

## *How to make a book using this code.*

This short guide will explain how to create a book for iPhone or iPad using the Advanced Book App source code available at [www.codestore.co.uk](http://www.codestore.co.uk)

Before we begin, you'll need to have some content for your book, either text or a mix of text and images. You will also need a HTML editor such as Dreamweaver, RapidWeaver, or even something free like OpenOffice for creating and editing web pages. If using images, put them in the same folder as your HTML files, don't use a subfolder.

Your page files must be named like so:

### **For iPhone**

page1.html  
page2.html  
etc.

### **For iPad**

ipad-page1.html  
ipad-page2.html  
etc.

There's no limit to the amount of pages you can have, as long as your app is under 2GB (the size limit for any app on the App Store). Follow the same filename numbering convention, and only use lowercase letters in your filename to ensure the app find the files correctly and in the right order.

## *Adding your pages to the project.*

- Open the Advanced Book App project in Xcode.
- In the left pane, under the folder “Book Content” you will see the example pages already in the project, delete those (and choose “move to trash”)
- Now right-click the “Book Content” folder to add your files to the project (Add Files > Existing Files...)
- If using the narration function, add the MP3 files in the same way (should be named page1.mp3, page2.mp3, etc – to match the pages they will be played on.

## **Almost done now!**

Open the project in Xcode, and jump to the file named **MainViewController.m**. As the project is designed to be very easy to use, all you need to edit is in one place – **(void)viewDidLoad**

Here's the code you'll see, it explains itself really :)

```
// *****  
// **** BEGIN EASY CUSTOMISATION ****  
// *****  
  
//set the title of the book, for the top of pages  
bookTitle=@"My Universal Book App";  
  
//set the total number of pages in the book  
  
pageCountPhone=7; //how many pages in the iPhone version?  
pageCountPad=7; //how many pages in the iPad version?  
  
//switches to enable/disable page audio (narration), interactive contents page,  
//and ability to share pages via email  
  
contentsPage=YES;  
enableAudio=YES;  
enableShare=YES;
```

```
//if you enable the interactive contents page you must set chapter information here
chapterCount=3; //the number of chapters in the book

//you must make an entry for each chapter on iPad and iPhone,
//setting the start page of the chapter (up to 10 chapters are supported)

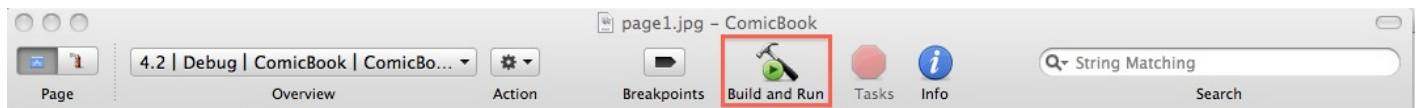
chapter1startpagePhone=1; //iPhone
chapter2startpagePhone=4;
chapter3startpagePhone=7;

chapter1startpagePad=1; //iPad
chapter2startpagePad=4;
chapter3startpagePad=7;

// *****
// **** END EASY CUSTOMISATION ****
// *****
```

## ***Finished!***

Click “Build & Run” on the toolbar to test your app on the iOS Simulator or your iOS device.



You may also replace the included icon files (icon72.png and icon57.png) with your own. To submit your app for sale in the App Store follow the instructions on [developer.apple.com](http://developer.apple.com).

**Thank you for using the Advanced Book App project**