Extract the Archive

Your first step is to extract the archive. We generally advise people to extract this to a project-specific directory rather than a directory they'll use for all projects, as changes in GraffitiSuite might break things in other projects where you've not actively intended to update to a new version.

Setup the Session

Add a new **Public** property to your project's Session object:

```
GraffitiSuiteInstances As Dictionary
```

Build Steps

This is one of the most important steps to getting GraffitiSuite Web Edition up and running in your project. Without this step your project will not compile while there are GraffitiSuite classes present.

1. Right-click the empty area of the project navigator and select Build Step > Copy Files
2. Drag the new Copy Files object to your target platform under Build Settings in the navigator.
3. Now drag the Copy Files object under "Build" step under the target platform.
4. Select the Copy Files object, and drag the **scripts** folder from the download in to the center pane of Xojo.
5. Repeat for each desired platform – you must have a build step for both debug and target platforms.

Add the Classes

From the Demo Project

If you've opened the demo project, copy the GraffitiSuite folder from the project navigator on the left. In your project, select Edit > Paste from the Menu Bar.

Video Walkthrough

Selective Usage

If you don't wish to use all of the GraffitiSuite products in your project, you must first add the Required folder to your project followed by those you wish to use. Products are grouped to make this easier.

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