

# Manual for Naace Big Book Maker

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## *Introduction*

A Naace Big Book can be created by anyone with a minimum of effort. The book can consist of text only, the font family, text size and colours being set by the author. A more sophisticated book may include media in the form of images, audio or video. The format of the media can be anything that is supported by web browsers. There are several functions provided for different media files but you can create your own.

## *Getting Started*

Download the MyBook folder (MyBook.zip) from the Big Book Maker webpage.  
Unzip to your computer.  
Open the MyBook folder.

It should contain:

- an empty **media** folder
- 3 JavaScript files: **media.js**, **media\_functions.js**, **writemedia.js**
- mybook.htm** and **mybook.txt**

You can copy and/or rename the **MyBook** folder. The two files **mybook.htm** and **mybook.txt** can also be copied and/or renamed to meaningful names e.g. ThunderValley.htm and ThunderValley.txt. The names should be the same. Spaces are not allowed so, if you wish to separate words, use underscores instead e.g. Thunder\_Valley.

Double-click the **.htm** file or drag it into a browser to check that it works with your browser.

## ***Creating your Book***

Open Book Maker (from the Book Maker webpage).  
Press the **Browse** button and look for the **.txt** file in your book folder. This is your text file.  
Press the **Load file** button.

Make sure that you can save the text file.  
Press the **save** button to save the file to your book folder. It will replace the existing file.

Make sure that you can make a book.  
Press the **make book** button to create a book and save it to your book folder. It will replace the existing **.htm** file.

Press the **quit** button when you have finished.

Double click on the **.htm** file in your book folder. Your book will open.

If you have been successful so far you are now ready to do some serious authoring.

## ***Adding Text to your Book***

Open your book (as described above).

Give your story a title and enter the name of the author. (If you need to put the title on more than one line, use “<br>” to create a new line.)  
Now you can start writing your story in the story box (or copy and paste it from somewhere else).

To make a new page leave a blank line in your story. Press the refresh button to see the pages in the right hand window. (If you need to include a blank line on a page, type in some spaces on a new line.)

You can change the width and height of the book to suit your story.  
You can also set the colours to be used for text and background of the title page and the story pages. To change colours click on a colour.

The text width sets the percentage of the page width which will be used for the text. If you will not be using any media the value can be set to 100%.

At any time you can save your story and carry on with it later.  
You can also make a book at any time.

## ***Adding Media to your Book***

### **Title page picture**

It is easy to add an image to the title page. Simply put an image with the name **title.jpg** in the media folder. Ideally this image should have the same dimensions as your book. If it is smaller it will be centred (horizontally and vertically). You may need to change the colour of the title page text.

### **Images**

If you want to add pictures to your story you can store them in the **media** folder. Alternatively you can create another folder and store them there, or you can link to photos which you have already published on a website.

The images need to be in a format which is supported by web browsers e.g. jpg, gif or png.

They need to be small enough to fit onto the right-hand side of the book. The width of the media column is set by the book width and the text width e.g. if the text width is 50% then the media width will be 50% of the book width (less 24 for the margins and borders).

If an image is too large it will be forced to display below the text column.

You tell the book which media items to display on each page by adding/editing definitions in the file **media.js**

Load media.js into a text editor.

The definition for page 1 is labelled **media[1]=**

This definition:

```
media[1]=''
```

means that page 1 will display the image **TheFold1.jpg** which is stored in the **media** folder. It will have a **border** and a size of **320x241** pixels.

The minimum definition for this image would be:

```
media[1]=''
```

but it will not always be displayed in the correct position if the width and height are not specified.

As a shortcut, you can use this format instead:

```
media[1]=PIC("media/TheFold1.jpg",320,241,1)
```

This uses a built-in function called PIC.

(See the next section for details of functions.)

If the image was on a website (and you have permission to link to it) the definition would take the form:

```
media[1]=''
```

To have more than one image you would use two image definitions separated by '<br>' (to force a line break) e.g.

```
media[1]='<br>'
```

It is possible to add text to a definition e.g.

```
media[1]='This text will be displayed in the media column.'
```

## Audio and Video

Video and Audio files are similar. In fact video can be regarded as just audio with pictures.

The files need a player which is usually a browser plugin.

In order to be as flexible as possible, Big Book has a number of built-in functions for playing different file formats and, in addition, allows you to add more functions.

The functions are in the file **media\_functions.js** which can be opened in a text editor.

At the time of writing the functions provided are:

file format	function with autoplay	function without autoplay
Windows Media Player	WMP(f,w,h)	WMP_noplay(f,w,h)
QuickTime	QT(f,w,h)	QT_noplay(f,w,h)
Real	Real(f,w,h)	Real No Autoplay
Google (Flash)	Google(f,w,h)	Google_noplay(f,w,h)
YouTube (Flash)	YouTube(f,w,h)	YouTube_noplay(f,w,h)

f,w,h = filename/location, width, height

If you had a QuickTime audio file your media definitions would use one of the QuickTime functions e.g.

```
media[1]=QT("media/tune.mp3",180,16)
```

This tells the browser to play the file "media/tune.mp3" in the QuickTime player. It also sets the size of the player to be 180x16.

The audio file will play as soon as it has loaded.

If you want to turn off autoplay so that the file will not play until the play button has been pressed, you would use the "noplay" function:

```
media[1]=QT_noplay("media/tune.mp3",180,16)
```

In the examples above the audio file is stored in the media folder.

If the files were stored on a website the definitions might be:

```
media[1]=QT("http://www.somewebsite.com/somemusic/tune.mp3",180,16)
```

or

```
media[1]=QT_noplay("http://www.somewebsite.com/somemusic/tune.mp3",180,16)
```

The player size differs according to the player format. This is because each player's controls at the bottom are of a different height.

For example, if your video had a size of 320x256, you would need to add the following values to the player height:

WMP: 40    QT: 16    Real: 50

So the dimensions would be:

WMP: 320x296    QT:320x272    Real:320x306

For audio files the player height will always be the same (as there is no image to add on)

WMP: 40    QT: 16    Real: 50

## **Hints & Tips**

*"To help protect your security, Internet Explorer has restricted this file from showing active content ..."*

If you are using Internet Explorer and you get this message whenever you load a web page from your computer, here is how to turn it off.

Go to Tools»Internet Options»Advanced and look for the Security sub-section. Select Allow active content to run in files on My Computer.

## **Tools for editing text and images**

If you do not have an application that allows you to edit images, a useful utility for Windows is IrfanView - free for home and educational use.

<http://www.irfanview.com>

For editing text such as the media.js file, a useful free Windows tool is EditPadLite.

<http://www.editpadpro.com>