

FOOTWORK

Version 3

User Guide

Revision 2



Footwork (version 3)

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Introduction

Footwork goes beyond the automatic footnoting capabilities offered by InDesign, allowing you to:

1. Create multi-column footnotes for documents that have a single-column layout.
2. Create single-column footnotes for documents that have a multi-column layout (InDesign's automatic footnotes can do this from InDesign CC 2017 onward. Footwork adds this capability to older versions of InDesign.)
3. Create run-on footnotes where each footnote continues on the same line as the previous footnote.
4. Have much more control over how space on your pages is allocated between page text and footnote text.
5. Use any placed graphic or InDesign object as a divider between your footnotes and the page text.
6. Allow footnotes to begin on a different page than the footnote reference, if desired.
7. Create footnotes nested within your footnote text, for a total of 4 parallel texts on a single page (main text with footnotes + footnote text with footnotes).

“Footwork is an essential tool for automating complex layouts with multi-column or run-on footnotes!”

System requirements

Macintosh or Windows InDesign CS4 and higher.

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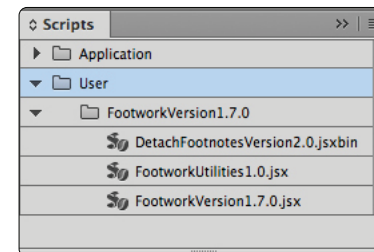
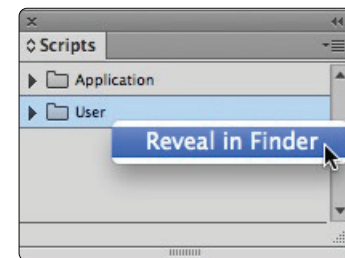
Installation

Install the scripts as normal for any InDesign script:

1. Unzip (extract) the zip folder containing the scripts. The resulting Footwork folder contains 2 scripts: *FootworkUtilities* and *Footwork*.
2. Display the Scripts panel on the screen (*Window > Utilities > Scripts*).
3. Right-click on the User folder in the Scripts panel, and choose *Reveal in Finder* (Mac) or *Reveal in Explorer* (Windows).
4. Copy the Footwork folder into the folder that is highlighted in the Finder/Explorer.
5. Return to InDesign, and you should see the scripts appear in the User folder in the Scripts panel. You may need to flip the User folder closed and open once using the triangle to the left of the word “User”.

More information on how to install scripts can be found at adobe.ly/PgvxGB. Watch a free Lynda.com video about how to install a script at bit.ly/3Qv88ae

Usually, the Application folder has higher permissions, so if you find the script is not running when placed in the User folder, try placing it in the Application folder and running it from there.



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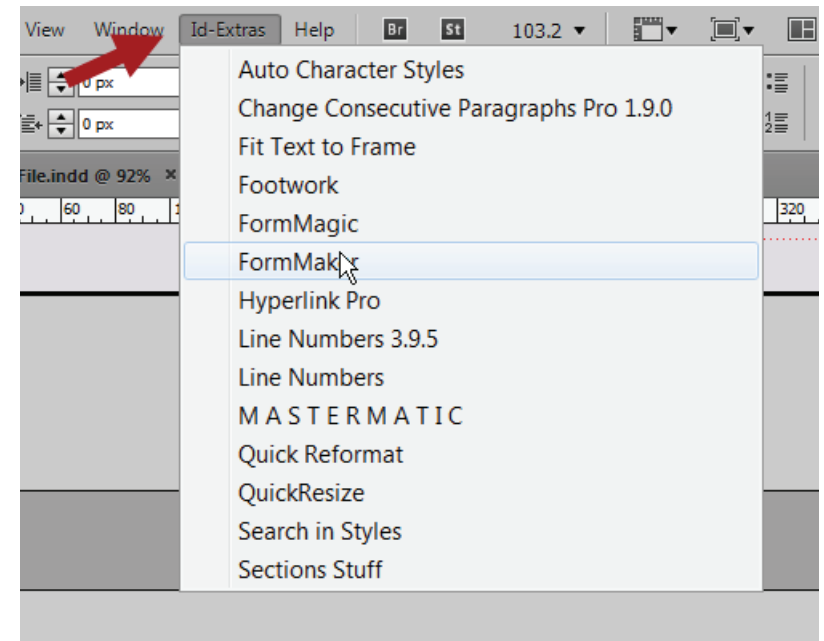
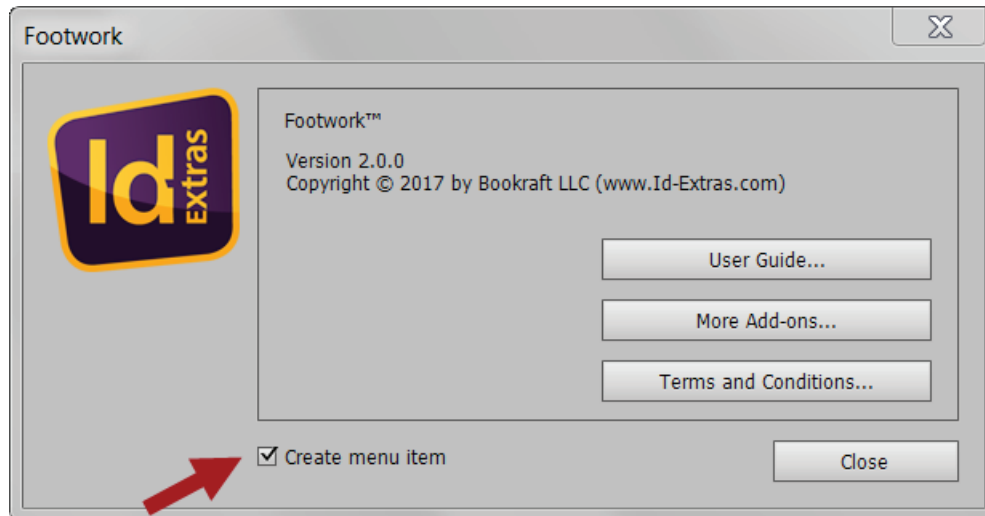
The Id-Extras menu

For quick access to all your Id-Extras.com InDesign add-ons, including *Footwork*, an optional Id-Extras menu can be added to InDesign's main menu.

To enable the Id-Extras menu, click on the “About...” button in the main *Footwork* window, and tick the “Create menu item” checkbox.

It is necessary to restart InDesign for the menu item to appear.

To remove the Id-Extras menu, uncheck the “Create menu item” checkbox for all your Id-Extras add-ons. When no add-ons appear under the Id-Extras menu, the menu item itself will disappear.



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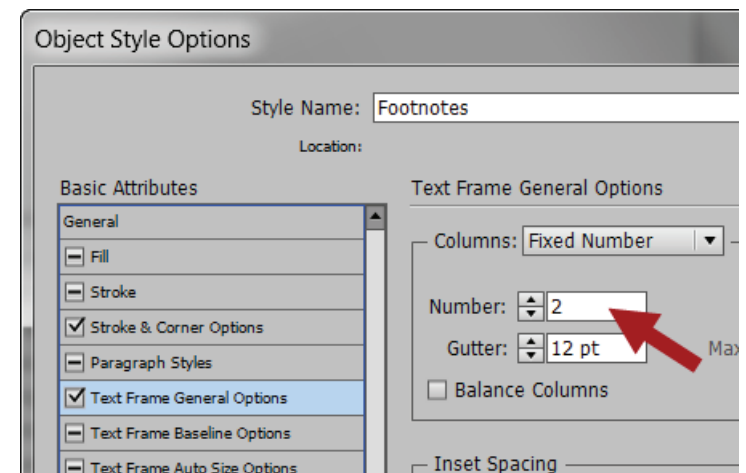
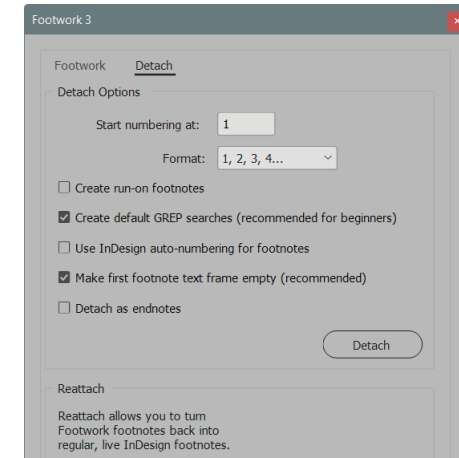
Quickstart: How to use Footwork for the first time

1. Open an InDesign document that contains at least one footnote created with InDesign's built-in footnote feature.
2. Select one of the frames in a story that contains footnotes.
3. Double-click on the *Footwork* script to run the script, and click on the Detach tab.
4. Leave the default settings as is (they should look like the screenshot opposite), and click *Detach*.

The footnote text will be removed from each page, and placed in a frame on the pasteboard just below the first page of the story. This frame will be selected when the script is finished. You won't see any of the footnote text in this frame, since it is overset. If you want to see the footnote text, choose *Edit > Edit in Story Editor*.

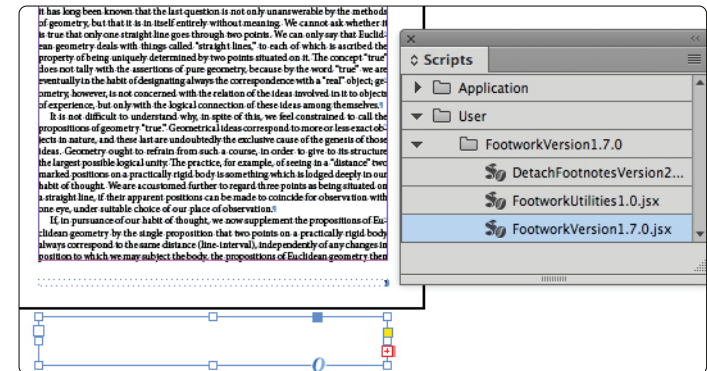
New in version 3: Check the new “Detach as endnotes” checkbox to convert your existing footnotes into InDesign endnotes. See page 7 for more details.

5. Display your Object Styles panel on the screen (*Window > Styles > Object Styles*).
6. Edit the *Footnotes* Object Style to specify the number of columns that you want for your footnote text. Note that the number of columns is set to 2 by default.



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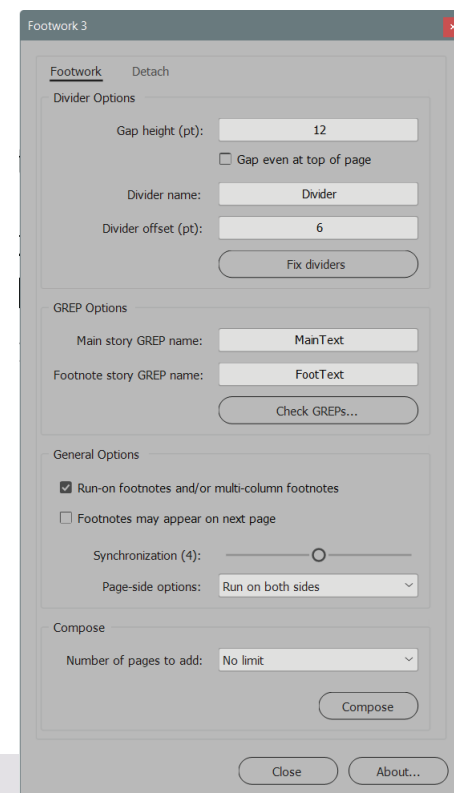
7. If your story consists of multi-column text frames, create an object style that specifies the number of columns, and assign this object style to the first frame of the story. If your story uses single column frames, you can skip this step.
8. With the footnote frame selected, double-click on the the *Footwork 3* script.



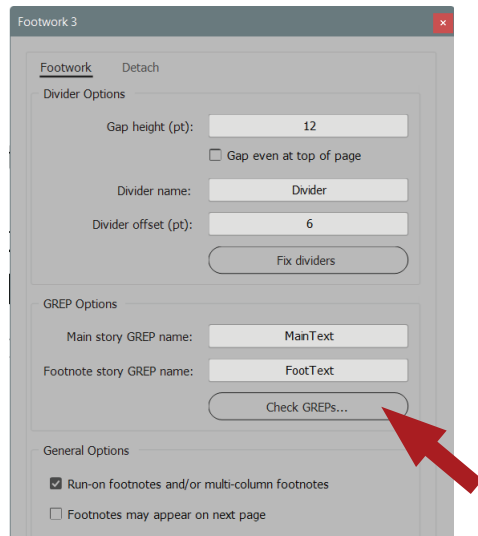
9. Leave the default settings (they should look like the screenshot opposite), and click *Compose*.

Footwork will go through the document, recomposing each page and positioning footnote text in the proper location on each page. A progress bar is displayed while the script runs.

10. When the script is finished, you can either leave the dialog box on the screen for convenience, or click *Close*.

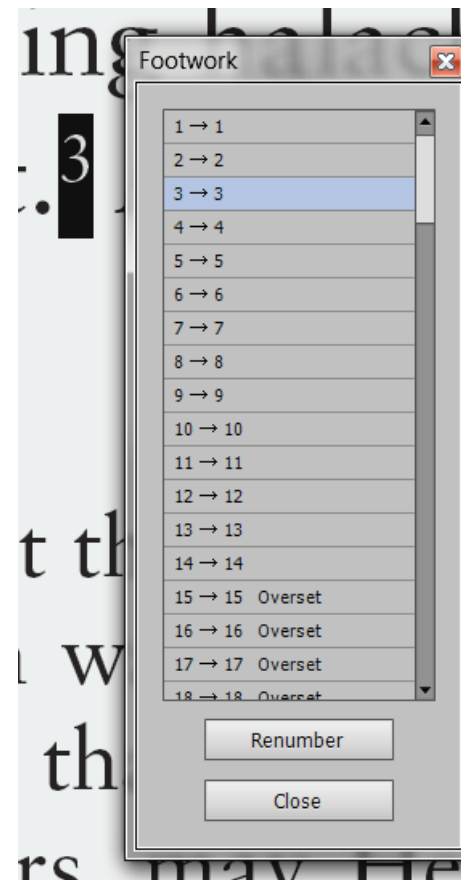


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11. Footwork provides an easy way jump from footnote reference to footnote reference in the document. If you've closed the Footwork dialog box, run the Footwork script again to display the dialog. Then click the *Check GREPs* button.

12. A list of each footnote reference in the text will be displayed. Click on a number to jump to that footnote reference. This dialog also provides a convenient way to renumber footnotes and identify problem footnotes. See “How to renumber footnotes” on page 14 for more about this feature.



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What's new in version 3

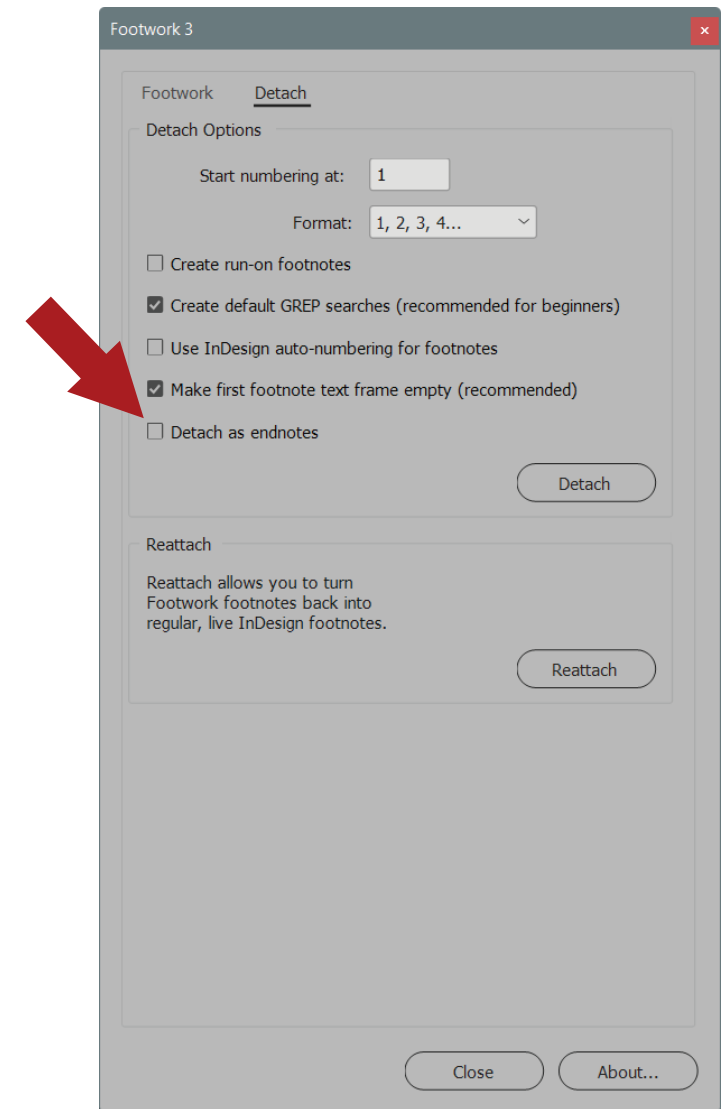
Version 3 of *Footwork* introduces three important new features:

(1) Full support for endnotes-as-footnotes. A new option, “Detach as endnotes” can be found under the Detach tab. This detaches the existing InDesign footnotes and converts them to endnotes. *Footwork* will then compose pages using these endnotes. The result is endnotes disguised as footnotes.

This feature is only available, and will only be visible, for InDesign versions that support endnotes (CC 2018 and up).

The advantage of doing this is that the connection between the footnote references and the footnotes themselves is live. Deleting a footnote reference in the main text will delete the corresponding footnote, and all remaining footnotes will be instantly renumbered. Likewise, inserting a new footnote in the main text (= a new InDesign endnote [Type > Insert Endnote]) will automatically make room for a new footnote in the appropriate place in the footnote story and instantly renumber the remaining footnotes.

This behavior is more intuitive than having a plain text story acting as footnotes. In that case, adding and deleting footnotes required several more steps and was more cumbersome, and manual renumbering (using *Footwork*'s renumbering option) was required each time.



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Note that even with endnotes, it is still necessary to recompose the text when footnotes are added or removed.

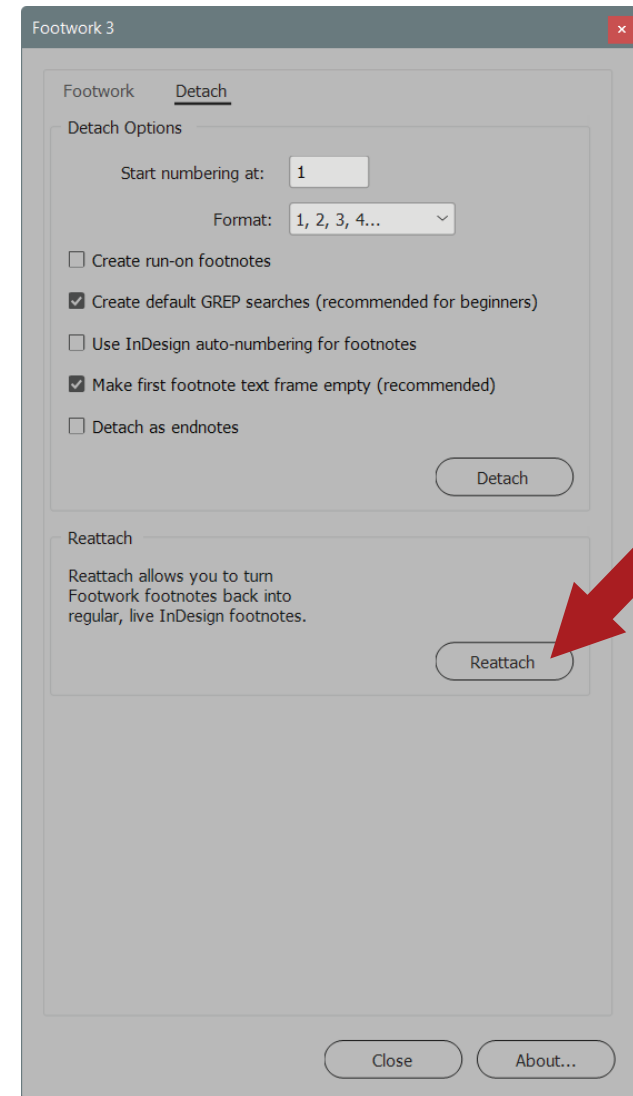
I recommend always using the new “Detach as endnotes” option unless (a) your document requires real endnotes as well as footnotes, or (b) you need more flexibility with footnote numbering than using InDesign’s endnotes provides.

(2) Reattach footnotes. A new option to reattach *Footwork*’s footnotes is now available under the Detach tab (see opposite).

Whether you’ve detached the original InDesign footnotes as plain text or as endnotes, it is now possible to convert these detached footnotes back to regular, live, InDesign footnotes.

To do so, select a frame from a *Footwork*-managed story, and click on the Reattach button. The detached footnotes will be converted back to regular InDesign footnotes.

This might be useful in a number of scenarios: (1) You need to add (or delete) many footnotes. InDesign footnotes are updated automatically in the layout, so it might be easier to do this with real footnotes. (2) A Word file of the most up-to-date text is needed. Edits are often made to the typeset pages, so the typeset version of the document is probably the most up-to-date. By converting *Footwork* notes back to regular footnotes and exporting the text to Word, you will have an up-to-date version of the document in Word.

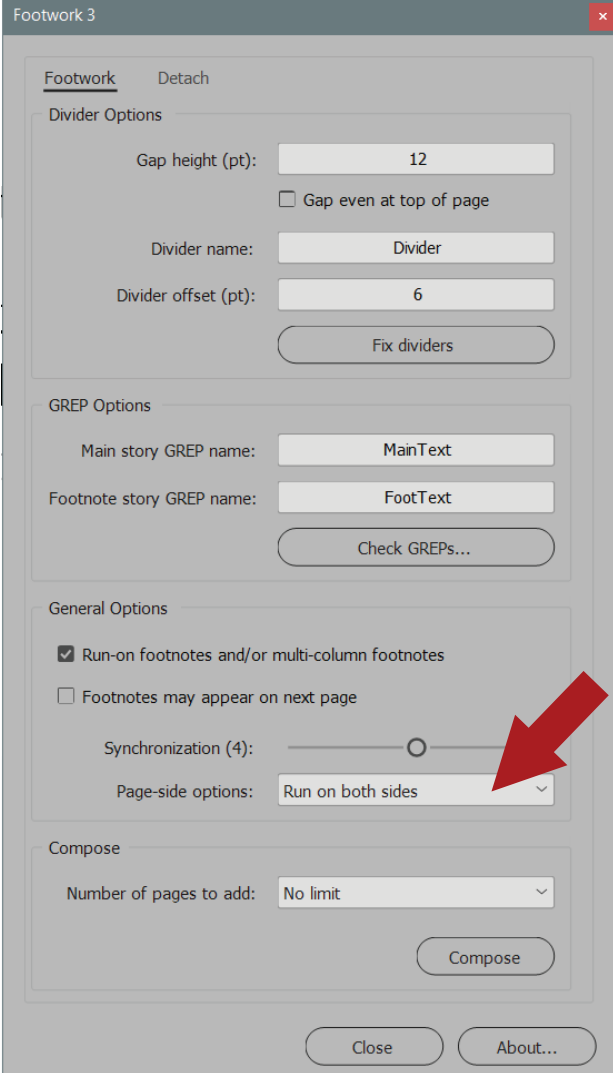


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(3) Page-side options. Under the Footwork tab, a new option to only run *Footwork* on left-hand or right-hand pages is available.

This can be useful if the document design reserves recto or verso pages for images or diagrams, or perhaps for a side-by-side translation of the text on the opposite page.

From the dropdown (shown opposite), select whether you want *Footwork* to run on both sides of the spread, or on left-hand or right-hand pages only.



The screenshot shows the 'Footwork 3' dialog box with the 'Footwork' tab selected. The dialog is divided into several sections:

- Footwork / Detach**: A tab selector at the top.
- Divider Options**: Includes 'Gap height (pt):' set to 12, a checkbox for 'Gap even at top of page' (unchecked), 'Divider name:' set to 'Divider', 'Divider offset (pt):' set to 6, and a 'Fix dividers' button.
- GREP Options**: Includes 'Main story GREP name:' set to 'MainText', 'Footnote story GREP name:' set to 'FootText', and a 'Check GREPs...' button.
- General Options**: Includes a checked checkbox for 'Run-on footnotes and/or multi-column footnotes', an unchecked checkbox for 'Footnotes may appear on next page', a 'Synchronization (4):' slider, and a 'Page-side options:' dropdown menu currently set to 'Run on both sides'. A large red arrow points to this dropdown menu.
- Compose**: Includes 'Number of pages to add:' set to 'No limit' and a 'Compose' button.

At the bottom of the dialog are 'Close' and 'About...' buttons.

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How to edit the document or footnote text

Once you've run Footwork successfully and Footwork is managing the layout of our footnotes, you can edit the page text, or the text for individual footnotes at any time, using any tools or techniques you would normally use. The only consideration is that as you make large edits, the footnote layout may become “unsynchronized” from the footnote references. In other words, you may end up with a footnote on a different page than the footnote reference.

This just means that as the document is edited, you will occasionally need to rerun the Footwork script and allow Footwork to recompose the layout of each page. See “How to recompose pages after editing” on page 13 for instructions.

How to add a footnote

1. **New in version 3:** If you've used the new “Detach as endnotes” feature, your *Footwork* footnotes are actually InDesign endnotes in disguise. In this case, all you need to do to add a footnote is to add an InDesign endnote in the desired location (Type > Insert Endnote). You can then skip the following steps 2 through 6.
2. Type the footnote reference character in desired location in the text.

You don't need to worry about getting the reference number correct. You can type any number when you add a footnote

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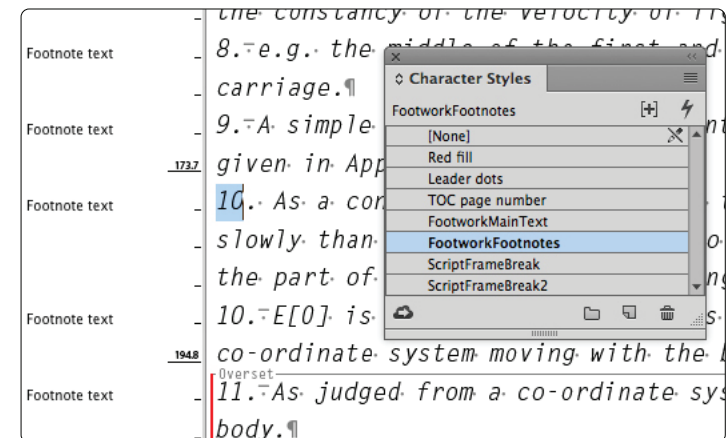
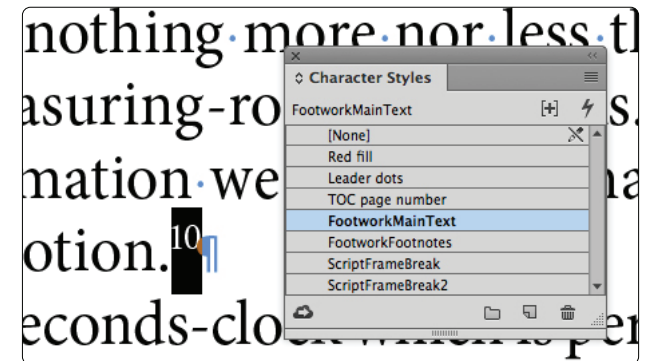
reference, as the footnotes can be easily automatically renumbered later.

3. Apply the *FootworkMainText* Character Style to the character.
4. If the page already has at least one footnote, enter the text for the new footnote in the proper location in the footnote frame. If the page doesn't contain a footnote, navigate to a previous page that contains a footnote, and edit the footnote text in Story Editor (*Edit > Edit in Story Editor*).

Enter the text for the new footnote in the correct sequence (that is, after the previous footnote and before the next footnote). Apply the desired paragraph style to the footnote text.

5. Type the footnote number at the beginning of the footnote. You don't need to worry about typing the correct number. You can type any number, as the footnotes can be easily automatically renumbered later.
6. Apply the Character Style *FootworkFootnotes* to the footnote number (be careful to apply it to the number only, not any punctuation or spaces that may be after the number).

After adding a footnote, the footnote layout will likely no longer be synchronized with the footnote references. You will probably want to rerun the Footwork script and allow Footwork to recompose the layout



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of each page. See “How to recompose pages after editing” on page 13 for instructions.

How to delete a footnote

1. **New in version 3:** If you’ve used the new “Detach as endnotes” feature, your Footwork footnotes are actually InDesign endnotes in disguise. In this case, all you need to do to delete a footnote is delete the endnote reference to that footnote in the main text. You can then skip the followings steps 2 and 3.
2. Delete the footnote reference in the text.
3. Carefully delete the footnote and its number from the footnote frame at the bottom of the page. Be careful not to leave an extra return character in the frame.

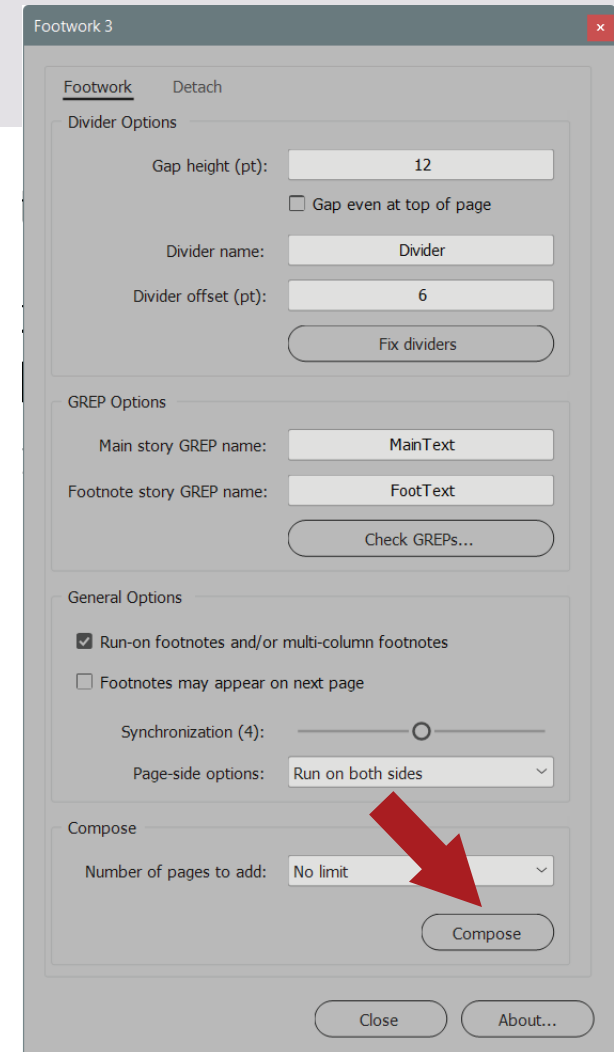
After removing a footnote, the footnote layout will likely no longer be synchronized with the footnote references. You will need to prompt Footwork to recompose the layout of the pages. See “How to recompose pages after editing” on page 13 for instructions.

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How to recompose pages after editing

After you've made extensive changes to footnote text or the text of your story, you will likely need to prompt Footwork to recompose the layout of your pages. However, Footwork has been written so that you don't need to recompose the entire document every time. You can recompose the document from where you've made changes and forward.

1. Select the text frame on the page immediately before the page on which you've made changes to the document or footnote text.
2. Double-click on the Footwork script if the Footwork dialog box is not already open.
3. To limit how far ahead in the document Footwork recomposes pages, choose a number from the *Number of pages to add* drop-down list. Choose *No limit* to recompose pages all the way to the end of the story.
4. Click the *Compose* button.



Every time you click the Compose button, Footwork will recompose pages of the selected story.

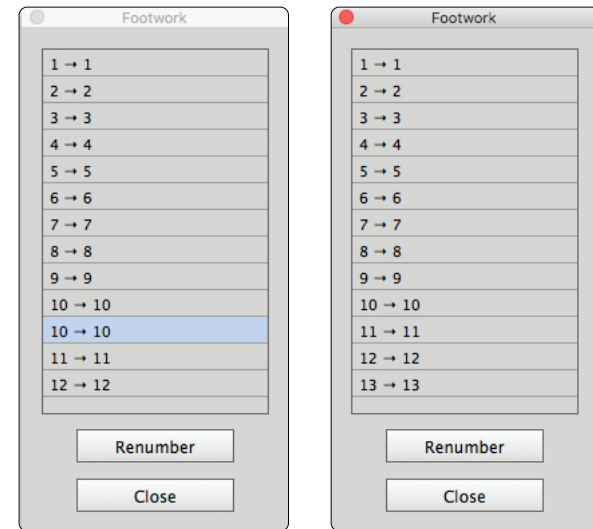
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How to renumber footnotes

New in version 3: If you've used the new "Detach as endnotes" feature, your Footwork footnotes are actually InDesign endnotes in disguise. In this case, InDesign automatically synchronizes the numbers and the "Renumber" feature described below will be disabled. To change the numbering options, use InDesign's endnote numbering options (Type > Document Endnote Options...). The rest of this section therefore does not apply.

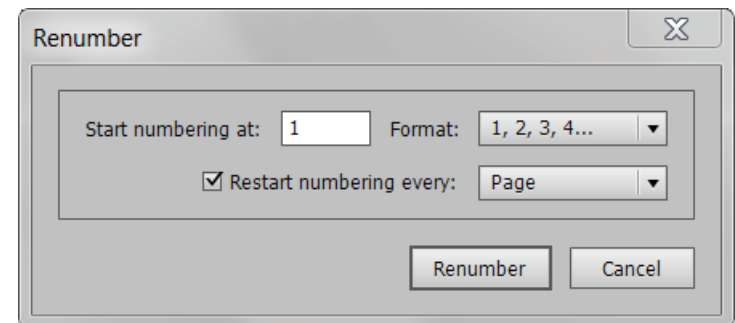
Otherwise, as mentioned above, Footwork doesn't care about the footnote numbers. In other words, you can have two footnotes with the same number or symbol for the footnote reference. This provides tremendous flexibility. But you may need to tell Footwork to renumber the footnotes after edits have been made.

1. If the Footwork dialog box is not already open, double-click the *Footwork* script.
2. Click the *Check GREPs* button.
3. The dialog that appears displays all the footnote references in the document. In the dialog at right, a new footnote has been added after footnote 10, and this new footnote was also numbered with a 10.
4. Select the number where you want to begin renumbering, and click the *Renumber* button.



Before renumbering

After renumbering



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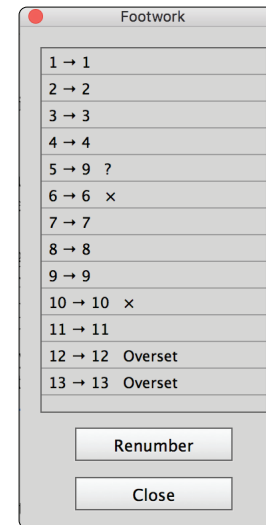
5. Type the new number at which the numbering should begin, and click the *Renumber* button.
6. All the footnote numbers should now be sequential.
7. If you would like the footnote numbering to restart, tick the “Restart numbering” box, and from the dropdown choose whether to restart the numbering every page or every spread.

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How to locate and troubleshoot footnote problems

The Check GREPS dialog can help troubleshoot footnote problems.

- Click on any row in the dialog box to display the footnote reference on the screen.
- A question mark next to a number indicates that the text of the footnote number and its reference are not identical.
- An × next to a number indicates that the footnote and its reference are not on the same page.
- If any footnotes are overset, this is indicated as well.



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How to create and use dividers

You can use any placed graphic or InDesign object (line, frame, group, etc.) as a divider between the footnote and main text frames.

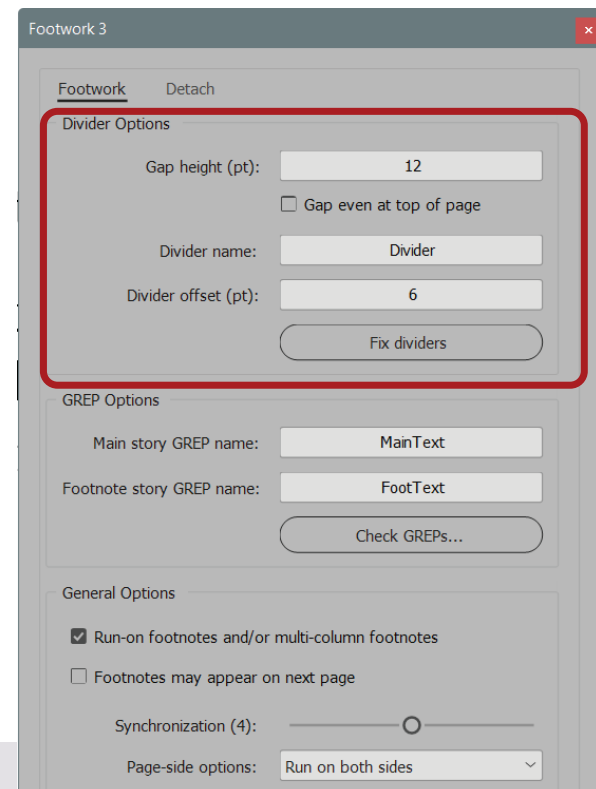
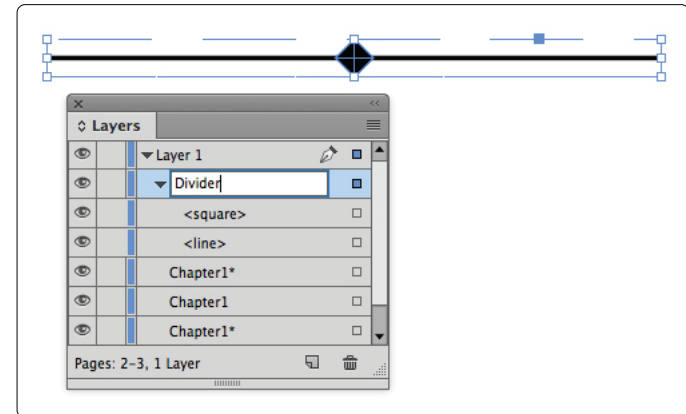
1. Create the object you wish to use for the divider, and place it anywhere on the pasteboard.
2. In InDesign's Layers panel, name the object *Divider*.
3. Run Footwork, and in the Footwork dialog box, make sure the *Divider* name exactly matches what you typed in the Layers panel.
4. Specify the desired *Divider Offset* in points.
5. Click *OK* to lay out the footnotes with dividers.
6. If any manual adjustments are made which cause the footnote divider graphics to be in the wrong position, click the *Fix dividers* button to return them to the correct location on the page.

SECTION 3: SPACE AND TIME IN CLASSICAL MECHANICS

The purpose of mechanics is to describe how bodies change their position in space with "time." I should load my conscience with grave sins against the sacred spirit of lucidity were I to formulate the aims of mechanics in this way, without serious reflection and detailed explanations. Let us proceed to disclose these sins.

5. A refinement and modification of these views does not become necessary until we come to deal with the general theory of relativity, treated in the second part of this book.

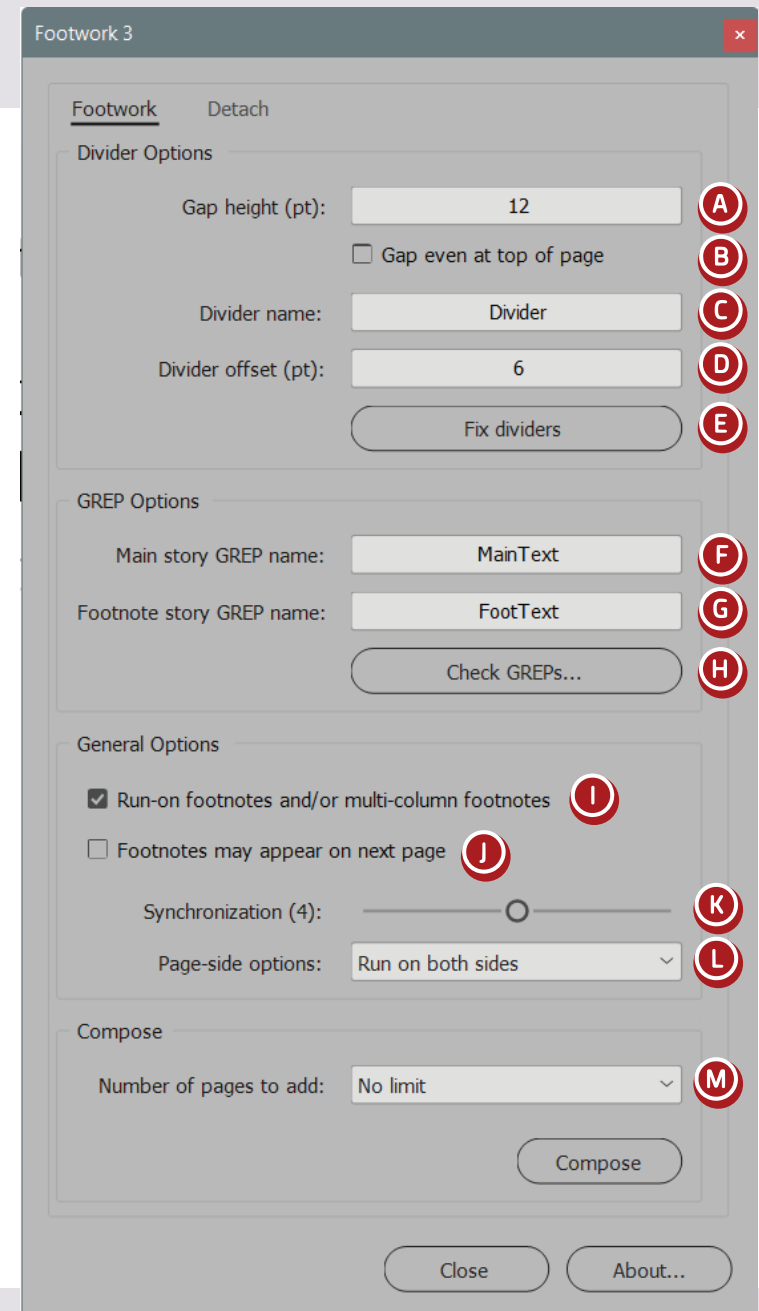
3



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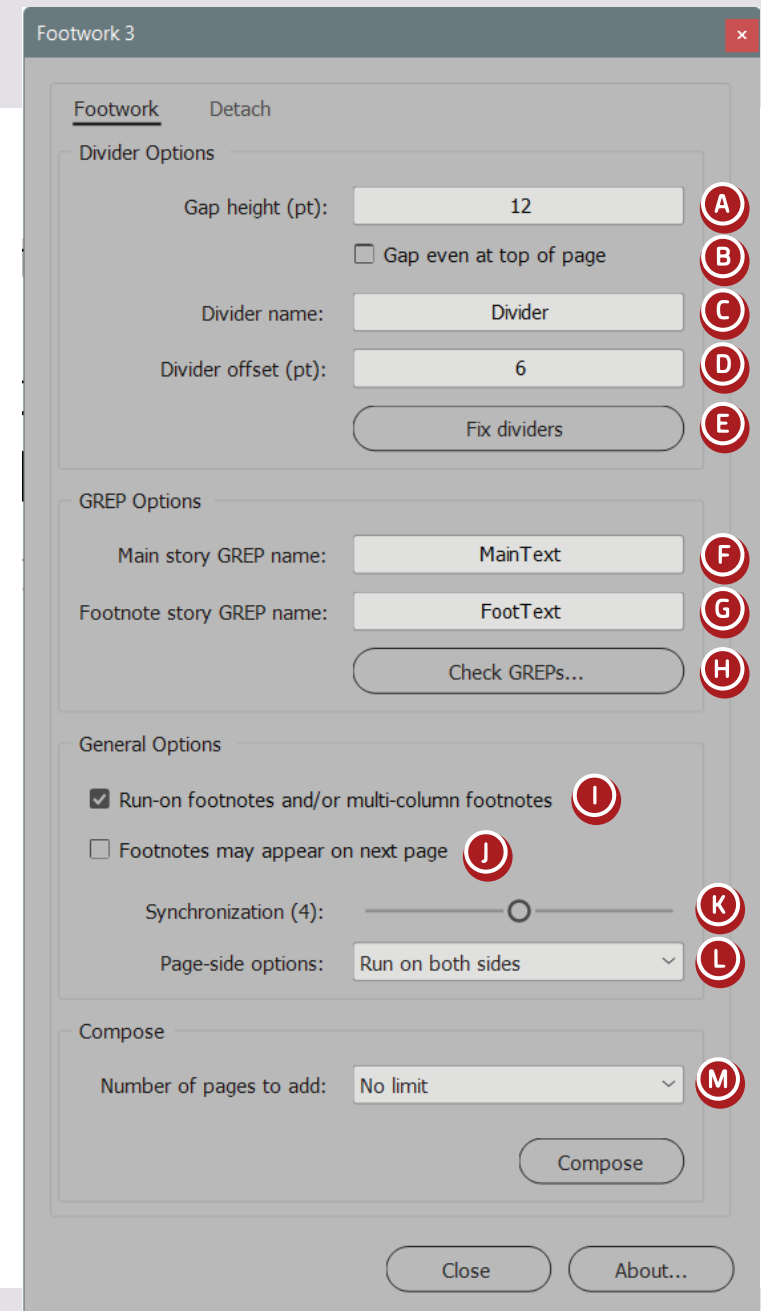
Script options

- A Gap height:** The distance (in points) between the top of each footnote text frame and the bottom of each main text frame.
- B Gap even at top of page:** If a page consists of only footnote text, should the gap height still appear above the footnote text frame?
- C Divider name:** Type the name that you've assigned to your divider object on the pasteboard, if any. See “How to create and use dividers” on page 17.
- D Divider offset:** Enter the amount of space, in points, that you want between the top of each footnote frame and the bottom of your Divider. A negative number can be used to position the divider graphic to overlap the footnote frame.
- E Fix dividers:** This button resets the position of the dividers throughout the document. This is useful if any manual adjustments are made which cause the footnote divider graphic to be in the wrong position. Clicking this button while pressing the *Shift* key on the keyboard will remove all divider graphics from the document.
- F Main story GREP name:** Type the name of the saved GREP query that finds the footnote references in the main text. This is automatically populated with the correct name, and only needs to be changed for advanced use.



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- G Footnote story GREP name:** Type the name of the saved GREP query that finds the beginning of each footnote in the footnote text. This is automatically populated with the correct name, and only needs to be changed for advanced use.
- H Check GREPs:** This button displays a dialog box that lets you see at a glance if the footnote references in the main text correspond to the footnotes themselves, identify and fix various footnote problems, and renumber footnotes. See “How to renumber footnotes” on page 14 and “How to locate and troubleshoot footnote problems” on page 16.
- I Run-on footnotes and/or multi-column footnotes:** This checkbox must be checked if footnotes are set in a run-on style, or in two or more columns. In either case, two or more footnotes can appear on the same line, unlike the standard case where each footnote begins a new paragraph. See “Advanced: How to create run-on footnotes” on page 27.
- J Footnotes may appear on next page:** When this option is selected, if a footnote cannot begin on the same page as the reference to it in the main text, the footnote will appear on a later page. The advantage of this is that large white spaces at the bottom of the page are avoided, because they will be filled up with text. The disadvantage is that a footnote reference may appear on a page earlier than the footnote itself, which may be confusing to some



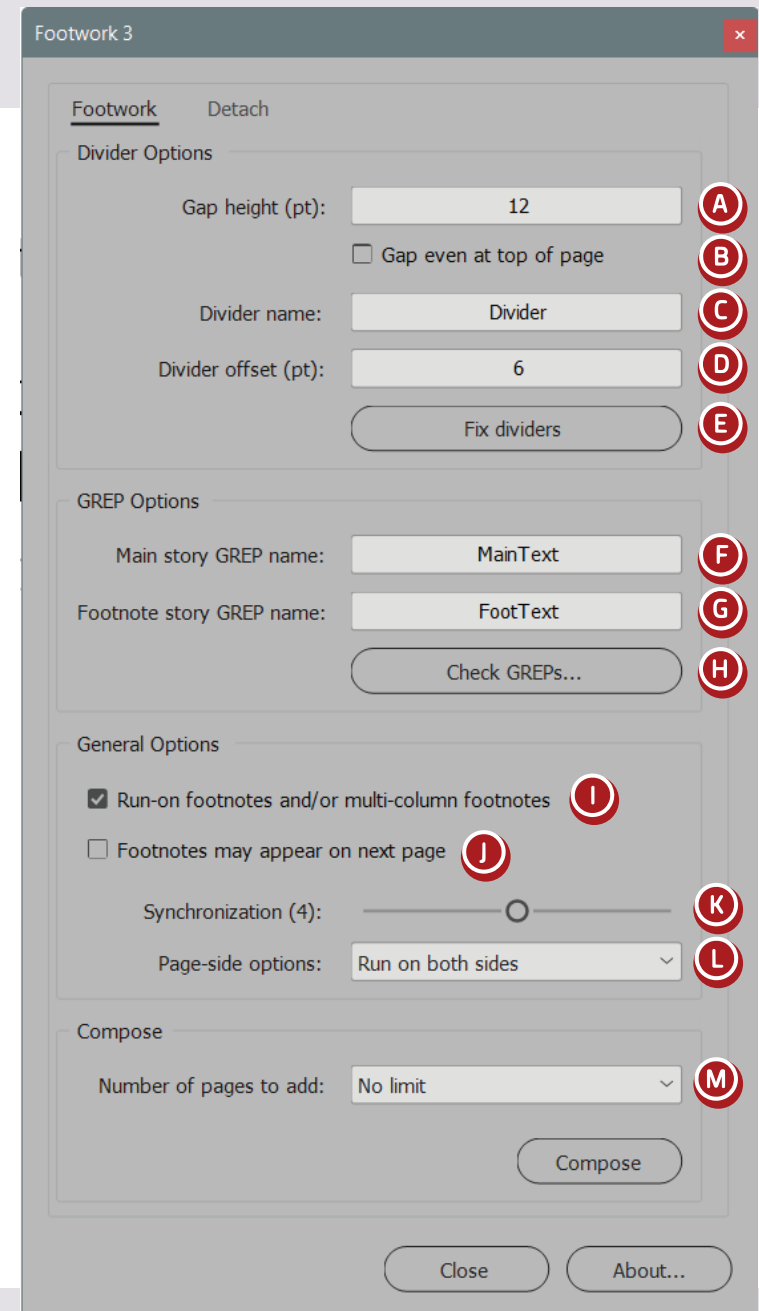
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readers. In a text laden with long footnotes (for better or for worse), it is advisable to select this option.

- K Synchronization:** The further to the right this slider is dragged, the greater the level of synchronization between the main text and footnotes. See “Advanced: How to use the Synchronization slider” on page 29.
- L Page-side options (new in version 3):** Normally, *Footwork* runs both on left-hand (verso) and right-hand (recto) pages. In some books, you may want it to run only on left-hand or right-hand pages (perhaps recto pages are reserved for illustrations, etc.). Choose the required option from this dropdown menu.
- M Number of pages to add:** Set how many pages from the selection forward *Footwork* should recompose when you click *Compose*. This can be useful as a time saving measure (perhaps you only care about the next 5 pages at the moment). If you want all the pages from your selection forward to be recomposed, choose *No limit*.

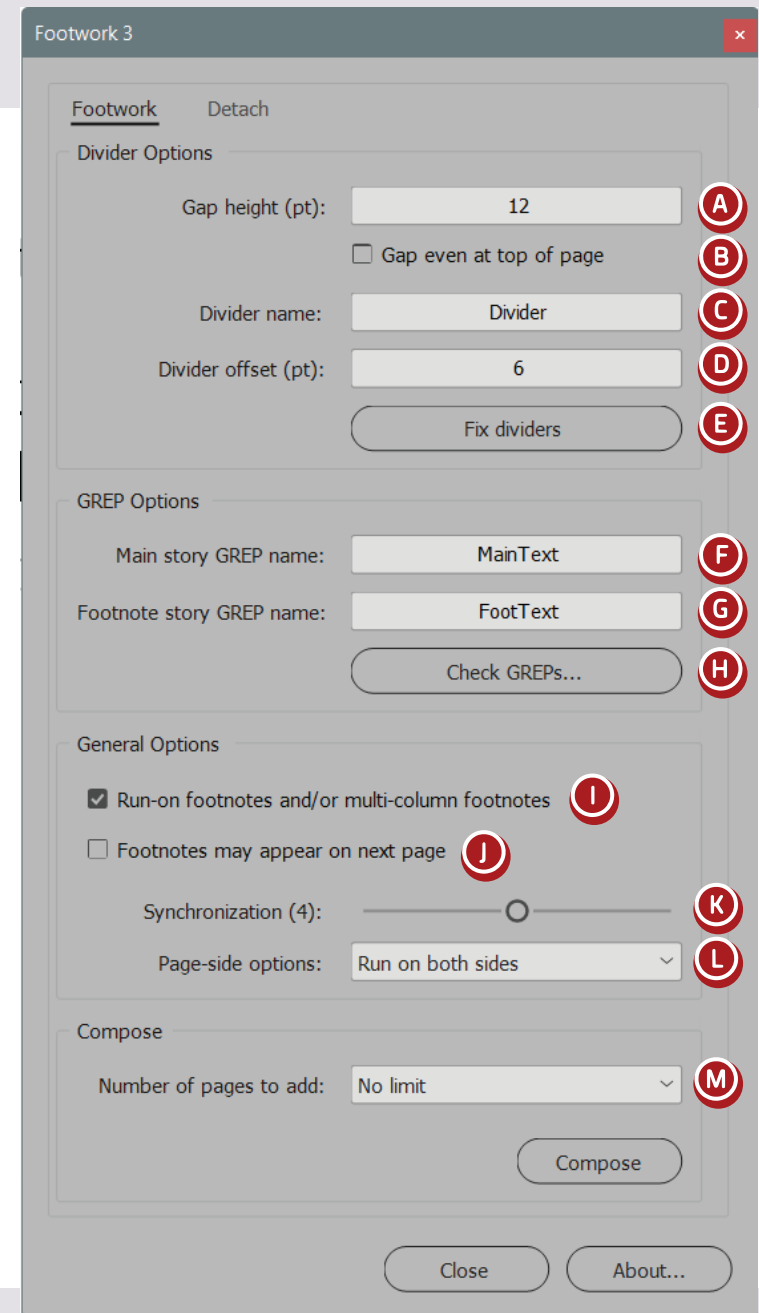
Tips

- You can undo the result of the Detach footnotes operation with a single undo command (*Edit > Undo*).



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- Each time that you click *Compose* in the Footwork dialog box to recompose pages, you can undo the operation with a single undo command (*Edit > Undo*).
- On Windows, you can cancel a lengthy recomposition of pages by holding down the Escape (*Esc*) key.



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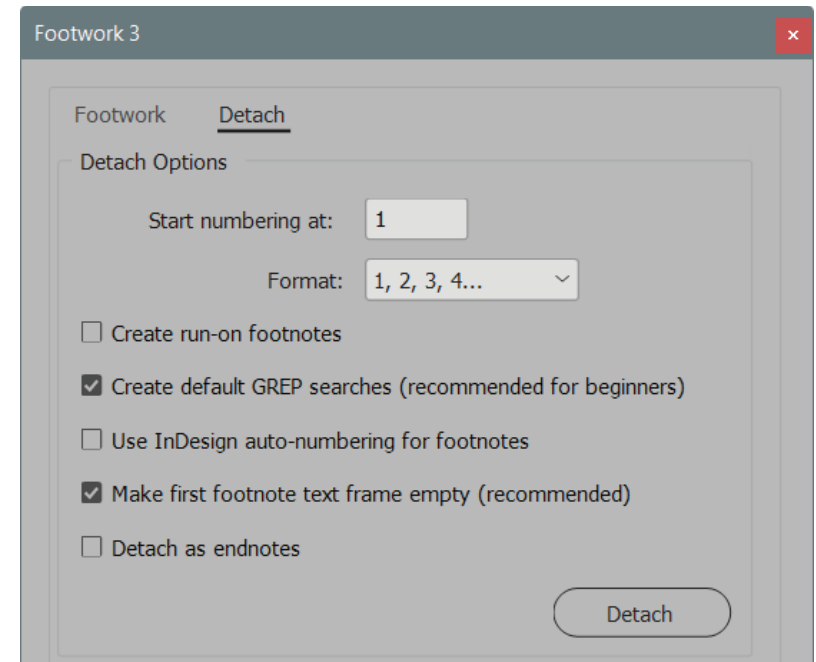
Advanced: What the Detach operation does

For advanced use of Footwork, it is helpful to understand what the *Detach* operation does behind the scenes.

New in version 3: When “Detach as endnotes” is selected, the actions listed below are slightly different. The differences are highlighted in red.

Clicking on the *Detach* button:

1. Names the first frame of the story *Chapter1* in the Layers panel.
2. Creates a text frame on the pasteboard below the page containing the first frame of the story, and names this frame *Chapter1** in the Layers panel. This frame will be the first frame of a set of threaded frames that will hold all of the footnotes in the document. (If additional stories appear in the document with footnotes, these frames are numbered consecutively, as *Chapter2*, *Chapter 3*, etc.)
With “Detach as endnotes” selected, this text frame is actually an InDesign endnotes story.
3. Creates an object style named *Footnotes* (if this does not already exist in the document) for the footnotes frame, and assigns this object style 2 columns. If such a style exists already, it is not modified.



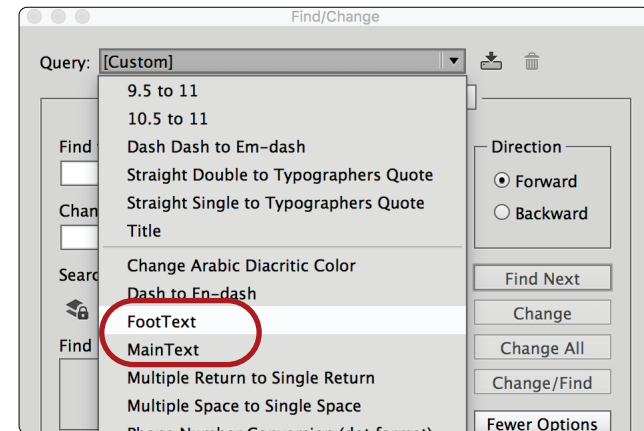
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4. Moves all the InDesign-generated footnotes into this frame, inserting a frame break character at the beginning so that all the footnote text becomes overset and doesn't appear in the frame.
5. Creates a character style named *FootworkMainText* and assigns this style to each footnote reference in the text.
6. Creates a character style named *FootworkFootnotes* and assigns this style to the number at the beginning of each footnote.
7. Creates two GREP Find/Change queries named *MainText* and *FootText* that search for the character styles *FootworkMainText* and *FootworkFootnotes* respectively.

With “Detach as endnotes” selected, the GREP queries are named *MainTextEndnotes* and *FootTextEndnotes*.

If *Use InDesign auto-numbering for Footnotes* is selected, InDesign's standard paragraph numbering feature will be applied to the first paragraph of each detached footnote. **This option is not applicable if using the option “Detach as endnotes”.**

Footwork accomplishes this by duplicating the paragraph style that is applied to the first footnote in the story, and adding the suffix “2” to the name of this paragraph style. InDesign's paragraph numbering feature is then applied to this style.



Footwork (version 3)

The *auto-numbering for footnotes* option can be convenient if you anticipate many changes to the footnote text, because the footnote numbering will update automatically. Note, however, that:

1. The footnote references in the main text will not update automatically. Moreover, it may be difficult to use Footwork's renumbering feature without altering the footnote text in unwanted ways.
2. You will need to manually modify the automatically generated FootText GREP query, as a simple search for a character style may not work if that character style is applied to the automated paragraph numbers only.
3. You should disable the *Make first footnote text frame empty* option, otherwise the frame break character Footwork adds to the first text frame of the footnote story will also be numbered!

In short, use this feature with care!

Footwork (version 3)

Advanced: How to set up a document without InDesign-generated footnotes to begin using Footwork

Once you understand what the Detach feature does, you can use this knowledge to set up a document to work with Footwork from the beginning, without first using InDesign's footnote feature. All you need to do is replicate some of what the Detach operation does:

1. Name the first frame of your story *Chapter1* in the Layers panel.
2. Create a text frame for the footnotes on the pasteboard below the page containing the first frame of the story, and name this frame *Chapter1** in the Layers panel.
3. Create an object style (you may name it *Footnotes* for clarity) for the footnotes frame, and assign this object style the number of columns desired.
4. Type a frame break character in the footnotes frame so that all future footnote text becomes overset and doesn't appear in the frame.
5. Create a character style named *FootworkMainText* (or any name of your choosing).
6. Create a character style named *FootworkFootnotes* (or any name of your choosing).

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7. Create two GREP Find/Change queries named *MainText* and *FootText* (or any name of your choosing) that search for the Character styles you created in steps 5 and 6 above.
8. Type your first footnote reference in your text, and assign it the Character style you created in step 5 above.
9. Use the Story Editor to type your first Footnote into the footnote frame. Assign the Character style you created in step 6, above, to the number in front of the footnote text.
10. Type the names of the GREP queries you created in step 7, above, into the appropriate fields in the main Footwork window (fields F and G in the screenshot on p. “Script options” on page 18 above).

Now you are ready to run the Footwork script for the first time, and continue adding and editing footnotes in the document.

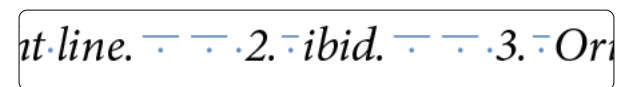
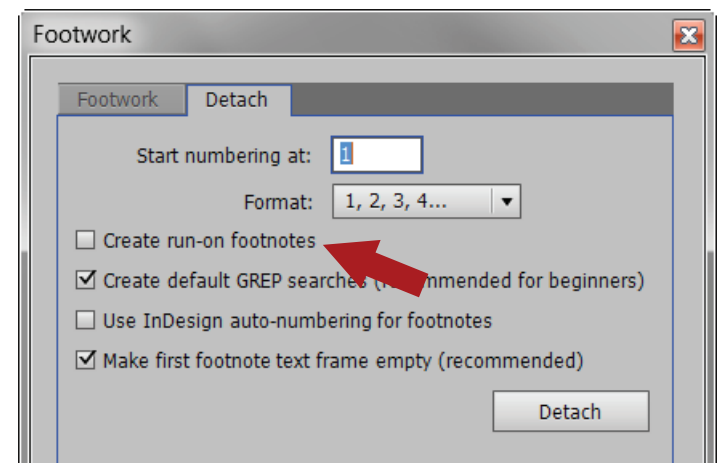
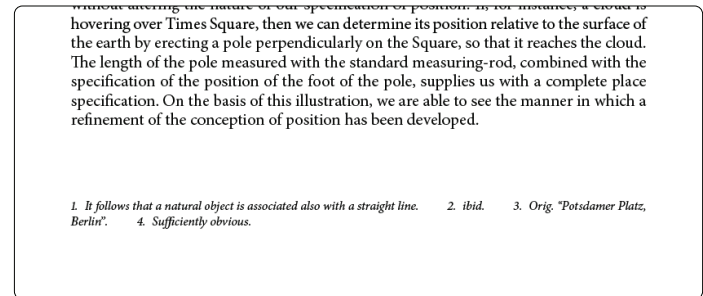
Footwork (version 3)

Advanced: How to create run-on footnotes

With run-on footnotes, two or more footnotes can appear on the same line, unlike the standard case where each footnote begins a new paragraph.

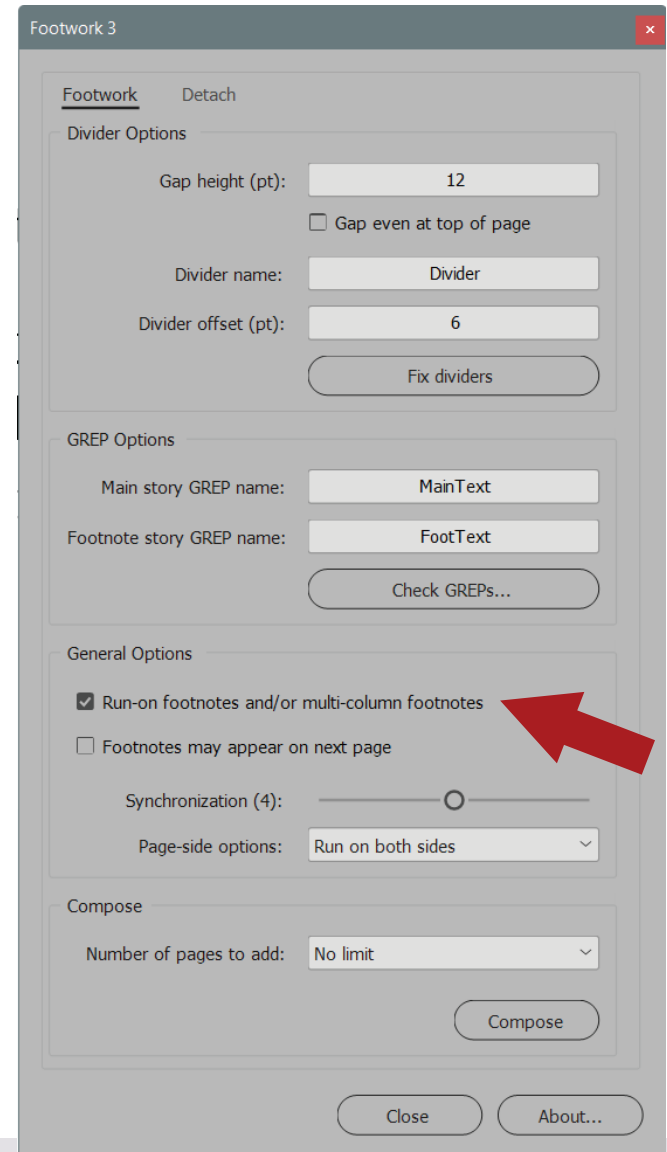
To create run-on footnotes, select the *Create run-on footnotes* option under the Detach tab of the main Footwork window.

Then, after you run Footwork, if you choose *Type > Show Hidden Characters* you will see that Footwork inserts 2 em-spaces and a regular space between each footnote. This pattern is used by default and works well since em- and en-space characters are non-breaking. The em-space keyboard shortcut is *command+shift+m* (Mac), *ctrl+shift+m* (Windows). You don't have to use this combination of spaces. You can choose any type of whitespace to insert between your footnotes.



Footwork (version 3)

Since multiple footnotes may appear on the same line, it is sometimes necessary to insert a manual frame break before the appearance of a new footnote on a line (to ensure that the footnote begins on the same page as its footnote reference in the main text). Checking the *Run-on footnotes and/or multi-column footnotes* option in the Footwork dialog box allows Footwork to insert (and remove, if necessary) such manual page breaks. Deselecting this option means that if one footnote on a line cannot appear on a certain page, all footnotes on that line will also be carried over to the next page. Again, selecting this option is only necessary if the footnotes are set in run-on style (a single long paragraph) or multiple-column style. If each footnote is a separate paragraph and a single-column footnote layout is used, leave this option unchecked.



The screenshot shows the 'Footwork 3' dialog box with the 'Footwork' tab selected. The 'Divider Options' section includes 'Gap height (pt): 12', an unchecked 'Gap even at top of page' checkbox, 'Divider name: Divider', 'Divider offset (pt): 6', and a 'Fix dividers' button. The 'GREP Options' section includes 'Main story GREP name: MainText', 'Footnote story GREP name: FootText', and a 'Check GREPs...' button. The 'General Options' section features a checked checkbox for 'Run-on footnotes and/or multi-column footnotes', an unchecked checkbox for 'Footnotes may appear on next page', a 'Synchronization (4):' slider, and a 'Page-side options: Run on both sides' dropdown. The 'Compose' section has a 'Number of pages to add: No limit' dropdown and a 'Compose' button. At the bottom are 'Close' and 'About...' buttons. A red arrow points to the checked 'Run-on footnotes and/or multi-column footnotes' checkbox.

Footwork (version 3)

Advanced: How to use the Synchronization slider

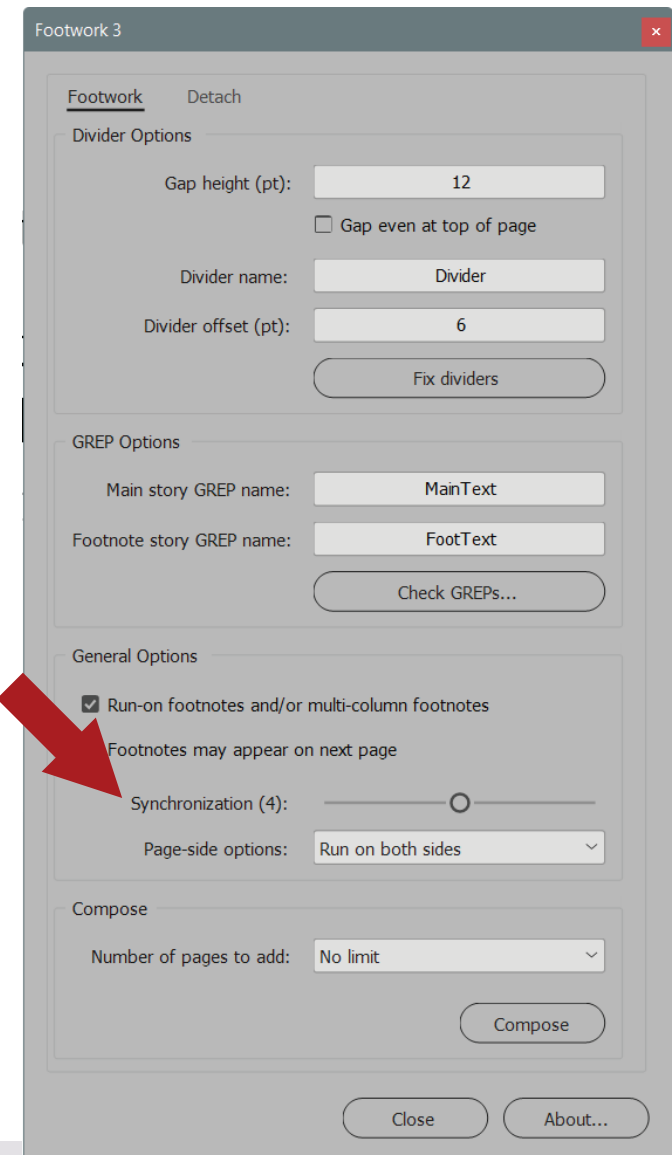
Footwork's synchronization slider provides control over the split point of footnotes that continue onto the next page.

Most programs (including Microsoft Word, InDesign, and Footwork with the slider set to zero) will set the first line of main text containing a footnote reference, and then continue by setting the entire footnote, before going back and setting another line of main text.

So in a case where the last footnote on the page is long, and continues onto the next page, the result is that there will be a single line of main text on that page (containing the reference to the long footnote) and all the rest of the page will be taken up by the long footnote.

This is not so elegant. One feels it would be better if there were more lines of main text on the page, and fewer lines of footnote text.

The synchronization slider allows this level of control. Let's say it is set at level 6. This tells Footwork to divide the footnote into 6 parts, and likewise to divide the main text between this footnote reference and the one after it into 6 parts. (This division is not seen on the page – it's an internal calculation only.) Now Footwork will ensure that once it has set the first sixth of the footnote, it will go back and set the first sixth of the main text. When it finishes doing that, it will set the second sixth of the footnote, and then the corresponding second sixth of the main text, and so on.



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The result is that the division of the last footnote on the page is more logical and less forced, and ensures that there is approximately the same proportion of main text as there is footnote on the page.

There are 8 settings on the slider. The higher the number, the better the synchronization.

Footwork (version 3)

Advanced: Using GREP for complex footnote formats

As noted earlier, the Detach operation creates two GREP Find/Change queries named *MainText* and *FootText* that search for the Character styles *FootworkMainText* and *FootworkFootnotes* respectively. These GREP queries are the backbone of Footwork, since Footwork assumes there is always a 1-to-1 relationship between each footnote and its reference.

First, Footwork runs the *MainText* find/change query to find all references to footnotes in the main text. Let's say it finds 50 references. Next, Footwork will run the *FootText* find/change query to find the beginning of all footnotes in the footnote story. It should find 50 such beginnings, corresponding to the 50 references.

Armed with this knowledge, you can create any GREP expression for the *MainText* and *FootText* queries that you would like, as long as the expression accurately and reliably finds your footnote references and beginnings of each footnote.

This provides tremendous flexibility for creating footnotes with different reference styles beyond simple numbering.

If you are working on several different books at once, and each one needs a slightly different GREP search to find its footnote references and footnotes, you can save multiple pairs of GREP queries, one for each book. Use a different name for each pair, and update the names in the Footwork window appropriately.

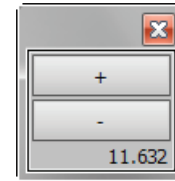
Footwork (version 3)

Advanced: Using the FootworkUtilities script

This script displays a small window with two buttons which add or remove one text line (or the minimum number of lines possible, depending on your Keep Options) to the selected text frame. If either of the buttons is clicked while pressing Shift, it adds or removes one line to the selected frame, and adds or removes one line from the corresponding text frame (i.e., adds 1 line to footnotes, removes 1 line from main text, or vice-versa).

It also displays the distance between the bottom of the main frame and the top of the footnote frame.

This is useful when you need to make manual adjustments to the automated layout.



Advanced: How Footwork handles blank pages

If there are any blank document pages after the story being worked on, those blank pages will be used for new text frames and footnote frames as necessary when *Footwork* recomposes pages. If no blank pages are found, *Footwork* creates new document pages as needed. **Hint:** In some cases, you may be able to speed up the operation of Footwork by inserting sufficient blank pages at the end of the story before running *Footwork*.

Footwork (version 3)

Change Log

Version 1.9.2: Supports continued tables up to 60 pages long.

Version 2.0.0: Fixes renumber bug in cases where there are more footnotes than references to footnotes. Added option to restart numbering every page or spread.

Version 2.0.1: Fixes a bug preventing the Id-Extras menu from being created.

Version 2.0.2: Optimizes the Detach routine for stories with 1000+ footnotes.

Version 3.0.0: New features: (1) Supports using InDesign endnotes as *Footwork* footnotes. (2) Adds a “Detach as endnotes” feature. (3) Adds a “Reattach” feature, to convert Footwork footnotes back into live InDesign footnotes. (3) Adds page-side options, allowing *Footwork* to flow text exclusively on recto or verso pages.

Footwork (version 3)

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“ALWAYS MAKE A BACKUP FIRST!”



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