

Character Tools

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A shareware plug-in for FrameMaker

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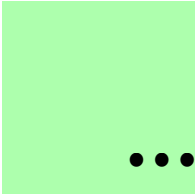
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Introduction

Character Tools is a FrameMaker plug-in that provides additional capabilities for working with character tags in FrameMaker documents. Capabilities include listing character tag usage, removing unused character tags, locating and removing character tag overrides, and generating character tag reports.

Requirements

To use the Character Tools plug-in, you must be using FrameMaker version 6.0 or later. The plug-in is available for the following platforms:

- Windows
- Macintosh

Installation

To install Character Tools, perform the steps for the platform you are using.

Windows

Perform the following steps to install Character Tools for Windows:

- 1 Copy the appropriate version of the CharacterTools.dll into the \fminit\PlugIns directory that is located in the directory where FrameMaker is installed.**



To install the plug-in, you will need to have file system permission to write to the PlugIns directory. For Windows XP and earlier, this means being logged into the system as a member of the Administrator or Power User groups. For Windows Vista with User Account Control (UAC) this means providing Administrator credentials when you copy the DLL file into the directory.

- 2 Restart FrameMaker.**

Macintosh

Perform the following steps to install Character Tools for the Macintosh:

- 1 **Copy the CharacterTools file to the Modules folder. This folder is located in the folder where FrameMaker is installed.**
- 2 **Restart FrameMaker.**

Removal

To remove Character Tools, close FrameMaker if it is running. Remove the files you added when you installed the plug-in, and then restart FrameMaker.

Backup warning

Character Tools can significantly alter your FrameMaker documents. It is strongly suggested that you make a complete backup of your Frame documents before using Character Tools.

Shareware notice

Character Tools has been released as shareware. If you find the plug-in useful, please pay the shareware fee. The \$10 cost is minimal, given the capabilities that Character Tools provides. Paying the shareware fee also encourages development of other tools like Character Tools.

Redistributing Character Tools

Character Tools is shareware. You may redistribute the Character Tools package with the following restrictions:

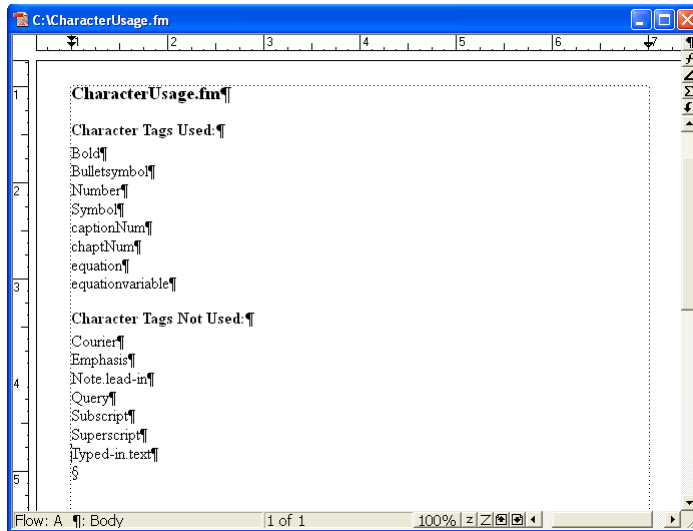
- You may not alter the software.
- You must distribute the entire package.
- You may not charge a fee for redistributing Character Tools.

Problem reports and suggestions

If you find any problems with the Character Tools plug-in, or if you have any suggestions for future enhancements, e-mail them to:

support@siliconprairiesoftware.com

A sample character usage report is shown in the following illustration:



Delete Unused Character Tags

The Delete Unused Character Tags routine will find out which character tags are not used in the current FrameMaker document or book, and then remove them. This can be useful if you want to cleanse documents of character tags that aren't used.

To use the routine, complete the following procedure:

- 1 Open a document or book.**
- 2 List how character tags are used (optional).**

Before deleting unused character tags, you may want to use the List Character Usage routine to find out how character tags are used. The tags appearing in the "Character Tags Not Used" list will be deleted by the Delete Unused Character Tags routine.

- 3 Start the routine.**

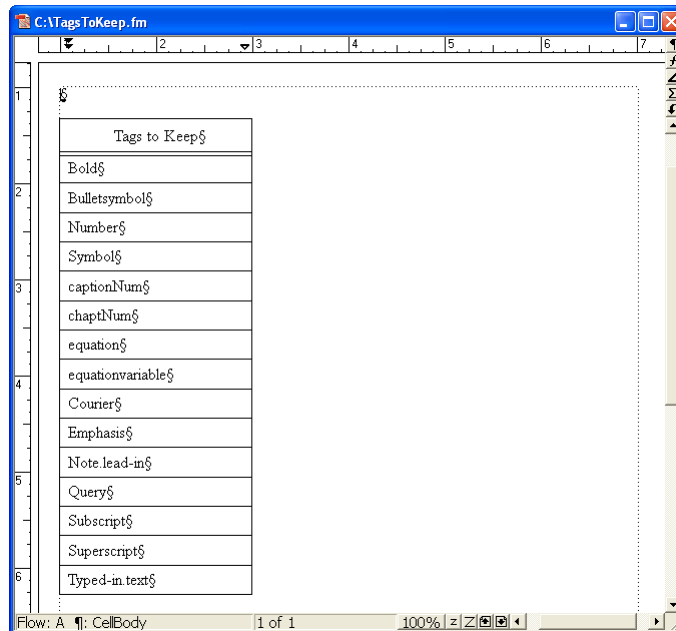
In the Tools menu, point to Characters and then choose Delete Unused Character Tags.

- 4 Verify that you want to continue.**

A dialog will be displayed that verifies you want to delete unused character tags. If you're certain you want to continue, click OK. Unused character tags will be removed from the current file, or from all files in the current book.

Create Character Tag List

In some of your FrameMaker documents, specific character tags may not be used, but you would like them to remain available. Because they aren't used, the Delete Unused Character Tags routine would remove them from the document. To avoid this problem, Character Tools allows you to create a list of character tags that you want to keep. Any character tags that don't appear in the list of tags to keep will be removed from the active document or book. A list of character tags to keep is shown in the following illustration:



The Create Character Tag List routine provides an easy way to create the list of character tags you want to keep. It can create an empty list of tags, or create a list that contains the tags used, or all tags in the current document or book.

To use the routine, complete the following procedure:

- 1 Open a document or book.**
- 2 Start the routine.**

In the Tools menu, point to Characters and then choose Create Character Tag List.

3 Select the type of list to produce.

A dialog will be displayed, prompting you for the type of list to create. You can produce an empty tag list, or the tag list can contain the used tags, or all tags in the active document or book.

4 Edit the tag list.

Once you have generated the tag list, remove those tags that you don't want to have appear in your FrameMaker documents. You may also need to add character tags to the list if they weren't used in the documents from which the tag list was constructed.

5 Save the character tag list (optional).

Typically, you will create one character tag list that contains all of the character tags you use for a set of FrameMaker templates. Save this tag list with an appropriate name so you can easily associate it with a set of templates. You will use the tag list when you use the Remove Non-list Character Tags routine.

Remove Non-list Character Tags

The Remove Non-List Character Tags routine examines a character tag list, and then looks at the current document or book to remove all of the character tags that don't appear in the list. Before you use this routine, be sure you've created a character tag list that indicates which paragraph tags you want to keep.

To use the routine, complete the following procedure:

1 Open a character tag list document.

This is a document you created with the Create Character Tag List routine, and lists all of the character tags you want to keep.

2 Open a document or book.

The document or book should be active. The character tag list must remain open in the background.

3 Start the routine.

In the Tools menu, point to Characters and then choose Remove Non-list Character Tags.

4 Verify that you want to continue.

A dialog will be displayed, asking you to verify that you want to keep only the character tags listed. If you're certain you want to continue, click OK. Any character tags that don't appear on the list will be removed from the current file, or from all files in the current book.

Only the character tags are deleted. If a document contains text that uses a tag that was deleted, the text will still remain in the document.



Chapter 2

Character Conversion

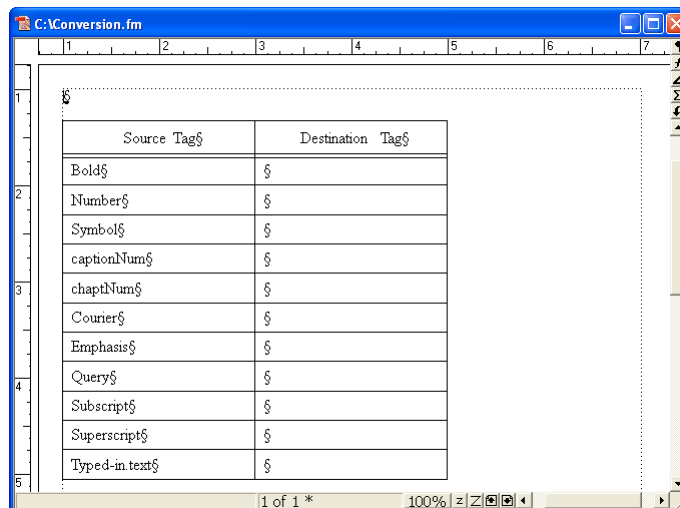


Character Tools contains routines that will convert text using a specific character tag to another character tag. This is useful when converting from one set of templates to another. This chapter is divided into the following sections:

- Create Conversion Document
- Convert Characters

Create Conversion Document

If you want to change the character tag applied to text throughout a FrameMaker document, you could use Frame's search-and-replace operation. This would be a time-consuming process. Character Tools allows you to create a list of character tags and the tag you would like to convert them to. Character Tools will use the conversion document to convert the character tags in the current document or book. A character tag conversion document is shown in the following illustration:



The Create Conversion Document routine provides an easy way to create the list of character tags you want to convert. It can create an empty list of tags, or create a list that contains the tags used, or all tags in the current document or book.

To use the routine, complete the following procedure:

1 Open a document or book.

2 Start the routine.

In the Tools menu, point to Characters and then choose Create Conversion Document.

3 Select the type of list to produce.

A dialog will be displayed, prompting you for the type of list to create. You can produce an empty tag list, or the tag list can contain the used tags, or all tags in the active document or book.

4 Edit the tag list.

Once you have generated the tag list, specify the new character tag values for the character tags you want to convert. For example, if you wanted to convert all text tagged with the “Emphasis” tag to “Bold”, you would enter “Bold” into the corresponding cell in the Destination Tag column. You may also need to add character tags to the Source Tag column if they weren’t used in the documents from which the tag list was constructed.

It’s not necessary to fill all of the cells in the Destination Tag column. If you leave a cell empty, no conversion will occur for the character tag listed in the Source Tag column.



Be sure you type the character tag names carefully. If the character tag names don’t match exactly, they won’t be converted. Be sure the names don’t contain trailing spaces.

If you no longer want to use a character format in your documents, you can specify “Default Paragraph Format” in the Destination tag column. This removes the character formatting from the text, just like choosing Default Paragraph Format.

5 Save the conversion document (optional).

Typically, you will create one character conversion list that contains all of the character tags you want to convert for a set of FrameMaker templates. Save this conversion document with an appropriate name so you can easily associate it with a set of templates. You will use the conversion document when you use the Convert Characters routine.



Chapter 3

Character Tag Overrides

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One of FrameMaker’s strengths is its ability to create documents with consistent formatting. However, it’s easy to add “character overrides” to a document’s text, which can make managing and updating documents difficult. Character Tools contains routines that allow you to easily locate and remove character overrides. This chapter is divided into the following sections:

- What is a character override?
- Remove Overrides
- Find Next Override
- Skip Master Pages

What is a character override?

Character overrides in FrameMaker occur in the following situations:

- The Character Designer is used to apply formatting to ordinary text.
- The formatting buttons (bold, italics, or underline) on the toolbar are used to apply formatting to ordinary text. Novice FrameMaker users often apply formatting using the toolbar buttons.
- A named character format is applied to text, but then additional character formatting is applied using one of the methods listed above.

The last situation is difficult to detect, because when the text is selected in FrameMaker, the Character Designer lists the character format applied. However, it also lists all of the characteristics of the text, including the overrides applied. It is very difficult to identify the override in this case.

When using Character Tools to find and remove character overrides, you may find cases that aren’t obvious visible character overrides. Be assured that at least one aspect of the character formatting applied to the text differs from the underlying paragraph format or the named character tag applied.

Remove Overrides

The Remove Overrides routine will automatically remove the character overrides from the text in the current document or all files in the current book. It does this by identifying the override, and then applying the default paragraph formatting to the override text. If a named character format was applied, that character format is re-applied to the text.

To use the routine, complete the following procedure:

- 1 Open a document or book.**
- 2 Start the routine.**

In the Tools menu, point to Characters and then choose Remove Overrides.

- 3 Verify that you want to continue.**

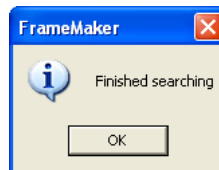
A dialog will be displayed, asking you to verify that you want to remove the overrides from the current document or book. If you're certain you want to continue, click OK. Any text that has an override will have the override removed.

Find Next Override

You may want to find what text in a document actually contains overrides. The Find Next Override routine provides this capability.

Overrides in document flows

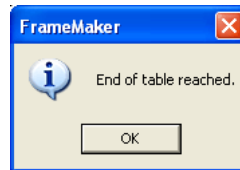
To find the overrides in the flows of a document, open the document. Place the insertion point at the beginning of the document. In the Tools menu, point to Characters and choose Find Next Override. If there is a character override, the text that contains the override will be selected. To find the next override, choose Find Next Override again. When the end of the document is reached, the following message is displayed:



You can find the next character override in a document by typing Esc-n-o-v.

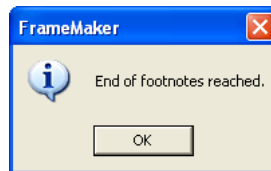
Overrides in tables

To find the character overrides in a table, open the document. Place the insertion point in the first cell of the table. In the Tools menu, point to Characters and choose Find Next Override. If text in the table contains a character override, the text will be selected. To find the next override in the table, choose Find Next Override again. When the end of the table is reached, the following message is displayed:



Overrides in footnotes

To find the character overrides in footnotes for a document, open the document. Place the insertion point in the first footnote of the document. In the Tools menu, point to Characters and choose Find Next Override. If a footnote contains a character override, the text will be selected. To find the next override in the footnotes, choose Find Next Override again. When the end of the footnotes are reached, the following message is displayed.



Skip Master Pages

When searching for character overrides in a document, it's likely you will find numerous overrides on the master pages for the document. These character overrides may be necessary to achieve proper formatting. Usually, they are harmless, since they format text that isn't directly accessible from the body pages of the document.

Many users want to leave the character overrides on the master pages for their documents. The Skip Master Pages item for Character Tools allows you to control whether master pages are searched for character overrides. By default this option is marked, so master pages will not be searched for overrides.



Chapter 4

Character Tag Report

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Character formats for FrameMaker documents have numerous characteristics. You can use the Character Tag Report to generate a list of the characteristics of all the character formats in the current document.

To use this routine, complete the following procedure

- 1 **Open a document.**
- 2 **Start the routine.**

In the Tools menu, point to Characters and then point to Generate Character Tag Report. If you choose All Tags, a report will be produced that lists the characteristics of all the character tags in the document. If you choose Selected Tag, a list of the tags in the document will be displayed. Select one and click OK to generate the report for that tag.

The following is a portion of a character tag report. It shows the characteristics of the Bold character format.

Bold

Capitalization: As Is
Change Bar: As Is
Color: As Is
Font Family: As Is
Font Angle: As Is
Font Size: As Is
Font Variation: As Is
Font Weight: Bold
Language:
Outline: As Is
Shadow: As Is
Overline: As Is
Pair Kern: As Is
Position: As Is
Spread: As Is
Stretch: As Is
Strikethrough: As Is
Underlining: As Is

Appendix A

Command Reference



Keyboard shortcuts have been defined for some operations in Character Tools. If you want to create additional keyboard shortcuts, or you don't like the existing keyboard shortcuts and want to redefine your own, this appendix contains a list of the names for each command.

Command reference

The following commands are defined in Character Tools for the document-level operations:

Command	Description
ListCharUsage	Lists how character tags are used in the current document.
DeleteUnusedChars	Deletes unused character tags from the current document.
CreateCharList	Creates a character tag list, based on the current document.
RemoveNonlistChars	Removes character tags from the current document that aren't found in a character tag list.
CreateCharConversionDocument	Creates a character conversion document, based on the current document.
ConvertCharsInDoc	Converts the character tags in the current document, based on the character conversion document.

Command	Description
RemoveCharOverrides	Removes all character overrides from the current document.
FindNextCharOverride	Locates the next character override in the current text flow or table.
GenerateCharacterTagReport	Generates a report of the character tags in the current document.

The following commands are defined in Character Tools for the book-level operation:

Command	Description
ListCharUsageBook	Lists how character tags are used in the current book.
DeleteUnusedCharsBook	Deletes unused character tags from all files in the current book.
CreateCharListBook	Creates a character tag list, based on the documents in the current book.
RemoveNonlistCharsBook	Removes character tags from each file in the current book that aren't found in a character tag list.
CreateCharConversionDocument Book	Creates a character conversion document, based on all files in the current book.
ConvertCharsBook	Converts the character tags in all documents in the current book, based on the character conversion document.
RemoveCharOverridesBook	Removes all character overrides from the files in the current book.

The following miscellaneous command is defined in Character Tools:

Command	Description
CharToolsAbout	Displays the About dialog

Modifying a shortcut

You can use a FrameMaker customization file to add or modify a shortcut for any of the commands in Index Tools Professional. For example, the following lines from the “Customui.cfg” file specify that the F1 key will find the next character override in the document. Notice the command value came from the tables in the previous section.

```
<Command FindNextCharOverride  
    <Label FindNextCharOverride>  
    <KeySequence /F1>  
    <Definition \x1000>>
```

Refer to the Customizing FrameMaker online manual for more information about creating and using a customization file to add or change FrameMaker shortcuts.



Appendix B

SPOutput.fm



Character Tools produces several output files, such as the Character Usage report. By default, these new documents are based on the default document for your FrameMaker installation. The routines in Character Tools expect certain paragraph and character formats to be in this default document.

If you have modified the default document for your FrameMaker installation, it may not have the formats needed by Character Tools. If this occurs, copy the SPOutput.fm template document included with Character Tools to your FrameMaker installation.

- On Windows, place the SPOutput.fm document in the \FrameMaker\fm\init\ folder for the FrameMaker installation.
- On the Macintosh, place the SPOutput.fm document in the Modules folder for the FrameMaker installation.

When Character Tools creates an output document, it will use this SPOutput.fm document as the source template.



If you want to customize the output from Character Tools, you can do this in the SPOutput.fm document. Every output file created will use the modified characteristics you added to the SPOutput.fm document.

Appendix C

Scripting Support



Character Tools can be controlled with standard FrameMaker scripting tools, including the Frame Developer’s Kit (FDK) and FrameScript.

Scriptable commands

The following commands can be accessed through scripting for both FrameScript and the FDK:

Command	Description
CharToolsAbout	Displays the About dialog.
ListCharUsage	Creates a document that lists character usage for the current document.
ListCharUsageBook	Creates a document that lists character usage for the current book.
ListCharUsageBookIndividual	Creates a document that lists the character usage for each document in the current book individually.
ListCharUsageBookByTag	Creates a document that lists each character tag used in a book, and the corresponding documents that use that tag.
DeleteUnusedChars	Deletes the unused character tags from the current document.
DeleteUnusedCharsBook	Deletes the unused character tags from all documents in the current book.

Command	Description
CreateCharList	Creates a character list based on the current document.
CreateCharListBook	Creates a character list based on the documents in the current book.
CreateConversionDocument	Creates a conversion document based on the current document.
CreateConversionDocumentBook	Creates a conversion document based on the documents in the current book.
RemoveNonlistChars	Removes the character tags from the current document that are not in the character list.
RemoveNonlistCharsBook	Removes the character tags from the documents in the current book that are not in the character list.
ConvertCharsDoc	Converts the characters in the current document.
ConvertCharsBook	Converts the characters in the documents in the current book.
RemoveCharOverrides	Removes character overrides from the current document.
RemoveCharOverridesBook	Removes character overrides from all documents in the current book.
FindNextCharOverride	Finds the next character override in the current document or table.
GenerateCharacterTagReport	Generates a character tag report for the current document.
SetDocId	Specifies the ID of the document to be acted on.
SetBookId	Specifies the ID of the book to be acted on.

Client name

For scripting commands to work properly, you must specify the name of the plug-in you want to access. The name depends on the platform on which you are using FrameMaker.

Windows

For Windows, the Character Tools plug-in is named “Character Tools”. This is the client name that was given to the plug-in when it was created.

Macintosh

For the Macintosh, the Character Tools plug-in is named “CharacterTools”. This is the filename of the plug-in that is installed in the Modules folder of the FrameMaker installation. If you change the name of the plug-in file, you must use the new name you have chosen.

Scripting examples

The following examples show how to call commands in Character Tools from FrameScript and the FDK.

FrameScript

To control Character Tools with FrameScript, you will use the CALLCLIENT command. Be sure that you use the appropriate client name for the platform on which you are using FrameMaker.

The following example shows how to use the CALLCLIENT command on Windows to list paragraph usage for the current document.

```
CALLCLIENT FrameClient('Character Tools')  
Message('ListCharUsage') ReturnVal(retVar);
```

The following example shows how to use the CALLCLIENT command on the Macintosh to remove overrides for the files in the current book.

```
CALLCLIENT FrameClient('CharacterTools')  
Message('RemoveCharOverridesBook') ReturnVal(retVar);
```



Refer to the FrameScript documentation for more information about the CALLCLIENT command.

FDK

To control Character Tools with the FDK, you will use the `F_ApiCallClient()` function. Be sure that you use the appropriate client name for the platform on which you are using FrameMaker.

The following example shows how the `F_ApiCallClient()` function is used on Windows to find the next paragraph override in a document.

```
F_ApiCallClient("Character Tools", "FindNextCharOverride");
```

The following example shows how the `F_ApiCallClient()` function is used on the Macintosh to remove overrides for the current document.

```
F_ApiCallClient("CharacterTools", "RemoveCharOverrides");
```

Background processing



If you will be running scripts with FrameMaker in the background, you must use an additional command to specify which document or book will be acted on. Do this using the `SetDocId` or `SetBookId` commands.

It's necessary to use these commands only if scripts will be running while FrameMaker is in the background and is not the active application.

Syntax

Like other scripting commands, the `SetDocId` and `SetBookId` commands are string values. The command is followed by a space and then the string representation of the document Id or book Id. For instance, the following command specifies the document with the Id 12345:

```
SetDocId 12345
```

Scope

The `SetDocId` and `SetBookId` commands specify which document or book the next command will affect. After the next command has been run, the scope is reset, meaning that subsequent commands will affect the currently-active document or book. If you want to perform several commands in succession, each command must be preceded by a `SetDocId` or `SetBookId` command.



Appendix D Registration



Character Tools is shareware, so you can try the software before you purchase it. The software is fully functional. As you evaluate the software, you will see periodic “reminder” messages indicating the software hasn’t been registered. If you find Character Tools useful, we encourage you to pay the registration fee.

License types

The following types of licenses are available for Character Tools:

Single-user license

Each single-user license allows you to use one copy of the software on one computer. If you have fewer than 10 users, it’s most cost-effective to purchase single-user licenses.

Site license

A site license allows you to use copies of the software on any machine on the site. A site is defined as an area within a 100 mile radius. It’s most cost-effective to purchase a site license if you have 10 or more users.

Worldwide license

A worldwide license allows you to use copies of the software on any machine within the organization, regardless of where the installations are located. It’s most cost-effective to purchase a worldwide license if you have 10 or more sites where the software will be used.

Registration methods

Silicon Prairie uses Kagi, an online payment processing service. To learn more about Kagi, visit them on the web at <http://www.kagi.com>. You can pay using the following methods:

Online

You can purchase a license online through the Silicon Prairie web site (<http://www.siliconprairiesoftware.com>). There you will find a secure link to the Silicon Prairie page on the Kagi web site. This is the easiest and fastest way to obtain a license.

Direct purchase

If you don't want to purchase online, you can contact Silicon Prairie Software directly to arrange payment. Contact us via e-mail at support@siliconprairiesoftware.com.

Registration code

When you register the software, you will receive your registration code through e-mail. **Save this e-mail! You will need it if you need to reinstall the software.** If you printed this documentation, write the registration code here:

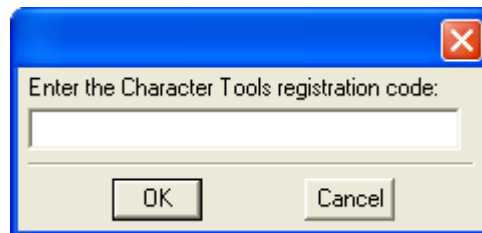
Registration Code: _____

To apply the code, choose the Register menu option via the Tools menu.



To properly save the registration code, you must have privileges to write to the directories used for the FrameMaker installation. For Windows XP and earlier, this means being logged into the system as a member of the Administrator or Power User groups. For Windows Vista with User Account Control (UAC) this means running FrameMaker with Administrator credentials. You need to do this only for the session in which you register the plug-in.

Enter the registration code you received in the dialog that's displayed.





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