

Barebone Alloy App 1.0 Documentation

Quick start Guide - Installation and user support

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Thank you for purchasing my product. If you have any question that are beyond of the scope of this help file, please feel free to email via [my user page](#) contact form. Thank you!

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Prerequisites

This is a Titanium based application, so the [Titanium Studio](#) should be installed in your computer. Since Barebone App, targets iPhone and Android mobile devices, your Titanium Studio should be properly configured and the corresponding SDK should be installed.

Please check the “[Installation and Configuration](#)” section in the official Titanium documentation

site.

Your system should also meet the [minimum requirements](#) in order to run a Titanium environments.

Import the Existing Project

There are several methods available to import an existing project into your workspace. All these methods are described in details in the [Titanium wiki pages](https://wiki.appcelerator.org/display/tis/Importing+an+Existing+Project). We strongly recommend you to check them by following the link bellow:

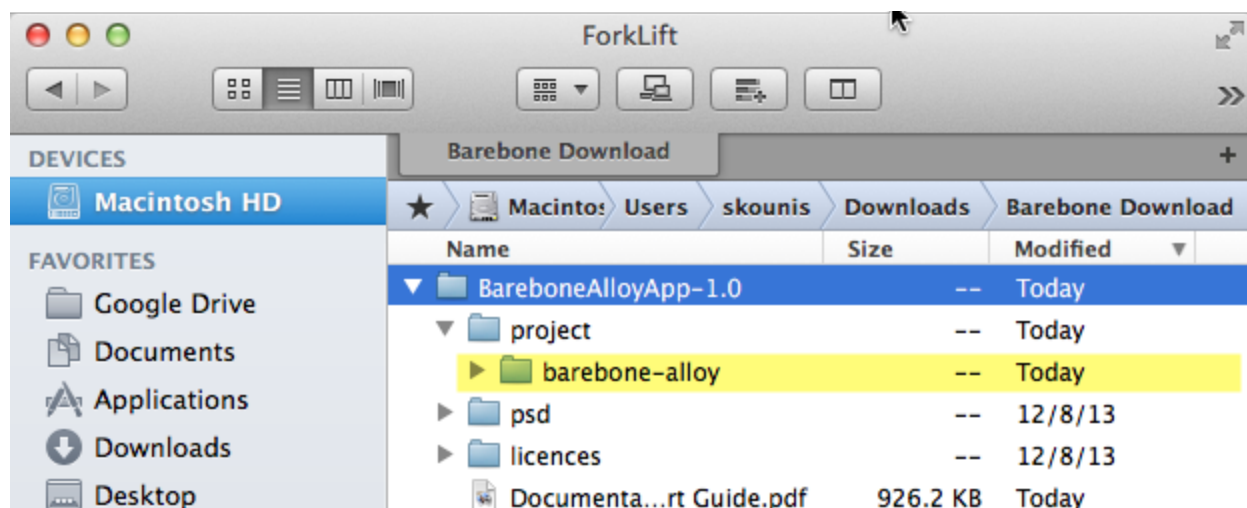
<https://wiki.appcelerator.org/display/tis/Importing+an+Existing+Project>

Import the Barebone App

In the screen captures that follow we will demonstrate all the import process by using the “Promote to Project” technique.

Download and extract

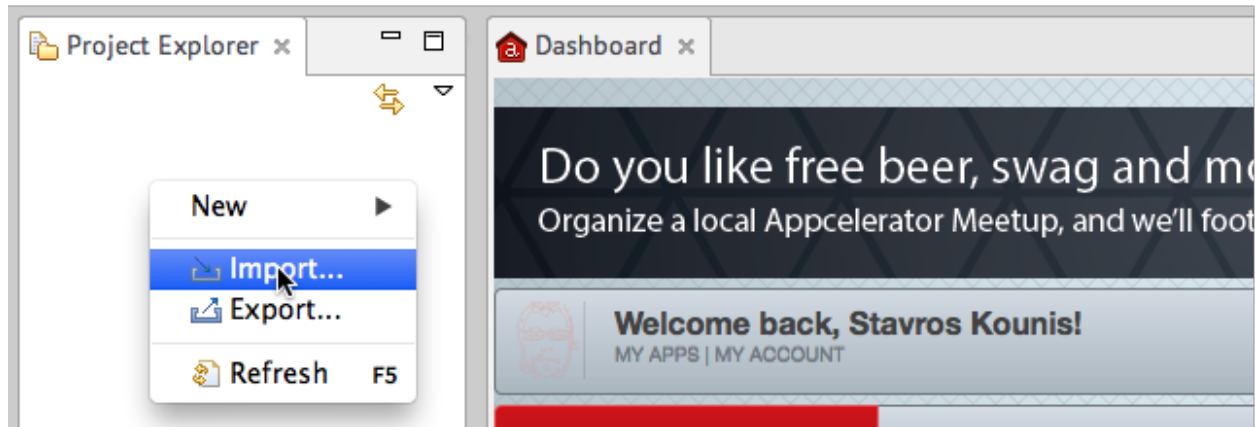
Download and extract the provided .zip file. You will end up with a structure like that in the next screen:



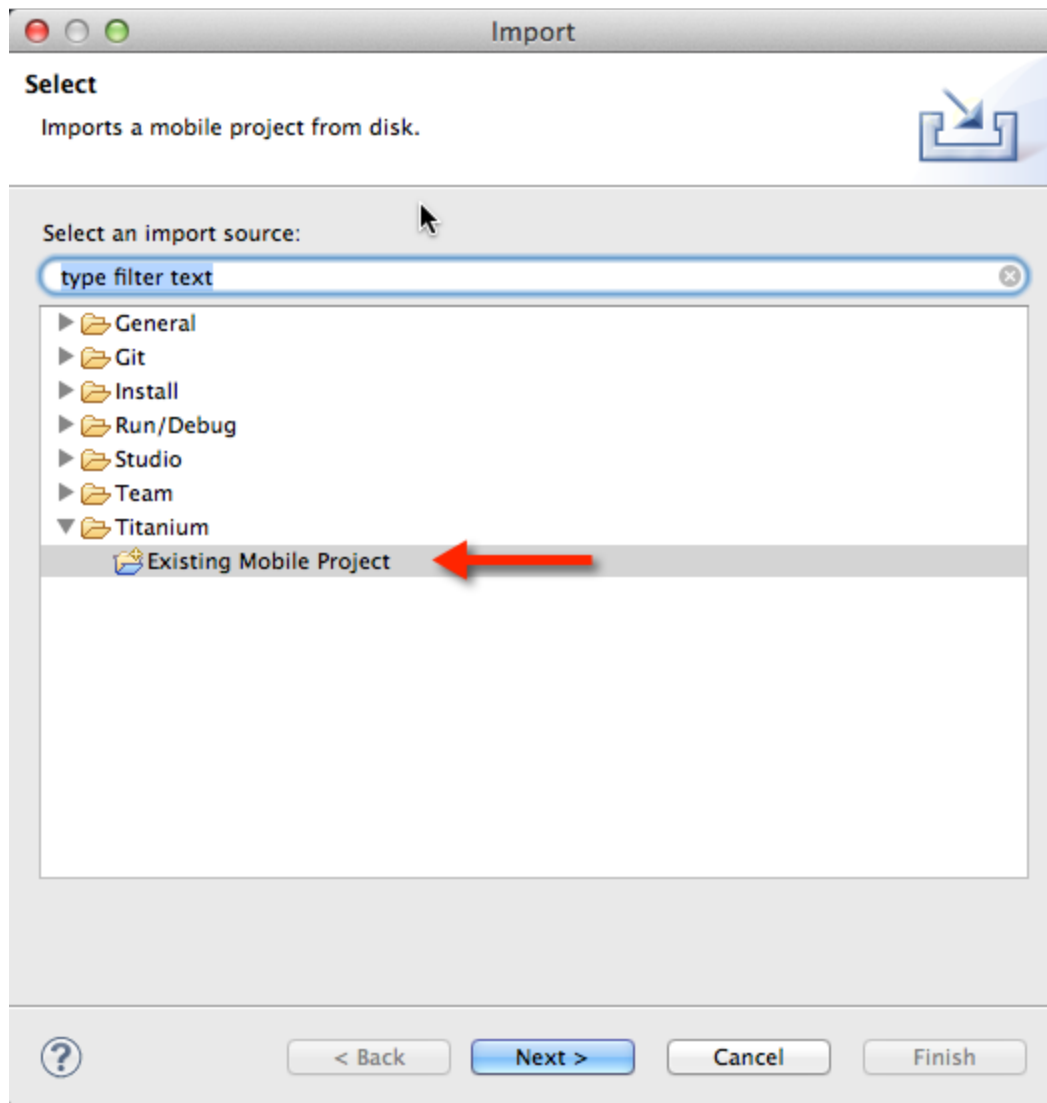
The highlighted folder is the Titanium Project's directory.

Import an existing Project

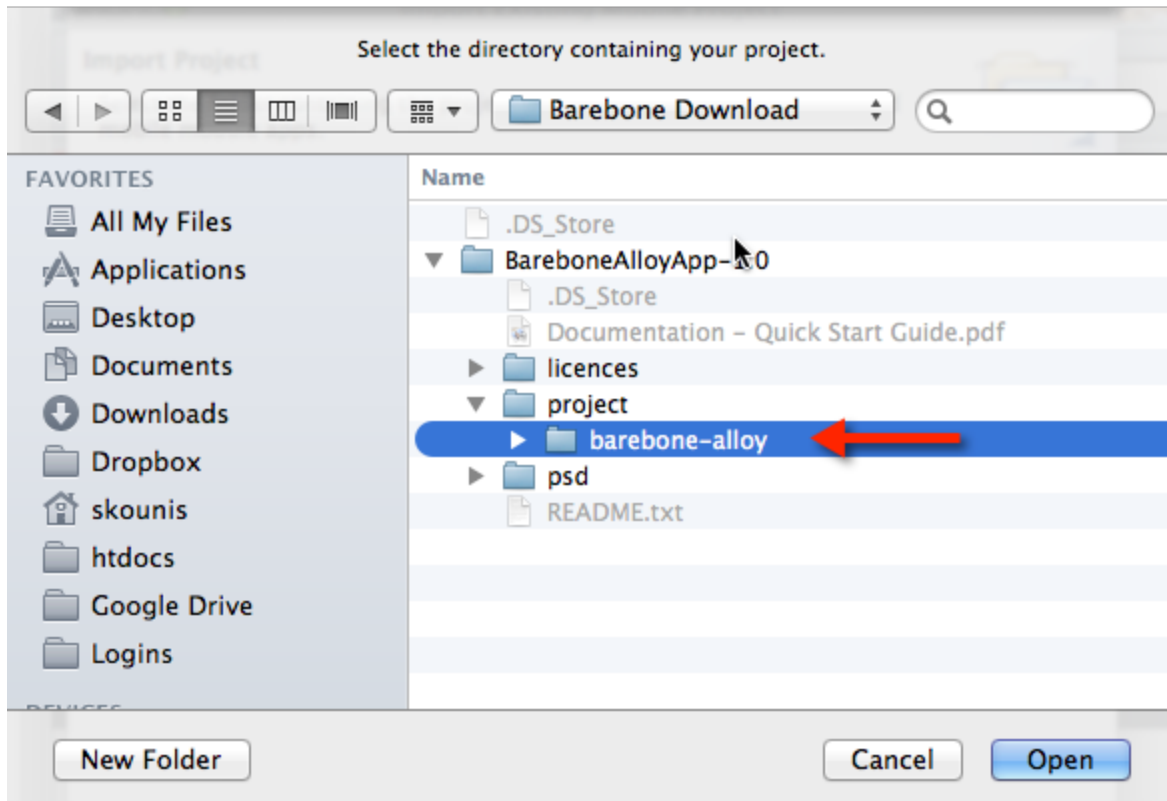
Open the Project Explorer view. Right click on it and selection “Import”.



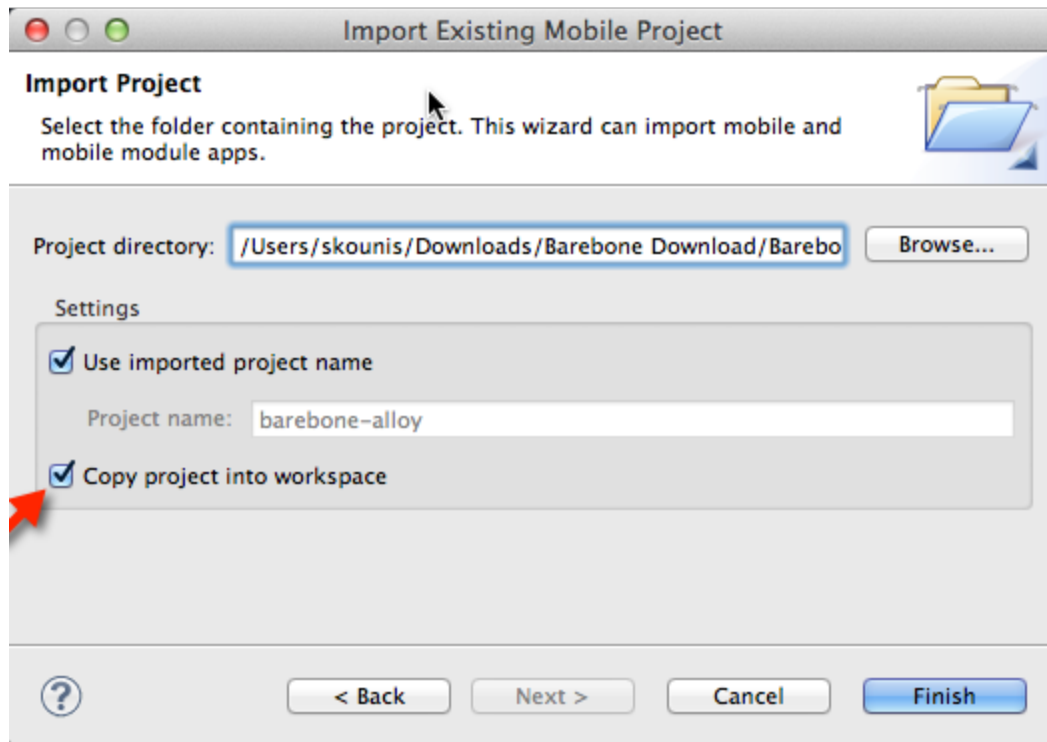
From the dialog that follows select **“Existing Mobile Project”**



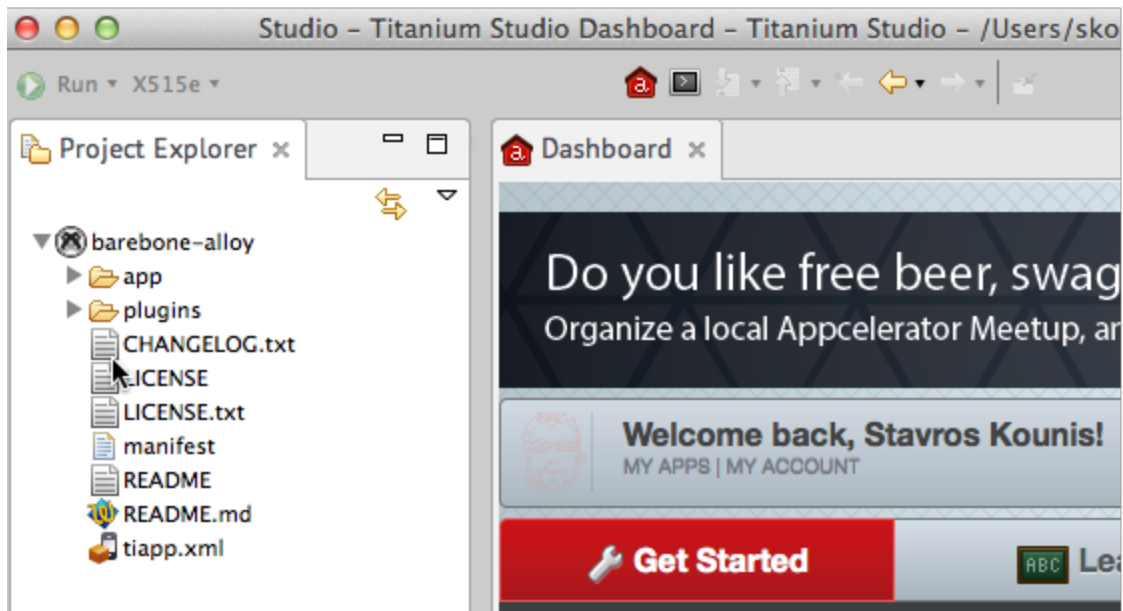
Navigate to the location (folder) where you have unzipped the downloaded pack and select the highlighted folder



Pay attention to check the “**Copy project into workspace**” option and click “**Finish**”



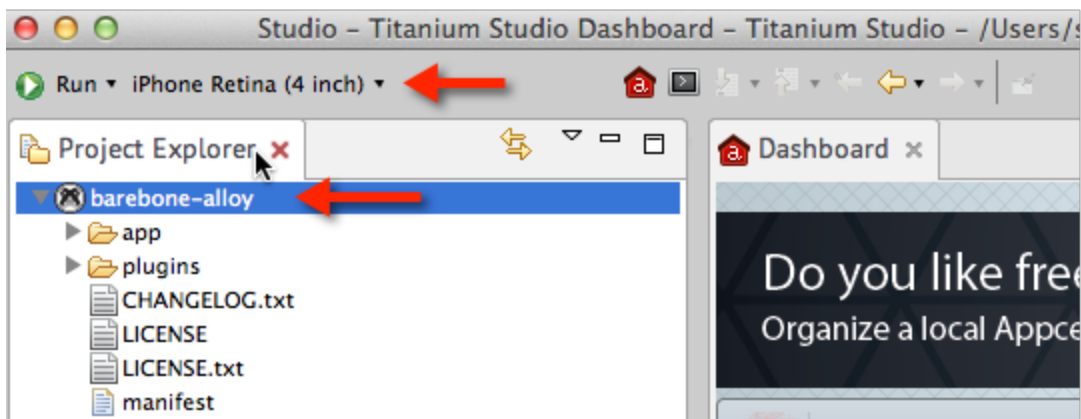
Your project should be in your workspace now



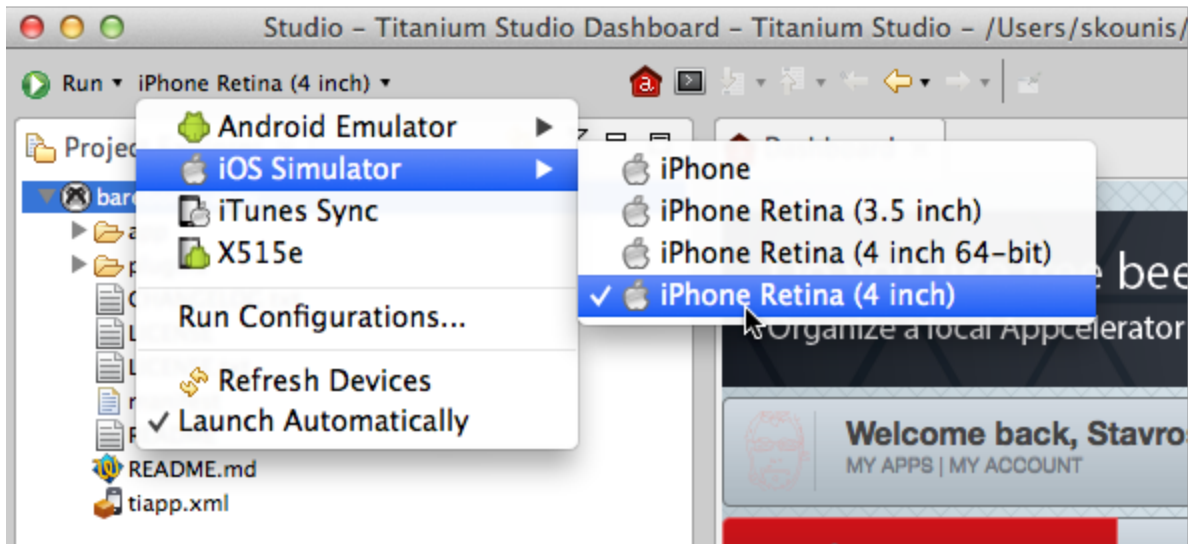
Run for the first time

With the project already in your workspace you are ready to run it. No additional configuration is needed for this.

With the “**barebone-alloy**” project selected expand the “**devices**” pull down menu

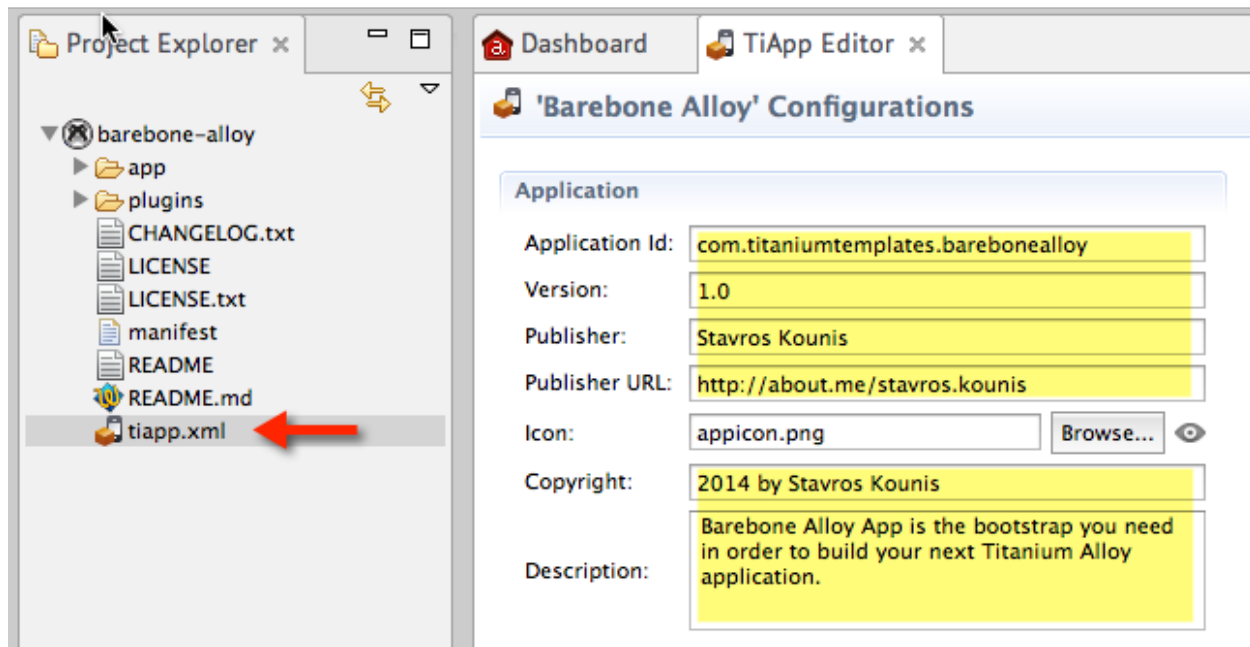


Select an **iPhone Simulator** option



Personalize the app

The first step, once you get familiar with the application, is to personalize it. In order to do this, edit the `tiapp.xml` file and replace the highlighted fields:



Configuration

Barebone Alloy App is designed with the easy configuration in mind. All the configuration settings are located in the “app/alloy.js” file.

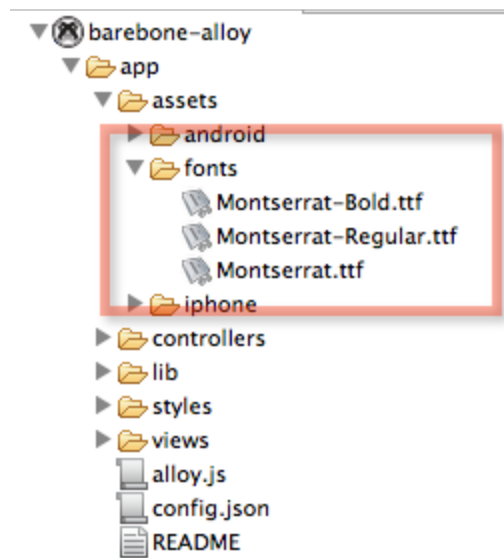
Font installation

Due to license issues, the font that is used for this application, is not part of this distribution. However it is freely available and can be downloaded from the following URL

- Montserrat Free

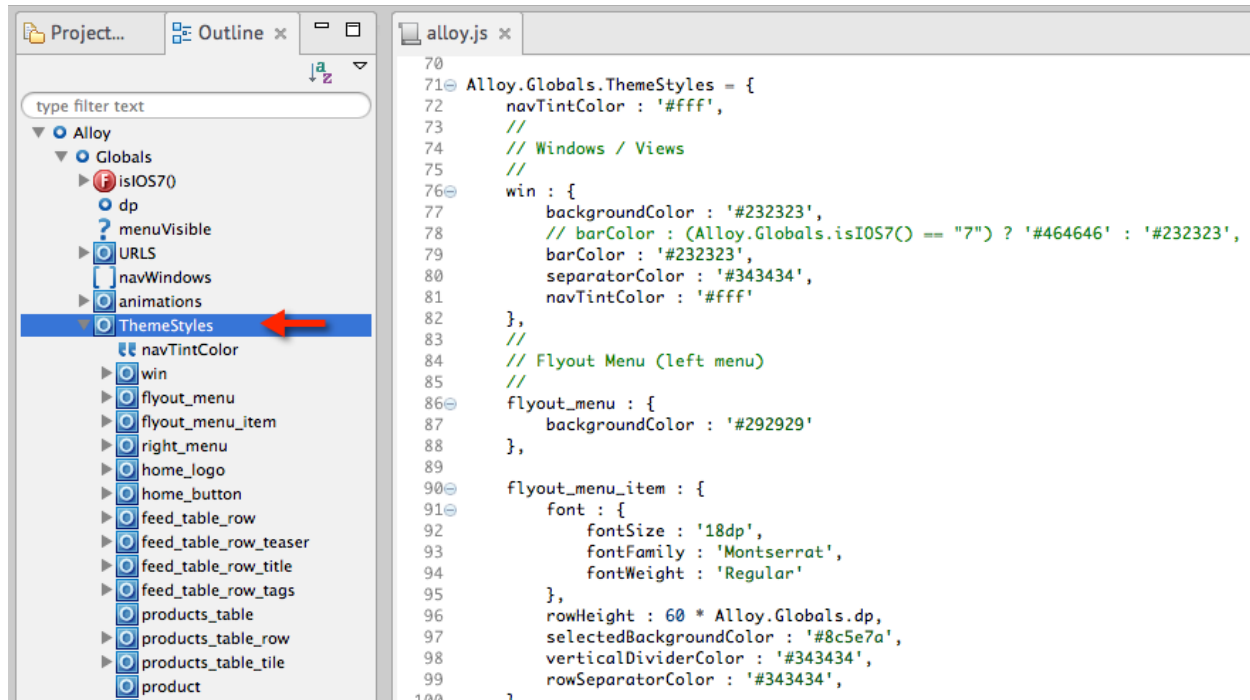
<http://www.google.com/webfonts#UsePlace:use/Collection:Montserrat>

After the download you should place the proper .ttf file under the “app/assets/fonts” path.



Look and Feel

The color scheme and the font related information is properly collected under the “ThemeStyles” node of the “alloy.js” file.



Google Map v2 API

The Google Maps API v1 is deprecated and Google will no longer issue new Maps API v1 keys after March 3rd, 2013. New applications should use “Map Module”:

<http://docs.appcelerator.com/titanium/latest/#!/api/Modules.Map>

For more informations please refer to the “Google Maps v2 for Android” web page:

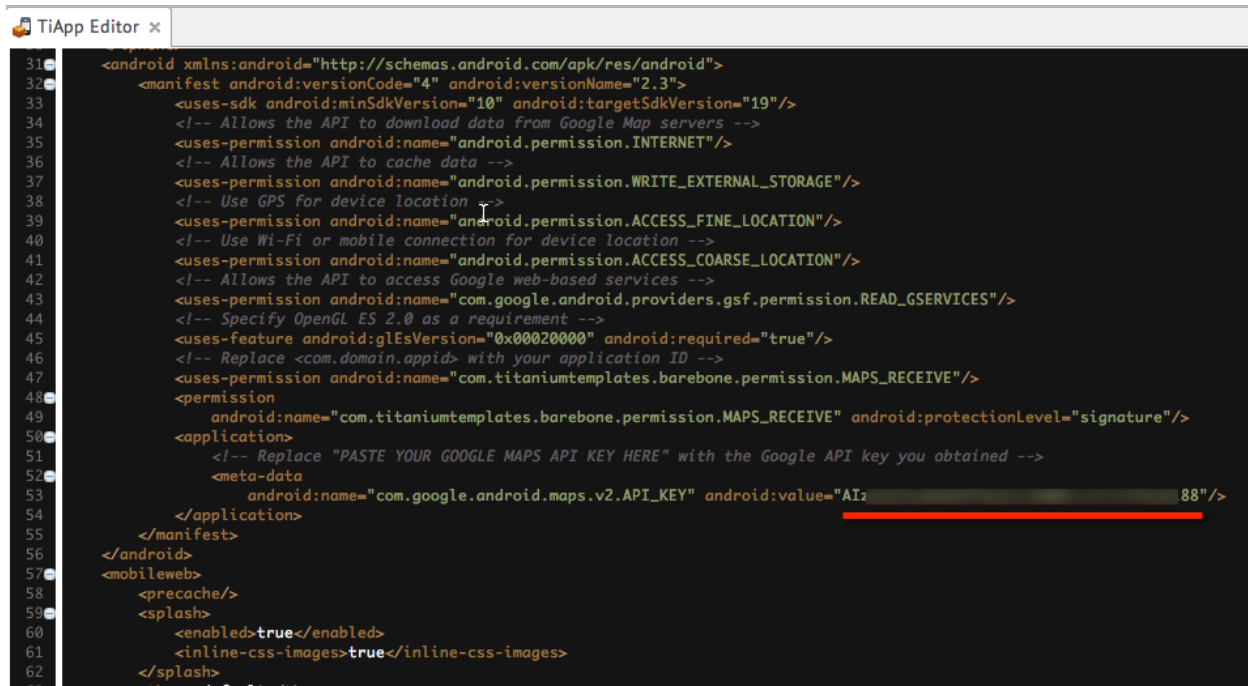
http://docs.appcelerator.com/titanium/latest/#!/guide/Google_Maps_v2_for_Android

Follow the instructions that are described in the above mentioned page and create your Access Key.

Key for Android applications	
API key	AIzaSyB...
Android applications	CC:E3:7F:(...):9F;com.titaniumtemplates.barebone
Activation date	Feb 20, 2014 2:57 AM
Activated by	sk...@... (you)
<div> Edit allowed Android applications Regenerate key Delete </div>	

Screen capture from the Google Developer Console

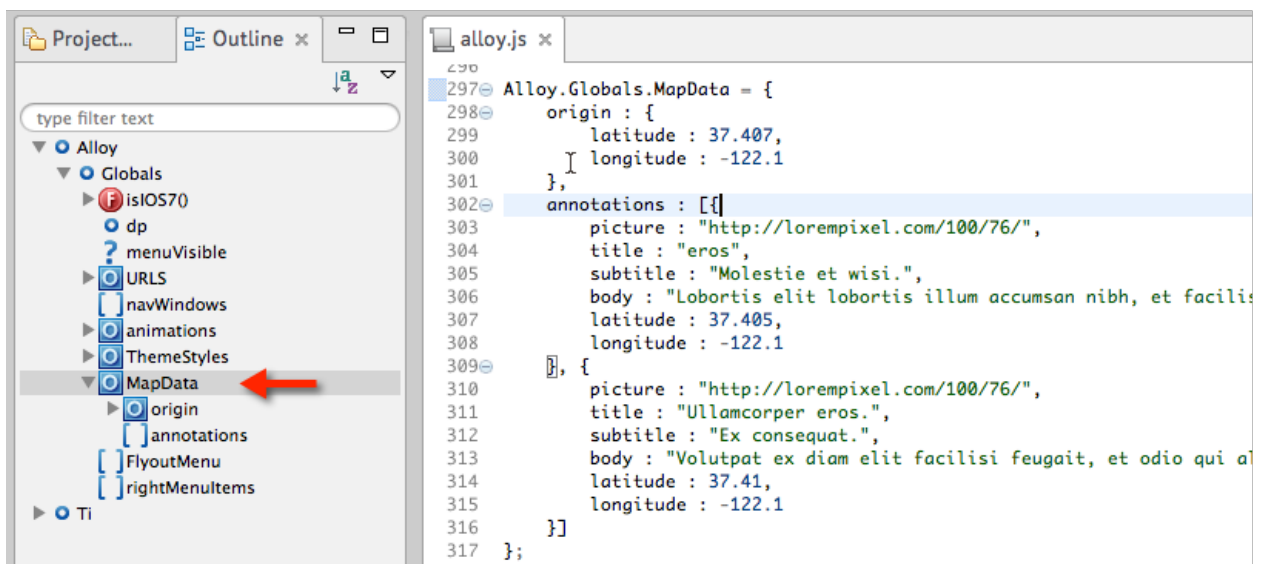
Use the generated API key and place it in the corresponding section in the tiapp.xml file.



Map and Annotations

The Map Window annotations are automatically created based the corresponding information in the `alloy.js` file.

To set your annotations locate and edit the `MapData` node of the `alloy.js` file.



The `origin` property set the point where the map will be centered.

You are able to set as many annotation points as you would like to have. To do this you need to extend the existing JSON structure.

Remote data - News and Products

News and Products windows are configured to fetch data from remote sources. JSON is the protocol that is used for this purpose.

Two remote data sources are already configured for demonstrating purposes. These sources are available in the URLs below:

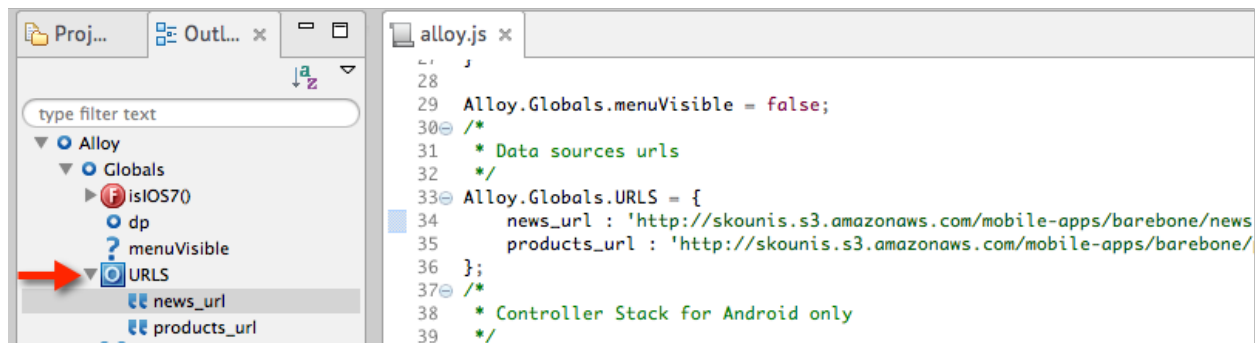
- News
<http://skounis.s3.amazonaws.com/mobile-apps/barebone/news.json>
- Products
<http://skounis.s3.amazonaws.com/mobile-apps/barebone/products.json>

You may create your own data sources by using the above as your point of reference.

Data Sources configuration

In order to set the Barbone Alloy Application to work with your own data sources you should follow the next steps:

1. Create your own JSON structures and put them online
2. Open the `alloy.js` file and locate the `news_url` and `products_url` nodes
3. Replace these values with your sources.



Support

For technical questions, new ideas and suggestion you may use the dedicated Google Group that has been created for this product

<https://groups.google.com/forum/#!forum/titemplates-support>

References / Links

- [YouTube channel](#)
Periodicaly, video demonstration and tutorial related to this product will be published in my YouTube channel.
- [Codecanyon User page](#)
You may contact me by using my user page at Codecanyon.
- [Barebone App Forum](#)
The Google Group that has been created for this product.
- [Quick Start Guide](#)
The online version of this document.

Thank you

Thank you again for purchasing my product. If you have any question that are beyond of the scope of this help file, please feel free to email also via [my user page](#) contact form. --- *Stavros*