

XtraBookUtils

Previously know as BookUtils. Adobe now provides a module called BookUtils with FrameMaker+SGML 5.5, so I changed the name to avoid a name conflict.

Version 3.7.1

Copyright by Jesper Storm Bache, October 1998.

jesper@bache.com

Latest version always found at www.bache.com/sgml.html

See section for 1.2 info. about "price"

1.1 Introduction

XtraBookUtils is a FrameMaker/FrameMaker+SGML enhancement, that allows the user to perform various document setup actions to all the files in a book in just one click of a button.

The module includes the ability to:

- Clear change bars
 - Turn on and off the "automatic change bar" flag
 - Set the page count property. (Delete Empty Pages / Make Page Count Even / Make Page Count Odd / Don't Change Page Count
 - Set the starting page to Next, Read from file, left or right
 - Set the page numbering option to Continue, restart at 1 or read from file
 - Set the paragraph numbering to Continue or restart
 - Hide element boundaries, show boundaries as brackets or show boundaries as tags
 - Manipulate external cross-references
- Kind of new!**
- Manipulate references to external graphics
- New!**
- Change the filepath / filename of the document from the book

All these actions are performed on all the documents in the active book.

New platform!

XtraBookUtils runs on Macintosh, Windows and Sun/Solaris machines. The Macintosh version is fat, so both 68K and PowerMacs are supported. XtraBookUtils requires FrameMaker or FrameMaker+SGML version 5.5.6.

Warning!

THE USE OF THIS MODULE IS AT YOUR OWN RISK. IT HAS NOT BEEN TESTED THOROUGHLY.

XtraBookUtils modifies the book file and all the documents that are included in the book. Make sure to make a backup of all these files.

1.2 Price

The module is “Helpware”. If you find it useful please donate \$5 - \$10 to your favorite grassroots or charitable organization and send a mail to donations@bache.com. Subject: HelpWare. Contents: amount and organization.

1.3 Installation

Installation of the module varies with the platform. The following two sections describe how to install XtraBookUtils on a Macintosh and a Windows machine.

1.3.1 Installing XtraBookUtils on a Macintosh

Close FrameMaker or FrameMaker+SGML.

Move the files “XtraBookUtils” and “XtraBookUtils1.fm” to the modules folder in the FrameMaker or FrameMaker+SGML folder.

1.3.2 Installing XtraBookUtils on a Windows machine

Close FrameMaker or FrameMaker+SGML.

Move the files “XtraBookUtils” and “XtraBookUtils1.fm” to the “Plugins” directory inside the “fminit” directory in the FrameMaker or FrameMaker+SGML directory.

1.3.3 Installing XtraBookUtils on a Sun/Solaris platform

Close FrameMaker or FrameMaker+SGML.

Uncompress the archive “xtrabookutils_3_7.tar.gz” and then un-tar it. You now have a directory called “xtrabookutils_3_7”. find the file “fminit/usenglish/APIArea/apiclients”. Edit it, and replace the filepath in the directory line:

```
<Directory /user/jsbache/fdkdev/projects/XtraBookUtils/xtrabookutils_3_7>
```

With the filepath of your “xtrabookutils_3_7” directory.

Change your working directory to “xtrabookutils_3_7”. Start FrameMaker or FrameMaker+SGML. Open a book. You should have a “BookUtils” menu.

See your FrameMaker(+SGML) manuals for how to apply the settings to your main apiclients file.

1.4 How to use

To use the XtraBookUtils do as follows:

- Start FrameMaker or FrameMaker+SGML

- Open a book.
You'll notice an additional menu “BookUtils”

XtraBookUtils allow the user to perform one of the following actions on all the files in a book:

- Manipulate the document settings (like starting page, change bars a.s.f.). Section 1.4.1.
- Change external cross references. Section 1.4.2
- Change references to external graphics. Section 1.4.3
- Changing the file path or file name of a document. Section 1.4.4

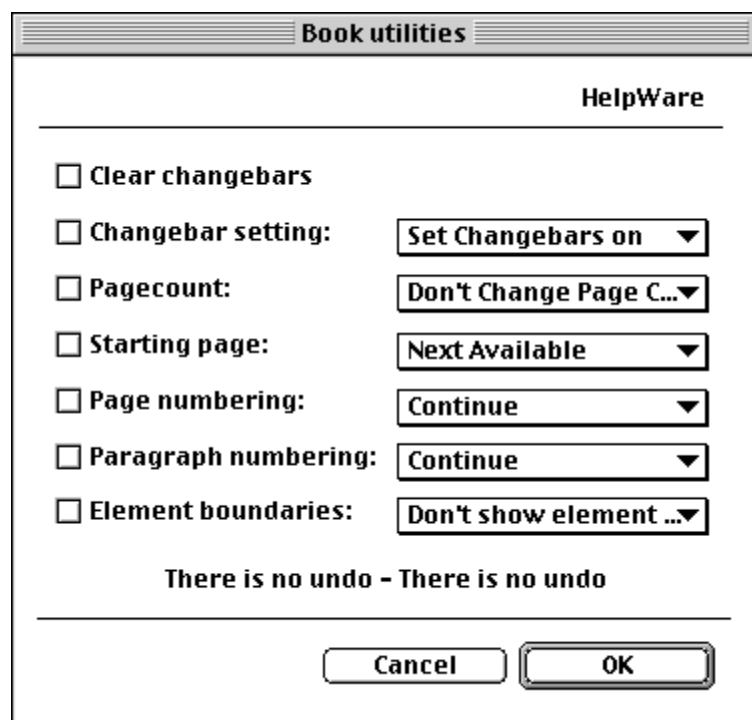
1.4.1 Manipulating document settings

Choose “BookUtils>Setup Document Specs...”. You will see a dialog that lets you control document settings. (figure 1).

If you select the check box of a certain property, all the documents in the book will be modified according to the pop-up menu to the right of the check box.

FIGURE 1

XtraBookUtils dialog



Notice!

Because of a bug in FrameMaker(+SGML) XtraBookUtils will not change the *page-count* setting for a generated document¹ to *Don't Change Page Count*. If a generated document has this *pagecount* setting then FrameMaker(+SGML) sometimes crash when updating the book².

1. Like a Table Of Contents document.

2. This is not a verified bug yet, but we are working on it.

1.4.2 Changing external cross-references

An external cross-reference is a cross-reference from one document to another document. XtraBookUtils provides the ability to change the name of the target documents of external cross-references.

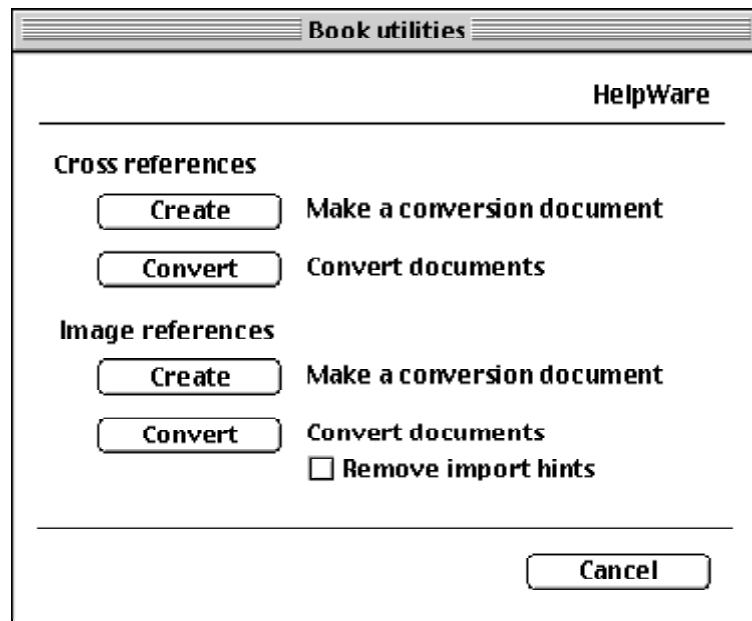
Usually you would use this function if you want to change the name of a document which is referenced by other documents. If you rename a document without changing the cross references, all references to the renamed document becomes unresolved cross references.

To change the external cross references do as follows:

- First create a cross reference conversion table. To do this select “BookUtils>Manipulate references...”. You will see the dialog shown in figure 2. Click on the “Create” button in the “Cross references” section. (This is the top most button). XtraBookUtils scans the documents in the book and collect information about all external documents.

FIGURE 2

Changing references



When the scan is done, XtraBookUtils creates a document with a cross reference conversion table. An example of the cross reference conversion document is shown in figure 3.

The first column in the table shows the name of the current target document. To change the target from one document to another document, find the current name of the document in the first column. Then type the new name in column 2 of the same row.

In the example cross-references to document “doc1.fm” are changed to reference the document “doc1New.fm” instead.

- Modify the cross reference conversion table, so it reflects the changes that you want to do.

You can delete the rows with the cross-references that you don't want to change. Having the same document name in column 1 and column 2, does not change the reference either.

XtraBookUtils ignores any row that has an empty first or second column.

FIGURE 3

Example of a cross reference conversion table

Current reference	New reference
Gaia:Desktop Folder:Sample Frame Docs:doc2.fm	Gaia:Desktop Folder:Sample Frame Docs:doc2.fm
Gaia:Desktop Folder:Sample Frame Docs:doc1.fm	Gaia:Desktop Folder:Sample Frame Docs:doc1New.fm

When the table has been completed, bring the book to front, and choose “BookUtils>Manipulate references...”. Click on the “Change” button in the “Cross references” section. This is the second button from the top in figure 2.

XtraBookUtils will run through all the cross-references in all the documents in the book and change the target document of the references according to the conversion table.

1.4.3 Changing references to external graphics

An external graphics is a piece of graphics that is imported by reference. If you change the way you arrange your graphic files on the hard disk it is necessary to update the references. An other common reason for manipulating the references, is the case where all the graphics exists in several version. As an example you could have a high- and a low resolution version of all your graphic files.

XtraBookUtils let you change the image references easily for all the documents in a book.

To change the references do as follows:

- First create an “image reference conversion table”. To do this select “BookUtils>Manipulate references...”. You will see the dialog shown in figure 2. Click on the “Create” button in the “Image references” section. (This is the third button from the top). XtraBookUtils scans the documents in the book and collect information about all external graphic files.

When the scan is done, XtraBookUtils creates a document with an “image reference conversion table”. An example of the “image reference conversion document” is shown in figure 4.

The first column in the table shows the current references of the images. The second column shows the new references. To change an image reference, find the current

image reference in the first column. Then type the new reference in column 2 of the same row.

In the example all images are substituted by images of the same name from a folder called “low res” instead of the folder called “high res”.

- Modify the image reference conversion table, so it reflects the changes that you want to do.

You can delete the rows with the references that you don’t want to change. Having the same reference in column 1 and column 2, does not change the reference either.

XtraBookUtils ignores any row that has an empty first or second column.

FIGURE 4

Example of an image reference conversion table. The example illustrates how to change the image references from a folder with high resolution images to a folder with low resolution images.

List of references

Current reference	New reference
Gaia:Documentation (Final):CSCW:CSCW Graphics:high res:Communication1.PICT	Gaia:Documentation (Final):CSCW:CSCW Graphics:low res:Communication1.PICT
Gaia:Documentation (Final):CSCW:CSCW Graphics:high res:Annotations	Gaia:Documentation (Final):CSCW:CSCW Graphics:low res:Annotations
Gaia:Documentation (Final):CSCW:CSCW Graphics:high res:PREP	Gaia:Documentation (Final):CSCW:CSCW Graphics:low res:PREP

When the table has been completed, bring the book-document to front, and choose “BookUtils>Manipulate references...”. Click on the “Change” button in the “Image references” section. This is the fourth button from the top in figure 2.

XtraBookUtils will change all the image references in all the documents in the book according to the conversion table.

Note: The Change section of the “Image references” includes a check box entitled: “Reset Import Hints”. If you select this before choosing “Change” then XtraBookUtils will reset the import hints for all the external graphics in the book. An import hint is an internal hint, that FrameMaker uses to remember how to filter an image. Some versions of FrameMaker have a bug that causes FrameMaker to crash if the filetype of referenced graphics is changed. If you experience problems like:

- FrameMaker freezes when you try to go to a page containing graphics.
- FrameMaker freezes when to open a document.

Then try to click on “Reset Import Hints” when you update image references.

1.4.4 Changing the filepath/filename of a book file

If you have changed the name of a document on your computer, and that document is part of a book, you’ll normally have to:

- Delete the document-entry with the old name from the book.

- Add the re-named document to the book (and making sure that it is inserted in the same position as the old document).

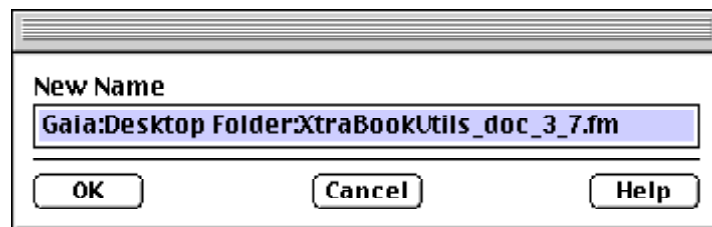
XtraBookUtils reduces this work by allowing you to change the file name of any document-entry from the book.

To change the file path/file name from the book do:

- Select the document in the book that you want to re-name
- Choose “BookUtils>Change Name”
- Correct the file path of the file name.
- Click OK

FIGURE 5

Example of dialog to change the file path/file name of a book entry.



1.5 Version history

Following list is a brief description of the evolution of XtraBookUtils.

1.5.1 Version 3.7

First public Sun/Solaris version. All platforms now offer the same functionality.

Upgraded to FrameMaker(+SGML) 5.5.6. Because of the way the FrameMaker Developer Kit works, you should only use the plug-in with the correct FrameMaker(+SGML) version. If you use the plug-in with other versions, the behavior of the plug-in is “unpredictable”.

1.5.2 Version 3.61

Minor adjustment of code related to the use of hashtables. See my Hashtable.pdf note if you are really interested. This change shouldn't affect the behavior of the module.

1.5.3 Version 3.6

It is now possible to manipulate references to external graphics. See section 1.4.3.

The module has been ported to Win95/NT.

Fixed a “feature” in the hashtable routines in the FDK.

1.5.4 Version 3.52

Changed code to deal with a bug in FrameMaker. XtraBookUtils will not change the *pagecount* setting of auto-generated documents to *Don't Change Page Count*.

Fixed memory leak when using hash-tables.

1.5.5 Version 3.5

Fixed minor bugs.

Added a facility to control the display of element boundaries in SGML books.

Pressing control-period will stop the iteration through the book.

Documents are opened as invisible documents. This speeds the updating process up a bit.

Documents are opened without updating text-insets and cross references. This speeds the updating process up. You still have to choose "Generate/Update" on the book after using XtraBookUtils.

Added a progress bar.

Included possibility to change external cross-references. See section 1.4.2.

1.5.6 Version 3.0

Updated to support FrameMaker/FrameMaker+SGML version 5.5

The module is "fat" and will run on both a PPC mac and a 68K mac.

The module now uses 3 times less memory than version 2.02 thanks to a greatly improved development environment in FrameMaker & FrameMaker+SGML version 5.5.

1.5.7 Version 2.02

Fixed potential alignment problem.

1.5.8 Version 2.01

Support for native exceptions. Speeds up the program a little (probably not noticeable), and provides a safer error handling. Optimized for the 604 chip.

1.5.9 Version 2.0

New features added. More control over the document setup.

GUI added.

1.5.10 Version 1.02.

Microscopic changes made when porting the utility to SUN.

1.5.11 Version 1.01

Added features:

- The process can be stopped by pressing command-period
- The utility opens documents successfully even if there are fonts/images missing