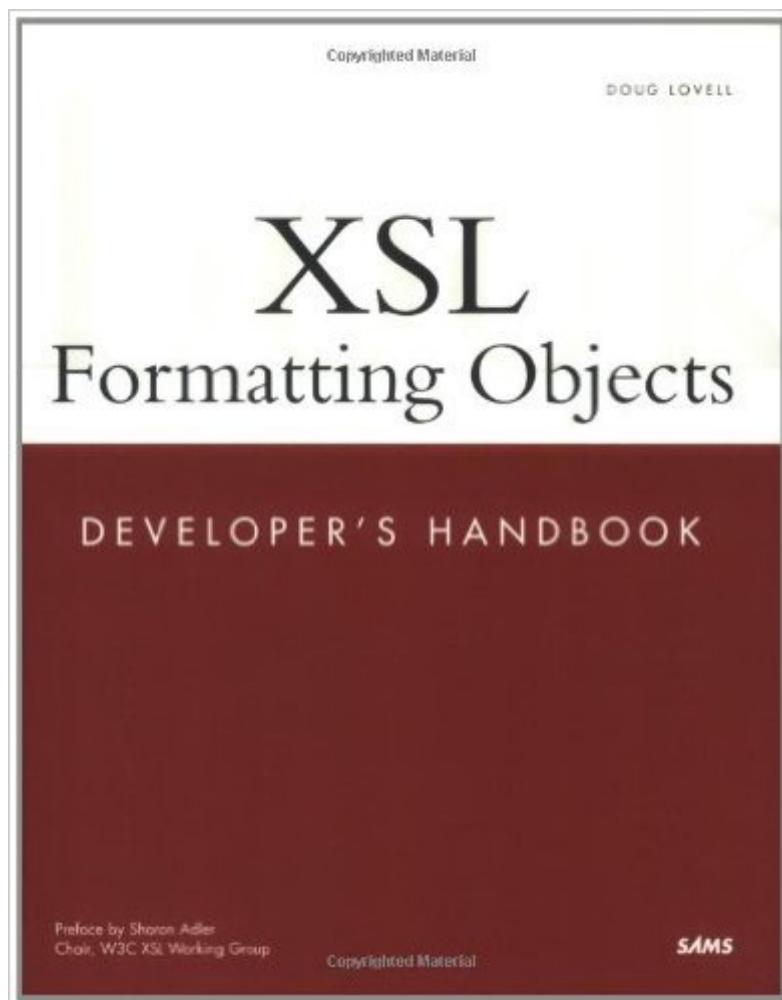


The book was found

XSL Formatting Objects Developer's Handbook



Synopsis

XSL Formatting Objects Developer's Handbook is a syntactical reference and a guide for developing practical solutions using the complete XSL toolkit. In exploring the available tools and architectures, the book allows programmers to understand and apply XSL as practitioners. XSL-FO is a complex specification that provides a framework for describing detailed document formatting characteristics. A primary goal of XML is to separate the data from presentation. Unlike HTML documents, XML documents contain no information about how those documents will appear when displayed. The XSL-FO specification provides a standardized way to build stylesheets that express document formatting in pure XML notation.

Book Information

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Customer Reviews

Before I jump into an overview of the book, I wanted to make a quick observation first. I personally can't understand why XSL-FO hasn't caught on as fast as XSLT, XML and its ultra popular variant HTML. XSL-FO is the third spec of the original big three specs provided by the W3C and it was supposed to provide a markup language suited specifically to printing documents. XSL-FO is to the printed page what HTML is to the browser. This is one of three books currently available on the XSL-FO topic, and I am shocked at the lack of availability of good books on the topic. This is the first book I read on XSL-FO and I have to say it does a good job of introducing the language and its concepts. It is a semi good reference book. However, the code samples I think are just horrible. There is not a single examples where you have simple straight XSL-FO. All code examples are FO

interlined with XSLT, making the syntax confusing and almost unreadable. You have to sift through 2 pages of XSLT before you get to one XSL-FO element. I think part of the slow acceptance of the language has to do with the fact that all books on the topic present code that mixes FO and XSLT. You can write straight workable XSL-FO that is much easier to debug and understand, than the code presented in this book. Also the renderer software that was recommended in the book are the oldest guys on the market, but definitely not the best. Antenna House is the big dog and they have an excellent renderer (they are very expensive though). Some of the other renderers mentioned in the book are just terrible. If you want a list of good renderers search online. On the Windows platform, in my opinion, the best two renders for high volume operations on the market are Antenna House and the Ibex PDF Creator (from [xmlpdf](#)).

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