

MADCAP FLARE DESKTOP 2025

Transition From FrameMaker

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CONTENTS

CHAPTER 1

Introduction	6
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CHAPTER 2

Flare Desktop and FrameMaker	7
------------------------------------	---

CHAPTER 3

Before You Import	8
Special Markers	9
Cleanly Formatted FrameMaker Files With No Style Overrides	10
Logically Structured FrameMaker Files	14
Consistently Use and Apply Paragraph, Character, and Table Formats	15
All Cross-References and Referenced Files Need Targets ..	17
Update TOCs	17
Distiller Settings for Importing Graphics	17
Anchored Frames With Images in FrameMaker Imports	19
Creating Drop-Down Effects in FrameMaker Source Documents	21
Creating Hyperlinks in FrameMaker Source Documents	23
Creating Passthrough Markers in FrameMaker Source Documents	25

Creating Topic Alias Markers in FrameMaker for CSH	28
Specifying Custom File Names for FrameMaker Imports ...	30

CHAPTER 4

As You Import	32
Pay Attention and Be Patient	33
Try It Several Ways	33
Slice Your Information Into Reasonable Chunks	34
Use Special Settings When Importing Graphics	35
Preserve FrameMaker Styles	38
Define Your Styles If You are Not Using an Existing Stylesheet	39
Map and Create Cross-Reference Formats	41
Map All Your FrameMaker Styles to Those in Your Stylesheet	47

CHAPTER 5

Importing FrameMaker Files	48
How to Import FrameMaker Files	49

CHAPTER 6

After You Import	66
Set Up Your Page Layouts	67
Reference Pages	67
Organize Your Files	68
Move and Resize Your Graphics	70
Reuse Your Stylesheet in the Next Project	70
Reuse Your Import File	71
What's Next?	71

APPENDIX

PDFs	72
Tutorials	72
Cheat Sheets	73
User Guides	74

CHAPTER 1

Introduction

When importing and moving from Adobe FrameMaker to Flare Desktop, you should do some planning before you start to get the best results.

General Information

- "Flare Desktop and FrameMaker" on page 7
- "Before You Import" on page 8
- "As You Import" on page 32
- "After You Import" on page 66

Import Steps

- "Importing FrameMaker Files" on page 48

Flare Desktop and FrameMaker

Flare Desktop is different than Adobe FrameMaker, not just because it's a different product, but because Flare Desktop 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 Desktop the same way, in that you can open a topic and write a 50-page Chapter 4, but the real power of Flare Desktop will be missed.

In Flare Desktop, 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 Desktop. 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.

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:

Special Markers	9
Cleanly Formatted FrameMaker Files With No Style Overrides	10
Logically Structured FrameMaker Files	14
Consistently Use and Apply Paragraph, Character, and Table Formats	15
All Cross-References and Referenced Files Need Targets	17
Update TOCs	17
Distiller Settings for Importing Graphics	17
Anchored Frames With Images in FrameMaker Imports	19
Creating Drop-Down Effects in FrameMaker Source Documents	21
Creating Hyperlinks in FrameMaker Source Documents	23
Creating Passthrough Markers in FrameMaker Source Documents ..	25
Creating Topic Alias Markers in FrameMaker for CSH	28
Specifying Custom File Names for FrameMaker Imports	30

I 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 Desktop. All special markers supported by WebWorks are also supported by Flare Desktop. 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. See "Specifying Custom File Names for FrameMaker Imports" on page 30.

☆ **EXAMPLE** 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 Desktop will automatically convert them to links in your project. See "Creating Hyperlinks in FrameMaker Source Documents" on page 23.
- **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 Desktop (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. See "Creating Topic Alias Markers in FrameMaker for CSH" on page 28.

I 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

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 Desktop 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 Desktop converts those tags 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 Desktop.

☆ **EXAMPLE** 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.

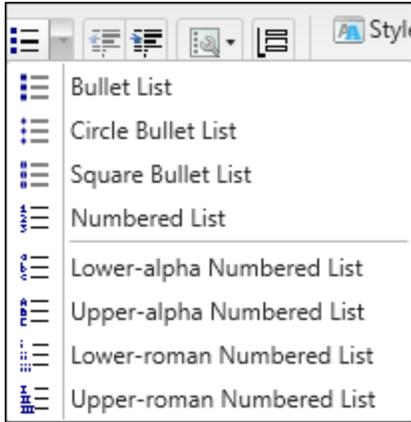
Apply the **Step1** paragraph tag to the first item in the list.

To create numbered lists in FrameMaker, users typically create two unique paragraph tags:

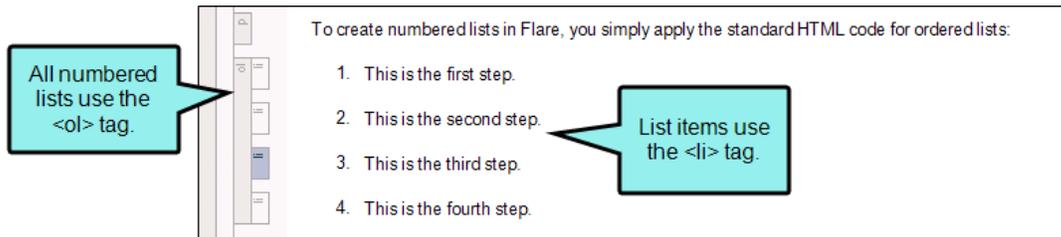
1. This is the **Step1** paragraph tag, which is applied to the first step.
2. This is the **StepNext** paragraph tag, which is applied to the remaining steps.
3. This is the **StepNext** paragraph tag, which is applied to the remaining steps.
4. This is the **StepNext** paragraph tag, which is applied to the remaining steps.

Apply the **StepNext** paragraph tag to the remaining list items.

☆ Because Flare Desktop uses standard HTML code (where an ordered list starts with the `` tag and each list item starts with the `` 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 Desktop XML Editor:



☆ The Flare Desktop 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/MadCap"
   lastHeight="231" MadCap:lastWidth="836">
3      <head>
4          <link href="../Resources/Stylesheets/styles.css" rel="stylesheet">
5      </head>
6      <body>
7          <h1>Creating Numbered Lists in Flare</h1>
8          <p>To create numbered lists in Flare, you simply apply
9          <ol>
10             <li>This is the first step.</li>
11             <li>This is the second step.</li>
12             <li>This is the third step.</li>
13             <li>This is the fourth step.</li>
14         </ol>
15     </body>
16 </html>

```

All numbered lists use the tag.

List items use the tag.

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

Create This Style in Flare Desktop	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 Desktop. During the import process, you can map your FrameMaker paragraph tags to the corresponding tags in Flare Desktop.

NOTE The import process does not support mapping numbered lists from FrameMaker to CSS list item li styles.

I 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 Desktop.

☆ **EXAMPLE** 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.sandybrook.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 Desktop.

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 Desktop. If so, you should utilize Flare Desktop's analysis tool. It can show you unused styles, identical styles, and

other issues in your stylesheets. You can delete, rename, and modify your imported files based on the analysis.

I All Cross-References and Referenced Files Need Targets

To import your files, Flare Desktop (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 Desktop.

I 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.

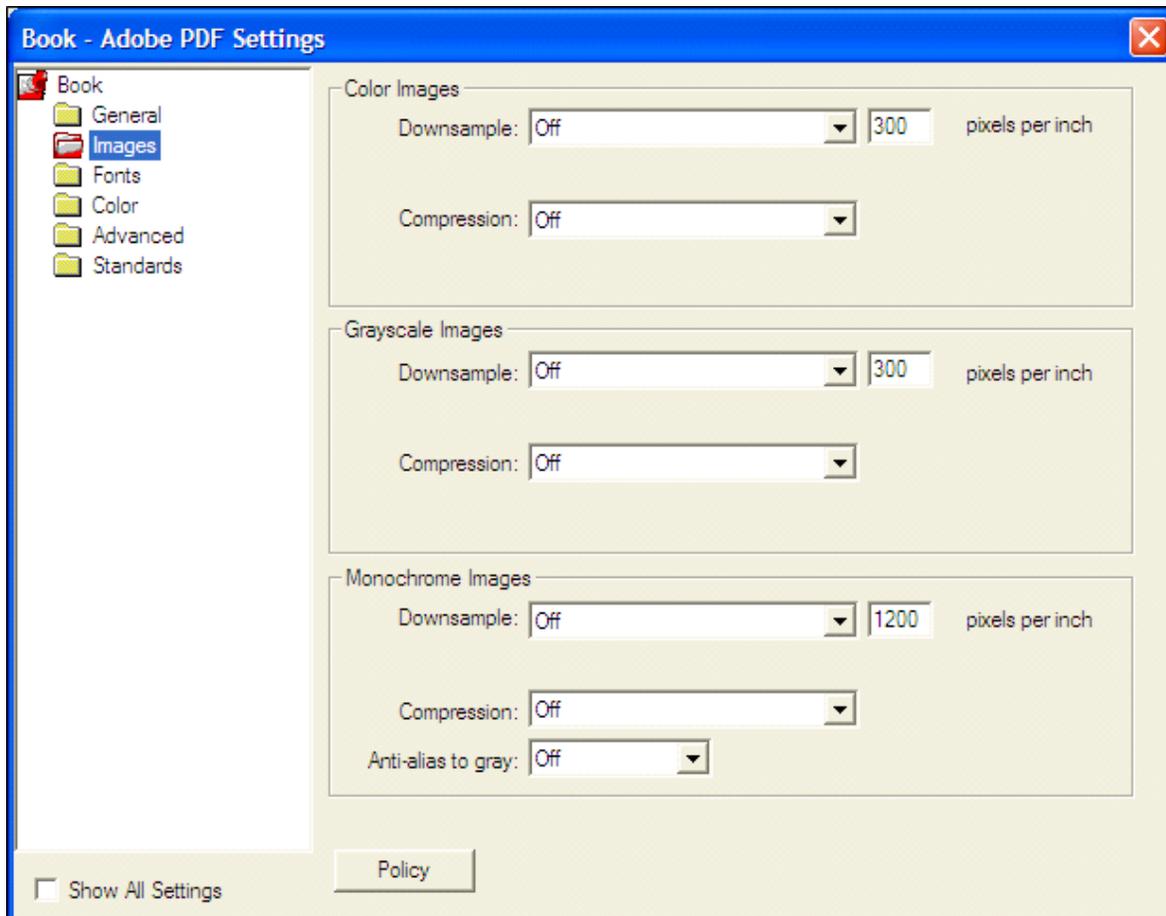
Before you start the import in Flare Desktop, make sure the FrameMaker book-level TOC includes the headings you want in the eventual Flare TOC. After you import into Flare Desktop, you can add topics to the Flare TOC, but making sure the FrameMaker TOC is correct saves you work after the import.

I Distiller Settings for Importing Graphics

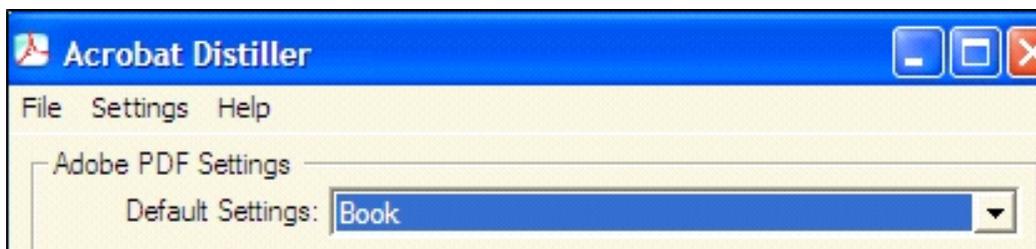
Selecting the right import options in Flare Desktop is half the process in getting graphics that look good. The other half is selecting the correct Adobe Distiller options.

Why the correct Distiller options? Because Flare Desktop uses Distiller to convert graphics from FrameMaker. This ensures the best quality graphics when you import into Flare Desktop. 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.



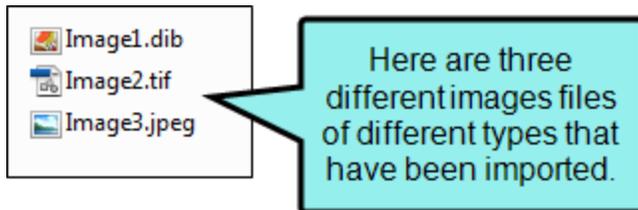
When you close Distiller, it automatically uses the settings last selected when it was closed. So make sure you select the .joboption file that you created before you close it.

I Anchored Frames With Images in FrameMaker Imports

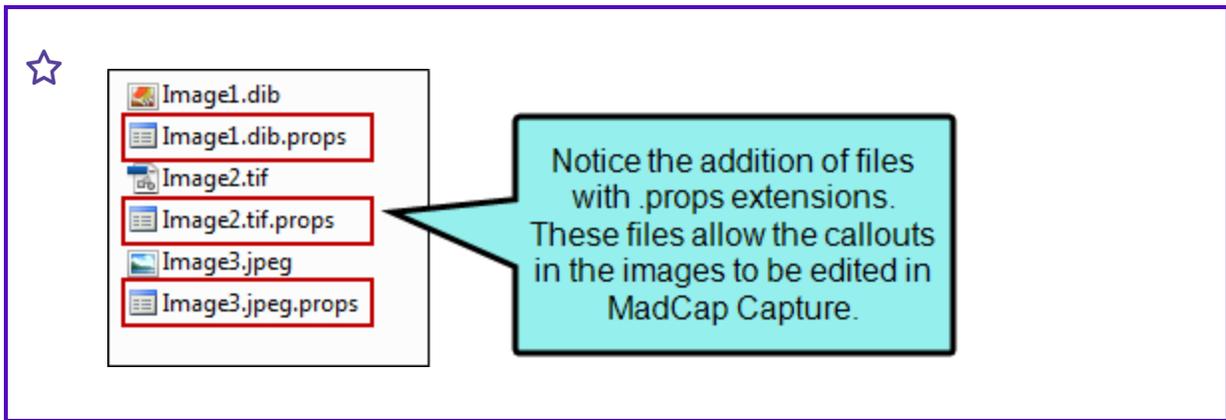
When you import FrameMaker documents, you can specify how Flare Desktop should handle anchored frames that contain images as well as other content (e.g., text callouts).

- **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 Desktop.
- **Generate Images With Callouts** If the anchored frame contains an image along with callout text, Flare Desktop 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.

☆ **EXAMPLE** If you import anchored frame images and tell Flare Desktop 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 Desktop 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.

Creating Drop-Down Effects in FrameMaker Source Documents

The following steps show you how to create a new drop-down effect in a FrameMaker source document (if you plan to import that document into Flare Desktop). After you import the document, the drop-down effect will automatically be created in the XML Editor.

How to Create a Drop-Down Effect in a FrameMaker Source Document

The following steps may vary in different versions of FrameMaker.

1. Open the FrameMaker document.
2. In FrameMaker, create the two drop-down paragraph styles that are required for producing this effect. This is a one-time step in the document. Afterwards, you can simply select the newly created styles when specifying drop-down text. To create the two styles, do the following.
 - a. In FrameMaker, select **Format > Paragraphs > Designer**. The Paragraph Designer opens.
 - b. From the **Commands** field, click the down arrow and select **New Format**. The New Format dialog opens.
 - c. In the **Tag** field, type `PullDownButton`.
 - d. Make sure that the **Store in Catalog** check box has a check mark.
 - e. Make sure that the **Apply to Selection** check box does NOT have a check mark in it (unless you want the style to immediately be applied to the paragraph where your cursor is placed).
 - f. Click **Create**.
 - g. Follow these same steps to create a paragraph style called `PullDownBody`.
 - h. Close the Paragraph Designer.
3. In the FrameMaker document, place your cursor in the paragraph that you want to serve as the drop-down hotspot in the online output (i.e., when the user clicks that hotspot, the text below that is identified as the drop-down body will be shown or hidden).

4. From the styles drop-down menu or from the paragraph catalog, select **PullDownButton**.
5. Highlight the paragraph(s) that you want to serve as the drop-down body in the online output.
6. From the styles drop-down menu or from the paragraph catalog, select **PullDownBody**.
7. Save the FrameMaker document.

Creating Hyperlinks in FrameMaker Source Documents

If you are importing Adobe FrameMaker documents and you have created hyperlinks by using "Specify Named Destination" and "Jump to Named Destination" markers, Flare Desktop will automatically convert them to links in your project. Following are steps for creating these hyperlinks in Adobe FrameMaker. For more information, please refer to the documentation provided with Adobe FrameMaker.

How to Create a Hyperlink in a FrameMaker Source Document

The following steps may vary in different versions of FrameMaker.

1. Open the Adobe FrameMaker document.
2. In Adobe FrameMaker, place your cursor at the spot to be used as the destination for a link. This might be a heading that will become a new topic when you import the document. When a user clicks on the hyperlink (created below), this is the content that will be displayed to end users.
3. Select **Special > Hypertext**. The Hypertext dialog opens.
4. From the **Command** field, select **Specify Named Destination**. The text "newlink" is added to the area below.
5. After the text "newlink," type a name to identify the destination (perhaps the name of the heading).
6. Click **New Hypertext Marker**.
7. Locate the area that you want to serve as the hyperlink. Prepare the area to become a hyperlink, according to the documentation provided with Adobe FrameMaker.
8. Place your cursor in the prepared hypertext area.
9. From the **Command** field of the Hypertext dialog, select **Jump to Named Destination**. The text "gotolink" is added to the text area below.
10. After the text "gotolink," type the name that you gave to the destination marker.
11. Click **New Hypertext Marker**.

12. Close the Hypertext dialog.
13. Save the Adobe FrameMaker document.

Creating Passthrough Markers in FrameMaker Source Documents

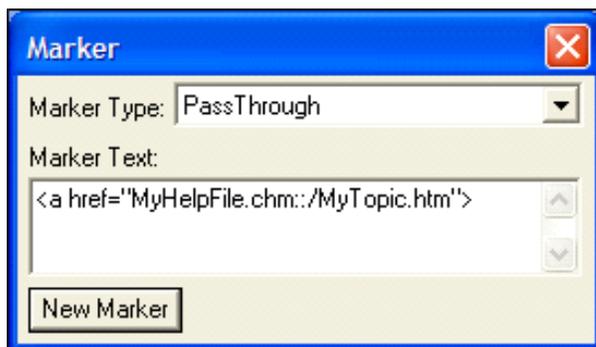
A passthrough marker is a special marker that you can insert into your FrameMaker source content when you have information or code that you plan to import to Flare Desktop and want left alone (or "passed through," leaving it exactly as you have authored it, rather than processing it). A passthrough marker can be just about anything, as long as supports it in the XHTML code.

You can specify how the marker content should be treated when the FrameMaker document is imported. The first option is that you can import the marker content as regular text (which is the default setting). The second option is that you can import the marker content as an XML fragment (e.g., the first part of a bold tag—``—but not the second part). The third option is that you can import the marker content as a complete XML tag.

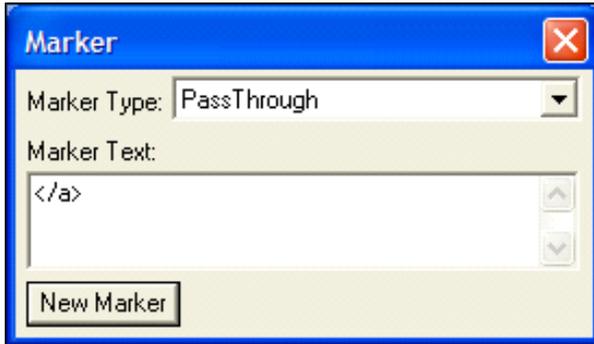
You might use a passthrough marker for various reasons, such as for importing a marker as XHTML or JavaScript code.

☆ **EXAMPLE** You plan to import some FrameMaker documents to Flare Desktop and you have locations in those documents where you want to link to CHM files. The problem is that FrameMaker does not allow you to create links to CHM files in such a way that those links can then be imported into another software application.

Therefore, you create a passthrough marker in the FrameMaker document, providing the beginning "href" tag and path to the CHM file. Like this:



☆ Then you create a second passthrough marker, providing the end tag for the link. Like this:



When you import the FrameMaker document(s), you can specify that the passthrough markers should be imported as XML fragments. In Flare Desktop, the link to the CHM file will look and work as it should.

How to Create a Passthrough Marker

Following are steps for creating these markers in Adobe FrameMaker. For more information, please refer to the documentation provided with Adobe FrameMaker.

The following steps may vary in different versions of FrameMaker.

1. Open the FrameMaker document.
2. In FrameMaker, create the passthrough marker type that is required for this feature. This is a one-time step in the document. Afterward, you can simply select the newly created marker type when applying it to content. To create the passthrough marker type, do the following.
 - a. In FrameMaker, select **Special > Marker**. The Marker dialog opens.
 - b. From the **Marker Type** field, click the down arrow and select **Edit**. The Edit Custom Marker Type dialog opens.
 - c. In the field, replace the existing text and type `PassThrough`.
 - d. Click **Add**.
 - e. Click **Done**.

3. In the FrameMaker document, place your cursor at the location where you want to insert a passthrough marker.
4. If it is not already displayed, open the Marker dialog (**Special > Marker**).
5. If the passthrough marker type is not already displayed in the dialog, click the **Marker Type** down arrow and select **PassThrough**.
6. In the **Marker Text** field, enter the text and/or code that you want to be included in the marker.
7. Click **New Marker**.
8. Save the FrameMaker document.
9. In Flare Desktop, go through the process for importing the FrameMaker document. When you arrive at the "Options" page in the Import FrameMaker Wizard or the "Options" tab in the Frame Import Editor, make sure **Enable 'Passthrough' Markers** is selected. Then from the **Passthrough Marker Format** field, select one of the options:
 - **text** The marker content will be imported as regular text (default setting).
 - **fragment** The marker content is imported as an XML fragment (e.g., the first part of a bold tag——but not the second part). If you select this option, you will probably need a second marker in the FrameMaker document to complete the XML tag.
 - **xml** The marker content is imported as a complete XML tag.

I Creating Topic Alias Markers in FrameMaker for CSH

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 Desktop (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.

You can use these markers as an alternative to creating the identifiers in Flare Desktop.

Following are steps for creating these markers in Adobe FrameMaker. For more information, please refer to the documentation provided with FrameMaker.

How to Create a Topic Alias Marker for Context-Sensitive Help

The following steps may vary in different versions of FrameMaker.

1. Open the FrameMaker document.
2. In FrameMaker, create the topic alias marker type that is required for this feature. This is a one-time step in the document. Afterward, you can simply select the newly created marker type when applying it to content. To create the topic alias marker type, do the following:
 - a. In FrameMaker, select **Special > Marker**. The Marker dialog opens.
 - b. From the **Marker Type** field, click the down arrow and select **Edit**. The Edit Custom Marker Type dialog opens.
 - c. In the field, replace the existing text and type `TopicAlias`.
 - d. Click **Add**.
 - e. Click **Done**.
3. In the FrameMaker document, place your cursor at the location where you want to insert a topic alias marker.

Usually you will place the cursor at the beginning of a heading that you want to be the start of a new online topic in Flare Desktop.

4. If it is not already displayed, open the Marker dialog (**Special > Marker**).
5. If the topic alias marker type is not already displayed in the dialog, click the **Marker Type** down arrow and select **TopicAlias**.
6. In the **Marker Text** field, enter the text to be used as the topic ID.

You might simply type the same text that occurs in the paragraph heading. That way, it will be easily identified by both you and the developer. When typing the topic ID, make sure you use underscores between words, because spaces are not allowed (e.g., `Properties_Dialog`).

7. Click **New Marker**.
8. Close the Marker dialog.
9. Save the FrameMaker document.

I Specifying Custom File Names for FrameMaker Imports

If you import Adobe FrameMaker documents, you can split those documents into multiple topics based on the styles in them. For example, you might decide to create a new topic at each "Heading 1" style in the FrameMaker document. You can also control the file names given to the new topics that are created from the imported Imported documents. To do this, you need to insert a custom "Filename" marker at the appropriate headings in the FrameMaker documents where new topics will be created.

How to Specify Custom File Names for FrameMaker Imports

Following are steps for creating these markers in Adobe FrameMaker. For more information, please refer to the documentation provided with FrameMaker. The following steps may vary in different versions of FrameMaker.

1. Open the FrameMaker document.
2. In FrameMaker, create the filename marker type that is required for this feature. This is a one-time step in the document. Afterwards, you can simply select the newly created marker type when applying it to content. To create the filename marker type, do the following:
 - a. In FrameMaker, select **Special > Marker**. The Marker dialog opens.
 - b. From the **Marker Type** field, click the down arrow and select **Edit**. The Edit Custom Marker Type dialog opens.
 - c. In the field, replace the existing text and type `Filename`.
 - d. Click **Add**.
 - e. Click **Done**.
3. In the FrameMaker document, place your cursor at the heading where you want to create a new file during the import.
4. If it is not already displayed, open the Marker dialog (**Special > Marker**).
5. If the filename marker type is not already displayed in the dialog, click the **Marker Type** down arrow and select **Filename**.

6. In the **Marker Text** field, enter the name you want to assign to the file (without the file extension).

☆ **EXAMPLE** 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."

7. Click **New Marker**.
8. Save the FrameMaker document.
9. In Flare Desktop, import the FrameMaker document. When you arrive at the "New Topic Styles" page in the Import FrameMaker Wizard or the "New Topic Styles" tab in the FrameMaker Import Editor, select the style(s) where you inserted filename markers in the FrameMaker document.

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 ("Flare Desktop and FrameMaker" on page 7 and "Before You Import" on page 8). You should have clean FrameMaker files that can locate all linked files.

This chapter discusses the following:

Pay Attention and Be Patient	33
Try It Several Ways	33
Slice Your Information Into Reasonable Chunks	34
Use Special Settings When Importing Graphics	35
Preserve FrameMaker Styles	38
Define Your Styles If You are Not Using an Existing Stylesheet	39
Map and Create Cross-Reference Formats	41
Map All Your FrameMaker Styles to Those in Your Stylesheet	47

I 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.

I Try It Several Ways

Because Flare Desktop 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.

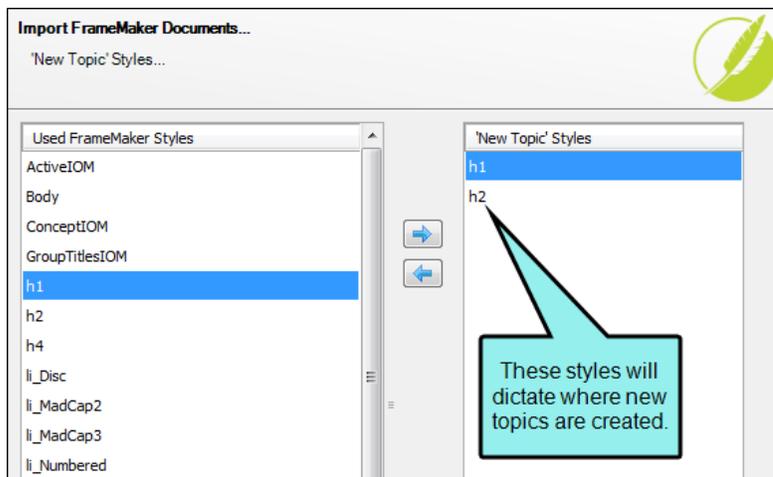
If what you see is not what you wanted, click **Cancel** and try other options. Rinse and repeat until what you see in the preview looks like what you want. We provide the preview so you can make an informed decision about your content before you bring it into Flare Desktop. Use that option and don't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

What you're doing is telling Flare Desktop 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.

☆ **EXAMPLE** In the example below, Flare Desktop 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.

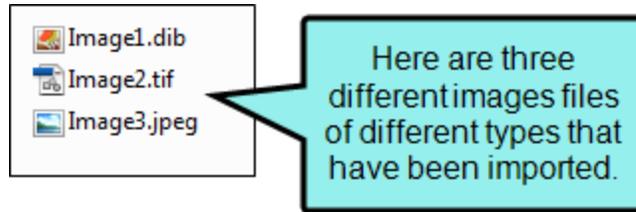
I Use Special Settings When Importing Graphics

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.

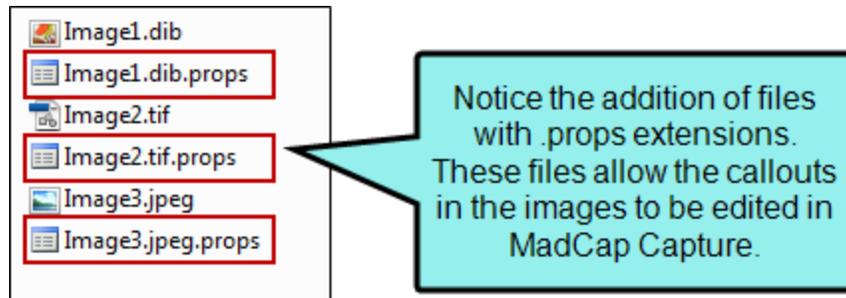
When you import, you have a few options for graphics. What you select depends on what you want to do and how your FrameMaker files are set up. The result also depends on settings in the Adobe Distiller. See "Distiller Settings for Importing Graphics" on page 17.

- 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 Desktop.
 - **Generate Images With Callouts** If the anchored frame contains an image along with callout text, Flare Desktop 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.

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



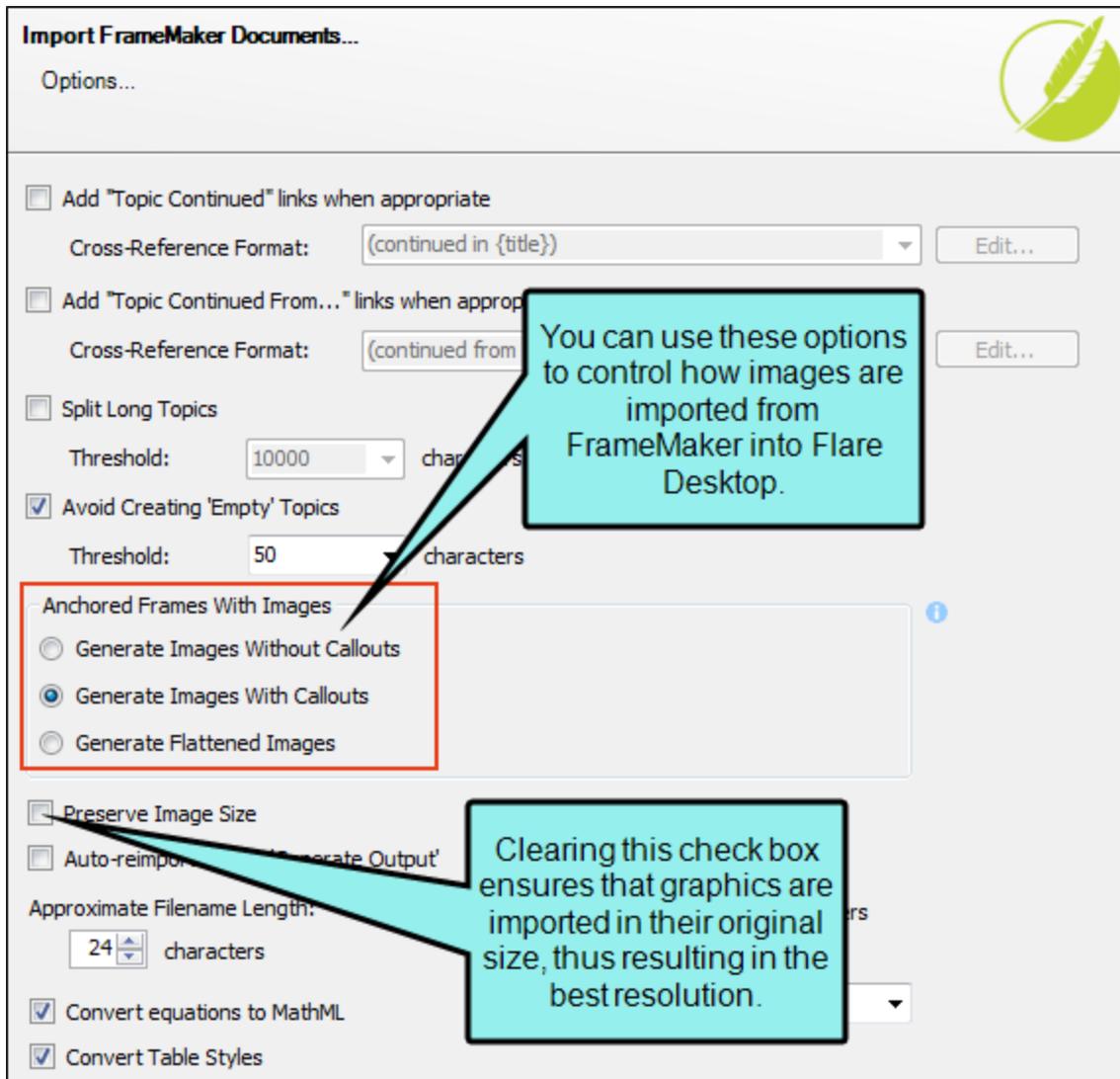
On the other hand, if you import the same images and tell Flare Desktop to include the callouts, it will look something like this in Windows Explorer.



📌 **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 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 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 Desktop. 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 Desktop, see the Help system.



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.

I Preserve FrameMaker Styles

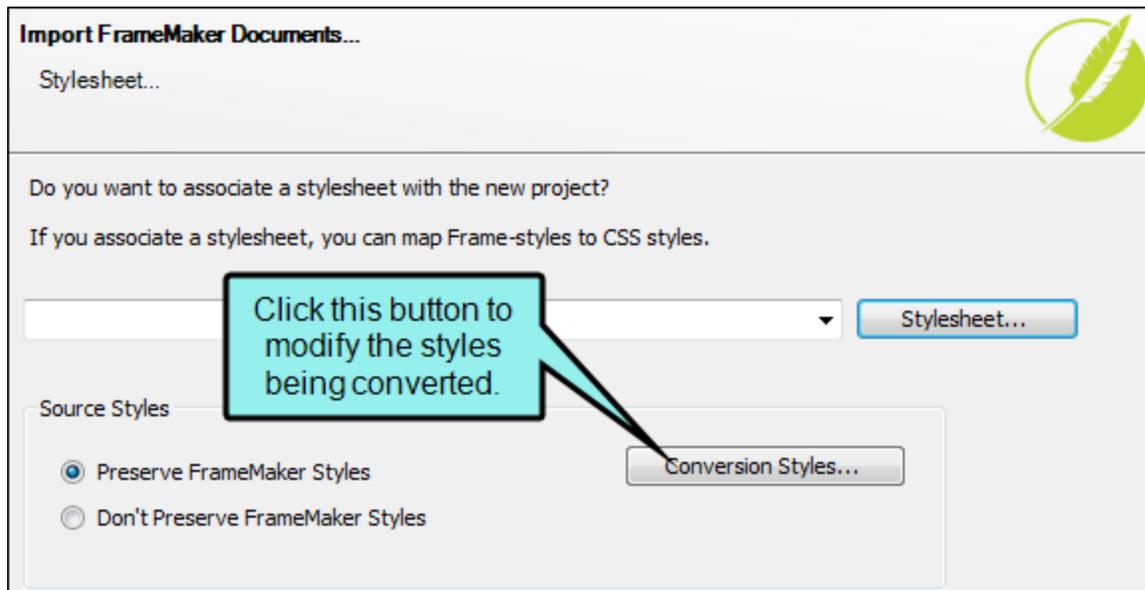
If you have a robustly styled FrameMaker file that you like, and this is your first FrameMaker import, you probably want to preserve FrameMaker styles on import.

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.

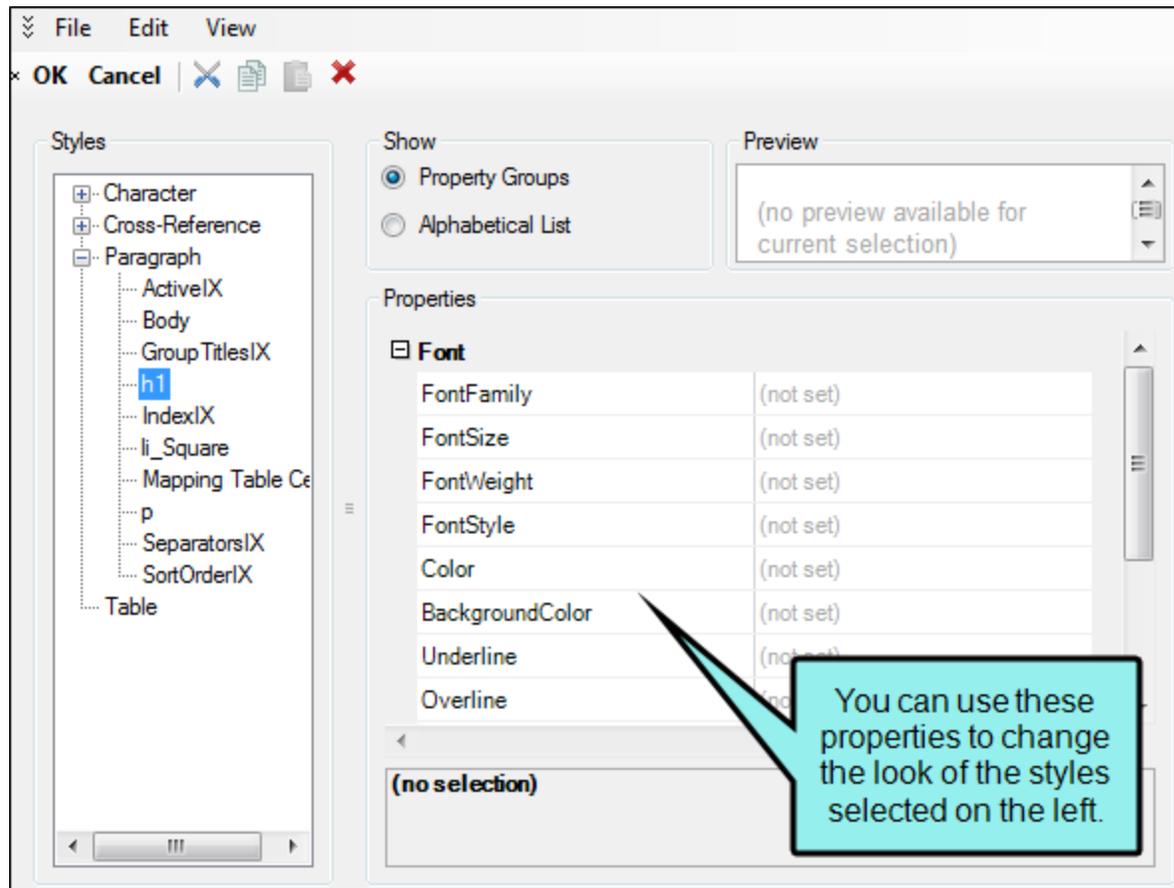
 **NOTE** If you select this import option, you will get a lot of "child" formats in your eventual stylesheet. The names look like h1.Heading1 or h2.Heading2, where the part after the period comes from the style names in your FrameMaker files. These formats inherit some or all of their formatting from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

I 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.



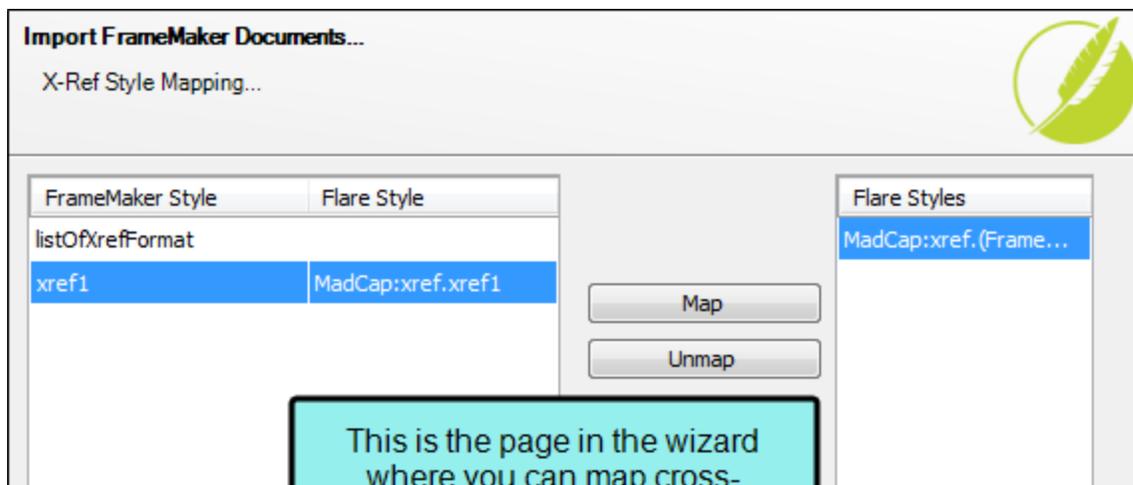
I Map and Create Cross-Reference Formats

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 Desktop 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.

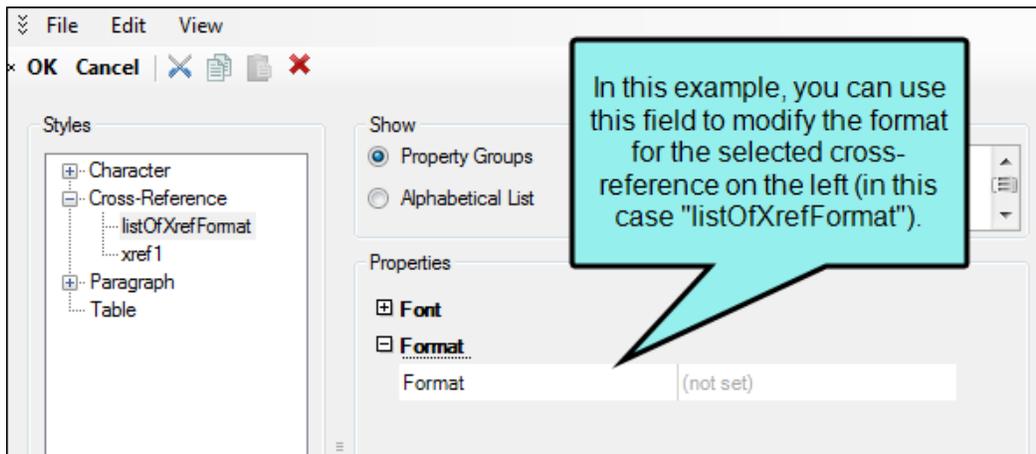


This is the page in the wizard where you can map cross-reference formats in your FrameMaker documents (listed on the left) to Flare cross-reference formats (displayed on the right).

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 Desktop. 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
<code>{b}</code>	Start bold text	Managed in Character formats
<code>{/b}</code>	End bold text	Managed in Character formats
<code>{bg}</code>	Start new background color	None
<code>{/bg}</code>	End background color	None
<code>{color}</code>	Start new text color	Managed in Character formats
<code>{/color}</code>	End text color	Managed in Character formats
<code>{default}</code>	Reset all font changes	[default]
<code>{ext}</code>	File extension	None
<code>{family}</code>	Start new font family	None
<code>{/family}</code>	End font family	None
<code>{file}</code>	File name, including extension	[fullfilename]
<code>{filename}</code>	File name, without extension	[filename]

Command	Description	Similar to FrameMaker's Format
{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
{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	

Command	Description	Similar to FrameMaker's Format
{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
{size}	Start new font size	Managed in Character formats

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

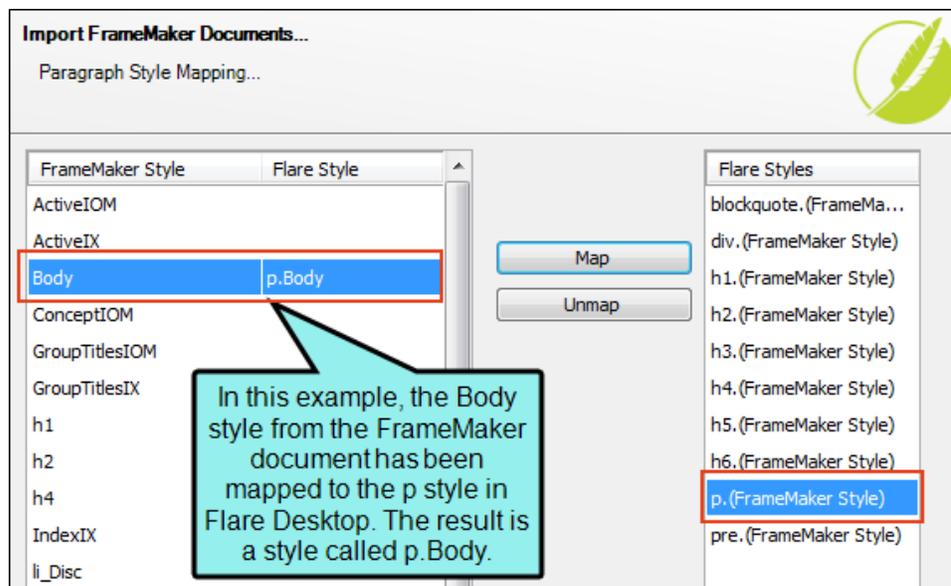
Remember, when you import cross-references, they show the page number from FrameMaker. Until you put the topics together into a TOC and create a target in Flare Desktop, the topics know nothing about pages and page numbering, except within a single topic.

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.whateverthestylewas, unmapped character styles come through as span.whateverthestylewas, and unmapped cross-reference styles come through as MadCap|xref.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.

☆ **EXAMPLE** You might have a paragraph style called "ChapterTitle." When you import this style, you might want it to be mapped to an h1 style in Flare Desktop. 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.



Importing FrameMaker Files

You can import Adobe FrameMaker files into a Flare project.



NOTE You must have FrameMaker installed on your computer in order to import FrameMaker files.

I How to Import FrameMaker Files

1. Select **Project > Import > FrameMaker Documents**.
2. Select **Import into a new project** or **Import into this project** (if you already have a project open). If it is a new project, enter a project name, and select a folder location (if different from the default) and primary output type. Then click **Next**.
3. Click .
4. Find and select the files you want to import. You can hold the **SHIFT** key to select a range, or you can hold the **CTRL** key to select individual items. When you are finished, click **Open**.

You can select BOOK, FM, or MIF files.

 **TIP** When possible, it is recommended that you select a Adobe FrameMaker BOOK file for import and let Flare Desktop locate and import all the associated document files within the Adobe FrameMaker book.

5. (Optional) Use other options on the page as necessary. Then click **Next**.

Option	Description
	This opens the file that is selected in the list.

Option	Description
Link Generated Files to Source Files	This creates a connection between the original files and the files that are created as a result of the import. This is useful if you want to continue editing the content outside of Flare Desktop, instead of editing in the Flare project. Flare Desktop recognizes when changes have been made to the source documents and reminds you to reimport the documents to ensure the Flare project also reflects the changes. If you use this option, a link icon  is added to the top of a linked file in the Flare Desktop interface. This lets you know that you need to edit the source file, rather than editing this file. If you remove the connection to the source file, this icon no longer displays on the file. Please note that if you have bound the project to source control, the icons used for source control take precedence over the link icon.
	This removes the selected file(s) from the list.
	This moves the selected file higher in the list (if you have more than one file to import). The file at the top is used for the name of the content folder holding the imported topics in Flare Desktop. Also, the order determines how the imported files are arranged in the Flare TOC that is created as a result.
	This moves the selected file lower in the list (if you have more than one file to import).

- (Optional) Split the FrameMaker documents into smaller topics during the import based on styles. Double-click any of the styles on the left, moving them to the right. Then Click **Next**.

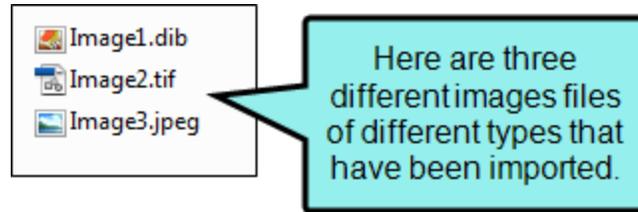
 **EXAMPLE** If you have a style called "Heading 2" in your FrameMaker documents, you might want new topics to be created whenever Flare Desktop finds a Heading 2 style in a document. So you would double-click Heading 2 and move it to the right side of the page.

- (Optional) Use any options to further customize the import. Then click **Next**.

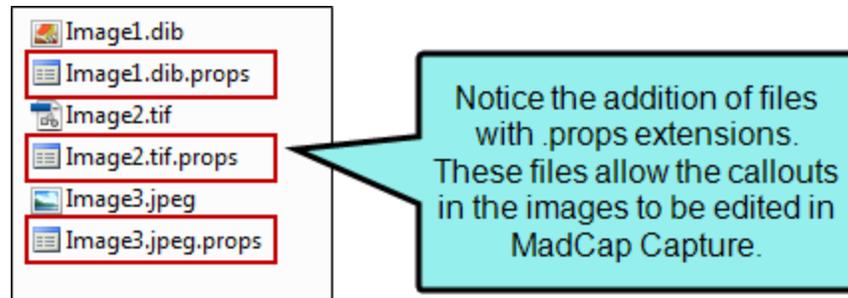
- **Add "Topic Continued" links when appropriate** Select this option to place a "Topic Continued" link at the bottom of pages when a long topic has been split into multiple ones.
- **Add "Topic Continued From" links when appropriate** Select this option to place a "Topic Continued From" link at the top of continued pages when a long topic has been split into multiple ones.
- **Cross-Reference Format** Use this field to specify the format for the "Topic Continued" and "Topic Continued From" links. Flare Desktop provides a cross-reference format for you—(continued in {title}) or (continued from {title}). With this cross-reference format, the link contains the words "continued in" or "continued from" within parentheses, followed by the text of the first paragraph in the connected topic. If you do not want the link to use that particular text, you have a couple of options. First, in Flare Desktop, you could manually enter a heading in each topic that is connected to another topic included in the split. That text will be used in the link instead (after you update the cross-references in Flare Desktop). Another option is to modify the format by clicking the **Edit** button.
 - **Edit** If you want to modify the cross-reference format provided, click this button, which opens the Cross-Reference Format dialog.
- **Split Long Topics** Select this option if you have long sections in your source documents and want to make sure that they are converted to multiple topics (rather than one very long topic).
 - **Threshold** Enter the maximum number of characters to be converted to a topic before a new topic is created. Flare Desktop will break the topic at the nearest paragraph to the threshold value. That way, a new topic will not start in the middle of a sentence or word, but at the beginning of a paragraph.
- **Avoid Creating 'Empty' Topics** Select this option if you want to ensure that new topics are not created when large sections are found in the FrameMaker documents without any content.
 - **Threshold** Enter the maximum number of empty character spaces allowed in a topic. If this number is exceeded, Flare Desktop will not create a new topic from that empty space.
- **Anchored Frames With Images** You can use this area to specify how Flare Desktop should handle anchored frames that contain images as well as other content (e.g., text callouts).

- **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 Desktop.
- **Generate Images With Callouts** If the anchored frame contains an image along with callout text, Flare Desktop 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.

☆ **EXAMPLE** If you import anchored frame images and tell Flare Desktop 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 Desktop to include the callouts, it will look something like this in Windows Explorer.



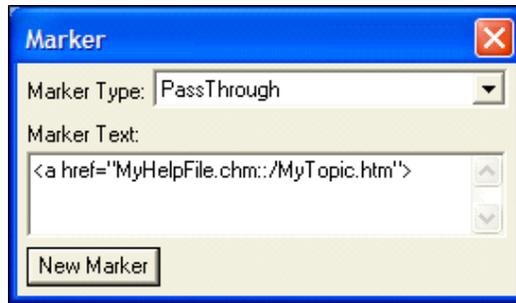
📄 **NOTE** Some FrameMaker elements—such as arcs and nested frames—are not supported with this option.

- **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.

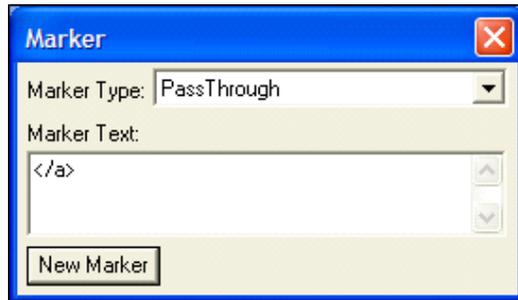
- **Preserve Image Size** This option affects how the size of imported images are handled.
 - **Option Selected** The original image is imported. However, the tag is modified in the imported file to closely reflect the height and width of the image in the FrameMaker document. This is done regardless of whether you are importing linked or embedded images from FrameMaker documents.
 - **Option NOT Selected** The tag is not modified in the imported file. Instead, the image is referenced at 100% of its original value.
- **Auto-reimport before 'Generate Output'** If you selected “Link Generated Files to Source Files” earlier in the wizard, you will likely make future content changes in the source files. When you make such changes, the source files need to be reimported into the project so that they can be included in the output. You have the option of reimporting the files manually. However, you can also tell Flare Desktop to do this for you automatically, so that you do not have to. Select this option if you want Flare Desktop to automatically reimport files when you attempt to build output.
- **Approximate Filename Length** Enter the maximum number of characters to use for naming new topic files that are automatically created after splitting a long topic. The default is 24.
- **Enable 'Passthrough' Markers** Select this check box to include a check mark if you have created passthrough markers in your FrameMaker source documents. A passthrough marker is a special marker that you can insert into your FrameMaker source content when you have information or code that you plan to import to Flare Desktop and want left alone (or “passed through,” leaving it exactly as you have authored it, rather than processing it). A passthrough marker can be just about anything, as long as supports it in the XHTML code. You can specify how the marker content should be treated when the FrameMaker document is imported. The first option is that you can import the marker content as regular text (which is the default setting). The second option is that you can import the marker content as an XML fragment (e.g., the first part of a bold tag——but not the second part). The third option is that you can import the marker content as a complete XML tag. You might use a passthrough marker for various reasons, such as for importing a marker as XHTML or JavaScript code.

☆ **EXAMPLE** You plan to import some FrameMaker documents to Flare Desktop and you have locations in those documents where you want to link to CHM files. The problem is that FrameMaker does not allow you to create links to CHM files in such a way that those links can then be imported into another software application.

Therefore, you create a passthrough marker in the FrameMaker document, providing the beginning "href" tag and path to the CHM file. Like this:



- ☆ Then you create a second passthrough marker, providing the end tag for the link. Like this:



When you import the FrameMaker document(s), you can specify that the passthrough markers should be imported as XML fragments. In Flare Desktop, the link to the CHM file will look and work as it should.

- **Passthrough Marker Format** After you enable passthrough markers, click the down arrow in this field and select the type of format that you want to use for the import.
 - **text** The marker content will be imported as regular text (default setting).
 - **fragment** The marker content is imported as an XML fragment (e.g., the first part of a bold tag——but not the second part). If you select this option, you will probably need a second marker in the FrameMaker document to complete the XML tag.
 - **xml** The marker content is imported as a complete XML tag.
- **Convert equations to MathML** Select this option to convert MathFullForm equations (the FrameMaker-specific format) to MathML (the web standard and Flare format). If you disable this option, equations from FrameMaker are converted to images.
- **Convert Table Styles** If you have tables in your FrameMaker documents that you have formatted in a certain way, select this check box if you want to create matching table styles as a result of the import. In the Flare project, the new table styles will be named after the format named applied to the table in FrameMaker (e.g., "Format_A.css," "Format_B.css," and so on). You can rename these table stylesheets in Flare Desktop after the import finishes. Even if you do not use this mapping feature, the table formatting still comes across when you import the documents. The only difference is that table stylesheets make it easier to maintain the formatting of your tables within Flare Desktop.
- **Reimport Table Styles** This option displays only if you are working in the Import Editor, rather than the wizard. This option is useful after you have already imported FrameMaker documents and converted the formatting in your tables into at least one table stylesheet in Flare Desktop. You can use this option to determine whether tables should be imported again as table styles when you reimport. You might want to keep this check box selected for some reimports, but other times you might want to deselect it when reimporting.

☆ **EXAMPLE** You want the formatted tables in your FrameMaker documents to be converted to table styles when you perform the initial import into a Flare project. Therefore, in the import wizard, you turn on the "Convert Table Styles" option. As a result, let's say that Flare Desktop creates a new table style and calls it "FormatA.css."

After the initial import, you realize you want the tables to look a little different. Therefore, in the Flare project, you modify the properties of the FormatA.css table stylesheet.

Awhile later, let's say you want to reimport the FrameMaker documents. The problem is that you've already changed the table stylesheet in Flare Desktop. You probably want to keep the tweaked table style so that you don't have to modify it again after the import.

This is where the new "reimport" option comes into play. It determines whether or not a second new table stylesheet will be created, based on the old look from the tables in the FrameMaker documents.

Here's one scenario. Let's say that before you reimported the FrameMaker documents, you selected the "Reimport Table Styles" option in the Frame Import Editor. And during the import when you were prompted, you selected not to overwrite the existing FormatA.css table stylesheet. In that case, Flare Desktop keeps your tweaked stylesheet in the project, but it also creates another table stylesheet called "FormatA1.css" that has the old look and feel. All of the reimported content now links to the FormatA1.css stylesheet instead of FormatA.css.

Here's a different scenario. Let's say that you perform the same steps described above, except this time you deselected the "Reimport Table Styles" option in the Frame Import Editor. In that case, the second FormatA1.css file is not created. The imported content is linked to the FormatA.css table stylesheet that you previously modified, since it already exists in the project.

8. (Optional) Specify whether the imported topics should be associated with a stylesheet and/or styles from your FrameMaker files. Then click **Next**.
 - **Stylesheet** If you already have a CSS file that you want to associate with the imported files, click the **Stylesheet** button. Then navigate to the stylesheet and select it.
 - **Preserve FrameMaker Styles** This retains any style formatting from your FrameMaker documents so that you can continue to use that look and feel in Flare Desktop. For example, if you use a style called "Heading 1" in your source documents and that style is blue, it remains blue after you finish the import to Flare Desktop and the new style is created. Also, selecting this option affects which mapping styles are available as you continue to make your import selections. If you select this option, you can map the FrameMaker styles to new Flare styles that keep the name of the FrameMaker style (e.g., *Heading 1* becomes *h1.Heading 1* in Flare Desktop).
 - **Don't Preserve FrameMaker Styles** This does not keep the style formatting used in the FrameMaker documents. For example, if you use a style called "Heading 1" in your source documents and that style is blue, that color (and any other settings for that style) are not kept after you finish the import to Flare Desktop. You will still have styles associated with your content, but it will not look like it did in the source documents. Also, selecting this option affects which mapping styles are available as you continue to make your import selections. If you select this option, you can map the FrameMaker styles to new Flare styles that either keep the name of the FrameMaker style (e.g., *Heading 1* becomes *h1.Heading 1* in Flare Desktop) or do not (e.g., *Heading 1* becomes *h1* in Flare Desktop).

- **Conversion Styles** This opens the Import Styles Editor, which lets you specify how to convert each property of the FrameMaker styles. If you do not enter a property value, the value from the FrameMaker document is used. If you enter a property value, it overrides the value from the FrameMaker document. This button is used only if you have selected "Preserve FrameMaker Styles."

☆ **EXAMPLE** You might use this button, for example, if you need to change a cross-reference format coming from FrameMaker into something more meaningful in Flare Desktop. There are some cross-reference building blocks in FrameMaker that do not have an equivalent in Flare Desktop. In cases such as these, the formats are preserved after conversion to Flare Desktop. However, the formats may therefore appear to be broken, but they are preserved to let you know that there was some formatting in a cross-reference style that Flare Desktop did not understand; you can then make changes to the cross-reference style in the stylesheet. Therefore, if you already know ahead of time that you have a cross-reference style that will need to be modified for use in Flare Desktop, you can use the Conversion Styles button and change the cross-reference format to something that Flare Desktop understands.

9. (Optional) Map paragraph styles from the FrameMaker documents to Flare's paragraph styles. Then click **Next**.

Your FrameMaker style will adopt the name of that style. To map a style, click the style in the FrameMaker Styles column on the left, click a style in the **Flare Styles** section on the far right, and then click the **Map** button. If you previously elected not to preserve the FrameMaker styles, it is recommended that you map to a standard CSS parent style—e.g., map your first-level heading style to h1, not to h1.(FrameMaker Style).

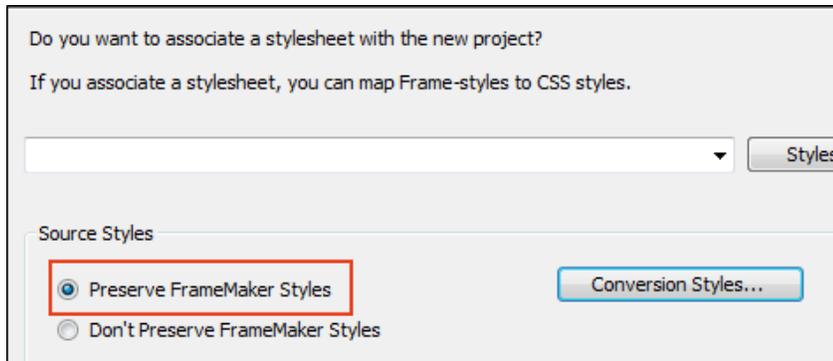
The style is added to the Flare Styles column. When you are finished importing the documents and the new Flare project is loaded, the content that had been associated with the style in the FrameMaker document will now be associated with a new style that you mapped it to.

☆ EXAMPLE – Preserve Styles

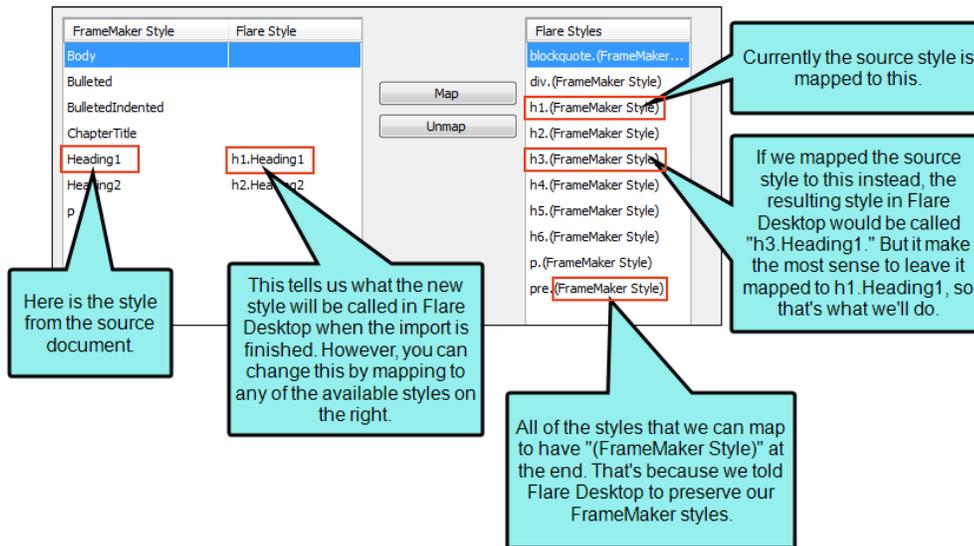
Let's say you have a style in your FrameMaker source document called "Heading1" that is using Arial 14 pt and is red, like this.

Hello

During the process of importing your FrameMaker document using the Import FrameMaker Wizard, you select the option to *preserve* your FrameMaker styles.



The next page of the wizard looks something like this:





When you finish importing, the content that was associated with Heading1 in the source document is still using Arial 14 pt and is red, just like it was before in FrameMaker. However, the style is now called "h1.Heading1." In the world of cascading style sheets (CSS)—which is what Flare Desktop uses for controlling the look of content—you've created a class of the h1 style (h1 is the standard style for first-level headings). But because you wanted to keep the look of the FrameMaker style, Flare Desktop added it as a child under its parent, h1.

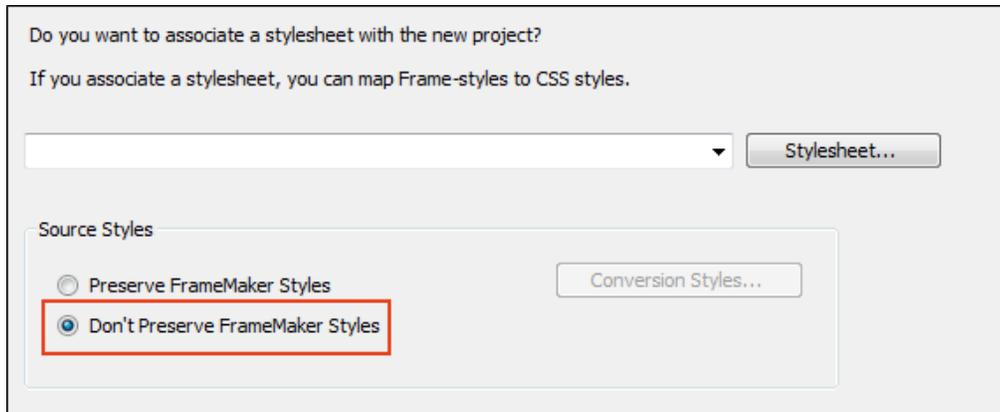
If you make any future changes in Flare Desktop to the h1 style, they will trickle down to the h1.Heading1 child (unless the child style has explicit settings that conflict with the parent). You can also apply style properties directly to the h1.Heading1 child. So while it is generally a good idea to use standard CSS parent styles (such as h1) when possible in Flare Desktop, the mapping performed in this import process—and the subsequent creation of a child style—lets you keep the Arial 14 pt red look.

☆ **EXAMPLE** – Do Not Preserve Styles

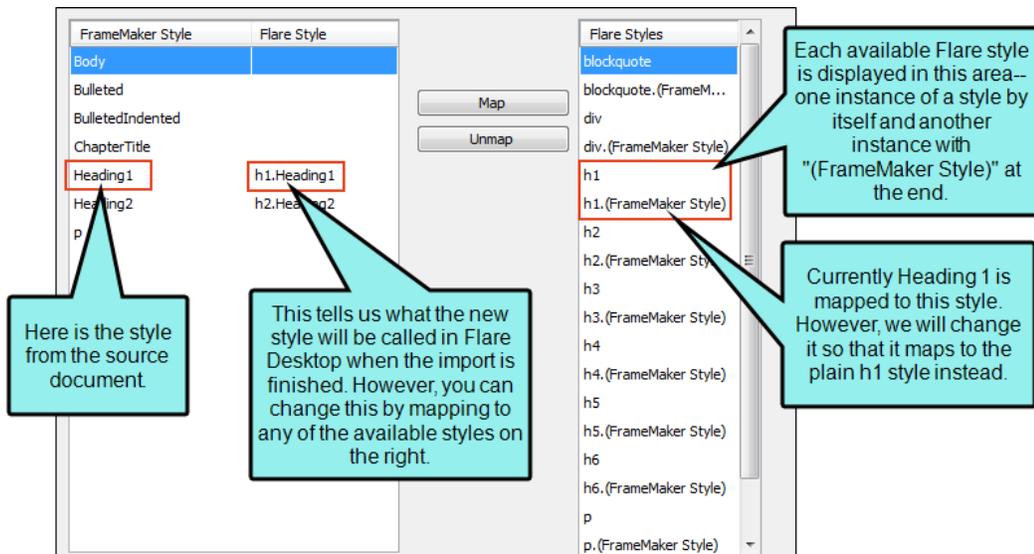
Let's say you have a style in your FrameMaker source document called "Heading1" that is using Arial 14 pt and is red, like this.

Hello

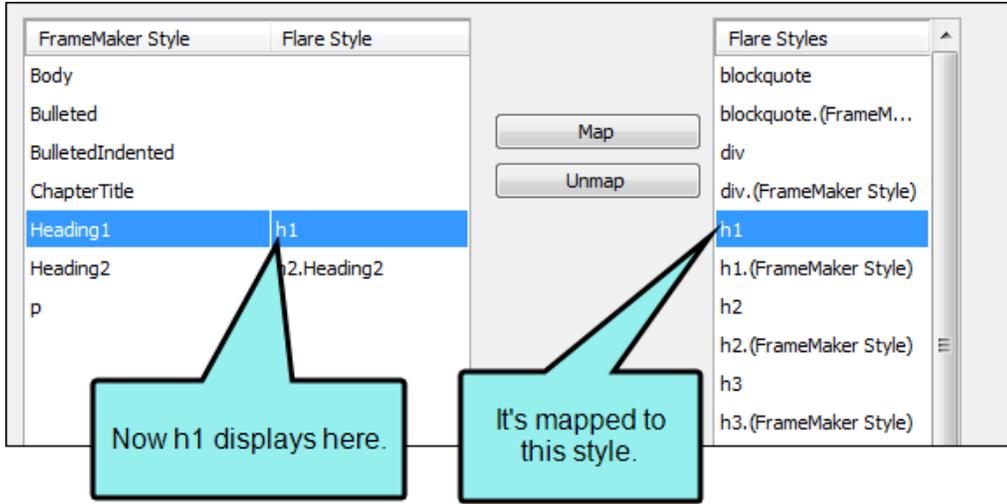
During the process of importing your FrameMaker document using the Import FrameMaker Wizard, you select the option to *not preserve* your FrameMaker styles.



The next page of the wizard looks something like this.



☆



Now h1 displays here.

It's mapped to this style.

When you finish importing, the content that was associated with Heading1 in the source document is no longer using Arial 14 pt, red. Instead, it looks something like this.

Hello

Also, the style is now called "h1." (Keep in mind that, even if you had mapped the style to "h1.(FrameMaker Style) in this case, the formatting would still be removed.)

So although the formatting was not retained, you were able to map to the standard CSS style for first-level headings—h1 .

- (Optional) Map character styles from the source documents to Flare's character styles. Then click **Next**.

Your FrameMaker style will adopt the name of that style. This works the same as the feature for mapping paragraph styles, except it has to do with character-level styles. To map a style, click the style in the **FrameMaker Style** column, click a style in the **Flare Styles** section, and then click the **Map** button.

The style is added to the Flare Styles column. When you are finished importing the documents and the new Flare project is loaded, the content that had been associated with the style in the FrameMaker document will now be associated with a new style that you mapped it to.

11. (Optional) Map cross-reference (x-ref) styles from the FrameMaker documents to Flare's cross-reference styles. Then click **Finish**.

In this way, you can have your FrameMaker style take on the appearance of the Flare style that you map it to. To map a style, click the style in the **FrameMaker Style** column on the left, click a style in the **Flare Styles** section on the far right, and then click the **Map** button.

The style is added to the Flare Style column. When you are finished importing the documents and the new Flare project is loaded, the content that had been associated with the FrameMaker style in the FrameMaker document will now be associated with a new style that has the appearance of the style that you mapped it to.

What happens if you do not map a style? In the case of cross-reference styles, they are automatically added as style classes under the MadCap|xref style. For example, let's say you import a style called "PageOnly" from your source document and do not map it to anything. In that case, it will be called "MadCap|xref.PageOnly" in the resulting project.

12. When you are finished previewing the files to be created, click **Accept**.

 **NOTE** For each template page used in your FrameMaker documents, a corresponding page layout is automatically created in your Flare project. You can use the page layouts to configure pages for print-based output. You can then create chapter breaks for your print-based output and assign these page layouts to the different topics in the output.

 **NOTE** Flare Desktop supports FrameMaker 7.0 and newer versions.

 **NOTE** A link icon  displays on tabs in the XML Editor next to file names that are imported from and linked to another file or Flare project. However, if you are also using the built-in source control technology, the source control icons have a higher precedence and will therefore be displayed instead.

CHAPTER 6

After You Import

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

This chapter discusses the following:

- Set Up Your Page Layouts67
- Reference Pages 67
- Organize Your Files 68
- Move and Resize Your Graphics70
- Reuse Your Stylesheet in the Next Project 70
- Reuse Your Import File71
- What’s Next?71

I Set Up Your Page Layouts

Master pages from FrameMaker are not converted in Flare Desktop. 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 Desktop lets you have many pages defined in page layouts, and they can be different sizes. For example, this lets you 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.

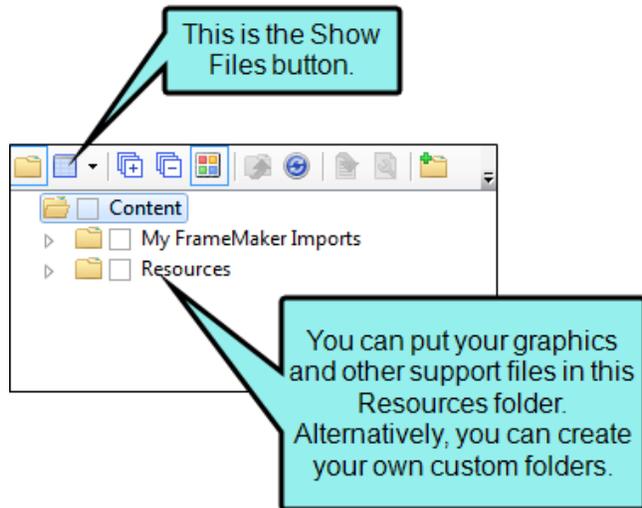
I Reference Pages

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

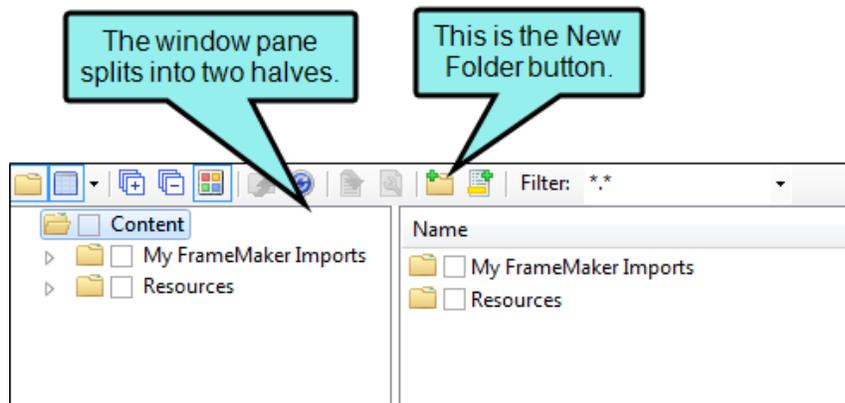
Organize Your Files

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.

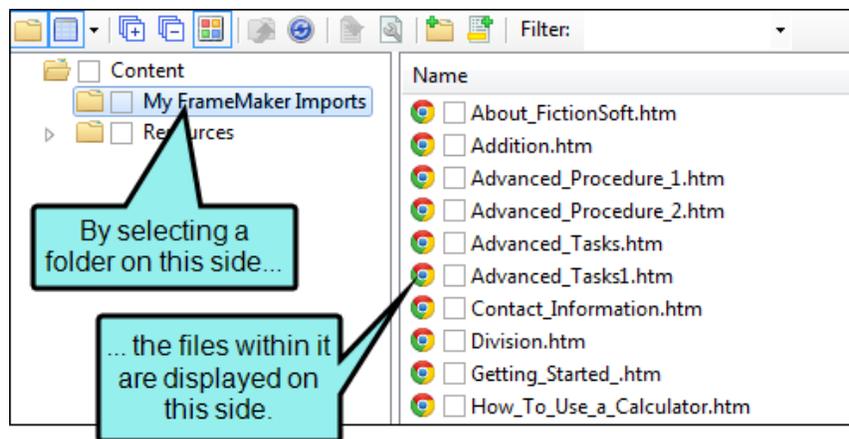
In the Content Explorer, click the **Show Files** button .



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 Desktop, 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 Desktop knows where these files have been moved to and how to find them.

I 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 Desktop. To select a graphic, right-click it and choose **Select**. You can also right-click the image and select **Image Properties** to format and position the graphic the way you want it; you can also right-click and use the **Text Wrap** context menu and position images absolutely by dragging them around. For more information see the topics "Using Floats for Positioning Elements" and "Using Absolute Positioning on Elements" in the Help system.

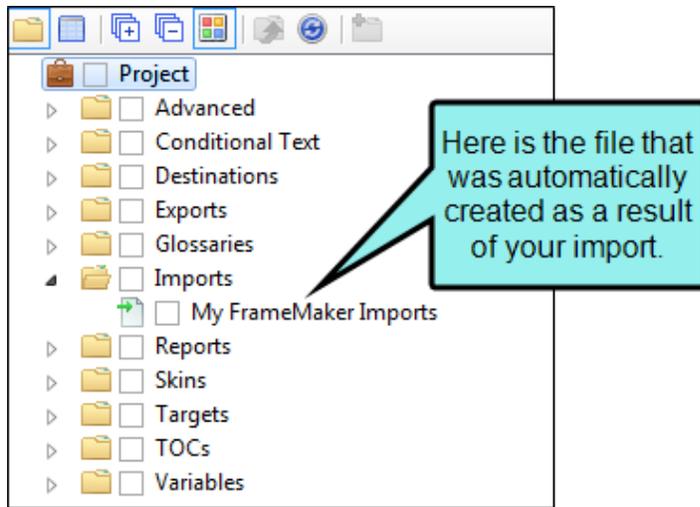
I Reuse Your Stylesheet in the Next Project

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.

I Reuse Your Import File

When you finish importing FrameMaker documents, an import file is created and stored in the Project Organizer in Flare Desktop. 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 reimport 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).



I What's Next?

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.

APPENDIX

PDFs

The following PDFs are available for download from the Help system.

I Tutorials

Autonumbers Tutorial

Back-to-Top Button Tutorial

Context-Sensitive Help Tutorial

Custom Toolbar Tutorial

eLearning Tutorial—Basic

eLearning Tutorial—Advanced

Getting Started Tutorial

Image Tooltips Tutorial

Lists Tutorial

Meta Tags Tutorial

Micro Content Tutorial—Basic

Micro Content Tutorial—Advanced

Responsive Output Tutorial

Single-Sourcing Tutorial

Snippet Conditions Tutorial

Styles Tutorials

Tables Tutorial

Word Import Tutorial

| Cheat Sheets

Context-Sensitive Help Cheat Sheet

Folders and Files Cheat Sheet

Learning & Development Cheat Sheet

Lists Cheat Sheet

Micro Content Cheat Sheet

Print-Based Output Cheat Sheet

Search Cheat Sheet

Shortcuts Cheat Sheet

Structure Bars Cheat Sheet

Styles Cheat Sheet

I User Guides

Accessibility Guide

Analysis and Reports Guide

Architecture Guide

Autonumbers Guide

Branding Guide

Condition Tags Guide

Context-Sensitive Help Guide

Eclipse Help Guide

eLearning Guide

Getting Started Guide

Global Project Linking Guide

HTML5 Guide

Images Guide

Import Guide

Indexing Guide

Key Features Guide

Lists Guide

*MadCap Flare Online
Integration Guide*

Meta Tags Guide

Micro Content Guide

Navigation Links Guide

Plug-In API Guide

Print-Based Output Guide

Project Creation Guide

QR Codes Guide

*Reviews & Contributions With
Contributor Guide*

Scripting Guide

Search Guide

SharePoint Guide

Skins Guide

Snippets Guide

Source Control Guide: Git

*Source Control Guide:
Perforce Helix Core*

*Source Control Guide:
Subversion*

*Source Control Guide: Team
Foundation Server*

Styles Guide

Tables Guide

Tables of Contents Guide

Targets Guide

Template Pages Guide

Templates Guide

Topics Guide

Touring the Workspace Guide

*Transition From FrameMaker
Guide*

*Translation and Localization
Guide*

Variables Guide

Videos Guide

What's New Guide