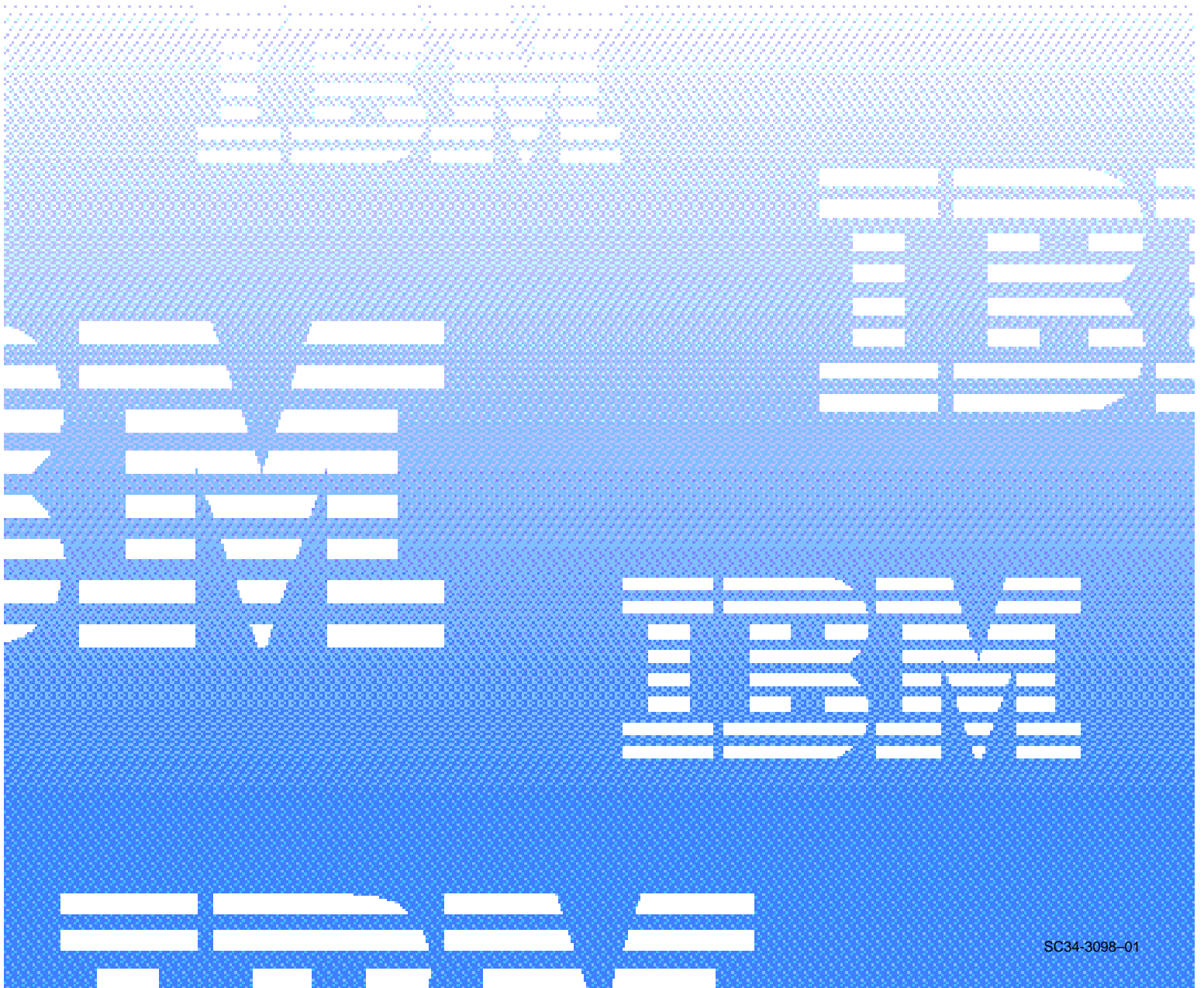




IBM BookManager Build for Windows: Getting Started Version 2 Release 3





IBM BookManager Build for Windows: Getting Started Version 2 Release 3

Second Edition (November 2001)

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Preface - About This Book

This book introduces the IBM BookManager BUILD for Windows V2.3 licensed program and describes how to install and start it. It also contains product service information.

- What You Should Know Before Reading This Book
- How This Book Is Organized
- Conventions Used in This Book
- Terms Used in This Book
- Where to Find More Information
- Where to Find More Information About BookManager

What You Should Know Before Reading This Book

You should be familiar with terminology associated with your word-processing program. You should also be familiar with the Microsoft Windows platform your using (such as: Microsoft Windows NT, V3.51 or later, or Windows95, 98, 2000, or ME) to perform tasks such as:

- Moving, sizing, and closing windows
- Entering information into entry fields
- Selecting icons, menu choices, radio buttons, push buttons, and check boxes
- Selecting items from lists

How This Book Is Organized

Table 1 shows where you can look in this book for information about getting started with BUILD for Windows:

Note: This book also contains a Glossary of terms

Table 1. Getting started information..

If you want to:	See:
Learn what BookManager BUILD for windows is and what it does	Chapter 1, "Introduction to BUILD for Windows V2.3," on page 1
Install BookManager BUILD for Windows	Chapter 2, "Installing BUILD for Windows," on page 5
Start BookManager BUILD for Windows	Chapter 3, "Starting BUILD for Windows," on page 9
Read basic information about BUILD for Windows notebooks for Windows	Chapter 4, "Working with BUILD for Windows Notebooks," on page 11
Get detailed information on using Build for windows	Chapter 5, "Using Build for Windows," on page 15
Call IBM Service	Chapter 6, "BUILD for Windows V2.3 Program Service," on page 29

Conventions Used in This Book

When new or unfamiliar terms are introduced, they appear in italics. A definition for the term follows in the text. Definitions for the italicized terms, as well as for abbreviations, appear in the glossary.

The following items appear in **bold** typeface:

- Titles, entry field names, and other text that BUILD for Windows displays
- Items that you are to type or select
- The names of keys on your keyboard

Terms Used in This Book

The following terms have specific meaning in this book:

BookManager BUILD or BUILD

A set of IBM licensed programs that lets you create softcopy books. BookManager BUILD is available on the following platforms: MVS, VM, and Windows. In this book, the term BookManager BUILD refers to any BookManager BUILD program.

BookManager READers

In this book, the term BookManager READers refers to any BookManager READ programs.

- *IBM BookManager Read* for VM and MVS
- *IBM Softcopy Reader* for Windows and Linux
- *IBM BookServer* for z/OS, AIX, Linux, and Windows (allows you to read BookManager books on the Web)

IBM Softcopy Reader

IBM Softcopy Reader is a Java-based online documentation reader and organizer made up of two programs:

Book Reader

Book Reader allows you to open softcopy books created with one of the IBM BookManager Build programs. You can view and navigate through softcopy books, do searches within the book, create notes, copy text, print text selections, a section, or the entire book.

Bookshelf Organizer

Bookshelf Organizer allows you to manage your books and bookshelves in the following ways:

- Specify the location (paths) of all books and bookshelves located on your workstation, on a network, or an external storage device
- Organize your bookshelves by name, date, or description
- Organize your books by name, date, description, or document number
- Create your own bookshelves
- List bookshelves

- Delete bookshelves
- Import books into a bookshelf
- Search bookshelves or selected books
- Move books between bookshelves

Build Configuration Notebook, or Notebook

The Build Configuration Notebook is referred to as *build notebook* or *notebook*. This is a file containing the build settings.

Build Style Mapping Rules, or Rules

The Build Style Mapping Rules are referred to a rules file. It contains the rules for mapping source document styles to book styles. This file has the extension .bsm.

Source document

An input file that can contain text, formatting codes, and artwork. A source document can be edited, printed, viewed, or used as input to a licensed publishing program such as BookManager BUILD. The source documents you can build using BookManager BUILD for Windows are described in 1.1 “Source Document Types You Can Use to Build Softcopy Books” on page 1.

Build

To create a softcopy book from a source document.

Where to Find More Information

This book represents the first step toward using BookManager BUILD for Windows. More information about BUILD for Windows can be found in the following:

- *Online Help* - Read the online help to get specific information about BUILD for Windows functions and procedures.
- *IBM BookManager BUILD for Windows: Messages and Codes* - This softcopy book describes the messages and codes that appear when you build softcopy books.
- Sample source documents (called template files) are included with the BUILD for Windows product. They are intended to simplify the tasks of generating your own source documents and creating the rules notebooks. For each template file, BUILD for Windows also provides a word-processing style file and a rules notebook. See 1.3.1 “Using Template Files to Help Create Source Documents” on page 3 for additional information on the templates.

Where to Find More Information about BookManager

On the World Wide Web, check out:

<http://booksrv2.raleigh.ibm.com>

This page gives you everything you want to know about BookManager products, how to order them, how to obtain service, and what's new in the BookManager product family.

Chapter 1. Introduction to BUILD for Windows V2.3

The BookManager BUILD for Windows V2.3 licensed program is part of the IBM BookManager family of products. With BUILD for Windows, you can convert a formatted source document created with a word-processing program to a *softcopy book*. You view a softcopy book with IBM Softcopy Readers and IBM BookManager READers. The types of source documents you can use with BUILD for Windows are listed in 1.1 "Source Document Types You Can Use to Build Softcopy Books".

The following illustrates the relationship between your word processor documents, BookManager BUILD for Windows, and the IBM Softcopy Readers and BookManager Readers.



IBM Softcopy Readers and IBM BookManager Readers

Allow you to use the softcopy book online:

- View and navigate a book
- Create and manage softcopy book shelves and libraries
- Search books, bookshelves, and libraries
- Print book topics
- Cut and paste book topics

BookManager Build

BUILD for Windows lets you take a formatted document, created on a PC-workstation word processing program, and convert it into an electronic "softcopy" book.



This chapter describes the following topics:

- Source document types you can use to build softcopy books
- How softcopy books are similar to printed documents
- How you can view softcopy books
- Before you start using BUILD for Windows

1.1 Source Document Types You Can Use to Build Softcopy Books

With BookManager BUILD for Windows, you can build softcopy books from source documents prepared using any of the following products or file types:

- Ami Pro** for Windows Version 3.0, Version 3.1 for Windows
- FrameMaker** Versions 4.0, 5.0, and 6.0.

- Microsoft Word for Windows: Version 6.0 (Word95), Version 7.0 (Word 97), and Word2000.
- Microsoft Word for DOS, Versions 5.0, 5.5, and 6.0.
- WordPerfect** for DOS, Versions 5.0, 5.1, and 6.0.
- WordPerfect for Windows Versions up to and including 9.0.
- WordPro, Version 9.6 and earlier

1.2 How Softcopy Books Are Similar to Printed Documents

When you view a softcopy book, you may notice the following similarities with your printed document:

Topics

Both printed documents and softcopy books contain topics. A softcopy book does not contain pages, so topics are the basic BookManager information units. A topic consists of a heading and all the subsequent text up to the next heading or subheading. All references (such as index or table of contents entries) in a BookManager book refer to topics instead of pages.

Front matter

Printed documents and softcopy books usually contain front matter, such as a table of contents, list of figures, and list of tables. When BUILD for Windows creates these front-matter elements, BookManager READ functions, such as hypertext links from the table of contents (described below) and the book-description function, become available.

Hypertext links

Printed documents contain references to page numbers and headings. In a softcopy book, hypertext links connect information. When you view a softcopy book with BookManager READers, certain words and phrases are highlighted. You can go directly to another part of the book that contains information associated with the highlighted word or phrase by:

- Double-clicking on the highlighted word or phrase (READ/6000 or READ for Windows)
- Moving the cursor to the highlighted word or phrase and pressing **Enter**

For example, you can move from a table caption in the List of Tables directly to the table itself, or from an index entry directly to the index reference in the book.

Artwork

Many printed documents contain artwork. In a softcopy book, a graphics reference link, such as **PICTURE 3**, appears and is highlighted where your artwork normally appears in a printed document. When you read the softcopy book, you can display the artwork by:

- Double-clicking on the graphics reference link (READ/6000 or READ for Windows) **Note:** READ for Windows has the capability to display pictures integrated into the topic text.
- Moving the cursor to the graphics reference link and pressing **Enter**

Back matter

Softcopy books, like printed documents, can contain back matter such as appendixes, a glossary, and an index. When BUILD creates an index, hypertext links between the index entries and index references become available.

1.3 How You Can View Softcopy Books

You can view softcopy books with IBM Softcopy Reader and BookManager READ. When you read the softcopy book, you can search for information, make notes, and perform other tasks. You can read your softcopy books with any of the following programs:

- IBM Softcopy Reader for Windows
- IBM Softcopy Reader for Linux
- BookManager READ/MVS Version 1.3
- BookManager READ/VM Version 1.3
- BookManager BookServer for the World Wide Web for AIX and Linux
- BookManager BookServer for the World Wide Web for Windows
- BookManager BookServer for the World Wide Web for z/OS

Note: On the AS/400 platform, you can use InfoSeeker, the AS/400 implementation of the BookManager READ product family, to access and view books. InfoSeeker is a part of the OS/400 licensed program, Version 3 Release 1 or later. If you have a BookManager READ program installed on your workstation, you can have BUILD for Windows access BookManager READ automatically after building a softcopy book. See 5.3 “Build Options Window” on page 19 for information on how to start BookManager READ programs.

1.3.1 Using Template Files to Help Create Source Documents

Sample source documents (called template files) are included with the BUILD for Windows product. They are intended to simplify the tasks of generating your own source documents and creating the rules notebooks. For each template file, BUILD for Windows also provides a word-processing style file and a rules notebook.

Which template to use

Table 1-1. Template Files.

Word processor	Use this template
Ami Pro	TEMPAMI.SAM
FrameMaker	TEMPMKR.MIF
Microsoft Word	TEMPMS6.DOC
WordPerfect	TEMPWP6.DOC
Lotus WordPro	TEMPLWP.LWP

Using the template Build Configuration and Build Style Mapping files

The template files can be a good starting point for creating your own Build Configuration and Build Style Mapping files. To do this, open the desired template file, make the changes necessary to build your book, then save the Build Configuration or Build Style Mapping file as a new file. You will not be able to save changes directly to the template files.

Chapter 2. Installing BUILD for Windows

This chapter describes how to install BUILD for Windows. The following topics are described in this chapter:

- Requirements for installing BUILD for Windows
- Installing the BUILD for Windows program

2.1 Requirements for Installing BUILD for Windows

Before installing BUILD for Windows, check to see that the following hardware and software resources are available:

- Any system unit capable of running Microsoft Windows NT, V3.51 or later, or Windows 95, 98, 2000, or ME. A 266MHZ processor or higher is recommended.
- Display monitor
- Any pointing device
- One CD-ROM device
- 64MB of RAM in addition to that required by the operating system
- 40MB of hard-disk drive storage in addition to that required by the operating system
- A temporary file space of 5x the size of the word processor file you are currently building is needed

2.1.1 Software Requirements

- Microsoft Windows NT, V3.51 or later, or Windows 95, 98, 2000, or ME
- Sun Java 2 Runtime Environment 1.3.0 or later
- IBM Softcopy Reader for Windows 2.3.4 or later to view the online help, and view and verify the books you create with BookManager BUILD.
- A supported word processor

2.2 Migration from BookManager Build for Windows Version 2.2 to Version 2.3

If you are installing BookManager Build for Windows Version 2.3 and already have Version 2.2 installed on your system, the installation program gives you these options:

- **Uninstall a lower-level version of Build.** During the Build 2.3 installation, you can specify if you want the program to automatically uninstall Build 2.2, or you can manually uninstall 2.2 after 2.3 has been installed. Uninstalling 2.2 will not erase any of your files.
- **Convert old Notebook (.nbk) and old Rules (.rul) files from Build 2.2 format to Build 2.3 format Build Configuration (.bcf) and Build Style Mapping (.bsm) Files** The Installation will automatically convert any V2.2 files you have in the \Notebook and \Rules directory. To convert other files, see 2.2.1 “Using the File Conversion Utility” on page 6.

IMPORTANT: If you have made changes to the template files for BUILD 2.2, you will need to save these files under different names. The templates will be removed and new templates will be installed for BUILD 2.3.

2.2.1 Using the File Conversion Utility

BUILD for Windows V2.3 uses the XML standard to make its Build Configuration Notebook and Build Style Mapping Rules files more human and computer readable as well as to provide for better error checking. A conversion utility has been included as part of BUILD 2.3 to convert your BUILD 2.2 Notebooks and Rules files to the new format. The rest of this section describes how to use the Conversion Utility.

2.2.1.1 Converting V2.2 Files

To start the Conversion Utility, select File Conversion Utility from the IBM BookManager Build group on the Start Menu. The Conversion Utility window will appear as follows.

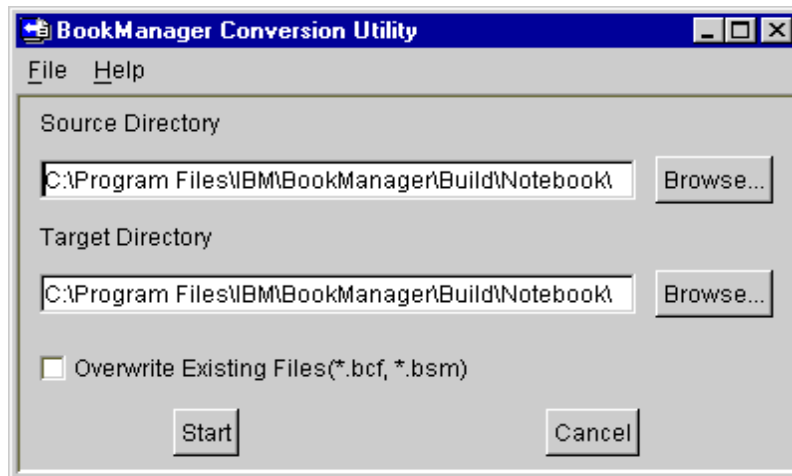


Figure 2-1. BookManager Conversion Utility Window

- **Source Directory** - This is the directory that will be searched for Notebook (.nbk) and Rules (.rul) files. Any such files found will be converted. The Browse Button can be used to select a directory from the File System. Note: The V2.2 files will not be automatically deleted.
- **Target Directory** - This is the directory any converted files will be placed. This can be the same as the Source Directory. The Browse Button can be used to select a directory from the File System.
- **Overwrite Existing Files(*.bcf, *.bsm)** - Selecting this check box will cause the Conversion Utility to overwrite any .bcf or .bsm files with the same name as the ones being produced. If this check box is not selected, the files are still created but the file names will have the date and time added to them to provide uniqueness.
- **Start Button** - This will begin the Conversion Process. A progress Bar will open showing the conversion progress.
- **Cancel Button** - This will close the Conversion Utility window.

For more information select the Help... menu item from the Help pull down menu.

2.2.1.2 Launching from a Command Line

As a convenience the Conversion Utility can be launched from a command line. To do this, open a DOS Prompt and navigate to the installation directory for BUILD.

Example:

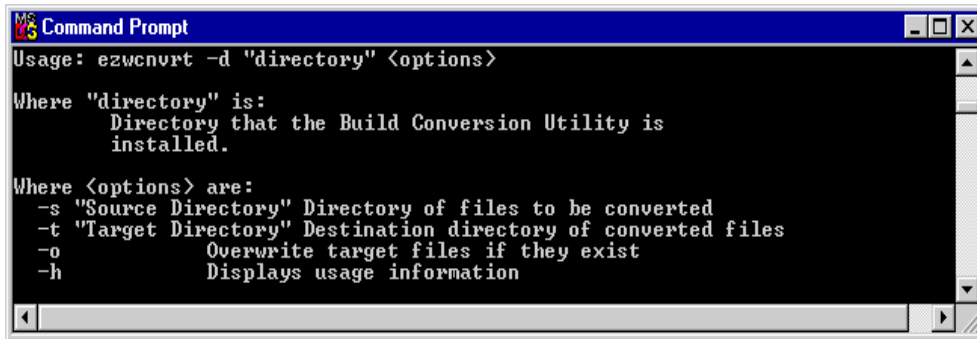
```
C:>cd program files\ibm\bookmanager\build\bin
```

To get help on using the Conversion Utility type at the prompt: **ezwcnvrt -h**

Example:

```
C:\program files\ibm\bookmanager\build\bin> ezwcnvrt -h
```

The Following screen will be displayed:



```
Command Prompt
Usage: ezwcnvrt -d "directory" <options>

Where "directory" is:
    Directory that the Build Conversion Utility is
    installed.

Where <options> are:
-s "Source Directory" Directory of files to be converted
-t "Target Directory" Destination directory of converted files
-o          Overwrite target files if they exist
-h          Displays usage information
```

Figure 2-2. Command prompt Window

Example: To convert all Notebook and Rules files from the directory c:\notebooks and put the new files in the same directory use:

```
ezwcnvrt -d "c:\program files\ibm\bookmanager\build\bin" -s "c:\notebooks" -t "c:\notebooks"
```

2.3 Installing BUILD for Windows Program

1. Insert the BookManager BUILD CD in your CD-ROM drive.
2. On the Windows Task Bar, click on **Start->Run**
3. In the Run window, click on **Browse**
4. In the Browse window, navigate to the CD-ROM drive, then pick the Buildwp directory, followed by the directory of the desired language. For example, to install an English version of BUILD for Windows from a CD-ROM drive labeled g, select the following:

```
g:\buildwp\enu\
```
5. Select **Setup.exe**, and click on **Open**
6. Back in the Run window, click on **OK**
7. Follow the instructions on your screen.

Chapter 3. Starting BUILD for Windows

This chapter describes how to start BookManager BUILD for Windows. You can start BUILD for Windows from either the Windows Start Menu or the DOS Command Prompt.

3.1 Starting from the Windows Start Menu

1. On the Windows Task Bar, click on **Start->Programs->IBM BookManager Build->Build 2.3**.
2. Select the **Build 2.3** icon. The first time you start BUILD for Windows, an untitled build notebook is opened. After that, each time you start BUILD for Windows, the build notebook that was active most recently is opened.

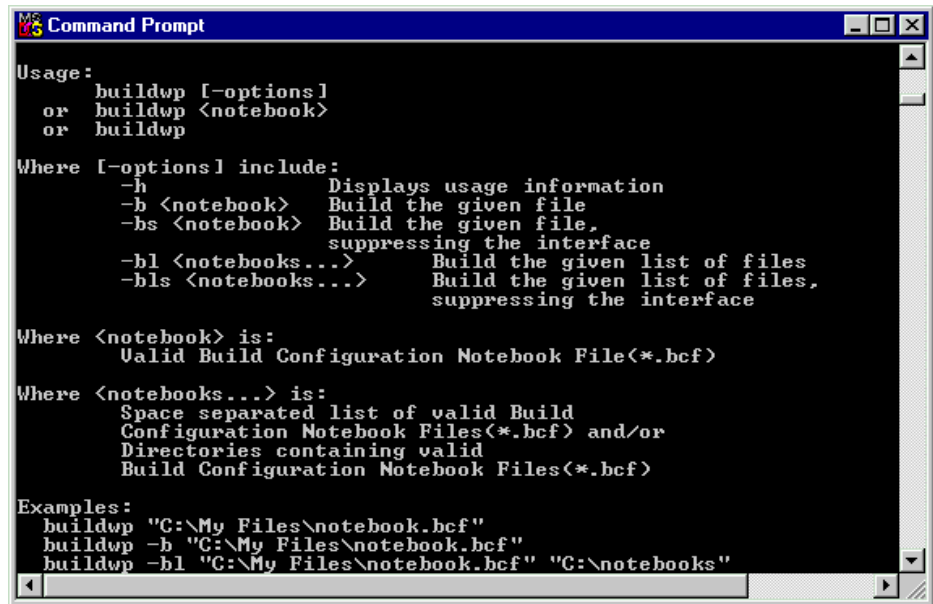
3.2 Starting from a Command Line

Running BUILD for Windows in batch mode lets you create a book without any input from you. BUILD for Windows builds a book using the values saved in a build notebook you specify, then informs you when the build process is complete.

To start BUILD for Windows from a command line:

1. Open a **DOS Command Prompt**.
2. Navigate to the build install directory.
Example: (default install directory)
`C:>cd "Program Files\IBM\BookManager\Build\bin"`
3. BUILD for Windows allows several different options for starting from a command line.
 - Launch Build to the last used Notebook File.
 - Launch Build to a specific Notebook File.
 - Launch Build building a specific Notebook File.
 - Launch Build building a list of Notebook Files.
 - Launch Build building a specific Notebook without displaying the user interface.
 - Launch Build building a list of Notebooks without displaying the user Interface.
 - Finally, display the command line usage information.

The command line usage information is pretty straight forward and should be all that is needed to use the above features. Figure 3-1 on page 10 shows the result of typing `buildwp -h` at the command line.



```
MS-DOS Command Prompt

Usage:
  buildwp [-options]
  or  buildwp <notebook>
  or  buildwp

Where [-options] include:
  -h          Displays usage information
  -b <notebook>  Build the given file
  -bs <notebook> Build the given file,
                suppressing the interface
  -bl <notebooks...>  Build the given list of files
  -bls <notebooks...> Build the given list of files,
                    suppressing the interface

Where <notebook> is:
  Valid Build Configuration Notebook File(*.bcf)

Where <notebooks...> is:
  Space separated list of valid Build
  Configuration Notebook Files(*.bcf) and/or
  Directories containing valid
  Build Configuration Notebook Files(*.bcf)

Examples:
  buildwp "C:\My Files\notebook.bcf"
  buildwp -b "C:\My Files\notebook.bcf"
  buildwp -bl "C:\My Files\notebook.bcf" "C:\notebooks"
```

Figure 3-1. Command Prompt Window

Note: For the -bl and -bls options you can use any combination of Notebook Files and/or Directories up to a maximum of eight entries on the command line. However, by keeping your Notebooks in a similar directory any number of Notebook Files can be built in this manner.

3.3 Getting Started with BUILD for Windows

After starting BUILD for Windows, you are ready to create notebooks and build soft copy books.

For more information about BUILD for Windows notebooks, see Chapter 4, "Working with BUILD for Windows Notebooks," on page 11.

For information about using BUILD for Windows functions or performing BUILD for Windows procedures, refer to the BUILD for Windows online help as described in Chapter 5, "Using Build for Windows," on page 15.

Chapter 4. Working with BUILD for Windows Notebooks

This chapter describes the BUILD for Windows notebooks and the information you can specify in them.

BUILD for Windows has two notebooks you can use to specify information for BUILD for Windows to use. These notebooks are defined as follows:

Notebooks:

Build Configuration - Notebook

A BUILD for Windows notebook containing information that identifies the source document you are building, the rules notebook BUILD for Windows should use, the name of the built softcopy book, and any additional document elements you want BUILD for Windows to include in the softcopy book.

Build Style Mapping Rules - Notebook

A BUILD for Windows notebook containing the style mapping rules that determine how BUILD for Windows maps style elements in a source document for display in a softcopy book.

4.1 Build Configuration Notebook - for Specifying Document Information

A build notebook contains the information necessary for BUILD for Windows to build a softcopy book. You can create as many build notebooks as you need. You use only one build notebook when building a softcopy book. You can access build notebook functions from the File pull-down menu.

The following list describes the sections in a build notebook and the information you can specify from them:

Sections of the build notebook:

General -

Specifies the filename of the source document, the filename of the rules notebook, and the filename of the softcopy book to be created.

Details - This section is divided into two sections that specify additional document elements you want BUILD for Windows to include in the softcopy book. The first page specifies whether to include a table of contents, list of figures, and list of tables. The second page specifies whether to include a title page with the title, author's name, and other information.

Options -

Specifies additional processing options, such as whether to include graphics.

Messages -

Contains messages BUILD for Windows issues for the most recently built softcopy book associated with a build notebook.

After you create a build notebook, BUILD for Windows can use the notebook to automatically build a book in batch mode. See 3.2 "Starting from a Command Line" on page 9 for information on using the build notebook to create a book in batch mode.

Help for Build Notebooks

If you want to read procedures for working with build notebooks, select one of the following items from the online Help Index:

- Creating a build notebook
- Opening a build notebook
- Saving a build notebook with a new name
- Adding front matter to softcopy books
- Building a softcopy book

4.2 Style Mapping Rules Notebook - for Defining Element Mapping

Before building softcopy books, you must define how you want BUILD for Windows to map certain elements in your source document. These element mapping rules ensure that elements which BookManager READ handles in a specific way are built correctly. For example, you can specify how you want BUILD for Windows NT to map certain text in your source document, such as a heading, caution, or figure caption. In the softcopy book, these elements are either displayed in a specific way, or they have hypertext linking capabilities.

You must specify that you want BUILD for Windows to map an element based on a word-processing style used to format the element. The element map rules for a particular source document are defined in a rules notebook.

You can access rules notebook functions from the **Rules** pull-down menu. Although you can create as many rules notebooks as you want, you can use only one of these rules notebooks when you build a softcopy book.

For example, you might have several different documents all produced from Microsoft Word. In this case, create separate rules notebooks containing rules for recognizing document elements in each document. Specify the rules notebook and source document of the same type when building each softcopy book.

As another example, you might have several source documents that all use the same set of styles. In that case, you can create one rules notebook for all these source documents.

Refer to IBM BookManager BUILD for Windows: Building Softcopy Books for detailed information about rules.

The following list describes the sections in a rules notebook and the information you can specify from them:

Sections of a rules notebook:

Headings - Defines how BUILD for Windows maps headings in the source document.

Examples - Defines how BUILD for Windows maps examples.

Captions - Defines how BUILD for Windows maps figure captions and table captions.

Alerts - Defines how BUILD for Windows maps dangers, warnings, cautions, and notes.

Lists - Defines how BUILD for Windows maps glossary lists and definition lists.

Links - Defines how BUILD for Windows maps application launch links and cross-book links.

Help for Rules Notebooks

If you want to read procedures for working with rules notebooks, select one of the following items from the online Help Index:

- Creating a rules notebook
- Opening a rules notebook
- Saving a rules notebook with a new name

Chapter 5. Using Build for Windows

This chapter describes all of the windows that will be displayed and components found in *Build for Windows*, and how to use them. The following windows will be described:

- Main Window
- Messages Window
- Build Options Window
- Build List Window
- Rules Windows
- SoftCopy Reader for Windows

5.1 Main Window

The main window, shown in Figure 5-1, will be the first thing you see when you start the Build for Windows Application. The title of the window will always be the name of the current Build Configuration Notebook you are working with. Build for Windows will always start with the last Notebook used or Untitled.bcf if the last Notebook cannot be found.

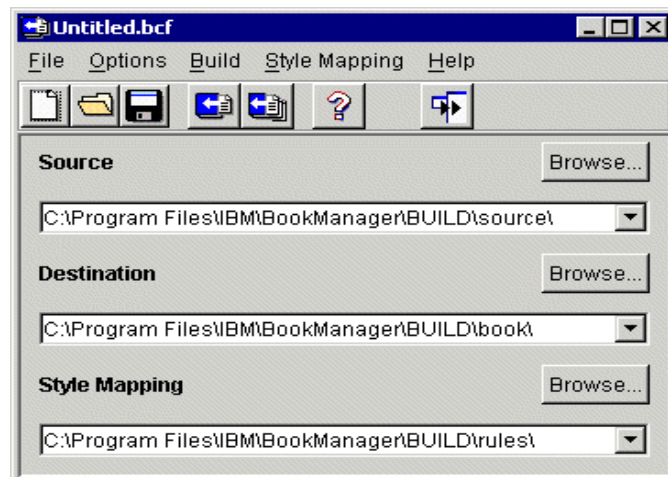


Figure 5-1. Main Window

Figure 5-2 on page 16 shows the main window with all its components, each of which will be described in the following sections.

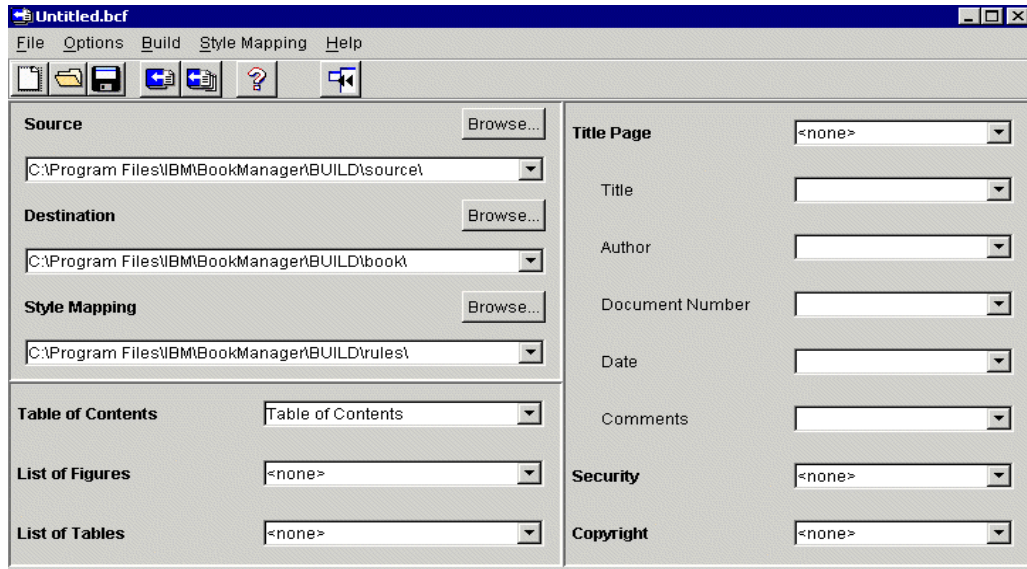


Figure 5-2. Main Window with all Components

5.1.1 Menu Bar

The Menu Bar consists of five menus: File, Options, Build, Rules and the Help Menu.

File Menu

- **New** – Creates a new Notebook, the title will be Untitled.bcf. If you try to save Untitled.bcf you will be prompted for a new name. If you have made any changes to the current Notebook you will be prompted to save those changes when you select New.
- **Open (ctrl+O)*** – Opens an existing Notebook. A window will be launched that allows you to select a Notebook from the file system. This selection also prompts you to save any changes made to the current Notebook.
Note: You can open a Build for Windows V2.2 Notebook (*.nbk) but you will have to save it as a V2.3 Notebook (*.bcf).
- **Save (ctrl+S)** – Saves the current notebook.
- **Save As** – Allows you to save the current Notebook to a new name or location. A window is launched that provides this ability.
- **Exit** – This will close the Build for Windows Application. If changes have been made to the current Notebook, you will be prompted to save them.

Options Menu

- **Show Book Details (ctrl+E)** - This option is available when the book details are hidden, see Figure 5-1 on page 15. Selecting this option will increase the size of the window and show the Book Details. These include Title Page, Table of Contents, Copyright and other information, see Figure 5-2.
- **Hide Book Details (ctrl+E)** – This option is available when the book details are visible. Selecting this option will return the Main Window to its original state showing only the Source, Destination, and Rules fields.
- **Build Options** – This option will open the Build Options Window.
- **View Messages** – This option will open the Messages Window. The messages from the last Build will be shown.

- **Clear History** – This Option will clear the history of the drop down menus for the Main Window. All items except the currently selected item will be removed, except for the item <none> were appropriate. See 5.1.3 “Data Fields” on page 18 for more information on using the drop down menus.

Build Menu

- **Build** (ctrl+B) – This option will start the Build Process. First the Notebook’s data fields will be validated, then the Messages Window will be shown along with a progress bar to monitor messages and progress. See 5.2 “Messages Window” on page 18 for more information.
- **Build List** (ctrl+L) – This option will open the Build List Window which allows you to build multiple books at once.

Rules Menu

- **New Style Mapping** – Open up the Rules Window to a new Style Mapping Rules File called Untitled.bsm.
- **Open [filename]** – Opens the Rules Window to the file indicated in the Main Window’s Rules field. If this file does not exist the behavior is the same as for New Style Mapping.
- **Open Other Style Mapping** – This option allows you to select a different Style Mapping Rules file to open, and then opens the Rules Window to this file.

Help Menu

- **Getting Started** - Opens up this book to the Table of Contents, using SoftCopy Reader for Windows.
- **User’s Guide** (ctrl+H) – This Option appears on all Windows and will open up this Book to the section related to the specific window.
- **About BookManager Build** – Shows information about BookManager Build for Windows.

5.1.2 Toolbar

The Toolbar provides shortcuts for many of the Menu Bar items.



New Notebook - Shortcut for New Menu Item.



Open Notebook – Shortcut for Open Menu Item.



Save Notebook – Shortcut for Save Menu Item.



Start Build Process – Shortcut for Build Menu Item.



Open build List Window – Shortcut for Build List Menu Item.



Help – Shortcut for the User’s Guide Menu Item.



Show Book Details – Shortcut for Show Book Details Menu Item.



Hide Book Details – Shortcut for Hide Book Details Menu Item.

5.1.3 Data Fields

All of the data fields on the Main Window have a text field and a drop down menu. These two items are collectively called a Combo Box. You can edit the text in the text field as well as using Cut (ctrl-x), Copy (ctrl-c), and Paste (ctrl-v). The drop down menus maintains a history of the most recently used items. Some of the drop down menus always have <none> as an option. In this case selecting <none> indicates that you don't want to include this item in your BookManager Book. The following is a description of each data field.

- **Source** – The source field indicates the word-processing document that you wish to build into a BookManager Book.
- **Destination** – The destination field indicates the name and location of the BookManager Book you wish to build. Unless you modify the destination field, it will be automatically updated when you select a Source Document. The default behavior for this field also enforces an eight dot three naming convention to make your BookManager Book compatible with some systems. See Build Options for more information.
- **Style Mapping** – This field indicates which Style Mapping Rules File you wish to use when building your BookManager Book. See the section on Rules Window for more information.
- **Table of Contents** – This field indicates what you wish to name the Table of Contents section of the Book you are building. If <none> is selected then no Table of Contents will be generated.
- **List of Figures** – This field indicates what you wish to name the List of Figures section of the Book you are building. If <none> is selected then no List of Figures will be generated.
- **List of Tables** – This field indicates what you wish to name the List of Tables section of the Book you are building. If <none> is selected then no List of Figures will be generated.
- **Title Page** – This field indicates what you wish to name the Title Page of the Book you are building. If <none> is selected then no Title Page will be generated.
- **Title** – This field is the title of the Source Document.
- **Author** – This field specifies the Author of the Source Document.
- **Document Number** – This is a unique identifier for this book. Illegal characters include: space, tab, new line, equal sign, forward slash, backward slash, pipe, colon, pound, less than, greater than, ampersand, double quotation, question mark, plus sign, period, and asterisks.
- **Date** – This field is the last modified date of the source document.
- **Comments** – User Comments, limited to 126 characters.
- **Security** – This field describes and security statements for the document. If <none> is selected then no security statements will be made.
- **Copyright** – This field describes any copyright for the document. If <none> is selected then no copyright will be specified.

5.2 Messages Window

The Messages Window allows you to view the messages of the last Build for this Notebook, view messages for the currently executing Build, and allows you to cancel a Build process. A typical Messages Window during a Build process is shown in Figure 5-3 on page 19.

Get specific information about each message by double clicking on the message. The *Build for Windows Messages and Codes* softcopy book will be opened and you will be taken directly to the message. You will see an explanation of the message, system action, and user response (what you should do).

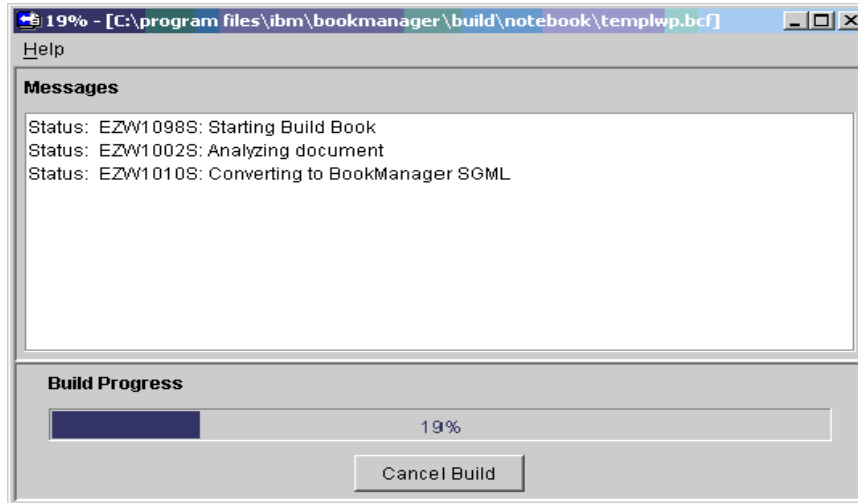


Figure 5-3. Messages Window

- **Title Bar** – The title bar will always show the current Build Configuration Notebook that you are working with. It will also show the progress if a Build Process is executing. You will not be able to close this window while a Build is in progress. You can however minimize the window and the Build Progress will be shown on the Minimized Application button.
- **Help Menu** – This Menu will open up this book to the section on the Messages Window.
- **Messages List** – The Messages List shows any messages received during the Build Process. There are three types of messages:
 - **Status** messages are designed to keep you informed of how the Build Process is progressing.
 - **Warning** messages indicate something is wrong and generally the Build Process will continue.
 - **Error** Messages indicate something is wrong and Build cannot continue processing.

For more information on a specific message, double click on that message and SoftCopy Reader will display the message in the Messages and Codes book. If you have problems viewing the Messages and Codes book, see Configuring Build to Work with SoftCopy Reader.

- **Progress Bar** – This shows the approximate progress of the currently running Build Process.
- **Cancel Button** – At any time during the Build Process press the Cancel button to cancel the build process.

5.3 Build Options Window

The following list describes the fields in the build options window and the information you can specify in them:

Dictionary - Specify the dictionary to use.

Code Page - Specify which code page to use.

Build working directory - Specify the directory that Build uses for its temporary files.

SoftCopy Reader System Directory - The system directory for the SoftCopy Reader product, necessary to view Build's online help.

Include Graphics - If checked, graphics are included in the book.

Continue with Missing References - If checked, continue the build process when missing references are found.

Start SoftCopy Reader - If checked, starts SoftCopy Reader so you can view the new book upon completion of build process.

Use 8.3 Naming - If checked, enforces 8.3 naming for the destination book file. This is important if your book is to be viewed on many different platforms.

Show messages During Build - If checked, build messages will be presented during the build process.

The Build Options Window can be accessed from the Options menu. Figure 5-4 shows the Build Options Window.

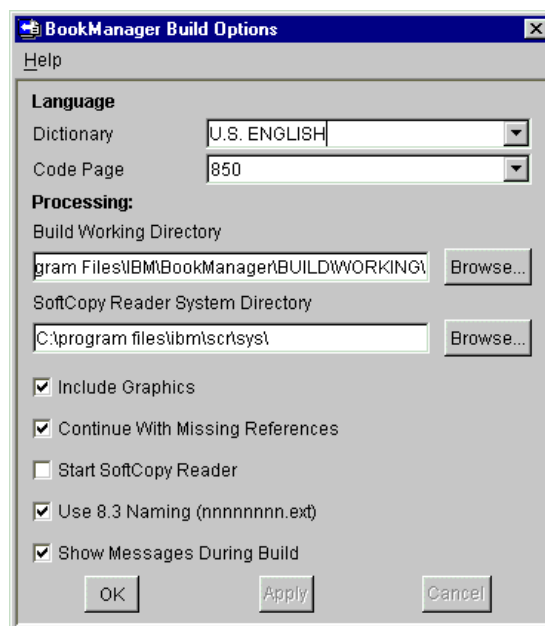


Figure 5-4. Build Options Window

5.4 Build List Window

The Build List Window gives you the ability to build many BookManager Books at the same time. Figure 5-5 on page 21 shows a typical Build List Window. The rest of this section describes the features of the Build List Window.

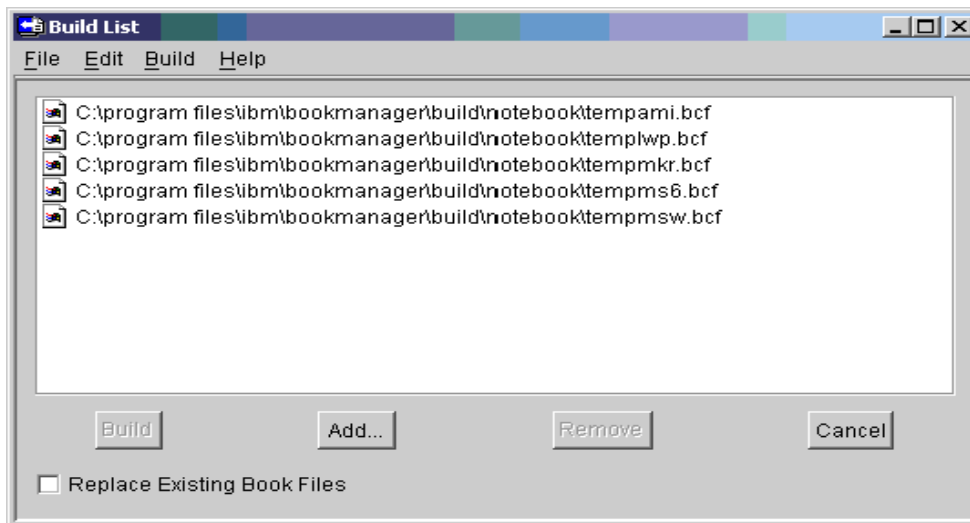


Figure 5-5. Build List Window

5.4.1 Title Bar

The title of the Build List Window will be Build List unless a build is in progress, then the title will be Build In Progress and the progress is displayed on the title bar, see Figure 5-6.

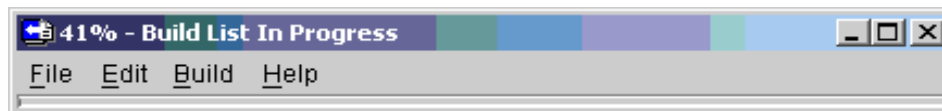


Figure 5-6. Build List Window - Title

5.4.2 Menu Bar

File Menu

- **Close** – This item closes the Build List Window. If a Build is in Progress, the window cannot be closed, it can however be minimized and the progress will show on the Application Icon.

Edit menu

- **Add** – This menu item opens a browse window that allows you to select files to add to the file list.
- **Remove (delete)** – This menu item removes any selected files from the file list.
- **Select All** – This menu item selects all the files in the file list.

Build Menu

- **Build (ctrl-B)** – This menu item will build the selected files from the list of files. When a build list starts, a Build List Messages Window will be displayed, see Figure 5-7 on page 22

Help Menu

- **User's Guide** (ctrl-H) – This menu item will launch SoftCopy Reader, which will display the "Build List Window" section of the Getting Started book.

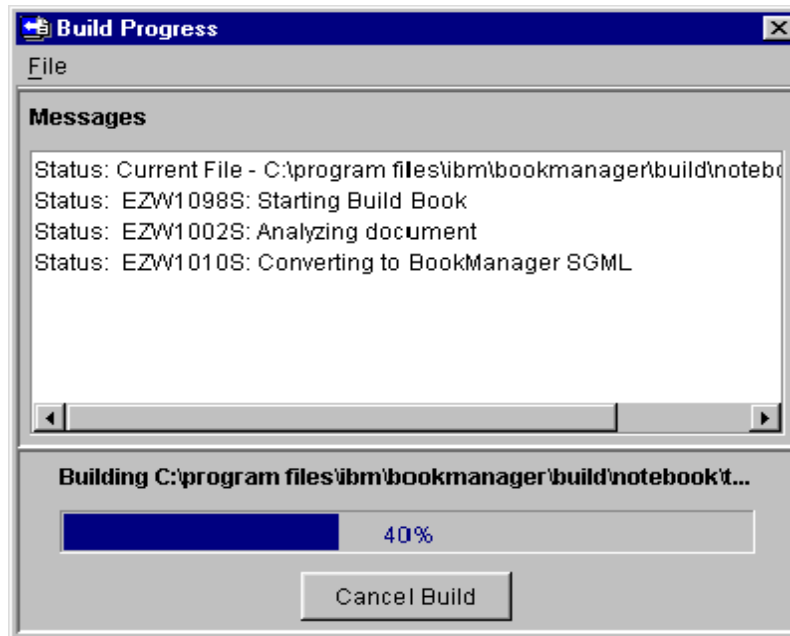


Figure 5-7. Build List Messages Window

5.4.3 File List

The file list is a list of Build Configuration Notebook Files (.bcf). These files are kept in alphabetical order for ease of use. Files can be added to this list in the following ways.

- **Add Menu Item** – Described above in the Edit Menu section.
- **Add Button** – Described below in the Build List Buttons Section.
- **Drag and Drop** – The File List also supports drag and drop operations from Windows Explorer. You can Drag and Drop single files or directories of files. To do this, click on the file or directory you wish to add. Then, while holding down the left mouse button, move the mouse over the File List and release the left mouse button. Only files with the extension .bcf will be added.

The following file selection mechanisms are provided.

- **Select All** – This menu item found under the Edit Menu selects all the files in the list.
- **Select One** - Using the mouse you can select any one of the files in the list.
- **Select Range** – By holding down the Shift key you can select a range of files from the list.
- **Select Specific** – By holding down the Ctrl key you can select any number of specific files in the list.

5.4.4 Build List Buttons

- **Build Button** – This button is a shortcut for the Build Menu Item. It will start the Build process building any selected files from the File List.
- **Add Button** – This button is a shortcut for the Add Menu Item. It will launch a browse window, which allows you to add files to the File List.

- **Remove Button** – This button is a shortcut for the Remove Menu Item. This button will remove any selected files
- **Cancel Button** – This button will close the Build List Window, it will NOT cancel a Build that is in progress. There will be a Cancel Button on the Build List Messages Window that will terminate the Build process.

5.4.5 Overwrite Existing Files Check Box

If the Overwrite Existing Files check box is selected, then any current Book files with the same name and location as the Destination Field in the Build Configuration Notebook will be overwritten with the newly created Book. If this check box is not selected and the above situation occurs, the new Book will not be built and an error message will be displayed that the Book already exists.

5.4.6 Build List Messages Window

When the Build Process begins the Build List Messages Window will be displayed. This window behaves identically to the Messages Window with the following exceptions.

- The Build List Messages Window cannot itself be minimized. To minimize it, minimize the Build List Window and both Windows will be minimized. Both windows will also be displayed again if you restore the Build List Window.
- Some of the messages displayed do not have corresponding message numbers and therefore will not have entries in the Messages and Codes book. These messages are either status messages or error messages generated when validating the data in the Build Configuration Notebook. These messages should be very explicit and understandable.

5.5 Rules Window

The Rules window defines the Source Style to Book Style mapping. To be more specific, Build allows you to map certain styles in your Source Document to styles that are supported by BookManager Books. A typical Rules Window is shown in Figure 5-8 on page 24. The remainder of this section will describe how to use the Rules Window.

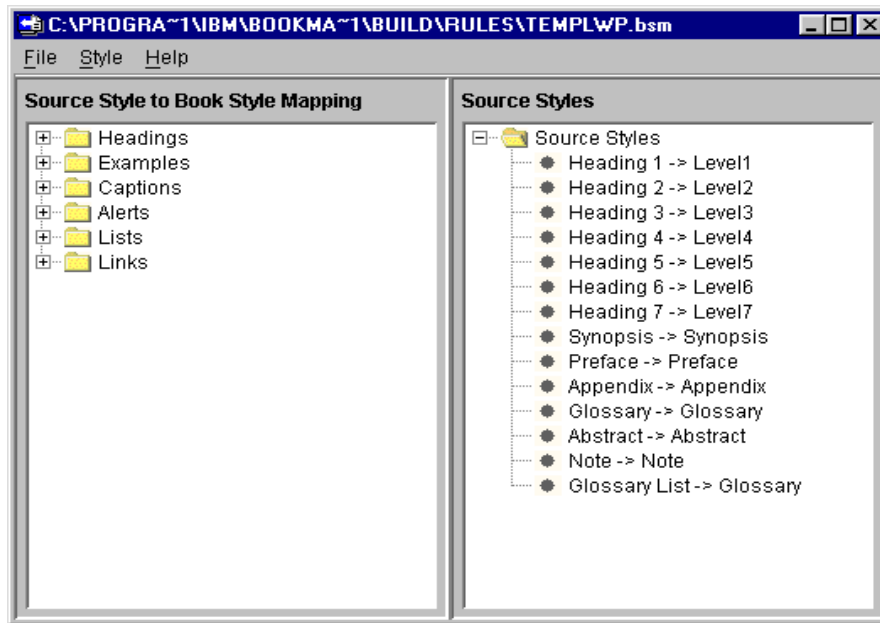


Figure 5-8. Rules Window

5.5.1 Title Bar

The title for the Rules Window indicates the current Build Style Mapping Rules File or Untitled.bsm if a file name has not yet been specified.

5.5.2 Menu Bar

File Menu

- **New** - Creates a new Style Mapping Rules file named Untitled.bsm. You will have to specify a name to save this file.
- **Open** (ctrl-O) – This menu item opens a Browse Window, which allows you to open a specific Style Mapping Rules File.
Note: You can open a Build for Windows V2.2 Rules Notebook (.rul) but you will have to save it as V2.3 Build Style Mapping Rules File (.bsm).
- **Save** (ctrl-S) – This item will save the current Style Mapping Rules File.
- **Save As** – This item will save the current Style Mapping Rules to a file name and location of your choice.
- **Close** – This item will close the Rules Window. If any changes have been made to the current Style Mapping Rules File you will be prompted to save those changes.

Style Menu

Book Style Menu

- **View Book Style** – This menu item will display the style attributes of the currently selected Book Style. If no Book Style is selected then this item is disabled. Double clicking on the Book Style has the same effect as selecting this menu item.

Source Style Menu

- **New Source Style** (ctrl-N) – This menu item will open the New Source Style Dialog, which allows you to specify a new Source Style for mapping. Double

clicking on the Folder item Source has the same effect as selecting this item. The new style is added to the Source Style Tree.

- **Edit Source Style** (ctrl-E) – This menu item will open the Edit Source Style Dialog showing the style information of the currently selected Source Style. Double clicking on a Source Style in the Source Style Tree has the same effect as selecting this item.

Help menu

Getting Started book – This menu item will launch SoftCopy Reader and display the "Rules Window" section of the Getting Started book. See 5.6 "Configuring Build to Work With Softcopy Reader" on page 28 if an error occurs.

5.5.3 Book Style Tree

The Book Style Tree is a graphical representation of all the styles supported by Book-Manager Books. The styles are grouped by category. To view the styles in a category click on the + sign next to the Folder representing that category and the Folder will expand showing the styles. The Examples and Links folders are Book Styles, not categories for Book Styles. The styles are:

Category: Headings

- Level 1
- Level 2
- Level 3
- Level 4
- Level 5
- Level 6
- Level 7
- Synopsis
- Preface
- Appendix
- Glossary
- Abstract

Category: Captions

- Figures
- Tables

Category: Alerts

- Danger
- Warning
- Caution
- Note

Category: Lists

- Definition
- Glossary

No Category

- Examples
- Links

See Mapping Styles for more information on using the Book Style Tree.

5.5.4 Source Style Tree

The Source Style Tree maintains a graphical representation of styles supported by your word-processing document. These styles are created by you, based on information you can obtain from your Word-Processing Application. Once you create a style, it will be retained for later use. For processing reasons the style name **must** be unique. Build will monitor this for you and inform you if there are conflicting style names.

Creating/Editing/Removing styles

- To create a style, select the Style>Source Style > New Style from the menu bar or double click on the Source Folder in the Source Style Tree.
- To edit a current style, select the style then select Style > Source Style > Edit Style from the menu bar or double click on the Style.
- To remove a style from the Source Style Tree, select the style then press the Delete key. You will be asked to confirm that you wish to delete the style.

5.5.5 Mapping Styles

To map a Source Style to a Book Style, simply drag-and-drop the Source Style from the Source Style Tree to the Book Style in the Book Style Tree. The mapped Style will show up in the Book Style Tree as a Bullet with the Style Name. The Source Style Tree will show the Source Style with an arrow and the Book Style it is mapped to, see Figure 5-9.

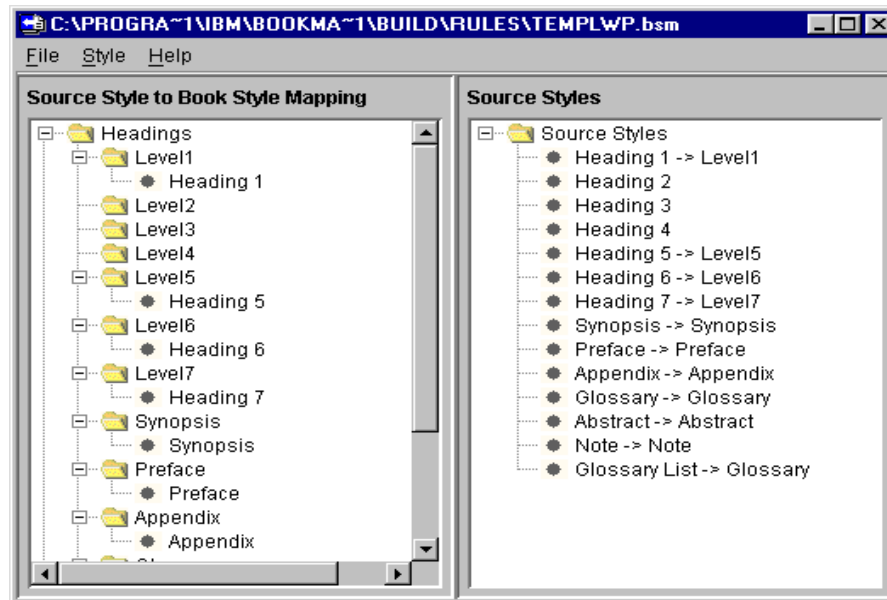


Figure 5-9. Source Style Tree

To map this Source Style to a different Book Style drag-and-drop either the mapped Source Style (Bullet) or the original Source Style to the new Book Style. The Bullet will

be removed from the old Book Style and placed under the new Book Style and the original Source Style will indicate the new mapping with an arrow and the new Book Style, see Figure 5-10 on page 27.

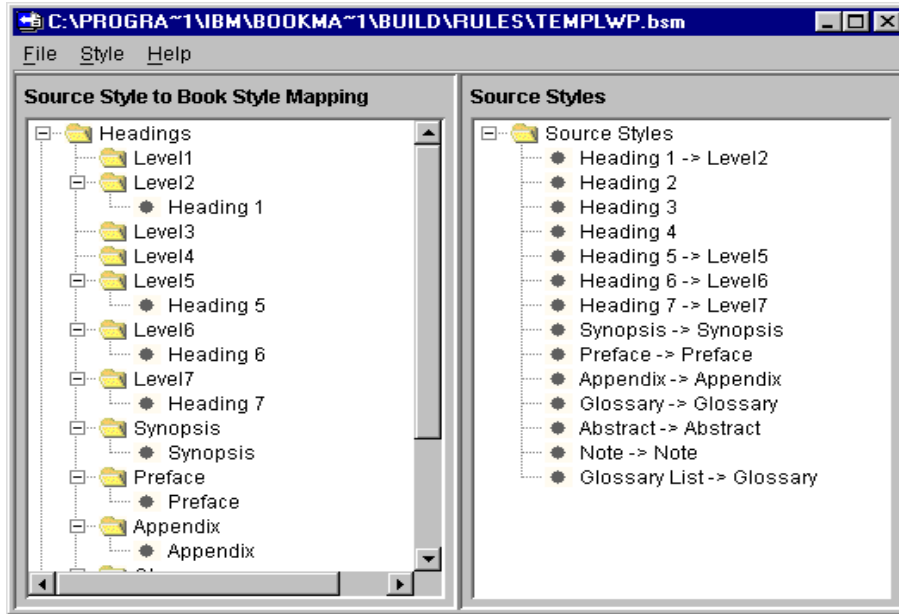


Figure 5-10. Book Style

Each Source Style can **only** be mapped to one Book Style. Each Book Style however can have several Source Styles mapped to it, see Figure 5-11. To remove a mapped Source Style from the Book Style Tree select the mapped Source Style and press the Delete key. This will remove the Source Style from the Book Style Tree only, to remove the Source Style completely from the Rules Window select the Source Style in the Source Style Tree and press the Delete Key.

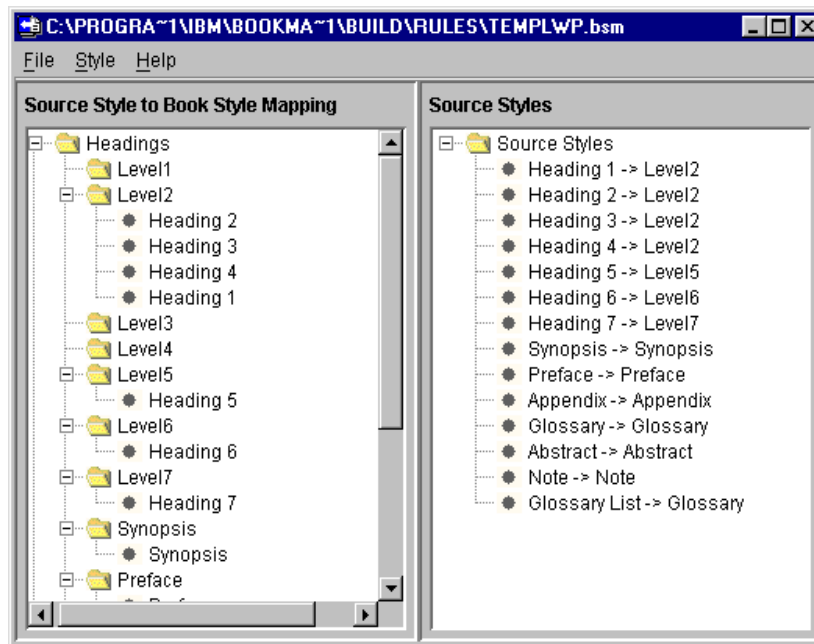


Figure 5-11. Book Style - with several Source Styles

5.6 Configuring Build to Work With Softcopy Reader

If you don't have SoftCopy Reader V2.3.4 installed on your machine, it can be downloaded for free at <http://booksrv2.raleigh.ibm.com/homepage/javaserv.html>. After successfully installing SoftCopy Reader, follow these steps to configure BookManager Build to work with SoftCopy Reader:

1. Launch the BookManager Build product.
2. Go to the Options Menu and select **Build Options**, see 5.3 “Build Options Window” on page 19.
3. Click on the **Browse** button next to the "SoftCopy Reader System Directory" text field.
4. Navigate to the SoftCopy Reader System Directory, which is usually in "C:\Program Files\IBM\SCR\sys"
5. Click **Open**, then **Apply**, and finally **OK**.
6. Close BookManager Build.

The next time you use BookManager Build, the Help manuals will be viewable with SoftCopy Reader. For help or support see <http://booksrv2.raleigh.ibm.com/> for information.

Chapter 6. BUILD for Windows V2.3 Program Service

This chapter contains a description of available service for BUILD for Windows V2.3. It contains information on how long BUILD for Windows V2.3 will be in service, and how to report defects.

Product information is also available on the IBM BookManager Web site:

<http://booksrv2.raleigh.ibm.com/>

This Web site contains information on product fixes, product hints and tips, and product service.

6.1 Type and Duration of Program Service

Program Service for BUILD for Windows V2.3 will be available until November 15, 2003. See 6.2 "Statement of Service" for details.

6.2 Statement of Service

<http://booksrv2.raleigh.ibm.com/homepage/ibmserv.html>

You may report defects to IBM Program Service for BUILD for Windows V2.3 until the Service Expiration Date, November 15, 2003.

A defect is defined as a code-related or documentation-related problem where the Program does not conform to the Program Specifications and the problem can be recreated in the Specified Operating Environment. Defect correction is as described in the Statement of Limited Warranty section.

To report a defect, please go to our Web page:

<http://booksrv2.raleigh.ibm.com/homepage/ibmserv.html>

If you need to call for support, have the following information available:

- The product name and version number, BUILD for Windows
- The kind of hardware and software being used at the time the problem occurred
- What happened and what you were doing when the problem occurred
- Whether you tried to solve the problem and how
- The exact wording of any messages displayed, including any message number.

Glossary

This glossary defines all new terms and abbreviations used in this document. Definitions that were derived from the following sources are identified by the symbols indicated:

- The *American National Standard Dictionary for Information Systems*, ANSI X3.172-1990, copyright 1990 by the American National Standards Institute (ANSI). Copies can be purchased from the American National Standards Institute, 1430 Broadway, New York, New York 10018. Definitions are identified by the symbol (A) after the definition.
- The *Information Technology Vocabulary*, developed by Subcommittee 1, Joint Technical Committee 1, of the International Organization for Standardization and the International Electrotechnical Commission (ISO/IEC JTC1/SC1). Definitions of published parts of this vocabulary are identified by the symbol (I) after the definition; definitions taken from draft international standards, committee drafts, and working papers being developed by ISO/IEC JTC1/SC1 are identified by the symbol (T) after the definition, indicating that final agreement has not yet been reached among the participating National Bodies of SC1.

References

The following cross-references are used in this glossary:

- *Contrast with* - refers to a term that has an opposite or different meaning.
- *See* - refers to multiple-word terms that have the same last word.
- *See also* - refers to related terms that have a similar, but not synonymous, meaning.
- *Synonym for* - indicates that the term has the same meaning as another term, which is defined.

A

artwork. A visual representation of a vector graphic or a raster image on a display screen.

American National Standard Code for Information Interchange (ASCII). The standard code, using a coded character set consisting of 7-bit coded characters (8 bits including parity check), that is used for information interchange among data processing systems, data communication systems, and associated equipment. The

ASCII set consists of control characters and graphic characters. (A)

author. The person who wrote or prepared the information in a softcopy document.

B

book. A publication or other written material. *See also* softcopy book.

BookManager BUILD. A group of IBM licensed programs that lets you create softcopy books. BookManager BUILD is available for Windows, MVS, and VM.

BookManager READ. A group of IBM licensed programs that let you read softcopy books. BookManager READ is available for MVS and VM.

build. In The process of creating a softcopy book from a source document.

build configuration notebook. A BUILD for Windows notebook containing information that identifies the source document you are building, the rules notebook BUILD for Windows should use, the name of the built softcopy book, and any additional document elements you want BUILD for Windows to include in the softcopy book.

C

chapter. In BookManager, a section or part of a softcopy book whose topic ID begins with a major topic number, such as 1.0 or 4.0.

code page. An assignment of graphic characters and control function meanings to all code points; for example, assignment of characters and meanings to 256 code points for an 8-bit code.

collection. A set of electronic books that reside at a single file system location, such as D:\BOOKS.

collection kit. A set of electronic books provided by IBM on a CD-ROM.

D

DLL. Dynamic link library. A module containing executable code that is linked at run time.

document. Synonym for *source document*.

document elements. The pieces of your source document, such as headings, paragraphs, notes, figures, captions, and cross-references.

dynamic link library. A module containing executable code that is linked at load or run time.

E

element. *Synonym for document element.*

G

generic rules. A rules notebook type that can be used with any source document type.

graphic. Pertaining to pictorial material or the output of graphics software, in contrast to text. Graphics in a softcopy book can be integrated into the text or displayed in a separate window.

H

hypertext. A method of accessing information in a non-linear fashion by linking to more information on a particular graphic or idea.

hypertext link. An automatic connection between an element in one part of a softcopy book to another element in the same book or to another softcopy book.

I

icons. Graphical representations of various elements such as disk drives, applications, and documents.

index. An alphabetical list of the subjects in a softcopy document and the topics in which each subject is found. Contrast with table of contents and search index.

inline image. A graphic image that appears on the same line as text in a document.

L

LAN. Local area network. A computer network located on user premises within a limited geographical area.

local area network (LAN). (1) Two or more computing units connected for local resource sharing. (2) A network in which communications are limited to a moderate-sized geographic area, such as a single office building, warehouse, or campus, and that do not extend across public rights-of-way.

P

page. A unit of content, usually textual, that is accessed in a single transaction over the World Wide Web. (May be the equivalent of one or many pages of printed material.)

path. The storage location of a file. The path includes the drive, directory, and, if applicable, the line of subdirectories leading to the directory in which the file resides.

R

revisions. Changes an author has made to a book. Revisions may be marked with revision characters. Readers can move through a book looking at only those topics that have been changed or added to the book.

S

softcopy book. A file created by BookManager BUILD from a source document. A softcopy book can be viewed by BookManager READ.

Softcopy Reader. IBM Softcopy Reader is a Java-based online documentation reader and organizer made up of two programs: (1) *Book Reader* allows you to open softcopy books created with one of the IBM BookManager Build programs, (2) *Bookshelf Organizer* allows you to manage your books and bookshelves.

source document. An input file that can contain text, formatting codes, and artwork. A document can be edited, printed, viewed, or used as input to a publishing program product such as BookManager BUILD.

style mapping rules notebook. A BUILD for Windows notebook containing the style recognition rules that determine how BUILD for Windows recognizes elements in a source document and then builds them in a softcopy book.

T

table. Information presented in rows and columns and defined by the author as a table.

table of contents. A list of topics in the order in which they appear in a book.

topic. A heading and its subsequent text up to the next heading; the basic unit of information in a BookManager BookServer softcopy document.

topic heading. A heading that introduces a new topic in softcopy. Each topic heading is made up of two parts: a topic ID and a topic title.

topic title. The title that is associated with a topic heading. See also topic heading.

topics list. A list of all the topics in a softcopy document that have topic IDs.

U

URL. Universal resource locator. The standard World Wide Web means for specifying the location of a resource on the Internet.

V

vector graphic. Computer graphics in which display images are generated from display commands and coordinate data. (I) (A)

W

Web browser. A browser for reading World Wide Web documents. See browser.

World Wide Web. A worldwide network of linked documents on the Internet that point to other documents on related topics. Using Netscape Navigator or other Web browser software, a user can navigate quickly and easily around the global Internet, following the pointers to topics of interest.

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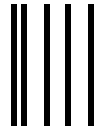


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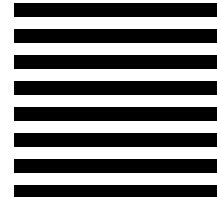
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