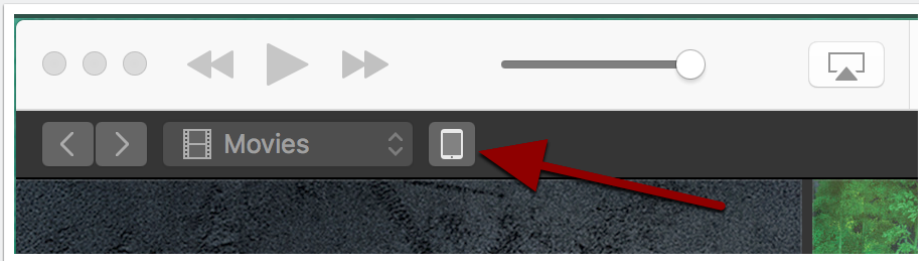


Getting PDF files into unrealBook

To copy PDF files into unrealBook you must have PDF files with a .pdf or .PDF extension. Once you have the files ready, use iTunes to copy the files to unrealBook.

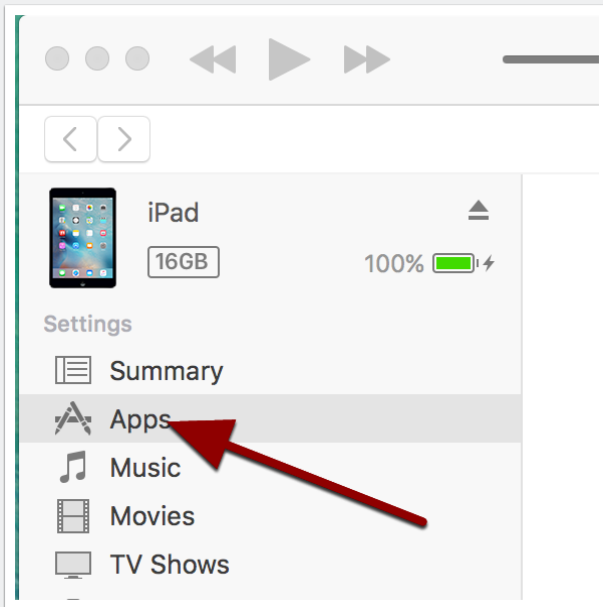
Connect your iPad to the computer and run iTunes

Locate the (tiny) iPad icon on iTunes. For iTunes 12, it is on the top left. Click the icon to access your iPad.



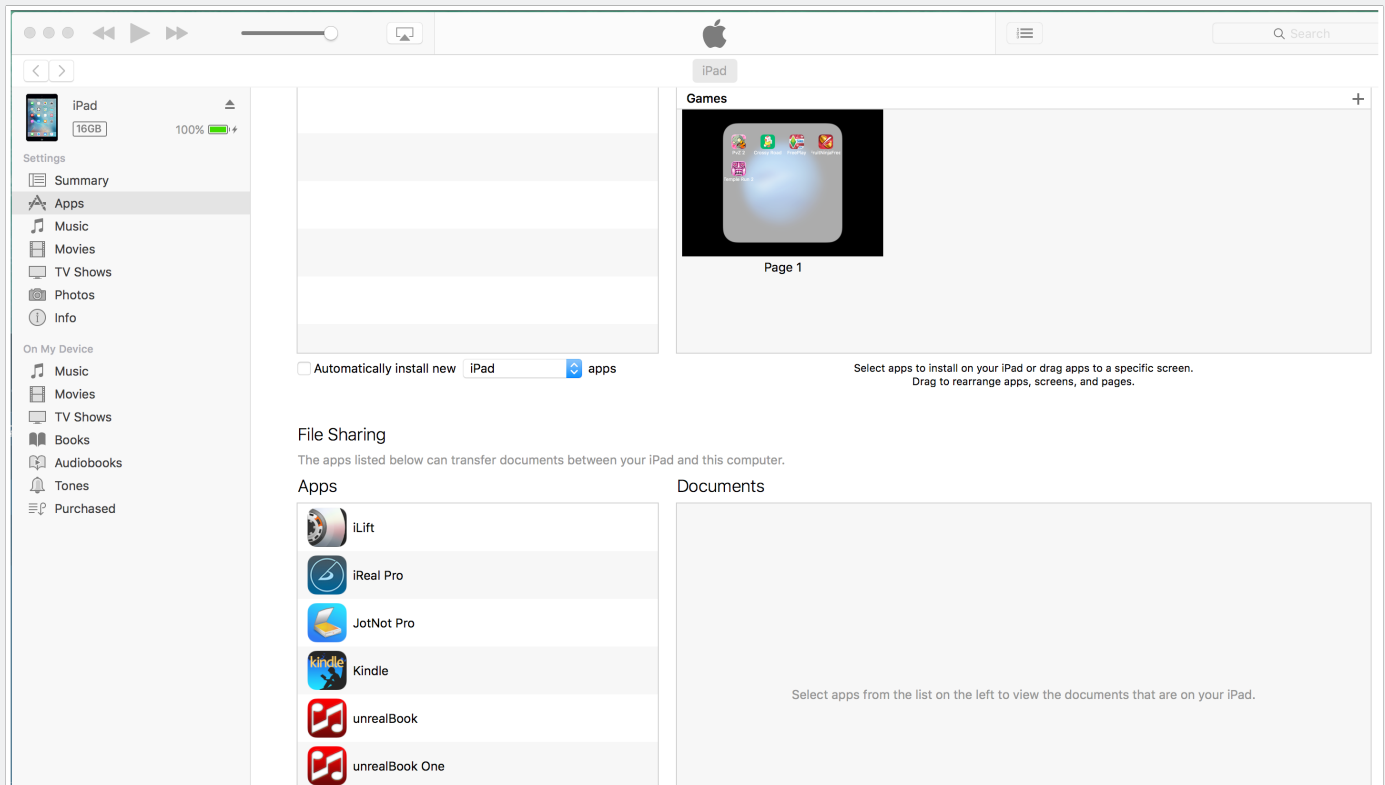
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Select the Apps icon under Summary



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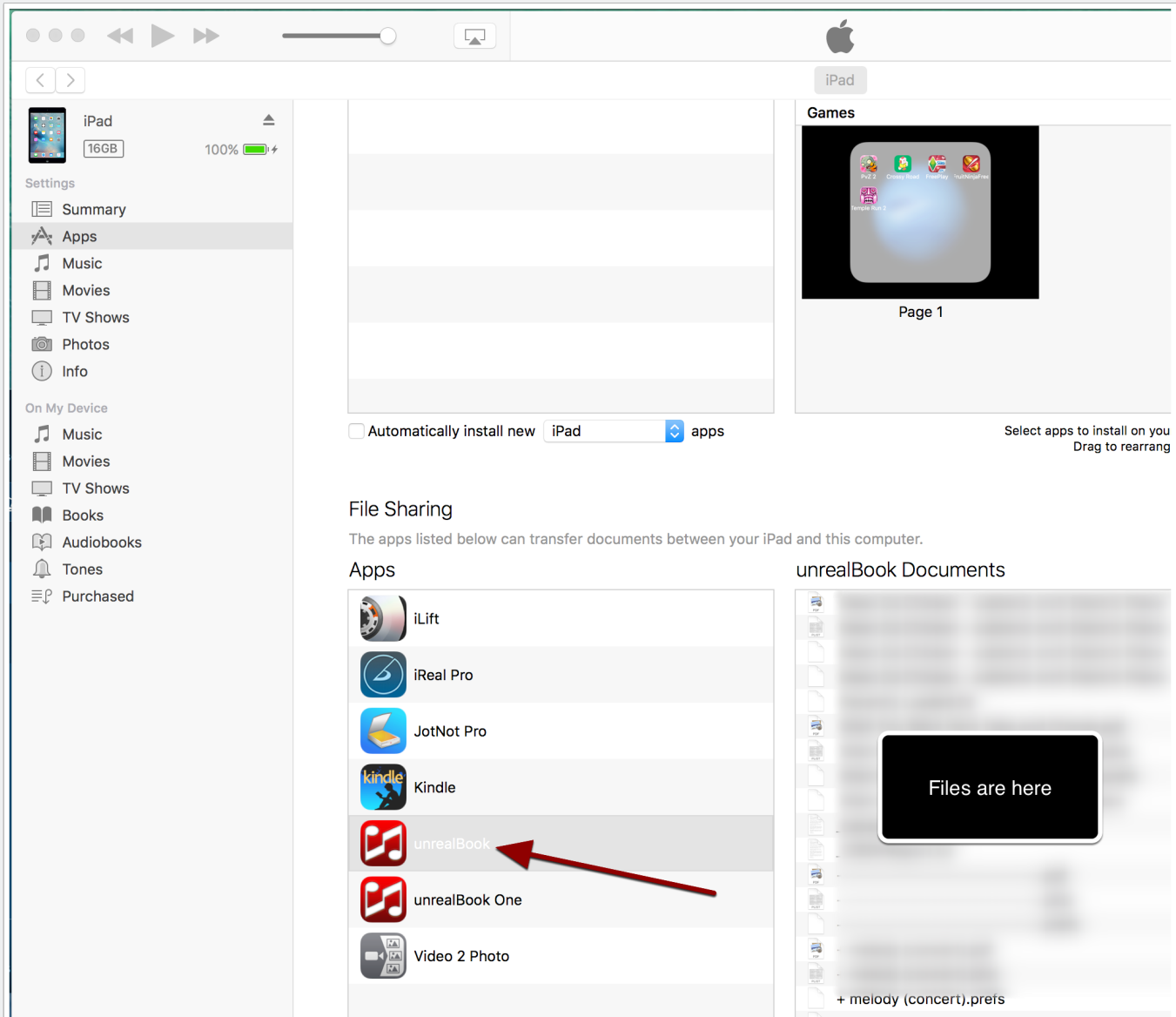
Scroll down the window on the right until you see **File Sharing**



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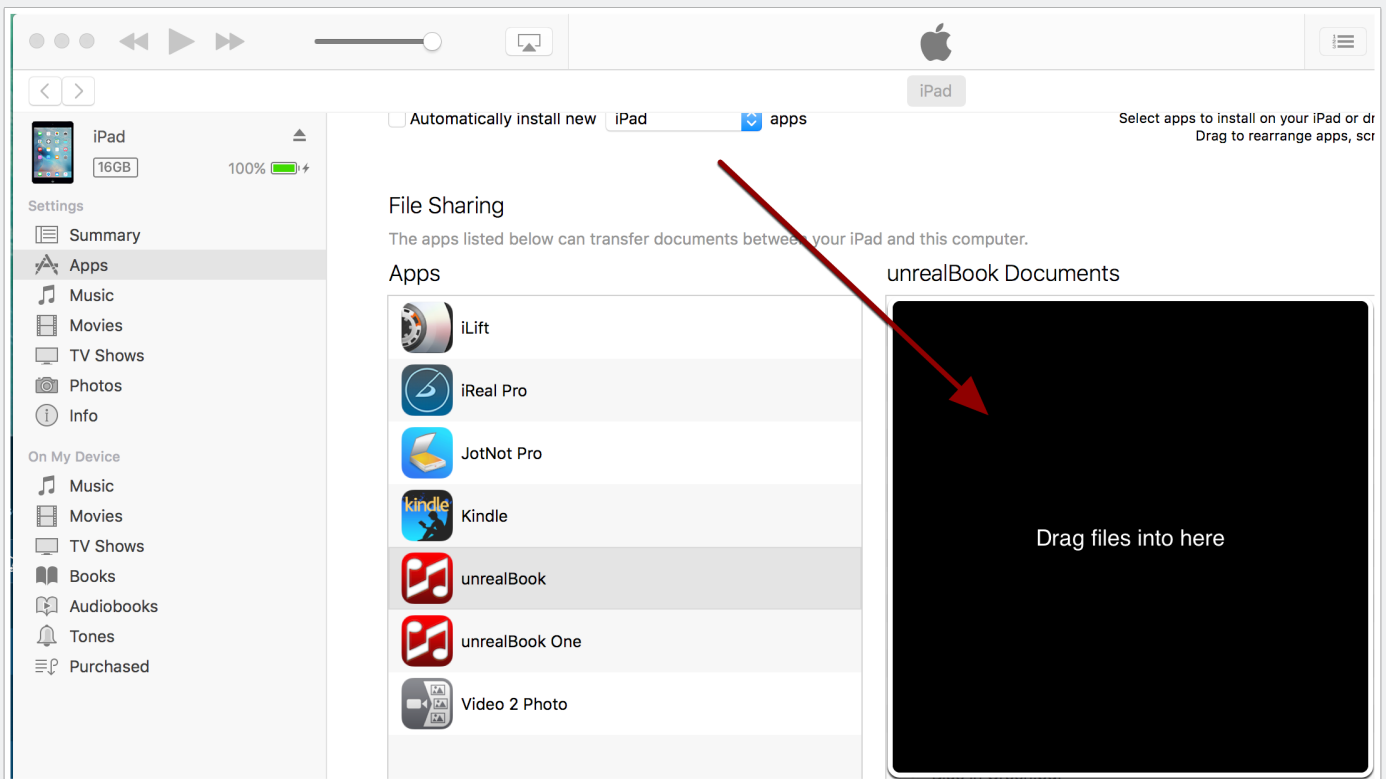
Click on unrealBook on the left

Your unrealBook documents will appear on the right in the Documents folder.



Getting PDF files into unrealBook

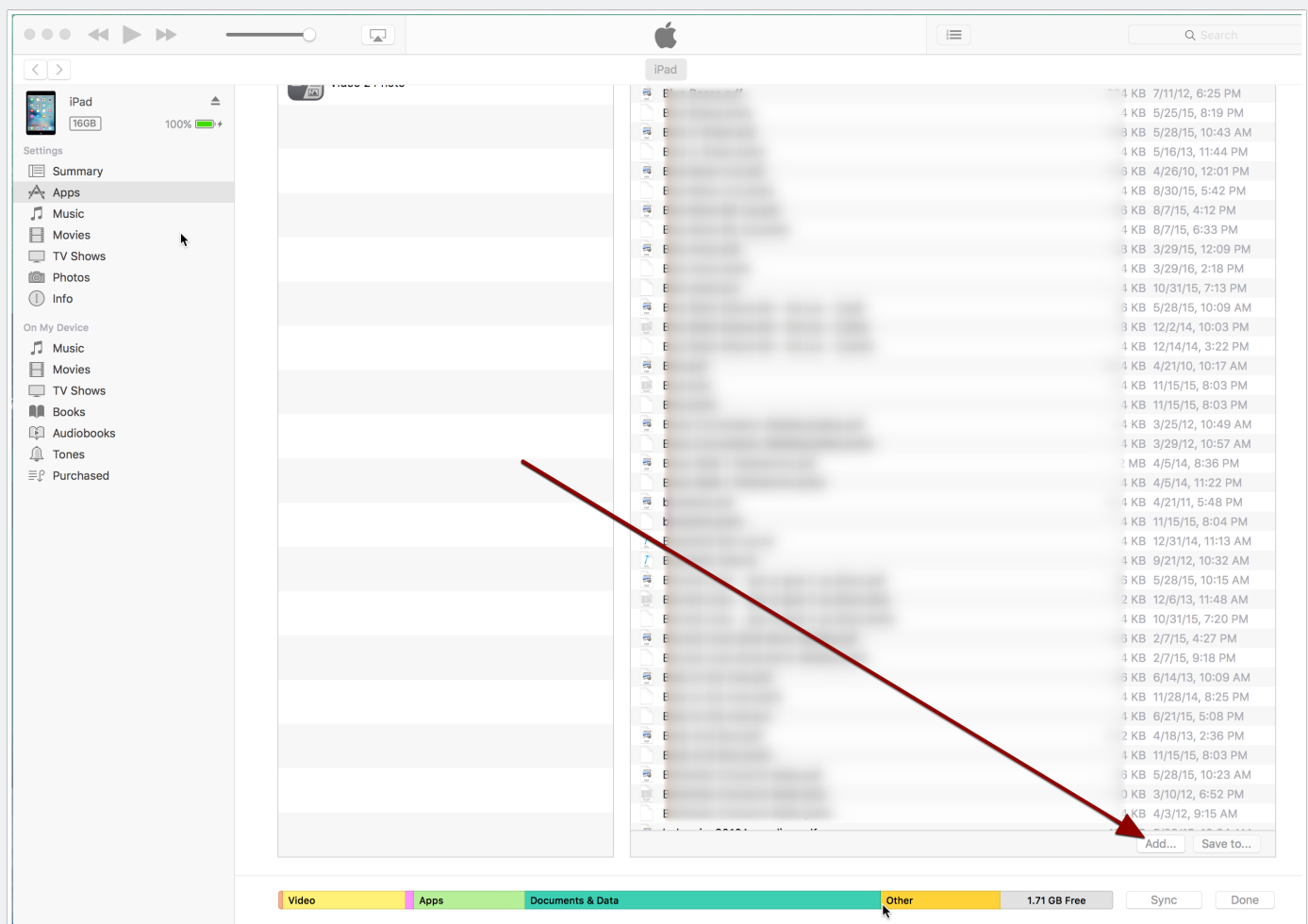
**Drag a file into the unrealBook Documents pane
OR use the Add... button**



Getting PDF files into unrealBook

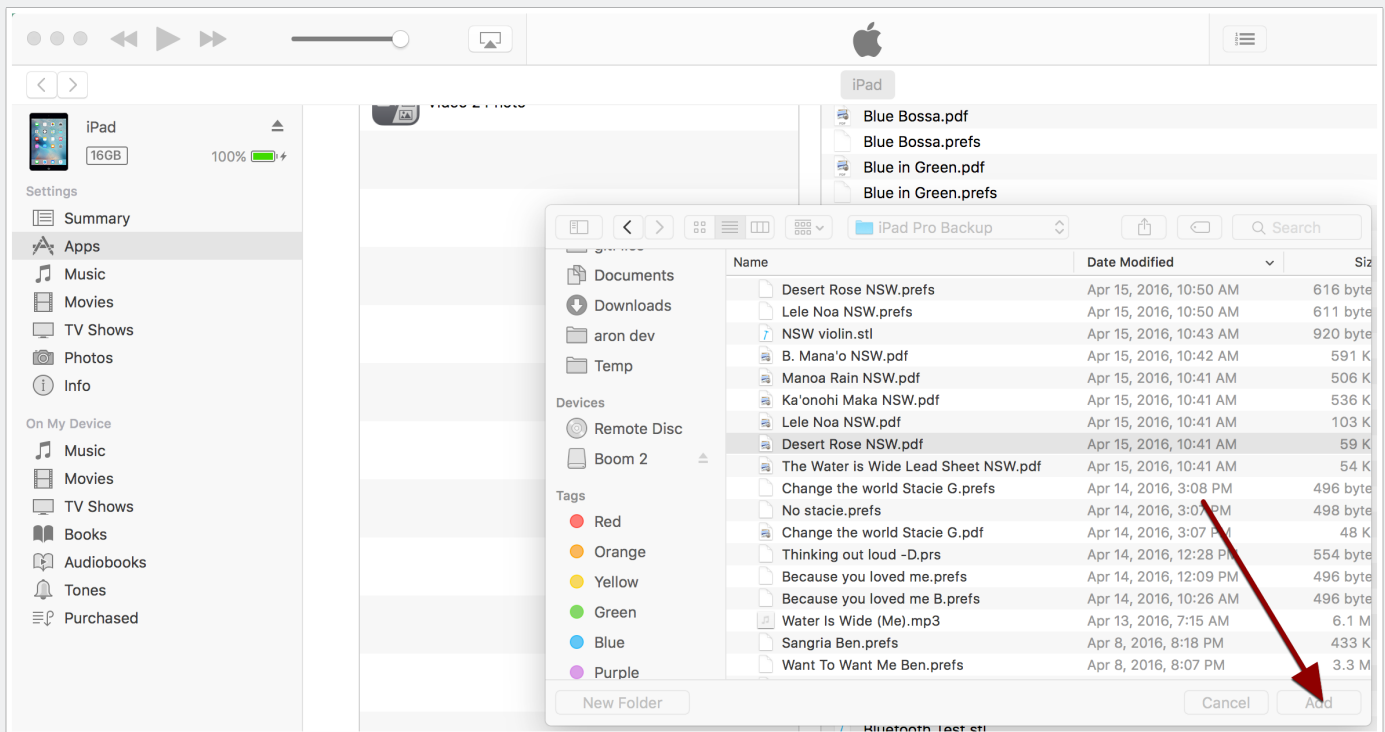
Alternately, use the Add... button.

You will have to scroll way down to see the Add... button on the bottom. Press the Add... button and choose your file to import. Hold down the shift or command key in the Add... button dialog to select more than one file.



Getting PDF files into unrealBook

Choose files using the Add... button dialog, then press Add.



Once the files are in unrealBook either by dragging into the Documents pane or by using the Add... button, you can then unplug the iPad and access the files using Songs->All Files.

Rebuild the Songs->All Files menu if needed by dragging the list down to refresh.