

How to make an iPad or iPhone comic book for the App Store using this project.

This short guide will explain how to create a comic book for iPad using the Comic Book App source code available at www.codestore.co.uk

Before we begin, you'll need to have some content for your book, these should be jpeg format pages, with a portrait layout. If you wish to have background music, then have a 44.1KHz MP3 file named *background.mp3*.

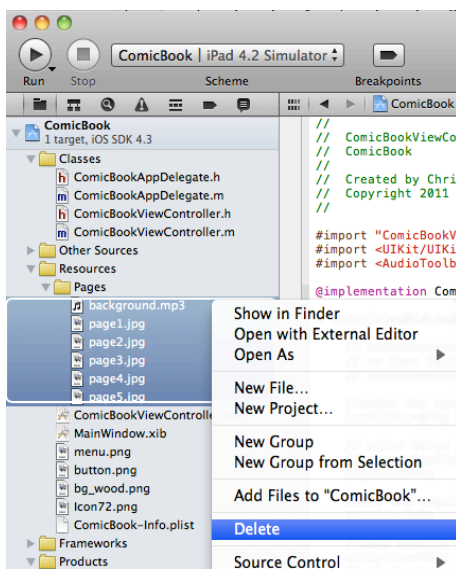
It's important that your files are named correctly. It's real easy! - page1.jpg, page2.jpg, page3.jpg, etc... page99.jpg, page100.jpg. (I'm sure you get the idea, it really is that easy!)

You can have as many pages as you like, but they must follow the correct naming system as above (lowercase, .jpg extension), **the following will not work**: PAGE1.JPG (uppercase is not allowed), page1.jpeg (extension should be .jpg not .jpeg), page0001.jpg (no zeros should appear before the page number).

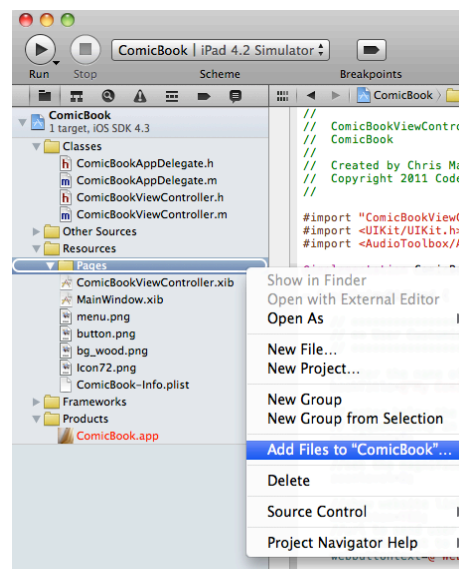
Adding your pages to the project.

- Open the Comic Book App project in Xcode.
- In the left pane, under the folder "Pages" you will see the example pages (and background.mp3 file) delete those files. (see step 1 below)
- Now right-click the pages folder to add your jpeg files to the project
- If using the background music function, add your MP3 file to the pages folder in the same way (you should name your file *background.mp3* – all in lowercase)
- NOTE: Check the box that says "Copy items into the destination group's folder" (see screenshot below)

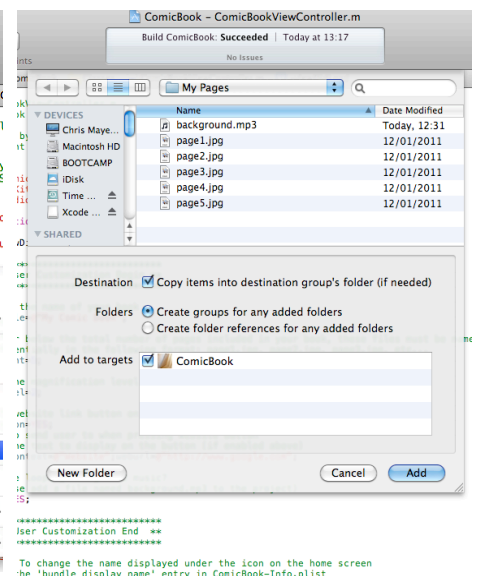
1. Delete Example Pages



2. Choose "Add Files"



3. Add your files



Almost done now!

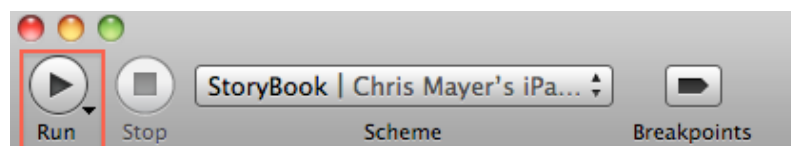
Also in the left-pane, under “Classes” click the file *ComicBookViewController.m*, find the config section at the top of the file. You need to tell the app the name of your Comic Book, and how many pages are included. You can also adjust the magnification level of the zoom function, choose whether to enable background music, and customize a button shown on the menu in the app so that it links to your website.

The bits to edit are highlighted below.

```
// *****  
// ** User Customization Begin **  
// *****  
  
//enter the name of your book  
bookTitle=@"My Comic Book";  
  
// enter below the total number of pages included in your book, these files must be named  
// sequentially in the following format: page1.jpg, page2.jpg, page3.jpg, etc...  
pageCount=5;  
  
//set the magnification level of the zoom function.  
zoomlevel=2;  
  
//show website link button on popup menu?  
webbutton=YES;  
//url to send user to when pressing website button  
//and the text to display on the button (if enabled above)  
webbuttontext=@"Website";weburl=@"http://www.google.com";  
  
//enable looping background music?  
//(please add a file named background.mp3 to the project)  
sound=YES;  
  
// *****  
// ** User Customization End **  
// *****
```

Finished!

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



You may also replace the included icon file (icon72.png for iPad or icon.png and icon@2x.png for iPhone) with your own. To change the text displayed under your app's icon on the iOS home screen, see the file *ComicBook-Info.plist*. Edit the entry for “Bundle display name”.

To submit your app for sale on the App Store follow the instructions at developer.apple.com.

Thank you for using the Comic Book App project