Liquid Content Explorer

# Introduction

The purpose of “Liquid Content Explorer” is to let users navigate through their various Liquid Content types and items, and view their various sub elements in a Windows Explorer tree like manner.

# Technologies Used

* Liquid Content APIs from EVOQ
* Windows Forms (desktop app)

# Prerequisites

* Windows 7 or higher with .NET Framework 4.5.2 or higher
* Visual Studio 2015 Community or higher

# Steps

1. Compile the applications in VS
2. Copy the Windows Forms executable and all other libraries from the output folder (Debug or release)
3. Run the executable
4. Obtain API Key for Liquid Content and use it to explore your own content types and items

**Note**: you can add your default API key and Liquid Content endpoint service in the “app.config” file of the solution.

# Conclusion

As can be seen from above, it’s very easy to build an App using EVOQ Liquid Content. All that’s needed is the steps above.