Appsgeyser custom template format

Appsgeyser custom template format lets you create custom html app templates and upload them to Appsgeyser as a simple zip archive.

A custom template incorporates template **html/js/css/media** contents, all needed template **metadata** and a **customization form** for users to create apps based on the template.

Contents of template zip file:

- /template.xml template definition file
- /contents/ folder for html app contents
 - o **index.html** html app entry point
 - <u>settings.js</u> includes all template settings from the template customization form in JS object "Settings"
 - /uploaded_data/ files, uploaded through the customization form, each file is linked from the settings.js file
 - /inject_js/ javascript files injected into pages
 - all other files and folders considered as a part of the html app, embedded into the app untouched.
- /template_files/ all files needed for the customization form, these files are not included into the apps built on template.

When template type is **not html** file **settings.js** is replaced by **settings.json** containing a JSON object with same contents.

template.xml definition

<template name caption orientation="portrait|landscape|user" keywords="one,two,three" type="html|unity" screenshot="/screenshot.png" preview="/preview.unity3d" /*only for unity3d*/> //Screenshot resolution should be 320x466

<description>Template description text. Bold and
tags are supported here and in labels./description>

<injectJS> //Scripts to be injected in pages on certain URL's. Scripts should be put in /contents/inject_js/. Settings object included into each script.

```
<label>Some text: </label> //Not included into settings.js
<textField name="text1" required="true" validate="number|url" minLength="1"
maxLength="10" label="Label for field:" (for numbers)min="0" (for
numbers)max="1000"/>
<textArea name="text2" required=true minLength=1 maxLength=10 label="Label"
for field:"/>
<image name="image1" label="Image label: " required="true" resizeWidth="200"
resizeHeigth="200"/>//Use one of the resize parameters to save proportions
<imageSelect</p>
name="imageSelect1" label="Select image: " type="image|select"
upload="true" resizeWidth="200" resizeHeigth="200" value="1">
    <imageOption src="/options/option1.png" value="1"/>
    <imageOption src="/options/option2.png" value="2"/>
    <imageOption src="/options/option3.png" value="3"/>
</imageSelect>
<color name="color1" label="Choose color: " value="00ff00"/>
<group name="group1" label="Group title">
   /*Some nested tags, no nested groups here*/
</group>
<spoiler name="spoiler1" label="Spoiler title">
   /*Some nested tags, no nested groups here*/
</spoiler>
<comboGroup name="group1" label="Cbgroup title: ">
    <comboBox value="1" label="Select first"/>
```

<comboBox value="2" label="Select second"/>

```
var Settings = {
"name":"Your app name",
"icon":"uploaded_data/icon.png", //Path to app icon
"template":"templateName",
```

"fieldName": "fieldValue" //Names and values for all other fields

settings.json contents

}

```
{
"name":"Your app name",
"icon":"uploaded_data/icon.png", //Path to app icon
"template":"templateName",
```

"fieldName":"fieldValue" //Names and values for all other fields
}