

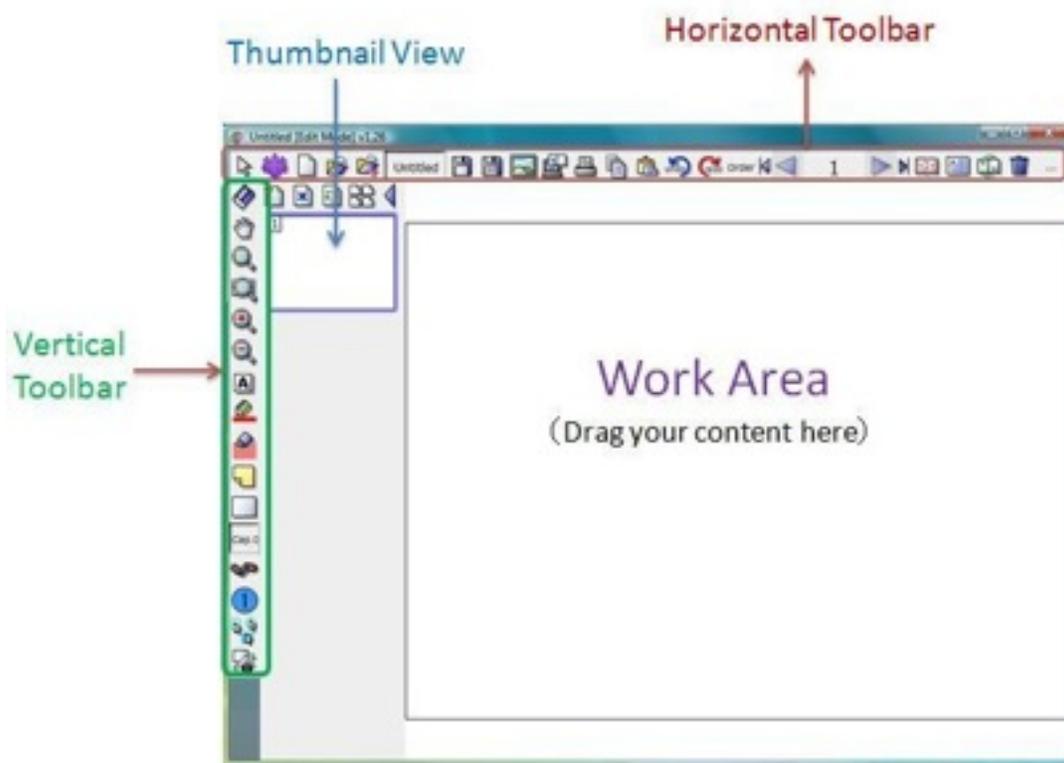
Introduction to dbookPro for Basic Users

dbookPro is a software that can be used for creating interactive electronic textbooks or e-textbooks. E-textbooks can be made by importing images of actual textbook pages. This can be done using a scanner and saving the images in *jpg* format. An e-textbook can be used offline or uploaded on the internet as a web page.

In addition, image files in *xps* format can also be used. An *xps* file can be created using Microsoft Word. To create it, from Microsoft Word, save the file as an *xps* document.

Parts of dbookPro

Shown below is the Graphical User Interface of dbookPro. On the topmost part is the *Horizontal Toolbar* and on the leftmost part is the *Vertical Toolbar*. The toolbars contain tools which perform specific tasks. If the window is small, some tools will be hidden.



The dbookPro Graphical User Interface

Next to the *Vertical Toolbar* is *Thumbnail View* of the dbookPro pages. A thumbnail is the smaller image of a page. The Thumbnail view can be used to easily navigate among the pages. The *Work Area* contains the book pages as well as the interactive elements of the e-textbook.

How to View DbookPro

dbookPro offers three different types of views: *Edit Mode*, *Lesson Mode*, and *Published*. Their functions are as follows.

- **Edit Mode** - the Edit mode can be used by the teacher to create and edit lessons.
- **Lesson Mode** - the Lesson Mode can be used by the teacher who edits the textbook within his/her computer. He must take care of the copyright issues.
- **Published** - the final output of an e-textbook. A published e-textbook can be viewed on any browser in a computer with installed Adobe Flash. However, users need a copyright of the original content.

How to Develop and E-Textbook Using dbookPro

The steps in developing e-textbooks using dBookPro is shown below. First, textbook pages are scanned and then saved as jpg format. Second, the images are pasted in dbookPro pages. After everything is pasted, the necessary and meaningful contents are added. Lastly, the e-textbook is published and distributed on the web for classroom use.

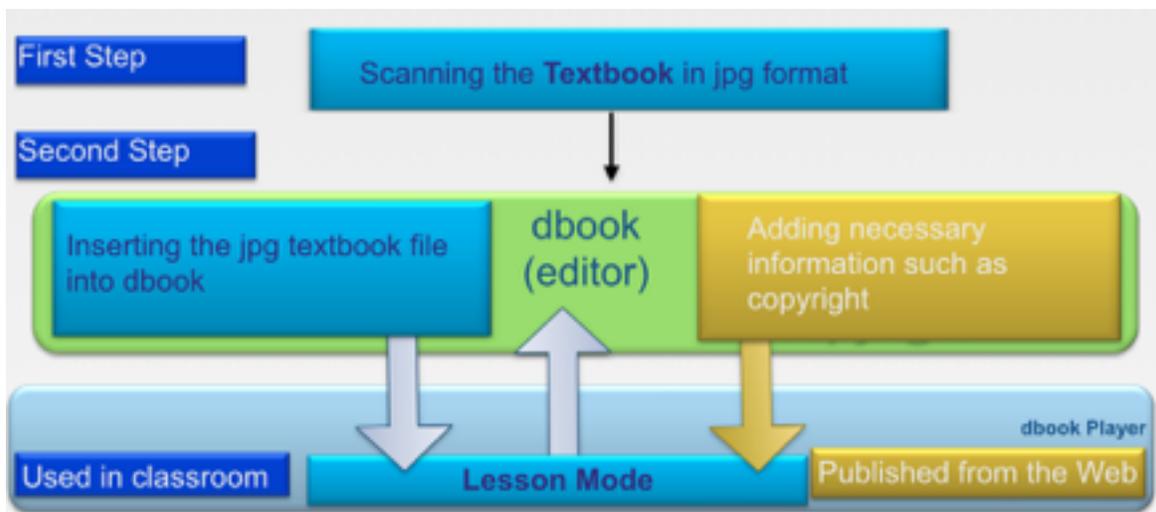


Figure 1 - Procedure to Develop and E-textbook Using dbookPro

In this manual, we will discuss the basic functions of dbookPro for beginners. For advanced dbookPro's advanced features, please read the manual for advanced users.

The Final Output

The final output of this tutorial is shown in Figures 2 and 3. They consist of four pages of textbooks. In Figure 2, the pages contain the problem and the questions to be explored by students using the Math tools. In Figure 3, we will link the image of Pythagoras to a web page using the Link button.

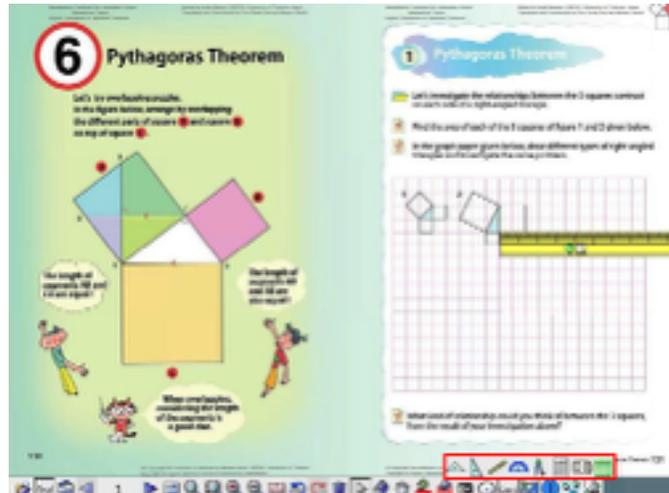


Figure 2 - First Page of the Tutorial Output

Note that although this tutorial only discusses pasting contents, linking to a web page, saving, and publishing, the teacher and the students can make use of the tools available in dbookPro once the output is published. For example, the teacher can use the shapes (boxed Figure 3) to hide the elements that he does not want the students to immediately see.

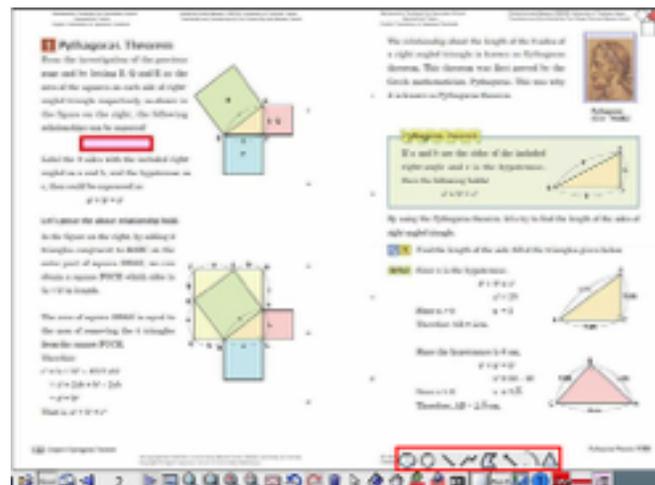


Figure 3 - Second Page of the Tutorial Output

As for the students, they can use the math tools (boxed in Figure 2) to explore the shapes and learn the properties of geometric objects. Aside from these tools, there are other numerous tools in the toolbar that are easy to explore. These are discussed in the dbookPro Manual for Advanced Users.

Scanning The Textbook

The steps in scanning textbooks vary depending on the brand of the scanner and the software used. In any case, you have to save the scanned files in *jpg* or *png* format. Also, please be sure that the scanner is set to save the scanned images in colored format.

Before Starting the Tutorials

In doing this tutorial, you will need the textbook images. You can scan your own textbook pages or download the images used in this tutorial or used the images in the *dbookTutorial* files. This is included in the zipped file of the *dbookPro* software.

- i. Create a folder named *dBookTutorial* on your desktop
- ii. Scan a textbook or copy the images from the *dBookTutorial* folder
- iii. Place the image files inside the *dbookTutorial* folder

It is important to place all the files in a single folder, so that the *dbook* published file will only look at a single directory. Now that you need all you have, let's start learning *dbookPro*!

Tutorial 1 - How to Paste TextBook Images in *dbookPro*

Pages of e-textbooks are mainly images of actual textbook pages, so the first step in creating an e-textbook is to paste these images in *dBookPro* pages. *dbookPro* supports images in *png*, *jpg*, and *xps* formats.

A. How to Create a New Page and Insert an Image

1.) Insert a new page by clicking the *New Page* icon on the Toolbar (see Figure 4) the *Thumbnail View*. Notice that a new page is seen on the thumbnail view. You can navigate the pages by clicking on their thumbnail view.

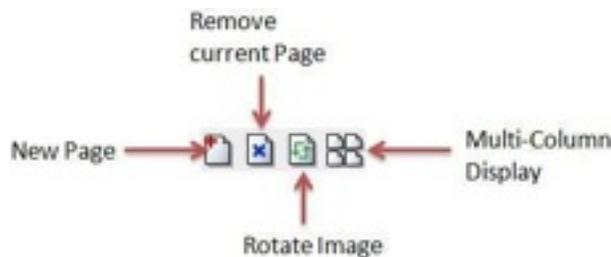


Figure 4 - The Page Tools

2.) Click the thumbnail of the new page. Now, to insert the image, in the *dbookTutorial* folder, open the *Images* folder and then drag all the images into the *Work Area* of the new page. This will display the paste dialog box.

3. In the paste dialog box, “Set an image as the background of the next new pages” in the pop-up dialog box. This will display the *Load Multiple Images* dialog box as shown in Figure 5.

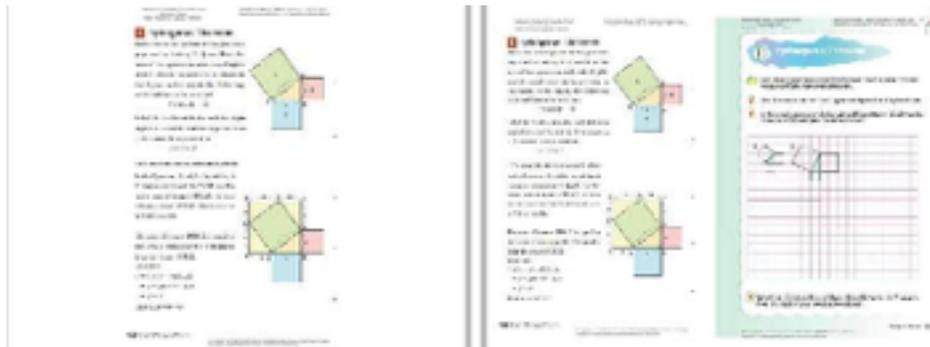


Figure 5 - The Load Multiple Images Dialog Box

4. Choose the appropriate *Layout*, *Rotate* options and *Page Numbering* if necessary and then click the OK button.

Aside from inserting pictures, you can also insert videos in flv format by dragging them on dbookPro pages.

Tutorial 2 - How to Create Links

In the right hand side of the fourth page of the textbook, we link the image of Pythagoras to the article about him in Wikipedia. This will give students more resources to study. To do this, follow the procedures below.

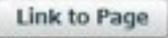
1. Click the  tool on the *Vertical Toolbar* and then drag from the upper-left corner to the lower-right corner of Pythagoras' image to display the *Link Properties* dialog box.



Figure 6 - The Link Properties Dialog Box

2. In the URL box of the *Link Properties* window , type or paste the URL of the website that you want to link to. If you want to show words on the image link, type the word in the *Letter in Link* box.

3. Click the x button to close the *Link Properties* window.

You can also link to a page on the dbook by clicking the  button or to a file by clicking the  button. In addition, you can also add a text link by typing a text in the Letter in Link textbox.

Tutorial 3 - How to Save the E-Textbook

Before continuing the tutorial, it is important that we save the e-textbook first. It will be a good habit to do this from time to time. To save the e-textbook, do the following:

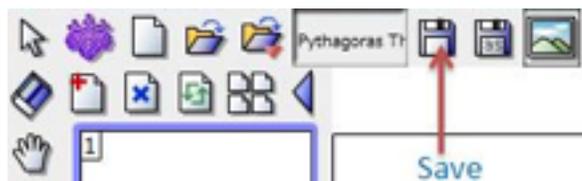


Figure 7 - The Save Button

1. Click the **Save** button on the *Toolbar*.
2. In the *Save As* dialog box, look for the *dbookTutorial* folder and save the file as *Pythagoras Theorem*.
- 3.) Click the **Save** button.

It is recommended that you put all the files related to an e-textbook in a single folder. This way, it will be easier to transfer files from one computer to another. You may also create subfolders to organize your e-textbook files.

Tutorial 4 - Using the E-textbook in Lesson Mode

When creating electronic textbooks, you can switch views between the *Edit Mode* and *Lesson Mode* anytime. So far, we have been using the *Edit Mode*.

The *Lesson Mode* enables you to preview the pages of how students will see them. To view the *Lesson Mode*, click the **Lesson Mode** button located at the upper right part of the dbookPro window. To go back to the *Edit Mode*, click the **Edit Mode** button located on the leftmost part of the toolbar.

One apparent change from the Edit Mode to the Lesson Mode is the position of the toolbar. In the Lesson Mode, the toolbar is now at the bottom of the window.

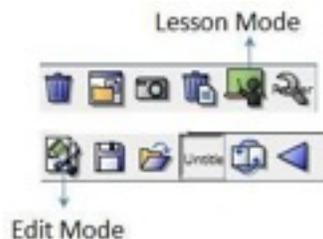


Figure 8 - The Edit Mode and Lesson Mode Tools

You can use the tools in the Lesson Mode to navigate and explore the e-textbook. In addition, you can also see the Math button (fourth from the right hand side) which contains the set of tools.

Tutorial 5 - Using the E-textbook on the Web

An e-textbook can be published both offline and online. Published e-textbooks does not need dbookPro to open. It can be opened using internet browsers with Adobe Flash installed. In effect, an e-textbook can be viewed in as many computers as possible. In addition, teachers who do not have a dbookPro can also use e-textbooks made from dbookPro. However, teachers who use dbookPro must take care of the copyright issues on the materials used such as images and videos.

How to Publish e-textbooks

1. Open the Pythagorean Theorem file.
2. Click the Publish button (see Figure 2) on the Vertical Toolbar.



Figure 9 - The Publish Dialog Box

3. In the Publish dialog box, choose any of the following:
 - Flashformat (ManyFunctions) - This is a highly functional format for when you use it on a PC in the classroom.
 - Flashformat(FewerFunctions) - This is a simple format when you use it on a PC in the classroom.
 - Flashformat (ViewOnly) - This is the format that specializes in browsing function for first time users to be able to use easily.
 - Zipformat(ForElectronicBookReaders) This is the format for Electronic Book Readers installed in the terminal such as iPad and Android tablets.
4. Click the OK button to publish.

Links After Publishing

There are two types of links, absolute and relative. Absolute links point to an absolute directory on the internet. This means that if you transfer to a different location (e.g. a computer) the link will not work if the relationship among the folders are different. Relative links inside of the computer, works within your computer. When you upload, you have to upload the entire folder and keep the relationship between the folder and the subfolders. Relative links can be created by clicking the Relative button in the Links dialog box.