactly what you want in Flare. This is a better method if you have a lot of unique cross-reference formats, such as Step # or other references.

When you expand the Cross-Reference node, you see the cross-reference formats in your FrameMaker document(s). You can specify how these look when they come through the conversion.



Conversion Table

The following table will help you understand how and what you are converting.

Command	Description	Similar to FrameMaker's Format
{b}	Start bold text	Managed in Character formats
{/b}	End bold text	Managed in Character formats
{bg}	Start new background color	None
{/bg}	End background color	None
{color}	Start new text color	Managed in Character formats
{/color}	End text color	Managed in Character formats
{default}	Reset all font changes	[default]
{ext}	File extension	None
{family}	Start new font family	None
{/family}	End font family	None
{file}	File name, including extension	[fullfilename]
{filename}	File name, without extension	[filename]
{h1}	Text of first heading 1 paragraph in topic	None, although the running header/footer system variable comes close
{h2}	Text of first heading 2 paragraph in topic	None, although the running header/footer system variable comes close
{h3}	Text of first heading 3 paragraph in topic	None, although the running header/footer system variable comes close

Command	Description	Similar to FrameMaker's Format
{h4}	Text of first heading 4 paragraph in topic	None, although the running header/footer system variable comes close
{h5}	Text of first heading 5 paragraph in topic	None, although the running header/footer system variable comes close
{h6}	Text of first heading 6 paragraph in topic	None, although the running header/footer system variable comes close
{i}	Start italic text	Managed in Character formats
{/i}	End italic text	Managed in Character formats
{page}	Page number	[pagenumonly]
{pagecount}	Page count	
{pageref}	Context-sensitive page reference automatically adjusts from a page number to "above," "below," "next," or "previous."	None
{paranum}	The autonumber text of bookmarked paragraph The bookmark is automatically added to the heading when you insert the cross-reference.	[paranum]
{paranumonly}	The autonumber only of bookmarked paragraph The bookmark is automatically added to the heading when you insert the cross-reference.	[paranumonly]
{paratext}	Text of bookmarked paragraph The bookmark is automatically added to the heading when you insert the cross-reference.	[paratext]
{paraxml}	Text and markup of bookmarked paragraph The bookmark is automatically added to the heading when you insert the cross-reference.	None
{path}	File path	None

Command	Description	Similar to FrameMaker's Format
{size}	Start new font size	Managed in Character formats
{/size}	End font size	Managed in Character formats
{sub}	Start subscript text	Managed in Character formats
{/sub}	End subscript text	Managed in Character formats
{sup}	Start superscript text	Managed in Character formats
{/sup}	End superscript text	Managed in Character formats
{title}	Title of document	None
{u}	Start underlined text	Managed in Character formats
{/u}	End underlined text	Managed in Character formats
{url}	File path, URL syntax	None, but HTML marker is close

Remember, when you import cross-references, they show the page number from FrameMaker. Until you put the topics together into a TOC and create a target in Flare, the topics know nothing about pages and page numbering, except within a single topic.

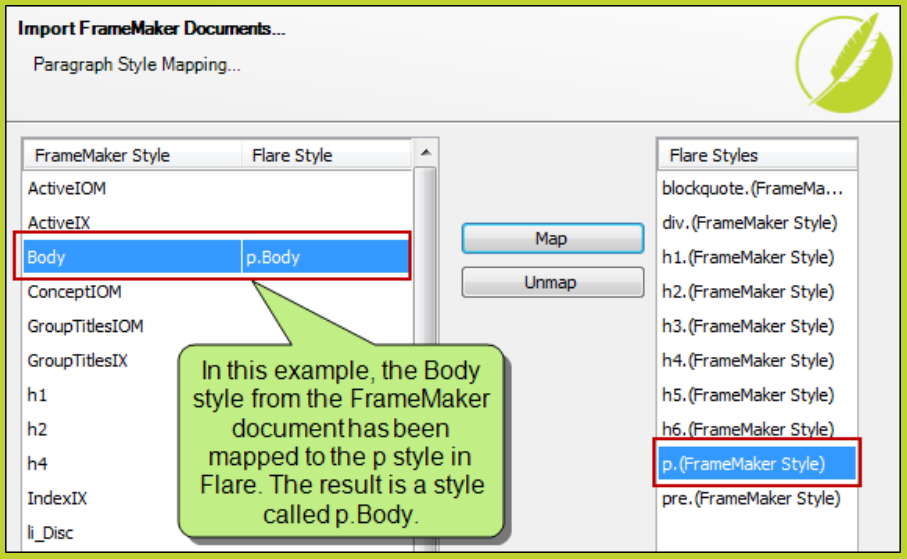
Map All Your FrameMaker Styles to Those in Your Stylesheet

When you reach the import pages for mapping your existing FrameMaker styles to Flare styles, make sure you map all of them. You can map paragraph styles, character styles, and cross-reference styles.

Unmapped paragraph styles come through as p.whateverthestylenamewas, unmapped character styles come through as span.whateverthestylenamewas, and unmapped cross-reference styles come through as MadCap|xre-f.whateverthenamewas. This may result in lots of formats you did not actually want in the stylesheet and can take a lot to clean up. It is better to control the mapping up front and reduce the cleanup afterwards.

E X A M P L E

You might have a paragraph style called "ChapterTitle." When you import this style, you might want it to be mapped to an <h1> tag in Flare. Therefore, if you map it to <h1>, the result will be a style called h1.ChapterTitle. If you do not map it, the result will be a style called p.ChapterTitle.



CHAPTER 5

After You Import

After you clean up your source files and import into Flare, you may need to clean up or re-create certain elements.

This chapter discusses the following:

Set Up Your Master Pages (Page Layouts) 40
Reference Pages 41
Organize Your Files 42
Move and Resize Your Graphics 44
Reuse Your Stylesheet in the Next Project 45
Reuse Your Import File 46
Now What? 47

Set Up Your Master Pages (Page Layouts)

Master pages from FrameMaker are not converted in Flare. You need to re-create them as page layouts. The good news is that page layouts are more flexible than master pages in FrameMaker. For example, FrameMaker master pages do not allow different sized pages in the same file.

Flare lets you have many pages defined in page layouts, and they can be different sizes. For example, this allows you to have an 8 x 11 page layout that includes an 11 x 14 page, which allows for the fold-out schematic that you need in the middle of a chapter.

You can also have multiple sets of page layouts, something that FrameMaker does not allow. This lets you define one set of page layouts for the 8 x 11 PDF book that you put on your website for customers to download. You can also define 7 x 9 page layouts for the book you will send to the printer that needs to fit in the product box.

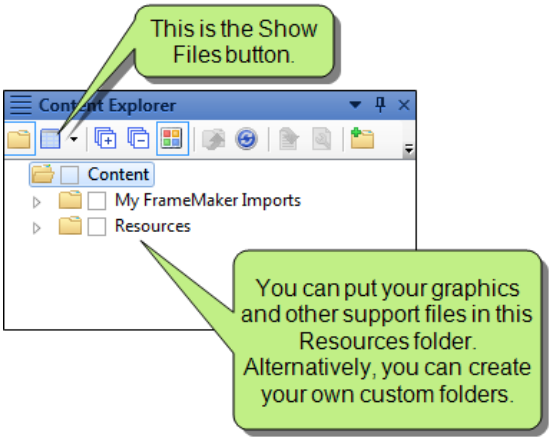
Reference Pages

There are no equivalents to reference pages in Flare. The formatting and other tasks you are used to performing are done in the Stylesheet Editor, the Page Layout Editor, or both.

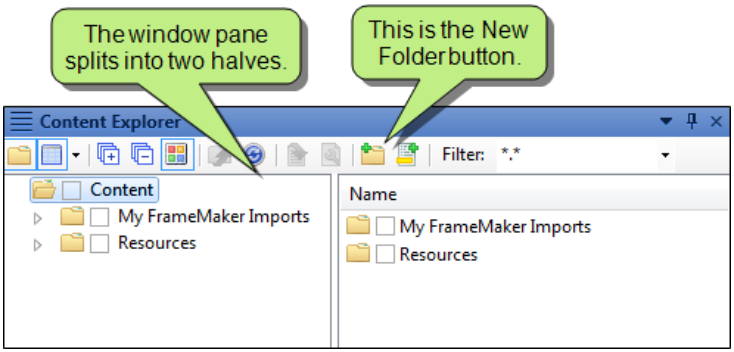
Organize Your Files

After you import, any graphics in your FrameMaker files are put in the same folder as your converted FrameMaker files. This looks messy and probably isn't what you wanted. You can easily fix this.

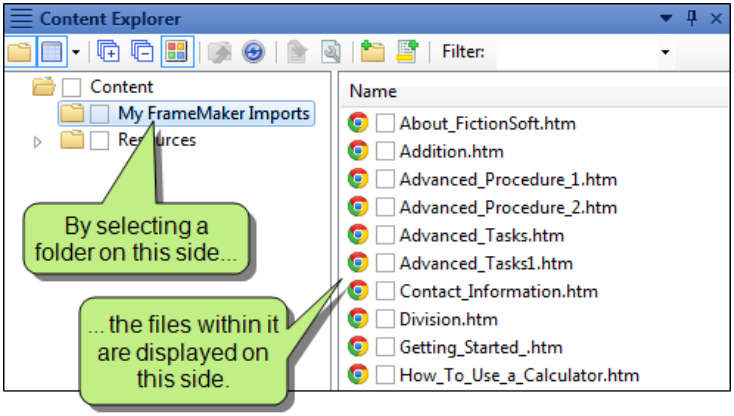
In the Content Explorer, click the **Show Files** button .



After you click the Show Files button, a two-pane view opens. You can expand your folders or create a new folder by clicking the **New Folder** button .



On the right side, select one or more files you want to move. Drag them to the folder on the left where you want to store them. The Resources\Images folder is the default location for new images that you create in Flare, so you may want to drag all of your graphic files to that folder (you may need to manually create the "Images" subfolder first). All of the standard Windows multi-select options are available.



You are prompted to update links when the files are moved. Make sure you click **Update** so that Flare knows where these files have been moved to and how to find them.

Move and Resize Your Graphics

Your graphics came through but, as with any conversion, there will be some tweaking to get them placed exactly where you want them, especially if your graphics were in the left margins in FrameMaker.

There are no anchored frames in Flare. To select a graphic, right-click it and choose **Select**. You can also right-click the image and select **Edit Image** to format and position the graphic the way you want it. For more information see the "Positioning Images" topic in the online Help.

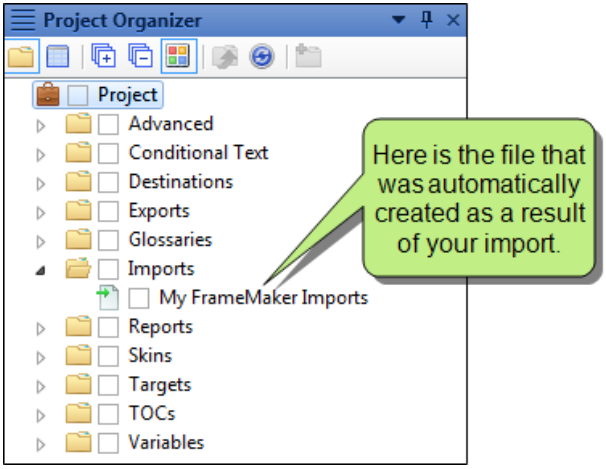
Reuse Your Stylesheet in the Next Project

The next time you need to import another FrameMaker project, all the time and work you put into perfecting your stylesheet will pay off.

During your next import process, browse and select the stylesheet you already like. This reduces all the effort in defining and mapping styles. All you have to do is map styles and account for any new FrameMaker formats not mapped or created in your stylesheet.

Reuse Your Import File

When you finish importing FrameMaker documents, an import file is created and stored in the Project Organizer in Flare. This file contains all of the settings ("rules") that you entered in the Import FrameMaker Wizard when you imported the documents. If you need to re-import the files, you can simply open this file so that you don't have to redo all of your settings. You can also make copies of this file and tweak it for importing other FrameMaker books and files (i.e., remove selected files from the Source Files list and add other files that you want to import with the same rules).



Now What?

Now that you've completed the first step (creating a project), you can add more topics, create snippets, develop tables of contents, edit targets, and work your way through all of the other steps that are part of producing online and/or print-based output.

CHAPTER 6

FAQs for FrameMaker Users

Following are some frequently asked questions for FrameMaker users transitioning to Flare.

This chapter discusses the following:

Where is the Book File from the Adobe FrameMaker Documents? .. 50

What is a Stylesheet and Why Do I Need One? 51

What Happened to My Paragraph and Character Styles? 52

Why Does the User Interface Look So Different from Adobe FrameMaker? 57

Is There a Master Page and What Does It Do? 58

What About Third-Party Tools That I Depended On to Enhance Adobe FrameMaker? 59

Where are the Images I Imported with the FrameMaker Files? 60

Where is the Book File from the Adobe FrameMaker Documents?

There is no comparable BOOK file in Flare. The Import FrameMaker Wizard converts the Adobe FrameMaker BOOK file and other documents to topic files and places them in a folder in the Content Explorer named for the imported Adobe FrameMaker BOOK file.

E X A M P L E

Let's say you imported a FrameMaker BOOK file called "Getting Started Guide." Following the import, you can locate the converted content of that BOOK file in a folder named "Getting Started Guide" within the Content Explorer.

What is a Stylesheet and Why Do I Need One?

One feature of Flare that may be new for some Adobe FrameMaker users is the concept of stylesheets. It is important to understand the critical role that stylesheets play in Flare.

Stylesheets are simply a collection of formatting rules that control the appearance of content in output. In Flare, all paragraph styles and character styles are contained in a stylesheet. A stylesheet completely replaces the Paragraph Designer, Character Designer, and Catalogs in Adobe FrameMaker.

Stylesheets let you separate content from presentation. This makes it much easier to control a standard appearance for all of your content because you don't need to update every page when you want to make a change. A stylesheet gives you flexibility and control over the exact appearance of your content. With stylesheets you can control many properties, including specific fonts and font sizes; bold, italics, and underlining; text and background color; link color and underlining; and much more. By using stylesheets to control the look of your content, you can ensure a consistent appearance in the output.

Most importantly, a stylesheet satisfies all the formatting requirements of a Flare project and removes the task of importing paragraph and character styles from other Adobe FrameMaker documents. A change or update to a style is automatically reflected in all places where that style is used.

What Happened to My Paragraph and Character Styles?

In Adobe FrameMaker, you used the Character Designer, Paragraph Designer, and Catalogs to manage your text formatting needs. When you import Adobe FrameMaker documents, all the style information is placed in a stylesheet, which can be viewed in Flare's Stylesheet Editor.

In addition to the styles you created in Adobe FrameMaker, you will notice many more styles that Flare adds. These styles are adopted from W3C specifications (see **http://www.w3c.org**), or they are MadCap-specific styles used to support unique features in Flare.

1. Make sure the Content Explorer is open.
2. Navigate to your stylesheet.

> **Note:** When you add new stylesheets (not import them), the traditional default location for those stylesheets is within the Resources folder (although they can also be placed in custom folders). To open a stylesheet from this location, double-click the **Resources** folder. Then double-click the **Stylesheets** folder.

3. Double-click the stylesheet. The Stylesheet Editor opens.

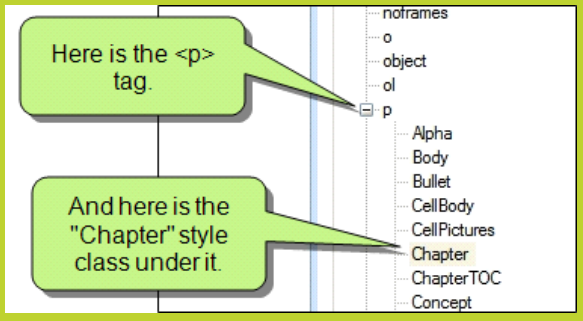
4. In the Stylesheet Editor, your imported paragraph and character styles can be found in the following locations, depending on your selections in the Import FrameMaker Wizard.

PARAGRAPH STYLES

If you imported paragraph styles without mapping them to Flare styles, they can be found under the <p> tag in the Stylesheet Editor.

E X A M P L E

If you imported a paragraph style called "Chapter," you can find that style under the <p> tag, and its new full name is "p.Chapter."



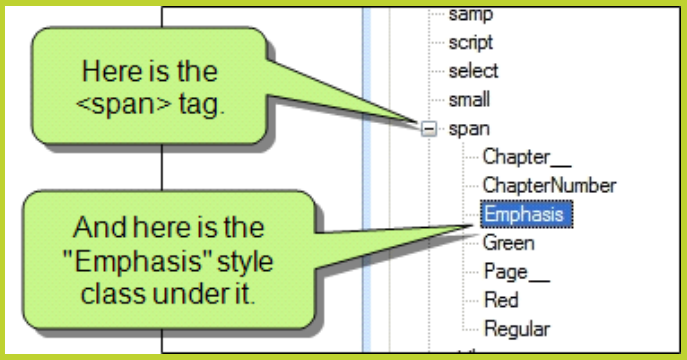
Please note that this example is showing the Advanced view of the Stylesheet Editor. You can also work in the Simplified view of the editor, which shows the styles in a grid.

CHARACTER STYLES

If you imported character styles without mapping any of them to existing Flare styles, your character styles can be found under the tag.

E X A M P L E

If you imported a character style called "Emphasis," you can find that style under the tag, and its new full name is "span.Emphasis."

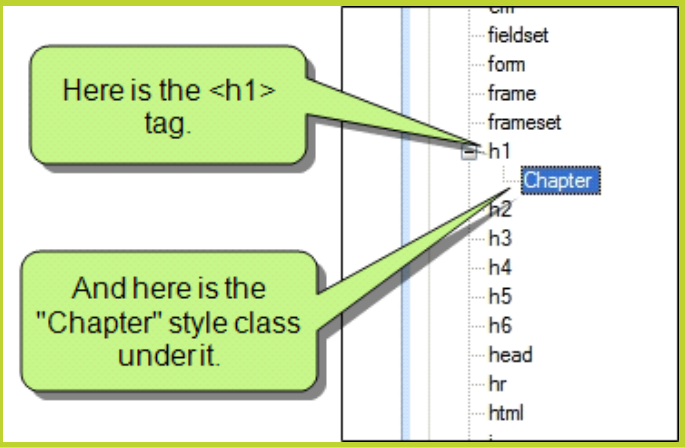


MAPPED STYLES

If you imported paragraph and character styles, mapping them to existing Flare styles, they will be found under the tags that you mapped them to.

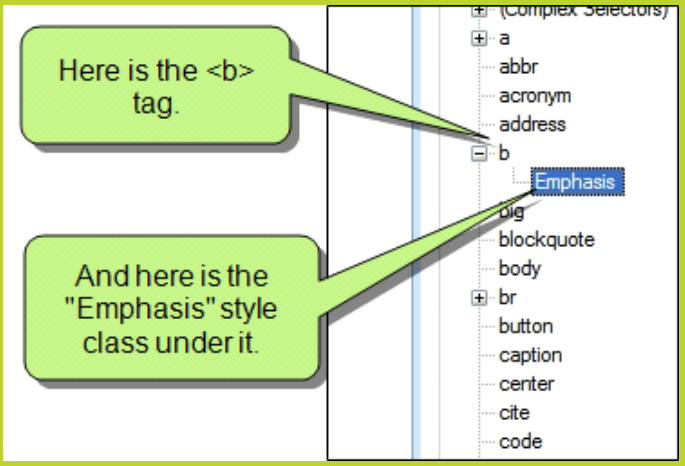
E X A M P L E

If you imported a paragraph style called "Chapter" and mapped it to the Flare style called "h1," you can find the imported style under the <h1> tag, and its new full name is "h1.Chapter."



E X A M P L E

If you imported a character style called "Emphasis" and mapped it to the Flare style called "b," you can find that style under the <b> tag, and its new full name is "b.Emphasis."



Why Does the User Interface Look So Different from Adobe FrameMaker?

There are significant differences between the Adobe FrameMaker and Flare user interfaces.

In Adobe FrameMaker, a window appears when you open a document. The window shows the document laid out in a page design with text, images, and other elements in their places. You can customize the interface slightly by displaying window guides such as borders, text symbols, rulers, and grids.

Adobe FrameMaker was developed in the late 1970s, while Flare is much more modern looking and is designed to support the future of single-source publishing.

Unlike the Adobe FrameMaker interface, which presents a traditional page analog for text entry with pull-down menus for additional options, Flare features a visual XML editor, driven by cascading stylesheets.

Editors are available for every Flare project element and can be arranged as tabs or accordion items; docked or floating. You can open and work in multiple windows to suit your preferences. Visual indicators of conditions, variables, and index markers speed your development process.

Is There a Master Page and What Does It Do?

In Flare you can use master pages or page layouts.

A master page is an element that you can create in your project in order to apply certain content to multiple topics. A master page is useful in online outputs, as well as print-based outputs. However, the benefits are somewhat different for online output than they are for print output. For example, you might use a master page in online output to apply features such as breadcrumbs, mini-TOCs, or footer text to multiple topics, or even all topics in a target. For print-based output, a master page allows you to determine page specifications (such as size or orientation) and to apply certain content (such as header text or page numbers) to many topics in a manual.

Page layouts are similar to master pages, but are more flexible and easier to use. The general rule of thumb is that page layouts are recommended for *print-based output* (when possible), and master pages continue to be the best method for automatically adding headers, footers, and breadcrumbs in multiple topics for *online output*. Another difference between page layouts and master pages is that page layouts can be used for any of the print-based outputs (Adobe FrameMaker, Adobe PDF, Microsoft Word, Microsoft XPS, XHTML), whereas master pages can be used only for Microsoft Word and FrameMaker when creating print-based output.

What About Third-Party Tools That I Depended On to Enhance Adobe FrameMaker?

Much of the add-on functionality that you depend on in Adobe FrameMaker is supplied by MadCap Analyzer. There are two versions of Analyzer—an internal version that is built into the Flare interface; and a more robust version that is available separately. Tightly integrated with Flare, Analyzer can scan your topics and make suggestions for missing variables, broken links, missing images, and many other analytical tasks. Then with a few clicks of your mouse, you can correct the issues that Analyzer identified.

Where are the Images I Imported with the FrameMaker Files?

The Import FrameMaker Wizard copies the imported images to a folder in the Content Explorer named for the imported Adobe FrameMaker BOOK or other files. If you prefer, you can move the images to a folder within the Resources folder. The Resources\Images folder is the default location for new images that you create in Flare.

APPENDIX

PDF Guides

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

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

Snippets Guide

Source Control Guide

Styles Guide

Tables Guide

Tables of Contents Guide

Targets Guide

Templates Guide

Topics Guide

Touring the Workspace Guide

Transition From FrameMaker Guide

Variables Guide

WebHelp Outputs Guide

What's New Guide