

FMx-Auto User Guide

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Leximation, Inc.

FMx-Auto User Guide.

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This document was authored and published using FrameMaker and DITA-FMx.

The most current version of this guide is available on the Internet at
<http://docs.leximation.com/fmx-auto/1.1/>

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FMx-Auto is an “addon” plugin that unlocks the API features in DITA-FMx to allow automated PDF publishing as well as other types of automated publishing and processing.

Documentation last updated: 28 January 2013

FMx-Auto itself provides no features or specific functionality, but with this addon installed the CallClient API functions defined by DITA-FMx are enabled for use by FrameScript, ExtendScript (in FM10/11), and other FDK client plugins.

The AutoFM plugin is provided with FMx-Auto as one method for performing automated publishing. For information on using AutoFM, please refer to the documentation provided with that plugin.

FMx-Auto is available in three license types:

- **Desktop-250** - Installed on a desktop or laptop system with FrameMaker 7.2, 8, 9, 10, or 11; content in generated books is limited to a maximum of 250 pages. Pages after 250 are included in the generated book but are modified slightly.
- **Desktop-Unlimited** - Installed on a desktop or laptop system with FrameMaker 7.2, 8, 9, 10, or 11; no restriction on the number of pages in generated book files.
- **Server** - Installed on FrameMaker Server 10 or 11; no restriction on the number of pages in generated book files.

If you have questions or concerns, please contact us at <ditafmx-help AT lexi-mation DOT com>.

RELATED LINKS:

- "Installation and Setup" on page 3
- "Using AutoFM for Automation" on page 9
- "Testing the Installation with AutoFM" on page 9
- "Create your own AutoFM Script" on page 11

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Installation and Setup

FMx-Auto requires prior installation of DITA-FMx and can use AutoFM for automation.

RELATED LINKS:

- "Testing the Installation with AutoFM" on page 9
- "FMx-Auto" on page 1
- "Using AutoFM for Automation" on page 9

Basic Installation

Before installing FMx-Auto, you must install and configure DITA-FMx. DITA-FMx 1.1.14 or later is required for FMx-Auto 1.1.

- 1) Run the FMx-Auto installer application.

This updates the *maker.ini* file and installs the following files into the *FrameMaker\DITA-FMx* folder:

- *fmxauto_<fmver>.dll* - FDK client plugin DLL
- *fmxauto.chm* - Online Help
- *FMx-Auto_Sample.zip* - Sample AutoFM script and source files

- 2) Authorize FMx-Auto.

Restart FrameMaker. On the **DITA-FMx** menu you should see a new entry for **DITA-FMx > FMx Addons > FMx-Auto**. If you have purchased FMx-Auto you will receive an authorization code via email by clicking the

“request auth code” link on your Tool Administration page after logging on to leximation.com.

If you need a trial authorization code, select the **Try Now** menu item on the **DITA-FMx > FMx Addons > FMx-Auto** menu.

On the **FMx-Auto** menu choose **Enter Authorization Code**. In the FMx-Auto Authorization dialog select the license type and enter the authorization code provided by Leximation. Unless you’ve requested a special license, select “Desktop-250” for a trial license. After entering your authorization code, you’ll need to restart FrameMaker.

After restarting FrameMaker, you can verify that DITA-FMx is FMx-Auto enabled by choosing **About DITA-FMx** on the DITA-FMx menu. You should see “FMx-Auto enabled” on the first line after the version information. If this is not shown, contact Leximation for assistance.

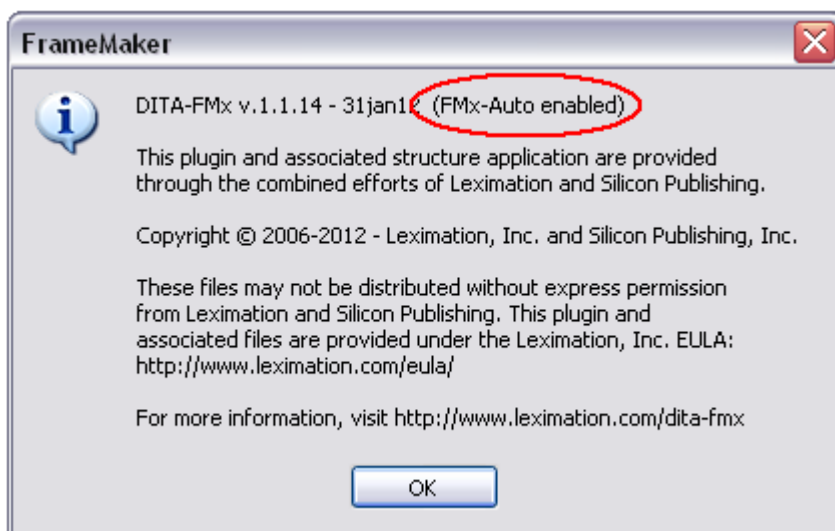


Figure 2-1: About DITA-FMx dialog showing “FMx-Auto enabled”

- 3) Install AutoFM and test using the provided sample files.

If you are planning to use AutoFM for automation, download and run the AutoFM installer application, then extract and test the AutoFM sample files provided with FMx-Auto.

- Download AutoFM from www.leximation.com.
- If you purchased FMx-Auto, an AutoFM license will be included. If you are using an FMx-Auto trial license, you’ll need to request a trial license for AutoFM from the **Pubs-Tools > AutoFM > Try Now** menu.
- AutoFM is installed in the *FrameMaker\Pubs-Tools* folder and will show up on a **Pubs-Tools** menu in FrameMaker. Enter the authori-

zation code for AutoFM by choosing **Pubs-Tools > AutoFM > Enter Authorization Code**.

- For your convenience, the **Run AutoFM Script** and **New AutoFM Script** commands are added to the **FMx-Auto** menu so these commands are available on both the **FMx-Auto** and **AutoFM** menus.

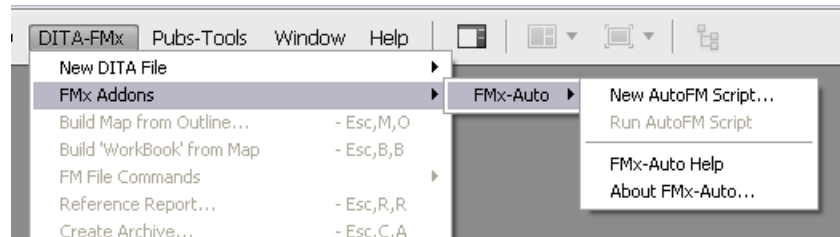


Figure 2-2: Run AutoFM command on FMx-Addons menu

- Sample files are provided with FMx-Auto and are installed in the *FrameMaker\DITA-FMx* folder. Instructions for using these sample files are provided in the topic, *Testing the Installation with AutoFM*.
- Before you can use AutoFM, you must install the AutoFM structure application. After installing AutoFM, you should be prompted to auto-install this structure application.

To manually install the structure application, extract the contents of the *AutoFM_app.zip* (installed to the *FrameMaker\Pubs-Tools* folder) to your *FrameMaker\Structure\xml* folder. In the resulting *AutoFM* folder you'll find a "structapps stub" file (similar to that used with DITA-FMx). Add this to the structure application definitions file to install the AutoFM app.

IMPORTANT: *Windows 7 users will likely see the "Application has stopped responding" message from the OS when FrameMaker exits. To prevent this message, perform the minor registry tweak described in the Troubleshooting topic in the AutoFM documentation.*

NOTE: *When using a trial license of FMx-Auto, the generated book size is limited to 100 pages. The complete book will be built, but the text on all pages after the 100th page will be modified slightly. One paragraph on each page will have the text "*** MODIFIED ***" added to it, and random paragraphs on each page will have additional words added to them.*

Server Installation Issues

Tips for enhanced performance when installing FMx-Auto on FrameMaker Server.

Locate and change the following lines:

EnableAutoSpellCheck=Off

LastUsedWorkspaceInStructuredMode=Server

LastUsedWorkspaceInUnStructuredMode=Server

EnableUndoInFDK=Off

RepeatTypingEnabled=Off

RepeatEnabled=Off

;Donot Show Again Dialog

PreferencesMissingGraphicsDialog=Off UnresolvedCrossReferencesDialog=Off OpeningOldReleaseDocDialog=Off UnavailableFontsDialog=Off;

4Comment out the following: ;FMPDFReflow=Standard, Post-process PDF for Reflow, fminit\fmpdfreflow.dll,all

;InitCharMap=Standard, InitCharMap, fminit\InitCharMap.dll, all

Note: If you need PDF Reflow feature, uncomment the first line. The second line is required to open the Character Palette, which is not required in an automated build environment.

Uninstalling FMx-Auto

There is no Uninstall application provided for FMx-Auto. Because only a few files are installed and the registry is not modified, it's easiest to just perform this uninstallation manually.

To disable the FMx-Auto plugin without removing any files:

- Comment out the “fmxauto” entry in the APIClients section of your *maker.ini* file in the main *FrameMaker* folder (just add a semicolon at the start of this line).

When you restart FrameMaker, this plugin will no longer be active.

To remove FMx-Auto from your FrameMaker installation:

- 1) Locate the “fmxauto” entry in the APIClients section of your *maker.ini* file in the main *FrameMaker* folder.
- 2) Delete this line from the INI file, then save and close that file.
- 3) Delete the *fmx-auto**.* and *fmxauto**.* files from the *DITA-FMx* folder located in the main *FrameMaker* folder (and possibly from your “AppData” folder if using Windows Vista or 7).

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Using AutoFM for Automation

FMx-Auto includes the AutoFM plugin as one option for performing automation of DITA-FMx.

RELATED LINKS:

- "FMx-Auto" on page 1
- "Installation and Setup" on page 3
- "Testing the Installation with AutoFM" on page 9
- "Create your own AutoFM Script" on page 11

Testing the Installation with AutoFM

After installing FMx-Auto you can confirm that everything is set up properly by using the provided AutoFM sample files.

AutoFM can be run manually from the FrameMaker interface as well as scripted (using batch or other scripting languages). Sample files are provided with the FMx-Auto installation and are found in the *FMx-Auto_Sample.zip* file in the *FrameMaker\DITA-FMx* folder. After extracting the sample files to a location on your file system (it doesn't matter where), start by performing the manual test described below.

The sample files provided are a small example of the type of processing that can be achieved with DITA-FMx and FMx-Auto. The source is in a *dita* folder, and the FrameMaker book and chapter files are created in a *book* folder.

In the *book* folder is the *ditafmx-bookbuild.ini* file which contains the instructions for generating the FM files. In this case the DITA map is a bookmap, which contains a toc and indexlist which become a proper generated TOC and Index file. The *ditafmx-bookbuild.ini* file provides the instructions for creating those generated lists as well as setting up the pagination and numbering in the chapter files. The "book-build" INI file also specifies that a title page be added to the generated book, and indicates that the metadata in the map be used to update variables in the title page (book title, version, date, copyright info, and more). It also specifies a ditaval file to be used for the processing.

You can use this set of files as an example for setting up your own scripted builds.

NOTE: The sample DITA map includes toc and indexlist elements. In order to be compatible with all DITA-FMx installations, these booklist elements were added using the “placeholder file” feature that was implemented in an early release of DITA-FMx. These placeholder files are no longer a DITA-FMx requirement, and to be more DITA-compliant we recommend not using this feature. To turn off this feature, set the ditafmx.ini parameter INIOnly/UseBooklistPlaceholder set to 0.

Manual Testing

- 1) Open the *sample-autofm.xml* file in FrameMaker.

If the AutoFM structure application is installed properly, this file should open without prompting for a structure application. Review the structure and available elements.

- 2) Run this AutoFM script manually by choosing **DITA-FMx > FMx-Addons > FMx-Auto > Run AutoFM Script**.

You can also run an AutoFM script from the **Pubs-Tools** menu.

- 3) This should open and convert the sample DITA map into a book, then generate a PDF.

You’ll see the message “EXIT operator is only available in scripted mode.” This is to be expected and is as designed.

If this test is successful, try scripted testing.

***FM9 ISSUE:** FrameMaker 9 seems to have a problem keeping lock files (*.lck) around after closing FrameMaker when using AutoFM in the “manual testing” mode. After completing the manual test, check for errant lock files and delete them before continuing. This problem does not seem to occur when running in scripted testing mode. We hope to address this properly in a future update, but you may want to add some code to your “build” batch file that checks for and deletes any *.lck files before starting the build process.*

Scripted Testing

- 1) Run the appropriate *build-sample-fm<ver>.bat* batch file.

The sample batch files read the path to the FrameMaker executable from the registry, so in most cases they should “just work.” If the batch file doesn’t run properly, you may need to edit it to suit your system.

The batch file should start FrameMaker and pass the sample AutoFM script file name to it as a command line parameter. This will open the AutoFM script file and execute the instructions in that file. This should do the same thing you saw in manual testing, but will also exit FrameMaker when the processing has completed.

***IMPORTANT:** Windows 7 users will likely see the “Application has stopped responding” message from the OS when FrameMaker exits. To prevent this message, perform the minor registry tweak described in the Troubleshooting topic in the AutoFM documentation.*

Now try creating your own script to convert your files.

RELATED LINKS:

"Create your own AutoFM Script" on page 11

"FMx-Auto" on page 1

"Installation and Setup" on page 3

Create your own AutoFM Script

AutoFM scripts are simple XML files that can be created in FrameMaker or by other tools and processes.

AutoFM scripts must have a suffix of “autofm.xml”. You can provide additional text as a prefix. For example, *mybook-autofm.xml*.

- 1) Choose **DITA-FMx > FMx-Addons > FMx-Auto > New AutoFM Script**.

You will be prompted for a file name, then a new AutoFM XML file is created.

- 2) Add and modify elements and attributes to create the process needed.

Refer to the AutoFM documentation for details on the data model and element structure for an AutoFM script. The Element Catalog shows the valid elements. Check the attributes for each element to see if there are any properties that should be set for elements you’ve added. Be sure to add the exit element to close FrameMaker after processing is complete.

- 3) Always test a new script manually by choosing the **Run AutoFM Script** command.

Once you've confirmed that everything is working as expected, proceed to automated testing.

- 4) Set up a batch file or other command line scripting tool to run your AutoFM script.

Any scripting language that can run an executable should be able to drive your AutoFM script. You just specify the FrameMaker executable and pass the AutoFM script to it as a command line parameter. It is typically best to specify the full path to both the FrameMaker executable and the AutoFM script, but this can change depending on your environment. Be sure to wrap paths in quotes if they contain spaces.

You may want to include additional scripting code to ensure files are set up in an expected manner. In particular, it may be useful to test for and delete any "recover" files that may have been generated in a previous build. If a recover file exists, it will interrupt the automatic opening of the associated file.

When generating a PDF you have the option to use the "SaveAs" command (via the `saveas` AutoFM element) or you can print to a PDF using the AutoFM print element. The print element uses a number of attributes (mirroring the options in the FrameMaker Print dialog) to allow complete control over the features in the output. Be sure to specify the "Adobe PDF" printer name (or whatever this is named on your system) in the `@prntername` attribute in order for the PDF to be created. Also, the `@acrobatdata` attribute can be set to enable the Generate Acrobat Data option so bookmarks are created.

Keep in mind that you can perform various types of pre and post processing in the batch file that runs the AutoFM script in FrameMaker. To ensure a successful build, you might consider testing for and deleting any errant lock (`*.lck`) or recover (`*.recover.fm`) files that may be lying around.

RELATED LINKS:

"Testing the Installation with AutoFM" on page 9

"FMx-Auto" on page 1

"Installation and Setup" on page 3

A

Revision History

Describes the changes between versions of FMx-Auto.

RELATED LINKS:

"FMx-Auto" on page 1

"Installation and Setup" on page 3

"Using AutoFM for Automation" on page 9

1.1.01 - 28 January 2013

New Features

Added support for FrameMaker 11

FMxAuto can now be installed on FrameMaker 11.

Structure Application Updates

NONE.

Bug Fixes / Minor Updates

NONE.

1.1.00 - 12 February 2012

Initial release.

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