Getting Started with EPUB UI Component

AnFengDe

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.

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.

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
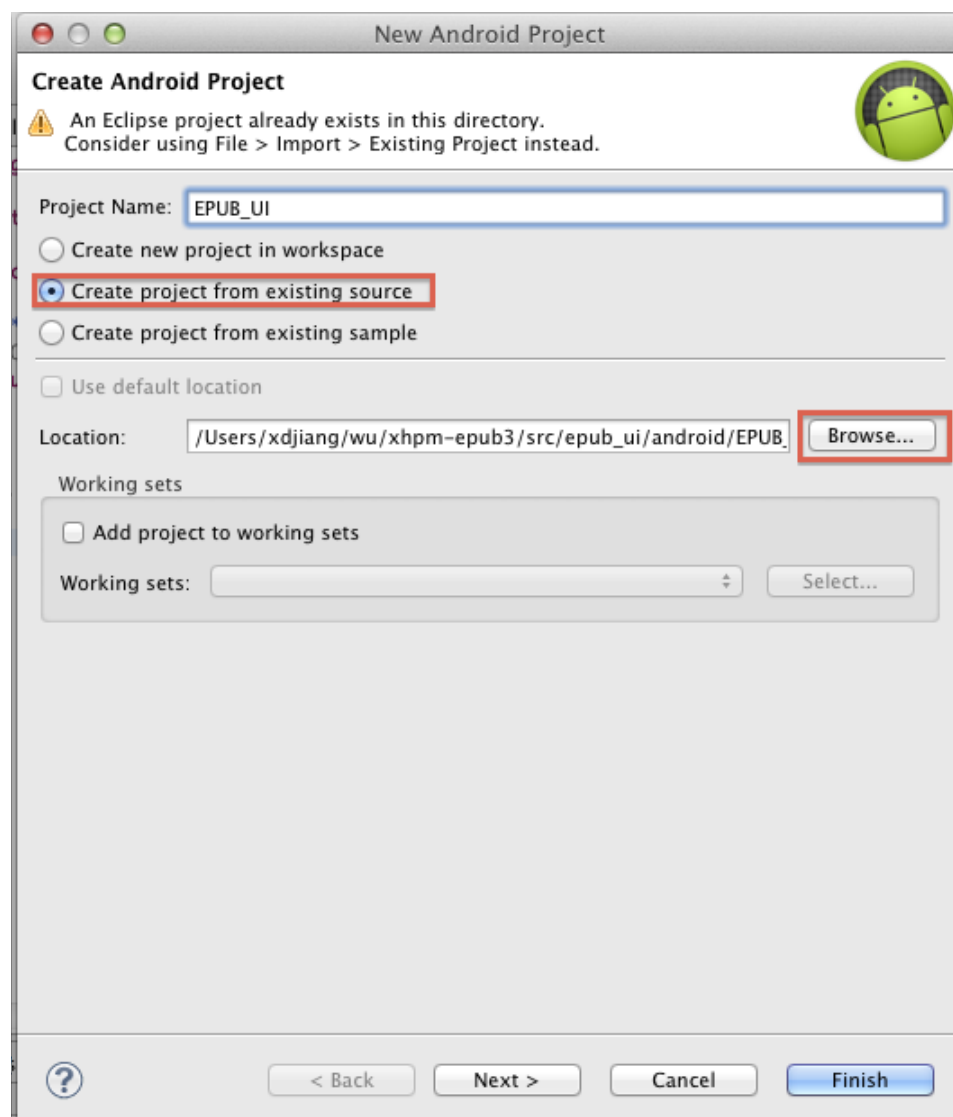

Figure 1-import the EPUB_UI project

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**
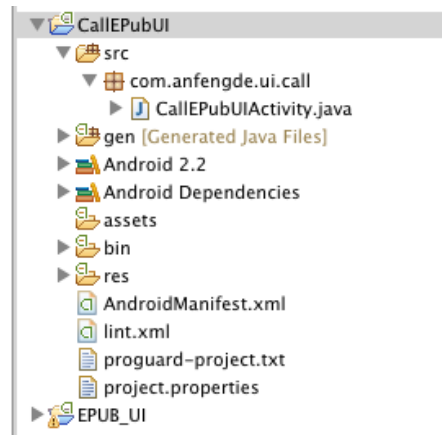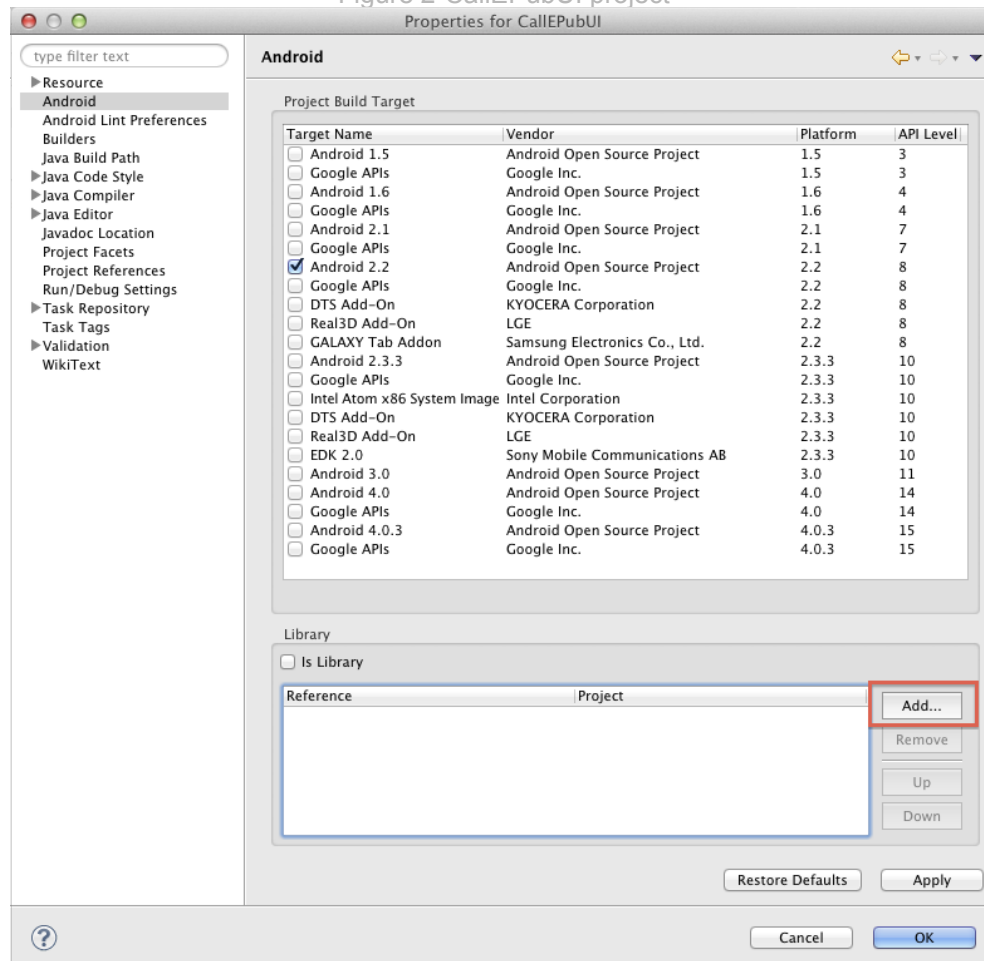

Figure 2-CallEPubUI project

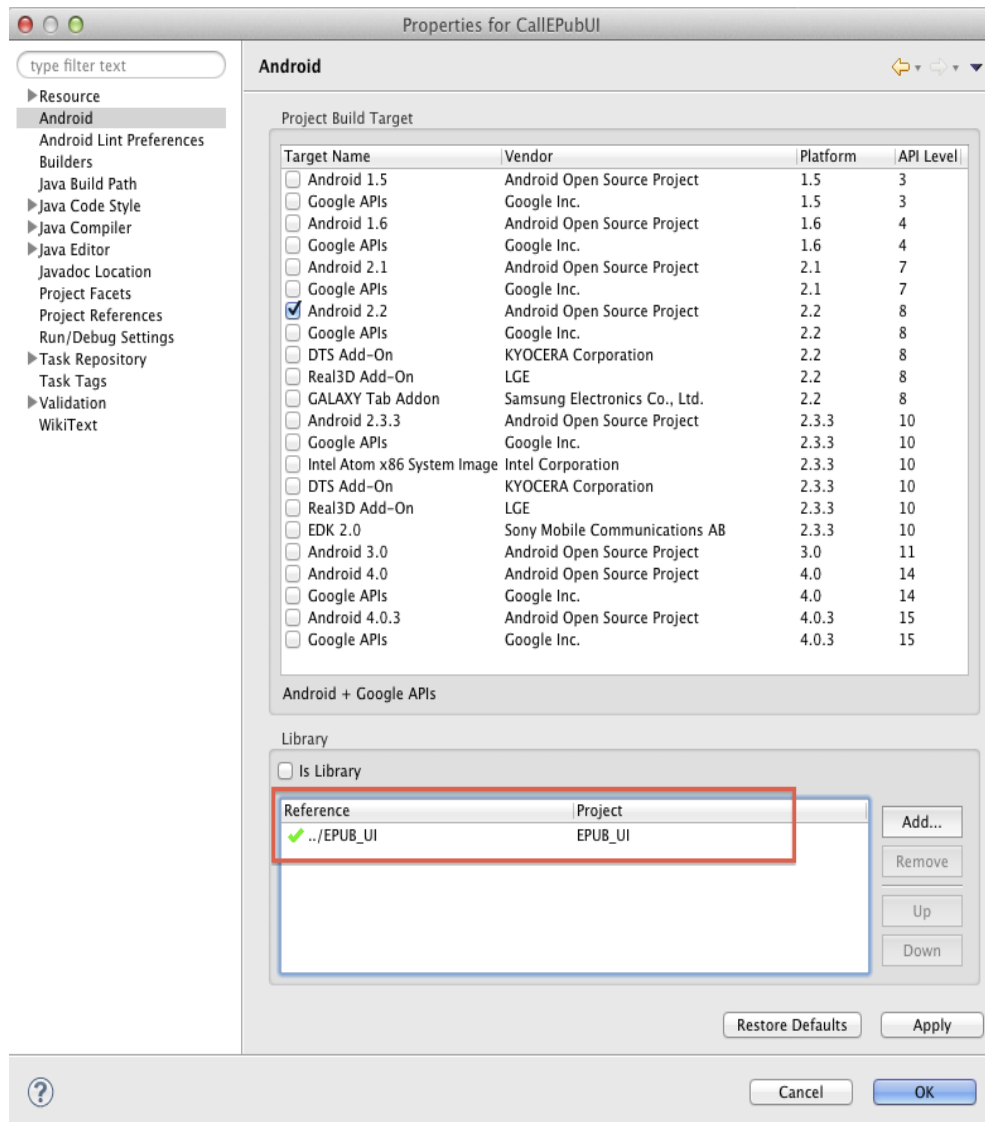Figure 3-reference the EPUB_UI project(1)

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.

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

Add the code in the AndroidManifest.xml of the **CallEPubUI** project.

```
<activity android:name="com.google.ads.AdActivity"    android:configChanges="keyboard|
keyboardHidden|orientation|screenLayout|uiMode|screenSize|smallestScreenSize"/>
```
If some problems occur, please set project target in project.properties to android-13 or above.

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).
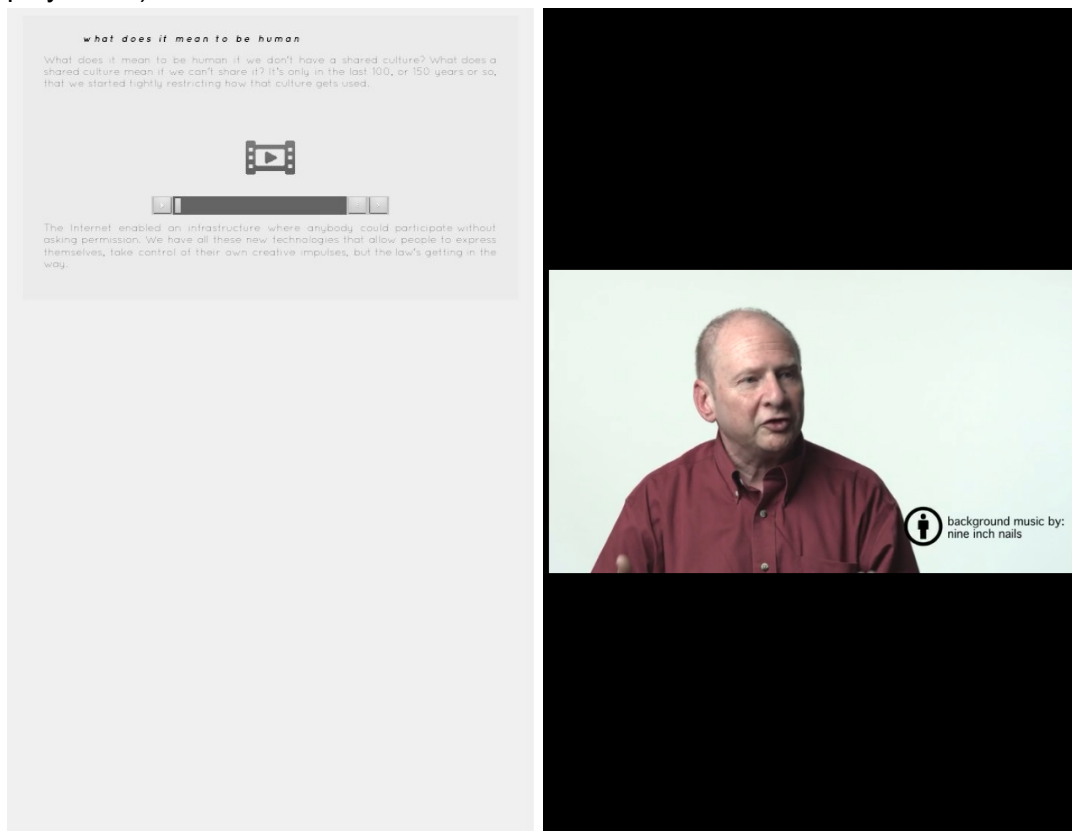

Figure 4-the book showing up

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**
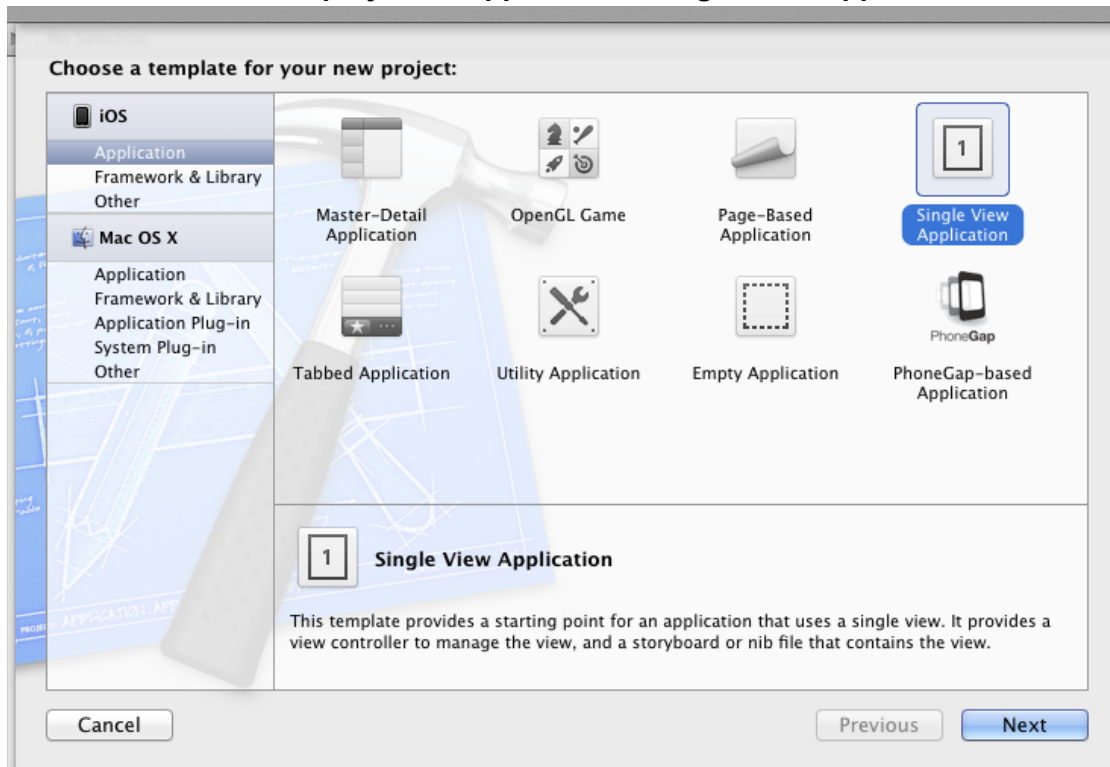

Figure 5-create a single view application
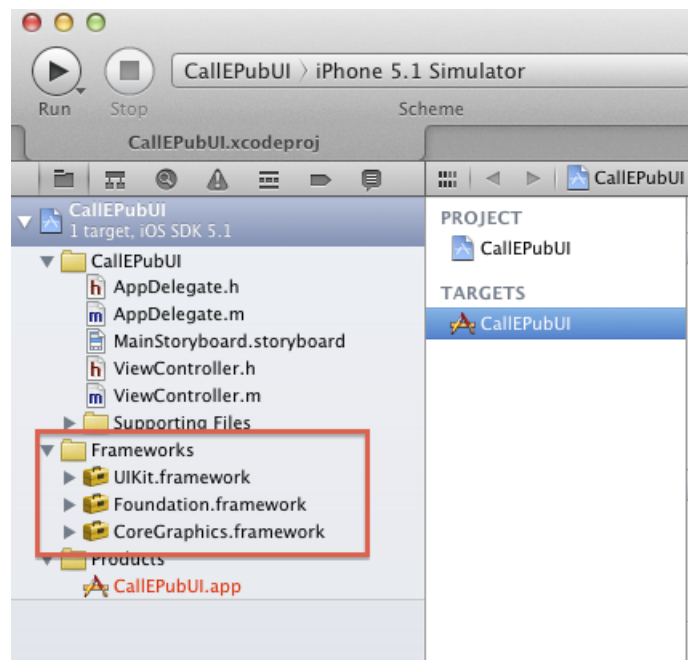
Figure 6-CallEPubUI project

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.
- Delete **control.js** and **jquery.min.js** from Compile Sources and add them to CopyBundle Resources

Figure 7-add the frameworks to CallEPubUI project

Summary	Info	Build Settings	**Build Phases**	Build Rules

🔍

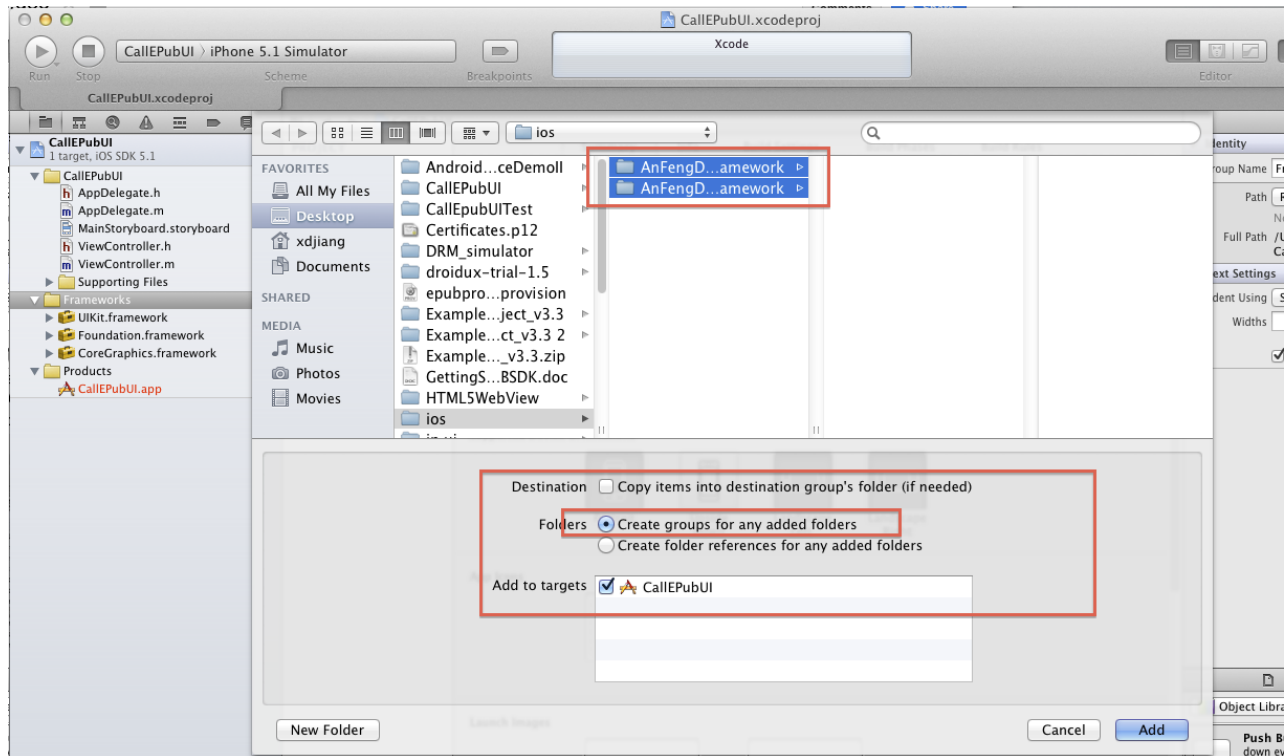▶ Target Dependencies (0 items)

▼ Compile Sources (4 items)   ⊠

Name	Compiler Flags
📄 jquery.min.js ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources	
📄 control.js ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources	
Ⓜ main.m ...in Example	
Ⓜ AppDelegate.m ...in Example	

+ − |

▶ Link Binary With Libraries (9 items)   ⊠

▼ Copy Bundle Resources (15 items)   ⊠

📄 InfoPlist.strings ...in Example/(localization).lproj
📄 testBook.epub
📄 igpn-28languages-01-EPUB3.epub
🖼 afd_backBtn.png ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
🖼 afd_continueReadingBtn.png ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
🖼 afd_font_zoomIn.png ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
🖼 afd_font_zoomOut.png ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
🖼 afd_fontsize.png ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
🖼 afd_tableContentsBg.png ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
🖼 afd_tableContentsBtn.png ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
🖼 afd_topMenuBg.png ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
📄 EPubContentsViewController.nib ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
📄 EPubRootViewController.nib ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
🖼 icon.png ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
📄 readpage.css ...in ../lib/AnFengDe_EPUB_UI.embeddedframework/Resources
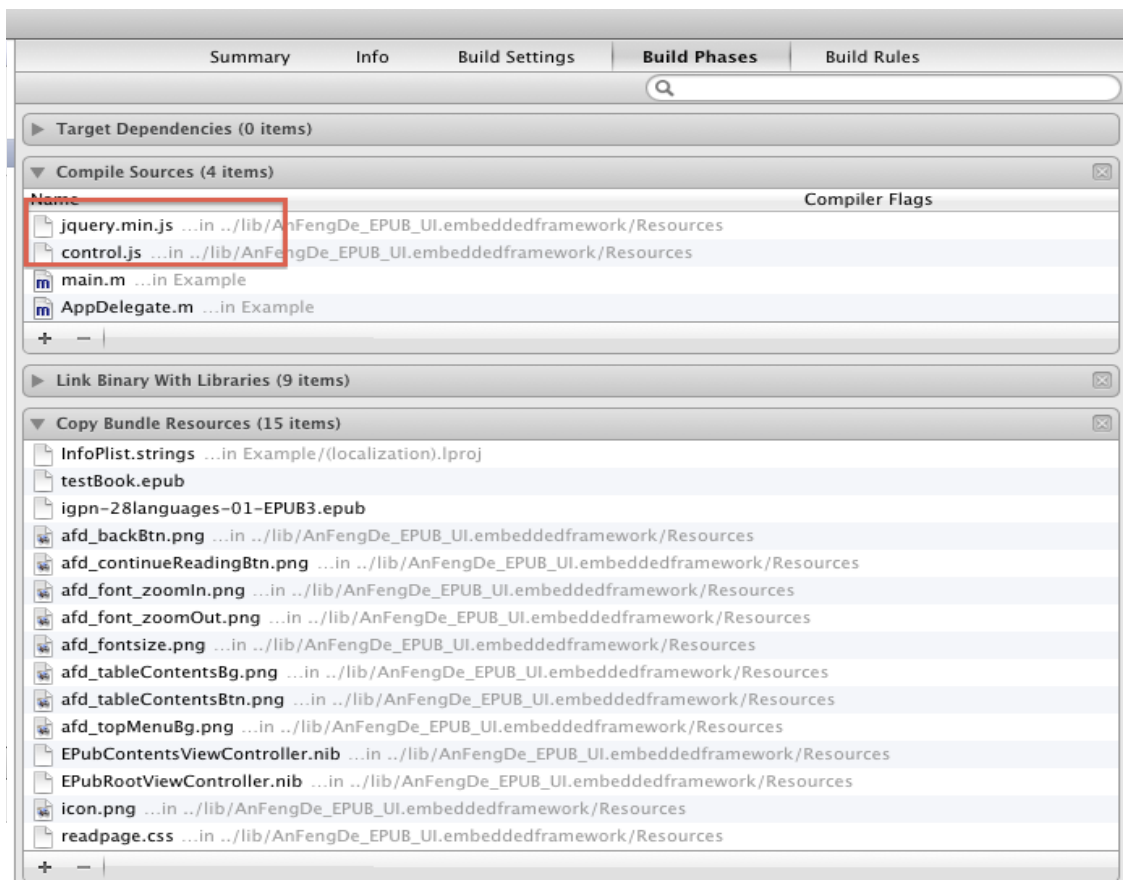
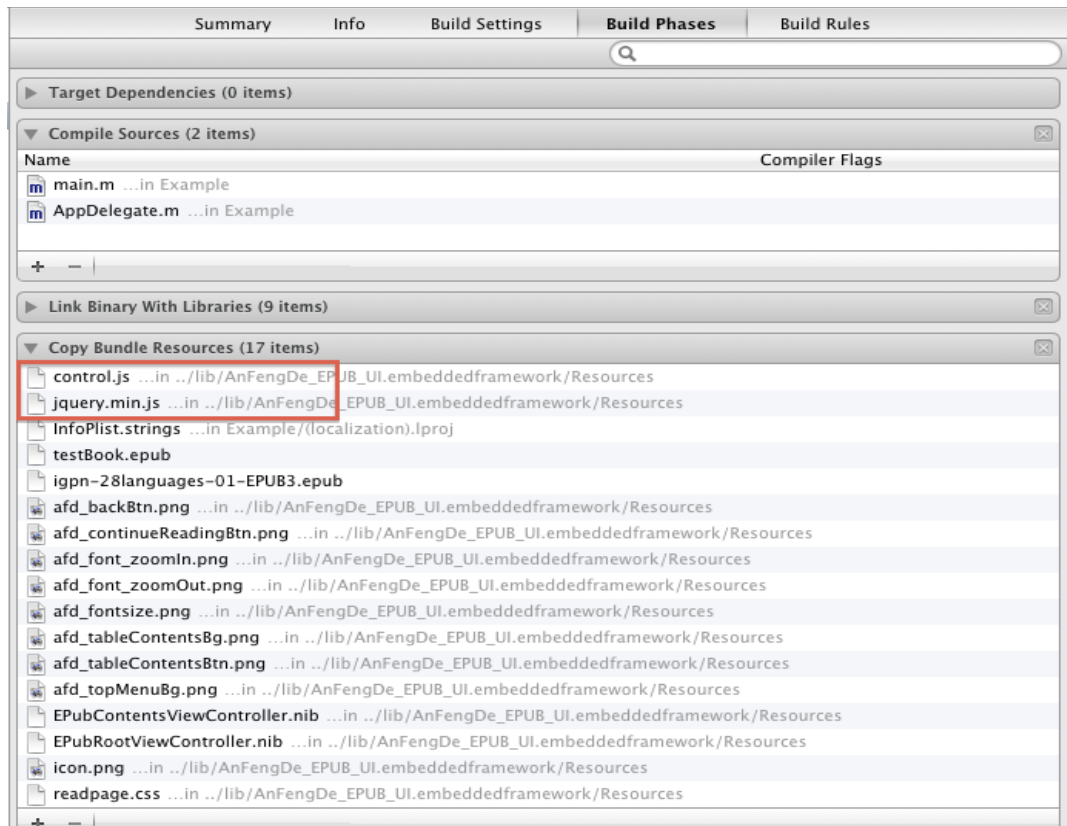+ − |

Figure 7-add the frameworks to CallEPubUI project

Figure 7-add the frameworks to CallEPubUI project

Add iOS framework
Add the following frameworks to your project:
- `MediaPlayer.framework`
- `MessageUI.framework`
- `SystemConfiguration.framework`
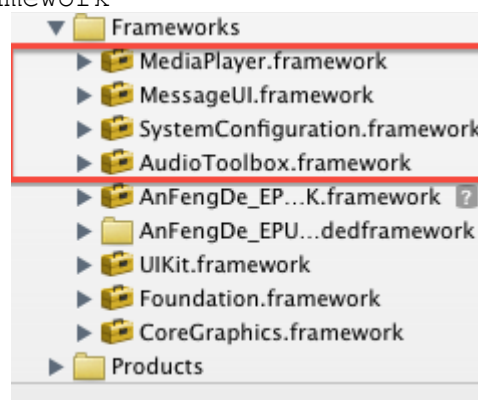- `AudioToolbox.framework`
- `CoreGraphics.framework`

Figure 8-add iOS framework

Add `-all_load` under Other Linker Flags in the project build info: **CallEPubUI** target ->**Build Settings** ->**Linking** ->**Other Linker Flags**->Add "`-all_load`".

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:
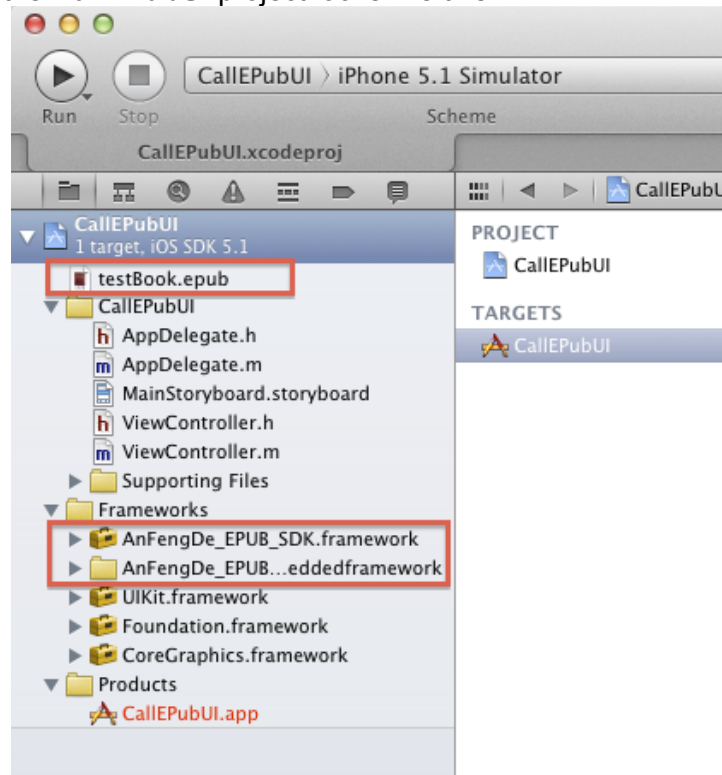

Figure 8-the resources list of CallEPubUI project

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.
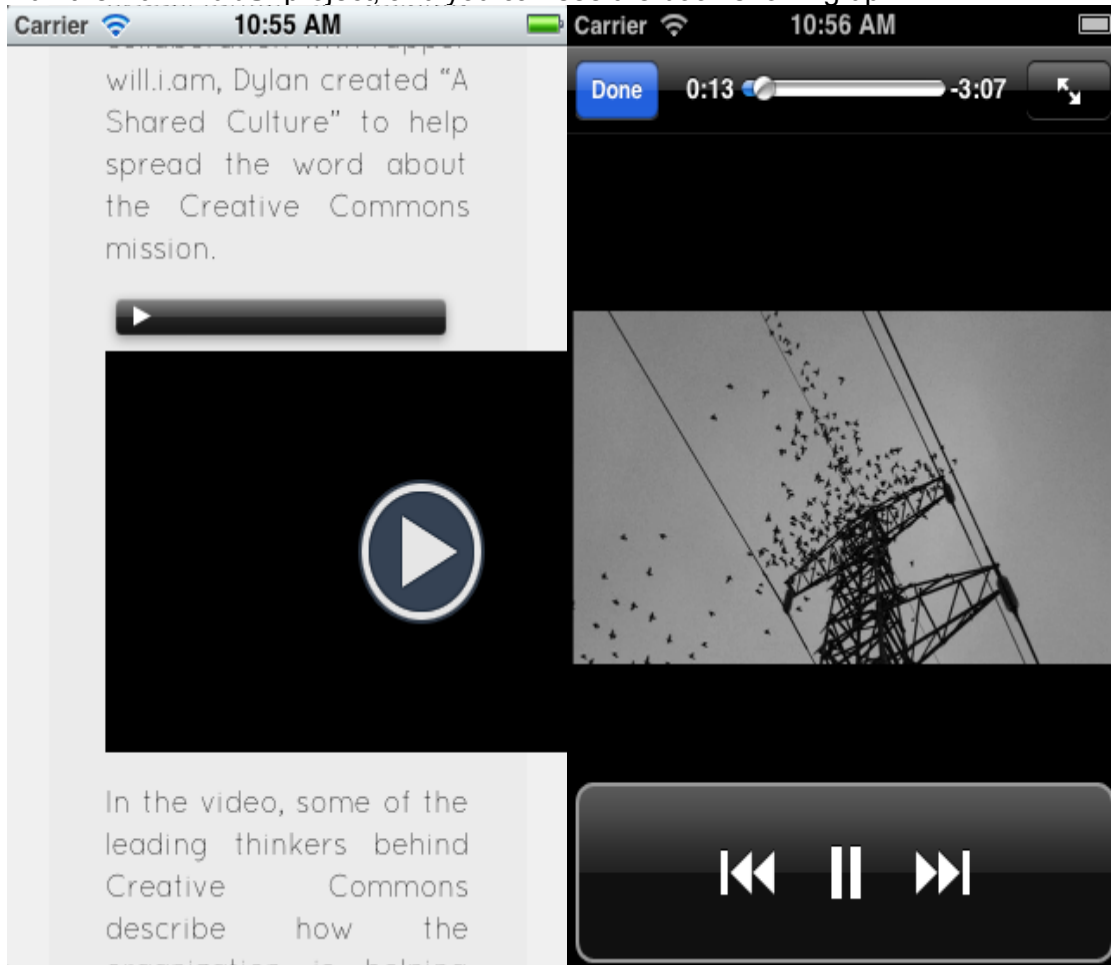
EPUB UI API

The API Documentation is available.
http://epub.anfengde.com/epub_ui_ios_doc/   (iOS)
http://epub.anfengde.com/epub_ui_android_doc/ (android)