

Story Tools

**CS2/CS3
InDesign Plug-in**

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What is Story Tools?

Stories in InDesign have no logical order. The order of stories are in fact completely arbitrary. While one can layout stories in a visual order by manually placing the text frames of one story following another, there is no good way to automate layout across multiple stories.

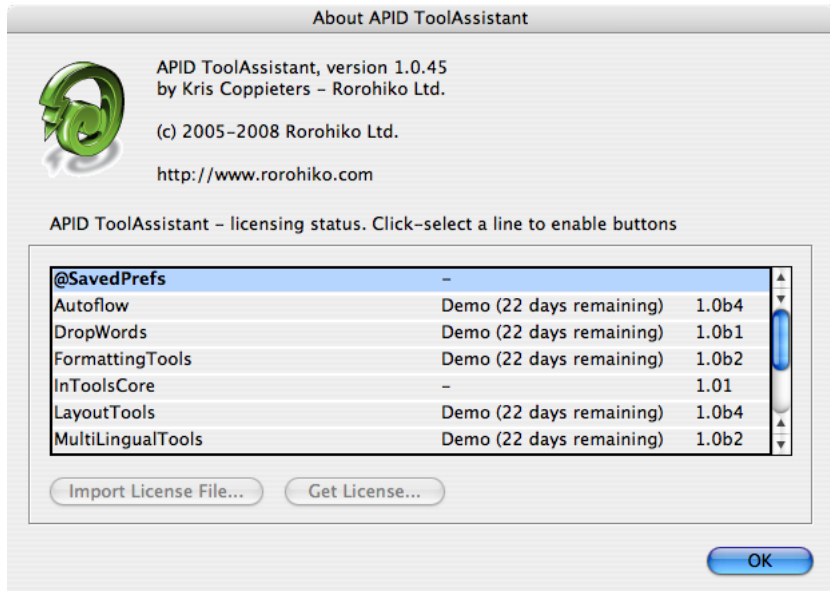
The purpose of Story Tools, is to remedy this shortcoming. Story Tools gives you the ability to break up stories while keeping the text order, as well as define unrelated stories in a logical order. Once the stories are defined as “Story Strings” (a series of stories with a defined order) there are many options which open up to us.

In fact, one of the impetuses for creating *Story Tools* was a specific job which came in as over 40 different Word documents. They were to be laid out in a specific order. The problem was: there was no order identifiable by the file names. The order was based on the first words in each document — a designer’s nightmare! Using *Story Tools*, once all the files are imported — by drag and drop for example, ordering the stories is a simple matter. *Story Tools* can automatically label the stories based on the first words. Tell *Story Tools* the correct order, and the stories are all laid out correctly. A time-consuming and frustrating task becomes amazingly quick and easy with the *Story Tools* plug-in!

Story Tools integrates with many of the other plug-ins available from In-Tools. For example: breaking up a story into smaller stories can greatly improve the performance of *Proper VJ*. When a story is broken into smaller ones using Story Tools, *Auto-Flow* can be used to automatically add pages as necessary. These pages will be added between stories, and will not adversely affect the layout. *Column Flow* can automatically flow story strings one following the other.

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Installation



Story Tools is different than most plug-ins. It was developed using a product called “APID ToolAssistant” created by Rorohiko. There is a central controller provided by Rorohiko which does a lot of the low-level processing. *If you are interested in the technology behind the development, you can read the addendum in the back of the manual.*

There are three different files which must be installed for *Story Tools* to function properly: 1. APIDToolAssistantCSx.xxx (the exact name depends on your version) 2. @SavedPrefs.spln 3. InToolsCore.spln (minimum version 4. StoryTools.spln (or LayoutTool.spln if you purchased the Layout Tools bundle). **If you install the Layout Tools bundle, the StoryTools.spln file is not needed, and should be removed.**

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All of these files need to be copied to InDesign's plug-ins folder. They may be copied to a sub-folder, but they must all be in the same one!

Please note: APID ToolAssistant replaces an older version of the plug-in. In the past, there were two versions of the API plug-in distributed by Rorohiko. Active Page Items Developer (APID), was the version developed to work with externally developed plug-ins. The free Active Page Items Runtime (APIR), was for plug-ins developed internally at Rorohiko. If you have either of these two plug-ins installed, you must remove them and install the APID ToolAssistant instead. The older APIR or APID plug-ins will not work. You must have the most current version of the APID ToolAssistant installed (version 1.0.45).

Shown above is the “About” window of API. This window can be brought up in two ways: 1. Select InDesign → About Plug-Ins → Rorohiko Ltd. → APID ToolAssistant... 2. API → APID ToolAssistant...

In-Tools plug-ins do not show up separately in the “About Plug-Ins” menu. Information on installed In-Tools plug-ins are only displayed in the “About” window of API. If the plug-ins are properly installed you should see the displayed window (or the equivalent Windows version).

Please note the API version number near the top of the window. Your version number must say 1.0.45 or higher. Additionally it must say “APID ToolAssistant”. If it says “Active Page Item Developer” or “Active Page Item Runtime”, you have the wrong version installed. As mentioned above, both of these versions have been replaced with APID ToolAssistant.

When in doubt: search your plug-in folder for a file whose name contains “ActivePageItem”, and replace it with the new one.

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In the “About” window, there is a list of all installed plug-ins and their status. The first column lists the plug-ins. The second column shows the license status. If the plug-in is licensed, “Licensed For APID” will be displayed. If the plug-in is in demo mode, the word “Demo” will be displayed along with the number of days remaining until the plug-in expires. The third column shows the plug-in’s version number. When trying to determine that you have the most current version of a plug-in, please refer to the version number listed in this column.

Enabling and Disabling Plug-ins.

To enable or disable any individual plug-in, simply move the file into or out of the folder which contains the APID ToolAssistant plug-in. One simple solution would be to create two folders within your plug-in folder. Name one “API”, and the other “API disabled”. You can then easily move files back and forth.

The APID ToolAssistant is like any other plug-in, and InDesign must be restarted when it is installed or removed. However, the rest of the plug-ins do not require a restart of InDesign when they are installed or removed. Newly installed plug-ins are available in documents when they are opened. If there are open documents when you install any of the *.spln files, those documents should be closed and reopened.

Please note: In-Tools plug-ins are unique, in that menu items will not appear until a document is opened. The plug-ins will appear in the plug-in list in the “About” window, but menu items only appear after a document is opened or created.

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Purchasing Licenses and Activation

There are two ways to purchase In-Tools plug-ins: They can be purchased from the In-Tools web site prior to activation, or they can be purchased directly from within InDesign. If the plug-ins are purchased from the web site, you will establish a login and password for activation at the time of purchase. If you purchase the plug-ins from within InDesign, the payment and activation both occur simultaneously. If you plan to purchase a plug-in package, or would like to purchase a number of plug-ins in one transaction, you should purchase them from the In-Tools web site before you initiate the activation process.

No matter how you purchase the plug-ins, the process from within InDesign is the same:

1. Select the plug-in you would like to activate.
2. Click “Get License”. This will take you to the log-in page of the In-Tools web site.

The screenshot shows a web interface for logging in or creating an account. It is divided into two main sections. The top section, titled "Customer Login", has a light blue background and contains a prompt to log in with email and password, followed by input fields for "Email Address" and "Password", and a "Login" button. The bottom section, titled "If you do not yet have an In-Tools account, create one below.", also has a light blue background and contains a prompt to enter email and create a password, followed by input fields for "Name/Company:", "Email Address:", "Choose a Password:", and "Confirm Password:", and a "Submit" button.

Customer Login

Please login using your email address and password to continue.

Email Address:

Password:

Login

If you do not yet have an In-Tools account, create one below.

Please enter your email address and choose a password. You will use this password to login to your account in order to install a license from within InDesign.

Name/Company:

Email Address:

Choose a Password:

Confirm Password:

Submit

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If you already have an In-Tools account, fill in your login and password. Otherwise create an account now. If you already paid for your plug-ins, make sure you fill in the login information you provided at the time of purchase. You *must* provide a valid e-mail address or you might not receive your license file.

3. If you have not yet paid for the plug-in you will be taken to a PayPal payment page. On successful completion of the payment, you will be returned to the log-in page.

4. After successfully completing the log-in procedure, you will either get a link to download a license file, or you will receive one by e-mail (depending on various factors). Please allow one to two business days to receive an e-mail with the license file. The license file is specific to the installation from within which you have activated the license. It will not work on a different installation, even with the same serial number. If you need to use In-Tools plug-ins with more than one installation of InDesign, you will need to purchase an additional license for each installation.

5. Once you have your license file, go back to the “About” window in InDesign, select the plug-in you are activating and click on “Import License File”. Locate the file on your hard drive and click “Open”. The status next to your plug-in will change to “Licensed”.

Please note: After the trial period of In-Tools plug-ins expire, they will only work if *both* the In-Tools plug-in *and* the APID ToolAssistant is licensed. Only one license of the APID ToolAssistant is required per installation of InDesign. If you are not sure whether your installation of the APID ToolAssistant is licensed, make sure you purchase the plug-in using the “Get License”

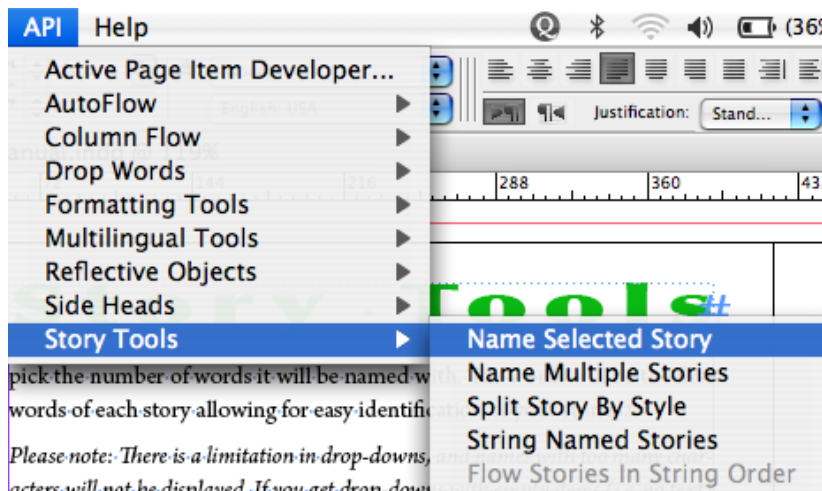
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button. The In-Tools activation software will automatically determine if you require the license for APID, and create a double license if necessary.

General Use

Before a story string can be defined, the stories must be defined by a name. This can be done either one-by-one, or for the whole document at once.

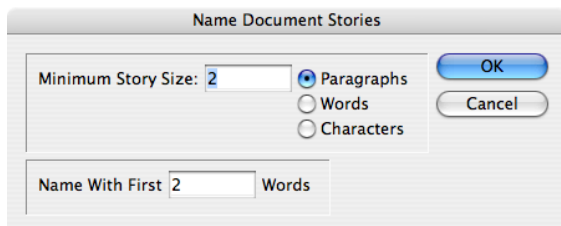
Defining Story Names



There are three ways to name stories:

1. The simplest way is to select each individual story, and select the menu item “Name Selected Story”. If the story already has a name, the dialog will display the current name and you can change it. If there is no name yet, it will be blank.
2. If you have many stories to name, this can get quite tedious! To help alleviate this, you have the option to “Name Multiple Stories”:

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You probably don't want to name every story in your document. (You can end up with some **very long** drop downs later on!) This dialog gives you the ability to filter out the stories to name based on size. Presumably you want to name the longer stories in your document. The top area of the dialog defines the minimum size of a story to receive a name. The lower area allows you to pick the number of words it will be named with. The words will be the first words of each story allowing for easy identification of your stories.

Please note: There is a limitation in drop-downs, and names with too many characters will not be displayed. If you get drop-downs with empty items (i.e. no text) that means your story names are too long, and must be shortened.

3. "Split Story By Style": This is explained below.

Split Story

InDesign is not built to handle long stories very well. The program can get sluggish, and reflows can take a while. Split Story By Style gives you the option to take a long story and split it into a number of smaller stories. This greatly improves text handling, while maintaining the story order. Additionally, it can be used to easily reorder sections of the text.

When splitting a story, if the story is named, all the sub-stories will be named with the original name, plus a the number of the story in the string. So, My Story will become: My Story, My Story2, My Story3, etc.

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If the story is not named, you are presented with the option of naming it. If you choose to not name the story, the story will be split, but no story string will be created.

When splitting a story, you are presented with a drop-down to choose the paragraph style which will be the start of every new story. The story will be broken right before every instance of the selected paragraph style. You also have the option to only break the story if the paragraph which has the selected paragraph style applied is at the start of a text frame. You should select this option if you want to maintain your layout. If the story is broken in the middle of a frame, you will undoubtedly get overset text. If you have our *Auto-Flow* plug-in installed, and the original story is set to *Auto-Flow*, the *Auto-Flow* plug-in will add frames to fit all the text.

Defining Story Strings

Story Strings can be defined in two ways:

1. Automatically, while splitting a long story into many shorter ones. (As described above)
2. Manually, using the “String Named Stories” menu item.

If you need to string stories manually, select “String Named Stories”, and you are presented with a rather large dialog box. You have sixty drop-downs which can be used to select the stories in their proper order. The list of stories are ordered in the drop-down alphabetically.

Please note: You can not currently add to an existing story string. If you must add to a string, you must redefine the entire string from the beginning until the end using the dialog. You are therefore (currently) limited to 60 stories per story string

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when defining them in the dialog. There is no limit to the number of separate story strings which can be defined in any specific document.

Flowing Story Strings

Once your story string is defined, you can automatically flow it in the correct order regardless of the current order or position of the stories. Simply select “Flow Stories In String Order” and they will be flowed one following the other in the defined order, until there is no more over-set text. This can be very useful for laying out text from many different files in a defined order.

Addendum

What is “APID ToolAssistant”?

Classically, there are only two ways to automate InDesign. One way is by scripting. Scripts are a series of commands written in one of the three supported scripting languages — AppleScript for the Macintosh, Visual Basic for Windows, or ExtendScript for both platforms. ExtendScript is Adobe’s version of javascript. For scripts to run, they must be placed in the application script folder and explicitly run. For automation to be truly automatic, it requires “event processing”. This means that certain events trigger specific processes to take place. There is limited event-triggered scripting available in CS3.

To achieve true integration, plug-ins must be programmed using C++. Developing C++ plug-ins is a very involved, and lengthy process. APID ToolAssistant is a plug-in which allows very fine grained event processing using ExtendScript. It allows for creation of advanced plug-ins in a fraction of the time required when programming using C++. It also aids in the creation of hybrid plug-ins which mix ExtendScript and C++ for maximum efficiency.

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Without the APID ToolAssistant, it would not have been possible to create the collection of plug-ins we offer in the same amount of development time. This increased programming efficiency means more functionality for the end user and lower prices.

Additionally, APID ToolAssistant offers the ability to attach scripts to specific objects. These attached scripts can be run automatically when triggered by specific events. Anyone who has a licensed version of the APID ToolAssistant plug-in installed can create and use these attached scripts. There are also additional scripting properties and methods which are usable by scripters. For more information see Rorohiko's web site.

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Acknowledgements

We wish to thank the many people who have helped make In-Tools plug-ins possible.

To those who give graciously of their time and expertise on the InDesign scripting forum: thank you for introducing us to automating within InDesign. Most specifically, Dave Saunders, Olav Kvern, and Peter Kahrel.

To Kris Coppieters, thank you for your incredible support throughout the entire development process. Your help with product improvements and with coding tips and techniques has been incredible. Your support has been above and beyond what we could have reasonably expected. It has really been a pleasure working together. Thank you.

To all our beta testers, thank you for the valuable input which helped shaped our plug-ins. To Brad Walrod: a special thank you for your unrelenting comments and suggestions. To Peter Gold and Raphael Freeman: thank you for your many useful suggestions.

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