

# SugarCRM Mobile Overview



# Hybrid App

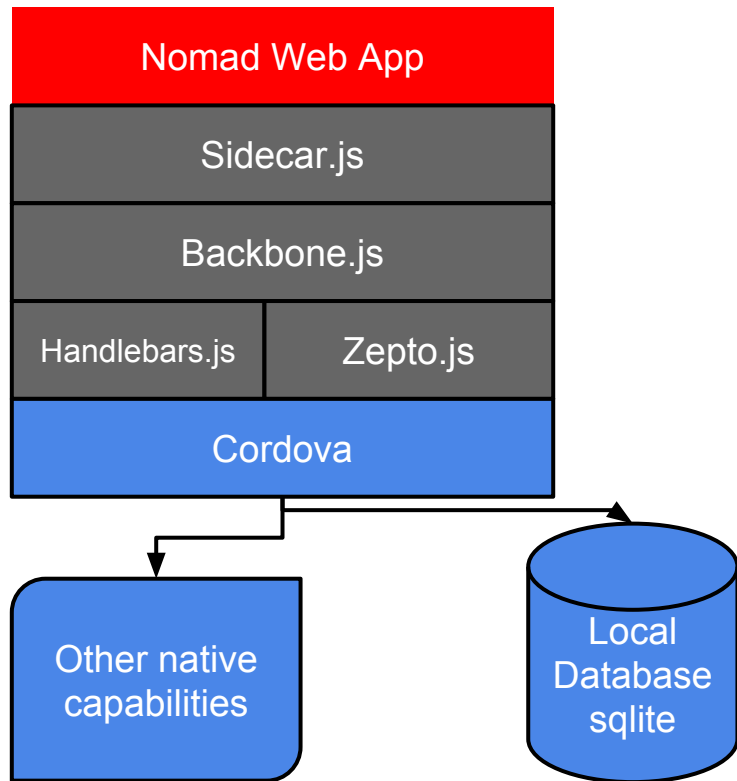


## Hybrid app:

- 95% HTML & JS
- 5% native code:
  - Call Log
  - Offline Storage
  - etc.

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# Application Stack



Similar to Sugar 7 stack:

- Sidecar/Backbone.js/Handlebars.js
- REST API
- OAuth2 over HTTPS
- Zepto.js instead of JQuery.js
- Jasmine.js for unit testing

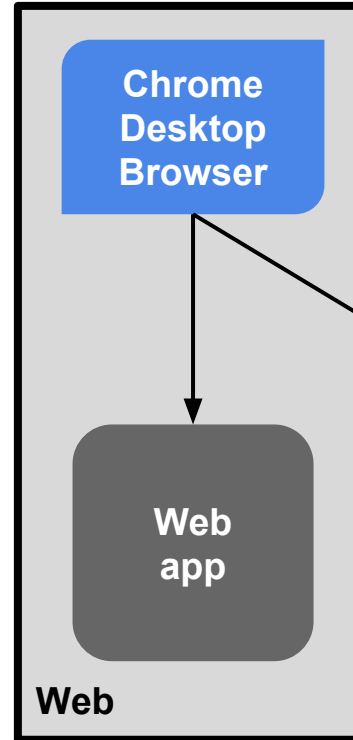
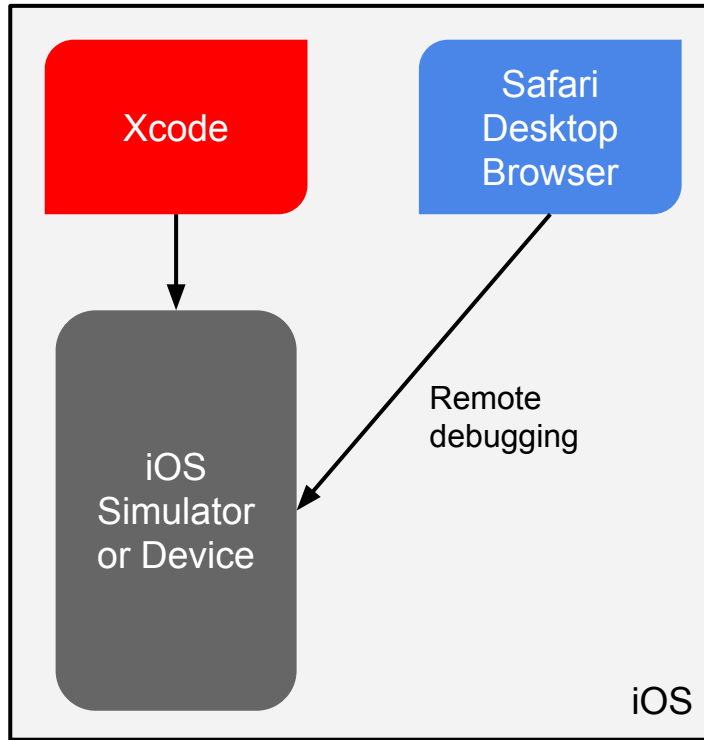
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# Sugar 7 v.s. Mobile app

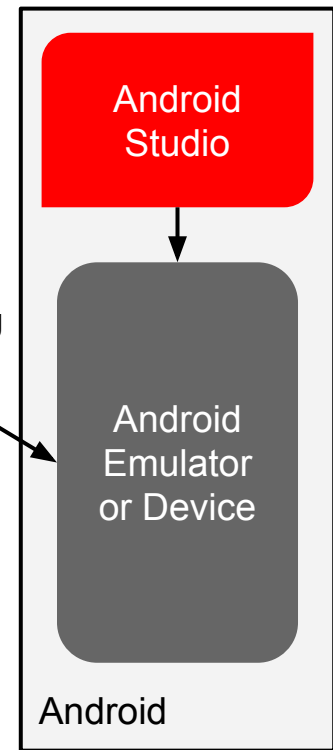
- Zepto.js instead of JQuery.js
- Custom controller & router
  - View caching
  - Device-dependant layouts
- Sidecar has additional component:
  - Offline framework
- Seedbed/Cucumber.js for functional automated testing
- **Mobile app DOES NOT download JS from the server**

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# Development Tools



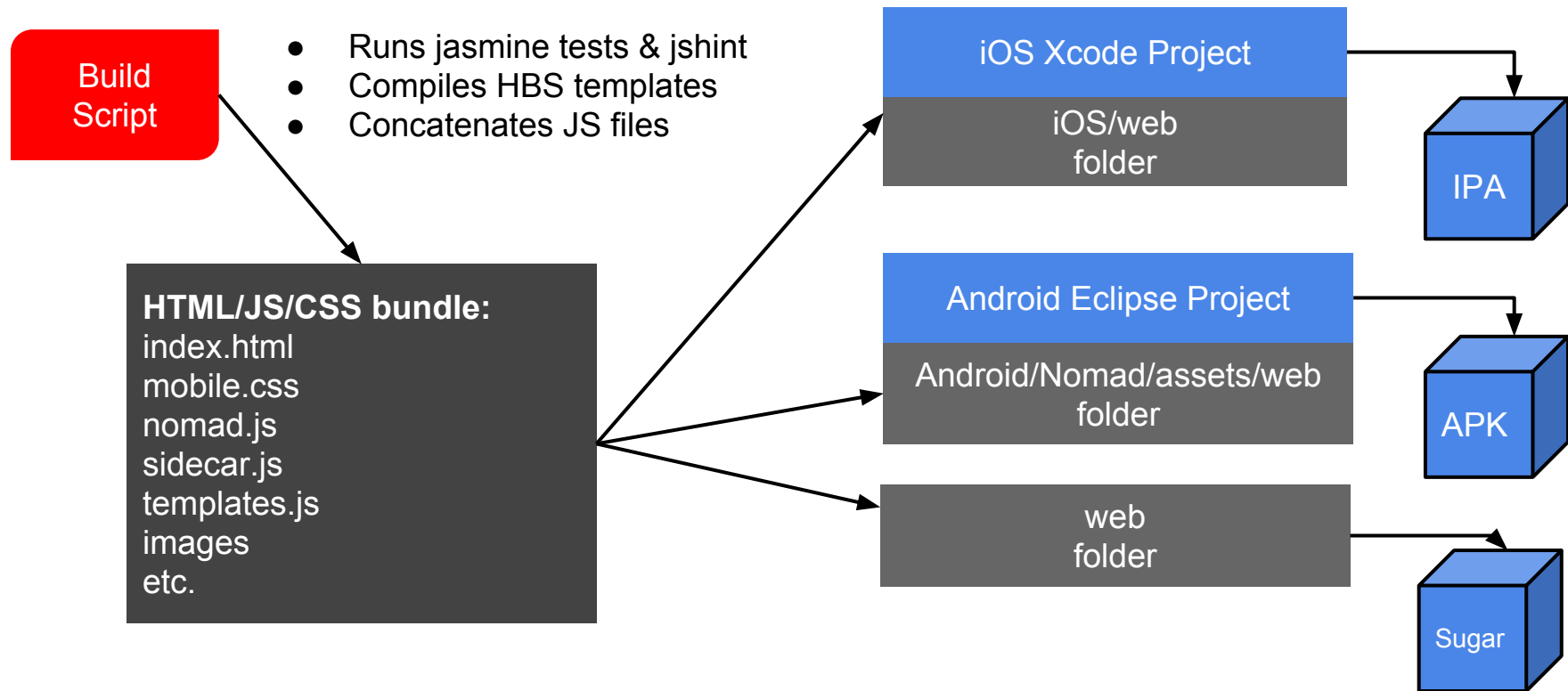
Remote debugging



Genymotion Emulator

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# Build Process



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# Metadata-driven Customization

- Admin->Mobile: Toggle modules
- Admin->Module builder: Create custom modules
- Admin->Studio:
  - Customize list, detail, edit views
  - Create new fields of standard types
  - Add Sugar Logic formulas

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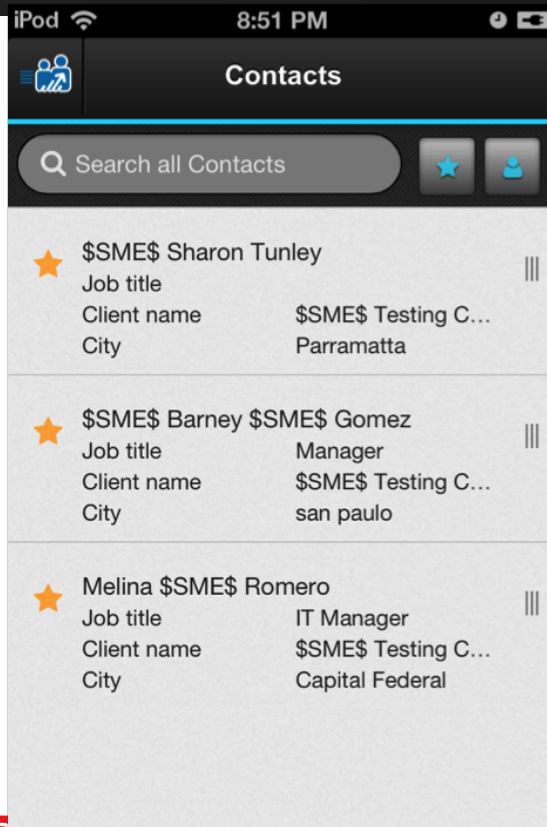
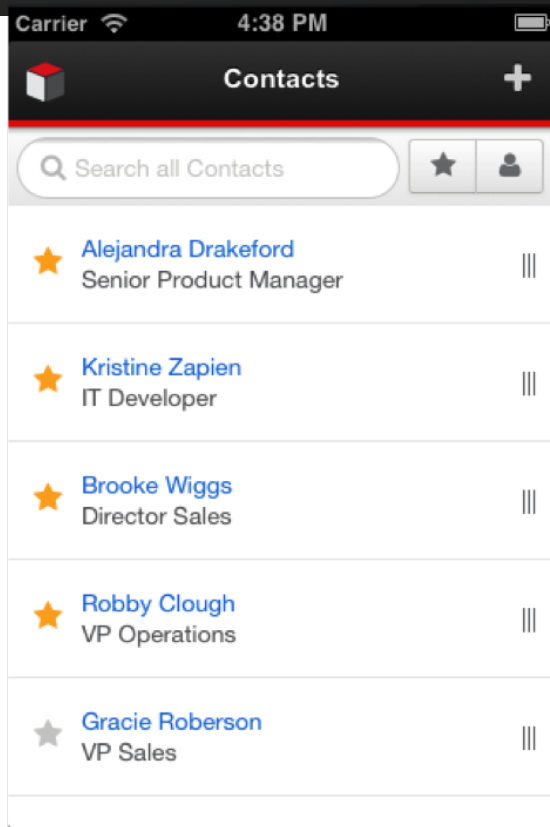
# Future: Code-level Customization

- Branding (CSS, images, config.js)
  - App icon and app name
  - Colors, font, logos
- Custom business logic (JS, HBS templates)
  - Views
  - Field types
  - Dashlets

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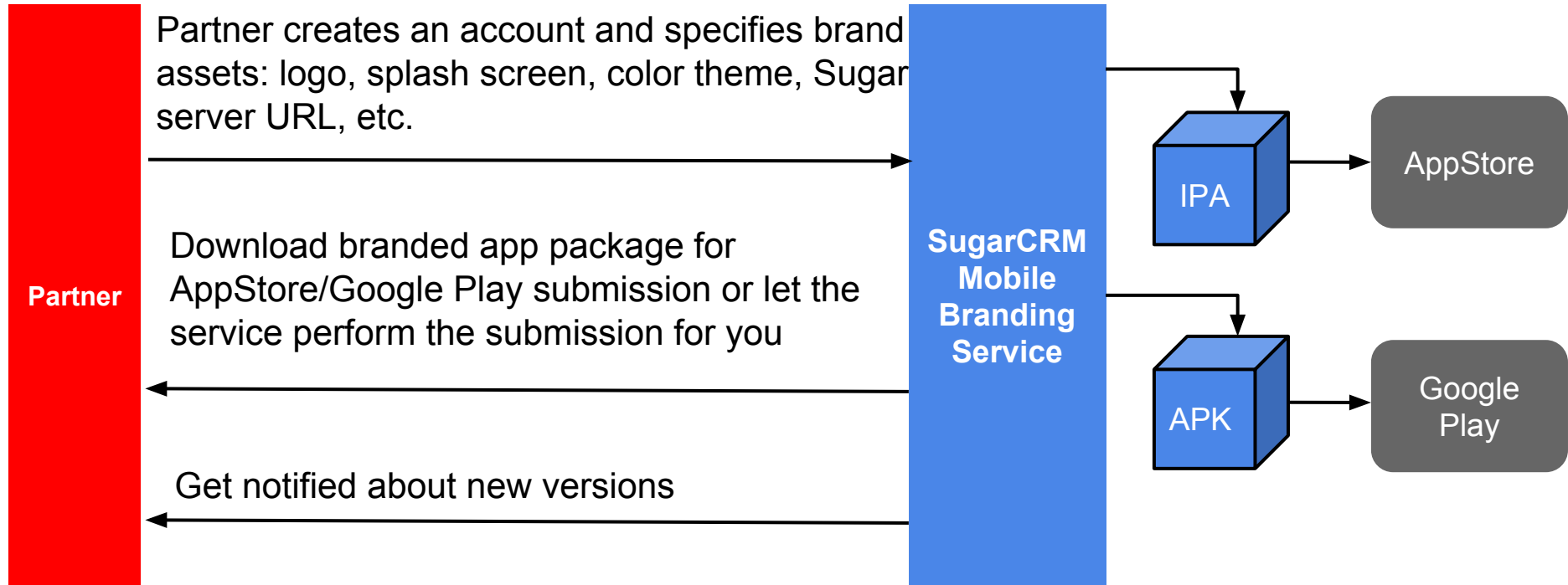
# Customization Example: SalesConnect



- CSS
- Images
- config.js

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# Future: Branding/Theming Service



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