ABOUT

MuPDF is a lightweight PDF, XPS, EPUB and CBZ viewer and parser/rendering library.

The renderer in MuPDF is tailored for high quality anti-aliased graphics. It renders text with metrics and spacing accurate to within fractions of a pixel for the highest fidelity in reproducing the look of a printed page on screen.

MuPDF is also small, fast, and yet complete. We support PDF 1.7 with transparency, encryption, hyperlinks, annotations, search and many other bells and whistles. MuPDF can also read XPS documents (OpenXPS / ECMA-388), EPUB and CBZ (Comic Book archive) files.

MuPDF is written to be both modular and portable; the example applications are merely thin layers on top of the functionality offered by the library, so custom viewers can be easily built for a wide range of platforms. Example viewer applications are supplied for Windows, Linux, MacOS, iOS and Android.

MuPDF is deliberately designed to be threading library agnostic, while still supporting multi-threaded operation. In the absence of a thread library it will run single-threaded, but by adding one significant benefits in rendering speed on multi-core platforms can be obtained.

Interactive features such as form filling, javascript and transitions are in development and partially supported by the Android application.

LICENSE

MuPDF is Copyright 2006-2015 Artifex Software, Inc.

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This program is distributed in the hope that it will be useful, but WITHOUT

COMPILING

If you are compiling from source you will need several third party libraries: freetype2, jbig2dec, libjpeg, openjpeg, and zlib. These libraries are contained in the source archive. If you are using git, they are included as git submodules.

You will also need the X11 headers and libraries if you're building on Linux. These can typically be found in the xorg-dev package. Alternatively, if you only want the command line tools, you can build with HAVE_X11=no.

The new OpenGL-based viewer also needs OpenGL headers and libraries. If you're building on Linux, install the mesa-common-dev and libgl1-mesa-dev packages. You'll also need several X11 development packages: xorg-dev, libxcursor-dev, libxrandr-dev, and libxinerama-dev. To skip building the OpenGL viewer, build with HAVE_GLFW=no.

DOWNLOAD

The latest development source is available directly from the git repository:

```
git clone http://mupdf.com/repos/mupdf.git
```

In the mupdf directory, update the third party libraries:

```
git submodule update --init
```

INSTALLING (UNIX)

Typing "make prefix=/usr/local install" will install the binaries, man-pages, static libraries and header files on your system.

REPORTING BUGS AND PROBLEMS

The MuPDF developers hang out on IRC in the #ghostscript channel on irc.freenode.net.

Report bugs on the ghostscript bugzilla, with MuPDF as the selected component.

```
http://bugs.ghostscript.com/
```

If you are reporting a problem with PDF parsing, please include the problematic file as an attachment.