



LIVE WEBINAR



The World's Oldest Living MadCap Flare Project: A Study on Project Architecture



PRESENTED BY:

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MadCap Software



BEFORE WE GET STARTED...



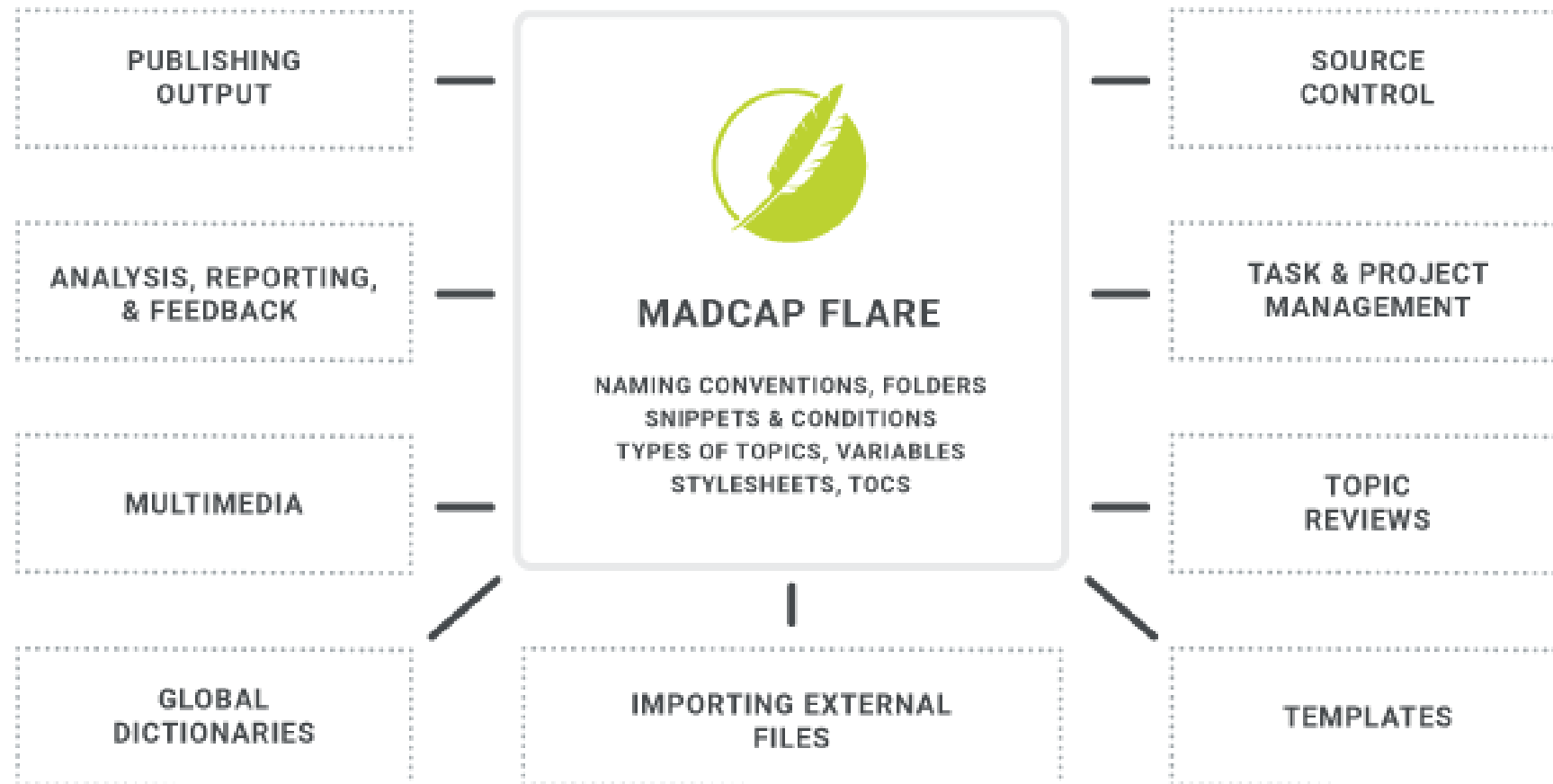
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and emailed to all registrants



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throughout the webinar

WHAT IS THIS ABOUT?

- Design of your documentation universe



WHAT IS THIS ABOUT?

- Design of your documentation universe
- Available options
- Pros and cons
- What we do... in the world's oldest living Flare project
- One size does not fit all
- It's a living thing, not static

DETAILS IN THE ONLINE HELP AND PDF

madcap™
FLARE

GET STARTEDWHAT'S NEW?FEATURESINTERFACETUTORIALSRESOURCES

You are here: [Features](#) > Architecture

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Search

Features

Architecture

External Project Architecture

Internal Project Architecture

Editor Tools

Elements and Objects

Folders and Files

Importing

Language Support

Managing Your Project

Output

Search

Styling, Formatting, and Skins

About Project Architecture

What's in your documentation universe?

Should you create one project or many? What kind of relationships should your projects have with one another (if any)? Which methods, processes, and features best fit your needs? How should you structure the files within your Flare projects?

Flare is extremely flexible, which means your project universe (i.e., all of your projects, tools, features, elements, and content; and how it is all put together) might end up being somewhat unique. Therefore, you will want to take some time to plan your project architecture, both externally and internally.

PUBLISHING OUTPUT

ARCHIVES, REPORTING, & FEEDBACK

MULTIMEDIA

GLOBAL INTERCONNECTIVITY

MADCAP FLARE

NUMBER CONVENTIONS, FLARE SKIN, REPORTS & CONTENTS, TABLE OF CONTENTS, VARIANTS, ATTACHMENTS, TOOLS

IMPORTING EXTERNAL FILES

SOURCE CONTROL

TASK & PROJECT MANAGEMENT

TOOL BEHAVIOR

TEMPLATES

- **External** The external project architecture has to do with your projects as entities, their structures, and what is *outside* of them. This includes the external processes, tools, and other factors surrounding your projects—such as source control, task management, templates, and more. See [External Project Architecture](#).
- **Internal** The internal project architecture has to do with the structure of files and use of features *inside* a Flare project. It includes things such as naming conventions, folders, and structuring the project with snippets, conditions, variables and more. See [Internal Project Architecture](#).

External Architecture

WHAT I'M COVERING IN THIS SESSION

- Flare Project Structures
- Source Control
- Where to Store Projects
- Task and Project Management
- Topic Reviews
- Templates
- Importing External Files
- Global Dictionaries
- Multimedia
- Analysis, Reporting, and Feedback
- Publishing Output

Things not covered in this session are discussed in detail in the online Help.

FLARE PROJECT STRUCTURES

- How many Flare projects do I create?
- How should they relate to each other, if at all?

SINGLE PROJECT



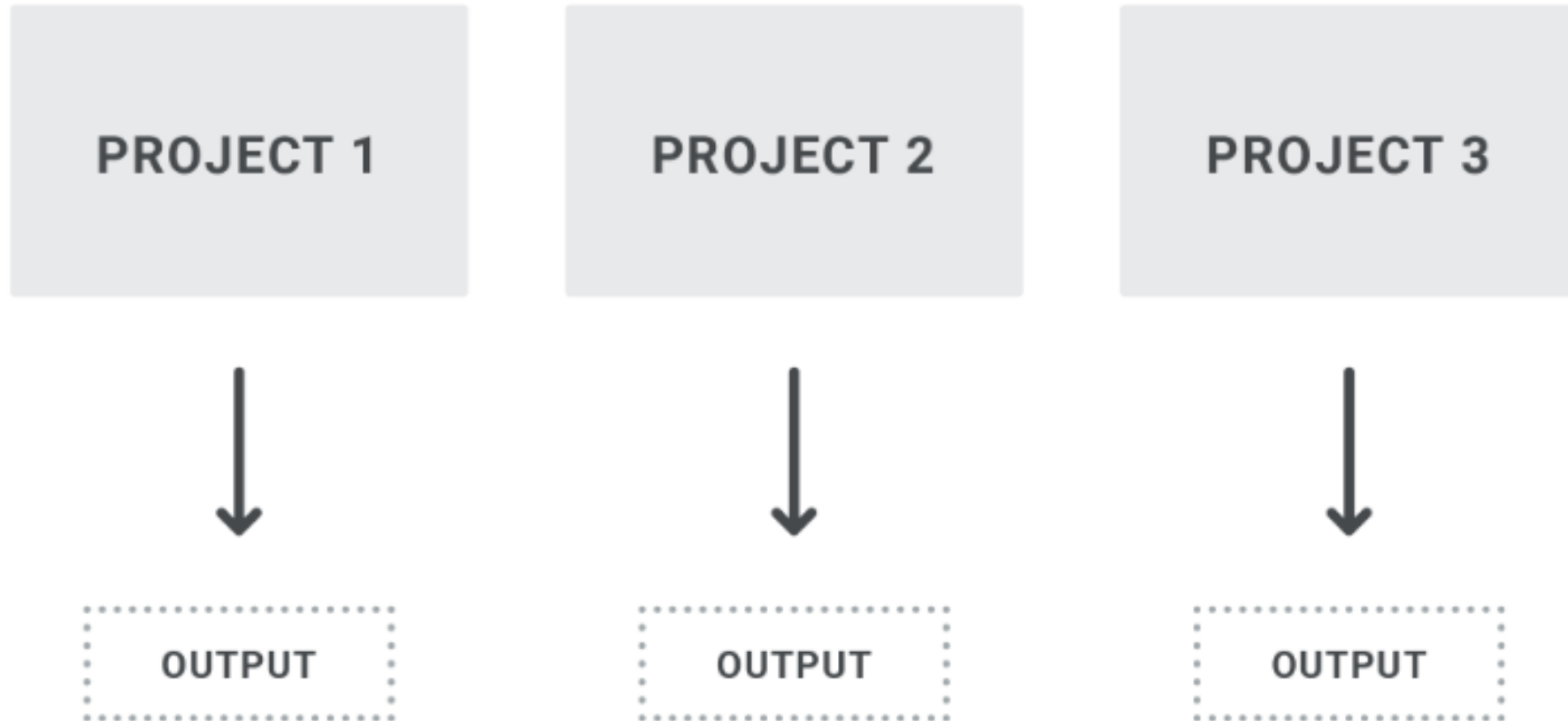
PROJECT



OUTPUT

PROS	CONS
Simple, less coordination & management	

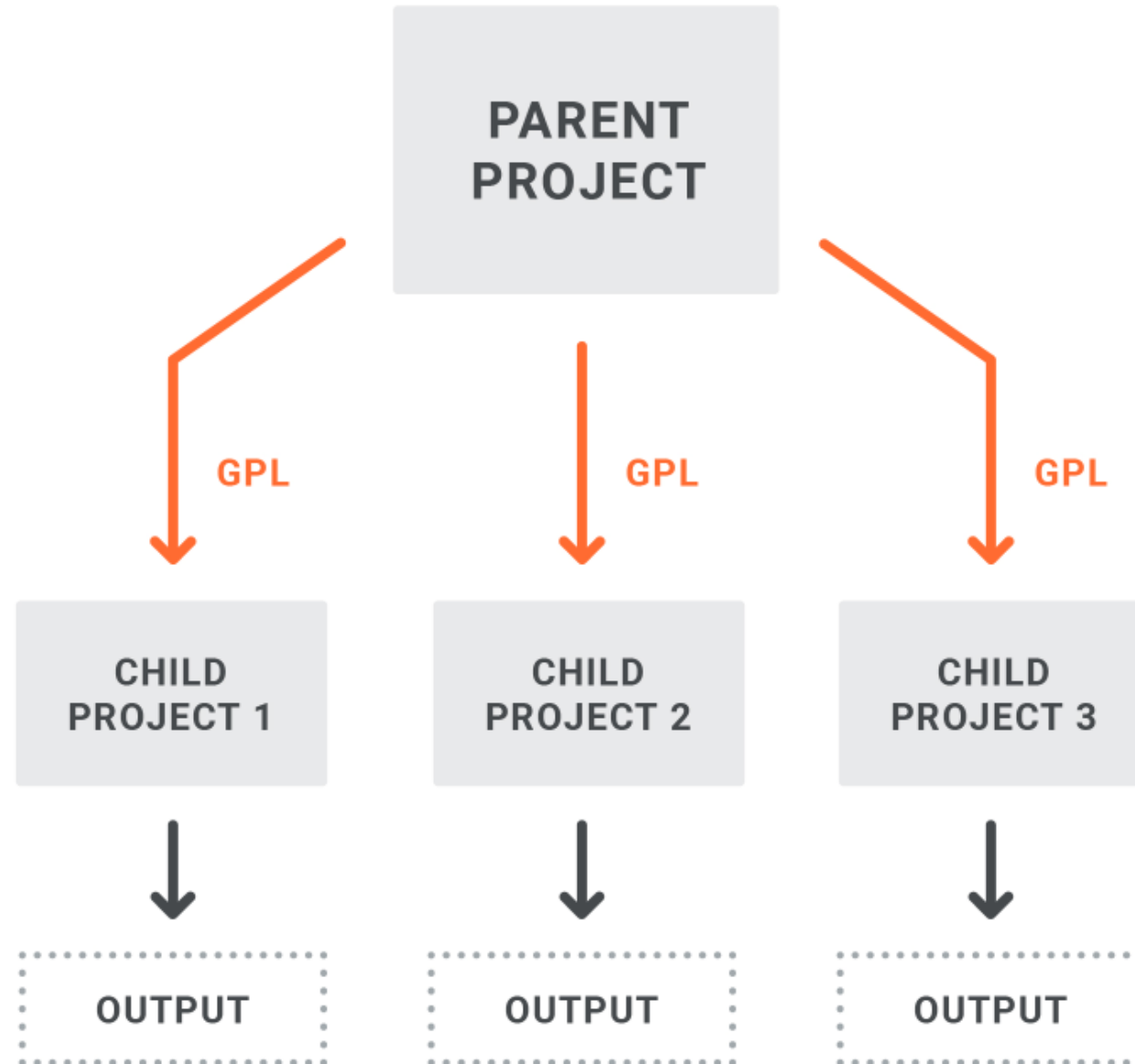
MULTIPLE PROJECTS – NO RELATIONSHIP



PROS	CONS
Still simple	

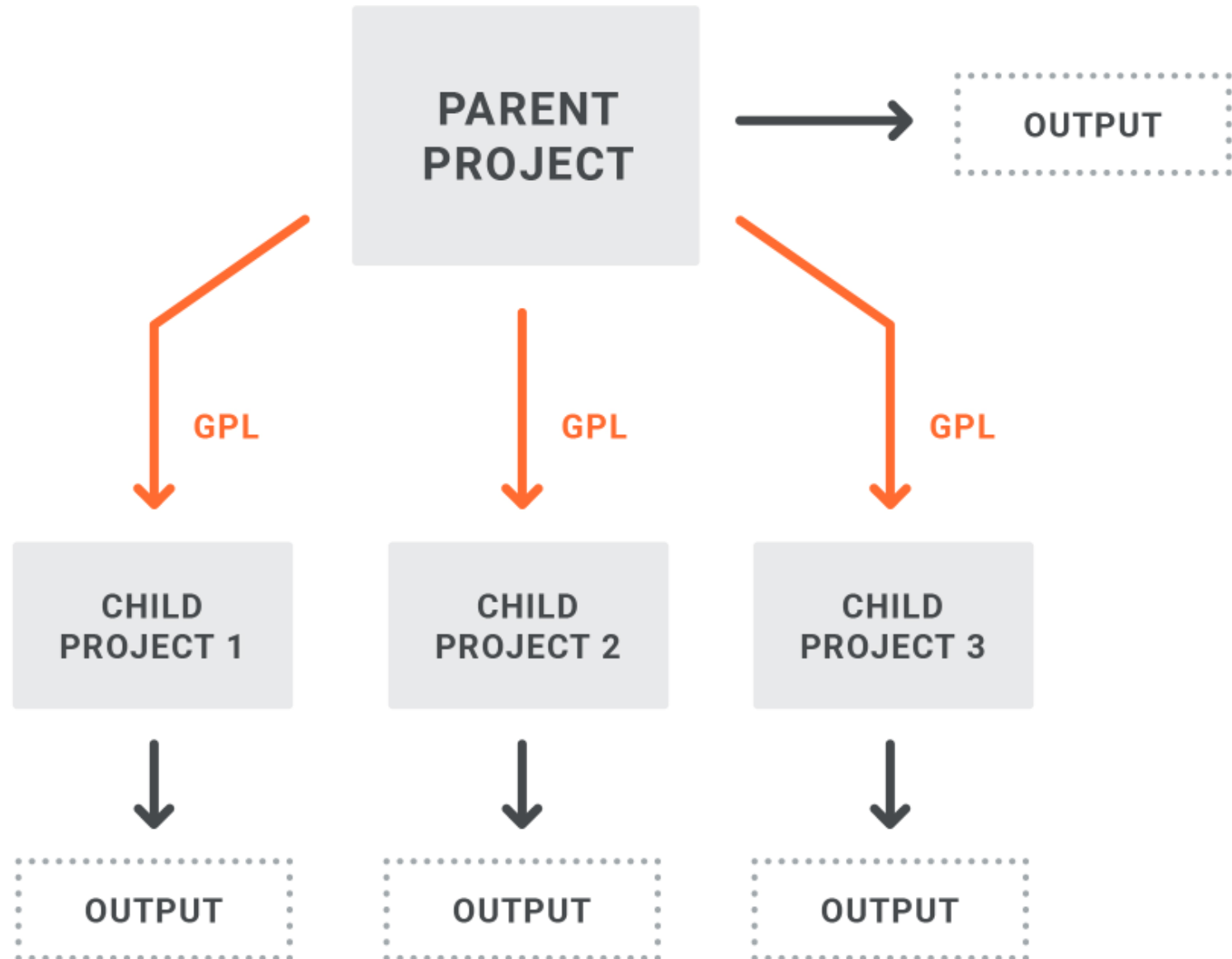
MULTIPLE PROJECTS – GLOBAL PROJECT LINKING

Option 1



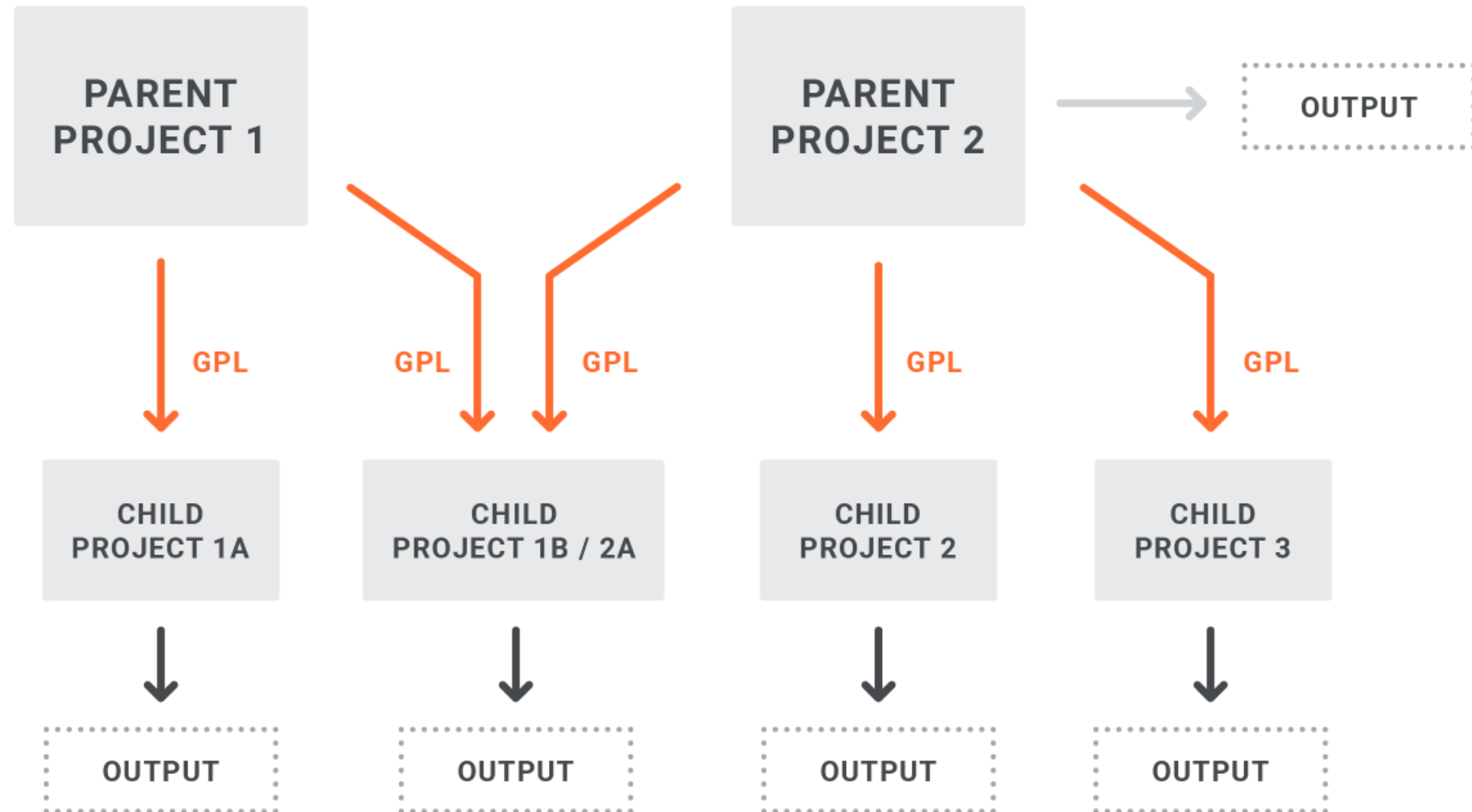
MULTIPLE PROJECTS – GLOBAL PROJECT LINKING

Option 2



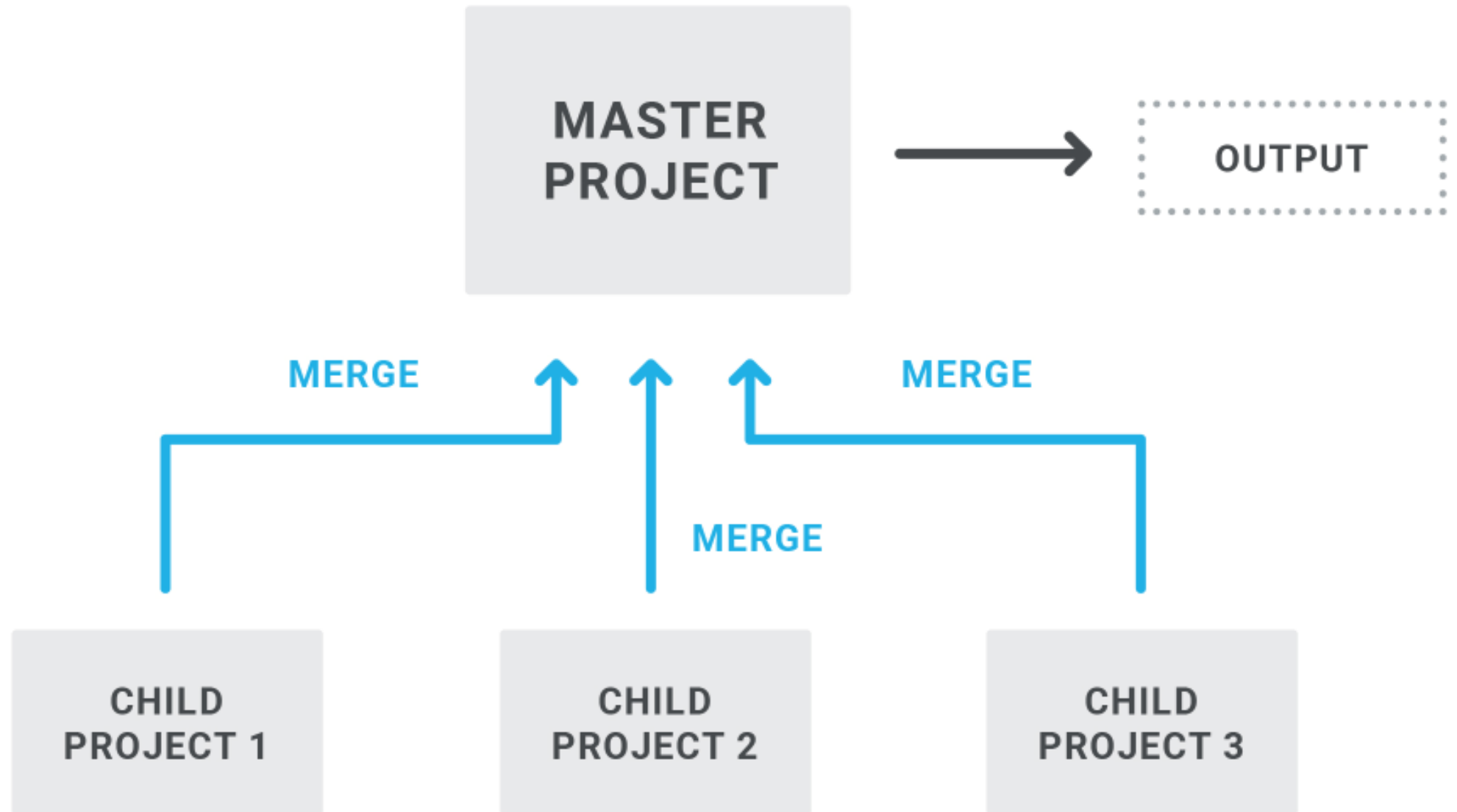
MULTIPLE PROJECTS – GLOBAL PROJECT LINKING

Option 3



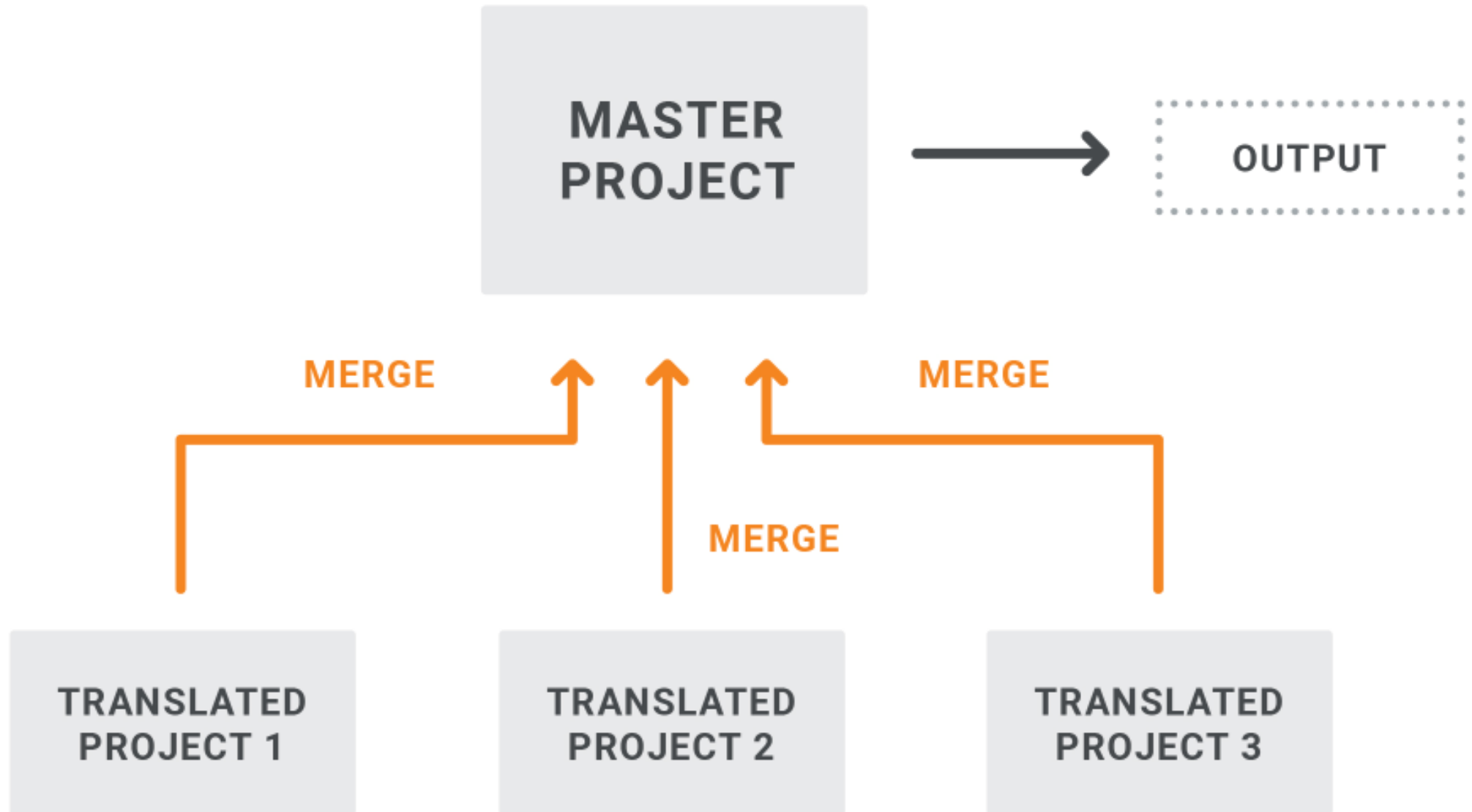
PROS	CONS
Single-sourcing across projects	

MULTIPLE PROJECTS – MERGING PROJECTS



PROS	CONS
Simple to set up	

MULTIPLE PROJECTS – MULTILINGUAL OUTPUT

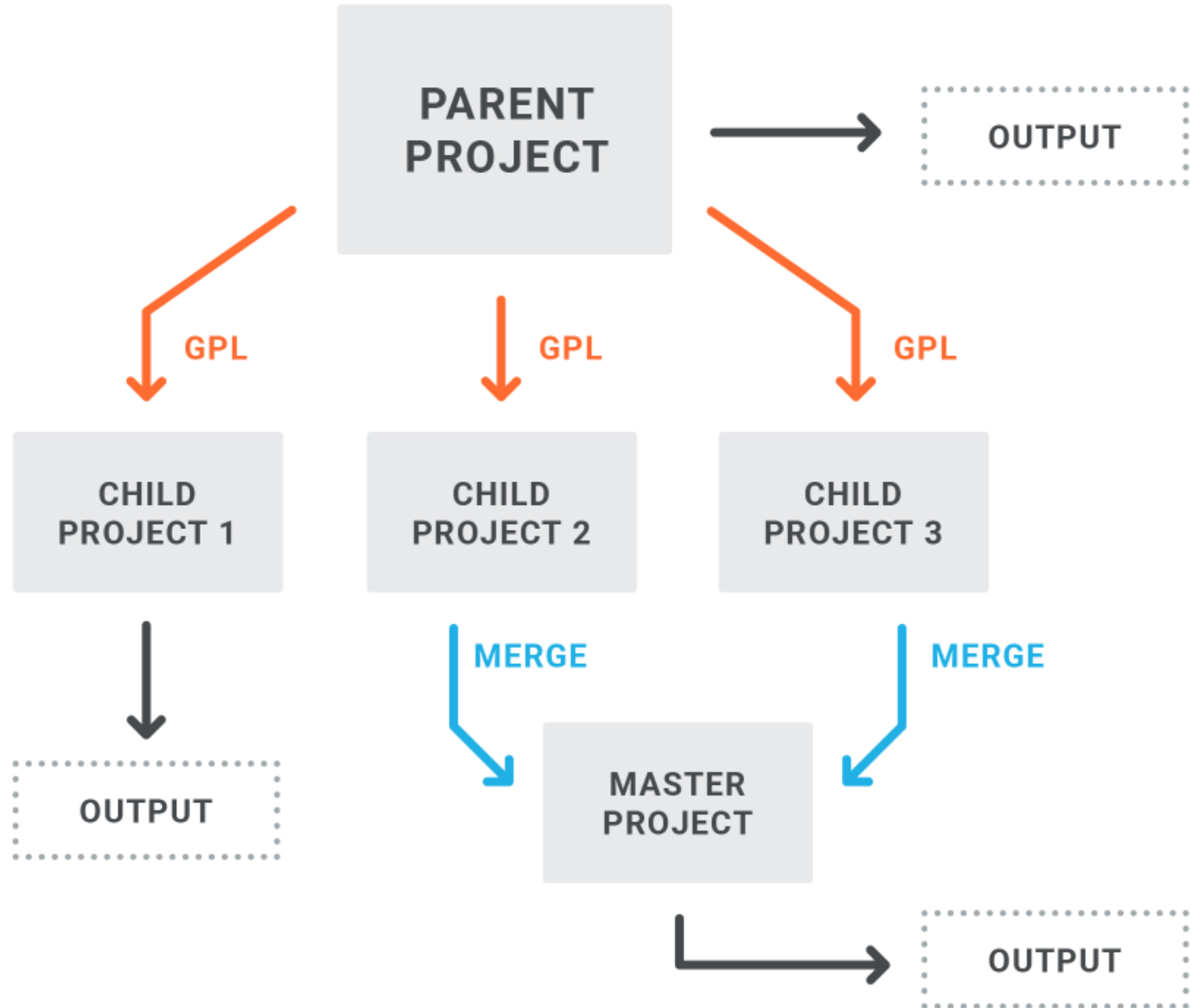


PROS	CONS
Simple to set up	

COMBINATION OF DIFFERENT STRUCTURES

Example 1:

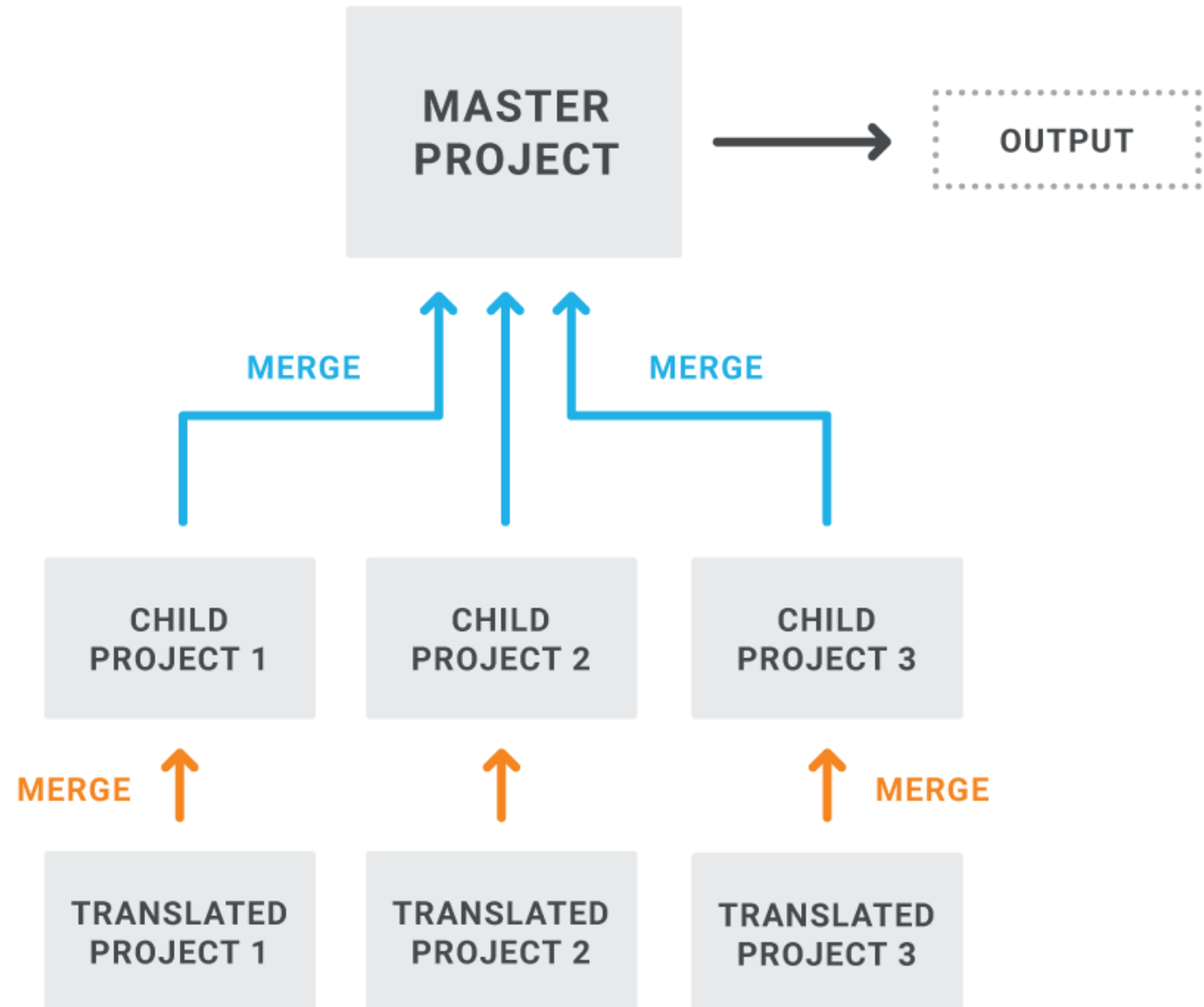
- GPL
- Merging



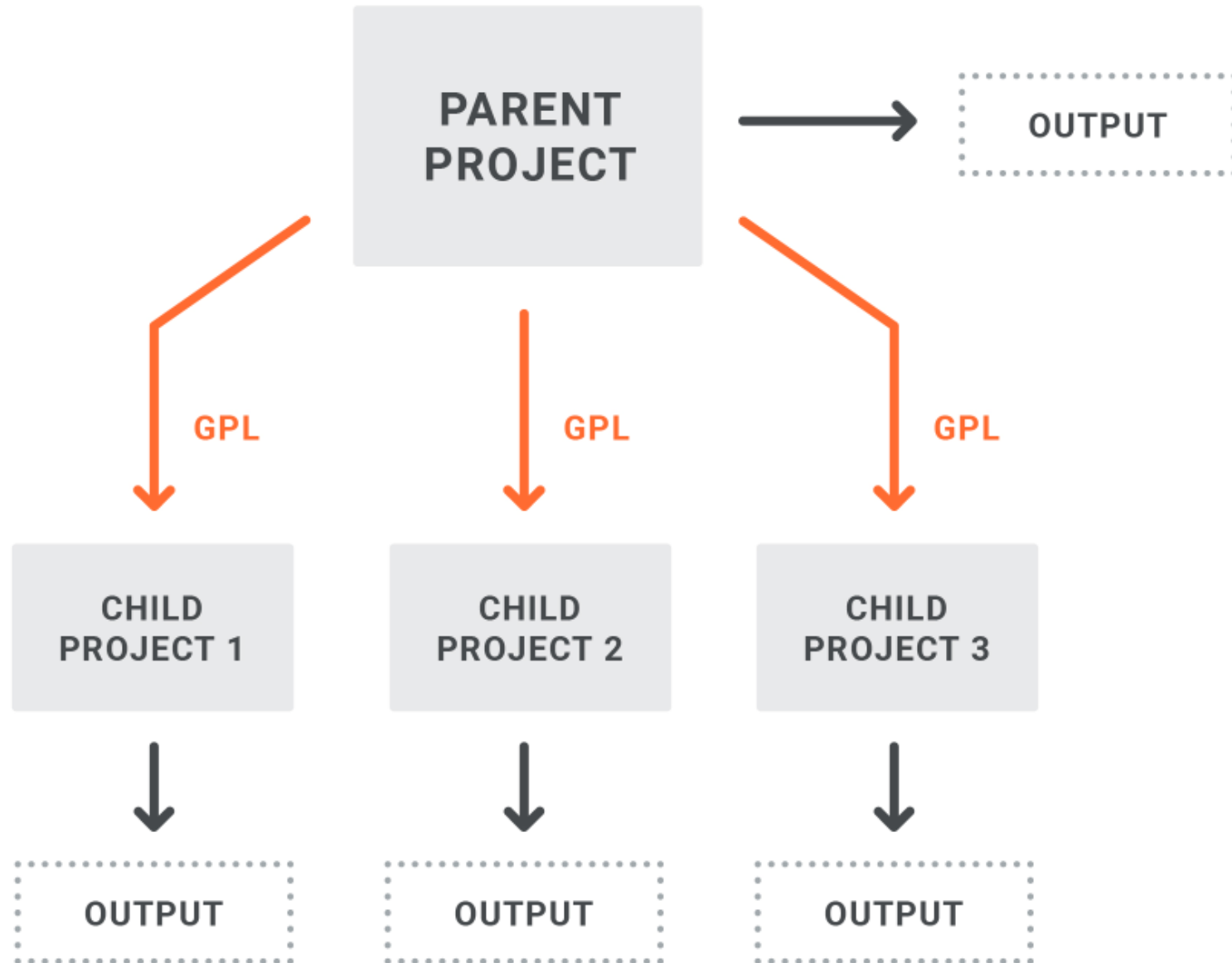
COMBINATION OF DIFFERENT STRUCTURES

Example 2:

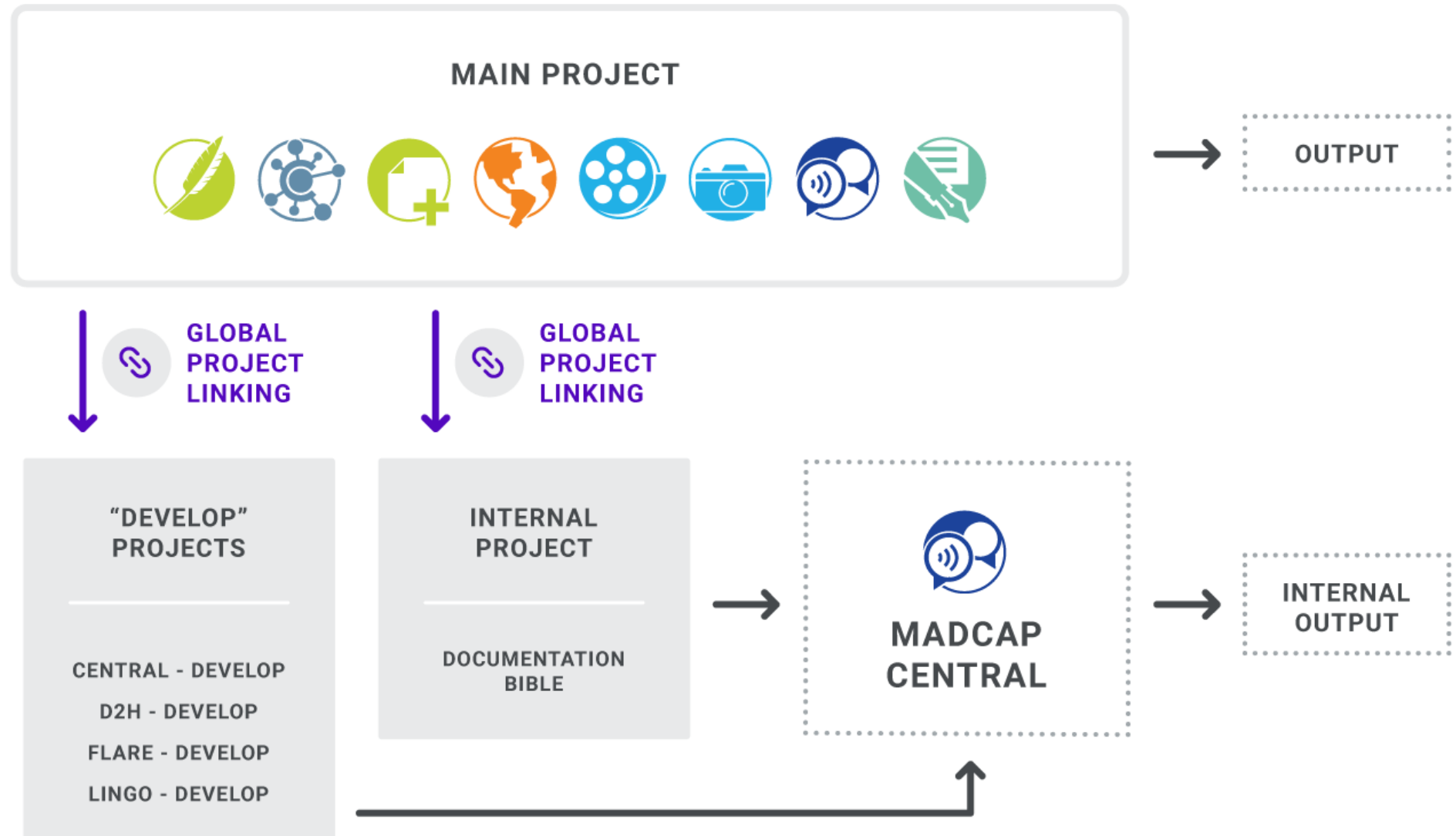
- Merging
- Multilingual



WHAT WE DO

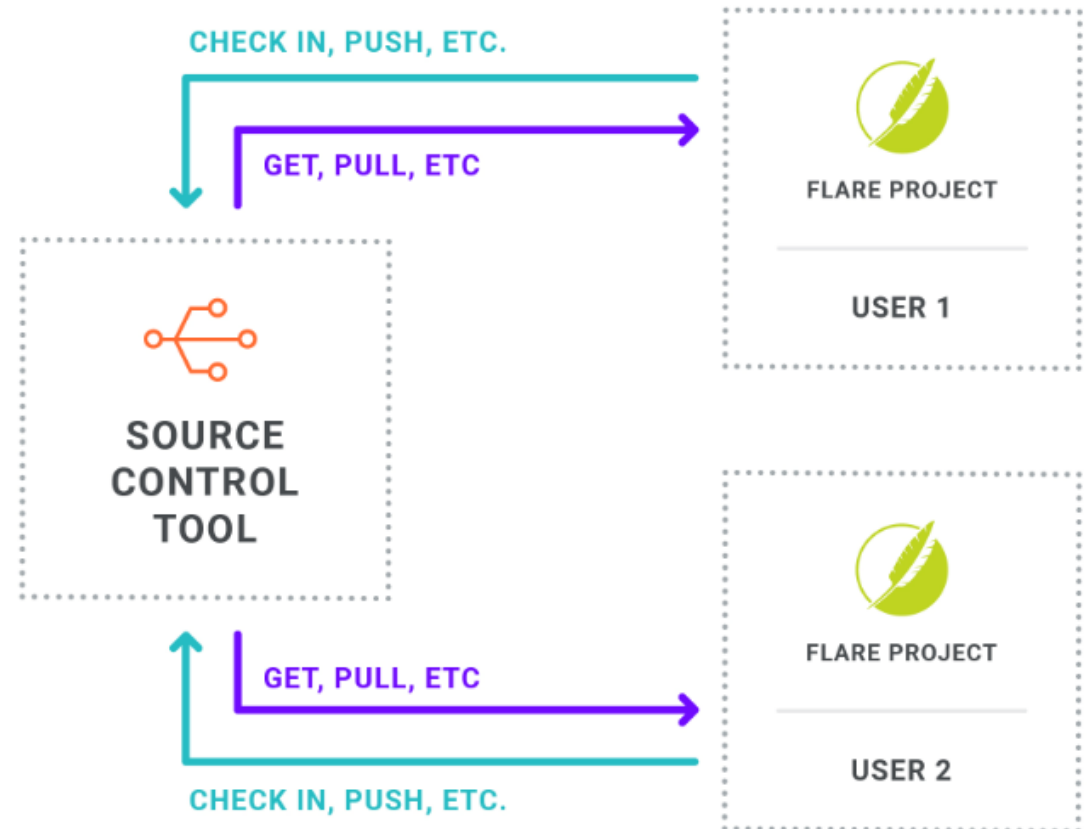


WHAT WE DO – MORE SPECIFICALLY

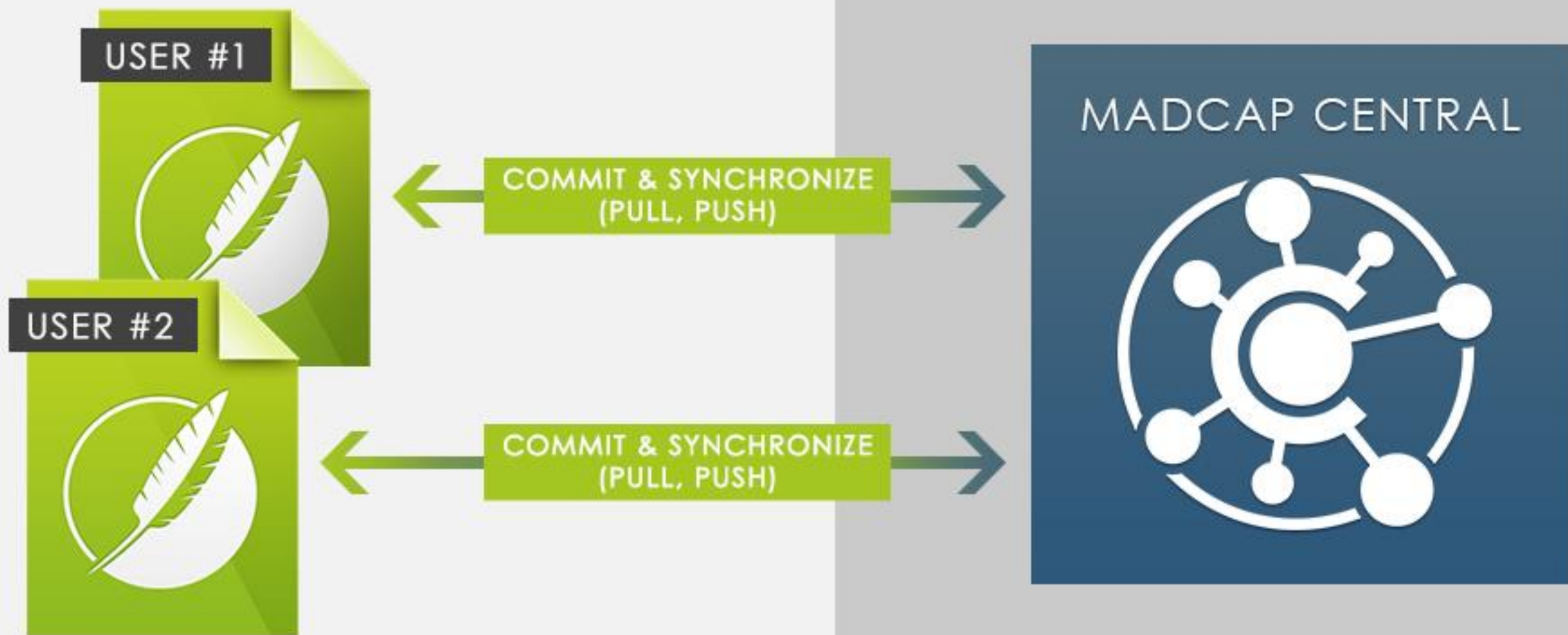


SOURCE CONTROL

- Local copy of project mapped to another copy on a server
- Many source control tools available
 - Microsoft TFS, Git, Perforce, Subversion, etc.
 - MadCap Central allows for single-bound and dual-bound models with Git behind the scenes

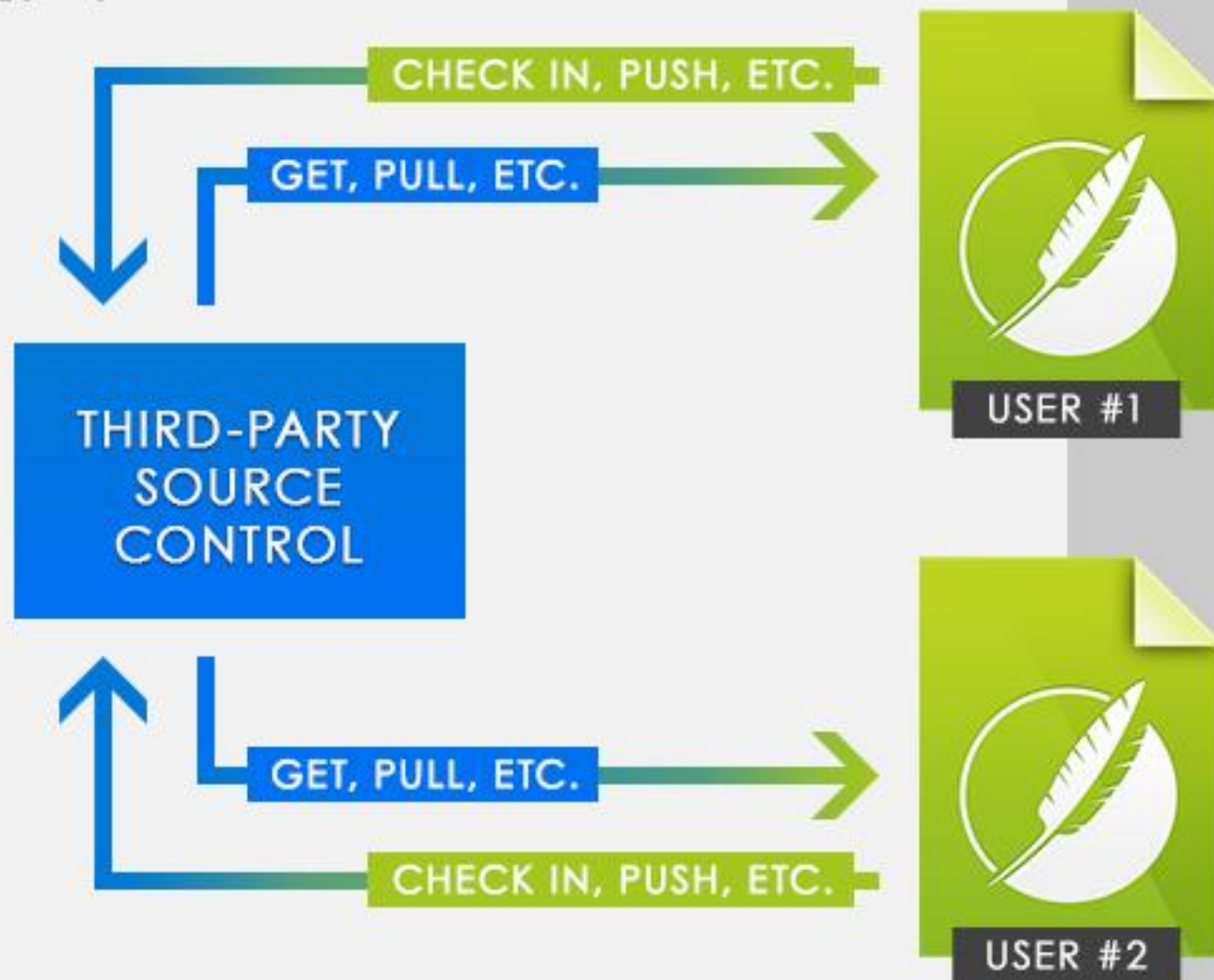


SINGLE-BOUND MODEL

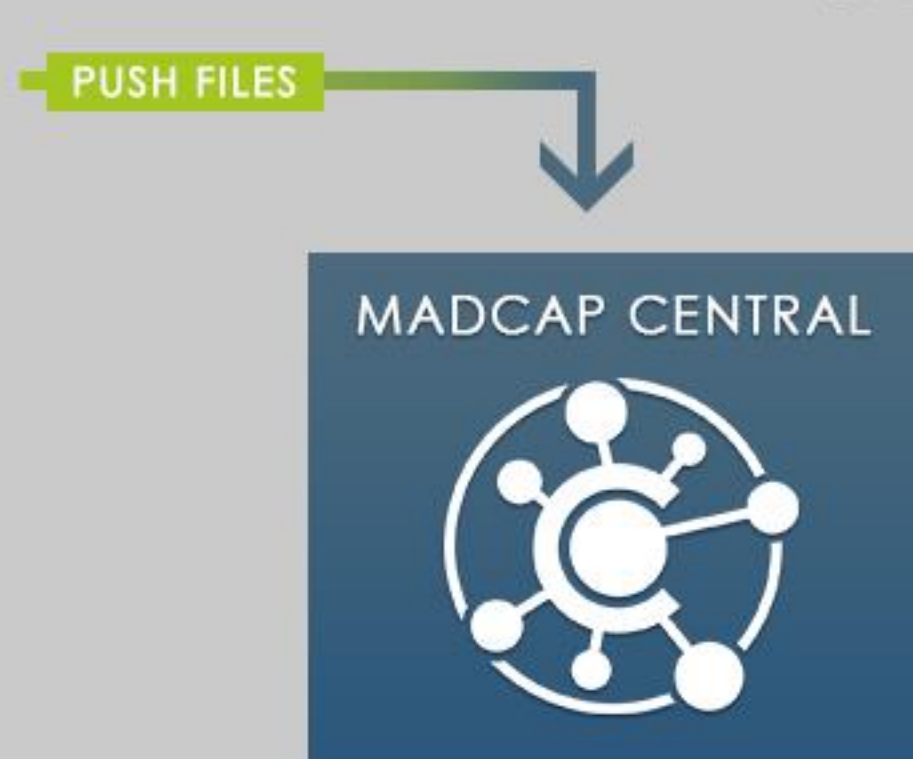


DUAL-BOUND MODEL

STEP 1

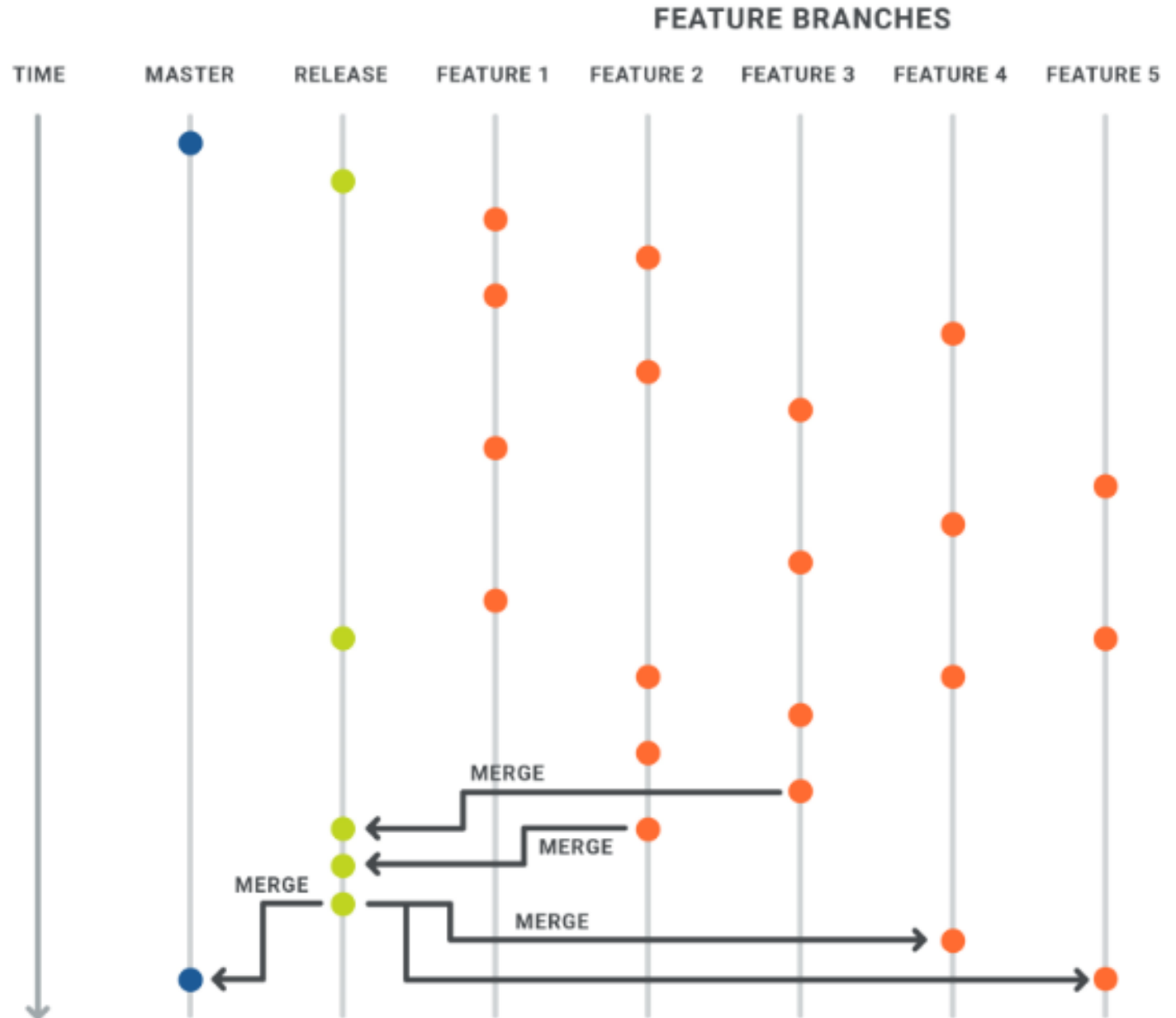


STEP 2



SOURCE CONTROL

- Branching
 - Work on different versions of the same project
 - Good for agile development



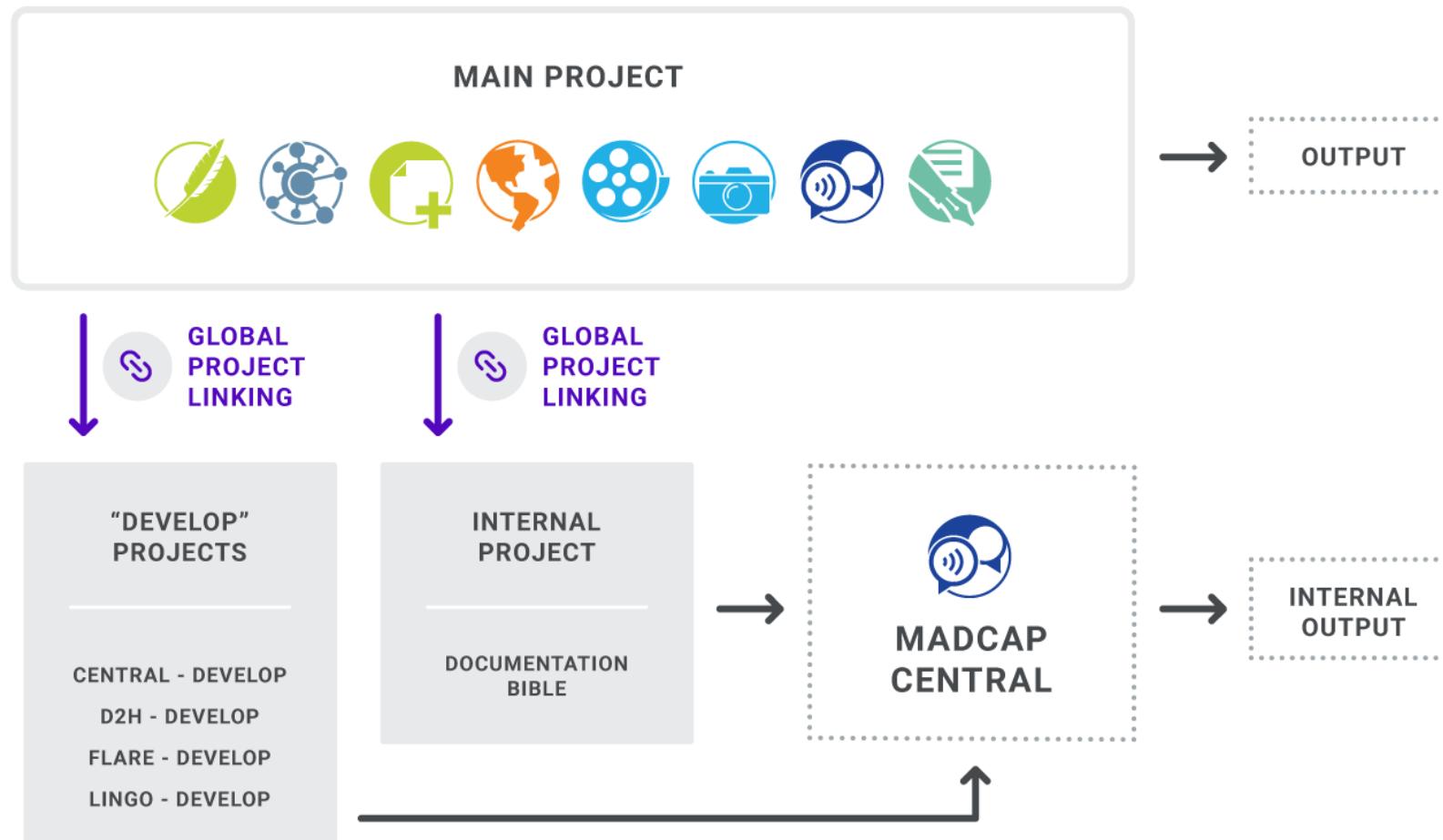
PROS	CONS
Efficient way for multiple writers to work on same project; resolve conflicts	

WHAT WE DO

- Main project (“Shared”)
 - Dual-bound with Central
 - First binding to Git, using branching (GitFlow)
 - Second binding to Central
- Documentation Bible
 - Single-bound to Central (no branching needed)

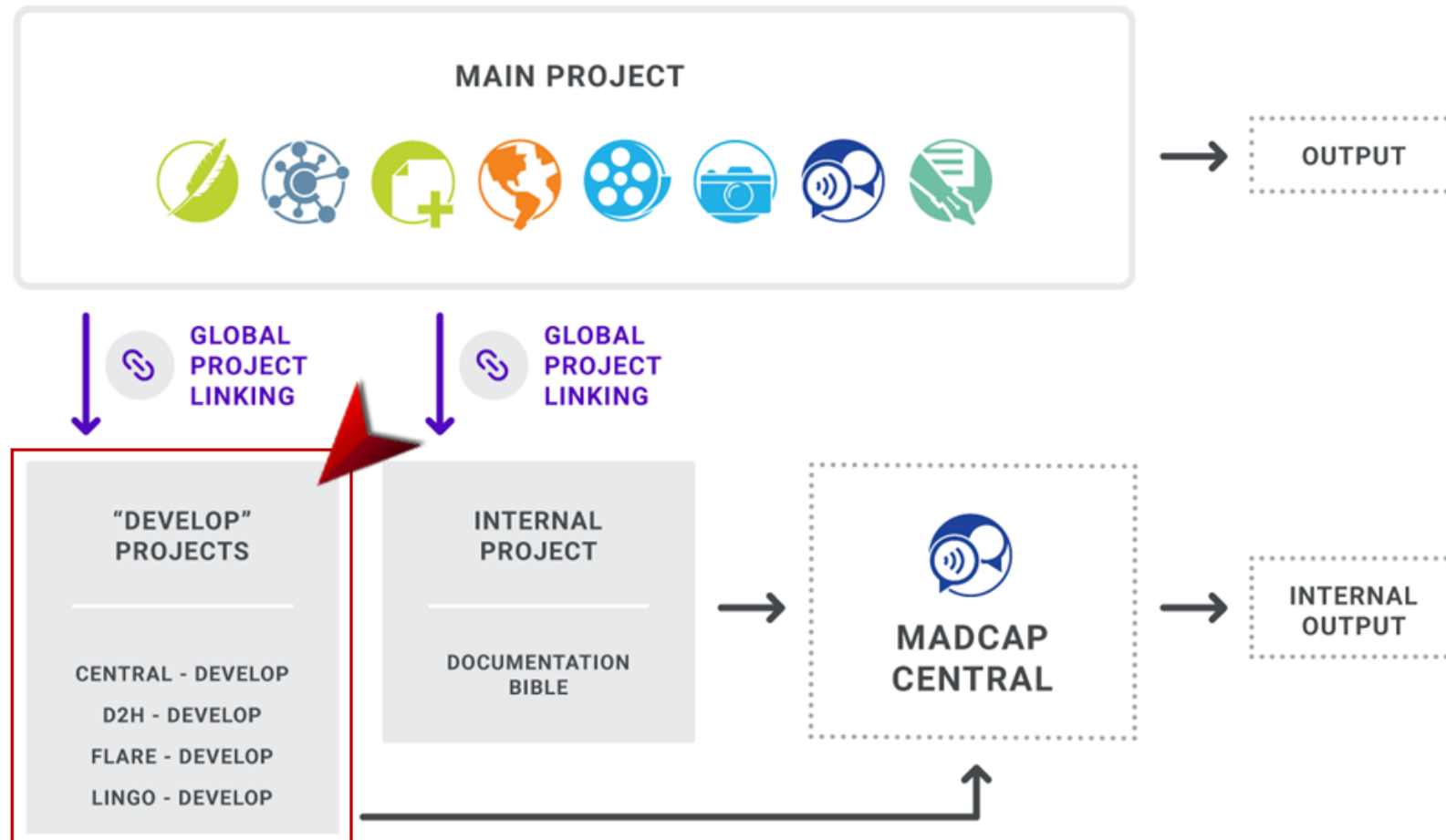
WHAT WE DO

- “Develop” projects



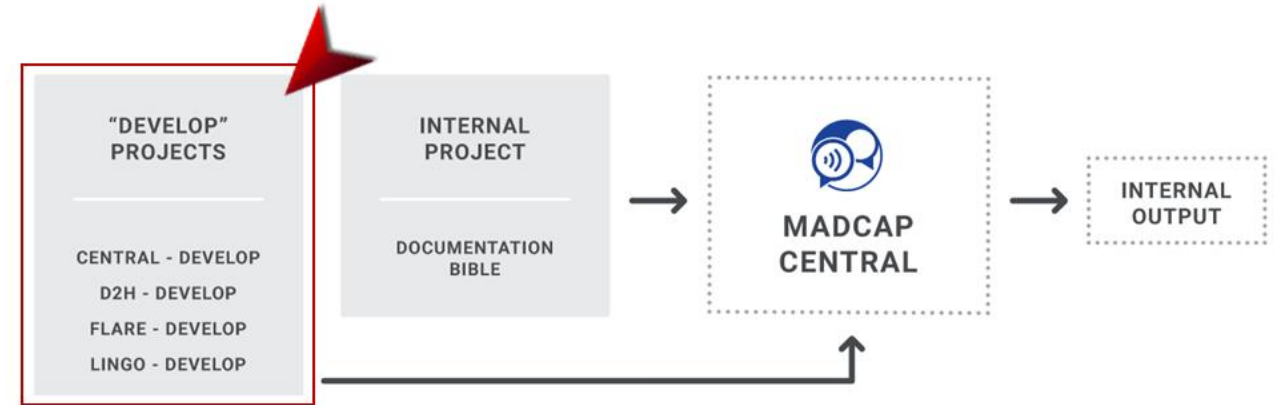
WHAT WE DO

- “Develop” projects



WHAT WE DO

- “Develop” projects
 - Single-bound to Central
 - Child projects based on my “develop” branch
 - These projects let us see files as the project is in development
 - Task management
 - Checklists
 - Internal outputs



MadCap Doc Team Source Control PDF:

<http://docs.madcapsoftware.com/doc-team/Source-Control.pdf>

Internal Architecture

WHAT I'M COVERING IN THIS SESSION

- Naming Conventions
- Folders
- Snippets and Conditions
- Types of Topics
- Variables
- Stylesheets
- Tables of Contents

Things not covered in this session are discussed in detail in the online Help.

NAMING CONVENTIONS

- Word separation
 - Hyphens: Recommended, better SEO
- Case
 - Whatever you choose, try to use it consistently
- Length
 - The shorter the better
- Keywords or letters
 - Can add to beginning or end of names for better organization
- Meaningful names
 - Applies to all types of files

WHAT WE DO

- Hyphens for both folder and file names
- Case – Initial caps
- Try to keep minor words, such as articles, out of file names
- Keywords or letters for some file names
 - “About-Page-Layouts.htm,” “About-Search.htm”
 - “Elasticsearch-Summary.flsnap,” “Elasticsearch-Install-Steps.flsnap”
 - “Save-btn.png,” “Search-btn.png,” “Font-btn.png”
- Still updating legacy files though

FOLDERS

- Categories
 - Intuitive names based on product or subject matter
- Conditions
 - Conditions on folder can save time, applies to all files under it
- Order
 - Can use characters or numbers to customize the order

WHAT WE DO

- Categories
 - Organized by product, then by feature
- Conditions
 - Product conditions placed on folders
 - Conditions on shared files

SNIPPETS AND CONDITIONS

- Condition-focused versus snippet-focused topics
- Doesn't mean you use only one or the other
- Has to do with which gets more “weight” in topics – conditions or snippets

SAMPLE TOPIC

TOPIC HEADING

PRODUCTS A, B, C

PRODUCTS A, B, C

PRODUCT A

PRODUCT B

PRODUCT C

CONDITION-FOCUSED TOPICS

TOPIC HEADING

PRODUCTS A, B, C	REGULAR CONTENT
------------------	-----------------

PRODUCTS A, B, C	REGULAR CONTENT
------------------	-----------------

PRODUCT A	CONDITION ON REGULAR CONTENT
-----------	------------------------------

PRODUCT B	CONDITION ON REGULAR CONTENT
-----------	------------------------------

PRODUCT C	CONDITION ON REGULAR CONTENT
-----------	------------------------------

SNIPPET-FOCUSED TOPICS

TOPIC HEADING

PRODUCTS A, B, C | SNIPPET

PRODUCTS A, B, C | SNIPPET

PRODUCT A | REGULAR CONTENT

TOPIC HEADING

PRODUCTS A, B, C | SNIPPET

PRODUCTS A, B, C | SNIPPET

PRODUCT B | REGULAR CONTENT

TOPIC HEADING

PRODUCTS A, B, C | SNIPPET

PRODUCTS A, B, C | SNIPPET

PRODUCT C | REGULAR CONTENT

Condition-focused Topics	Snippet-focused Topics
Need only one topic	

WHAT WE DO

- Snippet-focused topics
- Special “Shared” folders to store snippets that are used for multiple products
- Let’s take a look...



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Questions

