

How to make an iPad or iPhone comic book for the App Store using this project.

This short guide will explain how to create a comic book using the Comic Book App source code available at www.codestore.co.uk

Before we begin, you'll need to have some content for your book, these should be jpeg format pages, with a portrait layout. If you wish to have background music, then have a 44.1KHz MP3 file named *background.mp3*.

It's important that your files are named correctly. It's real easy! - page1.jpg, page2.jpg, page3.jpg, etc...

You can have as many pages as you like, but they must follow the correct naming system as above (lowercase, .jpg extension), **the following will not work**: PAGE1.JPG (uppercase is not allowed), page1.jpeg (extension should be .jpg not .jpeg), page0001.jpg (no zeros should appear before the page number).

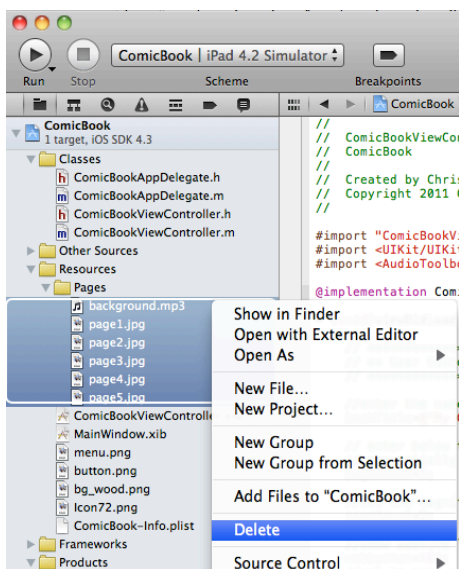
The Comic Book App also allows you to include bonus home screen and lock screen wallpapers. These should be named wallpaper1.jpg, wallpaper2.jpg, etc. (as above, use all lowercase letters).

There's no limit to the number of pages or wallpapers you can include, just continue to follow the file naming conventions (eg. page100.jpg, page101.jpg, page102.jpg, etc).

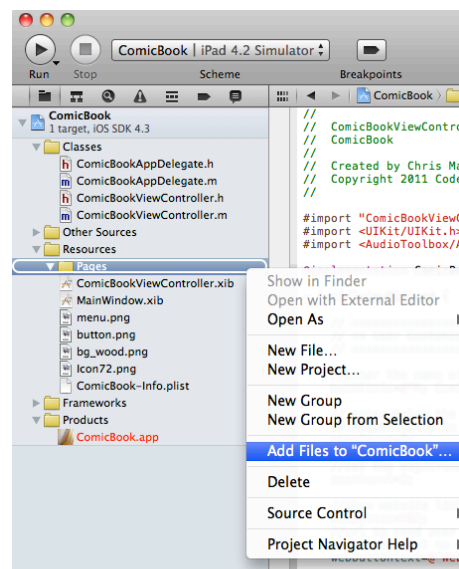
Adding your pages to the project.

- Open the Comic Book App project in Xcode.
- In the left pane, under the folder "Pages" you will see the example pages (and background.mp3 file) delete those files. (see step 1 below)
- Now right-click the pages folder to add your jpeg files to the project
- If using the background music function, add your MP3 file to the pages folder in the same way (you should name your file *background.mp3* – all in lowercase)
- NOTE: Check the box that says "Copy items into the destination group's folder" (see screenshot below)

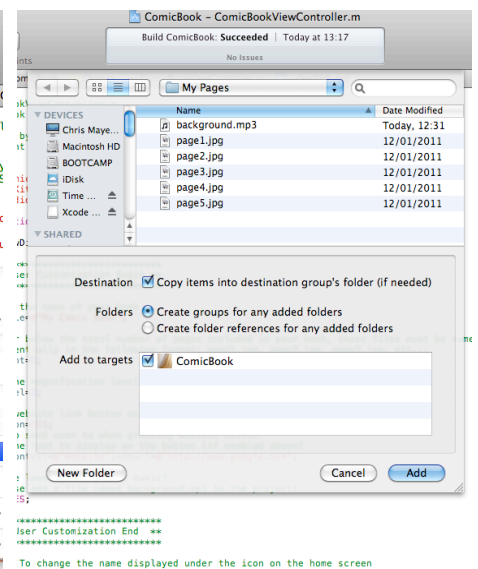
1. Delete Example Pages



2. Choose "Add Files"



3. Add your files



Almost done now!

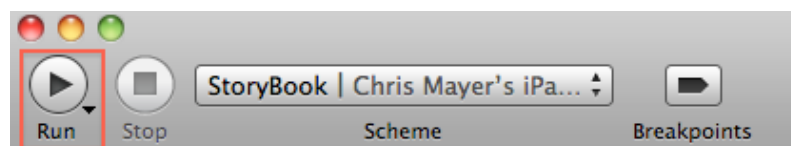
Also in the left-pane, under “Classes” click the file *ComicBookViewController.m*, find the config section at the top of the file. You need to tell the app the name of your Comic Book, how many pages are included, how many bonus wallpapers are included, and various other options. The green comment lines within the code explain all you'll need to know.

The editable parts are highlighted below.

```
// *****  
// ** User Customization Begin **  
// *****  
  
// enter the name of your book  
bookTitle=@"Example Comic Book";  
  
// enter below the total number of pages included in your book, these files must be named  
// sequentially in the following format: page1.jpg, page2.jpg, page3.jpg, etc...  
pageCount=9;  
  
// set the magnification level of the zoom function.  
zoomlevel=2;  
  
// url to send user to when pressing website button  
// and the text to display on the button  
webbuttontext=@"Website";weburl=@"http://www.google.com";  
  
// enable looping background music?  
// (please add a file named background.mp3 to the project)  
sound=YES;  
  
// set the number of bonus wallpapers included  
// named these files wallpaper1.jpg, wallpaper2.jpg, etc  
wallCount=3;  
  
// the default message to include for Facebook/Twitter/Email sharing  
shareMessage=@"Check out this great app! http://www.codestore.co.uk";  
  
// *****  
// ** User Customization End **  
// *****  
  
// NOTE: To change the name displayed under the icon on the home screen  
// edit the 'bundle display name' entry in ComicBook-Info.plist
```

Finished!

Click “Run” on the Xcode toolbar to test your app on the iOS Simulator or your iOS device.



You may also replace the included icon file with your own (*icon.png* is the standard icon, and *icon@2x.png* is the Retina display icon). To change the text displayed under your app's icon on the iOS home screen, see the file *ComicBook-Info.plist*. Edit the entry for “Bundle display name”.

To submit your app for sale on the App Store follow the instructions at developer.apple.com.

Thank you for using the Comic Book App project

FAQs / Troubleshooting

The Comic Book App project has been designed to be extremely easy to work with, even for those with little or no programming experience. However, there are a few points that may seem confusing to those new to iOS development.

Q. “I’ve replaced the example book pages with my own, but some of the example pages or MP3s still show in my app. What’s happened?”

A. This is very easily fixed, and is caused by Xcode caching old files that it has not realised are no longer needed. First, delete the app from the home screen of the iOS Simulator or your iOS device. Second, select “Clean” from the “Product” menu in Xcode. Now click “Run”. All old files are now removed.

Q. “My app works fine on the Simulator, but some pages/MP3s do not load on my iOS device. What could cause this?”

A. Make sure you have named your files correctly. Filenames within the iOS environment in the Simulator are not case-sensitive, but a real iOS device filesystem is case-sensitive. It’s extremely important that your files are named correctly - see step 1 of this guide.

Q. “My app is ready. How do I upload?”

A. Apple has guides in the iOS Provisioning Portal - but they can seem complicated to many people uploading an app for the first time. I personally recommend this guide:

<http://iphone.keyvisuals.com/iphonedev/how-to-create-a-distribution-build-in-xcode-4-a-step-by-step-tutorial/>

Q. “When the Comic Book App project is updated do I need to update my app to use the latest version?”

A. No, that is your choice. But all updates are free, and often add new features, so if you can find the time to update your app then your customers will surely be happy.