



Gemstar eBook Publisher™ 2.1 ***Windows® User's Guide***

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Gemstar eBook Publisher 2.1: Windows User's Guide

Gemstar eBook Publisher: Windows User's Guide

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Introducing Gemstar eBook Publisher

Gemstar eBook Publisher™ is a professional tool for publishing electronic books. Using Gemstar eBook Publisher, you can convert books, periodicals, and other documents into eBook Editions™, electronic books that can be read on Gemstar eBook™ devices. Gemstar eBook Publisher is one part of a complete paperless publishing and distribution system that consists of:

- Gemstar's lightweight, portable reading devices for electronic books.
- Gemstar eBook Publisher, an Open eBook-compliant publishing tool for converting books into eBook Editions.
- Distribution, through the Gemstar eBookstore™ or other online methods.

The following sections in this introduction describe the new features of Gemstar eBook Publisher 2.1 and summarize the eBook publishing process. If you are new to Gemstar eBook Publisher, we recommend that you read through these brief sections to get an overview of the process before going on to the sections on installing and using the software.

New features

Gemstar eBook Publisher 2.1 as a successor to Gemstar eBook Publisher 2.0 adds the following major features:

- The confusion between Edition ID and ISBN has been removed and the Edition Settings dialog now validates the ISBN if entered.
- The Edition ID has been replaced by a *Unique Edition ID* which is automatically generated by the software.



- When editing/viewing OEBFF files, you now have an option to *Unpack* the OEBFF onto the file system and edit it as a normal project which allows you full access to the document files.

As a successor to SoftBook Professional Publisher™ 1.5, this version adds the following major features:

- Gemstar eBook Publisher can preview and build eBook Editions for Color VGA, Grayscale Half-VGA, and Monochrome Half-VGA reading devices. In addition, it can build an OEBFF: All Targets edition, which produces an OEBFF (Open eBook File Format) Container file.
- A single project can now include all OEB document files, image files, and style sheet files needed to create editions for all targets, including alternate files (called *fallbacks*) optimized for specific targets. From this one project, you can create eBook Editions for any target.
- A new tabbed interface in the Project window allows you to manage all OEB document files, image files, and style sheet files for the project in a single window.
- Gemstar eBook Publisher can import Microsoft® Word and RTF (Rich Text Format) documents directly, translating them into OEB-coded document files that can be added to existing projects or used to create new projects.
- An expanded Edition Settings window with a tabbed interface allows you to enter and edit complete publication information, including title, author, ISBN, publisher, imprint, copyright and publication dates, descriptions, language, keywords, currency and pricing data, and more.

About the Open eBook specification

The Open eBook (OEB) specification defines a standard for the structure and formatting of electronic books that may be viewed on a variety of reading devices. Based on HTML, Cascading Style Sheets (CSS), and XML, Open eBook markup will be immediately familiar to anyone acquainted with standard HTML and CSS markup. Open eBook markup is defined in the *Open eBook Publication Structure*, a copy of which is included in the Gemstar eBook Publisher folder installed on your computer. This document is also available through the Open eBook web site (<http://www.openebook.org>).

By relying on the Open eBook standard, Gemstar eBook Publisher ensures the widest acceptance for the electronic editions of your books.

The eBook publishing process

The publishing process for eBook Editions begins with your content in the form of text and images. These may come from a book already published in print or electronic form, or they may be created specifically for the Gemstar eBook devices.

Converting your content

The first step is to convert your content to Open eBook document files (ODF), which are plain text files that include HTML and OEB markup codes. As a preliminary step, you can convert your content to standard HTML files and then refine the HTML coding to meet the Open eBook specification (which supports most of HTML 3.2 and Cascading Style Sheets Level 1 but does not support Dynamic HTML). If the original text is in a format such as Adobe® FrameMaker®, or QuarkXPress®, you can often save it into HTML format, either directly from the application or through a third-party converter.

You also need to convert any graphics to a suitable format. The Open eBook standard specifies PNG and JPG files for images. The Windows version of Gemstar eBook Publisher also supports WMF, GIF, and BMP files. **Animated GIFs and lossless or progressive JPEGs are not supported.**

Selecting targets

Gemstar eBook Publisher can build eBook Editions for four different targets:

Target	Compatible devices	Display characteristics
Color VGA	Gemstar eBook GEB2150 Gemstar eBook REB1200 SoftBook Reader™ 250e SoftBook Reader 200	480 x 640 pixel color screen (grayscale screen in SoftBook Readers)
Grayscale Half-VGA	Gemstar eBook GEB1150	320 x 480 pixel grayscale screen
Monochrome Half-VGA	Gemstar eBook REB1100 Rocket eBook Pro™ Rocket eBook™	320 x 480 pixel monochrome (1-bit) screen
OEBFF: All Targets	OEBFF Container	(not applicable)

Note *When you select OEBFF: All Targets, you are not building an eBook Edition for a specific reading device. Instead, you are building an OEBFF Container, which gathers all files in the project into a single, OEB-compliant file. See the following section, "About OEBFF Containers," for more information.*

The target you select determines:

- Which device (Color VGA, Grayscale Half-VGA, or Monochrome Half-VGA) will be emulated when you preview

your edition. The OEBFF: All Targets selection does not allow previews.

- Which type of edition (Color VGA, Grayscale Half-VGA, Monochrome Half-VGA, or OEBFF: All Targets) will be created when you build an edition for distribution.
- Which files will be displayed in the Spine Items tab and Images tab of the Project window. If you have assigned target-specific fallbacks (alternate files) for OEB documents or images, the fallbacks will be listed only when the corresponding target is selected.

Although the targets share many characteristics, each target also has its own unique features. Rather than forcing you to design only for the lowest common denominator, Gemstar eBook Publisher enables you to add target-specific files to your project through its fallback mechanism (as explained in the section "Using Gemstar eBook Publisher"). In that way, you can optimize your eBook Editions for each target and still keep all your content together in a single project.

About OEBFF Containers

As mentioned in the previous section, when you select OEBFF: All Targets as the build target, you are not building an eBook Edition for a specific reading device. Instead, you are building an Open eBook File Format (OEBFF) Container — a single, cross-platform, MIME-encoded file that gathers together all the information for all build targets, including all the publication information (author, title, ISBN, and so forth) and all the files in the project (project file, OEB document files, image files, style sheet files, and all fallbacks for those files).

This OEBFF Container is not intended for delivery directly to a specific reading device. Rather it is intended for delivery to a back-end processing system that can then use it to create editions specific to various reading devices, not only for current models, but potentially for future models as well.

To serve this purpose, the OEBFF Container must include a complete set of files that comply with the OEB specification, in addition to any device-specific files you have added to the project. For example, the OEB specification requires that

images be JPEG or PNG files. If your project includes a GIF image that does not have an OEB-compliant fallback (JPEG or PNG), then when you build an OEBFF Container, Gemstar eBook Publisher automatically creates an OEB-compliant fallback for that file to include in the OEBFF Container.

Formatting your eBook Edition

Once you've converted the content to HTML and the graphics to the proper formats, you need to edit the HTML coding to suit your target devices.

We strongly recommend that you first create a master version of your book for the OEBFF: All Targets selection by editing the HTML coding so that it conforms to the Open eBook specification. Remove any HTML features not supported by the Open eBook specification, and add Open eBook features such as running headers.

Once you have a complete and correct master version for OEBFF: All Targets, you can use eBook Publisher's fallback mechanism to add alternate images or document files with alternate coding to suit particular features of specific devices. For example, if you have color images in your book, you may want to create alternate 1-bit black-and-white versions of the images to suit the 1-bit screen of Monochrome Half-VGA devices.

See the *Open eBook Publication Structure*, included in your Gemstar eBook Publisher folder, for information on Open eBook coding.

Checking your code and formatting

Next you'll check the coding to make sure it's correct and then preview your formatting to see how it will look on the screen of a particular target device (Color VGA, for example). For these tasks, you'll use Gemstar eBook Publisher, as explained in "Using Gemstar eBook Publisher" later in this guide.



Creating eBook Editions

Finally, once you're satisfied with the appearance of your book, you'll use Gemstar eBook Publisher to "build" final versions to submit for distribution.

You can build an eBook Edition for the Color VGA, Grayscale Half-VGA, or Monochrome Half-VGA target, compiling the OEB document files and images into a file ready to deliver to the chosen reading device. Alternatively, you can select OEBFF: All Targets to build an OEBFF Container. (See "About OEBFF Containers" earlier in this guide for more information about this option.)

Getting Started

Requirements

To use Gemstar eBook Publisher, you need the following:

For Microsoft Windows® 98/95:

- Pentium® processor, minimum 166 MHz
- CD-ROM drive
- Minimum 24 megabytes of RAM (more required for large projects)
- Minimum 10 megabytes of free hard disk space (more required for large projects)
- Microsoft Word 97 or Word 2000 (to import Word documents directly)

For Microsoft Windows XP/2000/NT™ 4.0:

- Pentium processor, minimum 266 MHz
- CD-ROM drive
- Minimum 32 megabytes of RAM (more required for large projects)
- Minimum 10 megabytes of free hard disk space (more required for large projects)
- Microsoft Word 97 or Word 2000 (to import Word documents directly)

Installing Gemstar eBook Publisher

To install Gemstar eBook Publisher, follow these steps:

- 1 Place the Gemstar eBook Publisher CD in the CD-ROM drive of your computer. If you're using Windows NT, you must be logged in on an account that has administrative access so that the proper registry entries can be modified.

- 2 The installation program will launch automatically. (You can also run the setup program manually from the Start menu by choosing Run and typing D:\SETUP.EXE, assuming your CD drive is D.)
- 3 Follow the instructions in the installation program to view and acknowledge license information, specify the location for the installed program, handle all necessary registration and configuration of the software, and view the readme.txt file.

Uninstalling Gemstar eBook Publisher

If you decide to uninstall Gemstar eBook Publisher, use the Add/Remove Programs utility in the Windows Control Panel. The uninstall process removes all files and directories added during installation and removes any added registry entries.

Multiple eBook Publisher Versions

If you have a previous version of Gemstar eBook Publisher or SoftBook Professional Publisher installed on your system then there are some things to keep in mind when installing version 2.1.

Our recommendation is that you not rely on being able to run multiple versions of Professional Publisher on the same system. In general, you do not have to uninstall a prior version before installing version 2.1 but doing so will avoid all possible problems.

If your prior version is Gemstar eBook Publisher v2.0 then v2.1 will completely replace and upgrade this installation. It is not possible to have these two versions independently on the same system. They do not appear as separate, uninstall items in the Windows Control Panel - Add Remove Programs list.

If your prior version is SoftBook Professional Publisher v1.5 then it is, with one exception, possible to keep both versions on the same system. The two versions use different installation directories, common files directories, and almost completely different registry entries. The exception is the ActiveX control used for building and previewing operations. Although a

different version of the ActiveX control will be installed, it registers the same COM interfaces and supercedes the other version of the control. Therefore, once you install v2.1 the v1.5 installation of Professional Publisher will not be fully functional unless the older version of the control (SBPubX.dll) is re-registered with the system. Likewise, uninstalling either version of the software will cause the ActiveX control to become unregistered, even though the other version is still present. **If you have version 1.5 installed it is highly recommended that you uninstall it first, before installing version 2.1.**

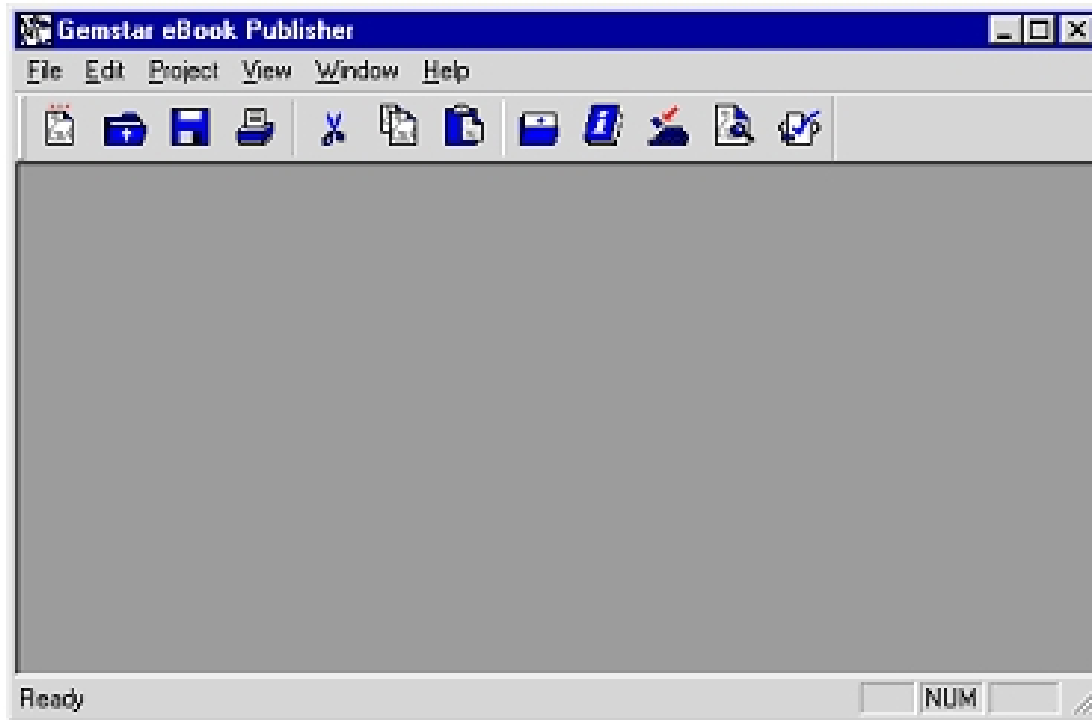
Any other prior version of Professional Publisher will coexist with eBook Publisher 2.1 with no conflict.

Setting preferences

Gemstar eBook Publisher allows you to set a number of preferences that affect its behavior. You don't need to change any of these before you start using Gemstar eBook Publisher, and you can return to set or change preferences at any time.

To set Gemstar eBook Publisher preferences:

- 1 Double-click the Gemstar eBook Publisher icon to start the program. The main Gemstar eBook Publisher window appears, with no project open.



- 2 From the File menu, choose Preferences. The Preferences dialog appears.

This dialog has two tabs: the Project Settings tab, which contains global preferences for Gemstar eBook Publisher, and the Edition Defaults tab, which contains preferences used when creating a new project.

- 3 Click on a tab to display the Project Settings tab or the Edition Defaults tab. The preferences on these tabs are described in the next two sections.
- 4 When you have set these preferences as you wish, click OK to save your changes and close the Preferences dialog, or click Apply to save your changes without closing the dialog. To close the dialog without saving your changes, click Cancel.

The Project Settings tab

In the Project Settings tab of the Preferences dialog, you can set sound, source editing, and emulation options for Gemstar eBook Publisher. These options are explained in the following paragraphs.



Play Sound After Building Edition: Select this option to have Gemstar eBook Publisher play a sound when it has finished building an eBook Edition. You can specify a sound file to use after a successful build and one to use after a failed build. Click the Browse button to the right of each text box to browse for the sound files. (This option can only be selected if your system is capable of playing sound files.)

Source Editing: In the Source Editing section, you can specify whether you want to edit your OEB document files using Gemstar eBook Publisher's internal editor or an external editor

of your choice. If you specify an external editor, be sure to select one that will not alter the Open eBook coding in your files and will save files in plain text format. If you have any doubts, we recommend that you select Gemstar eBook Publisher's internal editor instead.

- **Internal Editor:** Select this option to use the internal Gemstar eBook Publisher editor, which provides standard Windows mouse and keyboard commands for text editing plus advanced features such as syntax coloring, auto-indenting, enhanced find/replace, navigation commands, and drag-and-drop editing.
- **Use This Editor:** Select this option to use an external editor of your choice. Enter the full path to the application, or click the Browse button to locate the application. You can select any editor that works directly with text, HTML, or Open eBook files as a native format. Do not select a program such as Microsoft Word that uses its own format unless you make sure to convert files to and from HTML or plain text. If you are not sure whether your editor is suitable, we recommend you use Gemstar eBook Publisher's internal editor.

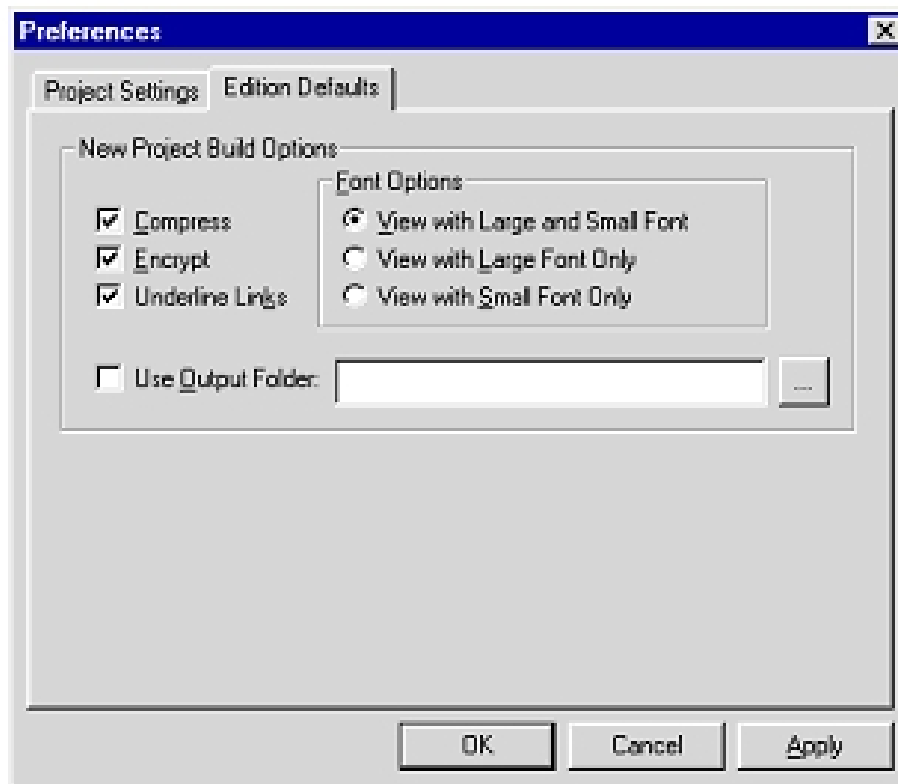
Identify Device Scaled Images: Selecting this option will visually mark images in the ColorVGA and Grayscale HalfVGA previews that are too large for the device. An image can be considered too large if its total file size (in bytes) divided by the number of pixels (width x height) is greater than a certain threshold value. An image can also be considered too large if its dimensions are larger than the device is capable of displaying. In the former case, the image will be overlaid with a green rounded rectangle. In the latter case, the image will be overlaid with a red oval. Note that it is possible for an image to have both overlays. Note, also, that for a grayscale preview the overlays will not be in color. Any overlay indicates the probability that this image will suffer from slow display on the device and should be edited (using the image editor of your choice) to reduce its size and/or dimensions.

Build Target Default: In the Build Target Default section, specify the default target to be selected in the Build Target menu of the Project window when you open a new or existing

project. This setting also determines the type of preview displayed for a single file not associated with a Project.

The Edition Defaults tab

In the Edition Defaults tab, you can set build, font, and output folder options for Gemstar eBook Publisher. These options are explained in the following paragraphs. (Note that these options are used as the default settings for new projects only — if you change them, the changes will not affect existing projects. You can change the settings for individual projects through the Edition Settings command on the Project menu when you have the project open.)



Compress: Select this option to compress the final eBook Edition. The compressed version is smaller but takes slightly longer to open on a Gemstar eBook. Be sure to select this option when building eBook Editions to be sold through the Gemstar eBookstore. (If you are building an OEBFF Container,

the Compress option is applied not to the OEBFF Container itself but to any eBook Editions created from it.)

Encrypt: Select this option to encrypt the final eBook Edition so that the contents can only be viewed on the Gemstar eBook device of an authorized user. Be sure to select this option when building eBook Editions to be sold through the Gemstar eBookstore. (If you are building an OEBFF Container, the Encrypt option is applied not to the OEBFF Container itself but to any eBook Editions created from it.)

Underline Links: Select this option to have links within the eBook Edition underlined (as in most web browsers, for example).

Font Options: In the Font Options section, click a radio button to specify whether the document will be viewable with both large and small fonts, large fonts only, or small fonts only. If you choose View with Large and Small Font, then readers can zoom from one size to the other. If you choose View with Large Font Only or View with Small Font Only, readers will not be able to zoom.

Use Output Folder: Select this option to specify a default folder for all output files (whether eBook Edition or OEBFF Container files). Click the Use Output Folder checkbox to select it, and then enter the full path or click the button to the right of the text box to select the output folder.

If you do not select this option, you can specify the output folder for an individual project in the Edition Settings window for that project. If you leave both this option and the Edition Settings Output Folder option blank, then you can specify the output folder each time you build an eBook Edition or OEBFF Container.

Using Gemstar eBook Publisher

Once you've converted your content into OEB-coded document files and images, you're ready to start assembling an eBook Edition using Gemstar eBook Publisher. Typically, you'll follow these steps:

- Prepare your work space by gathering all the OEB document files and image files necessary for your project.
- Create a new project file, and add the OEB documents for the master version of your edition (typically for the OEBFF: All Targets selection).
- If you want to use alternate document files or images for specific targets (Color VGA, Grayscale Half-VGA, or Monochrome Half-VGA), add them to your project using eBook Publisher's fallback mechanism. You can then manage all your content files through just one project file and build eBook Editions for any target you wish.
- Check the coding of each file, and make any necessary corrections.
- Preview the files and images to see how they'll look as eBook Editions for different targets. Make changes as required until everything is formatted correctly for all desired targets.
- Build final editions from your project, converting the OEB documents and images into an OEBFF Container for all targets or eBook Editions for specific targets (Color VGA, Grayscale Half-VGA, or Monochrome Half-VGA).

The following sections take you through these steps in sequence. When you're working on a real project, you probably won't follow this sequence straight through from beginning to end. You're more likely to repeat the check and preview cycles a number of times, for example, and possibly even go back to add or remove files before you build your final eBook Editions.

Preparing your work space

Before you begin working with Gemstar eBook Publisher, you need to gather your files — the image files and Open eBook-coded document files that make up your content.

To organize all these files, we recommend that you have:

- A folder to hold your original source documents (including original images), if any. If you are converting a book, for example, these may be Microsoft Word or QuarkXPress files used for the print version.
- A folder to hold all your OEB document files. These will be plain text files with HTML and OEB coding.
- A folder to hold all your image files. These image files must be in JPEG, PNG, GIF, WMF, or BMP format.
- A Project folder to hold the project file (which you'll create in Gemstar eBook Publisher), the OEB document file folder, and the image file folder.
- A Distribution folder to hold the files created when you build your final eBook Edition.



Creating a project file

The first step in building an eBook Edition from your OEB document files is to set up a Gemstar eBook Publisher project by creating a new project file. In the project file, you:

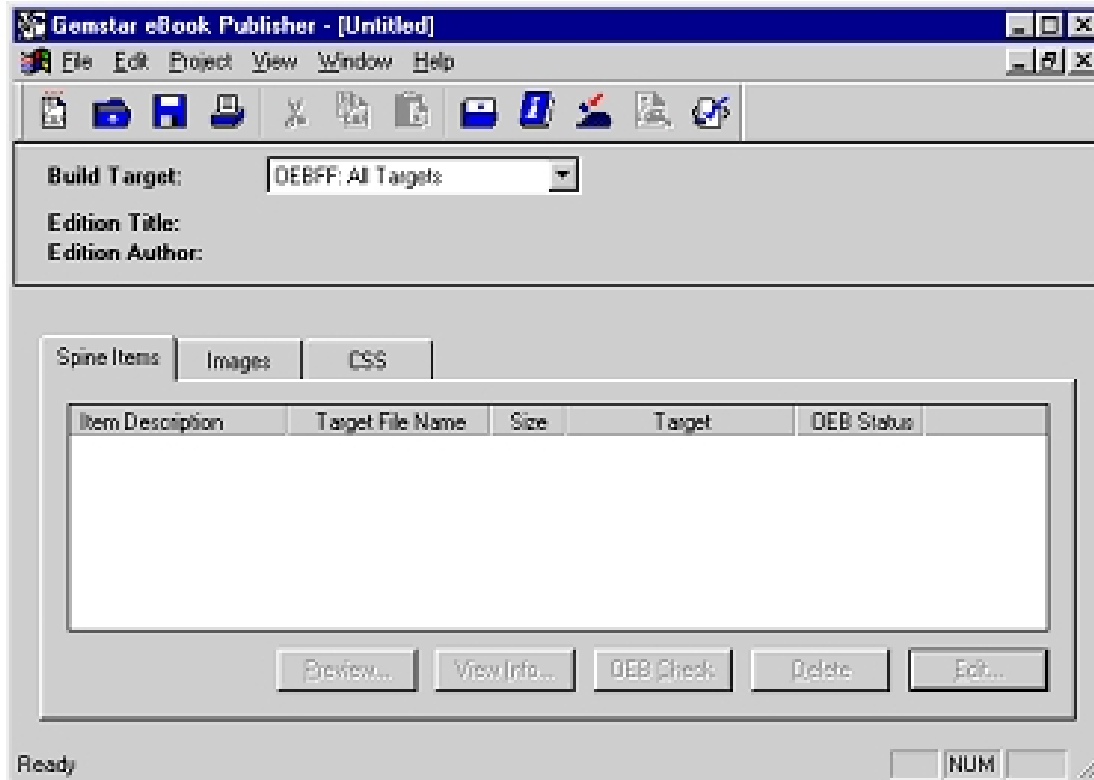
- Store information about the eBook Edition, including its Edition ID, title, author, ISBN, publisher, copyright date, and so forth.
- Identify the OEB document files that belong in the project.

- Specify the order in which the files should appear.

In addition, you'll use Gemstar eBook Publisher's Project window as a starting point for checking and previewing your OEB document files.

To create a new project file:

- 1 From Gemstar eBook Publisher's File menu, choose New Project to open a new, untitled Project window.



- 2 Choose Edition Settings from the Project menu. The Edition Settings dialog appears (shown in the following section).
- 3 Enter the project information in this dialog, including the Edition ID, author, title, and category of the eBook Edition you'll be creating. See the following section, "Entering the project information," for instructions.




- 4 Save your new project. (Even though you have not started to add any files yet, it's a good idea to save the project file.) Choose Save from the File menu or click the Save File icon.
- 5 In the Save dialog box, navigate to the project folder you created previously and enter a name for the project file. Gemstar eBook Publisher automatically appends the extension .opf (for OEB Project File).

Note	<i>To open an existing project file, choose Open from the File menu or click the Open File icon.</i>
-------------	--

Entering the project information

The project file contains information about the eBook Edition you'll be creating, including the Unique Book ID, title, author, ISBN, publisher, and copyright date. You don't need to enter this information to begin a project, but you do need to enter it before you can create an eBook Edition.

To enter or change the project information:

- 1  If the Edition Settings dialog is not already open, choose Edition Settings from the Project menu, or click the button on the toolbar at the top of the Project window. The Edition Settings dialog appears.

Edition Settings

Edition Info | Description | Identifiers | Bookstore | Pricing | Build Options

Unique Edition ID: ebook:guid-2b889a6228804474a3ba355c

Require ISBN: 0-7596-1598-5

Title (required): Angel House
File As: Angel House

Author (required): Nan Grottanelli
File As: Grottanelli, Nan

Publisher: 1st Books Library
Imprint:

Language: en: English
Copyright Date: (YYYY-MM-DD) 2001-07-01
Publish Date: (YYYY-MM-DD) 2001-07-01

- 2 The **Edition Settings** window is organized into six tabs (**Edition Info**, **Description**, **Identifiers**, **Bookstore**, **Pricing**, **Build Options**). Click on a tab to bring it to the front, and then enter the information according to the guidelines in the following sections.
- 3 When you've completed all the necessary information, click **OK** to close the **Edition Settings** window and save the information. Note that certain fields are required to build an eBook Edition or OEBFF Container.

Edition Info

The Edition Info tab contains the Unique Edition ID, ISBN, language, title, author, publisher, imprint, copyright date, and publish date.

The screenshot shows the 'Edition Info' tab of the Gemstar eBook Publisher 2.1 software. The tab is selected, and the form contains the following fields and controls:

- Unique Edition ID:** A text box containing 'ebook.guid-2b889a6228804474a3ba355c' and a 'New ID' button to its right.
- Require ISBN:** A checked checkbox followed by a text box containing '0-7596-1598-5'.
- Title (required):** A text box containing 'Angel House'.
- File As:** A text box containing 'Angel House'.
- Author (required):** A text box containing 'Nan Grotanelli'.
- File As:** A text box containing 'Grotanelli, Nan'.
- Publisher:** A text box containing '1st Books Library'.
- Imprint:** An empty text box.
- Language:** A dropdown menu showing 'en: English'.
- Copyright Date:** A text box containing '2001-07-01' with the format '(YYYY-MM-DD)' below it.
- Publish Date:** A text box containing '2001-07-01' with the format '(YYYY-MM-DD)' below it.

Unique Edition ID: This identifier is used to uniquely identify the eBook edition in both BookStore servers as well as on any given reading device. Because these identifiers must be unique Gemstar eBook Publisher will automatically generate the ID for you rather than ask that you enter one. However, the generated ID is displayed for you in a read-only text box. You can highlight the entire ID (it will scroll horizontally as needed) and use Ctrl+C to copy the text to the system clipboard.

New ID: Press this button to generate a new unique identifier. You will want to do this if you have copied a project file from another edition to begin a new one. You may also want to do this if you have changed the ISBN number for this edition and wish it to represent a new edition in an electronic bookstore.

ISBN Required: Checked by default, this option indicates whether an ISBN number must be entered for this project. If you have a project that does not require an ISBN number or for which an ISBN number does not make sense then clear this option.

ISBN: Enter the ISBN number for your edition. You must enter all 10 digits of the ISBN number, but you may omit the hyphenation. When validating input, the check digit of the entered ISBN will be verified. If you change the ISBN number and have not generated a new unique identifier then you will be asked if you wish to do so.

The ISBN field will be disabled if the above, **ISBN Required**, field has been cleared. However, if the required option is checked then you must enter an ISBN number.

Title (required): In the Title box, enter the title of the book you are converting as it appears on the cover or title page (for example, *The Canterbury Tales*). This item is required.

In the accompanying File As box, enter the title to be used for sorting (for example, *Canterbury Tales, The*).

Author (required): In the Author box, enter the name of the author of the book you are converting as it appears on the cover or title page (for example, *Geoffrey Chaucer*). If the book has multiple authors, enter the full name of each, separated by commas (for example, "Jane Doe, John Smith, Mary Jones"). If it is an issue of a periodical, enter the issue date here. This item is required.

In the accompanying File As box, enter the author's name as it should be used for sorting (for example, *Chaucer, Geoffrey*). Note, though, that there is no required format for this field, that it is not required, and that what to enter here is totally up to you (especially in the case of multiple authors or a periodical issue).

Publisher: Enter the publisher of the book.

Imprint: Enter the publisher's imprint for the book (if there is one).

Language: Select the language in which the book is written from the Language menu.

Copyright Date: Enter the copyright date of the book in the form YYYY-MM-DD (for example, 2000-12-31 for December 31, 2000).

Publish Date: Enter the date the eBook Edition is to be made available in the bookstore, in the form YYYY-MM-DD (for example, 2001-12-31 for December 31, 2001).

Description

The Description tab contains three descriptions of the book (short, medium, and long). These descriptions are kept with the book and used for the Bookstore and Catalog to display information about the book.

The screenshot shows a software window with a tabbed interface. The 'Description' tab is active. It contains three text input areas, each with a vertical scrollbar on the right. The first is labeled 'Brief Description (255 chars):', the second 'Limited Description (1000 chars):', and the third 'Full Description:'. Above the input areas are six tabs: 'Edition Info', 'Description', 'Identifiers', 'Bookstore', 'Pricing', and 'Build Options'.

Brief Description: Enter a brief description of the book, no longer than 255 characters (approximately 50 words or less).

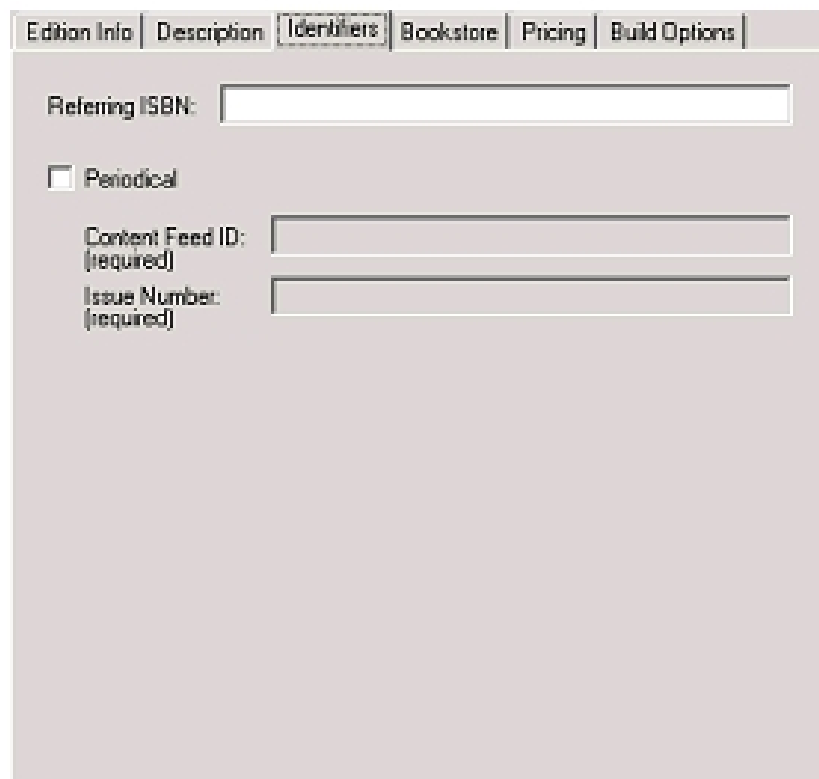
This description is displayed in the multiple book view of the online bookstore or web bookstore.

Limited Description: Enter a slightly longer description of the book, limited to no more than 1000 characters (approximately 200 words or less). This description is displayed in the REB1200 and REB1100 catalogs.

Full Description: Enter a full description of the book, of any length. This description is displayed when viewing the full information for a book on the online or web bookstores.

Identifiers

The Identifiers tab contains more information for identifying the eBook Edition, including identifiers for Periodicals.



The screenshot shows a software window with several tabs: Edition Info, Description, Identifiers (selected), Bookstore, Pricing, and Build Options. The Identifiers tab contains the following fields:

- Referring ISBN: [Text input field]
- Periodical
- Content Feed ID: (required) [Text input field]
- Issue Number: (required) [Text input field]

Referring ISBN: If the eBook Edition is an electronic version of a print book, enter the ISBN of the print version here.

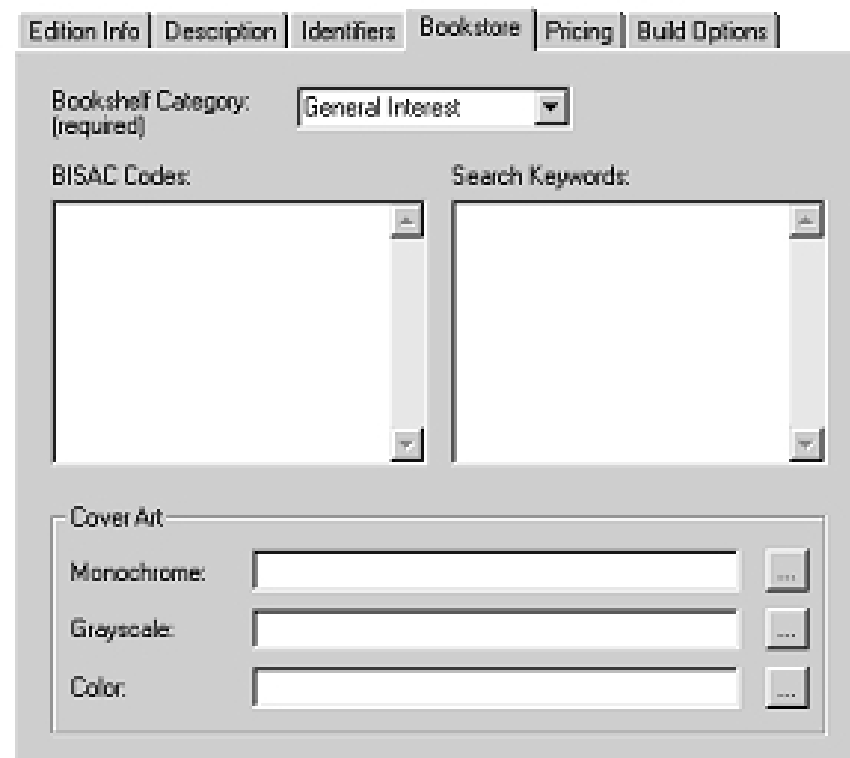
Periodical: If this eBook Edition is an issue of a periodical — a daily newspaper or monthly magazine, for example — check the Periodical box, and then fill in the Content Feed ID (which identifies the periodical to which this issue belongs) and the Issue Number (which distinguishes one issue from another):

- **Content Feed ID** (required): Enter the ISBN of the periodical of which this document is an issue. The ISBN entered here must match the ISBN entered on the Edition Info tab but should not include any hyphens (for example, 122233333X rather than 1-222-33333-X). This field is required for a periodical.
- **Issue Number** (required): Enter the issue number of this eBook Edition of the periodical. Start the numbering with 1 for the first eBook Edition issue. (Do not use the issue number of any print version of the periodical.) This field is required for a periodical.

It is important to identify periodicals and issues properly because the Gemstar eBook distribution tools allow each new issue of a periodical to replace previous issues automatically.

Bookstore

The Bookstore tab contains information on the category, BISAC (Book Industry Systems Advisory Committee) codes, keywords, and cover art for the eBook Edition.



Bookshelf Category (required): From the Bookshelf Category menu, select the name of the category under which the eBook Edition should be listed on the bookshelf of the user's reading device. This item is required.

The default categories are:

- **News and Periodicals:** Magazines, newspapers, newsletters, and all other periodicals.
- **Fiction:** Fiction of all types, including popular, literary, and genre fiction.
- **General Interest:** Most fiction and non-fiction works that are intended for general readership or that don't fall into one of the other categories.
- **Professional Reference:** All professional references such as medical or other profession-specific dictionaries, programmer's references, and similar works.
- **Reports:** Reports of all kinds, including corporate, academic, and professional publications.

If you do not find the category you want listed on the menu, you can click in the Category text box and type in the proper category name.

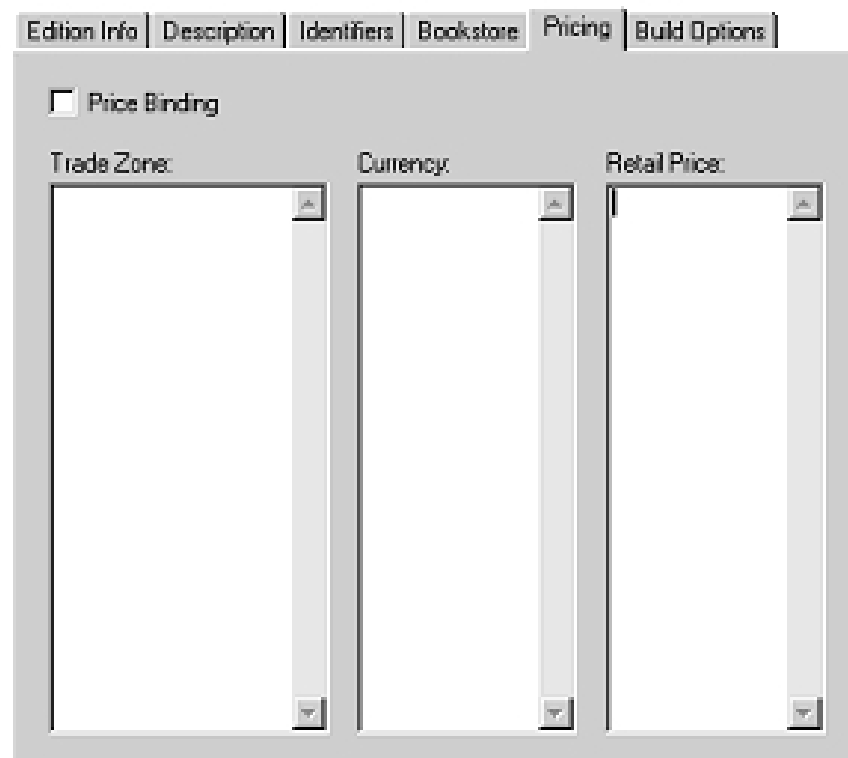
BISAC Codes: Enter the BISAC (Book Industry Systems Advisory Committee) codes that define the subjects under which this book should be listed (for example, FIC000000 for FICTION). If you enter more than one code, enter each code on a separate line. For a list of the 48 top-level BISAC codes, see "Appendix A: BISAC codes" at the end of this guide.

Search Keywords: Enter keywords or phrases to be used in bookstore searches. Enter each keyword or phrase on a separate line.

Cover Art: Select JPEG or PNG images to be used as cover art for the eBook Edition in the bookstore. Click the Choose buttons (or type in the full paths) to select images for the Monochrome cover (1-bit monochrome, 75 pixels wide, 88 pixels high), Grayscale cover (grayscale or color, 75 pixels wide, 88 pixels high), and Color cover (color, any size). If the Grayscale cover image is color, it will be converted to grayscale. The Color cover image will be resized as needed for display in bookstores or on reading devices (to sizes as small as 75 pixels wide by 88 pixels high), so choose an image that will resize effectively.

Pricing

The Pricing tab contains information on the retail price of the eBook Edition in various currencies and trade zones.



Price Binding: In some countries, contracts with publishers may dictate that certain titles may not be discounted at retail. Select this option to indicate that price binding is in effect for this title.

Trade Zone: Enter the trade zones in which the book will be sold, using the ISO 3166 standard three-character country codes (USA, for example). See "Appendix B: Country and currency codes" for information on country codes. Enter each trade zone (if more than one) on a separate line in this list.

Currency: Enter the currency to be used for pricing in each trade zone. Use the ISO 4217 standard three-character currency codes (USD for US dollars, for example). See "Appendix B: Country and currency codes" for information on currency codes. Enter each currency (for each trade zone) on a separate line in this list.

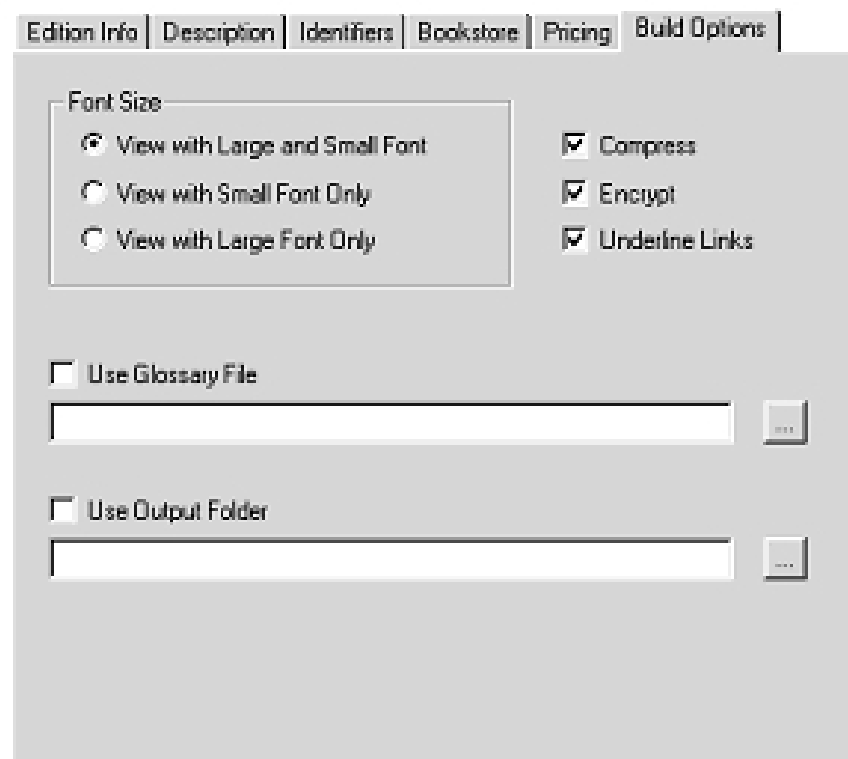
Retail Price: Enter the suggested retail price for each trade zone and currency. Enter each price (for each trade zone and currency code) on a separate line in this list.

Note that you must enter the same number of trade zones, currency codes, and retail prices in the three fields.

Build Options

The Build Options tab contains options to be used when building an eBook Edition, including encryption and compression.

Note *For books to be submitted to the Gemstar eBookstore, select the Compress, Encrypt, and Underline Links options, and set Font Options to View with Large and Small Font.*



Font Size: In the Font Size section, click a radio button to specify whether the document will be viewable with both large and small fonts, large fonts only, or small fonts only. If you choose View with Large and Small Font, then readers can zoom from one size to the other. If you choose View with Large Font

Only or View with Small Font Only, readers will not be able to zoom.

Compress: Select this option to compress the final eBook Edition. The compressed version is smaller but takes slightly longer to open on a reading device. (If you are building an OEBFF Container, the Compress option is not applied to the OEBFF Container itself but to any eBook Editions created from it.)

Encrypt: Select this option to encrypt the final eBook Edition so that the contents can only be viewed on the reading device of an authorized user. Be sure to select this option when building eBook Editions to be sold through the Gemstar eBookstore. (If you are building an OEBFF Container, the Encrypt option is not applied to the OEBFF Container itself but to any eBook Editions created from it.)

Underline Links: Select this option to have links within the eBook Edition underlined (as in most web browsers).

Use Glossary File: If you want to add a glossary file to be used when building an eBook Edition for Color VGA or Grayscale Half-VGA targets, select this option, and then click Choose to select the glossary file. The glossary file will be ignored when building an eBook Edition for the Monochrome Half-VGA target. For more information, see "Adding a glossary file" later in this guide.

Use Output Folder: To specify the folder in which to store the final eBook Edition files for this project, enter the full path or click the button to the right of the text box to select the folder. If you specify an output folder here, then when you click the Build Edition button or choose Build Edition from the Project menu, Gemstar eBook Publisher begins building the eBook Edition immediately, using the settings in the Edition Settings window.

If you leave this option blank, then a Save dialog appears each time you build an eBook Edition or OEBFF Container so that you can specify the output folder at that time.

Adding files to the project

Once you've created a new project, you need to add the OEB document files that will be used to create the eBook Edition. These files should be plain text files with OEB (or HTML) coding.

Note *In this guide, we use the file suffix .odf (OEB Document Format) for the OEB document files to distinguish them from standard HTML files. However, you can also use any of the following file suffixes: .html, .htm, .txt, .xml, .sgm, .sgml, .asp, .sbm, or .sbml.*

To add files to the Project window, either drag and drop them from Windows Explorer®, or use the Add Files command from Gemstar eBook Publisher's Project menu. You can add files singly, in groups, and in nested folders. All files added to a project are listed in a simple flat structure in the Project window, even if they are stored in nested folders on your disk.

If you add a group of files to the Project window, they may not appear in exactly the order you want, but you can rearrange them easily. See "Rearranging the order of spine items" later in this guide.

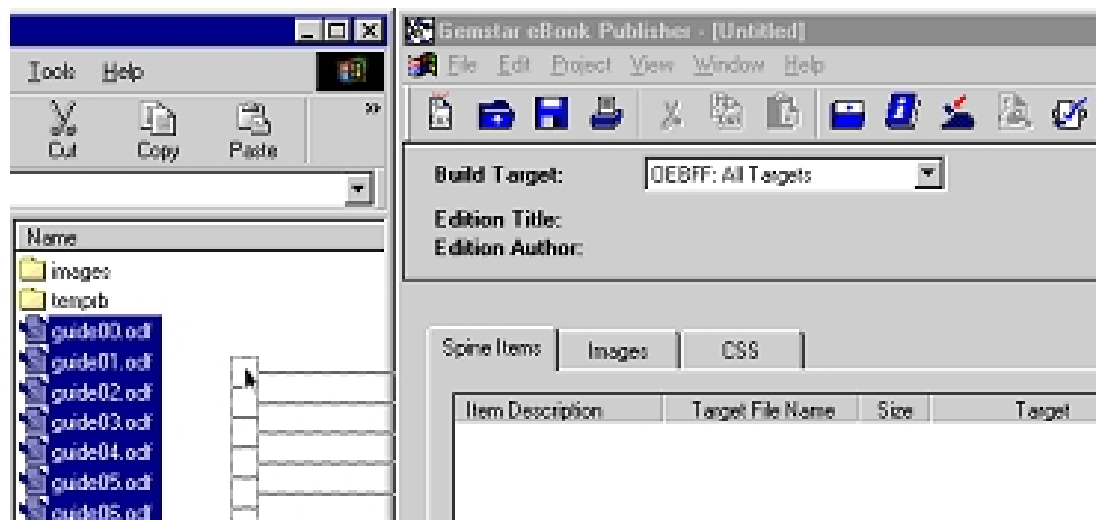
For the Color VGA and Grayscale Half-VGA targets, you can also add a glossary file to the project. This file works with the Select tool on the Pen Palette of Color VGA and Grayscale Half-VGA devices to provide definitions for selected words. There can be only one glossary file in a project, and it must have the file suffix .gls or .glos. See "Adding a glossary file" later in this guide more information.

Note *When you add files to a project, you're creating a link to those files, not moving or copying the files. When you remove files from a project, you're only removing the link, not deleting the actual files.*

Adding files using drag and drop

To add files to a project using the drag and drop method:

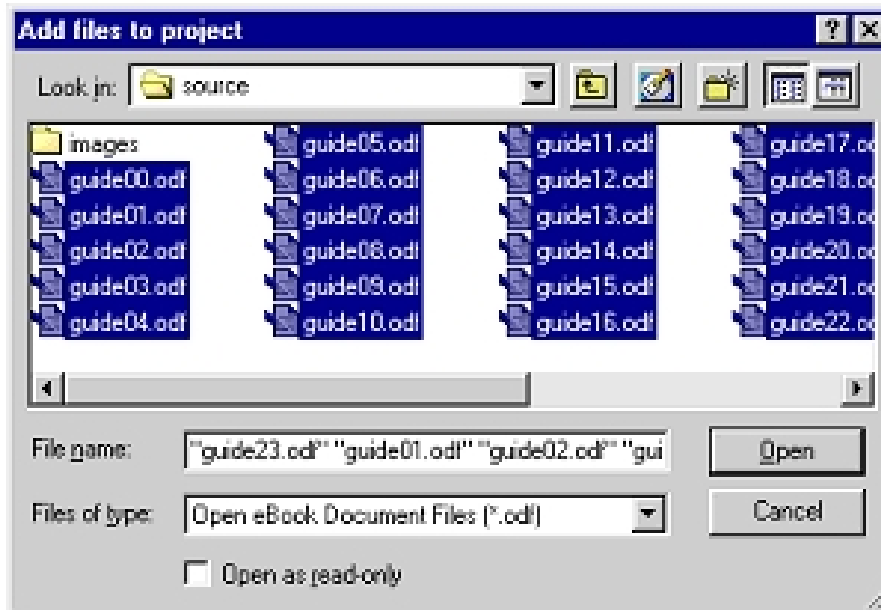
- 1 In Gemstar eBook Publisher, make sure the Project window is open.
- 2 In Windows Explorer, select the files you want to add to the project, drag them into the Project window, and drop them there. You can add files in nested folders if you wish.



Adding files using the Add Files command

To add files to a project using the Add Files command:

- 1 In Gemstar eBook Publisher, make sure the Project window is open.
- 2 Choose Add Files from the Project menu, or click the Add Files button on the toolbar at the top of the Project window. The Add Files to Project dialog appears.



- 3 In the dialog, navigate to the folder that contains the OEB document files for the project.
- 4 Select any or all files that you want to add, and click Open. The files appear in the Project window.

Importing Word or RTF documents

In addition to adding already-coded OEB document files as described in the preceding sections, you can also import Microsoft Word or RTF (Rich Text Format) documents. When you import a Word or RTF document, Gemstar eBook Publisher converts the document into an OEB document file that attempts to preserve the formatting of the original. Gemstar eBook Publisher can add the converted file to an existing project, create a new project for it, or save it without adding it to a project.

Note *To import a Word document, Gemstar eBook Publisher launches Word and runs a series of Word macros to convert the document to an OEB document file.*

To Import a Word or RTF document:

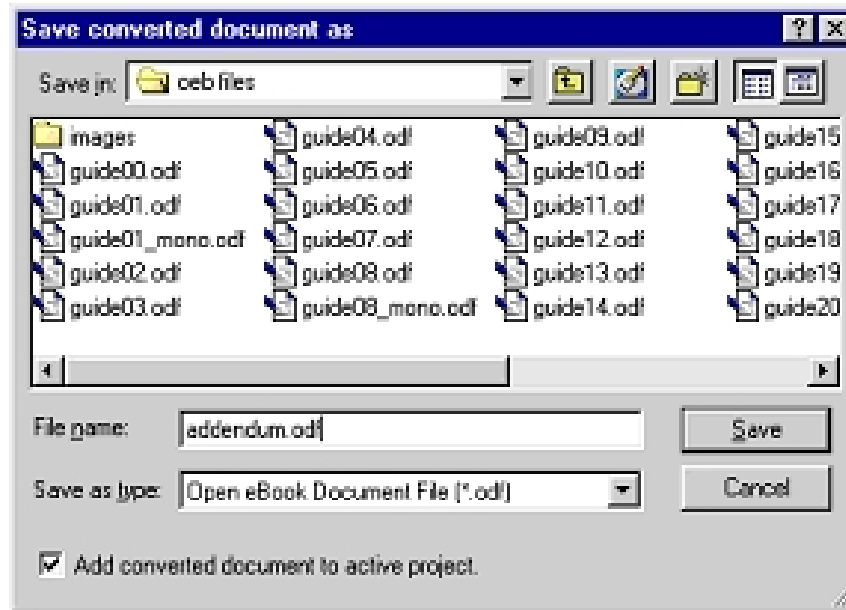
- 1 If you want to add the converted Word or RTF document to an existing project, open the project in Gemstar eBook Publisher. If you want to create a new project for the converted document, close any open projects before you proceed.
- 2 Choose Import from Gemstar eBook Publisher's File menu. The Import MS Office Document dialog appears.



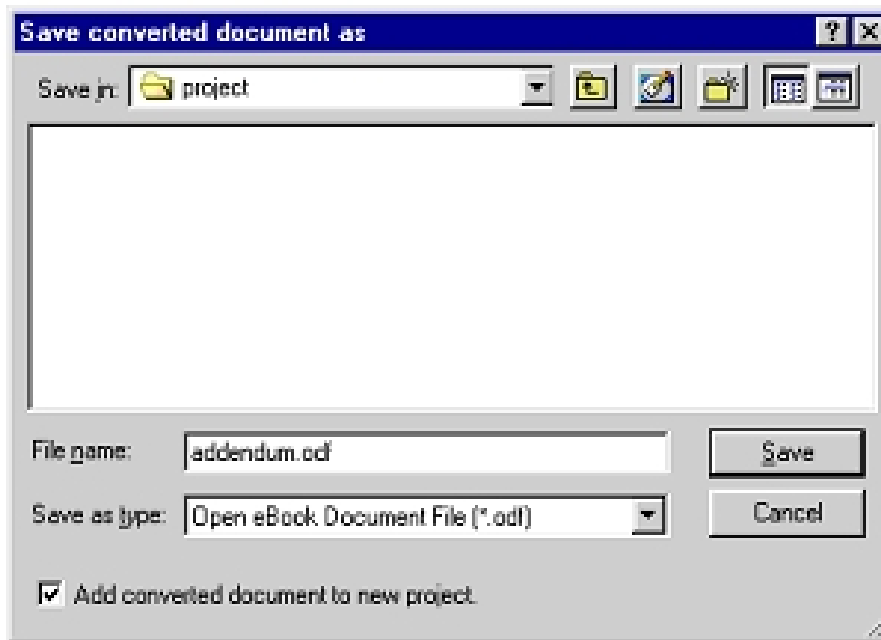
- 3 Select the Word or RTF document that you want to convert, and click Open. The Save dialog appears.

The options in the Save dialog vary, depending on whether you currently have a project open or not:

If you have a project open, the Save dialog includes an Add Converted Document to Active Project option. If you select this option, Gemstar eBook Publisher adds the converted document to the open project.



If you do not have a project open, the Save dialog includes an Add Converted Document to New Project option. If you select this option, Gemstar eBook Publisher creates a new project file in the same directory as the converted document, adds the converted document to the project, and opens the project in the Project window.



- 4 Locate the folder in which you want to save the converted document, and click Save. Gemstar eBook Publisher displays a progress window as it converts the document. If it encounters errors in the conversion, it lists them in the window. If not, it saves the converted document to disk as an OEB document file and adds it to the Spine Items tab of a new or existing project if you selected one of those options.

Adding a glossary file

When you build an eBook Edition for the Color VGA or Grayscale Half-VGA target, you can add a file containing a glossary of terms to your project. If you add a glossary file, then readers viewing the eBook Edition on a Color VGA or Grayscale Half-VGA device can tap a glossary term in the text to display a search menu, and then tap the Define button to display the glossary entry for the selected term.

To make a glossary file for these targets, create a text file with an extension of .glos or .gls (for example, guide.glos). In this text file, enter the glossary terms and their definitions, using the following format for each glossary entry:

- One or more terms for this glossary item (separated by commas if there's more than one term).
- A tab (to separate the term from the definition).
- The definition of the glossary term (or terms).
- A return (to mark the end of the glossary item).

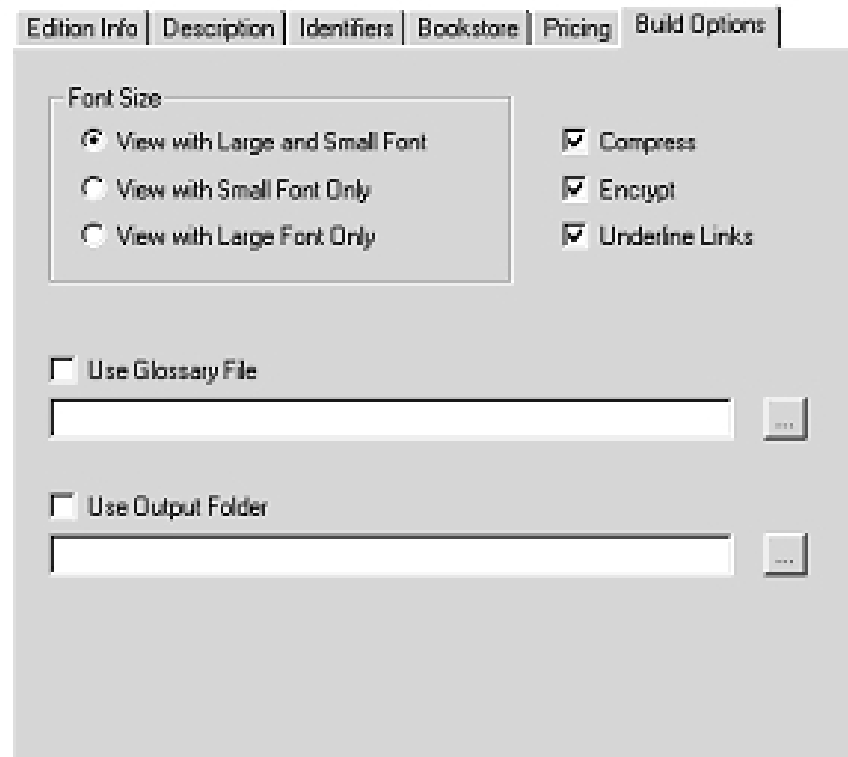
For example, you might enter the following (where *<TAB>* represents a tab character and *<RETURN>* a return character):

```
RGB <TAB>A system for describing colors as mixtures  
of red, green, and blue. <RETURN>  
POS, point of sale <TAB>The location in a store at  
which goods are purchased. <RETURN>
```

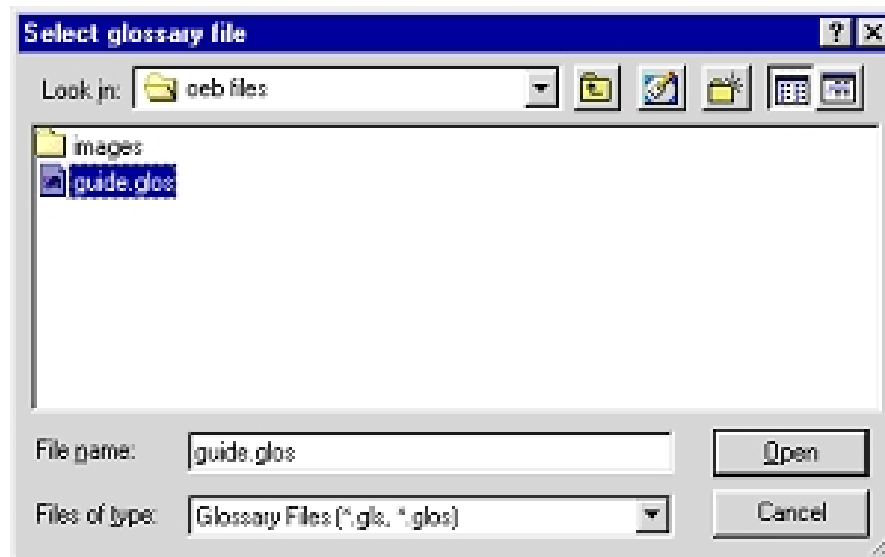
Note *Glossary terms are not case sensitive.*

To add a glossary file to your project:

- 1 Open the Edition Settings window for the project by clicking the Edition Settings button on the toolbar at the top of the Project window or choosing Edition Settings from the Project menu. The Edition Settings window appears.
- 2 In the Edition Settings window, click the Build Options tab to bring it to the front.



- 3 Click the Use Glossary File checkbox to select it, and then click the button to the right of the text box. The Select Glossary File dialog appears.



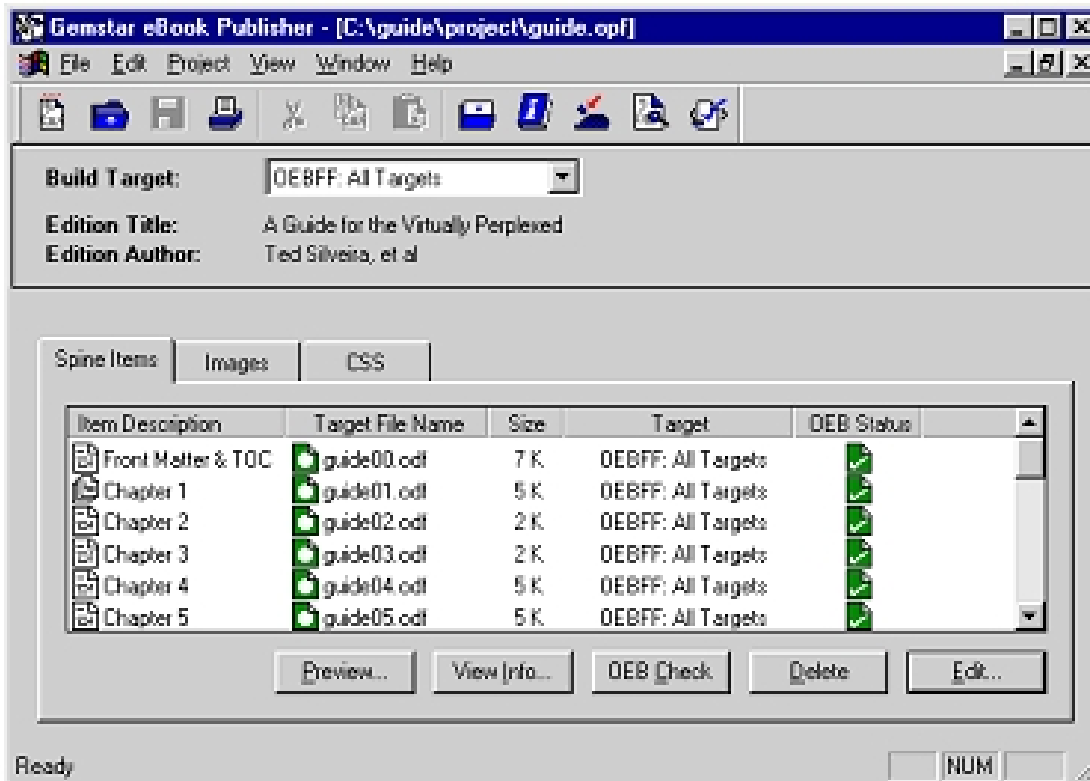
- 4 Select the glossary file, and click Open. The glossary file is added to the project and its full path appears in the Build Options tab. (It does not appear in the Spine Items list).



A guide to the Project window


As you use Gemstar eBook Publisher, you'll do much of your work through the Project window. This section points out key features of the Project window, and following sections explain how to use the Project window to manage the content of your book — your OEB document files, images, and external style sheets.


Gemstar eBook Publisher 2.1 : Windows User's Guide




The Project window uses a tabbed interface with three tabs: the Spine Items tab, which lists the parts of the book and their corresponding OEB document files; the Images tab, which lists the images used by the OEB document files; and the CSS tab, which lists any external style sheets used by the OEB document files.


Going from top left to bottom right, the Project window has the following buttons, tabs, and menus:

 **New Project:** Click the New Project button to create a new project.


 **Open Project:** Click the Open Project button to open an existing project.


 **Save:** Click the Save button to save the contents of the current window.


 **Print:** Click the Print button to print the contents of the current window.


 **Cut:** Click the Cut button to cut the selection to the clipboard.


 **Copy:** click the Copy button to copy the selection to the clipboard.


 **Paste:** Click the Paste button to insert the contents of the clipboard.


 **Add Files:** Click the Add Files button to add a new file to the project.

 **Edition Settings:** Click the Edition Settings button to open the Edition Settings window for this project so that you can add or edit project information.

 **Build:** Click the Build button to build an eBook Edition for the currently selected target.

 **Preview Edition:** Click the Preview Edition button to preview the entire eBook Edition for the currently selected target (except OEBFF: All Targets, which cannot be previewed).

 **OEB Check All:** Click the OEB Check All button to check the OEB coding of all the OEB document files listed for the current target.

 **Build Target:** Use the Build Target menu to select the target (OEBFF: All Targets, Color VGA, Grayscale Half-VGA, Monochrome Half-VGA) for building an OEBFF Container or eBook Edition, for previews, and for OEB error checks. (You cannot preview OEBFF: All Targets.)

 **Spine Items:** Click the Spine Items tab to

display the list of spine items for the project. This list includes the OEB document files for the currently selected target.

Images

Images: Click the Images tab to display the list of images for the currently selected target.

CSS

CSS: Click the CSS tab to display any external style sheets used by the OEB document files.

Preview...

Preview: Click the Preview button to preview the items selected in the Spine Items tab. If you select more than one item, each appears in a separate Preview window. This button is present only in the Spine Items tab.

View Info...

View Info: Click the View Info button to open an Info window that displays information about the selected items. In this window, you can also add a fallback for the selected item. If you select more than one item, an Info window appears for each item, one at a time. This button is present only in the Spine Items and Images tabs.

OEB Check

OEB Check: Click the OEB Check button to check the OEB coding of the selected items. If you select more than one item, each will be checked in turn. This button is present only in the Spine Items and CSS tabs.

Delete

Delete: Click the Delete button to delete the selected items. If you select more than one item, all selected items will be deleted at once. This button is present only in the Spine Items tab.

Edit...

Edit: Click the Edit button to edit the currently selected items. If you select more

than one item, each will be opened in a separate editor window. In the Spine Items and CSS tabs, files are opened with the internal editor or your chosen external editor, depending on your settings in the Preferences window. In the Images tab, files are opened with the appropriate graphics editor.

Working with spine items

In the OEB specification, the *spine items* are the book parts that you assemble for your eBook Edition. In a typical book, these spine items might correspond to the title page, table of contents, chapter 1, chapter 2, and so forth.

In the Spine Items tab, each spine item is associated with at least one target file — that is, an OEB document file that provides the content for that spine item when building an eBook Edition. In some cases, you may have more than one target file associated with a particular spine item because Gemstar eBook Publisher allows you to specify a fallback file (that is, an alternate file) to be used for the spine item when building a book for a particular target.

Note *In this guide, we use the file suffix .odf (OEB Document Format) for the OEB document files to distinguish them from standard HTML files. However, you can also use any of the following file suffixes: .html, .htm, .txt, .xml, .sgm, .sgml, .asp, .sbm, or .sbml.*

For example, suppose that Chapter 2 of your book contains a table to display information. Color VGA and Grayscale Half-VGA devices can display OEB-coded tables, but Monochrome Half-VGA devices can't. With Gemstar eBook Publisher, you can create two versions of the OEB document file for Chapter 2, one (chap02.odf, for example) for the OEBFF: All Targets, Color VGA, and Grayscale Half-VGA targets and a second (chap02_mono.odf, for example) without any tables for the Monochrome Half-VGA target.

In the Spine Items tab, you can assign chap02.odf as the target file for the Chapter 2 spine item and then add the alternate file, chap02_mono.odf, as a fallback for Chapter 2 for the Monochrome Half-VGA target. When you build eBook Editions, chap02.odf will be used for the Color VGA and Grayscale Half-VGA targets, but chap02_mono.odf will be used for the Monochrome Half-VGA. (For the OEBFF: All Targets, all files, including fallbacks, will be added to the OEBFF Container.)

When you select different targets from the Build Target menu in the Project window, the target file listed for a particular spine item will change if you have added a fallback file for the selected target.


Note *All the spine items listed on the Spine Items tab will be used in any eBook Edition you build from the project. You can specify a fallback file to be used for a spine item when building for a particular target, but you cannot specify that a spine item be omitted for a particular target.*

Using the Spine Items tab

When you first add a group of OEB document files to a project, they appear in the Spine Items tab, which will look something like the following screen, with generic entries for the item descriptions and a question mark icon for the OEB status:

Item Description	Target File Name	Size	Target	OEB Status
<Item Description>	guide00.odf	7 K	OEBFF: All Targets	?
<Item Description>	guide01.odf	5 K	OEBFF: All Targets	?
<Item Description>	guide02.odf	2 K	OEBFF: All Targets	?
<Item Description>	guide03.odf	2 K	OEBFF: All Targets	?

The five columns provide the following information:

Item Description: The Item Description column displays a description for each spine item. The icon to the left of the description is either a single sheet  to indicate an item with



no fallbacks or a stack of sheets  to show that the item does have fallbacks.

When you add a file to a project, it is assigned the generic description "<Item Description>." To change the generic description to something more meaningful (Front Matter, Introduction, Chapter 1, etc.), click on the description to edit it. Although the item descriptions are not used in the actual building of an eBook Edition, we do recommend that you add meaningful descriptions to help organize your project.

Target File Name: The Target File Name column displays the name of the OEB document file assigned to each spine item for the currently selected build target. If you have assigned a fallback for a particular spine item, then the name of the target file will change when you select a new target from the Build Target menu.

If you hold your mouse cursor over the file name for a few seconds, Gemstar eBook Publisher will display the full path to the current target file for that item.

The icons to the left of the OEB document file names indicate the following:

-  The green icon with the circle indicates that the link to the OEB document file is valid.
-  The red icon with the X indicates that the link to the OEB document file is broken, and the file cannot be found.

Size: The Size column displays the size of the current target file.

If you hold your mouse cursor over the size for a few seconds, Gemstar eBook Publisher displays the exact file size in bytes.

Target: The Target column displays the build targets for the current target files. If you have not assigned any fallback files, then the targets will all be OEBFF: All Targets, no matter which build target is selected from the Build Target menu. However, if you have added a fallback to be used for a particular build

target, then the entry in the Target column will change when that build target is selected from the menu.

If you hold your mouse cursor over the target for a few seconds, Gemstar eBook Publisher displays the target's OEB type (*text/x-oeb1-document*, for example).

OEB Status: The OEB Status column displays an icon to indicate the OEB check status of each target file for the currently selected build target:



The yellow icon with the question mark indicates that the OEB document file has not yet been checked for errors.



The green icon with the check indicates the OEB document file has been checked and found to have no warnings or errors.



The yellow icon with the exclamation point indicates the OEB document file has been checked and found to have warnings and errors. See the Errors and Messages window for details.

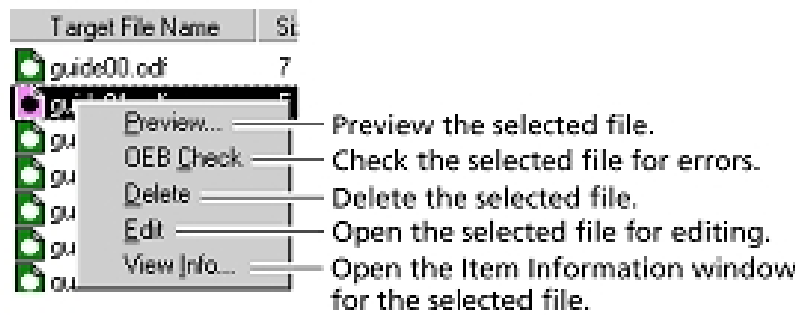


The red icon with the slashed circle indicates that the OEB document file has been checked and found to have fatal errors that prevent the previewing or building of an eBook Edition. See the Errors and Messages window for details.

If you hold your mouse cursor over the status icon for a few seconds, Gemstar eBook Publisher displays a text description of the status.

Using context menus

When you select one or more spine items and click the right mouse button, a popup context menu appears:



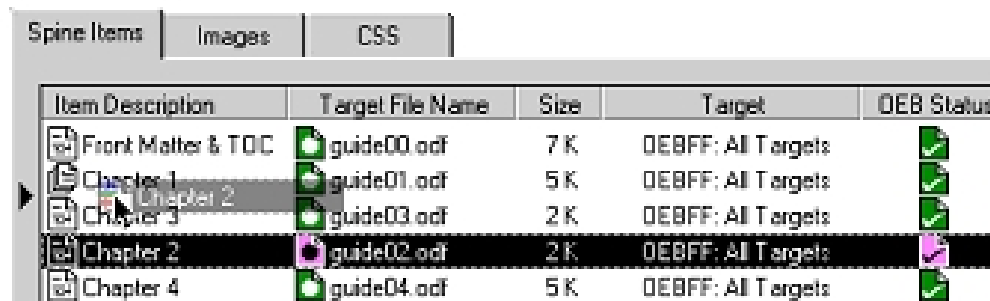
From this menu, you can preview, OEB check, delete, edit, or view item information for the selected item(s).

Rearranging the order of the spine items

The order in which the spine items appear in the Spine Items tab is the order in which they'll appear in the final eBook Edition. When you add files to a project, the spine items may not appear in exactly the order you want, but you can change the order easily.

To rearrange the order of the items by dragging:

- 1 In the Spine Items tab, click and drag the icon of the spine item you want to move. As you drag up and down the list, you'll see a "ghost" icon and a solid black arrow that both move up and down the list in sync with your mouse. The black arrow indicates where the file will appear when you drop it. If there are more items than can be displayed in the window at once, the list scrolls automatically when you reach the top or bottom.





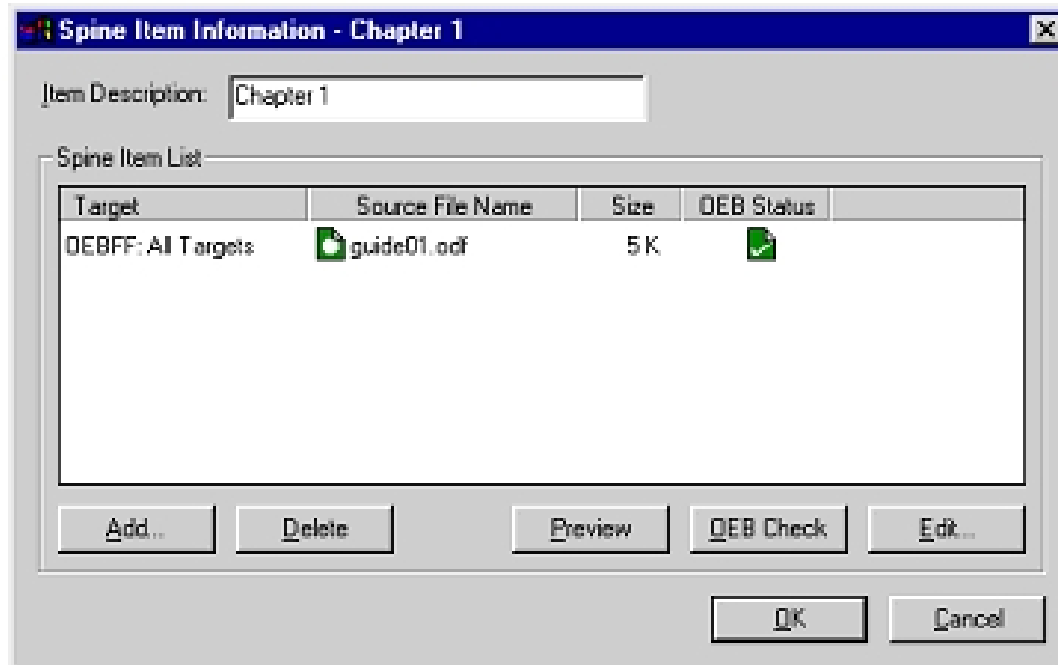
- 2 When the ghost image and the black arrow appear in the location you want, release the mouse button to drop the file. Gemstar eBook Publisher reorders the list to show the file in its new position.
- 3 Repeat these steps as needed until you have all your files arranged in the proper order.

Adding fallbacks for spine items

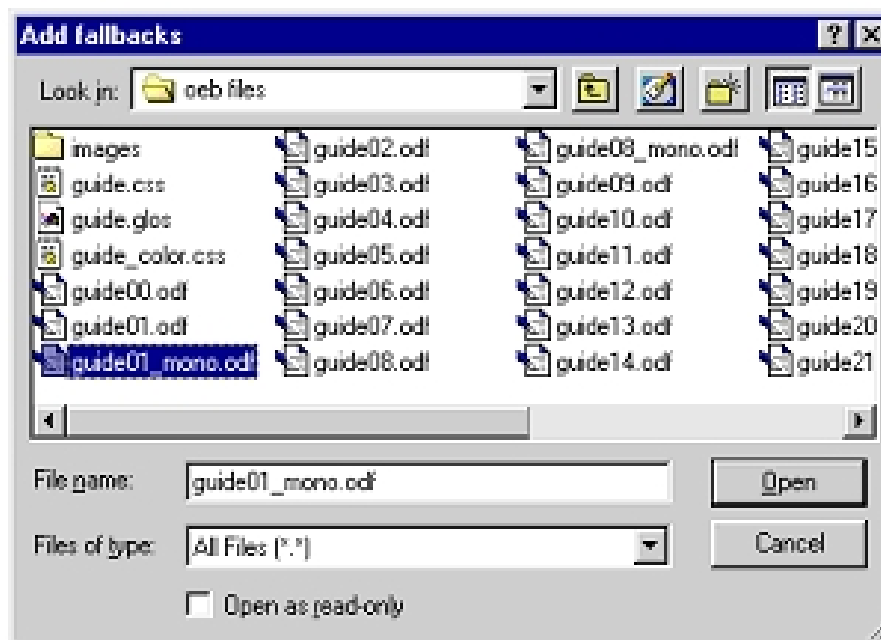
Gemstar eBook Publisher's fallback mechanism allows you to specify alternate OEB document files to be used for different build targets. So you can, if you wish, assign one OEB document file for the Color VGA target and a different file for the Monochrome Half-VGA target. This feature allows you to create alternate files coded to suit the characteristics of a specific device (the color screen of Color VGA devices, for example) and still keep everything organized in a single project that can be used to build eBook Editions for any target.

To add a fallback file for a spine item:

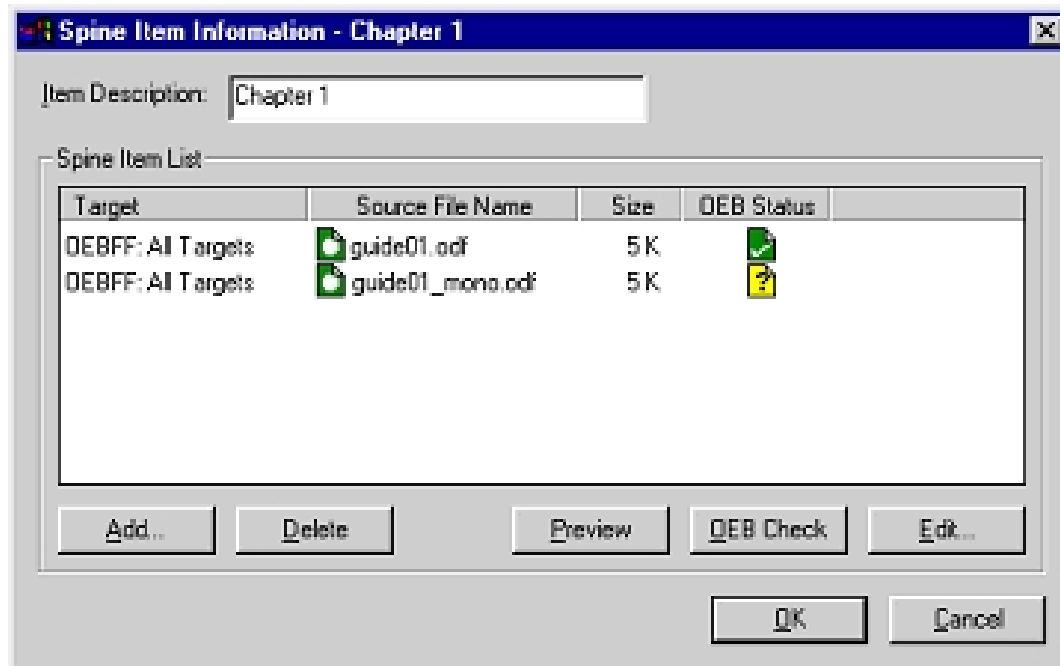
- 1 In the Spine Items tab, click on a spine item to select it, and then click View Info. The Spine Item Information window for that spine item appears, listing the current OEB document file for the item.



- 2 Click Add to add a fallback file for the spine item. The Add Fallbacks dialog appears.



- 3 In the Add Fallbacks dialog, locate the OEB document file you want to add as a fallback, click to select it, and then click Add. The fallback file appears in the Spine Item Information window.



Tip You can also add a fallback by dragging a file from Windows Explorer and dropping it in the Spine Item Information window.



- 4 Click the target name in the new file's Target column. A menu appears from which you can select the build target for this fallback file.

Target	Source File Name	Size	OEB Status
OEBFF: All Targets	guide01.odf	5 K	
Monochrome Half-VGA	guide01_mono.odf	5 K	

Note that you must have one file for this spine item assigned to OEBFF: All Targets, although you can change which file that is. Also, if you assign more than one file to a particular target, Gemstar eBook Publisher will use only the first of the assigned files and ignore any others for that target.

While the Spine Item Information window for this spine item is open, you can take further action on files listed in the window, including previewing, running an OEB check, editing, or deleting files. See the following section, "Using the Spine Item Information window," for more information.

- 5 When you've completed your changes, click OK to close the Spine Item Information window and save your changes, or click Cancel to close the window without saving changes.

When you return to the Spine Items tab, you'll see that the icon in the Item Description column has changed from a single sheet  to a stack of sheets  to show that this spine item now has fallback files.

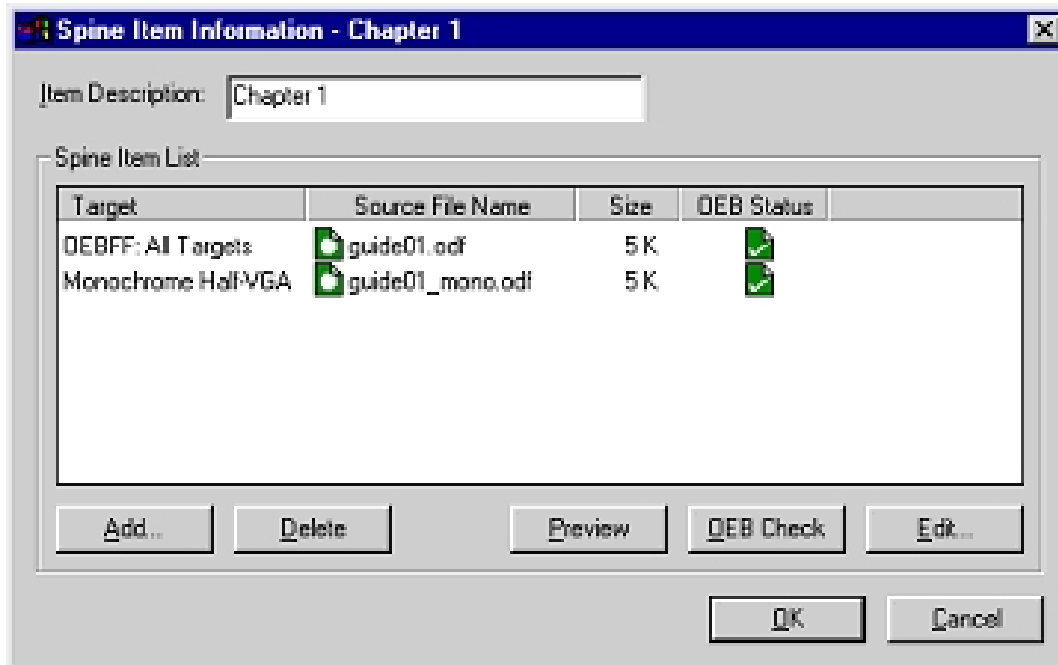
Spine Items Images CSS			
Item Description	Target File Name	Size	Target
 Front Matter & TOC	 guide00.odf	7 K	OEBFF: All Targets
 Chapter 1	 guide01.odf	5 K	OEBFF: All Targets

And when you use the Build Target menu to select the target you added a fallback for, you'll see that the file name listed in the Target File Name column changes (from guide01.odf to guide01_mono.odf in the example shown), as does the target listed in the Target column:

Spine Items Images CSS			
Item Description	Target File Name	Size	Target
 Front Matter & TOC	 guide00.odf	7 K	OEBFF: All Targets
 Chapter 1	 guide01_mono.odf	5 K	Monochrome-Hall-VGA

Using the Spine Item Information window

In the Spine Items tab, the View Info button allows you to open a Spine Item Information window so that you can work with the files assigned to a particular spine item. To open the Spine Item Information window, click on a spine item to select it, and then click View Info. The Spine Item Information window for the spine item appears:



This window lists the fallbacks for the selected spine item and includes the following information:

- **Item Description** gives the item description for this spine item from the Spine Items tab. To change the description, click in the text box, and edit the text.
- **Target** displays the build target assigned to each file. Click on the assigned target to display a list from which you can select a different build target for the file. If you hold your mouse cursor over the target for a few seconds, Gemstar eBook Publisher displays the OEB type for the target (for example, *text/x-oeb1-document*).
- **Source File Name** lists the name of each OEB document file assigned to this spine item. If you hold your mouse cursor over the file name for a few seconds, Gemstar eBook Publisher displays the full path to the current target file for that item.
- **Size** lists the size of each OEB document file. If you hold your mouse cursor over the size for a few seconds, Gemstar eBook Publisher displays the exact file size in bytes.

- **OEB Status** shows whether a file has been checked for OEB coding errors and what kind of errors were found, if any. If you hold your mouse cursor over the status icon for a few seconds, Gemstar eBook Publisher displays a text description of the status.

In the Spine Item Information window, you can also perform the following actions:

- Click **Add** to add another fallback file to this spine item. See the section "Adding fallbacks for spine items" for more information.
- Click **Delete** to delete the selected file. Note that you must have a file assigned to OEBFF: All Targets, or you will not be able to save your changes.
- Click **Preview** to create a preview of the selected file.
- Click **OEB Check** to check the OEB coding of the selected file. The icon in the OEB Status column displays the results of the recent OEB check, and the window lists details of any errors, warnings, or messages generated by the check.
- Click **Edit** to open the selected file in the internal editor or your chosen external editor.

Removing spine items

If you need to remove a spine item from a project, you can do so in three ways:

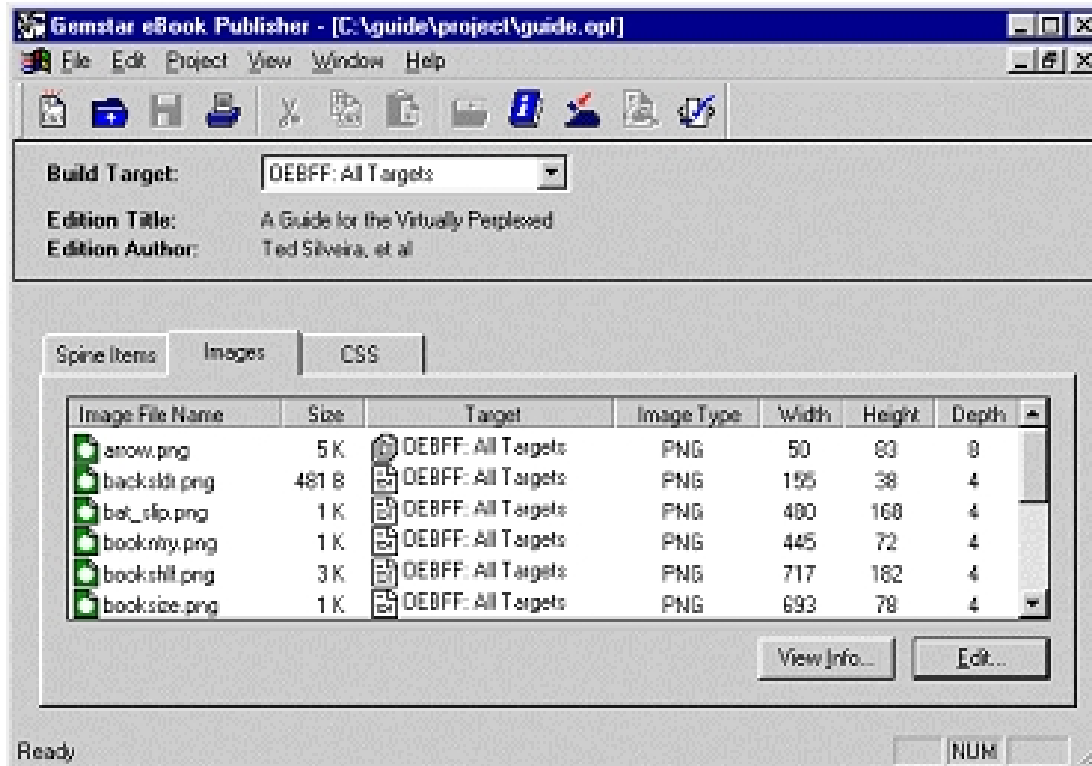
- Select the item in the Spine Items tab, and then press the Delete key.
- Select the item in the Spine Items tab, and then click the Delete button at the bottom of the tab.
- Right-click the item in the Spine Items tab, and then select Delete from the context menu that appears.

Note that when you remove a spine item from a project, you are not deleting any files associated with it; you are just removing the link to the files from your project. The original files on your disk are unaffected.

Working with images

Whenever you display the Images tab in the Project window, Gemstar eBook Publisher scans the OEB document files currently listed on the Spine Items tab to find any links to image files. When it finds such a link, it lists the image file in the Images tab. To the left of the image file name, it displays a green or red icon to indicate whether or not it could find the image file in the specified location.

The image files in the Images tab are listed in alphabetical order. The order in which they are listed does not affect the order in which they are used in the project (unlike spine items).



You can add fallbacks for image files just as you can for spine items. For example, if you have a color or grayscale image (arrow.png) in your project, you may want to add a 1-bit fallback image (arrow_mono.png) for the black and white screen of Monochrome Half-VGA devices. When you add the fallback image, you do not need to change the image link in your OEB document file. Gemstar eBook Publisher will automatically use the specified Monochrome Half-VGA fallback image

arrow_mono.png when you build an eBook Edition for the Monochrome Half-VGA target.

Choosing image types

The Windows and Macintosh versions of Gemstar eBook Publisher can work with a variety of image types, as shown in the following table:

Image type	Windows version	Macintosh version
JPG	Yes	Yes
PNG	Yes	Yes
GIF	Yes	Yes
BMP	Yes	Yes
WMF	Yes	No
PICT	No	Yes

Note that WMF (Windows Metafile) images can be used only with the Windows version and PICT images only with the Macintosh version of Gemstar eBook Publisher. **Animated GIFs and lossless or progressive JPEGs are not supported.**

When you preview or build an eBook Edition for the Color VGA, Grayscale Half-VGA, and Monochrome Half-VGA targets, Gemstar eBook Publisher first looks to see whether each image is in a format native to the target device. If not, it looks to see if the image has a fallback in the native format that it can use. And if it finds none, then it translates the image (or one of its fallbacks) into the native image format of the target device.

When you build for OEBFF: All Targets, you are creating an OEBFF Container, and the OEB specification requires that there be a PNG or JPEG version of each image — these are called OEB-compliant images. To meet this requirement,

Gemstar eBook Publisher automatically generates an OEB-compliant fallback image for any non-compliant image that does not already have such a fallback. These automatically-generated fallbacks are saved in a folder named "OEB-Fallbacks" in the same folder as your original images.

To keep things simple (and to keep the size of the project down by eliminating extra images), we recommend that you use PNG or JPEG images whenever possible. If it is not possible (because you are receiving images from an outside source, for example), you still must ensure that all images are in one of the formats that Gemstar eBook Publisher supports.

Note *When you add OEB document files to a project, Gemstar eBook Publisher locates the images referenced in the files and lists them on the Images tab. Any PNG and JPEG images are automatically assigned to OEBFF: All Targets. Other images, such as GIFs, are assigned a target of Unknown. You can change the assigned target as described in the following sections.*

Using the Images tab

The Images tab displays the images used for the currently selected build target. When you select a different target from the Build Target menu, the list of images may change (if you have assigned fallback images, for example).

Image File Name	Size	Target	Image Type	Width	Height	Depth
arrow.png	5 K	OEBFF: All Targets	PNG	50	83	8
backslid.png	481 B	OEBFF: All Targets	PNG	155	38	4
bat_slip.png	1 K	OEBFF: All Targets	PNG	480	168	4

The Images tab has seven columns, which provide the following information for each image listed:

Image File Name: The Image File Name column displays the file name for the image. (If you hold your mouse cursor over the image file name for a few seconds, Gemstar eBook Publisher

displays the full path to the file.) This column also displays a small icon to indicate the status of the file:





The green icon with the circle indicates that the link to the image file is valid.



The red icon with the X indicates that the link to the image file is broken, so the file cannot be found.

Size: The Size column gives the size of the image file. If you hold your mouse cursor over the size for a few seconds, Gemstar eBook Publisher displays the exact size of the file in bytes.

Target: The Target column lists the build target for the current image. The icon to the left of the target name is either a single sheet  to indicate an item with no fallbacks or a stack of sheets  to show that the item does have fallbacks.

For OEB-compliant image types that are assigned as primary images rather than fallbacks, the target displayed will be OEBFF: All Targets. However, if you have added fallbacks for the Monochrome Half-VGA target, for example, then those fallback images will appear in the Images tab when you select Monochrome Half-VGA from the Build Target menu, and they will be listed with Monochrome Half-VGA in the Target column.

Image Type: The Image Type column lists the type of image: PNG, JPEG, GIF, and so forth.

Width: The Width column gives the width of the image in pixels.

Height: The Height column gives the height of the image in pixels.

Depth: The Depth column gives the bit depth of the image: 1 for 1-bit images (2 colors), 8 for 8-bit images (256 colors), and so forth.

In the Images tab, you can select a file and click Edit to open the file in the graphics program registered for this image type.

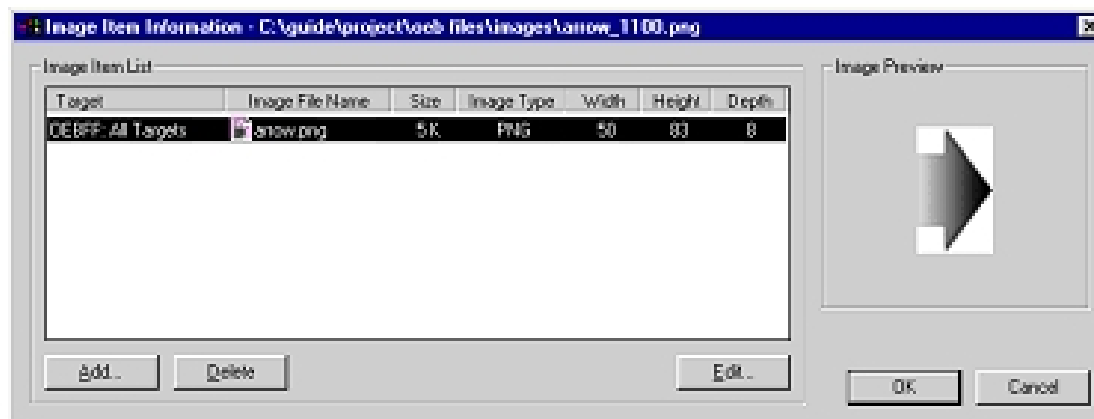
You can also select a file and click View Info to open the Image Item Information window for the file. See the following sections, "Adding fallbacks for images" and "Using the Image Item Information window" for information on using the Image Item Information window.

Adding fallbacks for images

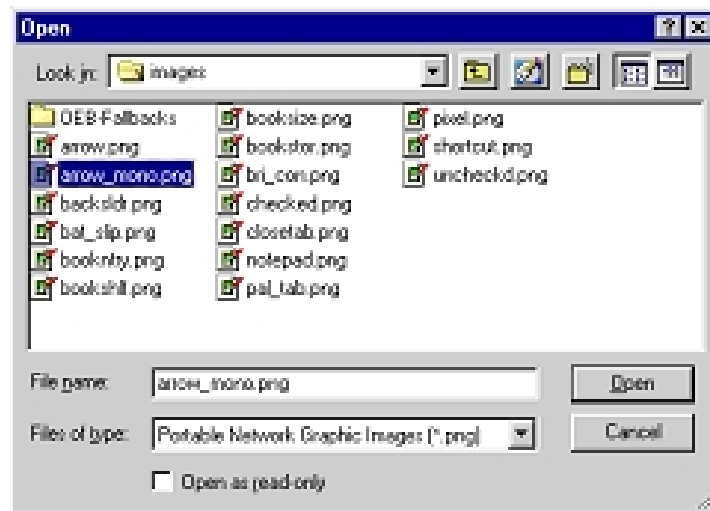
Just as you can add fallback OEB document files to a spine item in the Spine Items tab, so you can add fallback images to any images listed in the Images tab.

To add a fallback for an image file:

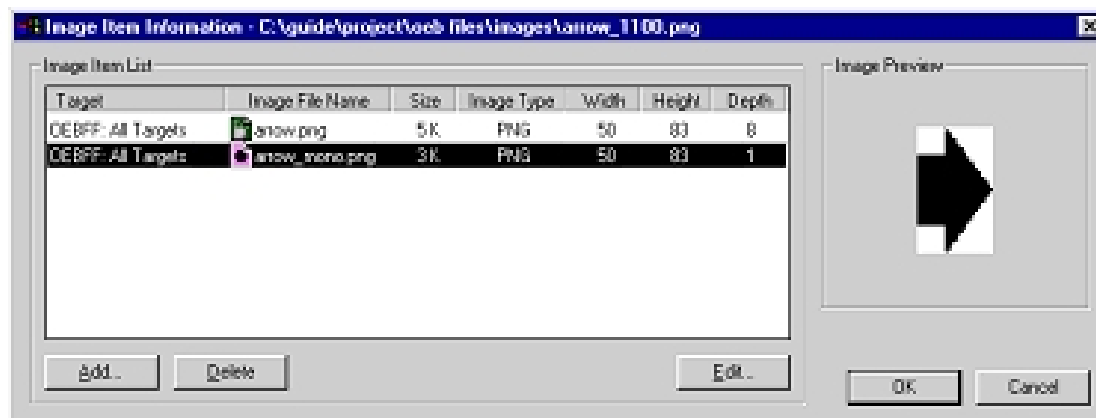
- 1 In the Images tab, click on an image to select it, and then click View Info. The Image Item Information window for that image appears, listing the image file and any existing fallbacks.



- 2 Click Add to add a fallback file for the image. The Open dialog appears.



- 3 In the Open dialog, locate the image file you want to add as a fallback, click to select it, and then click Open. The fallback file appears in the Image Item Information window.



- 4 Click the target name in the new file's Target column, and then select the build target for this fallback from the menu that appears.

Target	Image File Name	Size	Image Type	Width	Height	Depth
OEBFF: All Targets	arrow.png	5 K	PNG	50	83	8
Monochrome Half-VGA	arrow_mono.png	3 K	PNG	50	83	1

Note that you must have one file for this image assigned to OEBFF: All Targets, although you can change which file that is. Also, if you assign more than one file to a particular

target, Gemstar eBook Publisher will use only the first of the assigned files and ignore any others for that target.

While the Image Item Information window for this image is open, you can add more fallbacks or edit any image files already listed. You can also delete any of the fallbacks, but you cannot delete the file specified in the link in the OEB document file (the first file in the list). See the following section, "Using the Image Item Information window," for more information.

- 5 When you've completed your changes, click OK to close the Image Item Information window and save your changes, or click Cancel to close the window without saving changes. Gemstar eBook Publisher returns you to the Images tab.

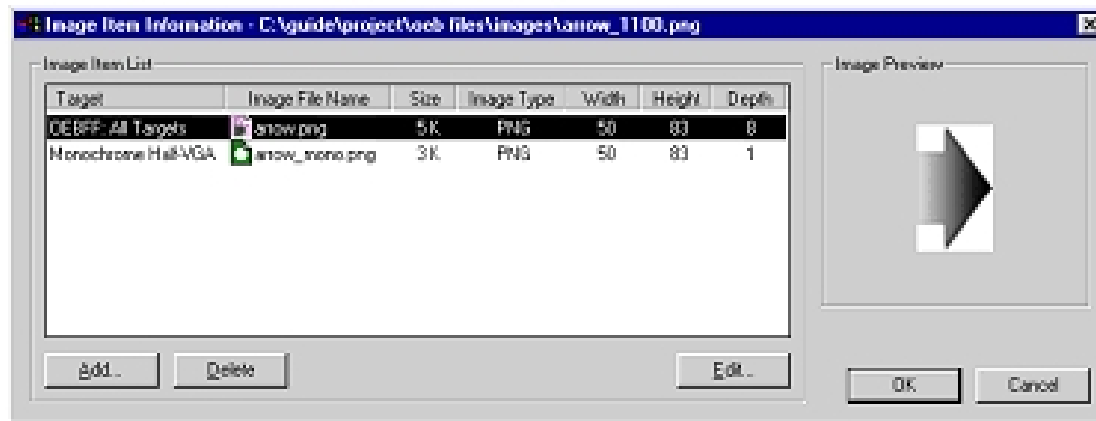
Image File Name	Size	Target	Image Type	Width	Height	Depth
arrow.png	5 K	OEBFF: All Targets	PNG	50	83	8
backslid.png	481 B	OEBFF: All Targets	PNG	155	38	4
bat_slip.png	1 K	OEBFF: All Targets	PNG	480	168	4

When you use the Build Target menu to select the target you added a fallback for, you'll see that the file name listed in the Image File Name column and the target listed in the Target column change (from arrow.png to arrow_mono.png and from OEBFF: All Targets to Monochrome Half-VGA in this example):

Image File Name	Size	Target	Image Type	Width	Height	Depth
arrow_mono.png	3 K	Monochrome Half-VGA	PNG	50	83	1
backslid.png	481 B	OEBFF: All Targets	PNG	155	38	4
bat_slip.png	1 K	OEBFF: All Targets	PNG	480	168	4

Using the Image Item Information window


On the Images tab, the View Info button allows you to open an Image Item Information window so that you can work with an image file and any of its fallbacks. To open the Image Item Information window, click on an image file to select it, and then click View Info. The Image Item Information window for that image appears:





This window lists the image file and any fallbacks assigned for it, and it includes the following information:


- **Target** displays the build target assigned to each image file. Click on the assigned target to display a list from which you can select a different build target for an image file.
- **Image File Name** gives the name of the image file. If you hold your mouse cursor over the image file name for a few seconds, Gemstar eBook Publisher displays the full path to the file.
- **Size** gives the size of each image file. If you hold your mouse cursor over the size for a few seconds, Gemstar eBook Publisher displays the exact size of the file in bytes.
- **Image Type** gives the type (PNG, JPEG, etc.) of each image.
- **Width** lists the width of each image in pixels.
- **Height** lists the height of each image in pixels.
- **Depth** gives the bit depth of each image.
- **Image Preview** shows a small preview of the image.


The icons to the left of each file name indicate whether or not a file is locked and whether or not it is OEB-compliant. (Image files that are specifically referenced in an OEB document file are locked and cannot be deleted.)

-  The green icon with the padlock indicates that the image file is locked and is OEB-compliant.

-  The green icon with the white circle indicates that the image file is unlocked and is OEB-compliant.

-  The yellow icon with the padlock indicates that the image file is locked and is not OEB-compliant.

-  The yellow icon with the exclamation point indicates that the image file is unlocked and is not OEB-compliant.

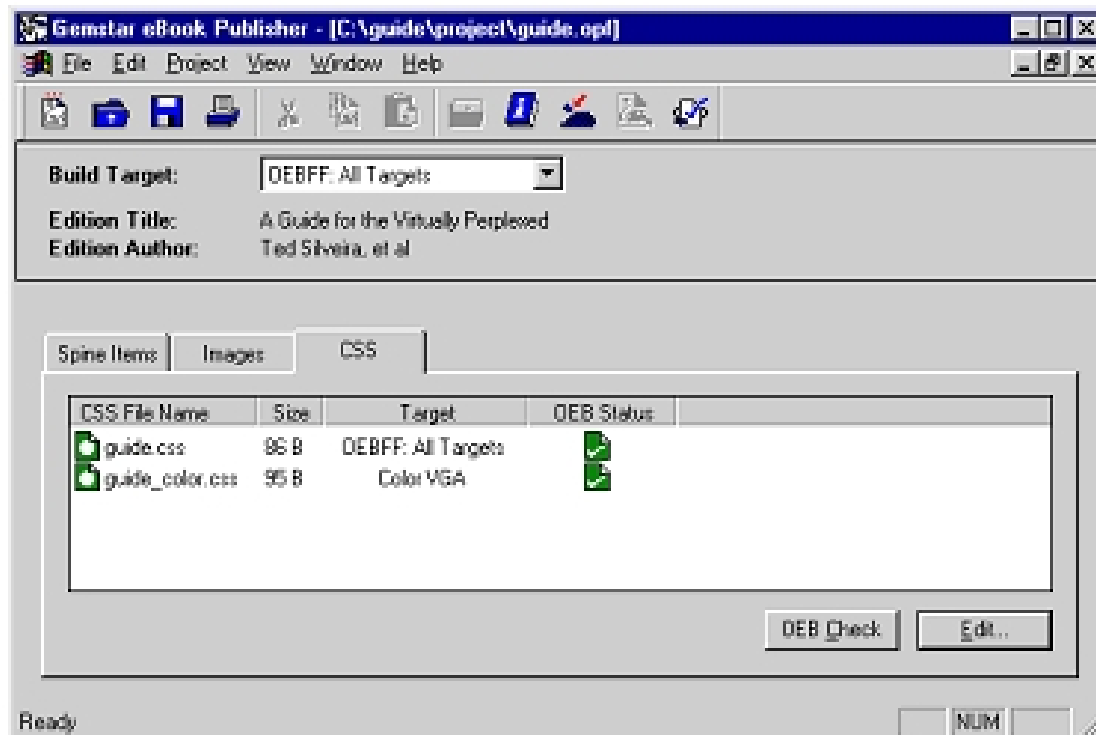
-  The red icon with the X indicates that the image file cannot be found.

In the Image Item Information window, you can also perform the following actions:

- Click **Add** to add another fallback file for this image. See the section "Adding fallbacks for images" for more information.
- Click **Delete** to delete the selected file. If the file is locked (because it is specified in an image link in an OEB document file), you cannot delete it. Instead, you must first edit the OEB document file so that it no longer links to the image file.
- Click **Edit** to open the selected file in the graphics program that is registered in Windows for this type of image file.

Working with style sheets

When you add OEB document files to a project, Gemstar eBook Publisher scans the OEB document files for links to external style sheets. When it finds a style sheet link, it lists the corresponding style sheet file in the CSS (Cascading Style Sheets) tab of the Project window:



Note *The Monochrome Half-VGA target does not support style sheets.*

The external style sheet files in the CSS tab are listed in alphabetical order. The order in which they are listed does not affect the project in any way (unlike spine items).

Using the CSS tab

The CSS tab displays all the external style sheets referenced in any of the OEB document files in the project. Unlike the Spine Items and Images tabs, the CSS tab does not change when you select a different build target.

Spine Items	Images	CSS	
CSS File Name	Size	Target	OEB Status
 guide.css	86 B	OEBFF: All Targets	
 guide_color.css	95 B	Color VGA	




The CSS tab has four columns, which provide the following information for each external style sheet listed:

CSS File Name: The CSS File Name column lists the names of any style sheet files referenced in the project's OEB document files.

Size: The Size column gives the size of the file.

Target: The Target column lists the target to which each style sheet file has been assigned, as described in the following section, "Adding style sheets for different targets."

OEB Status: The OEB Status column shows whether the file's OEB coding has been checked, and if so, whether any errors were found. The column displays one of the following four icons:

-  The yellow icon with the question mark indicates that the file has not yet been checked for errors.
-  The green icon with the check indicates that the file has been checked and found to have no warnings or errors.
-  The yellow icon with the exclamation point indicates that the file has been checked and found to have warnings and errors. See the Errors and Messages window for details.



The red icon with the slashed circle indicates that the file has fatal errors that prevent the building of an eBook Edition. See the Errors and Messages window for details.

In the CSS tab, you can also select a file and perform the following actions:

- Click **OEB Check** to check the OEB coding of the selected style sheet file.
- Click **Edit** to open the selected file in the internal editor or your chosen external editor.

Adding style sheets for different targets

You cannot directly add fallbacks for external style sheets in the way you can for spine items and images. However, in the link tag that you add to your OEB document files to link to the external style sheets, you can change the type attribute to specify that a style sheet is to be used for a particular target. You can use the following type attributes:

Target	Type attribute
OEBFF: All Targets	text/x-oeb1-css (text/css is also valid)
Color VGA	text/x-gemstar-vga-css
Grayscale Half-VGA	text/x-gemstar-half-vga-gray-css
Monochrome Half-VGA	None: This target does not support style sheets.

For example, if you have a style sheet file named `guide.css` to use for OEBFF: All Targets, you would link to it as follows:

```
<link href="guide.css" type="text/x-oeb1-css">
```

If you wanted to use a different style sheet named `guide_color.css` for Color VGA devices, then you would add a second style sheet link to your OEB document, as follows:

```
<link href="guide_color.css" type="text/x-gemstar-vga-css">
```


When you preview or build an eBook Edition, then, Gemstar eBook Publisher uses the style sheet appropriate to the target you've selected.

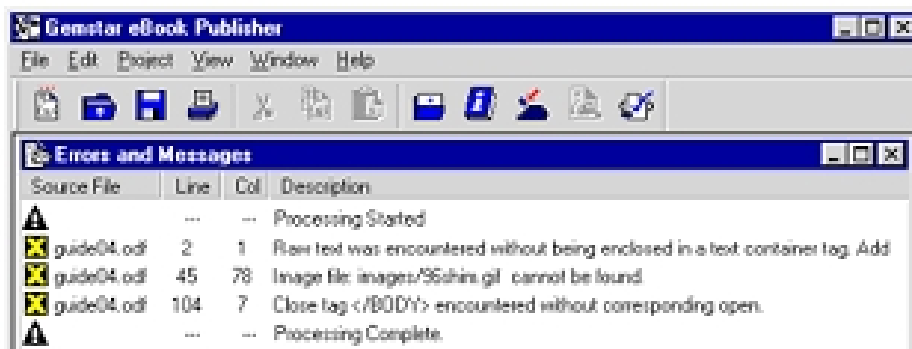
Checking for errors

After you've created a project and added your OEB document files to the Spine Items tab, you can check for OEB coding problems in the entire project or in selected spine items only. During an OEB check, Gemstar eBook Publisher checks the OEB document files that would be used for the currently selected target (according to the Build Target menu), plus any external style sheets used by those files.

Checking files for errors

To check an entire project for errors:

- 1 In the Project window, select the appropriate target device from the Build Target menu.
- 2 To start an OEB check for the entire project, click the OEB Check All button  on the toolbar at the top of the Project window, or select OEB Check All from the Project menu. Gemstar eBook Publisher begins checking all the OEB document files for the currently selected target.
- 3 When the check is complete, Gemstar eBook Publisher displays the Errors and Messages window, which lists all errors in the project's OEB document files, in the order they were encountered.



To check individual files for errors:




- 1 In the Project window, click the Spine Items tab to bring it to the front, and then select the appropriate target device from the Build Target menu.
- 2 Select one or more spine items. You can control-click or shift-click to select multiple items.
- 3 Click the OEB Check button at the bottom of the Spine Items tab. Gemstar eBook Publisher begins checking the selected OEB document files and displays a progress dialog while it works.
- 4 When the check is complete, Gemstar eBook Publisher displays the Errors and Messages window, which lists any errors in the order in which they were found.

Note You can also check individual files for errors by using the OEB Check button in the Spine Item Information window, as described in the earlier section "Using the Spine Item Information window."

You can use this same method to check the OEB coding of external style sheet files in the CSS tab. Style sheet files are also checked automatically when the OEB document files that link to them are checked (either individually or in a project-wide check).

Identifying types of errors and messages

The Errors and Messages window displays three types of error messages, each identified by its own icon:

-  **Fatal Errors:** These errors prevent the previewing or building of an eBook Edition and must be corrected.
-  **Errors:** These errors don't prevent the previewing or building of an eBook Edition but may adversely affect its appearance. They should be corrected.
-  **Messages and Warnings:** These non-error messages or warnings don't prevent the previewing or building of an eBook Edition and may not affect its appearance. We recommend that warnings be corrected.

If the Errors and Messages window is not visible, select Errors and Messages from the Window menu to display it.

Correcting errors

If Gemstar eBook Publisher identifies errors in your OEB document files, you can correct the errors using either Gemstar eBook Publisher's internal editor or the external editor of your choice. (See "Setting preferences" earlier in this guide for information on choosing your editor.) Correct all errors and fatal errors before you attempt to create a final eBook Edition.

To correct errors identified by Gemstar eBook Publisher:

- 1 In the Errors and Messages window, double-click the text of the first error you want to correct.

If you're using the internal editor, Gemstar eBook Publisher opens the appropriate OEB document file in the editor and then positions the cursor on the line containing the error so that you can find it easily.

If you're using an external editor, Gemstar eBook Publisher simply opens the appropriate OEB document file in your

editor. Use the line number given in the Errors and Messages window to locate the error.

Note *Some external editors can "soft wrap" lines of text to a width you choose. With soft wrap on, the line numbers in the editor may not match the line numbers given in the Errors and Messages window. Turn the editor's soft wrapping off to avoid this problem.*

- 2 In the editor window, correct the error and save your changes.
- 3 Select the Errors and Messages window again, and then double-click the next error. Gemstar eBook Publisher displays the next error in the editor window so that you can correct it.
- 4 Repeat these steps to work through the list of errors in the Errors and Messages window.

As you make corrections in the editor window, the number of lines in the file may change. If so, the line numbers in the Errors and Messages window may no longer be accurate. To refresh the accuracy of the line numbers, run an OEB Check on the file again.

- 5 When you're done, save the changes in the editor, return to the Spine Items tab, and check the file again. If you've corrected all the errors, a green icon with a checkmark appears in the OEB Status column.

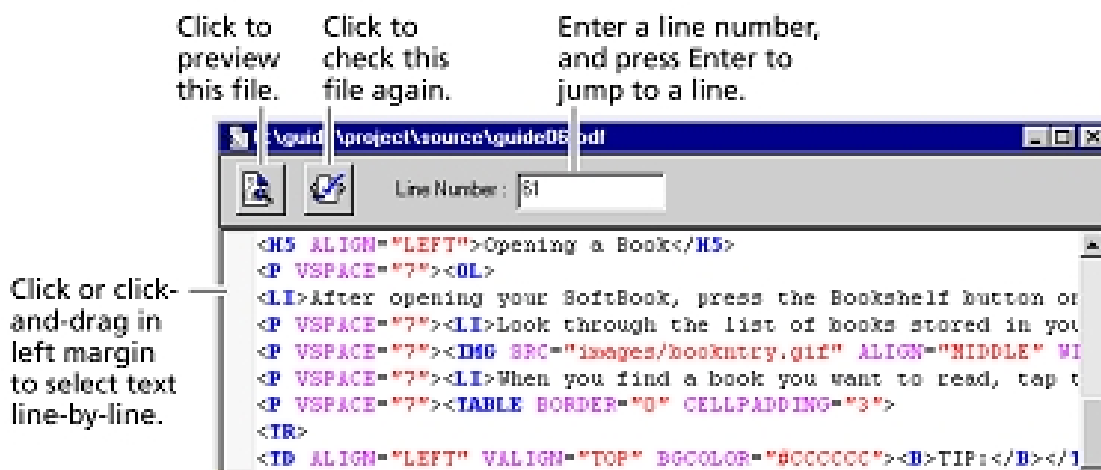
Tip *A single error can sometimes produce a cascade of other errors through the file. If your file shows many errors, start at the beginning, correct the first few errors, and then go to the Spine Items tab and check the file again. You may find that later errors disappear as you correct the early ones.*

Using the internal editor

If you have a favorite text or HTML editor, you can configure Gemstar eBook Publisher to use it automatically when you edit OEB document files to correct errors. (See "Setting preferences" earlier in this guide for more information.)

If you don't specify an external editor in Gemstar eBook Publisher's preferences, then Gemstar eBook Publisher uses its internal editor to open OEB document files when you double-click an error in the Errors and Messages window or when you double-click a file name in the Project window.

This internal editor includes standard Windows mouse and keyboard commands for text editing plus some advanced features such as syntax coloring, auto-indenting, enhanced find/replace, navigation commands, and drag-and-drop editing.



Note To open an OEB document file for editing in Gemstar eBook Publisher, double-click the file name in the Spine Items tab. The Open command on the File menu opens only project files (.opf or .spf), eBook Edition files (.imp or .rb), and OEBFF Container files (.oeb).

Creating a new file in the internal editor

If you want to create a new, blank, OEB document file, choose New Text Document from the Gemstar eBook Publisher's File menu. The internal editor opens a new window (even if you have selected an external editor in the Preferences).

You can enter text and OEB coding into this window either by typing directly or copying and pasting from another window. You can also use the OEB Check and Preview commands on this new file, even if you have not yet added this new document to a project.

To save the new file, choose Save from the File menu, or press Ctrl-S. You will be prompted to select a name and location for the file.

If you have a project open, you will also be asked if you want to add this new file to the project. Click Yes to add the file to the project or No to save the file without adding it to the project.

Duplicating a file in the internal editor

If you want to duplicate one of the OEB document files in a project — so that you can experiment on the copy without affecting the original, for example — double-click the file in the project window to open it. Then choose Save As from the File menu, and select a new name and/or location for this copy of the file. Once the file is saved with a new name or location, then any changes you make to it will not affect the original file.

If you choose a file name that does not yet exist in the project, you will be asked whether you want to add the file to the project. Click Yes to add the file to the project.

If you enter a name and location that match an existing file in the project, you will be asked whether you want to replace the existing file. Click Yes to replace the existing file or No to return to the Save As dialog so that you can select a different name or location.

Previewing the project


After you check the files for errors and correct any that Gemstar eBook Publisher finds, you can move on to the next step — previewing your files to see how they'll look on a Gemstar eBook. You can preview the entire project or a single spine item, and you can preview for Color VGA, Grayscale Half-VGA, or Monochrome Half-VGA devices. (Note that if you preview the entire project, the links within the files become active. If you preview individual files, the links do not show.)

The Gemstar eBook Publisher Preview window gives you an accurate simulation of your eBook Edition's appearance, including color, page size, aspect ratio, fonts, spacing, and other formatting features. Using the preview, you can spot any display problems and optimize your project for each target device.


Note *Although Gemstar eBook Publisher lists OEBFF: All Targets as one of its targets, you cannot preview for this target — it does not represent an actual reading device as the other targets do. Instead, OEBFF: All Targets represents an OEBFF Container, a standard package of all the files, fallbacks, and other information required to build an eBook Edition. It is intended to be processed by back-end systems that will render it into a form suitable for a specific reading device.*

Previewing pages

To preview a spine item or an entire project:

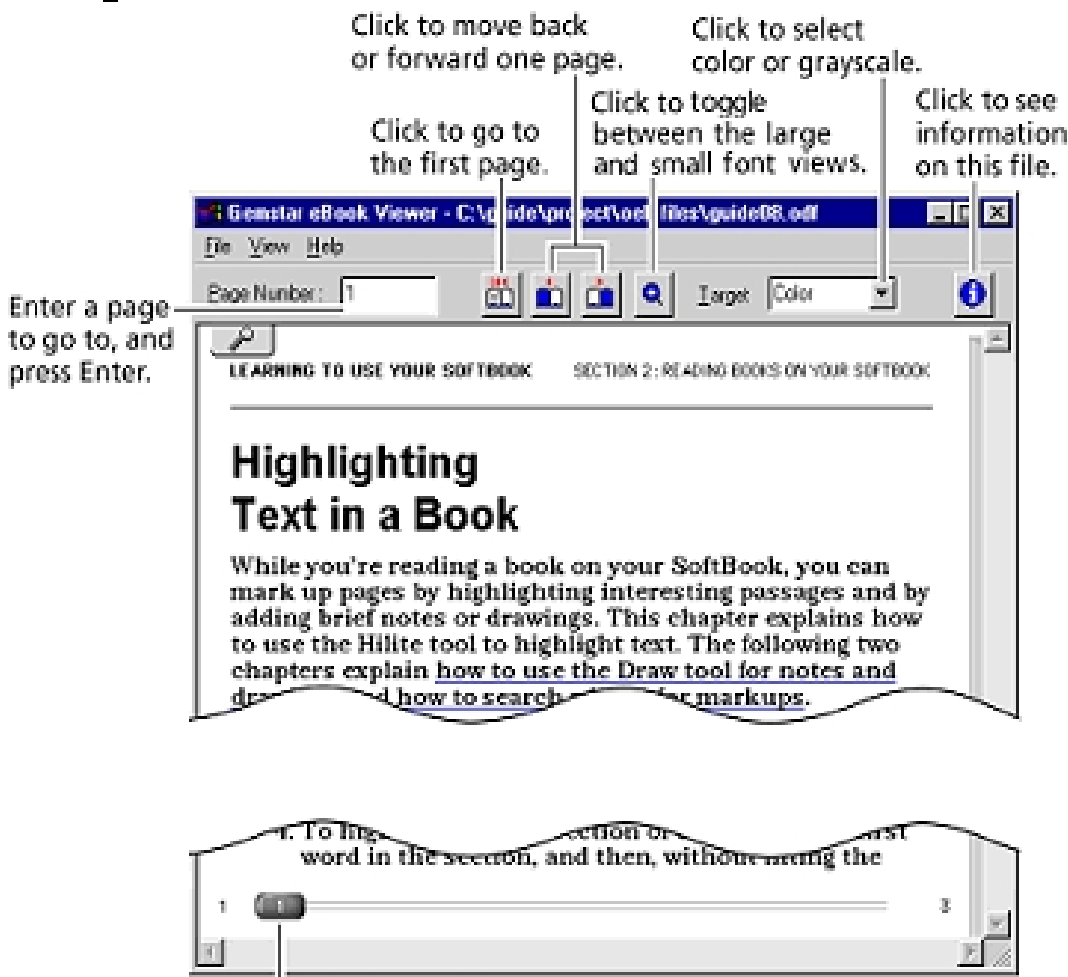
- 1 From the Build Target menu, select the target device (Color VGA, Grayscale Half-VGA, or Monochrome Half-VGA) that you want to create a preview for.
- 2 To preview the entire project, click the Preview Edition button  on the toolbar at the top of the Project window, or select Preview Edition from the Project menu.



To preview a single item, click the Spine Items tab to bring it to the front, click on the spine item to select it, and click the Preview button  at the bottom of the tab. (You can control-click or shift-click to select multiple items.)


- 3 Gemstar eBook Publisher displays a Preview Progress window while it's building a preview of the file. When the preview is complete, Gemstar eBook Publisher opens the appropriate Viewer (Color VGA, Grayscale Half-VGA, or Monochrome Half-VGA) and displays the first page.




Using the Color VGA Viewer






The Color VGA Viewer emulates the display of a Color VGA reading device and provides some of the features of those devices:

In the Viewer, you can navigate through the pages with the following buttons and commands:

- Click the First Page button  or press the Home key to move to the first page. (You can also choose First Page from the View menu.)
- Press the End key to move to the last page. (You can also choose Last Page from the View menu.)

- Click the Next Page button , press the Page Down key, or type N to move to the next page. (You can also choose Next Page from the View menu.)
- Click the Previous Page button , press the Page Up key, or type P to move to the previous page. (You can also choose Prev Page from the View menu.)
- Type a page number in the Page Number box, and then press Return to jump to a specific page. (You can also type Control-G or choose Go to Page from the View menu to open the Go to Page dialog.)
- Drag the Page Slider  to the page you want.

You can also use the following commands in the Viewer:

- Click  or type Z to zoom to the large view or back to the regular view. You can also choose Zoom from the View menu.
- Click the Target menu  to switch between color and grayscale previews.
- Click the Information button  to display an Information slip for this eBook Edition. You can also choose eBook Edition Information from the View menu.
- Click the upper right corner of a page to bookmark it. A + mark appears on the Page Slider bar to mark the spot. Click that + mark to return to the bookmarked page.
- Click a word on the page to use the Select tool from the Pen Palette to find other occurrences of the word or glossary entries if you've added a glossary. (Other Pen Palette tools aren't active in the Preview window.)

Using the Grayscale Half-VGA Viewer

The Grayscale Half-VGA Viewer emulates the display of a Grayscale Half-VGA reading device, provides some of the features of that device, and is almost identical to the Color VGA Viewer just described, with these exceptions:

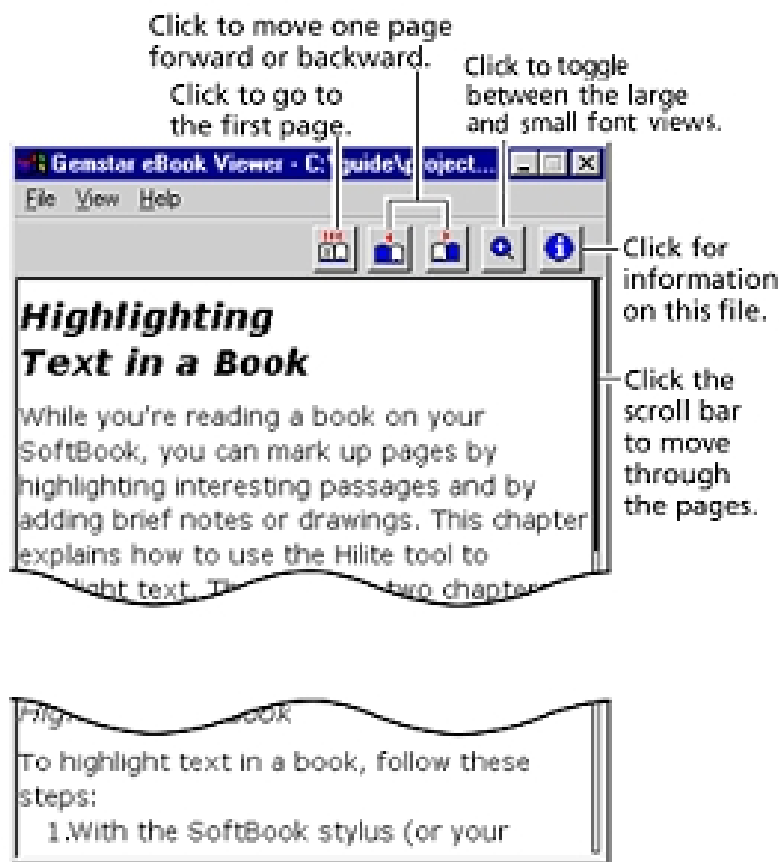





- The window is smaller, reflecting the smaller screen size of Half-VGA devices.
- The preview is grayscale only, not color.
- There is no Target menu to switch between color and grayscale previews.

In all other respects, the Grayscale Half-VGA Viewer works just like the Color VGA Viewer, including the navigation buttons and other controls. Please see the description of these items in the previous section, "Using the Color VGA Viewer."



Using the Monochrome Half-VGA Viewer

The Monochrome Half-VGA Preview window emulates the display of a Monochrome Half-VGA reading device and provides some of the features of that device. Like the device itself, the preview lacks some features found in Color VGA devices and includes a unique feature of its own (a Rotate button to switch between portrait and landscape display).



- Click the First Page button  or press the Home key to move to the first page. (You can also choose First Page from the View menu.)
- Press the End key to move to the last page. (You can also choose Last Page from the View menu.)
- Click the Next Page button , press the Page Down key, or type N to move to the next page. (You can also choose Next Page from the View menu.)
- Click the Previous Page button , press the Page Up key, or type P to move to the previous page. (You can also choose Prev Page from the View menu.)
- Click the scroll bar to move to the page you want.

You can also use the following commands in the Viewer:

- Click  or type Z to zoom to the large view or back to the regular view. You can also choose Zoom from the View menu.
- Click the Information button  to display an Information slip for this eBook Edition. You can also choose eBook Edition Information from the View menu.
- Choose Landscape or Portrait from the View menu to switch the display between landscape and portrait mode. (You can also type L for landscape mode or R for portrait mode.)

Correcting preview problems

As you preview your files, you're likely to spot design or formatting problems that need to be fixed (bad page breaks, images that need to be resized or repositioned, design or formatting elements that don't work as you thought they would, and so forth). Edit the appropriate OEB document file (or image file, if necessary) to correct these problems, save the updated file, and then preview the file again to see the results.

To correct problems found in the Viewer:

- 1 Return to the Spine Items tab in the Project window, and double-click the file that you want to edit. Gemstar eBook Publisher opens the file in your chosen editor.
- 2 Make any necessary changes in the file.
- 3 Preview the file or project again to view your changes. (If you're using the internal editor, just click the Preview button to preview the file you're editing.)

Continue checking the pages in the Viewer for problems, repeating steps 1 through 3 as needed to correct them.

- 4 When you've finished making changes to a particular file, save it. Then return to the Spine Items tab, and check the file for errors again to make sure that you haven't introduced any new ones.

After you've previewed and corrected all the individual files, you should also preview the project as a whole. To do so:

- 1 In the Project window, click the Spine Items tab to bring it to the front, and select the proper target device (Color VGA, Grayscale Half-VGA, or Monochrome Half-VGA) from the Build Target menu.
- 2 Click the Preview Edition button at the top of the Project window, or choose Preview Edition from the Project menu. Gemstar eBook Publisher builds a preview of the entire project and displays it in the Viewer.

In addition to looking for design and formatting problems once again and checking all the links within the book, make sure that all parts of the eBook Edition are present (including the cover, title page, copyright page, and table of contents, if required), that they are arranged in the proper order, and that they flow together properly.

Building an OEBFF Container or eBook Edition

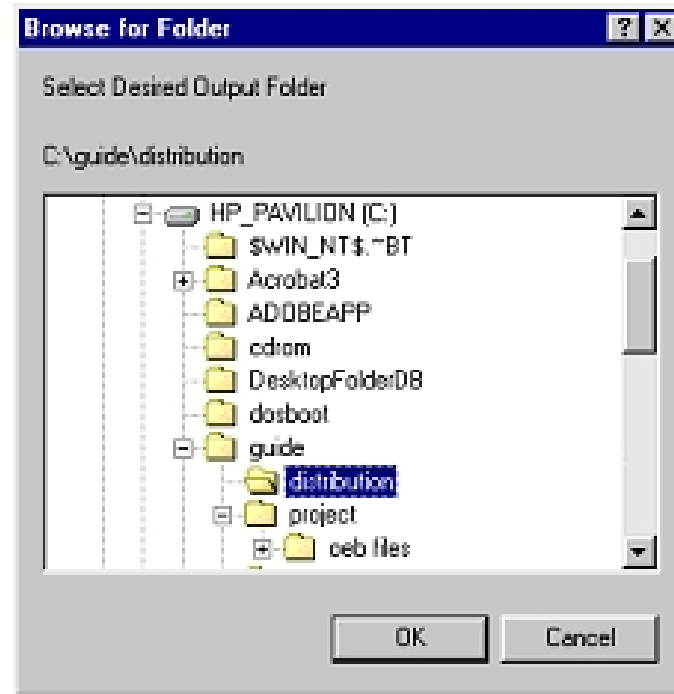
The final step is to build an OEBFF Container or eBook Edition, creating the final files that you will distribute. Before taking this step, check the following list to make sure that your project is ready to build.

- All OEB document files required for the project are listed in the Spine Items tab of the Project window and arranged in the order in which they should appear.
- All OEB document files have been checked and have no errors or fatal errors.
- All files have been previewed in the Preview window for each of the desired targets.
- No extraneous items are listed in the Spine Items tab of the Project window.
- All image files are present in the proper folders and are in the proper graphic format (PNG, JPEG, GIF, WMF, or BMP).
- The information in the Edition Settings window — including the ID, author, title, and category — is correct and complete.

To build an OEBFF Container or eBook Edition:

- 1 In the Project window, select the desired target from the Build Target menu. Choose:
 - OEBFF: All Targets to build an OEBFF Container file.
 - Color VGA to build .imp and .key files for Color VGA devices, including the REB1200, SoftBook Reader 250e, and SoftBook Reader 200.
 - Grayscale Half-VGA to build .imp and .key files for Grayscale Half-VGA devices.
 - Monochrome Half-VGA to build a .rb file for Monochrome Half-VGA devices, including the REB1100, Rocket eBook, and Rocket eBook Pro.
- 2 Click the Build Edition button at the top of the Project window, or choose Build Edition from the Project menu. (If you have not filled out all the required Edition Settings information, the Edition Settings window now appears so that you can enter the information.)
- 3 If you specified an output folder in the Edition Settings window, Gemstar eBook Publisher immediately begins to build the eBook Edition.

If you didn't specify an output folder, the following Browse for Folder dialog appears. Select the folder where you want the final files placed, and click OK. Gemstar eBook Publisher begins to build the eBook Edition.



- 4 If Gemstar eBook Publisher encounters any errors in the build, it displays them in the Errors and Messages window. If it completes the build successfully, it plays the "Success" sound (if you selected one).

Once the build is complete, you'll find the resulting files in the specified output folder. For example, if you selected OEBFF: All Targets and built an OEBFF Container (.oeb), you'll find the following file in the output folder:

- **guide.oeb**: This MIME-encoded file contains the project file, all OEB document files, and all image files, including automatically generated OEB-compliant fallbacks, if needed. It does not contain .imp, .key, or .rb files. If you selected the Encrypt and Compress options, any eBook Editions created from the .oeb file will be encrypted and compressed. However, the .oeb file itself is not encrypted or compressed.

If you built an eBook Edition for Color VGA or Grayscale Half-VGA devices using the file name *guide*, you'll find the following files in the output folder:

- **guide.imp:** This file contains all of the content in a single file that may also be encrypted and compressed depending on the output options you chose.
- **guide.key:** This file contains the encryption key. If you selected the encryption option, this file must be present to open the eBook Edition. If you did not select the encryption option, this file is not created.

If you built an eBook Edition for Monochrome Half-VGA devices, you'll find the following file in the output folder:

- **guide.rb:** This file contains all of the content in a single file. If you selected the Encrypt and Compress options, the eBook Edition will be encrypted and compressed when it is published through the back-end distribution system. However, the .rb file itself will not be encrypted or compressed.

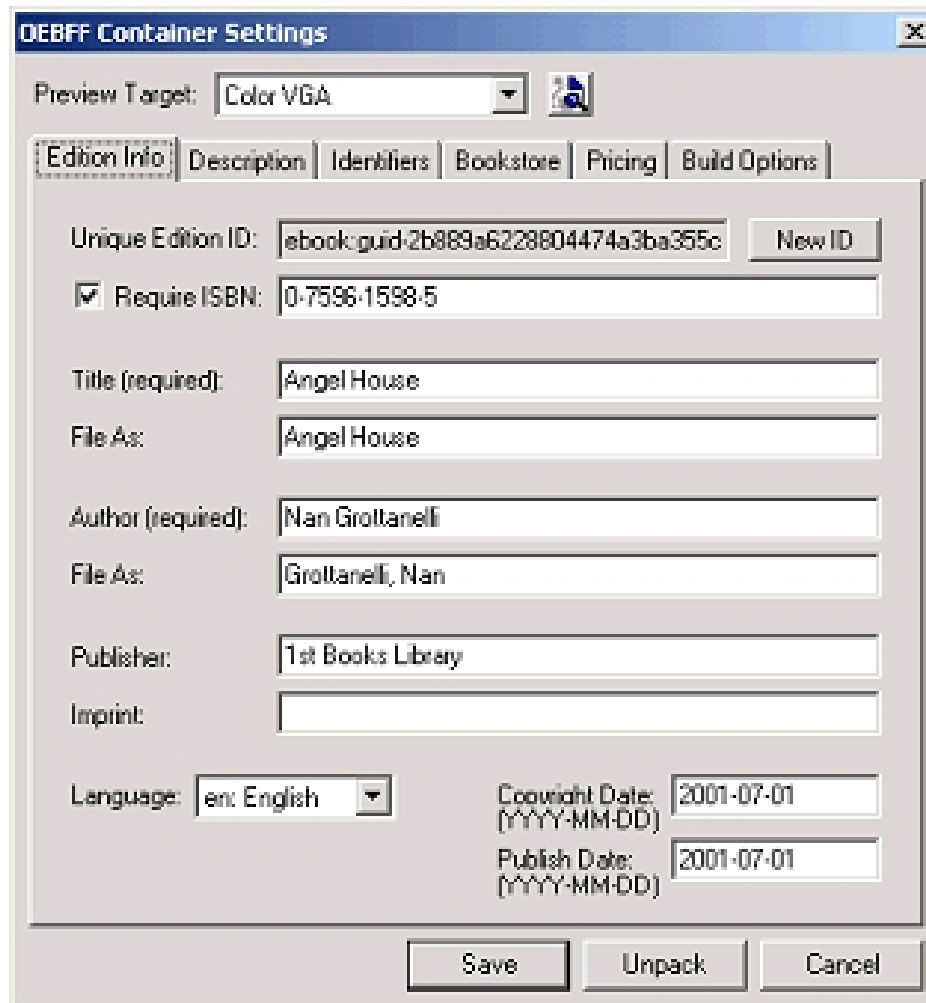
Tip Choose *Open* from Gemstar eBook Publisher's File menu (or press *Ctrl-O*) and then select the completed .imp, .rb, or .oeb file to preview it.


Editing or previewing an OEBFF Container

If you have created or have received an OEBFF Container file, you cannot alter the content or the formatting in the OEBFF Container. However, you can edit the publication information (title, author, ISBN, and so forth), and you can preview the file for any of the preview targets. (To alter the content or formatting, you must unpack the OEBFF, make your changes to the extracted project files, and then build a new OEBFF Container.)

To edit or preview an OEBFF Container:

- 1 Choose *Open* from Gemstar eBook Publisher's File menu. The *Open* dialog appears.
- 2 In the *Open* dialog select the OEBFF Container file and click *Open*. The *Settings* window for the OEBFF Container appears.



- 3 To edit any of the publication information, click the appropriate tab (Edition Info, Description, Identifiers, Bookstore, Pricing, Build Options) to bring it to the front, and then add or change the information as required. The information displayed here is the same as that displayed in the Edition Settings window for a project. See "Entering the project information" earlier in this guide for a complete description of the tabs and all their options.
- 4 To preview the OEBFF Container, select a target from the Preview Target menu (Color VGA, Grayscale Half-VGA, or Monochrome Half-VGA), and click the Preview button . Gemstar eBook Publisher builds a preview for the selected target and displays it in the Preview window. See "Previewing

pages" earlier in this guide for a complete description of how to use the Preview windows. Note that, as necessary, the preview will use any updated values in the Edition Settings dialog.

- 5 To unpack the OEBFF container, press the Unpack button. Refer to the details of unpacking OEBFF containers in the next section.

Unpacking OEBFF Containers

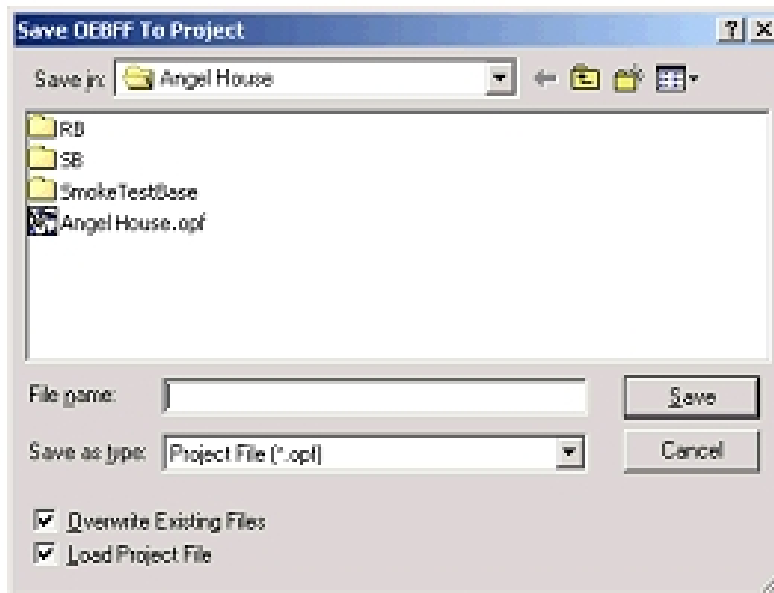
Once you have loaded an OEBFF container into the application and are looking at the Edition Settings for the file, you can elect to unpack the container onto your system. Unpacking means extracting the project file and every document file, external CSS file, image file, etc. and saving them to an appropriate location on your system.

The unpacked project file will include all modifications that you may have made in the Edition Settings dialog before pressing the unpack button.

You should note that once you unpack an OEBFF container, any changes made to the project and/or documents, images, etc. do not affect the original OEBFF container. If you wish changes to be made in OEBFF then you must rebuild the OEBFF container from the project file.

To unpack, follow this procedure:

- 1 Press the Unpack button at the bottom of the Edition Settings dialog.



- 2 You are asked where to save the project file that will be extracted from the OEBFF container. This is done with a customized version of the standard system Save As dialog box as shown here.
- 3 Browse to the location you wish the new project file to be stored in and enter the desired filename. The original project filename will be presented as a default.
- 4 Choose whether or not you want to automatically overwrite any files that may already exist in your system. Once the project file has been extracted the remaining files will be extracted and saved according to how they are specified in the project. Files that are specified with relative paths (highly recommended!) will be extracted and saved to the same corresponding relative path in your file system. Any subfolders will be created automatically during this process. Files that are specified with absolute paths will be extracted, if possible, to that same absolute path. Once the location for a file being extracted has been determined the unpacking procedure looks to see if there is already a file there with the same name. If so then checking this option (the default) will overwrite that existing version of the file with the version extracted from the OEBFF container. If you remove the check from this option and a file with this name already exists it will be left alone - you will not be prompted to overwrite.



- 5 Choose whether or not you want to automatically load the resulting project into Gemstar eBook Publisher after the unpack operation finishes so that you can begin editing it as a normal project. If checked (the default) a new Gemstar eBook Publisher main window will be opened and the newly unpacked project will be loaded into it. The original application window is still open and still viewing/editing the OEBFF file you just unpacked.

What to do with your finished project

Once you've successfully built your eBook Edition or OEBFF Container, you can submit it for publication. You will need to submit the final eBook Edition or OEBFF Container files you've created, but you may also need to submit the project file, your original source files, and possibly auxiliary files such as a cover image as well. Contact the person, department, or company responsible for publication to find out what the proper submission procedure is and which files you must submit.

Appendix A: BISAC codes

The BISAC (Book Industry Systems Advisory Committee) codes define the subject headings under which a book should be listed. The following table lists the codes for the 48 top-level subject headings. Note that each code consists of three letters followed by six numbers. For the top-level subject headings, the six numbers are always 000000.

The complete list of BISAC codes, which covers the 48 top-level subject headings and over 3,100 subheadings, is published by the Book Industry Study Group under the title *BISAC Subject Headings*. You can purchase this publication in print or electronic form through the Book Industry Study Group web site at <http://www.bisg.org>.

Code	Subject heading
ANT000000	Antiques & Collectibles
ARC000000	Architecture
ART000000	Art
BIO000000	Biography & Autobiography
OCC000000	Body, Mind & Spirit
BUS000000	Business & Economics
COM000000	Computers
CKB000000	Cooking
CRA000000	Crafts & Hobbies
CUR000000	Current Events
DRA000000	Drama

EDU000000	Education
FAM000000	Family & Relationships
FIC000000	Fiction
FOR000000	Foreign Language Study
GAM000000	Games
GAR000000	Gardening
HEA000000	Health & Fitness
HIS000000	History
HOM000000	House & Home
HUM000000	Humor
JUV000000	Juvenile Fiction
JNF000000	Juvenile Nonfiction
LAN000000	Language Arts & Disciplines
LAW000000	Law
LIT000000	Literary Criticism & Collections
MAT000000	Mathematics
MED000000	Medical
MUS000000	Music
NAT000000	Nature

PER000000	Performing Arts
PET000000	Pets
PHI000000	Philosophy
PHO000000	Photography
POE000000	Poetry
POL000000	Political Science
PSY000000	Psychology & Psychiatry
REF000000	Reference
REL000000	Religion
SCI000000	Science
SEL000000	Self-Help
SOC000000	Social Science
SPO000000	Sports & Recreation
STU000000	Study Aids
TEC000000	Technology
TRA000000	Transportation
TRV000000	Travel
TRU000000	True Crime



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Appendix B: Country and currency codes

The following table lists the three-letter country and currency codes that you can currently use in Gemstar eBook Publisher. These codes are taken from the much larger standards published by the International Organization for Standardization (ISO): ISO 3166 for country codes and ISO 4217 for currency codes. You may purchase the official ISO publications of the complete standards through the ISO web site at <http://www.iso.org>.

Country	Country Code	Currency	Currency Code
Austria	AUT	Euro	EUR
Belgium	BEL	Euro	EUR
Canada	CAN	Canadian Dollar	CAD
China	CHN	Yuan Renminbi	CNY
Denmark	DNK	Euro	EUR
Finland	FIN	Euro	EUR
France	FRA	Euro	EUR
Germany	DEU	Euro	EUR
Italy	ITA	Euro	EUR
Japan	JPN	Yen	JPY
Netherlands	NLD	Euro	EUR



Norway	NOR	Euro	EUR
Spain	ESP	Euro	EUR
Sweden	SWE	Euro	EUR
Switzerland	CHE	Swiss Franc	CHF
United Kingdom	GBR	UK Pound	GBP
United States	USA	US Dollar	USD