

Adobe FrameMaker 7.0: Element Definition Documents (EDDs)

Who	This specialist course is aimed at personnel responsible for the development of structured templates using FrameMaker 7 and at personnel responsible for implementing a full SGML or XML system in the workplace. The course provides a thorough introduction to the process of defining structure in an Element Definition Document using FrameMaker 7.
Why	The course will give you the skills necessary to produce structured templates based upon an EDD or SGML/XML DTD. Through a series of practical exercises, you will learn how to define elements and attributes, how to specify formatting for elements and attributes according to structural context and how to define book elements for the preparation of structured books comprising multiple documents and including a Table of Contents and an Index. You will also learn how to create a Conversion Table to automatically add structure to unstructured documents.
Length	2 days

Getting Started

Understanding the purpose and use of the element definition document (EDD)

Understand document analysis
Become familiar with the overall organisation of an EDD
Identify ways to create an initial EDD
Identifying basic types of elements
Identifying parts of an element definition

Specifying an element tag and type

Review the purpose of preliminary element parts: tag, comments, type, and valid highest level
Inserting an Element element
Typing the element tag
Inserting the Comments element
Changing the formatting of Comments elements
Selecting the type of element
Specifying that an element is valid if it occurs as the highest-level element in a flow

Defining general rules for containers and footnotes

Writing a General Rule for Container elements and Footnote elements
Using occurrence indicators and connectors in a General Rule
Using content symbols and parentheses in a General Rule
Learning the default General Rule for Container and Footnote elements
Importing the EDD into a structured template
Testing element definitions in the structured template

Defining general rules for tables

Writing a General Rule for a Table element
Writing a General Rule for table title, table heading, table body, table footing, table row, table cell
Learning default General Rules for tables and table parts
Learning restrictions on General Rules for Table and table part elements

Inclusions and exclusions

Specifying the use of an Inclusion

Defining the included element
Specifying the Exclusion of an element

Auto insertions

Specifying autoinserted child elements
Specifying autoinserted nested child elements

Formatting tables and defining the initial structure pattern

Specifying the initial structure pattern for Table and Table Part elements
Specifying the initial table format for a Table element

Formatting object elements

Defining a Cross-reference type element
Specifying the initial object format of a Cross-reference element
Defining an equation type element
Specifying the initial object format of an Equation element
Defining a graphic type element
Specifying the initial object format of a Graphic element
Defining a marker type element
Specifying the initial object format of a Marker element
Defining a system variable type element
Specifying the system variable format rule

Defining attributes

Review the uses of attributes
Review the basic types of attributes and their parts
Specifying the attribute name and type
Indicating whether the attribute is optional or required
Defining read only and hidden attributes
Defining a range of values for attributes of numeric types (integer, integers, real, reals)
Defining a list of choices for an attribute of type choice
Specifying a default for optional attributes

Rules for formatting text

Define text format rules and their parts
Specify an element paragraph format

tag

Write an all contexts rule with if, elseif and else clauses
Write a level rule with if, elseif and else clauses
Referring to a paragraph format tag and a character format tag
Individual paragraph and text-range properties
Formatting change list tag
Analysing syntax for naming ancestors, siblings and attribute values
Defining subrules and multiple rules
Writing a context label
Defining a format change list

First and last paragraph rules

Specifying first paragraph rules for formatting
Specifying last paragraph rules for formatting

Prefix and suffix rules

Defining a prefix and a suffix
Specifying prefix rules and suffix rules using a fixed text string
Specifying prefix rules and suffix rules referring to attribute values
Specifying formatting for prefixes and suffixes

Elements for structuring books

Defining an element for the book
Defining elements for generated files within the book
Creating a structured book
Adding files to the structured book
Generating and formatting a Table of Contents
Generating and formatting an Index
Wrapping generated files into elements of the structured book

Automatically adding structure to unstructured documents

Learning conversion table syntax
Generating a new conversion table
Learn how to create a conversion table from scratch
Structuring an unstructured document
Structuring a group of unstructured files
Structuring an unstructured book