Nxtbook 3.0 Material Specifications

Proper PDF Format
1. Nxtbook Media requires electronic files to be in PDF format. If documents are currently in PostScript files, convert to PDF format using Acrobat Distiller 4.0 (or greater) with all fonts embedded (text & image PDF). Flash (SWF) files are also accepted. We cannot accept SWF files created in SWiSH, only Flash. Any SWF files should be accompanied by the FLA file from which they were created.
2. The preferred output resolution of the PDFs is 150 dpi, print ready quality.
3. Supply the PDF compiled as single pages, if not compiled, page numbers must be indicated on file name.
4. Pages should be cropped to trim. If they cannot be cropped, need crop marks to be at the same location on each page.
5. All pages need to be the same width and height (except for special pages such as gatefolds, belly bands, etc).
6. Any gatefolds, cover wraps, bind-ins or bellybands clearly indicated.
7. Do not use any fonts that have a custom encoding.
8. Convert any ligatures into their proper letters before sending files.
9. PDF files must not use overprint.

Rich Media/Sponsorship Specifications

Sponsorship Area Sizes
We encourage our clients to adhere to the following sizes to promote a uniform look issue to issue. These sizes correspond to IAB specs for easy transition from website to Nxtbook. These sizes are flexible on a case-by-case basis:
1. Toolbar logos – IAB Microbar = 88 pixels wide X 31 pixels high (NOTE: Height is fixed. Some flexibility on width)
2. IAB Skyscrapers right/left = 120 pixels wide X 600 pixels high
3. IAB Full Banners top/bottom = 468 pixels wide X 60 pixels high
4. Sponsorship page left of cover = 550 pixels wide X 480 pixels high (IAB Large Pop-Up Size)

Audio Files
1. Please send audio files embedded in a Flash document. We also accept .mp3 or .wav files.
2. .mp3 files should be set at a sample rate of 11kHz, 22kHz, 44kHz or 96kHz.

Video Files
1. Send Video files as an .flv or .avi file. We also accept Windows Media Player, Real Video or QuickTime formats.
2. When sending QuickTime video files, please avoid using these video codecs: Intel Indeo Video and SoftDV. The recommended video codecs for QuickTime are:
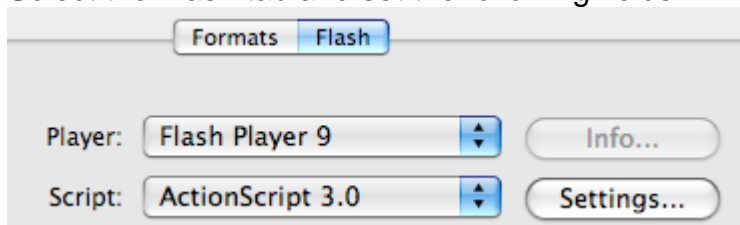   o Uncompressed video

- o Sorenson Video 1, 2, and 3
- o Motion JPEG A and B
3. When sending QuickTime video files, please avoid using the IMA 4:1 audio codec. The recommended audio codecs for QuickTime are:
   a. Uncompressed audio
   b. ALaw 2:1
   c. ADPCM
4. When sending .avi files, avoid using the Intel Indeo video codec.
5. [Click here to review video player options](#).

Animation Files

- o **Creating an animation to be used in the Nxtbook**

Animations created in flash for use within a Nxtbook 3.0 book need to be published for Flash 9 and Actionscript 3. To set these settings from within Flash.

Click *File* and then *Publishing Settings.*
Select the Flash tab and set the following fields:

When you publish your swf, it should now work within any Nxtbook 3.0 book.

- o **Starting and stopping your animation properly**

If your animation contains video, sound or complex animations then you must implement two functions in the main timeline of the flash file in order to allow the Nxtbook to control when it plays.

You should never allow sound or video to begin playing immediately within your animation. All sound, video and animations must only play when the `startMedia()` *function is called and stop completely when* `stopMedia()` *is called.*

startMedia()
The startMedia() function will be called when the Nxtbook is ready to display your animation to the reader. Your animation may be loaded before it is actually shown and should wait to play any sounds or videos until this function is called.

For instance, if you had an FLV player on the stage named flv, you should include a function on the main timeline of your animation that looks something like this:

```
function startMedia():void {
```

```
        flv.play();
}
```

stopMedia()

This stopMedia() function will be called when the nxtbook is going to hide and unload the animation, giving you the opportunity to stop any videos or sounds that are currently playing when the reader changes the page.
Using the same FLV player example as above, you would want to include the following code on the main timeline of your animation:

```
function stopMedia():void {
        flv.stop();
}
```

  o **Controlling the Nxtbook from within an animation**

Animations have some ability to communicate with the Nxtbook they are loaded into. In order to call a function in the Nxtbook insert the following function in the main timeline of your fla:

```
function nxtbookCommand(...args):void {
        try {
                parent["nxtbookCommand"].apply(parent, args);
        } catch(e:Error){}
}
```

Once this function exists in your timeline you can call it passing various command names and arguments to the Nxtbook.

  o **List of available commands and their arguments:**

gotoPage
```
nxtbookCommand("gotoPage", pageNumber);
```
        `pageNumber` : Number - The page number to turn the Nxtbook to.

Turns the book to the specified page number.

gotoPageId
```
nxtbookCommand("gotoPageId", pageId);
```
        `pageId` : String - The page id to turn the Nxtbook to.

Turns the book to the specified page id.

printRange
```
nxtbookCommand("printRange", startPage, endPage);
```
        `startPage` : String - The page id to start printing with.
        `endPage`   : String - The page id to end printing with.

Prints a range of pages from the book.

savePDF
`nxtbookCommand("savePDF");`

Initiates a PDF download of the book.

sendLoaderEvent
`nxtbookCommand("sendLoaderEvent");`

If the animation is acting as a custom preloader for the book, then this function will tell the book that the animation is complete and the book can now be shown when it is ready.

showAboutWindow
`nxtbookCommand("showAboutWindow");`

Shows the About Nxtbook window.

showArchivesPanel:
`nxtbookCommand("showArchivesPanel");`

Shows the Archives panel.

showContentsPanel:
`nxtbookCommand("showContentsPanel");`

Shows the Table of Contents panel.

showFlagsPanel
`nxtbookCommand("showFlagsPanel");`

Shows the Flags panel.

showMailPanel

`nxtbookCommand("showMailPanel");`
Shows the Email panel.

showNotesPanel
`nxtbookCommand("showNotesPanel");`

Shows the Notes panel.

showPagesPanel
`nxtbookCommand("showPagesPanel");`

Shows the Page Thumbnails panel.

showPrintPanel
`nxtbookCommand("showPrintPanel");`

Shows the Print panel.

showSavePanel

```
nxtbookCommand("showSavePanel");
```

Shows the save panel.

showSharePanel
```
nxtbookCommand("showSharePanel");
```

Shows the Share panel.

showSubscribePanel:
```
nxtbookCommand("showSubscribePanel");
```

Shows the Subscribe panel.

showZoomPanel
```
nxtbookCommand("showZoomPanel");
```

Shows the Zoom Settings panel.

toggleFullScreen

```
nxtbookCommand("toggleFullScreen");
```

Toggles Full Screen mode on and off.

Delivery of Materials

Materials provided on disk:
If delivering files on disk, please send to address below.

Materials provided via ftp:
Materials must be compressed using Zip or StuffIt technology.

You may use our ftp site to place your compressed pdf files on our Nxtbook Media server. Once files are posted to our FTP, email sschwartz@nxtbookmedia.com to notify us.

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