

## 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.