

# Getting Started with EPUB UI Component



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## Introduction

**EPUB UI Component** is a development kit with which EPub 3.0 applications can be developed easily. Referenced in your project, the component helps your parsing and displays the book.

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## Installation

The **EPUB UI Component** is distributed as a .zip archive. The file has the following naming convention: AnFengde-EPUB\_UI\_Component-<version>.zip, where

- <version> is the version number, e.g. 20120704
- for example: AnFengde-EPUB\_UI\_Component-20120704.zip

## The distribution

After downloading and extracting the archive to the desired location, you will find the following contents:

- **android** directory containing the EPUB UI Component resources for the Android platform
  - **example** directory containing the sample android project
  - **lib** directory containing the **EPUB\_UI** library project
- **ios** directory containing the EPUB\_UI Component resources for the iOS platform
  - **example** directory containing the sample iOS project
  - **lib** directory containing the framework **AnFengDe\_EPUB\_SDK.framework** and **AnFengDe\_EPUB\_UI.embeddedframework**
- README.md

## Setting Up Development Environment

For the Android platform, this guide assumes that you are using Eclipse as your Android IDE, and that you have installed and configured the Android SDK and ADT plug-in for Eclipse.

For iOS platform, this guide assumes that you are using Xcode as your IDE.

If you are using other IDEs, please consult the documentation of your IDE.

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# Using EPUB UI Component in Your Application Project

## Android Platform

**Epub UI Component** is a Library Project in android platform, and getting started with it is very simple. You just add the library to your project. Now look at the sample and it will tell you how to reference the **Epub UI Component** in your android project.

## Importing EPUB\_UI Project

To import **EPUB\_UI** library project in you Eclipse.

- **File-> New->Android Project ->Create project from existing source->Browse our EPUB\_UI project**

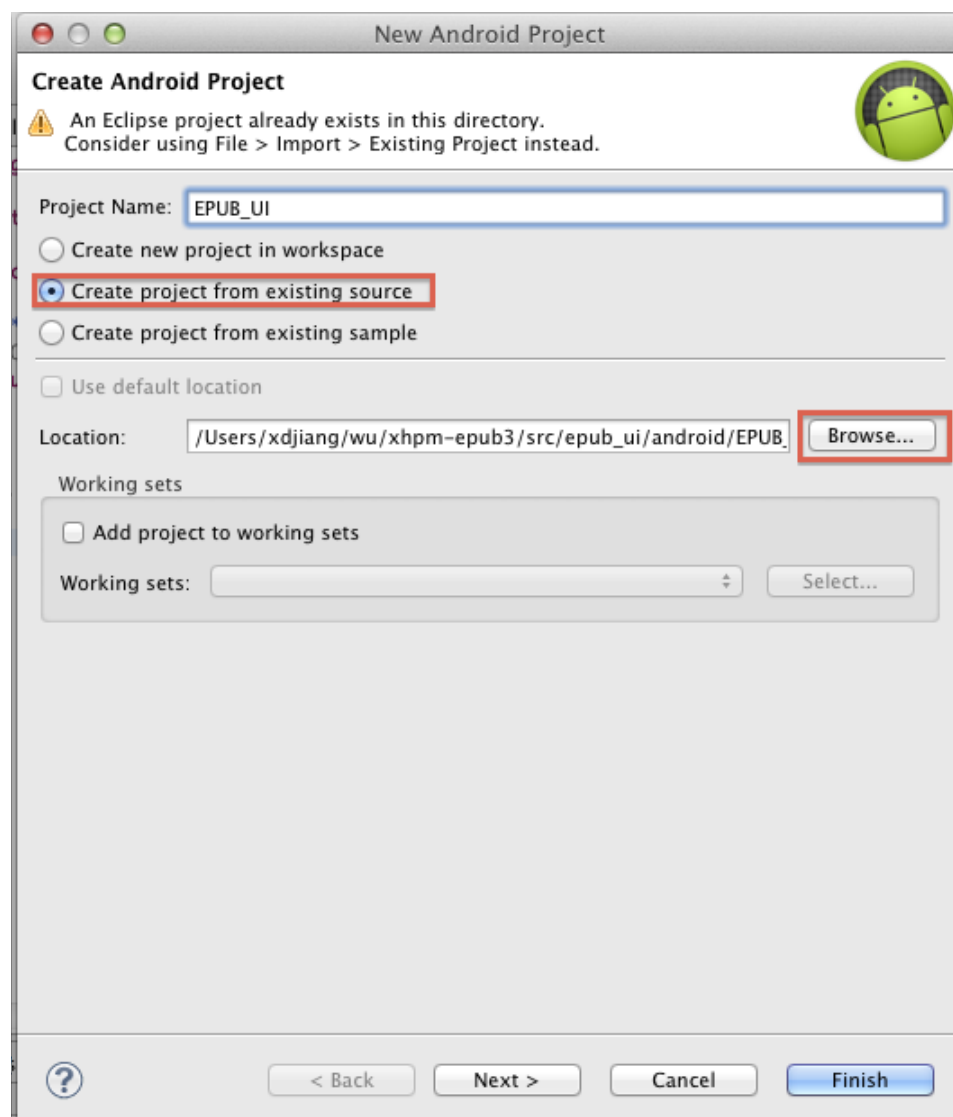


Figure 1-import the EPUB\_UI project

## Referencing EPUB\_UI Project

To create an android project:

- **File->New->Android Project**, name the project as **CallEPubUI**
- Right click on the **CallEPubUI** project->**Properties->Android->Add->EPUB\_UI->OK->OK**

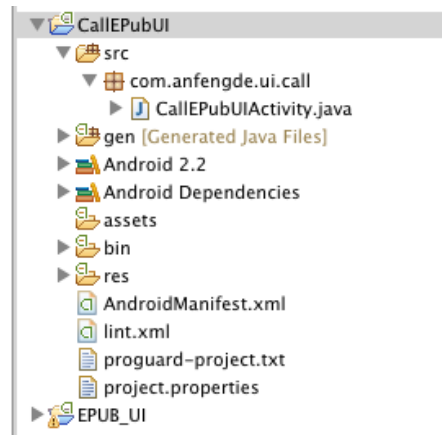


Figure 2-CallEPubUI project

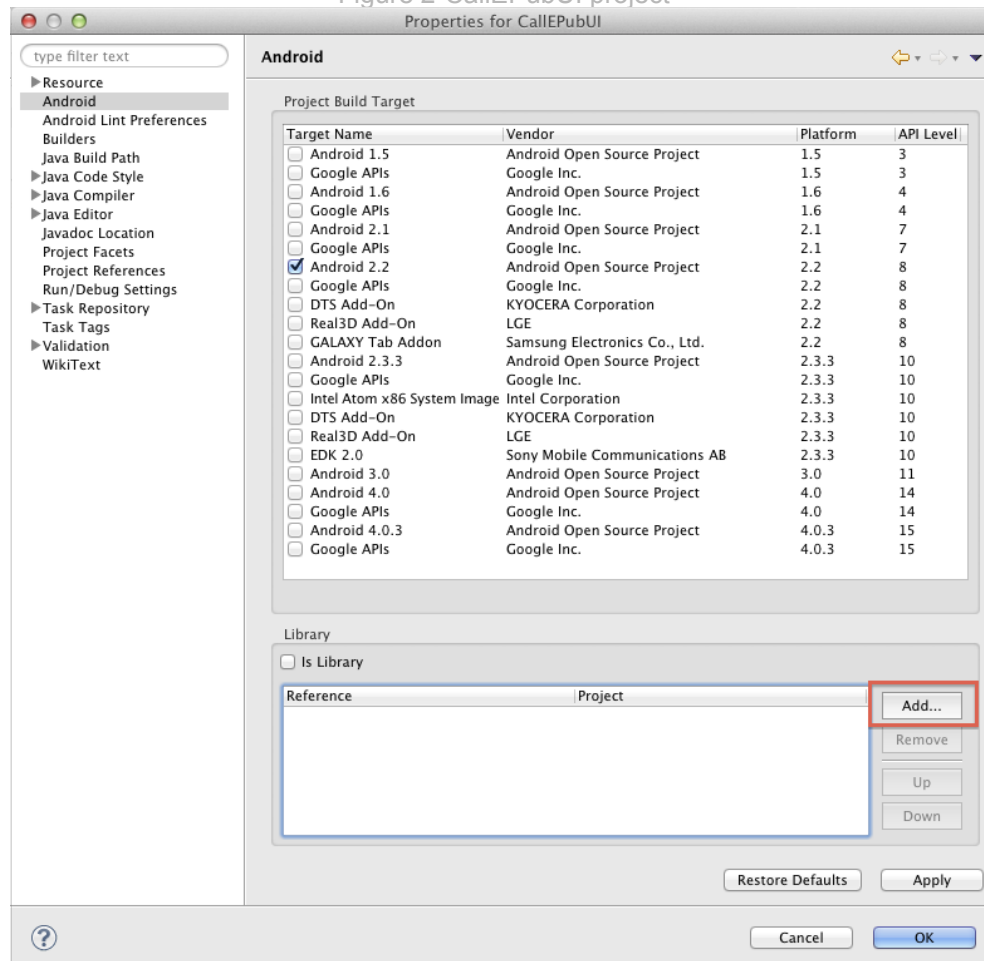


Figure 3-reference the EPUB\_UI project(1)

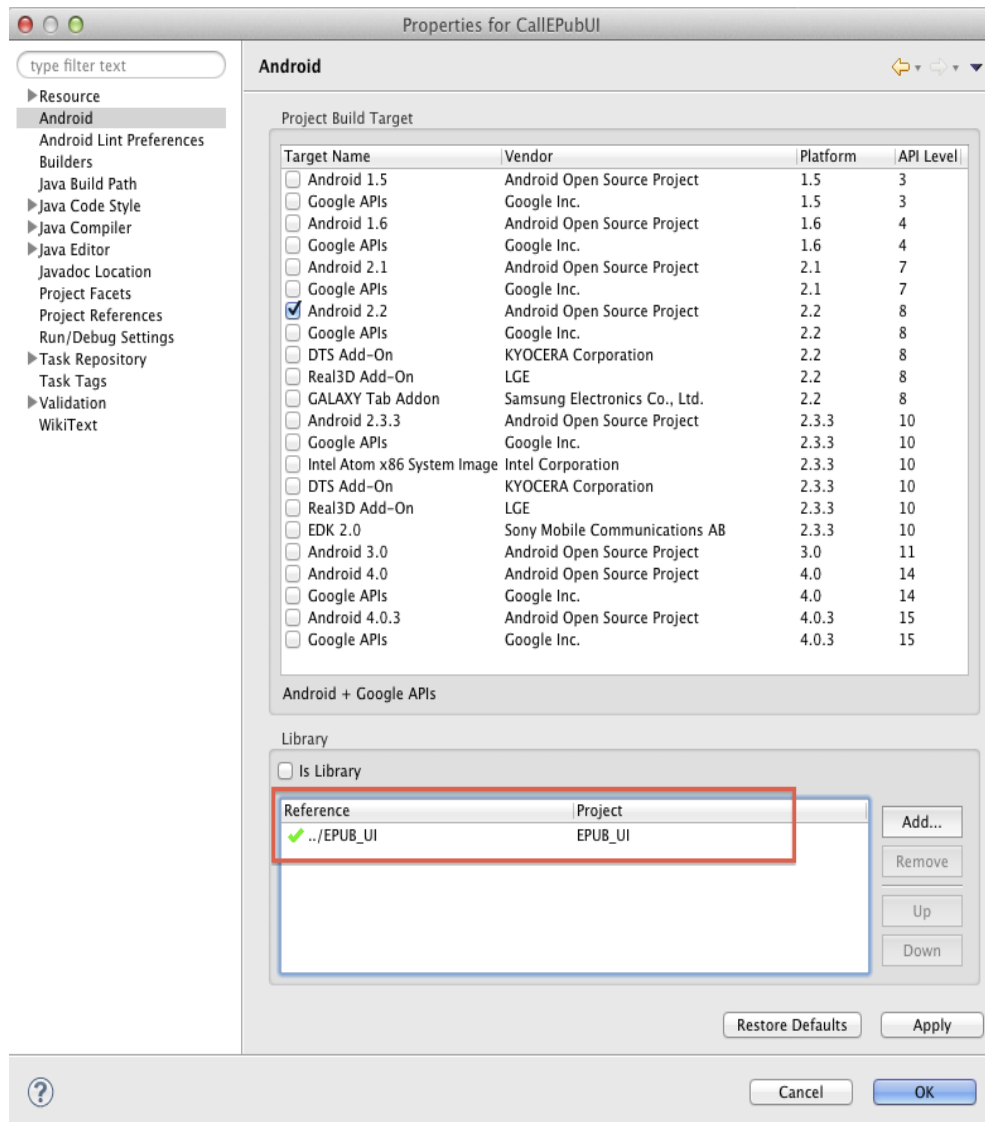


Figure 3-reference the EPUB\_UI project(2)

## Opening the EPub Book

If everything is OK, now add the code in the main.xml of the **CallEPubUI** project.

```
<com.anfengde.epub.ui.BookView
    android:id="@+id/bookView1"
    android:layout_width="match_parent"
    android:layout_height="fill_parent" >
</com.anfengde.epub.ui.BookView>
```

As a last step, add some codes in the onCreate method of the CallEPubUIActivity.

```
BookView bookView = (BookView) findViewById(R.id.bookView1);
bookView.setPath(Constants.CACHE_PAHT, "/mnt/sdcard/epub/testBook.epub");
bookView.initBook();
bookView.openBook();
```

“bookView1” is the EPUB UI Component ID, you can change it.

“Constants.CACHE\_PAHT” is the cache path.

“/mnt/sdcard/epub/testBook.epub” is the path of the book.

Now put the “testBook.epub”(a EPub3 book with video) in the epub folder(/mnt/sdcard/epub). Run the **CallEPubUI** project, and the book should appear on the screen(only real device can play video).

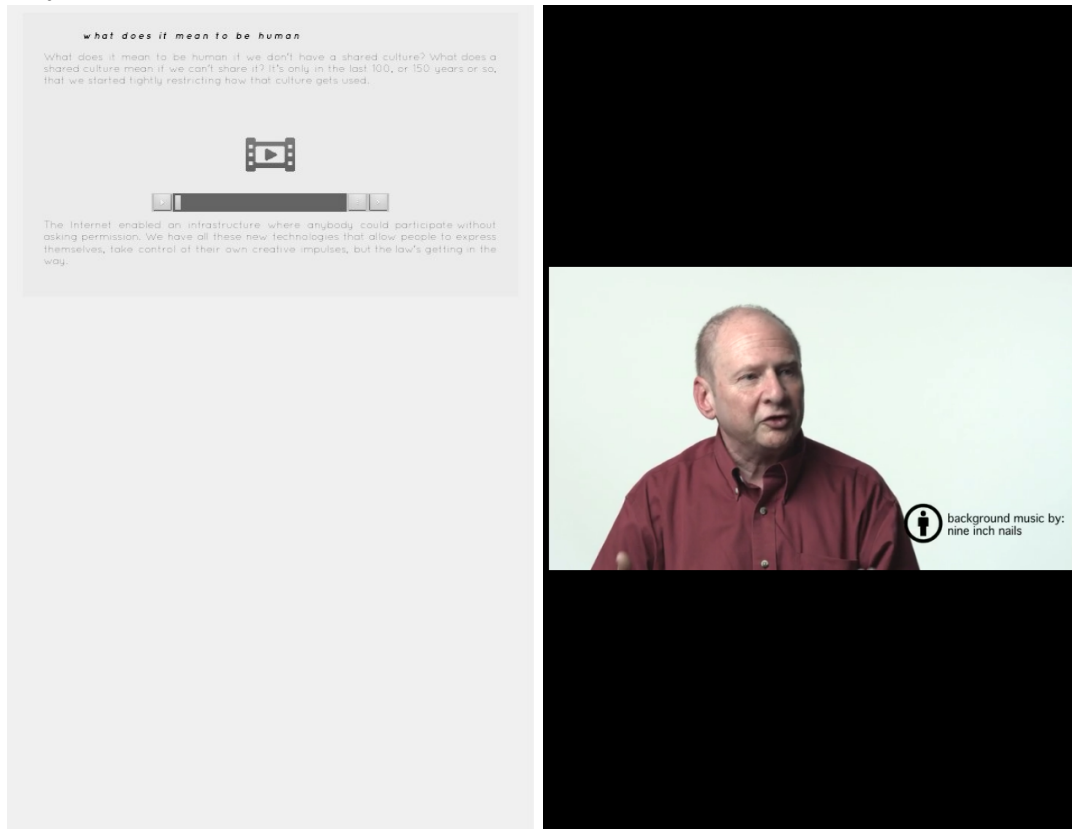


Figure 4-the book showing up

## IOS Platform

**Epub UI Component** is the framework in iOS platform, and getting started with it is very simple. You just add the framework to your project. Now look at the sample and you know how to reference it in your iOS project.

### Creating a Project

To create a new project and name it as **CallEPubUI** with Xcode(Version 4.3.2 (4E2002))

- **Create a new Xcode project -> Application->Single View Application**

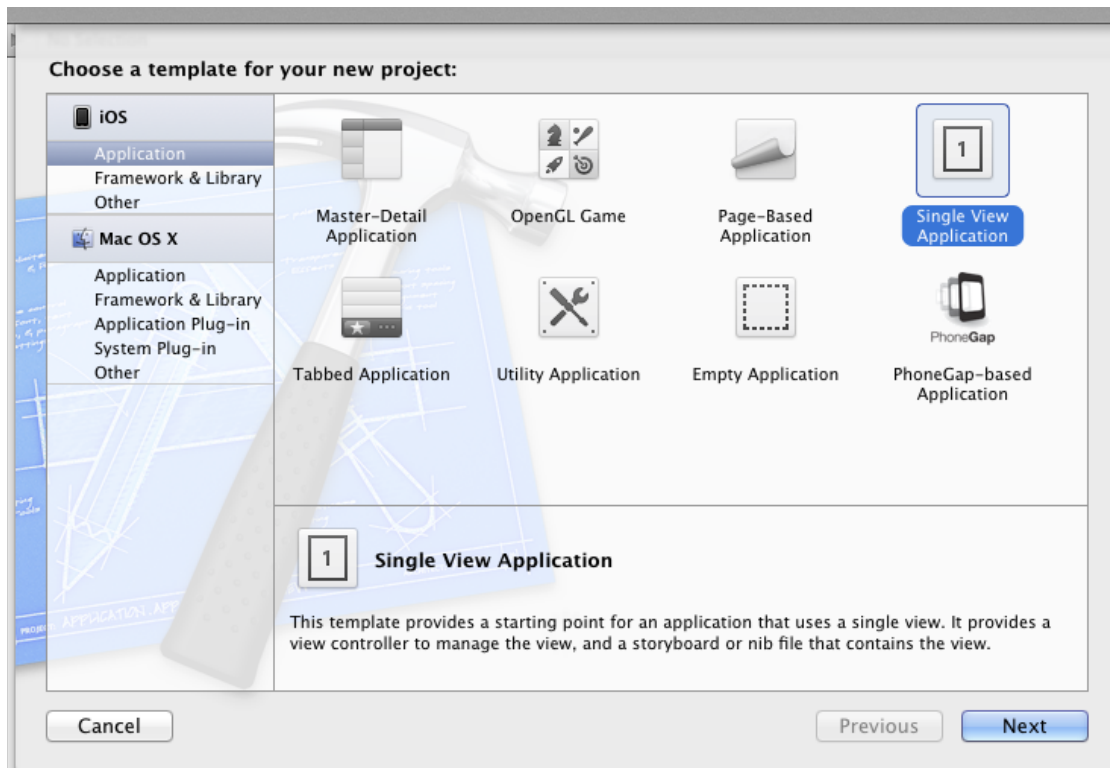


Figure 5-create a single view application

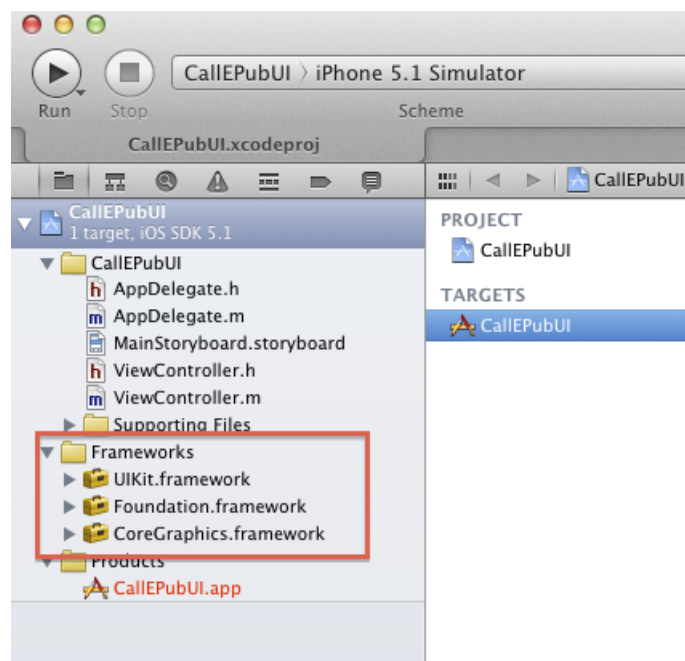


Figure 6-CallEPubUI project

## Adding the Frameworks and Resources

To add the frameworks and resources to **CallEPubUI** project in Xcode:

- Right click on the Frameworks in the **CallEPubUI** project
- select “Add Files to “CallEPubUI””
- select **AnFengDe\_EPUB\_SDK.framework** and **AnFengDe\_EPUB\_UI.embeddedframework**, and then add them to **CallEPubUI** project.

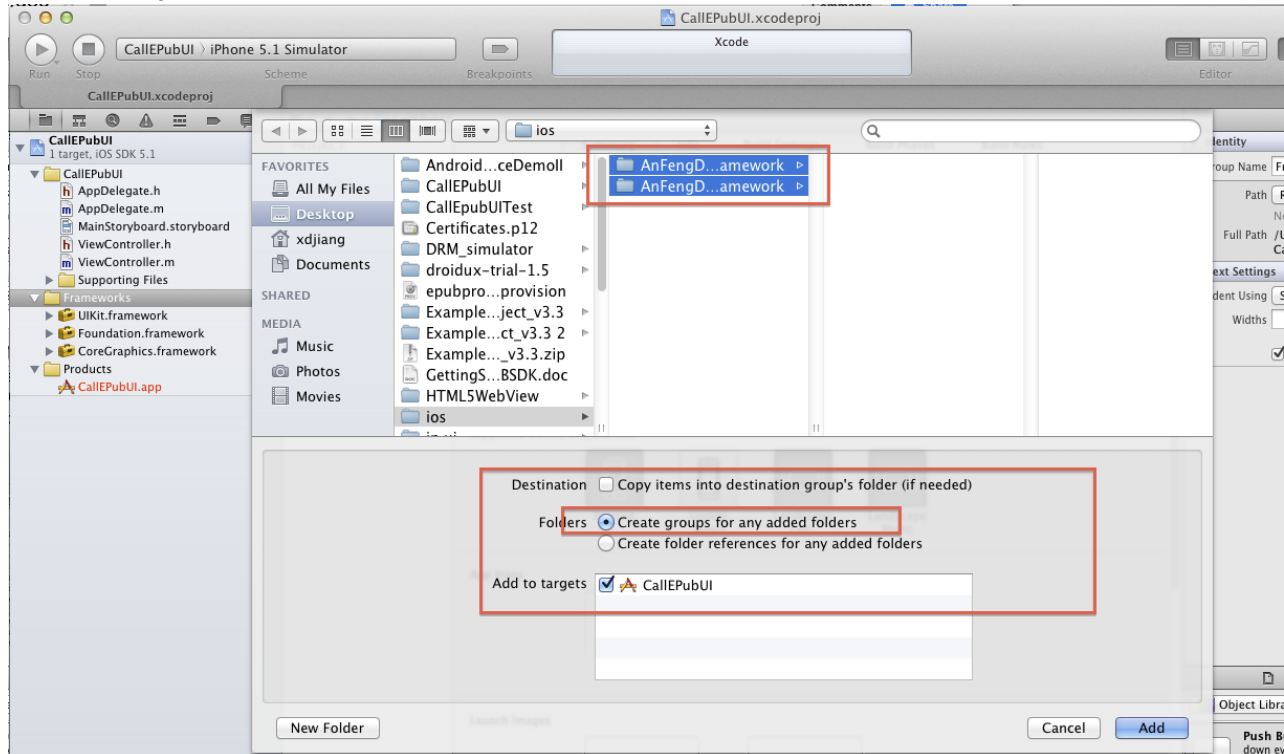


Figure 7-add framework to CallEPubUI project

## Opening the EPUB Book

Now add the “testBook.epub”(a EPub3 book with video) to **CallEPubUI** project.  
If everything is OK, the **CallEPubUI** project looks like this:

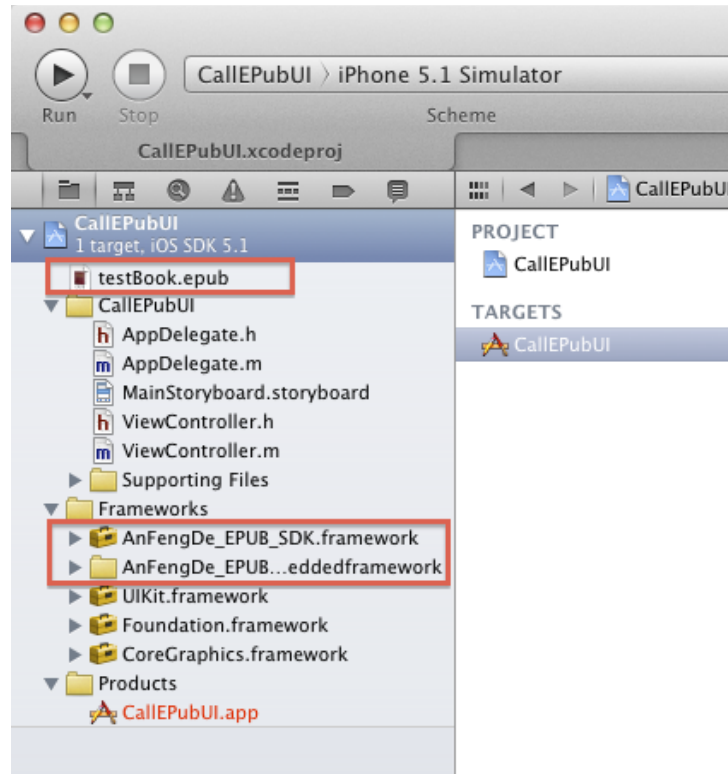


Figure 8-the resources list of CallEPubUI project

Now add some codes in the ViewController.h.

```
#import <UIKit/UIKit.h>
#import <AnFengDe_EPUB_UI/EpubUIHeader.h>
@class EpubRootViewController;
@interface ViewController : UIViewController {
    EpubRootViewController *rootEpubView;
}
@end
```

And in the ViewController.m, some codes are added to the viewDidLoad method.

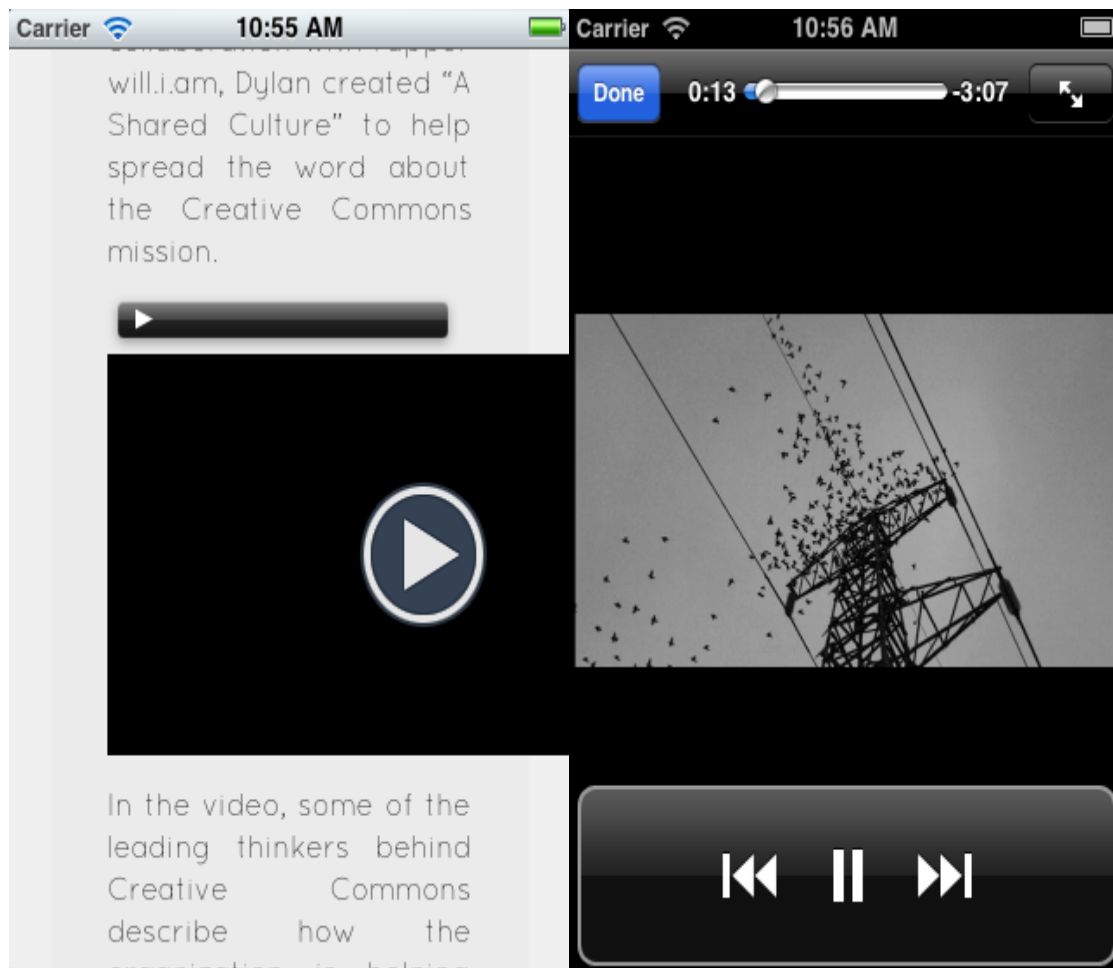
```
-(void)viewDidLoad
{
    [super viewDidLoad];
    // Do all, if needed, additional setup after loading the view, typically from a nib.
    NSString *path = [[NSBundle mainBundle] pathForResource:@"testBook" ofType:@"epub"];
    rootEpubView = [[EpubRootViewController alloc]
        initWithNibName:@"EpubRootViewController" bundle:nil epubBookPath:path];
    [self.view addSubview:rootEpubView.view];
}
```

The red part is added to show the book.

\*path = [[NSBundle mainBundle] pathForResource:@"testBook" ofType:@"epub"] is the path of book.

Run the **CallEPubUI** project, and you can see the book showing up.





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## EPUB UI API

[http://epub.anfengde.com/epub\\_ui\\_ios\\_doc/](http://epub.anfengde.com/epub_ui_ios_doc/) (iOS)

[http://epub.anfengde.com/epub\\_ui\\_android\\_doc/](http://epub.anfengde.com/epub_ui_android_doc/) (android)