

Using FrameMaker in the Classic Environment

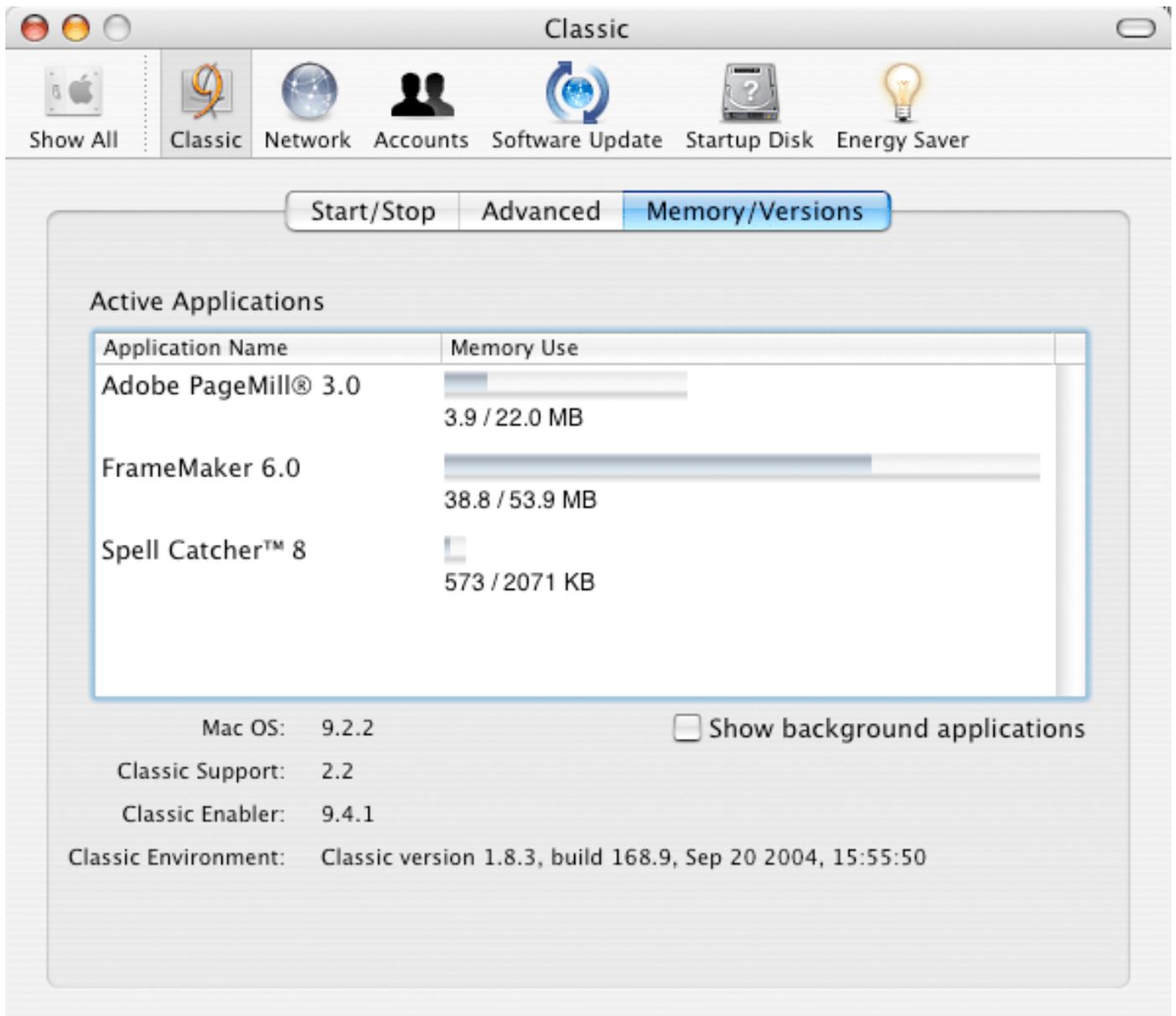
Apple phased out Macs that can boot into Mac OS 9 in the summer of 2004. However, FrameMaker 6.0 and 7.0 can be used with Mac OS X thanks to the Classic environment.

Issues Running FrameMaker in the Classic Environment

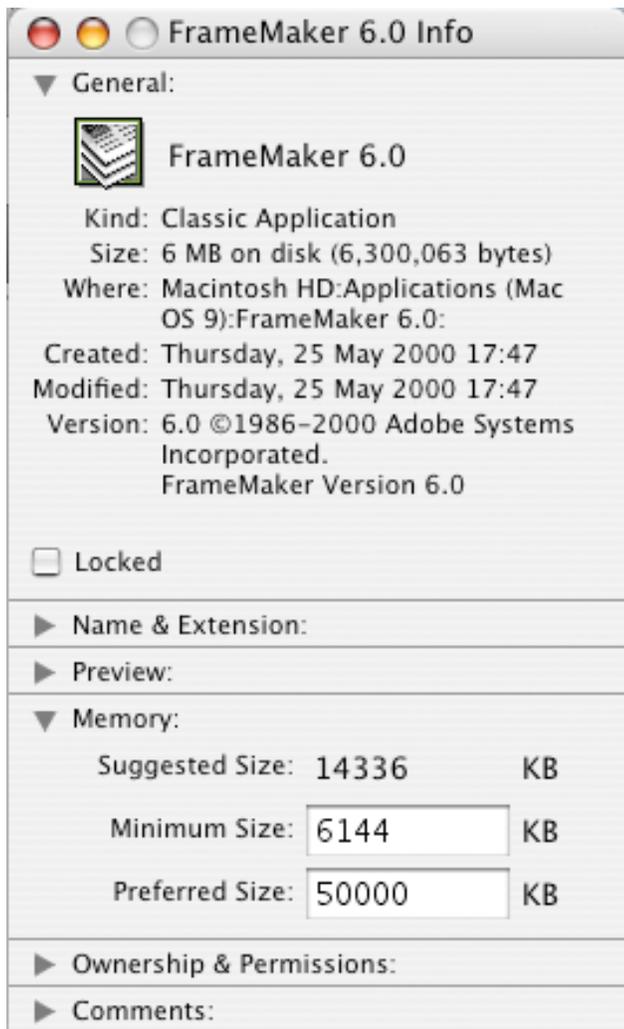
- With FrameMaker 7.0, the Save As PDF option is not available. Solution: Save as PostScript, then distill manually. [Adobe...](#)
- Cannot add files to a book using drag and drop.
- If FrameMaker complains of a damaged Preferences file, delete the Preferences file in Macintosh HD->System Folder->Preferences. FrameMaker will create a new preferences file when it's restarted. You'll have to set the File->Preferences again and your favorite zoom settings.
- A Type 1 font suitcase cannot be opened in Mac OS X, making it impossible to check its contents. However, you can do this with Font/DA Mover in Classic.
- Copy and paste between FrameMaker in Classic and Mac OS X apps works for the most part, but not with two-byte text such as Japanese, Chinese, and Korean. This is because FrameMaker and Mac OS 9 use Shift-JIS encoding for two-byte text, whereas Mac OS X uses Unicode. If you do run into this problem, I recommend [SubEthaEdit](#) for encoding conversion. It converts actually in the document window, so there's no need to save to file beforehand.
- Although Mac OS X doesn't support the original OCF format Japanese, Chinese, and Korean fonts, they can still be used with FrameMaker in Classic and managed with ATM Deluxe.
- [ATM Deluxe 4.6](#) for font management and the [ATM Light 4.6.2](#) control panel can both be used with FrameMaker in Classic.
- It's best to disable any unnecessary extensions and control panels in Macintosh HD->System Folder->Extensions and Macintosh HD->System Folder->Control Panels.
- Mac OS X's Activity Monitor app (Applications->Utilities) provides a great way to monitor CPU usage of the Classic environment. Choose Active Processes from the Show pop-up menu. The Process Name for the Classic environment on my Mac is usually "(null)" but occasionally appears as "TruBluEnvironment." I put the Activity Monitor in the Dock and start it automatically at log in. A little bargraph on the Dock icon shows current CPU usage.
- By default, FrameMaker 7.0's HTML help system launches Internet Explorer. If you'd rather use Safari, locate the Applications (Mac OS 9)->Adobe FrameMaker 7.0->Help->help.html file, choose Get Info from the File menu, and choose Safari from Open with pop-up menu.
- To enable mouse-wheel scrolling for applications in Classic, including FrameMaker, you need to install [IntelliPoint 2.3](#) in your Mac OS 9 System Folder.

FrameMaker Memory Usage

You can monitor FrameMaker's memory usage in System Preferences->Classic->Memory/Versions, as shown below.



To allocate more memory to FrameMaker, in the Finder, select Macintosh HD->Applications Mac OS 9->FrameMaker 6.0->FrameMaker 6.0, and choose Get Info from the File menu. (FrameMaker 7.0 resides in a folder titled "Adobe FrameMaker 7.0.") The info window shown below opens. Set the Memory, Preferred Size as necessary.



Personal Observations

- I start the Classic environment and FrameMaker 6.0 automatically at log in. For some reason, the Classic environment grabs all unused processor cycles and my Mac's fans come on full belt. To resolve this issue, all I have to do is click the FrameMaker icon in the Dock once, then select a Mac OS X app. The Classic environment releases all the CPU cycles and eventually the fans go off. I don't yet know whether this is caused solely by FrameMaker or whether it's an issue with another app. I'm also running ATM, Japanese Language Kit, Default Folder, Microsoft IntelliPoint, Spell Catcher 8, and Stuffit in Classic.
- Because Classic can be a resource hog and my Mac's fans run flat out while FrameMaker is the active app, I always leave a window open to keep the room temperature down!
- Other users report no problems whatsoever running FrameMaker in the Classic environment.
- One user reports that FrameMaker 4.0 works with Classic, although there are some onscreen character width issues.

Scripts to Ease the Pain

In Mac OS X, you can select a word or phrase in virtually any app and look it up in Google simply by choosing the *Search With Google* command from the Services menu. Alas, this menu is not available in Classic, so FrameMaker users cannot use this function. Until now...

Bill Briggs - [Macworld](#) Contributor, Lecturer, AppleScript Wizard, and FrameMaker User - has kindly put together four AppleScripts that allow FrameMaker users to quickly search in Google. There are four scripts altogether: two for FrameMaker 6.0; two for FrameMaker 7.0. One script opens a new window in Safari, the other opens a new tab. You choose.

Download: [GoogleInSafari.sit](#)

Simply download, unstuff, and put the scripts in your FrameMaker 6.0->Modules->Scripts folder (or Adobe FrameMaker 7.0->Modules->Scripts folder). Restart FrameMaker, and they'll be ready to use in the Scripts menu.

***Note:** Due to a quirk in FrameMaker 6.0's AppleScript implementation, to look up text in a table, in addition to copying the text to the clipboard before running the script, you will have to run the script twice. Bill is investigating the cause.*

***Tip:** In addition to scripts, the Scripts menu provides an easy way to access frequently used FrameMaker documents. Simply make an alias of any FrameMaker document and put it in the Scripts folder. When you restart FrameMaker, you'll be able to open the document simply by selecting it on the Scripts menu - great for accessing templates, etc!*

Adobe Documents

- [Adobe software and Mac OS X v.10.3 \(Panther\)](#)
- [Mac OS X Compatibility with FrameMaker, FrameMaker+SGML, and FrameViewer](#)
- [Troubleshoot font problems \(Mac OS X\)](#)
- [Troubleshoot printing problems \(Acrobat 5.0-6.x on Mac OS\)](#)
- [Using Adobe FrameMaker 7.0 with Mac OS X v.10.2](#)

Apple

- [Migrating to Mac OS X: A Guide for Creative Professionals](#) - useful info about running Classic
- [Using and Managing Fonts in Mac OS X](#)

Others

- Ted Landau, Understanding Mac OS X - [Fonts in Mac OS X: Font Formats](#) - explains all about Type 1 font suitcases in Mac OS X.
- Creativepro - [Font Fatigue: Pruning Excess Fonts in Mac OS X](#)

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