



Adobe FrameMaker FDK Installation Guide



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Download and install FrameMaker Developer Kit

The FrameMaker Developer Kit™ (FDK) provides tools for developers to enhance the functionality of FrameMaker. With incremental development in the FDK, presently there are two different ways to download and install it.

- If you are using the latest version (Update 4) of the FDK, then you get a downloadable ZIP of the FDK.
- If you are using Update 3 or an earlier version of the FDK, then you get the installable version of the FDK.

This chapter provides you with the details of downloading and installing the FDK, and the files and folders created in the process.

Install through the FDK ZIP

IMPORTANT: If you are using FDK Update 4, you get the ZIP version of the FDK.

To download and use the FDK Update 4, perform the following steps:

- 1) Download the FDK ZIP from [Adobe.io](https://adobe.io).
- 2) Save the ZIP file on your system and give it an appropriate name, such as FDK2020.
- 3) Unzip the contents of the ZIP file.

Once you unzip the contents of the ZIP file, you are ready to use the FDK. There's no explicit installation required to use the ZIP version of the FDK. For details of the files and folders created after unzipping, see [Contents of the downloaded file](#).

Install through the FDK installer

IMPORTANT: If you are using FDK Update 3 or earlier versions, you get the installable version of the FDK.

To download and use the FDK (Update 3 or earlier versions), perform the following steps:

- 1) Download the FDK ZIP from [Adobe.io](https://adobe.io).
- 2) Save the ZIP file on your system.
- 3) Unzip the contents of the ZIP file.
- 4) Double-click the installer file (`set-up.exe`) and follow the installation instructions.

Once the installation process completes, the FDK is deployed at the following location:

```
<drive>:\Program Files\Adobe\FDK2020\
```

Contents of the downloaded file

As you unzip or install the FDK, the following files and folders are created on your system:

FDK ZIP (Update 4)	FDK Installer (Update 3 and earlier versions)
<ul style="list-style-type: none"> Application (folder) SupportFiles (folder) readme.txt (file) 	<ul style="list-style-type: none"> FDK2020 (folder)

The `SupportFiles` folder contains the `license.html` file (within `\Legal\en_US` folder), which contains the *Software License Agreement* for using the FDK.

The `readme.txt` file contains the FDK details like the FDK version, minimum supported FrameMaker version, and the required Visual Studio version.

The contents of the `Application` folder and the `FDK2020` folder are the same. These folders contain the FDK header files, libraries, and sample code. The following table lists the contents of these folders:

Folder	What it contains
<code>include</code>	Public header files that you include in FDK clients.
<code>lib</code>	FDK libraries that you link with your client.
<code>doc</code>	A list of a list of sample clients and online documentation for the FDK in Adobe® Acrobat® PDF.
<code>samples</code>	Source code and project files for sample FDK clients and a dialog resource template.

include

The `include` folder contains FDK header files. The files are listed in the following table.

Folder	What it contains
<code>f_local.h</code>	Provides a location for declarations for your platform-specific functions.
<code>f_stdio.h</code>	Provides declarations for platform-independent C library functions.
<code>f_types.h</code>	Defines Frame Development Environment (FDE) fundamental data types. It is included in <code>fapi.h</code> and <code>fdetypes.h</code>

Folder	What it contains
<code>fapi.h</code>	Provides definitions and function declarations for the FDK. You must include it in all FDK clients.
<code>fapidefs.h</code>	Defines constants you can use to specify objects, properties, and some function arguments. It is included by <code>fapi.h</code>
<code>fassert.h</code>	Provides declarations for FDE assert functions.
<code>fchannel.h</code>	Provides declarations for FDE channel functions.
<code>fcharmap.h</code>	Provides declarations for FDE character functions.
<code>fcodes.h</code>	Provides declarations for function codes (f-codes).
<code>fdetypes.h</code>	Provides declarations for FDE data types. You must include it in all FDK clients that use the FDE.
<code>fdk_env.h</code>	Provides top-level header file for individual platforms.
<code>fencode.h</code>	Provides declarations for API and FDE font encoding functions.
<code>fhash.h</code>	Provides declarations for FDE hash functions.
<code>fioutils.h</code>	Provides declarations for FDE I/O utility functions.
<code>fitstub.h</code>	Provides declarations for filter functions.
<code>fm_base.h</code>	Defines types and data structures for the Structure Import/Export API. It is included by <code>fm_struct.h</code>
<code>fm_coma.h</code>	Only present for backward compatibility. Use <code>fcodes.h</code>
<code>fm_psr.h</code>	Defines types and data structures for the Structure Import/Export API. It is included by <code>fm_struct.h</code>
<code>fm_rdr.h</code>	Defines types and data structures for the Structure Import/Export API. It is included by <code>fm_struct.h</code>
<code>fm_sgml.h</code>	Retained for backward compatibility—use <code>fm_struct.h</code> instead.
<code>fm_struct.h</code>	Provides declarations for Structure Import/Export API functions. You must include it in all Structure Import/Export API clients.
<code>fm_wtr.h</code>	Defines types and data structures for the Structure Import/Export API. It is included by <code>fm_struct.h</code>
<code>fmemory.h</code>	Provides declarations for FDE memory functions.
<code>fmetrics.h</code>	Provides declarations for FDE metric functions.
<code>fmifdata.h</code>	Provides declarations for FDE Maker Interchange Format (MIF) functions.
<code>fmifmacr.h</code>	Provides macros for writing MIF statements.

Folder	What it contains
<code>fmifname.h</code>	Provides definitions for MIF statements.
<code>fmifstmt.h</code>	Provides declarations for FDE MIF statement functions.
<code>fmifstrt.h</code>	Provides MIF data structures.
<code>fmiftype.h</code>	Provides basic data structures used by MIF data structures.
<code>fpath.h</code>	Provides definitions used by filepath functions.
<code>fprogs.h</code>	Provides declarations for FDE progress functions.
<code>fstdio.h</code>	Provides declarations for FDE I/O functions.
<code>fstrings.h</code>	Provides declarations for FDE string functions.
<code>fstrlist.h</code>	Provides declarations for FDE string list functions.
<code>fstrres.h</code>	Provides internally used string resource functions. Do not include with yourFDK clients.
<code>futils.h</code>	Provides declarations for FDE utility functions.

lib

The `lib` folder contains the library files listed in the following table.

Folder	What it contains
<code>api.lib</code>	The API library. To use any API functions, you must link this library with yourclient.
<code>fdk.lib</code>	The FDE library. To use any FDE functions, you must link this library withyour client.
<code>fmdbms32.lib</code>	FDK heap management library. Link all FDK clients with this library.
<code>fmstruct.res</code>	Provides SGML/XML resources. You must link all Structure Import/ExportAPI clients with it.
<code>struct.lib</code>	Provides Structure Import/Export API functions. You must link all StructureImport/Export API clients with it.

doc

The `doc` folder contains the FDK documentation for all platforms in Adobe Acrobat PDF.

PDF File	Description
<code>fdkinstallguide.pdf</code>	The FDK Installation Guide.
<code>fdkprogrammerguide.pdf</code>	The <i>FDK Programmer's Guide</i> .
<code>fdkreference.pdf</code>	The <i>FDK Programmer's Reference</i> .
<code>samplelist.pdf</code>	A list of the code samples shipped with the FDK, including brief descriptions of each one. Source code and project files for sample FDK clients and a dialog resource template.
<code>structapi.pdf</code>	The <i>Structure Import/Export API Programmer's Guide</i> .

Samples

The `samples` folder contains the code for sample clients and a sample dialog resource file. The `samples\winsamp` folder contains the code for a sample client that is specific to the Windows platform.

For a list of the samples that are included with the FDK, and a brief description of each one, see the online document `samplelist.pdf`. This file is included with the FDK in the `doc` folder.

The other folders in the `samples` folder (with the exception of `dre`) include one or more source (`.c`) files, appropriate header (`.h`) files and appropriate workspace, solution, and project file. All the sample code in those folders is platform independent. With an appropriate makefile, you can compile it on any of the platforms the FDK supports. For information about a client, see the comments at the beginning of the client's source (`.c`) file.

IMPORTANT: *Permission to use, reproduce, modify, and distribute the Sample Clients is for the sole purpose of integrating your software applications with Adobe Systems Incorporated ("Adobe") software ("Sample Clients" are defined as those files located in the `fdk\samples` folder). Such permission is hereby granted without fee, provided that*

(i) you distribute the Sample Clients only as part of your software application;

(ii) the copyright notice appears in and on all copies of your software application.

Legal notices

For legal notices, visit the [Legal Notices](#) page.