How To Download Your buzztouch Project

Introduction

In order to build your app for iOS or Android, you first need to download your project. This zip package contains all the code necessary to create the app and run it on the device it's intended for. For iOS, this code is written in Objective C, and for Android, it's written in Java. You don't really need to know all that, but it'll make you sound like a professional developer when talking to others!

The project download screen allows you to choose the plugins and SDKs that you want to include with your project package. Plugins are listed by functionality type, with platform support icons next to each one (in case you forget which are iOS, which are Android, and which are both). Available SDKs are listed, and the download package will include a PDF explaining how to integrate that SDK into your project. At a minimum, you are required to select the plugins that you have configured in your control panel for the app. But you can also select other plugins that you may use in the future (for updates or improvements), and that way the code will already be part of your project. The purpose of allowing you to select the plugins for download is to help you keep the package as small as possible. But feel free to accept all the choices if you're unsure!

Downloading your project is super simple. Here's how it works!

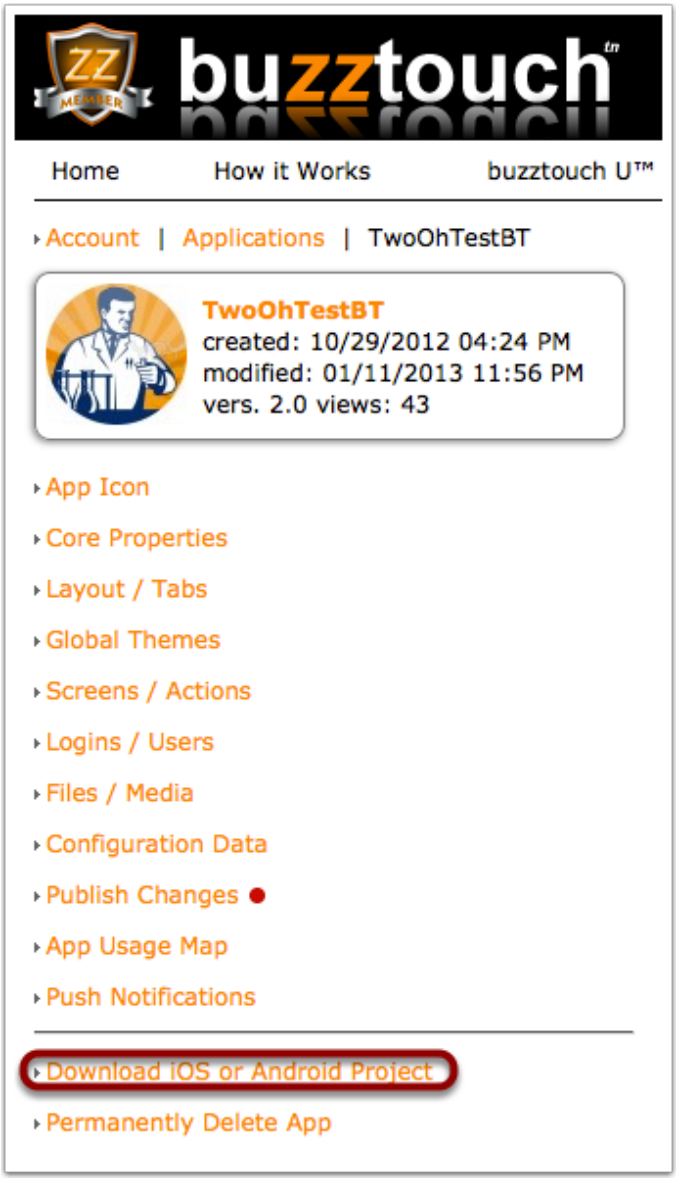
Open Your Control Panel

Log into your account, and hit the Applications link.

Select Your App

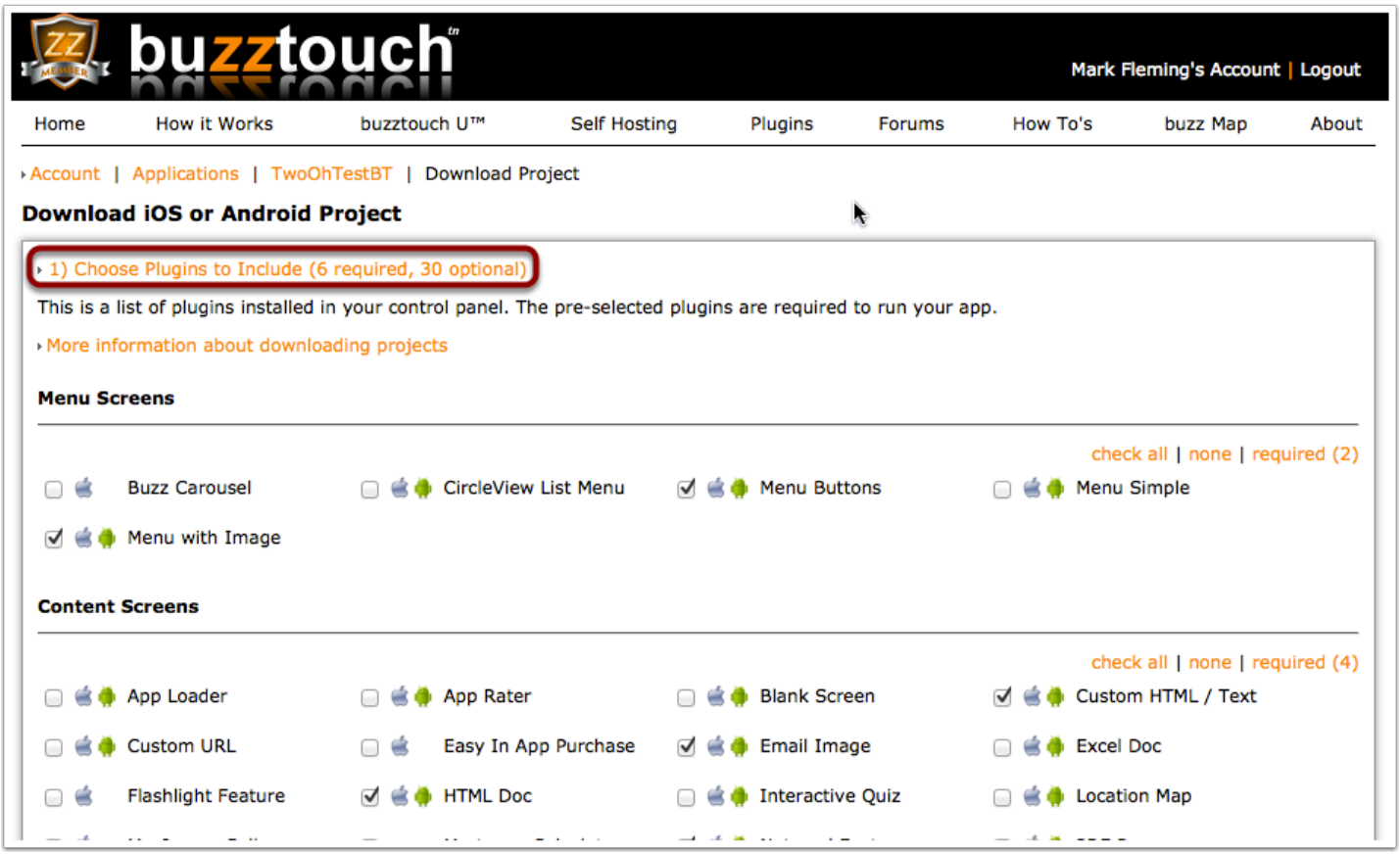
Find the app from your list that you want the project package for, and click on it.

Download Source Code



Hit the "Download iOS or Android Project" link.

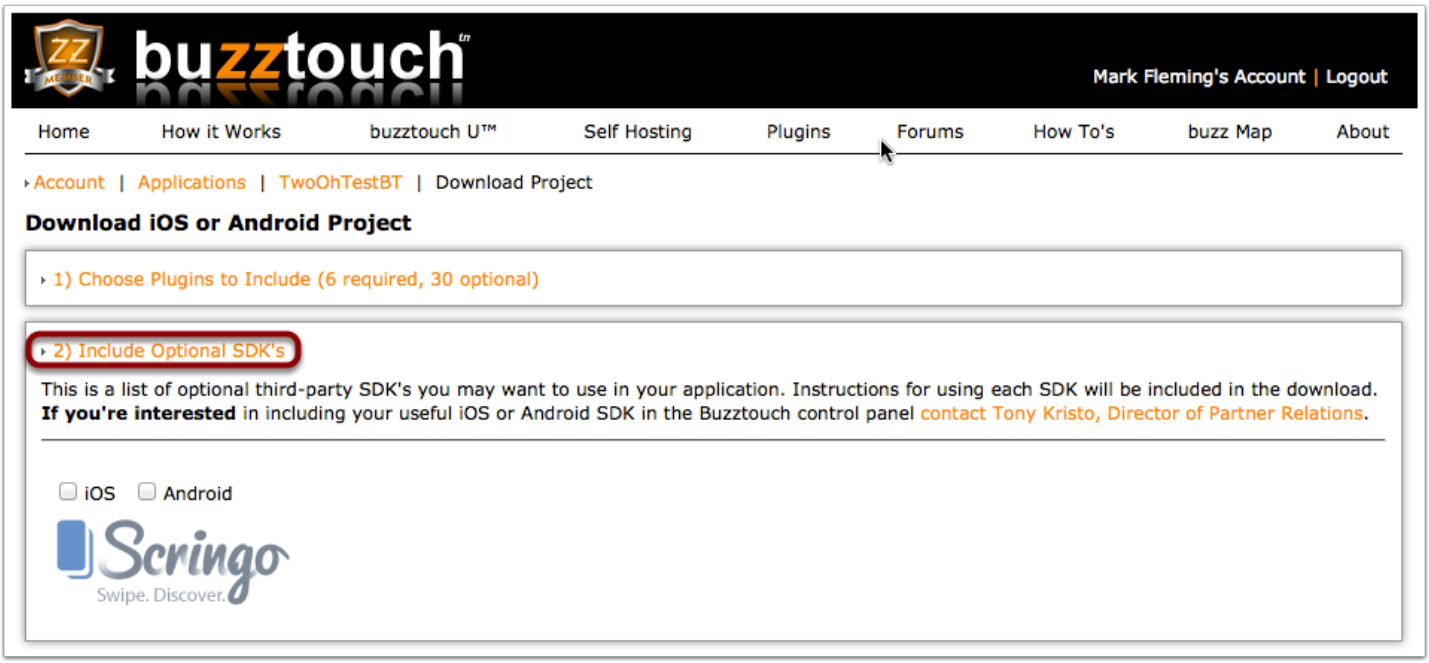
Select Your Plugins



Expand the "Choose Plugins to Include" section and pick the plugins you want to include with your project. At the very minimum, you'll need to include the "required" plugins, which are ones for screens you've configured in your control panel. If there are screen types you think you'll use in the future, select those plugins as well, so you don't have to download the project again later.

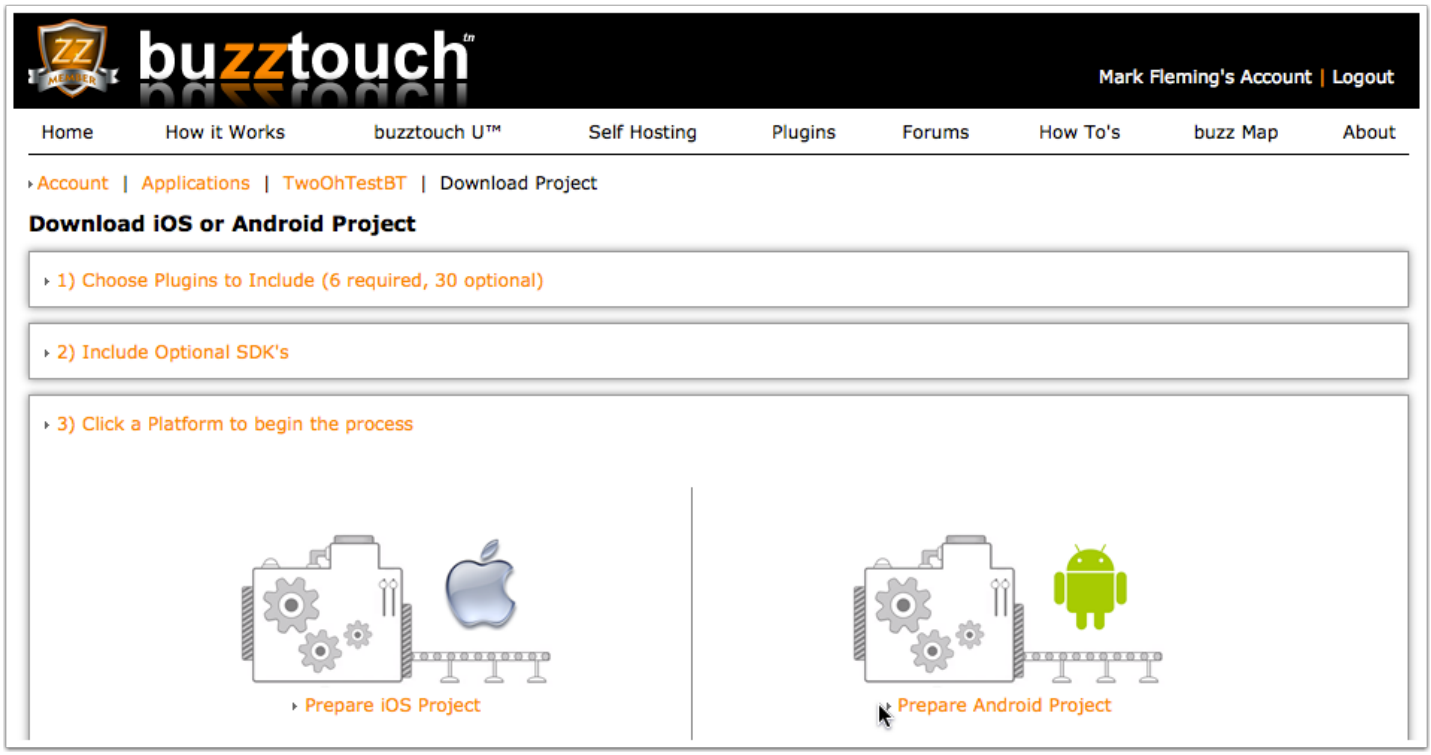
Remember, these plugins define what your app is capable of doing. If there is some functionality you think you might want to add in a future version of the app, it would be a good idea to select that plugin now. Then all you need to do is configure that screen in your control panel, and the code will be there ready and waiting for you. No need to download the package a second time. Avoid selecting them all...that increases the size of your app, and there's no reason to do that if you don't have to (and plenty of reasons to flat out avoid it).

Select Your SDKs



Select the Software Development Kits (SDKs) that you'll be using in your project. Your download package will incude a PDF with instructions on how to integrate the SDK into your project. It **will not** incude the actual SDK itself...but the instructions will show you where to get it. Including it here can often result in a larger download, and we feel it's better to get the most current version from the provider itself.

Click To Package!



Click a platform to begin the project packaging process. Once it's complete, you'll be given the opportunity to save the zip file to a location of your choosing (remember where!), or to start over and create the package again.

Once the download is complete, unzip the file, and import the contents into either Xcode or Eclipse. Check out the How-To section of the site for instructions on how.

Congratulations! You're one step closer to a running app!