

44

FrameMaker palettes

Overview

To understand palettes and how can be created an modified the anatomy of the Equation palette is analysed and some modifications are demonstrated.

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Anatomy of a FrameMaker palette

Palette basics

A palette creates actions by means of hypertext commands. The hypertext markers appear in text frames either on the body pages or on the master pages. The text frames may be empty (no real text in them) or – for the purpose of creating buttons or drop-down lists – overlay graphics.

Normal hypertext commands

Hypertext command	Example	Remarks
<code>alert message</code>	<code>alert This is a lunch reminder</code>	Displays an Alert box with an OK-button. The message can be up to 249 characters long.
<code>gotolink filename:linkname</code>	<code>gotolink Repair.fm:Brakes</code> If the newlink is in the current file, filename: is not needed.	Jumps to the page of the specified FrameMaker document containing a newLink command with a matching <i>linkname</i> .
<code>gotolink filename:firstpage</code> <code>gotolink filename:lastpage</code>	<code>gotolink fistpage</code> <code>gotolink kukolores.fm:lastpage</code>	Displays the first or last page of the (current) document.
<code>gotopage filename:pagenumber</code>	<code>gotopage 17</code>	To go to a specific page of the current file, filename: is not needed
<code>matrix rows columns flowname</code>	<code>matrix 3 2 Sample</code>	See Example of a button matrix on page 44-3.
<code>message apiclient yourmessage</code>	<code>message FmDispatcher insert entity entname</code>	Sends a message to another application that's already running.
<code>message openfile path</code>	<code>message openfile D:/System_ddd/ DDDcontrol.ini</code>	Open file with associated application.
<code>message winexec application path[,windowstate]^a</code>	<code>message winexec calc.exe</code>	Launch Windows application
<code>nextpage</code> <code>previouspage</code>	<code>nextpage</code> <code>previouspage</code>	Displays the next/previous page of the current document.
<code>openlink path</code>	<code>openlink D:/System_ddd/Syshw.fm</code>	Open document (same type as source: fm or pdf)
<code>opennew filename</code>		Opens the specified file as an untitled document in a new document window. ^b
<code>popup flowname</code>	<code>popup Menu5</code>	See Example of a drop down list on page 44-4
<code>previouslink</code>	<code>previouslink</code>	Displays the last page the viewer viewed.
<code>quit</code> <code>quitall</code>	<code>quit</code> <code>quitall</code>	If several locked documents are open, quit removes only the current locked document. To remove all locked documents, use the quitall command.

a. Windows-state: SW_HIDE SW_MINIMIZE SW_RESTORE SW_SHOW SW_SHOWMAXIMIZED SW_SHOWMINIMIZE SW_SHWOMINNOACTIVE SW_SHOWNA SW_SHOWNOACTIVE SW_SHOWNORMAL

b. This command may no be valid in the view-only palette.

Syntax rules for hypertext commands

- Path names must use the forward slash (as in HTML). Path names can be relative to the current document (.../.../opts/xyz.fm) or absolute (E:/docs/xyz.fm). See examples in [Path names](#) on page 44-10 (For hypertext commands in the menu customisation file customui.cfg a relative path starts at \$HOME).
- Flow names (Sample) and hypertext commands (matrix) are case sensitive.

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- Fcodes must be provided in hexadecimal. Some sources provide the decimal notation or the notation required in the menu customisation files (*.cfg): \x1061, which is also hexadecimal.
- For matrices there may be superfluous lines for the human reader. It is good practice to note the flow name here.
- For drop down lists the name of the drop down list must be in the first line. This will become the session-wide menu name.
- There must not be line breaks (event automatic by narrow frame width) in the command lines on the reference pages! this is essential for multiple fcodes etc.

Example palette Equation

The Equation palette is a View Only FM-document. Due to this it must be adapted in each version of FM – or one gets the message at open *Open a realse x documnt yyy. OK to continue?*

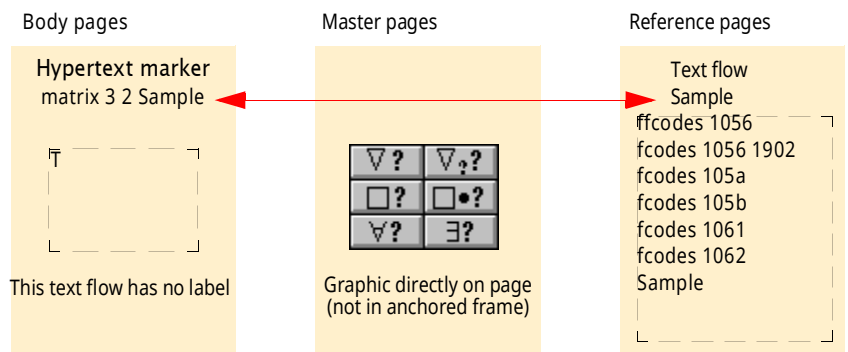
It is also essential to use only fonts which are standard on each target system, for example only Windows standard fonts.

Button-groups and menus

Special hypertext commands or buttons or pop up menus (matrix, popup) refer to flows on the reference pages containing the detail commands

Example of a button matrix

This example is part from the Equation palette.



Equations		Symbols	Large	Relations	Matrices	Help
		Operators	Delimiters	Calculus	Functions	Positioning
? + ?	Toggle Format	? = ? = ?	, ? ; ? - ?	? ? ? ?	?	
? - ?		? ◊ ? ? , ?	- ? ± ? ± ?	? ? ? ?	? ?	
? × ?		? ⊗ ? ? ⊕ ?	∇ ? ∇ ? ? Δ ?	√ ? ? ?	? × 10 ? ? ?	
? · ?		? ^ ? ? ∨ ?	□ ? □ · ? □ ^ ?	? ? ? ?	? ?	
? • ?		? ∩ ? ? ∪ ?	∇ ? ∃ ? ∴ ?	? † ? ! ? *	? <	

The definition for our sample palette (Reference page, flow Sample) comprises 3 rows and 2 columns.

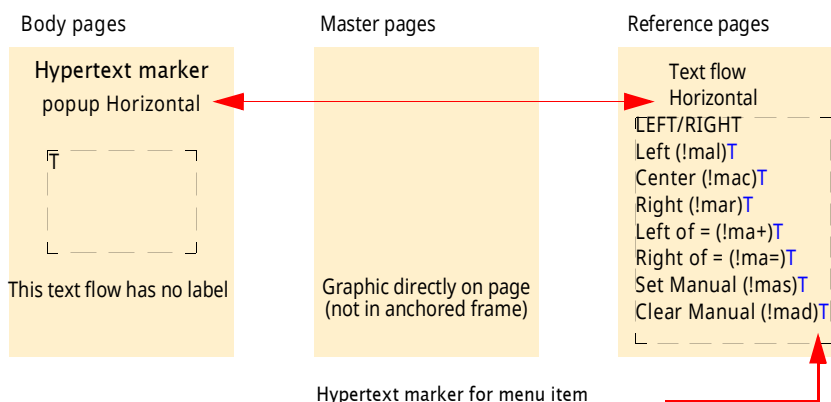
The definition of the matrix is Row, Column (3,2), hence the codes of all columns in the first row are listed, before the row changes.

Row, Column	Hypertext command: Fcode in hex	Fcode decimal	Command
1 1	fcodes 1056	4182	MathGrad
1 2	fcodes 1056 1902	4182 6402	MathGrad, MathNewOperand
2 1	fcodes 105a	4186	MathBox
2 2	fcodes 105b	4187	MathBoxDot

Row, Column	Hypertext command: Fcode in hex	Fcode decimal	Command
3 1	fcodes 1061	4193	MathForAll
3 2	fcodes 1062	4194	MathExists
4	Sample	Flow name for the human rader	

Example of a drop down list

This is also an excerpt from the Equations palette.



The hypertext commands in the text flow Horizontal:

LEFT/RIGHT					
Left (!mal)	fcodes 11f5	4597	MathAlignLeft	5952	1740 (as in mathcmds.cfg)
Center (!mac)	fcodes 1742	5954	MathAlignCenter		
Right (!mar)	fcodes 11f5	4597	MathAlignRight	5953	1741 (as in mathcmds.cfg)
Left of = (!ma+)	fcodes 1747	5959	MathAlignEqualL		
Right of = (!ma=)	fcodes 1746	5958	MathAlignEqualR		
Set Manual (!mas)	fcodes 1749	5961	MathAlignSetManual		
Clear Manual (!mad)	fcodes 174a	5962	MathAlignClearManual		

Legacy palettes

The following files are considered legacy:

- \$HOME\fm\init\bookerrorlog
- \$HOME\fm\init\equation
- \$HOME\fm\init\maker\tmltbrw
- \$HOME\fm\init\maker\tmltbrw_s
- \$HOME\fm\init\thesaurus
- \$HOME\fm\init\vertqab

While these files from FM version < 12 simply can be unlocked, those from later FM versions require an elaborate procedure.

Note: *With the newer FM versions, the palette files and the MIF seem to have been changed in one batch. Here a script must be used to save the file as MIF and then change the MIF..³⁾*

3 MIF documentation tells about DviewOnlyWinPalette: «In Windows versions, a palette floats outside the main application window and cannot be unlocked. To edit the palette, you need to reset the DViewOnlyWinPalette statement to No in the MIF file before opening it in FrameMaker»

Creating palette from FM document

- 4) Any FrameMaker file can be turned into a palette:
 - 1 Save the developed palette as ordinary FM file with some hint, e.g. named `palette-open.fm`
 - 2 Save the same file as MIF (e.g. `palette-open.mif`)
 - 3 Edit the MIF to change the values of the following parameters (as they are defined on Windows platforms):

DViewOnly: keep **No** (or set to **No**)
 DViewOnlyWinBorders: Change from Yes to **No**
 DViewOnlyMenuBar: Change from Yes to **No**
 DViewOnlyPopup: Change from Yes to **No**
 DviewOnlyWinPalette: Change from No to **Yes**
 - 4 Open this MIF file in FM
 - 5 Assure to have switched off view of borders, grid, text symbols and rulers.
 - 6 Save the palette as *FM-View only* document, but name it without the `-open` appendix (`palette.fm`) - or even without any file extension (see the original items in the FM-installation).
 - 7 Make a final check in the view only document.
 - 8 Close the FM-document.

Modifying a palette

Self made palette

For a palette you created yourself you hopefully have worked according to the rules: you have a file `palette_xy-open.mif`. Start your work from this file and follow [Creating palette from FM document](#) on page 5.

Standard palette *Palettes until FM11*

These palettes must be made editable:

- 1 Copy the desired palette (e.g. the [Template Browser](#) on page 17) from its installation-location (e.g. `$HOME\fm\init\maker\tmpl\trw`) to a location where you have write access.
- 2 Append the following to the file name: `_locked.fm`
- 3 Open this palette file. You will see that some menus have disappeared.
- 4 Unlock the file with `ESC F l k`
- 5 The menus will re-appear.
- 6 Now you can modify the palette document and rebuild the palette according to [Creating palette from FM document](#) on page 5.

Palettes from FM-12 up

- 1 Copy the desired palette (e.g. the [Template Browser](#) on page 17) from its installation-location (e.g. `$HOME\fm\init\maker\tmpl\trw`) to a location where you have write access.
- 2 Append the following to the file name: `_locked`. This is to distinguish it from the `_open` version you will work on.

4 This is taken from [Dan Emory's paper from 1991](#). Similar information is given by Shlomo Perets in the paper [Creating Your Own Toolbars in FrameMaker from 1997](#).

- 3 Open the palette file. The menus stay intact. You will notice a second instance of FM is in the Windows task bar.
- 4 Before you run the ExtendScript given below, check the **highlighted text**: it must correspond to the name of the palette file in question.
- 5 You get a new MIF file, e.g. `tmpltblrw_locked.mif`
- 6 Modify the MIF file in a decent text editor:

DViewOnly: Change from Yes to No
...
DviewOnlyWinPalette: Change from Yes to No
- 7 Save the modified MIF file as (for example) `tmpltblrw_open.mif`
- 8 Open this modified MIF in FM.
- 9 Now you can modify the palette document and rebuild the palette according to [Creating palette from FM document](#) on page 5.

Script to prepare palettes

This was developed by Rick Quatro⁵).

```
#target framemaker
// save palette file (which have no extension) to MIF
var regex, doc;

regex = /tmpltblrw/;

oDoc = app.FirstOpenDoc;
while (oDoc.ObjectValid () === 1) {
  if (regex.test (oDoc.Name) === true) {
    SaveToMif (oDoc, oDoc.Name + ".mif");
    break;
  }
  oDoc = oDoc.NextOpenDocInSession;
}

function SaveToMif (oDoc, saveName) {
var params, returnParams, j;

  params = GetSaveDefaultParams (); // Get the parameters to save it as MIF.
  returnParams = new PropVals ();
  j = GetPropIndex (params, Constants.FS_FileType);
  params[j].propVal.ival = Constants.FV_SaveFmtInterchange;

  oDoc.Save (saveName, params, returnParams); // Save the document as MIF.
  if (FA_errno === 0) {
    return saveName;
  } else {
    PrintSaveStatus (returnParams);
  }
}
```

Layout considerations

Attention to details

- Graphics must not be referenced *but copied* into the document. Otherwise the palette may be used only on your system.

5 See <https://community.adobe.com/t5/framemaker-discussions/creation-of-extra-dialogue-in-framemaker-for-templates/td-p/13664579>

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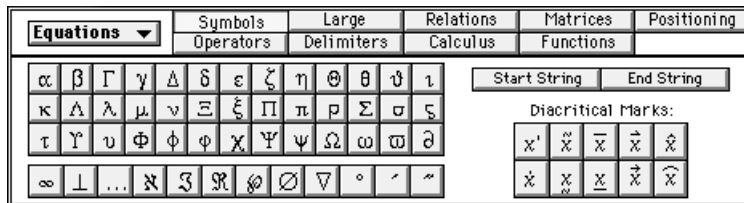
D+D D

Legacy palettes

- The text frame with the hypertext commands must be the top level element (either on the body pages or on the master pages). Any graphic or text must be 'below' that. Text may of course also be within the text frame.
- Only Windows standard fonts must be used: Courier New, Times New Roman, Arial (Unicode) and Symbol. This may still impose Font messages because of inconsistencies in Windows itself (Times, Times Roman, Times New Roman, Courier, Courier New).

To be platform independent most palettes have been designed with graphics showing all text in them. No fonts beyond the standard font in the reference pages (Times something) has been used.

Most existing palettes are from the time of low resolution screens and hence text is not easily recognisable:



In the Equation palette the whole page is an image located on the body page, with the text frames as overlay. There are only two master pages Left and Right and they contain unused text frames with a line in them.

In the vertical tool bar the button images are on the master pages and the text frames are on the body pages.

Due to the small 'page' size of both cases the reference pages contain overlapped and cropped text frames.

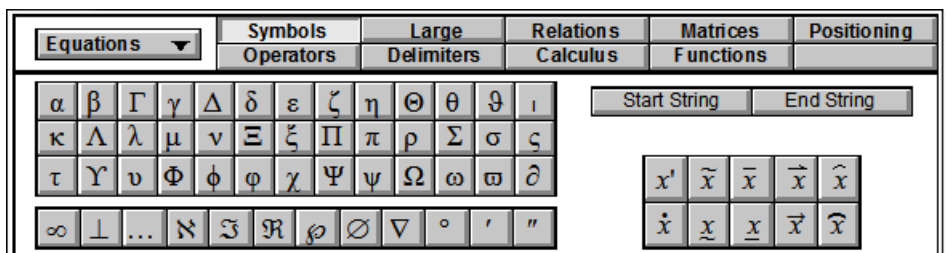
Enlarged Equation palette

For the new (enlarged) Equation palette I choose the following approach:

- Button images are empty and located on the master pages.
- Text (both inside and outside of button perimeter) are text lines on the body pages using character formats. There are only very short texts, hence no standard text frames are used for this purpose.
- The text frames on the reference pages have borders (black for button matrices and red for popup menus).
- To adapt the text frames on the reference pages better to their content multiple column layout is used where necessary to avoid cropping. I have also added a reference page for the same reason.
- The text in the reference frames use paragraph styles.
- Some detailed hypertext replaced by matrix commands.

Example display

The new Equation palette is 125% the size of the old one:

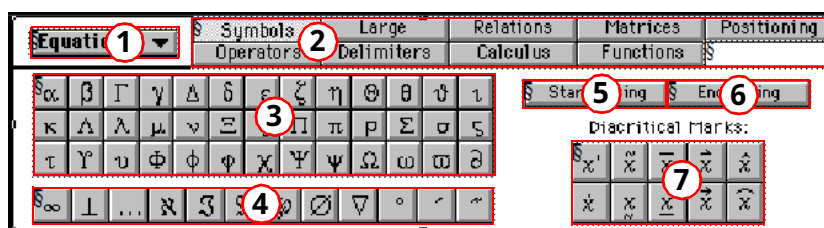


Equation palette

Until FM 5.5 the equation palette contained 10 switching buttons, the rightmost in the second row invoked a Help panel. This button does not exist in newer (since FM-6) versions.

Body pages

Each body page contains a full image of the palette area. Various text frames containing the hypertext markers are overlaid, for example for the symbol pane (frames are marked in red):



Due to the graphic it is difficult to just select a frame.

The text frames have no flow names and contain hyper text markers referring to the frames on the reference pages:

- 1 popup Equations
- 2 matrix 2 5 pager
- 3 matrix 3 13 Symbols1
- 4 matrix 1 12 Symbols2
- 5 fcodes 1004
- 6 fcodes 1605
- 7 matrix 2 5 Diacriticals

Master pages

Only two master pages exist: Right, Left. There is only a single line on the page which is not used on the body pages.

Reference pages

The reference pages contain the necessary text frames (with the flow names referred to). Most of them are overlapping and/or cropped. The following table lists the commands from the flow Operator3:

Row, Column	Hypertext command: Fcode in hex	decimal	Command
1 1	fcodes 1067	4199	MathUComma
1 2	fcodes 1068	4200	MathSemicolon
1 3	fcodes 105f	5191	MathNeg
2 1	fcodes 1900	6400	Matho_NEGATE
2 2	fcodes 1039	4153	MathMp
2 3	fcodes 1038	4152	MathPm
3 1	fcodes 1056	4182	MathGrad
3 2	fcodes 1056 1902	4182 6402	MathGrad, MathNewOperand
3 3	fcodes 1066	4198	MathChange
4 1	fcodes 105a	4186	MathBox
4 2	fcodes 105b	4187	MathBoxDot
4 3	fcodes 105c	4188	MathBox2
5 1	fcodes 1061	4193	MathForAll

Row, Column	Hypertext command:		Command
	Fcode in hex	decimal	
5 2	fcodes 1062	4194	MathExists
5 3	fcodes 1060	4192	MathTherefore
	operators3		

Mysterious Fcodes

It turns out that on the tab **Position** Fcodes are used, for which no command is defined in `mathcmds.cfg`:

Command	Fcode in hypertext	Fcode in <code>mathcmds.cfg</code>
MathAlignLeft	11f5	1740
MathAlignRight	11f5	1741

The Fcode in the hypertext for `MathAlignRight` is 1742 as it is in `matchcmd.cfg`. Although Fcode 11f5 looks like a toggle here (same for two commands) it is not.

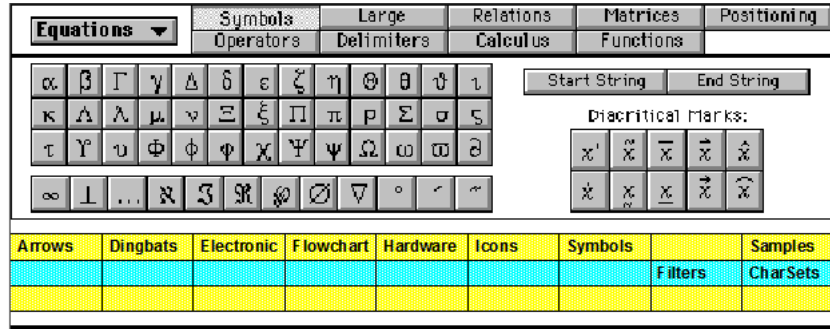
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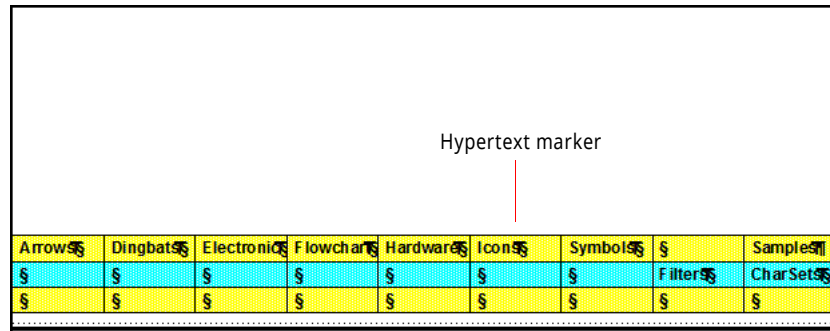
Equation palette with links to clipart

Somebody⁶⁾ extended the palette with links to the clipart files for FM-6:



The body page gets an additional area which hypertext links. The other items are not touched.

Body page



Path names

The markers on the body pages contain the following definitions

```

openlink <$path[clipart]>/arrows.fm:firstpage
openlink <$path[clipart]>/dingbats.fm:firstpage
openlink <$path[clipart]>/electronic.fm:firstpage
openlink <$path[clipart]>/flowchart.fm:firstpage
openlink <$path[clipart]>/hardware.fm:firstpage
openlink <$path[clipart]>/icons.fm:firstpage
openlink <$path[clipart]>/symbols.fm:firstpage
openlink <$path[FMhome]>/fminit/configui/FMsample.fm:firstpage
message openfile ../../OnlineManuals/Filters.pdf
message openfile ../../OnlineManuals/Character_Sets.pdf
    
```

The <\$path[dirname]> construct refers to directories which are noted in the maker.ini file:

```

[Directories]
Samples=samples
OnlineManuals=Documents
ReleaseNotes=relnotes
Clipart=clipart
Templates=templates
    
```

Note: *It seems from these (working) examples, that the path name in the [] is not case sensitive.*

6 Most likely Bernhard Schulze (Germany)

Vertical tool bar

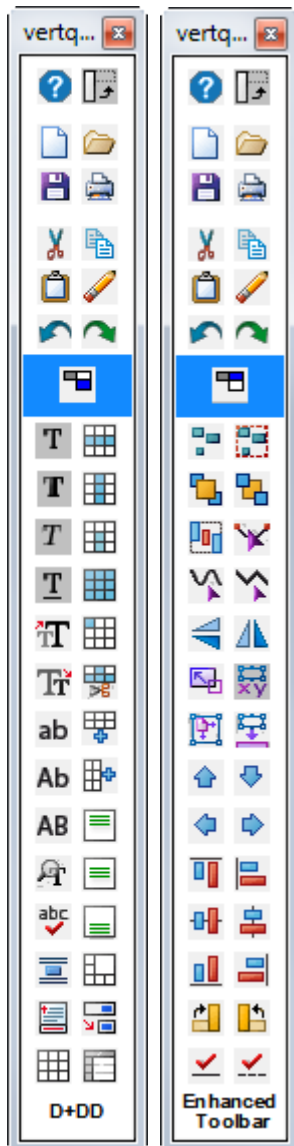
The vertical tool bar disappeared from FM with version 9, that is, with the new interface. However, the file `vertqab` still exists. The value of the vertical tool bar is its nice fitting in the margin area of a document.

Original tool bar



The original tool bar uses 4 pages to display the same buttons as the horizontal tool bar of the FM versions until FM-8. This requires much switching during text- or graphic work. Over time only the appearance of the button icons have changed slightly. To right you see the FM-7 version.

Enhanced tool bar



For the Enhanced Tool Bar (ET) I developed a vertical tool bar with only 2 pages, but more icons in the vertical direction (see to the left).

Commands in the upper area:

Row, Column	Hypertext command / Fcode hex	Command	Icon
1 1	fcodes 302	Help	
1 2	fcodes 90D	PaletteToggleHToV	
2 1	fcodes 300	NewDocument	
2 2	fcodes 301	Open	
3 1	fcodes 310	Save	
3 2	fcodes 313	Print	
4 1	fcodes 321	Cut	
4 2	fcodes 322	Copy	
5 1	fcodes 323	Paste	
5 2	fcodes 324	Clear	
6 1	fcodes 320	Undo	
6 2	fcodes 935	Redo	

Commands in the switching area:

Row, Column	Hypertext command / Fcode hex	Command	Icon
1 1	gotolink lastpage	-	
1 2	gotolink previouspage	-	

Commands in the lower area, page 1:

Row, Column	Hypertext command / Fcode hex	Command	Icon
1 1	fcodes 27d	SelPlain	
2 1	fcodes 27a	SelBold	
3 1	fcodes 27b	SelItalic	
4 1	fcodes 27c	SelUnderline	
5 1	fcodes 11f	IncFontSize	
6 1	fcodes 120	DecFontSize	
7 1	fcodes 36a	SetToLowerCase	
8 1	fcodes 36b	SetToInitialCap	
9 1	fcodes 369	SetToUpperCase	
10 1	fcodes 329	Find/Change	
11 1	fcodes 32a	SpellingChecker	
12 1	fcodes 350	AnchoredFrame	
13 1	fcodes 351	Footnote	
14 1	fcodes f80	TableInsert	
1 2	fcodes fa1	SelectRow	
2 2	fcodes fa2	SelectColumn	
3 2	fcodes fa5	SelectColumnBodyCells	
4 2	fcodes fa3	SelectTable	
5 2	fcodes fb9 fb5 fa0	MoveIPToColumnTop MoveIPToLeftmostCell SelectCell	
6 2	fcodes f97	ClearRemovingCells	
7 2	fcodes f93	AddRowsBelow	

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

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Row, Column	Hypertext command / Fcode hex	Command	Icon
8 2	fcodes f95	AddColumnsToRight	
9 2	fcodes 290	AlignTop	
10 2	fcodes 291	AlignMiddle	
11 2	fcodes 292	AlignBottom	
12 2	fcodes f89	TableStraddle	
13 2	fcodes fd0	TableShrinkWrapColWidth	
14 2	fcodes f86	TableCustRuleAndShade	

Commands in the lower area, page 2:

Row, Column	Hypertext command / Fcode hex	Command	Icon
1 1	fcodes 382	GraphicsGroup	
12	fcodes 383	GraphicsUngroup	
2 1	fcodes 380	GraphicsBringToFront	
2 2	fcodes 381	GraphicsSendToBack	
3 1	fcodes 385	GraphicsDistribute	
3 2	fcodes 376	GraphicsReshape	
4 1	fcodes 374	GraphicsSmooth	
4 2	fcodes 375	GraphicsUnsmooth	
5 1	fcodes 370	GraphicsFlipUpDown	
5 2	fcodes 371	GraphicsFlipLeftRight	
6 1	fcodes 373	GraphicsScale	
6 2	fcodes 387	GraphicsObjProps	
7 1	fcodes 37a	GraphicsSnap	
7 2	fcodes 37b	GraphicsGravity	
8 1	fcodes 125	Nudge1ptUp	
8 2	fcodes 126	Nudge1ptDown	
9 1	fcodes 127	Nudge1ptLeft	
9 2	fcodes 128	Nudge1ptRight	

Row, Column	Hypertext command / Fcode hex	Command	Icon
10 1	fcodes 129	AlignGfxTop	
10 2	fcodes 12d	AlignGfxLeft	
11 1	fcodes 12a	AlignGfxTBCenter	
11 2	fcodes 12c	AlignGfxLRCenter	
12 1	fcodes 12b	AlignGfxBottom	
12 2	fcodes 12e	AlignGfxRight	
13 1	fcodes 389	RotateGfxClockwise	
13 2	fcodes 38a	RotateGfxCounterClock	
14 1	fcodes 402	SetPatternSolid	
14 2	fcodes 403	SetPatternDashed	

Invoking the vertical tool bar

It turns out that the vertical tool bar can be invoked with fcode 90D (PaLetteToggleHToV) only until FM-8.

Starting with FM-9 (the new interface) only the gotoLink method works, which seems to make trouble in FM-11.

New vertical tool bar

It turns out that most of the top area buttons are not of much use, because their functions are normally performed by keyboard short cuts (e.g. Open: CTRL+O, Save: CTRL+S).

A more useful arrangement of functions for the top area is:

Row, Column	Hypertext command / Fcode hex	Command	Icon
1 1	fcodes 314	ImportFile	
1 2	fcodes 1430DF0	ImportFormats	
2 1	fcodes 3F1 3F2	EditingView	
2 2	fcodes 342	ViewBodyPages	
3 1	fcodes 4F1 4F2 4F3 3F8	PrintingView	
3 2	fcodes 343	ViewMasterPages	
4 1	fcodes EF0	GotoPreviousView	
4 2	fcodes 344	ViewReferencePages	
5 1	fcodes 326	CopyPgffFormat	
5 2	fcodes 325	CopyCharFormat	
6 1	fcodes 286	RepeatLastParaCommand	
6 2	fcodes 26B	CharacterRepeatLast	

Commands in the switching area:

1 1	gotolink lastpage	-	
1 2	gotolink firstpage	-	

Commands in the lower area are the same as in the Enhanced Tool Bar.

Establishing the New Vertical Toolbar

Since this menu item or button does not exist in FM-9 and higher, file wincmds.cfg must be modified to look:

```
<Command PaletteToggleHToV
  <Definition \x90D>
  <KeySequence \!qqv> <KeySeqLabel Esc q q v>
  <Mode ALL> >
```

If the command is no more available, you need to provide a file customui.cfg with following content:


```
<Command _VertToolBar <Label Vertical Toolbar>
  <Hypertext openlink fminit/vertqab >>
  <Modify _VertToolBar <KeySequence \!qqv> <KeySeqLabel Esc q q v>>
```

Description

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DDD

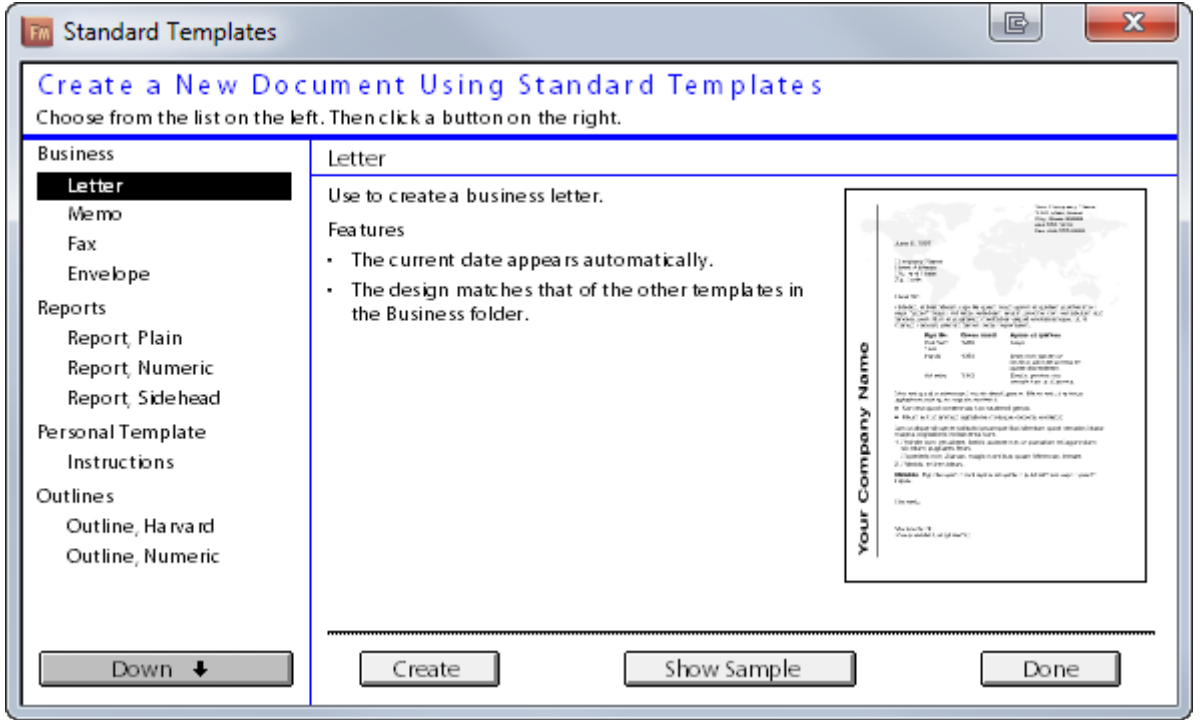
<p>Import file</p> <p>Editing View</p> <p>Pint View</p> <p>Goback</p> <p>Copy ¶ format</p> <p>Repeat ¶ action</p> <p>Text normal</p> <p>Bold</p> <p>Italic</p> <p>Underline</p> <p>Increase font size</p> <p>Decrease font size</p> <p>Lower case</p> <p>Initial caps</p> <p>Upper case</p> <p>Search/Replace</p> <p>Spell checking</p> <p>Anchored frame</p> <p>Footnote</p> <p>Table</p> <p>D+DD</p>	<p>Import formats</p> <p>Show body pages</p> <p>Show master pages</p> <p>Show reference pages</p> <p>Copy character format</p> <p>Repeat character action</p> <p>Switch</p> <p>Select table row</p> <p>Select table column</p> <p>Select body cells in column</p> <p>Select table</p> <p>Select first cell in table</p> <p>Delete rows/columns</p> <p>Add rows below</p> <p>Add columns at right</p> <p>Align top</p> <p>Align middle</p> <p>Align bottom</p> <p>Straddle/unstraddle cells</p> <p>Shrinkwrap column width</p> <p>Custom ruling/shading</p>		<p>Switch</p> <p>Ungroup</p> <p>Bring to front</p> <p>Distribute</p> <p>Smooth</p> <p>Flip up/down</p> <p>Scale</p> <p>Snap</p> <p>Move up 1 pt *</p> <p>Move left 1 pt *</p> <p>Align top</p> <p>Align hor. centre</p> <p>Align bottom</p> <p>Rotate clockwise</p> <p>Make line solid</p>	<p>Group</p> <p>Send to back</p> <p>Reshape</p> <p>Unsmooth</p> <p>Flip right/left</p> <p>Object properties</p> <p>Gravity snap</p> <p>Move down 1 pt *</p> <p>Move right 1 pt *</p> <p>Align left</p> <p>Align vertical centre</p> <p>Align right</p> <p>Rotate counterclockwise</p> <p>Make line dashed</p> <p>Enhanced Toolbar</p>
---	--	---	--	--

* at zoom 100% the movement is 1 pt
at zoom 253% the movement is 0.1 mm

Template Browser

The template browser is another FrameMaker palette. It uses two master pages (Right and More1) albeit quite a number of them are defined.

The reference page contains only one item for to open a Help, which is not used.. Context sensitive Help is no more available since FM 7!



There is a second Template Browser for structured documents which looks very similar (only the blue heading is different). I know from people who have extended the template browser with their company templates.

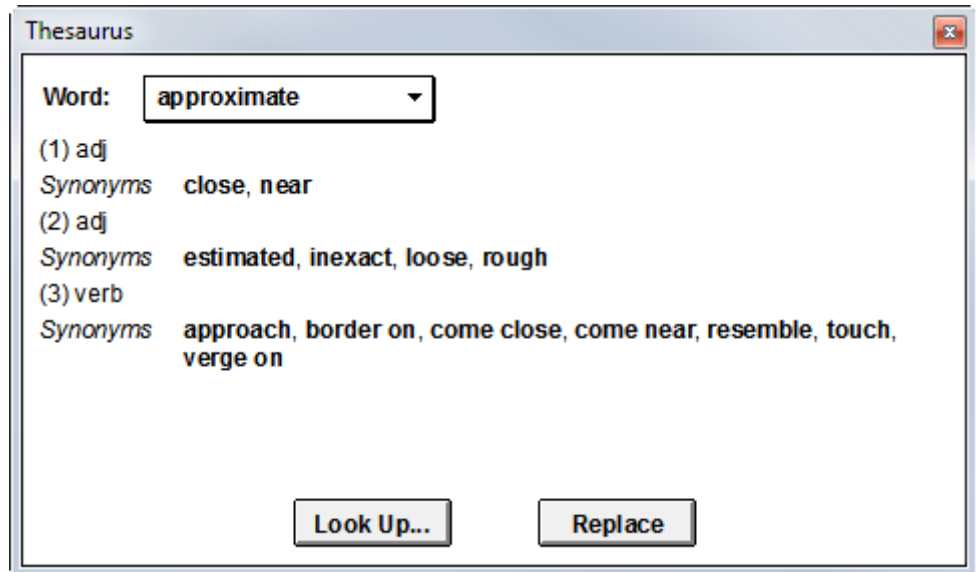
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LD+D D

Thesaurus

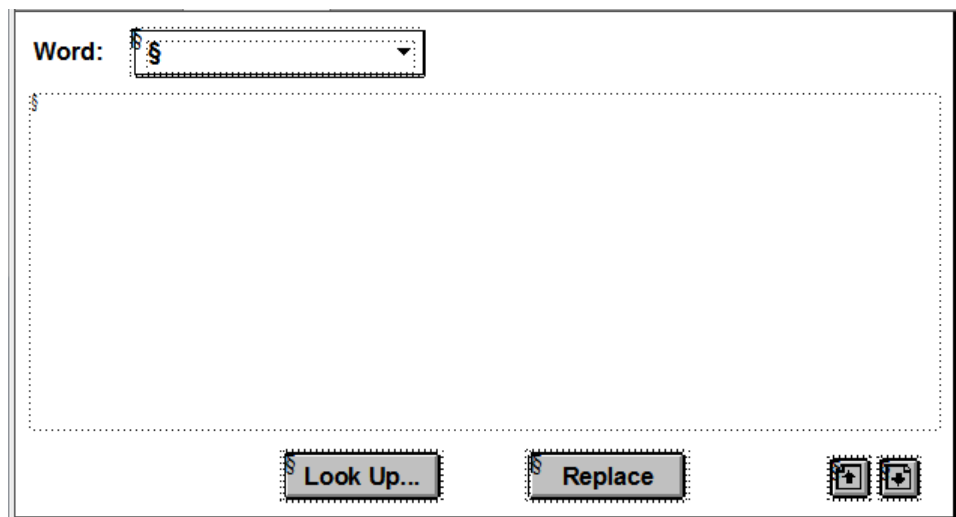
The thesaurus is a palette which is modified on the fly. It is a MIF file containing 4 master pages (Only, First, Right, Last) and two reference pages.



FrameMaker formatting capabilities are used here to dynamically generate a dialogue. Platform dialogues do not provide the capability to change font or highlight, which is used here (bold, italic).

Data for this function come from *1ang.ths* files in the *dict* directory.

Masterpage Right



Reference page Reference

The following flows exist. The first line contains the hypertext command, which is repeated as text.

HistoryMenu	Empty text frame.
History	popup HistoryMenu
Lookup	thslookup
pageup	previouspage
pagedown	nextpage
replace	fcodes 3d3
PaletteHelp	edit.fm:DLG_Edit_Thesaurus_ThesaurusLookUp

Note: *The command thslookup can not be found in any command list. I can not interpret the command in PaletteHelp.*

Reference Page Instructions

<p>Body Pages</p> <p>Master Pages - All</p>	<p>No special treatment</p> <p>Important. objects in order from back to front, select each object in order and bring to front)</p> <ul style="list-style-type: none"> • Word popup bitmap • Word text column. Empty, unconnected, no tag. • Word text column. Hypertext marker “matrix 1 1 history” • Word text label. Text “Word”. • Text column. Autoconnect, flow tag “A”, empty. • Lookup.../Replace button outlines bitmap • Lookup... button text line. Text “Lookup...” • Replace button text line. Text “Replace” • Text column. Hypertext marker “matrix 1 1 lookup” • Text column. Hypertext marker “matrix 1 1 replace”
<p>Master Pages - “Only”/“First”/“Right”/“Last”</p>	<p>Important. objects in order from back to front)</p> <ul style="list-style-type: none"> • Up and Down arrow bitmaps if needed • Text column. Hyper marker “matrix 1 1 pageup” if needed • Text column. HT marker “matrix 1 1 pagedown” if needed
<p>Reference Page - “Reference”</p>	<ul style="list-style-type: none"> • Text column. name “HistoryMenu”, empty • Text column. name “history”, leave contents as is • Text column. name “lookup”, leave contents as is • Text column. name “replace”, leave contents as is • Text column. name “PaletteHelp”, leave contents as is • Text column. name “pageup”, leave contents as is • Text column. name “pagedown”, leave contents as is
<p>Localize Text Lines Only:</p> <p>Do Not Localize:</p>	<p>Texts “Lookup...”, “Replace”, “Word”</p> <p>Page names, Flow names, Marker text</p>

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Book error log

The book error log is also a locked file and hence a palette. It is however just some sort of template to fill it with the errors found.

The first reference page contains only a small frame with a line in it. The second reference page (README) contains this information:

Note: *The Book Error Log uses only the following paragraph tags:*

- Body
- BookBody
- BookHyperlink
- BookHyperlinkBody
- ReportHead
- ReportTitle

The remaining formats in this document have not been revised for the overall look and feel of the document.

Localization Notes

The only language that requires a localization for this file is Japanese. In that case, please make the above paragraph formats use a Japanese font.

Platform Notes

There's a different template on each platform because the desired look re: fonts, zoom size, and window location is different for each platform. Other than these issues, there is no difference between the platform versions.

Graphics palette

It's not clear to me how the graphics palette was implemented before FM-9 (the new interface). No dll with a matching dialogue definition or FM-palette could be found even back to FM-4.

Since FM-9, owlres.dll contains the definition of the adam and eve components⁷⁾ for the following items concerning the graphics tool palette, since FM-12 multiplied by the feature of large and coloured icons.

GFXBAR_C_L	coloured, large icons
GFXBAR_C_S	coloured, small icons
GFXBAR_M_L	monochrome, large icons
GFXBAR_M_S	monochrome, small icons.

adam definitions The adam definitions for GFXBAR_C_L implements the data interactions for gfx tool bar. It contains only items concerning the selection sub-panels (e.g. line width, or colour)

eve definitions The eve-definitions for GFXBAR_C_L start with the definition of the f-codes for the tools: The sub-panels for the properties (e.g. line width) are defined in separate eve-sections, e.g. in gfx_linewidth_C_L.eve. These do not refer to f-codes.

```

/*
this file implements the graphics toolbar in FM
*/
layout gfx_bar_C_L
{
    constant:
    /*
All these fcodes
The fcodes for the tools are defined as:

#define KBD_ALLSELECT 0xF20
#define KBD_OBJSELECT 0xF21

#define KBD_LINETOOL  0x3A0
#define KBD_RECTTOOL  0x3A1
#define KBD_POLYGT00  0x3A2
#define KBD_POLYLT00L 0x3A3
#define KBD_ARCTOOL   0x3A4
#define KBD_ROUNDRECT 0x3A5
#define KBD_OVALTOOL  0x3A6
#define KBD_TEXTLT00L 0x3A7
#define KBD_TEXTRT00L 0x3A8
#define KBD_FREETOOL  0x3A9
#define KBD_FRAMETOOL 0x3AA

#define KBD_HOTSPOT   0x4FD
*/
...

```

Commands

In cmds.cfg the commands related to these f-codes are listed under the heading Tools.

⁷⁾ In the owlres.dll adam and eve are resource groups similar to bitmap, icon or cursor.

```
<Command SmartSelectionTool
  <Label Smart Selection Tool>
  <KeySequence \!1s>
  <Definition \xF20>
  <Mode All>>
```

```
<Command ObjectSelectionTool
  <Label Object Selection Tool>
  <KeySequence \!1o>
  <Definition \xF21>
  <Mode All>>
```

```
<Command Line
  <Label Line>
  <KeySequence \!1l>
  <Definition \x3A0>
  <Mode All>>
```

```
<Command Rectangle
  <Label Rectangle>
  <KeySequence \!1r>
  <Definition \x3A1>
  <Mode All>>
```

```
<Command RoundedRectangle
  <Label Rounded Rectangle>
  <KeySequence \!1R>
  <Definition \x3A5>
  <Mode All>>
```

```
<Command Polygon
  <Label Polygon>
  <KeySequence \!1pg>
  <Definition \x3A2>
  <Mode All>>
```

```
<Command Polyline
  <Label Polyline>
  <KeySequence \!1pl>
  <Definition \x3A3>
  <Mode All>>
```

```
<Command Arc
  <Label Arc>
  <KeySequence \!1a>
  <Definition \x3A4>
  <Mode All>>
```

```
<Command Ellipse
  <Label Ellipse>
  <KeySequence \!1e>
  <Definition \x3A6>
  <Mode All>>
```

```
<Command Textline
  <Label Text Line>
  <KeySequence \!1tl>
  <Definition \x3A7>
  <Mode All>>
```

```
<Command TextFrame
  <Label Text Frame>
  <KeySequence \!1tf>
  <KeySequence \!1tc>
  <Definition \x3A8>
  <Mode All>>
```

```
<Command Freehand
  <Label Freehand>
  <KeySequence \!1f>
  <Definition \x3A9>
  <Mode All>>
```

```
<Command Frame
  <Label Frame>
  <KeySequence \!1m>
  <Definition \x3AA>
  <Mode All>>
```

```
<Command SelectLastUsedTool
  <Label Select Last Used Tool>
  <KeySequence \!11>
  <Definition \x3AB>
  <Mode All>>
```

*** Dashed Lines Commands ***

```
<Command SetPatternSolid
  <Label Set Pattern Solid>
  <KeySequence \!1ds>
  <Definition \x402>
  <Mode All>>
```

```
<Command SetPatternDashed
  <Label Set Pattern Dashed>
  <KeySequence \!1dd>
  <Definition \x403>
  <Mode All>>
```

```
<Command SelectFirstDashedPattern
  <Label Select First Dashed Pattern>
  <KeySequence \!0d>
  <Definition \x404>
  <Mode All>>
```

```
<Command SelectLastDashedPattern
  <Label Select Last Dashed Pattern>
  <KeySequence \!9d>
  <Definition \x405>
  <Mode All>>
```

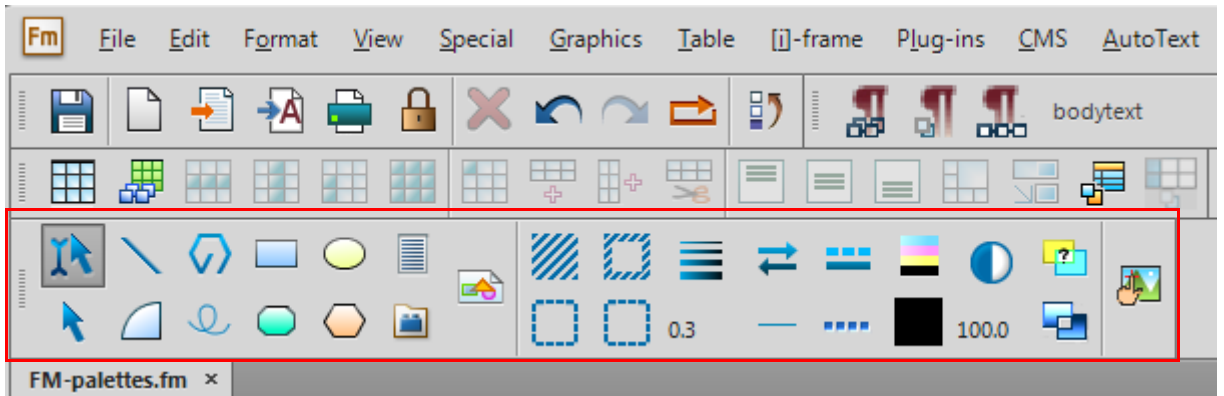
```
<Command SelectNextDashedPattern
  <Label Select Next Dashed Pattern>
  <KeySequence \!\+d>
  <Definition \x406>
  <Mode All>>
```

```
<Command SelectPreviousDashedPattern
<Label Select Previous Dashed Pattern>
<KeySequence \!-d>
<Definition \x407>
<Mode All>>
```

```
<Command DashedOptions
<Label Dashed Options>
<KeySequence \!1di>
<Definition \x408>
<Mode All>>
```

Conclusion

Hence it would only be possible to set up a toolbar or palette for the commands given in the `cmds.cfg` file. The new interface allows to dock the graphics tools in the top area with other tool bars - but it remains to be two rows.



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Fcodes

See the various tables I have created with the itl script *Report FM commands*: www.daube.ch/docu/fmaker08.html