
Using Frame Products on Multiple Platforms

The differences in Frame[®] products from platform to platform are minimal and generally occur because the product adheres to platform-specific conventions. For example, font installation and supported graphic file formats vary according to each platform's conventions.

This online manual is for those who use FrameMaker[®] 4 or FrameBuilder[™] on a variety of platforms and move documents among the Windows, Macintosh, and UNIX platforms. It discusses issues related to the following topics:

- Planning for interplatform compatibility. See below.
- Sharing files across platforms. See [page 4](#).
- Using keyboard shortcuts. See [page 7](#).
- Importing graphics. See [page 8](#).
- Displaying and printing documents. See [page 10](#).

Planning for interplatform compatibility

If you plan to use Frame products on more than one platform, you should be aware of a few basic differences among platforms.

Fonts

When you install a font in Windows or on a Macintosh computer, Frame products recognize the font when you start up. When you install a font for a UNIX version, you must edit the `fminit/fontlist` file in the Frame product installation directory to make the font available to Frame products.

Font names in Windows differ from those on other platforms. Some standard Windows font names have aliases that correspond to Frame font names so that the fonts appear in the Frame product interface as they do on other platforms. For FrameMaker, the alias information is stored in a file called `maker.ini` in the `maker4` directory. For FrameBuilder, the alias information is stored in `builder.ini` in the `builder` directory.

Frame products may not recognize a font name when you open a document created using a different version—for example, when you open a Windows document with a UNIX version. If you do this, change the font names so they match across platforms. For example, the Windows aliases for FrameMaker in `maker.ini` should match the names in the `fontlist` file for UNIX versions. If you're using documents created with the Macintosh version, the font names in the `fontlist` file for UNIX versions and `maker.ini` or

`builder.ini` for the Windows version should match the names in the Macintosh Character Designer window.

Fonts included with Frame products

The UNIX versions of Frame products include the LaserWriter 35 fonts: Avant Garde, Bookman, Courier, Helvetica, Helvetica Narrow, New Century Schoolbook, Palatino, Symbol, Times, Zapf Chancery, and Zapf Dingbats. An installation option allows you to install the full set of fonts, or just the LaserWriter 13 fonts: Courier, Helvetica, Times, and Symbol.

The Macintosh and Windows versions of Frame products include the LaserWriter 13 fonts. Additional fonts may be included in Windows and Macintosh system software (such as Arial in Windows and Geneva on the Macintosh). These fonts are not included on other platforms.

Customization

You customize Frame products in Windows and on UNIX platforms by editing setup files. In the Windows version, most setup information for FrameMaker is in the `maker.ini` file; setup information for FrameBuilder is in `builder.ini`. In UNIX versions, most setup information is in X Window System resource files. The Macintosh version doesn't have setup files. Instead, startup settings are stored in a preferences file in the System Folder. If you modify preference settings, line widths, spelling options, dictionaries, or zoom values in the Macintosh or Windows version, the changes remain in effect until you change them again. You can delete the Macintosh preferences file to revert to the Frame defaults.

If you customize pen and fill patterns in one version and then open documents from that version with a second version, the patterns specified for the second version are substituted. Because you can't customize patterns in the Macintosh and Windows versions, those versions will always substitute the default patterns shown on the Tools palette. If you later open the documents in the customized version, the customized patterns will reappear in the document.

If you customize marker names in one version and then open documents from that version with a second version, the marker names specified for the second version are substituted. Because you can't customize marker names in the Macintosh version, this version will always substitute the default marker names. If you later open the documents in the customized version, the customized marker names will reappear in the document. For example, if you change the Author marker name to Command in a UNIX version and then open documents from that version in Windows, the marker name will appear in Windows as Author. But when you later open the documents in the UNIX version, the marker name will appear again as Command.

Customizing menus and commands

You can change the menus and commands for Frame products by creating a menu customization file. For information, see one of the following.

Platform	Documentation
UNIX	The online manual <i>Changing Setup Files</i>
Windows	The online manual <i>Customizing Frame Products</i>
Macintosh	<i>FDK for Specific Platforms (Macintosh)</i> , available separately

You can create one menu customization file to be shared by several versions. However, there are differences among the platforms:

- Each version interprets shortcuts differently.
For example, UNIX versions interpret a tilde (~) in a menu customization file as the Meta key, the Windows version interprets it as the Alt key, and the Macintosh interprets it as the Option key. Also, the Macintosh interprets an asterisk (*) as the Command key, while the Windows and UNIX versions don't recognize an asterisk at all. All versions recognize shortcuts that use the Esc key, but only UNIX versions display these shortcuts on a menu.
- Because the Macintosh version interprets an asterisk (*) as the Command key, you must precede it with a backslash (\) if you want it interpreted literally as an asterisk. Because the Windows and UNIX platforms don't use a Command key, they always interpret an asterisk as a literal character, whether or not it is preceded by a backslash. If you want to include an asterisk as a literal character (not as the Command key) in a menu customization file that will be shared between platforms, precede the asterisk with a backslash.
- The KeySequence keyword is handled differently by the Windows version than by the Macintosh and UNIX versions.

Network use

You can use more than one version of Frame products on a single network.

All platforms can share one site dictionary on the network. The dictionary should reside on a server available to all users who need it.

If you have a Windows version on your network, you should follow the Windows file-naming conventions—eight-character filename with a three-character extension—for the dictionary and for other files that users will need. For more information, see [“Windows filenames” on page 5](#).

You can share floating licenses among UNIX versions. The Windows and Macintosh versions cannot share licenses.

Symbolic links created on UNIX platforms may not work in Windows. Depending on the server software you're using, these links may also not work on a Macintosh. With a UNIX version, you can use a symbolic link to import a graphic file by reference. But when you

open the document in Windows or on a Macintosh, the symbolic link appears as a file in the file browser, and Frame products cannot find the file. For network compatibility, don't use symbolic links in import paths on UNIX platforms.

Sharing files across platforms

If you plan to share files across platforms, you'll need to be aware of some significant differences among various versions of Frame products. For example:

- Frame product files on a Macintosh appear as two files when you transfer them to a UNIX platform.
- Requirements for naming files depend on the platforms you're using, as do the filenames for generated files such as tables of contents and indexes.
- Font names, font properties, and font metrics may differ slightly from platform to platform.
- A few characters that appear on the screen and in print in the Macintosh version will not appear in print in other versions.
- Some characters in the Windows version are not available in other versions, and some characters available in other versions are not available in Windows.
- Network file locking is handled differently on the Windows and Macintosh platforms than on UNIX platforms.
- The Windows and Macintosh versions can't open FrameMaker 1.3 files.

Macintosh resource and data forks

Macintosh files contain a data fork and a resource fork. The data fork contains the actual file, and the resource fork contains document preference information. When you move a document from a Macintosh to a Windows or UNIX platform, both the resource and data forks are transferred, and they appear as separate files. For example, with one networking software package on UNIX platforms, the resource fork has the same filename as the actual Frame product file but includes a percent sign (%) as a prefix. If you plan to move the document back to the Macintosh, don't delete the resource fork. It will be moved back to the Macintosh with your document when you transfer the files.

If the resource fork isn't transferred back to the Macintosh with your document when you transfer a file, the file may not appear in the Open dialog box on the Macintosh. To make the file appear, turn on Show All Files in the Open dialog box.

Filenames

Use filenames that conform to the restrictions of all the versions you're sharing files with. These restrictions also apply to graphic files imported by reference, files to which you create cross-references, and files in a book.

Windows filenames

Filenames in Windows are limited to eight characters plus a three-character extension (8.3). If the filename from another platform has more than 8.3 characters, the name is abbreviated to 8.3 characters in the Open dialog box and other file browsers for the Windows version.

Windows filenames are not case-sensitive. All filenames appear in dialog boxes in lowercase letters, even if uppercase letters were used in the name in another version.

Although Windows may change a filename for display (if the name is too long or uses uppercase letters), it does not change the name itself unless you save the document.

You cannot use spaces and some characters such as asterisks and question marks in Windows filenames. See your Windows or DOS documentation for a list of the characters that cannot be used.

Macintosh filenames

Filenames on the Macintosh cannot exceed 31 characters and should not begin with a period. Filenames are not case-sensitive, but they can contain mixed capitalization. Colons are not allowed.

UNIX filenames

Slashes (/) are not allowed in UNIX filenames. Also avoid using spaces, colons, semicolons, commas, asterisks, question marks, tabs, and dollar signs in filenames. Even though they're legal characters in UNIX filenames, these characters can cause problems when you try to copy or rename files.

Filename extensions for generated files

The Windows, Macintosh, and UNIX versions name generated files such as indexes and tables of contents differently. For example, for a file named `myfile`, the UNIX version names a generated table of contents `myfileTOC.doc`. In the Windows version, the table of contents is named `myfile.TOC`. In the Macintosh version, the table of contents is named `myfileTOC`. If you generate a file from a document in one version, the other versions won't recognize it as a generated file.

If you use the Macintosh version, you can specify different naming conventions for generated files so that another version can recognize the files. To do so, choose UNIX or Windows from the Cross-Platform pop-up menu in the Preferences dialog box.

If you need to move generated files between versions that name generated files differently, generate the files from a book. All versions will then recognize the generated filenames. If you need to move the generated files between Windows and the other versions, use the Windows version to create a book and add a generated file to the book.

Fonts

Fonts in the Windows and Macintosh versions differ from fonts in other versions. For example, Windows fonts are named differently, and Macintosh fonts include outline and shadow properties.

To minimize font differences, use standard PostScript fonts that are available on all platforms. Don't use Macintosh bitmap fonts such as Chicago and Geneva.

Windows fonts

The names of many fonts and font characteristics in Windows are different from those of equivalent fonts in other versions. Often the names differ because in Windows a variation such as Narrow is part of the font family, whereas on other platforms the variation is independent of the font family. In addition, Windows fonts use only regular and italic character angles, whereas some fonts on other platforms use additional angles such as oblique.

The Windows fonts have aliases that correspond to Frame font names in the `maker.ini` (for FrameMaker) or `builder.ini` (for FrameBuilder) file. Thus, font information appears in the Windows interface as it does in other versions of Frame products. For example, Helvetica-Narrow is normally a font family in Windows, but because of aliasing, Narrow appears in the Variation pop-up menu of the Character and Paragraph Designers.

Font aliasing also allows files to be moved easily between Windows and other platforms.

Some font aliases are already provided. You can add aliases for more fonts if you need them. For more information, see the online manual *Customizing Frame Products* for the Windows version.

Macintosh fonts

The outline and shadow properties in the Macintosh version aren't available in other versions. When you use another version to open a document that contains these properties, the characters appear as regular text. However, the document retains the outline and shadow information in case you open it later on a Macintosh.

Character set

The Frame character set adheres to Adobe Standard Encoding. However, Macintosh computers support several additional characters in print, and the Windows version uses some different characters.

Macintosh character set

The character fonts (such as Times and Helvetica) in the Macintosh version include a few characters (such as \neq , ∞ , and \leq) that are available only in the Symbol font in the other versions. Although some of these characters may appear on the screen in the other versions, different characters or no characters may appear in print. If you share files between the Macintosh and other versions, choose a platform other than Macintosh from the Cross-Platform pop-up menu in the Macintosh Preferences dialog box. When you later save a file on the Macintosh, the characters will be switched automatically to the Symbol font.

Windows character set

The Windows version uses a character set that is different from that of other versions. When you open a document in Windows that was created with another version, you'll see an

underscore in place of a character that isn't available (such as the fi or fl ligature). However, the Windows version preserves the code of the original character. If you open the document later with another version, the correct character reappears.

You can search for unavailable characters in your document by using the Find/Change window. To do so, type the backslash sequence for a character in the Find text box. The backslash sequences are listed in *Quick Reference* for the Windows version.

File locking

If you use the Macintosh version and share files across a UNIX network, choose UNIX from the Cross-Platform pop-up menu in the Preferences dialog box. An alert box will then appear if a Macintosh user and a UNIX user both try to open the same document.

If you have a network of all Windows computers and want to share files, turn on Network File Locking in the Preferences dialog box or change the value under [Preferences] in `maker.ini` (for FrameMaker) or in `builder.ini` (for FrameBuilder). A lock file will then be created for a document when you open it, and an alert will appear if another user tries to open the document.

To name a lock file, the Windows version removes the current extension and replaces it with `.lck`. In UNIX versions, the `.lck` extension is added to the end of the entire filename. Because of this difference, network file locking between Windows and UNIX platforms is not possible. Network file locking is possible between the Windows and Macintosh platforms if you choose Windows from the Cross-Platform pop-up menu in the Macintosh Preferences dialog box.

FrameMaker 1.3 documents

The Windows and Macintosh versions cannot open a document in Normal format created with FrameMaker 1.3 or earlier. If you need to open such a document with a Windows or Macintosh version, use a 2.0 or later UNIX version to save the document in Editable Maker Format (called Normal format in the current version). You can also use the `bin/1.3binarytomif` filter in the Frame product installation directory on a UNIX platform to convert the document to Maker Interchange Format (MIF) and then open the MIF file with the Macintosh or Windows version.

Using keyboard shortcuts

Keyboard shortcuts vary from platform to platform because each platform uses different conventions and has different keys. For a list of the shortcuts available, see the documentation for your version.

The same Esc-key shortcuts are available in all versions. Not all Emacs shortcuts are available in the Macintosh and Windows versions because of conflicts with standard Macintosh and Windows keyboard mappings.

Macros

In Windows or on a Macintosh computer, you can create keyboard macros with a utility such as Recorder or QuickKeys. In the UNIX versions, you can create macros with the Keyboard Macros command. Because keyboard shortcuts differ from one platform to another, macros created for one UNIX platform may not work on another UNIX platform.

Importing graphics

In most cases, graphics imported by reference transfer easily from one version to another. This section outlines a few differences you should be aware of.

When an imported graphic cannot be displayed, it instead appears as a gray box. This can happen for several reasons:

- The current platform does not support the graphic's format.
- The graphic has no preview image.
- You skipped the graphic when you opened the document.
- Your system doesn't have enough memory available to display the graphic.

When naming graphic files you expect to import by reference in a Windows or Macintosh version, follow the naming conventions for those versions. For details, see ["Filenames" on page 4](#).

Graphic file formats

The following table lists the graphic formats supported in Frame products. For information on importing graphics, see "Importing Graphics" in your user's manual.

A number of additional formats are supported only in Windows—for example, BMP, CGM, CDR (CorelDRAW), DXF, GEM, HPGL, IGES, WMF, and WPG. (The CGM, HPGL, and IGES formats are supported on UNIX workstations through filters that are available separately.)

Graphic format	Notes
Sun raster	Sun raster format is supported in all versions.
EPSF	EPSF files (containing a PICT preview image) are printed correctly in all versions, but the graphic will be displayed only in the Macintosh version. To receive a Macintosh program that converts Macintosh 1.1 EPSF files to ASCII EPSI files, send a 3-1/2 inch floppy disk to Frame Technology Corporation, 1010 Rincon Circle, San Jose, CA 95131, Attention: Technical Support.
EPSI	EPSI format (containing an ASCII preview image) is supported in all versions.

Graphic format	Notes
EPS binary	EPS binary files (containing a TIFF or Windows Metafile preview image) are printed correctly in all versions. The TIFF preview image is displayed only in the Macintosh and Windows versions. The Windows Metafile image is displayed only in the Windows version.
TIFF	TIFF 6.0 (with CMYK extensions) is supported in all versions.
PCX	PCX format is supported in all versions.
X11 xwd	X11 xwd files are supported in all versions.
Xbitmap	Xbitmap files are supported only in UNIX versions.
MacPaint	MacPaint format is supported in all versions.
RGB-SGI	RGB-SGI format is supported only in UNIX versions.
DCS	DCS files print correctly in all versions. The image will be displayed correctly if the DCS files contain a preview image supported by Frame products.
GIF	GIF format is supported only in the Macintosh and Windows versions.
PICT	PICT format is supported only in the Macintosh and Windows versions.
PostScript	PostScript files can be imported as text into a text column. The image is printed correctly in all versions.

Framelimages

When you import a graphic file using the Copy into Document setting, the image can be stored in the document in both its native format and the Framelimage format. The Framelimage format is supported by all versions and allows the graphic to be displayed and printed even when a platform doesn't recognize the graphic's native format.

In UNIX versions, Framelimages are saved automatically. In Windows, to save a Framelimage of each graphic that you paste into a document or import with the Copy into Document option, turn on Save Framelimage with Imported Graphics in the Preferences dialog box. On the Macintosh, choose a platform other than Macintosh in the Cross-Platform pop-up menu in the Preferences dialog box.

To save a Framelimage of a graphic with a document, you must import the graphic with a version that supports the graphic's file format. For example, if you want to use a WMF graphic on a Macintosh, you must use the Windows version to import it into a document. When you open the document on the Macintosh, you'll see the Framelimage copy of the graphic.

In the Windows and Macintosh versions, a Framelimage is saved at screen resolution for vector graphics. For this reason, the Framelimage for vector graphics is printed at lower quality on other platforms.

Insets

An *inset* is a graphic created with an application with which a UNIX version is configured to work. The Windows and Macintosh versions do not support insets, but they display and print the graphic if it contains preview information in a supported format.

Embedded objects (OLE)

The Windows version supports Object Linking and Embedding (OLE). If you open a document containing an embedded object in the UNIX or Macintosh version, a gray box appears instead of the object. To have an image of the object appear instead, turn on Save FrameImage with Imported Graphics in the Windows' Preferences dialog box before you save the file.

Publish and Subscribe

The Macintosh version supports Publish and Subscribe under System 7. If you open a document containing a publisher in the UNIX or Windows version, you can edit the publisher, but its editions on the Macintosh will not be updated automatically. If you open a document containing a subscriber in the UNIX or Windows version, you can cut, copy, and paste the subscriber, but you can't edit its contents. To ensure that you can display and print a graphics subscriber in the UNIX and Windows versions, choose a platform other than Macintosh in the Cross-Platform pop-up menu in the Macintosh Preferences dialog box before you save the file.

Displaying and printing documents

Each version displays color separations and imported gray-scale and color images in a slightly different way. Each version prints documents differently as well.

Color separations

You can display and print in the color of the separation on all platforms.

In the Windows and Macintosh versions, you can specify whether to print colors as gray scale or as black on a black-and-white printer. On UNIX platforms, colors are printed as gray scale on a black-and-white printer, but can be printed in black and white by editing the `psprolog` file. For more information, see the online manual Changing Setup Files for UNIX versions.

Gray-scale and color display

All versions can import and display gray-scale and color images. Gray-scale images appear in gray scale on a gray-scale or color monitor; color images appear in color on a color monitor.

In the Windows and Macintosh versions, 24-bit images are displayed in 24 bits on a 24-bit monitor. In UNIX versions, 24-bit images are displayed using 216 predefined colors.

Printing documents

Printing a document differs among versions. For example, the Windows and Macintosh versions support automatic downloading of fonts to PostScript printers. UNIX versions require all fonts to reside on the printer's ROM or hard disk, or to be downloaded manually or by the print spooler.

Windows printing

The Windows version has settings that apply to specific printers. You can also print colors in gray scale on a black-and-white printer.

Macintosh printing

The Macintosh version supports the Apple LaserWriter 8.0 printer driver, which uses PostScript Printer Description (PPD) files to support features such as halftone screening and arbitrary paper sizes for specific printers.

The Print dialog box in the Macintosh version doesn't include the Low-Resolution Images print setting. Some printer preferences stored by the Macintosh version are ignored by other versions. These include the Invert Image, Flip Horizontal, and Flip Vertical preferences. The preferences can differ among the various Macintosh printer drivers.

Also, the Last Sheet First option is an application setting. In the Windows and UNIX versions, it is a document setting.