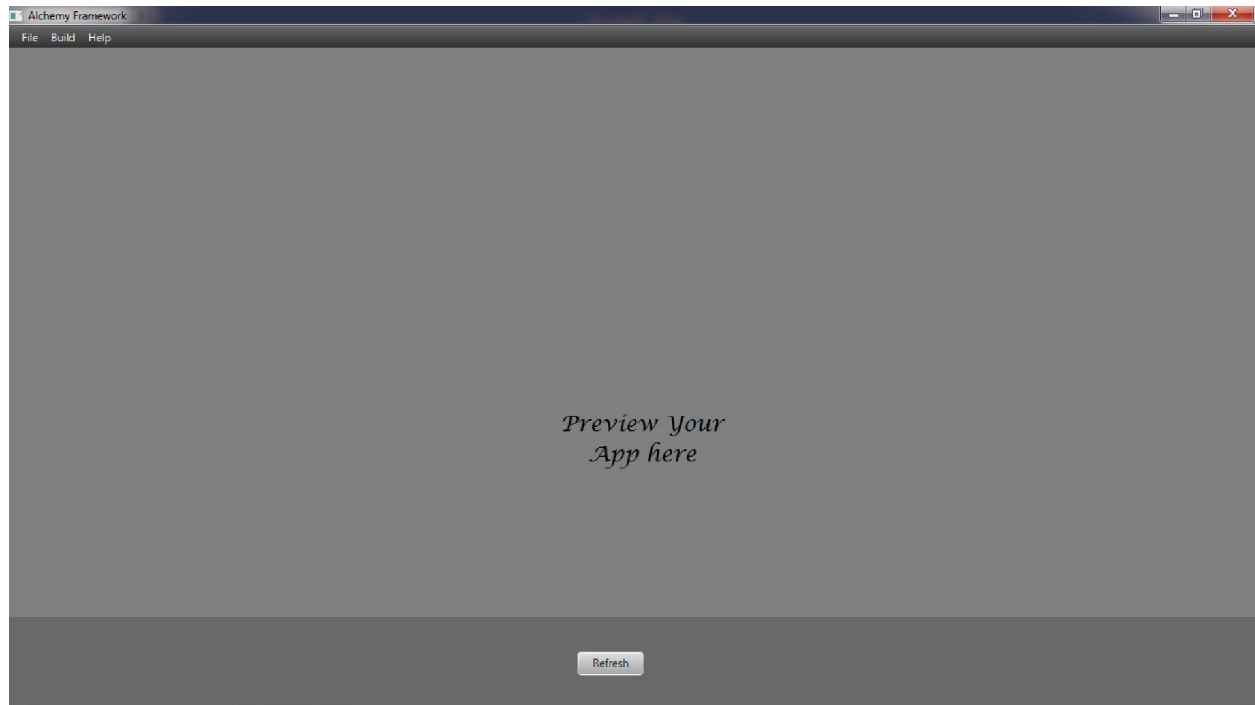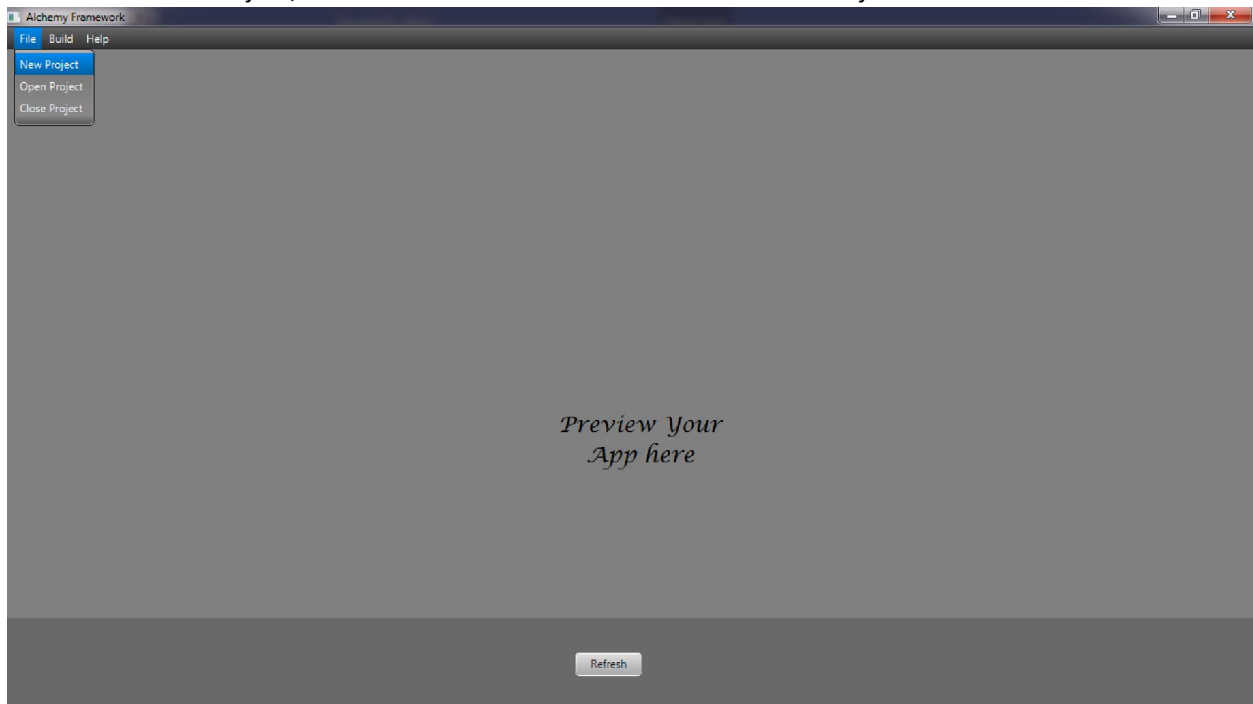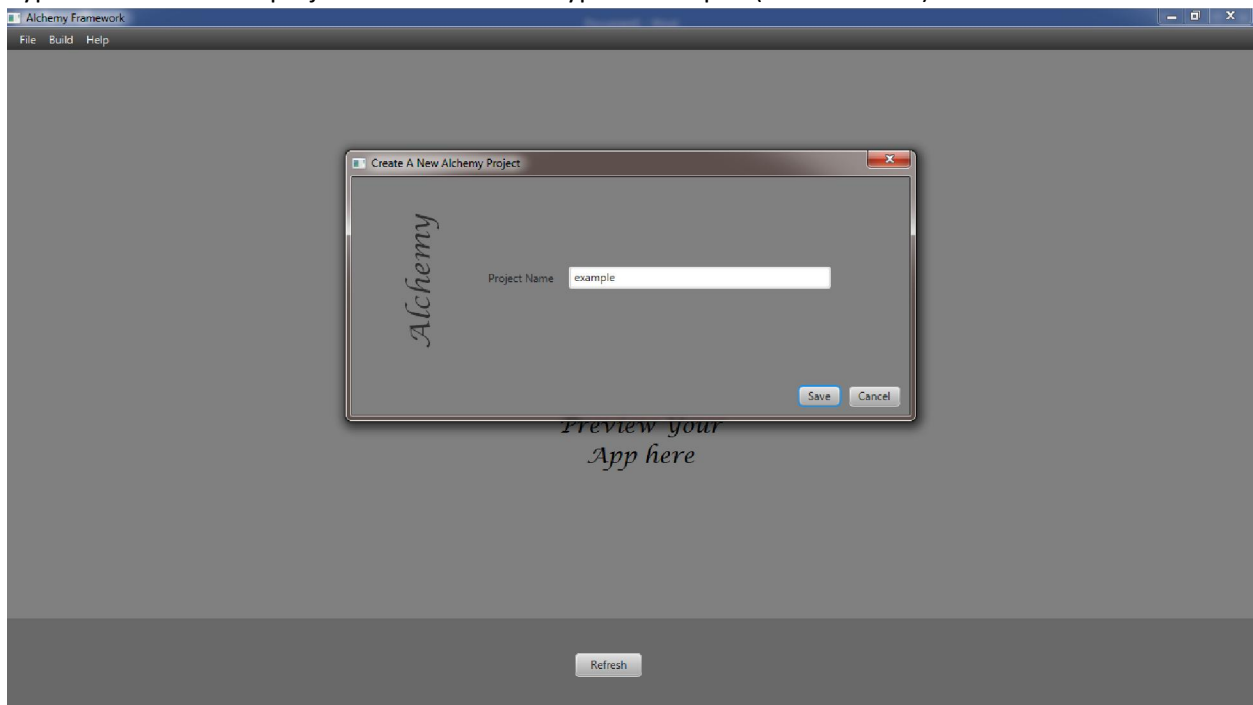# Alchemy Guide

Alchemy's main interface looks like what's below, depending on what version of Alchemy you are using.
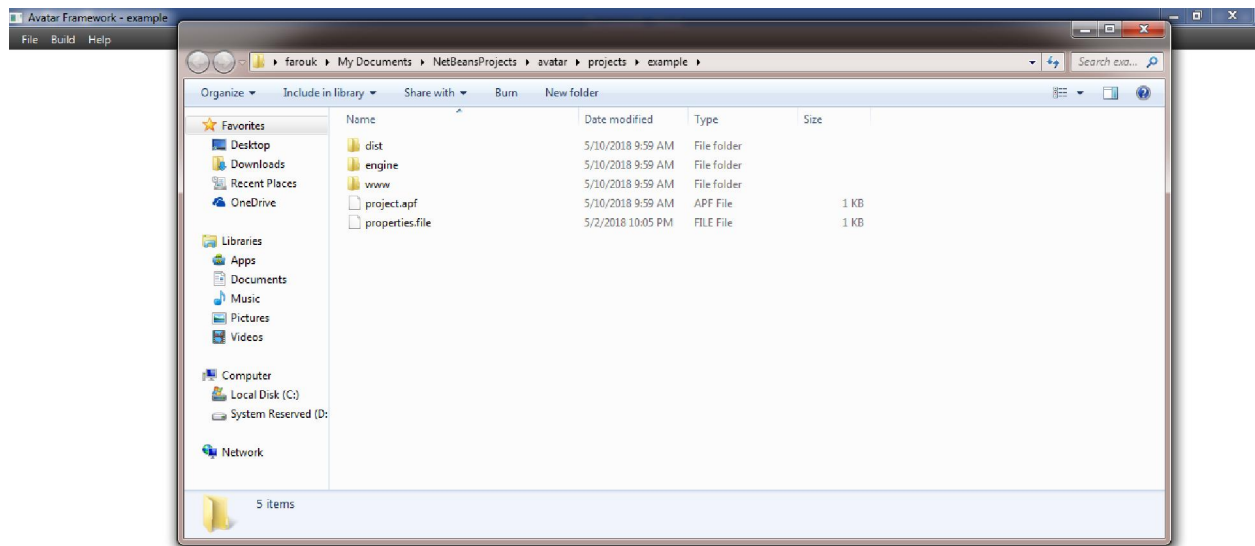
To create a new Project, Click 'File' on the menu bar and then 'New Project'.
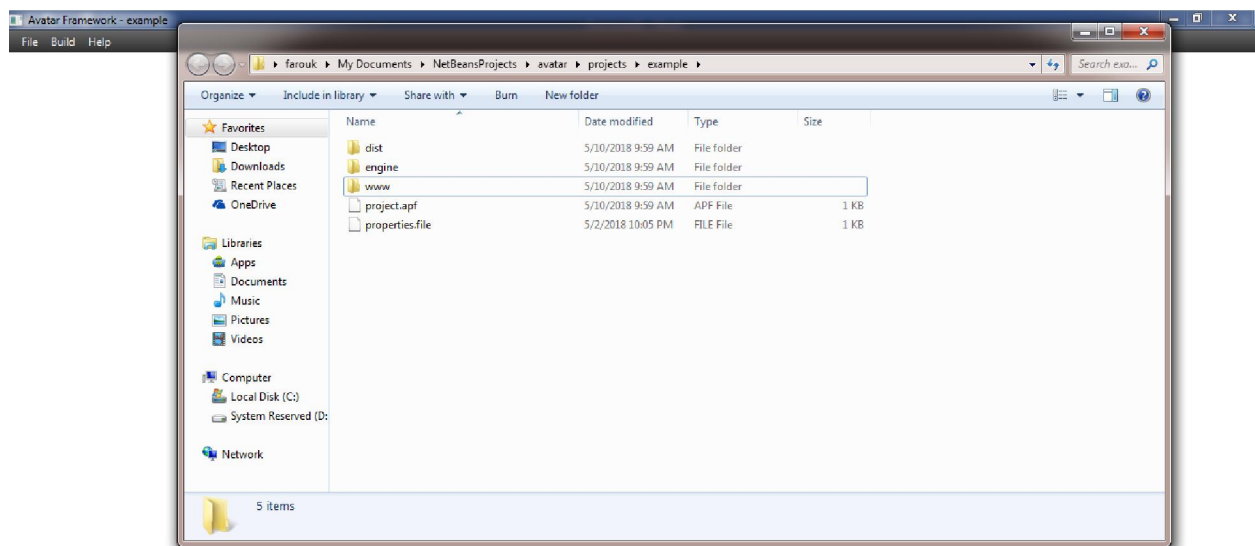

Type the name of the project and then save. I typed 'example' (shown below).

A project folder is created for you as you can see below…

The www folder should contain all your HTML, CSS and JAVASCRIPT files.

Open it, Alchemy creates an empty file; " index.html" file, this file should not be deleted, it's the entry point of your app and to the rest of the files in the www folder, similar to the index file of a website.
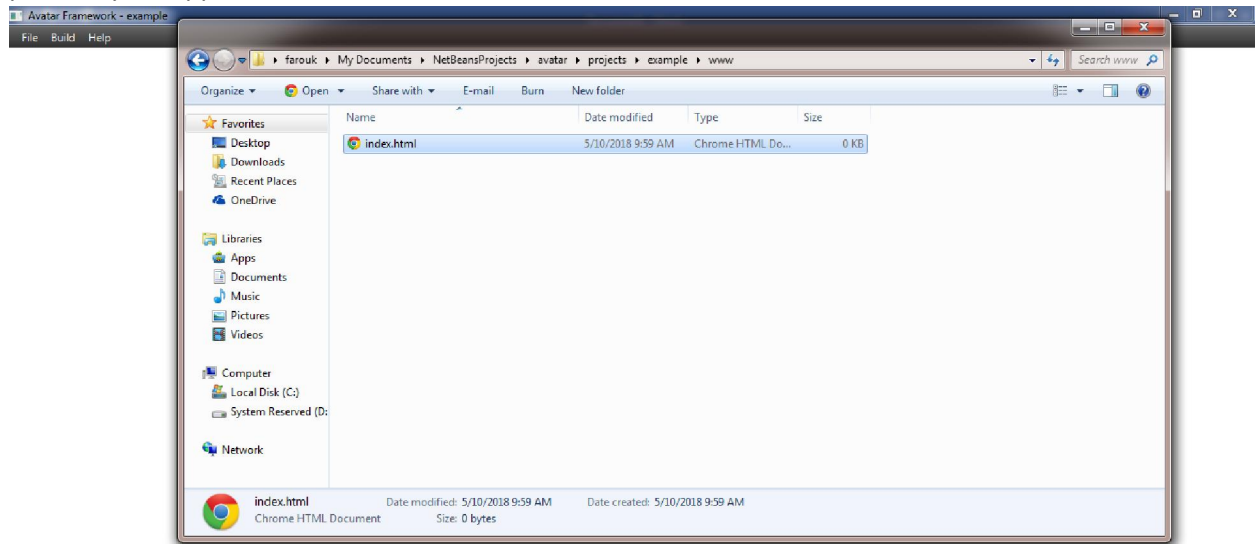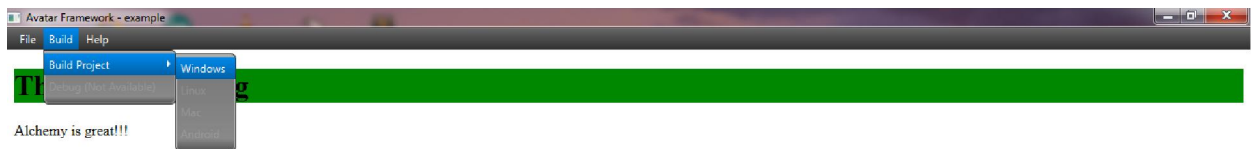

Edit the file and type in your code.
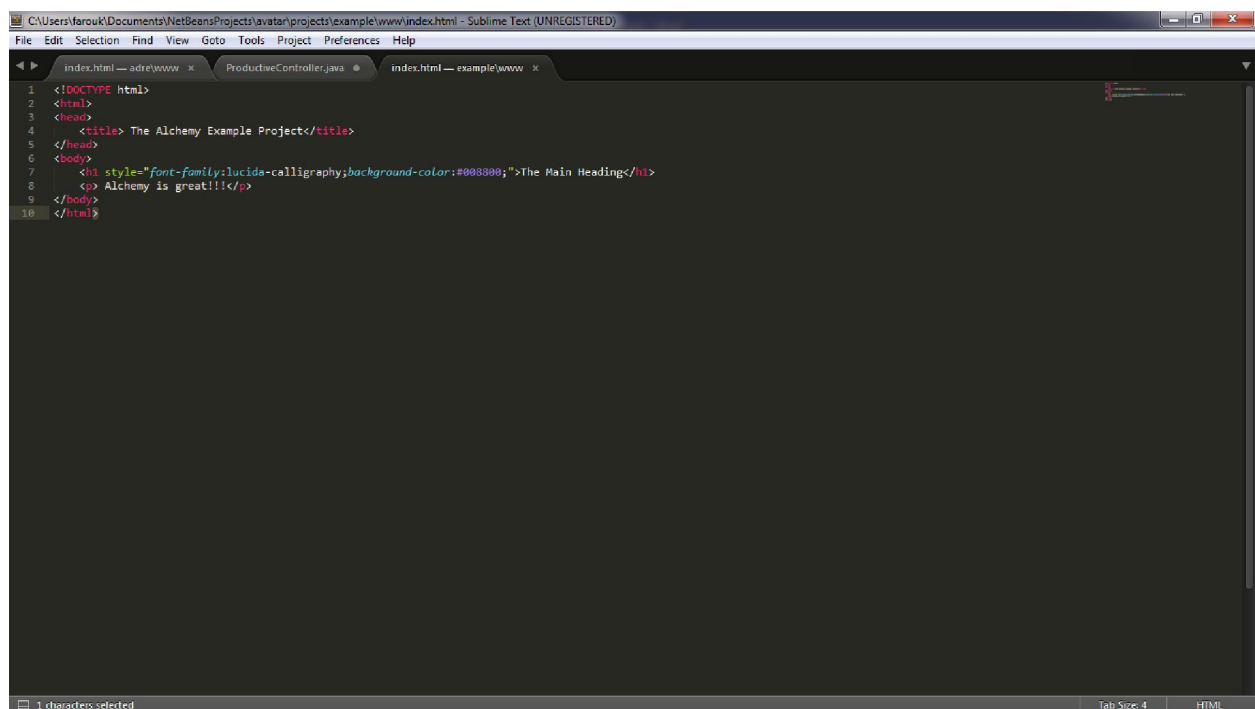
Then go back to Alchemy and click the "Refresh" button to refresh the app, you should see the new look of your app.

Click 'build' and then click the operating system you want to build for. The documentation uses Hobbyist Edition which is for FreeStyling/Prototyping so you can only build for Windows OS with it.

Then a build file should be created for your OS in the project folder run this to complete the build process, then open "dist" folder, then your build operating system e.g "windows" you should have [project name].EXE (for windows in Hobbyist Edition) and platform.dll.

Note : This files should be in your distribution folder and if you'll need to move them into another folder or anywhere, they must be together.
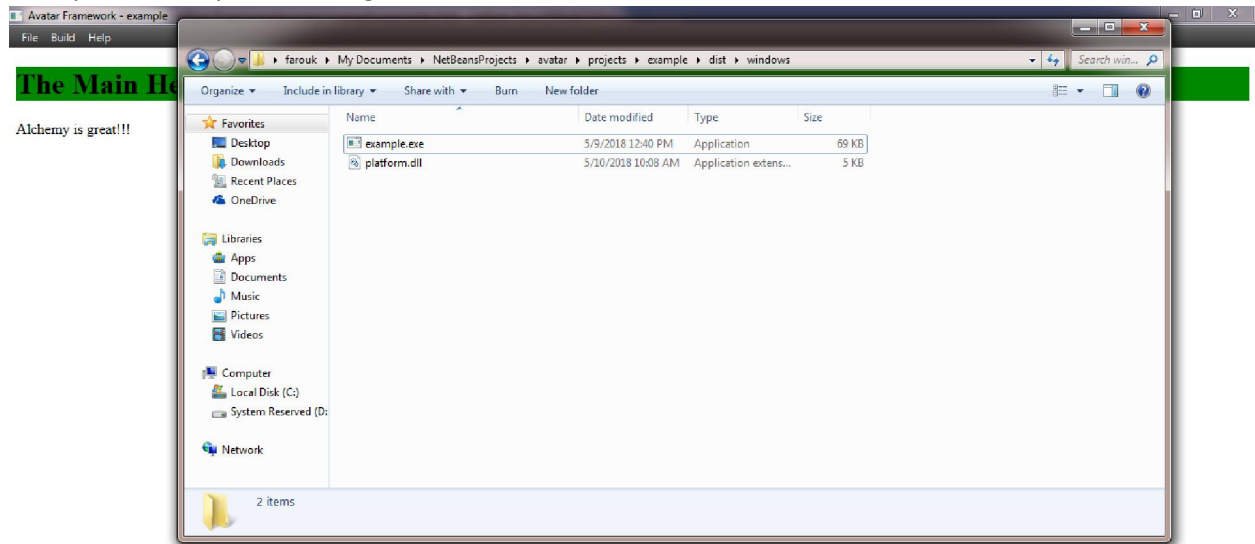

Run the executable to run you app. You can go further to use third party tools to change icon or sign your app and other features thich are not available on Alchemy Hobbyist Edition.

JavaScript Support

Alchemy supports JavaScript and JavaScript Frameworks/libraries. You can test you app, logic etc on browsers like Chrome or any browser that supports debugging (like inspection on Chrome). It's recommended to finally preview your app on Alchemy because Alchemy displays web contents quite differently.
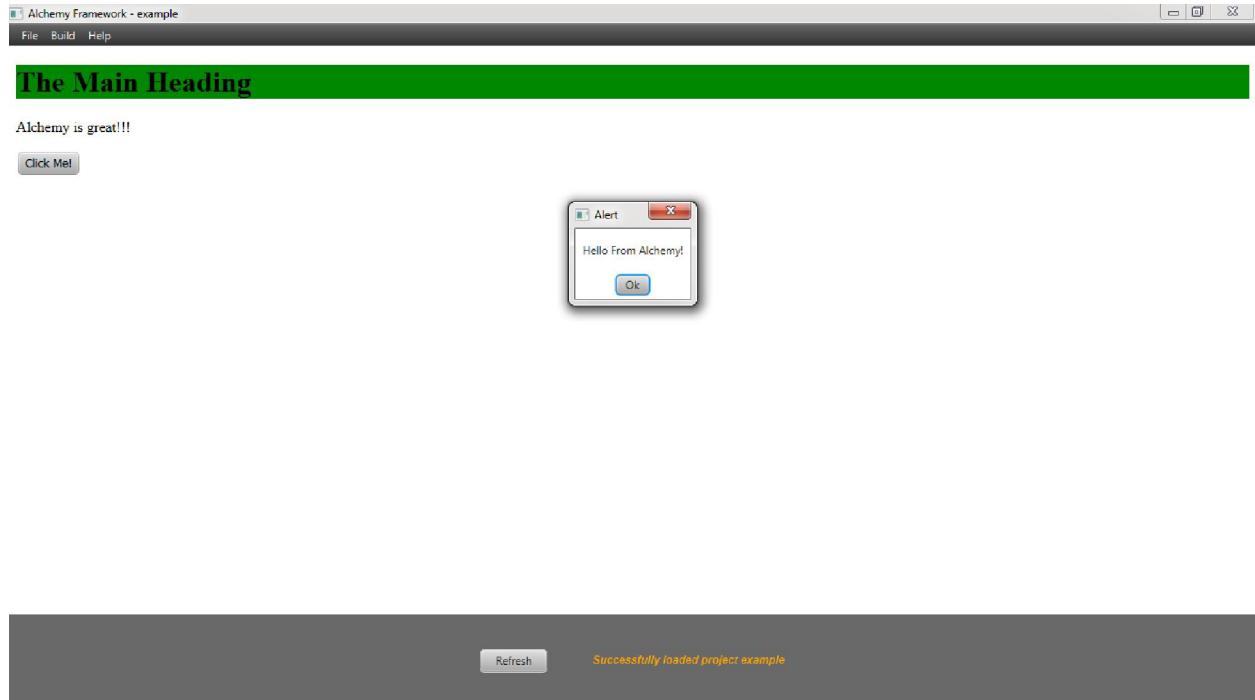
Bindings and Libraries

Bindings: Bindings are set of functions or classes in a language B written in another language A to give operating system-specific features that are not accessible to language B then functions in B are then linked to their A counterparts by the developers.

Bindings in Alchemy are JavaScript functions that are used to access OS functions like webcam, hard disk, database, File System etc.

Libraries: Libraries are set of pre written functions and classes that make a task easier to run for the programmer. You may need mathematical library to solve quadratic equation etc.
Alchemy's Bindings can be called libraries e.g a database library etc.

Contact:
ifarouk696@gmail.com
Call/WhatsApp 08033364900, 09020937360

Farouk Ibrahim