

# 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



The screenshot shows a user profile for Mark Fleming, a Buzztouch Evangelist from Oro Valley, AZ, with 77,710 points. The page includes a navigation menu with links for Home, How it Works, Pricing, buzztouch U™, and Self Hosting. On the left, there are links for Account, Applications (highlighted with a red circle), and Installed Plugins. On the right, there is an orange 'Account Control Panel' button and a message stating 'You are a Buzztouch MEMBER'.

Log into your account, and hit the Applications link.


## Select Your App



**TwoOhTestBT**  
created: 10/29/2012 04:24 PM  
modified: 01/11/2013 11:56 PM  
vers: 2.0 views: 43


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

## Download Source Code



Home    How it Works    buzztouch U™

▸ [Account](#) | [Applications](#) | TwoOhTestBT



**TwoOhTestBT**  
created: 10/29/2012 04:24 PM  
modified: 01/11/2013 11:56 PM  
vers. 2.0 views: 43

- [App Icon](#)
- [Core Properties](#)
- [Layout / Tabs](#)
- [Global Themes](#)
- [Screens / Actions](#)
- [Logins / Users](#)
- [Files / Media](#)
- [Configuration Data](#)
- [Publish Changes](#) ●
- [App Usage Map](#)
- [Push Notifications](#)

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- [Download iOS or Android Project](#)
- [Permanently Delete App](#)

Hit the "Download iOS or Android Project" link.

## Select Your Plugins

Home   How it Works   buzztouch U™   Self Hosting   Plugins   Forums   How To's   buzz Map   About

Account | Applications | TwoOhTestBT | Download Project

### Download iOS or Android Project

1) Choose Plugins to Include (6 required, 30 optional)

This is a list of plugins installed in your control panel. The pre-selected plugins are required to run your app.

[More information about downloading projects](#)

#### Menu Screens

check all | none | required (2)

<input type="checkbox"/> Buzz Carousel	<input type="checkbox"/> CircleView List Menu	<input checked="" type="checkbox"/> Menu Buttons	<input type="checkbox"/> Menu Simple
<input checked="" type="checkbox"/> Menu with Image			

#### Content Screens

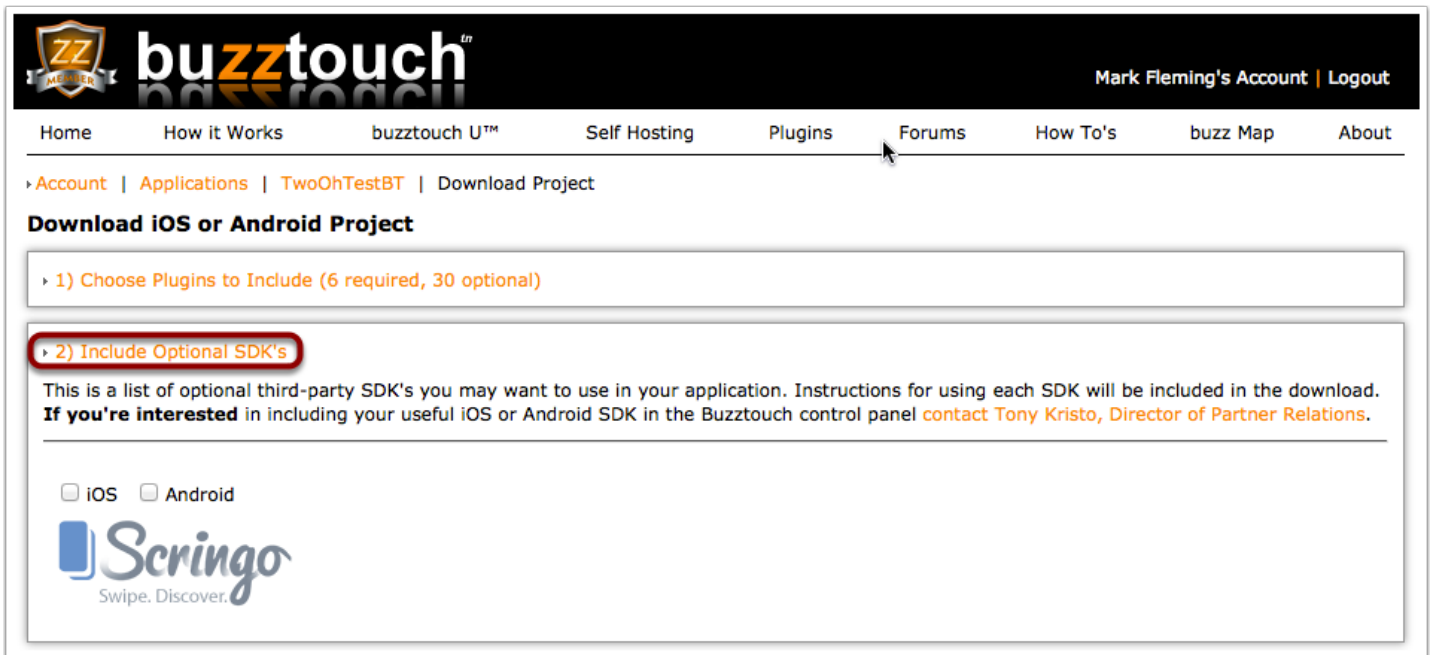
check all | none | required (4)

<input type="checkbox"/> App Loader	<input type="checkbox"/> App Rater	<input type="checkbox"/> Blank Screen	<input checked="" type="checkbox"/> Custom HTML / Text
<input type="checkbox"/> Custom URL	<input type="checkbox"/> Easy In App Purchase	<input checked="" type="checkbox"/> Email Image	<input type="checkbox"/> Excel Doc
<input type="checkbox"/> Flashlight Feature	<input checked="" type="checkbox"/> HTML Doc	<input type="checkbox"/> Interactive Quiz	<input type="checkbox"/> Location Map

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



**ZZ MEMBER** **buzztouch™** Mark Fleming's Account | Logout

Home | How it Works | buzztouch U™ | Self Hosting | Plugins | Forums | How To's | buzz Map | About

› Account | Applications | TwoOhTestBT | Download Project


### Download iOS or Android Project

› 1) Choose Plugins to Include (6 required, 30 optional)

› 2) Include Optional SDK's

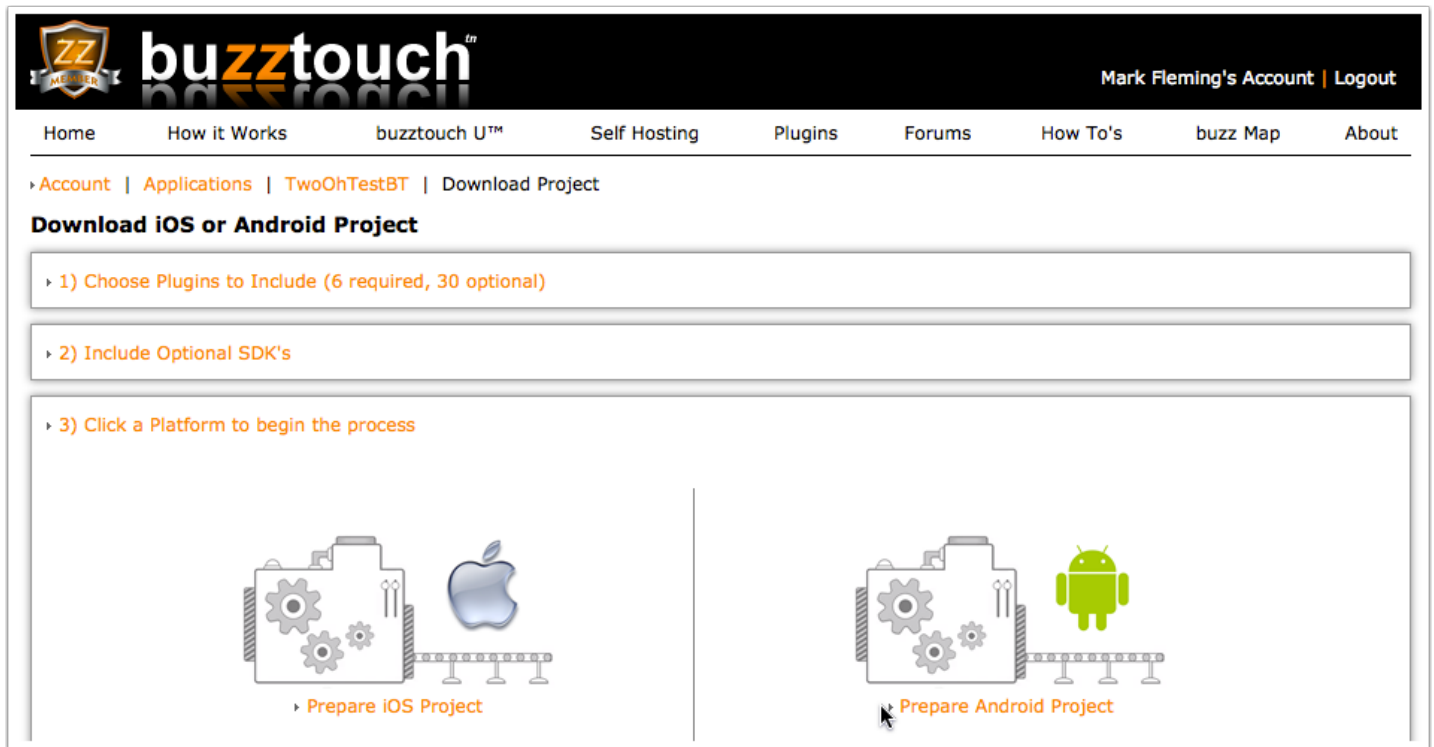
This is a list of optional third-party SDK's you may want to use in your application. Instructions for using each SDK will be included in the download. **If you're interested** in including your useful iOS or Android SDK in the Buzztouch control panel [contact Tony Kristo, Director of Partner Relations](#).

iOS  Android

 **Scringo**  
Swipe. Discover.

Select the Software Development Kits (SDKs) that you'll be using in your project. Your download package will include a PDF with instructions on how to integrate the SDK into your project. It **will not** include 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!



The screenshot shows the buzztouch website interface. At the top left is the 'buzztouch' logo with a 'ZZ MEMBER' badge. To the right of the logo is the user account information: 'Mark Fleming's Account | Logout'. Below the logo is a navigation menu with links: Home, How it Works, buzztouch U™, Self Hosting, Plugins, Forums, How To's, buzz Map, and About. Below the navigation menu is a breadcrumb trail: 'Account | Applications | TwoOhTestBT | Download Project'. The main content area is titled 'Download iOS or Android Project' and contains three numbered steps: '1) Choose Plugins to Include (6 required, 30 optional)', '2) Include Optional SDK's', and '3) Click a Platform to begin the process'. Under step 3, there are two options: 'Prepare iOS Project' (with an Apple logo) and 'Prepare Android Project' (with an Android logo). A mouse cursor is pointing at the 'Prepare Android Project' button.

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!