FrameMaker 7 For Macintosh And Windows (Visual QuickStart Guide)
You don't need to be a rocket scientist to use FrameMaker productively, or so says Victoria Thomas, author of Adobe FrameMaker 7 for Macintosh and Windows: Visual QuickStart Guide. A 12-year veteran of high-tech publishing with a passionate interest in information design, Thomas uses the Visual QuickStart's trademark straightforward approach to teach you how to do everything from using tables to working in books to creating slide presentations in this notoriously challenging program. Even if you've never used FrameMaker before, this task-based guide will have you creating full-featured FrameMaker documents in no time. Step-by-step how-tos and plenty of screenshots show you just what to do at every stage of the program. By the time you've completed this handy guide, you just might agree with Thomas that "If you're not using FrameMaker, you're missing out on one of the great joys of desktop and enterprise publishing!"

**Synopsis**

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**Book Information**

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#16 in Books > Computers & Technology > Digital Audio, Video & Photography > Adobe > Adobe FrameMaker  
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#919 in Books > Computers & Technology > Hardware & DIY > Personal Computers > Macs

**Customer Reviews**

To be fair, I'm only halfway through this book at the moment, but I can't really say that I've "learned" anything more than I would have just playing around with the program on my own and using the online help. It doesn't seem to me that there was much thought put into a logical progression from one section to another, building certain skills off of previously-learned skills. Just about every section has a "see page xxx" reference on it, and most of those refer to pages much later in the book. So if you are actually trying to teach yourself, you are constantly skipping forward to
successive lessons. In trying to learn tools on page 13, I have to skip forward to page 190. The lessons are just very haphazardly arranged. Also, there are several errors, saying "circle" when the illustration shows a square, typos, bitmapped illustrations. For example, in the lesson on deleting pages, one screen capture shows the author wanting to delete page 255. In the next screen capture, the Framemaker popup window is showing "Deletion of page 256 cannot be undone. OK to continue?" Mostly just boneheaded little things like that, but I would expect more. Like I say in the subject line, this may be better for a quick reference, not so much for actually trying to become competent and confident using FrameMaker. Maybe get this book to introduce yourself to the absolute (and I mean ABSOLUTE) basics, then get another book to actually put those skills to use.

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