

The following is a guide of best practices for how to best set up InDesign templates to make XML digital export from the new engine more successful.

SCHOLASTIC

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Remove any text frames and/or linked images from the pasteboard. Otherwise they risk being exported and causing confusion as this would not be wanted content for the digital application.

Consistent Style Sheet Name Application

Apply Paragraph and Character style sheets names consistently in order for the content to be treated as a unique element on the digital side.

Note: In order for content to be easily assessed and understood across the Composition team and Development team, we recommend assigning unique name(s) to pieces of content. Even though the Composition team might not know the app's final design, they can prepare content for the Development team by naming content into sections and subsections by applying unique names to element labels, paragraphs, and character styles. This approach will also help with creating XML Rules for future templates.

Bold and Italic

The production team can determine unique style names to describe what is intended for the content; bold and italic styling doesn't need to be named "bold" or "italic." Just apply proper styles to this content; the engine will translate those in the export.

Note on Block quotes: In past templates, block quotes were used. If it is ever used again, assigning a unique paragraph/character style name, "Blockquote," to this content will work.

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Overrides

The engine captures local overrides. If local overrides are applied to content in the templates, a Compositor's Best practice should be to get them fixed before running the engine. Still, the engine captures all overrides at the corresponding element tags.



Sidebar Content

Sidebar content, like in the example (from Short Reads Decodable TG Lesson Template), is not used in all of the templates. The styles applied to the heads in sidebar content separates it for the engine into sections. The number of sections is not limited to the number of sections you see in the example. Therefore, sections in sidebar content will vary, and style sheets should be flexible to allow the number of sections needed. We call this

Generic styling.

Generic styling is styling sections with a more boilerplate naming convention. The sections in the sidebar content (for example, the headers in blue) are not bound to the name of the style sheet. Generic styling provides a more universal way of separating content for the engine:

Example: "Sidebar- B-Hed"

Customized styling can also be applied to sidebar content if the sections of content do not change and remain in the same order.



Examples: "Sidebar- Genre-Hed" and "Sidebar- Phonics-Focus-Hed"

Note: This requires stricter validation for the engine and will validate only if these sections do not change and remain in the same order.

These two kinds of styling work for the engine. The engine can handle both. We are including both options for future projects in case a **Customized** Styling vs. a **Generic** styling is needed.

A recap of the Styling recommended:

- Generic Styling the style applied for each blue sidebar header should all be the same, being consistent with the use of the paragraph style as it is now in the current templates. This approach allows for creating a single rule that can capture an arbitrary amount of sections.
- 2. **Customized Styling** the style for each blue sidebar header should be unique (for example, Sidebar-Generic-Hed, Sidebar-Phonic-Hed, etc.) This approach allows for creating a single rule when there is a definitive need to target a specific section.

Generic Styling is the best-recommended approach for creating styles for the engine.

Note: There might be cases when sections of content are unique enough that might require customized paragraph style sheet names.

Teacher Script

Teacher scripts are styled "italic." If the design treatment of teacher scripts needs to be changed into a more customized look, then a unique character style name must be given in order for the Dev team to know that it requires a different treatment. For example, if the new design treatment requires the color to change to purple, then the unique name should be **"Teacher Script"** to reflect the Teacher Script content.

Avoiding Paragraph Returns and Applying Soft Returns

Avoid applying a paragraph return to a sentence in a paragraph. When you apply a paragraph return, the content that follows after the paragraph return splits into a new tag. Applying a soft return keeps the content together in one tag, which is correct. See below examples for reference. **Correct:** Applying a soft return to a sentence in a paragraph keeps content together in one tag. **Incorrect:** Applying a paragraph return to a sentence in a paragraph splits the content into two separate tags.

CORRECT



INCORRECT

W	Text. Set. 12: Cooking Science Paragraph Return splits content into two separate tags hole- and Small-Group Instruction Options The following steps offer specific instruction you may use if you are guiding children through this text set in whole- or small-group instruction.
635	<pre>Paragraph Return splits content into two separate tags</pre>
636	<pre><instructional-options-text _section-title="Instructional Options" _seq-type="section" _type="text" group="section 3 instructional options" section-content-sequence="2" section-sequence="2"></instructional-options-text></pre>
637 638	<text justification="center_align" list="no_list"> <range leading='ws="false"' style="[Mone]" trailing='ws="true"'>The following steps offer specific instruction you may use if you are guiding children through</range></text>
639	
641	<pre>>/instructional-options-text _type="text" _seq-type="section" _section-title="Instructional Options" _section-sequence="2" _section-content-sequence="2" _group="section 3 instructional options"></pre>
642 643	<pre><text justification="center_align" list="no_list">- <range leading-ws="false" style="[None]" trailing-ws="false">this text set in whole- or small-group instruction.</range></text></pre>
644 645	



Ordered/Numbered Lists and Checklists

List items should only be created with paragraph style sheets. If a List type (Ordered, Numbered, or Checklists) is styled differently, a unique paragraph and character style name(s) needs to be applied. While we didn't find any examples of this in the Ready for Reading templates, it is a good practice to keep in mind in the future to do so.

Here are some examples:

- Items that have special icons instead of bullets or numbers ۲
 - Past File Example 0
 - BL_TG_G1U1_W03D2_090-095



Current Test File Example 0

TEST_Short Reads Decodable_TG_Lesson_Template_ATOMIC_BestPract



XML Results



- Items with hanging indents, with or without n-dashes
 - Past File Example

BL TG G1U1 W03D2 090-095



o Current Test File Example

TEST_Short Reads Decodable_TG_Lesson_Template_ATOMIC_BestPract



XML Results



- Items that have a specific color that needs to translate into digital
 - Past File Example

EC3-5_TG_Eng_Lang_T2W02_028-037





• Current Test File Example

TEST_Short Reads Decodable_TG_Lesson_Template_ATOMIC_BestPract



XML Results



Reverse number order

The number in the bullet list gets converted as text. The number is no longer embedded in the paragraph style sheet.





• Current Test File Example

TEST_Short Reads Decodable_TG_Lesson_Template_ATOMIC_BestPract

Find/Replace Font Change Case	•		SIN CORES ANIMOS MAGINIAL
Type on a Path	•		Reverse Order Bullet
Notes Track Changes	*		1. Lloruem
Insert Footnote Document Footnote Options			2. Lloruem
Insert Endnote Document Endnote Options			3. Lloruem ¹
Convert Footnotes and Endnotes.	•		4. Lloruem
Hyperlinks & Cross-References Text Variables	*		5.»Lloruem
Bulleted & Numbered Lists	•	Apply Bullets	4.»Lloruem
Insert Special Character	E.	Remove Numbers Restart Numbering	3.»Lloruem
Insert White Space Insert Break Character Fill with Placeholder Text		Convert Numbering to Text Define Lists	2.»Lloruem
Hide Hidden Characters	1#7		1.»LIOIUEIII#
Universal Type Client	•		

XML Results



Outlined (or Circled) Text for Emphasis in Instruction

Assign unique paragraph/character style name(s) to this content consistently in order for the content to be treated as a unique element on the digital side.

Icons

Graphic symbols that can serve as decorative art or serve as a function for a program. Icons are created in multiple ways. Below are a few examples found in the templates.

Embedded icons with external image links that need to appear in line with the text in the App are images that get extracted like all other images.

 In the box unit below, both print and digital contain the icon art. The source file contains no distinguishing style sheets to indicate "Multilingual Learners."

Best Practice:

 This content will need a unique style applied to the header content or an element label to the text box so that it can be associated with an icon on the Dev/App end.



Note: A test was made in Wiley Blevins-Word Study Card_template against the engine, and the icon (currently not set as an inline graphic) "WB_icon_multilingual.ai" in sidebar content step 2 section 2, does appear in the transformation XML inline with the sidebar content following.

Indesign Test file





2) Lozenges that have icons in print will appear the same in digital:

Read to Know TG Lesson Review

• **Print** Icon below found in the Read to Know TG Review Lesson Template is a grouped object embedded in the paragraph.



• Digital Icon appearing on the App



Best Practice

• This type of content needs a character style, "Lozenge" applied to it.

Icons with external image links in the R4R provided templates

Wiley Blevins Lessons



Read to Know Lesson and Lesson Reviews



Example File



Genre Exploration

Each Review text relates to a common Watch & Learn video that builds background and vocabular genres. Review Book 2, Cat Is Stuck, is a fantasy. It tells a story using characters and events that cou life

English-Language Arts Focus: Characteristics of genres



Watch & Learn Video All Kinds of Books From fiction and nonfiction to Review Book 2: Cat Is Stuck Fantasy Cat is stuck in

a tree! But Frog, Skunk, Chick, and Dog are on t way to help. Can they h her get down? Video focus on fiction

After Reading

Discuss the Text. Use the following questions to monitor comprehension a reinforce knowledge and vocabulary.

- What is a skeleton? Why is it important? Key Ideas and Details/¬ Content-Area Vocabulary
- Where is your spine? Why is it important? Key Ideas and Details
- What is one fact from this book you might like to share with a friend or family, Why? Retell/Reflect

Respond and Write Anvite children to write and draw about key ideas f the text and to solve a riddle. Informative/Explanatory#





Extend the Reading: To build fluency, have children read decodable text. For decodable book lesson guidance and recommended texts, see Program Guide page XX.



Upper Case/Small Case Text

To ensure the correct font style rendering in digital for Upper Case and Small Case, the tool can/will read the All Caps/Small Caps however they are applied. Naturally, the best approach is setting the Case style in the paragraph style sheet.

To show how the engine works with "Cases," we set two scenarios of how "Cases" are applied. The engine captures them differently:

1) Applying "Cases" in the Paragraph Style





2) Applying "Cases" using the Text Palette



XML Results (Upper Case All Caps Text)



2 are successful but different results



Selecting the desired text and changing the "Case"

- a) Select Text > Right click > Menu > Change Case
 - Selecting text and changing the case will appear correctly

in the range tag. <range capitalization="ALL-CAPS">

tag to the content in the XML



XML Results

capitalization NORMAL teading-ws- rate traiting-ws- true second reading-/r	ange>
<pre>sparagraph isstification="left align" list="bullet list"></pre>	
<content leading-ws="false" style="Bullet" trailing-ws="true">ASK A VOLUNTEER TO</content>	READ THE TITLE.
<ranges></ranges>	
<pre><range co<br="" font-family="Roboto" font-name="Regular" font-size="9" style="[None]">NORMAL" leading=ws="false" trailing=ws="true"\ASK A VOLUNTEER TO READ THE TITLE</range></pre>	lor="Black" capitalization="
	- y runger
<pre><paragraph justification="left_align" list="bullet_list"></paragraph></pre>	
<content leading-ws="false" style="Bullet" trailing-ws="true">Have children whisp</content>	er read on their own, this ti

b) Select Text > Properties Menu > Change Case

Note: This approach is NOT a Best Practice approach. The ideal

approaches are the recommendations listed above.

• Selecting text and changing the case will NOT apply a <range

capitalization="ALL-CAPS" > tag to the content in the XML



XML Results

children in the story are doing. Use the following questions to monitor comprehension.</content>
<ranges>
<range style="[None]" font-family="Roboto" font-name="Regular" font-size="9" color="Black" capitalization="
NORMAL" leading-ws="false" trailing-ws="true">AFTER CHILDREN READ, talk about what the children in the story
are doing. Use the following questions to monitor comprehension.</range>
</range>

Text Columns/Row Spacing & Layout

This applies to situations where consistent whitespace between words and/or sentences on a single line are needed. (It does not apply to multiple lines intended to line up neatly into columns. The latter would be solved either with tabs or tables.)

There are two ways of applying whitespace throughout a single line of content:

- Customized Whitespace (present in the RTM Short Decodables template)
- Placing content in tables.

The following are examples of the InDesign layout and the XML Results

Text Columns/Row Spacing & Layout Examples

- Customized Whitespace (present in the Short Decodable template)
- Replacing Whitespace with Unicode (adding a Unicode replacement based on the Unicode matrix provided. See Special Characters section) Creating content as a table

InDesign File

To have children practice reading decodable words, write the following words for them to ready																	
Sam ·	sat		mat		at		am		pat		tap		Pam		Pat		ma
Sam »	sat	»	mat-	»	at	ж	am.	»	pat-	»	tap	»	Pam-	ж	Pat	»	ma
Sam	sat		mat∎	_	at		am		pat∎		tap		Pam		Pat		maj

Note: The best practice approach is applying a unique paragraph style sheet

like in the Short Reads Decodable Teacher Guide template

XML Results for all Special Characters and Whitespaces

To match custom spacing in print for digital, in the digital matrix provided

ACE-94 Special Characters, assigning a special character to say, six blank

spaces is an approach.

Customized Whitespace (present in the final template)
a) por ugruphi
<pre><pre>context style="Body Text Centered Justified" list="no_list"></pre></pre>
<pre>sranges></pre>
<pre><range capitalization="NORMAL" color="Black" font-family="Roboto" font-name="Bold Italic" font-size="9" leading-ws="false" style="Italic Bold" trailing-ws="false"> Sam sat mat at am pat tap Pam Pat map</range></pre>
<pre>cranne style="[Nonel" font-family="Roboto" font-name="Regular" font-size="9" color="Black" capitalization="NORMAL" leading-ws="true" trailing-ws="true"/></pre>
Tabbed Content
<pre>cparagraph justification certailing tiste no_tist ></pre>
<range capitalization="NOBNAL" color="Black" font-family="Roboto" font-name="Bold Italic" font-site="9" leading-ws="false" style="Italic Bold" td="" tra<="" trailing-ws="false"></range>
Sam sat mat at am pat tap Pam Pat map
<pre>range styte= [None] ront-ramity= Roooto" font-name="Bold Italic" font-size="9" color="Black" capitalization="NORMAL" leading-ws="true" trailing-ws="true"/></pre>
Content in Table

In addition to assigning special characters to spacing, another recommended approach would be to apply a character style sheet such as "blank-space-2" or "blank-space-3" to any current space characters; the number added would be the number of spaces desired between the words.

Fill in The Blanks/Write-on Lines (WOL)

Fill in the blanks and write-on lines are blank lines giving the reader the task to replace them with missing content. Currently, write-on lines are created with the character style "In-Line Graphic" (found in the Wiley Blevins Word Study Card Template.) The issue is that in some fonts in digital, multiple consecutive underscores may present as a white gap instead of a contiguous line; this depends on the font and can be different from print to digital.

As a recommended approach for the engine, fill-in-the-blanks and write-on lines should be consistently applied with unique character-style names. Decide on the different fill-in-the-blank lengths, for example, short, medium, long, and full width. Agreeing on a standard will help maintain consistency for rendering them in the application. There are two ways to apply fill-inthe-blanks and write-on lines:

• As Paragraph Styles and Character Styles

Note: Font families/typefaces are not being passed in the target XML because our application does not read them. Any special font added to that section of text would not appear.

Write-on-Lines Using Paragraph styles and Character styles

Applying a unique paragraph style and/or a character style to a write-on-line (WOL) provides the Dev team an indicator that a write-on line is needed. It also gives markers when creating an XML Rule.

In the example below, the write-on lines styled with paragraph styles and character styles are given unique names. The paragraph style is Body (normal). The character style is where the

unique names are given. The WOL is created using the underline options and hitting the spacebar.

Note: WOL with an underline and hitting the spacebar (i.e., 20 spaces) will collapse to one space in the XML export (implicit rule).

Best recommended approach: 2 character style sheet for 2 WOLs.

- Character style sheet: Write-On Line
- Paragraph style sheet: Write-On Line Full Width

Vocab Terms/Glossary Words/Key Words

If these become part of a glossary, it will be essential to know what these are so the export process can handle them. Because this type of content is at the character level, a unique character style name needs to get applied to this content. The engine will extract the style name.

Note: The character style name given is under <range> in the XML data.

Content for Different States

Content to be extracted for different states' versions, like for California or Georgia, placed on separate layers. The engine is able to extract layers from InDesign and target the layer names. In the test case below, three layers were used, California, Georgia, and National (base layer). On each layer, content tested, "Review Book X", was intentionally modified for the test.

InDesign File Example

TEST-Content-Different-States-ATOMIC



Georgia Layer (ATOMIC TEST - GA)





Base Layer (ATOMIC TEST - BASE)

XML Results

•	TEST-	Content-Different-States-ATOMIC_transformed.xml ×
	1	<data></data>
	2	<layers></layers>
	3	<layer visible="false"></layer>
	4	<id>11469</id>
	5	<pre><name>ANNOTATIONS</name></pre>
	6	
	7	<layer visible="false"></layer>
	8	<id>15542</id>
	9	<pre><name>ATOMIC TEST - GA</name></pre>
	10	
	11	<layer visible="false"></layer>
	12	<id>15237</id>
	13	<pre><name>ATOMIC TEST - CA</name></pre>
	14	
	15	<layer visible="true"></layer>
	16	<id>345</id>
	17	<pre><name>ATOMIC TEST - BASE</name></pre>
	18	
	10	

All Layers



Georgia Layer



<pre><paragraph justification="left_align" list="no_list"></paragraph></pre>
<pre><content leading-ws="false" style="Body Text" trailing-ws="true">Review</content></pre>
Book 3, Cat Is Stuck, offers a consolidated review of the targeted phonic
elements from Text Sets 4-6. This Review Book can be highly useful as a
means of formative assessment as it can help you evaluate children's
facility with skills they've been learning and practicing so that you can
assess mastery and determine needs for additional support.
<ranges></ranges>
<range <="" font-family="Open Sans" font-name="Regular" style="[None]" td=""></range>
<pre>font-size="9" color="Black" capitalization="NORMAL" leading-ws="false"</pre>
trailing-ws="false" condition="ATOMIC TEST - CA">Review Book 3
<range <="" font-family="Open Sans" font-name="Begular" style="[None]" td=""></range>
font-size="9" color="Black" capitalization="NOBMAL" leading-ws="false"
trailing-ws="true">.

California Layer

Base Layer (National)

Threaded Text Boxes

InDesign text stories flowing to multiple boxes are "threaded" (linked). This approach in InDesign does not affect the engine. It can extract the content correctly and in the correct order. As a test case, we used the Read to Know TG Review Lesson, creating threaded text frames, and no issues were found.

Side Note: This has no bearing on content getting extracted, but as reference,

in the XML Transformation, the engine gives markers when threaded content begins and ends.

Credits

Assign a unique paragraph/character style named, **"Credits"** to this content in order for the content to be treated as a unique element on the digital side.

Image "Display-Order"

The engine captures images but not in order. Compositors can add element labels to images so the digital app can know how they appear.

Note: Please follow the established naming convention to correctly name element labels.

However, if wireframe mapping for the digital app are available, you can name element labels to images in accordance to what the naming convention the Dev team will use for the digital app.

The Wiley Blevins Word Study Card template, **WBTPK3_2023_WSLC_Plurals**, is a perfect example of this. In the InDesign file, the names of the element labels for the images in the Overview section were named to align with the naming convention the Dev team will use.

InDesign File

WBTPK3_2023_WSLC_Plurals



Wireframe Mapping - Wiley Blevins Overview Section



Special Characters

Special Characters (glyphs) are non-alphanumeric characters that can be rendered on a standard, American-English keyboard. They are features (glyphs) used in everyday content. Examples: [®] and [™]. Soft returns and no break characters translate to a single space in the App. The XML converts these special characters to their encoded Unicode standard. A complete list of all the special characters within InDesign are below and provided in <u>ACE-94</u>; the export processes will ensure the handling of all of these characters. However, the composition team

will need to update characters, not exporting as expected. Determine the best way to render these before transferring them to the App via a preview tool: <u>Unicode Converter</u>

Special Characters Matrix

The Special Characters Matrix below is also available here: Matrix (Excel Sheet.

Name	Definition	Unicode	Symbol
ARABIC_COMMA	Inserts an Arabic comma.	U+060C	۲
ARABIC_KASHIDA	Inserts an Arabic kashida.	U+0640	NA kashida inserted to stretch characters or to carry tashkil with no base letter also used with Adlam, Hanifi Rohingya, Mandaic, Manichaean, Psalter Pahlavi, Sogdian, and Syriac
ARABIC_QUESTION_MARK	Inserts an Arabic question mark.	U+061F	٢
ARABIC_SEMICOLON	Inserts an Arabic semicolon.	U+061B	·
AUTO_PAGE_NUMBER	Inserts an automatic page number.	NA (No Space)	NA (Hidden Character) Note: Hexa: 5341706E
BULLET_CHARACTER	Inserts a bullet character.	U+2022	•
COLUMN_BREAK	Inserts a column break.	NA (Single Space)	"NA (Hidden Character) Note: Hexa: 53436C42"

COPYRIGHT_SYMBOL	Inserts a copyright symbol.	U+00A9	©
DEGREE_SYMBOL	Inserts a degree symbol.	U+00B0	0
DISCRETIONARY_HYPHEN	Inserts a discretionary hyphen.	U+00AD	NA (Hidden Character) A discretionary hyphen is manually inserted where you, the user, want a word to break if and when that word appears at the end of a line. If the text reflows and the need for hyphenation is eliminated, the hyphen disappears.
DISCRETIONARY_LINE_BREAK	Inserts a discretionary line break.	U+200B	NA (Hidden Character) The difference between the two is that the former, the discretionary hyphen, breaks with a hyphen while a DLB just breaks, sans hyphen. DLBs are useful as occasional substitutes for manual line breaks or soft returns.
DOTTED_CIRCLE	Inserts a dotted circle.	U+25CC	0
DOUBLE_LEFT_QUOTE	Inserts a double left quote.	U+201C	"
DOUBLE_RIGHT_QUOTE	Inserts a double right quote.	U+201D	11
DOUBLE_STRAIGHT_QUOTE	Inserts a double straight quote.	U+201C	П

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ELLIPSIS_CHARACTER	Inserts an ellipsis character.	U+2026	
EM_DASH	Inserts an em dash.	U+2014	
EM_SPACE	Inserts an em space.	U+2003	NA (Hidden Character)
END_NESTED_STYLE	Inserts an end nested style here character.	NA (No Space)	NA (Hidden Character)
EN_DASH	Inserts an en dash.	U+2014	_
EN_SPACE	Inserts an en space.	U+0020	NA (Hidden Character)
EVEN_PAGE_BREAK	Inserts a break to the next even page.	NA (No Space)	Hidden Character Asterisks are among the most common symbols used to indicate section breaks in a book.
FIGURE_SPACE	Inserts a figure space.	U+2007	NA (Hidden Character)
FIXED_WIDTH_NONBREAKING_SPACE	Inserts a fixed-width nonbreaking space.	U+00A0	NA (Hidden Character)
FLUSH_SPACE	Inserts a flush space.	NA (Single Space)	NA (Hidden Character)
FOOTNOTE_SYMBOL	Inserts a footnote symbol.	NA (No Space)	*, †, ‡, §, , ¶

Ч

FORCED_LINE_BREAK	Inserts a forced line break.	U+000C	NA (Hidden Character)
FRAME_BREAK	Inserts a frame break.	NA (No Space)	NA (Hidden Character)
HAIR_SPACE	Inserts a hair space.	U+200A	NA (Hidden Character)
HEBREW_GERESH	Inserts a hebrew geresh.	U+05F3	,
HEBREW_GERSHAYIM	Inserts a hebrew gershayim.	U+05F4	"
HEBREW_MAQAF	Inserts a hebrew maqaf.	U+05Be	-
HEBREW_SOF_PASUK	Inserts a hebrew sof pasuk.	U+05C3	:
INDENT_HERE_TAB	Inserts an indent to the character.	NA (Single Space)	NA (Hidden Character)
LEFT_TO_RIGHT_EMBEDDING	Inserts a left to right embedding mark.	U+202A	NA (Hidden Character)
LEFT_TO_RIGHT_MARK	Inserts a left to right mark.	U+200E	NA (Hidden Character)
LEFT_TO_RIGHT_OVERRIDE	Inserts a left to right override mark.	U+202D	NA (Hidden Character)



NEXT_PAGE_NUMBER	Inserts the next page number.	U+2398	NA (Hidden Character)
NONBREAKING_HYPHEN	Inserts a nonbreaking hyphen.	U+2011	NA (Hidden Character)
NONBREAKING_SPACE	Inserts a nonbreaking space.	U+00A0	NA (Hidden Character)
ODD_PAGE_BREAK	Inserts a break to the next odd page.	NA (Single Space)	NA (Hidden Character)
PAGE_BREAK	Inserts a page break.	NA (Single Space)	Hidden Character. Asterisks are among the most common symbols used to indicate section breaks in a book.
PARAGRAPH_SYMBOL	Inserts a paragraph symbol.	U+00B6	٩
POP_DIRECTIONAL_FORMATTING	Inserts a pop directional formatting mark.	U+202C	NA (Hidden Character)
PREVIOUS_PAGE_NUMBER	Inserts the previous page number.	NA (No Space)	NA (Hidden Character)
PUNCTUATION_SPACE	Inserts a punctuation space.	U+0020	NA (Hidden Character)
QUARTER_SPACE	Inserts a quarter-width space.	U+0020	NA (Hidden Character)
REGISTERED_TRADEMARK	Inserts a registered trademark.	U+00AE	®

4

RIGHT_INDENT_TAB	Inserts a right indent tab.	NA (Single Space)	NA (Hidden Character)
RIGHT_TO_LEFT_EMBEDDING	Inserts a right to left embedding mark.	U+202B	NA (Hidden Character)
RIGHT_TO_LEFT_MARK	Inserts a right to left mark.	U+200F	NA (Hidden Character)
RIGHT_TO_LEFT_OVERRIDE	Inserts a right to left override mark.	U+202E	NA (Hidden Character)
SECTION_MARKER	Inserts a section marker.	NA (No Space)	NA (Hidden Character)
SECTION_SYMBOL	Inserts a section symbol.	U+00A7	NA (Hidden Character)
SINGLE_LEFT_QUOTE	Inserts a single left quote.	U+2018	1
SINGLE_RIGHT_QUOTE	Inserts a single right quote.	U+0027	1
SINGLE_STRAIGHT_QUOTE	Inserts a single straight quote.	U+0027	1
SIXTH_SPACE	Inserts a sixth-width space.	U+2006	NA (Hidden Character)
TEXT_VARIABLE	Inserts the specified text variable.	NA (No Space)	NA (Hidden Character)
THIN_SPACE	Inserts a thin space.	U+2009	NA (Hidden Character)



THIRD_SPACE	Inserts a third-width space.	NA (Single Space)	NA (Hidden Character)
TRADEMARK_SYMBOL	Inserts a trademark symbol.	U+2122	тм
ZERO_WIDTH_JOINER	Inserts a zero width joiner.	U+200D	NA (Hidden Character)
ZERO_WIDTH_NONJOINER	Inserts a zero-width non-joiner.	U+200C	NA (Hidden Character)

Special White Space

Whitespace used in print gets converted by the engine as a single space. If customized space gets applied, a Unicode is needed for the engine to convert the customized space correctly. It will take the Unicode and translate it to the customized space.

You can use the Unicode Matrix provided in <u>ACE-94 - Special Characters</u> to find the correct Unicode.



- Em Space
- Nonbreaking Space
- Hair Space
- Thin Space
- Third Space
- Figure Space

- En Space
- Nonbreaking Space (FixedWidth)
- Sixth Space
- Quarter Space
- Punctuation Space
- Flush Space

XML Results (Whitespace)



<pre><naragraph <="" justification="left align" pre=""></naragraph></pre>	" list="no list">
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<pre><paragraph)<="" justification="left_align" pre=""></paragraph></pre>	"list="no_list">
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<ranges></ranges>	
<range font-famil<="" style="[None]" td=""><td>y="Roboto" font-name="Regutar font-size-"s color-"Black" capitalization="NORMAL" leading-ws="false" trailing-ws="true">Copyright</td></range>	y="Roboto" font-name="Regutar font-size-"s color-"Black" capitalization="NORMAL" leading-ws="false" trailing-ws="true">Copyright
Symbol ©	
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trademark Symbol @	
THE REAL PROPERTY AND	

1826	
1827	<pre>sparage justification="left align" list="no list"></pre>
1828	<content leading-ws="false" style="Body Text" trailing-ws="true">Section Symbol [SpecialCharacters_SECTION SYMBOL]</content>
1820	eranness
1830	sanges style="[None]" font_family="Boboto" font_name="Begular" font_size="0" color="Black" capitalization="NORMAL" leading_wc="falce" trailion_wc="frue">Section
1050	Symbol [SpecialCharacters.SECTION_SYMBOL]
1831	
1832	
1833	<pre><paragraph justification="left_align" list="no_list"></paragraph></pre>
1834	<content leading-ws="false" style="Body Text" trailing-ws="true">Trademark Symbol "</content>
1835	<ranges></ranges>
1836	<pre><range capitalization="NORMAL" color="Black" font-family="Roboto" font-name="Regular" font-size="0" leading-ws="false" style="[None]" trailing-ws="true">Trademark Symbol "</range></pre>
1837	
1838	
1839	<pre><pre>cparagraph justification="left_align" list="no_list"></pre></pre>
1840	<content leading-ws="false" style="Body Text" trailing-ws="rue">Hyphens and Dashes</content>
1841	<ranges></ranges>
1842	<pre><range capitalization="NORMAL" color="Black" font-family="Roboto" font-name="Regular" font-size="9" leading-ws="false" style="[None]" trailing-ws="true">Hyphens and Dashes</range></pre>
1843	
1844	
1845	<pre><pre>cparagraph justification="left align" list="no list"></pre></pre>
1846	<content leading-ws="false" style="Body Text" trailing-ws='true"'>Em Dash -</content>
1847	<ranges></ranges>
1848	<pre><range capitalization="NORMAL" color="Black" font-family="Roboto" font-name="Regular" leading-ws="false" ront-size="9" style="[None]" trailing-ws="true">Em Dash -</range></pre>
1849	
1850	
1851	<pre><pre><pre>cparagraph justification="left align" list="no list"></pre></pre></pre>
1852	<content leading-ws="false" style="Body Text" trailing-ws="true">En Dash -</content>
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1854	<pre><range capitalization="NORMAL" color="Black" font-family="Roboto" font-name="Regular" font-size="9" leading-ws="false" style="[None]" trailing-ws="true">En Dash -</range></pre>
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1857	<pre>sparagraph justification="left align" list="po list"></pre>
1858	<content leading-ws="false" style="C Hed" trailing-ws="true">Special Math Characters</content>
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1961	Consonant BlendsG#x9(Single consonants /b/b, /k/c, /d/d, /f/f, /g/g, /h/h, /j/j, /k/k, /V/L, /m/m, /n/h'sSpecial Math Characters/ range
1963	stande state invite interient de contractione
1002	/ ranges/
1003	
1004	sparagraph justification= tert align (15t="no L15t">
1802	<content leading-ws="Tailing-ws=" style="Body lext" true"="">Plus: U+002B +</content>
1866	<pre><ranges></ranges></pre>



1866	<ranges></ranges>
1867	<pre><range capitalization="NORMAL" color="Black" font-family="Roboto" font-name="Regular" font-size="9" leading-ws="false" style="[None]" trailing-ws="true">Plus: U+002B</range></pre>
00000	+
1868	
1809	
1871	<pre><content leading-ws="false" style="Body Text" trailing-ws="true">Minus: U+2212 -</content></pre>
1872	<ranges></ranges>
1873	<range color="</mark" font-family="Roboto" font-name="Regu<mark>tar" font-size="3" style="[None]">"Black" capitalization="NORMAL" leading-ws="false" trailing-ws="true">Minus:</range>
1074	U+2212 -
1875	
1876	<pre><pre>sparaph justification="left align" list="no list"></pre></pre>
1877	<content leading-ws="false" style="Body Text" trailing-ws="true">Division: U+00F7 +</content>
1878	<ranges></ranges>
1879	<pre><range capitalization="NORMAL" color="Black" font-family="Roboto" font-name="Regutar" font-size="9" leading-ws="false" style="Nonej" trailing-ws="true">Volvision: NoAST is compared.</range></pre>
1880	urour) +
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1882	<pre><pre>ragraph justification="left_align" list="no_list"></pre></pre>
1883	<content leading-ws="false" style="Body Text" trailing-ws="frue">Multiplication: U+00D7 ×</content>
1885	<pre><ranges> cranges> cranges</ranges></pre>
1005	Multiplication: U+4007 x
1886	
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1888	<pre><paragraph isst="no_list" justification="(eff_align"></paragraph></pre>
1890	<ranges></ranges>
1891	<pre><range capitalization="NORMAL" color="Black" font-family="Roboto" font-name="Regular" font-size="9" leading-ws="false" style="[None]" trailing-ws="true">Cent: U+00A2</range></pre>
1000	¢ «Dollar: U+0024 \$
1892	
1894	<pre>sparagraph justification="left align" list="no list"></pre>
1895	<content leading-ws="false" style="Body Text" trailing-ws="grue">Greater than: U+003E > =Less than: U+003C <</content>
1896	<ranges></ranges>
1897	<pre><range 5="" capitalization="worker" cutof="btack" font="size=" style="None;" teading='ws="Talse"' tont='name="Kegutar' trailing='ws="true"'>trailing=ws="true">trailing=ws="true">true">trailing=ws="true">true">true</range></pre>
1898	
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1900	<pre><paragraph justification="left_align" list="no_List"></paragraph></pre>
1901	<content style="body lext" teading-ws="talse" trailing-ws="true">keyboard ampersand (keyboard and unicode appear the same in Appi/contents</content>
1903	arange style="[None]" font-family="Roboto" font-name="Regular" font size="9" color="Black" capitolization="WORMAL" leading no="folge" tragling-ws="true">Samp;:
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1007	and the state which we have a state of the s
1907	<pre><content leading-ws="Taling-ws=" rue"="" style="body lext">Equal: U+003U = «Not Equal to: U+2260 ≠ «</content></pre>
1907 1908	<pre><content leading-ws="Talse" lext"="" styte="bouy" trailing-ws="rue">Equal: U+0030 = #Not Equal to: U+2260 ≠ #</content> </pre>
1907 1908 1908	<content styte="bouy" teading='ws="Taise"' text:="" traiting='ws="rue"'>Equat: u+0030 = =Not Equal to: U+2260 ≠ d</content>
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1907 1908 1908 1909	<pre><cunter: styte="bouy text" teading-ws="Taise" trailing-ws="rue">Equal: u+005U = =Not Equal to: U+2260 # Equal: U+003D = Not Equal to: U+2260 # </cunter:></pre>
1907 1908 1909 1910 1911	<pre><content styte="body text" teading-ws="Talse" trailing-ws="True">tquat: u+wduu = =Not Equal to: U+2260 # </content> Equal:</pre>
1907 1908 1909 1910 1911 1912	<pre><content styte="body text" teading-ws="Taise" trailing-ws="True">tquat: u+005 Equal to: U+2260 # </content> </pre>
1907 1908 1908 1909 1910 1911 1912 1913	<pre><content styte="bouy" teading-ws="Taise" text:="" trailing-ws="rue">true">tquai: u+005U = 4%Ot Equal to: U+2260 # 4%/content> <ranges> <ranges> <ranges> <ranges> <ranges> <ranges> </ranges> </ranges> </ranges> </ranges> </ranges> </ranges> </content></pre>
1907 1908 1908 1909 1910 1911 1912 1913 1914	<pre><content styte="body Text" teading-ws="Talse" trailing-ws="true">tquat: u+0040 = =Not Equal to: U+2260 # #</content> </pre>
1907 1908 1908 1909 1910 1911 1912 1913 1914 1915	<pre><content styte="body text" teading-ws="Talse" trailing-ws="rue">Equal: u+0050 # d</content></pre>
1907 1908 1908 1909 1910 1911 1912 1913 1914 1915 1916	<pre><content leading-ws="Talse" style="Body Text" trailing-ws="true">stquat: u+005U Equal to: U+2260 # #</content> </pre> <pre></pre>
1907 1908 1909 1910 1911 1912 1912 1913 1914 1915 1916 1917	<pre><content styte="body Text" teading-ws="taise" trailing-ws="true">Equal: u+00.00 # #</content> </pre> <pre><cranges> </cranges></pre>
1907 1908 1909 1911 1911 1913 1914 1915 1915 1916 1917 1918	<pre><content style="body text" teading-ws="Talse" trailing-ws="rue">tquat: u+0040 = =Not Equal to: U+2260 # </content> </pre>
1997 1998 1998 1999 1911 1912 1913 1914 1915 1915 1916 1917 1918 1919	<pre><content styte="body text" teading-ws="Taise" trailing-ws="True">Equal: U+00400 = #Not Equal to: U+2260 # #</content> </pre>
1997 1998 1998 1999 1910 1911 1911 1912 1913 1914 1915 1916 1917 1918 1919 1919 1920	<pre><content leading-ws="Talse" style="Body Text" trailing-ws="True">Equal: u+WsJU = #Not Equal to: U+2260 # #</content> </pre> <pre><cranges> <!--</td--></cranges></pre>
1907 1908 1909 1910 1911 1912 1913 1915 1916 1917 1918 1919 1920 1921	<pre><content capitalization="NORMAL" color="Black" font-family="Roboto" font-name="Regular" font-size="9" leading-ws="false" style="none" trailing-ws="true">Equal: <ranges> <ranges> </ranges> </ranges> style="None" font-family="Roboto" font-name="Regular" font-size="9" color="Black" capitalization="NORMAL" leading-ws="false" trailing-ws="true">Equal: U+0030 = NOt Equal to: U+2260 # <!--/range--> style="None" font-family="Roboto" font-name="Regular" font-size="9" color="Black" capitalization="NORMAL" leading-ws="false" trailing-ws="true">Equal: U+0030 = NOt Equal to: U+2260 # style="None" font-family="Roboto" font-name="Regular" font-size="9" color= btack" capitalization="NORMAL" leading-ws="false" trailing-ws="true">Equal: U+0030 = NOT Ext: Style="Roboto" font-family="Roboto" font-name="Regular" font-size="9" color= btack" capitalization="NORMAL" leading-ws="false" trailing-ws="true">Equal: U+0040 = None; closing): Unicode for the opening and closing respectively: & amp;#8216; & amp;#8217; </content></pre>
1997 1998 1998 1999 1910 1911 1911 1912 1913 1914 1915 1916 1917 1919 1919 1921 1921	<pre>ccontent styte="body text" teading-ws="taise" trailing-ws="true">tquat: u+vdsu = =Not Equal to: U+2260 # #</pre>
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1907 1908 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926	<pre><content leading-ws="taise" style="body Text" trailing-ws="true">tquat: u+wsub = =Not Equal to: U+2260 # #</content> </pre>
1990 1998 1999 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1921 1922 1922 1924 1925 1926 1927 1928 1927	<pre>ccontent style="Body Text" teading-ws="taise" trailing-ws="true">tquat: u+WsJU = #Not Equal to: U+2260 # #</pre>
1907 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1923 1924 1925 1926 1927 1928	<pre><content leading-ws="taise" style="Body Text" trailing-ws="true">true">tquat: u+wsuu = =Mot Equal to: U+2260 x #</content> </pre>
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1907 1908 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1921 1922 1923 1924 1925 1926 1927 1928 1929 1931 1933 1934	<pre>scontent styte="boy" text" teading=ws="Taise" trailing=ws="True">true">teading=ws="faise" trailing=ws="faise" trailing=ws="true">Equal:</pre>
1907 1908 1909 1910 1911 1912 1914 1915 1916 1917 1918 1919 1920 1921 1921 1922 1923 1926 1927 1928 1929 1930 1931 1931 1934 1935	<pre>ccontent style="Body Text" leading-ws="Talse" trailing-ws="true">Equal: U+Vesu = wHot Equal to: U+V220 # w cranges> cranges</pre>
1997 1998 1998 1999 1911 1912 1913 1914 1915 1916 1917 1918 1919 1919 1919 1921 1922 1923 1924 1925 1926 1927 1928 1939 1931 1933 1934 1935 1937	<pre><content leading-ws="Tailing-ws=" style="Doty Text" tre"="">Equal: U+Budu = 4Not Equal to: U+Z200 # #</content> </pre> <pre><content capitalization="NORMAL" color="Black" font-family="Noboto" font-name="Regular" font-size="9" leading-ws="false" style="Nonel" trailing-ws="true">Equal: </content></pre> <pre></pre> <pre>content style="Nonel" font-family="Noboto" font-name="Regular" font-size="9" color="Black" capitalization="NORMAL" Leading-ws="false" trailing-ws="true">Equal: </pre> <pre>content style="Nonel" font-family="Roboto" font-name="Regular" font-size="9" color="Black" capitalization="NORMAL" Leading-ws="false" trailing-ws="true">Equal: </pre> <pre>content style="Nonel" font-family="Roboto" font-name="Regular" font-size="9" color="Black" capitalization="NORMAL" Leading-ws="false" trailing-ws="true">Equal: </pre> <pre>content style="Nonel" font-family="Roboto" font-name="Regular" font-size="9" color="Black" capitalization="NORMAL" Leading-ws="false" trailing-ws="true">Equal: </pre> <pre>content style="Nonel" font-family="Roboto" font-name="Regular" font-size="9" color="Black" capitalization="NORMAL" Leading-ws="false" trailing-ws="true">Equal: </pre> <pre>content style="Nonel" font-family="Roboto" font-name="Regular" font-size="9" color="Black" capitalization="NORMAL" Leading-ws="false" trailing-ws="true">Color=Black" capitalization="NORMAL" Leading-ws=</pre>
1907 1908 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1933 1934 1935 1936 1937 1938	<pre>ccontent style="body Text" leading-ws="taise" trailing-ws="tre">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="taise" trailing-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal to: U+Z20 # # ccontent style="body Text" leading-ws="true">Equal: U+Budu = 4Rot Equal: U+Budu = 4Ro</pre>
1997 1998 1998 1999 1910 1911 1912 1913 1914 1915 1916 1917 1918 1921 1921 1922 1923 1924 1925 1926 1927 1928 1930 1931 1932 1933 1934 1935 1936 1937 1938 1937 1938 1937 1938 1937 1938	<pre><content leading-ws="faise" style="body Text" trailing-ws="fue">tquai: u+uesu = #Not Equal to: U+2260 ≠ #</content> </pre>
1997 1998 1998 1998 1910 1911 1912 1913 1914 1915 1916 1917 1918 1914 1915 1916 1917 1918 1921 1922 1923 1924 1925 1926 1927 1928 1929 1931 1932 1933 1934 1935 1938 1938 1939 1934	<pre><content leading-ws="failer" style="body Text" trailing-ws="fue">tquai: u+esu = #Not Equai to: u+2260 ≠ #</content> </pre>
1907 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1933 1934 1935 1936 1937 1938 1939 1934 1934 1934 1934 1934 1934 1934 1934 1940 1941	<pre>content styter ooy text 'tealing-ws="taise" trailing-ws="tue">Equal: UH09.0 = 4Mot Equal to: UH2200 # <</pre> Content styter 'Nome!' font-family='Nobots'' font-name='Regular' font-size='9' color='Black'' capitalization='NORMAL'' leading-ws='false'' trailing-ws='true">Equal: UH0830 = 4Mot Equal to: UH2260 # <Content styter'Body Toxt'' leading-ws=''false'' trailing-ws=''fure">Single quote (open Samp; closing): Unicode for the opening and closing respectively: Samp;#8216; Samp; %2017/singles/ vparagraphips
1907 1908 1908 1909 1910 1911 1912 1914 1915 1916 1917 1918 1921 1921 1922 1923 1924 1925 1926 1927 1928 1939 1931 1932 1933 1934 1935 1936 1937 1938 1939 1934 1935 1936 1937 1938 1939 1941 1942	<pre>content styte="Down Part" teading-ws="Taise" trailing-ws="tue">Equal: UH#930 = 4Not Equal to: UH#250 # <</pre> Content styte="Down Part" teading-ws="Taise" trailing-ws="true">Equal: UH#930 = 4Not Equal to: UH#250 # <//ranges <pre>//ranges <pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>
1907 1908 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1914 1915 1916 1917 1918 1921 1922 1923 1924 1925 1926 1927 1938 1935 1936 1937 1938 1934 1934 1934 1935 1938 1934 1940 1942	<pre>content systeme poor fext" teading-ws="tailing-ws="true"sequal: u+essue = 4Mot Equal to: U+2260 # </pre>
1907 1908 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1929 1931 1933 1934 1935 1936 1937 1938 1939 1940 1941 1942 1943 1944	<pre>scontent systeme poor (EXT: Leading-ws="taile" trailing-ws="true">frages crompes reages</pre>



A Style Applied When Style is not present in the Font Family

When there is a case where content is styled, and the font is not in the font family of the font, the engine will fail from the start. It will not run. In the case example **"TEST_Wiley Blevins-Alphabet Lesson_template_ATOMIC,"** the style "Heavy Italic" is applied to the running header, but the character style "Black italic" is applied.

The engine will fail.



The engine fails to run from the start because "Black italic" is not part of the Font Family Report School. The correct font family that needs to get used is "Heavy Italic." "Heavy italic" is part of the Report School font family.

	**			Character St	tyle Options	
Character Styles						
talic Heavy	[a+] 4	General		Style Name:	Italic Heavy	
Highlighted		Basic Characte	er Formats	Location:		
In-Line Graphic		Advanced Cha	racter Formats	Basic Character Format		
Italic		Character Cole	or			
Italic Bold		OpenType Fea	tures	Font Family:		~
Italic Heavy		Underline Opt	ions	Font Style: Heavy I	talic	~]
lavel Indicator	Alphabet b	Strikethrough	Options	Size: 🗘	∠ Lead	ding: C 🗸
Level Indicator		Export Taggin	g	Kerning	Track	
Lozenge				Kerning.	TIACK	
Run-In				Case:	Y Posit	ion:
Run-In Hed	Alphabet Bb			🗖 Underline	Ligatures	D No Break
					L	
	Character Style Options				11	
			Re Re	porter LT Std		OpenType - PS
General	Style Name: Italic Heavy		0	Reporter LT Std 2		OpenType - PS
sasic Character Formats	Location: Pasic Character Formats		0	Reporter LT Std 2		OpenType - PS
Character Color	busic character romats		T E Re	port School		OpenType - PS
OpenType Features	Font Family:		0	Penert School Bo	ld	OpenType - PS
Underline Options	Font Style: Black Italic 🗸		0	Report School Bo		OpenType - PS
Strikethrough Options	Size: 🗘 👻 Leading: 🗘	~	0	Report School Bo	Id Italic	OpenType - PS
export Tagging	Kerning: 💛 Tracking: 🗘	~	0	Report School He	avy	OpenType - PS
	Case: V Position:	~	0	Report School He	avy Italic	OpenType - PS
			0	Report School Ita	lic	OpenType - PS
	🗖 Underline 🗖 Ligatures 🗖 No Break					
	Underline Ligatures No Break Strikethrough		0	Report School Re	qular	OpenType - PS
	 Underline Ligatures No Break Strikethrough 		0	Report School Re	gular	OpenType - PS

If an error like this occurs:

 Review character styles in InDesign file, make sure the style in the font family exists and is correct in the Character Style panel, go to "Edit" and open the Character Style Options window.

On the left side of the window, scroll down to "Basic Character Formats" and then go to "Font Family."

In the "Font Family" field, type in the font name (in the example it is *Report School* font).

By typing in the font name the font family will appear. There you can see if the font style was correctly applied.

Element Labels

Element labels target content at the item frame level (one level above the text frame). Applying element labels to text frames organizes the content, simplifying XML Rules.



It also allows you to further target content at the; text frame, paragraph, and character level. See the Best Practice section, "Element Labels with Separated Text Frames for Creating Rules," for more information.

InDesign File Example (Set up to test Element Labels)

ATOMIC_Short Reads Decodable_TG_Lesson_Template_TEST_Element_Labels



XML Results

ATOMIC_Short Reads Decodable_TG_Lesson_Template_TEST_Element_Labels_transformed.xml

Text Frames

Text frames help group and organize content into sections. Text Frames are important because tagging element labels to them act as markers when creating XML Rules. Applying element labels to text frames is recommended in creating XML Rules. In doing so, all the content in that text frame gets tagged at the most top-level (even before the text frame), simplifying the XML Rules. Rules.

Note: A recommended approach is separating content into individual text frames per section. See the Best Practice section, "Element Labels with Separated Text Frames for Creating Rules."

InDesign File Example (Set up to test Separate Text Frames)



ATOMIC_Short Reads Decodable_TG_Lesson_Template_TEST_Element_Labels



Element Labels with Separated Text Frames for Creating XML Rules

Using element labels with separated text frames is our recommended Best Practice approach to separating content. Tagging this way structures, isolates, and groups content more precisely. It also helps to create more generic XML Rules that do not target specific content. For example, when creating an XML Rule, markers are needed.

Markers are designated points targeting pieces of content that the engine captures and parses. Markers assigned to an element label are at the item level (top level, meaning one above text frame level). This allows you the flexibility to use additional markers (if needed) at the text frame, paragraph style, and character style. Element labels with separated text frames contain sections of content from the title through the end of a paragraph. Content with multiple sections (multiple titles and paragraphs) in one text frame will require XML rules that look at specific content to capture and separate content into sections. While this is not wrong, it creates more work and a less generic XMI Rule file. Applying XML Rules with element labels in separated text frames simplifies the process because the content is isolated and contained in the element label and text frame. We created two XML Rule files, one **using element labels and**

separated text frames (<u>Wiley Blevins ACE-28</u>) and the other without (<u>Read to Know TG</u> <u>Review Lesson ACE-93</u>). You can see how using element labels with separated text frames makes the content more structured and organized.

Metadata

When we talk about metadata in this Best Practice document, we only reference metadata that will be a part of the composition workflow within InDesign/InCopy/Woodwing. We have defined that metadata to be the skills, unique UUIDs, Lesson IDs, Alt Text, and Cross-reference content; below are more details on each type.

Skills

Skill metadata will be added via WoodWing custom metadata fields tied to a WoodWing database object (Layout and/or Article). The Production team will provide directions on how to add these skills.



Properties							
General Skills Export							
Skill 1	Alphabet > Aa > r4r_skill_001	~					
Skill 2	Alphabet > Kk > r4r_skill_011	~					
Skill 3	Consonants & Short Vowels > b > r4r_skill_027	~					
Skill 4	Consonant Blends > Consonant Blends > r4r_skil	~					
Skill 5	Consonant Digraphs > Digraph ch > r4r_skill_06	~					
Skill 6	Word Study > Suffixes -ful[comma] -less[comma	~					
Skill 7	[None]	~					
Skill 8	[None]	~					
Skill 9	[None]	~					
Skill 10	[None]						
Skill 11	[None]						
Skill 12	[None]	~					
Skill 13	[None]	~					
Skill 14	[None]	~					
Skill 15	[None]	~					
Reminder							
		ок					

	Troportion
General Skills Export	
Skill 1	Alphabet > Aa > r4r_skill_001
Skill 2	Alphabet > Kk > r4r skill 011
Skill 3	Consonants & Short Vowels > b > r4r skill 027
Skill 4	Consonant Blends > Consonant Blends > r4r skil ~
56111 5	Conconant Digraphs > Digraph ch > rdr skill 06 ×
Skill S	Ward Study > Sufficient full annual lassicament v
Skill O	Word Study > Sumixes -runcomma - essicomma - Word Study > Contractions With would (-/d) and have (-/w) > r4r skill 104
Skill 7	Word Study > Final e Syllables > r4r skill 105
Skill 8	Word Study > Inflectional Ending -ed > r4r skill 106
Skill 9	Word Study > Inflectional Ending -ing[comma] -es[comma] -ed > r4r skill 107
Skill 10	Word Study > Inflectional Ending -s > r4r skill 108
Skill 11	Word Study > Inflectional Endings With Spelling Changes: -y to i > r4r_skill_109
Skill 12	Word Study > Inflectional Endings With Spelling Changes: Double Final Consonant > r4r_skill_110
Skill 13	Word Study > Inflectional Endings With Spelling Changes: Drop Final e > r4r_skill_111
5LIII 14	Word Study > Multisyllabic Words > r4r_skill_112
3Kiii 14	Word Study > Open and Closed Syllables (V/CV[comma] VC/V) > r4r_skill_113
Skill 15	Word Study > Possessives > r4r_skill_114
Reminder	Word Study > Possessives With 's > r4r_skill_115
	Word Study > Prefixes mis-[comma] dis- > r4r_skill_116
	Word Study > Prefixes pre-[comma] re-[comma] de- > r4r_skill_117
	Word Study > Prefixes un-[comma] non-[comma] dis- > r4r_skill_118
	Word Study > r-Controlled Vowel Syllables > r4r_skill_119
	Word Study > Short Reads Review/Assess > r4r_skill_120
	Word Study > Suffix -ment > r4r_skill_121
	Word Study > Suffix -ture > r4r_skill_122
	Word Study > Suffixes -er[comma] -ly > r4r_skill_123
	Word Study > Suffixes -ful[comma] -less[comma] -ness[comma] -y > r4r_skill_124
	Word Study > Suffixes -ness[comma] -able > r4r_skill_125
	Word Study > Suffixes -tion[comma] -sion > r4r_skill_126
	Word Study > Suffixes: -able[comma] -ful[comma] -less[comma] -ment[comma] -ness[comma] -y > r4r_skill_1
	Word Study > Three-Syllable Words > r4r_skill_128
	Word Study > Two-Syllable Words > r4r_skill_129
	Word Study > Vowel Team Syllables > r4r skill 130

• XML Results (Skills Metadata)



UUID Lesson IDs

- Unique Lesson Identifier added via WoodWing custom metadata fields tied to a WoodWing database object (Layout and/or Article). Atomic to extract this data in XML/JSON. The Production team will provide directions on how to add these.
 - Felicia will create and assign the Lesson Ids in File Maker. Stephen and Joel will add these Ids to Woodwing.



For reference, we did a local test with the InDesign file on WoodWing Stage:

TEST	Lesson	GUID-R2K	ΤG	TextSet07	Bones	061-066-ATOMI
	EC33011	COID MEN.			_bolles_	

×											Troportioo	
Table	Ce	Il Styles 🗘 Studio	Editions	Elements						General Product Info	Export	
Browse		~ C sccc		Test	 Batch A 		rtm ~			PDF profile	None	
		Name				 In Use By 	Brand	Issues	Catego	VSI transformation	None	
ln.		ATOMIC-Custom	Letters TEST				SCCG	Test	Batch .	ASE transformation	Rone	
In		ATOMIC SR Deco	dable TG Les	son Temp Tf	ST Element Label	s.	SCCG	Test	Batch	XSD selection	None	
		Diacritical Marks	TEST-2				scco	Test	Batch	Lesson ID (IIIIID)	LESOSN ID	
		TEST Lesson Cliff	-R2K TC Te	vtSet07 Rone	061-066-ATO	Carbaial (Otto SCCC	Test	Batch			
		TEST-Content-Di	Harant_States				secc	Tert	Ratch	Export Status	[None]	
		TEST Bandi TC I	at Tomale	ANCHORE	ROVES		5000	Test	Patch	Rule Files	[None]	
	-	TEST-Kalloc_IG_	ets_rempte	ble feide Leve	TO BUALS		secc	Test	Batch.			
	-	TEST-Inreaded I	ext Frame-1a	the style-Lay	er rext=ATOMIC		3000	Test	Batch.			
ID	-	TEST_ACE_94_Spe	cial_Characte	ers_ATOMIC_V			SCCG	Test	Batch .			
D		TEST_Font-Family	-Issue_ATON	lic			SCCG	Test	Batch .			
D		TEST_Short Reads	Decodable_1	<pre>FG_Lesson_Te</pre>	mplate_ATOMIC		SCCG	Test	Batch .			
ID		TEST_Short Reads	Decodable_1	G_Lesson_Te	mplate_ATOMIC		SCCG	Test	Batch .			
ID		TEST_Short Reads	Decodable_1	G_Lesson_Te	mplate_ATOMIC		SCCG	Test	Batch .			
ID		TEST_TextFrames	-Wiley_Blevin	s_Alphabet_L	esson_template		SCCG	Test	Batch .			
ID.		TEST_Wiley Blevin	s-Alphabet L	esson_templa	te_ATOMIC		SCCG	Test	Batch .			
ID		TEST_Wiley Blevin	s-Word Study	Card templa	te ATOMIC		SCCG	Test	Batch .			
-												



XML Metadata Results

Note: Testing locally, the metadata is extracted in a separate XML file.

The reference below will not look like how the final data will look.

The final data will appear with all other data in one XML file.

•	TEST Lesson GUID-R2K_TG_TextSet07_Bones_061-066-ATOMIC_metadata.xml	UNREGISTER
410	TEST Lesson GUID-R2K_TG_TextSet07.Bones_061-066-ATGMIC_metadata.xml ×	+
1	knotadatas	
2	< layout>	
3	<c assettype=""></c>	
- 4	<c_cs_article_template_id></c_cs_article_template_id>	
5	<c_cs_componentset></c_cs_componentset>	
6	<c conversion="" cs="" id="" role=""></c>	
· •	<c_s_etlegomptivent_dwhes><!--_C_S_ETLEGOMPTIVENT_DWHES--></c_s_etlegomptivent_dwhes>	
9	<c c="" s="" styled="" th="" x="" x<=""><th></th></c>	
10	<c cs_sync_state=""></c>	
11	<c_owp_deepcopy>1</c_owp_deepcopy>	
12	<c_day></c_day>	
13	<c_exportiriggerstatus></c_exportiriggerstatus>	
15	<	
16	<c_isdropped=0< c_isdropped=""></c_isdropped=0<>	
17	<c_iskilled>0</c_iskilled>	
18	<c_lessonid_uuid></c_lessonid_uuid>	
19	<c_level></c_level>	
20	<c_nule></c_nule>	
22	<c productid=""></c>	
23	<c_pr0jectc0de></c_pr0jectc0de>	
24	<c_r4r5kill01></c_r4r5kill01>	
25	<c_r4rskill02></c_r4rskill02>	
20	<kmrskillø3></kmrskillø3>	
28	<c_r485k1ll05></c_r485k1ll05>	
29	<c_r4r5kill06></c_r4r5kill06>	
30	<c_r4rskill07></c_r4rskill07>	
31	<c_r4r5kill08></c_r4r5kill08>	
36	<k4hskillu9></k4hskillu9>	
24	<pre> PAPSCILLIU 11><!-- C PAPSCILLIU--> </pre>	
35	<c r4r5kill12=""></c>	
36	<c_r4rskill13></c_r4rskill13>	
37	<c_r4r5kill14></c_r4r5kill14>	
38	<c_r4r5kill15></c_r4r5kill15>	
39	< <r4r5killtabreminders-d0 _r4r5killtabreminders-<="" across="" not="" repeat="" skills="" tabs.<="" th=""><th></th></r4r5killtabreminders-d0>	
41	<c seller=""></c>	
42	<c targetaudience=""></c>	
43	<c_unit>0</c_unit>	
-44	<c_week>0</c_week>	
45	<c_writer></c_writer>	
40	<c_xmltagged>04/C_XMLTAGGED></c_xmltagged>	
48	<pre>><</pre>	
49	<columns>0</columns>	
50	<comment>ATOMIC TEST</comment>	
51	<contentsource></contentsource>	
52	<copyrightmarked>false</copyrightmarked>	
54	<pre></pre> core_boshel>kincore_boshel>	
55	<pre><core issue="">Test</core></pre>	
56	<core_masterid>0</core_masterid>	
57	<pre><core_name>TEST Lesson GUID-R2K_T6_TextSet07_Bones_061-066-ATOMIC</core_name></pre>	
58	<core_publication>SCCG</core_publication>	
59	<pre><core decore="" pre="" subjections="" subjections<=""></core></pre>	
61	<created>2023-03-15709:36:16</created>	
62	<creator>Carbajal, Otto</creator>	
63	<pre><deadline>Sun Dec 31 1600 19:00:00 GMT-0500</deadline></pre>	
64	<pre><peadlinesoft>Sun Dec 31 1600 19:00:00 GMT-0500</peadlinesoft></pre> /DeadLineSoft>	
65	<pre><defaultiossierid></defaultiossierid></pre>	
67	<pre><pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre><pre></pre></pre>	
68	<pre><documentid>xmp.did:c8dd8e81-6c80-429e-8733-11c07fdcac2a</documentid></pre>	
69	<editions>Scholastic</editions>	
70	<filesize>4198400</filesize>	
71	<pre><pormat>application/indesign</pormat></pre>	
73	<retprinesevretframes>0</retprinesevretframes>	
74	<latestver>0.0</latestver>	
75	<lengthchars>0</lengthchars>	
76	<lengthlines>0</lengthlines>	
77.	<length aras="">04/Length/aras></length>	
79	<i carbaia.="" kedby:="" li="" or="" orkedbys<="" otto:=""></i>	
88	<pre>dessages></pre>	
81	<pre><dodified>2023-03-15T09:36:16</dodified></pre>	
82	<modifier>Carbajal, Otto</modifier>	
83	<pages>1, 2, 3, 4, 5, 6</pages>	
84 95	<kating>%/Kating> cPulations</kating>	
86	<routeto></routeto>	
87	<targets>41</targets>	
88	<type>Layout</type>	
89	<version>0.0</version>	
90	<wigth>0</wigth>	
91	sarticles/>	
93		



Alt Text

Adding Alt-text (Long and Short) embedded in image XMP was the desired approach. To see more information on how to add the Alt Text go to this document: <u>ACE-86 Example</u> <u>InDesign files that Include Images with XMP AltText and Long Text</u>. The test file used in ACE-86 has both Long and Short Alt Text cases where the Alt Text was placed in the Keywords and Description fields.

Note: This approach applies to ALL embedded images that are linked. As such, the engine checks to see whether they have alt-text or not. Any image that has a link gets checked for alt-text. The only time that it doesn't is when you copy/paste an image into InDesign.

Limitations for Alt Text embedded within an image

- The same image is being used in multiple places and requires different descriptions.
- The context of the alt-text changes when the image is cropped.

Note: These are Limitations for the Alt Text embedded within an image because alt text is being pulled from XMP. If you were to crop and create multiple images in InDesign based on the same source image, all these images will have the same alt-text.

Best Practice Approach

 Add Object Export Options > Alt Text field but it will only live in the InDesign file where the image is.





Cross-Reference Content

In print, a cross-reference is a marker that tells the reader that there is relevant or more detailed information in another part of the book.



Wiley Blevins-Word Study Card_template



Cross-References need to be changed for digital, for example, the page reference vs. a link to the lesson for digital. To see more details on how to add cross-reference content as conditional text in InDesign, review the documentation attached to ticket **ACE-83** (<u>ACE-83-</u> <u>CROSS REF InDesign EX FILE Conditional Text for Print vs Digital</u>)

The ID information needed to add cross-reference content can be found on StagingArea location:

/nyedproduct01.corp.scholasticinc.local/StagingArea/AutomatedXML/Generic_Content_Deliver
y_Imports/[PROJECTCODE]/Metadata/

The types of cross-reference content might include:

- A Limelight Video ID, the resource to these IDs is found in Limelight.
 - Example: digital-video_id: ffa6e2053b5b45e5817dd946f1423837
- PDF IDs, the resource to these IDs can be found in the R4R_RESOURCES.csv in the StagingArea location listed above.
 - Example: digital-pdf_id: r4r_res_0001
- EPUB IDs, the resource to these IDs for RTK are found in R4R_RTK_TEXTS.csv, the Short Reads ones are in R4R_SR_CARDS.csv (their IDs will look a bit different). These can be found in the StagingArea location listed above
 - Example: digital-epub_id: rtk_text_0005
- Lesson ID: the resource to these IDs can be found in the R4R_LESSONS.csv, which contains metadata about each lesson.

The first column has lesson ids.

- Example: digital-lesson_id: r4r_lesson_0000
- Digital Text: this resource would be coming from the editorial if it is something that is desired. The idea is that this would be text that would replace what's in print with something different for digital content.
 - Example: digital-text: "in Lesson 1.2"

- Suppress Text: if content needs to be suppressed (not shown) in the App, apply a conditional digital text but do not add any content. In the XML, you will still see the string of text you want to suppress, but it will have an attribute of condition="digital-text: " Engineering will know that if there is no content, it will get suppressed.
 - Example: digital-text:

Conditional Text applied for Suppress Text

InDesign Test File: TEST-Suppressed Content-Atomic

Phonic Consolidated reviews-all-pri	S-Practice Review: Cat is Stuck targets phonic and word study for text sets.	Conditional Text [Unconditional] v / dialateury:		
#	Phonics Focus	Word and/or Syllable Type		
Text Set 4	Consonants-and-Short-Vowels¶ (<u>man</u> -at)	Inflectional Ending -s-1 (catsdogs)	Indicators: Show	
	Single-Syllable Words With Open Long Vowels	Possessives With 'sa	Set: [None]	
	(l,·a)#	(Bob's)	1 condition applied	
		Contractions With 's		
Terret				

Target XML

89 -	<text justification="left_align" list="no_list"></text>
90	<pre><range condition="digital-text:" leading-ws="false" style="Bold" trailing-ws="true">Consolidated</range></pre>
	Review:
91	<pre><range condition="digital-text:" leading-ws="false" style="[None]" trailing-ws="true">Cat Is Stuck</range></pre>
	targets phonic and word study elements from Text Sets 4–6 and cumulatively reviews all prior text
	sets.
92	<pre><range leading-ws="true" style="[None]" trailing-ws="true"></range></pre>
93	

WB activities: For the Overview section, we have step card containers; there are

some material cards that are links to Wiley Blevin Activities

to be handled with conditional text like so:

digital-wb_activity_id: r4r_wbtp_activity_00048

Conditional text applied directly on the range element within the

text frame for "Blend Words: Plural"



Example: digital-wb_activity_id: r4r_wbtp_activity_00048

To add conditional text in InDesign



- Go to Window > Types & Table > Conditional Text
- Add the conditional text needed within the box and follow the naming conventions below for each one. It is important to include what the type of id is before the id in the exact same format listed below.
 - o digital-video_id: ffa6e2053b5b45e5817dd946f1423837
 - o digital-pdf_id: r4r_res_0001
 - o digital-epub_id: rtk_text_0005
 - o digital-lesson_id: r4r_lesson_00001
 - digital-text: in Lesson 1.2
 - digital-wb_activity_id: r4r_wbtp_activity_00048
- Select the content you want to apply the conditional text to and select one or more conditions to apply to it as needed.



In the XML, these conditions will appear under the **<range>** value as "condition." If more than one condition is applied, it will be separated by a **' | '** (see example below). Engineering confirmed that this works on their end as long as we include the ID type reference before the ID on the conditional text itself.



<range style="BODY REGULAR" font-family="Roboto" font-name="Regular" font-size="11" color="
Black" capitalization="NORMAL" leading-ws="true" trailing-ws="true" condition="
digital-lesson_id: r4r_lesson_00001"/>
<range style="BODY REGULAR" font-family="Roboto" font-name="Regular" font-size="11" color="
Black" capitalization="NORMAL" leading-ws="false" trailing-ws="false" condition="digital-text:
in Lesson 1.2|digital-lesson_id: r4r_lesson_00001">(Program Guide, pp. 49-51)</range>
<range style="BODY REGULAR" font-family="Roboto" font-name="Regular" font-size="11" color="
Black" capitalization="NORMAL" leading-ws="false" trailing-ws="false" condition="digital-text:
in Lesson 1.2|digital-lesson_id: r4r_lesson_00001">(Program Guide, pp. 49-51)</range>
<range style="BODY REGULAR" font-family="Roboto" font-name="Regular" font-size="11" color="
Black" capitalization="NORMAL" leading-ws="true" trailing-ws="false">(ongram Guide, pp. 49-51)</range>
<range style="BODY REGULAR" font-family="Roboto" font-name="Regular" font-size="11" color="
Black" capitalization="NORMAL" leading-ws="true" trailing-ws="false">(ongram Guide, pp. 49-51)</range>
</range style="BODY REGULAR" font-family="Roboto" font-name="Regular" font-size="11" color="
Black" capitalization="NORMAL" leading-ws="true" trailing-ws="false">(ongram Guide, pp. 49-51)</range>

Tables

The engine is built to capture content inside a table starting from a table element. You can override cells and rows with element names by tagging them with a unique paragraphstyle sheet name. The engine also captures content styled within a cell when that content is also given a unique character style name.

Note: Indesign doesn't support ordering for different types of objects (paragraph/ table). So within a text frame, paragraphs are shown/ordered first, then all the tables are shown/ordered next. If you want to indicate, for example, table 1 is between paragraph 2 and paragraph 3, and/or table 2 is between paragraph 6 and paragraph 7. There is no good solution to handle this on the rule.xml side, but a good practice is to give the embedded table a unique paragraph style.

Applying a Unique Paragraph Style to an Embedded Table

Applying a unique paragraph style to an embedded table allows the engine to capture that name and recognize it as a placeholder for a table, keeping it in line with the content.

In the test case R2K_TG_TextSet06z_ReviewBook_02_CatIsStuck (from the updated Read to Know TG Review Lesson template), there are two embedded tables styled differently. One table has an indent. The other does not.

- Apply paragraph style "Table" to embedded table with no indent.
- Apply paragraph style "Table Indent" to an embedded table with no indent.

Note: XML Rules target all tables with placeholder element tags in the XML.

They let the Development team know the sequence of the tables in the content.

aragra	ph Style: Table		
honic	S Practice d Review: Cat Is Stuck targets phonic and word stu- dire tout acts	udy elements from Text Sets 4–6 and c	umulatively
Alleses db. i a	Phonics Focus	Word and/or Syllab	×
ext Set 4	Consonants and Short Vowels	Inflectional Ending -s	© Paragraph Styles
	(man, at) Single-Syllable Words With Open Long Vowels	(cats, dogs)	Table (Body styles)
		Is Possessives With 's	[Basic Paragraph]
	1. 0	Contractions With 's	Body styles
		(it's)	Body Text
ext Set 5	Consonant Blends (Initial and Final)	Inflectional Ending -ed	Body Text Centered
	(frog, test) Double Final Consonants	(called, asked)	Body Text Centered Justified
	(puff, hill, pass)	_	Body lext Indent
ext Set 6	Digraphs sh, th, ch, wh, -tch, -ng, -nk	Inflectional That Add a Syllabl	i able
		(rested, wishes, jumping)	Pullet
		Contractions With 'II (will)	bullet
		(he'll, she'll, we'll)	Bullet Invisible
enre	Exploration	(he'll, she'll, we'll)	Bullet Invisible
Genre Par lessor Revi introde	Exploration agraph Style: Table Inden is as needed to activate children's prior learning aw High-Frequency Words Note that al uced with previous text sets. You may wish to cl relected words as needed using instruction in	(hell, shell, well) of the review skille high-frequenc ck children's f the associated I Body Text Ide Body Text Ide	Bullet invisible
Par lessor Revi introd review	Exploration agraph Style: Table Inden is as needed to activate children's prior learning iew High-Frequency Words Note that al uced with previous text sets. You may wish to cl reelected words as needed using instruction in intervalued Word Introduced Introduced	(hell, shell, well) of the review skills high-frequency heck children's the associated I Table Indent (Body styles Body Text Ind Sody Text Ind	Bullet Invisible
Par lessor Revi introd review	Exploration agraph Style: Table Inden is as needed to activate children's prior learning iew High-Frequency Words Note that al uced with previous text sets. You may wish to cl v selected words as needed using instruction in	(hell, shell, well) It iof the review skills high-frequenc heck children's the associated I Table Indent (Body styles Body Text Cer Body Text Cer Body Text Indent Table Indent	Bullet invisible
Par lessor Revi introd review	Exploration agraph Style: Table Inden as as needed to activate children's prior learning tew High-Frequency Words Note that al uced with previous text sets. You may wish to clo selected words as needed using instruction in Word Introduced in Text Set look 5 of 3	(hell. shell, well) (for the review skills- * high-frequency heck children's t the associated I Body Text for Body Text for Table Indent (Body styl Body Text for Table Indent Builet	Bullet invisible
Par lessor Revi introd review	Exploration agraph Style: Table Inden is as needed to activate children's prior learning w High-Frequency Words Note that al uced with previous text sets. You may wish to cl v selected words as needed using instruction in Vord Introduced in Text Set look 5 of 3 the 1	(hell, shell, well) (hell, shell, well) (of the review skills)))))))))))))	Bullet invisible
Par lessor Revi introd review	Exploration agraph Style: Table Inden as as needed to activate children's prior learning w High-Frequency Words Note that al uced with previous text sets. You may wish to cl v selected words as needed using instruction in the Introduced in Text Set look 5 of 3 the 1 they 6	(hell, shell, well) it of the review stelle high-frequenc \diamond Paragraph Styles heck children's f the associated Table Indent (Body styl) Body Text Cet Body Text Ind Table Indent Builet Invisible Builet Invisible Builet Invisible	Bullet invisible
Par lessor Revi introd review	Exploration agraph Style: Table Inden as as needed to activate children's prior learning ew High-Frequency Words Note that al uced with previous text sets. You may wish to cl releted words as needed using instruction in the	(hell, shell, well) (hell, shell, well) (of the review skille Lhigh-frequency heck children's f the associated I Table Indent (Body styll Body Text Ind Table Indent Builtet Invisibl Builtet Last Builtet Last	Bullet invisible

XML Results



In cases when the table is a stand-alone, where it's in a text frame with no content before or after it, you do not need to do anything.





Content on a Different Layer

Even though there was none found in any of the templates, we did a test case running the engine with content on a separate layer. We used the Read to Know TG Review Lesson in the text case, placing the "Text Sets table" on a different layer. The XML Transformation Results show the content was captured. There were no issues found.

Test File



XML Results





Diacritical Marks and Custom Letter Cases

Diacritical marks and custom letters are sometimes created as vector path files in InDesign. These vector path files are not exported by the engine with enough information for delivery to the digital team. For that reason, there are two alternatives that can be applied to ensure this kind of content is exported and translated properly to the digital team:

- As text by applying a character styles
- As image with an external source file and applying an element label

As Text Applying Character Styles

For smaller custom letter(s) and smaller letter(s) with diacritical marks, especially those that appear in line with other text, apply one of the character styles listed below to the letter(s). The character style lets the Development team know the letter(s) need to be treated differently.

Character styles:

Double Macron Below Double Macron Above Double Breve Custom Letter

How to Apply Character Style to Letter(s) with a Diacritical Mark

In print, if an anchored image is being used for the letter(s) with a diacritical mark, you **do not** need to do anything with that image. It stays as is on the page for print. What gets used for digital is the character style you apply to the letter(s) that is in the text frame. The Development team will ignore the font that the character style was applied to and customize the letter(s).

 Double-click on the text frame where the text is.







Follow the same steps for letter(s) with diacritical marks (s) featured in the Flash Cards and Articulation Cards, or Alphabet Cards in the future.

- Example: letter "oo"
- Example: letter "y"
- Example: letter "u"

How to Apply Character Style to Custom Letter(s)

If an anchored image is being used for a custom letter for print, the same applies here. You **do not** need to do anything. What gets used for digital is the character style you apply to the letter(s) that is in the text frame. The Development team will ignore the font that the character style was applied to and customize the letter(s).



1. Click on the anchored image.



2. Right click on the anchored image and scroll down to Anchor Release.



3. On the keyboard, do **Command X** to remove it temporarily.



Click the text frame. Type the letter q, then highlight it to apply the character style
 Custom Letter.

Note: This font will not get used. The character style you apply to it will.





5. After applying the character style, paste the image back in place to re-anchor the image

being used for print.



Follow the same steps for custom letter(s) featured in the Flash Cards and Articulation Cards or

Alphabet Cards in the future.

- lowercase "q" with the hanging serif at the bottom
- uppercase "M"
- lowercase "j"
- uppercase "I"

As image with an external source

For large custom letter(s) and for large letter(s) with diacritical marks, such as the featured letters of an alphabet card, creating them as images and then applying element labels to them is best for digital.

Notes:

- External sources for images can be .ai, .eps. pdf, .psd, tif, png, or svg
- Element labels cannot be applied to grouped objects.

How to Apply an Element Label to an Image

- 1. Place the image in the layout of the InDesign file.
- 2. Apply the element label "Card Letter" to the entire picture frame.



Anchored Boxes

The best practice from past workflows was avoiding anchored or embedded text box frames, as it previously prevented export as XML. This has changed. The engine can extract the content from anchored boxes. Below find an example of an anchored box being exported within the XML. There are no steps needed to extract this content; it is handled by the engine.

Test file TEST-R2K_TG_TextSet07_Bones_061-066-ATOMIC



ach text in this set selates to a vide	that builds backersound and unsaturdans		
ciance: Animals and Plants Divisio	al characteristics of humans and animals		
cience. Animais and Francis Physic	ard land territors of humans and animals		
	Bones! Bones! Bones!	Character Styles	Element Label () Paragraph Styles
	Informational: Retelling Your skeleton is made u of all the bones in your body. How many bones do		Body Text (Body styles)
		Color 2	(Rasic Paragraph)
	you have? How do your bones help you? You won't	Color 2 Bold	v. Int Backs states
	believe all there is to learn about bones.	Color 2 Bold Italic	Body Text
		Color 2 Italic	BOOK LEAS CAMPAGE
	Bones? No Bones?	Falla	Body Text Centered Justified
	Informational: Expand Knowledge Join Miss	Genre	Body Text Indent
Watch & Learn Video	Page's class as students try to figure out which animals have bones and which animals do not.	Highlighted	Bullet
"Bones, Bones, Bones!"		In-Line Graphic	Bullet invisible
There's so much to learn about	Will you be able to tell?	Rafic	Bullet Last
bones.		Italic Bold	Bullet Level 2
C Available in English and Spanish	Vikael	Italic Heavy	Bullet Level 2 Last
	Realistic Fiction SNAP! A boy is racing on his bill when he crashes and breaks his leg. Follow the boy as he visits the doctor and gets some help from his friends.		Numbered List
		Lozenge	Numbered List Last
		Run-In Hed	> 🧰 Front Matter
		Run-In Sidebar) 🖿 Heds
		Small Caps	3 🖿 intro

XML Results

TEST-R2K_TG_TextSet07_Bones_061-066-ATOMIC



Image frames with unique treatment/effects

Some image frames have effects applied to the image frames that possibly will need to export to the App. The following effects gets extracted by the engine:

- fill •
- stroke-type •

- corner-tl-option .
- stroke-weight
- corner-tl-radius

- corner-tr-radius •
- corner-tr-option •
- corner-bl-radius

- corner-bl-option •
- corner-br-radius •
- corner-br-option •
- opacity{}

```
<textframe fill="None" stroke-type="Solid" stroke-weight="0" corner-tl-radius=
"0.16666666666667" corner-tl-option="NONE" corner-tr-radius="0.1666666666666667"
corner-tr-option="NONE" corner-bl-radius="0.1666666666666667" corner-bl-option="NONE"
corner-br-radius="0.166666666666666667" corner-br-option="NONE" opacity="100">
```

*For more details see ticket ACE-55

Style Sheets Reference

Paragraph Styles

- Bullet (type=list-item)
- Bullet Invisible (type=list-item)
- Bullet Invisible Last (type=list-item-end)
- Bullet Last (type=list-item-end)
- Bullet Last No Space (type=list-itemend)
- Bullet Level 2 (type=list-item)
- Bullet Level 2 Invisible (type=list-item)
 [Not sure if this applies, perhaps we should add for future use case.]
- Bullet Level 2 Invisible Last (type=listitem-end) [Not sure if this applies, perhaps we should add for future use case.]
- Bullet Level 2 Last (type=list-item-end)
- Bullet Level 2 Last No Space (type=listitem-end)
- Numbered List (type=list-item)
- Numbered List Invisible (type=list-item)
- Numbered List Invisible Last (type=listitem-end)
- Numbered List (type=list-item-end)
- Numbered List Last (type=list-item-end)
- Numbered List Last No Space (type=listitem-end)

- Sidebar Bullet (type=list-item)
- Sidebar Bullet Invisible (type=list-item)
 [Not sure if this applies, perhaps we should add it for future use cases.]
- Sidebar Bullet Last (type=list-item-end)
- Sidebar Bullet Last No Space (type=listitem-end)
- Sidebar Bullet Last Rule Below (type=list-item-end)
- Table Bullet (type=list-item)
- Table Bullet Invisible (type=list-item)
 [Not sure if this applies, perhaps we should add it for future use cases.]
- Table Bullet Invisible Last (type=listitem-end) [Not sure if this applies, perhaps we should add it for future use cases.]
- Table Bullet Last (type=list-item-end)
- Table Bullet Small (type=list-item)
- Table Bullet Small Invisible (type=listitem)
- Table Bullet Small Last (type=list-itemend
- Table
- Table Indent

Character Styles

- Bold
- Color
- Color Bold
- Color Bold Italic
- Color Italic
- Color 2
- Color 2 Bold
- Color 2 Bold Italic
- Color 2 Italic
- Custom Letter
- Double Breve
- Folio
- Highlighted
- In-Line Graphic
- Italic
- Italic Bold

- Italic Heavy
- Level Indicator
- Lozenge
- Macron Above
- Macron Below
- Quote Byline
- Run-In
- Run-In Hed
- Run-In Sidebar
- Small Caps
- Small Caps Color
- Teacher Talk
- Write-On Line
- Write-On Line Full
 - Width

57