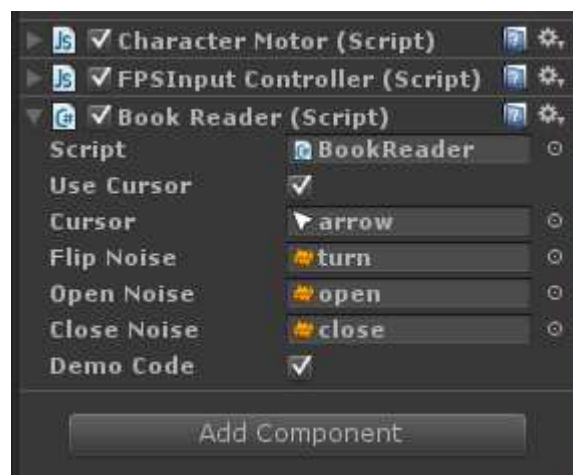


Book Reader

Thank you for purchasing Book Reader. These instructions will teach you how to setup and use Book Reader.

Setting up the Scene:

1. Import the latest version of Book Reader to your project workspace in Unity. If you are starting a new project, create a basic scene with a light, a plane, and a first person controller.
2. Add a BookReader script to an object in the scene, such as the camera. Add 'flip', 'open' and 'close' sounds to the new BookReader script and add a cursor icon if a custom cursor is required. All of these resources can be found in the BookReader Folder.



3. Add an object to the scene, such as a book, and add the Book script to it. An example object can be found in Demo/Book/Book.
4. View the newly added Book script in the inspector. Set the size of pages to 1 and add a .txt file with any text of your choosing to element 0. Sample .txt files can be found at Demo/Book/chicken.txt
5. Drag and drop an image representing the page you wish to display onto the Page Texture slot on the Book script. You can use BookReader/Textures/page.png for this purpose.
6. Basic setup is complete. Press play. By default if the book object is in the centre of the camera and the left mouse button is clicked, the book will open. If it is a multipage book, clicking on the left hand side of the book will go back, and clicking on the right hand side will go forward. If something has gone wrong, have a look at the Demo scene for ideas.

Book Settings:

Pages – a number of different text files can be added here. All files will be combined into a single in game book.

Two Pages – If this is selected, two pages will appear on screen when the book is opened.

Is Numbered – If this is selected, page numbers will appear at the bottom of each page.

Font – The font used for text, titles, lists and page numbers. In Windows, fonts can often be found at C:\Windows\Fonts.

Font Color - The font color used for text, titles, lists and page numbers.

Page Texture – The image that represents a single page of a book. This image appears directly behind the book's text.

Background Texture – The image that appears behind the page/pages of the book. Can be used for book covers. See Demo/Book/Book for an example.

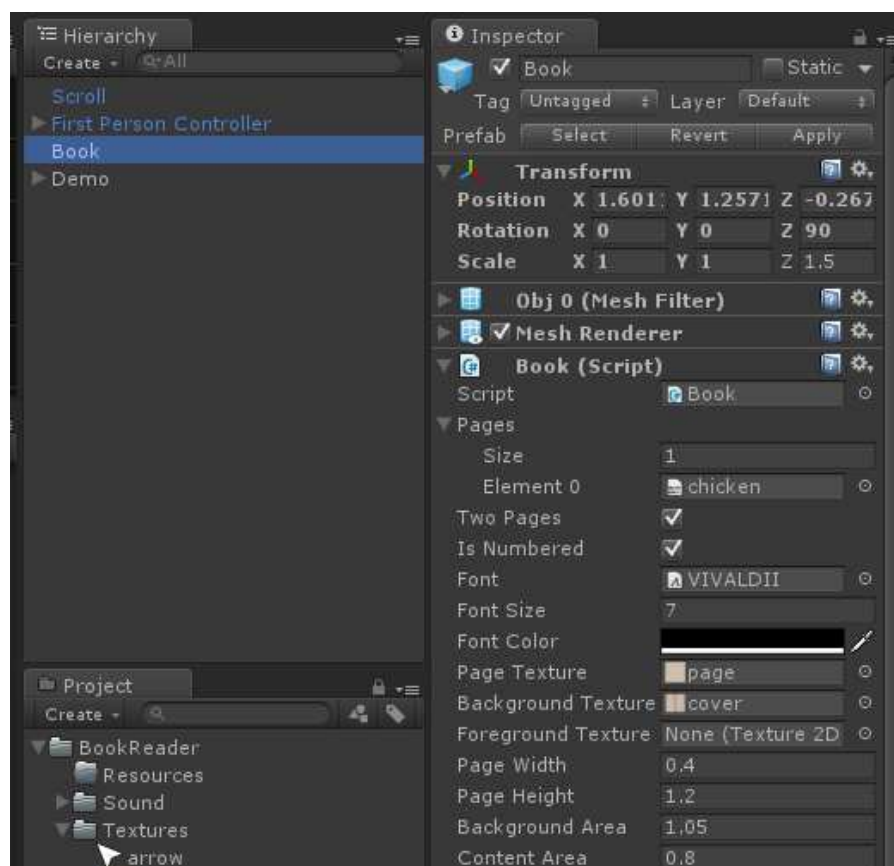
Foreground Texture – The image that appears over the top of all other content. Can be used for detail which runs over the main text.

Page Width – Represents the width of a single page. 1 in this field would result in a page being the full width of the display window.

Page Height - Represents the height of a single page. 1 in this field would result in a square page.

Background Area – Represents the amount of space the background and foreground images occupy. 1 in this field would result in a background image of the same size as the page texture.

Content Area – Represents the amount of space, in relation to the page, the content can occupy. 1 in this field would result in text running the full width and height of the page.



Writing Content:

Book Reader reads text line-by-line from text files. As well as plain text, a number of commands can be given. All commands need to start on a new line of the text file in order to be recognized.

Text

- If no commands are given, anything that is written on a new line will be considered text.
- Example: Hello, you are reading a book.
- You can add addition detail to plain text by using rich text. A full list of rich text commands can be found here: <http://docs.unity3d.com/Manual/StyledText.html>
- Example: `<i>Hello</i>, <color=#00ffffff>you</color> are reading a book.`

/page

- This command will start a new page regardless of whether the previous page is full.
- Example: `/page`

/image

- This command, followed by an image name, will load on image from the resources folder onto the page.
- Example: `/image dog`
- If you wish to resize the image follow the name of the image with a percent size
- Example: `/image dog 200`
- If you wish to change the alignment of the image just type left or right. The default is center.
- Example: `/image dog 200 left`

/title

- This command, followed by some text, will centre the text and increase its size.
- Example: `/title Ancient Book of Lore`

/list

- This command, followed by some text, will create a dot point and decrease its size.
- Example: `/list milk`
`/list cheese`

/nonum

- If page numbers are turned on, this command turns the page number off for the current page.
- Example: `/nonum`

Notes:

- If you wish to change the default size (relative to text) of `/title` and `/list`, as well as the size of page numbers, a number of constants representing these commands can be found at the start of the BookReader script.
- Blank lines, tabs, and spaces are read and will show up in game. This allows for more control over formatting.

```
1 /title Chicken
2
3 /image chicken left 80
4
5 The <b>chicken</b> (Gallus gallus domesticus) is a domesticated fowl, a subspecies o
6 The traditional poultry farming view of the domestication of the chicken is stated i
```

Coding Interface

Book Class

void AddPages(Book book)

- Used to add the text files/pages from one book to another book.

BookReader Class

void TurnPage(string direction)

- Used to turn the page forward or page.
- Example: TurnPage("Forward");
TurnPage("Back");

bool isActive()

- Returns true if a book is currently being read.

void Open(Book book, int pageNumber)

- Opens a given book at a given page number.
- Example: Open(hit.transform.GetComponent<Book>(), 0);

void Close()

- Closes current book.

Note – It is recommended that the update function in BookReader.cs be customized to meet the needs of the user. Current code in Update() is an example of how BookReader can be used.

Final Product

