

# 21

## FrameMaker GUI customisation

### Overview

General .....	2
FM Building the GUI .....	2
Resources in traditional dlls .....	5
fmcustom .....	5
fmres .....	6
fmdlg .....	9
Icons in application title area .....	12
Resources in OWL dlls .....	13
owlres .....	14
Handle icons, cursors and bitmaps .....	17
Extract icons .....	17
Modifying cursors .....	18
Modifying bitmaps .....	19
Modifying dialogues .....	20
Tools and process .....	20
Method with Resource Hacker .....	23
Further enhancements possible .....	24
Candidates for modification .....	26
Command and menu structure .....	27
The command- and menu customisation file required for the ETB are highlighted in bold. ....	27
FM-FM-8 .....	27
FM-9 .....	27
FM-10 .....	29
FM-11 .....	31
FM-12 .....	33
FM-13 .....	36
Special commands .....	40
Work on Enhanced Tool Bars (ETB) .....	42
General work .....	42
Harmonise the ETB for FM-9 ... 12 .....	44
Create a new version of ETB .....	46

# General

## Purpose of this document

The main purpose of this document to give insight into the mechanism of the FM-GUI. You need this understanding if you wish to customise FrameMaker in the realm of what Adobe has foreseen for adaptation (menu customisation, tool bar customisation).

### Caveat

According to the licensing terms of Adobe, the modification of dlls may invalidate your licence.

This is a technical description, not the advice to violate your software licence. Procedures to modify something have the purpose to give you better insight.

## Trigger for this work

During the work of modifying the tool bars and dialogues<sup>1)</sup> of FM since FM 7 i came along various methods and problems.

This chapter, however does not deal with the older version of FM, but only from FM-9 on (using the new interface).

### Tools

There is no single tool to inspect all the resource types in question. I had to find methods for each of these. Unfortunately the tools are quite old and it may happen that in newer Windows versions they will not work anymore ...

Most promising is XN Resource Editor - but i have problems with certain dlls: icons and cursors create an error "invalid pixel format". Unfortunately the author did not react on my requests.

The most useful tool - albeit very old - is ResHacker. It still works in Win-7 and with the dlls of FM-12.

## Related documentation

See E: \\_DDDprojects\...

FrameMaker palettes

... FM-palettes\palette-internal s-0. pdf

ETB customising FM

... FM-tool bar00\etb-customi si ng-fm. pdf

Enhanced Tool Bars (ETB) for FM-9 to 11

... FM-tool bar00\etb-fm09-en. pdf

# FM Building the GUI

Lynne Price provided a detailed analysis in the beta-test forums of FM-12 on 2013-12-13:

Empirical evidence plus a bit of interpolation suggests that FM 11 builds menus and shortcuts as described below. FM 12's behaviour is analogous, although more complicated because FM 12 has more views than FM 11. I would appreciate any corrections or additional detail as well as pointers to relevant documentation. Thanks.

FM 11 processes various .cfg files when it starts up and when the user selects a workspace. Details include:

1 Standard dialogues had severe drawbacks for various use cases: to little space in many fields.

The [Files] section of maker.ini contains:

```
ConfigCommandsFile=fmi ni t\configui\cmds.cfg
MSWinConfigCommandsFile=fmi ni t\configui\wincmds.cfg
ConfigMathFile=fmi ni t\configui\mathcmds.cfg
ConfigMenuFile=fmi ni t\workspaces\unstructured\menus\menus.cfg
ConfigMenuFileStructure=fmi ni t\workspaces\structured\menus\menus.cfg
ConfigCustomUIFile=fmi ni t\configui\customui.cfg
```

When FM starts in WYWIWYG view, it processes the first 3 of these files. It then processes either ConfigMenuFile or ConfigMenuFileStructure, depending on whether the user has selected the structured or unstructured UI. Then, if the ConfigCustomUIFile exists, it processes that file. (The ConfigCustomUIFile entry in maker.ini must exist, but the named file need not exist).

After processing these files, FM initializes any specified FDK clients, including any configurable UI settings, first those that are registered in maker.ini and then those that are stored in the plugins subdirectory of \$FMHOME (where \$FMHOME is the directory in which FM is installed).

The result produces the initial menus which are necessary but only displayed until the user opens a file. When FM comes up, the Workspace pop-up at the top of the FM window shows "none".

When a user starts FM using the unstructured UI, it copies the following files from \$FMHOME\fmi ni t\workspaces\Unstructured\menus to the user area, that is, to the operating-system-specific variation of

```
C:\Users\xxx\AppData\Roaming\Adobe\FramerMaker\11\WorkSpaces\UnStructured\menus.cfg
```

where xxx is the user name:

```
menus.cfg
menus_revised.cfg
menus_ts.cfg
```

When a user starts FM using the structured UI, it copies the same files from . . . Structured\menus and also copies menus\_structured\_authoring.cfg from the same directory. (In FM 12 UnStructured and Structured are subdirectories of a directory named WYSIWG.)

Whenever the user selects a workspace, either by opening a file or by making a selection from the Workspace pop-up, the menus and shortcuts revert to those defined in cmds.cfg, wincmds.cfg, mathcmds.cfg, and any plug-ins, as well as an optional single configuration file defined in the workspace definition. If the user closes all files, the Workspace pop-up again shows "none" but the UI configuration is that defined by the workspace with that name, which can differ from the initial configuration if the user has modified any of the files or file names described in item 1 above.

A workspace is defined in a file named xxx.fws, where xxx is the workspace name as it appears in the Workspace pop-up. I believe "fws" stands for "FrameMaker Work Space". The .fws files that are initially available are defined in \$FMHOME/fmi-

nit/WorkSpaces. User-created workspaces are defined in the WorkSpaces subdirectory of the user area. Both WorkSpaces are divided into subdirectories containing information specific to a single view (Structured, Unstructured, AuthorView, CodeView, etc.).

. fws files are XML documents. The first child of the root element is <data>, which has a menuFile attribute. If this attribute is specified, the value is the name of a . cfg file that is processed when the workspace is activated. A relative file name is relative to the menus subdirectory of the WorkSpaces directory for the current view in the user area.

When workspace xxx is activated, FrameMaker creates file xxx. cfws in the appropriate subdirectory of the WorkSpaces directory in the user area. This file seems to be a copy of xxx. fws with changes to various attributes that I suspect are unique identifiers that FM assigns to various objects as it opens the . fws file. I'm not sure what the 'c' in the extension stands for: Changed? Context?

While I haven't investigated . cfg files for other views (Code View, Author View, XML Author), I assume similar conventions apply.

Again, I would appreciate any comments you have on the accuracy and completeness of the above.

And thanks to Tassos Anastasiou for his help and insight in this analysis.

# Resources in traditional dlls

## fmcustom

Since FM-10 All icons are in png format in the file.

	FM-9.0 p255	FM-10.0.2.419	FM-11.0.2.384	FM-12.0.0.317
Original size	323 584	382 656	618 696	1 207 296
# bmp icons	436	-	-	-
# png icons	-	472	500	

### Added in FM-10

All of the following have 4 facets (\_N, N\_D, \_R, \_R\_D)

-  P\_DISABLETRACK\_18X18
-  P\_ELEMENTTAGS\_18X18
-  P\_NEWXML\_18X18
-  P\_REMOVEPOSTER\_18X18
-  P\_REPEAT\_18X18
-  P\_SETPOSTER\_18X18
-  P\_TBLCAT\_18X18
-  P\_VALIDATE\_18X18
-  SP\_REFRESH\_18X18
- Used also as "Preview Filter by Attribute"

### Changes in FM-11

Added

The following have mostly 4 facets (\_N, N\_D, \_R, \_R\_D)

-  P\_ACCEPTCHANGEANDSHOWNEXT\_18X18
-  P\_ADVANCEDRUN\_16X16
-  P\_ADVANCEDRUN\_18X18
-  P\_DELINKHOTSPOT\_18X18
-  P\_HOTSPOTPROPS\_18X18
-  P\_LINENUMBER\_18X18
-  P\_PRETTYPRINTING\_18X18
-  P\_REJECTCHANGEANDSHOWNEXT\_18X18
-  P\_RUN\_16X16

### Changes in FM-12

Added

-  P\_BOLD
-  P\_IMAGE
-  P\_ITALIC
-  P\_LIST\_ORDERED
-  P\_LIST\_UNORDERED
-  P\_PARAGRAPH
-  P\_SECTION

2017-04-27

E:\\_DDDprojects\FM-GUI-modifications\FM-GUI-customisation.fm

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Removed  P\_LINENUMBER\_18X18\_R

## fmres

	FM-9.0 p255	FM-10.0.2.419	FM-11.0.2.384	FM-12.0.0.317
Modified size	3 723 264			1 759 232
Original size	3 716 544	2 483 600	1 479 880	1 745 408
# bmp images	226	226	331	331 <sup>a</sup>
# cursors	35	35	35	35
# icons	57	68	69	69

a. Some are no more used, e.g. AboutBanner which still displays FM-10

### Modifications by D+DD

- Colourise (magenta) the cursors
- Colourise (magenta) the Tab-icons in the bitmaps area.

### Added in FM-10

DITA\_XREFDLG\_REFRESH\_ELEMTAGS.ico  
 PD\_ADV\_ACTIVE.ico  
 PD\_ASIAN\_ACTIVE.ico  
 PD\_BASIC\_ACTIVE.ico  
 PD\_DEFAULT\_ACTIVE.ico  
 PD\_NUM\_ACTIVE.ico  
 PD\_PAG\_ACTIVE.ico  
 PD\_TBLCELL\_ACTIVE.ico  
 TD\_RULER\_ACTIVE.ico  
 TD\_SETTINGS\_ACTIVE.ico  
 TD\_SHADING\_ACTIVE.ico

### Added in FM-11

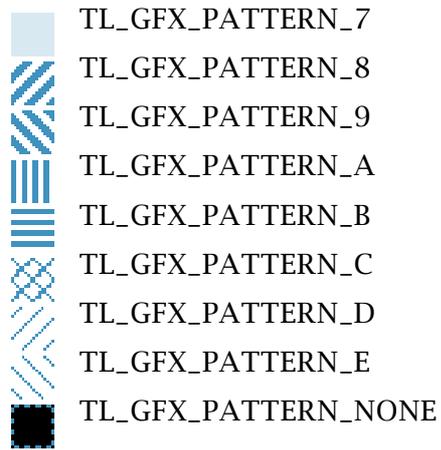
XREFPOD\_UNRESOLVED.ico

-  CMSITEM\_FILE\_DITAMAP\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_FILE\_DITAMAP\_ICON\_S.bmp
-  CMSITEM\_FILE\_DITAMAP\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_FILE\_DITATOPIC\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_FILE\_DITATOPIC\_ICON\_S.bmp
-  CMSITEM\_FILE\_DITATOPIC\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_FILE\_IMG\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_FILE\_IMG\_ICON\_S.bmp
-  CMSITEM\_FILE\_IMG\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_FOLDER\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_FOLDER\_GENERAL\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_FOLDER\_GENERAL\_ICON\_S.bmp
-  CMSITEM\_FOLDER\_GENERAL\_LOCKED\_ICON\_S.bmp

-  CMSITEM\_FOLDER\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_DITAMAP\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_DITAMAP\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_DITAMAP\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_DITATOPIC\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_DITATOPIC\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_DITATOPIC\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_FMBOOK\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_FMBOOK\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_FMBOOK\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_FMDOC\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_FMDOC\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_FMDOC\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_GENERAL\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_GENERAL\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_GENERAL\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_IMG\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_IMG\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_IMG\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_TEXT\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_TEXT\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_TEXT\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_XML\_CHECKED\_OUT\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_XML\_ICON\_S.bmp
-  CMSITEM\_GENERAL\_XML\_LOCKED\_ICON\_S.bmp
-  CMSITEM\_ROOT\_GENERAL\_ICON\_S.bmp
-  TL\_GFX\_STROKE\_0.bmp
-  TL\_GFX\_STROKE\_ASIS.bmp

**Note:** The following have 4 facets (N, ND, R, RD)

-  TL\_GFX\_PATTERN\_0
-  TL\_GFX\_PATTERN\_1
-  TL\_GFX\_PATTERN\_2
-  TL\_GFX\_PATTERN\_3
-  TL\_GFX\_PATTERN\_4
-  TL\_GFX\_PATTERN\_5
-  TL\_GFX\_PATTERN\_6



## Changes in FM-12

No changes to FM-11.

## fmdlg

In this dll the 'traditional' dialogues of FM are located. I have modified many of them for FM\_7 and FM-8. In the meantime many have been replaced by dialogues in owl res. dll and other owl libraries.

This may be the reason why Adobe does not further develop the 'traditional' dialogues. Hence some of them are really annoying.

	FM-9.0 p255	FM-10.0.2.419	FM-11.0.2.384	FM-12.0.0.317
Modified size				462 336
Original size	385 024	411 328	450 464	455 168024
# dialogues	276	300	339	344
# bmp images	18 (rubi)	18 (rubi)	18 (rubi)	18 (rubi)
# icons	27	29	29	29

The list of dialogue-names was retrieved with this method:

- In ResHacker save the dlg resource to an rc file.
- This contains all dialogue script text
- Extract the header lines with the names in EditPad.
- Enlarge the dialogue Insert Table

### Modifications by D+DD

#### Changed in FM-10

Added

- CMS\_CONNECTION\_MANAGER
- CMS\_ERROR\_MSG
- CMS\_ERROR\_MSG2
- CMS\_PREFERENCE
- CMS\_PROPERTY
- CMS\_VIEW\_COMMON\_RESULT
- COMPARE\_OPT\_ELEM
- DCTM\_ADVANCED\_SEARCH
- DCTM\_SEARCH\_RESULT
- EDIT\_FONT\_LIST
- EDIT\_PGF\_LIST
- EDIT\_TBL\_LIST
- FONT\_OPT
- NEW\_ATTR\_DEL
- NEW\_ATTR\_EDIT
- NEW\_ATTR\_QUICK
- NEW\_XML
- PGF\_OPT
- SEARCHREF\_POD
- SELECT\_ITEM\_LIST
- SP\_ADVANCED\_SEARCH

SP\_SELECT\_SEARCH\_ITEM\_LI  
TBL\_KIT  
TBL\_OPT  
TTE\_CONFIGURE\_COLOR  
111

icons 18 to 27 have been re-arranged, xclamation.ico added

Removed ATTR\_DEL  
ATTR\_EDIT  
ATTR\_QUICK

## Changed in FM-11

Added AUTHORVIEW\_COLOR\_DEF  
AUTHORVIEW\_COMB\_FONT\_EDIT  
AUTHORVIEW\_EDIT\_VARIABLE  
AUTHORVIEW\_EDIT\_VARIABLE\_SYS  
AUTHORVIEW\_ELEM\_CTX  
AUTHORVIEW\_FONTPOD  
AUTHORVIEW\_XREF\_MAIN\_ELEM  
CONSOLE  
DCTM\_DQL\_\_QUERY\_RESULT  
GFX\_CREATE\_DCTM\_DQL\_\_QUERY\_RESULTLINK  
GFX\_CREATE\_LINK\_ELEM  
GFX\_CREATE\_LINK\_TBL  
GFX\_CREATE\_LINK\_TBL\_ELEM  
GFX\_POSTER\_SELECTION  
HOTSPOTSPOD  
HOTSPOTS\_CREATEEDIT  
HOTSPOTS\_UNSUPPORTEDSHAPES  
LINENUMBER  
NEW\_ATTR\_INLINE  
OBJ\_AFRAME  
OBJ\_ARC  
OBJ\_DESIGNER  
OBJ\_EQUATION  
OBJ\_FILL  
OBJ\_INSET  
OBJ\_POSITION  
OBJ\_RUNAROUND  
OBJ\_SIZE  
OBJ\_STROKE  
OBJ\_TFRAME  
OBJ\_TLINE

PREFS  
PREFS\_ALERTS  
PREFS\_DCTM  
PREFS\_DICTIONARY  
PREFS\_GENERAL  
PREFS\_INTERFACE  
PREFS\_PANELS\_PODS  
PREFS\_SP  
PREFS\_SPELLOPTIONS  
STYLE\_KIT  
STYLE\_OPT

Removed CMS\_PREFERENCE  
PODS\_LOC\_CRITERIA  
SESSION\_PREF

### Added in FM-12

OPENALLFILESLV  
OPENALLFILESPOD  
UNSUPPORTEDFILEFORMAT  
XMLAUTHORING\_COMPARE\_OPT\_ELEM  
XMLAUTHORING\_CTEXT\_MAIN

## Icons in application title area

Up to FM-12-308 these icons are located in the fmcustom.dll file in png notation. Starting with FM-12-317 (the introduction of large/coloured buttons) these icons are located in owlres.dll.



New in FM-11 are the views. These buttons are top right, left to the selection of the workspace.

XML, WYSIWYG, Author.

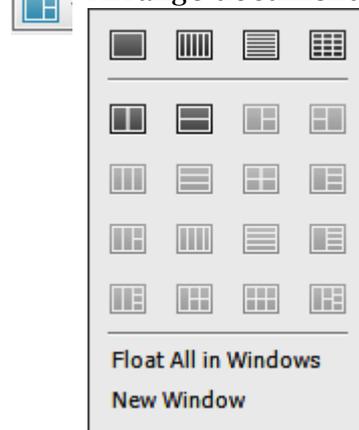
XML and Author view are only visible for structured files.

The following are the same as in FM-10:

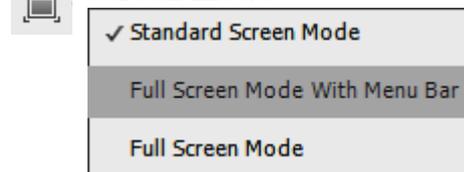


-  UI-Visibility: Switches between
  - tool bars and pods visible
  - tool bars and pods hidden

 Arrange documents. Various layouts are available:



 Screen mode



-  Switch between document view and RM-view (RM = Resource Manager). This is active only for DITA files. this was new to FM-10.

### New in FM-12

The icons from the title area are now located in owlres.dll. In FM-12-317 some icons have been changed.

-  WYSIWYG view
-  XML view
-  XML Author

# Resources in OWL dlls

Adobe OWL (OS Widget Library, see [source](#)) is a shared library that provides a consistent look and behaviour to the user interface (UI) of those Adobe applications that incorporate it. Adobe CS4 applications which incorporate this library include: Contribute, Dreamweaver, Illustrator, InDesign, Fireworks, Flash and Photoshop - and also FM-9 and later.

## My findings

If you open owl res. dll in Resource Hacker (btw still working in Win7-x64), you see the entry MARKER\_DLG > 1033 both in section Adam and in section Eve.

In Adam it starts with

```
sheet marker{
  interface:
  bind_fm_3      : "";
  bind_fm_6      : true;
  bind_fm_5      : 300;
  itemset_fm_5   : [
  { name: "<Unstructured>"      , value: 1}
  ];
  bind_fm_2      : 300;
  itemset_fm_2   : [
  { name: "Author1"              , value: 1  },
  { name: "Index1"               , value: 11 },
  ...

```

In Eve it starts with

```
layout marker_dialog
{
  constant:
  marker_text_box_lines : 5;
  marker_text_box_chars : 35;
  view_dialog(
  name                  : localize("<xstr
id=' fm. panel . markerdlg. DialogTitle' >Marker</xstr>"),
  ...

```

And if you look at the PNG section, which contains icons, the 1033 entries show png code:

```
0003B9A0 89 50 4E 47 0D 0A 1A 0A 00 00 00 0D 49 48 44 52
%PNG.....IHDR
0003B9B0 00 00 00 10 00 00 00 10 08 02 00 00 00 90 91 68
.....?h
0003B9C0 36 00 00 00 19 74 45 58 74 53 6F 66 74 77 61 72
6....tEXtSoftwar
```

In the OWL dll's there is also an entry XSTR which IMHO contains all the strings used in the dialogue definitions of that dll - maybe that eases localisation.

2017-04-27

E:\\_DDDprojects\FM-GUI-modifications\FM-GUI-customisation.fm



# owlres

	FM-9.0 p255	FM-10.0.2.419	FM-11.0.2.384	FM-12.0.0.317
Original size	610 304	711 872	726 016	725 368
# png	560	625	631	2 213 376
# Adam-dialogs	9	24	28	28
# Eve dialogs	18	33	37	37

## Added in FM-10

Some of the new icons have only 1 or 2 facets. Hence 65 additional icon files provide 30 new icons.

The icons use two different sizes (16×16 and 18×18 pix)

-  CMSITEM\_FILE\_FMBOOK\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_FILE\_FMBOOK\_ICON\_S
-  CMSITEM\_FILE\_FMBOOK\_LOCKED\_ICON\_S
-  CMSITEM\_FILE\_FMDOC\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_FILE\_FMDOC\_ICON\_S
-  CMSITEM\_FILE\_FMDOC\_LOCKED\_ICON\_S
-  CMSITEM\_FILE\_GENERAL\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_FILE\_GENERAL\_ICON\_S
-  CMSITEM\_FILE\_GENERAL\_LOCKED\_ICON\_S
-  CMSITEM\_FILE\_XML\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_FILE\_XML\_ICON\_S
-  CMSITEM\_FILE\_XML\_LOCKED\_ICON\_S
-  CMSITEM\_VIRTUALDOC\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_VIRTUALDOC\_ICON\_S
-  CMSITEM\_VIRTUALDOC\_LOCKED\_ICON\_S
-  OWL\_PL\_TBLCATALOG\_R
-  SP\_ADD\_MD\_R\_D
-  SP\_ALLELEMENTS\_SM\_R
-  SP\_CANCEL\_MD\_R\_D
-  SP\_CHECKINFILE\_MD\_R\_D
-  SP\_CHECKOUTFILE\_MD\_R\_D
-  SP\_DELETE\_MD\_R\_D
-  SP\_FILENAME\_SM\_R
-  SP\_FILEREERENCE\_SM\_R
-  SP\_FILETITLE\_SM\_R
-  SP\_REMOVE\_MD\_R\_D
-  SP\_RENAME\_MD\_R\_D
-  SP\_SEARCH\_MD\_R\_D
-  SP\_SEARCHADVANCED\_MD\_R\_D

 SP\_SWITCHTORESOURCEMANAGER\_MD\_R\_D.  
See *Icons in application title area* on page 21-12

### Added in FM-11

3 icons (both with \_N and \_R suffix) are added to a total of 631 icons: See *Icons in application title area* on page 21-12

 PL\_SWITCHTOAV\_R  
Switch to Author View.

 PL\_SWITCHTOWYSIWYG\_R  
Switch to WYSIWYG view.

 PL\_SWITCHTOXMLVIEW\_R  
Switch to XML view.

### Added in FM-12

Until FM-12.255 many are similar to FM-11 fmres items. Later they were removed there.

-  CMSITEM\_FILE\_DITAMAP\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_FILE\_DITAMAP\_ICON\_S
-  CMSITEM\_FILE\_DITAMAP\_LOCKED\_ICON\_S
-  CMSITEM\_FILE\_DITATOPIC\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_FILE\_DITATOPIC\_ICON\_S
-  CMSITEM\_FILE\_DITATOPIC\_LOCKED\_ICON\_S
-  CMSITEM\_FILE\_IMG\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_FILE\_IMG\_ICON\_S
-  CMSITEM\_FILE\_IMG\_LOCKED\_ICON\_S
-  CMSITEM\_FILE\_TEXT\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_FILE\_TEXT\_ICON\_S
-  CMSITEM\_FILE\_TEXT\_LOCKED\_ICON\_S
-  CMSITEM\_GENERAL\_DITAMAP\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_GENERAL\_DITAMAP\_ICON\_S
-  CMSITEM\_GENERAL\_DITAMAP\_LOCKED\_ICON\_S
-  CMSITEM\_GENERAL\_DITATOPIC\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_GENERAL\_DITATOPIC\_ICON\_S
-  CMSITEM\_GENERAL\_DITATOPIC\_LOCKED\_ICON\_S
-  CMSITEM\_GENERAL\_FMBOOK\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_GENERAL\_FMBOOK\_ICON\_S
-  CMSITEM\_GENERAL\_FMBOOK\_LOCKED\_ICON\_S
-  CMSITEM\_GENERAL\_FMDOC\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_GENERAL\_FMDOC\_ICON\_S
-  CMSITEM\_GENERAL\_FMDOC\_LOCKED\_ICON\_S
-  CMSITEM\_GENERAL\_GENERAL\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_GENERAL\_GENERAL\_ICON\_S
-  CMSITEM\_GENERAL\_GENERAL\_LOCKED\_ICON\_S
-  CMSITEM\_GENERAL\_IMG\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_GENERAL\_IMG\_ICON\_S

2017-04-27

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-  CMSITEM\_GENERAL\_IMG\_LOCKED\_ICON\_S
-  CMSITEM\_GENERAL\_TEXT\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_GENERAL\_TEXT\_ICON\_S
-  CMSITEM\_GENERAL\_TEXT\_LOCKED\_ICON\_S
-  CMSITEM\_GENERAL\_XML\_CHECKED\_OUT\_ICON\_S
-  CMSITEM\_GENERAL\_XML\_ICON\_S
-  CMSITEM\_GENERAL\_XML\_LOCKED\_ICON\_S
-  OWL\_PL\_OBJCATALOG\_...
-  TL\_GFX\_HOTSPOT\_...

In FM-12-317 the icons in the graphic tool bar became coloured and both small and large. Their name start with TL\_GFX\_

# Handle icons, cursors and bitmaps

**Note:** *I do not recommend you to modify dlls for the sake of customised icons. Use the mechanism provided by FM: in the tool bar file refer to icon files in the user area.*

## Icon WorkShop

Icons in the dlls can be handled by Axialis Icon WorkShop. This is a tool with good graphic capabilities. However for the modifications some caution is required<sup>2)</sup>:

- 1 Create a copy of the dll, e.g. fmres. 1. dll
- 2 Open this (last saved version) dll in Cursor WS and edit it
  - open the icon in question
  - edit all formats of the icon
  - Close the edit pane
- 3 Save the dll as a new version fmres. 2. dll
  - If the save fails, open the previous version again (step 2) and redo your work.
- 4 Close the dll
- 5 Repeat from step 2 for other icons
- 6 Check the validity of the dll at least every 5 steps.

## Extract icons

To get the icons out of the DLLs - to have individual files to work on for the tool bar buttons - the following procedure is used:

### Extract and rename

- 1 Open the dll in **ResHacker**
  - select the appropriate resource type (e.g. bitmap)
  - save the resources with **Action > Save [...] resources**
  - use an rc name such as fmres-bmp.rc
- 2 Open the rc file in **EditPad**
  - convert double to single line spacing
  - use the REGEX to exchange the 'columns':

fmcustom	bi nari es	(. +) png "(. +)"	\2\t\1
fmres	bi tmaps	(. +) bi tmap "(. +)"	\2\t\1
	cursor s	(. +) cursor "(. +)"	\2\t\1
	i cons	(. +) i con "(. +)"	\2\t\1
owlres	bi nari es	(. +) png "(. +)"	\2\t\1

  - remove blanks at start of line
  - save the table as fmres-rename-table.bmp.txt
- 3 Start **RenameByTable.ahk**
  - Fill in all fields, including the file extension.

2 Only starting the process for each icon assures that the save does not fail frequently.

## PDF of all icons

- 1 Open the directory (e.g. E: \FM-special s\FM-11-tests\Resources-owl res\renamed-png) in **Thumbs+**.
- 2 In **Image > Print Catalog** set up a layout (or use i con- overvi ew) with the following properties:
  - Printer = PDF Create Scansoft
  - Print Thumbnail borders OFF
  - Colour output
  - Margins all: 0.5cm
  - Thumbs width 4.5cm, height 2.2cm
  - Header: Resource icons xxx
  - Header font 12 pt, Caption font 8pt
  - Items for caption: only File name
  - Files to process: Current folder
  - Print Heading for each folder: OFF
  - FINISH: provide file path for PDF file
- 3 Be aware that some file names are to long for complete display.

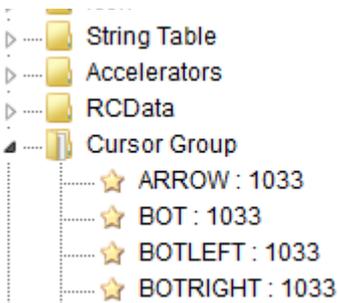
## Modifying cursors

The modified cursors are already available at E: \\_DDDproj ects\FM-GUI -modi fi cati ons\fmres- cursors-mod\\*. cur

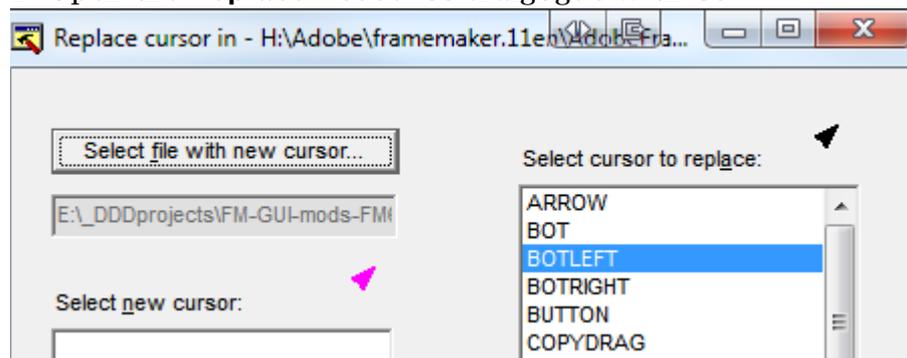
Exchange cursors in fmres.dll

Open fmres-rrr. dll (a copy of the file from \$HOME\fmi ni t) in ResHacker and save it immediately as fmres-rrr- mod. dll .

Open the tree view for the Cursor Group. You see the list of cursor names. For all of them:



- 1 Select the cursor you want to modify.
- 2 Open the **Replace Resource** dialogue With **Ctrl+r**



- 3 The cursor to be exchanged is already selected in the right list.
- 4 Use button **Select file with new cursor** to get the replacement file.
- 5 Press **Replace**. RH will display the new cursor in the main pane.

**Note:** Working on all 35 cursors takes about 20 minutes.

- 6 Save the file (you have renamed it already).

Create new cursors

If new cursors or better images are required, create cursors with the Axialis CursorShop.

# Modifying bitmaps

Exchange bitmaps in fmres.dll

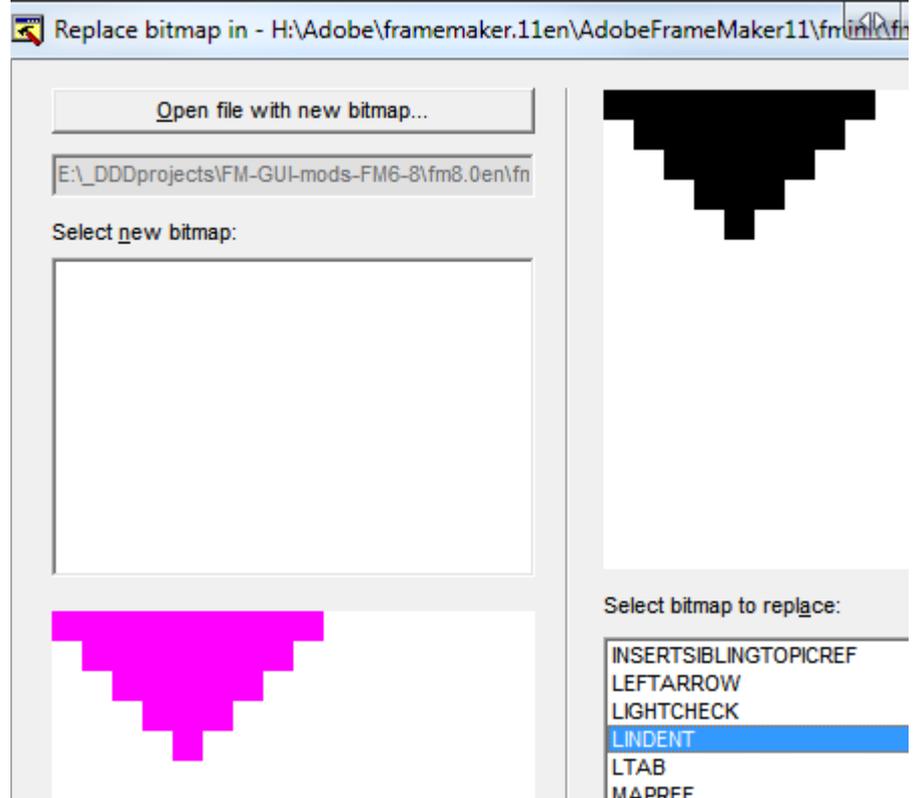
The modified bitmaps are already available at E:\\_DDDprojects\FM-GUI-modifications\fmres-bitmaps-mod\\*.bmp

Open fmres-rrr.dll (a copy of the file from \$HOME\fmint) in ResHacker and save it immediately as fmres-rrr-mod.dll.

Open the tree view for the Bitmaps. You see the list of bitmap names. For all of them:

- 1 Select the bitmap you want to modify.
- 2 Open the **Replace Resource** dialogue with **Ctrl+r**

- .....★ CMSITEM\_VIRTUALDOC\_CHEC
- .....★ CMSITEM\_VIRTUALDOC\_ICON\_
- .....★ CMSITEM\_VIRTUALDOC\_LOCKI
- .....★ COMPOSITEDOCSAVE : 1033
- .....★ CONREF : 1033
- .....★ CTAB : 1033
- .....★ DASHSTATE : 1033
- .....★ DELETecomponent : 1033
- .....★ DITAMAPTITLE : 1033



- 3 The cursor to be exchanged is already selected in the right list.
- 4 Use button **Select file with new cursor** to get the replacement file.
- 5 Press **Replace**. RH will display the new cursor in the main pane.

**Note:** Working on all 7 bitmaps takes about 5 minutes.

- 6 Save the file (you have renamed it already).

2017-04-27

E:\\_DDDprojects\FM-GUI-modifications\FM-GUI-customisation.fm

LD+D D

# Modifying dialogues

## Tools and process

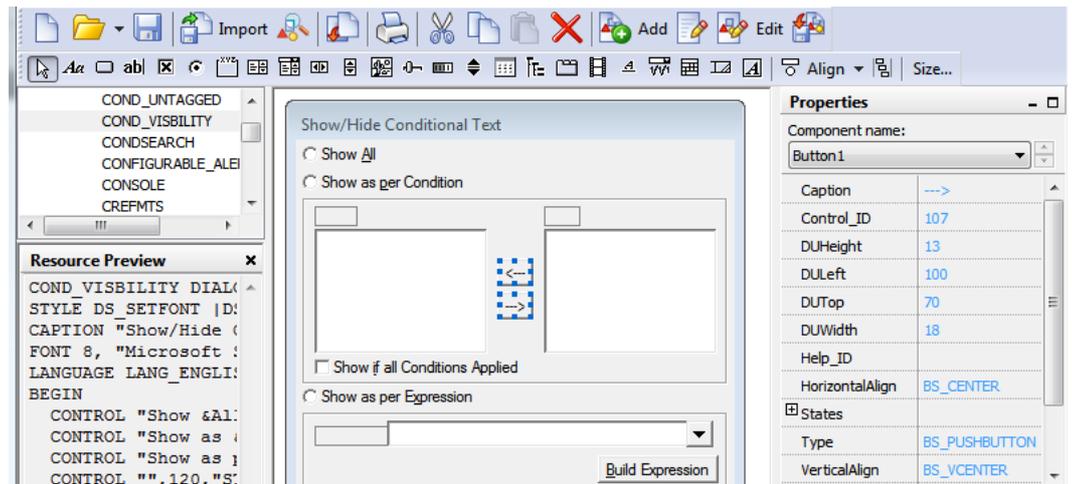
The work for FM-8 was carried out in E: \\_DDDprojects\FM-GUI -mods.

- RB **Resource Builder** by Igor Siticov provides better graphic tools (in particular for aligning items) than the other tools mentioned here.
- RE **XN - Resource Editor** by Colin Wilson could replace **RH**, since it also creates valid dll. It allows also to work in a graphic mode, and has an undo (Resource Builder has none).
- RH **Resource Hacker** by Angus Johnson is free. Runs fine on W7-x64 and handles both x-32 and x-64 program files.
- RT **Resource Tuner** by HeavenTools, Vancouver.

	Resource Builder	XN - Resource Editor	Resource Hacker	Resource Tuner
Creates valid dll	no	yes	yes	yes
Open dll	import	open	open	open
Tools for				
- bitmaps	no sticking zoom	OK	NO	Replace only
- icons	no colour depth	OK <sup>a</sup>	NO	Replace only
- cursors	no colour depth	OK	NO	Replace only
- dialogues	OK	sufficient	sufficient	OK
Resize, move controls	CTR+arrow, mouse, num. attributes	mouse, num. attributes	Arrow key, mouse, attributes	mouse, attributes, alignment
Text in edit control	yes (Caption)	no	yes	yes (Caption)
Edit Resource script	Resource > Edit as text	no	directly accessible	not in test version
Undo edits	only in script	yes	script as long as not compiled	???
Help	yes	none	yes	yes, good explanation of resource styles
Have license	yes	by purchase	not needed	not yet ?
My version <b>current</b>	3.0.3.25 <b>2009</b>	3.0.0.1 <b>2006</b>	4.2.5 <b>2015-06</b>	2.0 <b>2014</b>

a. icons in fmres.dll create "illigal pixel format" error - need to kill application.

## Resource Builder

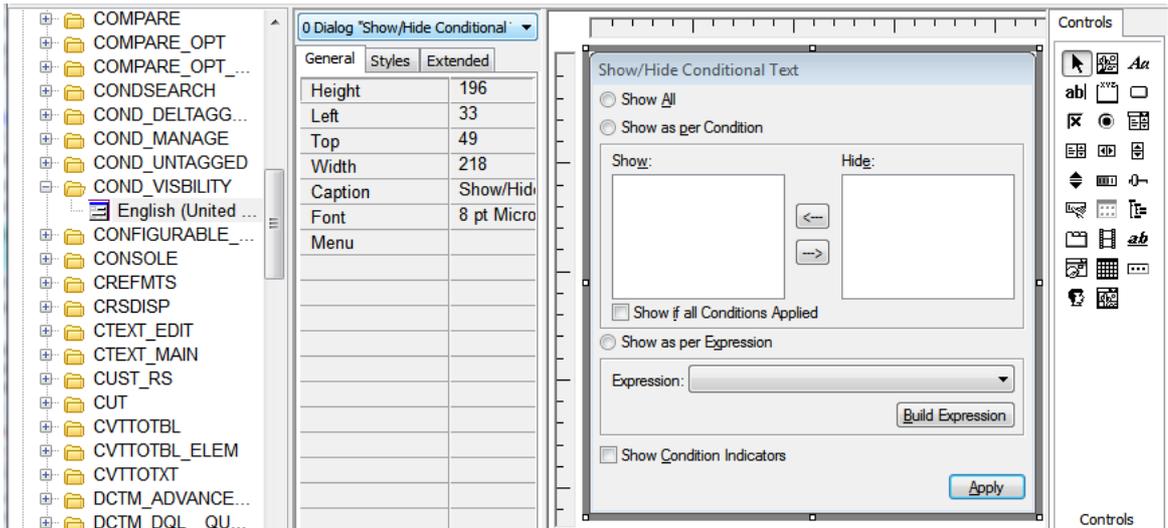


Procedure according to the help of Resource Builder:

- 1 Create a copy of the dll to be modified (fmdl g-mod4. dll)
- 2 Import: select the dll; resources will be extracted to ... tmp0. res. Select all resources by clicking the >> button (takes some time), then press **OK**. The file ... tmp0. res will be imported.
- 3 **File > Save** the project, e.g. as fmdl g-mod4. rc
- 4 Add, delete or modify resources in the current project to meet your needs.
- 5 Link back the modified resource project to the target module (fmdl g-mod4. dll): **Tools > Link to EXE...**; Select the update method (Remove, Internal).  
A \*. bak file is created from the target file and the project file is updated also.
- 6 However, when this dll is integrated (copy and rename to fmdl g. dll, replacing original item) the application fails:
- 7 Even opening this erroneous dll in ResHacker and saving it there does not cure this problem.

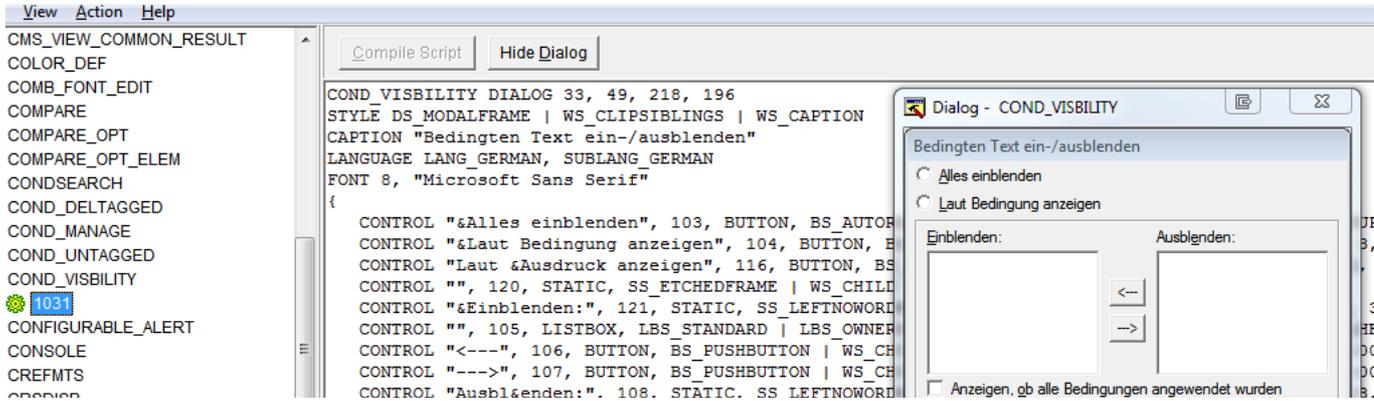
**Usage** 8 Hence IMHO no valid dll can be created — but it can assist the process:  
Do the graphic dialogue modifications in Resource Builder and copy the textual definitions (script) over to ResHacker

## XN-Resource Editor

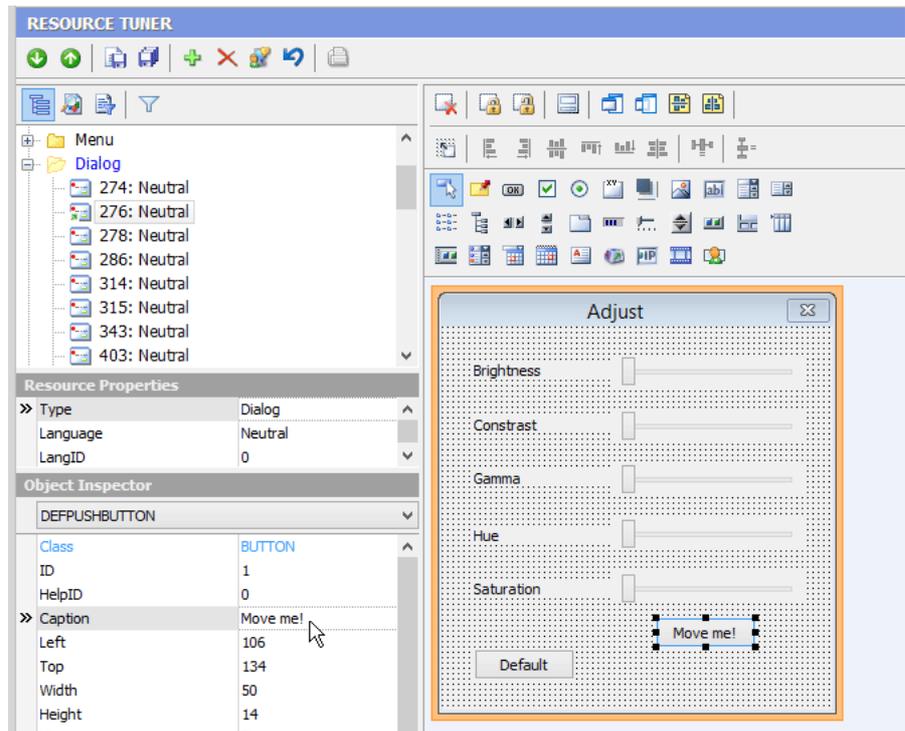


For dialogue changes the tools are equivalent to ResHacker.

## Resource Hacker



## Resource Tuner



- Objects can not be moved with arrow keys, just mouse or attribute change.

## Method with Resource Hacker

See E:\\_DDDprojects\FM-GUI-mods\Documentation\fmdlg-mods.pdf for the work done in FM-8.

### Modifications for FM 7.1

For the first modifications much manual work was involved. Initial modifications were done with **Passolo**, but then I switched to **RH**.

- 1 In ..\fm7.1en create a copy of fmdlg.dll → fmdlg-mod.dll.
- 2 Open fmdlg-mod.dll in RH.
- 3 Modify the dialogues and document the changes with screenshots.
- 4 Save the resources as Resource file (fmdlg-mod.res)
- 5 Save the file as fmdlg-mod.dll. I kept intermediate steps (fmdlg-mod-1.dll ...) to be able to fall back in case of problems.
- 6 For future modifications prepare a resource file with the modifications only: fmdlg-mods.res

### Modifications for FM 7.2

- 1 Check what has really changed in fmdlg.dll: only one dialogue (HISTORY) is added and of course the ABOUT\_xxx dialogues and Version Info<sup>3</sup>) changed. No new icons, bmps
- 2 Create a copy of ..\fmdlg.dll → ..\fmdlg-mod.dll.
- 3 Import the already modified resources from ..\fmdlg-mods.res to **RB**.
- 4 Open fmdlg-mod.dll in **RH**.
- 5 For each dialogue to be changed:
  - RB** Check the quality of the resource definition (alignment of items etc.) and modify if necessary; Copy the script from the resource preview
  - RH** change the contents of the corresponding resource script. The script must be recompiled after changing to be reflected in the dialogue view. Watch out for the error messages (especially escaped characters).
  - RH** Make screenshot of modified dialogue (doc file must be 74% zoom for these to be inserted)..
- 6 At reasonable steps (every 5th modification) save dll in **RH** and check with FrameMaker. Continue until all is done.
- 7 With **RH** create a new ..\fmdlg-mods.res file as a pendant to the dll file.
- 8 Name the final dll fmdlg.dll -fm72versen\_mod for distribution on the website.

### Some hints

The element coordinates (highlighted hereafter) are in the order DULeft, DUTop, DUwidth, DUheight:

ABOUT\_CREDIT\_DIALOG 24, 10, 340, 283

3 Until FM 7.1 this had not been updated since old days!

```

STYLE DS_SETFONT | DS_MODALFRAME | WS_OVERLAPPED | WS_CLIPBLINGS | WS_CAPTION
CAPTION "About"
FONT 8, "MS Sans Serif"
BEGIN
    CONTROL "OK", 100, "BUTTON", BS_DEFPUSHBUTTON | WS_CHILD | WS_GROUP | WS_TABSTOP
|WS_VISIBLE , 148, 268, 40, 12
    CONTROL "", 101, "BUTTON", BS_OWNERDRAW | WS_CHILD | WS_VISIBLE , 4, 4, 331, 165
    CONTROL "Version ", 102, "STATIC", SS_LEFT | WS_CHILD | WS_VISIBLE , 4, 173, 191, 8
    CONTROL "1994", 103, "STATIC", SS_LEFT | WS_CHILD | WS_VISIBLE , 0, 0, 0, 0
    CONTROL "Credits: ", 104, "STATIC", SS_LEFT | WS_CHILD | WS_VISIBLE , 4, 185, 32, 8
    CONTROL "", 105, "LISTBOX", LBS_SORT | LBS_NOTIFY | WS_CHILD | WS_BORDER | WS_VSCROLL
|WS_GROUP | WS_TABSTOP | WS_VISIBLE , 4, 197, 335, 64
END

```

## Transfer modifications

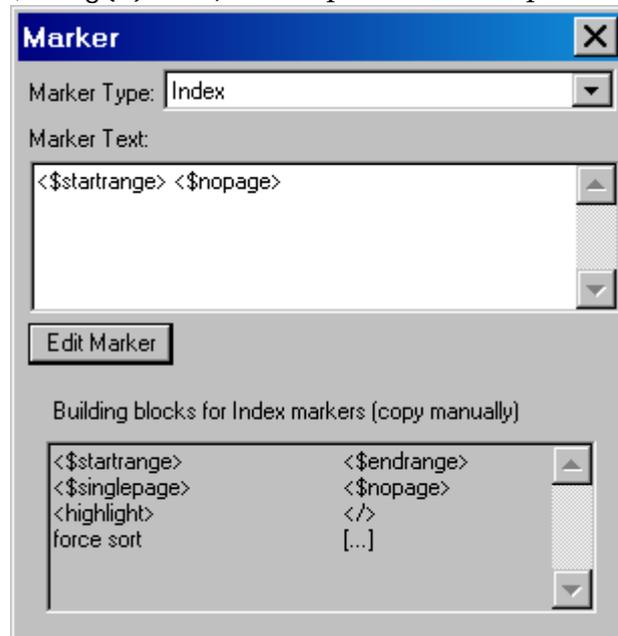
Modifications done in one FM-version can be transferred to a new FM-version, if the modification is kept as source:

Hold the script-text in text files and paste the whole (or part) modification to the script window. See for example  
E: \\_DDDprojects\FM-GUI -modifications\fmdl g-dial ogs-mod\Ins\_Tab.txt.

## Further enhancements possible

By experiments I have found out that dialogues can contain text which can be copied and pasted into an edit field. This could be used to provide building blocks or other static text.

The following is an idea for the dialogue edit\_markers (fmdl g(3).dll, not implemented in public version):



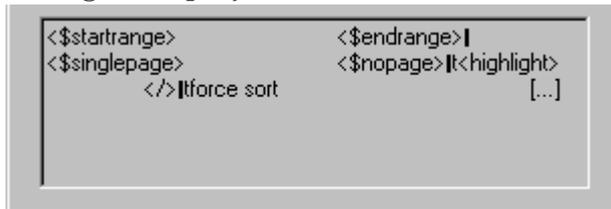
The information can be inserted only by means of ResHacker or in Resource Builder (Caption of Edit object).

```

CONTROL
"<$startrange>\t\t<$endrange>\n<$singlepage>\t\t<$nopage>\nt<highlight>\t\t</>\n\tforce sort\t\t\t[...]", 200, EDIT, ES_LEFT | ES_MULTILINE | ES_READONLY |
ES_WANTRETURN | WS_CHILD | WS_VISIBLE | WS_TABSTOP, 9, 116, 182, 53 , 0x00000204

```

ResHacker Dialogue display:



Use a resource-ID well outside the numbers used in FM (>199).

Required attributes in the control

- ES\_WANTRETURN    \n to be performed in the dialogue
- ES\_MULTILINE    Wrap contents
- ES\_READONLY    Do not allow overwriting of contents

Escaped characters can only be \t, \n, \\ and \nnn (octal numbers up to \377 = hex FF).

**Note:** Although \n is not performed in any of the resource editors it is performed in the actual dll as shown above.

Attribute documentation

See [Styles Used by MFC](#).

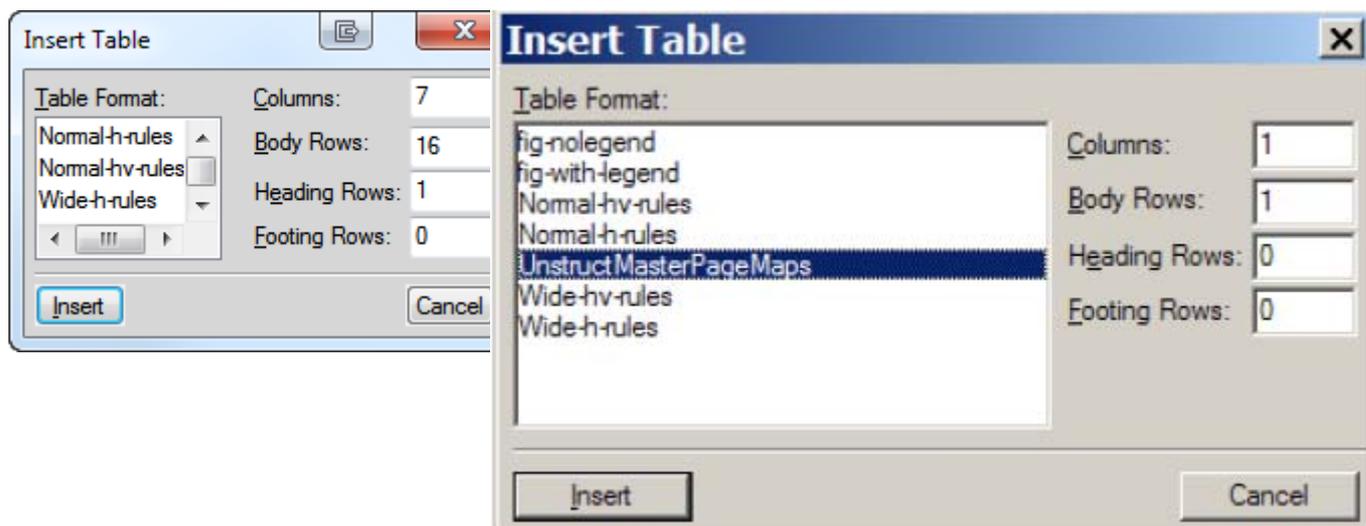
2017-04-27

E:\\_DDDprojects\FM-GUI-modifications\FM-GUI-customisation.fm

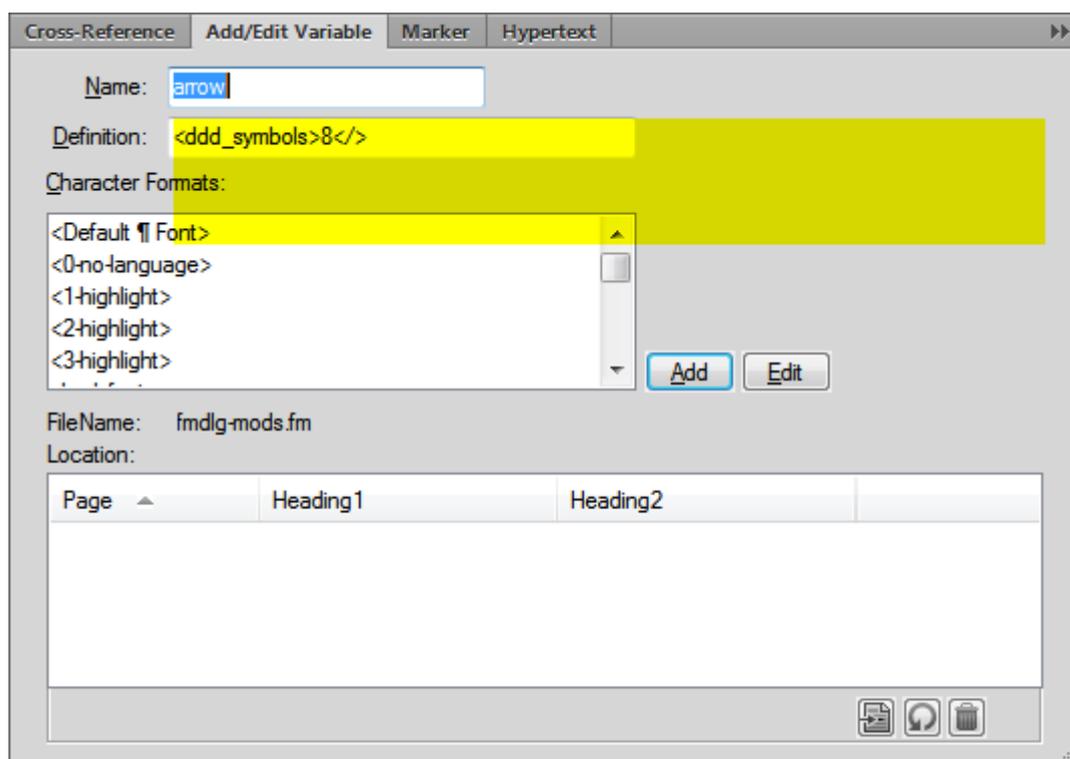
DDD

## Candidates for modification

### ins\_tab (Insert Table)



### Add/Edit Variable



To make the definition area wrapping the text (as in the Marker dialogues), the code of this control was changed.

```

from CONTROL "", 106, "EDIT", ES_AUTOHSCROLL | ES_LEFT |
WS_CHILD | WS_BORDER | WS_GROUP | WS_TABSTOP |
WS_VISIBLE , 37, 17, 200, 40
to CONTROL "", 106, EDIT, ES_LEFT | ES_MULTILINE |
ES_AUTOVSCROLL | ES_NOHIDESEL | ES_WANTRETURN |
WS_CHILD | WS_VISIBLE | WS_BORDER | WS_VSCROLL |
WS_GROUP | WS_TABSTOP, 37, 17, 200, 40
    
```

# Command and menu structure

The command- and menu customisation file required for the ETB are highlighted in bold.

## FM-FM-8

This is for reference (added/removed commands) only. It is the last version with the 'classic interface'.

### File structure

```
fmi ni t\  
  confi gui \  
    cmds. cfg  
    customui. cfg           ini ti a l l y not present/empty  
    mathcmds. cfg  
    sampl e. cfg  
    wi ncms. cfg  
  maker\  
    menus. cfg  
    tmpl tbrw  
    tmpl tbrw_s
```

## FM-9

### File structure

Tool bars and work spaces have been introduced in FM-9

```
fmi ni t\  
  confi gui \  
    cmds. cfg  
    customui. cfg           ini ti a l l y not present/empty  
    mathcmds. cfg  
    sampl e. cfg  
    wi ncms. cfg  
  maker\  
    menus. cfg  
    tmpl tbrw  
    tmpl tbrw_s  
  tool bars\  
    al i gn_obj ect. xml  
    fmtool bar. xml  
    obj ect_properti es. xml  
    para_ format. xml  
    qui ck_ access. xml  
    tabl e_ format. xml  
    tag- descri pti on. xml  
    text_ format. xml  
    trackchanges. xml  
  WorkSpaces\  
    Structured\  
      Authori ng. fws  
      DI TA Authori ng. fws  
      Manage Content. fws  
      Manage Graphi cs. fws  
      none. fws  
      Revi ew. fws  
      Structured Authori ng. fws  
    UnStructured\  
      Authori ng. fws  
      Manage Content. fws
```

Manage Graphics. fws  
 none. fws  
 Review. fws

## Command structure

### *cmds.cfg*

Compared with FM-8:

Renamed	BookDeleteFile → DeleteComponent OpenSelectedFilesInBook → OpenComponents SaveSelectedFilesInBook → SaveComponents PrintSelectedFilesInBook → PrintComponents CloseSelectedFilesInBook → CloseComponents EditVariable → Variable
New	EditVariable PodsLocationCriteria, ResourceManager, DocumentViewInsets BookAddFolder, BookAddGroup, ComponentProperties, ExcludeBookComponent, MoveComponentUp, MoveComponentDown, MoveComponentLeft, MoveComponentRight SelectAllExcludedItems, SelectAllNonExcludedItems, CollapseAllComponents, ExpandAllComponents, SelectChapterComponents, SelectSectionComponents, SelectSubSectionComponents DitaMapOpen, Some labels got new Access-character, for example: Nongenerated Files → &Nongenerated Files TrackTextEdit, ShowNextTrackTextEdit, ShowPrevTrackTextEdit, AcceptTrackTextEdit, RejectTrackTextEdit, AcceptAllTrackTextEdit, RejectAllTrackTextEdit, PreviousFinal, PreviousOriginal, PreviousOff
Changed	<ul style="list-style-type: none"> <li>▪ Some commands got new definition:            AdobeFrameCompleteHelp: Hypertext message → \xD1F.</li> <li>▪ Many commands got additional ReservedLabel (for DitaMap).</li> <li>▪ Quite a number got access characters.</li> <li>▪ Some got new escape sequences (e.g. BookMoveFileUp!mu → !bu).</li> </ul>
Removed	AMTActivation, CloseCommandPalette, ViewQuickAccessbar, TCToolBar

### *wincmds.cfg*

Most of these are attributed to the interface change.

Renamed	none.
New	SaveAsPdfRev, PodsMarkers, PodsXRefs, FontPod, DitaMapOpen. <sup>4)</sup> ShowNextKit, ShowPrevKit, ThemeLoad, ThemeSave, ToggleScreenMode, ScreenModeStandard, ScreenModeFullWithUi, ScreenModeFullScreen, UiPreferences, ToolBarShowAll, ToolBarHideAll
Changed	Some key sequences, e.g. for Quit,
Removed	ViewTabBar, ViewQuickAccessbar, ViewFormattingBar, ToolBarNextPage, ToolBarPrevPage, ArrangeIcons
	No changes.

### *mathcmds.cfg*

<sup>4</sup> These are all OWL () commands.

# FM-10

## File structure

```
fmi ni t\
  confi gui \
    cmds. cfg
    customui. cfg           initially not present/empty
    mathcmds. cfg
    sampl e. cfg
    wi ncmds. cfg
  maker\
    menus. cfg
    tmpl tbrw
    tmpl tbrw_s
  tool bars\
    al i gn_obj ect. xml
    fmtool bar. xml
    obj ect_properti es. xml
    para_ format. xml
    qui ck_ access. xml
    structured. xml
    tabl e_ format. xml
    tag- descri pti on. xml
    text_ format. xml
    trackchanges. xml
  WorkSpaces\
    Structured\
      Authori ng. fws
      Bl ank. fws
      Desi gn. fws
      Manage_ Graphi cs. fws
      none. fws
      Revi ew. fws
      Structured_ Authori ng. fws
      Xml . fws
    UnStructured\
      Authori ng. fws
      Bl ank. fws
      Desi gn. fws
      Manage_ Graphi cs. fws
      none. fws
      Revi ew. fws
```

## Command structure

### *cmds.cfg*

Renamed	TrackTextEdi t	→ TrackTextEnabl e
New	Repeat SearchAl l References TrackTextDi sabl e, Confi gureCol or ! ShowRevi ewerName ShowTCDocSeachabl e <sup>5)</sup> , ShowTCBookSeachabl e, ShowTCDi taMapSeachabl e, ShowTCSel Seachabl e Graphi csSetPoster, Graphi csRemovePoster	

5 A typo for “Searchable” would be my guess. There have been a number of places where the FrameMaker development team in India have introduced typos and misspellings since they took over the code base. The obvious ones (in dialogs and properties pages) get caught in beta testing, but nobody ever looks inside cmds.cfg, right? ;^) [Fred Ridder 2011-03]

!ASCShowCorrecti onLi st, ASCLearnWord,  
 ASCAddWordToDocDi ct, ASCEnabl eAutoSpel l Check  
 !AttrConfi gFi l eMaker  
 SCStructAppWi z, SCUupdateStructApp  
 Togg l eEl ementCol l apseAl l Chi l dren, Previ ewFBA  
 Tabl eCatal og, ! ShowTabl eTags  
 FMPI P  
 OpenCMSReposi tory, CMSConnecti onMgr, NewXMLUI <sup>6)</sup>,  
 CMSPreference, Upl oadActi veDoc, Upl oadActi veBook,  
 Upl oadActi veDi taMap

- Changed
  - AMTRegi straton (new ResevedLabel )
  - Some key sequences, e.g. for Move l PUPAndSel ectText,

Removed AdobeFrameCompl eteHel p

### wincmds.cfg

Renamed -

New SaveAsPdfUbi qui tous, SaveAsPdfShare, Repeat,  
 Ui Al ertStri ngsPreferences

Changed SaveAsPdfRev label email → for review

Removed -

### mathcmd s.cfg

No changes.

<sup>6</sup> NewXMLUI in FM-10 is full defined (Definition. KeySequence etc.).

## FM-11

To support the views introduced in FM-11 multiple command files and menu files were established.

The customisation is done in the user area, where additional workspaces may use customised menus. For details see [etb-customising-fm.pdf](#)

### File structure

```
fmi ni t\
  confi gui \
    AuthorVi ew\
      cmds. cfg          reduced set
      mathcmds. cfg     reduced set
      wi ncms. cfg      reduced set
    CodeVi ew\
      cmds. cfg          reduced set
      wi ncms. cfg      reduced set
    cmds. cfg
    customui. cfg      used only before open of doc
    mathcmds. cfg
    sampl e. cfg
    wi ncms. cfg
  maker\
    No more contains menus → Workpsaces
    tmpl tbrw
    tmpl tbrw_s
  WorkSpaces\
    AuthorVi ew\
      menus\
        menus. cfg
      tool bars\
    CodeVi ew\
      menus\
        menus. cfg      very limited, structured
      tool bars\
    Structured\
      menus\
        menus. cfg
        menus_revi ew. cfg
        menus_structured. cfg
        menus_ts. cfg   some items removed, few added
      tool bars\
        Same items as in UnStructured
    UnStructured\
      Authori ng. fws
      Bl ank. fws
      Desi gn. fws
      Manage Graphi cs. fws
      none. fws
      Revi ew. fws
      menus\
      custom-menus. cfg
        menus. cfg
        menus_revi ew. cfg
        menus_ts. cfg   some items removed, few added
      tool bars\
        al i gn_obj ect. xml
        fmtool bar. xml
        fmtool bar_revi ew. xml
        graphi cs. xml
```

object\_properties.xml  
 para\_format.xml  
 quick\_access.xml  
 quick\_access\_review.xml  
 structured.xml  
 table\_format.xml  
 tag-description.xml  
 text\_format.xml  
 trackchanges.xml

## Command structure

### *cmds.cfg*

Renamed	OpenAll	→ BookOpenAll,
New	Di tamapOpenAll InlineTypeIn ViewHotspotIndicators, HotspotsPod, HotspotMode AcceptTrackTextEditAndShowNext, RejectTrackTextEditAndShowNext HotspotProps, DelinkHotspot ActivateInPDFByDefault, OpenGraphicalPopupWindowInPDF, GraphicsSetName, GraphicsCreateLink, GraphicsCreateLinkTable ViewHotspotIndicatorsOn, ViewHotspotIndicatorsOff InlineAttrEditor, ViewBannerText SCOpenGLApp LineNumProps, ToggleLineNumbers StyleCatalog, StyleDesigner	
Changed	NewXMLUI <sup>7)</sup>	
Removed	FluidView, PageView CMSPreference	

### *wincmds.cfg*

Renamed	-	
New	StyleDesigner	
Changed	<ul style="list-style-type: none"> <li>Some key sequences, e.g. for StyleUnderline, FindPrevious, FindNext,</li> </ul>	
Removed	Preferences, StyleOverline, No changes.	

### *mathcmds.cfg*

<sup>7</sup> NewXMLUI in FM-10 is full defined (Definition. KeySequence etc.).

## FM-12

### File structure

The structure became even more sophisticated with the introduction of the XML Author application.

```
fmi ni t\
  confi gui \
    cmds. cfg
    customui. cfg      used only before open of doc
    sampl e. cfg
    Structured\
      AuthorVi ew\
        mathcmds. cfg    reduced set
        wi ncms. cfg     reduced set
      CodeVi ew
        wi ncms. cfg     reduced set
      WYSI WYGVi ew
        mathcmds. cfg    complete set
        wi ncms. cfg     nearly complete set
    UnStructured\
      WYSI WYGVi ew
        mathcmds. cfg    complete set
        wcmi nds. cfg    complete set
    XMLAuthor
      AuthorVi ew\
        mathcmds. cfg    reduced set
        wi ncms. cfg     reduced set
      CodeVi ew
        wi ncms. cfg     reduced set
      WYSI WYGVi ew
        mathcmds. cfg    complete set
        wi ncms. cfg     complete set
  maker\
    Since FM-11: menus → Workpsaces
    tmpl tbrw
    tmpl tbrw_s
  WorkSpaces
    Structured\
      AuthorVi ew\
        Authoring. fws
        menus\
          menus. cfg
        tool bars
          el ement_ i nsert. xml
          f mtool bar. xml
          graphi cs. xml
          qui ck_ access. xml
          structured. xml
          trackchanges. xml
      CodeVi ew\
        Defaul t. fws
        menus\
          menus. cfg
        tool bars
          f mtool bar. xml
          qui ck_ access. xml
          xpathtool bar. xml
          xsl ttool bar. xml
      WYSI WYGVi ew\
        Authoring. fws
        Bl ank. fws
```

```

Desi gn. fws
Manage Graphi cs. fws
Revi ew. fws
Structured Authori ng. fws
men us\
  menus. cfg
  menus_revi ew. cfg
  menus_structured_authori ng. cfg
tool bars
  al i gn_obj ect. xml
  qui ck_el ement. xml
  fmtool bar. xml
  fmtool bar_revi ew. xml
  graphi cs. xml
  obj ect_properti es. xml
  para_format. xml
  qui ck_access. xml
  qui ck_access_revi ew. xml
  structured. xml
  tabl e_format. xml
  tag-descri pti on. xml
  text_format. xml
  trackchanges. xml
UnStructured\
  WYSI WYGVi ew\
    Authori ng. fws
    Bl ank. fws
    Desi gn. fws
    Manage Graphi cs. fws
    Revi ew. fws
    men us\
      menus. cfg
      menus_revi ew. cfg
    tool bars\
      al i gn_obj ect. xml
      fmtool bar. xml
      fmtool bar_revi ew. xml
      graphi cs. xml
      obj ect_properti es. xml
      para_format. xml
      qui ck_access. xml
      qui ck_access_revi ew. xml
      structured. xml
      tabl e_format. xml
      tag-descri pti on. xml
      text_format. xml
      trackchanges. xml
XMLAuthor
  AuthorVi ew\
    Authori ng. fws
    men us\
      menus. cfg
    tool bars\
      qui ck_el ement. xml
      fmtool bar. xml
      graphi cs. xml
      qui ck_access. xml
      structured. xml
      trackchanges. xml
  CodeVi ew\
    Defaul t. fws

```

```

menus\
  menus.cfg
tool bars\
  fmtool bar.xml
  qui ck_access.xml
  xpath tool bar.xml
  xsl t tool bar.xml
WYSI WYGVi ew\
  Authoring.fws
  menus\
    menus.cfg
    tool bars\
      qui ck_el ement.xml
      fmtool bar.xml
      graphi cs.xml
      qui ck_access.xml
      structured.xml
      trackchanges.xml
    
```

## Command structure

Both XML Author and DropBox support introduced a large number of commands.

### *cmds.cfg*

- New Internal Val idateFi le → beta testi ng onl y  
 Sel ectAI I FMXMLAuthorFi les  
 MathMLEquati on, Edi tMathML  
 Tabl eVari abl es, Qui ckStyl es  
 Assi gnI dToEl ements  
 OpenAI I MRUFi les, RestoreSessi on  
<sup>8)</sup>Xml Save, Xml Qui t, Xml Undo, Xml Redo, Xml Cut, Xml Copy,  
 Xml Paste, Xml Cl ear, Xml Fi ndChange, Xml Fi ndNext,  
 Xml Fi ndPrevi ous, Xml GoToLi ne, Xml ZoomI n, Xml ZoomOut,  
 Xml Li neNumbers, Xml TagMarkers, Xml XPath, XPathTool bar,  
 Xml Errors, Xml TreeOutl i ne, XSLTManageTransformati on,  
 XSLTAdvanceRun, XSLTRun, Xml PrettyPri nti ng  
<sup>9)</sup>ShowFi leLi stUI  
<sup>10)</sup>DependencyFi nder, OpenDropBox, Upl oad, Upl oadAI I ,  
 SaveLocal l y, Share, Expl ore, ExpandToStructVi ew,  
 Chi l dEl ementsExpand, Si bl i ngEl ementsExpand,  
 Chi l dAttri butesExpand, Si bl i ngAttri butesExpand,  
 Chi l dEl ementsCol l apse, Si bl i ngEl ementsCol l apse,  
 Chi l dAttri butesCol l apse, Si bl i ngAttri butesCol l apse

- Changed
  - Some labels, such as SCReadAppFromDi sk: Read Applica-  
 tion Defini tions From File...
  - NewXMLUI has only Label, KeySequence, but no Defi nti on  
 (\x803). KeySeqLabel is in wi ncmds.cfg..

### *wincmds.cfg*

- Removed Fi ndSetFi ndStri ng  
 Nearly full set only in UnStructured\WYSI WYGVi ew. The fol-  
 lowing commands are in other mode/view sets:

- New ExpandToStructVi ew, NewXMLUI , Xml Undo, Xml Redo, Xml Cut,  
 Xml Copy, Xml Paste, Xml Fi ndChange, Xml Fi ndNext,  
 Xml GoToLi ne

### *mathcmds.cfg*

No changes.

8 These XV Commands are located after the comment End of Commands. They do not contain a Defi nti ons, some not even an ESC sequence.  
 9 These Open file Enhancement Commands are located after the XV cmds.  
 10 The DropBox supporting commands are at the very end of the file.

## FM-13

### File structure

A new view (FormView) for simplified handling of XML enlarges the Workspace structure again. Also two new toolbars (direction.xml, quick\_element) are introduced.

```
fmi nit\
  configui\
    cmds.cfg
    sample.cfg
  Structured\
    AuthorView\
      mathcmds.cfg    reduced set
      wincmds.cfg     reduced set
    CodeView
      wincmds.cfg     reduced set
    WYSIWYGView
      mathcmds.cfg    complete set
      wincmds.cfg     nearly complete set
  UnStructured\
    WYSIWYGView
      mathcmds.cfg    complete set
      wincmds.cfg     complete set
  XMLAuthor
    AuthorView\
      mathcmds.cfg    reduced set
      wincmds.cfg     reduced set
    CodeView
      wincmds.cfg     reduced set
    WYSIWYGView
      mathcmds.cfg    complete set
      wincmds.cfg     complete set
maker\
  Since FM-11: menus → Workspaces
  tmpltbrw
  tmpltbrw_s
WorkSpaces
  Structured\
    AuthorView\
      Authoring.fws
      menus\
        menus.cfg
      toolbars
        direction.xml
        fmtoolbar.xml
        graphics.xml
        quick_access.xml
        quick_element.xml
        structured.xml
        trackchanges.xml
    CodeView\
      Default.fws
      menus\
        menus.cfg
      toolbars
        fmtoolbar.xml
        quick_access.xml
        xpathtoolbar.xml
        xsltoolbar.xml
  FormView
    Authoring.fws
```

```

menus\
  menus. cfg
tool bars
  fmtool bar. xml
  qui ck_ access. xml
  qui ck_ el ement. xml
  trackchanges. xml
WYSI WYGVi ew\
  Authori ng. fws
  Bl ank. fws
  Desi gn. fws
  Manage Graphi cs. fws
  Revi ew. fws
  Structured Authori ng. fws
menus\
  menus. cfg
  menus_ revi ew. cfg
  menus_ structured_ authori ng. cfg
tool bars
  al i gn_ obj ect. xml
  di recti on. xml
  fmtool bar. xml
  fmtool bar_ revi ew. xml
  graphi cs. xml
  obj ect_ properti es. xml
  para_ format. xml
  qui ck_ access. xml
  qui ck_ access_ revi ew. xml
  qui ck_ el ement. xml
  structured. xml
  tabl e_ format. xml
  tag- descri pti on. xml
  text_ format. xml
  trackchanges. xml
UnStructured\
WYSI WYGVi ew\
  Authori ng. fws
  Bl ank. fws
  Desi gn. fws
  Manage Graphi cs. fws
  none. fws
  Revi ew. fws
menus\
  menus. cfg
  menus_ revi ew. cfg
tool bars\
  al i gn_ obj ect. xml
  di recti on. xml
  fmtool bar. xml
  fmtool bar_ revi ew. xml
  graphi cs. xml
  obj ect_ properti es. xml
  para_ format. xml
  qui ck_ access. xml
  qui ck_ access_ revi ew. xml
  structured. xml
  tabl e_ format. xml
  tag- descri pti on. xml
  text_ format. xml
  trackchanges. xml
XMLAuthor

```

```

AuthorView\
  Authoring.fws
  menus\
    menus.cfg
  toolbars\
    direction.xml
    fmtoolbar.xml
    graphics.xml
    quick_access.xml
    quick_element.xml
    structured.xml
    trackchanges.xml
CodeView\
  Default.fws
  menus\
    menus.cfg
  toolbars\
    fmtoolbar.xml
    quick_access.xml
    xpathtoolbar.xml
    xslttoolbar.xml
FormView
  Authoring.fws
  menus\
    menus.cfg
  toolbars
    fmtoolbar.xml
    quick_access.xml
    quick_element.xml
    trackchanges.xml
WYSIWYGView\
  Authoring.fws
  menus\
    menus.cfg
  toolbars\
    direction.xml
    fmtoolbar.xml
    graphics.xml
    quick_access.xml
    quick_element.xml
    structured.xml
    trackchanges.xml

```

## Command structure

### *cmds.cfg*

Renamed	-
New	DocDirectionLTR, DocDirectionRTL, NumberUtilityNTI, NumberUtilityTN MiniTableOfContents, DeleteMiniTableOfContents GraphicsEditMathML CharLRM, CharRLM, CharLRE, CharLRO, CharRLE, CharRLO, CharPDF WordImport
Changed	<ul style="list-style-type: none"> <li>▪ TableOfContents: label Create Standalone TOC...</li> <li>▪ AssignIDToElements: KeySequence \!ide</li> <li>▪ AMTRegistration: Label Registration... (ReservedLabels removed)</li> </ul>
Removed	DependencyFinder

*wincmds.cfg*

Nearly full set only in UnStructured\WYSIWYGView. The following commands are in other mode/view sets:

New ExpandToStructView, NewXMLUI, Xml Undo, Xml Redo, Xml Cut, Xml Copy, Xml Paste, Xml FindChange, Xml FindNext, Xml GoToLine

- Changed
- SelectAll got a large number of ReservedLabel, e.g. Flow Select &All in Flow.
  - <sup>11)</sup>NewXMLUI has only Label, KeySequence, but no Definition (\x803). KeySeqLabel is in wincmds.cfg..

*mathcmdsg*

No changes.

2017-04-27

E:\\_DDDprojects\FM-GUI-modifications\FM-GUI-customisation.fm



<sup>11</sup> This is the same as in FM-12

## Special commands

### OWL commands

The new interface requires special commands:

Show next tab in panel group	<pre>&lt;Command ShowNextKit &lt;Label Show Next&gt; &lt;KeySequence ^ /F6&gt; &lt;Definition \x971&gt; &lt;Mode All&gt;&gt;</pre>
Show previous tab in panel group	<pre>&lt;Command ShowPrevKit &lt;Label Show Previous&gt; &lt;KeySequence ^ +/F6&gt; &lt;Definition \x972&gt; &lt;Mode All&gt;&gt;</pre>
???	<pre>&lt;Command ThemeLoad &lt;Label LoadTheme...&gt; &lt;KeySequence \!LT&gt; &lt;Definition \x974&gt; &lt;Mode All&gt;&gt;</pre>
???	<pre>&lt;Command ThemeSave &lt;Label SaveTheme...&gt; &lt;KeySequence \!ST&gt; &lt;Definition \x975&gt; &lt;Mode All&gt;&gt;</pre>
Toggle between the following 3 screen modes	<pre>&lt;Command ToggleScreenMode &lt;Label Toggle Screen Mode&gt; &lt;KeySequence ~+/Return&gt; &lt;KeySequence \!SMt&gt; &lt;Definition \x978&gt; &lt;Mode All&gt;&gt;</pre>
Standard mode (UI, normal size)	<pre>&lt;Command ScenModeStandard &lt;Label Standard Screen Mode&gt; &lt;KeySequence \!SMs&gt; &lt;Definition \x979&gt; &lt;Mode All&gt;&gt;</pre>
Full width with UI	<pre>&lt;Command ScreenModeFullWithUi &lt;Label Full Screen Mode with UI&gt; &lt;KeySequence \!SMu&gt; &lt;Definition \x97A&gt; &lt;Mode All&gt;&gt;</pre>
Full screen, no UI	<pre>&lt;Command ScreenModeFullScreen &lt;Label Full Screen Mode&gt; &lt;KeySequence \!SMf&gt; &lt;Definition \x97B&gt; &lt;Mode All&gt;&gt;</pre>
Preferences > Interface	<pre>&lt;Command UiPreferences &lt;Label Interface...&gt; &lt;KeySequence \!ip&gt; &lt;Definition \x980&gt; &lt;Mode All&gt;&gt;</pre>
Preferences > Alert Strings	<pre>&lt;Command UiAlertStringsPreferences &lt;Label Alert Strings...&gt; &lt;KeySequence \!asp&gt; &lt;Definition \x981&gt; &lt;Mode All&gt;&gt;</pre>
Show all tool bars	<pre>&lt;Command ToolBarShowAll &lt;Label Show All&gt; &lt;KeySequence \!TSA&gt; &lt;Definition \x989&gt; &lt;Mode All&gt;&gt;</pre>

Hide all tool bars

```
<Command ToolBarHideAll
<Label Hide All>
<KeySequence \!THA>
<Definition \x98A>
<Mode All>>
```

Specials in cmds.cfg

Checked in FM-12-M4

```
<Command SetFirstPenPattern
<Label Set First Pen Pattern (black)>
<KeySequence \!Op>
```

→ Works on selected graphic object

```
<Command IncrementPenPattern
<Label Increment Pen Pattern>
<KeySequence \! \+p>
```

→ Works on selected graphic object

```
<Command GraphicsKeepTool
<Label Keep Tool >
<KeySequence \!gk>
```

→ Keeps the next selected graphic tool active until Select\Smart Select is activated.

```
<Command GraphicsCreateLink
<Label Create Link to graphic... >
<KeySequence \!gcl >
```

→ New command for Hotspot

```
<Command GraphicsCreateLinkTable
<Label Create link table for graphic... >
<KeySequence \!gct>
```

→ New command, for Hotspots

Following commands do nothing (Fm9 ... 12)

```
<Command !WindowOpen** Not supported on all platforms **
<Label Open>
<KeySequence \!wo>
<Command ViewPublisherBoundaries
<Label Publisher Boundaries>
<KeySequence \!vl > (lowercase L)
<Command ReportCmds_byShortcut
<Label Report Commands by Shortcuts>
<KeySequence \!SCR2>
```

Viewer popup command

The commands for the viewer also work in the ordinary edit window:

Command	KeySequence	Definiiton
GotoNextPage	\! pn	\x34D
GotoPreviousPage	\! pp	\x34C
GotoFirstPage	\! pf	\x340
GotoLastPage	\! pl	\x341
GotoPreviousScreen	\! vsp	\xD40
GotoNextScreen	\! vsn	\xD41

2017-04-27

E:\\_DDDprojects\FM-GUI-modifications\FM-GUI-customisation.fm

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# Work on Enhanced Tool Bars (ETB)

## General work

### Workspaces

XML comments are not allowed in workspace files!

### FM-version specifics

#### FM 9 ... 11

**Exchanging the colours.** With the following regex in EditPad the colours can be exchanged (apply to allTB files)

Search `(. +) (_N. png) (. +) (_R. png) (. +) (_N_D. png) (. +) (_R_D. png) (. +)`  
 Replace `\1\4\3\2\5\8\7\6\9`

#### FM-11 ...

Custom toolbars/menus allowed, eg. etb-tool bar. xml

#### FM-12 ...

To have ETB menus also after closing the last book/document available would require to modify the none. fws files in \$HOME\fm\init\WorkSpaces\UnStructured\WYSIWYGView etc (tested):

from `<data type="all" menuFile="menus.cfg" toolbarFile="fmtoolbar.xml" />`  
 to `<data type="all" menuFile="etb-menus.cfg" toolbarFile="fmtoolbar.xml" />`

I have not implemented this - as it further complicates things.

#### FM-12 ETB 4 ...

- Exchange Help button by Save button in Quick-WS (Request from Lori Shaffer). The save button indicates 'dirty' state of document.
- No mod to fmdl g. dll is required for F-12.0.3.424 (new dialogue **Insert Table**)

### Commands modified for ETB (cmds.cfg)

The following command is not correct and is changed in ETB.

\*\*\* CharDegree is \xa1, not \xb0 - hence has to be redefined - it exists in all fonts, not just Symbol  
`<Command CharDegree <Label Degree><Definition \xa1>>`

**Note:** *The \xnn refer to the Frame Roman code page, \unnnn would refer to Unicode.*

### Conflicting commands and short cuts

For the following command the MT definition had to be removed due to conflicts with FM-commands

MT-command	FM-command
QuickVariables	Repeat (last history command) F6
GraphicsObjProps	TableCustRuleAndShade <sup>a</sup> +F6

a. is opened only, if object is multimedia. For graphics object all is OK.

**Note:** *These MT commands have been left out*

### Changes in behaviour of FM

#### fminit\maker

In FM-9 and FM-10 the file menus.cfg is located here.

*customui.cfg*

From FM-11 onwards menus are locted in the workspaces. See *FM-11* on page 31

FM 11 introduced the concept of views, which led to a very different structure in the user area.

Starting with FM-11 the content of `cofi gui . cfg` must be appended to a menu, preferably a menu with a new name.

The stand-alone config file in `/fmi ni t/cofi gui /` is only active as no doc is open. As soon as a doc has been opened the menus are gone → `customui . cfg` must reside in the user area, not in the program-area.

**Commands**

Obviously since FM-9, but not researched before FM-11:

maker: While reading menu customi zation file

h: \adobe\framemaker. 11en\adobeframemaker11\fmi ni t\confi gui \customui . cfg,

maker: (428) Cannot order the menu i tem named GraphicsPi ckObj Props because it is not i n the !GraphicsContextMenu menu.

`customui.cfg` → It turns out that commands defined by `Shi ftCommand` can not be placed in context menus. See [etb-customising-fm.pdf](#)

And hence the `Order` command is not accepted and left out in ETB. Search for `{ }` which 'out comment' these commands.

**Where is the FM version defined?**

Although the registry does not show all items in `HKLM/SOFTWARE/Adobe/FrameMaker/`, AHK finds all items via this route. It seems to look also into `HKLM/SW/Wow6432Node/Adobe/FrameMaker/`.

The entries offer the key `FMHome`.

On my system there are all en FM's registered : 7.2, 8, 9, 10, 11, 12. It seems that only the last installed language can be registred.

2017-04-27

E:\\_DDDprojects\FM-GUI-modifications\FM-GUI-customisation.fm



## Harmonise the ETB for FM-9 ... 12

After FM-12 the ETB file structure has settled. For a new version the files are copied and then modified. For FM-14, however, the structure of the icon files has changed again!

### Rationale

This does not touch the tool bars for up to FM-8 with the old interface.

I decided to make the ETB work independent form Shlomo Perets' work:

- No more depend the installation on the existence of the MT-zip file
- Rename and re-arrange items in customui . cfg to ETB-names.
- Abandon the MT-pdfs for short cuts etc.
- Reformat the start-document for Templates and Clipart

### Procudure

Although the various FM versions exhibit differences in the file structure for work spaces, tool bars and menus, it is possible to harmonise the look and feel of ETB:

- Have the same structure in the Help files
- Have the same buttons in all FM-versions.
- Provide the enlarged Equations palette.
- Provide the vertical tool bar (enhanced version).
- Provide the option for coloured cursors and indicators in the ruler area.
- The installation program differs only in the handling of the different file structure for menu, tool bars and work spaces.
- The description of ETB to become generic based on 11/12
- The website [fmaker55.html](http://fmaker55.html) makes 63 and 66 obsolete. For a given time let them contain a link to this page.

### Version dependent files

The following files must be adapted to the FM version:

File	Adaptation
Install-FMxx-etb.ahk/ exe/zip	Handling the file structure in the target system which is reflected in the installation-directory.
checkFile.txt	The figure inside will differ
etb-GetLogFile.ahk/exe	Location of searched file
etb-GetUserIni.ahk/exe	Location of searched file
etb-fmxx-com- mands.pdf	Must be created for each version
etb-fmxx-help.pdf	Must be downloaded for each version
etb-toolbar.xml	For FM-10 onwards. This is mentioned in the work spaces
etb-menus.xml	For fm-10 onwards. This is mentioned in the work spaces
etb-equation	Must be of the proper FM-version
etb-customui.cfg	FM-9: no "Repeat last action from History - F6"

File	Adaptation
etb-vertqab-xx	Must be of the proper FM-version
fmres.dll	Version dependency to be checked

### Create German version of ETB

For the tool bars for FM-10 the following method was performed (checklist):

Task	de
German version: Install a German FM test version on Inges PC and copy all files to an external HD for ease of access on the workstation..	-
Build new German version from previous German ETB and new English ETB.	-
Check the names of directories involved.	
Define the name of the pertinent web-page → about, doc.	
Change colour scheme of standard tool bars.	
Create the ETB German tool bars using: - ETB toolbars en - previous ETB de versions	
Since the Work Space files do not contain language information, use the en version	
Sort out the additional documentation and offline help.	
Build etb-customui.cfg from this input: - etb-customui .cfg en - previous etb-customui .cfg de	
Update and test install.ahk	
Update the documentation and create PDF.	
Check\update GetLogFile, GetUserIni, cli part. book, Samples. fm, vertqab, equation	
Create EXE from AHK; create the self extracting install - xxx. exe and from that the inst-xxx. zip.	
Update\create the web page with images also used in the documentation and the pdf and zip files.	
Test the whole installation\deinstallation process again before releasing the web page.	

### Tasks for harmonising

Task	FM-9	FM-10	FM-11	FM-12
Customising FM FM/pdf		all the same		OK
Shortcut to etb_quick_ws in workspaces: \!Vws		all the same		OK
Install-FM12-etb.ahk : correct check for FM-version		Propagate FM-12 version		OK
etb-customui.cfg	OK	same for all but FM-9 ? OK		
etb-fmxx-en.pdf User Guide ETB → to become only 1		create from v 12		
Toolbar files	mod			OK
etb-toolbar.xml	Not to be used			OK
combine web-page fmaker55, links from fmaker 63 and 66				
create modified fmres.dll - seems to be lang independent				OK
Create German version				

2017-04-27

E:\\_DDDprojects\FM-GUI-modifications\FM-GUI-customisation.fm

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## Create a new version of ETB

- See also E: \\_DDDprojects\FM-tool bar00\AI | ETB\...
- Text variables
- LL* language: en | de,
  - xx* FM and also tool bar version (13 ...).
  - bbb* Build-number to identify the dlls.
- Thus a *project-folder* is E: \\_DDDprojects\FM-tool bar*xx-LL*.  
All ETB-relevant files in the user area start with the prefix etb (icons, menus, work spaces, files in configui etc).
- Procedure
- 1 Copy the latest project folder, e.g.
    - E: \\_DDDprojects\FM-tool bar12-en
    - E: \\_DDDprojects\FM-tool bar13-en

Update config. ini (be aware that mi fref and customi se can not be updated early).
  - 2 Define web-pages for the new versions. Their name will be used in *project-folder\I nstal | ETB\config. ini*.
  - 3 Major changes in menu-structure or installation procedure cause changes in the ETB documentation: etb-fmww. *LL*. fm/pdf. It may become necessary to set up etb-fm*xx* as a new version.
 

Such changes may also require to set up a new version etb-customui *xx-LL*. cfg.
  - 4 Check which files have to be updated to new FM version. At the time of development some can not be updated, just rename them: help, etc.
    - Compare the cmds.cfg, wincmnds.cfg with the previous FM version to verify etb-configui.cfg
    - Compare the tool bars with the previous FM version  
→ changes in etb-tool bars, new icons, ...
    - Has structure of workspaces changed?  
→ update i nstal | -etb. ahk
    - Save the dlls fmcustom, fmdl g, fmres, owl res to \FM-toolbars*xx-LL* **for every FM-update** and derive the modified version fmres-*bbb*-mod. dl l. This is also refelcted in *project-folder\I nstal | ETB\config. ini*.
  - 5 Check !\_Make-di stri buti on. ahk for necessary changes.
  - 6 Add the new ETB version to the list in !\_Di stri bute-Make. ini
  - 7 Check I nstal | -etb-*LL*. ahk and modify if necessary.
  - 8 Run !\_Di stri bute-Make. ahk. This compiles !\_Make-di stri buti on. ahk and distributes it to all project folders according to !\_Di srti bute-Make. ini
  - 9 In the new project folder run !\_Make-di stri buti on. exe. This compiles I nstal | -etb-*LL*. ahk to I nstal | -FM-etb. exe and puts it into the *project-folder\I nstal | ETB*
- Also many other items are collected and put here.

- 10 Test thoroughly and do not forget to update some of the target files (config.ini, FM-help, MIF-reference etc.)
- 11 Update the place-holder web-pages with the accompanying files and make them public.
- 12 Update this document according to new findings during development of the new ETB.

2017-04-27

E:\\_DDDprojects\FM-GUI-modifications\FM-GUI-customisation.fm

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