Adobe® FrameMaker® 7.0

Customizing (Windows®)

Contents

Customizing FrameMaker

This manual describes how to customize Adobe® FrameMaker® by changing settings in initialization files and creating custom menu configurations. This information applies to the following platforms:

- Windows® 98
- Windows NT® 4.0 and later
- Windows ME
- Windows 2000
- Windows XP

Initialization files contain settings that define your FrameMaker environment. For example, by changing settings in an initialization file, you can change dash-pattern choices or define the initial position of dialog boxes and windows. For information, see "Changing Initialization Files" on page 2

Menu customization files define menus and commands. By changing these files, you can customize the user interface. For information, see "Changing Menus and Commands" on page 20

Locating customization files

In this manual, **install_dir** represents the directory in which FrameMaker is installed. Customization files are located in **install_dir\fminit**, **install_dir\fminit\maker**, and **install_dir\fminit\fmstruct**.

Users might also have personal versions of installation files such as **maker.ini** located in **UserProfile\Application Data\Adobe\FrameMaker\7.0**, where **UserProfile** is the location of user profile data for the current platform. To see the **Application Data** folder, you may need to set your operating system to **Show hidden files and folders**.

The following table lists the platforms that support user profiles, and shows the location of **UserProfile**:

Platform	Location of user profile data
Windows 98	`\Windows\Profiles\`*`username`* if users save individual preferences `\Windows` if all users share the same preferences
Windows ME	
Windows NT 4.0	`\WinNT\Profiles\`*`username`*
Windows 2000	`\Documents and Settings\`*`username`*
Windows XP	

Changing Initialization Files

You can customize your FrameMaker environment in many ways by editing initialization files. In some cases, you may also want to edit the setup files referred to in these initialization files. This chapter describes the changes you can make by changing settings in the initialization files.

About initialization files

Initialization files are text files that define many elements of your working environment. You can edit settings in these files using FrameMaker or a text editor such as Notepad.

Important: *If you open an initialization file in FrameMaker, you'll see a dialog box telling you that the file is of an unknown type. Make sure that Text is selected in the dialog box, and click Convert to open it. When you're finished editing the file, use the Save As command to save it as Text Only.*

The initialization file contains settings such as default options for the Preferences dialog box, values for the Zoom pop-up menu, and the names of dashed lines. It also gives the locations of dictionaries and other files that FrameMaker needs to find as you work. These initial settings are made when you install FrameMaker on your system.

The settings in the initialization file are grouped under bracketed headings. Each heading tells the system how to interpret the information that follows. A line that begins with a semicolon (;) is a comment and is not read by the system.

User profile versions of maker.ini

FrameMaker always stores a copy of the product initialization file, **maker.ini**, in **install_dir**. To save settings for individual user profiles FrameMaker also stores a user's copy of **maker.ini** in **UserProfile\Application Data\Adobe\FrameMaker\7.0**, where **UserProfile** is the location of user profile data for the current platform. For more information about **UserProfile** and the location of customization files, see "Locating customization files" on page 1.

When FrameMaker starts up it uses the settings in the installation version of maker.ini plus the settings in the user's personal version of **maker.ini** as follows:

- FrameMaker reads all the entries in the installation version of **maker.ini**
- For single settings such as view options or recently visited files, if there is an entry in the user's personal version of **maker.ini**, FrameMaker uses it to override the entry from the installation version
- For accumulated settings such as installed FDK plug-ins, FrameMaker adds the user's personal entries to the entries found in the installaton version of **maker.ini**

To make a change to **maker.ini** that affects all users who will log onto a particular system, modify the settings in the installation version of maker.ini. For example, you might want to register an FDK plug-in via this version of **maker.ini** to ensure every user has access to the plugin. To restrict changes to a specific user you would modify that user's personal version of **maker.ini**.

Special characters

While editing a FrameMaker initialization file, you may need to type a character not immediately accessible on a standard keyboard (that is, whose hexadecimal (hex) code is greater than \x7f). For example, you may need to enter special quotation marks (see "Quotation marks for Smart Quotes" on page 15). You can do this by typing a backslash followed by the character's hex code. For example, to include an acute-accented e (*é*) in the name of a custom dashed line, you use the hex code for this character (\x8e). Your entry in might look like this:

```
8=caf\x8, 12, 6, 6, 6
```

The hex codes are listed in the *FrameMaker Character Sets* online manual. Some special characters might not display properly in dialog boxes.

System information about FrameMaker

The Windows system registry contains information that Windows needs to launch FrameMaker. The system registry includes low-level characteristics that determine cursor blink rate, desktop pattern, and filename extensions associated with the FrameMaker. The location of the FrameMaker application and its initialization file are also stored here.

Location of FrameMaker

You should be aware of two entries placed in the system registry when you install FrameMaker. One specifies the install path:

```
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\
AppPaths\FRAME.EXE
  (default) = <actual path to frame.exe>
```

The other entry specifies the initialization file for FrameMaker:

```
HKEY_LOCAL_MACHINE\SOFTWARE\Adobe\FrameMaker\7.0\IniFile
  (default) = maker.ini
```

If you move the install folder or if you move or rename the initialization file, change these entries in the registry. You can specify an absolute pathname or (for Windows 98 or Windows NT) a pathname relative to **install_dir**. You edit the registry by running the Registry Editor (choose Run from the Windows Start menu and then enter **regedit**).

If you change the FrameMaker settings recorded in the registry, the changes will take effect the next time you start FrameMaker.

You may also want to define a new location for some of the setup files. For information about changing the location of these files, see "Additional settings" on page 8.

Associating filename extensions with FrameMaker

There are three filename extensions associated with FrameMaker in the system registry. These extensions are **.fm**, **.book**, and **.mif**. To associate other extensions with FrameMaker, right-click a file with the extension and choose Open With to display a dialog box in which you can specify which application to use to open files with this extension.

Basic characteristics of FrameMaker

The [Frame] settings in the FrameMaker initialization file define a few basic characteristics of FrameMaker on your system:

Version=**version**
Language=USEnglish

- The **Version** setting specifies the version of the product that you have installed.
- The **Language** setting specifies the default language dictionary and the default paragraph language. The initial setting specifies US English. You can enter the name of one of the other languages available in FrameMaker, but you must have the dictionary for that language installed for FrameMaker to work.

Registration information for the product is specified in the [**RegInfo**] section of the FrameMaker initialization file. This section includes four settings, **User**, **Company**, **RegNum**, and **ASN**, which are set during installation.

Options for your working environment

The [**Preferences**] settings in the initialization file specify options for your working environment. Some of these settings appear in the Preferences dialog box. Some appear in other dialog boxes in the product. A few are accessible only in the initialization file.

Some of these settings are explained briefly in the following sections. In each section, the default settings from the initialization file are shown first, followed by an explanation of some or all of the settings. The order of the settings listed here does not necessarily match the order in which they appear in the initialization file.

Exiting FrameMaker

AskExit=Off

- The **AskExit** setting determines if FrameMaker asks for confirmation before exiting.

Saving files automatically

BackupOnSave=On
AutoSave=Off 5

- **BackupOnSave** determines if a backup file is automatically created when you save a file.
- The value for **AutoSave** is in minutes and determines how often FrameMaker creates a backup file for the active file, whether or not you have saved it.

Logging errors

ShowErrors=On
ErrorFileName=consfile.txt

- **ShowErrors** determines if error messages are displayed in the console window when they occur.
- **ErrorFileName** specifies the name of the file that error messages are written to if there is a system crash. If that happens, immediately make a copy of the **consfile.txt** file. This file will contain important debugging information, which can help a Technical Support engineer track down the problem. Be sure to copy this file before restarting, since the file is overwritten with a blank one whenever a FrameMaker 7.0 product starts.

Visual display preferences

GreekSize=7
UseSystemCursor=On/Off
Zoom=25, 50, 80, 100, 120, 140, 150, 160, 200, 400
PenWidths=0.5, 1.0, 3.0, 4.0

- The value for **GreekSize** is in points and specifies the point size at which text displayed on the screen is grayed out.

- **UseSystemCursor** specifies whether FrameMaker will use its own cursors for mouse actions such as Rotate or Drag. When set to **Off**, FrameMaker uses its own cursors; when set to **On**, FrameMaker uses the cursors supplied with the operating system. This is set to **Off** by default.
- The **Zoom** setting defines the values that appear in the Zoom pop-up menu. You can change these values to any values between 25 and 1600. The values are percentages, with 100 representing a document's print size. If the line contains more than 10 values, only the first 10 appear in the pop-up menu. The zoom values are updated every time you exit FrameMaker, using the current settings in the Zoom pop-up menu.
- The **PenWidths** setting defines the widths that appear in the Line Widths pop-up menu in the Tools palette. Each value specifies a line width in points. You can change a width to any value between .015 and 360 points. These values are updated every time you exit FrameMaker, using the current settings in the Line Widths pop-up menu.

```
DefaultRulerInch=0.125in
DefaultRulerCm=0.5cm
DefaultGridInch=0.5in
DefaultGridCm=1cm
DefaultSnapInch=0.125in
DefaultSnapCm=0.25cm
```

- The **DefaultRuler** settings provide the default values for the tick marks on the vertical and horizontal rulers in new custom documents.The **DefaultGrid** settings provide default values for spacing of the visible grid lines. The **DefaultSnap** settings provide default values for the spacing of the snap grid lines.

There are a pair of settings for each of these items so that both inches and centimeters can be specified. The values that FrameMaker uses depend on the measurement system specified in the Number tab of the Regional Settings Control Panel in Windows.

Important: *You must include a unit of measure (***in***,* **"***, or* **cm***) with each value.*

```
MonitorSize=Default
ShowQuickAccessBar=On H
ShowFormattingBar=On
```

- The **MonitorSize** setting specifies the size of your monitor so that the documents and dimensions you see on the screen (such as for margins and objects) are very close to their actual size. Initially, **MonitorSize** is set to Default. If you want greater precision in the measurements you see on the screen, fill in the diagonal measure of your monitor. For example:

MonitorSize=17in

Important: *You must include a unit of measure (***in***,* **"***, or* **cm***) with this value.*

For more information about this setting, see the online manual *Working on Multiple Platforms.*

- The **ShowQuickAccessBar** setting determines if the QuickAccess bar appears when you start FrameMaker. To specify a horizontal or vertical QuickAccess bar, include an **H** or **V** after the **On** value. This value is updated every time you exit FrameMaker, using the current setting in the View menu.
- The **ShowFormattingBar** setting determines if the formatting bar appears when you start FrameMaker. This value is updated every time you exit FrameMaker, using the current setting in the View menu.

```
RememberMissingFontName=On
```

- The `RememberMissingFontName` setting determines whether the names of unavailable fonts are preserved so that the original fonts can reappear when the file is reopened on a computer where they are installed. For more information on this setting, see the online manual *Working on Multiple Platforms*.

Filename conventions

CrossPlatformFileNaming=Windows 9x/2000/NT

- The **CrossPlatformFileNaming** setting controls the file naming convention that is used. The default is **Windows**9x/2000/NT. The other choices are **UNIX**, and **Macintosh**.

For details on these file naming conventions, see the online manual *Working on Multiple Platforms.*

Enabling FDK client programs

API=On

- FDK clients are plug-in programs that are integrated with FrameMaker using the Frame Developer's Kit™ (FDK) and Application Program Interface™ (API). The **[APIClients]** section of the initialization file contains a list of FDK clients to start when FrameMaker starts. (For more information, see "FDK clients" on page 12).

To start FrameMaker without starting FDK clients, change the **On** value to **Off**. If you do so, the WordCount document report and the online manuals' Print Manual buttons will not work.

Format preferences

UsePostScript=On
EPSLevelForPlacedPDF=n
ClipboardFormatsPriorities=FILE, OLE 2, EMF, META, DIB, BMP, MIF, RTF, TEXT
FMImage=Off

- The **UsePostScript** setting determines if FrameMaker uses built-in methods of generating PostScript code instead of standard Windows methods. If the product uses the built-in methods, it can print faster and produce higher quality documents. To use standard Windows methods instead, change the **On** value to **Off**. Also, changing this setting to **Off** makes FrameMaker print the preview image of EPS graphics instead of the PostScript image.
- The **EPSLevelForPlacedPdf** specifies the level of EPS to use for placed PDF images. By default, FrameMaker prints imported PDF (Placed PDF) files by converting them to Level 2 EPS files. Use this setting to specify Level 1 or Level 2.
- The **ClipboardFormatsPrioritiesn**try controls what format is used when you paste or when you drop a file into an open document.

An item can be stored on the Clipboard with multiple formats. This entry specifies the order for the formats used to paste Clipboard items. In this entry, priority in the list goes from left (highest) to right (lowest). To give a format higher priority, move it farther left in the list. The first format in the list which matches a format on the Clipboard will be the format used to paste the item. For example, many users move TEXT in front of RTF in order to preserve line breaks and strip formatting when text is pasted from browsers and other programs.

The **FILE** format instructs FrameMaker to check whether the object being dropped or in the Clipboard is a file. If it is, the file is opened; if the file is not in a recognized graphic format, it is embedded as an OLE package.

This precedence applies to all items you paste from the Clipboard. You can override this precedence for individual paste operations by using Edit > Paste Special rather than Edit > Paste.

If you comment out this line (by starting it with a semicolon), FrameMaker uses the first of the formats associated with the Clipboard item. Depending on what kind of item is on the Clipboard, the format can vary from one paste to the next.

- The **FMImage** entry controls whether a FrameImage facet is saved with imported graphics by default. The initial **FMImage** setting is **off**.

Menu preferences

```
MenuSet=Complete
;MenuSet=Quick
;MenuSet=Custom
```

- FrameMaker has two built-in sets of menus for each product interface (FrameMaker and Structured FrameMaker). Complete menus are the menus and commands as described in the *FrameMaker User Guide* and in online Help. Quick menus are a subset of complete menus. You can also create your own custom menu set. The **MenuSet** setting defines which set of menus appears when you start. By default, the Complete menu set is used.

To change the **MenuSet** setting, remove the semicolon from the setting you want and insert a semicolon before the setting you don't want.

```
AutoMnemoniseMenus=On
ConfigWarnKbdRedundant=Off
ConfigWarnKbdOverride=Off
StickyPopupThreshold=500
```

- The **AutoMnemoniseMenus** setting determines if mnemonic command shortcuts are shown on menus. Mnemonic shortcuts are underlined letters in command labels. When a menu is open, you can choose a command by typing the underlined letter (for example, the O underlined in the Open command on the File menu).

The letter that is underlined is specified in the command configuration files (see "Adding shortcuts for a command" on page 27). When the product loads these files, it automatically generates the specified mnemonic shortcuts. To prevent FrameMaker from creating these command shortcuts, change the **AutoMnemoniseMenus** setting to **Off**.

Keyboard shortcuts (key sequences) are also defined in command configuration files. You can change the default shortcuts or add shortcuts in your menu customization file. If you set **ConfigWarnKbdRedundant** to **On**, you will see warning messages when you load the customization file if it contains redundant shortcut definitions. If you set **ConfigWarnKbdOverride** to **On**, you will see warning messages when you load the customization file if it contains shortcut definitions for commands that already have shortcuts defined for them. The warning messages appear in the console window.

For more information about command configuration files, see "Changing Menus and Commands" on page 20.

- The **StickyPopupThreshold** setting controls how long you must hold down the mouse button for pop-up menus, such as the Zoom menu, to open. The preset value, **500**, specifies an interval similar to that for opening menus in the menu bar.

For more information on customizing menus, see "Changing Menus and Commands" on page 20. For more information on how to load a menu customization file, see "Menu and command configuration files" on page 10.

Suppressing filename extensions

```
SuppressExtensions=fm, book
```

- For all the Windows platforms that FrameMaker 7.0 supports, the operating system hides file extensions for registered file types when filenames are listed in browser windows or shell windows. You can disable this extension suppression with a view option in the shell. FrameMaker suppresses file extensions in its browsers and in the document and book window headers if shell suppression is enabled. If shell suppression is disabled, FrameMaker will also not suppress the file extensions.

The **SuppressExtensions** setting controls which file extensions are suppressed when suppression is enabled. By default, only **.fm** and **.book** extensions are suppressed. If you want to disable all file extension suppression, you can either disable extension suppression in the shell or edit **SuppressExtensions** to have a blank value.

Additional settings

NetworkLock=On

- The **NetworkLock** setting causes FrameMaker to create a lock file (**.lck**) when you open a file. The lock file deters others from opening the same file and changing its contents while you have it open. They can, however, open a view-only copy of the file.

Keep this setting set to **On** if you're sharing network files in a workgroup. If this setting is set to **Off**, it's possible for more than one person to open the same file and overwrite each other's work.

SplashScreen=Off
BannerFont=Arial

- By default, a banner, called a splash screen or a banner screen, appears when you start. You can suppress it by adding the **SplashScreen** setting to the [**Preferences**] section of the initialization file. You can also specify the default font used in this screen by changing the `BannerFont` setting in the [**Fonts**] section.

CtrlAltG=Off/On

- For a number of European languages, the keyboards include an **Alt Grave** key for typing accented characters. This setting specifies whether FrameMaker will consider the **Ctrl-Alt-G** key combination equivalent to the Alt Grave key. The default is **Off**—FrameMaker does not consider **Ctrl-Alt-G** to be equivalent.

InputMethodAutoActivation=Off/On

- Typing text in Asian fonts is accomplished via a special input device. FrameMaker can recognize when you are typing an an Asian font and invoke this device automaticaly. By default, this is set to **On**. If you set this to **Off**, you must use the appropriate command to invoke the input device.

Folders and setup files

The [**Directories**] and [**Files**] settings in the initialization file specify the names and locations of certain folders and files. This information is entered for you when you install. You should change the information if you rename or move a folder or file, or if you're working on a network and have made your own local copy of a setup file.

The locations in these settings are relative to **install_dir**. For any of the settings, you can use an absolute pathname instead.

You may want to modify a file itself rather than its name or location, particularly the dictionaries or the custom template. For information about changing templates and editing dictionary files, see the *FrameMaker User Guide*.

Folder names

The following settings are in the [Directories] section of the initialization file:

HelpDir=help
LanguageDir=dict
TemplateDir=templates
FilterDllDir=filters
OpenDirOnStart=
PaletteDir=fminit\maker
PaletteDirStructure=fminit\fmstruct

```
AlwaysOnTopPaletteDir=
ColorLib=fminit\Color
FontDir=fminit\fonts
FontDirCache=fminit\fonts\.cache
UnicodeDir=fminit\unicode
```

- **HelpDir** specifies the folder that contains the files for the online Help system.
- **LanguageDir** specifies the folder that contains files with language-specific information, such as hyphenation settings and language dictionaries for spell-checking.
- **TemplateDir** specifies the folder that contains the standard templates that come with the product, except the ones for custom documents and text files. You can change this setting to point to a network folder that contains templates for your workgroup. For information about the default templates, see the *FrameMaker User Guide*.
- **FilterDllDir** specifies the folder that contains the filters installed on your system.
- **OpenDirOnStart** specifies which folder should initially appear in the Open dialog box. Every time you exit, this setting is updated to the folder from which you last opened a document.
- **PaletteDir**, **PaletteDirStructure**, and **AlwaysOnTopPaletteDir** specify palette folders. The values for these settings are a list of folder names, separated by commas. When you store a document in one of these folders, FrameMaker treats it as a palette (such as the Tools palette or Equations palette). Palettes in **AlwaysOnTopPaletteDir** always float in front of documents.

ColorLib specifies the folder that contains color library files. These files are read in at startup and appear in the Color Libraries pop-up menu in the Color Definitions dialog box. You can add any library file formatted in the ASCII Color Format (.acf), version 2.1 or earlier, or in the Binary Color Format (.bcf), version 2.0. You can't use a FrameMaker product to save a .bcf library file.

- **FontDir** and **FontDirCache** specify the folders to scan for variable-width font information for Japanese fonts. Do not change these settings.
- **UnicodeDir** specifies the folder that contains Unicode files that are used to support Asian text in Acrobat bookmarks and other Acrobat features.

Dictionary and setup files

The following settings are in the [**Files**] section of the initialization file:

```
UserDictionary=user.dct
SiteDictionary=dict\site.dct
CustomDoc=fminit\custom
AsciiTemplate=fminit\txttmplt
```

- **UserDictionary** and **SiteDictionary** give the names and locations of dictionary files.
- **CustomDoc** specifies the template for new custom documents.
- **AsciiTemplate** specifies the template for text files.

```
EquationDoc=fminit\equation
ThesaurusDoc=fminit\thesaurs
TemplateBrowserDoc=fminit\maker\tmpltbrw
TemplateBrowserDocStructure=fminit\fmstruct\tmpltbrw
VerticalQuickAccessBar=fminit\vertqab
ToolBarIniFile=fminit\fmtoolbr.ini
```

- **EquationDoc** specifies the Equations palette.
- **ThesaurusDoc** specifies the Thesaurus dialog box.
- **TemplateBrowserDoc** specifies the Templates browser when running with the FrameMaker product interface.
- **TemplateBrowserDocStructure** specifies Template browser when running with the Structured FrameMaker product interface.
- **VerticalQuickAccessBar** specifies the vertical QuickAccess bar.
- **ToolBarIniFile** specifies an initialization file used to determine the layout of the QuickAccess and formatting bars and the pop-up help text that appears when you point to a tool. You may change the tool help text but don't change any other settings.

```
Resources=fminit\fmres.dll
DialogResources=fminit\fmdlg.dll
AlternateResources=fminit\fmcustom.dll
EPSHeader=fminit\header.ps
FMFont=fminit\fm5font.ttf
FMSmallFont=fminit\fmsmall.fon
```

- **Resources**, **DialogResources**, and **AlternateResources** define dialog boxes, menus, error messages, and other resources.
- `EPSHeader` specifies the PostScript header file. Do not change this setting.
- **FMFont** specifies the font used for symbols for anchored frames, markers, tabs, and so on. Do not change this setting. If you move or delete this font, these symbols will be displayed incorrectly on your monitor. If you need to reinstall the font, reinstall the FrameMaker 7.0 product application files.
- **FMSmallFont** contains the font used in the Tools palette. Do not change this setting.

Menu and command configuration files

Menu and command configuration files define menus and commands. The following settings in the [**Files**] section define the location of these files:

```
ConfigCommandsFile=fmint\configui\cmds.cfg
MSWinConfigCommandsFile=fminit\configui\wincmds.cfg
ConfigMathFile=fminit\configui\mathcmds.cfg
ConfigMenuFile=fminit\maker\menus.cfg
ConfigMenuFileStructure=fminit\fmstruct\menus.cfg
ConfigCustomUIFile=fminit\configui\customui.cfg
MathCharacterFile=fminit\mathchar.cfg
```

- **ConfigCommandsFile** specifies the file that contains commands common to all platforms.
- **MSWinConfigCommandsFile** specifies the file that contains Windows-specific commands.
- **ConfigMathFile** specifies the file that contains math commands.
- **ConfigMenuFile** specifies the file that contains standard menus for the FrameMaker product interface.
- **ConfigMenuFileStructure** specifies the file that contains the standard menus for the Structured FrameMaker product interface.
- `ConfigCustomUIFile` specifies the file that contains additional custom menus or changes to existing menus or commands that you have added. The default file for this setting is **customui.cfg**. You can either add your menu customizations to this file, or create your own file and put its path and filename in this setting.

- **MathCharacterFile** specifies the file that defines special math characters.

All these files are loaded at startup. For the order of precedence of these files, see "Precedence of the configuration files" on page 21.

Page size and overview files

The other settings in the [Files] section are:

```
PageSizesFile=fminit\pagesize.cfg
FirstRunOpenDoc=
```

- The **PageSizesFile** file defines the page sizes for the seven standard page sizes listed in the Page Sizes popup menu in the Custom Blank Paper and Page Size dialog boxes. For a new custom document, it also defines the default unit, column gap, and margin settings for each paper size. For more information, see the instructions in the file.
- `FirstRunOpenDoc` specifies a document that displays only when you run FrameMaker for the first time. After this document has been displayed once, this setting is reset to have an empty value.

Recently visited files

The [**RecentlyVisitedFiles**] section lists the most recently opened files; the filenames appear at the bottom of the File menu. These values are updated every time you exit FrameMaker.

Positions for windows and dialog boxes

The [**DialogLayout**] settings in the initialization file specify a default location on the screen for some windows and dialog boxes.

```
MakerWin=3, -1, -1, -1, -1, 0, 0, 640, 400
PCatalog=500, 40, 130, 180
CCatalog=500, 220, 130, 180
Tools=600, 20
Equation=0, 20
Spell=0, 20
PFormat=7, 43
CFormat=0, 20
Search=0, 20
Table=7, 63
Ruling=0, 20
Markers=0, 20
Hypertext=0, 20
CondText=0, 20
Numbering=0,20
Thesaurus=0, 20
TemplateBrowser=0, 20
VQuickAccessBar=0, 20
ECatalog=500, 50, 130, 350
```

- The values for **MakerWin** specify normal, minimized, and maximized positions. The first value determines which position to use; its value is 1 for normal, 2 for minimized, or 3 for maximized. The next six values are pairs of x and y offsets that specify the different window positions; the first pair specify the minimized position, the second pair specify the maximized position, and the third pair specify the normal position. The last two values are the normal window width and height.
- The settings for the Paragraph Catalog and Character Catalog (**PCatalog** and **CCatalog**) specify first an x and y value for the location of the catalog. The x value specifies the offset in pixels from the left side of the screen. The y value specifies the offset in pixels from the top of the screen. Optionally, the width and height of the catalog, in pixels, appear after the x and y values.
- ECatalog positions the Element Catalog. This is only available when running FrameMaker in Structure mode.
- The rest of the settings specify only an x and y value for the left and top offset of the window or dialog box.

If you open and move one of these windows or dialog boxes, the location is modified in the [**DialogLayout**] setting when you exit. This becomes the default location the next time you start FrameMaker.

FDK clients

The [**APIClients**] settings list FDK clients (plug-ins) to start when FrameMaker starts. Each client description must be on a separate line.

- Descriptions for clients that are not filters use the following format:

clientName=ClientType, description, path, mode

This argument	Specifies
clientName	The plugin name
ClientType	The client type—valid types for non-filter clients are Standard, TakeControl, and DocReport
description	A string describing the FDK client
path	The pathname of the client's DLL file—can be an absolute path, or relative to the install directory
mode	Which mode of FrameMaker is valid for this client—can be one of maker, structured, or all

For example, the Mailer client setting looks like this:

Mailer=Standard, Send Mail API Client, fminit\mailer.dll,all

- Clients that are filters use the following format:

clientName=ClientType, [facet, format_ID, vendor_id, display_name,] description, path, mode, extension

This argument	Specifies
clientName	The filter name
ClientType	The filter type—one of FileToFileTextImport, FileToFileGFXImport, or ExportFilter
facet	The format of the original file—For graphc files, FrameMaker saves this facet along with the filtered representation of the graphic
format_id	The dot-extension of the file that identifies its format—for example, .rtf, .bmp, or .cgm

This argument	Specifies
vendor_id	A four-character maximum string that identifies the vendor
display_name	The name to display in dialog boxes when the user chooses the filter
description	A string to describe the filter
path	The pathname of the filter's DLL file—can be an absolute path, or relative to the install directory
mode	Which mode of FrameMaker is valid for this filter—can be one of maker, structured, or all

For example, the RTF filter client setting looks like this:

RTF=TextImport, RTF, RTF, FAPI, RTF, Rich Text Format (RTF) Import, filters\rtfimprt.dll, all, ^.rtf

To create a client, you need the Frame Developer's Kit (FDK) for Windows. If you are installing an FDK client, follow instructions provided with the client to add its startup information to the initialization file. For more detailed information about [**APIClients**] settings, see the *FDK Platform Guide for Windows*.

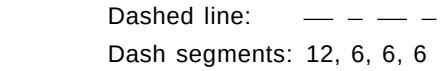
You can also load API clients simply by placing them in the Plugins folder and then starting FrameMaker (see "FDK clients" on page 12).

Dash patterns

The [**DashPatterns**] settings define the eight dash pattern choices that appear in the Dashed Line Options dialog box. You can edit these settings to replace the standard choices with custom ones:

```
1=Dash, 8, 6
2=Hidden, 4
3=Longdash, 16, 10
4=Dot, 2, 4
5=Dash-Dot, 12, 6, 2, 6
6=Dash-Dot-Dot, 12, 6, 2, 6, 2, 6
7=Chain, 12, 6, 6, 6
8=Phantom, 20, 6, 6, 6, 6, 6
```

Each dash pattern contains a label that identifies the dash pattern in the Dashed Line Options dialog box and a repeating series of dash and gap segment lengths. Dashes and gaps are measured in points. The following illustration shows a dashed line and its segment description. The line is made up of a 12-point dash, a 6-point gap, a 6-point dash, and another 6-point gap. This pattern repeats to draw a dashed line of any length.



The following setting describes the same line:

```
7=Chain, 12, 6, 6, 6
```

If a dash pattern setting contains an odd number of segment lengths, the last dash value is repeated for the final gap. For example, the following setting describes a dash pattern with 4-point dashes and 4-point gaps:

```
2=Hidden, 4
```

The dash pattern label cannot contain spaces or punctuation marks.

Thermometer colors

A thermometer is a horizontal bar that shows progress during operations that can take some time. One color, on the left of the bar, represents the percentage of the operation that is complete. Another color, on the right of the bar, represents the percentage remaining. The thermometer updates as the operation progresses. The [**Thermometer**] settings specify colors to use in thermometers as red, green, and blue (RGB) values. You can change these values to specify different colors.

```
ThermoDoneColor=255, 0, 255
ThermoRemainingColor=192, 192, 192
```

Document comparison options

The [**DocCompare**] settings specify options for comparing documents:

```
CreateSummaryOnly=Off
MarkInsertedText=ConditionInserted
;MarkInsertedText=ConditionTag
;MarkInsertedText=Nothing
InsertConditionTag=Inserted
MarkDeletedText=ConditionDeleted
;MarkDeletedText=ConditionTag
;MarkDeletedText=ReplacementText
DeleteConditionTag=Deleted
DeleteReplacementText=^
```

- The **CreateSummaryOnly** setting sets the Create radio buttons in the Compare Documents and Compare Books dialog boxes. When this setting is **On**, only a summary document is created. When this setting is **Off**, both summary and composite documents are created.
- The `MarkInsertedText` settings control the standard choice for marking insertions. You can choose the standard Inserted condition, **ConditionInserted**; a custom condition, **ConditionTag**; or `Nothing`. Edit the file so the option you want is the only one without a semicolon before it. If you choose a custom condition for inserted text, specify its tag with the `InsertConditionTag` setting.
- The `MarkDeletedText` settings control the standard choice for marking deletions. You can choose the standard Deleted condition, **ConditionDeleted**; a custom condition, **ConditionTag**; or replacement text, **ReplacementText**. Edit the file so the option you want is the only one without a semicolon before it.
- If you choose a custom condition for **MarkDeletedText**, specify the condition tag in the `DeleteConditionTag` setting.
- If you choose replacement text for the **MarkDeletedText** setting, add the replacement text as a text string in the **DeleteReplacementText** setting (in place of the `^`).

```
AddChangeBars=On
InsertHyperTextLinks=On
ThresholdFactor=75
```

- The `AddChangeBars` setting specifies if change bars are added to the composite document.
- The `InsertHyperTextLinks` setting specifies if hypertext links are added to the summary document.
- The `ThresholdFactor` setting controls when to mark an entire paragraph or table cell as changed. The preset value is 75; an entire paragraph is marked as changed if 75 percent or more of the words are changed. You can increase or decrease this percentage.

Spelling options

The [**Spelling**] settings in the initialization file define the options for spell-checking and specify which style of quotation marks to use.

Settings for the Spelling Checker Options dialog box

The first group of lines under [**Spelling**] contains default settings for the Spelling Checker Options dialog box:

```
FindRepeatedWords=On
FindUnusualHyphenation=Off
FindUnusualCap=Off
IgnoreSingleCharWords=On
IgnoreAllCaps=On
FindStraightQuotes=On
FindExtraSpaces=On
IgnoreRomanNumerals=Off
IgnoreWordsWithDigits=On
FindTwoInARow=On !,.:;?
IgnoreWordsContaining=On .
FindSpaceBefore=On !%),.:;?]}\xC8\xD3\xD5\xDD
FindSpaceAfter=On $([{\xC7\xD2\xD4\xDC\xE2\xE3
```

You can change any **On** setting to **Off** (and vice versa) and specify different characters in the last four lines. (For information on entering special characters using hex codes, see "Special characters" on page 3.)

These values are updated every time you exit, using the current settings in the Spelling Checker Options dialog box.

Important: *If you edit* **FindTwoInARow**, **IgnoreWordsContaining**, **FindSpaceBefore**, *and* **FindSpaceAfter**, *be sure to leave a space between the* **On/Off** *toggle and the character or group of characters to the right of it.*

Quotation marks for Smart Quotes

The last group of lines under [**Spelling**] determines which characters appear when you press the single quotation mark (') or double quotation mark (") key with Smart Quotes on. Several types of quotation mark characters are available: English (‘ ’ and “ ”), German (‘ ’ and „ “), French (‘ ’ and « »), Swedish and Finnish (’ ’ and ” ”), and Italian (‘ ’ and “ ”).

The Smart Quotes options appear in the file as comments:

```
;Smart Quote Characters
;SmartQuotes \xd4\xd5\xd2\xd3 ) English curved quotes
;SmartQuotes \xe2\xd4\xe3\xd2 ) German style quotes with base quotes
;SmartQuotes \xdc\xdd\xc7\xc8 ) French style quotes using guillemets
;SmartQuotes \xd5\xd5\xd3\xd3 ) Swedish and Finnish style quotes
;SmartQuotes \xd4\xd5\xd2\xd3 ) Italian curved quotes
```

Below the comments, one of the styles is already set for you. For example, this is how the setting initially appears in the English versions of FrameMaker:

```
;English curved quotes:
SmartQuotes=\xd4\xd5\xd2\xd3
```

If you want to revise the setting to use one of the other options, you can copy and paste from the comment the codes for the style you want. (For information on entering special characters using hex codes, see "Special characters" on page 3.)

Basic font settings

The [**Fonts**] settings in the initialization file determine the default fonts, the fonts not used for spell-checking, font sizes in a pop-up menu, and definitions needed to interpret fonts from other platforms. Several settings determine whether features in Adobe Type Manager Deluxe 4.0 will be used.

Font size

```
DisplayUsingPrinterMetrics=Off
Sizes=7pt, 8pt, 9pt, 10pt, 11pt, 12pt, 14pt, 18pt, 24pt, 36pt
```

- The **DisplayUsingPrinterMetrics** setting determines whether on-screen display uses *printer* font metrics or *screen* font metrics. When printing, printer font metrics are always used to calculate line lengths, line breaks, and page breaks. However, the default **Off** value for this setting means that screen font metrics are used for on-screen display of fonts, which usually results in a better on-screen display but may introduce a difference between line lengths on-screen and on a printed page.

If you are trying to position a graphic relative to a character in a line, you should change this setting to On. This causes printer font metrics to be used when displaying the lines on the screen.

- The **Sizes** setting defines the values that appear in the Format > Size submenu and in the Size pop-up menu in the Paragraph Designer and Character Designer. You can edit this line to change the values to any values between 4 and 400 points. If the line contains more than 10 values, only the first 10 appear in the menus.

Definitions for the font profile

Several lines under [**Fonts**] define the terms used for font information. This is how the definitions initially appear:

```
Angles=Regular, Kursiv, Slanted, Oblique, Italic, Obliqued
Variations=UltraCompressed, ExtraCompressed, Compressed, Condensed,
  Narrow, Regular, Wide, Poster, Expanded
Weights=Thin 100, ExtraLight 200, SemiLight 250, Light 300,Book 300,
  Regular 400, SemiBold 600, DemiBold 600, Bold 700, ExtraBold 800,
  Heavy 900
```

- The **Angles** and **Variations** settings define the names of angles and variations that may be encountered when opening a document from another platform.
- Windows uses values to define font weights and other terms. The **Weights** settings associate terms from other platforms with font weights appropriate for Windows. For example, Thin is interpreted as the weight 100.

You can edit these settings if your document has variations, angles, or weights not specified in the default settings.

Default fonts

Some of the [**Fonts**] settings define the default fonts for a new document. If FrameMaker needs to remap characters for fonts that are unavailable and you do not have an appropriate font map specified, it remaps the characters to the default font.

These are the default font settings:

```
DefaultSize=12
DefaultFamily=Times New Roman, Tms Rmn
DefaultAngle=Regular
DefaultVariation=Regular
DefaultWeight=Regular
MathFamily=Symbol
```

You can edit any of these settings to use a different font or other characteristic. If you change the font family, be sure to use a family installed on your system.

The following settings define the defaults used to map to unknown Asian fonts:

```
DefaultJapaneseFamily=MS 明朝
DefaultKoreanFamily= 바탕
DefaultSimplifiedChineseFamily= 宋体
DefaultTraditionalChineseFamily= 細明體
```

Default Asian fonts

the following settings define the defaults used in dialog boxes to map to unknown Asian fonts:

```
DefaultJapaneseDialogFont= ＭＳ Ｐゴシック, 9
DefaultKoreanDialogFont=System, 10
DefaultSimplifiedChineseDialogFont=System, 10
DefaultTraditionalChineseDialogFont=System, 10
```

For information about specifying a font map, see "Mappings for unavailable fonts" on page 19.

Menu fonts

```
UiCalcFont=MS Sans Serif, 8, 600
```

This setting in the [**Fonts**] section tells FrameMaker what font to use when determining the size of pop-up menus. You should not change this setting.

Fonts not used in spell-checking

```
NonTextFamilies=ZapfDingbats, Symbol, WingDings, Monotype Sorts
```

This setting defines the font families ignored during spell-checking. When you use the Spelling Checker command, any text in these font families is ignored.

ATM Deluxe 4.5 features

```
AtmFontAutoActivation=On
AtmFontSubstitution=Off
```

The **AtmFontAutoActivation** setting determines whether font sets in Adobe Type Manager Deluxe 4.0 will be automatically activated. This means that if you open a document that uses a font that is installed on your computer but is not in a font set that's currently active, the font set will be activated automatically. The otherwise inactive font is displayed and prints correctly, but it does not appear in font menus.

The `AtmFontSubstitution` setting determines whether ATM Deluxe will create a stand-in font for one that is missing by simulating the shape and spacing of the missing font. The simulated font will not be an exact match but will preserve line breaks and the general look of the uninstalled font. Font substitution may delay displaying a document on slower computers or if there are many fonts that must be substituted.

Aliases for Windows fonts

A font in Windows does not always have the same name as the comparable font on another platform. This often happens because in Windows a variation such as Narrow is part of a font family, whereas on other platforms the variation is an option independent of the font family. Moreover, Windows uses only regular and italic for angles, while some fonts on other platforms have additional angles such as oblique. For more information about cross-platform compatibility, see the online manual *Working on Multiple Platforms*.

Aliases for font angles and weights

Windows fonts use different font angles and weights, even when font names are the same as on other platforms. The settings under [**FontAngleAliases**] and [**FontWeightAliases**] assign angles and weights used on other platforms to Windows angles and weights. The defaults are:

```
[FontAngleAliases]
Obliqued=Oblique
[FontWeightAliases]
Medium=Regular
Roman=Regular
Semi=SemiBold
Demi=DemiBold
Bolded=Bold
```

Aliases for font names

Each setting under [**WindowsToFrameFontAliases**] assigns a Windows font to a FrameMaker font name. Thus, font information appears in the Windows interface as it does in other versions of FrameMaker. For example, Helvetica Narrow is normally a font family in Windows, but with aliasing Helvetica appears as a font family and Narrow appears as a variation in the Character Designer and Paragraph Designer.

Font aliasing also makes it possible to go back and forth easily between Windows and other platforms. FrameMaker automatically converts Windows fonts to their FrameMaker equivalents for you.

The settings under [**WindowsToFrameFontAliases**] use this syntax:

Windows-font [angle|*], [weight|*]=Frame-font [angle|*], [weight|*], [variation|*]
Windows-font is a font family available in Windows. The angle for this font can be either **Regular** or **Italic**, and the weight can be one of the weights defined in the font profile under [**Fonts**]. You can also use an asterisk (*) to specify no particular angle or weight.

Frame-font is a font family available on the other platforms. The angle, weight, and variation for this family can be any of the ones defined in the font profile. If you use an asterisk (*), the FrameMaker font will use the angle, weight, or variation from the Windows font.

For example, this setting assigns the Windows font family Helvetica Narrow to the FrameMaker font name Helvetica with the Narrow variation:

```
HelveticaNarrow, *, *=Helvetica, *, *, Narrow
```

The two asterisks specify that angles and weights are not affected in this alias.

If you do not have an appropriate alias defined for a Windows font, the default alias is used:

Windows-font *, *=Frame-font *, *, *

You can add more aliases to [**WindowsToFrameFontAliases**] and change existing ones. Follow the syntax for any changes you make.

Mappings for unavailable fonts

When you open a document that requires fonts not available on your system, an alert box appears telling you the document uses unavailable fonts. If you click OK, FrameMaker opens the document and substitutes the unavailable fonts with the fonts specified under [**UnknownToKnownFontMap**] in the initialization file. Initially, this section has a few lines of comments and some mappings for common Macintosh® fonts. You can change these mappings and add others.

The mappings under [**UnknownToKnownFontMap**] must use this syntax:

unavailable_Frame_font [**angle**|*], [**weight**|*], [**variation**|*]=**available_Frame_font** [**angle**|*], [**weight**|*], [**variation**|*]

The angles, weights, and variations for these mappings can be any of the ones defined in the font profile under [**Fonts**]. You can also use an asterisk (*) to specify no particular angle, weight, or variation.

For example,

```
Lumina, *, *=Helvetica, *, *, *
Helvetica, *, Light, *=Helvetica, *, Regular, *
Helvetica, *, *, UltraCompressed=Helvetica, *, *, Narrow
```

If you open a document with unavailable fonts and don't have substitutes mapped for those fonts, FrameMaker replaces them with the default fonts defined under [**Fonts**] instead.

Note that the settings under [**UnknownToKnownFontMap**] map one FrameMaker font to another. This is different from [**WindowsToFrameFontAliases**], which assigns a FrameMaker font name to an equivalent Windows font.

Mappings for Japanese fonts

If you open a Japanese document that was created on a Macintosh or in UNIX, you can specify what fonts to use instead of the original ones.

The following settings apply to UNIX documents:

```
Heisei Kaku Gothic, *, *, *=ＭＳ ゴシック, *, *, *
SaiMincho, *, *, *=ＭＳ 明朝, *, *, *
ChuGothic, *, *, *=ＭＳ ゴシック, *, *, *
Osaka, *, *, *=ＭＳ ゴシック, *, *, *
Ryumin, *, *, *=ＭＳ 明朝, *, *, *
Gothic BBB, *, *, *=ＭＳ ゴシック, *, *, *
Heisei Mincho W3, *, *, *=ＭＳ 明朝, *, *, *
```

The following setting applies to Macintosh documents:

```
Heisei KakuGo W5, *, *, *=ＭＳ ゴシック, *, *, *
```

Filters on your system

The [**Filters**] section in the initialization file contains settings for identifying foreign file formats, export filters, and import filters. FrameMaker provides these settings when you install filters. If you want to change any of the settings, install the filters again. Do not edit the settings manually in an initialization file.

Changing Menus and Commands

FrameMaker is configured to display menus and commands as described in the *FrameMaker User Guide* and in online Help. You can choose to display all the menus and commands or a subset of them called quick menus. You can change both the complete and quick menu configurations by adding, removing, and rearranging menus and commands, and by adding, changing, or removing command shortcuts. You can also create a custom menu bar for document windows.

This chapter describes how to switch between quick, complete, and custom menus; write and use a menu customization file to change the menus and their contents; and change command shortcuts. It also describes where FrameMaker looks for menu and command configuration files when starting.

About menu and command configuration

The main FrameMaker window has a menu bar. Each of the items on the menu bar is a menu. When you select a menu, a list of menu items appears. A menu item can be a command, another menu, or a separator.

A menu on a menu is sometimes called a cascading menu or a submenu. When you pause on or select a menu item that is a menu, you see another menu displayed to the side of the current menu.

When you select a menu item that is a command, a predefined action happens: a dialog box comes up, or some function is performed. Menu commands correspond either to a built-in function or a program written to use the FrameMaker API.

A separator on a menu is a line that visually separates menu items into groups. On most menus, they are visible but have no other function. However, on menu bars, they are invisible and serve a special function (see “Separator lines on menu bars” on page 31).

Standard configuration files

The contents of menus are determined by four files. All menus are defined in one file. Commands that appear on these menus are defined in one of three files. All of these definitions could be contained in a single file. They are separated into multiple files for ease of understanding and maintenance.

A menu definition includes the menu’s unique identifier, its label (as it appears in the user interface), and a list of its menu items. It also contains an additional specification if the menu is reserved.

The menu definition files are:

- fminit\maker\menus.cfg (for the FrameMaker product interface)
- fminit\fmstruct\menus.cfg (for the Structured FrameMaker product interface)

The **menus.cfg** file specifies two menu sets that can appear in the standard menu bar. One set displays all menus and commands as they’re described in your user guide. These menus are called the complete menus. The other set displays a subset of the menus and commands—quick menus—if you aren’t using all the features. For example, the complete File menu contains the Preferences command and the Import and Utilities submenus, but the quick File menu does not. See “Changing menu configurations” on page 34 and “Menu and command configuration files” on page 10 for how to work with these menu sets.

The **menus.cfg** file can also specify if command buttons appear in the upper-right corner of the document window.

The command definition files include the complete definition of commands. Each command definition includes a unique identifier, a keyboard shortcut (optional), and a corresponding function code.

The command definition files are:

- **fminit\configui\cmds.cfg**

This file contains definitions of commands that are the same on all platforms.

- **fminit\configui\mathcmds.cfg**

This file contains the commands for equations that have platform-independent keyboard shortcuts.

- **fminit\configui\wincmds.cfg**

This file contains the commands and shortcuts that are specific to the Windows version of FrameMaker.

Customized configuration files

You can create a menu customization file to add, remove, rename, and rearrange menus and menu items and to change command shortcuts. For example, a menu customization file might rearrange commands on a menu or put several rarely used commands on a submenu. You can even define a completely custom menu bar.

In a menu customization file, you need only specify the changes you want to make—not the entire menu configuration. The contents of your customization file override the information in configuration files that were read previously.

A menu customization file must be a text file. If you create it with FrameMaker, be sure to save it in Text Only format.

The default location and filename for the menu customization file is **fminit\configui\customui.cfg**. You do not have to use this file, however. You can create a menu customization file in another location. Just be sure to set the **ConfigCustomUIFile** setting in the initialization file to your file's path and filename.

You can read a menu customization file to change the standard menus and their menu items at any time while running FrameMaker. The changes described in this additional file are made immediately to the existing menus. FrameMaker can also read a menu customization file on startup.

FrameMaker comes with sample menu customization files. For a sample file that makes a few changes to the default menus and commands, see the **sample.cfg** file in **install_dir\fminit\configui**.

Keep in mind that changing menus and commands will make the interface inconsistent with the standard interface, so that information in the FrameMaker User Guide and in online Help may no longer be accurate.

Precedence of the configuration files

When FrameMaker starts, it first reads the standard menu and command configuration files in the FrameMaker installation directory and then it reads a menu customization file, either the default or a custom one. The information in each file overrides the information in files read previously.

FrameMaker reads these files in the following order:

fminit\configui\cmds.cfg

fminit\configui\mathcmds.cfg

fminit\configui\wincmds.cfg

fminit\maker\menus.cfg

fminit\configui\customui.cfg
The file specified by the **ConfigCustomUIFile** setting in the initialization file.

The names of these configuration files are specified in the initialization file for FrameMaker (see "Menu and command configuration files" on page 10).

Plug-ins (API clients) can also customize menus and commands. For example, a plug-in can add menus and commands. When you start FrameMaker, menu customizations that you set up override the customizations specified by plug-ins. For example, if a plug-in adds the command NewItem to the Special menu, and your menu customization file adds NewItem to the View menu, then NewItem appears on the View menu and not on the Special menu. For information on plug-in menu customizations, see the documentation you received with the client.

Using menu customizations

If you create a menu customization file, you have several choices for reading the information into FrameMaker. FrameMaker can read the file in automatically when it starts up, or you can load it yourself once the product is running.

The customizations take effect as soon as the file is read. Any errors in the customization file are reported in the FrameMaker console window. Each error message contains the line number in the file and a description of the problem. Even if an error is found, the rest of the file will be read.

Reading a menu customization file at startup If you want a menu customization file to be read at startup, set the **ConfigCustomUIFile** setting in the initialization file to the path and name of your menu customization file. If you have defined a custom menu bar and you want it to replace FrameMaker's menu bar, you also change the **MenuSet** setting in the initialization file to **Custom**. Then restart FrameMaker.

Reading a menu customization file interactively To load a menu customization file when FrameMaker is already running, choose View > Menus > Modify. Then choose a menu customization file and click OK.

To remove all customizations you read in interactively, restart FrameMaker. If you set up a menu customization file to be read at startup, you must remove the pathname of your customization file as the value of the **ConfigCustomUIFile** setting in the initialization file and then restart FrameMaker.

Configuration file statements

A configuration file consists of a series of statements that define the menu names, menu items, and the order of those items. The statements that name the menus and menu items specify both an identifier and a label. FrameMaker uses the identifiers internally and display the labels as menu and command names. Other statements that refer to these items use the identifiers.

All statements have the following characteristics:

- Statements are case-sensitive.
- Each statement is enclosed in angle brackets (< and >).

Where nested angle brackets are required, every left angle bracket must have a corresponding right angle bracket. To include a right angle bracket as part of a menu or command identifier or label, precede it with a backslash (\).

- Statements must appear in a particular order.

For example, you must define a menu before adding it to the menu bar or another menu. You must add a command to a menu before moving the command.

- Each statement begins with a special word that indicates what that statement does.
- Text outside angle brackets is treated as a comment. Don't include angle brackets in comments.

The rest of this chapter contains many examples of statements. You will find examples of the following statements:

Statement	What statement does
Menu	Defines a new menu
ReservedMenu	Defines a new reserved menu
Add	Adds a menu item to a menu
Modify	Defines a new label for a menu or menu item
Remove	Removes a menu or menu item
Command	Defines a command
ShiftCommand	Defines a command for a menu item that is chosen while the Shift key is held down
KeySequence	Defines a keyboard shortcut for a command
KeySeqLabel	Defines a label for the shortcut which appears next to the command name on the menu
Definition	Defines the function to be called when a command is chosen
Mode	Defines whether a command is a general command, a FrameMath command, or both
Label	Defines a label for a menu or command that is visible in the user interface
ReservedLabel	Defines a context-sensitive label for a menu or menu item.
Order	Defines a particular place for a menu item on a menu.
IconBarOn	Defines if the buttons from the upper-right corner of the document window are displayed.

Reserved menus

Many of the menus defined in the standard menu files for FrameMaker are reserved menus. FrameMaker has intrinsic knowledge about reserved menus; it can refer to these menus directly by name.

Reserved menus are defined with the ReservedMenu statement. By convention, the names of reserved menus in the Frame menu configuration file all begin with an exclamation point (!). Some of the reserved menus in the FrameMaker menu configuration file are listed in the next two subsections.

Important: *To avoid name conflicts with these reserved menus, do not begin any of your custom menu names with an exclamation point.*

Permanent menus

FrameMaker relies on the following menus existing. They are all menu bars or are associated with the Formatting bar. You cannot remove these menus from the menu configuration file. FrameMaker will not work properly without them.

Menu ID	Description
!BookMainMenu	Menu bar for complete menus (book window active)
!CustomMakerMainMenu	Menu bar for custom menus (document window active)

Menu ID	Description
!MakerMainMenu	Menu bar for complete menus (document window active)
!QuickBookMainMenu	Menu bar for quick menus (book window active)
!QuickMakerMainMenu	Menu bar for quick menus (document window active)
!RulerAlignMenu	Alignment pop-up menu in the formatting bar
!RulerControlMenu	Formatting bar
!RulerParaMenu	Paragraph Formats pop-up menu in the formatting bar
!RulerSpaceMenu	Spacing pop-up menu in the formatting bar
!ViewerPopup	View-only document window pop-up menu
!ViewOnlyMainMenu	Menu bar for view-only document

Context menus

There are a number of reserved menus that appear when you use the right mouse button to click or drag. These menus are context-sensitive; they contain menu choices appropriate to the selected object or location of the click. The default context (shortcut) menu for a particular selection does not contain every possible command you can do to the selection. If a menu item is not applicable to the selection and the current state of the product, it will be dimmed. Keyboard shortcuts appear to the right of the commands on these menus, just as they do in regular menus.

Context menus can also be displayed by pressing Shift+F10. In this case, the menu that appears depends on whether there is a selected object, an insertion point, or neither.

This context menu id	Identifies the context menu for:
!AnchoredFrameContextMenu	an anchored frame
!BookContextMenu	a book window
!DocumentContextMenu	the document as a whole (no active insertion point and nothing selected)
!EmbeddedObjectContextMenu	an OLE object
!GraphicsContextMenu	all graphic objects except an anchored frame
!MathContextMenu	an equation
!MultiGraphicsContextMenu	any grouped graphic object
!QuickBookContextMenu	a book window when QuickMenus are the current menu set
!StructureContextMenu	the Structure View in FrameMaker+SGML
!StructuredTextContextMenu	text in a structured text flow in FrameMaker+SGML
!TableContextMenu	a table
!TableTextContextMenu	text in a table
!TextContextMenu	text
!TextLineContextMenu	text lines selected as text
!TextLineGraphicContextMenu	text lines selected as graphic objects

This context menu id	Identifies the context menu for:
!ViewerPopup	a View-only document window
!ViewOnlyBookContextMenu	a View-only book window

Customizing commands

The commands that appear on the standard menus are defined in the three command configuration files listed in "Standard configuration files" on page 20. Each menu command corresponds either to a built-in function or a call to a program that uses the API. The built-in functions are defined by FrameMaker. The definition of a command includes the identifier of the built-in function or program.

This section tells you how to change the standard commands, remove them, and add additional commands to the menus. For information on how to write programs that use the API, see the *FDK Programmer's Guide,* which is included in the Frame Developer's Kit.

Important: *If you want to edit the* **menus.cfg** *file using FrameMaker, you must first move the file out of its directory. Then open the file and save it in Text Only format, and return it to its directory. Alternatively, you can use a text editor to edit it in its own directory.*

Creating a new command

You can create a new command on a menu. You can also make a number of specifications when you create a new command. The example below is the definition of the New command which appears on the File menu.

```
<Command New
  <Label New...>
  <KeySequence \!fn>
  <Definition \x300>
  <Mode All>>
```

You can nest statements in other statements. In the above example, there are four statements nested within the overall Command statement. Each one of these determines one characteristic of the new command.

The first line creates a command called New. This is the command's identifier, the name by which the command will be referenced in other statements. The command identifier must be one word. Notice that the closing **ang**le bracket (>) for this statement is on the last line.

The second line gives this command a label of New... which is how it will be shown on the menu. If you want an ampersand character to appear in the label, type &&—the configuration files include single ampersands which only have meaning for installations of FrameMaker on Microsoft Windows operating systems.

The third line sets the keyboard shortcut for this command. The **\!** stands for the Esc key, so the shortcut consists of three characters: Esc, f, and n. A single command can have multiple `KeySequence` statements.

The fourth line defines the actual function that is called when the command is chosen on the menu. This function is specified by its function code number, called an f-code. The f-codes for all the built-in functions are listed in a header file, **fcodes.h**, which is part of the Frame Developer's Kit. This file is located in the **include** directory under the FDK installation directory.

The last line means the command is both a FrameMath command and a regular Frame command.

Renaming a command

You can change the label of a command that appears on a menu. You can change the label everywhere it appears, or in only one of several places.

To rename a command everywhere it appears, use the following statement:

<Modify **ItemID** <Label **NewLabel**>>

ItemID is the identifier of the command you want to rename. **NewLabel** is the new label.

For example, to rename the New command to Create New, use the following statement:

```
<Modify New <Label Create New...>>
```

To rename a command in only one place, define a new command that duplicates the function of the old one (using the same key sequence, definition, and mode), but use a different label. Then put the new command on the menu in place of the old one.

Creating a context-sensitive command

Some commands have a different label, and a different effect, depending on the state—where the insertion point is, what is selected, and so on. For instance, if you have an insertion point in a text frame, there is a Select All in Flow command on the Edit menu. If you have the text frame itself selected, this command changes to Select All in Frame.

In these cases, the command has one overall identifier, followed by an identifier and label for each condition in which it can be chosen. Each of the conditions has a ReservedLabel statement. The definition of the Edit > Select command looks like this:

```
<Command SelectAll
  <ReservedLabel Flow Select All in Flow>
  <ReservedLabel Frame Select All in Frame>
  <ReservedLabel Page Select All on Page>
  <KeySequence \!ea>
  <Definition \x327>
  <Mode All>>
```

The SelectAll command acts as a placeholder on the menu for the group of commands: Flow, Frame, and Page, all of which have the same command definition.

Renaming a context-sensitive command

You rename the SelectAll command in the same way you rename any other command. To rename one of the context-sensitive commands, include in the Modify statement both the identifier of the overall command and the identifier of the specific context-sensitive command you are renaming. The identifier of the context-sensitive command must be part of a ReservedLabel statement.

For example, to rename the Select All in Frame command:

```
<Modify SelectAll <ReservedLabel Frame Select Everything in Frame>>
```

Specifying commands specific to Asian typography

Currently, FrameMaker supports Asian typography for Japanese, Chinese, and Korean font encodings. You can define a command so that it appears only when other commands and features appear for Asian typography features, such as combined fonts or tsume. These commands appear in menus only if your system supports typing Asian text in documents and dialog boxes.

To define an Asian typography command, use the **<AsianFonts Yes>** statement. For example, the following statements define the Format > Document > Combined Fonts command:

```
<Command CombinedFonts
  <Label Combined Fonts...>
  <KeySequence \!oco>
  <Definition \x338>
  <AsianFonts Yes>
  <Mode All>>
```

The **<AsianFonts No>** statement has the same effect as omitting the statement. If the **AsianFonts** statement is set to **No** or is not specified, the command applies to all configurations.

Removing a command

You can remove commands from a menu. Removing a command from a menu doesn't remove the actual command or its associated keyboard shortcut from FrameMaker. Only the menu changes.

Removing a command also doesn't affect other commands, even though they may seem to be related. For example, if you remove the Group command, the Ungroup command doesn't disappear.

To remove a command, use the following statement:

<Remove **ItemID** <Menu **MenuID**>>

ItemID is the identifier of the command that you're removing. **MenuID** is the identifier of the menu containing the item you want to remove.

If a command appears on more than one menu and you want to remove it from each menu, use one Remove statement for each menu. For instance, to remove the Reshape command from both the quick and complete Graphics menus, use the following statements:

```
<Remove GraphicsReshape <Menu GraphicsMenu>>
<Remove GraphicsReshape <Menu QuickGraphicsMenu>>
```

Adding shortcuts for a command

There are two ways to specify a shortcut for a command. One is to specify a mnemonic shortcut and the other is to specify a key sequence. A mnemonic shortcut is a one-character shortcut; the character must occur somewhere in the label for the command. A key sequence shortcut usually consists of more than one key.

Adding mnemonic shortcuts A mnemonic shortcut is an underlined character in a command label. When the menu is open, you can press the underlined key to execute the command. For example, when the File menu is open, you can press *x* to choose the Exit command.

To specify a mnemonic shortcut for a command, find the statement in which the command's label is specified and place an ampersand before the letter of the label which you wish to underline.

For example, the identifier for the Exit command on the File menu is TerminateMaker. In the **cmds.cfg** file this command is given the label Quit. This value is overridden in the **wincmds.cfg** file with the following statement (notice the & before the *x*):

<Modify TerminateMaker <Label E&xit>>

The mnemonic shortcuts will not be displayed unless the **AutoMnemoniseMenus** setting in the product initialization file is set to On (see "Menu preferences" on page 7).

Adding key sequences You can add a key sequence for any command, even if it also has a mnemonic shortcut. You add a key sequence for a command with a KeySequence statement. This statement can be included within the command definition statement or in a Modify statement:

<**Modify** *CommandID* < **KeySequence** *Sequence*>>

The keys in the sequence can be any key on the keyboard. Most keys are represented in the sequence simply by their character. You represent some keys in the key sequence in a special way. You use symbols for modifier keys—for example, + for Shift, ^ for Control, and ~ for Alt. The Esc key is used quite often and has a special abbreviation of a backslash followed by an exclamation point: **\!**

You can add the shortcut Control-a Control-c for the Copy command with this statement:

<Modify Copy <KeySequence ^a^c>>

If you want to use these special characters as actual characters in a key sequence, you precede them with a backslash (\). For instance, a + in a key sequence means the Shift key, while a **\+** means the plus key. A key sequence of **\!\+c** means the Esc key, followed by the + key, followed by the c key. A key sequence of **\!+c** means the Esc key, followed by the Shift and the c keys.

You represent other special keys with keysyms. A keysym is a keyword that denotes a special key on the keyboard. Keysyms are always preceded by a forward slash (/). Valid keysyms are Up, Down, Left, Right, Home, End, PgUp, PgDn, Return, Tab, BkSp, Space, Delete, Insert, F1 through F16, and Escape. For instance, to include the Tab key as part of a key sequence, you use **/Tab**.

You might also want the new shortcut to appear on the menu next to the command label, as a reminder to the user. You do this with a KeySeqLabel statement. The following statement adds a useful reminder for the Copy shortcut:

<**Modify Copy** <**KeySeqLabel Ctrl+a Ctrl+c**>>

If a command does not have a KeySeqLabel statement, the command will be displayed on the menu with no shortcut. This does not mean the shortcut does not exist; it just means the shortcut is not displayed on the menu.

A command can have more than one shortcut. Adding a shortcut for a command or changing the shortcut label that appears on a menu doesn't disable other shortcuts for a command. As long as a unique shortcut is defined in a configuration or menu customization file, it will work.

If you set **ConfigWarnKbdRedundant** to **On** in the product initialization file (see "Menu preferences" on page 7), you will see warning messages when you load a customization file that contains shortcut definitions for commands that already have shortcuts defined for them. The warning messages appear in the console window.

To change the label that appears for a shortcut on a menu without changing the shortcut itself, use the following statement:

<**Modify** *CommandID* <**KeySeqLabel** *Label*>>

Label is the label you want to appear next to the command on a menu. The label changes everywhere the command appears on a menu.

Removing shortcuts for a command

To remove a mnemonic shortcut for a command, remove the ampersand character in the Label statement for the command.

To remove a key sequence for a command, delete the KeySequence and KeySeqLabel statements from the command.

Shortcuts on the Equations palette

The shortcuts that appear on the Equations palette won't change to reflect any customizations. This palette is actually a special view-only document containing hypertext commands.

Customizing menus

Creating a new menu

You create a new menu with the following statement:

<Menu **MenuID** <Label **MenuLabel**>>

MenuID is the identifier used in other statements to refer to the menu. **MenuLabel** is the label that appears in the interface.

The menu identifier must be unique. Make sure your menu identifier doesn't match an existing menu or command identifier. You'll find it easier to read the menu customization file later if your menu identifier uses **Menu** as a suffix. Also, you'll type the menu identifier whenever you add menu items to the menu, so keep the identifier short and easy to type.

Creating a custom menu bar

To define a custom menu bar that replaces the standard menu bar, use the following statement:

<ReservedMenu !CustomMakerMainMenu <Label MyOwnMenus>>

Then add the menus that you want to appear on your menu bar. You can use existing menus or define your own. If you define your own, you must define the menu first before adding it to your custom menu bar.

Adding a menu to the menu bar or another menu

Once a menu is created, you can add it to the menu bar as a main menu, or to an existing menu as a submenu. For example, you may want to create a new menu on the menu bar for some commands you use frequently. Or you may want to add an existing menu as a submenu.

To add the menu to a menu bar or to another menu, use the following statement:

<Add **MenuID** <Menu **DestinationMenuID**>>

MenuID is the identifier of the menu you are adding. **DestinationMenuID** identifies the menu bar or menu to which you're adding the other menu.

For example, to define and add a submenu labeled Other Commands to the Graphics menu, use the following statements:

<Menu ExtraGraphicsCommands <Label Other Commands>>
<Add ExtraGraphicsCommands <Menu GraphicsMenu>>

The menu bar is defined as a menu, so you add a menu to the menu bar the same way you add a submenu to an existing menu. When you add a menu to the menu bar, it appears after the existing menus (except for the Help menu, which is always at the right of the menu bar). When you add a submenu to an existing menu, it appears at the end of the menu.

After you add a menu, you can move it. For details, see "Rearranging menu items" on page 32.

Adding a command to a menu

You add a command to a menu with an Add statement, the same way you add a menu to a menu.

<Add **CommandID** <Menu **MenuID**>>

CommandID is the identifier of the command you're adding. **MenuID** is the identifier of the menu to which you want to add the command.

For example, to add the Find/Change command to the Special menu, use the following statement:

```
<Add Find/Change <Menu SpecialMenu>>
```

When you add a command, it appears at the bottom of the menu. After you add a command, you can move it. For details, see "Rearranging menu items" on page 32. You can't add a command directly to the menu bar. The command must be on a menu.

You can also specify a Shift command—a command that replaces another command when you display the menu while holding down the Shift key. For example, when you hold down Shift and pull down the File menu, the Save command appears as Save All Open Files.

To add a Shift command to a menu, use the following statement:

<ShiftCommand **UnshiftedCommand ShiftedCommand**>

UnshiftedCommand is the identifier of the command as it normally appears. **ShiftedCommand** is the identifier of the command you want to appear when you hold down the Shift key. For example, if you want the Ungroup command to appear in place of the Group command on the Graphics menu when you press Shift, use the following statement:

```
<ShiftCommand GraphicsGroup GraphicsUngroup>
```

Adding hypertext commands to a menu

You can use the Hypertext keyword to add hypertext commands to the menu. For example, the following statements define an alert message that can be displayed by pressing the assigned shortcut keystroke (Esc x x x) or selecting the command from the View menu:

```
<Command Test
  <Label Hello>
  <KeySequence \!xxx>
  <Hypertext alert Hello there>>
<Add Test <Menu ViewMenu>>
```

For information on hypertext commands, see "Chapter 18: Hypertext and View-Only Documents" in the *FrameMaker User Guide*.

Adding a separator between items on a menu

To add a separator line to a menu, use the following statement:

<Add Separator**n** <Menu **MenuID**>>

MenuID is the identifier of the menu to which you want to add a separator, and **n** is the separator number from 1 to 5. You cannot add duplicate separators to the same menu; each one must have a unique name. You can define more separators by defining a command which is defined with the F12 function code. For example:

```
<Command Separator6 <Definition \xF12>>
```

If you add a separator to a menu bar, the separator will be invisible. Separators are used on the menu bars to define menu groupings for OLE 2 integration with other applications (see "Separator lines on menu bars" on page 31).

Removing a separator between items on a menu

To remove a separator line to a menu, use the following statement:

<Remove Separator**n** <Menu **MenuID**>>

MenuID is the identifier of the menu from which you want to remove the separator, and **n** is the separator number.

Before removing a separator line from a menu bar, read "Separator lines on menu bars" on page 31.

Separator lines on menu bars

Separator lines on menus are visible as horizontal lines, except when they are added to a menu bar. When separator lines are added to a menu bar, they are invisible. The **menu.cfg** file for FrameMaker uses separator lines on the menu bars to group the menus on the menu bar into logical groups. These logical groups are used when an embedded OLE 2 object in a document is edited.

You can edit an embedded OLE object by double-clicking it in FrameMaker. When you do this, the menus that contain the functions you need to edit the object will replace some of the FrameMaker menus. This is called menu merging.

For example, the complete menu bar for FrameMaker (!MakerMainMenu) has nine menus and five separators on it. The separators divide the nine menus into the following logical groups. The third group has no menu items in it.

Logical grouping	Menus
File group	File
Edit group	Edit, Format, View
Container group	<none>
Object group	Special, Graphics, Table
Window group	Window
Help group	Help

When menu merging occurs, the menus in the File, Container, and Window groups are unchanged. The menus in the Edit, Object, and Help groups are replaced with the application's corresponding menus. When you are done editing the object and deselect it, the replaced menus will revert to the original menus.

There are two other menu bars in FrameMaker that make use of this feature. They are the Quick menu bar (!QuickMakerMainMenu) and the View-Only menu bar (!ViewOnlyMainMenu).

If a menu bar does not have these separators defined, menu merging will not happen when an embedded object is double-clicked. If you modify these menu bars, be careful not to change these groupings. If you define your own custom menu bar, menu merging will not take place unless you use separators to define these logical groups.

The order of the Add statements for a menu bar determines which menus are in which logical groups. Menus added in statements before the first separator is added belong in the FIle group. Menus added between the first and second separator statements belong to the Edit group. Menus added between the second and third separator statements belong to the Container group, and so forth.

In the **menus.cfg** file, the order of the statements which add items to the !MakerMainMenu bar determines the logical groupings shown above. The statements which add the menus and separators to this menu bar are interspersed with other Add statements that add menu items to the menus and their submenus. The lines that define the !MakerMainMenu menu bar are shown below, without the intervening Add statements for the other menus.

```
<ReservedMenu !MakerMainMenu <Label FrameMaker>>
<Add FileMenu <Menu !MakerMainMenu>>
<Add Separator1 <Menu !MakerMainMenu>>
<Add EditMenu <Menu !MakerMainMenu>>
<Add FormatMenu <Menu !MakerMainMenu>>
<Add ViewMenu <Menu !MakerMainMenu>>
<Add Separator2 <Menu !MakerMainMenu>>
<Add Separator3 <Menu !MakerMainMenu>>
<Add SpecialMenu <Menu !MakerMainMenu>>
<Add GraphicsMenu <Menu !MakerMainMenu>>
<Add TableMenu <Menu !MakerMainMenu>>
<Add Separator4 <Menu !MakerMainMenu>>
<Add !MSWindowMenu <Menu !MakerMainMenu>>
<Add Separator5 <Menu !MakerMainMenu>>
<Add !HelpMenu <Menu !MakerMainMenu>>
```

Rearranging menu items

You can rearrange menus on the menu bar and menu items on a menu. You can also move a menu item from one menu to another. However, you cannot move the Help and Window menus. In the following statements, ItemID refers either to a menu identifier or to a command identifier.

You can rearrange items on a menu with a combination of statements. The first statement is always an Order statement. Embedded in this statement is another statement that specifies the exact location in the menu to place the item. The following examples show how to do this.

To put an item first on a menu, use the following statement:

<Order **MenuID1.ItemID** <First **MenuID2**>>

To put an item last on a menu, use the following statement:

<Order **MenuID1.ItemID** <Last **MenuID2**>>

In the above statements, **MenuID1** is the identifier of the menu that contains the item (menu or command) you want to move. **ItemID** is the identifier of the item you want to move. **MenuID2** is the identifier of the menu to which you to want to move the item.

If you are moving an item to a different place on the same menu, *MenuID1* and *MenuID2* will be the same identifier. For example, to move the Footnote command to the top of the Special menu, use the following statement:

```
<Order SpecialMenu.Footnote <First SpecialMenu>>
```

To put the Special menu last on the menu bar (for complete menus), use the following statement:

<Order !MakerMainMenu.SpecialMenu <Last !MakerMainMenu>>

To put one item before another item on a menu, use the following statement:

<Order **MenuID1.ItemID1** <Before **MenuID2.ItemID2**>>

To put one item after another item on a menu, use the following statement:

<Order **MenuID1.ItemID1** <After **MenuID2.ItemID2**>>

In the above statements, **MenuID1** is the identifier of the menu that contains the item (menu or command) you want to move. **ItemID1** is the identifier of the item you want to move. **MenuID2** is the identifier of the menu to which you to want to move the item. *ItemID2* is the identifier of the item before or after which you want to place *ItemID1*.

For example, to put the Thesaurus command above the Find/Change command in the Edit menu, use the following statement:

<Order EditMenu.Thesaurus <Before EditMenu.Find/Change>>

To put the Graphics menu after the Format menu (for complete menus), use the following statement:

<Order !MakerMainMenu.GraphicsMenu <After !MakerMainMenu.FormatMenu>>

Renaming a menu

You can rename a menu. This changes the label of the menu; it does not change the menu's identifier. To rename a menu, use the following statement:

<Modify **MenuID** <Label **NewLabel**>>

MenuID is the identifier of the menu you want to rename. **NewLabel** is the new label for the menu. For example, to rename the Page Layout submenu on the Format menu to Page Design, use the following statement:

<Modify PageLayoutMenu <Label Page Design>>

Removing a menu or a menu item

You can remove menus from the menu bar and commands from a menu. The only exceptions are the permanent reserved menus that can never be removed. (See "Permanent menus" on page 23 for a list.)

Removing a menu from a menu bar or another menu does not remove the definition of the menu. Similarly, removing a command from a menu doesn't remove the command itself or its associated keyboard shortcuts. Only the menu on which the item belonged changes.

Removing a menu item also doesn't affect other menu items, even though they may seem to be related. For example, if you remove the Group command, the Ungroup command doesn't disappear.

To remove a menu item from a menu, use the following statement:

<Remove **ItemID** <Menu **MenuID**>>

ItemID is the identifier of the item that you're removing. **MenuID** is the identifier of the menu containing the item you want to remove.

If a menu command appears more than once and you want to remove it from each instance, use separate Remove statements. For example, to remove the Special menu from both the quick and complete menus, use the following statements:

<Remove SpecialMenu <Menu !MakerMainMenu>>
<Remove QuickSpecialMenu <Menu !QuickMakerMainMenu>>

To remove the Reshape command from the Graphics menu in the quick menus, use the following statement:

```
<Remove GraphicsReshape <Menu QuickGraphicsMenu>>
```

Debugging a customized configuration file

If you're writing a lengthy menu customization file, consider writing and testing the customizations a few at a time. This will make it much easier to locate problems in the statements you write. As you create the file, you can save the file and then read it into FrameMaker to test your statements.

To display error messages when you load a menu customization file, set the **ShowErrors** setting in the initialization file to **On**. You can also turn on the keyboard shortcut alerts, as discussed in "Menu preferences" on page 7. Error messages appear in the console window. If you find errors, you can fix them immediately and continue writing.

When you read the same menu customization file again, you'll see error messages about redefining a command (because the same statements are being read again). Don't worry about these messages.

Use comments throughout the menu customization file to document your work. Others may need to edit the file later.

Changing menu configurations

You can switch to a custom menu by choosing View > Menus > Modify, and then selecting a menu file. For information on setting your custom menus as the default see "Menu preferences" on page 7.

Removing formatting bar commands and window buttons

You can remove items from the formatting bar at the top of the document window. You can also remove the buttons from the upper-right corner of the document window.

To remove the Paragraph Format pop-up menu, use the following statement:

```
<Remove !ShowRulerParagraphTags <Menu !RulerControlMenu>>
```

To remove the Alignment and Spacing pop-up menus and the tab wells, use the following statement:

```
<Remove !ShowRulerAlignmentSpacingAndTabs <Menu !RulerControlMenu>>
```

To remove the buttons from the upper-right corner of the document window, use the following statement:

```
<IconBarOn No>
```

To redisplay the buttons, use the following statement:

```
<IconBarOn Yes>
```