



Story Control

**CS3/CS4/CS5
InDesign Plug-in**

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What is Story Control?

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 Control, is to remedy this shortcoming. Story Control 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 Control* 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 Control*, once all the files are imported — by drag and drop for example, ordering the stories is a simple matter. *Story Control* can automatically label the stories based on the first words. Tell *Story Control* 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 Control* plug-in!

Story Control integrates with many of the other plug-ins available from InTools. 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 Control, *Auto-Flow* can be used to automatically add pages as necessary. These pages will be added between stories, and will not ad-

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versely affect the layout. *Column Flow* can automatically flow story strings one following the other.

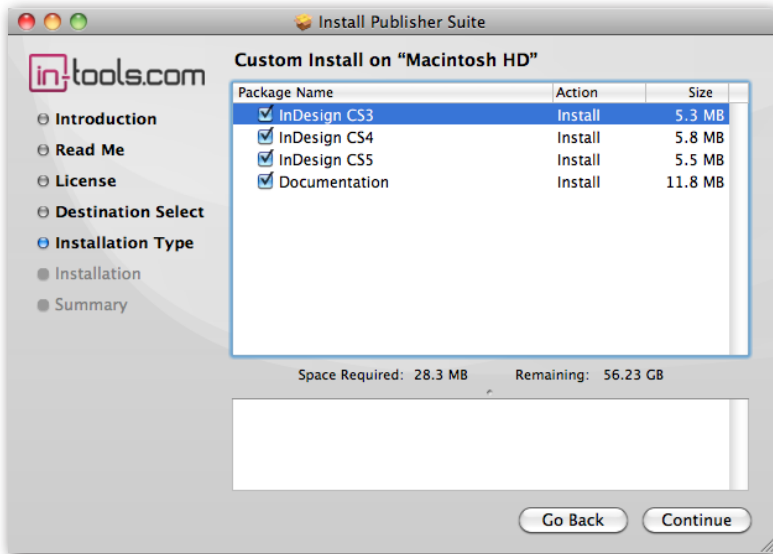
Installation

Story Control was developed using a product called “APID ToolAssistant” created by Rorohiko. This necessary central controller does a lot of the low-level processing. *If you are interested in the technology behind the development, you can read the addendum on page 12.*

All the necessary components of *Story Control* are installed in a single step by our installers. The installer includes APID ToolAssistant as well.

To run the installer, simply double click on the installer package on Macintosh or the installer wizard on Windows, and it will walk you through the few steps required.

Macintosh Install



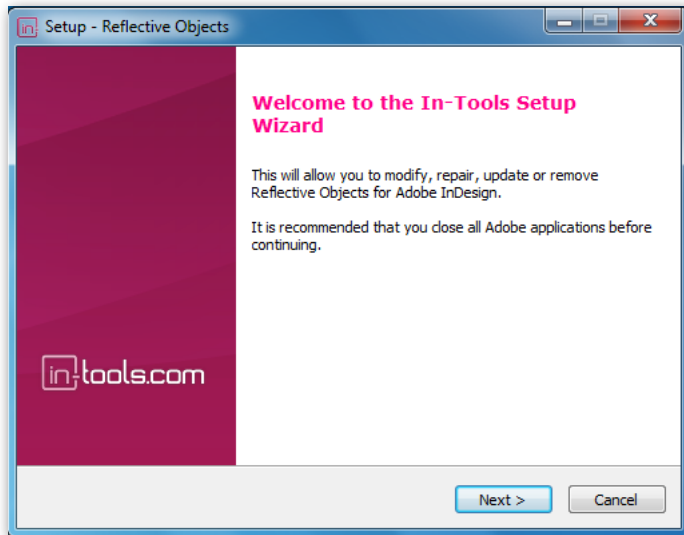
On Macintosh you will be offered the option to install on CS3, CS4, or CS5 as shown above. The option to install any version not currently installed will

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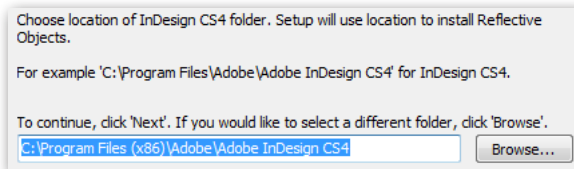
be greyed out. We advise that you keep the option to install the documentation checked.

■■■➔ *Please note: If your installation of InDesign is not in the default location, you will not be able to install on Macintosh! Before running the installer, make sure InDesign is located in: /Applications/Adobe InDesign CSX.*

Windows Install



The Windows installer has the additional step that allows you to select your InDesign folder:



Purchasing Licenses and Activation

In-Tools suites and plugin are activated from within InDesign using the In-Tools Dashboard. To access the Dashboard, select “InTools → In-Tools Dashboard...”. That will bring up the following dialog:

The screenshot shows the In-Tools Dashboard interface. At the top, it says "In-Tools Dashboard" and "Welcome, Harbs". There are "Logout" and "Close" buttons. The main area is divided into "Suites" and "Plugins" tabs. Below the tabs is a table with columns: Product, Status, Version, and Latest Version. The "Drop Words" product is highlighted in blue and has an "Activate" button next to its status "Demo: 23 days left".

Product	Status	Version	Latest Version
World Tools	Activated	1.0.4	1.0.5 <input type="button" value="Update"/>
AutoFlow Pro	Activated	1.0.8	1.0.8
Column Flow	Activated	1.0.7	1.0.7
Style Utilities	Activated	1.0.8	1.0.8
Proper VJ	Activated	1.0.6	1.0.6
Reflective Objects	Activated	1.0.5	1.0.5
Power Headers	Activated	2.0.5	2.0.5
Side Heads	Activated	1.0.7	1.0.7
Story Control	Activated	1.0.7	1.0.7
Drop Words	Demo: 23 days left <input type="button" value="Activate"/>	1.0.5	1.0.5

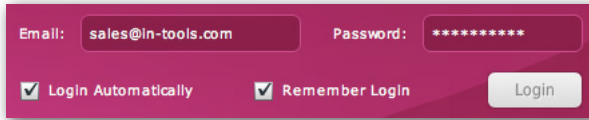
Drop Words creates "drop words" commonly used in classic Hebrew typesetting.

The Dashboard shows all the information you need to know about your plugins (or suites). To activate, simply click on the “Activate” button next to the product you would like to activate. If it is installed as part of a suite, all the components of the suite will be activated as a whole. Wait a few moments while the activation process completes. When it does, you will need to restart InDesign.

The screenshot shows a dialog box titled "Activation Progress for Drop Words". It features a progress bar at the top, which is currently empty. Below the progress bar, it says "Connecting to In-Tools Website. Please wait...". At the bottom, there is a "Cancel" button.

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To activate, you must have a valid In-Tools account, and you will need to log in from the Dashboard:

A screenshot of a login form with a dark blue background. It features two input fields: "Email:" with the text "sales@in-tools.com" and "Password:" with a masked password "*****". Below the fields are two checked checkboxes: "Login Automatically" and "Remember Login". A "Login" button is positioned to the right of the checkboxes.

We recommend keeping both the “Login Automatically” and the “Remember Login” check-boxes checked. This will ensure you are always logged in when the dialog is opened (assuming you have an internet connection). If you try to log in with an email account which is not registered, you will be given the option to create a new account.

You also must have purchased a license of the plugin to activate it. If you have not yet purchased a license, you can do so using the “Buy” button:

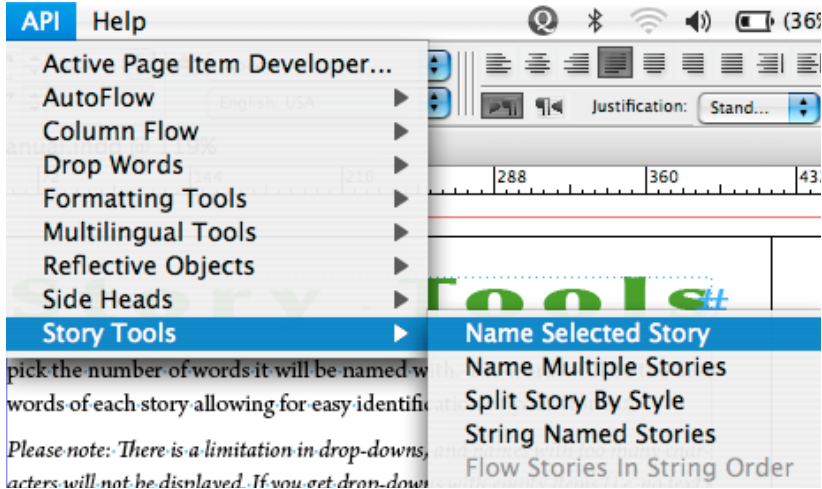


For further questions and issues regarding licensing and activation, please refer to the [FAQ web page](#); or for more help, [please visit our forum](#).

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.

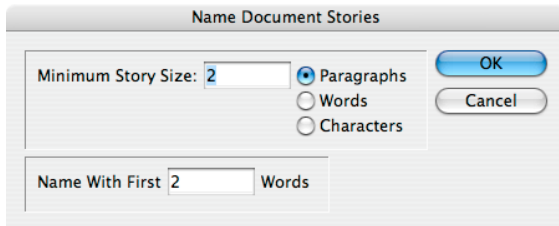
Defining Story Names



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.

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.

Addendum

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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