



Global Project Linking and External Resources

PRESENTED BY

Matthew Ellison and Thomas Bro-Rasmussen



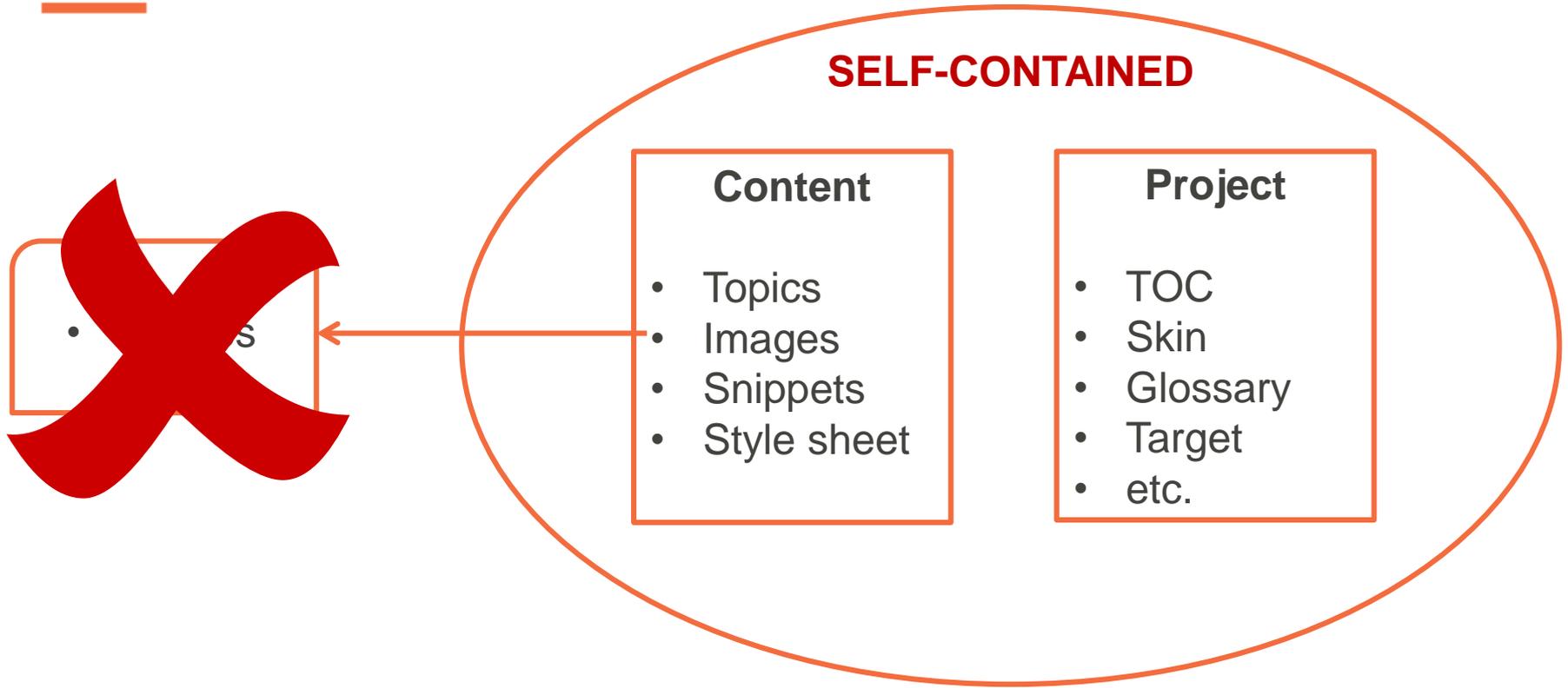
SPECK-A-BOO LOOP →
ROUND TRIP 3.0 MI
HORSE / FOOT

EAGLE BRAND
FISH HOUSE

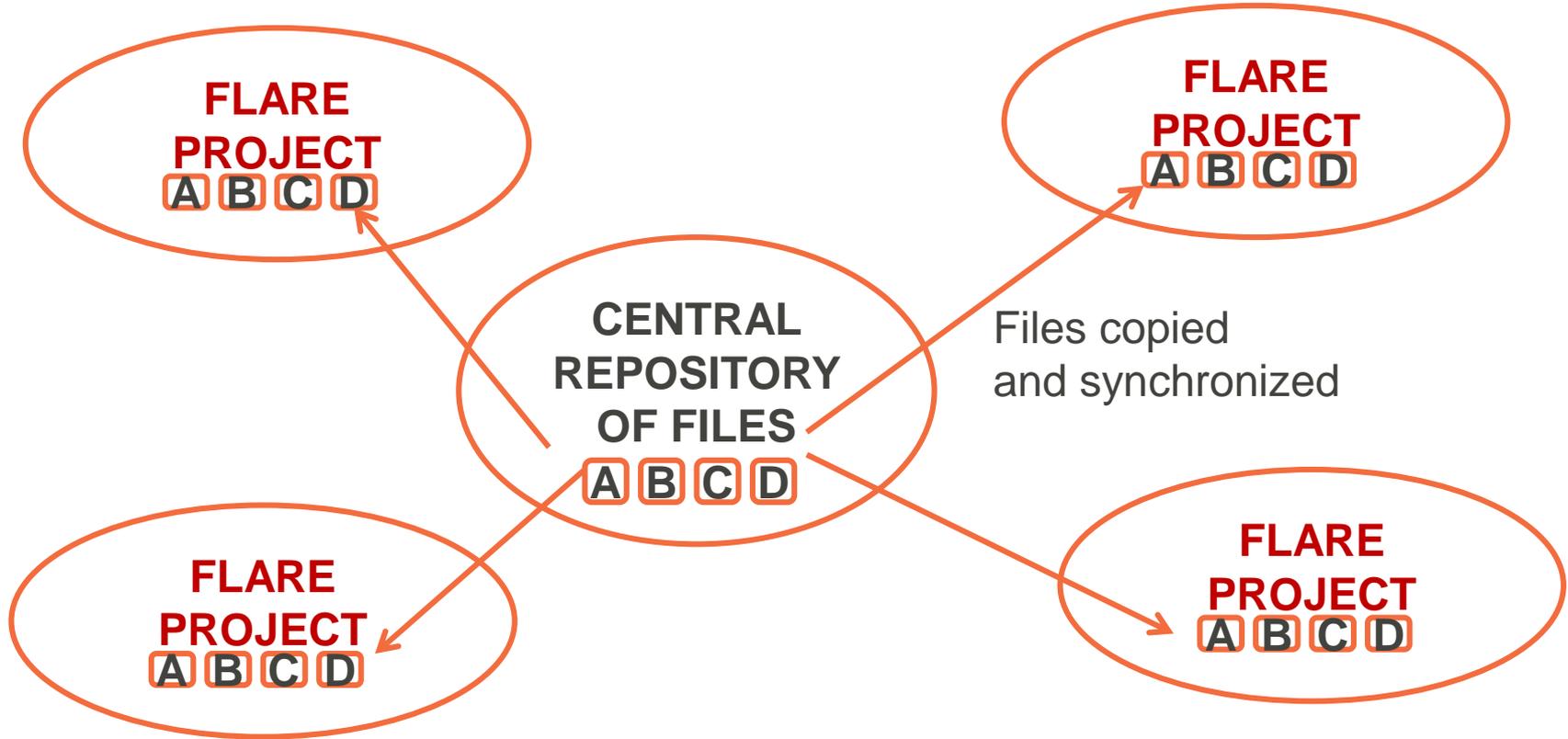
WHAT WE'LL COVER IN THIS SESSION

- What Global Project Linking (GPL) and External Resources (ER) have in common
- Questions to consider when choosing between them
- The differences between GPL and ER
- Setting up and linking a global project
- Suggestions on what to include in a global project
- Setting up and synchronizing external resources

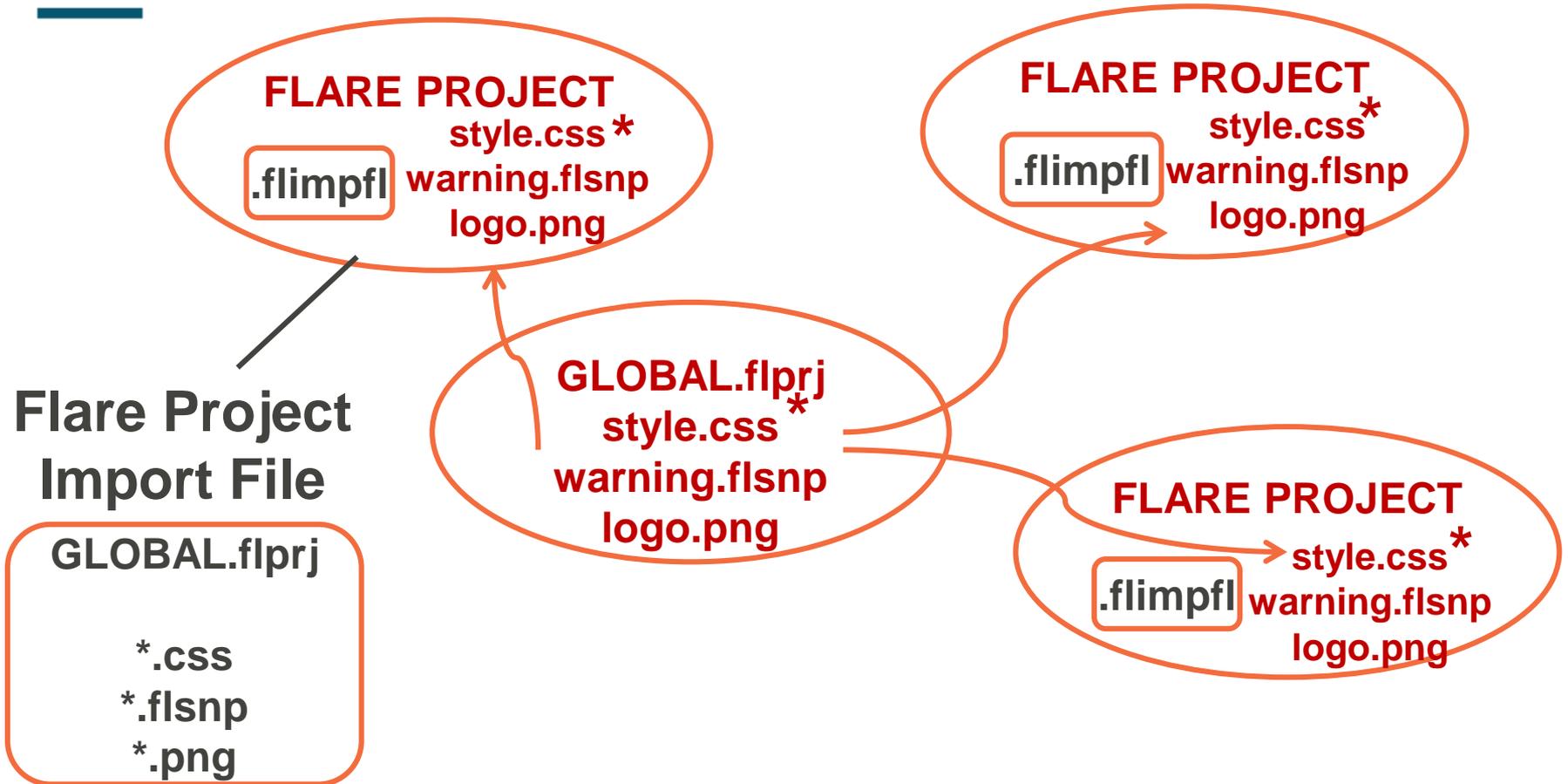
THE CONCEPT OF A FLARE PROJECT



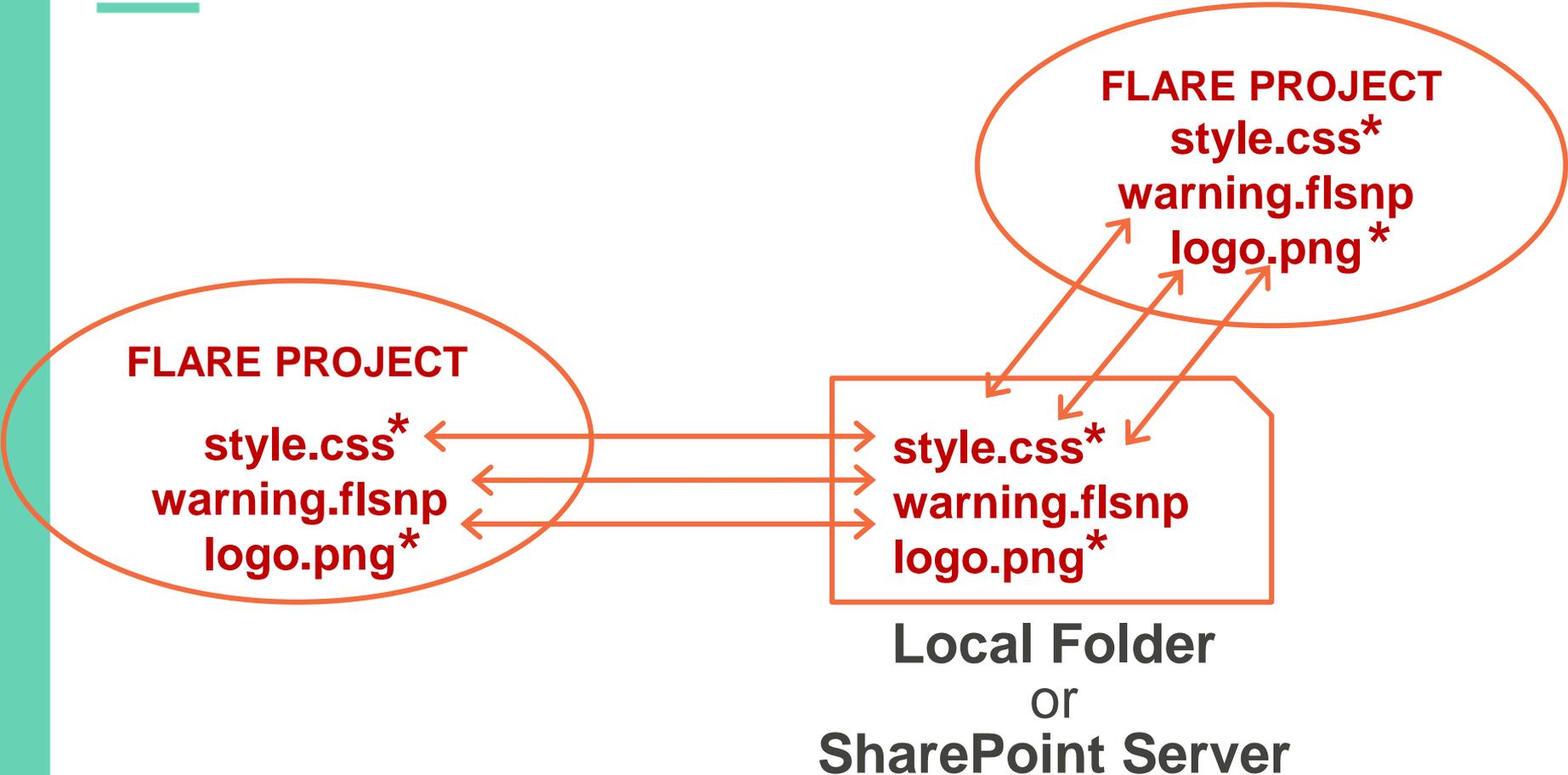
WHAT WE ARE AIMING FOR



GLOBAL PROJECT LINKING



EXTERNAL RESOURCES



QUESTIONS TO CONSIDER

- Who will be responsible for maintaining shared resources?
- How do you plan to edit shared resources?
- Do you want to allow team members to edit shared resources within their own projects?
- Do you want to allow team members to remove links to shared resources?
- Do you want shared resources to be project- or machine-specific?

COMPARING GPL AND ER

	Global Project Linking	External Resources
Flow of updates	only from global project to “child” project	both directions
Shared resources stored in...	a Flare project	a folder or SharePoint Server
Special project file required in “child” project	Yes (Flare Project Import File)	No
Option to auto-include linked files?	Yes	No
Option to auto-reimport before generate output?	Yes	No
Warning when edit shared resources in “child” project?	Yes	No
Changes can be merged?	No	Yes



Global Project Linking

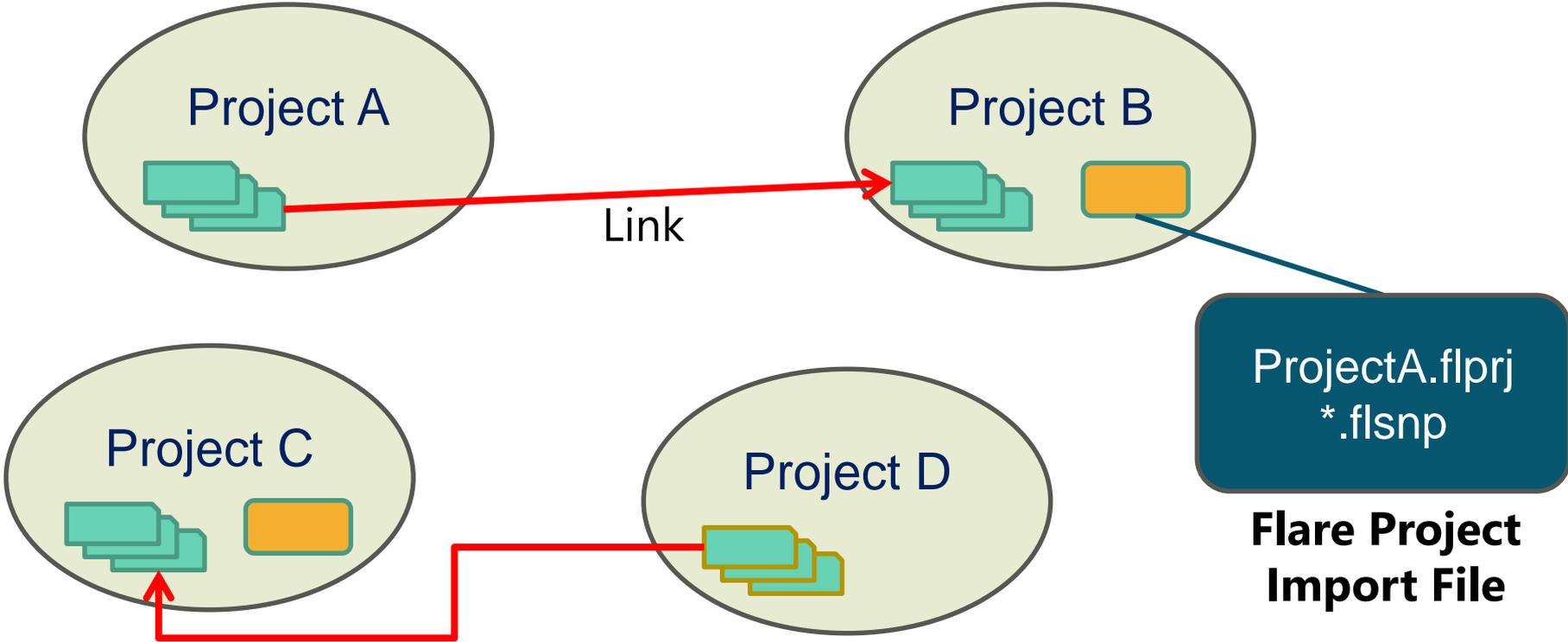
PROJECT LINKING

- An important single-sourcing technique
- ...for sharing content between two different Flare projects
- [What's wrong with just copying files?]
- The magic (.flimpl) is in the **receiving** project

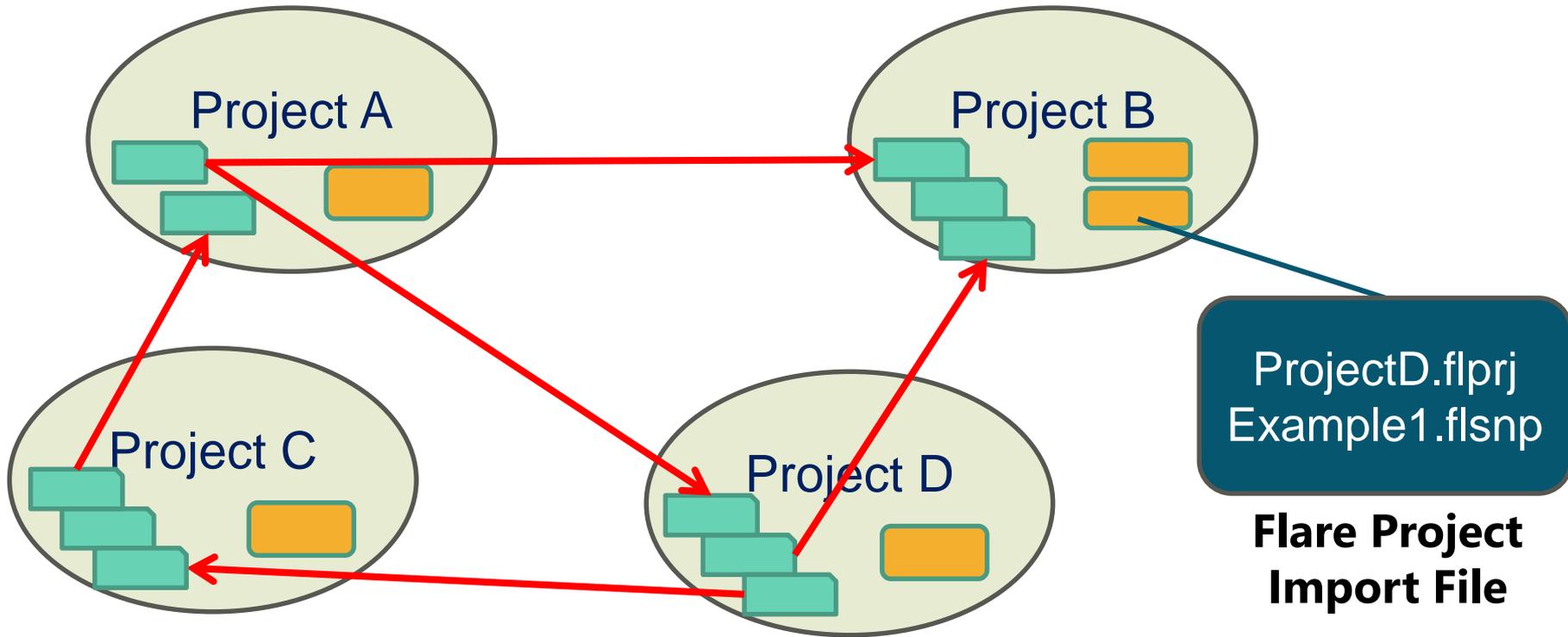
POSSIBLE LINKING STRATEGIES

- Related projects
- Adhoc/opportunistic
- Top-down (global)

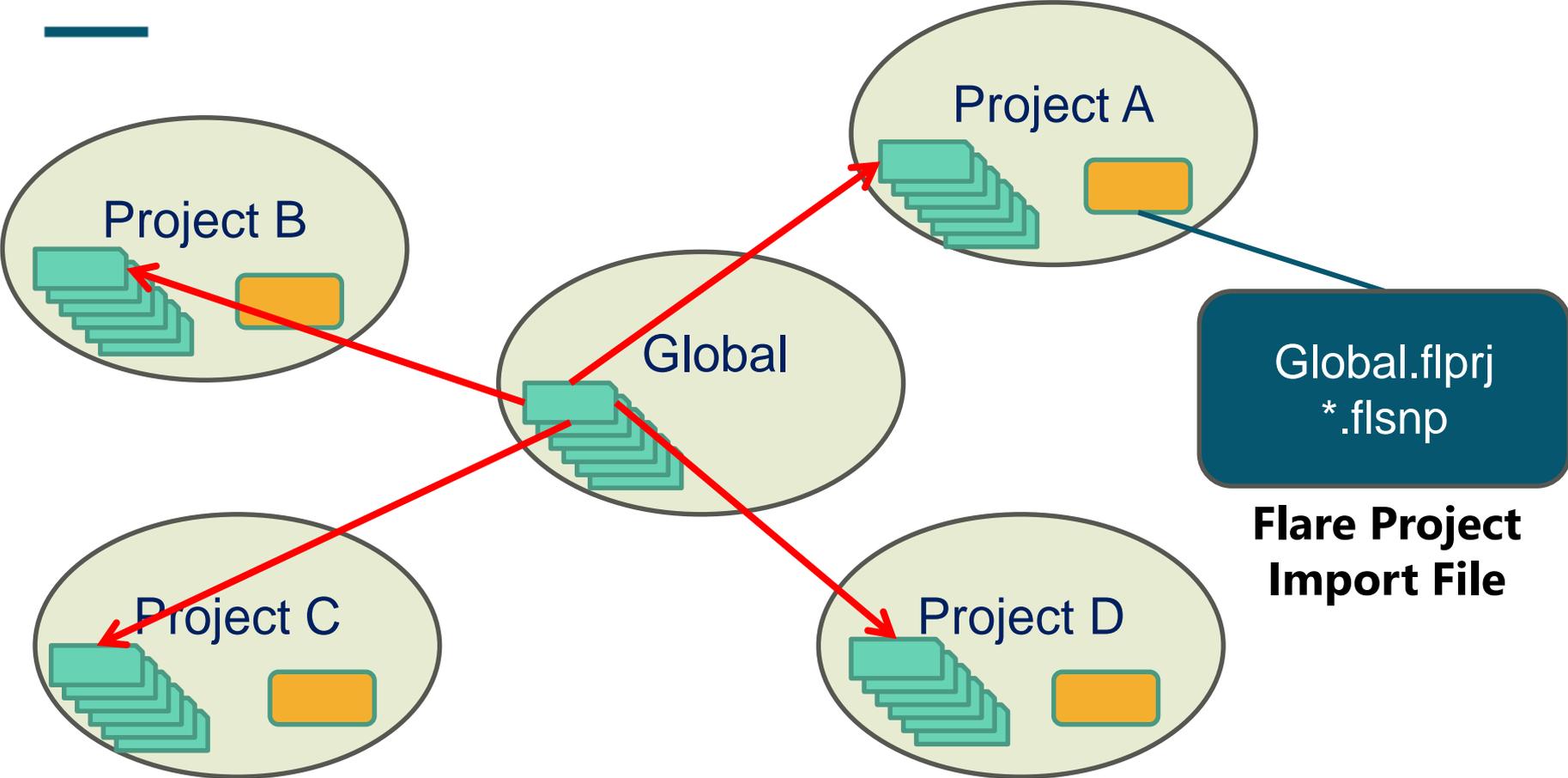
SHARING BETWEEN RELATED PROJECTS



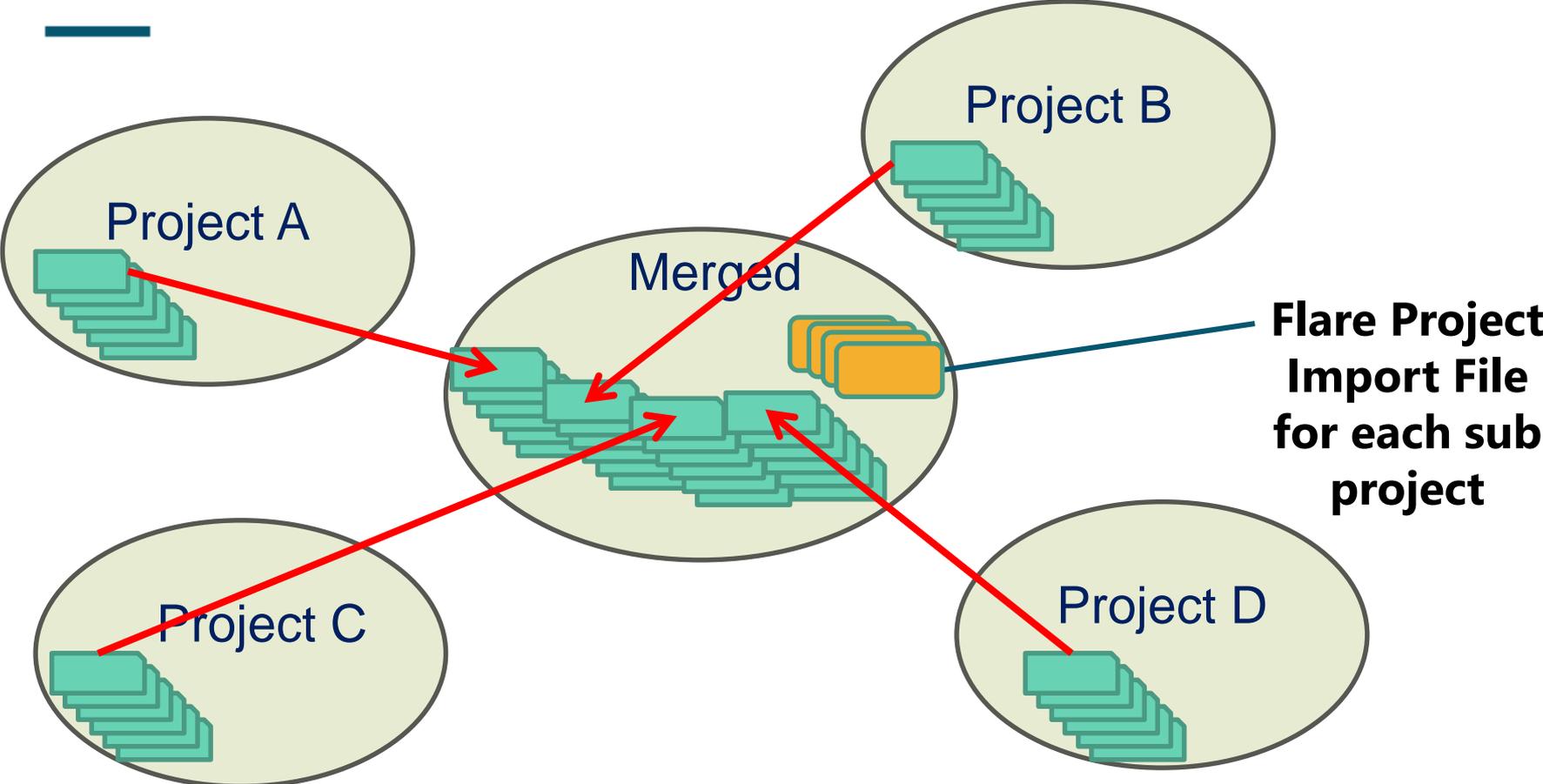
ADHOC/OPPORTUNISTIC SHARING



GLOBAL PROJECT



MERGED PROJECT



OVERVIEW OF THE GPL PROCESS

1. Create and populate a global project
2. Add a Flare Project Import File to a “child” project, and enter the required settings
3. Copy the Flare Project Import File to other “child” projects

I recommend adding the Flare Project Import File to your project template

*Demonstration of the GPL
process*

SETTING UP OPTIONS FOR SOURCE PROJECT

The screenshot shows the 'Project Import Editor' window for 'Reimport...'. The 'Source Project' is set to 'D:\Documentation\Common\ipswitch.flprj'. The 'Include Files' dropdown is set to 'All Files (*.*)'. The 'Exclude Files' dropdown contains 'Sample_Topic.htm;*.ftar'. The 'Import Conditions' section is partially visible at the bottom.

Global project

Import everything...

...except this topic and any target

Project Import Editor | Reimport...

Source Project: D:\Documentation\Common\ipswitch.flprj

Auto-reimport before "Generate Output" Browse...

Delete stale files Open

Delete unreferenced files

Include Files: All Files (*.*) Edit...

Auto-include linked files Edit...

Exclude Files: Sample_Topic.htm;*.ftar Edit...

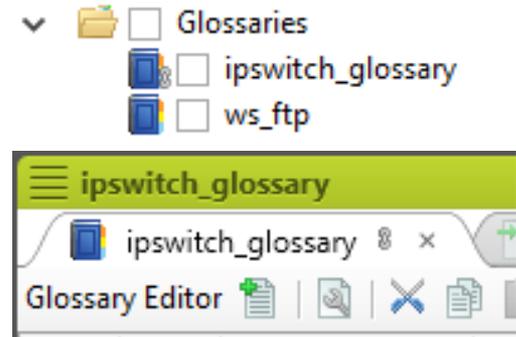
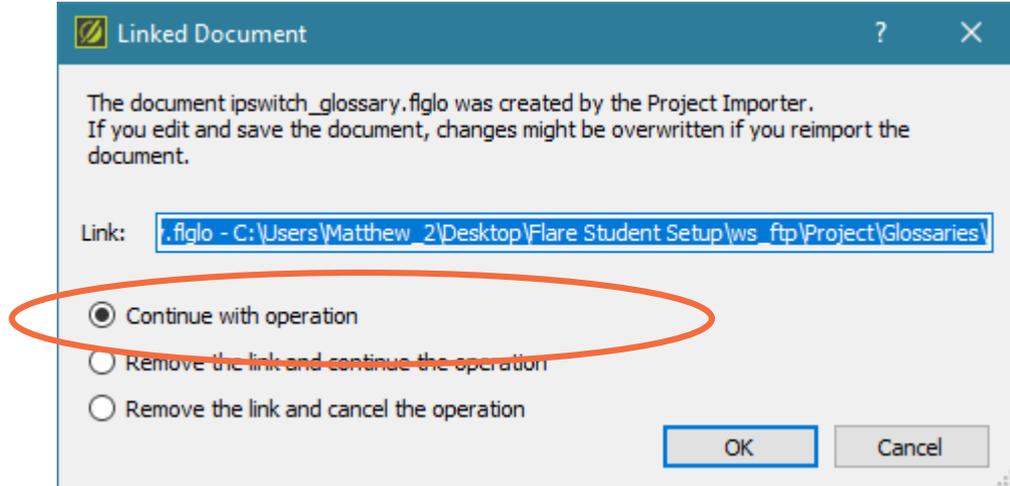
Import Conditions:

Auto-Exclude Non-Tagged Files Edit...

These fields let you select file types (e.g., topic files, snippet files). To import or exclude specific files: (1) save your changes in this editor; and (3) in the Accept Imported Documents dialog, make sure a check mark appears next to the

EDITING A LINKED ITEM

- Best practice: edit only in global project
- Visual indicator of linked item
- Warning if you edit in “child” project



REMOVED LINKS ITEMS

**Flare Project
Import File**

The screenshot shows the 'Project Import Editor' window with the 'Removed Links' tab selected. A table lists removed links with columns for 'File' and 'Folder'. A yellow callout bubble points to the 'Restore Link' button at the bottom of the table.

File	Folder
ipswitch_glossary	C:\Users\Matthew_2\Desktop\Flare Student Setup\ws_ftp\Project\Glossaries\
warning_about_losing_data	C:\Users\Matthew_2\Desktop\Flare Student Setup\ws_ftp\Content\Resources\Sni...

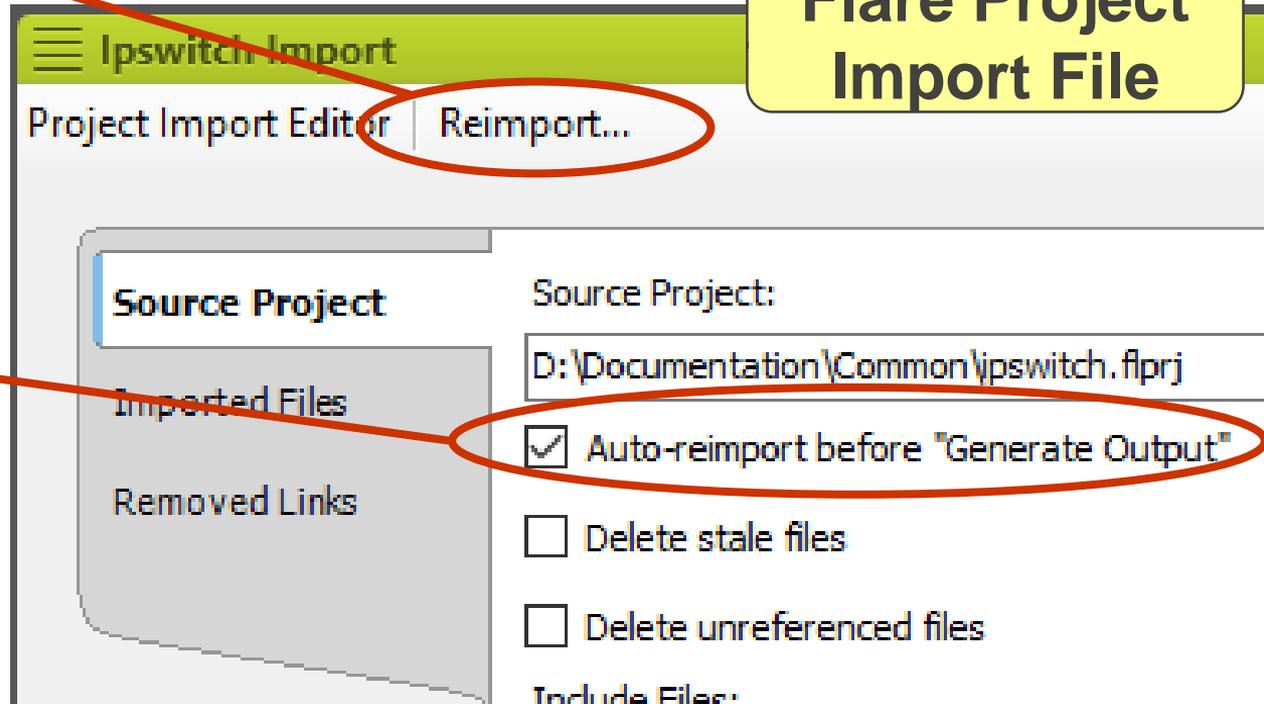
**Click to
restore link**

Restore Link Open

TWO OPTIONS FOR RE-IMPORTING

- Manual

**Flare Project
Import File**



- Automatic

TRAFFIC SIGNAL SYSTEM FOR MANUAL RE-IMPORT

Accept Imported Documents

The import is complete. Please review the generated documents and accept/cancel the import.

Upd...	File	Status	Type	Folder	Source Folder
<input type="checkbox"/>	ipswitch_logo.gif	File exists	gif	Content/Resou...	../ipswitch - M...
<input checked="" type="checkbox"/>	ipswitch_pagel...	Source is Newer	flpgl	Content/Resou...	../ipswitch - M...
<input type="checkbox"/>	Close.fl SNP	File exists	fl SNP	Co	
<input type="checkbox"/>	warning_about...	Local is Newer	fl SNP		
<input type="checkbox"/>	ipswitch_styles....	File exists	css		
<input type="checkbox"/>	ipswitch_condi...	File exists	flcts	Pr	
<input type="checkbox"/>	ipswitch_gloss...	Local is Newer	flglo	Pr	
<input type="checkbox"/>	ipswitch_skin.fl...	File exists	flskn	Pr	
<input type="checkbox"/>	ipswitch_variab...	File exists	flvar	Project/Variabl...	../ipswitch - M...

Newer version in global project selected automatically



Select All Clear All Accept Cancel

WHAT TO INCLUDE IN A GLOBAL PROJECT

- Images (icons, logos, ...)
- Snippets (standard warnings, copyright & legal, ...)
- Style sheets
- Page layouts
- Skins
- Master pages
- Glossary

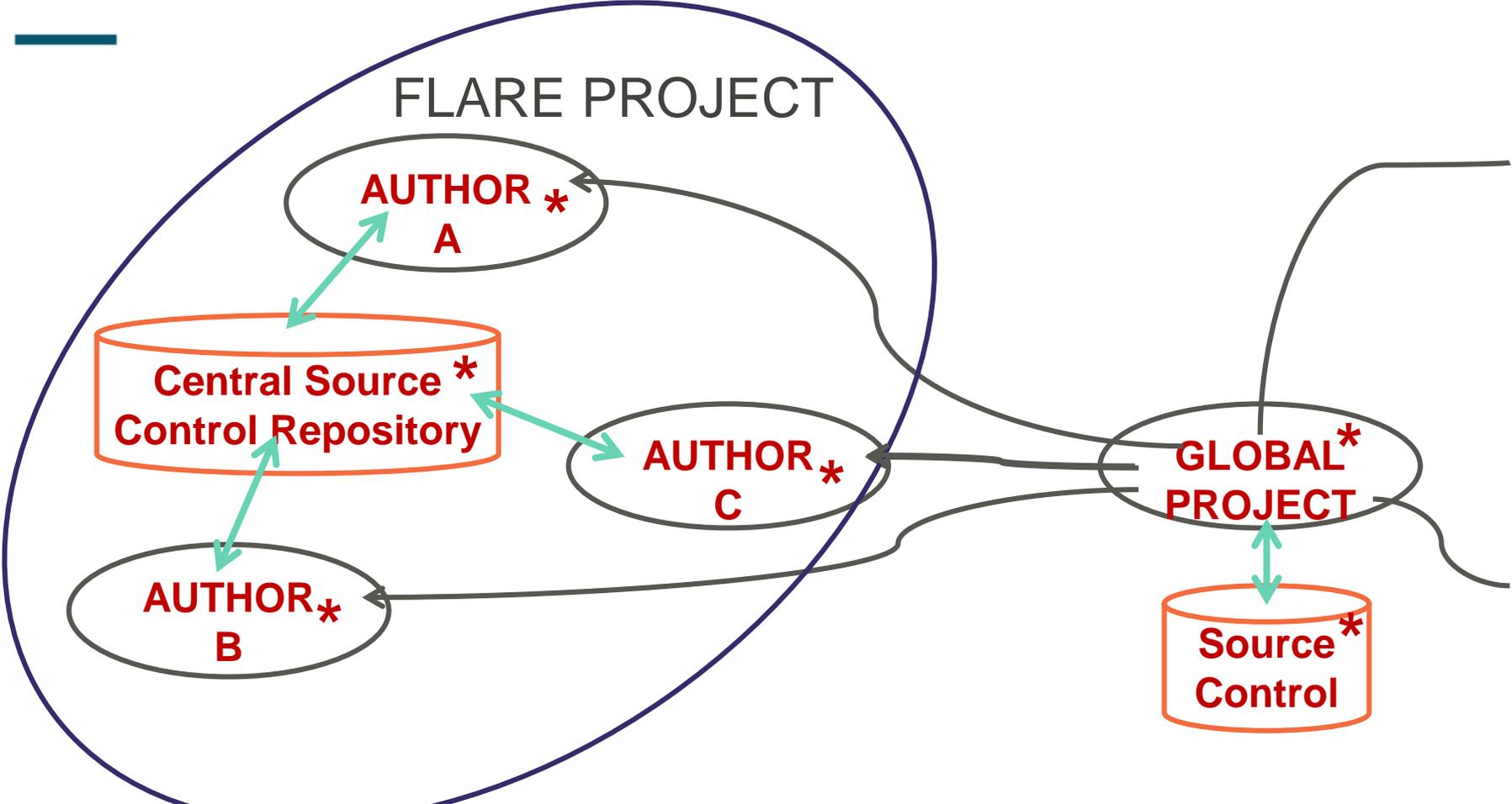
WHAT TO INCLUDE IN A GLOBAL PROJECT (CONTINUED)

- Condition tag set
- Variable set
- Synonym file
- Sample topic (demonstrating every style)
- and more...

NAMING CONVENTIONS

- Need to agree and plan consistent file-naming conventions across all projects
- Filenames must:
 - be unique
 - clearly indicate content and type of topic
- Filenames may:
 - indicate source project/author
 - include codes or version numbers

BRINGING SOURCE CONTROL INTO THE PICTURE



SUGGESTED BEST PRACTICE FOR SOURCE CONTROL

- Always pull (get latest files) from source control before:
 - importing from Global Project
 - building output

Source Control

Automatically get latest version of all files before generating the target.

- Only one author should have responsibility for working on the Global Project



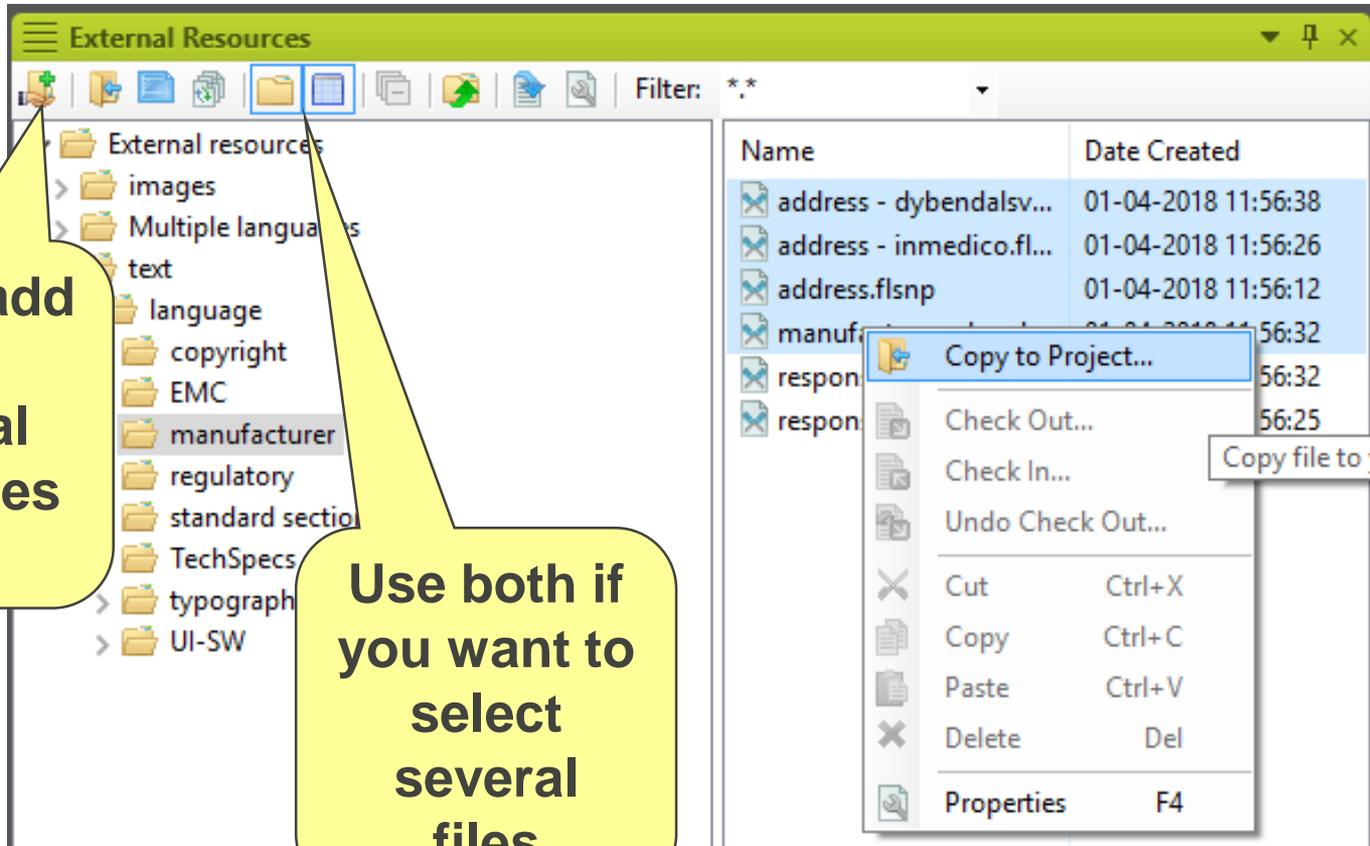
External Resources

OVERVIEW OF THE ER PROCESS

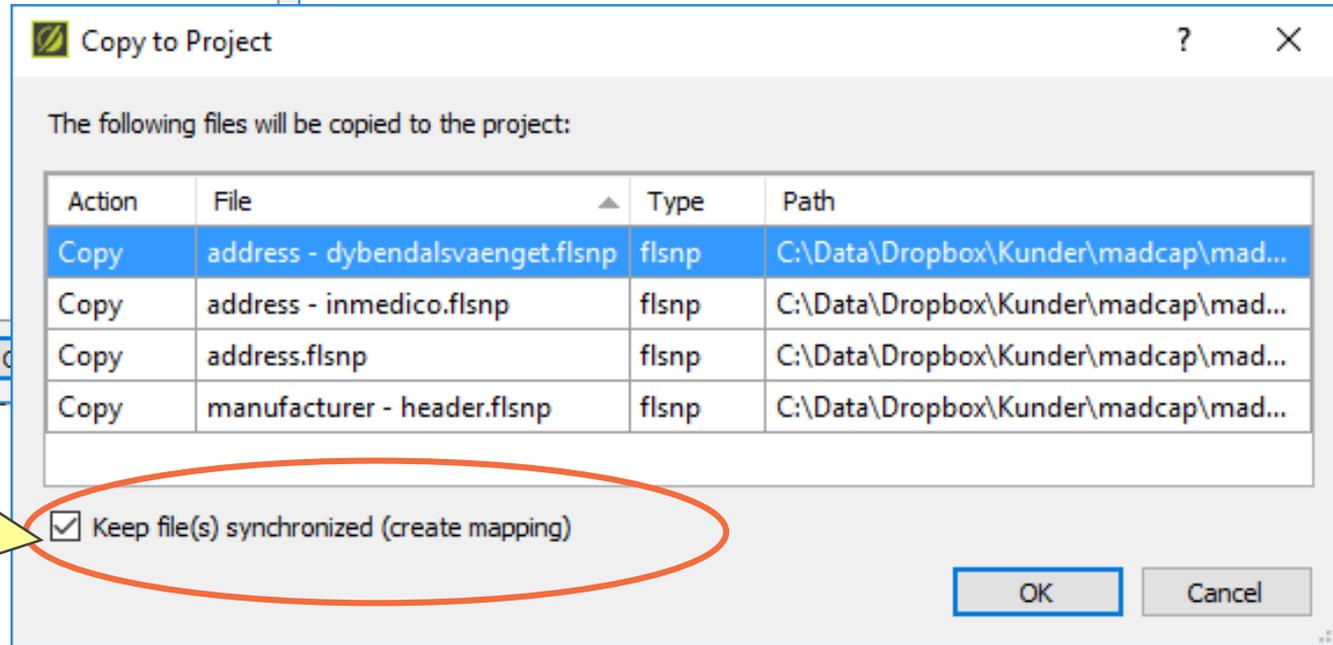
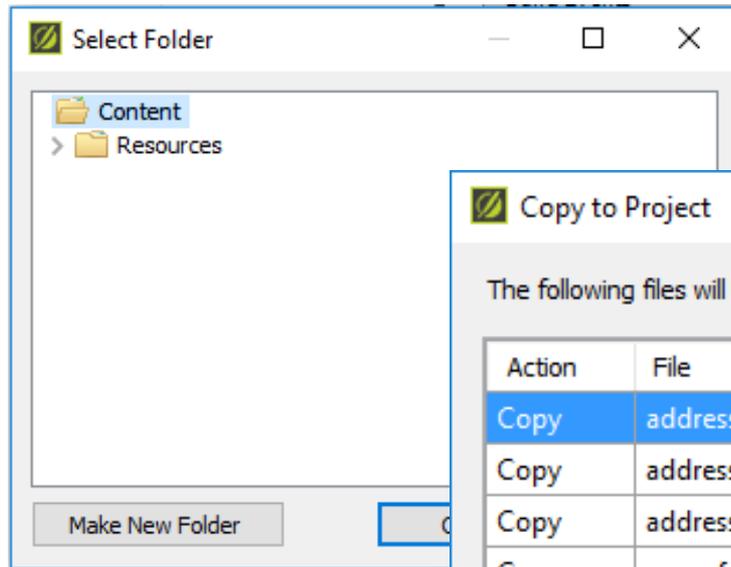
1. Add folder(s) for external resources
2. Populate folder(s) with files
3. Copy files from external resources to “child” projects (and create mapping)

Demonstration of the ER process

EXTERNAL RESOURCES WINDOW



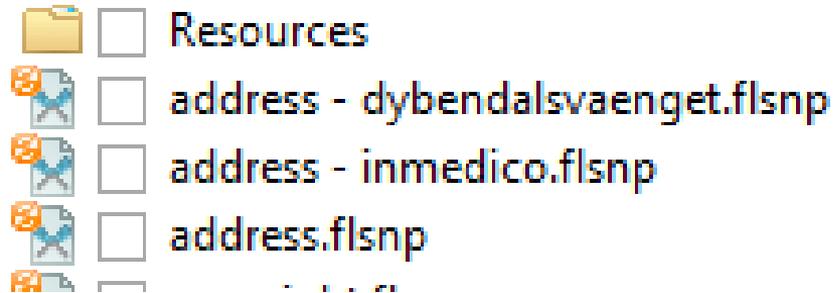
COPYING TO PROJECT



Select to create mapping
(not selected by default)

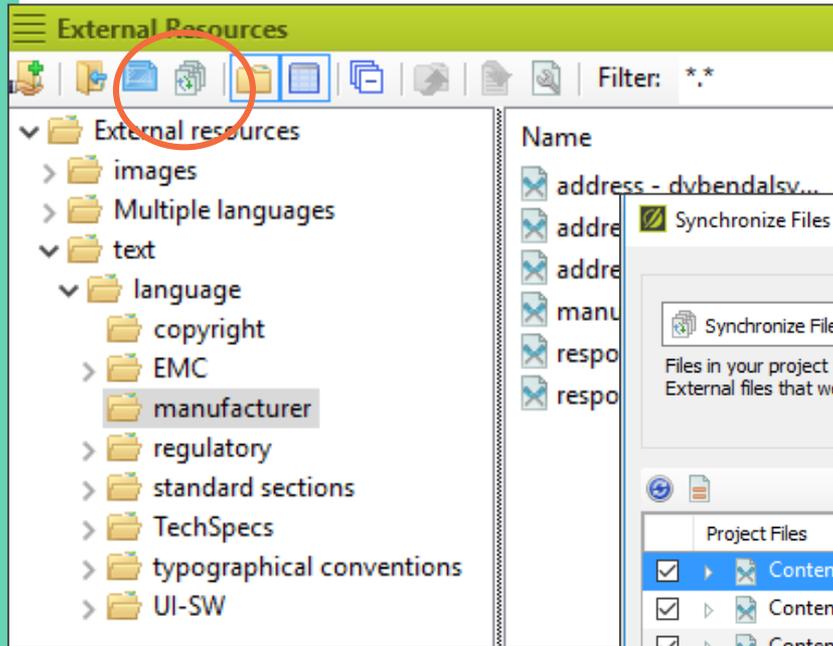
EDITING A MAPPED ITEM

- Can be done either in external resources folder or in “child” project
- Visual indicator of mapped item



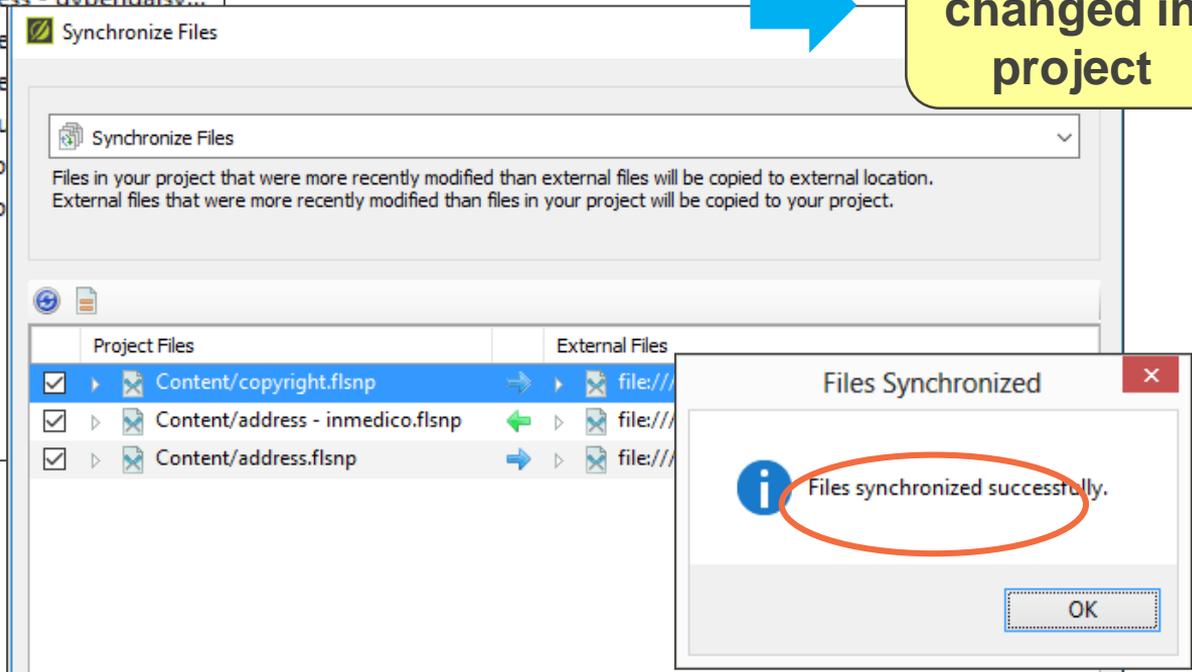
- No warning if you edit in “child” project

SYNCHRONIZING FILES



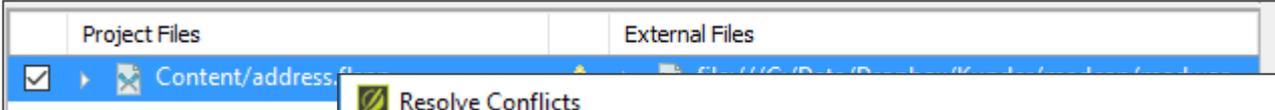
File changed in "child" project

File changed in project

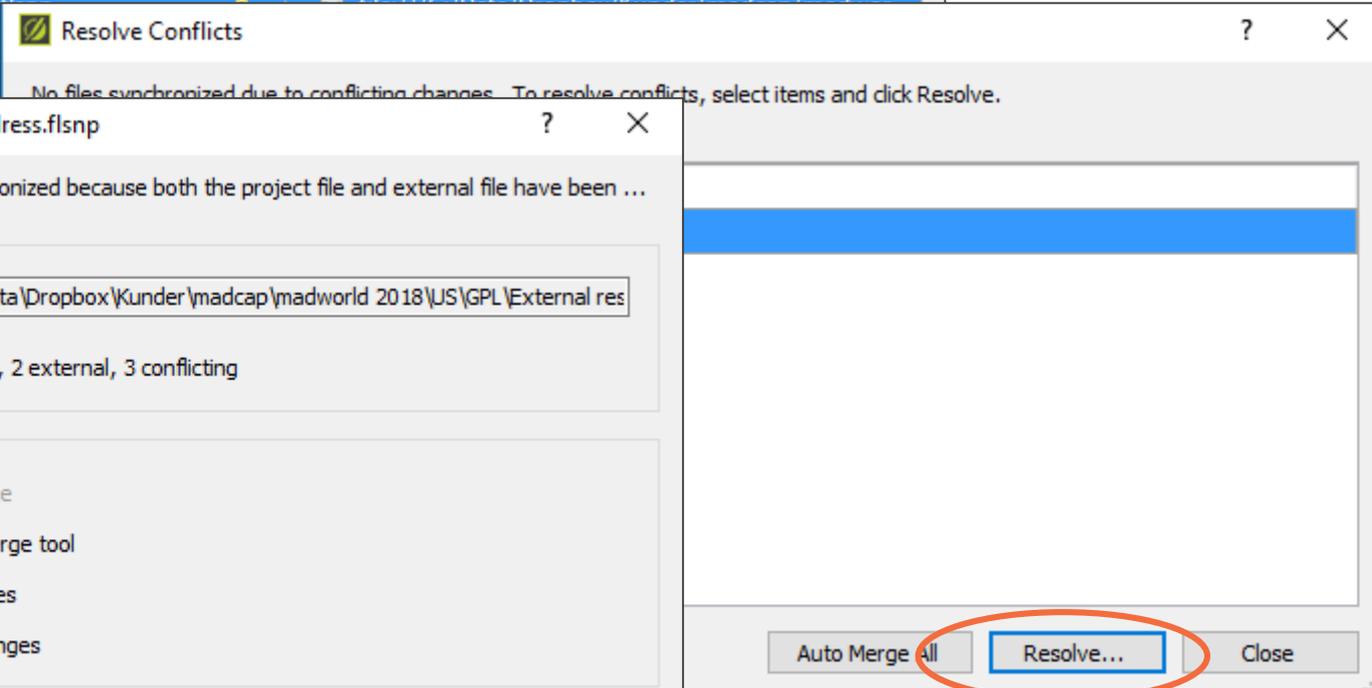


RESOLVING CONFLICTS

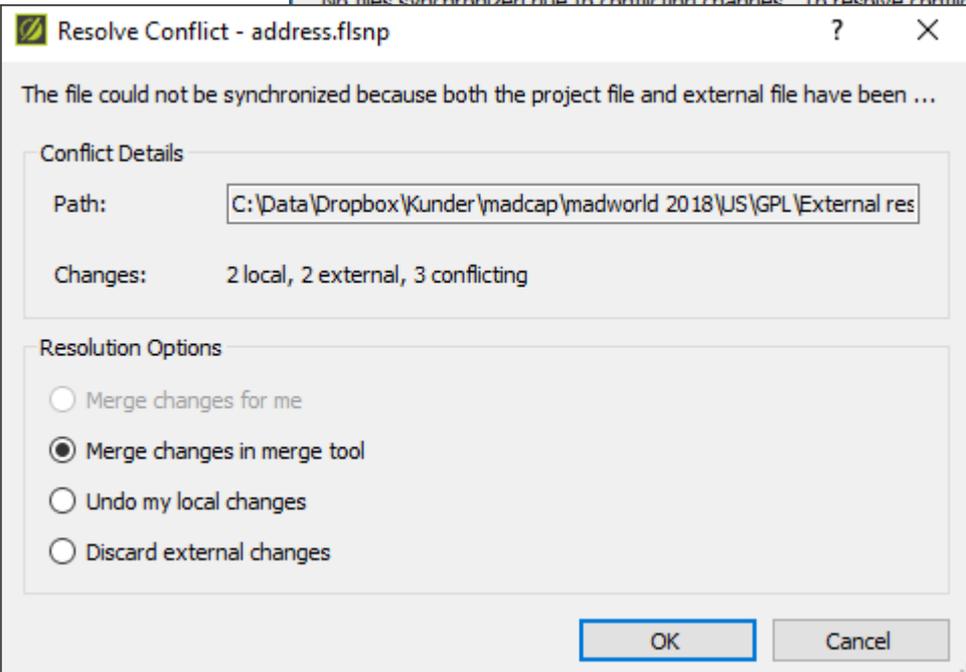
1



2



3



Resolve Conflict - address.flsnp

The file could not be synchronized because both the project file and external file have been ...

Conflict Details

Path: C:\Data\Dropbox\Kunder\madcap\madworld 2018\US\GPL\External res

Changes: 2 local, 2 external, 3 conflicting

Resolution Options

Merge changes for me

Merge changes in merge tool

Undo my local changes

Discard external changes

Auto Merge All **Resolve...** Close

OK Cancel

THINGS TO CONSIDER WITH ER

- Since Flare “only” synchronizes on date, it is important that all users computers are “date-aligned”
- Using a Source Control across time zones has to be accounted for.

An alternative approach

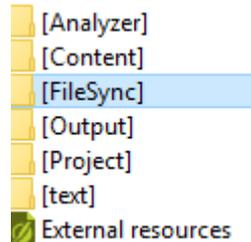
CONTROLLING “ER” AT BUILD TIME

- The Auto-Reimport uses in GPL can indirectly be applied to ER
- In all Flare targets you have the ability to start a script prior to the build (and after)
- Basically it adds “auto” to ER

THIS IS WHAT FLARE DOES (IN THE FLPRJ)

```
<Mapping ProjectPath="Content/copyright.fl SNP"  
ExternalPath="file:///C:/Data/Dropbox/Kunder/madcap/madworld 2018/US/GPL/External resource  
folder/text/language/copyright/copyright.fl SNP" />
```

- These files also appear in the FileSync folder



In the Flare project file files synchronized are shown

THIS IS WHAT DOS BATCH WOULD DO

FROM

```
c:\Data\Dropbox\Kunder\madcap\madworld 2018\US\GPL\External  
resources\text\language\manufacturer\copyright.flslnp
```

TO

```
c:\Data\Dropbox\Kunder\madcap\madworld 2018\US\GPL\External resource  
folder\Content\
```

FINAL DOS COMMAND

```
XCOPY "c:\Data\Dropbox\Kunder\madcap\madworld 2018\US\GPL\External  
resources\text\language\manufacturer\copyright.flslnp"  
"c:\Data\Dropbox\Kunder\madcap\madworld 2018\US\GPL\External resource  
folder\Content\" /e /i /y /q /r >NUL
```



REFINED DOS BATCH

Define variables

```
echo off
MODE CON: COLS=84 LINES=20
cls
set source=c:\Data\Dropbox\Kunder\madcap\madworld 2018\US\GPL\External
resources\text\language\manufacturer
set target=:\Data\Dropbox\Kunder\madcap\madworld 2018\US\GPL\External
resource folder\Content
```

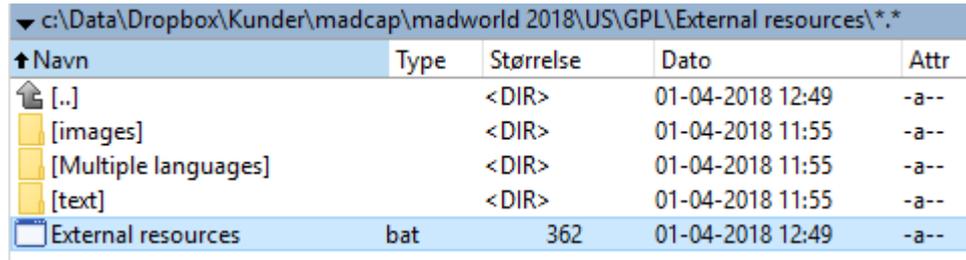
Options

```
cls
echo .
echo ... Copying files ...
XCOPY "%sourcetarget%\" /e /i /y /q /r >NUL
```

Use variables

SAVING A DOS BATCH FILE

- Save the code from before into a DOS BATCH file: e.g.: External resources.bat



↑ Navn	Type	Størrelse	Dato	Attr
↑ [..]	<DIR>		01-04-2018 12:49	-a--
[images]	<DIR>		01-04-2018 11:55	-a--
[Multiple languages]	<DIR>		01-04-2018 11:55	-a--
[text]	<DIR>		01-04-2018 11:55	-a--
External resources	bat	362	01-04-2018 12:49	-a--

Path

Batch file

RUN BATCH FILE FROM TARGET

The screenshot shows the 'Target Editor' window for an HTML5 target. The 'Build Events' tab is selected and highlighted with a red box. The 'Pre-Build Event Command' field contains the following text:

```
Use a separate line for each command:  
*c:\Data\Dropbox\Kunder\madcap\madworld 2018\JS\GPL\External resources  
\External resources.bat*
```

Insert path+batch filename

When target builds this will run first and show in build log

Progress	Compile Status
	Pre-Build Event Command Done
	Build failed: Processon kan ikke fi...

Insert Build Variable

SUMMARY

- GPL and ER both offer a way to copy shared resources to multiple projects
- GPL provides a more centrally-controlled workflow
- ER offers more flexibility and is arguably easier to set up
- ER+GPL (BATCH) can be controlled from e.g. Excel/Database



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