GOODBYE TRIPANE, HELLO FRAMELESS TOP NAVIGATION
Part 1

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MadCap Software Documentation Manager
Welcome to Flare's Online Help
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Welcome to Flare
Welcome to MadCap Flare—the first native XML content authoring application, which offers the following:
- Single-source XML authoring
- Styling with cascading style sheets (CSS)

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» Single-source XML authoring
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Your search for "HTML5 Top Navigation" returned 99 result(s).

**HTML5 Top Navigation Output**
If you generate an HTML5 target, you can create output with top navigation like a modern website. This is possible thanks to a new Top Navigation skin type and other related features. You can even set your target to use any skin at all, relying on smaller skin components to provide menus.

Output/HTML5_Output/HTML5_Top_Navigation_Output.htm

**Navigation in HTML5 Skins**
Outlines Supported: The section is used to control the look of navigation elements in the skin, which allow users to open different parts of your output. The interactive preview in the Skin Editor can be used to help you find the style you need to change. To use this, click Highlight in the local...

Skins/HTML5_Skin_Styles/Navigation_in_HTML5_Skins.htm

**How Did You Do That? Top Navigation Advanced Template**
Get step-by-step instructions about using the different features of MadCap Flare’s Web Print Mobile project template.


**How Did You Do That? Advanced Conversion to Top Navigation Output**
Following are examples of how HTML5 Top Navigation was incorporated into an existing project by borrowing some files and styles from a Flare Top Navigation project template. Specifically, these examples show how we modified Flare’s actual online Help project, converting it from Tripence to Top...


**How Did You Do That? Simple Conversion to Top Navigation Output**
Following is an example of a simple conversion of a Flare project from Tripence to Top Navigation output. We show how you can create and add just a few pieces to achieve a similar look that is seen in Flare’s Top Navigation Advanced template project. The biggest difference is that we are not...


**Specifying Navigation Pane Settings for HTML5 and WebHelp Outputs**
Outlines Supported: You can specify navigation settings for HTML5, WebHelp, WebHelp AIR, or WebHelp Plus output. For most of these outputs, the navigation pane is used to hold the TOC, Index, Search, Glossary, Browse Sequences, and Favorites in an accordion-type structure. For HTML5 Top Navigation ...

Skins/About_Skins/Specifying_Navigation_Pane_Settings_for_HTML5_WebHelp_Output.htm

**HTML5 Skin Styles**
Outlines Supported: There are many ways to style your HTML5 skin, whether it be a Tripence skin, a Top Navigation skin, or one of the skin components. In addition, if you enable this skin to produce responsive output—meaning that the look of this output can automatically adjust depending on the size of ...

Skins/HTML5_Skin_Styles/HTML5_Skin_Styles.htm

**Enabling HTML5 Server-based Output**
Enable server-based functions in an HTML5 Help system created with MadCap Flare. Learn the steps to set up an publish HTML5 (WebHelp 2.0) Help.

Output/HTML5_Output/Enabling_HTML5_Server_Output.htm

**Including Non-XHTML Files in HTML5 Search**
HTML5 Top Navigation Output

If you generate an HTML5 target, you can create output with top navigation like a modern website.

This is possible thanks to a new Top Navigation skin type and other related features.

You can even set your target not to use any skin at all, relying on smaller skin components to provide menus, search, and toolbar features.

This is in contrast to the more traditional Tripano output, which includes a toolbar pane at the top, navigation panels on the left, and a main content pane.
WHY IT’S A BIG DEAL

1. NO MORE TRIPANE
2. FRAMELESS AND FLATTENED
3. FLEXIBLE
4. MORE USEFUL
WHAT ABOUT THE INDEX?
FOUR ELEMENTS

1. TOP NAVIGATION SKIN
   … OR SKINLESS
2. PROXIES
3. SKIN COMPONENTS
4. CSS
TOP NAVIGATION SKIN
Welcome

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

» Here is a cross-reference link: See Headeings.

» Here is a cross-reference link: See Drop-Downs.
Welcome

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

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

» Here is a cross-reference link: See [Drop-Downs](#).
Replace this with your own content. Here is some general text for a topic. Replace some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content. Here is some general text for a topic. Replace this with your own content.

See [Headings](#).

See [Drop-Downs](#).
SKINLESS
PROXIES
Positioned Images

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

» Here is a cross-reference link: See Image Positioned Left.
» Here is a cross-reference link: See Image Positioned Right.
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The Place to Find Information, Tutorials, FAQs, and More
SKIN COMPONENTS
Inserting a menu proxy allows you to include a styiable menu inside a topic or masterpage.

**Menu Content**
- Linked TOC or Browse Sequence: (default)
- Context sensitive
- Include parent
- Include siblings
- Include children

**Levels to Show (Depth):**
(default)

**Menu Style**
- Skin File: Project/Skins/SideMenu

**Getting Started**
- Links and Lists
  - Links and Footnotes
  - Lists
- Images
- More Features
CSS
Getting Started

See the following to get started quickly:

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

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

» Do The Other Thing Here is some general text for a list item. Replace this with your own content. Here is some general text for a list item. Replace this with your own content.
SIMPLE CONVERSION

1. ADD TOP NAVIGATION SKIN
2. CHANGE LOGO AND COLOR IN SKIN
3. CHANGE TARGET TO HTML5
This template contains several starter topics and other files intended for online HTML5 output with top navigation like a modern website, instead of the more traditional tripane format. It includes several features that you might use in online output, and the content and files have been designed to maximize single-sourcing capabilities. This template starts you out with two HTML5 targets. Responsive output is automatically enabled with this type of output. This means the content display changes automatically depending on the width of the screen. You can add other kinds of targets and skins if you like.
ADVANCED CONVERSION

BASED ON TOP NAVIGATION ADVANCED TEMPLATE
  Home Page
  Side Menu

LET’S LOOK AT THE OUTPUT…
ADVANCED CONVERSION

STEP 1: CHOOSE AN APPROACH

- ✗ Copy Files in Windows?
- ✗ Import Each File to Big Project Individually?
- ✔ Global Project Linking?
ADVANCED CONVERSION

STEP 2: PREPARE FLARE PROJECT

Restructure TOC
ADVANCED CONVERSION

STEP 2: PREPARE FLARE PROJECT

Consider Width of Content
About Language Support

Flare supports authoring and output for left-to-right (LTR) as well as right-to-left (RTL) languages. This includes English, French, German, Japanese, Chinese, Arabic, Persian, Hebrew, double-byte languages, and more. RTL languages are supported in all outputs except DoNet Help and FrameMaker.

- SELECTING A LANGUAGE
- AUTHORIZING CONTENT
- LANGUAGE SKINS
- INVERT STYLES, PAGE LAYOUTS, AND IMAGE CALLOUTS AT THE TARGET LEVEL
- INVERT HOTSPOT IMAGES
- TABLE STYLES AND RTL LANGUAGES
- DICTIONARIES
- TRANSLATING FLARE PROJECTS

After completing a project in one language, you might need to have it translated into another language.

- ModCap Lingo One of the easiest ways to translate a Flare project is for a translator to open that project within MacCao Lingo, which is tightly integrated with Flare. Because of this integration, there is no need to transfer localized files outside of the actual project, which helps prevent content and formatting corruption. In addition, translators can leverage all previous translations created in other tools by importing Translation Memory Exchange (TMX) files.

After opening your project in Lingo, a translator can immediately see a list of all the files (e.g., topics, snippets, variables), index
ADVANCED CONVERSION

STEP 2: PREPARE FLARE PROJECT

Watch for Expanding Text
Editor Tools

Flare provides many tools to assist you when you are working in its editors, including macros, customizable shortcuts, and structure bars.

These tools include the following:

- **Auto Suggestion** ▶ Read more...
- **Characters and Symbols** ▶ Read more...

You can insert characters and symbols in content files. You can also create quick characters, as well as work with font types and smart quotes. See About Characters and Symbols.

- **Drag and Drop** ▶ Read more...
- **Find and Replace** ▶ Read more...
Editor Tools

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LIST OF EDITOR TOOLS

These tools include the following:

- **Auto Suggestion**  
  Read more...
- **Characters and Symbols**  
  Read more...  
  You can insert characters and symbols in content tiles. You can also create quick characters, as well as work with font types and smart quotes. See [About Characters and Symbols](#).
- **Drag and Drop**  
  Read more...
- **Find and Replace**  
  Read more...
- **Macros**  
  Read more...
- **Shortcuts**  
  Read more...
- **Spell Check**  
  Read more...
- **Structure Bars**  
  Read more...
- **Zoom/Scale**  
  Read more...
ADVANCED CONVERSION

STEP 3: IMPORT FILES VIA GLOBAL PROJECT LINKING
The import is complete. Please review the generated documents and accept/cancel the import.

<table>
<thead>
<tr>
<th>Import</th>
<th>File</th>
<th>Status</th>
<th>Type</th>
<th>Fc</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>ThumbnailImage....</td>
<td></td>
<td>htm</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>Company Informa...</td>
<td></td>
<td>htm</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>FAQs.htm</td>
<td></td>
<td>htm</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>F Downloads....</td>
<td></td>
<td>htm</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>htm</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>BackgroundImage.png</td>
<td>File exists</td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>BasicSteps.png</td>
<td>File exists</td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>Bullet1.png</td>
<td>Source is Newer</td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>Bullet2.png</td>
<td>Source is Newer</td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>CompanyLogo.png</td>
<td></td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>DropDownClosed.png</td>
<td>Source is Newer</td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>DropDownOpen.png</td>
<td>Source is Newer</td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>FacebookIcon.png</td>
<td>File exists</td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>FAQs.png</td>
<td></td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>GreenCheck.png</td>
<td>Source is Newer</td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>Image.png</td>
<td></td>
<td>png</td>
<td>Co</td>
</tr>
<tr>
<td></td>
<td>KeyFeatures.png</td>
<td>File exists</td>
<td>png</td>
<td>Co</td>
</tr>
</tbody>
</table>

Select All  Clear All  Accept  Cancel
STEP 3: IMPORTING FILES VIA GLOBAL PROJECT LINKING

Next, we had to decide which of the files from the small Top Navigation project we wanted to import. Obviously we wanted the Top Navigation skin and its related files that give the Top Navigation project template its look and feel. We also knew we wanted to emulate the Home page in our project, including some images. But we didn't need most of the topics and many of the images, as well as most of the project files. So after taking a closer look at the files in the small project, we decided to import the following (your list of files might be different):

- **Home.htm** This is the only topic file we imported. It is the unique topic used for the Home page in the template. We would replace the startup topic in our existing project with this one.

- **BackgroundImage.png** This is the large “hero” background image seen on the Home page. We had our own background image in mind, but we thought it was best to bring this one over because there were references to it elsewhere in the template project. Once we had imported the image, we would replace it with our own image, which we would give the same file name. That way, we wouldn't have to “re-hook” it where other files referenced it.

- **BasicSteps.png** This is one of the circular images used in the slideshow on the Home page. We wanted to use the same image in the same kind of slideshow, so this was an easy decision.

- **FacebookIcon.png** This is the small Facebook image seen in the footer of the Home page.

- **KeyFeatures.png** This is another slideshow image we wanted to use.

- **TwitterIcon.png** This is the small Twitter image seen in the footer of the Home page.

- **WhatsNew.png** This is the third slideshow image we wanted to use.

- **HomePage.ftl** This is the master page that is associated with the Home topic. It contains a unique configuration and references to styles we needed, so we definitely wanted this file, even though we already had a master page (which we would no longer use).

- **OtherTopics.ftl** This is a second master page in the template project that is used for all of the topics except the Home page. Again, it has a unique configuration, especially with its inclusion of a Topic Toolbar proxy and the context-sensitive Menu proxy, which we wanted to add to our output.

- **StylesForHomePage.css** This is the stylesheet created specifically for use by the Home page. This is where a lot of the hard work exists to get the Home page to look the way it does, so it was one of the most important files we wanted to import. However, we decided not to import the other stylesheet in the template project because we already
DELETE THIS FILE
ADVANCED CONVERSION

STEP 4: REPLACE CONTENT AND LINKS

Home Topic and Master Page
Replace Background Image in Windows
Replace YouTube Links in Text Editor
Video Tutorials
ADVANCED CONVERSION

STEP 5: INCORPORATE TOP NAV SKIN
Navigation Pane

Pane Position: Right

Top Menu Levels to Show (Depth):

2

Logo Url:

(default)
ADVANCED CONVERSION

STEP 6: INCORPORATE HOME TOPIC
ADVANCED CONVERSION

STEP 7: INCORPORATE MASTER PAGES
<meta http-equiv="X-UA-Compatible" content="IE=edge" />
<meta name="description" content="Welcome to MadCap Flare—the first native XML content authoring application, which offers single-"/>

Master Page:
Master Page: Resources/MasterPages/OtherTopics

Stylesheet Medium
Medium: (default)

Search Filters
Filter File: FlareNewSearchFilterSet
STYLESHEET FOR HOME PAGE WAS ALREADY LINKED
STYLESHEET FOR HOME PAGE WAS ALREADY LINKED
Associating Master Pages with Topics

OUTPUTS SUPPORTED

You can associate a master page with individual topics, which is beneficial if you want some topics to use one master page and other topics to use a different master page. This can be accomplished through the use of topic styles (i.e., classes of the html style) and the mc-master-page property.

EXAMPLE

HOW TO ASSOCIATE A MASTER PAGE WITH TOPICS

1. Create the master pages that you need. See Creating Master Pages.
2. Open your stylesheet (in the Advanced view) and select the html tag on the left side of the editor. See Opening Stylesheets.
3. Create a new class. When you are finished it will be placed under the html tag. See Creating New Style Classes.
4. Select your new class on the left side of the editor.
5. In the upper-right corner of the Stylesheet Editor, click the Show field and select Show: Assorted Relevant Properties.
6. Click the cell to the right of the mc-master-page property and select the master page to be associated with it.
7. Click to save your work.
8. Open a topic that you want to associate with that master page. See Opening Topics.
9. At the bottom of the XML Editor, click to turn on the structure bars. See About Structure Bars.
10. To the left of the topic content, right-click on the html bar.
11. In the context menu, select Style Class and choose the style that you want to apply.

Note: You will not see any styles from this list until you create a class for the html style in the Stylesheet Editor.
ADVANCED CONVERSION

STEP 7: INCORPORATE STYLES
CSS: Missing linked stylesheet file:///C:/Users/pstoecklein/Desktop/MadWorld/My Big Flare Project,
Copy This From MainStyles.css In Template

```css
div.sideContent {
    float: right;
    margin-left: 10px;
    margin-bottom: 10px;
    width: 33.33%;
}
```
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PART 2 WEBINAR

LEFTOVERS

STYLES FOR HOME PAGE (Responsive Content)
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April 29-30, 2015 (web-based)

__MadCap Flare CSS Training__
May 27-28, 2015 (web-based)

*Offer valid through April 30, 2015.

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