

MadCap Software

What's New Guide

Doc-To-Help 3



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MadCap Software
7777 Fay Avenue
La Jolla, California 92037
858-320-0387
www.madcapsoftware.com

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CHAPTER 1

Introduction

This version of Doc-To-Help contains several new features and enhancements.

For more information about each feature discussed in this manual, open the online Help and refer to the "What's New in this Version" topic. Links are provided in each new feature description, taking you to topics that contain additional information and steps.

This chapter discusses the following:

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Summary of New Features

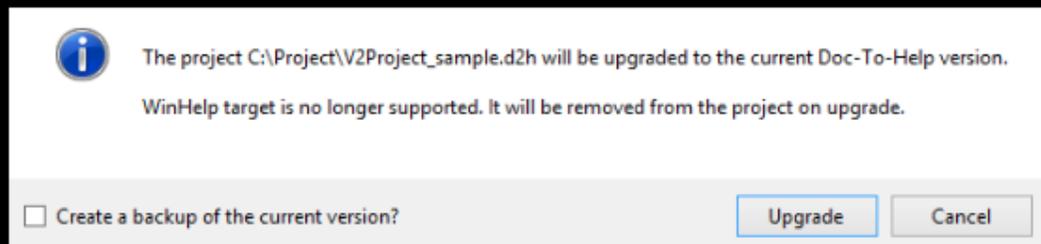
Following are the new features introduced in this version of Doc-To-Help.

Feature	What's New?	For More...
Upgrading Old Projects—Templates Replaced	<ul style="list-style-type: none"> » Prompt to upgrade to new version of Doc-To-Help » Prompt to update old source templates » DOT templates now either DOTX or DOTM » Minor redesign in updated templates 	See "Upgrading Old Projects—Templates Replaced" on page 9.
Cover Image for a Manual Target	<ul style="list-style-type: none"> » Can set cover image for Manual targets in Help Targets dialog » Based on a bookmark named "CoverImage" 	See "Cover Image for a Manual Target" on page 13.
Doc to DocX Conversion	<ul style="list-style-type: none"> » Lets you upgrade older Word documents (DOC files) in your project to the newer DOCX format 	See "Doc to DocX Conversion" on page 19.
Fancy Templates	<ul style="list-style-type: none"> » Two new templates added » Intended to help you produce print-based output that has a fancier look than the other templates 	See "Fancy Templates" on page 21.
Link to Deleted Topics	<ul style="list-style-type: none"> » In Link dialog, can now see all project topics listed » Deleted topics shown with red X icon » Can create links to such deleted topics without first rebuilding a target 	See "Link to Deleted Topics" on page 25.
Multimedia Enhancements	<ul style="list-style-type: none"> » Ability to embed more than just Flash movies » Can add HTML5, Windows Media, QuickTime, YouTube, and Vimeo 	See "Multimedia Enhancements" on page 29.

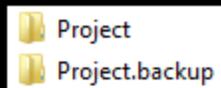
Feature	What's New?	For More...
Page Orientation in a Manual Target	<ul style="list-style-type: none"> » New property called "Section orientation" now available for Manual targets » Lets you specify a portrait or landscape configuration for pages within a given section break in a Word document » Can set section configuration on a paragraph style or an entire Manual target 	See "Page Orientation in a Manual Target" on page 37.
Variables—Date/Time and Version	<ul style="list-style-type: none"> » Two new types of variables available » Date/time variables get values either from current system date/time, or from file date/time attributes » Version variables let you create reusable numerical text in four available formats; numbers increment when you build 	See "Variables—Date/Time and Version" on page 43.
Removal of Features	<ul style="list-style-type: none"> » Certain features removed; makes Doc-To-Help more streamlined for authors who want to use newer versions of Microsoft Word and generate output in more modern (rather than outdated) formats 	See "Removal of Features" on page 51.

Upgrading Old Projects—Templates Replaced

If you open an old Doc-To-Help project, a prompt is shown, asking if you want to upgrade to the project to the new version, as well as make a backup.

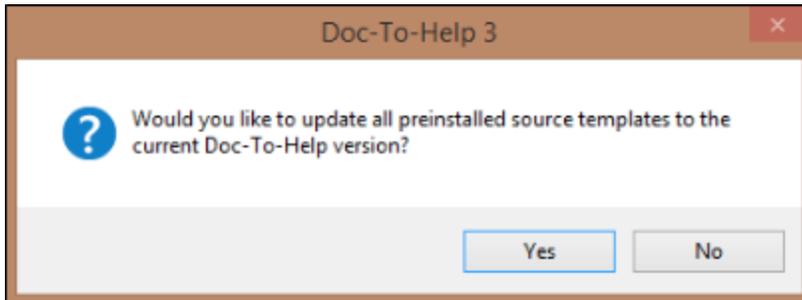


If you select to create a backup, it will be created at the same level as the project folder.



Upgrading your old project is necessary if you want to use the new version of Doc-To-Help because doing so makes changes to removed target settings.

In addition to the previous prompt, if your project references source templates with the C1H prefix, you will also see a prompt asking if you want to update all of your preinstalled *source* templates to the new version. In previous Doc-To-Help upgrades, this would happen automatically. The new version uses D2H as the prefix for template names, and if you had a previous version of Doc-To-Help installed on your computer, your previous C1H templates will remain available and unchanged for your reference.



Doc-To-Help has replaced the old Word 2007 DOT template files with newer Word 2007 templates (mostly DOTM files—the "M" means they may contain macros) that have updated Doc-To-Help ribbons. You may notice some minor redesigning in the templates.

- » **Update** If you choose to update your source templates, your project documents will point to the new templates that have the D2H prefix. This means you will see the updated ribbons (e.g., the old "Flash" button now says "Multimedia") in your source template and documents. Any changes (styles, etc.) that you've made in the old source templates *will not be transferred into the new templates; you will need to do that manually.*
- » **Do Not Update** If you do not update your source templates, your project will continue to use the old templates that have the C1H prefix along with any styling or changes you have made in those templates. This also means that you will see the old Doc-To-Help ribbons from previous versions.



Note: No changes are made to target templates.



Note: You can update your source documents manually anytime by opening the document and pointing to a different template via the Options dialog. See the online Help or the *Making It Look Good Guide*.



Note: Because DOT templates with the C1H prefix are no longer installed with Doc-To-Help, if you do not update your source templates you will need to copy these templates to any new machine you use.

Table of Old and New Templates

Old Template	New Template
C1H_HTML.dot	D2H_HTML.dotx  Note: This is the default template for HTML-based targets in new projects.
C1H_NOMARGIN.dot	D2H_NOMARGIN.dotm  Note: This is the default source template in new projects.
C1H_NOMARGIN_A4.dot	D2H_NOMARGIN_A4.dotm
C1H_NORM.dot	D2H_NORM.dotm
C1H_NORM_A4.dot	D2H_NORM_A4.dotm
C1H_PRNOMARGIN.dot	D2H_PRNOMARGIN.dotm  Note: This is the default target template in new projects.
C1H_PRNOMARGIN_A4.-dot	D2H_PRNOMARGIN_A4.dotm
C1H_PRNORM.dot	D2H_PRNORM.dotm
C1H_PRNORM_A4.dot	D2H_PRNORM_A4.dotm
C1H_PRSIDE.dot	D2H_PRSIDE.dotm
C1H_PRSIDE_A4.dot	D2H_PRSIDE_A4.dotm
C1H_PRSMAL.dot	D2H_PRSMAL.dotm
C1H_PRSMAL_A4.dot	D2H_PRSMAL_A4.dotm

Old Template	New Template
C1H_sandcastle_src.dot	D2H_sandcastle_src.dotm
C1H_SIDE.dot	D2H_SIDE.dotm
C1H_SIDE_A4.dot	D2H_SIDE_A4.dotm
C1H_SMAL.dot	D2H_SMAL.dotm
C1H_SMAL_A4.dot	D2H_SMAL_A4.dotm

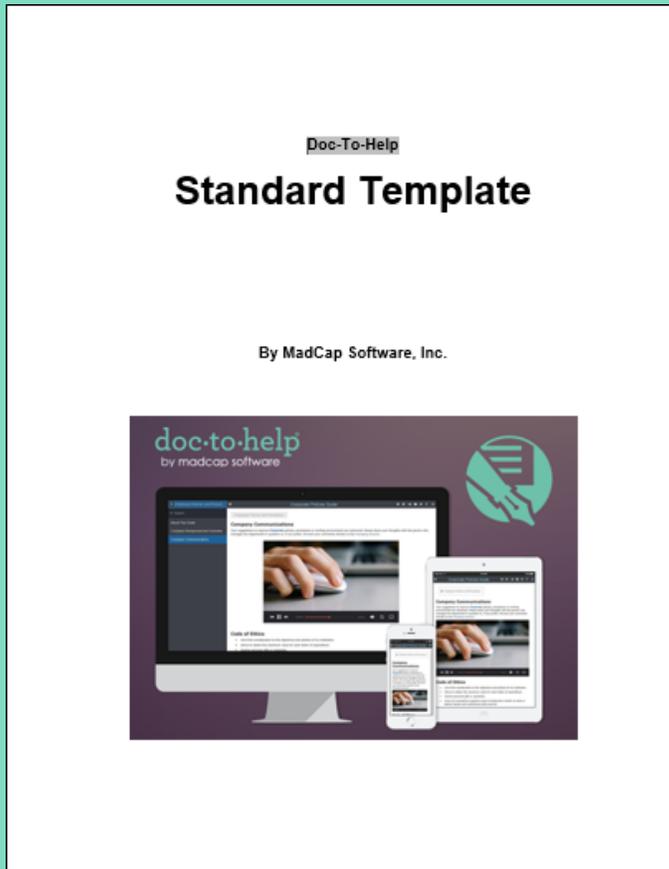
CHAPTER 3

Cover Image for a Manual Target

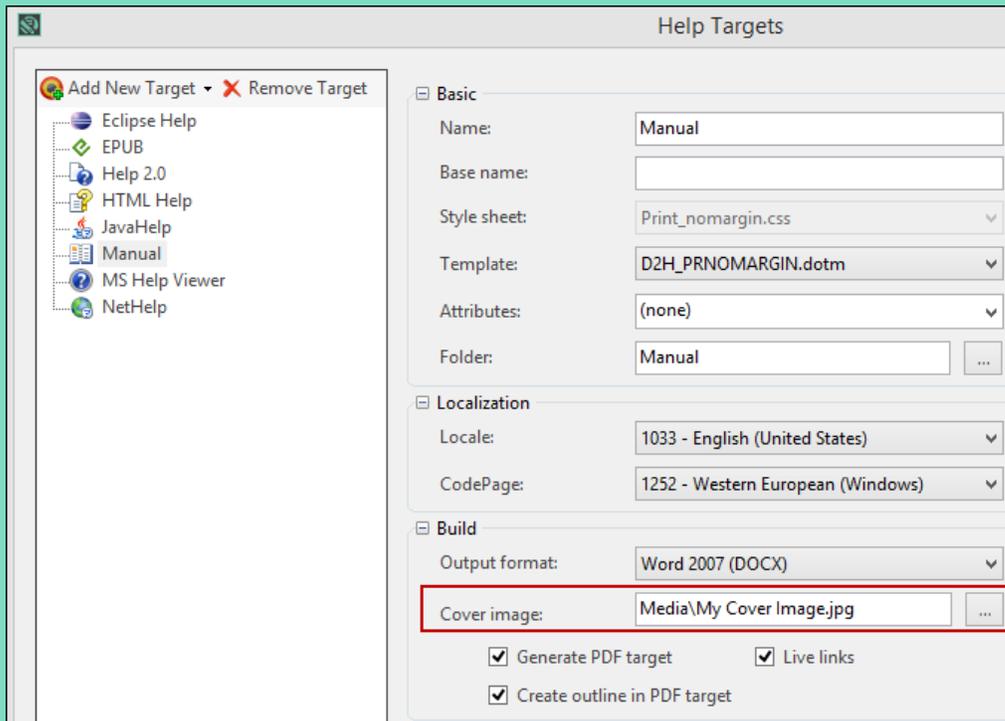
For the Manual target type, you can specify a cover image in the Help Targets dialog, as opposed to embedding it in the template file. This is simply an easier, more convenient option and allows you to specify a cover image for specific targets.

EXAMPLE

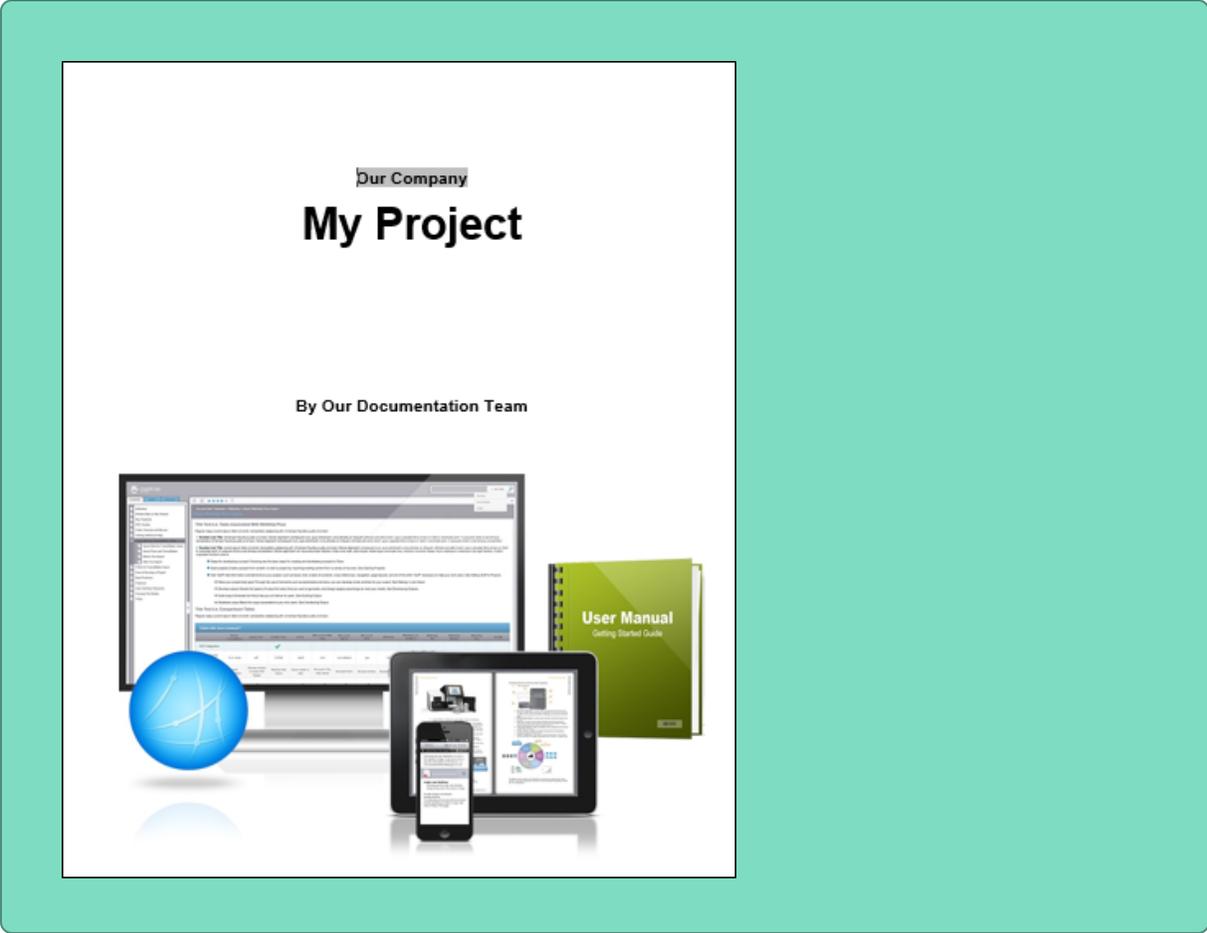
Let's say your target template initially looks like this, with Doc-To-Help's default cover image embedded on the first page.



You want to replace this image with your own. Instead of editing the template, replacing the Doc-To-Help image, you open the Help Targets dialog and point to your own image.



After you generate the output, your image replaces the default Doc-To-Help cover image.



HOW TO SET A COVER IMAGE FOR A MANUAL TARGET

1. (Recommended) Add the desired image to your project. (Typically, images are stored in the Media folder.)
2. In Doc-To-Help, open the **Home** ribbon, and at the bottom of the **Target** group click . The Help Targets dialog opens.
3. On the left side of the dialog, select the **Manual** target.
4. In the **Build** section, specify the image in the **Cover image** field.

In most cases, you will click  and select an image within your project, which produces a relative path to that image (e.g., Media\MyImage.png).



Note: It is also possible to use an absolute path and point to an external image, but a relative path to an image within the project is recommended.

5. Click **OK**.

COVER IMAGE BOOKMARK

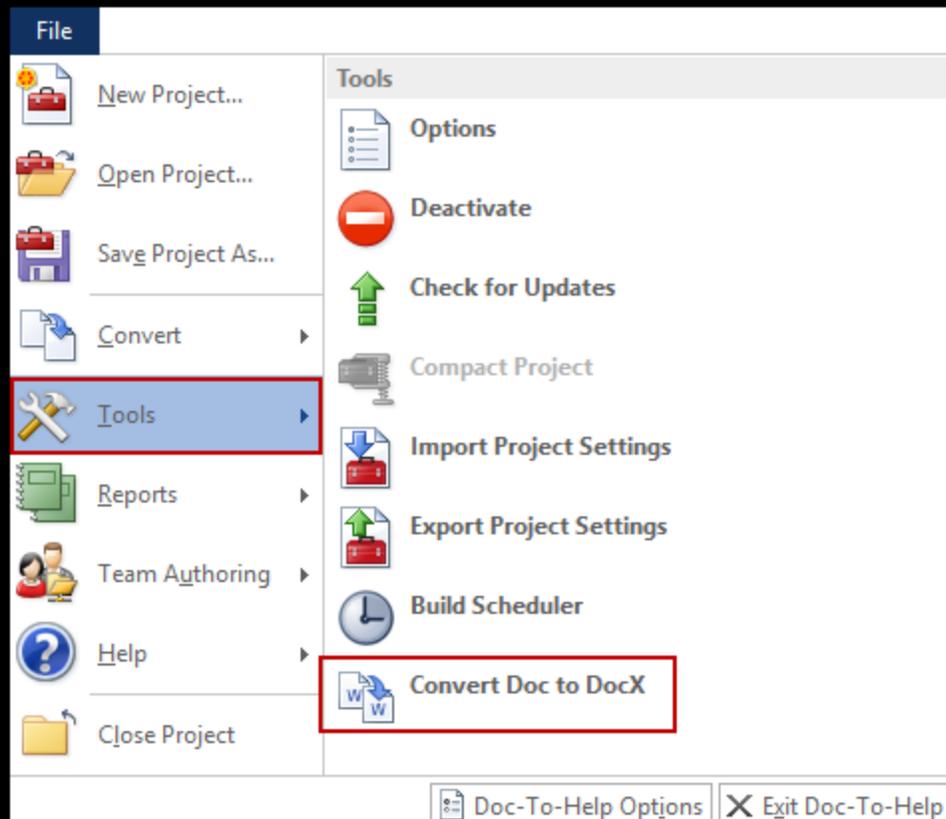
This feature is based on a bookmark named "CoverImage." All source and Manual target templates provided by Doc-To-Help have this bookmark, and it is placed by default on the cover image at the beginning of the template. However, if you specify a different image in the Help Targets dialog, it will replace the default cover image that is embedded in the target template.

To define a new location for the cover image, you can edit the template, inserting a bookmark named "CoverImage" somewhere before the "ChapterHeading" bookmark (if it exists). Otherwise, the image will be inserted at the beginning of the document.

CHAPTER 4

Doc to DocX Conversion

There is a new option called "Convert Doc to DocX" found in **File>Tools**.



This lets you upgrade older Word documents (DOC files) in your project to the newer DOCX format. The DOC format is from Word 2003 and older versions of Word. The DOCX format—an open standard format based on XML—was introduced in Microsoft Office 2007.

HOW TO CONVERT DOC FILES TO DOCX

1. Open a Doc-To-Help project that contains at least one document with a DOC extension.
2. Close all Word documents from your project that are open.
3. In Doc-To-Help, select **File>Tools>Convert Doc to DocX**.
4. You will see a prompt to start the operation; click the appropriate button to begin the conversion. The prompt message depends on whether a project is shared or not. For shared (team) projects, you need to check out the project.

After a successful conversion, all documents in the project will be DOCX, and all links in all Word documents will be updated appropriately.



Note: If any error occurs while converting documents, Doc-To-Help attempts to restore everything (documents and the project) to the initial state (before starting the conversion).

CHAPTER 5

Fancy Templates

In addition to changes to templates, there are a couple of new templates available:

- » **D2H_FANCY** This is the source template.
- » **D2H_PRFANCY** This is the complementary target template.

These templates are intended to help you produce print-based output that has a fancier look than the other templates. This includes color, an image placed behind the text on the title page, an image placed behind the text in the headers, and a decorative image in the footers.

doc-to-help

All About San Diego

By MadCap Software

MadCap Software, Inc.
7777 Fay Ave
La Jolla, CA 92037, USA

Tel: +1. 858.320.0387
Fax: +1. 858.875.4245
info@madcapsoftware.com

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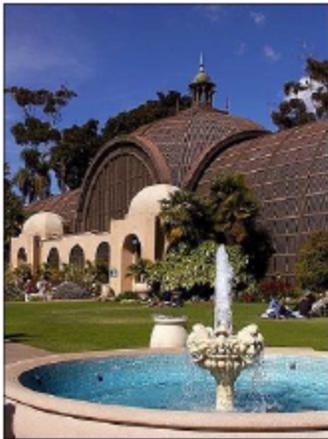


San Diego Attractions

There are many places to visit in San Diego. Three of these are Balboa Park, the San Diego Zoo, and Petco Park.

Balboa Park

[Balboa Park](#) is a 1200-acre park in the middle of downtown San Diego. Inside the park are gardens, walking paths, and more than a dozen museums. Every year the park hosts hundreds of events, including concerts, marathons and races, festivals and parades, and guest speakers.



San Diego Zoo

The [San Diego Zoo](#) was founded in 1916 and is located inside of Balboa Park. It is home to more than 3700 rare and endangered animals, and more than 700,000 exotic plants. Among the animals at the zoo are giant pandas, gorillas, koalas, and jaguars.

CHAPTER 6

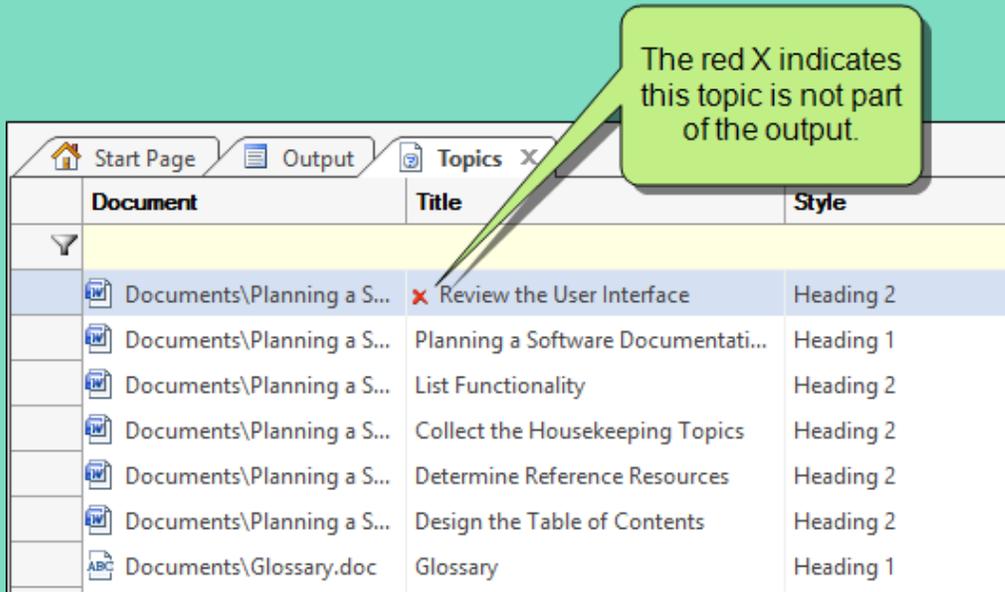
Link to Deleted Topics

In the Link dialog, you can now see all project topics listed. If a particular topic has been deleted as a result of the latest build (e.g., it was conditioned out of the target), it will be listed with a red X icon.

You now have the ability to create links to such deleted topics without first rebuilding a target that is conditioned to include it.

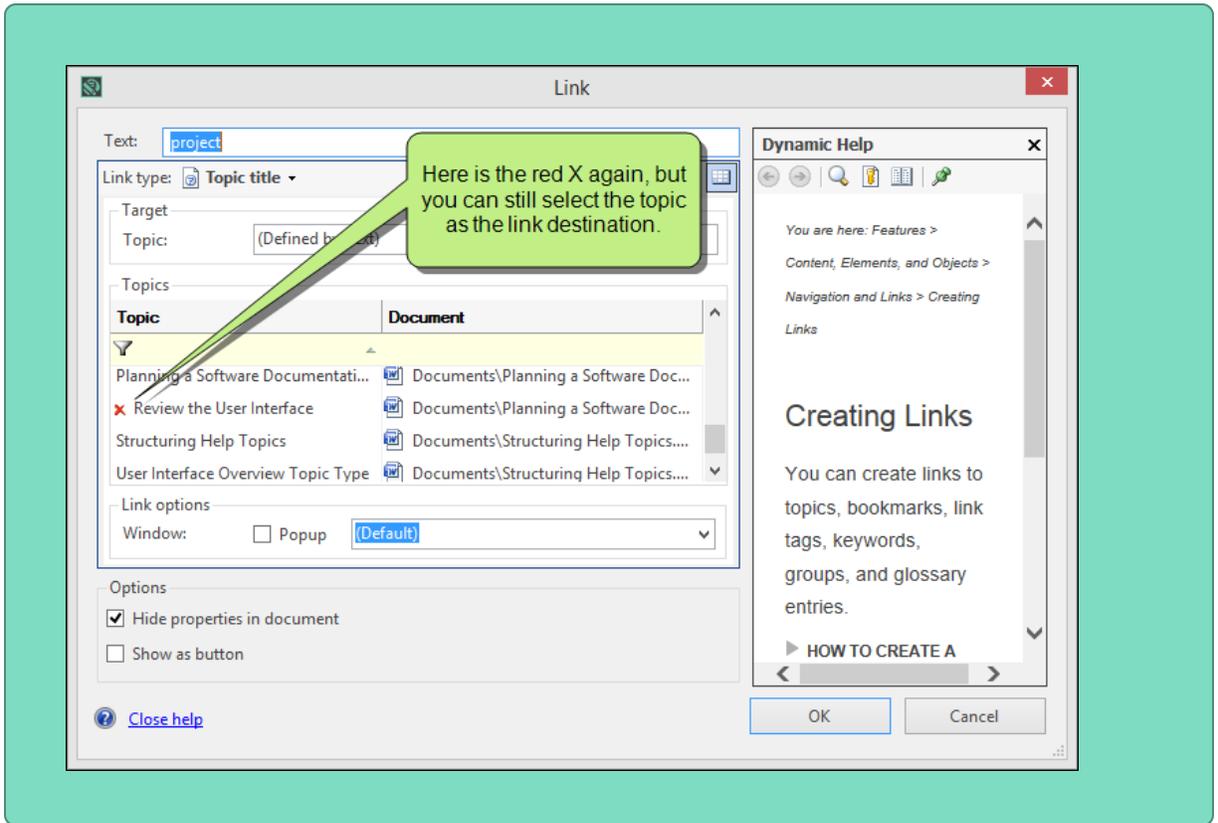
EXAMPLE

Let's say you place a condition on a topic called "Review the User Interface" so that it is included only in a Manual target. When you build a NetHelp target, that topic is excluded from the output, and a red X is shown next to it in the Topics window.



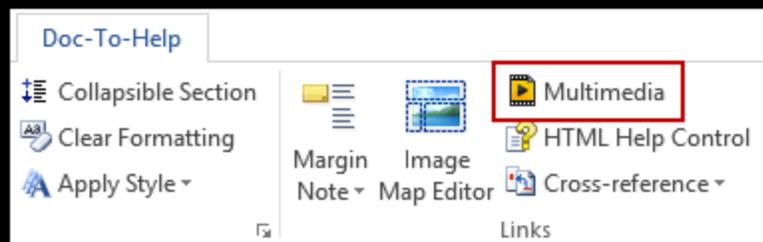
Document	Title	Style
Documents\Planning a S...	 Review the User Interface	Heading 2
Documents\Planning a S...	Planning a Software Documentati...	Heading 1
Documents\Planning a S...	List Functionality	Heading 2
Documents\Planning a S...	Collect the Housekeeping Topics	Heading 2
Documents\Planning a S...	Determine Reference Resources	Heading 2
Documents\Planning a S...	Design the Table of Contents	Heading 2
Documents\Glossary.doc	Glossary	Heading 1

Then let's say you are working in a source document and you begin to insert a link. In the Link dialog, you can see that the Review the User Interface topic has been removed as a result of the most recent build. But you are still able to select this topic when linking to it, in anticipation of building the Manual target in the near future (where that topic will be included).



Multimedia Enhancements

In previous versions, there was an option in the Doc-To-Help ribbon in Word source documents that let you insert Flash videos. This option has been renamed "Multimedia" and enhanced to include more types of video.



SUPPORTED MULTIMEDIA TYPES

In addition to Flash movies, you can now insert the following types of multimedia:

- » HTML5 Videos
- » Windows Media Files
- » QuickTime Movies
- » YouTube Videos
- » Vimeo Videos

DEFAULT SIZES

Following are the default sizes of videos when they are inserted:

- » **YouTube/Vimeo** 560x315 pixels
- » **Flash** Doc-To-Help uses size from SWF file
- » **QuickTime and HTML5** Width and height not set by default

HOW TO INSERT MULTIMEDIA

1. In the Word source document, place your cursor where you want to insert the multimedia element.
2. On the **Doc-To-Help** ribbon, click the **Multimedia** button. The Insert Multimedia dialog opens.
3. In the **Source URL** field, do one of the following:
 - » If you want to embed a YouTube or Vimeo video, paste the URL in the field.
 - » If you want to select a multimedia file, click . Then in the Open dialog, find and select the file. If the file is located outside the project folder, there will be a message to copy the file to the project folder.
4. (Optional) In the **Alternative text** field, you can type alternate text to display when the video is not available, such as when a disabled individual is using a screen reader.
5. (Optional) Complete the rest of the options as necessary. The options shown depend on the type of movie file you are inserting.

FLASH OPTIONS

- » **Size** Specify the width and/or height in pixels or percentage.
- » **Movie**
 - » **Quality**
 - » **Low** Favors playback speed over appearance and never uses anti-aliasing.
 - » **Auto Low** Emphasizes speed at first but improves appearance whenever possible. Playback begins with anti-aliasing turned off. If the Flash Player detects that the processor can handle it, anti-aliasing is turned on.
 - » **Auto High** Emphasizes playback speed and appearance equally at first but sacrifices appearance for playback speed if necessary. Playback begins with anti-aliasing turned on. If the actual frame rate drops below the specified frame rate, anti-

aliasing is turned off to improve playback speed. Use this setting to emulate the View>Antialias setting in Flash.

- » **Medium** Applies some anti-aliasing and does not smooth bitmaps. It produces a better quality than the Low setting, but lower quality than the High setting.
- » **High** Favors appearance over playback speed and always applies anti-aliasing. If the movie does not contain animation, bitmaps are smoothed; if the movie has animation, bitmaps are not smoothed.
- » **Best** Provides the best display quality and does not consider playback speed. All output is anti-aliased and all bitmaps are smoothed.

» **Scale**

- » **Default** Makes the entire movie visible in the specified area without distortion, while maintaining the original aspect ratio of the movie. Borders may appear on two sides of the movie.
 - » **No border** Scales the movie to fill the specified area, without distortion but possibly with some cropping, while maintaining the original aspect ratio of the movie.
 - » **Exact fit** Makes the entire movie visible in the specified area without trying to preserve the original aspect ratio. Distortion may occur.
- » **Alignment** Select where you want the video to be displayed within the container area (e.g., Left, Right, Bottom, Bottom Right).

» **Playback**

- » **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
- » **Loop** Select this option if you want the movie to play repeatedly.
- » **Show Menu** Select this option if you want to display the full menu, allowing the user a variety of options to enhance or control playback. If you do not select this option, the menu contains only the Settings option and the About Flash option.
- » **Enable SWLiveConnect** Select this option to specify whether the browser should start Java when loading the Flash Player for the first time.

WINDOWS MEDIA OPTIONS

- » **Size** Specify the width and/or height in pixels or percentage.
- » **Player Controls** Select an option for displaying the player controls (e.g., Play, Pause, Volume).
 - » **None** Does not display any player controls.
 - » **Mini** Displays only some of the player controls (Play, Pause, Stop, Mute, Volume).
 - » **Full** Displays all of the available player controls.
 - » **Invisible** Hides the movie entirely, while still playing the audio. If you select this option, you might want to resize the container square in your topic so that it does not take up so much space in the output. The user will simply see blank space where the container exists.
- » **Playback**
 - » **Auto Start** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
 - » **Full Screen** Select this option to display the movie using the entire screen.
 - » **Stretch to Fit** Select this option to automatically resize the movie so that it exactly matches the size of the container area.
 - » **Play Count** Enter the number of times you want the video to repeat.
- » **Audio** Select options for the sound (mute, volume level, balance).

QUICKTIME AND HTML5 OPTIONS

- » **Size** Specify the width and/or height in pixels or percentage.
- » **Movie**
 - » **Scale**
 - » **To Fit** Automatically resizes the movie so that it exactly matches the size of the container area.
 - » **Aspect** Automatically resizes the movie so that it exactly matches the size of the container area. However, the image is not stretched, but rather kept in its original proportion. For example, the width of the movie might be increased to match the width of the container area, but extra empty space might be shown above and below the movie in order to compensate for the height of the container area.
 - » **Value** Enter the value that you want to increase the display of the movie. If you select 2, the movie will be twice as large as 1, and so on.
 - » **Player Controls**
 - » **Show Controls** Select this option to show the player controls (e.g., Play, Pause).
 - » **Playback**
 - » **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
 - » **Loop** Select this option if you want the movie to play repeatedly.
 - » **Audio** Select the volume level for the movie.

YOUTUBE OPTIONS

- » **Size** Specify the width and/or height in pixels or percentage.
- » **Playback**
 - » **Auto Hide** Select this option if you want to hide the video's title and player controls bar when the movie begins playing.
 - » **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
 - » **Full Screen** Select this option if you want to allow users to play the video in full-screen mode.
 - » **Show Related Videos** Select this option if you want to show similar, suggested videos when the movie stops playing.
 - » **Annotations** Select this option if you want to show annotations from the video owner when viewing the movie.
 - » **On** Enables annotations from the video owner.
 - » **Off** Disables annotations from the video owner.
- » **Appearance**
 - » **Modest Branding** Select this option if you want to remove the YouTube branding from the player controls.
 - » **Show Info** Select this option if you want to show the title bar on the top of the video.
 - » **Progress Bar Color** Select the color you want to use for the player's progress bar.
 - » **White** Displays a white progress bar.
 - » **Red** Displays a red progress bar.
 - » **Controls** Select the display option for the player controls (i.e., play, pause, full-screen, settings).
 - » **On (Always)** Displays player controls at all times.
 - » **On (Only during playback)** Displays player controls only during video playback.
 - » **Off** Disables player controls.

- » **Theme** Select a color theme for the player controls.
 - » **Light** Displays a light gray player control bar.
 - » **Dark** Displays a black player control bar.



Note: Some advanced features may not work in all web browsers.



Note: Setting the Progress Bar option to White overrides the Modest Branding option, so you will always see the YouTube logo when you play your videos.



Note: If you disable the player controls, users will only be able to play and pause the video. They will not be able to adjust the volume, view or adjust the progress bar, change video settings, or open the video in full-screen mode.

VIMEO OPTIONS

- » **Size** Specify the width and/or height in pixels or percentage.
- » **Playback**
 - » **Auto Pause** Select this option if you want the video to automatically pause when another Vimeo video in the topic is played. Otherwise, the user must click the Pause button to pause the movie.
 - » **Auto Play** Select this option if you want the video to automatically begin playing when the topic displays. Otherwise, the user must click the Play button to start the movie.
 - » **Loop** Select this option if you want the movie to play repeatedly.
- » **Appearance**
 - » **Byline** Select this option if you want to display the video owner's name on the movie.
 - » **Portrait** Select this option if you want display the video owner's portrait on the movie.
 - » **Title** Select this option if you want display the title on the video.
 - » **Controls Color** If you want change the color of the player controls, click  and select a color.



Note: Some advanced features may not work in all web browsers.



Note: If the owner of the video is a Vimeo Pro or Vimeo Plus member, some of these settings may be overridden by that member's preferences. For example, an owner of a video may not allow you to remove the title and byline, so you will still see this information on the video even if you chose not to display it in the Doc-To-Help output.



Note: You cannot remove the Vimeo Staff Picks badge from a video.

6. Click **OK**. The multimedia is added to the document, represented by code that is translated into the video or audio when the output is generated.

CHAPTER 8

Page Orientation in a Manual Target

A new property called "Section orientation" is now available for Manual targets. It lets you specify a portrait or landscape configuration for pages within a given section break in a Word document.

You can set the section configuration on a specific paragraph style or an entire Manual target.

HOW TO SET THE SECTION CONFIGURATION ON A PARAGRAPH STYLE

Setting this on a paragraph style is a good option if you need the configuration to change from portrait to landscape within a single document. The configuration change continues in the document until it comes across another section break.

STEPS

1. In Doc-To-Help, open the **Project** ribbon, and click **Topic Types**. The Project Styles dialog opens.
2. On the left side of the dialog, expand **Paragraph Styles** and select one of the styles.



Note: If you have are using a style in your source document that is not available in this dialog, click Add New Style. Then create a new style that has the same name as the style in your document.

3. On the right side of the dialog, in the **Basic** section, set the **Section break** field to one of the following:
 - » **Next page**
 - » **Even page**
 - » **Odd page**
4. In the **Section orientation** field, select one of the following:
 - » **Inherit from template** This is the default option. If selected, a new section created by the "Section break" property will have the same page orientation as that used in the template.
 - » **Portrait**
 - » **Landscape**
5. Click **OK**.

EXAMPLE

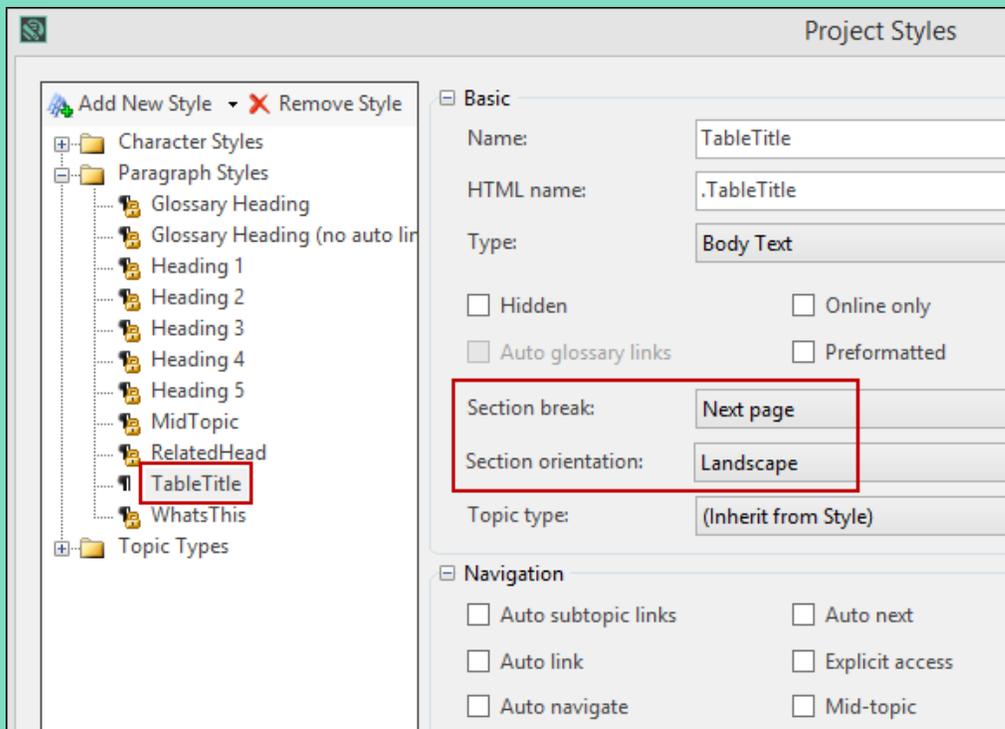
Let's say you have a document that uses a portrait landscape throughout. However, you have inserted several wide tables in the document, and you would like the pages showing those tables to be displayed with a landscape configuration whenever they appear in the Doc-To-Help print-based output. Like this:



Furthermore, in your Word template you've created a special style called "TableTitle" that you apply to a paragraph just above each table. It makes sense to associate the landscape configuration with that paragraph style because it clearly signifies the start of the content that you want to show as landscape.

You also insert a section break in the source document after each of those tables, because that will tell Doc-To-Help to end the custom configuration.

In Doc-To-Help you open the Project Styles dialog. In the **Paragraph Styles** section on the left, you add a new style called **TableTitle**, and you set the **Section configuration** to **Landscape**.



When you build the Manual target, the sections beginning with the TableTitle style are changed from portrait to landscape.

HOW TO SET THE SECTION CONFIGURATION ON A MANUAL TARGET

1. In Doc-To-Help, open the **Home** ribbon, and at the bottom of the **Target** group click . The Help Targets dialog opens.
2. On the left side of the dialog, select the **Manual** target.
3. In the **Advanced** section, set the **Section break** field to one of the following:
 - » **Next page**
 - » **Even page**
 - » **Odd page**
4. In the **Section orientation** field, select one of the following:
 - » **Inherit from template** This is the default option. If selected, a new section created by the "Section break" property will have the same page orientation as that used in the template.
 - » **Portrait**
 - » **Landscape**
5. Click **OK**.

CHAPTER 9

Variables—Date/Time and Version

When adding a new text variable (not a rich content variable), you can now select one of three types: text, version, or date/time.

HOW TO CREATE A TEXT VARIABLE

1. In Doc-To-Help, select the **Project** ribbon.
2. Click **Variables**. The Variables window opens.
3. In the **Text Variables** area, click on the **Add New Variable** toolbar button.
4. Select one of the following:
 - » **Text** A text variable is the type that has been used in previous versions of Doc-To-Help. This lets you enter simple text.
 - » **Version** This lets you enter a version in one of four available formats:
 - » 1
 - » 1.0
 - » 1.0.0
 - » 1.0.0.0

If you click the **Build** button, unchanged documents won't be processed, so variables *won't* be updated in those unchanged documents when you view the output, although they *will* be incremented in the Variables window where you created them.

If you want to force variables to update in all documents, you need to click **Rebuild** instead. Each time you click the Rebuild button for a target that has the variable, the version values are incremented automatically—whether the documents have changed or not—in both the output and the Variables window.

When version variables are updated, only the last part of the number is incremented automatically.

EXAMPLE

Let's say you create a version variable with the 1.0.0 format, insert it into a document, and build a target.

If rebuild the target, the variable changes in the output to 1.0.1.

If you rebuild again, it changes to 1.0.2.

If the variable value reaches 1.0.9 and you rebuild, it changes to 1.0.10, then 1.0.11, then 1.0.12, and so on.



Note: You can open the Variables window and change the variable value manually at any time.



Note: The variable value is incremented only if this variable was used in building the current target, so all variables that were excluded from the build process due to their condition won't be changed.

- » **Date/Time** These variables get their values either from current system date/time, or from file date/time attributes. This means that you cannot set its value manually (for this purpose, you can use simple "text" type variables).
5. An editable field named "New Variable" displays in the Name cell. In the **Name** cell, enter a name for the variable.
 6. Depending on the variable type you selected, the Definition cell is populated with either simple text, 1.0.0.0, or a date/time format. Double-click in the **Definition** cell and provide the value for the variable.
 - » **Text** If you double-clicked on a cell for a text variable, simply type text.
 - » **Version** If you double-clicked on a cell for a version variable, enter the starting version number.
 - » **Date/Time** If you double-clicked on a cell for a date/time variable, a popup displays. Complete the fields in it:
 - » **Format Specifiers** This is the date/time format. You can select a format from the drop-down, or you can type a format manually. Specifiers are based on Microsoft's custom

date and time format strings. For details of the specifiers available, see <http://msdn.microsoft.com/en-us/library/8kb3ddd4.aspx>.



Note: You can make a word part of the definition. For example, you might want the word Date with a colon and a space before a date string (e.g., Date: October 25, 2014). The issue is that certain characters are translated automatically as specifiers. So just typing the word Date wouldn't work. The easiest solution is to put the non-specifier characters within quotation marks. Therefore, you might enter "Date:" MMMM dd, yyyy.

- » **Update** Select how you want the variable to display the date and time. You can choose any of the following:
 - » **On Document Creation** The variable displays the date and time that you created the document.
 - » **On Document Save** The variable displays the date and time that you last saved the document.
 - » **On Build** The variable displays the date and time of the most recent project build.
- 7. (Optional) If want to associate a condition with the variable, double-click in the **Condition** column and choose a **Platform**, **Target**, or **Attribute** condition for the variable.
 - » **Platforms** Set a platform-based condition for the variable. The text will be included in all of the target platform(s) selected. A platform includes all the targets that produce the output specified (Online Help, HTML Help, NetHelp, Printed Manual).
 - » **Targets** Set a target-based condition for the variable. The text will be included in all the targets selected.
 - » **Attributes** Set an attribute-based condition for the variable. The text will be included or excluded when creating conditional builds (e.g., internal or external). Use the Attributes dialog (**Project>Attributes**) to create custom attributes.

If you would like to assign more than one condition to a variable, select the variable's name and click the **Add Definition with Condition** toolbar button. An additional definition row will be created.

Enter the appropriate definition, then double-click in the **Condition** column to set a condition. One text variable can have multiple unique outputs.



Tip: It is recommended that you make a different version variable for each target and then assign conditions to those variables. This is quite useful because the version numbers are then incremented separately for each target. On the other hand, if you create only one version variable and use it in several targets, the version number will increment after each rebuild of any of those targets.

EXAMPLE

Let's say you have a NetHelp target and a Manual target.

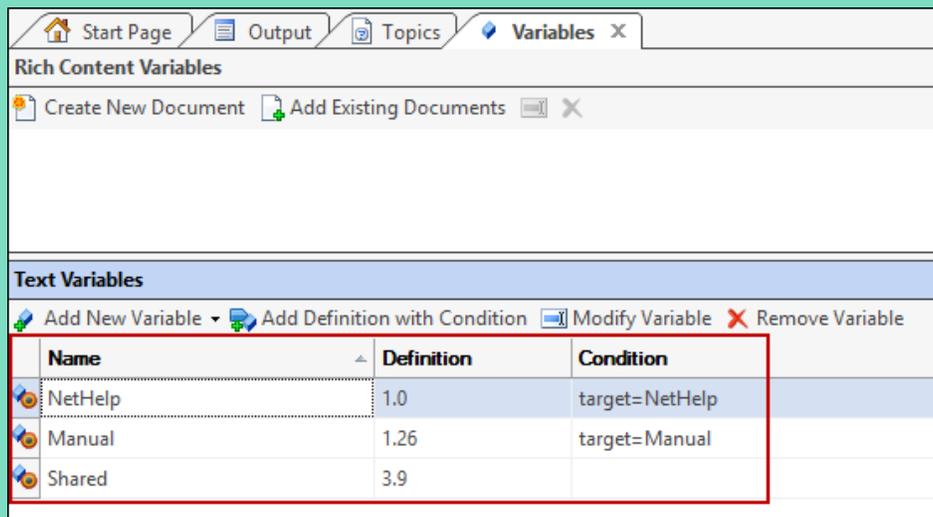
In the Variables window, you create a version variable named "NetHelp" with a starting value of 1.0. Then you create another version variable named "Manual" with a starting value of 1.26. Finally, you create a third version variable named "Shared" with a starting value of 3.9. It would look like this:

Name	Definition	Condition
NetHelp	1.0	
Manual	1.26	
Shared	3.9	

Next, for the NetHelp variable, you double-click the **Condition** cell. In the **Targets** field (in the popup), you select **NetHelp** (or whatever your target is called).

Then, for the Manual variable, you double-click the **Condition** cell. In the **Targets** field (in the popup), you select **Manual** (or whatever your target is called).

But you leave the Condition cell empty for the Shared variable. Now the Variables window looks like this:



The screenshot shows a software interface with a 'Variables' tab. It is divided into two sections: 'Rich Content Variables' and 'Text Variables'. The 'Text Variables' section contains a table with three columns: 'Name', 'Definition', and 'Condition'. The table lists three variables: 'NetHelp' with definition '1.0' and condition 'target=NetHelp', 'Manual' with definition '1.26' and condition 'target=Manual', and 'Shared' with definition '3.9' and an empty condition cell. A red box highlights the 'Text Variables' table.

Name	Definition	Condition
NetHelp	1.0	target=NetHelp
Manual	1.26	target=Manual
Shared	3.9	

Next, you insert all three variables in a source Word document.

You build the NetHelp target for the first time. In the output, the variable numbers are as follows:

- >> **NetHelp** 1.0
- >> **Shared** 3.9
- >> **Manual** Not shown because it was conditioned out

Now you build the Manual target for the first time. In the output, the variable numbers are as follows:

- » **Manual** 1.26
- » **Shared** 3.10
- » **NetHelp** Not shown because it was conditioned out

Next, you *rebuild* the NetHelp target. In the output, the variable numbers are as follows:

- » **NetHelp** 1.1
- » **Shared** 3.11
- » **Manual** Not shown because it was conditioned out

Finally, you *rebuild* the Manual target. In the output, the variable numbers are as follows:

- » **Manual** 1.27
- » **Shared** 3.12
- » **NetHelp** Not shown because it was conditioned out



Note: All variables in existing projects remain unchanged and use the "text" variable type.



Note: After creating a variable you cannot change its type.

Removal of Features

The following features have been removed from Doc-To-Help:

- » **Getting Started Wizard Removed**
- » **HTML5 Editing Removed** Starting with Doc-To-Help 3, you can only create new Microsoft Word source documents; you cannot create new HTML5 documents. In addition, you cannot edit HTML5 files within Doc-To-Help.

These changes help to simplify Doc-To-Help, making it an authoring tool that is primarily dedicated to those who prefer to author in Word. However, if you have legacy Doc-To-Help projects, your HTML5 and CSS files will continue to be supported. Also, you still have the ability to select, add, edit, and remove CSS files from those projects. You can do this from the Help Targets dialog or Project Settings dialog, rather than the Home ribbon. If you prefer to use a tool where you can edit and work with HTML files, you might consider converting to MadCap Flare.

See <http://www.madcapsoftware.com>.

- » **NetHelp Classic Removed** The older NetHelp Classic option is no longer available. In Doc-To-Help, the word "NetHelp" now refers exclusively to what had been called NetHelp 2.0 previously.
- » **WinHelp Removed** The WinHelp target type is one of the oldest output formats, is rarely used by most content developers, and therefore has been removed.

- » **Word 2003 Support Removed** Doc-To-Help no longer supports Word 2003 (and older versions). To launch Doc-To-Help, you must have Word 2007 or newer.

Doc-To-Help no longer provides templates for Word 2003 or lower, but they are still available in the default Word user's template folder (if previously installed).

You are still able to use DOC and DOT (old Word files format) files in Doc-To-Help projects. Also, you can still build Printed Manual targets in DOC format.

Finally, the value "Word 2000 only" has been removed from the "Fix numbered lists" property for Manual targets.

PDF Guides

The following PDF guides are available for download from the online Help.

On the Doc-To-Help Start Page, click the **PDF Guides** icon to access them.

Context-sensitive Help Guide

Sandcastle Guide

Documents, Templates, and Content Guide

Shortcuts Guide

Getting Started Guide

Targets Guide

Making It Look Good Guide

Touring the Workspace Guide

Managing Your Project Guide

Upgrading Old Projects Guide

New User Tutorial Guide

What's New Guide