



# FDK Installation Guide

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# Installing the FDK

This chapter describes how to install the FDK. It also lists the files shipped with the FDK.

## Installing the FDK

The FDK is delivered via the Adobe Systems web site. Download the FrameMaker FDK from the FrameMaker Developer Center <http://www.adobe.com/devnet/framemaker.html>  
After downloading the compressed file, double-click the installer and follow the instructions.

## The FDK installation

The FDK installation contains the FDK folder, which contains FDK header files, libraries, and sample code.

The FDK folder contains the following folders:

Folder	What it contains
include	Public header files that you include in FDK clients
lib	FDK libraries that you link with your client
doc	<i>FDK Release Notes</i> , a list of sample clients, and online documentation for the FDK in Adobe® Acrobat® PDF
samples	Source code and project files for sample FDK clients and a dialog resource template

The following sections describe these folders and their contents.

### include

The include folder contains FDK header files. The files are listed in the following table.

File	Purpose
f_local.h	Provides a location for declarations for your platform-specific functions.
f_stdio.h	Provides declarations for platform-independent C library functions.

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File	Purpose
<code>f_types.h</code>	Defines Frame Development Environment (FDE) fundamental data types. It is included in <code>fapi.h</code> and <code>fdetypes.h</code> .
<code>fapi.h</code>	Provides definitions and function declarations for the FDK. You must include it in all FDK clients.
<code>fapidefs.h</code>	Defines constants you can use to specify objects, properties, and some function arguments. It is included by <code>fapi.h</code> .
<code>fassert.h</code>	Provides declarations for FDE assert functions.
<code>fchannel.h</code>	Provides declarations for FDE channel functions.
<code>fcharmap.h</code>	Provides declarations for FDE character functions.
<code>fcodes.h</code>	Provides declarations for function codes (f-codes).
<code>fdetypes.h</code>	Provides declarations for FDE data types. You must include it in all FDK clients that use the FDE.
<code>fdk_env.h</code>	Provides top-level header file for individual platforms.
<code>fencode.h</code>	Provides declarations for API and FDE font encoding functions.
<code>fhash.h</code>	Provides declarations for FDE hash functions.
<code>fioutils.h</code>	Provides declarations for FDE I/O utility functions.
<code>fltstub.h</code>	Provides declarations for filter functions.
<code>fm_base.h</code>	Defines types and data structures for the Structure Import/Export API. It is included by <code>fm_struct.h</code> .
<code>fm_comma.h</code>	Only present for backward compatibility. Use <code>fcodes.h</code> .
<code>fm_psr.h</code>	Defines types and data structures for the Structure Import/Export API. It is included by <code>fm_struct.h</code> .
<code>fm_rdr.h</code>	Defines types and data structures for the Structure Import/Export API. It is included by <code>fm_struct.h</code> .
<code>fm_sgml.h</code>	Retained for backward compatibility—use <code>fm_struct.h</code> instead.
<code>fm_struct.h</code>	Provides declarations for Structure Import/Export API functions. You must include it in all Structure Import/Export API clients.
<code>fm_wtr.h</code>	Defines types and data structures for the Structure Import/Export API. It is included by <code>fm_struct.h</code> .
<code>fmemory.h</code>	Provides declarations for FDE memory functions.
<code>fmetrics.h</code>	Provides declarations for FDE metric functions.
<code>fmifdata.h</code>	Provides declarations for FDE Maker Interchange Format (MIF) functions.
<code>fmifmacr.h</code>	Provides macros for writing MIF statements.

File	Purpose
fmifname.h	Provides definitions for MIF statements.
fmifstmt.h	Provides declarations for FDE MIF statement functions.
fmifstrt.h	Provides MIF data structures.
fmiftype.h	Provides basic data structures used by MIF data structures.
fpath.h	Provides definitions used by filepath functions.
fprogs.h	Provides declarations for FDE progress functions.
fstdio.h	Provides declarations for FDE I/O functions.
fstrings.h	Provides declarations for FDE string functions.
fstrlist.h	Provides declarations for FDE string list functions.
fstrres.h	Provides internally used string resource functions. Do not include with your FDK clients.
futils.h	Provides declarations for FDE utility functions.

## lib

The `lib` folder contains the library files listed in the following table.

File	What it contains
api.lib	The API library. To use any API functions, you must link this library with your client.
fdk.lib	The FDE library. To use any FDE functions, you must link this library with your client.
fmdbms32.lib	FDK heap management library. Link all FDK clients with this library.
fmstruct.res	Provides SGML/XML resources. You must link all Structure Import/Export API clients with it.
struct.lib	Provides Structure Import/Export API functions. You must link all Structure Import/Export API clients with it.

## doc

The `doc` folder contains the FDK documentation for all platforms in Adobe Acrobat PDF.

PDF file	Description
fdkguide.pdf	The <i>FDK Programmer's Guide</i>

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PDF file	Description
fdkref.pdf	The <i>FDK Programmer's Reference</i>
relnotes.pdf	The release notes for the FDK and information on new features and changes to the FDK since the last release
samplelist.pdf	A list of the code samples shipped with the FDK, including brief descriptions of each one.
structapi.pdf	The <i>Structure Import/Export API Programmer's Guide</i>

## samples

The `samples` folder contains the code for sample clients and a sample dialog resource file. The `samples\winsamp` folder contains the code for a sample client that is specific to the Windows platform.

For a list of the samples that are included with the FDK, and a brief description of each one, see the online document `samplelist.pdf`. This file is included with the FDK in the `doc` folder.

The other folders in the `samples` folder (with the exception of `dre`) include one or more source (`.c`) files, appropriate header (`.h`) files and appropriate workspace, solution, and project file. All the sample code in those folders is platform independent. With an appropriate makefile, you can compile it on any of the platforms the FDK supports. For information about a client, see the comments at the beginning of the client's source (`.c`) file.

**IMPORTANT:** *Permission to use, reproduce, modify, and distribute the Sample Clients is for the sole purpose of integrating your software applications with Adobe Systems Incorporated ("Adobe") software ("Sample Clients" are defined as those files located in the `fdk\samples` folder). Such permission is hereby granted without fee, provided that*

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