



FrameMaker Reference

Frame Technology Corporation
1010 Rincon Circle
San Jose, California 95131

Part Number 41-00524-00
September 1990

801-5706-01

Important Notice

Frame Technology Corporation (Frame) and its licensors retain all ownership rights to the FrameMaker computer program and other computer programs offered by Frame (hereinafter collectively called "FrameMaker") and their documentation. Use of FrameMaker is governed by the license agreement printed on the envelope containing your original media. The FrameMaker source code is a confidential trade secret of Frame. You may not attempt to decipher or decompile FrameMaker or develop source code for FrameMaker, or knowingly allow others to do so. You may not develop passwords or codes or otherwise enable the Save feature for equipment that is not authorized for use with FrameMaker. FrameMaker and its documentation may not be sublicensed and may not be transferred without the prior written consent of Frame.

Only you and your employees and consultants who have agreed to the above restrictions may use FrameMaker (with the Save feature enabled), and only on the authorized equipment.

Your right to copy FrameMaker and this manual is limited by copyright law. Making copies, adaptations, or compilation works (except copies of FrameMaker for archival purposes or as an essential step in the utilization of the program in conjunction with the equipment), without prior written authorization of Frame, is prohibited by law and constitutes a punishable violation of the law.

FRAME TECHNOLOGY CORPORATION PROVIDES THIS PUBLICATION "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Frame may revise this publication from time to time without notice. Some states or jurisdictions do not allow disclaimer of express or implied warranties in certain transactions; therefore, this statement may not apply to you.

Copyright © 1986-1990 Frame Technology Corporation. All rights reserved.

FrameMaker and Frame Technology are registered trademarks, and FrameWriter, FrameViewer, FrameMath, Frame, and the Frame logo are trademarks, of Frame Technology Corporation.

Adobe, PostScript, and TranScript are registered trademarks, and Adobe Illustrator 88 is a trademark, of Adobe Systems Incorporated.

Helvetica, Memphis, Times, and Palatino are registered trademarks of Linotype Corporation.

ITC Avant Garde, ITC Bookman, ITC Garamond, ITC Zapf Chancery, and ITC Zapf Dingbats are registered trademarks of International Typeface Corporation.

Apollo is a registered trademark of Apollo Computer Inc., a subsidiary of Hewlett-Packard Company.

Apple, AppleTalk, Macintosh, and LaserWriter are registered trademarks of Apple Computer, Inc.

AutoCAD is registered in the U.S. Patent and Trademark Office by AutoDesk, Inc.

DEC is a trademark of Digital Equipment Corporation.

FreeHand is a trademark of Aldus Corporation.

Hewlett-Packard is a registered trademark of Hewlett-Packard Company.

IBM is a registered trademark, and DCA and RISC System/6000 are trademarks, of International Business Machines Corporation.

MacDraw and MacPaint are registered trademarks of Claris Corporation.

Motif is a trademark of Open Software Foundation, Inc.

SCO and the SCO logo are registered trademarks, and Open Desktop is a trademark, of The Santa Cruz Operation, Inc.

Sun Microsystem, Sun Workstation, and TOPS are registered trademarks, and OpenWindows, TypeScaler, SunView, Sun-2, Sun-3, Sun-4, Sun386i, SPARCstation 1, SunWrite, SunPaint, and SunDraw are trademarks, of Sun Microsystems, Inc.

UNIX is a registered trademark of AT&T Bell Laboratories.

WordStar is a trademark of MicroPro International Corporation.

X Window System is a trademark of the Massachusetts Institute of Technology.

Milo is a trademark of Ron Avitzur.

Proximity and Linguibase are registered trademarks of Proximity Technology Inc.

Merriam-Webster is a registered trademark of Merriam-Webster Inc.

Copyrighted work incorporating excerpts from the CRC Standard Mathematical Tables, 28th Edition, Copyright © 1974–1987, CRC Press, Inc.

Copyrighted work incorporating TypeScaler™. Copyright © 1989, 1987, Sun Microsystems, Inc., all rights reserved.

Copyrighted work incorporating Milo™. Copyright © 1988, Ron Avitzur, all rights reserved.

The spelling portion of this product is based on Proximity® Linguistic Technology.

THE PROXIMITY/MERRIAM-WEBSTER LINGUIBASE © 1983 Merriam-Webster, Inc., © 1983 Proximity Technology Inc. All rights reserved.

THE PROXIMITY/MERRIAM-WEBSTER HYPHENATION SYSTEM © 1983 Merriam-Webster, Inc., © 1983 Proximity Technology Inc. All rights reserved.

THE PROXIMITY/William Collins Sons & Co. Ltd. LINGUIBASE © 1984, 1985, 1986, 1987, 1988 William Collins Sons & Co. Ltd., © 1984, 1985, 1986, 1987, 1988 Proximity Technology Inc. All rights reserved.

THE PROXIMITY/William Collins Sons & Co. Ltd. HYPHENATION SYSTEM © 1984, 1985, 1986, 1987, 1988 William Collins Sons & Co. Ltd., © 1984, 1985, 1986, 1987, 1988 Proximity Technology Inc. All rights reserved.

THE PROXIMITY/IDE a.s. LINGUIBASE © 1988 IDE, a.s., © 1988 Proximity Technology Inc. All rights reserved.

THE PROXIMITY/IDE a.s. HYPHENATION SYSTEM © 1988 IDE, a.s., © 1988 Proximity Technology Inc. All rights reserved.

Any provision of FrameMaker to the U.S. Government is with "Restricted Rights" as follows: Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.277-7013, and in subparagraphs (a) through (d) of the Commercial Computer-Restricted Rights clause at FAR 52.227-19, and in similar clauses in the NASA FAR Supplement, when applicable. Any provision of FrameMaker documentation to the U.S. Government is with Limited Rights.

Printed in the United States of America.

This book was written, illustrated, and produced using FrameMaker® workstation publishing software and the ITC Garamond®, Helvetica® Condensed, and Memphis® families of typefaces.

Program team: Judy Alston, Leah Anderson, Paul Bailey, Don Bennett, Jeff Brown, Terry Bush, Lisa Caras, Teresa Chen, Cam Clarke, Greg Cockroft, Abe Conant, Cary Duncan, Maureen Franotovich, Kathy Fronsahl, Louise Galindo, Jeff Gardiner, Eric Griswold, Carlos Gurr, Chris Guthrie, Chung-Pang Lai, Roger Lee, Ed Malick, Diane Manning, Jim Melani, Susan Lamoree, Mike Milligan, Will Naber, Kathy Paxton, Aric Rubin, Bob Silva, Randy Strauss, Kathy Tansill, Victoria Thomas, Craig Yappert, Günter Zimmermann

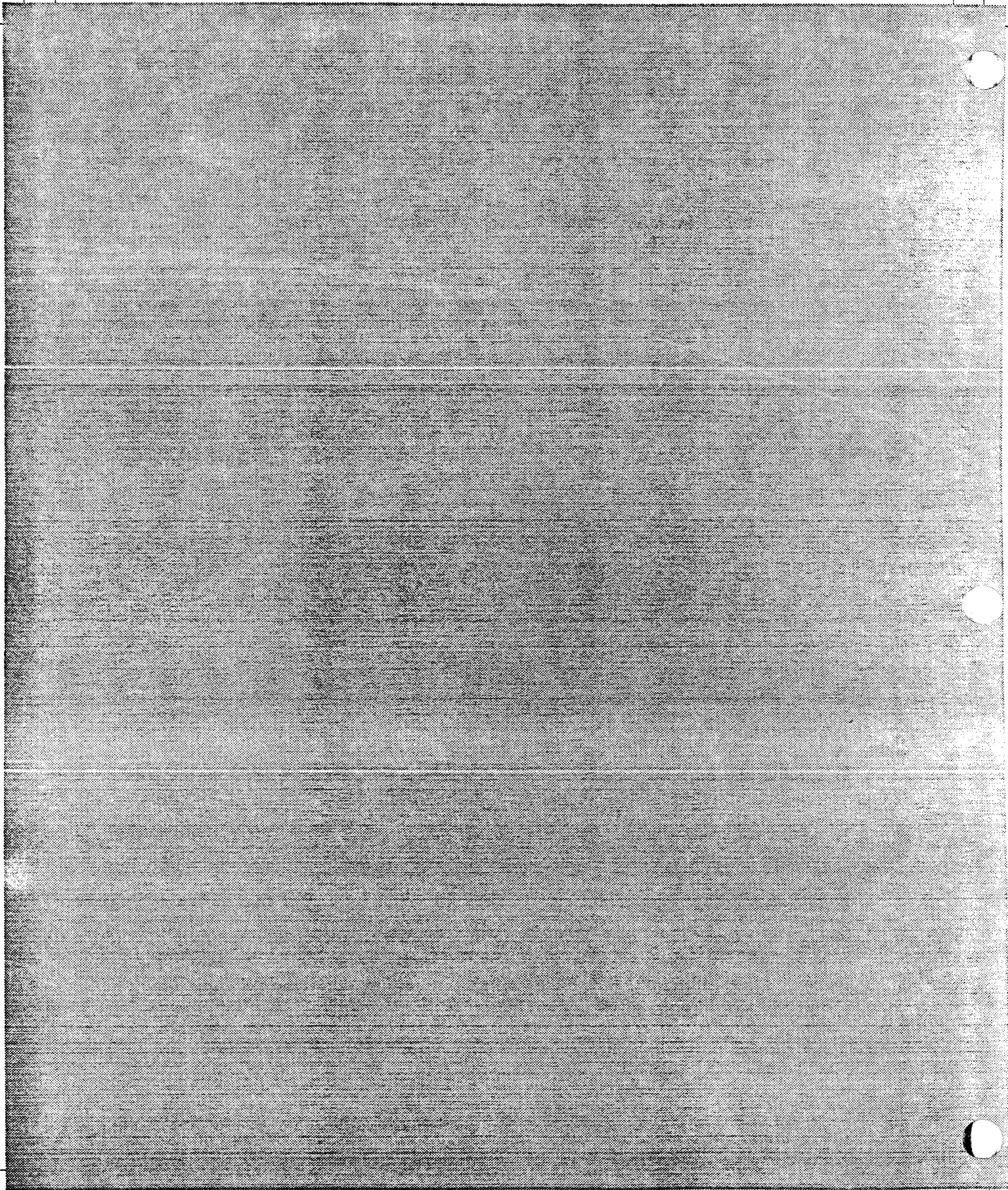




Table of Contents

Preface Using This Manual xv

How to use this manual xvi

Conventions xvii

Chapter 1 Document Window Commands 1-1

Add Page 1-2

Align 1-3

Anchored Frame 1-4

Back 1-9

Background 1-9

Body Pages 1-10

Borders 1-10

Capitalization 1-10

Capture 1-11

Change Bars 1-12

Character 1-13

Character (C) Catalog 1-15

Column Connections 1-16

Column Layout 1-19

Copy 1-21

Copy Character Format 1-22

Copy Paragraph Format 1-22

Cross-Reference 1-22

 Adding, changing, and deleting a cross-reference format 1-25

 Updating a cross-reference 1-28

 Resolving a cross-reference 1-28

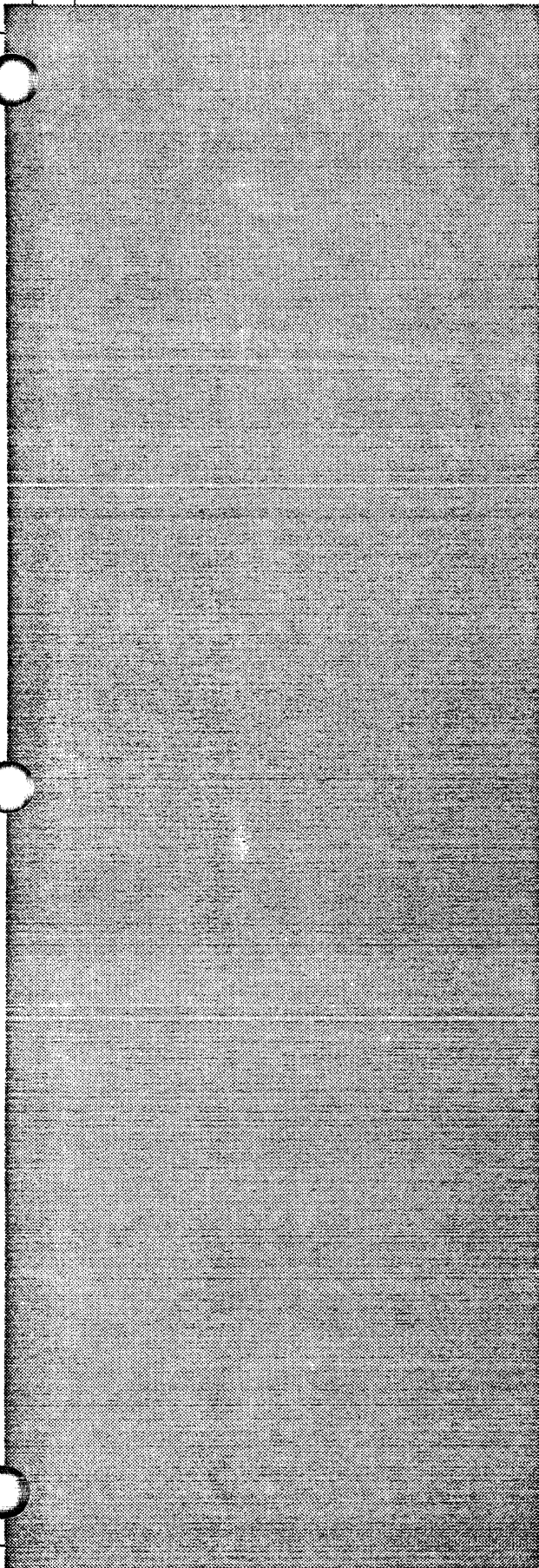
 Converting a cross-reference to text 1-30

Cut 1-30

Delete 1-31

Delete Page 1-31

Distribute 1-32
Document 1-34
Equations 1-36
Exit (file) 1-36
Exit (FrameMaker) 1-36
First Page 1-37
Flip Left/Right and Flip Up/Down 1-37
Flow 1-38
Footnote 1-41
Footnote Properties 1-41
Freeze Pagination 1-43
Front 1-45
Generate 1-45
 Generating a list or index 1-47
 Generating a file 1-47
 Changing character formats in generated text 1-48
 Editing the special flow in a table of contents or list 1-48
 Editing the special flow in an index 1-50
Go To 1-52
Gravity 1-53
Grid 1-54
Group 1-54
Help 1-54
Import 1-54
 Importing graphics 1-56
 Importing text 1-58
 Importing MML Files 1-60
 Importing MIF Files 1-60
Info 1-61
Inset 1-61
Keyboard Macros 1-62
Last Page 1-65
License 1-65



Marker 1-67
Master Pages 1-68
New 1-69
 Creating a custom document 1-70
Open 1-71
 Using wildcard characters in the Open dialog box 1-72
 Opening a document if FrameMaker can't find an imported file 1-72
 Opening text files 1-74
 Opening MML and MIF files 1-74
 File locking 1-74
Options 1-75
Paragraph 1-76
 Basic properties 1-78
 Default Font properties 1-81
 Numbering properties 1-82
 Tabs properties 1-86
 Advanced properties 1-87
Paragraph (¶) Catalog 1-89
Paste 1-90
 Pasting text 1-90
 Pasting an object 1-91
 Pasting a character format 1-91
 Pasting a paragraph format 1-91
Preferences 1-91
Print 1-93
Properties 1-96
 Rounded rectangle properties 1-97
 Arc properties 1-98
 Text line properties 1-98
 Inset properties 1-99
Reference Pages 1-99
Reshape 1-100
Revert 1-100

Rotate 1-101
Rotate Page 1-101
Rulers 1-102
Save/Save As 1-103
Scale 1-105
Search 1-105
Select All 1-111
Set # Sides 1-111
Smooth 1-112
Snap 1-112
Spelling Checker 1-113
 FrameMaker dictionaries 1-113
 Selecting spelling checker options 1-116
 Managing dictionaries and batch spell checking 1-118
Spot Colors 1-120
Text Symbols 1-122
Tools 1-122
 Selection tools 1-123
 Drawing tools 1-124
 Fill and pen patterns 1-124
 Line widths 1-125
 Line ends 1-126
 Spot color 1-128
Undo 1-129
Ungroup 1-130
Unsmooth 1-130
Use Formats 1-130
Variable 1-132
 Creating, changing, and deleting a user variable 1-133
 Editing a system variable definition 1-135
 Converting a variable to text 1-138
Zoom Menu Options 1-139



Chapter 2 Book Window Commands 2-1

Add File 2-2

Generate/Update Files 2-3

New 2-4

Open 2-4

Print 2-5

Exit Book 2-6

Rearrange Files 2-6

Revert 2-7

Save/Save As 2-7

Set Up File 2-8

 Changing a generated file's setup 2-8

 Changing a document's setup 2-10

Use Formats 2-11

Chapter 3 Hypertext Documents 3-1

How hypertext works 3-2

Creating a hypertext document 3-2

 Planning a hypertext document 3-3

 Designating an active area 3-3

Inserting hypertext markers and commands 3-5

 Inserting a hypertext marker 3-5

 Editing a hypertext marker 3-6

Locking a document 3-7

Unlocking a document 3-7

Displaying a locked document 3-7

 Starting FrameViewer 3-8

Hypertext commands 3-8

 alert 3-8

 gotolink 3-9

 matrix 3-10

 message client 3-12

 message system 3-12

newlink 3-13
nextpage 3-13
openlink 3-13
popup 3-14
previouslink 3-15
previouspage 3-16
quit 3-16
quital 3-16

Appendix A Adding PostScript Fonts to FrameMaker A-1

Installing the fonts from Macintosh disks A-2

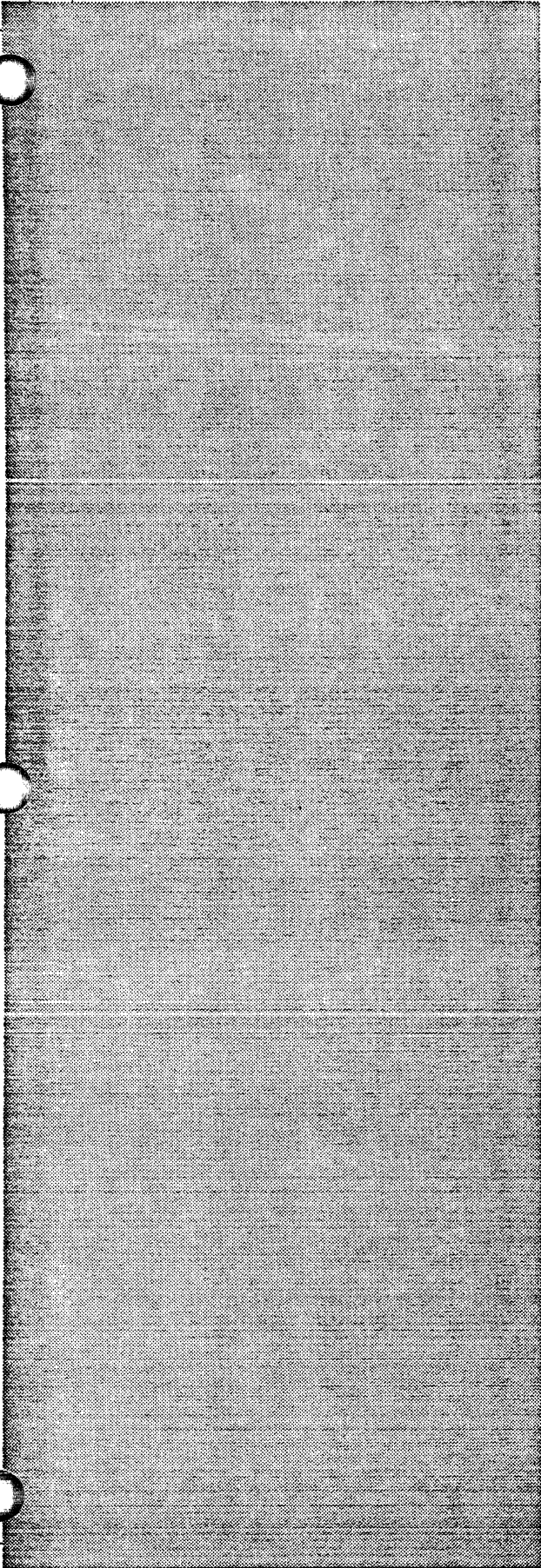
What you need A-2
Uploading the Macintosh files A-2
Renaming the AFM files A-4
Converting the screen font files A-5
Converting printer font files A-8
Downloading printer fonts to the printer A-10
Changing the .fmnit2.0 directory A-11
Editing the fontlist file in the .fmnit2.0/fontdir
directory A-11

Installing the fonts from PC disks A-12

What you need A-12
Uploading the PC files A-12
Converting the screen font files A-14
Renaming the AFM files A-15
Converting printer font files A-16
Downloading printer fonts to the printer A-18
Changing the .fmnit2.0 directory A-19
Editing the fontlist file in the .fmnit2.0/fontdir
directory A-19

Editing the fontlist file A-20

Adding font sizes A-21
Adding the font family description A-21



Adding font variations A-22
Adding font weights A-23
Adding font angles A-23
Adding font descriptions A-24
Adding font mappings A-25
Describing TypeScaler fonts A-26
Adding an alias statement A-27
Starting FrameMaker A-27
Printer notes A-28

Appendix B Character Sets B-1

Special characters in dialog boxes B-2
FrameMaker character set B-3

Appendix C FrameMaker Messages C-1

Appendix D Customizing FrameMaker D-1

X Window System resources D-1

How FrameMaker looks for X Window System resources D-1
Changing resources for all users at your site D-2
Changing resources for your personal use D-2
Creating a resource database D-2

FrameMaker resources you can change D-3

Color display D-3
Dialog box and pop-up menu settings D-3
Display resolution D-7
Filenames D-7
Fonts D-7
International FrameMaker settings D-9
Keyboard mapping and macro files D-9
Keys D-10
Memory allocation for images and fonts D-11
Mouse button usage D-12

Open documents D-12
Redisplay of document windows D-12
Screen capture border color D-12
Screen capture delay time D-13
Window positions and dimensions D-13
Window manager resources you might want to change D-13
Command line options D-14
 Specifying a file to open on startup D-15
 Overriding FrameMaker resources D-15
The .fminit2.0 directory D-16
 Language-specific setup files D-16
 How FrameMaker looks for .fminit2.0 D-17
 Changing setup files for all users at your site D-17
 Changing setup files for your personal use D-17
 Filters for import, open, and save D-17
 Fontlist D-18
 Integrated applications D-18
 Keyboard mappings D-19
 PostScript printing controls D-20
 Print spooler D-20
 Spelling checker dictionaries D-20
 Template documents D-20
 Template for custom new documents D-21
 Templates for opening text files D-21

Appendix E FrameMaker Utilities E-1

fmbatch E-1

 Using fmbatch with batch files E-2

 Using fmbatch with interactive commands E-3

 fmbatch commands E-3

 fmbatch messages E-7

fmcolor E-8

fmcopy E-9

fminvert E-9

fmMacPaint2xwd E-9

fmmail E-9

fmorder E-9

fmprint E-10

fmserial E-10

gpptoxwd E-10

isl1totxt E-11

rm8totxt E-12

tiff2orf E-12

tiff2xwd E-13

txttoisl E-13

txttorm8 E-14

xwdtoepsf E-15

xwd2orf E-15

Other utility programs E-15

Appendix F Using FrameMaker on Multiple Platforms F-1

Setting up FrameMaker for interplatform compatibility F-1

Installing fonts F-1

Sharing a site dictionary F-2

Sharing FrameMaker licenses F-2

Sharing documents between Macintosh and UNIX platforms F-3

File locking F-3

Symbolic links F-3

Filenames and pathnames F-3

Gray boxes F-3

FrameMaker 1.3 documents F-4

Using keyboard shortcuts and macros F-4

Importing graphics F-4

Insets F-6

Using color F-6

Spot color separations F-6

Using generated documents F-7

Printing F-7

Starting International versions of FrameMaker F-8

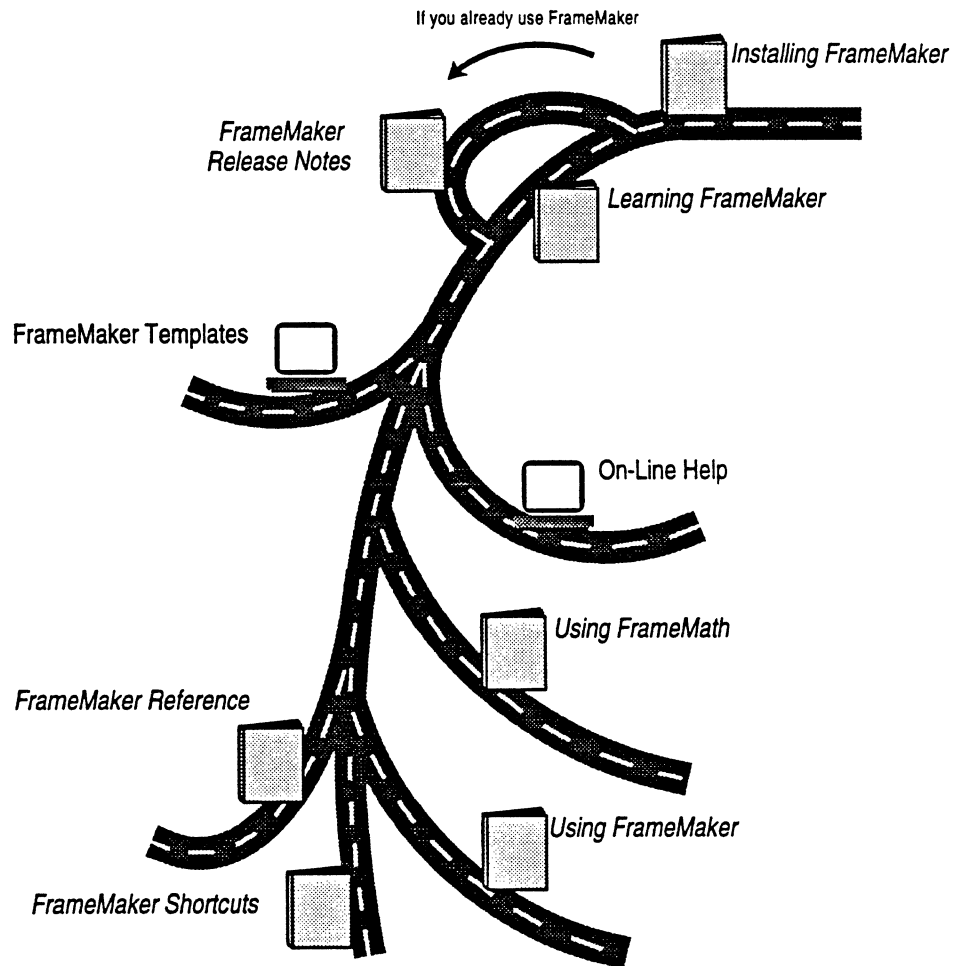
Other FrameMaker products F-8

Index

Using This Manual

Greetings from Frame Technology® Corporation. You can use FrameMaker® publishing software to create a wide range of publication-quality documents—technical manuals, letters, memos, reports, newsletters, and presentations.

Your road to success with FrameMaker



If you need to:

Install FrameMaker

Learn how this version of FrameMaker differs from previous versions of FrameMaker

Learn FrameMaker basics

Create a document from a template

Get quick help with FrameMaker basics

Learn how to perform a task with FrameMaker

Read about a FrameMaker command or utility, or learn about customizing FrameMaker

Learn keyboard shortcuts

Learn about FrameMath™

Learn about Maker Interchange Format

Learn about Maker Markup Language

See:

Installing FrameMaker

FrameMaker Release Notes

Learning FrameMaker

The on-line FrameMaker templates

The on-line Help

Using FrameMaker

FrameMaker Reference

FrameMaker Shortcuts

Using FrameMath

MIF Reference

MML Reference

How to use this manual

Use *FrameMaker Reference* when you need specific information about the X Window System™ version of FrameMaker software. You'll also find tips that provide you with additional information about using many commands.

Chapters 1 through 3 are a command reference. Document window commands, book window commands, and hypertext commands appear in alphabetical order. To use this part of the manual, look up commands by name.

The appendixes describe special topics, such as how to add PostScript® fonts to FrameMaker, the character set used for FrameMaker documents, and messages that FrameMaker displays.

Conventions

The key referred to as *Meta* might have a different label on your keyboard. See the card for your platform at the back of *FrameMaker Shortcuts* for help.

The default command prefix, Control-r, is used in FrameMaker documentation. The command prefix might be configured differently for your platform. See your system administrator.

Most keyboard shortcuts require you to press two or three keys, either together or in succession.

This shortcut:	Means:
Control-r p f	Hold down <i>Control</i> and type the letter <i>r</i> ; release Control, then type the letter <i>p</i> and the letter <i>f</i> .
Control-e	Hold down <i>Control</i> and type the letter <i>e</i> .
Shift-Control-hyphen	Hold down the <i>Shift</i> and <i>Control</i> keys and type a hyphen (-).

You might be using a two- or three-button mouse.

When you read:	You should:
Click or left-click	Click the left mouse button.
Middle-click	Click the middle button of a three-button mouse, or simultaneously click both buttons of a two-button mouse.
Right-click	Click the right mouse button.
Double-click	Click the left mouse button twice rapidly without moving the mouse.

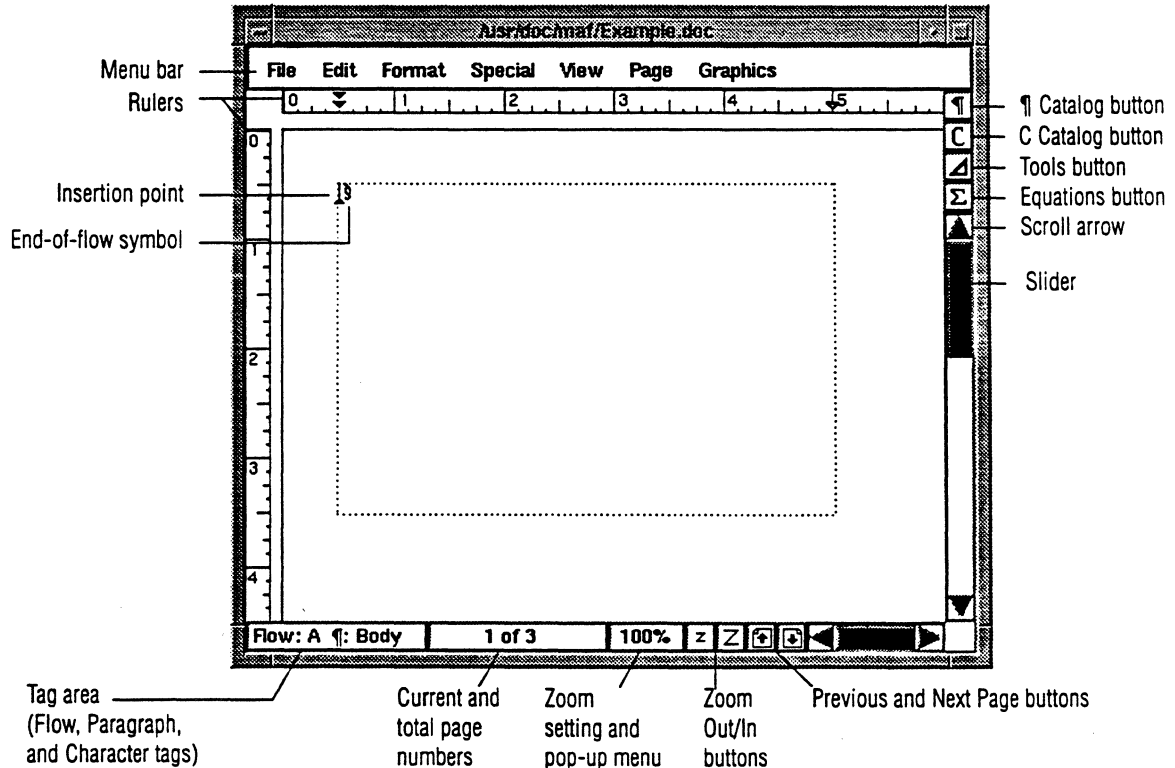


Document Window Commands

This chapter contains detailed explanations of FrameMaker® document window commands. It also contains information about the ¶ Catalog, the C Catalog, and the Tools window (▴) buttons, which appear at the right side of the document window. Each area of the Tools window is explained. For information about the Equations button, see *Using FrameMath*.

The commands are listed in alphabetical order. The menu containing each command, or the button you click to use a command, appears next to each command name. Useful tips that provide practical applications appear at the end of many commands.

When you create a new document or open an existing one, FrameMaker displays a document window.



Chapter 1 Document Window Commands

For information about the buttons at the bottom of the document window, see “Working with a document window” in Chapter 1 of *Using FrameMaker*. For information about the commands in a book window, see Chapter 2, “Book Window Commands.”

Page

Add Page

Adds a body page, master page, or reference page.

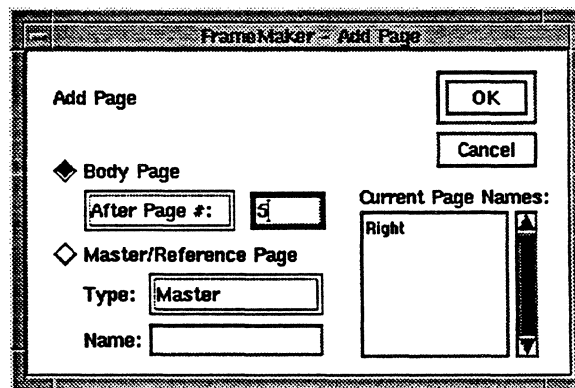
A body page contains the main text and graphics, and can be printed. When creating a document with only one text flow, don't use the Add Page command to add body pages to the end of the document. As your document grows, FrameMaker creates new pages and connects new columns to the previous column in the flow.

If you create new body pages using the Add Page command, the columns on the new pages aren't connected to other columns in the document. To link columns, use the Column Connections command.

A master page provides a column layout template and a page background for body pages. A page background can include such things as header and footer text and a company logo.

A reference page contains named frames that you specify as separators for paragraphs or footnotes on body pages. In addition, a reference page can include information for generated files.

Settings



Body Page: Click to add a body page. Choose After Page # or Before Page # from the pop-up menu. In the text box, type the page number before or after which you want to add a new page.

Master/Reference Page: Click to add a master or a reference page. Choose the type of page you want to add from the Type pop-up menu. Type the name of the page in the Name text box. You must name all master and reference pages that you add.

Current Page Names: Shows the names of existing master or reference pages, depending on the type you chose. When you click a page name in the scroll list, FrameMaker displays the name in the Name text box.

For more information about page types and their uses, see Chapter 14 of *Using FrameMaker*.

Graphics

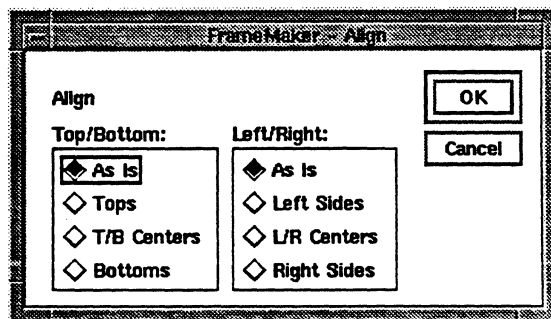
Align

Moves selected objects so their edges or center points lie on a straight line along their paths (see page 1-122). This command also aligns a single object on a page or within a frame and sets the alignment of text lines and equations.

FrameMaker aligns objects to the last object selected before you choose the Align command. If you use a selection border to select the objects, the objects are aligned to the frontmost object.

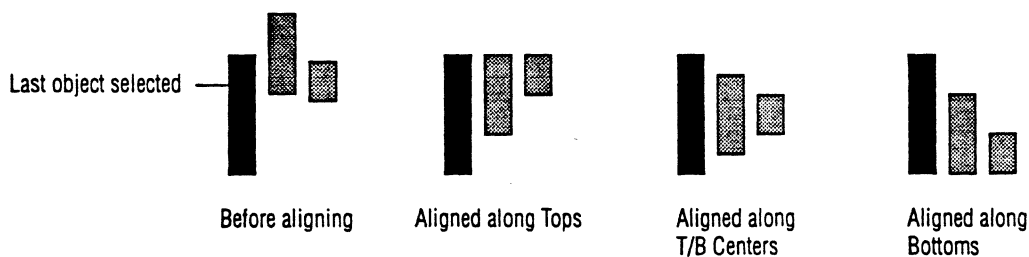
FrameMaker maintains the alignment of text lines when you insert text. For example, if you center a text line and insert text, FrameMaker expands the line so it remains centered. Also, FrameMaker uses the baselines to align the bottoms of text lines.

Settings



Top/Bottom: Click As Is to leave the current top/bottom alignment unchanged.

Click Tops, T/B Centers, or Bottoms to align selected objects along a horizontal line, as shown in the following illustration:

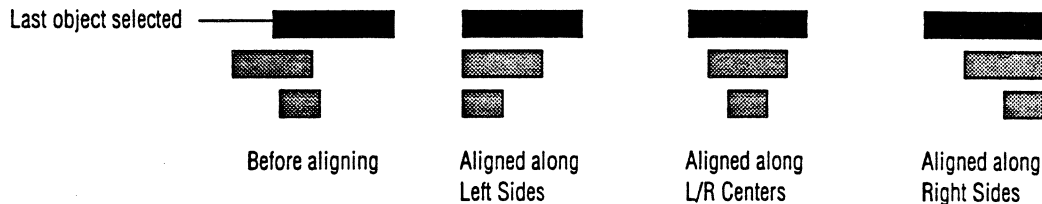


Chapter 1 Document Window Commands

If only one object is selected, the object is aligned within the page or frame. For example, if you choose T/B Centers for one object, the object is centered vertically in the frame.

Left/Right: Click As Is to leave the left/right alignment unchanged.

Click Left Sides, L/R Centers, or Right Sides to align all selected objects along a vertical line, as shown in the following illustration:



If only one object is selected, the object is aligned within the page or frame. For example, if you choose L/R Centers for one object, the object is horizontally centered.

For information about aligning objects to an invisible grid while drawing, moving, or resizing them, see the Snap command on page 1-112.

Special

Anchored Frame

Creates or changes an anchored frame. An anchored frame is a "container" anchored to a specific location in the text. If you add text before an anchored frame, the anchored frame moves with the text because it is anchored to the text. If you select text that includes an anchor symbol, FrameMaker also selects the anchored frame.

You can put the same kinds of objects in an anchored frame that you would put on a page, including text columns and text lines.

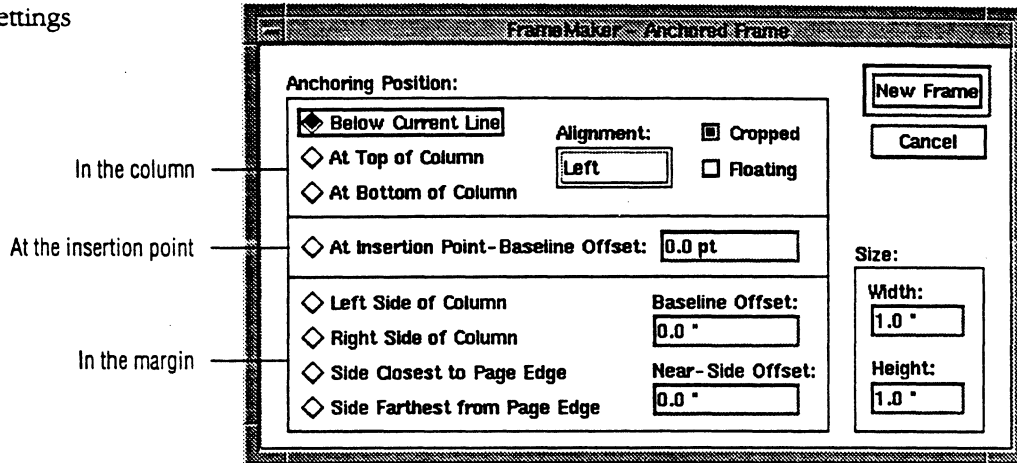
You can draw, move, and paste text and objects into an anchored frame, as well as remove them from a frame.

FrameMaker turns on borders whenever you create or change an anchored frame. Choose Borders from the View menu to turn off borders.

If you select an anchored frame, the dialog box shows the frame's properties. Otherwise, it shows the properties of the last anchored frame you created or changed.

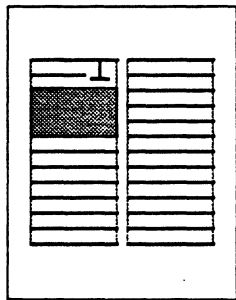
You can anchor a frame so that it appears in the column, at the insertion point, or in the margin.

Settings

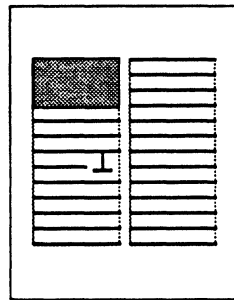


In the column

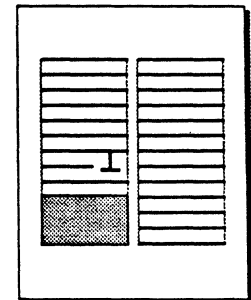
Click to place a frame in the column, as shown in the following illustration.



Below Current Line



At Top of Column



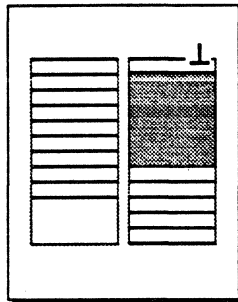
At Bottom of Column

If a page contains more than one anchored frame in a column, the frames are stacked in the order that their anchor symbols appear in the text.

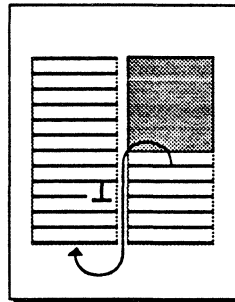
Alignment: Choose Left, Centered, or Right to align the frame in the column. For example, if you choose Right, the frame's right edge aligns with the column's right border.

Cropped: Turn on this check box to clip the sides of the anchored frame to fit in the column if necessary.

Floating: Turn on this check box to float frames anchored below the current line or at the bottom of the column. When this check box is on, FrameMaker puts the frame in the first column that can hold it. If the anchored frame moves to the column following the anchor symbol, FrameMaker flows the text into the white space below the anchor symbol. Turn on this check box to avoid the white space that results when an anchored frame and the line containing its anchor symbol move to the next page.



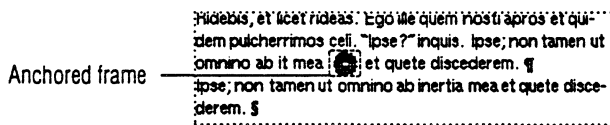
With Floating off, frame is anchored below the current line.



With Floating on, frame "floats" to the next column that can hold it after the anchor symbol.

At the insertion point

Click to place a frame immediately after the anchor symbol, as if it were a single character. Put the anchor symbol between two spaces if you want FrameMaker to treat the frame as a one-character word. The frame will move from line to line as you edit the text.



The effect an in-line frame has on line spacing depends on the paragraph's Line Spacing setting, as shown in the following table.

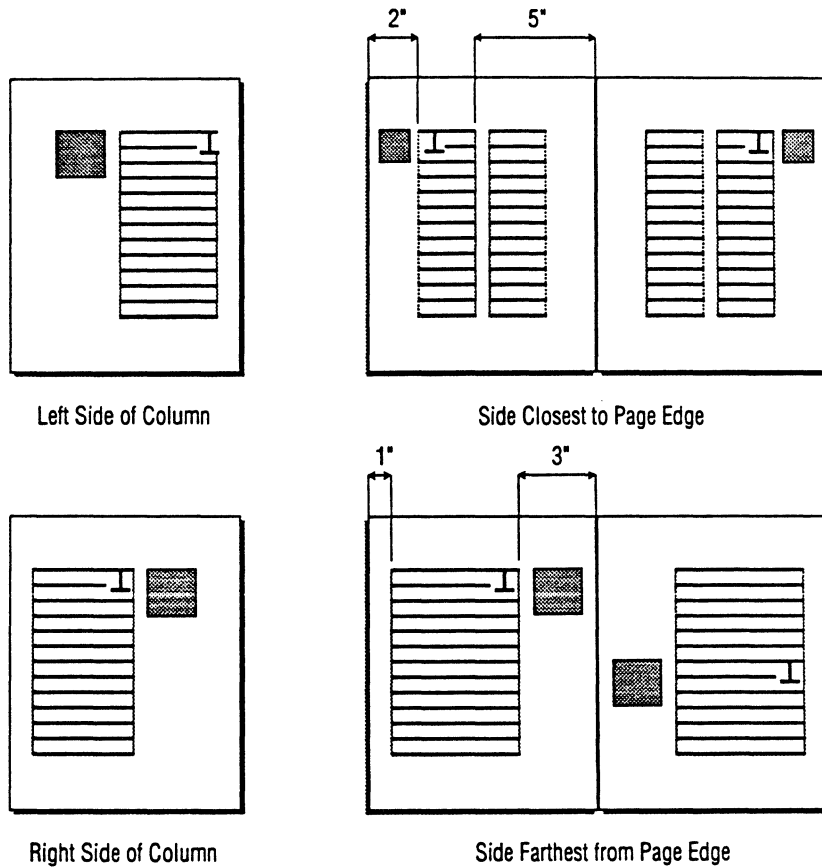
Line Spacing setting:	Has this effect:
Default Font Size	Line spacing does not change. The frame might obscure text on other lines.
Largest Font Size	Line spacing increases, if necessary, to accommodate the frame.
Largest Ascender	Line spacing increases, if necessary, to accommodate the frame.

For more information, see “Basic properties” in the Paragraph command on page 1-78.

Baseline Offset: Type a number to specify the distance between the bottom of the anchored frame and the baseline of the text containing the anchor symbol. To move a frame up, type a positive number; to move down, a negative number. To align the bottom of the frame with the baseline, type 0.

In the margin

Click to place a frame in the margin of the page containing the anchor symbol, as shown in the following illustration.



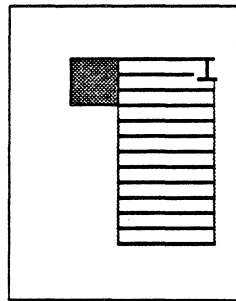
Before placing an anchored frame at the side closest to the page edge, FrameMaker measures the distance from each column edge to the corresponding page edge. FrameMaker then places the anchored frame on the side of the column closest to a page edge.

Before placing an anchored frame at the side farthest from the page edge, FrameMaker measures the distance from each column edge to the corresponding page edge. FrameMaker then places the anchored frame on the side of the column farthest from a page edge.

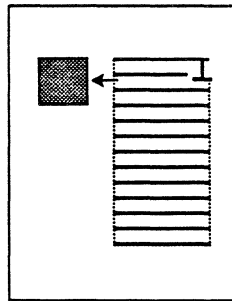
Baseline Offset: Type a number to specify the distance between the bottom of the anchored frame and the baseline of the text containing the anchor symbol. To move a frame up, type a positive number; to move it down, type a negative number. To align the bottom of the frame with the baseline, type 0.

An anchored frame cannot go above the top or below the bottom of a column. If the baseline offset would place the frame above or below the column, FrameMaker puts it as high or low as possible. If you edit the text so that the anchor symbol moves away from the top or bottom of the column, FrameMaker adjusts the anchored frame's position accordingly.

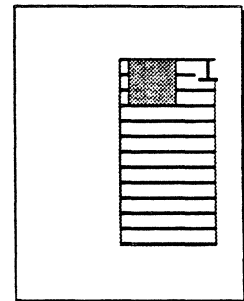
Near-Side Offset: Type a number to specify the distance between the column and the side of the anchored frame nearest the column border. To move the frame away from the column, type a positive number. To move it into the column, type a negative number. To align the side of the frame with the column, type 0.



No near-side offset



Positive near-side offset



Negative near-side offset

If part of the frame is in the column, the text in the column does not adjust to accommodate the frame. If you don't want the anchored frame to obscure text in the column, change the paragraph indents. (See "Basic properties" in the Paragraph command on page 1-78.)

Size: Type the dimensions of the anchored frame. You can also resize an anchored frame with the mouse. To shrink an anchored frame to the dimensions of the object it contains and place the frame in-line, use the Shrink-Wrap keyboard shortcut. To enlarge an in-line anchored frame and place it below the current line, use the Unwrap keyboard shortcut. (See *FrameMaker Shortcuts*.) For more information about the Shrink-Wrap and Unwrap commands, see Chapter 3 of *Using FrameMath*.

Graphics**Back**

Moves selected objects behind other objects, changing the draw order of the objects. Objects in back are drawn first.



If you move a grouped object to the back, FrameMaker moves all objects in the group, but maintains the drawing order within the group.

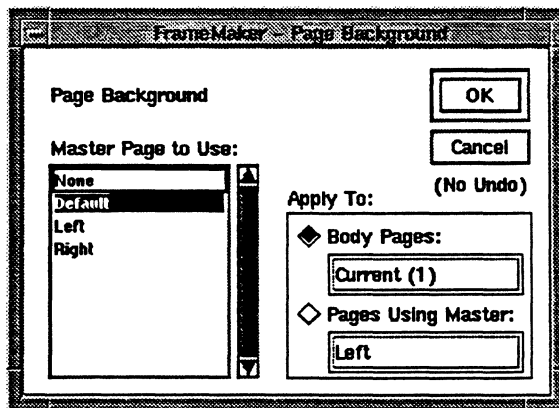
If a selected object disappears when you use the Back command, it might have moved behind another object. To make it visible, select the object in front and choose Back again.

When you left-click or Shift-left-click overlapping objects, FrameMaker selects the object in front. To select an object obscured by another, move the obscuring object to the back.

See also the Front command on page 1-45.

Page**Background**

Specifies the master page to use as a background for body pages. Page background consists of text and graphics, such as headers, footers, and company logos.

Settings

Master Page to Use: Select the master page whose page background you want to use. Select None if you want body pages to have no background.

Apply To: Specify the body pages whose background you want to change.

Click **Body Pages** to apply the background to body pages. Choose **Current**, **All**, **All Left**, or **All Right** from the pop-up menu.

Click **Pages Using Master** to apply the background to body pages using a particular master page. Choose a master page from the pop-up menu.

For more information about master pages and column layouts, see the **Column Layout** command on page 1-18.

Page

Body Pages

Displays the body page that was visible before you displayed a master or reference page. Body pages contain the main text and graphics in a document, and can be printed. To view other body pages, use the scroll bar or the **Next Page** and **Previous Page** buttons.

For information about moving from one page type to another, see the **Go To** command on page 1-52.

View

Borders

Turns the display of borders on and off. Borders appear as dashed or dotted lines around text columns, imported images, and frames, but are not printed. Use **Borders** to help you select text and graphics.

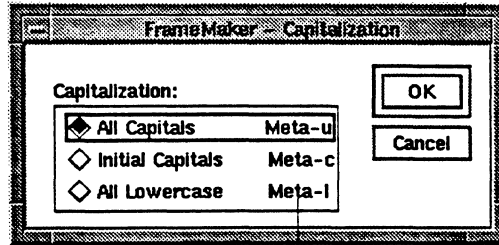
When you type more text than can fit in a column that isn't connected to another column, a solid line appears on the bottom border indicating that the text has overflowed. To see the text, resize the column or connect it with another column. (See the **Column Connections** command on page 1-16.)

Edit

Capitalization

Changes selected text to all capital letters, initial capitals, or all lowercase letters.

Settings



You can use the keyboard shortcuts instead of opening the dialog box.

All Capitals: Click to change selected text to capital letters.

Initial Capitals: Click to change selected text to initial capital letters.

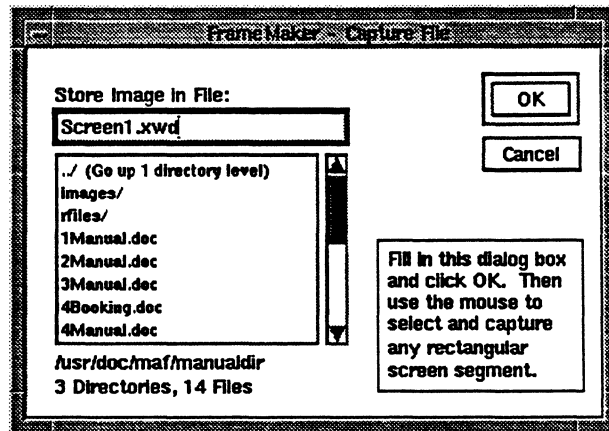
All Lowercase: Click to change selected text to lowercase letters.

File

Capture

Stores a selected portion of the workstation screen in xwd image format. After capturing an image, you can edit the graphic using a pixel-editing program and then use the Import command (see page 1-54) to import the graphic into a FrameMaker document. To convert an xwd image to compressed rasterfile format, use the xwdtorf filter. (See “xwdtorf” on page E-15.)

Settings



Store Image in File: Type the name of the file in which you want to store the image. You can also use the scroll list to select a filename in the current directory or any directory you specify. For more information about using a scroll list, see “Using wildcard characters in the Open dialog box” on page 1-72.

Chapter 1 Document Window Commands

After you click OK, the pointer becomes a cross (+). To capture a portion of the screen, place the cross on a corner of the area you want to capture, hold down the left mouse button, and drag the cross diagonally to the opposite corner. The screen pixels under the capture border are included in the image file.

For information about changing the color of the capture border, see “Screen capture border color” on page D-12.

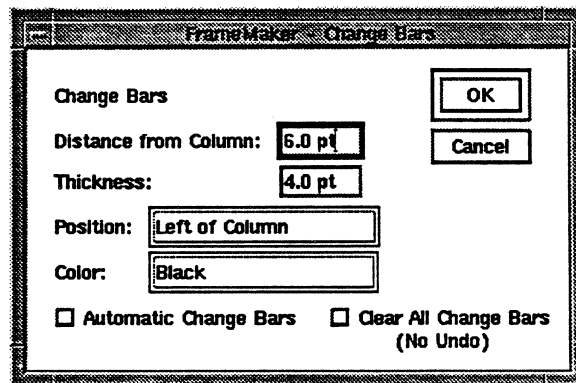
Before capturing a color image, specify a delay time for updating the color map of the window you want to capture. See “Screen capture delay time” on page D-13.

Format

Change Bars

Sets the thickness and position of change bars and their distance from the column. A change bar is a vertical line in the margin of a document that indicates an addition, change, or deletion to the text. Also use the Change Bars command to turn on automatic change bars or to remove all change bars from a document.

Settings



Distance from Column: Type the distance between the text column and the change bar.

Thickness: Type the thickness of the change bar.

Position: Choose Left of Column or Right of Column from the pop-up menu to put the change bars on the same side of every page.

Choose Side Nearest to Page Edge to put change bars on the side of the column nearest to a page edge.

Choose Side Farthest from Page Edge to put change bars on the side of the column farthest from a page edge.

Color: Choose a spot color from the pop-up menu to be used for the change bars. (See the Spot Colors command on page 1-120 and the Tools command on page 1-122.)

Automatic Change Bars: Turn on this check box to place change bars in the margin next to any text you add, change, or delete.

Clear All Change Bars: Click to remove all change bars from a document.

You can also turn on Change Bars in the Character Format or Paragraph Format window to emphasize text. See the Character command, next, and the Paragraph command on page 1-76.

Format

Character

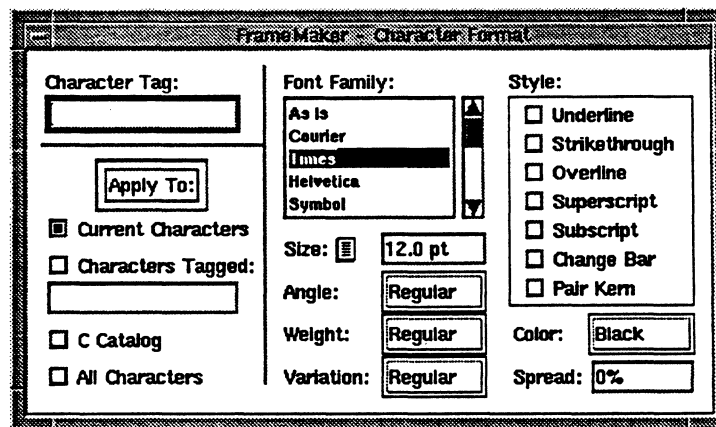
Changes the character format of text and stores character formats in the C Catalog.

Use the Character command to override the paragraph's default font for a word or phrase in a paragraph. For example, you might create a character format for titles in body text. To change the default font of a paragraph, use the Default Font properties in the Paragraph Format window (see page 1-81).

When you choose the Character command, the Character Format window appears and can remain on the screen while you work in another window.

To apply an existing character format to text, use the C Catalog (see page 1-15).

Settings



If you select text with only one format, the properties appear in the window. If you select text whose format varies, the properties that are the same appear in the window. The properties that vary appear as follows.

Chapter 1 Document Window Commands

Type of setting:	Indication:
Scroll list	As Is
Pop-up menu	As Is
Text box	Empty
Check box	Dim

Character Tag: Type the name of the character format you want to create or change. The character tag is case-sensitive. For example, *Sample* and *sample* are distinct character tags. Initially, this text box displays the tag of the selected text.

Apply To: Turn on the character format settings you want to apply and click Apply To.

Turn on:	To:
Current Characters	Apply the format to selected text.
Characters Tagged	Apply the format to all text tagged with the name in the text box.
C Catalog	Store the format in the C Catalog under the tag in the Character Tag text box. If the tag is already in the C Catalog, FrameMaker overwrites the format in the Catalog. (In order to apply a character format to an auto-number, you must store the format in the Catalog.)
All Characters	Apply the format to all text in the document, including text lines.

Font Family: Choose a font family.

Size: Choose a standard point size from the pop-up menu or type a point size in the text box. Type any number between 4 and 400, in increments of .001 points.

Angle: Choose an angle, such as Italic.

Weight: Choose a weight, such as Bold.

Variation: Choose a variation of the selected font family.

Style: Turn on one or more of these check boxes to change the font style. For example.

Turn on:	To:
Underline	Draw a line <u>under</u> text.
Strikethrough	Draw a line through text.
Overline	Place a line <u>above</u> text.
Superscript	Place text ^{above} the baseline.
Subscript	Place text _{below} the baseline.
Change Bar	Display change bars next to text. If you want change bars to appear as you type or edit text, turn on Automatic Change Bars. (See the Change

Bars command on page 1-12.) To change the width of a change bar or its placement, use the Change Bars command.

Pair Kern Decrease the space between specific pairs of characters. The character pairs that are kerned and the amount of kerning depend on the font and are defined in a standard text file you can customize (see "Fontlist" on page D-18).

Color: Choose a spot color to assign a spot color to the character format. For example, if you want run-in headings to be printed in blue, specify Blue as the spot color for your Run-In character tag. For information about setting up spot color separations, see the Spot Colors command on page 1-120.

Spread: Type a value to uniformly alter the space between characters. Negative values decrease the space; positive values increase the space. The value is a percentage of the font's point size.

For information about copying a character format from one location to another, or from one document to another, see the Copy Character Format command on page 1-22 and the Use Formats command on page 1-130.

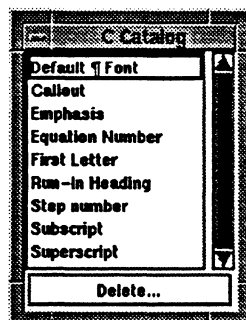


Character (C) Catalog

Applies a character format from the C Catalog to text as you type or to selected text. Use the Catalog to override a paragraph's default font for a word or phrase. You can also use the Catalog to delete character formats and check the properties of a format.

Put the insertion point in a word or select text; then click the C Catalog button (near the upper-right corner of the document window). When the C Catalog appears, select the format you want to use.

FrameMaker tags and formats selected text when you select a format. If you haven't selected text, the font at the insertion point changes to match the character format as you type.

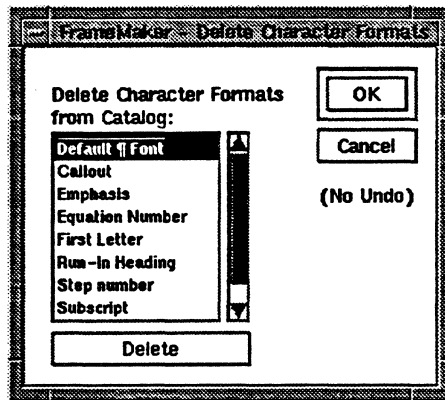


Chapter 1 Document Window Commands

To view and edit a character format, hold down the Shift key and choose a format from the Catalog. The Character Format window opens and displays the properties of that format.

To delete formats from the Catalog, click Delete at the bottom of the Catalog. The Delete Character Formats dialog box appears.

Settings



Delete Character Formats from Catalog: Select the format you want to delete from the scroll list.

Delete: Click to delete the selected format.

For more information about creating, applying, and changing a character format and overriding a paragraph's default font, see Chapter 16 of *Using FrameMaker*.

See also the Copy Character Format command on page 1-22.

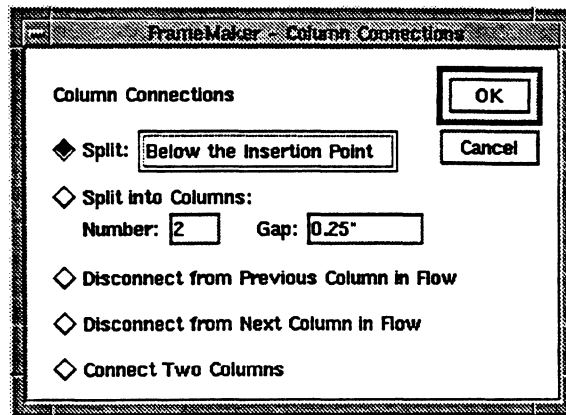
Page

Column Connections

Splits columns, disconnects a column from a text flow, and connects a column to a text flow. Use this command when you create custom page layouts such as those used in newsletters. For example, you might want an article that begins on page 1 to bypass page 2 and continue on page 3; or you might want to flow text around graphics by splitting a column into individual lines.

When creating a document with only one text flow (such as this manual), you don't need to connect or disconnect columns. As your document grows, FrameMaker creates new pages and connects new columns to the previous column in the flow. When you create new body pages using the Add Page command, however, the new columns are not connected to other columns in the document.

Settings



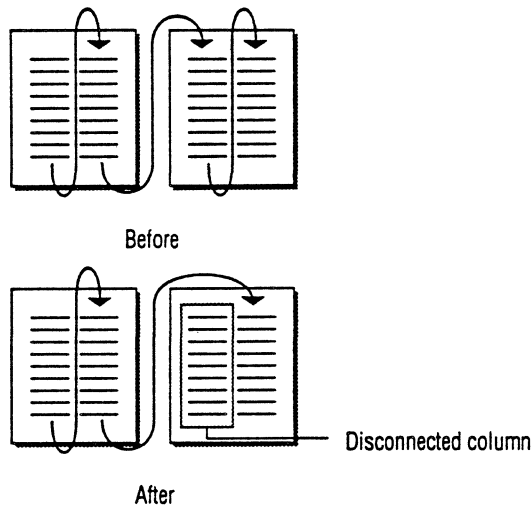
Split: Choose an item that determines how to split a column into two or more columns. When FrameMaker splits a column, it connects the resulting columns. You can choose one of the following from the pop-up menu:

- **Below the Insertion Point.** The selected column is split horizontally at the insertion point into two columns with no gap.
- **Right of the Insertion Point.** The selected column is split vertically at the insertion point into two side-by-side columns with no gap.
- **Into Individual Lines.** The selected column is split into several columns, one for each line of text. Choose this item to flow text around an object of any shape. After splitting the column into individual lines, you can resize each column to fit around the object.

Split into Columns: Click to split a column into two or more equal-sized, equally spaced, side-by-side columns. Type the number of columns in the Number text box. Type the size of the gap between the columns in the Gap text box. The minimum column width allowed is 0.4". The minimum gap allowed is 0".

Disconnect from Previous Column in Flow: Click to break the text flow between the previous column in the flow and the current column. (The current column is either the selected column or the column containing the insertion point.)

Disconnect from Next Column in Flow: Click to break the text flow between the current column and the next column in the flow.



After you disconnect a column from the flow, text bypasses the disconnected column.

Connect Two Columns: Click to link unconnected columns, to remove a column from a text flow, or to insert a column in the middle of a text flow.

To link two unconnected columns, select the columns in the order in which you want the text to flow and then choose the Column Connections command.

To remove a column from a text flow, connect the columns before and after it in the text flow. The text flow then bypasses the middle column.

To add a new column to a text flow, select the column before the new one, select the new column, and then connect the two.

For more information about creating custom page layouts and connecting, disconnecting, and splitting columns, see Chapter 15 of *Using FrameMaker*.

Page

Column Layout

Specifies the column layout for pages in a document. The column layout defines the number, size, and placement of text columns. Use this command to copy the column layout from a master or body page to one or more pages, and to specify or change the column layout of a page. If you copy a column layout from a master page to a body page, FrameMaker also copies any background text or graphics.

Settings

Copy Layout from Master Page: Choose the master page whose column layout you want to copy.

Copy Layout from Body Page: Type the number of the body page whose layout you want to copy.

Add/Change Layout for Flow: Click to create or change a column layout instead of copying a layout from another page.

- In the Flow Tag text box, type the tag of the flow whose layout you are specifying. In a document with a single text flow, the flow is normally tagged A. If a document contains more than one flow and you want to be able to update the layout of each flow, each flow should have a separate tag. (See the Tips at the end of this command.) For more information about flow tags, see the Flow command on page 1-37.
- Use the Columns area to specify the number of columns on the page and the gap between columns.

Use the Column Margins area to specify the margins around the columns. You can create only equal-sized columns with this command.

To create a layout with columns of unequal size, resize the columns after creating them, and then use the Column Layout command again to copy the changed layout to other pages. You can resize a column using the mouse or the Properties command. You can also draw a column using the Column tool and then use the Column Connections command to define their connection. Columns you draw with the Column tool have an untagged flow. See the Column Connections command on page 1-16 and the Text Column tool on page 1-124.

Chapter 1 Document Window Commands

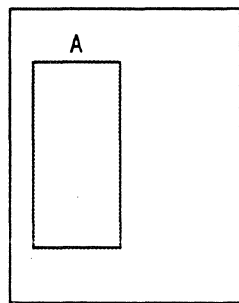
Apply To: Indicate the pages to which you want to apply the column layout. When you apply a column layout from a master page to a body page, FrameMaker also applies any background text or graphics.

- Click **Body Pages** to apply the column layout to body pages. Choose **Current**, **All**, **All Left**, or **All Right** from the pop-up menu.
- Click **Pages Using Master** to apply the column layout to body pages whose background comes from a particular master page. Choose the name of the master page from the pop-up menu.
- Click **Master Page** to apply the column layout to a master page. Choose the name of the master page from the pop-up menu.

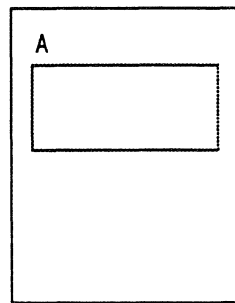
Tips

Applying a column layout: When you copy a column layout from a source page and apply it to one or more destination pages, the column layout on the destination pages changes as follows:

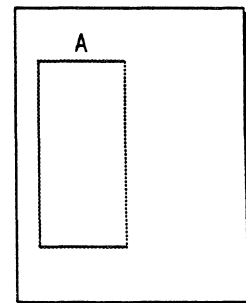
- If a flow tag on the destination page matches a flow tag on the source page, FrameMaker changes the column layout of the destination page to match the layout of the source page. For example, if a body page has a flow tagged A, and you apply the column layout from a master page that also has a flow tagged A, the column layout changes on the body page.



Source page



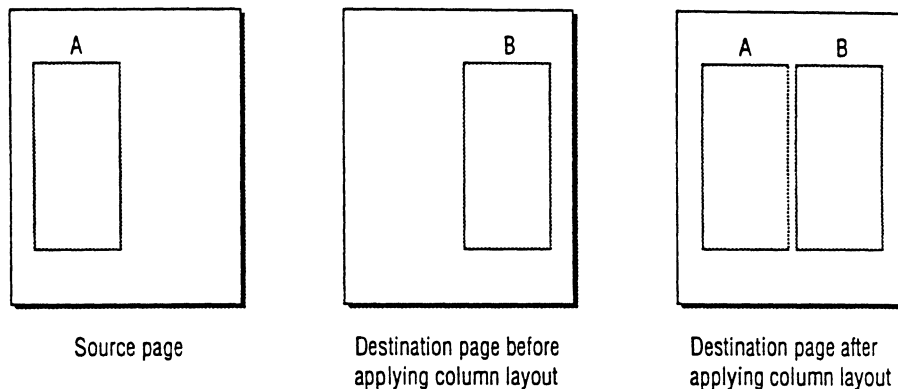
Destination page before
applying column layout



Destination page after
applying column layout

- If a flow tag on the source page doesn't match a flow tag on the destination page, FrameMaker applies the column layout on the source page to the destination page without changing the destination page flow tag. For example, if you apply the column layout of a master page that has a flow tagged A to a

body page that has a flow tagged B, FrameMaker copies the column layout to the body page without changing flow B.



For information about setting up the column layout when you create a custom document using the New command, see the New command on page 1-69.

Edit

Copy

Copies selected text and objects to the FrameMaker Clipboard. You can then use the Paste command (see page 1-90) to paste the contents of the Clipboard into any FrameMaker document. The copied information remains on the Clipboard until you cut or copy something else.

Tips

Copying text between FrameMaker and X Window System™ applications: Use the X Window System Copy and Paste commands to copy unformatted text between FrameMaker and the X11R3 clipboard (primary selection).¹ FrameMaker does not support the X11R2 clipboard.

For example, you can select text in a FrameMaker document and paste it into an xterm window as you would any primary selection. (For information about using FrameMaker shortcuts to copy and paste, see “Documents and text” and “Edit text” in *FrameMaker Shortcuts*.)

1. The FrameMaker character set does not have equivalents for a few characters in the Roman8 and ISO Latin-1 character sets. For more information, see Appendix E, “FrameMaker Utilities.”

For information about copying text quickly, see “Using the quick-copy shortcut” in Chapter 2 of *Using FrameMaker*.

For information about copying objects quickly, see “Using the quick-copy shortcut” in Chapter 7 of *Using FrameMaker*.

Edit

Copy Character Format

Copies the character format and tag of the selected text to the FrameMaker Clipboard. You can then use the Paste command (see page 1-90) to paste the format and tag to selected text in the same document or another document. The copied character format remains on the Clipboard until you cut or copy something else.

If the selected text contains a combination of font settings, only the settings common to all the selected text are copied to the Clipboard. For example, if you select text containing 12-point Times®, 12-point Times Bold, and 12-point Times Italic, only the common font family (Times) and the common point size (12-point) are copied to the Clipboard. If you then select text and choose the Paste command, only the font family and point size of the selected text are affected.

Edit

Copy Paragraph Format

Copies the current paragraph’s format and tag to the FrameMaker Clipboard. You can then use the Paste command (see page 1-90) to paste the format and tag to selected paragraphs. The copied paragraph format remains on the Clipboard until you cut or copy something else.

Special

Cross-Reference

Adds, edits, and updates cross-references.

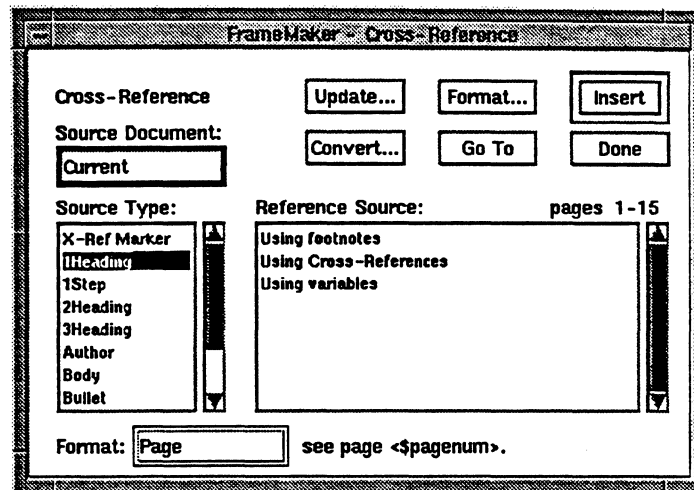
Use the Cross-Reference command to:

- Insert or replace a cross-reference in a text column.
- Go to the source of a cross-reference.
- Create, edit, and delete a cross-reference format.
- Convert a cross-reference to editable text.
- Update a cross-reference.

To use the command, put the insertion point in the text column where you want to insert a cross-reference or select an existing cross-reference, and then choose Cross-Reference. The Cross-Reference dialog box appears. If you select a cross-reference before choosing the command, FrameMaker displays the reference in

the dialog box. You can also double-click a cross-reference to display the dialog box.

Settings



Source Document: Choose the document that contains the information you want the cross-reference to refer to. If the information is in the current document, choose Current. This pop-up menu contains only open, named documents.

When you create a cross-reference to another file, FrameMaker attempts to use a relative pathname to maintain the link to that file. It uses an absolute path only if it can't create a relative path. If you move files from one directory to another after creating cross-references, FrameMaker might not be able to maintain links to the cross-referenced documents and might mark the cross-references as unresolved.

Source Type: Select a source type from the scroll list. The source types are X-Ref Marker and all the formats stored in the source document's ¶ Catalog.

To insert a cross-reference to a paragraph (a *paragraph cross-reference*), select a paragraph format in the Source Type scroll list. A paragraph cross-reference refers to a whole paragraph, such as a heading. FrameMaker inserts an X-Ref Marker at the beginning of the paragraph if there isn't one there. For this reason, you must have write access to the source document.

To insert a spot cross-reference to a word or phrase within a paragraph, select X-Ref Marker. You must already have inserted an X-Ref marker in the text. (For information about inserting markers, see the Marker command on page 1-67.)

Reference Source: Select the source of the cross-reference. The scroll list contains all possible sources for the source type you select. For example, for the source type 1Heading, a reference source might be the heading "Using footnotes."

Chapter 1 Document Window Commands

If you select a paragraph format in the Source Type scroll list, the first line of each paragraph using that format in the source document appears in the Reference Source scroll list. When you insert a paragraph cross-reference, FrameMaker inserts a marker at the paragraph referred to.

If you select X-Ref Marker in the Source Type scroll list, the marker text for each X-Ref Marker in the source document appears in the Reference Source scroll list. When you insert a marker for a spot cross-reference, FrameMaker refers to the X-Ref marker you inserted in the source document.

The reference sources appear in the scroll list in the order in which they appear in the document. The range of pages represented by the items in the scroll list appears above the list.

Format: Choose a cross-reference format from the pop-up menu for the cross-reference you're inserting. Formats already created and stored for the current document appear on the pop-up menu.

The definition of the selected format appears to the right of the pop-up menu. (For information about defining cross-reference formats, see "Adding, changing, and deleting a cross-reference format," next.)

Insert: Click to insert a cross-reference at the insertion point.

This button changes to Replace if you selected an existing cross-reference before choosing Cross-Reference.

If you are inserting a cross-reference to a paragraph that doesn't contain an X-Ref marker, FrameMaker places a marker at the beginning of the paragraph. A paragraph has only one X-Ref marker, even if more than one cross-reference refers to it.

You can insert cross-references in text columns but not in text lines.

Go To: Click to display the source of a cross-reference.

Update: Click to update a cross-reference. (See "Updating a cross-reference" on page 1-28.)

Format: Click to create or edit a cross-reference format. (See "Adding, changing, and deleting a cross-reference format," next.)

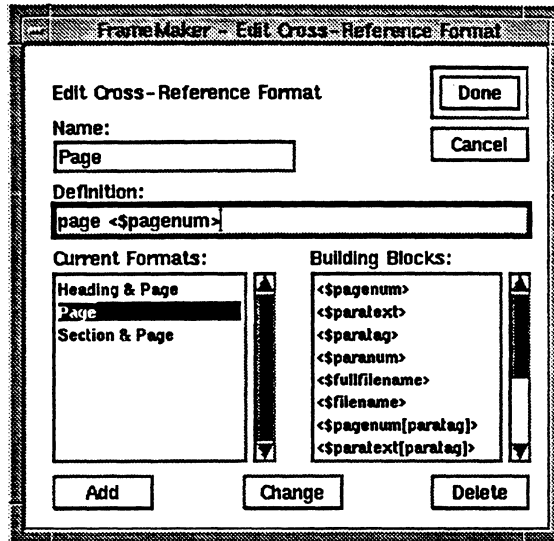
Convert: Click to change a cross-reference to editable text. (See "Converting a cross-reference to text" on page 1-30.)

For more information about cross-references, see "Using cross-references" in Chapter 3 of *Using FrameMaker* and "Creating and changing cross-reference formats" in Chapter 17 of *Using FrameMaker*.

Adding, changing, and deleting a cross-reference format

To add, change, or delete a cross-reference format, click the Format button in the Cross-Reference dialog box.

Settings



Name: Type the format name you want to add to a document. Format names are case-sensitive. For example, *Page* and *page* are distinct names.

Definition: Type a definition of the format or select items in the Building Blocks scroll list. The definition controls the information that appears at the cross-reference. If you select a building block, it appears at the insertion point in the text box. A definition can contain text and building blocks, and can be up to 255 characters long.

A format can specify all of the text used in the cross-reference, like this example:¹

See also "<\$paratext>" on page <\$pagenum>.

Or it can specify just part of the text, like this:

"<\$paratext>" on page <\$pagenum>

You can add nonbreaking spaces and special hyphenation to a definition just as you do to regular text. (See *FrameMaker Shortcuts*.)

See page 1-27 for information about selecting character formats in the Building Blocks scroll list.

1. Curved double quotation marks appear in a dialog box as \ ' and \ '. See "Special characters in dialog boxes" on page B-2 for information about special character encodings.

Chapter 1 Document Window Commands

Current Formats: Select a cross-reference format to edit; its name and definition appear in the text boxes. These are the formats created and stored for the current document.

Building Blocks: Select one or more building blocks to use in the cross-reference format. The building block you select appears at the insertion point in the Definition text box.

The building blocks include all the character formats stored in the current document's C Catalog and two groups of items that FrameMaker can update. The first group refers to the source of the cross-reference.

Select:	To insert:
<\$pagenum>	The page number of either the start of the source paragraph (for paragraph references) or the X-Ref Marker (for spot cross-references). For example, 3 or <i>iii</i> .
<\$paratext>	The entire source paragraph, excluding its autonumber. For example, <i>Using footnotes</i> .
<\$paratag>	The source paragraph's tag. For example, <i>Section</i> .
<\$paranum>	The source paragraph's autonumber. For example, 1.3.2.
<\$fullfilename>	The full pathname of the source document. For example, <i>/usr/midas/bjm/4cb.specialtext</i> .
<\$filename>	The source document filename. For example, <i>4cb.specialtext</i> .

The second group of building blocks enables you to cross-reference both the source itself and a paragraph that precedes the source. When using one of these building blocks, replace *paratag* with the paragraph tag you want to refer to and enclose the tag in brackets.

Select:	To insert:
<\$pagenum[paratag]>	The page number of the preceding paragraph with the specified tag.
<\$paratext[paratag]>	The text of the preceding paragraph with the specified tag.
<\$paratag[paratag]>	The tag of the preceding paragraph with the specified tag.
<\$paranum[paratag]>	The autonumber of the preceding paragraph with the specified tag.

For example, you could add a first-level heading to a format that already refers to another heading, as follows:¹

See "<\$paratext>" under "<\$paratext[1Heading]>."

A cross-reference with this format might look like this:

1. Curved double quotation marks appear in a dialog box as \ ' and \ '. See "Special characters in dialog boxes" on page B-2 for information about special character encodings.

See “Adding, changing, and deleting a cross-reference format” under “Cross-Reference.”

In this example, FrameMaker inserts the section title “Adding, changing, and deleting a cross-reference format” (the source of the reference) and then searches backward from the source in the same text flow to find the first-level heading that precedes it.

In the second group of building blocks, you can include more than one paragraph tag by separating the tags with commas. FrameMaker uses whichever tag it finds first in its search backward. For example, a cross-reference that uses the format:

See “<\$paratext>” under “<\$paratext[1Heading,2Heading]>.”

gives the text for either a first-level heading or a second-level heading, whichever FrameMaker finds first.

If you select a character format in the Building Blocks scroll list, the format affects text that follows it in the cross-reference. After inserting a cross-reference in a document, FrameMaker returns to the paragraph’s default font. To return to the default font within the cross-reference, insert Default ¶ Font from the scroll list. For example, a cross-reference using the format

See <TitleFont><\$paratext><Default ¶ Font> on page <\$pagenum>.

would look like this:

See *Using footnotes* on page 27.

Add: Click to add a named and defined format to the list of cross-reference formats for the current document. When you add a format, it appears on the Format pop-up menu in the Cross-Reference dialog box.

If the format already exists, FrameMaker replaces its definition.

Change: Click to apply changes to the format selected in the Current Formats scroll list. FrameMaker asks if you want to update existing cross-references using that format.

Delete: Click to delete the format selected in the Current Formats scroll list.

If any cross-references in the document currently use that format, FrameMaker converts the cross-references to regular text and no longer updates them.

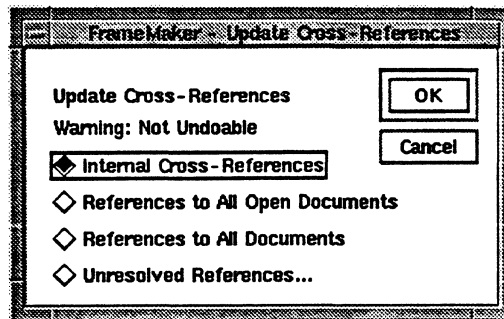
When you click Add, Change, or Delete, the Edit Cross-Reference Format dialog box stays open so you can edit other formats. When you’re finished, click Done to go back to the Cross-Reference dialog box.

You can copy cross-reference formats from another document using the Use Formats command. See the Use Formats command on page 1-130.

Updating a cross-reference

To update cross-references, click Update in the Cross-Reference dialog box.

Settings



Internal Cross-References: Click to update cross-references within the current document only.

References to All Open Documents: Click to update cross-references to all open documents, including the current one.

References to All Documents: Click to update cross-references to the current document and all source documents. It might take FrameMaker some time to complete the update, depending on the number of files it must open.

Unresolved References: Click to find the source of unresolved cross-references. (See "Resolving a cross-reference," next.)

You can update cross-references in a book using the Generate/Update Files command. See the Generate/Update Files command on page 2-3.

Resolving a cross-reference

If FrameMaker can't find the source of a cross-reference, it won't be able to update the reference. This is called an unresolved cross-reference. A reference is unresolved if it refers to a paragraph, marker, or file that has been deleted or moved, or to a file that has been renamed.

If you have an unresolved cross-reference because you've deleted a paragraph or file, you must change the cross-reference to refer to a different paragraph or file, or remove it. If you have an unresolved spot cross-reference because you've deleted a marker or file, you must insert another marker, change the cross-reference to refer to a different file, or remove the cross-reference. (To change the cross-reference, see page 1-23. To insert a marker, see the Marker command on page 1-67.)

If you have an unresolved cross-reference because you moved a paragraph, marker, or file, or renamed a file, use the Unresolved References dialog box to

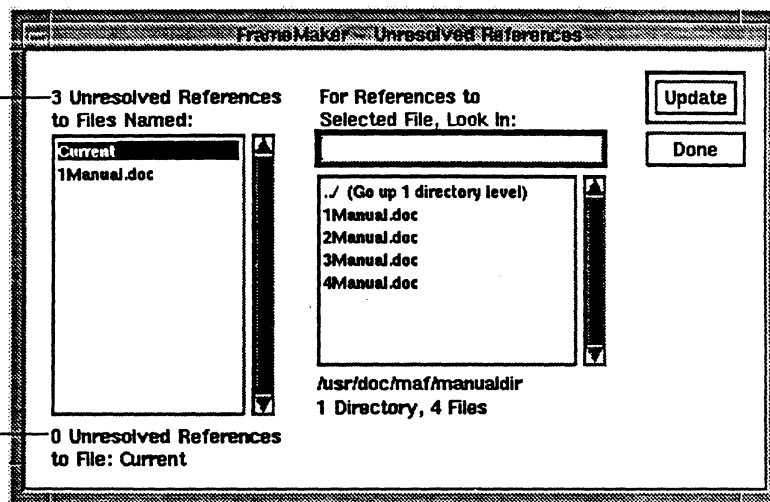
update unresolved cross-references in the current document. Before you use the dialog box, search for the unresolved references to identify them. (See the Search command on page 1-105.)

To resolve cross-references, click Unresolved References in the Update Cross-References dialog box. The Unresolved References dialog box appears. This dialog box also appears if you click one of the other update buttons and FrameMaker is unable to find the source of a reference.

Settings

Number of unresolved references in the current document

Number of unresolved references to the file selected in the scroll list



Unresolved References to Files Named: Select the source file for cross-references you want to resolve in the current document.

The number of unresolved references to the selected source file appears below the scroll list. When FrameMaker finds the source of an unresolved cross-reference, it decreases the number.

For References to Selected File, Look In: Select a possible source file or type a filename in the text box. FrameMaker tries to find the source of unresolved cross-references in the selected file.

Update: Click to update the references to the file selected on the left. FrameMaker looks for the source of the references in the file named in the text box. This dialog box stays open so you can update references to other source files.

Use the Search command to find any remaining unresolved cross-references. (See the Search command on page 1-105.)

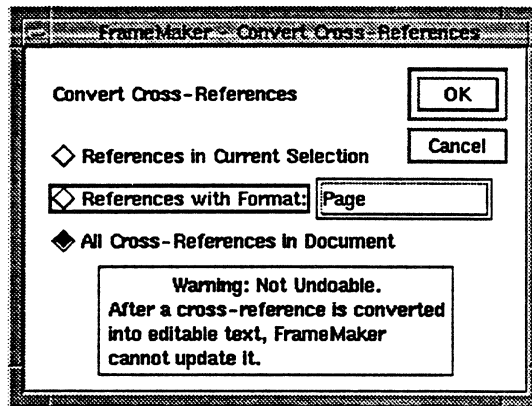
Converting a cross-reference to text

You can replace, cut, or copy a cross-reference, but you can't edit it without first converting it to regular text. If you convert a cross-reference to text, FrameMaker can no longer update it.

You cannot undo this conversion.

To convert a cross-reference to text, click Convert in the Cross-Reference dialog box.

Settings



References in Current Selection: Click to convert only the cross-references currently selected in the document.

References with Format: Click to convert all cross-references with a specific format. Choose the format from the pop-up menu.

All Cross-References in Document: Click to convert all cross-references in the document.

Edit

Cut

Deletes the current selection and copies it to the FrameMaker Clipboard. You can then use the Paste command to paste the contents of the Clipboard into any FrameMaker document. The selection remains on the Clipboard until you cut or copy something else.

Tips

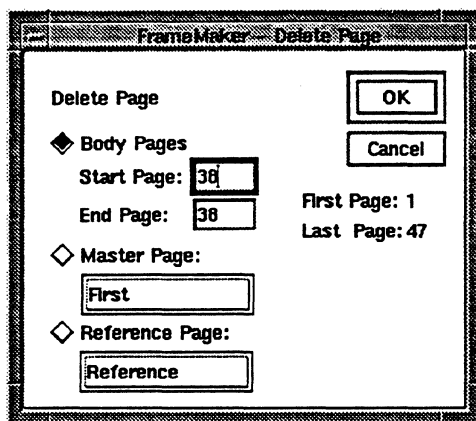
Cutting a column: If you cut a text column in a multicolumn flow, the column is removed and stored on the FrameMaker Clipboard, but the text remains in the document. FrameMaker reformats the text in the remaining columns in the flow. If the column isn't connected to another one, however, both the column and its text are cut from the document and stored on the Clipboard.

Edit**Delete**

Deletes selected text or objects without storing the selection on the FrameMaker Clipboard. Delete does not affect the current contents of the Clipboard.

Page**Delete Page**

Deletes a body page, master page, or reference page.

Settings

Body Pages: Click to delete a range of pages. Type page numbers in the Start Page and End Page text boxes. The numbers must be within the First and Last Page range.

Master Page: Click to delete the master page you choose from the pop-up menu. Any body pages whose background comes from the deleted master page will then use either the Left or the Right master page. You can delete only master pages you created with the Add Page command; you cannot delete the Left or Right master page.

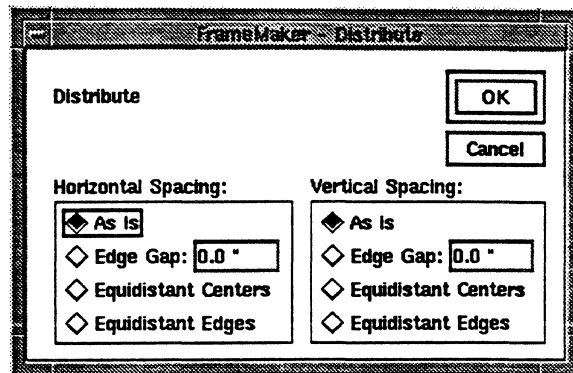
Reference Page: Click to delete the reference page you choose from the pop-up menu. If there are any named frames on the reference page, FrameMaker deletes them wherever they appear in the document.

Graphics**Distribute**

Moves selected objects horizontally and vertically so they're evenly spaced.

Chapter 1 Document Window Commands

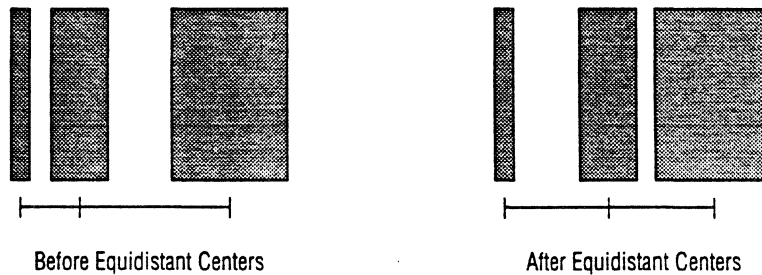
Settings



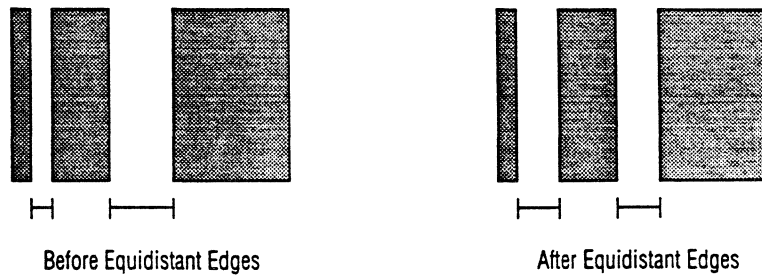
Horizontal Spacing: Click *As Is* to leave the horizontal spacing unchanged.

Click *Edge Gap* to move all objects (except the leftmost) to the left or right so the gap between adjacent objects equals the value you type in the text box. An edge gap of zero causes the objects to touch; negative values cause the objects to overlap.

Click *Equidistant Centers* to leave the leftmost and rightmost objects where they are and move the other objects so their left/right centers are equally spaced.



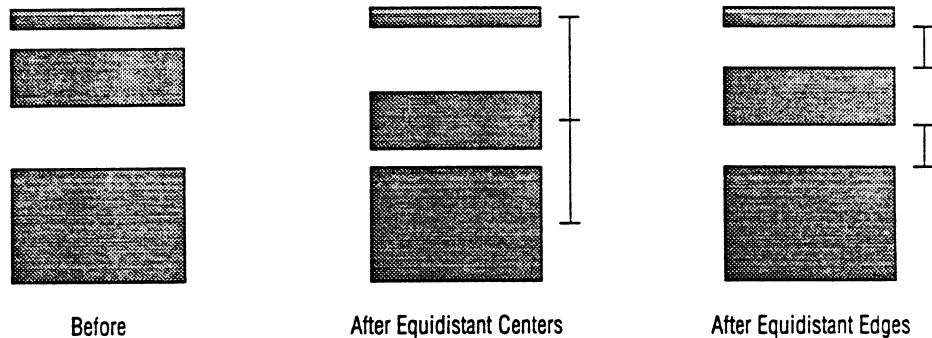
Click *Equidistant Edges* to leave the leftmost and rightmost objects where they are and move the other objects so their left/right edges are equally spaced.



Vertical Spacing: Click **As Is** to leave the vertical spacing unchanged.

Click **Edge Gap** to move all objects (except the top one) up or down so the gap between adjacent objects equals the value you type in the text box. An edge gap of zero causes the objects to touch; negative values cause the objects to overlap.

Click **Equidistant Centers** or **Equidistant Edges** to leave the top and bottom objects where they are and move the other objects so their top/bottom centers or edges are equally spaced.



Format

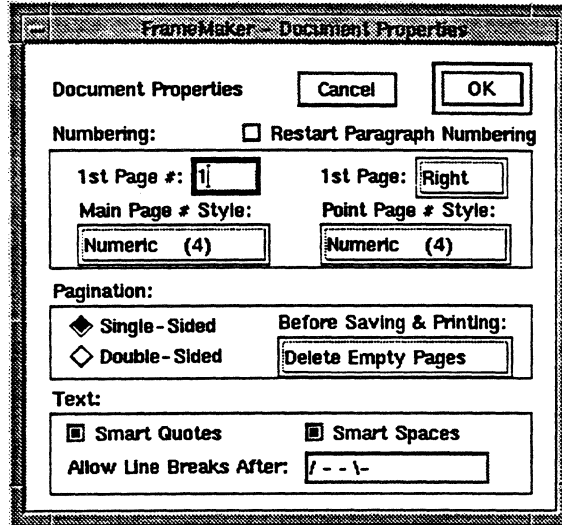
Document

Specifies document properties, such as the page numbering style, pagination, and whether Smart Quotes and Smart Spaces are on. You can also use the Document command to:

- Restart paragraph numbering for a document whose pagination has been set in a book file.
- Specify the page numbering style for point pages.
- Add or delete blank pages before saving and printing.
- Specify characters after which FrameMaker can break a line.

Chapter 1 Document Window Commands

Settings



Restart Paragraph Numbering: If the document is part of a book, with sequentially numbered paragraphs, turn on this check box to restart paragraph numbering at the beginning of the document. For more information about documents in books, see the Set Up File command on page 2-8 and “Understanding book files” in Chapter 12 of *Using FrameMaker*.

1st Page #: Type a number to specify the starting page number.

To continue the page numbering from one document to another in a book, use the Set Up File command in the book window. You don't need to specify the starting page number of each document; FrameMaker numbers the pages continuously. (See the Set Up File command on page 2-8.)

1st Page: Choose the page side you want for the first page in the document. Choose Left if you want the first page in a double-sided document to be a left page; choose Right if you want it to be a right page.

Main Page # Style: Choose the page numbering style you want from the pop-up menu: Numeric, Roman (uppercase or lowercase), or Alphabetic (uppercase or lowercase).

Point Page # Style: Choose the point page numbering style you want: Numeric, Roman (uppercase or lowercase), or Alphabetic (uppercase or lowercase). FrameMaker creates point pages in a document that has frozen pagination. (See the Freeze Pagination command on page 1-43.) To number a point page, FrameMaker uses the number of the preceding body page, a decimal point, and the point page number or letter. For example, point page 4.1 follows page 4 and precedes page 5. If the pagination isn't frozen, this setting has no effect.

Pagination: Click Single-Sided or Double-Sided. Single-sided documents use only one master page (called Right) to determine the layout of newly created body pages. Usually all pages in a single-sided document have the same layout. Double-sided documents use two master pages (called Left and Right) to determine the layout of newly created body pages. The left and right pages usually have a slightly different layout.

Before Saving & Printing: Choose an item to specify the page count of a document. Use this setting to keep page numbering even or odd, or to delete empty pages. Your choice can effect the document immediately as well as when you save and print.

Choose:	To:
Delete Empty Pages	Delete empty pages at the end of a document, unless the pages contain a column layout you changed.
Make Page Count Even	Add a page to end a document on an even page. The page's background is determined by the corresponding master page.
Make Page Count Odd	Add a page to end a document on an odd page. The page's background is determined by the corresponding master page.
Don't Change Page Count	Leave the page count unchanged.

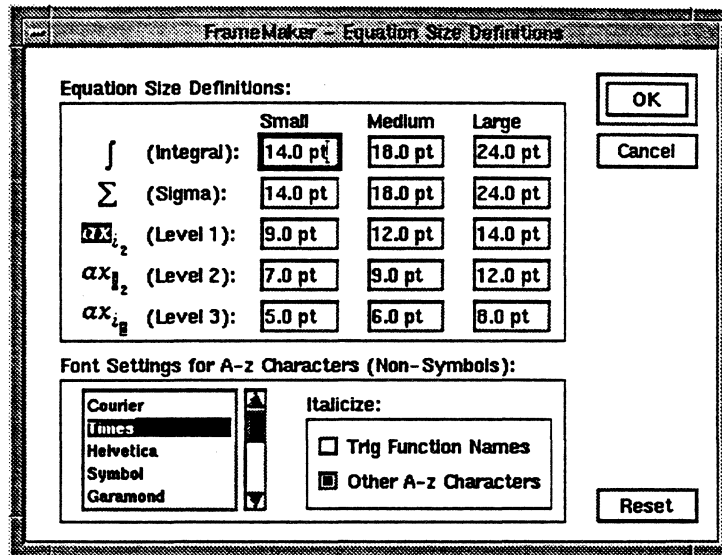
Text: Turn on Smart Quotes if you want FrameMaker to insert curved quotes (“ ” or ‘ ’) whenever you type a double or a single quotation mark. Turn on Smart Spaces if you want FrameMaker to prevent more than one space in a row. If you delete or paste text with Smart Spaces turned on, FrameMaker removes any resulting multiple spaces.

Allow Line Breaks After: Specify the nonalphabetic characters after which FrameMaker can break a word between lines. If you don't want FrameMaker to break a pathname divided with slashes, remove the slash (/) from the list.

Format

Equations

Specifies the size and font used in equations. For information about the settings in this dialog box, see *Using FrameMath*.



File

Exit (file)

Removes a document window from the screen and from memory. If a document contains unsaved changes, FrameMaker prompts you to save the changes before you exit. To exit all open documents at once, hold down Shift and choose the Exit All Open Files command from the File menu.

If you're using a window manager that isn't ICCCM compliant, always choose Exit from the File menu to exit a FrameMaker document. Choosing Destroy Window or Exit Window from the X11 menu will kill FrameMaker, and you will lose work in progress.

EXIT

Exit (FrameMaker)

Exits FrameMaker. An alert box appears prompting you to save changes to any open documents and unsaved macros.

For information about exiting FrameMaker when you lose your license, see the License command on page 1-65.

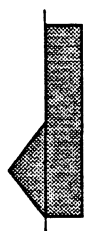
Page**First Page**

Displays the first page of the page type displayed. To view other pages, use the scroll bar or the Next Page button.

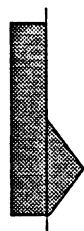
For information about moving from one page type to another, see the Go To command on page 1-52.

Graphics**Flip Left/Right and Flip Up/Down**

Flip Left/Right flips a selected object about its vertical axis so that its left side is on the right. This command has no effect on frames, text lines, text columns, and equations.



Before flipping



After flipping

Flip Up/Down flips a selected object about its horizontal axis so its top is on the bottom. This command has no effect on frames, text lines, text columns, and equations.



Before flipping



After flipping

See also the Rotate command on page 1-101.

Format**Flow**

Sets the properties of the text flow containing the insertion point. For example, you can specify whether you want FrameMaker to:

- Add a page when text fills the last column in the flow.
- Add extra space between paragraphs and lines to fill an entire text column evenly. (This is called feathering.)

Chapter 1 Document Window Commands

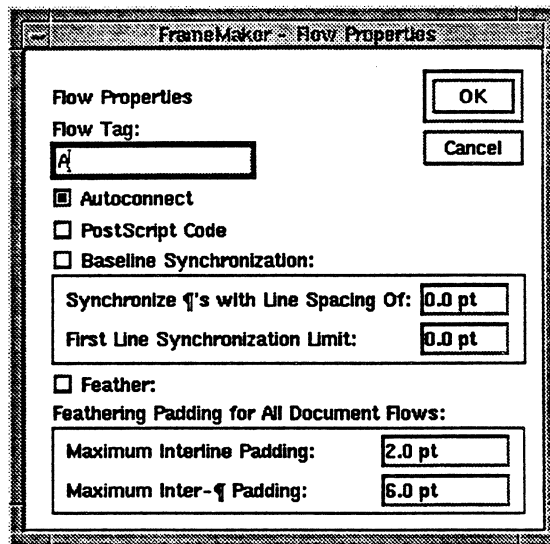
- Synchronize (align) the baselines of text in adjacent columns.

You can also use the Flow command to:

- Name a flow.
- Identify the contents of the column containing the insertion point as PostScript® code.

If the column containing the insertion point is on a body page, FrameMaker applies flow changes to all columns in the flow. If the column containing the insertion point is on a master page, however, changes to the flow affect only columns on newly-generated body pages. Use the Column Layout command to apply flow changes to existing body pages.

Settings



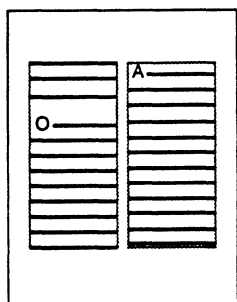
Flow Tag: Type the name of the flow. Whenever there is an insertion point in a text column, the Flow tag appears in the tag area of the status bar (see page 1-1). Use a short tag so it doesn't obscure important information in the tag area.

Autoconnect: Turn on this check box if you want new pages and columns to be added as text fills the flow. The flow in columns created with the Column Layout command has Autoconnect turned on. The flow in columns drawn on a page using the Text Column tool has Autoconnect turned off.

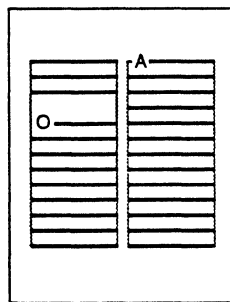
PostScript Code: To embed PostScript code, insert the code in a column that has Autoconnect turned off and is not connected to another column; then turn on this check box. (See the Column Connections command on page 1-16.) When you print the file, FrameMaker prints the image the PostScript code describes instead of printing the code as text in the column.

You can embed PostScript code in a FrameMaker document to create special effects. Unlike an Encapsulated PostScript Interchange (EPSI) file, you don't see a representation of the printed image on the screen. Embedded PostScript code won't print if you are using FrameMaker with a non-PostScript printer. For information about generating and printing PostScript code, see the Tips at the end of this command description and the on-line document SpecEff.doc.

Baseline synchronization: Turn on this check box to align the baselines of body text in adjacent columns. The baselines align along an invisible grid called the baseline grid.



Before synchronizing



After synchronizing

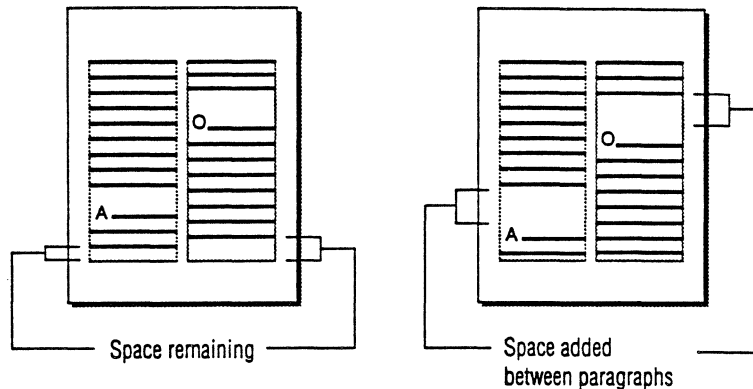
Synchronize ¶'s with Line Spacing Of: Type the line spacing of body text. (See the Line Spacing setting on page 1-79.)

First line synchronization limit: To align the first line in the column with the baseline grid, if the paragraph's default font is larger than the grid, type the largest font size you want to align. For example, if the line spacing is 12-points and the first line is a 16-point heading, type 16 in the text box.

When you synchronize the first line with the rest of the text, FrameMaker moves the top of the first line above the column border.

Chapter 1 Document Window Commands

Feather: Turn on this check box to adjust the space between lines and paragraphs so the last line of text in each column of the flow lies against the bottom of the column. Feathering overrides synchronization if both flow properties are turned on.



Maximum Interline Padding/Maximum Inter-¶ Padding: Type the maximum amount of space (padding) you want FrameMaker to add between lines and paragraphs to feather text. The values affect every flow where feathering is turned on.

FrameMaker distributes space between paragraphs first, and then, if necessary, between lines. FrameMaker won't feather the text if more space is needed.

If FrameMaker feathers the text, but the last line in the column still appears to be too high, check that all the characters (including the nonprinting ones) have the correct character format settings. FrameMaker leaves space for the largest possible descender in the largest font used in the line, even if no character with such a large descender actually appears on the line. For example, the line might contain a space or anchor symbol in another font family or a larger font size than the surrounding text.

Tips

Using PostScript code columns: You can refer to external PostScript files in a column of PostScript code. To do so, place the following command at the beginning of a line in a PostScript code column:

```
#include "filename"
```

You must type a full pathname to ensure that FrameMaker can find the include file.

When you print the document, FrameMaker sets up the PostScript stack for the code in the column. It pushes the column's lower-left page-relative coordinates, width, and height onto the PostScript stack before the embedded PostScript code is stored in the PostScript file. FrameMaker also resets the origin (0,0) to the lower-left corner of the column. The PostScript code must control its own scaling and clipping.

To see how FrameMaker sets up the stack before it executes the code, use the Print command to print the document to a file. You can then examine the PostScript code for the entire document.

If a PostScript code column contains a PostScript error, the rest of the document does not print.

For a list of PostScript files provided with FrameMaker, see Appendix B of *Installing FrameMaker*.

Special

Footnote

Inserts footnotes in a document. Place the insertion point in a column and choose the Footnote command. FrameMaker inserts the footnote reference at the insertion point and then moves the insertion point to the bottom of the page so you can type the footnote text.

After typing the footnote text, either left-click in the main text or choose the Footnote command again to move the insertion point back to the main text immediately after the footnote reference.

FrameMaker rennumbers footnotes as you insert new ones.

Format

Footnote Properties

Specifies footnote properties for a document. Footnote properties include:

- The amount of space allowed for footnotes in each column.
- The paragraph format for footnote paragraphs.
- The reference frame to be placed above the first footnote on a page.
- The numbering style for footnotes.¹
- The format for the footnote number in the main text and footnotes.

1. In the Custom text box, a single dagger (†) appears as `\d`, a double dagger (‡) as `\D`. See "Special characters in dialog boxes" on page B-2 for information about special character encodings.

Chapter 1 Document Window Commands

Settings

The screenshot shows the 'Footnote Properties' dialog box in FrameMaker. The dialog has a title bar 'FrameMaker - Footnote Properties'. It contains several sections: 'Max. Height Per Column:' with a text field containing '5.5\" and a 'Paragraph Format:' dropdown menu set to 'Footnote'. There are 'OK' and 'Cancel' buttons. The 'Numbering Style:' section has a 'Numeric (4)' dropdown, a 'Start Over on Each Page' checkbox, a 'Custom:' dropdown with '\d\1D', and a 'Sequentially From:' text field with '1'. The 'Number Format:' section is divided into 'In Main Text:' and 'In Footnote:'. 'In Main Text:' has 'Position:' set to 'Superscript', and 'Prefix:' and 'Suffix:' text fields. 'In Footnote:' has 'Position:' set to 'Baseline', and 'Prefix:' and 'Suffix:' text fields, with a period '.' in the suffix field.

Max. Height Per Column: Type the amount of space to allow for footnotes. If a footnote doesn't fit in the available space, FrameMaker moves the entire footnote to the next column.

Paragraph Format: Type the paragraph format for footnote paragraphs. All documents provided with FrameMaker contain a paragraph format (called Footnote). FrameMaker uses the default paragraph font specified in the paragraph format as the font for the number, letter, or symbol preceding the footnote. To change the Footnote format or create a new one, use the Paragraph command (see page 1-76).

If there is a frame on a reference page with the same name as the paragraph format, FrameMaker includes the frame and its contents above the footnote. For information, see "Adding a reference frame" in Chapter 14 of *Using FrameMaker*.

Numbering Style: Choose the numbering style you want: Numeric, Roman (uppercase or lowercase), Alphabetic (uppercase or lowercase), or Custom. If you choose Custom, type the series of characters to be used in footnote references in the order they should appear. If there are more footnotes than symbols, FrameMaker repeats the symbols. For example, if you specify * and † as the custom characters, FrameMaker repeats the symbols as follows.

Footnote number:	Uses this symbol:
1	*

1. A dagger (†) appears in a dialog box as \d. See "Special characters in dialog boxes" on page B-2 for information about special character encodings.

2	†
3	**
4	††

FrameMaker numbers footnotes sequentially throughout a document, starting with the number in the text box. Turn on Start Over on Each Page to restart footnote numbering.

Number Format: Choose the number format for footnote references in both the main text and the footnote. Choose the position of the footnote reference from the Position pop-up menu. Specify the prefix (such as a left parenthesis) that will appear before the footnote reference in the main text and the suffix (such as a right parenthesis or period) that will appear after. Also, specify any prefix and suffix to appear with the footnote number in the footnote.

For information about inserting footnotes, see the Footnote command on page 1-41.

Page

Freeze Pagination

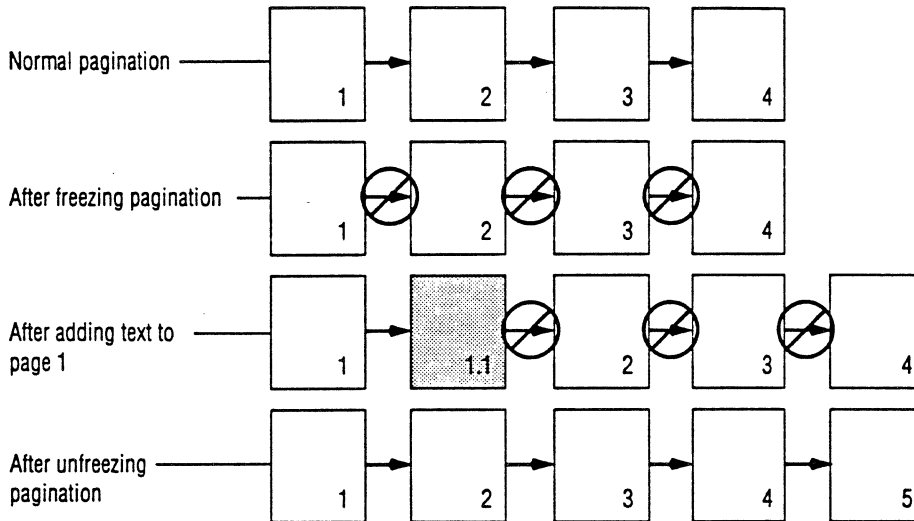
Freezes and unfreezes pagination in a document. Use this command:

- When you revise a document and want to leave the original document's page numbering intact and indicate added pages with a special numbering style. You can print and distribute only the revised pages.
- When you edit a long document and want to improve FrameMaker's performance. Because FrameMaker formats your document while you work on it, it might take a while to reformat a large document. To decrease the formatting time, freeze pagination while you edit, and then unfreeze it when you're done. When you unfreeze pagination, FrameMaker rennumbers the pages consecutively.

When you freeze pagination, edited text does not flow as it usually does. For example, if you freeze pagination on page 7 and add enough text to overflow the page, FrameMaker creates a point page numbered 7.1 (the number of the preceding body page, a decimal point, and the point page number or letter.) If you delete text from a frozen document, the text on the following pages stays where it is and does not flow back to the preceding pages.

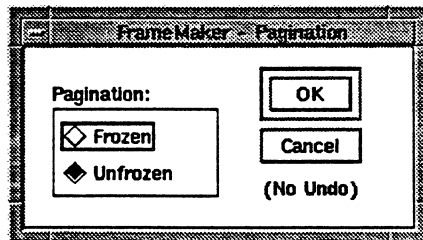
Chapter 1 Document Window Commands

The following illustration shows the flow of text in a frozen and an unfrozen document:



Freeze Pagination works only in documents with a single text flow; it doesn't work in documents with custom-designed pages or multiple text flows.

Settings



Pagination: Click Frozen to freeze pagination and Unfrozen to unfreeze pagination.

For information about changing the page number style for point pages, see the Document command on page 1-33.

Graphics**Front**

Moves selected objects in front of other objects, changing the draw order of the objects. Objects in front are drawn last.

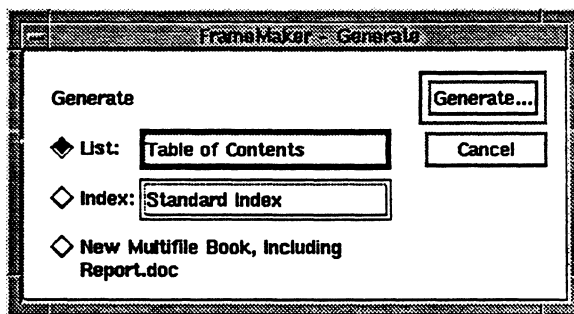


If you move a grouped object to the front, FrameMaker moves all objects in the group, but maintains the drawing order within the group.

When you left-click or Shift-left-click overlapping objects, FrameMaker selects the frontmost object. To select an object obscured by another, move the obscuring object to the back (see the Back command on page 1-9).

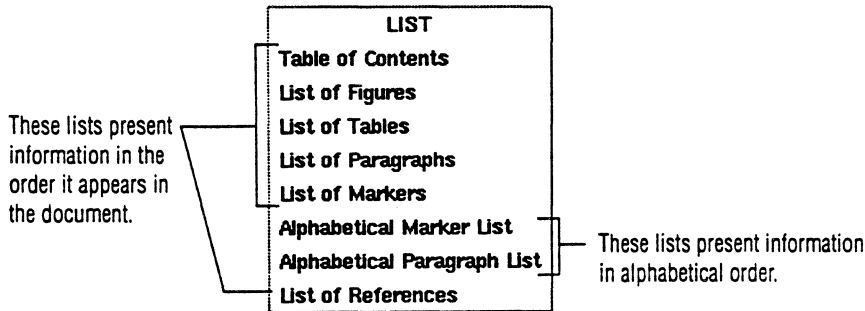
File**Generate**

Creates an index, table of contents, and other lists for a document. The Generate command also creates a new book file containing the current document. For information about book window commands, see Chapter 2. For information about generating files, see Chapter 11 of *Using FrameMaker*.

Settings

Chapter 1 Document Window Commands

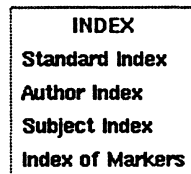
List: Choose the type of list you want to generate.



FrameMaker creates most lists by extracting either paragraph or marker text. The list can contain the text, page number, or autonumber of the extracted paragraphs or markers. FrameMaker creates a list of references by extracting information about imported graphics, external cross-references, or fonts in the document.

When you choose an item from the pop-up menu and click Generate, a setup dialog box appears. (See "Generating a list or index," next.)

Index: Choose the type of index you want to generate.



FrameMaker creates an index by extracting marker text and then sorting, merging, and arranging the index entries. Index entries can contain the marker text and either the page number on which the marker appears or the autonumber of the paragraph containing the marker. For information about the marker text you use for index entries, see "Preparing documents for an index" in Chapter 11 of *Using FrameMaker*.

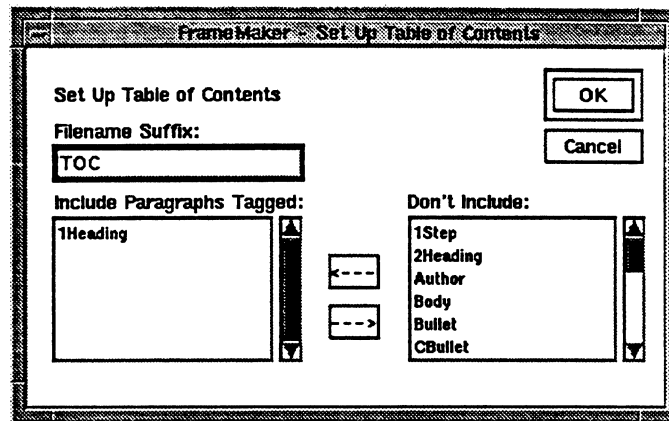
When you choose an item from the pop-up menu and click Generate, a setup dialog box appears. (See "Generating a list or index," next.)

New Multifile Book: Click to create a new book file containing the current document. FrameMaker displays the book window, but does not save the book file on the disk until you use the Save or Save As command (see page 2-7). The book's filename begins with the name of your document and ends with the suffix .book.

Generating a list or index

When you choose an item from the pop-up menu and click Generate, a setup dialog box appears. The name and contents of the setup dialog box depend on the item chosen.

Settings



Filename Suffix: This text box contains the suffix FrameMaker appends to the generated file. For example, if the file is named `Chapter1`, and the filename suffix is `TOC`, FrameMaker names the generated file `Chapter1TOC.doc`. The suffix that appears in the text box depends on the item you chose from the List or Index pop-up menu. For example, if you chose Table of Contents, FrameMaker uses the suffix `TOC`; if you chose Standard Index, FrameMaker uses `IX`.

In general, don't change the suffix; FrameMaker uses it for more than just the generated file's name. Change the filename suffix only when you want to create more than one generated file of the same type from the same source document. For example, if you create two tables of contents from the same document, use the suffix `TOC` for one table of contents and `TOC2` for the other.

Include/Don't Include: Use the scroll lists and arrows to select the paragraph tags, marker types, or other information you want to include in the generated file. To move an item between the two scroll lists, select the item and click the left or right arrow, or double-click the item. To move all items to the opposite list, press Shift and click the left or right arrow.

Initially, the Include scroll list contains the same items as when the file was last generated.

Generating a file

When you click OK, FrameMaker checks to see if the file exists. If it does, FrameMaker updates the generated file in your workstation's memory and displays it on the screen. If it doesn't, FrameMaker copies the master and reference

pages, Catalogs, variable definitions, and cross-reference formats from the current document to a new generated file.

Any changes you make to the structure and format of the generated file are retained each time you generate the file. You can:

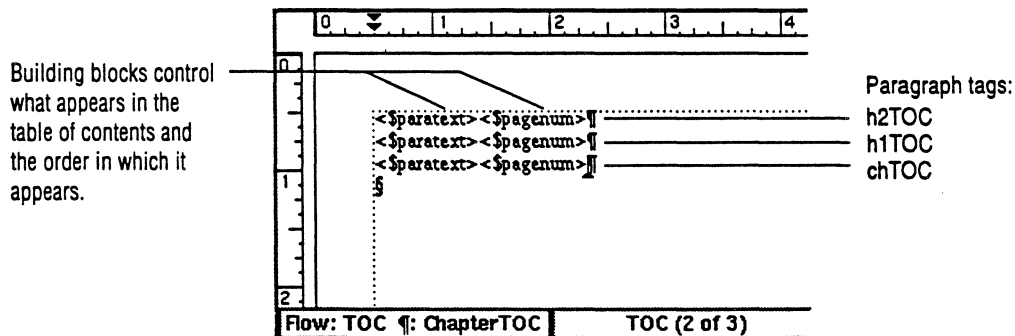
- Change the page layout. (See Chapter 14 of *Using FrameMaker*.)
- Change the paragraph and character formats of generated text. (See “Changing character formats in generated text,” next.)
- Add a title or other text to a table of contents or an index. (See “Adding a title” in Chapter 11 of *Using FrameMaker*.)
- Change the structure of extracted text. (See “Changing the structure of the entries” for a table of contents and “Editing the special flow” for an index in Chapter 18 of *Using FrameMaker*.)

Changing character formats in generated text

When you generate a file, FrameMaker extracts not only paragraph text, but also any character tags you used to override the paragraph’s default font. If you change character formats in the generated file and apply the changes to the C Catalog, FrameMaker uses the new formats the next time you generate the file. (See “Changing the format of a table of contents” and “Changing the format of an index” in Chapter 18 of *Using FrameMaker*.)

Editing the special flow in a table of contents or list

When you generate a table of contents or list, FrameMaker uses a special flow on a reference page to control the structure of generated paragraphs and the character format of parts of the generated paragraphs. The flow has a name that matches the suffix of the generated file (TOC for a table of contents or LOM for a list of markers). For example:



The flow contains one paragraph for each paragraph tag or marker type extracted. Each paragraph has a tag that matches the tag of the entries in the generated file. If formats with these tags are not in the ¶ Catalog, FrameMaker creates new Catalog entries using the formats of the paragraphs in the flow.

When you change a paragraph in the flow, you affect only the generated paragraphs with matching tags. For example, if you change the paragraph tagged “chTOC”, you affect the structure of only the generated paragraphs tagged “chTOC”. To see the effect of changes to the flow, generate the file again.

Changing the structure of generated paragraphs

You change paragraphs in the flow to change the structure of generated paragraphs in a file. For example, you might want the page number to appear before the paragraph text or the autonumber of the extracted paragraph to appear with the paragraph text.

To change the structure of generated paragraphs, you can use the following building blocks.

Use:

<\$paranum>

<\$paratext>

<\$pagenum>

<\$markertext>

To include:

The autonumber of the paragraph in the source document.

The text of the paragraph.

The page number on which the paragraph begins or on which the marker is located.

The text of the extracted marker (in a list of markers or alphabetical marker list).

You can also add tab characters and text, including spaces and punctuation.

Use this paragraph:

<\$paranum> <\$paratext> <\$pagenum>

Section <\$paranum>: <\$paratext>

<\$paratext> [<\$pagenum>]

<\$pagenum> <\$paratext>

To create this entry:

3.2.1 Ad retia sedebam 2

Section 3.2.1: Ad retia sedebam

Ad retia sedebam [2]

2 Ad retia sedebam

Changing character formats in generated paragraphs

To change the character format of part of an entry, create a character format and apply it to the file’s C Catalog. Then type the character tag between angle brackets (< >) where you want the font change to take effect. To return to the default paragraph font, use <Default Para Font>.

Use this paragraph:

<\$paratext> <PageFont><\$pagenum>

<PageFont><\$pagenum><Default Para Font> <\$paratext> 2 Ad retia sedebam

To create this entry:

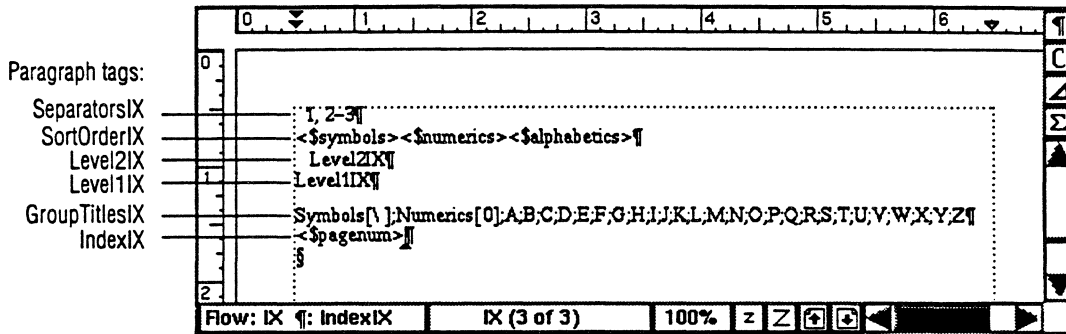
Ad retia sedebam 2

2 Ad retia sedebam

For information about creating character formats, see the Character command on page 1-13.

Editing the special flow in an index

When you generate an index, FrameMaker uses a special flow on a reference page to control the structure of generated paragraphs, the sort order and grouping of index entries, and the character format of parts of the generated paragraphs. The flow has a name that matches the suffix of the generated file (IX for a standard index or AIX for an author index). For example:



Each paragraph in the flow controls a different aspect of the index structure and has a suffix that matches the suffix of the generated file.

This paragraph:	Controls:
SeparatorsIX	The characters that separate the entry text and the page numbers in the index.
SortOrderIX	The order in which index entries are sorted.
Level2IX, Level1IX	The format of paragraphs in the index if the tags are not in the Catalog. The flow contains a paragraph of this type for each index level. A third-level index entry is tagged Index3IX, a fourth-level entry Index4IX, and so on.
GroupTitlesIX	How entries are grouped in the index and the titles that appear above each group. This paragraph also controls the paragraph format of group titles in the index if the Catalog doesn't contain a GroupTitlesIX format.
IndexIX	The information extracted with the marker text (either the page number or the autonumber of the paragraph containing the marker) and the character format of the information. The flow contains a paragraph of this type (but with a different tag) for each marker type you include.

To change the structure of the index, change the contents of paragraphs in the flow and generate the index again. For more information, see Chapter 18 of *Using FrameMaker*.

SortOrderIX

FrameMaker sorts an index so that special symbols appear first, numbers second, and alphabetic characters last, as indicated in the SortOrderIX paragraph.

<\$symbols><\$numerics><\$alphabetics>

You can rearrange the order in which these three types of characters appear. For example, you can put the symbols at the end of an index instead of at the beginning:

<\$numerics><\$alphabetics><\$symbols>

A sort order building block represents specific characters in a particular order. <\$numerics> represents the numeric characters in this order:

0 1 2 3 4 5 6 7 8 9

<\$alphabetics> represents the alphabetic characters in this order:

À Á Â Ã Ä Å Æ Ç È É Ê Ë Ì Í Î Ï Ñ Ò Ó Ô Õ Ö Ø Ù Ú Û Ü Ý Þ à á â ã ä å æ ç è é ê ë ì í î ï ð ñ ò ó ô õ ö ø ù ú û ü ý þ ÿ
 A A A A A A A A a a a a a a a a ° B b C Ç c ç D d E È È È È e e e e e e F f G g H h I i i i i i i i i i
 J j K k L l M m N Ñ n ñ O Ó Ó Ó Ó Ó Ö ø ö ö ö ö ö ø ø ° P p Q q R r S s T t
 U Ú Û Ü Ú ú ú ú ú ú Ú v W w X x Y Ý y y Z z

Letter groups are separated by spaces. Characters within a letter group are sorted as if they were the same character, unless they are the only characters that differ in the sorted text. For example, if two entries differ only in their capitalization, the capitalized entry appears first:

Animus 2
 animus 2

<\$symbols> represents all other characters in ASCII order.

You can change the sort order of specific characters within a building block by replacing the building blocks with the characters in the order you want them to sort. If you replace <\$alphabetics> with the individual characters, remember to separate the letter groups with a space. Also, don't press Return at the end of a line; let FrameMaker wrap the characters automatically from line to line.

IndexIX

When you generate an index, FrameMaker puts a paragraph in the special flow for each marker type you included in the index. FrameMaker adds the generated file's suffix to the marker type (for example, AuthorIX or SubjectIX) to determine the tag of the paragraph.

Chapter 1 Document Window Commands

Changing the structure of index entries: To change the structure of the index entries created with a specific marker type, edit the paragraph with a tag corresponding to the marker type. For example, to change the entries created with Author markers, edit the paragraph tagged AuthorIX.

Use the following building blocks to specify the structure of index entries.

Use:	To include:
<\$paranum>	The autonumber of the paragraph containing the marker.
<\$pagenum>	The page number on which the paragraph begins.

Changing the character format of page numbers: To change the character format of the page numbers or paragraph autonumbers in index entries, edit the paragraph with a tag corresponding to the marker type.

To make a font change, create a character format and apply it to the C Catalog of the index. Then type the character tag between angle brackets (< >) in the paragraph in the special flow. For example,

Use this paragraph:	To create this entry:
<Bold><\$pagenum>	Animus 10

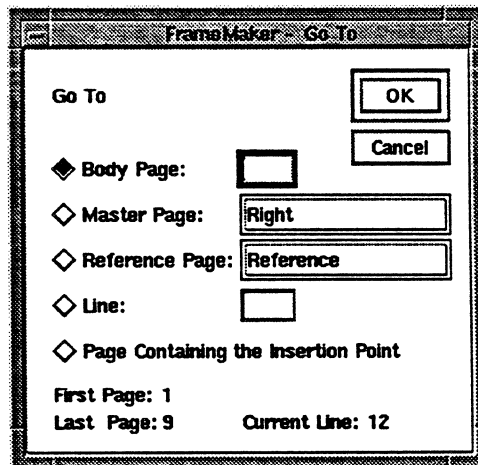
For information about creating character formats, see the Character command on page 1-13.

Page

Go To

Displays a body, master, or reference page, any line in a text flow or the page containing the insertion point.

Settings



Body Page: Type the number of the page you want to display. The number must be within the First and Last Page range.

Master Page: Choose the master page you want to display.

Reference Page: Choose the reference page you want to display.

Line: Type the line number you want to display. The insertion point must be in a text flow. The first line in a flow is 1. If you specify a line number beyond the end of the text flow, FrameMaker displays the last line in the text flow.

Page Containing the Insertion Point: Click to display the page containing the insertion point.

First Page/Last Page: FrameMaker displays the range of page numbers in the document.

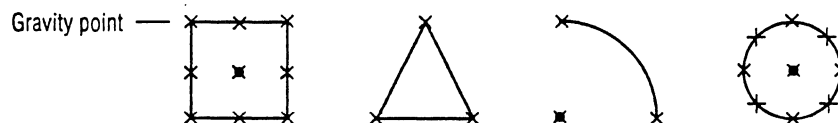
Current Line: FrameMaker displays the line number (within the text flow) of the line containing the insertion point.

Graphics

Gravity

Connects objects to the paths of other objects. When Gravity is on, objects attract the pointer when you draw, resize, or reshape an object. Turn Gravity on, for example, when you want the tip of an arrow to touch another object. When Gravity is on, it applies to all documents you work with.

The corners or points of an object exert a stronger “pull” than the sides. For example, the corners of a triangle attract the pointer more strongly than its sides.



Gravity points on objects are strongest at the corners or points.

Gravity extends the same distance on the screen regardless of the current zoom setting. If you zoom in, you can place points closer to an object without the object attracting the pointer.

Objects have gravity along their paths and at their corners. If you're working with objects with varying cap styles and pen widths, the objects might not connect properly. (See “Customizing the line cap” on page 1-128.)

View

Grid

Turns the display of the visible grid on and off. It appears on the screen as a series of vertical and horizontal lines, but does not print. Use it to help you place text and graphics in a document.

To change the visible grid's spacing, use the Visible Grid pop-up menu in the View Options dialog box (see page 1-75).

Tips

Using the visible and snap grids together: When the snap grid is on, objects are pulled to the snap grid as you draw, move, or resize them. To make objects snap to the visible grid, the snap grid spacing must divide evenly into the visible grid spacing. See the Snap command on page 1-112 and the Options command on page 1-75.

Graphics

Group

Groups selected objects into one object. Once objects are grouped, you can manipulate them as one object using any of the Graphics commands except Set # Sides and the keyboard shortcuts Control-r g i and Control-r g x. You can also change the group's properties.

FrameMaker groups and ungroups objects hierarchically. The first set of grouped objects is maintained as a set when you group another object with it.

Grouping does not affect the objects' draw order and has no effect on objects when printed.

Objects remain grouped until you ungroup them. See the Ungroup command on page 1-130.

HELP

Help

Displays FrameMaker's on-line Help, which describes how to use FrameMaker and FrameMaker templates. Use Help to find information and related topics quickly. For information about using help, click HELP in the main FrameMaker window; then click "Using Help."

File

Import

Brings data from other files into a FrameMaker document. You can import:

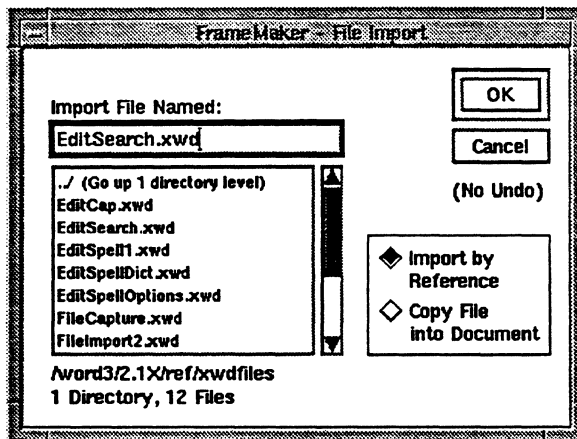
- X11 xwd (XYPixmap and ZPixmap) images
- X11 bitmaps
- Sun rasterfiles
- Encapsulated PostScript Interchange (EPSI) format files

- Insets
- ASCII, ISO Latin-1, and Roman8 text files
- MML (Maker Markup Language) files
- MIF (Maker Interchange Format) files

For more information, see “Importing graphics” on page 1-56 and “Importing text” on page 1-58.

Your site might also have purchased filters allowing you to import other types of files (for example, MacDraw[®], IGES, HPGL, troff, DCA[™], or WordStar[®] files). For more information about the files you can import, see your system administrator. See also “Filters for import, open, and save” on page D-17.

Settings



Import File Named: Select the file you want to import. Use the scroll list to select a filename. For more information about using the scroll list, see “Using wildcard characters in the Open dialog box” on page 1-72.

Import by Reference: Click to import graphics that you don’t want to store in the document. When you import a graphic file by reference, FrameMaker stores a relative pathname based on the current document’s directory unless you navigate to the top of the directory structure (to the root directory), import the file into an unnamed document, or specify an absolute pathname. Specify an absolute pathname by typing a slash (/) followed by the complete pathname of the file. An absolute pathname can also begin with a tilde (~), representing your home directory, or an environment variable such as \$HOME. For information about environment variables, see your operating system documentation.

FrameMaker stores only the name of the file in the document. When you open or print the document, or when you scale or change the graphic, FrameMaker re-imports the file. If you change the graphic file, FrameMaker updates the document

the next time you open or print it. This button doesn't affect text you import (see page 1-58).

Copy File into Document: Click to import graphics that you want to store in the document. When you copy a graphic into a document, FrameMaker saves with the graphic a FrameImage, a rasterfile format that can be displayed and printed using FrameMaker on any platform. See "Saving a FrameImage with an X11 bitmap or xwd graphic" on page F-6 for more information.

Copying a graphic file into a document makes it easy to move or copy the document to another location. However, it can also dramatically increase the document's size, affecting the amount of time it takes to save the document. This button doesn't affect text you import (see page 1-58).

Importing graphics

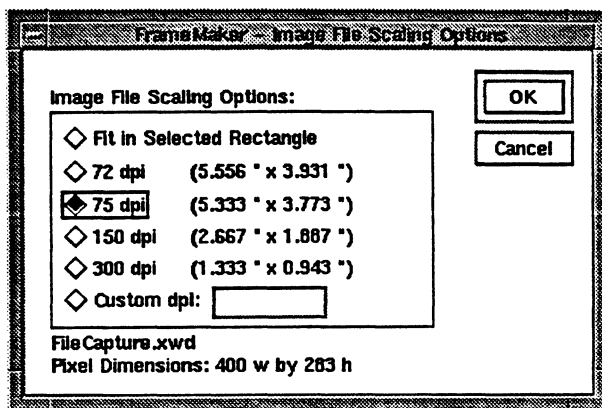
Where FrameMaker places an imported graphic in a document depends on the object you select or the location of the insertion point before you choose Import, as follows:

- If you select a frame, FrameMaker centers the graphic in the frame.
- If you select a rectangle or an imported graphic, the graphic replaces it, using the same position for the graphic's top-left corner.
- If an insertion point appears on the page, FrameMaker places the graphic in the center of a new frame anchored at the insertion point. FrameMaker places the frame below the current line with a 6-point margin around the imported graphic.
- If there is no object selected and no insertion point, FrameMaker centers the graphic on the current page.

For more information about working with imported graphics, see Chapter 9 of *Using FrameMaker*. For information about turning the display of color graphics on and off, and about changing the memory allocation for imported graphics, see "Color display" on page D-3 and "Memory allocation for images and fonts" on page D-11.

Importing a bitmap

When you import a bitmap (including X11 xwd images, X11 bitmaps, and Sun rasterfiles), the Image File Scaling Options dialog box appears:



For the best printed results, choose a dots-per-inch (dpi) value that divides evenly into your printer's resolution. For example, for a 300-dpi printer, the following values are good choices: 75, 100, 150, and 300. The larger the dpi value, the smaller the graphic is on the page.



75 dpi



100 dpi



150 dpi



300 dpi

Choosing a dpi value that doesn't divide evenly into your printer's resolution can result in bitmaps that look clear on the screen but are distorted when you print them, and bitmaps that print clearly but are slightly distorted on the screen. You can often improve clarity on the screen by zooming.

If you choose Fit in Selected Rectangle, the bitmap is scaled properly to fit inside the selected rectangle.

For more information about scaling a bitmap, see "Changing a bitmap's scale" in Chapter 9 of *Using FrameMaker*.

Importing a color image

To display imported color images on a color monitor, set the color image option in one of the following ways:

- When you start FrameMaker, include the command line option `+colorImages`.
- Or, in the `.Xdefaults` file in your home directory, specify `Maker.colorImages:True`. (When this setting is True, colors display differently depending on whether the window is active.)

See Appendix D, "Customizing FrameMaker," for more information about changing resources.

Importing an Encapsulated PostScript file

An EPSI file is a type of PostScript file you create with graphics applications such as Adobe Illustrator 88™ and Aldus Freehand™. When you import an EPSI file, you see an approximation of the printed image on the screen. This is different from PostScript code columns, which appear on the screen as text. (See the Flow command on page 1-37.)

Importing an Inset

An inset is a graphic created using an inset editor with which FrameMaker is configured to work. You import an inset into a FrameMaker document using a command in the inset editor (see the inset editor's documentation). FrameMaker knows the names and locations of inset editors, so you can start an editor, change the inset, and then display the updated inset in a FrameMaker document.

For more information about insets, see the Inset command on page 1-61 and "Working with insets" in Chapter 9 of *Using FrameMaker*.

Tips

Listing the imported graphics in a document: To create a list of imported graphics in a document, generate a List of References. (See the Generate command on page 1-45.)

Importing text

You can import ASCII, ISO Latin-1, and Roman8 text files, MML files (see page 1-60), and MIF files (see page 1-60). FrameMaker copies these files into the document.¹

When you import a file, FrameMaker determines the kind of file it is. FrameMaker recognizes MML and MIF files, ISO Latin-1 text files with the `.isl` suffix, and Roman8 text files with the `.rm8` suffix. If the file is not one of the types that FrameMaker recognizes, FrameMaker assumes it's a standard text file. (For more

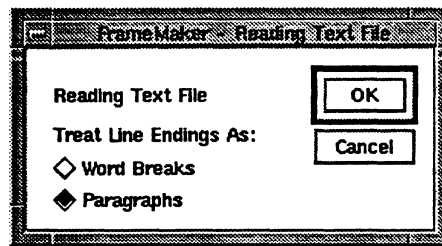
1. The FrameMaker character set does not have equivalents for a few characters in the Roman8 and ISO Latin-1 character sets. For more information, see "rm8totxt" and "isltotxt" on page E-11.

information about importing a foreign file, see page D-17.) For example, if you try to import a database file or an object code file, FrameMaker tries to read the file as a standard text file. The results might not be what you expected.

To import a text file, place the insertion point in a document and select the Import command.

To stop the import process for text files, press Control-c.

Settings



Word Breaks: Click to import a paragraph-oriented ASCII text file, such as a file containing document text. FrameMaker merges adjacent nonblank lines into paragraphs, and merges adjacent blank lines into paragraph symbols. FrameMaker imports the text with the font and paragraph type at the insertion point.

Paragraphs: Click to import a line-oriented ASCII text file, such as a C program, a FrameMaker configuration file, or a shell script. Line-oriented text retains line breaks and empty lines. Each line in the text file becomes a paragraph in the FrameMaker document. Put the insertion point at the start of a paragraph before you import the file since FrameMaker imports the text as complete paragraphs.

Ridebis, et licet rideas. Ego ille quem nosti apros et
quidem pulcherrimos cepi. "Ipse?" inquis. Ipse; non
tamen ut omnino ab inertia mea et quiete. ¶
Ad retia sedebam: erat in proximo non ven- abulum
aut lancea, sed stilus et pugilares: meditabar aliquid
enota- bamque, ut, si manus vacuas, plenas tamen
ceras reportar- em. Non est quod contemnas. Ridebis,
et licet rideas. ¶
Non est quod contemnas hoc studendi genus. Mixum
est ut animum agitatione motuque cox- poris excitetur.

Line endings treated as word breaks

Ridebis, et licet rideas. Ego ille quem nosti ¶
apros et quidem pulcherrimos cepi. "Ipse?" ¶
inquis. Ipse; non tamen ut omnino ab inertia ¶
mea et quiete. ¶
¶
Ad retia sedebam: erat in proximo non ven- ¶
abulum aut lancea, sed stilus et pugilares: ¶
meditabar aliquid enota- bamque, ut, si ¶
manus vacuas, plenas tamen ceras reportar- ¶
em. Non est quod contemnas. Ridebis, et ¶
licet rideas. ¶
¶
Non est quod contemnas hoc studendi genus. ¶
Mixum est ut animum agitatione motuque cox- ¶
poris excitetur. ¶
§

Line endings treated as paragraphs

Chapter 1 Document Window Commands

Tips

Importing paragraph-oriented text files: To import a paragraph-oriented text file another way, be sure its name ends with `.txtalt`. If necessary, rename the file. Put the insertion point where you want the text to be inserted and use the Import command.

FrameMaker tries to group lines from `.txtalt` files into paragraphs. FrameMaker uses blank lines and indented lines to detect paragraph boundaries. Blank lines are removed from the FrameMaker document.

The imported paragraphs have tags of the form "Indent n," where *n* is a number indicating the indent level of the paragraph as it occurred in the text file. You can change the default formats for these tags. (See the Paragraph command on page 1-76.)

Importing tables from standard text files: In text files, columns of text or numbers are usually separated by tabs. In FrameMaker, each column in a table is separated by a single tab. Tables with more than one tab between columns, when imported into FrameMaker from standard text files, might not line up correctly without some cleanup. You might need to delete tab stops or insert tab characters.

Importing MML Files

An MML (Maker Markup Language) file is an ASCII text file that uses markup statements to define the structure and formatting of text. You can import an MML file provided its filename ends with `.mml`. The `.mml` extension tells FrameMaker to filter the file before importing it.

To import an MML file, put the insertion point where you want FrameMaker to insert the MML file and choose the Import command.

For more information about MML, see *MML Reference*.

Importing MIF Files

A MIF (Maker Interchange Format) file is an ASCII text file containing a set of statements describing all text and graphics understood by FrameMaker. MIF provides a way to exchange information between FrameMaker and other applications while preserving graphics, document structure, and format. MIF has a wide variety of import uses.

For more information about MIF, see *MIF Reference*.

INFO

Info

Displays information about FrameMaker. The Info dialog box shows information about the version of FrameMaker you are using, including license, copyright, address, and telephone number. The dialog box also contains the License command button. (See the License command on page 1-65.)

Special

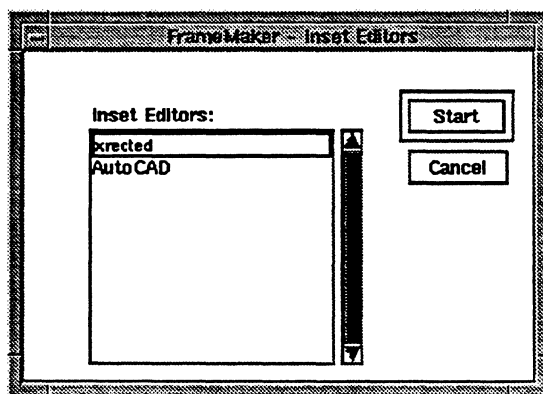
Inset

Starts an inset editor that creates and edits insets.

An inset is a graphic that FrameMaker can display and print. An application used to create or edit the graphic is an inset editor. You can start an inset editor using the Inset command, edit the inset, and then display the updated inset in FrameMaker.

To view an inset's properties, use the Properties command (see page 1-96).

Settings



Inset Editors: Select the editor and click Start. If you select an inset before choosing the Inset command, only the editors corresponding to the selected inset appear in the scroll list.

For more information about insets, see "Working with insets" in Chapter 9 of *Using FrameMaker* and the documentation accompanying your inset editor.

For information about saving insets and importing them into FrameMaker, see the documentation accompanying your inset editor.

For information about importing insets, see the Import command on page 1-54.

For information about configuring FrameMaker to work with inset editors, see "Integrated applications" on page D-18.

Chapter 1 Document Window Commands

File

Keyboard Macros

Defines and saves keyboard shortcuts called macros. A macro is a recorded sequence of keystrokes you can “play back” at any time.

Use the Keyboard Macros command to:

- Record a macro.
- Save new macros in a file.
- Clear new macros.
- Read in macros from a file.

When you record a macro, you assign it a short key sequence, called a trigger. When you type the trigger later, FrameMaker “plays back” the keystroke sequence.

Use macros when you find yourself repeating a task with several keystrokes and want to simplify the steps. For example, to avoid typing the same book title repeatedly, you can record the title as a sequence such as

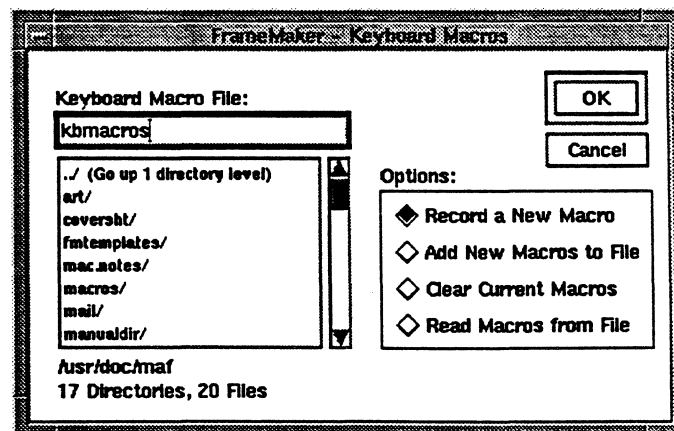
Design Tutorial

and assign the key sequence Control-5 as the trigger. Then press Control-5 to type those words in a document.

Your macros can include keyboard commands, but not mouse clicks or mouse movements.

The macros you record are saved in your workstation’s memory. They aren’t saved in a file unless you use the Keyboard Macros command to do so. FrameMaker prompts you to save unsaved macros before exiting. If you exit FrameMaker without saving the macros, they will be lost.

Settings



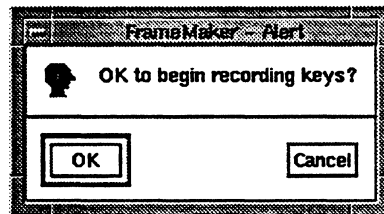
Keyboard Macro File: Type the name of the file into which you want to save macros, or the file from which you want to read macros. You can also use the scroll list to select the filename in the current directory or any directory you specify. For more information about using the scroll list, see “Using wildcard characters in the Open dialog box” on page 1-72.

If you’re using the Keyboard Macros command to record a macro or clear the current macros, the contents of this text box have no effect on the command.

Options

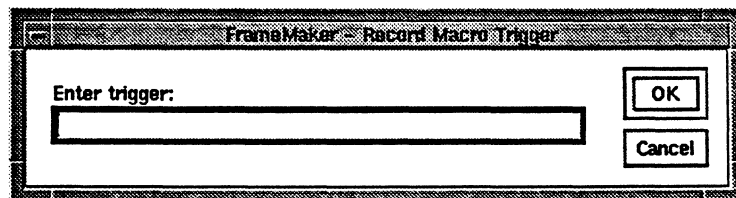
Choose one of the following buttons.

Record a New Macro: Click to begin recording a macro. FrameMaker displays a series of alert boxes and dialog boxes to lead you through the process. First FrameMaker prompts you to make sure you want to record a key sequence:



When you click OK, FrameMaker changes the name of the command on the File menu to Finish Recording Macro. Type any keystrokes you want up to 250 characters. FrameMaker does not record mouse movements or clicks. You can record up to 125 keystrokes in a macro. The keystrokes you record can activate up to 300 FrameMaker commands.

When you finish typing the keystrokes, use the mouse to choose the Finish Recording Macro command from the File menu. FrameMaker displays the following dialog box:



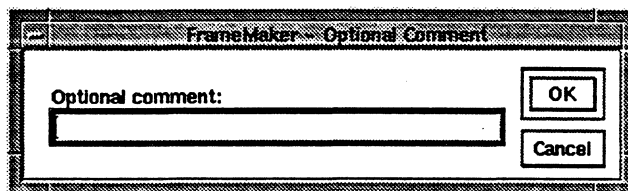
Type the trigger you want to use for the macro. (See Chapter 13 of *Using FrameMaker* for tips on assigning a trigger.) Click Cancel if you decide not to record the macro. The trigger can be up to 15 keystrokes long. In the dialog box, Control appears as ^, Meta as ~, and Shift as +. Other nonprinting characters

Chapter 1 Document Window Commands

appear as a key name or as hex code. For example, function keys such as F5 appear as /F5.

Avoid overriding a FrameMaker keyboard shortcut or other function when creating a macro. For example, if you use Control-y as a trigger, you disable the Paste command's Control-y keyboard shortcut. (See *FrameMaker Shortcuts*.)

After typing the trigger, press Return or click OK with the mouse. FrameMaker displays the following dialog box:



Type an optional comment that FrameMaker stores with each macro. The comment reminds you what the macro does, and also helps you identify a macro later. A typical comment would be:

Control-5 = Design Tutorial

Control-5 is the trigger in the previous example, and Design Tutorial is the key-stroke sequence it types.

Add New Macros to File: Click to save newly recorded macros in a file for use in later FrameMaker sessions. FrameMaker saves the macros in the file named in the Keyboard Macro File text box. You can create more than one macro file.

Store macros that you want to use all the time in the kbm macros file in your home directory. Each time you start FrameMaker, the program looks for a file called kbm macros and uses the macros from that file. One of the places it looks is in your home directory. For more information about where FrameMaker looks, see *Installing FrameMaker*.

If a new macro has the same trigger as a macro in the file, the new macro takes precedence.

Clear Current Macros: Click to clear the macros from your workstation's memory. FrameMaker clears the macros you read from files as well as the ones you recorded but didn't add to a file. Use Clear Current Macros when you want to work with a different set of macros.

Read Macros from File: Click to read the macros from the file you specified in the Keyboard Macro File text box. If you read additional files without clearing the current macros first, FrameMaker merges the macros in your workstation's memory. If a macro in the file has the same trigger as a macro in your workstation's memory, the macro in the file overwrites the macro in memory.

You can create macros to display and fill out dialog boxes. (See “Creating a macro that uses a dialog box” in Chapter 13 of *Using FrameMaker*.)

To delete a macro stored in a macro file, see “Deleting a macro” in Chapter 13 of *Using FrameMaker*.

Page

Last Page

Displays the last page of the page type that appears on your screen. To view other pages, use the scroll bar or the Previous Page button.

For information about moving from one page type to another, see the Go To command on page 1-52.

INFO

License

The License command appears as a button in the Info dialog box. Click Info in the main FrameMaker window to display the Info dialog box, and then click License to display the License dialog box.

A floating license is available to users on a first-come, first served basis (although your system administrator can reserve one for your exclusive use).

Use the License command to:

- Specify your license server host (the workstation or server running the licensing program).
- Obtain a license.
- Give up a license.
- Save work completed before you lost your license.
- Set your personal idle period (how long you can leave FrameMaker idle without giving up a license).

Occasionally you might find all floating licenses in use, and you can't use FrameMaker.

In addition, your system administrator specifies how long FrameMaker can remain idle before a user loses a license. As a result, if you use FrameMaker and then leave it idle for some time, you can lose your license. If you don't intend to use FrameMaker for a while, but don't want to exit FrameMaker, consider giving up your license so that it becomes available to another user.

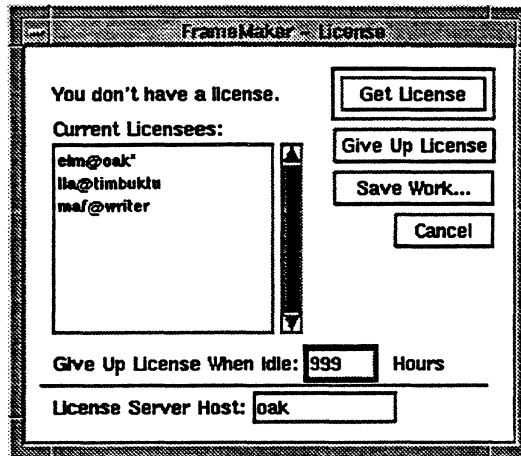
If you don't have a license, you can still:

- Save any unsaved work in a document or book file.

Chapter 1 Document Window Commands

- Use the License command.
- Exit FrameMaker.

Settings



Current Licensees: This scroll list displays the users who currently have floating licenses from the host named in the License Server Host text box. An asterisk indicates a reserved license; the absence of an asterisk indicates a floating license. The status line above the scroll list tells you whether you have a license.

Get License: Click to try to obtain a floating license from the license server host specified at the bottom of the dialog box. The number of hours you specify in the Give Up License When Idle text box takes effect when you click this button.

Give Up License: Click to give up your floating license. (You can give up only your own license.)

Save Work: Click if you have lost your floating license and you have any unsaved documents open.

Give Up License When Idle: Specify the number of hours FrameMaker can remain idle before you lose your floating license. You must specify a whole number of at least one hour. Your system administrator sets an upper limit on the amount of time you can leave FrameMaker idle without losing your license. If you want to make your license available for use by others without waiting the minimum one hour, click Give Up License.

License Server Host: Type the name of a license server host. Initially, the text box shows your current host. If the primary license server host is not available, you might need to switch to another server. For more information, see your system administrator.

For a detailed description of Frame's licensing policy and instructions for setting up and customizing licenses, see Chapter 2 of *Installing FrameMaker*.

Special

Marker

Creates and edits markers and displays marker text. A marker appears as a non-printing character (¶) in the text. Each marker contains hidden text.

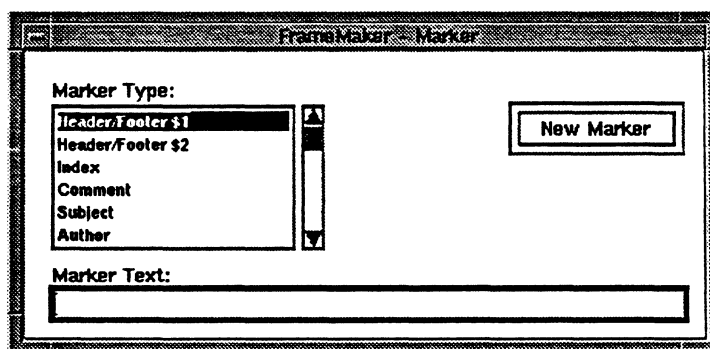
When you choose Marker from the Special menu, the Marker window appears and can remain open while you work in another window.

To create a marker, put the insertion point in a text column where you want the marker. Use the settings in the Marker window and click New Marker. FrameMaker inserts the marker at the insertion point. The marker symbol won't be visible, however, unless text symbols are turned on. (See the Text Symbols command on page 1-122.)

To edit an existing marker, select it. The Marker window is updated to show the selected marker's contents, and the New Marker button changes to Edit Marker. If the selected text contains more than one marker, the Marker window shows the contents of the first marker. Change the values in the Marker window as needed and click Edit Marker.

To delete a marker, select the marker in the text and press Delete. To find and select markers in a document, use the Search command.

Settings



Marker Type: Select the type of marker you want to insert. For example:

- Header/Footer \$1 and Header/Footer \$2. FrameMaker uses the text stored in these markers for running headers and footers. To create a running header or footer with text from a paragraph, such as a section heading, use the Variable command (see page 1-132); see also "Using Variables" in Chapter 3 of *Using FrameMaker*.

- **Index.** FrameMaker uses the text stored in index markers to specify the entries for a standard index. See “Preparing documents for an index” in Chapter 11 of *Using FrameMaker*.
- **Hypertext.** FrameMaker interprets the text stored in hypertext markers as hypertext commands in locked documents. See Chapter 3, “Hypertext Documents.”
- **X-Ref.** Use X-Ref markers to insert spot cross-references. Type an identification for the marker in the Marker Text box. See the Cross-Reference command on page 1-22; see also “Inserting a cross-reference” in Chapter 3 of *Using FrameMaker*.

Additional marker types in the scroll list, such as Comment, Glossary, and Equation, are intended for general use. You can rename other marker types, such as Type 10, for your own use. For information about marker names and how to change them, see “Marker window” on page D-4.

Marker Text: Type the marker text you want. If you leave this text box empty and generate a list, FrameMaker extracts the word to the right of the marker.

If you select text (in a document) that doesn't include a marker, the selected text appears in the Marker Text box.¹ When you click New Marker, FrameMaker inserts the marker to the left of the selected text.

Page

Master Pages

Displays the master page corresponding to the current body page. Master pages control the layout and background of a document's body pages. They can include text and graphics such as headers, footers, column rules, and logos.

Every document has at least one master page and can have up to 25 master pages. A single-sided document has a master page named Right; a double-sided document has two master pages named Left and Right.

To view other master pages, use the scroll bar or the Next Page and Previous Page buttons.

For information about creating master pages, see the Add Page command on page 1-2.

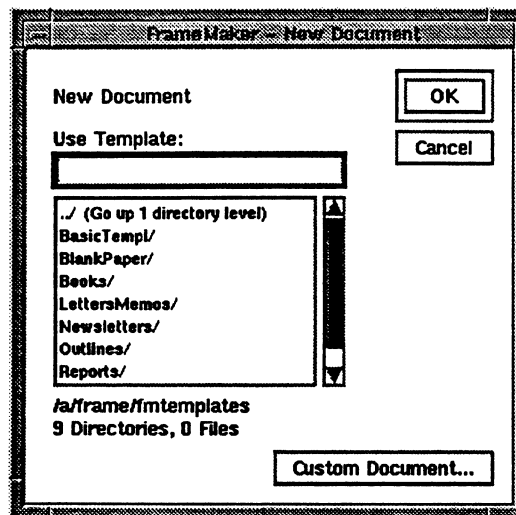
For information about deleting master pages, see the Delete Page command on page 1-31.

1. If the selected text includes a colon (:), semicolon (;), bracket ([]), or angle bracket (<>), edit the Marker Text box entry by preceding these characters with a backslash (\). For example, change the entry 2:1 ratio to 2\:1 ratio.

File**New**

Creates a document either from a template or from scratch. A template contains all the information necessary to lay out a document. Frame provides templates for memos, letters, reports, and technical manuals. You can also create your own templates for new documents. (For more information, see the Tips in this section.)

The New command creates a document (called NoName) in your workstation's memory. To save a new document to a file, use the Save As command (see page 1-103).

Settings

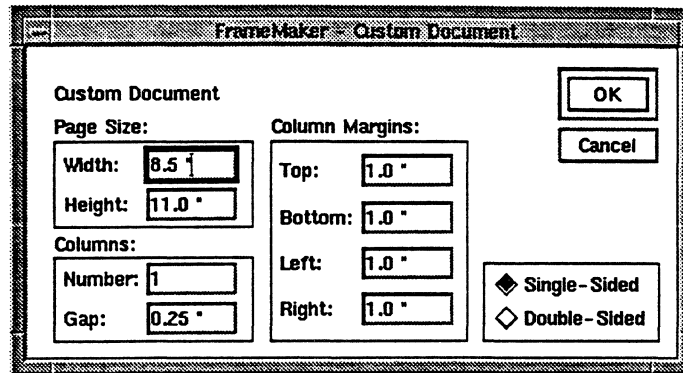
Use Template: Select a directory in the scroll list. When the directory opens, select a filename or type the name of the file you want to use as a document template. You can use any FrameMaker document as a template. For more information about using the scroll list, see “Using wildcard characters in the Open dialog box” on page 1-72.

The standard templates are located in *install_dir*/fmtemplates, where *install_dir* is the directory in which FrameMaker is installed. For information about using the standard templates, see FrameMaker's on-line Help.

Creating a custom document

To create a custom document, click the Custom Document button.

Settings



Page Size: Type the width and height of the page. The smallest page size you can specify is 3" x 3". The largest page size is 216" x 216".

Columns: Type the number of columns on the page and the gap between columns.

Column Margins: Type the size of the column margins, as measured from each edge of the page.

Single-Sided/Double-Sided: If you click Single-Sided, the new document contains only one master page named *Right*. If you click Double-Sided, the new document contains two master pages named *Left* and *Right*. The Left and Right column margins become the Inside and Outside column margins. FrameMaker sets up the column layout appropriately for each master page.

Tips

Creating templates: You can use your own templates and the templates included with FrameMaker. Create an `fmtemplates` directory in either the directory in which you start FrameMaker or your home directory. Then create a symbolic link to FrameMaker's templates. The following commands show you how to create the necessary directory and a link to FrameMaker's templates.

```
cd directory_name
mkdir fmtemplates
cd fmtemplates
ln -s install_dir/fmtemplates FrameTemplates
```

where `directory_name` represents the name of either the startup directory or your home directory, and `install_dir` represents the name of the directory in which FrameMaker was installed.

After setting up your own `fmtemplates` directory, create your templates as you would other documents and save them in the new `fmtemplates` directory. The next

time you start FrameMaker and choose the New command, your template directory appears in the scroll list with the templates you created.

If FrameMaker cannot find an `fmtemplates` directory in the startup directory, your home directory, or the directory in which it was installed, it displays the contents of your home directory. For more information, see Appendix A of *Installing FrameMaker*.

For information about setting up a template for custom documents, see “Template for custom new documents” on page D-21.

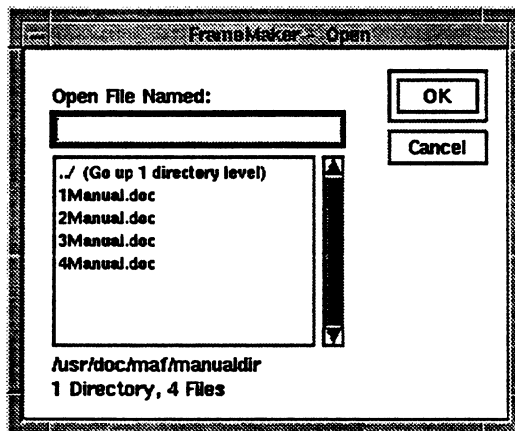
The international version of FrameMaker includes templates for languages other than U.S. English. For more information, see “Template documents” on page D-20.

File

Open

Opens a saved FrameMaker document, standard text file, MML (Maker Markup Language) file, and MIF (Maker Interchange Format) file. For information about opening a standard text file, see “Importing text” on page 1-58. To open an MML file or a MIF file, see page 1-74.

Settings



Open File Named: Type the name of the file you want to open, or select a file in the scroll list, and click OK. You can also use the scroll list to open files in other directories. (See “Using wildcard characters in the Open dialog box,” next.) To open an automatically saved copy of a file, select the `filename.auto` version of the file in the scroll list. For more information about `.auto` files, see the Preferences command on page 1-91.

Using a form of file locking, FrameMaker alerts you when you open a file that is already open for editing, perhaps by another user. For more information, see page 1-74.

If FrameMaker can't find a graphic file that was imported into the selected document, it displays a dialog box. (See "Opening a document if FrameMaker can't find an imported file" on page 1-72.)

For information about specifying the number of documents that can be open at one time, see "Open documents" on page D-12.

Using wildcard characters in the Open dialog box

You can use wildcard characters to display a portion of a directory's contents. For example, if you type *.doc in the text box and click OK, the scroll list shows file-names in the current directory ending with .doc and the names of subdirectories. If you then change the current directory, the scroll list continues to display only some of the directory's contents. The filter, including the wildcard, appears below the scroll list.

You can use the following wildcard characters:

Type:	To match:
*	Zero or more characters, excluding spaces and punctuation.
?	Any single character, excluding spaces and punctuation.
[ab]	Any one of the characters in the brackets.
[^ab]	Any one character not in the brackets.
[a-f]	Any one character in a range. (See Appendix B for the order of characters.)

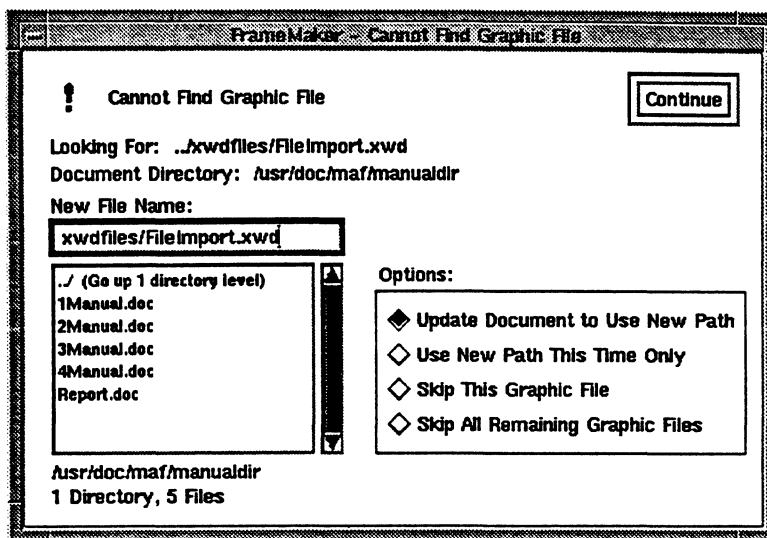
To display the entire contents of the directory after using a wildcard, type an asterisk (*) in the text box and click OK.

Opening a document if FrameMaker can't find an imported file

When you open a document containing graphic files imported by reference, FrameMaker looks where you originally imported from and uses either a relative or absolute pathname, depending on how you imported each file.

When FrameMaker can't find a file, it displays the following dialog box. If you specify a new pathname and the file is there, FrameMaker uses that pathname the next time it can't find another file. If it can't find the file, FrameMaker displays the dialog box again.

Settings



New File Name: Type a pathname or select a graphic file in the scroll list to specify a new pathname to the file. Use the scroll list with the first two options described below. Specify a new file name using either a relative or absolute pathname. For more information, see “Importing graphics” on page 1-56.

Options: Click one of the buttons to continue opening the document.

- **Update Document to Use New Path:** Click so the document references the new pathname instead of the old one.
- **Use New Path This Time Only:** Click if you want to see or print a graphic, but don't want the new pathname to be saved if you save the document later. If you open the document later, FrameMaker will look for the file in its original location and display the dialog box again if the file is still not present.
- **Skip This Graphic File:** Click to continue opening the document without finding the missing file. If FrameMaker fails to find another file imported by reference, it will display the dialog box again. FrameMaker continues to look for the other graphic files in the document. When you display a page containing a graphic file you skipped, the graphic appears as a gray rectangle.
- **Skip All Remaining Graphic Files:** Click to continue opening the document without finding the missing file. FrameMaker will skip any other files imported by reference that it fails to find and open the document. Use this option if you want to edit only a document's text. When you display a document containing graphic files you skipped, the graphics appear as gray rectangles.

Opening text files

When you open a text file, FrameMaker deletes any filename suffix and appends the suffix .doc. For more information about opening text files, see "Importing text" on page 1-58.

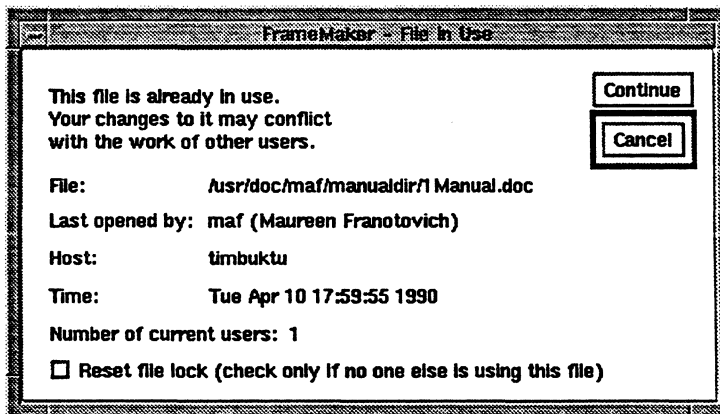
Opening MML and MIF files

When you open an MML or MIF file, FrameMaker normally converts it to a FrameMaker document. To open the file in FrameMaker without converting it, so you can edit the MML or MIF statements, hold down Shift and click OK in the Open dialog box. FrameMaker opens the file without interpreting its commands.

For information about MML, see *MML Reference*. For information about MIF, see *MIF Reference*.

File locking

To keep track of open documents, FrameMaker creates a lock file named *filename.lck* (where *filename* is the name of the open document). A lock file is located in the same directory as the original file. If you try to open a file that is already open, and you have permission to write to that file, FrameMaker displays the following dialog box:



This dialog box displays the name of the file, who opened it last, the host on which it is open, and the time it was opened. To return to the Open dialog box, click Cancel.

Click Reset File Lock if you know that no one else is editing the file.

To open the file, click Continue. More than one user can open and edit the same file. It is possible, however, for a user to overwrite the work of other users. When

you save your work, any changes saved by other users since you opened the document are lost.

FrameMaker normally deletes a lock file when you exit a document, but might be unable to delete lock files if something unusual occurs, such as a power failure. In this case, click Reset File Lock the next time you open the document.

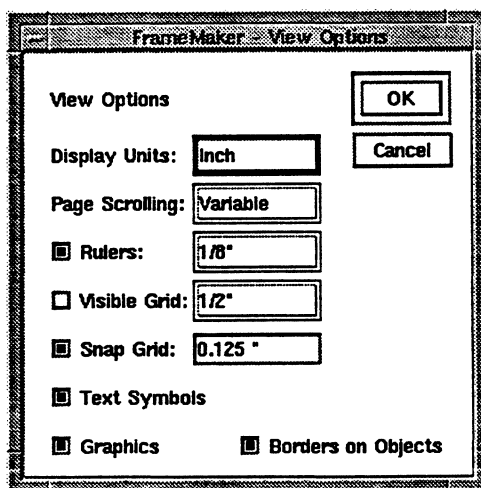
To protect your files, specify file permissions using the Save and Save As commands (see page 1-103).

View

Options

Sets view options for the document window. View options include rulers, text symbols, grids, display units, and graphics.

Settings



Display Units: Choose the units FrameMaker uses in dialog boxes and the status bar to display and interpret dimensions and coordinates. You can type the following units in any FrameMaker dialog box.

Unit:	Abbreviation:
centimeter	cm
inch	" or in
pica	pc or pi
point	pt
didot	dd
cicero	cc

Chapter 1 Document Window Commands

Page Scrolling: Choose the layout FrameMaker uses as you scroll through a multi-page document.

Choose:	To display:
Vertical	Pages vertically (for example, page 2 below page 1).
Horizontal	Pages horizontally (for example, page 2 to the right of page 1).
Facing Pages	Facing pages side by side.
Variable	As many pages as will fit in the window from left to right.

Rulers: Choose the units to be displayed in the document window's rulers.

Visible Grid: Choose the spacing for the visible grid.

Snap Grid: Type the spacing for the snap grid, such as .25" or 1 cm. When snap is on, objects snap to the grid when you draw, move, or resize them. Each page and frame has its own grid, but the spacing is the same for all of them.

Text Symbols: Turn on this check box to display nonprinting text symbols, such as the paragraph, marker, and anchor symbols. To turn the display of text symbols on and off more quickly, use the Text Symbols command (see page 1-122).

Graphics: Turn on this check box to display graphics in a document. Turn off this check box to prevent graphics from appearing in a document or printing. When you don't display graphics, FrameMaker displays a page quickly.

Borders on Objects: Turn on this check box to display column, frame, and image borders. To turn the display of borders on and off more quickly, use the Borders command (see page 1-10).

For more information about visible and snap grids, see the Grid command on page 1-54 and the Snap command on page 1-112.

For information about turning off the display of text below a certain point size, see the Preferences command on page 1-91.

Format

Paragraph

Creates or changes paragraph formats and stores them in the ¶ Catalog.

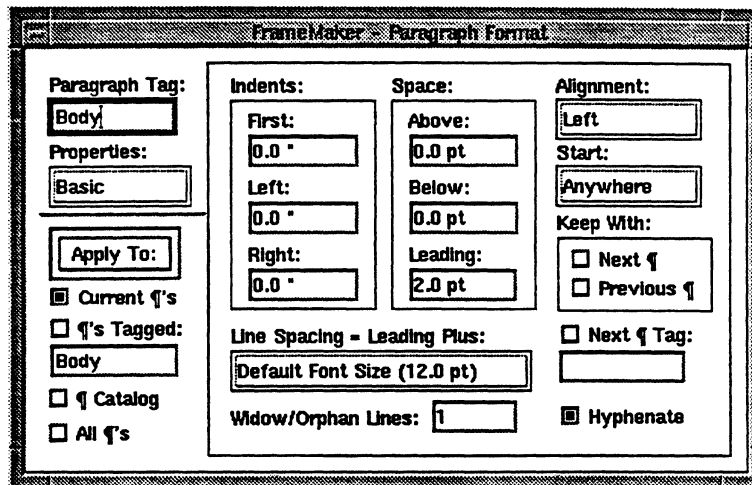
When you choose the Paragraph command, the Paragraph Format window appears and can remain on the screen while you work in another window.

The Paragraph Format window changes to display one set of properties at a time; each set of properties is described on the following pages.

If you select only one paragraph, its properties appear in the window. If you select more than one paragraph, the properties that vary appear in the window as follows.

Type of setting:	Indication:
Scroll list	As Is
Pop-up menu	As Is
Text box	Empty
Check box	Dim

Settings



Paragraph Tag: When this window appears, the current paragraph's tag is displayed. Type the name of the paragraph format you want to create or change. The paragraph tag is case-sensitive. For example, *Body* and *body* are distinct paragraph tags.

Properties: Choose the set of properties you want to change.

Choose:

Basic

Default Font

Numbering

Tabs

Advanced

To specify:

Indents, spacing, leading, placement, alignment, widow and orphan control, default format of the next paragraph, and basic hyphenation control. (See page 1-78.)

The paragraph's default font. (See page 1-81.)

The automatic numbering format for lists, section headings, tables, figures, and the like. (See page 1-82.)

Tab stops. (See page 1-86.)

Precise hyphenation and word spacing control, and a reference frame to appear above or below the paragraph. (See page 1-87.)

Apply To: Turn on the settings you want to apply the paragraph format to, and click Apply To. FrameMaker applies only the currently displayed group of properties. To apply all properties, hold down Shift and click Apply To.

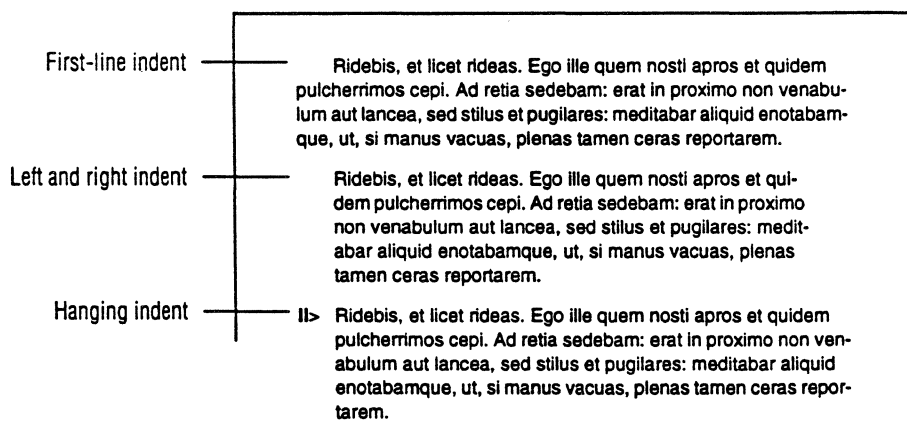
Turn On:	To:
Current ¶'s	Apply the format to the paragraph containing the insertion point or to selected paragraphs.
¶'s Tagged	Apply the format to all paragraphs tagged with the name in the text box.
¶ Catalog	Store the format in the ¶ Catalog under the tag in the Paragraph Tag text box. If the tag is already in the ¶ Catalog, FrameMaker overwrites the format in the Catalog.
All ¶'s	Apply the format to every paragraph in the document.

Changing a setting to As Is, empty, or dim, and applying the change to a paragraph format does not affect the paragraph format.

Basic properties

A paragraph's Basic properties determine its appearance on a page. To display these properties, choose Basic from the Properties pop-up menu. See the Paragraph Format window on page 1-77 for a picture of the settings in this section.

Indents: Specify the left indent of the first line in the paragraph (First), the left indent of all other lines (Left), and the right indent (Right). The values represent the distance from the column's edge. You can also use the mouse to change indents. For more information, see "Adding a tab stop" in Chapter 16 of *Using FrameMaker*. To change the column margins, see the Column Layout command on page 1-18.



Space: Specify the space above and below the paragraph, as well as the leading (the space between lines in the paragraph). You can use any units available in

FrameMaker. (See the Options command on page 1-75.) However, FrameMaker converts the values you type and displays them in points.

For the space between two paragraphs, FrameMaker uses the larger value in the Below (first paragraph) and Above (next paragraph) settings. If a paragraph begins at the top of a column, FrameMaker ignores the Above setting. If it ends at the bottom of a column, FrameMaker ignores the Below setting.

When creating space between lines, FrameMaker adds the leading to the line height (see next). Type the leading value in the Leading text box. A small value decreases the leading; a large value increases the leading.

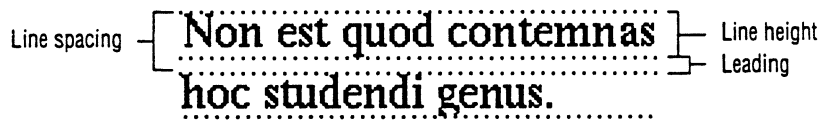
Non est quod contemnas
hoc studendi genus.

Leading = 2 points

Non est quod contemnas
hoc studendi genus.

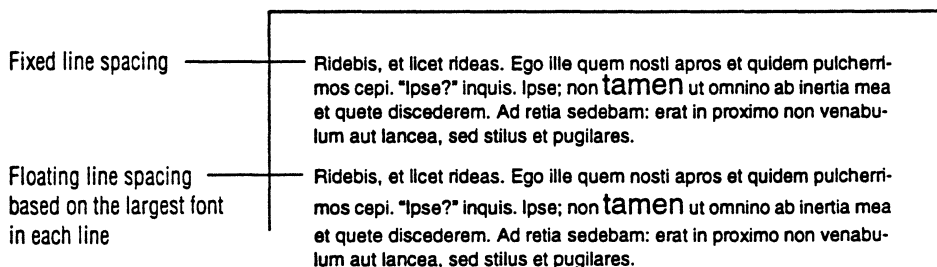
Leading = 6 points

Line Spacing = Leading Plus: Choose an item to specify how FrameMaker determines the line height. The leading is added to the line height to determine the distance between text baselines.



Choose Default Font Size to make the line height fixed. FrameMaker keeps the distance between baselines the same, regardless of the height of individual characters in a line.

Choose Largest Font Size or Largest Ascender to make the line height floating, so FrameMaker increases the distance between baselines for larger characters or frames in a line. If you choose Largest Font Size, the line height is determined by the largest font on the line. If you choose Largest Font Size or Largest Ascender, FrameMaker takes into consideration all text, in-line anchored frames, and symbols (such as anchor symbols, tab characters, and marker symbols).



Chapter 1 Document Window Commands

The following table shows the effect of an in-line anchored frame on line spacing.

Line Spacing setting:	Has this effect:
Default Font Size	Line spacing does not change. The frame might obscure text on other lines.
Largest Font Size	Line spacing increases, if necessary, to accommodate the frame.
Largest Ascender	Line spacing increases, if necessary, to accommodate the frame.

Widow/Orphan Lines: Specify the minimum number of paragraph lines at the beginning and end of the paragraph that must be kept in the same column. For example, specify two widow/orphan lines to keep the first two lines of a paragraph together and the last two lines together. To keep all lines of a paragraph in the same column, use a large number such as 100.

Alignment: Choose the paragraph alignment: left-aligned, centered, right-aligned, or justified.

Left aligned	Ridebis, et licet rideas. Ego ille quem nosti apros et quidem pulcherrimos cepi. "Ipse?" inquis. Ipse; non tamen ut omnino ab inertia mea et quete discederem.	Ridebis, et licet rideas. Ego ille quem nosti apros et quidem pulcherrimos cepi. "Ipse?" inquis. Ipse; non tamen ut omnino ab inertia mea et quete discederem.
Centered		
Right aligned	Ridebis, et licet rideas. Ego ille quem nosti apros et quidem pulcherrimos cepi. "Ipse?" inquis. Ipse; non tamen ut omnino ab inertia mea et quete discederem.	Ridebis, et licet rideas. Ego ille quem nosti apros et quidem pulcherrimos cepi. "Ipse?" inquis. Ipse; non tamen ut omnino ab inertia mea et quete discederem.
Justified		

Start: Specify where the paragraph starts on the page. Choose Anywhere to begin the paragraph below the preceding paragraph. Choose Top of Column, Top of Page, Top of Left Page, or Top of Right Page to begin the paragraph in a new column or on a new page.

Keep With: Turn on Next ¶ to keep the end of the current paragraph in the same column as the next paragraph. FrameMaker uses the Widow/Orphan Lines setting of the next paragraph to determine how many lines to keep with the current paragraph.

Turn on Previous ¶ to keep the end of the previous paragraph with the beginning of the current paragraph. FrameMaker uses the Widow/Orphan Lines setting of the current paragraph to determine how many lines to keep with the previous paragraph.

When you use the Keep With settings, some columns might not be completely filled with text. For example, if Keep With Next ¶ is on and the current paragraph

would fit on a page but the beginning of the next paragraph wouldn't, FrameMaker moves the end of the current paragraph to the next page.

Next ¶ Tag: Specify the format of the paragraph FrameMaker creates after you press Return. For example, if the current paragraph is a heading and you normally type body paragraphs after headings, type Body in the Next ¶ Tag text box. If you don't specify a tag, or if the tag you specify is not in the ¶ Catalog, FrameMaker uses the current format for the next paragraph.

Hyphenate: Turn on this check box to allow hyphenation. FrameMaker checks the personal, site, and main dictionaries for hyphenation points. For more precise control of hyphenation, use the Automatic Hyphenation settings in the Advanced properties (see page 1-88).

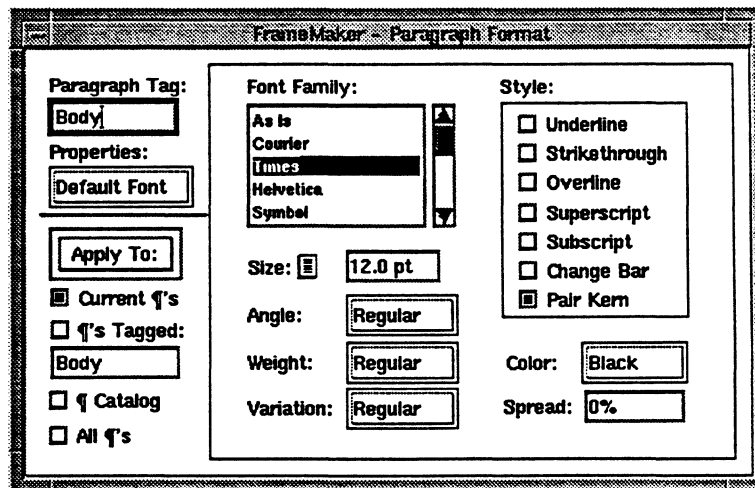
Default Font properties

A paragraph's default font specifies the font that appears when you type a paragraph. When you change the default font of an existing paragraph, all properties that match the original defaults are changed to match the new default font.

For example, if you change a paragraph's default font from 14-point Times Bold to 12-point Helvetica® Bold, FrameMaker changes all 14-point text to 12-point and all Times to Helvetica. If the paragraph also contains 14-point Courier text, that text becomes 12-point as well, but remains in Courier. Use the C Catalog or the Character command to override the paragraph's default font for a word or phrase in a paragraph.

When you choose Default Font on the Properties pop-up menu, the following Paragraph Format window appears:

Settings



Font Family: Choose a font family.

Chapter 1 Document Window Commands

Size: Choose a standard point size from the pop-up menu or type a point size in the text box. Type any number between 4 and 400, in increments of .001 points.

Angle: Choose an angle, such as Italic.

Weight: Choose a weight, such as Bold.

Variation: Choose a variation of the selected font family.

Style: Turn on one or more of these check boxes to change the font style. For example.

Use:	To:
Underline	Draw a line <u>under</u> text.
Strikethrough	Draw a line through text.
Overline	Place a line <u>above</u> text.
Superscript	Place text ^{above} the baseline.
Subscript	Place text _{below} the baseline.
Change Bar	Display change bars next to text. If you want change bars to appear as you type or edit text, turn on Automatic Change Bars. To change the width of a change bar or its placement, use the Change Bars command.
Pair Kern	Decrease the space between specific pairs of characters. The character pairs that are kerned and the amount of kerning depend on the font and are defined in a standard text file you can customize. (See "Fontlist" on page D-18.)

Color: Choose a color from the pop-up menu to assign a spot color to the paragraph format. For example, if you want your commercial printer to print section headings in red, specify red as the spot color. For information about setting up spot color separations, see the Spot Colors command on page 1-120. For information about using a spot color separation for marginal comments, see "Including nonprinting comments in the margin" in Chapter 8 of *Using FrameMaker*.

Spread: Type a value to alter the space between characters uniformly. Negative values decrease the space; positive values increase the space. The value is a percentage of the font's point size.

Numbering properties

Use the Numbering properties to create paragraph formats for numbered and bulleted lists, numbered section headings, numbered figure and table titles, and the like. As you add and delete paragraphs with autonumber formats, FrameMaker numbers and rennumbers the paragraphs.

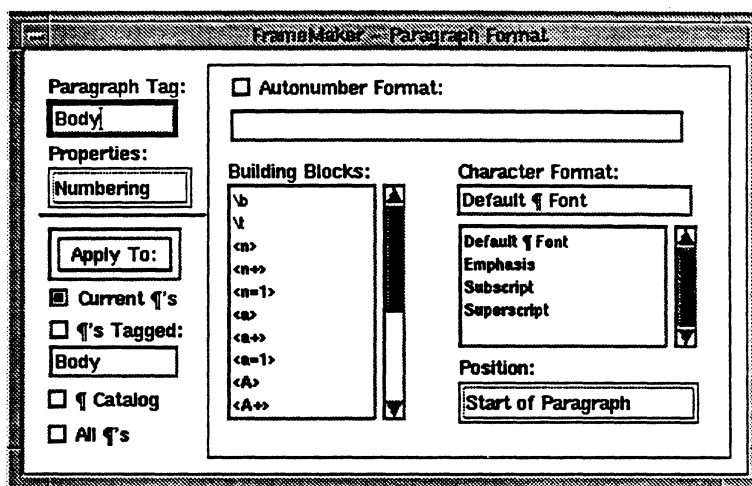
Use the Numbering properties to specify the autonumber text and numbering sequence. FrameMaker can place the autonumber at the beginning or end of the paragraph. Paragraph numbering can be a combination of numbers, letters, and Roman numerals (for example, *I.A.1.*).

When you use a paragraph format that contains an autonumber format, FrameMaker:

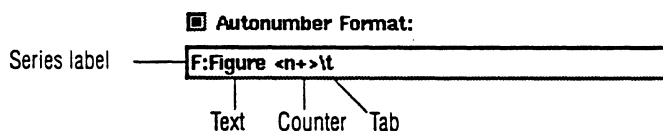
- Displays any text, spaces, or punctuation in the format.
- Evaluates and displays the numbering based on the autonumber format.
- Positions the text and numbers based on tabs in the autonumber format.

When you choose Numbering from the Properties pop-up menu, the following Paragraph Format window appears:

Settings



Autonumber Format: Specify the format of the autonumber. The following illustration shows the items you can include in an autonumber:



A complete autonumber format can include:

- **Series label:** Use a series label at the start of an autonumber format when your document contains several numbering sequences (for example, one for numbered sections, one for numbered steps, and one for numbered figures). When you use a series label, the paragraph's autonumber is based on the previous numbered paragraph in the flow with the same series label. A series label consists of any single printable character followed by a colon (for example, *F:* for figure numbers).

- **Text:** You can include text, spaces, and punctuation anywhere in the format.
- **Counter:** A counter is a placeholder that FrameMaker replaces with a value based on the type of counter and the preceding value of the counter. FrameMaker either leaves the value unchanged, resets the value, increases the value, or suppresses the value. For example, if you specify an incremented counter, and the preceding value is 1, the next value of the counter is 2.

Each counter is enclosed in a pair of angle brackets (<>), with information about the counter inside the brackets. A letter in the angle brackets determines the numbering style for the counter as follows.

Letter:	Numbering style:
n	Numeric (1, 2, 3)
a	Lowercase alphabetic (a, b, c, ... aa, ab, ac, ...)
A	Uppercase alphabetic (A, B, C, ...)
r	Lowercase Roman (i, ii, iii, iv, ...)
R	Uppercase Roman (I, II, III, IV, ...)

If no counter is in the angle brackets, FrameMaker suppresses the value. Suppressed values are useful in outlines (see page 1-85).

To insert a counter into the format at the insertion point, click the appropriate counter in the Building Blocks scroll list or type it in the Autonumber Format text box.

All the counters are initially set to zero. To specify the counter value, follow the letter with an equal sign and the value (for example, <n=1> or <R=1>). To set the counter to a value other than 1, specify a different value (for example, <n=3> or <R=2>). Use numbers to set the value of all counters, even alphabetic ones; FrameMaker interprets <A=3> as "C", the third letter of the alphabet. To leave the value of a counter unchanged, use only the letter inside the brackets (for example, <n> or <R>).

To increase the value of a counter, follow the letter with a plus sign (for example, <n+> or <r+>).

- **Tab:** You can include a tab anywhere in the format. FrameMaker positions the autonumber based on the paragraph's tab settings (see "Tabs properties" on page 1-86). To insert a tab into the format at the insertion point, click "\t" in the Building Blocks scroll list or type \t.

The following table shows an autonumber format used for bulleted lists. The \t indicates a tab after the bullet¹. For more information, see "Tabs properties" on page 1-86.

1. A bullet symbol appears in a dialog box as \b. (See "Special characters in dialog boxes" on page B-2 for information about special character encodings.)

Format name:	Autonumber format:	Appears as:
Bullet1	B:\bt	• Topic

The following table shows two autonumber formats used for numbered steps: 1Step for the first in a series of steps, and Step for subsequent steps in the series. The \t indicates a tab at the end of the format, which forces the paragraph text to align with a tab setting.

Format name:	Autonumber format:	Appears as:
1Step	S:Step <n=1>.\t	Step 1.
Step	S:Step <n+>.\t	Step 2.
Step	S:Step <n+>.\t	Step 3.

The following table shows several autonumber formats used for outlining: L1 for the main topic, L2 for the subtopic, L3 for the subsubtopic, and so on. Use the Basic properties to specify the indents for the indented formats.

Format name:	Autonumber format:	Appears as:
L1	L:<R+>.	I.
L2	L:<><A+>.	A.
L3	L:<>><n+>.	1.
L3	L:<>><n+>.	2.
L4	L:<>>><a+>.	a.
L2	L:<><A+>.	B.

The following table shows several autonumber formats used for numbered section headings.

Format name:	Autonumber format:	Appears as:
1Heading	H:<n+>.<n=0>	1.0
2Heading	H:<n>.<n+>	1.1
2Heading	H:<n>.<n+>	1.2
3Heading	H:<n>.<n>.<n+>	1.2.1
3Heading	H:<n>.<n>.<n+>	1.2.2
2Heading	H:<n>.<n+>	1.3
3Heading	H:<n>.<n>.<n+>	1.3.1
3Heading	H:<n>.<n>.<n+>	1.3.2
1Heading	H:<n+>.<n=0>	2.0

Character Format: Choose the character format of the autonumber from the scroll list, which displays the contents of the C Catalog. The format you choose appears in the text box. If you leave this box empty, or type a tag that isn't stored in the C Catalog, the autonumber appears in the paragraph's default font. To create a character format, see the Character command on page 1-13.

Chapter 1 Document Window Commands

Position: Choose whether the autonumber appears at the start or end of the paragraph.

Start of paragraph — 2.1 Annual Report Summary

End of paragraph — $ax^2 + bx + c$ (EQ 1)

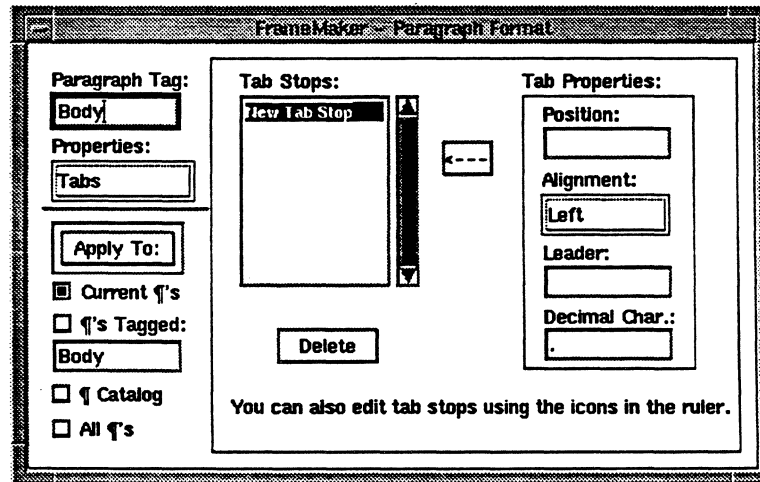
Use autonumbers in anchored frames if you want an autonumber to appear in the margin. (See “Using autonumbers in anchored frames” in Chapter 8 of *Using FrameMaker*.)

Tabs properties

Use the Tabs properties to create and change a paragraph's tab stops. You can also use the mouse to create, move, and delete tab stops. For more information, see “Adding a tab stop” in Chapter 16 of *Using FrameMaker*.

When you choose Tabs from the Properties pop-up menu, the following Paragraph Format window appears. After specifying Tab properties, click Apply To. For information about applying paragraph properties, see page 1-78.

Settings



Tab Stops: The scroll list contains the tab stops of the current paragraph. When rulers are turned on, the tab stops also appear below the ruler at the top of the document window. When you select a tab stop in the scroll list, its properties appear in the Tab Properties area.

To add a tab stop, select New Tab Stop in the scroll list, specify the properties in the Tab Properties area, and click the arrow button. To change a tab stop, select the tab stop in the scroll list, change the settings in the Tab Properties area, and click the arrow button.

Position: Type the distance of the tab from the left edge of the column.

Alignment: Choose how text is aligned at the tab stop: left-aligned, centered, right-aligned, or decimal-aligned.

Leader: Type the characters for a leader pattern between the tab symbol and the first character at the tab stop. Type one or more spaces for an expanded leader. If you don't want a leader pattern, leave this text box empty.

Annual Report 12

Annual Report - - - - - 12

Annual Report - - - - - 12

Leaders formed with a period (.), dash (-), and tilde (~) with two spaces.

Decimal Char: Type the character you want FrameMaker to use for decimal alignment. For example, type a period (.) if you're using the American decimal format or a comma (,) if you're using the European format. This setting affects only tab stops with decimal alignment.

For information about changing the default decimal tab character, see "Decimal tab character" on page D-3.

Delete: Click to delete the selected tab stop in the scroll list.

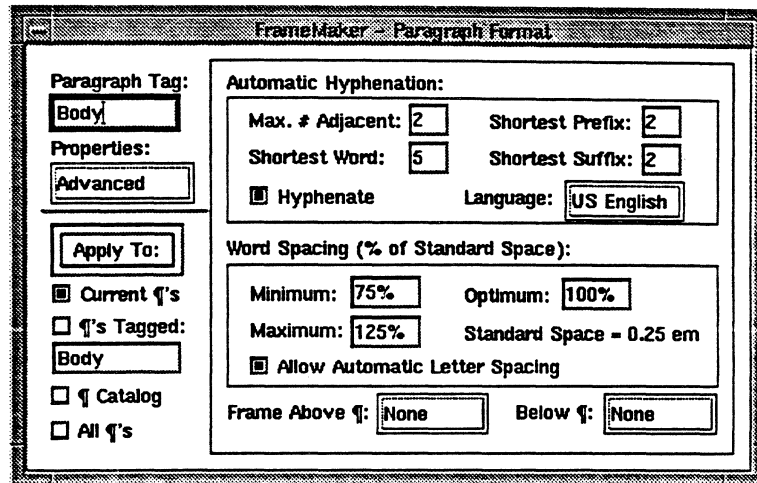
Advanced properties

Use the Advanced properties to adjust hyphenation and word spacing and to specify the reference frames that will appear above or below paragraphs.

When you choose Advanced on the Properties pop-up menu, the following Paragraph Format window appears.

Chapter 1 Document Window Commands

Settings



Automatic Hyphenation: Use this area to specify how FrameMaker hyphenates words in the paragraph.

Use:	To:
Max. # Adjacent	Specify the maximum number of consecutive lines in the paragraph that can end in a hyphen.
Shortest Prefix	Specify the minimum number of letters that must precede a hyphen.
Shortest Word	Specify the minimum length of hyphenated words.
Shortest Suffix	Specify the minimum number of letters that must follow a hyphen.
Hyphenate	Turn automatic hyphenation on or off.
Language	Choose the language FrameMaker uses for hyphenating and spell-checking the paragraph. Choose None if you want FrameMaker to skip the paragraph when spell-checking. If you're using the International version of FrameMaker, several languages appear on the pop-up menu.

Word Spacing: Spacing is a percentage of the standard word spacing for the paragraph's default font. The standard word spacing for a font is determined by the font manufacturer. FrameMaker adjusts the space between words to achieve even spacing. Use the text boxes in the Word Spacing area to specify how you want words to be packed in a line.

Use:	To specify:
Minimum	The smallest space allowed between words.
Optimum	The word spacing FrameMaker tries to achieve when breaking lines.
Maximum	The largest space FrameMaker allows between words before trying to hyphenate or add space between letters.

Turn on Allow Automatic Letter Spacing to add space between characters in justified paragraphs. If paragraph lines are more loosely packed than the Maximum setting, FrameMaker adds a small amount of space between letters to improve the word spacing. If you leave Automatic Letter Spacing turned off, a justified line might have more than the Maximum space between words.

For more information, see “Setting the Advanced properties” in Chapter 16 of *Using FrameMaker*.

Frame Above ¶ / Below ¶: Choose the reference frame, which can contain lines or other graphic elements, to be inserted above or below the paragraph. The pop-up menus contain the names of all the frames on the document’s reference pages. For information about creating a reference frame, see “Adding a reference frame” in Chapter 14 of *Using FrameMaker*.



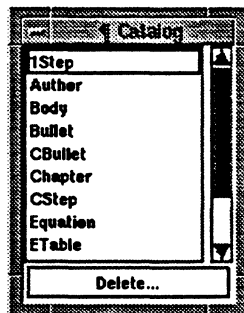
Paragraph (¶) Catalog

Applies a paragraph format stored in the ¶ Catalog to the current paragraph and all selected paragraphs. Also use the Catalog to delete paragraph formats and check the properties of a format.

Put the insertion point in a paragraph or select one or more paragraphs and click the ¶ Catalog button (near the upper-right corner of the document window). When the Catalog appears, select the paragraph format you want to use.

FrameMaker tags and formats the current paragraph and all selected paragraphs when you select a format. If no text is selected, the paragraph containing the insertion point changes to match the paragraph format.

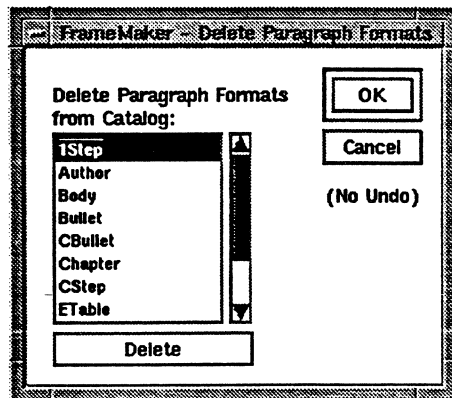
To copy paragraph formats from one document to another, choose the Use Formats command (see page 1-130).



To delete formats from the Catalog, click Delete at the bottom of the Catalog. The Delete Paragraph Formats dialog box appears.

Chapter 1 Document Window Commands

Settings



Delete Paragraph Formats from Catalog: Select the format you want to delete.

Delete: Click to delete the selected format.

Tips

Viewing the properties of a paragraph format: To view and edit a paragraph format, hold down Shift and choose a format from the Catalog. The Paragraph Format window appears and displays that format's properties.

For information about creating, applying, and changing paragraph formats, see the Paragraph command on page 1-76.

Edit

Paste

Copies the contents of the FrameMaker Clipboard into a document at the insertion point, on the current page, or in a frame. You can paste the contents repeatedly until you cut or copy something else to the Clipboard.

Pasting text

If text is selected when you choose Paste, the contents of the FrameMaker Clipboard replace the selected text. If the Clipboard contains paragraph symbols, the paragraph formats are pasted, too. Otherwise, the pasted text acquires the formatting of the paragraph containing the insertion point, excluding the default font settings. Pasting text that includes an anchor symbol also pastes the associated anchored frame.

Pasting an object

Where FrameMaker pastes an object in a document depends on what you select before you choose Paste:

- If you select a frame, the object is pasted into the frame.
- If you put the insertion point in a text column, the pasted object appears in the center of a new frame that is anchored below the current line.
- If you select an object other than a frame, the pasted object appears slightly below and to the right of the selected object.
- If you don't select an object and there is no insertion point, the pasted object appears in the same place it occupied on the source page. If the source page and current pages are different sizes, the object is centered on the page.

Pasting a character format

To apply a copied character format to text, select the text and choose Paste. For more information, see the Copy Character Format command on page 1-22.

Pasting a paragraph format

To apply a copied paragraph format, put the insertion point in a paragraph or select more than one paragraph, and choose Paste. The paragraph containing the insertion point and all selected paragraphs are tagged and formatted to match the format on the FrameMaker Clipboard. For more information, see the Copy Paragraph Format command on page 1-22.

For information about cutting and copying, and about copying text between FrameMaker and X Window System applications, see the Copy command on page 1-21; see also “Documents and text” and “Edit text” in *FrameMaker Shortcuts*.

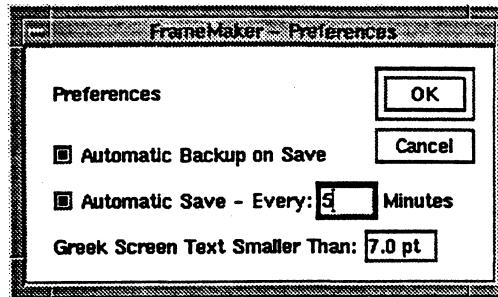
File

Preferences

Sets preferences for the current FrameMaker session. Changes you make to the settings remain in effect until you exit FrameMaker. For information about changing FrameMaker's startup preference settings, see “Preferences dialog box” on page D-4.

Chapter 1 Document Window Commands

Settings



Automatic Backup on Save: Turn on this check box to make a backup copy whenever you save a document using the Save command. FrameMaker renames the existing document *filename.backup* (where *filename* is the name of your document) before saving the new version. If *filename.backup* already exists, the new backup file overwrites it.

Backup files let you recover the previous version if you accidentally save a document or changes you don't want. Backup files can save you hours or even days of work. To open a backup file, use the Open command and select *filename.backup* in the scroll list (see page 1-71). When you're ready to save the file, use the Save As command to save the file with a name that doesn't end in *.backup* (see page 1-103). Turn off Automatic Backup only if you don't want to use the extra disk space required for backup files.

Automatic Save: Turn on this check box to periodically save a copy of all documents you make changes to. FrameMaker saves the copy as *filename.auto* (where *filename* is the name of the document) as often as you specify in the text box. When you later save the document using the Save or Save As commands, or revert to the last saved version using the Revert command, FrameMaker removes the automatically saved copy.

If your system crashes or you experience a power failure, and you haven't saved recently, open the *.auto* file to recover most, if not all, of your work. If FrameMaker crashes, it tries to save a file named *filename.recover*. If it exists, it includes changes you made since the last automatic save.

FrameMaker doesn't automatically save a copy of the document unless you made a change to it since the last time it was saved.

Greek Screen Text Smaller Than: Specify the minimum point size for characters displayed on the screen. FrameMaker displays text below the point size as a gray bar, often called greeking. The current zoom setting affects whether text appears greeked or not. For example, if you display 12-point text at a zoom setting of 50%, FrameMaker uses 6-point characters. If you specify that text smaller than 7-points be greeked, FrameMaker greeks the text, though it still appears normally at 100%. Pages with greeked text display more quickly than pages with individually drawn characters. Greeking text affects only the display on the screen; the text still prints normally.

File**Print**

Prints all or part of a document. To print a book, use the Print command in a book window (see page 2-5).

Settings

Print Page Range: Click All to print an entire document, or type values in the Start Page and End Page text boxes to print a range of pages. For example, if the document begins on page 21, and you want to print the first five pages, type 21 in the Start Page text box and 25 in the End Page text box.

Printer Paper Size: Specify the size of the paper in the printer. FrameMaker centers the page image on the paper. If your document's page size is larger than the paper size, FrameMaker warns you and crops the image to fit the paper.

Odd-Numbered Pages/Even-Numbered Pages: Normally, both of these check boxes are turned on so FrameMaker prints all the odd-numbered pages and even-numbered pages in the page range. To print a document on both sides of the paper, turn on one of the check boxes before you print, turn over the printed pages, and click the other check box before you print again.

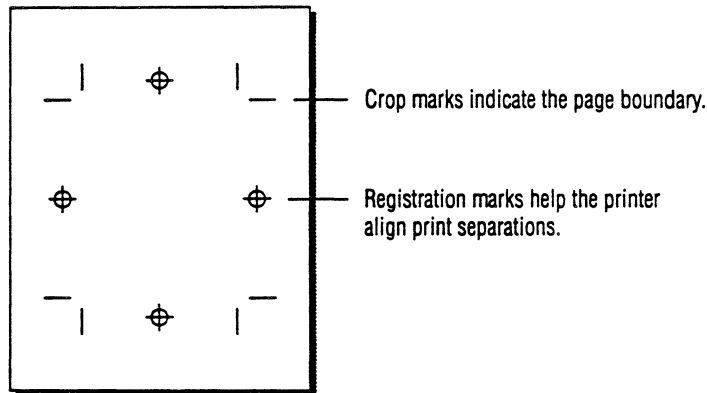
Chapter 1 Document Window Commands

Collate: Turn on this check box if you're printing multiple copies and want FrameMaker to print one complete copy before starting the next copy.

Last Sheet First: Turn on this check box to print the last page first if pages come out of your printer face up.

Low Resolution Images: Turn on this check box to print draft copies of a document. Imported graphics are printed quickly but with lower quality when this check box is turned on.

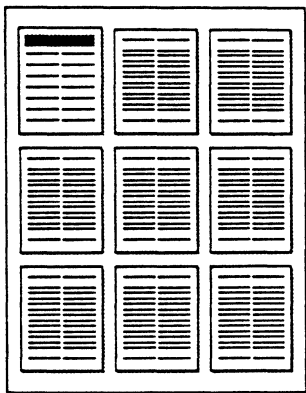
Registration Marks: Turn on this check box to print crop marks and registration marks. Crop marks indicate the boundary of the page image. Registration marks help the commercial printer align spot color separations.



On each page of saved documents, FrameMaker also prints the document name, the names of the visible spot color separations, and the page number outside the print image.

If the crop marks and registration marks don't fit on the paper, you can draw them yourself in the margins of each master page.

Thumbnails - Rows/Cols: Thumbnails are reduced document pages. When printed together, thumbnails allow you to see the overall layout of several pages at a glance. You can use this setting if you have a PostScript printer. In the Rows text box, type the number of thumbnails you want to appear down the printed page. In the Cols text box, type the number of thumbnails you want to appear across the page. The maximum number FrameMaker can print is 256 per page. FrameMaker chooses the page orientation that gives the largest thumbnails.



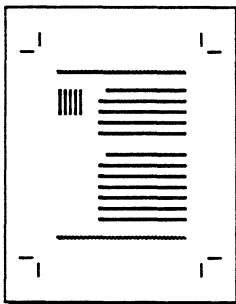
Thumbnails in 3 rows and 3 columns

Manual Feed: Turn on this check box to feed sheets to a PostScript printer one at a time.

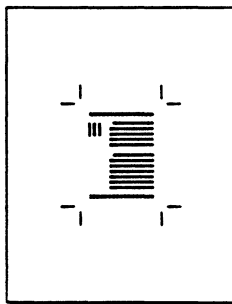
Printer Name: Type the printer's device name. The default printer name for PostScript printers is normally ps. For more information, see "Print dialog box" on page D-5 and Chapter 1 of *Installing FrameMaker*.

Copies: Type the number of copies you want to print. If you are printing multiple copies and want FrameMaker to print one complete set before printing another, turn on Collate.

Scale: If you have a PostScript printer, you can reduce or enlarge the size of your page image. Type the reduction or enlargement you want. FrameMaker centers the page image on the paper. If the image is larger than the paper size, FrameMaker crops the image.



Printed page at 100%



Page scaled to 50%

Chapter 1 *Document Window Commands*

Print Only to File: Use this setting to create a print file on the disk instead of sending the document to the printer. A print file is a description of the document in a language specific to your printer. Specify the filename of the print file in the text box.

You can edit a print file, convert it for use with other printers, or send it to a service bureau for typesetting. You can also send the print file to your printer (see your UNIX[®] command documentation).

Black-and-white printers print color imported graphics in gray scale; color printers print color imported graphics and spot color in color.

If you turned off Graphics in the View Options dialog box, Graphics will not print (see the Options command on page 1-75).

Printing speed depends on the complexity of the pages. A page containing a large graphic takes longer to print than one containing only text in a single font.

Many printers cannot print along the outer 1/4" of a page. If you place text or a graphic too close to the page edge, it might not print.

If a PostScript code column contains a PostScript error, the rest of the document does not print.

A 24-bit color image which has been converted to Encapsulated PostScript Format (EPSF) can be printed only on a color printer. (See "xwdtoepsf" on page E-15.)

For information about printing documents with spot color, see "Using spot color" in Chapter 10 of *Using FrameMaker*.

Graphics

Properties

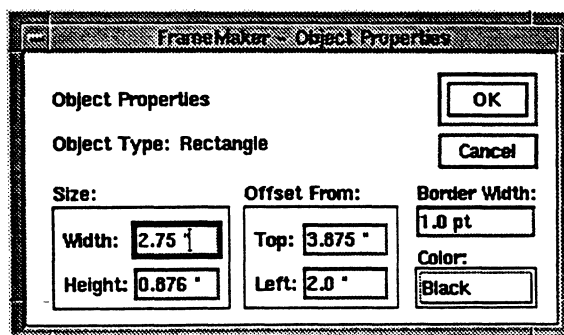
Displays and changes the properties of a selected object. Use this command to change the current drawing properties in the Tools window or to move an object to a specific location on a page or in a frame.

All objects have the properties described in this command. However, rounded rectangles, arcs, text lines, and insets have additional properties. See the appropriate headings later in this section.

To change the current drawing properties in the Tools window to match the properties of an object, select an object, hold down Shift, and choose Pick up Object Properties from the Graphics menu. (The Properties dialog box does not appear.)

When you display the Properties dialog box, the type of object selected appears in the Object Type area.

Settings



Size: Specify the width and height of the object. FrameMaker displays the dimensions of the object's path. (See page 1-122.)

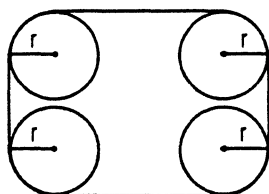
Offset From: In the Top text box, specify the distance from the top of the page or frame to the top edge of the object. In the Left text box, specify the distance from the left side of the page or frame to the left edge of the object. If an offset value would move the object beyond the edge of the page or frame, FrameMaker alerts you with a beep and does not move the object.

Border Width: Specify the width of the object's border. Enter any value between .015 and 360 points.

Color: Choose the object's color.

Rounded rectangle properties

You can specify the corner radius of a rounded rectangle.

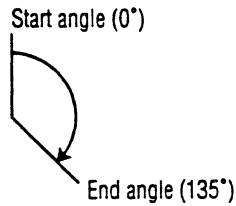


Radius (r) = .25"

The value you specify becomes the corner radius for any rounded rectangles you draw. The value of the corner radius can be no larger than one-half the length of the rounded rectangle's shortest side. For example, if the rounded rectangle is 2" by 4", the largest meaningful corner radius is 1".

Arc properties

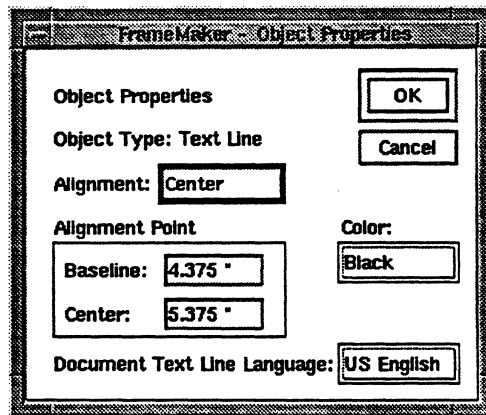
You can specify the start and end angle of an arc. The angle is measured clockwise from 12 o'clock.



Text line properties

You can specify the following properties of a text line.

Settings



Alignment: Choose Left, Center, or Right. FrameMaker maintains the alignment when you edit text. For example, if a text line is centered, the line expands to remain centered when you insert text.

Alignment Point: In the Baseline text box, specify the distance from the top of the page or frame to the text line's baseline. In the other text box, whose label depends on the Alignment setting, specify the distance from the left edge of the page or frame to the text line's alignment point.

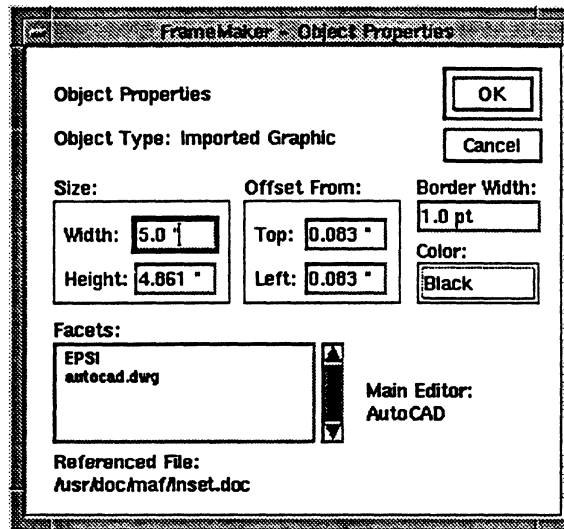
If you specify a value that would move the text line beyond the edge of the page or frame, FrameMaker alerts you with a beep and does not move the text line. Specify another value.

Document Text Line Language: Choose the language that FrameMaker uses when spell checking text lines. Choose None if you don't want to spell check text lines.

Inset properties

You can check the facets and main editor of an inset. The main editor that created the inset appears in the lower-right corner if the inset was imported into the document as a MIF (Maker Interchange Format) file or as an inset; the inset's filename appears in the lower-left corner.

Settings



Facets: The scroll list shows the facets that are present in the inset. A facet is one of many representations of an inset. For example, EPSI and FrameImage are facets FrameMaker uses for both display and printing. FrameMaker understands certain facets while it depends on an inset editor to understand other facets that allow you to revise the inset.

Page

Reference Pages

Displays the first reference page in a document. A reference page contains reference frames that you can specify as separators for paragraphs or footnotes on body pages. In addition, a reference page can include text columns containing information for generated files. A document can have up to 25 reference pages.

To view other reference pages, use the scroll bar or the Next Page and Previous Page buttons.

For information about creating reference pages, see the Add Page command on page 1-2.

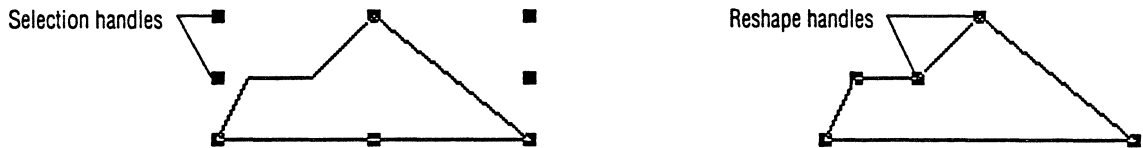
For information about creating a reference frame, see “Adding a reference frame” in Chapter 14 of *Using FrameMaker*.

For information about moving from one page type to another, see the Go To command on page 1-52.

Graphics

Reshape

Reshapes selected lines, polylines, polygons, freehand curves, and arcs. When you choose the Reshape command, the object's handles change from selection handles (arranged in a rectangle) to reshape handles (at each point of the object). You drag reshape handles to reshape the object.



When an object appears with reshape handles, it is still selected, so other commands affecting selected objects affect it too.

For more information, see “Reshaping an object” in Chapter 7 of *Using FrameMaker*.

File

Revert

Cancels any changes you made to a document since the last time you saved it and opens the most recently saved version. (See the Save and the Save As commands beginning on page 1-103.)

When you use the Revert, Save, and Save As commands, FrameMaker deletes the automatically saved copy *filename.auto* (where *filename* is the name of the document). For more information about the .auto file, see the Preferences command on page 1-91.

Graphics**Rotate**

Rotates a selected object (except a frame) 90° counterclockwise. You can rotate an object more than once. To rotate a selected object clockwise, hold down Shift and select Rotate.

To specify a rotation angle, select a polygon, polyline, rectangle, line, or freehand curve and press Control-r g x. Specify a positive number to rotate an object clockwise, or a negative number for counterclockwise rotation. (See “Rotating an object” in Chapter 7 of *Using FrameMaker* for more information about using this shortcut.)

To rotate an object using the mouse, select a polygon, polyline, rectangle, line, or freehand curve and press Control-r g i. (See “Rotating an object” in Chapter 7 of *Using FrameMaker* for more information about using this shortcut.)

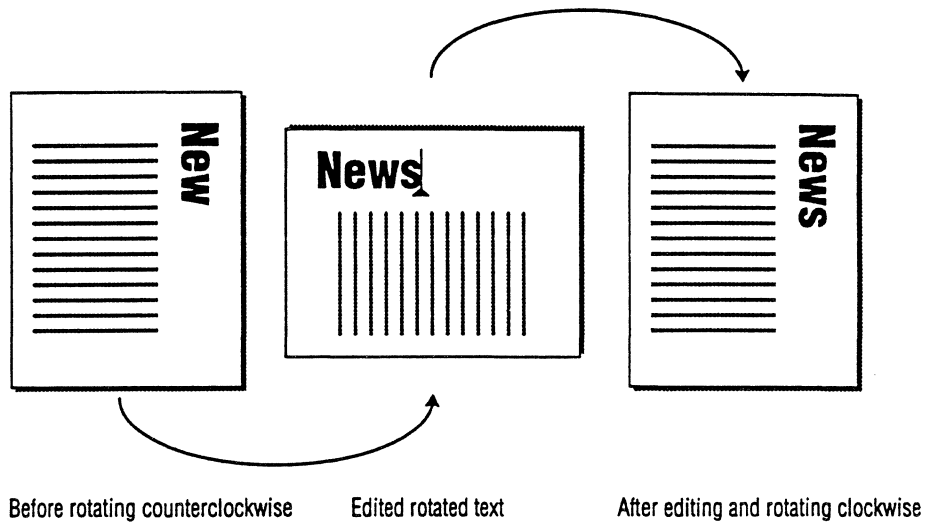
All objects except text lines rotate about their centers. A text line rotates about its alignment point. (See the Align command on page 1-3 and the Properties command on page 1-96.)

To edit rotated text, first use the Rotate command to return the text line or column to its original position, or use the Rotate Page command to rotate the entire page. (See the Rotate Page command, next.)

Page**Rotate Page**

Rotates the current page 90° counterclockwise. You can rotate a page more than once. Use this command to edit rotated text in a document or to change the orientation of a page.

To rotate a page 90° clockwise, hold down Shift and choose Rotate Page Clockwise.



For information about creating and using a rotated page, see “Creating a custom master page” in Chapter 14 of *Using FrameMaker*.

View

Rulers

Turns the display of document rulers on and off. When you display rulers, FrameMaker places them down the left side and across the top of the document. Use rulers to help you place objects. When you draw, resize, or move an object, lines in the rulers indicate its position.

To change the rulers' unit of measurement, use the Options command (see page 1-75).

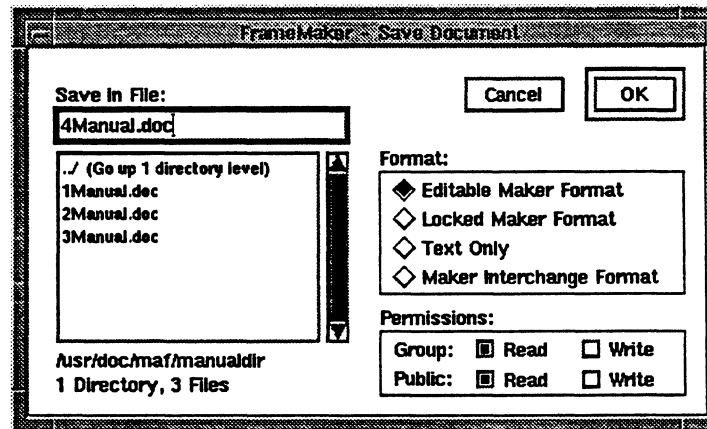
File**Save/Save As**

The Save command saves a document in Editable Maker Format in the same directory, with the same filename and permissions, as when you last saved it. When you use this command, FrameMaker remembers the document window size, position, and zoom setting. If you choose the Save command for a document that has not been saved before, the Save As dialog box appears.

The Save As command saves a document with the filename, format, and permissions you specify. Use this command to:

- Save a new document.
- Save an existing document with a new filename.
- Save a document in a format other than Editable Maker Format.
- Change the read and write permissions of a document.

When you use the Save, Save As, or Revert commands, FrameMaker deletes the automatically saved version *filename.auto* (where *filename* is the name of the document). For more information about the .auto file and saving your document automatically, see the Preferences command on page 1-91.

Settings (Save As)

Save in File: Type the name of the file or use the scroll list to select a directory or filename. For information about using the scroll list, see “Using wildcard characters in the Open dialog box” on page 1-72.

Format: You can save a document in the following formats:

- **Editable Maker Format:** Click to specify the standard format for FrameMaker documents. This format is the most compact and requires the least amount of time to save and open. To save a document quickly in Maker format, use the Save command.
- **Locked Maker Format:** Click to lock a FrameMaker document so users can open it but can't edit it. When a document is locked, you can also execute hypertext commands in the document. For more information about locked documents and hypertext commands, see Chapter 3, "Hypertext Documents." To unlock a document, use the keyboard command Control-r F l k.
- **Text Only:** Click to save a file in 7-bit ASCII text format (the default).

If you want to save a file in 8-bit FrameMaker encoded text format, use the keyboard shortcut Control-r F t c in the document window; then display the Save As dialog box and click Text Only. To change back to the default, press Control-r F t c again in a document window. For help with converting ASCII text files to ISO Latin-1 or Roman8 encoding, see "txttois1" or "txttorm8" on page E-14.

To avoid overwriting the document, save the file using a different name. When you save a file as Text Only, FrameMaker asks if you want a blank line between paragraphs or at the end of each line.

Only the text in columns is saved; text lines aren't saved. Reformat the line length and hyphenation to the way you want them before saving the file. To reformat the text, change the width of the columns and the text's font size, and use the Basic properties in the Paragraph Format window to turn hyphenation off (see page 1-81).

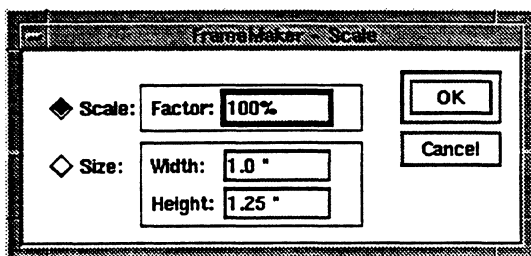
- **Maker Interchange Format (MIF):** Click to save a file in MIF, a set of statements that describes, in a readable text file, all text and graphics understood by FrameMaker. MIF provides a way to exchange information between FrameMaker and other applications while preserving graphics and document structure and format. If you save a document in MIF, add the suffix .mif to the filename to avoid overwriting your FrameMaker document. For more information about MIF, see *MIF Reference*.

Permissions: Turn on these check boxes to specify the read and write access for other users.

For information about saving a document when you don't have a license, see the License command on page 1-65.

Graphics**Scale**

Changes a selected object to a percentage of its current size or to the dimensions you specify. You can scale more than one object at a time, including grouped objects. You can't scale text lines.

Settings

Scale: Click to scale selected objects to a percentage of their current size. Type the percentage in the text box. 100% represents the object's current size, 50% halves its size, and 200% doubles its size.

Size: Click to specify the width and height of the object. The text boxes initially contain the object's dimensions (that is, the dimensions of its bounding box).

For information about changing an object's size with the mouse, see "Resizing an object" in Chapter 7 of *Using FrameMaker*.

Edit**Search**

Searches for items in a FrameMaker document. You can start a search anywhere in a document and search forward or backward for:

- Words and phrases
- Character formats
- Text with a specific tag
- Spaces
- Markers
- Cross-references
- Variables
- Anchored frames
- Footnotes
- Automatic hyphens

■ Information on the FrameMaker Clipboard

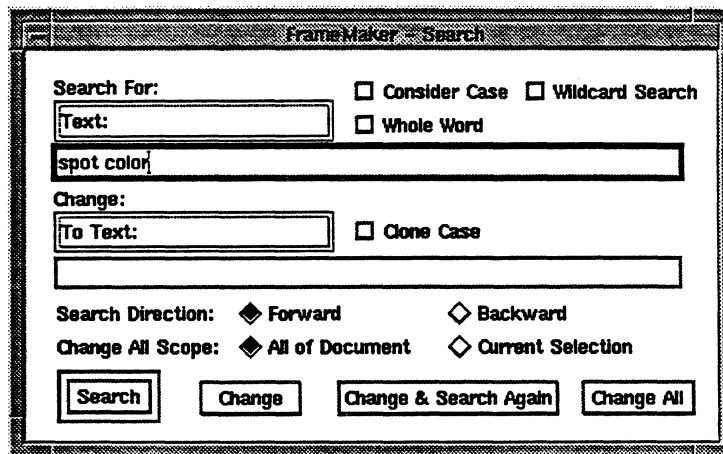
FrameMaker searches in both text columns and text lines. Once you find the item you're looking for, you can change it in the Search window or the document window and continue searching.

FrameMaker searches flow by flow and text line by text line. If you start on a body page, FrameMaker searches all body pages. To search on another page type, go to a master or reference page. Continue searching until FrameMaker tells you no more occurrences were found or you return to your starting point.

The Search window can remain open while you work.

To use the Search command, fill in the Search window, put the insertion point in a document, and click one of the four buttons at the bottom of the window.

Settings



Search For: Choose the type of item you want to look for. Items followed by a colon require you to type text in the text box.

If you include a space at the end of the text, FrameMaker searches for only text that ends with a space.

Choose:

Text

Character Format

Paragraph Tag

To search for:

Text you type in the text box. FrameMaker searches for the text and selects it. You can also search for special symbols and use wildcards. See the list of special symbols on page 1-109 and the list of wildcards on page 1-107.

Text with a specific character format. When you choose this item, a dialog box appears in which you specify the character format.

A paragraph with a specific tag.

Character Tag	Text with a specific tag.
Any Marker	A marker, regardless of its type.
Marker of Type	A marker with a specific marker type.
Marker Text	A marker containing a specific word or phrase. If FrameMaker finds the marker text, it selects the marker.
Any Cross-Reference	A cross-reference, regardless of its format.
Cross-Reference of Format	A cross-reference with a specific format.
Unresolved Cross-Reference	A cross-reference for which the source of information was not found. If FrameMaker finds one, it displays the marker text of the unresolved cross-reference in the Search For text box.
Any Variable	An occurrence of any variable.
Variable of Name	An occurrence of a specific variable.
Anchored Frame	An anchored frame. If FrameMaker finds a frame, it selects the anchor symbol and the frame.
Footnote	A footnote. If FrameMaker finds a footnote, it selects both the footnote reference and the text of the footnote.
Automatic Hyphen	A hyphen inserted by FrameMaker.
Text & Character Formats on Clipboard	Text with character formats that match the contents of the FrameMaker Clipboard with respect to spelling, capitalization, and character format. (For more information, see "Searching for text in a specific character format" in Chapter 4 of <i>Using FrameMaker</i> .)

Consider Case: Turn on this check box to search for an item with the same capitalization as the text in the Search For text box. If you want FrameMaker to ignore capitalization, turn off this check box.

Wildcard Search: Turn on this check box to use wildcards to search for a group of items. For example, if you specify Search For text as *Step [3-8]*, FrameMaker finds all occurrences of the word *Step* followed by any number from 3 through 8.

You can use the following wildcard characters for any search that requires you to type text in the Search For text box.

Type:	To search for:
*	Zero or more characters, excluding spaces and punctuation.
	One or more spaces and punctuation characters that end a word.
?	Any single character, excluding spaces and punctuation.
^	The beginning of a line.
\$	The end of a line.
[ab]	Any one of the characters in the brackets.

Chapter 1 Document Window Commands

[^ab]	Any character not in the brackets.
[a-f]	Any one character in a range. (See Appendix B for the order of characters.)

To search for a wildcard as text, precede it with a backslash (\) in the Search For text box. For example, to search for an asterisk, type *.

Here are some examples of wildcard searches.

Search for:	To find:
h*	hello, help, histogram
*any	any., many?, Tiffany (but not <i>anything</i>)
m?e	mate, more, mile
[rml]ate	rate, mate, late
[^rml]ate	fate, gate, date (but not <i>rate</i> , <i>mate</i> , or <i>late</i>)
[a- fiction]*	dictionary, fiction (but not <i>friction</i>)

You can use more than one wildcard or the same wildcard more than once in a search.

Whole Word: Turn on this check box to search for complete words. For example, you might want to search for the word *the* but not words containing *the*, such as *then* or *other*. To search for characters that might be part of a longer word, turn off this check box. Whole Word applies only to searches that require you to type text in the Search For text box.

Change: Choose the type of item with which you want to change or replace the items that FrameMaker finds.

Choose:	To:
To Text	Replace the selected text with the text in the text box. You can include special characters such as tab and paragraph symbols. See the list on page 1-109. (The new text acquires the same character format as the selected text.)
To Character Format	Apply the specified character format to the selected text. When you choose this item, a dialog box appears in which you specify the character format you want to apply.
By Pasting	Paste the contents of the FrameMaker Clipboard to the selected text.

Clone Case: Turn on this check box if you want the new text to have the same capitalization as the selected text.

Search Direction: Click Forward or Backward to specify whether to search toward the end of the document or toward the beginning. When FrameMaker reaches the beginning or end of the document, it continues searching until it reaches the insertion point.

Change All Scope: Use these buttons in conjunction with the Change All button to specify the range of your search and automatically change text. You can change all occurrences of text throughout a document or in a range of selected text. To indicate the range, select the text and click Current Selection.

Search: Click to begin the search. If FrameMaker finds the specified item, it selects and displays the matching item. You can edit the item in the document window or use the Change button. If FrameMaker can't find the item in the document, it displays an alert box.

To leave the selected text unchanged and search for the next match, click Search again.

Change: Click to change the selected text as specified in the Change area. If the Change pop-up item is To Text, and the text box is empty, FrameMaker deletes the selected text.

If you click Change with no text selected, FrameMaker inserts the text at the insertion point.

Change & Search Again: Click to change the selection as specified and search for the next match.

Change All: Click to replace all occurrences of the item. To change all occurrences in a document, put the insertion point in the document, click All of Document, and click Change All. To change all occurrences in a selected range of text, select the text, click Current Selection, and click Change All.

Tips

Canceling a search: To cancel a search, point in the document or the Search window and press Control-c.

Searching or replacing with special text symbols: The following lists contain special characters you can use with the Search command.

You can search for and replace with the special characters in the following list.

Type:	To find or replace with:
\t	Tab symbol
\h or \n or \r	Forced return
\P or \p	Paragraph
\s	Space (a space you type)
\space	Nonbreaking space
\\	Backslash (\)
\i	Thin space
\N	En space
\M	Em space
*	Numeric space

Chapter 1 Document Window Commands

\-	Discretionary hyphen
Meta-hyphen	Nonbreaking hyphen
_	Suppress hyphenation symbol
\other	Another character. Use \other, for example, if you have the Wildcard Search button turned on and want to search for a character that also functions as a wildcard, such as an asterisk (*).

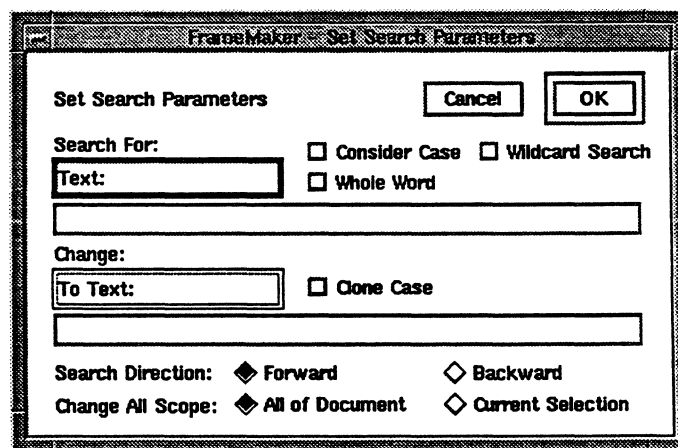
For information about typing special characters in dialog boxes, see also page B-2.

You can search but not replace with the special characters in the following list.

Type:	To find:
\f	End-of-flow symbol
\<	Start of word
\>	End of word

Searching from the keyboard and with macros: FrameMaker provides this dialog box so dedicated keyboard users can work in document windows and create macros that set the search parameters. Use the Set Search Parameters dialog box to specify the search parameters.

To use the Set Search Parameters dialog box, press Control-r s.



If the Search window is open, FrameMaker updates the window to display changes.

For information about Search keyboard shortcuts, see *FrameMaker Shortcuts*.

Edit

Select All

Selects all text in a flow, all objects in a frame, or all objects on a page. The name of the command changes depending on where you place the insertion point or what you select in the document.

To select all text in a flow, put the insertion point anywhere in the flow and choose Select All in Flow.

To select all objects in a frame, select the frame or any object in it and choose Select All in Frame.

To select all objects on a page, select an object other than a frame or click anywhere on the page outside a text column and choose Select All on Page.

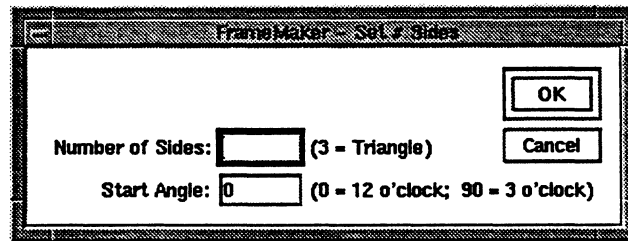
If nothing is selected, the command selects all objects on the current page.

Graphics

Set # Sides

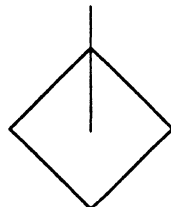
Converts a square or circle to a regular polygon. (A regular polygon has equal sides and equal angles.) This command also converts a polygon, rectangle, or oval to a polygon with the number of sides you specify, but the resulting polygon won't have equal sides and equal angles.

Settings

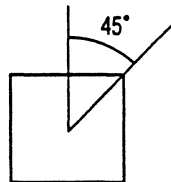


Number of Sides: Type the number of sides that you want the polygon to have.

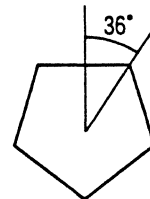
Start Angle: Specify the clockwise rotation of the polygon. If the start angle is zero, a vertex of the regular polygon is at the top.



Number of Sides: 4
Start Angle: 0°



Number of Sides: 4
Start Angle: 45°

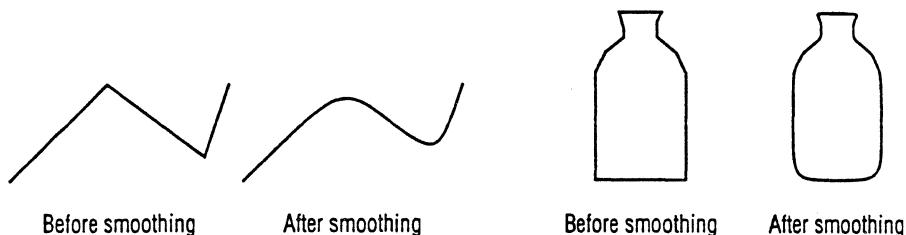


Number of Sides: 5
Start Angle: 36°

Graphics

Smooth

Rounds the corners of a selected polygon, polyline, rectangle, or square by converting it to a series of Bezier curves. The Smooth command also increases the corner radius of a rounded rectangle. You can smooth most objects only once. You can continue to smooth a rounded rectangle.



After smoothing a polygon or polyline, you can reshape the resulting curve by dragging its reshape handles and control points. (See the Reshape command on page 1-100.)

To reverse the effects, use the Unsmooth command (see page 1-130).

Graphics

Snap

Causes objects to snap to an invisible grid when you draw, move, resize, or reshape them. Objects snap along their paths (see page 1-122).

To align objects to the snap grid, turn on Snap.

When Snap is on:

- Snap applies to all documents you're working with.
- As you draw an object, each point of the object snaps to the grid.
- As you move an object, it snaps to the grid.
- When you resize or reshape an object, the point you're dragging snaps to the grid.

To change the snap grid spacing, see the Options command on page 1-75.

Edit

Spelling Checker

Checks a document for spelling errors and punctuation problems. You can also maintain spelling and hyphenation dictionaries using the Spelling Checker window. To spell check, choose Spelling Checker from the Edit menu.

FrameMaker doesn't necessarily spell check page by page; it checks flow by flow and text line by text line. If you start on a body page, FrameMaker checks all body pages. To spell check another page type, first go to a master or a reference page.

You can choose a language for spell checking and hyphenation on a paragraph-by-paragraph basis. (See the Automatic Hyphenation setting on page 1-88.) You can also choose a language for all text lines in a document. (See the Document Text Line Language setting on page 1-98.)

The Spelling Checker window can remain open while you work.

Once text has been checked, FrameMaker skips the unchanged areas if you spell check again.

FrameMaker dictionaries

FrameMaker checks words against four dictionaries:

Main: FrameMaker provides a separate main dictionary for each language supported. The main U.S. English dictionary contains 130,000 words; the main U.K. English dictionary contains 116,000 words. FrameMaker uses the main dictionary to spell check the documents of all users at a site. The main dictionary is a binary file that can't be modified.

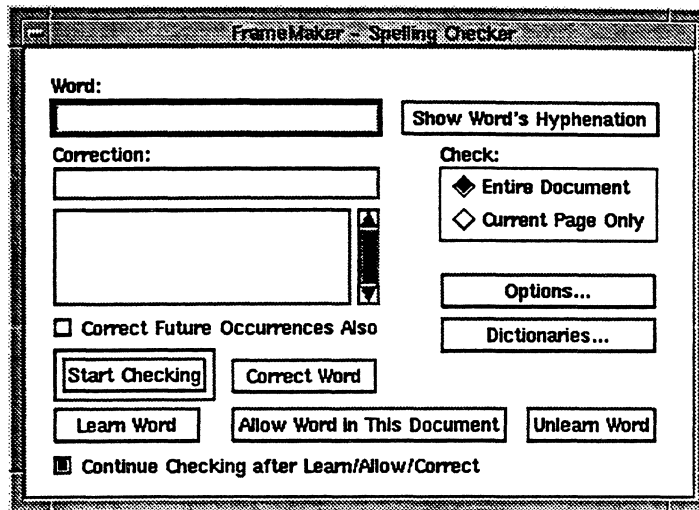
Site: FrameMaker users at a site can share a common dictionary, which initially contains over 100 technical terms. FrameMaker provides one site dictionary for all languages. A site administrator can customize this dictionary. For more information, see "Spelling checker dictionaries" on page D-20.

Personal: While spell checking, you can create a personal dictionary that influences the spell checking of all the documents you check. You can create several personal dictionaries, although only one can be active at a time. The default is `~/fmdictionary`. If this dictionary doesn't exist, FrameMaker creates it the first time you add a word to the dictionary by clicking Learn Word. You can edit a personal dictionary (see page 1-119).

Document: While spell checking, you can also create a dictionary for the current document only. You can create only one document dictionary per document. The document dictionary is saved with the document.

Chapter 1 Document Window Commands

Settings



Word: FrameMaker displays any word or character pattern it considers questionable in this text box. Above the box, FrameMaker displays messages such as “Misspelling?,” “Bad Capitalization?,” or “Spelling OK.”

Show Word's Hyphenation: Click to see the hyphenation points of the word in the text box. FrameMaker hyphenates the word based on the information stored in the dictionaries. (See the Automatic Hyphenation settings on page 1-88 and the Document Text Line Language setting on page 1-98.)

To change a word's hyphenation points, edit the word in the text box. You can:

- Add or delete hyphens.
- Type a hyphen in front of the word to prevent hyphenation.
- Put a backslash (\) before a hyphen to specify a hyphen that always appears in a word (such as “X-ray” and “cross-reference”). If a word has such a hyphen, FrameMaker doesn't break the word at any other point.

After editing the word, click Learn Word. FrameMaker stores the new hyphenation in the personal dictionary. If you learn new hyphenation points, FrameMaker doesn't automatically rehyphenate a document. To apply the changes, use the Rehyphenate Document button in the Dictionary Functions dialog box. (See page 1-119.)

Correction: See Correct Word on page 1-115.

Check: You can check the entire document or the current page only. If you want FrameMaker to skip certain paragraphs, such as those containing computer code, set the paragraph language to None. See the Automatic Hyphenation settings on page 1-88.

FrameMaker doesn't check text that was created in a dialog box or another window, such as cross-references, variables, autonumbers, or marker text. It also doesn't check text in PostScript code columns.

To check a range of text, select the text, hold down Shift, and click Start Checking.

To check a single word, put the insertion point in the word, hold down Shift, and click Start Checking.

Correct Future Occurrences Also: Turn on this check box and click Correct Word to correct future occurrences of a word or punctuation FrameMaker questions. FrameMaker displays an alert asking if you want to correct all future occurrences of the problem. Use this check box to correct future occurrences of:

- Misspelled words.
- Repeated words or punctuation characters.
- Double spaces.
- Spaces before closing punctuation.
- Spaces after opening punctuation.
- Incorrect quotation marks.

FrameMaker also adds the word and its correction to the list of automatic corrections when you click Learn Word with this check box turned on. FrameMaker keeps track of these corrections and uses them until you exit FrameMaker.

To clear the list of automatic corrections at any time, click the Clear Automatic Corrections button in the Dictionary Functions dialog box. (See page 1-119.)

Start Checking: Click to begin spell checking, or to ignore a questioned word and continue checking.

Correct Word: Click to replace the selected text in the document with the text in the Correction text box. FrameMaker lists possible corrections in the scroll list, displaying the most likely suggestion first and the least likely last. The most likely suggestion also is displayed in the Correction text box. Double-click in the scroll list to select a different correction and replace the word. You can also type a word in the Correction text box or edit the selected text in the document.

If you type a word in the Correction text box and click Correct Word, FrameMaker inserts the word in the document and checks its spelling. If FrameMaker doesn't find the word in its dictionaries, it selects the word. You can then correct the word in the Correction text box, click Learn Word to add it to the personal dictionary, or click Allow Word in This Document to add it to the document's dictionary.

Learn Word: Click to add the word displayed in the Word text box to a personal dictionary.

If the word is in lowercase, FrameMaker assumes that it can be used in documents using all lowercase letters, all uppercase letters, or initial capitals. If the word has any capital letters, FrameMaker assumes the capitalization is significant and stores it with the capital letters. If you don't want the capitalization to matter, change the word to lowercase in the Word text box and click Learn Word.

To add a word with its hyphenation points, see the Show Word's Hyphenation setting on page 1-114.

FrameMaker questions items that cannot be added to the dictionary, such as repeated words or unusual punctuation. If you try to add such items, FrameMaker displays a message. To continue, click Start Checking.

Allow Word in This Document: Click to store the word in the Word text box in the document's dictionary. The word won't be considered a misspelling within the current document, but FrameMaker will question it in other documents unless you add the word to the dictionaries in those documents also.

Unlearn Word: Click to remove the word in the Word text box from both the personal dictionary and the document's dictionary. You can type any word in the text box and click Unlearn Word.

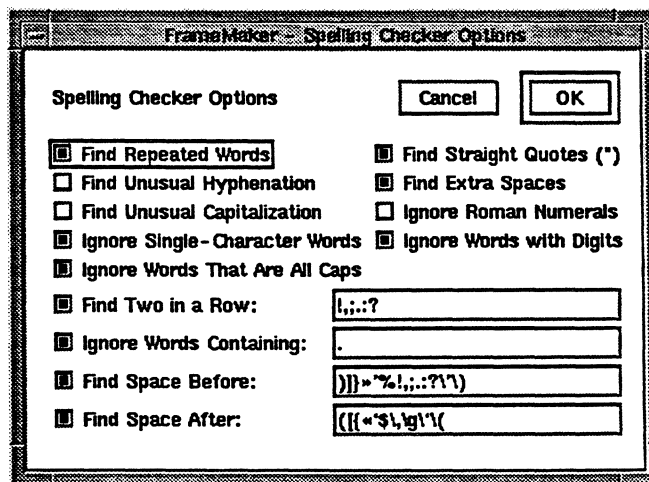
Continue Checking After Learn/Allow/Correct: Turn on this check box if you want FrameMaker to continue checking after it corrects a word or stores it in a dictionary.

Selecting spelling checker options

Click Options to specify the kinds of errors you want FrameMaker to find.

To restore the default settings, you must restart FrameMaker. To customize the default settings, see "Spelling Checker Options dialog box" on page D-5.

Settings



Find Repeated Words: Turn on this check box to find repeated words and suggest a single word replacement.

Find Unusual Hyphenation: Turn on this check box to find hyphenated words that aren't in FrameMaker's dictionaries, such as *child-hood*. When this check box is turned on, FrameMaker considers the hyphen and questions the word if the word appears in the dictionary without a hyphen. When this check box is turned off, FrameMaker disregards the hyphen and checks each element of the word separately.

Find Unusual Capitalization: Turn on this check box to find words with nonstandard capitalization and suggest alternatives. FrameMaker can learn words such as *AutoCAD*[®], but not lowercase words after periods.

Ignore Single-Character Words: Turn on this check box to ignore single-character words.

Ignore Words That Are All Caps: Turn on this check box to ignore words in all uppercase letters.

Find Two in a Row: Turn on this check box to find repeated punctuation and to suggest a single character instead. Specify the characters in the text box. FrameMaker ignores more than two punctuation characters in a row.

Ignore Words Containing: Turn on this check box to ignore words containing any of the punctuation or other characters in the text box. For example, if you specify a period (.) in the text box, FrameMaker ignores words such as *1Manual.doc*.

Find Space Before/Find Space After: Turn on these check boxes to find spaces before and after the punctuation characters you specify in the text box.

Find Straight Quotes: Turn on this check box to find straight quotation marks (") and two single curved marks (‘) and suggest curved marks as a replacement (“ and ”).

Find Extra Spaces: Turn on this check box to find two regular spaces in a row and suggest a single space instead. FrameMaker ignores more than two spaces in a row.

Ignore Roman Numerals: Turn on this check box to ignore lowercase and uppercase Roman numerals.

Ignore Words with Digits: Turn on this check box to ignore words containing numbers, such as *X1* and *Y1*.

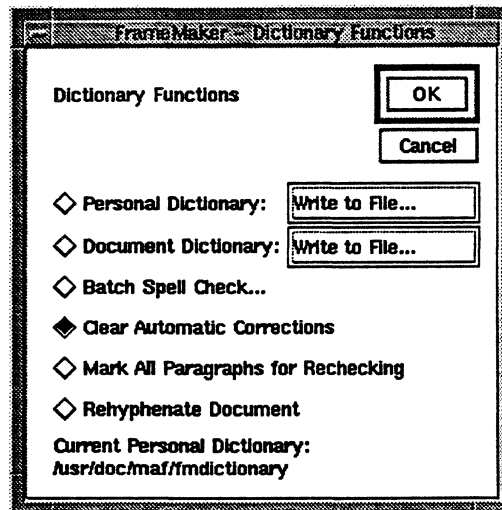
Some special characters appear in dialog boxes as a backslash followed by one or more characters. For example, double curved quotes appear as \‘ and \’. See “Special characters in dialog boxes” on page B-2.

Managing dictionaries and batch spell checking

Click the Dictionaries button to:

- Manage personal and document dictionaries.
- Batch spell check a document.
- Clear the list of automatic corrections.
- Mark all paragraphs for rechecking.
- Rehyphenate a document.

Settings



Click the appropriate radio button. If you choose a file-writing or file-reading function, a second dialog box appears so you can specify the file.

Personal Dictionary: Click or use the pop-up menu to change the personal dictionary. The pathname of the current personal dictionary appears at the bottom of the dialog box.

Choose:

- Set to None
- Write to file

To:

- Avoid using a personal dictionary when spell checking.
- Create a new dictionary by writing the current contents of the personal dictionary to a file. For example, choose this item if you want to store a copy of a personal dictionary before changing it.
- Merge the contents of a file into the personal dictionary in your workstation's memory and on the disk. For example, choose this item if you want to merge the contents of another user's dictionary with your personal dictionary.

Change dictionary Change the personal dictionary to another dictionary.

You can change the contents of a personal dictionary by editing the dictionary file directly. The default personal dictionary is `~/mndictionary`. When you edit a personal dictionary file, the first line of the file must be:

`<MakerDictionary 2.0>`

To edit a personal dictionary, write the dictionary to the disk by choosing **Write to File** from the **Personal Dictionary** pop-up menu. Writing the file to the disk before editing it ensures that FrameMaker saves any **Learn** and **Unlearn** changes you make in the personal dictionary file. Save the file as an ASCII text file by clicking **Text Only** in the **Save As** dialog box.

After you edit the personal dictionary file, choose **Change Dictionary** to read the file into FrameMaker.

Document Dictionary: Click or use the pop-up menu to change the document dictionary.

Choose:

Clear

Write to file

To:

Remove all contents of the document dictionary.

Create a new dictionary file by writing the contents of the dictionary to a file. For example, choose this item if you want to create a dictionary file containing the document dictionary entries from a document.

Merge from file

Merge the contents of a file into the document dictionary. For example, choose this action if you want to use the document dictionary from one document in another document.

Batch Spell Check: Click to spell check the entire document without stopping for corrections. Use batch spell checking to create a dictionary of questioned words to be merged with a personal dictionary.

During a batch spell check, FrameMaker doesn't display misspellings in the document window, nor does it add repeated words, capitalization errors, and extra spaces to the dictionary. Instead, FrameMaker stores only unknown words in the dictionary you specify in the scroll list. If the dictionary you specify already exists, FrameMaker merges additions to the dictionary.

Clear Automatic Corrections: Click to clear the list of automatic corrections. For more information, see the **Correct Future Occurrences Also** setting on page 1-115.

Mark All Paragraphs for Rechecking: Click if you want FrameMaker to spell check all paragraphs again. For example, you might recheck paragraphs after you change the spelling options.

Rehyphenate Document: Click to rehyphenate a document based on changes you make to words' hyphenation points. If you add new hyphenation points, FrameMaker doesn't automatically rehyphenate a document.

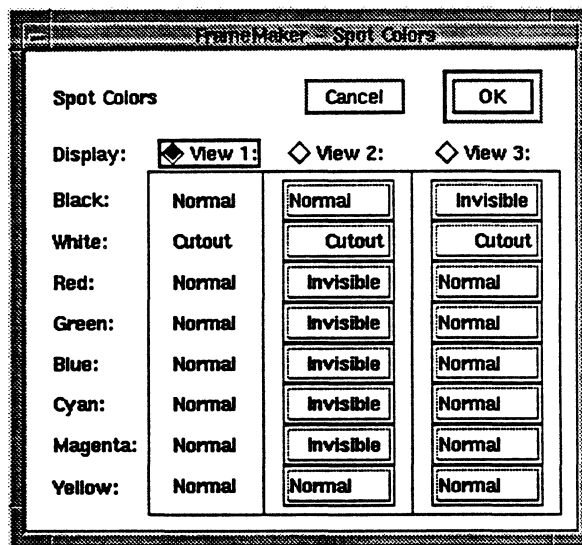
View

Spot Colors

Specifies the spot colors to display. After applying spot color to text and graphics, use this command to display one or more spot colors. On a monochrome monitor, all colors appear in black and white. Spot colors appear in color on a color monitor.

If you print a document with spot color, the printout matches the display. You can print spot color in color on a color printer.

Settings



The Spot Colors dialog box contains a list of eight commonly used spot colors: Black, White, Red, Green, Blue, Cyan, Magenta, and Yellow. Use a spot color to control the display and printing of comments in anchored frames in the margins. (See "Including nonprinting comments in the margin" in Chapter 8 of *Using FrameMaker*.)

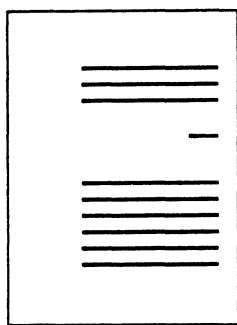
Display: Choose one of three views to display, and specify the contents of the view. See "Spot Color" in *FrameMaker Shortcuts* for a shortcut to change views.

Choose View 1 to display all spot colors. White text and objects are cut out and appear reversed where they overlap filled objects.

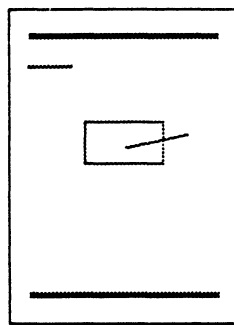
Choose View 2 or View 3 to display only the spot colors you specify.

Use the pop-up menus to specify how you want each color to appear.

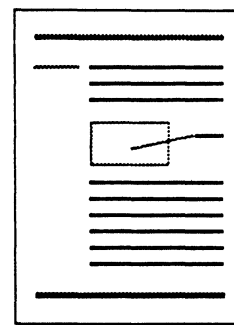
Choose:	To:
Normal	Display a spot color.
Invisible	Hide a spot color. (You cannot select invisible objects.)
Cutout	Display an object as white. Cutout is effective when printing white text on a dark background (reversed text).



View 2
Black = Normal
Color = Invisible



View 3
Black = Invisible
Color = Normal



View 1
Black = Normal
Color = Normal

For information about printing documents with spot color, see “Using spot color” in Chapter 10 of *Using FrameMaker*.

For information about applying spot color to text and objects, see the Properties command on page 1-96.

For information about turning the display of spot colors on and off, see “Color display” on page D-3.

View

Text Symbols

Controls the display of the nonprinting characters in the following table.

Symbol:	Meaning:
¶	End of paragraph
§	End of flow
>	Tab
⌞	Anchored frame
⌠	Marker
<	Forced line return
·	Nonbreaking space
—	Suppress hyphenation symbol (prevents hyphenation of a word)
⌵	Discretionary hyphen (adds a hyphenation point to a word, which is used if necessary)

For information about inserting text formatting symbols, see “Line breaks” in *FrameMaker Shortcuts*.

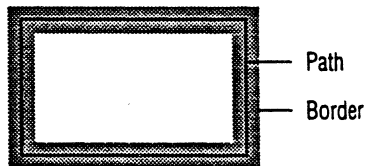


Tools

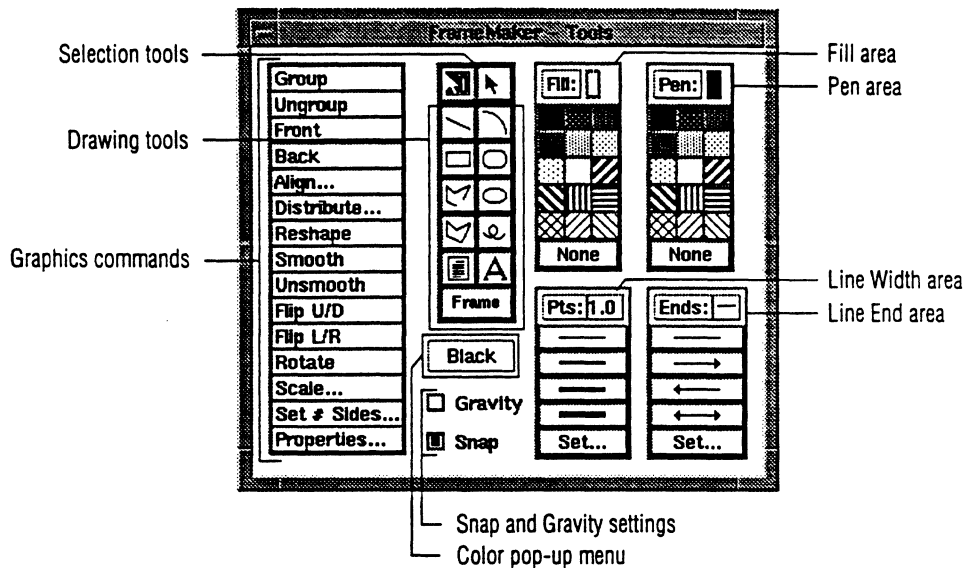
Use the Tools window and the Graphics commands to draw and change objects. An object is anything you create with FrameMaker’s drawing tools and anything that appears with handles when selected. When you select an object, you can move it, copy it, delete it, or resize it.

Objects have properties that you can specify before and after you draw them. For example, if you draw a rectangle with a solid border and a gray scale fill pattern, the border and fill pattern are the rectangle’s properties.

FrameMaker considers an object’s path when aligning, distributing, assigning object properties, and when Gravity and Snap are on. A path is an imaginary line on which FrameMaker centers an object’s border. The following illustration shows the path of a rectangle with a wide border:



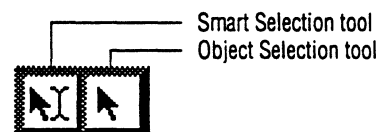
To display the Tools window, click the Tools button near the upper-right corner of the document window.



You can keep this window open while you work. The following sections contain information about each area of the Tools window. For information about a graphic command, see the command in this chapter. For more information about drawing, selecting, and manipulating objects, see Chapter 7 of *Using FrameMaker*.

Selection tools





You can choose the Smart Selection tool or the Object Selection tool. When you are finished drawing an object, FrameMaker reverts to the selection tool it thinks is your preferred tool. In general, this is the Smart Selection tool. To make the Object Selection tool your preferred tool, Shift-click it.



The pointer for each selection tool changes as you move it within a document window. However, the Smart Selection tool changes to an I-beam over text, enabling you to select and edit text, while the Object Selection tool changes to crossed arrows, enabling you to select text as an object. In general, use the Smart Selection tool as you work.

Chapter 1 Document Window Commands

The following table shows the Smart Selection pointers and what happens if you click and drag each pointer.

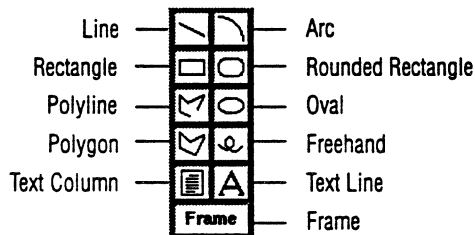
Pointer:	When you click:	When you drag:
 (I-beam)	Sets insertion point	Selects text
 (Filled arrow)	Deselects everything	Defines a selection border
 (Crossed arrows)	Select an object	Move an object
 (Resize arrow)	— —	Moves a handle

When you work with the Smart Selection tool, FrameMaker treats text columns and text lines as text. To select them as objects, hold down Control and left-click. FrameMaker displays crossed arrows until you deselect.

When the Object Selection tool is active, you can select only objects.

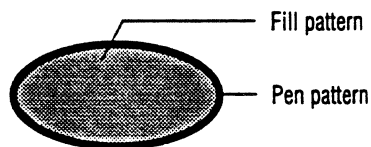
Drawing tools

To draw an object in FrameMaker, click a drawing tool. Then put the pointer in a document window and draw. After you draw an object, a selection tool becomes active. To draw several objects of the same type without choosing the drawing tool again, hold down Shift and click the tool. This technique works for all objects except text lines.

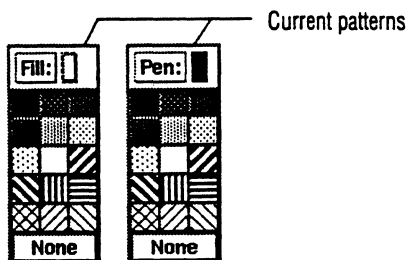


Fill and pen patterns

The fill pattern is inside an object's border. The pen pattern is the object's border. To change either pattern, select the object, and then select a pattern.



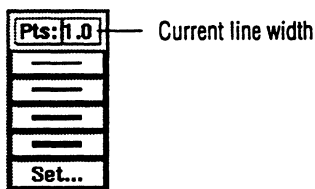
The current drawing patterns appear next to the Fill and Pen labels in the Tools window. The pattern None is indicated by a dashed border in the current pattern area.



The 15 patterns are bit patterns that you can redefine. For example, you can change the percentage of gray in a pattern. For information about redefining these, see “Pen and fill patterns” on page D-6.

Line widths

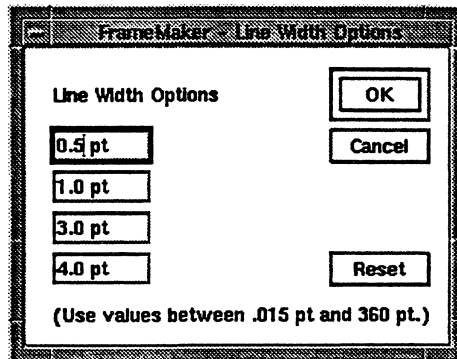
The line width is the thickness of an object’s border and of the lines you draw. The current width appears at the top of the Line Width area. The default line widths are 0.5 point, 1 point, 3 points, and 4 points. To change the line width of an existing object, select the object, and then select a line width.



The lines shown in this area do not represent the actual line width; instead, they indicate widths increasing from top to bottom.

Customizing line widths

To customize these settings, click Set at the bottom of the Line Width area.

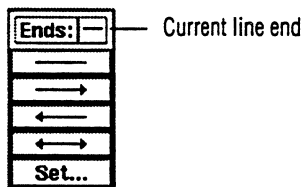


Type values between .015 points and 360 points in the text boxes. Click OK to set the widths; FrameMaker arranges the new line widths in increasing order. Click Reset to revert to the line widths you had when you started FrameMaker.

You can also change the line widths available when you start FrameMaker. See "Line widths" on page D-5.

Line ends

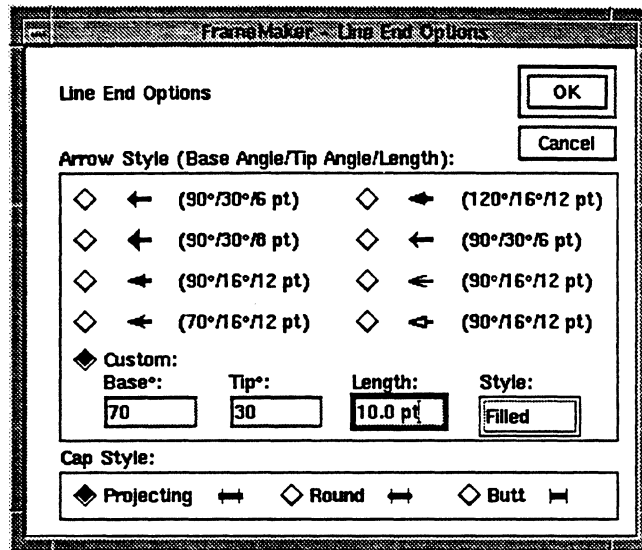
Use the settings in this area to change the line ends of lines, polylines, arcs, and freehand curves. Line ends include arrows and line caps.



If the current setting is the right-pointing arrow, FrameMaker puts an arrowhead at the end point of the object when you draw. If the current setting is the left-pointing arrow, FrameMaker puts an arrowhead at the starting point of the object.

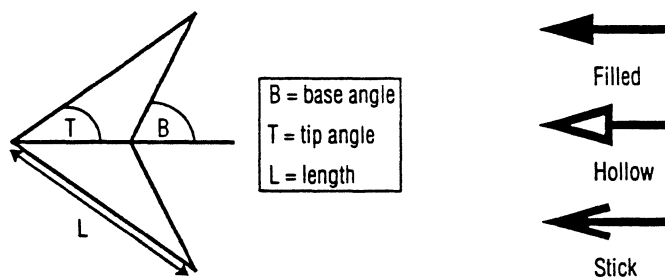
Customizing line ends

To customize arrow styles or change line cap styles, click Set at the bottom of the Line End area.



Customizing the arrow style

In this area, choose a preset arrow style or specify a custom arrow style. An arrow style is defined by the base angle, tip angle, length, and style, as shown in the following illustration:







FrameMaker adjusts the arrowhead if the line thickness changes.

To create a custom arrowhead, type the base angle, tip angle, and length in the text boxes and choose a style from the pop-up menu.

Chapter 1 Document Window Commands

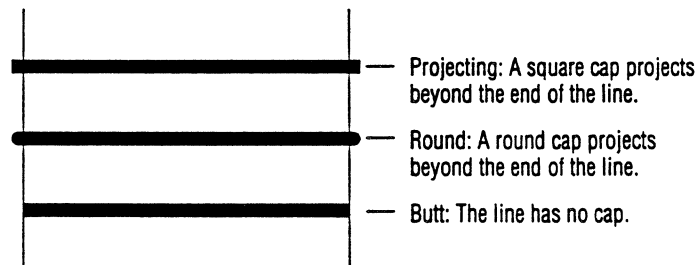
Setting:	Possible values:
Base Angle	Between 10° and 175° (and at least 5° greater than the tip angle).
Tip Angle	Between 5° and 85°.
Length	Between 0 and 255 points.
Style	Filled, Hollow, or Stick. (FrameMaker ignores the Base Angle setting when you choose Stick.)

The following table contains sample custom arrows.

Arrow:	Base Angle:	Tip Angle:	Length:
	70°	30°	10 pt.
	80°	30°	10 pt.
	70°	15°	10 pt.
	70°	30°	5 pt.

Customizing the line cap

In the Cap Style area, choose the line cap for line ends that are not arrowheads. The default line cap is projecting. You can choose one of the following line caps:

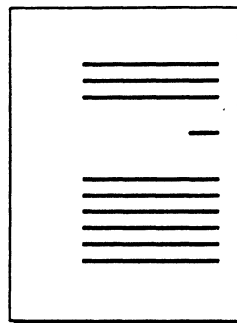


Spot color

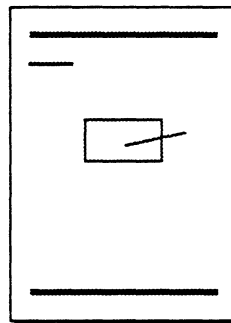
Use the Color pop-up menu to assign a spot color to objects and text lines. You can choose the spot color separations to display and print, allowing you to give your commercial printer separate pages (called *spot color separations*) for each color.

- | |
|--------------|
| COLOR |
| Black |
| White |
| Red |
| Green |
| Blue |
| Cyan |
| Magenta |
| Yellow |

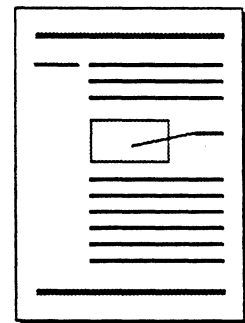
To set an object's color, select the object and choose a color from this pop-up menu. The following illustration shows the spot color separations for a two-color document.



Black text only



Color elements only



Page with both text and color elements

For information about viewing and printing spot color separations, see the Spot Colors command on page 1-120 and "Using spot color" in Chapter 10 of *Using FrameMaker*.

Edit

Undo

Reverses the previous action. When you undo typing, FrameMaker removes the text you typed since the last command or action. You can undo most FrameMaker commands.

If you choose the Undo command, its name changes to Redo on the Edit menu. If you then choose Redo, your document appears as it did before you chose Undo.

Chapter 1 Document Window Commands

Graphics

Ungroup

Ungroups objects that were grouped using the Group command.

FrameMaker groups and ungroups objects hierarchically; if the group itself consists of grouped objects, you must choose Ungroup more than once to ungroup all objects.

Ungrouping does not affect objects' draw order and has no visible effect on objects when printed.

Graphics

Unsmooth

Removes smoothing from a selected polygon, polyline, rectangle, or square. The Unsmooth command also decreases the corner radius of a rounded rectangle.

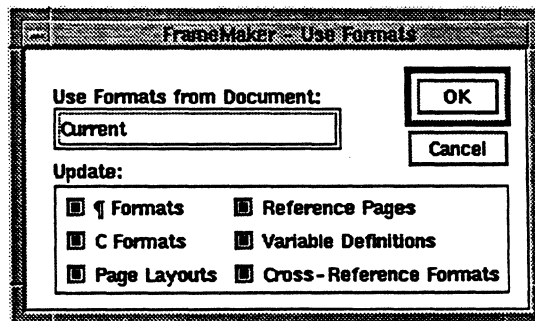
File

Use Formats

Copies the formats from any open, named document to the current document and updates the current document. Use this command to make changes throughout a document. You can copy the following from one document to another:

- Paragraph formats stored in the ¶ Catalog.
- Character formats stored in the C Catalog.
- Master pages.
- Reference pages.
- Variable definitions.
- Cross-reference formats.

Settings



Use Formats from Document: Choose a document whose format you want to copy. The pop-up menu lists all open, named documents. For example, use Current if you change several master page layouts or paragraph formats and want to update

the entire document at once rather than one master page or paragraph format at a time. If the document from which you want to copy formats doesn't appear on the pop-up menu, click Cancel, open the document, and then choose Use Formats again.

Update: Turn on the appropriate check boxes to specify the formats you want to copy to the current document.

- ¶ Formats: Merges the source document's ¶ Catalog into the current document. If the Catalogs in the source document and the current document contain a paragraph format with the same tag, the source document's format replaces the one in the current document. FrameMaker updates the formats of all paragraphs in the document based on the formats in the Catalog. For more information about paragraph formats, see the Paragraph command on page 1-76.

FrameMaker also copies the source document's footnote properties, equation size definitions, and two other properties: the characters in the Allow Line Breaks After text box in the Document Properties dialog box and the Feathering Padding settings in the Flow Properties dialog box.

- C Formats: Merges the source document's C Catalog into the current document just as paragraphs formats are merged (see the previous setting). FrameMaker updates the formats of all tagged text in the document based on the formats in the Catalog. For more information about character formats, see the Character command on page 1-13.

- Page Layouts: Merges the source document's master pages into the current document. If the source document and current document contain a master page with the same name, the source document's master page replaces the one in the current document. FrameMaker updates the background and column layout of the corresponding body pages. Use this check box to change the page size of an existing document. For more information about page and column layout, see the Background command on page 1-9 and the Column Layout command on page 1-18.

FrameMaker also copies the change bar properties, the First Page settings in the Document Properties dialog box, and many of the settings in the View Options dialog box.

- Reference Pages: Merges the source document's reference pages into the current document. If the source document and current document contain a reference page with the same name, the source document's reference page replaces the one in the current document. Reference frames in the current document that are named differently than those in the source document are removed. Reference frames that are named the same are replaced. For more information about reference pages, see the Reference Pages command on page 1-99 and the Generate command on page 1-45.

- Variable Definitions: Merges the source document's variable definitions into the current document and updates the variables. For more information about variables, see the Variable command, next.
- Cross-Reference Formats: Merges the source document's cross-reference formats into the current document and updates the internal cross-references. For more information, see the Cross-Reference command on page 1-22.

Special

Variable

Inserts variables; creates, edits, and deletes variable definitions; updates system variables on body pages; and converts variables to editable text.

A variable is a special text that you can use more than once in a document but is defined in only one place. When you insert a variable in a document, FrameMaker replaces it with the current value of the variable.

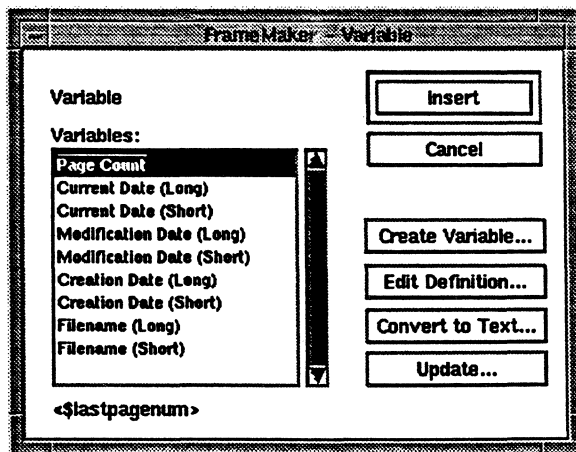
A document can have two types of variables:

- *System variables*, which have values that FrameMaker can update, such as the current date or current page number. FrameMaker automatically updates a system variable on master pages; you must update them on body pages.
- *User variables*, for text you define and expect to change later. For example, you could use a variable for a product's code name and then change the definition later to the product's real name. Whenever you change a user variable's definition, FrameMaker updates it in the text.

To use this command, put the insertion point in a text column where you want to insert a variable or select an existing variable. Then choose the Variable command.

You can also display the dialog box by double-clicking a variable.

Settings



Variables: Select a variable to insert, edit, or convert to regular text. The scroll list contains the user variables created for the document and the system variables appropriate for the type of page the insertion point is in.

If you select a variable before choosing the command, the variable is selected in the scroll list.

The definition of the selected variable appears below the scroll list. (For information about changing the definition of variables, see “Creating, changing, and deleting a user variable,” next and “Editing a system variable definition” on page 1-135.)

Insert: Click to insert a variable at the insertion point.

If you selected a variable before choosing Variable, this button changes to Replace. Click Replace to replace the selected variable in a document with the variable selected in the scroll list.

You can insert variables in text columns but not in text lines.

You can use system variables for the current page number and for running headers and footers only in untagged text columns on master pages. Because the value changes throughout a document, FrameMaker doesn't display a value for these variables on a master page. It uses a number sign (#) for the current page number variable, and displays the name of a running header/footer variable.

Create Variable: Click to create a new user variable. (See “Creating, changing, and deleting a user variable,” next.)

Edit Definition: Click to change or delete the variable selected in the scroll list. (See “Creating, changing, and deleting a user variable,” next and “Editing a system variable definition” on page 1-135.)

Convert to Text: Click to convert a variable to editable text. (See “Converting a variable to text” on page 1-138.)

Update: Click to update system variables on body pages.

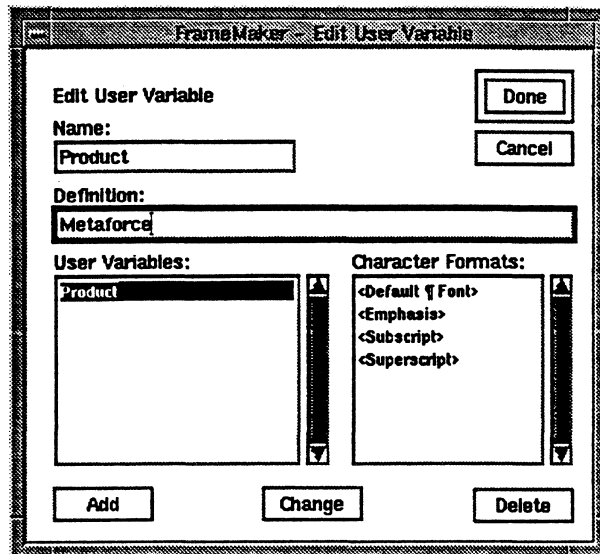
For more information, see “Using variables” in Chapter 3 of *Using FrameMaker*.

Creating, changing, and deleting a user variable

To create a new user variable, click Create Variable in the Variable dialog box. To change or delete an existing user variable, select the variable in the Variables scroll list and click Edit Definition.

Chapter 1 Document Window Commands

Settings



Name: Type a variable name to create a new user variable. Variable names are case-sensitive. For example, *Product* and *product* are distinct variable names.

Definition: Type a definition of the variable or select formats in the Character Formats scroll list. If you select a format, it appears at the insertion point in the text box. A definition can contain character formats and text, and can be up to 255 characters long.

You can add nonbreaking spaces and special hyphenation to a definition just as you do to regular text in a document. (See *FrameMaker Shortcuts*.)

User Variables: Select a variable to edit. These are the user variables already defined for the current document. When you select a variable, its name and definition appear in the text boxes.

Character Formats: Select a character format you want to use in the variable. The scroll list contains the formats in the current document's C Catalog. The format you select appears at the insertion point in the Definition text box.

If you include a character format, the format affects all text following it in the variable. After inserting a variable in a document, FrameMaker returns to the paragraph's default font. To return to the default font within the variable, click Default ¶ Font. For example, a variable using the definition

`<Emphasis>Metaforce<Default ¶ Font> Product Line`

might look like this:

Metaforce Product Line

Add: Click to define a new variable.

If the variable already exists, FrameMaker replaces its definition.

Change: Click to apply changes to the variable selected in the User Variables scroll list.

FrameMaker updates the variable wherever it appears in the document.

Delete: Click to delete the variable selected in the User Variables scroll list.

FrameMaker converts the variable to regular text wherever it appears in the document. FrameMaker can no longer update the variable.

When you click Add, Change, or Delete, the Edit User Variable dialog box stays open so you can edit other user variables. When you're finished, click Done to go back to the Variable dialog box.

Editing a system variable definition

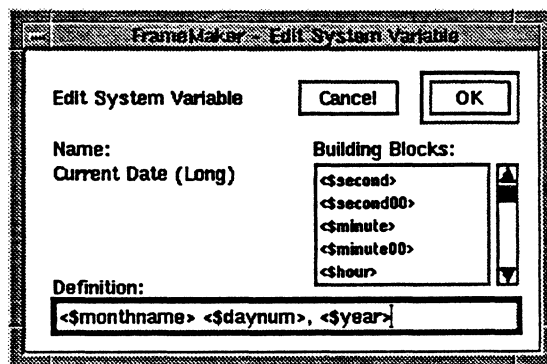
You can change the definition but not the name of a system variable. For example, you might want to change the definition of the Current Page variable to include a prefix, so document pages are numbered 2-1, 2-2, and so on.

You can change the definition before or after you insert it in a document. FrameMaker then updates the variable on master or reference pages; you must update it on body pages. (See page 1-133.)

Put the insertion point in any text column on a body page or in an untagged column on a master page, and choose Variable from the Special menu. (The dialog box shows only the variables appropriate for the location of the insertion point.) In the Variable dialog box, select the variable to edit and click Edit Definition.

The Edit System Variable dialog box contains the name and definition of the selected variable.

Settings



Definition: Type the definition or select items in the Building Blocks scroll list. If you select a building block, it appears at the insertion point in the text box. A definition can contain text and building blocks, and can be up to 255 characters long.

Any spaces and punctuation appear in the variable exactly as you type them in the definition. Some characters display in a dialog box as a backslash (\) followed by one or more characters. For example, double curved quotes display as \ ' and \ '. (See "Special characters in dialog boxes" on page B-2.)

These are the default definitions of the system variables.

System variable:	Default definition:
Current Page #	<\$curpagenum>
Page Count	<\$lastpagenum>
Current Date (Long)	<\$monthname> <\$daynum>, <\$year>
Current Date (Short)	<\$monthnum>/<\$daynum>/<\$shortyear>
Modification Date (Long)	<\$monthname> <\$daynum>, <\$year> <\$hour>: <\$minute00> <\$ampm>
Modification Date (Short)	<\$monthnum>/<\$daynum>/<\$shortyear>
Creation Date (Long)	<\$monthname> <\$daynum>, <\$year>
Creation Date (Short)	<\$monthnum>/<\$daynum>/<\$shortyear>
Filename (Long)	<\$fullfilename>
Filename (Short)	<\$filename>
Running H/F 1	<\$paratext{paratag}>
Running H/F 2	<\$paratext{paratag}>
Running H/F 3	<\$marker1>
Running H/F 4	<\$marker2>

If you insert a Running H/F variable that uses paratag on a master page, the variable is replaced by text from the first paragraph with a matching tag on each corresponding body page. For example, if paratag in Running H/F 1 is set to 1Heading and you use that variable in a header column on a master page, the first paragraph tagged 1Heading on the corresponding body page appears in the header.

In a custom document, paratag is preset to Title in Running H/F 1 and to Heading in Running H/F 2. Some templates use different tags.

If you insert a Running H/F variable that uses a marker on a master page, the variable is replaced on a body page by the corresponding marker text. Insert a marker on the body page and assign the marker text you want FrameMaker to use in the header or footer. (See the Marker command on page 1-67.)

Dictionary headers and footers are running headers and footers that show the range of information on a page or on two facing pages. For example, a telephone book's headers show the first and last names on a page.

You can use system variables to create these headers and footers. For the first header or footer, use a normal header/footer variable that refers to a paragraph by its tag, such as:

```
<$paratext[Heading]>
```

For the second, which refers to the last paragraph on the page that matches the tag, add a plus sign (+) and a comma (,) to the variable, as follows:

```
<$paratext[+,Heading]>
```

For more information about these variables, see “Using variables on a master page” in Chapter 14 of *Using FrameMaker*.

Building Blocks: Select the building blocks to use in the definition. The scroll list contains items that are appropriate for the system variable you’re editing, and it includes the character formats in the current document’s C Catalog. A building block you select appears at the insertion point in the Definition text box.

Building blocks beginning with a dollar sign (\$) contain values FrameMaker automatically updates in occurrences of the variable.

Building block:	Example:
<\$curpagenum>	3, iii
<\$lastpagenum>	12
<\$second>	8, 25
<\$second00>	08, 25
<\$minute>	8, 25
<\$minute00>	08, 25
<\$hour>	1, 10
<\$hour01>	01, 10
<\$hour24>	01, 22
<\$ampm>	am, pm
<\$AMPM>	AM, PM
<\$daynum>	5, 25
<\$daynum01>	05, 25
<\$dayname>	Monday
<\$shortdayname>	Mon
<\$monthnum>	2, 8
<\$monthnum01>	02, 08
<\$monthname>	January
<\$shortmonthname>	Jan
<\$year>	1991
<\$shortyear>	91

Chapter 1 Document Window Commands

<\$fullfilename>	/usr/midas/bjm/4ch.specialtext
<\$filename>	4ch.specialtext
<\$paranum>	1.3.2
<\$paratext>	Using footnotes

Two building blocks, <\$marker1> and <\$marker2>, represent the marker text for the Header/Footer \$1 marker and the Header/Footer \$2 marker.

If you include a character format from the Building Blocks scroll list, the format affects text that follows it in the variable. After inserting a variable in a document, FrameMaker returns to the paragraph's default font. To return to the default font within the variable, insert Default ¶ Font from the scroll list. (See page 1-134 for an example.)

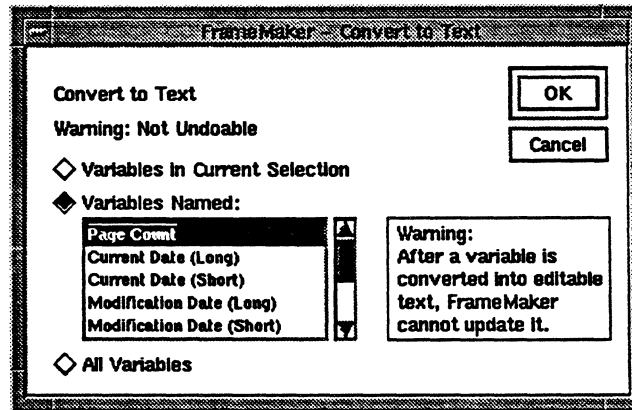
Converting a variable to text

You can replace, cut, or copy a variable in a document, but you can't directly edit the variable without first converting it to regular text. If you convert a variable to text, FrameMaker can no longer update it.

You cannot undo this conversion.

To convert a variable to text, click Convert to Text in the Variable dialog box.

Settings



Variables in Current Selection: Click to convert only the variables selected in the document.

Variables Named: Click to convert all variables with the name selected in the scroll list.

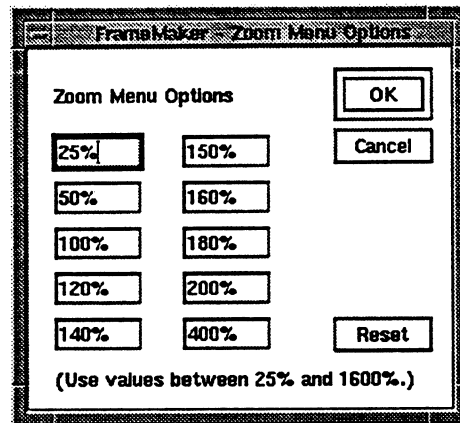
All Variables: Click to convert all variables in the document.

Zoom Menu Options

Sets the zoom settings for document windows. The settings remain in effect until you exit FrameMaker or until you click the Reset button. To use this command, select Set from the Zoom pop-up menu.

To zoom out by one setting, click the small z in the status bar. To zoom in by one setting, click the large Z. Use the Zoom pop-up menu to skip over zoom settings.

Settings



Zoom settings: Specify up to 10 zoom settings in the text boxes. You can enter values in any text box; FrameMaker sorts the values. Use values between 25% and 1600%.

Reset: Click to revert to the zoom settings you had when you started FrameMaker. To customize these settings, see "Zoom pop-up menu" on page D-6.



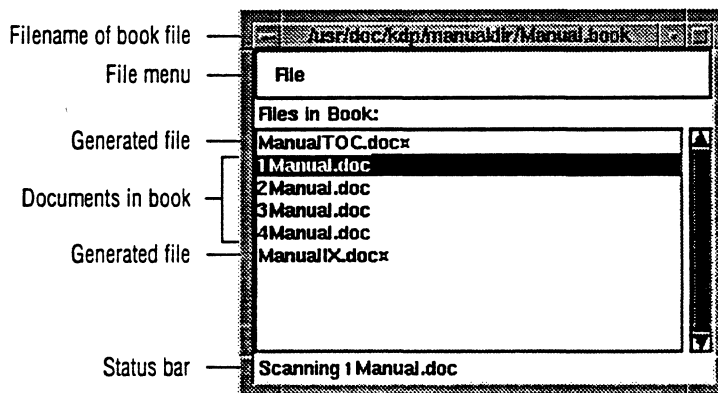
Book Window Commands

This chapter contains detailed explanations of book window commands. (For more information about creating, maintaining, and using book files, see “Understanding book files” in Chapter 12 of *Using FrameMaker*.)

The commands are listed in alphabetical order with the name of the menu that contains the command next to it.

For information about document window commands, see Chapter 1, “Document Window Commands.”

When you create a new book file or open an existing one, FrameMaker displays a book window.



Many book window commands are the same as document window commands. Others allow you to add, remove, and arrange files in the book.

Use:	To:
Add File	Add a document or generated file definition to a book.
Rearrange Files	Change the order of files in a book, or remove files from a book.
Set Up File	Specify information about page and paragraph numbering of files in a book, and specify the contents of generated files.
Generate/Update Files	Generate a file, such as a table of contents, and update page and paragraph numbering and cross-references.

Chapter 2 Book Window Commands

You create a book file with the Generate command (see page 1-45). In the book file, specify which documents are in your book and the order in which they appear. You can also create tables of contents and indexes.

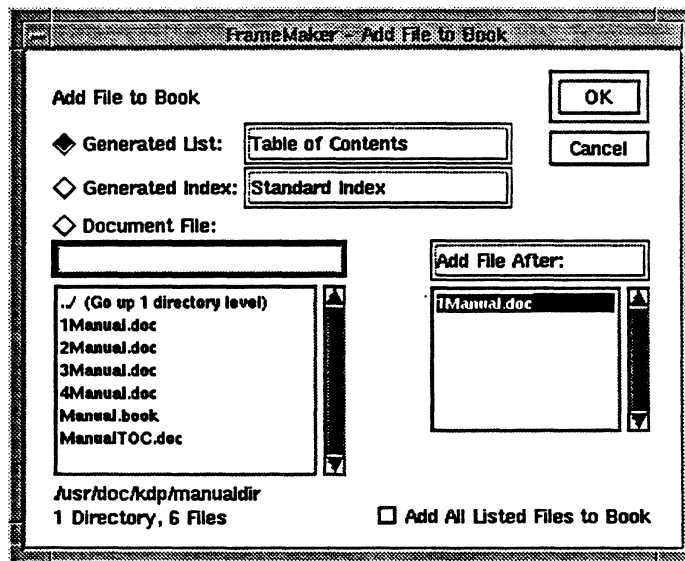
File

Add File

Adds documents and generated files to a book file in the order you want them to appear in the book. Use this command to specify a file to be generated, and then use the Generate/Update Files command to generate the file (see page 2-3).

To rearrange or remove files in a book, use the Rearrange Files command (see page 2-6).

Settings



Generated List/Generated Index: Click or choose an item to define a generated file you want to add to the book. For a description of the items on the pop-up menus, see the Generate command on page 1-45.

When you add a generated file, a Set Up dialog box appears so you can choose the paragraph tags, marker types, or other information to extract from the documents in the book. (See the Set Up File command on page 2-8.)

FrameMaker creates a filename for a generated file based on the name of the book and the filename suffix. For example, if you generate an index for a book named Report, FrameMaker creates an index named ReportIX.doc. A generated file appears with a (▣) symbol at the end of the filename in a scroll list. FrameMaker stores the generated file in the same directory as the book file.

After adding a generated file to a book, you must create or update the generated file. See the Generate/Update Files command, next.

Document File: Type the name of the file you want to add to the book or use the scroll list to select a filename or another directory. You can specify a relative or absolute pathname for the file.

Add File Before/Add File After: Choose Add File Before or Add File After, and use the scroll list below the pop-up menu to specify where to place the added file.

Add All Listed Files to Book: Turn on this check box to add all the files in the Document File scroll list to the book. After adding all listed files, use the Rearrange Files command to delete the ones you don't want in the book file.

To add similarly named files in a directory, type a wildcard in the Document File text box and press Return. (For a description of the wildcards you can use, see page 1-72.) For example, to display all filenames with the suffix .doc, type *.doc in the text box and press Return.

If you move a book file from one directory to another without moving the document files in the book, FrameMaker might be unable to locate the document files.

File

Generate/Update Files

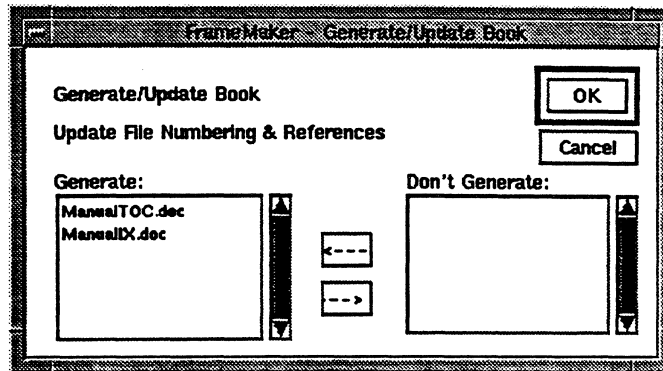
Generates the files you specify. When you choose this command, FrameMaker updates page and paragraph numbering and cross-references. FrameMaker then extracts information for any generated files you specify. (See the Generate command on page 1-45.)

Use the Generate/Update Files command if you:

- Change the documents in a book so your generated files are no longer current.
- Edit a document in a book so the page or paragraph numbering or cross-references are no longer current.
- Add a generated file to the book using the Add File command.
- Change the setup information of a document or generated file using the Set Up File or Add File command.
- Change the format of a generated file and want to see the results.

Chapter 2 Book Window Commands

Settings



Generate/Don't Generate: Use the scroll lists and arrows to indicate the files you want to generate. Select a filename and use the arrows to move it from one scroll list to the other. You can also double-click a filename to move it to the opposite scroll list. To move all files to the opposite list, Shift-click the appropriate arrow. When you click OK, FrameMaker generates the files and displays status messages in the status bar of the book window (see page 2-1). If there are no files in the Generate scroll list, FrameMaker still updates the page, paragraph, and cross-reference numbering.

If the files you generate are open or are not saved, FrameMaker updates them in the workstation's memory, but doesn't save them on the disk. If the files you generate are closed, FrameMaker changes the files on the disk.

File

New

Creates a new document either from a template or from scratch. This command is the same as the New command in the document window (see page 1-69).

To create a new book file, use the Generate command from a document window (see page 1-45).

File

Open

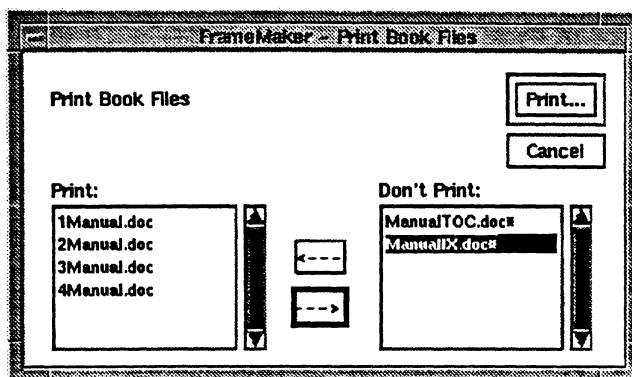
Opens a saved FrameMaker document or book. Use the Open command in a book window to open documents, generated files, and books (see page 1-71).

To open a document in a book, double-click the filename in the Files In Book scroll list.

To open all the documents in a book, hold down Shift and choose Open All Files In Book from the File menu.

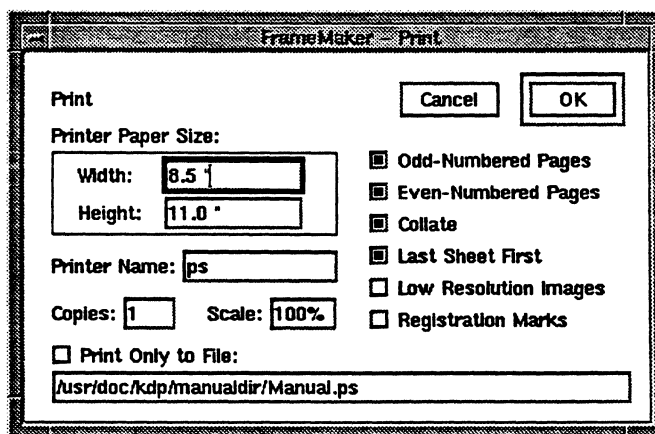
File**Print**

Prints one or more documents in a book.

Settings

Print/Don't Print: Use the scroll lists and arrows to indicate the files you want to print. Select a filename and use the arrow keys to move it from one list to the other. You can also double-click a file to move it to the other list. To move all files to the opposite list, Shift-click the appropriate arrow.

Print: Click to print the files in the Print scroll list. For information about each area in the dialog box, see the Print command on page 1-93.

**Tips**

Printing spot color: If your document contains spot color, FrameMaker prints the visible spot color separations in the first document you print. To print specific separations, make them visible in the first document you print and then print the documents.

Chapter 2 Book Window Commands

Printing to a file: Printing from a book window is a convenient way to create a single print file, such as a PostScript file, containing several FrameMaker documents. If you print a book on a remote printer, you might find it easier to transmit a single print file instead of printing each file individually. (See the Print command on page 1-93.)

For information about troubleshooting printer problems, see Chapter 5 of *Installing FrameMaker*, or see your system administrator.

File

Exit Book

Removes a book file from the screen and also from memory, but leaves any documents open that are part of the book. To exit the book file and the documents in it, hold down Shift and choose Exit All Files in Book from the File menu.

If you're using a window manager that isn't ICCCM compliant, always choose Exit Book from the File menu to exit a FrameMaker book file. Choosing Destroy Window or Exit Window from the X11 menu will kill FrameMaker, and you will lose work in progress.

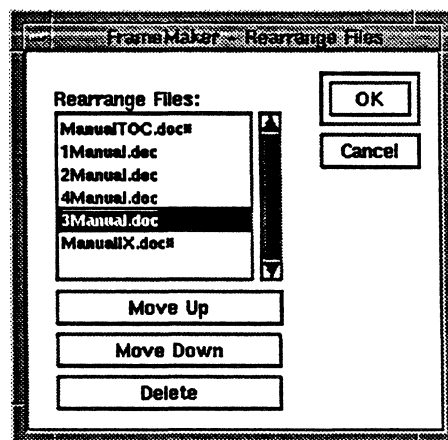
For information about exiting a book file, document, or FrameMaker when you don't have a license, see the License command on page 1-65.

File

Rearrange Files

Rearranges and deletes the files in a book. Use the Rearrange Files command to place your documents in the order you want them to appear in the book.

Settings



Move Up/Move Down: Select a document or generated file. Click Move Up or Move Down to change the file's position.

Delete: Click to remove the selected file. When you click Delete, FrameMaker removes the file from the list of filenames in the book; it has no effect on the file itself.

File**Revert**

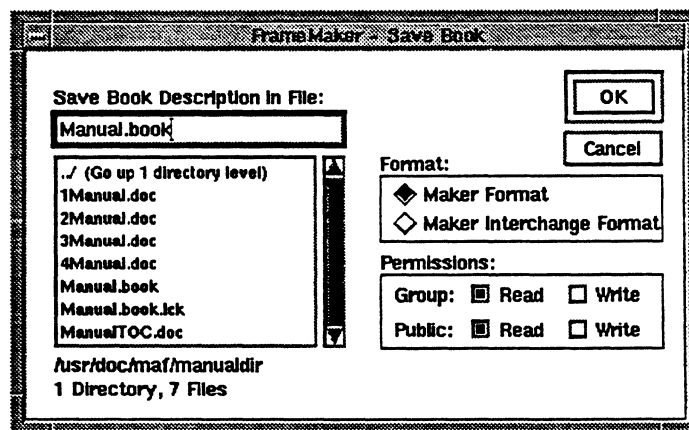
Cancels any changes you made to a book file since the last time you saved it. FrameMaker reads the most recently saved version into your workstation's memory. (See the Save/Save As commands, next.)

File**Save/Save As**

The Save command saves a book file (in Maker format) in the same directory, with the same filename and permissions, as when you last saved it.

To save the book file and all files in it, hold down Shift and choose the Save All Files in Book command.

The Save As command saves a book file using the filename, format, and permissions you specify.

Settings (Save As)

Save Book Description In File: Type the name of the file or use the scroll list to select a directory or filename. For information about using the scroll list, see “Using wildcard characters in the Open dialog box” on page 1-72.

Format: You can save a book file in the following formats:

- **Maker Format:** Click to specify the standard format for FrameMaker book files. This format is the most compact and requires the least amount of time to save

and open. To save a book file quickly in Maker format without being prompted for a filename, use the Save command.

- **MIF (Maker Interchange Format):** Click to save a file in MIF. MIF is a set of statements that describes the book file in a readable text file. MIF provides a way to exchange information between FrameMaker and other applications. For more information, see *MIF Reference*.

Permissions: Turn on these check boxes to specify the read and write access provided to other users. FrameMaker assumes that the owner of a book file has read and write permissions to the file.

For information about saving a book file or document when you don't have a license, see the License command on page 1-65.

File

Set Up File

Changes the setup information of a generated file or document. Setup information is stored in the book and includes page and paragraph numbering information and any prefix or suffix for the page numbers that appear in generated files. For information about adding a generated file or document to a book, see the Add File command on page 2-2.

After changing a generated file's setup, use the Generate/Update Files command to update the file (see page 2-3).

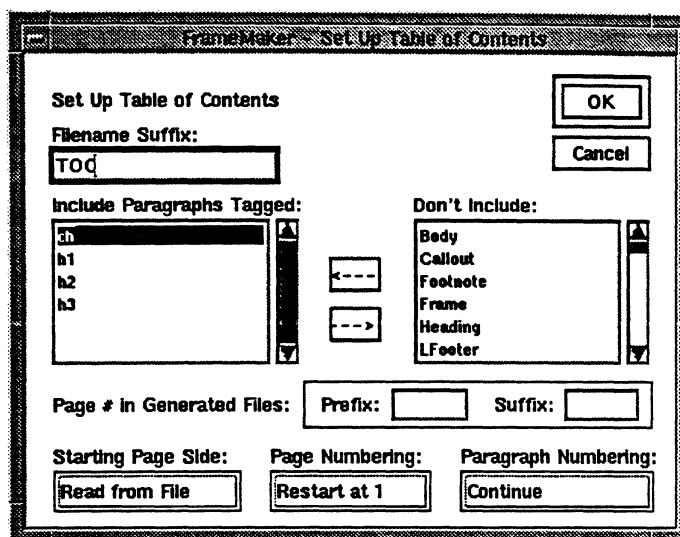
Changing a generated file's setup

After generating a file you can change its setup information. For example, you can include paragraphs and markers other than the ones you selected the last time you generated the file.

You might also want to put text before or after generated page numbers if your source documents have page numbers that include chapter numbers, such as 1-1, 2-1, and so on.

To change a generated file's setup, select a generated file in the book window and choose the Set Up File command.

Settings



Filename Suffix: This text box contains the suffix FrameMaker appends to the generated file. The suffix depends on the item you choose from the List or Index pop-up menu. For example, if you choose Table of Contents, FrameMaker uses the suffix TOC; if you choose Standard Index, FrameMaker uses IX.

In general, don't change the suffix unless you want to create more than one generated file of the same type from the same source document. For example, if you create two tables of contents from the same document, use the suffix TOC for one and TOC2 for the other. For more information, see the Generate command on page 1-45.

Include/Don't Include: Use the scroll lists and arrows to select any additional paragraph tags or markers you want to include in the generated file. The Include scroll list shows the paragraph tags or markers selected the last time you generated the file.

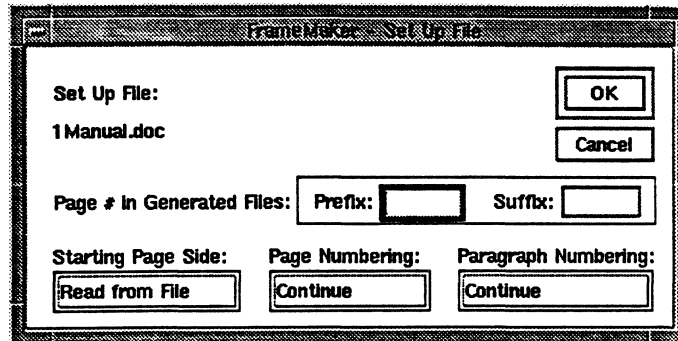
To move paragraph tags or markers between the two scroll lists, select a tag or marker and click the appropriate arrow, or double-click a tag or marker. To move all tags or markers to the opposite list, Shift-click the appropriate arrow. When you click OK, FrameMaker changes the setup information in the generated file.

For descriptions of the remaining settings, see the next section.

Changing a document's setup

To change a document's setup, select a document in the book window and choose the Set Up File command.

Settings



Page # in Generated Files: Type a prefix and suffix if you want them to appear in the generated file. For example,

Type the Prefix:	Type the Suffix:	To See:
1-		1-1, 1-2 ...
[]	[1], [2] ...
()	(1), (2) ...

The prefix and suffix affect how page numbers appear only in the generated file, not in the source document.

Starting Page Side: Choose the page side on which you want to start the generated file.

Choose:	To:
Read from File	Use the document's current first page side, as specified in the Document Properties dialog box.
Next Available Side	Use the next available page side based on the previous document's last page side.
Left or Right	Make sure the first page is always a left or a right page. Use the left or right page as the first page side.

Page Numbering: Choose the page numbering you want; Continue to continue from the previous file, Restart to start the numbering over, or Read from File to use the current page numbering.

Paragraph Numbering: Choose the paragraph numbering you want; either Continue to continue from the previous file or Restart to start the numbering over. For more information, see the Document command on page 1-33.

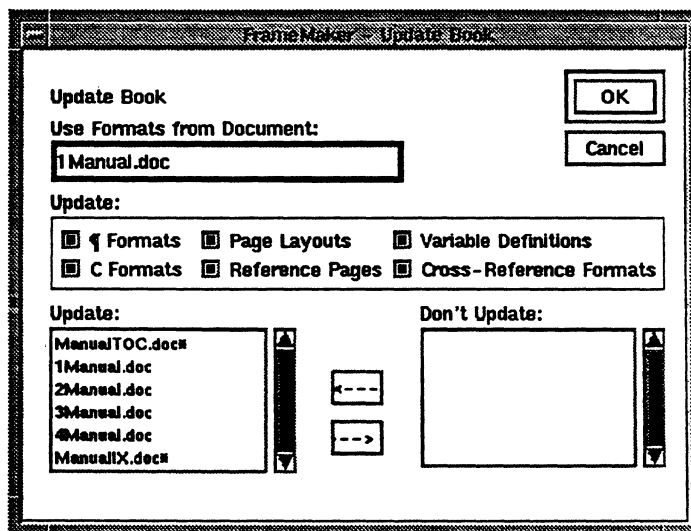
File**Use Formats**

Copies the formats from any open, named document to one or more documents in a book, and updates the documents to those formats. Use this command to make changes throughout a book.

If the document is open, FrameMaker stores the updated documents in the workstation's memory until you save the current document. If the document is closed, FrameMaker applies the formats and saves the updated documents to the disk.

You can copy the following:

- Paragraph formats stored in the ¶ Catalog.
- Character formats stored in the C Catalog.
- Master pages.
- Reference pages.
- Variable definitions.
- Cross-reference formats.

Settings



Use Formats from Document: Choose the document whose format you want to copy. The pop-up menu lists all open, named documents. If the document you want doesn't appear, click Cancel, open the document, and then choose Use Formats.

Update: Turn on the check boxes for the formats you want to update. For information about the check boxes, see the Use Formats command on page 1-130.



Chapter 2 *Book Window Commands*

Update/Don't Update: Use the scroll lists and arrows to indicate the documents you want to update. Select a file and use the arrow keys to move it from one list to the other. You can also double-click a file to move it to the other list. To move all files to the opposite list, Shift-click the appropriate arrow.



Hypertext Documents

A hypertext document is a view-only on-line document (called a locked document) containing commands that link and display related information. In hypertext documents, your readers can follow their own interests and explore information nonsequentially, using the paths you provide. Your readers can:

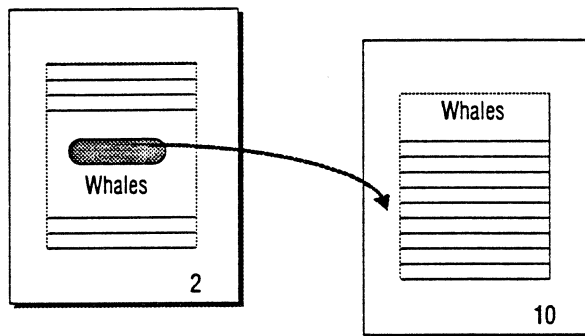
- Click an item in a list to see more information about it.
- Click part of a technical drawing to see a closer view of it.
- Choose a topic from a pop-up menu to see information about it.
- Click an icon to see the previous page, next page, or a general index of topics.
- Click an icon to retrace a path to review previously read information.

Before creating hypertext documents, you must be an experienced FrameMaker user and template builder. See *Using FrameMaker* for more information about creating and using FrameMaker templates.

This chapter describes how to create hypertext documents and use hypertext commands. As you read, it is helpful to look at FrameMaker's on-line Help documents, which contain most of the hypertext commands described in this chapter.

How hypertext works

In hypertext documents, you create links between related pieces of information. When your reader clicks an active area (a word, phrase, or picture containing a hypertext command) in a locked document, FrameMaker carries out the command. For example, the command can display another page in the same document or in a different document, a pop-up menu of topics to choose, or an alert box containing a few lines of information.



The reader clicks a word, phrase, or graphic to jump to information about it.

Creating a hypertext document

To create a hypertext document, follow these steps.

1. Plan and write its content.
2. Designate the active areas where you'll insert hypertext commands.
3. Insert hypertext commands that tell FrameMaker what to do when your reader clicks an active area.
4. Save the document in Locked Maker Format. Hypertext commands do not work in a new, unsaved document.
5. Test your document and make it available to your readers.

For information about each step above, see the following sections.

Planning a hypertext document

When planning a hypertext document, consider whether to write one long document or several shorter ones. Your reader can display each page of a long document quickly; however, a long document takes longer to open. With a series of short documents (typically 10 pages or fewer), there is little delay when your reader clicks an active area to display a page from another document.

Designating an active area

After writing your document, you designate active areas that contain hypertext commands. You can designate an active area in:

- Text—your readers can click a word or phrase to see related information.
- Graphics—your readers can click a portion of a drawing for more information.
- The same place on several pages—your readers can retrace their path through the document(s) or page through an on-line document easily. The buttons at the bottom of each page of FrameMaker's on-line Help are an example of active areas that appear in the same place on several pages.

To designate an active area, you designate the active area in a text column and put a hypertext marker in it.

Designating an active area in text

To designate a word or phrase as an active area, select the text, change its character format, and insert a hypertext marker. When your reader clicks in a text column in a locked document, FrameMaker searches forward and backward until it finds a character format change. If FrameMaker finds a hypertext marker in the active area, it highlights the area and performs the hypertext command.

Graphics commands

Use the graphics commands to manipulate objects and frames. To use a graphics command, first select the objects you want the command to affect. Then, click the command in the Tools window, or choose it from the Graphics menu. For keyboard shortcuts, [click here](#).

In FrameMaker's on-line Help, underlining indicates active areas.

To designate an entire paragraph as an active area, make sure there are no character format changes in the paragraph and insert a hypertext marker. If there are no character format changes in the paragraph that your reader clicks, FrameMaker

Chapter 3 *Hypertext Documents*

searches the paragraph until it finds a hypertext marker, then highlights the entire paragraph and performs the hypertext command.

Using FrameMaker

To get Help on a FrameMaker feature, click a topic in this list:

Book building	Deleting text
Generating a table of contents or index for a book	Dialog box units

In FrameMaker's on-line Help, each index item is a separate paragraph containing a hypertext marker.

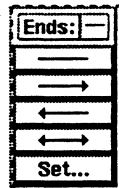
Designating a graphic as an active area

A hypertext marker must be in a text column, so you must put a text column in front of a graphic to designate the graphic as an active area.

1. Draw a text column over the graphic you want to be active.

So that the highlighted area will match the graphic, draw the text column 1 point shorter and narrower than the graphic. Put the top and left sides of the text column on top of the border of the graphic.

The text column border aligns with the top and left sides of the graphic.



The text column border is slightly offset from the bottom and right sides of the graphic.

2. Set the Pen and Fill patterns to None.

3. Move the text column in front of the graphic.

4. Leave the text column empty. You'll put a hypertext marker in it later.

With a hypertext marker present, the entire text column is an active area. When your reader clicks anywhere in the text column, FrameMaker highlights the entire column.

Important: If the entire text column doesn't highlight, there's an extra character or marker in it.

Designating the same place on several pages as an active area

When you want an active area to appear on several pages of a document, designate the active area on a master page. The active area will appear in the background of corresponding body pages. When your reader clicks that area on a body page, FrameMaker looks for a hypertext marker on the master page.



Exit Window

These active areas are on master pages in FrameMaker's on-line Help. They allow readers to page through the documents and retrace their steps.

To override a master page's active area, put an active area or an object over it on a body page.

Inserting hypertext markers and commands

After you designate active areas in a document, you're ready to insert hypertext markers and commands.

Inserting a hypertext marker

To insert:

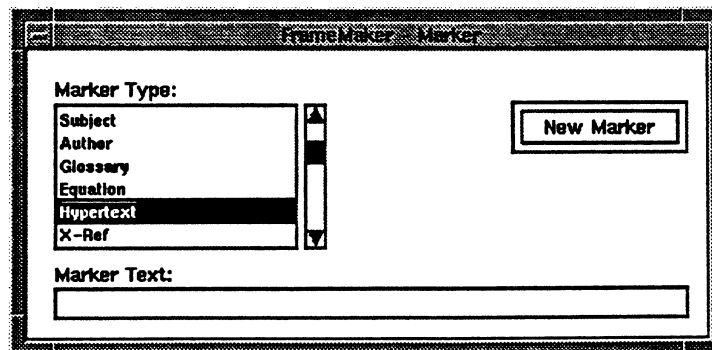
1. Choose Marker from the Special menu.

The Marker window appears.

2. Put the insertion point where you want to insert a marker.

Editing your document will be easier if you put markers at the beginning or end of a word.

3. Click Hypertext in the Marker Type scroll list.



4. Type the hypertext command in the Marker Text box.

The following table summarizes the hypertext commands. For a complete description of the commands, see "Hypertext commands" on page 3-8.

Use:	To:
alert	Display an alert box.
gotolink	Display another page of the current or a different document using the current window.
gotolink firstpage	Display the first page of the current or a different document.
gotolink lastpage	Display the last page of the current or a different document.
matrix	Allow the reader to choose from matrix items that execute hypertext commands.
newlink	Define a destination link. The gotolink and openlink commands refer to newlink commands.
nextpage	Display the next page of the current document.
openlink	Display another page of the current or a different document, using a new window and leaving the current window open.
popup	Display a pop-up menu of items, each containing a hypertext command.
previouslink	Display the previous page the reader viewed.
previouspage	Display the previous page of the current document.
quit	Remove the current window from the screen.
quitall	Remove all locked windows from the screen.
message system	Execute a UNIX command.

5. Click New Marker.

If Text Symbols are on, a marker symbol (T) appears at the insertion point. This symbol does not print.

Editing a hypertext marker

To edit:

1. Select the marker you want to edit.

To select a marker quickly, use the Search command.

To select a marker in an otherwise empty text column, triple-click the left mouse button anywhere in the column.

The marker text appears in the Marker window.

2. Edit the hypertext command in the Marker Text box.

3. Click Edit Marker.

To delete a marker, select its symbol and press Delete.

To review the text of hypertext markers, generate a list or index of markers.

Locking a document

Save the document in Locked Maker Format to test hypertext commands or to make it available to your readers. When a document is locked, readers can view (but not edit) the document with FrameMaker or FrameViewer™. FrameMaker users can unlock the documents for editing. To prevent users from changing the saved locked documents, set file permissions accordingly.

Because your readers see the contents of a locked document exactly as it appeared when you saved it, turn off the display of the grid, the ruler, text symbols, and borders before saving it.

To save a document in Locked Maker Format, use the Save As command and turn on Locked Maker Format in the Save As dialog box.

To lock a document without saving it, press Control-r F l k (for File lock). The command is case-sensitive, so type the letters as shown here.

Unlocking a document

To edit a locked document, you must first unlock it. Hypertext commands are inactive in an unlocked document.

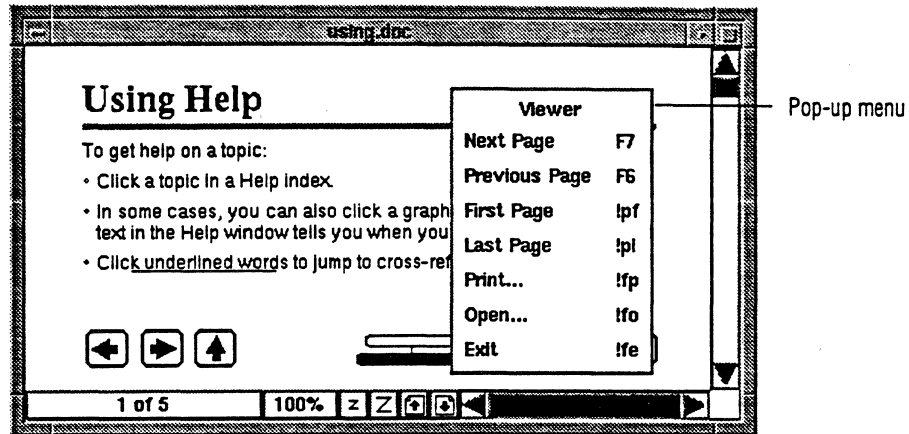
To unlock a locked document, point in the document window and press Control-r F l k.

Displaying a locked document

You or your readers can display a locked document by opening it with FrameMaker or FrameViewer (see “Starting FrameViewer,” next). To move from one part of a locked document to another, click the Next Page and Previous Page buttons, use the scroll bar, or click an active area.

Chapter 3 *Hypertext Documents*

When working with a locked document, your readers can also use several pop-up menu commands. To display the menu, point inside the document window and hold down the right mouse button.



Starting FrameViewer

To start FrameViewer, type `viewer -f filename` in an xterm window, where *filename* is the name of the document you want to open.

Hypertext commands

This section contains detailed explanations of the hypertext commands.¹

FrameMaker remembers the origins of a reader's last 24 jumps in the document window by storing them on a stack, with the most recent jump on top. The stack lets your reader trace his or her path backward. Each command's effect on the hypertext stack is explained in the following descriptions.

alert

Displays an alert box containing a message. This command doesn't affect the stack.

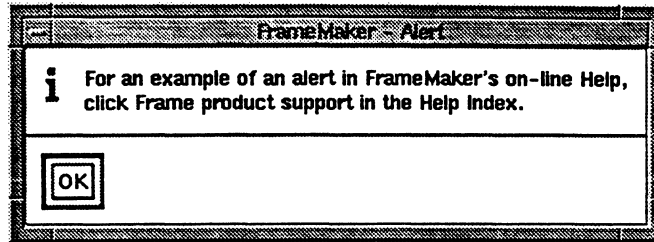
Syntax: `alert message`

The *message* can be up to 255 characters long. The hypertext command:

1. Several additional commands are used in FrameMaker's Equations window. However, the use of these commands is not supported outside Frame and might not be supported in future versions of FrameMaker.

alert For an example of an alert in FrameMaker's on-line Help, click Frame product support in the Help index.

displays this alert box:



Readers must click OK before they can continue.

gotolink

Jumps to a hypertext marker containing a newlink command or to the first or last page of a document. FrameMaker displays the destination document in the window of the source document. Your reader can force a new window to open by holding down Shift and clicking an active area. If you want a new window to open when your reader clicks an active area, use the openlink command (see page 3-13).

When FrameMaker performs this command, it stores the current location (document and page) on the stack.

Syntax: `gotolink filename:linkspec`

where *filename* is the name of the file you want FrameMaker to jump to. You don't have to include the filename if the jump is within the same document. The *linkspec* is one of the following.

linkspec:	Effect:
a linkname	Jumps to the page of the specified document containing a newlink command with a matching linkname. For example, the command <code>gotolink Repair.doc:Brakes</code> causes FrameMaker to jump to the page (in the document <code>Repair.doc</code>) that contains the hypertext command <code>newlink Brakes</code> . If FrameMaker can't find the specified document or linkname, it leaves the current page displayed.
firstpage	Jumps to the first page of the specified document.
lastpage	Jumps to the last page of the specified document.

The linkname in this command must exactly match the linkname in the newlink command. For example, a linkname with a trailing space differs from a linkname

without a trailing space. Also, the linkname is case-sensitive; *Changing Units* is not the same as *changing units*.

If you omit the filename in the command, FrameMaker jumps to the appropriate location.

If you click an active area containing this command:

gotolink firstpage
gotolink Changing Units

FrameMaker:

Jumps to the first page of the current document.
Jumps to the page in the current document containing the hypertext command newlink Changing Units.

Using a pathname with the gotolink command

The filename in a gotolink command can contain a pathname. When the pathname is relative, FrameMaker searches for it in the following directories (in this order):

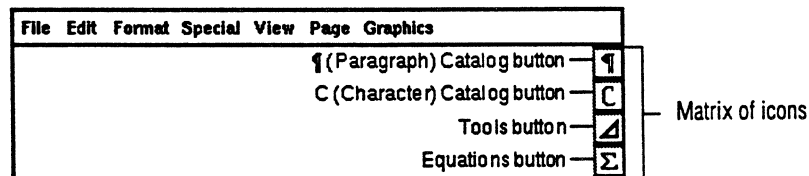
- The directory containing the document you're jumping from.
- *startup_dir/.fminit2.0/language/helpdir*
where *startup_dir* is the directory in which you started FrameMaker, and *language* is the user interface language (english, french, or german).
- *~/fminit2.0/language/helpdir*
- *install_dir/.fminit2.0/language/helpdir*
where *install_dir* is the directory in which FrameMaker is installed.

When the destination link does not exist

If the destination link doesn't exist, FrameMaker continues to display the current page. If the gotolink command includes an existing filename, FrameMaker displays the first page in the specified document.

matrix

Divides a text column into a matrix of cells containing items that correspond to hypertext commands. When your reader clicks a matrix item, FrameMaker executes the corresponding hypertext command. For example, FrameMaker's on-line Help includes the following illustration. When your reader clicks an icon in the illustration, FrameMaker performs the corresponding hypertext command.

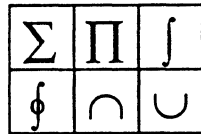


Syntax: `matrix nrows ncolumns flowname`

where *nrows* and *ncolumns* are the number of rows and columns in the matrix, and *flowname* is the tag of a text flow on a reference page in the document. The text flow contains a hypertext command corresponding to each cell in the matrix. When your reader clicks in a text column containing a matrix command, the cell at the click point is highlighted, and FrameMaker executes the corresponding hypertext command.

For example, to use a matrix command to display information about some mathematical symbols:

1. Put the graphic in your document.



The graphic should be a matrix of equal-sized cells.

2. Draw a text column over the graphic.

See "Designating a graphic as an active area" on page 3-4.

3. Set the Pen and Fill patterns to None.

4. Insert a hypertext marker containing a matrix command, but leave the rest of the text column empty.

In this example, the marker contains the command `matrix 2 3 MathSymbols` (because the matrix contains 2 rows and 3 columns, and the corresponding hypertext commands are in a flow tagged `MathSymbols`).

5. Draw a text column on a reference page, and use the Flow command to assign a tag that matches the name in the matrix command.

The flow tag cannot contain embedded spaces.

6. Type one hypertext command in each paragraph in the column.

Do not type the commands in hypertext markers. The commands should correspond, in order, to the items in the first row of the matrix, followed by the second row, and so on. Each command must fit on one line.

Chapter 3 *Hypertext Documents*

In our example, the text column looks like the following:

```
:gotolink Sum||
:gotolink Product||
:gotolink Integral||
:gotolink Loop Integral||
:gotolink Intersection||
:gotolink Union$
```

When your reader clicks the integral symbol in a locked document, FrameMaker highlights the box containing the integral and executes the corresponding hyper-text command (`gotolink Integral`).

The matrix command has no effect on the stack; however, the commands in the text flow have the same effect on the stack as they would elsewhere.

message client

Starts another application and performs the commands you specify. For example, it starts a database from a locked FrameMaker document to retrieve and display data. For information about using this command, see Chapter 6, "Using Hypertext Commands," in *Integrating Applications with FrameMaker*.

message system

Executes a UNIX command.

Syntax: `message system command`

where *command* is the text of any UNIX command you can type at a prompt in an xterm window. You can include optional arguments with the command.

FrameMaker passes the command to `sh(1)` for execution; `stdout` and `stderr` are redirected to your xterm window. FrameMaker waits for the command, script, or program to complete before continuing. If the command results in a loop, your reader must kill the process to continue using FrameMaker.

For example, the command `message system mkdir TrainingFiles` causes a `TrainingFiles` directory to be created in the reader's current directory.

newlink

Defines a destination link whose linkname matches the one specified in a `gotolink` or `openlink` command.

Syntax: `newlink linkname`

If the link is in a heading, use the heading name as the linkname to simplify the maintenance of your documents.

For more information about linknames, see the `gotolink` command on page 3-9.

nextpage

Displays the next page of the current document. If the last page of the document is currently displayed, this command has no effect.

Syntax: `nextpage`

Readers can also display the next page by clicking the Next Page icon or choosing Next Page from the locked document's pop-up menu. (See "Displaying a locked document" on page 3-7.)

This command has no effect on the stack.

openlink

Jumps to a hypertext marker containing a `newlink` command. FrameMaker opens a new window and leaves the source of the jump displayed in the current window.

Use the `openlink` command to display related information without losing the source. For example, FrameMaker's on-line Help uses an `openlink` command to jump to keyboard maps, allowing readers to use the unlocked keyboard maps without losing access to the rest of Help.

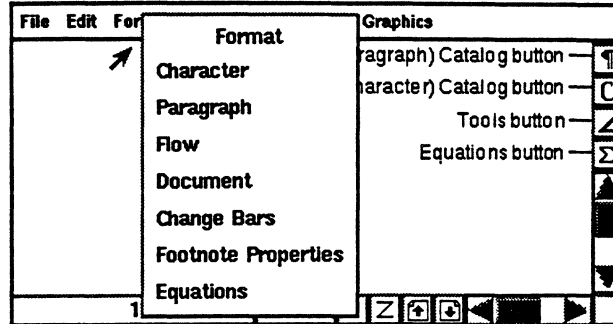
When FrameMaker jumps to an `openlink` command, it creates a stack for the newly opened window, but leaves the stack in the current window unchanged.

Syntax: `openlink filename:linkspec`

For information about the filename and linkspec, see the `gotolink` command on page 3-9.

popup

Displays a pop-up menu from which readers can choose an item that links to related information.



FrameMaker's on-line Help uses pop-up menus in an illustration of the document window to link to command descriptions.

Syntax: popup *flowname*

flowname is the tag of a text flow on a reference page. The first paragraph in the flow is the menu name.

Each subsequent one-line paragraph in the flow contains the text that will appear in the pop-up menu and a hypertext marker. When your reader chooses an item from the pop-up menu, FrameMaker performs the corresponding paragraph's hypertext command.

For example, to create a pop-up menu that displays topics related to automotive repair:

1. Create a graphic to be associated with the pop-up menu.
2. Insert a hypertext marker containing a popup command in a text column over the graphic.
3. Draw a text column on a reference page, and use the Flow command to assign a tag that matches the name in the popup command.

The flow tag cannot contain embedded spaces, for example, popup CarRepair.

4. Type the menu name in the flow and press Return.

In this example, the menu name is Car Repair.

5. Type a menu item in each subsequent paragraph.

If necessary, widen the text column so that each item fits on a single line.

6. Insert a hypertext marker in each line except the menu name.

The text column containing the menu items and markers would look like this:

```
Car Repair¶
Brakes¶
Engine¶
Transmission¶
Fuel Line¶
```

In this example, use a gotolink command to jump to related information or an alert command to provide a short message to your readers.

When your reader points on an active area containing the popup command and holds down the left mouse button, FrameMaker displays the following pop-up menu:

```
Car repair
Brakes
Engine
Transmission
Fuel Line
```

When your reader chooses an item from the menu, FrameMaker executes the corresponding hypertext command and changes the stack as needed.

previouslink

Displays the source of the last jump stored on the stack and removes the information from the stack.

Syntax: `previouslink filename:linkname`

If the stack isn't empty, FrameMaker ignores the filename. If the stack is empty, FrameMaker displays the page referred to in the optional *filename* and *linkname*; if the *filename* and *linkname* are omitted, FrameMaker ignores the command. For information about *filename* and *linkname*, see the gotolink command on page 3-9.

previouspage

Displays the previous page of the document. If the first page of the document is currently displayed, this command has no effect. The previouspage command has no effect on the stack.

Syntax: previouspage

Readers can also display the previous page by clicking the Previous Page icon or choosing Previous Page from the locked document's pop-up menu. (See "Displaying a locked document" on page 3-7.)

quit

Removes the current window from the screen.

Syntax: quit

The quit command is the same as the Exit command in the document window's File menu. If you edited the document and locked it without saving changes, FrameMaker prompts you to save it before exiting.

If several locked documents are open, quit removes only the current locked document. To remove all locked documents, use the quitall command.

quitall

Removes all locked windows from the screen.

Syntax: quitall

If there are unsaved changes in any locked document, FrameMaker prompts you to save the document(s) before exiting.

Adding PostScript Fonts to FrameMaker

The standard FrameMaker font set includes Times, Helvetica, Courier, Symbol, Avant Garde[®], Bookman[®], New Century Schoolbook, Palatino[®], Zapf Chancery[®], and Zapf Dingbats[®] in a variety of font faces (for example, plain, bold, italic, and bold-italic). You can obtain other PostScript fonts from Adobe[®] Systems and other vendors.

This appendix describes how to add PostScript fonts to FrameMaker on UNIX systems that don't use Display PostScript software. To add PostScript fonts to such a system, you must upload to your workstation files that describe the fonts and then install them in FrameMaker. (There are different procedures for systems that use Display PostScript. If you need other instructions or you are not sure whether your UNIX system uses Display PostScript, contact your Frame technical support representative.)

This appendix describes in detail how to convert Macintosh[®] or PC font files and change the FrameMaker .fminit2.0 directory to make the fonts available to FrameMaker. It doesn't, however, explain how to connect a Macintosh or PC to the UNIX workstation or how to use communication software to upload files. In addition, it covers briefly the topic of downloading printer fonts.

For more information about uploading files, see the manuals accompanying your communication software. For more information about downloading printer fonts to your PostScript printer, see Adobe Systems' *Supporting Downloadable PostScript Fonts*, available from Adobe Technical Support.

Installing the fonts from Macintosh disks

This section explains how to install the PostScript fonts from Macintosh disks and make them available to FrameMaker.

Although the steps in the installation process are easy, the process of converting fonts is complex. Use the following summary of steps to help you through the process:

1. Upload the fonts from a Macintosh.
2. Rename the AFM (Adobe Font Metric) files.
3. Convert the screen font files.
4. Convert the printer font files.
5. Download the printer fonts to the printer.
6. Change the FrameMaker .fminit2.0 directory (move the AFM and screen font files to .fminit2.0).
7. Edit the fontlist file in the .fminit2.0/fontdir directory.

What you need

To install the PostScript fonts from Macintosh disks, you need the following hardware and software:

- A Macintosh computer and a UNIX workstation with FrameMaker installed. FrameMaker includes three conversion programs necessary to add PostScript files to FrameMaker: `fmScreen2mfonts`, `fmMfont2bfont`, and `fmAdobeMacFont`.
- True PostScript fonts on Macintosh disks. You can use fonts from vendors other than Adobe only if the fonts are in Adobe's format. Some font packages claim to be "Standard Macintosh Format PostScript Fonts," but they aren't. The instructions in this appendix don't apply to such products. You have true PostScript fonts only if the font disks contain all the files described in "Uploading the Macintosh files," next.
- Communication software and hardware for transferring files between the Macintosh and the UNIX system. This software must be able to transfer either the data fork or the resource fork of the Macintosh file. The communication software must be able to transmit binary data without changing it during transmission.

Uploading the Macintosh files

An Adobe Systems Typeface Package usually includes two disks. One disk contains printer font files; the other contains screen font files and AFM files. Some complex fonts can have more disks, but they still contain these three file types.

The printer font files are scalable representations of the character images that the PostScript printer needs to print characters. Screen font files are bitmaps that FrameMaker uses to display characters. AFM files contain typographic information FrameMaker uses to decide where to break lines and how to kern characters.

Before uploading the files, create a separate working directory for each of the three file types. By putting the files in separate working directories, it's easier to convert them, check their filenames, and move them.

Upload the data on the font disks to the workstation running FrameMaker (see the instructions later in this section). You can use any program available for moving data between systems, if it can transfer the data in binary format without altering it. Frame Technology® uses Kermit, written at the Columbia University Computer Center.

If you use Kermit to upload these files, set both sides of the communication channel to binary mode—Kermit won't detect an error if you send a file in binary mode with the receiver in text mode. If you don't set both sides to binary, you'll have problems later when you try to use the fonts.

AFM files

AFM files are on the Printer Fonts Disk, and always have the suffix .AFM. There are usually four AFM files, one for each font face. For example, Adobe's Garamond® font package (#9) includes the following AFM files.

This AFM file:	Contains:
GaramLig.AFM	Garamond Light
GaramBol.AFM	Garamond Bold
GaramLigIta.AFM	Garamond Light Italic
GaramBolIta.AFM	Garamond Bold Italic

AFM files are ASCII text files (unlike the printer and screen font files, which are binary files). Using your communication software, upload the data forks of the AFM files in text mode.

Because AFM files are text files, font installation works even if your communication software transforms carriage returns to line feeds during transmission. The communication software might also rename the files, but you'll rename them again later.

Printer font files

If the PostScript fonts are built into your printer, or if you intend to load them onto the printer's disk directly from the Macintosh, don't upload the printer font files from the Macintosh to the UNIX workstation; skip ahead to "Screen font files," next.

Appendix A Adding PostScript Fonts to FrameMaker

Like AFM files, there are also usually four printer font files, one for each font face. For example, Adobe's Garamond font package includes the following printer font files.

This printer font file:	Contains:
GaramLig	Garamond Light
GaramBol	Garamond Bold
GaramLigIta	Garamond Light Italic
GaramBolIta	Garamond Bold Italic

Upload the resource forks of these files in binary format.

Screen font files

There are usually two screen font files: one containing the plain face, and one containing the other faces. For Garamond, the screen font files are Garamond Plain and Garamond Other.

Upload the resource fork of these files in binary mode.

Now that you've loaded all the files, you no longer need the Macintosh. You perform the rest of the steps on the UNIX workstation.

Before continuing, save the uploaded files on a permanent backup tape. You might want this backup if a new version of FrameMaker requires an installation procedure that refers back to these files.

Renaming the AFM files

Your communication software can change the font filenames when it uploads the files to the UNIX workstation. For example, Kermit changes filenames to lowercase and removes spaces. In the rest of this section, examples show lowercase filenames.

During the rest of the installation process, you'll convert the uploaded files into files that FrameMaker and your printer can use. To convert the files, you need to know the "official" PostScript font names, which are different from the filenames you've been using so far.

Finding the official PostScript font names

Official PostScript font names appear in the AFM files you uploaded. Use the UNIX *fgrep* command to search these files for the word `FontName`; the font names appear immediately following this word.

For example, to search the Garamond AFM files, type this command in the directory containing the AFM files:

```
fgrep FontName garam*.afm
```

The following lines appear on the screen:

```
garambol.afm:FontName Garamond-Bold
garambolita.afm:FontName Garamond-BoldItalic
garamlig.afm:FontName Garamond-Light
garamligita.afm:FontName Garamond-LightItalic
```

Official font names

The official font names for the Garamond family are Garamond-Bold, Garamond-BoldItalic, Garamond-Light, and Garamond-LightItalic. The names of your fonts will be similar in structure.

The AFM file must contain line feeds, rather than carriage returns, for the *fgrep* command to work. If the transfer software you used to upload the AFM files from the Macintosh did not change carriage returns to line feeds, use the following UNIX command to make the change:

```
tr "\015" "\012" <AFMfilename >filename2
```

where *AFMfilename* is the name of the AFM file you're searching with the *fgrep* command, and *filename2* is the name you give to the file the UNIX command produces.

The capitalization and punctuation of the official font names are significant. In the steps that follow, use the exact form of the official font names. If you type them incorrectly, the installation procedure appears to work, but FrameMaker documents that refer to the misspelled fonts won't print properly. (Missing fonts will print in Courier or won't print at all, depending on the printer.)

Renaming the AFM files

Use the UNIX *mv* command to rename the AFM files so that they have official PostScript font names and the suffix *.afm*. For example, to rename the Garamond family files, type the following commands:

```
mv garamlig.afm Garamond-Light.afm
mv garamligita.afm Garamond-LightItalic.afm
mv garambol.afm Garamond-Bold.afm
mv garambolita.afm Garamond-BoldItalic.afm
```

Converting the screen font files

Converting the screen font files is a two-step process. First, you'll use a program called *fmScreen2mfonts* to read the screen font files and write out individual Macintosh-format font files. Then, you'll use a program called *fmMfont2bfont* to convert each of the Macintosh-format font files into FrameMaker font files called *bfont* files.

Appendix A Adding PostScript Fonts to FrameMaker

Converting the screen font files into Macintosh format

Use the `fmScreen2mfonts` program to convert the files and create individual Macintosh font files. Run this program with the following command:

```
fmScreen2mfonts FontFileToConvert
```

where *FontFileToConvert* is the name of the screen font file you uploaded from the Macintosh.

Some data communications programs produce uploaded files that combine the data and resource forks of the file. If this is the case, the resource fork is normally reserved in the first 512 bytes of the file. Since FrameMaker needs only the data fork of the file, the `fmScreen2mfonts` program has a `-t` option that instructs the program to ignore the first 512 bytes of the file. Use this option as follows:

```
fmScreen2mfonts -t FontFileToConvert
```

Remember, the screen font files come in pairs: one containing the plain face, and one containing the other faces. To convert all the files, you have to issue the command twice.

For example, to convert the Garamond screen font files to Macintosh format, use this command for the plain font:

```
fmScreen2mfonts garamondplain
```

This command produces these Macintosh font files:

```
Garamond9.mfont  
Garamond10.mfont  
Garamond11.mfont  
Garamond12.mfont  
Garamond14.mfont  
Garamond18.mfont  
Garamond24.mfont
```

Then use this command for the other font file:

```
fmScreen2mfonts garamondother
```

This command produces these Macintosh font files:

```
B_Garamond_Bold9.mfont  
B_Garamond_Bold10.mfont  
B_Garamond_Bold11.mfont  
B_Garamond_Bold12.mfont  
B_Garamond_Bold14.mfont  
B_Garamond_Bold18.mfont  
B_Garamond_Bold24.mfont
```

I_Garamond_LightItalic9.mfont
I_Garamond_LightItalic10.mfont
I_Garamond_LightItalic11.mfont
I_Garamond_LightItalic12.mfont
I_Garamond_LightItalic14.mfont
I_Garamond_LightItalic18.mfont
I_Garamond_LightItalic24.mfont
BI_Garamond_BoldItalic9.mfont
BI_Garamond_BoldItalic10.mfont
BI_Garamond_BoldItalic11.mfont
BI_Garamond_BoldItalic12.mfont
BI_Garamond_BoldItalic14.mfont
BI_Garamond_BoldItalic18.mfont
BI_Garamond_BoldItalic24.mfont

For families other than Garamond, you might see different point sizes. Notice that the Macintosh font filenames are similar to—but not exactly the same as—the official PostScript font names.

Converting the Macintosh font files to FrameMaker bfont files

Next, convert the Macintosh font files into FrameMaker bfont files. For each Macintosh font file, run the program `fmMfont2bfont`, using the official PostScript font name in the bfont filename. This time, however, you also include the point sizes as part of the bfont filenames.

For example, to convert the Garamond Macintosh font files, type these commands:

```
fmMfont2bfont Garamond9.mfont Garamond-Light9.bfont  
fmMfont2bfont Garamond10.mfont Garamond-Light10.bfont  
fmMfont2bfont Garamond11.mfont Garamond-Light11.bfont  
fmMfont2bfont Garamond12.mfont Garamond-Light12.bfont  
fmMfont2bfont Garamond14.mfont Garamond-Light14.bfont  
fmMfont2bfont Garamond18.mfont Garamond-Light18.bfont  
fmMfont2bfont Garamond24.mfont Garamond-Light24.bfont
```

```
fmMfont2bfont B_Garamond_Bold9.mfont Garamond-Bold9.bfont  
fmMfont2bfont B_Garamond_Bold10.mfont Garamond-Bold10.bfont  
fmMfont2bfont B_Garamond_Bold11.mfont Garamond-Bold11.bfont  
fmMfont2bfont B_Garamond_Bold12.mfont Garamond-Bold12.bfont  
fmMfont2bfont B_Garamond_Bold14.mfont Garamond-Bold14.bfont  
fmMfont2bfont B_Garamond_Bold18.mfont Garamond-Bold18.bfont  
fmMfont2bfont B_Garamond_Bold24.mfont Garamond-Bold24.bfont
```

```
fmMfont2bfont I_Garamond_LightItalic9.mfont Garamond-LightItalic9.bfont  
fmMfont2bfont I_Garamond_LightItalic10.mfont Garamond-LightItalic10.bfont
```

Appendix A Adding PostScript Fonts to FrameMaker

```
fmMfont2bfont I_Garamond_LightItalic11.mfont Garamond-LightItalic11.bfont
fmMfont2bfont I_Garamond_LightItalic12.mfont Garamond-LightItalic12.bfont
fmMfont2bfont I_Garamond_LightItalic14.mfont Garamond-LightItalic14.bfont
fmMfont2bfont I_Garamond_LightItalic18.mfont Garamond-LightItalic18.bfont
fmMfont2bfont I_Garamond_LightItalic24.mfont Garamond-LightItalic24.bfont
```

```
fmMfont2bfont BI_Garamond_BoldItalic9.mfont Garamond-BoldItalic9.bfont
fmMfont2bfont BI_Garamond_BoldItalic10.mfont Garamond-BoldItalic10.bfont
fmMfont2bfont BI_Garamond_BoldItalic11.mfont Garamond-BoldItalic11.bfont
fmMfont2bfont BI_Garamond_BoldItalic12.mfont Garamond-BoldItalic12.bfont
fmMfont2bfont BI_Garamond_BoldItalic14.mfont Garamond-BoldItalic14.bfont
fmMfont2bfont BI_Garamond_BoldItalic18.mfont Garamond-BoldItalic18.bfont
fmMfont2bfont BI_Garamond_BoldItalic24.mfont Garamond-BoldItalic24.bfont
```

You should see no error messages when you convert the files. After all the Macintosh font files (files with the suffix `.mfont`) are converted, you can remove them from your work directory.

Converting printer font files

The printer font files don't need to be converted if either of the following is true:

- Your printer has the new fonts built in.
- Your printer has its own hard disk. In this case, you can probably connect a Macintosh directly to the printer and permanently download the fonts to the printer's hard disk.

If neither of these is the case, follow the instructions in this section to create printer font files you can download to your printer.

Creating downloadable printer fonts is a two-step process. First, you use a program called `fmAdobeMacFont` to convert the uploaded Macintosh printer font files into PostScript fonts your printer can use with FrameMaker. Then, you edit the resulting PostScript files to make them compatible with FrameMaker.

Converting the Macintosh printer font files

Use the `fmAdobeMacFont` program to convert the printer font files to PostScript files. Use the official PostScript font name in the parameter, but add the suffix `.ps`, as shown here:

```
fmAdobeMacFont FileToConvert OfficialFontname.ps
```

where `FileToConvert` is the name of the printer font file you uploaded from the Macintosh, and `OfficialFontname.ps` is the official name of the PostScript font, such as `Helvetica-LightItalic`.

Some data communications programs produce uploaded files that combine the data and resource forks of the file. If this is the case, the resource fork is normally reserved in the first 512 bytes of the file. Since FrameMaker needs only the data fork of the file, the `fmAdobeMacFont` program has a `-t` option that instructs the program to ignore the first 512 bytes of the file. Use this option as follows:

```
fmAdobeMacFont -t FileToConvert OfficialFontname.ps
```

For example, to convert the Macintosh Garamond printer files, type these commands:

```
fmAdobeMacFont garamlig Garamond-Light.ps
fmAdobeMacFont garamligita Garamond-LightItalic.ps
fmAdobeMacFont garambol Garamond-Bold.ps
fmAdobeMacFont garambolita Garamond-BoldItalic.ps
```

You should see no error messages when you convert the files.

Check the font names in the `.ps` files to make sure they match the font names in the AFM files. Use the `fgrep` command to search these files for the word `FontName`. For example, to search the Garamond `.ps` files, type this command in the directory containing the files:

```
fgrep FontName Garamond*.ps
```

The following lines appear on the screen:

```
Garamond-Bold.ps/FontName /Garamond-Bold def
Garamond-BoldItalic.ps/FontName /Garamond-BoldItalic def
Garamond-Light.ps/FontName /Garamond-Light def
Garamond-LightItalic.ps/FontName /Garamond-LightItalic def
```

Official font names

Notice that the font names after the slashes (`/`) match the font names in the AFM files; these must match for the printer to use the fonts correctly.

Editing the PostScript (.ps) files

If you are using Adobe Systems TranScript[®] software, read this section. Otherwise, skip to “Downloading printer fonts to the printer,” next.

Before you can download the PostScript files to the printer, change them slightly with a text editor. (These changes are required for compatibility with earlier versions of TranScript.)

First, delete all the text after the exclamation point to the end of the first line. For example, here are the first few lines of the `Garamond-BoldItalic.ps` file, showing

Appendix A Adding PostScript Fonts to FrameMaker

file comments and the text to delete (PostScript comments begin with a percent (%) sign):

```
%|PS-AdobeFont-1.0: Garamond-BoldItalic 001.002 _____ Text to delete
%%CreationDate: Fri Jul 10 13:20:15 1987
%%VMusage: 38216 44487
% ITC Garamond is a registered trademark of International Typeface
% Corporation.
```

Now add the following line of PostScript commands after the last comment in the preceding example (%Corporation.):

```
serverdict begin 0 exitserver _____ Printer
```

Your system administrator might have set a password on your printer that will keep you from downloading the PostScript files unless you replace the 0 with the password. For information about the printer password, see your system administrator or the manual that came with your printer. For information about PostScript commands, see Adobe's *Supporting Downloadable PostScript Fonts* and *PostScript Language Reference Manual*.

The following example shows the first few lines of the Garamond-BoldItalic.ps file after we deleted the text from the first line and added the PostScript command:

```
PostScript comments  — %|
                      — %%CreationDate: Fri Jul 10 13:20:15 1987
                      — %%VMusage: 38216 44487
                      — % ITC Garamond is a registered trademark of International Typeface
                      — % Corporation.
Added PostScript command — serverdict begin 0 exitserver
```

After adding this PostScript command, you can download the files to your printer.

Downloading printer fonts to the printer

This section gives brief instructions on downloading fonts to the printer. Before you download the fonts, see "Printer notes" on page A-28. For detailed information, see Adobe's *Supporting Downloadable PostScript Fonts*, as well as your printer and font documentation.

To download fonts to the printer, send the PostScript (.ps) files you edited to the printer using the UNIX print command.

After you turn off the printer, the font no longer resides in the printer's memory.

Changing the .fminit2.0 directory

FrameMaker retrieves font information from the .fminit2.0 directory. In order for FrameMaker to use the new fonts, move the AFM and bfont (screen font) files to this directory.

Choosing the directory to change

First, determine the .fminit2.0 directory you want to change. If you're adding fonts for all FrameMaker users at a site, change the main .fminit2.0 directory. (You might need to be logged in as root to change this directory.)

If you want to install fonts just for yourself, however, create a .fminit2.0 directory in your home directory. Then add the new fonts to your personal .fminit2.0 directory. When you start FrameMaker, it will read font information for the new fonts from the .fminit2.0 directory in your home directory; it will read font information for the standard fonts from the main .fminit2.0 directory.

To create a personal copy of .fminit2.0 in your home directory, type these commands (instead of *install_dir*, type the name of the directory in which FrameMaker is installed):

```
cd ~
mkdir .fminit2.0
mkdir .fminit2.0/fontdir
cp install_dir/.fminit2.0/fontdir/fontlist .fminit2.0/fontdir
```

Important: The examples in the rest of this appendix refer to *install_dir*/.fminit2.0. When you enter the command, type the pathname of the .fminit2.0 directory you are changing.

Moving the AFM and bfont files

When you've chosen the appropriate .fminit2.0 directory, move the AFM and bfont files to that directory. For example, to move the Garamond AFM and bfont files into the main font directory, type these commands:

```
mv Garamond*.afm install_dir/.fminit2.0/fontdir
mv Garamond*.bfont install_dir/.fminit2.0/fontdir
```

If you're adding fonts for your own use, move the files into *~/fminit2.0/fontdir*. If you're adding fonts for multiple FrameMaker users, make sure the permissions on the AFM and bfont files allow the users to read them.

Editing the fontlist file in the .fminit2.0/fontdir directory

The .fminit2.0/fontdir directory contains a file called fontlist. This fontlist file contains the descriptions of font sizes, families, variations, weights, angles, font files, and foreign font mappings. The last step in installing the PostScript fonts is to add the new font descriptions to this file. See "Editing the fontlist file" on page A-20.

Installing the fonts from PC disks

This section explains how to install the PostScript fonts from PC disks and make them available to FrameMaker.

Although the steps in the installation process are easy, the process of converting fonts is complex. Use the following summary of steps to help you through the process:

1. Upload the fonts from a PC.
2. Convert the screen font files.
3. Rename the AFM files.
4. Convert the printer font files.
5. Download the printer fonts to the printer.
6. Change the FrameMaker .fminit2.0 directory (move the AFM and screen font files to .fminit2.0).
7. Edit the fontlist file in the .fminit2.0/fontdir directory.

What you need

To install the PostScript fonts from PC disks, you need the following hardware and software:

- An IBM[®] PC or compatible computer and a UNIX workstation with FrameMaker installed. FrameMaker includes two conversion programs necessary to add PostScript files to FrameMaker: `fmAbf2bfont` and `fmAdobePCFont`.
- True PostScript fonts on IBM PC disks. You can use fonts from vendors other than Adobe only if the fonts are in Adobe's format. Some font packages claim to be "Standard PC Format PostScript Fonts," but they aren't. The instructions in this appendix don't apply to such products. You have true PostScript fonts only if the font disks contain all the files described in "Uploading the PC files," next.
- Communication software and hardware for transferring files between the PC and the UNIX workstation. This software must be able to transmit binary data without changing it during transmission.

Uploading the PC files

An Adobe Systems PC Typeface Package usually includes four disks. You'll use only two of these disks: Disk 1, which contains printer font files, and Disk 3 (Supplemental Disk A), which contains AFM (Adobe Font Metric) files and screen font (ABF) files. Some complex fonts can have more disks, but they still contain these three file types.

The printer font files are scalable representations of the character images that the PostScript printer needs to print characters. Screen font files are bitmaps that FrameMaker uses to display characters. AFM files contain typographic information FrameMaker uses to decide where to break lines and how to kern characters.

Before uploading the files, create a separate working directory for each of the three file types. By putting the files in separate working directories, you ease the task of converting them, checking their filenames, and later, moving them.

Upload the data on the font disks to the workstation running FrameMaker (see the instructions later in this section). You can use any program available for moving data between systems, provided it can transfer the data in binary format without altering it.

If you use Kermit to transfer the files, set both sides of the communication channel to binary mode—Kermit won't detect an error if you send a file in binary mode with the receiver in text mode. If you don't set both sides to binary, you'll have problems later when you try to use the fonts.

AFM files

AFM files are on the disk labeled Supplemental Disk A, and always have the suffix .AFM. There are usually four AFM files, one for each font face. For example, Adobe's Palatino font package includes the following AFM files.

This AFM file:	Contains:
POR____.AFM	Light
POB____.AFM	Bold
POI____.AFM	Light Italic
POBI____.AFM	Bold Italic

Underscore characters _____

Upload these files in binary format. The communication software might rename the files, but you'll rename them again later.

Printer font files

If the PostScript fonts are built into your printer, or if you intend to load them onto the printer directly from the PC, you don't need to upload the printer font files from the PC to the UNIX workstation. Skip ahead to "Screen font files," next.

Appendix A Adding PostScript Fonts to FrameMaker

There are usually four printer font files, one for each font face. For example, Adobe's Palatino font package includes the following printer font files.

This printer font file:	Contains:
POR____.PFB	Palatino Light
POB____.PFB	Palatino Bold
POI____.PFB	Palatino Light Italic
POBI____.PFB	Palatino Bold Italic

Upload these files in binary format.

Screen font files

There is usually one screen font file (ABF file) for each font face and point size. For example, Adobe's Palatino font package includes four screen font files (light, bold, light italic, and bold italic) for each of the five point sizes. For example, the following table shows the filenames for the 10-point screen font.

This screen font file:	Contains:
POR_10_.ABF	Palatino Light, 10 point
POB_10_.ABF	Palatino Bold, 10 point
POI_10_.ABF	Palatino Light Italic, 10 point
POBI_10_.ABF	Palatino Bold Italic, 10 point

Upload the ABF files for each point size and style in binary format.

After you upload the files, you no longer need the PC. You perform the rest of the steps on the UNIX workstation.

Before continuing, save the uploaded files on a permanent backup tape. You might want this backup if a new version of FrameMaker requires an installation procedure that refers back to these files.

Converting the screen font files

Use the program `fmAbf2bfont` to convert the screen font files into FrameMaker font files called `bfont` files. For each PC font file, this program creates a `bfont` file with the official PostScript font name.

For example, to convert the Palatino PC font files, type these commands:

```
fmAbf2bfont por_10_.abf
fmAbf2bfont por_12_.abf
fmAbf2bfont por_14_.abf
fmAbf2bfont por_18_.abf
fmAbf2bfont por_24_.abf
```

```
fmAbf2bfont pob_10_.abf
fmAbf2bfont pob_12_.abf
```

```
fmAbf2bfont pob_14_.abf
fmAbf2bfont pob_18_.abf
fmAbf2bfont pob_24_.abf
```

```
fmAbf2bfont poi_10_.abf
fmAbf2bfont poi_12_.abf
fmAbf2bfont poi_14_.abf
fmAbf2bfont poi_18_.abf
fmAbf2bfont poi_24_.abf
```

```
fmAbf2bfont pobi_10_.abf
fmAbf2bfont pobi_12_.abf
fmAbf2bfont pobi_14_.abf
fmAbf2bfont pobi_18_.abf
fmAbf2bfont pobi_24_.abf
```

Renaming the AFM files

Your communication software might change the font filenames when it uploads the files to the UNIX workstation. For example, Kermit changes filenames to lowercase and removes spaces. In the rest of this appendix, lowercase filenames appear in examples.

During the process of installing the printer fonts, convert the uploaded files into files FrameMaker and your printer can use. To convert the files, you need to know the “official” PostScript font names, which are different from the filenames you’ve been using so far.

Finding the official PostScript font names

The `fmAbf2bfont` program you ran to convert the screen fonts created files with the official font names. For example, the official font names for the Palatino family are Palatino-Roman, Palatino-Bold, Palatino-Italic, and Palatino-BoldItalic. The names of your fonts will be similar in structure.

The capitalization and punctuation of the official font names are significant. In the steps that follow, use the exact form of the official font names. If you type them incorrectly, the installation procedure might appear to work, but FrameMaker documents that refer to the misspelled fonts won’t print properly. (Missing fonts will print in Courier or won’t print at all, depending on the printer.)

After you convert the screen font files, you should see the official font family name followed by the point size and the suffix `.bfont`. For example:

You type	— <code>fmAbf2bfont por_10.abf</code>
You see	— <code>Creating Palatino-Italic10.bfont</code>
Official font name	_____

Appendix A Adding PostScript Fonts to FrameMaker

When you convert files from some font families, the point size isn't part of the file name. For these files, rename the file with the appropriate name using the UNIX *mv* command.

For example:

```
mv Garamond-Italic.bfont Garamond-Italic10.bfont
```

Renaming the AFM files

Use the UNIX *mv* command to rename AFM files so that they have official PostScript font names. For example, to rename the Palatino family files, type the following commands:

```
mv por____.afm Palatino-Roman.afm
mv pob____.afm Palatino-Bold.afm
mv poi____.afm Palatino-Italic.afm
mv pobi____.afm Palatino-BoldItalic.afm
```

Converting printer font files

The printer font files don't need to be converted if either of the following is true:

- Your printer has the new fonts built in.
- Your printer has its own hard disk. In this case, you can probably connect a PC directly to the printer and download the fonts to the printer's hard disk.

If neither of these is the case, follow the instructions in this section to create printer font files you can download to your printer.

Creating downloadable printer fonts is a two-step process. First, you use a program called *fmAdobePCFont* to convert the uploaded PC printer font files into PostScript fonts your printer can use with FrameMaker. Then you edit the resulting PostScript files to make them compatible with FrameMaker.

Converting the PC printer font files

Use the *fmAdobePCFont* program to convert the printer font files to PostScript files. Use the official PostScript font name in the parameter, but add the suffix *.ps*, as shown here:

```
fmAdobePCFont FileToConvert OfficialFontname.ps
```

where *FileToConvert* is the name of the printer font file you uploaded from the PC, and *OfficialFontname.ps* is the official name of the PostScript font, such as *Helvetica-LightItalic*.

For example, to convert the Palatino printer files, type these commands:

```
fmAdobePCFont por____.pfb Palatino-Roman.ps
fmAdobePCFont pob____.pfb Palatino-Bold.ps
fmAdobePCFont poi____.pfb Palatino-Italic.ps
fmAdobePCFont pobi____.pfb Palatino-BoldItalic.ps
```

You should see no error messages when you convert the files.

Check the font names in the .ps files to make sure they match the font names in the AFM files. Use the *fgrep* command to search these files for the word FontName. For example, to search the Palatino .ps files, type this command in the directory containing the files:

```
fgrep FontName Palatino*.ps
```

The following lines appear on the screen:

```
Palatino-Roman.ps/FontName /Palatino-Roman def  Official font names
Palatino-Bold.ps/FontName /Palatino-Bold def
Palatino-Italic.ps/FontName /Palatino-Italic def
```

Notice that the font names after the slashes (/) match the font names created by the *fmAbf2bfont* program; these must match for the printer to use the fonts correctly.

Editing the PostScript (.ps) files

If you are using Adobe Systems *TranScript*® software, read this section. Otherwise, skip to “Downloading printer fonts to the printer,” next.

Before you can download the PostScript files to the printer, change them slightly with a text editor. (These changes are required for compatibility with earlier versions of *TranScript*.)

First, delete all the text after the exclamation point to the end of the first line. For example, here are the first few lines of the *Palatino-BoldItalic.ps* file, showing file comments and the text to delete (PostScript comments begin with the % sign):

```
%!PS-AdobeFont-1.0 _____ Text to delete
%%CreationDate: Thu Mar 12 16:47:51 PST 1987
%%VMusage: 39037 47835
% Copyright (c) 1981 Allied Corporation. Copyright (c) 1985, 1987 Adobe
% Systems Incorporated. All rights reserved. This record material
% and the data recorded thereon is the property of Allied Corporation
% and Adobe Systems Incorporated, or its licensors, and may not be
% reproduced, used, displayed, modified, disclosed or transferred in
% any manner without the express written approval of Allied Corporation
% and Adobe Systems Incorporated. Palatino is a
% trademark of Allied Corporation.
```

Appendix A Adding PostScript Fonts to FrameMaker

Now add the following PostScript command line after the last comment in the preceding example (% trademark of Allied Corporation):

```
serverdict begin 0 exitserver _____ Printer
```

Your system administrator might have set a password on your printer that will keep you from downloading the PostScript files unless you replace the 0 with the password. For information about the printer password, see your system administrator or the manual that came with your printer. For information about PostScript commands, see Adobe's *Supporting Downloadable PostScript Fonts* and *PostScript Language Reference Manual*.

The following example shows the first few lines of the Palatino-BoldItalic.ps file after we deleted the text from the first line and added the PostScript command:

PostScript comments

```
%!  
%%CreationDate: Thu Mar 12 16:47:51 PST 1987  
%%VMusage: 39037 47835  
% Copyright (c) 1981 Allied Corporation. Copyright (c) 1985, 1987 Adobe  
% Systems Incorporated. All rights reserved. This record material  
% and the data recorded thereon is the property of Allied Corporation  
% and Adobe Systems Incorporated, or its licensors, and may not be  
% reproduced, used, displayed, modified, disclosed or transferred in  
% any manner without the express written approval of Allied Corporation  
% and Adobe Systems Incorporated. Palatino is a  
% trademark of Allied Corporation.
```

PostScript command

```
serverdict begin 0 exitserver
```

After adding this PostScript command, you can download the files to your printer.

Downloading printer fonts to the printer

This section gives brief instructions on downloading fonts to the printer. Before you download the fonts, see "Printer notes" on page A-28. For detailed information, see Adobe's *Supporting Downloadable PostScript Fonts*, as well as your printer and font documentation.

To download fonts to the printer, send the PostScript (.ps) files you edited to the printer using the UNIX print command.

After you turn off the printer, the font no longer resides in the printer's memory.

Changing the .finit2.0 directory

FrameMaker retrieves font information from the .finit2.0 directory. In order for FrameMaker to use the new fonts, you must move the AFM and bfont (screen font) files to this directory.

Choosing the directory to change

First, determine the .finit2.0 directory you want to change. If you're adding fonts for all FrameMaker users at a site, change the main .finit2.0 directory. (You might need to be logged in as root to change this directory.)

If you want to install fonts just for yourself, however, create a .finit2.0/directory in your home directory. Then add the new fonts to your personal .finit2.0 directory. When you start FrameMaker, it will read font information for the new fonts from the .finit2.0/directory in your home directory; it will read font information for the standard fonts from the main .finit2.0 directory.

To create a personal copy of .finit2.0 in your home directory, type these commands (instead of *install_dir*, type the name of the directory in which FrameMaker is installed):

```
cd ~
mkdir .finit2.0
mkdir .finit2.0/fontdir
cp install_dir/.finit2.0/fontdir/fontlist .finit2.0/fontdir
```

Important: The examples in the rest of this appendix refer to *install_dir*/.finit2.0. When you enter the command, you should type the pathname of the .finit2.0 directory you are changing.

Moving the AFM and bfont files

When you've chosen the appropriate .finit2.0/fontdir directory, move the AFM and bfont files to that directory. For example, to move the Palatino AFM and bfont files, type these commands:

```
mv Palatino*.afm install_dir/.finit2.0/fontdir
mv Palatino*.bfont install_dir/.finit2.0/fontdir
```

If you're adding fonts for your own use, move the files into *~/finit2.0/fontdir*. If you're adding fonts for multiple FrameMaker users, make sure the permissions on the AFM and bfont files allow the users to read them.

Editing the fontlist file in the .finit2.0/fontdir directory

The .finit2.0/fontdir directory contains a file called fontlist. The fontlist file contains the descriptions of font sizes, families, variations, weights, angles, font files, and foreign font mappings. The last step in installing the PostScript fonts is to add the font descriptions to this file. For instructions, see "Editing the fontlist file," next.

Appendix A Adding PostScript Fonts to FrameMaker

Editing the fontlist file

FrameMaker uses the fontlist file to determine which fonts are available and to look up display and printing information for them. To use the new fonts you've just loaded, you must add their descriptions to this file.

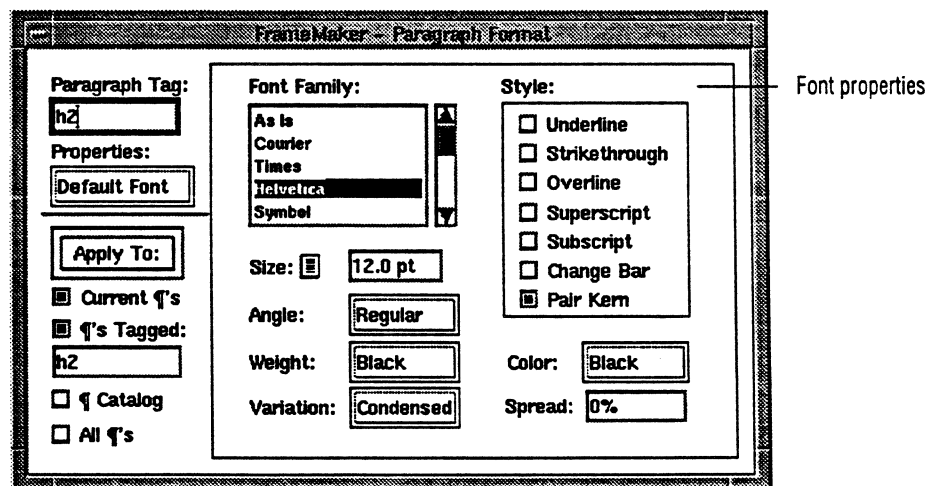
The fontlist file is located in the `.fminit2.0/fontdir` directory. If you're adding fonts for a FrameMaker site, edit the fontlist file in the site's installation directory: `install_dir/.fminit2.0/fontdir/fontlist`. (fontlist is a symbolic link to one of the editable fontlist files.) If you're adding fonts only for your own use, then edit the fontlist file that you copied into your personal `.fminit2.0` directory:
`~/.fminit2.0/fontdir/fontlist`.

Before changing the fontlist file, make a copy of the original file in case you want to return to it. Change to the font directory, and then type the following command:

```
cp fontlist fontlist-
```

Since the fontlist file is a standard ASCII text file, you can edit it with any text editor. If you use FrameMaker, be sure to save the file as Text Only (see the Save/Save As commands on page 1-103).

The fontlist file contains statements describing font sizes, families, variations, weights, angles, font files, and foreign font mappings. These statements determine your choices in the Paragraph Format and Character Format windows.



The fontlist file describes available fonts in terms of these properties, so that when you specify font properties in one of these windows, FrameMaker knows which AFM and bfont files to use to display or print the fonts. To add new fonts to the fontlist, you add statements describing them.

Adding font sizes

The size section is usually at the top of the fontlist file. It contains several <Size> statements and one <DefaultSize> statement. For example, you might see:

```
<Size 8 pt>  
<Size 9 pt>  
<Size 10 pt>  
<Size 12 pt>  
<Size 14 pt>  
<Size 18 pt>  
<Size 24 pt>  
<DefaultSize 10 pt>
```

Point sizes listed in <Size> statements appear, in order, on the Size pop-up menu. The size listed in the <DefaultSize> statement is the default point size. The fontlist file does not limit your font size choices in a FrameMaker document; you can choose a font size from the pop-up menu, or you can enter any size you want. FrameMaker uses the appropriate AFM and bfont files to display and print the font. If there is no bfont file for a particular size, FrameMaker uses a corresponding TypeScaler[®] font (see “Describing TypeScaler fonts” on page A-26), or it uses the font information for the next smaller size and then scales the font to the size you choose.

To add a font size to the Size pop-up menu, add a <Size> statement. Maintain the order of the statements. For example, to add 11 points to the menu, add this line to the fontlist file between the statements for 10 and 12 points:

```
<Size 11 pt>
```

Adding the font family description

The family section usually appears after the size section. It contains several types of statements that describe font families, and usually looks like this:

```
<Family Courier>  
<Family Times>  
<Family Helvetica>  
<Family Symbol>  
<DefaultFamily Times>  
<NonText Symbol>  
<MathFamily Symbol>  
<FrameFamily Frame>
```

Appendix A *Adding PostScript Fonts to FrameMaker*

Font families listed in <Family> statements appear (in the order in which they appear in the fontlist file) as choices in the Font Family scroll list. Add a <Family> statement for each font family that you copied into the .fminit2.0 directory. For example, to add Garamond to the fontlist, add this line to the family section of the fontlist file:

```
<Family Garamond>
```

The <DefaultFamily> statement names the default font family. FrameMaker uses the default family when no other family has been assigned to text. If you want one of the new font families to be the default, change the <DefaultFamily> statement to name it.

<NonText> statements tell which families don't contain alphanumeric characters and therefore should be ignored by the spelling checker. For example, the list above shows the Symbol family as a nontext family, because the Symbol font does not contain regular alphanumeric characters. If one of the new fonts contains non-text characters, add a <NonText> statement for it to the fontlist file.

The <MathFamily> statement names the font family to use for special math symbols. Don't change the <MathFamily> statement.

The <FrameFamily> statement describes a special family FrameMaker uses for text symbols. Don't change the <FrameFamily> statement.

Aliases

You can include an alias statement for the font family description in the fontlist file. With an alias statement, you can match FrameMaker font families to PostScript font families that might be known by different names on your system. For more information, see "Adding an alias statement" on page A-27.

Adding font variations

The variation section typically follows the family section in the fontlist file. It contains a series of <Variation> statements. For example:

```
<Variation Regular>  
<Variation Wide>  
<Variation Poster>  
<Variation Expanded>  
<DefaultVariation Regular>
```

Each statement describes a choice on the Variation pop-up menu. The <DefaultVariation> statement names the default variation. Choices appear on the menu in the same order that they appear in the fontlist file. If the fonts you are adding have variations that are not listed in the fontlist file, add a statement for each new variation to this section.

Aliases

You can include an alias statement for the font variation in the fontlist file. With an alias statement, you can match FrameMaker font variations to PostScript font variations that might be known by different names on your system. For more information, see “Adding an alias statement” on page A-27.

Adding font weights

The weight section usually follows the variation section. It contains a series of <Weight> statements. For example:

```
<Weight UltraLight>
<Weight ExtraLight>
<Weight Thin>
<Weight Light>
<Weight Regular>
<Weight Book>
<Weight Medium>
<Weight SemiBold>
<Weight DemiBold>
<Weight Bold>
<Weight ExtraBold>
<Weight Heavy>
<Weight Black>
<DefaultWeight Regular>
```

Each statement describes a choice on the Weight pop-up menu. The <DefaultWeight> statement names the default weight. Choices appear on the menu in the same order that they appear in the fontlist file. If the fonts you are adding have weights that are not listed in the fontlist file, add a statement for each new weight to this section. When you add weights, maintain the section’s light-to-bold order.

Aliases

You can include an alias statement for the font weight in the fontlist file. With an alias statement, you can match FrameMaker font weights to PostScript font weights that might be known by different names on your system. For more information, see “Adding an alias statement” on page A-27.

Adding font angles

The angle section usually follows the weight section. It contains a series of <Angle> statements. For example:

```
<Angle Regular>
<Angle Kursiv>
<Angle Slanted>
```

Appendix A Adding PostScript Fonts to FrameMaker

<Angle Oblique>
<Angle Italic>
<DefaultAngle Regular>

Each statement describes a choice on the Angle pop-up menu. The <DefaultAngle> statement names the default angle. Choices appear on the menu in the same order that they appear in the fontlist file. If the fonts you are adding have angles that are not listed in the fontlist file, add a statement for each new angle to this section.

Aliases

You can include an alias statement for the font angle in the fontlist file. With an alias statement, you can match FrameMaker font angles to PostScript font angles that might be known by different names on your system. For more information, see "Adding an alias statement" on page A-27.

Adding font descriptions

The font section contains statements that list official font names and the family, variation, weight, and angle that correspond to them. For example:

FrameMaker uses statements to look up the font files for the font properties you choose when editing a document. It also uses statements to limit your variation, weight, and angle choices to ones that are available for the font family you have chosen.

The fontlist file must contain a statement for each official font name. The statement contains the font name and the Font properties that describe the font. If you don't list a font property value in the statement, the font uses the default value for that property. For example, the following line tells

FrameMaker to use the Times-Italic font when the font family is Times, the angle is Italic, and the weight and variation properties have their default values (Regular):

Add a statement for each font that you are adding. For example, you would add the following font statements for the Garamond fonts:

Official font name	
	
	
	
Family		
Weight		
Angle		

The status section usually appears after the list of statements. <Status> statements name faces to use for text in dialog boxes and rulers. Don't change these statements.

Adding font mappings

Users who print to one printer might not use the same fontlist file as those who print to another printer. For example, you might have added special fonts to the printer in your documentation department and kept the standard fonts on the printer in your engineering department; the writers and the engineers use different fontlist files. If you open a document that contains fonts not described in the fontlist file, FrameMaker alerts you that the document uses unavailable fonts. If you decide to continue, FrameMaker substitutes the closest available font. You can give FrameMaker specific instructions for handling unavailable fonts by editing the fontlist file.

The foreign font section of the fontlist file contains two types of statements that tell FrameMaker how to substitute fonts. <ForeignFamily> statements name font families that are not available in this fontlist file, but might be specified in documents that were created using another fontlist file. They have the following format:

<ForeignFamily ForeignFontFamilyName>

ForeignFontFamilyName is the name of the font family that isn't available in the fontlist file used by your printer.

Appendix A Adding PostScript Fonts to FrameMaker

<MapFont> statements tell which available font to substitute for a foreign font. They use font properties to describe font faces for both the foreign and the “native” font. Each <MapFont> statement has the following format:

```
<MapFont <ForeignFontProperty> <NativeFontProperty> >
```

where *ForeignFontProperty* is the font property that was in the document originally and *NativeFontProperty* is the font property that will be used as a substitute.

If all of the users at your site use the same fontlist file, don't add any <ForeignFamily> and <MapFont> statements when you add fonts. For example, you would use these statements only if you were receiving documents from another site that was not using the same fontlist file.

If some users will continue to use the old fontlist file, add to it <ForeignFamily> and <MapFont> statements describing mappings for the new fonts. This way, when a user of the old fontlist file opens a document that specifies a new font (for example, Garamond), FrameMaker can substitute an available font (for example, Times). To map the Garamond faces to Times faces, for example, add the following statements to the map font section of the old fontlist file:

```
<ForeignFamily Garamond>
<MapFont <Garamond Light> <Times> >
<MapFont <Garamond Light Italic> <Times Italic> >
<MapFont <Garamond Bold> <Times Bold> >
<MapFont <Garamond Bold Italic> <Times Bold Italic> >
```

If the fonts you are adding are substitutes for foreign fonts, also modify the new fontlist file. Add a <ForeignFamily> statement for each foreign font family, and then add <MapFont> statements that substitute the new fonts for the foreign fonts. For example, if another font list at your site uses the Bookman family and you want Garamond faces to be the substitute for it in this font list, add the following statements to the foreign font section:

```
<ForeignFamily Bookman>
<MapFont <Bookman> <Garamond Light> >
<MapFont <Bookman Italic> <Garamond Light Italic> >
<MapFont <Bookman Demi> <Garamond Bold> >
<MapFont <Bookman Demi Italic> <Garamond Bold Italic> >
```

Describing TypeScaler fonts

A folio section might follow the foreign font section. The <Folio> statements list TypeScaler fonts that FrameMaker can use to display the standard PostScript fonts on the screen. TypeScaler fonts are screen fonts that supply a closer match between text you see on the screen and printed text, especially at larger and non-standard sizes. When TypeScaler fonts are installed, FrameMaker uses them whenever they provide greater clarity than the standard PostScript screen fonts. Don't change any of the <Folio> statements.

Adding an alias statement

Normally, you shouldn't need to use an alias statement in the fontlist file; the file contains all the font property information you should need for the new fonts. However, if FrameMaker doesn't recognize a font property name when it opens a document, it will tell you so with a message. If this happens, you can use an alias statement to identify the font property FrameMaker didn't recognize with one that it does.

The syntax of an alias statement is:

```
<PropertyAlias FontProperty FrameMakerProperty>
```

where:

- *Property* is the font property for which you are adding the alias statement (Family, Weight, Angle, or Variation).
- *FontProperty* is the name by which that property is known on your system.
- *FrameMakerProperty* is the name by which FrameMaker recognizes that property.

For example, FrameMaker doesn't recognize the Macintosh "Demi" font weight. But in the weight section of the fontlist file, you'll notice FrameMaker has a "Demi-Bold" weight (DemiBold matches the Macintosh Demi). An alias statement for this case would read:

```
<WeightAlias Demi DemiBold>
```

This statement tells FrameMaker to use DemiBold when it encounters any PostScript font weight named Demi.

In font matching, FrameMaker ignores spaces and is not case-sensitive. For instance, FrameMaker recognizes *ZapfChancery* and *zapfchancery* as Zapf Chancery.

Starting FrameMaker

After changing the fontlist file, you're ready to see if you can use the new fonts. Restart FrameMaker, and then open a new document. Display the Character Format window—the font families you added should appear in the scroll list. When you select one of the new font families, all of its angles, weights, and variations should appear on the corresponding pop-up menus. Type some text and see if you can change it to the various sizes and styles you added to the fontlist file.

If your printer has the new fonts built in, test to make sure you can print using the new fonts. Create a test document that uses all the sizes and styles of the new font, and then print it.



Appendix A *Adding PostScript Fonts to FrameMaker*

If your printer doesn't have the new fonts built in, you must download the ps files you created before you can print a document using the new fonts.

Printer notes

Some PostScript printers have long-term storage (typically a hard disk) where you can store new fonts permanently. With this type of printer, you have to download the font only once, and the printer then accesses the font when needed. In addition, if you can connect the PC directly to the printer to download the fonts, you might not need to upload the printer font files from the Macintosh or PC to the UNIX workstation. For more information about adding fonts to this type of printer, see your printer and font documentation.

Other PostScript printers (notably the original LaserWriter) have no long-term storage. When you download fonts to this type of printer, they remain in the printer's memory only until you turn off the printer.

One disadvantage of downloading fonts to this type of printer is that you have to repeat the UNIX print command whenever you turn the printer back on. In addition, these printers tend to have limited memory in which to store downloaded fonts; they can run out of memory after downloading more than a few fonts.

Ideally, the fonts would be downloaded whenever you used them in a document, and they would be removed from the printer's memory when the document was printed. (Currently, Adobe's TransScript spooling software doesn't have this capability.)

However, you can perform these functions yourself. When you print your document, turn on the Print Only to File option in the Print dialog box. This creates a PostScript file describing your document. Then use a text editor to insert the unedited .ps file created by the conversion program (*fmAdobeMacFont* for the Macintosh, or *fmAbf2bfont* for the PC) directly into the PostScript file. Enter the name of the .ps file immediately after the first few lines of the PostScript file that begin with `%%`. (Be aware that if you print a document this way, it might take longer than normal because PostScript font definitions are usually large.)

Character Sets

This appendix contains two tables, “Special characters in dialog boxes” and “FrameMaker character set.”

In compliance with X Window System standards, FrameMaker uses X server fonts in dialog boxes. Not all characters in the FrameMaker character set have a corresponding character in the X server font, which uses ISO Latin-1 encoding. “Special characters in dialog boxes” lists those characters and shows how they display in a dialog box.

Both tables show the key sequence you use to type each character listed. The key referred to as *Meta* might have a different label on your keyboard. See the card for your platform at the back of *FrameMaker Shortcuts* for help.

The default command prefix, Control-r, is used in FrameMaker documentation. The command prefix might be configured differently for your platform. See your system administrator.

When you read:

BackSpace
Control
Delete
Shift
F1

space
comma
minus or hyphen
period
zero
one
l

You should press:

The key labeled *BackSpace* or *Remove*.
The key labeled *Control* or *Ctrl*.
The key labeled *Delete* or *Del*.
The key labeled *Shift*.
The function key labeled *F1*. (If you're to type *F* followed by *1*, the characters are shown as *F 1*.)

The space bar.
The key labeled with a comma (,).
The key labeled with a hyphen (-).
The key labeled with a period (.).
The key labeled with the numeral 0.
The key labeled with the numeral 1.
The unshifted *L* key.

Most key sequences require you to press two or more keys, either together or in succession.

Appendix B Character Sets

When you read:

Ctrl-r hyphen d

Ctrl-r : A

Ctrl-q Control-space

You should:

Hold down *Control* and type the letter *r*; release *Control*, then type - (hyphen) and the letter *d*.

Hold down *Control* and type the letter *r*; release *Control*, then type : (colon) and the letter *A*.

Hold down *Control* and type the letter *q*; release *Control* and press the space bar.

To assign commonly typed special characters to more simple key sequences, use FrameMaker's macro capability. (See the Keyboard Macros command on page 1-62.)

Special characters in dialog boxes

The table below alphabetically lists special characters that appear in FrameMaker dialog boxes differently from the FrameMaker character set's graphic shown to the right of each character name.¹ The table also shows how to type each character. These characters display in dialog boxes as shown in the rightmost column.

Character name:	Graphic:	Press:	Or type:
breve	˘	Ctrl-q y	\u
bullet	•	Ctrl-q %	\b
circumflex	ˆ	Ctrl-q v	\@
dagger	†	Ctrl-q space	\d
daggerdbl	‡	Ctrl-q `	\D
discretionary hyphen		Ctrl-hyphen	\-
dotaccent	˙	Ctrl-q z	\.
dotlessi	ı	Ctrl-q u	\l
ellipsis	...	Ctrl-q I	\e
emdash	—	Ctrl-q Q	\=
fi	fi	Ctrl-q ^	\fi
fl	fl	Ctrl-q _	\fl
florin	f	Ctrl-q D	\F
forced return		Ctrl-j	\r
fraction	/	Ctrl-q Z	\V

1. Characters not shown with a graphic are control codes. Rather than specifying characters to be printed, these codes affect how the surrounding text is formatted. You can see some of these characters in a document window if text symbols are turned on. (See the Text Symbols command on page 1-125.)

grave	`	Ctrl-`	\{
guilsinglleft	<	Ctrl-q \	\{
guilsinglright	>	Ctrl-q]	\}
hungarumlaut	˘	Ctrl-q }	\&
nonbreaking hyphen		Meta-hyphen	\~
nonbreaking space		Ctrl-space	\space
OE	Œ	Ctrl-q N	\OE
oe	œ	Ctrl-q O	\oe
ogonek	˛	Ctrl-q ~	\k
perthousand	‰	Ctrl-q d	\%
quotedblleft	“	Ctrl-q R	\‘
quotedblright	”	Ctrl-q S	\’
quotesingle	’	Ctrl-’	\”
quotesinglbase	,	Ctrl-q b	\,
quotedblbase	„	Ctrl-q c	\g
tilde	˜	Ctrl-q w	\~
trademarkserif	™	Ctrl-q *	\TM
Ydieresis	ÿ	Ctrl-r : Y	\Y:

FrameMaker character set

The table beginning on page B-5 lists the FrameMaker character set used for FrameMaker documents and shows how to type each character in the set.

FrameMaker’s on-line Help includes keyboard maps containing the information in this table. You can copy characters from these maps into your own documents. For more information, click **HELP** in the main FrameMaker window.

The assignment of specific characters to specific code values is called character encoding. FrameMaker uses three kinds of encoding:

- Dingbat encoding—for the Zapf Dingbat font.
- Symbol encoding—for the Symbol font.
- Standard encoding—for all other fonts.

The first column in the table beginning on page B-5 shows the FrameMaker character code value in hexadecimal notation. If you’re using Maker Markup Language (MML) or another program to create files in Maker Interchange Format (MIF), you might refer to the hexadecimal codes from time to time; otherwise, you won’t need them.




Appendix **B** *Character Sets*

The instructions for typing quotation marks and apostrophes assume that Smart Quotes are off. For more information, see “Typing quotation marks” in Chapter 2 of *Using FrameMaker*.

Some character values are reserved for future use. Although several of these values cause characters to appear in a document window, they can cause other characters to appear when printed.

The characters below code `\x20` are control codes. Rather than specifying characters to be printed, these codes affect how the surrounding text is formatted. You can see some of these characters in a document window if text symbols are turned on. (See the Text Symbols command on page 1-122.)



Hex code	Key sequence	Dingbat: Graphic	Standard character set: Graphic and name	Symbol set: Graphic and name
\x04	Ctrl-r hyphen d, Ctrl-hyphen		discretionary hyphen	
\x05	Ctrl-r hyphen n, Shift-Meta-hyphen		suppress hyphenation	
\x06			automatic hyphen	
\x08	Tab		tab	
\x09	Meta-Return		forced return	
\x0a	Return		end of paragraph	
\x0b			end of flow	
\x10	Ctrl-r space one		numeric space	
\x11	Ctrl-r space h, Ctrl-space		nonbreaking space	
\x12	Ctrl-r space t		thin space	
\x13	Ctrl-r space n		en space	
\x14	Ctrl-r space m		em space	
\x15	Ctrl-r hyphen h, Meta-hyphen		nonbreaking hyphen	
\x20	space		space	space
\x21	!	!	! exclam	! exclam
\x22	Ctrl-“, ” (see page B-4)	”	” quotedbl	∇ universal
\x23	#	#	# numbersign	# numbersign
\x24	\$	\$	\$ dollar	∃ existential
\x25	%	%	% percent	% percent
\x26	&	&	& ampersand	& ampersand
\x27	Ctrl-’	’	’ quotesingle	∃ suchthat
\x28	(((parenleft	(parenleft
\x29))) parenright) parenright
\x2a	*	*	* asterisk	* asteriskmath
\x2b	+	+	+ plus	+ plus
\x2c	comma	,	, comma	, comma

Appendix B Character Sets

Hex code	Key sequence	Dingbat Graphic	Standard character set: Graphic and name	Symbol set: Graphic and name
\x2d	-		- hyphen	- minus
\x2e	.		. period	. period
\x2f	/		/ slash	/ slash
\x30	0		0 zero	0 zero
\x31	1		1 one	1 one
\x32	2		2 two	2 two
\x33	3		3 three	3 three
\x34	4		4 four	4 four
\x35	5		5 five	5 five
\x36	6		6 six	6 six
\x37	7		7 seven	7 seven
\x38	8		8 eight	8 eight
\x39	9		9 nine	9 nine
\x3a	:		: colon	: colon
\x3b	;		; semicolon	; semicolon
\x3c	<		< less	< less
\x3d	=		= equal	= equal
\x3e	>		> greater	> greater
\x3f	?		? question	? question
\x40	@		@ at	≡ congruent
\x41	A		A A	A Alpha
\x42	B		B B	B Beta
\x43	C		C C	X Chi
\x44	D		D D	Δ Delta
\x45	E		E E	E Epsilon
\x46	F		F F	Φ Phi
\x47	G		G G	Γ Gamma
\x48	H		H H	H Eta
\x49	I		I I	I Iota

Hex code	Key sequence	Dingbat: Graphic	Standard character set: Graphic and name	Symbol set: Graphic and name
\x4a	J	⊙	J J	ϑ theta1
\x4b	K	☆	K K	Κ Kappa
\x4c	L	★	L L	Λ Lambda
\x4d	M	★	M M	Μ Mu
\x4e	N	★	N N	Ν Nu
\x4f	O	★	O O	Ο Omicron
\x50	P	☆	P P	Π Pi
\x51	Q	*	Q Q	Θ Theta
\x52	R	*	R R	Ρ Rho
\x53	S	*	S S	Σ Sigma
\x54	T	*	T T	Τ Tau
\x55	U	*	U U	Υ Upsilon
\x56	V	*	V V	ς sigma1
\x57	W	*	W W	Ω Omega
\x58	X	*	X X	Ξ Xi
\x59	Y	*	Y Y	Ψ Psi
\x5a	Z	*	Z Z	Ζ Zeta
\x5b	[*	[bracketleft	[bracketleft
\x5c	\	*	\ backslash	∴ therefore
\x5d]	*] bracketright] bracketright
\x5e	^	*	^ asciicircum	⊥ perpendicular
\x5f	_	*	_ underscore	— underscore
\x60	Ctrl-`	*	` grave	⸗ radicalex
\x61	α	*	a a	α alpha
\x62	b	⊙	b b	β beta
\x63	c	*	c c	χ chi
\x64	d	*	d d	δ delta
\x65	e	*	e e	ε epsilon
\x66	f	*	f f	φ phi

Appendix B Character Sets

Hex code	Key sequence	Dingbat Graphic	Standard character set: Graphic and name	Symbol set: Graphic and name
\x67	g	✱	g g	γ gamma
\x68	h	✱	h h	η eta
\x69	i	✱	i i	ι iota
\x6a	j	✱	j j	φ phi1
\x6b	k	✱	k k	κ kappa
\x6c	l	●	l l	λ lambda
\x6d	m	○	m m	μ mu
\x6e	n	■	n n	ν nu
\x6f	o	□	o o	ο omicron
\x70	p	□	p P	π pi
\x71	q	□	q q	θ theta
\x72	r	□	r r	ρ rho
\x73	s	▲	s s	σ sigma
\x74	t	▼	t t	τ tau
\x75	u	◆	u u	υ upsilon
\x76	v	❖	v v	ω omega1
\x77	w	◐	w w	Ω omega
\x78	x		x x	ξ xi
\x79	y		y y	ψ psi
\x7a	z	■	z z	ζ zeta
\x7b	{	‘	{ braceleft	{ braceleft
\x7c		’	bar	bar
\x7d	}	“	} braceright	} braceright
\x7e	~	”	~ asciitilde	~ similar
\x7f			Reserved	Reserved
\x80	Ctrl-r % A		Ä Adieresis	Reserved
\x81	Ctrl-r * A		Å Aring	Reserved
\x82	Ctrl-r comma C		Ç Ccedilla	Reserved
\x83	Ctrl-r ' E		É Eacute	Reserved

Hex code	Key sequence	Dingbat: Graphic	Standard character set: Graphic and name	Symbol set: Graphic and name
\x84	Ctrl-r ~ N		Ñ Ntilde	Reserved
\x85	Ctrl-r : O		Ö Odieresis	Reserved
\x86	Ctrl-r : U		Ü Udieresis	Reserved
\x87	Ctrl-r ' α		á aacute	Reserved
\x88	Ctrl-r ` α		à agrave	Reserved
\x89	Ctrl-r ^ α		â acircumflex	Reserved
\x8a	Ctrl-r : α		ä adieresis	Reserved
\x8b	Ctrl-r ~ α		ã atilde	Reserved
\x8c	Ctrl-r * α		å aring	Reserved
\x8d	Ctrl-r comma c		ç ccedilla	Reserved
\x8e	Ctrl-r ' e		é eacute	Reserved
\x8f	Ctrl-r ` e		è egrave	Reserved
\x90	Ctrl-r ^ e		ê ecircumflex	Reserved
\x91	Ctrl-r : e		ë edieresis	Reserved
\x92	Ctrl-r ' i		í iacute	Reserved
\x93	Ctrl-r ` i		ì igrave	Reserved
\x94	Ctrl-r ^ i		î icircumflex	Reserved
\x95	Ctrl-r : i		ï idieresis	Reserved
\x96	Ctrl-r ~ n		ñ ntilde	Reserved
\x97	Ctrl-r ' o		ó oacute	Reserved
\x98	Ctrl-r ` o		ò ograve	Reserved
\x99	Ctrl-r ^ o		ô ocircumflex	Reserved
\x9a	Ctrl-r : o		ö odieresis	Reserved
\x9b	Ctrl-r ~ o		õ otilde	Reserved
\x9c	Ctrl-r ' u		ú uacute	Reserved
\x9d	Ctrl-r ` u		ù ugrave	Reserved
\x9e	Ctrl-r ^ u		û ucircumflex	Reserved
\x9f	Ctrl-r : u		ü udieresis	Reserved
\xa0	Ctrl-q space		† dagger	Reserved

Appendix B Character Sets

Hex code	Key sequence	Dingbat Graphic	Standard character set: Graphic and name	Symbol set: Graphic and name
\xa1	Ctrl-q l	¶	Reserved	Υ Upsilon1
\xa2	Ctrl-q "	•	¢ cent	' minute
\xa3	Ctrl-q #	•	£ sterling	≤ lessequal
\xa4	Ctrl-q \$	♥	§ section	/ fraction
\xa5	Ctrl-q %, Meta-period	•	• bullet	∞ infinity
\xa6	Ctrl-q &	¶	¶ paragraph	f florin
\xa7	Ctrl-q '	♣	ß germandbls	♣ club
\xa8	Ctrl-q (♣	® registerserif	♦ diamond
\xa9	Ctrl-q)	♦	© copyrightserif	♥ heart
\xaa	Ctrl-q *	♥	™ trademarkserif	♠ spade
\xab	Ctrl-q +	♠	' acute	↔ arrowboth
\xac	Ctrl-q ,	①	¨ dieresis	← arrowleft
\xad	Ctrl-q -	②	Reserved	↑ arrowup
\xae	Ctrl-q .	③	Æ AE	→ arrowright
\xaf	Ctrl-q /	④	Ø Oslash	↓ arrowdown
\xb0	Ctrl-q 0	⑤	Reserved	° degree
\xb1	Ctrl-q 1	⑥	Reserved	± plusminus
\xb2	Ctrl-q 2	⑦	Reserved	" second
\xb3	Ctrl-q 3	⑧	Reserved	≥ greaterequal
\xb4	Ctrl-q 4	⑨	¥ yen	× multiply
\xb5	Ctrl-q 5	⑩	Reserved	∝ proportional
\xb6	Ctrl-q 6	❶	Reserved	∂ partialdiff
\xb7	Ctrl-q 7	❷	Reserved	• bullet
\xb8	Ctrl-q 8	❸	Reserved	+ divide
\xb9	Ctrl-q 9	❹	Reserved	≠ notequal
\xba	Ctrl-q :	❺	Reserved	≡ equivalence
\xbb	Ctrl-q ;	❻	ª ordfeminine	≈ approxequal
\xbc	Ctrl-q <	❼	º ordmasculine	... ellipsis
\xbd	Ctrl-q =	❽	Reserved	arrowvertex

Hex code	Key sequence	Dingbat: Graphic	Standard character set: Graphic and name	Symbol set: Graphic and name
\xbe	Ctrl-q >	Ⓐ	æ ae	— arrowhorizex
\xbf	Ctrl-q ?	ⓐ	ø oslash	↵ carriagereturn
\xc0	Ctrl-q @	ⓑ	¿ questiondown	ℵ aleph
\xc1	Ctrl-q A	ⓒ	¡ exclamdown	ℱ Ifraktur
\xc2	Ctrl-q B	ⓓ	¬ logicalnot	℞ Rfraktur
\xc3	Ctrl-q C	ⓔ	Reserved	℘ weierstrass
\xc4	Ctrl-q D	ⓕ	f florin	⊗ circlemultiply
\xc5	Ctrl-q E	ⓖ	Reserved	⊕ circleplus
\xc6	Ctrl-q F	ⓗ	Reserved	∅ emptyset
\xc7	Ctrl-q G	ⓙ	« guillemotleft	∩ intersection
\xc8	Ctrl-q H	ⓚ	» guillemotright	∪ union
\xc9	Ctrl-q I	ⓛ	… ellipsis	⊃ propersuperset
\xca	Ctrl-q J	ⓜ	Reserved	⊇ reflexsuperset
\xcb	Ctrl-r ` A	ⓝ	À Agrave	⊄ notsubset
\xcc	Ctrl-r ~ A	ⓞ	Ã Atilde	⊂ propersubset
\xcd	Ctrl-r ~ O	ⓟ	Õ Otilde	⊆ reflexsubset
\xce	Ctrl-q N	ⓠ	Œ OE	∈ element
\xcf	Ctrl-q O	ⓡ	œ oe	∉ notelement
\xd0	Ctrl-q P	ⓓ	– endash	∠ angle
\xd1	Ctrl-q Q	ⓔ	— emdash	∇ gradient
\xd2	Ctrl-q R, Meta-`	ⓕ	“ quotedblleft	® registerserif
\xd3	Ctrl-q S, Meta-`	ⓖ	” quotedblright	© copyrightserif
\xd4	Ctrl-q T, `	→	‘ quoteleft	™ trademarkserif
\xd5	Ctrl-q U, ' (see page B-4)	→	’ quoteright	∏ product
\xd6	Ctrl-q V	↔	Reserved	√ radical
\xd7	Ctrl-q W	↕	Reserved	· dotmath
\xd8	Ctrl-r : y	↘	ÿ ydieresis	¬ logicalnot
\xd9	Ctrl-r : Y	→	ÿ Ydieresis	∧ logicaland
\xda	Ctrl-q Z	↗	/ fraction	∨ logicalor

Appendix B Character Sets

Hex code	Key sequence	Dingbat Graphic	Standard character set: Graphic and name	Symbol set: Graphic and name
\xdb	Ctrl-q [→	¤ currency	↔ arrowdblboth
\xdc	Ctrl-q \	➔	< guilsingleft	⇐ arrowdblleft
\xdd	Ctrl-q]	→	> guilsingright	⇨ arrowdblup
\xde	Ctrl-q ^	➔	fi fi	⇒ arrowdblright
\xdf	Ctrl-q _	➔	fl fl	⇩ arrowdbldown
\xe0	Ctrl-q `	➔	‡ daggerdbl	◇ lozenge
\xe1	Ctrl-q a	➔	· periodcentered	< angleleft
\xe2	Ctrl-q b	➤	, quotesinglbase	® registersans
\xe3	Ctrl-q c	➤	„ quotedblbase	© copyrightsans
\xe4	Ctrl-q d	➤	‰ perthousand	™ trademarksans
\xe5	Ctrl-r ^ A	➔	Â Acircumflex	∑ summation
\xe6	Ctrl-r ^ E	➔	Ê Ecircumflex	(parenlefttp
\xe7	Ctrl-r ' A	➔	Á Aacute	parenleftex
\xe8	Ctrl-r % E	➔	Ë Edieresis	(parenleftbt
\xe9	Ctrl-r ` E	➔	È Egrave	[bracketlefttp
\xea	Ctrl-r ' I	➔	Í Iacute	bracketleftex
\xeb	Ctrl-r ^ I	➔	Î Icircumflex	[bracketleftbt
\xec	Ctrl-r % I	➔	Ï Idieresis	{ bracelefttp
\xed	Ctrl-r ` I	➔	Ì Igrave	{ braceleftmid
\xee	Ctrl-r ' O	➔	Ó Oacute	{ braceleftbt
\xef	Ctrl-r ^ O	➔	Ô Ocircumflex	braceex
\xf0			Reserved	<i>Reserved</i>
\xf1	Ctrl-r ` O	➔	Ò Ograve	} angleright
\xf2	Ctrl-r ' U	➔	Ú Uacute	∫ integral
\xf3	Ctrl-r ^ U	➔	Û Ucircumflex	(integraltp
\xf4	Ctrl-r ` U	➔	Û Ugrave	integralex
\xf5	Ctrl-q u	➔	ı dotlessi	∫ integralbt
\xf6	Ctrl-q v	➔	^ circumflex) parenrighttp
\xf7	Ctrl-q w	➔	~ tilde	parenrightex

Hex code	Key sequence	Dingbat: Graphic	Standard character set: Graphic and name	Symbol set: Graphic and name
\xf8	Ctrl-q x	➤	- macron) parenrightbt
\xf9	Ctrl-q y	↗	˘ breve] bracketrighttp
\xfa	Ctrl-q z	➔	· dotaccent	bracketrightex
\xfb	Ctrl-q {	➡	° ring] bracketrightbt
\xfc	Ctrl-q	➤	¸ cedilla] bracerighttp
\xfd	Ctrl-q }	➤	˜ hungarumlaut	} bracerightmid
\xfe	Ctrl-q ~	➤	· ogonek] bracerightbt



FrameMaker Messages

FrameMaker messages provide you with information or tell you about an error. Some messages appear in an alert box; others appear in the xterm window in which you started FrameMaker. This appendix lists FrameMaker messages and offers instructions about what to do next. Self-explanatory messages are not included.

For information about MML messages, see *MML Reference*. For information about MIF messages, see *MIF Reference*.

Apply to all Catalog formats cannot be undone. OK to continue?

If you click OK, the changes are applied to all formats in the Catalog.

Bad function code in *filename: value* or a keystroke appears instead of a function code.

The right side of a kmap entry contains a number that's too large for known fcodes, or a keystroke that has modifiers or evaluates to a number that's too large.

Bad font token in fontlist file: *token*

You are starting FrameMaker, and FrameMaker has found an error in the fontlist file in `.fminit2.0/fontdir`. If you added fonts to FrameMaker, see Appendix A for information about the fontlist file. If you haven't added fonts to FrameMaker, reinstall FrameMaker and try again.

Batch FrameMaker owned by *loginname (username)*.

To use `fmbatch`, type commands in the xterm window in which you started it. To use FrameMaker, click in a FrameMaker window that you started by typing `maker` in an xterm window. If you click a button in an `fmbatch` window, you might interfere with someone who is trying to use `fmbatch`.

Call to RPC server @ *machinename* failed (*n/n/n*).

FrameMaker cannot communicate with the license server, inset editor, or other application. Check the installation of FrameMaker and the license server, inset editor, or FrameServer software.

Cannot access the full screen.

Try again; if this message appears again, contact your Frame technical support representative.

Appendix C *FrameMaker Messages*

Cannot allocate bitmap pool.

Exit some processes to free enough memory to start FrameMaker.

Cannot allocate startup memory.

Exit some processes to free enough memory to start FrameMaker.

Cannot automatically replace a word with multiple words. Use Search Instead.

In the Spelling Checker window, there are spaces in the Correction text box, and Correct Future Occurrences was turned on. Use the Search command to replace a single word with more than one word.

Cannot be undone. OK to continue?

You might want to use the Save command before carrying out this action. Then, if you don't like the results, you can revert to the saved version.

Cannot convert imported graphic filename.

The print driver does not have enough memory to handle the xwd file, bitmap, EPSI file, or inset in the file you're trying to print. Exit some document windows or processes and try again.

Cannot display dialog box.

Try again; if this message appears again, contact your Frame technical support representative.

Cannot display the Tools window.

You might have too many windows open. Exit some windows and try again.

Cannot display window.

You might have too many windows open. Exit some windows and try again.

Cannot find insertion point image.

FrameMaker cannot find one of the files in the .fminit2.0 directory. Contact your Frame technical support representative for help.

Cannot find math range.

If you're using a hypertext document provided by Frame, contact your Frame technical support representative. Otherwise, contact the person who created the hypertext document.

You're trying to apply a rule contained in a document, but FrameMaker has found a problem in the document. (FrameMaker could not find the endrange command in a math range.)

Cannot find postscript_prolog.

FrameMaker cannot print a document because it can't find the file postscript_prolog in .fminit2.0. Reinstall FrameMaker and try again. If this message still appears, contact your Frame technical support representative for help.

Cannot find string *stringnumber* in file *filename*.

Contact your Frame technical support representative for help.

Cannot finish printing.

Free some disk space in your home directory and try printing the document again.

Cannot finish writing dictionary file.

Make sure you have enough disk space for the file; then try again.

Macro includes a keysym that isn't valid for your keyboard. Stopping macro.

Perhaps the macro was written for a different keyboard. For help with keysyms, see `.fminit2.0/kbmaps/README.kbmaps`.

Cannot handle a bitmap of that size.

Choose a dpi setting that results in dimensions between .25 points and 1800 points. To import an image larger than FrameMaker supports, crop the image using an image editor.

Cannot import a file in Maker format.

You can copy and paste between FrameMaker documents, or import a document in MIF format. See the Save and Import commands in Chapter 1.

Cannot initialize imager interface.

Exit some processes to free enough memory to start FrameMaker and try again.

Cannot initialize language data.

The spelling and hyphenation data files for the default document language aren't in `.fminit2.0/langdir`. Reinstall FrameMaker; if this message still appears, contact your Frame technical support representative.

Cannot initialize user interface toolkit interface.

Exit some processes to free enough memory to start FrameMaker and try again.

Cannot load imported graphic *filename*.

An error has occurred opening or printing a document containing an xwd file, bitmap, EPSI file, or inset. Exit some document windows or processes and try again.

Cannot open *filename* because *reason*.

Make sure that the file listed in the message exists and that you have read access to it. For information on where to find necessary resource files, see Appendix D, "Customizing FrameMaker." If you still have a problem, contact your Frame technical support representative for help.

Cannot open *filename* for writing.

Change the write permission for the file or directory, or specify a directory and file to which you do have write access, and try again.

Appendix C *FrameMaker Messages*

Cannot open *filename* or *filename*.

You are trying to print and `fmprintdriver` can't create a temporary file. Make sure you have write access to the directories and try again.

Cannot open *filename*.

Check that the file exists and that you have read permission.

Cannot open AFM font file: *filename*

Make sure that the file exists in `.fminit2.0/fontdir` and that you have read access to it.

Cannot open an *xwd*, *bitmap*, *EPSI*, or *inset file-use Import*.

You cannot use the Open command on this type of file. See the Import command in Chapter 1.

Cannot open dictionary named *filename* for writing.

Change the write permission for the file or directory, or specify a file or directory to which you do have write access, and try again.

Cannot open file *filename*: unrecognized type.

The file is not in Maker or MIF format; it is also not a text, *xwd*, *bitmap*, *EPSI*, or *inset file*.

Cannot open imported graphic file *filename*.

Make sure that the file exists and that you have read access to it; then try to print the document again.

Cannot open include file *filename*.

Make sure that the file exists and that you have read access to it; then try to print the document again.

Cannot open: *directoryname* is a directory.

Another application is trying to open a document by sending a message to FrameMaker. The application has specified a directory name instead of a filename.

Cannot proceed because *install_dir* does not exist or is unreadable.

Check the directory; `.fminit2.0` should be in the directory, and you should have read access to it. If the directory has been deleted, reinstall FrameMaker.

Cannot proceed because cannot find *language* user interface directory.

Check that FrameMaker provides a user interface in the language you want, and then check the read permission on `.fminit2.0` and its subdirectories. If the required directory is missing, reinstall FrameMaker.

Cannot proceed because cannot find version *version_number* of *.fminit2.0* directory.

Reinstall the software and try again.

Cannot read macro file.

Check the file and the filename in the Keyboard Macros dialog box and try again.

Cannot scale imported graphic filename.

An error occurred when the print driver tried to scale the named xwd file, bitmap, EPSI file, or inset. Exit some document windows or processes and try again. You might be able to print the document in draft mode. (See the Print command in Chapter 1.)

Cannot store facetname facets; keeping it external.

You might be using the Import command to import an inset into a document with the Copy File into Document button turned on. FrameMaker will import the inset by reference instead. If you still want to copy the inset into the document, free some disk space in your home directory or in /usr/tmp and try again.

If you're importing a MIF file containing an internal inset, there might be an error in the MIF file. In this case, check the syntax of the MIF file and try again.

Cannot use only the command prefix as a trigger.

The default command prefix, Control-r, and any other key sequence defined in your environment as the command prefix must be accompanied with other key-strokes in a macro trigger. Don't use key sequences that conflict with FrameMaker shortcuts.

Cannot write to macro file.

Check the file's permissions and/or the filename in the Keyboard Macros dialog box and try again.

Cannot write to print file.

Change the write permission for the file or directory, or specify a directory and file to which you do have write access, and try again.

Correct all future occurrences of *errortype*?

See the Spelling Checker command in Chapter 1.

Do you REALLY want to save in Maker format? (MIF is safer.)

FrameMaker has run out of memory and is attempting to save your files before exiting. You are less likely to lose your file if you save in MIF format. Click Cancel to switch back to MIF format, or click OK to try saving in Maker format.

Document named filename formatted with different font metrics. OK to continue?

Click OK to reformat the document using available font metrics. If you don't want to reformat the document, click Cancel.





Appendix C *FrameMaker Messages*

Document named *filename* uses unavailable fonts. OK to continue?

You have chosen to open a document that was formatted for another printer type or font set. Click OK to reformat the document using available fonts. If you don't want to reformat the document, click Cancel.

Edit Marker failed.

Save your current work and restart FrameMaker. Contact your Frame technical support representative to report this problem.

Equation fonts are not available.

The required <MathFamily Symbol> statement in the fontlist file in .fminit2.0/fontdir is missing or invalid. (The statement belongs in the group of <Family> statements.) Edit the fontlist file with any text editor, restart FrameMaker, and try again. If you use FrameMaker to edit the fontlist file, save the file as Text Only.

Error reading directory *directoryname*.

The directory might have been renamed or deleted.

Error: No Ethernet address found.

The machine on which you're attempting to start the floating license server cannot access the Ethernet address. If the machine is on your Ethernet network and you receive this message, contact your Frame technical support representative.

Expected '*versionNumber*' saw '*versionNumber*'.

FrameMaker cannot print a document because your FrameMaker version and your print driver version do not match. Reinstall FrameMaker and try again. If this message still appears, contact your Frame technical support representative for help.

File already locked by *loginname* @ *machinename* (*username*) on *date*.

Wait until the file isn't in use by anyone else and try again. If you're sure that the file is not in use by anyone else, delete the appropriate .lck file and try again.

File is not a dictionary.

Display the Dictionary Options dialog box and specify the correct filename. If you specified the correct filename, edit the file to have the correct file format. (See the Spelling Checker command in Chapter 1.)

File is not lockable.

Make sure you have write access to the file's directory or copy the file to a writable directory and try again.

File named *filename* is not a readable xwd, bitmap, EPSI, or Inset file.

You can skip this file to continue opening the document, but you should use the Revert command to revert to the saved version of the file. You can then check the file and try again.

You can also check the file from another workstation; then return to the workstation displaying this error message and try again.

File named *filename* is not an importable file.

Check the file and try again.

First select two text columns.

You might have selected less than two or more than two columns. Select the first column, extend the selection to the second column, and try again. For more information, see the Column Connections command in Chapter 1.

fmbatch cannot interactively open *filename*.

Contact your Frame technical support representative for help.

Frame named *framename* already exists.

Click OK and type a different name.

FrameMaker cannot open either the site, personal, document or auto corrections dictionary, but spell checking and hyphenation will continue without them. Commands related to these dictionaries have been disabled. To correct, restart FrameMaker.

Check whether your \$TMPDIR environment variable is set to an existing directory to which you have write access. If not, check that you have write access to your home directory. Also check that your home directory is mounted on your system.

This can appear in an alert during start up, reformatting, or spell checking.

FrameMaker cannot open the hyphenation and spell checking data files, but will continue without them. Spell checking and hyphenation are disabled. To correct, restart FrameMaker.

Make sure that you have read access to `.fminit2.0/1cmgdir`.

Having trouble communicating with RPC server at *machinename*.

Check the installation of FrameMaker and the license server, inset editor, or FrameServer software.

Having trouble communicating with the license server.

You are unable to use a Frame product because your machine cannot communicate with the license server host. See your system administrator for help. For more information, see *Installing FrameMaker*.

Host *machinename* is not known to your computer.

FrameMaker cannot find the host running the license server, inset editor, or other application. See your system administrator for help.

Insufficient memory (5 Mb needed).

Increase your swap space or exit some processes and try again.

Appendix C *FrameMaker Messages*

Internal error *errornumber*.

Contact your Frame technical support representative and describe the actions leading up to this error.

Keyboard mapping error in *filenameorprefix: 'string' not recognized*.

A macro or kbmap entry contains a */KeyName* that FrameMaker doesn't recognize. Check the entry for spelling, capitalization, and invalid characters such as accented characters. For additional help, see *.fminit2.0/kbmaps/README.kbmaps*.

Macro and dialog box are out of sync. Stopping macro.

A dialog box or alert appeared unexpectedly during a macro, or the instructions in the macro aren't appropriate to the current state of FrameMaker. This message can occur if FrameMaker encounters an error and displays an alert during a macro, if the macro text file was incorrectly edited, or if a shortcut used by a macro was redefined after the macro was recorded. Record the macro again.

Missing <FrameFinalUpdate ...> line in the *frameusers* file.

Your system administrator must run the *fmlicense* script and add the <FrameFinalUpdate> line. For more information, see *Installing FrameMaker*.

Missing <Product ...> line in the *frameusers* file.

Your system administrator must run the *fmlicense* script and add the <Product> line. For more information, see *Installing FrameMaker*.

Missing <Vendor ...> line in the *frameusers* file.

Your system administrator must run the *fmlicense* script and add the <Vendor> line. For more information, see *Installing FrameMaker*.

Move the insertion point outside an equation.

Put the insertion point outside an equation and try again.

New Marker failed.

Save your current work and restart FrameMaker.

No current document.

Select something or put the insertion point in a document window, and try again.

No current selection.

If you're using one of the New Equation commands, put an insertion point in a text column or select a frame or other object on the page, and try again. If you're trying to transform or insert something into an equation, put the insertion point in the equation or select an expression in the equation, and try again.

No expression selected.

Select an expression in an equation and try again.

No Font name in the fontlist file for: *properties*

FrameMaker found an error while reading the fontlist file in `.fminit2.0/fontdir`. Contact your Frame technical support representative for help.

No intermediate print filename from FrameMaker.

Contact your Frame technical support representative for help.

No memory available for license server.

Your system administrator must exit some processes on the license server host and start the license server process again.

No next column to disconnect.

To disconnect the last column in a flow, use the Column Connections command to disconnect the column from the previous column in the flow.

No odd pages and no even pages specified.

Turn on Odd-Numbered Pages and/or Even-Numbered Pages in the Print dialog box and try again.

No open document to use formats from.

Open the document whose formats you want to use and try again.

No personal dictionary.

In the Spelling Checker window, click Dictionaries. When the Dictionary Functions dialog box appears, choose Change Dictionary from the Personal Dictionary pop-up menu and click OK. Then choose a personal dictionary.

No previous column to disconnect.

To disconnect the first column in a flow, use the Column Connections command to disconnect the column from the next column in the flow.

No room in memory pool for bitmap *filename*. You may need to change your `.fminit2.0/xresources/Maker` file.

Edit the pool size number in the `Maker.clientBitmapSize` and `Maker.serverBitmapSize` resources in `.fminit2.0/xresources/Maker` or your `.Xdefaults` file to see this image on the screen. The pool size must be larger than the product of the bitmap's (displayed) width and height (in points) divided by 8. For information on the `Maker` file, see Appendix D, "Customizing FrameMaker."

No Search For or Change Items set yet.

Specify the appropriate settings in the Search window or the Set Search Parameters dialog box, and try again.

No Undo for Connect Two Columns.

Disconnect the text columns using one of the Disconnect buttons in the Column Connections dialog box.

Appendix C *FrameMaker Messages*

Not all languages used in this document are available. OK to proceed?

If you click OK, FrameMaker uses the default document language for all paragraphs for which it can't find the language files. If you edit these paragraphs, FrameMaker hyphenates them based on the default document language. For more information on where FrameMaker searches for language files and the default document language, see Appendix D, "Customizing FrameMaker."

Not enough memory to load bitmap *filename*. *n* bytes needed.

To free memory for the printer driver, exit some windows or other processes.

Not enough memory to read string *stringnumber* from file *filename*.

To free some memory, exit some windows or other processes.

Not enough memory to scale imported graphic file *filename*.

To free some memory, exit some windows or other processes.

Object size too large or too small.

Specify the width and height between .25 points and 1800 points.

Opening a FrameMaker version 1 document: *filename*. OK?

If you click OK, FrameMaker will convert the document to 2.1 format. After you save the document with FrameMaker 2.1, you will no longer be able to open it with an earlier release. If you might want to open this document later with an earlier release of FrameMaker, use the Save As command to save the converted document with a different filename; then you'll have two versions of the file.

Out of memory.

Exit some documents or other processes and try again.

Please check *.fminit2.0/inseteditors*.

FrameMaker cannot send a message to another application using a hypertext command because of an error in the *inseteditors* file in *.fminit2.0*. Check the *inseteditors* file and the documentation for the other application.

Print driver *printdrivername*: wrong printer language for *printername* printer.

Reinstall FrameMaker. If this message still appears, contact your Frame technical support representative for help.

Printing failed: Could not run *printdrivername*.

Make sure you don't have too many processes running, that you have execute access to the *.fminit2.0* directory and the print driver file, and that the files have not been removed.

Printing failed: Could not write all of file.

Look in your xterm window for UNIX error messages.

Problem: Bitmap is in full (24-bit) color.

FrameMaker can import only monochrome or 8-bit color bitmaps.

Put the insertion point in a text column.

Put the insertion point in the column in which you want the imported text to appear and try again.

Save As Text Only will use the ASCII character set.

To save non-ASCII characters when saving the document as Text Only, press Control-r F t c.

Save As Text Only will use the FrameMaker character set.

To save only ASCII characters when saving the document as Text Only, press Control-r F t c.

Save failed: *filename*. Is your file system full?

A UNIX system error has occurred while saving a file. If your file system is full, your file cannot be completely written.

Scale dimension is too large or too small.

Specify dimensions between .25 points and 1800 points.

Scale factor too large or too small.

Rescale the image so that both dimensions are between .25 points and 1800 points.

Select one column to disconnect.

You must select the column you want to disconnect (and nothing else). Put the insertion point in the column or select the column, and try again.

Select one column to split.

You must select the column you want to split (and nothing else). Put the insertion point in the column or select the column, and try again.

Select one or more rectangles or ovals.

You can use the Set # Sides command only with rectangles, squares, ovals, and circles selected. You cannot use this command with grouped or smoothed objects selected. Select one or more rectangles, squares, ovals, or circles, and try again.

Server protocol violation. Check dates here and on the license server.

You are unable to run a Frame product. The most likely cause is that the date in your operating system is more than four hours different from the license server host's date. The system administrator must change the date on your machine so that it matches the date on the license server host. For more information, see *Installing FrameMaker*.

Appendix C *FrameMaker Messages*

Sorry, no room. Macro ignored.

You can have about 300 macros in memory at once. Use the Keyboard command to save the current macros. Edit the kbmacros file with any text editor and remove unwanted or surplus macros. Then clear the current macros. If you edit kbmacros with FrameMaker, be sure to save the file as Text Only (with the Save As command). See the Keyboard Macros command in Chapter 1.

Start *editorname*? (If you click OK, please wait while the editor starts.)

If the editor is running, click Cancel. If the editor is not running, click OK; FrameMaker will start the editor for you. If you click OK, and the editor is running, FrameMaker will start the editor. As a result, there will then be two processes running the same editor.

Start the window system before running FrameMaker.

If the window system is running, exit some processes and try again.

Syntax error in dialog box file.

FrameMaker cannot display the dialog box because the resource file containing the dialog box's definition has an error in it, or the file has been corrupted. For information on where to find the resource files, see Appendix D, "Customizing FrameMaker." Run the fmverifyinstall script to find missing, misread, or modified files. (See "Verifying the installation" in *Installing FrameMaker*.) If you still have a problem, contact your Frame technical support representative for help.

Syntax error in string *stringnumber* of file *filename*.

Contact your Frame technical support representative for help.

Text in a tagged flow does not appear on body pages.

To insert a variable on a master page, to edit a variable definition, or to create a new variable, put the insertion point in an untagged flow and try again.

If you want the column containing the insertion point to be part of the corresponding body page's background (for example, the page header or footer), use the Flow command to remove the flow tag and choose the Variable command again.

The document size and the zoom setting are too large. Try a smaller zoom setting.

You are trying to zoom the document to a certain setting but because of the document size and the zoom setting, zooming cannot be done. Trying zooming at a smaller setting.

The following document may have been scrambled: *filename*. Save in Maker Interchange Format.

FrameMaker has run out of memory and is attempting to save your files before exiting. In the process, it has displayed the Save dialog box for an open file, which might be in an inconsistent state due to the memory failure. Save the file in Maker Interchange Format so that you can open it later.

There are no licenses available for you.

Try getting a license again later. You can click the License button in the Info dialog box to see which users currently have a license.

There was a problem reading your file. Please check your file system, disk, and network.

The file might be damaged. (It might have been overwritten by another application or transferred incorrectly over a network.) There might be a problem with your file system, disk, or network. In addition, this error can occur when file systems are soft-mounted. Try opening the file again. If the problem persists, see your system administrator for help. If the file was transmitted from another system, check the protocols for direct binary transmission. If the file was damaged, try opening the most recent backup file (with the suffix `.backup` or `.auto`).

This connection is not possible.

You might be trying to connect two columns that would result in a circular flow. For example, you might be trying to connect the last column in a flow to the first column in the same flow. See the Column Connections command in Chapter 1.

This document has not been saved. Save the document and try again.

Save the document so that FrameMaker can refer to its pathname.

This file has been corrupted. Please check your file system, disk, and network.

The file might be damaged. (It might have been overwritten by another application or transferred incorrectly over a network.) There might be a problem with your file system, disk, or network. In addition, this error can occur when file systems are soft-mounted. Try opening the file again. If the problem persists, see your system administrator for help. If the file was transmitted from another system, check the protocols for direct binary transmission. If the file was damaged, try opening the most recent backup file (with the suffix `.backup` or `.auto`).

This file is too small to be in Maker format: *filename*.

If the file is a corrupted FrameMaker file, you can delete it.

This vendor's password has expired.

The temporary password for the Frame product you are using has expired. To continue using this product, obtain a new password from your Frame customer support representative.

Too many windows.

Exit a FrameMaker window or some other processes and try again.

Translation failure.

FrameMaker cannot print a document. Contact your Frame technical support representative for help.

Appendix C *FrameMaker Messages*

Unknown error opening file.

Increase the amount of available space in your home directory, your /tmp directory, or the directory in which you started FrameMaker, and try again.

Warning: max number of bitmaps = *m*, max memory for bitmaps = *n*.

Edit the number of bitmaps in `Maker.maxClientBitmaps` and `Maker.maxServerBitmaps` resources in `.fminit2.0/xresources/Maker` or your `.Xdefaults` file. Restart FrameMaker. For more information on the Maker file, see Appendix D, "Customizing FrameMaker."

Wrong version number for dictionary filename.

You cannot use the specified dictionary file with this version of FrameMaker.

X server is out of memory.

The X server failed to allocate memory for FrameMaker because the server is running out of memory. Exit some other application's windows or processes.

You are not allowed to use this product.

In the `frameusers` file, you are either specified in a `<Disallowed>` statement or your system administrator has not named you in an `<Allowed>` statement. See your system administrator for help.

You can anchor only to text in a text column.

Put the insertion point in a text column, not a text line, and try again.

You can make only isolated text columns into PostScript code.

You must disconnect the column from other columns before designating it as PostScript Code. See the Column Connections commands in Chapter 1.

You cannot add this capitalization to your personal dictionary.

You cannot add repeated, unusually capitalized, or unusually hyphenated words to your personal dictionary. You also cannot add extra spaces, repeated characters, or straight quotes. To prevent FrameMaker from questioning these occurrences, turn off the settings in the Spelling Checker Options dialog box.

You don't have a license on the current host.

Contact your Frame technical support representative.

You don't have write permission for this file.

Try saving to a different filename, or modify the permissions on the file or its directory.

Your maintenance contract has expired.

To use this product, contact your Frame technical support representative and extend your contract.

Customizing FrameMaker

You customize FrameMaker by changing X Window System resources or FrameMaker setup files. You can also customize FrameMaker with several command line options. This appendix explains where the setup information is stored and gives instructions for changing it.

Resource and setup files are text files. You can edit them with any standard UNIX text editor. If you use FrameMaker to edit a setup file, be sure to save the file as Text Only using the Save As command. (See the Save/Save As commands on page 1-103.) Any changes you make will be in effect when you restart FrameMaker.

To use characters with a hexadecimal (hex) code greater than 7e in a resource or setup file, type a backslash followed by the character's hex code. The hex codes are listed in Appendix B, "Character Sets." For example, to create a marker type called *Mémoire*, you need the hex code of the é character (\x8e). Your entry in the resource file might look like this:

```
Maker.english.marker.10: M\x8emoire
```

Throughout this appendix, *install_dir* refers to the directory in which FrameMaker is installed.

X Window System resources

You specify most FrameMaker setup information as X Window System resources.

How FrameMaker looks for X Window System resources

When you start FrameMaker, it searches for resources in this order:

- The Maker file in `/usr/lib/X11/app-defaults`
- The Maker file in `install_dir/.fminit2.0/xresources`
- A resource database created with the `xrdb` program. See "Creating a resource database" on page D-2.

If there is no resource database, FrameMaker looks for resources in the `.Xdefaults` file in your home directory.

Appendix **D** *Customizing FrameMaker*

If FrameMaker finds a resource more than once, it uses the last one found. For example, if it finds the same resource in *install_dir/.fminit2.0/xresources/Maker* and in the *.Xdefaults* file in your home directory, it uses the resource in the *.Xdefaults* file.

You can also override some of the FrameMaker resources by starting FrameMaker with command line options. See “Command line options” on page D-14.

Changing resources for all users at your site

You can edit the resources in *install_dir/.fminit2.0/xresources/Maker*. You can then leave the file where it is or move it to */usr/lib/X11/app-defaults*. Before you change the files, however, make a backup in case you want to restore the original version.

Changing resources for your personal use

Copy the settings you want to override to the *.Xdefaults* file in your home directory; then edit the resources there. When you restart FrameMaker, your resources will override all others.

Creating a resource database

Create a resource database to make your resource specifications available on your server rather than on a disk. You normally create a resource database as part of your X Window System startup procedure.

To create a resource database, type:

```
xrdb -load filename
```

where *filename* is the name of the file containing the resources.

To merge resources with an existing resource database, type:

```
xrdb -merge filename
```

To remove a resource database, type:

```
xrdb -remove
```

For more information about the *xrdb* program, see your X Window System documentation.

FrameMaker resources you can change

The following sections describe the FrameMaker resources you can change. The section heading matches the heading in the Maker file in `install_dir/fmunit2.0/xresources`. The setting shown for each resource is the setting in the Maker file.¹

Color display

You can specify whether you want FrameMaker to display spot colors and color images in color on a color monitor. However, your choice does not affect how documents are printed; documents containing color print in color on a color printer.

To specify whether you want FrameMaker to display spot colors in color on a color monitor, edit this resource:

Maker.colorDocs: True

To specify whether you want FrameMaker to display color images in color on a color monitor, edit this resource:

Maker.colorImages: False

If you display color images in color, notice that colors change as you move the pointer from one window to another.

Dialog box and pop-up menu settings

When you start FrameMaker, it determines the default settings in several dialog boxes, windows, and pop-up menus from resources. Any changes you make in FrameMaker remain in effect until you exit FrameMaker. When you restart it, FrameMaker uses the resources again.

Decimal tab character

The decimal tab character is the character on which decimal tabs are aligned. You can specify the decimal tab character that appears in the Tabs Properties of the Paragraph Format window for each user interface language supported by FrameMaker. To do so, edit this resource:

Maker.english.decimalTab: .

This resource also affects the character that appears as a decimal in other dialog boxes. (This section shows the resource for the English version of FrameMaker; corresponding resources exist for French and German versions of FrameMaker.)

1. There are additional resources which are documented in the Maker file but not in this appendix.

Appendix D Customizing FrameMaker

Marker window

When a marker is stored in a document, its marker type is stored as a number from 0 to 25. The corresponding marker names that appear in the Marker window come from resources such as the ones in this section. (These are the resources for the English versions of FrameMaker; corresponding resources exist for French and German versions of FrameMaker.) Do not change the first 10 marker names because FrameMaker assigns special meanings to those names. The remaining marker names, however, have no special significance to FrameMaker.

Maker.english.marker.0: Header/Footer \$1
Maker.english.marker.1: Header/Footer \$2
Maker.english.marker.2: Index
Maker.english.marker.3: Comment
Maker.english.marker.4: Subject
Maker.english.marker.5: Author
Maker.english.marker.6: Glossary
Maker.english.marker.7: Equation
Maker.english.marker.8: Hypertext
Maker.english.marker.9: X-Ref
Maker.english.marker.10: Type 10
Maker.english.marker.11: Type 11
Maker.english.marker.12: Type 12
Maker.english.marker.13: Type 13
Maker.english.marker.14: Type 14
Maker.english.marker.15: Type 15
Maker.english.marker.16: Type 16
Maker.english.marker.17: Type 17
Maker.english.marker.18: Type 18
Maker.english.marker.19: Type 19
Maker.english.marker.20: Type 20
Maker.english.marker.21: Type 21
Maker.english.marker.22: Type 22
Maker.english.marker.23: Type 23
Maker.english.marker.24: Type 24
Maker.english.marker.25: Type 25

Preferences dialog box

To change the default settings in the Preferences dialog box, edit these resources:

Maker.autoBackupOnSave: True
Maker.autoSave: True
Maker.autoSaveTime: 5
Maker.autoSaveIdleTime: 10
Maker.greekSize: 7

All times are in minutes.

Print dialog box

Edit these resources to change default settings in the Print dialog box. (These are the resources for the English version of FrameMaker; corresponding resources exist for French and German versions of FrameMaker.)

Maker.printerName: ps
Maker.paperSizeWidth: 8.5"
Maker.paperSizeHeight: 11.0"
Maker.printerlanguage: ps

The printer language is usually PostScript (ps). For information about using FrameMaker with other printer languages, contact your Frame sales representative.

Spelling Checker Options dialog box

To change the default settings for check boxes in the Spelling Checker Options dialog box, edit these resources:

Maker.findRepeatedWords: On
Maker.findUnusualHyphenation: Off
Maker.findUnusualCap: Off
Maker.ignore1CharWords: On
Maker.ignoreAllCaps: On
Maker.findStraightQuotes: On
Maker.findExtraSpaces: On
Maker.ignoreRomanNumerals: Off
Maker.ignoreWordsWithDigits: On
Maker.findTwoInARow: On
Maker.ignoreWordsContaining: On
Maker.findSpaceBefore: On
Maker.findSpaceAfter: On

To change the default settings for text boxes in the Spelling Checker Options dialog box, edit these resources:

Maker.findTwoInARowS: 1,;:?
Maker.ignoreWordsContainingS: .
Maker.findSpaceBeforeS:)}}\xc8\xd5%1,;,:?\\xdd
Maker.findSpaceAfterS: ((\xc7\xd4\$\xe2\xe3\xd2\xdc

Line widths

To change the default line widths in the Tools window, edit this resource:

Maker.penWidths: 0.5,1.0,3.0,4.0

The four values correspond to the four line widths in the Tools window. Each value specifies the width in points. You can change the line widths to any value between .015 and 360 points.

Appendix D Customizing FrameMaker

When you edit these resources, your changes apply only to new lines. To change the width of an existing line, select it and choose one of the new line widths.

Pen and fill patterns

FrameMaker pen and fill patterns include 8 gray patterns and 8 bit patterns. Each pattern is defined using 16 hexadecimal (hex) digits. Two hex digits (8 bits) represent one row in the pattern; each pattern contains 8 rows.

Gray patterns are specified in two ways:

- As a percentage (for printing with the PostScript built-in gray scale mechanism).

GrayPattern 100 produces black, GrayPattern 0 produces white, and numbers in between produce varying shades of gray.

- As a pattern (for screen display).

Bit patterns are specified as a pattern for both display and printing.

To change the default pen and fill patterns, edit this resource:

```
Maker.patterns: (GrayPattern, 100, FFFFFFFF) BLACK \
(GrayPattern, 90, DDFF77FFDDFF77FF) 90% gray \
(GrayPattern, 70, DD77DD77DD77DD77) 70% gray \
(GrayPattern, 50, AA55AA55AA55AA55) 50% gray \
(GrayPattern, 30, 8822882288228822) 30% gray \
(GrayPattern, 10, 8800220088002200) 10% gray \
(GrayPattern, 3, 8000080080000800) 3% gray \
(GrayPattern, 0, 0000000000000000) WHITE \
(BitPattern, 0F1E3C78F0E1C387) \
(BitPattern, 0F87C3E1F0783C1E) \
(BitPattern, CCCCCCCCCCCCCCCC) \
(BitPattern, FFFF0000FFFF0000) \
(BitPattern, 8142241818244281) \
(BitPattern, 03060C183060C081) \
(BitPattern, 8040201008040201) \
(BitPattern, 0000000000000000) NOCOLOR
```

Patterns appear in the Tools window from left to right and top to bottom in the same order that they appear above.

Zoom pop-up menu

To change the default settings in the Zoom pop-up menu, edit this resource:

```
Maker.zoomPercents: 25,50,100,120,140,150,160,180,200,400
```

You can add or remove settings from the list. Use values between 25% and 1600%. If the list contains more than 10 values, FrameMaker uses only the first 10.

Display resolution

You can specify your display resolution (in pixels per inch) to ensure that a document with a zoom setting of 100% is the actual document size. To do so, edit this resource:

Maker.dpi: 72x72

You can specify a value for this resource as follows:

- As a single integer, if the pixels are square.
- As two integers (for example, 72x90), if the pixels are not square.
- As -1x-1, if you want FrameMaker to determine the resolution from information available from the server. Be aware, however, that this information is not always accurate.

Filenames

You can specify the names of the following files:

- Your site dictionary (normally site.dict). To specify a different dictionary, edit this resource:

Maker.siteDict: site.dict

For information about how FrameMaker uses dictionaries, see the Spelling Checker command on page 1-113.

- The file FrameMaker uses to determine which fonts are available in documents (normally fontlist). To specify a different fontlist file, edit this resource:

Maker.fontListFile: fontlist

For information about the fontlist file, see “Fontlist” on page D-18 and “Editing the fontlist file” on page A-20.

- The log file FrameMaker uses for your newly created macros (normally kblog). To specify a different log file, edit this resource:

Maker.macroLogFile: kblog

Fonts

If your system doesn't have the fonts that FrameMaker normally uses in dialog boxes, window borders, and menus, you'll need to change the specifications for the fonts.

Appendix D Customizing FrameMaker

You can change the font FrameMaker uses for the following:

- The book window menu, command names, scroll list items, and status messages:

```
Maker.bookkit*fontList: -adobe-helvetica-bold-r-normal--12-*-*-*-iso8859-1
```

- The C Catalog scroll list items and Delete button:

```
Maker.cCatalog.form.*fontList: adobe-helvetica-bold-r-normal--10-*-*-*-iso8859-1
```

- The ¶ Catalog scroll list items and Delete button:

```
Maker.pCatalog.form.*fontList: -adobe-helvetica-bold-r-normal--10-*-*-*-iso8859-1
```

- Scroll list items in dialog boxes:

```
Maker*XmDialogShell*XmList*fontList: -adobe-helvetica-bold-r-normal--10-*-*-*-iso8859-1
```

- All other items in dialog boxes:

```
Maker*XmDialogShell*fontList: -adobe-helvetica-bold-r-normal--12-*-*-*-iso8859-1
```

- Items in the bottom border of the document window:

```
Maker*dockit*fontList: -adobe-helvetica-bold-r-normal--12-*-*-*-iso8859-1
```

- Items in pop-up menus of the document window:

```
Maker*XmMenuShell*fontList: -adobe-helvetica-bold-r-normal--12-*-*-*-iso8859-1
```

- Buttons in the Main FrameMaker window:

```
Maker.makerkit.form.*fontList: -adobe-helvetica-bold-r-normal--14-*-*-*-iso8859-1
```

Use a font whose size and spacing is similar to the font you see in the screen images in FrameMaker documentation; otherwise, dialog boxes and windows might not be easy to read. Also, use an ISO Latin-1 font so that special characters will appear correctly. To find out which ISO Latin-1 fonts are available on your system, type the following command in an xterm window:

```
xlsfonts | grep 8859
```

To add fonts that FrameMaker can use in documents, see Appendix A, “Adding PostScript Fonts to FrameMaker.”

Settings for International FrameMaker

You can specify the International FrameMaker user interface language and the default language for all text lines and new paragraphs in custom new documents. To do so, delete the comment character (!) from the resource you want to use and add it to the resource you want to ignore.

To change the user interface language (the language used in menus, dialog boxes, and error messages), edit these resources:

`Maker.uiLanguage:` English
`IMaker.uiLanguage:` French
`IMaker.uiLanguage:` German

The user interface language determines the directory where International FrameMaker looks for several language-specific setup files. For more information, see “Language-specific setup files” on page D-16.

To change the default language to be used for all text lines and new paragraphs in custom new documents, edit these resources:

`IMaker.docLanguage:` USEnglish
`Maker.docLanguage:` UKEnglish
`IMaker.docLanguage:` French
`IMaker.docLanguage:` German
`IMaker.docLanguage:` Dutch
`IMaker.docLanguage:` Italian
`IMaker.docLanguage:` Spanish
`IMaker.docLanguage:` Swedish
`IMaker.docLanguage:` Norwegian
`IMaker.docLanguage:` Portuguese
`IMaker.docLanguage:` Brazilian

Keyboard mapping and macro files

You can specify alternate names for the setup files that FrameMaker uses to build a database of keyboard mappings and macros. You don't normally need to specify names for the files, because FrameMaker already looks for these files as described in “Keyboard mappings” on page D-19. However, you can create your own keyboard mapping files for keyboards that FrameMaker doesn't currently support; you can also create several levels of keyboard macro files to customize FrameMaker for your site. To specify a resource, remove the comment character from the resource you want to use and specify a value. Unless you provide a full pathname in the resources below, FrameMaker looks for the file as described on page D-19.

Appendix D Customizing FrameMaker

To change:

The main FrameMaker keyboard map

The language-specific keyboard map

The keyboard-specific keyboard map

Extra keyboard mappings you create for your site

Extra keyboard mappings you create for your own use

Language-specific keyboard macros

Keyboard macros you create for your site

Keyboard macros you create for your own use

Edit this resource:

Maker.kbmapBase: kbmap

Maker.kbmapLang: kbmap

Maker.kbmapVendor: kbmaps/kbmap.<vendor>

Maker.kbmapSys:

Maker.kbmapUser: mykbmap

Maker.kbmacrosLang:

Maker.kbmacrosSys:

Maker.kbmacrosUser: kbmacros

Keys

You can specify which keys to use as a command prefix and the Meta key, and whether you want the Esc (Escape) key to act as a command prefix (as it does in the SunView™ version of FrameMaker). You can also specify the key that moves the focus to the menu bar. To specify keys in the following resources, use + for the Shift key, ^ for the Control key, and ~ for the Meta key:

- To specify a key to use as a command prefix, in addition to Control-r, edit this resource:

Maker.cmdPrefix: /Execute

- If you want the Esc (Escape) key to act as a command prefix (as it does in the SunView version), edit this resource:

Maker.cmdEscape: True

- To specify a different key as the Meta key (normally the Mod 1 key), edit this resource:

!Maker.meta: 1

Remove the ! character and change the key. Use any combination of ^ (for Control), + (for Shift), and 1, 2, 3, 4, and 5 (for the Mod keys). To generate the Meta key in FrameMaker, hold down all the keys indicated in this resource.

- If your keyboard doesn't have an F10 key, you can change the key that moves the focus to the menu bar. To do so, edit this resource:

maker.'.menuBar.menuAccelerator: <Key>F10

For information about how the Meta key and command prefix are used in FrameMaker, see *FrameMaker Shortcuts*.

For information about how FrameMaker looks up keyboard mappings in general, see “Keyboard mappings” on page D-19.

Memory allocation for images and fonts

You can control how much memory FrameMaker allocates to display images and to store font information.

When you open a document containing imported images (including both bitmap and EPSI files), FrameMaker doesn't immediately read all the images into memory. Instead, FrameMaker reads each image only when you display or print. In the process, it removes from memory those images it no longer needs.

When FrameMaker starts, it allocates a memory buffer to hold the screen representation of imported images. The buffer also holds font information and screen images of anchored frames. If you're editing documents with many imported images, different font sizes, or different font families, or if you are zooming documents, you can improve FrameMaker's performance by specifying a larger buffer or allowing more images to be stored in the buffer.

To change the memory allocations, edit these resources:

`Maker.maxClientBitmaps: 256`
`Maker.clientBitmapSize: 600000`
`Maker.maxServerBitmaps: 128`
`Maker.serverBitmapSize: 1000000`

If you find that imported images, tall equations, wide lines, or tall lines appear in gray, increase the memory allocation and restart FrameMaker. The memory allocation must be larger than the product of the bitmap's (displayed) width and height (in points) divided by the depth of your display server. (Black-and-white servers are usually one bit deep, color are generally eight bits deep.)

If you're running FrameMaker remotely, and your X server doesn't have virtual memory, allocate more space to the client machine and less to the server. If you're running FrameMaker remotely, and your X server does have virtual memory, allocate more space to the server.

Mouse button usage

You can control two aspects of mouse button usage:

- The time interval (in tenths of a second) within which FrameMaker interprets two mouse clicks as double-clicking:

`Maker.doubleClickTenths: 10`

Double-clicking is a shortcut for several actions in FrameMaker. (See *FrameMaker Shortcuts*.) FrameMaker recognizes a double-click by noting the elapsed time between clicks and the movement of the arrow pointer. If the elapsed time and movement between two mouse clicks is small, FrameMaker interprets the two clicks as a double-click.

- Whether you want FrameMaker to interpret your use of mouse buttons as it does in the SunView version:

`Maker.oldMouse: True`

Open documents

To specify the maximum number of documents FrameMaker can have open at once, edit this resource:

`Maker.maxDocuments: 64`

FrameMaker allocates some memory based on the number you specify, regardless of whether you have the documents open. As a result, try to keep this number no larger than you actually need.

Redisplay of document windows

At times, part of a FrameMaker window might be obscured by other windows. To specify whether you want to save the obscured image in a buffer, edit this resource:

`Maker.useBackingStore: False`

If you save the image, the buffer will use available memory, but the performance will improve when the image needs to be redisplayed. For information about how to increase memory allocation, see page D-11.

Screen capture border color

The capture border might not be clearly visible under some conditions on color monitors. To specify the color in which the capture border appears, making it more visible, edit this resource:

`!Maker.captureRectColor: red`

Remove the ! character and change the color. For a list of available colors, look in `/usr/lib/X11/rgb.txt`.

Screen capture delay time

You can specify a number of seconds to pause before the screen is frozen for a capture. The pause is useful when capturing color images because it allows time for FrameMaker or the window manager to update the color map of the window you intend to capture. To specify the delay time, edit this resource:

`!Maker.captureDelayTime: 0`

Remove the ! character and change the default value from zero.

Window positions and dimensions

You can specify the initial positions, and in some cases dimensions, of FrameMaker windows. The resources below specify the position in pixels, offset from the upper-left corner of the screen. The dimensions are also specified in pixels.

For the:	Edit these resources:
Marker window	<code>Maker.edit_markers.bb.x: 600</code> <code>Maker.edit_markers.bb.y: 20</code>
Paragraph Format window	<code>Maker.pgf.bb.x: 600</code> <code>Maker.pgf.bb.y: 20</code>
Character Format window	<code>Maker.fontdesign.bb.x: 600</code> <code>Maker.fontdesign.bb.y: 20</code>
¶ Catalog	<code>Maker.pCatalog.form.x: 685</code> <code>Maker.pCatalog.form.y: 205</code> <code>Maker.pCatalog.form.width: 136</code> <code>Maker.pCatalog.form.height: 168</code>
C Catalog	<code>Maker.cCatalog.form.x: 685</code> <code>Maker.cCatalog.form.y: 0</code> <code>Maker.cCatalog.form.width: 136</code> <code>Maker.cCatalog.form.height: 168</code>
Search window	<code>Maker.edit_search.bb.x: 600</code> <code>Maker.edit_search.bb.y: 0</code>
Spelling Checker window	<code>Maker.edit_spell.bb.x: 600</code> <code>Maker.edit_spell.bb.y: 20</code>
Tools window	<code>Maker.tools.tools_form.x: 600</code> <code>Maker.tools.tools_form.y: 20</code>
Newly created book window	<code>Maker.bookkit.form.width: 300</code> <code>Maker.bookkit.form.height: 220</code>

Window manager resources you might want to change

At Frame, we use mwm, the Motif window manager. You might want to use the resources described below when running FrameMaker. If you're using a different window manager, check your window manager documentation. You can custom-

Appendix D Customizing FrameMaker

ize these resources with the `xrdb` program or by changing their values in the `.Xdefaults` file.

Use this resource:

`Mwm*cleanText: True`

To:

Make window border labels easier to read by drawing text over a clear background. If you set this resource to `False`, the text is drawn over the existing background.

`Mwm*fontList: -adobe-helvetica-bold-r-normal--12-*-*-*iso8859-1`

Use the same font we use in title bars. If this font is not available, use an ISO Latin-1 font so that labels with special characters will appear correctly.

`Mwm*keyboardFocusPolicy: pointer`

Make the window containing the pointer the active window. If you specify explicit for this resource, you'll need to click in the window to type.

`Mwm*focusAutoRaise: False`

Not change the window stacking when a window becomes active. If you specify `True` for this resource, a window will be moved in front of all other windows when it becomes the active window.

`Mwm*interactivePlacement: False`

Allow windows to be placed on the screen automatically when you open a document or display a window. If you specify `True` for this resource, you'll have to click to position the window on the screen.

`Mwm*positionIsFrame: True`

Ensure that FrameMaker windows appear in the same location they were in when last saved. If you specify `False` for this resource, a document window can appear to move downward on the screen each time you open the document.

Command line options

This section describes the command line options you can use when starting FrameMaker. Most options override values in FrameMaker resource files. (See "X Window System resources" on page D-1.) Several options provide additional capabilities, as described next.

To start FrameMaker with command line options, type `maker`, a space, an option name, a space, and a value if needed. Begin each additional option with a space. For example, the following command starts FrameMaker and specifies a screen resolution of 72 dpi x 90 dpi:

```
maker -dpi 72x90
```

Specifying a file to open on startup

Several command line options allow you to specify a file to open automatically when FrameMaker starts.

Start FrameMaker with this option:	To:
<code>-file filename</code> or <code>-f filename</code>	Open the file and display its document window.
<code>-fileIconic filename</code> or <code>-fi filename</code>	Open the document and display it as an icon.

Overriding FrameMaker resources

Use the command line options described in the following table to override values in FrameMaker resources. For information about the resources, see the Maker file in `install_dir/fmunit2.0/xresources`.

Start FrameMaker with this option:	To:
<code>-clientBitmapSize n</code>	Specify the size (in bytes) of the memory buffer that holds the screen representation of imported images and font information on the client running FrameMaker.
<code>-serverBitmapSize n</code>	Specify the size (in bytes) of the memory buffer that holds the screen representation of imported images and font information on the server displaying FrameMaker.
<code>-maxClientBitmaps num</code>	Specify the maximum number of images (both bitmaps and EPSI files) that the client running FrameMaker can keep in memory.
<code>-maxServerBitmaps num</code>	Specify the maximum number of images (both bitmaps and EPSI files) that the server displaying FrameMaker can keep in memory.
<code>+cmdEscape</code>	Use the Esc key as a command prefix.
<code>-cmdEscape</code>	Not use the Esc key as a command prefix.
<code>-cmdPrefix string</code>	Specify a key to be used as a command prefix (in addition to Control-r). In the string, use ^ for Control, ~ for Meta, and + for Shift.
<code>+colorDocs</code>	If you have a color monitor, display documents containing spot color in color.
<code>-colorDocs</code>	Display documents containing spot color in black and white.
<code>+colorImages</code>	If you have a color monitor, display color images in color.
<code>-colorImages</code>	Display color images in black and white.
<code>-dpi n</code> or <code>-dpi n x m</code>	Specify your screen resolution. Use the first form of the option if your screen has square pixels.

Appendix D Customizing FrameMaker

<code>-kbmap</code> <i>Vendor string</i>	Specify the hardware-specific keyboard map to use (in <code>install_dir/.fminit2.0/kbmaps</code>). If FrameMaker cannot get this information from the server, you'll need to use this option to specify the keyboard you're using. For more information, see "Keyboard mappings" on page D-19.
<code>-maxDocuments</code> <i>num</i>	Specify the maximum number of documents FrameMaker can have open at once.
<code>-meta</code> <i>string</i>	Specify which key is the Meta key. Use any combination of ^ (Control), ~ (Mod 1), + (Shift), or 1, 2, 3, 4, or 5 (Mod keys).
<code>+oldMouse</code>	Interpret mouse button usage as in the SunView version of FrameMaker.
<code>-oldMouse</code>	Interpret mouse button usage as described in the X Window System version of FrameMaker documentation.
<code>+useBackingStore</code>	Save the parts of document windows that are obscured by other windows.
<code>-useBackingStore</code>	Not save the parts of document windows that are obscured by other windows.

In addition to the command line options described above, you can override any FrameMaker resource from the command line with the `-xrm` option. For example, to override the resource that determines the autosave time interval, start FrameMaker with this command:

```
maker -xrm "Maker.autoSaveTime: 10"
```

The .fminit2.0 directory

Several setup files are stored in a directory named `.fminit2.0`. These files contain preset values for several FrameMaker features.

Language-specific setup files

Some of the setup files in `.fminit2.0` contain information that applies to a specific user interface language. For example, FrameMaker requires a new custom document template for each language. Setup files that are language-specific are stored in a language subdirectory of `.fminit2.0`.

Setup files for the:	Are in:
U.S. English version	<code>.fminit2.0/english</code>
U.K. English version	<code>.fminit2.0/ukenglish</code>
French version	<code>.fminit2.0/french</code>
German version	<code>.fminit2.0/german</code>

Throughout the rest of this appendix, the word *language_dir* represents these language subdirectories.

How FrameMaker looks for *.fminit2.0*

When you start FrameMaker, it searches directories in this order for *.fminit2.0*:

- The directory in which you started FrameMaker.
- Your home directory.
- The directory in which FrameMaker is installed (referred to as *install_dir*).

If FrameMaker finds a setup file in one of the directories, it won't search further for that file. For example, if it finds a file in *.fminit2.0* in the current directory, it won't search for that file in *.fminit2.0* in your home directory or in the directory in which FrameMaker was installed. FrameMaker will, however, search in these directories for other setup files.

Changing setup files for all users at your site

If you're a system administrator, edit the setup files in *install_dir/.fminit2.0*; the changes you make affect all users who share that *.fminit2.0* directory. Before you change these files, however, make backups in case you want to restore the original versions.

Changing setup files for your personal use

If you're a user of FrameMaker, customize FrameMaker for your personal use by following these steps:

1. **Create a *.fminit2.0* directory in your home directory.**

Because some of the setup files are stored in subdirectories of *.fminit2.0*, you might need to create similar subdirectories in your personal *.fminit2.0* directory.
2. **Copy the file you want to change from *install_dir/.fminit2.0* into the directory you created.**
3. **Edit the file in your personal directory.**
4. **If FrameMaker is running, exit and then start again so the changes take effect.**

Filters for import, open, and save

FrameMaker provides a mechanism for filtering, reading, and writing foreign files. A foreign file is any file but a FrameMaker document file, a text file, an image file (bitmap, EPSI, or inset), or a MIF file.

When you open or import a foreign file, FrameMaker searches the file called *suffixlist* in *.fminit2.0* for a filename suffix that matches the foreign file's suffix. If it doesn't find a matching suffix, it opens the file as a standard text file. If it does find

a matching suffix, it starts up the MifRead shell script. MifRead reads the foreign file and produces a corresponding temporary MIF file. When MifRead finishes, FrameMaker reads and then deletes the temporary file.

The standard MifRead script includes five filters: `txttomif`, `mmltomif`, `isl1tomif`, `rm8tomif`, and `l3binarytomif`.

FrameMaker provides a similar filtering mechanism when saving a file in MIF format. It generates the MIF output and then executes MifWrite. You can use a case statement similar to the one in MifRead to run the MIF file through the appropriate filter based on the filename extension.

Fontlist

FrameMaker determines which fonts are available by reading the file `.fminit2.0/fontdir/fontlist`. Normally, FrameMaker is shipped with three fontlist files: `fontlist.lwp` (the standard list for a LaserWriter Plus or LaserWriter II), `fontlist.lw` (the standard list for a LaserWriter), and `fontlist.dec` (the same as `fontlist.lwp`, but without the Zapf Dingbat font). When you install FrameMaker, you configure it to use one of these fontlist files. Use the `fmlwFontConfig` script to reconfigure the fontlist file without reinstalling FrameMaker.

At startup, FrameMaker searches for the name of the fontlist file in an X Window System resource file. See "X Window System resources" on page D-1.

You can add fonts to FrameMaker by adding font files to `.fminit2.0/fontdir` and then adding font descriptions to the fontlist file. For more information, see Appendix A, "Adding PostScript Fonts to FrameMaker."

You can adjust the amount of pair kerning in the Adobe Font Metric (AFM) files. For a complete description of AFM file format, see *Adobe® Font Metric Files Specification*, available from Adobe Systems Incorporated.

Integrated applications

FrameMaker looks up information about integrated applications in the file `inseteditors` in `.fminit2.0`. This file describes other applications that can interact with FrameMaker. To use a program to create insets, you must describe it in an Editor section in the `inseteditors` file. To use a program with special hypertext commands or FrameServer functions, you must describe it in a Server section in the `inseteditors` file. See your application program documentation for instructions on how to describe the application in the `inseteditors` file.

Keyboard mappings

When it starts up, FrameMaker searches in the following setup files to build up keyboard mapping information, in this order:

- The main FrameMaker keyboard map: `.fminit2.0/kbmap`
- The language-specific keyboard map: `.fminit2.0/language_dir/kbmap`
(for example, `.fminit2.0/french/kbmap`)
- The keyboard-specific keyboard map: `.fminit2.0/kbmaps/kbmap.vendor`
(for example, `.fminit2.0/kbmaps/kbmap.hp`)
- Extra keyboard mappings you create for your site: `.fminit2.0/kbmap.system`
- Extra keyboard mappings you create for your own use.

Specify the name of this file in an X Window System resource. FrameMaker looks for this file first in the directory from which you started FrameMaker, then in your home directory, and finally in `install_dir/.fminit2.0`. FrameMaker uses the first one it finds.

- Language-specific keyboard macros: `.fminit2.0/language_dir/kbmacros`
- Keyboard macros you create for your site: `.fminit2.0/kbmacros.system`
- Keyboard macros you create for your own use: `kbmacros`
FrameMaker looks for this file first in the directory from which you started FrameMaker, then in your home directory, and finally in `install_dir/.fminit2.0`. FrameMaker uses the first one it finds.

If two files contain information that maps the same key to different functions, FrameMaker uses the last one it finds.

You can change the filenames FrameMaker looks for. See “X Window System resources” on page D-1.

The `kbmap` files

The `kbmap` files tie keystrokes to FrameMaker function and character codes. For a complete list of function codes, see file `.fminit2.0/fm_commands.h` and `.fminit2.0/fm_mathcommands.h`. For character codes, see Appendix B, “Character Sets.”

For information about the structure of the `kbmap` files, see the README file in `install_dir/.fminit2.0/kbmaps`.

The `kbmacros` files

The `kbmacros` files tie key codes to other key codes, creating keyboard macros. (See the Keyboard Macros command on page 1-62.)

PostScript printing controls

The file `postscript_prolog` in `.fminit2.0` controls how PostScript printers interpret FrameMaker documents. If you have special printing requirements, you can edit this PostScript file.

Print spooler

When FrameMaker prints a document, it searches for the file `FMlpr` in `.fminit2.0`. `FMlpr` is a shell script that routes the file to a printer. You can edit `FMlpr` to give additional instructions for printing a file. For example, you could edit `FMlpr` so that a header page is printed for every document, or to make duplex printing available on printers that support it.

Spelling checker dictionaries

You can customize the site dictionary file for your site by adding and deleting words.

At startup, FrameMaker searches for the name of the site dictionary (usually `site.dict`) in an X Window System resource file. (See “X Window System resources” on page D-1.) FrameMaker then searches for the site dictionary in `.fminit2.0`.

Template documents

When you choose the New command, FrameMaker searches for template files in a directory named `fmtemplates`. FrameMaker searches in this order for `fmtemplates`:

- The directory in which you started FrameMaker.
- Your home directory.
- The directory in which FrameMaker is installed (*install_dir*).

If FrameMaker finds an `fmtemplates` directory, it doesn't look for others. If FrameMaker can't find an `fmtemplates` directory in any of these locations, it displays the contents of your home directory in the scroll list in the New Document dialog box.

The `fmtemplates` directory in *install_dir* is actually a symbolic link to a template directory in a language subdirectory of `.fminit2.0` (such as `.fminit2.0/english/templates.us` or `.fminit2.0/french/templates.fr`). The preset symbolic link is to the U.S. English templates. To change the preset templates, remove the symbolic link in the installation directory and create a new one. For example, to use French templates, type these commands:

```
cd install_dir
rm fmtemplates
ln -s .fminit2.0/french/templates.fr fmtemplates
```

Template for custom new documents

The file `.fminit2.0/language_dir/custom.doc` is the template for new custom documents. It contains preset page layouts, reference pages, paragraph and character formats, display units, and display guide settings. When you create a custom document with the New command, FrameMaker uses this template. The template's page size is used for the default page size in the Custom New Document dialog box.

Edit this file to create your own custom document template. It can't contain any body pages. It can contain preset master and reference pages, paragraph and character formats, variables, and cross-reference formats. However, the master pages can't contain any text columns. FrameMaker places columns on the master pages based on the page size specified in the new Custom Document dialog box.

To add or change paragraph or character formats in the custom document template, first add a text column on a master page to get an insertion point. When you are done, delete the text column before saving the template.

Templates for opening text files

When you open standard text files, FrameMaker searches for a template document to determine the page size and formatting values. The preset template document is called `ASCIITemplate`. FrameMaker searches in this order for `ASCIITemplate`:

- The directory in which FrameMaker was started.
- Your home directory.
- `.fminit2.0/language_dir`

To set up a different template, use the New command to create an empty document with the desired page size and number of columns; then save the document using the name `ASCIITemplate` in a `.fminit2.0/language_dir` directory.

You can also put headers and footers, a ¶ Catalog, and master page graphics in the template document, but you should leave the text columns on page 1 empty. You can highlight the end-of-flow symbol in the text column at the start of page 1 and set its font, tab settings, and other paragraph formatting values.

You can also set up a more powerful template system using filename suffixes. FrameMaker doesn't search for `ASCIITemplate` unless it can't find `xxxTemplate`, where `xxx` is the suffix of the text file being opened. For example, you can create a template file called `cncTemplate`. Thereafter, FrameMaker uses `cncTemplate` whenever you open a standard text file whose name ends with `.cnc`.

FrameMaker searches for `xxxTemplate` files in the same directories that it searches for `ASCIITemplate`.



FrameMaker Utilities

FrameMaker utilities perform operations on FrameMaker files and report information about your FrameMaker installation. The utilities are stored in the same directory as the main FrameMaker program files; if you can start FrameMaker from any directory, you can also start the utilities from any directory. However, if you must change to a particular directory to start FrameMaker, you must also change to that directory to start one of the utilities.

This appendix describes how to use:

- `fmbatch`
- `fmcolor`
- `fmcopy`
- `fminvert`
- `fmMacPaint2xwd`
- `fmmail`
- `fmorder`
- `fmprint`
- `fmserial`
- `gprtoxwd`
- `is1totxt`
- `rm8totxt`
- `tifforf`
- `tifftoxwd`
- `txttois1`
- `txttorm8`
- `xwdtoepsf`
- `xwdtorf`

It also tells you where to look for more information about other programs in the FrameMaker program directory.

fmbatch

Use `fmbatch` to open, print, reformat, and save FrameMaker files without actually displaying them. If you have a local or remote connection to an X server, you can use `fmbatch` directly at your graphics workstation or in a remote shell from a non-graphics terminal. In addition, other programs can use `fmbatch` commands to modify FrameMaker files. For example, the following set of `fmbatch` commands opens, prints, and exits a document file:

```
Open FileA.doc
Print FileA.doc
Quit FileA.doc
```



Appendix E *FrameMaker Utilities*

When you start `fmbatch`, it starts its own dedicated version of FrameMaker. In order to start up, `fmbatch` must be able to obtain a FrameMaker license. When you exit `fmbatch`, it exits FrameMaker and frees the license.

To run `fmbatch` from a workstation or terminal that does not have a bitmapped display, set the `DISPLAY` environment variable for the terminal to a remote X server before starting `fmbatch`.

You perform `fmbatch` operations by issuing `fmbatch` commands. You can store commands in a text file, called a batch file, and issue all of the commands in the file at once, or you can issue commands interactively (one at a time).

Using `fmbatch` with batch files

Use batch files to perform the same set of operations frequently. For example, create a batch file to open, print, and exit a book file. Each time you print a draft of the book, you can use the same batch file. Because you can use batch files to issue several commands at once, you don't have to monitor the results of each command.

Store batch files in, and start `fmbatch` from, the directory containing the files you want to use. If you do so, you won't have to use full pathnames in your `fmbatch` commands. Otherwise, you can use either absolute or relative pathnames. If you receive a message telling you that a file doesn't exist, check whether you used the correct pathname.

You can create a batch file using any standard text editor. If you use FrameMaker, be sure to save the file as Text Only. Type one `fmbatch` command on each line of your file. If a filename contains spaces or tabs, enclose the name in quotation marks or type a backslash before each space or tab. For example, the following two lines open the same file:

```
Open "My Document File"  
Open My\ Document\ File
```

To add comments to a batch file, type a number sign (#) at the beginning of a line; `fmbatch` interprets the whole line as a comment. For a complete description of all `fmbatch` commands, see "fmbatch commands" on page E-3.

To run `fmbatch` using a batch file, type the following command in a terminal window:

```
fmbatch batch_file_name
```

where `batch_file_name` is the name of a batch file containing `fmbatch` commands.

To run the international version of *fmbatch* using a batch file, type:

```
fmbatch -i batch_file_name
```

The *fmbatch* program starts up, executes all of the commands in the batch file, and then exits. As it executes commands, *fmbatch* displays messages in the terminal window.

Using *fmbatch* with interactive commands

Use interactive commands for operations that you perform infrequently. To run *fmbatch* using interactive commands, type *fmbatch* in a terminal window. To run the international version of *fmbatch*, type:

```
fmbatch -i
```

If you run *fmbatch* from the directory containing the files you want to use, you won't have to use full pathnames in your *fmbatch* commands.

When the *fmbatch* program has started, you see the prompt (*fmbatch->*) in the terminal window. Type any *fmbatch* command; then press Return. Messages appear in the terminal window as *fmbatch* processes the command. When it finishes processing the command, *fmbatch* displays its prompt so you can enter another command.

For a list of *fmbatch* commands and their use, type *help* or *?* when you see the *fmbatch* prompt. For a complete description of all *fmbatch* commands, see "fmbatch commands," next.

To exit *fmbatch*, press Control-d or type *Quit*.

fmbatch commands

This section describes *fmbatch* commands in alphabetical order.

Open

Opens a FrameMaker file. You can open any type of file that you can open with the *Open* command. You can also use the *OpenTextFile* command, described next, to open text files. The *Open* command has the following format:

```
Open filename
```

where *filename* is the name of the file to open.

You must open a file with *fmbatch* before you can perform any other *fmbatch* operations on it.

OpenTextFile

Opens a text file. This command has the following format:

OpenTextFile *type filename*

where *filename* is the name of the file to open, and *type* is one of the following file type options.

Option:	Meaning:
a	Line-oriented text file
t	Paragraph-oriented text file

ping

Verifies that the dedicated version of FrameMaker started by *fmbatch* is still running. This command has the following format:

ping

If the dedicated version of FrameMaker is still running, the following message appears:

Calling FrameMaker... done.

Print

Prints an open file. This command has the following formats:

Print *filename*

Print *filename print_settings_filename*

where *filename* is the name of the file to print, and *print_settings_filename* is the name of a FrameMaker document containing the print settings you want to use. If you specify a book file, *fmbatch* prints all of the files in the book.

If you don't supply a print settings file, *fmbatch* uses the print settings in the document you are printing. You must open the print settings file with *fmbatch* before you use it in a Print command. If the file is not open, *fmbatch* displays an error message.

Use FrameMaker to create print settings files to use with *fmbatch*. Open a new file, specify its print settings (see the Print command on page 1-93), and then save the file with a name that indicates its use. For example, to print low-resolution images in draft copies of a document, open a new document and choose the Print command. In the Print dialog box, turn on the Low Resolution Images check box and any other print settings you use for drafts; then click OK to apply the print settings. Save the file with a meaningful name (for example, *PrintDraft.doc*). Then use the file as a print settings file in an *fmbatch* command. For example:

Open *MyBookFile.book*

Open *PrintDraft.doc*

Print *MyBookFile.book PrintDraft.doc*

You can set up your print settings file to print a document or book to a file rather than to a printer. *fmbatch* prints to a file whose name is derived from the name of the document or book you are printing (not from the print settings file). For example, if the file *PrintFile.doc* contains print settings for printing to a file, the following *fmbatch* commands will print the document *MyDocFile.doc* to a file named *MyDocFile.ps*:

```
Open MyDocFile.doc
Open PrintFile.doc
Print MyDocFile.doc PrintFile.doc
```

Quit

Exits a file you opened with *fmbatch*, or exits *fmbatch*. This command has the following formats:

```
Quit
Quit filename
```

where *filename* is the name of the file to exit. If you do not type a filename, the *Quit* command exits all open files and then exits *fmbatch*.

If you changed a file, save it before exiting because *fmbatch* exits the file without checking whether or not you saved any changes.

fmbatch exits automatically when it reaches the end of a batch file.

Save

Saves a file that you opened with *fmbatch*. This command saves the file with its current name and format. (To change the name or format, use the *SaveAs* command, described next.) The *Save* command has the following format:

```
Save filename
```

where *filename* is the name of the file to save.

SaveAs

Saves a file with a specific name and format. You can use this command with any file you opened with *fmbatch*. It has the following format:

```
SaveAs option source_file destination_file
```

where *source_file* is the name of the file to save, *destination_file* is the name with which to save it, and *option* is one of the following codes for the file format in which to save the file.

Appendix E *FrameMaker Utilities*

Use this option:	To save in:
m	MIF (Maker Interchange Format)
a	Line-oriented (ASCII) text format
t	Paragraph-oriented text format
d	Editable FrameMaker format
l	Locked FrameMaker format
- (hyphen)	Current format

Specify only one format. If you don't specify a format, `fmbatch` saves the file in its current format (the format in which it was opened). (For a description of file formats, see the Save/Save As commands on page 1-103.) For example, to save the file `Template.doc` as an editable FrameMaker document named `Report.doc`, use the following command:

```
SaveAs d Template.doc Report.doc
```

If the source file is a book file, you don't need to supply a format option. The destination file will also be a book file.

Update

Updates a file. If the file is a document, `fmbatch` updates all cross-references. (See the Cross-Reference command on page 1-22.) If the file is a book, `fmbatch` updates all cross-references and regenerates all derived files. (See the Generate/Update Files command on page 2-3.) The Update command has the following format:

```
Update filename
```

where *filename* is the name of the file to update.

You must have already opened the file with `fmbatch`; otherwise, `fmbatch` displays an error message.

UseFormatsFrom

Updates a document based on the formats copied from another document. If you copy formats to a book file, all of the files in the book are updated. This command has the following format:

```
UseFormatsFrom options filename filename_containing_formats
```

where *filename* is the file into which you are copying formats, *filename_containing_formats* is the file from which you are copying formats, and *options* are one or more of the following one-character codes for the formats you can copy.

Use this option:	To copy:
p	Paragraph formats
f	Character formats
l	Page layouts (master and reference pages)
c	Cross-references
v	Variables
r	Reference pages

You can specify any combination of options you want. If you don't specify options, *fmbatch* copies all formats. (For more information about formats, see the Use Formats command on page 1-130.)

For example, the following command copies paragraph formats, page layouts, and cross-references from FormatFile.doc to WorkFile.doc:

```
UseFormatsFrom plc WorkFile.doc FormatFile.doc
```

You must have already opened both files with *fmbatch*; otherwise, *fmbatch* displays an error message.

fmbatch messages

fmbatch displays messages to give you information or tell you about an error. This section explains, in alphabetical order, the messages that *fmbatch* displays.

fmbatch failed to start because: *FrameMaker_message*.

A FrameMaker error prevented *fmbatch* from starting. For an explanation of the FrameMaker error message, see Appendix C, "FrameMaker Messages"

fmbatch: svcudp_create.

fmbatch was unable to communicate with FrameMaker.

FrameMaker reports error: *FrameMaker_message*.

A FrameMaker error occurred. For an explanation of the FrameMaker error message, see Appendix C, "FrameMaker Messages"

Giving up.

fmbatch exited because it was unable to communicate with FrameMaker.

Invalid format option *format_option*.

Use one of the following options:

The UseFormatsFrom command included an invalid format option. Use only the listed options.

Line too long: *command_line*.

The *fmbatch* command line is too long. A line can contain 32 words, and each word can contain 255 characters. *fmbatch* skips the line.

No call from FrameMaker after *number* seconds.

fmbatch was unable to communicate with FrameMaker. If you were attempting to start *fmbatch*, exit other applications and restart *fmbatch*.

unable to register (FMB_RPC_PROG, FMB_RPC_VERS, udp).

fmbatch was unable to communicate with FrameMaker. The portmap daemon might not be running. For more information, see Chapter 4 of *Installing FrameMaker*.

Unknown command *command_name*.

fmbatch did not recognize the command. Retype it.

Unknown save type: *unknown_option*.

Save type must be one of m a t d l -.

Use one of the SaveAs options in the list (see page E-6).

Usage: *command_format*.

An *fmbatch* command did not follow the correct format. Retype the command.

Usage: *fmbatch commands*.

fmbatch could not interpret a command; it displays a list of valid commands and their formats.

fmcolor

Use *fmcolor* to convert color xwd images to monochrome images. Although you can import color xwd images directly into a FrameMaker document, there are several situations in which you might want to convert an image to monochrome first:

- On monochrome displays, color images appear in FrameMaker documents as monochrome images, but print in gray scale on black-and-white printers. If you want an image to print in the same way it's displayed, convert it to monochrome.
- Color images take up more space on disk than monochrome images; convert them in order to conserve file space.
- Convert captured line art to monochrome to help preserve the meaning and intent of the image. For example, a schematic diagram might use different colors to display symbols and connections. When you print, you might prefer that both be black instead of a gray scale interpretation of the display color.

For complete instructions on using *fmcolor*, type *fmcolor* in an xterm window.

fmcopy

The `fmcopy` script copies FrameMaker directories from one place to another, preserving symbolic links and permissions. Use it whenever you need to copy FrameMaker installation files from one file system to another.

For example, to copy FrameMaker installation files from the directory `/var/frame` to the directory `/var/FrameMaker`, type:

```
fmcopy /var/frame /var/FrameMaker
```

For complete instructions on using `fmcopy`, type `fmcopy` in an xterm window.

fminvert

The `fminvert` script inverts a monochrome Sun rasterfile or X11 xwd 1-bit image so that portions previously black appear white and portions previously white appear black. To run `fminvert`, type the following in an xterm window:

```
fminvert filename inverted_filename
```

where *filename* is the name of the file to invert, and *inverted_filename* is the name of the inverted rasterfile or image file.

You can't invert a gray scale or color image.

fmMacPaint2xwd

The `fmMacPaint2xwd` filter converts a MacPaint file to X11 xwd (X Window Dump) format. To run this filter, type the following in an xterm window:

```
fmMacPaint2xwd filename converted_filename.xwd
```

where *filename* is the name of the MacPaint file to convert, and *converted_file-name.xwd* is the name of the file converted to xwd format.

fmmail

Use the `fmmail` script to send FrameMaker files to others using UNIX mail. This script requires the public domain programs, `uuencode` and `uudecode`, to operate properly. For instructions on using `fmmail`, type `fmmail` in an xterm window.

fmorder

The `fmorder` script helps you collect the information you need to obtain a password from Frame. To run this script, type `fmorder` in an xterm window.

fmprint

The `fmprint` script prints one or more FrameMaker documents or books without opening and displaying them. Use one of the following commands to print with `fmprint`:

```
fmprint filename  
fmprint -p print_settings_filename filename
```

where *print_settings_filename* is the name of a file containing the print settings you want to use, and *filename* is the name of the document or book to print.

To print a document or book with the international version of `fmprint`, use one of the following commands:

```
fmprint -i filename  
fmprint -i -p print_settings_filename filename
```

`fmprint` works in the same way as the `fmbatch Print` command. If you specify a book file, `fmprint` prints all the files in the book. If you don't supply a print settings file, `fmprint` uses the print settings in the document you are printing. For more information about using a print settings file, see the `fmbatch Print` command on page E-4.

fmserial

The `fmserial` script reports your FrameMaker serial number, your Software Update Plan expiration date, and the location of your `frameusers` (password) file. To run this script, type `fmserial` in an `xterm` window.

gprtoxwd

The `gprtoxwd` filter, which runs only on Apollo[®] machines, converts image files from Apollo `gpr` bitmap format to X11 `xwd` bitmap format. To run this filter, type the following in an `xterm` window:

```
gprtoxwd filename converted_filename.xwd
```

where *filename* is the name of the file to convert, and *converted_filename.xwd* is the name of the file converted to X11 `xwd` format.

is1totxt

The `is1totxt` filter converts ISO Latin-1 encoded files to FrameMaker encoded line-oriented text files. If the native text format on your system is ISO Latin-1, use `is1totxt` to convert line-oriented files such as MML files or source code files before importing them into FrameMaker. To run this filter, type the following in an xterm window:

```
is1totxt filename.is1 filename.lin
```

where *filename.is1* is the name of an ISO Latin-1 encoded file, and *filename.lin* is the name of the FrameMaker encoded text file. Don't give line-oriented files that you create with `is1totxt` the `.txt` suffix. FrameMaker assumes that files with this suffix are paragraph-oriented files and reformats them when you import or open them.

Some ISO Latin-1 encoded characters have no equivalents in the FrameMaker character set. The table below shows how the `is1totxt` filter converts them.

ISO Latin-1 character set: Character name	FrameMaker character set: Character name and graphic
brokenbar	bar
Eth	D
mu	u ¨
multiply	x
onehalf	questiondown ¨
onequarter	questiondown ¨
onesuperior	1
plusminus	questiondown ¨
threequarters	questiondown ¨
threesuperior	3
Thorn	P
thorn	p
twosuperior	2
Yacute	Y
yacute	y

rm8totxt

The `rm8totxt` filter converts Roman8 encoded files to FrameMaker encoded line-oriented text files. If the native text format on your system is Roman8, use `rm8totxt` to convert line-oriented files such as MML files or source code files before importing them into FrameMaker. To run this filter, type the following in an xterm window:

```
rm8totxt filename.rm8 filename.lin
```

where *filename.rm8* is the name of a Roman8 encoded file, and *filename.lin* is the name of the FrameMaker encoded text file. Don't give line-oriented files that you create with `rm8totxt` the `.txt` suffix. FrameMaker assumes that files with this suffix are paragraph-oriented files and reformats them when you import or open them.

Some Roman8 encoded characters have no equivalents in the FrameMaker character set. The table below shows how the `rm8totxt` filter converts them.

Roman8 character set: Character name	FrameMaker character set: Character name and graphic
Eth	D
eth	d
mu	u
onehalf	questiondown <i>¿</i>
onequarter	questiondown <i>¿</i>
plusminus	questiondown <i>¿</i>
Scaron	S
scaron	s
Thorn	P
thorn	p
threequarters	questiondown <i>¿</i>
Yacute	Y
yacute	y

tifftrf

The `tifftrf` filter converts images in TIFF format to Sun rasterfile format. To use this filter, type the following in an xterm window:

```
tifftrf filename converted_filename.rf
```

where *filename* is the name of the image file to convert, and *converted_file-name.rf* is the name of the converted image.

tifftoxwd

The `tifftoxwd` filter converts images in TIFF format to X11 xwd image format. To use this filter, type the following in an xterm window:

```
tifftoxwd filename converted_filename.xwd
```

where *filename* is the name of the image file to convert, and *converted_file-name.xwd* is the name of the converted image.

txttoisl

The `txttoisl` filter converts FrameMaker encoded text files to ISO Latin-1 encoding. If you save a FrameMaker document as text only, run `txttoisl` to convert the text before using it in applications that use ISO Latin-1 encoding. To run this filter, type the following in an xterm window:

```
txttoisl filename.txt filename.isl
```

where *filename.txt* is the name of the FrameMaker text file, and *filename.isl* is the name of the ISO Latin-1 encoded file.

Some FrameMaker encoded characters have no equivalents in the ISO Latin-1 character set. The table below shows how the `txttoisl` filter converts them.

FrameMaker character set: Character name	ISO Latin-1 character set: Character name and graphic
breve	macron -
circumflex	asciicircum ^
dagger	bar
daggerdbl	questiondown ¿
bullet	dotaccent ·
dotlessi	i
ellipsis	hyphen -
emdash	hyphen -
endash	hyphen -
fi	questiondown ¿
fl	questiondown ¿
florin	f
guilsinglleft	less <
guilsinglright	greater >
hungarumlaut	quotedbl "
OE	questiondown ¿
oe	questiondown ¿

Appendix E *FrameMaker Utilities*

ogonek	cedilla	·
perthousand	questiondown	¿
quotedblbase	comma	,
quotedblleft	quotedbl	"
quotedblright	quotedbl	"
quotesinglbase	comma	,
trademarkserif	questiondown	¿
Ydieresis	ydieresis	ÿ

txttorm8

The `txttorm8` filter converts FrameMaker encoded text files to Roman8 encoding for use with other HP-UX applications. If you save a FrameMaker document as text only, run `txttorm8` to convert the text before using it in applications that use Roman8 encoding. To run this filter, type the following in an xterm window:

```
txttorm8 filename.txt filename.rm8
```

where *filename.txt* is the name of the FrameMaker text file, and *filename.rm8* is the name of the Roman8 encoded file.

Some FrameMaker encoded characters have no equivalents in the Roman8 character set. The table below shows how the `txttorm8` filter converts them.

FrameMaker character set: Character name	Roman8 character set: Character name and graphic
copyrightserif	questiondown ¿
dagger	questiondown ¿
daggerdbl	questiondown ¿
bullet	dotaccent ·
dotlessi	i
ellipses	questiondown ¿
emdash	hyphen -
fi	questiondown ¿
fl	questiondown ¿
guilsinglleft	less than <
guilsinglright	greater than >
OE	questiondown ¿
oe	questiondown ¿
perthousand	questiondown ¿
quotedblbase	questiondown ¿
quotesinglbase	comma ,

registerserif	questiondown	¿
trademarkserif	questiondown	¿

xwdtoepsf

The `xwdtoepsf` filter converts 24-bit X11 xwd bitmap format to Encapsulated PostScript Format (EPSF). To run this filter, type the following in an xterm window:

```
xwdtoepsf filename.xwd converted_filename.eps
```

where `filename.xwd` is the name of an xwd format file, and `converted_file-name.eps` is the name of the file converted to EPSF format.

The converted file appears on the screen as a monochrome image and can be printed only on a color printer.

xwdtorf

The `xwdtorf` filter converts X11 xwd bitmap format to Sun rasterfile format. To run this filter, type the following in an xterm window:

```
xwdtorf filename.xwd converted_filename.rf
```

where `filename.xwd` is the name of the xwd file to convert, and `converted_file-name.rf` is the name of the rasterfile.

Other utility programs

The FrameMaker program directory contains additional utilities you use in specific situations (for example, while installing FrameMaker or installing new fonts).

Name of utility:	For more information see:
<code>fmAbf2bfont</code>	Appendix A, "Adding PostScript Fonts to FrameMaker"
<code>fmAdobeMacFont</code>	Appendix A, "Adding PostScript Fonts to FrameMaker"
<code>fmAdobePCFont</code>	Appendix A, "Adding PostScript Fonts to FrameMaker"
<code>fmMfont2bfont</code>	Appendix A, "Adding PostScript Fonts to FrameMaker"
<code>fmscreen2mfonts</code>	Appendix A, "Adding PostScript Fonts to FrameMaker"
<code>fmlicense</code>	<i>Installing FrameMaker</i>
<code>fm_id</code>	<i>Installing FrameMaker</i>
<code>fmsetuptrain</code>	<i>Learning FrameMaker</i>
<code>fmverifyinstall</code>	<i>Installing FrameMaker</i>
<code>isl tomif</code>	"Filters for import, open, and save" on page D-17
<code>lwinit</code>	<i>Installing FrameMaker</i>
<code>lwrestart</code>	<i>Installing FrameMaker</i>



Appendix E *FrameMaker Utilities*

mmltomif	"Filters for import, open, and save" on page D-17
rm8tomif	"Filters for import, open, and save" on page D-17
rpc.frameusersd	<i>Installing FrameMaker</i>
txttomif	"Templates for opening text files" on page D-21
xrected	<i>Integrating Applications with FrameMaker</i>

Using FrameMaker on Multiple Platforms

This appendix is for those who use FrameMaker on a variety of platforms and move documents from one to another. The differences in FrameMaker from platform to platform are minimal, and generally occur because FrameMaker adheres to platform-specific conventions. For example, font installation and supported graphic file formats vary according to each platform's conventions.

Setting up FrameMaker for interplatform compatibility

You customize FrameMaker on UNIX platforms (such as Apollo[®], DEC[™], HP[®], IBM[®] RISC System/6000, NeXT[®], and Sun[®]) by editing setup files. (In X Window System versions of FrameMaker, the setup files are X Window System resource files.) The Macintosh version of FrameMaker has no setup files. If you use a modified preferences, widths, spelling, dictionaries, or zoom setup file with a UNIX version of FrameMaker, change the corresponding dialog box settings in the Macintosh version; they'll remain in effect until you change them.



If you customize patterns or markers for a UNIX version of FrameMaker and move documents created with them to the Macintosh, the Macintosh version handles the document as follows:

- FrameMaker uses the fill and pen patterns shown in the Tools window.
- Custom marker names don't appear in the Marker window; they're replaced with the Type *nn* marker names. Any marker text that's associated with the custom marker names becomes associated with the corresponding Type *nn* markers.

Installing fonts

Once you install a font on a Macintosh or NeXT, FrameMaker recognizes it when you start up. For SunView and X Window System versions, however, you must edit the fontlist file to make the font available.

Naming conventions for fonts and their angle, weight, and variations differ among platforms: some use spaces and both uppercase and lowercase letters, others don't. For interplatform compatibility, FrameMaker (except on the NeXT) ignores



Appendix F *Using FrameMaker on Multiple Platforms*

spaces and capitalization in those names. If a UNIX version of FrameMaker doesn't recognize a font name provided by the Macintosh, check the Character Format window to see how FrameMaker named the font and its attributes, and use the same names in the fontlist file for the UNIX version.

For interplatform compatibility, use standard PostScript fonts that are available on all platforms. Don't use Macintosh bitmap fonts such as Chicago and Geneva. Also, a character that isn't compatible between platforms is marked *Reserved* in the "FrameMaker Character Set" appendix of *FrameMaker Reference* for each platform.

Font differences when opening a Macintosh document on a UNIX platform

Outline and shadow attributes used in the Macintosh version of FrameMaker aren't available in UNIX versions. When you open a document that contains those attributes on a UNIX platform, the characters appear as regular text. FrameMaker retains outline and shadow information in a document, in case you open it later on a Macintosh.

Font differences between NeXT and other platforms

When you use the NeXT version of FrameMaker to open a document created with another version of FrameMaker, a message appears to inform you that font metrics are different. You can choose to not open the document. If you open the document, FrameMaker reformats it according to NeXT font metrics.

Sharing a site dictionary

All platforms can share one site dictionary. The dictionary should reside on a server available to all users who need to access it. The Macintosh browser doesn't display files or folders that start with a period (.), yet the site dictionary resides in `install_dir/.fminit2.0` on UNIX platforms. For compatibility, move the site dictionary to a different directory on UNIX platforms, and create a symbolic link from `install_dir/.fminit2.0/site.dict` to it.

Sharing FrameMaker licenses

You can share floating licenses between Sun and X Window System versions of FrameMaker.

There are no floating licenses on the Macintosh; therefore, Macintosh and UNIX platforms can't share licenses.

Sharing documents between Macintosh and UNIX platforms

When you move a document from the Macintosh to a UNIX platform, both the resource and data forks are transferred. If you plan to move the document back to the Macintosh, don't delete the filename that begins with a percent sign (%). That file contains the document preferences and will be moved back to the Macintosh with your document.

File locking

If you use the Macintosh version of FrameMaker and share files across a UNIX network, turn on the UNIX File Locking check box in the Preferences dialog box; FrameMaker will display an alert if a Macintosh and UNIX user try to open the same document.

Symbolic links

Symbolic links created on UNIX platforms don't work on the Macintosh.

If you use a symbolic link to import a graphic with a UNIX version of FrameMaker and then open the document on a Macintosh, the symbolic link is shown as a file in the Macintosh browser and FrameMaker can't find the graphic. For interplatform compatibility, consider not using symbolic links in import paths on UNIX platforms.

Filenames and pathnames

For compatibility between Macintosh and UNIX platforms, don't use filenames that exceed 31 characters or pathnames that exceed 100 characters, and don't use slashes (/) or backslashes (\) in Macintosh filenames or colons (:) in UNIX filenames. If you plan to use UNIX to move or copy files, don't use spaces in filenames; for example, use MyDocument instead of My Document. UNIX considers My Document to be two filenames, unless you type it as "My Document" or My\ Document.

Relative and absolute pathnames

On the Macintosh, all import paths are relative, unless you import a graphic file on a different volume from the document. On UNIX platforms, you control whether an import path is relative or absolute by how you specify the path; see the Import command in Chapter 1 for a UNIX version of *FrameMaker Reference*.

Gray boxes

If a document you moved between platforms contains a gray box, it might contain an imported graphic that's in a format unsupported on the current platform. See "Importing graphics" on page F-4. In addition, insets with no preview image and graphics you skip when opening a document appear as a gray box; NeXT snd (sound) files appear as a gray box on platforms other than the NeXT.

Appendix F *Using FrameMaker on Multiple Platforms*

FrameMaker 1.3 documents

The Macintosh version of FrameMaker will not open a document in Editable Maker Format created with FrameMaker 1.3. Before opening the document on a Macintosh, use a UNIX version to save the document in MIF, or use the `install_dir/bin/1.3binarytomif` filter on a UNIX platform to convert the document to MIF.

Using keyboard shortcuts and macros

FrameMaker keyboard shortcuts vary from platform to platform because of each platform's conventions and available keys.

The same Esc key shortcuts are available in the Macintosh, NeXT, and SunView versions; not all EMACS shortcuts are available on the Macintosh and NeXT because of conflicts with standard keyboard mappings on those platforms. Many of the keyboard shortcuts in the X Window System version differ from those in other versions because of conflicts with Motif™ standards and the limitations of some keyboards. For a list of keyboard shortcuts, see your FrameMaker documentation.

On the Macintosh, create keyboard macros using a system utility such as MacroMaker™. On UNIX platforms, create macros using the FrameMaker Keyboard Macros command. Because keyboard shortcuts differ from one platform to another, macros created for one platform might not work on another.

Importing graphics

The graphic file formats can be displayed and printed as shown in the following table. If a document containing a graphic imported by reference is opened with a version that doesn't support the graphic's format, a gray box appears instead of the graphic.

File format:	Macintosh	NeXT	SunView	X Window System
Sun rasterfile	Yes	Yes	Yes	Yes
EPSI (has an ASCII encoded preview image)	Yes	Yes	Yes	Yes
Mac EPSF ¹ (has a PICT preview image)	Yes	Yes	No	No
DOS EPSF (has a TIFF or Windows Metafile preview image)	Yes ²	No	No	No
PostScript or EPS (no preview image)	Print only	Yes	Print only	Print only
TIFF ³	Yes	Yes	No	No
PICT	Yes	No	No	No
MacPaint ⁴	Yes	No	No	No
NeXT snd (sound)	No	Yes	No	No
X11bitmap	No	No	No	Yes
X11wd (XYPixmap and ZPixmap) ⁵	No	No	No	Yes

Saving a FrameImage with PICT, TIFF, and MacPaint graphics

If you copy a PICT, TIFF, or MacPaint graphic into a FrameMaker document on the Macintosh and need to view or print the graphic on a UNIX platform, you must save a FrameImage with it on the Macintosh. (A FrameImage is the representation of a bitmap used for display across FrameMaker platforms.) To do so, either copy the graphic from the clipboard or use the Import command to copy the graphic file into the document. Then, turn on the Save FrameImage with Imported Graphics setting in the Preferences dialog box before saving the document. FrameMaker saves the FrameImage at screen resolution on the Macintosh, therefore it prints at lower quality on other platforms.

1. To receive a Macintosh program that converts Macintosh 1.1 EPSF files to ASCII 2.0 EPSI files, send a 3-1/2" floppy disk to Frame Technology Corporation, attention Technical Support. See the cover of this manual for the mailing address. (This program is shipped with UNIX versions of FrameMaker.)
2. Displays only if the preview image is in TIFF format.
3. The SunView 2.1 version includes a filter, `tifftorf`, that converts a TIFF image to Sun rasterfile format. The X Window System version includes a filter, `tifftowd`, that converts a TIFF image to `xwd` format.
4. SunView versions include a filter, `fmMacPaint2rf`, that converts a MacPaint image to Sun rasterfile format. The X Window System version includes a filter, `fmMacPaint2xwd`, that converts a MacPaint image to `xwd` format.
5. The SunView 2.1 and X Window System versions include a filter, `xwdtorf`, that converts an `xwd` image to Sun rasterfile format.

Appendix F *Using FrameMaker on Multiple Platforms*

Likewise, if you import a TIFF image by copy on the NeXT, it can be displayed and printed with the Sun and X Window System versions.

Saving a FramelImage with an X11 bitmap or xwd graphic

If you import an X11 bitmap or xwd graphic into a document using the X Window System version of FrameMaker and need to view or print the graphic on another platform, you must save a FramelImage with it using the X Window System version. To do so, use the Import command to copy the graphic file into the document.

Insets

An inset is a graphic created with an application that a UNIX version of FrameMaker is configured to work with. Although the Macintosh version of FrameMaker doesn't support insets, it displays and prints the graphic if it contains preview information in a supported format.

Using color

Gray scale and color bitmaps are handled as follows on the various platforms.

You can:	Macintosh	NeXT	SunView	X Window System
Import gray scale and color bitmaps	Yes	Yes	Yes	Yes
Display gray scale and color bitmaps in gray scale and color on gray scale and color monitors	Yes	No ¹	No ¹	Yes ²
Print gray scale and color bitmaps in gray scale on a PostScript black-and-white printer	Yes	Yes	Yes	Yes
Print color bitmaps in color on a PostScript color printer	Yes	No	Yes	Yes

Spot color separations

In Macintosh and X Window System versions, the eighth spot color is called Yellow; in SunView and NeXT versions, it's called Comment. When you move a document between those versions, FrameMaker recognizes the spot color Comment as Yellow, and vice versa.

1. Display in black and white on a monochrome monitor and in gray scale on a color monitor.

2. For information about the colorImages resource, see page D-3 and page D-15.

Spot color separations are handled as follows on the various platforms.

You can:	Macintosh	NeXT	SunView	X Window System
Display in the color of the separation	Yes	No	No	Yes ¹
Print in the color of the separation	Yes	No	Yes	Yes

Using generated documents

Filenames of generated files differ between the Macintosh and UNIX versions of FrameMaker: the Macintosh version includes spaces in the filenames; the UNIX version doesn't. If you generate a file from a book, all versions recognize the filename. If you generate the file from a document, the Macintosh version doesn't recognize the filename generated by a UNIX version, and vice versa. If you need to move generated files between the Macintosh and other platforms, generate the files from a book.

Printing

Printing a FrameMaker document differs on the various platforms, as follows:

- The Macintosh and NeXT versions support the automatic downloading of fonts to PostScript printers. The SunView and X Window System versions require all fonts to reside on the printer's ROM or hard disk, or to be downloaded manually or by the print spooler.
- Some printer preferences stored by the Macintosh version are ignored by other versions. These include the invert image and flip image preferences. Preferences stored can differ among the various Macintosh printer drivers.
- On the Macintosh, the Last Sheet First setting is an application preference. In the SunView and X Window System versions, it is a document preference. The NeXT always prints the last sheet first.
- The Print dialog box in the Macintosh version doesn't include the Low Resolution Images print setting or the option to print a document to a PostScript file. See the Tips in the Print command in Chapter 1.
- Printing on the NeXT differs from printing on other UNIX platforms. See the Print and Page Layout commands in Chapter 1 of *FrameMaker Reference* for the NeXT version.

1. For information about the colorDocs resource, see page D-3 and page D-15.

Starting International versions of FrameMaker

If a document you create with the Macintosh version of FrameMaker contains several languages and you want to open the document in the SunView or X Window System versions, you must start a separate international version of FrameMaker. Type `imaker` in a shell or xterm window.

To change the language used for spell checking and hyphenation on the Macintosh, see "FrameMaker's Dictionaries" in Chapter 5 of *Using FrameMaker* for the Macintosh version.

Other FrameMaker products

All versions of FrameMaker include document and graphics filters, and UNIX versions include utilities. If you use a particular filter or utility with one version of FrameMaker and need information about it for another, consult the FrameMaker documentation for that version. For information about filters for the Macintosh, see the Import and Open commands in Chapter 2.

Note that the Macintosh and NeXT versions of FrameMaker, unlike the SunView or X Window System versions, don't include FrameViewer, although you can create and display viewer documents on a Macintosh or NeXT.

Index

Symbols

- # (number sign) 1-133, E-2
- \$ (dollar sign) 1-107
- % (percent), in filenames F-3
- * (asterisk)
 - as a wildcard character 1-72, 1-107
 - indicating a reserved license 1-66
- + (plus) 1-63, D-10
- / (slash) 1-35, 1-55
- ? (question mark)
 - as a wildcard character 1-72, 1-107
 - in `fmbatch` E-3
- ^ (caret) 1-63, 1-107, D-10
- | (bar) 1-107
- ~ (tilde) 1-55, 1-63, D-10
- ¶ Catalog, *see* Paragraph Format (¶) Catalog
- in a book window 2-2

A

- absolute pathname 1-55
- accented characters B-8 to B-9, B-11 to B-12
- active area (hypertext) 3-2, 3-3 to 3-5
- Add File command 2-2
- Add Page command 1-2
- adding
 - blank pages 1-33
 - cross-reference formats 1-25 to 1-27
 - documents to book files 2-2
 - generated files to book files 2-2
 - pages 1-2, 1-3
 - variables 1-132 to 1-138
 - words to dictionaries 1-115
- Adobe Font Metric files, *see* AFM
- Advanced properties 1-87
- AFM files A-3, A-13, D-18
- alert boxes, displaying (hypertext) 3-8
- alert command (hypertext) 3-8
- Align command 1-3
- alignment, paragraph 1-80
- Anchored Frame command 1-4
- anchored frame symbol 1-122
- anchored frames
 - effect on line spacing 1-6

- illustrated 1-5
- in the margin 1-7
- applications
 - integrated, customizing D-18
 - starting from a hypertext document 3-12
- applying column layouts 1-20
- Arc tool, illustrated 1-124
- arcs, properties of 1-98
- arrow pointer, illustrated 1-124
- arrow style, customizing 1-127
- artwork, *see* objects
- As Is setting 1-14, 1-77
- ASCII text files, *see* text; text files
- ASCIITemplate D-21
- asterisk (*)
 - as a wildcard character 1-72, 1-107
 - indicating a reserved license 1-66
- .auto filename suffix 1-71, 1-92, 1-100, 1-103
- Autoconnect 1-38
- autonumber format 1-82 to 1-86
 - examples 1-85

B

- Back command 1-9
- Background command 1-9
- .backup filename suffix 1-92
- backups, automatic 1-92
- bar (|) 1-107
- baseline synchronization 1-39
- Basic properties 1-78
- batch files (`fmbatch`) E-2
- batch spell checking 1-118
- Bezier curves 1-112
- bfont files A-5
- bitmap files
 - allocating memory for images D-11
 - color, displaying and printing F-6
 - converting
 - Apollo E-10
 - color E-8
 - customizing color display D-3
 - formats supported F-5
 - gray scale, displaying and printing F-6
 - importing 1-57
 - inverting
 - Sun rasterfile format E-9
 - xwd format E-15

- saving as a FrameImage F-6
 - bitmap fonts F-2
 - blank pages, adding/deleting 1-33
 - Body Pages command 1-10
 - body pages, *see* pages
 - .book filename suffix 1-46
 - book files 2-1 to 2-12
 - creating 1-46
 - deleting files from 2-6
 - generating files in 2-3
 - page numbering in 2-10
 - starting page side in 2-10
 - see also* generated files
 - book window
 - symbol in 2-2
 - illustrated 2-1
 - newly created, changing initial position D-13
 - see also* windows
 - Borders command 1-10
 - breaks, page 1-80
 - bullets
 - changing the font of 1-85
 - in lists 1-82 to 1-85
 - butt cap, illustrated 1-128
 - buttons
 - Character Format Catalog 1-1
 - Equations 1-1
 - mouse usage D-12
 - Next Page 1-1
 - Paragraph Format Catalog 1-1
 - Previous Page 1-1
 - Tools 1-1
 - Zoom Out/In 1-1
- C**
- C Catalog, *see* Character Format (C) Catalog
 - Capitalization command 1-10
 - Capture command 1-11
 - making capture border more visible D-12
 - caret (^) 1-63, 1-107, D-10
 - Catalog
 - Character Format (C) Catalog 1-15
 - button 1-1
 - changing initial position D-13
 - Paragraph Format (¶) Catalog 1-89
 - button 1-1
 - changing initial position D-13
 - changing initial position D-13
 - centered text, illustrated 1-80
 - change bar, font property 1-14, 1-82
 - Change Bars command 1-12
 - changing
 - capitalization 1-10
 - character formats 1-13 to 1-16
 - column connections 1-16
 - cross-reference formats 1-25 to 1-27
 - file setup in books 2-8
 - generated files 1-48 to 1-52
 - grid spacing 1-76
 - object properties 1-96 to 1-99
 - objects 1-122 to 1-128
 - page numbering in book files 2-10
 - page size 1-130
 - paragraph formats 1-76 to 1-89
 - resources D-1 to D-16
 - setup files D-16 to D-21
 - user variables 1-133
 - Character command 1-13
 - Character Format (C) Catalog 1-15
 - button 1-1
 - changing initial position D-13
 - Character Format window, changing initial position D-13
 - character formats
 - assigning a spot color to 1-15
 - changing 1-13 to 1-16
 - changing in generated files 1-48
 - copying 1-22
 - copying from other documents 1-130
 - creating 1-14
 - pasting 1-91
 - storing 1-13
 - viewing 1-16
 - character set B-1 to B-13
 - character tag, illustrated 1-1
 - check box, dim 1-14, 1-77
 - Clipboard
 - copying to 1-21
 - pasting from 1-90
 - clipboard, X Window System 1-21
 - collating pages 1-94
 - color, *see* spot color/spot color separations
 - color bitmap files, *see* bitmap files
 - color images
 - allocating memory for images D-11

customizing color display D-3
 displaying and printing F-6
 importing 1-58
 Color pop-up menu 1-129
 Column Connections command 1-16
 Column Layout command 1-18
 columns
 connecting 1-16
 cutting 1-30
 PostScript code 1-40
 selecting 1-124
 specifying margins 1-19, 1-70
 splitting 1-16
 command line options D-14
 command prefix, customizing key D-10
 commands
 book window 2-1 to 2-12
 document window 1-1 to 1-139
 hypertext 3-8 to 3-16
 compatibility, *see* multiple platforms
 configuration file, *see* customizing
 constraining objects, with the Snap
 command 1-112
 contents, tables of 1-45 to 1-50
 control codes B-2, B-4
 Control key xvii
 conventions, keyboard xvii
 converting
 bitmap files
 Apollo E-10
 from color to monochrome E-8
 to EPSF E-15
 cross-references to text 1-30
 MacPaint files E-9, F-5
 text
 from ISO Latin-1 encoding E-11
 from Roman8 encoding E-12
 to ISO Latin-1 encoding E-13
 to Roman8 encoding E-14
 variables to text 1-138
 xwd bitmap files to Sun rasterfile
 format E-15, F-5
 Copy Character Format command 1-22
 Copy command 1-21
 Copy Paragraph Format command 1-22
 copying
 directories (fmcop) E-9
 formats (fmbatch) E-6
 objects 1-21
 text 1-21
 counter 1-84
 crop marks, printing 1-94
 crossed arrows pointer, illustrated 1-124
 Cross-Reference command 1-22
 cross-reference formats 1-25 to 1-27
 copying from other documents 1-130
 cross-references
 converting to text 1-30
 inserting 1-23 to 1-24
 listing in a document 1-46
 paragraph, defined 1-23
 resolving 1-28
 spot, defined 1-23
 current page number, illustrated 1-1
 custom document template D-21
 custom documents, creating 1-70
 custom.doc D-21
 customizing D-1 to D-21
 arrow style 1-127
 capture border, color of D-12
 capture delay time D-13
 color display D-3
 command prefix key D-10
 decimal tab character D-3
 default language for paragraphs and text
 lines D-9
 dialog box settings D-3 to D-6
 display resolution D-7
 double-click time D-12
 Esc key D-10
 fill patterns D-6
 filters D-17
 fontlist filename D-7
 fonts D-18
 FrameMaker on a Macintosh F-1
 FrameMaker system fonts D-7
 integrated applications D-18
 International FrameMaker D-9
 keyboard mappings D-9, D-19
 line cap 1-128
 line ends 1-127
 line widths 1-126, D-5
 marker names D-4
 maximum number of open
 documents D-12
 memory for images and fonts D-11

- Meta key D-10
 - mouse button usage D-12
 - new custom document template D-21
 - pen patterns D-6
 - Preferences dialog box settings D-4
 - Print dialog box settings D-5
 - print spooler D-20
 - printer language D-5
 - redisplay of document windows D-12
 - site dictionary name D-7
 - spelling checker dictionaries D-20
 - Spelling Checker options D-5
 - template documents D-20
 - user interface language D-9
 - using command line options for D-14
 - window positions, initial D-13
 - Zoom pop-up menu settings D-6
 - see also* resources
- Cut command 1-30
- D**
- database, resource D-2
 - decimal tab character 1-87
 - customizing D-3
 - Default Font properties 1-81
 - Delete command 1-31
 - Delete Page command 1-31
 - deleting
 - blank pages 1-33
 - cross-reference formats 1-25 to 1-27
 - files from a book file 2-7
 - user variables 1-133
 - words from dictionaries 1-116
 - deselecting, *see* selecting
 - destination links (hypertext), gotolink command and 3-10
 - dialog boxes
 - customizing settings in D-3 to D-6
 - typing special characters in B-2
 - dictionaries
 - adding words to 1-115
 - deleting words from 1-116
 - document 1-113, 1-119
 - international 1-113
 - main 1-113
 - managing 1-118 to 1-119
 - personal 1-113, 1-118 to 1-119
 - sharing across platforms F-2
 - site 1-113
 - customizing D-20
 - dictionary headers/footers 1-136
 - Dingbat font B-3
 - directories
 - copying (fscopy) E-9
 - english D-16
 - french D-16
 - german D-16
 - selecting 1-72
 - ukenglish D-16
 - disconnecting columns 1-16
 - discretionary hyphen symbol 1-122
 - display resolution, specifying D-7
 - display units 1-75
 - displaying
 - alert boxes (hypertext) 3-8
 - character formats 1-16
 - first page 1-37
 - hypertext documents 3-7
 - last page 1-65
 - line numbers 1-53
 - master pages 1-68
 - object properties 1-96 to 1-99
 - pages 1-52
 - pages, quickly 1-76
 - paragraph formats 1-90
 - pop-up menus (hypertext) 3-14
 - reference pages 1-99
 - reshape handles 1-100
 - Distribute command 1-31
 - Document command 1-31
 - document dictionary 1-113
 - see also* dictionaries
 - document window, illustrated 1-1
 - see also* windows
 - documents
 - adding to a book file 2-2
 - changing file setup in a book file 2-8
 - copying formats from/to
 - in a book window 2-11
 - in a document window 1-130
 - custom 1-70
 - hypertext 3-1 to 3-16
 - listing imported graphics in 1-58
 - mailing E-9
 - maximum number of open,
 - changing D-12

moving between platforms F-3
naming for use on multiple platforms F-3
new 1-69 to 1-71
opening 1-71 to 1-75
opening automatically on startup D-15
opening on multiple platforms F-3
page numbering in a book 2-10
printing, *see* Print command; printing
reformatting (fmbatch) E-6
rehyphenating 1-118
sharing across multiple
platforms F-1 to F-7
spell checking 1-113 to 1-119
updating (fmbatch) E-6
updating, *see* updating
see also pages; files
dollar sign (\$) 1-107
dots-per-inch (dpi) value 1-57
double-click time, customizing D-12
drawing
objects 1-122 to 1-128
tools 1-124
duplicate, *see* copy

E

Edit menu
Capitalization command 1-10
Copy Character Format command 1-22
Copy command 1-21
Copy Paragraph Format command 1-22
Cut command 1-30
Delete command 1-31
Paste command 1-90
Search command 1-105
Select All command 1-111
Spelling Checker command 1-113
Undo command 1-129
editing
cross-reference formats 1-22 to 1-24
cross-references 1-30
fontlist file A-20 to A-28
hypertext markers 3-6
personal dictionary 1-119
special flow 1-48 to 1-52
variables 1-132 to 1-138
empty text box 1-14, 1-77
Encapsulated PostScript files, *see* EPS files;
EPSF files; EPSI files

end-of-flow symbol 1-122
english directory D-16
enlarging a window by zooming 1-139
EPS files, platforms supporting F-5
EPSF files
converting bitmap files to E-15
Macintosh, converting to EPSI F-5
platforms supporting F-5
EPSI files
importing 1-58
platforms supporting F-5
Equations button 1-1
Equations command 1-36
error messages C-1 to C-14
fmbatch E-7 to E-8
Esc key xvii
customizing D-10
Exit (file) command 1-36
Exit (FrameMaker) command 1-36
Exit Book command 2-6
exiting fmbatch E-5
expiration date E-10
extra spaces, finding 1-116

F

facet, defined 1-99
facing pages, displaying 1-76
feathering, defined 1-37
file browser 1-71
File menu (book window)
Add File command 2-2
Exit Book command 2-6
Generate/Update Files command 2-3
New command 2-4
Open command 2-4
Print command 2-5
Rearrange Files command 2-6
Revert command 2-7
Save As command 2-7
Save command 2-7
Set Up File command 2-8
Use Formats command 2-11
File menu (document window)
Capture command 1-11
Generate command 1-45
Import command 1-54
Keyboard Macros command 1-62
New command 1-69

Open command 1-71
 Preferences command 1-91
 Print command 1-93
 Revert command 1-100
 Save As command 1-103
 Save command 1-103
 Use Formats command 1-130
 file setup, in book files 2-8
 filename suffixes
 .auto 1-71, 1-92, 1-100, 1-103
 .backup 1-92
 .book 1-46
 .doc 1-74
 .isl 1-58
 IX.doc 1-47
 .lck 1-74
 .mml 1-60
 .recover 1-92
 .rm8 1-58
 TOC.doc 1-47
 .txtalt 1-60
 files
 Adobe Font Metric (AFM) A-3, A-13,
 D-18
 ASCII text
 importing 1-58
 manipulating 1-60
 opening 1-71, 1-74
 opening (fmbatch) E-4
 batch (fmbatch) E-2
 bfont A-5
 bitmap
 color F-6
 converting E-8, E-10, E-15
 on multiple platforms F-6
 supported formats F-5
 see also bitmap files
 book 2-1 to 2-12
 configuration, *see* customizing
 converting, *see* converting
 EPSI
 importing 1-58
 platforms supporting F-5
 font
 downloading to a printer A-10, A-18
 printer A-3, A-13
 screen A-4, A-14
 fontlist A-19 to A-28
 generated 1-48 to 1-52, 2-3 to 2-4
 generating 1-45 to 1-48
 importing 1-54, 1-72, D-17
 line-oriented E-11
 lock 1-74
 locking on multiple platforms F-3
 log D-7
 mailing E-9
 MIF (Maker Interchange Format)
 importing 1-60
 opening 1-74
 MML (Maker Markup Language)
 importing 1-60
 opening 1-74
 moving (rearranging) in a book 2-7
 naming on multiple platforms F-3
 opening on multiple platforms F-3
 paragraph-oriented E-11
 PostScript graphic format, support
 for F-5
 printing to 1-96, 2-6
 selecting 1-72
 sending (fmmail) E-9
 setup files D-16 to D-21
 customizing, *see* customizing
 special characters in D-1
 Sun rasterfile, support for F-5
 updating in a book 2-3
 xwd
 converting to Sun rasterfile E-15, F-5
 platforms supporting F-5
 see also documents
 fill and pen patterns 1-124
 customizing D-6
 on a Macintosh F-1
 filters D-17
 see also converting
 First Page command 1-37
 Flip Left/Right command 1-37
 Flip Up/Down command 1-37
 Flow command 1-37
 flow tag, illustrated 1-1
 flow, special 1-48, 1-50
 fm_commands.h D-19
 fm_id E-15
 fm_mathcommands.h D-19
 fmAbf2bfont E-15
 fmAdobeMacFont E-15

- fmAdobePCFont E-15
 - fmbatch E-1 to E-8
 - batch files and E-2
 - commands in E-3 to E-7
 - error messages E-7 to E-8
 - fmbook commands, *see* book files; fmbatch
 - fmcolor E-8
 - fmcopy E-9
 - fmdictionary 1-113, 1-119
 - .fminit2.0 D-16, D-17
 - fminvert E-9
 - fmlicense E-15
 - FMIpr D-20
 - fmlwFontConfig D-18
 - fmMacPaint2xwd E-9
 - fmmail E-9
 - fmMfont2bfont E-15
 - fmorder E-9
 - fmprint E-10
 - fmscreen2mfonts E-15
 - fmserial E-10
 - fmsetuptrain, for training E-15
 - fmtemplates 1-69, 1-70, D-20
 - fmverifyinstall E-15
 - font files
 - AFM A-3, A-13
 - bfont A-5
 - downloading to a printer A-10, A-18
 - printer A-3, A-13
 - screen A-4, A-14
 - font metrics F-2
 - font settings 1-13
 - paragraph default 1-81
 - fontdir D-18
 - fontlist file A-20 to A-28, D-7, D-18
 - Alias statements A-27
 - Angle statements A-23
 - editing A-20 to A-28
 - Family statements A-21
 - Folio statements A-26
 - Font statements A-24
 - ForeignFamily statements A-25
 - MapFont statements A-26
 - Size statements A-21
 - Variation statements A-22
 - Weight statements A-23
 - fonts
 - adding to FrameMaker A-1 to A-28
 - available in documents D-18
 - available ISO Latin-1 D-8
 - downloading to a printer A-10, A-18, A-28
 - FrameMaker system, changing D-7
 - installing on multiple platforms F-1
 - listing in a book 2-2
 - listing in a document 1-46
 - Macintosh bitmap F-2
 - platform differences F-2
 - TypeScaler A-21, A-26
 - footers 1-136
 - Footnote command 1-41
 - Footnote Properties command 1-41
 - forced return symbol 1-122
 - forcing page breaks, using Start pop-up menu 1-80
 - foreign languages D-9
 - automatic hyphenation for 1-88
 - setup files for D-16
 - templates for D-20 to D-21
 - Format menu
 - Change Bars command 1-12
 - Character command 1-13
 - Document command 1-33
 - Equations command 1-36
 - Flow command 1-37
 - Footnote Properties command 1-41
 - Paragraph command 1-76
 - formats, *see* character formats; cross-reference formats; paragraph formats
 - Frame tool, illustrated 1-124
 - frames, anchored 1-4
 - frameusers E-10
 - FrameViewer, starting (hypertext) 3-8
 - Freehand tool, illustrated 1-124
 - Freeze Pagination command 1-43
 - french directory D-16
 - Front command 1-45
 - function codes D-19
- G**
- Generate command 1-45
 - Generate/Update Files command 2-3
 - generated files
 - adding a title 1-48
 - changing 1-48 to 1-52, 2-8 to 2-10

using on multiple platforms F-7
see also book files
generating files 1-45 to 1-48
in a book file 2-3 to 2-4
german directory D-16
Go To command 1-52
gotolink command (hypertext) 3-9 to 3-10
gpptoxwd E-10
graphics
active areas in (hypertext) 3-4, 3-5
suppressing display of 1-76
see also objects; imported graphics
graphics commands 1-122
Graphics menu
Align command 1-3
Back command 1-9
Distribute command 1-31
Flip Left/Right command 1-37
Flip Up/Down command 1-37
Front command 1-45
Gravity command 1-53
Group command 1-54
Properties command 1-96
Reshape command 1-100
Rotate command 1-101
Scale command 1-105
Set # Sides command 1-111
Smooth command 1-112
Snap command 1-112
Ungroup command 1-130
Unsmooth command 1-130
Gravity command 1-53
gravity setting, illustrated 1-123
gray boxes, imported graphics appearing
as F-3
gray scale bitmap files, *see* bitmap files
greekling, defined 1-93
Grid command 1-54
grids 1-54
spacing in 1-76
Group command 1-54

H

handles, reshape and selection 1-100
headers/footers
dictionary 1-136
running 1-136
headings, numbered 1-82 to 1-86

help (fmbatch) E-3
Help command 1-54
hypertext documents 3-1 to 3-16
commands in 3-8 to 3-16
creating 3-2 to 3-5
described 3-2
displaying 3-7
inserting markers/commands
in 3-5 to 3-6
locking 3-7
unlocking 3-7
hyphenation
showing for a word 1-114
specifying 1-88

I

I-beam pointer, illustrated 1-124
IBM PC fonts, adding to
FrameMaker A-12 to A-19
image cache size, customizing D-11
images, *see* bitmap files; graphics; imported
graphics
Import command 1-54
imported graphics
appearing as gray boxes F-3
formats supported F-4
listing in a book 2-2
listing in a document 1-46
missing when printing 1-96
supported on other platforms F-4
see also graphics; EPSF files; EPSI files;
Sun rasterfile
importing
files 1-54, D-17
graphics 1-56 to 1-58
MIF files 1-60
MML files 1-60
stopping 1-59
text 1-58
#include 1-40
indents 1-78
indexes
adding to a book file 2-2
changing the structure of 1-48 to 1-52
creating entries for 1-67
editing special flow in 1-50 to 1-52
generating 1-45 to 1-48
IndexIX 1-51

Info command 1-61
inserting markers 1-67
 for hypertext 3-5
insertion point
 finding 1-53
 illustrated 1-1
Inset command 1-61
inset editors, defined 1-58, 1-61
inseteditors D-18
insets
 defined 1-61
 importing 1-58
 properties of 1-99
installing fonts on multiple platforms F-1
integrated applications D-18
International FrameMaker
 default language for new paragraphs and
 text lines, changing D-9
 dictionaries 1-113
 setup files D-16
 starting F-8
 templates D-20
 user interface language, changing D-9
inverting bitmaps
 in Sun rasterfile format E-15
 in xwd format E-9
isl1tomif D-18, E-15
isl1totxt E-11
ISO Latin-1 encoding
 text filters E-11, E-13
 typing special characters in dialog
 boxes B-2
ISO Latin-1 fonts, available D-8
IX 1-47, 2-9

J
jumping to hypertext markers 3-9 to 3-10,
 3-13, 3-15
justified text, illustrated 1-80

K
kblog D-7
kblogmacros 1-64, D-10, D-19
kblogmap D-10, D-19
kerning 1-15, 1-82
key codes, customizing D-19
keyboard
 command prefix key, customizing D-10

conventions xvii
Esc key, customizing D-10
macros, *see* macros
mappings, customizing D-9, D-19
Meta key, customizing D-10
searching from 1-110
shortcuts on other platforms F-4
Keyboard Macros command 1-62

L
landscape pages, creating by rotating 1-102
language
 default for new paragraphs and text lines,
 changing D-9
 for spell checking and
 hyphenation 1-88, 1-98
 user interface, changing D-9
language_dir D-17
Last Page command 1-65
layouts
 Column Layout command 1-19
 copying from other documents 1-130
 landscape in portrait
 documents 1-101 to 1-102
.lck filename suffix 1-74
leader pattern 1-87
leading, paragraph 1-78
left-aligned text, illustrated 1-80
License command 1-65
licenses, sharing across platforms F-2
line breaks, controlling 1-33
line cap, customizing 1-128
Line End area 1-126
line ends, customizing 1-127
line height, illustrated 1-79
line number, displaying 1-53
line spacing, effect of anchored frame
 on 1-6
Line tool, illustrated 1-124
Line Width area 1-125
line widths 1-125
 customizing 1-126, D-5
lines, text 1-98
lists
 adding to a book file 2-2
 bulleted 1-82 to 1-85
 editing special flow in 1-48 to 1-50
 generating 1-45 to 1-48

numbered 1-82 to 1-86
live links (insets)
 defined 1-61
 importing 1-58
 properties of 1-99
lock file 1-74
locking
 files, *see* permissions
 hypertext documents 3-7
lwinit E-15
lwrestart E-15

M

Macintosh fonts, adding to
 FrameMaker A-2 to A-11
MacPaint format
 converting E-9, F-5
 platforms supporting F-5
macros
 defined 1-62
 log file D-7
 on other platforms F-4
 searching with 1-110
 where FrameMaker searches for D-19
mailing documents E-9
main dictionary 1-113
Maker D-3
Maker Interchange Format files, *see* MIF files
Maker Markup Language files, *see* MML files
manuals (on-line), *see* hypertext documents
margins, *see* columns
Marker command 1-67
marker names
 customizing D-4
 on a Macintosh F-1
marker symbol 1-122
Marker window, changing initial
 position D-13
markers
 hypertext, inserting 3-5
 hypertext, jumping to 3-9 to 3-10, 3-13,
 3-15
 inserting 1-67
 searching 1-107
 selecting 1-107
master pages
 copying from other documents 1-130
 displaying 1-68

see also documents; pages
Master Pages command 1-68
matrix command (hypertext) 3-10
memory, allocating for images and
 fonts D-11
menu bar, illustrated 1-1
menus
 menu bar, illustrated 1-1
 pop-up
 As Is setting in 1-14, 1-77
 in hypertext documents 3-14
 Zoom 1-1, 1-139
 see also Edit menu; File menu; Format
 menu; Graphics menu; Page
 menu; Special menu; View menu
message client command (hypertext) 3-12
message system command (hypertext) 3-12
messages C-1 to C-14
 fmbatch E-7 to E-8
Meta key xvii
 customizing D-10
MIF (Maker Interchange Format) files
 importing 1-60
 opening 1-74
MifRead D-18
MifWrite D-18
missing graphics/text when printing 1-96
misspellings, *see* Spelling Checker
 command
MML (Maker Markup Language) files
 importing 1-60
 opening 1-74
.mml filename suffix 1-60
mmltomif D-18, E-16
mouse button usage, customizing D-12
movement, constraining, with the Snap
 command 1-112
moving files in a book 2-7
multiple platforms
 bitmap files on F-6
 file locking F-3
 generated files F-7
 imported graphics supported F-4
 installing fonts on F-1
 naming files F-3
 printing on F-7
 sharing files F-3
 site dictionaries and F-2

N
 named (reference) frames 1-31, 1-42, 1-89
 New command
 in book window 2-4
 in document window 1-69
 new custom document template,
 customizing D-21
 new documents 1-69
 newlink command (hypertext) 3-13
 Next Page button, illustrated 1-1
 NeXT snd format, platforms supporting F-5
 nextpage command (hypertext) 3-13
 NoName documents 1-69
 nonbreaking space symbol 1-122
 number series label 1-83
 number sign (#) 1-133, E-2
 numbered
 headings 1-85
 lists 1-82 to 1-86
 Numbering properties 1-82
 numbering, paragraphs, *see* paragraph
 numbering

O
 object selection tool, illustrated 1-123
 objects
 changing 1-122 to 1-128
 copying 1-21
 distributing 1-31
 drawing 1-122 to 1-128
 arcs 1-124
 constraining movement while 1-112
 freehand curves 1-124
 ovals and circles 1-124
 polygons and polylines 1-124
 rectangles and squares 1-124
 text columns 1-124
 text lines 1-124
 grouping 1-54
 importing graphics 1-56 to 1-58
 moving 1-31
 pasting 1-91
 properties of 1-96
 reshaping 1-100
 rotating 1-101
 scaling 1-105
 smoothing 1-112
 spacing 1-31

see also graphics
 on-line help/manuals, Help command 1-54
see also hypertext documents
 Open command
 in book window 2-4
 in document window 1-71
 fmbatch E-3
 opening files on multiple platforms F-3
 openlink command (hypertext) 3-13
 OpenTextFile command (fmbatch) E-4
 Options command 1-75
 orphan control 1-80
 outlined text F-2
 outlining 1-85
 Oval tool, illustrated 1-124
 overlined text 1-14, 1-82

P
 ¶ Catalog, *see* Paragraph Format (¶) Catalog
 page breaks, forcing with Start pop-up
 menu 1-80
 page count, controlling 1-33
 page layouts
 copying from other documents 1-130
 landscape, in portrait documents 1-102
 page margins, *see* columns
 Page menu
 Add Page command 1-2
 Background command 1-9
 Body Pages command 1-10
 Column Connections command 1-16
 Column Layout command 1-18
 Delete Page command 1-31
 First Page command 1-37
 Freeze Pagination command 1-43
 Go To command 1-52
 Last Page command 1-65
 Master Pages command 1-68
 Reference Pages command 1-99
 Rotate Page command 1-101
 page numbering, in book files 2-10
 page numbers, illustrated 1-1
 page orientation, using Rotate Page 1-101
 page side
 in book files 2-10
 in documents 1-35
 pages
 adding 1-2

- body pages 1-2
- changing size 1-130
- deleting 1-31
- master pages
 - copying from other documents 1-130
 - displaying 1-68
- reference pages
 - copying from other documents 1-130
 - displaying 1-99
- rotating 1-101
- scaling when printing 1-95
- pagination
 - in books 2-10
 - in documents 1-35
- pair kerning 1-15, 1-82
- Paragraph command 1-76 to 1-89
 - Advanced properties 1-87
 - Basic properties 1-78
 - Default Font properties 1-81
 - Numbering properties 1-82
 - Tabs properties 1-86
- paragraph cross-reference, defined 1-23
- Paragraph Format (¶) Catalog 1-89
 - button 1-1
 - changing initial position D-13
- Paragraph Format window, changing initial position D-13
- paragraph formats
 - assigning spot color to 1-82
 - changing 1-76 to 1-89
 - copying 1-22
 - copying from other documents 1-130
 - creating 1-76 to 1-89
 - pasting 1-91
 - storing 1-76 to 1-89
 - viewing 1-90
- paragraph numbering 1-82 to 1-86
 - examples 1-85
 - restarting 1-33
- paragraph symbol 1-122
- paragraph tag, illustrated 1-1
- paragraphs
 - keeping with next/previous 1-80
 - specifying location on page 1-80
- passwords (fmorder) E-9
- Paste command 1-90
- path 1-122
- pathnames 1-55
 - in hypertext commands 3-10
- PC fonts, adding to
 - FrameMaker A-12 to A-19
- pen and fill patterns 1-124
 - customizing D-6
 - on a Macintosh F-1
- percent (%), in filenames F-3
- performance
 - and long documents 1-43
 - display D-11, D-12
 - printing 1-94, 1-96
- permissions
 - specifying for a book file 2-8
 - specifying for a document 1-104
- personal dictionary 1-113, 1-119
 - see also dictionaries
- PICT format, platforms supporting F-5
- ping command (fmbatch) E-4
- plus (+) 1-63, D-10
- point pages 1-43
 - numbering style 1-33
- pointers, illustrated 1-124
- Polygon tool, illustrated 1-124
- polygon, regular 1-111
- Polyline tool, illustrated 1-124
- popup command (hypertext) 3-14
- pop-up menus
 - As Is setting in 1-14, 1-77
 - in hypertext documents 3-14
 - Zoom 1-1, 1-139
 - customizing settings D-6
- PostScript
 - adding fonts to FrameMaker A-1 to A-28
 - code columns 1-40
 - graphics file format, platforms supporting F-5
 - printing controls, customizing D-20
- postscript_prolog D-20
- Preferences command 1-91
- preferences, customizing D-4
- Previous Page button 1-1
- previouslink command (hypertext) 3-15
- previouspage command (hypertext) 3-16
- Print command
 - in book window 2-5
 - in document window 1-93
 - fmbatch E-4
- Print dialog box, customizing settings D-5

print spooler, customizing D-20
 printer fonts A-3, A-13
 downloading A-10, A-18, A-28
 printer language, customizing D-5
 printing 1-93
 controls, customizing D-20
 crop marks/registration marks 1-94
 documents (fmbatch) E-4
 documents (fmprint) E-10
 imported graphics 1-57
 missing graphics or text when 1-96
 on multiple platforms F-7
 scaling pages when 1-95
 speed 1-94, 1-96
 spot color 2-5
 to a file 1-96, 2-6
 projecting cap, illustrated 1-128
 properties
 of documents 1-34
 of insets 1-99
 of objects 1-96 to 1-99
 arcs 1-98
 rounded rectangles 1-97
 text lines 1-98
 of paragraphs
 Advanced 1-87
 Basic 1-78
 Default Font 1-81
 Numbering 1-82
 Tabs 1-86
 Properties command 1-96
 properties, object 1-96 to 1-99

Q

question mark (?)
 as a wildcard character 1-72, 1-107
 in fmbatch E-3
 Quit command (fmbatch) E-5
 quit command (hypertext) 3-16
 quitall command (hypertext) 3-16
 quitting fmbatch E-5

R

read/write access, *see* permissions
 Rearrange Files command 2-6
 .recover filename suffix 1-92
 Rectangle tool, illustrated 1-124
 rected E-16

Redo command 1-129
 reducing a window by zooming 1-139
 reference frames 1-31, 1-42, 1-89
 reference pages
 copying from other documents 1-130
 displaying 1-99
 see also documents; pages
 Reference Pages command 1-99
 registration marks, printing 1-94
 regular polygon 1-111
 rehyphenating a document 1-118
 relative pathname 1-55
 reserved characters F-2
 Reshape command 1-100
 reshape handles 1-100
 resize arrow pointer, illustrated 1-124
 resources D-1 to D-16
 database D-2
 for all users, changing D-2
 for your own use, changing D-2
 how FrameMaker finds them D-1
 on other platforms F-1
 overriding D-15
 special characters in D-1
 window manager, changing D-13
 see also customizing
 Revert command
 in book window 2-7
 in document window 1-100
 right-aligned text, illustrated 1-80
 rm8tomif D-18, E-16
 rm8totxt E-12, E-14
 Roman8 encoding, text filters E-12, E-14
 Rotate command 1-101
 Rotate Page command 1-101
 round cap, illustrated 1-128
 Rounded Rectangle tool, illustrated 1-124
 rounded rectangles, properties of 1-97
 rpc.frameusersd E-16
 Rulers command 1-102
 rulers, illustrated 1-1
 running headers/footers 1-136

S

Save As command
 in book window 2-7
 in document window 1-103
 SaveAs command (fmbatch) E-5

Save command
 in book window 2-7
 in document window 1-103
 fmbatch E-5
saving, automatic 1-92
Scale command 1-105
scaling printed pages 1-95
screen font files A-4, A-14
scroll arrow, illustrated 1-1
scroll list
 As Is setting in 1-14, 1-77
 selecting files in 1-71
scrolling, slider for 1-1
Search command 1-105
Search window, changing initial
 position D-13
searching 1-105
 canceling 1-109
 from keyboard 1-110
 setting search parameters 1-110
 using macros 1-110
 using special text symbols 1-109
Select All command 1-111
selecting
 directories 1-72
 files 1-72
 markers 1-107
 text columns 1-124
 text lines 1-124
 tools for 1-123 to 1-124
selection handles, illustrated 1-100
selection tools, illustrated 1-123
sending files (fmmail) E-9
separations, *see* spot color/spot color
 separations
serial number (fmserial) E-10
Set # Sides command 1-111
Set Up File command 2-8
setup files
 changing D-16 to D-21
 special characters in D-1
 see also resources; customizing
shadowed text F-2
site dictionary 1-113, D-20
 customizing name D-7
 sharing across platforms F-2
site.dict D-7
slash (/) 1-35, 1-55
slider, illustrated 1-1
smart quotes 1-35
smart selection tool, illustrated 1-123
smart spaces 1-35
Smooth command 1-112
Snap command 1-112
snap grid 1-54
 spacing 1-76
snap setting, illustrated 1-123
Software Update Plan expiration date E-10
SortOrderIX 1-51
spaces, preventing multiple 1-35
spacing
 grid 1-76
 horizontal 1-32
 line 1-79
 vertical 1-33
 word 1-88
 see also objects
special characters
 in dialog boxes B-2
 in macro triggers 1-63
 in marker text 1-68
 in setup files D-1
 in X Window System resources D-1
 searching with 1-109
special flow, editing 1-48 to 1-52
Special menu
 Anchored Frame command 1-4
 Cross-Reference command 1-22
 Footnote command 1-41
 Inset command 1-61
 Marker command 1-67
 Variable command 1-132
speed (performance)
 and long documents 1-43
 display D-11, D-12
 printing 1-94, 1-96
Spelling Checker command 1-113
 batch spell checking and 1-118
 dictionaries 1-113, 1-118, D-20
 options 1-116, D-5
 paragraph language 1-88
 text line language 1-98
Spelling Checker window, changing initial
 position D-13
splitting columns 1-16
spot color/spot color separations 1-128

assigning to objects 1-97
 assigning to text 1-15, 1-82
 customizing display D-3
 defined 1-128
 on multiple platforms F-6
 printing 2-5
 Spot Colors command 1-120
 spot cross-reference, defined 1-23
 stack, defined (hypertext) 3-8
 starting
 applications from a hypertext document 3-12
 FrameViewer (hypertext) 3-8
 status bar, illustrated 2-1
 strikethrough text 1-14, 1-82
 subscript text 1-14, 1-82
 suffixlist D-17
 Sun rasterfile format, platforms supporting F-5
 superscript text 1-14, 1-82
 suppress hyphenation symbol 1-122
 Symbol font B-3
 symbols
 □ in a book window 2-2
 anchored frame 1-122
 end-of-flow 1-122
 forced return 1-122
 hyphens
 discretionary 1-122
 suppressed 1-122
 marker 1-122
 nonbreaking space 1-122
 paragraph 1-122
 special text, using 1-109
 tab 1-122
 Text Symbols command 1-122
 synchronizing, defined 1-38
 system variables, *see* variables

T

tab
 decimal tab character 1-87, D-3
 settings 1-86
 symbol 1-122
 tables of contents 1-45 to 1-50
 see also lists
 Tabs properties 1-86
 tag area, illustrated 1-1

templates 1-69
 where FrameMaker searches for D-20
 text
 active areas in (hypertext) 3-3, 3-5
 box, empty indication 1-14, 1-77
 changing the appearance of, *see* character formats; paragraph formats
 columns, *see* columns
 copying 1-21
 flow
 Flow command 1-38
 special 1-48, 1-50
 tag, illustrated 1-1
 importing 1-58
 lines, properties of 1-98
 missing when printing 1-96
 pasting 1-90
 Text Column tool, illustrated 1-124
 text files
 importing 1-58
 opening 1-71, 1-74
 opening (fmbatch) E-4
 TextRect, *see* columns
 text line language, for spell checking 1-98
 Text Line tool, illustrated 1-124
 Text Symbols command 1-122
 thumbnails, defined 1-94
 TIFF
 converting format E-12, E-13, F-5
 platforms supporting F-5
 tifftrf E-12
 tifftoxwd E-13
 tilde (~) 1-55, 1-63, D-10
 title bar
 changing font in D-14
 TOC 1-47, 2-9
 tools
 described 1-122 to 1-123
 for drawing, illustrated 1-124
 for selecting text and objects, illustrated 1-123 to 1-124
 Tools button 1-1
 Tools window 1-122
 changing initial position of D-13
 customizing settings D-5
 total page number, illustrated 1-1
 training, fmsetuptrain utility E-15

trigger
 defined 1-62
 see also macros
troubleshooting
 font display D-11
 image display D-11
 system fonts D-7, D-14
 windows D-13
.txtalt filename suffix 1-60
txttoisl E-13
txttomif D-18, E-16
txttorm8 E-14
TypeScaler fonts A-21, A-26

U

ukenglish directory D-16
underlined text 1-14, 1-82
Undo command 1-129
Ungroup command 1-130
units, display 1-75
UNIX
 commands, executing (hypertext) 3-12
 mail, sending files using E-9
unlocking hypertext documents 3-7
unresolved cross-references, defined 1-28
Unsmooth command 1-130
Update command (fmbatch) E-6
Update Files command, *see* Generate/
 Update Files command
updating
 cross-references 1-28
 documents (fmbatch) E-6
 files in a book 2-3
 variables 1-133
Use Formats command
 in book window 2-11
 in document window 1-130
UseFormatsFrom command (fmbatch) E-6
user interface language, changing D-9
user variables, *see* variables
utilities
 fmbatch E-1 to E-8
 fmcolor E-8
 fmcopy E-9
 fminvert E-9
 fmMacPaint2xwd E-9
 fmmail E-9
 fmorder E-9

fmaprint E-10
fmserial E-10
fmsetuptrain E-15
gprtoxwd E-10
isltotxt E-11
rm8totxt E-12
tiffTORI E-12
tifftoxwd E-13
txttoisl E-13 to E-14
txttorm8 E-14 to E-15
utilities for specific uses E-15 to E-16
xwdtoepsi E-15
xwdTORI E-15

V

Variable command 1-132 to 1-138
variables
 adding 1-132 to 1-138
 converting to text 1-138
 copying definitions from other
 documents 1-130
 defined 1-132
 editing 1-132 to 1-138
 system 1-135
 updating 1-133
 user 1-132
View menu
 Borders command 1-10
 Grid command 1-54
 Options command 1-75
 Rulers command 1-102
 Spot Colors command 1-120
 Text Symbols command 1-122
viewer -f (hypertext) 3-8
visible grid 1-54
 spacing 1-76

W

warnings (messages) C-1 to C-14
 fmbatch messages E-7 to E-8
widow control 1-80
wildcard characters 1-72, 1-107
window manager resources, changing D-13
windows
 customizing position D-13
 document window 1-1
 enlarging and reducing with
 Zoom 1-139

making borders easier to read D-14
placement on the screen D-14
specifying active D-14
stacking D-14
see also book window

X

X Window System clipboard 1-21
X Window System resources, *see* resources
x11 bitmap format, platforms
 supporting F-5
.XDefaults D-1
xrdb D-2
xwd format 1-11
 converting to Sun rasterfile E-15, F-5
 platforms supporting F-5
xwd images, saving a FrameImage of F-6
xwdtoepsi E-15
xwdtorf E-15

Z

Zapf Dingbat font B-3
Zoom Menu Options command 1-139
Zoom Out/In buttons 1-1
Zoom pop-up menu 1-1, 1-139
 customizing settings D-6
zoom settings, illustrated 1-1