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<tr>
<td>What happens with the declarations and rules.</td>
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Before You Begin

This developer reference and its associated developer guide are for anybody who develops structured FrameMaker® templates and XML or SGML applications. They are not written for end users who author structured documents that use such templates and applications.

XML and SGML

FrameMaker can read and write XML (Extensible Markup Language) and SGML (Standard Generalized Markup Language) documents. XML and SGML are both document markup languages, and FrameMaker handles these markup languages in similar ways. However, there are differences between the two, and this manual covers these differences whenever necessary.

When discussing the similarities between them, this manual refers to XML and SGML data as markup data or markup documents. Otherwise, the manual refers to XML and SGML specifically to draw attention to the differences between these markup languages. The majority of new structured documentation projects are XML based, therefore XML now takes precedence over SGML where necessary.

Developing structured FrameMaker templates

End users of FrameMaker can read, edit, format, and write structured documents—the structure is represented by a hierarchical tree of elements. Each structured document is based on a template that contains a catalog of element definitions. Each element definition can describe the valid contexts for an element instance, and the formatting of element instances in various contexts.

To support these end users, you create the catalog and accompanying structured template.

Developing XML and SGML applications

When FrameMaker reads markup data, it displays that data as a formatted, structured document. When the software saves a structured FrameMaker document, the software can write the document as XML or SGML.

For the end user, this process of translation between FrameMaker documents and markup data is transparent and automatic. However, for most XML or SGML document types the translation requires an XML or SGML application to manage the translation. You develop this application to correspond with specific document types. When your end user opens a markup document with a matching document type, FrameMaker invokes the appropriate structure application. If there is no
match for a document type, the user can choose the application to use, or open the markup
document with no structure application.

A structure application primarily consists of:

• A structured template
• DTD or schema
• Read/Write rules (described in this manual)
• XSLT style sheets for pre and post process transformations (if necessary)
• An XML and SGML API client (if necessary) developed with the Frame® Developer’s Kit (FDK).

Prerequisites

The following topics, which are outside the scope of this manual, are important for you to
understand before you try to create a structured template or structure application:

• Structured document authoring in FrameMaker
• XML or SGML concepts and syntax, including how to work with a document type definition
• FrameMaker end-user concepts and command syntax
• FrameMaker template design.

In creating some XML or SGML applications, you may also need to understand the following:

• XSLT 1.0
• C programming
• FDK API usage.

If your application requires only the special rules described in this manual to modify the default
behavior of FrameMaker, you do not need programming skills. However, if you need to create an
XML and SGML API client to modify this behavior further, you need to program the client in C,
using the FDK. This manual does not discuss the creation of XML and SGML API clients. For this
information, see the Structure Import/Export API Programmer’s Guide.

Using FrameMaker documentation

FrameMaker comes with a complete set of end-user and developer documentation with which
you should be familiar. You can access the FrameMaker guides from the FrameMaker help and

If you use the Frame Developer’s Kit in creating your structure application, you'll also need to be
familiar with the FDK documentation set.
Using this manual

This manual provides detailed reference information for application rules and properties. It can be used in conjunction with the Structure Application Developer Guide. It does not currently include EDD reference information. All EDD descriptive and reference information will be found in the Developer Guide.

Typographical conventions

<table>
<thead>
<tr>
<th>Monospaced font</th>
<th>Literal values and code, such as XML, SGML, read/write rules, filenames, and pathnames.</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>Italics</em></td>
<td>Variables or placeholders in code. For example, in name=&quot;myName&quot;, the text myName represents a value you are expected to supply. Also indicates the first occurrence of a new term.</td>
</tr>
<tr>
<td><em>Blue text</em></td>
<td>A hyperlink you can click to go to a related section in this book or to a URL in your web browser.</td>
</tr>
<tr>
<td><em>Sans-serif bold</em></td>
<td>The names of FrameMaker User Interface objects (menus, menu items, and buttons). The &gt; symbol is used as shorthand notation for navigating to menu items and sub menus. For example, Element &gt; Validate... refers to the Validate... item in the Element menu.</td>
</tr>
</tbody>
</table>

Using other FrameMaker documentation

The *Using FrameMaker* makes up the primary end-user documentation for this product. It explains how to use the FrameMaker authoring environment for both structured and unstructured documents. It also explains how to create templates for your documents.

In creating a structured template, you can refer to this manual for information on how your end user interacts with the product and how to create a formatted template.

New features and changes in release 12 (including those for structure applications and structured documents) are listed and briefly described in the *FrameMaker Getting Started Guide*.

You will also find a range of other online documents from the FrameMaker help and support page, http://www.adobe.com/support/framemaker/.
Using FDK manuals

If you create an XML and SGML API client for your XML or SGML application, you'll need to be familiar with the FDK. FDK documentation is written for developers with C programming experience.

• *FDK Programmer’s Guide* is your manual for understanding FDK basics. This manual describes how to use the FDK to enhance the functionality of FrameMaker and describes how to use the FDK to work with structured documents. To make advanced modifications to the software’s default translation behavior, refer to the *Structure Import/Export API Programmer’s Guide*.

• *FDK Programmer’s Reference* is a reference for the functions and objects described in the *FDK Programmer’s Guide*.

• *Structure Import/Export API Programmer’s Guide* explains how to use the FDK to make advanced modifications to the software’s default behavior for translation between markup documents and FrameMaker documents. This manual contains both descriptive and reference information.

For information on other FDK manuals, see “Using Frame Developer Tools” in the *FDK Programmer’s Guide*.
1

Structure Application Definition Reference

This chapter provides a comprehensive reference for all application properties that can be defined in a structure application definition file.

Contents of an application definition file

The highest-level element in an structapps.fm file is StructuredSetup. That element's first child must be Version, to indicate the FrameMaker version. The Version element is followed by zero or more SGMLApplication or XMLApplication elements, each of which defines the pieces of a structure application. Finally, there can be an optional Defaults element, which specifies information used unless overridden for a particular application.

The following table lists the main elements allowed in structapps.fm as children of the StructuredSetup element. The table identifies the sections that discuss each of those elements and the elements they may contain.

<table>
<thead>
<tr>
<th>Element</th>
<th>Discussed in</th>
</tr>
</thead>
<tbody>
<tr>
<td>ApplicationName</td>
<td>“Screen modes,” next</td>
</tr>
<tr>
<td>SGMLApplication</td>
<td>“Screen modes” on page 9</td>
</tr>
<tr>
<td>XMLApplication</td>
<td>“Screen modes” on page 9</td>
</tr>
<tr>
<td>Defaults</td>
<td>“Screen modes” on page 11</td>
</tr>
</tbody>
</table>

Define an application

FrameMaker collects all information pertaining to the set-up of a structured application into an SGMLApplication or XMLApplication element. These elements have one required child element and several optional child elements.

The first child of a parent SGMLApplication or XMLApplication element must be ApplicationName and gives the name of the application. It looks like:

**Application name: name**

where *name* is a string used to identify your application in the Set Structure Application and Use Structure Application dialog boxes. You cannot use the same name for multiple structure applications.
If present, the optional child elements can occur in any order and can include the following elements, discussed in the named sections:

<table>
<thead>
<tr>
<th>Element</th>
<th>Discussed in</th>
</tr>
</thead>
<tbody>
<tr>
<td>DOCTYPE</td>
<td>“Screen modes” on page 13</td>
</tr>
<tr>
<td>DTD</td>
<td>“Screen modes” on page 14</td>
</tr>
<tr>
<td>CharacterEncoding</td>
<td>“Screen modes” on page 11</td>
</tr>
<tr>
<td>ConditionalText</td>
<td>“Screen modes” on page 13</td>
</tr>
<tr>
<td>Entities</td>
<td>“Screen modes” on page 14</td>
</tr>
<tr>
<td>ExternalXRef</td>
<td>“Screen modes” on page 20</td>
</tr>
<tr>
<td>FileExtensionOverride</td>
<td>“Screen modes” on page 21</td>
</tr>
<tr>
<td>Namespace</td>
<td>“Screen modes” on page 22</td>
</tr>
<tr>
<td>ReadWriteRules</td>
<td>“Screen modes” on page 22</td>
</tr>
<tr>
<td>RulesSearchPaths</td>
<td>“Screen modes” on page 22</td>
</tr>
<tr>
<td>Schema</td>
<td>“Screen modes” on page 23</td>
</tr>
<tr>
<td>SGMLDeclaration</td>
<td>“Screen modes” on page 24</td>
</tr>
<tr>
<td>Stylesheets</td>
<td>“Screen modes” on page 24</td>
</tr>
<tr>
<td>Template</td>
<td>“Screen modes” on page 27</td>
</tr>
<tr>
<td>UseAPIClient, UseDefaultAPIClient</td>
<td>“Screen modes” on page 27</td>
</tr>
<tr>
<td>XMLDisplayEncoding</td>
<td>“Screen modes” on page 27</td>
</tr>
<tr>
<td>XMLExportEncoding</td>
<td>“Screen modes” on page 30</td>
</tr>
<tr>
<td>XMLCharacterEncoding</td>
<td>“Specifying the character encoding for SGML files” on page 11</td>
</tr>
<tr>
<td>XMLWriteRules</td>
<td>“Specifying the character encoding for SGML files” on page 11</td>
</tr>
<tr>
<td>FormView</td>
<td>“Screen modes” on page 31</td>
</tr>
<tr>
<td>MathML</td>
<td>“Screen modes” on page 32</td>
</tr>
</tbody>
</table>

Some elements provide pathnames (for entities and read/write rules files; hence RulesSearchPaths and EntitySearchPaths elements). If the pathname is absolute, the software looks there. If it can’t find it via the specified path, the log reports an error and the operation is aborted. If a relative pathname is given, the software looks for the file in several places:

- The directory containing the file being processed. For example, if you’re opening a DTD, the software first searches the directory in which it found the DTD.
- $STRUCTDIR (for information on what directory this is, see Developer Guide, page 131: Location of structure files).
- The directory from which you started FrameMaker.
Providing default information

Some of the information you provide for individual applications may be common to all your applications. For such information you can specify defaults that are used whenever an application does not provide its own version of the information. You use the Defaults element to provide such information.

If present, the optional child elements of Defaults can occur in any order (with the exception of the Graphics element, which must be the last child) and can include the following elements, which are discussed in the named sections:

<table>
<thead>
<tr>
<th>Element</th>
<th>Discussed in</th>
</tr>
</thead>
<tbody>
<tr>
<td>CharacterEncoding</td>
<td>“Screen modes” on page 27</td>
</tr>
<tr>
<td>DTD</td>
<td>“Screen modes” on page 14</td>
</tr>
<tr>
<td>Entities</td>
<td>“Screen modes” on page 14</td>
</tr>
<tr>
<td>FrameDefaultAPIClient</td>
<td>“Screen modes” on page 27</td>
</tr>
<tr>
<td>UseAPIClient</td>
<td>“Screen modes” on page 27</td>
</tr>
<tr>
<td>MaxErrorMessages</td>
<td>“Screen modes” on page 30</td>
</tr>
<tr>
<td>Namespace</td>
<td>“Screen modes” on page 22</td>
</tr>
<tr>
<td>ReadWriteRules</td>
<td>“Screen modes” on page 22</td>
</tr>
<tr>
<td>RulesSearchPaths</td>
<td>“Screen modes” on page 22</td>
</tr>
<tr>
<td>SGMLDeclaration</td>
<td>“Screen modes” on page 24</td>
</tr>
<tr>
<td>Stylesheets</td>
<td>“Screen modes” on page 24</td>
</tr>
<tr>
<td>Template</td>
<td>“Screen modes” on page 27</td>
</tr>
<tr>
<td>XMLCharacterEncoding</td>
<td>“Specifying the character encoding for SGML files” on page 11</td>
</tr>
<tr>
<td>XMLWriteRules</td>
<td>“Specifying the character encoding for XML files” on page 27</td>
</tr>
<tr>
<td>Graphics</td>
<td>“Screen modes” on page 31</td>
</tr>
</tbody>
</table>

Specifying the character encoding for SGML files

The CharacterEncoding element tells the software which encoding to use for the SGML text. Typically, this is only important on non-Western systems, or in SGML applications that encounter SGML files using double-byte text. It can contain one of the following child elements: ISOLatin1, ASCII, ANSI, MacASCII, ShiftJIS, KSC8EUC, GB8EUC, CNSEUC, Big5, JIS8EUC. The CharacterEncoding element looks like this:

SGML character encoding: Iso Latin1
On a non-Western system, the text for an SGML file can contain double-byte text. This text can be in any one of a number of different text encodings.

FrameMaker can interpret SGML files that contain double-byte text in \#PCDATA, RCDATA, and CDATA. The software expects all other text to be within the 7-bit ASCII range (which is supported by all Asian fonts). This means that document content can be in double-byte encodings, but the markup must be in the ASCII range. Typically, for example, the only text in a DTD that will contain double-byte characters would be text used to specify attribute values.

### Important:
For SGML documents, you should not use accented characters in element tag names nor attribute names. If you use such characters, FrameMaker may not be able to correctly import or export the document.

To import and export SGML that contains double-byte text, you should specify the character encoding to use, either as a default for all applications, or for a specific SGML application. For a given SGML application there can only be one encoding. If you don’t specify an encoding for your application, FrameMaker determines the encoding to use by considering the current default user interface language and the current operating system; for the current language, it uses the operating system’s default encoding. The default encodings for Windows® are:

<table>
<thead>
<tr>
<th>Languages</th>
<th>Windows</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roman languages</td>
<td>ANSI</td>
</tr>
<tr>
<td>Japanese</td>
<td>Shift-JIS</td>
</tr>
<tr>
<td>Simplified Chinese</td>
<td>GB8 EUC</td>
</tr>
<tr>
<td>Traditional Chinese</td>
<td>Big5</td>
</tr>
<tr>
<td>Korean</td>
<td>KSC8 EUC</td>
</tr>
</tbody>
</table>

You can have an Asian language for the user interface, but the content of the document files in Roman fonts. In this case, any exported Roman text that falls outside of the ASCII range will be garbled. For this reason, we recommend that you specify an encoding for any application that might be used on a non-Western system.

The template for your application must use fonts that support the language implied by the encoding you specify. Otherwise, the text will appear garbled when imported into the template. You can fix this problem after the fact by specifying different fonts to use in the resulting files.

### Specifying conditional text output

Add a ConditionalText child to the XMLApplication element to control conditional text output. Place a single child, OutputTextPI in this element. Then add one of the four children listed in the following table to the OutputTextPI element:

<table>
<thead>
<tr>
<th>Child of OutputTextPI</th>
<th>FrameMaker outputs hidden conditional text</th>
<th>Processing instructions delimit conditional text</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutputAllTextWithPIs</td>
<td>yes</td>
<td>yes</td>
</tr>
</tbody>
</table>
Specifying a DOCTYPE element

The DOCTYPE element specifies the generic identifier of the DOCTYPE declaration and root element in markup documents used with this application. If you open a markup document with the matching document element specified in the DOCTYPE declaration, FrameMaker uses this application when translating the document. The element looks like:

```
DOCTYPE: doctype
```

where doctype identifies a document element.

For example,

```
DOCTYPE: chapter
```

matches a markup document with the following declaration:

```
<!DOCTYPE chapter ...>
```

If more than one application defined in the structapps.fm file specifies the same document element, and the end user opens a file with that document element, the software gives the user a choice of which of these applications to use. If the user opens a markup document for which no application specifies its document element, the software gives the user the choice of all defined applications.

You can use more than one DOCTYPE element for an application, if that application is applicable to multiple document elements. For example, if the Book application applies when the document element is either chapter or appendix, you can use this definition:

```
Application name: Book
  DOCTYPE: chapter
  appendix
...
```

The DOCTYPE element can be a child of an SGMLApplication or XMLApplication element.

<table>
<thead>
<tr>
<th>Child of OutputTextPi</th>
<th>FrameMaker outputs hidden conditional text</th>
<th>Processing instructions delimit conditional text</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutputAllTextWithoutPIs</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>OutputVisibleTextWithPIs</td>
<td>no</td>
<td>yes</td>
</tr>
<tr>
<td>OutputVisibleTextWithoutPIs</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>OutputAllTextWithPIsFiltered</td>
<td>yes*</td>
<td>yes*</td>
</tr>
<tr>
<td>OutputVisibleTextWithPIsFiltered</td>
<td>no</td>
<td>yes*</td>
</tr>
</tbody>
</table>

*PIs are displayed only if the document settings are different from the template settings.
Specifying a DTD

The **DTD** element specifies a file containing the external DTD subset that FrameMaker uses when importing and exporting a markup document. It looks like:

```
DTD: dtd
```

where `dtd` is the pathname of a file containing a document type declaration subset.

Note that the file you specify with the **DTD** element must be an external DTD subset. It cannot be a complete DTD. That is, the file cannot have the form:

```
<!DOCTYPE book [
   <!element book . . .>
   . . .
]>
```

Instead, it should simply have the form:

```
<!element book . . .>
   . . .
```

For more information on external DTD subsets, see Developer Guide, page 89: XML and SGML DTDs.

You can have only one **DTD** element for each **SGMLApplication** or **XMLApplication**. It can also be a child of the **Defaults** element.

Specifying entities

To specify the location of various entities, you use the **Entities** element. It looks like this:

```
Entity locations
```

The possible child elements of a parent **Entities** element are:

<table>
<thead>
<tr>
<th>Element</th>
<th>Discussed in</th>
</tr>
</thead>
<tbody>
<tr>
<td>EntityCatalogFile</td>
<td>“Screen modes” on page 15</td>
</tr>
<tr>
<td>Entity</td>
<td>“Screen modes” on page 16</td>
</tr>
<tr>
<td>FileNamePattern</td>
<td>“Screen modes” on page 17</td>
</tr>
<tr>
<td>Public</td>
<td>“Screen modes” on page 18</td>
</tr>
<tr>
<td>EntitySearchPaths</td>
<td>“Screen modes” on page 19</td>
</tr>
</tbody>
</table>

If you use the **EntityCatalogFile** element, you cannot use any of the elements **Entity**, **FilenamePattern**, or **Public**.

You can have only one **Entities** element for each application, although that **Entities** element can have more than one of some of its child elements. The **Entities** element can also be a child of the **Defaults** element.
Specifying entities through an entity catalog

The EntityCatalogFile element specifies a file containing mappings of an entity’s public identifier or entity name to a filename. It looks like:

**Entity locations**

**Entity catalog file: **`fname`

where `fname` is the filename of the entity catalog. Entity catalogs and their specified format are described below.

You can specify multiple EntityCatalogFile elements in a single Entities element. If you use this element, you cannot use any of the Entity, FilenamePattern, or Public elements.

You can use the EntityCatalogFile element both in the Entities element of the Defaults element and in an SGMLApplication or XMLApplication element to specify information for a particular application. When searching for an external entity, FrameMaker searches the application’s entity catalogs before searching the default entity catalogs.

If you have an EntityCatalogFile element in an application definition, the software ignores Entity, FilenamePattern, and Public elements in the Defaults element.

Why use entity catalogs

*Technical Resolution 9401:1994* published by SGML Open discusses entity management issues affecting how SGML documents work with each other:

- Interpreting external identifiers in entity declarations so that an SGML document can be processed by different tools on a single computer system
- Moving SGML documents to different computers in a way that preserves the association of external identifiers in entity declarations with the correct files or other storage objects.

The technical resolution uses *entity catalogs* and an interchange packaging scheme to address these issues. FrameMaker supports such entity catalogs with the EntityCatalogFile element.

Entity catalog format

Each entry in the entity catalog file associates a filename with information about an external entity that appears in a markup document. For example, the following are catalog entries that associate a public identifier with a filename:

PUBLIC "ISO 8879-1986//ENTITIES Added Latin 1//EN" "isolat1.ent"
PUBLIC "-/USA/AAP//DTD BK-1//EN" "aapbook.dtd"

In addition to entries mapping public identifiers to filenames, an entry can associate an entity name with a filename:

ENTITY "chips" "graphics\chips.tif"

A single catalog can contain both types of entry.
Specifying entities

If the specified filename in a catalog entry is a relative pathname, the path is relative to the location of the catalog entry file.

For a complete description of the syntax of a catalog entry, see *Technical Resolution 9401:1994 Entity Management* published by SGML Open.

How FrameMaker searches entity catalogs

A single application may use multiple catalog files. When trying to locate a particular external entity, FrameMaker searches the files one at a time until it finds the entry it is looking for. In each file, the software first searches for an entity using the external entity’s public identifier. If the software finds the identifier, it uses the associated filename to locate the entity. If it does not find the public identifier, the software searches the file looking for the entity name. If it does not find the entity name either, the software continues searching in the next catalog file.

In some circumstances, a system identifier specified in an external entity declaration may not be valid. If so, FrameMaker uses public identifier and entity name mappings.

Specifying the location of individual entities

Instead of using an entity catalog to associate entities with files, you can use the Entity element as a child of a parent Entities element. This element allows you to directly associate a filename with an individual entity. It looks like:

- **Entity locations**
  - **Entity name**: `ename`
  - **Filename**: `fname`

where `ename` is the name of an entity and `fname` is a filename.

You can specify multiple child Entity elements for a single Entities element. You use the FilenamePattern and EntitySearchPaths elements to help the software find these files.

The Entity element can be a child of a parent Entities element in the Defaults element to set default entity information, and of a parent SGMLApplication or XMLApplication element to specify information for a particular application. When searching for an external entity, the software searches the application’s entity locations before searching the default entity locations.

Specifying names for external entity files

One or more FilenamePattern elements can appear as a child of a parent Entities element to tell the software how to locate an external entity.
A FilenamePattern element does not apply to an entity for which there is an Entity element. Otherwise, it applies to all external entities except those with an external identifier that includes a public identifier but no system identifier. The FilenamePattern looks like:

**Entity locations:**

**Filename pattern:** pattern

where pattern is a string representing a device-dependent filename. The three variables that can appear within pattern are interpreted as follows:

<table>
<thead>
<tr>
<th>Variable</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>$(System)</td>
<td>The system identifier from the entity declaration</td>
</tr>
<tr>
<td>$(Notation)</td>
<td>The notation name from the entity declaration of an external data entity</td>
</tr>
<tr>
<td>$(Entity)</td>
<td>The entity name</td>
</tr>
</tbody>
</table>

Case is not significant in variable names, although it may be significant in the values of the variables. If a variable is undefined in a particular context, that variable evaluates to the empty string.

A parent Entities element can contain multiple child FilenamePattern elements. The software assumes the last pattern in the Entities element is:

**Filename pattern:** $(System)

Thus, if no FilenamePattern elements appear or even if no Entities element appears, the software assumes system identifiers are complete pathnames and will check search paths to locate the file.

**How FrameMaker searches filename patterns**

When locating an external entity, FrameMaker tests the value of the pattern arguments in successive FilenamePattern elements that have the same parent Entities element, in the order they occur, until it finds the name of an existing file. As it tests each pattern, it substitutes relevant information from the entity’s declaration for variables in pattern.

You can use the FilenamePattern element both in the Entities element of the Defaults element and in an SGMLApplication element to specify information for a particular application. When searching for an external entity, FrameMaker tests all the filename patterns specified for the application before it tests those in default FilenamePattern elements.

**Example**

Suppose the Entities element looks like:

**Entity locations:**

**Filename pattern:** $(System).sgm

**Filename pattern:** $(System).$(Notation)
and the markup document contains:

```xml
<!ENTITY intro SYSTEM "introduction.xml">
<!ENTITY chips SYSTEM "chipsfile" NDATA cgm>

&intro;

<graphic entity=chips>

When processing the reference to `intro`, the software searches for a file called `introduction.xml`. It is an error if the file does not exist.

When processing the `entity` attribute of the `graphic` element, FrameMaker searches for a file named `chipsfile.cgm`. If one is not found, it then looks for `chipsfile.CGM`, assuming that the `NAMECASE GENERAL` parameter of the associated SGML declaration is `NAMECASE GENERAL YES`.

Note: The `NAMECASE GENERAL` parameter of the SGML declaration determines the case-sensitivity of notation names. For XML, the implied setting for this parameter is `NO`, which means that names are case-sensitive.

For SGML, the value of this parameter in the reference concrete syntax is `NAMECASE GENERAL YES`. With this declaration, the SGML parser forces notation names to uppercase.

### Specifying public identifiers

The `Public` element of an `Entities` element tells the software how to process an external identifier that has a public identifier but no system identifier. It looks like:

**Entity locations:**

- **Public ID:** `pid`
- **Filename:** `fname`

where `pid` is a public identifier and `fname` is the name of a file to be associated with the entity using the public identifier.

You can give multiple `Public` elements in the same parent `Entities` element. If you want to give multiple filenames to search for a particular public identifier, you can specify the same public identifier in multiple `Public` elements.

You can use the `Public` element both in the `Entities` element of the `Defaults` element and in an `Entities` element of an `SGMLApplication` or `XMLApplication` element to specify information for a particular application. If a `Public` element occurs as a child of an `SGMLApplication` or `XMLApplication` element, that identifier is used in preference to one occurring as a child of the `Defaults` element.
Specifying a search path for external entity files

The EntitySearchPaths child of a parent Entities element tells the software what directories to search for the files indicated by Entity, FilenamePattern, and Public elements. It looks like:

**Entity locations:**

**Entity search paths**

1: directory₁  
...  
N: directoryₙ

where each directoryᵢ is a device-dependent directory name. The three variables and their abbreviations that can be used to specify a directory are as follows:

<table>
<thead>
<tr>
<th>Variable</th>
<th>Abbreviation</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>$HOME</td>
<td>~</td>
<td>The user’s home directory</td>
</tr>
<tr>
<td>$SRCDIR</td>
<td>.</td>
<td>The directory containing the document entity being processed</td>
</tr>
<tr>
<td>$STRUCTDIR</td>
<td></td>
<td>The structure directory in use (for information on what directory this is, see Developer Guide, page 131: Location of structure files)</td>
</tr>
</tbody>
</table>

Each directoryᵢ value can be an absolute pathname or relative to $SRCDIR.

How FrameMaker searches for entity files

To locate an external entity, FrameMaker searches the specified directories in the order listed. You can use the EntitySearchPaths element both in the Entities element of the Defaults element and in an XMLApplication or SGMLApplication element. When searching for an external entity, FrameMaker searches the directories named in the EntitySearchPaths element for the application before it searches those in a default EntitySearchPaths element.

An Entities element can contain only one EntitySearchPaths element. The software assumes the EntitySearchPaths element ends this way:

**Entity search paths**

...  
N: $SRCDIR

Thus, if there is no EntitySearchPaths element, the software assumes all markup files are in the same directory.
Example

Assume the Defaults element is defined as follows:

```xml
<Defaults>
  <Entity locations>
    <Filename pattern>$(System).sgm</Filename pattern>
    <Filename pattern>$(System).$(Notation)</Filename pattern>
  </Entity locations>
<br />Entity search paths
  <1>: $HOME
  <2>: $SRCDIR
</Defaults>
```

and the markup document contains:

```xml
<!ENTITY intro SYSTEM "introduction.xml">
<!ENTITY chips SYSTEM "chipsfile" NDATA cgm>

&intro;

<graphic entity=chips>
```

When processing the reference to intro, the software looks for the files:

- $HOME/introduction.xml
- $SRCDIR/introduction.xml

until it finds one of those files. When processing the graphic element, the software searches in order for:

- $HOME/chipsfile.cgm
- $SRCDIR/chipsfile.cgm

Specifying external cross reference behavior

To ensure correct resolution of external cross references in XML, use the ExternalXRef element. ExternalXRef can only be a child of XMLApplication.

Change file extension to .XML

Insert an ExternalXRef child in the XMLApplication element for the application you are developing. In this ExternalXRef element, insert a ChangeReferenceToXML child. Finally, insert an Enable element into the ChangeReferenceToXML element. It will look like this:

```xml
<External X-Ref:
  Change Reference To .XML: Enable
```
When a document with an external cross-reference is saved to XML, FrameMaker then changes the extension in the xref's `srcfile` attribute to `.xml` and exports the cross-reference as:

```xml
<xref srcfile="filepath/filename.xml#elemID">
```

Where:

- `filepath` is the absolute path to the saved source XML file
- `filename` is the name of the saved source XML file
- `elemID` is the ID of the referenced element.

You can save the source file to XML before or after saving the original file to XML. In either case, the file name specified for the XML document must be identical to the filename of the original FrameMaker document except for the extension.

If you insert a `Disable` element instead of an `Enable` element into `ChangeReferenceToXML`, FrameMaker retains the default behavior and does not change the extension in the `srcfile` attribute.

### Try alternative extensions

`TryAlternativeExtensions` specifies an option for importing external cross-references from XML. It looks like this:

- **External X-Ref:**
  - **Try Alternative Extensions:** Enable

If its content is `Enable`, and FrameMaker cannot open the file specified by the `srcfile` attribute, it changes the extension and tries to open the resulting file instead. In particular, if the original extension is `.xml`, FrameMaker also tries `.fm`; if the original extension is `.fm`, FrameMaker also tries `.xml`. If the content of `TryAlternativeExtensions` is `Disable`, FrameMaker creates an unresolved cross-reference if the specified file cannot be opened. `Disable` is the default.

### Specifying filename extensions

The `FileExtensionOverride` element specifies a filename extension to use when saving a FrameMaker document as markup. This is particularly useful when saving XHTML documents. Some web browsers that support XHTML can only read files with a `.htm` or `.html` extension. When you save a document as XML (even using the XHTML doctype) FrameMaker gives the file a `.xml` extension by default. You can use this element to specify a `.htm` extension when saving a document as XHTML. The `FileExtensionOverride` element looks like this:

- **File Extension Override:** `extension`

where `extension` is the string for the filename extension, minus the dot character. You can have only one `FileExtensionOverride` element for each XML or SGML structure application.
Enabling namespaces

The Namespace element specifies whether the current XML structure application supports namespaces in XML. This element can contain either an Enable or Disable child element. The Namespace element looks like this with namespaces enabled:

Namespace: Enable

You can have only one Namespace element for each XML structure application. It can also be a child of the Defaults element. It is not applicable for an SGML application.

Note: XML Schema: You must enable namespaces to allow FrameMaker to validate XML against a Schema definition upon import and export. Schema allows an XML document to reference multiple Schema locations in different namespaces. When this is the case, only the first namespace is used. See Developer Guide, page 201: Schema location for additional information.

Specifying a read/write rules document

The ReadWriteRules element specifies the read/write rules document associated with the application. It looks like:

Readable rules: rules

where rules is the pathname of a FrameMaker read/write rules document.

You can have only one ReadWriteRules element for each application. It can also be a child of the Defaults element.

Specifying a search path for included files in rules documents

The RulesSearchPaths element is analogous to the EntitySearchPaths element, but it pertains to additional files you include in a read/write rules document rather than to external entities referenced within a markup document. Its Path child elements indicate individual directories. It looks like:

Search paths for included read/write rules files:

1: directory₁
...
N: directoryₙ
where each $directory_i$ is a device-dependent directory name. The two variables and their abbreviations that can be used to specify a directory are as follows:

<table>
<thead>
<tr>
<th>Variable</th>
<th>Abbreviation</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>$HOME</td>
<td>~</td>
<td>The user’s home directory</td>
</tr>
<tr>
<td>$STRUCTDIR</td>
<td></td>
<td>The structure directory in use (for information on what directory this is, see Developer Guide, page 131: Location of structure files)</td>
</tr>
</tbody>
</table>

Each $directory_i$ value can be an absolute pathname or relative to $RULESDIR$.

**How FrameMaker searches for rules files**

Only one RulesSearchPaths element can occur as the child of a single parent XMLApplication or SGMLApplication element or parent Defaults element. When searching for a file you include in an read/write rules document, FrameMaker searches the directories named in the RulesSearchPaths element for the application before it searches those in the RulesSearchPaths element of the Defaults element.

The software assumes RulesSearchPaths ends in this way:

- **Search paths for included read/write rules files:**

  ...  
  \n  N: $RULESDIR

Thus, if there is no RulesSearchPaths element, the software assumes all files you include in the read/write rules document are in the same directory as your rules document.

**Specifying a Schema for XML**

The Schema element, a direct child of XMLApplication, specifies the path and filename for an XML Schema file that contains element declarations for XML. It look like this:

- **Schema: schema_path**

where schema_path is the pathname of a file containing a Schema declaration file.

In order for a structure application to be selectable in the Use Structured Application list while importing a document that is associated with a Schema, the Schema’s root element must be included in the application’s DOCTYPE in the XmlApplication element.
Specifying an SGML declaration

The SGMLDeclaration element specifies the location of a file containing a valid SGML declaration. It is used only for SGML applications and cannot be a child of an XMLApplication element. The SGMLDeclaration element looks like:

```
SGML declaration: declaration
```

where declaration is the pathname of the SGML declaration file.

You can have only one SGMLDeclaration element for each SGML application. It can also be a child of the Defaults element.

Managing CSS import/export and XSL transformation

The Stylesheets element of an XML structure application tells the software how to treat the use of CSS stylesheets for a given XML document, and how and whether to perform XSL transformation upon import or export of XML documents.

An XML application can have only one Stylesheets element. It can also be a child of the Defaults element.

How the Stylesheets element affects CSS generation

You can specify whether to use an existing stylesheet, or whether FrameMaker should generate a new one and use that for the exported XML. You can specify any number of stylesheets, and the exported XML will include references to each one. The Stylesheets element also contains instructions concerning the use of attributes and stylesheet processing instructions. The Stylesheets element for CSS looks like:

```
CSS2 Preferences:
  Generate CSS2: enable/disable
  Add Fm CSS Attribute To XML: enable/disable
  Retain Stylesheet Information: enable/disable
XML Stylesheet:
  Type: stylesheet_type
  URI: path
```

When you save a document to XML, FrameMaker can either use an existing stylesheet, or generate a new one from the current EDD. How FrameMaker generates a stylesheet is determined by the values of the children of the Stylesheets element. For more information about how FrameMaker converts EDD information into a stylesheet, see Developer Guide, page 283: Saving EDD Formatting Information as a CSS Stylesheet

GenerateCSS2  Specifies whether FrameMaker will generate a CSS when you save the document as XML. It can be set to enable or disable. When this is set to enable, FrameMaker generates a CSS. If a path is provided in StylesheetURI, FrameMaker saves the stylesheet to that location, with
that filename. Otherwise, it saves the stylesheet to the same location as the XML document with a filename \texttt{xmldoc.css}, where \texttt{xmldoc} is the name of the XML document you’re saving.

**AddFmCSSAttrToXml**  Specifies whether FrameMaker will write instances of the \texttt{fmcssattr} attribute to elements in the XML document. It can be set to \texttt{enable} or \texttt{disable}. An EDD can include context selectors as criteria to assign format rules. CSS has no equivalent to this. When this is set to \texttt{enable}, FrameMaker uses the \texttt{fmcssattr} attribute in certain elements so the CSS can achieve the same formatting as the EDD.

**RetainStylesheetPIs**  Specifies whether FrameMaker will retain the stylesheet declaration for import and export of XML. It can be set to \texttt{enable} or \texttt{disable}. When this is set to \texttt{enable}, FrameMaker does the following:

- On import, it stores the XML document’s stylesheet PI as a marker in the FrameMaker document.
- On export, it writes the content of stylesheet PI marker in the resulting XML document.

**StylesheetType**  Specifies the type of stylesheet. It contains a string for the stylesheet type. Currently, you can specify \texttt{CSS} (upper or lower case) or \texttt{XLS} (upper or lower case). If you specify \texttt{XLS}, FrameMaker will not generate a stylesheet.

**StylesheetURI**  Specifies the URI for the stylesheet. It contains a string; for example, \texttt{/$STRUCTDIR/xml/xhtml/app/xhtml.css}.

### How the Stylesheets element affects CSS import

You can specify whether a CSS stylesheet that is referenced in an XML file is used to update the formatting of the FrameMaker document. The \texttt{ProcessStylesheetPI} is an optional child of the \texttt{CssPreferences} element and looks like this:

\begin{verbatim}
  CSS2 Preferences:
    ProcessStylesheetPI: enable/disable
\end{verbatim}

\texttt{ProcessStylesheetPI} can have one of the following values: \texttt{Enable} or \texttt{Disable}. If the value of the \texttt{ProcessStylesheetPI} element is \texttt{Enable}, then the CSS file referenced in the XML file is used while opening the XML file. The default value of the \texttt{ProcessStylesheetPI} element is \texttt{Disable}.

For more information about how the CSS file mentioned in the XML file is used when an XML file is opened, see Chapter 6, “Screen modes.”

### How the Stylesheets element affects XSL transformation

If an XML structure application specifies an XSL stylesheet, FrameMaker can apply transformations defined in that stylesheet when importing an XML document, or when exporting a FrameMaker document to XML. The \texttt{XSLTPreferences} element in the \texttt{Stylesheets} element allows you to specify the XSL file to use for transformation upon import (\texttt{PreProcessing}), export (\texttt{PostProcessing}), and \texttt{smart paste} (\texttt{SmartPaste}). \texttt{StylesheetParameters} elements
allow you to set parameters of an XSL stylesheet at run time, before the transformation takes place.

**XSLT Preferences:**
- **Process Stylesheet PI:** enable/disable
- **Preprocessing:**
  - **Stylesheet:** path
  - **Processor:** processor name
  - **Stylesheet Parameters**
    - **Name:** parameter name
    - **Expression:** exp
- **Postprocessing:**
  - **Stylesheet:** path
  - **Processor:** processor name
  - **Stylesheet Parameters**
    - **Name:** parameter name
    - **Expression:** exp
- **SmartPaste:**
  - **Stylesheet:** path
  - **Processor:** processor name
  - **Stylesheet Parameters**
    - **Name:** parameter name
    - **Expression:** exp

**ProcessStylesheetPI** Specifies whether FrameMaker will use the XSL file mentioned in the xml-stylesheet PI of an XML file to transform that file. It can be set to enable or disable. By default it is set to disable, and FrameMaker does not use the PI. Set to enable to use the PI.

**PreProcessing** Contains a Stylesheet element that specifies the XSL file to be used for transformation upon import of an XML document. Transformation occurs before read rules are applied. The XSLTPreferences element can contain 0 or 1 PreProcessing elements.

**PreProcessing** Contains a Stylesheet element that specifies the XSL file to be used for transformation upon export of an XML document. Transformation occurs after write rules are applied. The XSLTPreferences element can contain 0 or 1 PostProcessing elements.

**SmartPaste** Contains a Stylesheet element that specifies the XSL file to be used for transformation upon pasting content from an external application.

**Stylesheet** Specifies the URI for the XSL file. It contains a string; for example, /$STRUCTDIR/xml/xhtml/app/mystyles.xsl.

**Processor** Specifies the processor for the XSL file. You can either choose from the existing options - SAXON or XALAN, or specify your own processor name.

**StylesheetParameters** Contains ParameterName and ParameterExpression pairs. Each pair specifies the name of a parameter used the XSL stylesheet, and an expression that constrains the value of that parameter for the subsequent transformation.
Specifying a FrameMaker template

For more information on XSL transformation of XML, see Developer Guide, Chapter 29, Additional XSL Transformation for XML.

Specifying a FrameMaker template

The Template element specifies the location of the FrameMaker template. It looks like:

```
Template: template
```

where template is the pathname of a FrameMaker template.

The software uses this template to create new FrameMaker documents from markup documents, which may be single documents resulting from the Open or Import command or documents in a book created through the Open command.

If this element is not present, the software creates new portrait documents as needed. When you import a markup document into an existing document, the software uses the import template only to access reference elements that are stored on the template’s reference page. (For information about reference elements, see Developer Reference, page 332: Translating SDATA entities as FrameMaker reference elements.)

You can have only one Template element for each application. It can also be a child of the Defaults element.

Specifying a structure API client

In an application definition, the UseDefaultAPIClient element tells the software that your application does not use a special client for markup translation. In the defaults section, the FrameDefaultAPIClient element serves the same purpose. The default client is named FmTranslator.

If you do need a structure API client, use the UseAPIClient element in either context. For information on creating structure API clients for a structure application, see the online manual Structure Import/Export API Programmer’s Guide.

Specifying the character encoding for XML files

The XML specification supports UNICODE characters for document content and markup tokens. In XML the given encoding is specified in the document prolog. The following example shows a specification for ShiftJIS character encoding:

```
<?xml version="1.0" encoding="Shift_JIS" ?>
```

The XML specification states that an XML document must either specify an encoding in the prolog, or it must be UTF-8 or UTF-16. FrameMaker follows this specification by assuming UTF-8 by default if there is no encoding specified in the XML file.
If you read an XML file with character encoding that does not match either the declared encoding or the default encoding (if no encoding is declared), it is likely that the import process will encounter a character that does not match the encoding FrameMaker uses. In that case, you will get a parsing error that says the document is not well-formed due to a bad token.

FrameMaker uses the encoding statement in the document prolog to determine which encoding to use. The statement must specify one of the encodings supported by your specific FrameMaker installation. FrameMaker ships with support for the following encodings:

<table>
<thead>
<tr>
<th>Encoding</th>
<th>Display Encoding</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big5</td>
<td>KSC_5601</td>
</tr>
<tr>
<td>EUC-JP</td>
<td>Shift_JIS</td>
</tr>
<tr>
<td>EUC-KR</td>
<td>US-ASCII</td>
</tr>
<tr>
<td>EUC-TW</td>
<td>UTF-16</td>
</tr>
<tr>
<td>GB2312</td>
<td>UTF-8</td>
</tr>
<tr>
<td>ISO-8859-1</td>
<td>windows-1252</td>
</tr>
</tbody>
</table>

You can add other encodings to your FrameMaker installation—see Developer Guide, page 103: Unicode and character encodings.

FrameMaker converts the encoding of the XML document to an internal display encoding. In this way FrameMaker fully supports Unicode characters for text that is in #PCDATA, #CDATA, and CDATA. For any #PCDATA character that it cannot interpret, FrameMaker uses a marker of type UNKNOWNCHAR to represent the character. For unknown CDATA characters, FrameMaker uses XML character references.

The following sections describe how to control the display encoding that FrameMaker uses, and how to specify an encoding when you save a document as XML.

### Display encoding

On import, FrameMaker converts the XML encoding to a display encoding that is appropriate for a given language. However, FrameMaker cannot automatically determine which conversion to make. Although the XML document prolog specifies an encoding, the document may contain elements or other constructs that override the language implied by that encoding. As a result, you should specify a display encoding for the structure application. The display encodings you can specify are:

<table>
<thead>
<tr>
<th>Display encoding:</th>
<th>For this language:</th>
</tr>
</thead>
<tbody>
<tr>
<td>FrameRoman</td>
<td>Western European languages</td>
</tr>
<tr>
<td>JISX0208.ShiftJIS</td>
<td>Japanese</td>
</tr>
<tr>
<td>BIG5</td>
<td>Traditional Chinese</td>
</tr>
<tr>
<td>GB2312-80.EUC</td>
<td>Simplified Chinese</td>
</tr>
<tr>
<td>KSC5601-1992</td>
<td>Korean</td>
</tr>
</tbody>
</table>
By default, FrameMaker uses the display encoding that matches the locale of your operating system. To specify a different display encoding, use the `XmlDisplayEncoding` element. `XmlDisplayEncoding` can contain one child element to specify one of the supported display encodings.

The display encoding also determines how FrameMaker interprets the characters in markup tokens such as GIs and attribute names. If FrameMaker encounters such a token with an unknown character, FrameMaker drops the token. For more information, see Developer Guide, page 101: Supported characters in element and attribute names.

For example, if your operating system locale is French, German, or English FrameMaker uses FrameRoman by default. This is true, even if the XML prolog specifies an encoding for a different language, such as ShiftJIS. To import XML encoded as ShiftJIS, you would use the `XmlDisplayEncoding` element to specify JISX0208.ShiftJIS, as follows:

**XML Display Encoding:** JISX0208.ShiftJIS

When you specify such an encoding, FrameMaker uses that encoding as the default for all the `#PCDATA`, `RCDATA`, and `CDATA` in the imported XML. Markup tokens that include characters in the upper range of the display encoding are interpreted correctly. If you have fonts installed for the display encoding, then the text will appear as intended.

For another example, assume you have a version of US English FrameMaker installed on a Traditional Chinese operating system. By default, FrameMaker uses Big5 as the display encoding. It also supports any Big5 characters that are used in GIs and attribute names. If you are importing an XML document that is in English, you would need to specify FrameRoman as the display encoding.

Note that the XML standard includes the `xml:lang` attribute. This attribute can specify a change of language for an element and its content. If that language is one of those listed in the table of display encodings, a change made by this attribute take precedence over the setting made via `XmlDisplayEncoding`.

Finally, the template for your application must use fonts that support the given language. Otherwise, the text will appear garbled when imported into the template. You can fix this problem by specifying different fonts to use in the resulting files.

**Encoding of CSS files**

FrameMaker supports the following encodings for CSS files: utf-8, utf-16, utf-16LE, and utf-16BE. FrameMaker detects the encoding of a CSS file using the Byte Order Mark (BOM), and not the `"@charset"` statement.
Exporting XML

Your XML structure application can include an `<XmlExportEncoding>` element to specify the encoding to use when you save a document as XML. FrameMaker determines which encoding to use according to the following rules:

<table>
<thead>
<tr>
<th>If:</th>
<th>FrameMaker uses:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. The structure application specifies a value for <code>&lt;XmlExportEncoding&gt;</code> and that encoding is supported</td>
<td>The specified encoding</td>
</tr>
<tr>
<td>2. 1 is not true, and the original XML source specified an encoding, and that encoding is supported</td>
<td>The encoding that was specified in the original XML source</td>
</tr>
<tr>
<td>3. 1 and 2 are not true</td>
<td>UTF-8</td>
</tr>
</tbody>
</table>

The `<XmlExportEncoding>` element contains a string for the name of an encoding. The name you provide must conform with the IANA naming conventions. The standard installation of FrameMaker supports the encodings that are listed at the beginning of this discussion (see page 27).

For example, to export your document as ISOLatin1, use the `<XmlExportEncoding>` element as follows:

```
XML Export Encoding: ISO-8859-1
```

Limiting the length of a log file

The `<MaxErrorMessages>` child element of the `<Defaults>` element allows you to limit the length of structure error reports. It looks like:

```
Maximum number of error messages: n
```

where `n` is the desired limit. If `n` is less than 10, the software resets it to 10. This must be the last child of the parent `<Defaults>` element.

By default, FrameMaker does not write more than 150 messages (error messages and warnings) to a single log file.

Messages pertaining to opening and closing book components are not included in this limit. Messages generated through your own structure API client are also not counted, although if you wish, you can count them using your own code.

In documents that generate large numbers of messages, the 151st message is replaced with a note that additional messages have been suppressed.

Note that processing continues, even though further messages are not reported. This message limit is reset for every file processed and for each component of a book.
Mapping graphic notations to file types

The Graphics child element of the Defaults element allows you to provide mappings from graphic notation to file type by using the file name extension. In the example below the JPEG notation is mapped to the .jpg extension.

```
Graphics
   Notation: JPEG      Filetypehint: jpg
```

The Graphics element may contain one or more Mapping elements.

Defining a Form view for the structured application

When you create a structured application, you can define a Form view for the application. Your authors can then use FrameMaker’s Simplified XML interface. The new simplified authoring interface provides a form-like easy-to-fill authoring environment. For more information, see the Simplified XML section of the FrameMaker User Guide.

```
Form View
   Configuration File: <Path to configuration (.ini) file>
   Example: $STRUCTDIR\xml\DITA_1.2\app\FrameMaker\simplifiedxml\config\topic_config.ini
   Template: <Path to Simplified XML template file>
   Example: $STRUCTDIR\xml\DITA_1.2\app\FrameMaker\simplifiedxml\template\topic.template.simplified.xml.fm
```

Template:

When you create a structured application, you create a template file that is associated with the application. In the structured application template file, you define how to display the fields and specify the auto-insertion rules. The auto-insertion rules are used to decide the default elements. The auto-inserted elements are the elements that display when an author creates a new document. You can use the structured application template file for the Simplified XML form view. Alternatively, you can edit the auto-insertion rules change elements that display when an author creates a new document in the Form view. However, the author will still be able to add these elements to the structured document unless you exclude these elements using the configuration file.

The Form view template is similar to the structured application template. You are recommended to customize your structured application template as per the requirements of the Simplified view. If you plan to display the same default elements in the Simplified view as the WYSIWYG view, you can use the same template file. Alternatively, you can exclude the Template element in the Form View construct of the structapps.fm file. If the Template element is not found in the structapps.fm file, FrameMaker defaults to the structured application template.

```
Configuration File:
```
Configure the Simplified view using the configuration file. This file provides options to specify the structured application elements to display as form fields in the Simplified view. The paragraph format defined in the template that is used to display the form labels.

When specifying the following flags in the configuration file, you need to ensure that the corresponding tags are defined in the Simplified XML template file:

- FormLabelPgfFormat
- RequiredFormLabelPgfFormat
- FormFieldColor
- RequiredFormFieldColor
- SelectedFormFieldColor

For details on the configuration options, see the Customization section of the FrameMaker user guide.

To ensure that an element does not display in the form view, you can exclude the element from the auto-insertion rules defined in the template file and from the definition in the configuration file.

**Note:** If you exclude an element using the configuration file but the element is included in the auto-insertion rules, the element will display disabled (un-editable) if the element is not empty.

### Specifying MathML options

Your structured application can include a MathML element to specify a namespace prefix for MathML elements, and/or whether to save MathML equations as entities or Hex values. The MathML element looks like:

```
<MathML>
  Namespace Prefix: nsprefix
  Export Entities As Values: true
</MathML>
```

where `nsprefix` is the namespace prefix that is used for all MathML elements. The `Export Entities As Values` is set to `true` by default, which signifies that all MathML equations are saved as Hex values. If you set it to `false`, then MathML equations are saved as entities.

You can have only one MathML element for each XML structure application. It can also be a child of the `Defaults` element. It is not applicable for an SGML application.
This chapter lists the available read/write rules by category and briefly describes the purpose of each rule. The categories, which are arranged alphabetically, are as follows:

- “Screen modes” on page 33
- “Screen modes” on page 34
- “Screen modes” on page 35
- “Screen modes” on page 35
- “Screen modes” on page 36
- “Screen modes” on page 36
- “Screen modes” on page 37
- “Screen modes” on page 37
- “Screen modes” on page 38
- “Screen modes” on page 39
- “Screen modes” on page 39
- “Screen modes” on page 40
- “Screen modes” on page 40
- “Screen modes” on page 41
- “Screen modes” on page 41.

### All Elements

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate a markup element</td>
<td>Screen modes</td>
<td>56</td>
</tr>
<tr>
<td>Discard or unwrap a FrameMaker element on export</td>
<td>Screen modes</td>
<td>77</td>
</tr>
<tr>
<td>Translate a markup element to a FrameMaker element</td>
<td>Screen modes</td>
<td>110</td>
</tr>
<tr>
<td>Translate a markup attribute within the context of a single markup element</td>
<td>Screen modes</td>
<td>46</td>
</tr>
</tbody>
</table>
### Attributes

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inform FrameMaker not to update a FrameMaker element’s definition when updating an existing EDD</td>
<td>Screen modes</td>
<td>148</td>
</tr>
<tr>
<td>Discard a FrameMaker or markup element</td>
<td>Screen modes</td>
<td>53</td>
</tr>
<tr>
<td>Discard the content but not the structure of a FrameMaker or markup element</td>
<td>Screen modes</td>
<td>55</td>
</tr>
<tr>
<td>Discard the structure but not the content of a markup or FrameMaker element</td>
<td>Screen modes</td>
<td>162</td>
</tr>
</tbody>
</table>

### Attributes

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate a markup attribute</td>
<td>Screen modes</td>
<td>46</td>
</tr>
<tr>
<td>Discard a FrameMaker attribute</td>
<td>Screen modes</td>
<td>76</td>
</tr>
<tr>
<td>Translate a markup attribute to a FrameMaker attribute</td>
<td>Screen modes</td>
<td>104</td>
</tr>
<tr>
<td>Translate a markup attribute within the context of a single markup element</td>
<td>Screen modes</td>
<td>56</td>
</tr>
<tr>
<td>Discard a markup or FrameMaker attribute</td>
<td>Screen modes</td>
<td>53</td>
</tr>
<tr>
<td>Translate a markup attribute to a particular FrameMaker property</td>
<td>Screen modes</td>
<td>116</td>
</tr>
<tr>
<td>Translate a value for a markup attribute to a FrameMaker property value</td>
<td>Screen modes</td>
<td>126</td>
</tr>
<tr>
<td>Translate a value of a markup notation attribute or name token group to a value for a FrameMaker choice attribute</td>
<td>Screen modes</td>
<td>139</td>
</tr>
<tr>
<td>Translate a markup attribute value to a FrameMaker property or a choice attribute value</td>
<td>Screen modes</td>
<td>165</td>
</tr>
<tr>
<td>Specify the value to use for a markup implied attribute when a document instance provides no value</td>
<td>Screen modes</td>
<td>97</td>
</tr>
</tbody>
</table>
## Books

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Specify whether to use elements or processing instructions to indicate book components when reading a markup document</td>
<td>Screen modes</td>
<td>93</td>
</tr>
<tr>
<td>Specify elements to use to indicate book components when reading a markup document</td>
<td>put element (described with Screen modes)</td>
<td>93</td>
</tr>
<tr>
<td>Specify the use of processing instructions to indicate book components when reading a markup document</td>
<td>use processing instructions (described with Screen modes)</td>
<td>93</td>
</tr>
<tr>
<td>Specify whether or not to write processing instructions that indicate book components in a markup document</td>
<td>Screen modes</td>
<td>147</td>
</tr>
</tbody>
</table>

## Cross-references

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate markup elements to FrameMaker cross-reference elements</td>
<td>Screen modes</td>
<td>109</td>
</tr>
<tr>
<td>Translate FrameMaker cross-reference properties when no markup attribute exists</td>
<td>Screen modes</td>
<td>80</td>
</tr>
<tr>
<td>Translate FrameMaker cross-reference properties when no markup attribute exists</td>
<td>value is (described with Screen modes)</td>
<td>80</td>
</tr>
<tr>
<td>Translate a markup attribute to a particular FrameMaker property</td>
<td>Screen modes</td>
<td>116</td>
</tr>
<tr>
<td>Translate a value for a markup attribute to a FrameMaker property value</td>
<td>Screen modes</td>
<td>126</td>
</tr>
<tr>
<td>Translate a value of a markup notation attribute or name token group to a value for a FrameMaker choice attribute</td>
<td>Screen modes</td>
<td>139</td>
</tr>
<tr>
<td>Translate a FrameMaker cross-reference element to text in markup</td>
<td>Screen modes Screen modes</td>
<td>77, 162</td>
</tr>
</tbody>
</table>
## Entities

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate a markup entity reference to an appropriate FrameMaker representation</td>
<td>Screen modes</td>
<td>61</td>
</tr>
<tr>
<td>Determine the form of names of entities created for exported graphics</td>
<td>Screen modes</td>
<td>63</td>
</tr>
<tr>
<td>Drop references to external data entities</td>
<td>Screen modes</td>
<td>72</td>
</tr>
<tr>
<td>Translate an entity reference to a FrameMaker variable</td>
<td>Screen modes</td>
<td>140</td>
</tr>
<tr>
<td>Translate an entity reference to a single character</td>
<td>Screen modes</td>
<td>107</td>
</tr>
<tr>
<td>Translate an entity reference to an element on a reference page</td>
<td>Screen modes</td>
<td>128</td>
</tr>
<tr>
<td>Translate an SDATA entity reference to a text inset</td>
<td>Screen modes</td>
<td>136</td>
</tr>
<tr>
<td>Determine the formatting of a text inset</td>
<td>Screen modes</td>
<td>154</td>
</tr>
<tr>
<td>Discard external data entity references</td>
<td>Screen modes</td>
<td>53</td>
</tr>
</tbody>
</table>

## Equations

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate a markup element to a FrameMaker equation element</td>
<td>Screen modes</td>
<td>111</td>
</tr>
<tr>
<td>Specify export information for translating FrameMaker equations</td>
<td>Screen modes</td>
<td>65</td>
</tr>
<tr>
<td>Specify the filename used for exporting an equation</td>
<td>Screen modes</td>
<td>69</td>
</tr>
<tr>
<td>Determine the form of names of entities created for exported equations</td>
<td>Screen modes</td>
<td>63</td>
</tr>
<tr>
<td>Specify the data content notation for an exported equation</td>
<td>Screen modes</td>
<td>145</td>
</tr>
<tr>
<td>Determine whether FrameMaker uses the dpi attribute or the impsize attribute for equations and also the resolution used</td>
<td>Screen modes</td>
<td>156</td>
</tr>
<tr>
<td>Translate FrameMaker cross-reference properties when no markup attribute exists</td>
<td>Screen modes</td>
<td>80</td>
</tr>
</tbody>
</table>
### Footnotes

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate FrameMaker cross-reference properties when no markup attribute exists</td>
<td>value is (described with Screen modes)</td>
<td>80</td>
</tr>
<tr>
<td>Translate FrameMaker equation properties to markup attributes</td>
<td>Screen modes</td>
<td>116</td>
</tr>
<tr>
<td>Translate a value for a markup attribute to a FrameMaker property value</td>
<td>Screen modes</td>
<td>126</td>
</tr>
<tr>
<td>Translate a value of a markup notation attribute or name token group to a value for a FrameMaker choice attribute</td>
<td>Screen modes</td>
<td>139</td>
</tr>
<tr>
<td>Translate a markup attribute value to a FrameMaker property or a choice attribute value</td>
<td>Screen modes</td>
<td>165</td>
</tr>
</tbody>
</table>

### Footnotes

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate a markup element to a FrameMaker footnote element</td>
<td>Screen modes</td>
<td>113</td>
</tr>
</tbody>
</table>

### Graphics

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate a markup element to a FrameMaker graphic element</td>
<td>Screen modes</td>
<td>114</td>
</tr>
<tr>
<td>Specify export information for translating FrameMaker graphics</td>
<td>Screen modes</td>
<td>43</td>
</tr>
<tr>
<td>Specify export information for translating FrameMaker graphics that have a single inset</td>
<td>Screen modes</td>
<td>74</td>
</tr>
<tr>
<td>Specify the filename used for exporting a graphic or a facet of a graphic</td>
<td>Screen modes</td>
<td>69</td>
</tr>
<tr>
<td>Force the software to export graphic files that were imported by reference</td>
<td>Screen modes</td>
<td>51</td>
</tr>
<tr>
<td>Determine the form of names of entities created for exported graphics</td>
<td>Screen modes</td>
<td>63</td>
</tr>
<tr>
<td>Specify the data content notation for an exported graphic</td>
<td>Screen modes</td>
<td>145</td>
</tr>
</tbody>
</table>
### Markers

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Determine whether FrameMaker uses the <code>dpi</code> attribute or the <code>impsize</code> attribute for imported graphics objects and also the resolution used</td>
<td>Screen modes</td>
<td>156</td>
</tr>
<tr>
<td>Translate FrameMaker cross-reference properties when no markup attribute exists</td>
<td>Screen modes</td>
<td>80</td>
</tr>
<tr>
<td>Translate FrameMaker cross-reference properties when no markup attribute exists, value is</td>
<td>Screen modes</td>
<td>80</td>
</tr>
<tr>
<td>(described with Screen modes)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Translate FrameMaker graphic properties to markup attributes</td>
<td>Screen modes</td>
<td>116</td>
</tr>
<tr>
<td>Translate a value for a markup attribute to a FrameMaker property value</td>
<td>Screen modes</td>
<td>126</td>
</tr>
<tr>
<td>Translate a value of a markup notation attribute or name token group to a value for a FrameMaker choice attribute</td>
<td>Screen modes</td>
<td>139</td>
</tr>
<tr>
<td>Translate a markup attribute value to a FrameMaker property or a choice attribute value</td>
<td>Screen modes</td>
<td>165</td>
</tr>
</tbody>
</table>

### Markers

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Discard FrameMaker non-element markers or translate them to processing instructions</td>
<td>Screen modes</td>
<td>79</td>
</tr>
<tr>
<td>Translate a markup element to a FrameMaker marker element</td>
<td>Screen modes</td>
<td>115</td>
</tr>
<tr>
<td>Determine whether marker text for marker elements becomes content or an attribute value in markup</td>
<td>Screen modes</td>
<td>143</td>
</tr>
<tr>
<td>Drop references to external data entities</td>
<td>Screen modes</td>
<td>72</td>
</tr>
<tr>
<td>Drop unrecognized processing instructions</td>
<td>Screen modes</td>
<td>151</td>
</tr>
<tr>
<td>Translate FrameMaker non-element markers to processing instructions</td>
<td>Screen modes</td>
<td>141</td>
</tr>
<tr>
<td>Discard non-element markers</td>
<td>Screen modes</td>
<td>53</td>
</tr>
<tr>
<td>Translate FrameMaker cross-reference properties when no markup attribute exists</td>
<td>Screen modes</td>
<td>80</td>
</tr>
<tr>
<td>Translate FrameMaker cross-reference properties when no markup attribute exists, value is</td>
<td>Screen modes</td>
<td>80</td>
</tr>
<tr>
<td>(described with Screen modes)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## Processing instructions

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate FrameMaker marker properties to markup attributes</td>
<td>Screen modes</td>
<td>116</td>
</tr>
<tr>
<td>Translate a value for a markup attribute to a FrameMaker property value</td>
<td>Screen modes</td>
<td>126</td>
</tr>
<tr>
<td>Translate a value of a markup notation attribute or name token group to a value for a FrameMaker choice attribute</td>
<td>Screen modes</td>
<td>139</td>
</tr>
<tr>
<td>Translate a markup attribute value to a FrameMaker property or a choice attribute value</td>
<td>Screen modes</td>
<td>165</td>
</tr>
</tbody>
</table>

### Processing instructions

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Specify the treatment of unrecognized processing instructions</td>
<td>Screen modes</td>
<td>151</td>
</tr>
<tr>
<td>Specify the use of processing instructions to indicate book components when reading a markup document</td>
<td>use processing instructions (described with Screen modes)</td>
<td>93</td>
</tr>
<tr>
<td>Specify whether or not to write processing instructions that indicate book components in a markup document</td>
<td>Screen modes</td>
<td>147</td>
</tr>
<tr>
<td>Translate FrameMaker non-element markers to specific markup, or drop them</td>
<td>Screen modes</td>
<td>79</td>
</tr>
<tr>
<td>Translate FrameMaker non-element markers to processing instructions</td>
<td>Screen modes</td>
<td>141</td>
</tr>
<tr>
<td>Discard processing instructions</td>
<td>Screen modes</td>
<td>53</td>
</tr>
</tbody>
</table>

## Markup documents

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Specify whether or not to use an external DTD subset to contain the DTD for a markup document created by FrameMaker</td>
<td>Screen modes</td>
<td>98</td>
</tr>
<tr>
<td>Specify whether or not to include an SGML declaration in an SGML document created by FrameMaker</td>
<td>Screen modes</td>
<td>100</td>
</tr>
<tr>
<td>Specify the system and public identifiers for an external DTD subset</td>
<td>Screen modes</td>
<td>73</td>
</tr>
</tbody>
</table>
### Tables

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Specify whether to create an entire markup document or just a markup document instance</td>
<td>Screen modes</td>
<td>166</td>
</tr>
<tr>
<td></td>
<td>Screen modes</td>
<td>167</td>
</tr>
<tr>
<td>Translate a markup element to a FrameMaker table element</td>
<td>Screen modes</td>
<td>133</td>
</tr>
<tr>
<td>Translate a markup element to a FrameMaker element for a particular table part</td>
<td>Screen modes</td>
<td>135</td>
</tr>
<tr>
<td>When creating a FrameMaker table, insert a table part even if that part is empty</td>
<td>Screen modes</td>
<td>101</td>
</tr>
<tr>
<td>Specify that a particular element always indicates a new table row</td>
<td>Screen modes</td>
<td>159</td>
</tr>
<tr>
<td>Indicate the start of a vertical straddle</td>
<td>Screen modes</td>
<td>160</td>
</tr>
<tr>
<td>Indicate the end of a vertical straddle</td>
<td>Screen modes</td>
<td>59</td>
</tr>
<tr>
<td>Specify the ruling style used for all tables</td>
<td>Screen modes</td>
<td>161</td>
</tr>
<tr>
<td>Specify the resolution used for column widths with proportional widths</td>
<td>Screen modes</td>
<td>152</td>
</tr>
<tr>
<td>Specify that the software write the width of table columns using proportional units</td>
<td>Screen modes</td>
<td>164</td>
</tr>
<tr>
<td>Translate FrameMaker table properties to markup attributes</td>
<td>Screen modes</td>
<td>116</td>
</tr>
<tr>
<td>Translate a value for a markup attribute to a FrameMaker property value</td>
<td>Screen modes</td>
<td>126</td>
</tr>
<tr>
<td>Translate a value of a markup notation attribute or name token group to a value for a FrameMaker choice attribute</td>
<td>Screen modes</td>
<td>139</td>
</tr>
<tr>
<td>Translate a attribute's name token value to a FrameMaker property or choice value</td>
<td>Screen modes</td>
<td>165</td>
</tr>
</tbody>
</table>

### Text

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate an entity reference to a single character</td>
<td>Screen modes</td>
<td>107</td>
</tr>
</tbody>
</table>
Text insets

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Determine the treatment of line breaks in reading and writing markup documents</td>
<td>Screen modes</td>
<td>142</td>
</tr>
<tr>
<td>Define mappings between characters in the markup and FrameMaker character sets</td>
<td>Screen modes</td>
<td>49</td>
</tr>
</tbody>
</table>

Text insets

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate an SDATA entity reference to a FrameMaker text inset</td>
<td>Screen modes</td>
<td>61</td>
</tr>
<tr>
<td>Determine the formatting of a text inset</td>
<td>Screen modes</td>
<td>136</td>
</tr>
<tr>
<td></td>
<td>Screen modes</td>
<td>154</td>
</tr>
<tr>
<td></td>
<td>Screen modes</td>
<td>155</td>
</tr>
<tr>
<td></td>
<td>Screen modes</td>
<td>156</td>
</tr>
</tbody>
</table>

Variables

<table>
<thead>
<tr>
<th>To</th>
<th>Use this rule</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Translate a markup element to a FrameMaker system variable element</td>
<td>Screen modes</td>
<td>132</td>
</tr>
<tr>
<td>Translate an entity reference to a FrameMaker variable</td>
<td>Screen modes</td>
<td>140</td>
</tr>
<tr>
<td>Translate a markup entity reference to a FrameMaker variable</td>
<td>Screen modes</td>
<td>61</td>
</tr>
<tr>
<td>Determine treatment of FrameMaker non-element variables</td>
<td>Screen modes</td>
<td>92</td>
</tr>
<tr>
<td>Translate a FrameMaker system variable element to text in markup</td>
<td>Screen modes Screen modes</td>
<td>77, 162</td>
</tr>
<tr>
<td>Discard nonelement variables</td>
<td>Screen modes</td>
<td>53</td>
</tr>
</tbody>
</table>
This chapter provides a reference to all read/write rules, listed in alphabetical order. The entry for each rule starts with a brief explanation of the purpose of the rule and how to use it. The rule’s description may include the following sections:

**Synopsis and contexts**  The rule’s syntax and the context in which it can be used. If the rule occurs as a subrule of another rule, the more general rule is shown. If the rule can be used in multiple contexts, the synopsis shows each context. Each entry in this section shows a valid rule that has the current rule either at the highest level or as one of its subrules.

Rule synopses use the following conventions:

• Bold portions and nonitalicized portions of a rule are entered by you as shown.

• Italicized portions of a rule indicate the rule’s arguments or possible subrules; you enter your values.

• Brackets [] indicate optional parts of a rule; the entire form within the brackets can be included or omitted.

**Arguments**  The possible arguments to the rule. If an argument is optional, its default value is provided. Some rules have *subrule* as one of their arguments. In these cases, a list of possible subrules is provided. Some rule arguments allow variables. In these cases, a list of possible variables is provided.

**Details**  Instructions on how to use the rule and on FrameMaker behavior when the rule is not supplied.

**XSLT interaction**  Useful information about the relationship between FrameMaker’s Read/Write rules and equivalent XSLT processing.

**Examples**  Various examples of the rule.

**See also**  Cross-references to other relevant information in the manual.

For information on how to create a Read/Write rules file and on the syntax of rules, see Developer Guide, Chapter 18, Read/Write Rules and Their Syntax

---

**anchored frame**

Use the anchored frame rule and its subrules to define how FrameMaker handles the content of anchored frames when writing to markup and creating a referenced graphic file. Subrules can specify base entity name, file name construction, graphic file format, notation type and unit of
Anchored frame

The rule is used when an anchored frame contains FrameMaker graphics, more than one imported graphic file, or a graphic file that has been copied into the document.

**Note:** Use the facet rule for anchored frames that contain single graphic files that have been imported by reference.

**Synopsis and contexts**

1. `element "gi" {`
   
   ```
   is fm graphic element ["fmtag"];
   writer anchored frame subrule;
   . . .}
   ```

2. `element "gi" {`
   
   ```
   is fm graphic element ["fmtag"];
   writer anchored frame {
   subrules;
   }
   . . .}
   ```

**Arguments**

- `gi` A markup element's name (generic identifier).
- `fmtag` A FrameMaker element tag.
- `subrules` An anchored frame rule can have one or more of the following subrules:

  - **Screen modes**, tells the software how to create the base name for the entity associated with this element type.
  - **Screen modes** tells FrameMaker how to write the file name when it creates a new graphic file, and optionally the graphic format for the file.
  - **Screen modes** specifies the data content notation of the entity file.
  - **Screen modes** specifies the units to use when writing the file.
  - **Screen modes** tells FrameMaker the dpi setting to use for the exported graphic file.

**Details**

The anchored frame rule must be a subrule of a writer rule for a graphic element.

On export, if the anchored frame contains only a single imported graphic file, FrameMaker uses that graphic file for the resulting markup graphic element by default. If the anchored frame contains more than one graphic file, or has been modified using FrameMaker graphics tools, the software writes out a graphic file to be used. The default format for these graphic files is CGM. The export format can be changed with the export to file rule. For more information about
translating anchored frame contents, see Developer Guide, Chapter 23, Translating Graphics and Equations

Examples
Assume you use the Graphic element for all graphic elements. If the graphic contains any single facet, assume the graphic was imported as an entity and you want the default behavior. However, if the author used FrameMaker graphic tools to create the objects in the graphic element, you want the file written in QuickDraw PICT format.

To accomplish all this, use this rule:

```xml
element "graphic" {
    is fm graphic element;
    writer anchored frame export to file "$(docname).pic"
        as "PICT";
}
```

Assume the FrameMaker document is named mydoc.fm. For the first graphic that is not a single facet, the software writes out a graphic file named mydoc1.pic in the PICT format.

If the export DTD declares an entity attribute to identify the graphic file with the graphic element, the software generates the following entity declaration:

```xml
<!ENTITY graphic1 SYSTEM "mydoc1.pic" NDATA PICT>
```

The corresponding graphic element in the markup could be:

```xml
<graphic entity = "graphic1"/>
```

If the export DTD includes only a file attribute to associate the graphic file with the graphic element, the software uses this filename as its value:

```xml
<graphic file = "mydoc1.pic"/>
```

See also

Related rules
“Screen modes” on page 65
“Screen modes” on page 74

Rules mentioned in synopses
“Screen modes” on page 56
“Screen modes” on page 111
“Screen modes” on page 114
“Screen modes” on page 168

General information on this topic
Developer Guide, Chapter 23, Translating Graphics and Equations
attribute

Use the attribute rule to describe how to process a markup attribute. By default, a markup attribute translates to a FrameMaker attribute of the same name. Usually, this rule occurs as a subrule of the element rule, to describe treatment of the attribute attr within the element gi.

Synopsis and contexts

1. [mdv] attribute "attr" { . . .
   subrule;
   . . .}

2. element "gi" { . . .
   [mdv] attribute "attr" { . . .
   subrule;
   . . .}
   . . .}

Arguments

mdv

An optional markup declared value, specifying the type of the markup attribute. Legal values for an XML application are:

• cdata
• nmtoken
• nmtokens
• entity
• entities
• id
• idref
• idrefs
• notation
• group.

Legal values for an SGML application are:

• cdata
• name
• names
• nmtoken
• nmtokens
The name of a markup attribute.

A markup element’s name (generic identifier).

An attribute rule can have one of the following subrules:

Screen modes discards the attribute. If this rule is used, no other attribute subrules may be used.

or:

Screen modes translates a markup attribute into a FrameMaker attribute.

or:

Screen modes translates a markup attribute to a FrameMaker property such as the width of columns in a table. This subrule is applicable only to cross-reference, marker, graphic, equation, table, and table part elements.

An attribute rule can also have the following subrules:

Screen modes specifies the value to use for an impliable attribute for which no value is given in a document instance.

Screen modes translates one of the possible values of a markup name token, group or a notation attribute to a specific token of a FrameMaker choice attribute.

Details

• In some cases, the same attribute may occur in several markup elements and may require the same treatment for most of those occurrences. In these situations, you can use the
attribute rule at the highest level to set the default treatment of the attribute. You can then override the default in individual element rules.

- If the drop rule is used no other subrules of attribute may be used. The subrules is fm attribute, and is fm property are mutually exclusive. That is, if you use one of these rules, you cannot use the other rule.

Examples

- The following rule specifies that the sec attribute of the markup list element is in a name token group and corresponds to the attribute Security on the corresponding FrameMaker element:

  ```
  element "list"
  group attribute "sec"
  is fm attribute "Security";
  ```

- Assume you have several elements that represent graphic objects. Each of them has an attribute w, representing the width of the object. Use this rule to make the width be 3 inches unless otherwise specified for a particular element:

  ```
  attribute "w" {
  is fm property width;
  implied value is "3in";
  }
  ```

- Assume you have an element team with an attribute color. The possible values for color are r, b, and g. To change the names of these values in the corresponding FrameMaker choice attribute, use this rule:

  ```
  element "team" {
  attribute "color" {
  value "r" is fm value "Red";
  value "b" is fm value "Blue";
  value "g" is fm value "Green";
  }}
  ```

See also

- Related rules: “Screen modes” on page 76
  “Screen modes” on page 104

- Rules mentioned in synopses: “Screen modes” on page 56

- General information on this topic: Developer Guide, Chapter 20, Translating Elements and Their Attributes
character map

Use the character map rule to define mappings between characters in the markup and FrameMaker character sets. Many characters can be expressed using a string; others require using the appropriate integer character code.

**Note: XML:** This read/write rule is primarily for SGML. XML can use UNICODE characters which makes this rule unnecessary. By default FrameMaker assumes UTF-8 encoding for XML import and export. If you want to use ISO Latin encoding with an XML document, then you may need to use this rule to map characters.

**Synopsis and contexts**

1. `character map` is `cmap1 [, . . ., cmap_n];`
2. `reader character map` is `cmap1 [, . . ., cmap_n];`
3. `writer character map` is `cmap1 [, . . ., cmap_n];`

**Arguments**

`cmap_i`

A mapping between the character set used in the markup document and the FrameMaker character set. Each `cmap_i` has one of the following forms:

- `sgmlch = fmch;`
- `sgmlch = trap;`
- `trap = fmch;`

`sgmlch` is either a 1-character string or a character code representing a character in the markup character set. `sgmlch` can be a single character only if that character has the same character code in both the FrameMaker and markup character sets. Otherwise, you must use the integer character code.

`fmch` is either a 1-character string or a character code representing a character in the FrameMaker character set.

For information on how to represent character codes and special characters in strings, see Developer Guide, page 278: Strings and constants.

**Details**

- Some characters might be defined in only one of the two character sets. The keyword `trap` is provided for this situation. By default, FrameMaker discards trapped characters.

- The character map need not be a one-to-one mapping. If a character in the input document is mapped to multiple characters in the output character set, FrameMaker uses the output character from the last mapping to appear in the character map rule.
• If you use the `character_map` rule at the highest level, do not also use it inside either a `reader_rule` or a `writer_rule`. If you use this rule inside a `reader_rule` or a `writer_rule` and also use it at the highest level, FrameMaker ignores the highest-level `character_map` rule. You can only have one occurrence of this rule at the highest level.

  Similarly, the `character_map` rule can appear in one `reader_rule` and one `writer_rule` at most. The software ignores any subsequent uses of the `character_map` rule.

• If you use the `character_map` rule at the highest level, its behavior is bidirectional. For example, you could have this rule:

  
  ```
  character_map is 0x20 = 0x12;
  ```

  This rule specifies that the ISO Latin-1 space character (character code `0x20`) maps to the FrameMaker thin space character (character code `0x12`). With this rule, FrameMaker translates a thin space to a standard space when it writes a markup document. However, this rule translates all spaces in a markup document to thin spaces in a corresponding FrameMaker document. This is unlikely to be the desired behavior. For this reason, instead you should use this rule:

  ```
  reader_character_map is 0x20 = 0x12;
  ```

• By default, FrameMaker assumes that the character set your SGML documents use is ISO Latin-1. It provides a default mapping between those character sets. For details, see Chapter 12, “Screen modes.” For information on other character sets you can use, see Chapter 11, “Screen modes.”

• By default, on export FrameMaker produces a character in the SGML document for most printing characters in the corresponding FrameMaker document. FrameMaker documents occasionally include unusual characters that serve no purpose outside FrameMaker. For example, the codes `0x01` and `0x03` are nonprinting characters that represent information about the insertion point movement. On export FrameMaker traps such characters, so that they don’t appear in an exported SGML document.

  Similarly, on import FrameMaker produces a character in the FrameMaker document for most printing characters. It traps all control characters other than a tab or newline character.

• FrameMaker has an 8-bit character set. The SGML declaration can specify any character set that the SGML parser can handle. Part of the character set description in the SGML declaration is not human-readable and may not be interpretable automatically, therefore, any differences between the native FrameMaker character set and the character set in the SGML document must be specified with the `character_map` rule.

• By default, FrameMaker discards trapped characters. You can provide a structure API client to change the processing of trapped characters. For information on creating a structure API client, see the `Structure Import/Export API Programmer’s Guide`.

**Examples**

• Both the FrameMaker and default SGML character sets have a character code for the character ó (lowercase o with an acute accent). In FrameMaker, the character code is `0x97`; in the default
SGML character set, the character code is 0xF3. If you want to trap the SGML character that looks like ó, you might try using this rule:

\[
\text{character map is } "ó" = \text{trap};
\]

However, because you enter your read/write rules in a FrameMaker document, FrameMaker interprets that rule as:

\[
\text{character map is } 0x97 = \text{trap};
\]

which is not the behavior you want. Instead, you should use this rule:

\[
\text{character map is } 0xF3 = \text{trap};
\]

- By default, FrameMaker maps the SGML broken bar character to the FrameMaker solid bar character |. The rule for doing so could be written in the following equivalent ways:

\[
\begin{align*}
\text{character map is } 0xA6 &= "|"; \\
\text{character map is } 0xA6 &= 0x7C; \\
\text{character map is } "\text{\textbackslash A6}" &= "\text{\textbackslash 7C}";
\end{align*}
\]

- To trap the SGML broken bar character, use this rule:

\[
\text{character map is } 0xA6 = \text{trap};
\]

**See also**
- For information on the FrameMaker character set, see the FrameMaker Character Sets guide.
- For details of the default mapping between the FrameMaker and ISO Latin-1 character sets, see Chapter 12, “Screen modes.”

---

**convert referenced graphics**

Use the convert referenced graphics rule to force the software to write out a graphic file when exporting a graphic element that uses a referenced graphic. By default, FrameMaker does not write out graphic files in this case. It is usually more advantageous to simply reference the same graphic file in both the markup and the FrameMaker document. However, you can use this rule to convert all such graphic files to a specific format.

**Synopsis and contexts**

\[
\text{element } "\text{gi}" \{ \ldots \\
\text{writer facet } "\text{facetname}" \text{ convert referenced graphics; }
\ldots \}
\]

**Arguments**

There are no arguments for this rule

**Details**

- This rule must be a subrule of a facet rule for a graphic element.
• By default, if a graphic or equation element is imported by reference, the software does not create a new graphic file for the element when exporting a FrameMaker document. You can change that behavior using this rule.

Examples

• Assume you want to convert imported graphic files in graphic elements which have not been edited in the FrameMaker document, to the PICT format. With the following example, the software would create PICT files for each of these graphic elements:

```plaintext
element "graphic" {
  is fm graphic element;

  writer {
    facet default {
      convert referenced graphics;
      export to file "$(entity).pic" as "PICT";
    }
  }
}
```

• For graphic elements with a single TIFF facet, the following example converts the graphic files in the graphic element to PICT:

```plaintext
element "graphic" {
  is fm graphic element;
  writer facet "TIFF" {
    convert referenced graphics;
    export to file "$(entity).pic" as "PICT";
  }
}
```

See also

Related rules

“Screen modes” on page 74
“Screen modes” on page 69
“Screen modes” on page 168

General information on this topic


See “Screen modes” on page 98.
do not include sgml declaration

See “Screen modes” on page 100.

do not output book processing instructions

See “Screen modes” on page 147.

drop

Use the drop rule to indicate information that you want discarded. Examples of information you might discard include a markup element or attribute that has no counterpart in FrameMaker, or a FrameMaker non-element marker that has no counterpart in markup.

Synopsis and contexts
1. attribute "attr" drop;
2. element "gi" drop;
3. element "gi" { . . .
    attribute "attr" drop;
    . . .}
4. external data entity reference drop;
5. fm attribute "attr" drop;
6. fm element "fmtag" drop;
7. fm marker type_1 [, . . . , type_n] drop;
8. fm variable drop;
9. processing instruction drop;

Arguments

attr The name of a markup or FrameMaker attribute. Note that fm attribute names are case-sensitive and should appear as in the EDD. The case of SGML attribute names depends on the setting of NAMECASE in the SGML.dcl file—For XML attribute names are case sensitive.

gi A markup element’s name (generic identifier).

fmtag A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

type_i A FrameMaker marker type, such as Index or Type 22.
Details

• When FrameMaker encounters something to be discarded, it makes no attempt to insert the corresponding information into the document it is creating. In the case of a dropped element, it also discards all descendant elements.

• When creating an EDD from a DTD or schema, or a DTD from an EDD, FrameMaker does not generate an element definition corresponding to a dropped element. It also removes any references to the specified element in content rules for other elements unless you’ve specified a Screen modes rule for those elements.

• You can write a structure API client or XSLT stylesheet to process dropped information. Your solution must also handle retrieving discarded information if it is needed when the document is written back to its original format.

• If you use the drop rule in a rule, you can use no other subrules of the same rule. For example, you cannot specify that FrameMaker both drop an attribute and translate it to a FrameMaker property with the is fm property rule.

XSLT interaction

XSLT allows precise, context based equivalent processing to the FrameMaker drop rule. For consistency and maintainability try to avoid mixing the methods used to drop FrameMaker or XML elements.

Examples

• A markup element used instead of a processing instruction to indicate that a page or line break is desired may be discarded when the markup document is read. Text formatting rules in the EDD can be used to indicate a page break in FrameMaker; there is no need to mark the break with an element. To drop the markup element break, use this rule:

  element "break" drop;

• By default, FrameMaker stores processing instructions that it does not recognize in non-element markers. In this way, even though FrameMaker does not perform special processing on the processing instruction, when you save the FrameMaker document back to markup, the software writes out the processing instruction so that a different application can use it. If you don’t need to write out the processing instructions, you could use this rule:

  processing instruction drop;

See also

Related rules  “Screen modes” on page 55
“Screen modes” on page 162
“Screen modes” on page 148
Use the drop content rule to either create a FrameMaker empty element or a markup element with no content from occurrences of gi.

**Synopsis and contexts**

1. `element "gi" { 
   
is fm element "fmtag";
   
reader drop content;
   
}

2. `element "gi" { 
   
is fm element "fm tag";
   
writer drop content;
   
}

**Arguments**

- `gi` A markup element’s name (generic identifier).

- `fmtag` A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

**Details**

• You can use this rule when you have an element whose content is created in a system-specific way. If you plan to rely on some system to create the content, the existing content at the time you import or export a document may not be relevant. For example, you may have a markup element intended to contain a chapter number. In FrameMaker, you use FrameMaker’s formatting capabilities to have the system maintain the value. When reading in the markup document, you can drop the current content of the number element.
• Use drop content inside a Screen modes rule when you translate markup documents to FrameMaker documents. Use it inside a Screen modes rule when you translate FrameMaker documents to markup.

XSLT interaction

XSLT allows precise, context based equivalent processing to the FrameMaker drop content rule. For consistency and maintainability try to avoid mixing the methods used to drop content.

Examples

• Assume your DTD has a toc element that represents the table of contents for a markup document. FrameMaker can automatically generate a table of contents, which means that this markup element can have its contents dropped upon import.
  
  element "toc" reader drop content;

• Assume the total element's content is computed by a structure API client. Outside the FrameMaker environment you will use a different program to perform the computation. Consequently, you do not want the value that is current when the document is exported. To discard the current value, use this rule:
  
  element "total" writer drop content;

See also

Related rules
“Screen modes” on page 53
“Screen modes” on page 162

Rules mentioned in synopses
“Screen modes” on page 56
“Screen modes” on page 153
“Screen modes” on page 168

General information on this topic
Developer Guide, Chapter 20, Translating Elements and Their Attributes
Structure Import/Export API Programmer’s Guide

You use the element rule as the primary rule for translating between a markup element and its corresponding FrameMaker representation.

Synopsis and contexts

1. element "gi" {... 

   subrule;

   ...}

Read/Write Rules Reference 56
2. element "gi" {
    transform;
    subrule;
    ...
}

**Arguments**

*gi*  
A markup element's name (generic identifier).

*transform*  
The `element` rule can include a single `transform` subrule is used to map to a FrameMaker object element.

*is fm colspec* specifies that the element represents a CALS table `colspec`. This subrule applies only to CALS tables.

*Screen modes* specifies that the element corresponds to a FrameMaker cross-reference element.

*Screen modes* translates the element to a particular FrameMaker element. You use this subrule to rename the element.

*Screen modes* specifies that the element corresponds to a FrameMaker equation element.

*Screen modes* specifies that the element corresponds to a FrameMaker footnote element.

*Screen modes* specifies that the element corresponds to a FrameMaker graphic element.

*Screen modes* specifies that the element corresponds to a FrameMaker marker element.

*is fm span spec* specifies that the element represents a CALS table `spanspec`. This subrule applies only to CALS tables.

*Screen modes* specifies that the element corresponds to a FrameMaker system variable element.

*Screen modes* specifies that the element corresponds to a FrameMaker table element.

*Screen modes* specifies that the element corresponds to a FrameMaker element for a particular table part, such as a table title or cell.

*subrule*  
The subrules of `element` indicate the treatment of the markup element and its attributes.

*Screen modes* specifies what to do with a markup element's attributes.

*Screen modes* discards the element.
Screen modes specify what to do with attributes present in the FrameMaker representation of the element but not in the markup representation of it.

Screen modes specify what to do with FrameMaker properties associated with the element. This subrule applies only to elements that correspond to graphic, equation, table, table part, cross-reference, or marker elements.

Screen modes specify whether the text of a FrameMaker marker element should be element content or an attribute value in markup. This subrule applies only to marker elements.

Screen modes specify that the content but not the structure of an element should be discarded on import of a markup document.

Screen modes indicates that the associated table cell or row element terminates a vertical table straddle. This subrule applies only to table cell or row elements.

Screen modes indicates that the software should insert the specified table part (title, heading or footing), even if the markup element structure does not contain the corresponding element. This subrule applies only to table elements.

Screen modes determines whether to interpret line breaks in text segments in elements in the markup document as forced returns or spaces within the elements.

Screen modes indicates that the occurrence of the associated table cell element always starts a new row in the table. This subrule applies only to table cell elements.

Screen modes indicates that the associated table cell element starts a vertical table straddle. This subrule applies only to table cell elements.

Screen modes indicates that the content of the element, but not the element itself, should be included in the translated document.

Screen modes tells FrameMaker what to do with graphic elements other than those with a single non-internal FrameMaker facet. This subrule applies only to graphic elements.

Screen modes specifies that the content but not the structure of an element should be discarded on export of a FrameMaker document.

writer Screen modes tells FrameMaker what to do with equation elements. This subrule applies only to equation elements.
**writer Screen modes** tells FrameMaker what to do with a graphic element that has a single non-internal FrameMaker facet. This subrule applies only to graphic elements.

**writer Screen modes** limits the length of lines the software generates in the markup document.

**writer Screen modes** specifies a notation name when the element is a graphic or equation.

**writer Screen modes** specifies the units of measure for the size of a graphic or equation element.

**Details**

If you use either the drop or unwrap subrule of an element rule, that subrule must be the element’s only subrule. For example, you cannot both unwrap a markup element and translate it to a FrameMaker element.

**Examples**

- To translate the markup element *p* to the FrameMaker element *Paragraph*, use this rule:
  
  ```
  element "p" is fm element "Paragraph";
  ```

- To translate the markup element *tab2* to a FrameMaker table element *Two Table* with two columns, use this rule:
  
  ```
  element "tab2" {
    is fm table element "Two Table";
    fm property columns value is "2";
  }
  ```

**See also**

- Related rules: “Screen modes” on page 77
- General information: Developer Guide, Chapter 20, Translating Elements and Their Attributes

**end vertical straddle**

Use the **end vertical straddle** rule inside the **Screen modes** rule for a table row or table cell to specify that the row (or the row containing the cell) indicates the end of a vertical
straddle started by some earlier table cell element. The straddle can end either before the current row or at the current row.

**Synopsis and contexts**

```
element "gi" {
    is fm table row_or_cell element ["fmtag"];  
    reader end vertical straddle "name_1", ..., "name_n" [before this row];  
    ...}
```

**Arguments**

- **gi** A markup element’s name (generic identifier).
- **row_or_cell** One of the keywords: row or cell.
- **fmtag** A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.
- **name_i** A name associated with a table straddle. Each name_i must occur in a corresponding Screen modes rule.

**Details**

- Your DTD may contain elements that you want to format as tables in FrameMaker even though the element hierarchy does not match that required by FrameMaker for tables. In such a situation, the nature of the element hierarchy may indicate where vertical straddles begin and end. The end vertical straddle rule allows you to specify such elements.

- Use this rule in conjunction with the Screen modes rule. That rule specifies a table cell that indicates the first cell in a vertical straddle. In the Screen modes rule, give a name to the particular straddle started by that element. In the end vertical straddle rule, you must specify by name which vertical straddles started by earlier cells are ended by the occurrence of gi.

- If you use this rule for a table cell element, you can end only one vertical straddle. If you use it for a table row element, you can end more than one vertical straddle.

- If you use this element without the before this row keyword phrase, the cell or row (gi) specified in the rule becomes part of the straddle. If you do include that keyword phrase, then the straddle ends in the row above the one specified.

**See also**

- Related rules “Screen modes” on page 160
- General information on this topic Developer Guide, Chapter 22, Translating Tables
You use the `entity` rule to translate an entity to an appropriate FrameMaker representation. With this rule, you can translate an entity to a particular character or set of characters, a reference element, a text inset, or a FrameMaker variable. If you choose to translate the entity to a text inset, you can also specify how to format that text inset in the resulting document.

**Synopsis and contexts**

1. `entity "ename"` {
   
   `type_rule;`
   
   `[format_rule;]`
   
   ...
   
}  

2. `reader entity "ename"` {
   
   `type_rule;`
   
   `[format_rule;]`
   
   ...
   
}

**Arguments**

- `ename` An entity name.
- `type_rule` One of the following:
  - `Screen modes` translates the entity to a particular character in FrameMaker.
  - `Screen modes` translates the entity to an element whose content resides on a reference page in the FrameMaker document.
  - `Screen modes` translates the entity to a FrameMaker text inset.
  - `Screen modes` translates the entity to a FrameMaker non-element variable.

- `format_rule` One of the following subrules can be specified, but only if `type_rule` is:
  - `is fm text inset:`
    - `Screen modes` specifies that the software remove the internal structure and formatting from the text of the text inset and apply the formatting used at the insertion point.
    - `Screen modes` specifies that the software retain the text inset’s internal structure and apply the containing document’s formats and element format rules to the text. This rule is applied as if the following three options were checked when a file is imported through the File>ImportFile menu: 1. Reformat Using Target Document’s catalog; 2. While importing Remove: Manual Page Breaks; and 3. While Importing Remove: Other
entity

Format Overrides. For more information, see the section “Import text” in Chapter 9 of the Using FrameMaker guide.

Screen modes specifies that the software remove the internal structure of the text inset and retain the formatting of the text inset as it appeared in the source document.

Details

• If you use the entity rule at the highest level, then it applies both on import and export. If you use it inside a reader rule, then FrameMaker translates the entity as specified when importing a markup document, but does not create an entity reference on export.

• For SGML, while you can use this rule to translate any entity type to a text inset, we recommend you convert only SDATA entities to text insets. Note that the source file for such a text inset must be a format FrameMaker can automatically filter. Also, such a text inset cannot use a markup document as the source file.

• For XML and SGML, FrameMaker imports external text entities as text insets by default. The source files for these insets can be markup or text files. The software stores entity information on the Entity Declarations reference page so it can export the text inset as an external text entity.

• For XML, SDATA and CDATA entities are not allowed.

Examples

• To translate the text entity mn to the FrameMaker variable Manual Name, use this rule:

  entity "mn" is fm variable "Manual Name";

Suppose the text entity mn is declared as "ENTITY mn "Developer’s Guide">, and the template for the application does not contain a variable named Manual Name. Then the software will create a FrameMaker variable named Manual Name defined as Developer’s Guide and replace the reference in the text with the variable text Developer’s Guide. However, if a FrameMaker variable named Manual Name, defined for example as My Favorite Manual, currently exists in the template for the application, when importing SGML, the software will not create a new variable nor modify the existing one. It will replace the reference in the text with the variable text My Favorite Manual. When importing XML, it does modify the variable definition.

• To have FrameMaker create a text inset for the legalese entity using the text in the file legal.fm and to have the software format that text inset as it appears in legal.doc, use this rule:

  entity "legalese" {
    is fm text inset "legal.fm";
    retain source document formatting;
  }
See also
General information on this topic
Developer Guide, Chapter 21, Translating Entities and Processing Instructions
Developer Guide, Chapter 25, Translating Variables and System Variable Elements

Use the entity name is rule only in an Screen modes rule for a graphic or equation element to provide information the software needs when writing a document containing graphics or equations to markup. The entity name is rule determines the name FrameMaker gives an entity reference it generates for the graphic or equation.

Synopsis and contexts
1. element "gi" {
   is fm equation element ["fmtag"];  
   writer equation entity name is "ename";  
   . . .}
2. element "gi" {
   is fm graphic element ["fmtag"];  
   writer anchored frame entity name is "ename";  
   . . .}
3. element "gi" {
   is fm graphic element ["fmtag"];  
   writer facet "facetname" entity name is "ename";  
   . . .}

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gi</td>
<td>A markup element’s name (generic identifier).</td>
</tr>
<tr>
<td>fmtag</td>
<td>A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.</td>
</tr>
<tr>
<td>facetname</td>
<td>A facet name. The string for the facetname must exactly match the string for the facetname in the FrameMaker document. To determine a graphic file’s facetname, select the graphic, click Graphics&gt;ObjectProperties, and observe the facetname in the dialog box.</td>
</tr>
<tr>
<td>ename</td>
<td>A string representing the base name for an entity name.</td>
</tr>
</tbody>
</table>
**Details**

By default, when FrameMaker exports an external data entity for a graphic or equation, it uses the entity name that is stored with the graphic inset. If there is no such entity name, the software generates a name for the entity based on the element name. You use the `entity name is` rule to change this behavior.

The entity name you specify is a base name FrameMaker uses to generate a unique entity name. When it needs to create a new entity name, FrameMaker adds an integer to the name specified by `ename` to create a unique name.

If the keyword `facet` is used, the rule applies to a graphic element that contains only a single facet with the name specified by `facetname`. This occurs when the graphic element is an anchored frame containing only a single imported graphic object whose original file was in the `facetname` graphic format. You can use this rule multiple times if you want FrameMaker to treat several file formats differently.

**Examples**

- Assume you have a markup element `graphic` that corresponds to graphic elements in FrameMaker. Suppose further that some of the graphic elements in FrameMaker contain imported-by-copy graphics, or contain modifications to a graphic inset using FrameMaker graphic tools, or contain just graphic objects drawn using FrameMaker graphic tools. On export, the software must create new graphic files for these elements and declare entities for them. By default, FrameMaker would declare entities for these graphic elements based on the element name "graphic," for example, `graphic1`, `graphic2`, and so on. To specify that the names of the entities associated with such successive graphic elements have the form `car1`, `car2`, and so on, use this rule:

  ```xml
  element "graphic" {
    is fm graphic element;
    writer anchored frame entity name is "car";
  }
  ```

- Assume with a single facet `graphics` in the `car` element sometimes use the IGES file format and sometimes use the TIFF file format. Also assume that the DTD for the application does not currently contain entity declarations for the imported-by-reference graphic files. By default, the software would declare entities for all such graphics based on the element name "car," for example, `car1`, `car2`, and so on. If you want to name the entities for the IGES graphics `icar` and the entities for the TIFF graphics `tcar`, then use this rule:

  ```xml
  element "car" {
    is fm graphic element;
    writer facet "IGES" entity name is "icar";
    writer facet "TIFF" entity name is "tcar";
  }
  ```
Use the `equation` rule only in an element rule for an equation element, to provide information the software needs when writing to markup a document containing equations. FrameMaker creates graphic files to represent equations. Use this rule to specify information about the files FrameMaker creates for instances of the equation element. By default, the software creates a file in CGM format for each equation, and the filename is based on the element name. Also, by default, if the equation element is associated with an external data entity, then the entity name is based on the element name.

**Synopsis and contexts**

```plaintext
element "gi" {
    is fm equation element ["fmtag"];
    writer equation subrule;
    . . .
}
```

**Arguments**

- **gi**
  
  A markup element's name (generic identifier).

- **fmtag**
  
  A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

- **subrule**
  
  An equation rule can have the following subrules:
Screen modes tells the software how to create the base name for the entity associated with this element type.

Screen modes tells the software to write a new file for the associated external data entity.

Screen modes specifies the data content notation of the entity file.

Screen modes specifies the units to use when writing the file.

**Examples**

Assume you have an element named `math` with an attribute of type `Entity` that is mapped to the `fm` property `entity` for this element. If you want to create TIFF files for the equations in a document named `mytest.doc`, you might use this rule:

```xml
element "math" {
    is fm equation element;
    writer equation export to file "$(docname).eqn" as "TIFF";
}
```

The software will create graphic files for each equation in `mytest.doc` named `mytest1`, `mytest2`,...and will declare entities named `math1`, `math2`, ...for each graphic.

**See also**

- Related rules
  - “Screen modes” on page 43
  - “Screen modes” on page 74
  - “Screen modes” on page 114

- Rules mentioned in synopses
  - “Screen modes” on page 56
  - “Screen modes” on page 111
  - “Screen modes” on page 168

- General information on this topic
  - Developer Guide, Chapter 23, Translating Graphics and Equations

**export dpi is**

You use the `export dpi` rule only in an element rule for a graphic or equation element, to provide information the software needs when writing a document containing graphics or
export dpi is

equations to markup. The export dpi rule tells FrameMaker the dpi setting to use for an exported graphic file.

Synopsis and contexts

1. element "gi" {
   is fm equation element ["fmtag"];
   writer equation
   
   export dpi is number;
   
   ...

2. element "gi" {
   is fm graphic element ["fmtag"];
   writer anchored frame
   
   export dpi is number;

   ...

3. element "gi" {
   is fm graphic element ["fmtag"];
   writer facet "facetname"
   
   export dpi is number;

   ...

Arguments

gi A markup element’s name (generic identifier).

fmtag A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

facetname A facet name. The string for the facetname must exactly match the string for the facetname in the FrameMaker document. To determine a graphic file’s facetname, select the graphic, click Graphics>ObjectProperties, and observe the facetname in the dialog box.

number The required dpi value.

Details

• In the absence of this rule, FrameMaker uses the dpi setting associated with the graphic file. If there is no setting associated with the graphic, the software assumes a value of 300.
**export dpi is**

- In Windows, if the initialization file for a graphics filter specifies a dpi setting that setting overrides this rule whenever that filter is used to export a graphic file.

- If the keyword **facet** is used, the rule applies to a graphic element that contains only a single facet with the name specified by **facetname**. This occurs when the graphic element is an anchored frame containing only a single imported graphic object whose original file was in the **facetname** graphic format. You can use this rule multiple times if you want FrameMaker to treat several file formats differently.

**Examples**

- Assume you export the FrameMaker file **Math.doc** and have the following rule:

  ```plaintext
  element "eqn" {
    is fm equation element "Equation";
    writer equation
    export dpi is 72;
  }
  ```

  When FrameMaker finds an instance of the **Equation** element, it exports equations as graphic files at 72 dpi.

- Assume you have the rule:

  ```plaintext
  element "imp" {
    is fm graphic element;
    writer facet "TIFF"{
      convert referenced graphics;
      export dpi is 1200;
      export to file "$(entity).tif";
    }
    export to file "$(entity).tif";
  }
  ```

  This rule tells FrameMaker for every graphic element with a single TIFF facet, it should write a new graphic file with a dpi of 1200, using the entity name as part of the graphic file's filename.

**See also**

- Related rules
  - “Screen modes” on page 51
  - “Screen modes” on page 63
  - “Screen modes” on page 145
  - “Screen modes” on page 156
export to file

You use the export to file rule only in an element rule for a graphic or equation element, to provide information the software needs when writing a document containing graphics or equations to markup. The export to file rule tells FrameMaker how to write the file name when it creates a new graphic file, and optionally the graphic format for the file.

Synopsis and contexts

1. element "gi" {
   is fm equation element ["fmtag"];  
   writer equation 
      export to file "fname" [as "format"]; 
      . . . }

2. element "gi" {  
   is fm graphic element ["fmtag"];  
   writer anchored frame 
      export to file "fname" [as "format"]; 
      . . .

3. element "gi" {  
   is fm graphic element ["fmtag"];  
   writer facet "facetname" 
      export to file "fname" [as "format"]; 
      . . .

Arguments

\textit{gi} \hspace{1cm} A markup element's name (generic identifier).

\textit{fmtag}
export to file

A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

**facetname**  
A facet name. The string for the facetname must exactly match the string for the facetname in the FrameMaker document. To determine a graphic file's facetname, select the graphic, click Graphics>ObjectProperties, and observe the facetname in the dialog box.

**fname**  
A base filename which can be either absolute or relative to the output directory. Note: If path information is included in fname, use double backslashes to translate path backslashes correctly. The *fname* argument can contain the variables $(docname) and $(entity), described below.

**format**  
A file data content format code, such as TIFF or PICT. See Developer Guide, Chapter 23, Translating Graphics and Equations for a complete list of graphic format codes. *format* must be one of these code names.

**Details**

- By default, if a graphic element has a single facet (other than a FrameMaker internal facet) that was imported by reference, FrameMaker does not create a new graphic file. On export, the original file will be associated with a markup graphic element via the *file* attribute, or via the *entity* attribute plus a corresponding entity declaration. You can use the convert referenced graphics rule to force FrameMaker to export such graphic files.

- If the keyword *facet* is used, the rule applies to a graphic element that contains only a single facet with the name specified by *facetname*. This occurs when the graphic element is an anchored frame containing only a single imported graphic object whose original file was in the *facetname* graphic format. In this case, the rule is only executed if the Screen modes rule is also used. Otherwise, it is ignored. You can use this rule multiple times if you want FrameMaker to treat several file formats differently.

- If your rules specify the software will write a graphic file, if a graphic element has a single facet (other than a FrameMaker internal facet), FrameMaker writes the graphic file in that format by default. It writes the graphic file for equation elements and all other graphic elements in CGM format by default.

  If you supply a *format* argument, you must first make sure that the format is one known to FrameMaker. For information on which graphic export filters the software provides and on how to add new ones, see Developer Guide, Chapter 23, Translating Graphics and Equations.

- The *fname* argument can use these variables:

<table>
<thead>
<tr>
<th>Variable</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>$(entity)</td>
<td>The value of the corresponding markup element's <em>entity</em> attribute. If the source of the graphic inset wasn’t originally an entity, this variable defaults to a unique name based on the name of the element. You can change this name using the Screen modes rule.</td>
</tr>
</tbody>
</table>
The `fname` argument is used as a template for the actual filename FrameMaker generates for a particular graphic or equation element. FrameMaker takes the filename specified with the `fname` argument and may append an integer to the filename to ensure uniqueness of the filename. For an example of this behavior, see the first example below.

**Examples**

- Assume you export the FrameMaker file `Math.fm` and have the following rule:

```plaintext
element "eqn" {
  is fm equation element "Equation";
  writer equation
  export to file "$(docname).eqn" as "PICT";
}
```

When FrameMaker finds an instance of the `Equation` element, it generates filenames of the form `MathN.eqn` until it finds a name that does not collide with an already existing file. For example, if you already have files in the specified directory named `Math1.eqn` and `Math2.eqn`, the software writes the first equation to a file named `Math3.eqn`. FrameMaker writes the equation file in PICT format, instead of the default CGM format.

- Assume you have the rule:

```plaintext
element "imp" {
  is fm graphic element;
  writer facet "TIFF" {
    convert referenced graphics;
    export to file "$(entity).tif";
  }
}
```

This rule tells FrameMaker that if it encounters a graphic element with an imported graphic file with a single TIFF facet, it should write that graphic to the file specified by `$(entity).tif`.

**See also**

- “Screen modes” on page 51
- “Screen modes” on page 63
- “Screen modes” on page 145
- “Screen modes” on page 156

### Variable Meaning

| $(docname)   | The name of the FrameMaker file, excluding any extension or directory information. |
Use the external data entity reference rule to drop references to all external data entities. By default, FrameMaker stores such references as the marker text in non-element Entity Reference markers.

**Synopsis and contexts**

external data entity reference drop;

**Arguments**None.

**Details**

- In markup, the values of general entity name attributes, such as those used with graphics, are not considered entity references. This rule does not affect how FrameMaker treats general entity name attributes. In XML such entity name attributes are the only way to reference non-parsed entities such as graphics.

- When you translate a markup document to FrameMaker, when the software encounters an external data entity reference such as:

  &door;

  it stores the reference as the text of a non-element DOC Entity Reference marker by default, with the following marker text:

  door

  When you translate a FrameMaker document to markup, it outputs the marker text of non-element DOC Entity Reference markers as entity references.

**Examples**

To discard all external data entity references, use this rule:

external data entity reference drop;
external dtd

Use this rule to specify how an exported markup instance refers to the current structure application's DTD. By default, FrameMaker uses the name of the file containing the DTD as the system identifier in the external identifier for the DTD. The external dtd rule provides the software with a different external identifier. The different forms of the rule allow specification of a system identifier, public identifier, or both.

Synopsis and contexts

1. writer external dtd is system;
2. writer external dtd is system "sysid";
3. writer external dtd is public "pubid";
4. writer external dtd is public "pubid" "sysid";

Arguments

sysid A system identifier.

pubid A public identifier.

Details

• Use this rule when you export FrameMaker documents to markup documents. To use this rule, you must have a DTD specified for the current structure application in the structapps.fm file.

• By default, FrameMaker does not reproduce the DTD in the document type declaration subset. Instead, it uses the filename of the DTD that was specified in the structure application to write a document type declaration of the form:

```xml
<!DOCTYPE doctype SYSTEM "fname" [ . . .
```

where doctype is the document type name and fname is the DTD filename specified in the structure application. This rule allows you to specify different system and public identifiers.

• To output both external DTD and Schema with an XML document, use this rule and specify a Schema file for output in the XML structure application (in structapps.fm). This rule modifies how the external DTD is written.
To output Schema only, with no DTD, specify only the Schema file, not the DTD, in structapps.fm. You do not need to use this rule.

• You cannot use the external dtd rule in the same read/write rules file as the Screen modes rule.

Examples

• To specify a local DTD as an external DTD and include the path with the filename, you could use this rule:

```plaintext
writer

  external dtd is
    system "/doc/dtds/manuals.dtd";
```

Note that the Windows platform requires two backslashes in paths in the rules file in order to translate as one backslash.

• To specify and locate the CALS DTD as an external DTD, you could use this rule:

```plaintext
writer external dtd is
  public "-//USA-DOD//DTD MIL-M-38784B//EN"
    "//doc/dtds/cals.dtd";
```

• To specify just the CALS DTD as an external DTD using a public identifier, you could use this rule:

```plaintext
writer external dtd is
  public "-//USA-DOD//DTD MIL-M-38784B//EN";
```

You could then specify the location of the DTD in the structure application using the EntitiesLocation element. A DTD is an entity in the strictest sense.

See also

Related rules

“Screen modes” on page 98
“Screen modes” on page 100
“Screen modes” on page 166
“Screen modes” on page 167

Rules mentioned in synopses

“Screen modes” on page 168

Use the facet rule only in an element rule for a graphic element, to provide information the software needs when writing a document containing graphics to markup. The facet rule applies only when a graphic element is an anchored frame containing only a single imported graphic
object whose original file was in the `facetname` graphic format. Use this rule to specify information about the graphic file and/or entity declaration for instances of the graphic element.

**Synopsis and contexts**

```
  element "gi" {
    is fm graphic element ["fmtag"];
    writer facet "facetname" subrule;
    ...}
```

**Arguments**

- `gi` A markup element’s name (generic identifier).
- `fmtag` A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.
- `facetname` The name of the particular facet to which this rule applies, or “default” for all facets.
- `subrule` A facet rule can have the following subrules:
  - **Screen modes** tells the software to create new graphic files for imported graphic files with a single facet.
  - **Screen modes** tells the software how to create the base name for the entity associated with this element type.
  - **Screen modes** tells the software the name to use for graphics it creates, and optionally, the graphic format to which it should convert.
  - **Screen modes** specifies the data content notation of the entity.
  - **Screen modes** specifies the units to use when writing the file.

**Details**

To specify all facets, use the keyword default for the `facetname` argument. For example:

```
  element "pict" {
    is fm graphic element "Picture";
    writer {
      facet default {
        convert referenced graphics;
        export to file "${entity}.tif" as "TIFF";
        ...}
    }]
```

will convert every imported graphic file in the document to a TIFF file, no matter what its original facet was.
Examples

By default, FrameMaker does not create a new graphic file for a graphic element that originated as an external entity, and was not modified by the user in any way. Assume you want the software to generate a graphic file for every imported TIFF file, whether it was modified or not. Then you could use this rule:

```xml
element "pict" {
    is fm graphic element "Picture";
    writer {
        facet "TIFF" {
            convert referenced graphics;
            export to file "$(entity).tif" as "TIFF";
        }
    }
}}
```

See also

Related rules

“Screen modes” on page 43
“Screen modes” on page 51
“Screen modes” on page 65

Rules mentioned in synopses

“Screen modes” on page 56
“Screen modes” on page 111
“Screen modes” on page 114
“Screen modes” on page 168

General information on this topic

Developer Guide, Chapter 23, Translating Graphics and Equations

**fm attribute**

You use the **fm attribute** rule with the “drop” subrule to discard an attribute that you’ve defined for a FrameMaker element but that does not exist on the corresponding markup element. Read/write rules do not support double-byte characters, so you cannot use this rule to drop attributes with double-byte characters in their names.

**Synopsis and contexts**

1. **fm attribute** "attr" drop;

2. element "gi" {...
   
   **fm attribute** "attr" drop;
   
   ...}

**Arguments**

*attr* A FrameMaker attribute name.


Element

A markup element’s name (generic identifier).

**Examples**

- Assume the element `chapter` exists in both the markup and FrameMaker representations of your documents. In FrameMaker, you use the `XRefLabel` attribute in formatting cross-references to this element. Since this attribute exists only for formatting purposes, you don’t want it in the markup document. To drop this attribute on export, use this rule:

  ```
  element "chapter" {
    is fm element;
    fm attribute "XRefLabel" drop;
  }
  ```

- If you use the `XRefLabel` attribute on many elements for the same purpose, you can discard it from all elements on export with this rule:

  ```
  fm attribute "XRefLabel" drop;
  ```

- If you want to keep the `XRefLabel` attribute on the `appendix` element, but drop it from all others, use these rules:

  ```
  element "appendix" {
    is fm element;
    attribute "xreflab" is fm attribute "XRefLabel";
  }
  fm attribute "XRefLabel" drop;
  ```

  Note that the order of these rules is not important. If you reversed them, the `XRefLabel` attribute would still be correctly interpreted for the `appendix` element, since that reference to the attribute is more specific. Note also that case is sensitive for `fm attribute` names.

**See also**

- Related rules  
  “Screen modes” on page 46
  “Screen modes” on page 104

- Rules mentioned in synopses  
  “Screen modes” on page 56
  “Screen modes” on page 53

- General information on this topic  
  Developer Guide, Chapter 20, Translating Elements and Their Attributes

**fm element**

Use the `fm element` rule to tell FrameMaker what to do on export with FrameMaker elements that do not correspond to markup elements. Read/write rules do not support double-byte...
characters, so you cannot use this rule to process elements with double-byte characters in their names.

**Synopsis and contexts**

1. \texttt{f\ h g \_e l e \_m e n \_t e l e m e n t "f m t a g" drop;}
2. \texttt{f\ h g \_e l e \_m e n \_t e fm element "f m t a g" unwrap;}

**Arguments**

\begin{itemize}
\item \texttt{f m t a g}
\end{itemize}

A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

**Details**

- Use this rule when you export FrameMaker documents to markup documents.
- If you use this rule, you may want to write a structure API client to handle the export of the element or to create it on import.
- The first version of this rule discards the FrameMaker element on export. The second version inserts the contents of \texttt{fmtag} in the corresponding markup document, but not \texttt{fmtag} itself.
- If you use this rule to unwrap FrameMaker cross-reference elements or system variable elements, those elements become text in the resulting markup document.

**XSLT interaction**

XSLT allows precise, context based equivalent processing to the FrameMaker drop and unwrap rules. For consistency and maintainability try to avoid mixing the methods used to drop or unwrap FrameMaker elements.

**Examples**

- If \texttt{Chapter Number} is a FrameMaker element that you want to discard on export, use this rule:
  \begin{verbatim}
  fm element "Chapter Number" drop;
  \end{verbatim}
  If you use this rule and want to create this element on import, you need to write a structure API client.
- If \texttt{Modification Date} is a FrameMaker system variable element that you wish to translate to text on export to markup, use this rule:
  \begin{verbatim}
  fm element "Modification Date" unwrap;
  \end{verbatim}

**See also**

Related rules

- “Screen modes” on page 56
- “Screen modes” on page 110
On export, you use the `fm marker` rule to tell FrameMaker what to do with non-element markers other than markers of the type reserved for storing processing instructions, PI entities, and external data entities. (By default, Structure PI markers are reserved for processing instructions, and Entity Reference markers are reserved for external data entities.) In the absence of a rule to the contrary, the software creates processing instructions for non-element markers. You can also choose to discard them. Read/write rules do not support double-byte characters, so you cannot use this rule to process markers with double-byte characters in their names.

**Synopsis and contexts**

```
fm marker [#"type1", . . ., "typeₙ"] drop;
fm marker [#"type1", . . ., "typeₙ"] is processing instruction;
```

**Arguments**

`typeᵢ` The name of a FrameMaker marker type.

**Details**

• If `typeᵢ` is specified, this rule applies only to markers of that type.

  If no `typeᵢ` is specified, this rule applies to all non-element markers other than markers of the reserved type. For information on what the software does with the reserved marker type, see [Developer Guide, Chapter 26, Translating Markers](#).

• You can have multiple occurrences of this rule in a rules file, to determine different treatment for different FrameMaker markers. You can have only one occurrence of the rule with no explicitly listed markers. A given marker type can be explicitly mentioned in only one occurrence of this rule.

• The order of `fm marker` rules is not important. A more specific occurrence of the rule always takes precedence over a more general occurrence. For example, the following rules:

  ```
  fm marker "Index" is processing instruction;
  fm marker drop;
  ```

  have the same effect, exporting only index markers as processing instructions, if they occur in this order:

  ```
  fm marker drop;
  fm marker "Index" is processing instruction;
  ```
XSLT interaction

XSLT allows precise, context based equivalent processing to the FrameMaker drop rule. For consistency and maintainability try to avoid mixing the methods used to drop FrameMaker non-element markers.

Examples

• To discard all non-element markers, use this rule:
  fm marker drop;

• To discard non-element conditional text markers but retain all others as processing instructions, use this rule:
  fm marker "Conditional Text" drop;

• To retain only Index and Hypertext markers as processing instructions and drop all other non-element markers, use the following set of rules:
  fm marker "Index", "Hypertext" is processing instruction;
  fm marker drop;

See also

Related rules  “Screen modes” on page 115
Rules mentioned in synopses  “Screen modes” on page 53
  “Screen modes” on page 141
General information on this topic  Developer Guide, Chapter 26, Translating Markers

fm property

You use the fm property rule to determine values for properties defined for certain types of FrameMaker constructs that you do not want to represent as markup attributes.

Synopsis and contexts

1. Cross-reference elements

  element "gi" {
    is fm cross-reference element ["fmtag"]; 
    fm property cross-reference format value is val; 
    . . . }

1.1 Arguments

  val A valid cross-reference format name. These names are case-sensitive and must appear in the rule the same as in the structure application’s template.
2. Graphic elements or equation elements

```xml
element "gi" {
    is fm graphic_or_equation element ["fmtag"];  
    fm property prop value is "val";
    . . .}
```

MathML equations

```xml
element "mathml" {
    is fm mathml_equation element "RuleML";
    attribute "sideways" is fm property composeddpi;
    . . .}
```

2.1 Arguments

- **alignment** Indicates the anchored frame’s horizontal alignment on the page.
  
  ```
  val
  - aleft  Align left
  - acenter  Align center
  - aright  Align right
  - ainside  Align inside, or closest to the binding margin.
  - aoutside  Align outside, or farthest from the binding margin.
  ```

- **angle** Indicates an angle of rotation for the anchored frame that contains the graphic. You must specify exact multiples of 90 degrees. Otherwise, the value is ignored and the graphic is imported at 0 degrees (default).

  ```
  val  examples:
  - 0  No rotation (default)
  - 90  Rotate 90 degrees clockwise
  --90  Rotate 90 degrees anticlockwise
  -180  Rotate 180 degrees
  -270  Rotate 270 degrees.
  ```

- **baseline offset** Indicates how far from the baseline of a paragraph to place an anchored frame. Baseline offset is relevant only for anchored frames whose position attribute is one of inline, sleft, sright, snear, or sfar.

  ```
  val  A number plus a valid unit of measure, e.g. “12pt”, “10mm”. If not supplied, the value is 0.
  ```

- **cropped** Indicates whether a wide graphic should be allowed to extend past the margins of the text frame. The cropped property is
relevant only for anchored frames whose position attribute is one of top, below, or bottom.

val

- 0 The graphic may extend past the margins of the text frame.
- 1 (Default) The graphic is cropped at the margins of the text frame.

• dpi Indicates how to scale an imported graphic object.
  val The value of the dpi attribute must be an integer greater than 0. If not supplied, the default value is 72.

• entity Provides the entity name of the imported graphic. This rule limits the graphic import to a single, fixed file for all instances of the element.
  val A valid entity name as defined in an entity declaration in the markup instance.

• file Provides the file name of the imported graphic. This rule limits the graphic import to a single, fixed file for the element.
  val A valid file name for an imported graphic.

• floating Indicates whether the graphic should be allowed to float from the paragraph to which it is attached. The floating property is relevant only for anchored frames whose position property is one of top, below, or bottom.
  val
  - 0 (Default) No float, the graphic must stay with the paragraph.
  - 1 Allow float.

• height Indicates the height of the anchored frame.
  val The value for a single imported graphic object is the sum of the height of the object plus twice the value of the vertical offset property.

• horizontal offset Indicates how far the graphic object is offset from the right and left edges of the anchored frame.
  val A number with a valid unit of measure. If not supplied, the default value is 6.0pt.

• import angle Indicates an angle of rotation in degrees for the graphic inside its anchored frame.
  val A real number, if not supplied, the default value is 0.0.

• import by reference or copy Indicates whether an imported graphic object remains in a separate file or is copied into the FrameMaker document on import from markup.
  val
-ref  (Default) The object is referenced and will not be copied into the document.
-copy  The object will be copied into the document.

• import size indicates the size of the imported graphic object by specifying a width and height.
  val  Two numbers, separated by a space, with a valid units of measure. The first measurement is the width and the second is the height. If no unit of measure is supplied, points are assumed. Example: “100mm 50mm”.

• near-side offset  Indicates how far to set a frame from the text frame to which the frame is anchored. It is relevant only for anchored frames whose position attribute is one of sleft, sright, snear, or sfar.
  val  A number plus a valid unit of measure, e.g. “12pt”,”10mm”. If not supplied, the value is 0.

• position  Indicates where on the page to put the anchored frame. If not supplied, the value is below.
  val  Possible anchoring position values are as follows:
  -inline  At insertion point.
  -top  At top of column.
  -below  Below current line.
  -bottom  At bottom of column.
  -sleft  Outside column - left side.
  -sright  Outside column - right side.
  -snear  Outside column - right side.
  -sfar  Outside column - side closer to the page edge.
  -sinside  Outside column - side closer to the binding.
  -outside  Outside column - side farther from the binding.
  -tleft  Outside text frame - left side.
  -tright  Outside text frame - right side.
  -tnear  Outside text frame - side closer to the page edge.
  -tfar  Outside text frame - side farther from the page edge.
  -tinside  Outside text frame - side closer to the binding.
  -toutside  Outside text frame - side closer to the binding.
  -runin  Run into paragraph.

• sideways Indicates that the imported graphic will be flipped left to right to give a mirror image.
val
-0 (Default) No flip.
-1 Flip left/right.

• vertical offset Indicates how far the graphic object is offset from the top and bottom edges of the anchored frame.
val A number plus a valid unit of measure. If not supplied, the default value is 6.0pt.

• width Indicates the width of the anchored frame.
val The value for a single imported graphic object is the sum of the width of the object plus twice the value of the horizontal offset property.

• poster The name of the file displayed as the poster for an imported media file. For SWF files, FrameMaker displays the first frame of the SWF file as the poster. For a SWF file whose first frame cannot be read, and for all other media types, FrameMaker displays the relevant placeholder image.
val A valid path to the location of the poster file.

• graphic name A name assigned to the imported object, for easy identification when linking to it.
val A string representing the graphic name.

• activate in PDF A boolean value indicating whether or not the graphic element is activated when the PDF file containing it, is opened. The default value is False.
val
-0 (Default) Not activated in PDF.
-1 Activated in PDF.

• open in pop-up window A boolean value indicating whether or not the graphic element in a PDF file is displayed in a new frame, when clicked.
val
-0 (Default) Not opened in pop-up window.
-1 Opened in pop-up window.

• javascript file The JavaScript file that is attached to the graphic object with a U3D facet.
val A valid path to the location of the JavaScript file.

• U3D view The object perspectives available for a 3D object. The selected view is rendered when the document is saved. All predefined
views of the 3D object are available when the document is converted
to a PDF file. The last view that you selected in the document, before
saving, becomes the default view in the PDF.

val A valid object perspective available for the 3D object.

• background color The color of the background for the anchored
  frame containing the 3D file.
  val A valid color for the background.

• render mode The rendering mode for an imported 3D object. The
default value is Solid.
  val A valid rendering mode.

• lighting The lighting scheme to cast a 3D object using different
  light sources. The default lighting scheme for all 3D objects is Lights
  From File.
  val A valid lighting scheme for casting the 3D object.

• link to text A 3D object and a destination marker that links the
  object to text in the document.
  val Number of links from the 3D object and link name - destination
  marker pairs.

  For example, linktotext="2;Ground_Plane=newlink aa;Blue_Sphere=newlink cc;"

• compose Dpi The resolution, in Dpi, of the image composed by the
  MathML editor for a MathML object, displayed in FrameMaker.
  val A valid resolution for the MathML object.

• alt text The text that is displayed when a graphic element cannot
  be rendered.
  val A string for the alternate text.

• font size The size of the font used for MathML objects.
  val A valid size for the MathML object fonts.

3. Marker elements

  element "gi" {
    is fm marker element ["fmtag"];
    fm property prop value is val; .
  } . . .

3.1 Arguments

prop • marker text Provides a fixed text string for all instances of the
  marker.
4. Table elements

element "gi" {
    is fm table element ["fmtag"];  
    fm property prop value is val;
    ...
}

4.1 Arguments

prop

• column ruling  Specifies whether all columns should have ruling on their right side. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.

val  

-0  Columns have no ruling.

-1  Columns have ruling.

• column widths  The width of successive columns in the table. On import from markup these widths are reapplied regardless of any changes made by the user.

val  Each value is either an absolute width or a width proportional to the size of the entire table. If proportional widths are used, the pgwide attribute or page wide property determines the table overall width. Example for a three column table: “22mm 40mm 100mm”.

• columns  The number of columns in the table. This is essential to the correct rendering of the table if the markup does not state the number of columns as an attribute value.

val  An integer greater than 0.

• page wide  This is relevant only to tables whose columns use proportional widths on pages with more than a single column. In this case, the attribute indicates whether the entire table should be the width of the column in which it is anchored, or the width of the overall text frame.

val  

-0  (Default) The table is the width of the text column.

-1  The table is the width of the text frame.
• **row ruling** Specifies whether all rows should have ruling on their bottom side. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.
  
  **val**
  
  -0  Rows have no ruling.
  -1  Rows have ruling.

• **table border ruling** Specifies whether the table should have ruling around its outside borders. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.

  **val**
  
  -all  Rows have no ruling.
  -top  Rows have ruling.

• **table format** Specifies the table format for all instances of the FrameMaker table element.

  **val**  A name of a table format that is present in the application’s structured template.

5. **Table cell elements**

  element "gi" {
    is fm table cell element ["fmtag"];
    fm property prop value is val;
    . . .
  }

5.1 **Arguments**

  **prop**

  • **column name** Associates a name with a cell in a given column.

    **val**  A valid column name as defined in a colspec.

  • **column number** Indicates the column number that the cell will start in. This rule is used when the column number is not available in the markup and requires each cell in a given row to have a unique element name.

    **val**  An integer greater than 0.

  • **column ruling** Specifies whether the cell should have ruling on its right side. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.

    **val**

    -0  Cell has no right side ruling.
-1  Cell has right side ruling.

- end column name  Specifies the name of a column that ends a straddle.
  val  A valid column name as defined in a colspec.

- horizontal straddle  Specifies the number of columns a straddled cell spans.
  val  An integer greater than 1 and no greater than the number of columns.

- more rows  Specifies the number of additional rows a straddled cell spans.
  val  An integer greater than 1 and no greater than the number of rows in the table part. The total number of rows the cell occupies is more rows+1.

- rotate  Indicates how much to rotate the contents of a cell.
  val  The CALS model restricts this property to a boolean value, where 1 indicates a rotation of 90 degrees anti-clockwise. FrameMaker extends the possible values to allow rotations of 0, 90, 180, and 270 degrees.

- row ruling  Specifies whether the cell should have ruling on its bottom side. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.
  val
    -0  Cell has no bottom side ruling.
    -1  Cell has bottom side ruling.

- span name  Applies a predefined CALS spanspec, starting at this cell.
  val  A valid spanspec name.

- start column name  Specifies the name of a column that begins a horizontal straddle.
  val  A valid column name as defined in a colspec.

- vertical straddle  Specifies the number of rows a straddled cell spans.
  val  An integer greater than 1 and no greater than the number of rows in the section (head, body or foot) of the table that contains the starting cell.

- cell angle  Specifies the angle of rotation
  val  The degrees.
• **use fill override** Specifies whether a custom fill percentage overrides the fill percentage specified in the table format.

  
  **val**
  
  -0  Cell has no fill override.
  
  -1  Cell has fill override.

• **fill override** Specifies the fill percentage for the cell.

  **val** A valid fill percentage.

6. **Table row elements**

   
   element "gi" {
     is fm table row element ["fmtag"];  
     **fm property** prop value is val;
   }

6.1 **Arguments**

   **prop**

   • **maximum height** Specifies the maximum height for each row in the table.

     **val** A number plus a valid unit of measure, e.g. "24pt", "15mm". If not supplied, the maximum height of the row is not limited.

   • **minimum height** Specifies the minimum height for each row in the table.

     **val** A number plus a valid unit of measure, e.g. "12pt", "9mm". If not supplied, the minimum height of the row is not limited.

   • **row type** Sets the row type.

     **val**
     
     - heading
     - body
     - footing

   • **row ruling** Specifies whether the cell should have ruling on its bottom side. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.

     **val**
     
     -0  Cell has no bottom side ruling.
     
     -1  Cell has bottom side ruling.
7. For CALS table colspecs:

```xml
<element "gi" {
  is fm colspec;
  fm property prop value is val;
  ...
}
```

### 7.1 Arguments

- `prop` • cell alignment character
  • cell alignment offset
  • cell alignment type
  • column name
  • column number
  • column ruling
  • column width
  • row ruling
  • vertical alignment

8. element "gi" {
  is fm spanspec;
  fm property prop value is val;
  ...
}

### 8.1 Arguments

- `prop` • cell alignment character
  • cell alignment offset
  • cell alignment type
  • column ruling
  • end column name
  • row ruling
  • span name
  • start column name
  • vertical alignment

9. Used at the top level

```xml
fm property prop value is "val";
```

### 9.1 Arguments
A markup element’s name (generic identifier).

fmtag

A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

Details

• This rule applies only to an element corresponding to a cross-reference, graphic, equation, marker, table, or table part element.

• Some FrameMaker properties have no natural markup counterparts. If you choose to not translate such properties as markup attributes, a markup document will not contain information on appropriate values for these properties. In this situation, you can use the fm property rule to explicitly set property values when reading a markup document.

• This rule can be used either at the highest level to set a default or within an element rule to specify the translation of a property for a particular element.

• If you use this rule to set a property value explicitly, you cannot also have a markup attribute that corresponds to this property. For example, the following rule is erroneous:

```
  element "tab2" {
    is fm table element;
    attribute "w" is fm property column widths;
    fm property column widths value is "1in 2in";
  }
```

Examples

• To translate the markup element table to a FrameMaker table with two columns:

```
  element "table" {
    is fm table element;
    fm property columns value is "2";
  }
```

  On import to FrameMaker, the software creates the table as a 2-column table in FrameMaker.

• Assume you have a markup element halfpage that holds a 4.5 inch by 6.5 inch graphic object; it does not use an attribute to store the size information. You can translate this to a FrameMaker graphic as follows:

```
  element "halfpage" {
    is fm graphic element;
    fm property width value is "6.5";
    fm property height value is "4.5";
  }
```
On export, use the `fm variable` rule to tell FrameMaker what to do with certain variables. Use this rule if you do not want them translated to entities. Read/write rules do not support double-byte characters, so you cannot use this rule to process variables with double-byte characters in their names.

**Synopsis and contexts**

```
fm variable ["var_1", . . ., "var_n"] drop;
```

**Arguments**

`var_i` The name of a FrameMaker variable.

**Details**

- Use this rule when you export FrameMaker documents to markup documents. It applies only to non-element variables, not to system variable elements.

- If `var_i` is specified, this rule applies only to that variable. If no `var_i` is specified, this rule applies to all variables.

- If you use this rule, you may want to write a structure API client, or use an XSLT transform to handle the export of variables or to create variables on import.

- You can have multiple occurrences of this rule in a rules document to determine different treatment for different FrameMaker variables. You can have only one occurrence of the rule with no explicitly listed variables. A given variable can be explicitly mentioned in only one occurrence of this rule.

**Examples**

To translate the FrameMaker variables `Licensor` and `Product` as entities and discard all other variables, use these rules:

```
entity "licensor" is fm variable;
entity "product" is fm variable;
fm variable drop;
```
The `fm version` rule specifies the version of the product being run. It is required and must be the first rule in all rules documents. If you create your rules document with the New Read/Write Rules command, this rule automatically appears in the document.

**Synopsis and contexts**

```
fm version is "8.0";
```

**Arguments**

None.

**Details**

Note that you would use the string "8.0" in this rule even though the product version may be an incremental release above 8.0, such as 8.0.1.

**See also**

General information on this topic: Developer Guide, Chapter 18, Read/Write Rules and Their Syntax

---

Use the `generate book` subrule of a highest-level `reader` rule to specify whether FrameMaker should use elements or processing instructions to indicate where in a markup document to start a book and its components in the corresponding FrameMaker book.

**Synopsis and contexts**

```
1.reader generate book
    use processing instructions;
```
2. reader `generate book`

\{ 
  put element "gi_1" in file ["fname_1"];
  
  \ldots
  
  put element "gi_M" in file ["fname_M"]; 
\}

3. reader `generate book` [for doctype "dt_1", \ldots, "dt_N"]

\{ 
  put element "gi_1" in file ["fname_1"];
  
  \ldots
  
  put element "gi_M" in file ["fname_M"]; 
\}

**Arguments**

- **dt_i** A document type name.
- **gi_j** A generic identifier.
- **fname_j** A filename for the book component. FrameMaker adds a counter to the name (before the suffix if there is one) as needed, to generate a unique filename. You can use the $(bookname)$ variable to base the component’s filename on the book filename (excluding any suffix). If you do not supply this argument, the filename is $gi_j$.doc.

**Details**

- By default, when reading a markup document into FrameMaker, the software uses the `<?FM book ?>` and `<?FM document ?>` processing instructions to indicate the start of a book and of its components. The following rule confirms this default behavior:

```
reader generate book
  use processing instructions;
```

- Your DTD may be defined so that you can use elements to indicate the start of a book and its components. When you use the second form of the `generate book` rule, FrameMaker creates a book for every markup document you translate. When you use the third form of the `generate book` rule, it creates a book only for markup documents whose DTD specifies the document type you’ve listed in the rule. If you have a markup document with a different document type, FrameMaker translates that document as a single FrameMaker document, even if it contains elements referenced in `put element` rules. For example, assume you have this rule:

```
reader generate book for doctype "manual"
  put element "chapter" in file;
```

If you translate a markup document whose highest-level element is **report**, that document becomes a single FrameMaker document, even if it contains **chapter** descendant elements.
• When it encounters one of the \( g_i j \) elements specified in a put element subrule, FrameMaker starts a new book component. Since the software does not allow an element to be broken across files, it places the entire \( g_i j \) element in the same file, even if another element appears that you’ve said should start a new file. To illustrate, assume the section element can occur either within or outside of a chapter element and you have this rule:

\[
\text{reader generate book} \{
\text{put element "chapter" in file;}
\text{put element "section" in file;}
\}
\]

When FrameMaker encounters a chapter element, it starts a new file. If it encounters a section element as a child of that chapter element, it does not start a new file. It continues with the file started by the chapter element. On the other hand, if the software encounters a section element outside a chapter element it does start a new file for it.

• Consider these points when dividing a markup document into book components:
  – Every FrameMaker document must contain exactly one highest-level element. That is, there cannot be two elements in a single file that do not have an ancestor element in the same file.
  – A book element can contain substructure but cannot directly contain text. That is, child elements that can contain text must occur in separate files.

Assume you have this rule:

\[
\text{reader generate book}
\text{put element "chapter" in file;}
\]

And you have a markup document with the following element structure:

\[
<\text{manual}>
<\text{chapter}>
\quad <\text{head}>Introduction</\text{head}>
\quad . . .
</\text{chapter}>
<\text{appendix}>
\quad <\text{head}>The final word</\text{head}>
\quad . . .
</\text{appendix}>
</\text{manual}>
\]

When FrameMaker translates this document, it creates a book with manual as the highest-level element in the book file. When it encounters the chapter element, the software starts a new file for that element. When it encounters the appendix element, FrameMaker flags an error, because your rules have not told it what to do with this element. It cannot put the element in the same file as the preceding chapter element, because that would create two highest-level elements in the same file. It also cannot put the appendix element in the book file, because it contains text.
• By default, when it writes a FrameMaker book to markup, the software writes <?FM book ?> and <?FM document ?> processing instructions for the book and book components. It does this even if you use the generate book rule to have particular elements specify book components when reading a markup document. If you do not want FrameMaker to output these processing instructions, use writer do not Screen modes.

Examples

• If you know that a markup document should always correspond to a FrameMaker book and that individual files in the book should start when the document reaches a toc or chapter element, you can use this rule:

```xml
reader generate book {
  put element "toc" in file;
  put element "chapter" in file "ch.doc";
}
```

With this rule, FrameMaker creates a book for each markup document. In a markup document, FrameMaker starts a new book component when it encounters a toc or chapter element. For the first toc element, FrameMaker uses the filename toc1 unless a file of that name already exists in the directory it is using. It continues that book component until it encounters either another toc element or a chapter element. At that point, it starts a new book component. It tries to put the first chapter element in a file called ch1.doc.

• Assume that a markup document whose highest-level element is either manual or book should correspond to a FrameMaker book and any other markup document should correspond to an individual FrameMaker document. Further assume that the books created from manual and book elements should have new files for each instance of the elements chapter, front, or toc. To accomplish all this, you can use this rule:

```xml
reader generate book for doctype "manual", "book" {
  put element "chapter" in file "ch.doc";
  put element "front" in file;
  put element "toc" in file "$(bookname).toc";
}
```

With this rule, FrameMaker asks you for a name for the book file if you open a markup document with manual as its document type. If you specify myfile.book as its name, and the document contains two chapter elements, one front element, and one toc element, FrameMaker creates the following files: myfile.book, ch1.doc, ch2.doc, front, and myfile.toc.

See also

Related rules  "Screen modes" on page 147

General information  Developer Guide, Chapter 28, Processing Multiple Files as Books

on this topic
Use the implied value is rule to specify default attribute values in your EDD to correspond with imported elements that specify no value for the attribute. For example, assume your DTD declares an element named list, which has an attribute named style defined as 
<!ATTLIST list style (bul | num) #IMPLIED>. For importing the DTD, you can use this rule to set up a default value in the EDD for the Style attribute of the List element. Then, if you import a list element that has no value for style, this default attribute value will be used for formatting purposes. Also, when you export the EDD, the DTD will declare the style attribute for the list element as #IMPLIED.

**Synopsis and contexts**

1. attribute "attr" {. . .
   implied value is "val";
   . . .}

2. element "gi" {. . .
   attribute "attr" {. . .
     implied value is "val";
   . . .} . . .}

**Arguments**

*attr* The name of an impliable attribute in markup.

*val* A value to use for the *attr* attribute.

*gi* A markup element’s name (generic identifier).

**Details**

- This rule is for importing DTDs and exporting EDDs. In FrameMaker, a default attribute value can only be specified in the EDD, so this rule has no effect when importing a markup instance or exporting a FrameMaker document.

- This rule specifically does not supply an attribute value for an element that has no value in the markup instance. It only sets up a default attribute value in the EDD. This default value can be used for formatting by attributes. When you export the document, FrameMaker will not add a value for the attribute to the element’s start tag.

- The rule can be used in a highest-level attribute rule to specify the value to use for that attribute in any element. Alternatively, it can be used in an attribute rule within an element rule to specify the value for that element only.
Examples

Assume you have these declarations for a markup element used for cross-references:

```xml
<!ELEMENT xref EMPTY>
<!ATTLIST xref
    id IDREF #IMPLIED
    format CDATA #IMPLIED>
```

And you have this rule:

```xml
element "xref" {
    is fm cross-reference element;
    attribute "format" {
        is fm property cross-reference format;
        implied value is "Page";
    }
}
```

When FrameMaker encounters an instance of the `xref` element in a markup document and that instance does not have a value for the `format` attribute, the software use the Page cross-reference format for the cross-reference in the FrameMaker document.

See also

- Related rules: “Screen modes” on page 165
- Rules mentioned in synopses: “Screen modes” on page 46, “Screen modes” on page 56
- General information on this topic: Developer Guide, Chapter 20, Translating Elements and Their Attributes, “Default value” on page 198

include dtd

By default, when creating a markup document, FrameMaker includes in the document type definition an external identifier that refers to the DTD file. Therefore, it does not include a copy of actual declarations in the document type declaration subset. The `include dtd` rule tells FrameMaker to do so.

Synopsis and contexts

```xml
    writer [do not] include dtd;
```

Arguments

None.

Details

- You use this rule when you export FrameMaker documents to markup documents. If this rule is specified, FrameMaker does not generate an external identifier in the DOCTYPE declaration.
• To confirm the default behavior, you can use the opposite rule:

```plaintext
writer do not include dtd;
```

• The `include dtd` rule and the `external dtd` rule are mutually exclusive. That is, you cannot use both of these rules in the same read/write rules file. (If you try to put both of these rules in the same file, you will get an alert.) Also, the `include dtd` rule and the `write structure document instance only` rule are mutually exclusive.

• To write an entire markup document, including a DTD and (for SGML) an SGML declaration with the document instance, you must use the following rules:

```plaintext
writer {
  include sgml declaration;
  include dtd;
}
```

• This rule uses the DTD that is specified in the current structure application. If that DTD includes references to external files, this rule does not expand those references as it writes out the DTD. Instead, it writes out the references as they appear in the parent DTD file.

• You can use this rule to translate the EDD from the current document as an a DTD that is written in the markup document. To do this, use the `include dtd` rule, but use a structure application that does not specify a DTD in its definition. Be warned that if your document uses the CALS table model, the resulting DTD may be incorrect.

• When you use this rule, no Schema information is included in the output. If you use this rule to output an internal DTD and the XML structure application specifies a Schema file for export, that file is converted to internal DTD (see Chapter 7, “Screen modes”) and that DTD is saved with the markup document.

If the XML structure application specifies both a Schema file and a DTD, the DTD is output as the internal DTD and the Schema is dropped.

If the XML structure application specifies neither a Schema file nor a DTD, an internal DTD is created from the first of these sources that is available:

– an external DTD for the imported document;
– a DTD that is the result of conversion from a Schema in the imported document;
– the element catalog of the template.

**Examples**

If your document type declarations are in a file called `report.dtd`, then by default FrameMaker includes this document type declaration in the document it creates on export:

```xml
<!DOCTYPE report SYSTEM "report.dtd" [
  . . . more declarations specific to this document instance . . .
]>
```
include sgml declaration

If you specify the include dtd rule, then FrameMaker includes this document type declaration in the document it creates:

```xml
<!DOCTYPE report [ . . . declarations specific to this document instance . . . . . contents of the file, report.dtd . . . ]>
```

See also

Related rules

“Screen modes” on page 73
“Screen modes,” next
“Screen modes” on page 166
“Screen modes” on page 167

include sgml declaration

By default, FrameMaker does not include an SGML declaration in a generated SGML document. The sgml declaration rule tells FrameMaker to include one. The SGML declaration is copied from the file in the associated application subset. To see the default SGML declaration used by FrameMaker, see Chapter 10, “Screen modes.”

Note: XML: This read/write rule is for SGML-only.

Synopsis and contexts

```)
writer [do not] include sgml declaration;
```

Arguments

None.

Details

• To confirm the default behavior, you can use the opposite rule:

```python
writer do not include sgml declaration;
```

• You cannot use the include sgml declaration rule in the same read/write rules file as the write sgml document instance only rule. Note that using both rules in the same rules file does not give an error. Also, “write sgml document instance only” takes priority, regardless of order.

• To write an entire SGML document, including an SGML DTD and SGML declaration with the document instance, you must use the following rules:

```python
writer {
    include sgml declaration;
    include dtd;
}
```
insert table part element

See also

Related rules  “Screen modes” on page 73
               “Screen modes,” (the previous section)
               “Screen modes” on page 166
               “Screen modes” on page 167

insert table part element

You use the insert table part element rule when creating a FrameMaker table element on import of a markup document. This rule tells FrameMaker to create a table part of the designated type, even if the markup document does not contain content for that table part.

Synopsis and contexts

element "gi" { . . .
   is fm table element ["fmtag1"];
   reader insert table part element ["fmtag2"];
   . . .}

Arguments

gi A markup element’s name (generic identifier).

fmtag1 A FrameMaker element tag for a table element. These names are case-sensitive and must appear in the rule the same as in the EDD.

part One of the keywords: title, heading, or footing.

fmtag2 A FrameMaker element tag for a table part element.

Details

By default, as the last step in creating a table element when reading a markup document, FrameMaker discards parts of the table that have no content, even if the general rule for the element requires that table part. (Your EDD may supply the content, for example, by using format rules that specify a prefix for the element.) If you do not want FrameMaker to remove the table part element with no content, OR if you want FrameMaker to create a table part element for you when the markup instance does not contain this element, use the insert table part element rule.

Examples

Assume you have a markup element statetab, which you represent as a 3-column table in FrameMaker, with the same table headings everywhere it occurs. You use formatting rules in the EDD to specify the table headings. In this situation, the markup document does not include
information that corresponds to the table headings, so you want the software to add the table
heading element when reading such a markup instance and drop it when exporting a
FrameMaker document to markup. Suppose your DTD has these declarations:

```xml
<!ELEMENT statetab ((state, pop, income)+)>
<!ELEMENT state (#PCDATA)>
<!ELEMENT pop (#PCDATA)>
<!ELEMENT income (#PCDATA)>
```

and your EDD has these FrameMaker element definitions:

**Element (Table):** State Table
- **General rule:** State Head, State Body
- **Text format rules**
  1. In all contexts.
     - **Use paragraph format:** TableCell

**Element (Table Heading):** State Head
- **General rule:** State Head Row
- **Text format rules**
  1. In all contexts.
     - **Default font properties**
       - **Weight:** Bold

**Element (Table Row):** State Head Row
- **General rule:** Label

**Element (Table Cell):** Label
- **General rule:** <EMPTY>
- **Text format rules**
  1. If context is: {first}
     - **Numbering properties**
       - **Autonumber format:** State
     - Else if context is: {last}
       - **Numbering properties**
       - **Autonumber format:** Household Income
     - Else
       - **Numbering properties**
       - **Autonumber format:** Population

**Element (Table Body):** State Body
- **General rule:** State Row

**Element (Table Row):** State Row
- **General rule:** State, Income, Population

**Element (Table Cell):** State
- **General rule:** <TEXT>
**Element (Table Cell): Income**
**General rule:** `<TEXT>`

**Element (Table Cell): Population**
**General rule:** `<TEXT>`

Note that the Label element provides the text for the column headings.

You could use these rules:

```xml
element "statetab" {
    is fm table element "State Table";
    fm property columns value is "3";
    reader insert table heading element "State Head";
}
element "state" {
    is fm table cell element;
    fm property column number value is "1";
    fm property row type value is "Body";
}
element "income" is fm table cell element;
element "pop" is fm table cell element "Population";
fm element "State Head" drop;
fm element "State Body" unwrap;
fm element "State Row" unwrap;
```

To convert the following instance to the desired FrameMaker document:

```xml
<statetab>
<state>Georgia</state>
<pop>15,000,000</pop>
<income>25,000</income>
<state>Mississippi</state>
<pop>8,000,000</pop>
<income>18,000</income>
</statetab>
```

- The first rule identifies `statetab` as a 3-column table element and tells it to always create a heading element for an occurrence of this `statetab`.

- The second rule identifies `state` as a table cell that must always occur in the first column of a body row. This ensures that FrameMaker starts a new table row whenever it encounters a `state` element.

- The other element rules identify other elements used as table cells. The `fm element drop` rule causes the software to drop the element that was created by FrameMaker per the `insert element` rule so that it does not appear in the markup. Note also that it is necessary for the
software to have a `tablertow` element and a `tablebody` element in its table structure. However, these do not appear in the markup document. FrameMaker creates such necessary elements by default. Since they do not correspond to markup elements, they are unwrapped on export to markup—not dropped, because that would lose the contents of the entire table.

**See also**

General information on this topic

**is fm attribute**

Use the `is fm` attribute rule to specify that a markup attribute translates to a FrameMaker attribute. The optional parts of this rule allow you to have the software make several changes to the attribute during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process attributes with double-byte characters in their names.

**Synopsis and contexts**

1. `mdv` attribute "attr" {...
    `is fm` [read-only] `[fntype]` attribute
    ["fmattr"] [range from low to high];...
}

2. `element` "gi" {...
    `[mdv]` attribute "attr"
    `is fm` [read-only] `[fntype]` attribute
    ["fmattr"] [range from low to high];...
}

**Arguments**

`mdv` An optional markup declared value, specifying the type of the markup attribute. Legal values for an XML application are:

- `cdata`
- `nmtoken`
- `nmtokens`
- `entity`
- `entities`
- `id`
- `idref`
- `idrefs`
Legal values for an SGML application are:

- cdata
- name
- names
- nmtoken
- nmtokens
- number
- numbers
- ntoken
- nutokens
- entity
- entities
- notation
- id
- idref
- idrefs
- group.

attr
A markup attribute name.

fmttype
A FrameMaker attribute type. Legal values are: String, Strings, Integer, Integers, Real, Reals, UniqueID, IDReference, IDReferences, and Choice.

fmattr
A FrameMaker attribute name.

low
A number, indicating the low end of a numeric range.

high
A number, indicating the high end of a numeric range.

Details

- You can use the is fm attribute rule in a highest-level attribute rule to specify the translation of that attribute in all elements for which it is defined. Or you can use it in an attribute subrule in an element rule to specify the translation of the attribute in only that element.
You may want some markup attributes to become FrameMaker properties. If so, you cannot also import them as FrameMaker attributes. For information on the defined FrameMaker properties, see “Screen modes” on page 116.

To specify only that the attribute is an attribute in both representations, use this version:

attribute "attr" is fm attribute;

To also rename it during translation, use this version:

attribute "attr" is fm attribute "fmattr";

To specify that the FrameMaker attribute is read-only—that is, that an end user cannot change the attribute’s value—use this version:

attribute "attr" is fm read-only attribute;

To specify that an attribute that takes numeric values can have values only in a particular range, use this version:

attribute "attr" is fm attribute range from low to high;

To specify that a markup attribute with a particular declared value translates to a FrameMaker attribute of a type other than the default translation, use this version:

mdv attribute "attr" is fm fmtype attribute;

To specify that the FrameMaker direction property maps to the structured document dir attribute, use this version:

attribute "dir" is fm attribute; is fm property direction;

Note that you can use more than one of the optional pieces of the is fm attribute rule at the same time. For example, you can both rename an attribute and state that it is read-only by using this version:

attribute "attr" is fm read-only attribute "fmattr";

Examples

To translate the markup sec attribute to the FrameMaker SecurityRanking attribute in all elements in which it occurs, use this rule:

attribute "sec" is fm attribute "SecurityRanking";

To translate the markup sec attribute to the FrameMaker SecurityRanking attribute in most elements in which it occurs, but to change it to the Section attribute in the BookPart element, use these rules:

element "BookPart"
    attribute "sec" is fm attribute "Section";
attribute "sec" is fm attribute "SecurityRanking";
• Assume you have a markup attribute named `perc` with a declared value of `CDATA`, and assume you know that this attribute always has values that are integers in the range from 0 to 100. You can translate the `perc` attribute to the `Percentage` attribute with this rule:

```
cdata attribute "perc"
  is fm integer attribute "Percentage" range from 0 to 100;
```

• Assume that a markup element has an attribute with declared value `name` and that the attribute has a defined set of allowable values. You can translate that attribute and some of its possible values with the following rule:

```
element "fish" {
  name attribute "loc" {
    is fm choice attribute "CommonLocation";
    value "micro" is fm value "Micronesia";
    value "galap" is fm value "Galapagos Islands";
    value "png" is fm value "Papua New Guinea";
  }
}
```

**See also**

- Related rules: “Screen modes” on page 76
- Rules mentioned in synopses: “Screen modes” on page 46, “Screen modes” on page 56
- General information on this topic: Developer Guide, Chapter 20, Translating Elements and Their Attributes

### is fm char

For SGML, use the `is fm char` rule to translate an SGML `SDATA` entity to a single character in FrameMaker. For XML, use this rule to translate an internal entity to a single character in FrameMaker.

**Synopsis and contexts**

1. `entity "ename" is fm char ch [in "fmchartag"];
2. `reader entity "ename" is fm char ch [in "fmchartag"];

**Arguments**

- `ename` An entity name.
- `ch` A one-character string or a numeric character code (specified using the syntax for an octal, hexadecimal, or decimal number described in Developer Guide, page 278: Strings and constants). Note that if the
desired character is a digit or a white-space character, you must enter it as a numeric character code.

**fmchartag**

A FrameMaker character format tag.

Note that the character format must use a non-standard font family such as Symbol or Zapf Dingbats for this argument to take effect.

**Details**

- For SGML, instead of using this rule to translate an SDATA entity, you can use a parameter literal of a particular form. For information on how to do so, see Developer Guide, page 328: Translating SDATA entities as special characters in FrameMaker.

- For XML, SDATA entities are not allowed. This rule translates internal entities to FrameMaker characters, and it translates FrameMaker to internal entities.

- You can use the `is fm char` rule within an entity rule at the highest level to have the translation occur in both directions. Or you can put the entity rule inside a reader rule to have the translation occur only when reading a markup document into FrameMaker. For example, your SGML document might use a `period` entity for entering some instances of the period character in your SGML document. If you use this rule:

  ```plaintext
  entity "period" is fm char ".";
  ```

  then the entity references for period in the instance are translated correctly to the period character in FrameMaker. But on export, all periods in the document become references to the `period` entity (which is not likely what you had in mind). To have the period entities read correctly when importing an instance, but have periods remain the period character on export, use this version of the rule:

  ```plaintext
  reader
  entity "period" is fm char ".";
  ```

- Without the `in` clause, the software translates the entity using the default character format of the enclosing paragraph element. Frequently, however, special characters require a font change. In these cases, you use the `in` clause.

- For SGML, DTDs frequently use the entity sets defined in Annex D of the SGML Standard, often called ISO public entity sets, for providing commonly used special characters. FrameMaker includes copies of these entity sets and provides rules to handle them for your application. For information on how FrameMaker supports ISO public entities, see Chapter 11, “Screen modes.”

**Examples**

- To translate the SDATA entity `sum` as the mathematical summation sign in the Symbol font (S), you could use either of these rules in your rules document:

  ```plaintext
  entity "sum" is fm char "S" in "Symbol";
  entity "sum" is fm char "\x53" in "Symbol";
  entity "sum" is fm char 0x53 in "Symbol";
  ```
If FrameMaker encounters a reference to the summation entity when importing a markup document, it replaces the reference with $S$ (assuming your FrameMaker template defines the Symbol character format appropriately and the entity is declared in the DTD). If the software encounters $S$ when exporting a document, it generates a reference to the summation entity (assuming the Symbol character format is defined appropriately and applied to the character, and that the DTD for your application has an entity declaration for “sum”).

• To translate both the thin and en internal entity references in an XML instance to en spaces in FrameMaker and to write all en spaces as an en entity reference, use these rules:

```
entity "en" is fm char 0x13;
reader entity "thin" is fm char 0x13;
```

See also

Rules mentioned in synopses “Screen modes” on page 61

General information on this topic Developer Guide, Chapter 21, Translating Entities and Processing Instructions

**is fm cross-reference element**

Use the *is fm cross-reference element* rule to identify a markup element that translates to a cross-reference element in FrameMaker. You can choose either to have the same name in both representations or to change the name during translation. The markup element should have an attribute of type IDREF and declared content of EMPTY. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

**Synopsis and contexts**

```
  element "gi" {...
    is fm cross-reference element ["fmtag"];
    ...}
```

**Arguments**

- $gi$ A markup element’s name (generic identifier).
- $fmtag$ A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

**Details**

If you use the *is fm cross-reference element* rule, the other subrules of the element rule that you can use for that markup element are as follows:
- **Screen modes** specifies what to do with a markup element’s attributes.
- **Screen modes** specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.
- **Screen modes** specifies what to do with FrameMaker properties associated with the element.
- **reader Screen modes** specifies that the content but not the structure of an element should be discarded on import of a markup document.

**Examples**

- To have the markup element `xref` become the FrameMaker cross-reference element `Xref`, use this rule:

  ```
  element "xref" is fm cross-reference element;
  ```

- To have it become the FrameMaker cross-reference element `CrossRef`, use this rule:

  ```
  element "xref" is fm cross-reference element "CrossRef";
  ```

**See also**

Rules mentioned in synopses  “Screen modes” on page 56

General information on this topic  Developer Guide, Chapter 24, Translating Cross-References

### `is fm element`

If you do not specify a value for `fmtag`, the `is fm element` rule specifies only that a markup element remains an element in FrameMaker. This is the default behavior. With a value for `fmtag`, this rule changes the element name when it is translated between markup and FrameMaker.

**Synopsis and contexts**

```
  element "gi" { . . .
    `is fm element ["fmtag" ];
  . . .}
```

**Arguments**

`gi`  A markup element’s name (generic identifier).

`fmtag`  A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.
is fm equation element

Details

If you use the is fm element rule, the other subrules of the element rule that you can use for that markup element are as follows:

• Screen modes specifies what to do with a markup element’s attributes.
• Screen modes specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.
• Screen modes specifies what to do with FrameMaker properties associated with the element.
• reader Screen modes specifies that the content but not the structure of an element should be discarded on import of a markup document.
• writer Screen modes specifies that the content but not the structure of an element should be discarded on export of a FrameMaker document.

XSLT interaction

XSLT allows precise, context based control over element renaming. For consistency and maintainability try to avoid mixing the methods used to rename FrameMaker or XML elements.

Examples

To translate the markup element par to the FrameMaker element Paragraph, use this rule:

    element "par" is fm element "Paragraph";

See also

Rules mentioned in synopses

“Screen modes” on page 56

General information on this topic

Developer Guide, Chapter 20, Translating Elements and Their Attributes

is fm equation element

Use the is fm equation element rule to identify a markup element that translates to an equation element in FrameMaker. You can choose either to have the same name in both representations or to change the name during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

Synopsis and contexts

    element "gi" [. . .
        is fm equation element ["fmtag"];
    . . .]
**is fm equation element**

**Arguments**

- **gi**
  A markup element’s name (generic identifier).

- **fmtag**
  A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

**Details**

If you use this rule, the other subrules of the `element` rule that you can use for the same markup element are as follows:

- **Screen modes** specifies what to do with a markup element’s attributes.

- **Screen modes** specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.

- **Screen modes** specifies what to do with FrameMaker properties associated with the element.

- **writer Screen modes** tells FrameMaker what to do with equation elements.

**XSLT interaction**

XSLT is not able to convert markup elements to/from FrameMaker equation elements. However, XSLT allows precise, context based control over element renaming. For consistency and maintainability try to avoid mixing the methods used to rename FrameMaker or XML elements.

**Examples**

- To have FrameMaker equation element `Eqn` become the markup element `eqn`, use this rule:
  
  ```
  element "eqn" is fm equation element;
  ```

- To have FrameMaker equation element `Equation` become the markup element `eqn`, use this rule:
  
  ```
  element "eqn" is fm equation element "Equation";
  ```

**See also**

- Related rules: “Screen modes” on page 114

- Rules mentioned in synopses: “Screen modes” on page 56

- General information on this topic: Developer Guide, Chapter 23, Translating Graphics and Equations
Use the **is fm footnote element** rule to identify a markup element that translates to a footnote element in FrameMaker. You can choose either to have the same name in both representations or to change the name during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

**Synopsis and contexts**

```plaintext
element "gi" {...
    is fm footnote element ["fmtag"];
    ...}
```

**Arguments**

- **gi** A markup element’s name (generic identifier).

- **fmtag** A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

**Details**

If you use this rule, the other subrules of the **element** rule that you can use for the same markup element are as follows:

- **Screen modes** specifies what to do with a markup element’s attributes.

- **Screen modes** specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.

**XSLT interaction**

XSLT is not able to convert markup elements to/from FrameMaker footnote elements. However, XSLT allows precise, context based control over element renaming. For consistency and maintainability try to avoid mixing the methods used to rename FrameMaker or XML elements.

**Examples**

- To translate the markup element **fn** to the **Fn** footnote element in FrameMaker, use this rule:
  ```plaintext
element "fn" is fm footnote element;
```

- To translate it to the **Footnote** footnote element, use this rule:
  ```plaintext
element "fn" is fm footnote element "Footnote";
```
**See also**

Rules mentioned in synopses  “Screen modes” on page 56

General information on this topic  Developer Guide, Chapter 20, Translating Elements and Their Attributes

**is fm graphic element**

Use the `is fm graphic element` rule to identify a markup element that translates to a graphic element in FrameMaker. You can choose either to have the same name in both representations or to change the name during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

**Synopsis and contexts**

```
  element "gi" {. . .
    is fm graphic element ["fmtag"];
  . . .}
```

**Arguments**

- `gi`  A markup element’s name (generic identifier).

  `fmtag`  A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

**Details**

If you use this rule, the other subrules of the `element` rule that you can use for the same markup element are as follows:

- **Screen modes** specifies what to do with a markup element’s attributes.
- **Screen modes** specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.
- **Screen modes** specifies what to do with FrameMaker properties associated with the element.
- **writer Screen modes** tells FrameMaker what to do with graphic elements other than those with a single non-internal FrameMaker facet.
- **writer Screen modes** tells FrameMaker what to do with an imported graphic element that has a single non-internal FrameMaker facet.
**XSLT interaction**

XSLT is not able to convert markup elements to/from FrameMaker graphic elements. However, XSLT allows precise, context based control over element renaming. For consistency and maintainability try to avoid mixing the methods used to rename FrameMaker or XML elements.

**Examples**

- To translate the markup element `pict` to the `Pict` graphic element in FrameMaker, use this rule:
  
  ```
  element "pict" is fm graphic element;
  ```

- To translate it to the `Picture` graphic element, use this rule:
  
  ```
  element "pict" is fm graphic element "Picture";
  ```

**See also**

- Related rules: “Screen modes” on page 111
- Rules mentioned in synopses: “Screen modes” on page 56
- General information on this topic: Developer Guide, Chapter 23, Translating Graphics and Equations

---

**is fm marker element**

Use the **is fm marker element** rule to identify a markup element that translates to a marker element in FrameMaker. You can choose either to have the same name in both representations or to change the name during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

**Synopsis and contexts**

```
  element "gi" {. . .
    is fm marker element ["fmtag"];
  . . .}
```

**Arguments**

- **gi**
  
  A markup element’s name (generic identifier).

- **fmtag**
  
  A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.
Details
If you use this rule, the other subrules of the element rule that you can use for the same markup element are as follows:

• Screen modes specifies what to do with a markup element’s attributes.
• Screen modes specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.
• Screen modes specifies what to do with FrameMaker properties associated with the element.
• Screen modes specifies whether the text of a FrameMaker marker element should be element content or an attribute value in markup.

XSLT interaction
XSLT is not able to convert markup elements to/from FrameMaker marker elements. However, XSLT allows precise, context based control over element renaming. For consistency and maintainability try to avoid mixing the methods used to rename FrameMaker or XML elements.

Examples
• To translate the markup element m to the M marker element in FrameMaker, use this rule:
  element "m" is fm marker element;
• To translate it to the Marker marker element, use this rule:
  element "m" is fm marker element "Marker";

See also
Related rules
  “Screen modes” on page 143
  “Screen modes” on page 79

Rules mentioned in synopses
  “Screen modes” on page 56

General information on this topic
  Developer Guide, Chapter 26, Translating Markers

is fm property

Use the is fm property rule to translate a markup attribute to a FrameMaker property. This rule can apply in a highest-level attribute rule to set a default. Or it can apply within an element rule for a table, table part, marker, cross-reference, graphic, or equation element, to set
the property only for that element. Read/write rules do not support double-byte characters, so you cannot use this rule to process attributes with double-byte characters in their names.

**Synopsis and contexts**

1. attribute "attr" {...
   is fm property prop;
   ...
}
2. element "gi" {...
   attribute "attr" {...
      is fm property prop;
   ...
} ...

**Arguments**

*attr*    The name of a markup attribute.
*gi*      A markup element’s name (generic identifier).
*prop*    A FrameMaker property. Possible properties are:

*•* For cross-reference elements:

- cross-reference format
- cross-reference id

*•* For graphic and equation elements:

- alignment Indicates the anchored frame’s horizontal alignment on the page.
- angle Indicates an angle of rotation for the anchored frame that contains the graphic. The markup must specify exact multiples of 90 degrees. Otherwise, the value is ignored and the graphic is imported at 0 degrees which is the default. Examples:
  - 0 No rotation (default).
  - 90 Rotate 90 degrees clockwise.
  -- 90 Rotate 90 degrees anticlockwise.
  -180 Rotate 180 degrees.
  -270 Rotate 270 degrees.
- baseline offset Indicates how far from the baseline of a paragraph to place an anchored frame. Baseline offset is relevant only for anchored frames whose position attribute is one of inline, sleft, sright, snear, or sfar.
- cropped Indicates whether a wide graphic should be allowed to extend past the margins of the text frame. The cropped property is relevant only for anchored frames whose position attribute is one of top, below, or bottom.
- dpi Indicates how to scale an imported graphic object.
- entity Provides the entity name of the imported graphic.
- file Provides the file name of the imported graphic.
- floating Indicates whether the graphic should be allowed to float from the paragraph to which it is attached. The floating property is relevant only for anchored frames whose position property is one of top, below, or bottom.
- height Indicates the height of the anchored frame. The height of a single imported graphic object is the sum of the height of the object plus twice the value of the vertical offset property.
- horizontal offset Indicates how far the graphic object is offset from the right and left edges of the anchored frame.
- import angle Indicates an angle of rotation in degrees for the graphic inside its anchored frame.
- import by reference or copy Indicates whether an imported graphic object remains in a separate file or is copied into the FrameMaker document on import from markup.
- import size indicates the size of the imported graphic object by specifying a width and height.
- near-side offset Indicates how to set a frame from the text frame to which the frame is anchored. It is relevant only for anchored frames whose position attribute is one of sleft, sright, snear, or sfar.
  - val A number plus a valid unit of measure, e.g. “12pt”, “10mm”. If not supplied, the value is 0.
- position Indicates where on the page to put the anchored frame. If not supplied, the value is below. Possible anchoring position values are as follows:
  - inline At insertion point.
  - top At top of column.
  - below Below current line.
  - bottom At bottom of column.
  - sleft Outside column - left side.
  - sright Outside column - right side.
  - snear Outside column - right side.
  - sfar Outside column - side closer to the page edge.
  - sinside Outside column - side closer to the binding.
  - soutside Outside column - side farther from the binding.
  - tleft Outside text frame - left side.
-tright  Outside text frame - right side.
-tnear   Outside text frame - side closer to the page edge.
-tfar    Outside text frame - side farther from the page edge.
-tinside Outside text frame - side closer to the binding.
-toutside Outside text frame - side closer to the binding.
-runin   Run into paragraph.
-sideways Indicates that the imported graphic will be flipped left to right to give a mirror image.
-vertical offset Indicates how far the graphic object is offset from the top and bottom edges of the anchored frame.
-width   Indicates the width of the anchored frame. The value for a single imported graphic object is the sum of the width of the object plus twice the value of the horizontal offset property.

• For marker elements:
  -marker text Provides the text content of the marker.
  -marker type Identifies the type of marker.

• For table elements:
  -column ruling Specifies whether all columns should have ruling on their right side. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.
  -column widths The width of successive columns in the table. On import from markup these widths are reapplied regardless of any changes made by the user. If proportional widths are used, the pgwide attribute or page wide property determines the table overall width.
  -columns The number of columns in the table. This is essential for the correct rendering of the table.
  -page wide This is relevant only to tables whose columns use proportional widths on pages with more than a single column. In this case, the attribute indicates whether the entire table should be the width of the column in which it is anchored, or the width of the overall text frame.
  -row ruling Specifies whether all rows should have ruling on their bottom side. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.

*Expected markup attribute value:*
-0  Rows have no ruling.
-1 Rows have ruling.

-table border ruling Specifies whether the table should have ruling around its outside borders. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.

*Expected markup attribute value:*

- all Rows have no ruling.
- top Rows have ruling.

-table format Specifies the table format for all instances of the FrameMaker table element.

*Expected markup attribute value:* A name of a table format that is present in the application’s structured template.

• For table cell elements:

- column name Associates a name with a cell in a given column.

- column number Indicates the column number that the cell will start in.

- column ruling Specifies whether the cell should have ruling on its right side. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.

*Expected markup attribute value:*

- 0 Cell has no right side ruling.
- 1 Cell has right side ruling.

-end column name Specifies the name of a column that ends a straddle.

-horizontal straddle Specifies the number of columns a straddled cell spans.

-more rows Specifies the number of additional rows a straddled cell spans.

*Expected markup attribute value:* An integer greater than 1 and no greater than the number of rows in the table part. The total number of rows the cell occupies is more rows +1.

- rotate Indicates how much to rotate the contents of a cell.

*Expected markup attribute value:* The CALS model restricts this property to a boolean value, where 1 indicates a rotation of 90 degrees anti-clockwise. FrameMaker extends the possible values to allow rotations of 0, 90, 180, and 270 degrees.

- row ruling Specifies whether the cell should have ruling on its bottom side. This property does not specify the style or weight of
the ruling. The default ruling is defined by the relevant table format in the structured template.

*Expected markup attribute value:*

-0  Cell has no bottom side ruling.
-1  Cell has bottom side ruling.

-`span name` Applies a predefined CALS spanspec, starting at this cell.

*Expected markup attribute value: A valid spanspec name.*

-`start column name` Specifies the name of a column that begins a horizontal straddle.

*Expected markup attribute value: A valid column name as defined in a colspec.*

-`vertical straddle` Specifies the number of rows a straddled cell spans.

*Expected markup attribute value: An integer greater than 1 and no greater than the number of rows in the section (heading, body or footing) of the table that contains the starting cell.*

-`use fill override` Specifies whether a custom fill percentage for the cell shading overrides the fill percentage specified in the table format.

*Expected markup attribute value:*

-0  Cell has no fill override.
-1  Cell has fill override.

-`fill override` Specifies the fill percentage for the cell shading that overrides the fill percentage in the table format.

*Expected markup attribute value: A valid fill percentage for the cell shading.*

-`use shading override` Specifies whether a custom color for the cell shading overrides the shading color specified in the table format.

*Expected markup attribute value:*

-0  Cell has no shading override.
-1  Cell has shading override.

-`fill override` Specifies the color for cell shading that overrides the shading color in the table format.

*Expected markup attribute value: A valid shading color for the cell shading.*
-use bottom ruling override Specifies whether the cell bottom ruling overrides the bottom ruling specified in the table format.

*Expected markup attribute value:*

- 0 Cell has no bottom ruling override.
- 1 Cell has bottom ruling override.

-bottom ruling override Specifies the style of the cell bottom ruling that overrides the ruling in the table format.

*Expected markup attribute value:* A valid style for the cell bottom ruling.

-use top ruling override Specifies whether the cell top ruling overrides the top ruling specified in the table format.

*Expected markup attribute value:*

- 0 Cell has no top ruling override.
- 1 Cell has top ruling override.

-top ruling override Specifies the style of the cell top ruling that overrides the ruling in the table format.

*Expected markup attribute value:* A valid style for the cell top ruling.

-use left ruling override Specifies whether the cell left ruling overrides the left ruling specified in the table format.

*Expected markup attribute value:*

- 0 Cell has no left ruling override.
- 1 Cell has left ruling override.

-left ruling override Specifies the style of the cell left ruling that overrides the ruling in the table format.

*Expected markup attribute value:* A valid style for the cell left ruling.

-use right ruling override Specifies whether the cell right ruling overrides the right ruling specified in the table format.

*Expected markup attribute value:*

- 0 Cell has no right ruling override.
- 1 Cell has right ruling override.

-right ruling override Specifies the style of the cell right ruling that overrides the ruling in the table format.

*Expected markup attribute value:* A valid style for the cell right ruling.

-angle Specifies the angle of rotation for the cell that overrides the angle in the table format.

*Expected markup attribute value:* A valid angle of rotation for the cell.
• For table row elements: maximum height, minimum height, row type, or row ruling.

- **maximum height** Specifies the maximum height for each row in the table.
  
  *Expected markup attribute value:* A number plus a valid unit of measure, e.g. “24pt”, “15mm”. If not supplied, the maximum height of the row is not limited.

- **minimum height** Specifies the minimum height for each row in the table.
  
  *Expected markup attribute value:* A number plus a valid unit of measure, e.g. “12pt”, “9mm”. If not supplied, the minimum height of the row is not limited.

- **row type** Sets the row type as heading, body or footing.

- **row ruling** Specifies whether the cell should have ruling on its bottom side. This property does not specify the style or weight of the ruling. The default ruling is defined by the relevant table format in the structured template.
  
  *Expected markup attribute value:*

  - 0 Cell has no bottom side ruling.
  - 1 Cell has bottom side ruling.

- **row placement** Specifies the row placement in the table.
  
  *Expected markup attribute value:* A valid position for the row in the table.

- **keep with prev** Specifies whether the row is always on the same page as the previous row in the table.
  
  *Expected markup attribute value:*

  - 0 Row need not remain on the same page as the previous row.
  - 1 Row is always on the same page as the previous row in the table.

- **keep with next** Specifies whether the row is always on the same page as the next row in the table.
  
  *Expected markup attribute value:*

  - 0 Row need not remain on the same page as the next row.
  - 1 Row is always on the same page as the next row in the table.

• For CALS table colspecs:

- **cell alignment character**
- **cell alignment offset**
- **cell alignment type**
-column name
-column number
-column ruling
-column width
-row ruling
-vertical alignment

• For CALS table spanspecs:
  -cell alignment character
  -cell alignment offset
  -cell alignment type
  -column ruling
  -end column name
  -row ruling
  -span name
  -start column name
  -vertical alignment

• For elements:
  direction: Specifies the direction of an element

Expected markup attribute values:
- ltr: Position the content left-to-right
- rtl: Position the content right-to-left
- inherit: Inherit the position property of the parent element

Details
• If you use the is fm property rule to translate a markup attribute to a FrameMaker property, the markup attribute does not also appear as a FrameMaker attribute.

• If you use this rule in a highest-level attribute rule, it applies only to elements that have that attribute and are of the appropriate type. For example, if you have these declarations:

  <!--ATTLIST (graphic | table) w CDATA #IMPLIED-->

  and these rules:
  attribute "w" is fm property width;
  element "graphic" is fm graphic element;
  element "table" is fm table element;
the \texttt{w} attribute becomes the \texttt{width} property of the graphic element but remains an attribute for the \texttt{table} element, since tables do not have a \texttt{width} property. If you intended \texttt{w} to be the column width for tables, you should use these rules:

\begin{verbatim}
element "graphic" {
    is fm graphic element;
    attribute "w" is fm property width;
}
element "table" {
    is fm table element;
    attribute "w" is fm property column width;
}
\end{verbatim}

**Examples**

- The markup attribute \texttt{w} may be used for multiple elements to represent the width of a table’s columns. To translate it to the FrameMaker property \texttt{column width}:
  \begin{verbatim}
  attribute "w" is fm property column width;
  \end{verbatim}

- To translate the attribute \texttt{form} to the cross-reference formatting property \texttt{cross-reference format} for the element \texttt{xref}:
  \begin{verbatim}
  element "xref" {
    is fm cross-reference element;
    attribute "form" is fm property cross-reference format;
  }
  \end{verbatim}

- To translate the attribute \texttt{dir} to the direction property for an element:
  \begin{verbatim}
  attribute "dir" {
    is fm attribute;
    is fm property direction;
  }
  \end{verbatim}

**See also**

<table>
<thead>
<tr>
<th>Related rules</th>
<th>“Screen modes” on page 80</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>“Screen modes,” next</td>
</tr>
</tbody>
</table>

| Rules mentioned in     | “Screen modes” on page 56 |
| synopses               | “Screen modes” on page 46 |

| General information    | Developer Guide, page 345: Formatting properties for tables |
| on this topic           | Developer Guide, page 373: Anchored frame properties |
|                        | Developer Guide, page 375: Other graphic properties |
|                        | Developer Guide, Chapter 26, Translating Markers |
|                        | Developer Guide, Chapter 24, Translating Cross-References |
**is fm property value**

Use the `is fm property value` rule when a markup attribute has a name token group as its declared value and you want to rename the individual name tokens when translating to and from FrameMaker property values. Read/write rules do not support double-byte characters, so you cannot use this rule to process attributes with double-byte characters in their names.

**Synopsis and contexts**

1. value "token" is fm property value propval;
2. attribute "attr" {...
   value "token" is fm property value propval;
   ...}
3. element "gi" {...
   attribute "attr" {...
   value "token" is fm property value propval;
   ...} ...}

**Arguments**

- **token** A token in a name token group.
- **propval** A defined FrameMaker property value.
- **attr** The name of a markup attribute.
- **gi** A markup element’s name (generic identifier).

**Details**

- This rule can be used at the highest level to set a default, or within an attribute rule.
- Use this rule when the corresponding markup attribute translates to a property in FrameMaker. If the markup attribute translates to a choice attribute instead, you need to use the `is fm value` rule to specify the correspondence between markup tokens and FrameMaker attribute choices.
• When using this rule, remember that markup does not permit a token to appear in the declared value of more than one attribute of an element. For example, the following rule:

```plaintext
element "picture" {
    is fm graphic element;
    attribute "place" {
        is fm property position;
        value "left" is fm property value subcol left;
    }
    attribute "just" {
        is fm property alignment;
        value "left" is fm property value align left;
    }
}
```

corresponds to an erroneous markup ATTLIST such as:

```plaintext
<!ATTLIST picture
    place (left, sright, snear, . . .)
    just (left, aright, acenter, . . .)
>
```

• FrameMaker defines the table border ruling property for working with tables and the alignment and vertical alignment properties for working with(colspecs and spanspecs.

If you use the CALS table model for your tables, you should use read/write rules to translate these properties to the frame, align, and valign attributes on appropriate elements. There is also a default correspondence between the FrameMaker property values and the defined value in markup.

If you do not use the CALS table model, you may still choose to translate these FrameMaker formatting properties to markup attributes. In this case, you must also determine the translation from property value to defined value.

• If you use the CALS table model, the frame attribute has the following defined values: all, top, bottom, topbot, sides, and none. The values for the corresponding table border ruling property are the same as the defined values, except that the topbot defined value is the top and bottom property value.

The align attribute and the corresponding cell alignment type property have the following values: left, center, right, justify, and char.

The valign attribute and the corresponding vertical alignment property have the following values: top, middle, and bottom.
Examples

• To use the table border ruling property for a non-CALS table and to set its name tokens, use this rule:

```plaintext
element "tab" {
  is fm table element;
  attribute "frame" {
    is fm property table border ruling;
    value "all" is fm property value all;
    value "top" is fm property value top;
    value "bottom" is fm property value bottom;
    value "topbot" is fm property value top and bottom;
    value "sides" is fm property value sides;
    value "none" is fm property value none;
  }
}
```

• To rename the FrameMaker import by reference or copy property as the refcopy attribute, and to also change the name tokens, use this rule:

```plaintext
attribute "refcopy" {
  is fm property import by reference or copy;
  value "r" is fm property value reference;
  value "c" is fm property value copy;
}
```

See also

Related rules
“Screen modes” on page 80
“Screen modes” on page 116

Rules mentioned in synopses
“Screen modes” on page 46
“Screen modes” on page 56
“Screen modes” on page 165

is fm reference element

For SGML, use the is fm reference element rule to translate an entity in markup to an element defined on a reference page in a FrameMaker document (a reference element). For XML, use this rule to translate an internal entity to a reference element. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

Synopsis and contexts

1. entity "ename" is fm reference element ["fmtag"];
2. reader entity "ename" is fm reference element ["fmtag"];
Arguments

**ename**

An entity name.

**fmtag**

A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

Details

- For SGML, instead of using this rule to translate an SDATA entity, you can use a parameter literal of a particular form. For information on how to do so, see Developer Guide, page 332: Translating SDATA entities as FrameMaker reference elements.

- For XML, SDATA entities are not allowed—this rule translates internal entities.

- You can use the `is fm reference element` rule within an `entity` rule at the highest level to have the translation occur in both directions. Or you can put the `entity` rule inside a `reader` rule to have the translation occur only when reading an SGML document into FrameMaker. Remember that the SDATA entity must be declared in the DTD in order to use this rule.

- The FrameMaker element must occur in a flow named *Reference Elements*. That flow must be on a reference page of the application's template file with a name that starts with *SGML Utilities Page*—for example, *SGML Utilities Page 1* or *SGML Utilities Page Logos*. For information on working with reference pages, see the FrameMaker user guide.

- When FrameMaker encounters references to the specified entity while translating an markup document to FrameMaker, it copies the appropriate element from its reference page in the FrameMaker template associated with the structure application. When it encounters an instance of an element associated with one of the reference pages while writing a FrameMaker document to markup, it generates an entity reference.

- When you use this rule, the `fmtag` element must be defined for your FrameMaker documents and valid in the contexts in which `ename` occurs. If it is not, the resulting FrameMaker document is invalid.

Examples

Assume you have an entity named *legalese* which contains text you need to include in many places. The entity is too long to be a FrameMaker variable, and you don’t want to treat it as an entire paragraph. Instead, you can choose to have the entity correspond to a text range element called *LegaleseFragment*.

To do so, add the following rule to your rules document:

```
entity "legalese" is fm reference element "LegaleseFragment";
```
The entity declaration in your DTD looks like this for XML:

```xml
<!ENTITY legalese "">
```

The entity declaration in your DTD looks like this for SGML:

```xml
<!ENTITY legalese SDATA "[]">
```

Create a reference frame on the reference page of your application which contains the element “LegaleseFragment” with your boilerplate text. In order for the element to be treated as a “text range” use the appropriate TextFormatRules for this element in the EDD.

When FrameMaker translates a markup document that contains the following markup:

```xml
<para>The rules are &legalese; for this situation.</para>
```

It produces the following element structure:

```
- Para
  - LegaleseFragment
    - The rules are
    - <some lengthy text . . >
    - for this situation.
```

### See also

Rules mentioned in synopses: “Screen modes” on page 61

General information on this topic: Developer Guide, Chapter 21, Translating Entities and Processing Instructions

---

**is fm rubi element**

Use the **is fm rubi element** rule to identify a markup element that translates to a Rubi element in FrameMaker. You can choose either to have the same name in both representations or to change the name during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

**Synopsis and contexts**

```xml
  element "gi" {
    is fm rubi element ["fmtag"];
    . . .
  }
```

**Arguments**

- `gi` A markup element’s name (generic identifier).
is fm rubi group element

fmtag

A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

Details

If you use this rule, the other subrules of the element rule that you can use for the same markup element are as follows:

• Screen modes specifies what to do with a markup element’s attributes.
• Screen modes specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.

Examples

• To translate the markup element rubitext to the Rubitext element in FrameMaker, use this rule:

  element "rubitext" is fm rubi element;

• To translate it to the MyRubiText element, use this rule:

  element "rubitext" is fm rubi element "MyRubiText";

See also

Rules mentioned in synopses  “Screen modes” on page 56

General information on this topic  Developer Guide, Chapter 20, Translating Elements and Their Attributes

is fm rubi group element

Use the is fm rubi group element rule to identify a markup element that translates to a Rubi group element in FrameMaker. You can choose either to have the same name in both representations or to change the name during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

Synopsis and contexts

  element "gi" [. . .
    is fm rubi group element ["fmtag"];
  . . .}

Arguments

  gi  A markup element’s name (generic identifier).
is fm system variable element

fmtag

A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

Details

If you use this rule, the other subrules of the element rule that you can use for the same markup element are as follows:

• Screen modes specifies what to do with a markup element’s attributes.
• Screen modes specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.

Examples

• To translate the markup element rubigroup to the Rubigroup element in FrameMaker, use this rule:
  
  element "rubigroup" is fm rubi group element;

• To translate it to the MyRubiGroup element, use this rule:
  
  element "rubigroup" is fm rubi group element "MyRubiGroup";

See also

Rules mentioned in synopses  “Screen modes” on page 56

General information on this topic  Developer Guide, Chapter 20, Translating Elements and Their Attributes

is fm system variable element

Use the is fm system variable element rule to identify a markup element that translates to a system variable element in FrameMaker. You can choose either to have the same name in both representations or to change the name during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

Synopsis and contexts

  element "gi" { . . .
  is fm system variable element ["fmtag"];
  . . .}

Arguments

  gi  A markup element’s name (generic identifier).
**fmtag**

A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

**Details**

- If you use this rule, the other subrules of the `element` rule that you can use for the same markup element are:
  - `Screen modes` specifies what to do with a markup element’s attributes.
  - `Screen modes` specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.

- This rule does not apply to translating non-element FrameMaker variables.

**Examples**

To translate the markup element `date` to the `Date` system variable element in FrameMaker, use this rule:

```
  element "date" is fm system variable element;
```

You specify which system variable to use by adding a rule to the `Date` element’s definition in the FrameMaker EDD. For example:

```
Element (System Variable): Date

System variable format rule

In all contexts.
Use system variable: Current Date (Long)
```

**See also**

- Related rules: “Screen modes” on page 140
  “Screen modes” on page 92

- Rules mentioned in synopses: “Screen modes” on page 56

- General information on this topic: Developer Guide, Chapter 25, Translating Variables and System Variable Elements

**is fm table element**

Use the `is fm table element` rule to identify a markup element that translates to a table element in FrameMaker. You can choose either to have the same name in both representations or
to change the name during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

**Synopsis and contexts**

```plaintext
element "gi" { . . .
    is fm table element ["fmtag"];
    . . . }
```

**Arguments**

- `gi` A markup element’s name (generic identifier).
- `fmtag` A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

**Details**

- If you use the CALS table model, you do not need to use this rule to translate the CALS table element properly.
- If your markup element declarations for a table element do not include an attribute that corresponds to the `columns` property, you must use the `fm property` rule to specify a number of columns for the table.
- If you use this rule, the other subrules of the `element` rule that you can use for the same markup element are as follows:
  - `Screen modes` specifies what to do with a markup element’s attributes.
  - `Screen modes` specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.
  - `Screen modes` specifies what to do with FrameMaker properties associated with the element.
  - `reader Screen modes` indicates that the software should insert the indicated table part (table title, table heading, or table footing), even if the markup element structure or instance does not contain the corresponding element.

**Examples**

- To translate the markup element `gloss` to the `Gloss` table element in FrameMaker, use this rule:
  ```plaintext
element "gloss" is fm table element;
```
- To translate it to the `Glossary` table element, use this rule:
  ```plaintext
element "gloss" is fm table element "Glossary";
```
is fm table part element

See also

Rules mentioned in synopses  “Screen modes” on page 56

General information on this topic  Developer Guide, Chapter 22, Translating Tables

is fm table part element

Use the is fm table part element rule to identify a markup element that translates to a table part element in FrameMaker, such as a table title element. You can choose either to have the same name in both representations or to change the name during translation. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

Synopsis and contexts

element "gi" { . . .
  is fm table part element ["fmtag"];
  . . .}

Arguments

gi  A markup element's name (generic identifier).

part  A FrameMaker table part. One of the keywords: title, body, heading, footing, row, cell.

fmtag  A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

Details

• If you use the CALS table model, you do not need to use this rule to translate elements representing parts of tables in CALS properly.

• If you map a markup element to a FrameMaker table part element, then the element cannot be used anywhere in the instance except as that table part. For example, if you have a “title” element and you use the following rule:

  element “title” is fm table title element;

Then you would not be able to insert a “title” element in a Chapter element.

• If you use this rule, the other subrules of the element rule that you can use for the same markup element are as follows:

  - Screen modes specifies what to do with a markup element's attributes.
- **Screen modes** specifies what to do with attributes present in the FrameMaker representation of the element but not in the markup representation.

- **Screen modes** specifies what to do with FrameMaker properties associated with the element.

- **reader Screen modes** indicates that the associated table row or cell element terminates a vertical table straddle. This subrule applies only if part is row or cell.

- **reader Screen modes** indicates that the associated table cell element indicates the start of a new row in the table. This subrule applies only if part is cell.

- **reader Screen modes** indicates that the associated table cell element starts a vertical table straddle. This subrule applies only if part is cell.

**Examples**

- To translate the markup element `head` as the FrameMaker table heading element `Head`, use this rule:
  ```xml
  element "head" is fm table heading element;
  ```

- To translate the markup element `dfn` as the FrameMaker table cell element `Definition`, use this rule:
  ```xml
  element "dfn" is fm table cell element;
  ```

**See also**

Rules mentioned in synopses  “Screen modes” on page 56

General information on this topic Developer Guide, Chapter 22, Translating Tables

---

**is fm text inset**

Use the **is fm text inset** rule to translate a declared entity to a text inset in FrameMaker. While you can translate any entity to a text inset, we suggest you only do this with **SDATA** entities when working with SGML. Read/write rules do not support double-byte characters, so you cannot use this rule to process elements with double-byte characters in their names.

**Note: XML:** The XML standard does not allow **SDATA** entities, so you cannot use this rule for that purpose. FrameMaker translates external text entities as text insets by default, so this rule is not necessary for that type of entity.

**Synopsis and contexts**

1. `entity "ename" is fm text inset "fname"

   [in body_or_ref flow "flowname"];

---
2. reader entity "ename" is fm text inset "fname"
    [in body_or_ref flow "flowname"];

Arguments

ename
An entity name.

fname
A filename containing the text to include. This file must be a FrameMaker
document or a file of a type for which FrameMaker has a filter, for
example, a MS-Word document.

body_or_ref
One of the keywords: body or reference, indicating the type of text
flow in which to find the text to include. You can specify this option only
if fname is a FrameMaker document.

flowname
The name of the FrameMaker text flow.

Details

• By default, external text entities in markup are imported as text insets. For the markup to be
valid, the external text entities must be text, XML, or SGML files. In the FrameMaker document,
the text insets use these files as their sources. It is probably most advantageous to retain these
files for the text insets; you do not need to use the is fm text inset rule to import
external text entities as text insets.

• The source file for the text inset must either be a FrameMaker file or a file of a format
FrameMaker can filter automatically. You cannot use an SGML file as the source of the text inset.

• Instead of using this rule to translate an SGML SDATA entity to a text inset, you can use a
parameter literal of a particular form. For information on how to do so, see Developer Guide,
page 330: Translating SDATA entities as FrameMaker text insets.

• You can use the is fm text inset rule within an entity rule at the highest level to have
the translation occur in both directions. Or you can put the entity rule inside a reader rule
to have the translation occur only when reading an SGML document into FrameMaker.

• If fname is not a FrameMaker document, you cannot specify the in body flow or in
reference flow options. In this case, FrameMaker uses all of the text in the file specified
by fname for the text inset.

• If fname is a FrameMaker document and you do not specify a flow to use, FrameMaker use the
contents of the main body flow of the specified document.

• Important: flowname must exactly match the name of a flow in the document. If there is no
match for the type of flow you specify (body or reference), then a crash will result. If there is
more than one matching flow, FrameMaker uses the first matching flow.

• By default, the software reformats the text inset to conform to the format rules of the document
containing the text inset. If the source for the text inset has element structure, FrameMaker also
retains that element structure.
You can confirm this behavior with the `reformat using target document catalogs` rule. You can change this behavior using the subrules `reformat as plain text` or `retain source document formatting`.

- FrameMaker requires that a structured flow have exactly one highest-level element. For this reason, you cannot use a single text inset to include multiple elements at the top level of the inset. You must use multiple text insets for this purpose.

- FrameMaker puts an end-of-paragraph symbol after a text inset. For this reason, you cannot use a text inset to insert a range of text inside a single paragraph. To do so, you can translate the entity either as a FrameMaker variable (with the `is fm variable rule`) or as a reference element (with the `is fm reference element rule`).

**Examples**

Assume you have declared an SGML SDATA entity. You also have a single paragraph of boilerplate text to be used in your documents. You can place this text on a reference page in a text column with a flow called `BoilerPlate` in the FrameMaker template for your SGML application. If that template is the file `template.doc`, you could use this rule to translate occurrences of the `boiler` entity to a text inset in corresponding FrameMaker documents:

```plaintext
entity "boiler"
  is fm text inset "template.doc"
  in reference flow "BoilerPlate";
```

**See also**

- Related rules: “Screen modes” on page 154
- Related rules: “Screen modes” on page 155
- Related rules: “Screen modes” on page 156
- Related rules: “Screen modes” on page 128
- Related rules: “Screen modes” on page 140

- Rules mentioned in synopses: “Screen modes” on page 61
- Rules mentioned in synopses: “Screen modes” on page 153

- General information on this topic: Developer Guide, Chapter 21, Translating Entities and Processing Instructions
Use the `is fm value` rule to translate the value of a markup attribute to a particular choice for a FrameMaker choice attribute. The attribute’s declared value must be a name token group or `NOTATION`.

### Synopsis and contexts

1. `value "token" is fm value "val";
2. `attribute "attr" { . . .
   value "token" is fm value "val";
   . . .}
3. `element "gi" { . . .
   attribute "attr" { . . .
   value "token" is fm value "val";
   . . .}

### Arguments

- `token` A token in a name token group.
- `val` An allowed value for a FrameMaker choice attribute.
- `attr` The name of a markup attribute.
- `gi` A markup element’s name (generic identifier).

### Details

Use this rule when the corresponding markup attribute translates to a choice attribute in FrameMaker. If the markup attribute translates to a FrameMaker property, you need to use the `is fm property value` rule to specify the correspondence between markup tokens and FrameMaker property values.

### Examples

- If the token list `(r | b | g)` is used by multiple attributes, you can use these rules to translate the individual tokens consistently:
  
  ```
  value "r" is fm value "Red";
  value "b" is fm value "Blue";
  value "g" is fm value "Green";
  ```
• If the token list \((r \mid b \mid g)\) is used by several attributes as above but by the \textit{bird} element differently, you can add this rule to the above rules:

```
    element "bird" {is fm element;
        attribute "species" {
            value "r" is fm value "Robin";
            value "b" is fm value "Blue Jay";
            value "g" is fm value "Goldfinch";
        }
    }
```

\textbf{See also}

- Related rules: “Screen modes” on page 126
- Rules mentioned in synopses: “Screen modes” on page 46, “Screen modes” on page 56, “Screen modes” on page 165
- General information on this topic: Developer Guide, Chapter 20, Translating Elements and Their Attributes

---

\textit{is fm variable}

Use the 	extit{is fm variable} rule to translate a declared markup text entity to a FrameMaker non-element variable.

\textbf{Synopsis and contexts}

1. \texttt{entity "ename" is fm variable \["var"]};
2. \texttt{reader entity "ename" is fm variable \["var"]};

\textbf{Arguments}

- \textit{ename} : An entity name.
- \textit{var} : A FrameMaker variable name.

\textbf{Details}

You can use the \textit{is fm variable} rule within an \texttt{entity} rule at the highest level to have the translation occur in both directions. Or you can put the \texttt{entity} rule inside a \texttt{reader} rule to have the translation occur only when reading a markup document into FrameMaker.

\textbf{Examples}

- To translate the markup element \texttt{v} to a non-element FrameMaker variable of the same name:

```
    entity "v" is fm variable;
```
To translate the FrameMaker variable `Licensor` to the markup element `lic`, use this rule:

```
entity "lic" is fm variable "Licensor";
```

**See also**

**Related rules**

- “Screen modes” on page 92
- “Screen modes” on page 132

**Rules mentioned in synopses**

“Screen modes” on page 61

**General information on this topic**

Developer Guide, Chapter 25, Translating Variables and System Variable Elements

---

**is processing instruction**

On export, you use the `is processing instruction` rule to tell FrameMaker to create processing instructions for all non-element markers or for non-element markers of a particular type. By default, FrameMaker creates processing instructions for all non-element markers. You have the option of discarding non-element markers; you might use this rule in conjunction with the `drop` rule when you want to discard some but not all non-element markers.

**Synopsis and contexts**

```
fm marker ["type_1", . . ., "type_n"] is processing instruction;
```

**Arguments**

`type_i`

A FrameMaker marker type, such as `Index` or `Type 22`.

**Details**

If you do not supply any `type_i` arguments, this rule applies to all non-element markers other than markers of the type reserved by FrameMaker for storing processing instructions, PI entities, and external data entities. (By default, the reserved marker types are `DOC PI`, `DOC Entity Reference`, and `DOC Comment`.)

**Examples**

To discard all nonelement markers other than `Index` markers, use these rules:

```
fm marker "Index" is processing instruction;
fm marker drop;
```

**See also**

Rules mentioned in synopses

“Screen modes” on page 79
Use the line break rule to tell FrameMaker about any limits on the length of lines in a markup file it generates. You also use it to tell the software whether or not to interpret line breaks in a markup document as FrameMaker paragraph breaks within elements.

**Synopsis and contexts**

1. reader line break is mode;
2. writer line break is mode;
3. element "gi" { . . .
   reader { . . .
     line break is mode;
   . . .}
4. element "gi" { . . .
   writer { . . .
     line break is mode;
   . . .}

**Arguments**

mode For writer: n characters (where n is a positive integer in C syntax).
      For reader: one of forced return or space.

gi A markup element’s name (generic identifier).

**Details**

• This rule can be used at the highest level to set a default or within an element rule to set line breaks for only that element.

• On export, FrameMaker behaves as follows:

   When exporting the text of a paragraph, it ignores line breaks. It includes a space separating the two words on either side of a line break and attempts to avoid generating lines longer than n characters (the default is 80). It maintains a counter indicating how many characters it has placed on a single line. After this counter reaches n-10, it changes the next data character space to a record end.

   It generates a markup record end at the end of every paragraph and flow in the FrameMaker document.

   If you want a start-tag for an element and its contents to appear on the same line in the markup document, you must write aa structure API client.
• On import you have control over record ends not ignored by the underlying parser. Within a reader rule, mode can be one of the following:

forced return informs FrameMaker that a line break within a text segment should be converted to a forced return.

space informs FrameMaker that a line break within a text segment should be treated as a space. This is the default.

Examples

Line breaks may need to be treated differently within different elements. For example, a line break within an example element may need to be preserved on import, while a line break within a par element may be a word break:

```plaintext
element "example" reader line break is forced return;
```

```plaintext
element "par" reader line break is space;
```

### marker text is

Use the marker text is rule to indicate whether the text of a marker element should become an attribute value or the content of the corresponding markup element. Note that the markup element must not be declared as empty if you want the marker text to be translated as content.

#### Synopsis and contexts

```plaintext
  element "gi" { . . .
    is fm marker element ["fmtag"];
    marker text is attr_or_content;
  . . .}
```

#### Arguments

gi

A markup element’s name (generic identifier).

fmtag

A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

attr_or_content

One of the keywords: attribute or content.

#### Details

• By default, FrameMaker translates a marker element in FrameMaker to a markup empty element. It writes the marker text as the value of the markup element’s text attribute.

• Instead of the default, you can have FrameMaker translate a marker element to a markup element whose content model is #PCDATA. The marker text becomes the element’s content.
**Examples**

- To state that the markup element `mkr` corresponds to the FrameMaker element `Marker` and to confirm the default behavior, you can use this rule:

  ```
  element "mkr" {
    is fm marker element "Marker";
    marker text is attribute;
  }
  ```

  With this rule, the FrameMaker element definition:

  **Element (Marker):** Marker

  corresponds to the DTD declarations:

  ```
  <!ELEMENT mkr EMPTY>
  <!ATTLIST mkr
text CDATA #IMPLIED
type CDATA #IMPLIED>
  ```

  In this case, if the FrameMaker document contains an instance of the `Marker` element whose marker text is “Some marker text” and whose type is Type 22, the markup output includes:

  `<mkr text="Some marker text" type="Type 22"/>

- To state that the markup element `mkr` corresponds to the FrameMaker element `Marker` but that the marker text should become element content in markup, you can use this rule:

  ```
  element "mkr" {
    is fm marker element "Marker";
    marker text is content;
  }
  ```

  With this rule, the FrameMaker element definition:

  **Element (Marker):** Marker

  corresponds to the DTD declarations:

  ```
  <!ELEMENT mkr (#PCDATA)>
  <!ATTLIST mkr type CDATA #IMPLIED>
  ```

  In this case, if the FrameMaker document contains an instance of the `Marker` element whose marker text is “Some marker text” and whose type is Type 22, the output includes:

  `<mkr type="Type 22">
  Some marker text
  </mkr>

**See also**

Rules mentioned in synopses

“Screen modes” on page 56
“Screen modes” on page 115
notation is

Use the notation is rule only in an element rule for a graphic or equation element, to provide information the software needs when writing a document containing graphics and equations to markup. FrameMaker uses this rule to determine the data content notation name to include in entity declarations it generates.

Synopsis and contexts

1. element "gi" {
   is fm equation element ["fmtag"];  
   writer equation notation is "notation";  
   . . .
}

2. element "gi" {
   is fm graphic element ["fmtag"];  
   writer anchored frame notation is "notation";  
   . . .
}

3. element "gi" {
   is fm graphic element ["fmtag"];  
   writer facet "facetname" notation is "notation";  
   . . .
}

Arguments

gi                A markup element's name (generic identifier).

fmtag             A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

type              One of the rules anchored frame, facet, or equation. If facet, you must also supply the facetname argument.

If type is equation, the rule applies to equation elements.

If type is facet, the rule applies to a graphic element that contains only a single facet with the name specified by facetname. This occurs when the graphic element is an anchored frame containing only a single imported graphic object whose original file was in the facetname graphic format. You can use this rule with type set to facet multiple times if you want the software to treat several file formats differently.
If type is anchored frame, the rule applies to a graphic element under all other circumstances.

facetname

A facet name. The string for the facetname must exactly match the string for the facetname in the FrameMaker document. To determine a graphic file’s facetname, select the graphic, click Graphics>ObjectProperties, and observe the facetname in the dialog box.

notation

A string representing a data content notation name.

Details

By default, FrameMaker uses the first eight characters of the name of the facet it exports as the data content notation. If the graphic or equation has only internal FrameMaker facets, the software uses CGM as the data content notation.

Examples

Assume your end users use the af graphic element within FrameMaker, creating the graphics using FrameMaker tools, but want to store them in TIFF format on export. Furthermore, you want to name the files based on the FrameMaker document’s name, but with an extension of .gr. You can accomplish this with the following rule:

```
element "af" {
    is fm graphic element;
    writer anchored frame {
        notation is "TIFF";
        export to file "$(docname).gr";
    }
}
```

If you export the FrameMaker file intro.doc, the software writes the following entity declaration for the first instance of the af element that it finds:

```
<!ENTITY af1 SYSTEM "intro1.gr" NDATA TIFF>
```

See also

Related rules

“Screen modes” on page 51
“Screen modes” on page 63
“Screen modes” on page 69
“Screen modes” on page 156
By default, when FrameMaker converts a FrameMaker book to markup, it puts `?FM book?` and `?FM document?` processing instructions in the markup document to indicate where the individual files in the FrameMaker documents began. You use the `output book processing instructions` rule to confirm or change this behavior.

**Synopsis and contexts**

```
writer [do not] output book processing instructions;
```

**Arguments**

None.

**Details**

If you use the `generate book` rule to tell FrameMaker to use elements to identify book components when reading a markup document, you might choose to not have it output processing instructions when writing the book to markup. In this case, use this rule:

```
writer do not output book processing instructions;
```

**See also**

Related rules

“Screen modes” on page 93
preserve fm element definition

Use the `preserve fm element definition` rule to tell FrameMaker, when it is updating an EDD from a revised DTD, not to update the definition of a set of FrameMaker elements and their attributes on the basis of the DTD and other rules.

Synopsis and contexts

```plaintext
reader { . . .
    preserve fm element definition "fmtag1"[, . . .. "fmtagN"];
    . . .}
```

Arguments

`fmtagi`

A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

Details

FrameMaker uses the `preserve fm element definition` rule only when updating an EDD from a DTD. By default, when it updates an existing EDD, the software changes the definitions of FrameMaker elements to reflect the new DTD and all read/write rules. You may not want the definition of the FrameMaker element to change. For example, if one of your rules is to unwrap the element `body`, then any element with a definition that includes `body` will be modified directly include the contents of `body` instead of including `body`.

Examples

- Assume you have the rule:
  
  ```plaintext
  fm element "Body" unwrap;
  ```
  and the element definitions:

  ```plaintext
  Element (Container): Figure1
  General rule: Caption, Body
  
  Element (Container): Figure2
  General rule: Body, Footer
  
  Element (Container): Body
  General rule: Header, Line+
  ```

  The corresponding declarations are:

  ```xml
  <!ELEMENT figure1 (caption, header, line+)>  
  <!ELEMENT figure2 (header, line+, footer)>  
  ```
If you update the EDD containing the preceding definitions and use as input the DTD with the preceding declarations, FrameMaker replaces the definitions of Figure1 and Figure2 with:

- **Element (Container):** Figure1
  **General rule:** Caption, Header, Line+

- **Element (Container):** Figure2
  **General rule:** Header, Line+, Footer

If you wish to retain the original definitions of Figure1 and Figure2 in the revised EDD, include this rule:

```
reader preserve fm element definition "Figure1", "Figure2";
```

• Suppose you want to use a structure API client to reverse the order of child elements in corresponding markup and FrameMaker elements. For example, assume you have the declaration:

```xml
<!ELEMENT ex (a, b)>
```

and the FrameMaker element definition:

- **Element (Container):** Ex
  **General rule:** B, A

If you have no rules and update the EDD in this situation, FrameMaker updates the definition of Ex to correspond to the markup declaration. To suppress this change, use this rule:

```
reader preserve fm element definition "Ex";
```

**See also**

Related rules
- "Screen modes" on page 53
- "Screen modes" on page 162

## preserve line breaks

Use the `preserve line breaks` rule to tell FrameMaker to keep line breaks for an element when importing and exporting markup documents. When importing markup, it translates every RE in the element as a forced return. When exporting markup, it translates forced returns as RE characters, and the line ends FrameMaker creates when automatically wrapping the text as non-RE line breaks in the markup file. This is useful for elements that use RE characters to insert white space in an element’s content.

**Synopsis and contexts**

```xml
  element { . . .
    preserve line breaks ;
  . . .}
```

**Arguments** None
**Details**

- For an element using this rule, the software writes a an RE (line break) immediately after the open tag and immediately before the close tag.

- For an element using this rule, on export, FrameMaker writes a space character entity reference and an RE (line break) for each necessary line break in the markup file. See the “line break” rule for information on how FrameMaker determines where to put these line breaks by default. Forced returns (shift-return) translate as RE characters (line breaks) in the markup file.

- For SGML, the space character entity uses the ISO entities reference (&#SPACE).

- For XML, no entity reference is written for the space character.

- For XML, this rule adds the `xml:space` attribute to the affected elements, with a value of `preserved`. This attribute directs XML applications to respect the whitespace characters in the element’s content. On import this attribute is retained—if the EDD for your template does not specify an `xml:space` attribute for the given element, then that attribute will be invalid. You can either define this attribute in your EDD, or use read/write rules to drop the attribute on import.

- For export and import to have the same results, `preserve line breaks` must be specified for the same elements. For example, assume you use `preserve line breaks` on export for an element named `Code`. FrameMaker writes a space character entity reference and an RE (line break) when a line approaches the maximum line length, and it writes RE characters (line breaks) for forced returns. Now assume you remove `preserve line breaks` from the rules for the `Code` element. On import, FrameMaker will translate as spaces the space character entity reference/RE pairs, and as spaces any RE characters (line breaks) not removed by the parser (default behavior). Thus the forced returns (shift-return) are lost and the imported file is not the same as the exported file.

- When importing markup, `preserve line breaks` overrides the `line break is space` rule, if that rule is set. On import, `preserve line breaks` has the same effect for the specified element as the `line break is forced return` rule.

**Examples**

The following rule preserves line breaks on import and export for the element named `code`:

```plaintext
fm element "code" {
    is fm element "Code";
    preserve line breaks;
}
```

**See also**

- Rules mentioned in synopses: “Screen modes” on page 56
- Related rules: “Screen modes” on page 142
Use the processing instruction rule to drop processing instructions that are not recognized by FrameMaker. By default, the software stores such processing instructions as the marker text in non-element markers of type DOC PI and DOC Comment.

Synopsis and contexts

processing instruction drop;

Arguments

None

Details

• When you translate a markup document to FrameMaker and the software encounters an unrecognized processing instruction such as:

  <?mypi?>

  it stores the processing instruction as the text of a non-element DOC PI marker by default, with the following as the marker text:

  mypi

  When you translate a FrameMaker document to markup, it outputs the corresponding processing instruction if it finds a non-element DOC PI marker with text in that format.

• This rule does not affect how FrameMaker treats the processing instructions it does recognize for books, book components, and other non-element markers.

Examples

To discard all unrecognized processing instructions, use this rule:

  processing instruction drop;

See also

Rules mentioned in synopses  "Screen modes" on page 53

General information on this topic  Developer Guide, Chapter 21, Translating Entities and Processing Instructions
Use the `proportional width resolution is` rule to change the number used as the total for proportional column widths in tables. By default, if FrameMaker writes proportional columns widths, those widths add to 100.

**Synopsis and contexts**

```plaintext
writer proportional width resolution is "value";
```

**Arguments**

- `value` An integer indicating the total for proportional column width values.

**Details**

Using this rule does not indicate that FrameMaker uses proportional widths, only that if FrameMaker writes proportional widths, then those widths add to `value` instead of 100. To tell FrameMaker to use proportional widths, you must include the `Screen modes` rule.

**Examples**

- Assume you do not use the `proportional width resolution is` rule, but have this rule:
  ```plaintext
  writer use proportional widths;
  ```

  Further assume you have a 5-column table whose first two columns are 1 inch wide and whose last three columns are 2 inches wide. If the column widths are written to the `colwidth` attribute of the markup `table` element, then FrameMaker creates this start-tag for that table:
  ```plaintext
  <table colwidth="12.5* 12.5* 25* 25* 25*"></table>
  ```

- Assume you have the same table as in the last example and you use this rule:
  ```plaintext
  writer {
      use proportional widths;
      proportional width resolution is "8";
  }
  ```

  FrameMaker writes this start-tag for the table:
  ```plaintext
  <table colwidth="1* 1* 2* 2* 2*"/>
  ```

- Assume you have the same table as in the previous examples and you use this rule:
  ```plaintext
  writer proportional width resolution is "8";
  ```

  That is, you do not also have the `use proportional widths` rule. In this case, FrameMaker ignores the “proportional width resolution” rule and writes this start-tag for the table:
  ```plaintext
  <table colwidth="1in 1in 2in 2in 2in"></table>
  ```
See also

Related rules

See "Screen modes" on page 164

General information on this topic

Developer Guide, Chapter 22, Translating Tables

put element

See “Screen modes” on page 93.

reader

The reader rule indicates a rule that applies only on import to FrameMaker. It can be used at the highest level to set a default, or within an element rule to specify information particular to that element.

Synopsis and contexts

1. element "gi" { . . .
   reader { . . .
       subrule;
       . . .
   }
   . . .
}

2. reader { . . .
   subrule;
   . . .
}

Arguments

A markup element’s name (generic identifier).

subrule

Valid subrules:

Screen modes changes how FrameMaker translates between individual characters in the markup and FrameMaker character sets. Allowed only at the highest level.

Screen modes imports only the element itself, not its contents. Allowed only within an element rule.

Screen modes specifies the end of a vertical straddle in a table. Allowed only within an element rule for a table cell or row element.

Screen modes specifies the treatment of an entity in FrameMaker. Allowed only at the highest level.

Screen modes specifies how to identify book components in a markup document. Allowed only at the highest level.
Screen modes specifies that FrameMaker should generate a table part (table title, table heading, or table footing) even if there is no content for that part. Allowed only within an element rule for a table element.

Screen modes changes the treatment of line breaks in the markup instance which are not handled by the parser on import. Allowed at the highest level or within an element rule.

Screen modes instructs the software not to modify a FrameMaker element definition when updating an existing EDD. Allowed only at the highest level.

Screen modes specifies that this table cell element starts a new row in the table. Allowed only within an element rule for a table row element.

Screen modes specifies the start of a vertical straddle in a table. Allowed only within an element rule for a table cell element.

Screen modes specifies the ruling style to apply to all tables. Allowed only at the highest level.

**Examples**

To change the default ruling style for tables:

```plaintext
reader table ruling style is "thick";
```

**Synopsis and contexts**

Use the `reformat as plain text` rule in an entity rule for an entity you want to translate as a text inset in FrameMaker. This specifies that the software should remove any element structure from the text inset and reformat the text using the format rules of the document into which the text inset is placed. You specify the other choices for formatting text insets with the rules `reformat using target document catalogs` and `retain source document formatting`.

1. entity "ename" {
   is fm text inset "fname";
   reformat as plain text;
   . . .
}

2. reader entity "ename" {
   is fm text inset "fname";
   reformat as plain text;
   . . .
}

**Arguments**
reformat using target document catalogs

ename

An entity name.

See also

Related rules

“Screen modes,” next
“Screen modes” on page 156

Rules mentioned in synopses

“Screen modes” on page 61
“Screen modes” on page 136

General information on this topic

Developer Guide, Chapter 21, Translating Entities and Processing Instructions

reformat using target document catalogs

Use the reformat using target document catalogs rule in an entity rule for an entity you want to translate as a text inset in FrameMaker. This specifies that the software should retain any element structure from the text inset and reformat the text using the format rules of the document into which the text inset is placed. This is the default behavior for entities treated as text insets. You specify the other choices for formatting text insets with the rules reformat as plain text and retain source document formatting.

Synopsis and contexts

1.entity "ename" {
    is fm text inset “fname”;
    reformat using target document catalogs;
    . . .
}

2.reader entity "ename" {
    is fm text inset “fname”;
    reformat using target document catalogs;
    . . .
}

Arguments

ename

An entity name.

See also

Related rules

“Screen modes,” (the previous section)
“Screen modes” on page 156

Rules mentioned in synopses

“Screen modes” on page 61
“Screen modes” on page 136
retain source document formatting

Use the `retain source document formatting` rule in an entity rule for an entity you want to translate as a text inset in FrameMaker. This specifies that the software should remove any element structure from the text inset, but keep the formatting of the source document, rather than reformating it according to the rules of the document that contains the text inset. You specify the other choices for formatting text insets with the rules `reformat as plain text` and `reformat using target document catalogs`.

**Synopsis and contexts**

1. `entity "ename" {` 
   ```
   is fm text inset "fname";
   retain source document formatting;
   . . .}
   ```
2. `reader entity "ename" {` 
   ```
   is fm text inset "fname";
   retain source document formatting;
   . . .}
   ```

**Arguments**

`ename` An entity name.

**See also**

**Related rules**

“Screen modes” on page 154
“Screen modes,” (the previous section)

**Rules mentioned in synopses**

“Screen modes” on page 61
“Screen modes” on page 136

**General information on this topic**

Developer Guide, Chapter 21, Translating Entities and Processing Instructions

**specify size in**

Use the `specify size in` rule only in an element rule for a graphic or equation element, to provide information the software needs when writing a document containing graphics and equations to markup. This rule determines which of the `dpi` or the `impsize` attribute FrameMaker uses to indicate the size of a graphic or equation. The rule also indicates what units
are used for `impsize` and the resolution in which sizes are reported is always 0.001. If there is no `specify size in` rule, FrameMaker uses the `dpi` attribute.

**Synopsis and contexts**

1. `element "gi" {
   is fm equation element ["fmtag"]; 
   writer equation `specify size in` `units`
   ...}

2. `element "gi" {
   is fm graphic element ["fmtag"]; 
   writer anchored frame `specify size in` `units`
   ...}

3. `element "gi" {
   is fm graphic element ["fmtag"]; 
   writer facet "facetname" `specify size in` `units`
   ...}

**Arguments**

- **`gi`**
  A markup element’s name (generic identifier).

- **`fmtag`**
  A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.

- **`facetname`**
  A facet name. The string for the facetname must exactly match the string for the facetname in the FrameMaker document. To determine a graphic file’s facetname, select the graphic, click Graphics>ObjectProperties, and observe the facetname in the dialog box.

- **`units`**
  The units in which the size of the element is coded. Valid values: `cm`, `cc`, `dd`, `in`, `mm`, `pc`, `pi`, or `pt`.

**Details**

- Use this rule when you export FrameMaker documents to markup documents.

- FrameMaker reports the size of the elements in the indicated units, at a fixed resolution of 0.001.
Examples

- Suppose your document has a graphic element, graph, containing an Anchored Frame sized to fit a FrameMaker-drawn circle with a diameter of 3.15 centimeters. Given the rule:

  ```
  element "graph" {
    is fm graphic element;
    writer anchored frame specify size in cm;
  }
  ```

  FrameMaker generates the attribute `height="3.150cm"` and attribute `width="3.150cm"`.

- With the same graphic, if the rule is:

  ```
  element "graph" {
    is fm graphic element;
    writer anchored frame specify size in mm;
  }
  ```

  FrameMaker generates `height="31.500mm"` and attribute `width="31.500mm"`.

See also

<table>
<thead>
<tr>
<th>Related rules</th>
<th>“Screen modes” on page 51</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>“Screen modes” on page 63</td>
</tr>
<tr>
<td></td>
<td>“Screen modes” on page 69</td>
</tr>
<tr>
<td></td>
<td>“Screen modes” on page 156</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Rules mentioned in synopses</th>
<th>“Screen modes” on page 56</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>“Screen modes” on page 114</td>
</tr>
<tr>
<td></td>
<td>“Screen modes” on page 111</td>
</tr>
<tr>
<td></td>
<td>“Screen modes” on page 43</td>
</tr>
<tr>
<td></td>
<td>“Screen modes” on page 65</td>
</tr>
<tr>
<td></td>
<td>“Screen modes” on page 74</td>
</tr>
<tr>
<td></td>
<td>“Screen modes” on page 168</td>
</tr>
</tbody>
</table>

| General information on this topic | Developer Guide, Chapter 23, Translating Graphics and Equations |
Use the `start new row` rule in the `element` rule for a table cell element to specify that an occurrence of the table cell element indicates that FrameMaker should start a new table row to contain that cell.

**Synopsis and contexts**

```xml
  element "gi" { . . .
    is fm table cell element ["fmtag"];
    reader start new row ["name"];
    . . .}
```

**Arguments**

- `gi` A markup element’s name (generic identifier).
- `fmtag` A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.
- `name` An optional name to identify this row

**Details**

- Your DTD may contain elements that you want to format as tables in FrameMaker even though the element hierarchy does not match that required by FrameMaker for tables. In such a situation, the nature of the element hierarchy may indicate where new rows should begin.
- In some cases, you can use a rule such as the following to indicate that a table cell starts a new row:
  ```xml
  element "gi" {
    is fm table cell element;
    fm property column number value is "1";
  }
  ```

  With this rule, when FrameMaker encounters a `gi` element, it tries to place that element in the first column of the current table row. If there is already a cell in the first column of the current row, the software automatically creates a new row for `gi`. In this situation, you would not also need the `start new row` rule.

  However, if there is not already a cell in the first column of the current row when the software encounters a `gi` element, it puts the `gi` cell in the current row and does not create a new row for it. This can happen if the table has a vertical straddle in the first column. When FrameMaker encounters a `gi` element on a row that should have a vertical straddle in the first column, with only the rule above, the software puts the `gi` element in the same row (because that cell isn’t
start vertical straddle

occupied). To guarantee a new row starts with the occurrence of \textit{gi} instead, you should use this rule:

\begin{verbatim}
    element "gi" {
        is fm table cell element;
        fm property column number value is "1";
        reader start new row;
    }
\end{verbatim}

**Examples**

For a complete example using the `start new row` rule, see Developer Guide, page 354: Omitting explicit representation of table parts.

**See also**

Related rules

“Screen modes,” next

Rules mentioned in synopses

“Screen modes” on page 56
“Screen modes” on page 135
“Screen modes” on page 153

General information on this topic

Developer Guide, Chapter 22, Translating Tables

**start vertical straddle**

Use the `start vertical straddle` rule inside the `element` rule for a table cell to specify that an occurrence of the cell element indicates the start of a vertical straddle.

**Synopsis and contexts**

\begin{verbatim}
    element "gi" {
        is fm table cell element ["fmtag"]; 
        reader start vertical straddle "name";
        . . .
    }
\end{verbatim}

**Arguments**

\begin{itemize}
    \item \textit{gi} A markup element’s name (generic identifier).
    \item \textit{fmtag} A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.
    \item \textit{name} A name associated with a table straddle. This name must occur in at least one corresponding `end vertical straddle` rule.
\end{itemize}
Details

• Your DTD may contain elements that you want to format as tables in FrameMaker even though the element hierarchy does not match that required by FrameMaker for tables. In such a situation, the nature of the element hierarchy may indicate where vertical straddles should begin and end. The start vertical straddle rule allows you to specify such elements.

• Use this rule in conjunction with the end vertical straddle rule. That rule specifies a table cell or row that indicates the end of the vertical straddle started by this rule.

• You give a name to the particular straddle started by gi. In the corresponding end vertical straddle rule or rules, you use the same name to specify that the element ends this vertical straddle.

Examples

For an example of the use of this rule, see Developer Guide, page 357: Creating parts of a table even when those parts have no content.

See also

Related rules  “Screen modes,” (the previous section)

Rules mentioned in synopses  “Screen modes” on page 56
                                “Screen modes” on page 135
                                “Screen modes” on page 153

General information on this topic  Developer Guide, Chapter 22, Translating Tables

---

table ruling style is

You use the table ruling style is rule to specify the ruling style for all tables.

Synopsis and contexts

reader table ruling style is "style";

Arguments

style  A ruling style for all tables. One of the keywords: None, Double, Medium, Thick, Thin, or Very Thin.

Details

• This rule specifies the ruling style applied to all tables. When working with the CALS table model, you can use the frame, colsep, and rowsep attributes to determine whether or not portions of a table have rulings. However, these attributes have boolean values. Consequently, you can only use them to say whether or not a table has a ruling, not what type of ruling to
unwrap

use if it does have one. In this situation, you could use the table ruling style is rule to set the ruling style for all tables.

• FrameMaker considers the ruling style set with this rule as custom ruling. If you re-import formats to the FrameMaker document and remove overrides, the ruling style set with this rule will remain. If possible, therefore, you should use table formats to specify ruling styles.

Examples
To specify that all tables should use the Thick ruling style, use this rule:

reader table ruling style is "Thick";

See also

General information Developer Guide, Chapter 22, Translating Tables

unwrap

Use the unwrap rule when you do not want to preserve an element on translation from one representation to another. If you specify that FrameMaker should unwrap an element (gi or fmtag), the software places the element’s content as part of the content of the element’s parent element, but does not make an element for gi or fmtag itself.

Synopsis and contexts

1. element "gi" unwrap;
2. fm element "fmtag" unwrap;

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gi</td>
<td>A markup element’s name (generic identifier).</td>
</tr>
<tr>
<td>fmtag</td>
<td>A FrameMaker element tag. These names are case-sensitive and must appear in the rule the same as in the EDD.</td>
</tr>
</tbody>
</table>

Details

• When FrameMaker encounters an element to be unwrapped, it does not insert a corresponding element into the document it is creating. Instead, it inserts the content of an unwrapped element.

• If you use this rule to unwrap FrameMaker cross-reference elements or system variable elements, those elements become text in the resulting markup document.

• When importing a DTD or exporting an EDD, FrameMaker does not generate an element definition or declaration corresponding to an element that is unwrapped. Furthermore, when
an element uses the unwrapped element in its definition, the software replaces the name of the unwrapped element with its content model or general rule in the general rule or content model of the element that used it or replaces it with the list of its children in an exception. You can change this behavior by using the `preserve fm element definition` rule.

- You cannot use the `unwrap` rule with any other subrule of the `element` or `fm element` rules. For example, you cannot specify that a markup element both be unwrapped and be translated to a FrameMaker element.

**Examples**

- A markup document used to produce both the student's and teacher's edition of a textbook might include an `ANSWER` element used for answers to exercises. In producing the teacher's edition of the textbook, this element might be unwrapped into FrameMaker as text. A structure API client could associate this element with the condition tag `Answer`.

- Suppose a DTD contains the following declarations:

```
<!ELEMENT wrapper - - (a, b)>
<!ELEMENT x - - (p, q, wrapper, r)>
<!ELEMENT y - - (#PCDATA) +(wrapper)>
```

and you have this rule:

```
element "wrapper" unwrap;
```

FrameMaker would generate the following element definitions:

**Element (Container): X**
**General rule:** P, Q, A, B, R

**Element (Container): Y**
**General rule:** `<TEXT>`
**Inclusions:** A, B

**See also**

- Related rules: “Screen modes” on page 148
  “Screen modes” on page 53

- Rules mentioned in synopses: “Screen modes” on page 56
  “Screen modes” on page 77

- General information on this topic: Developer Guide, Chapter 20, Translating Elements and Their Attributes

**use processing instructions**

See “Screen modes” on page 93.
use proportional widths

Use the use proportional widths rule to indicate that when FrameMaker writes the width of table columns, it should use proportional measurements. By default, if the software writes the width of table columns, it uses absolute measurements.

Synopsis and contexts

writer use proportional widths;

Arguments

None.

Details

• If you use this rule when writing an attribute indicating the width of one or more columns in a table, FrameMaker writes values such as "25\(*\)", where the asterisk * indicates a proportional measurement, instead of values such as "0.25in" which are absolute measurements.

• If you use this rule, you can also use the proportional width resolution is rule to determine what number the values add to. Without the proportional width resolution is rule, the proportional measurements add to 100.

Examples

• Assume you do not use the proportional width resolution is rule, but have this rule:

  writer use proportional widths;

  Further assume you have a 5-column table whose first two columns are 1 inch wide and whose last three columns are 2 inches wide. If the column widths are written to the colwidth attribute of the markup table element, then FrameMaker creates this start-tag for that table:

  \(<table\ colwidth="12.5*\ 12.5*\ 25*\ 25*\ 25*">\)

• Assume you have the same table as in the last example and you use this rule:

  writer {
    use proportional widths;
    proportional width resolution is "8";
  }

  FrameMaker writes this start-tag for the table:

  \(<table\ colwidth="1*\ 1*\ 2*\ 2*\ 2*">\)

See also

Related rules  “Screen modes” on page 152

General information on this topic  Developer Guide, Chapter 22, Translating Tables
Use the `value` rule to translate the value of a markup attribute to the value of a particular FrameMaker property or to a particular choice for a FrameMaker choice attribute. The attribute’s declared value must be a name token group or `NOTATION` and a name token group.

**Synopsis and contexts**

1. `value "token" subrule;
2. attribute "attr" {...
   `value "token" subrule;
   ...
}
3. element "gi" {...
   attribute "attr" {...
   `value "token" subrule;
   ...
} ...
}

**Arguments**

- `token` A token in a name token group.
- `attr` The name of a markup attribute.
- `gi` A markup element’s name (generic identifier).
- `subrule` One of the following:
  - Screen modes translates a markup value to a particular choice for a FrameMaker choice attribute.
  - Screen modes translates a markup value to the value of a particular FrameMaker property.

**Details**

The rule can be used at the highest level to set a default, within a highest-level attribute rule to set the default for all attributes that use that token, or within an `element` rule to set the default for a particular token within a particular attribute in that element.

**Examples**

- To rename the FrameMaker `import by reference` or `copy property` as the `refcopy` attribute, and to also change the name tokens, use this rule:

  ```
  attribute "repcopy" {
      is fm property import by reference or copy;
      value "r" is fm property value reference;
      value "c" is fm property value copy;
  }
  ```
If the token list \((r \mid b \mid g)\) is used by multiple attributes, you can use these rules to translate the individual tokens consistently:

- value "r" is fm value "Red";
- value "b" is fm value "Blue";
- value "g" is fm value "Green";

If the token list \((r \mid b \mid g)\) is used by several attributes as above, but by the bird element differently, you can add this rule to the above rules:

- element "bird" {is fm element;
  ] attribute "species" {
    value "r" is fm value "Robin";
    value "b" is fm value "Blue Jay";
    value "g" is fm value "Goldfinch";
  }]

See also

Related rules
- “Screen modes” on page 139
- “Screen modes” on page 110

Rules mentioned in synopses
- “Screen modes” on page 46
- “Screen modes” on page 56

General information on this topic
- Developer Guide, Chapter 20, Translating Elements and Their Attributes

write structured document

By default, when you save a FrameMaker document to markup, the software writes out the document instance, any declarations for the internal DTD subset, and a DOCTYPE statement which references the external DTD subset, but (for SGML) not an SGML declaration nor the declarations within the external DTD subset. If an XML structure application (in structapp.fm) specifies a Schema file for output, that file is also written with the XML document. You can use this rule to confirm the default behavior.

Synopsis and contexts

writer write structured document;

Arguments
None.
write structured document instance only

Details

You cannot use the write structure document rule and the write sgml document instance only rule in the same read/write rules file.

See also

Related rules
“Screen modes” on page 73
“Screen modes” on page 98
“Screen modes” on page 100
“Screen modes,” next

write structured document instance only

By default, when you save a FrameMaker document to markup, the software writes out the document instance, any declarations for the internal DTD subset, and a DOCTYPE statement which references a file for the external DTD subset. For SGML, it does not write an SGML declaration. This rule causes the software to write the document instance only—no external or internal DTD, no Schema, and no SGML declarations.

Synopsis and contexts

writer write structured document instance only;

Arguments
None.

Details

• By default, when you translate a FrameMaker document to markup, as its last step the software runs the parser on the markup document to check its validity. If you use this rule, FrameMaker does not write a complete markup document and so does not send the result through the parser.

• You cannot use the write structure document instance only rule in the same read/write rules file as any of the write structure document, include dtd, or include sgml declaration rules.

See also

Related rules
“Screen modes” on page 73
“Screen modes” on page 98
“Screen modes” on page 100
“Screen modes,” (the previous section)
The \texttt{writer} rule indicates a rule that applies only on export of a FrameMaker document to markup. It can be used at the highest level to set a default or within an \texttt{element} rule to specify a subrule for that element.

**Synopsis and contexts**

1. \texttt{writer \{ . . . subrule; . . . \}}
2. \texttt{element "gi" \{ . . . \texttt{writer} \{ . . . subrule; . . . \} . . . \}}

**Arguments**

\begin{itemize}
  \item \textit{gi} \quad A markup element’s name (generic identifier).
  \item \textit{subrule} \quad Valid subrules:
    \begin{itemize}
      \item \texttt{Screen modes} tells FrameMaker what to do with graphic elements other than those with a single non-internal FrameMaker facet. Allowed only within an \texttt{element} rule for a graphic element.
      \item \texttt{Screen modes} determines the correspondence between individual characters in the FrameMaker and markup character sets. Allowed only at the highest level.
      \item \texttt{Screen modes} tells the software to create new files for graphic files that were imported by reference. \texttt{Screen modes} exports a FrameMaker element without its contents. Allowed only within an \texttt{element} rule.
      \item \texttt{Screen modes} tells FrameMaker what to do with equation elements. Allowed only with an \texttt{element} rule for an equation element.
      \item \texttt{Screen modes} specifies an external DTD to use. Allowed only at the highest level.
      \item \texttt{Screen modes} tells FrameMaker what to do with a graphic element that has a single non-internal FrameMaker facet. Allowed only with an \texttt{element} rule for a graphic element.
      \item \texttt{[do not]} \texttt{Screen modes} specifies information to exclude or include in the written document. Allowed only at the highest level.
      \item \texttt{[do not]} \texttt{Screen modes} specifies information to exclude or include in the written document. Allowed only at the highest level.
    \end{itemize}
\end{itemize}
**Screen modes** specifies treatment of line breaks not handled by the parser on export. Allowed at the highest level or within an element rule.

[do not] **Screen modes** specifies whether or not to create processing instructions that identify book components when writing a FrameMaker book as a markup document. Allowed only at the highest level.

**Screen modes** specifies the total value to which proportional widths for table columns add up. Allowed only at the highest level.

**Screen modes** specifies that the software should use proportional values in describing the widths of table columns. Allowed only at the highest level.

**Screen modes** specifies that an entire SGML document should be written, not just the document instance. This is the default. Note that the external DTD subset is not written to the file. Instead, a DOCTYPE statement with a reference to the external DTD file is written. Allowed only at the highest level.

**Screen modes** specifies that only the document instance should be written, not the DTD and SGML declaration. Allowed only at the highest level.

### Examples

- To tell FrameMaker not to use processing instructions to identify book components when writing a FrameMaker book as a markup document, use this rule:

  ```plaintext
  writer do not output book processing instructions;
  ```

- Assume you want all graphics to be exported in TIFF format. Further assume that some of your graphic elements were imported from the TIFF format. For these elements you don’t want to create a new external data entity. To accomplish this, use these rules:

  ```plaintext
  element "graphic" {
    is fm graphic element;
    writer facet default{
      convert referenced graphics;
      export to file "$(entity) .tif" as "TIFF";
      writer anchored frame
        export to file "$(entity).tif" as "TIFF";
    }
  }
  ```
Conversion Tables for Adding Structure to Documents

You can set up a conversion table to help end users automate the task of adding structure to documents. The conversion table uses paragraph and character formats to identify which unstructured document objects to wrap in elements, and element tags to identify which child elements to wrap in parent elements. A user wraps all of a document’s contents in one move by applying a structure command to the document and referring to one of your conversion tables.

This chapter describes how to set up a conversion table and define object and element mapping in it. For information on the commands for adding structure to documents, see the FrameMaker user’s manual.

How a conversion table works

A conversion table contains rules for mapping between document objects and elements and between child elements and parent elements. The table is a regular FrameMaker table, with at least three columns and one body row. Each body row holds one rule.

The first column in a conversion table specifies a document object, a child element, or a sequence of child elements or paragraphs to wrap in an element. A *document object* is a paragraph, text range, table, table part (such as heading or row), equation, variable, footnote, Rubi group, Rubi text, marker, cross-reference, text inset, or graphic (anchored frame or imported graphic object).

The second column in the table specifies the element in which you want to wrap the object or element. The third column can specify an optional *qualifier* to use as a temporary label for the element to be used in later rules. For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
<th>With this qualifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>P:BulletItem</td>
<td>Item</td>
<td>Bullet</td>
</tr>
<tr>
<td>E:Item[Bullet]+</td>
<td>BulletList</td>
<td></td>
</tr>
</tbody>
</table>

The first column uses a one-letter code and usually a tag to identify an object or element. The second column specifies the element in which to wrap the object or element. The third column can provide a label for the new element to be used in later rules.
To add structure to a document or book, an end user chooses the **Structure Current Document...**, **Structure Documents...**, or **Structure Current Book...** command from the **StructureTools > Utilities** submenu and refers to one of the conversion tables.

When you add structure to a document manually, you typically begin with the lowest-level components and work up to the highest level. For example, to add structure to a chapter you might start by wrapping sub-paragraph objects like text ranges and tables, then wrap the contents of paragraphs together in **Paragraph** elements, then wrap sequences of **Head** and **Paragraph** elements in **Section** elements, and so on until the entire document is wrapped in a single highest-level **Chapter** element.

The process of adding structure with a conversion table is similar to adding structure manually. FrameMaker begins by applying rules to document objects below the paragraph level, then applies rules at the paragraph level, and proceeds through successively higher levels. The process stops when FrameMaker reaches a single highest-level element or when no more rules can be applied. To understand this process, it helps to have manually structured a document.

Using the sample table above, FrameMaker first wraps each paragraph with the paragraph format **BulletItem** in an element called **Item** and gives the element a qualifier called **Bullet**. Then it wraps each **Item** element with the qualifier **Bullet** in a parent element called **BulletList**.

FrameMaker tries to order the rules as much as possible. If a rule needs a building block that is generated by a later rule, the later rule is run first so that all of the building blocks in the first rule are available. To make a conversion table easy to interpret for a human reader, you may want to write the rules in the order they should be applied.

### Setting up a conversion table

You can have FrameMaker generate an initial conversion table for you from an unstructured document or book, or you can create a conversion table entirely from scratch. If you already have a document that end users need to add structure to, or a document that is similar to one users will add structure to, you’ll probably want to let FrameMaker generate the initial table. You can modify the rules in the table as necessary.

After creating a conversion table, you can update it from other unstructured documents. Updating a table adds rules for any objects in the document that are not yet in the table.

A conversion table document can include the conversion table itself (which may be split up into several tables) and text or graphics you want to include for documenting the rules. It cannot have any tables other than conversion tables. You need to save the document before it can be used for adding structure to other documents or books.

Each body row in a conversion table holds one mapping rule. FrameMaker reads only the information in the first thee columns of the body rows, so you can use additional columns and headings and footings for comments about rules.

For information on defining and modifying the rules in a table, see “Screen modes” on page 175.
Generating an initial conversion table

You can have FrameMaker generate a conversion table from an unstructured document. This is the easiest way to begin a new conversion table.

To generate an initial conversion table, choose **Generate Conversion Table** from the **StructureTools** menu in a document with objects you want to structure. Select Generate New Conversion Table in the dialog box and click Generate.

The software looks through the flows on body pages in the document and compiles a list of every object that can be structured. For each object, it gives the object type and the format tag used in the document (if the object has a format), and maps the object to an element. The element tag is the same as the format tag, or if the object does not have a format, the element tag is a default name such as **CELL** or **BODY**. If necessary, FrameMaker removes parentheses and other characters to create an element tag that is valid.

The initial conversion table gives you a first pass through the document, identifying objects to wrap in elements. It does not identify child elements to wrap in parent elements—you need to add those rules to the table yourself.

This is an example of an initial conversion table:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
<th>With this qualifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>**P:**Head1</td>
<td>Head1</td>
<td></td>
</tr>
<tr>
<td>**P:**Head2</td>
<td>Head2</td>
<td></td>
</tr>
<tr>
<td>**P:**Body</td>
<td>Body</td>
<td></td>
</tr>
<tr>
<td>**P:**Code</td>
<td>Code</td>
<td></td>
</tr>
<tr>
<td>SV:Current Date (Long)</td>
<td>CurrentDateLong</td>
<td></td>
</tr>
<tr>
<td>**C:**Code</td>
<td>cCode</td>
<td></td>
</tr>
<tr>
<td><strong>TC:</strong></td>
<td>CELL</td>
<td></td>
</tr>
<tr>
<td><strong>TR:</strong></td>
<td>ROW</td>
<td></td>
</tr>
</tbody>
</table>

For details on the object type identifiers used in the table (such as **P:** and **TC:**), see “Screen modes” on page 176.

Note that if there are conflicts in a format tag from the unstructured document, an object type identifier in lowercase is prepended to any duplicate element tag. In the example above, the element tag for text ranges with the **Code** character format is **cCode** because the document also has a paragraph format called **Code**.
When you create an initial table, FrameMaker does not examine the document’s format catalogs—it looks only at objects actually used in the document. For this reason, the table may not be as complete as you need. You may want to update the table from a set of documents that together provide all or most of the objects you need rules for. You can also add and modify rules manually.

The initial conversion table does not contain a root element for the structure hierarchy, but you can add one manually, using the tag `<RE:RootElement>`, so that documents you convert using the table will have a “well formed” structure in which all elements are children of the root element. See “Screen modes” on page 176.

The initial conversion table does contain elements for all defined paragraph and character formats that are used in the unstructured document, and for all objects, including cross references, markers, footnotes, equations, graphics, system variables, and tables. Formatting is retained in the structured document created from the table, and carried forward into the EDD in `ParagraphFormattingTag` elements.

If the original document contains format overrides or unnamed formats applied directly to text, you can create named formats from them before conversion, or flag them for manual update in the conversion table. See “Screen modes” on page 184 and “Screen modes” on page 184.

**Setting up a conversion table from scratch**

You can set up a regular FrameMaker table to serve as a conversion table. The table must appear on a body page in its own document. The document and table can be structured or unstructured. Begin a conversion table this way if you do not yet have an unstructured document to use for generating the table.

To set up a conversion table from scratch, create a new document and insert a table with at least three columns and one body row. The table can have any number of heading or footing rows.

You can divide a conversion table into several smaller tables. This is helpful when you have many rules and want to organize the rules in groups. Each table must have at least three columns and one body row. You can add explanatory heads and paragraphs between the tables to document the rules. Do not include tables that are not conversion tables.

**Updating a conversion table**

After creating a conversion table, you may want to update the table from at least one other unstructured document to get a more complete list of objects. FrameMaker adds a rule for each object from the document that is not already listed in the table.

To update a conversion table, choose Generate Conversion Table... from the StructureTools menu in a document with the objects you want to structure. Select the name of the conversion table document in the Update Conversion Table popup menu and click Generate.

When you update a conversion table, the process that FrameMaker goes through is similar to the process of generating an initial table. The software does not examine the document’s format catalogs—it looks only at objects actually used in the document.
Adding or modifying rules in a conversion table

Each body row in a conversion table holds one mapping rule. Follow these steps to define a mapping rule:

1. **In the first column, identify a document object, a child element, or a sequence of child elements or paragraphs to wrap.**
   
   You use a one- or two-letter code to identify the type of item and, in most cases, a format or element tag to narrow the definition. See “Screen modes” on page 176, “Screen modes” on page 178, or “Screen modes” on page 179.

2. **In the second column, specify an element in which to wrap the object, child element, or sequence.**
   
   Type one valid element tag. If you are writing rules for a document that already has element definitions, use tags from the document’s Element Catalog.

   If you are wrapping a table part, graphic, or inset, FrameMaker always wraps all instances of the object in the same kind of element. The element has a default tag, such as `CELL`, `BODY`, `GRAPHIC`, or `INSET`. Type a different tag in the second column only if you want to override the default tag.

   You can also give an element an attribute with a value. For details, see “Screen modes” on page 181.

3. **(Optional) In the third column, add a qualifier for the new element tag.**
   
   A qualifier is a temporary label that you can attach to an element tag for the structuring process. If you wrap the element in a parent element in a later rule, you include the qualifier tag with the element tag. For details, see “Screen modes” on page 181.

To make a conversion table easy to read and to help you think through the process, we recommend that you put the rules in order from the lowest level to the highest. In the first rows of the table, write rules that wrap individual document objects such as text ranges, tables, and paragraphs; next add rules that wrap child elements in parent elements; then add rules that wrap sequences in elements; and finally add rules that wrap elements in one root element.

Every flow in a document must have a highest-level element, and the element can be different for each flow.

**About tags in a conversion table**

Format and element tags in a conversion table are case-sensitive and must be specified the way they are defined in their catalogs. Qualifier tags are also case-sensitive, and two occurrences of one qualifier must match exactly. The following characters are not allowed in an element tag, but can appear in a format or qualifier tag if you precede them with a backslash (`\`) in the table:

```
( ) & | , * + ? % [ ] : \
```
Adding or modifying rules in a conversion table

A space character does not need to be preceded with a backslash. For example, you can write the tag `Format A`.

You can use a percentage sign (%) as a wildcard character in a format or element tag to match zero, one, or more characters. For example, `P:%Body` matches paragraphs with the format tag `Body`, `FirstBody`, or `BulletBody`.

Specifying the root element for a structured document

FrameMaker now allows you to specify a root element, the highest valid element in a document, so that the converted document adheres to structured document convention.

To do so, specify the optional `RE:RootElement` after conversion. You must add it manually to the conversion table, specifying the tag itself, `RE:RootElement`, in the first column, and the element name that you choose in the second column.

When you generate a structured document using this manually modified conversion table, the resulting document contains a well-formed hierarchy with a valid root element. If you convert an entire book using the table, each document contains a valid root element.

The root element name that you choose should be unique within the document. If you specify a name that its being already defined for some other object, the root element is ignored. You can still generate a structured document with the table, but it will not have a valid root element, and a message is added to the FrameMaker Log window: “Element name defined in second column of conversion table for root element is not unique. Root element ignored.”

The root element tag should appear only once in the conversion table. If it appears anywhere else with a different name, it is ignored and a generated document does get a root element, but if it appears twice with the same name, both elements are ignored and a generated document will have no root element.

If no root element is generated for a document (either because the conversion table contains no `RE:RootElement` tag or because it is not specified correctly), the 'NoName' element appears at the top of the element hierarchy. The rest of the elements are its children, and the hierarchy is shown to have an invalid structure.

The `RE:RootElement` is particularly useful for unstructured documents that do not easily conform to the required structure rules, maybe due to poor adherance to tagging rules or too many manual style overrides. In these cases it may be uneconomic to tailor your conversion table for every possible formatting variation.

Identifying a document object to wrap

To identify a document object to wrap in an element, type an object type identifier and (optionally) a format tag in the first column of the table. Separate the identifier and format tag with a colon.
FrameMaker finds all the objects with that type and format and wraps them in the element you specify in the second column of the table. If you leave the format tag out of the rule, FrameMaker finds all the objects with the specified type that are not identified in other conversion rules.

For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
</tr>
</thead>
<tbody>
<tr>
<td>P:Body</td>
<td>Para</td>
</tr>
<tr>
<td>T:RulesTbl</td>
<td>RulesTbl</td>
</tr>
<tr>
<td>T:</td>
<td>StandardTbl</td>
</tr>
<tr>
<td>Q:Small</td>
<td>SmallEqns</td>
</tr>
</tbody>
</table>

This rule wraps all tables not named in other rules, regardless of format tag.

These are the object type identifiers and format tags you can use:

<table>
<thead>
<tr>
<th>Object type</th>
<th>Identifier</th>
<th>Format tag</th>
</tr>
</thead>
<tbody>
<tr>
<td>Paragraph</td>
<td>P:</td>
<td>Paragraph format tag</td>
</tr>
<tr>
<td>Text range</td>
<td>C:</td>
<td>Character format tag</td>
</tr>
<tr>
<td>Table</td>
<td>T:</td>
<td>Table format tag</td>
</tr>
<tr>
<td>Table title</td>
<td>TT:</td>
<td>(none)</td>
</tr>
<tr>
<td>Table heading</td>
<td>TH:</td>
<td>(none)</td>
</tr>
<tr>
<td>Table body</td>
<td>TB:</td>
<td>(none)</td>
</tr>
<tr>
<td>Table row</td>
<td>TR:</td>
<td>(none)</td>
</tr>
<tr>
<td>Table cell</td>
<td>TC:</td>
<td>(none)</td>
</tr>
<tr>
<td>System variable</td>
<td>SV:</td>
<td>Variable format name</td>
</tr>
<tr>
<td>User variable</td>
<td>UV:</td>
<td>Variable format name</td>
</tr>
<tr>
<td>Graphic (anchored frame or imported object)</td>
<td>G:</td>
<td>(none)</td>
</tr>
<tr>
<td>Footnote</td>
<td>F:</td>
<td>Location of footnote: Table or Flow</td>
</tr>
<tr>
<td>Rubi group</td>
<td>RG:</td>
<td>(none)</td>
</tr>
<tr>
<td>Rubi text</td>
<td>R:</td>
<td>(none)</td>
</tr>
<tr>
<td>Marker</td>
<td>M:</td>
<td>Marker type</td>
</tr>
<tr>
<td>Cross-reference</td>
<td>X:</td>
<td>Cross-reference format name</td>
</tr>
<tr>
<td>Text Inset</td>
<td>TI:</td>
<td>(none)</td>
</tr>
<tr>
<td>Equation</td>
<td>Q:</td>
<td>Size of equation: Small, Medium, or Large</td>
</tr>
</tbody>
</table>
Table parts, graphics, and text insets do not have any formatting information, so FrameMaker wraps all instances of those objects in the same kind of element. The element has a default tag, such as CELL, BODY, GRAPHIC, or INSET. (Specify a different tag in the second column to override the default tag.)

You can write identifiers and the keywords for footnote location or equation size in any combination of uppercase and lowercase letters. The names of formats and marker types are case-sensitive, however, and must be typed the way they are specified in their catalogs.

A system variable can be wrapped in a variable element but a user variable cannot. If you identify a user variable, FrameMaker wraps it in a container element with the tag specified in the second column.

FrameMaker wraps a text inset in a container.

**Identifying an element to wrap**

To identify a child element to wrap in a parent element, type the object type identifier \( E: \) followed by an element tag and (optionally) a qualifier in brackets in the first column of the table. The qualifier must already be defined for the element in a rule applied earlier.

FrameMaker finds all instances of the element and wraps them in the element you specify in the second column of the table. You can omit the element tag if you include a qualifier.

For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
</tr>
</thead>
<tbody>
<tr>
<td>E:Item[Bullet]</td>
<td>BulletItem</td>
</tr>
<tr>
<td>E:[1Head]</td>
<td>ChapHead</td>
</tr>
</tbody>
</table>

This rule wraps all elements with the qualifier 1Head not named in other rules.

You can type the \( E: \) identifier in either uppercase or lowercase. The element tags are case-sensitive, however, and must be typed the way they are specified in their catalog. You can even omit the \( E: \) identifier—when FrameMaker reads an object name with no identifier, it assumes the object is an element.

To identify a table child element to wrap in a table parent element, type the object identifier \( TE: \) followed by \( E: \), an element tag, and (optionally) a qualifier in brackets in the first column of the table. This allows you to name a table element from one or more child elements, rather than naming it from a table format tag (with the \( T: \) identifier).

For example:
Adding or modifying rules in a conversion table

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
</tr>
</thead>
<tbody>
<tr>
<td>TB:RulesBody</td>
<td>RulesBody</td>
</tr>
<tr>
<td>TE:E:RulesBody</td>
<td>RulesTbl</td>
</tr>
</tbody>
</table>

Most often, you wrap multiple elements together in one parent. You can use `E:` or `TE:` to identify a sequence of elements for this. For more information, see “Screen modes,” next. For more information on qualifiers, see “Screen modes” on page 181.

Identifying a sequence to wrap

You can wrap a sequence of child elements in a parent element. For example, you might wrap a Head element followed by one or more Paragraph and List elements in a higher-level Section.

You can also wrap a sequence of unwrapped paragraphs in an element. For example, you might wrap a sequence of paragraphs with the format tag Body all in one Note element. (With other unwrapped document objects such as tables, graphics, and text ranges, you can wrap only one object in an element.)

To identify a sequence to wrap, specify object type identifiers and element tags or paragraph format tags, and use symbols to further describe the sequence. You can mix elements and unwrapped paragraphs together in one specification.

These are the symbols you can use:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plus sign (+)</td>
<td>Item is required and can occur more than once.</td>
</tr>
<tr>
<td>Question mark (?)</td>
<td>Item is optional and can occur once.</td>
</tr>
<tr>
<td>Asterisk (*)</td>
<td>(SGML only) Item is optional and can occur more than once.</td>
</tr>
<tr>
<td>Comma (,)</td>
<td>Items must occur in the order given.</td>
</tr>
<tr>
<td>Ampersand (&amp;)</td>
<td>Items can occur in any order.</td>
</tr>
<tr>
<td>Vertical bar (</td>
<td>)</td>
</tr>
<tr>
<td>Parentheses</td>
<td>Beginning and end of a sequence.</td>
</tr>
</tbody>
</table>

The symbols available are the same connectors, occurrence indicators, and parentheses used in general rules in an EDD.
For example:

<table>
<thead>
<tr>
<th>To identify this sequence</th>
<th>Use this specification</th>
</tr>
</thead>
<tbody>
<tr>
<td>One or more Item elements</td>
<td>Item+</td>
</tr>
<tr>
<td>An element tagged Item[Bullet] followed by one or more unwrapped paragraphs tagged Bullet</td>
<td>E:Item[Bullet], P:Bullet+</td>
</tr>
<tr>
<td>A ChapNum element followed by a ChapName element</td>
<td>ChapNum, ChapName</td>
</tr>
<tr>
<td>A Head element followed by zero or more Paragraph, BulletList, or NumberList elements</td>
<td>Head, (Paragraph</td>
</tr>
<tr>
<td>An Item[FirstNItem] element followed by one or more Item[NItem] elements</td>
<td>Item[FirstNItem], (Item[NItem])+ or [FirstNItem], ([NItem])+</td>
</tr>
<tr>
<td>A RulesTitle table title element followed by a RulesBody table body element</td>
<td>TE:E:RulesTitle, E:RulesBody</td>
</tr>
</tbody>
</table>

**Strict or loose sequence specification**

If you already have a well defined or standard based application structure, you may try to use the general rule specification as it is defined in your EDD. In many cases, with well formatted unstructured documents, you will achieve excellent conversion results. However, in practice unstructured documents often break the rules. You will find incorrect tagging, manual formatting overrides and other non-standard features.

Your strict conversion table will not cope well with these source documents. It will fail to wrap sequences that do not match a strict specification. You can avoid these problems by providing a less restrictive sequence specification.

The revised sequence specification must be compatible with the required structure for example if the EDD specified this general rule:

```
Head, Para+, Table?, Graphic?, Section*
```

The strict sequence specification could be identical. However, if the conversion table encountered a document with no Head element or a Para between Table and Section, the entire sequence will not be wrapped. The revised sequence specification could be:

```
Head?, (Para | Table| Graphic)*, Section*
```

This will give the correct conversion when the source document is well tagged but will also cope with a wide range of variations.
Providing an attribute for an element

When you specify an element in the second column of the table, you can provide an attribute for the element. In the structured document, all the element instances will have the attribute name and value.

To provide an attribute for an element, type the attribute name and value in brackets after the element tag in the second column of the table. Separate the name and value with an equal sign, and enclose the value in double quotation marks.

For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
</tr>
</thead>
<tbody>
<tr>
<td>P:Intro</td>
<td>Para[Security=&quot;Unclassified&quot;]</td>
</tr>
<tr>
<td>P:Important</td>
<td>Note[Label=&quot;Important&quot;]</td>
</tr>
<tr>
<td>E:Item+</td>
<td>List[Type=&quot;Numbered&quot;]</td>
</tr>
</tbody>
</table>

If the unstructured document has an Element Catalog with an element and attribute matching the one you’re providing, the attribute is the type specified in the catalog. If the attribute does not match an attribute already defined, the type is string.

If you need to use a double quotation mark in an attribute value, escape the quotation mark with a backslash (\). Other restrictions on characters are determined by the attribute’s type. (The string type allows any arbitrary text string.)

To give an element more than one attribute, separate the attribute definitions with an ampersand (&). For example, this specification gives the element a Type attribute with the value Numbered and a Content attribute with the value Procedure:

    List [Type="Numbered" & Content="Procedure"]

For an example of an attribute that maintains formatting information from a qualifier, see “Screen modes,” next.

Using a qualifier with an element

Qualifiers act as temporary labels that preserve formatting information from the unstructured document until all elements have been wrapped. Qualifiers are used only in the conversion table—they do not show up in a final structured document.

To use a qualifier with an element specified in the second column of the table, type the qualifier tag in the third column. Then when you wrap the element in a later rule, type the qualifier tag in brackets after the element tag in the first column. Spell and capitalize the qualifier the same way
Adding or modifying rules in a conversion table

in the two places. FrameMaker keeps track of qualifiers separately from elements, so you can use the same tag for an element and its qualifier.

For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
<th>With this qualifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>P:BulletItem</td>
<td>Item</td>
<td>bulleted</td>
</tr>
<tr>
<td>P:NumberItem</td>
<td>Item</td>
<td>numbered</td>
</tr>
<tr>
<td>E:Item[bulleted]+</td>
<td>BulletList</td>
<td></td>
</tr>
<tr>
<td>E:Item[numbered]+</td>
<td>NumberList</td>
<td></td>
</tr>
</tbody>
</table>

First specify the qualifier for the element. Then include the qualifier with the element in later rules.

In the example above, an unstructured document has both bulleted items and numbered items, with paragraph formats called \texttt{BulletItem} and \texttt{NumberItem}. When adding structure to the document, you want to wrap all the items in an \texttt{Item} element with a parent element of either \texttt{BulletList} or \texttt{NumberList}. To do this, you need to keep the \texttt{BulletItem} and \texttt{NumberItem} formatting designations long enough to determine in which list to wrap the items. The conversion table first associates qualifiers called \texttt{bulleted} and \texttt{numbered} with new \texttt{Item} elements. Then it wraps each \texttt{Item} element in either a \texttt{BulletList} or a \texttt{NumberList}, as specified by its qualifier.

Note that if you specify an attribute for formatting information in the second column, you cannot use the attribute as a label for preserving formatting during the conversion process. You still need to use the qualifier. For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
<th>With this qualifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>P:BulletItem</td>
<td>Item</td>
<td>bulleted</td>
</tr>
<tr>
<td>P:NumberItem</td>
<td>Item</td>
<td>numbered</td>
</tr>
<tr>
<td>E:Item[bulleted]+</td>
<td>List[Type=&quot;Bulleted&quot;]</td>
<td></td>
</tr>
<tr>
<td>E:Item[numbered]+</td>
<td>List[Type=&quot;Numbered&quot;]</td>
<td></td>
</tr>
</tbody>
</table>
Handling special cases

You may need to accommodate a few special circumstances or requirements in a conversion table.

Promoting an anchored object

In an unstructured FrameMaker document, a table or an anchored graphic must be anchored in a paragraph. The anchor specifies which paragraph to keep the object with as an author continues to edit the document. When a user adds structure to the document, the table or graphic normally becomes a child of the paragraph with the anchor, like this:

In a structured document, you often want a table or graphic element to be at the same level as its surrounding paragraph elements. FrameMaker can break the table or graphic out of its paragraph and promote the element to be a sibling of the paragraphs, like this:

To break a table or graphic out of its paragraph and promote it one level, add the keyword `promote` in parentheses after the element tag for the table or graphic. (The keyword is not case-sensitive.) For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
</tr>
</thead>
<tbody>
<tr>
<td>T:Table</td>
<td>Table (promote)</td>
</tr>
</tbody>
</table>
Handling special cases

Note that FrameMaker promotes the object at the location of the anchor symbol in the paragraph. If the symbol is in the middle of the paragraph, the structured document will have half of the paragraph, then the table, and then the other half of the paragraph. Typically, you want the symbol to be at the end of the paragraph.

Flagging format overrides

An unstructured document may have format overrides. This happens when someone uses the Paragraph or Character Designer to make formatting changes to a paragraph or text range but does not save the changes in the catalog format.

When an end user adds structure to a document, FrameMaker does not normally identify format overrides. You can have FrameMaker flag all element instances in the document that have overrides so that the user can find the overrides and decide how to handle them in a structured context.

To flag format overrides, add the rule flag paragraph format overrides or flag character format overrides to the first column of the table. (The rule is case-insensitive.) This is a general instruction for the table, so you do not add anything to the second and third columns. For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
</tr>
</thead>
<tbody>
<tr>
<td>flag paragraph format overrides</td>
<td></td>
</tr>
<tr>
<td>flag character format overrides</td>
<td></td>
</tr>
</tbody>
</table>

At each element instance that has an override in the document, FrameMaker adds an attribute called Override with the value Yes.

Note: Use the FrameMaker utility "Create and Apply Formats" before conversion to turn format overrides and untagged formatted text into named paragraph and character formats, which can be carried forward automatically into the structured document and EDD.

Wrapping untagged formatted text

It is possible for someone to format a text range by applying commands from the Font, Size, and Style submenus in the Format menu—and not use a character format at all. This leaves the text formatted but without a tag that you can refer to in your conversion table.

You can have FrameMaker find text that has been formatted with the submenu commands and wrap it in a “catch-all” element. After adding structure to a document, the end user will probably
want to look at these instances and change them to other elements (such as **Emphasis**) that more specifically describe the type of formatting.

To wrap untagged formatted text, add the rule **untagged character formatting** to the first column of the table and add an element to the second column. (The rule is case-insensitive.) For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
</tr>
</thead>
<tbody>
<tr>
<td>untagged character formatting</td>
<td>UntaggedText</td>
</tr>
</tbody>
</table>

This might also be useful while you are developing a conversion table. You can add structure to a sample document with this rule to see if the document has any untagged formatting.

**Note:** Use the FrameMaker utility "Create and Apply Formats" before conversion to turn format overrides and untagged formatted text into named paragraph and character formats, which can be carried forward automatically into the structured document and EDD.

### Nesting object elements

Typically, a non-paragraph object such as a table or graphic is wrapped in an object element and then wrapped in a paragraph element. You can also wrap the object in more than one level below the paragraph. Sometimes you need to do this to conform to a DTD that requires more hierarchy, or you may just want to be able to use two objects together.

To nest object elements in a paragraph, define each mapping in a separate rule in the table. For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
</tr>
</thead>
<tbody>
<tr>
<td>M:Index</td>
<td>Index</td>
</tr>
<tr>
<td>G:</td>
<td>Graphic</td>
</tr>
<tr>
<td>E:Index &amp; E:Graphic</td>
<td>Figure</td>
</tr>
</tbody>
</table>

In the example above, the rules wrap an index marker in an **Index** element and a graphic anchor in a **Graphic** element, and then they wrap the two elements together in a **Figure** text range element. This way, the graphics in a structured document will automatically have a marker identifying a location to be included in an index.
Building table structure from paragraph format tags

When FrameMaker adds structure to tables, it normally wraps all instances of a table part in the same kind of element and uses a default name for the element, such as CELL, ROW, HEADING, or BODY. You can override the default name by providing a different element tag in the second column of the conversion table.

If you want to have more than one kind of element for a particular table part, you can build the structure up from the format tags used in the cells or titles. This allows you to distinguish between different formatting used in different instances of a single table part. For example, a table may have a few special body rows with italicized text that marks divisions in the table. Or a table may have two titles, one of them a subtitle in a different font size.

To build table structure from paragraph format tags, for each cell or title rule use the TC: or TT: type identifier followed by the P: identifier and a format tag in the first column of the table. For example:

<table>
<thead>
<tr>
<th>Wrap this object</th>
<th>In this element</th>
</tr>
</thead>
<tbody>
<tr>
<td>TC: P:DividerCell</td>
<td>DividerCell</td>
</tr>
<tr>
<td>TC: P:BodyCell</td>
<td>BodyCell</td>
</tr>
<tr>
<td>TR:DividerCell+</td>
<td>ROW</td>
</tr>
<tr>
<td>TR:BodyCell+</td>
<td>ROW</td>
</tr>
<tr>
<td>TB:Row+</td>
<td>BODY</td>
</tr>
</tbody>
</table>

In the example above, the rules map cells that use a DividerCell paragraph format in an element called DividerCell and map cells that use a BodyCell paragraph format in an element called BodyCell. Then they wrap both kinds of cell elements in the same default ROW element and continue the wrapping normally.

Testing and correcting a conversion table

You should test and correct a conversion table as you develop it. To do this, prepare a sample document that represents the type of documents the table will apply to, and use the conversion table to add structure to the sample. Make sure your sample document has all of the document objects that the final documents may contain.

When a structure command reads a conversion table, it identifies any syntax errors in the rules and displays the errors in a log file. Correct the table and test it again until no more errors are found.

You may find it helpful to wrap only document objects for your first testing pass, without wrapping in higher levels of hierarchy. When you’re sure that the rules for wrapping individual
objects are correct, start writing and testing the rules to wrap elements and sequences in parent elements.
Testing and correcting a conversion table
This chapter provides a reference for the CSS 3 and CSS 2 to EDD mapping feature. The CSS 3 to EDD Mapping section contains the CSS 3 properties that are available for EDD mapping. Similarly, CSS 2 to EDD Mapping section contains the CSS 2 properties that you can map with EDD.

CSS 3 to EDD Mapping

This section provides a reference for the Cascading Style Sheet (CSS) version 3.0 to EDD mapping and importing feature. The topic covers the FrameMaker properties available in various pod and their corresponding CSS property.

Each property's description includes the following headings.

- **FrameMaker property**: Name of the property in the properties pod.
- **CSS property**: The CSS 3.0 property name
- **CSS Property Values**: A simple list of the available property values.
- **Comments/Values**: Additional information about the mapping includes EDD element property values.

While importing a CSS into an EDD, any property or selector in the CSS that cannot be mapped to an equivalent EDD rule is ignored by FrameMaker. An error log is generated after completion of the import process. The default location of the log file is:

   `%appdata%\adobe\framemaker\fmlogs\16\`

The logs provide information about the properties that were successfully imported, failed, or ignored by the import process.

The EDD does not support all properties and selectors defined in CSS 3.0.

**Basic Properties**

The following screenshot is of the Basic tab properties in the Paragraph Designer:
The following table lists the Basic tab properties mapped to CSS3 properties along with their supported values that can be imported into EDD:

<table>
<thead>
<tr>
<th>FrameMaker Property</th>
<th>CSS Property</th>
<th>Supported CSS Property Values</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Indent : First</td>
<td>text-indent</td>
<td></td>
<td>The value of this property is equal to the font size.</td>
</tr>
<tr>
<td>Indent: Left</td>
<td>margin-left</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Indent: Right</td>
<td>margin-right</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spacing: Above</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paragraph</td>
<td>margin-top</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spacing: Below</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paragraph</td>
<td>margin-bottom</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alignment</td>
<td>text-align</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Example:

In the following CSS, the `<shortdesc>` element has been redefined with properties available in the Basic tab:

```css
shortdesc{
  text-align: justify;
  text-indent: 0.8in;
  margin-top:2pt;
  margin-left:1.2in;
  margin-right:2.5in ;
  margin-bottom:1pt ;
  --fm-line-space:40.5pt;
  --fm-allow-line-space:YES;
}
```

Font Properties

The following screenshot is of the Font tab properties in the Paragraph Designer:
The following table lists the Font tab properties mapped to CSS3 properties along with their supported values that can be imported into EDD:

<table>
<thead>
<tr>
<th>FrameMaker Property</th>
<th>CSS Property</th>
<th>Supported CSS Property Values</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Family</td>
<td>font-family</td>
<td>Only a single font family name, for example: Adobe Clean</td>
<td></td>
</tr>
</tbody>
</table>
### CSS 3 to EDD Mapping

<table>
<thead>
<tr>
<th>FrameMaker Property</th>
<th>CSS Property</th>
<th>Supported CSS Property Values</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Size</td>
<td>font-size</td>
<td>The following units are supported:</td>
<td>The corresponding absolute values in FrameMaker are mapped as follows:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- pt (points)</td>
<td>- small = 10pt</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- pc (picas)</td>
<td>- medium = 12pt</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- cm (centimeters)</td>
<td>- large = 14.4pt</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- mm (millimeters)</td>
<td>- x-large = 17.3pt</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- in (inches)</td>
<td>- xx-large = 20.8pt</td>
</tr>
<tr>
<td>Color</td>
<td>color</td>
<td>name</td>
<td>rgb</td>
</tr>
<tr>
<td>Background Color</td>
<td>background-color</td>
<td>name</td>
<td>rgb</td>
</tr>
<tr>
<td>Weight</td>
<td>font-weight</td>
<td>normal</td>
<td>bold</td>
</tr>
<tr>
<td>Angle</td>
<td>font-style</td>
<td>normal</td>
<td>italic</td>
</tr>
<tr>
<td>Variation</td>
<td>--fm-variation</td>
<td>Condensed</td>
<td>Expanded</td>
</tr>
<tr>
<td>Underline</td>
<td>text-decoration-line:underline</td>
<td>Underline</td>
<td>Numeric Underline is not supported.</td>
</tr>
<tr>
<td>Double Underline</td>
<td>text-decoration-style</td>
<td>double underline</td>
<td></td>
</tr>
<tr>
<td>Overline</td>
<td>text-decoration-line:overline</td>
<td>overline</td>
<td></td>
</tr>
</tbody>
</table>
### CSS 3 to EDD Mapping

<table>
<thead>
<tr>
<th>FrameMaker Property</th>
<th>CSS Property</th>
<th>Supported CSS Property Values</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strikethrough</td>
<td>text-decoration-line</td>
<td>Strikethrough</td>
<td>This property is specific to FrameMaker and not a regular CSS3 property.</td>
</tr>
<tr>
<td>Letter Spacing</td>
<td>--fm-letter-spacing</td>
<td>A numeric value specifying the letter spacing in percentage.</td>
<td></td>
</tr>
</tbody>
</table>
| Stretch             | font-stretch              | normal | ultra-condensed| extra-condensed| condensed| semi-condensed| semi-expanded| expanded| extra-expanded| ultra-expanded | The corresponding absolute values in FrameMaker are mapped as follows:  
- Normal=100  
- Ultra-condensed=50  
- extra-condensed=60  
- condensed=72  
- semi-condensed=86  
- semi-expanded=120  
- expanded=144  
- extra-expanded=173  
- ultra-expanded=207 |
| Superscript/Subscript | verticle-align               | super | sub                      | Values are interpreted as:  
- None=No  
- Normal=Yes |
| super | sub                  | font-variant                  |                                                                                 |
| Uppercase           | text-transform             | uppercase                      |                                                                                 |
| Lowercase           | text-transform             | lowercase                      |                                                                                 |
| Pair Kern           | font-kerning               | none | normal                  |                                                                                 |

**Example:**

In the following CSS, the `<ph>` element has been redefined with properties available in the Fonts tab:

```html
ph{
  font-family: "Franklin Gothic Demi Cond", "Arial Black", serif;
  font-size:xx-large;
  color:Maroon;
  background-color:rgb(254, 254, 216);
  font-style:oblique;
}
```
font-stretch:280;
font-variant:small-caps;
font-weight:bold;
vertical-align: super;
font-kerning: normal;
--fm-letter-spacing:10.32126849878325;
--fm-font-variation:Wide;
text-decoration-line:line-through,overline,underline;
text-decoration-style:double;
}

The following screenshot is of a sample file before importing the CSS:

![Fonts tab example](image)

```
This is the short description.

**AUTHOR:** ADOBE

This is an example of the CSS3 import.

This is a `<p>` element with `<ph>` element within it.
- This is an unordered list.
- The `<ph>` element is within the `<ul>` element

**NOTE:** This is a `<p>` element within `<note>`, which as the `<ph>` element in it.
```

The following screenshot shows the `<ph>` styling after importing the CSS file:
CSS 3 to EDD Mapping

Pagination Properties

The following screenshot is of the Pagination tab properties in the Paragraph Designer:

![Pagination Properties Screenshot]

The following table lists the Pagination tab properties mapped to CSS3 properties along with their supported values that can be imported into EDD:
### CSS 3 to EDD Mapping

<table>
<thead>
<tr>
<th>FrameMaker Property</th>
<th>CSS Property</th>
<th>Supported CSS Property Values</th>
<th>Comments/Values</th>
</tr>
</thead>
</table>
| Start               | page-break-before     | auto | always | left | right | Values are interpreted as:  
  - auto=Anywhere  
  - always=Top of page  
  - left=Top of left page  
  - right=Top of right page |
| Keep With: Previous Paragraph | --fm-allow-previous-paragraph | yes | no  |      |       | These properties are specific to FrameMaker and not a regular CSS3 property. |
| Keep With: Next Paragraph | --fm-allow-next-paragraph | yes | no  |      |       |                                                        |
| Widow/Orphan Lines | widows/orphans        |      |      |      |       |                                                        |
| Format: In Column   | --fm-allow-in-colum   |      |      |      |       | This property is specific to FrameMaker and not a regular CSS3 property. |
| Format: Run-In Head | display:run-in        |      |      |      |       |                                                        |
| Format: Side Head   | display:compact       |      |      |      |       |                                                        |
| Format: Across All Columns | --fm-allow-across-all-colum |      |      |      |       | These properties are specific to FrameMaker and not the regular CSS3 properties. |
| Format: Across All Columns and Side Heads | --fm-allow-across-all-column-sidehead |      |      |      |       |                                                        |

### Example:

In the following CSS, the `<ph>` element has been redefined with properties available in the Pagination tab:

```
ph{
  page-break-before: always;
  --fm-allow-previous-paragraph: No;
```
Advanced Properties

The following table lists the Advanced properties mapped to CSS3 properties along with their supported values that can be imported into EDD:

<table>
<thead>
<tr>
<th>FrameMaker Property</th>
<th>CSS Property</th>
<th>Supported CSS Property Values</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Automatic Hyphenation</td>
<td>--fm-allow-hyphenate</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Maximum Adjacent Hyphens</td>
<td>--fm-max-adjacent-hyphen</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shortest Word Length</td>
<td>--fm-shortest-word-length</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shortest Prefix</td>
<td>--fm-shortest-prefix</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shortest Suffix</td>
<td>--fm-shortest-suffix</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Word Spacing: Allow Automatic Letter Spacing</td>
<td>--fm-allow-letter-spacing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Word Spacing: Minimum</td>
<td>word-spacing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Word Spacing: Maximum</td>
<td>--fm-word-spacing-maximum</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Word Spacing: Optimum</td>
<td>--fm-word-spacing-optimum</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Frame Above Paragraph</td>
<td>--fm-frame-above</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Frame Below Paragraph</td>
<td>--fm-frame-below</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paragraph Box</td>
<td>--fm-pgf-box-color</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Example:

In the following CSS, the `<ph>` element has been redefined with properties available in the Advanced tab:

```css
ph{
--fm-allow-hyphenate:Yes;
--fm-max-adjacent-hyphen:3;
--fm-shortest-word-length:6;
--fm-shortest-prefix:4;
--fm-shortest-suffix:5;
--fm-allow-letter-spacing:Yes;
--fm-word-spacing-optimum:105;
--fm-word-spacing-maximum:115;
/*--fm-word-spacing-minimum:95;*/
word-spacing:95;
--fm-frame-above:hazard.notice;
--fm-frame-below:hazard.notice;
--fm-pgf-box-color:Yellow;
}
```

**Asian Properties**

The following table lists the Asian tab properties mapped to CSS3 properties along with their supported values that can be imported into EDD:
**CSS to EDD Mapping**

<table>
<thead>
<tr>
<th>FrameMaker Property</th>
<th>CSS Property</th>
<th>Supported CSS Property Values</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Western/Asian Spacing: Minimum</td>
<td>--fm-western-asian-spacing-minimum</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Western/Asian Spacing: Maximum</td>
<td>--fm-western-asian-spacing-maximum</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Western/Asian Spacing: Optimum</td>
<td>--fm-western-asian-spacing-optimum</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Asian Character Spacing: Minimum</td>
<td>--fm-asian-char-spacing-minimum</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Asian Character Spacing: Maximum</td>
<td>--fm-asian-char-spacing-maximum</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Asian Character Spacing: Optimum</td>
<td>--fm-asian-char-spacing-optimum</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Squeeze Punctuation</td>
<td>--fm-squeeze-punctuation</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Use Asian Composer</td>
<td>--fm-allow-asian-composer</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Example:**

In the following CSS, the `<ph>` element has been redefined with properties available in the Basic tab:

```css
.ph{
  --fm-western-asian-spacing-minimum:10;
  --fm-western-asian-spacing-maximum:60;
  --fm-western-asian-spacing-optimum:30;
  --fm-asian-char-spacing-minimum:5;
  --fm-asian-char-spacing-maximum:15;
}```

These properties are specific to FrameMaker and not the regular CSS3 properties.
CSS Selectors

The CSS selectors are mapped as in the following table:

<table>
<thead>
<tr>
<th>CSS Selector</th>
<th>Matches</th>
</tr>
</thead>
<tbody>
<tr>
<td>E:first-child</td>
<td>Any element that is the first child of its parent.</td>
</tr>
<tr>
<td>:last-child</td>
<td>Any element that is the last child of its parent.</td>
</tr>
<tr>
<td>* + E</td>
<td>Any element that not the first element in the document tree.</td>
</tr>
<tr>
<td>E + sibling</td>
<td>Any E element that immediately follows its sibling.</td>
</tr>
<tr>
<td>E#ID</td>
<td>Attribute context for element with unique ID.</td>
</tr>
</tbody>
</table>

Example:

In the following CSS, the <ph> element has been redefined with the supported CSS selectors:

```css
/* descendant selector*/

p ph{
  font-family: "Times New Roman";
  font-size: x-large;
  color: Green;
  background-color: rgb(254, 254, 216);
  font-style: oblique;
  font-stretch: 280;
  font-kerning: normal;
  text-decoration-style: double;
}

/*child selector*/

p>ph{
CSS to EDD Mapping

```css
font-family: "Arial";
font-size: xx-large;
color: Maroon;
background-color: rgb(254, 254, 216);
font-style: oblique;
font-kerning: normal;
text-decoration-style: Single;
}

/* Immediate sibling*/
p+ph{
font-family: "Times New Roman";
font-size: large;
color: Blue;
background-color: rgb(254, 254, 216);
font-style: oblique;
font-kerning: normal;
text-decoration-line: overline;
}

/* Any Sibling */
p~ph{
font-family: "Times New Roman";
font-size: large;
color: Red;
background-color: rgb(254, 254, 216);
font-style: oblique;
font-kerning: normal;
text-decoration-line: overline;
}

Other examples

Some other examples of mapping CSS to EDD are given below.
Prefix and suffix

p>note::before{
    content: "STARTNOTE";
    background-color: Black;
    color: Red;
}
p>note::after{
    content: "ENDNOTE";
    background-color: Black;
    color: Red;
}

note::after{
    content: "ENDNOTE";
    background-color: rgb(125, 67, 102);
    color: Green;
}

note::before{
    content: "STARTNOTE";
    background-color: rgb(125, 67, 102);
    color: Green;
}

note[outputclass="test"]:before{
    content: "TestStart";
    background-color: rgb(150, 114, 14);
    color: yellow;
}

note[outputclass="test"]:after{
    content: "TestEnd";
    background-color: rgb(150, 114, 14);
    color: yellow;
}
Context rules

ph[outputclass="left"]{
    text-align:left;
    color:Red;
    font-family:"Helvetica";
    font-size:medium;
}

ph[outputclass="center"]{
    text-align:left;
    color:Red;
    background-color:Black;
    font-family:"Courier";
    font-size:large;
}

ph[outputclass="right"]{
    text-align:right;
    color:Green;
    font-family:"Arial";
    font-size:x-large;
}

p ph:first-child{
    background-color: rgb(242, 238, 172);
}

ph:first-child{
    background-color:rgb(235, 211, 231);
}

*+ph{
    background-color:rgb(150, 114, 14);
}

ph:last-child {
Basic level rules

li:--fm-level-rule-level(2):--fm-level-rule-start("ul ol"):--fm-
level-rule-stop("entry"){
  color:Yellow;
  background-color:rgb(206, 207, 237);
}

li:--fm-level-rule-level(1):--fm-level-rule-start("ul ol"):--fm-
level-rule-stop("entry"){
  color:Red;
  background-color:rgb(206, 207, 237);
}

li:--fm-level-rule-level(3):--fm-level-rule-start("ul ol"):--fm-
level-rule-stop("entry"){
  color:Green;
  background-color:rgb(206, 207, 237);
}

/* Level Rules with context*/
ul li:--fm-level-rule-level(2):--fm-level-rule-start("ul ol"):--fm-
level-rule-stop("entry"){
  color:Yellow;
  background-color:rgb(244, 245, 225);
}

ul li:--fm-level-rule-level(1):--fm-level-rule-start("ul ol"):--fm-
level-rule-stop("entry"){
  color:Red;
  background-color:rgb(244, 245, 225);
}
CSS 2 to EDD Mapping

This section provides a reference for the CSS 2 to EDD mapping feature, grouped by CSS property category. Each property's description includes the following headings.

**CSS property**  The CSS 2.0 property name

**CSS Property Values**  A simple list of the available property values.

**Mapped to EDD property**  Shows the element name of the equivalent EDD formatting property. For table parts it shows the mapping for EDD table parts.

**Comments/Values**  Additional information about the mapping includes EDD element property values.

While importing a Cascading Style Sheet (CSS) into an EDD, any property or selector in the CSS that cannot be mapped to an equivalent EDD rule is ignored by FrameMaker. No error log is displayed and errors in the CSS file are not reported.

The EDD does not support all properties and selectors defined in CSS 2.0. While importing a CSS into an EDD, FrameMaker will ignore any unsupported properties or selectors.

**CSS Font Properties**

Fonts are mapped as in the following table:

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>Mapped to EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>font-family</td>
<td>font-family</td>
<td>PropertiesFont &lt; Family element.</td>
<td>Font Set is not supported.</td>
</tr>
<tr>
<td></td>
<td>family-name</td>
<td></td>
<td>• Generic-Family can’t be supported.</td>
</tr>
<tr>
<td></td>
<td>generic-family</td>
<td></td>
<td>• Only one font-family can be specified using the EDD Family element.</td>
</tr>
</tbody>
</table>
### CSS property | CSS Property Values | Mapped to EDD property | Comments/Values
--- | --- | --- | ---
font-size | length in units  
- cm (centimeters)  
- ex (exs)  
- in (inches)  
- mm (millimeters)  
- pc (picas)  
- pt (points)  
- px (pixels)  
% (percentage)  | PropertiesFont < Size element.  
Only font-size with a length in points is recognised, all other length types are ignored and the % values are not mapped as FrameMaker does not calculate relative values proportionally. |

Relative size with these values:  
- larger  
- smaller  | Not supported  

Absolute size with value of:  
- xx-small  
- x-small  
- small  
- medium  
- large  
- x-large  
- xx-large  | PropertiesFont < Size element.  
The corresponding absolute values in FrameMaker are mapped as follows:  
- xx-small = 7.0pt  
- x-small = 8.4pt  
- small = 10pt  
- medium = 12pt (Default)  
- large = 14.4pt  
- x-large = 17.3pt  
- xx-large = 20.8pt  

font-style | normal | italic | oblique  | PropertiesFont < Angle with Regular or Italic child elements.  
CSS oblique is mapped to EDD Italic.  

font-variant | normal | small-caps  | CSS small-caps is mapped to EDD PropertiesFont < Case < SmallCaps.  
No action for normal.  

---
## CSS 2 to EDD Mapping

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>Mapped to EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>font-weight</td>
<td>normal</td>
<td>bold</td>
<td>bolder</td>
</tr>
<tr>
<td>font</td>
<td>font-style</td>
<td>font-variant</td>
<td>font-weight</td>
</tr>
<tr>
<td>font-stretch</td>
<td>normal</td>
<td>ultra-condensed</td>
<td>condensed</td>
</tr>
<tr>
<td></td>
<td>wider</td>
<td>narrower</td>
<td>PropertiesFont &lt; StretchChange.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>font-size-adjust</td>
<td>number</td>
<td>none</td>
<td>@font-face is not supported.</td>
</tr>
</tbody>
</table>
## CSS text properties

The CSS text properties are mapped as in the following table:

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>Mapped to EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>text-decoration</td>
<td>underline</td>
<td>PropertiesFont &lt; Underline element.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>overline</td>
<td>PropertiesFont &lt; Overline element.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>line-through</td>
<td>PropertiesFont &lt; Strikethrough element.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>blink</td>
<td>Blink is not supported.</td>
<td></td>
</tr>
<tr>
<td>text-transform</td>
<td>uppercase</td>
<td>PropertiesFont &lt; Case &lt; Uppercase element.</td>
<td>Both text-transform and font-variant map to the Case element of EDD. If both these properties are used for an element context, then only the text-transform value is used.</td>
</tr>
<tr>
<td></td>
<td>lowercase</td>
<td>PropertiesFont &lt; Case &lt; Lowercase element.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>capitalize</td>
<td>capitalize is not supported.</td>
<td></td>
</tr>
<tr>
<td>text-align</td>
<td>left</td>
<td>right</td>
<td>center</td>
</tr>
<tr>
<td>text-indent</td>
<td>length</td>
<td>percentage</td>
<td>PropertiesBasic &lt; Indents &lt; FirstIndent percentage value is not supported.</td>
</tr>
<tr>
<td>line-height</td>
<td>number</td>
<td>length</td>
<td>percentage</td>
</tr>
<tr>
<td>word-spacing</td>
<td>normal</td>
<td>length</td>
<td>inherit</td>
</tr>
</tbody>
</table>
# CSS 2 to EDD Mapping

## CSS color and backgrounds properties

The CSS color and background properties are mapped as in the following table:

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>Mapped to EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>letter-spacing</td>
<td>normal</td>
<td>length</td>
<td>inherit</td>
</tr>
<tr>
<td>text-shadow</td>
<td>Not supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>white-space</td>
<td>Not supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>color</td>
<td>name</td>
<td>rgb</td>
<td></td>
</tr>
<tr>
<td>background-color</td>
<td>background color</td>
<td></td>
<td>• If the name of color is specified and that color is not defined in FrameMaker (CSS includes 16 predefined color names), a new color is created with that name and is assigned the value, rgb.</td>
</tr>
<tr>
<td>background-image</td>
<td>Not supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>background-attachment</td>
<td>Not supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>background-position</td>
<td>Not Supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>background-repeat</td>
<td>Not Supported</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### CSS Formatting Model

The CSS Box Model and Formatting Model are mapped as in the following table:

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>Mapped to EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>background</td>
<td>background-color*</td>
<td>PropertiesBasic &lt; Indents &lt; RightIndent.</td>
<td>The percentage value is not supported.</td>
</tr>
<tr>
<td></td>
<td>background-image</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>background-repeat</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>background-attachment</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>background-position</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Mapped to EDD property, background color.

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>Mapped to EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>margin-right</td>
<td>length</td>
<td>PropertiesBasic &lt; Indents &lt; RightIndent.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>percentage</td>
<td>auto</td>
<td>The percentage value is not supported.</td>
</tr>
<tr>
<td>margin-left</td>
<td>length</td>
<td>PropertiesBasic &lt; Indents &lt; FirstIndent and LeftIndent.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>percentage</td>
<td>auto</td>
<td>The percentage value is not supported.</td>
</tr>
<tr>
<td>margin-top</td>
<td>length</td>
<td>PropertiesBasic &lt; Indents &lt; SpaceAbove.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>percentage</td>
<td>auto</td>
<td>The percentage value is not supported.</td>
</tr>
<tr>
<td>margin-bottom</td>
<td>length</td>
<td>PropertiesBasic &lt; Indents &lt; SpaceBelow.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>percentage</td>
<td>auto</td>
<td>The percentage value is not supported.</td>
</tr>
<tr>
<td>margin</td>
<td>margin-right</td>
<td>margin-left</td>
<td>margin-top</td>
</tr>
</tbody>
</table>
## CSS 2 to EDD Mapping

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>Mapped to EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>border,</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>border*</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>padding,</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>padding*</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>width</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>height</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>min-width</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>min-height</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>max-width</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>max-height</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>float</td>
<td>left</td>
<td>PropertiesPagination &lt;</td>
<td>The main flow in the target</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Placement &lt; SideHead &lt;</td>
<td>structured document must have</td>
</tr>
<tr>
<td></td>
<td>right</td>
<td>Left</td>
<td>“room for side head” enabled to</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>achieve the expected result.</td>
</tr>
<tr>
<td>clear</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>CSS property</td>
<td>CSS Property Values</td>
<td>Mapped to EDD property</td>
<td>Comments/Values</td>
</tr>
<tr>
<td>--------------</td>
<td>---------------------</td>
<td>---------------------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>display</td>
<td>inline</td>
<td>CSS inline elements are supported by using the TextRangeFormatting element.</td>
<td>• When CSS inline is specified all CSS properties that map to EDD PropertiesFont child elements are retained. All other CSS properties are ignored.</td>
</tr>
<tr>
<td></td>
<td>block</td>
<td>CSS block elements are supported by using the ParagraphFormatting element.</td>
<td>• The default behaviour of CSS inline is equivalent to a FrameMaker text range.</td>
</tr>
<tr>
<td></td>
<td>run-in</td>
<td>PropertiesPagination &lt; Placement &lt; RunInHead element</td>
<td>• The default behaviour of CSS block is equivalent to a FrameMaker paragraph.</td>
</tr>
<tr>
<td></td>
<td>compact</td>
<td>PropertiesPagination &lt; Placement &lt; SideHead element</td>
<td>• If there are two different rules for a single element in which one of the selectors is more specific than the other, and both rules specify the display property with a different value, then in FrameMaker the final value of the display property is undefined, and the corresponding element type in the EDD is also undefined.</td>
</tr>
<tr>
<td></td>
<td>list-item</td>
<td>PropertiesNumbering &lt; AutoNumFormat</td>
<td>The main flow in the target structured document must have “room for side head” enabled to achieve the expected result.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>An appropriate AutoNumFormat must be created based on the list-style-type property.</td>
</tr>
</tbody>
</table>
# CSS Pagination Properties

The CSS Pagination properties are mapped as in the following table:

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
</table>
| page-break-before  | auto | always | avoid | left | right | inherit | PropertiesPagination < StartPosition | CSS to EDD element mapping:  
  - always = TopOfPage  
  - left = TopOfLeftPage  
  - right = TopOfRightPage.  
  The avoid property is not supported. |
| page-break-after    | Not supported       |                                       |                                                                                 |
| page-break-inside   | Not supported       |                                       |                                                                                 |
| widows/orphans      | integer | inherit | PropertiesPagination < WidowOrphanLines | In CSS, widows and orphans are different properties and hence they can have different values.  
But, in the EDD, a single element, WidowOrphanLines, controls both values, and hence they have the same value. |
| marks               | crop | cross | Not supported | An EDD has no control over the page layout. In FrameMaker page layout is designed into the structured template. |
| @page               | Not supported       |                                       | An EDD has no control over the page layout. In FrameMaker page layout is designed into the structured template. |
| page                | Not supported       |                                       | To achieve the required result set up a suitable **ApplyMasterPages** command.  
See the Using Adobe® FrameMaker® guide. |
| size                | length | auto | portrait | landscape | inherit | An EDD has no control over the page layout. In FrameMaker page layout is designed into the structured template. |
CSS generated content, automatic numbering, and lists

The CSS generated content, automatic numbering, and lists are mapped as in the following table:

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>Mapped to EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>list-style-type</td>
<td>• disc</td>
<td>Not supported</td>
<td>This CSS property is not supported in EDD. We have to enhance EDD for this.</td>
</tr>
<tr>
<td></td>
<td>• circle</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• square</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• decimal</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• decimal-leading-zero</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• lower-roman</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• upper-roman</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• lower-alpha</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• upper-alpha</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• lower-latin</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• upper-latin</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• lower-greek</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• hebrew</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• armmenian</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• georgian</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• cjk-ideograph</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• hiragana</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• katakana</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• hiragana-iroha</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• katakana-iroha</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• none</td>
<td></td>
<td></td>
</tr>
<tr>
<td>list-style-image</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>list-style-position</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>list-style</td>
<td>list-style-type, list-style-image, list-style-position</td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>CSS property</td>
<td>CSS Property Values</td>
<td>Mapped to EDD property</td>
<td>Comments/Values</td>
</tr>
<tr>
<td>--------------</td>
<td>---------------------</td>
<td>------------------------</td>
<td>-----------------</td>
</tr>
<tr>
<td>content</td>
<td>string</td>
<td>The text content of the Prefix or Suffix element.</td>
<td>string, attr(attname), open-quote and close-quote may be used in any combination as required. Separate each item with whitespace.</td>
</tr>
<tr>
<td></td>
<td>attr(attname)</td>
<td>&lt;$attribute[attname]&gt;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>open-quote</td>
<td>&quot;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>close-quote</td>
<td>&quot;</td>
<td></td>
</tr>
<tr>
<td>counter</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>uri,quotes</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>counter-increment</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>counter-reset</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>counter</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>counters</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>marker</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>marker</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>offset</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>White-space</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>position</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>z-index</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td>visibility</td>
<td></td>
<td>Not supported</td>
<td></td>
</tr>
</tbody>
</table>
CSS Tables

Container is the default element type in an EDD. An element can be specified in CSS as a table component or table component group using the display property. If an element is a Container in the EDD but the CSS specifies the element as Table/table-Tow, then the element type in EDD is changed from Container to the corresponding table element type.

<table>
<thead>
<tr>
<th>CSS property</th>
<th>CSS Property Values</th>
<th>Mapped to EDD property</th>
<th>Comments/Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>display</td>
<td>table</td>
<td>Element &lt; Table</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• FrameMaker table part elements cannot have PrefixRules or SuffixRules. So, a rule with the :after or :before pseudo element selector, is ignored.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• FrameMaker table part elements cannot have TextRangeFormatting element in the EDD. So, the inline value of the display property is ignored.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>table-inline</td>
<td>Not supported</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>table-row</td>
<td>Element &lt; TableRow</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>table-row-group</td>
<td>Element &lt; TableBody</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>table-header-group</td>
<td>Element &lt; TableHeading</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>table-footer-group</td>
<td>Element &lt; TableFootering</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>table-cell</td>
<td>Element &lt; TableCell</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>table-caption</td>
<td>Element &lt; TableTittle</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>colspan</td>
<td>Straddling in FrameMaker core</td>
<td>The New element needs to be added in EDD.</td>
</tr>
<tr>
<td></td>
<td>rowspan</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>border</td>
<td>FM core supports border in Table and Table cell.</td>
<td>The New element needs to be added in EDD.</td>
</tr>
<tr>
<td></td>
<td>background</td>
<td>FM core supports background in Table and Table cell.</td>
<td>The New element needs to be added in EDD.</td>
</tr>
</tbody>
</table>
CSS Selectors

The CSS selectors are mapped as in the following table:

<table>
<thead>
<tr>
<th>CSS selector</th>
<th>Matches</th>
<th>EDD selector</th>
</tr>
</thead>
<tbody>
<tr>
<td>*</td>
<td>any element</td>
<td>The * selector matches any single element of the document tree. So, properties specified using * are applied to all elements in EDD.</td>
</tr>
<tr>
<td>E</td>
<td>Any element Elem</td>
<td>Element(Container): E</td>
</tr>
<tr>
<td>F E</td>
<td>Any element E that is descendent of element F</td>
<td>If context is: * &lt; F</td>
</tr>
<tr>
<td>F &gt; E</td>
<td>Any E element that is child of F</td>
<td>Element (Container): E</td>
</tr>
<tr>
<td></td>
<td>{after F}</td>
<td>If context is: F</td>
</tr>
<tr>
<td></td>
<td>* + E maps to {notfirst}.</td>
<td></td>
</tr>
<tr>
<td>.class</td>
<td>any element with class “class”</td>
<td>Not supported</td>
</tr>
<tr>
<td>#id</td>
<td>element with ID id</td>
<td>Element (Container): E</td>
</tr>
<tr>
<td></td>
<td>[IDname=&quot;id&quot;]</td>
<td>If context is:</td>
</tr>
<tr>
<td>:first-child</td>
<td>Any element that is the first child of its parent</td>
<td>{first}</td>
</tr>
<tr>
<td>:link</td>
<td>Hyperlink visited or not</td>
<td>Ignored as it does not apply to FrameMaker.</td>
</tr>
<tr>
<td>:visited</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### CSS 2 to EDD Mapping

<table>
<thead>
<tr>
<th>CSS selector</th>
<th>Matches</th>
<th>EDD selector</th>
</tr>
</thead>
<tbody>
<tr>
<td>:active</td>
<td>Any element that is activated by the user using the mouse, etc.</td>
<td>Ignored as it is for an interactive browser</td>
</tr>
<tr>
<td>:hover</td>
<td></td>
<td></td>
</tr>
<tr>
<td>:focus</td>
<td></td>
<td></td>
</tr>
<tr>
<td>:lang(c)</td>
<td>Any element whose content is in the 'c' language</td>
<td></td>
</tr>
<tr>
<td>[att]</td>
<td>Any element with attribute att</td>
<td>Not supported</td>
</tr>
<tr>
<td>[att=val]</td>
<td>Any element with attribute att and value val.</td>
<td>Element (Container):E  General Rule: &lt;ANY&gt;  If context is: [xml:lang=&quot;c&quot;]</td>
</tr>
<tr>
<td>[att~=val]</td>
<td>Any element that includes the word &quot;val&quot; in its value.</td>
<td>Not supported</td>
</tr>
<tr>
<td>[att</td>
<td>= &quot;val&quot;]</td>
<td>Any element with an att attribute value &quot;val-..&quot;</td>
</tr>
<tr>
<td>E:first-letter</td>
<td>The first letter of any element E</td>
<td>Not supported</td>
</tr>
<tr>
<td>E:first-line</td>
<td>The first line of any element E</td>
<td>Not supported</td>
</tr>
<tr>
<td>E:before</td>
<td>The text to be inserted at the start/end of any element E</td>
<td>Maps to Prefix and Suffix rules in EDD. For more details, see the &quot;content&quot; property.</td>
</tr>
<tr>
<td>E:after</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
XML Schema to DTD Mapping

When XML documents are associated with an XML Schema declaration, FrameMaker can convert the Schema to a DTD declaration, from which you can create or modify an EDD. The content models of Schema and DTD are not identical. This chapter shows how Schema definitions are mapped into DTD definitions.

For details of how special objects are handled when converting Schema to DTD, see the individual object discussions in Developer Guide, Part IV, Translating Between Markup Data and FrameMaker.

**Note:** The DTD generated from Schema always uses UTF8 encoding, regardless of the encoding used in the Schema file.

If you wish to modify the DTD that is generated automatically, you can do so. If you do this, reference the modified DTD from the original XML document. When FrameMaker imports an XML document that references both a Schema and DTD, it uses the DTD to create the FrameMaker elements, although it still validates the contents against the Schema.

**Schema location**

You can import an XML document that references a Schema file, and you can specify a Schema file in your structure application, to use for validating a document upon export to XML.

To specify a Schema file for use in exporting to XML, modify the `structapps.fm` file. The element `Schema`, a child of the `XmlApplication` element, specifies the Schema file path for export. The property `Namespace` in `XmlApplication` must be set to true if instance documents use namespaces. See “Screen modes” on page 23.

For importing an XML document, include the path of the Schema file in the XML using attributes—`noNamespaceSchemaLocation` or `schemaLocation` depending on whether your schema includes a target namespace or not. A DTD is generated automatically when you import the XML, and the EDD is generated from the DTD.

Schema allows an XML document to reference multiple Schema locations in different namespaces using the root-element attribute `xsi:schemaLocation`, which can have multiple values. This feature has no equivalent in DTD. If an XML document references multiple Schema locations, FrameMaker uses only the first one for generating a DTD and for validation.

You can load XML documents that use `noNamespaceSchemaLocation`. For example:

```xml
<RootElementName id="RootElementID"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:noNamespaceSchemaLocation="MySchema.xsd">
```
If an imported document references both a valid DTD location and a Schema location, the
document is validated against the Schema. If there is no Schema location value, it is validated
against the DTD. If neither location is specified, the load shows a warning similar to the one for a
document that has no DOCTYPE statement.

If an imported document references both a DTD location and a Schema location, but the
referenced DTD location is not valid, the load fails with the error “invalid external entity.”
FrameMaker does not, in this case, generate a new DTD from the referenced Schema.

Namespace and Schema location attributes

The root element is not created automatically, therefore, the conversion process adds attributes
for namespace definitions and schema location in all global elements specified in the Schema,
which are then copied into the EDD that is created from the DTD. If you do add a root element,
as recommended, these attributes are not needed, although they are not harmful.

If you wish, you can remove these extra attributes in two ways:

• After you generate an EDD from Schema, remove the extra attributes from the non-root
elements in the EDD, and create a template. In this case, you do not need to provide an external
DTD in the instance XML document.

• Remove the extra attributes from the non-root elements in the generated DTD, and save the
modified DTD as an external DTD in the instance document. This is the technique to use if you
want to modify the default mapping to DTD. In this case, you do not need a template. If you
do wish to create a template, you can remove the attributes from the EDD as well.

Simple type mapping

All simple types in Schema translate to \#PCDATA in DTD, and the Schema type anyType
translates to the DTD type ANY. For example:

\begin{verbatim}
Schema

<xsd:element name="AString" type="xsd:string"/>
<xsd:element name="AnUnsignedInt" type="xsd:unsignedInt"/>
<xsd:element name="ABoolean" type="xsd:boolean"/>
<xsd:element name="AYearMonth" type="xsd:gYearMonth"/>
<xsd:element name="AMonthDay" type="xsd:gMonthDay"/>
<xsd:element name="AnyTypeElem" type="xsd:anyType"/>
\end{verbatim}
**Simple type mapping**

**DTD**

```xml
<!ELEMENT AString(#PCDATA)>  
<!ELEMENT AnUnsignedInt(#PCDATA)>  
<!ELEMENT ABoolean (#PCDATA)>  
<!ELEMENT AgYearMonth (#PCDATA)>  
<!ELEMENT AgMonthDay (#PCDATA)>  
<!ELEMENT AnyTypeElem (ANY)>  
```

**Attributes of simple type elements**

Attribute of simple types translate to CDATA, NMTOKEN, NMTOKENS, ID, IDREFS, ENTITY, and so on. Enumeration facets in attributes are exported to DTD. Other simple type facets, xsd:list facets, and xsd:union facets are dropped.

Note the translation of use, fixed and default attribute combinations in the following example:

**Schema**

```xml
<xsd:attribute name="ReqdAttr" type="xsd:int" use="required"/>  
<xsd:attribute name="OptAttr" type="xsd:int" use="optional"/>  
<xsd:attribute name="ProhAttr" type="xsd:int" use="prohibited"/>  
<xsd:attribute name="FixedReqdAttr" type="xsd:int" use="required" fixed="23"/>  
<xsd:attribute name="OptDefAttr" type="xsd:int" use="optional" default="12"/>  
<xsd:attribute name="FixedOptAttr" type="xsd:int" use="optional" fixed="25"/>  
<xsd:attribute name="EnumAttr" use="optional" default="Male">  
  <xsd:simpleType>  
    <xsd:restriction base="xsd:string">  
      <xsd:enumeration value="Male"/>  
      <xsd:enumeration value="Female"/>  
    </xsd:restriction>  
  </xsd:simpleType>  
</xsd:attribute>  
```

**DTD**

```xml
<!ATTLIST ElemName  
  FixedOptAttr NMTOKEN  #FIXED "25"  
  EnumAttr (Male|Female)  "Male"  
  OptDefAttr NMTOKEN  "12"  
  ReqAttr NMTOKEN  #REQUIRED  
  FixedReqAttr NMTOKEN  #FIXED "23"  
  OptAttr NMTOKEN  #IMPLIED>  
```
Complex type mapping

Complex content models in Schema translate to similar constructs in DTD, insofar as possible. If there are any errors in the Schema that result in a content model ambiguity, the content model is translated to ANY in DTD.

Group

The group content model in Schema translates to a group in DTD. For example:

**Schema**

```xml
<xsd:element name="GroupElem">
<xsd:complexType>
  <xsd:sequence>
    <xsd:choice>
      <xsd:group ref="IntStr"/>
      <xsd:element name="MMIncl" type="xsd:string"/>
    </xsd:choice>
  </xsd:sequence>
</xsd:complexType>
</xsd:element>

<xsd:group name="IntStr" id="Group1">
  <xsd:sequence>
    <xsd:element name="Int" type="xsd:int" minOccurs="2" maxOccurs="2"/>
    <xsd:element name="Str" type="xsd:string"/>
  </xsd:sequence>
</xsd:group>
```

**DTD**

```xml
<!ELEMENT GroupElem (((abc:Int,abc:Int),abc:Str)|abc:MMIncl)>
```

Sequence

A Schema sequence content model translates to a sequence in DTD. Note the translation of minOccurs and maxOccurs attribute value combinations in the following example.
Complex type mapping

Schema

```xml
<xsd:element name="TestOccurence">
  <xsd:complexType>
    <xsd:sequence>
      <xsd:element name="Min0" type="xsd:int" minOccurs="0" maxOccurs="1"/>
      <xsd:element name="Max1" type="xsd:int" maxOccurs="1"/>
      <xsd:element name="Min0Max1" type="xsd:int" minOccurs="0" maxOccurs="1"/>
      <xsd:element name="Min1Max1" type="xsd:int" minOccurs="1" maxOccurs="1"/>
      <xsd:element name="Min2MaxI" type="xsd:int" minOccurs="2" maxOccurs="unbounded"/>
      <xsd:element name="Min0Max2" type="xsd:int" minOccurs="0" maxOccurs="2"/>
      <xsd:element name="Min2Max10" type="xsd:int" minOccurs="2" maxOccurs="10"/>
      <xsd:element name="Min2Max3" type="xsd:int" minOccurs="2" maxOccurs="3"/>
    </xsd:sequence>
  </xsd:complexType>
</xsd:element>
```

DTD

```xml
<!ELEMENT TestOccurrence
  ((Min0?,Max1,Min0Max1?,Min1Max1, (Min2MaxI,Min2MaxI,Min2MaxI*),
  (Min0Max2*), (Min2Max10,Min2Max10,Min2Max10*),
  (Min2Max3, Min2Max3, Min2Max3?)))>
```

Choice

A Schema choice content model translates to a choice in DTD. For example:

Schema

```xml
<xsd:element name="ChoiceElem">
  <xsd:complexType>
    <xsd:sequence>
      <xsd:choice>
        <xsd:element name="Int" type="xsd:int"/>
        <xsd:element name="Str" type="xsd:string"/>
        <xsd:element name="MMIncl" type="xsd:int"/>
      </xsd:choice>
    </xsd:sequence>
  </xsd:complexType>
</xsd:element>
```
Complex type mapping

**DTD**

```xml
<!ELEMENT ChoiceElem ((Int|Str)|MMIncl)>
<!ELEMENT Int       (#PCDATA)>
<!ELEMENT Str        (#PCDATA)>
<!ELEMENT MMIncl     (#PCDATA)>
```

**All**

A Schema all content model translates to a choice of elements with multiple occurrences in DTD. For example:

**Schema**

```xml
<xsd:element name="DataType">
  <xsd:complexType>
    <xsd:all>
      <xsd:element name="AName" type="xsd:Name"/>
      <xsd:element name="AQName" type="xsd:QName"/>
      <xsd:element name="ANCName" type="xsd:NCName"/>
      <xsd:element name="AnyURI" type="xsd:anyURI"/>
      <xsd:element name="ALanguage" type="xsd:language"/>
      <xsd:element name="AnID" type="xsd:ID"/>
      <xsd:element name="AnIDRef" type="xsd:IDREF"/>
      <xsd:element name="AIDREFS" type="xsd:IDREFS"/>
    </xsd:all>
  </xsd:complexType>
</xsd:element>
```

**DTD**

```xml
<!ELEMENT DataType
  (AName|AQName|ANCName|AnyURI|ALanguage|AnID|AnIDRef|AIDREFS)*>```

**Named complex types**

Named complex types in Schema are dropped, and their content model is substituted into the corresponding DTD elements. For example:
Complex type mapping

Schema

```xml
<xsd:element name="AddressDetails">
  <xsd:complexType>
    <xsd:sequence>
      <xsd:element name="ToAddress" type="USAddress"/>
      <xsd:element name="FromAddress" type="USAddress"/>
    </xsd:sequence>
  </xsd:complexType>
</xsd:element>

<xsd:complexType name="USAddress">
  <xsd:sequence>
    <xsd:element name="name" type="xsd:string"/>
    <xsd:element name="street" type="xsd:string"/>
    <xsd:element name="city" type="xsd:string"/>
    <xsd:element name="state" type="xsd:string"/>
    <xsd:element name="zip" type="xsd:int"/>
  </xsd:sequence>
  <xsd:attribute name="country" type="xsd:NMTOKEN" fixed="US"/>
  <xsd:attribute name="headquarter" type="xsd:string"
    use="required"/>
</xsd:complexType>
```

DTD

```xml
<!ELEMENT AddressDetails (ToAddress,FromAddress)>  
<!ELEMENT ToAddress ((name,street,city,state),zip)>   
<!ATTLIST ToAddress country NMTOKEN #FIXED "US"   
  headquarter CDATA #REQUIRED >  
<!ELEMENT FromAddress  
  ((name,street,city,state),zip)>   
<!ATTLIST FromAddress  
    country NMTOKEN #FIXED "US"  
    headquarter CDATA #REQUIRED >  
<!ELEMENT name     (#PCDATA)>  
<!ELEMENT street   (#PCDATA)>  
<!ELEMENT city      (#PCDATA)>  
<!ELEMENT state     (#PCDATA)>  
<!ELEMENT zip       (#PCDATA)>  
```

Named attribute groups

Named attribute groups in Schema are dropped, and the attributes are put into the corresponding
DTD attribute list. For example:
Complex type mapping

Schema

```xml
<xsd:element name="PersonalDetails">
  <xsd:complexType>
    <xsd:sequence>
      <xsd:element name="Name" type="xsd:string"/>
    </xsd:sequence>
    <xsd:attributeGroup ref="PersonalData"/>
  </xsd:complexType>
</xsd:element>
```

```xml
<xsd:attributeGroup name="PersonalData">
  <xsd:attribute name="Age" type="xsd:int" use="required"/>
  <xsd:attribute name="Gender">
    <xsd:simpleType>
      <xsd:restriction base="xsd:string">
        <xsd:enumeration value="Male"/>
        <xsd:enumeration value="Female"/>
      </xsd:restriction>
    </xsd:simpleType>
  </xsd:attribute>
</xsd:attributeGroup>
```

DTD

```xml
<!ELEMENT PersonalDetails (Name)>
<!ATTLIST PersonalDetails
  Age NMTOKEN #REQUIRED
  Gender (Male|Female) #IMPLIED>
<!ELEMENT Name (#PCDATA)>
```

Abstract elements

For an abstract element in Schema is substituted into DTD elements using its own substitution group, if one is defined. Otherwise, the element maps directly to a DTD element. For example:
Complex type mapping

Schema

```xml
<xsd:element name="RootElem">
  <xsd:complexType>
    <xsd:all>
      <xsd:element name="Elem1" type="xsd:int" minOccurs="0"/>
      <xsd:element ref="AbstractElem"/>
    </xsd:all>
  </xsd:complexType>
</xsd:element>

<xsd:element name="AbstractElem" type="xsd:string" abstract="true"/>
<xsd:element name="Substitute1" type="xsd:string" substitutionGroup="AbstractElem"/>
<xsd:element name="Substitute2" type="xsd:string" substitutionGroup="AbstractElem"/>
```

DTD

```xml
<!ELEMENT RootElem (Elem1?|(Substitute1|Substitute2))*>
<!ELEMENT Elem1 (#PCDATA)>  
<!ELEMENT Substitute1 (#PCDATA)>  
<!ELEMENT Substitute2 (#PCDATA)>  
```

Mixed content models

A mixed content model translates to a multiple occurrence of choice between elements in the content model and #PCDATA. Occurrence constraints associated with the elements and content model are ignored. For example:

Schema

```xml
<xsd:element name="RootElem">
  <xsd:complexType mixed="true">
    <xsd:sequence>
      <xsd:element name="elem1" type="xsd:string" maxOccurs="unbounded"/>
      <xsd:element name="elem2" type="xsd:positiveInteger"/>
      <xsd:element name="elem3" type="xsd:string"/>
      <xsd:element name="elem4" type="xsd:date" minOccurs="0"/>
    </xsd:sequence>
  </xsd:complexType>
</xsd:element>
```

DTD

```xml
<!ELEMENT RootElem (#PCDATA|elem1|elem2|elem3|elem4)*>  
<!ELEMENT elem1 (#PCDATA)>  
<!ELEMENT elem2 (#PCDATA)>  
<!ELEMENT elem3 (#PCDATA)>  
<!ELEMENT elem4 (#PCDATA)>  
```
Supported Schema features

Supported element qualification features of Schema are listed below with their mapping into DTD.

Defaults

The Schema attributeFormDefault and elementFormDefault are honored wherever they occur. For example:

**Schema**

```xml
<xsd:schema xmlns:xsd="http://www.w3.org/2001/XMLSchema"
            targetNamespace="Schema-abstract-elements"
            xmlns:abc="Schema-abstract-elements"
            elementFormDefault="qualified">

  <xsd:element name="RootElem">
    <xsd:complexType>
      <xsd:sequence>
        <xsd:element name="Elem1" type="xsd:int"/>
      </xsd:sequence>
    </xsd:complexType>
  </xsd:element>
</xsd:schema>
```

**DTD**

```xml
<!ELEMENT abc:RootElem (abc:Eml1)>
```

**Any**

Any content model containing the Schema `<any>` element translates to the DTD ANY content model, regardless of additional content. For example:

**Schema**

```xml
<xsd:element name="AnyElem">
  <xsd:complexType>
    <xsd:element name="Elem1" type="xsd:int"/>
    <xsd:any namespace="http://www.w3.org/1999/xhtml"
              minOccurs="1" maxOccurs="unbounded"
              processContents="skip"/>
  </xsd:complexType>
</xsd:element>
```

**DTD**

```xml
<!ELEMENT AnyElem ANY>
<!ELEMENT Eml1 (###PCDATA)>
```

Notice in this example that the `Elem1` element is translated independently, and is not part of AnyElem in the DTD.
Supporting Schema features

Extension and restriction of complex types

Extension and restriction of a complex type in Schema translates directly to the DTD. For example:

**Schema**

```xml
<xsd:element name="ElemA" type="ComplexTypeB"/>
<xsd:complexType name="ComplexTypeA">
    <xsd:sequence>
        <xsd:element name="elem1" type="xsd:string" maxOccurs="3"/>
        <xsd:element name="elem2" type="xsd:string"/>
    </xsd:sequence>
    <xsd:attribute name="attr1" type="xsd:NMTOKEN"/>
    <xsd:attribute name="attr2" type="xsd:string" use="required"/>
</xsd:complexType>

<xsd:complexType name="ComplexTypeB">
    <xsd:complexContent>
        <xsd:extension base="ComplexTypeA">
            <xsd:attribute name="attr3" type="xsd:date" use="required"/>
        </xsd:extension>
    </xsd:complexContent>
</xsd:complexType>
```

**DTD**

```xml
<!ELEMENT ElemA (elem1,elem1*,elem2)>
<!ATTLIST ElemA attr1 NMTOKEN #IMPLIED
attr2 CDATA #REQUIRED
attr3 NMTOKEN #REQUIRED>

<!ELEMENT elem1 (#PCDATA)>
<!ELEMENT elem2 (#PCDATA)>
```

Include, import, and redefine

The `include`, `import` and `redefine` constructs allow one Schema file to refer to other Schema files. In converting to DTD, information from such referenced Schema files is included, but all elements are output to a single DTD. For example, if a Schema file `a.xsd` with namespace `ns_a` imports another Schema, `b.xsd` with namespace `ns_b`, the resulting DTD contains elements from both `ns_a` and `ns_b` namespaces.

The following example shows three Schema files; the first, `example.xsd`, includes the file named `include.xsd`, and imports the file named `import.xsd`. When the file `example.xsd` is imported into FrameMaker, the resulting DTD includes definitions for all three files.
**Supported Schema features**

**Schema**

First file, example.xsd

```xml
<schema targetNamespace="Include-Import-Example"
  xmlns="http://www.w3.org/2001/XMLSchema"
  xmlns:a="Include-Import-Example"
  xmlns:b="Import-schema" elementFormDefault="qualified">
  <include schemaLocation="./include.xsd"/>
  <import namespace="Import-schema" schemaLocation="./import.xsd"/>
  <element name="rootElem1">
    <complexType><sequence>
      <element name="elem1" type="a:complexTypeA"/>
      <element ref="b:importElem1"/>
      <element ref="a:includeElem3"/>
    </sequence>
  </complexType>
</element>
</schema>
```

Second file, include.xsd

```xml
<schema targetNamespace="Include-Import-Example"
  xmlns="http://www.w3.org/2001/XMLSchema"
  xmlns:a="Include-Import-Example" elementFormDefault="qualified">
  <complexType name="complexTypeA"><sequence>
    <element name="includeElem1" type="string"/>
    <element name="includeElem2" type="string"/>
  </sequence></complexType>
  <element name="includeElem3" type="int"/>
</schema>
```

Third file, import.xsd

```xml
<schema targetNamespace="Import-schema"
  xmlns="http://www.w3.org/2001/XMLSchema"
  xmlns:c="Import-schema" elementFormDefault="qualified">
  <element name="importElem1" type="int"/>
  <element name="importElem2" type="string"/>
</schema>
```
Unsupported Schema features

Features of Schema listed below cannot be mapped into DTD, and are dropped:

• Abstract types
• key, keyref, and unique
• Annotations
Unsupported Schema features
The CALS or the related OASIS table model is a specific set of element and attribute declarations for defining tables, originally defined in “Markup Requirements and Generic Style Specification for Electronic Printed Output and Exchange of Text,” MIL-M-28001B. The OASIS table model is an XML expression of the exchange subset of the full CALS Table Model DTD. If your markup documents use these elements and attributes or some simple variations of them, FrameMaker can translate them to tables and table parts without the assistance of read/write rules. The CALS model can be interpreted in various ways. This chapter describes the CALS elements and attributes as they are interpreted by FrameMaker.

Some attributes are common to several elements in the description of the table. In these cases, attribute values are inherited in the element hierarchy. The values of attributes associated with `<colspec>` and `<spanspec>` elements act as though they were on the parent element for inheritance purposes. This is, if a `<tgroup>` element has two `<colspec>` child elements and a `<thead>` child element, the attributes of the `<colspec>` elements apply to the `<thead>` element unless that element has its own `<colspec>` elements with attribute values that override the inherited ones. If you want to change how FrameMaker processes any attribute of a `<colspec>` or `<spanspec>` element, you refer to the attribute as a formatting property.

In the CALS model, the `<table>` element has an `<orient>` attribute. This attribute is not supported in FrameMaker, because there is no way in a FrameMaker table to specify orientation on the page.

FrameMaker properties that DO NOT have corresponding CALS attributes

<table>
<thead>
<tr>
<th>FrameMaker Property</th>
<th>For FrameMaker Elements</th>
<th>Corresponding CALS Attribute</th>
</tr>
</thead>
<tbody>
<tr>
<td>column widths</td>
<td>table (CALS: tgroup)</td>
<td>(none)</td>
</tr>
</tbody>
</table>

Column widths: Width of successive columns in the table. Each value is either an absolute width or a width proportional to the size of the entire table. If proportional widths are used, the CALS - pgwide- attribute determines the table width. For example, to specify that the first two columns are each one-quarter the size of the table, and the third column is half the size of the table, you could write a rule to specify your column widths as “25* 25* 50**. Valid units and abbreviations for the “column width” formatting property are:
Element and attribute definition list declarations

<table>
<thead>
<tr>
<th>Unit</th>
<th>Abbreviation</th>
</tr>
</thead>
<tbody>
<tr>
<td>centimeter</td>
<td>cm</td>
</tr>
<tr>
<td>cicero</td>
<td>cc</td>
</tr>
<tr>
<td>didot</td>
<td>dd</td>
</tr>
<tr>
<td>inch</td>
<td>in</td>
</tr>
<tr>
<td>millimeter</td>
<td>mm</td>
</tr>
<tr>
<td>pica</td>
<td>pc (or pi)</td>
</tr>
<tr>
<td>point</td>
<td>pt</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FrameMaker Property</th>
<th>For FrameMaker Elements of Type</th>
<th>Corresponding CALS Attribute</th>
</tr>
</thead>
<tbody>
<tr>
<td>maximum height</td>
<td>row</td>
<td>(none)</td>
</tr>
<tr>
<td>Minimum height of a row in a table.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>minimum height</td>
<td>row</td>
<td>(none)</td>
</tr>
<tr>
<td>Minimum height of a row in a table.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>row type</td>
<td>row</td>
<td>(none)</td>
</tr>
<tr>
<td>Whether the associated table row is a heading, footing, or body row, or the associated table cell occurs in a row of that type.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>horizontal straddle</td>
<td>cell</td>
<td>(none)</td>
</tr>
<tr>
<td>How many columns this straddle cell spans</td>
<td></td>
<td></td>
</tr>
<tr>
<td>vertical straddle</td>
<td>cell</td>
<td>(none)</td>
</tr>
<tr>
<td>How many rows this straddled cell spans</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Element and attribute definition list declarations

The element and attribute declarations as used by FrameMaker are as follows:

```xml
<!ENTITY % yesorno "NUMBER">
```
<!ELEMENT table - - (title?, tgroup+)>
<!ATTLIST table
colsep %yesorno; #IMPLIED
frame (all|top|bottom|topbot|sides|none) #IMPLIED
pgwide %yesorno; #IMPLIED
rowsep %yesorno; #IMPLIED		
		
tabstyle NMTOKEN #IMPLIED
>

<!ELEMENT title - - (#PCDATA)>
<!ELEMENT tgroup - O (colspec*, spanspec*, thead?, tfoot?, tbody)>
<!ATTLIST tgroup
align       (left|center|right|justify|char) #IMPLIED
char        CDATA     #IMPLIED
charoff     NUTOKEN   #IMPLIED
colsep      %yesorno; #IMPLIED
cols        NUMBER    #REQUIRED
rowsep      %yesorno; #IMPLIED
tgroupstyle NMTOKEN #IMPLIED
>

<!ELEMENT colspec - O EMPTY>
<!ATTLIST colspec
align       (left|center|right|justify|char) #IMPLIED
char        CDATA     #IMPLIED
charoff     NUTOKEN   #IMPLIED
colname     NMTOKEN   #IMPLIED
colnum      NUMBER    #IMPLIED
colsep      %yesorno; #IMPLIED
colwidth    CDATA     #IMPLIED
rowsep      %yesorno; #IMPLIED
>

<!ELEMENT spanspec - O EMPTY>
<!ATTLIST spanspec
align       (left|center|right|justify|char) #IMPLIED
char        CDATA     #IMPLIED
charoff     NUTOKEN   #IMPLIED
nameend     NMTOKEN   #REQUIRED
namest      NMTOKEN   #REQUIRED
spanname    NMTOKEN   #REQUIRED
rowsep      %yesorno; #IMPLIED
>
Element structure

A CALS table has an optional title followed by one or more tgroup elements. This allows, for example, different portions of one table to have different numbers of columns. In practice, most CALS tables have a single tgroup element. The tgroup element is the major portion of the table. It has several optional parts: multiple colspec and spanspec elements followed by (at most) one heading and one footing element. The only required sub-element of a tgroup element is its body. Unlike the FrameMaker model of table structure, the CALS model has its tgroup element appearing after the footing element.
**Attribute structure**

The `colspec` empty element has attributes describing characteristics of a table column. The `spanspec` empty element has attributes describing straddling characteristics of a portion of a table. These elements have no counterpart in FrameMaker. They exist only to have their attribute values specify information about other elements in the table.

The `thead` and `tfoot` heading and footing elements contain their own optional `colspec` elements followed by one or more rows.

The `tbody` element contains one or more rows.

As supported by FrameMaker, a table row consists of a set of cells in `entry` elements, each of which can contain only text. Readers familiar with the CALS model may notice that these declarations do not include the `entrytbl` element which supports creating tables within tables. FrameMaker does not allow tables within tables, so does not support this element.

**Attribute structure**

Elements in the CALS table model use attributes to describe properties of the table such as cell alignment or straddling behavior.

**Inheriting attribute values**

Some attributes are common to several elements in the description of a table. In these cases, attribute values are inherited in the element hierarchy. The values of attributes associated with `colspec` and `spanspec` elements act as though they were on the parent element for inheritance purposes. That is, if a `tgroup` element has two `colspec` child elements and a `thead` child element, the attributes of the `colspec` elements apply to the `thead` element unless that element has its own `colspec` elements with attribute values that override the inherited ones.

**Orient attribute**

In the CALS model, the `table` element has an `orient` attribute. This attribute is not supported in FrameMaker, because there is no way in a FrameMaker table to specify orientation on the page.

**Straddling attributes**

A `spanspec` element describes a column range so that a straddle cell can describe which columns it spans by referencing a `spanspec` through its `spanname` attribute.

An `entry` element specifies which columns it occupies by one of three methods:

- Using the `namest` and `nameend` attributes to reference columns explicitly. The `namest` attribute indicates the first column in the straddle; the `nameend` attribute indicates the last column.
- Using the `spanname` attribute as an indirect reference to the columns.
• Using the `colname` attribute (for a non-straddled cell).
By default, FrameMaker can read and write CALS (or OASIS) tables without your intervention. For information on what it does by default and how you can change that behavior with read/write rules, see Chapter 22, “Translating Tables” in Developer Guide. FrameMaker does not use read/write rules to implement its default interpretation of CALS tables. However, to help your understanding of the default interpretation, this chapter contains a set of rules that encapsulate the software’s default behavior for CALS tables.

As described in Chapter 22, “Translating Tables,” (in Developer Guide) the software’s default behavior is different depending on whether the table element is a container element or a table element in FrameMaker. The only difference is what type of element table becomes and what happens to the tgroup element. All other elements and attributes always translate in the same way.

element "table" {
    /* If table is a container element, use this subrule: */
    is fm element;

    /* If table is a table element, use this subrule: */
    is fm table element;

    /* The rest of the subrules for table are always applicable. */
    attribute "tabstyle" is fm property table format;
    attribute "tocentry" is fm attribute;
    attribute "frame"
    {
        is fm property table border ruling;
        value "top"    is fm property value top;
        value "bottom" is fm property value bottom;
        value "topbot" is fm property value top and bottom;
        value "all"    is fm property value all;
        value "sides"  is fm property value sides;
        value "none"   is fm property value none;
    }
    attribute "colsep" is fm property column ruling;
    attribute "rowsep" is fm property row ruling;
    attribute "orient" is fm attribute;
    attribute "pgwide" is fm property page wide;
}
element "tgroup"
{
    /* If table is a container element, use this subrule: */
    is fm table element;

    /* If table is a table element, use this subrule: */
    unwrap;

    /* The rest of the subrules for tgroup are always applicable. */
    attribute "cols"        is fm property columns;
    attribute "tgroupstyle" is fm property table format;
    attribute "colsep"      is fm property column ruling;
    attribute "rowsep"      is fm property row ruling;
    attribute "align"       is fm attribute;
    attribute "charoff"     is fm attribute;
    attribute "char"        is fm attribute;
}

element "colspec"
{
    is fm colspec;
    attribute "colnum"      is fm property column number;
    attribute "colname"     is fm property column name;
    attribute "align"       is fm property cell alignment type;
    attribute "charoff"     is fm property cell alignment offset;
    attribute "char"        is fm property cell alignment character;
    attribute "colwidth"    is fm property column width;
    attribute "colsep"      is fm property column ruling;
    attribute "rowsep"      is fm property row ruling;
}

element "spanspec"
{
    is fm spanspec;
    attribute "spanname"    is fm property span name;
    attribute "namest"      is fm property start column name;
    attribute "nameend"     is fm property end column name;
    attribute "align"       is fm property cell alignment type;
    attribute "charoff"     is fm property cell alignment offset;
    attribute "char"        is fm property cell alignment character;
    attribute "colsep"      is fm property column ruling;
    attribute "rowsep"      is fm property row ruling;
}
element "thead"
{
    is fm table heading element;
    attribute "valign" is fm attribute;
}

element "tfoot"
{
    is fm table footing element;
    attribute "valign" is fm attribute;
}

element "tbody"
{
    is fm table body element;
    attribute "valign" is fm attribute;
}

element "row"
{
    is fm table row element;
    attribute "valign" is fm attribute;
    attribute "rowsep" is fm property row ruling;
}

element "entry"
{
    is fm table cell element;
    attribute "colname" is fm property column name;
    attribute "namestart" is fm property start column name;
    attribute "nameend" is fm property end column name;
    attribute "spanname" is fm property span name;
    attribute "morerows" is fm property more rows;
    attribute "colsep" is fm property column ruling;
    attribute "rowsep" is fm property row ruling;
    attribute "rotate" is fm property rotate;
    attribute "valign" is fm attribute;
    attribute "align" is fm attribute;
    attribute "charoff" is fm attribute;
    attribute "char" is fm attribute;
}
To be complete, an SGML document must start with an SGML declaration. This chapter contains the text of the SGML declaration used by FrameMaker when you do not supply one. It also describes the variants of the concrete syntax that you can use in your SGML declaration and unsupported optional SGML features.

**Note: XML:** The XML specification states that XML must use a specific SGML declaration. This chapter pertains only to SGML structure applications. If you are only working with XML markup, you may skip this chapter.

When you import an SGML document, FrameMaker first searches for the declaration in the SGML document. If the software does not find the declaration there, it looks for an SGML declaration specified by your SGML application definition. If your definition does not specify an SGML declaration, then the software uses the declaration described below.

When you export a FrameMaker document to SGML, FrameMaker first tries to use an SGML declaration you specified by your application. If you haven't specified one, it uses the SGML declaration described below.

For information on how to specify an SGML declaration as part of an application, see Developer Guide, page 134: Application definition file.

### Text of the default SGML declaration

The SGML declaration provided by FrameMaker uses ISO Latin-1 as the character set, the reference concrete syntax, and the reference capacity set. The declaration enables the optional features OMITTAG, SHORTTAG, and FORMAL.

For information on the default translation between the FrameMaker and ISO Latin-1 character sets, see Chapter 12, “Screen modes.” For information on using other ISO character sets, see Chapter 11, “Screen modes.”

The text of the default SGML declaration is as follows:

```
<!SGML "ISO 8879:1986"
CHARSET
    BASESET "ISO Registration Number 100//CHARSET ECMA-94 Right Part of Latin Alphabet Nr. 1//ESC 2/13 4/1"
```
DESCSET
   0 9 UNUSED
   9 2 9
   11 2 UNUSED
   13 1 13
   14 18 UNUSED
   32 95 32
   127 1 UNUSED
   128 127 128
   255 1 UNUSED

CAPACITY
   PUBLIC "ISO 8879:1986//CAPACITY Reference//EN"

SCOPE DOCUMENT

SYNTAX
   SHUNCHAR  0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
   19 20
      21 22 23 24 25 26 27 28 29 30 31 127 255

   BASESET "ISO Registration Number 100//CHARSET ECMA-94 Right
   Part of Latin Alphabet Nr. 1//ESC 2/13 4/1"

   DESCSET 0 256 0

FUNCTION RE 13
   RS 10
   SPACE 32
   TAB SEPCHAR 9

NAMING
   LCNMSTRT ""
   UCNMSTRT ""
   LCNMCHAR "&45;&46;"
   UCNMCHAR "&45;&46;"

NAMECASE
   GENERAL YES
   ENTITY NO

DELIM
   GENERAL SGMLREF
   SHORTREF SGMLREF

NAMES SGMLREF

QUANTITY SGMLREF

FEATURES
SGML concrete syntax variants

The SGML parser used by FrameMaker allows these modifications to the SGML reference concrete syntax:

• The **NAMECASE** parameter of the SGML declaration can be changed. The default settings below specify that general names are *not* case sensitive (**YES**), and entity names *are* case sensitive (**NO**):

  ```
  NAMECASE
  GENERAL YES
  ENTITY NO
  ```

• Reserved names can be changed.

• Short references can, but need not, be used. If they are used, the only possible short reference delimiter set is that of the reference concrete syntax.

• The value for the **NAMELEN** quantity can be increased up to 239.

• The values for the following quantities can be increased, but not to more than 30 times their value in the reference concrete syntax:

  ```
  ATTCNT
  ATTSPLEN
  BSEQLEN
  ENTLVL
  LITLEN
  PILEN
  TAGLEN
  TAGLVL
  ```
• The following quantities can be increased up to 253:
  
  GRPCNT
  GRPGTCNT
  GRPLVL

No SGML read/write rules are needed to provide for variant concrete syntaxes. FrameMaker obtains the information from the SGML declaration.

The concrete syntax declared in the SGML declaration must be used for the entire document; if a variant concrete syntax is declared, the reference concrete syntax cannot be used in the prolog. Thus, the concrete syntax scope parameter must be:

  SCOPE DOCUMENT

Unsupported optional SGML features

The SGML standard defines some features as optional, meaning that a specific implementation does not have to accommodate these features to be considered a conforming SGML system.

The following optional SGML features are not supported by FrameMaker:

• DATATAG
• RANK
• LINK
• SUBDOC
• CONCUR

Your DTD and SGML documents cannot use any of these features. If they do, the FrameMaker signals an error and terminates processing. You cannot change this behavior by providing an SGML API client.
Annex D of the SGML standard defines several sets of internal **SDATA** entities. Each entity represents a character; each entity set is a logical grouping of these entities. DTDs frequently include these entity sets by using parameter entity references to external entities accessed with a public identifier. People in the SGML community frequently interchange DTDs and SGML documents with such entity references and assume that the recipient can interpret the public identifiers. FrameMaker includes copies of these entity sets and makes them available using the default handling of public identifiers.

**Note: XML:** The XML specification does not allow **SDATA** entities, but it does allow UNICODE and predefined character entities for special characters. This chapter pertains only to SGML structure applications. If you are only working with XML markup, you may skip this chapter.

These entity sets are defined in an ISO standard and are accessed with public identifiers, so they are commonly known as **ISO public entity sets**. The public entity sets fall into the following categories:

<table>
<thead>
<tr>
<th>Entity set</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Latin alphabetic characters</td>
<td>Latin alphabetic characters used in Western European languages</td>
</tr>
<tr>
<td>Greek alphabetic characters</td>
<td>Letters of the Greek alphabet</td>
</tr>
<tr>
<td>Greek symbols</td>
<td>Greek character names for use as variable names in technical applications</td>
</tr>
<tr>
<td>Cyrillic alphabetic characters</td>
<td>Cyrillic characters used in the Russian language</td>
</tr>
<tr>
<td>Numeric and special graphic</td>
<td>Minimum data characters and reference concrete syntax characters</td>
</tr>
<tr>
<td>characters</td>
<td></td>
</tr>
<tr>
<td>Diacritical mark characters</td>
<td>Diacritical marks</td>
</tr>
<tr>
<td>Publishing characters</td>
<td>Well-known publishing characters</td>
</tr>
<tr>
<td>Technical symbols</td>
<td>Technical symbols</td>
</tr>
<tr>
<td>Added math symbols</td>
<td>Mathematical symbols</td>
</tr>
</tbody>
</table>

If your application uses FrameMaker’s support of ISO entity sets, you may want to create palettes your end user can use to enter these entities in a FrameMaker document. For information on creating these palettes, see Developer Guide, Facilitating entry of special characters that translate as entities.
What you need to use ISO public entities

For your end users to use characters from the ISO public entity sets, your application needs two pieces of information for each character entity: the entity’s declaration, and an SGML read/write rule that tells FrameMaker how to translate a reference to that entity in an SGML document to a character or variable in a FrameMaker document. FrameMaker provides this information in two files for each entity set.

All files used for ISO public entity sets are in the directory $STRUCTDIR/isoents. For information on the location of this directory on your system, see Developer Guide, page 131: Location of structure files. The files for each entity set are as follows:

<table>
<thead>
<tr>
<th>Entity set</th>
<th>Entity declaration files</th>
<th>Read/write rules files</th>
</tr>
</thead>
<tbody>
<tr>
<td>Latin alphabetic characters</td>
<td>isolat1.ent</td>
<td>isolat1.rw</td>
</tr>
<tr>
<td></td>
<td>isolat2.ent</td>
<td>isolat2.rw</td>
</tr>
<tr>
<td>Greek alphabetic characters</td>
<td>isogrk1.ent</td>
<td>isogrk1.rw</td>
</tr>
<tr>
<td></td>
<td>isogrk2.ent</td>
<td>isogrk2.rw</td>
</tr>
<tr>
<td>Greek symbols</td>
<td>isogrk3.ent</td>
<td>isogrk3.rw</td>
</tr>
<tr>
<td></td>
<td>isogrk4.ent</td>
<td>isogrk4.rw</td>
</tr>
<tr>
<td>Cyrillic alphabetic characters</td>
<td>isocyr1.ent</td>
<td>isocyr1.rw</td>
</tr>
<tr>
<td></td>
<td>isocyr2.ent</td>
<td>isocyr2.rw</td>
</tr>
<tr>
<td>Numeric and special graphic characters</td>
<td>isonum.ent</td>
<td>isonum.rw</td>
</tr>
<tr>
<td>Diacritical mark characters</td>
<td>isodia.ent</td>
<td>isodia.rw</td>
</tr>
<tr>
<td>Publishing characters</td>
<td>isopub.ent</td>
<td>isopub.rw</td>
</tr>
<tr>
<td>Technical symbols</td>
<td>isobox.ent</td>
<td>isobox.rw</td>
</tr>
<tr>
<td></td>
<td>isotech.ent</td>
<td>isotech.rw</td>
</tr>
<tr>
<td>Added math symbols</td>
<td>isoamso.ent</td>
<td>isoamso.rw</td>
</tr>
<tr>
<td></td>
<td>isoamsb.ent</td>
<td>isoamsb.rw</td>
</tr>
<tr>
<td></td>
<td>isoamsr.ent</td>
<td>isoamsr.rw</td>
</tr>
<tr>
<td></td>
<td>isoamsn.ent</td>
<td>isoamsn.rw</td>
</tr>
<tr>
<td></td>
<td>isoamsa.ent</td>
<td>isoamsa.rw</td>
</tr>
<tr>
<td></td>
<td>isoamsc.ent</td>
<td>isoamsc.rw</td>
</tr>
</tbody>
</table>
Entity declaration files

Each entity declaration file starts with two comment declarations that suggest both the public identifier and the entity name by which to identify the entity set. For the ISO Latin-1 entity set, these comments are:

```xml
<!-- (C) International Organization for Standardization 1986
Permission to copy in any form is granted for use with
conforming SGML systems and applications as defined in
ISO 8879, provided this notice is included in all copies. -->
<!-- Character entity set. Typical invocation:
<!ENTITY % ISOlat1 PUBLIC
"ISO 8879-1986//ENTITIES Added Latin 1//EN">
%ISOlat1;
-->```

After the initial comments, an entity declaration file consists of a sequence of entity declarations. For example, the first few entity declarations for ISO Latin-1 are as follows:

```xml
<!ENTITY aacute SDATA "[aacute]"--=small a, acute accent-->  
<!ENTITY Aacute SDATA "[Aacute]"--=capital A, acute accent-->  
<!ENTITY acirc SDATA "[acirc ]"--=small a, circumflex accent-->  
<!ENTITY Acirc SDATA "[Acirc ]"--=capital A, circumflex accent-->  
<!ENTITY agrave SDATA "[agrave]"--=small a, grave accent-->  
<!ENTITY Agrave SDATA "[Agrave]"--=capital A, grave accent-->  
<!ENTITY aring SDATA "[aring ]"--=small a, ring-->  
<!ENTITY Aring SDATA "[Aring ]"--=capital A, ring-->```

You should never modify these files, because they provide the standard ISO public entity declarations.

If your SGML documents use the standard invocations for ISO public entity sets, you do not have to provide any information in your application definition on where to find these entities; FrameMaker finds them in the default directory. If necessary, you can provide explicit public statements to substitute alternative versions of the entity sets. For information on working with application definitions, see Developer Guide, page 134: Application definition file.

Entity read/write rules files

FrameMaker provides read/write rules for many of the entities in the ISO public entity sets. The rules are organized in files for each public entity set. These files are not complete rules documents. Instead, they are simply lists of rules or comments explaining which entities do not have default correspondences.
What you need to use ISO public entities

You can include individual files in your application’s read/write rules document by using the `#include` statement. To include the rules for all of the ISO public entity sets, use this single statement:

```
#include isoall.rw
```

To include only the ISO Latin-1 entity set, use these statements:

```
#include isolat1.rw
#include isolat2.rw
```

For more information on read/write rules files, see Developer Guide, Chapter 18, Read/Write Rules and Their Syntax

Format of entity rules

By default, FrameMaker has rules for each entity that can be represented in FrameMaker using the standard FrameMaker character set, the Symbol font, or the Zapf Dingbat font and for a few (such as the fractions in `isonum`) that can be represented with a FrameMaker user variable. Entities that cannot be represented in this way do not have a default translation. Users of your application may have more fonts available. If so, you can modify these rules files to include translations for other entities.

The default rules for entities available in the default character sets or through variables differ depending on how FrameMaker translates the entity.

- If the character appears in FrameMaker’s standard character set and requires no special formatting, the rule has the following form:
  ```
  entity "ename" is fm char code;
  ```
  where `ename` is the entity name and `code` is the character code. For example, the following rule is for the small letter “a” with an acute accent:
  ```
  entity "aacute" is fm char 0x87;
  ```

- If the character appears in FrameMaker’s Symbol or Zapf Dingbat character set or appears in FrameMaker’s standard character set, but requires special formatting, the rule has the following form:
  ```
  entity "ename" is fm char code in "fmtag";
  ```
  where `ename` is the entity name, `code` is the character code, and `fmtag` is one of the character tags defined below. For example, the following rule is for the plus-or-minus sign:
  ```
  entity "plusnm" is fm char 0xb1 in "FmSymbol";
  ```

- If the character can be represented by an FrameMaker variable, the rule has the following form:
  ```
  entity "ename" is fm variable "var";
  ```
  where `ename` is the entity name and `var` is one of the FrameMaker variables defined below. For example, the following rule is for the fraction one-half:
  ```
  entity "frac12" is fm variable "FmFrac12";
  ```
What you need to use ISO public entities

For details on how each entity translates into a FrameMaker document, see the individual rules files.

Character formats

As mentioned above, the rules for some character entities refer to FrameMaker character formats or variable names. FrameMaker has default definitions for these character formats:

<table>
<thead>
<tr>
<th>Character format</th>
<th>Defined as</th>
</tr>
</thead>
<tbody>
<tr>
<td>FmDenominator</td>
<td>Default font, subscripted; other characteristics As Is</td>
</tr>
<tr>
<td>FmDingbats</td>
<td>Zapf Dingbat font; other characteristics As Is</td>
</tr>
<tr>
<td>FmNumerator</td>
<td>Default font, superscripted; other characteristics As Is</td>
</tr>
<tr>
<td>FmSdata</td>
<td>Default font, underlined and in green; other characteristics As Is</td>
</tr>
<tr>
<td>FmSuperscript</td>
<td>Default font superscripted; other characteristics As Is</td>
</tr>
<tr>
<td>FmSymbol</td>
<td>Symbol font; other characteristics As Is</td>
</tr>
<tr>
<td>FmUnderlineSymbol</td>
<td>Symbol font, underlined; other characteristics As Is</td>
</tr>
</tbody>
</table>

Variables

FrameMaker also has default definitions for these variables:

<table>
<thead>
<tr>
<th>Variable</th>
<th>Defined as</th>
</tr>
</thead>
<tbody>
<tr>
<td>FmCare-of</td>
<td>/0</td>
</tr>
<tr>
<td>FmEmsp13</td>
<td>an em space</td>
</tr>
<tr>
<td>FmFrac12</td>
<td>1/2</td>
</tr>
<tr>
<td>FmFrac13</td>
<td>1/3</td>
</tr>
<tr>
<td>FmFrac14</td>
<td>1/4</td>
</tr>
<tr>
<td>FmFrac15</td>
<td>1/5</td>
</tr>
<tr>
<td>FmFrac16</td>
<td>1/6</td>
</tr>
<tr>
<td>FmFrac18</td>
<td>1/8</td>
</tr>
<tr>
<td>FmFrac23</td>
<td>2/3</td>
</tr>
<tr>
<td>FmFrac25</td>
<td>2/5</td>
</tr>
<tr>
<td>FmFrac34</td>
<td>3/4</td>
</tr>
<tr>
<td>FmFrac35</td>
<td>3/5</td>
</tr>
<tr>
<td>FmFrac38</td>
<td>3/8</td>
</tr>
<tr>
<td>FmFrac45</td>
<td>4/5</td>
</tr>
<tr>
<td>FmFrac56</td>
<td>5/6</td>
</tr>
<tr>
<td>FmFrac58</td>
<td>5/8</td>
</tr>
<tr>
<td>FmFrac78</td>
<td>7/8</td>
</tr>
</tbody>
</table>
What happens with the declarations and rules

Your application may use some or all of the entity declarations and read/write rules provided with FrameMaker. In addition, you may choose to have different declarations or rules for some or all of the entities.

If you want to use the translations provided by FrameMaker with no changes, you do so in one of two ways.

• If your application has no other read/write rules, then you do not have to explicitly mention the rules for these entity sets. That is, if the definition of your application does not include a read/write rules file, FrameMaker behaves as though it had a rules file that included only the ISO public entity rules.

• On the other hand, if your application does have a read/write rules file, then that file must explicitly include the rules for the ISO public entity sets in which you’re interested. If you want all of them, add the following line to your file:

  #include isoall.rw

When you create a new read/write rules file, this line is automatically included.

If you want to use only the rules that FrameMaker provides, be sure that your rules file has no additional entity rules referring to these entities. However, you may want to have FrameMaker translate most but not all of these entities in the way it provides, while you change the behavior for some of them with rules or entity declarations. To do this, include an extra entity declaration or rule for the appropriate entities.

For example, assume the DTD for your application is called myapp.dtd and includes the following lines:

```xml
<!ENTITY % ISOlat1 PUBLIC
   "ISO 8879-1986//ENTITIES Added Latin 1//EN"> %ISOlat1;
```

Further, assume the application has no rules or has a rules document that contains the following lines:

```plaintext
#include "isolat1.rw"
#include "isolat2.rw"
```
The default version of \texttt{isolat1.rw} contains the rule:

\begin{verbatim}
entity "aacute" is fm char 0x87;
\end{verbatim}

This translates references to the \texttt{aacute} entity as the small letter a with an acute accent. Suppose, however, that your application needs this entity, instead, to translate as a particular bitmap that you store as a reference element in the FrameMaker document template. You can accomplish this by adding either a new entity declaration or a new rule.

To continue the example, assume you import an SGML document that begins as follows:

\begin{verbatim}
<!DOCTYPE myapp SYSTEM "myapp.dtd" [
  <!ENTITY aacute SDATA "fm ref: acute-a">
]>
\end{verbatim}

This SGML document has two declarations for \texttt{aacute}. The parser uses the first one it encounters. Since the parser processes the external DTD subset after it processes the internal DTD subset, it finds the declaration that uses the reference element first and this is the entity declaration FrameMaker uses. Since FrameMaker recognizes the \texttt{fm ref} in the parameter literal, it uses that parameter literal to process the entity reference and ignores any rules that refer to the entity. The resulting document includes the reference element for the entity reference.

Instead of including the declaration for \texttt{aacute} that uses the \texttt{fm ref} parameter literal, you can add the following rule to your rules file:

\begin{verbatim}
entity "aacute" is fm reference element "acute-a";
\end{verbatim}

This translates references to the \texttt{aacute} entity as the small letter a with an acute accent. Suppose, however, that your application needs this entity, instead, to translate as a particular bitmap that you store as a reference element in the FrameMaker document template. You accomplish this by adding a rule for that entity before the \texttt{#include} statements, as follows:

\begin{verbatim}
entity "aacute" is fm reference element "acute-a";
\end{verbatim}

Remember that FrameMaker uses the first rule in a rules file that applies to a particular situation. Therefore, if you use this rule, then the line in the example that includes \texttt{isolat1.rw} must occur after this rule. That is, your rules file must look like:

\begin{verbatim}
entity "aacute" is fm reference element "acute-a";
. . .
#include isolat1.rw
. . .
\end{verbatim}

If, instead, it looks like:

\begin{verbatim}
#include isolat1.rw
. . .
entity "aacute" is fm reference element "acute-a";
. . .
\end{verbatim}

FrameMaker finds the rule in \texttt{isolat1.rw} before your rule and use that to process references to the \texttt{aacute} entity.
FrameMaker has rules for entities in the ISO public entity sets for which there is a direct correspondence in one of its standard character sets or which can be created using a character from those character sets. It does not provide rules for entities that would require a different character set or a graphic.

If you reference an ISO public entity for which there is not a rule, the software treats it as it does any other entity that does not have a corresponding rule. You can change this behavior with the entity rule. For more information on FrameMaker’s translation of entities in the absence of rules and for information on how you can modify this, see Developer Guide, Chapter 21, Translating Entities and Processing Instructions.
FrameMaker writes SGML documents using the ISO Latin-1 character set. This character set differs from FrameMaker’s character set. Consequently, the software uses a default character set mapping to translate between the character sets.

**Note: XML:** The XML specification allows UNICODE in content and in markup tokens, so the use of ISO character sets is not necessary. FrameMaker supports the full range of UNICODE in the content of an XML document, and offers limited support of characters in markup tokens. For more information, see Developer Guide, Supported characters in element and attribute names.

If you are only working with XML markup, you may skip this chapter.

FrameMaker includes copies of other ISO public entity sets and provides rules to handle them for your application. For information on how FrameMaker supports ISO public entities, see Chapter 11, “Screen modes.”

This chapter describes the default mapping between the FrameMaker character set and the ISO Latin-1 character set. You can change this mapping by using the character map rule as described in “Screen modes” on page 49.

To determine the mapping for a particular character, use the table on the next page as follows:

- For a character in the ISO Latin-1 character set, find the hexadecimal character code for the character of interest in the leftmost column. Read the mapping in the column labelled “Mapping from ISO Latin-1 to FrameMaker.” The entry on the left side of the equal sign is the ISO Latin-1 character code. The entry on the right side of the equal sign is the character’s translation in FrameMaker. For example, the character code \xA1 has the entry:
  \xA1 = \xC1

  This means that the ISO Latin-1 character \xA1 translates to the FrameMaker character \xC1.

- For a character in the FrameMaker character set, find the hexadecimal character code for the character of interest in the leftmost column. Read the mapping in the column labelled “Mapping from FrameMaker to ISO Latin-1.” The entry on the right side of the equal sign is the FrameMaker character code. The entry on the left side of the equal sign is the character’s translation in ISO Latin-1. For example, the character code \x10 has the entry:
  \x20 = \x10

  This means that the FrameMaker character \x10 translates to the ISO Latin-1 character \x20.

- If there is no row corresponding to a character code, then that character code is the same in both character sets.
<table>
<thead>
<tr>
<th>Character code</th>
<th>Mapping from ISO Latin-1 to FrameMaker</th>
<th>Mapping from FrameMaker to ISO Latin-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>\x00</td>
<td>\x00 = trap</td>
<td>trap = \x00</td>
</tr>
<tr>
<td>\x01</td>
<td>\x01 = trap</td>
<td>trap = \x01</td>
</tr>
<tr>
<td>\x02</td>
<td>\x02 = trap</td>
<td>trap = \x02</td>
</tr>
<tr>
<td>\x03</td>
<td>\x03 = trap</td>
<td>trap = \x03</td>
</tr>
<tr>
<td>\x04</td>
<td>\x04 = trap</td>
<td>trap = \x04</td>
</tr>
<tr>
<td>\x05</td>
<td>\x05 = trap</td>
<td>trap = \x05</td>
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<tr>
<td>\x06</td>
<td>\x06 = trap</td>
<td>trap = \x06</td>
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<td>\x07</td>
<td>\x07 = trap</td>
<td>trap = \x07</td>
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<td>\x08 = trap</td>
<td>\x09 = \x08</td>
</tr>
<tr>
<td>\x09</td>
<td>\x09 = \x08</td>
<td>\x0A = \x09</td>
</tr>
<tr>
<td>\x0A</td>
<td>\x0A = \x0A</td>
<td>\x0A = \x0A</td>
</tr>
<tr>
<td>\x0B</td>
<td>\x0B = trap</td>
<td>trap = \x0B</td>
</tr>
<tr>
<td>\x0C</td>
<td>\x0C = trap</td>
<td>trap = \x0C</td>
</tr>
<tr>
<td>\x0D</td>
<td>\x0D = trap</td>
<td>trap = \x0D</td>
</tr>
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<td>\x0E = trap</td>
<td>trap = \x0E</td>
</tr>
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<td>\x0F</td>
<td>\x0F = trap</td>
<td>trap = \x0F</td>
</tr>
<tr>
<td>\x10</td>
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<td>\x12</td>
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<td>\x20 = \x13</td>
</tr>
<tr>
<td>\x14</td>
<td>\x14 = trap</td>
<td>\x20 = \x14</td>
</tr>
<tr>
<td>\x15</td>
<td>\x15 = trap</td>
<td>\x2D = \x15</td>
</tr>
<tr>
<td>\x16</td>
<td>\x16 = trap</td>
<td>trap = \x16</td>
</tr>
<tr>
<td>\x17</td>
<td>\x17 = trap</td>
<td>trap = \x17</td>
</tr>
<tr>
<td>\x18</td>
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<td>trap = \x18</td>
</tr>
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</tr>
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<td>\x1A = trap</td>
<td>trap = \x1A</td>
</tr>
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<td>\x1B</td>
<td>\x1B = trap</td>
<td>trap = \x1B</td>
</tr>
<tr>
<td>\x1C</td>
<td>\x1C = trap</td>
<td>trap = \x1C</td>
</tr>
<tr>
<td>\x1D</td>
<td>\x1D = trap</td>
<td>trap = \x1D</td>
</tr>
<tr>
<td>\x1E</td>
<td>\x1E = trap</td>
<td>trap = \x1E</td>
</tr>
<tr>
<td>\x1F</td>
<td>\x1F = trap</td>
<td>trap = \x1F</td>
</tr>
<tr>
<td>Character code</td>
<td>Mapping from ISO Latin-1 to FrameMaker</td>
<td>Mapping from FrameMaker to ISO Latin-1</td>
</tr>
<tr>
<td>----------------</td>
<td>----------------------------------------</td>
<td>----------------------------------------</td>
</tr>
<tr>
<td>\x7F</td>
<td>\x7F = trap</td>
<td>trap = \x7F</td>
</tr>
<tr>
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<td>\x80 = trap</td>
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<td>\x81</td>
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<td>\x82 = trap</td>
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</tr>
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</tr>
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<td>\xE5 = \x8C</td>
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<td>\x8D = trap</td>
<td>\xE7 = \x8D</td>
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</tr>
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<td>Character code</td>
<td>Mapping from ISO Latin-1 to FrameMaker</td>
<td>Mapping from FrameMaker to ISO Latin-1</td>
</tr>
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</tr>
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<td>trap = \xB3</td>
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</tr>
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<tr>
<td>Character code</td>
<td>Mapping from ISO Latin-1 to FrameMaker</td>
<td>Mapping from FrameMaker to ISO Latin-1</td>
</tr>
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<td>---------------------------------------</td>
</tr>
<tr>
<td>\xE6</td>
<td>\xE6 = \xBE</td>
<td>\x2D = \xD0</td>
</tr>
<tr>
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<td>\xBF = \xC0</td>
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<tr>
<td>Character code</td>
<td>Mapping from ISO Latin-1 to FrameMaker</td>
<td>Mapping from FrameMaker to ISO Latin-1</td>
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<td>\xF6 = \x9A</td>
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<td>\xFB</td>
<td>\xFB = \x9E</td>
<td>\xB0 = \xFB</td>
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<td>\xFC = \x9F</td>
<td>\xB8 = \xFC</td>
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<td>Character code</td>
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<tr>
<td>\xFE</td>
<td>\xFE = trap</td>
<td>trap = \xFE</td>
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<tr>
<td>\xFF</td>
<td>\xFF = \xD8</td>
<td>trap = \xFF</td>
</tr>
</tbody>
</table>
This glossary contains common terms used by FrameMaker, XML, and SGML. For references to more information about the terms, see the index.

**ancestor**
An element that contains a given element in a document’s structure. For example, if a Section element contains a Head element followed by a Paragraph element, and the Paragraph contains a Variable element, the Paragraph and Section elements are both ancestors of the Variable element, but the Head element is not an ancestor of the Variable element. See also Screen modes, Screen modes, Screen modes, and Screen modes.

**API**
Application Programming Interface. Enables developers to create API clients with other applications, such as databases, document management systems, CAD tools, and user interfaces, for automation, database publishing, HTML conversion and other purposes.

**application definition**
A data structure (and the associated files) describing part of a complete XML or SGML application assembled with FrameMaker. You store application definitions in the structapps.fm file.

**attribute**
A place to supply information about an element other than its hierarchical position and structure. An attribute value does not add content to a document.

**attribute definition**
The construct used to define a single attribute in a FrameMaker EDD or a DTD.

**attribute definition list declaration**
In markup, the declaration that provides the list of attribute definitions for one or more elements. Also called an ATTLIST. See also Screen modes.

**book**
A grouping of FrameMaker documents that lets you work with them as a single unit. Lets you generate a single table of contents or other file from the documents, and simplifies printing, numbering, cross-referencing, and formatting.

**CALS**

**catalog**
A floating palette that stores predefined paragraph, character, or table formats.

**CDATA**
In markup, character data. In character data, no markup is recognized, other than the delimiters that end the character data. See also Screen modes, Screen modes, Screen modes, and Screen modes.

**child element**
An element that is contained in a given element and that is one level below the given element. For example, if a Section element contains a Head element followed by a Paragraph element, and the Paragraph element contains a
Variable element, the Head and Paragraph elements are both child elements of the Section element, but the Variable element is not. See also Screen modes, Screen modes, Screen modes, and Screen modes.

**concrete syntax**

In SGML, a set of choices on the markup a document will use. Since SGML does not require any particular values for these choices, an SGML document requires a concrete syntax so a parser can correctly interpret it. See also Screen modes.

**container element**

In FrameMaker, an element that can contain text, other elements, or both. Contrasts with certain specific element types—for example, a cross-reference element, which can contain nothing other than the cross-reference.

**content model**

In markup, the part of an element declaration that specifies both a model group and exceptions that define the allowed content of the element. Each markup element declaration has either a content model or declared content. See also Screen modes, Screen modes, Screen modes, and Screen modes.

**content rules**

In FrameMaker, the part of an element declaration that specifies both the element’s type and the kind of contents the element can have. See also Screen modes, Screen modes, and Screen modes.

**conversion table**

In FrameMaker, a table associating parts of an unstructured document with their structured counterparts, used in converting an unstructured document to a structured document.

**cross-reference**

A passage in one place in a document that refers to another place, its cross-reference source, in the same or a different document.

**cross-reference source**

The place referred to by a cross-reference.

**data**

In markup, the characters of a document that represent the inherent information content. Such characters are not recognized as markup. See also Screen modes.

**data content notation**

In markup, an application-specific interpretation of an element’s data content, or of a data entity, that usually extends or differs from the normal meaning of the document character set. Frequently used to identify the format of an external entity containing a graphic.

**declaration**

In markup, markup that controls how other markup of a document is to be interpreted.

**declared content**

In an markup element declaration, specifies that the defined element’s content is one of the reserved types CDATA, RCDATA, or EMPTY.

**declared value**

In an markup attribute definition, determines the type of attribute value, such as ID or NUTOKEN, that is valid when the attribute is specified. Although markup does not define the term attribute type, you can loosely think of an attribute’s declared value as its type.
**default value**
In markup, the portion of an attribute definition that indicates whether an attribute is required and what value to use if the user does not specify one. In FrameMaker, refers only to the value to use if a user does not supply a value for an attribute.

**delimiter**
In markup, a character string used to identify a piece of markup or to distinguish markup from data. For example, > (greater-than sign) is the default closing delimiter for element tags.

**descendant**
Any element that is below a given element in a document’s structure. For example, if a Section element contains a Head element followed by a Paragraph element, and the Paragraph element contains a Variable element, the Variable element is a descendant of both the Paragraph and the Section elements, but not of the Head element. See also Screen modes, Screen modes, Screen modes, and Screen modes.

**DOCTYPE**
In markup, the reserved name that follows the opening delimiter of a DTD. Informally used to refer to the document element.

**document**
A collection of information that is processed as a unit. A FrameMaker document is any file in FrameMaker format. A markup document includes an SGML declaration (for SGML), prologue, and document instance set.

**document element**
In markup, the highest-level element in a document. The generic identifier of this element is specified immediately after the DOCTYPE reserved name in the DTD.

**document instance**
In markup, the portion of a document that contains markup and data for a particular project such as a memo or book.

**document type**
A class of documents having similar characteristics, such as technical manual or internal memo.

**document type declaration**
In markup, a document type declaration (DTD) associates a document element with a set of declarations (the document type declaration subset).

**document type declaration subset**
In markup, a set of declarations determining such things as the markup to allow in a document and the elements and attributes for a document set. See also Screen modes and Screen modes.

**DTD**
See Screen modes.

**EDD**
See Screen modes.

**element**
A structural unit of a document. Holds and organizes the contents of the document.

**Element Catalog**
In FrameMaker, the information extracted from an EDD and stored within each structured FrameMaker document. Makes an external element definition document unnecessary. See also Screen modes.
<table>
<thead>
<tr>
<th><strong>element declaration</strong></th>
<th>In markup, information describing a particular element. Includes both a name (generic identifier) for the element and content rules. A markup document has an element declaration for each allowed element.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>element definition</strong></td>
<td>In FrameMaker, a set of rules describing an element. Includes a name (tag) for the element, content rules, and (optionally) context-sensitive format rules. A structured document has an element definition for each element allowed. See also Screen modes and Screen modes.</td>
</tr>
<tr>
<td><strong>element definition document</strong></td>
<td>A FrameMaker document that contains a set of element definitions for a class of documents. Can also include information on system defaults and on a structure application with which to associate this information. Also called an EDD.</td>
</tr>
<tr>
<td><strong>element tag</strong></td>
<td>In FrameMaker, the name assigned to an element and stored in the Element Catalog. See also Screen modes.</td>
</tr>
<tr>
<td><strong>EMPTY</strong></td>
<td>Keyword in an element definition indicating that the element cannot have content. In markup, EMPTY is a declared content.</td>
</tr>
<tr>
<td><strong>end-tag</strong></td>
<td>In markup, the markup that indicates the end of an element.</td>
</tr>
<tr>
<td><strong>entity</strong></td>
<td>In markup, a collection of characters that can be referenced as a unit. Used for many purposes in markup, such as graphics or frequently used sets of characters.</td>
</tr>
<tr>
<td><strong>exclusion</strong></td>
<td>An exception to the general rule or content model of an element. Specifies other elements that cannot appear anywhere in the element or in its descendants. Exclusions are not allowed in XML.</td>
</tr>
<tr>
<td><strong>external cross-reference</strong></td>
<td>In FrameMaker, a cross-reference to a source in a different file. Markup does not define this concept.</td>
</tr>
<tr>
<td><strong>external DTD subset</strong></td>
<td>In markup, an informal term for an external entity for which an external identifier appears at the beginning of a document type declaration and that is automatically referenced at the end of the document type declaration subset.</td>
</tr>
<tr>
<td><strong>external entity</strong></td>
<td>In markup, an entity that specifies an external object, such as a file.</td>
</tr>
<tr>
<td><strong>facet</strong></td>
<td>A pictorial representation of graphical data.</td>
</tr>
<tr>
<td><strong>FDK client</strong></td>
<td>In FrameMaker, any application created using the Frame Developer's Kit. See also Screen modes.</td>
</tr>
<tr>
<td><strong>flow</strong></td>
<td>See, “Screen modes.”</td>
</tr>
<tr>
<td><strong>format rules</strong></td>
<td>In FrameMaker, the part of an element definition that specifies which predefined format to apply to an element. Format rules can use different formats for different contexts in a document. See also Screen modes.</td>
</tr>
<tr>
<td><strong>general entity</strong></td>
<td>In markup, an entity that can be referenced from within the content of an element or an attribute value literal.</td>
</tr>
<tr>
<td><strong>general rule</strong></td>
<td>In FrameMaker, a rule that specifies valid contents for an element and the order in which the contents can appear. Equivalent to the declared content of an element.</td>
</tr>
</tbody>
</table>
element or the model group part of the content model of an element in markup. See also Screen modes.

generic identifier

In markup, the name identifying an element. See also Screen modes and Screen modes.

highest-level rule

In FrameMaker, a read/write rule that is not a subrule of another read/write rule.

HTML

Hypertext Markup Language. An encoding system used to describe the content and organization of an electronic document published on the World Wide Web.

ID attribute

An attribute of type ID, frequently used as an identifier to mark the source of a cross-reference. In a single document, a particular value for an ID attribute can be used only once.

IDREF attribute

An attribute whose value must be that of an ID attribute in the same markup document or FrameMaker document or book. Frequently used for cross-references.

impliable attribute

In markup, an attribute whose value does not have to be supplied. If a document does not supply a value, it is up to the processing software to correctly interpret the attribute. Such attributes use the default value #IMPLIED.

inclusion

An exception to the general rule or content model of an element. Specifies other elements that can appear anywhere in the element or in its descendants. Inclusions are not allowed in XML DTDs.

invalid element

An element with contents that do not conform to content rules. May be missing required child elements, may not have a definition in the EDD or DTD, or may have text or child elements in a position not allowed by its content rules or by the exclusion and inclusion rules of its ancestors.

internal cross-reference

In FrameMaker, a cross-reference to a source in the same file.

internal DTD subset

In markup, an informal term for the declarations in a document type declaration that occur within brackets (dso and dsc delimiters) in the markup document entity, rather than being in an external entity.

internal entity

In markup, an entity whose replacement text is determined solely by information in its declaration.

ISO public entity

In SGML, an entity that occurs in one of the entity sets defined in Annex D of the SGML Standard. These entities provide commonly used special characters.

marker

In FrameMaker, a nonprinting character an end user inserts (such as an index entry) to indicate various types of information.

markup

Text added to the data of a document in order to convey information about it, such as hierarchical structure or formatting. This document also uses markup to generally refer to XML and SGML.
<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>markup minimization</td>
<td>In SGML, any of various conventions for omitting markup in a document, including shortening or omitting tags and shortening entity references.</td>
</tr>
<tr>
<td>model group</td>
<td>In markup, an ordered list that specifies valid contents for an element (such as child elements) and the order in which the contents can appear. A model group is similar to a FrameMaker general rule.</td>
</tr>
<tr>
<td>NAMECASE parameter</td>
<td>In SGML, the part of the SGML declaration that determines case-sensitivity of markup.</td>
</tr>
<tr>
<td>NDATA</td>
<td>In SGML (and implicitly XML), non-SGML data. NDATA is data that needs special processing by the markup application. NDATA is typically used, for example, when representing graphics—in XML the graphic data would be non-parsed data. See also Screen modes, Screen modes, Screen modes, and Screen modes.</td>
</tr>
<tr>
<td>parameter entity</td>
<td>In markup, an entity that can be referenced only within a DTD.</td>
</tr>
<tr>
<td>parent element</td>
<td>An element that contains a given element and is one level above it in the hierarchy. For example, if a Section element contains a Head element followed by a Paragraph element, the Section element is the parent element of the Head and Paragraph elements, but not of the Variable element. See also Screen modes, Screen modes, Screen modes, and Screen modes.</td>
</tr>
<tr>
<td>parser</td>
<td>See Screen modes.</td>
</tr>
<tr>
<td>#PCDATA</td>
<td>In markup, parsed character data. This is normal text that can include markup to be parsed. Occurs in an markup element's model group and corresponds to &lt;TEXT&gt; in a FrameMaker element’s general rule. See also Screen modes, Screen modes, Screen modes, and Screen modes.</td>
</tr>
<tr>
<td>prefix</td>
<td>Text that is automatically placed before the content of an element. In FrameMaker, defined as part of the formatting of an element. For example, a Quote text range element might have an open quotation mark as its prefix and a close quotation mark as its suffix. See also Screen modes.</td>
</tr>
<tr>
<td>processing instruction</td>
<td>In an markup document, a way of indicating that the application needs to perform some special processing. For example, you can use a processing instruction to indicate a location in an markup document that should have a page break.</td>
</tr>
<tr>
<td>public identifier</td>
<td>In markup, a way of identifying an external entity. Formal public identifiers have a specified syntax that includes an identifier of the owner of the entity and an indication of the markup construct it provides. Formal public identifiers are typically available to any user of markup, not just the users at a particular company. Informal public identifiers may be available more widely than a single document or system, but perhaps no more widely than within a single company. See also Screen modes</td>
</tr>
<tr>
<td>Term</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>RCDATA</td>
<td>In markup, replaceable character data. In replaceable character data, no markup is recognized, other than character and entity references. RCDATA is valid only in SGML. See also Screen modes, Screen modes, Screen modes, and Screen modes.</td>
</tr>
<tr>
<td>read/write rule</td>
<td>In FrameMaker, interpreted commands you supply to modify how the software translates between FrameMaker and markup documents.</td>
</tr>
<tr>
<td>reference concrete syntax</td>
<td>In SGML, a particular concrete syntax defined by the SGML standard. See also Screen modes.</td>
</tr>
<tr>
<td>reference page</td>
<td>An underlying page that stores repeatedly-used graphics and formatting information.</td>
</tr>
<tr>
<td>Rubi text</td>
<td>Small characters that appear above Japanese-language characters to indicate pronunciation.</td>
</tr>
<tr>
<td>rule</td>
<td>See Screen modes.</td>
</tr>
<tr>
<td>SDATA</td>
<td>In SGML, specific character data. One common use is for specific characters that might not be in the standard character set. See also Screen modes, Screen modes, Screen modes, and Screen modes.</td>
</tr>
<tr>
<td>SGML</td>
<td>An acronym for Standard Generalized Markup Language.</td>
</tr>
<tr>
<td>SGML application</td>
<td>Rules that apply SGML to a text processing application. Includes a formal specification of the markup constructs used in the application, expressed in SGML. Can also include non-SGML definitions of semantics, application, conventions, and processing.</td>
</tr>
<tr>
<td>SGML declaration</td>
<td>In SGML, the part of a document that tells a parser how to interpret markup in the document.</td>
</tr>
<tr>
<td>SGML read/write rule</td>
<td>See Screen modes.</td>
</tr>
<tr>
<td>sibling</td>
<td>Elements at the same level in the structure and with the same parent element. For example, if a Section element contains a Head element followed by a Paragraph element, the Head and Paragraph elements are siblings. See also Screen modes, Screen modes, Screen modes, and Screen modes.</td>
</tr>
<tr>
<td>source</td>
<td>See Screen modes.</td>
</tr>
<tr>
<td>start-tag</td>
<td>In markup, the markup that indicates the beginning of an element.</td>
</tr>
<tr>
<td>Structure API client</td>
<td>In FrameMaker, an FDK client created to change the translation between FrameMaker and markup documents. See also Screen modes.</td>
</tr>
<tr>
<td>subrule</td>
<td>In FrameMaker, an read/write rule that is part of another rule.</td>
</tr>
<tr>
<td>suffix</td>
<td>Text that is automatically placed after the content of an element. In FrameMaker, a prefix is defined as part of the formatting of an element. See also Screen modes.</td>
</tr>
<tr>
<td><strong>Glossary</strong></td>
<td><strong>Definition</strong></td>
</tr>
<tr>
<td>----------------</td>
<td>----------------</td>
</tr>
<tr>
<td><strong>system identifier</strong></td>
<td>In markup, a way of identifying an external entity that’s specific to the particular document or system. See also Screen modes.</td>
</tr>
<tr>
<td><strong>template</strong></td>
<td>In FrameMaker, a document used to create new documents. A template can include all the formats, structure descriptions, and other information you need to create a document.</td>
</tr>
<tr>
<td><strong>&lt;TEXT&gt;</strong></td>
<td>In a FrameMaker element’s general rule, indicates that the element can directly contain text characters and elements included by itself or its ancestors. <strong>&lt;TEXT&gt;</strong> corresponds to <strong>#PCDATA</strong> in a markup element’s model group.</td>
</tr>
<tr>
<td><strong>Text entity</strong></td>
<td>An entity whose replacement text can contain both data and markup.</td>
</tr>
<tr>
<td><strong>text flow</strong></td>
<td>The text in a series of connected text frames. A text flow can also be contained in a single text frame, not connected to any other frame. A text flow with elements is a structured text flow.</td>
</tr>
<tr>
<td><strong>text inset</strong></td>
<td>Text imported by reference.</td>
</tr>
<tr>
<td><strong>&lt;TEXTONLY&gt;</strong></td>
<td>In a FrameMaker element’s general rule, indicates that the element can directly contain text characters and cannot contain elements included by an ancestor. By default, on export <strong>&lt;TEXTONLY&gt;</strong> corresponds to a declared content of <strong>RCDATA</strong> in an SGML element’s definition, or <strong>PCDATA</strong> in XML. On import FrameMaker translates declared content of <strong>RCDATA</strong> or <strong>CDATA</strong> to <strong>&lt;TEXTONLY&gt;</strong>.</td>
</tr>
<tr>
<td><strong>valid document</strong></td>
<td>A structured document that conforms to all its content rules. Every element in the document must be valid. In FrameMaker, every structured flow must have a highest-level element that is allowed at the highest level.</td>
</tr>
<tr>
<td><strong>valid element</strong></td>
<td>An element with contents that conform to its own content rules and to the inclusion and exclusion rules of all of its ancestors.</td>
</tr>
<tr>
<td><strong>validating parser</strong></td>
<td>In markup, a software module that parses the markup of an XML or SGML document and determines that the document structure conforms to a provided DTD.</td>
</tr>
<tr>
<td><strong>variable</strong></td>
<td>In FrameMaker, text that is defined once but can be used several times. Similar to some varieties of XML or SGML entity.</td>
</tr>
<tr>
<td><strong>XML</strong></td>
<td>An acronym for Extensible Markup Language. By definition, XML is a subset of SGML.</td>
</tr>
<tr>
<td><strong>XSLT</strong></td>
<td>An acronym for eXtensible Stylesheet Language: Transformations. It is a W3C language for transforming one XML document into another XML document. It can also transform an XML document into other text based formats including MIF.</td>
</tr>
</tbody>
</table>
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