

# Adobe<sup>®</sup> FrameMaker 7.0

Using the XHTML Starter Kit  
Online Manual



# Using the XHTML Starter Kit

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**X**HTML is a reformulation of the HTML 4 document types as applications of XML. FrameMaker® software provides a starter kit for the XHTML DTD that you can use to translate between XML documents using that DTD and FrameMaker documents. This starter kit is an XML structure application. You can use the application as is or modify it to suit your organization.

## What the XHTML starter kit accomplishes

This starter kit supports XHTML 1.0. Its aim is to provide a structure application that can:

- Open XHTML documents in FrameMaker with default formatting for the various document elements
- Save a FrameMaker document as valid XHTML

You can use this application as it is, or you can modify it to suit the requirements of your organization. Modification can include changes to read/write rules, changes to formatting in the EDD, or changes to the structure API client that manages the import and export of specific elements.

## What's included with the XHTML starter kit

Installation of the XHTML starter kit is optional when you install FrameMaker. If you're using FrameMaker on a UNIX® system and want information on how to install it, see *Installing Frame® Products*. If you're using FrameMaker on a Windows® or Macintosh system, see *Getting Started*.

If you use FrameMaker on a Macintosh or Windows platform, the XHTML starter kit is installed in a directory named **structure/xml/xhtml** in the home directory for FrameMaker.

If you use FrameMaker on a UNIX platform, the XHTML starter kit is installed in a directory named **\$FMHOME/fmunit/uilanguage/structure/xml/xhtml**, where **\$FMHOME** is the directory in which FrameMaker is installed and **uilanguage** indicates a particular user-interface language, such as **usenglish** or **ukenglish**.

The **xhtml** directory contains two subdirectories:

**app**: the components of the structure application

**src**: the source code for the starter kit's structure API client.

## The APP directory

The **app** directory contains the files needed to deliver the XHTML starter kit as an XML structure application. It includes the following files:

| File  | Purpose  |
|---|--|
| dtd   | XHTML 1.0 DTD  |
| edd   | Corresponding FrameMaker EDD, including formatting rules for the supported elements  |
| rules   | Read/write rules   |
| structapps.fm   | Application definition   |
| template  | FrameMaker template to use on import   |
| xhtml.css   | A css file that corresponds to the formatting in the template file—this is a convenience that saves users from having to generate a CSS every time the export an XHTML document to XML |
| xhtml-lat1.ent<br>xhtml-special.ent<br>xhtml-symbol.ent | Various character entity declarations for this application   |

If you installed the XHTML starter kit when you installed FrameMaker itself, the default **structapps.fm** file contains the definition of the XHTML application. If you installed the XHTML starter kit after installing the rest of the product, you need to make this application definition in the **xhtml** directory available to your end users by incorporating it into the **structapps.fm** file you give to them.

For information on creating and editing **structapps.fm**, see the online manual, the *Structured FrameMaker Developer's Guide*.

## The SRC directory

The **src** directory contains the source code for the starter kit's structure API client, and the files you need to build the client at your site. The directory includes the following files:

| File        | Purpose   |
|-------------|---|
| xhtml.mak   | Make file to compile the structure API client on a on your platform<br>Depending on your platform, there may be other files that are used to compile the client in a supported programming environment. |
| export.c    | Event handler for the client's export functionality   |
| import.c    | Event handler for the client's import functionality   |
| translate.c | Interface from the structure API to standard FDK callbacks  |

Depending on your platform, the **src** directory may also contain files associated with building the client such as make or project files.

## XHTML support in the starter kit

The XHTML starter kit supports most of the XHTML DTD with formatting appropriate to the general use of HTML 4. While you can import or export a document that uses any of the elements defined in the XHTML DTD without modification of the starter kit, you may want to modify it to handle certain cases as you see fit. The following sections describe special cases and how they are handled in FrameMaker by this starter kit.

### Title elements

The head of an XHTML document can contain a title element. The starter kit imports this element as a running header/footer marker. The Master Page of the template includes a variable that displays this marker content in a running header. When saving the document to XHTML again, the marker content is written out to a title element.

### Tables

XHTML allows tables within tables, but FrameMaker does not support this structure. For tables within tables, the starter kit places the content of the child table within the appropriate cell of the parent table. However, only the content and not the structure of the child table is preserved. The starter kit unwraps and drops any table, table head, table foot, table body, table row, and table cell elements that contain this content.

XHTML represents table formatting via the following attributes:

| Formatting      | Attributes          |
|-----------------|---------------------|
| Table borders   | border, frame, rule |
| Table alignment | right, left, center |
| Table width     | width               |

The starter kit's structure API client maps these attributes to the FrameMaker table on import, and maps the FrameMaker table formatting to these attributes on export. The API client ignores column or cell width—the width attribute only has an effect for the width of the entire table.

### XHTML Hypertext

XHTML uses the <a> element to represent hypertext links. The starter kit imports these elements as hypertext markers, storing the value of the href attribute as marker text. This preserves link behavior as follows:

| href value                      | Hypertext Marker  |
|---------------------------------|---|
| http://www.adobe.com/index.html | message URL http://www.adobe.com/index.html                                 |
| mailto:me@my_domain.bogus       | message URL mailto:me@my_domain.bogus                                       |
| #name                           | gotolink name   |
| name                            | gotolink name:firstpage (name should correspond to a filename in this case) |
| name1#name2                     | gotolink name1:name2 (name1 should correspond to a filename in this case)   |

### FrameMaker cross-references

This starter kit exports FrameMaker cross-references as the <a> element.

### Alt attributes in <img> elements

An <img> element in XHTML can include the **alt** attribute to provide alternate descriptive text in case a browser cannot render the image. When reading into FrameMaker, the starter kit translates the attribute as a property of the graphic's anchored frame. On export the property is converted back to the value for **alt**. For information about preparing a FrameMaker document to write the Alt property of the anchored frame, see the FrameMaker user guide.

### Forms

The starter kit imports form elements into the FrameMaker document as conditional text. On export, if the forms condition is showing it converts them back into XHTML forms.

### Scripts

The starter kit imports script elements into the FrameMaker document as conditional text. On export, if the scripts condition is showing it converts them back into XHTML scripts.

