



MADCAP FLARE 2020



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Introduction

Following are the new features in this release of Flare.

For more information about each feature discussed in this manual, open the online Help and refer to the "What's New" topic. Links are provided in some feature descriptions, taking you to topics that contain additional information and steps.

"Private Outputs on MadCap Central" on page 8

- Produce private output requiring users to log in
- Design account link in a skin
- Set outputs as "private" in Central

"Micro Content Enhancements" on page 21

- Associate context-sensitive Help with micro content phrases
- Apply conditions to micro content phrases
- Use micro content conditions (similar to snippet conditions)
- Edit properties for micro content phrases

"Code Snippets" on page 52

- Create and insert code in dozens of languages
- Syntax highlighting occurs automatically
- Users can quickly copy code in HTML5 output

"Collapsing and Expanding Tags in the XML Editor" on page 66

- Use arrows, context menu, or shortcuts to expand and collapse blocks of content
- Makes it easier to view and find content in long topics
- Enable or disable expand/collapse arrows

"ServiceNow® Publishing" on page 69

- Publish Flare topics to ServiceNow[®] knowledge bases
- Select a custom installation component
- Set up a ServiceNow[®] destination file

"Find and Replace Enhancements" on page 80

- Find text and elements from same window pane
- Easier interface for finding and replacing tags, classes, style IDs, inline formatting, and attributes

Upgrade to .NET Core 3.1 for Elasticsearch

Previously, publishing Elasticsearch-enabled output required .NET Core 1.1.6 installed on your server. Now .NET Core 3.1.1 is required. If you have remote Elasticsearch configured from past versions of Flare, we recommend you upgrade it to the new version, as well as republish older outputs if possible.

"Deprecated Features" on page 115

- List of features that will be deprecated
- Recommended replacements for deprecated features

Private Outputs on MadCap Central

Supported In:



You can produce private output that requires a user to log in with an email and Central password. Without credentials, people cannot see the output. It is possible to set private output for all output types supported by Central. Also, accessing private output is not limited to people in your company. Central has a free Viewer user type that you can use to add any of your customers to your Central license, and then give them access to live private output.

After users log in to see private output, an account link displays in the output interface for HTML5 targets (not for other output types). If the output is not set to private, this link is not shown. When users hover over the link, a menu shows two options.



For more about integrating with Central, see the Flare online Help.

For more details about making output private, see the Central online Help.

This chapter discusses the following:

How to Customize the Location of the Account Link	10
How to Change the Look of the Account Link	11

How to Customize the Location of the Account Link

By default, the account link is included automatically in the header of the regular skin. However, if you want the account link to display somewhere else in the output, you can use a Central Account proxy and hide the link from the regular skin.

- NOTE You cannot use a proxy and skin component to customize the account link location for Tripane output. It is supported only for Side Navigation, Top Navigation, and skinless output.
- 1. (Optional) Add a Central Account skin component if you want to control the look of the account link in the output.
- 2. Open a topic (if you want the link to display on only one page) or master page (if you want the link to display on many pages).
- 3. In the topic or master page, place your cursor where you want the account link to be added. In a master page you may need to press the down arrow on your keyboard and then press Enter at the correct location. Then select Insert > Proxy > Insert Central Account Proxy.
- 4. (Optional) In the dialog, you can select a skin component to affect the look of the account link.
- 5. Click OK.
- 6. Click 🔙 to save your work.
- 7. If you inserted the proxy into a master page, make sure to associate the master page with a target.
- 8. Open the regular HTML5 skin, and set the account link to be hidden from the top of the output.
 - a. In the local toolbar, make sure Web Medium is selected.
 - b. On the left, select the **Styles** tab.
 - c. Scroll down and expand Central Account Element > Layout.
 - d. Set the **Display** field to **none**.
 - e. Click 🔙 to save your work.

How to Change the Look of the Account Link

- 1. Open a regular HTML5 skin, or a Central Account skin component if you are using a proxy.
- 2. In the local toolbar, select the appropriate medium-Web, Tablet, or Mobile.
- 3. Select the Styles tab.
- 4. If you opened a regular skin, scroll down in the **Header** section to find the **Central Account** styles.



Then expand any of the styles.

Style	Description
Central Account Link	This controls the look of the area showing the image, text, and down arrow that the user first sees.
Central Account Link (hover)	This controls the look of the area showing the image, text, and down arrow when a user hovers over it.
Central Account Link Image	This controls the image shown to the left of the word "Account."
Central Account Element	This controls the look of the entire account link area.
Central Account Element (hover)	This controls the look of the entire account link area when a user hovers over it.

Style	Description
Central Account Menu	This controls the look of the entire menu area.
Central Account Menu Link	This controls the look of the link for individual menu items.
Central Account Menu Link (hover)	This controls the look of the link for individual menu items when a user hovers over them.



For Tripane skins there is an additional style called "Search Bar and Central Account Container." This style lets you hide or show the container holding the search bar and Central account link.



Search		All Files v	Q	٤	Αссοι	ınt ▼
		÷		÷	۲	

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

ALIGNMENT

Depending on the style and element you are working with, you may be able to select one or more of the following:

- Horizontal This option lets you choose whether to position the element to the left, middle, or right.
- Vertical This option lets you choose whether to position the element on the top, middle, or bottom.
- Full Row This option allows the element to take up all of the space horizontally in the header.
- Order This option determines which element comes first (1), second (2), or third (3) in the header. Side Navigation has only two elements (logo and search bar), but Top Navigation has three (logo, search bar, and menu).

BACKGROUND

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

- **Gradient** This lets you change the background color using a progression effect. Select the beginning gradient color in the first field, and then select a second gradient color in the second field. You can use any of the following to enter or select a color.
 - transparent ▼You can type a hexadecimal number (e.g., #000000) directly in this field.Alternatively, you can click the down arrow and choose a color or make
the background transparent.
 - This opens the Color Picker dialog, which lets you choose a color in many ways.
 - Adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.
- Color This lets you select a single color.
- Image This lets you select an image for the background. Click and use the dialog to select an image file.
- Repeat Use this field to tell Flare whether the image should repeat or not.
- ▶ NOTE The Image field has the highest precedence, which means that if you enter settings in all of the Background fields, the image will win. Gradient has the next highest precedence. If you want to use the Color field, you need to make sure the Gradient fields are set to transparent and that there is no image selected.

BLOCK

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

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

BOX SHADOW

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

- Horizontal Shadow Length This is the position of the horizontal shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- Vertical Shadow Length This is the position of the vertical shadow. Negative values are allowed. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- Shadow Blur Length This is the blur distance. In the first field type a number or use the arrows. Then click in the second field and select the unit of measurement (e.g., pixels, points, centimeters).
- Shadow Color This lets you select a color for the shadow. You can use any of the following:
 - transparent ▼
 You can type a hexadecimal number (e.g., #000000) directly in this field.
 Alternatively, you can click the down arrow and choose a color or make the background transparent.
 - This opens the Color Picker dialog, which lets you choose a color in many ways.
 - Adds a small bar above the cursor. As you move the cursor over any area of your computer screen, the color changes in the bar to reflect the color that is directly behind the tip of the cursor. When you click, that color is automatically loaded into the Color Picker dialog.
- Shadow Inset This changes the shadow from an outer shadow (outset) to an inner shadow. Click in the field and select an option. If you select false the shadow will be outset. If you select true the shadow will be inset.

FONT

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

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

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

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

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

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

HEIGHT

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

LAYOUT

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

MARGIN

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

PADDING

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

SIZE

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

TEXT DECORATION

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

6. Click 🖬 to save your work.

Micro Content Enhancements

Supported In:



Major enhancements have been made to the micro content feature, letting you create contextsensitive Help (CSH), work with conditions, and edit phrase properties.

This chapter discusses the following:

Context-Sensitive Help	
Conditions	
Micro Content Variables	40
Phrase Properties	45

Context-Sensitive Help

The Alias Editor has been modified, allowing you to set CSH identifiers (IDs) on micro content phrases. And since micro content is intended to be quite short, this makes it ideal for field-level Help (although it doesn't necessarily need to be associated at the field level). In other words, a single field in your product's user interface can be programmed to open a specific piece of micro content for your end users when they seek help. Flare handles the connection between your micro content phrase/response combinations and CSH IDs; however, to link these IDs to a desktop application, your engineers would need to work in whatever third-party software they normally use to do their software development.

User Prome Settings	
Your Name	
Simon MadCap	
Email	
Enter your email address	Photos should be a minimum of 750x750 pixels Accepted formats:
Profile Image	M-31-1-131-13-
C Choose drop ima	a file or age here

Following are steps for creating and assigning IDs at the same time. This assumes you are providing the developer with the resulting header file (containing the IDs). Alternatively, the developer might create the header file and provide it to you; you can then import the header file and assign the IDs to the appropriate micro content phrases.

How to Set Identifier Options

You can set options for new IDs in advance. This will supply some of the information (e.g., starting value, prefix, include phrase in ID name) for you automatically as you create new IDs.

- 1. Open an alias file.
- 2. In the local toolbar of the Alias Editor click 🜆.
- 3. In the Identifier Options dialog, complete any of the options as necessary. For full descriptions of all of the options, see the online Help.

Following is the only option that has been changed for this release.

INCLUDE FILE OR PHRASE NAME IN IDENTIFIER NAME

Select this check box if you want the names of the assigned topics or micro content phrases to be included automatically in the names of the new IDs. This way, you do not have to manually enter the names later. Flare will add underscores if a file name or phrase has more than one word.

Identifier Options	?	×
Starting value		
1000		-
Use Prefix		
Include file or phrase name in identifie	er	
Capitalize new identifier names		
Default skin		
		\sim
Primary Header		
		\sim
Value Format		
Decimal		\sim



NOTE The Default Skin option in this dialog applies only to topics, not to micro content phrases.

4. Click OK.

How to Auto-Generate New IDs for Many Micro Content Phrases

If you already have a lot of micro content, you might want to use these steps initially to quickly create IDs for all of the phrases, but then as you continue to add micro content phrases later, you might want to use the next set of steps for those (see "How to Create and Assign a New ID for One Phrase at a Time" on page 27).

- 1. Open the alias file that you created.
- 2. Do one of the following:
 - In the local toolbar of the Alias Editor click <a>[§]
 - On the right side of the editor, right-click and from the context menu select **Auto Generate**.

The Generate Identifiers dialog opens.

- 3. In the **Header File** area on the left, select whether to create a new header file from a template or choose an existing header file.
- 4. (Optional) On the right side, in the **Identifier Options** area, you can override values that are already set in the Identifier Options dialog (see "How to Set Identifier Options" on page 23).
- 5. In the Generate Identifiers for field, select one of the following:
 - Unassigned micro content Select this if you already have some IDs in the header file that are assigned to micro content phrases. New IDs will be created only for micro content phrases that are not yet assigned to an ID.
 - All micro content Select this if you want new IDs to be created for all micro content phrases in your project, whether or not some IDs are already assigned to phrases.

► NOTE If you also have topics for which you want to create IDs at the same time, you can select Unassigned topics and micro content or All topics and micro content.

- 6. If you selected one of the "All" options in the previous step, choose one of the following in the **Existing Identifiers** field:
 - Keep Select this if you want to keep the IDs that you already have in the header file. As a result, you will have some phrases that are assigned to multiple IDs (i.e., the old ID and the new one).
 - **Delete** Select this if you want to delete the existing IDs in the header file, creating new ones instead. This way, you will not have any phrases that are assigned to multiple IDs.
- Click Create. In the Alias Editor, the header file is automatically selected in the local toolbar. Also, new rows are added in the Alias Editor with (instead of) next to them. The green icon indicates that the IDs are assigned to topics.
- 8. Click 🔙 to save your work.

How to Create and Assign a New ID for One Phrase at a Time

- 1. Open the alias file that you created.
- 2. On the left side of the Alias Editor, find and expand the micro content file containing phrases that you want to assign to new IDs.



3. On the left side of the editor, right-click a micro content phrase, and select **Assign to New Identifier**.

4. (Optional) If you want to make changes (e.g., modify the ID name or number), click in the appropriate cell and type the new information.



5. Click 🔙 to save your work.

What's Noteworthy?

NOTE You can use underscores between words in the ID, but spaces are not allowed.

▶ NOTE The File and Path columns show the name of the micro content file, followed by #, then the micro content phrase ID. This phrase ID can be changed in the Properties dialog for the phrase. See "Phrase ID" on page 45.

What's Next?

The process of creating CSH for micro content is essentially the same as it is for topics.

- Author After assigning the IDs to the appropriate micro content phrases, you need to build the output and make it available to the developer. You also need to share the header file with the developer if you are responsible for creating it.
- **Developer** Based on the information in the header file, the developer associates the IDs with each area of your software's interface. The developer can use a JavaScript or URL method.

Conditions

The Micro Content Editor lets you work with conditions in a couple of ways for single-sourcing— "Conditions on Phrases" below and "Micro Content Conditions" on page 33.

Conditions on Phrases

You can apply conditions to individual micro content phrases. This lets you separate the phrases to be included in different outputs.

HOW TO APPLY CONDITIONS TO PHRASES

- 1. From the Content Explorer, find and open the micro content file.
- 2. On the left side of the Micro Content Editor, right-click a phrase, and from the context menu select **Properties**. (Alternatively, you can select the phrase and click in the local toolbar or press F4.)
- 3. In the Properties dialog, select the **Conditional Text** tab. The first condition tag set is selected and the associated condition tags are shown on the right.
- 4. If you want to see condition tags for a different condition tag set, select it.
- 5. For each condition tag that you want to apply to the file, click the check box next to the tag. A check mark appears in the box.
- 6. Click **OK**. The square next to the file name in the Micro Content Editor now takes on the color of the condition tag. If you applied more than one condition tag to the file, each color is shown. (If you do not see squares, click in the local toolbar.)

	ta ち 🕲 🛍 📓 😹 🔍 🕞 🖬	
	Search	ρ
This shows a phrase to which two condition tags	Console window	;⇒ ඕ ▼
have been applied one	File format	‡⇒ 🛍 ▼
associated with red and the	synchronize	t.) 🕅 🔻
other associated with blue.	transfer protocol	;⇒ 🛍 ▼
	use default location	‡⇒ ඕ ▼

★ EXAMPLE You have two HTML5 targets in a project—one named "Target1" and the other "Target2." In addition, you have a couple of conditions named after each of these targets. The Target1 condition is associated with green, and the Target2 condition is associated with orange. Each target is set to include its conditions but exclude those from the other target.

In a micro content file called "Interface," you have five phrases. You want the phrase "file format" to be included as micro content only in Target 1, and you want the phrase "synchronize" to be included as micro content only in Target 2. Therefore, you apply conditions like this.

📩 t. ಓ 🏛 📓 😹 🔕 🕞 🖬		
Search		Q
🗌 console window	た 前	•
file format	‡. ∰	•
synchronize	‡⇒ @	•
transfer protocol		
use default location	;⇒ ঊ	•

After building and viewing the Target1 output, you search for each of these. The "file format" micro content displays.

′our search for "file format" eturned 2 result(s).		
This is micro content to explain the file format.		
Interface C-UI/Interface.htm#microcontent2		
Iterface terface This is micro content to explain the console window. This is micro content to expl intent to explain transfer protocol. This is micro content to explain the default location.	ain the file format. This is micro content to explain synchroni	zation. This is micro

 \clubsuit But the "synchronize" micro content does not display.

Your search for "synchronize" returned 1 result(s).
Interface Interface This is micro content to explain the console window. This is micro content to explain the file format. This is micro content to explain synchronization. This is micro content to explain transfer protocol. This is micro content to explain the default location. C-UI/Interface.htm

Then you build and view the Target2 output. The "synchronize" micro content displays.

Your s	search for "synchronize" returned 2 result(s).
This is r	micro content to explain synchronization.
Interface C-UI/Inte	e erface.htm#microcontent3
Interface Interface Thi content to ex C-UI/Interface	is is micro content to explain the console window. This is micro content to explain the file format. This is micro content to explain synchronization. This is micro xplain transfer protocol. This is micro content to explain the default location.
ut the "	file format" micro content does not display.

Your search for "file format" returned 1 result(s).

Interface

Interface This is micro content to explain the console window. This is micro content to explain the file format. This is micro content to explain synchronization. This is micro content to explain transfer protocol. This is micro content to explain the default location. C-Ul/Interface.htm

Micro Content Conditions

There might be times when you want to show or hide certain content depending on whether it is viewed in a regular topic in the output or when it is viewed as micro content (e.g., in search results). This is possible for linked responses by using micro content conditions. It is similar to the snippet conditions feature, but is for micro content only.

HOW TO USE MICRO CONTENT CONDITIONS

- 1. Create all of the conditions that you plan to apply within micro content responses.
- 2. Create a micro content file and create phrases linked to responses. This can be done by tagging content in topics as micro content, or by linking phrases from the Micro Content Editor.
- 3. Apply the necessary conditions to the text or other content in the linked responses.
 - ✓ TIP It is a good idea to enable the Hide/Show Conditional Indicators button at the bottom of the editor so that you can clearly see where the different tags have been applied.
- 4. In the Micro Content Editor, right-click the phrase and select **Properties**.
- 5. In the Properties dialog, select the Micro Content Conditions tab.

▶ NOTE You will not see this option if you haven't linked the phrase to a response. Instead, you will see "Snippet Conditions," which can be applied to content entered directly in the Micro Response Editor, just as it can be applied in a regular topic.

- 6. If you want to exclude a condition tag from the micro content, select its row to highlight it. Then click the **Exclude** option to the right. If you want to include a condition in the micro content, select its row to highlight it, then click the **Include** option to the right.
- 7. Click OK.
- 8. Click 🔙 to save your work.

EXAMPLE You have a micro content phrase called "lady bird lake," which links to part of a topic in your project. This response includes a heading, a paragraph, and an image.



When you generate the HTML5 output and search for Lady Bird Lake, you will see all of this content in the micro content search results. And when you open the topic, you see the same.

Suppose you want the image to display only in the topic, but not in the micro content search results. Therefore, you begin by creating a condition. Let's say you name it "TopicOnly."



In the topic where the content exists, you apply this condition to the image. A small blue square in the upper-right corner indicates that the condition is applied.






 \bigstar When you open the topic in the output, you see all of the content, including the image.



But when you search for Lady Bird Lake, you only see the heading and paragraph in the micro content.

auy biru Lake	
our sea	ch for "Lady Bird Lake" returned 2 result(s).
Lady Bi	d Lake
This popula Johnson. If	ake is a section of the Colorado River named after the wife of President Lyndon ers miles of shoreline, with walking and biking trails, as well as kayak and canoe ren
Attractions Attractions.ht	#microcontent1

NOTE If you want to include content in the micro content search results, but exclude it from the topic in the output, it is probably easier to achieve this using styles.

Micro Content Variables

There might be times when you want to change the definition to display for a variable, depending on whether it is viewed in a regular topic in the output or when it is viewed as micro content (e.g., in search results). This is possible for linked responses by using micro content variables. It is similar to the snippet variables feature, but is for micro content only.

How to Use Micro Content Variables

- 1. Create variables that you plan to use within micro content responses, and add multiple definitions for those variables as necessary.
- 2. Create a micro content file and create phrases linked to responses. This can be done by tagging content in topics as micro content, or by linking phrases from the Micro Content Editor.
- 3. Insert variables as necessary in the responses.
- 4. In the Micro Content Editor, right-click the phrase and select Properties.
- 5. In the Properties dialog, select the Micro Content Variables tab.

▶ NOTE You will not see this option if you haven't linked the phrase to a response. Instead, you will see "Snippet Variables," which can be applied to content entered directly in the Micro Response Editor, just as it can be applied in a regular topic.

6. Click the small down arrow on the right side of the variable row, and select the alternate definition you want to use for the micro content.

Properties							
Phrase Properties		 _					
muserropentes	Variable Sets			Name	Definition		Comment
Conditional Text	General	▶	X	VariableName	My Main Variable Defi	•	
Micro Content Conditions	NewSet						
Micro Content Variables					•		

- 7. Click OK.
- 8. Click 🔙 to save your work.
- **EXAMPLE** You have a micro content phrase called "austin history," which links to part of a topic in your project. Within the response content, you have inserted a variable that has a definition of "University of Texas at Austin."



For the micro content search results, you decide you want to use a shortened version of that—"University of Texas," leaving "at Austin" out of it. Therefore, in the Variable Set Editor, you add another definition for that variable.

Variab	leSetEditor 🐒 骼 🟠 🗙 🎒 📗	🖌 🖹 📓 🖌	
	Name 🔺	Definition	
•	CityStateZip	La Jolla, CA 92037	
x	CompanyName	My Company, LLC	
x	Email	info@yourcompany.com	
x	UniversityTexas	University of Texas at Austin	
	UniversityTexas	University of Texas	
x	PhoneNumber	858 123 4567	
x	StreetAddress	1234 Lorem Ipsum Ave.	
x	UserGuideTitle	All About Austin	
x	Website	http://www.madcapsoftware.	.com
¥.	Year	уууу	

2 Next, you open the micro content file, right-click the phrase, and select **Properties**.



In the dialog, you select the **Micro Content Variables** tab. Then, next to the variable, you click the small down arrow and choose the shorter definition.

Phrase Properties		 _				
rindserroperties	Variable Sets			Name 🔺	Definition	Comment
Conditional Text	General	Г	x	CityStateZip	La Jolla, CA 92037	
Micro Content Conditions			x	CompanyName	My Company, LLC	
			x	Email	info@yourcompany.com	
Micro Content Variables			x	PhoneNumber	858 123 4567	
			x	StreetAddress	1234 Lorem Ipsum Ave.	
		►	x	UniversityTexas	University of Texas	
			x	UserGuide	University of Texas at Austin	
			x	Website	University of Texas	
			x.	Year	YYYY	

After you click **OK** and save the changes, you build the HTML5 output.

When you open the topic in the output, you see the long version of the variable definition.



 \bigstar But when you search for Austin History, you see the shorter version of the definition.

ustin History		
our search for	"Austin History" returned 3 result(s).	
History		
In 1839, an area named	"Waterloo" was selected as the capital of the Republic of Texas, repla	acing
Houston. It was then na	med "Austin," after Stephen F. Austin, known as the "Father of Texas."	'
During the 1800s Au ti	, saw an increase in population and economic growth. The Texas Stat	ē
Capitol and University o	f Texas were born. By the late 20th century, the city became a hub for	.0
technology, business, ar	nd live music.	
	^	
Introduction		
Introduction.htm#microcon	tent1	

Phrase Properties

You can edit properties for each micro content phrase by right-clicking the phrase in the Micro Content Editor and selecting **Properties**. In the dialog, you can change the following:

- "Phrase ID" below
- "Phrase Title" on page 47
- "Exclude Phrase From Search Results" on page 50

Phrase ID

When you create a micro content phrase, Flare uses that phrase as an ID for it, adding hyphens between words as necessary.

🛅 tə 🍋 🖬	a 🕂 🗗 🔡		Response	⋟ Medium (default
Search			P 🔒 This	response cannot be ed
console window		t. Ó	•	
🗌 file format	Properties			
synchronize	• Properties			
transfer protocol	Phrase Properties			
use default location		Phrase ID:	console-window	
	Conditional lext	Phrase Title:	(Always use main	phrase)
	Micro Content Conditions			
	Micro Content Variables			
	·			

This ID is used when you create a CSH ID for the phrase in the Alias Editor. It displays in the File and Path cells, after #.

	Identifier	File		Title	e	Path	
•	console_window	Interface.flmco	#console-window			/Resources/MicroContent/Interface.flmcc <mark></mark> #console-window	
•	file_format	Interface.flmco	#file-format			/Resources/MicroContent/Interface.flmcc <mark>#</mark> file-format	
•	synchronize	Interface.flmco	#synchronize			/Resources/MicroContent/Interface.flmcc <mark></mark> #synchronize	
•	transfer_protocol	Interface.flmco	#transfer-protocol			/Resources/MicroContent/Interface.flmcc#transfer-protocol	
۲	use_default_location	Interface.flmco	#use-default-location			/Resources/MicroContent/Interface.flmcc#use-default-location	

If you change the text in this field...

Properties			
Phrase Properties	Phrase ID:	main-console	
Conditional Text	Phrase Title:	(Always use ma	ain phrase
Micro Content Conditions			
Micro Content Variables			

... the CSH ID path changes accordingly.

	Identifier	File	Title	Path
•	console_window	Interface.flmcc#main-console		/Resources/MicroContent/Interface.flmcc <mark>#</mark> main-console
•	file_format	Interface.flmco#file-format		/Resources/MicroContent/Interface.flmco#file-format
•	synchronize	Interface.flmco#synchronize		/Resources/MicroContent/Interface.flmco#synchronize
•	transfer_protocol	Interface.flmco#transfer-protocol		/Resources/MicroContent/Interface.flmco#transfer-protocol
•	use_default_location	Interface.flmco#use-default-location		/Resources/MicroContent/Interface.flmco#use-default-location

NOTE The Phrase ID field cannot be empty, and the characters must be lowercase. You cannot use spaces, underscores, or other invalid characters between words; instead, use hyphens.

Phrase Title

Each micro content phrase has a title, and by default, it is identical to the main phrase text.

1	😹 🔍 🗗 🕒 🔡			Response 🥎	Med
Search			ρ	This response	onse (
col de window		* <>	ŵ 🔻		
set file format		* -> 1	ŵ ▼		
synchronize	Properties	+	<u>ل</u>	More	Ir
use default loca	Phrase Properties	Phrase ID: s	et-file-fo	rmat	_
	Conditional Text	Phrase Title: (Always u	se main phrase)	
	Micro Content Variables				

This title can be used if you create CSH and want to control the text that displays in the browser tab that opens as a result.

EXAMPLE Maybe your phrase is "set file format" (lowercase). But you want the browser tab to display "File Format" (uppercase). Therefore, you change the field as follows.

Phrase Properties		
- muser roperties	Phrase ID:	set-file-format
Conditional Text	Phrase Title:	File Format
Micro Content Conditions		

The window tab in the output therefore displays this.

S File Format	×	+
← → C (https://help.fictio	onsoft.com/
Here is CSH co	ntent for the File I	Format fiel

NOTE There is a variables as part	lso a button to the right of the Phrase Title f of the title.	ield that lets you insert
Properties Phrase Properties Conditional Tet Micro Content Conditions Micro Content Variables	Phrase ID: set-file-format Phrase Title: File Format	? ×

Exclude Phrase From Search Results

At the bottom of the Phrase Properties dialog is the option Include micro content in search results.

Properties	
Phrase Properties Conditional Text Micro Content Conditions Micro Content Variables	Phrase ID: set-file-format Phrase Title: File Format
	Searchable Include micro content in search results

This is similar to the option in the Properties dialog for topics.

By default, micro content phrases and responses will be included in the search results of your HTML5 output. However, there might be times when you want to exclude a particular phrase and response from the search results, so you can disable this option for that phrase.

EXAMPLE You have a micro content phrase called "transfer protocol," and the response for this phrase describes a specific field somewhere in your product software user interface.

You associate this phrase to a new CSH ID in the Alias Editor, with the idea of producing field-level Help. When a user clicks a Help button next to this field, the short micro content response for this phrase appears.

However, when users search for "transfer protocol" in your online Help, this same response displays in the search results. The problem is that your response was really intended for field-level Help only, and requires different wording or more information for it to make complete sense without the context of the interface.

Therefore, you deselect the option in the Properties dialog. As a result, the response will still be shown in the field-level Help, but it will not be included in the search results.

CHAPTER 4

Code Snippets

Supported In:



You can create and insert code into documentation in dozens of languages. The syntax is automatically highlighted according to the language, similar to text editors such as Sublime Text and Notepad++. In HTML5 output, users can click a Copy button, then paste the code into a third-party editor.

body h1	Code Snippets	
ط	Following is a JavaScript code snippet.	
Mad Cap: codeShippet Mad Cap: codeShippet Body	<pre><soript> var x, y, z; // Declare 3 variables x = 5; // Assign the value 5 to x y = 6; // Assign the value 6 to y z = x + y; // Assign the sum of x and y to z document.getElementById("demo").innerHTML = "The value of z is " + z + "."; </soript></pre>	<u>Copy</u>
٩	Here is some regular text below the code snippet.	

This chapter discusses the following:

How to Create and Insert Code Snippets	54
How to Edit the Content for Code Snippets	.60
How to Edit the Styles for Code Snippets	. 61

How to Create and Insert Code Snippets

- 1. Place your cursor in an empty paragraph.
- 2. Select Insert > Code Snippet.
- 3. On the left side of the Code Editor, enter or paste code.
- 4. (Optional) On the right side of the editor, complete any of the options.
 - Caption Enter a caption (or title) for the code snippet.
 - Position Select whether to place the caption above or below the code.



• **Repeat** If you select "Repeat," the caption will be displayed where page breaks are encountered in print-based output (except Microsoft Word).

Lorem ipsum dolor rit amet, consectettr adipiscing elit. Eusee blandit sapidn a dolor accumsan 'ccumsan. Nullam nepue veiit, omare vek orci vel, mollis frhngilla mauria. Donde sagittis elemensum arcu, at gravida puam mollis id. Suspendisse betus augte, auctor in aliqual nee, fingilla id dnlor. Suspendisse bhbendum imperdiet korem ac placerat. Akiquam purus maurir, omare fincidunt qutrum eu, gravida qüs nisi. Integer pukvinar lacus libern, eget volutpat enil finibus non. Ali- qu'm erat volutpat. Ph 'sellus finibus telpus nisi. Donde sagittis elemensum arcu, at gravida puam mollis id. Suspendisse betus augte, auctor in aliqual nee, fingilla id dnlor. Suspendisse bhbendum imperdiet korem ac placerat. Akiquam purus maurir, omare fincidunt qutrum eu, gravida qüs nisi. Integer pukvinar lacus libern, eget volutpat enil finibus non. Ali- qu'm erat volutpat. Ph 'sellus finibus telpus nisi. Lorem ipsum dolor rit amet, consectettr adipiscing elit. Eusee blandit sapidn a dolor accumsan 'ccumsan. Nullam nepue veiit, omare vek orci vel, mollis frhngilla mauris. Donde sagittis elemensum arcu, at gravida puam mollis id. Vy Code Snippet Caption	pace**Workspace//a> Escture*>Atchitecture /a es*>Process(/a> - Headings = Online = Depth3]
GETTING STARTED 4 GETTING STARTED	5

• Language Select the code language. The code will be formatted appropriately, with syntax highlighting.

If you select "(inherit)," the code uses whichever language is selected for the MadCaplcodeSnippetBody style (the default setting is "PlainText"). So if you change the setting to a specific language, that language will automatically be used when you first insert a new code snippet. You can also create classes of that style and assign different languages to those classes.

EXAMPLE In your stylesheet, you create a class of the style MadCap|codeSnippetBody, naming it "CSS." Then you create another class and name it "JavaScript."

On the "CSS" class you set the **mc-code-lang** property to **CSS**.

All	Styles Hide Inherited	🕸 🕒 🕂 🗹 Medium: (defa	ult) Show: Assorted Relevan	t Properties 🔹
	img input	^		Medium: (defa MadCaplcodeSnippet
	ins	font-size:		
	kbd label	font-style:		
Þ	legend li	font-variant:		
	 MadCap I annotation	font-weight:		
	MadCap bodyProxy MadCap breadcrumbsProxy	line-height:	1em	
	MadCap codeSnippet	mc-code-border:	#AAA 2px solid	
5	MadCap codeSnippetBody CSS	mc-code-lang:	CSS	
L	JavaScript MadCap codeSnippetCaption	padding:	1em 0 1em 0	
₽	MadCap codeSnippetCopyButton MadCap concept	padding-bottom:	1em	
Þ	MadCap conceptLink	padding-left:	0	
	MadCap conceptLinkControlList MadCap conceptLinkControlListItem	padding-right:	0	

And on the "JavaScript" class, you set the **mc-code-lang** property to **JavaScript**.

Img input Medium: (de MadCap codeSnippetE ins MadCap codeSnippetE kbd font-size: font-style: font-style: font-wrainant: MadCap codeSnippetE MadCap codeSnippetCaption font-wrainant: MadCap codeSnippetCaption MadCap codeSnippetCopyButton MadCap concept Link MadCap conceptLink MadCap conceptLink MadCap conceptLink MadCap conceptLink madCap conceptLink madCap conceptLink madCap conceptLink	All Styles	 Hide Inherited 	🕸 🕒 🕂 🗹 Medium: (def	ault) Show: Assorted Rel	levant Properties 🔻
input MadCap codeSnippetE ins font-size: kbd font-size: label font-style: legend font-variant: MadCap annotation font-write: MadCap bodyProxy font-write: MadCap codeSnippet ime-height: MadCap codeSnippetBody cS CSS javaScript MadCap codeSnippetCopyButton me-code-lang: MadCap concept ink padding-bottom: MadCap concept ink padding-left: MadCap conceptlink padding-left: MadCap conceptink padding-left:	img		^		Medium: (defaul
ins tont-size:	input				MadCap codeSnippetBody.
kbd iabel font-style: label legend font-variant: MadCap annotation font-weight: MadCap bodyProxy ine-height: 1em MadCap codeSnippet mc-code-border: #AAA 2px solid MadCap codeSnippetCopyButton mc-code-lang: JavaScript MadCap codeSnippetCopyButton padding-bottom: 1em MadCap concept Ink padding-left: 0	ins		tont-size:		
label font-variant: legend font-variant: MadCap annotation font-weight: MadCap bodyProxy font-weight: MadCap breadcrumbsProxy font-weight: MadCap codeSnippet mc-code-border: #AAA 2px solid MadCap codeSnippetSody mc-code-lang: JavaScript MadCap codeSnippetCopyButton padding-bottom: 1em 0 1em 0 MadCap concept1 padding-left: 0	kbd		font-style:		
legend font-variant: li font-variant: MadCap bodyProxy font-weight: MadCap bodyProxy line-height: 1em MadCap codeSnippet mc-code-border: #AAA 2px solid MadCap codeSnippetBody cSs mc-code-lang: JavaScript MadCap codeSnippetCopyButton padding-bottom: 1em 0 1em 0 MadCap concept1ink padding-left: 0	label		ione style		
Ib MadCap annotation font-weight: MadCap bodyProxy Line-height: 1em MadCap codeSnippet Ime-height: 1em MadCap codeSnippetBody CSS mc-code-border: #AAA 2px solid MadCap codeSnippetCopyButton JavaScript mc-code-lang: JavaScript MadCap codeSnippetCopyButton padding: 1em 0 1em 0 MadCap concept1 padding-bottom: 1em MadCap conceptLink padding-left: 0	legend		font-variant:		
MadCap annotation Tont-weight: MadCap bodyProxy line-height: 1em MadCap codeSnippetBody CSS JavaScript MadCap codeSnippetCopyButton padding: 1em 0 1em 0 MadCap conceptLink padding-left: 0	> li				
MadCap bodyProxy Iem MadCap breadcrumbsProxy Iine-height: 1em MadCap codeSnippet mc-code-border: #AAA 2px solid MadCap codeSnippetBody mc-code-lang: JavaScript MadCap codeSnippetCopyButton padding-bottom: 1em 0 1em 0 MadCap conceptink padding-left: 0	MadCap annotation		font-weight:		
MadCap breadcrumbs/roxy mc-code-border: #AAA 2px solid MadCap codeSnippetBody cSS mc-code-lang: JavaScript JavaScript JavaScript padding: 1em 0 1em 0 MadCap codeSnippetCopyButton padding-bottom: 1em MadCap conceptLink padding-left: 0	MadCap bodyProxy		line-height:	1em	
MadCap codeSnippet mc-code-border: #AAA 2px solid MadCap codeSnippetBody CSS mc-code-lang: JavaScript MadCap codeSnippetCaption padding: 1em 0 1em 0 MadCap codeSnippetCoyButton MadCap conceptink padding-bottom: 1em MadCap conceptLinkControlList padding-left 0	MadCap breadcrum	bsProxy			
Madcap (codeSnippetBody CSS mc-code-lang: JavaScript JavaScript padding: 1em 0 1em 0 MadCap (codeSnippetCopyButton MadCap (concept Link MadCap (conceptLink MadCap (conceptLinkControlList padding-left 0	MadCap codeSnipp	et	mc-code-border:	#AAA 2px solid	
Constraint Immediate Javascript JavaScript padding: 1em 0 1em 0 MadCap codeSnippetCopyButton MadCap concept Ink MadCap conceptLinkControlList padding-left: 0	 MadCap codeSnippi 	etBody		1.0.1.	
JavaScript padding: 1em 0 1em 0 MadCap codeSnippetCopyButton padding-bottom: 1em MadCap concept padding-left: 0 MadCap conceptLink padding-left: 0	CSS		mc-code-lang:	JavaScript	
Madcap codeSnippetCaption 1 J MadCap concept padding-bottom: 1em MadCap conceptLink padding-left: 0 MadCap conceptLinkControlList padding-cipht: 0	JavaScript	10.11	padding:	1em 0 1em 0	
Madcap codeshippet.opysutton padding-bottom: 1em MadCap conceptink padding-left: 0 MadCap conceptLinkControlList padding-left: 0	MadCap codeSnipp	etCaption			
MadCap conceptLink MadCap conceptLinkControlList MadCap conceptLinkControlList Dadding-right 0	MadCap codeSnipp	etCopyButton	padding-bottom:	1em	
MadCap conceptLink ControlList MadCap conceptLinkControlList nadding-ioht	MadCap concept		and the staffs	0	
MadCap conceptLinkControlList padding-right 0	MadCap conceptLin	K	padding-iert:	U	
	MadCap conceptLin	kControlList	padding-right:	0	

When you insert a new code snippet containing CSS, you leave the Language field set to (inherit). Initially, the code displays as plain text. But after you apply the CSS style class to MadCap|codeSnippetBody, the syntax highlighting automatically changes to show the formatting appropriate for CSS.



- You insert another snippet containing JavaScript. This time you apply the JavaScript style class to MadCaplcodeSnippetBody. The syntax highlighting changes for formatting appropriate for JavaScript.
- Line Numbers Select this to include line numbers to the left of each line of code.
 - Starting Number Enter the number for the first line of code shown.



• **Continuous** Select this if you are inserting multiple code snippets with line numbers, and you want the numbering to continue from one code snippet to the other, rather than starting over.



► NOTE If you enter a starting number and select Continuous, the number entered in the first field is ignored. The continuous setting has precedence.

- 5. Click OK.
- 6. Click 🔙 to save your work.

How to Edit the Content for Code Snippets

- 1. Right-click the code snippet where it has been inserted, then select Edit Code Snippet.
- 2. In the Code Editor, you can change the text on the left side. You can also adjust any of the fields on the right side.
- 3. Click OK.
- 4. Click 🖬 to save your work.

How to Edit the Styles for Code Snippets

- 1. From the Content Explorer, open the stylesheet that you want to modify.
- 2. In the local toolbar, make sure the first button displays View: Advanced. If the button displays View: Simplified instead, then click it.
- 3. In the upper-left of the editor, make sure the drop-down field is set to All Styles
- 4. On the left side of the editor, find and select one of the following styles, depending on what you want to accomplish.
 - MadCaplcodeSnippet This controls the look of the entire code snippet block. Common changes you might make to this style are the border, background, or padding.



 MadCaplcodeSnippetBody This controls the look of the code text, as well as the line numbers and vertical border to the right of the numbers. Modifying most properties is straightforward; however, if you want the numbers to be different from the rest of the text (online outputs only), you might need to create a complex (or advanced) selector called "pre span" and change the properties for that.



 MadCaplcodeSnippetCaption This controls the look of the caption used for the code snippet.



 MadCaplcodeSnippetCopyButton This controls the look of the copy button link that can be added to code snippets for HTML5 output. If you want to change the word "Copy" to something else, you can edit the mc-label property.



From the Show drop-down list on the upper-right side of the editor, select
 Show: Assorted Relevant Properties

 The most relevant properties for that style are shown on the

Stylesheet Editor 👼 View: Advanced 🔰 Add Selector 🛒 Rename 🛛 CSS Variable 🔹 Medium 🔹 Options 🔹 All Styles Hide Inherited 🕸 🕞 🕞 🗹 Medium: (default) • Show: Assorted Relevant Properties input ins kbd color: font: This is the selected style name font-family We've chosen to display the monospa most relevant properties for MadCa font-size: the selected style. MadCap font-style: font-variant SnippetCaptio dCap | cod MadCap | codeSnippetCopyButton font-weight: MadCap | concept MadCap | conceptLink line-height: 1em MadCap | conceptLinkControlList mc-code-border #AAA 2px solid MadCap | conceptLinkControlListItem MadCap | conceptLinkControlListItemLink PlainText mc-code-lang MadCap | conceptsProxy MadCap | conditionalText 0 1em 0 MadCan LdronDown These are the most relevant properties for the selected style.

right side of the editor.

- 6. (Optional) You can use the toggle button in the local toolbar to show properties below in a group view 🗐 or an alphabetical view 🗐.
- 7. Locate the property you want to change.

There are a couple of MadCap-specific properties that are particularly relevant when editing the look of code snippets:

- mc-code-border Lets you control the look of the vertical border to the right of the numbers (if they are included) in a code snippet. Typically, this would be associated with the MadCap|codeSnippetBody style, or a class of it.
- mc-code-lang Lets you select the coding language to be used by default with the associated style. Typically, this would be associated with the MadCap|codeSnippetBody style, or a class of it.

8. The area to the right of the property is used for selecting and entering values. If you know how to enter the information correctly, you can click in the value field and type it directly. Otherwise, click the ellipsis button is to the right of the property. Depending on the type of property, the appropriate controls and options display, allowing you to choose or enter values (e.g., select from a drop-down list, click a button, complete fields in a dialog or popup). If you completed values in a popup, click **OK** at the bottom of the box.

NOTE If you switch the **Show** drop-down list to another filter (e.g., Show: All Properties), you can edit additional properties.

9. Click 🖬 to save your work.

CHAPTER 5

Collapsing and Expanding Tags in the XML Editor

When working in the XML Editor, you can now collapse or expand tags (i.e., chunks of content) to make it easier to view and find content in long topics. With this feature, you can expand or collapse virtually any block level content.

This chapter discusses the following:

How to Collapse and Expand Tags	.67
How to Enable or Disable the Expand/Collapse Arrows	.68
What's Noteworthy?	.68

How to Collapse and Expand Tags

- 1. In the XML Editor, hover to the left of a heading, paragraph, drop-down, snippet, image, table, etc.
- 2. Click the angled arrow ${\scriptscriptstyle {\scriptscriptstyle \Delta}}$.

You also have the option of right-clicking the content or structure bar and selecting **Collapse**, or placing the cursor on the content and pressing **ALT+SHIFT+C**.

If you collapse a heading (determined by the mc-heading-level property), all the content under it is also collapsed, down to another heading of the same or a higher level.

When a block of content is collapsed, the arrow points to the right and remains whether you hover over it or not. Also, an ellipsis icon $\boxed{\cdots}$ displays at the bottom of the related structure bar, as well as under the content.



3. Click the right arrow ▶ to expand the content.

You also have the option of right-clicking the content or structure bar and selecting **Expand**, or placing the cursor on the content and pressing **ALT+SHIFT+C**.

► NOTE You can expand or collapse all blocks of content by clicking or , respectively, in the local toolbar.

How to Enable or Disable the Expand/Collapse Arrows

Do one of the following:

- At the bottom of the XML Editor, click .
- On the local toolbar of the XML Editor, click the down arrow of the Show tags button Show tags.
 Then select Expand/Collapse.

What's Noteworthy?

NOTE The collapsed state does not persist when you switch between the XML Editor and Text Editor, or when you switch between mediums.

NOTE When you collapse a tag that has nested content, that content will also collapse.

▶ NOTE If you collapse a heading and then delete or move it, all content collapsed under that heading is also deleted or moved.

NOTE The arrows are tied to the structure bars. If the bars are enabled, the arrows can be enabled. If the bars are disabled, the arrows are disabled.

CHAPTER 6

ServiceNow[®] Publishing

Supported In:



If you have a Clean XHTML target, you can publish Flare topics to ServiceNow[®] knowledge bases. There are a few setup activities you must complete before you can publish, but most of these are one-time tasks.

This chapter discusses the following:

How to Retrieve ServiceNow® Credentials	70
How to Install MadCap Connect for ServiceNow®	.71
How to Create a Destination File for ServiceNow®	73
(Recommended) How to Convert Stylesheet Styles to Inline	.76
Multilingual Support for ServiceNow®	77
How to Publish to ServiceNow®	79
What's Noteworthy?	79

How to Retrieve ServiceNow[®] Credentials

Before you can integrate Flare with ServiceNow[®] and publish output, a new entry must be created in the ServiceNow[®] application registry. This lets you retrieve the credentials (client ID and secret) that you will use in Flare.

The following must be done by a ServiceNow[®] system administrator.

- 1. Log in to ServiceNow[®] Service Management.
- 2. Open the Application Registry.
- 3. Create a new registration entry.
- 4. Select Create an OAuth API endpoint for external clients.
- 5. Provide a name for the entry (e.g., MadCap) and submit it.
- 6. Open that new entry, and notice the client ID and secret. When creating a destination file in Flare, you will need to paste each of these when entering credentials. You might need to toggle the password visibility to copy it.

How to Install MadCap Connect for ServiceNow[®]

To publish output to ServiceNow[®], you must make a custom selection when you first install Flare. If you didn't do this on the initial installation, you can double-click the EXE file you were sent to reinstall Flare. In the wizard that opens, select **Modify**.

1. When installing Flare, choose **Custom** as the type of installation, and click **Next**.

madcap [®] FLARE	-	×
Choose your installation location		_
C:\Program Files\MadCap Software\MadCap Flare 16		
 Choose the type of installation Default Includes default features Custom Allows you to customize features for your installation You can add or remove additional features at any time after setup via P and Features in the Control Panel. 	Program	IS

٩

2. On the next page of the wizard, select **MadCap Connect for ServiceNow®**. This should be selected by default.



3. Create a destination, completing the MadCap Connect for ServiceNow[®] fields.
How to Create a Destination File for ServiceNow[®]

After you have completed the other tasks for publishing to ServiceNow[®] (i.e., retrieving credentials and installing MadCap Connect for ServiceNow[®]), you can create a destination file.

- 1. Open the Project Organizer.
- 2. Open an existing destination file or add a new one.
- 3. In the Destination Editor, click in the **Type** drop-down field, and select **MadCap Connect for ServiceNow**[®].
- 4. Activate your ServiceNow[®] license.
 - a. Click Activate. A wizard opens.
 - b. Enter the license key, then click Next.
 - c. Enter the name and email of the user associated with the license key. Then click Next.
 - d. Select either Internet Activation or Manual Activation. Then click Next.
 - If you choose Internet Activation, a confirmation displays to indicate that your license has been activated. Click **Finish**.
 - If you choose Manual Activation, follow the instructions on-screen to copy and paste the information in an email to customerservice@madcapsoftware.com.
- 5. In the Destination Editor, click Login Credentials.
- 6. In the first field, enter the ServiceNow[®] Instance.
- 7. Paste the Client ID and Client secret. Then click Next.
- 8. Enter your ServiceNow[®] User name and Password. Then click Finish.
- 9. Complete the **MadCap Connect for ServiceNow**[®] fields. Most of these fields are optional, but you must select a default knowledge base.
 - Use TOC to define categories Select this if you want the resulting categories in ServiceNow[®] to be based on your TOC structure. Otherwise, the topics will be published to the default category that is selected.
 - Default knowledge base Select the ServiceNow[®] knowledge base to store the published files.
 - **Default category** If you have existing categories on the knowledge base, you can choose one to hold the published files.

- **Exclusions** You can enter any files (separated by commas) that you want to exclude from the publication process.
- Workflow Select the workflow (Draft, Review, or Published) for the output files being uploaded to ServiceNow[®].
- Generate keywords You can choose how the published files affect keywords on ServiceNow[®].
 - Use Flare keywords for ServiceNow[®] keywords Flare keywords will become ServiceNow[®] keywords after the files are published. Only Flare keywords without spaces can be added to ServiceNow[®].
 - Use Flare concepts for ServiceNow[®] keywords Flare concepts will become ServiceNow[®] keywords after the files are published. Only Flare concepts without spaces can be added to ServiceNow.
 - Delete stale ServiceNow[®] keywords You might have previously published files to ServiceNow[®] that resulted in keywords. If those keywords or concepts no longer exist in the Flare files being published, selecting this option will remove the out-of-date keywords from ServiceNow[®].
 - Default keywords Enter keywords (separated by commas) that you want to be associated with *all* published articles in ServiceNow[®] (even in multiple languages), whether or not those keywords or concepts were part of the topics in Flare.
- Generate tags You can choose how the published files affect tags on ServiceNow[®].
 - Use Flare keywords for ServiceNow[®] tags Flare keywords will become ServiceNow[®] tags after the files are published.
 - Use Flare concepts for ServiceNow[®] tags Flare concepts will become ServiceNow[®] tags after the files are published.
 - Delete stale ServiceNow[®] tags You might have previously published files to ServiceNow[®] that resulted in tags. If those keywords or concepts no longer exist in the Flare files being published, selecting this option will remove the out-of-date tags from ServiceNow[®].
 - **Default tags** Enter tags (separated by commas) that you want to be associated with *all* published articles in ServiceNow[®] (even in multiple languages), whether or not those keywords or concepts were part of the topics in Flare.
- 10. (Optional) In the **View URL** field, you can enter an address corresponding to your publish destination. This field is for your own internal purposes, and is simply a quick way for you to open the output associated with the destination by clicking the button to the right.

- 11. (Optional) You can select the following upload options. The **Upload Log File** option is automatically selected for ServiceNow[®].
 - Upload Only Changed Files Select this option if you want Flare to republish only the files that have changed. This can save significant time.
 - Remove Outdated Published Files Select this option if you want Flare to identify files that were previously published to the destination but are no longer in the source files. Flare will then remove such files from the destination.
- 12. Click 🔙 to save your work.

(Recommended) How to Convert Stylesheet Styles to Inline

ServiceNow[®] does not retrieve stylesheet files from the Flare output. Therefore, in order for the styles from published topics to appear on ServiceNow[®], we recommend that you convert your stylesheet styles to inline formatting. This is done in the Clean XHTML target.

- 1. Open a Clean XHTML target.
- 2. On the General tab of the Target Editor, select Convert stylesheet styles to inline styles.
- 3. Click 🔙 to save your work.

I Multilingual Support for ServiceNow®

You can publish directly in different languages to ServiceNow[®].

To do this, make sure the following have been done before publishing Flare output to ServiceNow[®]:

- Work with a ServiceNow[®] administrator to make sure you have the following permissions:
 - **v_plugin** Read, write access is required to determine the plugin install status for a localized upload.
 - **sys_translated_text** Create, read, write access is required for the record- and field-level properties for creating category translation strings.
- On ServiceNow[®], make sure the plugin for each language is installed.
- You might need to switch user interface language in ServiceNow[®].
- In Flare, you must have a target that is configured for multilingual output.

Following are the languages that ServiceNow[®] supports and their Flare equivalents.

ServiceNow [®] Language	Flare Language
Chinese (Simplified)	Chinese (China)
Chinese (Traditional)	Chinese (Taiwan)
Czech	Czech
Dutch	Dutch (Belgium), Dutch (Netherlands)
English	English (United States)
Finnish	Finnish
French (Canada)	French (Canada)
French	French, French (Belgium), French (France), French (Luxembourg), French (Monaco), French (Switzerland)
German	German, German (Pre-reform), German (Austria), German (Germany), German (Lichtenstein), German (Luxembourg), German (Switzerland)
Hebrew	Hebrew, Hebrew (Israel)

ServiceNow [®] Language	Flare Language
Hungarian	Hungarian
Italian	Italian, Italian (Italy), Italian (Switzerland)
Japanese	Japanese, Japanese (Japan)
Korean	Korean, Korean (Korea)
Korean	Korean, Korean (Korea)
Norwegian	Norwegian, Norwegian (Bokmål), Norwegian (Norway)
Portuguese (Brazilian)	Portuguese (Brazil)
Portuguese	Portuguese, Portuguese (Portugal)
Russian	Russian, Russian (Moldova), Russian (Russia)
Spanish	Spanish, Spanish (Argentina), Spanish (Bolivia), Spanish (Colombia), Spanish (Costa Rica), Spanish (Dominican Republic), Spanish (Ecuador), Spanish (El Salvador), Spanish (Guatemala), Spanish (Honduras), Spanish (Mexico), Spanish (Nicaragua), Spanish (Panama), Spanish (Paraguay), Spanish (Peru), Spanish (Puerto Rico), Spanish (Spain), Spanish (Uruguay), Spanish (Venezuela)
Swedish	Swedish, Swedish (Finland), Swedish (Sweden)
Thai	Thai
Turkish	Turkish

How to Publish to ServiceNow®

After everything is set up and you have created a destination file, you can associate that file with a Clean XHTML target. Then you can build and publish the output.

- 1. Open your Clean XHTML target.
- 2. Select the **Publishing** tab.
- 3. Next to your ServiceNow[®] destination, select the **Publish** check box.
- 4. Click 🔙 to save your work.
- 5. In the local toolbar, click Build.
- 6. After the target is finished generating, click **Publish** in the local toolbar.

What's Noteworthy?

► NOTE Multimedia files, such as MP4 videos, are not be published to ServiceNow[®]. However, links to YouTube and Vimeo videos will work.

CHAPTER 7

Find and Replace Enhancements

Major enhancements have been made to the Find and Replace feature, including the assimilation of the Find Elements feature into the same window pane. Therefore, you will now see two tabs in this window pane: Find Text and Find Elements.

\equiv Find and Replace in Fil	es		џ
Find Text Find Elements			
Find:			
	v	,	
Replace with:			
	v	,	
Find in:			
(whole project)	·	'	
File types:			
All Files (*.*)	v	,	
• Options:			
Find Next	Find Previous		
Skip File	Find All		
Replace	Replace All		

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Find Text Tab

This tab functions like the old version of the Find and Replace in Files window pane. It lets you find and replace text in one or more files in a project. In addition to some organizational and aesthetic changes, the following are new:

- Find in reviews inbox This looks for the text in files that are contained in the reviews inbox (Review > File Reviews).
- Create backup (Replace All) This lets you create backups of all edited files that are not open.
- First result per file This option has been moved to a toggle button in the Find Results window pane.

Find Elements Tab

This tab functions like the old version of the Find Elements window pane. It lets you find files containing particular elements—custom tags, MadCap-specific features (e.g., drop-down text, concepts, equations), markup, inline styles, and style classes. However, it contains several more features and is much more powerful now.

How to Find and Replace Elements

- 1. Select Home > Find Elements or press CTRL+N on your keyboard.
- 2. In the Find and Replace in Files window pane, click the **Find Elements** tab.
- 3. In the Find field, click the first drop-down and select a type of element.
 - 🔳 🖸 Tag
 - Class
 - # Style ID
 - 🖾 Inline Formatting
 - Attribute
- 4. In the next field(s) to the right, enter or select one of the available options. The field(s) and options shown depend on your selection in the first drop-down.
- 5. (Optional) If you want to add more criteria to the find, click **Add Row** and choose another type of element. Then complete the field(s) created as a result.
- 6. In the **Replace/Action** field, click the first drop-down and select a type of action. If necessary, complete the field(s) shown to the right.
 - Set Tag Adds the selected tag (selector) to the found area; can be used to replace one tag for another
 - S Remove Tag Removes the selected tag and its content from the found area
 - Durbind Tag Removes the selected tag from the found area, but leaves the content (mostly useful when you have nested tags and want to remove one or more of them)
 - Image: Wrap Tag Places the selected tag around the found area (e.g., you might use this to place paragraphs within a <div> tag)
 - 🗄 Add Class Inserts the selected style class in the found area

- 🖾 Remove Class Removes the selected style class from the found area
- Generation: Replace Class Lets you remove one class and replace it with another
- 🖀 Remove Style ID Removes the selected style ID from the found area
- Set Style ID Adds the selected style ID to the found area; can be used to replace one style ID for another
- 🗟 Remove Inline Formatting Removes the inline (local) formatting from the found area
- 🔄 Set Inline Formatting Adds the inline (local) formatting you entered to the found area
- Remove Attribute Removes the selected attribute from the found area
- Set Attribute Adds the selected attribute to the found area
- 7. Look at the **Preview** field to make sure the selected options will do what you expect.
- 8. Click in the **Find in** field and select one of the options.
 - (current document) Looks for the text in the active document
 - (documents in the same folder) Looks for the text in all documents located in the same folder as the current one
 - (all open documents) Looks for the text in all documents currently open in the interface
 - (content folder) Looks for the text throughout files contained in the Content Explorer
 - (pick a folder) Lets you choose any folder in your project, confining the search to the files within that folder
 - (whole project) Looks for the text in files that are contained in the entire project
 - (reviews inbox) Looks for the text in files that are contained in the reviews inbox (Review > File Reviews)
- 9. Click in the **File types** field and select one of the options. This option is disabled if you have selected to look in the current document only.
 - All Supported Files Looks in all of the following file types
 - Topics Looks for elements only in topic files
 - Snippets Looks for elements only in snippet files
 - Micro Content Looks for elements only in micro content files
 - Master Pages Looks for elements only in master page files

- 10. (Optional) You can expand **Options** and choose additional features.
 - Match case Finds only occurrences that match the case (e.g., uppercase, lowercase)
 - Create backup (Replace All) Creates backups of all edited files that are not open when using the Replace All feature; ignored for files in the reviews inbox (Review > File Reviews)
 - **Results view (Find Next/Previous):** Lets you choose how to display each instance found when using the Find Next or Find Previous features
 - **Current view** Displays found instance in whatever view (XML Editor or Text Editor) the file is currently shown in (if it is already open)
 - XML editor Displays each instance found in the XML Editor
 - Text editor Displays each instance found in the Text Editor
 - Show results in (Find All):
 - Window 1 Displays the search results (list of files) in the Find Results 1 window pane when using the File All feature
 - Window 2 Displays the search results (list of files) in the Find Results 2 window pane when using the File All feature
- 11. Click appropriate button(s) to take action.
 - Find Next Locates the next occurrence of the element
 - Find Previous Locates the previous occurrence of the element
 - Skip File Skips searching in the current file and moves on to the next one
 - Find All Finds and lists all occurrences of the element in the Find Results window pane at the bottom of the user interface

The label on this button changes to "Stop Find" while a search is being processed. This is one way to tell that a search is in progress. Another way is to watch the counter in the Find Results window pane. This shows how many occurrences of matching text have been found; if the number continues to go higher, the search is still in progress.

• **Replace** Replaces only the current instance

• Replace All Replaces all of the matches in all files included in the search

If matches are found in files that are already open, Flare replaces the text in those files and "dirties" them (i.e., an asterisk is shown in the tab, indicating the file has been changed and needs to be saved). Therefore, you can undo the changes if necessary in each of those files or save them. As for files that are not already open in the user interface, Flare does not open them at all. Instead, it simply replaces all of the matching text it finds and automatically saves those files. Therefore, you cannot undo those changes because the files were never opened.

- () WARNING Exercise caution when you tell Flare to "Replace All." Because changes are made and files are saved automatically, and because files with matches are not automatically opened, it is possible that you could introduce invalid code, therefore breaking files. Therefore, you might consider making a backup of your project before performing a find and replace like this. If your project is bound to a source control client, you may also be able to get a previous version of the files before they were broken.
- () WARNING If you have content that has been locked for editing and you use the "Replace All" option, any matching content in those locked sections is replaced and the files are saved automatically.
- [Progress Bar] A green bar at the bottom of the window pane shows the progress of the search.

Example—Finding All Search Bar Proxies

You have inserted search bar proxies in many content files throughout your project, and you want to edit some of these proxies.

EXAMPLE Set the fields like this:	
■ Find	
• ፼Tag	
 MadCap:searchBarProxy 	
 Find in 	
• (whole project)	
Add Row Replace/Action: (1) Set Tag	
Preview: <madcap:searchbarproxy><!--<br-->MadCap:searchBarProxy></madcap:searchbarproxy>	
Find in:	
(whole project) v	
FUE IVDES:	

Г

After clicking **Find All**, you see that there are nine files in the project that contain a search bar proxy, and you can scroll through the list to open the relevant ones.

888 🗮 🛍	View: All results Total results: 9 Total errors: 0	
File	Context	Folder
Home.htm	<madcap:searchbarproxy data-mc-skin="/Project/Skins/Shar</td><td>C:\Sha</td></tr><tr><td>Home.htm</td><td><MadCap:searchBarProxy data-mc-skin=" project="" shar<="" skins="" td=""><td>C:\Sha</td></madcap:searchbarproxy>	C:\Sha
Home-Central.htm	<madcap:searchbarproxy data-mc-skin="/Project/Skins/Shar</td><td>C:\Sha</td></tr><tr><td>Home.htm</td><td><MadCap:searchBarProxy data-mc-skin=" project="" shar<="" skins="" td=""><td>C:\Sha</td></madcap:searchbarproxy>	C:\Sha
Home.htm	<madcap:searchbarproxy data-mc-skin="/Project/Skins/Shar</td><td>C:\Sha</td></tr><tr><td>Home.htm</td><td><MadCap:searchBarProxy data-mc-skin=" project="" shar<="" skins="" td=""><td>C:\Sha</td></madcap:searchbarproxy>	C:\Sha
11 I.I.		0101

Example—Changing All <h3> Tags to <h2>

You have a lot of <h3> tags throughout your project, and you want to change them to <h2> tags.

	XMPLE Sat the fields like this:
	AMIPLE Set the helds like this.
	■ Find
	• 🖾 Tag
	• h3
	 Replace/Action
	• 🐼 Set Tag
	• h2
	■ Find in
	(whole project)
	Find and Replace in Files ▼ ₽ × Find Text Find Elements
ĺ	Find:
	<>> > h3 · · ·
	Add Row
	Replace/Action:
	(*) ∨ h2 ∨
	Preview:
	Find in:
	(whole project) v
	All Supported Files

г

I Example—Changing All Tags to

You previously applied the tag to text throughout your project in order to make it bold. But now you want to replace those tags with a tag that has a class that you have named "Emphasis."

EXAMPLE To accomplish this, you need to do two separate find and replace operations.
First, set the fields like this:
■ Find
• 🖾 Tag
• b
 Replace/Action
• 🗈 Add Class
• Emphasis
Find in
(whole project)
(whole project)
≡ Find and Replace in Files ▼ ¹ / ₂ ×
Find:
A v b v
Add Row
Replace/Action:
tu v Emphasis v
Preview:
 b class="Emphasis">
Find in:
(whole project)
File types:
All Supported Files

Click Find All. After the results are all shown, click Replace All. All of the instances of the tag are replaced with <b class="Emphasis">.

Next, set the fields like this (you will need to click Add Row to choose the class):

- Find
 - 🖾 Class
 - Emphasis
- Replace/Action
 - 🚯 Set Tag
 - span
- Find in
 - (whole project)

	Replace in Files		•	ф
ind Text F	ind Elements			
Find:			1	
\diamond \vee	Ь	~		
{} V	Emphasis	Ŷ	1	
	1	Add Row		
			-	
Replace/Ac	tion:			
♦ ∨	span	Ŷ		
♦ ∨	span	v]	
♦ ∨ Preview:	span	v]	
♥> ∨ Preview: <bspan< td=""></bspan<>	span lass="Emphasis">	~]	
Preview:	span lass="Emphasis">	~]	
♦ ✓ Preview: 	span lass="Emphasis">	~]	
The second se	span lass="Emphasis">	~		
Preview: Preview: Find in: (whole pro File types:	span lass="Emphasis"> aject)	v •		

Click **Find All**. After the results are all shown and you confirm you want to change them, click **Replace All**. All of the instances of the <b class="Emphasis"> tag are replaced with .

Example—Removing Some Tips (<div> class="Tip")

You have several tips that you've created using a class of the <div> tag (e.g., <div> class="Tip"). You need to delete some, but not all, of these tips. These tips happen to be inserted in topics stored in the same folder as the topic currently open.

EXAMPLE Set the fields like this (you will need to click **Add Row** to choose the class):

- Find
 - ∞Tag
 - div
 - 🖾 Class
 - Tip
- Replace/Action
 - 🚯 Remove Tag
- Find in
 - (documents in the same folder)

Find and Replace in Files		• џ >
Find:		
<> V div	~	
{} V Tip	~	
	Add Row	
Replace/Action:		
😮 🗸 Remove Tag		
Preview:		
< <u>div class="Tip"></u>		
Find in:		1
(documents in the same folder)	Ŷ	
File types:		·
All Supported Files	Ŷ	

Click Find Next. If the tip found is one you want to remove, click Replace. Otherwise, click Find Next again. Repeat this until you've removed all of the tips you want. Save your changes.

Example—Unbinding Text Popups in a Topic (Returning to Plain Text)

You've inserted several text popups in an open topic, and you now want to turn them all back to plain text. To accomplish this, you need to do a few separate find and replace operations because text popups use multiple tags.

EXAMPLE First, set the fields like this	X.
■ Find	
• 🖾 Tag	
 MadCap:popup 	
 Replace/Action 	
• 💿 Unbind Tag	
Find in	
• (current document)	
Find: MadCap:popup Add Row Replace/Action:	
T> Unbind Tag Preview: unbind <madcap:popup></madcap:popup>	
Find in: (current document) v	
File types: All Supported Files	
Click Replace All . One of the text popu	up tags is removed; now you need to remove the other.

 \bigstar Set the fields like this:

- Find
 - ⊠Tag
 - MadCap:popupHead
- Replace/Action
 - 🔂 Unbind Tag
- Find in
 - (current document)

and read		
Find:		
\diamond \vee	MadCap:popupHead	~
	Add Ro	w
Replace/A	ction:	
\sim \sim	Unbind Tag	
⁾ review:		
Preview: unbind < MadCap	:MadCap:popupHead> </td <td></td>	
Preview: unbind < MadCap Find in:	:MadCap:popupHead> </td <td></td>	
Preview: unbind < MadCap Find in: (current c	MadCap:popupHead> </td <td>~</td>	~
Preview: unbind < MadCap Find in: (current c File types:	:MadCap:popupHead> </td <td>*</td>	*

Click Replace All. The text popups in the topic all now look like plain text.

However, the popup text remains in the markup (although it is not visible unless you view the markup in the Text Editor), so you can remove that too. Set the fields like this:

- Find
 - ⊠Tag
 - MadCap:popupBody
- Replace/Action
 - 🗈 Unbind Tag
- Find in
 - (current document)

Find and Replace in Files	
ind Text Find Elements	
Find:	
<> V MadCap:popupBody	~
Add F	Row
Replace/Action:	
Unbind Tag	
マ> ∨ Unbind Tag	
V Unbind Tag	
V Unbind Tag	
V Unbind Tag Preview: unbind <madcap:popupbody><!--</td--><td></td></madcap:popupbody>	
Vnbind Tag Preview: unbind <madcap:popupbody></madcap:popupbody>	
C V Unbind Tag Preview: unbind <madcap:popupbody></madcap:popupbody>	
C> Unbind Tag Preview: unbind <madcap:popupbody> MadCap:popupBody> Find in:</madcap:popupbody>	
The image of	~
The second se	~
Image: Constraint of the system Unbind MadCap:popupBody> MadCap:popupBody> Image: Constraint of the system Find in: (current document) File types: All Supported Files	~

Click Replace All.

Example—Wrapping Some Bulleted Lists Inside <div> Tags

You have some bulleted lists, and you want to place them inside <div> tags. That way, you can later control those <div> tags (and therefore the lists within them) in some way.

EXAMPLE Set the fields like this:	
■ Find	
• 🖾 Tag	
• ul	
 Replace/Action 	
• 🗈 Wrap Tag	
• div	
 Find in 	
(current document)	
Find Text Find Elements Find: <> v ul Add Row Replace/Action: t> v div Preview: <div> </div>	
Find in: (current document) v File types: All Supported Files v	
Click Find All . After the results are all s click Replace All .	hown and you confirm you want to change them,

Example—Adding a "Page" Class to Some Cross-References

You have a folder in the Content Explorer called "PrintOnly," and several topics in this folder contain cross-references (using the default <MadCap:xref> tag). However, you want all of these cross-references to use a class named "Page" that you added to the stylesheet.



Find Text Find Elements			
Find	^		
A MadCapivref			
inadeap.xref			
	Add Row		
Replace/Action:			
抗 🗸 Page	~		
Preview:			
<madcap:xref class="Page"></madcap:xref>	·		
Find in:			
(pick a folder)	v		
File types:			
Topics	,		
lopics			

Example—Removing a "Center" Class From Paragraphs in All Snippets

You've created a generic style class called "Center" to align content in your project. In many snippets, you've applied this class to several paragraphs to center them. You then decide to remove that class from the snippets so that the paragraphs in those snippets are all left aligned.





Click Find All. After the results are all shown and you confirm you want to change them, click Replace All.

Example—Replacing Notes With Tips in All Open Documents

You've created a class called "Note" and another called "Tip," which you've applied to <div> tags throughout the project. After opening a few topics and snippets, you decide to replace many of the notes in those files with tips.

☆ EXAMPLE Set the fields like this (you will need to click Add Row to choose the class):

- Find
 - ∞Tag
 - div
 - 🖾 Class
 - Note
- Replace/Action
 - 🖾 Replace Class
 - Note
 - Tip
- Find in
 - (all open documents)

~	■ Find and Replace in Files	џ ,
	Find lext Find Elements	
	Find:	
	<> V div V	
	{} V Note V	
	Add Row	
	Replace/Action:	
	🚛 🗸 Note 🗸 Tip 🗸	
	Preview:	
	<div class="NoteTip"></div>	
	Find in:	
	(all open documents) ~	
	File types:	
	All Supported Files v	

Click **Find Next**. If the note found is one you want to turn into a tip, click **Replace**. Otherwise, click **Find Next** again. Repeat this until you've replaced all of the notes you want. Save your changes.

Example—Removing a Style ID From All Topics

You've created a style ID called "Method," which you have added to some tags in many topics throughout a project. Now you want to remove the ID from all of those locations.



Example—Adding a Style ID to <div> Tags in Some Topics

You've created a style ID called "Method," and you want to add it to certain <div> tags in some of the topics stored in the same folder as the open topic.

ל EX	XAMPLE Set the fields like this:
	■ Find
	• 🖾 Tag
	- div
	• 🖼 Set Style ID
	Method
	Find in
	• (documents in the same folder)
	 File types
	≡ Find and Replace in Files ▼ ₽ × Find Taxe Find Elements
	Find:
	<> V div v
	Add Row
	Replace/Action:
	*# V Method V
	Preview:
	<arboxide a="" seco<="" second="" td=""></arboxide>
	Find in:
	File types:
	Topics v

г



Click Find Next. If the <div> tag found is one where you want to add the style ID, click Replace. Otherwise, click Find Next again. Repeat this until you've added the style ID to the tags you want. Set the style ID only once per topic. Save your changes.

Example—Removing Inline (Local) Formatting From Topics in the Same Folder

In a subfolder in the Content Explorer, you have some topics that contain local formatting (red and italic text). Let's say you want to remove the color, but leave the italic formatting.

Open one of the topics in question. When you view it in the Internal Text Editor, you can see how the inline formatting is written.




Example—Setting Inline (Local) Formatting on <h3> Tags in a Snippet

Styles are always recommended over local formatting. However, Flare lets you use inline formatting if you want.

Let's say you have a snippet with several <h3> tags. Your stylesheet specifies that these headings should be black and bold. But you want some of the headings to be green (specifically #32cd32), instead of black.

EXAMPLE Open the snippet, and set the fields like this: Find • ⊠Tag • h3 Replace/Action Set Inline Formatting color: #32cd32; Find in • (current document) E Find and Replace in Files ▼ ₽ > Find Text Find Elements Find: <> 🗸 h3 Add Row Replace/Action: \$→ ∨ color: #32cd32; Preview: <h3 style="color:#32cd32">...</h3> Find in: (current document) v File types: All Supported Files



 \bigstar Click Find Next. If the <h3> tag found is one where you want to add the green inline formatting, click **Replace**. Otherwise, click **Find Next** again. Repeat this until you've added the green formatting to the headings you want. Save your changes.

Example—Removing a Language Attribute From All Topics

Your project is in English (United States), but somehow the root English language attribute was applied to many topics throughout the project. This is evident from a small flag icon at the top of those topics in the XML Editor.



You want to remove this language attribute so that all topics are using English (United States), set at the project level.



This lext This			~	
Find:				
@ \ xr	nl:lang v en			
		Add Row		
Replace/Action	n:			
🥘 🗸 🔊	nl:lang	~		
Preview: < xml:lan	g="en" > *			
Find in:				
(whole projec	:t)	~		
File types:				
Topics		~		

Example—Replacing the "Mobile" Conditional Attribute With "Tablet"

You have a condition tag set named "Default," which holds several conditions, including two called "Mobile" and "Tablet." In several places in your project, you have applied the Mobile condition to content. Now you want to replace some of those with the Tablet condition.





Click Find Next. If the content found is a place where you want to switch to the Tablet condition, click **Replace**. Otherwise, click **Find Next** again. Repeat this until you've set the Tablet condition on all of the content you want. Save your changes.

CHAPTER 8

Deprecated Features

Following are features that will be removed in the next release of MadCap Flare, alongside features that we recommend as replacements. For more information on the replacements, see the Flare online Help.

Deprecated Features	Recommended Replacements
DITA Output	Clean XHTML or HTML5 Output
Toolstrip	Ribbons
WebHelp and WebHelp Plus	HTML5 Output

To provide feedback on these deprecated lists, please send an email to:

supportplanrep@madcapsoftware.com

APPENDIX

PDFs

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

I Tutorials

Getting Started Tutorial Autonumbers Tutorial JavaScript Tutorial Lists Tutorial Micro Content Tutorial Product Foldout Tutorial Snippet Conditions Tutorial Word Import Tutorial

Cheat Sheets

Context-Sensitive Help Cheat Sheet Folders and Files Cheat Sheet Lists Cheat Sheet Micro Content Cheat Sheet Print-Based Output Cheat Sheet Search Cheat Sheet Shortcuts Cheat Sheet Structure Bars Cheat Sheet Styles Cheat Sheet

User Guides

Accessibility Guide	QR Codes Guide		
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