# TOC

# Getting Started

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

| table fvdskajcvklds;akfjsk | table askfd;lksnmkflsadlkjfsd |
|---|---|
| fdssssscbbvvvvvvvvvvq | |
| ffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffffgggg-ggggggggggggggggggggggfffffc-cccccccccccccccccccccccccccccff | bnnnnnnnnnnnnnnn-nnnnnnnnnnnnnnn-nn |

r**What's New on page 4**ddgsg[[[Undefined variable Heading.LastIndexHeading]]]uibuibi

# Basic Steps

Here is some general text for a topic. **Procedure 1 on page 12**this with your own content.

**Batch target**

**Block snippet**

**Condition tag**

yo here's a dropdown

(This is the [[[Undefined variable Heading.FirstGlossaryPageHeading]]]Drop-down text. Hopefully this works)

fgjhhgjhgjhMadCap Softwarejy

# What's New

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

[[[Undefined variable General.CityStateZip]]]

# Features

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

# Feature 1

H[ere is some general text for a topic.](#) Replace this with your own content.

# Feature 2

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

# Feature4

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

addity add add. here's a new change.

second change yadayadayada

third cjhange fajsdkljf;klsd yyyyyyyyyyyyyyya

yoyoyoyo

# Feature5

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

addity add add. here's a new change.

second change yadayadayada

third cjhange fajsdkljf;klsd yyyyyyyyyyyyyyyya

# Feature 3

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

# Procedures

Here is some[[[Undefined variable Heading.FirstGlossaryPageHeading]]]xt for a topic. Replace this with your own content.

# Procedure 1

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

addity add add. here's a new change.

second change yadayadayada

third cjhange fajsdkljf;klsd yyyyyyyyyyyyyyyya

# Procedure 3

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

# Company Information

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

# FAQs

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

# PDF Downloads

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

# Tips

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

# Procedure 2

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

# Glossary

## C

### Cross-reference

A navigation link that lets you connect text in one topic to another topic (or a bookmark within a topic). Cross-references let you create "automated" links that are based on commands you provide. This allows you to keep links consistent and change them in just one place by using the "xref" style.

## D

### Drop-down text

A feature that lets you collapse content in your topic. The content is expanded (and therefore displayed) when the end user clicks a link.

## F

### Footnote

A comment that is used to explain a specific area of the text. Both the area in the text and the comment contain a number or symbol that ties the two together. A footnote (or endnote) comment can be placed at the end of a page, document, chapter, section, or book.

## S

### Single-Sourcing

Reusing content and producing multiple outputs from the same set of source files. Flare lets you single-source your projects in many ways, using various fea-

tures. This includes features such as topic-based authoring, conditions, snippets, variables, multiple tables of contents, and more.

## Snippet

A pre-set chunk of content that you can use in your project over and over. Snippets are similar to variables, but snippets are used for longer chunks of content that you can format just as you would any other content in your topic. In snippets, you can also insert tables, pictures, and whatever else can be included in a normal topic.

## Span

A tag that is used to group inline elements to format them with styles. A span tag doesn't perform any specific action; it simply holds the attributes (e.g., font size, color, font family) that you apply to inline content.

## Style

An element to which you assign a certain look and/or behavior. You can then apply that style to your content. Different kinds of styles are available in a stylesheet, to be used for various purposes in your content.

## T

## 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.

## Target

One "instance" of an output type. When you build your final output, you are essentially building one or more of the targets in your project.

## Text snippet

A snippet that is created out of a portion of one paragraph.

## Topic

A chunk of information about a particular subject. Topics are the most important part of a project. Everything else is contained within  topics (e.g., hyperlinks, text, pictures) or points toward topics (e.g., table of contents, index, browse sequences). The very reason end users open a Help system is to find information, a little direction. They find that help within individual topics.

## V

## Variable

A pre-set term or content that you can use in your project over and over. Variables are similar to snippets, but variables are used for brief, non-formatted pieces of content (such as the name of your company's product or your company's phone number).

## X

## XML Editor

The window in the Flare interface where you can add content and formatting to elements such as topics and snippets.