

# Importing/Exporting SGML

**FGL 401: Importing and Exporting SGML with FrameMaker 7** is a two-day course that describes the process of moving documents between their SGML and structured FrameMaker representations. It covers importing SGML documents into structured FrameMaker and exporting structured FrameMaker documents to SGML as well as automatic creation of an EDD from a DTD and a DTD from an EDD. **Prerequisite(s) to this course:** FGL 101, FGL 201, and FGL 301, or equivalent experience with structured FrameMaker.

## SGML Import/Export Preliminaries

- Comparing SGML and structured FrameMaker documents
- Opening and importing SGML documents
- Exporting to SGML
- Converting multiple documents
- Creating an EDD from a DTD
- Creating a DTD from an EDD
- Understanding SGML applications

## Using Read/Write Rules

- General syntax conventions
- Creating a read/write rules file
- Creating structured read/write rules
- Associating read/write rules with an application
- Specifying and checking read/write rules

## Converting Elements and Attributes

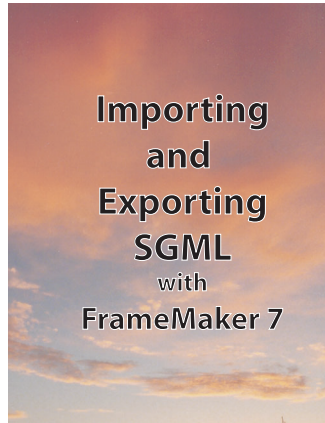
- Understanding containers and their attributes
- Understanding rules for elements
- Renaming elements for export
- Including SGML declarations and DTDs

## Converting Object Elements

- SGML Attributes for Representing structured FrameMaker Graphics
- Modifying SGML representation of graphics
- Specifying structured FrameMaker formatting properties in read/write rules
- Changing attribute names and possible values
- Naming graphics entities in structured FrameMaker
- Specifying export options

## Understanding and Specifying Entities

- Comparing parameter entities, internal SGML text entities, and external SGML text entities
- Handling internal and external SGML text entities
- Exporting text insets as external SGML text entities
- Adding text insets interactively
- Using read/write rules to import a book compared to using processing instructions to import a book
- Exporting processing instructions for a book with and without Processing Instructions
- Importing an SGML Fragment
- Importing and exporting variables, special characters, text insets, and reference elements
- Importing and exporting SDATA entities



## Importing and Exporting FM Tables

- Comparing structured FrameMaker tables, CALS tables, and simplified SGML tables
- Handling structured FrameMaker table parts during import/export to SGML

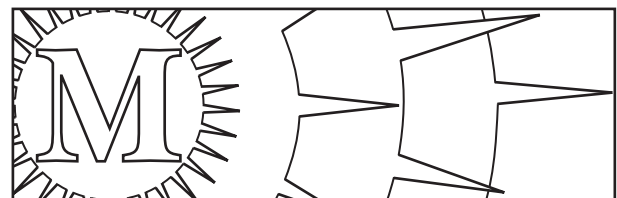
## Handling Miscellaneous Rules and Details

- Importing and exporting Cross-References
- Exporting marker elements
- Checking for errors in an SGML documents
- Parsing an SGML document and working with invalid documents
- Other import/export capabilities
- Marked section declarations

## Using SGML Applications

- Using multiple SGML application files
- Specifying SGML applications
- Specifying defaults
- Delivering applications

## Course Code: FGL 401



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