

1.1 CREATING RHFH PROJECT TEMPLATES

RoboHelp for FrameMaker (RHFH) uses project templates as the basis for new conversion projects. However, RoboHelp for FrameMaker does not yet include **File ▶ Save As** support for creating project templates based on existing conversion templates. Instead, as a Macromedia representative has noted in a posting on their Help Community forum, the creating a project template is—for now—a manual process.

After you follow the procedures described in this section, your new project template will be available in RoboHelp for FrameMaker's **New Project** window when you choose "Shared Templates."

Overview of the RoboHelp for FrameMaker project template creation process:

- 1 Prepare a RoboHelp for FrameMaker conversion project as the basis for a new project template.

For detailed instructions, see "Preparing Conversion Projects" on page 1-1.

- 2 Edit the code in the `.rhf` file to eliminate hard-coded paths and file names.

For detailed instructions, see "Editing `.rhf` Files" on page 1-2.

- 3 Set up the file and directory structure to mirror Macromedia's structure for "factory" templates.

For detailed instructions, see "Setting Up File and Directory Structures" on page 1-2.

- 4 Customize the template project description (optional).

For detailed instructions, see "Customizing Project Template Descriptions" on page 1-3.

1.1.1 PREPARING CONVERSION PROJECTS

The first step in creating a new project template based on a RoboHelp for FrameMaker conversion project is to prepare the source project.

To prepare a RoboHelp for FrameMaker conversion project as the basis for a project template:

- 1 Finalize all of the settings in a specific RoboHelp for FrameMaker conversion project, including items such as:

- Paragraph styles
- Style mappings
- Skin files
- Output configurations

For more information about working with settings in RoboHelp for FrameMaker, see the RoboHelp for FrameMaker online Help.

- 2 Save and close the conversion project.

- 3 Make a copy of the folder containing the conversion project.
- 4 Open the copied project.
- 5 Under **Source** on the **Workflow** pane, open the **Source Files** folder.
- 6 Right-click the book file and choose **Delete**.
- 7 Delete any other files that you don't want to include in your project template.

CAUTION

Do *not* delete the actual FrameMaker source files in Windows Explorer.

- 8 Under **Project** on the **Workflow** pane, change the project title to
!PROJECT_TITLE!.
- 9 Save and close the copied conversion project.

1.1.2 EDITING .RHF FILES

The `.rhf` file for the RoboHelp for FrameMaker project on which you are basing your new project template may include hard-coded directory paths or file names. Before you can use the project as a template, you must remove these hard-coded items.

To edit the source code in a RoboHelp for FrameMaker .rhf file:

- 1 In Windows Explorer, change the file name for the copied conversion project to
!PROJECT_NAME!.rhf.
- 2 Open the `.rhf` file in a text editor such as Notepad.
- 3 If your `.rhf` file includes a second `dhtml-target` section that uses an absolute or relative path to point to a `.fm` file, delete the duplicate `dhtml-target` section.
- 4 Repeat step 3 for any duplicate sections under `build-targets` that include hard-coded files or paths.
- 5 If the `source-files` section in your `.rhf` file also points to a specific `.fm` file, change the section so it reads:

```
<source-files />
```

- 6 Save and close the `.rhf` file.

1.1.3 SETTING UP FILE AND DIRECTORY STRUCTURES

The "factory" templates provided by Macromedia follow a specific file and directory structure that must be mirrored if you want your project template to appear in the **New Project** window's **Templates** box.

To set up the file and directory structure for a RoboHelp for FrameMaker project template:

- 1 In the folder for the copied conversion project, delete all sub-folders except the "Support" folder.
- 2 Change the folder name from "Copy of ..." to a folder name appropriate to the type of project template you are creating, and add the extension `.rhfpt` to the folder name.
- 3 In the `.rhfpt` folder, create a "Files" folder.
- 4 Move the `.rhf` file and the "Support" sub-folder into the new "Files" folder.
- 5 Move the entire `.rhfpt` folder to the following directory:

```
C:\Documents and Settings\<<Login ID>\My Documents  
\My Templates\RoboHelp for FrameMaker\Projects\FM7\
```

1.1.4 CUSTOMIZING PROJECT TEMPLATE DESCRIPTIONS

The **Description** box in RoboHelp for FrameMaker's **New Project** window can include a brief description of your project template. To display a description, your `.rhfpt` folder must include an HTML file containing the description text.

NOTE

This procedure is optional if you don't want to provide other users with a description of your project template. Without a description file, the **Description** window displays a "File not Found" error.

To customize the description for a RoboHelp for FrameMaker project template:

- 1 Open the following directory (assuming you've installed RHFm in the default directory):

```
C:\Program Files\RoboHelp for FrameMaker\RHFrame.app  
\English\Templates\Projects\FM7\
```

- 2 Copy `Description.css` to the following directory:

```
C:\Documents and Settings\<<Login ID>\My Documents  
\My Templates\RoboHelp for FrameMaker\Projects\FM7\
```

- 3 Open one of the `.rhfpt` project template folders in the RoboHelp installation folder and copy `Description.htm` to your new `.rhfpt` folder.
- 4 Open the copy of `Description.htm` in a text or HTML editor.
- 5 Edit the `<p class=descr>` text to match your new project template.
- 6 Save and close `Description.htm`.

