



www.FlashFlipBook3D.COM

FLIPPING BOOK 3D FOR CHM

Build Cool 3D page-flip eBook with CHM

User Document

About Flipping Book 3D FOR CHM

Flipping Book 3D FOR CHM is a converter tool to transfer your common, compiled CHM files into cool, wonderful digital eBooks with real 3D page turning effect. You will be able to turn the created eBook with stunning 3D Flash Tilt effect, like reading real books or magazines, read from any angle as you want. The amazing program also provides you dozens of settings for you to customize your own style digital brochures or magazines, such as different language, different share channel, unique book logo, etc.

Note: This product is distributed on a "Try before-you-buy" basis. All features described in this documentation are enabled. The registered version doesn't insert a watermark in your generated page-flipping eBooks.

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Product features

- 1. Convert CHM to Flash eBook with 3D page turning effect.
- 2. Define quality and size for imported CHM pages.
- 3. Apply a pre-designed template.
- 4. Export and save settings or projects for future uses.
- 5. Define book Title.
- 6. Enable Auto Flip with setting Flip Interval.
- 7. Set Flash buttons display language.
- 8. Different kinds of render engine for choose, to avoid distortion for some special CHM files.
- 9. Set option to use same user names for sharing on Twitter, FaceBook, Digg.
- 10. Input Presenter information such as name, website address, Email and details info to show in About Window.
- 11. Choose color for Tool Bar.
- 12. Define logo to show on Tool Bar.
- 13. Pre-set tilt angle while opening the eBook.
- 14. Set background with pure/gradient color or image directly.
- 15. Output to different formats: HTML, ZIP, EXE and Burn to CD.
 - HTML allows you to upload to a website to be viewed online (with title, keywords and other metadata defined).
 - EXE (with setting title, icon and open window size) and Zip allow you to send to your user by email to be viewed on their computer.
 - Burn to CD allows you to burn to disk so that you can send your user physical media for viewing on their computer.



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3D Digital eBook features

With the page-flipping ebook you have created, your user will be able to:

- 1. Click Page frame bar or navigational buttons to turn pages.
- 2. Input password to unlock encrypted pages.
- View with important pages pre-loaded to open quickly, no need to wait for all pages to be loaded.
- 4. Double-click or click zoom in/out button to zoom in or zoom out pages.
- 5. Manually define Tilt Angle to view eBook pages.
- 6. Flip pages automatically.
- 7. Turn page-turning sound on/off.
- 8. View eBook detail information.
- 9. Share eBook URL via Facebook, Twitter, Digg, etc.
- 10. Print out the whole eBook or a selected range of pages.
- 11. View page-flipping eBook in full screen.
- 12. Open in the Browser to a specific page by adding a page index to your URL.
 - E.G. www.yourdomain.com/index.html?p=4.



User Document

Quick Start

1. Launch the application via the desktop shortcut

- 2. Click the "Import CHM" icon interface;
- 4. Click icon to enter into main processing interface;
- 5. Define settings and page layout for eBooks, such as Title, Language,

Share and Background, click "Apply Change" icon



- 6. Click "Convert to Flipping Book" icon to enter into Output interface;
- 7. Choose Output Type from HTML, ZIP and EXE, here take example;





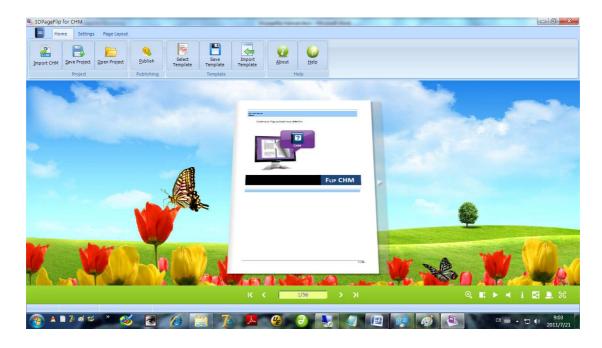
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- 8. Click Browse... to set Output Folder as "C:\3dpageflipbook", input File Name as "DemoBook";
- 9. At last, click convert icon to output created 3D page turning eBook.

You can open the "3dpageflipbook" folder in "C:", there are three files in this folder:



Open the "DemoBook.html" file to view your created 3D eBook via Web Browser, such as Internet Explorer, Google Chrome, Firefox, etc.



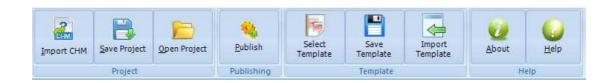
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The below instructions will tell you the details about using Flipping Book 3D FOR CHM with three main panels in this program: Home, Settings and Page Layout.

Using Flipping Book 3D FOR CHM



I. Home Panel



1. Project Part

In this part, you can "Import CHM", "Save Project", "Open Project":



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(1). Import CHM

Click "Import CHM" icon to choose CHM file from your computer.

A. You can define Page Quality and Size to convert your CHM file:



B. Click "Application" button to choose render engine for importing your CHM file.

Flipping Book 3D FOR CHM provides 3 Different kinds of render engine for choose to avoid distortion for some special CHM files:



SWF: Much legible characters, smaller output size GPL Ghostscript: Higher color transfer quality Inner Library: Faster convert speed

(Change option when CHM imported failed)



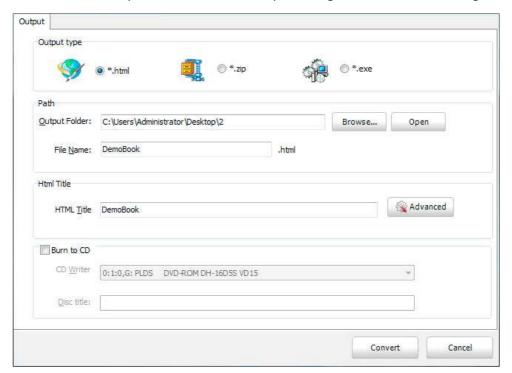
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(2). Project

Click "Save Project" to save the imported files and current settings as a project file, and when you want to modify or complete the project, just click "Open Project" to edit the stored project directly.

2. Publishing Part

Click "Publish for Flipbook 3D" to enter into publishing interface as below image shows:



Output types:

(1). HTML



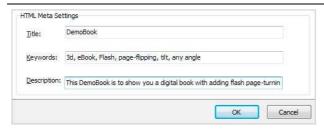
This output type is for uploading created page-flipping ebook onto websites. You can define HTML Title and other properties by clicking "Advanced" button:



Set Keywords and Description in the below interface:



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(2). ZIP



This output type is for compressing the created files into an integral ZIP package which can be sending out as attachment directly. You can also define HTML Advanced Settings by clicking "Advanced" icon. Your recipients just need to uncompress the ZIP file and then they can view the HTML DemoBook instantly:



(3). EXE



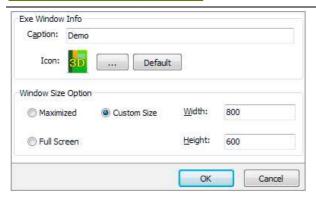
This type is for outputting 3D flipbook as a single executive file, easy storing and easy viewing:



You can also define Icon and Opening Window Size in Advanced Settings:



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(4). Burn to CD



After choosing output type, then check the option "Burn to CD", set "CD Writer", define "Disc title".

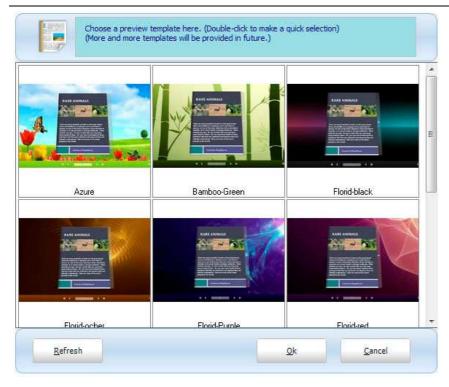
At last click button to output flipbook in defined type.

3. Template Part

Click "Select Template" icon to select templates from below interface:



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After selecting a pre-define template, you can do a lot of settings in Page Layout panel which will be introduced later, and then you can click "Save Template" to save your settings for later uses by clicking button "Import Template" directly.

4. Help Part

Click "About" to know the program version information and your register information, click "Help" to read manual of the program.

II. Setting Panel



1. Title

Define the title for your 3D eBook which will be shown on the top of the "About" window.



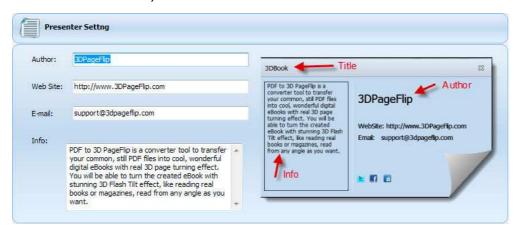
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2. Auto Flip

To auto flip your eBooks, you can set "Yes" in "Auto Flip->Enable" option; then define the Flip Interval (seconds of staying on each page). After clicking the Auto Flip button , the flipbooks will be flipped by staying 3 seconds per page.

3. Book Info

Click "Book Info" button you will be able to define information about your eBook such as Author, Web Site and E-mail which will be shown in "About" window:



Click "About" button the below window will pop up instantly:

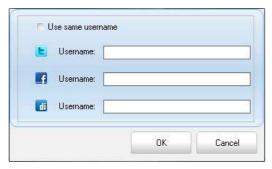




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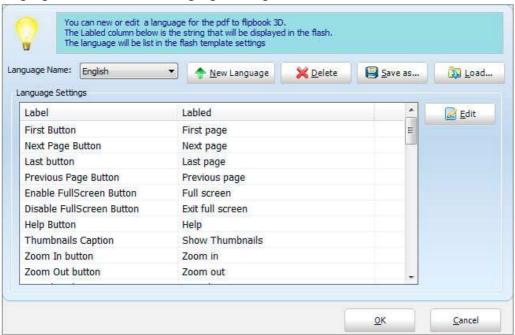
4. Social Share

If you want your flipbook viewers to send the link to their friends or clients via Facebook, Twitter, Digg, etc., you can add Social Share buttons in "About" window for readers to send out your flipbook link immediately. You can also check "Social Share->Use same username" to insert usernames of different share channels:



5. Language Part

If you want to use another display language for your 3D flipbook, you can click "Flash Language" to enter into the Language Settings interface as below shows:



Panel Description:

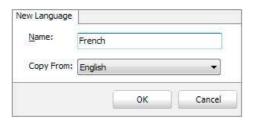
As the tips explaining, the "Labeled" column lists the buttons and instructions on Flash books in defined language, and the program provides you two different languages for you to use: English and Chinese.



User Document

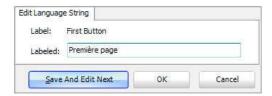
You can also add other language for your own uses:

1. Click the button and define name for the new language:



Click "OK" to save the new language in the list;

2. Choose the first label and click "Edit" button define new language text in "Labeled" box, then click "Save And Edit Next" (Alt+S):



3. At last, you can get all Labels translated into your new language.



At last, click

icon to apply the settings.

III. Page Layout Panel

Change



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1. Tool Bar and Logo Part

You can define the "Base Color" for the tool bar, and check "Show Logo" option to display your logo on the left side of the tool bar (165*35 is the recommended size of your logo image):



2. Tilt Angle Part

You can define default tilt angle for your created digital book, the value you can set to is number between 0 and 90. The readers can change tilt angle manually too by

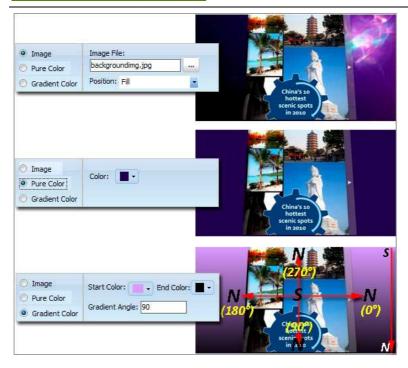
clicking the "Tilt Angle" icon or just wheel the mouse directly.

3. Background Config Part

If you don't want to use the background in pre-set templates, you can design your own background with Image or Color directly:



User Document





At last, click

icon to apply the settings.

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- 1. Select a license type above, and click [Buy Now]
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- 3. Fill billing information and select a payment method. (Your information is safe with us)
- 4. Check the information you filled previously and click "Place Secure Order"

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Support

You can easily search or browse our frequently asked questions, learn tutorials about products, and get your registration code back. If you don't get a satisfied solution via above ways, please don't hesitate to contact support team for help.

Frequently Asked Questions
 You can find answers to questions about technique issues here:

2. Learn tutorial about 3D PageFlip Standard

http://FlashFlipBook3D.COM/faq.html

We publish a video tutorial which shows you the easy procedure of dealing with 3D PageFlip Copyright 2011 by flashflipbook3d.com



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Standard, you can view this video to quickly handle the stunning tool: http://FlashFlipBook3D.COM/pageflip-3d/3d-pageflip.swf

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