

MadCap Software

HTML5 Guide

Flare 12



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Introduction

HTML5 is the recommended online format in Flare. This output type supports the HTML5 specification developed by the Web Hypertext Application Technology Working Group (WHATWG—<http://whatwg.org>) and the World Wide Web Consortium (W3C—<http://w3.org>). Therefore, the HTML5 format results in better markup and offers additional features not found in the older WebHelp outputs in Flare.

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

Flare's online Help was created with HTML5.

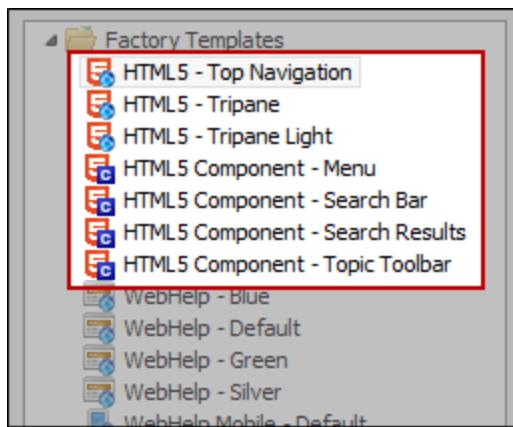
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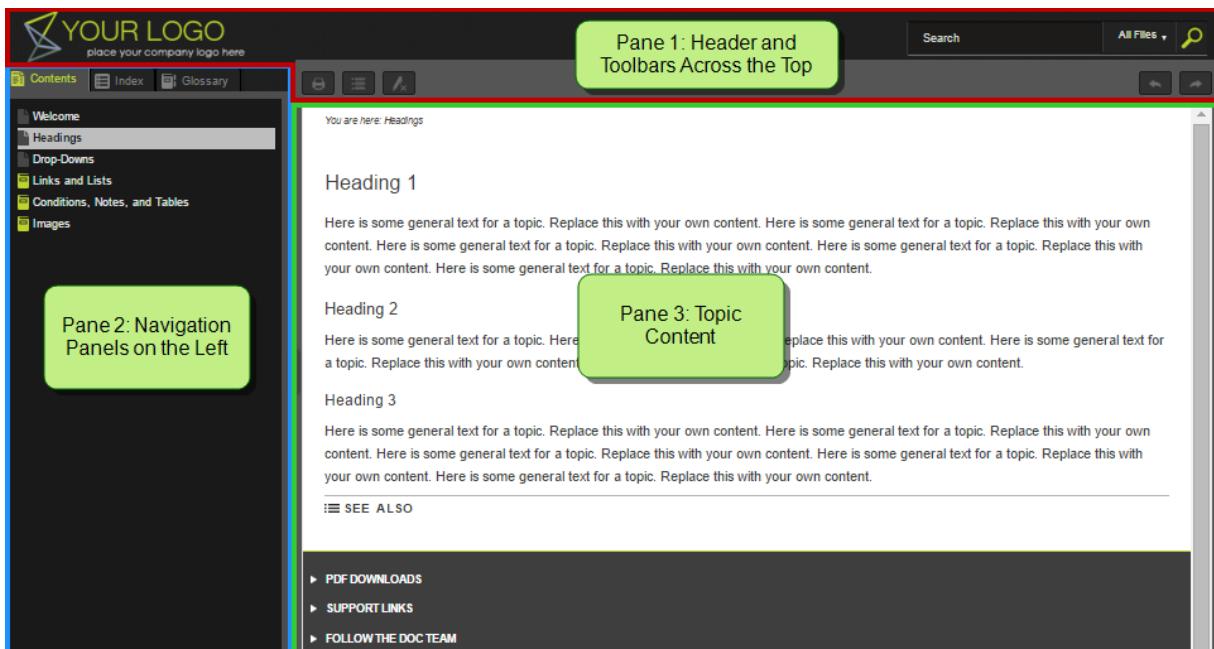


Skins—Top Navigation, Tripane, and Components

Because HTML5 output is quite different from the other online formats, it requires its own skin. In fact, you have more than one skin from which to choose.



You can use a Tripane skin, which lets you generate output in a traditional format with three distinct frames (a navigation pane on the left, a toolbar and search on the top, and the main body pane).



Alternatively, you can use a Top Navigation skin. This lets you generate a more flexible, frameless output like a modern website.



You can even tell Flare not to use any skin at all for HTML5 output.

You can also use smaller skin components that work with related proxies. With these, you can add and design menus and toolbars, inserting them in your content anywhere you like. For Top Navigation and outputs without any skin, you can also create search bars and customized results pages.



Note: If you want to translate interface elements in an HTML5 skin, you can do this using a language skin or using the UI Text tab located in the Skin Editor. This tab lets you perform all of the localization tasks that you would normally accomplish in a language skin. Be aware that translations in the Skin Editor are prioritized over translations in a language skin, so you should try to perform your localization tasks in one place to avoid conflicts.

Frameless

Pages in HTML5 output do not use <frameset> or <frame> tags, like they do in regular WebHelp output. In addition, HTML5 Top Navigation output is completely frameless, meaning it also does not contain iframes. This means that output is much easier for web crawlers to find, thus improving search engine results.

Responsive Skins

Responsive web design (RWD) is a way to construct your HTML5 output so that the display is adjusted automatically depending on the device. Therefore, on tablets and smart phones, users will see a condensed look that is more appropriate for those devices, compared with larger monitors. You can get the same effect if you shrink your browser to a smaller size. Responsiveness is automatically built in to HTML5 skins. See "Responsive Web Design" on page 19 and "Responsive Skins" on page 20.

Responsive Content

Styles and media queries can be used to make your content responsive. This lets you present information—both its substance and structure—differently depending on the size of the screen or device. Flare provides a Responsive Layout window pane that helps you create this kind of content more easily. You also have the option of using third-party solutions (most notably the Zurb Foundation grid system) by adding the appropriate styles in your stylesheets and topics. See "Responsive Content" on page 33.

Specific Page Addresses

With the regular WebHelp output, you can only give readers a single URL path, which opens the starting page for the output. With HTML5 output, you can point end users to a specific page in the output by giving them the exact URL path. Because HTML5 output also allows for pagination in search results, you can also direct users to specific page addresses in search results.

EXAMPLE

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

`http://www.mycompany.com/docs/MyOutput.htm`

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

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

`http://www.mycompany.com/docs/MyOutput.htm`

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

`http://www.mycompany.com/docs/MyOutput.htm#WhatsNew.htm`

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

`http://www.mycompany.com/docs/MyOutput.htm#Welcome.htm`

Sitemap/Search Engine Optimization

You can generate a sitemap when compiling your output. This helps with search engine optimization (SEO), making it easier for search indexing services (i.e., spiders, crawlers, or bots) to find your output. Therefore, the entire output is indexed and search engine results are improved.

Search with Context

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

FictionSoft

Your search for "FictionSoft" returned 4 result(s).

[Getting Started](#)
Getting Started With FictionSoft This topic is a good place to explain the high level concepts that allow a user to be successful with FictionSoft.
[Getting_Started/Getting Started.htm](#)

[Information](#)
About FictionSoft You can use this topic to tell your audience more about your company. Company Information
[Contacting/Information.htm](#)

[Overview](#)
Using FictionSoft Overview This could start a series of topics for information and advanced procedures.
[Using/Overview a.htm](#)

[Welcome](#)
Welcome FictionSoft , the best software ever! (place your product tag line here)
Most online help systems have a welcome page. The Welcome page can provide overview information, links, or product logos, or any other information that you think will help your users. Typical information includes:
[Welcome.htm](#)

Search results with context.

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

Glossary Terms in Search Results

For HTML5 output, search results display glossary terms if they are used as the search text.

The screenshot shows a search interface with a dark header bar. On the left is a placeholder for 'YOUR LOGO place your company logo'. A green callout bubble points from the top right towards the search bar, containing the text: 'In this example, we searched for "table."'. The search bar contains the word 'table'. To the right of the search bar is a magnifying glass icon. In the top right corner of the header is a three-line menu icon. Below the header, the main content area has a light gray background. A large green callout bubble points from the bottom right towards the first search result. The text inside the callout reads: 'Because our HTML5 target uses a glossary file containing the glossary term "Table," it is displayed at the top of the search results.' The search results are listed in a white box with a thin gray border. The first result is a heading 'Table' in bold. Below it is a detailed definition: 'A group of intersecting columns and rows that you can add to a topic for various purposes, such as comparing one thing with another or giving field descriptions for a software dialog.' The second result is a heading 'Tables' in bold. Below it is some general placeholder text: 'Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. ...' Underneath this is a link: 'C_Conditions Notes Tables/Tables.htm'. The third result is a heading 'Conditions, Notes, Tables' in bold. Below it is more general placeholder text: 'Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. ...' Underneath this is a link: 'C_Conditions Notes Tables/ConditionsNotesTables.htm'.

In this example, we searched for "table."

Your search for "table" returned 3 result(s).

Table

A group of intersecting columns and rows that you can add to a topic for various purposes, such as comparing one thing with another or giving field descriptions for a software dialog.

Tables

Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. ...

[C_Conditions Notes Tables/Tables.htm](#)

Conditions, Notes, Tables

Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. ...

[C_Conditions Notes Tables/ConditionsNotesTables.htm](#)

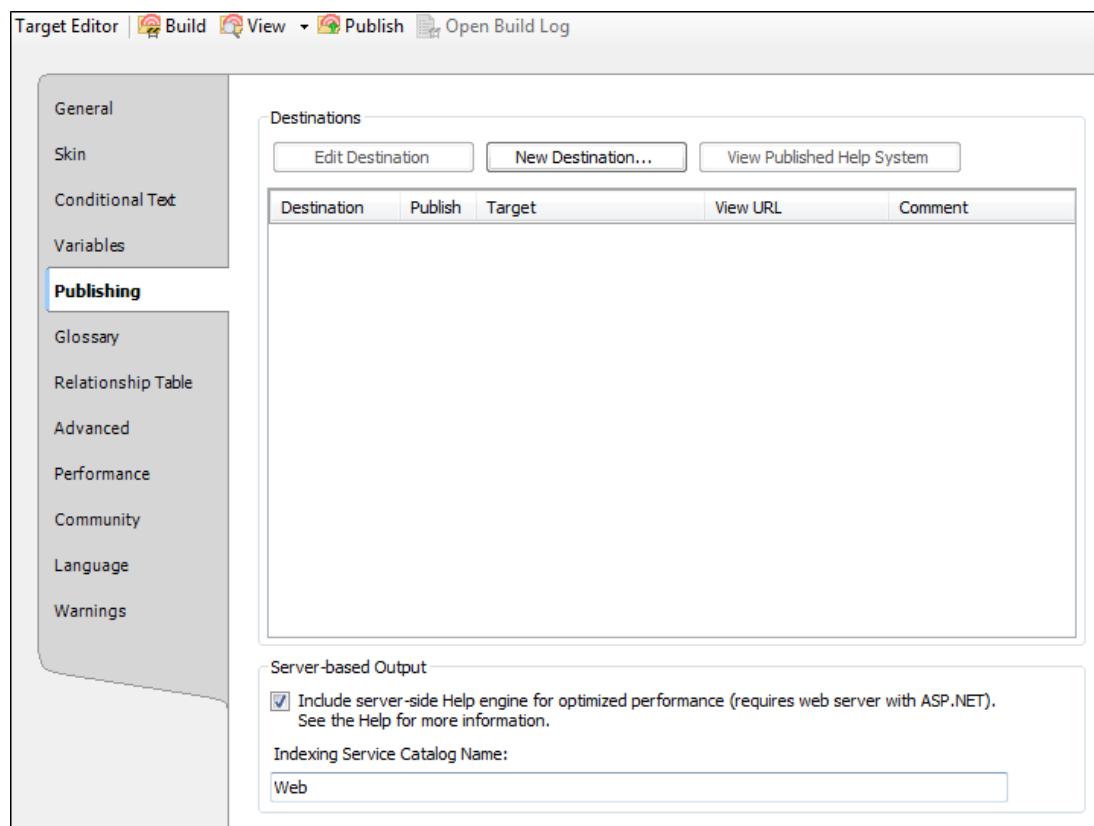
This option to display glossary terms in search results is enabled by default. However, it can be turned off in the HTML5 Target Editor.

Smoother Dynamic Effects

Features such as drop-down text, expanding text, and popups have a smoother appearance when they are activated.

Server-based Output

You can create HTML5 output in its regular state, or you can select an option in the Publishing tab of the Target Editor to enable server-based functionality. This allows you to accomplish the same results as WebHelp Plus output—searching of non-XHTML content, server-side search, and automatic runtime merging. See "More About HTML5" on page 291.



Following are benefits of server-based HTML5 output:

- » **Multiple Platforms** You can publish to a machine running Windows XP, Windows Server 2003, Windows Server 2008, Windows 7, or Windows Vista.
- » **Searching of Non-XHTML Content** When end users perform a search in your online output, you can ensure that non-XHTML files (e.g. PDF, DOC, XLS) are included in that search. When you build HTML5 output, a subfolder named "AutoSearch" is created and placed in the generated output folder. You can place non-XHTML files within the published AutoSearch subfolder (whether the non-XHTML files are linked to content from your Flare project or not). When users perform a search, those non-XHTML files will also be accessible to the users. See "Including Non-XHTML Files in HTML5 Search" on page 326.
- » **Microsoft IIS Search Engine** Another benefit of generating and publishing HTML5 output to a web server is that it takes advantage of Microsoft's IIS search engine to help power your search. This is especially useful if you have a very large Help system.
- » **Automatic Runtime Merging of Flare Projects** This is an easy way to merge the output from multiple HTML5 server-based Flare targets into one Help system. These targets can be originated from the same Flare project or from different Flare projects. You simply place the output files in the correct location on the server (i.e., within your master project's AutoMerge folder). Flare then automatically merges the output from all of the targets when users access the Help. From the end user's perspective, the results are seamless, appearing as one large Help system. All of the TOCs, browse sequences, indexes, glossaries, and search capabilities for the projects are merged. See "Merging Server-based HTML5 Output at Runtime" on page 317.



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

Comparison of HTML5 Skin Options

Following is a comparison of the HTML5 Tripane and Top Navigation skins, as well as the skinless option.

	Tripane	Top Navigation	Skinless
Frameless—No Framesets	✓	✓	✓
Frameless—No iframes ¹	✗	✓	✓
Glossary Terms in Search Results	✓	✓	✓
Navigation Panes—Browse Sequence, Glossary, Index, Pulse Community, TOC	✓	✗	✗
Project Merging	✓	✗	✗
Pulse Integration	✓	✓	✓
Responsive Content	✓	✓	✓
Responsive Skin Always Enabled	✗	✓	✗
Skin Component—Menu	✓	✓	✓

	Tripane	Top Navigation	Skinless
Skin Component—Search Bar	✗	✓	✓
Skin Component—Search Results	✗	✓	✓
Skin Component—Topic Toolbar	✓	✓	✓

¹If your HTML5 output is enabled with MadCap Pulse, the comments area at the bottom of topics is wrapped in an iframe. Therefore, the output is technically not entirely frameless. However, because it is only the comments that are contained in the iframe, the main topic content still retains the benefits (e.g., better search results) of frameless output.

CHAPTER 2

Responsive Web Design

Responsive web design (RWD) is a way to construct your HTML5 output so that the display is adjusted automatically depending on the device. Therefore, on tablets and smart phones, users will see a condensed look that is more appropriate for those devices, compared with larger monitors. You can get the same effect if you shrink your browser to a smaller size.

There are two areas where RWD can be applied: (1) skin and (2) content.

This chapter discusses the following:

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Responsive Skins

HTML5 Top Navigation skins are always enabled for responsive output, but you can adjust some settings on the Skin tab in the Target Editor. For Tripane output, you can enable responsive output in the Skin Editor, and you can adjust the same settings as Top Navigation output in the Target Editor. When a skin is responsive, the navigation elements are automatically adjusted depending on the size of the screen.

EXAMPLE

Let's say you create HTML5 Top Navigation output. When viewed on a large screen, menus appear at the top. These are populated from your TOC file.

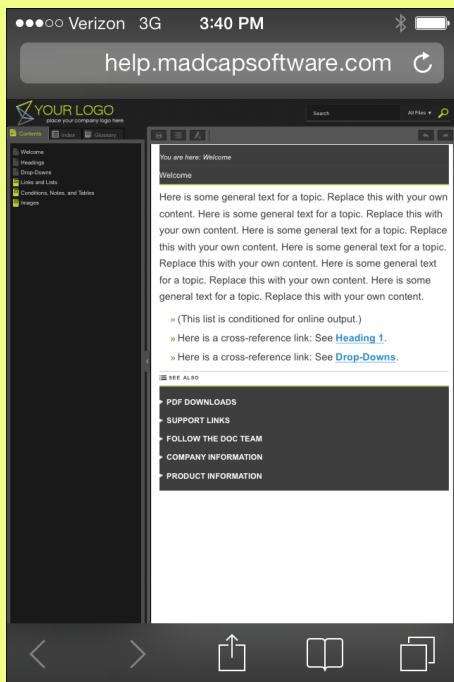


But when you open the same output on a tablet device, you notice the top menus are no longer there. Because of the smaller screen they are placed in a flyout menu in the upper-right corner.

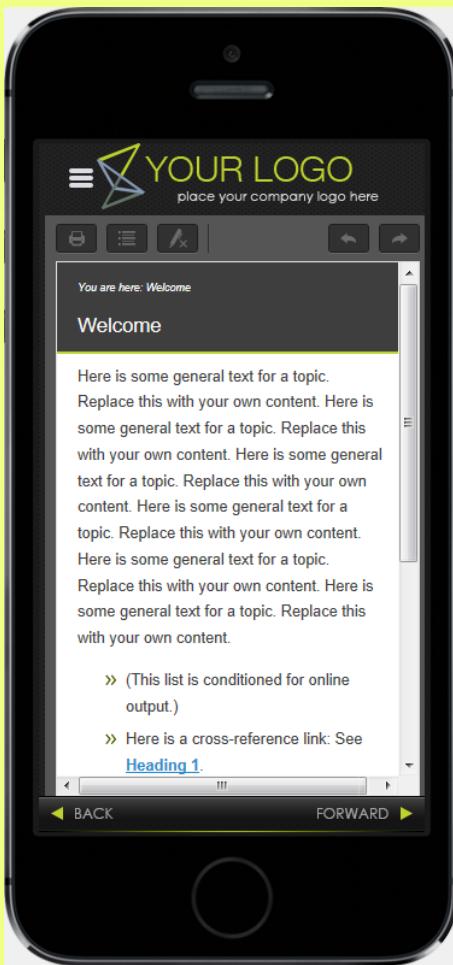


E X A M P L E

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



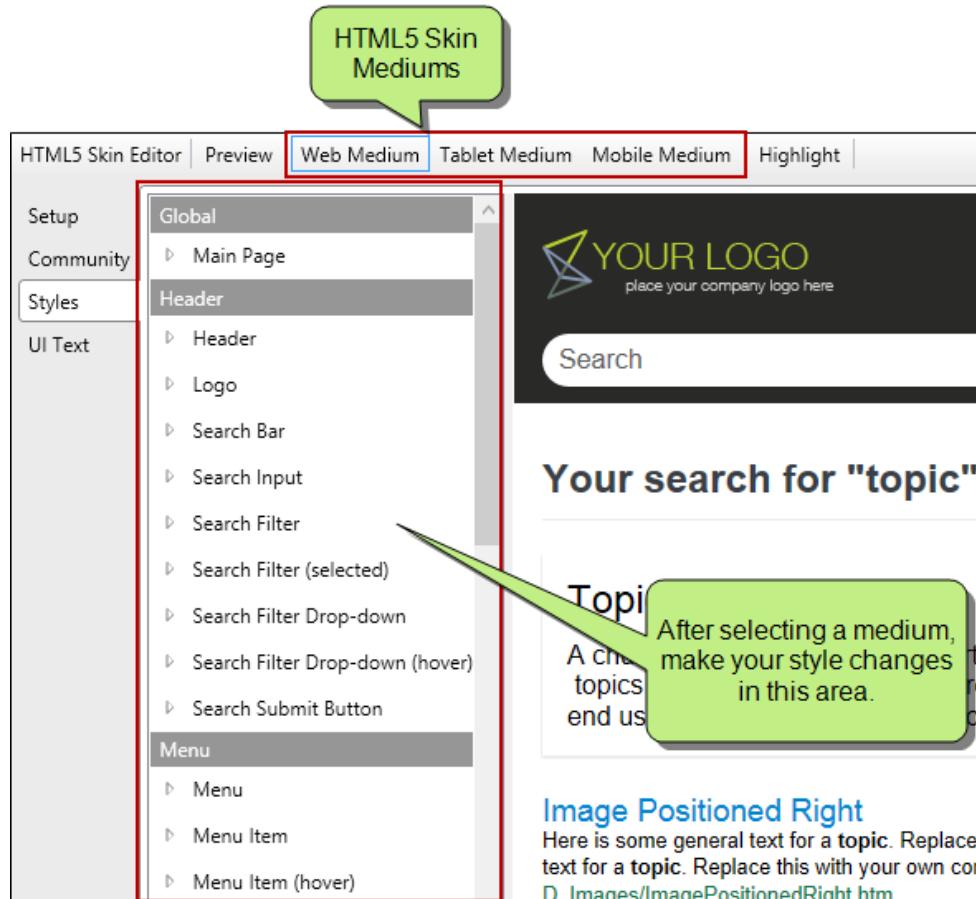
So instead, you enable responsive output in the HTML5 Tripane skin. When finished, you direct end users to open the same HTML5 output, regardless of their browser or device. On a smart phone, the skin is adjusted automatically.



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

Responsive Skins and Mediums

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



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

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



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



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

How to Enable Responsive Tripane Skins

For Tripane output, you can use the following steps to enable responsive output:

1. Open an HTML5 Tripane skin.
2. Select the **Setup** tab.
3. In the **Responsive Output Settings** section, select **Enable responsive output**.
4. (Optional) Responsive output works by automatically changing the display once the viewer reaches a certain width. You can change the maximum width at which the display changes from one medium to the next. Use the following to specify responsive settings for a skin. For more information about making topic content responsive, see "Responsive Content" on page 33.
 - » **Tablet-Max-Width** Enter the number of pixels for the maximum width of a Tablet view.
 - » **Mobile-Max-Width** Enter the number of pixels for the maximum width of a Mobile view.

EXAMPLE

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

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

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

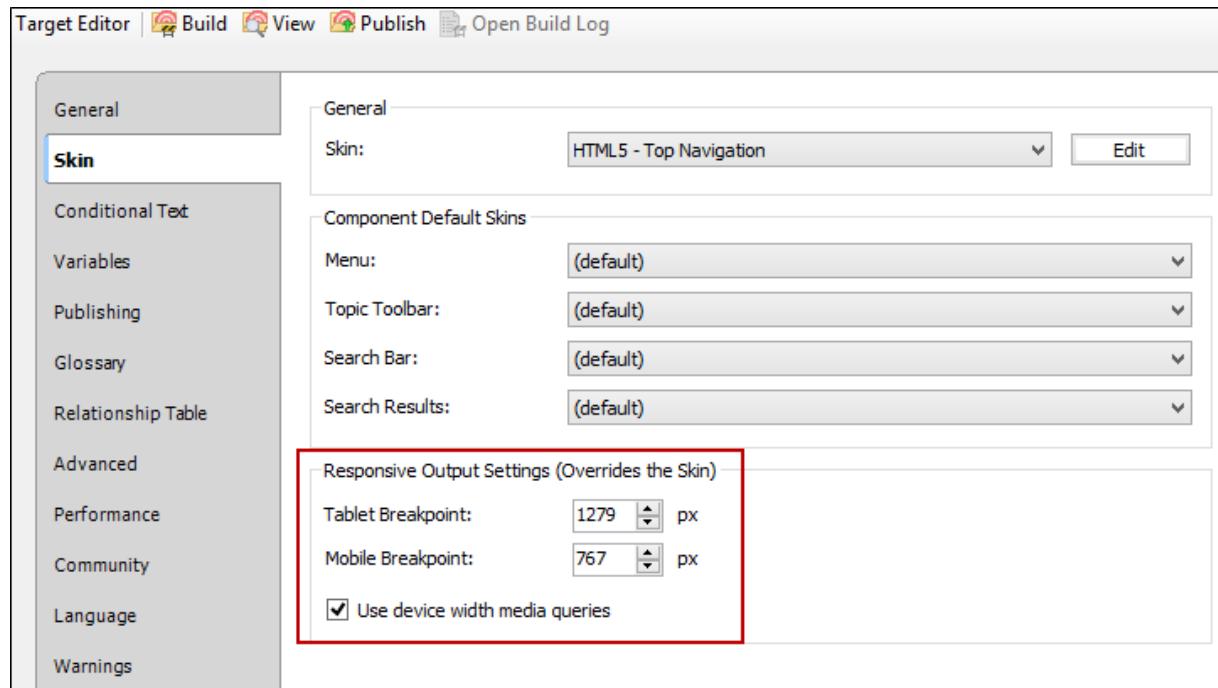
You continue to reduce the size of the browser window. Once the width reaches 767 pixels, the display changes to show the settings for the Mobile medium.

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

5. Click  to save your work.

Device Width Media Queries—Top Navigation and Tripane Skins

In addition to the fields in the Skin Editor, there are additional responsive output settings in the Target Editor that are available for both Top Navigation (see "Top Navigation Output" on page 79) and Tripane outputs. One setting lets you enable **device width media queries** for responsive output.



This means that the responsive nature of the skin depends on the device being used to view the output (browser, tablet, or mobile phone), rather than on merely the width of the screen.

Similar to the fields in the Skin Editor, you can set values to tell Flare at which sizes to change the display.

- » **Tablet Breakpoint** Enter the number of pixels for the maximum width of a Tablet view.
- » **Mobile Breakpoint** Enter the number of pixels for the maximum width of a Mobile (or phone) view.

EXAMPLE

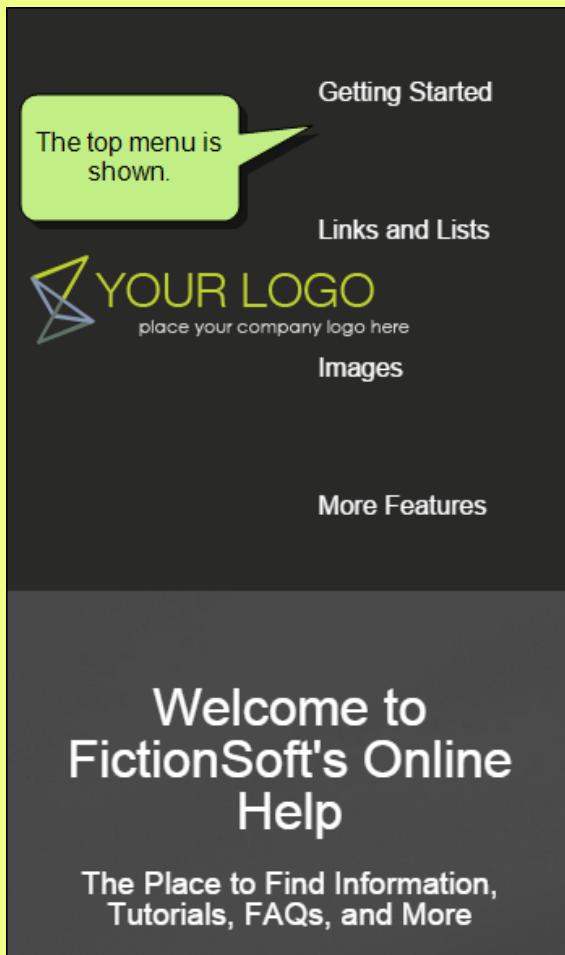
Let's say you disable **Use device width media queries**. When you view the output maximized in a browser, you will see the top menu.



When you drag the browser window, making it smaller so that its resolution is lower than the number you provided in the Tablet Breakpoint field, the display changes. Now you won't see the top menu anymore. Instead, you will see the side flyout menu. That's because the responsiveness is based on the width of the output in the browser, rather than on the width of the output in the device itself.



Now suppose you enable **Use device width media queries**. When you view the output maximized in a browser, it will look just like it did before, with the top menu visible. But now when you make the browser window smaller, the display stays the same, even if you reduce it all the way down to the mobile width settings.



But if you view that same output on an actual tablet or mobile phone, it will display with the side flyout menu.





Tip: Even if you want to base your responsive skin on the device width, you might find it most useful to leave the "Use device width media queries" option disabled while you are still editing content. This lets you test your responsive output more easily by dragging the browser to different sizes. Then when you're ready to generate and publish your final output, enable the check box.



Tip: If you want to disable the top menu when viewed on a browser, and use only the side flyout menu that is usually reserved for tablets and mobile devices, you can set the tablet width value to a very high number.



Note: If you have a Tripane skin in your project and you enter responsive output settings in both the Skin Editor and Target Editor, the settings in the target take precedence. However, this is not true if you *have not* yet made a change to the tablet or mobile breakpoint fields in the Target Editor, but you *have* made changes to them in the Skin Editor. In that case, the numbers from the changed Skin Editor will be used.

Responsive Content

Styles and media queries can be used to make your content responsive. This lets you present information—both its substance and structure—differently depending on the size of the screen or device. Flare provides a Responsive Layout window pane that helps you create this kind of content more easily. You also have the option of using third-party solutions (most notably the Zurb Foundation grid system) by adding the appropriate styles in your stylesheets and topics.

EXAMPLE

Flare's online Help has a topic called "Get Started" that looks like this when viewed on a large monitor. Notice the three images at the bottom of the topic.

The screenshot shows the Flare online Help interface for the 'Get Started' topic. At the top, there is a navigation bar with links for 'Get Started', 'What's New?', 'Features', 'Interface', 'Tutorials', and 'PDFs'. Below the navigation bar, there is a search bar and a breadcrumb trail indicating the current location: 'You are here: Get Started'. To the right of the breadcrumb trail is a rating section with five yellow stars and a 'PDF Guide' link. A sidebar on the right contains links to 'Get Started', 'What's New?', 'Features', 'Interface', 'Tutorials', and 'PDFs'. The main content area starts with a heading 'Get Started' and a paragraph about the basic steps of the authoring process. It includes sections for 'BASIC STEPS' and 'RECOMMENDED FOR NEW USERS'. Under 'RECOMMENDED FOR NEW USERS', there is a list of three items: 'Getting Started Video', 'Getting Started Guide', and 'Getting Started Tutorial'. Each item is accompanied by a small thumbnail image and a link. The 'Getting Started Video' thumbnail shows a play button on a video frame. The 'Getting Started Guide' thumbnail shows a book cover for 'Getting Started Guide'. The 'Getting Started Tutorial' thumbnail shows a computer monitor displaying a flowchart. A red border highlights the three items at the bottom of the page.

When the browser is reduced to a tablet size, the configuration of the images shifts to account for the smaller screen.

The screenshot shows the 'Get Started' page of the modcap FLARE website. At the top, there's a navigation bar with the FLARE logo, a search bar, and a menu icon. Below the header, the breadcrumb 'You are here: Get Started' is displayed. To the right of the breadcrumb is a 'PDF Guide' button with a star rating of 5 stars and a download icon. A sidebar on the right contains links: 'Get Started', 'What's New?', 'Features', 'Interface', 'Tutorials', and 'PDFs'. The main content area is titled 'Get Started' and contains text about the basic steps of authoring in Flare. It includes sections for 'BASIC STEPS' and 'RECOMMENDED FOR NEW USERS'. Under 'RECOMMENDED FOR NEW USERS', there's a note about using a video, PDF guide, or tutorial. Below this, three items are listed: 'Getting Started Video', 'Getting Started Guide', and 'Getting Started Tutorial'. Each item has an associated image: a video player for the video, a book for the guide, and a laptop for the tutorial. A red box highlights the video player image.

You are here: Get Started

PDF Guide

Get Started

Get Started What's New? Features Interface Tutorials PDFs

When you break down the authoring process in Flare, you will discover that it can be quite simple. Following are the basic steps that you need to follow for creating and developing a project in Flare.

» **BASIC STEPS**

▼ **RECOMMENDED FOR NEW USERS**

If you're brand new to Flare, we recommend you use the following to help you get started. These will help you become acquainted with the interface, common features, basic steps, special tips, and more.

Depending on your preference, you can watch a video, read a PDF guide, or work through a tutorial. You might even want to use all three, because although there is certainly common information in all three, each one is also unique.

» **Getting Started Video** The Getting Started Video provides a visual demonstration of how to create a new project, introduces basic information about Flare, and points you to additional videos and resources to further develop the project.

» **Getting Started Guide** The Getting Started Guide is a PDF that explains how Flare works and introduces you to some of its key features and concepts. It then outlines the five basic steps for developing a project and producing output.

» **Getting Started Tutorial** The Getting Started Tutorial is a PDF file that you can use alongside Flare to create, develop, and generate output from an actual project.


Getting Started Video


Getting Started Guide

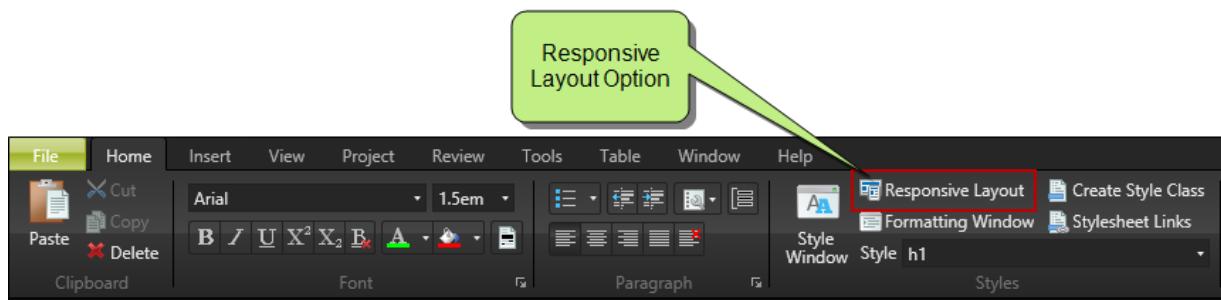

Getting Started Tutorial

And when the browser is further reduced to a mobile size, the images shift yet again so that they display one on top of the other.

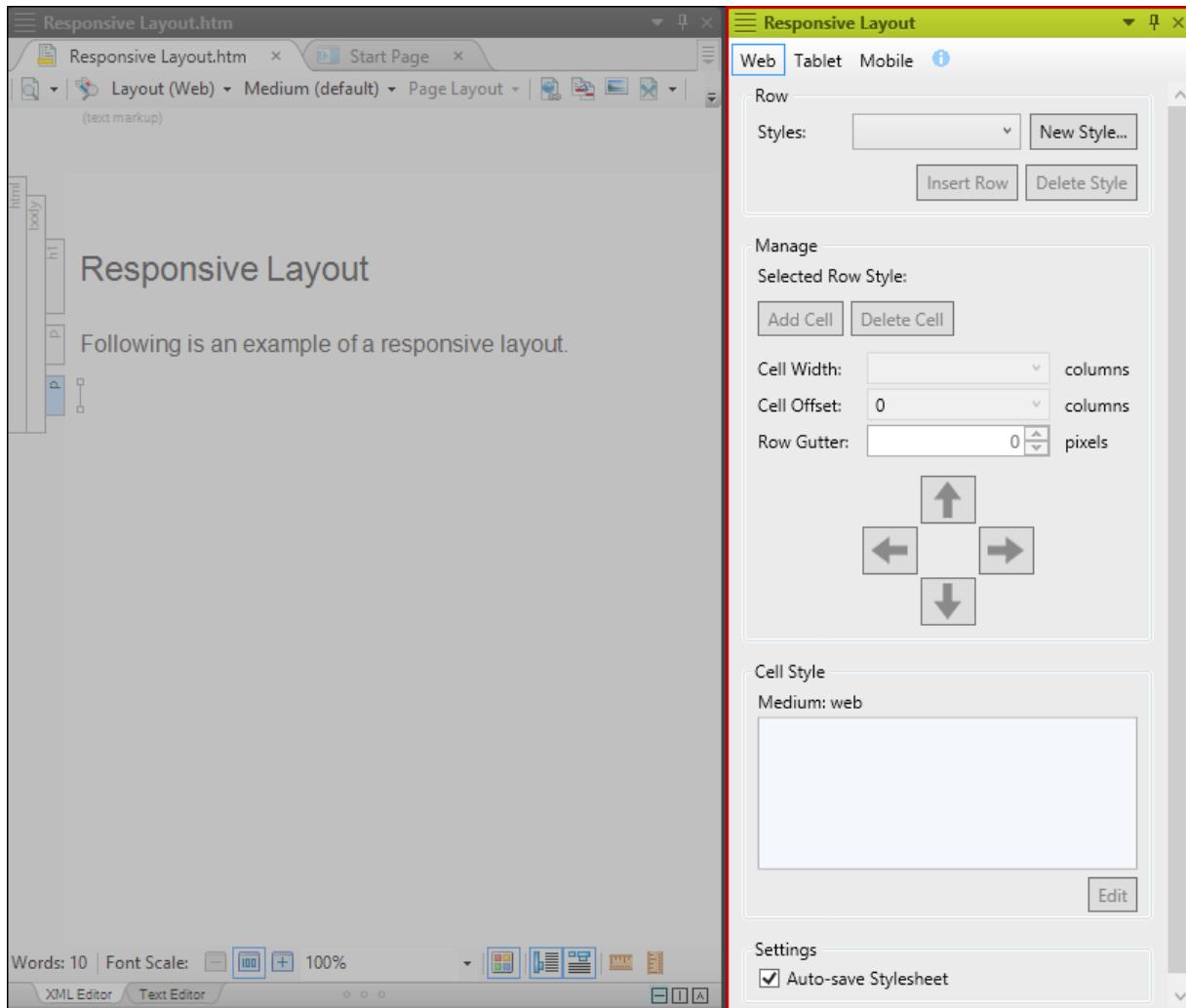


Flare's Responsive Layout System

Flare's system for creating responsive content is possible with its Responsive Layout window pane, which can be opened from the Styles section of the Home ribbon in Flare.



It displays by default on the right side of the interface.



This window pane lets you create a "one-row grid" to hold content. The benefit of putting your content into such a grid is that it allows it to shift and be responsive to screens of different sizes.

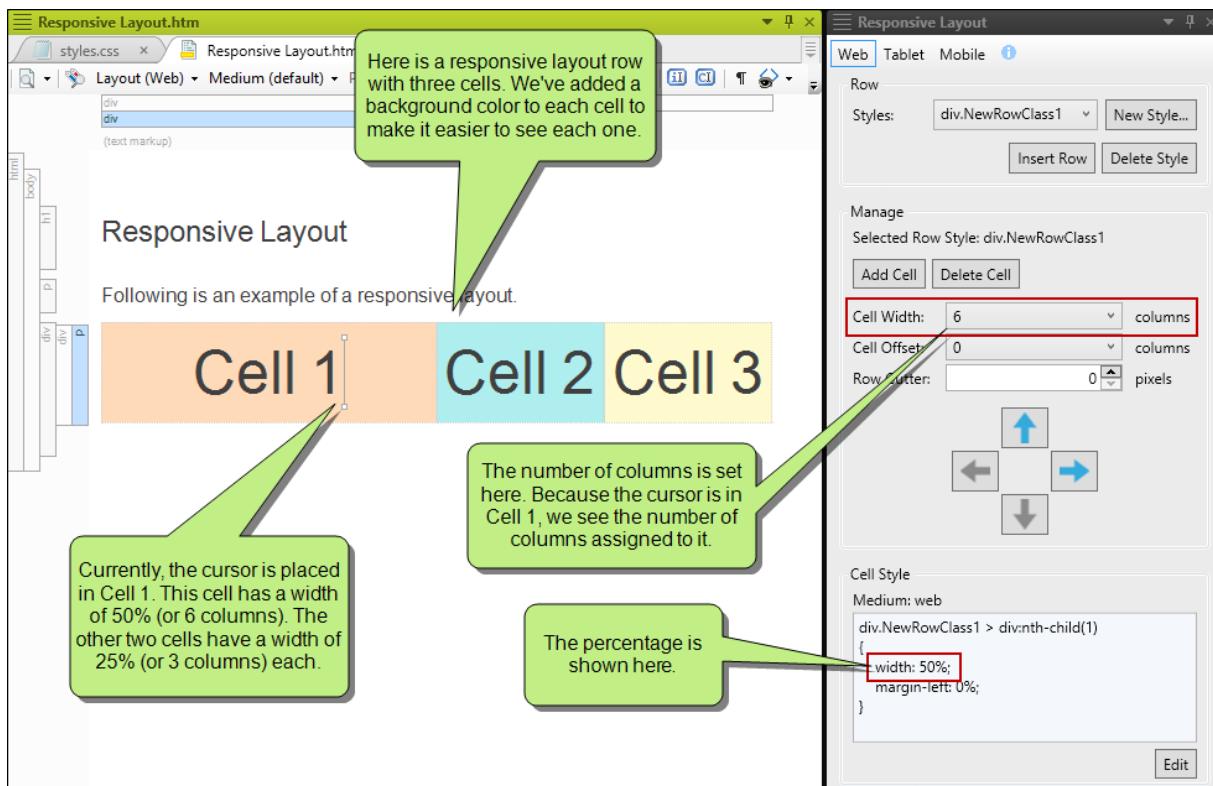
THE 12-COLUMN GRID SYSTEM

Both the Flare and Foundation systems are based on a 12-column grid system (i.e., a row has the potential of using 12 "columns" of content). But keep this very important point in mind:

Responsive content columns are not the same as the columns you are used to with tables. With responsive content, columns are purely used for measuring width (in percentages).

Flare considers the entire width of the screen displaying your output, and it divides this into 12 imaginary columns. The maximum width is 100% of the space, so 12 columns equals 100%. Half the width of the available screen space is 50%, or 6 imaginary columns. One-third of the width is 33.333%, or 4 columns. It is no more complicated than that. Assigning a number of columns in this type of layout is simply a shortcut; it is a quick way to tell Flare how wide a particular area should be.

When you create a new row using the Responsive Layout window pane, it contains a certain number of cells, and you can add more cells to the row as necessary. Then you assign a certain number of imaginary columns to each cell to set its width.



Why is this called a "grid" if it has only one row? Well, it has to do with what the end user perceives when looking at the output. Although each responsive layout consists of only one row (i.e., all of the content is contained within one

tag), the widths that you assign to the various cells can cause the layout to look like multiple rows in the output. Therefore, it appears to the end user to be a grid.

The key to this is the fact that for any row, you can exceed 100%. This usually happens when you assign column widths to cells for tablet and mobile screens.

For your large web layouts, you usually want the total number of columns in a row to add up to 100%. However, you can use fewer columns if you want (e.g., you might end up using only 10 columns, or roughly 83% of the space). In fact, there might be times when you use more than 100%, even for the large web view.

But for smaller devices to show the same content, you are likely to exceed 100% for the entire row. When the total width exceeds 12 columns (100%), the next cell moves downward. That way the content can be

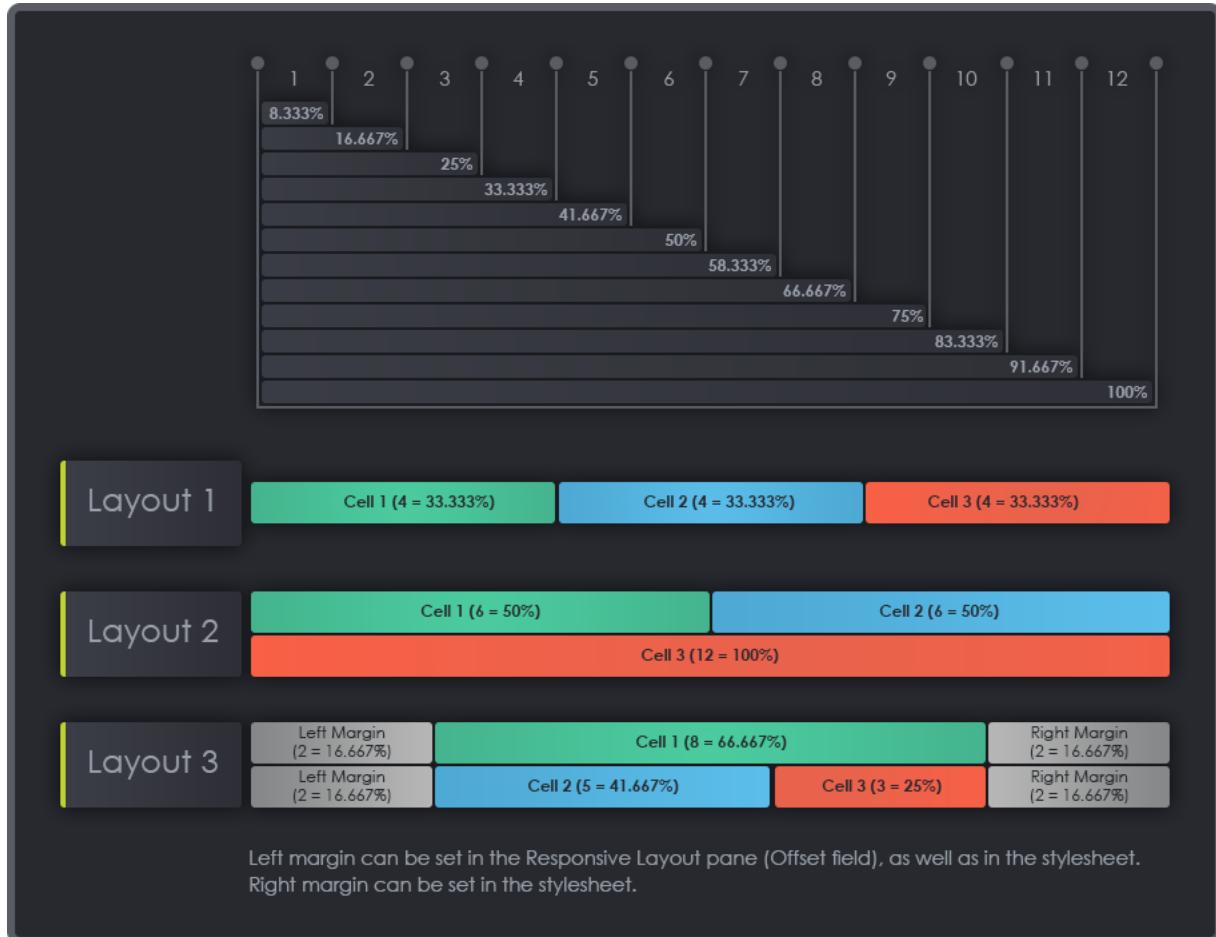
reconfigured and will be easier to see on a small screen. To the end user, it might look like you're using extra rows to display the same content. But it's actually still just one row, with the extra content shifted downward.

The screenshot shows the Dreamweaver interface with two main panes. The left pane displays a web page titled "Responsive Layout.htm" containing the text "Responsive Layout" and "Following is an example of a responsive layout." Below this is a visual representation of a responsive grid with three cells: "Cell 1" (orange), "Cell 2" (teal), and "Cell 3" (yellow). A callout bubble points to Cell 1 with the text: "We've changed the number of columns for Cell 1 to 12 (100%)." Another callout bubble points to Cell 2 with the text: "We also changed the number of columns for the other cells to 6 (50%) each. Because Cell 1 took up 100% of the space above, Cell 2 and Cell 3 had to move downward." The right pane is the "Responsive Layout" panel, which includes a "Row" configuration section where "Cell Width" is set to 12 columns. The "Cell Style" section contains the following CSS:

```
div.NewRowClass1 > div:nth-child(1){  
    width: 100%;  
    margin-left: 0%;  
}
```

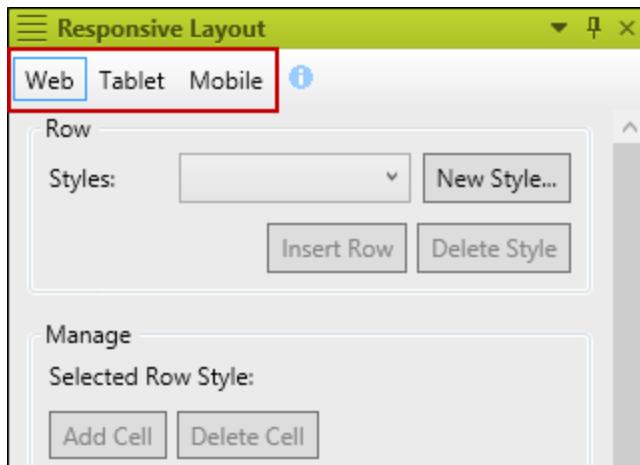
You can also use the Offset field in the Responsive Layout window pane to give any cell a left margin percentage (by assigning a number of columns to it). As far as right margins are concerned, you can accomplish that by editing your stylesheet.

The following graphic illustrates how the 12-column grid system works. Three different layouts are shown with various column (cell width) settings. One layout also uses offset (left margin) settings.

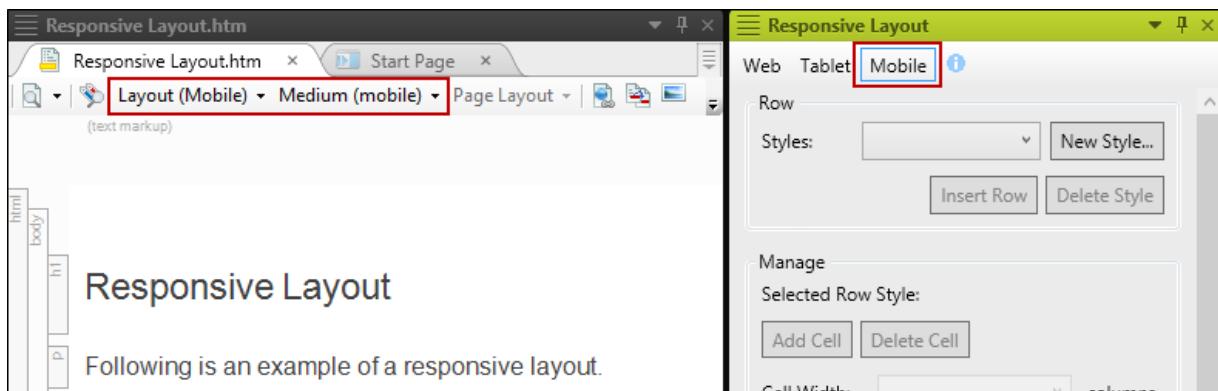


LAYOUT AND MEDIA QUERY INTEGRATION

Just as you can specify skin settings for web, tablet, and mobile mediums, you can do the same with responsive layouts. You will see buttons for each medium at the top of the Responsive Layout window pane. Actually, these are more accurately referred to as "media queries," but they are sometimes called by both names.



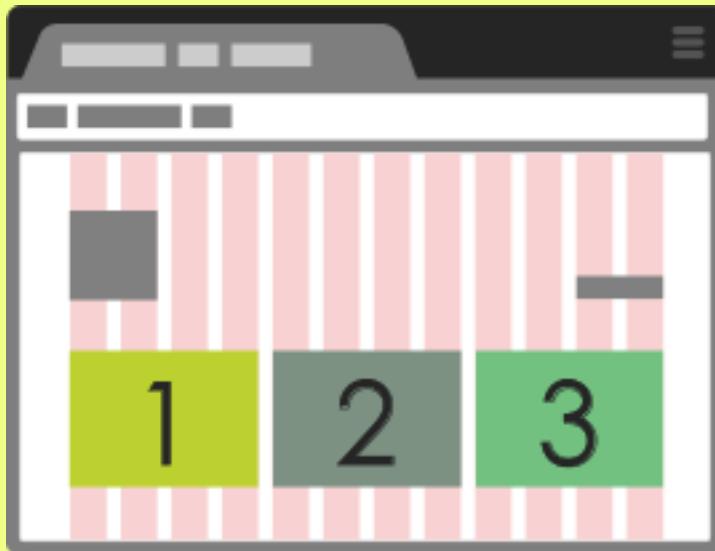
These are synchronized with the layout and medium settings in the XML Editor. So when you select a particular layout in the XML Editor, the appropriate medium is also selected in both the XML Editor and the Responsive Layout window pane. And if you choose a medium in the Responsive Layout window pane, the corresponding layout and medium are selected in the XML Editor.



So when a particular layout/medium is selected, the settings you apply will be used for that size of screen in the output.

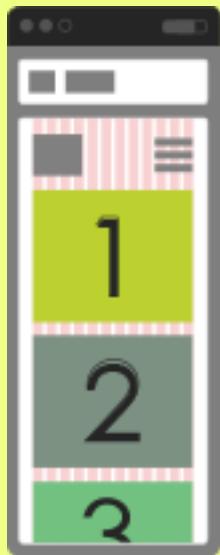
E X A M P L E

For a large screen, you might have a row consisting of three cells, with each cell set to use four columns (33.333% each).



The three cells each use an equal portion of the possible space when shown on a large screen that can handle that much content.

But this is too much for an iPhone. So for your Mobile layout, you tell Flare to use 12 columns in each of those three cells.



As the image above shows, the first cell took up the largest amount of space (12 columns, or 100%), so Flare had to shift the next cell downward. The second cell also used 100% of the space, so Flare had to move the third cell down even farther.

RESPONSIVE LAYOUT STYLES

If you've used the Foundation framework, you know that there are several styles involved. In the simplified Flare system, there are only a few styles to know about.

When you create a responsive layout in Flare, you are asked to create a new "row" style, or use an existing one. It's called a row style because it controls everything that is going on inside that one-row grid. However, in CSS it is actually a div style.

The screenshot shows the Flare Stylesheet Editor interface. At the top, there are tabs for 'Stylesheet Editor' (selected), 'View: Advanced', 'Add Selector', 'Manage Font Sets', and 'Options'. Below the tabs, there are buttons for 'All Styles' (selected), 'Hide Inherited', and file operations. A checkbox for 'Medium: (default)' is checked. The left sidebar lists various selector categories: '(Linked Stylesheets)', '(Generic Classes)', '(Generic Pseudo Classes)', '(Identifiers)', '(Complex Selectors)', '(Custom Lists)', 'a', 'body', and 'div'. The 'div' category is highlighted with a red box. Under 'div', there are sub-selectors: 'MyResponsiveLayout', 'sideContent', 'TopicContent', and '(Pseudo Classes)'. The right panel displays a tree view of properties for the selected 'div.MyResponsiveLayout' style. The root node is 'Medium: (default) div.MyResponsiveLayout'. A green bar highlights this node. Below it is a list of properties: 'Font', 'Background', 'Block', 'Border', 'Box', 'Cell', 'List', 'Table', 'Positioning', 'Extensions', 'Padding', 'PrintSupport', 'AutoNumber', and 'PrinterPageNumbers'. The 'Font' property is also highlighted with a green bar.

In fact, when you are all done adding cells to the row and assigning columns, you will also end up with multiple complex selectors in your stylesheet. These selectors consist of div styles, using the nth-child pseudo class for each cell.

EXAMPLE

In the following image, we have a responsive layout with three cells, so we have three complex selectors; the number at the end in parentheses represents the order of the cells.

The screenshot shows the 'Stylesheet Editor' interface. The top menu bar includes 'Stylesheet Editor', 'View: Advanced', 'Add Selector', 'Manage Font Sets', and 'Options'. Below the menu is a toolbar with icons for 'All Styles', 'Hide Inherited', and other styling options. A dropdown menu is open, showing 'Medium: (default)' and a list of properties: Font, Background, Block, Border, Box, Cell, List, Table, Positioning, Extensions, Padding, PrintSupport, AutoNumber, and PrinterPageNumbers. On the left, a tree view of styles is displayed, with a red box highlighting the 'Complex Selectors' section. This section contains several entries, with the first one, 'div.MyResponsiveLayout > div', selected. The full list of entries in the tree view is: (Linked Stylesheets), (Generic Classes), (Generic Pseudo Classes), (Identifiers), (Complex Selectors) (div.MyResponsiveLayout > div, div.MyResponsiveLayout > div:nth-child(1), div.MyResponsiveLayout > div:nth-child(2), div.MyResponsiveLayout > div:nth-child(3)), html.pulseTopic .main-section .row.outer-row, html.templateTopic div.sideContent, (Custom Lists), (a), body, (div), h1.

Maybe you want to make formatting adjustments to the second cell in this row style. In that case, you would select **div.MyResponsiveLayout > div:nth-child(2)** and modify the properties for it on the right side of the editor.

When you click in a cell in the XML Editor, the Responsive Layout window pane will show the relevant complex selector and the definitions for it. You cannot edit this part of the Responsive Layout window pane, but you can copy and paste it elsewhere if necessary. If you click the **Edit** button below this section, the stylesheet opens and automatically chooses the appropriate selector so that you can edit its properties.

Responsive Layout

Web Tablet Mobile

Row

Styles: div.MyResponsiveLayout New Style...

Manage
Selected Row Style: div.MyResponsiveLayout

Add Cell

Cell Width: 4 columns
Cell Offset: 0 columns
Row Gutter: 0 pixels

Cell Style
Medium: web

```
div.MyResponsiveLayout > div:nth-child(1){  
    width: 33.3333%;  
    margin-left: 0%;  
}
```

Settings
 Auto-save Stylesheet



Tip: Depending on the type of content you add to your responsive layouts, certain additional styles and settings might be especially useful for you. If you create a grid where the content in each cell is exactly the same size, you're likely to have a much easier time configuring your layout. But if you have different types of content in your cells, or content that requires more space in some cells than others, you might need to use additional styles and properties in your stylesheet. For example, the "height" property can be quite useful to keep all of your cells looking the same. In the Stylesheet Editor, you would expand (**Complex Selectors**), choose your main selector (e.g., if your layout is named "Grid," you would select **div.Grid > div**) and then complete the height or other settings to the right.

Also, embedded videos can be tricky within responsive layouts. That's why we created the following additional video-related styles in the StylesForHomePage stylesheets in our Top Navigation project templates: `..video`, `video-section`, and `.video-wrapper`. If you open the Home page topic in one of these Top Navigation templates, you will see that we used a combination of these styles and responsive layouts to display the videos. If you want to include videos in your responsive grids, you might consider creating additional styles like these, or you can just import these same styles from the template into your own stylesheet.

TASKS FOR USING FLARE'S RESPONSIVE CONTENT SYSTEM

Following are the basic tasks involved with using Flare's responsive content system.

- » **Create Responsive Layouts** You can create responsive layouts in Flare using the Responsive Layout window pane. This window pane works alongside media queries and your stylesheet. See "Creating Responsive Layouts" on page 52.
- » **Edit Responsive Layouts** After creating a responsive layout, you may need to return to it at times to make modifications. You also might need to adjust some of the associated styles for it. See "Editing Responsive Layouts" on page 70.
- » **View Responsive Output** When you finish generating responsive output, you can use view options not only for seeing output on a full browser output, but also on a tablet or smart phone. These options are available from the View buttons in the Project ribbon, Target Editor, and Builds window pane. See "Viewing Responsive Output" on page 77.

Foundation and Other Systems

As an alternative to using Flare's Responsive Layout window pane, you can use a third-party framework to create responsive output.

Zurb Foundation (<http://foundation.zurb.com/>) lets you freely download files such as CSS, HTML, and Javascript in order to take advantage of the responsive output framework they've created. To support responsive content in Flare, a Foundation CSS file has been downloaded and placed in the following location where you installed Flare:

C:\Program Files\MadCap Software\MadCap Flare V12\Flare.ap-
p\Resources\WebHelp2\Desktop\Skins\Fluid\Stylesheets\foundation.5.5.0



Note: It is recommended that you do not edit the Foundation stylesheet or move it from this location in the application installation folder. However, if you want, you can make a copy of the stylesheet, place it in any Flare project, and make changes to it. Any stylesheets in your project have precedence over any stylesheets located in your Flare installation folder.

There are other frameworks similar to Foundation. Bootstrap may be the most popular alternative. As long as you have a system using valid CSS and HTML, you can use it in Flare. However, Foundation is the only responsive framework where the stylesheet is already included in Flare. To use another system, you would need to download the appropriate CSS files and add them to your Flare project.

Keep in mind that Foundation and other third-party frameworks are not supported in Flare's XML Editor. So topics using these systems will likely not appear in the XML Editor the same way they appear in the output. On the other hand, the system using Flare's Responsive Layout window pane is supported in the XML Editor. Therefore, what you see in the editor is much closer to what you will see when you generate the output.

Also, Flare's Responsive Layout window pane is much more simple than these third-party systems. Although you can do a great deal with these other frameworks, they also require more time and effort to learn how to use them.



Note: Depending on the approach you use, it may be technically possible to create responsive content in other formats besides HTML5. However, you will notice that best results are achieved with HTML5 targets, and in particular, Top Navigation output. Many of the other formats are able to produce responsive content only in very basic ways.

Also, even though the Responsive Layout window pane is designed with only online output in mind, the content you add to the layouts will show up in other outputs, including print-based outputs (unless you condition that content out). You can open your stylesheet, choose the print medium, and edit the resulting div and complex selectors that were created from a responsive layout. You just might find that you are able to reuse those layouts in your print-based outputs, depending on the simplicity of the responsive layout and the style settings that you provide for the print output.

Creating Responsive Layouts

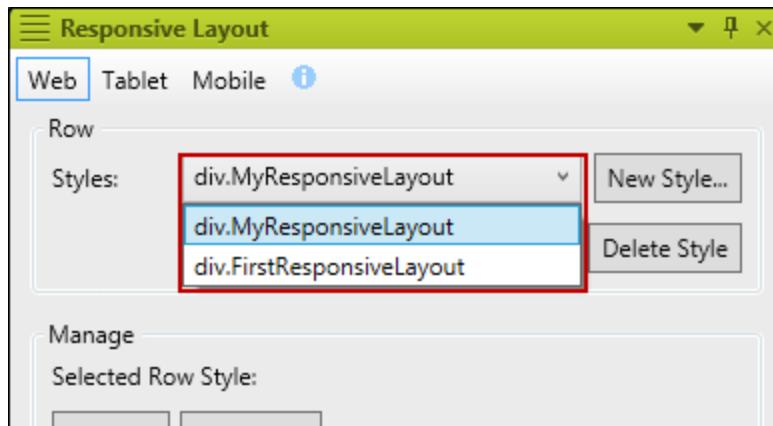
You can create responsive layouts in Flare using the Responsive Layout window pane. This window pane works alongside media queries and your stylesheet.

HOW TO CREATE A RESPONSIVE LAYOUT

1. Open the content file (e.g., topic, snippet).
2. Select the **Home** ribbon. In the **Styles** section, select **Responsive Layout**. The Responsive Layout window pane opens.
3. At the top of the Responsive Layout window pane, select the appropriate medium/media query: **Web**, **Tablet**, or **Mobile**.
Alternatively, you can select the appropriate layout view in the top local toolbar of the XML Editor.
It is recommended that you start with Web to create a layout for large screens. After you finish those settings, you can move on to the Tablet and then finally Mobile.
4. In the content file, place your cursor where you want to create the layout. (The row will be added below the location of your cursor.)
5. In the Responsive Layout window pane, do one of the following.

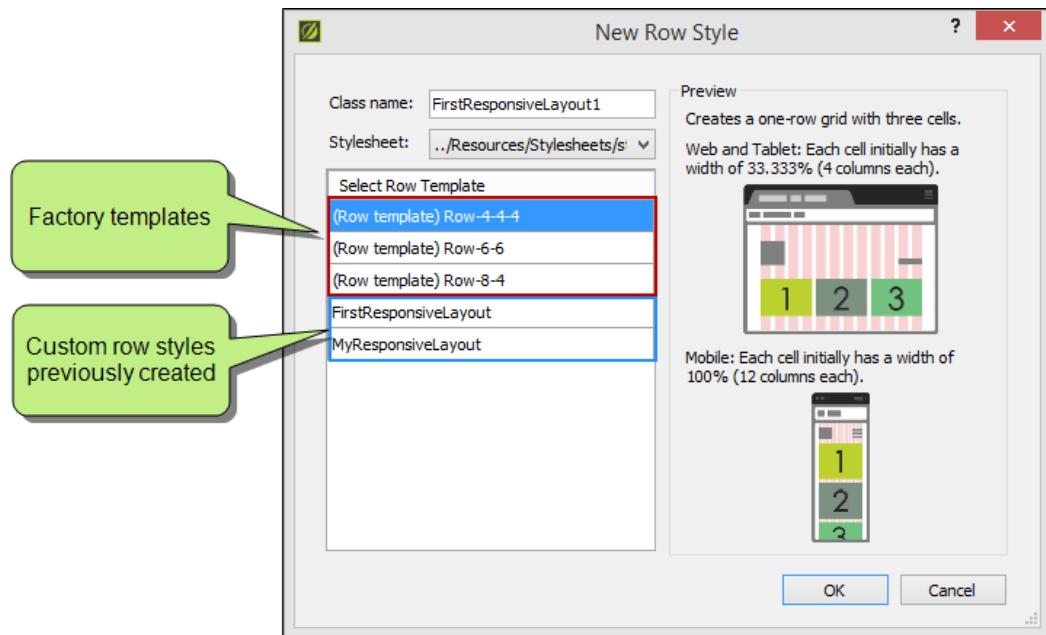
SELECT AN EXISTING STYLE

If you want to use the same row style for a responsive layout that you've created previously, click in the **Styles** drop-down and select it.



CREATE A NEW STYLE

- a. Click **New Style**. The New Row Style dialog opens.
- b. In the **Class name** field, enter a name for the new row style (or you can keep the default name).
- c. (Optional) In the **Stylesheet** drop-down, you can select a stylesheet where the new style will be added.
- d. On the left side of the dialog, select a template. This will list three factory templates provided by Flare. Also, any of your previously created row styles will also be listed in this dialog as available templates.



As you click on each factory template, a preview to the right describes how each one is configured. If you click on one of your previously created row styles, you will see some default text. This text was added as a comment for that new style. You can open your stylesheet and replace this text with whatever you want to describe your layout. This can be especially

useful if you work with a team of authors who will be creating responsive layouts. For more information on adding comments to styles, see the online Help.

Selecting a template simply makes a copy of the style settings in that template and places them in your new style. You can then make changes to those styles when you choose different settings in the Responsive Layout window pane. So when you choose a template, pick one that is closest to the design that you plan on creating.

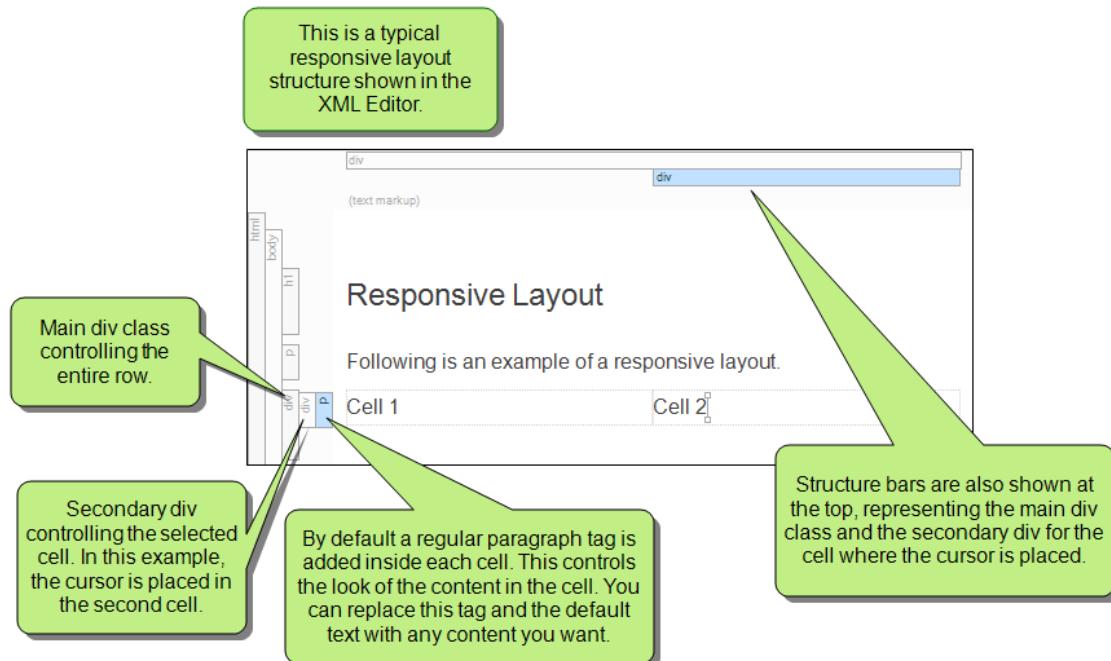
Following are the three factory templates:

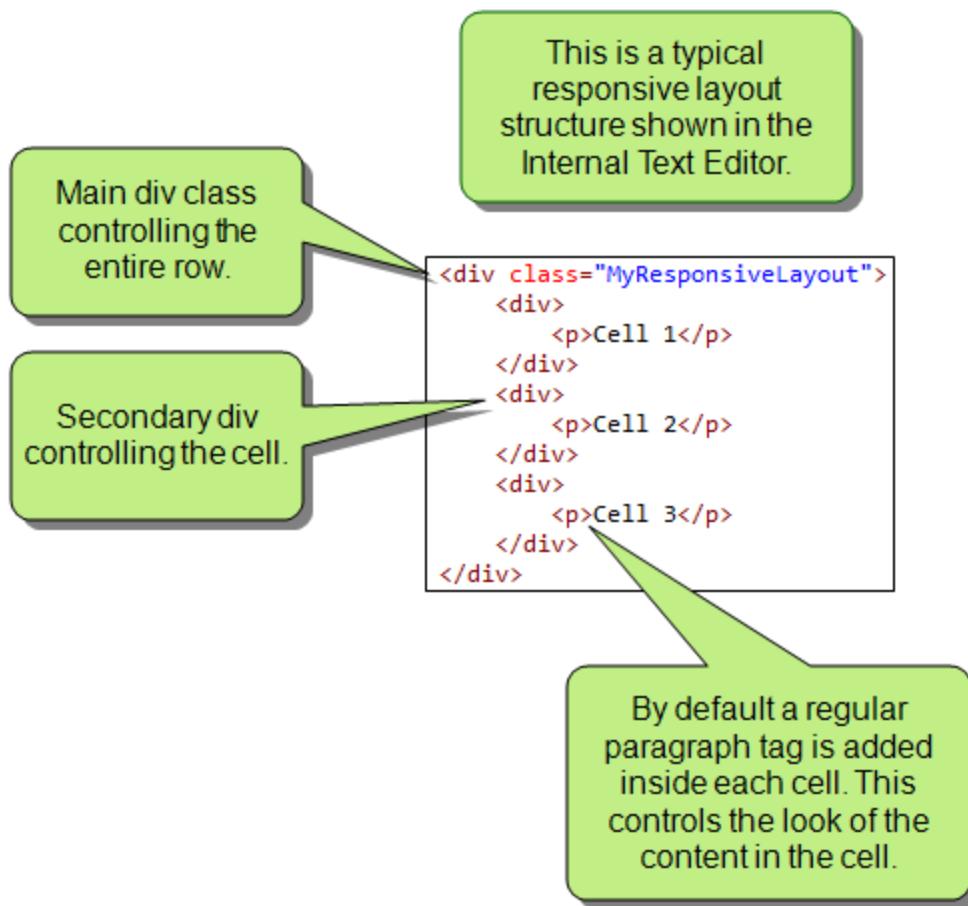
- » **Row-4-4-4** This template starts you out with three cells, each taking up the space of four columns (33.333%) for Web and Tablet layouts, and 12 columns (100%) for Mobile layouts.
 - » **Row-6-6** This template starts you out with two cells, each taking up the space of six columns (50%) for Web and Tablet layouts, and 12 columns (100%) for Mobile layouts.
 - » **Row-8-4** This template starts you out with two cells. For Web and Tablet layouts, the first cell takes up the space of eight columns (66.667%) and the second cell takes up the space of four columns (33.333%). For Mobile layouts, both cells take up the space of 12 columns (100%).
- e. Click **OK**. The Row Styles field in the Responsive Layout window pane is now populated with the new style. Also, your stylesheet will open behind the topic (if it isn't already open).



Note: If you no longer want to use an existing row style anywhere in your project, you can select it from the **Styles** drop-down and click **Delete Style**. This removes the appropriate styles from your stylesheet.

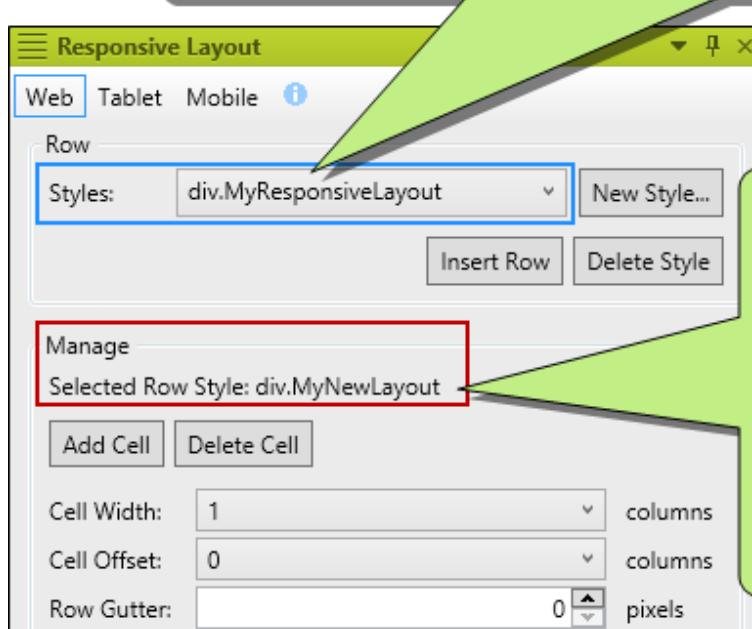
6. Click **Insert Row**. In the XML Editor, the row is inserted below your cursor location. A <div> tag—using the style name that you created or selected in the previous step—acts as the container for the row. Within that <div> tag there will be additional plain <div> tags, one for each cell.





7. In the XML Editor, click in the cells, remove the default text, and add your own content. If you want, you can save this task until after you configure your row using the options in the next step.
8. Click in a cell in the XML Editor. The row style for that layout is indicated at the top of the Manage section in the Responsive Layout window pane. So any changes you make will be applied to that style in your stylesheet.

In this example, a row style called "div.MyResponsiveLayout" is shown at the top of the window pane. This is the most recent style that was created or selected from this drop-down. But it doesn't necessarily mean it is the style that is being changed by the fields in the bottom section of the window pane.



A style called "div.MyNewLayout" is currently selected in the Manage section (i.e., in the XML Editor you've clicked in a responsive layout that is using this style). Therefore, any changes you make in the fields below will affect this style.

Use any of the following options in the Responsive Layout window pane to enhance the cell and your layout.



Warning: Keep in mind that your changes in this window pane will be auto-saved to your stylesheet by default. This means that anyone making changes to a particular row style using the Responsive Layout window pane will be affecting any other responsive layouts that are using that same style wherever they have been inserted throughout the project.



You can remove the check mark from the **Auto-save Stylesheet** option at the bottom of the window pane; however, if you do that, you will need to save your changes to both your content file *and* your stylesheet as you work.

Option	Description
Add Cell	Adds a new cell to the right edge of the row. By default, a new cell will start out with a width of one column (8.333%).
Delete Cell	Deletes the selected cell from the layout. A message asks if you want to remove the corresponding style from the stylesheet as well.
Cell Width	Select a number of columns to set the width of the current cell (in percentage). For example, six columns equals 50%. As you select each number the new percentage changes in the Cell Style preview area below.
Cell Offset	Select a number of columns to provide the offset (left margin) for the current cell (in percentage). For example, four columns equals a left margin of 33.333%. When you select a number, the left margin percentage changes in the Cell Style preview area below.
Row Gutter	Enter the number of pixels for a gutter in the entire row. This adds left and right padding for each of the cells. For example, if you enter 20 pixels for a gutter, each cell will have 10 pixels of left padding and 10 pixels of right padding.
	Moves the entire row up. This simply moves the layout above whatever block element is next to it (at the same level) in the XML Editor. Alternatively, you can click and drag the outermost div structure bar.
	Moves the active cell to the left in the row.
	Moves the active cell to the right in the row.

Option	Description
	Moves the entire row down. This simply moves the layout below whatever block element is next to it (at the same level) in the XML Editor. Alternatively, you can click and drag the outermost div structure bar.
Edit	<p>Opens the stylesheet so that the style (i.e., complex selector) for the current cell is selected. You can then make any additional style changes (e.g., add a border, add a background color, set the right margin).</p> <p>You can also make style changes for the entire row. For more information, see the online Help.</p>
Auto-save	If this is selected any changes made to the selected style in this window pane will be applied in the stylesheet. If you disable this option, you must save changes in both the XML Editor and Stylesheet Editor as you work.

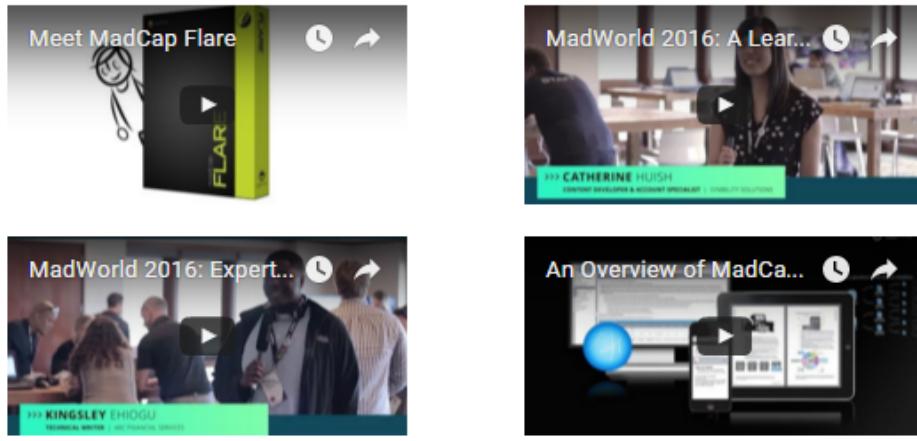
- When you are finished configuring the row for your current layout, select a different media query (e.g., Tablet, Mobile) at the top of the Responsive Layout window pane. (Alternatively, you can change the layout in the local toolbar of the XML Editor.)
- Repeat steps 8 and 9 until you are finished designing the row for all of your mediums/media queries.
- Click  to save your work.

E X A M P L E

Let's say you want to embed four YouTube videos in a topic. When viewed on a large screen, you want the videos to display like this, two videos above the other two:

Embedded Videos

Here is an example of a responsive layout.

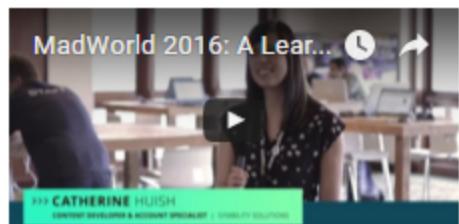


You want this same configuration to be used when the topic is viewed on a smaller tablet device.

But when viewed on a smart phone, you want each video to be displayed by itself, like this:

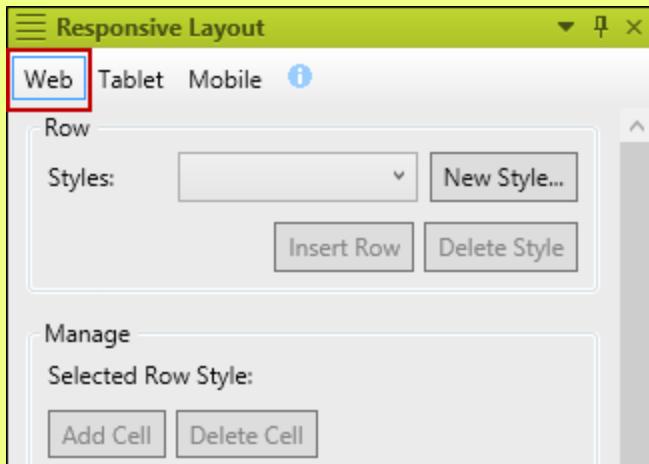
Embedded Videos

Here is an example of a responsive layout.

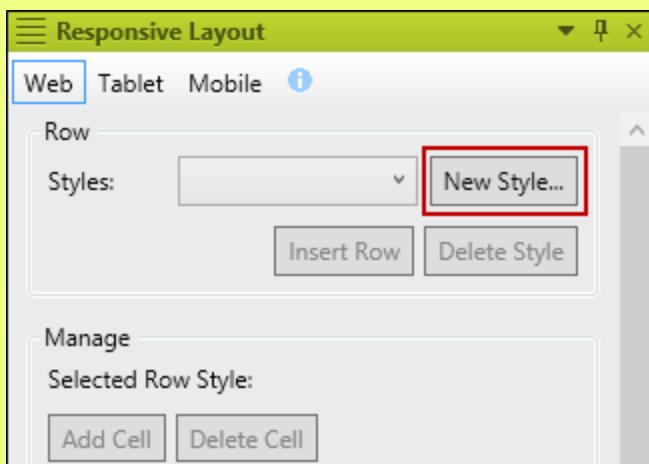


To make this happen, you first open the topic where you want to insert the videos, and you also open the Responsive Layout window pane.

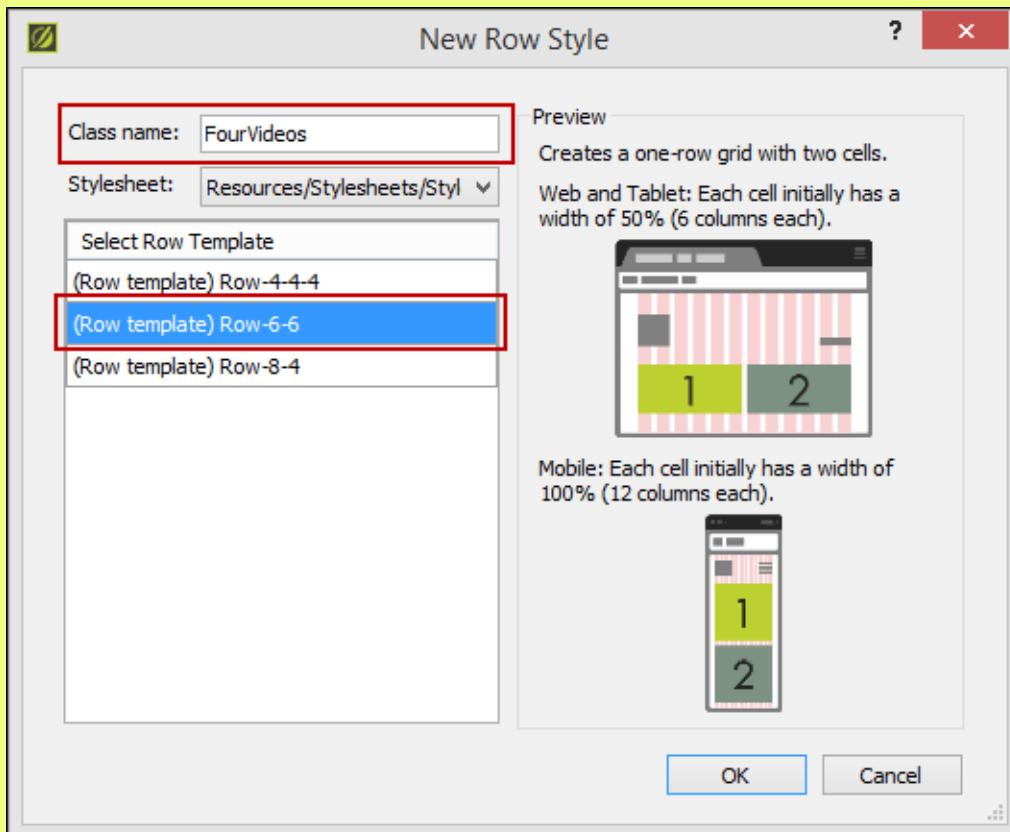
Make sure the **Web** medium is selected in the Responsive Layout window pane.



Then place the cursor where you want to insert the layout. We're going to assume you haven't created any row styles yet in your project, so in the Responsive Layout window pane, click **New Style...**.

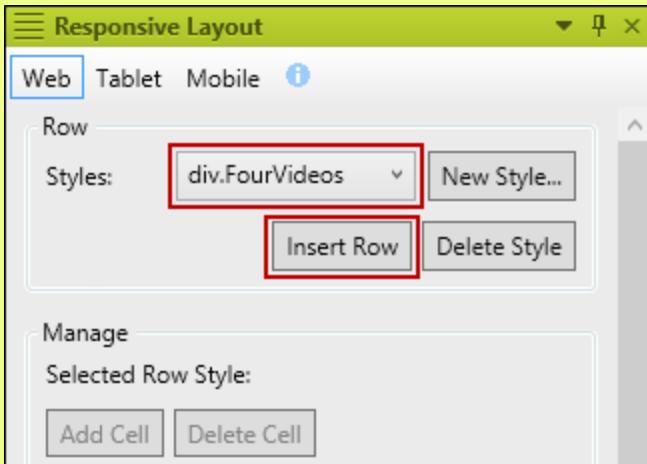


In the New Row Style dialog, give the new style a name. Let's say you call it **FourVideos**. Your stylesheet is already selected in the dialog, but you need to choose a template. Click **Row-6-6**, which will start you out with two cells in the row, each taking up half the total space.



After you click **OK**, the row style is added to your stylesheet and is selected in the Responsive Layout window pane. Also, your stylesheet will open behind the topic.

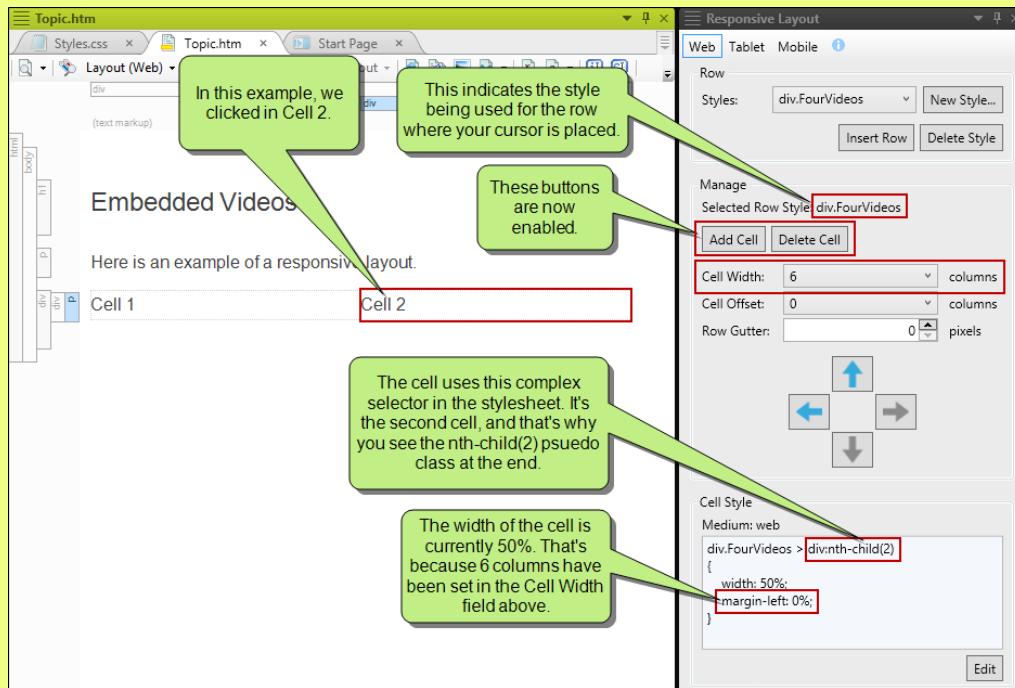
Now click **Insert Row**.



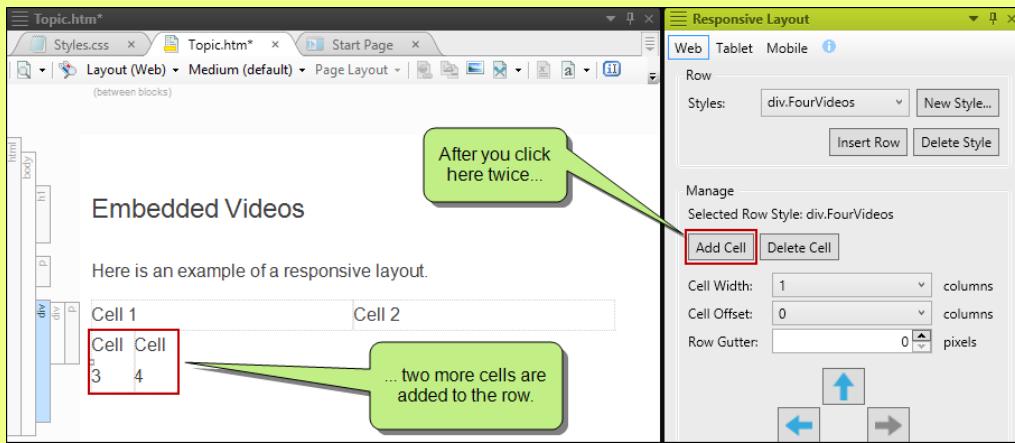
In your topic, you will see two cells, indicated by the dummy text "Cell 1" and "Cell 2."

The screenshot shows a responsive layout editor with a tree view on the left showing the structure: html > body > h1 > p > div > div > p. The main area displays the content 'Embedded Videos' and 'Here is an example of a responsive layout.' Below this, a row contains two cells: 'Cell 1' (highlighted with a red border) and 'Cell 2' (highlighted with a blue border).

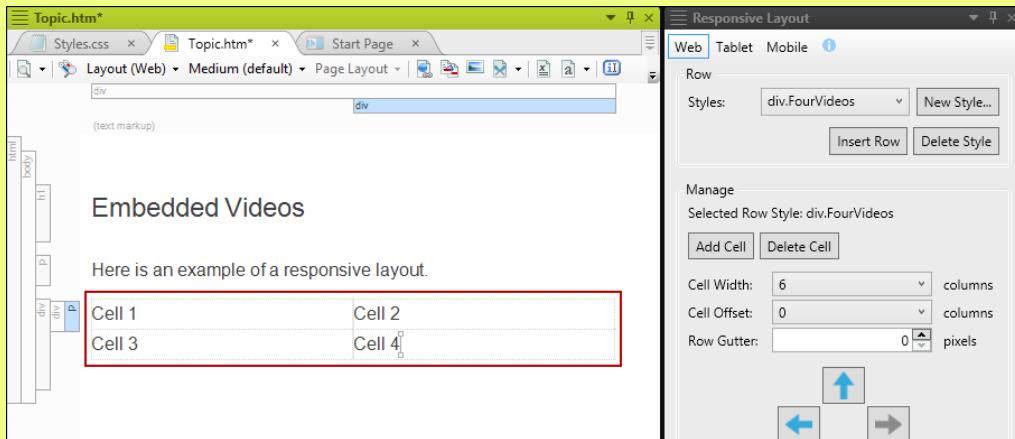
Click in either of the cells. The Responsive Layout window pane will change, showing the buttons that you can select, as well as the current style settings for that cell.



You've got two cells, but you need two more. So click **Add Cell**. This inserts a third cell in your topic. Click **Add Cell** again. This adds a fourth cell.



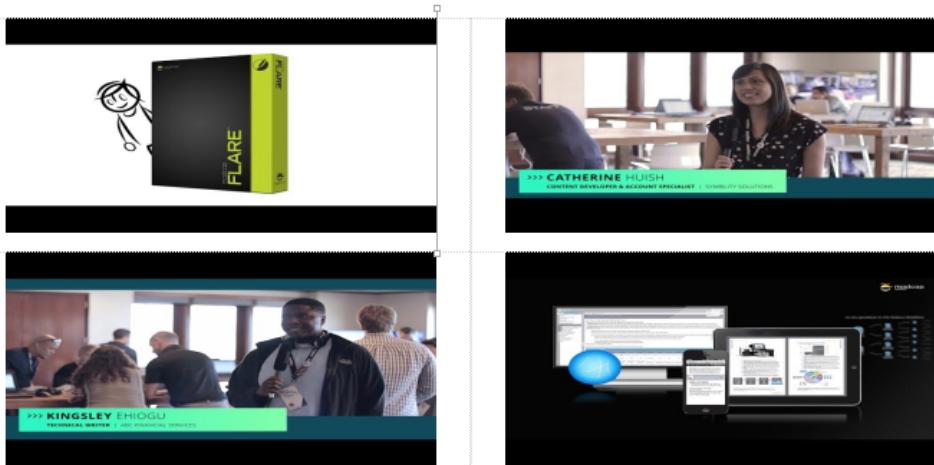
So you've got four cells for the four videos, but you need to adjust their widths. Click in the third cell and in the Responsive Layout window pane, change the **Cell Width** to **6**. Do the same for the fourth cell. Now each of the four cells has a width of 50%.



Next, click in each cell and replace the default text with your embedded YouTube videos. In the XML Editor, it might look something like this:

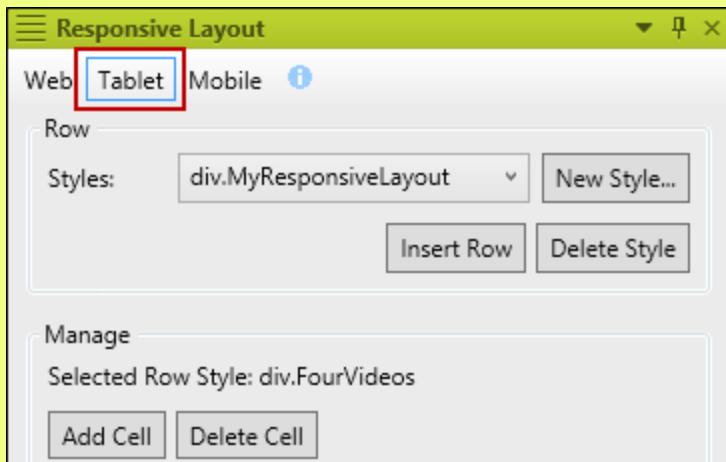
Embedded Videos

Here is an example of a responsive layout.



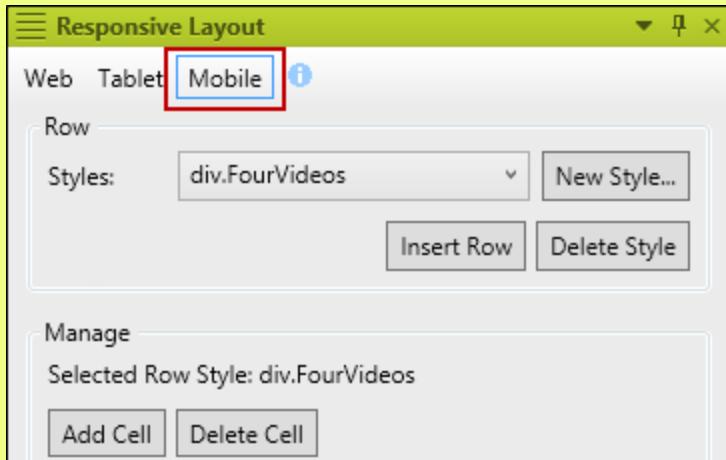
You can also apply other styles to your content as needed. For example, you might want to center your content.

At the top of the Responsive Layout window pane, click **Tablet**. The layout view and medium in the XML Editor change automatically.



Set all four cells to the same width (6 columns, 50%).

At the top of the Responsive Layout window pane, click **Mobile**. The layout view and medium in the XML Editor change automatically.



Click in each cell and in the Responsive Layout window pane, make sure the **Cell Width** is set to **12**. This results in a width of 100% for each cell.

When you generate your HTML5 output, you should see the configuration shown at the beginning of this example for each of the three layouts (Web, Tablet, Mobile).

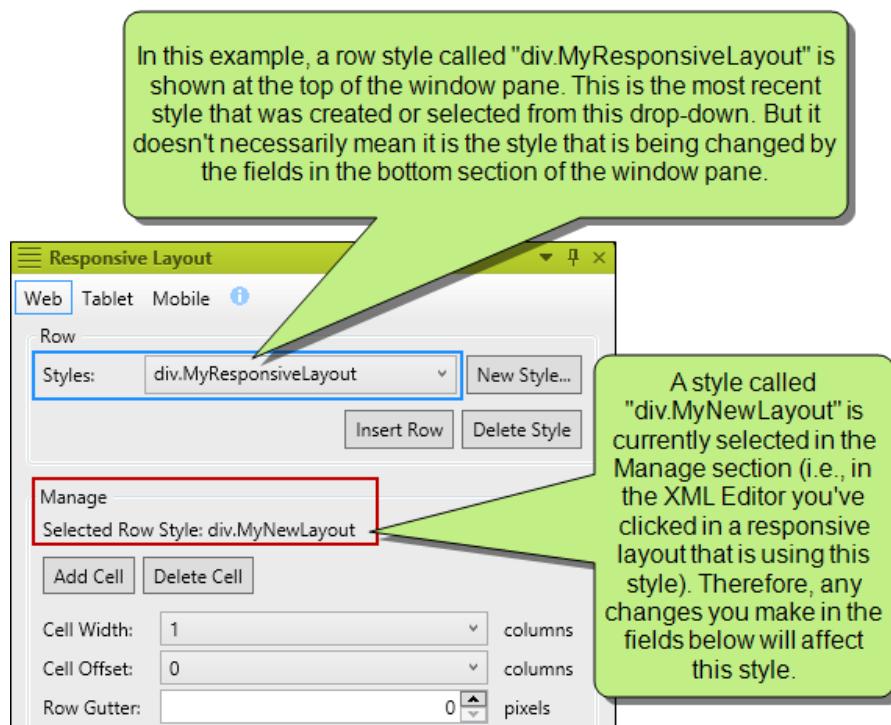
Editing Responsive Layouts

After creating a responsive layout, you may need to return to it at times to make modifications. You also might need to adjust some of the associated styles for it.

HOW TO EDIT A RESPONSIVE LAYOUT

1. Open the content file (e.g., topic, snippet).
2. In the content file, click in the responsive layout that you want to edit.
3. If you want to change the content within the layout, you can simply click in the cells and replace or edit the content as necessary.
4. Select the **Home** ribbon. In the **Styles** section, select **Responsive Layout**. The Responsive Layout window pane opens.

In the Manage section, the style being used by the current responsive layout is shown. So any changes you make will be applied to that style in your stylesheet.



- At the top of the Responsive Layout window pane, select the appropriate medium/media query: **Web, Tablet, or Mobile**.

Alternatively, you can select the appropriate layout view in the top local toolbar of the XML Editor.

It is recommended that you start with Web to edit a layout for large screens. After you finish those settings, you can move on to Tablet, and then finally Mobile.

- Use any of the following options in the Responsive Layout window pane to enhance the cell and your layout.



Warning: Keep in mind that your changes in this window pane will be auto-saved to your stylesheet by default. This means that anyone making changes to a particular row style using the Responsive Layout window pane will be affecting any other responsive layouts that are using that same style wherever they have been inserted throughout the project. You can remove the check mark from the **Auto-save Stylesheet** option at the bottom of the window pane; however, if you do that, you will need to save your changes to both your content file *and* your stylesheet as you work.

Option	Description
Add Cell	Adds a new cell to the right edge of the row. By default, a new cell will start out with a width of one column (8.333%).
Delete Cell	Deletes the selected cell from the layout. A message asks if you want to remove the corresponding style from the stylesheet as well.
Cell Width	Select a number of columns to set the width of the current cell (in percentage). For example, six columns equals 50%. As you select each number the new percentage changes in the Cell Style preview area below.
Cell Offset	Select a number of columns to provide the offset (left margin) for the current cell (in percentage). For example, four columns equals a left margin of 33.333%. When you select a number, the left margin percentage changes in the Cell Style preview area below.

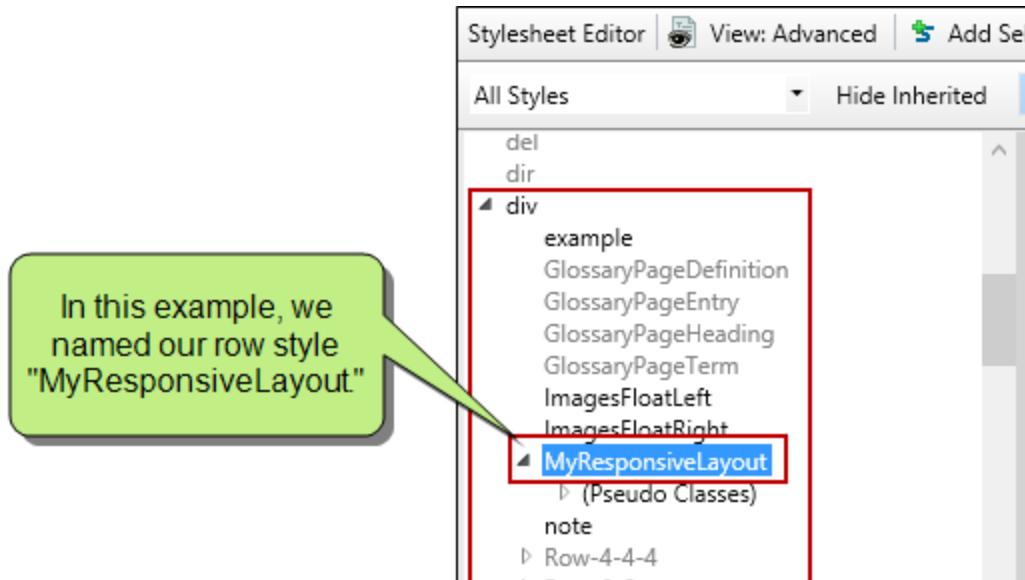
Option	Description
Row Gutter	Enter the number of pixels for a gutter in the entire row. This adds left and right padding for each of the cells. For example, if you enter 20 pixels for a gutter, each cell will have 10 pixels of left padding and 10 pixels of right padding.
	Moves the entire row up. This simply moves the layout above whatever block element is next to it (at the same level) in the XML Editor. Alternatively, you can click and drag the outermost div structure bar.
	Moves the active cell to the left in the row.
	Moves the active cell to the right in the row.
	Moves the entire row down. This simply moves the layout below whatever block element is next to it (at the same level) in the XML Editor. Alternatively, you can click and drag the outermost div structure bar.
Edit	<p>Opens the stylesheet so that the style (i.e., complex selector) for the current cell is selected. You can then make any additional style changes (e.g., add a border, add a background color, set the right margin).</p> <p>You can also make style changes for the entire row. For more information, see the online Help.</p>
Auto-save	If this is selected any changes made to the selected style in this window pane will be applied in the stylesheet. If you disable this option, you must save changes in both the XML Editor and Stylesheet Editor as you work.

- When you are finished configuring the row for your current layout, select a different media query (e.g., Tablet, Mobile) at the top of the Responsive Layout window pane. (Alternatively, you can change the layout in the local toolbar of the XML Editor.)
- Repeat steps 6 and 7 until you are finished designing the row for all of your mediums/media queries.
- Click  to save your work.

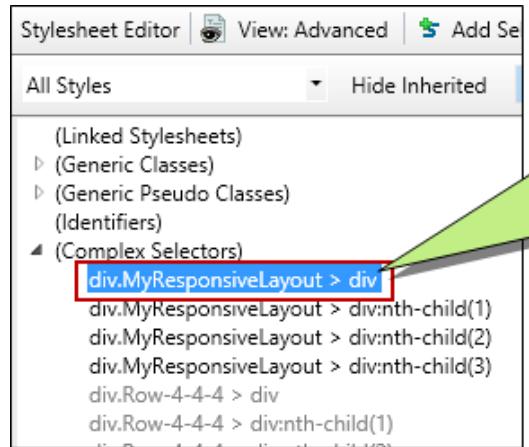
HOW TO EDIT RESPONSIVE LAYOUT STYLES

Most of the editing for a responsive layout can be done in the XML Editor and in the Responsive Layout window pane. When you make changes in the Responsive Layout window pane, they affect the appropriate styles automatically in your stylesheet. However, the number of settings you can select in the Responsive Layout window pane is limited (e.g., width, left margin, gutter). Therefore, if you want to make additional style changes to your layout, you need to open and edit your stylesheet.

1. From the Content Explorer, open the stylesheet that you want to modify. Alternatively, you can click **Edit** in the Responsive Layout window pane; this opens the stylesheet, selecting the style related to the cell currently selected in the XML Editor.
2. Open the Advanced view of the Stylesheet Editor. In the local toolbar, make sure the first button displays **View: Advanced**. If the button displays **View: Simplified** instead, then click it.
3. In the upper-left of the editor, make sure the drop-down field is set to **All Styles**.
4. On the left side of the editor, select the style that you want to edit, depending on whether you want to make changes for the entire row or for a particular cell:
 - » **Entire Responsive Layout Row** You can expand the **div** style and choose the class you created for the layout.

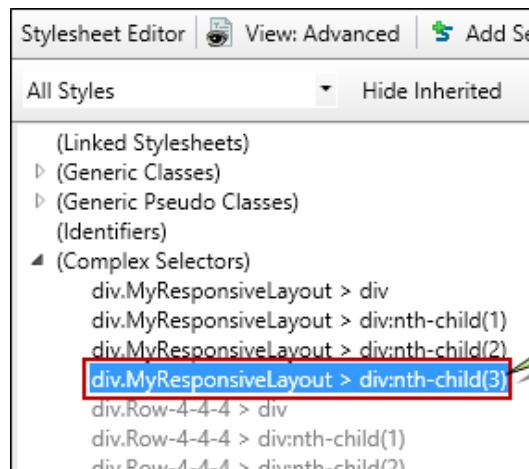


Alternatively, you can expand **(Complex Selectors)** at the top of the styles list, and choose the first selector with the name of your class.



The **>** symbol indicates that this is a child selector. This means that your style changes will affect all div styles that immediately follow your main div class. And because each cell is contained within another `<div>` tag, they will all be affected.

- » **Specific Responsive Layout Cell** Expand **(Complex Selectors)**. Then choose the selector with the class you created, with a number at the end. The number indicates which cell in the layout will be changed (e.g., 1=first cell, 2=second cell).



In this example, we chose the selector with a 3 at the end, which means it will affect the third cell in the layout.

5. (Optional) From the **Show** drop-down list on the upper-right side of the editor, select any of the options shown to determine which properties are displayed below. This is simply a way to find the appropriate property as quickly as possible.
 - » **Set (Locally) Properties** Displays properties that have been set explicitly in the stylesheet.
 - » **Set Properties** Displays properties that have been set explicitly in the stylesheet. It will also show properties that have been set in an imported stylesheet or inherited properties that have been set in a factory stylesheet.
 - » **Assorted Relevant Properties** Displays the property groups that are used most often for the selected style type.
 - » **All Properties** Displays all the different groups holding the properties for the selected style. This is simply a way to organize the properties into groups so that they are easy for you to find. If you want to see the values for a given property group, expand it.
6. (Optional) You can use the toggle button in the local toolbar to show properties below in a group view  or an alphabetical view .
7. If you are using the group view, locate the specific property that you want to change in the appropriate medium/media query.

Making your changes in the correct medium is important. If you want to make changes that affect large screens, edit the **default** medium. If you want to make changes to medium-sized screens, edit the **tablet** media query. And if you want to make changes to small screens, edit the **mobile** media query.

The property name is shown on the left. The right side is used for selecting and entering values for the property.
8. Click in the value column on the right side. Depending on the type of property, you can either type the value, select it from a drop-down list, click a button, or complete the values in a dialog or popup.

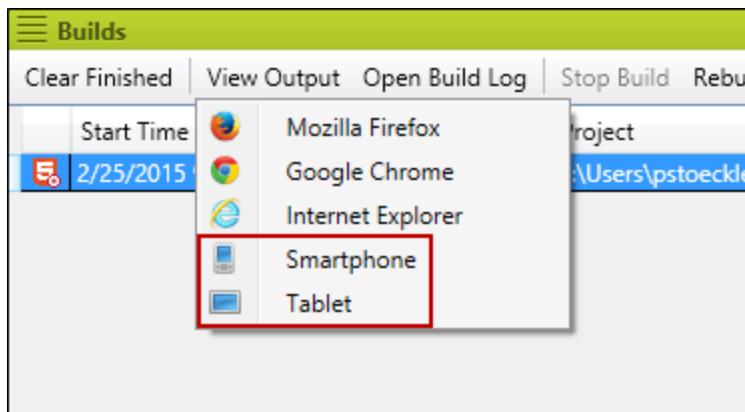
As you make changes to a property's values, you can see how the changes look in the Preview section at the bottom of the editor.
9. Click  to save your work.

HOW TO DELETE A RESPONSIVE LAYOUT STYLE

1. Open the content file (e.g., topic, snippet).
2. Select the **Home** ribbon. In the **Styles** section, select **Responsive Layout**. The Responsive Layout window pane opens.
3. At the top of the Responsive Layout window pane, click the **Styles** drop-down and choose the row style you want to delete.
4. Click **Delete Style**. All styles related to that responsive layout are removed from your stylesheet.

Viewing Responsive Output

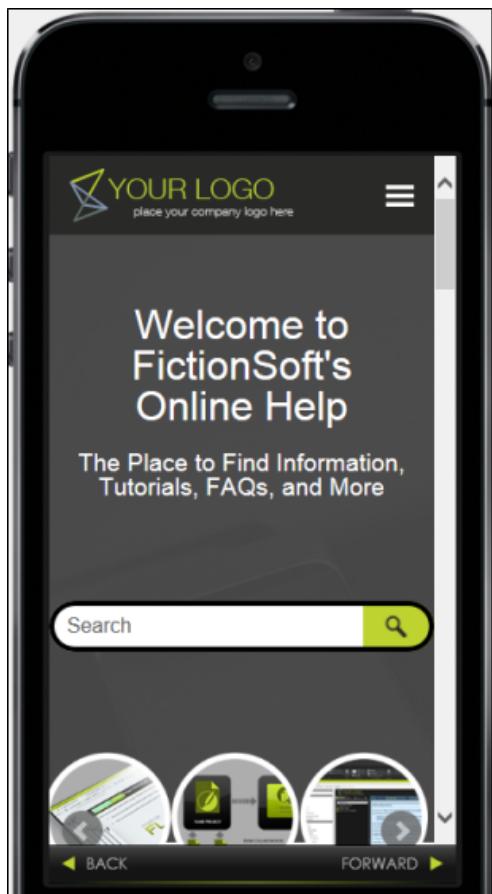
When you finish generating responsive output, you can use view options not only for seeing output on a full browser output, but also on a tablet or smart phone. These options are available from the View buttons in the Project ribbon, Target Editor, and Builds window pane.



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



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



CHAPTER 3

Top Navigation Output

If you generate an HTML5 target, you can create output with top navigation like a modern website. This is possible thanks to a new Top Navigation skin type and other related features. You can even set your target not to use any skin at all, relying on smaller skin components to provide menus, search, and toolbar features.

This is in contrast to the more traditional Tripane output, which includes a toolbar pane at the top, navigation panels on the left, and a main content pane.

This chapter discusses the following:

Frameless Output	80
HTML5 Top Navigation Skin	81
Skin Components and Proxies	82
Skinless Targets	97
Home Topic	98
Stylesheets and Responsive Content	100
Responsive Output and Device Width Media Queries	102
Producing Top Navigation Output	108
Tutorials for Top Navigation Output	147



Frameless Output

HTML5 Top Navigation output is frameless. This has the following benefits:

- » **Better Search Engine Optimization** Top Navigation means better search engine optimization (SEO). This is thanks in part to the absence of iframes. In addition, the output is not dynamically loaded in div tags, but rather the content is flattened, which makes it easier for web crawlers to locate.
- » **Navigation Displays with External Search Results** Top Navigation provides a better experience with external searches and navigation. For example, if you have Tripane output and click on a Google search result for a specific page, that page opens without the surrounding navigation (e.g., TOC) included in that Help system. But with Top Navigation output, that same page would display with its intended navigation.
- » **Improved Scrolling and Zoom in Mobile Devices** When Top Navigation output is viewed on a mobile device, scrolling and zoom features are typically better than they are for Tripane output.

HTML5 Top Navigation Skin

A Top Navigation skin is the primary element involved in creating HTML5 output with navigation (i.e., menu and search bar) at the top of topic pages. Aside from the obvious structural characteristics, a Top Navigation skin is different from an HTML5 Tripane skin in the following ways:

- » **Fewer Tabs in the Skin Editor** When you open a Top Navigation skin, you will notice that it does not have the General, Size, or Toolbar tabs. Those tabs contain fields and features that are pertinent only to Tripane output. For example, with Top Navigation output you do not select navigation elements to include (e.g., TOC, glossary, index), because those types of elements are more prominent in Tripane output. Instead, Top Navigation output puts a premium on search and menu items instead. (Menus in Top Navigation output are populated from your TOC file.)
- » **Responsive Output Always Enabled** You do not need to turn responsive output on or off, because it is always enabled for Top Navigation skins. However, there are some settings you can provide for responsive output on the Skin tab of the Target Editor. For more details, see "Responsive Output and Device Width Media Queries" on page 102.
- » **Fewer and Different Styles** Because the Top Navigation skin has fewer elements in it, there are fewer fields in the Styles tab of the Skin Editor. Also, there are some styles for menus that are unique to the Top Navigation skin.
- » **Fewer UI Text Fields** Again, with fewer elements involved, there are fewer fields to be concerned about in the UI Text tab.

You can add a Top Navigation skin in the same way that you add other kinds of skins to a project.



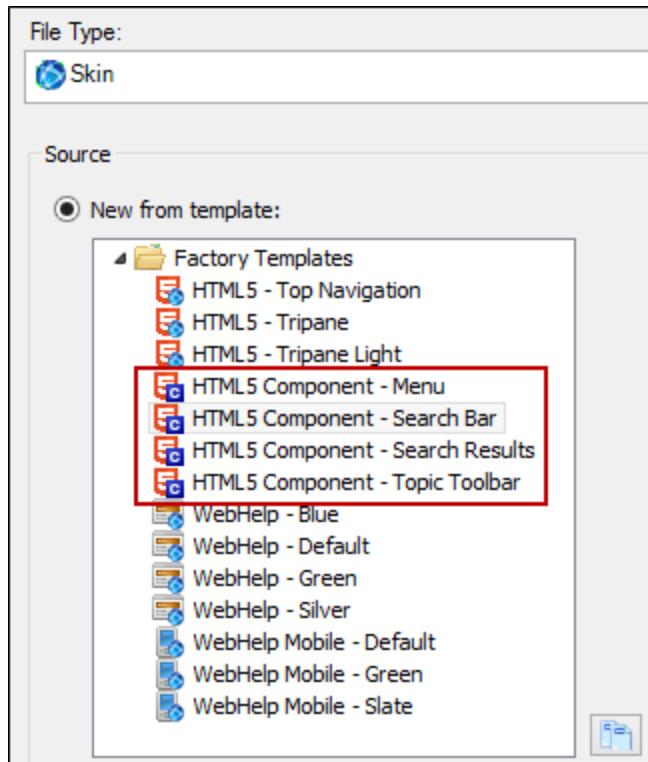
Note: Flare's HTML5 Top Navigation skin does not support project merging.

Skin Components and Proxies

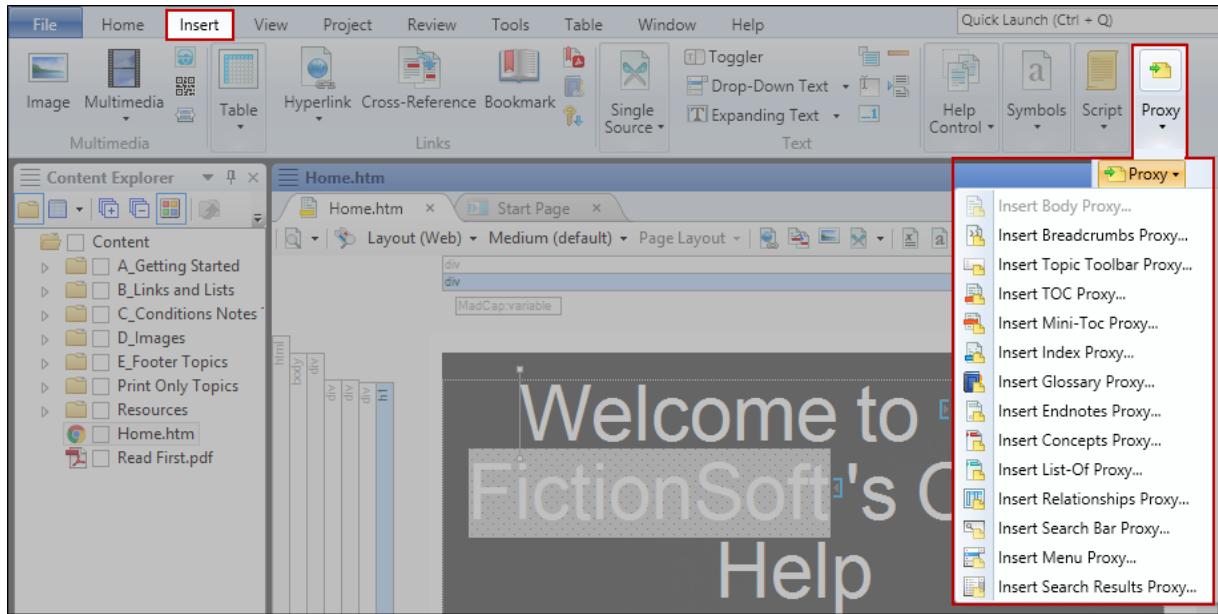
Even if you use a full HTML5 skin to create either Top Navigation or Tripane output, you can also use smaller skin components and related proxies for them. Depending on the type of skin, this allows you to include and design additional search elements, menus, and toolbars in various locations in your output.

A proxy is the element that actually generates the search element, menu, or toolbar when you build output. The related skin component is used to provide a look for it. The proxy is always necessary to generate the desired element, but a skin component is optional. If you do not add a particular type of skin component to your project, Flare provides a default design.

Skin components can be added to a project in the same way that you would add full skins. In the Project Organizer, right-click the **Skins** folder and from the context menu select **Add Skin**. Then choose the kind of skin component you want to add (Menu, Search Bar, Search Results, or Topic Toolbar).



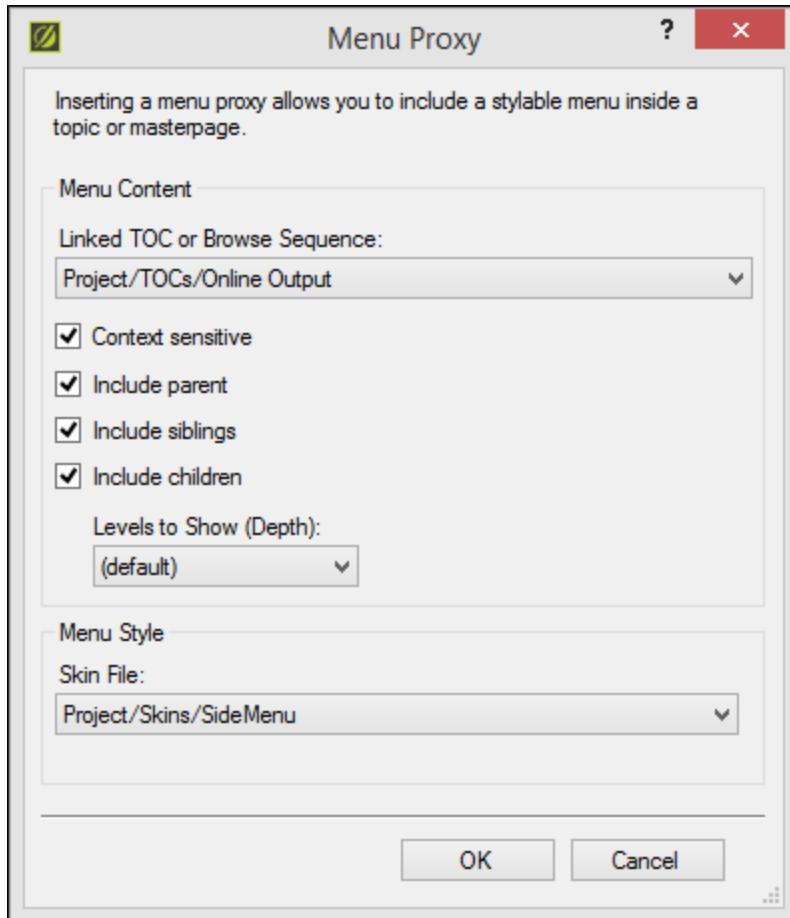
You can add a proxy by clicking in the content file where you want it to be placed. Then from the **Insert** ribbon, select **Proxy>Insert [Name of Proxy]**.



The following skin components and related proxies are commonly used for HTML5 Top Navigation output, but some of them can also be used in Tripane output.

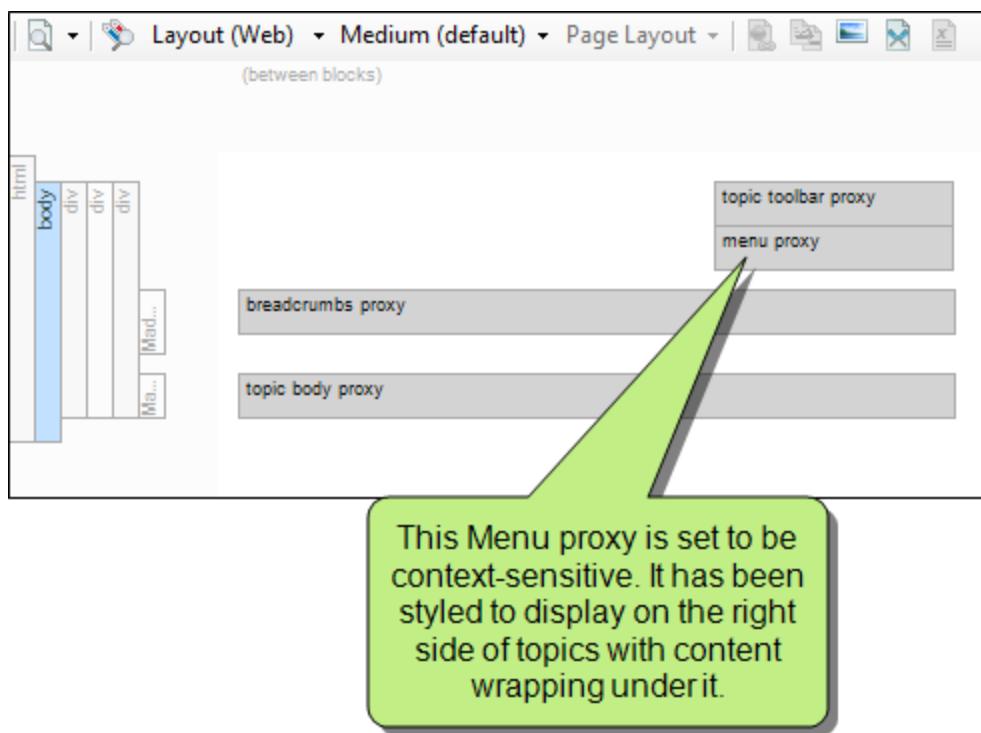
MENU

When you insert a Menu proxy, the Menu Proxy dialog opens.



You can select the following options:

- » **Linked TOC or Browse Sequence** If you have more than one TOC file in your project, you can select the one that the Menu proxy should use. It is most common to base a menu on a TOC, but you can also select a browse sequence.
- » **Context sensitive** Select this check box if you want the menu to show only closely related entries in the TOC. In Flare's Top Navigation project templates, this kind of proxy was inserted into a master page to create a side menu for most of the topics in the output.





Basic Steps

Here are the basic steps for using FictionSoft:

Context-sensitive menu

Getting Started

Basic Steps

What's New

1. Here is some general text for a set of steps. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.
Here is some general text for a list item. Replace this with your own content.
2. Here is some general text for a set of steps. Replace this with your own content.
3. Here is some general text for a set of steps. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.

If you do not make the menu context-sensitive, it displays everything in the TOC (depending on the depth level you select).

- » **Include parent** If you have selected the **Context sensitive** option, you can select this check box to include the parent TOC item in the menu.

With the parent option selected

You are here: [Images](#) > Positioned Images

Positioned Images

Here is some general text for a topic. Replace this with your own content.

» Here is a cross-reference link: See [Image Positioned Left](#).

» Here is a cross-reference link: See [Image Positioned](#)

Parent item

Topic that is open

Images

Thumbnail Image

Positioned Images

Image Positioned Left

Image Positioned Right

Image Within List

With the parent option disabled

You are here: [Images](#) > Positioned Images

Positioned Images

Here is some general text for a topic. Replace this with your own content.

» Here is a cross-reference link: See [Image Positioned Left](#).

» Here is a cross-reference link: See [Image Positioned](#)

Topic that is open

Thumbnail Image

Positioned Images

Image Positioned Left

Image Positioned Right

Image Within List

- » **Include siblings** If you have selected the **Context sensitive** option, you can select this check box to include TOC items in the menu that are on the same level as the open topic.

With the siblings option selected

You are here: [Images](#) > Positioned Images

Positioned Images

Here is some general text for a topic. Replis with your own content.

» Here is a cross-reference link: See [Image Positioned Left](#).

» Here is a cross-reference link: See [Image Positioned Right](#).

Topic that is open

Sibling

Sibling

Images
Thumbnail Image
Positioned Images
Image Positioned Left
Image Positioned Right
Image Within List

With the siblings option disabled

You are here: [Images](#) > Positioned Images

Positioned Images

Here is some general text for a topic. Replis with your own content.

» Here is a cross-reference link: See [Image Positioned Left](#).

Topic that is open

Images
Positioned Images
Image Positioned Left
Image Positioned Right

- » **Include children** If you have selected the **Context sensitive** option, you can select this check box to include TOC items in the menu that are children of the topic that is open.

With the children option selected

You are here: [Images](#) > Positioned Images

Positioned Images

Here is some general text for a topic. Replace this with your own content.

» Here is a cross-reference link: See [Image Left](#).

» Here is a cross-reference link: See [Image Positioned](#)

Topic that is open

Children

Images

Thumbnail Image

Positioned Images

Image Positioned Left

Image Positioned Right

Image Within List

With the children option disabled

You are here: [Images](#) > Positioned Images

Positioned Images

Here is some general text for a topic. Replace this with your own content.

» Here is a cross-reference link: See [Image Left](#).

Topic that is open

Images

Thumbnail Image

Positioned Images

Image Within List

- » **Levels to Show (Depth)** This lets you choose how many levels of items deep in the TOC to include in the menu. If the **Context sensitive** option is disabled, this refers to the depth level overall for the TOC. If both the **Context sensitive** and the **Include children** options are enabled, it refers to the number of levels under the topic that is open.
- » **Skin File** If you have added a Menu skin component to your project and want to use it to control the look of the menu, you can select it from this field.

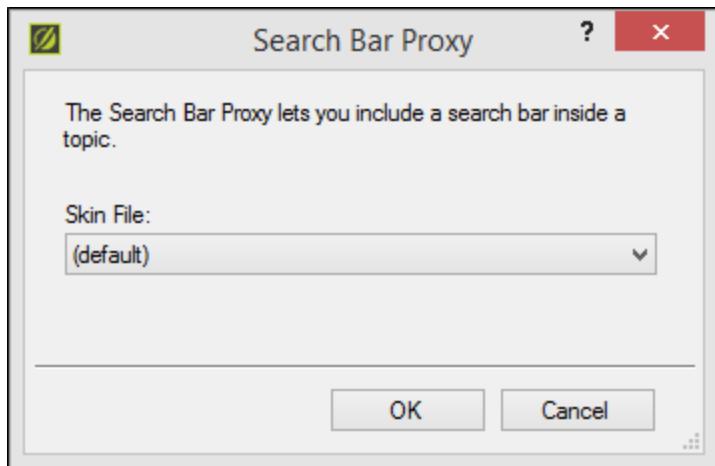
If you do not select a Menu skin component in this field, Flare uses the first one it finds in your project (if one exists). Otherwise, Flare provides a default design.



Note: For HTML5 Tripane output, the Menu proxy and skin component will not work for merged projects or linking to external Help systems. Merging projects is not supported in Top Navigation output at all.

SEARCH BAR

When you insert a Search Bar proxy, the Search Bar Proxy dialog opens.



You can select the following:

- » **Skin File** If you have added a search bar skin component to your project and want to use it to control the look of the search bar, you can select it from this field.

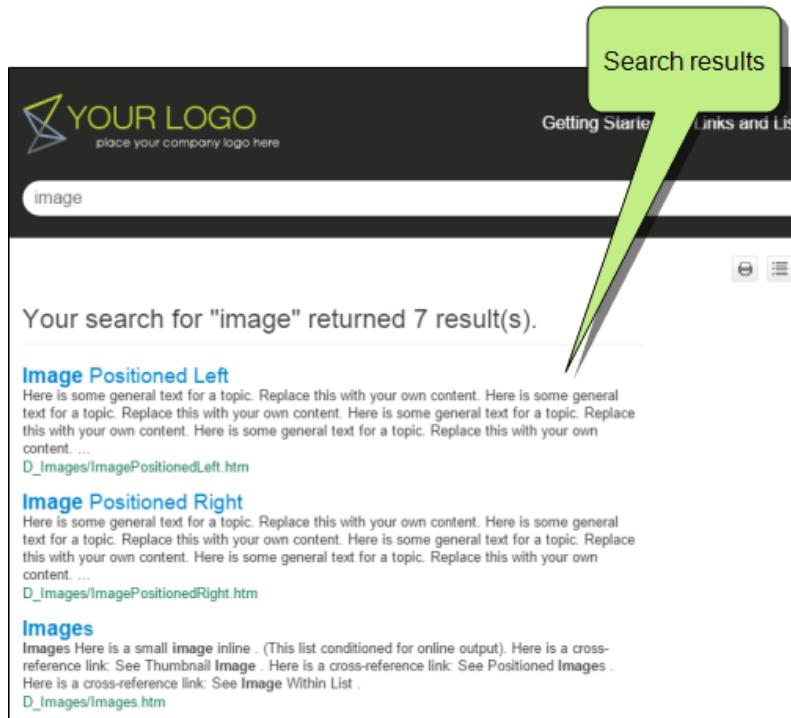
If you do not select a Search Bar skin component in this field, Flare uses the first one it finds in your project (if one exists). Otherwise, Flare provides a default design.



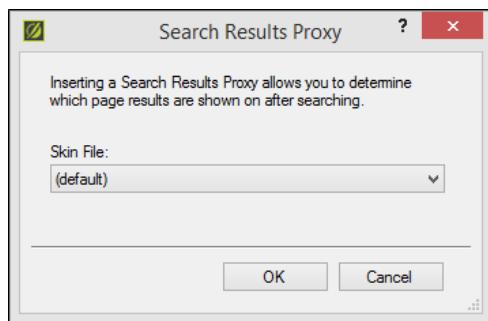
Note: The Search Bar proxy and skin component are not supported in HTML5 Tripane output.

SEARCH RESULTS

The Search Results proxy works with a Search Results skin component to provide a place to display results of an end user's search.



When you insert this kind of proxy, the Search Results Proxy dialog opens.



You can select the following:

- » **Skin File** A skin component lets you control the look of generated search results. If you have added multiple skin components to your project, you can use this field to select the one to associate with this proxy. You can then edit that skin component to change its appearance.



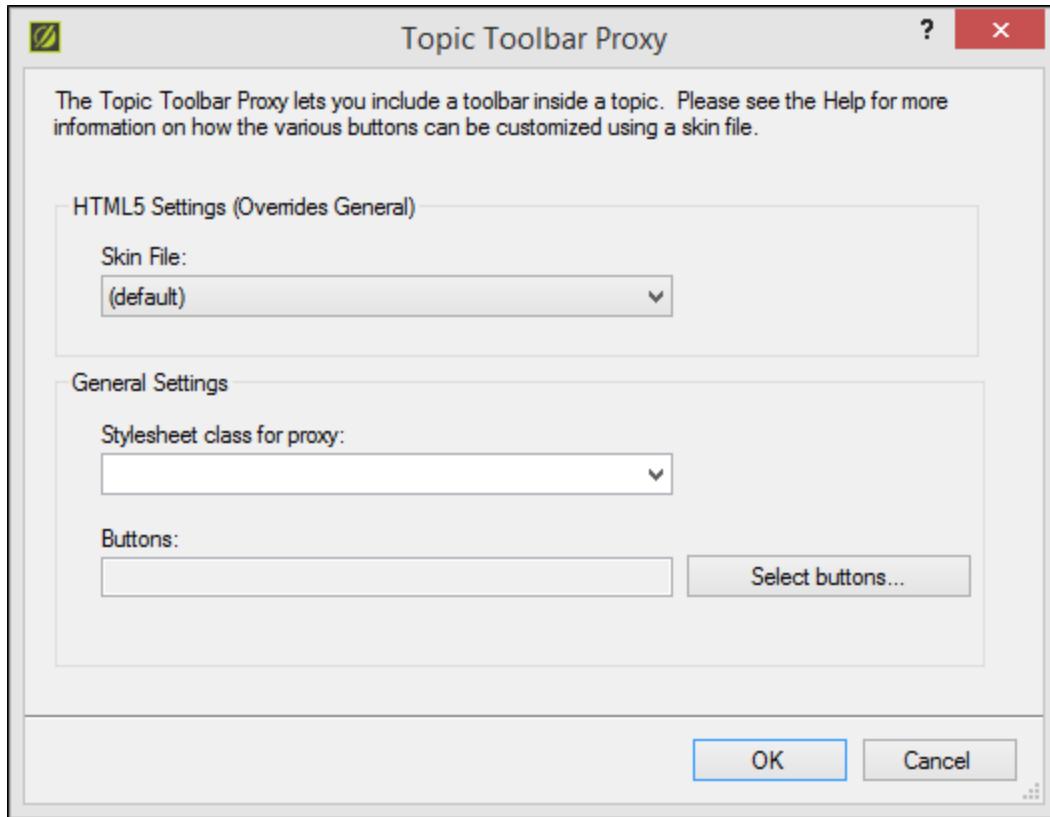
Warning: Do not insert a Search Results proxy into a master page. Insert it only into topics.



Note: The Search Results proxy and skin component are not supported in HTML5 Tripane output.

TOPIC TOOLBAR

When you insert a Topic Toolbar proxy, the Topic Toolbar Proxy dialog opens.



Topic toolbars can be inserted into outputs other than HTML5. However, the Topic Toolbar skin component is supported in HTML5 only. Therefore, the Topic Toolbar Proxy dialog is split into two sections. The HTML5 Settings area pertains only to HTML5 output. The General Settings area pertains to all of the outputs that support topic toolbars, including HTML5. Anything that is set in the HTML5 Settings area overrides what is set in the General Settings area, including the buttons that are selected for the toolbar.

You can select the following options:

- » **Skin File** If you have added an HTML5 Topic Toolbar skin component to your project and want to use it to control the look of the toolbar, you can select it from this field. From the Skin Editor, you can select the buttons to be included in the toolbar. Alternatively, you can select buttons from the Buttons field below.
If you do not select a Topic Toolbar component in this field, Flare uses the first one it finds in your project (if one exists). Otherwise, Flare provides a default design.
- » **Stylesheet class for proxy** You can select a class to affect the look of the entire toolbar. This is an alternative, or supplement, to editing the skin component in the Skin Editor. However, for HTML5 output, using a skin component is the most common method for designing the look of the toolbar.
You might create and use a proxy style class, for example, if you want to add a border around the toolbar. If you do not select a class from this field, the generated toolbar will use the style settings from the parent MadCap|topicToolbarProxy style. You have the option of creating a class for this proxy style in the Stylesheet Editor. To do this, select the **MadCap|topicToolbarProxy** style and click **Add Class** to create a class. The class will then be available from this field.
- » **Buttons** You have the option of selecting buttons for a toolbar in the Skin Editor or by using this field. You can click **Select buttons** to open a dialog, then select the buttons to include in the toolbar. For HTML5 outputs, the Topic Toolbar proxy will use whatever settings are specified in a Topic Toolbar skin component (if you have added one to your project), overriding any buttons you may have selected directly in the proxy. If you have not associated a Topic Toolbar skin component with the proxy, Flare will just use the first one it finds in your project. However, for outputs using Standard and Mobile skins, the settings in the proxy take precedence over anything you may have set on the Toolbar tab in the Skin Editor.



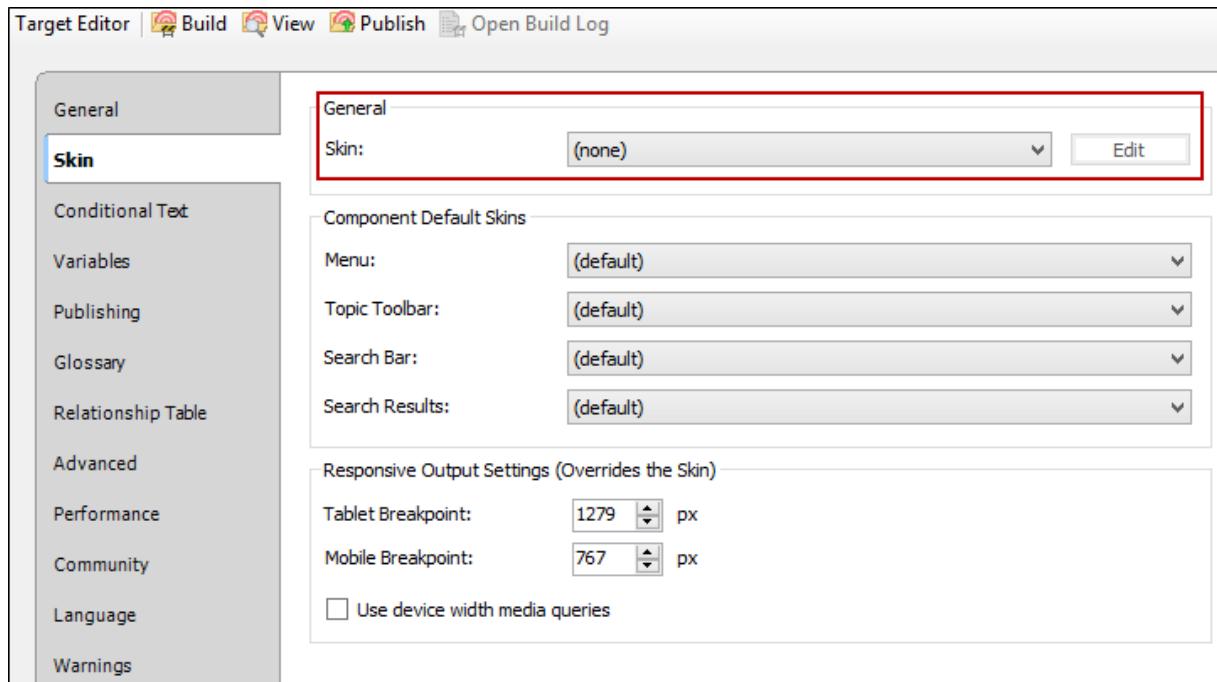
Note: HTML5 Top Navigation output does not support the Next Topic, Previous Topic, and Current Topic Index buttons. Otherwise, it supports the same buttons as HTML5 Tripane output.



Note: You are not limited to one skin component of each type, although that is the most common situation. If you want, you can use multiple skin components of any type. If this is the case, you can associate a "master" skin component with a target. When you do this, the skin component you choose will always be used for any proxy of that same type that you insert for that target, unless you override it by associating a different skin component with a specific proxy that you've inserted.

Skinless Targets

With HTML5 output, you have another choice besides Tripane and Top Navigation output. You can also tell Flare not to use a full skin at all. To do this, open the Target Editor, select the **Skin** tab, and in the **Skin** field select **none**.



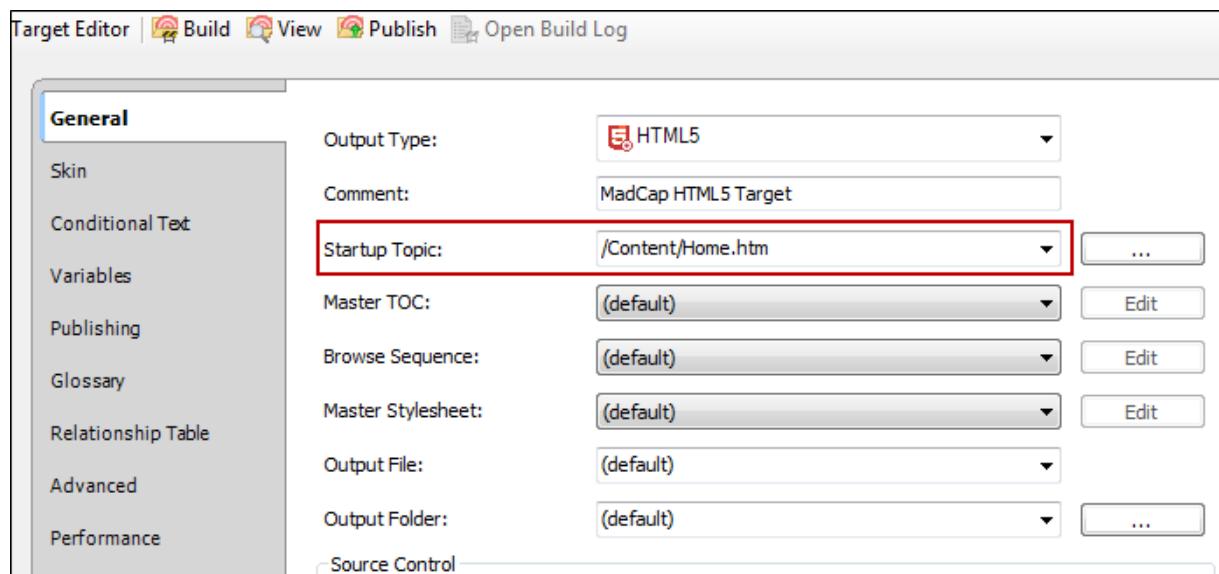
To provide navigation and search for that kind of output, you can simply insert proxies (Menu, Search Bar, Topic Toolbar) and add their related skin components to format them.

Theoretically, you could have HTML5 output without either a full skin or components, but that would be rare. In most cases, you will want to include skin elements of some kind so that end users can more easily find information in your output.

Home Topic

A Home topic is the first page an end user sees when opening your Top Navigation output. However, unlike Tripane output, you usually do not add this topic to your TOC, although you certainly can if you want. Instead, it is standard practice to link to this page from the logo you provide in your Top Navigation skin. See "How to Produce Top Navigation Output" on page 122.

A Home topic is the one that you specify as the startup topic in the Target Editor.



The Home page is just a regular topic, but because a Top Navigation skin is designed to resemble a modern website, you may want this topic to stand out with a different appearance. You might accomplish this in the following ways, all of which are optional:

- » **Unique Search Bar** The Top Navigation skin is designed to show a search bar at the top of all topics. However, you might want to emphasize the search bar on your Home page, especially since search is the most popular and effective way to find specific information.

First, you can open your stylesheet in the Internal Text Editor and enter the following to hide the top search bar that is included with the skin:

```
.row.nav-search
{
    display: none;
}
```

Then you can insert your own Search Bar proxy in a more prominent place in the Home topic. See "Skin Components and Proxies" on page 82.

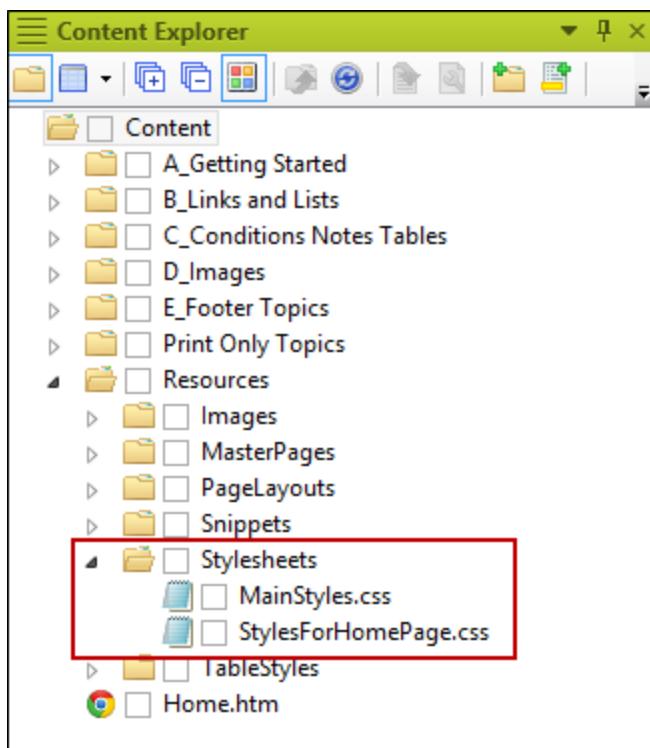
- » **Unique Stylesheet** It is not mandatory that you use multiple stylesheets for your Top Navigation output. However, you may find it easier to make your Home page unique if it has its own styles in its own stylesheet. See "Stylesheets and Responsive Content" on the next page.
- » **Unique Background Image** One easy way to make a Home page stand out from the other topics is to place a background image (or watermark) on it. In the world of web design, this is often referred to as a "hero image." You can set a background image in a stylesheet. It is recommended that you use a hero image with a width of 1903 pixels if possible; this size helps to account for even the largest of monitors.
- » **Unique Master Page** By using one master page for your Home topic and another for the rest of your topics, it is easier to give them different looks, as well as different headers and footers.

For an example of how you might make a Home page unique in these ways, you can download the *Top Navigation Tutorial* PDF.

Stylesheets and Responsive Content

Stylesheets are central to any type of output you generate from Flare, and Top Navigation is no exception. In fact, they may be even more important in Top Navigation output in order to achieve the type of modern website look that you want.

If you look at some of Flare's Top Navigation project templates, you will notice that multiple stylesheets are used—one for the Home page and another for the rest of the topics.



This was done because the Home page has such a unique look compared with the rest of the output, and therefore it required some unique style settings. In particular, several settings are in place to make the content responsive, adapting to the different sized screens on which it might be displayed. This is purely optional. A fancy Home page with responsive content is not required for Top Navigation output. But it does work nicely with Top Navigation output and helps to showcase what is possible. In our case, we used the Responsive Layout window pane in Flare to create some "grid layouts." We also used some additional styles to help us design the grid areas and the Home page in general. See "Responsive Content" on page 33 and "Creating Responsive Layouts" on page 52.

It would take too long to try to describe each style and property used in the Top Navigation project templates, but here are a few points to consider:

- » **Multiple Stylesheets Not Mandatory** Just because some of Flare's Top Navigation templates use multiple stylesheets, this does not mean that you need to. You can follow a relatively simple process, performing a few tasks to turn your existing project into one that has Top Navigation output. Then you can simply use your existing stylesheet and styles to make your content (including the Home page) look the way you want, just as you would for any other type of output.
- » **Borrow Styles from the Flare Templates** Chances are probably pretty good that you want to spend more of your time doing actual writing and less time trying to figure out how to style everything, especially complex designs. One solution is to borrow the styles that are used in Flare's Top Navigation templates by importing certain files into your existing project.
- » **Media Queries—Different Style Settings for Various Screen Sizes** Media queries can be used in your stylesheet to account for how content might shift when viewed on screens of different sizes. Flare's Responsive Layout window pane works alongside a couple of media queries provided for you (tablet and mobile). These media queries are tied to the responsive output breakpoints that are set in your HTML5 target, thus keeping the responsiveness of your content consistent with the responsiveness of the skin. The tablet media query is intended for medium-sized screens. The mobile media query is intended for small screens, such as smart phones. These two media queries will be enough to meet the needs of most authors, but you can create additional media queries if you want.

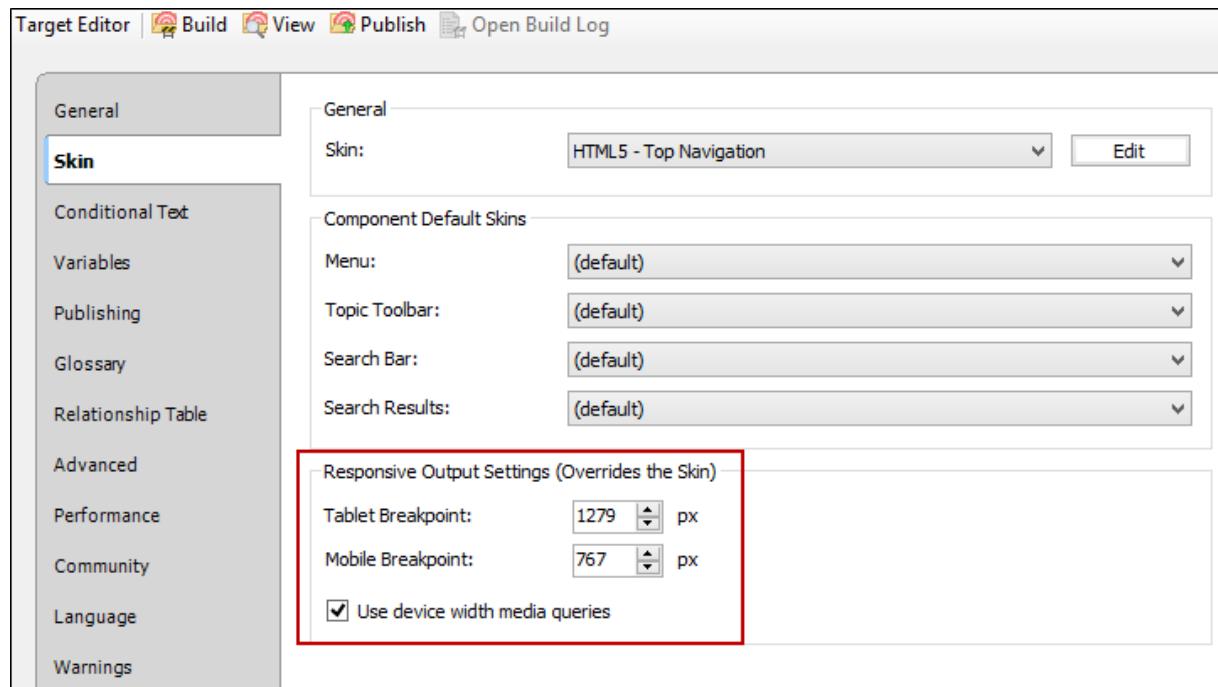
For an example of using stylesheets and responsive output in Top Navigation output, you can download the *Top Navigation Tutorial* PDF.

For more information see the online Help or the Flare *Styles Guide*.

Responsive Output and Device Width Media Queries

With Tripane skins, you can enable or disable responsive output on the Setup tab in the Skin Editor. But for Top Navigation skins, you will notice that the responsive output section is not included in the Skin Editor. That's because responsive output is always enabled for Top Navigation output.

In addition to the fields in the Skin Editor, there are additional responsive output settings in the Target Editor that are available for both Top Navigation and Tripane outputs. One setting lets you enable **device width media queries** for responsive output.



This means that the responsive nature of the skin depends on the device being used to view the output (browser, tablet, or mobile phone), rather than on merely the width of the screen.

Similar to the fields in the Skin Editor, you can set values to tell Flare at which sizes to change the display.

- » **Tablet Breakpoint** Enter the number of pixels for the maximum width of a Tablet view.
- » **Mobile Breakpoint** Enter the number of pixels for the maximum width of a Mobile (or phone) view.

EXAMPLE

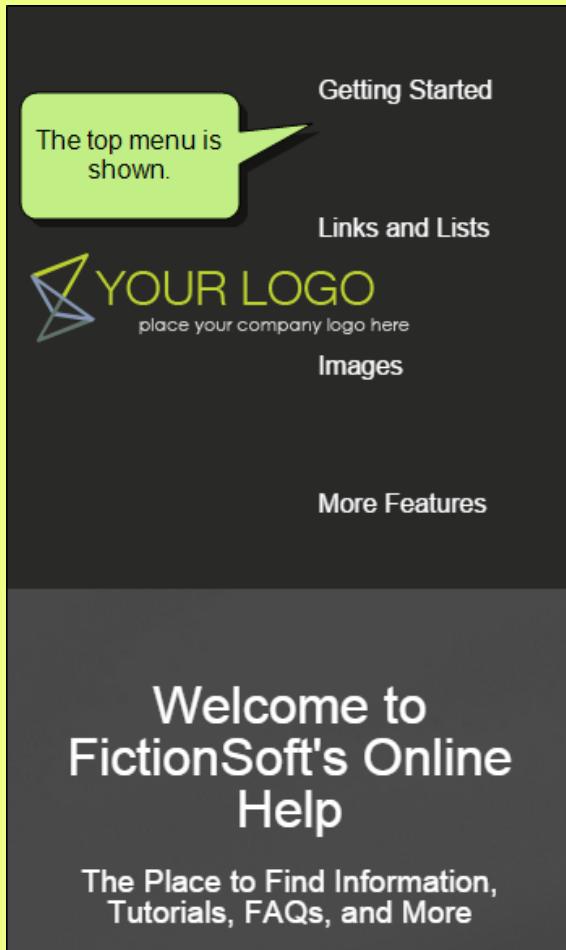
Let's say you disable **Use device width media queries**. When you view the output maximized in a browser, you will see the top menu.



When you drag the browser window, making it smaller so that its resolution is lower than the number you provided in the Tablet Breakpoint field, the display changes. Now you won't see the top menu anymore. Instead, you will see the side flyout menu. That's because the responsiveness is based on the width of the output in the browser, rather than on the width of the output in the device itself.



Now suppose you enable **Use device width media queries**. When you view the output maximized in a browser, it will look just like it did before, with the top menu visible. But now when you make the browser window smaller, the display stays the same, even if you reduce it all the way down to the mobile width settings.



But if you view that same output on an actual tablet or mobile phone, it will display with the side flyout menu.





Tip: Even if you want to base your responsive skin on the device width, you might find it most useful to leave the "Use device width media queries" option disabled while you are still editing content. This lets you test your responsive output more easily by dragging the browser to different sizes. Then when you're ready to generate and publish your final output, enable the check box.



Tip: If you want to disable the top menu when viewed on a browser, and use only the side flyout menu that is usually reserved for tablets and mobile devices, you can set the tablet width value to a very high number.



Note: If you have a Tripane skin in your project and you enter responsive output settings in both the Skin Editor and Target Editor, the settings in the target take precedence. However, this is not true if you *have not* yet made a change to the tablet or mobile breakpoint fields in the Target Editor, but you *have* made changes to them in the Skin Editor. In that case, the numbers from the changed Skin Editor will be used.

Producing Top Navigation Output

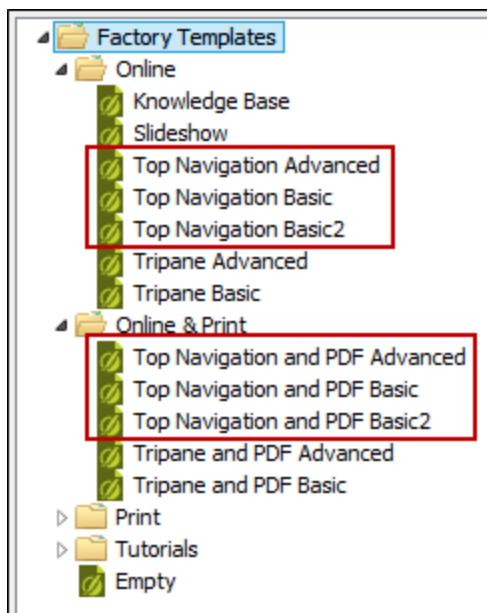
There can be just a few steps or many steps when producing Top Navigation output. It all depends on how much or how little you want to do. Notice that most of the steps described below are optional. You might decide to follow just a few of the steps, or you might complete all of them for the maximum amount of customization.

OPTIONS FOR CREATING TOP NAVIGATION OUTPUT

You can approach Top Navigation output in three basic ways.

CREATE NEW PROJECT USING FLARE TOP NAVIGATION TEMPLATE

The easiest way to create this kind of output is to use one of Flare's HTML5 Top Navigation templates when you create a new project, making adjustments as necessary and replacing the content with your own. If you go this route, you may find yourself following few, if any, of the steps below.



CONVERT EXISTING PROJECT

A second option is to create this kind of output in an existing project all by yourself, adding and modifying the elements described below.

CONVERT EXISTING PROJECT BY INCORPORATING PIECES FROM A FLARE TEMPLATE

Finally, you can use a combination of the first two methods. You can create a small project from one of Flare's templates and then import or copy various pieces from it into your existing Flare project as necessary. For instance, from the template you might want to import the Home page, as well as the stylesheet and master page that go with it, but otherwise you plan to do much of the work using the pieces that are already inside your existing project.

For an example of this method, you can download the *Top Navigation Tutorial* PDF and refer to the "Advanced Conversion to Top Navigation Output."

BEFORE YOU BEGIN

Before you start creating Top Navigation output for an HTML5 target, consider the following information and tips. Much of the work and time involved with Top Navigation output actually has to do with planning and preparation, especially if you are working with existing content.

LIMIT THE NUMBER OF MENU ITEMS

For Top Navigation output, the menu at the top of pages is based on the structure and contents of your TOC file in the Project Organizer. But this menu has a design that emulates a modern website, not a traditional Help system. Therefore, you should try to limit the number of TOC books and entries under them. Following are a few ways to deal with this issue.

KEEP FIRST-LEVEL ITEMS FEW AND THE TEXT SHORT

When your first-level TOC items are more in number than the width of your content can handle, they wrap around to the next line.



This will work, but it looks cleaner to have a single row of menu items at the top. Therefore, you should limit the number of first-level books and items in your TOC file. Also, if you keep the text for those items relatively short, you can fit more of them in a single row. We recommend keeping the number of first-level menu items to six or fewer. This may require some reorganization of your TOC file.

SET THE MENU DEPTH LEVEL

It is recommended that you try to have no more than three levels of menus (the root menu and two sub-menus) at the top. This is the default setting on the Setup tab of the Skin Editor.



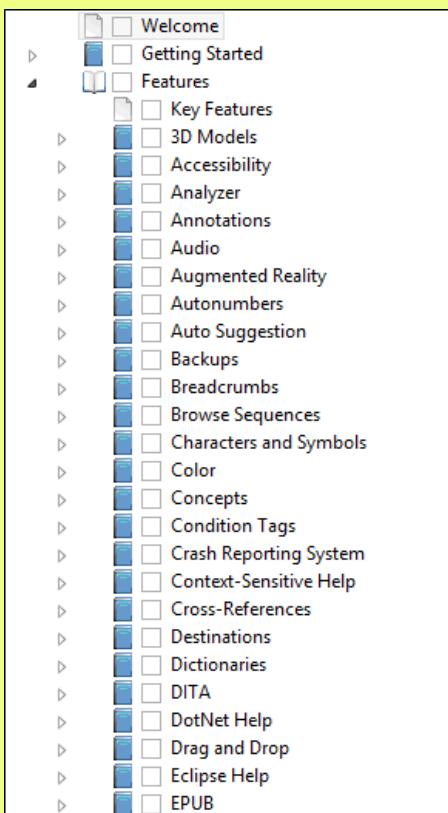
Having too many submenus extending from the top menu can be overwhelming.

RESTRUCTURE THE TOC

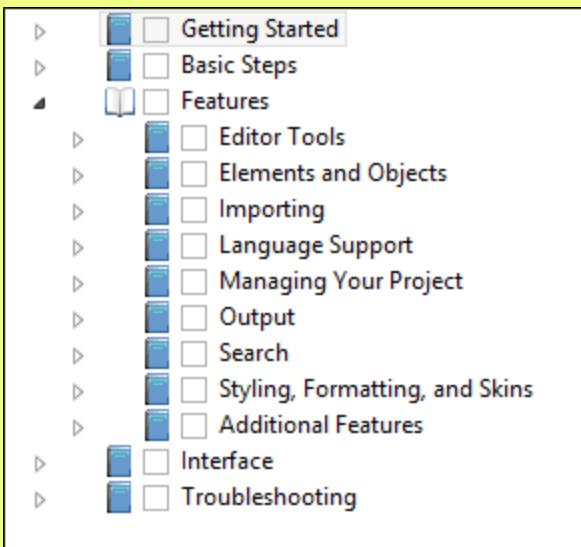
Restructuring your TOC might be where you spend most of your time in preparing for Top Navigation output. It is a good idea to reorganize longer lists of books and entries in your TOC file, limiting the number of items under a book to around 10 or fewer.

E X A M P L E

Let's say you have a section of your TOC that contains lots of books and entries at the same level, like this:



For a better result in Top Navigation output, you might restructure it so that it looks more like this:



Of course, by using smaller fonts, more items can fit on the screen, but you should still try to limit the number of items in order to prevent them from disappearing off the edge of a smaller monitor. This is true at least for items that are displayed in the top menu. For books that are at deeper levels of the TOC (e.g., level 4 and beyond), it is somewhat more acceptable to allow longer lists of TOC items because a context-sensitive side menu is better able to display long lists.

The screenshot shows a web page with a header bar containing navigation links and a search bar. Below the header, the title 'Making It Look Good' is displayed. A green callout box contains the text: 'A side menu that is created via a menu skin component can nicely display longer lists of content next to a topic.' To the right of the main content area is a dark sidebar titled 'Features' which lists various topics. A second green callout box contains the text: 'And end users can always scroll down to see more.' The sidebar also includes a section titled 'Styling, Formatting, and Skins' with a list of sub-topics.

You are here: [Features](#) > Making It Look Good

Making It Look Good

There are numerous methods for accomodating local formatting.

▶ **STYLES AND LOCAL FORMATTING**

▼ **COMMON WAYS TO MAKE YOUR OUTPUT LOOK GOOD**

Following are some of the primary ways that you can make your output look good:

» **Autonumbers** Autonumbers where content is numbered automatically place numbers on chapter titles, table captions, image captions, and so on. Autonumbers are most commonly used

A side menu that is created via a menu skin component can nicely display longer lists of content next to a topic.

And end users can always scroll down to see more.

Features

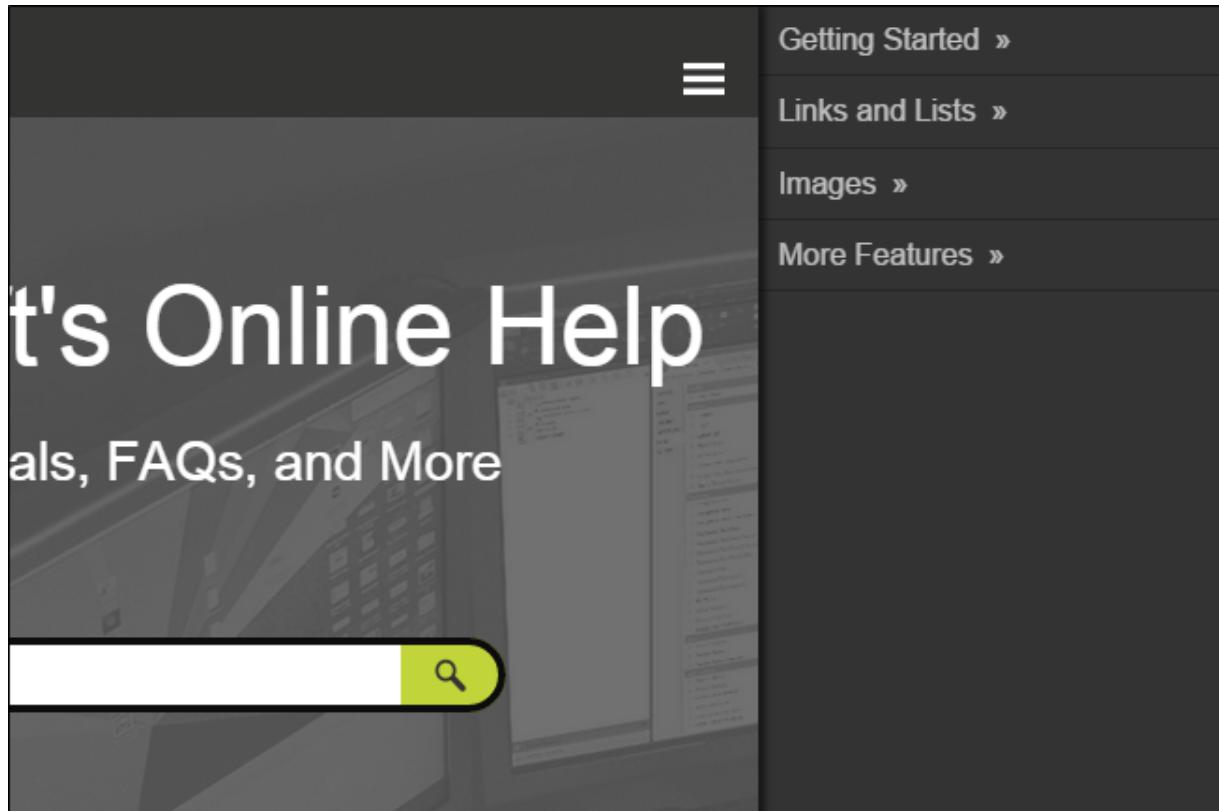
- Editor Tools
- Elements and Objects
- Importing
- Language Support
- Managing Your Project
- Output
- Search
- Styling, Formatting, and Skins**
- Local Formatting
- Autonumbers
- Color
- Fonts
- Horizontal Rules

REMOVE ITEMS FROM THE TOC

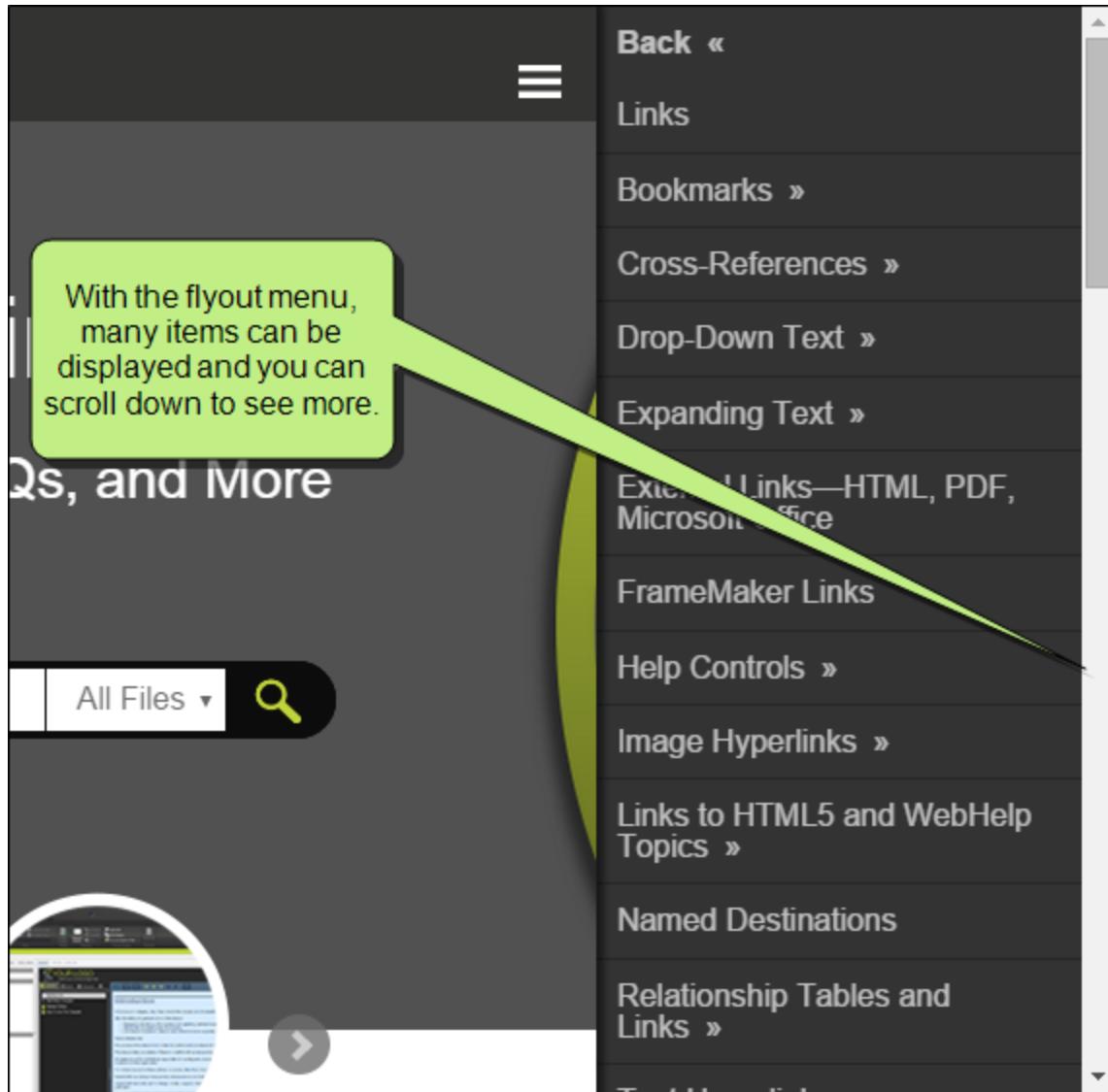
When looking at your TOC file, you might find that you have several topics that do not need to be included in it. Perhaps you decide to keep only the most important topics in the TOC, removing the others. When you generate your output, the most important items will be accessible in the top menu and context-sensitive menus (if you include them). As for the lesser topics you removed, end users can still find those by using search or from links found in other topics, which is what they will most likely do anyway.

TURN OFF TOP NAVIGATION

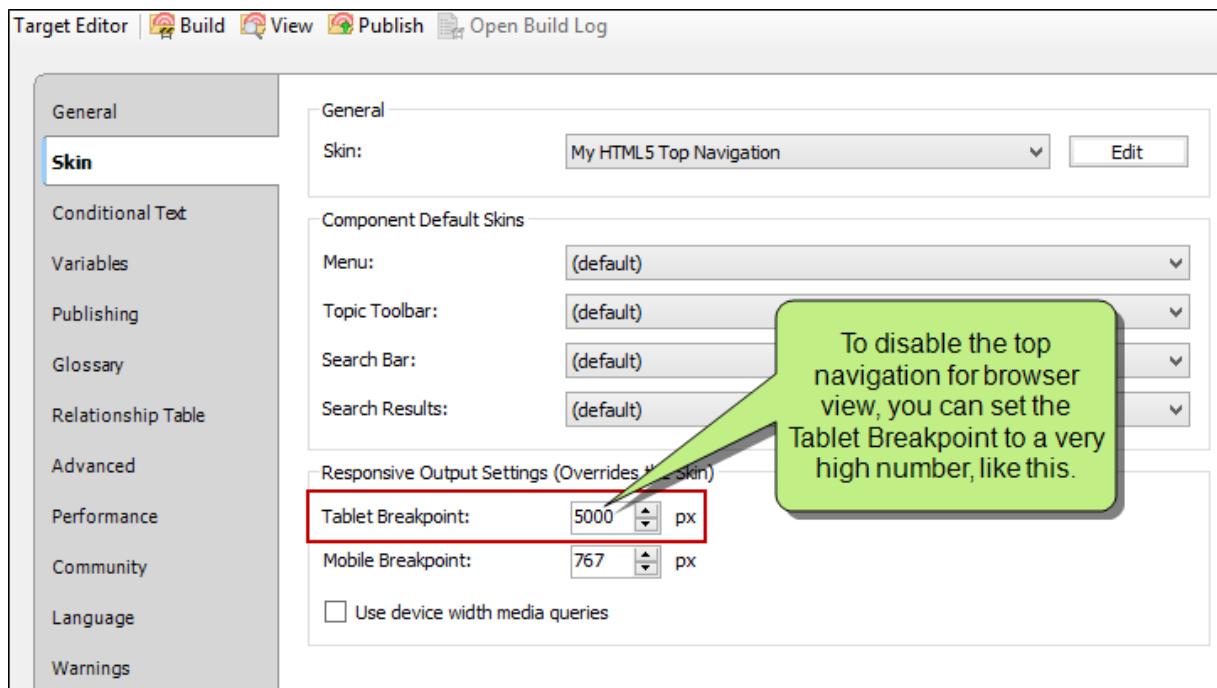
Although this kind of output is called "Top Navigation," it is designed to work responsively, changing its layout if it is being viewed on smaller device such as a tablet or smart phone. When this occurs, the top menu is replaced with a flyout menu on the side.



This kind of layout is better able to display longer lists of TOC items that would not look as good in a top menu.



If you would like this kind of layout for larger browser windows—as well as for smaller tablets and mobile devices—you can turn off the top navigation altogether via the responsive output settings. To do this, open the Target Editor, select the **Skin** tab, and set the **Tablet Breakpoint** to a very high number. Doing this displays the output on extremely large monitors the same way that it looks on small tablets (i.e., with the side flyout menu instead of the top navigation menu). This workaround is probably the easiest way to deal with a long TOC without having to make changes to it.



For more information about responsive output for Top Navigation, see "Responsive Output and Device Width Media Queries" on page 102.

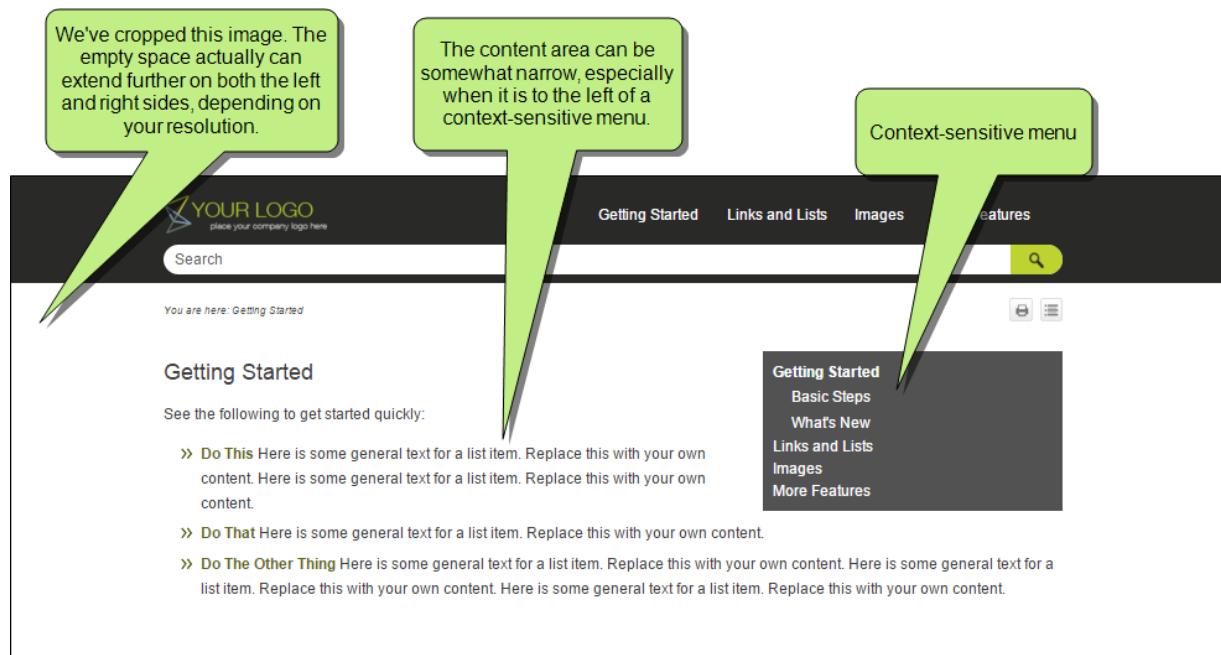
AVOID DUPLICATE FILE NAMES WHEN IMPORTING

You might decide to create a new project from one of Flare's Top Navigation templates and then import some of the files from it to your existing project. If so, you should first make sure that you do not have files with the same name in your existing project. You probably don't want a file from the template to overwrite existing files in your project.

For an example, you can download the Top Navigation Tutorial PDF and refer to the "Advanced Conversion to Top Navigation Output.

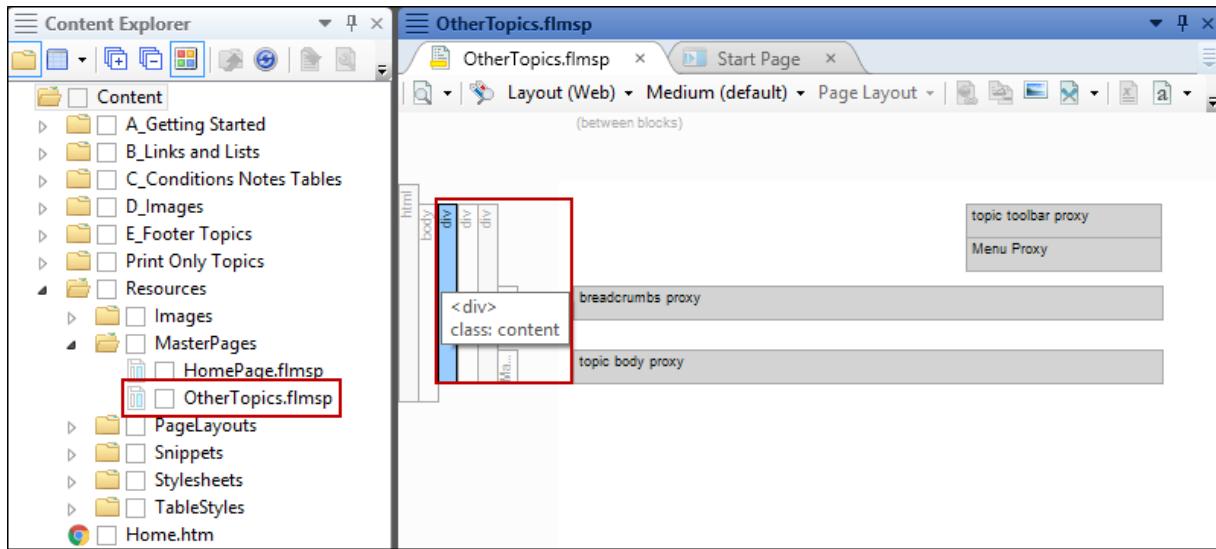
CONSIDER THE WIDTH OF CONTENT

If you decide to use Flare's project templates as a basis for your new Top Navigation output, you will notice that we've made the main content area somewhat narrow on the left side of the context-sensitive menu, with content wrapping under the menu.



It's a nice look, but it also means that you might experience issues if you have extra wide content, such as big tables. You probably won't have an issue if the wide content in question wraps under the topic menu. But if you have a long topic menu on a particular page due to the number of related links in the TOC, you could have a challenge displaying the wide content properly.

If this is the case, you might consider either changing your content so it does not require so much horizontal space or making the content area wider. In Flare's Top Navigation project templates, you will notice several <div> tags in the "OtherTopics.flmsp" master page.



These styles are coming from one of Flare's application stylesheets, and they are used to control, among other things, the size of the content display. So you might consider adding the `div.content` style class to your main stylesheet and make changes to it in order to override the settings from the application stylesheet, thus making your content area wider.

WATCH FOR EXPANDING TEXT NEXT TO SIDE MENUS

In Flare's Top Navigation project templates, you'll notice that we've included a context-sensitive menu that appears to the right of most topics. In most cases, content displays nicely to the left of this menu and wraps under it once it reaches that point. However, if you have expanding text effects to the left of a side menu such as this, the text might not fill in to the left of the menu when it is expanded in the output. Instead, it leaves a gap of space that is the height of the side menu, with expanded text appearing only once it reaches the bottom of the menu.

Getting Started

See the following to get started quickly:

» **Do This** Here is some general text for a list item. [Read more...](#) 

» **Do That** Here is some general text for a list item. [Read more...](#) 

» **Do The Other Thing** Here is some general text for a list item. [Read more...](#) 

Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.

Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.

Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.

Getting Started

Basic Steps

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What's New

This is due to the way expanding text is designed. You have a couple of options if this takes place in your output. First, you can unbind the expanding text effects.

Getting Started

See the following to get started quickly:

- » **Do This** Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.
- » **Do That** Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.
- » **Do The Other Thing** Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.

Getting Started

[Basic Steps](#)

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[What's New](#)

Second, you can create a drop-down, placing your expanding text items within it. The expanding text will then adhere to the container created by the drop-down effect, ignoring the menu next to it.

Getting Started

See the following to get started quickly:

▼ WAYS TO GET STARTED

- » **Do This** Here is some general text for a list item. [Read more...](#) 
Replace this with your own content. Here is some general text for a list item.
Replace this with your own content. Here is some general text for a list item.
Replace this with your own content. Here is some general text for a list item.
Replace this with your own content.
- » **Do That** Here is some general text for a list item. [Read more...](#) 
Replace this with your own content. Here is some general text for a list item.
Replace this with your own content. Here is some general text for a list item.
Replace this with your own content.
- » **Do The Other Thing** Here is some general text for a list item. [Read more...](#) 
Replace this with your own content. Here is some general text for a list item.
Replace this with your own content. Here is some general text for a list item.
Replace this with your own content. Here is some general text for a list item.
Replace this with your own content.

Getting Started

Basic Steps

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More Features

Conditions

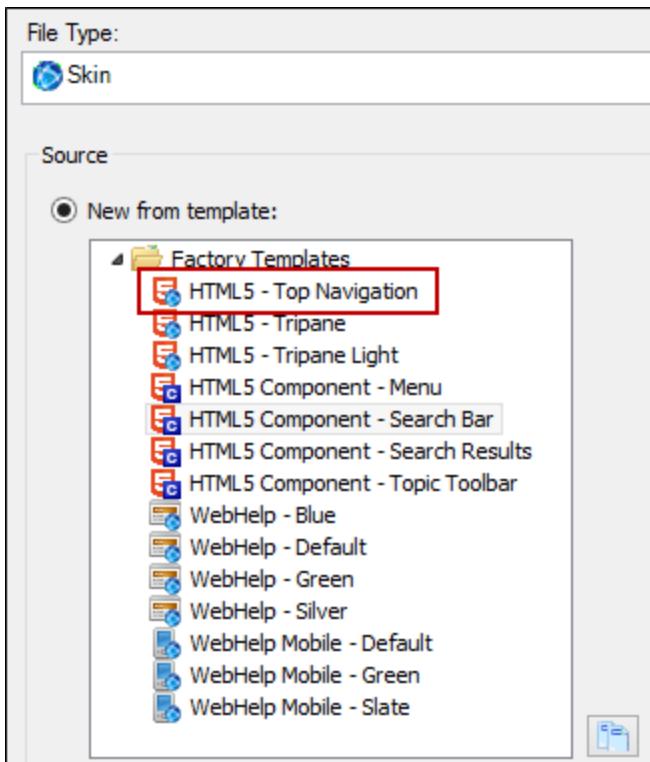
Notes, Examples, and Blockquotes

Tables

What's New

HOW TO PRODUCE TOP NAVIGATION OUTPUT

1. Add a Top Navigation skin to your project (**Project>New>Add Skin**).



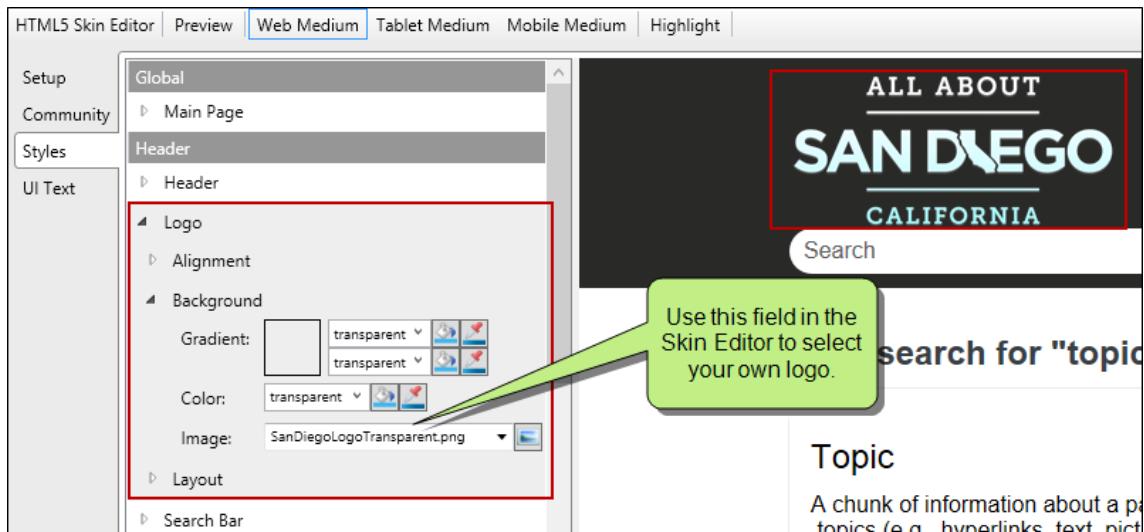
For more details about this kind of skin, see "HTML5 Top Navigation Skin" on page 81.

2. (Optional) You can edit the Top Navigation skin and its styles, just like you can edit other types of skins.

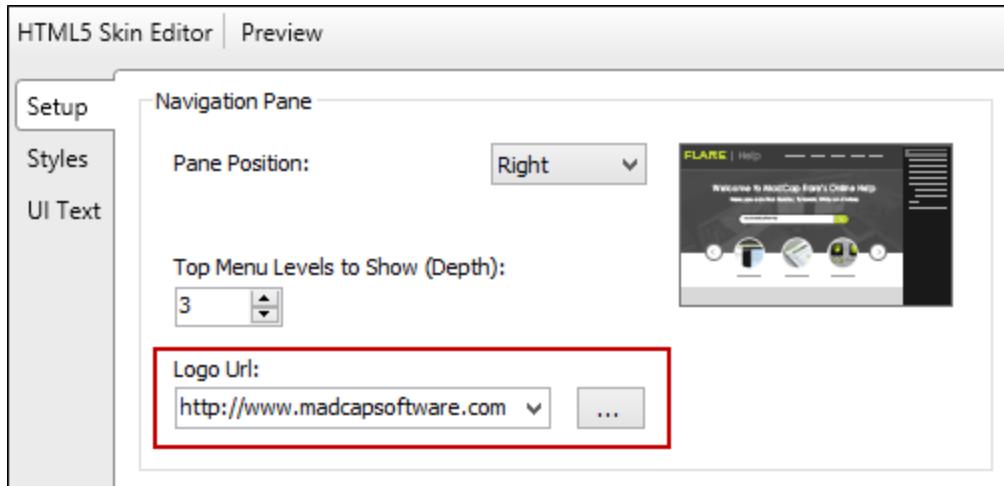
Following are a few of the more common adjustments that are made in skins:

LOGO

On the **Styles** tab of the Skin Editor, you can replace the generic logo with your own.



Whatever image you use for your logo, it is automatically set to link to the topic that you've set as the **Startup Topic** on the **General** tab of the Target Editor. However, you can select a different topic or even enter the URL to your company's website instead (remember to include http:// at the beginning of the path if you link to a website). This can be done on the **Setup** tab of the Skin Editor.



PANE POSITION

On the **Setup** tab of the Skin Editor, you can position the pane either on the **Left** or **Right**. This is the flyout menu pane that is seen on the side of the output when it is being viewed on a tablet or mobile device, replacing the top menu.



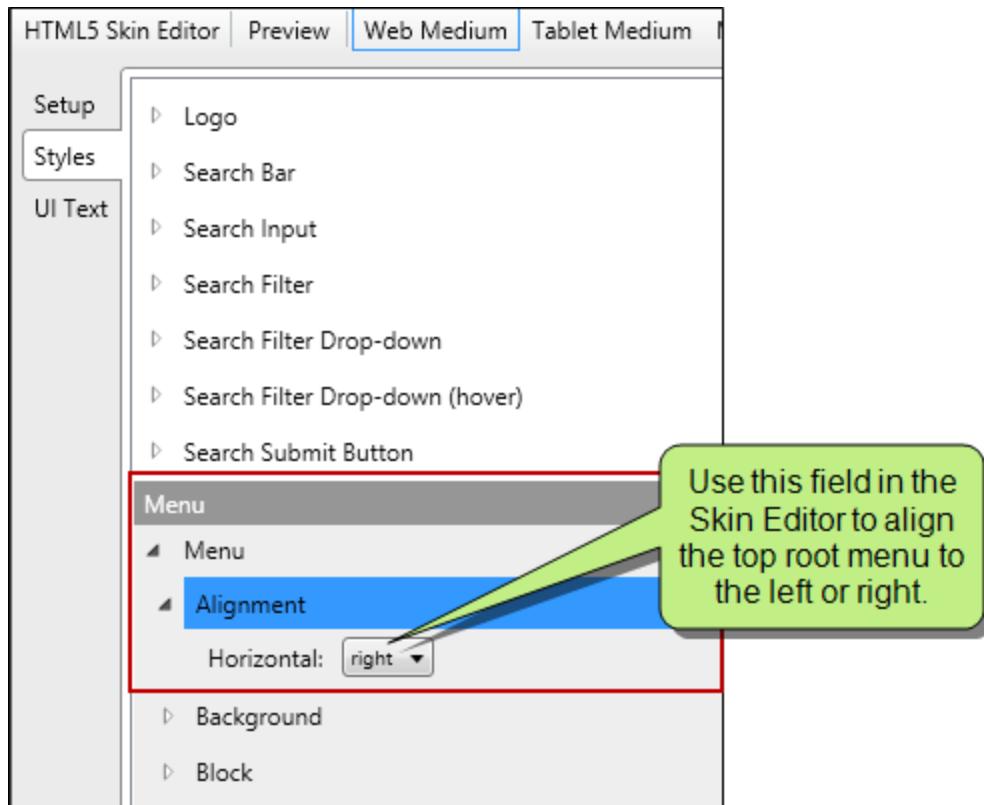
TOP MENU DEPTH

On the **Setup** tab of the Skin Editor, you can specify how many levels of your TOC items are included in the top menu navigation. The default is 3. It is recommended that you avoid including too many depth levels in the top navigation.

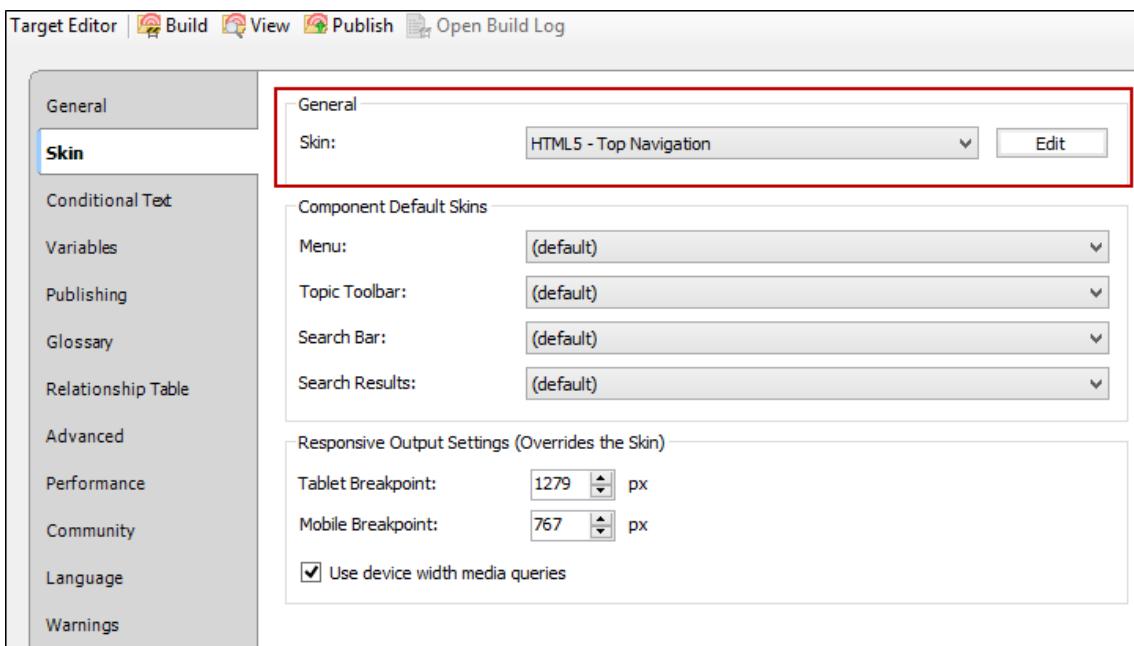


MENU ALIGNMENT

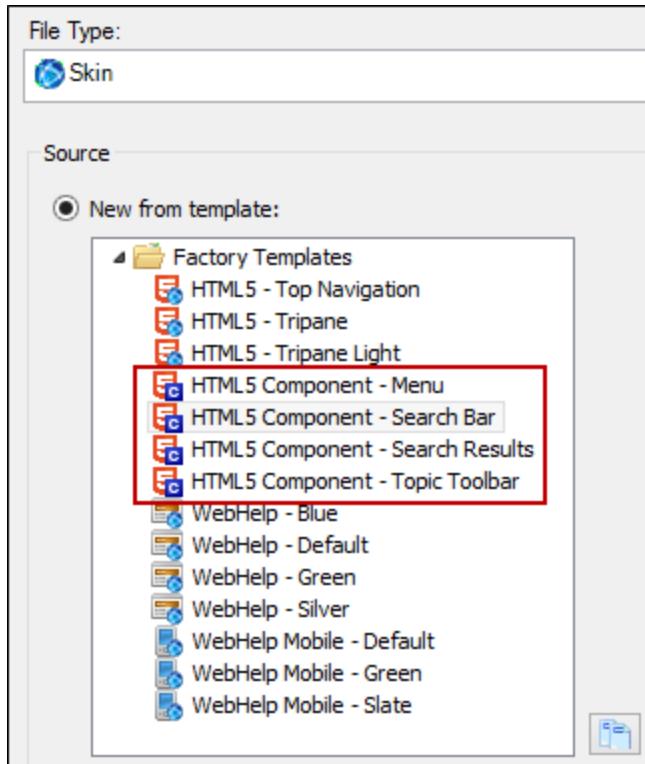
On the **Styles** tab of the Skin Editor, you can align the top root menu items to the right or to the left.



3. Open your HTML5 target and on the **Skin** tab, associate the Top Navigation skin with it.



4. (Optional) The Top Navigation skin includes a menu and search bar at the top of topics, but if you want to add elements such as these directly in topics or master pages, you can add small HTML5 skin components to your project to include special menus, search elements, and toolbars. This is the same process as adding a regular skin (**Project>New>Add Skin**), except you are adding an individual component.



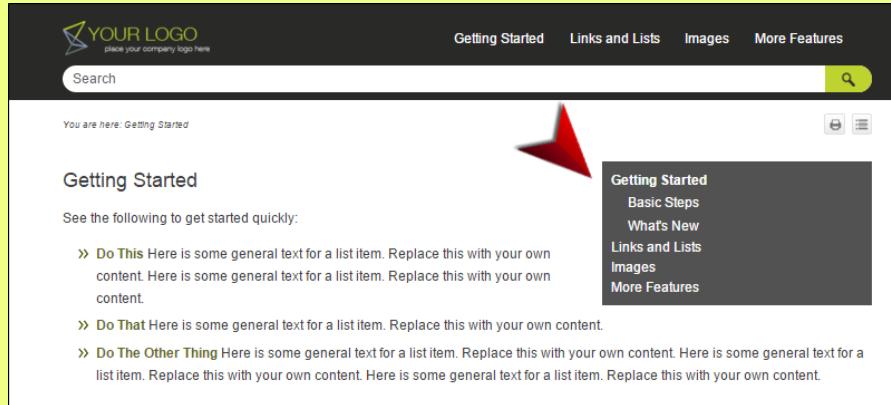
EXAMPLE

In Flare's advanced Top Navigation project templates, we've added Search Bar, Menu, and Topic Toolbar components.

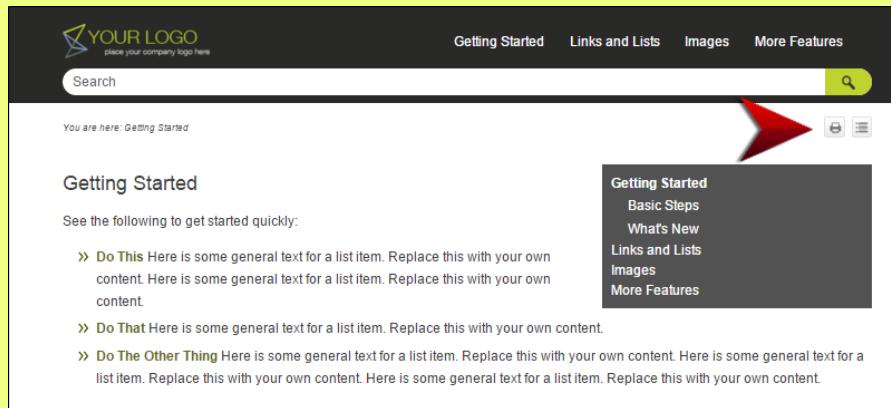
The Search Bar skin component is used for a prominent search bar within the Home topic.



The Menu skin component is used for a context-sensitive side menu that displays to the right of topics, showing links to other topics that are next to them in the TOC.



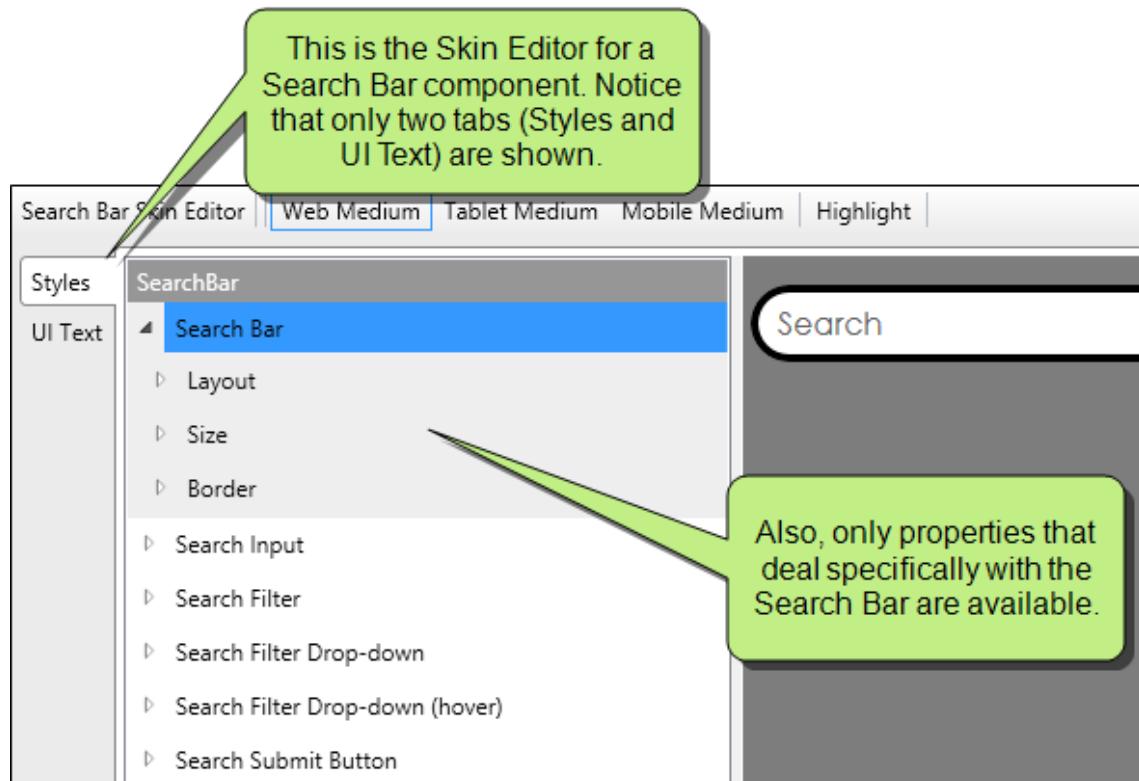
And the Topic Toolbar skin component is used to display toolbar buttons above the context-sensitive menu, allowing end users to expand or collapse content in the topic, as well as send it to a printer.



Actually, you can add features such as these in your output without adding skin components. You can do this by inserting the appropriate proxies (see step 11). The skin components are used to *create a custom look* for the elements, while their related proxies are used to *perform the actual generation* of the elements. So although adding skin components is an optional step, it is likely that you will want to do it if you decide to add navigation proxies.

For more details about these elements, see "Skin Components and Proxies" on page 82.

5. (Optional) In the same way that you can edit a regular skin, you can edit individual skin components. When you open a component to edit it, you will notice that the Skin Editor is slimmed down to show only the properties and fields related to that component.

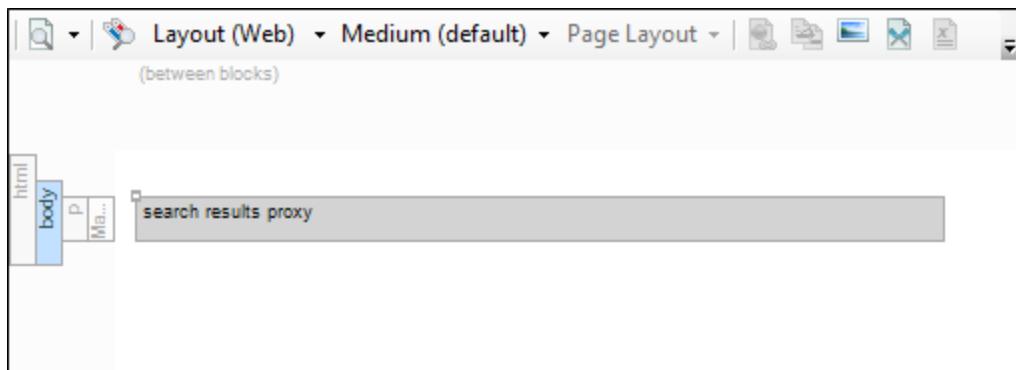


6. Create a Home topic. This is the first topic shown when users open the output. It is just a regular topic, but you might decide to design it to stand out from the rest of the topics. Make sure to set this topic as your startup topic. You can do this by opening the Target Editor, selecting the **General** tab, and selecting the topic in the **Startup Topic** field.

For more details, see "Home Topic" on page 98.

7. (Optional) You can create other topics, including regular topics that contain the bulk of your content.

You can also create a special topic to hold generated search results. A Top Navigation skin already includes a search bar, and you do not need to do anything else to incorporate search into your output. When an end user searches for text, Flare displays the results in its default format. However, if you want to be able to customize your own search results page, you can create a topic specifically for that purpose and insert a Search Results proxy into it (**Insert>Proxy>Insert Search Results Proxy**). This works with the Search Results skin component that you can add to a project (see step 4).



8. Add topics to a TOC file.

The Top Navigation skin uses the structure and contents of your TOC to populate the menu that appears at the top of topics. In addition, Flare's Top Navigation templates include a master page with a special Menu proxy inserted into it. This proxy creates context-sensitive menus that are displayed on the side of content, displaying links for topics that are located in the same TOC book (as well as the parent and child TOC topics).

TOC Editor

Note 1: You can quickly open a linked topic or file
 Note 2: You can build the TOC by dragging topics

- Getting Started
 - Basic Steps
 - What's New
- Links and Lists
 - Links and Footnotes
 - Lists
- Images
 - Thumbnail Image
 - Positioned Images
 - Image Positioned Left
 - Image Positioned Right
 - Image Within List
 - More Features
 - Conditions
 - Notes, Examples, and Blockquotes
 - Tables

Notice that the first-level books in the TOC file (Getting Started, Links and Lists, Images, and More Features)...
 ... are automatically shown as menu items at the top. When you hover over one of these, the TOC items under it are shown in a submenu.
 In the example below, the topic "Positioned Images" is open.
 This context-sensitive menu shows the TOC items in the same book as the open topic.

Submenus are shown when users hover over the top root menu.

YOUR LOGO
 place your company logo here

Getting Started Links and Lists Images More

Search

You are here: [Images](#) > [Positioned Images](#)

Positioned Images

Here is some general text for a topic. Replace this with your own content.

- » Here is a cross-reference link: See [Image Positioned Left](#).
- » Here is a cross-reference link: See [Image Positioned Right](#).



Tip: Although Flare lets you create books in the TOC file that do not link to anything (i.e., merely using the book to organize the TOC), it is a best practice for Top Navigation output to make sure that all TOC books and items are linked to something.

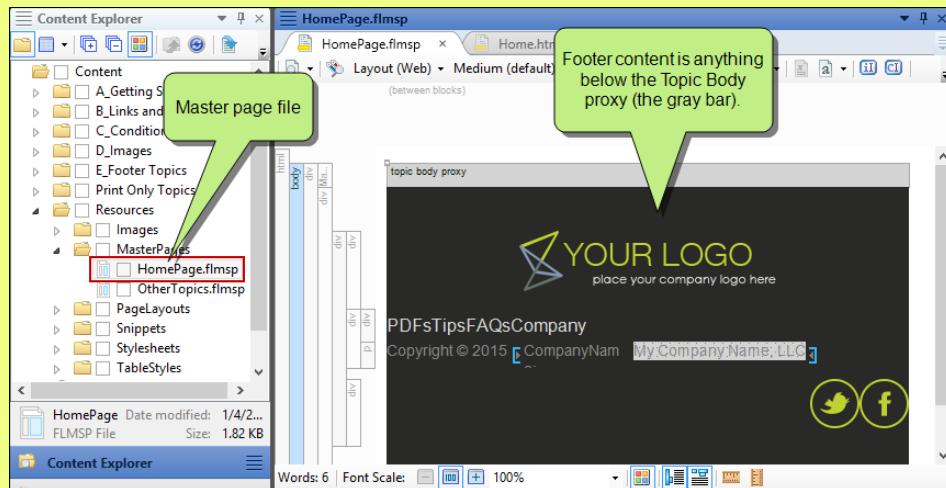


Tip: It is standard practice in web design to not include your Home page as a menu text link. The default behavior in Top Navigation output is to link the logo to the Home page, so it is not necessary to add this topic to your TOC.

9. (Optional) It is not mandatory to create any master pages in order to have Top Navigation output. However, master pages can be particularly useful, especially if you want the same content to automatically show up at the bottom or top of topics. They can also be useful if you want your Home page's design to be much different from that of the rest of your topics. So if you would like to incorporate one or more master pages, create them.

E X A M P L E

In Flare's advanced Top Navigation templates, we wanted to show footer content at the bottom of the Home page, so we created a master page just for that topic, and we added footer content under the Topic Body proxy.



Video Tutorials

Sample Movie 1

SAMPLE►MOVIE 1

Sample Movie 2

SAMPLE►MOVIE 2

Sample Movie 3

SAMP►OVIE 3

Sample Movie 5

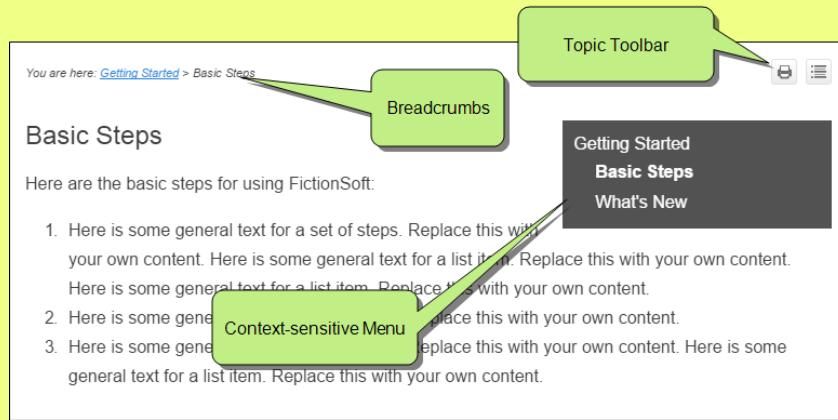
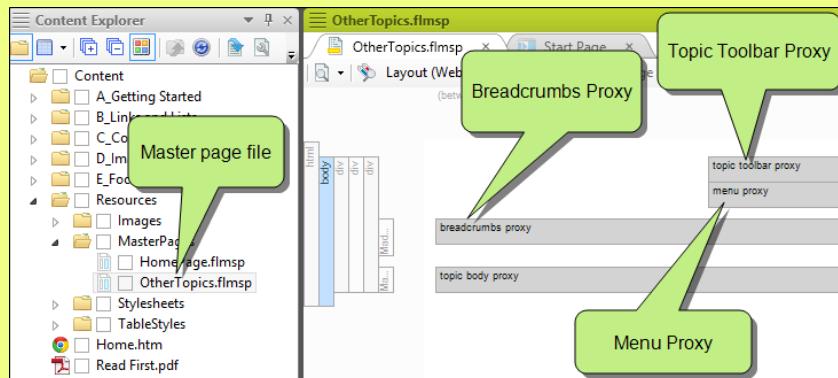
SAMPLE►MOVIE 5

Sample Movie 6

SAMP►OVIE 6

<div

Then on the rest of the topics we wanted breadcrumbs to be displayed above the topic content. So we created a second master page for all of those topics and inserted a Topic Toolbar proxy , a context-sensitive Menu proxy, and a Breadcrumbs proxy above the Topic Body proxy. Even though the Menu proxy was added above the Topic Body proxy, it was styled to display to the right of the topic content, with content wrapping under it.

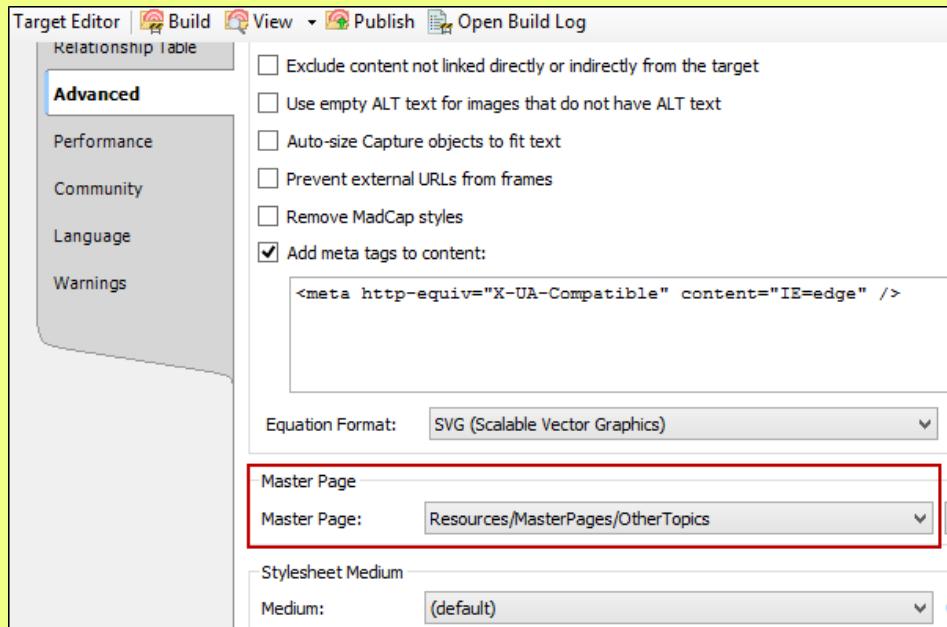


10. (Optional) You can select a master page on the **Advanced** tab of your HTML5 target.

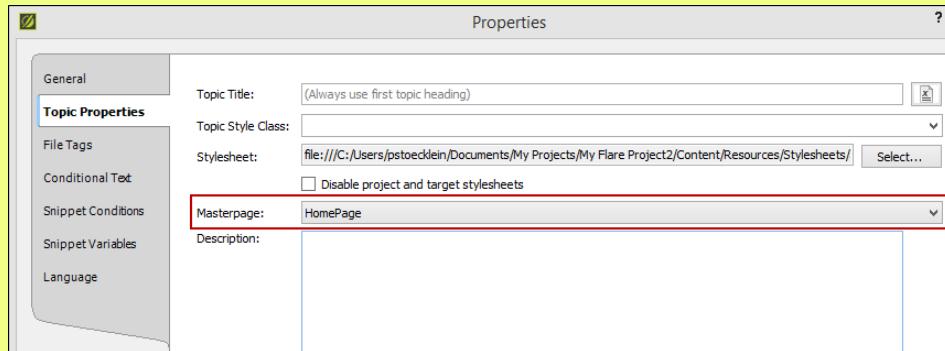
This tells Flare that, unless otherwise directed, all topics will use the master page you selected. But if you want to use a second master page, you can open the Properties dialog for a particular topic and point to a different master page. In that case, the master page set in the target is typically the one that the majority of your topics will use. But for the other topic(s) using a different master page, you can override the target setting.

E X A M P L E

In this example, the master page that we want to use for most of our pages in the output is named "OtherTopics." So on the **Advanced** tab of the Target Editor, we selected it.



Then we opened the Properties dialog for the Home topic (open the topic, then select **File>Properties**). On the **Topic Properties** tab, we clicked in the **Masterpage** field and selected the **HomePage** master page file. Now this topic will use the "HomePage" master page instead of the other one for the rest of the topics.



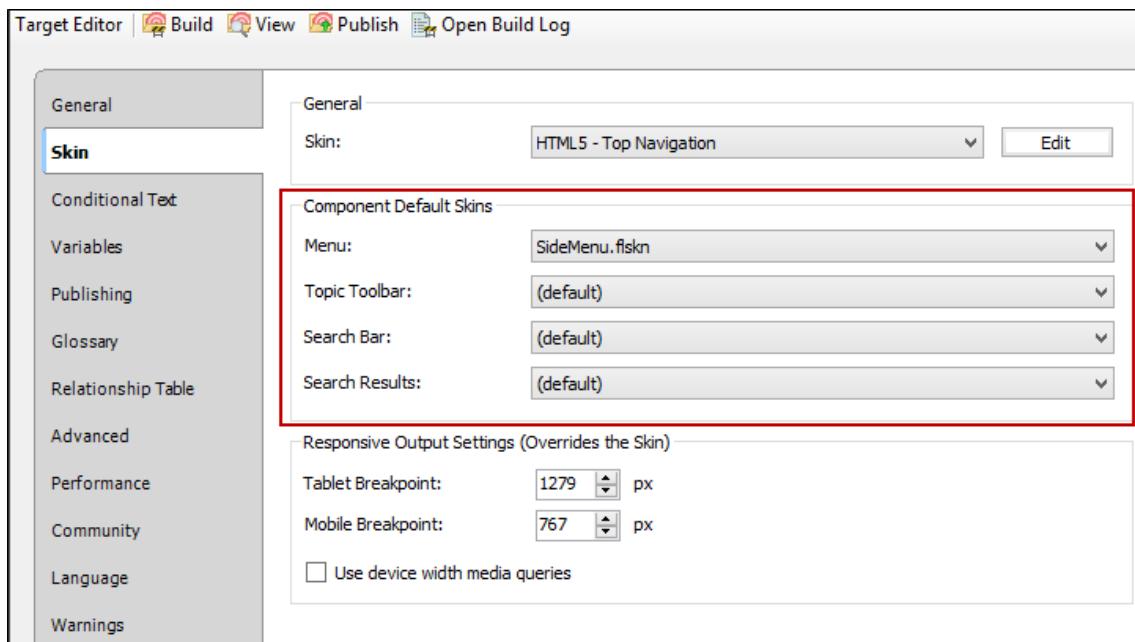
11. (Optional) You have the option of inserting a variety of proxies (**Insert>Proxy>[Name of Proxy]**) into your master page(s) and topics. This includes proxies that correspond to the different kinds of skin components you can add to your project (Menu, Search Bar, Search Results, Topic Toolbar).

For more details, see "Skin Components and Proxies" on page 82.

12. (Optional) If you have added skin components to your project, you can associate them with an entire target or with individual proxies. If one skin component is associated with the target and a different one is associated with a proxy, the one associated with the proxy has precedence.

TARGET

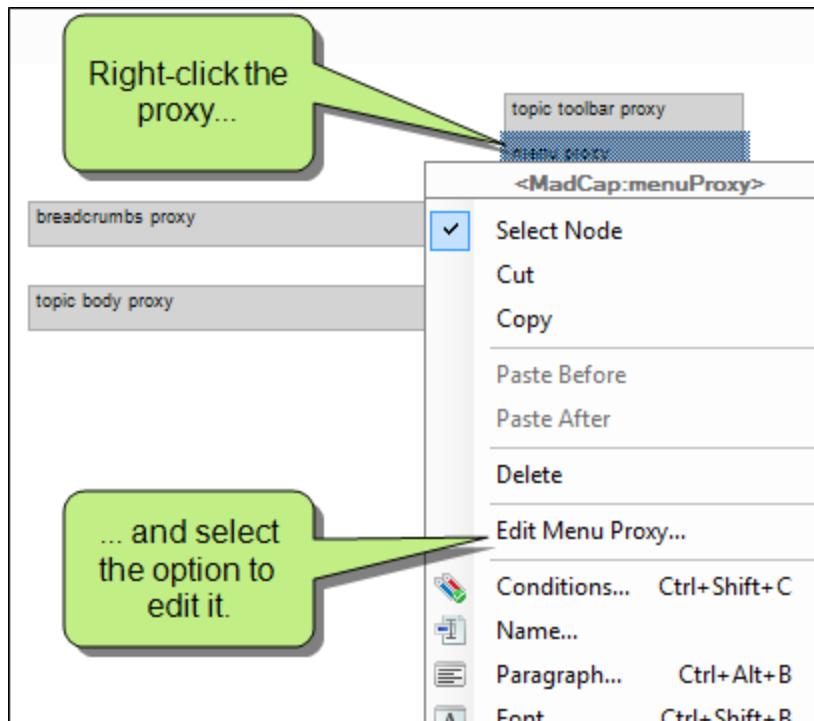
To associate a skin component with an HTML5 target, open the **Skin** tab in the Target Editor, then make your selection in the **Component Default Skins** section



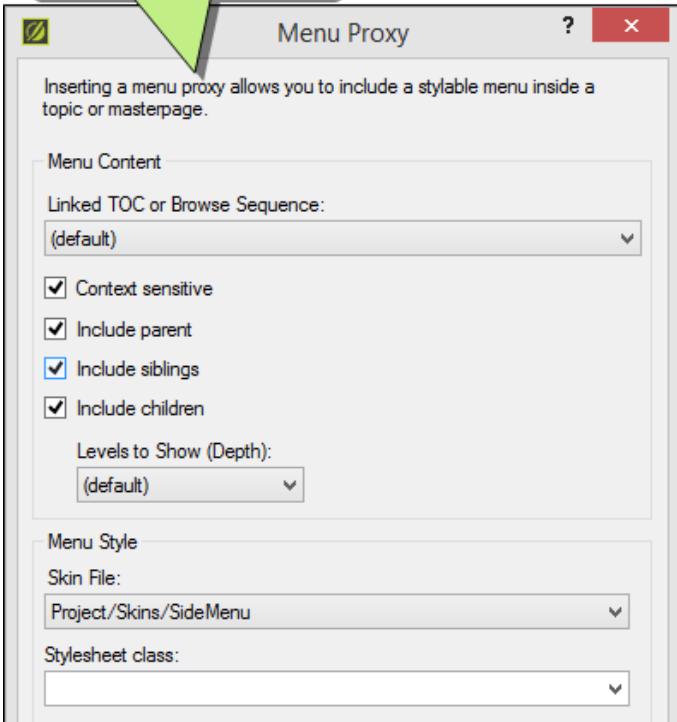
It is not necessary to select anything in these fields, especially if you have only one type of a particular skin component (e.g., one Menu component, one Topic Toolbar component). But if you have more than one type of a skin component (e.g., two Menu components), you can choose one of them as the default for all of the topics in the target. Then for the other component(s) of that same type, you can override the target setting by pointing to it in the relevant proxy (see below).

PROXIES

To associate a skin component with a proxy, open the master page or topic where you've inserted the proxy. Then right-click the proxy and use the dialog to choose the skin component. Some proxies have additional settings, such as TOC depth for Menu proxies.



Here is an example of a dialog for setting options in a Menu proxy.



For more information about associating skin components with proxies, see "Skin Components and Proxies" on page 82.



Note: It's possible that you will not need skin components in your project at all. If you have not added a skin component (e.g., a Menu component) but you insert a proxy related to it (e.g., a Menu proxy), Flare will just use the default design from the application.

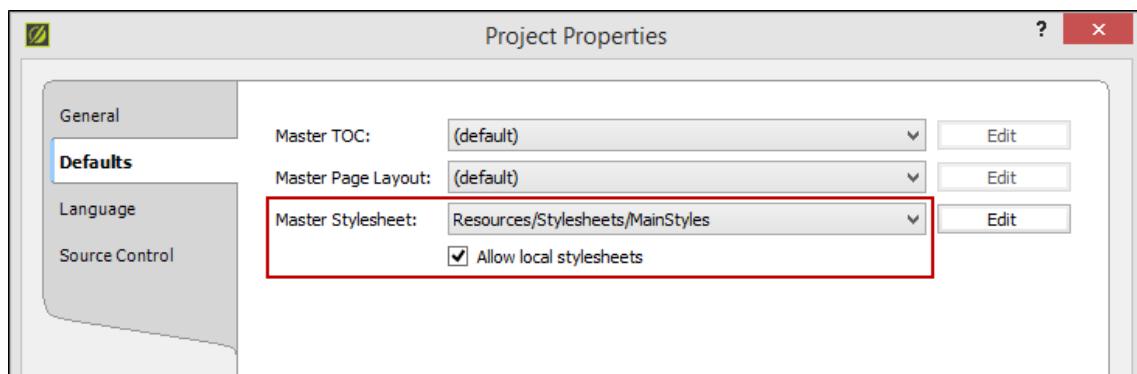
13. Create and edit stylesheets to control the look of your content in the output.

For more information about using stylesheets for Top Navigation output, see "Stylesheets and Responsive Content" on page 100.

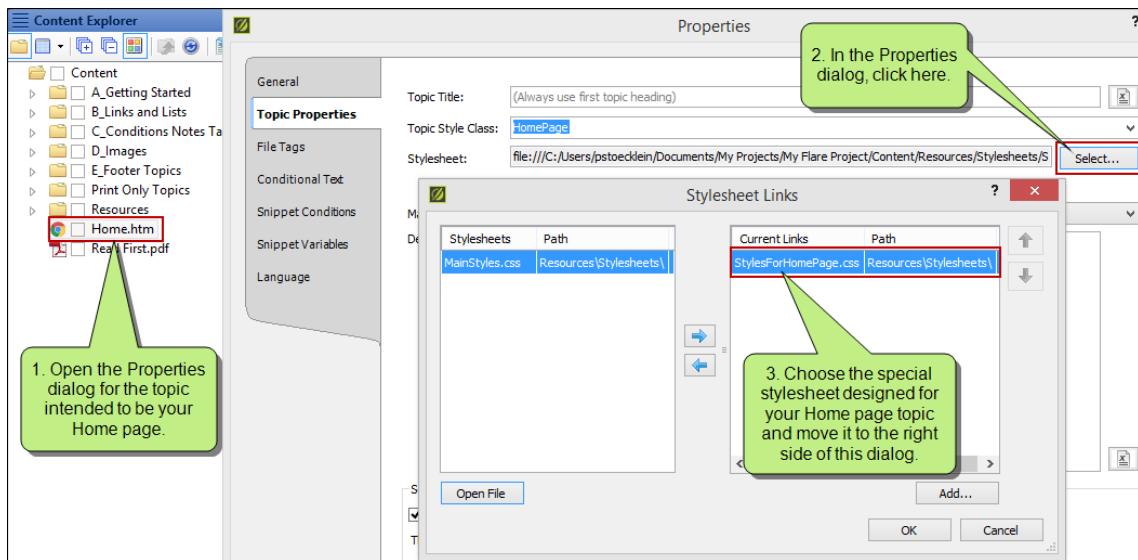
14. Make sure your stylesheet(s) are associated with the appropriate files.

In Flare's Top Navigation templates, you will notice that two stylesheets are used—one for the Home page and another for the rest of the topics. The idea is that most topics in the project will use one stylesheet (MainStyles.css), but the Home page topic will use a different one (StylesForHomePage.css).

If you decide to use multiple stylesheets in the same way, we recommend that you set your main stylesheet (the one intended for most topics) at the project or target level. When you do this, enable the **Allow local stylesheets** option.



Then associate the topic intended as your Home page with the other stylesheet.



If you are using a separate master page for your Home topic, you will want to associate that master page with the other stylesheet as well.



Note: Although it is possible to associate a stylesheet locally with a snippet, the only reason to do this is if you do not have any master stylesheets in your project. Without a master stylesheet, a snippet's content will look very plain when you open it. That's because Flare doesn't know which styles to use for it. In order to work in that snippet and apply styles to the content, you will need to associate the snippet with a stylesheet.

15. (Optional) Responsive output is automatically enabled for Top Navigation skins. But you can set a few additional options on the **Skin** tab of the Target Editor.
 - » **Tablet Breakpoint** Enter the number of pixels for the maximum width of a Tablet view.
 - » **Mobile Breakpoint** Enter the number of pixels for the maximum width of a Mobile (or phone) view.

- » **Use device with media queries** Select this option if you want to base the responsive output not merely on the width of the output display, but on its width in the actual device (browser, tablet, or mobile). In other words, if you do not have this option selected and you view the output on a full browser, you can see the tablet and mobile layouts simply by reducing the size of the browser window. But if you select this option and you reduce the width of the browser, the layout will not change to the tablet or mobile formats.

For more details, see "Responsive Output and Device Width Media Queries" on page 102.

Tutorials for Top Navigation Output

For more details on how Top Navigation output is put together, please see the *Top Navigation Tutorial*. This tutorial is based on Flare's Top Navigation Advanced project template, which you can select when creating a new project. In this tutorial, we demonstrate how some features in this template were produced. We will also show how to convert your existing project to create Top Navigation output. There are steps for a simple conversion, as well as steps for a more advanced conversion where some files are imported from the Top Navigation Advanced template.

For more on this tutorial, see the online Help or download the *Top Navigation Tutorial* PDF.

CHAPTER 4

Skin Styles

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

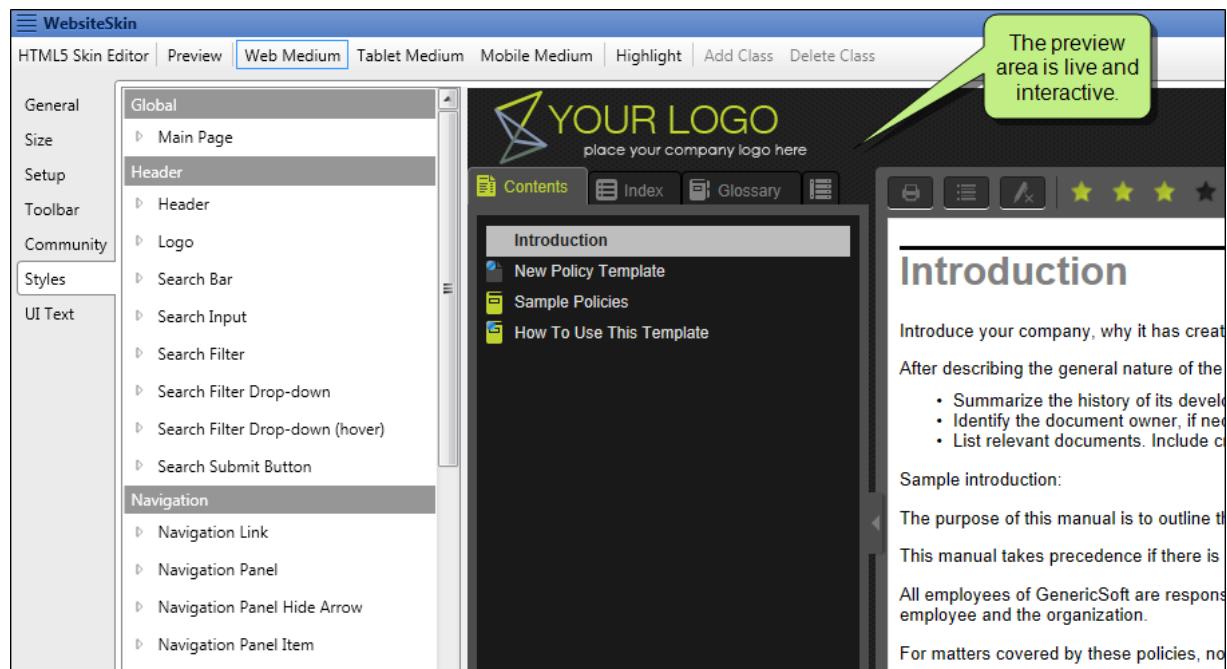
This chapter discusses the following:

Interactive Live Preview	150
Style Sections and Root/Child Properties	153
Default Values in Gray	163
Medium-specific Styles	164
Tasks for HTML5 Skins—Tripane, Top Navigation, and Components ...	166
Main Page in HTML5 Skins	190
Headers in HTML5 Skins	194
Menus in HTML5 Skins	203
Navigation in HTML5 Skins	208
Topics in HTML5 Skins	223
Search Results in HTML5 Skins	233
Feedback in HTML5 Skins	249
Topic Toolbars in HTML5 Skin Components	257

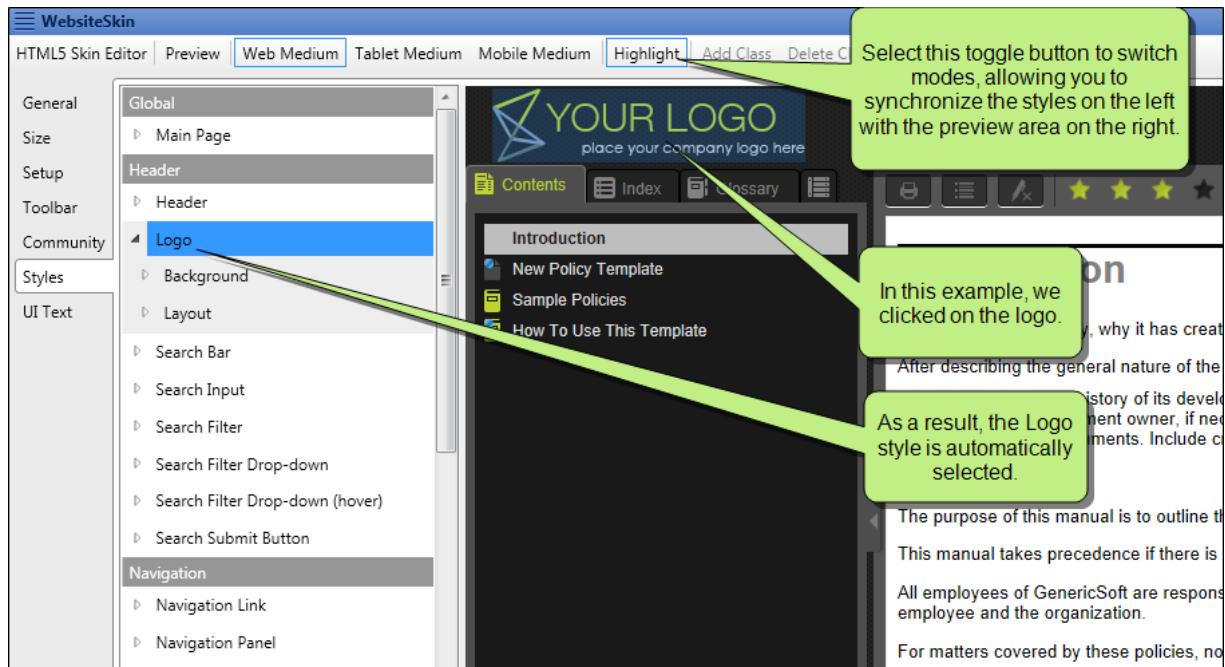


Interactive Live Preview

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

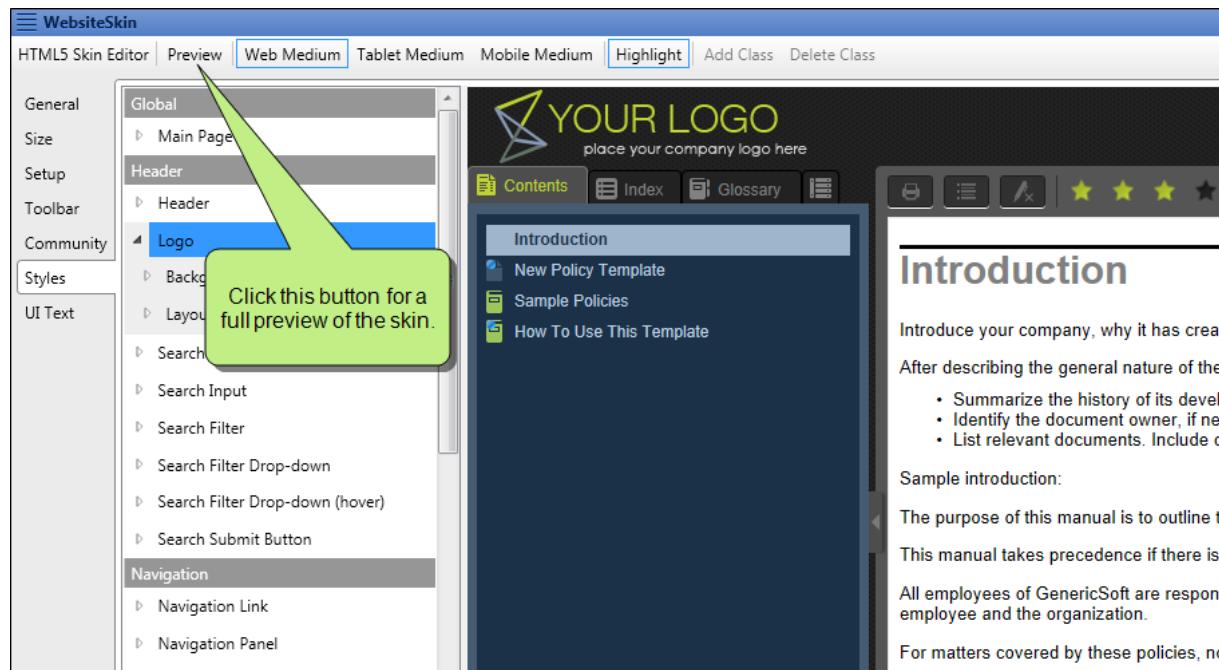


If you click **Highlight** in the local toolbar, the mode changes. As a result, different areas of the preview area become highlighted as you move the mouse over them. And when you click on an area, the corresponding style on the left is also selected. This makes it easier to know what styles you need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



After you make style changes, the preview changes accordingly.

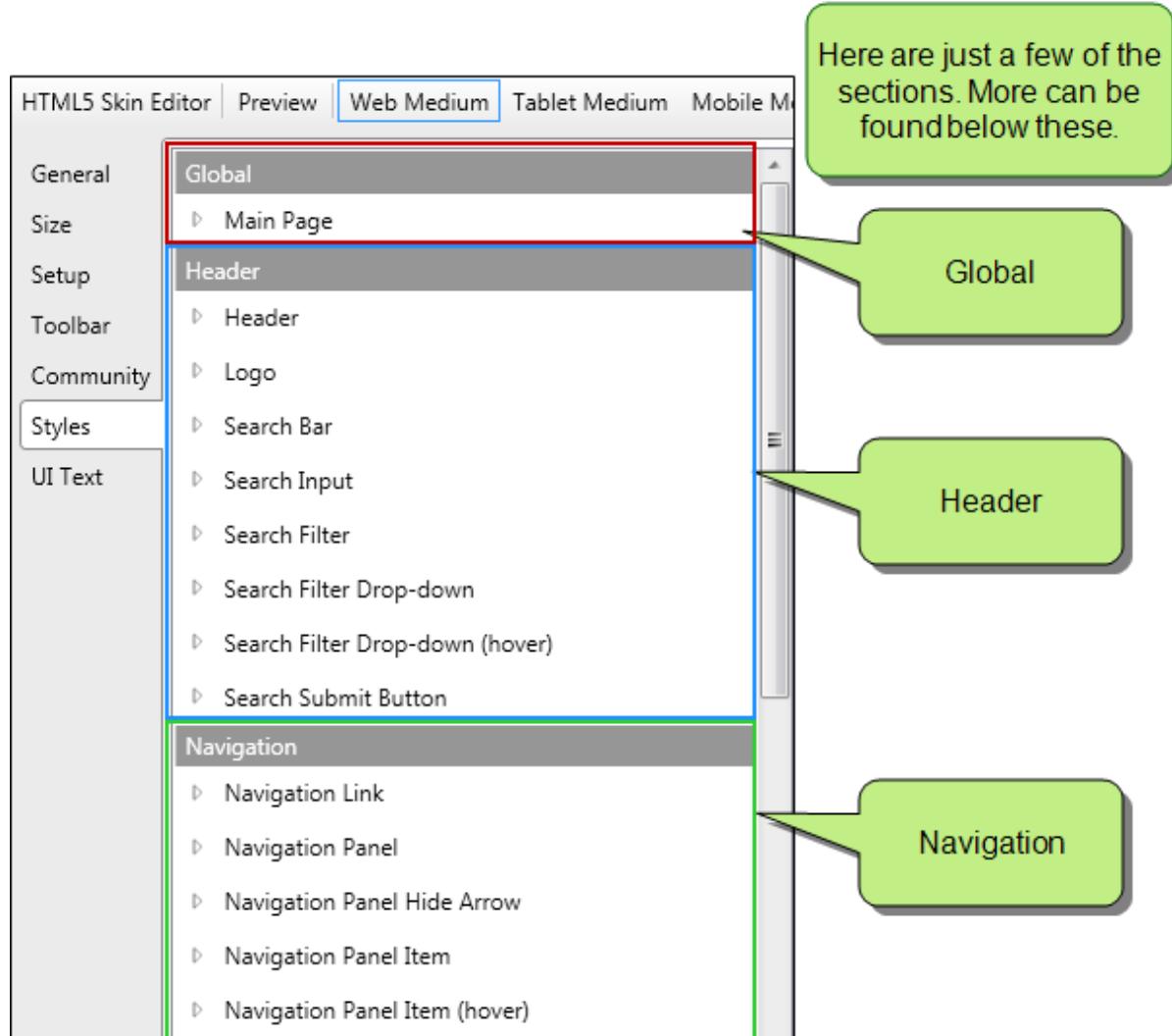
You can also click the full preview option in the local toolbar of the Skin Editor.



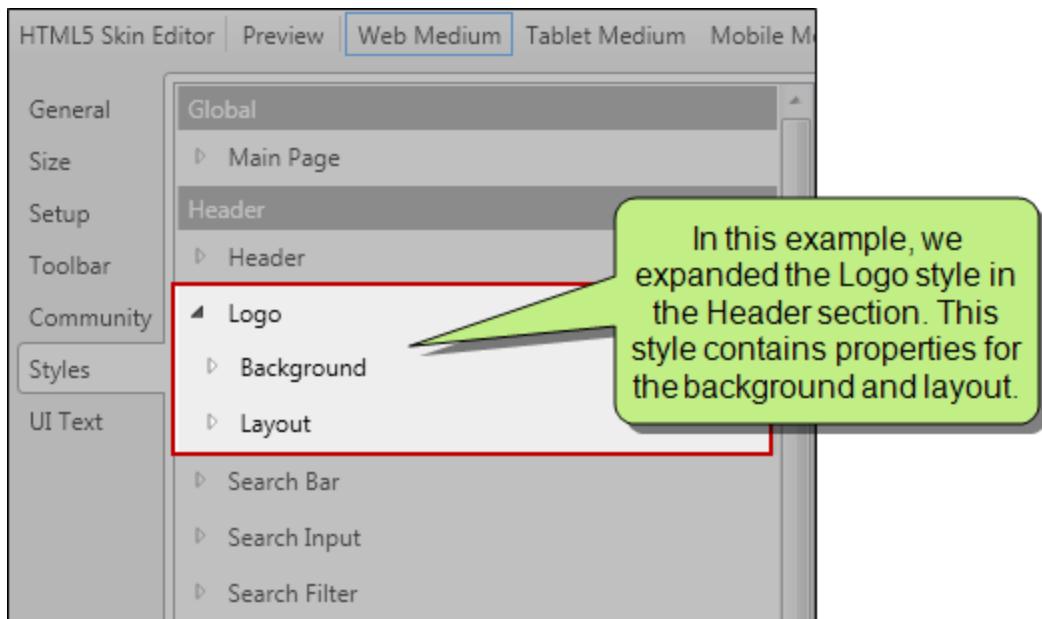
This full preview respects the responsive output setting in the skin. If you have responsive output enabled, the preview is also responsive. If you have the responsive output disabled, the preview is static.

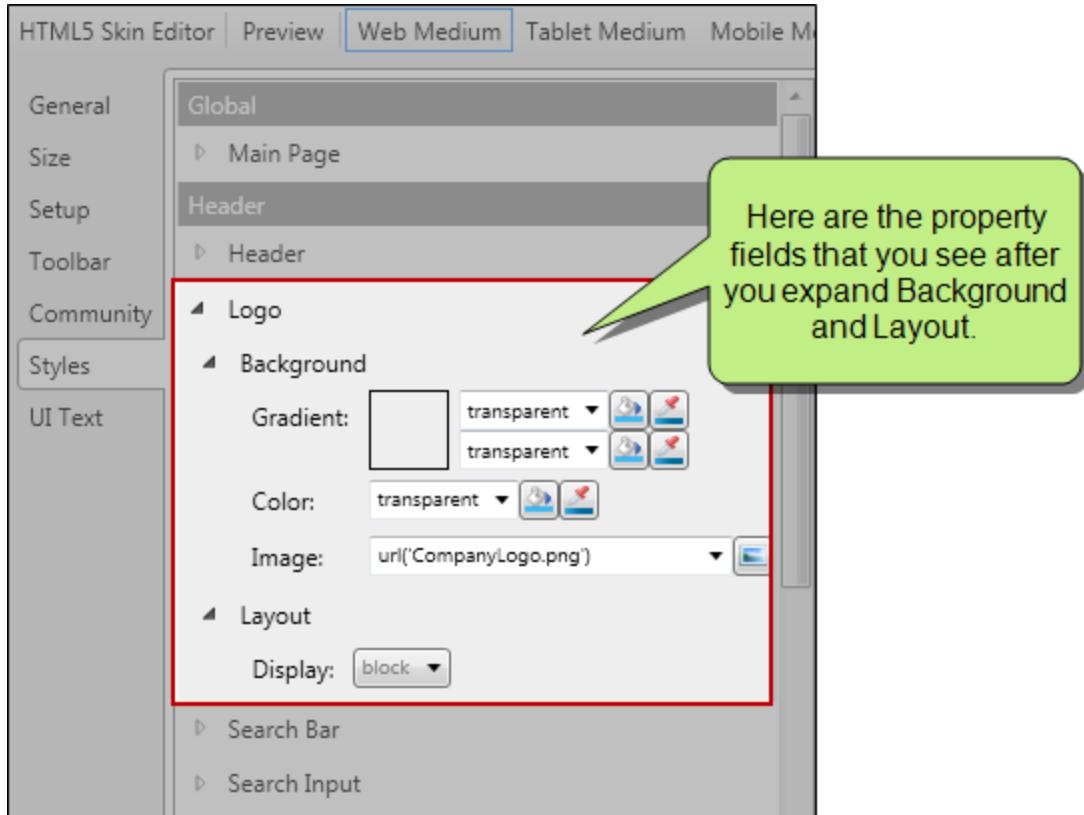
Style Sections and Root/Child Properties

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



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



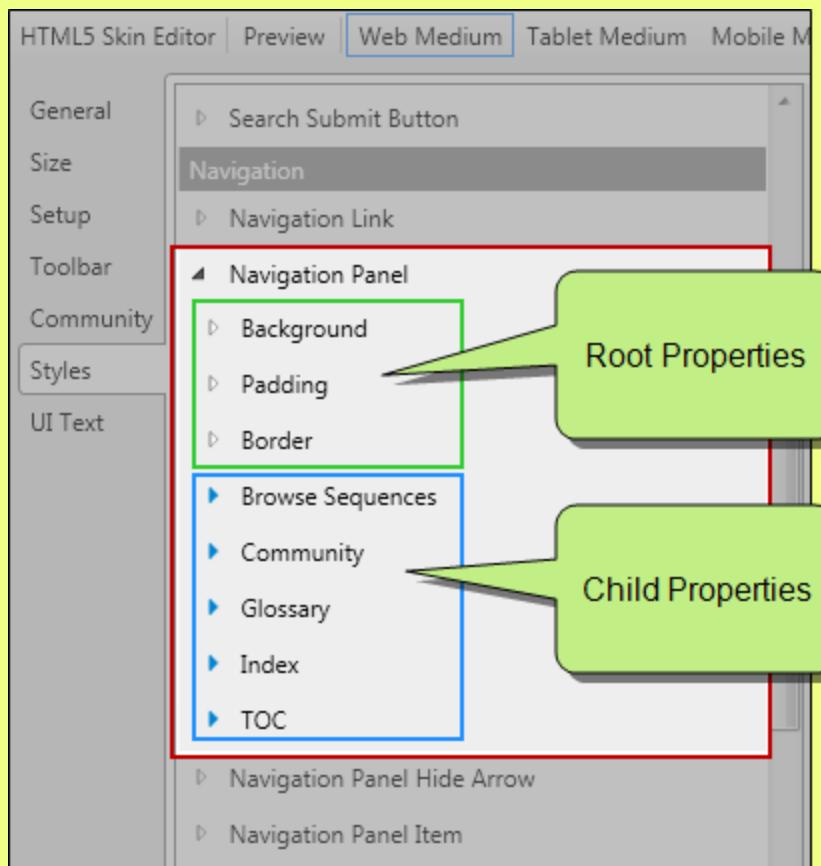


You may see two kinds of properties under a style—root and children.

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

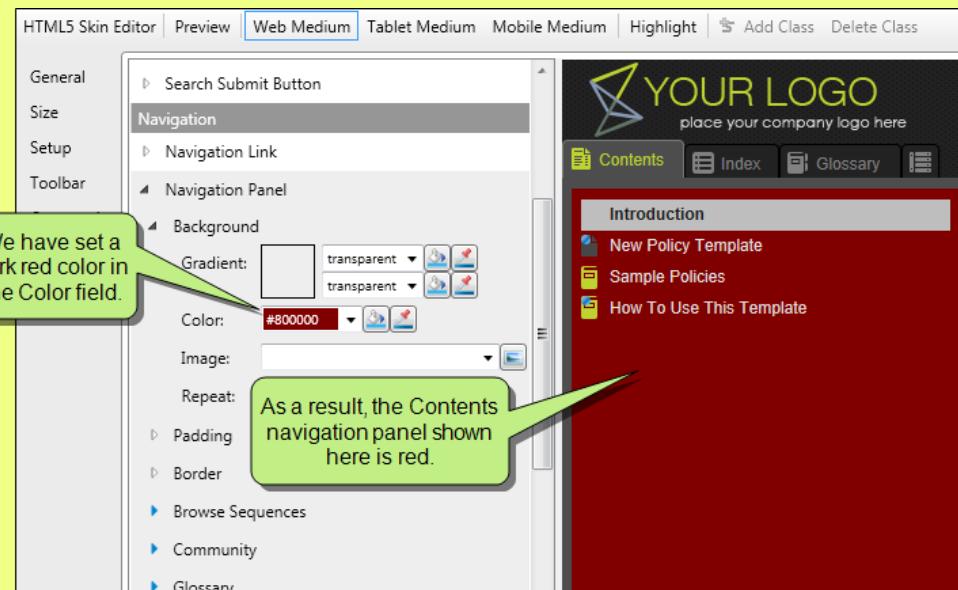
EXAMPLE

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

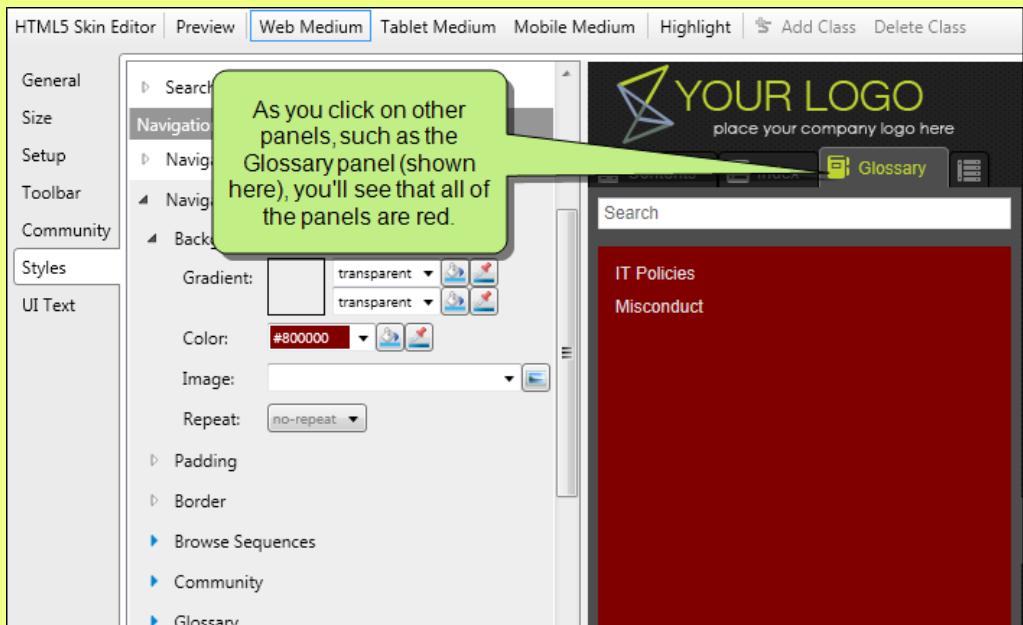


Because you want each of those five panels to have the same color, you expand the root **Background** node. There are a few different fields that can control the background color. There are Gradient fields that let you add an effect where the progresses from one to another in the panel. There is a Color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

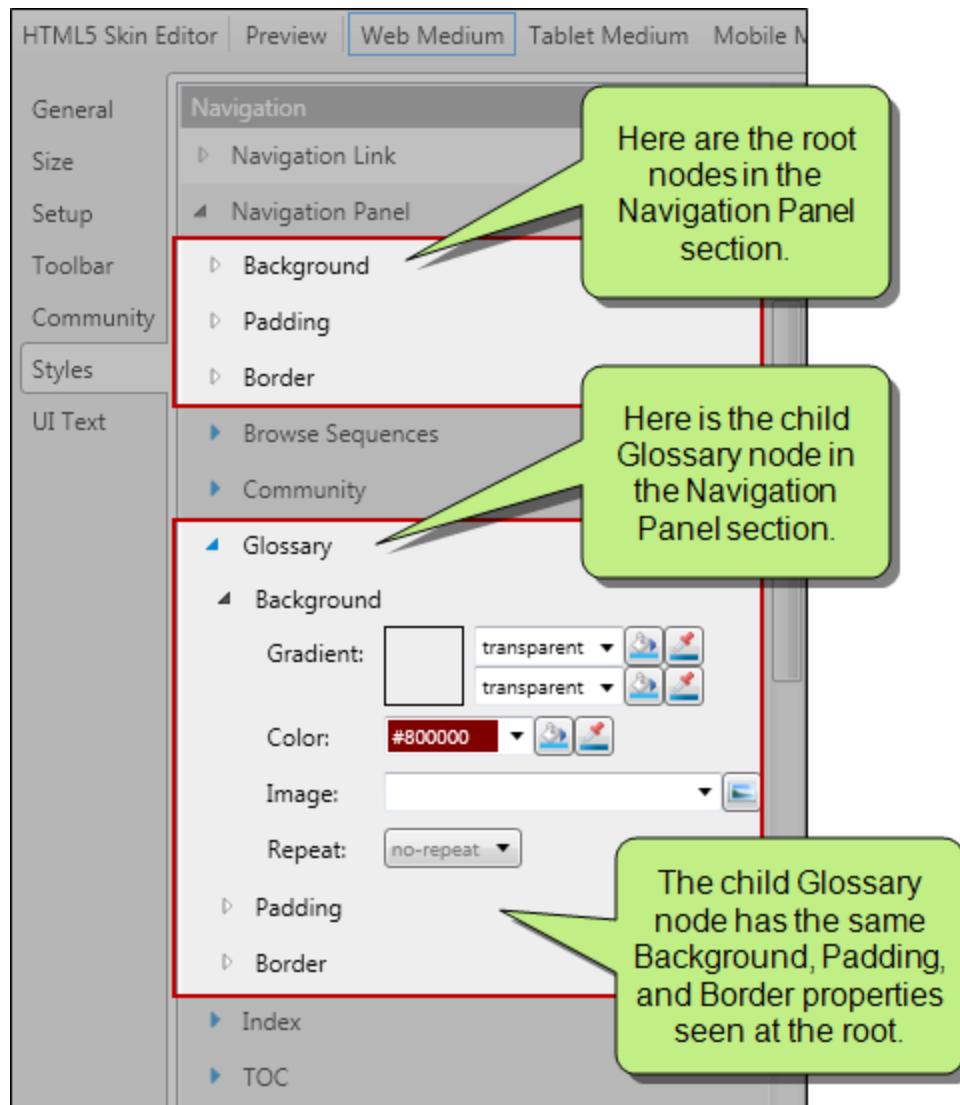
Let's say you use the Color field to choose a dark red color.



Regardless of the panel you select, it is red.



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



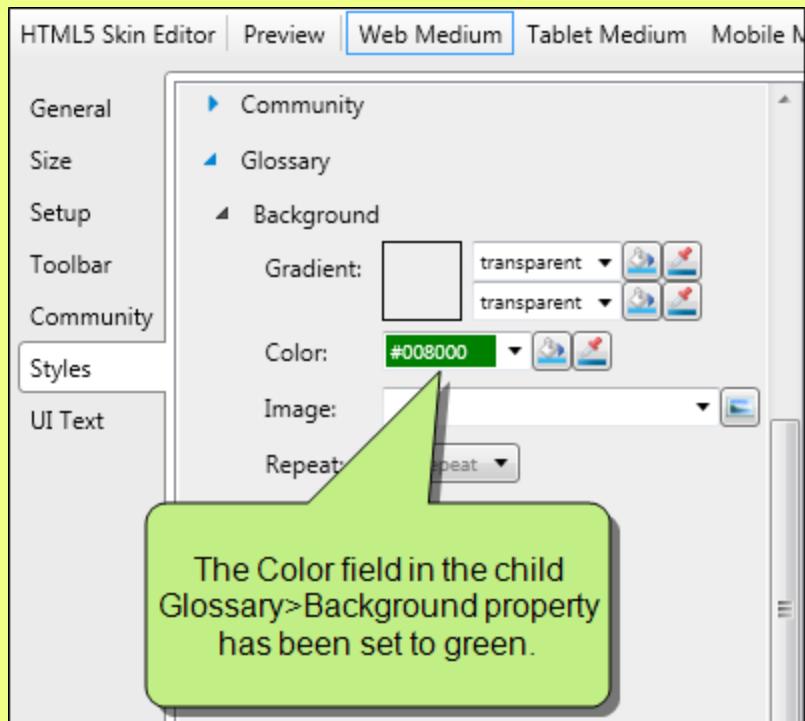
If you make changes to child properties, those settings override anything inherited from the root, and they pertain only to that child.

E X A M P L E

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

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

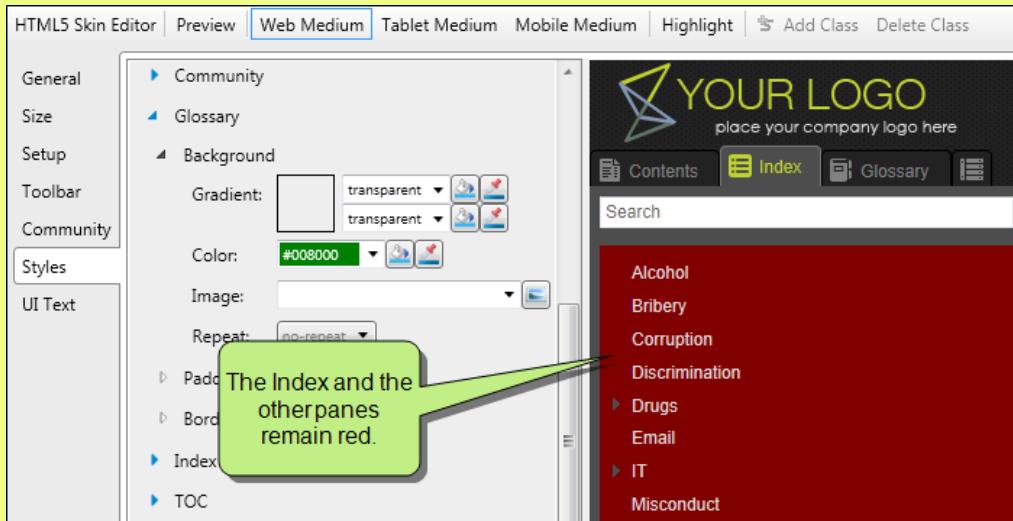
In the **Color** field, you select a green color.



As a result, the Glossary pane is green.

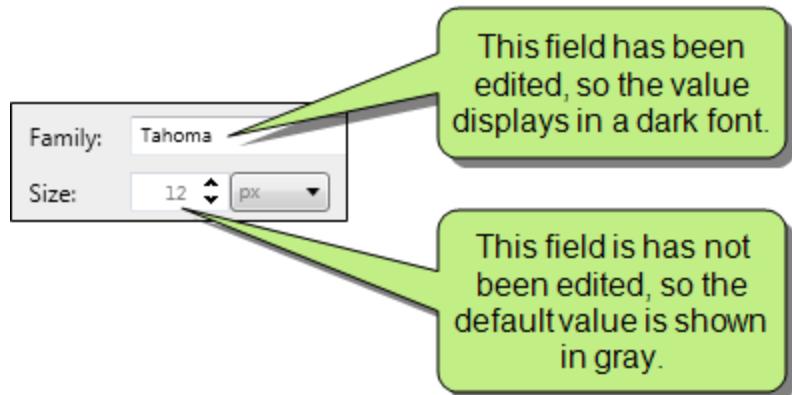


But all of the other panes remain red.



Default Values in Gray

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

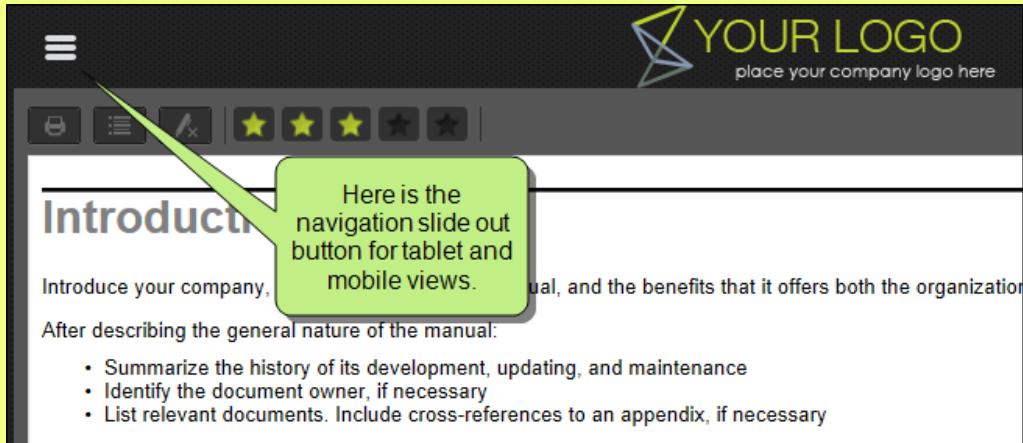


Medium-specific Styles

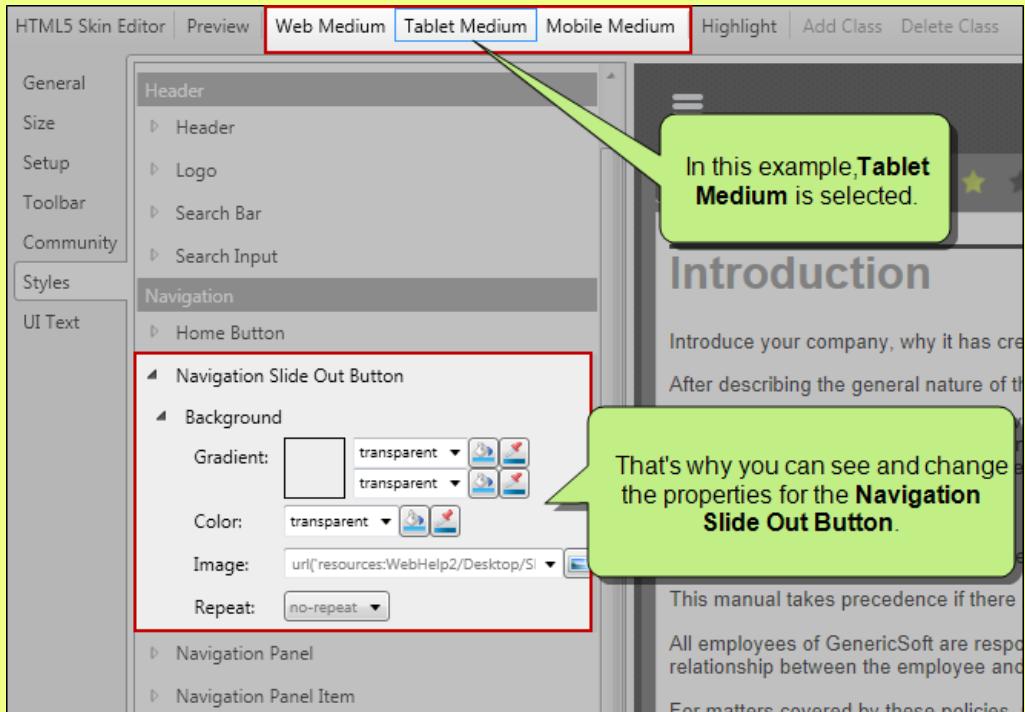
Responsive output allows you to place settings on styles using any of the three mediums—Web, Tablet, and Mobile. However, not all styles and properties are necessarily pertinent to all mediums. That's why you only see some styles and properties when you have a particular medium selected and not another.

EXAMPLE

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



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



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

Tasks for HTML5 Skins—Tripane, Top Navigation, and Components

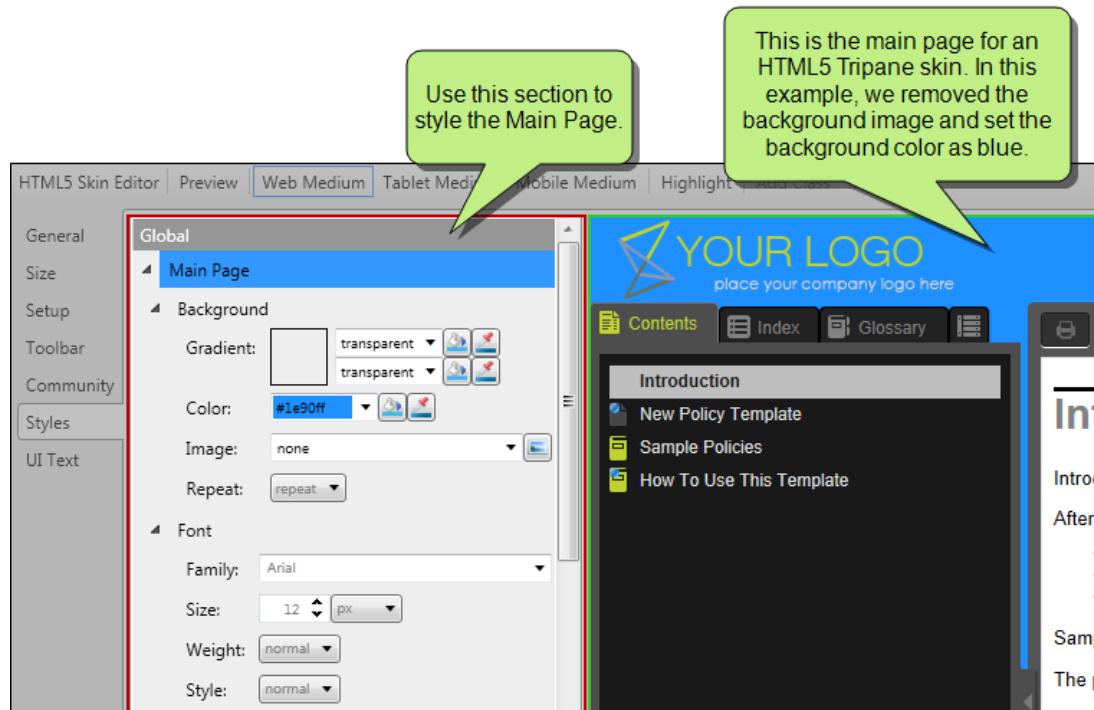
You might perform the following style tasks if you are working in an HTML5 skin or a skin component.

Global—Tripane and Top Navigation Skins

This section contains the Main Page style for Tripane and Top Navigation skins. See "Main Page in HTML5 Skins" on page 190.

TRIPANE SKINS

For Tripane skins, you can control the font and background color for the page.



TOP NAVIGATION SKINS

For Top Navigation skins, you can control the padding and maximum width for the page.

The screenshot shows the HTML5 Skin Editor interface. On the left, there's a sidebar with tabs for 'Setup', 'Styles' (which is selected), and 'UI Text'. Under 'Styles', the 'Global' tab is active, showing a tree structure with 'Main Page' expanded. Under 'Main Page', the 'Padding' section is selected, highlighted with a blue background. Inside this section, the 'Maximum Width' field is set to '70 em'. To the right of the editor, a preview window shows a top navigation skin. The navigation bar is black with a yellow logo placeholder and a search bar. The main content area has a white background with a dark grey sidebar on the left containing 'Header', 'Logo', 'Search Bar', and 'Search Input' items. A large green callout box points from the text 'Use this section to style the Main Page.' to the 'Padding' section in the editor. Another green callout box points from the text 'This is the main page for an HTML5 Top Navigation skin. In this example, we increased the maximum width to 70 em, so that the edges of content extend further to the right and left.' to the preview window.

Use this section to style the Main Page.

This is the main page for an HTML5 Top Navigation skin. In this example, we increased the maximum width to 70 em, so that the edges of content extend further to the right and left.

HTML5 Skin Editor | View | Web Medium | Tablet Medium | Mobile | Highlight

Setup

Styles

UI Text

Global

Main Page

Padding

Left: 1 em

Right: 1 em

Top: 1 em

Bottom: 1 em

Size

Maximum Width: 70 em

Header

Logo

Search Bar

Search Input

YOUR LOGO
place your company logo here

Search

Your search for "content" r

Tables

Tables Here is some general text for a topic. Replace this your own **content**. Here is some general text for a topic [B_Features/Conditions Notes Tables/Tables.htm](#)

Lists

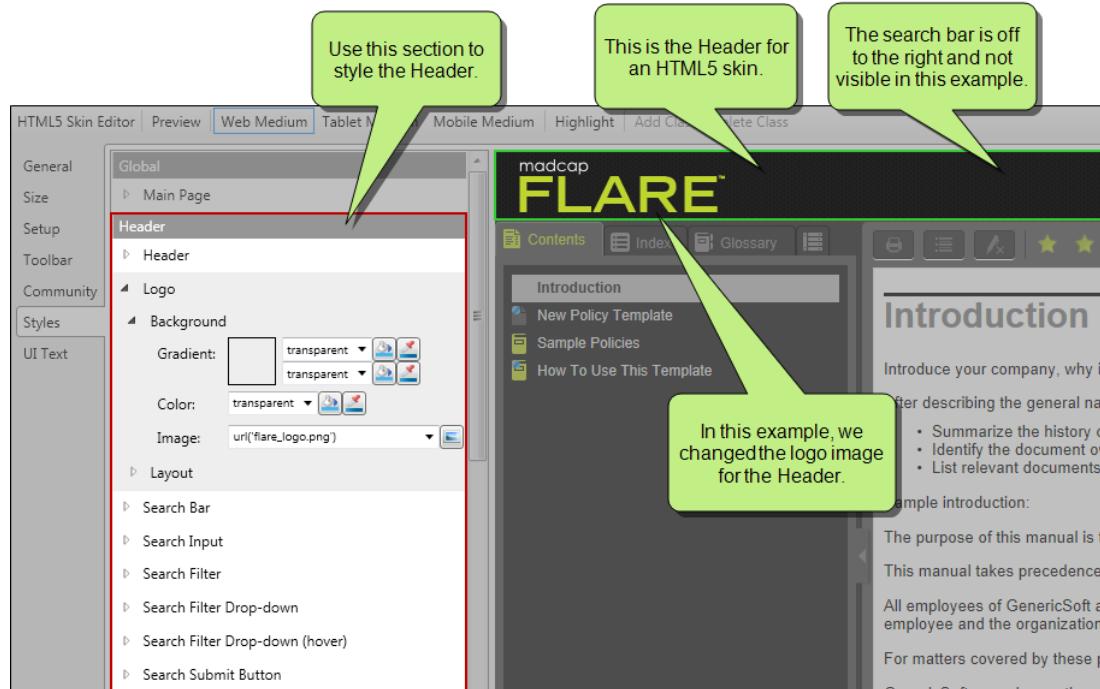
Lists Here is some general text for a topic. Replace this your own **content**. Here is some general text for a topic [B_Features/Links and Lists/Lists.htm](#)

Header—Tripane and Top Navigation Skins

This is the area at the top of the screen for Tripane and Top Navigation skins. See "Headers in HTML5 Skins" on page 194.

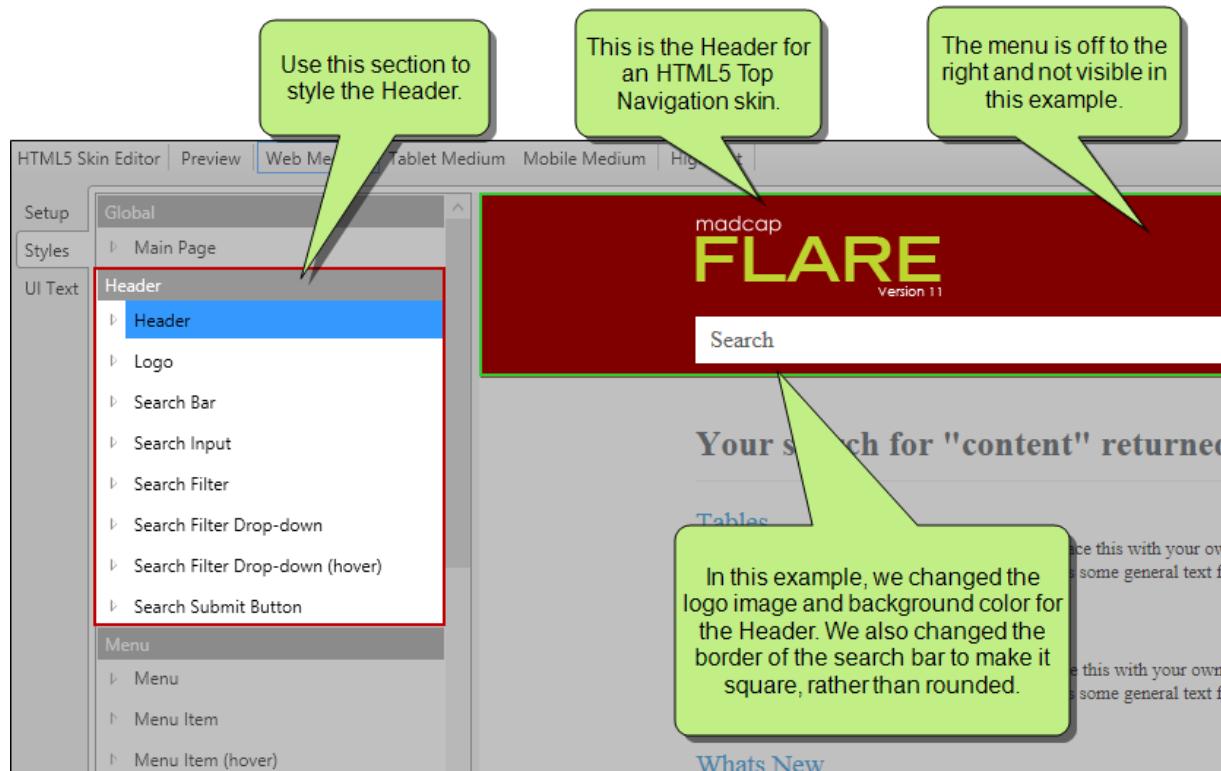
TRIPANE SKINS

For Tripane skins, this area displays a logo and the search bar.



TOP NAVIGATION SKINS

For Top Navigation skins, this area displays a logo, the search bar, and the top menu.



Note: If you want to style items for search results, you can use the Search section in the Skin Editor. Alternatively, you can use the Search Results skin component, which works with a Search Results proxy.

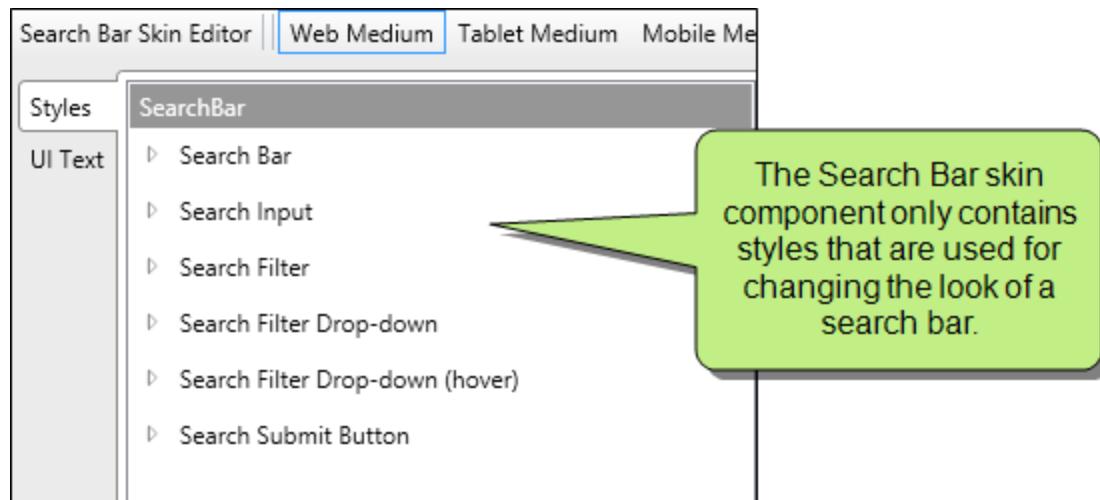


Note: The Tripane skin you are using applies a theme to the header and search bar. Tripane Light uses a light gray header and search bar; Tripane uses a dark gray header and search bar.

Search Bar Skin Components

One of the tasks that the Header area in Tripane and Top Navigation skins lets you perform is modifying the look of the search bar at the top of pages. Alternatively, you can use a Search Bar proxy to add a custom search bar elsewhere, and you can use a Search Bar skin component to control the look for it.

The options in the skin component are the same as the search bar options in the Top Navigation and Tripane skins.



The Search Results skin component is not available if you are generating Tripane output. It is only available when you are producing Top Navigation output, or HTML5 output without a skin selected.

Menu—Top Navigation Skins and Menu Skin Components

You can control the look of the menu that is included with a Top Navigation skin, as well as additional menus that you add through the Menu proxy. See "Menus in HTML5 Skins" on page 203.

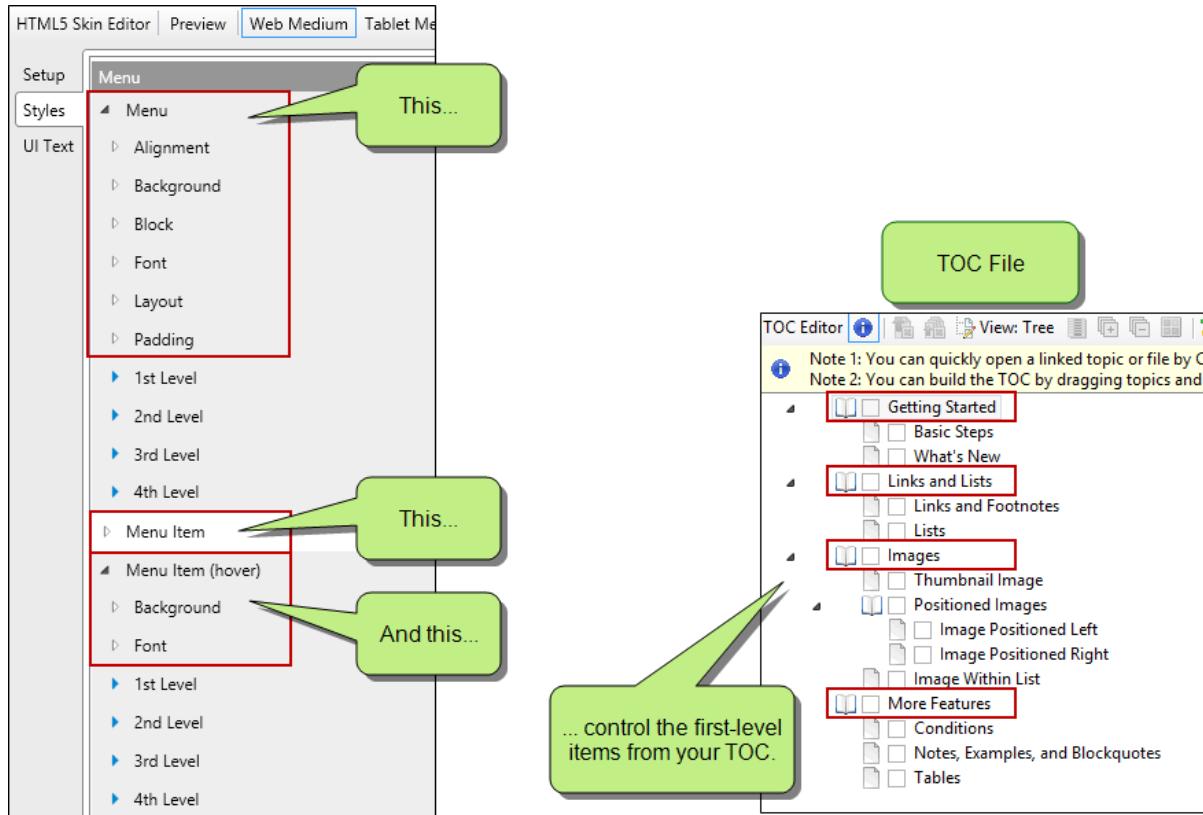
TOP NAVIGATION SKINS

For Top Navigation skins, this section is used to control the look of the menu that is displayed at the top of topics.

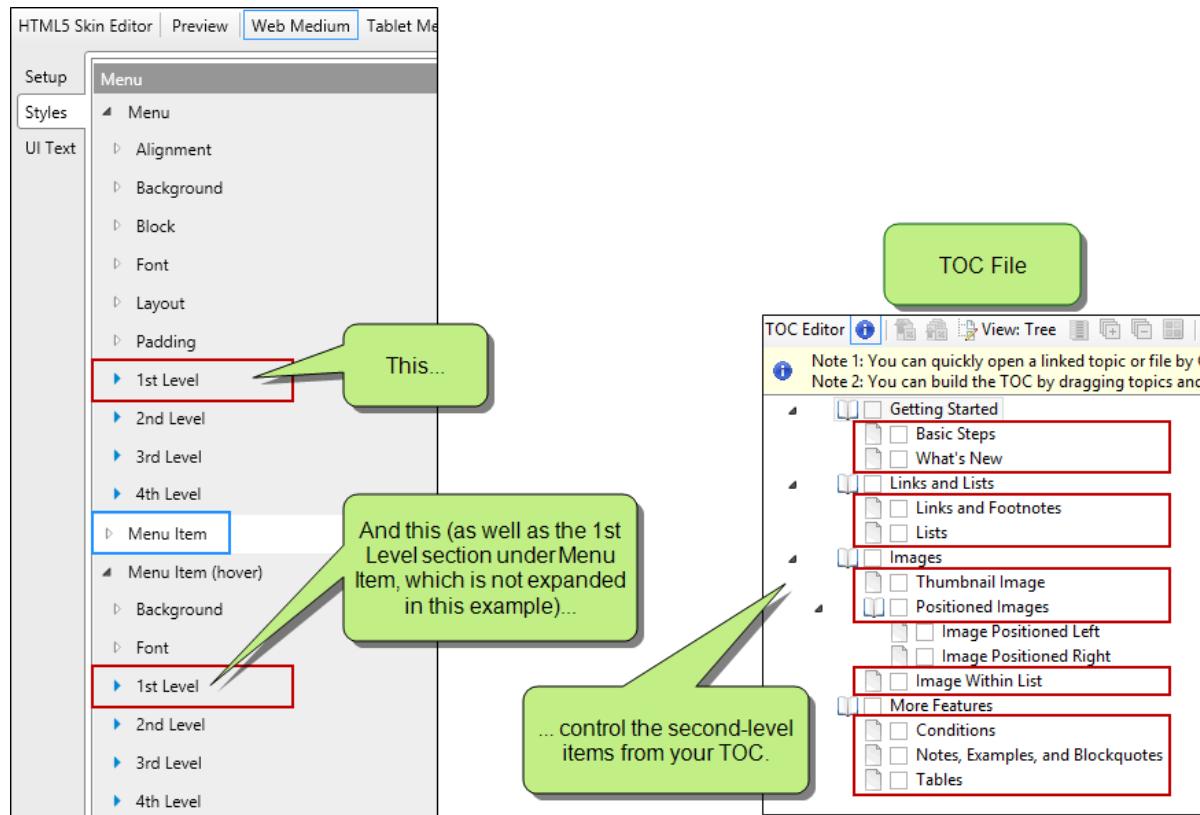
In the Menu section, you can specify settings for the entire menu and submenu areas. In the Menu Item and Menu Item (hover) sections, you can specify settings for the individual items within menus and submenus.



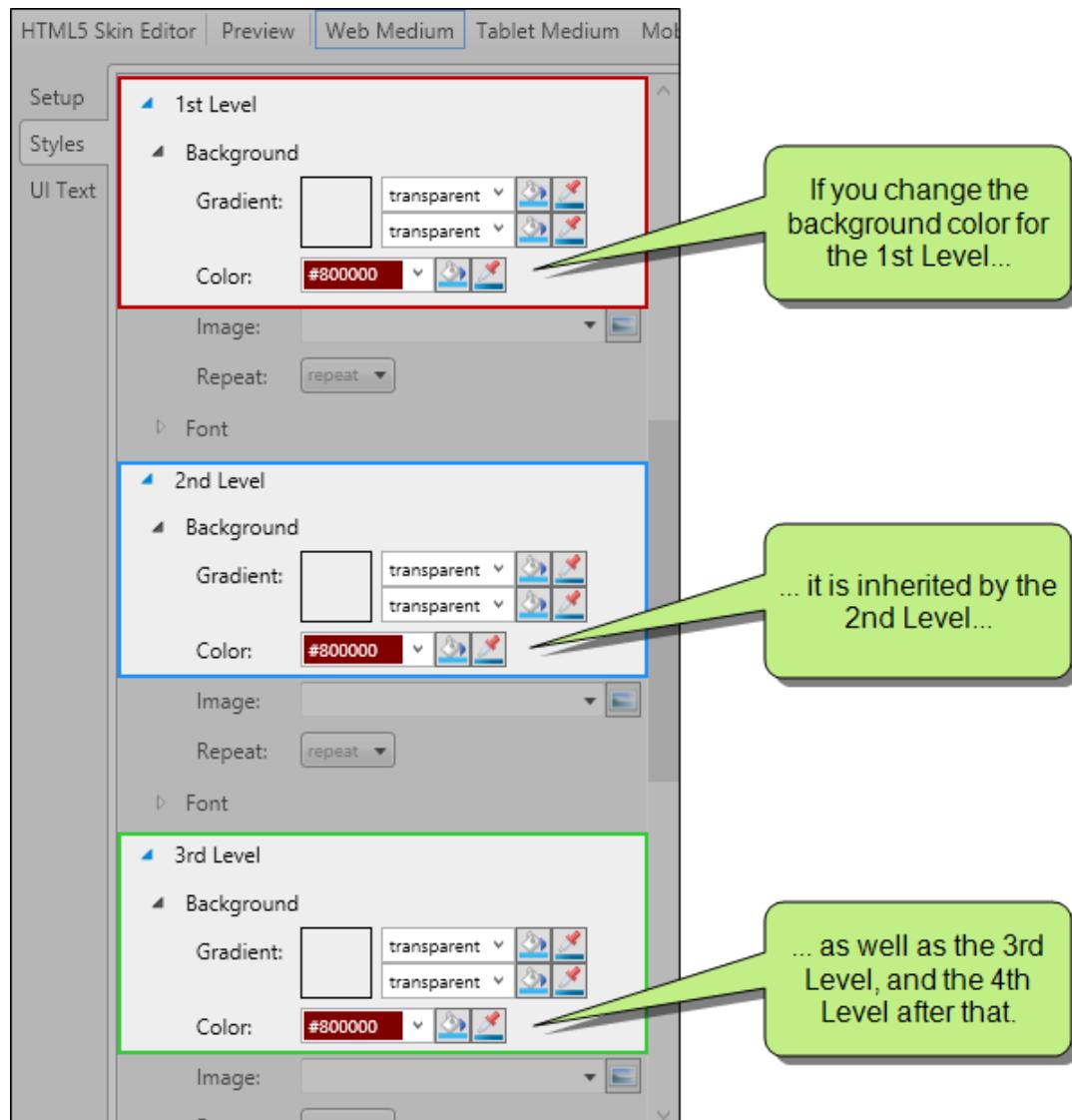
If you place settings on the properties under the first node—Menu, Menu Item, or Menu Item (hover)—they are applied to the root (top) level of the menu, which is the same as the first-level items in your TOC file.



If you place settings on the properties under the second node—1st Level—they are applied to the first submenu under the top menu, which is the second-level items in your TOC file. Therefore, the 2nd Level is the same as the third-level items in your TOC file, the 3rd Level is the same as the fourth-level items in your TOC file, and the 4th Level is the same as the fifth-level items in your TOC file.

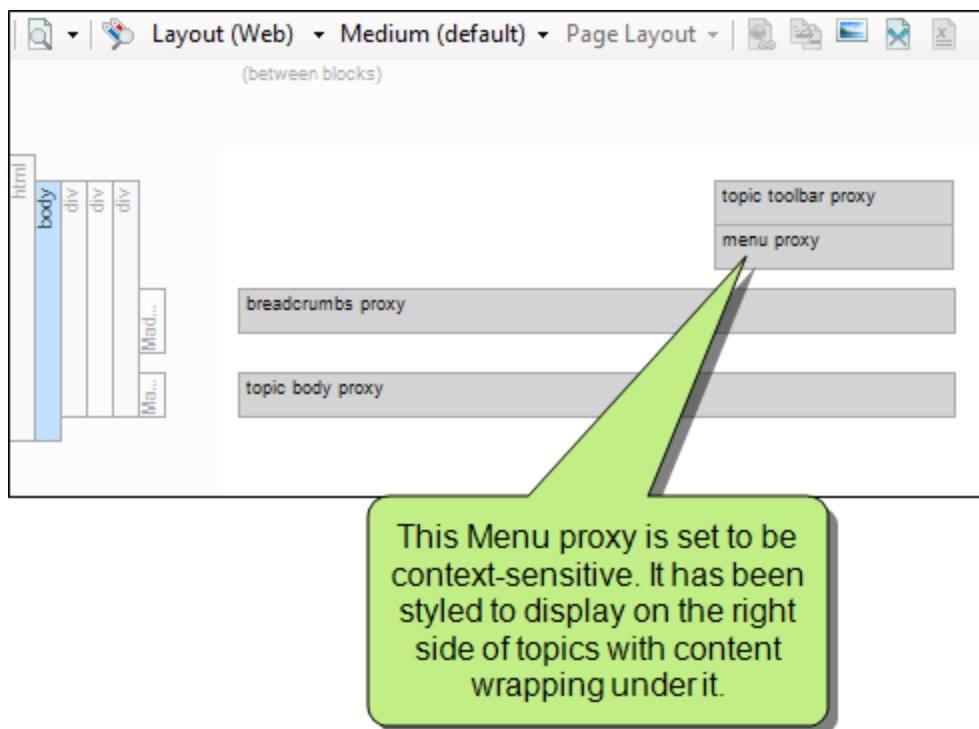


If you place settings on the properties under the second node—1st Level—the 2nd, 3rd, and 4th Levels inherit them. If you set values under the 2nd Level, the 3rd and 4th Levels inherit them, and so on.



MENU SKIN COMPONENTS

A Menu skin component can work in tandem with a Menu proxy that you insert into a topic or master page.



Basic Steps

Here are the basic steps for using FictionSoft:

1. Here is some general text for a set of steps. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.
Here is some general text for a list item. Replace this with your own content.
2. Here is some general text for a set of steps. Replace this with your own content.
3. Here is some general text for a set of steps. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.

Context-sensitive menu

Getting Started

Basic Steps

What's New

The styles for a Menu skin component are quite similar to those for the full Top Navigation skin. However, there are some differences and some options that are unique to each.

The primary thing to remember about a Menu component is that it can be context-sensitive, meaning it refers only to the topic that is open and, depending on your settings, the parent, sibling, and child items from the TOC as well. On the other hand, the menu styles in the full Top Navigation skin are always concerned with your TOC file structure as a whole.

That being said, the menu item style levels in a Menu component can mean something different than they do for the full Top Navigation skin.

The screenshot shows the 'Menu Skin Editor' interface. At the top, there are tabs for 'Medium', 'Tablet Medium', 'Mobile Medium', and 'Highlight'. Below the tabs, a sidebar on the left is titled 'Styles' and contains a tree view of styles: 'Menu', 'Menu Item', 'Font' (with color set to '#bed230'), 'Background', 'Block', 'Margin', 'Padding', 'Layout', '1st Level', and 'Font' (with color set to '#d3d3d3'). The main area displays a hierarchical menu structure with a red border:

- Root Item 1**
 - 1st Level Item 1
 - 2nd Level Item 1
 - 2nd Level Item 2
 - 1st Level Item 2
 - 2nd Level Item 1
 - 3rd Level Item 1
 - 4th Level Item 1

Three callout boxes provide additional context:

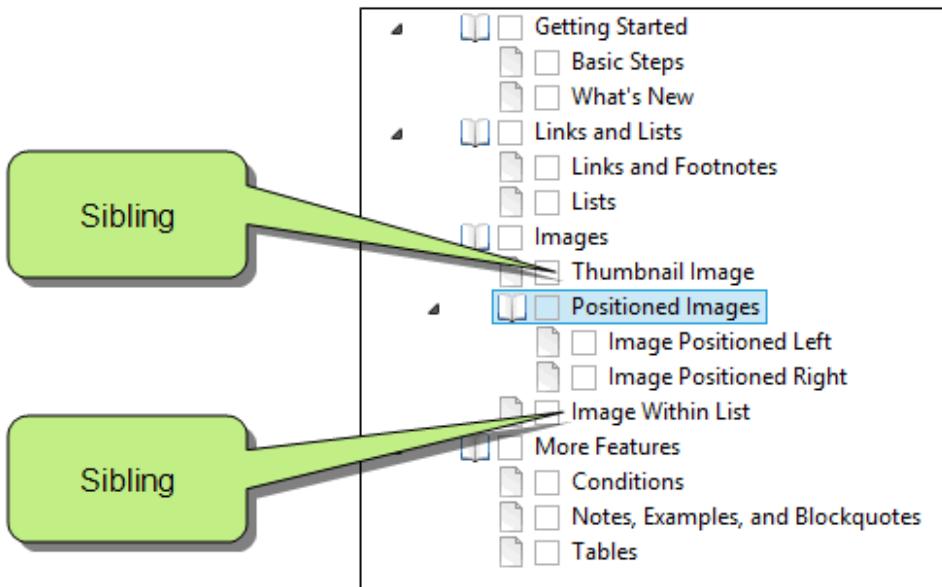
- A green box points to the 'Styles' sidebar with the text: "Use this section to style the Menu in a skin component."
- A green box points to the menu item 'Root Item 1' with the text: "This is a menu created from a skin component."
- A green box points to the bottom right of the menu with the text: "In this example, we changed the font color for different levels in the menu."

When you set values directly under the Menu Item or Menu Item (hover) node, you are controlling the look for the menu items that are at the top level of the menu. If you insert a context-sensitive Menu proxy that includes the parent, the root Menu Item style refers to the parent topic.

The screenshot illustrates the configuration of a context-sensitive menu in the Menu Skin Editor. On the left, the 'Styles' panel shows the 'Menu' style with a 'Menu Item' node selected. Under 'Font', the 'Color' is set to '#bed230'. A callout bubble points to this setting with the text: "In this example, we set the font color to green directly under the Menu Item node." To the right, a tree view of the TOC structure is shown. The 'Positioned Images' node is highlighted in blue. A callout bubble points to this node with the text: "This is our TOC structure. Let's say 'Positioned Images' is the topic that is open in the output." Another callout bubble points to the 'Images' node in the TOC with the text: "The parent of 'Positioned Images' is 'Images.' Therefore, in our context-sensitive menu, it is displayed in a green font." On the far right, a preview window shows the context-sensitive menu with the 'Positioned Images' item displayed in a green font, while other items like 'Thumbnail Image', 'Image Positioned Left', 'Image Positioned Right', and 'Image Within List' are in a standard black font. The preview window has a dark gray background and contains the following text:

Images
Thumbnail Image
Positioned Images
Image Positioned Left
Image Positioned Right
Image Within List

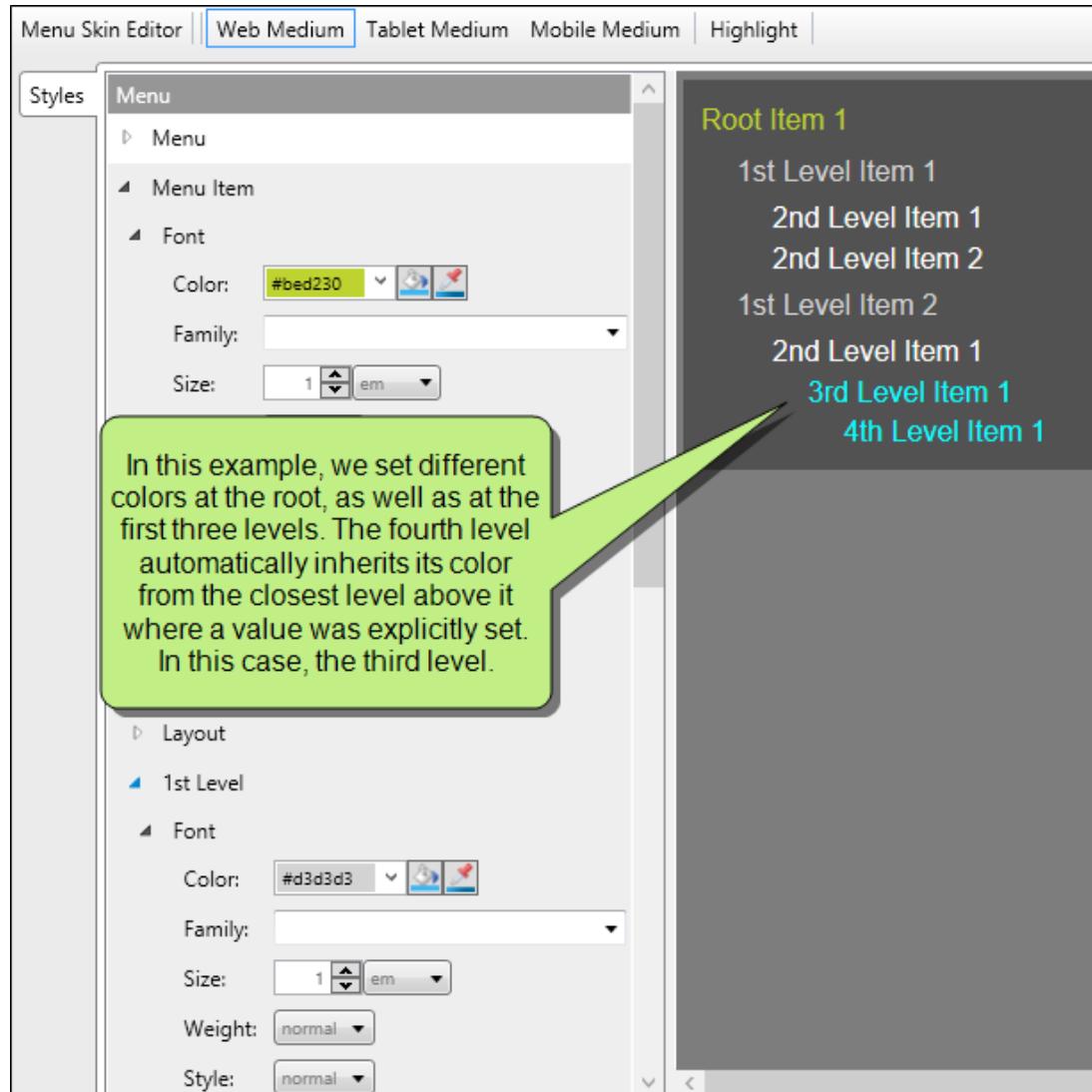
If you don't include the parent, but you do include the siblings, the root Menu Item style refers to those sibling topics in the TOC.



Because the parent is now excluded from the menu, the siblings and open topic move to the root level. Therefore, they are now green.

Thumbnail Image
Positioned Images
Image Positioned Left
Image Positioned Right
Image Within List

The 1st Level style refers to the first level under the root, followed by 2nd Level, 3rd Level, and 4th Level. The same kind of inheritance used for menu items in the full Top Navigation skin is used for a Menu component.



There is also a style called "Selected" for Menu components. This lets you apply a unique look to the menu item that refers to the topic that is currently open.

Selected

Font

Color: #ffffff

Family:

Size: 1.2 em

Weight: bold

Style: normal

Background

Block

In this example, we set a white font on the Selected style. We also increased its size.

The menu item referring to the open topic is now white and larger than the other links.

You are here: [Images](#) > Positioned Images

Positioned Images

Here is some general text for a topic. Replace this with your own content.

- » Here is a cross-reference link: See [Image Positioned Left](#).
- » Here is a cross-reference link: See [Image Positioned Right](#).

Thumbnail Image

Positioned Images

[Image Positioned Left](#)

[Image Positioned Right](#)

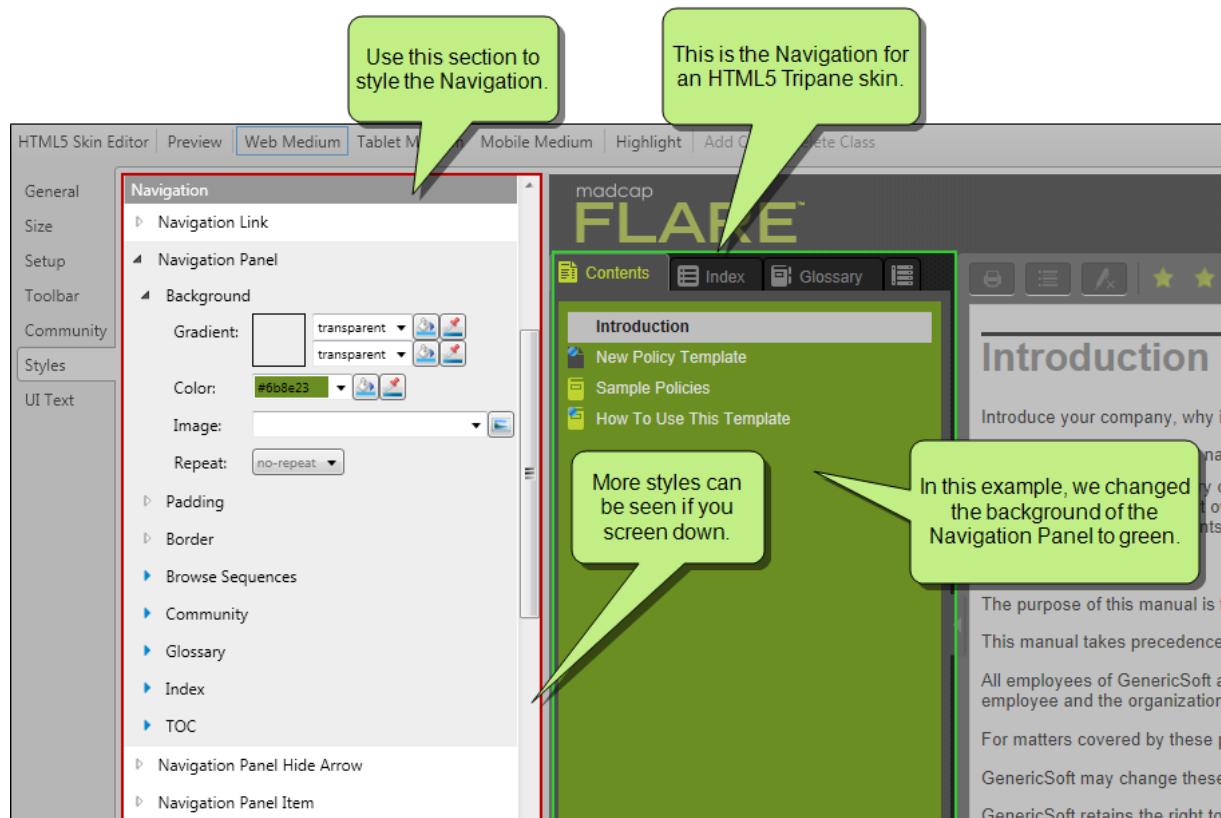
[Image Within List](#)

Navigation—Tripane and Top Navigation Skins

For Tripane and Top Navigation skins, this section is used to control the look of navigation elements, which allow users to open different parts of your output. See "Navigation in HTML5 Skins" on page 208.

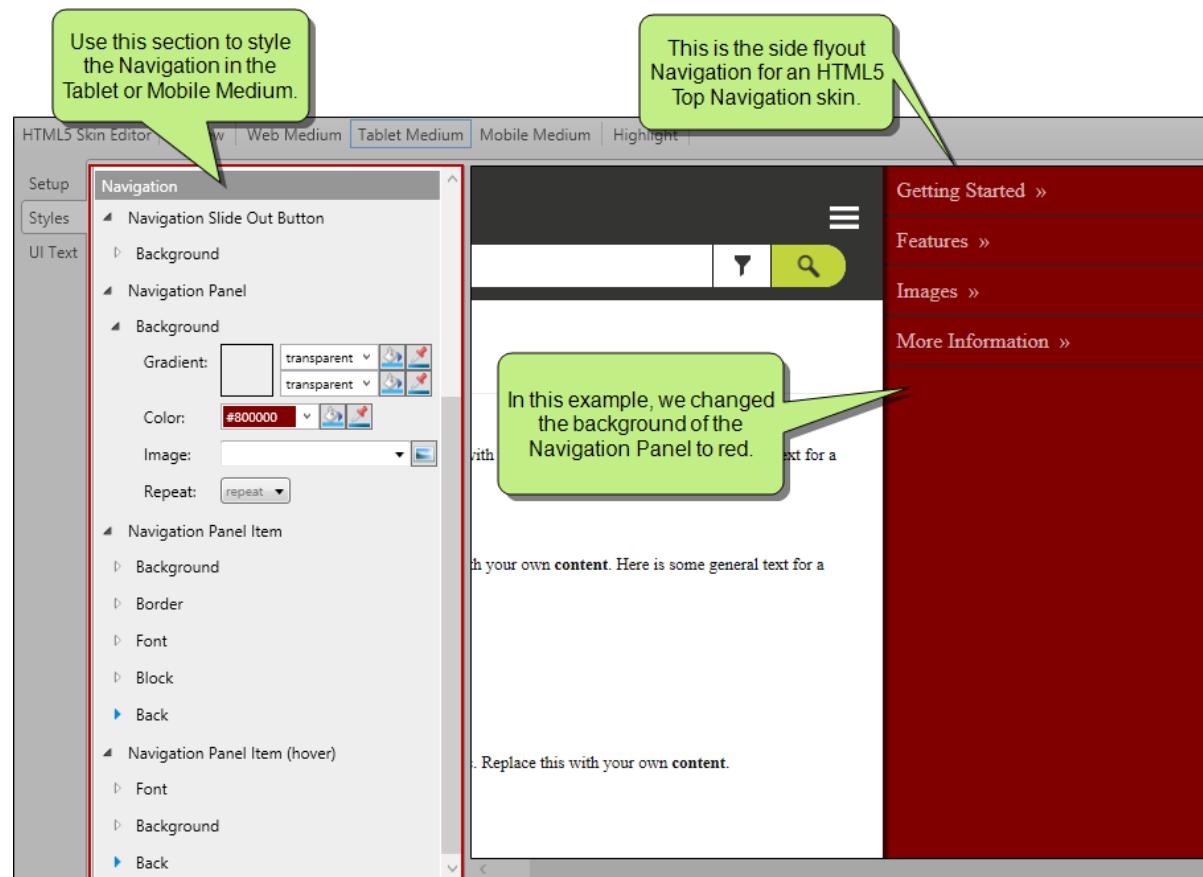
TRIPANE SKINS

For Tripane skins, this section is available in all three mediums, although there are different options available for the Tablet and Mobile mediums.



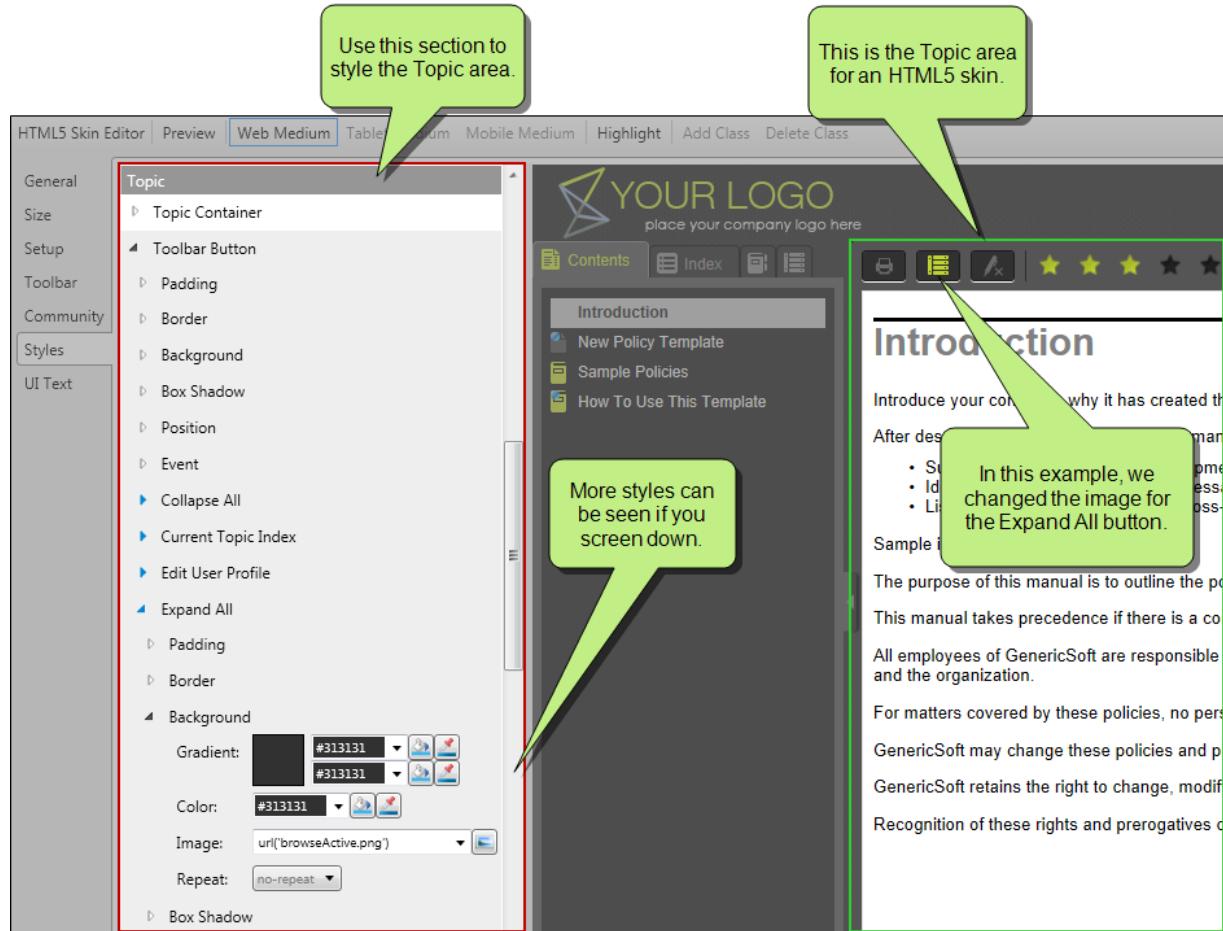
TOP NAVIGATION SKINS

For Top Navigation skins, this section is used to control the look of the side flyout navigation pane when being displayed on a tablet or mobile device. Therefore, it is not shown if you are working in Web Medium view in the Skin Editor, but rather only in the Tablet and Mobile mediums.



Topic—Tripane Skins

For Tripane skins, this section is used to control the look of the topic area of the output. This includes the container holding the topic content. It also includes the toolbar just above the topic content. See "Topics in HTML5 Skins" on page 223.

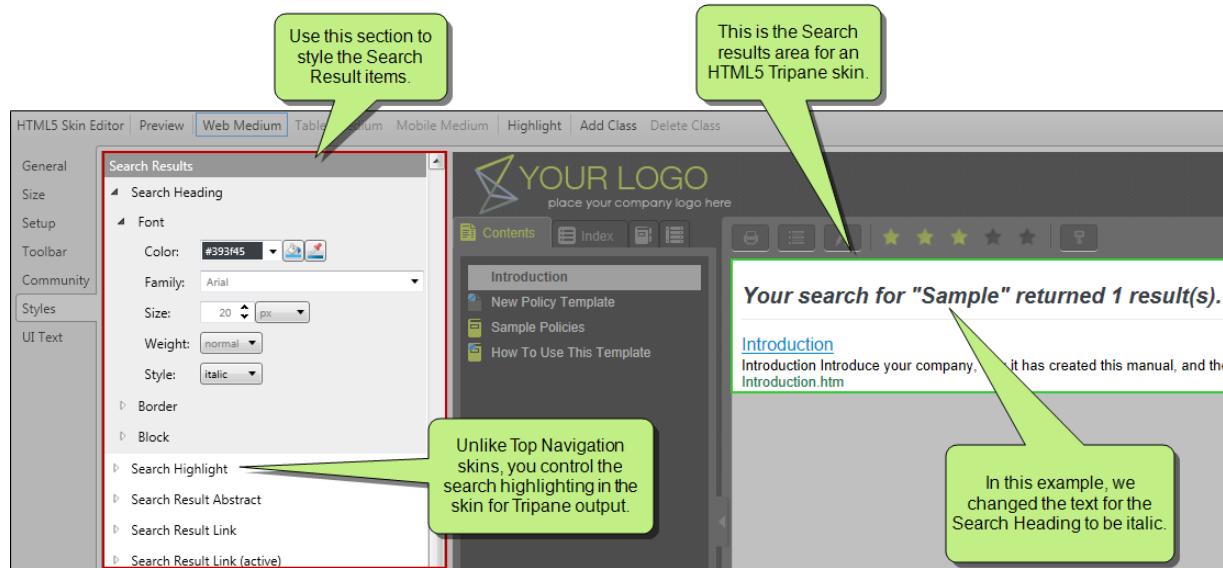


Search Results—Tripante Skins, Top Navigation Skins, and Search Results Components

You can use a Tripante or Top Navigation skin to change the appearance of search result items. You can also do this with a smaller Search Results skin component. See "Search Results in HTML5 Skins" on page 233.

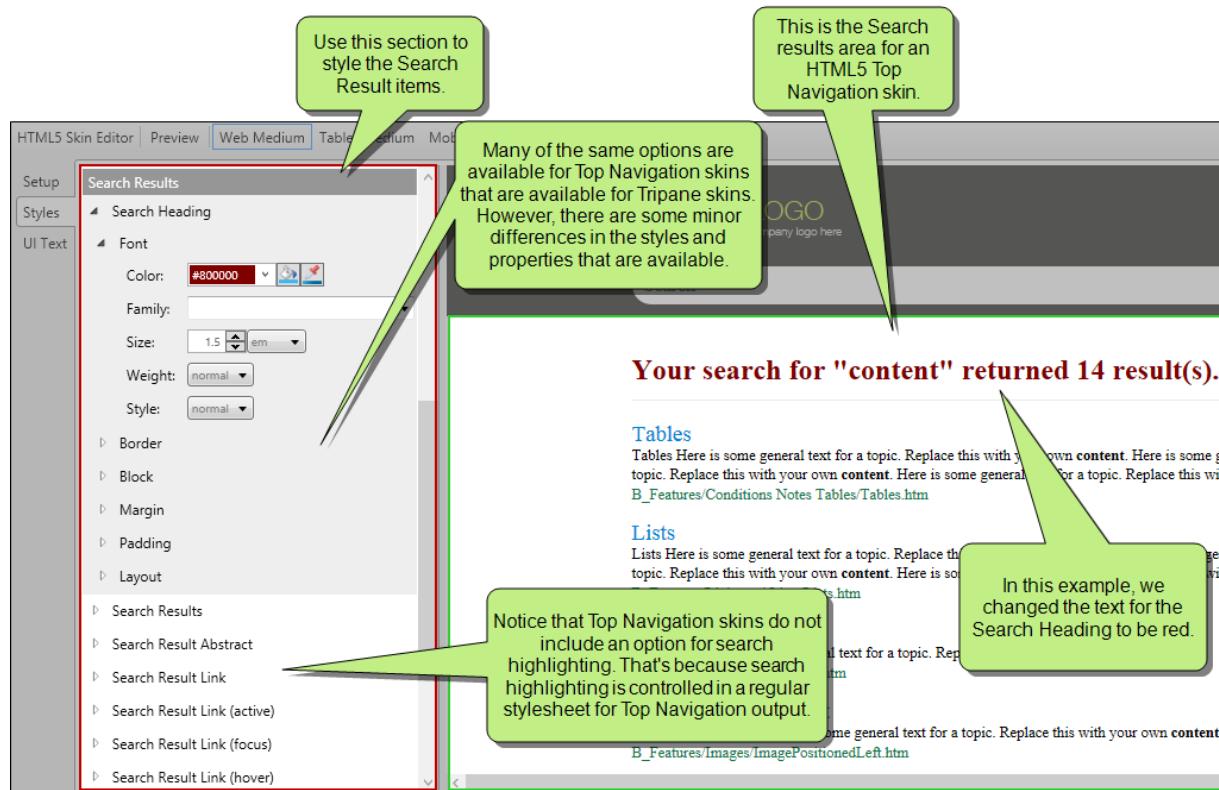
TRIPANTE SKINS

For Tripante skins, you can control the look of search result elements such as the heading, search highlighting, abstract (i.e., descriptive text of the file), links, glossary terms, and pagination.



TOP NAVIGATION SKINS

The search results options available for Tripane skins are similar for Top Navigation skins. The biggest difference is that search highlight settings are controlled in the skin only for Tripane output. For Top Navigation output, the search highlighting is controlled in your regular stylesheet by modifying special classes under the span style.



SEARCH RESULTS SKIN COMPONENTS

Alternatively, you can use the Search Results skin component and its related proxy to design a custom container to display search results.

The options in the skin component are the same as those in the Top Navigation skin. Chances are good that you will never need to use a Search Results skin component, but it is available in case you want the flexibility of having another page showing search results.

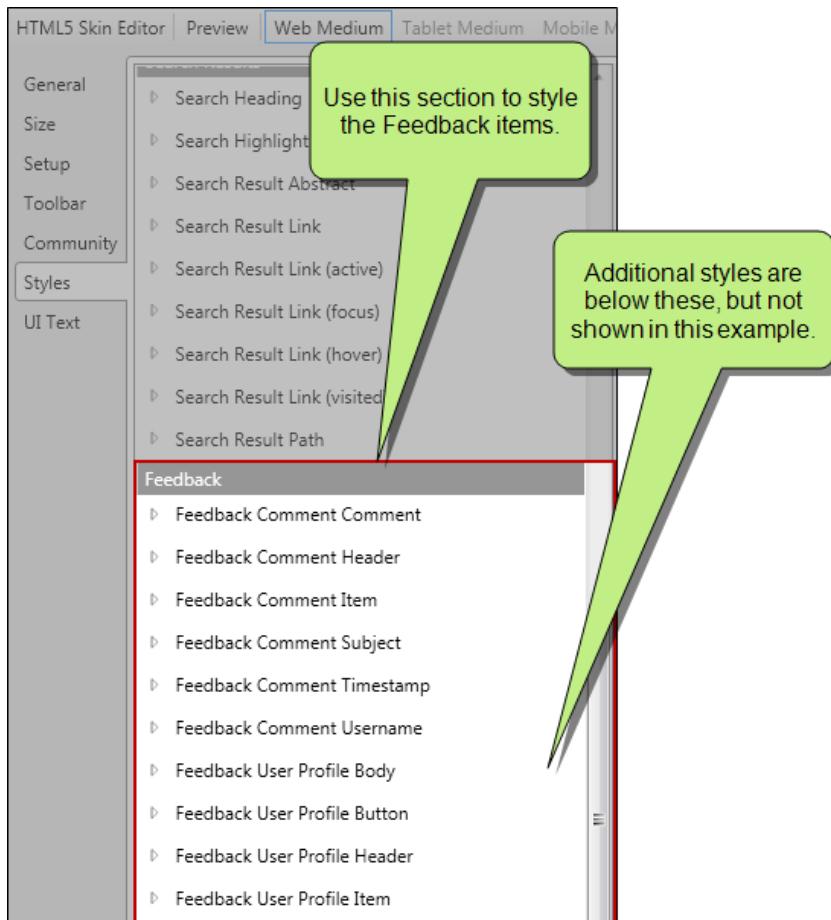
The Search Results skin component is not available if you are generating Tripane output. It is only available when you are producing Top Navigation output, or HTML5 output without a skin selected.



Note: If you want to style the search bar and its elements, you can use the Header section in the Skin Editor, or you can use a Search Bar skin component.

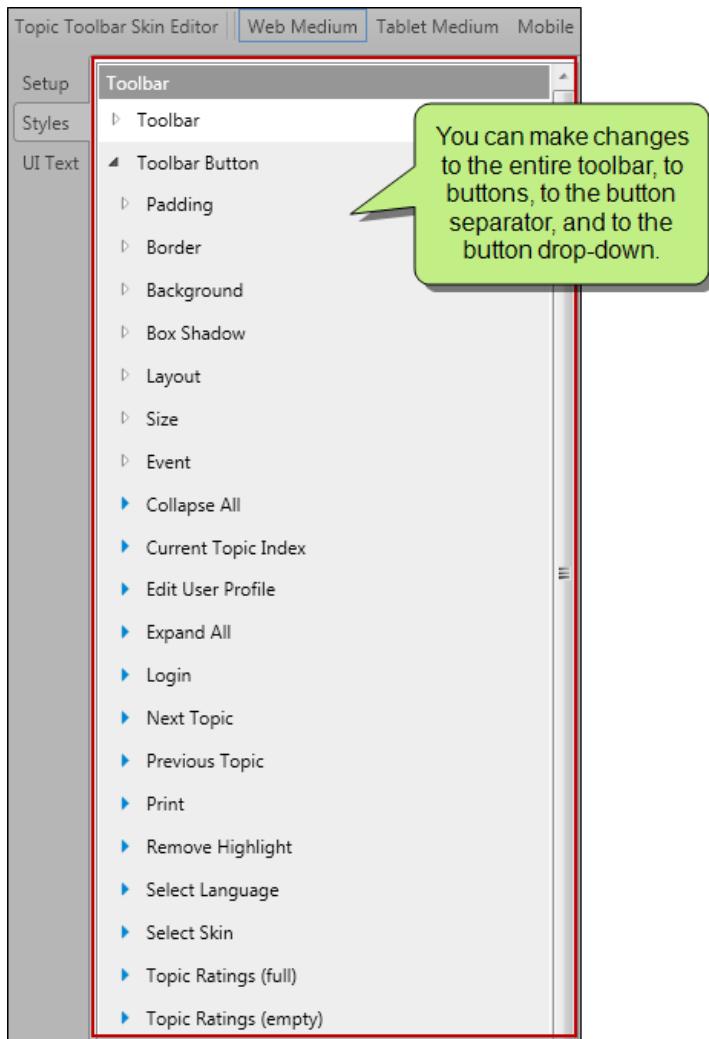
Feedback—Tripane Skins

For Tripane skins, these are styles for elements that are displayed if you integrate your output with MadCap Feedback. See "Feedback in HTML5 Skins" on page 249.



Topic Toolbar Skin Components

In Topic Toolbar skin components, you can use skin styles used to control the look of a toolbar you add via a proxy. See "Topic Toolbars in HTML5 Skin Components" on page 257.



You can make changes to the entire toolbar, to buttons, to the button separator, and to the button drop-down.

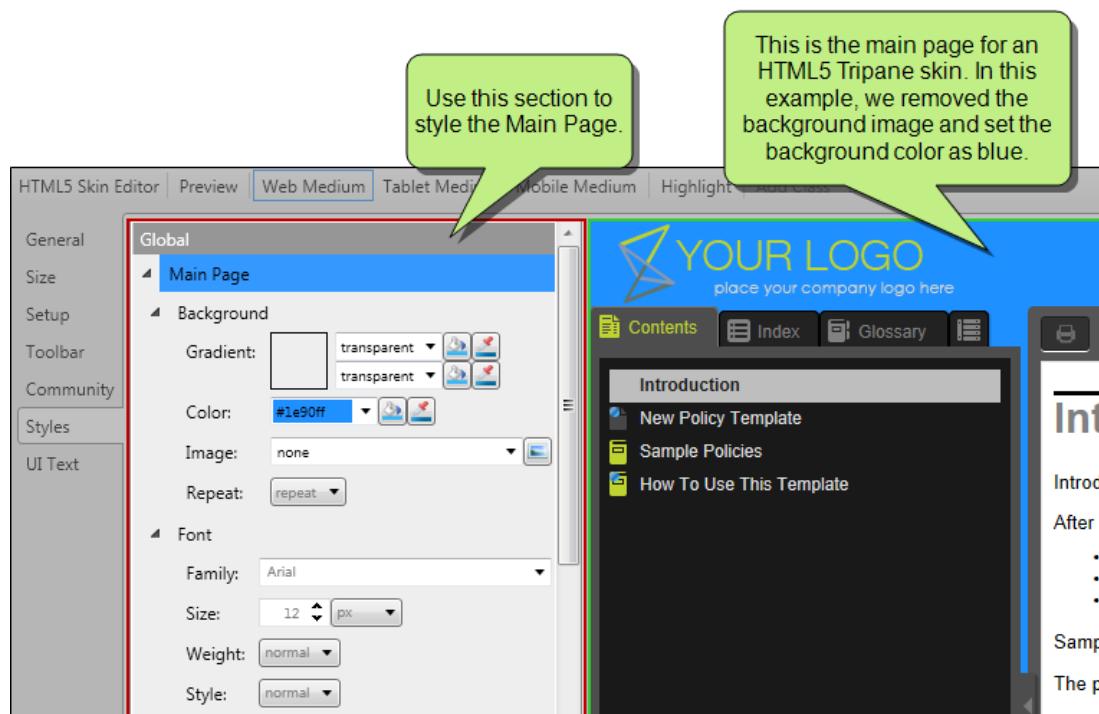


Note: If you want to change labels for some of these styles, or if you want to display the output user interface in a particular language, you can use the UI Text tab in the Skin Editor.

Main Page in HTML5 Skins

This section contains the Main Page style for Tripane and Top Navigation skins.

For Tripane skins, you can control the font and background color for the page.



For Top Navigation skins, you can control the padding and maximum width for the page.

The screenshot shows the HTML5 Skin Editor interface. On the left, there's a navigation sidebar with 'Setup' selected, followed by 'Styles' and 'UI Text'. Under 'Styles', a tree view shows 'Global' expanded, with 'Main Page' and 'Padding' selected. The 'Padding' section contains fields for Left, Right, Top, and Bottom, each with a value of '1' and a unit of 'em'. Below that is a 'Size' section with a 'Maximum Width' field set to '70 em'. To the right, the main preview area displays a dark-themed top navigation bar with a logo placeholder and a search bar. The main content area has a green border and contains a heading 'Your search for "content" r' and two sections: 'Tables' and 'Lists', each with placeholder text.

This is the main page for an HTML5 Top Navigation skin. In this example, we increased the maximum width to 70 em, so that the edges of content extend further to the right and left.

Use this section to style the Main Page.

YOUR LOGO
place your company logo here

Search

Your search for "content" r

Tables
Tables Here is some general text for a topic. Replace this your own **content**. Here is some general text for a topic [B_Features/Conditions Notes Tables/Tables.htm](#)

Lists
Lists Here is some general text for a topic. Replace this your own **content**. Here is some general text for a topic [B_Features/Links and Lists/Lists.htm](#)

HOW TO SPECIFY STYLE SETTINGS FOR THE MAIN PAGE IN HTML5

1. Open an HTML5 Tripane or Top Navigation skin.
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see "Responsive Skins" on page 20.
4. On the left side of the editor, in the **Global** section, expand the **Main Page** style.
5. Expand any of the nodes and complete the necessary fields.

BACKGROUND (TRIPANE SKINS ONLY)

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

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

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

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



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

FONT (TRIPANE SKINS ONLY)

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

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

PADDING (TOP NAVIGATION SKINS ONLY)

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

SIZE (TOP NAVIGATION SKINS ONLY)

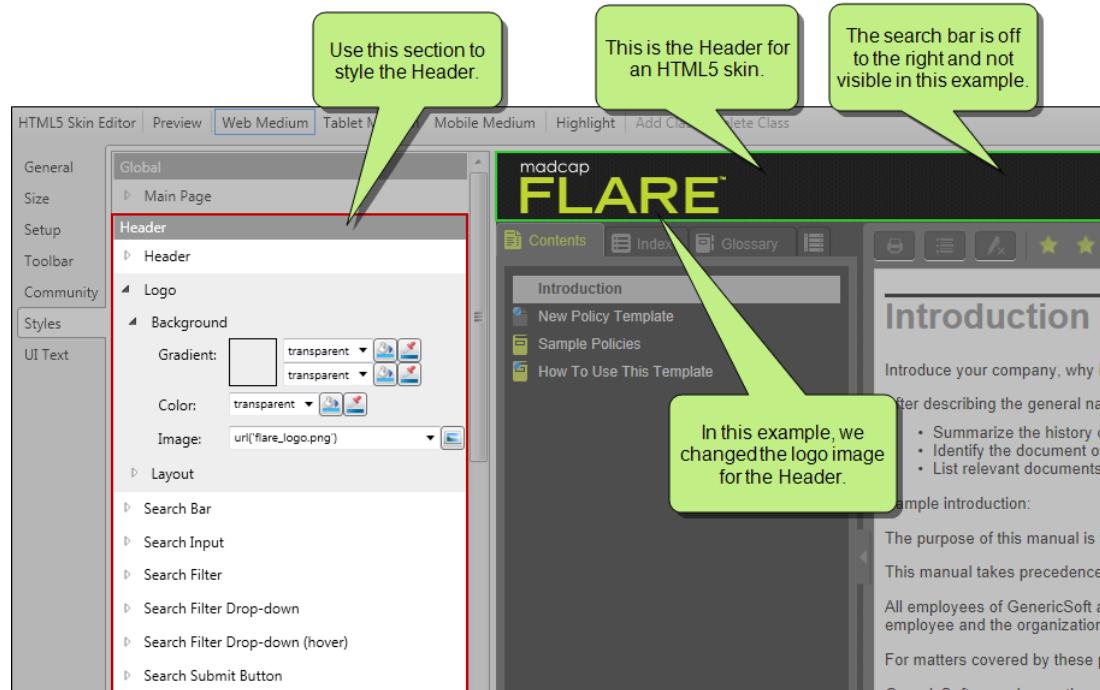
You can change the maximum width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

6. Click to save your work.

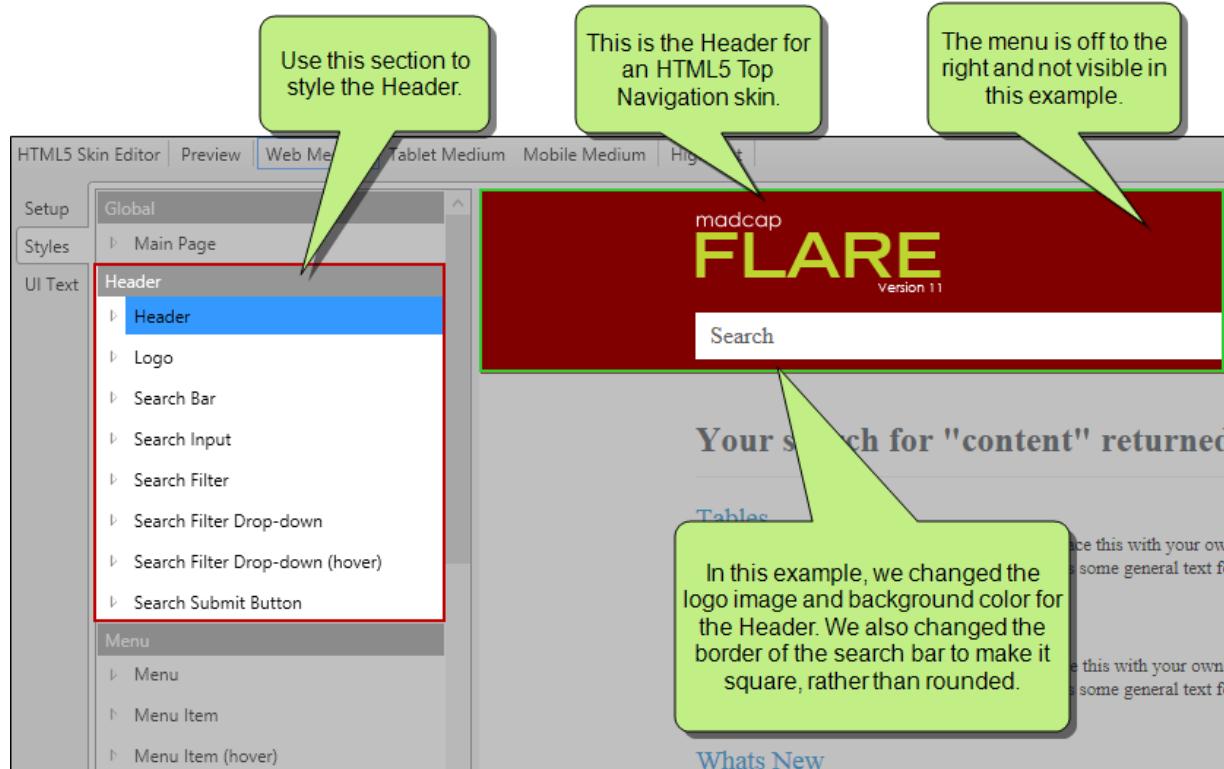
Headers in HTML5 Skins

This is the area at the top of the screen for Tripwire and Top Navigation skins.

For Tripwire skins, this area displays a logo and the search bar.



For Top Navigation skins, this area displays a logo, the search bar, and the top menu.



HOW TO SPECIFY STYLE SETTINGS FOR HEADERS IN HTML5

1. Open an HTML5 skin.
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see "[Responsive Skins](#)" on page 20.
4. On the left side of the editor, in the **Header** section, expand any of the following styles:

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

5. Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Also, you might see nodes for a Tripane skin that you do not see for a Top Navigation skin, and vice versa. Following is a general list in alphabetical order:

ALIGNMENT

You can click in the **Horizontal** field and choose whether to position the element to the **left**, **middle**, or **right**. You can also click in the **Vertical** field and choose whether to position the element on the **top**, **middle**, or **bottom**.

BACKGROUND

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

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

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

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



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

BORDER

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

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

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

- » **Border Radius Fields (Top Left, Top Right, Bottom Right, Bottom Left)** If you want the element to have rounded corners, you can enter values in any of these fields. In the first field type a number or use the arrows. Then click in the second field and select the unit of

measurement (e.g., pixels, points, centimeters). The higher the number, the more of a curve the corner will have.

BOX SHADOW

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

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

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

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

FONT

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

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

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

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

HEIGHT

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

LAYOUT

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

MARGIN

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

PADDING

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

SIZE

For some properties, you can change the height or width of the element. For other properties, you can change the maximum width of the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

WIDTH

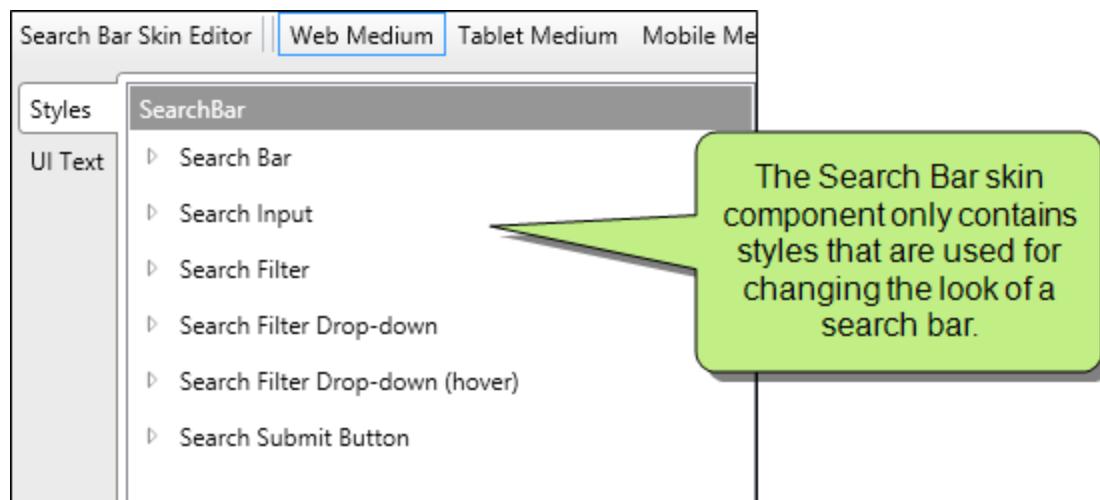
You enter a width for the element. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

6. Click  to save your work.

SEARCH BAR SKIN COMPONENTS

One of the tasks that the Header area in Tripane and Top Navigation skins lets you perform is modifying the look of the search bar at the top of pages. Alternatively, you can use a Search Bar proxy to add a custom search bar elsewhere, and you can use a Search Bar skin component to control the look for it.

The options in the skin component are the same as the search bar options in the Top Navigation and Tripane skins.



The Search Results skin component is not available if you are generating Tripane output. It is only available when you are producing Top Navigation output, or HTML5 output without a skin selected.

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

 **Note:** If you want to style items for search results, you can use the Search section in the Skin Editor. See "Search Results in HTML5 Skins" on page 233.

 **Note:** The Tripane skin you are using applies a theme to the header and search bar. Tripane Light uses a light gray header and search bar; Tripane uses a dark gray header and search bar.

Menus in HTML5 Skins

Using skin styles is one way to control the look of the menu that is included with a Top Navigation skin, as well as additional menus that you add through the Menu proxy.

HOW TO SPECIFY STYLE SETTINGS FOR MENUS IN HTML5

1. Open an HTML5 Top Navigation skin or a Menu skin component.
2. If you opened a skin component, make sure you select the appropriate medium—Web, Tablet, or Mobile—in the local toolbar before making changes to styles. For more information about these mediums and responsive output, see "Responsive Skins" on page 20.
If you opened a full Top Navigation skin, you must have Web Medium selected, because menu elements are not shown in Tablet or Mobile views. For those mediums, you would set navigation elements instead. See "Navigation in HTML5 Skins" on page 208.
3. Select the **Styles** tab.
4. On the left side of the editor, in the **Menus** section, expand any of the following styles:

Style	Description
Menu	This controls the look of the entire menu and submenu areas.
Menu Item	This controls the look of individual items within a menu.
Menu Item (hover)	This controls the look of individual items within a menu when a user hovers over them.

5. Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Also, you might see nodes in the full skin that you do not see in a skin component, and vice versa. Following is a general list in alphabetical order:

ALIGNMENT

You can click in the **Horizontal** field and choose whether to position to the **right** or **left** side of the display.

BACKGROUND

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

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

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

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



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

BLOCK

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

- » **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- » **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).
- » **Text Indent** This is how far the text is moved inward. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- » **Word Wrap** You can click in the **Word Wrap** field and choose whether to wrap text for the element (normal) or not (nowrap).

BORDER

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

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

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

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

FONT

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

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

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

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

LAYOUT

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

PADDING

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

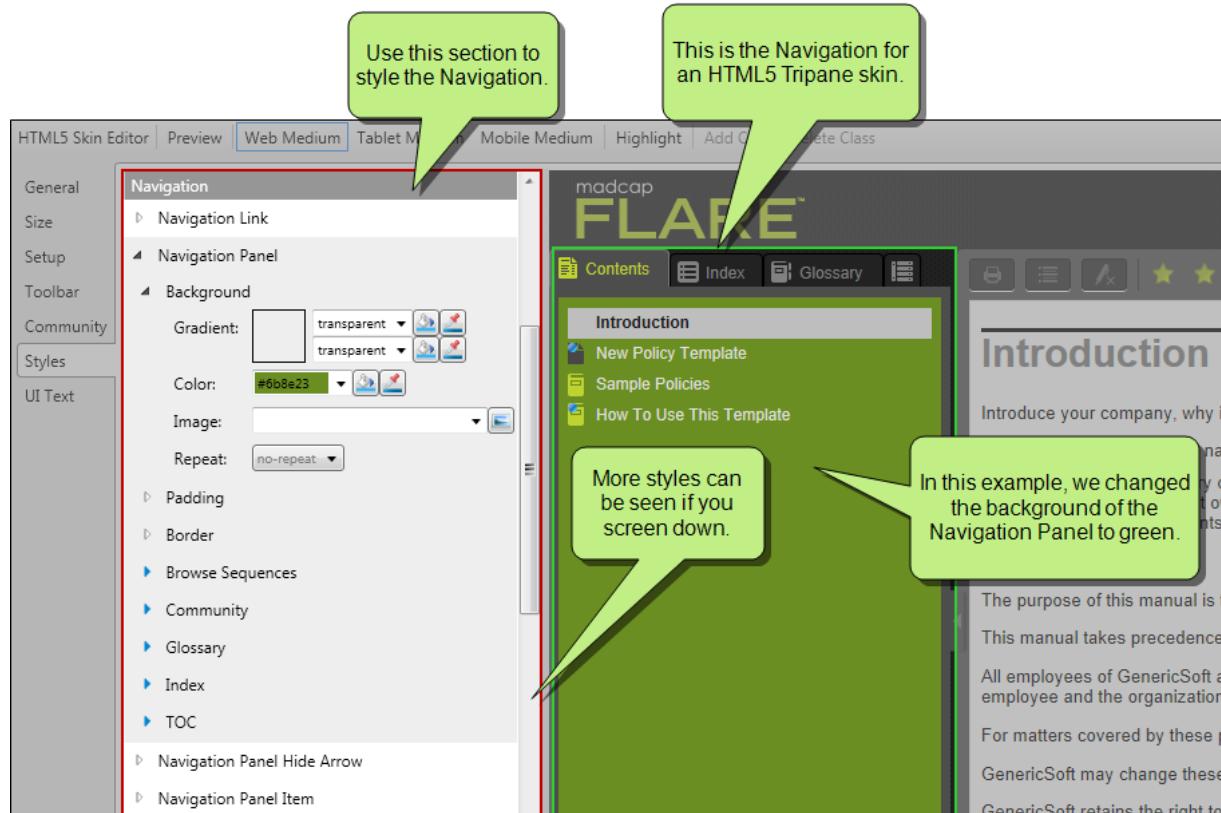
SIZE

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

6. Click  to save your work.

Navigation in HTML5 Skins

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



HOW TO SPECIFY STYLE SETTINGS FOR NAVIGATION ELEMENTS IN HTML5

1. Open an HTML5 skin.
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see "[Responsive Skins](#)" on page 20.
4. On the left side of the editor, in the **Navigation** section, expand any of the following styles:

Style	Description
Home Button	This controls the button that users see in the slide out in Tablet and Mobile views.
Navigation Link	<p>These are links that users may see at the top or bottom of topics if they open those topics as standalone files. In order to add these links to the output, you must enable them on the Setup tab of the Skin Editor. See and "Showing Navigation Links in Standalone Topics" on page 267.</p> <p>This style has properties both at the root and on children nodes. For more information about root and children properties, see "When you open the Skin Editor to make changes to skin styles, you will see the styles organized in different sections." on page 153.</p>
Navigation Slide Out Button	This controls the button that people use in Tablet and Mobile views to access the slide out navigation.

Style	Description
Navigation Panel	<p>This controls the panel area that contains the following elements: Browse Sequence, Community, Glossary, Index, Search Filters, and TOC.</p> <p>This style has properties both at the root and on children nodes. For more information about root and children properties, see "When you open the Skin Editor to make changes to skin styles, you will see the styles organized in different sections." on page 153.</p>
	 Note: The TOC node under the Navigation Panel style lets you change icons in <i>general</i> for all books/topics in a TOC. If instead you want to change the book or topic icons only for <i>specific</i> entries in your TOC, use the TOC Entry style instead, creating classes for it.
	 Note: The Community element is available only in the Web medium.
	 Note: The Search Filters element is available only in the Tablet and Mobile mediums.
Navigation Panel Hide Arrow	<p>This controls the look of the arrow button that is shown on the divider between the navigation elements and content in Web view. Users can click this button to show or hide the navigation elements.</p>
Navigation Panel Item	<p>This controls the look of text in navigation panel elements.</p>

Style	Description
Navigation Panel Item (hover)	This controls the look of text in navigation panel elements when a user hovers over it.
Navigation Panel Item (selected)	This controls the look of text in navigation panel elements when it is selected.
Navigation Panel Search Bar	This controls the look of the search field that users see in some navigation elements (e.g., Index, Glossary).
Navigation Tab	<p>This controls the look of the tab area at the top of each navigation element. For example, you might want to change the height or width, or you might want to change the tab layout to specify whether the tab should show an image then text, text then an image, text only, or an image only. If you want to change other characteristics, such as the color or the icon images themselves, you need to use either the Navigation Tab (active) or Navigation Tab (inactive) style.</p> <p>This style has properties both at the root and on children nodes. For more information about root and children properties, see "When you open the Skin Editor to make changes to skin styles, you will see the styles organized in different sections." on page 153.</p>

Style	Description
Navigation Tab (active)	<p>This controls the look of the tab area at the top of each navigation element when the tab is selected.</p> <p>This style has properties both at the root and on children nodes. For more information about root and children properties, see "When you open the Skin Editor to make changes to skin styles, you will see the styles organized in different sections." on page 153.</p> <p>To change the color of the navigation tab, including the strip around the edge of the panel, you can modify the background of the Navigation Tab (active) style.</p>
Navigation Tab (inactive)	<p>This controls the look of the tab area at the top of each navigation element when the tab is not selected.</p> <p>This style has properties both at the root and on children nodes. For more information about root and children properties, see "When you open the Skin Editor to make changes to skin styles, you will see the styles organized in different sections." on page 153.</p>

Style	Description
Toc Entry	<p>These are the images that users see for <i>specific</i> books or topics when they open your table of contents (TOC) in the output.</p> <p>Keep these important points in mind when you use the TOC Entry style.</p> <ul style="list-style-type: none"> » Specifying icons at the root of the TOC Entry style itself will do nothing. Instead, you must create <i>classes</i> of the TOC Entry style and select the icons for those classes. Steps for this are given below. » The purpose of this style is to choose book or topic icons only for specific entries in your TOC, not for all of them. For example, you might want most of your TOC books to be blue, but there is one that you want to be red. To make that red book, you would create a class on the TOC Entry style and select a red book image for it. If instead you want to change the icons in <i>general</i> for all books/topics in a TOC, expand the Navigation Panel style, and set the icons on the TOC node. <p>HOW TO CREATE A STYLE CLASS FOR TOC ENTRIES IN HTML5</p> <ol style="list-style-type: none"> 1. Select the Toc Entry style. 2. In the local toolbar, click Add Class. 3. Give the class a name (e.g., RedBook), and click OK. A new node with that name is added under the Toc Entry style. 4. Use the fields under the new node to choose images. 5. Click  to save your work.
Index Highlight	This is the highlighting that is seen when a user begins typing in the Index search field.
Glossary Highlight	This is the highlighting that is seen when a user begins typing in the Glossary search field.

Style	Description
Glossary Item Definition	This controls the look of definition text in the Glossary pane. If you want to change the look of the glossary terms, you need to use the Navigation Panel Item style.

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

BACKGROUND

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

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

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

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



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

BLOCK

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

- » **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- » **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).
- » **Word Wrap** You can click in the **Word Wrap** field and choose whether to wrap text for the element (normal) or not (nowrap).

BORDER

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

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

<input type="button" value="solid ▾"/>	You can select a type of line for the border (e.g., solid, dashed, dotted).
<input type="button" value="1 ▲▼"/>	Type a number in the field or use the arrows to increase or decrease it.
<input type="button" value="px ▾"/>	Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).

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

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

BOTTOM

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

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

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

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

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

FONT

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

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

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

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

GENERAL

You can change the color for the element.

 A color picker interface showing the hex code #000000 in the input field and a small preview square below it.	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
 A small icon representing a color picker dialog window.	This opens the Color Picker dialog, which lets you choose a color in many ways.
 A small icon representing a color sampling tool, showing a brush-like tip and a color bar.	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

GLOSSARY

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

HEIGHT

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

ICON

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

ICONS

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

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



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

INDEX

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

LAYOUT

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

PADDING

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

POSITION

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

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

TAB LAYOUT

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

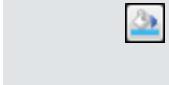
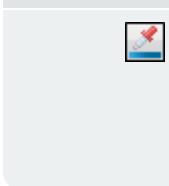


Note: One of the benefits of having image icons on the navigation tabs is that it lets users drag the pane to reduce its width more than they could otherwise. The text disappears, and tooltips on the image icons let you know what a particular tab contains.

TEXT SHADOW

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

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

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

TOP

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

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

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

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

6. Click  to save your work.



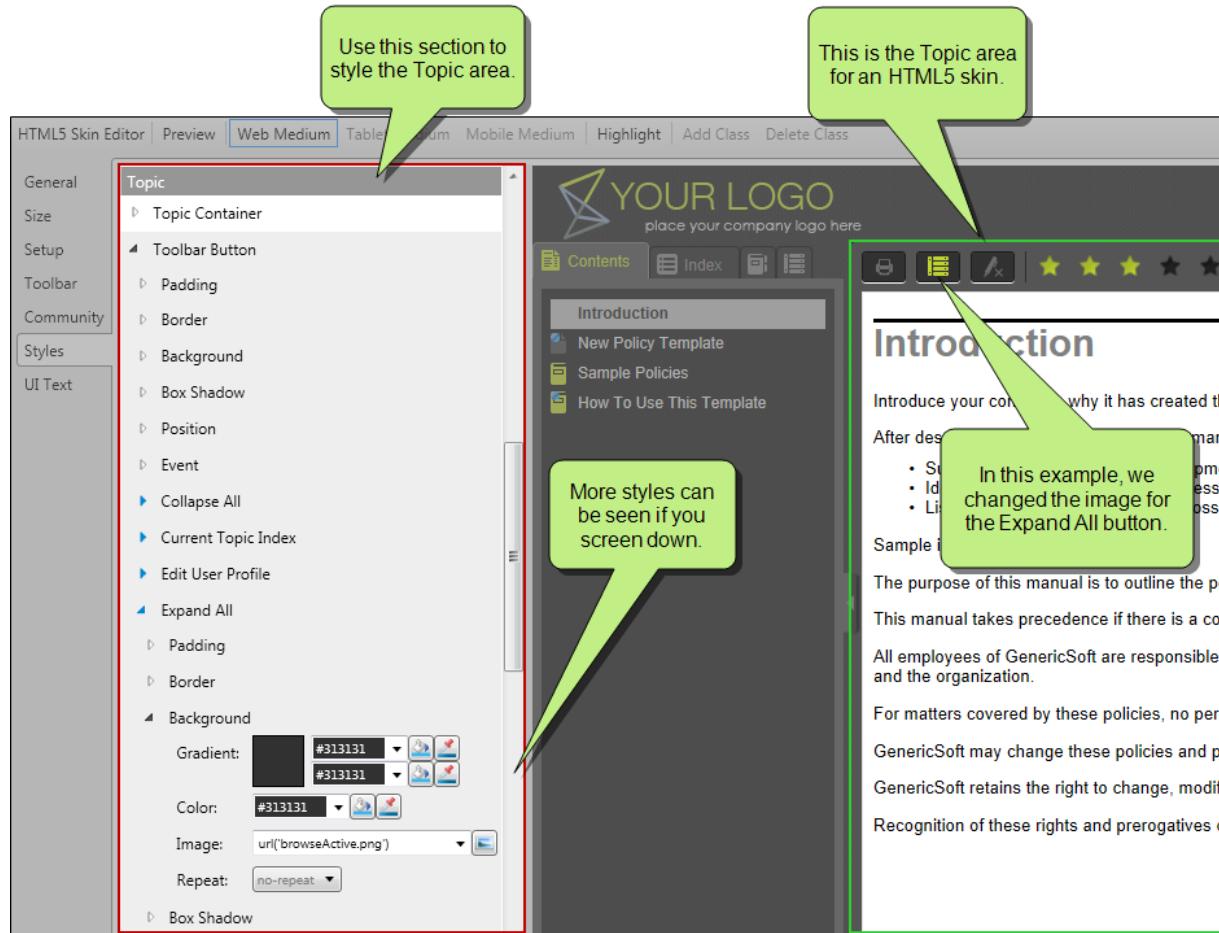
Note: In order to see navigation items in the output, you must make sure they are added to the skin. For more information see the online Help.



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

Topics in HTML5 Skins

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



HOW TO SPECIFY STYLE SETTINGS FOR THE TOPIC AREA IN HTML5

1. Open an HTML5 skin (Tripune).
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see "[Responsive Skins](#)" on page 20.
4. On the left side of the editor, in the **Topic** section, expand any of the following styles:

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

Style	Description
Toolbar Button	<p>These are the buttons and other elements that are part of toolbars that you can add to output.</p> <p>The Toolbar Button style has properties both at the root and on children nodes. If you want the setting(s) to be applied to all of the items (except the separator), select the Toolbar Button style itself. Otherwise, expand any of the child styles to apply settings to them individually. For more information about root and children properties, see "When you open the Skin Editor to make changes to skin styles, you will see the styles organized in different sections." on page 153.</p> <p>Following are the child styles that control individual elements in the toolbar:</p> <ul style="list-style-type: none"> » Collapse All Lets users collapse all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are expanded). This toggles with the Expand All button. » Current Topic Index Lets users see the display for the current topic in the sequence. This is typically used in conjunction with the "Next Topic" and "Previous Topic" buttons when the topic in question exists in a browse sequence. Flare finds the current topic in a browse sequence and display its position in relation to the rest of the topics in that sequence. (The root node is used to determine the count; in other words, if there are "child" topics in the sequence structure under the current topic, they will be included in the count.) » Edit User Profile Lets users edit their Pulse or Feedback registration profile settings. This toggles with the Login button. The Edit User Profile button is shown if the user is already logged in. » Expand All Lets users expand all elements such as togglers, drop-down effects, and expanding text effects in a topic (if they are not yet expanded). This toggles with the Collapse All button. » Login Lets users log in to Pulse or Feedback, if you have integrated it with the output. This toggles with the Edit User Profile button. The Login button is shown if the user is not yet logged in.

Style	Description
	<ul style="list-style-type: none"> » Next Topic Lets users open the next topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the next topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the next topic after it. » Previous Topic Lets users open the previous topic in the sequence. First, Flare attempts to find the current topic in a browse sequence and navigate to the previous topic from there. If you do not have a browse sequence, Flare looks at the position of the current topic in your table of contents (TOC) and opens the previous topic before it. » Print Lets users open the Print dialog so that they can send the open topic to the printer. » Remove Highlight After a user performs a quick search in a topic, the search text found in the topic is highlighted. This button lets users turn the highlights off. » Select Language Lets users switch between languages using a drop-down menu, if you have built multilingual output. » Select Skin Lets users choose from multiple skins to change the display of the output. » Topic Ratings (full) Displays ratings for a topic (if you have incorporated your output with MadCap Pulse or Feedback). For example, if a topic has been rated three out of five stars, "Topic Ratings (full)" lets you control how the three stars look. » Topic Ratings (empty) This shows an empty rating (by default a non-colored star). For example, if a topic has been rated three out of five stars, "Topic Ratings (empty)" lets you control how the two stars look.

Style	Description
Toolbar Button Separator	This controls any separators that you may have added to the toolbar. A separator is the divider between the toolbar buttons and the navigation pane.
Toolbar Button Drop- down	This controls any drop-down menus that you may have added to the toolbar, such as the Select Language or Select Skin menus.



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



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

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

BACKGROUND

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

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

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

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



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

BORDER

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

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

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

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

BOX SHADOW

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

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

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

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

EVENT

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

E X A M P L E

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

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

GENERAL

You can change the color for the element.

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

HEIGHT

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

LAYOUT

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

PADDING

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

POSITION

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

» **Width** You enter a width for the element. In the first field type a number or use the arrows.

Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

» **Height** You enter a height for the element. In the first field type a number or use the arrows.

Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).

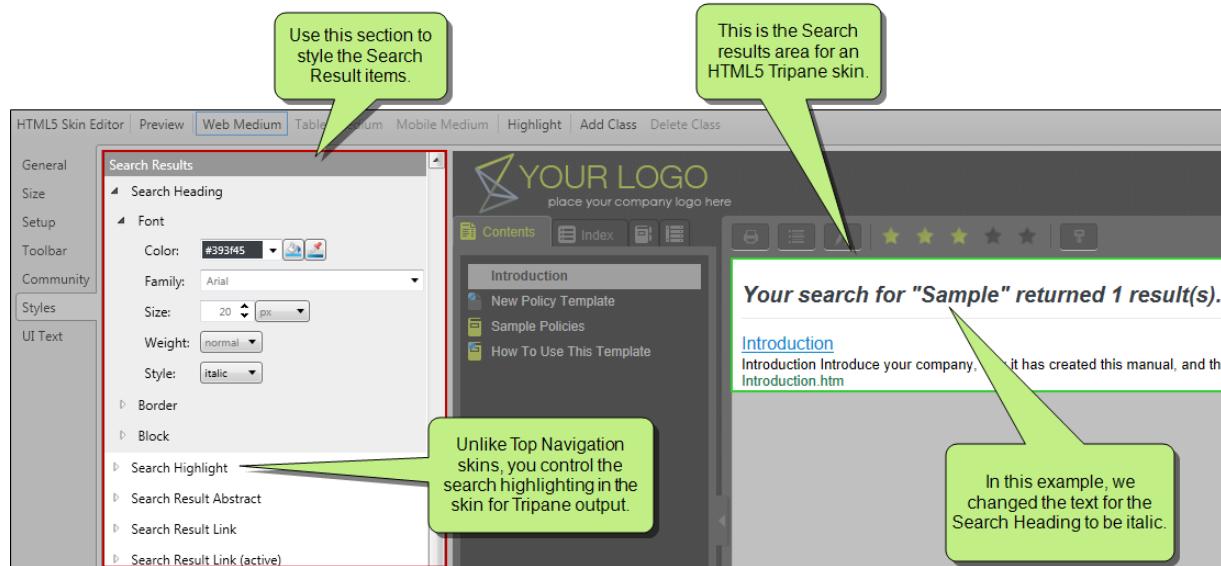
6. Click  to save your work.



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

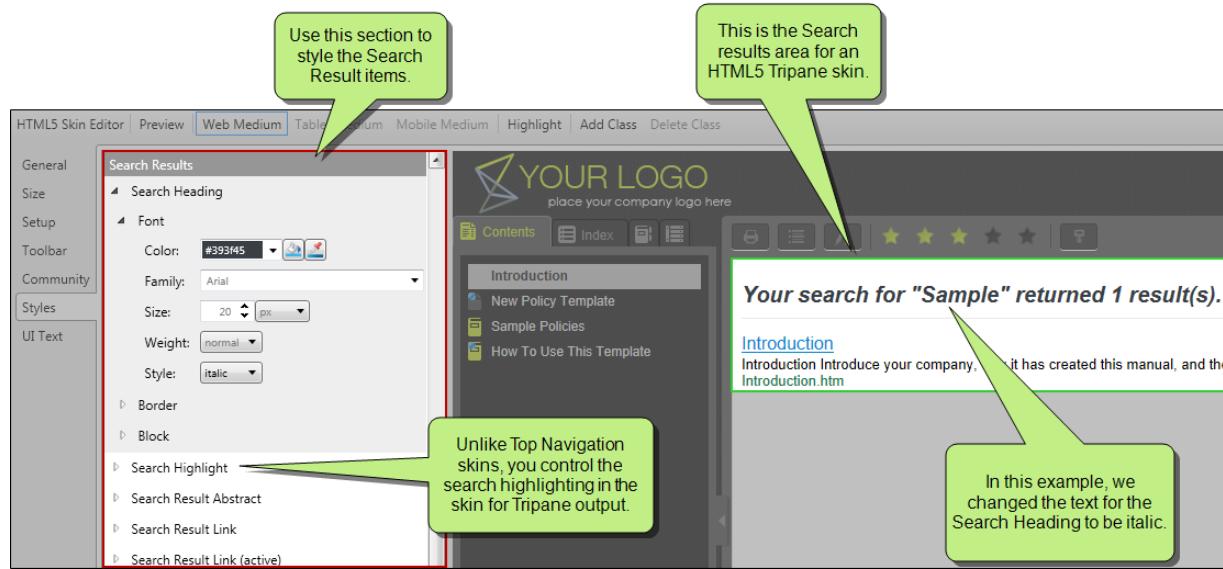
Search Results in HTML5 Skins

A Tripane or Top Navigation skin can be used to change the appearance of search result items. You can also do this with a smaller Search Results skin component.



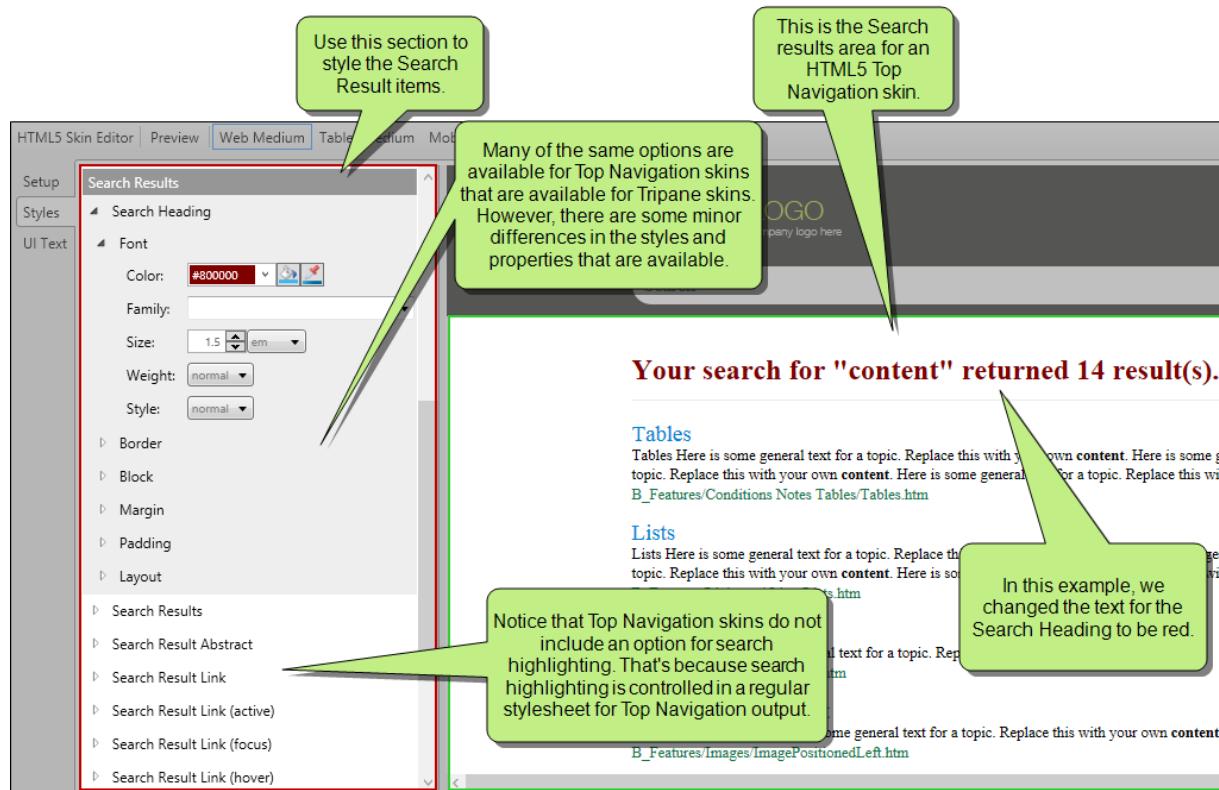
TRIPANE SKINS

For Tripane skins, you can control the look of search result elements such as the heading, search highlighting, abstract (i.e., descriptive text of the file), links, glossary terms, and pagination.



TOP NAVIGATION SKINS

The search results options available for Tripane skins are similar for Top Navigation skins. The biggest difference is that search highlight settings are controlled in the skin only for Tripane output. For Top Navigation output, the search highlighting is controlled in your regular stylesheet by modifying special classes under the span style.



SEARCH RESULTS SKIN COMPONENTS

Alternatively, you can use the Search Results skin component and its related proxy to design a custom container to display search results.

The options in the skin component are the same as those in the Top Navigation skin. Chances are good that you will never need to use a Search Results skin component, but it is available in case you want the flexibility of having another page showing search results.

The Search Results skin component is not available if you are generating Tripwire output. It is only available when you are producing Top Navigation output, or HTML5 output without a skin selected.

HOW TO SPECIFY STYLE SETTINGS FOR SEARCH RESULTS IN HTML5

1. Open an HTML5 skin.
2. Select the **Styles** tab.
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see "Responsive Skins" on page 20.
4. On the left side of the editor, in the **Search Results** section, expand any of the following styles:

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

Style	Description
Search Highlight	<p>When users perform searches in your online output, the keywords that are found may be highlighted in the topics. The background for each term found in a topic can be highlighted in a different color. In Flare you can use styles to change not only the color background, but other settings as well (e.g., font style, text decoration).</p> <p>The Search Highlight style has properties both at the root and on children nodes. If you want the setting(s) to be applied to all of the items, complete the fields under the Search Highlight style itself. Otherwise, expand any of the child styles (Search Highlight 01 to 10) to apply settings to them individually. Each search highlight style is numbered to coordinate with the order search terms are entered. For example, the style named "Search Highlight 01" will be used for matches to the first search term entered and "Search Highlight 10" would coordinate with the tenth entered term. You can customize up to 10 highlight colors. For more information about root and children properties, see "When you open the Skin Editor to make changes to skin styles, you will see the styles organized in different sections." on page 153.</p>

EXAMPLE

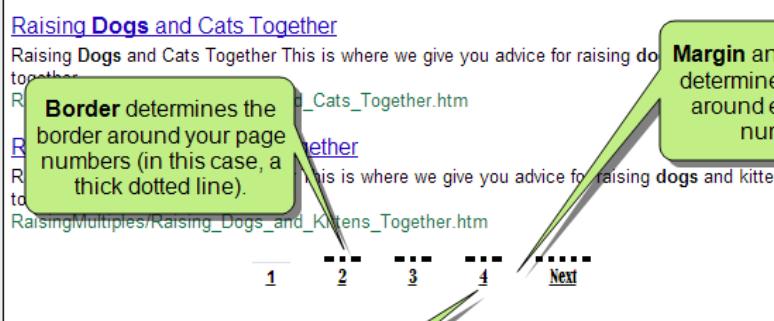
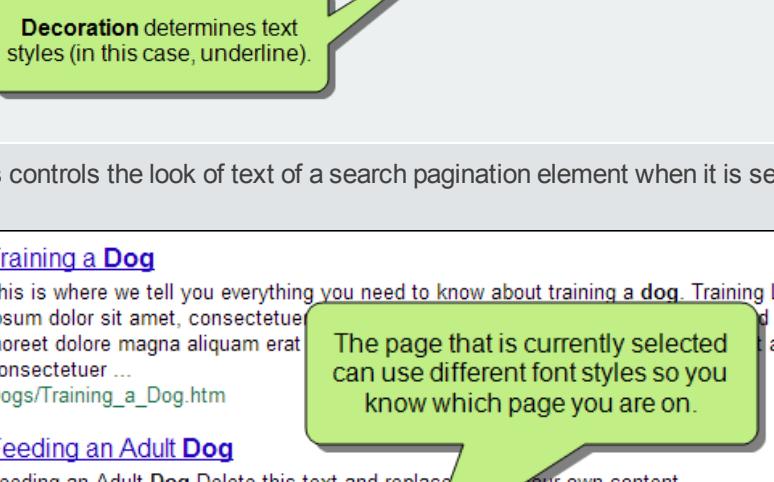
Let's say that, for "Search Highlight 01" in this skin, you change the background color to blue. For "Search Highlight 02," you change the background color to orange. And for "Search Highlight 03," you change the background color to yellow.

If a user enters "topic information help find" in the search field, the term "topic" will be displayed with a blue background everywhere it occurs in a topic. The term "information" will be displayed with an orange background, and the term "help" will be displayed with a yellow background. The term "find" will be displayed with the default background color specified by Flare (since you did not change it).

Style	Description
	If another user enters "help find topic information" in the search field, the term "help" will be displayed with a blue background. The term "find" will be displayed with an orange background, and the term "topic" will be displayed with a yellow background. The term "information" will be displayed with the default background color specified by Flare (since you did not change it).
Search Result Abstract	This is the opening paragraph text for a search result, giving you context.
Search Result Link	This is the link at the top of the search result.
Search Result Link (act- ive)	This is the search result link when it is in an active state.
Search Result Link (focus)	This is the search result link when it has focus.
Search Result Link (hover)	This is the search result link when a user hovers over it.

Style	Description
Search Result Link (visited)	This is the search result link after it has been selected.
Search Result Path	This shows the path to the file containing the search result.
Search Glossary Result	This controls the look of the area holding glossary terms and definitions if they are included at the beginning of search results.
Search Glossary Term	This controls the look of glossary terms (not definitions) if they are included at the beginning of search results.
Search Glossary Term Link	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. In other words, when you create a glossary term, you have a choice of simply typing the definition or linking it to a topic; this style controls the latter situation.
Search Glossary Term Link (active)	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. This controls the look of the link when it is in an active state.
Search Glossary Term Link (focus)	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. This controls the look of the link when it has focus.

Style	Description
Search Glossary Term Link (hover)	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. This controls the look of the link when a user hovers over it.
Search Glossary Term Link (visited)	This controls the look of a glossary term (not definition) if it is included at the beginning of search results, and if it is linked to another topic. This controls the look of the link after it has been selected.
Search Glossary Definition	This controls the look of glossary definitions (not terms) if they are included at the beginning of search results.
Search Pagination	<p>This controls the block, font, and height (i.e., distance from the last search result) of search pagination elements.</p> <div style="border: 1px solid black; padding: 10px;"> <p>Showing Your Dog Showing Your Dog This is where we tell you everything you need to know about showing your dog. Dog Shows American Kennel Club Naming Silver Bay Kennel Club Westminster Kennel Club Wham Dog Show Dogs/Showing_Your_Dog.htm</p> <p>Raising Dogs and Cats Together Raising Dogs and Cats Together This is where we give you advice together. RaisingMultiples/Raising_Dogs_and_Cats_Together.htm</p> <p>Raising Dogs and Kittens Together Raising Dogs and Kittens Together This is where we give you advice for raising dogs and kittens together. RaisingMultiples/Raising_Dogs_and_Kittens_Together.htm</p> </div>

Style	Description
Search Pagination Item	<p>This look of text in search pagination elements.</p>  <p>Raising Dogs and Cats Together Raising Dogs and Cats Together This is where we give you advice for raising do together RaisingMultiples/Raising_Dogs_and_Kittens_Together.htm</p> <p>Border determines the border around your page numbers (in this case, a thick dotted line).</p> <p>Decoration determines text styles (in this case, underline).</p> <p>Margin and Padding determine the space around each page number.</p>
Search Pagination Item (selected)	<p>This controls the look of text of a search pagination element when it is selected.</p>  <p>Training a Dog This is where we tell you everything you need to know about training a dog. Training Lesson 1 Lore ipsum dolor sit amet, consectetur laoreet dolore magna aliquam erat consectetur ... Dogs/Training_a_Dog.htm</p> <p>The page that is currently selected can use different font styles so you know which page you are on.</p> <p>Feeding an Adult Dog Feeding an Adult Dog Delete this text and replace it with your own content. Dogs/Feeding_an_Adult_Dog.htm</p>

Style	Description
Search Pagination Item (hover)	<p>This controls the look of text of a search pagination element when you hover over it.</p> <div style="border: 1px solid black; padding: 10px;"> <p>Raising Dogs and Cats Together Raising Dogs and Cats Together This is where we give you advice for raising dogs and cats together. RaisingMultiples/Raising_Dogs_and_Cats_Together</p> <p>Raising Dogs and Kittens Together Raising Dogs and Kittens Together This is where we give you advice for raising dogs and kittens together. RaisingMultiples/Raising_Dogs_and_Kittens_Together</p> <div style="text-align: center; margin-top: 10px;"> 1 2 3 4 Next </div> </div> <div style="position: absolute; top: 250px; left: 500px; width: 300px; height: 150px; background-color: #e0f2e0; border-radius: 10px; padding: 10px; z-index: 1000;"> <p>You can use different styles when you hover over a page number.</p> </div>

5. Expand any of the nodes and complete the necessary fields. The properties and fields that you see are different for each node. Also, you might see nodes for a Tripane skin that you do not see for a Top Navigation skin, and vice versa. Following is a general list in alphabetical order:

BACKGROUND

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

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

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

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



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

BLOCK

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

- » **Line Height** This is how tall the container is that holds the content. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- » **Text Align** This changes the alignment of the content. Click in the field and select an option (center, justify, left, right).
- » **Word Wrap** You can click in the **Word Wrap** field and choose whether to wrap text for the element (normal) or not (nowrap).

BORDER

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

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

 solid ▾	You can select a type of line for the border (e.g., solid, dashed, dotted).
 1 ▾	Type a number in the field or use the arrows to increase or decrease it.
 px ▾	Click in this field and select a unit of measurement (e.g., pixels, points, centimeters).
 #000000 ▾	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.
	This opens the Color Picker dialog, which lets you choose a color in many ways.



This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

BOX SHADOW

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

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



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.



This opens the Color Picker dialog, which lets you choose a color in many ways.



This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

FONT

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

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



You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color.



This opens the Color Picker dialog, which lets you choose a color in many ways.



This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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

HEIGHT

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

LAYOUT

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

MARGIN

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

PADDING

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

TEXT DECORATION

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

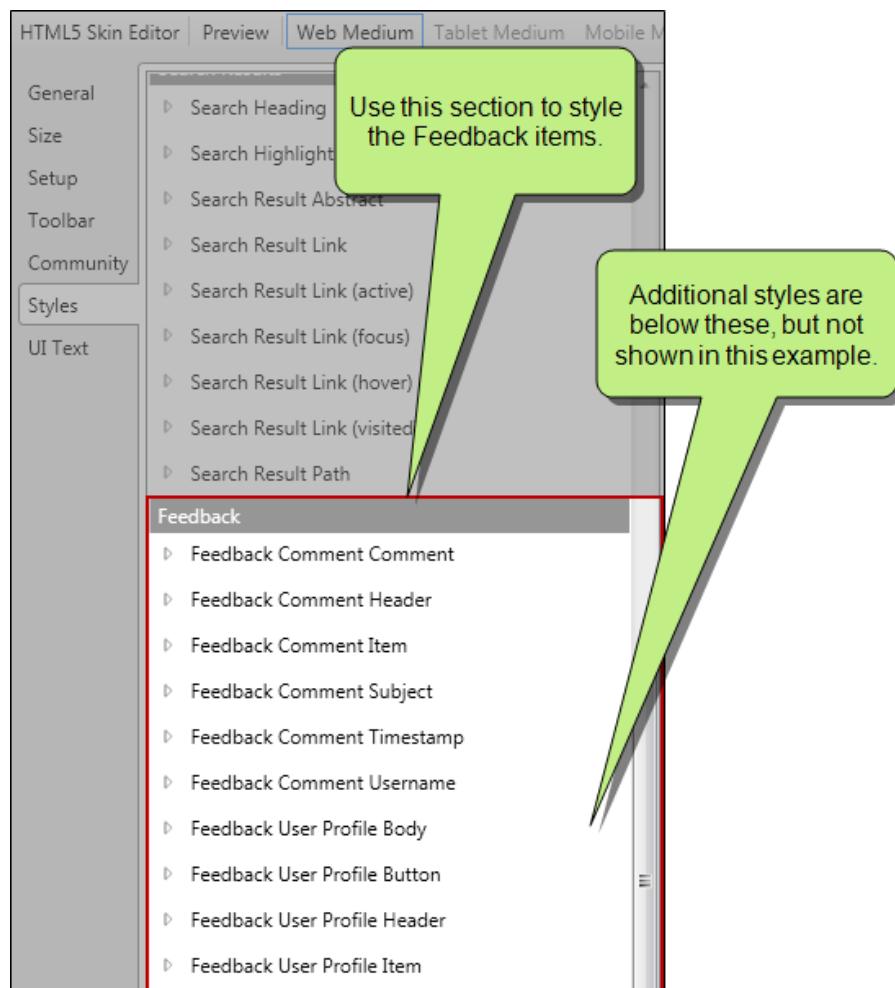
6. Click  to save your work.



Note: If you want to style the search bar and its elements, you can use the Header section in the Skin Editor. See "Headers in HTML5 Skins" on page 194.

Feedback in HTML5 Skins

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



HOW TO SPECIFY STYLE SETTINGS FOR FEEDBACK IN HTML5

1. Open an HTML5 skin.
2. If you are using responsive output, make sure you select **Web Medium** in the local toolbar. Feedback integration is not supported in the Tablet and Mobile views, although topic rating stars will display in the topic toolbar. For more information about these mediums and responsive output, see "["Responsive Skins" on page 20.](#)
3. Select the **Styles** tab.
4. On the left side of the editor, in the **Feedback** section, expand any of the following styles:

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

Style	Description
Feedback User Profile Body	This lets you control the look of the interface used for creating a profile.
Feedback User Profile Button	This lets you control the look of the buttons in the interface that is used for creating a profile.
Feedback User Profile Header	This lets you control the look of the header text in the interface that is used for creating a profile.
Feedback User Profile Item	<p>The Feedback User Profile dialog always includes a "Username" and "E-mail Address" field. In addition to those fields, you can add many others by using the Community tab in the Skin Editor.</p> <p>Once you've added the fields, you can edit the Feedback User Profile Item style in the skin to specify which fields are required for users to complete.</p> <p>The Feedback User Profile Item style has properties both at the root and on children nodes. In addition to the many standard fields that can be included (e.g., Address1, City, Department, Occupation), you can add up to 10 custom fields (e.g., Custom1, Custom2, Custom3), which can be used for any kind of field not already available.</p> <p>If you want the setting(s) to be applied to all of the items, complete the General>Required field under the Feedback User Profile Item style itself. Otherwise, expand any of the child styles (Address1, Address2, Birthdate, etc.) to apply settings to them individually. For more information about root and children properties, see "When you open the Skin Editor to make changes to skin styles, you will see the styles organized in different sections." on page 153.</p>

Style	Description
Feedback User Profile Item Group	This lets you control the look of the container holding fields in the interface when creating a profile.
Feedback User Profile Item Input	This lets you control the look of the text that users type in fields when creating a profile.
Feedback User Profile Item Label	This lets you control the look of the field label text in the interface that is used for creating a profile.

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

BACKGROUND

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

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

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

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



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

BORDER

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

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

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

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

FONT

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

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

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

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

GENERAL

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

PADDING

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

6. Click  to save your work.



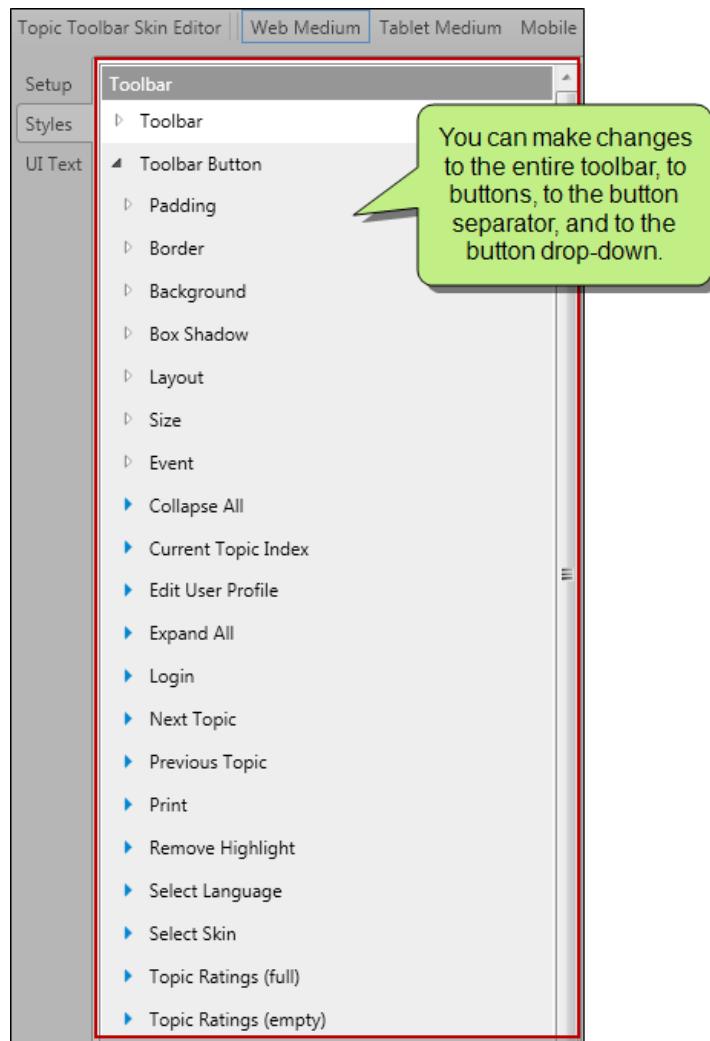
Note: In order to see these items in the output, you must enable Feedback with your output. For more information see the online Help.



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

Topic Toolbars in HTML5 Skin Components

In Topic Toolbar skin components, you can use skin styles to control the look of a toolbar you add via a proxy.



For more about web toolbars versus topic toolbars, see the online Help.

HOW TO SPECIFY STYLE SETTINGS FOR A TOPIC TOOLBAR IN HTML5

1. Open an HTML5 Topic Toolbar skin component.
2. Select the **Styles** tab. (You can use the **Setup** tab to select the buttons to be included in the toolbar.)
3. (Optional) If you are using responsive output, make sure you select the appropriate medium—**Web**, **Tablet**, or **Mobile**—in the local toolbar before making changes to styles. If the skin has not been enabled for responsive output, you can make changes only for the Web medium. For more information about these mediums and responsive output, see "[Responsive Skins](#)" on page 20.
4. On the left side of the editor, in the **Toolbar** section, expand any of the following styles:

Style	Description
Toolbar	This controls the look of the entire toolbar, such as its alignment and margins.
Toolbar Button	This controls the look of individual buttons in the toolbar. If you set the properties directly under this style, they will be used for all buttons. If you want specific values for a particular button, expand the style for that button and then set the properties under it.
Toolbar Button Separator	This controls the look of the separator between buttons.
Toolbar Button Drop- down	This controls the look of the toolbar button drop-down menu. You can also set properties for menu items, such as hover properties and fonts.

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

ALIGNMENT

You can click in the **Horizontal** field and choose whether to position to the **right** or **left** side of the display.

BACKGROUND

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

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

<input style="width: 100px; height: 20px; border: 1px solid black; padding: 2px; margin-bottom: 5px;" type="text" value="transparent"/> ▼	You can type a hexadecimal number (e.g., #000000) directly in this field. Alternatively, you can click the down arrow and choose a color or make the background transparent.
	This opens the Color Picker dialog, which lets you choose a color in many ways.
	This temporarily adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.

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



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

BORDER

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

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

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

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

BOX SHADOW

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

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

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

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

EVENT

You can enter a special command that is triggered when an end user clicks a button. For example, the following command opens the MadCap Software website when a user clicks the button:

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

FONT

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

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

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

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

GENERAL

You can change the color for the element.

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

HEIGHT

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

LAYOUT

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

MARGIN

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

PADDING

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

SIZE

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

TEXT SHADOW

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

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

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

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

6. Click  to save your work.

CHAPTER 5

Other Skin Tasks

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

This chapter discusses the following:

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Changing Text Strings in HTML5 Skins

As an alternative to using language skins, you can use the UI Text tab in the Skin Editor to perform all of the localization tasks for HTML5 targets. This tab not only lets you enter text in other languages, but it lets you change the substance of text strings altogether, whether they are in your primary language or another.

HOW TO CHANGE TEXT STRINGS IN AN HTML5 SKIN OR COMPONENT

1. Open an HTML5 skin or a skin component.
2. Select the **UI Text** tab.
3. From the **Language** drop-down, select the language for the skin.
4. In the grid below, type text in the **Value** field for each relevant row. If you want to insert a variable, you can click . The variable will appear as syntax in the field, but in the output the variable definition will be shown.
5. Click  to save your work.



Note: You can also translate interface values in your stylesheet, language skin, or using a legacy language skin. When you set these values in multiple places, they are prioritized as follows:

1. Stylesheet
2. HTML5 skin
3. Language skin
4. Legacy language skin, still in your AppData\Roaming folder

As a best practice, you should try to translate each interface value in a single location to prevent conflicts.



Note: If you use the Language Skin Editor to edit an HTML5 skin value, your changes will be reflected in the HTML5 skin file (on the UI Text tab of the Skin Editor). However, changes made in the Skin Editor are not reflected in the Language Skin Editor.

Showing Navigation Links in Standalone Topics

You can add a navigation link to the top or bottom of topics in HTML5, WebHelp, WebHelp AIR, or WebHelp Plus outputs. This navigation link will not display unless the output topic is opened as a standalone (outside of the main navigation framework of the output). By clicking the link, a user can view the standalone topic in the main navigation framework.

You can also modify the skin styles for these navigation links to change the way they look or the words used in the links. To do this in a Standard skin, open the Skin Editor, select the **Styles** tab, expand the **Control** group, and set the values for the **Navigation Link Bottom** and **Navigation Link Top** properties. To do this in an HTML5 skin, open the Skin Editor, select the **Styles** tab, expand the **Navigation Link** group, and set the values for the **Bottom** and **Top** properties. See "Skin Styles" on page 149.

HOW TO SHOW NAVIGATION LINKS IN WEBHELP STANDALONE TOPICS

1. Open a Standard or HTML5 skin.
2. If you opened a Standard skin, select the **WebHelp Setup** tab. If you opened an HTML5 skin, select the **Setup** tab.
3. In the **Topic Settings** section, click **Show navigation link at top of topic** or **Show navigation link at bottom of topic**.
4. Click  to save your work.



Note: This is supported in HTML5 Tripane skins, but not in HTML5 Top Navigation skins.

Specifying Browser Settings

You can specify which features will be used in the output window when a browser is involved.

HOW TO SPECIFY BROWSER SETTINGS FOR WEBHELP OUTPUT

1. Open a Standard or HTML5 skin.
2. Select the **WebHelp Setup** tab. If you opened an HTML5 skin, select the **Setup** tab.
3. Select the options that you want to include in the browser output window.
 - » **Use Browser Default Settings** Click this check box if you want the output window to use the settings specified in the user's Internet browser. If you do not select this check box, you can select specific browser features below to include in the output window.
If you do not select "Use Browser Default Settings" above, click the check boxes next to each browser feature that you want to include in the output window.
 - » **Toolbar** Displays the browser toolbar at the top of the output window.
 - » **Menu** Displays the browser menu at the top of the output window.
 - » **LocationBar** Displays the browser location bar (or address bar) at the top of the output window.
 - » **StatusBar** Displays the browser status bar at the bottom of the output window.
 - » **Resizable** Allows users to resize the output window.
4. Click  to save your work.



Important: If you specify browser settings for WebHelp, WebHelp Plus or HTML5, you *must* provide your users with a proper link to open your online Help. Otherwise the browser features mentioned below will not work properly.



Note: This is supported in HTML5 Tripane skins, but not in HTML5 Top Navigation skins.

Specifying Navigation Pane Settings for HTML5 and WebHelp Outputs

You can specify navigation settings for HTML5, WebHelp, WebHelp AIR, or WebHelp Plus output. For most of these outputs, the navigation pane is used to hold the TOC, Index, Search, Glossary, Browse Sequences, and Favorites in an accordion-type structure. For HTML5 Top Navigation output, the navigation pane settings let you choose the pane position, depth level of menu items, and a URL for a logo.

HOW TO SPECIFY NAVIGATION PANE SETTINGS FOR HTML5 AND WEBHELP OUTPUTS

1. Open a Standard or HTML5 skin.
2. Do one of the following, depending on the type of output:
 - » **HTML5** Select the **Setup** tab.
 - » **Others** Select the **WebHelp Setup** tab.
3. Select the appropriate options.

PANE POSITION

Select a location in the output window for the navigation pane. A small preview to the right changes as you make your selection. For HTML5 Top Navigation output, this refers to the flyout pane that appears when responsive output is activated and the screen is too small to show the top menu.

TOP MENU LEVELS TO SHOW (DEPTH)

Specify how many levels of your TOC items are included in the top menu navigation. The default is 3. It is recommended that you avoid including too many depth levels in the top navigation. (This option is available only for HTML5 Top Navigation skins—see "Top Navigation Output" on page 79.)

LOGO URL

Select a topic to be linked to the logo in the output. By default, the logo is linked to your Home (i.e., startup) topic. However, you can select a different topic or even enter the URL to your company's website instead (remember to include http:// at the beginning of the path if you do this). (This option is available only for HTML5 Top Navigation skins—see "Top Navigation Output" on page 79.)

PANE SIZE

Enter the width of the navigation pane for the output window (in pixels). You can type a number or use the up and down arrows. (This option is not available in HTML5 Top Navigation skins.)

VISIBLE ACCORDION ITEMS

Specify how many navigation items (e.g., TOC, Index, Search) you want to be included at full size in the navigation pane. (This option is not available in HTML5 skins.)

E X A M P L E

If you include six tabs in the output window and set this field to "4," the first four navigation items will be shown with full-sized links. The remaining two items will still be accessible in the navigation pane, but their links will not be full-sized, but rather smaller icons.

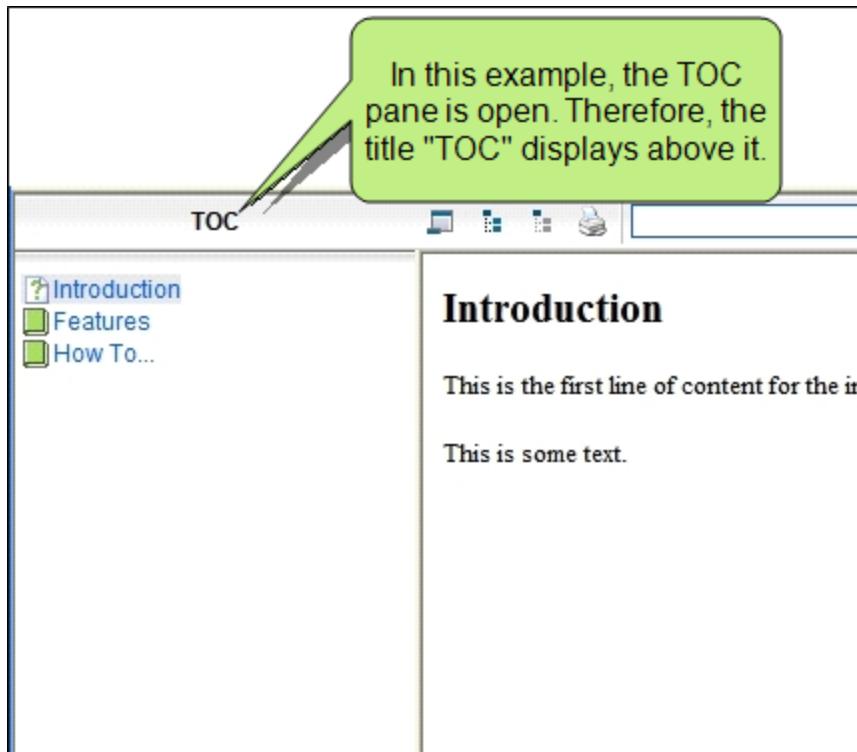
HIDE NAVIGATION PANE ON STARTUP

Click this check box if you do not want the navigation pane to be immediately displayed when the Help is accessed in this skin. You might use this option, for example, if you are creating a skin to be used for context-sensitive Help (CSH) topics (as opposed to your main Help system with full navigation). With CSH topics, the navigation pane is not usually necessary because the user wants to see information only for a very specific area. (This option is not available in HTML5 Top Navigation skins.)

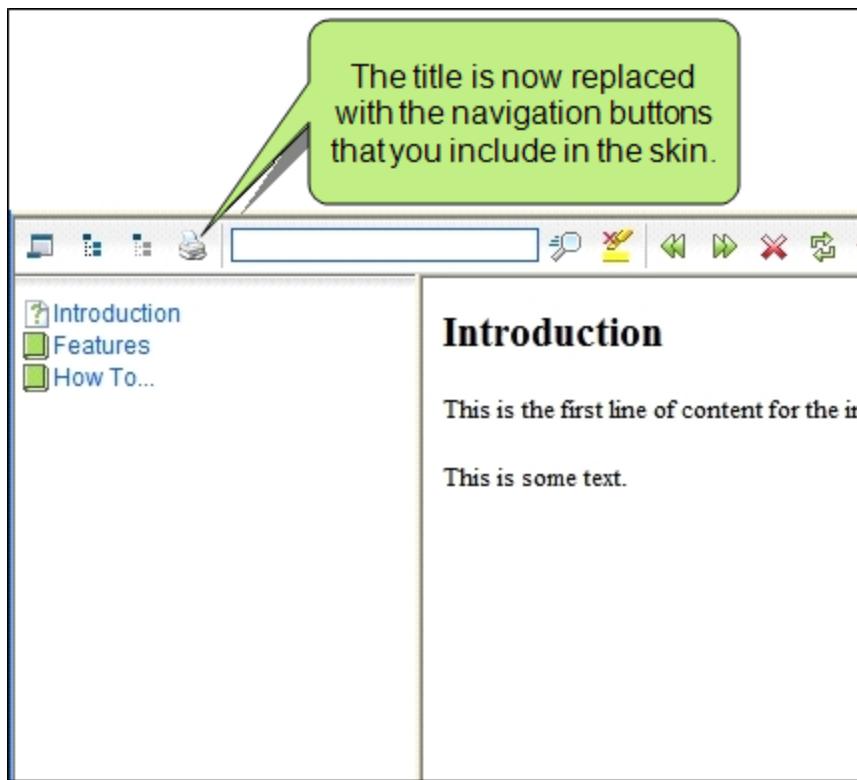
EXCLUDE ACCORDION TITLE

Removes the accordion title from the WebHelp output. (This option is not available in HTML5 skins.)

If you generate output using WebHelp, WebHelp AIR, or WebHelp Plus, the title of the active accordion bar displays by default in the output, like this:



You have the option of excluding this accordion title from the output. This shifts the navigation buttons for the output to the left, like this:



4. Click  to save your work.

Specifying Web Toolbar Settings—HTML5 Output

You can specify web toolbar settings for some online outputs. This includes determining which buttons are displayed in the toolbar. You can also add custom JavaScript for the toolbar.

For more about web toolbars versus topic toolbars, see the online Help.

HOW TO SPECIFY CUSTOM TOOLBAR SETTINGS FOR HTML5 OUTPUT

1. Open an HTML5 skin.
2. Select the **Toolbar** tab.
3. Select options to include specific features (buttons) in the toolbar. Items that will be included in the toolbar are displayed in the Selected section on the right. Items that will not be included in the toolbar are displayed in the Available section on the left. You can use the right arrow button  to move items from the Available section to the Selected section.

Following are descriptions of the various items.

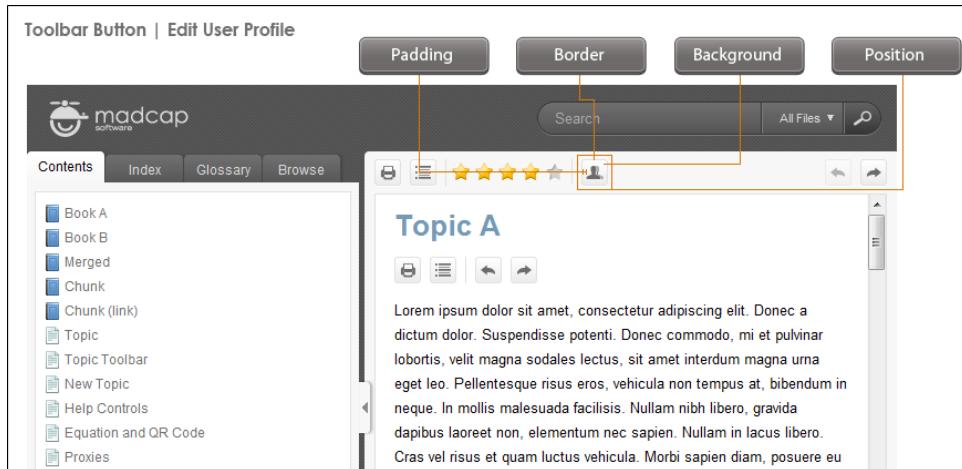
CURRENT TOPIC INDEX

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



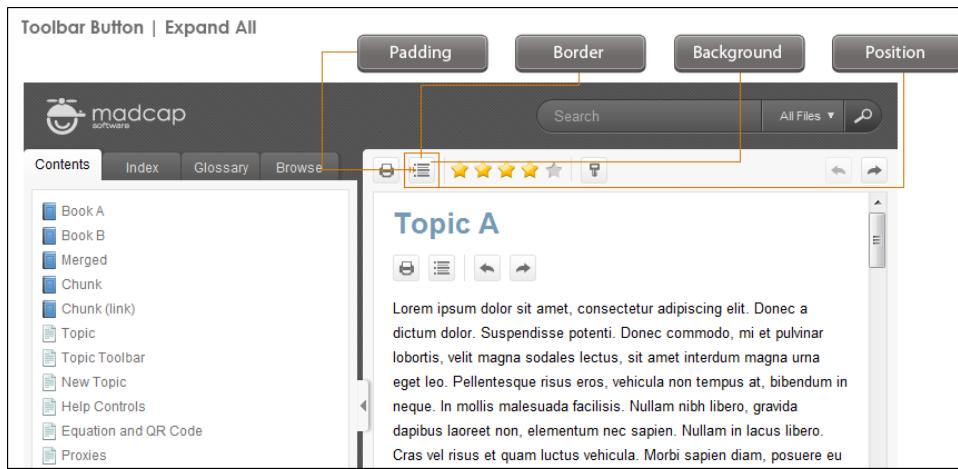
EDIT USER PROFILE

Lets users edit their Pulse or Feedback registration profile settings.



EXPAND ALL

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



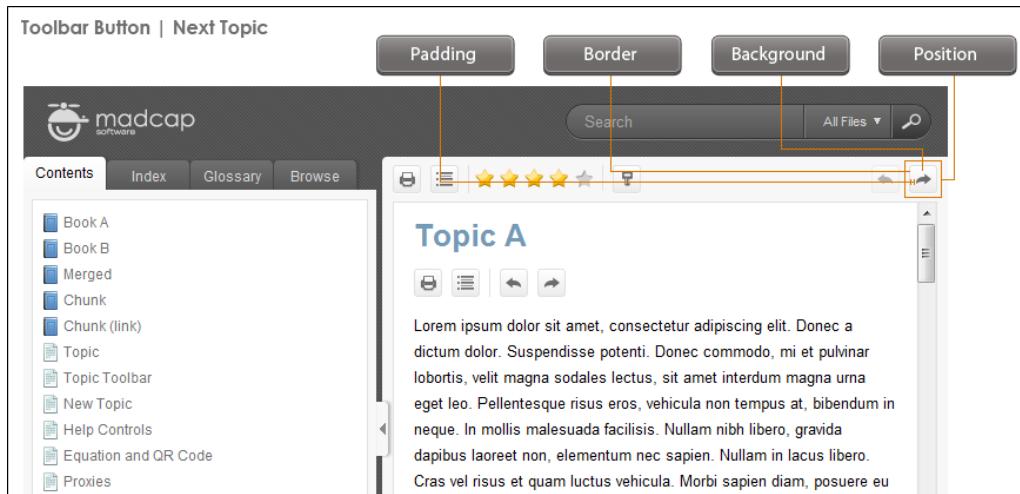
FILLER

Lets users add a filler item, which is used to specify where the empty space should go in the toolbar.



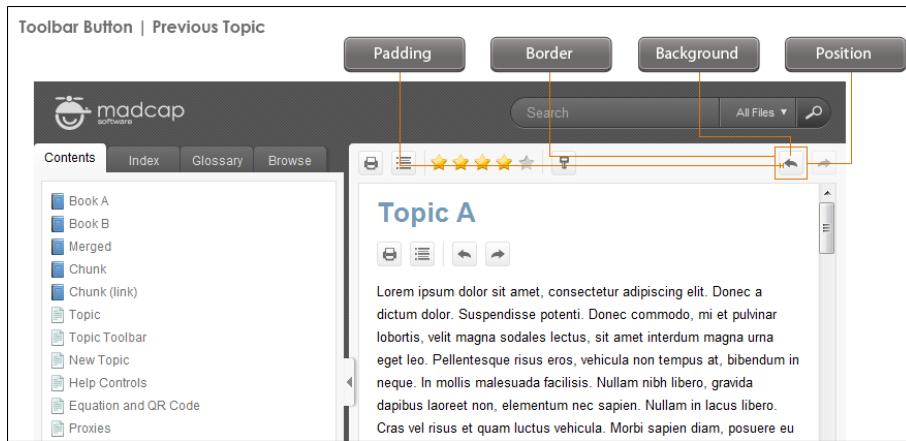
NEXT TOPIC

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



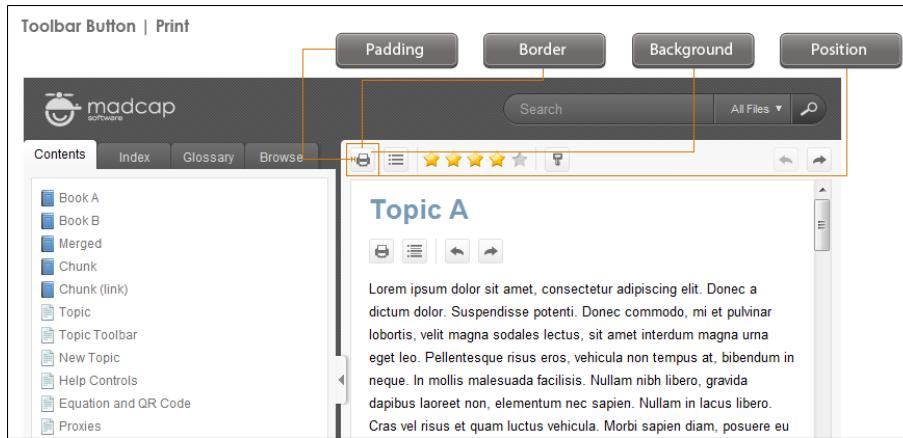
PREVIOUS TOPIC

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



PRINT

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

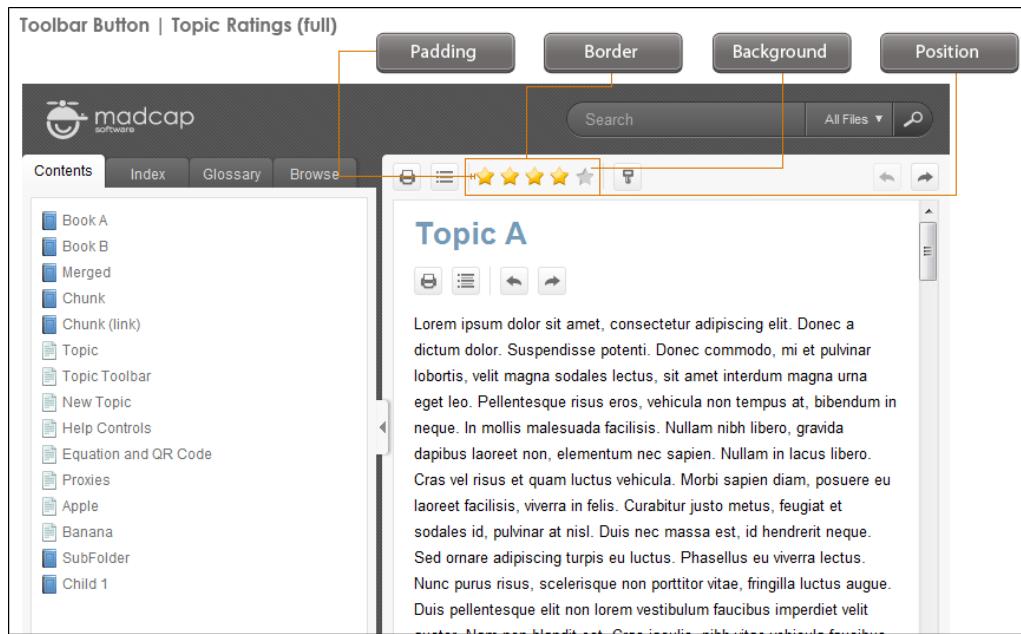


REMOVE HIGHLIGHT

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

TOPIC RATINGS

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



4. (Optional) You can use the buttons at the bottom of the tab to perform additional tasks.

	Opens the New Toolbar Button dialog, which lets you add a custom button to the toolbar. After creating the custom button, select it and click  to move it to the Selected section. If you want to provide a command for the custom button (e.g., so that clicking the button opens a website), you can select the Styles tab in the Skin Editor, select one of the styles listed above, expand the Event property group, and enter a command in the Click field. For example, the following command opens the MadCap Software website when a user clicks the button: <pre>window.open("http://www.madcapsoftware.com");</pre> Alternatively, you can use the JavaScript area on the Toolbar tab to enter a command for the button. See the next step.
	Removes the selected custom button from the Available section.
	Moves the selected item up in the order in the Selected section. In the output, buttons are displayed left to right according to the order in which they appear on this tab, with the item at the top being the first button shown on the left in the output.
	Moves the selected item down in the order in the Selected section.
	Removes the selected item(s) from the Selected section.
	Adds a separator to the Selected section. A separator is the divider between the toolbar buttons and the navigation pane.
	Resets the toolbar to the default settings.

5. (Optional) If you want to include custom JavaScript in the toolbar, click **Edit** in the area to the right. This opens the Toolbar JavaScript dialog, which you can use to enter or load custom JavaScript for the toolbar.

For example, the following command opens the MadCap Software website when a user clicks the button:

```
function MyFunction ()  
{  
    window.open ("http://www.madcapsoftware.com");  
}
```

6. Click  to save your work.



Note: This is supported in HTML5 Tripane skins, but not in HTML5 Top Navigation skins.

CHAPTER 6

CSH Calls

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

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

This chapter discusses the following:

What You Need to Do	284
CSH Calls for HTML5 Output—Developers	285



What You Need to Do

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

CSH Calls for HTML5 Output—Developers

Information for Developers

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

There are two methods you can use.

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

Which Method is Best for You?

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

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

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

HOW TO USE JAVASCRIPT TO OPEN HTML5 OUTPUT

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

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

Finally, an optional step in the Alias Editor is to assign a skin to that ID. However, you can bypass this step and specify a skin later when you create the actual JavaScript, or you can choose not to select a skin at all.

4. **Author** Build your Help system using an HTML5 target and publish the output files to the final destination.
5. **Developer** Add a reference to the JavaScript file (which is created automatically when the author builds the output). This .js file should be named "csh.js." The reference to the JavaScript file should use the following format: <script type="text/javascript" src="[path of file]/csh.js"></script>.



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

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

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

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

- » **ID** This is the CSH ID that the author created in Flare (see Step 3 above). This can be either the ID name or value. The topic and skin associated with the ID will be used. If no skin is associated with the ID in Flare, the skin name that you provide in this command will be used. Alternatively, the ID may contain a topic path. In this case, the specified topic will be loaded with the skin that is specified in this command. The topic path must be relative to the Content folder of the Flare project. You also have the option of entering "null" instead of an ID to use the Help system's default starting topic.

- » **Skin Name** This is the name of the skin to use when opening the Help system. If a skin has been assigned to the ID in Flare (see Step 3 above) *and* you enter a skin name in this command, the skin name in the command will take precedence. You also have the option of entering "null" instead of a skin name if you want to use the Help system's default skin or to use the skin that is associated with the CSH ID in Flare.
- » **Search String** This is an optional element that automatically performs a search for a specific string.
- » **First Pick Search String Value** This element can be used in conjunction with the search string. If you use the first pick option, you can include a true or false value. If the value is true, the first topic found with the specified search string will be opened automatically. If the value is false, the search results will simply be displayed; the first topic will not be opened automatically.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

HOW TO USE A URL TO OPEN HTML5 OUTPUT

1. **Author** (Optional) Add a header file to your project.
2. **Author** (Optional) Add an alias file to your project.
3. **Author** (Optional) In the Alias Editor, create and assign IDs for the topics to which you want to provide links. If you do not want to create a header file, alias file, and IDs for topics, you can instead use the file names for the topics to which you want to link.
An optional step in the Alias Editor is to assign a skin to that ID.
4. **Author** Build your Help system using an HTML5 target and publish the output files to the final destination.
5. **Developer** Create a trigger and add a link to let users open a specific area of the Help system.

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

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

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

- » **Main entry file** Provide the path to the main entry file for your output. The file name is determined by whatever you enter into the **Output File** field in the **General** tab of the Target Editor. If you do not provide a name in this field, the name "Default" will be used.
- » **cshid** This is the CSH ID that you created in Flare (see Step 3 above). This can be either the identifier name or value. The topic and skin that is associated with the ID will be used (unless you override it in this link by specifying a different skin name). Alternatively, you can enter the path and name of the specific topic to which you want to link. If you use this element, you do not need to create an ID as described above. The topic path must be relative to the Content folder of the Flare project.
- » **searchQuery** This is an optional element that automatically performs a search for a specific string.

- » **firstPick** This element can be used in conjunction with the search string. If you include the first pick option, the first topic found with the specified search string *will* be opened automatically. If you do not include this element, the search results will simply be displayed; the first topic *will not* be opened automatically.

E X A M P L E S

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

In these examples, the following were used.

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

CHAPTER 10

More About HTML5

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

This chapter discusses the following:

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Enabling HTML5 Server-based Output

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

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

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

For a complete scenario that illustrates these and other HTML5 server-based output steps in a real-life situation, see "HTML5 Server-based Output Scenario" on page 330.

Installing IIS and ASP.NET

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

WINDOWS 8

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

INSTALLING IIS

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

INSTALLING ASP.NET 4.5

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

WINDOWS 7

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

INSTALLING IIS

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

INSTALLING ASP.NET

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

32-BIT

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

64-BIT

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

15. Click **OK**.

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

WINDOWS SERVER 2012

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

INSTALLING IIS

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

INSTALLING ASP.NET 4.5

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

WINDOWS SERVER 2008 R2

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

INSTALLING IIS

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

INSTALLING ASP.NET

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

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

32-BIT

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

64-BIT

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

11. Click **OK**.

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

WINDOWS SERVER 2008

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

INSTALLING IIS

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

INSTALLING ASP.NET

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

WINDOWS SERVER 2003

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

INSTALLING IIS VIA THE MANAGE YOUR SERVER DIALOG

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

INSTALLING IIS VIA THE CONTROL PANEL

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

INSTALLING ASP.NET

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

32-BIT

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

64-BIT

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

3. Click **OK**.

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



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

WINDOWS XP

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

INSTALLING IIS

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



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

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

INSTALLING ASP.NET

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

32-BIT

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

64-BIT

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

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

WINDOWS VISTA

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

INSTALLING IIS

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

INSTALLING ASP.NET

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

32-BIT

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

64-BIT

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

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

Setting Up an HTML5 Target

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

HOW TO SET UP THE HTML5 TARGET

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

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



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

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

If you are working on your local machine for testing purposes, you do not need to publish the output. You can simply view your WebHelp Plus output. When you view HTML5 output on your local computer, you need to create a special folder called "MCPreview" within your "C:\Inetpub\wwwroot" folder. Place a copy of your HTML5 output files in it. This enables you to test the advanced features

of HTML5 on your local machine. (For Windows Vista users testing locally, the physical location is C:\MadCap\[Name of Project]\[Name of Main Entry File].htm.)

Configuring IIS on Production Server

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

WINDOWS SERVER 2003 AND WINDOWS XP

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



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

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

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

1. Open the Control Panel.
2. Select **System and Security**.
3. Select **Administrative Tools**. The various operating systems have different ways to find this option.
4. Open the Internet Information Services (IIS) Manager.
5. Expand the node with the computer name.
6. Expand the **Sites** folder.
7. Expand the website folder corresponding to the one that you published.

8. Find your output folder and right-click the **Service** subfolder. Then select **Convert to Application**.
9. Make sure the application pool is using the .NET 4 framework.
 - a. In the dialog click **Select**.
 - b. From the drop-down select an application pool that is using the .NET 4 framework.
 - c. Click **OK**.
10. Click **OK**.

Starting Microsoft Indexing Service

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

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

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

Starting Microsoft Windows Search

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

WINDOWS SERVER 2008—HOW TO START MICROSOFT WINDOWS SEARCH

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

Enabling HTML5 Server-based Search

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

HOW TO ENABLE HTML5 SERVER-BASED SEARCH

1. Navigate to the output folder for the HTML5 target on the server or on your local machine.
If you are enabling HTML5 server-based output on your local machine, you can quickly find the output folder by doing the following.
 - a. Open the Project Organizer.
 - b. Double-click the **Targets** folder.
 - c. Right-click on the target and select **Open Output Folder**.
2. In the output folder, double-click the **Service** folder.
3. Double-click the folder labeled **Console.ConfigureSearch**.
4. Double-click **ConfigureSearch.exe**. A window appears very briefly and then disappears.
5. Create a folder called "AutoMergeCache" at the root of the site. Then you must set security preferences on the AutoMergeCache folder so the application can create and update files.
 - a. Right-click on the root folder and choose **Explore** to open Windows Explorer.
 - b. Right-click on **AutoMergeCache** and choose **Properties**.
 - c. On the **Security** tab click the **Edit** button.
 - d. Click **Add**.
 - i. Type **Everyone** and click **Check Names**, making sure it gets underlined.
 - ii. Click **OK**.
 - e. Make sure **Everyone** is highlighted and check the option for **Full Control**.
 - f. Click **Apply**.
 - g. Click **OK** to exit the Permission dialog.
 - h. Click **OK** to exit the Properties dialog.

Testing HTML5 Server-based Search

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

HOW TO TEST SEARCH

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

Viewing HTML5 Server-based Output

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

Basics of Viewing HTML5 Server-Based Output

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

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

For a complete scenario that illustrates these and other HTML5 server-based output steps in a real-life situation, see "HTML5 Server-based Output Scenario" on page 330.

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

Testing Output Locally—Windows Vista and Windows 7

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

OPTION 1—DISABLE UAC ON THE LOCAL MACHINE

1. Open the Control Panel. On many computers, you can do this by clicking **Start>Control Panel**.
2. Select **User Accounts** (select it twice if you are in Category View).
3. (Windows Vista) Click **Turn User Account Control on or off**. Click the check box to remove the check mark. Click **OK**.
(Windows 7) Click **Change User Account Control Settings** and then move the slider to **Never notify** and click **OK**.
4. Restart the computer.

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

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

1. Make sure you are part of the Administrator's group. Check with your system administrator to determine if you are in this group.
2. In Windows, navigate to the Flare executable file (C:\Program Files\MadCap Software\MadCap Flare V12\Flare.app\Flare.exe).
3. Set yourself as an administrator for Flare (either temporarily or permanently).

TO RUN ONLY A SINGLE INSTANCE OF FLARE AS AN ADMINISTRATOR

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

TO ALWAYS RUN FLARE AS AN ADMINISTRATOR

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

Procedures for Viewing Output

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

HOW TO VIEW OUTPUT ON THE PRODUCTION SERVER

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

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

E X A M P L E

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

3. Press **Enter**.

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

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

- » In the message that displays immediately at the end of the compilation process, click **Yes**.
OR
- » Open the Target Editor and in the local toolbar click **View**.

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

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

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

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

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



Note: The above address pertains to Windows XP and Windows Server 2003 only. If you are testing on a computer running Windows Vista, use the following instead: `http://localhost:70/[Name of Project]/[Name of Main Entry File].htm`. The portion ":70" refers to the port number. For example, if testing on Vista, you might enter `http://localhost:70/MyProject/Default.htm`.

3. Press **Enter**.



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



Note: Flare's HTML5 Top Navigation skin does not support project merging.

Merging Server-based HTML5 Output at Runtime

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

The following information is necessary only for server-based output. If you do not require server-based HTML5 output, see the instructions to merge Flare projects using targets instead. For more, see the online Help.

Tasks Associated with Merging Server-based HTML5 Output

Following are basic tasks involved with merging server-based HTML5 output at runtime.

HOW TO MERGE SERVER-BASED HTML5 OUTPUT AT RUNTIME

1. **Enable HTML5 Server-based Output** If you want to take advantage of the advanced server-side features of HTML5 (i.e., automatic runtime project merging, server-side search, searching of non-XHTML files), you must enable HTML5 server-based output. This includes performing the following tasks: (1) installing Microsoft Internet Information Services (IIS) and ASP.NET, (2) setting up the HTML5 target and generating/publishing, (3) configuring IIS on the production server, (4) starting Microsoft Indexing Service or Microsoft Windows Search (depending on the operating system), and (5) enabling HTML5 search.
2. **Determine Master Output** Decide which of your project outputs will serve as the "master." This is the main output that users will open. All other outputs will be accessed from that output, although it will appear as one large Help system to end users.
3. **(Optional) Specify TOC and/or Browse Sequence Locations for Automerge** By default, the TOCs and browse sequences from the secondary outputs will be appended at the end of the master output's TOC and browse sequence. However, if you want them to be appended somewhere within the master output's TOC or browse sequence, you can specify the exact location. See "Specifying the Automerge Location in a TOC for HTML5" on page 320 and "Specifying the Automerge Location in a Browse Sequence for HTML5" on page 322.

4. **(Optional) Specify Order of Merged Outputs** When you automerge HTML5 outputs, the secondary outputs are merged to the master project's table of contents (TOC) and/or browse sequence in alphabetical order. However, you can override this default configuration and merge the secondary outputs in any order that you like. See "Specifying the Order of Automerger HTML5 Outputs" on page 324.
5. **Generate Outputs** Build the output for each of the targets to be included in the automerge. You must use HTML5 for all of the targets.
6. **Publish Output to Server** Publish the output for the master project to the web server running Microsoft IIS. The output files for the secondary targets need to be published to the "AutoMerge" subfolder located in the master target's main output folder (e.g., <http://www.xyzincorporated.com/help systems/MyTargetName/AutoMerge>).

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



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



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



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



Note: Flare's HTML5 Top Navigation skin does not support project merging.

Specifying the Automerge Location in a TOC for HTML5

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

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

HOW TO SPECIFY THE AUTOMERGE LOCATION IN A TOC

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

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

- » **First Child** The automerge will occur at the first location directly after the selected TOC book (i.e., before any other entries within the book). If you use this option on a simple TOC entry instead of a book, the entry will automatically become a book once the outputs are automerged.
 - » **Last Child** The automerge will occur at the last location after the selected TOC book (after the last entry within the book). If you use this option on a simple TOC entry instead of a book, the entry will automatically become a book once the outputs are automerged.
 - » **Replace** The automerge will occur at the location of the TOC entry where you have specified this option. It would replace any links that might otherwise be applied to that entry. You might use this option, for example, if you want to create a new entry in the master TOC so that you can add a label at the point where the automerge occurs.
6. In the Properties dialog, click **OK**.
7. Click  to save your work.

Specifying the Automerge Location in a Browse Sequence for HTML5

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

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

HOW TO SPECIFY THE AUTOMERGE LOCATION IN A BROWSE SEQUENCE

1. Open the browse sequence in the Flare project that will serve as the "master" project.
2. Do one of the following:
 - » If you want to merge the other outputs in relation to one of the existing entries in the browse sequence (e.g., before it, after it), select that entry (whether it is an individual item or a book).
OR
 - » If you want to merge the other outputs at the location of an entry that is not linked to any other file, and you want to provide a label to indicate the location of the merge, create a new browse sequence item. To do this:
 - a. Place your cursor in the browse sequence where you want to add the new item.
 - b. Click .
 - c. Press **F2**.
 - d. Replace the default text with new text.
 - e. Press **Enter**.
 - f. If necessary, use the arrow buttons in the local toolbar to position the new entry in the browse sequence.
3. In the local toolbar of the Browse Sequence Editor, click . The Properties dialog opens.
4. Select the **Advanced** tab.

5. In the **Server-based Automerge field**, select one of the following:
 - » **Before** The automerge will occur immediately before the selected browse sequence entry.
 - » **After** The automerge will occur immediately after the selected browse sequence entry.
 - » **First Child** The automerge will occur at the first location directly after the selected browse sequence book (i.e., before any other entries within the book). If you use this option on a simple browse sequence entry instead of a book, the entry will automatically become a book once the outputs are automerged.
 - » **Last Child** The automerge will occur at the last location after the selected browse sequence book (after the last entry within the book). If you use this option on a simple browse sequence entry instead of a book, the entry will automatically become a book once the outputs are automerged.
 - » **Replace** The automerge will occur at the location of the browse sequence entry where you have specified this option. It would replace any links that might otherwise be applied to that entry. You might use this option, for example, if you want to create a new entry in the master browse sequence so that you can add a label at the point where the automerge occurs.
6. In the Properties dialog, click **OK**.

7. Click  to save your work.

Specifying the Order of Automerged HTML5 Outputs

When you automerge HTML5 outputs, the secondary outputs are merged to the master project's table of contents (TOC) and/or browse sequence in alphabetical order. However, you can override this default configuration and merge the secondary outputs in any order that you like. See "Merging Server-based HTML5 Output at Runtime" on page 317.

EXAMPLE

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

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

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

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

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

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

HOW TO SPECIFY THE ORDER OF AUTOMERGED OUTPUTS

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

```
<?xml version="1.0" encoding="utf-8"?>  
<SortOrder>  
  <Item>ProjectA</Item>  
  <Item>ProjectB</Item>  
  <Item>ProjectC</Item>  
</SortOrder>
```

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

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

```
<?xml version="1.0" encoding="utf-8"?>  
<SortOrder>  
  <Item>Third Child</Item>  
  <Item>First Child</Item>  
  <Item>Second Child</Item>  
</SortOrder>
```

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

Including Non-XHTML Files in HTML5 Search

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

For a complete scenario that illustrates these and other HTML5 server-based output steps in a real-life situation, see "HTML5 Server-based Output Scenario" on page 330.

HOW TO INCLUDE NON-XHTML FILES IN SEARCH

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

5. **Copy and Paste Non-XHTML Files to Appropriate Folder** Copy all of the non-XHTML files that you want to be included in the search. Then paste them in the appropriate subfolder of the HTML5 server-based output that you published. By default, HTML5 server-based will find any files located in the project output folder, as well as the "AutoSearch" subfolder. Therefore, you can paste your extra non-XHTML files in the AutoSearch subfolder.

E X A M P L E

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

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

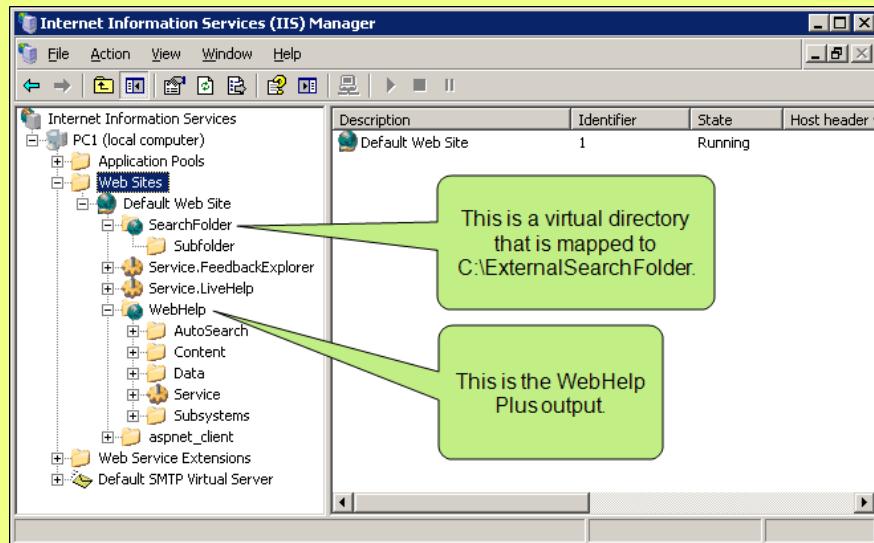
Let's say you also want searches in the Help system to provide results from files in the folder C:\ExternalSearchFolder. Here are the steps to allow this:

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

k. Make sure a check mark is next to **Read**.

l. Click **Next**.

m. Click **Finish**.



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

```
<?xml version="1.0" encoding="utf-8"?>
<SearchFolders>
    <Url>/SearchFolder</Url>
</SearchFolders>
```

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



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



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



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

HTML5 Server-based Output Scenario

The following scenario provides a real-life example of how someone might set up a local computer and server for producing HTML5server-based output.

SCENARIO

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

1. **Author** On her local computer, the author completes the steps for installing Microsoft Internet Information Services (IIS) and ASP.NET.
2. **Author** In Flare, the author follows the steps for setting up the Jackpot target, which is based on the HTML5 server-based output type. This includes entering "Web" as the catalog name on the Publishing tab (we're assuming the intention is to use the default value, as opposed to a custom catalog).
3. **Author** The author generates the Jackpot target in Flare. The author then creates a folder called "MCPreview" on her computer at C:\Inetpub\wwwroot (e.g., C:\Inetpub\wwwroot) and places a copy of the Jackpot output files in that folder.
4. **Author** The author follows the steps for starting Microsoft Indexing Service.
5. **Author** In order to enable the advanced HTML5 server-based search features on her computer, the author opens the output folder and double-clicks the file ConfigureSearch.exe, which is located in the output's Service\Console.ConfigureSearch subfolder. In the case of this author, she finds her executable file here:

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

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

C:\Inetpub\wwwroot\MCPReview\AutoMerge

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

You can also choose specific places in the table of contents or browse sequence where child projects are merged. See "Specifying the Order of Automerged HTML5 Outputs" on page 324, "Specifying the Automerge Location in a TOC for HTML5" on page 320, and "Specifying the Automerge Location in a Browse Sequence for HTML5" on page 322. In this scenario, let's assume the author simply uses the default merge order.

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

See "Including Non-XHTML Files in HTML5 Search" on page 326.

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

C:\Inetpub\wwwroot\MCPReview\AutoSearch

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

following path into the address bar:

<http://localhost/MCPreview/Default.htm>

She does this because if she had initiated the view from within Flare, the output files in the MCPreview folder would have been replaced with new files, which would have overwritten the merged child output, Word documents, and PDF files that were added manually.

See "Viewing HTML5 Server-based Output" on page 312.

10. **Author** Let's say the author is now finished testing her output and is ready to publish the final output to the server. Therefore, in Flare she creates a publishing destination for the parent Jackpot target that points to <http://www.xyzincorporated.com/help systems/Jackpot>. She generates the output for the parent Jackpot target again and publishes the Jackpot HTML5 server-based output to that location.
11. **Author/Web Administrator** The author generates the four child Flare target outputs again. In Flare, she selects **Project>Open Output Folder** and copies each output folder related to a child target. The author can provide these folders to the web administrator or (if the author has access) directly paste them in the following location:

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

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

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

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

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

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

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

12. **Web Administrator** On the server where the output files will be published, the company's web administrator completes the steps for installing Microsoft Internet Information Services (IIS) and ASP.NET.
13. **Web Administrator** On the server where the output files will be published, the company's web administrator completes the steps for configuring IIS on the production server.
14. **Web Administrator** On the server where the output files will be published, the company's web administrator completes the steps for starting Microsoft Indexing Service.
15. **Web Administrator** The web administrator opens the output folder on the server to enable HTML5 search. He double-clicks the file ConfigureSearch.exe, which is located here:
<http://www.xyzincorporated.com/help systems/Jackpot/Service/Console.ConfigureSearch>
16. **Web Administrator** In order to include the PDF files in the search, the web administrator installs the appropriate IFilter on the server.
See "Including Non-XHTML Files in HTML5 Search" on page 326.
17. **Author/Web Administrator** The author (if she has access) or web administrator copies and pastes the 20 Word documents and 15 PDF files to:
<http://www.xyzincorporated.com/help systems/Jackpot/AutoSearch>
18. **Author** To view the published output, the author opens a browser window and types the following path into the address bar:
<http://www.xyzincorporated.com/help systems/Jackpot/Default.htm>
If the author had specified a custom file name for the Jackpot target, such as "JackpotOnline," the address instead would be:
<http://www.xyzincorporated.com/help systems/Jackpot/JackpotOnline.htm>



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

APPENDIX A

PDFs

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

TUTORIALS

- Getting Started Tutorial*
- Product Foldout Tutorial*
- Top Navigation Tutorial*
- Tripane and PDF Tutorial*

USER GUIDES

- | | |
|-------------------------------------|-------------------------------------|
| <i>Accessibility Guide</i> | <i>Global Project Linking Guide</i> |
| <i>Analyzer Guide</i> | <i>HTML Help Guide</i> |
| <i>Autonumbers Guide</i> | <i>HTML5 Guide</i> |
| <i>Condition Tags Guide</i> | <i>Images Guide</i> |
| <i>Context-sensitive Help Guide</i> | <i>Importing Guide</i> |
| <i>DotNet Help Guide</i> | <i>Index Guide</i> |
| <i>Eclipse Help Guide</i> | <i>Key Features Guide</i> |
| <i>Getting Started Guide</i> | <i>Language Support Guide</i> |



<i>Movies Guide</i>	<i>Source Control Guide: Subversion</i>
<i>Navigation Links Guide</i>	<i>Source Control Guide: Team Foundation Server</i>
<i>Print-based Output Guide</i>	<i>Source Control Guide: Visual SourceSafe</i>
<i>Project Creation Guide</i>	<i>Styles Guide</i>
<i>Pulse Guide</i>	<i>Tables Guide</i>
<i>QR Codes Guide</i>	<i>Tables of Contents Guide</i>
<i>Reports Guide</i>	<i>Targets Guide</i>
<i>Reviews & Contributions Guide</i>	<i>Templates Guide</i>
<i>Search Guide</i>	<i>Topics Guide</i>
<i>SharePoint Guide</i>	<i>Touring the Workspace Guide</i>
<i>Skins Guide</i>	<i>Transition From FrameMaker Guide</i>
<i>Snippets Guide</i>	<i>Variables Guide</i>
<i>Source Control Guide: Git</i>	<i>WebHelp Outputs Guide</i>
<i>Source Control Guide: Perforce</i>	<i>What's New Guide</i>

CHEAT SHEETS

<i>Folders and Files Cheat Sheet</i>
<i>Print Output Cheat Sheet</i>
<i>Shortcuts Cheat Sheet</i>
<i>Structure Bars Cheat Sheet</i>
<i>Styles Cheat Sheet</i>

APPENDIX B

Output Type Comparison Tables

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

This chapter discusses the following:

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Pulse (Socially Enabled Output)	360



Search	361
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Note: If an item does not have a check mark, that does not necessarily mean the feature is unavailable in the output. Rather, it means that the feature cannot be added in Flare. For example, search cannot be added in Flare for EPUB output, but some ebook readers may have search built in.

General

Following are general features supported in each output type:

								
.NET Integration	✗	✗	✗	✓	✗	✗	✗	✗
Responsive Output	✓	✗	✗	✗	✗	✗	✗	✗
Single Output File Possible	✗	✓	✓	✗	✓	✗	✗	✗

Accessibility

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

								
Accessibility Supported	✓	✓	✓	✓	✓	✓	✓	✓
Compiler Warnings	✓	✓	✗	✗	✓	✓	✓	✓
Empty Alt Text for Images	✓	✓	✗	✓	✓	✓	✓	✓
Scrolling for Toolbars and Navigation Frames—Enable	✗	✗	✗	✗	✗	✓	✗	✓

Context-sensitive Help

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

								
CSH Supported	✓	✓	✗	✓	✓	✓	✓	✓
Embedded CSH Supported	✗	✗	✗	✓	✗	✗	✗	✗

Feedback Statistics and Reporting Features

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

	 HTML ¹	 Eclipse Help	 EPUB	 Dot Net Help	 MS HTML Help	 Web Help	 Web Help Mobile	 Web Help Plus
Feedback Supported	✓	✗	✗	✓	✓	✓	✗	✓
Search Results	✓	✗	✗	✓	✗	✓	✗	✓

¹For HTML5, Feedback is supported only in Tripane output. It is not supported in Top Navigation or skinless outputs.

Generated Content

Following are generated content features supported in each output type:

								
Autonumbers ¹	✓	✓	✓	✓	✓	✓	✓	✓
Breadcrumbs	✓	✗	✗	✓	✓	✓	✓	✓
Browse Sequences	✓	✗	✗	✓	✓	✓	✓	✓
Concept Links	✓	✓	✓	✓	✓	✓	✓	✓
Keyword Links	✓	✓	✓	✓	✓	✓	✓	✓
Glossaries from Proxies	✗	✗	✓	✗	✗	✗	✗	✗
Indexes from Proxies	✗	✗	✓	✗	✗	✗	✗	✗
List of Concepts	✓	✓	✓	✓	✓	✓	✓	✓
List of Elements	✓	✓	✓	✓	✓	✓	✓	✓

								
List of Endnotes	✗	✗	✓	✗	✗	✗	✗	✗
Lists (Numbered and Bulleted)	✓	✓	✓	✓	✓	✓	✓	✓
Menus from Proxies	✓	✗	✗	✗	✗	✗	✗	✗
Mini-TOCs from Proxies	✓	✓	✗	✓	✓	✓	✓	✓
Page Numbers	✗	✗	✗	✗	✗	✗	✗	✗
Related Topics Links	✓	✓	✓	✓	✓	✓	✓	✓
Relationship Links	✓	✓	✓	✓	✓	✓	✓	✓
Scripts	✓	✓	✗	✓	✓	✓	✓	✓
Search Bars from Proxies	✓ ²	✗	✗	✗	✗	✗	✗	✗

								
Search Results from Proxies	✓ ²	✗	✗	✗	✗	✗	✗	✗
Shortcut Controls	✗	✗	✗	✗	✓	✗	✗	✗
TOCs from Proxies	✓	✓	✓	✓	✓	✓	✓	✓
Topic Toolbars from Proxies	✓	✗	✗	✓	✓	✓	✓	✓

¹It is possible to use autonumbering in online outputs, but only in a limited way. For example, if you have notes throughout your project, you can create an autonumber format on a paragraph style class that simply has the text "Note:" followed by a space. Then whenever you want to apply that style class to note content, it will automatically start with "Note:" so that you don't have to type it each time. However, in the traditional sense where autonumbering is used to increment numbers for elements such as chapters, figures, and tables, it is really only intended for print-based outputs.

²In HTML5, the proxies and related skin components for search bars and search results are supported only in Top Navigation output, as well as in targets not using a skin. They are not supported in Tripwire output.

Glossaries

Following are glossary features supported in each output type:

	 HTML 5	 Eclp Help	 EPUB	 Dot Net Help	 MS HTML Help	 Web Help	 Web Help Mobile	 Web Help Plus
Glossaries—Created via Glossary File and Proxy	✗	✓	✓	✗	✗	✗	✗	✗
Glossaries—Created via Glossary File and Skin Setting	✓	✗	✗	✓	✓	✓	✓	✓
Auto-generate	✗	✗	✓	✗	✗	✗	✗	✗
Sorting	✓	✓	✓	✓	✓	✓	✓	✓

Images

Following are image features supported in each output type:

								
Absolute Positioning	✓	✓	✗	✓	✓	✓	✓	✓
Image Hyperlinks	✓	✓	✓	✓	✓	✓	✓	✓
Image Maps	✓	✓	✗	✓	✓	✓	✓	✓
Pre-Compile Resized	✓	✓	✓	✓	✓	✓	✓	✓
Thumbnail Images	✓	✓	✗	✓	✓	✓	✓	✓
Web-Safe—Convert from Non—Web-safe	✓	✓	✗	✓	✓	✓	✓	✓

Indexes

Following are index features supported in each output type:

								
Indexes—Created Using Keywords and Proxy	✗	✓	✓	✗	✗	✗	✗	✗
Indexes—Created Using Keywords and Skin Setting	✓	✗	✗	✓	✓	✓	✓	✓
Auto-generate	✗	✗	✓	✗	✗	✗	✗	✗
Binary Indexes	✗	✗	✗	✗	✓	✗	✗	✗
Bookmarks in Index Entries	✗	✗	✗	✗	✓	✗	✗	✗
Index Links	✓	✓	✓	✓	✓	✓	✓	✓
Search—Can Exclude Index Entries from Search	✓	✗	✗	✓	✗	✓	✓	✓
Sorting	✓	✗	✓	✓	✗	✓	✓	✓

Language Support

Following are language support features supported in each output type:

								
Author and Generate Output in Left-to-Right (LTR) and Right-to-Left (RTL) Languages	✓	✓	✓	✓	✓	✓	✓	✓
Invert Image Calloouts to RTL	✓	✓	✓	✗	✓	✓	✓	✓
Invert Page Layouts to RTL	✗	✗	✗	✗	✗	✗	✗	✗
Invert Styles to RTL	✓	✓	✓	✗	✓	✓	✓	✓
Multilingual Support—Link to External Projects in Target	✓	✓	✓	✓	✓	✓	✓	✓
Output Interface—Display in LTR and RTL	✓ ¹	✓	✗	✗	✗	✓ ²	✓ ²	✓ ²

								
Output Interface—Display English, French, Japanese, or German	✗	✗	✗	✓ ³	✗	✗	✗	✗
Language Skins	✓ ⁴	✗	✓	✓	✓	✓	✓	✓
Separate UI Text tab in Skin Editor for Localization	✓	✗	✗	✗	✗	✗	✗	✗

¹This is controlled on the UI Text tab in a regular HTML5 skin.

²This is controlled in a language skin.

³This is possible with the MadCap Help Viewer, where the end user selects the language.

⁴As an alternative to using language skins, you can use the UI Text tab in the Skin Editor to perform all of the localization tasks for HTML5 targets. Be aware that translations in the Skin Editor are prioritized over translations in a language skin, so you should try to perform your localization tasks in one place to avoid conflicts.

Master Pages and Page Layouts

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

								
Master Pages Supported	✓	✓	✗	✓	✓	✓	✓	✓
Page Layouts Supported	✗	✓	✗	✗	✗	✗	✗	✗

Merging Output

Following are merging output features supported in each output type:

								
Merge Output Supported	✓ ^{1,2}	✓	✗	✓	✓	✓	✓	✓
Merge Output at Runtime	✓ ¹	✗	✗	✗	✗	✗	✗	✓

¹ Flare's HTML5 Top Navigation skin does not support project merging.

² HTML5 outputs do not support pre-merging.

Miscellaneous Features

Following are miscellaneous features supported in each output type:

								
Equations	✓	✓	✓	✓	✓	✓	✓	✓
Footnotes	✓ ¹	✓	✓	✓ ¹				
Horizontal Rules	✓	✓	✓	✓	✓	✓	✓	✓
Object Positioning	✓	✓	✓	✓	✓	✓	✓	✓
PDF Stitching	✓	✓	✗	✓	✓	✓	✓	✓
QR Codes	✓	✓	✓	✓	✓	✓	✓	✓
Preview Topics in Output Type	✓	✓	✓	✓	✓	✓	✓	✓
Redacted Text	✗	✗	✗	✗	✗	✗	✗	✗
Slideshows	✓	✗	✓	✓	✓	✓	✓	✓

								
Snippets	✓	✓	✓	✓	✓	✓	✓	✓
Tables	✓	✓	✓	✓	✓	✓	✓	✓
Text Boxes	✓	✓	✗	✓	✓	✓	✓	✓

¹Footnotes are converted to popups.

Multimedia

Following are multimedia features supported in each output type:

			 1				 2	
3D Models (U3D Files)	✓	✓	✗	✓	✓ ³	✓	✓	✓
Audio and Video Files								
ASF	✓	✓	✗	✓	✓	✓	✓	✓
ASX	✓	✓	✗	✓	✓	✓	✓	✓
AU	✓	✓	✗	✓	✓	✓	✓	✓
AVI ⁴	✓	✓	✗	✓ ⁵	✓	✓	✓	✓
M4V ⁴	✓	✓	✗	✓ ⁵	✗	✓	✓	✓
MID	✓	✓	✗	✓	✓	✓	✓	✓
MIDI	✓	✓	✗	✓	✓	✓	✓	✓

	 HTML5	 Eclp Help	 EPUB ¹	 Dot Net Help	 MS HTML Help	 Web Help	 Web Help Mobile ²	 Web Help Plus
MP3	✓	✓	✓	✓	✓	✓	✓	✓
MP4 ⁴	✓	✓	✓	✓ ⁵	✗	✓	✓	✓
MPA	✓	✓	✗	✓	✓	✓	✓	✓
MPE	✓	✓	✗	✓	✓	✓	✓	✓
MPEG	✓	✓	✗	✓	✓	✓	✓	✓
MPG	✓	✓	✗	✓	✓	✓	✓	✓
OGG ⁴	✓	✗	✓	✓ ⁵	✗	✗	✗	✗
OGV ⁴	✓	✗	✓	✓ ⁵	✗	✗	✗	✗
OPUS	✓ ⁶	✗	✗	✗	✗	✓ ⁶	✗	✗
SWF	✓	✓	✗	✓	✓	✓	✓	✓

	 HTML5	 Eclipse Help	 EPUB ¹	 Dot Net Help	 MS HTML Help	 Web Help	 Web Help Mobile ²	 Web Help Plus
WAV	✓	✓	✗	✓	✓	✓	✓	✓
WEBM ⁴	✓	✗	✗	✓ ⁵	✗	✗	✗	✗
WMA	✓	✓	✗	✓	✓	✓	✓	✓
WMV	✓	✓	✗	✓	✓	✓	✓	✓

MadCap Mimic Movie Links

Flash (SWF) Format	✓	✓	✗	✓	✓	✓	✓	✓
HTML5 Format (Depending on Browser) ⁴	✓	✓	✗	✓	✓	✓	✗	✓
Mimic Movie Format	✗	✓	✗	✓	✓	✗	✗	✗
Silverlight Format	✓	✓	✗	✓	✓	✓	✓	✓

			 ¹				 ²	
Vimeo Embedded Videos	✓	✓	✗	✓ ⁷	✓ ⁷	✓	✓	✓
YouTube Embedded Videos	✓	✓	✗	✓ ⁷	✓ ⁷	✓	✓	✓

¹EPUB support for each element or file type depends on if a particular reader supports it.

²Support for each element or file type depends on if a particular browser supports it. This is especially true with WebHelp mobile output and mobile browsers.

³For this output, the 3D Model opens in a separate window.

⁴To view HTML5 movie output, end users must have a newer browser that supports these types of videos.

⁵If you generate DotNet Help, embedded HTML5 movies are not supported out of the box. That's because DotNet Help uses Internet Explorer 7, which does not support HTML5 movies. However, you can make it work by adding the default meta tag to your target: <meta http-equiv="X-UA-Compatible" content="IE=Edge" />.

⁶This file format does not work in Internet Explorer.

⁷If you generate DotNet Help or Microsoft HTML Help, YouTube videos are rendered smaller than in other outputs and Vimeo Advanced settings are not supported. However, you can make it work by adding the default meta tag to your target: <meta http-equiv="X-UA-Compatible" content="IE=Edge" />.

Navigation Links

Following are navigation link features supported in each output type:

								
Cross-References Supported	✓	✓	✓	✓	✓	✓	✓	✓
Cross-References—Context-sensitive	✗	✗	✓	✗	✗	✗	✗	✗
Drop-down Text	✓	✓	✗	✓	✓	✓	✓	✓
Expanding Text	✓	✓	✗	✓	✓	✓	✓	✓
Text Hyperlinks	✓	✓	✓	✓	✓	✓	✓	✓
Text Popups	✓	✓	✗	✓	✓	✓	✓	✓
Togglers	✓	✓	✗	✓	✓	✓	✓	✓
Topic Popups	✓	✓	✗	✓	✓	✓	✓	✓

Pulse (Socially Enabled Output)

Following are Pulse features supported in each output type:

								
Pulse Integration	✓	✗	✗	✗	✗	✓	✗	✓

Search

Following are search features supported in each online output type.

General Support

The table below summarizes search support in each output type:

								
Search Supported Via Flare Integration	✓	✗	✗	✓	✓	✓	✓	✓

End User Search Features

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

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

	CLIENT-BASED OUTPUT					SERVER-BASED OUTPUT	
	 HTML	 Dot Net Help	 MS HTML Help	 Web Help	 Web Help Mobile	 HTML	 Web Help Plus
Glossary Search— Find Matching Terms	✓	✓ ¹	✓	✗	✗	✓	✗
Index Search— Find Matching Terms	✓	✓	✓	✓	✗	✓	✓
Search Favorites— Save Queries to Favorites List	✗	✓	✗	✓	✗	✗	✓

	CLIENT-BASED OUTPUT					SERVER-BASED OUTPUT	
	 HTML5	 Dot Net Help	 MS HTML Help	 Web Help	 Web Help Mobile	 HTML5	 Web Help Plus
Search Query—Asterisk (*) Wildcard Character		 ²					
Search Query—Boolean Operators		 ²	 ³				
Search Query—Full-text Search (not case sensitive)							
Search Query—Enclose Terms in Quotes (" ")							
Search Results—Narrow Search Scope Using Search Filter Sets							

	CLIENT-BASED OUTPUT					SERVER-BASED OUTPUT	
							
Search Results— Results Listed in Ranked Order and Show Rank Num- ber	✓ ⁴	✓	✓ ⁴	✓	✓ ⁴	✓ ⁴	✓
Search Results— Search Hits High- lighted in Topics	✓	✓	✓	✓	✓	✓	✓
Search Results— Search Hits Bolded	✓	✗	✗	✗	✗	✗	✗

¹Use CTRL+F in the Glossary pane.

²SQL Server Compact is required.

³Select the operator from the built-in list.

⁴Results are listed in order. Rank number is not visible.

Content Developer Search Features

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

	CLIENT-BASED OUTPUT					SERVER-BASED OUTPUT	
							
Enable Search Feature	✓ ¹	✓ ²	✓ ³	✓ ³	✓ ⁴	✓ ¹	✓ ³
Content Optimization—Adjust Abstract Character Limit	✓	✗	✗	✗	✗	✗	✗
Content Optimization—Enable or Disable Importance in Search Results	✓	✗	✗	✗	✗	✗	✗

	CLIENT-BASED OUTPUT					SERVER-BASED OUTPUT	
							
Content Optimization—Include or Exclude Glossary Terms in Search Results	✓	✗	✗	✗	✗	✓	✗
Content Optimization—Set Number of Results Displayed Per Page	✓	✗	✗	✗	✗	✗	✗
Search Highlighting—Set Highlight Color	✓	✓	✓	✓	✓	✓	✓
Search Performance—Chunk Large Search Database Files	✓	✓	✗	✓	✓	✓	✓

	CLIENT-BASED OUTPUT					SERVER-BASED OUTPUT	
							
Search Performance—Enable Partial-word Searching and Set Minimum Word Size	✓	✓	✗	✓	✓	✓	✓
Search Performance—Enable Stop Words in Search	✗	✓	✓ ⁵	✓	✓	✗	✓
Search Performance—Exclude Index Entries from Search	✓	✓	✓ ⁶	✓	✓	✗	✓
Search Performance—Exclude Non-words from Search	✓	✓	✓ ⁷	✓	✓	✓	✓

	CLIENT-BASED OUTPUT					SERVER-BASED OUTPUT	
							
Search Performance—Include SQL Search Database		 8					
Search Performance—Pre-merge Search Database							
Search Performance—Set N-Gram Size for Chinese, Japanese, and Korean Projects							

	CLIENT-BASED OUTPUT					SERVER-BASED OUTPUT	
							
Search Toolbar— Include and Cus- tomize a Quick Search Field and/or Select Search But- ton							
Search Results— Customize Order of Search Filter Sets							

	CLIENT-BASED OUTPUT					SERVER-BASED OUTPUT	
							
Styles—Generated Search Results Pages	✓ ⁹	✗	✗	✗	✗	✓ ⁹	✗

¹HTML5 skin.

²Search cannot be disabled.

³Standard skin.

⁴Mobile skin.

⁵Stop words are always enabled.

⁶Index entries are always excluded.

⁷Non-words are always excluded.

⁸SQL Server Compact is required.

⁹These styles are supported only in HTML5 Top Navigation and skinless outputs. They are not supported in HTML5 Tripane output.

Skins

Following are skin features supported in each output type:

								
Skin Type	HTML5			Standard	Standard	Standard	Mobile	Standard
About Box								
Accordion Titles—Exclude								
Browser Settings	¹							
Caption for Output Window	¹	²						
Elements (e.g., tabs, accordions)—Specify Default Element	¹							

								
Elements (e.g., tabs, accordions)—Specify Which to Include	✓ ¹	✗	✗	✓	✓	✓	✓	✓
Feedback Comments, Email Notifications, User Profile	✓ ¹	✗	✗	✓	✓	✓	✗	✓
Generate All	✓	✗	✗	✓	✓	✓	✗	✓
Language Skins	✓ ³	✗	✓	✓	✓	✓	✓	✓
Menu Skin Component	✓	✗	✗	✗	✗	✗	✗	✗
Navigation Links in Standalone Topics	✓ ¹	✗	✗	✗	✗	✓	✗	✓
Navigation Pane Settings	✓	✗	✗	✗	✓	✓	✗	✓
Preview Skin for Output Type	✓	✗	✗	✓	✓	✓	✓	✓

								
Runtime Skins—Choose Different Skins at Runtime	✓	✗	✗	✗	✗	✗	✗	✗
Search Bar Skin Component	✓ ⁴	✗	✗	✗	✗	✗	✗	✗
Search Results Skin Component	✓ ⁴	✗	✗	✗	✗	✗	✗	✗
Separate UI Text Tab in Skin Editor for Localization	✓ ³	✗	✗	✗	✗	✗	✗	✗
Styles	✓	✗	✗	✓ ⁵	✓ ⁵	✓	✓	✓
TOC Entry—Select Skin For	✗	✗	✗	✗	✓	✗	✗	✗
Topic Toolbar—Custom Settings	✓ ⁶	✗	✗	✓	✓	✓	✓ ⁷	✓
Web Toolbar—Add via Skin	✗	✗	✗	✗	✓	✗	✗	✗

								
Web Toolbar—Custom Settings	✓ ¹	✗	✗	✗	✓	✓	✗	✓
Window—Size/Position	✓ ¹	✗	✗	✓	✓	✓	✗	✓
Window—User-Defined Size/Position	✗	✗	✗	✗	✓	✗	✗	✗

¹This is available in the Tripane skin only. It is not available in the Top Navigation skin.

²This is handled through the org.eclipse.help.base plug-in.

³As an alternative to using language skins, you can use the UI Text tab in the Skin Editor to perform all of the localization tasks for HTML5 targets. Be aware that translations in the Skin Editor are prioritized over translations in a language skin, so you should try to perform your localization tasks in one place to avoid conflicts.

⁴This is available in the Top Navigation skin only. It is not available in the Tripane skin.

⁵Only some styles (e.g., Feedback, toolbar) are supported.

⁶Topic toolbar settings can be controlled in a Topic Toolbar skin component, as well as in a Topic Toolbar proxy.

⁷Limited settings are available.

Tables of Contents and Mini-TOCs

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

								
TOCs—Created via Headings and Proxy	✗	✓	✓ ¹	✗	✗	✗	✗	✗
TOCs—Created via TOC File and Skin Setting	✓	✗	✗	✓	✓	✓	✓	✓
Auto-generate	✗	✗	✓	✗	✗	✗	✗	✗
Binary TOCs	✗	✗	✗	✗	✓	✗	✗	✗
Mark as New	✓	✓	✗	✗	✓	✓	✓	✓
Mini-TOCs	✓	✓	✓	✓	✓	✓	✓	✓
Skin—Select for TOC Entry	✗	✗	✗	✗	✓	✗	✗	✗
Synchronize With Topics	✓	✗	✗	✓	✓	✓	✗	✓

¹Some ebook readers have a built-in TOC.

Target Settings

Following are target features supported in each output type:

	 HTML	 Eclipse Help	 EPUB	 Dot Net Help	 MS HTML Help	 Web Help	 Web Help Mobile	 Web Help Plus
Auto-generate Glossary, Index, TOC	✗	✗	✓	✗	✗	✗	✗	✗
Characters and Spaces—Replace With Underscores	✓	✓	✗	✓	✓	✓	✓	✓
CMYK	✗	✗	✗	✗	✗	✗	✗	✗
Content Folder—Omit from Output	✓	✓	✗	✗	✓	✓	✗	✓
Crop and Registration Marks—Include in Output	✗	✗	✗	✗	✗	✗	✗	✗
DOCTYPE Declaration	✗	✗	✗	✓	✓ ¹	✓	✓ ²	✓
Empty Pages—Inject Automatically	✗	✗	✗	✗	✗	✗	✗	✗
File Extensions—Custom	✓	✓	✗	✓	✗	✓	✓	✓

								
Languages—Link to External Projects (Create Multilingual Output)	✓	✓	✓	✓	✓	✓	✓	✓
Mark of the Web	✓	✓	✗	✗	✗	✓	✗	✓
Meta Tags—Custom	✓	✓	✗	✓	✓	✓	✓	✓
Startup Topic	✓	✗	✗	✓	✓	✓	✗	✓
Stylesheet Medium	✓	✓	✓	✓	✓	✓	✓	✓
Tracked Changes—Preserve	✗	✗	✗	✗	✗	✗	✗	✗
Warnings—Ignore	✓	✓	✓	✓	✓	✓	✓	✓

¹We recommend disabling this option for non-English content.

²The standard mobile DOCTYPE is always used.

Variables

Following are variable features supported in each output type:

								
Basic Variables	✓	✓	✓	✓	✓	✓	✓	✓
Date/Time Variables	✓	✓	✓	✓	✓	✓	✓	✓
Heading Variables	✓	✓	✗	✓	✓	✓	✓	✓
Running HF Variables	✗	✗	✗	✗	✗	✗	✗	✗
Snippet Variables	✓	✓	✓	✓	✓	✓	✓	✓
System Variables	✓	✓	✓	✓	✓	✓	✓	✓