

# 18

## Customising FrameMaker 11

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# Introduction

Since its beginnings it is possible to customise the user interface of FrameMaker:

- Menus can be switched from complete to quick. This is a standard feature.
- Menus can be modified.
- Commands can be created and referenced in menus and toolbars.

Until the arrival of the new user interface with FM-9 the process was described in an Adobe file, which was lastly issued for FM-7. The text provided by this file is grosso modo still valid for FM 11, but requires some added information.

## Terminology

User-area	In Windows 7 this is C:\Users\user\AppData\Roaming\Adobe\FrameMaker\11\
\$HOME	The FM installation directory. In my case this is H:\Adobe\fm-11.en\AdobeFrameMaker11 <sup>1)</sup> .
Panel	A docked or undocked dialogue, which need not be closed to work on the document. That is, it's a nonmodal dialogue.
Panel group	A collection of Panels which can be handled as whole.
Pod	A misnomer for Panel, introduced in RoboHelp.
UI	User interface. The elements of user interaction: buttons, menus, dialogues and windows. Also keyboard shortcuts belong into this category.

## Sources

Experiments and beta testing activities, personal communication with Matt Sullivan.

- Help file for FM-9 and FM-10
- [Adobe blogs](#)
- Video: [Getting started with the new FM-9 UI](#)
- Video: [Workspace overview](#)
- Video: [Customize and manage the Workspace](#)

## General procedure for customisation

If the requirement can not be satisfied with entries in the *Initialisation file maker.ini* on page 28, consider setting up a custom workspace:

- 1 For special menu entries set up a custom menu file by means of `customui.cfg`.
- 2 For special toolbars set up a custom toolbar. This may require the creation of button images. It does require a modification to `fmtoolbar.xml` and creation of a `custom-toolbar.xml` file..
- 3 Define the custom workspace. Copy an existing workspace file (`xxx.fws`) to a custom named file and modify the references to menu and toolbar file.

---

1 The installation program does not allow to modify the last level. This is due to new mechanism using a data base for installation/de-installation.

# UI properties

## Initialisation file

The maker.ini file got even more entries compared to older FM-versions. Some of them are necessary to get back the behaviour of previous FM-versions (for example SymbolSortingBeforeAlphaNumeric).

Since FM-7.1 the file in \$HOME is considered the master file and only the file in the user-area is modified individually. These files are now coded in UTF-8. Nevertheless special characters can be defined in the traditional way:

```
FindSpaceBefore=On !%),.,:;?]]\u00bb\u201d\u2019\u203a
;SmartQuotes \xd4\xd5\xd2\xd3 ) English curved quotes
SmartQuotes='’””’
```

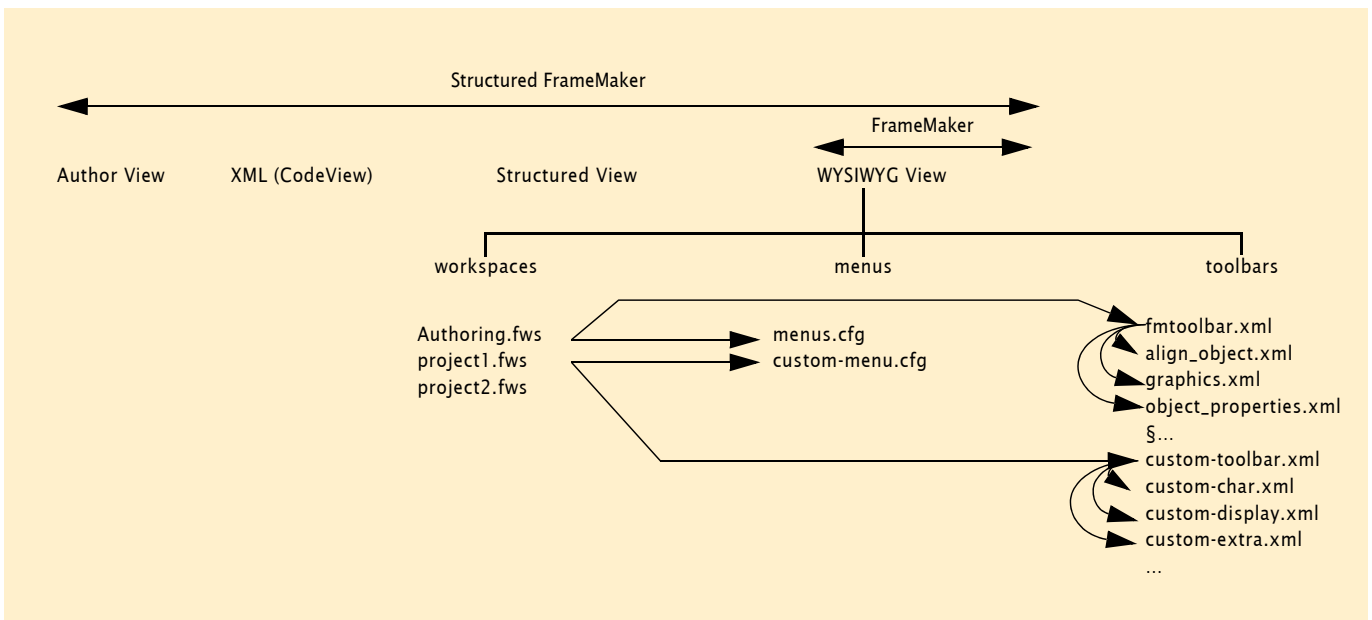
The last line shown above uses the Unicode of the characters, while the comment line uses the traditional notation.

Of course it is possible to establish in the user-area a complete copy of the \$HOME file and then open FrameMaker. However, the entry ProductInterface is not present in the main file. You get it with the answer to the start-up prompt.

At *Initialisation file maker.ini* on page 28 you find a complete table with all entries present in the current file.

## Structure of UI information

In the following diagram<sup>2)</sup> the relationship of the UI elements is displayed. Only the WYSIWYG view is elaborated.



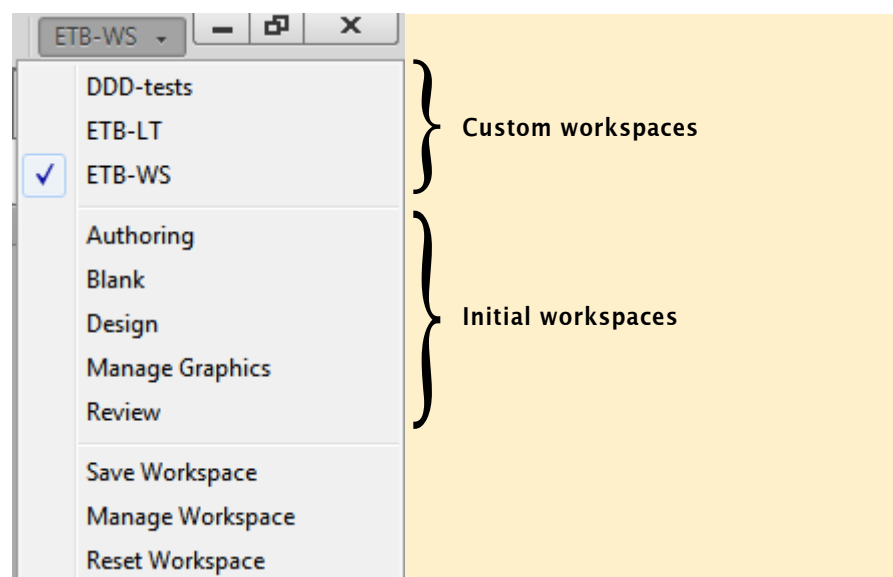
2 Well, this is my interpretation of the Views - I may be completely wrong!

## Workspaces

A workspace is a saved set of frequently used panels/toolbars in a desired arrangement for repeated use. It also offers flexibility of screen usage, by allowing a user to place panels in numerous possible forms/arrangements: default, iconic, minimized, docked (left, right, bottom, top), floating, grouped.


The workspace remembers the dialogues that were open at the previous session but also their positions, size, state etc.

FrameMaker ships with a set of standard Workspaces tailored for different tasks. They can be modified and then saved with a new name. FM-11 also provides an empty workspace to start with.



Modifications to a workspace are temporary (until saved) and can be reverted by **Reset**.

The last used workspace is noted in `maker.ini`. The workspace is loaded with the first document to open. Hence this open may be considered slow. No workspace is loaded with a book file.

The workspace does not contain the document arrangement (available with the drop down menu of  located to the right of the menu area.

Workspaces are saved in the user-area. The current workspace is in `xxx.cfws`, while the last save is in `xxx.fws`.

At the first use of workspaces they are taken from the FM installation directory and copied to the user-area.

To design a new workspace for a specific task, open all the required panels and save the Workspace using **Save Workspace**. The names are case sensitive.

### Workspace definition

Workspaces are defined in files `xxx.cfws` (current) and `xxx.fws` (last saved).

The following is the definition found in `Authoring.cfws` (Long lines are truncated here to display the structure):

```
<FrameUI version="1">
  <data type="all" menuFile="menus.cfg" toolbarFile="fmtoolbar.xml"/>
```

```

<fm-workspace>
  <workspace version="1">
    <dock anchor="left" content="palette toolbar" is-closed="false"/>
    <dock anchor="right" content="palette toolbar" is-closed="false">
      <tab-pane mode="expanded" preferred-iconic-length="0" layout-mode="auto-flow">
        <tab-group active-palette="00060D1A" is-closed="false">
          <palette id="00070800" is-closed="false" preferred-unconstrained-size="135 260"...
          <palette id="001D07BA" is-closed="false" preferred-unconstrained-size="135 260"...
          <palette id="00060D1A" is-closed="false" preferred-unconstrained-size="426 387"...
          <palette id="00110A66" is-closed="false" preferred-unconstrained-size="135 260"...
        </tab-group>
        <tab-group active-palette="000807D0" is-closed="false">
          <palette id="000807D0" is-closed="false" preferred-unconstrained-size="316 180"...
        </tab-group>
      </tab-pane>
    </dock>
    <dock anchor="top" content="multi-control-bar" is-closed="false">
      <control-bar-pane >
        <control-bar id="000707DA" origin="0 31" size="686 26" is-closed="false" ...
      </control-bar-pane>
    </dock>
    <dock anchor="bottom" content="palette" is-closed="false"/>
  </workspace>
</fm-workspace>
</FrameUI>

```

## Custom menu

If you want to refer to custom menu and toolbars, you will change the references in line 2, for example to

```

<data type="all" menuFile="custom-menus.cfg"
      toolbarFile="fmtoolbar.xml"/>

```

You will set up a corresponding menu file `custom-menus.cfg`.

## Custom toolbar

If you want to refer to a custom toolbar, you will change the references in line 2, for example to

```

<data type="all" menuFile="custom-menus.cfg"
      toolbarFile="custom-toolbar.xml"/>

```

You will set up a corresponding list of toolbars in `custom-toolbar.xml`. This list may then point to custom toolbars also.

If a toolbar contains a drop down list (which is flexible in width) then the workspace must be tweaked after the toolbar has been established and used.

## Views

FM-11 introduced the concept of views as a means to group workspaces. Hence there are more menus and toolbar groups than before in FM-9 and FM-10.

This has also consequences for the customisation:

it is no more sufficient to have a `$HOME\fminit\configui\cstomui.cfg` file. The contents of such a file must also be appended to a menu file.

## Pods

IMHO the terminology of FM has not yet settled. The term pod should be eliminated - but is used since FM-9 and confuses more than it clarifies.

[Matt Sullivan] Although one could make a case for establishing either Pod or Panel as the proper nomenclature, when looking at the rest of the Adobe product line, I believe that Panel is the better choice.

Panels were initially referred to as Palettes, but as soon as they became dockable, it seems that Adobe made an effort to standardize the terminology to Panels.

Just as RoboHelp Environments have become RoboHelp Workspaces, I hope that (in both RH and FM) that the TCS crew chooses to embrace the larger Adobe convention of Panel, rather than Pod.

RH-specific A pod is a work flow pane that you can float or dock anywhere in the application window. Pods provide quick access to logically grouped features from one location. For example, you can access various components of the project from the Project Manager pod.

Other Prior to FM-9 a dialogue was either modal (needed to be closed) or non modal (could stay open like a palette). Some of these have been replaced by dockable panels which can be grouped into panel groups and minimised to icons.

Even in FM-11 there are still many of the old dialogues active. Pods are also saved in the workspace.

# Toolbars

The toolbars available for the UI are listed in an xml file which is referenced in the workspace file (second line). The standard name is `fmttoolbar.xml`. There may be more toolbar files, but only those listed in this file are visible in the menu.

fmttoolbar.xml	modified with the custom toolbar
<pre>&lt;?xml version="1.0" encoding="UTF-8"?&gt; &lt;FMTOOLBARLIST version="1"&gt;   &lt;TOOLBAR file="graphics.xml"/&gt;   &lt;SEPARATOR sep_id="0"/&gt;   &lt;TOOLBAR file="quick_access.xml"/&gt;   &lt;TOOLBAR file="structured.xml"/&gt;   &lt;SEPARATOR sep_id="1"/&gt;   &lt;TOOLBAR file="text_format.xml"/&gt;   &lt;TOOLBAR file="table_format.xml"/&gt;   &lt;TOOLBAR file="para_format.xml"/&gt;   &lt;SEPARATOR sep_id="2"/&gt;   &lt;TOOLBAR file="align_object.xml"/&gt;   &lt;TOOLBAR file="object_properties.xml"/&gt;   &lt;SEPARATOR sep_id="3"/&gt;   &lt;TOOLBAR file="trackchanges.xml"/&gt; &lt;/FMTOOLBARLIST&gt;</pre>	<pre>&lt;?xml version="1.0" encoding="UTF-8"?&gt; &lt;FMTOOLBARLIST version="1"&gt;   &lt;TOOLBAR file="graphics.xml"/&gt;   &lt;SEPARATOR sep_id="0"/&gt;   &lt;TOOLBAR file="quick_access.xml"/&gt;   &lt;TOOLBAR file="structured.xml"/&gt;   &lt;SEPARATOR sep_id="1"/&gt;   &lt;TOOLBAR file="text_format.xml"/&gt;   &lt;TOOLBAR file="table_format.xml"/&gt;   &lt;TOOLBAR file="para_format.xml"/&gt;   &lt;SEPARATOR sep_id="2"/&gt;   &lt;TOOLBAR file="align_object.xml"/&gt;   &lt;TOOLBAR file="object_properties.xml"/&gt;   &lt;SEPARATOR sep_id="3"/&gt;   &lt;TOOLBAR file="trackchanges.xml"/&gt;   &lt;SEPARATOR sep_id="4"/&gt;   &lt;TOOLBAR file="custom-example.xml"/&gt; &lt;/FMTOOLBARLIST&gt;</pre>

The new UI defines toolbars in xml files which allow to define the related image. The only toolbar which can not be customised is the graphics tool palette.

## Example toolbar

The following is an example custom toolbar with all types<sup>3)</sup> of widgets.



### Example toolbar file

```
<?xml version="1.0" encoding="UTF-8"?>
<FMTOOLBARLIST version="1">
  <TOOLBAR id="tb_custom" name="Custom-example-tb" kbd-shortcut="!\Vzz"
    orientation="horizontal">
    <ACTION command="RepeatLastParaCommand" tooltip="Repeat last ¶ command [F4]">
      <images normal="etb_para_repeat_R.png" rollover="etb_para_repeat_N.png"
        dark_normal="etb_para_repeat_R.png" dark_rollover="etb_para_repeat_N.png"/>
    </ACTION>
    <TOGGLE name="Switch" tooltip="Switch between body and master pages">
      <command on="ViewBodyPages" off="ViewMasterPages" />
      <images normal="etb_body_R.png" rollover="etb_body_N.png"
        dark_normal="etb_master_R.png" dark_rollover="etb_master_N.png"/>
    </TOGGLE>
    <DROPDOWN command="!RulerParaMenu" tooltip="Paragraph formats"/>
    <FLYOUT command="!RulerAlignMenu" tooltip="Text alignment">
```

3 It seems that the TOGGLE tag does not work (or is not yet implemented) - it should be the second button.

```

    <images normal="P_TextAlignLeft_Md_R.png" rollover="P_TextAlignLeft_Md_N.png"
      dark_normal="P_TextAlignLeft_Md_R_D.png"
      dark_rollover="P_TextAlignLeft_Md_N_D.png"/>
  </FLYOUT>
</TOOLBAR>
</FMTOOLBARLIST>

```

## Tags in toolbar files

The example file above demonstrates both tags and attributes.

**Note:** *Be aware that in strings (e.g. defining the tool tip) no & must be used. Hence not character entities are allowed. Use the word and or the + sign instead.*

First line of toolbar file `<?xml version="1.0" encoding="UTF-8"?>`

Comments Comments are in the standard XML/HTML format:

```

<!-- One liner comment -->
<!-- Multiline comment
second and last line -->

```

### FMTOOLBARLIST

This is the root tag in a toolbar file.

Syntax `<FMTOOLBARLIST attributes />`  
 TOOLBAR statement with details  
`</FMTOOLBARLIST>`

*Attributes* `version="1"`  
 defines the version for which this toolbar file was written. Value needs to be compatible with the parser version.

### TOOLBAR

This tag defines the toolbar and wraps the items on the toolbar.

Syntax `<TOOLBAR attributes />`  
 tool tags (ACTION, DROPDOWN, ...)  
`</TOOLBAR>`

*Attributes* `file` the file name of the toolbar if the description is to be picked from somewhere else, if this attribute is defined no other attributes are parsed here.

`id` unique identifier for the toolbar, for workspace identification, FDK access and API notifications

`name` The name of the toolbar as visible in menu.

`orientation` defines the default orientation of the toolbar (default =horizontal)

`horizontal`: the default orientation is horizontal.

`vertical-narrow`: the default orientation is vertical and the items are arranged in a single column.

`vertical-wide`: the default orientation is vertical and the items are arranged in two columns.

`dock` preferred/default dock (currently horizontal toolbars can be only docked at the top)

`left`: toolbar will be docked at the left anchor

`right`: toolbar will be docked at the left anchor



top: toolbar will be docked at the top anchor

none: toolbar will be floating

kbd-shortcut key-sequence to activate the toolbar (default =none)

## Tool tags

### ACTION

The action tag defines the command assigned to an UI button.

**Syntax** <ACTION *attributes* />  
<IMAGES ...>  
</ACTION>

**Attributes**

- command** Identifier of an already defined FM Action - required field.
- name** The name of the action (default is the tag defined for the command)
- tooltip** The tool tip displayed on mouse hover (default is the name of the action)
- help** Help String for the action command (default= none)
- image** An image-name for the action (default= None)<sup>4</sup>.

### TOGGLE

A toggle tag is used to define two (logically alternating) actions to be performed from a single widget

**Syntax** <TOGGLE *attributes1* />  
<command *attributes2* />  
</TOGGLE>

**Attributes1**

- name** the name of the TOGGLE (default= None)
- tooltip** the tool-tip that is displayed on mouse hover (default= name of the toggle)
- help** Help String for the toggle command (default= None)
- image** an image-name for the toggle (default= None)<sup>4</sup>.

**Attributes2**

- on** Required identifier of an already defined FM (non-toggle type) Action.
- off** Required identifier of an already defined FM (non-toggle type) Action.

</TOGGLE>

### FLYOUT

This is used to define a popup menu.

**Syntax** <FLYOUT *attributes* />

**Attributes**

- command** Identifier of an already defined FM Menu - required field"
- name="** the name of the flyout (default= the tag defined for the command)
- tooltip** the tooltip that is displayed on mouse hover (default= name of the flyout)
- help** Help string for the flyout command (default= none)
- image** an image-name for the flyout (default= none)<sup>4</sup>.

<sup>4</sup> This tag attribute may be replaced by `images = list of images` (see *IMAGES* on page 10)

## DROPDOWN

This is used to (generally) define a menu whose sub items is a list of options that can be chosen from one at a time, for example, fonts.

Syntax	<code>&lt;DROPDOWN attributes /&gt;</code>	
Attributes	command	Identifier of an already defined FM Menu - required field"
	tooltip	the tool tip that is displayed on mouse hover (default= name of the drop-down)
	help	Help String for the drop-down command (default= none)

**Note:** *There is no width indication for this widget. The width is assumed by the workspace mechanism. Hence it is not a good idea to have more than one of these widgets in a toolbar.*

## SEPARATOR

This tag places a separator between two items

`<SEPARATOR/>`

## Detail tag

### IMAGES

This tag describes the images displayed on an ACTION, FLY-OUT and TOGGLE, if not a single image shall be used.

Syntax	<code>&lt;images attributes /&gt;</code>	
Attributes	normal	the default image displayed when the UI is bright (default= none)
	rollover	the image displayed on mouse hover and the UI is bright (default= normal image)
	dark_normal	the default image displayed when the UI is dark (default= normal image)
	dark_rollover	the image displayed on mouse hover and the UI is dark (default= dark_normal image)

## Toolbar commands

All the menu items/commands that end up executing an FCODE can be used here. Hence hypertext commands can not be used.

See the section *Commands* on page 16.

## Toolbar icons

Icons for toolbars and for the dialogues are located in resource files:

```
fmcustom.dll
fmres.dll
owlres.dll
```

If images are needed, which are not in these resources, they must be of type png (Portable Network Graphic) and be located in the user-area.

The standard icon size is 18 × 18 pixel. At least two facets must exist: a coloured one and a grey one. Two additional

images may exist (and are present for most icons in the resource files:

Tag	Suffix	Example file	Appearance
normal (in active)	_N	P_TextNormal_18x18_N.png	grey
rollover (active)	_R	P_TextNormal_18x18_R.png	coloured
dark_normal (hovered)	_N_D	P_TextNormal_18x18_R_D.png	grey
dark_rollover (clicked)	_R_D	P_TextNormal_18x18_R_D.png	coloured

Hovered icons get a frame. At the click the icon gets a darker background. Hence the icons should provide transparency.

**Note:** *Exchanging the \_N /\_N\_D and \_R / \_R\_D assignments will change the normal appearance to coloured. This makes the icons more recognisable at a glance.*

**Example** The file text\_format.xml starts with the following lines:

```
<?xml version="1.0" encoding="UTF-8"?>
<FMTOOLBARLIST version="1">
  <TOOLBAR id="tb_txt_fmt" name="Text Formatting" kbd-shortcut="\!Vte"
    orientation="horizontal">
    <ACTION command="StylePlain">
      <images normal="P_TextNormal_18x18_N.png" rollover="P_TextNormal_18x18_R.png"
        dark_normal="P_TextNormal_18x18_N_D.png"
        dark_rollover="P_TextNormal_18x18_R_D.png"/>
    </ACTION>
    <ACTION command="StyleBold">
      <images normal="P_TextBold_18x18_N.png" rollover="P_TextBold_18x18_R.png"
        dark_normal="P_TextBold_18x18_N_D.png"
        dark_rollover="P_TextBold_18x18_R_D.png"/>
    </ACTION>
```

### Contents of the UI files in fminit

With the new UI two additional resource files were introduced: owlres.dll and owlres.res. These contain png images which are not handled by (to me) known resource editors. Also fmcustom.dll now contains png images, no more bmp bit maps.

File	Resources	Icons, pictures <sup>a</sup>	Dialogues	Other
fmcustom.dll	Completely replaced	Images for toolbar also icons for the pods and graphic toolbar	none	version info
fmdlgl.dll	Many new items (pods)	Rubi-bit maps [bmp]	classic dialogues, pods, pod-lists	lcongrou (icons for the dialogues) version info; 500 (?)
fmres.dll	Some items no more used	Button images for dialogues, palettes and pods (16x16), [bmp]	none	Cursor group (32x32 cursors); lcongrou (icons in pods etc.)
owlres.dll	new	Images for the new toolbars [png]. 4 variants per image	C-like definitions for application bar <sup>b</sup> , grafix bar, UI preference dialogue etc.	Xstr (strings with all text in xml notation); version info (correct)

a. compared to FM-8

b. this comprises the functions to the right of the menu bar (UI visibility, Arrange documents, Screen mode)

## Integrating toolbar into workspace

You have referenced the toolbar in the main toolbar file (fmttoolbar.xml, custom-toolbar.xml) which is mentioned in the second line of your custom workspace.

The toolbar will appear in menu **View > Toolbars**. There you activate it and it will initially float around.

The workspace mechanism has assumed a certain width of the toolbar which can be adjusted with the lower resize handle:



As usual the toolbar is docked to the other toolbars with the docking handle.

Then save your workspace.

# Configuration files

Configuration files define both commands and menus. These files still have the format as in previous FM versions. That is, they are named xxx.cfg and use the well-known MIF syntax (not really xml).

The names of these configuration files are specified in the initialisation file for FrameMaker (see [Files] on page 34).

**customui.cfg** The file fminit\configui\customui.cfg is a special configuration file called customisation file, because with this file commands and menus are customised.

If this file does not exist or does not have the name defined in maker.ini (see [Files] on page 34) then no customisation takes place.

**Commands** The commands are defined in three files located in \$HOME\fminit\configui:

File	Contents
cmds.cfg	General commands, Escape sequences
mathcmds.cfg	Commands for the Equation Editor
wincmds.cfg	Platform dependent commands, definition of shortcuts

**Menus** Until FM-10 menus were located in \$HOME\fminit\maker. FM-11 introduced the concept of views which requires a multitude of menus. See *Menus* on page 23.

**Note:** *While standard menus are in own files (separated from commands) the customisation file customui.cfg may contain both commands and menus. Hence also a custom menu may contain both kinds of definitions.*

## Configuration file statements

A configuration file consists of a series of statements that define menus, menu items, and the order of those items. Commands are also defined in configuration files and may contain definitions for details which may also be present in menu files.

**Properties of statements**

- Statements are case-sensitive.
- Each statement is enclosed in angle brackets (< and >).
- Statements must appear in a particular order.
- A statements begins with a keyword defining its function.
- A statement may span several lines.
- Text outside angle brackets is treated as a comment. Don't include angle brackets in comments. Hence if you want to out comment statements, you need to replace the < > symbols, for example, by { }.

**comment example**

```
[etb --- ETB addenda]
=====
*** The [label] supports file navigation in EditPad
*** Remarks
    - This file (customui.cfg) can not be UTF-8, but
      Windows encoding using FrameRoman coding for
      Label statements.
    - Defaulit path ($HOME) is named here + fm-root+
      (no blank after first +). This is exchanged by the
      installation pgm with the real $HOME directory.
```

## Initialisation sequence

At start of FrameMaker, it first reads the standard menu and command configuration files and then a customisation file<sup>5</sup>). The information in each file overrides the information in files read previously. Hence the following actions must be in order:

- Definition of the commands.
- Modification of labels, shortcuts.
- Definition of a menu item referring to a command.
- Order of the menu item or sub menu within parent menu.

## Statements in configuration files

Purpose	Statement, statement detail
Define a command	<i>Command</i> on page 17
Define a command for a menu item that is chosen while the Shift key is held down	<i>ShiftCommand</i> on page 17
Define a new label for a command or menu item	<i>Modify</i> on page 18
Define the function to be called when a command is chosen	<i>Definition</i> on page 19
Define a label for a menu or command that is visible in the user interface	<i>Label</i> on page 19
Define a context-sensitive label for a menu or menu item.	<i>ReservedLabel</i> on page 19
Define a keyboard shortcut for a command	<i>KeySequence</i> on page 20
Define a label for the shortcut which appears next to the command name on the menu	<i>KeySequenceLabel</i> on page 21
Define whether a command is a general command, a FrameMath command (for the Equation Editor), or both	<i>Mode</i> on page 22
Define an Asian typography command	<i>AsianFonts</i> on page 22
Define a new menu	<i>Menu</i> on page 25
Define a new reserved menu	<i>Reserved menu</i> on page 25
Add a menu item to a menu	<i>Add</i> on page 27
Define a particular place for a menu item on a menu.	<i>Order</i> on page 27
Remove a menu or menu item	<i>Remove</i> on page 17

5 This process is called Localisation in the progress indication of the start. This is due to the fact that the menu files are different for each UI language. In FM the UI language is defined at installation - it can not be changed afterwards.

## Special commands

**Multi-code commands** For multi-code commands only two of the three UI elements may be defined: button, menu item, shortcut. If all three are defined, then only the first code will be executed.<sup>6)</sup>

Hence for the following no menu item has been defined:

```
<Command EditingDisplay
  <ReservedLabel Document &Editing Display>
  <KeySequence \!qqe >
  <KeySeqLabel Esc q q e>
  <Definition \x3F1 \x3F2 >
  <Mode All>>
```

And for the following only a menu item (and no shortcut or button) has been defined:

```
<Command ETBGoToMasterPage
  <Definition \x343 \x345 >
  <Label Go to a Specific Master Page... >>
<Add ETBGoToMasterPage          <Menu ViewMenu>>
  <Order ViewMenu.ETBGoToMasterPage  <Before
ViewMenu.ViewMasterPages>>
```

**Hypertext commands** It is not possible to define shortcuts for hypertext commands. For example, the shortcut defined here is not executed:

```
<Command ETBspecial0 <Label Using FrameMaker 11>
  <Hypertext message openfile H:/Adobe/framemaker.11en/.../etb-fm11-help.pdf>>
<Modify ETBspecial0 <KeySequence \!qqq><KeySeqLabel Escape q q q>>
```

Hypertext commands can only be used in menus, not for toolbars.

## Debugging customisation files

If you're writing a lengthy menu customisation file, consider writing and testing the customisations a few at a time. This will make it much easier to locate problems in the statements you write. As you create the file, you can save the file and then read it into FrameMaker to test your statements.

To display error messages when you load a menu customisation file, set the ShowErrors setting in maker.ini to **On**. You can also turn **On** the keyboard shortcut alerts (ConfigWarnKbdOverride, ConfigWarnKbdOverride) to see error messages in the console window. If you find errors, you can fix them immediately and continue writing.

When you read the same menu customisation file again<sup>7)</sup>, you'll see error messages about redefining a command (because the same statements are being read again). Don't worry about these messages. Use comments throughout the menu customisation file to document your work. Others may need to edit the file later.

6 This is a problem since FM-9 and is most likely is a consequence of the new user interface.

7 I'm not certain whether this method with **View > Menus > Modify...** works reliably in FM-11. We do have now at least two modification files...

# Commands

There are three command files in `$HOME\fminit\configui`:

```
cmds.cfg
mathcmds.cfg
wincmds.cfg
```

For customisation it is not necessary to modify any of the standard command files. All customisation of commands is done in `customui.cfg`, and one or more menu files.

**Note:** A complete list of commands can be found on [my website](#).

## Command examples

Explanation of the keywords see *Command statements* on page 17.

Normal command	<pre>&lt;Command NewDocument   &lt;Label Document...&gt;   &lt;KeySequence \!fn&gt;   &lt;Definition \x300&gt;   &lt;Mode All&gt;&gt;</pre>	<p>Name of the command What you see in the menu Shortcut (ESC sequence) FCODE, the command definition Valid contexts for this command</p>
Command with restricted context	<pre>&lt;Command SelectAll &lt;ReservedLabel Flow Select All in Flow&gt; &lt;ReservedLabel Frame Select All in Frame&gt; &lt;ReservedLabel Page Select All on Page&gt; &lt;KeySequence \!ea&gt; &lt;Definition \x327&gt; &lt;Mode All&gt;&gt;</pre>	
Modify the shortcut	<pre>&lt;Modify SelectAll   &lt;KeySequence ^a&gt; &gt;</pre>	
... and indicate it in the menu	<pre>&lt;Modify SelectAll   &lt;KeySequenceLabel CTRL+A&gt; &gt;</pre>	
Combine these two modifications	<pre>&lt;Modify SelectAll   &lt;KeySequence ^a&gt;   &lt;KeySequenceLabel CTRL+A &gt;&gt;</pre>	



# Command statements

## Command

The command statement is the wrapper definition for the command:

**Syntax** <Command *cmd-name* <*detail1*> <*detail2*> <*detailN*>>

Details may be added to a command also by the *Modify statement* on page 18.

**Cmd-name** A unique name of the command. This serves as a reference between the various statement types.

**Details** For the detail specifications see *Command details* on page 19.

**Examples** See also the examples given in the introduction to Commands.

```
<Command PrintingDisplay
  <ReservedLabel Document &Printing Display>
  <KeySequence \!qqp > <KeySeqLabel Esc q q p>
  <Definition \x4F1 \x4F2 \x4F3 \x3F8>
  <Mode All>>
```

**Note:** *This command is defined by 4 function codes which imposes some problems. See the remark at Multi-code commands on page 15.*

**Custom command** A custom command must not use an already existing name. Hence it is good practice to prefix the name with an indicator, for example:

```
<Command ETBVertToolBar ...>      Enhanced Toolbar
<Command _MTCharSet ...>         Microtype's Customisation
```

## ShiftCommand

This statement defines a command for a menu item that is chosen while the Shift key is held down. Hence this statement normally appears in a menu file (not a command file).

**Syntax** <ShiftCommand *cmd-unshifted cmd-shifted*>>

**Cmd-unshifted** This is the identifier of the command as it normally appears.

**Cmd-shifted** This is the identifier of the command you want to appear when you hold down the Shift key.

**Examples** <ShiftCommand Save SaveAll>  
<ShiftCommand FindNext FindPrevious>

**Note:** *<sup>8)</sup>Commands defined by ShiftCommand can not be placed in context menus. The insertion of the command (by Add) does not create an error, although the command is not inserted. A further Order command however will not find the (not) inserted command and create an error.*

*Example creating the error*

```
<ShiftCommand GraphicsObjProps GraphicsPickObjProps>
...
<Add GraphicsPickObjProps <Menu !GraphicsContextMenu>>
<Order !GraphicsContextMenu.GraphicsPickObjProps <After
!GraphicsContextMenu.GraphicsObjProps>>
```

## Remove

You can not remove commands. Only the menu entry is removed.

<Remove *cmd-name* <Menu *menu-id*>>

**Examples** <Remove GraphicsReshape <Menu GraphicsMenu>>  
<Remove GraphicsReshape <Menu QuickGraphicsMenu>>

8 I have reported this as bug # 3494702 as of 2013-02-01.

## Modify statement

### Modify

The Modify statement is used to change details of a command. This command must already be defined. The change may affect:

- the label(s)
- the key sequence aka shortcut(s)
- the key sequence label(s)

**Syntax**    <Modify *cmd-name* <*new-detail1*> ... <*new-detailn*>>  
               <Modify *cmd-name* [*context-id*] <*new detail*>>

**Cmd name**    This is the name (ID) of the command whose properties shall be modified

**Details**     In the Modify statement the same details can be defined as in a Command statement. See *Command details* on page 19.

Modifications are cumulative for key sequences (shortcuts)<sup>9</sup>. The other details are overwritten by the newest one.

**Examples**    <Modify NewDocument  
                   <KeySeqLabel Ctrl+N>>  
               <Modify TerminateMaker  
                   <Label E&xit>>                    Define Label with access  
                   character

**Renaming a context sensitive command**    To rename the label of a context sensitive command, both the command-name and the context-identifier (here: Frame) must be given:

```
<Modify SelectAll <ReservedLabel Frame Select Everything in Frame>>
```

**Various labels for same command**    To get different label for a command in only one place, define a new command that duplicates the function of the old one (using the same key sequence, definition, and mode), but use a different label. Then put the new command on the menu in place of the old one.

<sup>9</sup> If a customisation file contains shortcut definitions for commands that already have shortcuts defined for them, warning messages may be written to the console log file. This happens with `ConfigWarnKbdRedundant = On` in `maker.ini` (see *Preferences* on page 30).

# Command details

## Definition

This defines the function of the command.

**Syntax** <Definition *Fcode1* [*Fcode2* ... *Fcoden*]>

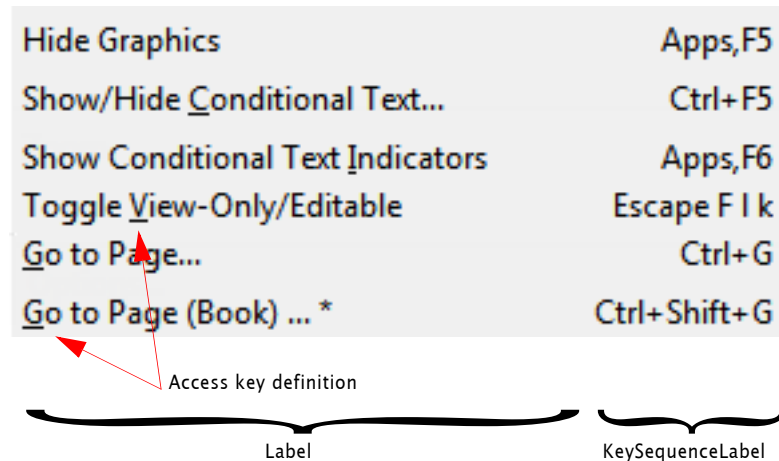
**Fcode** The function code is the connection between the command and the routine in the application which performs the function. A command may issue several functions, although most commands have only one Fcode associated.

The Fcode is noted as \xnnn with nnn being a hexadecimal number. You can find relevant Fcodes in the FDK<sup>10</sup> documentation or in the command files or in special lists derived from these files.

**Examples** <Definition \x300> Create new document  
 <Definition \x302> Command Help  
 <Definition \x3F1 \x3F2 > Borders and Text symbols On

## Label

The label defines the entry in a menu. It also provides a default for tool tips on buttons using this command.



**Syntax** <Label *Label-string* defining the menu entry>  
**Label string** If an ampersand character (&) is needed in the *Label-string*, it must be doubled. This is due to the fact that the & precedes an access character<sup>11</sup>). This will be underlined in the menu.

**Example** <Label P&rint Setup...>  
 This will display in a menu as **Print Setup...**

## ReservedLabel

Some commands have a different label, and a different effect, depending on the state - where the insertion point is, what is selected, and so on. In these cases, the command gets a context-id defining the condition in which it can be chosen. Each of the conditions has a ReservedLabel statement.

**Syntax** <ReservedLabel *context-id* *Label-string*>  
**Context-id** The following context-ids are used in commands:

Context-id	Condition
Body	Body pages are displayed
Book	Book window is active

<sup>10</sup> FDK = FrameMaker Developer Kit

<sup>11</sup> The adobe document calls this a *mnemonic shortcut*.. The access character must be carefully chosen to avoid duplicates with a menu.

Context-id	Condition
Ditamap	Ditamap is active
Document	Document is active
Flow	Flow is selected
Frame	Frame is selected
Generic	Set up any generated file
History	History window
Long, Long2	Complete (Long) menus is active
LongMultiple	Multiple book components are selected
LongSingle	Single book component is selected
MacEdition...	Probably deprecated, since Macintosh is no more supported.
Master	Master pages are displayed
NoDelete	This page can not be deleted (e.g. Left/Right master page)
NoName	This page has no name (not yet saved)
NotRegistered	Product not yet registered
Other	Other than body pages are displayed
Page	???
Redo	Undo command list
Reference	Reference pages are displayed
Registered	Product is registered
Repeat	Repeat xxx
Scratch	Probably a left-over from program development
Search	???
Short, Short2	Short (Quick) menus is active
Straddle	Selected cells are not straddled
Table	Table is selected
TextInset	Text inset is active
TOC, LOF, ...	Set up the respective generated file TOC, LOF, LOT, LOP, LOE, APL, AEL, LOM, AML, LOR, IX, AIX, SIX, IOM, IOR)
ToTable	Selection is paragraph(s)
ToText	Selection is a table
Undo	Redo command list
Unstraddle	Selected cells are straddled

*Label string* The same rules as with the Label detail apply.

**Example**

```
<Command SelectAll
<ReservedLabel Flow Select All in Flow>
<ReservedLabel Frame Select All in Frame>
<ReservedLabel Page Select All on Page>
... >>
```

The `SelectAll` command acts as a place holder on the menu for the group of commands: `Flow`, `Frame`, and `Page`, all of which have the same command definition.

### KeySequence

The key sequence defines a shortcut for the command.

**Syntax**

```
<KeySequence sequence>
```

**Sequence** This defines the sequence of keystrokes. Two cases must be distinguished: Keys to be pressed together (key group) and keys to be pressed one after the other (key sequence).

If you need the symbols literally in a sequence, the symbol must be preceded by a solidus (/). For example to use the + in a key sequence literally, you provide /+

**Key group** A base key is pressed together with modifier keys. These modifier keys are defined with special symbols:

Escape key: \!

Shift key: +

Control key: ^

Alt key<sup>12</sup>): ~

A key group should not use more than two modifier keys, because humans have only two hands ...

Windows key: /Win <sup>13)</sup>

**Key Sequence** These sequences mostly start with the Escape key. Non-alphanumeric keys need a special notation:

Escape key: \!

Application key<sup>14</sup>): /Apps

Function keys: /F1 ... /F12

**Note:** *Defining a key group must consider existing key groups. If a key group ESC,q,q is already defined, ESC,q can no more be defied, because the input process waits for the next q. If You then enter just any other character (e.g. z), nothing will happen.*

*Existing key groups mostly mimic the menu entries they support. Hence they depend on the UI language. For example the sequence for **Repeat last character modification** is Esc,c,c in the English, and Esc,z,w in the German FrameMaker.*

**Examples** <KeySequence +^b >Shift+Control+B (one key stroke)

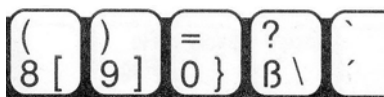
<KeySequence \!/ +c >Escape, Plus, c (three distinct key strokes)

**Shortcuts on the Equations palette** The shortcuts that appear on the Equations palette can not be customised. This palette is actually a special view-only document containing hypertext commands.

### KeySequenceLabel

The key sequence label is added to the right side of a menu entry.

**Syntax** <KeySeqLabel *descriptive-string*>



12 On European keyboards the right **Alt** key is engraved **AltGr** (Alternate Graphic). Pressing this key together with another key types the special graphic engraved at lower right of the symbol key. **AltGr** is equivalent to **Alt+Ctrl**.

13 Windows uses several key sequences with this key. See [Wikipedia](#). Key sequences with the Win key are not possible, since it opens the Start menu.

14 The Application Key is available only on Windows Keyboards right to the space bar. Its standard function is to open the context menu.

*Descriptive string* The *descriptive string* echoes the key sequence(s) of the command. You distinguish the two cases of key sequences by different notation:

Key group            Key names concatenated with a + sign.

Key sequence        A list of key-names

Examples            <KeySeqLabel CTRL+A>            Key group  
                       <KeySeqLabel Escape, q, q, e>    Key sequence  
                       <KeySeqLabel Esc q q p>        Key sequence  
                       <KeySeqLabel ALT+Shift+F9>     Key group

**Note:** *If a command does not have a KeySeqLabel detail, the command will be displayed on the menu with no shortcut. This does not mean the shortcut does not exist; it just means the shortcut is not displayed on the menu.*

## Mode

The Mode defines the validity of a command for a particular environment. Example

Syntax            <Mode mode >

Mode              Defined modes (used in commands) are:

Mode	
All	The default
Math	During Equation editor
NonMath	Anything but Math

Example            <Mode NonMath >

## AsianFonts

To define a command that appears in menus only if your system supports typing Asian text in documents and dialogue boxes, use this detail:

Syntax            <AsianFonts Yes>

**Note:** *AsianFonts No has the same effect as omitting the statement. In this case the command applies to all configurations.*

# Menus

`customui.cfg` For FM versions prior to FM-11 all customisation was established in the file `fminit\configui\customui.cfg`.

The possibilities in this file are explained extensively in the Adobe document *Customisation of Frame Products*.

This file is still required if the modifications shall be visible in the menus before any document is open. That is at the time of the splash screen.

However, the contents of this file must also be appended to the relevant menu file. It is good practice to copy a menu file to a new name, e.g. `custom-menu.cfg` and then append the contents of `customui.cfg` to it.

Since FM-11 the contents of menus depend on a view. Hence there are several menu files:

```
$HOME\fminit\WorkSpaces
  AuthorView
    menus
      menus.cfg
    toolbars
      fmtoolbar.xml
    ...
    workspace.cws
  CodeView
    menus
      menus.cfg
    toolbars
      fmtoolbar.xml
    ...
    toolbars
      fmtoolbar.xml
    ...
    workspace.cws
  Structured
    menus
      menus.cfg
      menus_review.cfg
      menus_structured_authoring.cfg
    toolbars
      fmtoolbar.xml
    ...
    workspace.cws
  Unstructured
    menus
      menus.cfg
      menus_review.cfg
    toolbars
      fmtoolbar.xml
    ...
    workspace.cws
```

**Note:** *Although there are for menus with the same name `menus.cfg` these files are not identical in content.*

## Customising menus

### Using menu customisations

If you create a menu customisation file, you have several choices for reading the information into FrameMaker. FrameMaker can read the file automatically when it starts up, or you can load it yourself once the product is running.

The customisations take effect as soon as the file is read. Any errors in the customisation file are reported in the FrameMaker console window. Each error message contains the line number in the file and a description of the problem. Even if an error is found, the rest of the file will be read.

### Customisation

To create your custom menu, take the appropriate standard menu and copy it to a new file. Name this file with a prefix of your customisation project. For example `custom-menus.cfg`.

You develop the customisation in a file `customui.cfg` which is located in `$HOME\fm\init\configui\`. As long as you have not a customised menu assigned to a workspace, the menu customisation is only visible during at the display of the splash screen (before you have opened a document or book).

To be available for open documents or books the *contents* of `customui.cfg` must also be appended to a menu file, which is referenced in the workspace (see *Custom menu* on page 5).

To available also with no document or book open, workspace `$HOME\fm\init\WorkSpaces\UnStructured\none.cws` must point to the modified menu:

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

### Example customisation

Lets assume that you want to modify the **Help** menu: Instead of the items **Samples...** and **Clip Art...** which just open the Samples or Clipart folders with File Explorer, you want to open a special file with hyper jumps to the sample files and the clip art files.

Menu entry	Defintions in the menu file <sup>a</sup>
<b>Help</b>	<ReservedMenu !HelpMenu<Label Help>>
<b>Help Topics...</b>	<Add Help<Menu !HelpMenu>>
<b>Samples...</b>	<Add SamplesCmd<Menu !HelpMenu>>
<b>Clip Art...</b>	<Add ClipArtCmd<Menu !HelpMenu>> <Add Separator1<Menu !HelpMenu>>
<b>Support...</b>	<Add AdobeOnlineSupport<Menu !HelpMenu>>
<b>Complete/Update Adobe ID Profile ...</b>	<Add AMTRegistration<Menu !HelpMenu>>
<b>Deactivate...</b>	<Add AMTDeactivate<Menu !HelpMenu>>
<b>Updates...</b>	<Add AMTUpdates<Menu !HelpMenu>> <Add Separator2<Menu !HelpMenu>>
<b>FrameMaker Product Improvement Program...</b>	<Add FMPIP<Menu !HelpMenu>>
<b>FrameMaker Online...</b>	<Add AdobeOnline<Menu !HelpMenu>>
<b>About FrameMaker...</b>	<Add AboutFrameProduct<Menu !HelpMenu>> <Modify AboutFrameProduct <Label About FrameMaker...> >

a. Items highlighted are referenced in *Example customui.cfg* on page 25.



The task of customisation hence is:

- Define a command which performs the desired action.
- Delete the second and third menu entry and replace it by one new entry.

### Example customui.cfg

In the following we set line numbers at the beginning for ease of reference (these are not part of the file contents).

```
01 <Command ETBSpecial
    <Label Templates, Samples && Clip Art>
02 <Hypertext openlink
    +fm-root+/fminit/configui/etb-samples.fm>>
03 *** Replace Samples & Clip Art
04 <Add ETBSpecial<Menu !HelpMenu>>
05 <Order !HelpMenu.ETBSpecial <After !HelpMenu.Help>>
06 <Remove ClipArtCmd <Menu !HelpMenu>>
07 <Remove SamplesCmd <Menu !HelpMenu>>
```

Explanation	01, 02	The command ETBSpecial is defined. The hypertext command uses an absolute path <sup>15</sup> ). The variable part <i>+fm-root+</i> depends on your installation. The referenced file <i>etb-samples.fm</i> is read only and contains hyper-links to other files in the same directory.
	03	This is just a comment (outside any <...> construct.
	04	The command is integrated into the main menu.
	05	This new item is now placed. Without this statement it would appear at the end of the main menu (after About FrameMaker...).
	06, 07	The now superfluous entries are removed.

## Menu statements

### Menu

A new menu or sub menu is defined with this statement:

Syntax <Menu *menu-name* <Label *menu-label*>>

Examples <Add ETBSpecial <Menu !HelpMenu>>  
<Add ETBVertTb <Menu ETBSpecial>>  
<Add ETB

### Reserved menu

Many of the menus defined in the standard menu files for FrameMaker are reserved menus. FrameMaker has intrinsic knowledge about reserved menus; it can refer to these menus directly by name.

By convention, the names of reserved menus in the Frame menu configuration file all begin with an exclamation point (!). See *Permanent menus* on page 26 and

Syntax <ReservedMenu *!menu-name* <Label *menu-label*>>

Menu-name FrameMaker relies on Permanent menus and also on Context menus. Both are defined with the ReservedMenu statement in

<sup>15</sup> Hyper-links with relative paths always point to files in the same directory as the parent file. Hence a link to *fminit/configui/etb-samples.fm* assumes the file in the directory of the currently open document with subdirectory *fminit* etc.

the standard menu files. Custom menus must not use names of these reserved menus. It is a good idea to prefix custom menu names by a project abbreviation. For example, ETBmenu or !\_MTmenu.

**Menu-label** The Label detail is the same as for commands, because the command is represented in the menu item.

## Permanent menus

FrameMaker relies on the following menus existing. They are all menu bars or are associated with formatting<sup>16</sup>. You cannot remove these menus from a menu configuration file. FrameMaker will not work properly without them.

Menu ID	Description
!BookMainMenu	Menu bar for complete menus (book window active)
!CustomMakerMainMenu	Menu bar for custom menus (document window active)
MakerMainMenu	Menu bar for complete menus (document window active)
!QuickBookMainMenu	Menu bar for quick menus (book window active)
!QuickMakerMainMenu	Menu bar for quick menus (document window active)
!RulerAlignMenu	Alignment pop-up menu in the formatting bar
!RulerControlMenu	Formatting bar
!RulerParaMenu	Paragraph Formats pop-up menu in the formatting bar
!RulerSpaceMenu	Spacing pop-up menu in the formatting bar
!ViewerPopup	View-only document window pop-up menu
!ViewOnlyMainMenu	Menu bar for view-only document

## Context menus

The default context menu for a particular selection does not contain every possible command you can do to the selection. If a menu item is not applicable to the selection and the current state of the product, it will be dimmed.

Context menus can not contain shifted commands. See *Shift-Command* on page 17).

Context menus can also be displayed by pressing **Shift+F10**. In this case, the appearing menu depends on whether there exists a selected object, an insertion point, or neither.

This context menu id	Identifies the context menu for:
!AnchoredFrameContextMenu	an anchored frame
!BookContextMenu	a book window
!DocumentContextMenu	the document as a whole (no active insertion point and nothing selected)
!EmbeddedObjectContextMenu	an OLE object
!GraphicsContextMenu	all graphic objects except an anchored frame
!MathContextMenu	an equation
!MultiGraphicsContextMenu	any grouped graphic object
!QuickBookContextMenu	a book window when Quick Menus is the current menu set up
!StructureContextMenu	the Structure View in FrameMaker+SGML
!StructuredTextContextMenu	text in a structured text flow in FrameMaker+SGML
!TableContextMenu	a table
!TableTextContextMenu	text in a table

<sup>16</sup> These menus with names starting with !Ruler may be obsolete in FM-11.

**Add**

This context menu id	Identifies the context menu for:
!TextContextMenu	text
!TextLineContextMenu	text line selected as text
!TextLineGraphicContextMenu	text lines selected as graphic objects
!ViewerPopup	a View-only document window
!ViewOnlyBookContextMenu	a View-only book window

This statement adds an item to a menu at the end of the already existing entries. Hence normally a corresponding Order statement must exist in a customisation file.

- Syntax `<Add command <Menu menu-name>>`  
`<Add Separatorn <Menu menu-name>>`
- command This identifies an already defined command.
- menu-name The name of the menu to which the command shall be added.
- Separator Within a menu the separators must be numbered to get unique names for an Order statement.
- Examples `<Add Open <Menu FileMenu>>`  
`<Add ETBSpecial <Menu !HelpMenu>>`  
`<Add ETBVertToolBar <Menu ETBmenu>>`  
`<Add Separator5 <Menu ETBmenu>>`

**Order**

This statement defines where a menu entry shall be placed in the menu.

- Syntax `<Order menu.new-item <First menu>>`  
`<Order menu.new-item <Last menu>>`  
`<Order menu.new-item <Before menu.ref-item>>`  
`<Order menu.new-item <After menu.ref-item>>`
- menu The menu we are talking about. It has been defined with a Menu statement.
- new-item The item to be ordered. It has been defined in the *menu*.
- ref-item The reference item in *menu* relative to which the new item is inserted.
- Examples `<Order !TextLineContextMenu.SpecialCharsContext`  
`<Before !TextLineContextMenu.Undo>>`  
`<Order !TextLineContextMenu.Separator1`  
`<Before !TextLineContextMenu.Undo>>`  
`<Order ViewMenu.ViewGraphicsOn`  
`<Before ViewMenu.Separator3>>`

## Initialisation file maker.ini

**Note:** *Much information is taken from the Adobe File “Customizing Frame Products” as issued at last for FM-7. However a current ini file is used as reference.*

The maker.ini file is a standard Windows initialisation file which is divided into sections. Section names are enclosed in brackets. The equal sign may be surrounded by spaces:

```
[Frame]
ProductInterface=FrameMaker
; Comment lines start with a semicolon.
```

**Note:** *When opening an initialisation file in FrameMaker, assure to open it as **Text**. When you’re finished editing the file, use the **Save As** command to save it as **Text Only**.*

## Table of entries

The initialisation file contains settings such as default options for the **Preferences** dialogue box, values for the Zoom pop-up menu, and the names of dashed lines. It also gives the locations of directories and files that FrameMaker needs to find as you work.

Sections	General settings .....	30
	[Frame] .....	30
	[Preferences] .....	30
	[Directories] .....	34
	[Files] .....	34
	Language services .....	36
	[SpellingProvider Preferences] .....	36
	[HyphenationProvider Preferences] .....	36
	[ThesaurusProvider Preferences] .....	36
	[Spelling] .....	36
	Content management .....	37
	[CMSFavourites] .....	37
	[DctmPreferences] .....	37
	[SpPreferences] .....	37
	Miscellaneous .....	37
	[DialogLayout] .....	37
	[ViewClients[ .....	37
	[XSLTProcessors] .....	37
	[APIClients] .....	38
	[DashPatterns] .....	38
	[Thermometers] .....	38
	[DocCompare] .....	38
	Structure view .....	39
	[StructureView] .....	39
	[BannerText] .....	40
	Fonts .....	40
	[Fonts] .....	40
	[FontAngleAliases] .....	41
	[FontWeightAliases] .....	41
	[WindowsToFrame FontAliases] .....	41
	[UnknownToKnown FontMap] .....	42
	Filters .....	43
	[Filters] .....	43

## User profile versions of maker.ini

FrameMaker always stores a copy of the initialisation file, maker.ini in \$HOME. To save settings for individual user profiles FrameMaker also stores a user's copy of maker.ini in a User Profile, the location of which (user-area) depends on the Windows version:

Windows NT4 <sup>a</sup>	C:\WinNT\Profiles\LogonName\Application Data\Adobe\FrameMaker\version\11
Windows 2000, XP	C:\Documents and Settings\LogonName\Application Data\Adobe\FrameMaker\version\11
Windows Vista, W7	C:\Users\LogonName\AppData\Roaming\Adobe\FrameMaker\version\11

a. I assume that FM-11 does not run smoothly on NT.

When FrameMaker starts up it uses the settings in the installation version of maker.ini plus the settings in the user's personal version of maker.ini as follows:

- FrameMaker reads all the entries in the installation version of maker.ini
- For single settings such as view options or recently visited files, if there is an entry in the user's personal version of maker.ini FrameMaker uses it to override the entry from the installation version
- For accumulated settings such as installed plug-ins (API clients), FrameMaker adds the user's personal entries to the entries found in the installation version of maker.ini

To make a change to maker.ini that affects all users who will log onto a particular system, modify the settings in the installation version of maker.ini. For example, you might want to register an FDK plug-in via this version of maker.ini to ensure every user has access to the plug in. To restrict changes to a specific user you would modify that user's personal version of maker.ini.

## Special characters

While editing a FrameMaker initialisation file, you may need to type a character not immediately accessible on a standard keyboard (that is, whose hexadecimal (hex) code is greater than \x7f). For example, you may need to enter special quotation marks (see *[Spelling]* on page 36). You can do this by typing a backslash followed by the character's hex code. For example, to include an acute-accented e (é) in the name of a custom dashed line, you use the hex code for this character (\x8e). Your entry in might look like this:

```
8=caf\x8, 12, 6, 6, 6
```

The hex codes are listed in the FrameMaker Character Sets online manual. Some special characters might not display properly in dialogue boxes.

## System information about FrameMaker

The Windows system registry contains information that Windows needs to launch FrameMaker. The system registry includes low-level characteristics that determine cursor blink rate, desktop pattern, and filename extensions associated with the FrameMaker. The location of the FrameMaker application and its initialisation file are also stored here.

### Location of FrameMaker

You should be aware of two entries placed in the system registry when you install FrameMaker. One specifies the install path:

```
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\AppPaths\FRAME.EXE
```

(default = *actual path to frame.exe*)

The other entry specifies the initialisation file for FrameMaker:

HKEY\_LOCAL\_MACHINE\SOFTWARE\Adobe\FrameMaker\7.0\IniFile

(default = maker.ini)

**Note:** *Since FM-9 the installation folder must not be moved, because there is no simple installation log, but a complete data base. It is nearly impossible to change the settings therein reliably.*

Associating file name extensions with FrameMaker

There are three file name extensions associated with FrameMaker in the system registry. These extensions are .fm, .book, and .mif.

## Entries in maker.ini

The tables hereafter list the sections more or less in their order as in the file. The entries in the sections, however, are listed in alphabetic order for better reference in print.

Over time entries appeared and disappeared in maker.ini. This table lists only entries present in FM-11. You may find a complete list on [this website](#).

## General settings

### [Frame]

Variable	Sample values	Remarks
Language	UKEnglish	UI language, default ¶ language, default spelling dictionary; depends on installation
ProductInterface	FrameMaker / Structured FrameMaker	Start up mode, kept in user-area only.

### [Preferences]

Variable	Default / Option	Remarks
AllowNewFileURL	On/Off	Provides URL support for files referenced in the an xml file (you can specify the file paths in additional formats)
AlwaysDownloadURL	Off / On	See <i>Note 18</i> on page 46.
API	On / Off	ON: Enabling FDK client programs. See <i>[APIClients]</i> on page 38 OFF: These programs are not started
ApplyAsCondition	On / Off	ON: Applying a condition tag to content filtered with a Filter By Attribute is possible. OFF: Disable this option
ApplyCondTillElementBoundaries	Off / On	ON: Apply a conditional tag to the whole element, even if only a part of the element is selected (only applicable to structured documents)
AskExit	On / Off	Prompt for quitting FM
AutoCollapseIconicPanels	Off / On	<b>Preferences &gt; Interface</b>
AutoMnemonicMenus	On / Off	Determines if mnemonic command shortcuts are shown on menus (ALT + v, b for menu View, Borders)
AutoSave	On 5/ Off 5	Period of auto saving [min] (how often FrameMaker creates a backup file for the active file, whether or not you have saved it).=> <b>Preferences &gt; General</b>
AutoShowHiddenPanels	On / Off	<b>Preferences &gt; Interface</b>
AutoSpellCheckCorrectionListSize	5	Number of correction proposals

Variable	Default / Option	Remarks
BackupOnSave	On / Off	Backup file is automatically created when saving a file
<b>Character Map</b>		<b>Files &gt; Utilities &gt; Character Map</b>
- CharPalette_Key HexInput_Key	Win+I Win+H	Key Combinations can be a combination of Ctrl+Shift+Alt+Win+ <i>some key code</i>
- RememberPage	0	
- RememberFont	Courier	
- Encoding	2	0: UTF-8; 1: UTF-16; 2: UTF-32
- Width	420	Width of palette in pixel
- ClipboardForCharPalette	Off / On	
- ClipboardForHexInput	On / Off	
CheckoutOnOpen	On / Off	Checkout from CMS on open of document
ClearHistoryOnSave	Off / On	Multiple undo was introduced
ClipboardFormatsPriorities	FILE, TEXT, OLE 2, EMF, META, DIB, BMP, MIF, RTF, TEXT, UNICODE TEXT	Inserting items from clipboard taken from other applications <b>Edit &gt; Paste Special</b> overrides these settings. See <i>Note 1</i> on page 44
ConfigWarnKbdRedundant	Off / On	Issue warnings when interpreting the customisation files (*.cfg)
ConfigWarnKbdOverride	Off / On	
ConvertGraphicsToEPS	Off / On	PDF set up
CreateAllNamedDestinations	Off / On	PDF set up
CrossPlatformFileNaming	Windows 9x/2000/NT Macintosh UNIX	<b>Preferences &gt; General</b> UNIX is the most restrictive definition.
CtrlAltsAltGr	Off / On	Support the AltGr key on none-english keyboards. See <i>Note 5</i> on page 44.
DefaultRulerCm	1.0cm	Values for the tick marks on the vertical and horizontal rulers in new documents. See <i>Note 4</i> on page 44.
DefaultRulerInch	0.125in	
DefaultSnapCm	0.5cm	Values for the spacing of the snap grid lines (invisible). See <i>Note 4</i> on page 44.
DefaultSnapInch	0.125in	
DefaultvVectorFormatForXMLExport	MIF / CGM	Internal storage of Equations and Anchored Frames for round trip XML
DictionaryProviderMismatchDialog	On / Off	<b>Preferences &gt; Spelling</b> Report on open: document dictionary provider different to what is set for this language
DirectOLESupportInXml	Off / On	Switch OLE support in structured mode ON for Power-Point and Visio. See <i>Note 24</i> on page 47
DisableAutofitAfterZoom	Off / On	See <i>Note 15</i> on page 46.
DisplayFileLeafFirst	Off / On	Displays the file name in the title of the document or book window before the path name. See <i>Note 17</i> on page 46.
DisplayUsingPrinterMetrics	Off / On	OFF: correct character widths ON: correct placement of characters on lines (default since FM-8) See <i>Note 10</i> on page 45
DontShowWelcomeScreen	Off / On	
DoNotExportInvalidXML	Off / On	Controls being able to save an invalid xml file.
EnableAutoSpellCheck	On / Off	Spelling is checked on the fly
EnablePerformanceChanges	Off / On	???
EnableUndoInFDK	Off / On	???

Variable	Default / Option	Remarks
EPSLevelForPlacedPDF	1 / 2 / 3	By default, FrameMaker prints imported PDF (Placed PDF) files by converting them to Level 1 EPS files (with limited colour support). Level 3 includes TTF rendering.
ErrorFileName	consfile.txt	This file is created anew at each start of FM. In case of crash errors may be reported here. Hence save the file for later use.
ExecutablePlugins	EXE	???
FMImage	Off / On	Controls whether a Framelimage facet is saved with imported graphics by default
ForceFileTypeChoices	Off / On	Force to bring up unknown file type dialog
FrameMakerPDFAssistant	Acrobat Distiller	Present in FM-6, but commented out; from FM-7.0 on present in the APIClients section, but also commented out
GDIRasterizeKiloPixelLimit	8192	Do not change this value! Heck, then it should not be here in maker.ini!
GetLibraryColorRGBFromCMYK	Printing Printing&Screen Screen none	See <i>Note 21</i> on page 47 See also <a href="#">Adobe forums</a> and <a href="#">Adobe blog</a>
Gravity	Off / On	Magnetic snap for approaching objects
GreekSize	5	Below this font size just a grey bar is displayed for text
HidePanelsOnClose	Off / On	<b>Preferences &gt; Interface</b>
HideSingleTabsInDocs	On / Off	<b>Preferences &gt; Interface</b>
InputMethodAutoActivation	On / Off	For typing Asian text with special device. See <i>Note 6</i> on page 44
LastActiveView	WYSIWYG View / Author View / Code View	Depending on the value an additional configuration file comes into play: <i>Authorview.ini</i> on page 48 or <i>Xml-CodeView.ini</i> on page 48
LastUsedWorkSpaceInStructuredMode	Structured Authoring	See <a href="#">Adobe blog</a>
LastUsedWorkSpaceInUnStructured-Mode	Authoring	See <a href="#">Adobe blog</a>
LocDisplayCriteria	On / Off	<b>Preferences &gt; Panels and Pods location criteria</b>
- LocElemType1 - LocElemType2 - LocParaStyle1 - LocParaStyle2	Element1 / any element Element2 / any element Heading1 / any ¶ Heading2 / any ¶	
MenuSet	Complete / Quick / Custom	Quick menus are a subset of complete menus
MissingGraphicsDialog	On / Off	Missing in the Preferences > Alerts
MonitorSize	Default / 14 ... 22 inch	<b>Preferences &gt; General</b> Diagonal size of the monitor to adjust display of 100% zoom to actual size of objects
MultiMediaLinkTableRowLimit	100	Number of entries in the hotspot table
NetLibTimeout	20	??? [seconds]
NetworkLock	On / Off	<b>Preferences &gt; General</b> Causes FrameMaker to create a lock file (.lck) when you open a file. The lock file deters others from opening the same file and changing its contents while you have it open. They can, however, open a view-only copy of the file.
No3DInPDF	Off / On	Allow (Off) or disallow (On) 3D in PDF
NoFlashInPDF	Off / On	Allow (Off) or disallow (On) Flash in PDF



2016-02-06

E:\\_DDDprojects\FM-toolbar00\AllIETB\etb-customising-fm.fm

D+D D

Variable	Default / Option	Remarks
OpenCompDocsAsTabs	On / Off	<b>Preferences &gt; Interface:</b> Open composite documents ...
OpeningOldReleaseDocDialog	On / Off	Report on open: document is of older version (Preferences > Alert Strings)
PenWidths	0.5, 1.0, 3.0, 4.0	Pen widths [pt] for graphic lines (valid: .015 ... 360 pt). Unit may be added: 0.1mm, 0.2mm, 0.35mm, 0.5mm
PostXSLTValidationOnExport	Off / On	When enabled, validates a file when saved as XML
RememberMissingFontName	On / Off	<b>Preferences &gt; General</b> Determines whether the names of unavailable fonts are preserved so that the original fonts can reappear when the file is reopened on a computer where they are installed.
RemoveExtraWhiteSpacesOnXMLImport	On / Off	ON: Remove spaces (for example) after inline images OF: keeps spaces on xml import in place
RepeatEnabled	On / Off	??? Repeat last action in history
ReplaceCacheSize	200	???
RomanRanges	0000-024F, 0400-052F, 0370-03FF, 2000-206F	Definition within Unicode
ShowErrors	On / Off	Log / stop logging errors in the file ErrorFileName (for OFF the console window is not displayed)
ShowLearningResourcesOnStarterPage	On / Off	Display a browser window with <a href="#">information related to FM</a> below the Welcome screen ( <b>Preferences &gt; General</b> )
Snap	On / Off	<b>Graphics &gt; Snap</b> new or moved graphics are aligned to the snap grid
SplashScreen	On / Off	Banner (splash) screen at start up appears. Starting with FM-9 this is a Flash file
SuppressExtensions	fm, book	Suppress these extensions if suppressed in the Windows shell. Leave value empty to disable suppression.
SuppressXMLParserWarnings	Off / On	Suppresses parser messages for duplicate elements specified in a DTD. FrameMaker® uses the first instances
SymbolSortingBeforeAlphaNumeric	Off / On	OFF: sorting is l1-para, lb2-bulleted-2nd, lbt-bulleted-tight, lb-bulleted ON: sorting is l1-para, lb-bulleted, lb2-bulleted-2nd, lbt-bulleted-tight (standard until FM-8)
TabbarStatus	On / Off	
UIBrightness	3 / 1 ... 3	
UnavailableFontsDialog	On / Off	<b>Preferences &gt; Alert Strings</b> Report on open: document uses unavailable fonts
UnresolvedCrossReferencesDialog	On / Off	<b>Preferences &gt; Alert String</b> Report on open: Document contains unresolved cross references.
UnsupportedHotspotShapesDialog	On / Off	???
UploadOnSave	On / Off	Upload to CMS on save of document
UseDisplayUnitInTemplate	Off / On	ON: default display units are taken from document templates. Otherwise OFF: the values are taken from maker.ini. See <i>Note 14</i> on page 45.
UseGrayScaleAppIcon	Off / On	"The most reasonable feature of this application"

Variable	Default / Option	Remarks
UsePostscript	On / Off	ON: FM uses built-in methods of generating PostScript code, is faster and of higher quality. OFF: use standard Windows methods. makes FM print the preview image of EPS graphics instead of the PostScript image.
UseSystemCursor	Off / On	OFF: Cursor images taken from FM ON: Most cursor images taken from OS
Zoom	25, 50, 80, 100, 120, 140, 150, 160, 200, 400	Zoom factor settings (25 ... 16000 are valid). A setting of 353 provides 0.1mm per pixel

## [Directories]

Variable	Default / Option	Remarks
AlwaysOnTopPaletteDir	fminit\plugins\toolbox\palette	See <i>Note 7</i> on page 45
Clipart	clipart	FM files with clip art made with FM-graphic tools
ColorLib	fminit\Color	Color library files. These files are read in at start-up and appear in the Colour Libraries pop-up menu in the Colour Definitions dialogue box.
FontDir	fminit\fonts	Folders to be scanned for variable-width font information for Japanese fonts. Do not change these settings.
FontDirCache	fminit\fonts\.cache	
HelpDir	help	Files for the local Help system; See <i>Note 19</i> on page 46.
IndexSortDir	fminit\indexsort	Files for Asian index sorting
OnlineManuals	Documents	In FM-11 only a subdirectory containing files with SGML errors exists.
OpenDirOnStart	-	Specifies which folder should initially appear in the Open dialog box. On exit this setting is updated to the folder from which you last opened a document.
PaletteDir	fminit\maker	See <i>Note 7</i> on page 45
PaletteDirStructure		See <i>Note 7</i> on page 45
Samples	samples	Document samples
TemplateDir	template	Standard templates that come with the product, except the ones for custom documents and text files.
Templates	templates	???
UnicodeDir	fminit\unicode	Unicode files that are used to support Asian text in Acrobat bookmarks and other Acrobat features

## [Files]

Variable	Default / Option	Remarks
AlternateResources	fminit\fmcustom.dll	Define dialogue boxes, menus, error messages, and other resources. See <i>Note 8</i> on page 45.
ConfigCommandsFile	fminit\configui\cmds.cfg	Commands common to all platforms.
ConfigCustomUIFile	fminit\configui\CUSTOMUI.cfg	Menu and command customisation. See <i>Note 9</i> on page 45.
ConfigMathFile	fminit\configui\mathcmds.cfg	Math commands (for the Equation Editor)
ConfigMenuFile	fminit\workspaces\unstructured\menus\menus.cfg	Standard menus for the FrameMaker interface
ConfigMenuFileStructure	fminit\workspaces\structured\menus\menus.cfg	Standard menus for the Structured FrameMaker interface
ConfigurationFilePath	-	???

Variable	Default / Option	Remarks
CustomDoc	fminit\custom	Template for new custom documents. Defines the minimal format catalogues.
DialogResources	fminit\fmDlg.dll	Define dialogue boxes, menus, error messages, and other resources. Note 08
EPSHeader	fminit\header.ps	PostScript header file. Do not change this setting
EquationDoc	fminit\equation	Equations palette
FirstRunOpenDoc	-	Document to be opened at first run after installation. Entry is cleared after that.
FMFont	fminit\fm5font.ttf	Special text symbols like ¶, ¶, ¶, ¶, ¶
FMSmallFont	fminit\fmSmall.fon	Font used in the Tools palette. Do not change this setting
InsetFilePathForMissingPoster	MissingPoster.bmp	Default poster image for multimedia insets
MarshallingDLL	afmfkd.dll	???
MathCharacterFile	fminit\mathchar.cfg	Defining the mathematical symbols
MSWinConfigCommandsFile	minit\configui\wincmds.cfg	Windows specific commands
PageSizesFile	fminit\pagesize.cfg	Defines the page sizes for the seven standard page sizes listed in the <b>Page Sizes</b> popup menu in the <b>Custom Blank Paper</b> . For a new custom document, it also defines the default unit, column gap, and margin settings for each paper size.
Resources	fminit\fmres.dll	Define dialog boxes, menus, error messages, and other resources. Note 8 on page 45
RunWrappedPlugin	fmrncInt.exe	???
SiteDictionary	dict\site.dct	Site wide dictionary. See Note 2 on page 44.
StructTemplateBrowserDoc	fminit\maker\tmpltblw_s	Template browser for structured document, This is a FM palette
TemplateBrowserDoc	fminit\maker\tmpltblw	Template browser for unstructured document, this is a FM palette
ThesaurusDoc	fminit\thesaur	Thesaurus dialogue box, This is an FM template
ToolBarXMLFile	fminit\toolbars\fmtool-bar.xml	List of available toolbars for the current workspace. See Note 16 on page 46
TransformationFilePath	fminit\XSLT\DefaultTransformations.xml	Default global transformations. Custom transformations can be loaded from XML files. See menu <b>XSLT &gt; Manage Transformations...</b>

## RecentlyVisitedFiles

This section is filled only in the user area. It gets a list of the last 10 modified files which is displayed in the file history **File > Recent Files...**

## Language services

### [SpellingProvider Preferences]

Variable	Value (example according to the settings in menu Preferences)
Hunspell	US English, Deutsch, Schweizerdeutsch, Français, Español, Catalá, Italiano, Português, Português do Brasil, Dansk, Norsk, Nynorsk, Svenska, Deutsch (neu), Schweizerdeutsch (neu), Nederlands (nieuw), Ελληνικά, русский, čeština, polski, magyar, Türkçe, slovenčina, Slovenščina, български, Hrvatski, eesti, latviešu, lietuvi, Română,
Proximity	UK English, Canadien Français, Nederlands, Suomi,

### [HyphenationProvider Preferences]

Variable	Value (example according to the settings in menu Preferences)
Hunspell	US English, Deutsch, Schweizerdeutsch, Français, Canadien Français, Español, Catalá, Italiano, Português, Português do Brasil, Dansk, Nederlands, Norsk, Nynorsk, Suomi, Svenska, Deutsch (neu), Schweizerdeutsch (neu), Nederlands (nieuw), Ελληνικά, русский, čeština, polski, magyar, Türkçe, slovenčina, Slovenščina, български, Hrvatski, eesti, latviešu, lietuvi, Română
Proximity	UK English

### [ThesaurusProvider Preferences]

Variable	Value (example according to the settings in menu Preferences)
Hunspell	None
Proximity	US English, UK English, Schweizerdeutsch, Français, Canadien Français, Español, Italiano, Dansk, Norsk, Svenska, Deutsch (neu), Schweizerdeutsch (neu), Nederlands (nieuw),

### [Spelling]

All of these settings are the defaults for the spell checking dialogue, which changes the settings in `maker.ini`

Variable	Default / Option	Remarks
<code>new</code>	<code>obs.</code>	
<code>FindRepeatedWords</code>	<code>On / Off</code>	
<code>FindUnusualHyphenation</code>	<code>Off / On</code>	
<code>FindUnusualCap</code>	<code>Off / On</code>	
<code>IgnoreSingleCharWords</code>	<code>On / Off</code>	
<code>IgnoreAllCaps</code>	<code>On / Off</code>	
<code>FindStraightQuotes</code>	<code>On / Off</code>	
<code>FindExtraSpaces</code>	<code>On / Off</code>	
<code>IgnoreRomanNumerals</code>	<code>Off / On</code>	
<code>IgnoreWordsWithDigits</code>	<code>On / Off</code>	

Variable	Default / Option	Remarks
FindTwoInARow	On !,.,;?	List of symbols. Watch the blank after On/Off
IgnoreWordsContaining	On . .	
FindSpaceBefore	On !%),.,;?}}\xC8\xD3\xD5\xDD	
FindSpaceAfter	On \$({{\xC7\xD2\xD4\xDC\xE2\xE3	
SmartQuotes	\xd4\xd5\xd2\xd3	Left single, right single, left double, right double quote. See <i>Note 3</i> on page 44.

## Content management

### [CMSFavourites]

This is initially empty and most likely gets filled at the use of a CMS.

### [DctmPreferences]

Preferences for Documentum®

Variable	Default / Option
DctmOverwriteObjectAsVersion	Off / On
DctmOverwriteObjectOnUpload	On / Off
DfsSdkPath	-
ShowHiddenObjects	Off / On
ShowPrivateCabinets	Off / On

### [SpPreferences]

Preferences for SharePoint®

Variable	Default / Option
SpOverwriteObjectAsVersion	
SpOverwriteObjectOnUpload	On / Off

## Miscellaneous

### [DialogLayout]

This section defines top and left position (pixels) of dialogues and windows. These values are set by the program.

If for some reason a window or dialogue is no more visible, it is useful to delete the appropriate entry (or all entries) in the user area prior to a new start of FM.

### [ViewClients]

This should be modified only on request of Adobe Support.

Variable	Definition
Author View	internal, structured, author view, null, PL_SwitchToAV
WYSIWYG View	internal, all, wysiwyg view, null, PL_SwitchToWYSIWYG
XML View	plugin, structured, xml view, FMXmlView.dll, PL_Switch-ToXmlView

### [XSLTProcessors]

Definition syntax: *jar path, TransformerFactory class* [, default]

- all dependent jars should be in same directory

- if default is not specified - 1<sup>st</sup> processor becomes default.

Variable	Definition
SAXON	fminit\XSLT\XSLTProcessors\saxon\saxonhe9-3-0-5j\saxon9he.jar, net.sf.saxon.TransformerFactoryImpl, Default
XALAN	fminit\XSLT\XSLTProcessors\xalan\xalan-j_2_7_1-bin\xalan.jar, org.apache.xalan.processor.TransformerFactoryImpl

### [APIClients]

This long list may be amended by the installation of plug ins. Normally this section is not present in the user area. It may be useful to move entries concerning plug ins into the user area or greater flexibility.

Definition syntax normal  
 Definition syntax for filter

*ClientType, description, path, mode*  
*ClientType, [facet, format\_id, vendor\_id, ] description, path, mode, file extension*

In the following example, FrameScript is activated for the unstructured interface, but inactive (commented out) for the structured interface.

```
fsl=TakeControl,FrameScript,H:\Adobe\FM-addons\Fscript_5_100\fs15_100.dll,all
; FslStruct=Standard,FrameScript Struct Import/Export, ... ,structured
```

See also *Note 20* on page 47.

### [DashPatterns]

Only 8 patterns may be defined. Their names may use any character (except comma).

The pattern starts with dash-length, followed gap-length etc. The length units is 1pt and depends for large line thickness also on the pattern.

If a dash pattern setting contains an odd number of segment lengths, the last dash value is repeated for the final gap.

Variable	Standard defintion	Example variant
1	Dash, 8, 6	Dash, 8, 4
2	Hidden, 4	Short Dash, 4
3	Longdash, 16, 10	Long Dash, 16, 8
4	Dot, 2, 4	Dots, 2, 3
5	Dash-Dot, 12, 6, 2, 6	Dash Dot, 12, 4, 2, 4
6	Dash-Dot-Dot, 12, 6, 2, 6, 2, 6	Dash+Dot&Dot, 12, 4, 2, 4, 2, 4
7	Chain, 12, 6, 6, 6	Chain, 12, 4, 4, 4
8	Phantom, 20, 6, 6, 6, 6, 6	Jump, 20, 4, 4, 4, 4, 4

### [Thermometers]

This defines colours for progress bars, such as while printing or creating PDF

Variable	Default / Option	Remarks
ThermoDoneColor	255, 0, 255	magenta
ThermoRemainingColor	192, 192, 192	light gray

### [DocCompare]

Set up for the Document Compare Utility

Variable	Default / Option	Remarks
AddChangeBars	On / Off	Change bars are added to the composite document
CompareAttributesForElements	On / Off	For structured documents only

Variable	Default / Option	Remarks
CreateSummaryOnly	Off / On	OFF: Create summary and composite document ON: Create a summary document only
DeleteConditionTag	Deleted	Condition tag to be defined for MarkDeletedText = ConditionTag
DeleteReplacementText	^	Replacement text to be defined for MarkDeletedText = ReplacementText
InsertConditionTag	Inserted	Condition tag to be defined for MarkInsertedText = ConditionTag
InsertHyperTextLinks	On / Off	Hypertext links are added to the summary document
MarkDeletedText	ConditionDeleted / ConditionTag / ReplacementText	Standard delete condition / custom condition / with replacement text
MarkInsertedText	ConditionInserted / ConditionTag / Nothing	Standard inserted condition / custom condition / -
ThresholdFactor	75	Controls when to mark an entire paragraph or table cell as changed. 75: an entire paragraph is marked as changed if 75% or more of the words are changed.

## Structure view

### [StructureView]

This section defines the appearance of the structure view.

Variable	Default / Option	Remarks
AlwaysStayOnTop	On	Structure view window
AttrFont	Arial	List of attributes
AttrValFont	Arial	
AttrSize	10	
AttrValSize	10	
AttrValidate	On / Off	
AttrAllSym	-	Symbols in the display of attributes
AttrErrSym	x	
AttrSepSym	=	
AttrNoneSym	+	
AttrSomeSym	+	
CollapseSym	-	
ExpandSym	+	Position, size of structure window
Position	360, 144, 376, 272	
ElemFont	Arial	List of elements
ElemFontJapanese	MS Gothic	
ElemFontKorean	Dotum	
ElemFontSimplifiedChinese	SimHei	
ElemFontTraditionalChinese	MingLiU	
ElemSize	10	
KeywordFont	Arial	???
KeywordSize	10	
SnipFont	Arial	
SnipPos	4, 8, 12, 16, 20, 24	
SnipSize	10	

Variable	Default / Option	Remarks
TagFont	Arial	
TagSize	10	
Origin	24, 24	???

## [BannerText]

Banner text in a FrameMaker file instructs you about what to enter in an element. Banner text is controlled using the BannerText element in the EDD.

Variable	Default / Option
BannerTextBKColor	GrayVeryLight
BannerTextFontAngle	Italic
BannerTextFontFamily	Times variant
BannerTextFontVariation	Regular
BannerTextFontWeight	Bold
RedisplayBannerTextForEmptyElements	On / Off <sup>a</sup>

- a. Determines whether the banner text gets redisplayed after it is deleted once.  
 ON: banner text always shows up for empty elements.  
 OFF: banner text doesn't show up after deleting it or reopening the file after saving it.

## Fonts

### [Fonts]

Variable	Default / Option	Remarks
Angles	Regular, Kursiv, Slanted, Oblique, Italic, Obliqued	Definition of the font vocabulary: a list of the words.
AtmFontAutoActivation	On / Off	See <i>Note 11</i> on page 45.
AtmFontSubstitution	Off / On	See <i>Note 12</i> on page 45.
DefaultFamily	Times, Times New Roman, Tms Rmn	Default used to map unknown fonts
DefaultAngle	Regular	
DefaultVariation	Regular	
DefaultWeight	Regular	
DefaultSize	12	
DefaultJapaneseDialogFont	<b>MS P ゴシック</b> , 9	For dialogues on Asian systems with nonacid resources
DefaultJapaneseFamily	<b>MS 明朝</b> , <b>MS Mincho</b>	Japanese font in JIS X 0212-1990 Shift-JIS
DefaultKoreanDialogFont	System, 10	For dialogues on Asian systems with none-Asian resources
DefaultKoreanFamily	<b>??</b> , <b>Batang</b>	Korean font in KS C 5601-1987
DefaultSimplifiedChineseDialogFont	System, 10	For dialogues on Asian systems with none-Asian resources
DefaultSimplifiedChineseFamily	<b>宋体</b> , <b>SimSun</b>	Simplified Chinese font in GB 2312-80
DefaultTraditionalChineseDialogFont	System, 10	For dialogs on Asian systems with none-Asian resources
DefaultTraditionalChineseFamily	<b>細明體</b> , <b>MingLiU</b>	Traditional Chinese font in Big5
MathFamily	Symbol	Font family used for FrameMath (Equation Editor)



Variable	Default / Option	Remarks
NonTextFamilies	ZapfDingbats, Symbol, WingDings, Monotype Sorts, Euro Monospace, Euro Sans, Euro Serif	Font families that will not be spell checked
Sizes	7pt, 8pt, 9pt, 10pt, 11pt, 12pt, 14pt, 18pt, 24pt, 36pt	Sizes which will appear in the Format dialog boxes (values must be 2pt ... 400pt). The list may be extended
Variations	UltraCompressed, ExtraCompressed, Compressed, Condensed, Narrow, Regular, Wide, Poster, Expanded	Definition of the font vocabulary: a list of the words.
Weights	Thin 100, ExtraLight 200, SemiLight 250, Light 300, Book 300, Regular 400, SemiBold 600, DemiBold 600, Bold 700, ExtraBold 800, Heavy 900, Bolded 700	Definition of the font vocabulary: list of words and the associated weight for Windows, if the font comes from another platform.
UiCalcFont	MS Sans Serif, 8, 600	Font information used for UI calculations (size of pop-up menus)

A font in Windows does not always have the same name as the comparable font on another platform. This often happens because in Windows a variation such as Narrow is part of a font family, whereas on other platforms the variation is an option independent of the font family. Moreover, Windows uses only regular and italic for angles, while some fonts on other platforms have additional angles such as oblique.

### [FontAngleAliases]

Variable	Default / Option	Remarks
Obliqued	Oblique	Angle aliases used when reading documents from other platforms (basically synonyms used when reading a document). See <i>Note 13</i> on page 45.

### [FontWeightAliases]

Variable	Default / Option	Remarks
Bolded	Bold	Weight aliases used when reading documents from other platforms (basically synonyms used when reading a document). See <i>Note 13</i> on page 45.
Demi	DemiBold	
Medium	Regular	
Roman	Regular	
Semi	SemiBold	

### [WindowsToFrameFontAliases]

Each setting under [WindowsToFrameFontAliases] assigns a Windows font to a FrameMaker font name. Thus, font information appears in the Windows interface as it does in other versions of FrameMaker. For example, Helvetica Narrow is normally a font family in Windows, but with aliasing Helvetica appears as a font family and Narrow appears as a variation in the Character Designer and Paragraph Designer.

Font aliasing also makes it possible to go back and forth easily between Windows and other platforms. FrameMaker automatically converts Windows fonts to their FrameMaker equivalents for you.

The settings use this syntax (it must be on one line):

```
Windows-font [angle|*], [weight|*]=Frame-font [angle|*], [weight|*], [variation|*]
```

**Windows-font** This is a font family available in Windows. The *angle* for this font can be either *Regular* or *Italic*, and the *weight* can be one of the weights defined in the font profile under [Fonts]. You can also use an asterisk (\*) to specify no particular angle or weight.

**Frame-font** This is a font family available on the other platforms. The angle, weight, and variation for this family can be any of the ones defined in the font profile. If you use an asterisk (\*), the FrameMaker font will use the angle, weight, or variation from the Windows font.

**Example** HelveticaNarrow, \* , \* = Helvetica, \* , \* , Narrow

This setting assigns the Windows font family Helvetica Narrow to the FrameMaker font name Helvetica with the Narrow variation: The two asterisks specify that angles and weights are not affected in this alias.

If you do not have an appropriate alias defined for a Windows font, the default alias is used:

```
Windows-font *, *=Frame-font *, *, *
```

You can find more examples at [Common Font Aliases for FrameMaker for Windows](#) and [Cross-platform font usage in FrameMaker](#)

## [UnknownToKnown FontMap]

When you open a document that requires fonts not available on your system, an alert box appears telling you the document uses unavailable fonts. If you click OK, FrameMaker opens the document and substitutes the unavailable fonts with the fonts specified under [UnknownToKnownFontMap]. Initially, this section has some mappings for common situations, such as fonts from none-Windows platforms.

**Note:** *The settings under [UnknownToKnownFontMap] map one FrameMaker font to another. This is different from [WindowsToFrameFontAliases], which assigns a FrameMaker font name to an equivalent Windows font.*

The mappings must use this syntax (it must be on one line):

```
unavailable_Frame_font [angle|*], [weight|*], [variation|*]  
= available_Frame_font [angle|*], [weight|*], [variation|*]
```

The angles, weights, and variations for these mappings can be any of the ones defined in the font profile under [Fonts]. You can also use an asterisk (\*) to specify no particular angle, weight, or variation.

**Example** Lumina, \*, \* = Helvetica, \*, \*, \*  
Helvetica, \*, Light, \* = Helvetica, \*, Regular, \*  
Helvetica,\*,\*, UltraCompressed = Helvetica,\*,\*,Narrow

If you open a document with unavailable fonts and don't have substitutes mapped for those fonts, FrameMaker replaces them with the default fonts defined under [Fonts] instead (typically a Times variant).

## Filters

### [Filters]

17) This section contains settings for identifying foreign file formats, export filters, and import filters. FrameMaker provides these settings when you install filters. If you want to change any of the settings, install the filters again. Do not edit the settings manually in an initialisation file.

Syntax definition changed over the development of FM:

FM-3	n=<source-name> <destination-name> <type> <via> <file-extension>
FM-4	n=<UI-name> <clipboard-name> <type> <via: executable in-fmt out-fmt ...>
FM-5 ...	n=<formatid><vendorid><source-name> <destination-name> <type> <description> <via> <file-extension>

The concatenation <vendorid><filterid> is used by FM to identify filters uniquely.

<vendorid> and <filterid> are 4-byte strings (if shorter, blank-pad on the right and enclose in straight quotes.

Example definitions	
1	"CDR " IMAG CDR FrameVector GFXImport "Corel Draw" IMAGMARK.DLL ^.cdr
3	"DIB " FRAM DIB DIB FMGFXImport "DIB" Frame.exe ^.bmp
307	"0602" AW4W MIF WordPerfect ExportFilter "WordPerfect Mac 3.5" aw4w.xxx ^.wp

See also *Note 20* on page 47.

17 As far as I know the new installation routines do not allow to specify subsets of filters to be installed. IMHO since FM-9 all filters are installed.

## Notes to the maker.ini entries

### Note 1

With the development of Windows the clipboard formats and their order changed:

FM-3	OLE, META, DIB, BMP, TIFF, FrameTable, RTF, TEXT
FM-4	OLE, META, DIB, BMP, MIF, RTF, TEXT
FM-5 ... FM-7	FILE, OLE 2, EMF, META, DIB, BMP, MIF, RTF, TEXT
FM-8 ... FM-9	FILE, OLE 2, EMF, META, DIB, BMP, MIFW, MIF, RTF, UNICODE TEXT, TEXT
FM-10	FILE, MIFW, MIF, RTF, OLE 2, META, EMF, DIB, BMP, UNICODE TEXT, TEXT

Most time you want plain text with no formatting. For this change the order in this list to:

UNICODE TEXT, TEXT, RTF, MIF, MIFW, EMF, META, DIB, BMP, FILE, OLE 2

### Note 2

With FM-9 the dictionaries became shared with other Adobe Applications and are now in User-area\Adobe\Linguistics\Dictionaries. The mechanism to integrate user dictionaries is not that clear despite the [Adobe blog](#) entry.

### Note 3

The following quotation marks are defined for the languages given. Only one may be active (not commented out):

```
;English      ' ' " "
SmartQuotes=\xd4\xd5\xd2\xd3
;German      , ' " "
; SmartQuotes=\xe2\xd4\xe3\xd2
;French      < > « »
; SmartQuotes=\xdc\xdd\x7\x8
;Swedish/Finn. ' ' " "
; SmartQuotes=\xd5\xd5\xd3\xd3
;Italian     ' ' " "
; SmartQuotes=\xd4\xd5\xd2\xd3
```

### Note 4

There are a pair of settings for each of these items so that both inches and centimetres can be specified. The values that FrameMaker uses depend on the measurement system specified in the Number tab of the Regional Settings Control Panel in Windows. The unit of measure (in, cm) must be noted at the value.

### Note 5

When using a Language specific keyboard (Windows platform), the Right Alt-key (AltGr) triggers specific accented characters in the selected input language. The CtrlAltIsAltGr setting simply adds this facility to using the ctrl + alt keys together. This is useful in the case of no right-alt key being available on say a notebook keyboard. Without the ON setting some shortcuts **CTRL+ALT+x** do not work properly.

### Note 6

Typing text in Asian fonts is accomplished via a special input device. FrameMaker can recognize when you are typing an Asian font and invoke this device automatically. By default,

this is set to On. If you set this to Off, you must use the appropriate command to invoke the input device.

**Note 7**

PaletteDir, PaletteDirStructure, and AlwaysOnTopPaletteDir specify palette folders. The values for these settings are a list of folder names, separated by commas. When you store a document in one of these folders, FrameMaker treats it as a palette (such as the Tools palette or Equations palette). Palettes in AlwaysOnTopPaletteDir always float in front of documents.

**Note 8**

See for example Toolbar resources for FM  $\leq$  8 and Toolbar resources in FrameMaker 10.

**Note 9**

ConfigCustomUIFile specifies the file that contains additional custom menus or changes to existing menus or commands that you have added. The default file for this setting is customui.cfg. You can either add your menu customisations to this file, or create your own file and put its path and file name in this setting.

**Note 10**

FrameMaker always uses printer font metrics to calculate where line breaks and page breaks occur. However, by default (before FM\_8), the relative position of each character within a line is displayed on the screen using screen font metrics. This looks better on the screen but is misleading in that the positions of characters within a line on a printed page may be different than on a displayed page. In particular, if you are trying to position a graphic relative to a character in a line, you should change this setting to ON which results in the use of printer font metrics when displaying lines.

**Note 11**

AtmFontAutoActivation determines whether font sets in Adobe Type Manager Deluxe 4.x will be automatically activated. This means that if you open a document that uses a font that is installed on your computer but is not in a font set that's currently active, the font set will be activated automatically. The otherwise inactive font is displayed and prints correctly, but it does not appear in font menus.

**Note 12**

AtmFontSubstitution determines whether ATM Deluxe will create a stand-in font for one that is missing by simulating the shape and spacing of the missing font. The simulated font will not be an exact match but will preserve line breaks and the general look of the de-installed font. Font substitution may delay displaying a document on slower computers or if there are many fonts that must be substituted.

**Note 13**

Windows fonts use different font angles and weights, even when font names are the same as on other platforms. The settings under [FontAngleAliases] and [FontWeightAliases] assign angles and weights used on other platforms to Windows angles and weights.

**Note 14**

With UseDisplayUnitInTemplate to On, the default display units for the ruler, grid, and snap are taken from the document. When set to Off, the values are taken from what in the ini file itself. This makes a difference because you may want

your template users to be always working in points, but unless you set this to On, no amount of tweaking the template to only use points will assure that the users will only see points.

### Note 15

I said wouldn't it be great if FrameMaker could automatically show you just the text frame. The engineers agreed, and the Fit Window to Text Frame option in the zoom pop-up menu was born. But this feature had a side-effect: After you've chosen Fit Page in Window or Fit Window to Page from the Zoom pop-up menu, the window size changes when you change the zoom level. So what? Well, it turns out that a lot of people like to click the little z or the big Z several times in a row to zoom incrementally. And they couldn't do that anymore because the z's moved around when the window resized. Hence, the `DisableAutofitAfterZoom` option was born. [Source]

### Note 16

See details at [blogs.adobe.com](http://blogs.adobe.com). The file `fmcustom.dll` got many new icons. An additional resource file (`owlres.dll`) is not mentioned in `maker.ini`.

### Note 17

If the value is On, the file name in the document or book window title is shown in the format *filename pathname*. This format is also used to display the file name in the dialogue that lists all open files. By default the value is set to Off, the line is marked as a comment, and the file name is displayed in the format *pathname filename*, as previously.

### Note 18

When you import an image, it is stored as a temporary file on the local computer. If you import the same file again, the file is not downloaded. If you modify the file after importing it into FrameMaker, the modifications will not take effect until you delete the temporary file and import the graphic again into the FrameMaker document, or set the value of the `AlwaysDownloadURL` flag to On. However, if you copy the FrameMaker document containing the imported graphic to another computer, the file is downloaded again when you import it by specifying the HTTP file path.

When you import a graphic into a structured document by specifying an HTTP path, the graphic is downloaded each time you import the graphic. The HTTP path of the graphic is retained when the document is saved as an XML document.

### Note 19

Help formats changed during the development of FM:

FM-3	Unknown
FM-4	FM-4 view only file with help.api (about 65 files)
FM-5	FM-5 view only file (about 50 files)
FM-6	Windows Help file (1 file)
FM-7	HTML-help (about 1250 html files)
FM-8	Windows compiled HTML help (1 chm file)
FM-9 ...	No local help file any more. <b>Help &gt; Help Topics...</b> invokes a link to Adobe Online Help. A pdf can be downloaded from there.

**Note 20**

Number of APIs and Filters have significantly changed over time:

Number of...	FM-3	FM-4	FM-5	FM 5.5	FM-6	FM-7	FM-8	FM-9	FM-10	FM-11
API's	0	2	6	10	9	44	55	45	69	82
Filters	71	39	27	78	78	78	47	48	70	73
Lines in maker.ini including comments	378	448	501	638	660	~ 745	805	842	911	963
Size of maker.exe [MB]		2.9			3.8	4.6	7.6	9.6	9.3	9.7
Size of installation directory [MB] en		18.8			96.5	220...300	769	612	638	746

**Note 21**

Most library colours contain a CMYK value and an RGB value. The CMYK value is used for printing and the RGB value is used for screen display. The 4 options are:

- Printing&Screen** This is the FrameMaker 5.x behaviour. It will display and print the converted RGB value.
- None** This is the FrameMaker 5.5 behaviour. It will display and print the RGB value produced by the colour library.
- Printing** This is the default in FrameMaker since version 5.5.6. It will display the RGB value produced by the colour library and print the converted RGB.
- Screen** This displays the converted RGB and prints the RGB values from the library.

**Note 22**

With FM-11 Views were introduced which moved this entry into AuthorView.ini (section General) and/or XmlCodeView.ini (section General).

**Note 23**

When FrameMaker was first developed, placed graphics needed a screen representation within the document to facilitate placement. However, if your choice of imported formats (like AI and PDF files) doesn't require generating those images then you can trim the size of your files by turning off the flag for producing facets for placed images. You now have the choice of removing graphic facets from imported files, which has the net effect of reducing your FrameMaker file size.

**Note 24**

If you wish to round trip to applications such as Visio files and PowerPoint, you set the variable to ON. This lets you see the direct reference to the file in the XML View, and double-clicking on the placed image in FrameMaker will open up the graphic in the appropriate application. If other applications should be supported for OLE, add them to the [Filters] section of maker.ini according to these examples:

```
54="pptx" OLE2 OLE2 OLE2 FMGFXImport "pptx" frame.exe ^.pptx
55="VSD" OLE2 OLE2 OLE2 FMGFXImport "VSD" frame.exe ^.vsd
```

2016-02-06

E:\\_DDDprojects\FM-toolbar00\AllIETB\etb-customising-fm.fm



## Authorview.ini

Variable	Example definition
LastUsedWorkspace	Blank

## XmlCodeView.ini

These entries define the syntax highlighting in Code View with function Pretty Printing. The settings are available in menu **Preferences > XML**.

Variable	Example definition
AttributeColor	255
AttributeValueColor	16711680
CDataColor	8421504
CommentColor	32768
DelimiterColor	16711680
ElementNameColor	128
EntityColor	255
FontFamily	Consolas
LastUsedWorkspace	Default
LineNumber	Yes
PIColor	16711935
WordWrap	No
XMLDeclarationColor	16711935