

Start Here

4padPointRule2.eps ↗

To make the best use of Digital Librarian and the OpenStep Developer's Library, you need to create a bookshelf of your own.

768008_PointRule2.eps ↗

1 Choose Bookshelf submenu-arrow8.tiff ↗ New from the main menu.

222507_PointDashedRule3Black.eps ↗

2 Choose Save from the Bookshelf menu.

542243_PointDashedRule3Black.eps ↗

3 Type a name for the bookshelf and click OK.

1PointDashedRule3Black.eps ↗

The new bookshelf is empty until you add the manuals appropriate for your kind of work. You can find these manuals on the NextDeveloper bookshelf, after you follow these steps:

187767_PointRule2.eps ↗

1 Resize the shelf of the NextDeveloper bookshelf by dragging the dimple downward to reveal the documentation targets.

437492_PointDashedRule3Black.eps ↗

2 Drag the targets you want from the NextDeveloper bookshelf to your new bookshelf.

532841_PointDashedRule3Black.eps ↗

3 Save the new bookshelf.

641806_PointDashedRule3Black.eps ↗

Now, you're ready to use your new bookshelf. For more information, follow the links at the bottom of this file.

980529_PointRule.eps ↗

Note: To follow the links, you must have Digital Librarian open files in Edit. If you aren't already viewing this file in Edit:

480648_PointRule2.eps ↗

1 Choose Info 658100_submenu-arrow8.tiff ↗ **Preferences** from the main menu.

627528_PointDashedRule3Black.eps ↗

2 In the **Preferences** panel, make sure the **Open in Librarian** switch is not checked.

735311_PointDashedRule3Black.eps ↗

3 Close the **Preferences** panel, and reopen this file.

844488_PointDashedRule3Black.eps ↗

2PointRule.eps ↗

Related Topics

;02_*ChoosingTargets.rtf*;↗ **Choosing Targets** Tells you how to distinguish between targets of various scopes, from groups of manuals to an individual chapter of a manual.

;03_*TargetDescriptions.rtf*;↗ **Target Descriptions** Briefly describes each of the standard targets of the NextDeveloper bookshelf.

;04_*FindingOtherTargets.rtf*;↗ **Finding Other Targets** Tells you how to create new targets of your own.