

Adding Files To A Project

v1.0

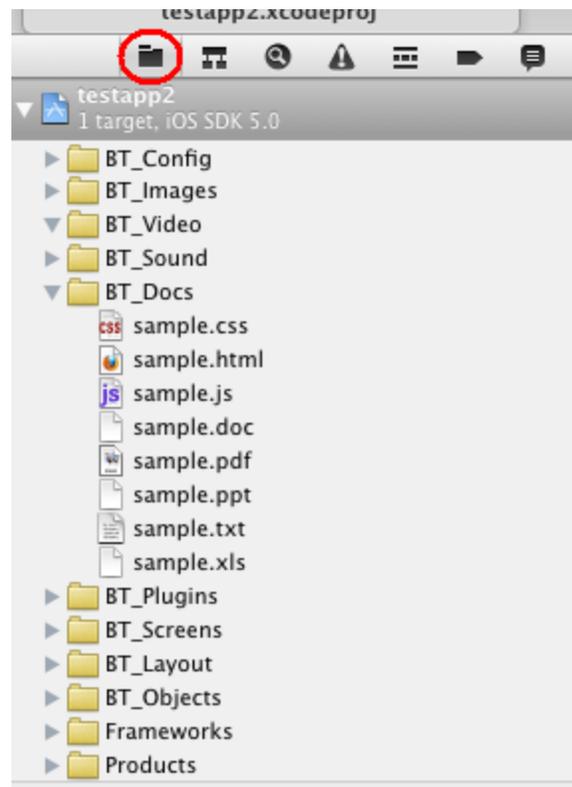
By GoNorthWest

1 December 2011

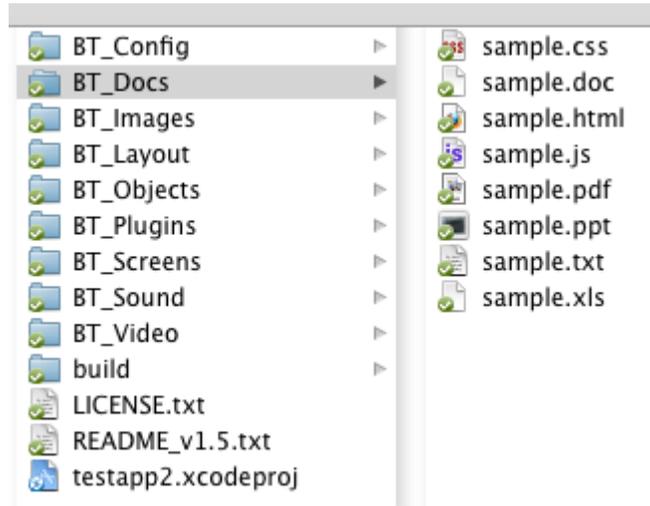
There have been a number of postings in the forum where people have wanted to include files with their app, so that they can be viewed in an offline mode. What this means is that the files would be shipped with the app itself, and not require an internet connection in order to retrieve and read. People seem to understand that you need to add these new files to the BT_Docs folder of your project, but the step that they miss is that the files must be added to the Xcode or Eclipse project also! So, continue reading to learn how to do that!

Adding Files To An Xcode Project

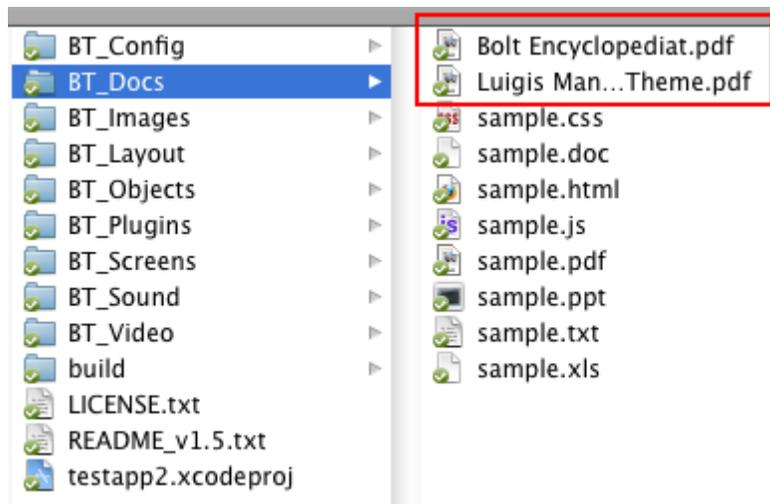
1. Open your project in Xcode, and view it in Project View. That means click the icon you see circled in RED below. This will show you the file structure for your project. Notice that this project has the default files provided by Buzztouch.



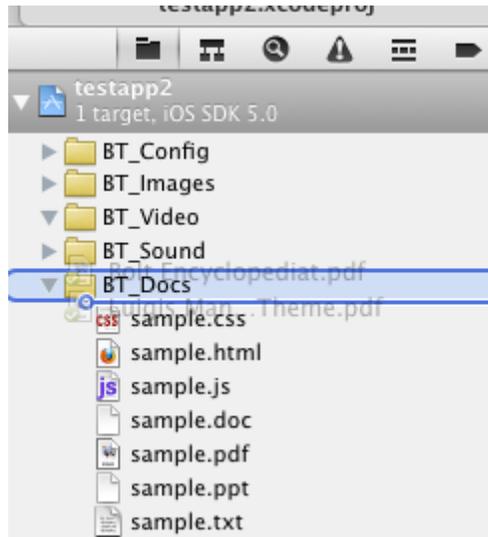
2. Open your Buzztouch project in Finder, and navigate to the BT_Docs folder. Notice that what you see here, and what you see in Xcode, they match.



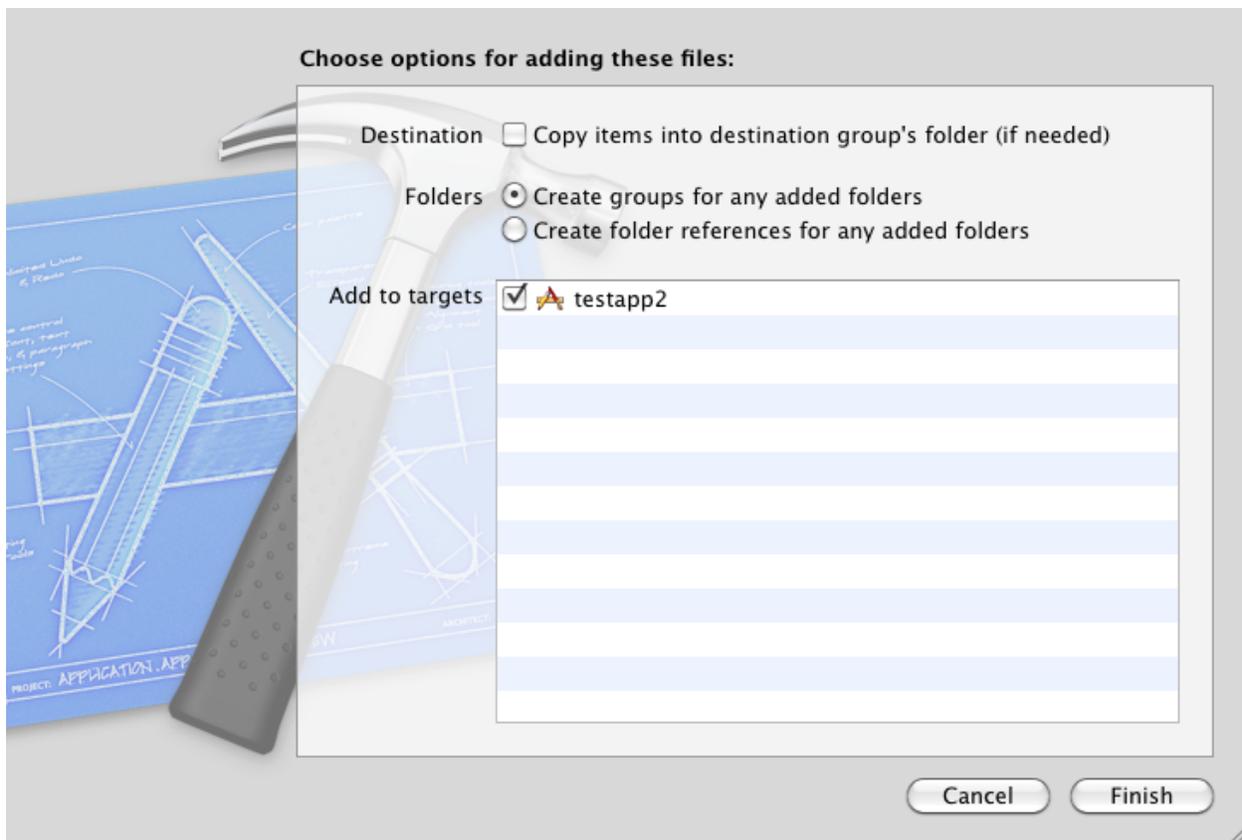
3. Add the files you want to be included to your BT_Docs folder in Finder.



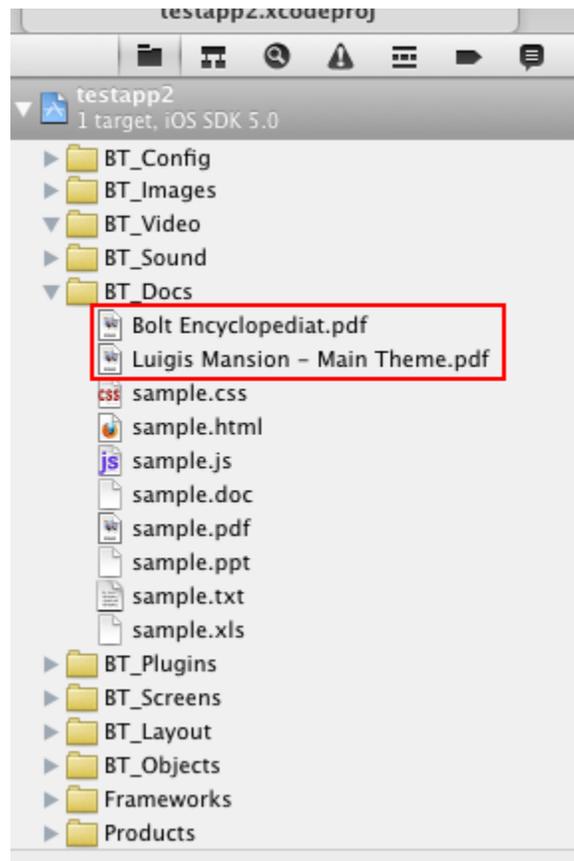
- Now, **drag** the new files from Finder to the BT_Docs folder in the **Project View** of Xcode.



- A dialogue box will pop up. Click **Finish**. You do not need to select “Copy Items into destination groups folder (if needed)” unless you are dragging them from a different location than BT_Docs. Otherwise, you’ll have multiple copies of the same files in your Buzztouch project folders.



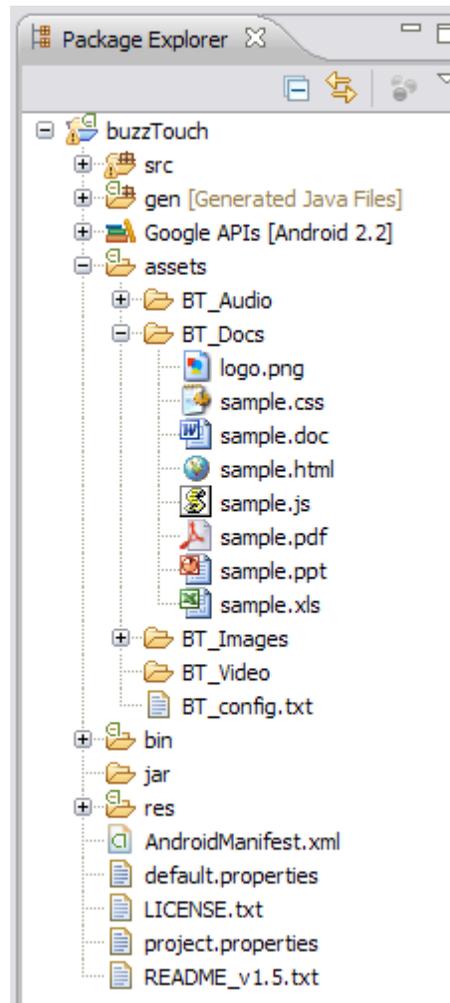
6. Verify that your files are now visible In the Project View.



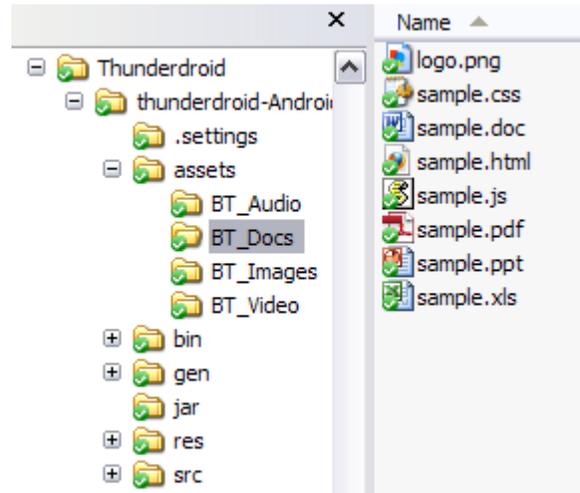
7. Do a **Clean** and then **Build**. Your files should now be part of your app!

Adding Files To An Eclipse Project

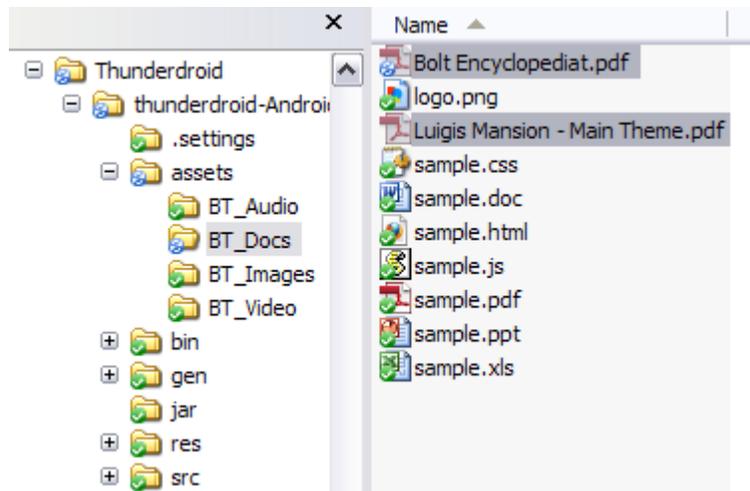
1. Open your project in Eclipse, and view it in Package Explorer. That's window you see on the left side of the screen. This will show you the file structure for your project. Notice that this project has the default files provided by Buzztouch.



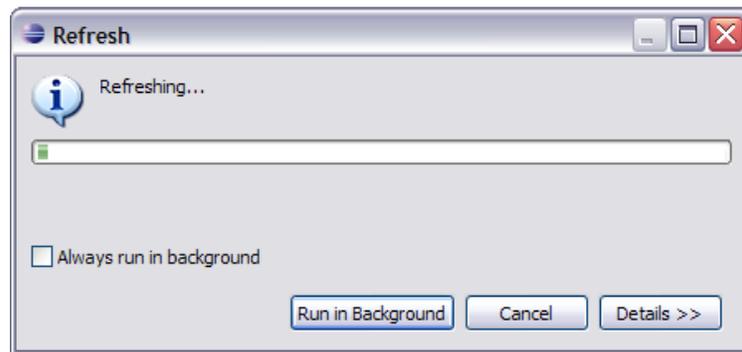
2. Open your Buzztouch project in Windows Explorer or Mac Finder, and navigate to the BT_Docs folder. Notice that what you see here, and what you see in Package Explorer, they match.



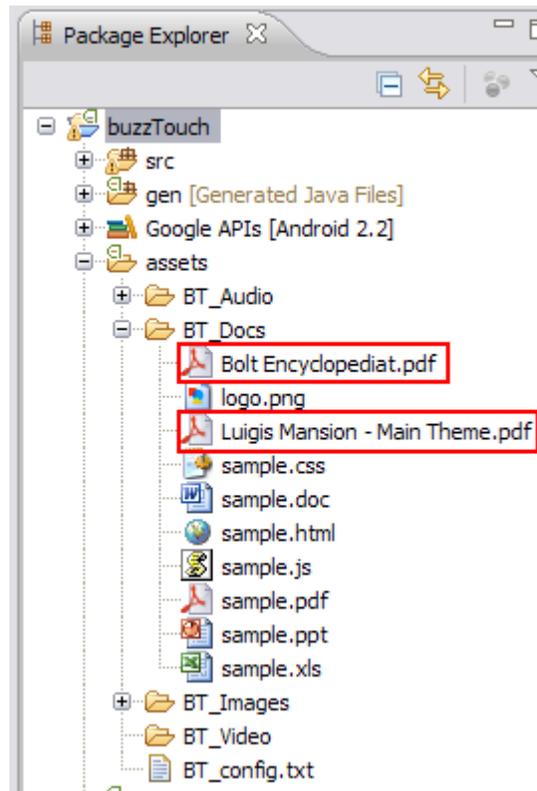
3. Add the files you want to be included to your BT_Docs folder in Explorer or Finder.



4. Go to **File...Refresh**, or press the **F5 Key**, and the project will begin to refresh. The following dialogue box will pop up.



5. Verify that your files are now visible In the Package Explorer.



6. Do a **Project...Clean** and then **Run...Run As...Android Application**. Your files should now be part of your app!

Overall the process is pretty simple. The key thing to always keep in mind is that new files added to your project folder...the set of folders that you downloaded from Buzztouch...must also be added to both your Xcode and Eclipse projects. If you don't indicate that there are new files that should be included in the build process, then they'll never show up in your app. Follow these steps, and you should be OK!

Comments? Post them in the forum or email me at MrkFleming@gmail.com.

Revision Log			
v1.0	12/01/11	Initial release of document.	GoNorthWest