

Testing Checklist

iOS and Android

- Does the plugin work with a Tab Bar layout?
- Does every element successfully save on to the JSON?
- Does every element your plugin offers work in the project?
- Does iAD work with your plugin (iOS only)?
- Does the plugin work when you rotate the device?
- Does your sample JSON data work in your plugin?

Device Testing Android (emulator or devices)

- Android 2.x (Gingerbread) / Google API 10
- Android 3.x (Honeycomb) / Google API 13 (tablet)
- Android 4.x (ICS/Jellybean) / Google API 15-17 (tablet)
- Android 4.x (ICS/Jellybean) / Google API 15-17 (smartphone)

Device Testing iOS (simulator or devices)

- iPhone 5 (simulator or phone)
- iPhone 4 (iOS6)
- iPhone 4 (iOS5)
- iPad-retina display
- iPad-non-retina display

Self-Hosted Server Test - load plugin and create an app

Right before submission to buzztouch, we recommend loading your plugin and creating an app.

- Does your control panel look the way you want your users to see it?
- Is the readme file in place in the control panel?
- Are your screen shots displaying in the control panel?
- Are there any warnings in Xcode or Eclipse?
- Are there any errors? Any AppDelegate errors? Did you identify all of the AppDelegate files and change them to BT?
- Do users need to load a framework to use your plugin, and, if so, is that clear in your instructions?

It is important to start by reading the document:

[Creating, Sharing, and Selling buzztouch Plugins](#)

These checklists supplement the information found there.

Every plugin must initially be generated from buzztouch.com from the **Create Custom Plugin** button. This is necessary to assure that key files are created for your plugin and that each plugin has a unique name.

Important: When you initially create your plugin on buzztouch.com, include your assigned plugin initials at the beginning of your your plugin name. If you don't know your assigned initials, contact susan@buzztouch.com.

Files Checklist

iOS Files and Android files (source-iOS and source-android)

- Change every instance of “*yourAppProject_appDelegate*” to “*BT_appDelegate*” in your .m and .java files. This is necessary for creating the Source Code for the app projects.
- In your Android project, in your .java file, the "com.packagename" in each file gets replaced. New project package names should be com.buzzTouch (case sensitive).
- Name your files by using your two-digit code in place of BT in the file names. All iOS and Android files should start with your two-digit code, including any images you include.
- Place your iOS files in a folder called “source-ios” and Android files in a folder called, “source-android”.
- If your plugin is only for iOS or for Android, it is critical that you leave the blank files in the plugin. These are the files that were downloaded with your plugin package. For example, if your plugin is for iOS only, leave the .java and .xml that you downloaded with the plugin package in the source-android file.

Txt files

- **config.txt:** This information configures how your plugin will appear on the Plugin Market. Do not delete the selector key, or your plugin will not load.
 - **uniquePluginId:** This is the name you create when the plugin is created at buzztouch.com. This name must start with your assigned initials, and must match what you generated when you created the plugin. Eg. wb_menu_with_image
 - **displayAs:** This is the name that will display. Eg. Menu with Image
 - **category:** Correct choices are “Screen” or “Menu”
 - **loadClassOrActionName:** This will be the name of the Class in iOS and Android
 - **hasChildItems:** Correct choices are “Yes” or “No”
 - **//author Info:** You may modify these, but you may prefer to modify these in your buzztouch account settings. Make sure you use a valid link.
 - **//version info:** You may set the versionNumber and versionString, but do not modify the updateURL or downloadURL settings.
 - **defaultJSONData:** This is used for default data in the JSON. What you place here will preload into the user’s project. Generally, you will not change the default information here. Note: This is not the same as the sample JSON data you provide in the readme file.
 - **shortDescription:** Use this for your primary description in the Plugin Market. If your plugin is for Advanced Users only, state it here. Do not go over 250 characters.
- **readme.txt:** Use this to provide detailed instructions for your plugin. Users will access this information from your plugin control panel.
- **update.txt:** Use this for your plugin version number.

Image files

- Icon image that is 50 x 50 in a png format
- Up to 5 screen shots in a png format. The files must be named, “screen-1, screen-2, screen-3, screen-4”

PHP Files for the Control Panel

- index.php. There is mandatory work that you must do on this file, even if your plugin doesn’t have additional fields for the user.
- save_JSON.php (pass through the file in the package)
- itemProperties.php (menu plugins only)
- save_JSON_itemProperties.php (menu plugins only)