

Adding the Classes

Once you have opened the downloaded demo project, find the class or classes you wish to copy to your project and copy them.

Now paste the class(es) in to your destination project. gswebbuildsteppos

Setting up your Session GraffitiSuite Web Edition now requires that a property be added to your Session object. This property allows each GraffitiSuite Web product to track how many instances of itself are open, and keep from unregistering needed scripts. Right-click the Session object and select Add to Session > Property. gswebaddsessionprop

Ensure the new property is public and is defined as:

GraffitiSuiteInstances as Dictionary gswebaddsessionpropdef

Adding the Build Step Each platform you intend to target now requires a build step for ALL classes (as of Release 21).

Begin by right-clicking the left-hand navigator and selecting Build Step > Copy Files. gswebbuildstep

Drag your new build step on to the platform you wish to target, then drag it once again to just below "Build" and give it a unique name. gswebbuildsteppos

Setting up the Build Step Ensure that your new build steps settings are as follows: Applies to: "Both" Subdirectory: "" (Leave this field blank) Destination: "App Parent Folder" gswebbuildstepdef

Now navigate to the demo project directory, and drag the scripts directory to the file list in the center pane of the Xojo IDE gswebbuildstepdrag gswebbuildstepadded

That's it! Now all that's left is to add the classes to your WebPages and write your code!

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