

49

FMmarkers - handling markers

Overview v1.2

FMmarkers v1.2 answers various demands for handling markers: inspect markers, find and change text or type of markers.

Contents

Script installation	2
Avoid Windows Defender intervention.....	3
Details of the D+DD script installation.....	3
Use cases	4
Script invocation	5
Menu entries	5
Help, it does not behave!.....	5
Handle any marker.....	6
Publishing markers	8
Marker specials.....	10
Markers on other than Body Pages	10
Index markers.....	10

- Important
- Any operation performed by a script can not be undone³⁾! Best practice is to save the document before performing script actions on it.
 - In case of an error or change of Your mind you can simply Revert to Saved for the pertinent document.
 - Only scripts which do not modify document contents (e.g. creating a new document) are safe in this respect.

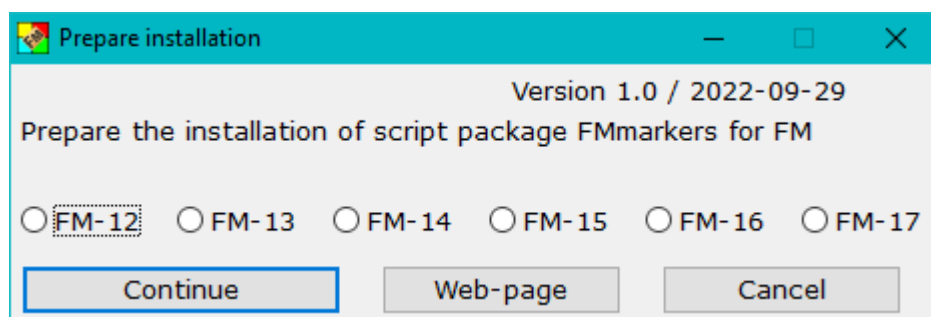
³ This must not necessarily be the case for plug-ins represented as dll's.

Script installation

- 1 Close FrameMaker if necessary.
- 2 Download the Inst-FMmarkers.zip from my [web-page](#)
- 3 UnZip the file to the desk top.
- 4 Execute the file PrepareInstallation.exe as Admin.

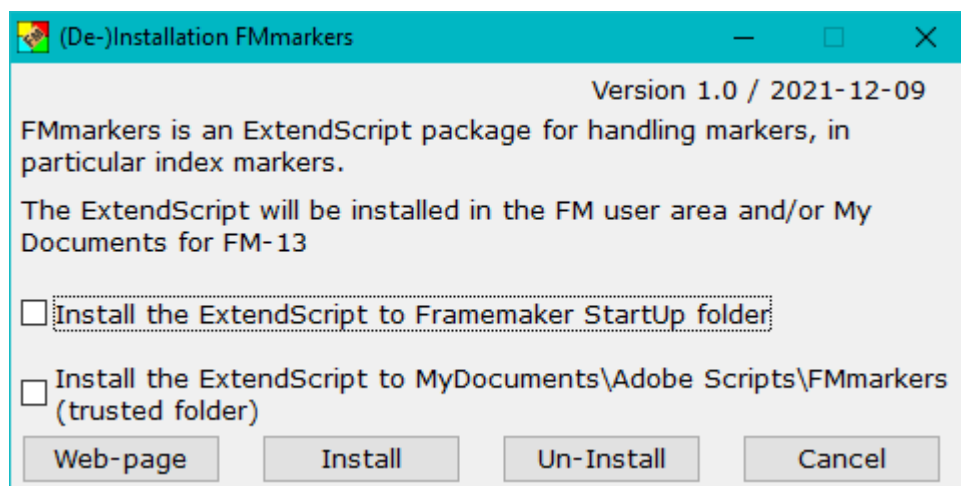
Note: *Windows Defender may react to this program with a virus warning. This is a false positive. You may check this with an [upload to Virustotal](#). See [Avoid Windows Defender intervention](#) on page 3.*

- 5 The last six FM-versions present in your %appdata%/Adobe/FrameMaker/ are listed in the dialogue (on your system there may be only one).



The language of the installation dialogues adapts to the UI language of your current FM installation (de, en, fr).

- 6 Select the appropriate FM installation and use **Continue** . This opens the installation program:



- 7 Select the appropriate options:
 - Use the first option to start the script automatically at FM-start.
 - Use the second option if you wish to start the script on demand from a trusted source. You can define the script in **File > Scripts ... > Catalog** (Script Library) as Favourite: use the Add button and navigate to My Documents \Adobe Scripts\FMmarkers\FMmarkers.jsxbin.
- 8 With **Install** the script and associated files will be transferred into the relevant locations.
- 9 A message indicates the end of the installation. The desktop icons will be removed.

De-install the script

To de-install the script, start the installation program from the short cut in the **Start-menu > D+DD**. Then use the **Un-Install** button.

This removes the script only from the locations defined in the options. You can later use the installation program again.

To get completely rid of the script you need to remove the following in addition to the de-installation:

- The short cut in the start menu
- Directory %appdata%\D+DD\FMmarkers

Avoid Windows Defender intervention

- 1 In Windows settings navigate to **Windows Security > Virus & Threat protection settings > Manage Settings**
- 2 Go to **Exclusions**
- 3 Add the folder you need to exclude:
C:\Users\username\AppData\Roaming\D+DD

Details of the D+DD script installation

- Unpacking creates a program (Preinstallation.exe) and a directory (InstallThis).
- Preinstallation.exe should be executed with admin rights (right-click and select), otherwise a message will appear indicating this.
- Preinstallation adds the information about the current directory (e.g. C:\Users\Klaus\Desktop\InstallThis) and the installation directory of the selected FM version to the InstallThis\config.ini file.
- Then InstallThis\Inst-FMmarkers.exe is executed, which creates a directory D+DD\FMmarkers in the Windows Start directory and copies everything from InstallThis there. In addition, a short cut is created to this directory.
- This directory contains Inst-FMmarkers.exe, which is now executed and the unpacked files that are no longer used (e.g. on the desktop) are deleted.
- Inst-FMmarkers.exe asks where the script should be copied to (Startup folder or MyDocuments\Adobe Scripts\FMmarkers). The selected option must also be selected during a de-installation in order to de-install at the correct location.
- The script consists of the main module FMmarkers.jsx and the modules in the FMmarkers directory.
- Various scripts (e.g. the installation of the tool bars) also write something in the maker.ini in the user area in the section [D+DD].

Use cases

Markers can be placed on any paragraph, on any sort of page. In the array of found markers they are in the order the user may find them with the Find/Change dialogue:

- First the markers from the Body Pages
- Then those from Master Pages.
- Last those from Reference Pages.

Check markers

You can walk through all markers as they are arranged in the document. This may be any marker or a specific type.

The marker contents is displayed and you may change it and update the marker.

Find marker

You may search for a marker (any or of particular type) by inspecting its text. The search criterion may be a RegEx.

Unfortunately it is not possible to indicate the found text in the displayed marker text. Hence the position of the find is indicated in a separate file.

Change text of marker

The marker contents is displayed and you may change it (manually or by the Replace function) and update the marker.

Change type of marker

You can also change the type of marker. So you can correct the frequent error of index marker contents in a cross-reference marker ...

Batch processing

You may iterate through all found markers and change contents or type. Be careful with this function, because scripted actions can not be undone!

Script invocation

Note: *FMmarkers handles only markers in the main flow of the body pages of a document.*

The script creates palettes and/or dialogues. Palettes stay open even if you activate the document or change the document (e.g. click into it to define an insertion point). A dialogue must be closed to be able to continue work in the document.

Menu entries

The menu is inserted at these locations:

FM ≤ 13 at the bottom of the **Special** menu.

FM 13...15 at the bottom of the **Insert** menu.

FM ≥ 16 in the **Insert** menu, after the **Marker** entry.

Special Insert		Shortcut	See
Handle markers [DDD]	Documentation		
	Handle any markers	ESC q m a	page 6

Documentation

This pdf is displayed with your PDF viewer.

Handle any markers

FMmarkers - Handle any markers is designed to handle both system defined and user defined markers:

- Walk through all markers of the document and display their contents. All markers may also be searched for text.
- Select a particular marker type and walk through them or search marker text
- Change contents of a marker
- Change a marker type

Display of marker contents

The standard FM dialogues use a not very user friendly display of text items. With a normal screen set-up the font is quite small and the lack of serifs make distinction often difficult:

Marker Text	Contents of the found marker
Fluss : Ill; Stadt Illertissen;	Fluss : Ill; Stadt: Illertissen;
10pt system font	12 pt Consolas

Selecting in the lists

I decided to *select by double click*. This avoids inadvertently selection during scrolling and just pointing to something.

Help, it does not behave!

If you stop working in FrameMaker by hibernating Windows, then after wake-up scripts do not behave as they should.

Even after **Refresh** or restarting the script from the menu: the panel shows the correct marker content but not the correct marker type during navigation.

Remedy Save all open documents and restart FrameMaker.

Handle any marker

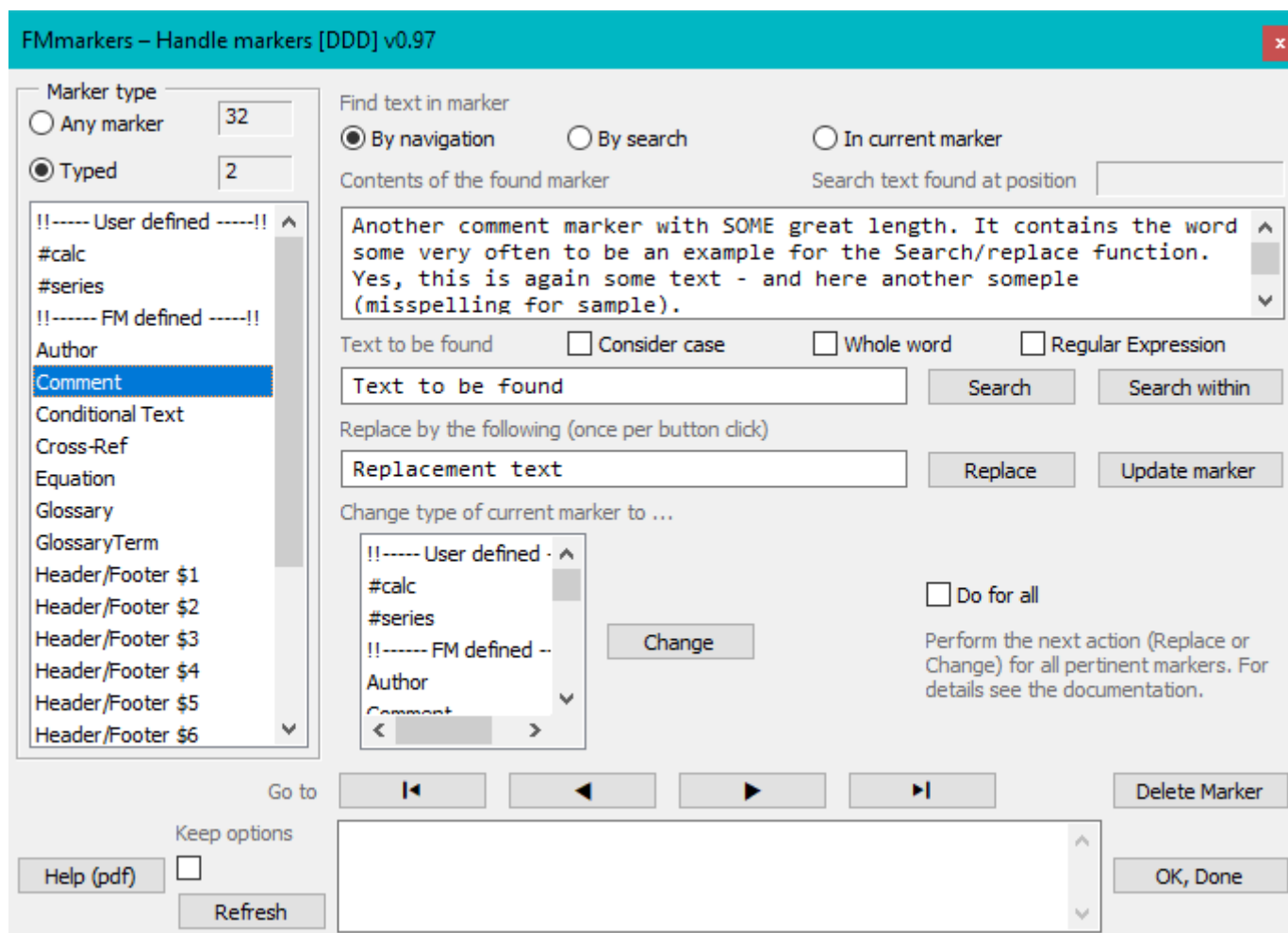
Any versus typed markers

Per default all markers are involved in the walk-through or the search. To consider only markers of a particular type, switch from **Any marker** to **Typed** (this is selected automatically when you double click on a marker type in the list).

Walk through versus find

There are two methods to find a marker for an action on it:

- Per default **By navigation** is selected, which lets you walk through any (or only a specific type of) markers by means of [Navigation buttons](#).
- Search for a marker by its text contents. For this method you set the radio button **By search**.
- If the Search finds the Text to be found, then you may continue the search within the text with button **Search within**.



UI features

Marker types

- Initially any marker is handled..
- To handle markers of a specific type you select this type by double clicking in the list.

In the list of marker types 'user defined' markers are listed first and then the FM defined marker types.

Search conditions

- Initially **By navigation** is set. This walks through any or a selected type of markers by means of the [Navigation buttons](#).

Find by Contents	<ul style="list-style-type: none"> To find markers based on their contents set By search. <p>To search by contents you set up a search term in the field Text to be found. You may skip further search within the current marker text by using button Skip to next.</p> <p>If an appropriate marker is found, radio button In current marker becomes active and also the Replace button. Using button Search in the current marker looks for more occurrences of the search term.</p>
Contents of the marker	<p>The contents of the current marker is displayed in the top edit area. It may be modified manually and the marker then modified with button Update marker.</p> <p>Note: <i>Unfortunately it is not possible to indicate a found term in the displayed text. A selection is only possible by user action. Hence a found term is reported in the message area. This restriction makes it also difficult to change only particular found term among multiple occurrences. This must be done by manual replacement in the edit area.</i></p>
Search and Replacement	<p>For the search operation you may either define Consider case and/or Whole word or Regular expression.</p> <p>To replace after using the Search button successfully, use button Replace. You may use the Replace button multiple times if you assume that there are multiple occurrences of the searched string in the current marker text.</p> <p>See also Regular expressions in search and replace on page 8.</p>
Change marker type	<p>When a marker is found both in the list of types and in the short list the type is indicated.</p> <p>To change the type of the found marker, find the new type in the shorter list and double click on it; then use the Change button. This updates the current marker to the new type.</p>
Do for all	<p>When this box is checked, then the next operation with either the button Change or the button Replace will perform the action for all pertinent markers:</p> <ul style="list-style-type: none"> By walking through any or a selected type. By searching any or a selected type by text. <p>Note: <i>There is no undo for scripted actions. Hence this is a dangerous function. Always save your document before setting this checkbox!</i></p>
Message area	<p>At the bottom between the buttons is a normally empty area. This can display a message, for example, if navigation came to a halt. Important messages are provided in red.</p>

Navigation buttons

<ul style="list-style-type: none"> ◀ Go to the <i>first</i> marker of the requested type. ◀ Go to the previous marker of the requested type. If we are already at the first marker, a message is issued. ▶ Go to the <i>next</i> marker of the requested type. If we are already at the last marker, a message is issued. ▶ Go to the <i>last</i> marker of the requested type. 	<p>With the navigation buttons you can walk forwards and backwards through the markers of a document.</p>
Delete Marker	<p>Remove the marker from the text. The sequence of markers will be rebuilt.</p>

Regular expressions in search and replace

Only if `Regular expression` is specified for the search, the search field may contain such an expression. In the replace field the substitution string then may contain references to search-groups (`$1 ... $9`).

Examples

String	Search	Replace	Result
345:und so weiter	<code>^(\\w+)(.+) </code>	<code>(\$1)\$2 etc.</code>	<code>(345):und so weiter etc.</code>
	<code>(.*)\\bso(.*)</code>	<code>\$1immer\$2</code>	<code>345:und immer weiter</code>
63456: 2heading: Housing	<code>^[^\\d]+</code>	This is a real cross reference and will not be found	
Top level : second level		This index entry has erroneously be declared as Cross reference	

General action buttons

Help [pdf]	Display the pdf of this document at the appropriate page.
Keep options	Check this box if you want to preserve the settings of the radio buttons on top, the search options and the selection of the marker type. Otherwise the automatic or intentional Refresh will set them back to the default (Any marker, By navigation).
Refresh	<p>A change of the active document is <i>not</i> recognised by the palette. Hence you need to use this button in the following cases:</p> <ul style="list-style-type: none"> • Handling markers of another document to which you switched. You may switch to any other document while the palette is open (e.g. for consultancy) and then back to the one for which you have invoked the palette or performed the last Refresh. • Manipulating markers in the text outside of the palette (insert, delete, move, change name or contents). • Manual switching between page types (body, master, reference). <p>Note: <i>In rare cases the marker list is not updated automatically. Use the Refresh button if you are suspicious!</i></p> <p>Note: <i>After Refresh the selected marker is that one following the text location before you used Refresh. Even if a marker is selected and then Refresh used, after the operation the next marker is selected⁴.</i></p>
OK, Done	Close the palette.

Publishing markers

Publishing markers are not inserted by **Insert > Marker...** but by **Insert > Publishing Markers:**

- CSH Marker: Marker type `TopicAlias`, contents *string*
- Index Marker (same as ordinary index marker)
- Page Break Marker: Marker type `PageBreak`, contents *Filename|Topic Title*
- No Page Break Marker: Marker type `PageBreak`, contents `<nosplit>`

⁴ I have not yet found out how to avoid this jump.

With the exception of the Index Marker these are treated as Custom markers, because they are not in the internal list of markers.

2022-09-29

E:_DDDprojects\FM-Markers\Docu\FMmarkers.fm



Marker specials

Markers on other than Body Pages

Markers can be placed on master pages and on reference pages, whether they serve their purpose or not.

Index markers

FM help states: You cannot use white space or the following special characters for the marker text of an **index marker**:

~!@#\$%^&*()+-={}|[]\:";'<>?,./

Note: *This is not tested during creation of the index marker!*

Tests demonstrate that only the syntax relevant characters are forbidden, namely ; : < > \ [] . A literal backslash (\\) is allowed.

The term white space is misleading, as multiple blanks are valid, but not line break or ¶ break. A TAB is converted to a blank.