

Action Components Getting Started Guide

Discover Action Components

Thank you for trying our [Action Components](#) suite of User Interface and time-saving tools for the Xamarin Platform and Visual Studio. We hope you enjoy using our components and that they become a valuable part of your developer environment.

This guide is designed to help you get up and running with the **Action Components** quickly and easily in your own app projects.

The following topics are covered:

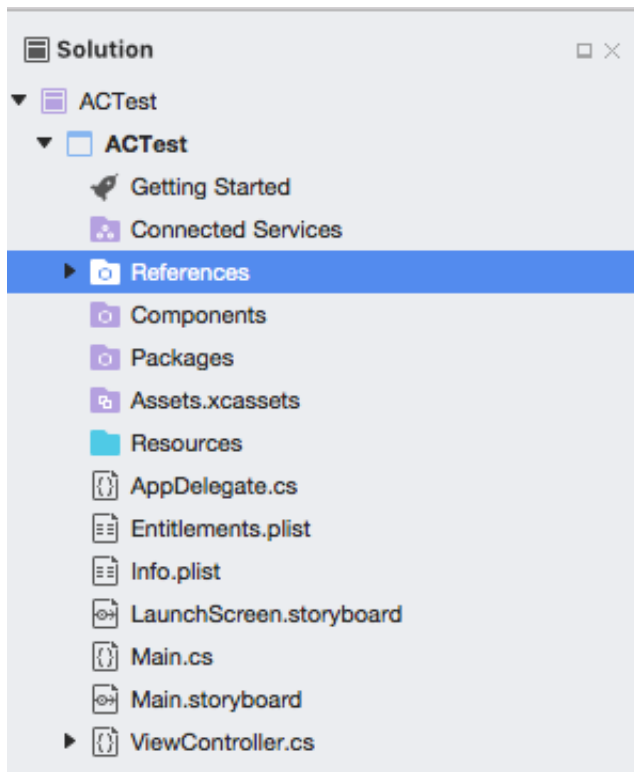
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Adding Action Components to an App Project

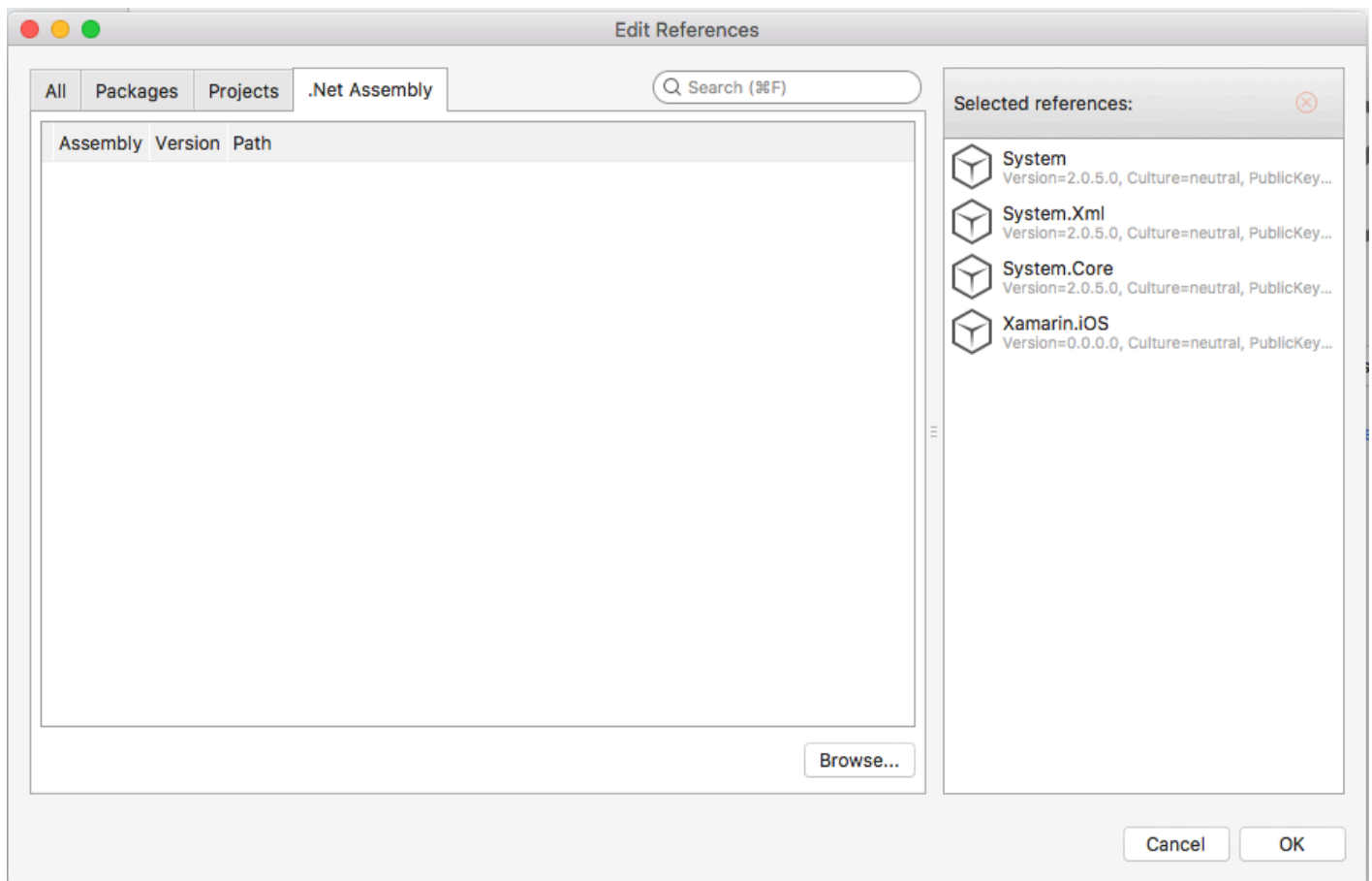
Our components were designed to be quickly added to your app's project with a minimum of code, making it easy to add high-quality, professional features and functionality to your apps.

In Visual Studio, do the following:

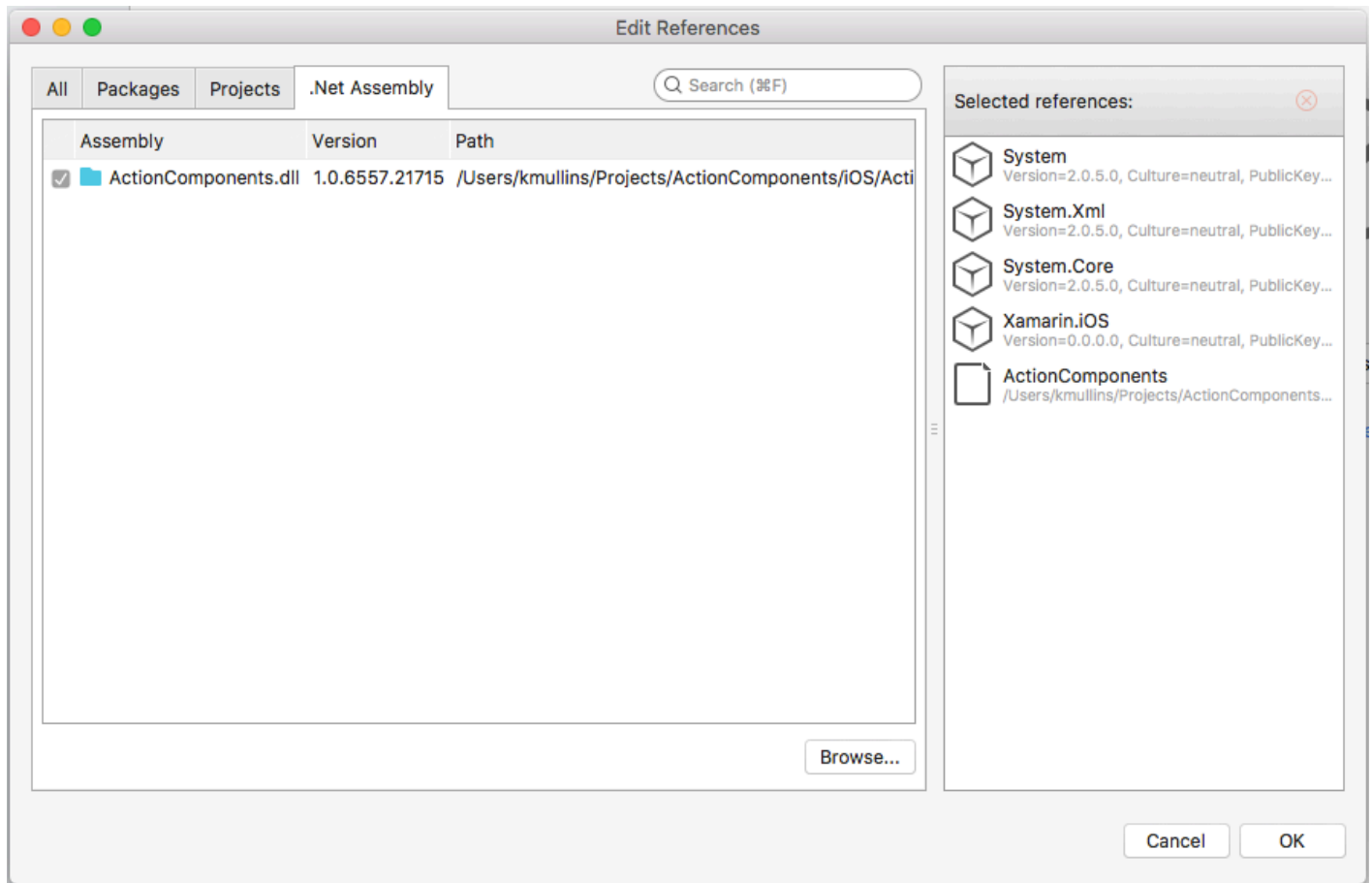
1. Open an app project or start a new one.
2. Double-click the `References` folder:



3. Select the **.Net Assemblies** tab from the **Edit References** dialog:

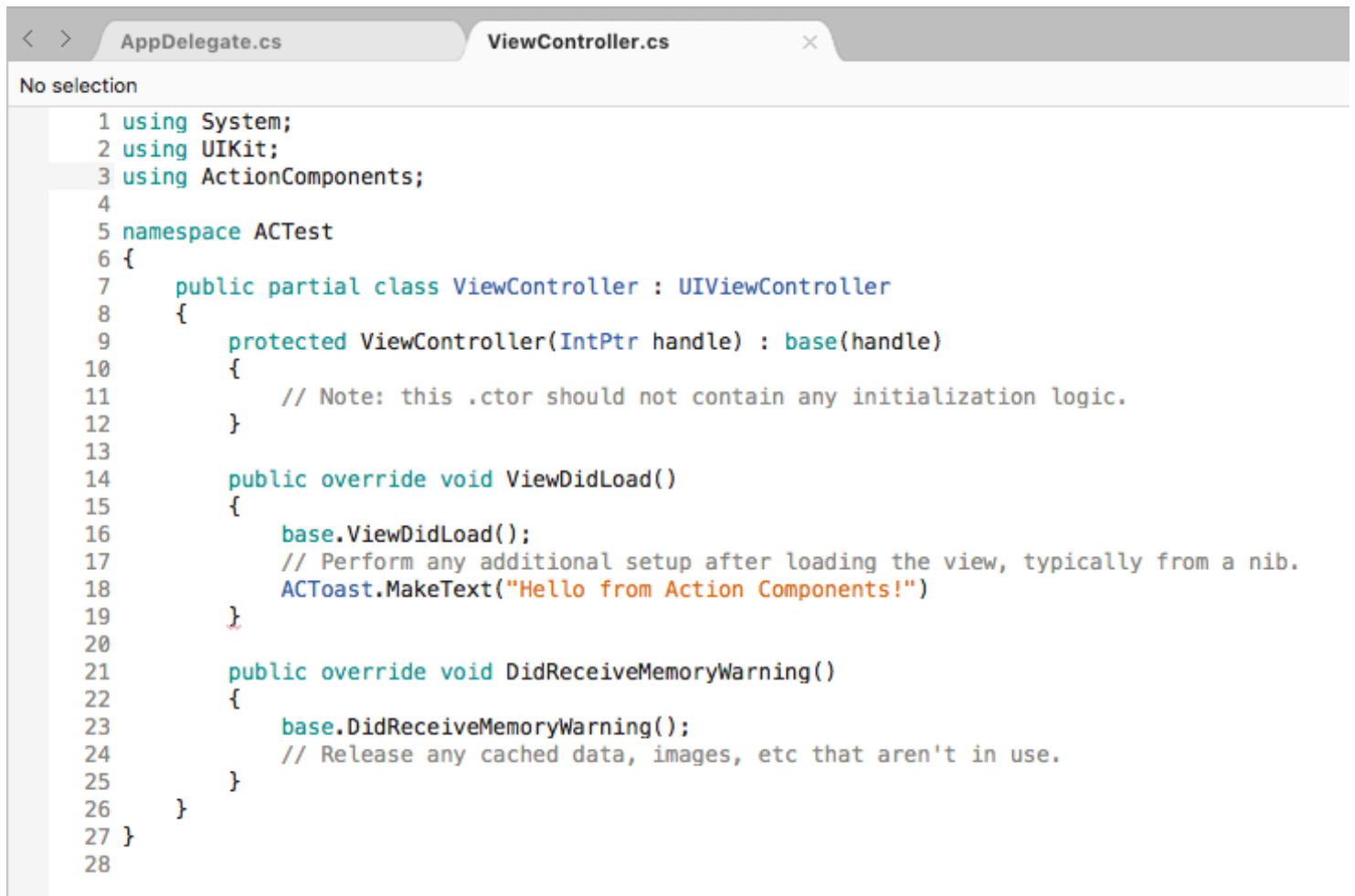


- Click on the **Browse...** button, navigate to the folder where you unzipped the **ActionComponentsTrial.zip** file to.
- Based on the OS being developed for, open either the **iOS** or **Android** subfolder.
- Select the `ActionComponents.dll` file and click the **Open** button:



- Click the **OK** button to complete the process and close the **Edit References** dialog.

You are now ready to use the **Action Component** suite in your app project. Include the `using ActionComponents;` statement at the top of any class you want use a component from:

A screenshot of a code editor with two tabs: 'AppDelegate.cs' and 'ViewController.cs'. The 'ViewController.cs' tab is active. The code is in C# and defines a partial class 'ViewController' that inherits from 'UIViewController'. It includes a constructor, a 'ViewDidLoad()' method, and a 'DidReceiveMemoryWarning()' method. The 'ViewDidLoad()' method calls 'base.ViewDidLoad()' and 'ACToast.MakeText("Hello from Action Components!")'. The 'DidReceiveMemoryWarning()' method calls 'base.DidReceiveMemoryWarning()' and has a comment about releasing cached data. The code is numbered from 1 to 28 on the left margin.

```
1 using System;
2 using UIKit;
3 using ActionComponents;
4
5 namespace ACTest
6 {
7     public partial class ViewController : UIViewController
8     {
9         protected ViewController(IntPtr handle) : base(handle)
10        {
11            // Note: this .ctor should not contain any initialization logic.
12        }
13
14        public override void ViewDidLoad()
15        {
16            base.ViewDidLoad();
17            // Perform any additional setup after loading the view, typically from a nib.
18            ACToast.MakeText("Hello from Action Components!")
19        }
20
21        public override void DidReceiveMemoryWarning()
22        {
23            base.DidReceiveMemoryWarning();
24            // Release any cached data, images, etc that aren't in use.
25        }
26    }
27 }
28
```

Component Documentation

The [Appracatappra Developer Center](#) was designed to help you get the most out of our developer tools by providing a selection of Articles, Guides, Samples and Quick Start References for each component in the suite.

Additionally, each tool in the **Action Component Suite** has a fully documented API, with comments for every element included:

- [iOS API Documentation](#)
- [Android API Documentation](#)

Frequently Asked Questions

The following is a list of frequently asked **Action Component** questions:

- **Can I use Action Components on multiple projects?**

Yes, you are free to use our controls on as many apps as you like. We do not place any restrictions on how many times you can download or use the components, nor do we limit the number of devices that you can install our components on.

- **Are Action Components royalty free?**

Yes, you are free to use our controls in any app project, even those for your customers if you develop apps for other companies, without royalties.

- **Can I install Action Components on multiple development machines?**

The short answer is yes, you can install your copy of **Action Components** on as many development machines that you own. That said, **Action Components** are sold on a per developer seat license. If you have multiple developers, each one will need to purchase their own individual copy of the components. Discounts are available on multi-seat purchase, please contact sales for more details.

- **What does a year's subscription to Action Components provide?**

Action Components are sold on a yearly license per developer seat. During your subscription period, you'll receive any updates or bug fixes released during the year, free of charge. Additionally, you'll receive any new UI control or time-saving feature added to the **Action Components** suite, again, free of charge, while your subscription is valid.

- **Will my Action Components stop working if I don't renew my license?**

No, when you purchase a license to use **Action Components**, they are yours to keep forever and you can use them in as many projects as you like, royalty free. Your components will not stop working when your license expires and you will still be able to include them in new projects. However, you will no longer receive any new bug fixes, updates or feature enhancements so an update to iOS, Android, Xamarin or Visual Studio could potentially break compatibility with your component version.

Getting Support

Have a question about using one of our products, need to report or check on the status of a bug or need help implementing a tool in your app project?

For faster support, answers to know issues and to get help from other users try the [Appracatappra Support Forums](#).

Additionally, you can fill out our [Support Form](#) and you'll hear from a representative typically within one business day.

