



EBookME Quick Start Guide



*Installing and using application for mobile books generating
version 2.6.7*

<http://ebookme.sourceforge.net/>

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1 EBookME Introduction

EBookME is an open source application which creates e-books (e-libraries) for mobile devices. It's written in Java programming language and it can be launched on the most of current OS (MS Windows, Linux, Mac OS X, ...). It can be started as Swing GUI application or as console application controlled by command line arguments.

1.1 License

EBookME is released under LGPL license. It means, it can be freely used for personal use, for academic use, by government institutions, by non-profit making organizations and by commercial organizations. For more details look directly to license files.

1.2 History

Project started Tomáš Darmovzal in 2003. The first version was free for use but not as open source. Two years later Josef Cacek took over the project and partially rewrote it. He added new features and localization support.

1.3 Authors

Tomáš Darmovzal started the project and made the first releases. He made several interesting open source projects, see his web <http://darmovzal.nuabi.com:7180/>

Josef Cacek is administrator and main developer of EBookME project. He is a member of OpenOffice.org developers community and he also created open source application for adding digital signatures to PDF files. Try <http://jsignpdf.sourceforge.net/>

Jiří Bartoš helps to localize and fix bugs in application.

Eduard Határ implemented word wrapping switch.

1.4 Support EBookME

EBookME project has a constant need for several types of support from the user community. If you find EBookME useful, you are strongly encouraged to find a way to contribute. If none of the suggestions below are right for you, feel free to propose an alternative by sending e-mail to josef.cacek@gmail.com

- Help to internationalize. We look for people which will provide translations to new languages or corrections for the current. The main parts of translations are application itself and this guide.
- Donate your time and skills. Programmers who enjoy writing Java applications are naturally always welcome.
- Tell people about the project and its benefits.

2 Prerequisites

This chapter explains what you need to have before you start to use EBookME.

2.1 Java SE

To run EBookME you'll need Java Runtime Environment (JRE) version 1.4 or newer on your computer. If you don't have it, you can download it from Sun web pages:

<http://java.sun.com/javase/downloads/index.jsp>

Windows installer includes Java 6 as optional package.

2.2 Mobile device with Java ME

To read books created by EBookME on mobile devices, the device has to implement Java ME (ask your vendor or read device specification). Application uses only a very basic set of Java ME functionality (specifications: profile MIDP-1.0, configuration CLDC-1.0).

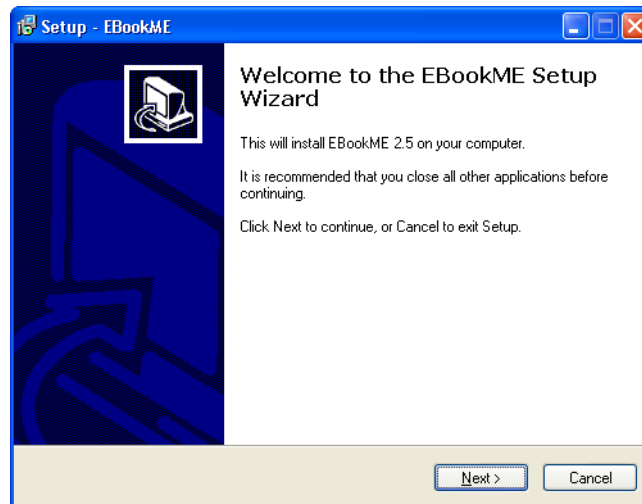
3 Installation

This chapter describes how to install EBookME using Windows installer or zip package.

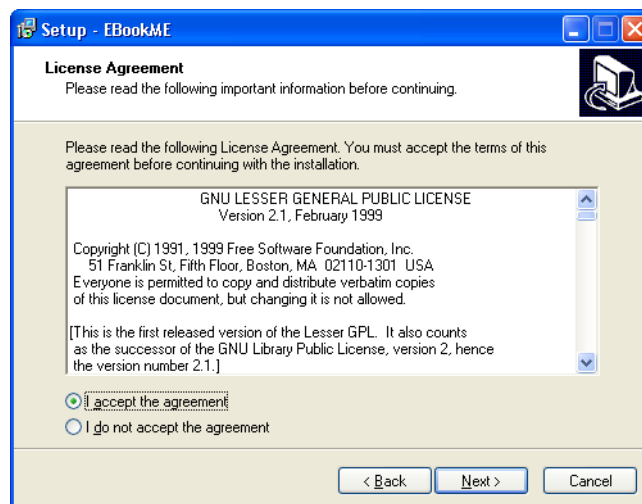
3.1 Windows installer

Windows installer contains ready to use version – the Java Runtime is also included in the package.

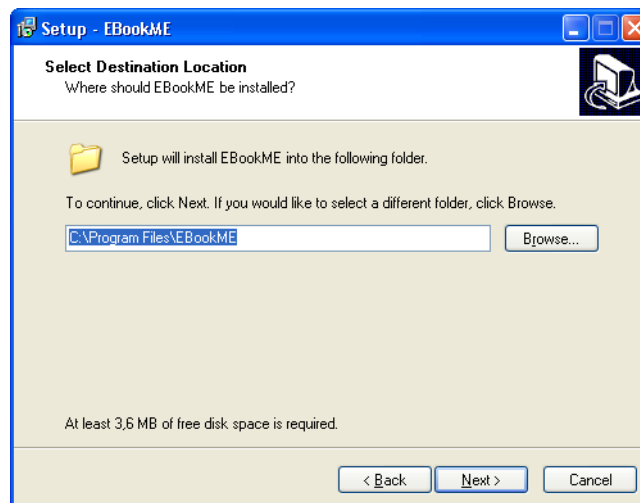
Download file EBookME_setup_2.6.7_wjre.exe and run it.



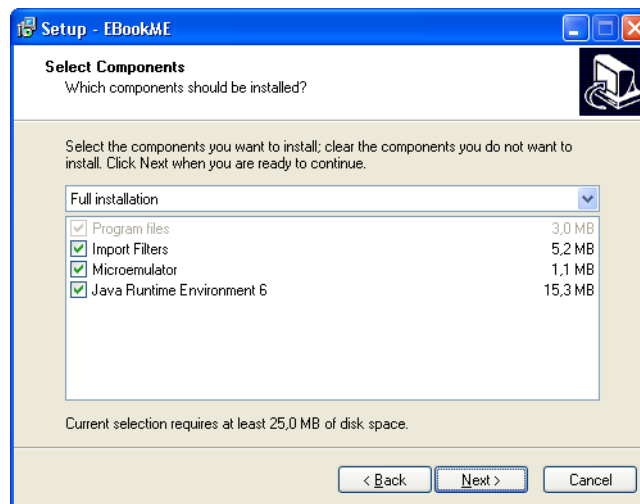
Accept the license agreement.



Choose the installation path.



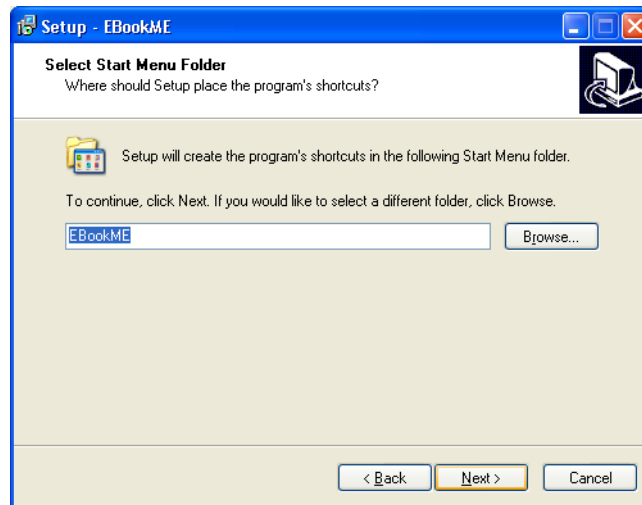
Select components which should be installed



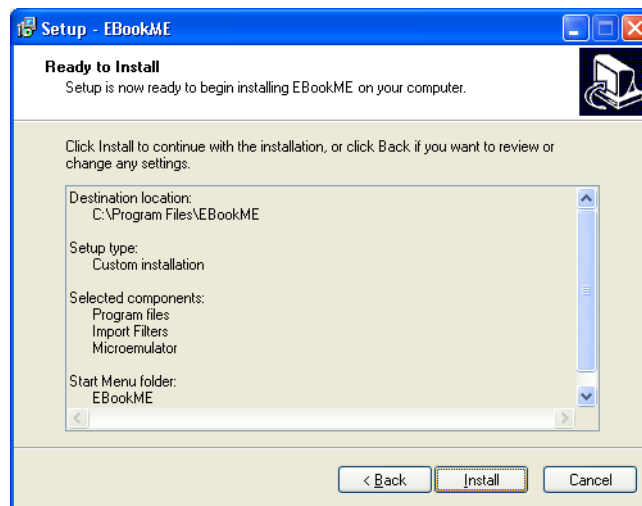
Components:

- *Program Files* (mandatory) – application base;
- *Import Filters* – additional filters for direct support of file types like MS Office files, Adobe PDF, Open Document file types and others;
- *Microemulator* – opensource emulator used by EBookME (<http://www.microemu.org/>);
- *Java Runtime Environment* – Java version actual to the release date of EBookME.

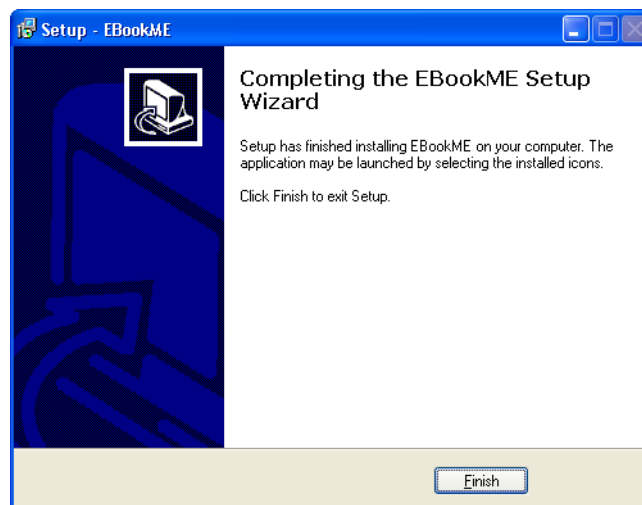
Choose a Start menu Group name.



Verify your settings and let it Install.



If installation completes successfully, you should see following dialog window.



3.2 Zip package

If you are advanced user or you have another OS than MS Windows, you can install EBookME from the zip archive file. Download file `EBookME_2.6.7.zip` and unpack it into your preferred directory with your preferred archiver or simply using the command line:

```
unzip EBookME_2.6.7.zip -d /my/preferred/path
```


4 Launching

4.1 Windows Start menu

If you've installed EBookME from the windows installer, there is a new Group in your system Start menu with EBookME entries.

e.g. *Start* → *Programs* → *EBookME* → *EBookME 2.6.7*

4.2 Without start menu

If you've installed EBookME from zip package and you use Windows, you can use `EBookME.exe` file to start application.

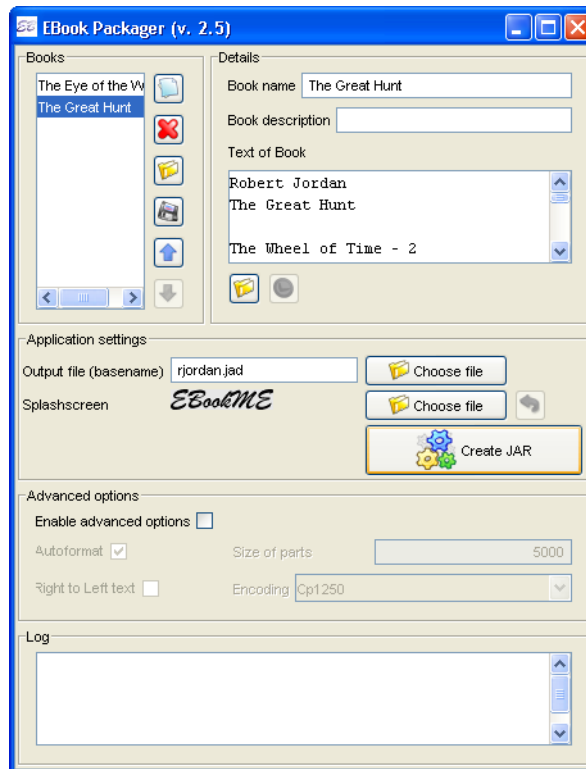
All platforms (with Java installed) should support launching of jar file `EBookME.jar`. Try following command in the directory, where is the application unpacked.

```
$java -jar EBookME.jar
```

5 Using EBookME GUI for creating Java ME e-books

5.1 Simple version

Fill input fields and press *Create Jar* button.



Check the result in Microemulator window.

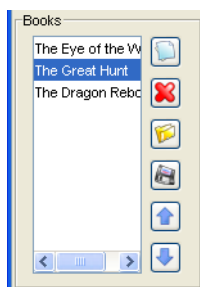


5.2 More detailed version

For those, who don't like self exploring of EBookME features here is a more detailed description.

5.2.1 Books section

Books section provides features to manage result form of your library (adding and removing books, reordering, saving and loading project).



Book list on the left shows books, which are currently in the library. You can use the first button on the right side to **add** new entries to the list.



You can also simply add books to the list through **Drag & Drop**. Select file(s) in your favorite file manager (Windows explorer, Konqueror, Gnome commander, ...), drag them by mouse and drop on the list. Be patient loading of some file types can be time consuming.

If you would like to **remove** any book from library. Select it in the list of books and press button with remove icon.



You can **change ordering** of books in library through buttons with arrow icons. Select book, which should be somewhere else and change its position by pressing corresponding button.



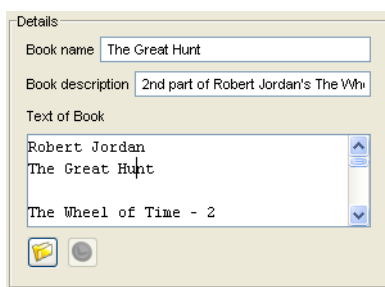
If you want to **store the project** (library) or **load** already stored, use buttons with open and save icons.



Names of EBookME project files have `.eme` extension.

5.2.2 Details section

This part of application GUI serves to edit details of book which is selected in the book list (see [Book list](#) in [Books section](#)).



Book name and *Book description* fields are self explaining.

Text of Book text can be filled by copy/paste or you can load text into it by pressing *Open file* button.

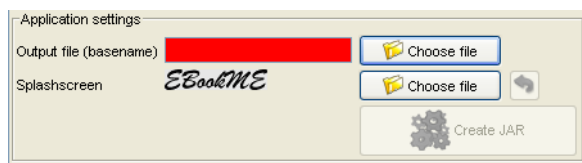


If you make some changes in the book a *Confirm* button will be enabled and you should confirm your the changes by pressing it.



5.2.3 Section Application settings

Application settings contains setting of output file, splashscreen and the *main button of the application* *Create JAR*.



You have to fill *Output file* correctly to enable *Create JAR* button. Write the name (or full path) directly or use *Choose file* button to use select file dialog.



If you want to use for some reason another splashscreen than the default one, it's possible. Prepare your image in some editor in the preferred size and then use the second *Choose file* button to locate it. You will see preview of the image.



For returning to the default splashscreen use the *Back* button.



When you finish editing your library, simply press *Create JAR* and check messages in the *Log*

section. The Java ME application should be now created and JAR & JAD files should exist.

5.2.4 Advanced options

In this section you can have more settings of EBookME under your control. Enable it by checking first checkbox in the section. The options has to be changed **before** you add new book into your library.

Options description:

Autoformat – if enabled, it normalizes input texts for best display in mobile devices. It deletes unnecessary spaces and line breaks. (This option is enabled by default.)

Size of parts – number of characters in one part of book (part means one data file with text in the JAR file). There are always 2 parts loaded in RAM of a mobile device. Use this option carefully, to prevent out of memory problem in Java of mobile device.

Right to left text – enables displaying books in mobile device with right to left text direction.

Encoding – sets input character set (used only for plain-text loading).

5.2.5 Log section

Log section is area where the application messages are displayed. Check it if you have some troubles with the application.

5.2.6 Microemulator

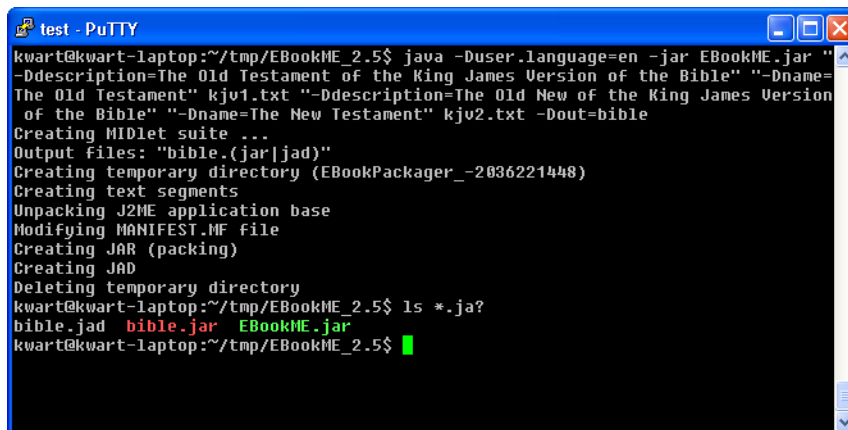
If you've installed Microemulator package, then a preview window will be started after an e-book is created.



You can navigate in emulator directly by click on controls on device screen, or by pressing buttons as in standard mobile phones.

6 Control EBookME from command line

This chapter describes how to work with EBookME without GUI, from command line.



```
test - PuTTY
kward@kward-laptop:~/tmp/EBookME_2.5$ java -Duser.language=en -jar EBookME.jar "
-Ddescription=The Old Testament of the King James Version of the Bible" "-Dname=
The Old Testament" kju1.txt "-Ddescription=The Old New of the King James Version
of the Bible" "-Dname=The New Testament" kju2.txt -Dout=bible
Creating MIDlet suite ...
Output files: "bible.{jar|jad}"
Creating temporary directory (EBookPackager_2036221448)
Creating text segments
Unpacking J2ME application base
Modifying MANIFEST.MF file
Creating JAR (packing)
Creating JAD
Deleting temporary directory
kward@kward-laptop:~/tmp/EBookME_2.5$ ls *.ja?
bible.jad bible.jar EBookME.jar
kward@kward-laptop:~/tmp/EBookME_2.5$
```

6.1 Launching

Windows:

```
EBookME.exe [arguments]
```

or

```
ebookme.bat [arguments]
```

or another localized versions

```
ebookme.[language].bat [arguments]
```

Linux:

```
ebookme.sh [arguments]
```

All systems with java installed:

```
java -jar EBookME.jar [arguments]
```

Application started without arguments displays comprehensive Swing GUI.

Use command line arguments only if you want to work in console (batch mode).

6.2 Arguments

[file]

Name of input text file. There can be several texts and for each are used options before it.

6.2.1 Options

```
--help
```

Prints help screen

--version

Prints version of EbookME

-f<filename>

Loads initial parameters from property file <filename>. During start, application tries to read file `application.properties` and load properties from it. You can rewrite this properties (or add new ones) by loading new property file.

-F<filename>

The same as -f option, but it clears all properties before loading new file.

-D<property=value>

Adds or replaces value of property with given name.

6.2.2 Basic properties

For full actual list see [below](#).

name

Book name

description

Book description

charset

Character encoding of an input file. You can use value 'default' for system default encoding.
[default value: 'default']

part

Size of book part and of EbookME buffer
[default value: 5000]

out

Base for output files names (i.e. if out='abc', output files will be abc.jar and abc.jad)
[default value: 'ebook']

libraryname

Name of the application (MIDlet-1)
[default value is the value of the out property]

6.3 Samples

```
% java -jar EBookME.jar book.txt
```

Generates ebook (files ebook.jar, ebook.jad), it uses system default encoding and default part size (5000)

```
% java -jar EBookME.jar -Dcharset=iso-8859-1 -Dout=library "-  
Dname=Harry Potter" hp.txt -Dname=Robocop robo.txt
```

Generates files library.jar|jad, which contains 2 books "Harry Potter" and "Robocop", both have input encoding iso-8859-1.

7 Solving problems

7.1 Out of memory error

If you will see `OutOfMemoryError` in the program console, you need to allow java to use more memory.

Add `-Xmx<size>` switch to your java. Following example allows java to use 512MB (heap size).

```
$java -Xmx512m -jar EBookME.jar
```

8 Appendix A: Table of application properties

Property names used in EBookME packager

Property name	Description	Name of key in Constants class	Comments (special values etc.)	Default value
<i>name</i>	Book name	PROP_NAME		
<i>description</i>	Book description	PROP_DESCRIPTION		
<i>charset</i>	Charactset of an input file	PROP_CHARSET	value ' default ' mens system default charset	default
<i>part</i>	Size of book part and of EBookME buffer	PROP_PARTSIZE		5000
<i>debug</i>	Debug mode	PROP_DEBUG	if true, debug messages are displayed	false
<i>out</i>	Base path for output files names	PROP_OUT		ebook
<i>libraryname</i>	Name of the MIDlet	PROP_LIBRARYNAME		<i>value of out property</i>
<i>autoformat</i>	Autoformat input text	PROP_AUTOFORMAT		true
<i>splashimage</i>	Splashscreen image path	PROP_SPLASH	image must already have requested resolution (EBookME makes no resize!)	
<i>righttoleft</i>	Display text from right to left	PROP_RIGHT_TO_LEFT	Boolean type	false