Course duration

• 1 day

Course Benefits

• Learn to build structured applications in FrameMaker

Course Outline

- 1. Building Structured Applications
 - 1. Reviewing basic XML conversion
 - 1. Setting the structured application
 - 2. Saving a file to XML
 - 3. Importing an XML file into FrameMaker
 - 2. Setting up EDDs and DTDs
 - 1. Creating an EDD from a DTD
 - 2. Creating a DTD from an EDD
 - 3. Correcting parsing errors
 - 4. Updating an EDD with DTD information
 - 3. Setting up your structured application in FrameMaker
 - 1. Creating a template for a structured application
 - 2. Creating a TechDoc DTD
 - 3. Copying needed files to an application directory
 - 4. Setting up the application
 - 5. Testing the conversion
 - 6. Correcting conversion errors
 - 4. Creating read/write rules in FrameMaker
 - 1. Creating a new read/write rules file
 - 2. Adding new read/write rules
 - 3. Checking read/write rules
 - 5. Controlling graphic output in FrameMaker
 - 1. Modifying the Para definition in the DTD to allow graphics
 - 2. Controlling graphic conversion
 - 3. Controlling the DPI of converted graphics
 - 6. Controlling table conversion in FrameMaker
 - 1. Modifying the DTD for table conversion
 - 2. Modifying the read/write rules for tables
 - 7. Converting books in FrameMaker
 - 1. Converting a book file to XML
 - 2. Modifying the read/write rules for book round-tripping

Class Materials

Each student will receive a comprehensive set of materials, including course notes and all the class examples.

Class Prerequisites

Experience in the following *is required* for this FrameMaker class:

- Experience with authoring unstructured documents in FrameMaker
- XML
- EDD