MadCap Flare - Migrating from RoboHelp

Training course outline

Teaches best practices for the controlled migration of your legacy RoboHelp projects into MadCap Flare.



Course summary

Covers all aspects of migrating RoboHelp projects to MadCap Flare, including:

- Creating a Flare project.
- Importing content.
- Controlling appearance.
- Master pages and style sheets.
- Conditional build tags.

Duration

1 day.

Who should attend?

Anyone looking to migrate existing RoboHelp projects to MadCap Flare.

Pre-requisites

No previous experience of working with Flare is required. You should have a good working knowledge of RoboHelp, i.e. be familiar with the techniques taught in our *Introduction to RoboHelp* course.

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

For over two decades Armada was a leading provider of technical authoring services. Our background makes us ideally suited to offering training in applications used by technical authors.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

For further details see armada.co.uk/course/madcap-flare-migrating-from-robohelp/. For a quote and details of our availability, please contact us.

Course syllabus

See over.



Course syllabus

| Topics | Sub-topics |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|
| Course overview | Welcome Audience Course overview Preparing your computer for the course |
| Flare overview | What is Flare? Getting around in Flare About the practice project Opening a project |
| Creating a Flare project | About topics, folders and templates About the XML editor Creating and editing topics Working with topics Previewing topics Proofing topics |
| Importing content | Importing an HTML file Importing a Word document Importing FrameMaker document |
| Working with multimedia | Inserting a picture into a topic Inserting a movie into a topic |
| Navigation | Table of contents Indexing and text search Links outside a topic Links inside a topic Glossaries |
| Controlling appearance | Inline styles and style sheets Tables Master pages and page layouts |

| Topics | Sub-topics |
|-----------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Efficient single- sourcing | Conditional tags Variables and snippets |
| Settings and properties | Advanced project and RoboHelp settings Adjusting topic properties Summarising WebHelp skins and HTML Help windows |
| Master pages and style sheets | Comparing master pages and style sheets Using master pages (prev. templates) Summarising style sheets |
| Conditional build tags | Creating a conditional build tag Defining a conditional build expression Applying a build tag |
| Snippets and user- defined variables | Understanding reusable and variable content Using snippets Variable sets Creating and inserting a user defined variable Updating a user defined variable |
| Generating printed documentation | Understanding single source approaches Quickly generating a Word guide |
| Special effects | Introduction to 'special effects' Adding a DHTML special effect |
| Methods of working in RoboHelp | Order of working Using RoboHelp to manage your project |

