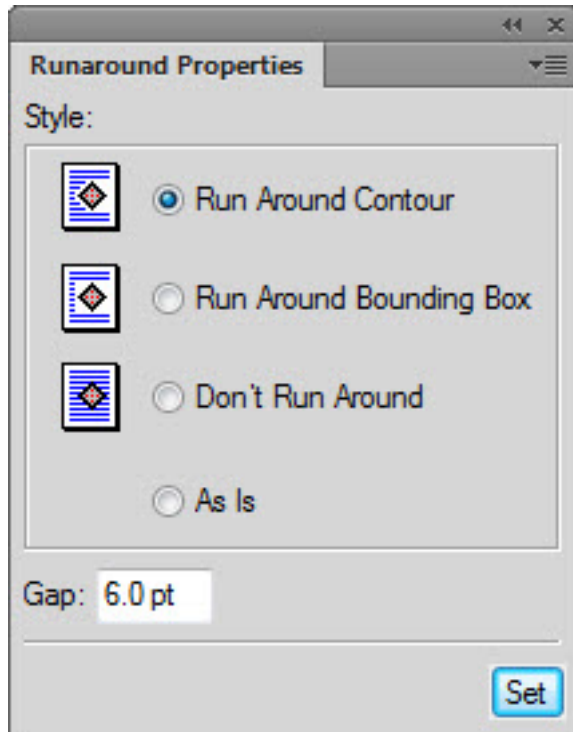


RunaroundNone by Carmen Publishing Inc.

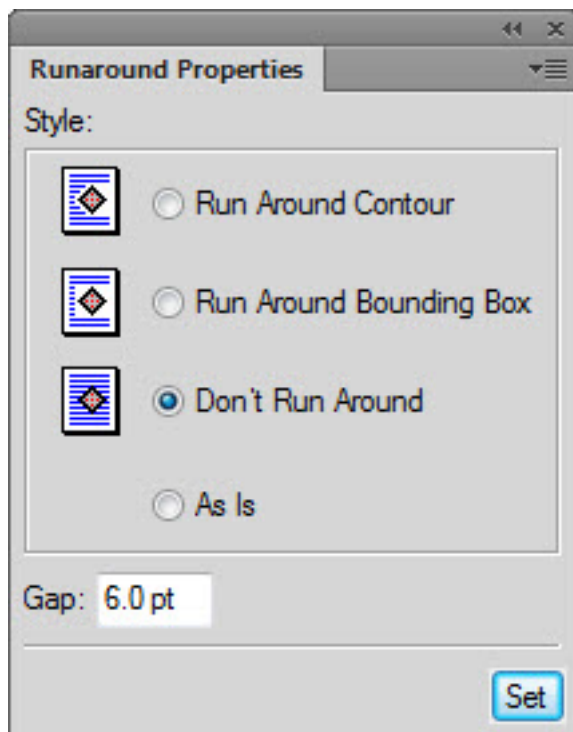
Introduction

When graphics are imported into FrameMaker, their Runaround property is automatically set to “Run Around Contour”.



This can cause callout text frames placed on top of the image to behave strangely; for example, the text can disappear or be displaced in the text frame. This makes sense because the purpose of “Run Around” is to cause text to flow around a graphic in a FrameMaker layout.

In reality, though, this is a seldom used feature in FrameMaker and it is surely not what you want when you are placing callout text on top of a graphic inside an anchored frame. So it is best to have this set to “Don't Run Around” for your imported graphics. Unfortunately, the default setting is “Run Around Contour”.



RunaroundNone is an ExtendScript script that solves this problem by changing the default setting for imported graphics to “Don't Run Around”. It automatically sets this whenever you import a graphic into your FrameMaker document. For existing graphics, there is a new command under the Graphics menu to set all of them to “Don't Run Around”.

Installing RunaroundNone

RunaroundNone works with Windows FrameMaker 10 and higher.

If you have the original RunaroundNone plugin installed, remove all folders and files beginning with RunaroundNone from the Fminit/Plugins folder inside of your FrameMaker folder.

Back up all of the RunaroundNone files before installing the script. Navigate to the

`C:\Users\<UserName>\AppData\Roaming\Adobe\FrameMaker\<VersionNumber>\startup`

folder on your hard drive, where <UserName> is your user name, and <VersionNumber> is the number of the FrameMaker version that you are using. If the **startup** folder does not exist, create it. Copy all of the RunaroundNone* files to the **startup** folder. Restart FrameMaker and RunaroundNone will be ready to use.

Using RunaroundNone

Once RunaroundNone is installed, it will automatically set the Runaround Properties to **Don't Run Around** for every graphic that you import. It works without any user intervention. If you have existing graphics in your document that aren't set to **Don't Run Around**, choose **Graphics > Set Existing Graphics to Don't Run Around**.

Updating RunaroundNone

Back up all of the new RunaroundNone files before installing the script.

Navigate to the

`C:\Users\<UserName>\AppData\Roaming\Adobe\FrameMaker\<VersionNumber>\startup`

folder on your hard drive, where <UserName> is your user name, and <VersionNumber> is the number of the FrameMaker version that you are using. Remove all existing RunaroundNone* files from the startup folder. Copy all of the new RunaroundNone* files to the **startup** folder. Restart FrameMaker and RunaroundNone will be ready to use.

Uninstalling RunaroundNone

Navigate to the

`C:\Users\<UserName>\AppData\Roaming\Adobe\FrameMaker\<VersionNumber>\startup`

folder on your hard drive, where <UserName> is your user name, and <VersionNumber> is the number of the FrameMaker version that you are using. Remove all of the RunaroundNone* files from the **startup** folder.

For More Information

To purchase RunaroundNone and other useful ExtendScript and FrameScript scripts, see www.frameexpert.com or email rick@frameexpert.com.