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# Auto-Text

**Version 4.0 - October 2004**

**A shareware plug-in for FrameMaker**

**Silicon**  **Prairie Software**

**[www.SiliconPrairieSoftware.com](http://www.SiliconPrairieSoftware.com)**

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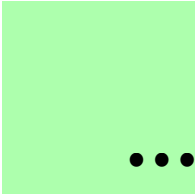
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# Introduction

Auto-Text is a FrameMaker plug-in that allows you to define a set of text or graphic items and easily insert them into any FrameMaker document just by making a menu selection or pressing a key sequence. It's like using items from a document's reference page, only easier!

## Requirements

To use the Auto-Text 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 Auto-Text, perform the steps for the platform you are using.

### Windows

Perform the following steps to install Auto-Text for Windows:

- 1 Copy the appropriate version of the AutoText.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 Copy the AutoText.fm file into the \fminit directory that is located in the directory where FrameMaker is installed.**



*To install the AutoText.fm file, you need to have file system permission to write to the fminit directory.*

- 3 Restart FrameMaker.**

## Macintosh

Perform the following steps to install Auto-Text for the Macintosh:

- 1 **Copy the AutoText file to the Modules folder. This folder is located in the folder where FrameMaker is installed.**
- 2 **Copy the AutoText.fm file into the Modules folder.**
- 3 **Restart FrameMaker.**

## Removal

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

## Startup message

When you start FrameMaker with the Auto-Text plug-in installed, a message is displayed that reminds you to register the plug-in. Once you pay the registration fee, instructions will be sent to you that describe how to disable the reminder. Note that Auto-Text is fully functional, even though it hasn't been registered.

If you find Auto-Text useful, please pay the shareware fee. The \$10 cost is minimal, given the amount of time and hassle that Auto-Text saves! Paying the shareware fee also encourages development of other tools like Auto-Text.

## Redistributing Auto-Text

Auto-Text is shareware. You may redistribute the Auto-Text 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 Auto-Text.

## Problem reports and suggestions

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

**[support@siliconprairiesoftware.com](mailto:support@siliconprairiesoftware.com)**

# Chapter 1

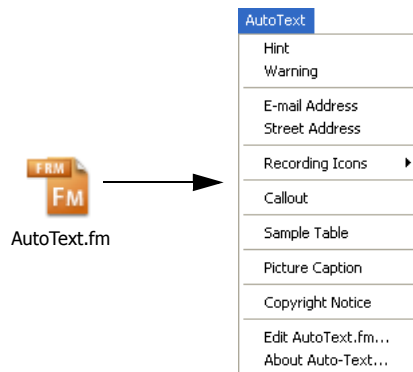
## Using Auto-Text



After you have installed Auto-Text, start FrameMaker. If you have installed Auto-Text correctly, a registration reminder will be displayed and the AutoText menu will appear in the menu bar. If Auto-Text doesn't start properly, verify that you installed it correctly. You can also refer to Chapter 6, "Troubleshooting."

### The AutoText menu

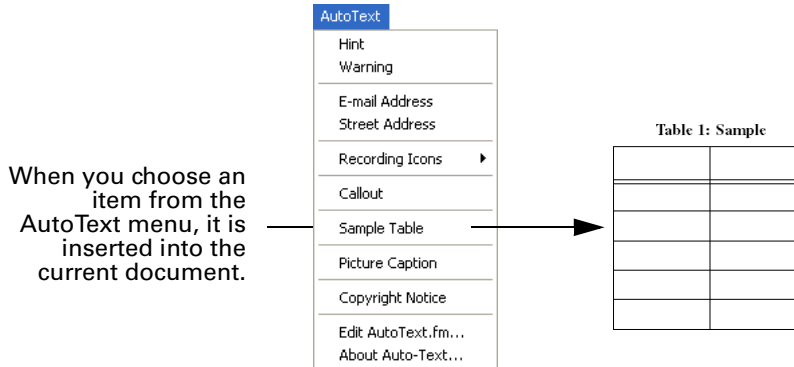
During the startup process, the Auto-Text plug-in will read all of the Auto-Text items defined in the AutoText.fm file, using them to build the AutoText menu.



The last two items will always be included in the AutoText menu. Choosing Edit AutoText.fm allows you to edit the AutoText.fm file that contains all of the Auto-Text items. The About Auto-Text item displays information about the Auto-Text plug-in.

## Inserting Auto-Text items

To use an Auto-Text item, open the document in which you want to insert an item. Place the insertion point where you want the item to appear. Then choose the item from the AutoText menu. The item will be inserted. When you insert an Auto-Text item, it is copied from the AutoText.fm file, then pasted into your current document.



*You can also insert items by typing the keyboard shortcut associated with them.*

To remove an item you inserted, choose Undo from the Edit menu. The exception to this is "raw text" items. Because of how they are inserted, the Undo option is not available for them.

## Chapter 2

# Creating Auto-Text Items

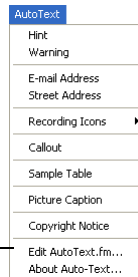


All Auto-Text items are stored in the AutoText.fm file. For Auto-Text to be most useful, you will want to define your own Auto-Text items. To do this, you must edit the AutoText.fm file.

### Editing the AutoText.fm file

The AutoText.fm file is a standard FrameMaker file, so you will use FrameMaker to edit it. Choose Edit AutoText.fm from the AutoText menu. A message will be displayed indicating that you must restart FrameMaker after editing the AutoText.fm file. This is necessary so FrameMaker can re-initialize the Auto-Text plug-in. Click OK to continue. The AutoText.fm file will open.

To edit the AutoText.fm file, choose this menu item.



*To properly edit the AutoText.fm file when using FrameMaker for Windows, 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 are editing the AutoText.fm file.*



When you have finished making changes to the AutoText.fm file, choose Restart FrameMaker from the AutoText menu. The changes you made will be saved and FrameMaker will be closed. When you start FrameMaker again, the changes you made will be available.



Once you edit the `AutoText.fm` file, Auto-Text items won't be available until you restart `FrameMaker`. If you try to use an Auto-Text item, a warning message will be displayed.

## Auto-Text items

Auto-Text items are stored in a table in the `AutoText.fm` file. Each Auto-Text item uses one row in the table and consists of a Name, Shortcut, Type and the Auto-Text to insert. A portion of the table in the `AutoText.fm` file is shown in the following illustration.

Name	Shortcut	Type	Auto-Text
Hint	~*1		
Warning	~*2		
-			
Related Items	^r	T	Related Items Table
-			
Company Name	^1	X	Silicon Prairie Software

### Name

The name is the text that appears in the AutoText menu. Be sure this name doesn't conflict with any existing menu items. For example, you can't have an Auto-Text entry named "New", because this item is defined by `FrameMaker`.

### Shortcut

The shortcut allows you to define a keyboard shortcut for the Auto-Text item. The shortcut follows `FrameMaker`'s guidelines for defining keyboard shortcuts. Shortcuts can be platform-specific or platform-independent. The following table shows how to specify standard keyboard shortcuts for the Macintosh.

Shortcut Key	Example
~ = Command Key	~1
* = Option Key	*1
+ = Shift	+1
^ = Control Key	^1

The following table shows how to specify keyboard shortcuts for Windows.

Shortcut Key	Example
+ = Shift	+1
^ = Control Key	^1

You can use several shortcut keys at one time. For example, the shortcut ^+1 indicates the Control-Shift-1 keyboard combination. You can also use *keysyms*, which represent specific keys on the keyboard. When you use a keysym in a shortcut, you must precede it with a forward slash (/). The following table lists the common keysyms for the various platforms on which FrameMaker is available. Refer to the “Customizing FrameMaker Products” online manual for a complete list of keysyms for a specific platform.

Keysym	Description
Up	Up arrow
Down	Down arrow
Home	Home
End	End
Left	Left arrow
Right	Right arrow
Return	Return
Space	Space bar
Tab	Tab
F1	F1 function key
...	...
F15	F15 function key

For example, the shortcut /F3 indicate the F3 function key. The shortcut +/F2 indicates the Shift-F2 keyboard combination.

FrameMaker uses the Escape key to define keyboard shortcuts that are platform-independent. The following table shows how to specify an Escape sequence as a shortcut.

Shortcut Key	Example
\! = Escape	\!1

On the Macintosh, keyboard shortcuts that use the Command key, Option key, Control key or Shift key will automatically appear on the AutoText menu. If you want the keyboard shortcut to appear in the AutoText menu on Windows, you must include the text for the shortcut in the name of the Auto-Text item. To do this, add a tab character after the name of the item, and then type the text for the shortcut. For example, the following Auto-Text item will display the shortcut Ctrl-1 in the AutoText menu. Notice the tab character in the name, and the text for the shortcut.

Name	Shortcut	Type	Auto-Text
Company Name> Ctrl-1	^1	X	Silicon Prairie Software



*To type a tab character in a table, press Esc, then the Tab key.*

## Type

The type indicates special Auto-Text items. The following table lists the special types of Auto-Text items. These will be described in detail later in this chapter.

Type	Description
T	Table
X	Raw Text
G	Graphic item
IF	Inherit formatting
B	Block

If the Type column is left empty, the item is considered a standard Auto-Text item.

## Auto-Text

This is the item that will be inserted when you choose it from the AutoText menu. The entry can be any combination of graphics and text. Its size can be from a single word to several paragraphs. Simply copy a selection from an existing FrameMaker document and paste into the table cell. Any formatting information, such as character styles or graphics properties will be preserved when the item is used.

## Separators

If you have several items in the AutoText menu, you may want to add separators to group related items. To insert a separator into the AutoText menu, place a single dash (-) in the Name column. Leave the Shortcut, Type and Auto-Text columns empty.

## Special Auto-Text items

Auto-Text provides several types of Auto-Text items. These are used for specific types of Auto-Text items.

### Raw Text

When you insert a standard Auto-Text item, any formatting that was applied to the item in the AutoText.fm document will also be applied where you inserted the item. In some cases, this isn't appropriate. You may want the text you are inserting to have the same formatting as the text where it is being inserted. To do this, use a "raw text" Auto-Text item. When you insert a raw text item, only the text of the item is inserted into the destination document. No graphics or formatting are included.

To create a raw text Auto-Text item, enter an X in the Type column, designating that the item is raw text. The following portion of the table in the AutoText.fm file shows a raw text item.

Name	Shortcut	Type	Auto-Text
Company Name	^1	X	Silicon Prairie Software

Raw text Auto-Text items are limited to a single paragraph. They cannot contain carriage returns.

## Inherit Formatting

If an Auto-Text item contains special text, such as variables, the item must be handled differently. You may still want the item to inherit the formatting of the location into which you're inserting it. However, you can't use a raw text item, because this simply copies the text, and doesn't include special text items like variables.

To have special text items like variables treated properly, use an "inherit formatting" Auto-Text item. When you insert one of these items, the entire item is inserted, and then the underlying paragraph formatting of the destination location is applied to the them.

To create an inherit formatting Auto-Text item, enter the value IF in the Type column, designating that the item will inherit the underlying format. The following portion of the table in the AutoText.fm file shows an inherit formatting item.

Name	Shortcut	Type	Auto-Text
Last Updated	^1	IF	Last update: December 31, 2007 6:38 pm

## Tables

Tables are special Auto-Text items, because they can't be placed inside of other tables. To overcome this limitation, a tag is used to uniquely identify each table in the AutoText.fm file. This tag is used as the Auto-Text item in the Auto-Text table.

To create a table Auto-Text item, insert the new table into the AutoText.fm document. Typically, you will insert the table after the Auto-Text table already in the AutoText.fm document. A tag is assigned to the table based on the text of the paragraph that contains the table's anchor. For example, the following table is identified by the tag "Related Items", the text of the paragraph that contains the table's anchor.

Related Items **↓**

Related Items



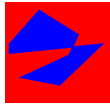
## Blocks

You may want to define Auto-Text items that contain multiple items like text, tables, and graphics. To do this, use a “block” Auto-Text item. When you insert a block item, all of the contents between the start and end of the block are inserted into the destination document.

To create a block Auto-Text item, add the content to the AutoText.fm document that you want to include in the block. A tag is assigned that indicates the start and end of the block. For example, the following block is identified by the tag “[PictureCaption]”. The block includes all of the paragraphs and items between the two tags.

[PictureCaption]

This is a sample block. It contains paragraphs, as well as an anchored frame.



This is the title

[PictureCaption]

In the Auto-Text items table, enter a B in the Type column, designating that the item is a block. Then put the block’s tag into the Auto-Text column. The following portion of the Auto-Text items table shows the item for the [PictureCaption] block.

Name	Shortcut	Type	Auto-Text
Picture Caption		B	[PictureCaption]

Remember, the text of the paragraphs that indicate the beginning and end of the block must match *exactly* the text you enter as the Auto-Text item for the block. Be sure there are no extra spaces in either the paragraph’s text or the entry in Auto-Text column of the Auto-Text items table.



## Preventing editing of AutoText.fm

By default, users can edit the AutoText.fm file simply by choosing Edit AutoText.fm from the AutoText menu. If you have a predefined set of Auto-Text items you don't want your users to change, you can remove the Edit AutoText.fm menu item. To do this, add the entry "NoEdit" as the last item in the AutoText.fm file. The following illustration shows the AutoText entry that prevents editing the AutoText.fm file

NoEdit			
--------	--	--	--

## Renaming the AutoText menu

By default, the Auto-Text items are included in a menu named "AutoText". You may want to change this name to better describe the items, or to indicate how the items are to be used. To do this, add the entry "MenuName" as the last item in the AutoText.fm file. The following illustration shows the AutoText entry that renames the AutoText menu to become the "SP" menu:

MenuName			SP
----------	--	--	----



*The relative order of the "NoEdit" and "MenuName" items is not important. The items will work properly as long as they are at the end of the AutoText.fm table.*

## Structured items

If you are using the structured version of FrameMaker, some of your Auto-Text items may be structural elements. To use Auto-Text with structural elements, you must import the document structure into the AutoText.fm document. Once the structure is imported, Auto-Text items you define can be inserted into your structured documents and have the appropriate structured characteristics applied.








## Creating a submenu

To create a submenu, you need to add a table to the AutoText.fm file to store the submenu items. You must also add an Auto-Text item to an Auto-Text table to indicate the name and location of the submenu.

### Submenu table

This is the table in the AutoText.fm file that stores the Auto-Text items for the submenu. The easiest way to create this table is to copy the existing AutoText table and paste it further down in the AutoText.fm document. You must supply a tag that identifies the submenu table, similar to the way you supply a tag for each “table” Auto-Text item. A tag is assigned to the submenu table based on the text of the paragraph that contains the table’s anchor. For example, the following submenu table is identified by the tag “Icons”, which is the text of the paragraph that contains the table anchor.

Icons I

Name	Shortcut	Type	Auto-Text
Play		G	
Stop		G	
Pause		G	
Fast Forward		G	
Rewind		G	

### Submenu AutoText item

To specify the location and text to use for the submenu, you must create an Auto-Text item in the main Auto-Text table, or in another submenu table. The value in the Name column indicates the name to use for the submenu. Entering the value SM in the Type column indicates the items is a submenu. The following Auto-Text entry shows how the Recording Icons submenu is defined.

Name	Shortcut	Type	Auto-Text
Recording Icons		SM	Icons

This submenu will appear with the name “Recording Icons”, and contain all of the Auto-Text items in the “Icons” submenu table.







## Sharing external files

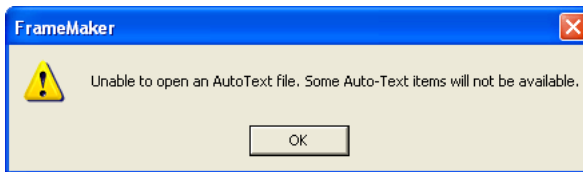
To share Auto-Text items with other users, you can place external files in a common location and point each FrameMaker installation to access them over the network. Each workstation will open a read-only version of the external file, allowing the Auto-Text items in it to be shared.

You can share external files even if you are using FrameMaker for different operating systems. Just use the appropriate pathname syntax for your platform to access the external file.

It's important to avoid editing an external file while other users are accessing it. FrameMaker's file locking will attempt to prevent you from editing the external file if other users are accessing it. Editing a file while in use can lead to unpredictable results.

## Unavailable external files

If an external file isn't available when you start FrameMaker, a message will be displayed indicating that not all Auto-Text items are available:



The submenu that would normally contain the contents of the external file will appear disabled in the AutoText menu.

# Chapter 5

## Multiple AutoText.fm Files



Another option for organizing large quantities of Auto-Text items is to use multiple AutoText.fm files. A total of 4 AutoText.fm files can be used. Each AutoText.fm file creates an AutoText menu in FrameMaker.

Each AutoText menu can contain approximately 250 items. If you exceed this limit, items will be added to the AutoText menu, but won't be accessible. Auto-Text can manage up to 1000 Auto-Text items, in a total of 4 top-level menus.

### Creating additional AutoText.fm files

The easiest way to create an additional AutoText.fm file is to copy the AutoText.fm file and give it an appropriate name. The first AutoText file must be named AutoText.fm. The second AutoText file must be named AutoText2.fm, the third named AutoText3.fm, and the fourth AutoText4.fm.

Any additional AutoText.fm files (AutoText2.fm, AutoText3.fm, or AutoText4.fm) must be placed in the same location as the AutoText.fm file. If you use any other names for the files, or put them into another location, the files will not be found.

You define the content of these additional files in exactly the same way you do for the AutoText.fm file.

### AutoText menu names

Each AutoText menu is given a default name. The following table lists the default menu name for each AutoText menu created for each AutoText.fm file:

AutoText file	Default menu name
AutoText.fm	AutoText
AutoText2.fm	AutoText2

<b>AutoText file</b>	<b>Default menu name</b>
AutoText3.fm	AutoText3
AutoText4.fm	AutoText4

You can use the “MenuName” item in each of the AutoText.fm files to specify a different menu name. Refer to “Renaming the AutoText menu” on page 14 for more information.



## Chapter 6 Troubleshooting

Use the information in this chapter if you encounter problems installing or using Auto-Text.

### AutoText menu not appearing

If the AutoText menu doesn't appear, check the following:

- Be sure that you have properly installed the plug-in.
- Be sure the AutoText.fm file is in the appropriate location.
- Be sure that the AutoText.fm file is named correctly.

### Warning messages are displayed during startup

If warning messages are displayed during startup, check the following:

- Be sure the AutoText.fm file is in the appropriate location.
- Be sure that the AutoText.fm file is named correctly.
- Verify that each Auto-Text item is defined correctly. Individual warning messages will be shown for each item that isn't defined properly. Be sure to carefully check the shortcuts defined for each item.
- Be sure there are no blank lines in the Auto-Text items table in the AutoText.fm file.
- Be sure the path used to reference an external file that contains additional Auto-Text items is correct.

## Items not appearing in AutoText menu

If an item doesn't appear in the AutoText menu, check the following:

- Be sure the shortcut is defined properly. If the shortcut isn't valid, a message will be displayed when you start FrameMaker and the item may not appear in the AutoText menu.
- If a submenu appears disabled in the AutoText menu, be sure the tag that identifies submenu items table matches the Auto-Text item that specifies the submenu's name and position.
- If a submenu doesn't display as a submenu, be sure that SM is specified in the Type column for the Auto-Text item that specifies the submenu's name and position.

## Incorrect items are inserted

If an incorrect item appears when you choose an item from the AutoText menu, check the following:

- Be sure that you have properly added the item to the AutoText.fm file.
- If a table is not being inserted, be sure the entry in the Auto-Text items table and the text of the paragraph containing the table's anchor match exactly.
- If the item is raw text or a table, be sure the Type column contains the proper value for the item.

## Existing FrameMaker commands no longer work

If an existing FrameMaker command no longer works, check the following:

- Be sure you haven't created an Auto-Text item with the same name as the command that no longer works.

## Keyboard shortcuts don't work

If a keyboard shortcut doesn't work, check the following:

- Be sure the shortcut doesn't conflict with an existing FrameMaker shortcut.
- Be sure that you have properly defined the keyboard shortcut in the AutoText.fm file.
- Be sure that the keyboard shortcut is appropriate for the current platform.



# Appendix A Registration

Auto-Text 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 Auto-Text useful, we encourage you to pay the registration fee.

## License types

The following types of licenses are available for Auto-Text:

### **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](mailto:support@siliconprairiesoftware.com).

## Registration information

When you register the software, you will receive your registration information through e-mail. **Save this e-mail! You will need it if you need to reinstall the software.**



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