



Please read the licensing agreement at the end of this manual before you start using the software.

Using the software means you have read, understood and agreed with the license agreement.

## **Manual**

Please do not support piracy. If you want to read a comic you have downloaded from the internet, do buy the original first.

ComiX is a fast simple and easy to use digital comic book reader. The usual format for digital comic books is a compressed archive of JPEG files.

These archives have the extension .cbz or .cbr.

The extension .cbz means that it is a ZIP© file and the extension .cbr means that it is a RAR© file.

## **Requirements**

To read comic books with ComiX you must have a PalmOS© device with an ARM processor which runs at least at version 5.x and a memory-card (SD-card).

Basically, you can just try and see if it runs.

The Comix Converter needs the latest .NET Framework 2 installed on your system.

## **Installing the program on your handheld**

You install ComiX by installing the .prc file on your handheld. Check the manual for how to do this on your operating system.

## **Installing the Comix Converter on your system**

Just copy all the files, except the .prc file, into a subdirectory. Then double-click on the .exe to start the Comix Converter.

## **Installing comics on your handheld**

On your memory-card, you create a subdirectory `comix` in which you put all the comics you want to read.

Each comic-book must be in it's own subdirectory under the `comix` directory.

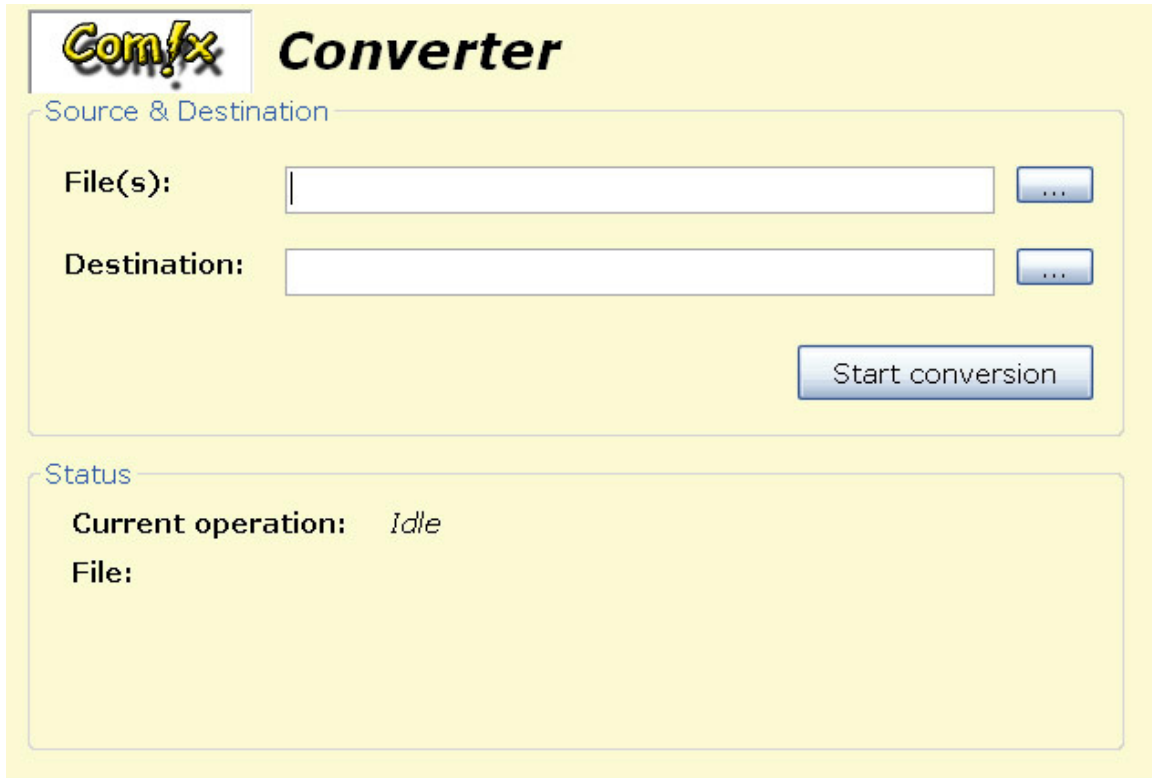
For instance, the file `Strange_Worlds_02.cbr` should have all it's files in the directory `/comix/Strange_Worlds_02/` on the memory-card.

You could use ZIP© or RAR© to extract your comics to a directory with the name of the comic in the `comix` directory, but using the ComiX Converter is a more convenient way.

## Using the Comix Converter

Using the Comix Converter is easy.

After you have started you will see a screen that looks something like the one below:



The screenshot shows the Comix Converter application window. At the top left is the 'Comix Converter' logo. Below it is a section titled 'Source & Destination'. This section contains two text input fields: 'File(s):' and 'Destination:'. Each field has a small button with three dots to its right, used for file selection. Below these fields is a 'Start conversion' button. At the bottom of the window is a section titled 'Status'. It contains the text 'Current operation: Idle' and 'File:'.

You select the files by clicking on the button to the right of `File(s)`, and selecting the files in the dialog presented.

Then you select the destination directory where all the comics subdirectories will be created by pressing the button to the right of `Destination`, and selecting the directory.

Although you can convert directly to a memory-card, this is not recommended, because the card might become full and this process will be a lot slower.

If you have selected the files and the destination, click on `Start Conversion` to begin the conversion process.

The conversion might take a while.

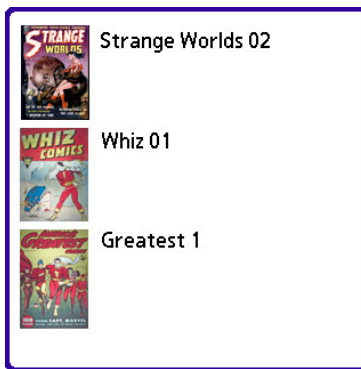
## Opening a comic book

Once you have a memory-card with comics installed in your handheld, it is time to start up the program.

When the program has started, press the 'menu' button on your handheld and select the option `File->Open`.

It will say 'Scanning...' for a few moments, because the program is creating the thumbnails of the first page of each comic.

You will see a screen that looks something like this:



If you have more than 3 comic books, you will see a scrollbar as well.

If you tap the name or the image of the comic you want to read, ComiX will open the comic book and you can start reading.

## Navigating in and between pages

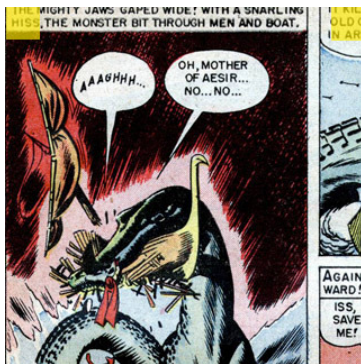
Because of the small size of the handheld screen, you will only see a portion of the page.

You can use the stylus to drag the page around to read different panels.

To go to the next or previous page you can either use the menu Page->Next page, Page->Previous page, Page->Go to page options, or you can use the view-screen.

There are two small area's defined on the screen which, when tapped, will cause ComiX to go to the next page or the previous page.

In the following screenshot they are highlighted in yellow, but in reality they are invisible. This is, after a little usage, the most comfortable way to flip pages.



If your device has a keyboard, you can press the space-bar to advance to the next page.

If your device has 5-way navigation, pressing left makes the previous page appear, pressing right makes the next page appear.

## Registration

The shareware version of ComiX only displays the first 5 pages of a comic book.

To remove this limitation, just purchase a license key.

If you have a license key, you can use the menu option  
Info->Registration to enter your data.

You will have to enter your email-address and the license key.

To see if you are now registered use the menu option  
Info->About, where you will see if the program is unregistered or if it is registered to you.

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## **Third party libraries**

#ZipLib has been developed by Mike Krueger ([mike@icsharpcode.net](mailto:mike@icsharpcode.net))  
Unrar.dll is provided by Rarlabs ([www.rarlabs.com](http://www.rarlabs.com))

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\*\*\*\* License Agreement \*\*\*\*

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