

1

FrameMaker dialogue modifications

Overview

FrameMaker dialogues even in version 7.2 are still adapted to small screens of 640 x 480 pixels. Hence the dialogues do not give room to long names of fonts, style names or page names.

One of the most annoying dialogues is «Resize Table Column» which hides the most significant figures of a value.

With the help of -resource editors D+DD has modified many dialogs from the standard interface (none of the structured interface) and placed them on the web: www.daube.ch/docu/fmaker36.html

Dialogues depicted with blueish rather than greenish screen shots were added/modified 2007-05-11.

Modifications to fminit\fmdlg.dll

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What has been modified?

Only dialogues of the standard interface were considered, not those for the structured interface. I was guided by the following principles:

- Leave out the drop down lists redundant to the tabs in document numbering, paragraph designer and table designer.
- Make more room for long names (character-styles, ¶-names, table names, colour names, cross references etc.
- Extend other small fields (for example in Table Column Resize)



Note: *Some of the screenshots are taken from the display of Resource Builder, hence some elements are not displayed in their familiar appearance (see picture to the left).*

Indication of modification

In the dialogue **about_main**, which is displayed with **Help > About** the following text indicates the modifications to the module:

Dialogs modified to give more room for long names. See www.daube.ch/docu/fmaker36.html 2007-05-11

Note: *In the following comparison the left screen shot is from the original dll, the right displays the modified dialogue. Few of the screenshots are scaled down.*

Tools and process

The work is carried out in E:_DDDprojects\FM-GUI-mods. From there the modified dlls are copied to the program directory and my website.

- RB **Resource Builder** by Igor Siticov provides better graphic tools (in particular for aligning items) than the other tools mentioned here.
- RE **XN - Resource Editor** by Colin Wilson could replace **RH**, since it also creates valid dll. It allows also to work in a graphic mode, and has an undo (Resource Builder has none).
- RH **Resource Hacker** by Angus Johnsonis free but no more updated. However, Resource Hacker is needed to create correct dlls.

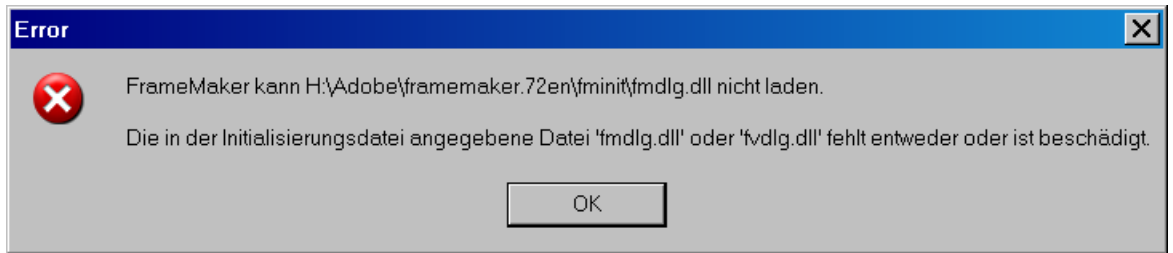
	RB	RE	RH
Creates valid dll	no ^a	yes	yes
Open dll	import	open	open
Moving controls	CTR+arrow, mouse, num. attributes	mouse, num. attributes	Arrow key, mouse, num. attributes
Text in edit control	yes (Caption)	no	yes
Edit Resource script	Resource > Edit as text	no	directly accessible
Undo edits	only in script	yes	script as long as not compiled
Help	yes	none	yes
Have license	yes	by purchase	not needed
My version	2.6.2.0	3.0.0.1	3.4.0.79

a. maybe I just haven't found out how to do it!

Method with RB (according to its Help):

- 1 Create a copy of the dll to be modified (fmdlg-mod4.dll)
- 2 Import: select the dll; resources will be extracted to ...tmp0.res. Select all resources by clicking the >> button (takes some time), then press **OK**. The file ...tmp0.res will be imported.
- 3 **File > Save** the project, e.g. as fmdlg-mod4.rc
- 4 Add, delete or modify resources in the current project to meet your needs.
- 5 Link back the modified resource project to the target module (fmdlg-mod4.dll): **Tools > Link to EXE...**; Select the update method (Remove, Internal).
A *.bak file is created from the target file and the project file is updated also.

- 6 However, when this dll is integrated (copy and rename to fmdlg.dll, replacing original item) the application fails:



- 7 Even opening this erroneous dll in ResHacker and saving it there does not cure this problem. Hence IMHO with Resource Builder no valid dll can be created.

Modifications done

Modifications for FM 7.1

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

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

Modifications for FM 7.2

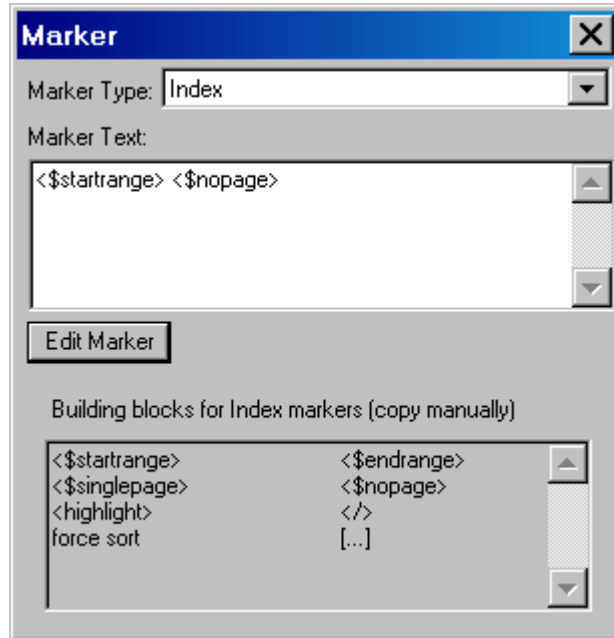
- 1 Check what has really changed in fmdlg.dll: only one dialogue (HISTORY) is added and of course the ABOUT_xxx dialogues and Version Info¹⁾ changed. No new icons, bmps
- 2 Create a copy of ...fmdlg.dll → ...fmdlg-mod.dll.
- 3 Import the already modified resources from ...fmdlg-mods.res to **RB**.
- 4 Open fmdlg-mod.dll in **RH**.
- 5 For each dialogue to be changed:
 - RB** Check the quality of the resource definition (alignment of items etc.) and modify if necessary; Copy the script from the resource preview
 - RH** change the contents of the corresponding resource script. The script must be recompiled after changing to be reflected in the dialogue view. Watch out for the error messages (especially escaped characters).
 - RH** Make screenshot of modified dialogue (doc file must be 74% zoom for these to be inserted)..
- 6 At reasonable steps (every 5th modification) save dll in **RH** and check with FrameMaker. Continue until all is done.
- 7 With **RH** create a new ...fmdlg-mods.res file as a pendant to the dll file.
- 8 Name the final dll fmdlg.dll-fm72versen_mod for distribution on the website.

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

Further enhancements possible

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

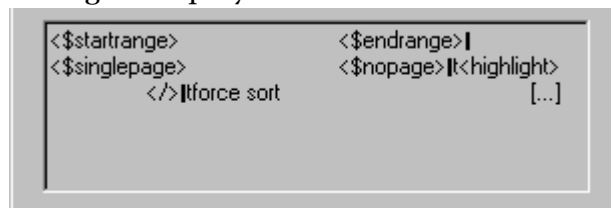
The following is an idea for the dialogue edit_markers (fmdlg(3).dll, not implemented in public version):



The information can be inserted only by means of ResHacker or in Resource Builder (Caption of Edit object). In XN Resource Editor the text can not be entered:

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

ResHacker Dialogue display:



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

Required attributes in the control

- ES_WANTRETURN \n to be performed in the dialogue
- ES_MULTILINE Wrap contents
- ES_READONLY Do not allow overwriting of contents

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

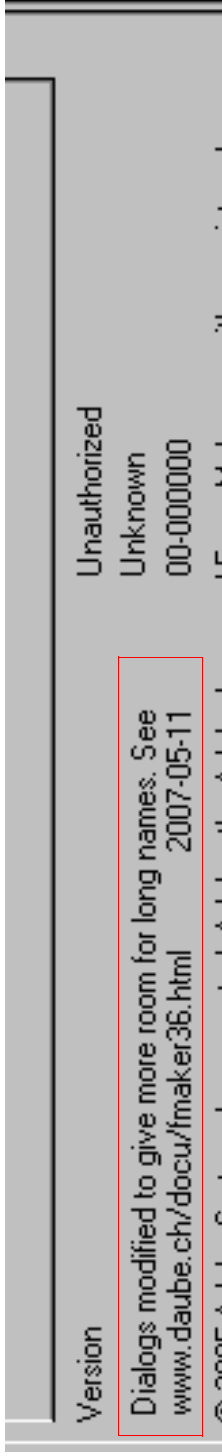
Note: Although \n is not performed in any of the resource editors it is performed in the actual dll as shown above.

2007-05-14

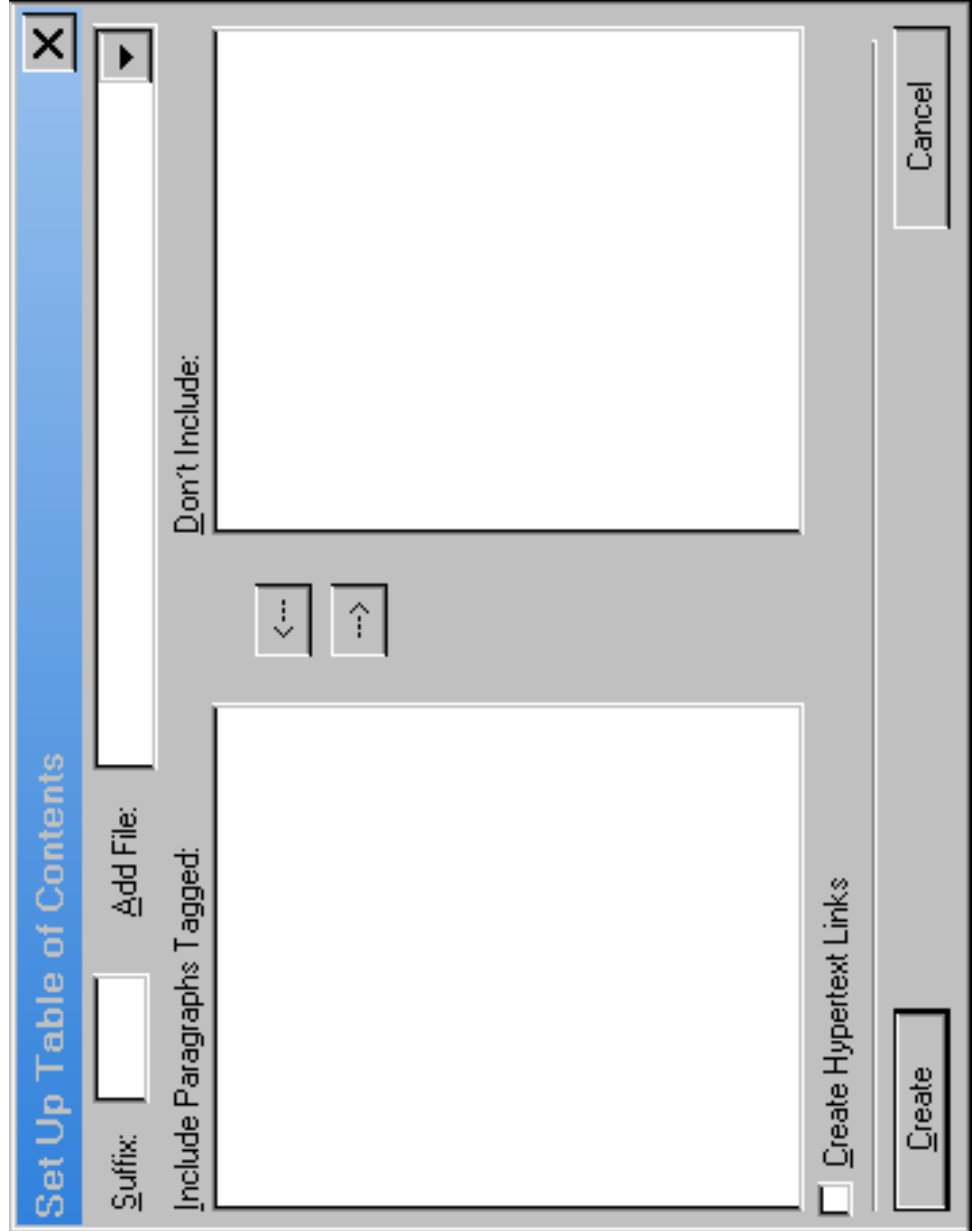
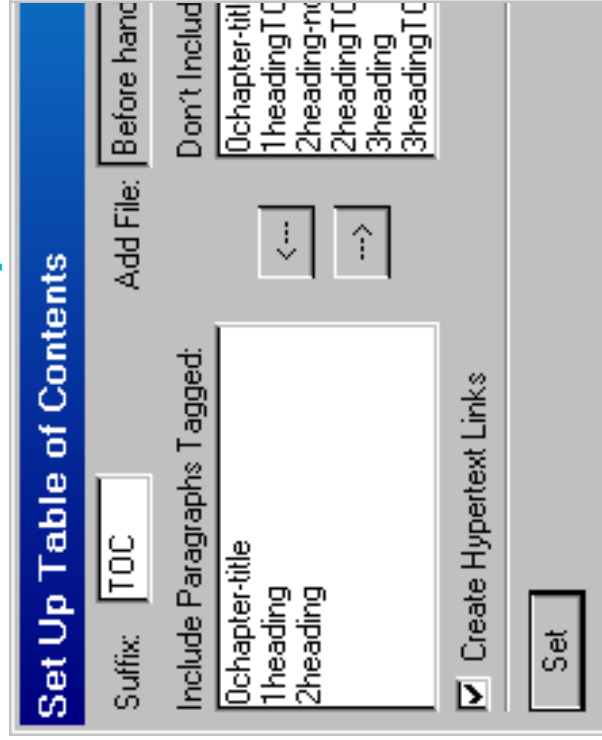
E:_DDDprojects\FM-GUI-mods\fmdlg-mods.fm

D D D

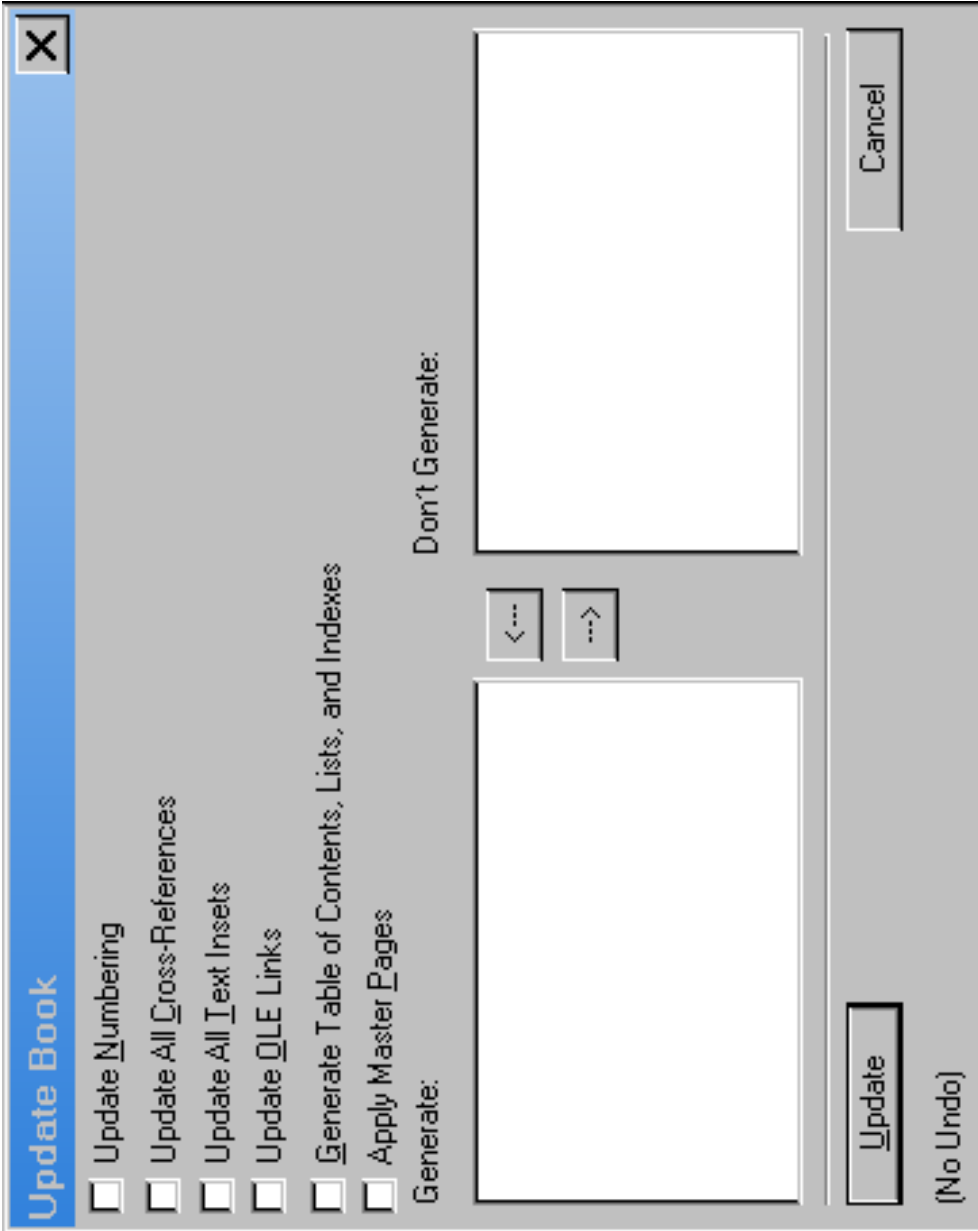
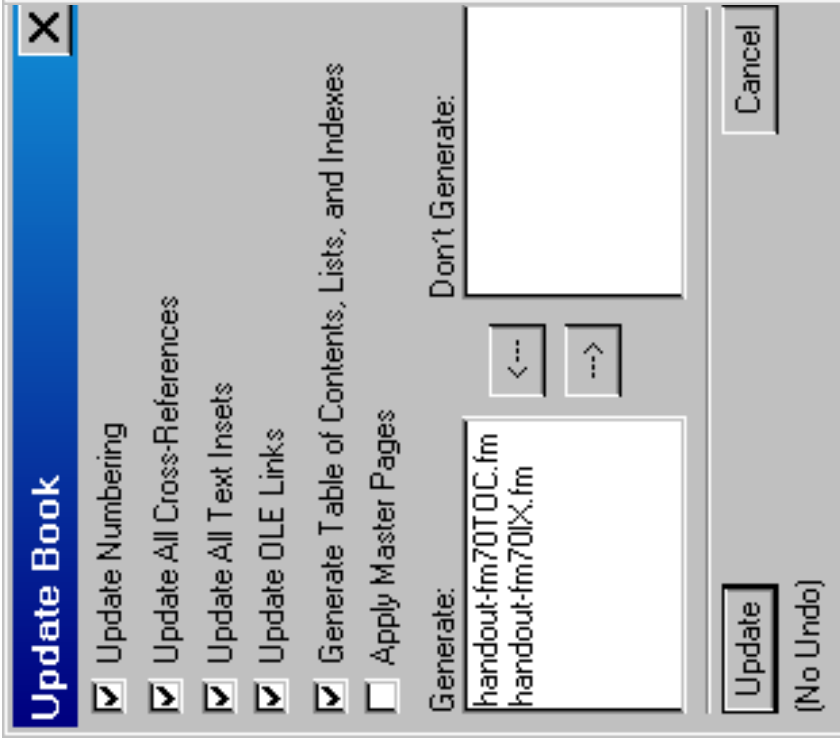
about_main



book_define (Set Up Table of Contents)



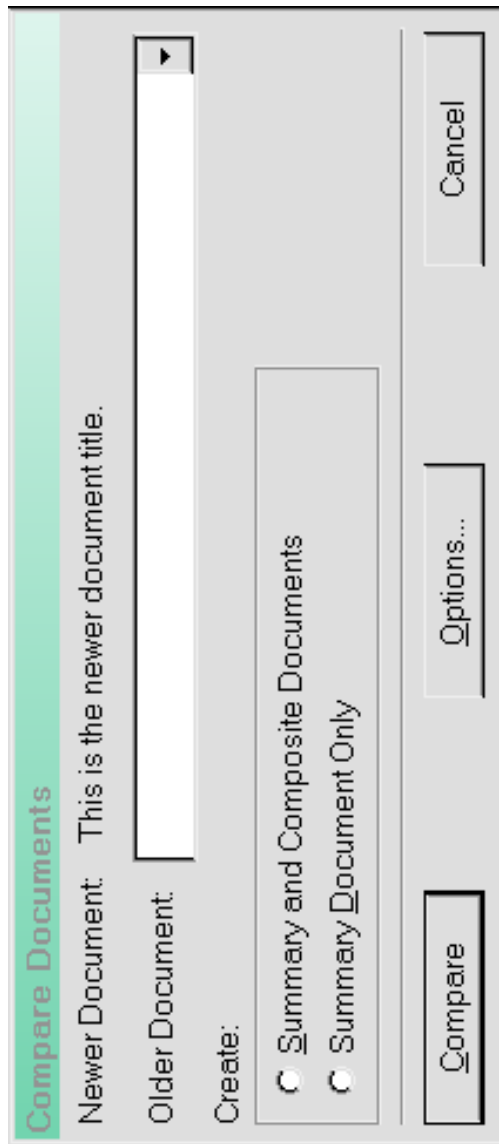
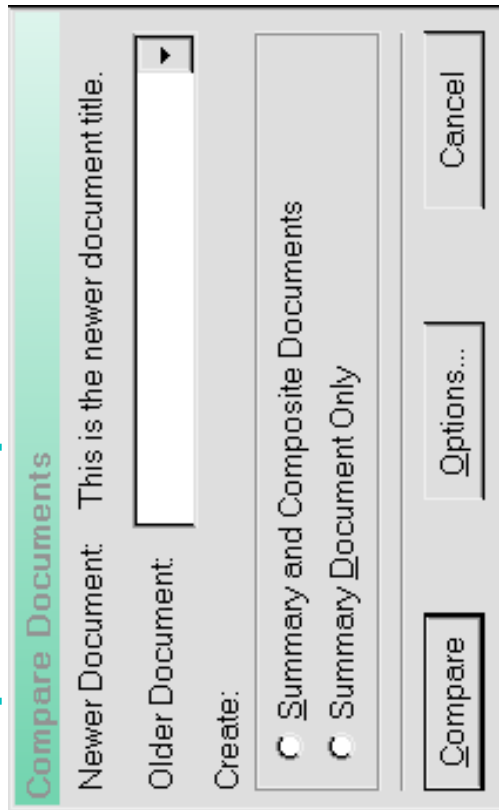
book_update (Update Book)



charupdate (Global Update Options)



compare (Compare Documents)



compare_opt (Comparison Options)

Comparison Options

Mark Insertions With:

C Condition Tag: Inserted

Custom Condition Tag:

Nothing

Mark Deletions With:

C Condition Tag: Deleted

Custom Condition Tag:

Replacement Text:

Mark Changes with Change Bars

Create Hypertext Links in Summary

Comparison Options

Mark Insertions With:

C Condition Tag: Inserted

Custom Condition Tag:

Nothing

Mark Deletions With:

C Condition Tag: Deleted

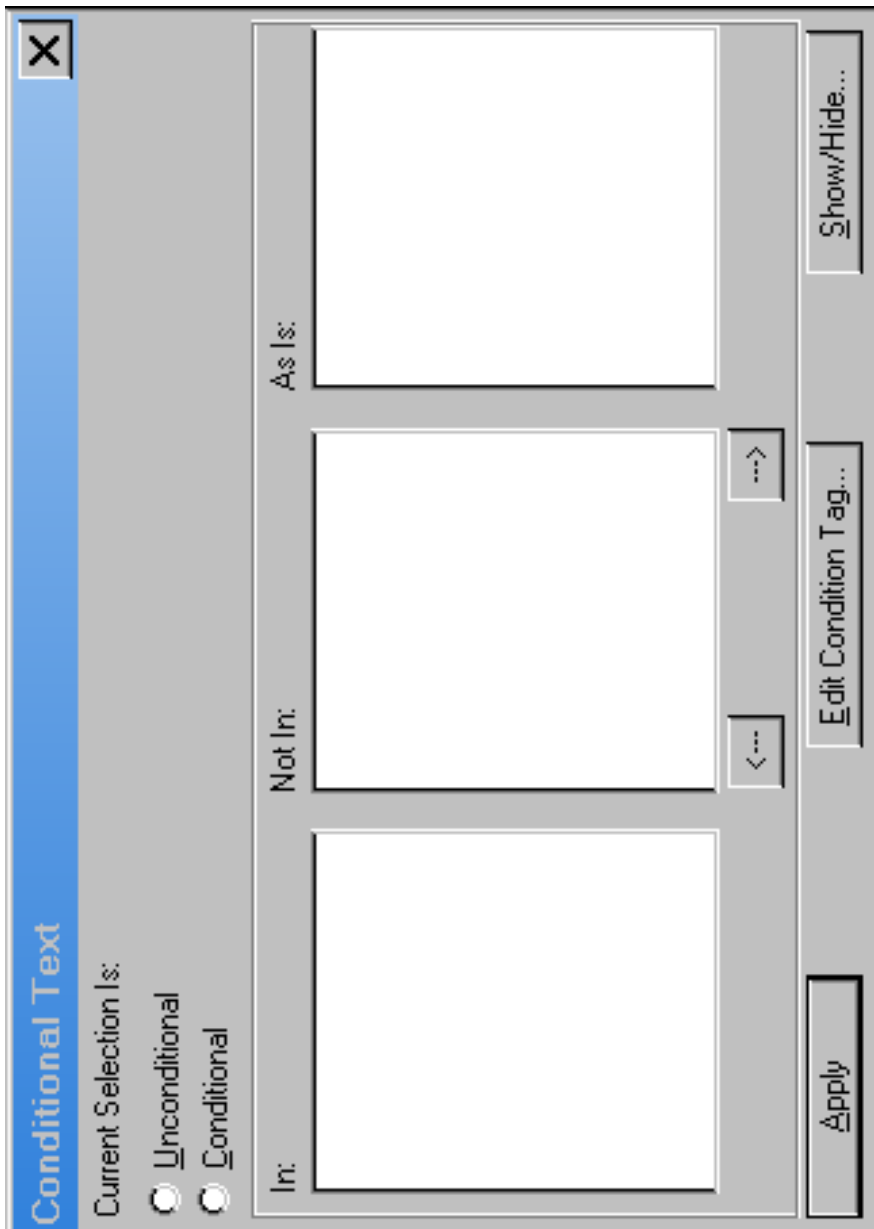
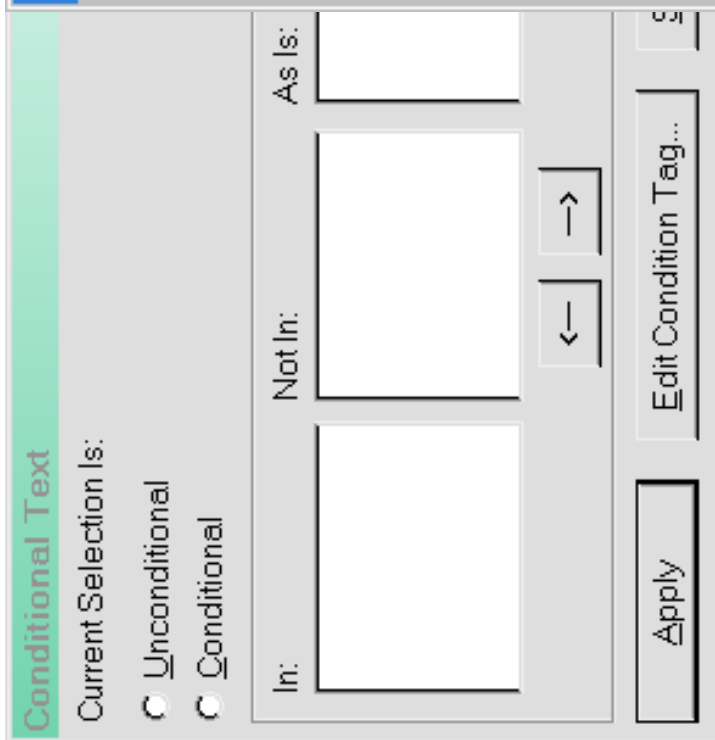
Custom Condition Tag:

Replacement Text:

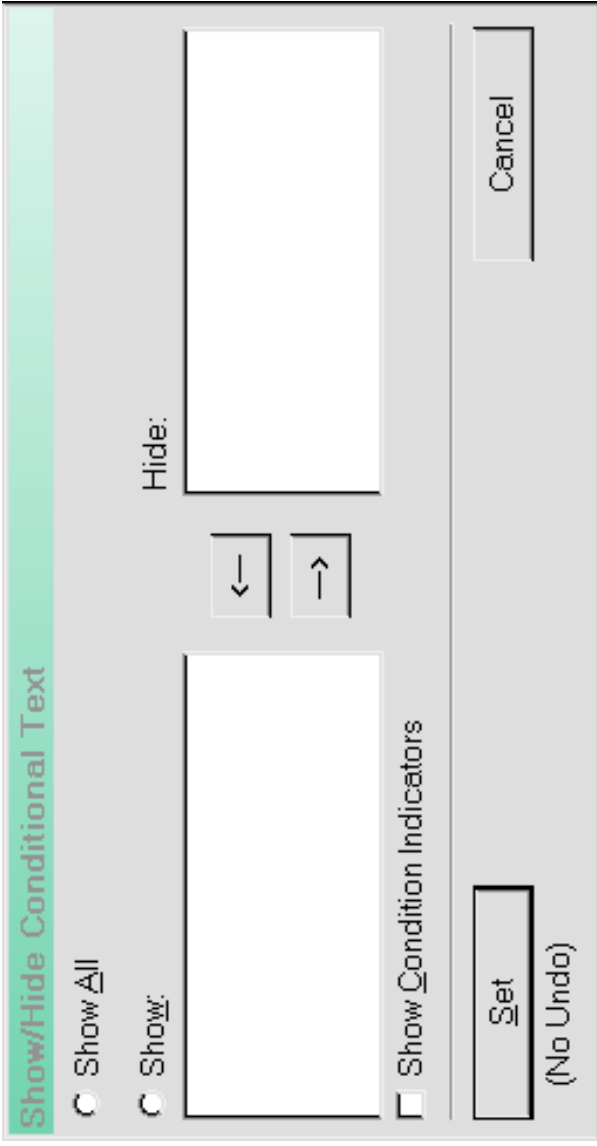
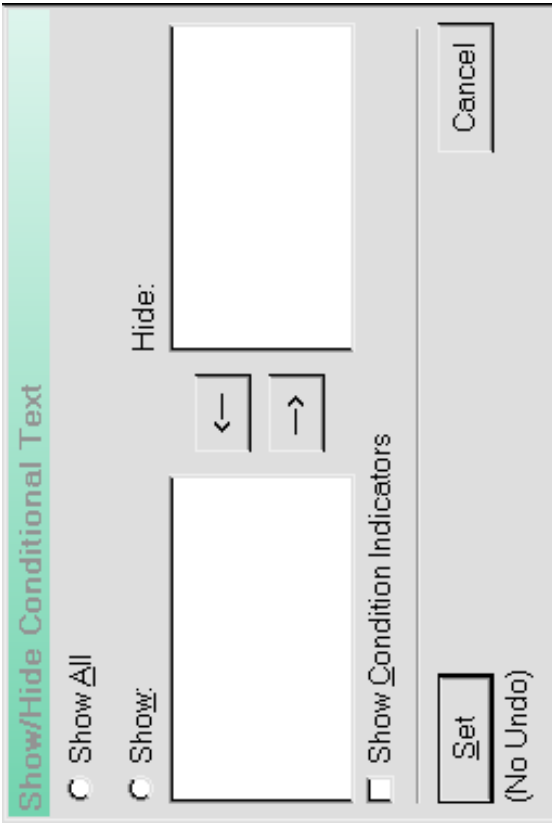
Mark Changes with Change Bars

Create Hypertext Links in Summary

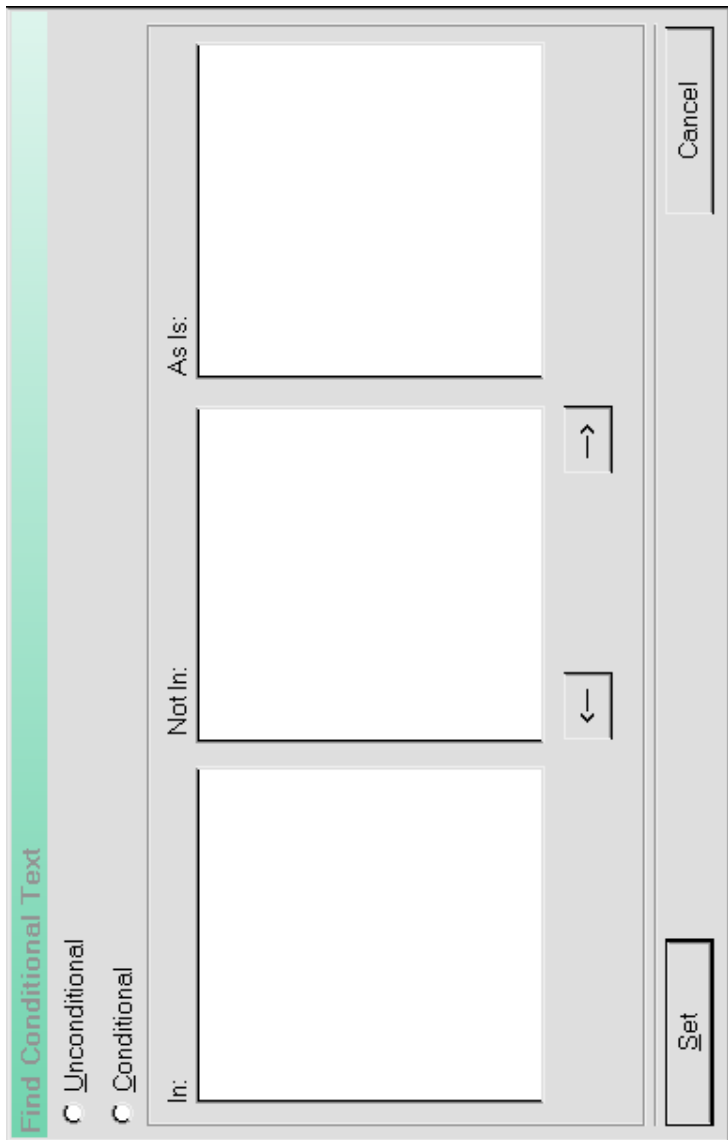
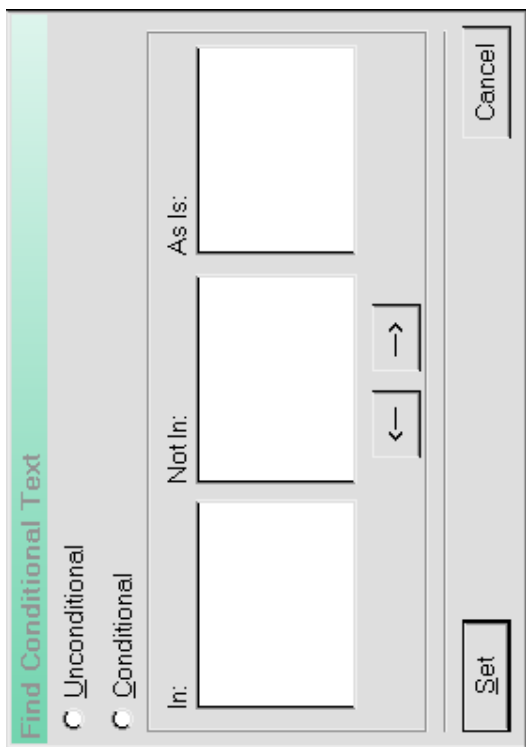
cond_text (Conditional Text)



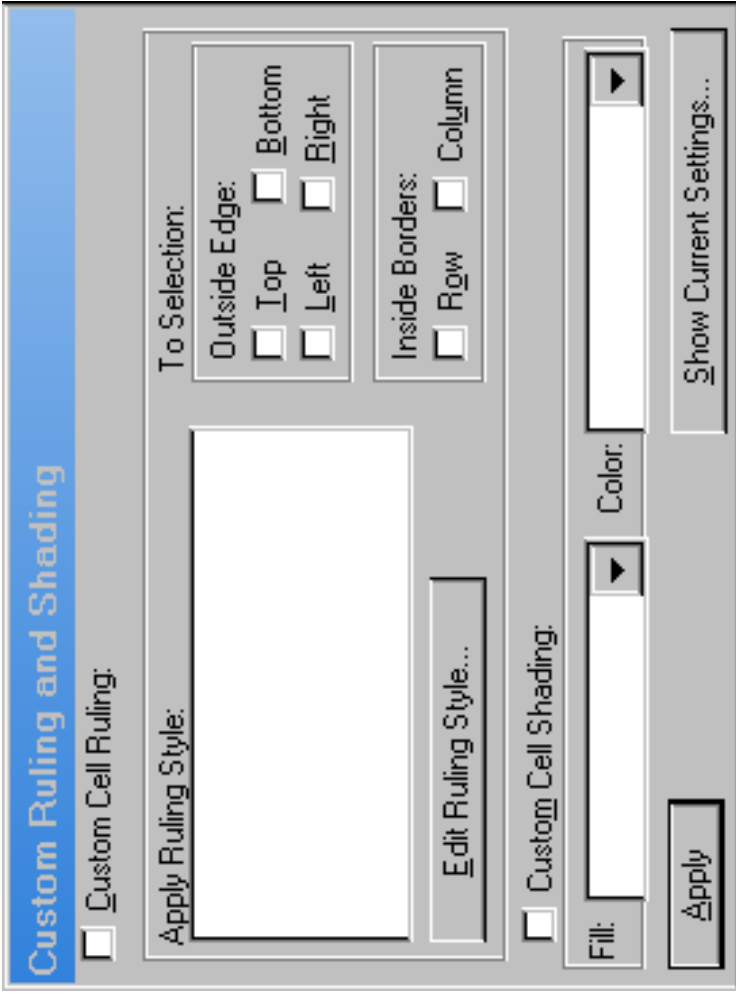
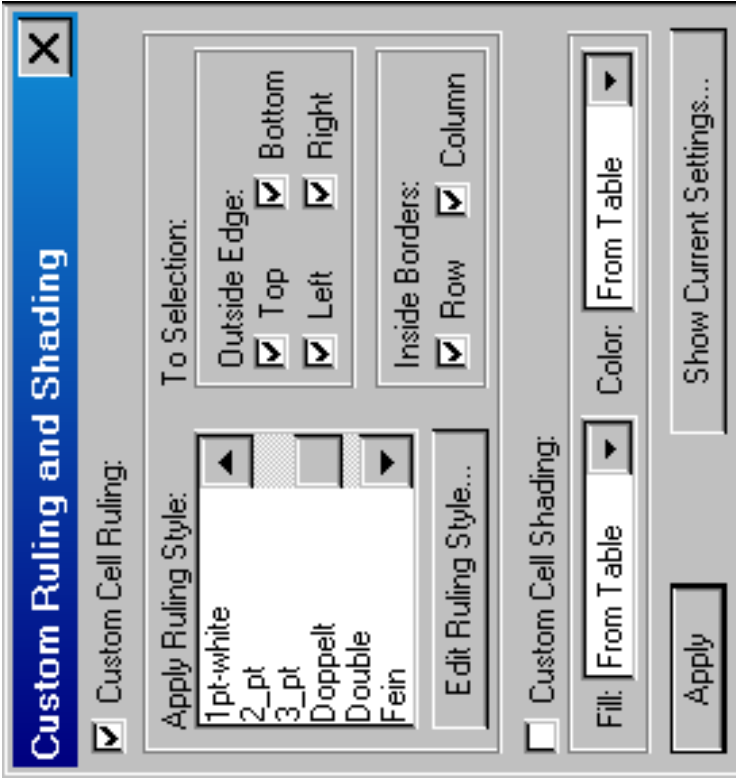
cond_visibility (Show/Hide Conditional Text)



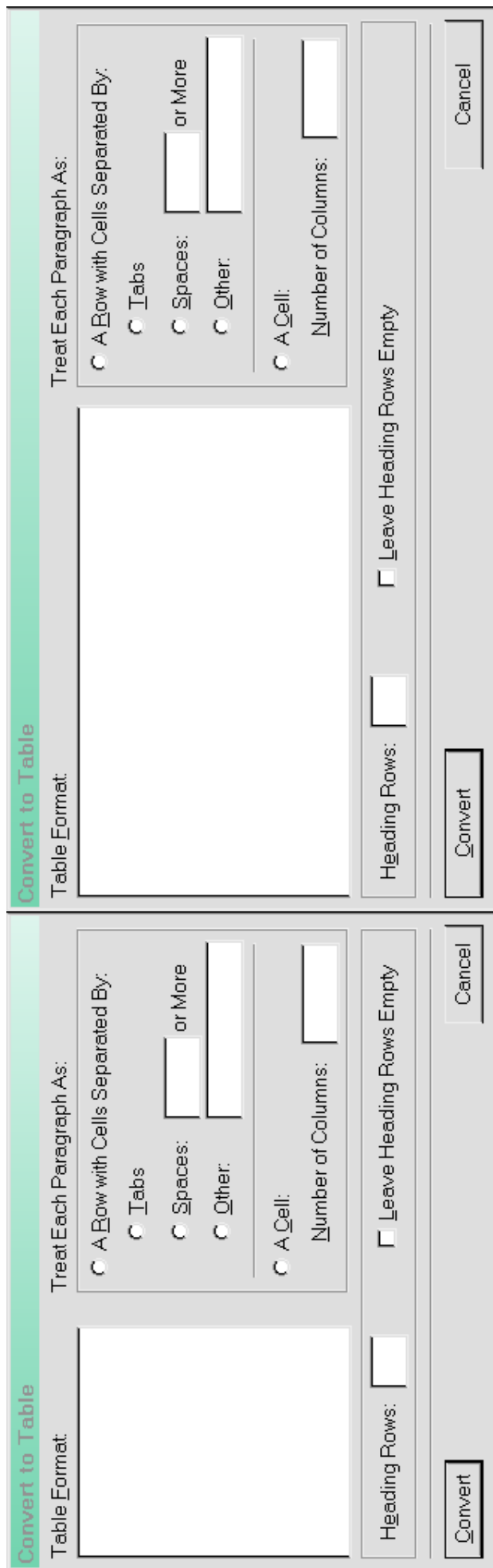
condsearch (Find Conditional Text)



cust_rs (Custom Ruling and Shading)



cvttotbl (Convert to Table)



doc_print (Print Document)

Print Selected Files in Book [X]

Print Page Range:

All Start Page: [] End Page: []

Odd-Numbered Pages Even-Numbered Pages
 Collate Last Sheet First
 Skip Blank Pages Spot Color As Black/White
 Low-Resolution Images

Registration Marks: [None] [v]

Thumbnails - Rows: [2] Cols: [2]
 Copies: [1] Scale: [100%]
 Print to File: [dout_70\handout-fm70.prn] [Browse...]

Print Selected Files As: [Single Print Job] [v]

Print Separations [Separations Setup...]
 Generate Acrobat Data [PDF Setup...]

Printer: [_direkt_duplex_HP_LJ_4M+] [Setup...]
 [Print] [Cancel]

Print Document [X]

Print Page Range:

All Start Page: [] End Page: []

Odd-Numbered Pages Even-Numbered Pages
 Collate Last Sheet First
 Skip Blank Pages Spot Color As Black/White
 Low-Resolution Images

Registration Marks: [] [v]

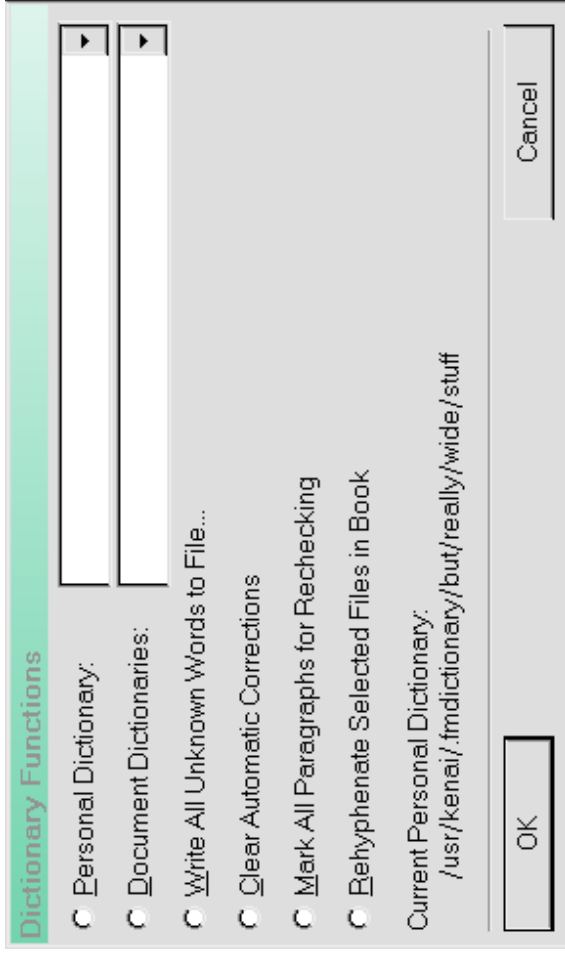
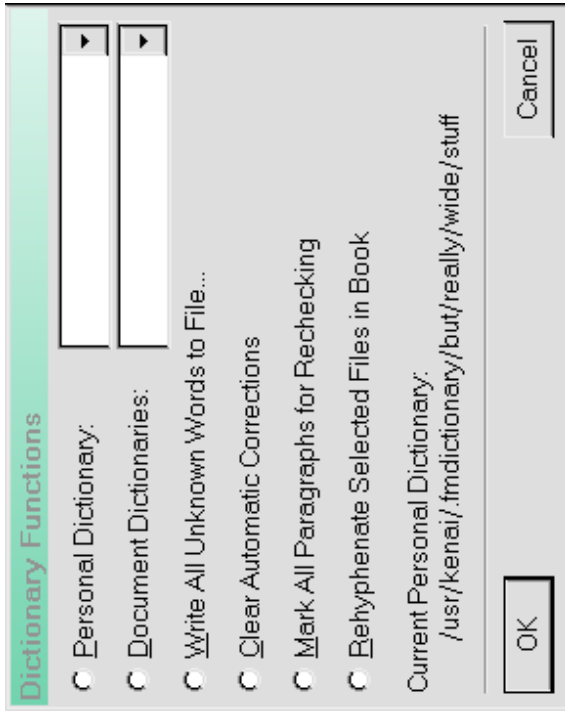
Thumbnails - Rows: [] Cols: []
 Copies: [] Scale: []
 Print to File: [] [Browse...]

Save Selected Files as: []

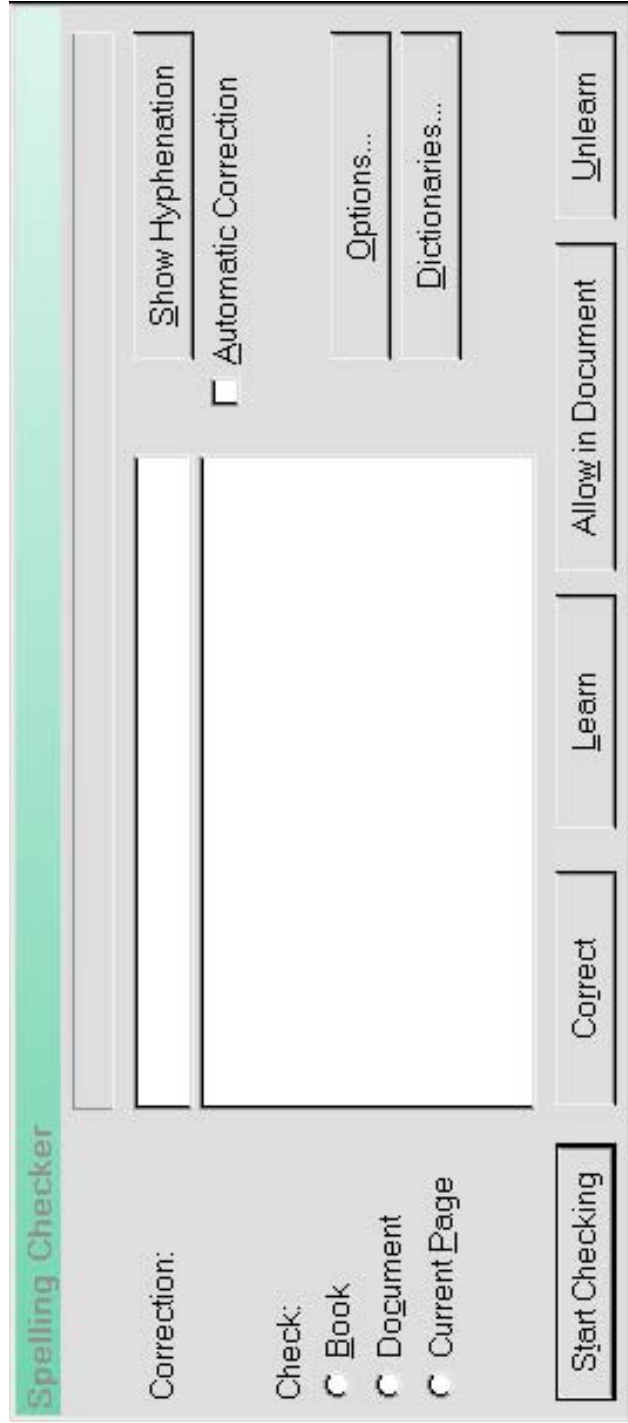
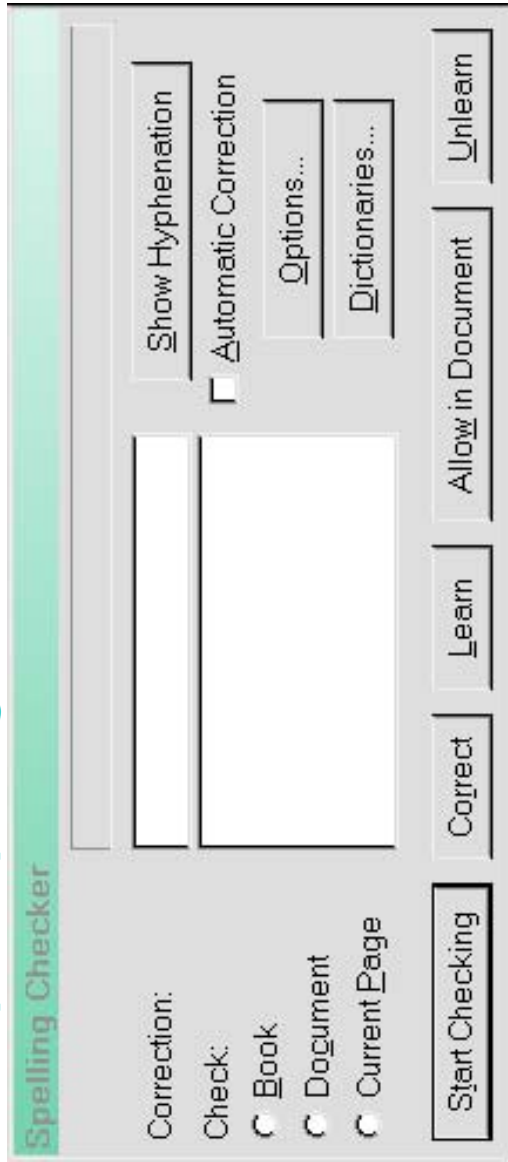
Print Separations [Separations Setup...]
 Generate Acrobat Data [PDF Setup...]

Printer: [Bogotron Plus EXP] [Setup...]
 [Print] [Cancel]

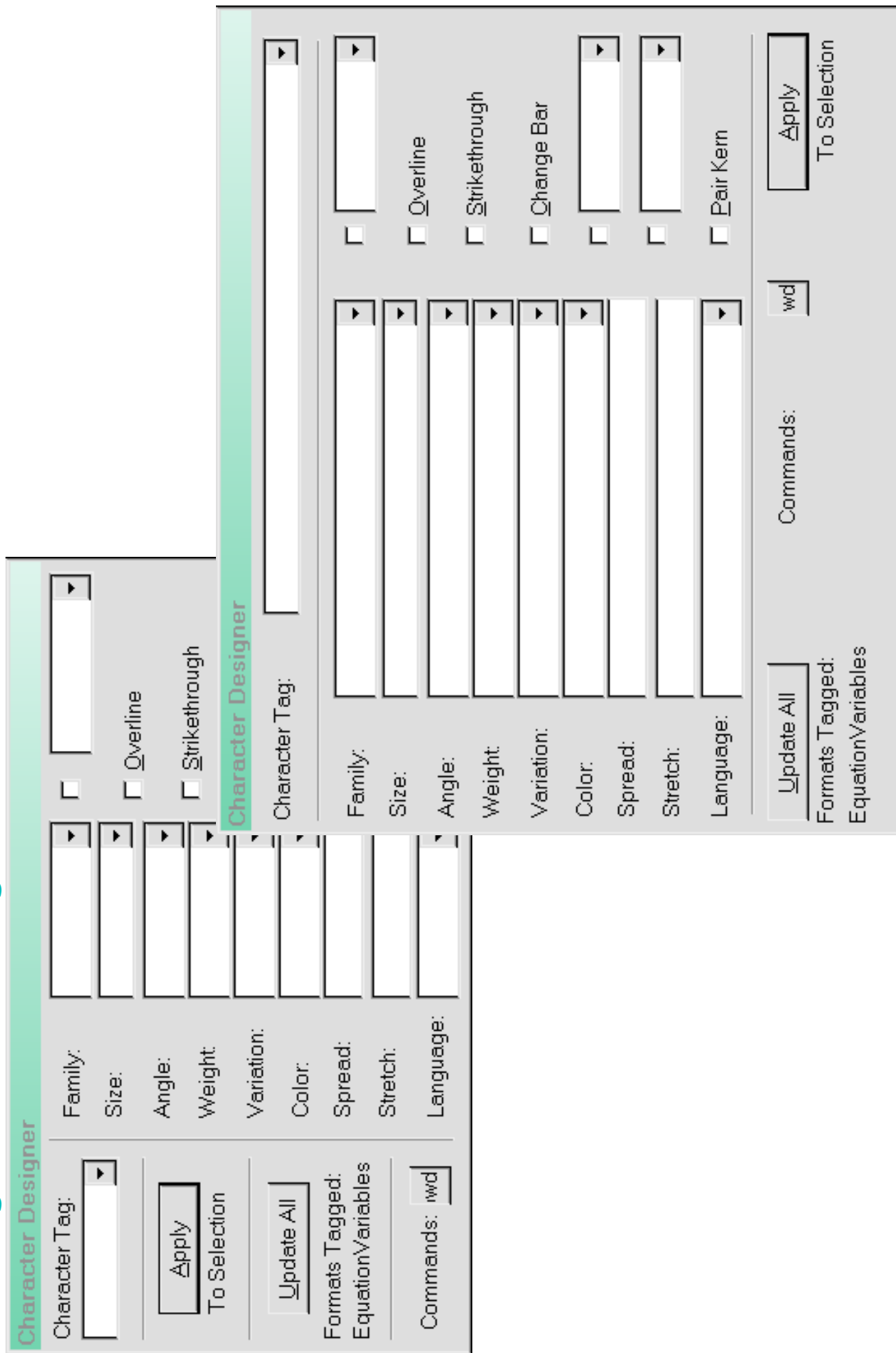
edit_dicts (Dictionary Functions)



edit_spell (Spelling Checker)



fontdesign (Character Designer)



fontsearch (Find Character Format)

Find Character Format

Family:

Size:

Angle:

Weight:

Variation:

Color:

Spread:

Stretch:

Language:

Overline

Strikethrough

Change Bar

Pair Kern

Find Character Format

Family:

Size:

Angle:

Weight:

Variation:

Color:

Spread:

Stretch:

Language:

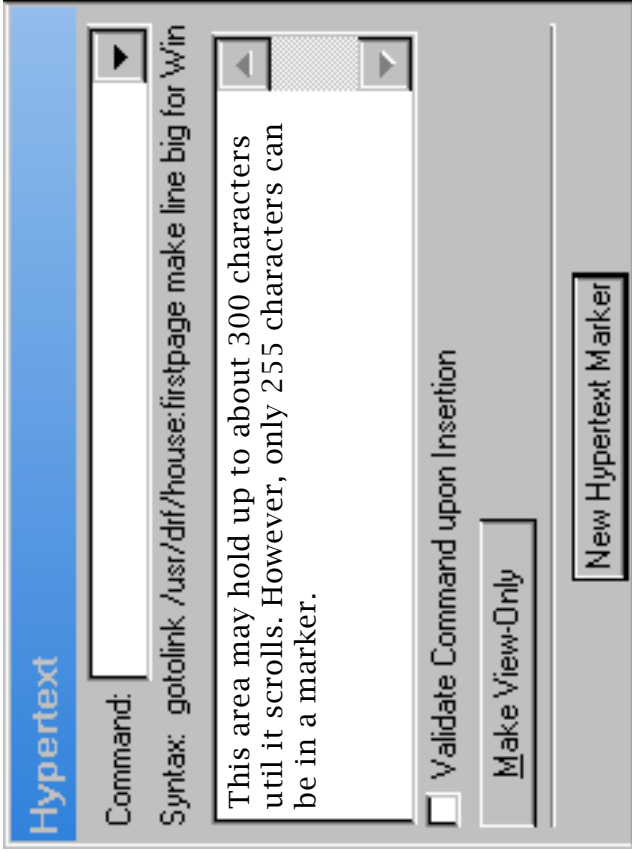
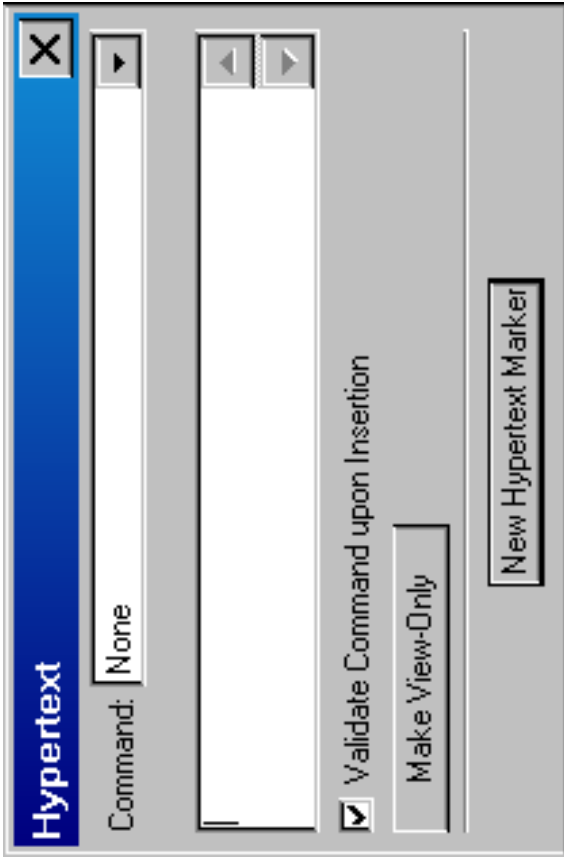
Overline

Strikethrough

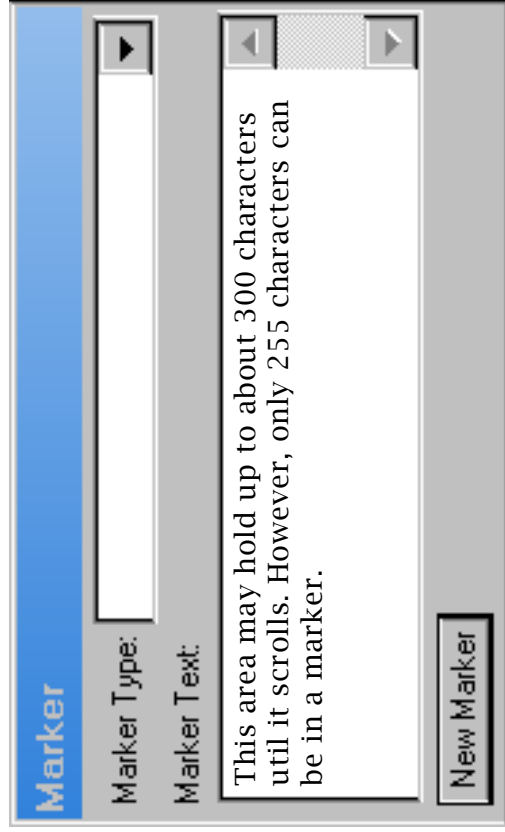
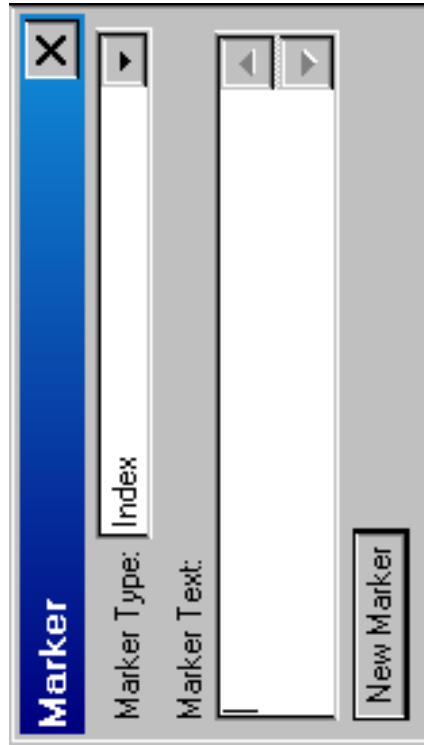
Change Bar

Pair Kern

edit_hypertext (Hypertext)



edit_markers (Marker)



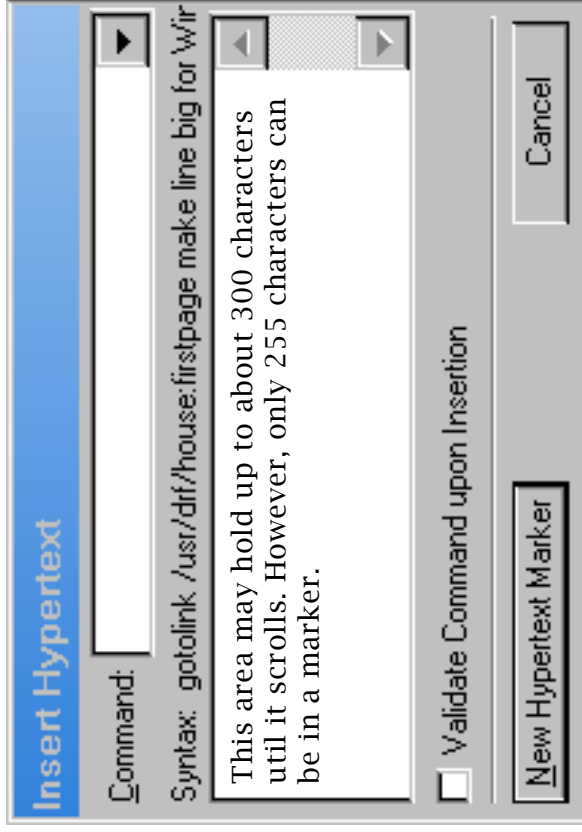
hard_heap_full

Your system does not have enough Memory

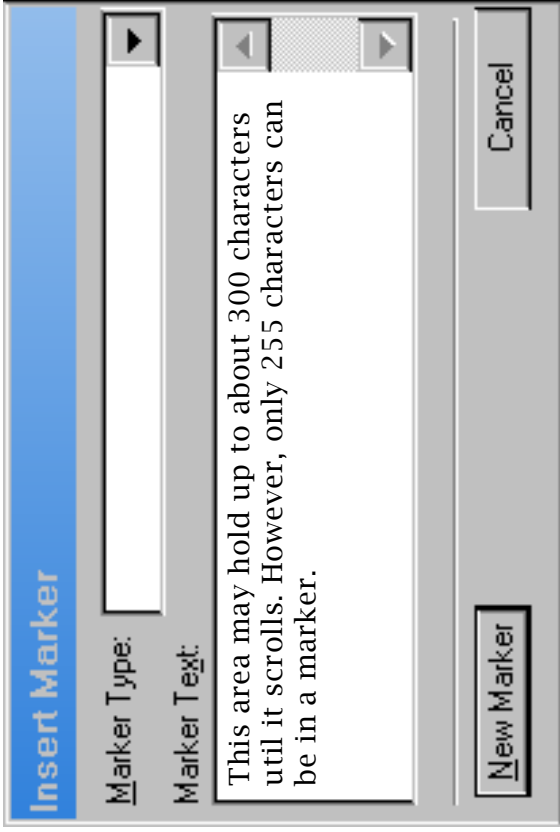
This heading is truncated



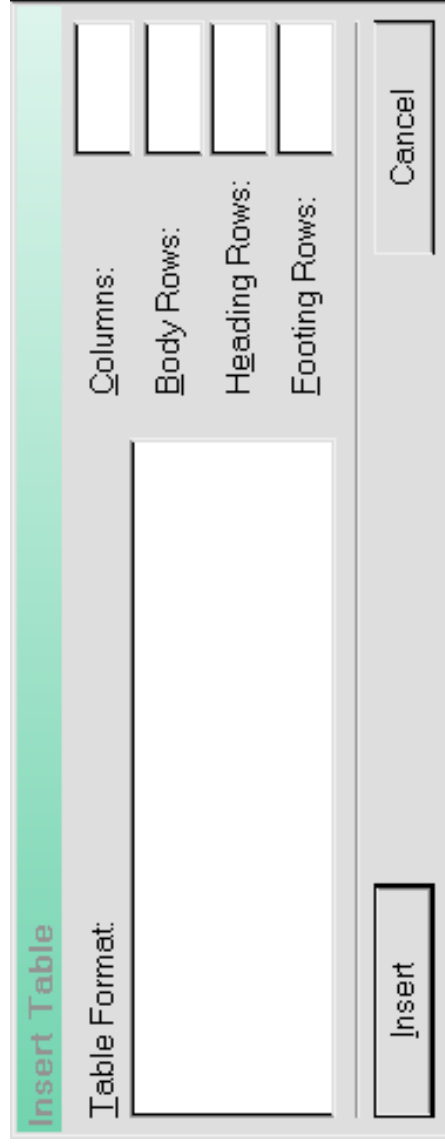
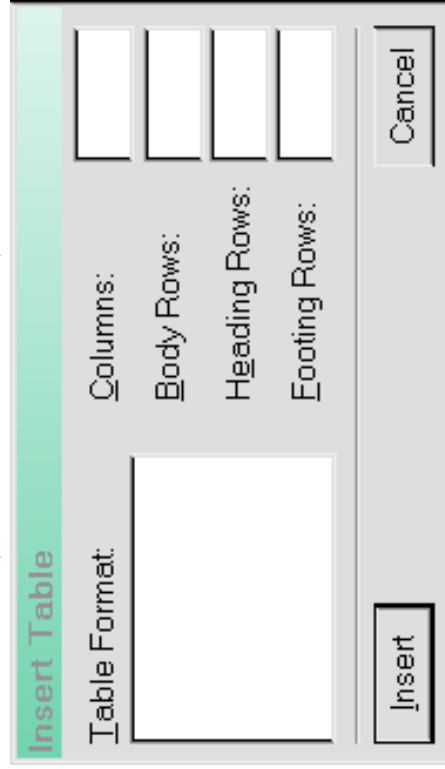
ins_hypertext (Insert Hypertext)



ins_marker (Marker)



ins_tab (Insert Table)



masterpageuse (Master Page Usage)

Master Page Usage

Use Master Page:

(Left/Right Master Pages)

Custom:

Apply To:

Current Page (1)

Pages: To: First Page: 1 Last Page: 1

Even (Left) Odd (Right)

That Currently Use Master Page:

(No Undo)

Master Page Usage

Use Master Page:

(Left/Right Master Pages)

Custom:

Apply To:

Current Page (1)

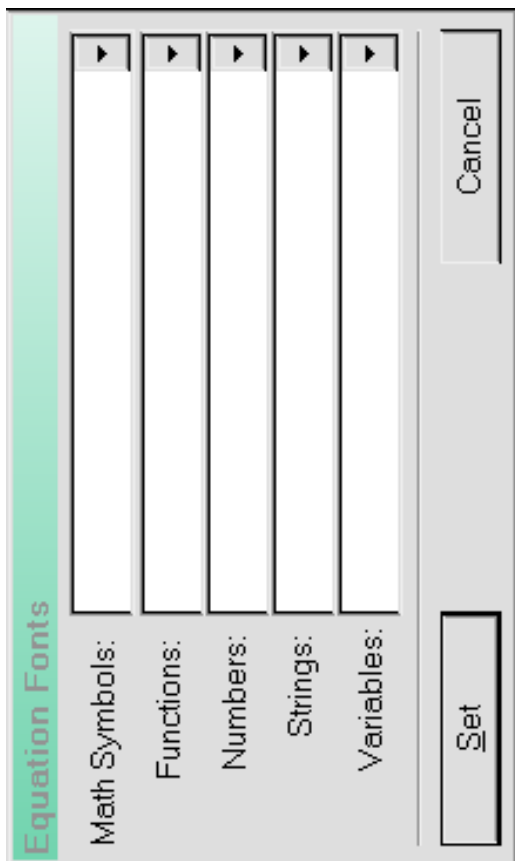
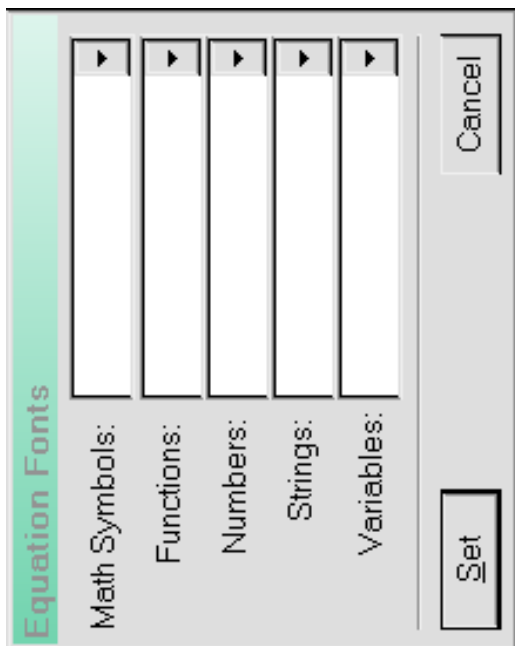
Pages: To: First Page: 1 Last Page: 1

Even (Left) Odd (Right)

That Currently Use Master Page:

(No Undo)

math_fonts (Equation Fonts)



num_chapters (Numbering Properties - Chapter)

Numbering Properties

Chapter #: Format:

Continue Numbering From Previous File in Book

Use Same Number As Previous File

Read from File

As Is

(No Undo)

Numbering Properties

Chapter #: Format:

Continue Numbering From Previous File in Book

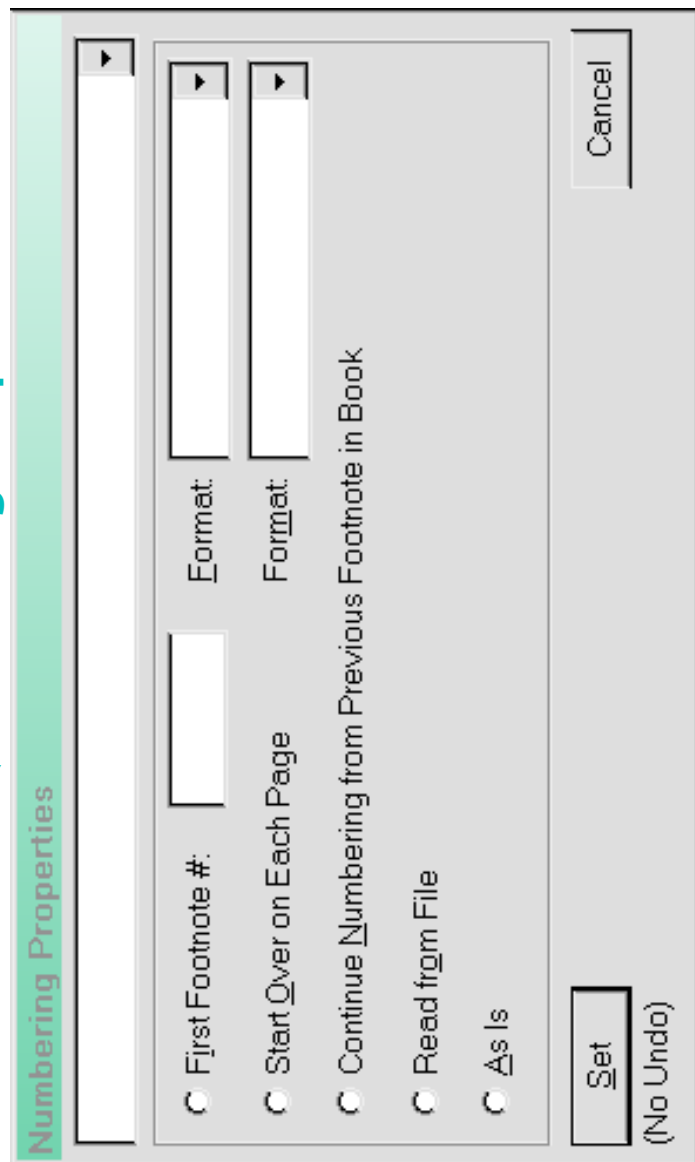
Use Same Number As Previous File

Read from File

As Is

(No Undo)

num_footnotes (Numbering Properties - Footnote)



num_pages (Numbering Properties - Page)

Numbering Properties

▼

First Page #: Format: ▼
 Continue Numbering from Previous Page in Book
 Read from File
 As Is

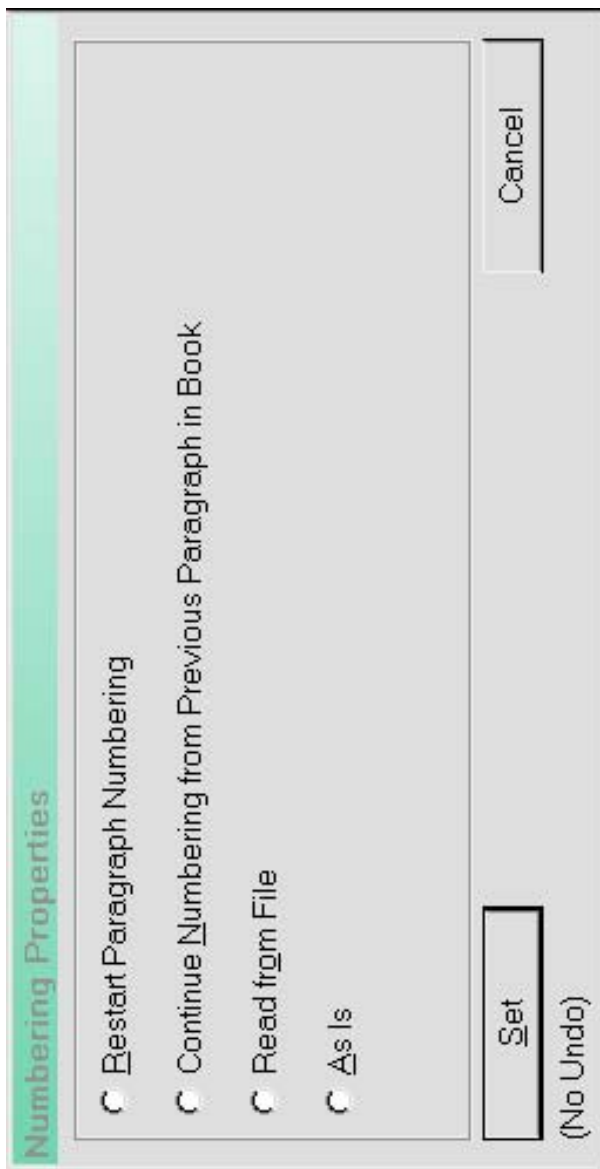
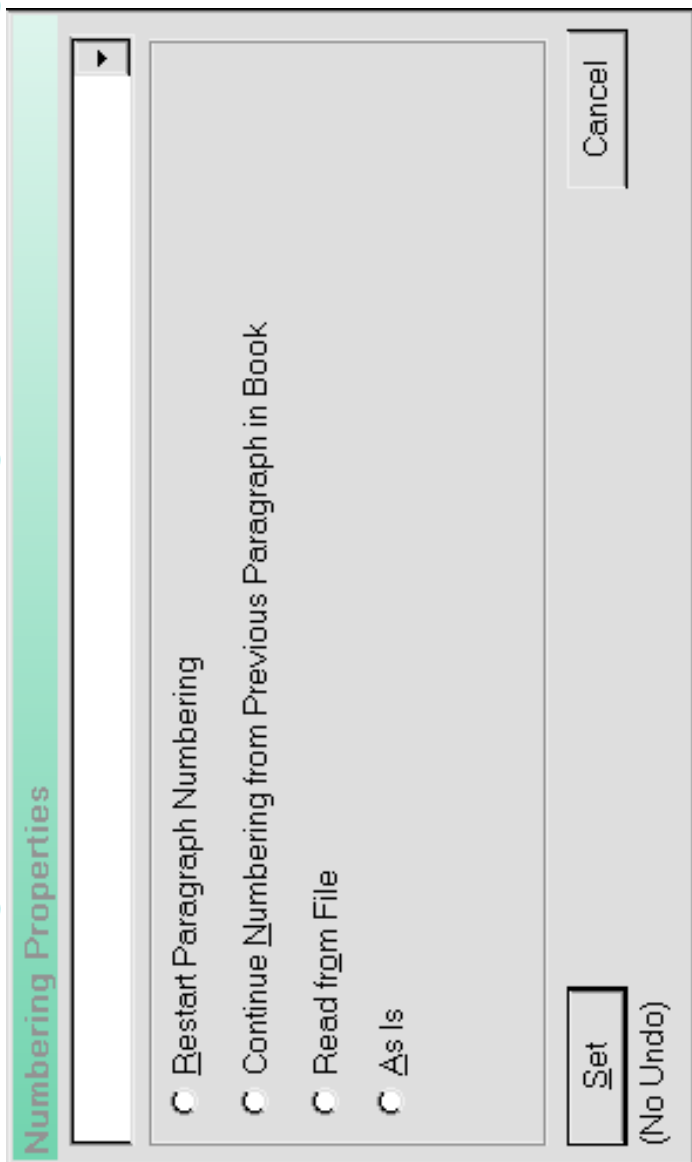
(No Undo)

Numbering Properties

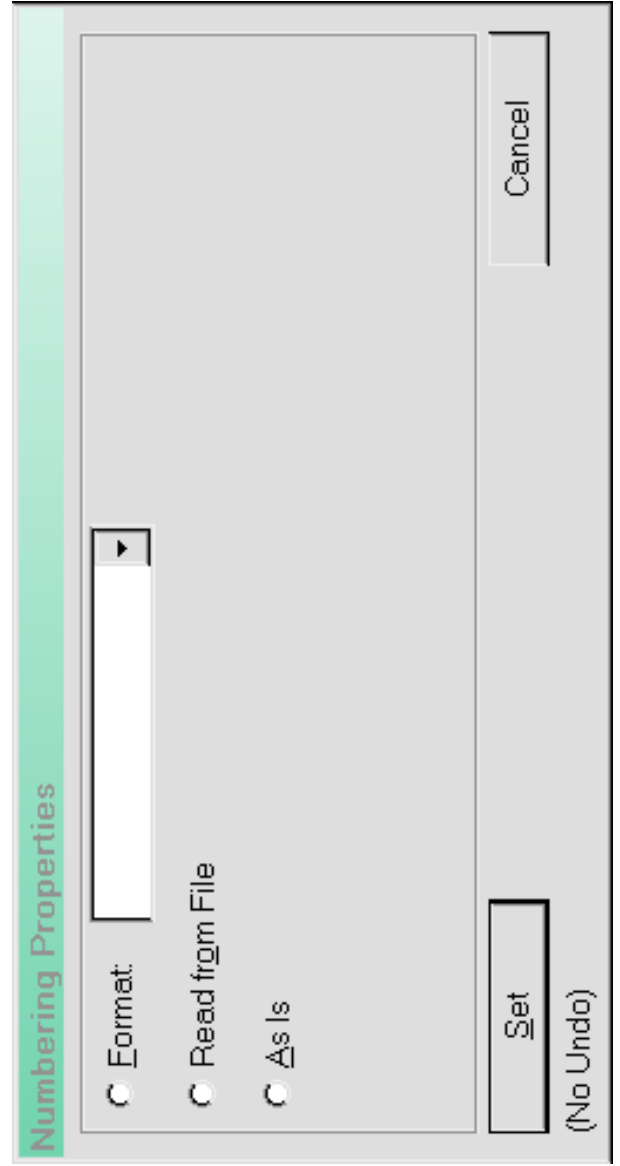
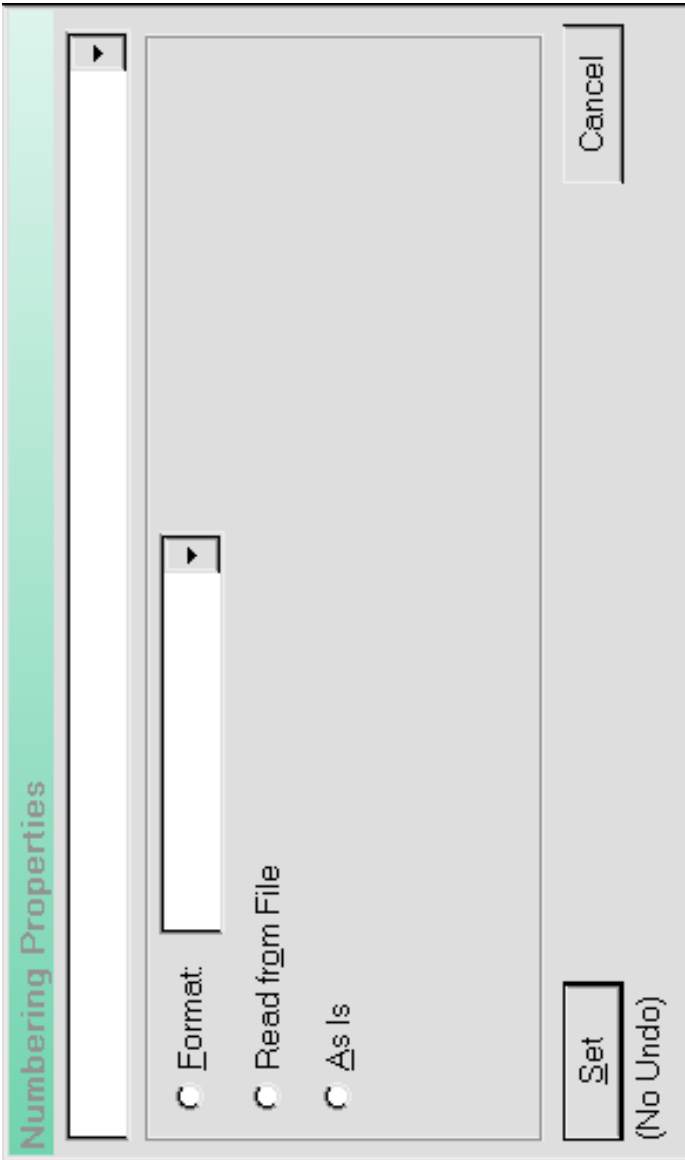
First Page #: Format: ▼
 Continue Numbering from Previous Page in Book
 Read from File
 As Is

(No Undo)

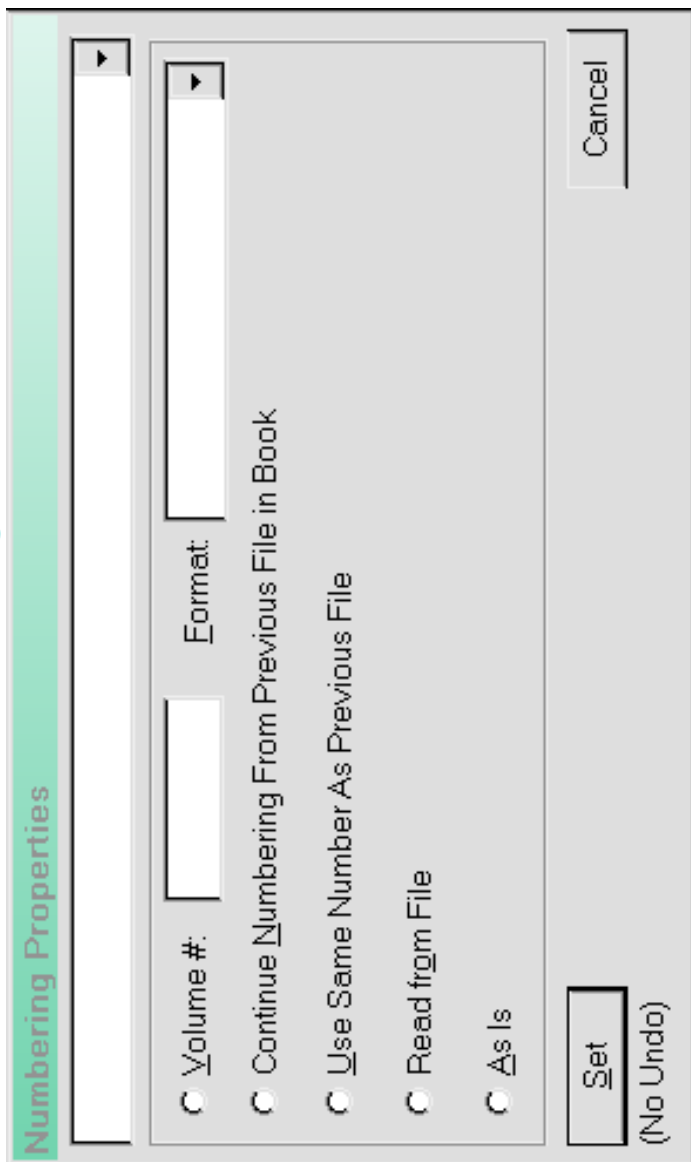
num_paragraphs (Numbering Properties - Paragraph)



num_tablefoots (Numbering Properties - Table Footnote)



num_volumes (Numbering Properties - Volume)



page_addbody (Add Disconnected Pages)

The dialog box has a title bar with the text "Add Disconnected Pages". It contains the following fields and controls:

- An "Add" button.
- A dropdown menu.
- A text input field.
- A label "Number of Pages To Add:" followed by a text input field.
- A label "Use Master Page:" followed by a dropdown menu.
- An "Add" button.
- A "Cancel" button.

The dialog box has a title bar with the text "Add Disconnected Pages". It contains the following fields and controls:

- An "Add" button.
- A dropdown menu.
- A text input field.
- A label "Number of Pages To Add:" followed by a text input field.
- A label "Use Master Page:" followed by a dropdown menu.
- An "Add" button.
- A "Cancel" button.

page_addmaster (Add Master Page)

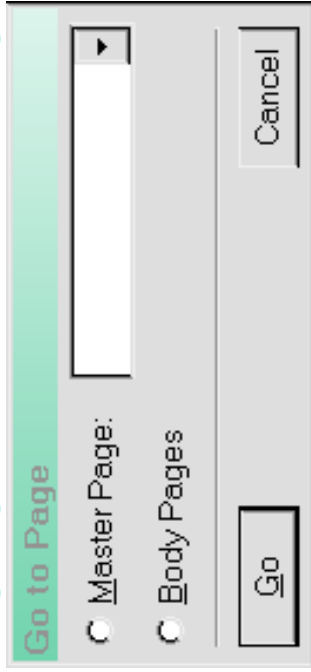
The dialog box has a title bar with the text "Add Master Page". It contains the following fields and controls:

- A "Name:" label followed by a text input field.
- An "Initial Page Layout:" label followed by a dropdown menu.
- Two radio buttons: "Copy from Master Page:" and "Empty".
- An "Add" button.
- A "Cancel" button.

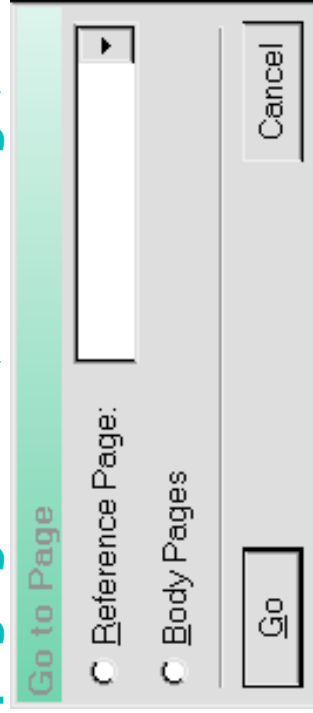
The dialog box has a title bar with the text "Add Master Page". It contains the following fields and controls:

- A "Name:" label followed by a text input field.
- An "Initial Page Layout:" label followed by a dropdown menu.
- Two radio buttons: "Copy from Master Page:" and "Empty".
- An "Add" button.
- A "Cancel" button.

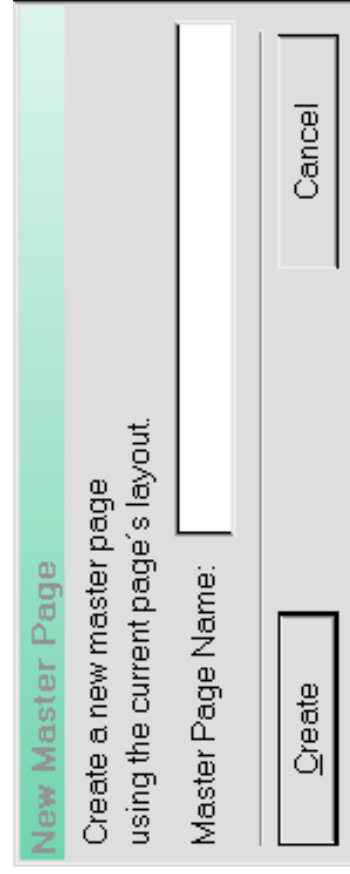
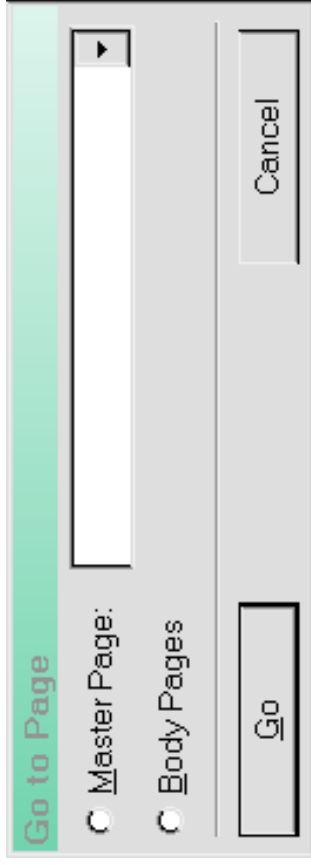
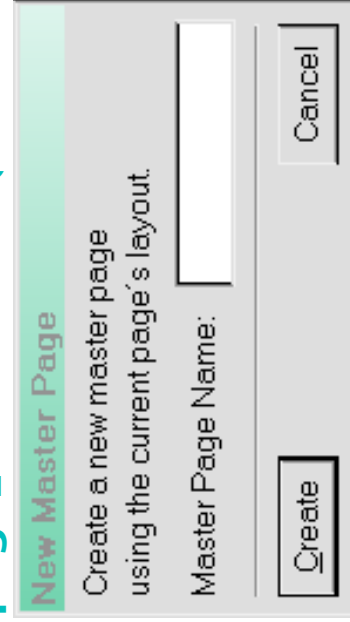
page_gomaster (Go to Page)



page-gotoref (Go to Page)



page_newmaster (New Master Page)



pgfadvance(Paragraph Designer - Advanced)

Paragraph Designer

Paragraph Tag:

Properties:

To Selection

Formats Tagged: Mark's Format

Commands:

Automatic Hyphenation:

Max. # Adjacent: Shortest Prefix:

Shortest Word: Shortest Suffix:

Hyphenate

Word Spacing (% of Standard):

Minimum: Maximum:

Allow Automatic Letter

Frame Above Pgf:

Paragraph Designer

Paragraph Tag:

Automatic Hyphenation:

Max. # Adjacent: Shortest Prefix:

Shortest Word: Shortest Suffix:

Hyphenate

Word Spacing (% of Standard Space):

Minimum: Optimum: Standard Space = 0.25 em

Maximum:

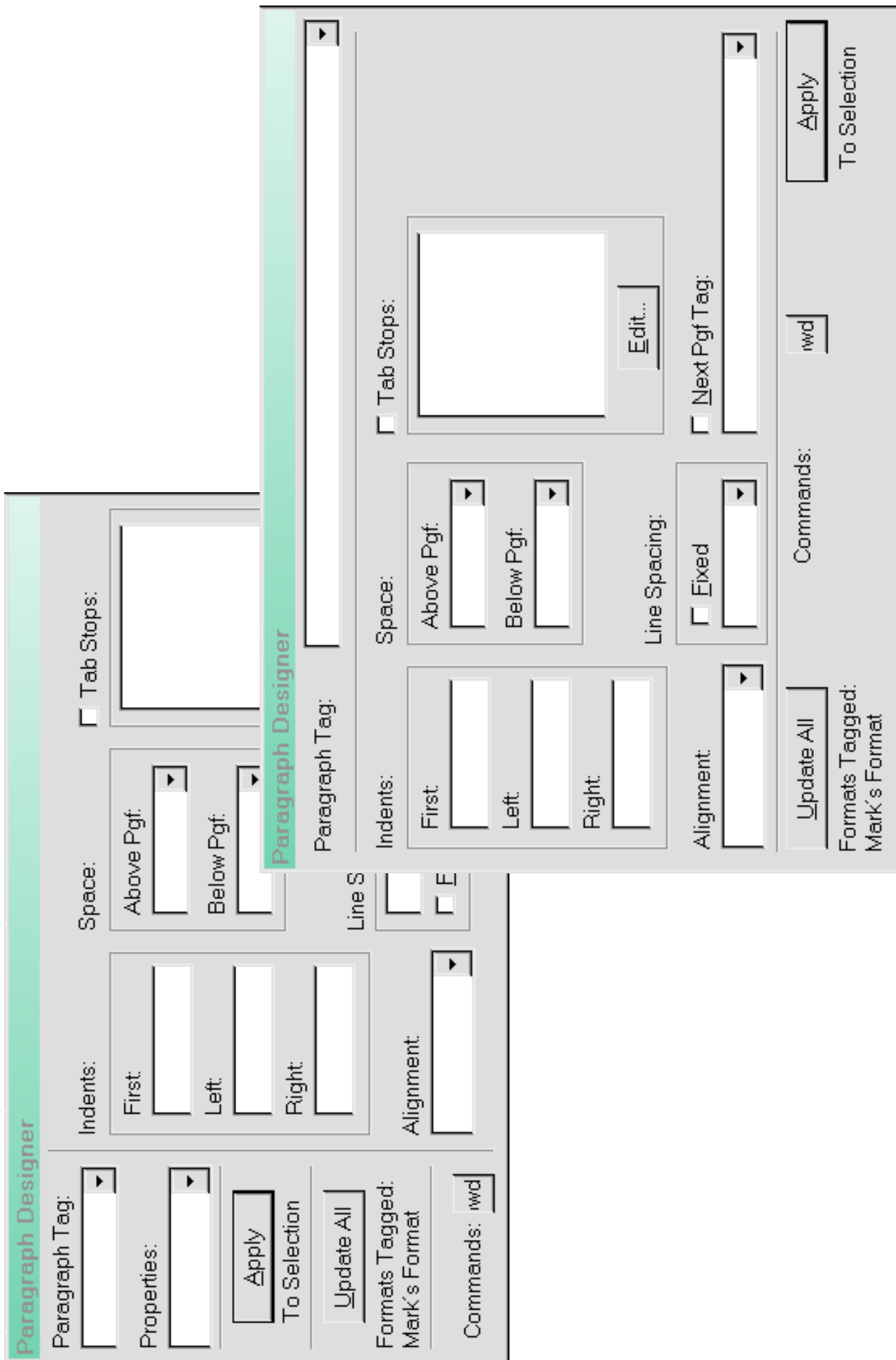
Allow Automatic Letter Spacing

Frame Above Pgf: Below Pgf:

Commands: To Selection

Formats Tagged: Mark's Format

pgfbasic (Paragraph Designer - Basic)



pgfcell (Paragraph Designer - Table Cell)

Paragraph Designer

Paragraph Tag:

Properties:

Commands:

Cell Vertical Alignment:

Cell Margins:

Top:

Bottom:

Left:

Right:

Paragraph Designer

Paragraph Tag:

Cell Vertical Alignment:

Cell Margins:

Top:

Bottom:

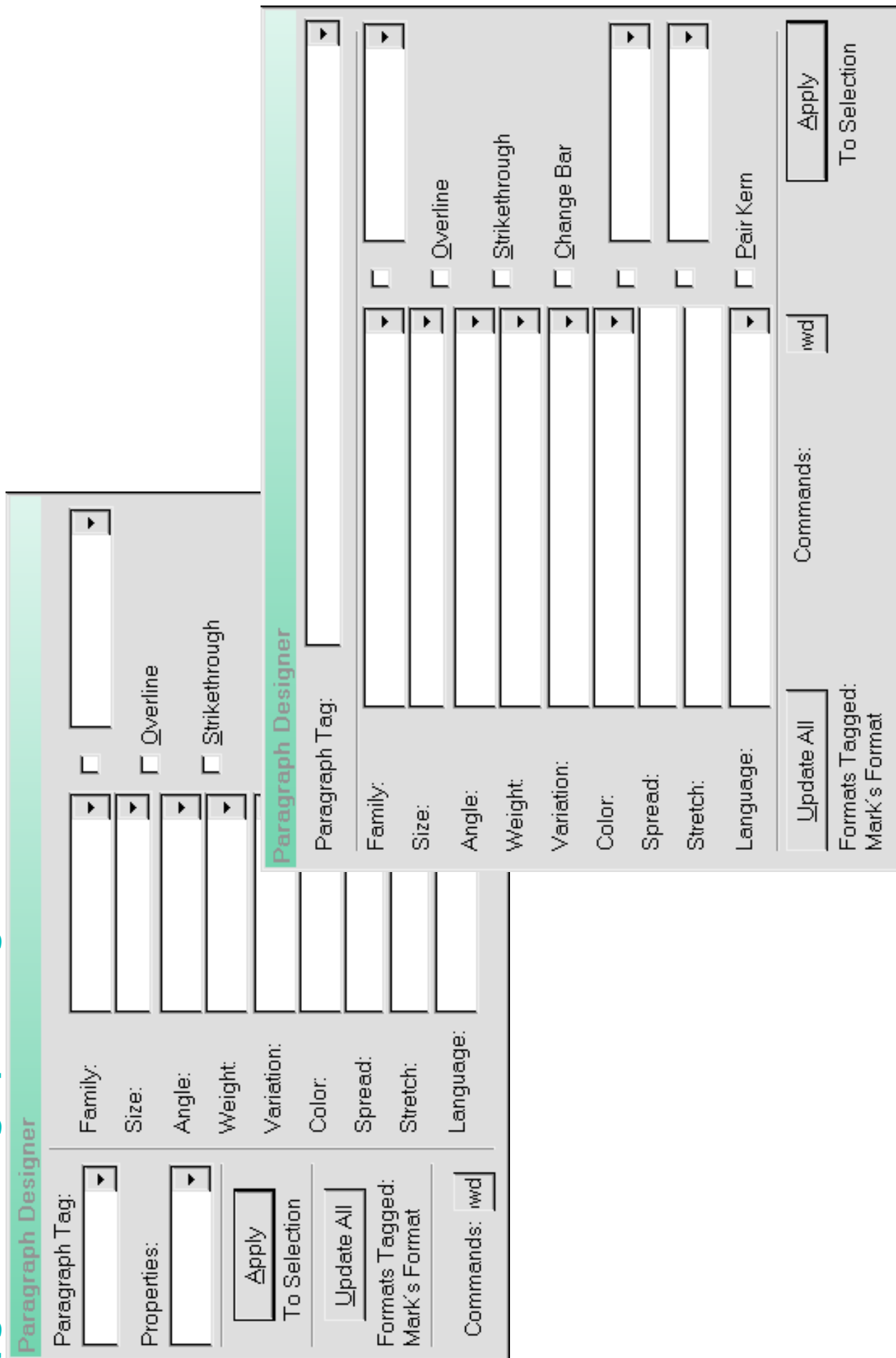
Left:

Right:

Commands:

37

pgffont (Paragraph Designer - Default Font)



pgfnum (Paragraph Designer - Numbering)

Paragraph Designer

Paragraph Tag:

Properties:

Commands:

Autonumber Format:

Building Blocks:

Character Format:

Paragraph Designer

Paragraph Tag:

Autonumber Format:

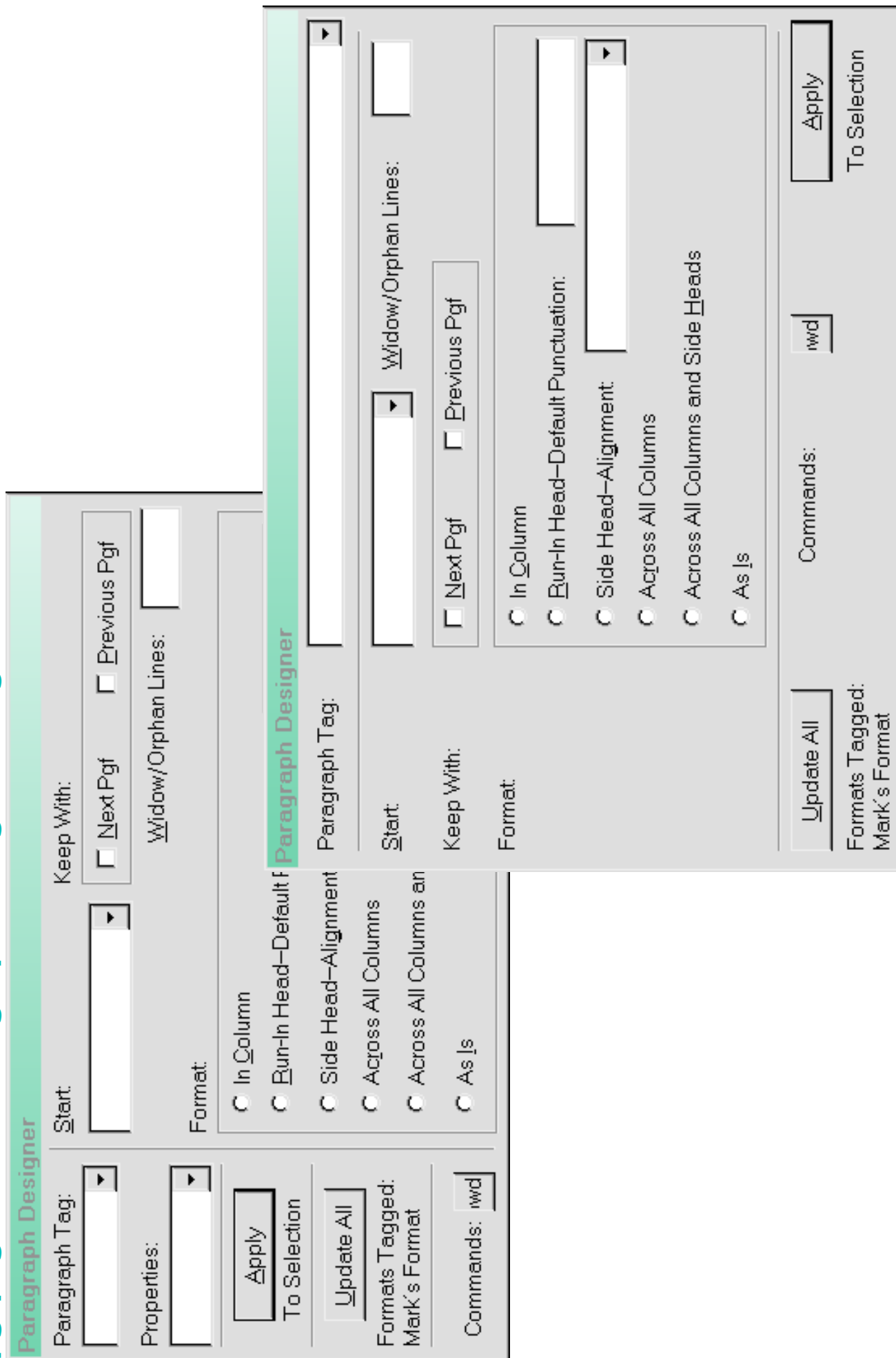
Building Blocks:

Character Format:

Position:

39

pgfpagination (Paragraph Designer - Pagination)



resize (table columns)

Resize Selected Columns

To Width:

By Scaling:

To Width of Column Number:

To Equal Widths Totalling:

By Scaling to Widths Totalling:

To Width of Selected Cells' Contents
(Maximum Width:)

Resize Selected Columns

To Width:

By Scaling:

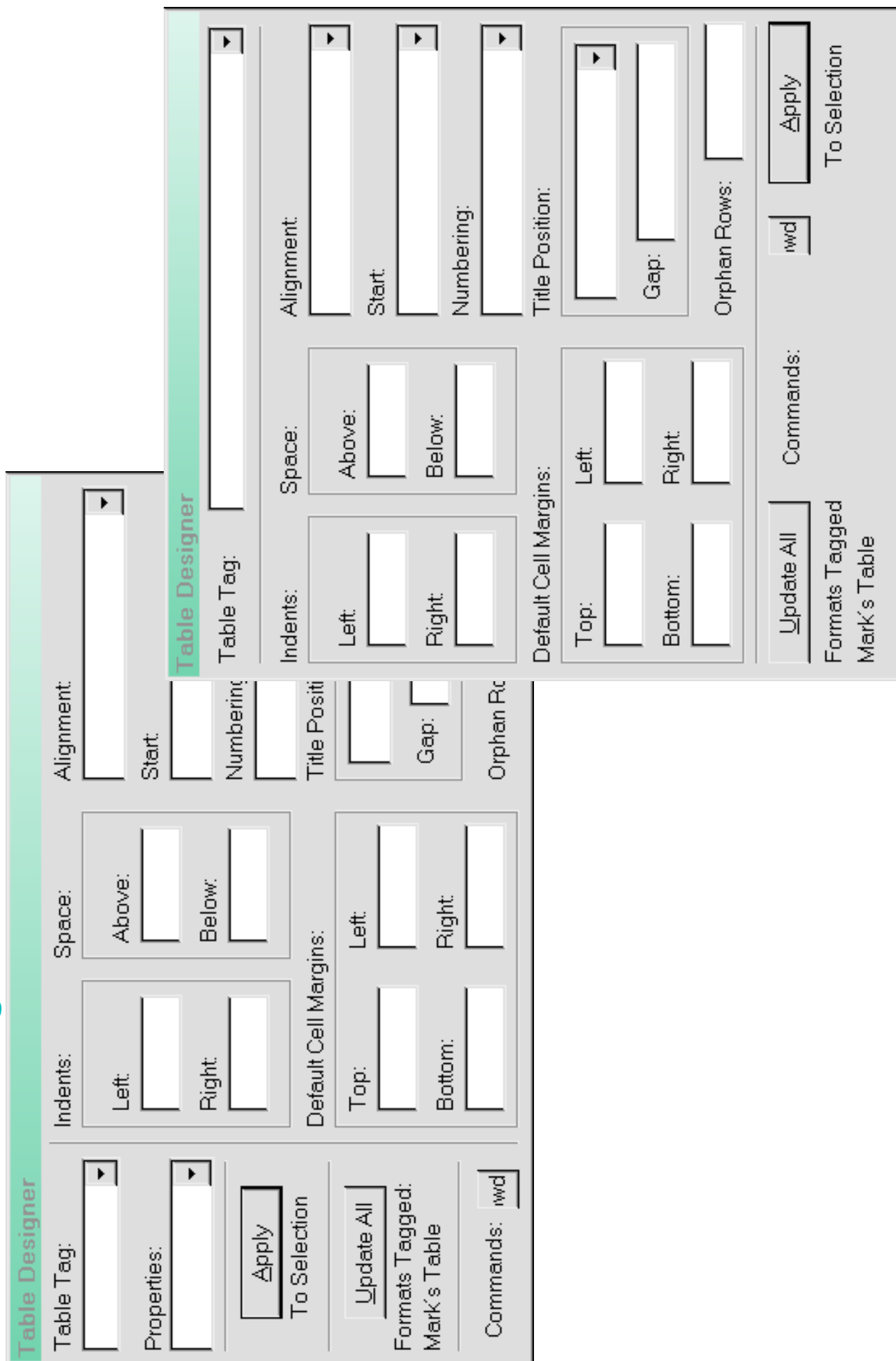
To Width of Column Number:

To Equal Widths Totalling:

By Scaling to Widths Totalling:

To Width of Selected Cells' Contents
(Maximum Width:)

tablefmt (Table Designer - Basic)



tablerule (Table Designer - Ruling)

Table Designer

Table Tag:

Properties:

To Selection

Formats Tagged Mark's Table

Commands:

Column Ruling: : Others:

Body Row Ruling: : Others:

Heading and Footing Ruling:

Separators: Rows:

Outside Ruling:

Draw Bottom Ruling on Last Sheet Only

Top: Bottom:

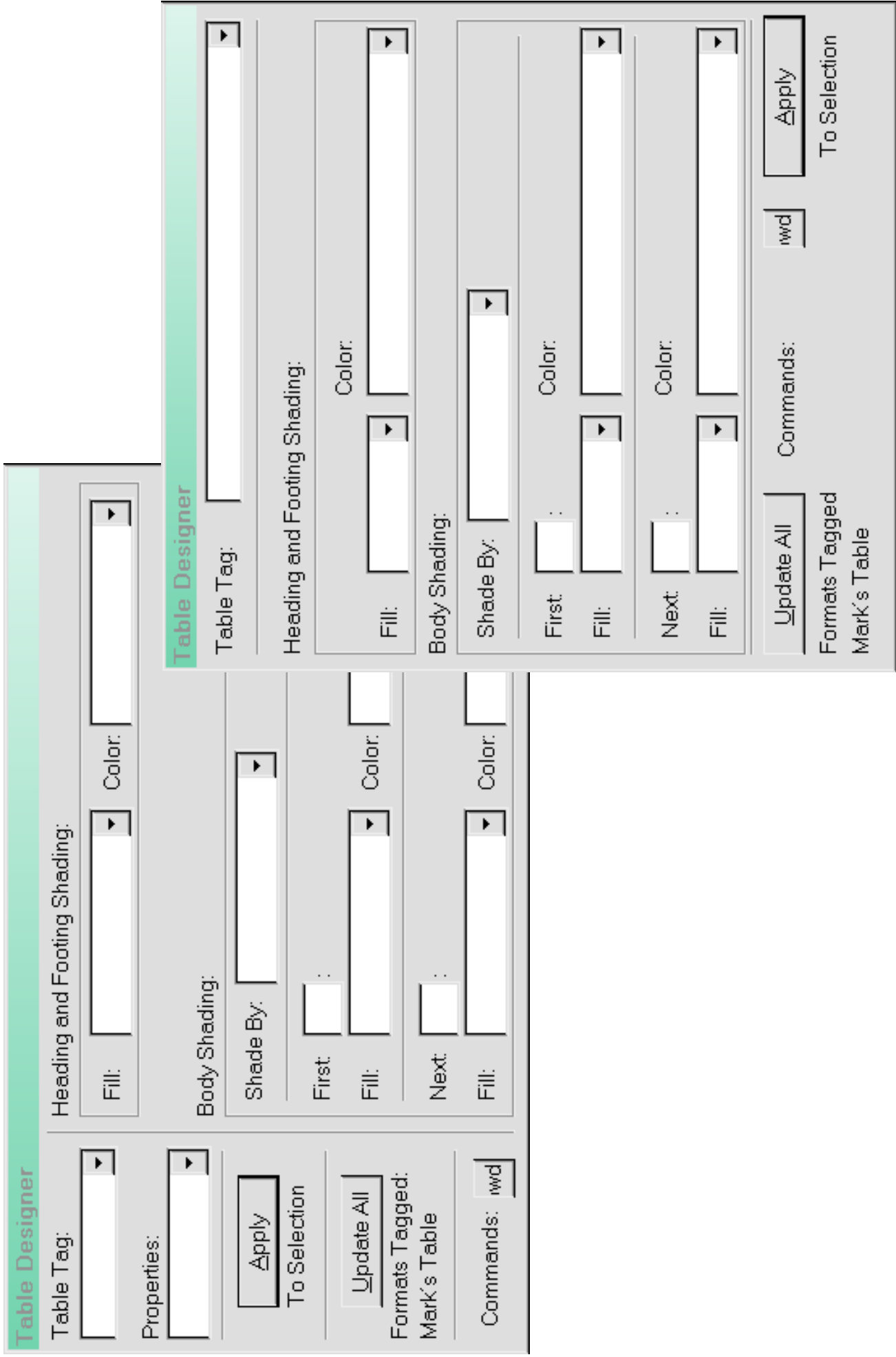
Left: Right:

Draw Bottom Ruling on Last Sheet Only

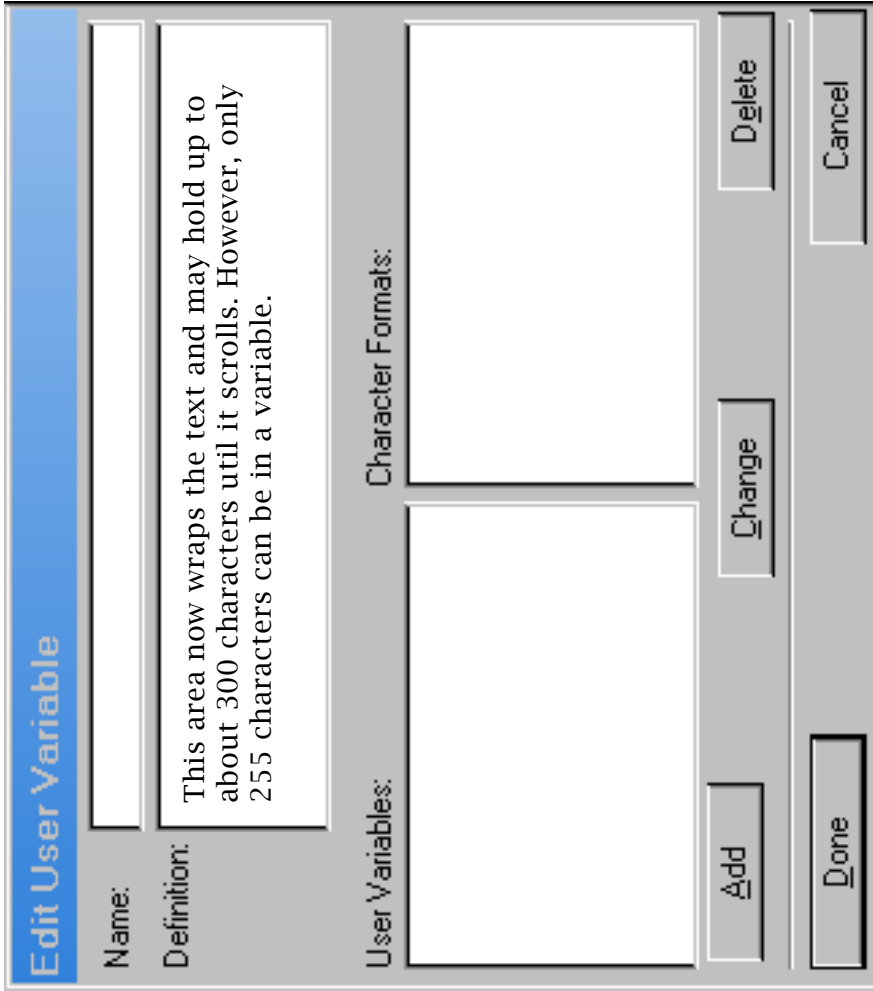
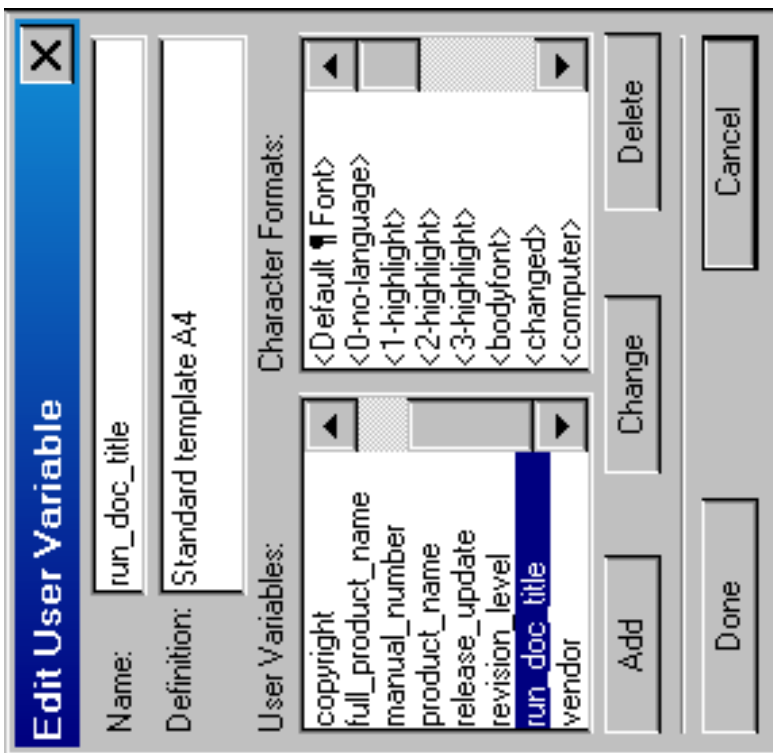
Commands: To Selection

Formats Tagged Mark's Table

tableshade (Table Designer - Shading)



var_user_edit (Edit User Variable)



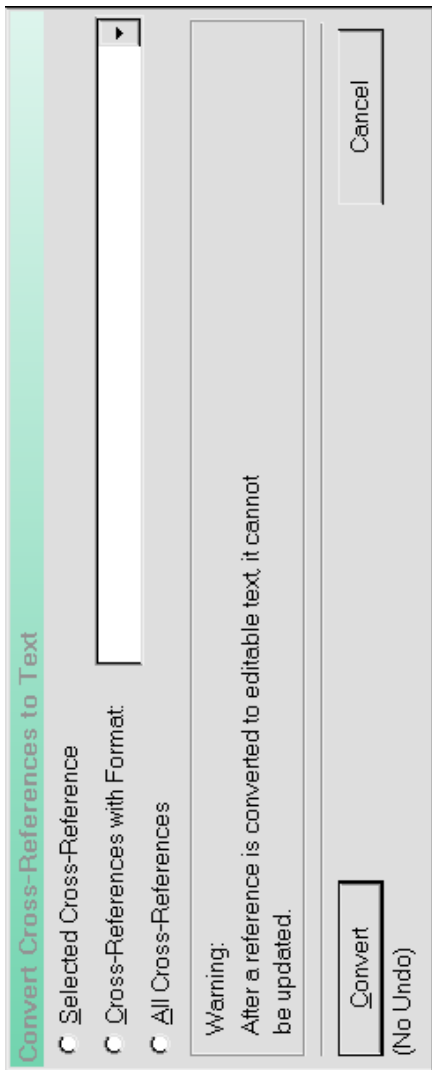
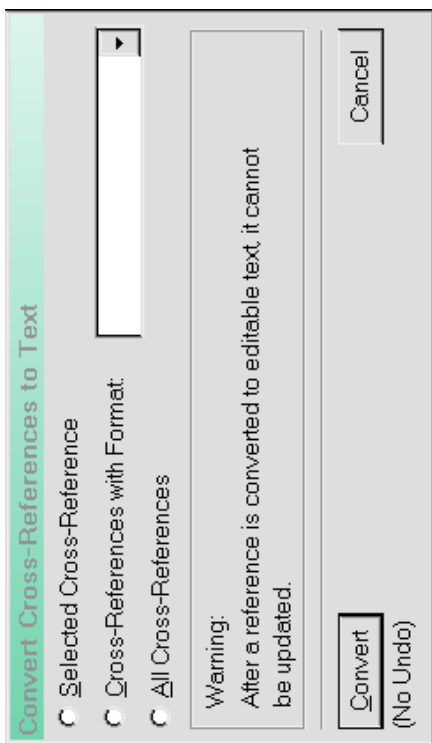
To make the definition area wrapping the text (as in the Marker dialogues), the code of this control was changed (copied from ins_marker).

```

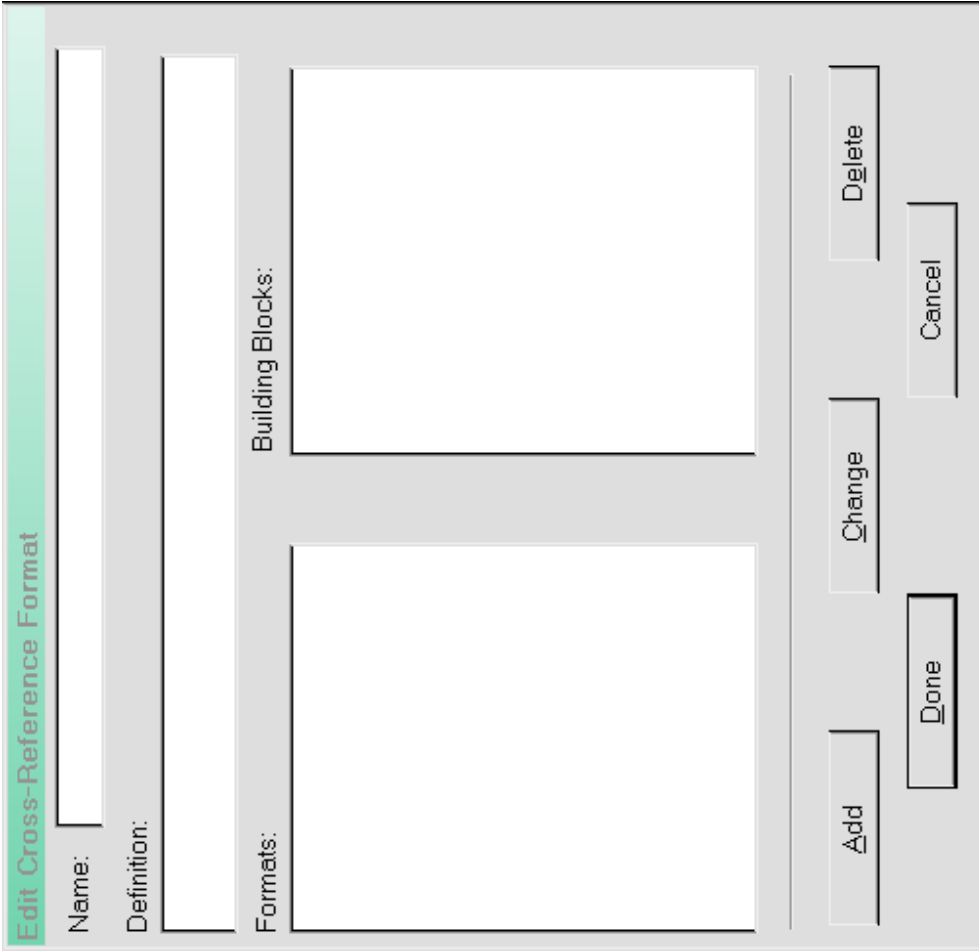
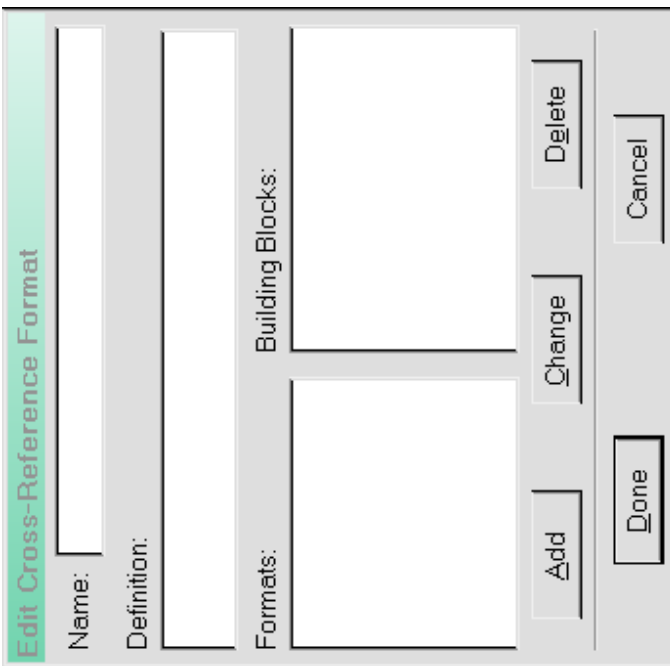
from CONTROL "", 106, "EDIT", ES_AUTOHSCROLL | ES_LEFT | WS_CHILD | WS_BORDER | WS_GROUP |
WS_TABSTOP | WS_VISIBLE ,37,17,200,40

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

xref_deref (Convert Cross-References to Text)



xref_format (Edit Cross-Reference Format)



xref_main (Cross-Reference)

