

Adobe Digital Editions Installer and Launcher SDK Instructions

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Introduction

Adobe Digital Editions is built as a Flash application. In order to provide the proper installation capabilities and experience, you must use the Adobe Digital Editions Installer and Launcher SDK (ADE Installer SDK). The ADE Installer SDK can be used to detect if Digital Editions is installed and to launch Digital Editions if already installed. The ADE Installer SDK can also be used to provision Digital Editions with a DRM fulfillment or with a Content URL for direct download of unprotected PDF or EPUB content to Digital Editions. The core object in the ADE Installer SDK is a special SWF and supporting JavaScript file that is used on a web page in a browser to perform various tasks and actions with Digital Editions.

Requirements

You will need access to a web server to deploy the ADE Installer SDK Sample files so that you can preview the samples properly, and to test your own usage of the SWF object. Initially, you only need to configure a virtual directory in your web server that points to the location of the ADE Installer SDK files expanded from the ZIP onto your disk.

Prerequisite Knowledge

You will need basic web page development and design skills to use the ADE Installer SDK. Set-up involves configuring a SWF object on a web page. The ZIP file includes a supporting JavaScript file that provides a preconfigured API to instantiate and place the SWF on a web page. The ZIP file also includes example HTML files that show the use in various scenarios.

About the Author

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Using the ADE Installer SDK

The first step is to download the ZIP file from the Digital Publishing Technology Center. Expand the ZIP into a folder of your choice on your computer.

Documentation

The ADE Installer SDK is largely self-documenting. You will find many comments with instructions and usage throughout the files provided in the ZIP file. Read through the files to get an understanding of the functions of the different examples.

The main documentation for the SWF is included in ADEBadgeLauncher.js file. Pay close attention to the content near the function: ADEBadgeLauncherInstance(). In addition, the JavaScript callbacks for the SWF are included in this file.

The ZIP file includes a readme subfolder in the archive that contains the revision history for the SDK. Open the most current readme file for information about recent changes to the SDK and basic information about using the SDK. Previous readme files are available for reference as well.

The example HTM and other supporting JS files also have comments that describe the usage scenarios.

Installation

Follow these steps to ensure good results for previewing the examples provided:

1. Store the sample code in a single folder
2. Expose that folder as a virtual directory from your preferred web server
3. Use a web browser to access the files through the virtual directory in the web server

EXAMPLE

1. Expand the ZIP onto your web server computer into: C:\adobe_ADE_installer_sdk (this is the path contained in the ZIP archive).
2. Configure a virtual folder in the web server named 'ade_installer' and map that to C:\adobe_ADE_installer_sdk.

3. Use a browser to access the examples from your web server. Type
`http://<yourserver>/ade_installer/ade_badge_installer_example.htm`.

NOTE: Opening the example HTML files directly from the file system may produce undesirable results due to the Flash security model. To preview the examples that are provided with the SDK, you must access the files from a web server.

Setting the Digital Editions Version

The Digital Editions 1.0 is the default version configured with the sample files. In order to test and operate with the Digital Editions 1.5 Beta, you will need to locate the "ADEVersion" parameter and modify it. The parameter is found in the ADEBadgeLauncher.js file and the DigitalEditionsDetection.js file.

Setting the Background Graphic

The background graphic for the SWF is configurable. The examples are configured with an external background graphic stamped with 1.0 or 1.5 to indicate the "ADEVersion" that is being used. There is another plain background graphic in the sample files, and if you do not specify a background graphic, then there is also an internal graphic supplied by default in the SWF. You are also free to create a graphic of your own to show as the background for the SWF.

Description of Example Files

There are four primary examples included with the ADE Installer SDK.

Installer

`ade_badge_installer_example.htm`

This example has the SWF configured for performing basic installation and launch capabilities for Digital Editions. In addition, the option to gather and display the ADE SWF version is included in this example.

Launcher with GBlink DRM fulfillment or Content URL

`ade_badge_example.htm`

This example shows how to provision Digital Editions with content and various usage options for the supporting JavaScript to configure the SWF.

Launcher with AdeptLink DRM fulfillment

adeptlink_example.htm

This example shows how to configure the SWF to submit an AdeptLink HTML form on the page. In addition, the option to gather and display the ADE SWF version is included in this example.

Pure detection example

ade_detect_divlayers.htm

This example shows how to use the SWF along with an instance of the public-licensed deconcept SWF object to detect Flash, browser platform and Digital Editions installation. The example is preconfigured with a testing control. This provides the ability to toggle between various states in order to demonstrate ways to perform detection and control a web page's content based on the detection state.

Next Steps

Review, test, and modify the examples to experiment with the SWF functionality. After you are familiar with how the examples work, then you can adopt the examples into any server-side processing ASP, JSP, VS.NET, and C## implementations