

Getting Started

Welcome to Adobe® FrameMaker 7.0®—the complete publishing system that provides all the tools you need for word processing, page design, graphics, and book building. Combined with all of this is an easy-to-use environment for preparing and authoring documents for storage in or output to valid structured FrameMaker formats.

Whether you're writing simple one-page memos or complex multichapter documents with imported graphics, this versatile application is ideal for organizations that need to reuse and distribute content on multiple devices and operating systems. For example, a single document created with FrameMaker 7.0 can be used for an eBook document, an HTML document for the Web, or an XML document.

The power and flexibility of FrameMaker 7.0

With support for both the Standard Generalized Markup Language (SGML) and the Extended Markup Language (XML), FrameMaker 7.0 allows you to easily import, open and work with existing structured documents and then save them back to SGML or XML when you're finished.

Adobe FrameMaker 7.0 is a robust tool for organizations that need to quickly and efficiently publish complex documents to multiple channels, including XML, HTML, Adobe PDF (Portable Document Format), print, and SGML.

Additional key features include WYSIWYG (what you see is what you get)-based context-sensitive guided editing and authoring for structured documents; automated generation and updating of indexes, tables of contents, cross-references, and hyperlinks.

About Classroom in a Book

Adobe FrameMaker 7.0 Classroom in a Book® is part of the official training series for Adobe graphics and publishing software developed by experts at Adobe Systems. These lessons are designed to let you learn at your own pace. If you're new to Adobe FrameMaker 7.0, you'll learn the fundamental concepts and features you'll need to master the program. If you've been using it for a while, you'll find this book teaches many advanced features, including tips and techniques for using the latest version of Adobe FrameMaker.

Although each lesson provides step-by-step instructions for creating a specific project, there is room for exploration and experimentation. It is recommended that you follow the book from start to finish, especially if you have never used FrameMaker before; but you can, if you wish, do only the lessons that correspond to your interests and needs. Screen illustrations vary among the Windows, Mac OS, and UNIX platforms. Platform, or operating system, differences are mentioned only when they are substantial.

Prerequisites

Before using *Adobe FrameMaker 7.0 Classroom in a Book*, you should have a working knowledge of your computer and its operating system. You should know how to use a mouse and standard menus and commands. You should also know how to copy, open, save, print, and close files. If you need to review these techniques, see your Microsoft® Windows®, Macintosh® (Mac™ OS), or UNIX® documentation. Adobe Acrobat® 5.05 Distiller is provided on the main installation disk, so that you can perform the exercises involving PDF file preparation, but you will need the Acrobat program for viewing them (see “Installing Adobe Acrobat Distiller 5.05 and Internet browsers” on the next page).

Installing the FrameMaker 7.0 program

Before you begin using *Adobe FrameMaker 7.0 Classroom in a Book*, make sure that your system is set up correctly and that you’ve installed the required software and hardware. You must purchase the Adobe FrameMaker 7.0 software separately. For system requirements and complete instructions on installing the software, see the *InstallReadMe* file on the Adobe FrameMaker 7.0 Application CD.

You must install the application from the Adobe FrameMaker CD onto your hard disk; you cannot run the program from the CD. Follow the on-screen installation instructions. Make sure your serial number is available before installing the application; you can find the serial number on the registration card or CD sleeve.

If you’re upgrading from an earlier version of FrameMaker, be sure to save a copy of your user dictionaries before installing the application.

Installing Adobe Acrobat Distiller 5.05 and Internet browsers

You must install Adobe Acrobat Distiller 5.05, which comes on the installation disk, in order to complete the later lessons in this book. You also need to have Adobe Acrobat Reader® 4.0 or later or the Adobe Acrobat® 4.0 or later to view files. You should have Netscape® Navigator 4.7 or later or Microsoft® Internet Explorer 5.5. or later.

Installing WebWorks and XML Cookbook

WebWorks® by Quadralay Corporation and the XML Cookbook are covered in late lessons of this Classroom in a Book (CIB). For system requirements and complete instructions on installing the software, see the *InstallReadMe* file on the Adobe FrameMaker 7.0 Application CD.

Installing the Classroom in a Book fonts

To ensure that the lesson files appear on your system with the correct fonts, you may need to install the Classroom in a Book font files. The fonts for the lessons are located in the Fonts folder on the *FrameMaker 7.0 Classroom in a Book* CD. If you already have these on your system, you do not need to install them. If you have ATM® (Adobe Type Manager®), its documentation describes installation of fonts. Or, ATM Light is available from the Adobe web site (www.adobe.com). If you require additional fonts, installing ATM from the CIB CD will automatically install the necessary fonts.

Note: *Windows XP/2000 has built-in support for both TrueType and Type1 fonts. Windows 95/98/ME has built-in support for TrueType fonts, but requires Adobe Type Manager (ATM) to use Type1 fonts.*


In some instances, a lesson might require fonts that are not installed on your system. If necessary, FrameMaker will automatically substitute similar fonts, and will display a font substitution dialog box. To reformat the document using available fonts, click OK.

(UNIX) The UNIX-compatible fonts are in the tar archive (unixcib.tar) located in the Unix folder on the *FrameMaker 7.0 Classroom in a Book* CD. For instructions on how to install fonts for FrameMaker 7.0 UNIX, consult the online manual *Working With Fonts in FrameMaker for UNIX* installed with the FrameMaker application. For your convenience, the online manual is also included in the Unix folder as the file *Fonts_UNIX.pdf*.

Installing fonts from the Adobe FrameMaker 7.0 Classroom in a Book CD

Use the following procedure to install the fonts on your hard drive.

- 1 Insert the Adobe FrameMaker 7.0 Classroom in a Book CD in your CD-ROM drive.
- 2 Install the font files using the procedure for the version of your operating system:
 - Windows (other than Windows XP or 2000). Open the ATM installer files on the CD, which are located in the Fonts/ATM folder. Double-click the installer file (Setup), and follow the on-screen instructions for installing ATM and the fonts.
 - Windows XP and 2000. Do not use the ATM font installer to install the fonts. Instead, simply drag the fonts from the CD to your hard disk and place them in your Adobe common fonts folder (typically in C:\Program Files\Common Files\Adobe\Fonts).
 - Mac OS 9. Open the Fonts folder on the CD. Double-click the ATM 4.6.1 + Fonts Installer to install the fonts.
 - Mac OS X. Open the Fonts folder on the CD. Select all of the fonts in the Fonts folder and drag them into the Library/Fonts folder on your hard disk. You can select and drag multiple fonts to install them, but you cannot drag the entire folder to install the fonts.

 (Windows and Mac OS) You should also install the Classroom in a Book fonts by copying all the files in the fonts folder on the Adobe FrameMaker 7.0 Classroom in a Book CD to the fonts folder within the folder where you installed FrameMaker 7.0 on your hard disk. Doing so makes the fonts available to FrameMaker 7.0 but not to other applications. (If there is no fonts folder in the same folder where the program is installed, add a folder named fonts (all lower case), and then copy the fonts into it. (Unix) Copy the fonts into the (Frame_path)/fminit/fmfonts directory.

Note: If you encounter a missing fonts message, you can force FrameMaker to permanently substitute fonts by going to File > Preferences and turning off the “Remember Missing Font Names” option. When you open any files with unavailable fonts in a FrameMaker session, the unavailable fonts will be permanently substituted with available fonts once the file is re-saved with the File > Save As command.

Copying the Classroom in a Book files

The Classroom in a Book CD includes folders containing all the electronic files for the lessons. Each lesson has its own folder, and you must copy the folders to your hard drive to do the lessons. To save room on your drive, you can choose to install only the folder for each lesson as you need it, and remove it when you’re done.

To install the Classroom in a Book files:

- 1 Make sure the *Adobe FrameMaker 7.0 Classroom in a Book* CD is in your CD-ROM drive.
- 2 Create a folder named FM_CIB on your hard drive.
- 3 Copy the lessons you want to the hard drive:
 - To copy all of the lessons, drag the Lessons folder from the CD into the FM_CIB folder.
 - To copy a single lesson, drag the individual lesson folder from the CD into the FM_CIB folder.

Note: *If you are installing the files in UNIX, follow the instructions in Appendix D, “Copying the Sample Files (UNIX).”*

Note: *If you are installing the files in Windows, you need to unlock them before using them. You don’t need to unlock the files if you are installing them in Mac OS.*

- 4 In Windows, unlock the files you copied:
 - If you copied all of the lessons, double-click the unlock.bat file in the Lessons folder within the FM_CIB folder.
 - If you copied a single lesson, drag the unlock.bat file from the Lessons folder on the CD into the FM_CIB folder. Then double-click the unlock.bat file in the FM_CIB folder.

Starting the FrameMaker 7.0 program

When you start FrameMaker 7.0 for the first time, you are prompted to choose between two interfaces: the standard FrameMaker mode and Structured FrameMaker. Lessons specific to using Structured FrameMaker begin at Lesson 14.

To start Adobe FrameMaker in Windows:

Do one of the following:

- Choose Start > Programs > Adobe > FrameMaker 7.0.
- Choose Start > Run, and then enter the full pathname of the program executable file, enclosed in double quotation marks (optionally followed by the name of a file to open):
“C:\Program Files\Adobe\FrameMaker 7.0\FrameMaker.exe”.

To start Adobe FrameMaker in Mac OS:

Open the FrameMaker folder, and double-click the FrameMaker program icon. (If you installed the program in a folder other than Adobe FrameMaker, open that folder.)

To start Adobe FrameMaker in UNIX:

In a UNIX window, do one of the following:

- To start the U.S. Edition, enter **maker**.
- To start the International Edition, enter **maker -l** (lowercase L) and the name of the language you want to use (for example, ukenglish, japanese, francais, or deutsch). For example, to start the French version of FrameMaker, you would enter **maker -l francais**.

Unstructured and Structured FrameMaker 7.0

FrameMaker 7.0 combines the power and flexibility of regular FrameMaker and FrameMaker+SGML to provide users with a robust set of stable, mission-critical tools for XML and SGML authoring. You can work with documents in two distinct ways: unstructured and structured.

Unstructured mode, referred to as standard FrameMaker, will be most familiar to users of word processing software and supports a WYSIWYG template-based authoring and publishing workflow.

In structured mode, FrameMaker extends its WYSIWYG authoring environment to support the structuring of content into a hierarchy of elements and attributes using Document Type Definitions (DTDs). It includes a styling language, known as Element Definition Document, or EDD, that enables sophisticated context-sensitive formatting and layout. Structured FrameMaker supports users working with and creating valid SGML and XML. Users choose their preferred mode at first program launch and through the Preferences dialog box, so that those who are not currently working in structured authoring can work with a simpler interface.

The Element Catalog and the Structure View provide context-sensitive guided editing. The Element Catalog quickly shows you which elements are valid; the Structure View window displays any validity errors as they occur in real time. Structured FrameMaker supports round tripping XML, so you can open, edit, and save XML files and DTDs. After authoring and tagging tasks are complete, you can easily save standards-compliant XML

files for further processing. FrameMaker 7.0 also includes support for namespaces and Unicode (UTF-8/UTF-16).

Adobe FrameMaker 7.0 and Microsoft® Word®

Adobe FrameMaker 7.0 is especially compatible with Microsoft® Word® and Microsoft Excel®. This user-friendly capability makes it easy to import Word and Excel files into FrameMaker 7.0 and allows you to quickly utilize all its advanced authoring and document management tools. FrameMaker is a significant word processing application in its own right. As your comfort level grows with its many powerful aspects, you will be able to do all of your document creation, starting with the original input, directly in FrameMaker 7.0 itself.

Additional Resources

Adobe FrameMaker 7.0 Classroom in a Book is not intended to replace documentation that comes with the FrameMaker 7.0 program. Only the commands and options used in the lessons are explained in this book. For comprehensive information about program features, refer to these resources:

- The *Adobe FrameMaker 7.0 User Guide*, which is included with the Adobe FrameMaker 7.0 software, contains a complete description of all features, tools, and commands in the software. It is designed to be used as a reference tool, and provides instructions for using FrameMaker on the Windows, Mac OS, and UNIX platforms.
- The *Adobe FrameMaker Quick Reference Card* contains basic information about FrameMaker tools and palettes, and shortcuts for using them.
- Online Help, an online version of the *User Guide*, is accessible by choosing Help > Contents. (For more information, see Lesson 1, “Getting to Know the Work Area.”)
- The *Installing FrameMaker Products* (UNIX) guide contains information for system administrators for setting up, licensing, and maintaining FrameMaker on a UNIX network.
- The Adobe Web site (www.adobe.com), which you can view by choosing Help > Adobe Online if you have a connection to the World Wide Web.

Adobe Certification

The Adobe Training and Certification Programs are designed to help Adobe customers improve and promote their product proficiency skills. The Adobe Certified Expert (ACE) program is designed to recognize the high-level skills of expert users. Adobe Certified Training Providers (ACTP) use only Adobe Certified Experts to teach Adobe software classes. Available in either ACTP classrooms or on site, the ACE program is the best way to master Adobe products. For Adobe Certified Training Programs information, visit the Partnering with Adobe Web site at <http://partners.adobe.com>.