



Recording will
be on YouTube

Welcome to the **React & Three.js Gallery Workshop!**

Download
Code & Slides

bit.ly/kintone3d

git clone the
GitHub Repo



Sign up for
the following

#1 Developer Account
bit.ly/KDP_signup

#2 Kintone Subdomain
bit.ly/K_DevLic



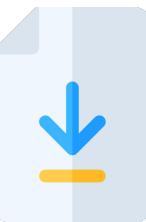
Asking Questions
& Raising Hands

Post questions in
the chat anytime!

Include your code
& error messages.



\$25 Gift Card
Raffle at the End



Get Started

First, let's download the [sean-kintone/3D-Kintone-Gallery](https://github.com/sean-kintone/3D-Kintone-Gallery) Repo and go inside the folder.

Once you are inside the folder, let's install the dependencies!

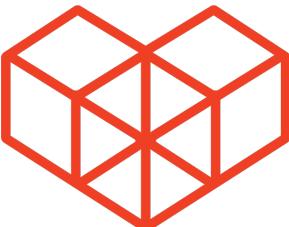
Run these commands
from your terminal

```
cd Downloads  
  
git clone https://github.com/sean-kintone/3D-Kintone-Gallery  
  
cd 3D-Kintone-Gallery  
  
npm install  
  
npm install -g @kintone/customize-uploader
```

We will use this repo as
the starting point



#1 - Sign Up for Developer Account



bit.ly/KDP_signup

⚠ Do NOT use Safari ⚠

⚡ Accept Cookies First ⚡

✓ Chrome & Firefox works ✓

The screenshot shows a web browser window with the Kintone logo at the top. The main content is a sign-up form for the "Kintone Developer Program". The form includes fields for "Your full name *", "Your email *", and a reCAPTCHA checkbox labeled "I'm not a robot". A large blue "Sign up" button is at the bottom. To the right of the form, there's a sidebar with a menu icon and some program-related text.

Sign up to Kintone Developer Program

Please fill out this form, and we'll send you a welcome email so you can verify your email address and sign in.

Your full name *

Your email *

I'm not a robot

reCAPTCHA

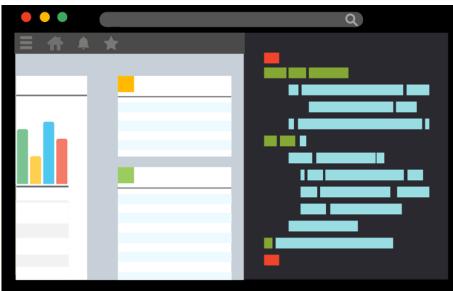
Privacy - Terms

Sign up

Cancel



#2 - Create a Kintone Subdomain



bit.ly/K_DevLic

⚠ No Special Characters ⚠

⚡ Name your Subdomain with only ⚡
lowercase [a-z], numbers [0-9],
& hyphens [-]

✓ e.g. weekend-hacker, coffee4life ✓

Developer License Application Form

First Name*

Last Name*

Email*

Company Name*

Create your Kintone Developer License subdomain (lowercase, numbers and hyphens only)*
For example: mydomain, coffee-lovers

I agree with the [Kintone Developer License Terms of Service*](#)

protected by reCAPTCHA



#2 - Create a Kintone Subdomain

The login name is your email

Remember your subdomain!
The link to your Kintone account
will be like this:
YOUR_SUBDOMAIN.kintone.com

Developer License Application Form

First Name*

Last Name*

Email*

Company Name*

Create your Kintone Developer License subdomain (lowercase, numbers and hyphens only)*

For example: mydomain, coffee-lovers

I agree with the [Kintone Developer License Terms of Service](#)*

protected by reCAPTCHA





When You Need Help 💪

Resources:

- [README's Debugging section](#)
- Posting questions in the chat

**Post questions in the chat
anytime!**

Please include your code &
error messages.

☰ README.md



Debugging - Let's Fix Those Problems 💪

Here is a rundown of common problems & their solutions!

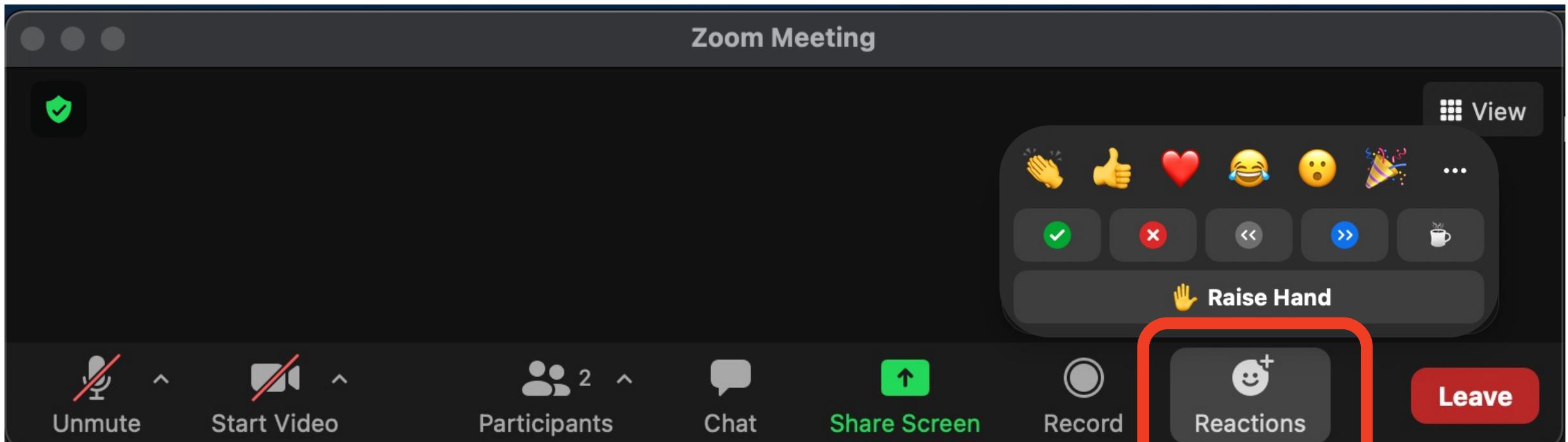
Errors related to .env

Are you getting one of the following error messages? If you get one of the following error messages, then please verify , and you have not modified the `.env.example`

- Failed to find `.env` file at default paths:
`[./.env,./.env.js,./.env.json]`
- [webpack-cli] Error: Missing environment variable:
`KINTONE_BASE_URL`
- [webpack-cli] Error: Missing environment variable:
`KINTONE_USERNAME`
- [webpack-cli] Error: Missing environment variable:
`KINTONE_PASSWORD`
- [webpack-cli] Error: Missing environment variable:
`VIEW_ID`



Let's Practice using Zoom's Reactions



This helps us know who to look out for throughout this workshop.



Hello From Kintone

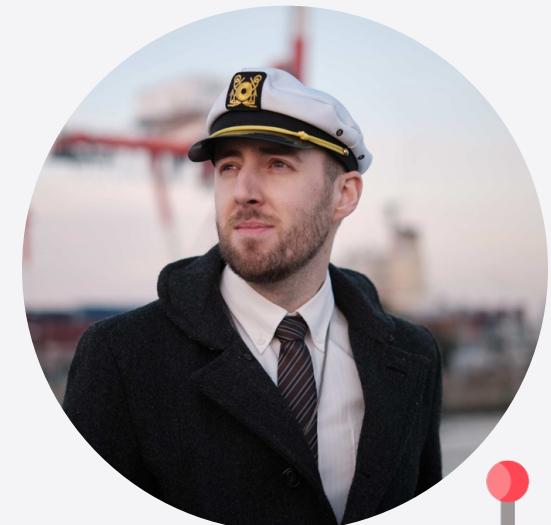
Nim



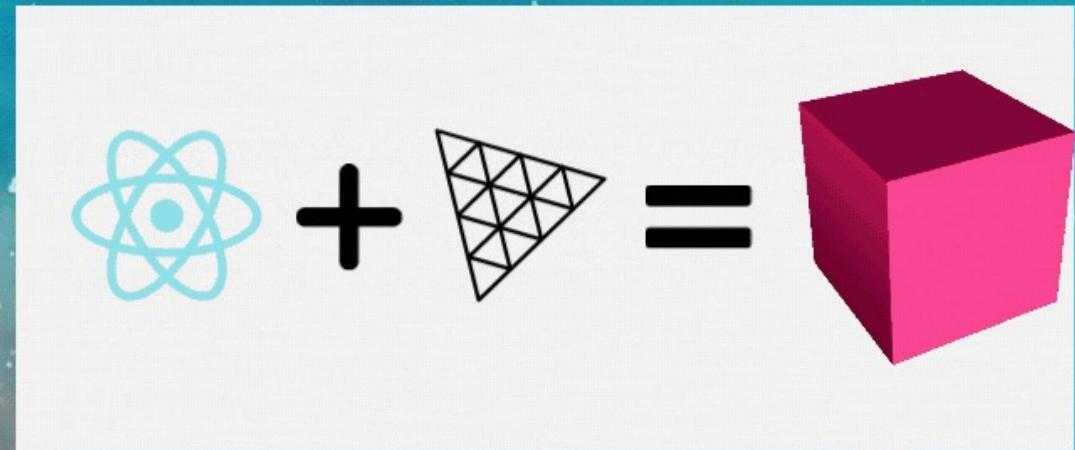
Genji



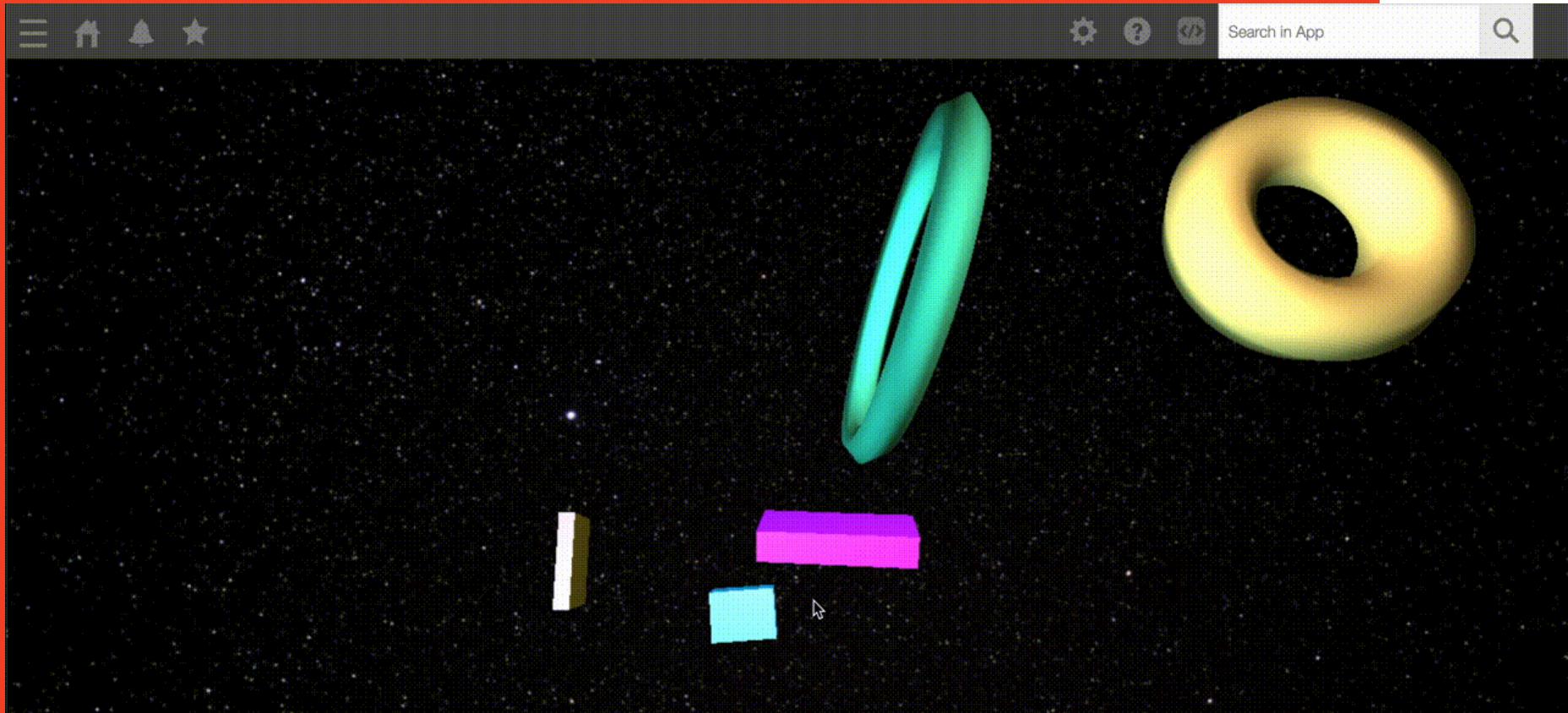
Sean



CREATE A 3D GALLERY WITH REACT, THREE.JS, & KINTONE DATABASE!



What We Will Make Today





Workshop Overview

Project Setup

Project Overview
Install Dependencies
Configure Settings & Variables
Run Scripts

Kintone Setup

Create a Web Database
Create a Custom View

3D Gallery Build

Build a Three.js Scene
Get shape info via API Call
Display 3D shapes
Animate and Randomize!



Three.js Basics

Scenes

Scenes are the "**universe**" we build in.

It is the 3D space where our objects are placed.

[Creating a scene -
threejs.org](https://threejs.org)

Cameras / Lights

Our "**eyes**" in the 3D space.

Without lights, our space will be completely black.

Without cameras, we can not see the scene!

[PerspectiveCamera -
threejs.org](https://threejs.org)

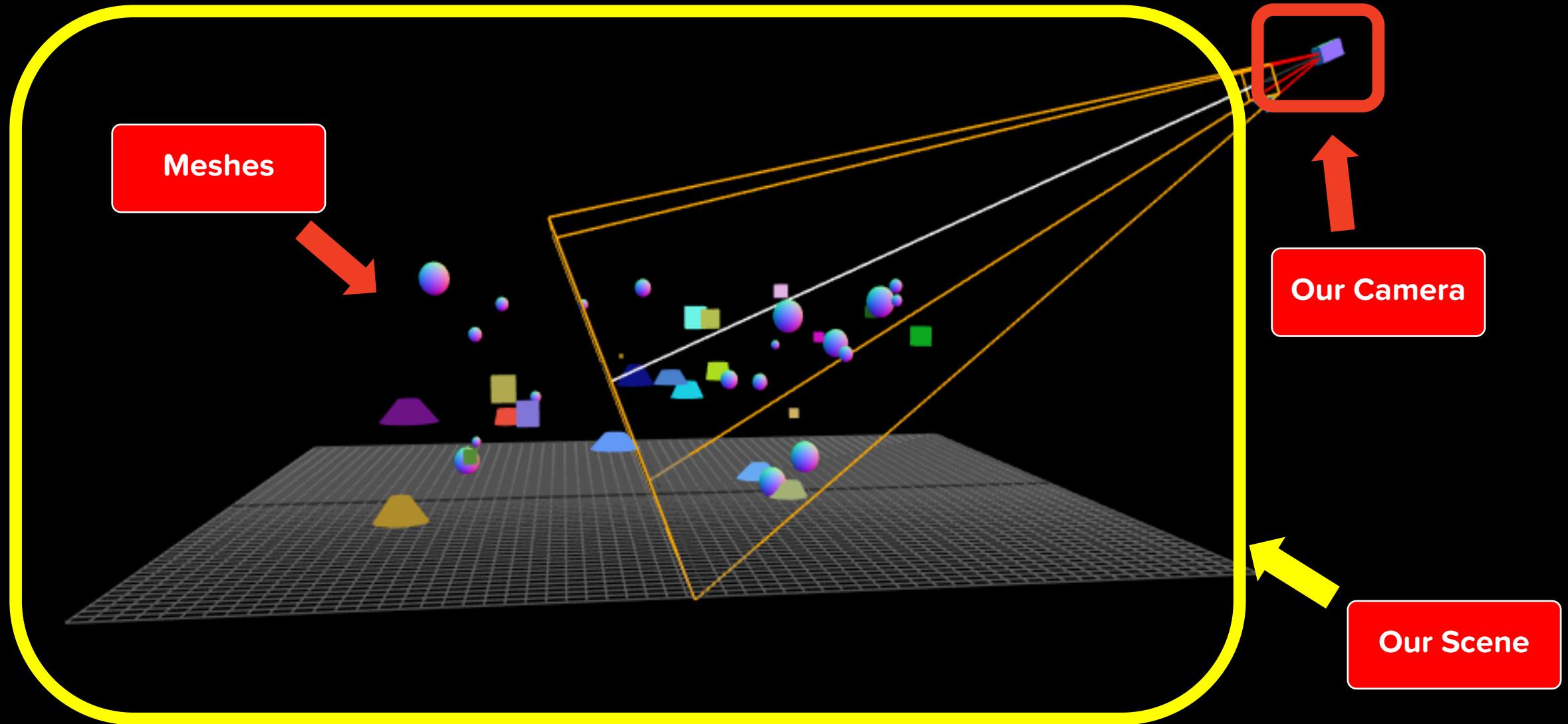
Meshes

Basic shapes in our 3D space.

"**Meshes**" have two parts:
1. Geometry: length, width... {Invisible}

2. Material - aka the "skin" around the geometry {visible}

[SkinnedMesh - threejs.org](https://threejs.org)



Git Clone the Repo

First, let's download the [sean-kintone/3D-Kintone-Gallery](https://github.com/sean-kintone/3D-Kintone-Gallery) Repo and go inside the folder.

Once you are inside the folder, let's install the dependencies!

```
cd Downloads
```

```
git clone https://github.com/sean-kintone/3D-Kintone-Gallery
```

```
cd 3D-Kintone-Gallery
```

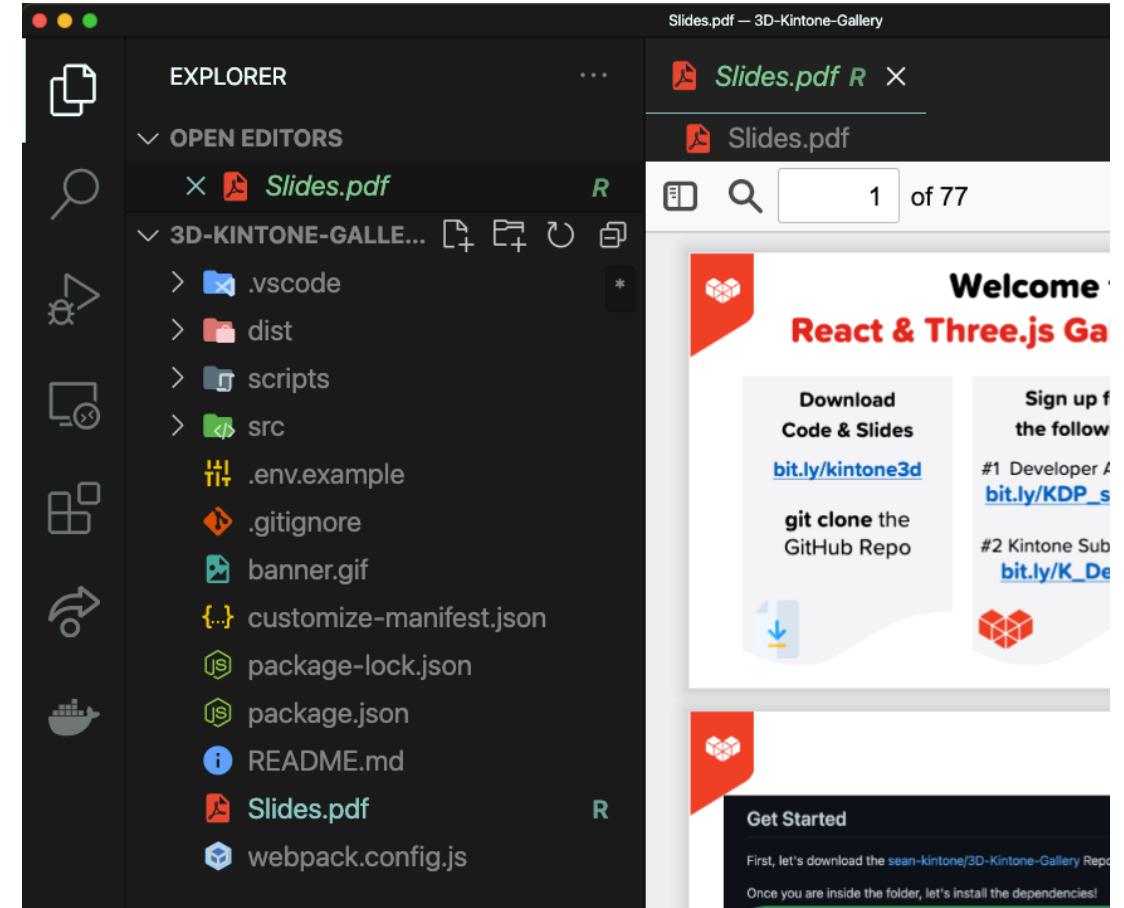
```
npm install
```

```
npm install -g @kintone/customize-uploader
```

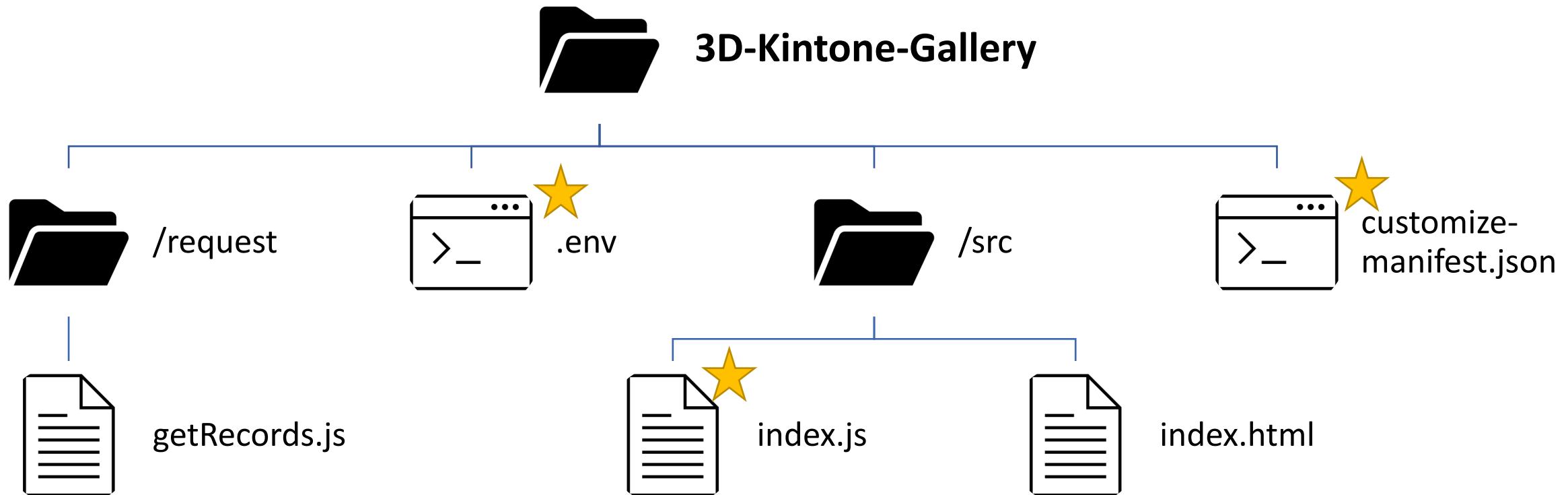
Run these commands
from your terminal

Overview of the Repo

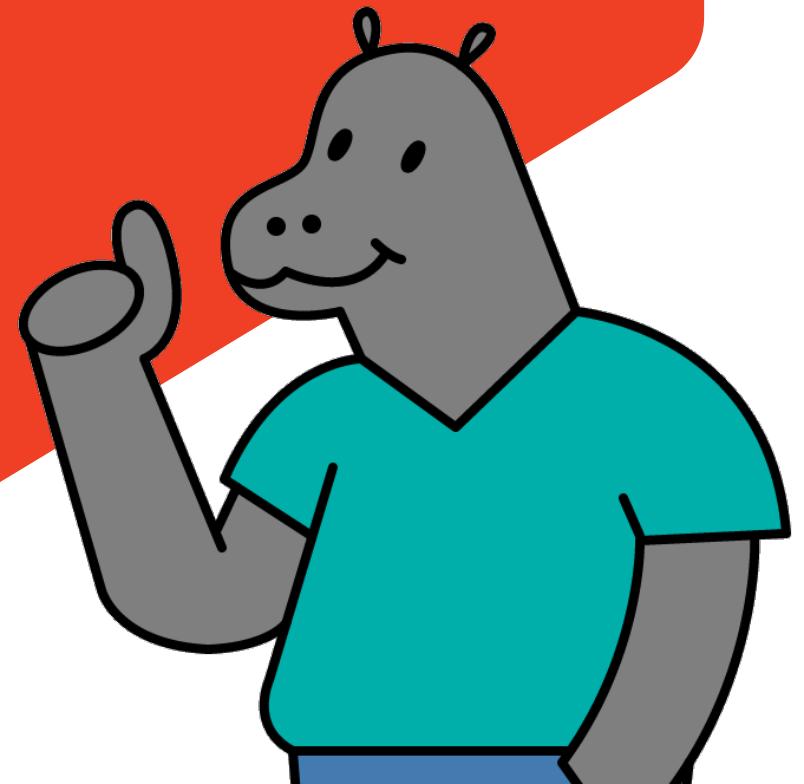
```
3D-Kintone-Gallery/
├── Slides.pdf
├── README.md
├── banner.gif
├── customize-manifest.json
└── dist/
    ├── KintoneCustomization.js
    └── KintoneCustomization.js.LICENSE.txt
        └── index.html
├── package-lock.json
├── package.json
└── scripts/
    └── npm-start.js
└── src/
    ├── index.css
    ├── index.html
    ├── index.js
    └── requests
        └── getRecords.js
└── webpack.config.js
```



Files We Will Be Editing

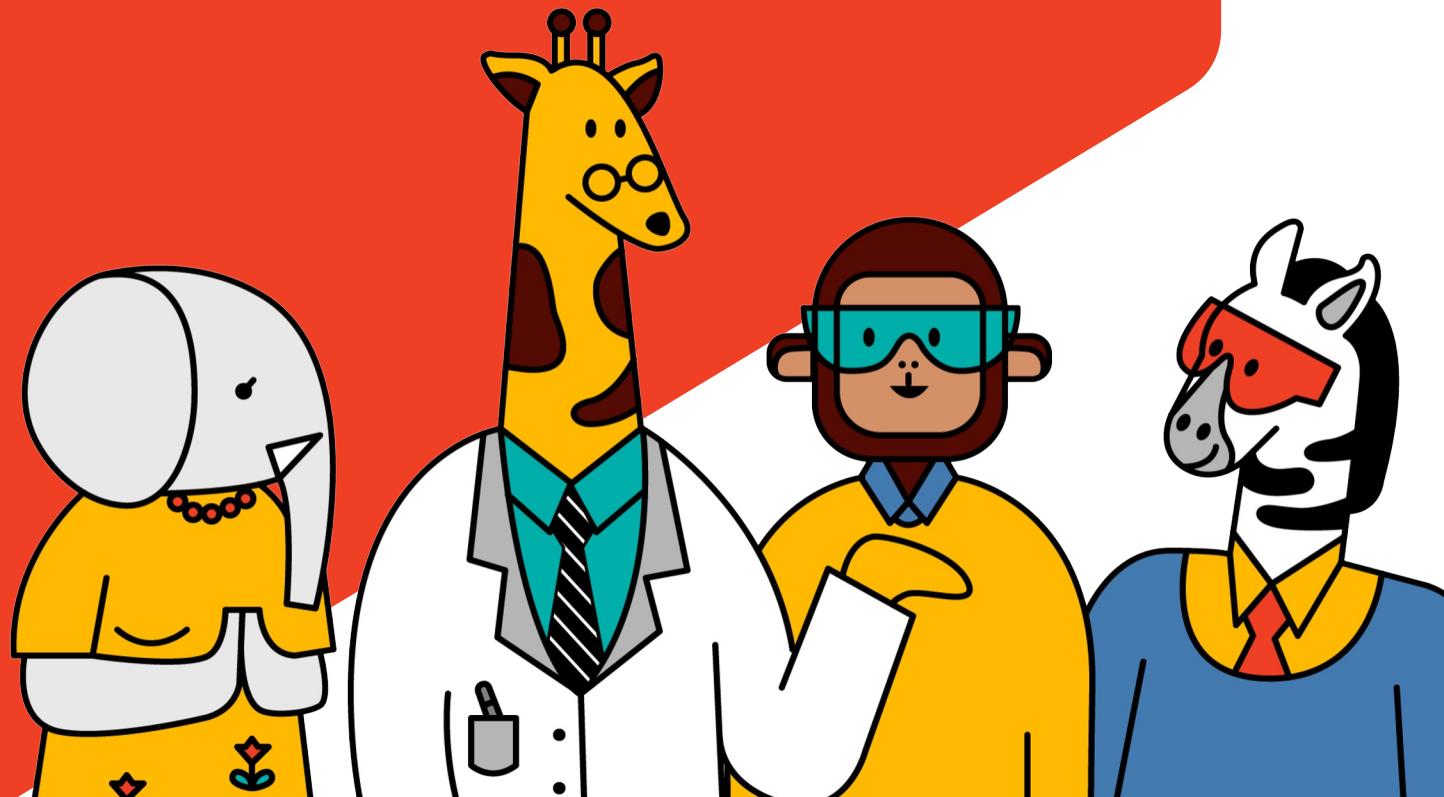


Quick check-in with Zoom polling



What is Kintone?

Built for teamwork,
designed by you



What is Kintone?

The screenshot displays the Kintone interface with several panels:

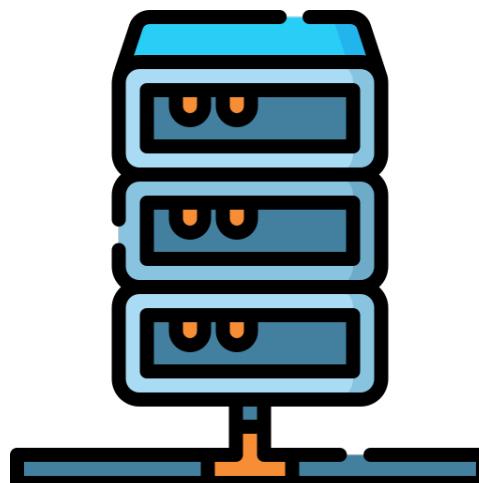
- Customer Database:** Shows a grid with three columns: Admin:Green, Admin:Green, and Admin:Green.
- Sales Leads:** Shows a grid with three columns: Admin:Green, Admin:Green, and Admin:Green.
- Contact Log:** Shows a grid with three columns: Admin:Green, Admin:Green, and Admin:Green.
- Threads:** A list of threads including "Deal Flow" (Apr 3 11:24 AM), "Sales Division" (Apr 1 11:49 PM), and "Monthly Reports" (Apr 1 11:45 PM).
- Apps:** A list of applications including Vendor Database, Item Database, Product List, Invoices, Seminar Survey, Attendee Lists, Event Calendar, Activity Log, Sales Leads, and Customer Database.
- People:** A list of members including Hiroko ..., Mary Si..., John S..., Rudy Red, Polly Pink, Bill Blue, Glen Gr..., Paul Gray, Mark Pe..., and Dannie
- Dashboard:** Features two charts: a bar chart for "Sales Leads: Monthly Expected Sales (per priority)" and a pie chart for "Total(Amount)".

Kintone is a **no-code / low-code** cloud platform for teams to easily share and **collaborate** on their **data** efficiently.

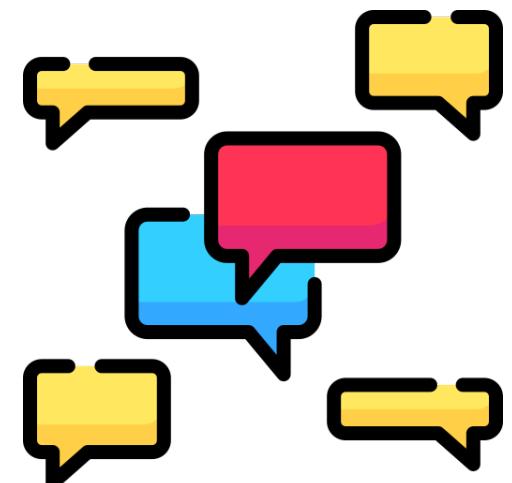
Where Kintone is Special!



kintone



Data & the conversations
about the data are
all in one place



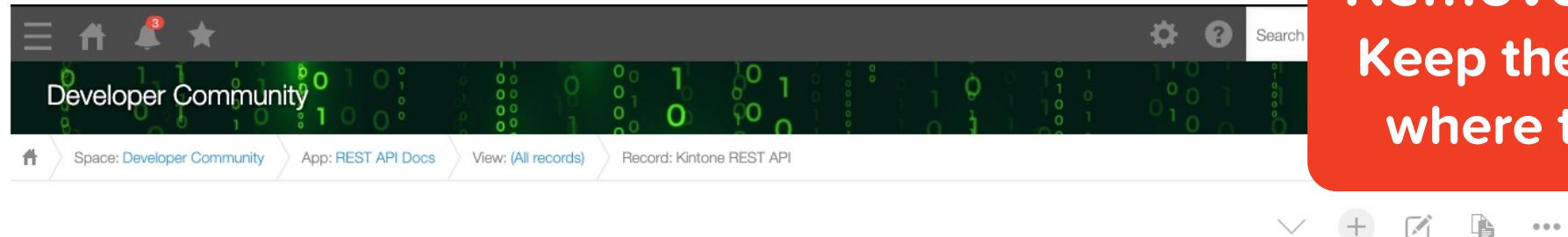
Missing - Unified Communication

Data Silos

Information is not being
shared effectively

Scattered Communication
Unclear where the
conversation is happening

What is Possible?



Where
Data
Lives

A screenshot of Kintone showing a 'Fix History' table. The table has columns for 'Date', 'Fixed By', 'Before', 'After', and 'Fix Details'. A single entry shows 'Aug 27, 2020' and 'Clare - Support' under 'Fixed By'. The 'Before' and 'After' columns show screenshots of the 'Get API Schema' page from Kintone. The 'Fix Details' column contains the text: 'Fixed the GET API List API link' and 'Added apis.{key}.link'. A blue callout box on the left side contains the text: 'Where Data Lives'.

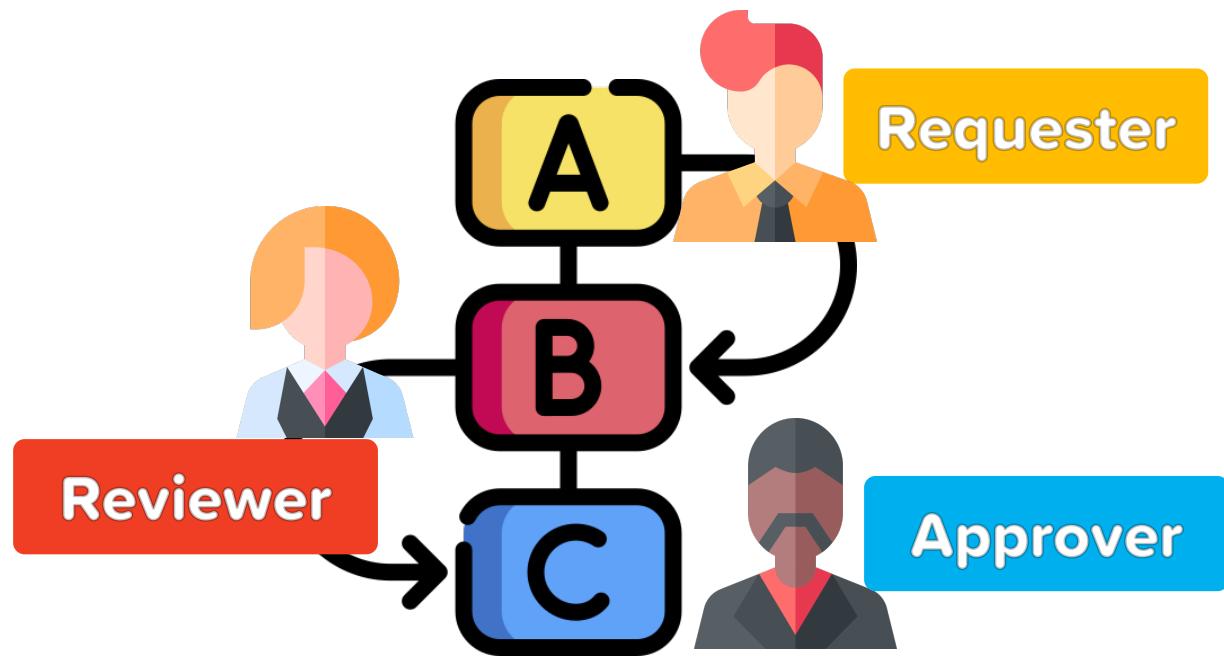
A screenshot of a communication platform showing a thread of comments. The comments are: 1: Genji (@Clare - Support) - Please take a look at this document. 2: Sharon - Developer (@Genji) - Oh, shoot, thanks for catching my mistake! 3: Clare - Support (@Sharon - Developer @Genji) - Done! A red callout box on the right side contains the text: 'Where Communication Lives'.

Remove the Friction
Keep the conversation
where the data lives

Where
Communication
Lives

Workflow

With Process Management,
establish a workflow so that the
right people sees the **right info**
at the **right time**.



Developer Community

Space: Developer Community App: KDP Event View: Summary Record: No Server Data Visualization: Build a W

Assign Reporter Change Assignee

Next Status:
Writing Report

Select Assignee:

- Genji
- Sharon - Developer
- John - Manager
- Clare - Support

Cancel Confirm

Write your comment here.

Community

Project

Support

Event Image

No Server Data Visualization JS Build a Word Cloud!

tickets-115435658161

2: John - Manager @Genji Assign this even to @Clare - Support

1: Genji @Sharon - Developer They together such a great w

Like Reply

Kintone Apps

The screenshot shows the Kintone Shared To Do app interface. At the top, there's a navigation bar with icons for home, search, and settings, along with a 'Search in App' field. Below the header, the title 'Shared To Do' is displayed, followed by a breadcrumb trail 'App: Shared To Do'. A descriptive text block states: 'To Do App with Process Management feature. All tasks assigned to you can be viewed under "Assigned to me" section on the portal page. Always be organized and on time by setting up reminders and visualizing team's progress through snazzy graphs.' The main area features a table with the following columns: 'To Do', 'Priority', 'Due date', 'Status', 'Details', and 'Attachment'. The table contains five records, each with a small icon and a link to view or edit details. The records are:

To Do	Priority	Due date	Status	Details	Attachment
Define requirements	Medium	Apr 05, 2019	In progress	Please start defining the requirements for our ne...	/x
Research vendors	Medium	Apr 08, 2019	Complete	Find at least 3 vendors and summarize their pro...	/x
Send invoice to customer	High	Apr 11, 2019	Assigned		/x
Define scope	Low	Apr 12, 2019	Assigned	XYZ Project would be a long project divided into...	/x
Map out schedule	Low	Apr 19, 2019	Assigned		/x

The main building block in Kintone is an **App**.

Imagine an **App** as a powerful, online table where data is stored in records.

Kintone Apps

Sales & Leads > Settings

Last Updated: Mary Simpson 12:10 AM

Sales & Leads

Form Views Graphs App Settings

Save Form

Leads & Sales

Lead Title Sales Representative

Contact Info

Company Name Website

Contact Name Job Title

Email Telephone Number

Product Name Product ID Unit Price Quantity

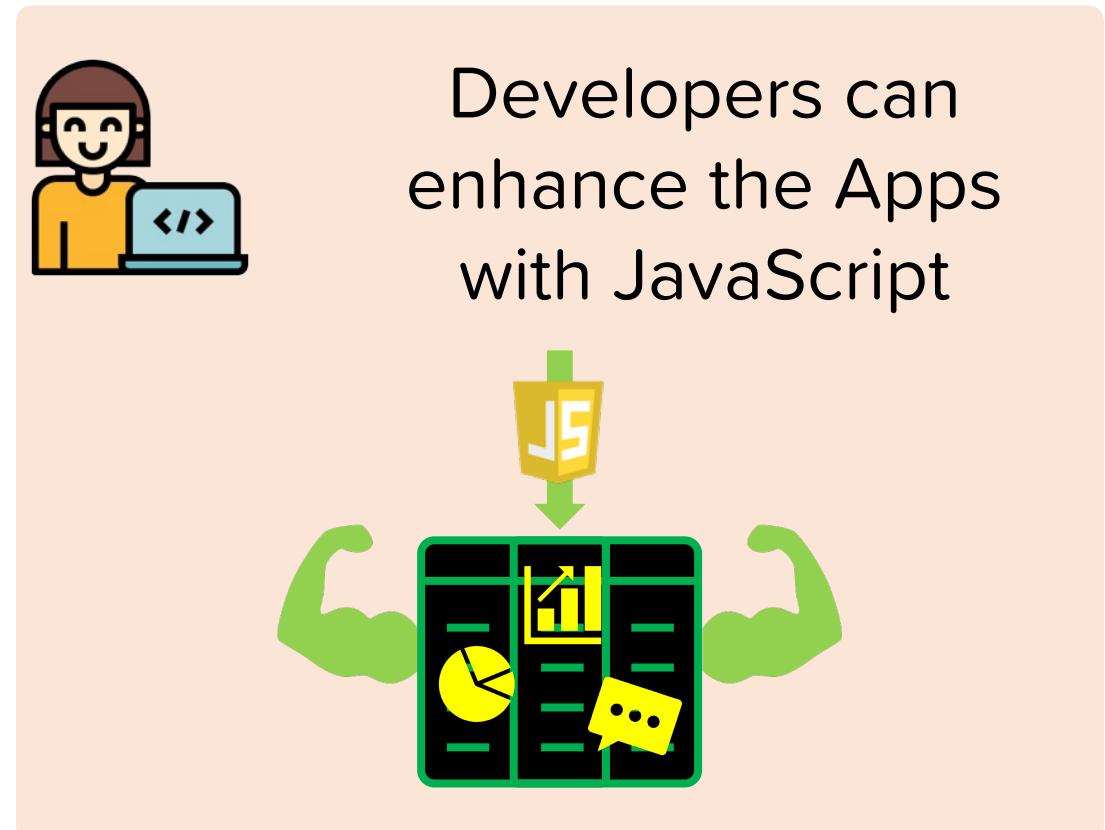
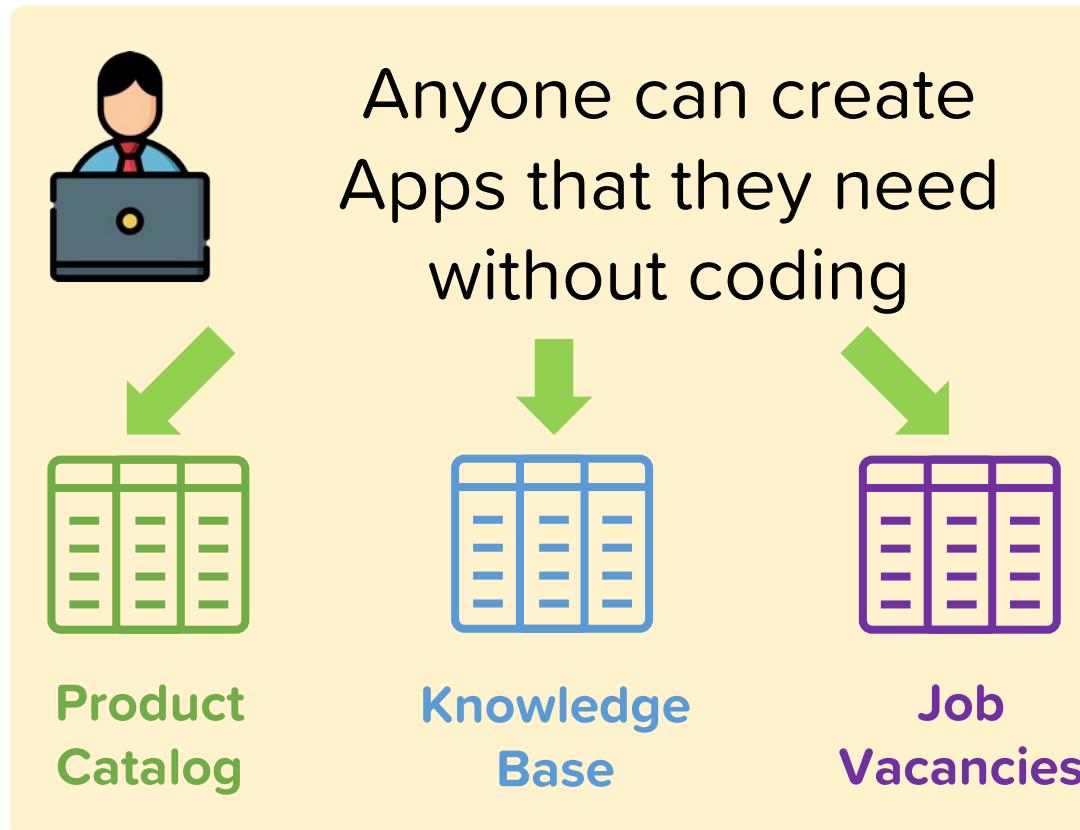
The screenshot shows the Kintone app builder interface for a 'Sales & Leads' application. The top navigation bar includes 'Sales & Leads > Settings' and a timestamp 'Last Updated: Mary Simpson 12:10 AM'. Below the title, there are tabs for 'Form', 'Views', 'Graphs', and 'App Settings', with 'App Settings' currently selected. A green button labeled 'Save Form' is visible. The main area displays a form titled 'Leads & Sales' with fields for 'Lead Title' and 'Sales Representative'. Under the 'Contact Info' section, there are fields for 'Company Name' and 'Website', with a 'Lookup' and 'Clear' button. Below that, there are fields for 'Contact Name' and 'Job Title'. At the bottom, there are fields for 'Email' and 'Telephone Number'. A footer row contains columns for 'Product Name', 'Product ID', 'Unit Price', and 'Quantity'.

Apps are easy to **create** using a **drag-and-drop** interface with no coding needed.

Apps are extensively **customizable** with client-side **JavaScript**.

Everyone Contributes!

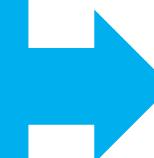
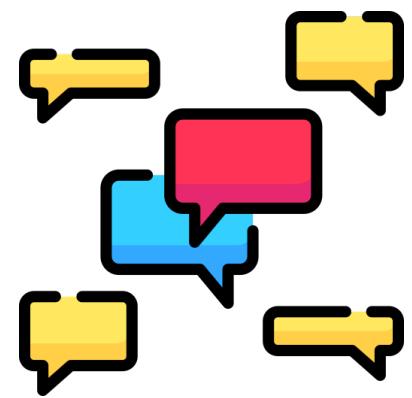
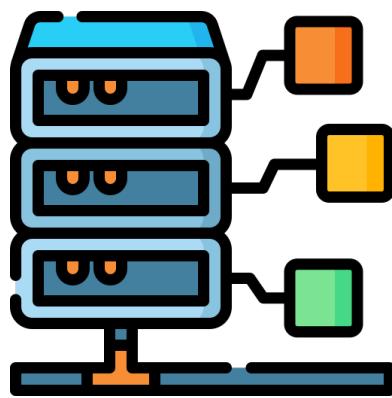
As a **no-code & low-code platform**, Kintone supports non-coders with visual programming UI while enabling sophisticated customization



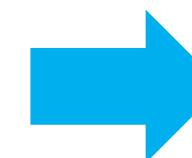
Fulfill the Promise of *Groupware*

Share meaningful insights about the data that become operationalized quickly.

Data + Communication



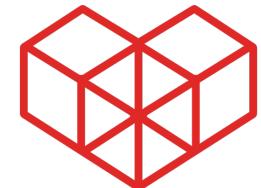
Insight



Action



How Developers Contribute

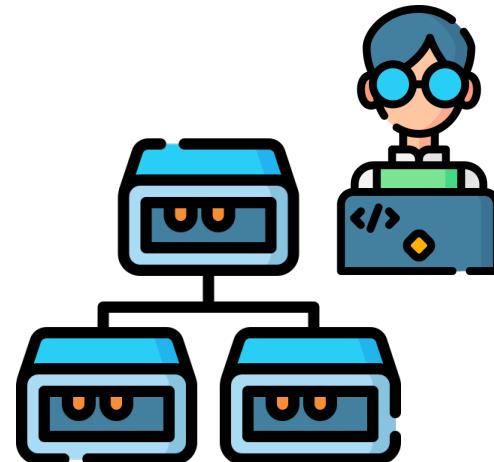


kintone
developer program

How Developers Contribute

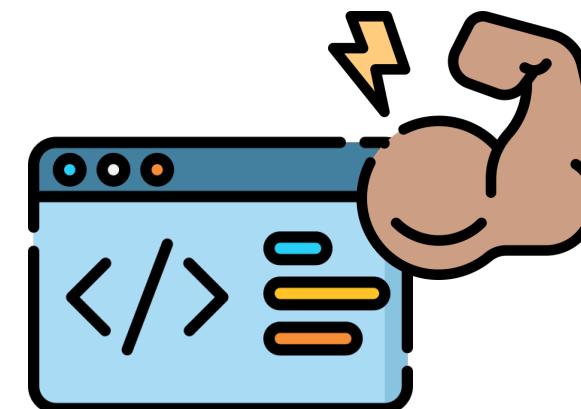
Command Center

- Create a custom look & feel
- Integrate with 3rd party web applications to exchange data



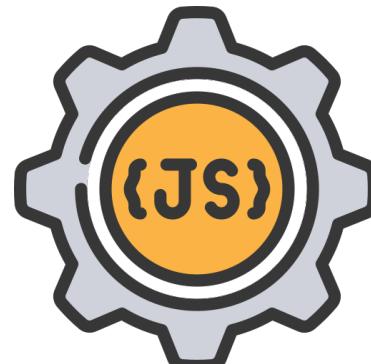
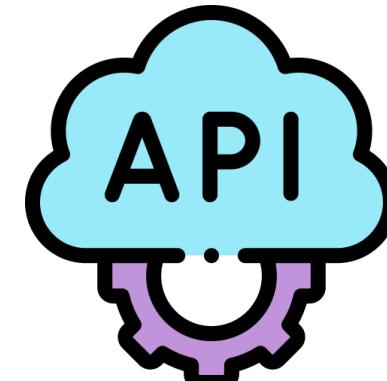
Enhancements

- Develop JavaScript customizations
- Build & share extensions



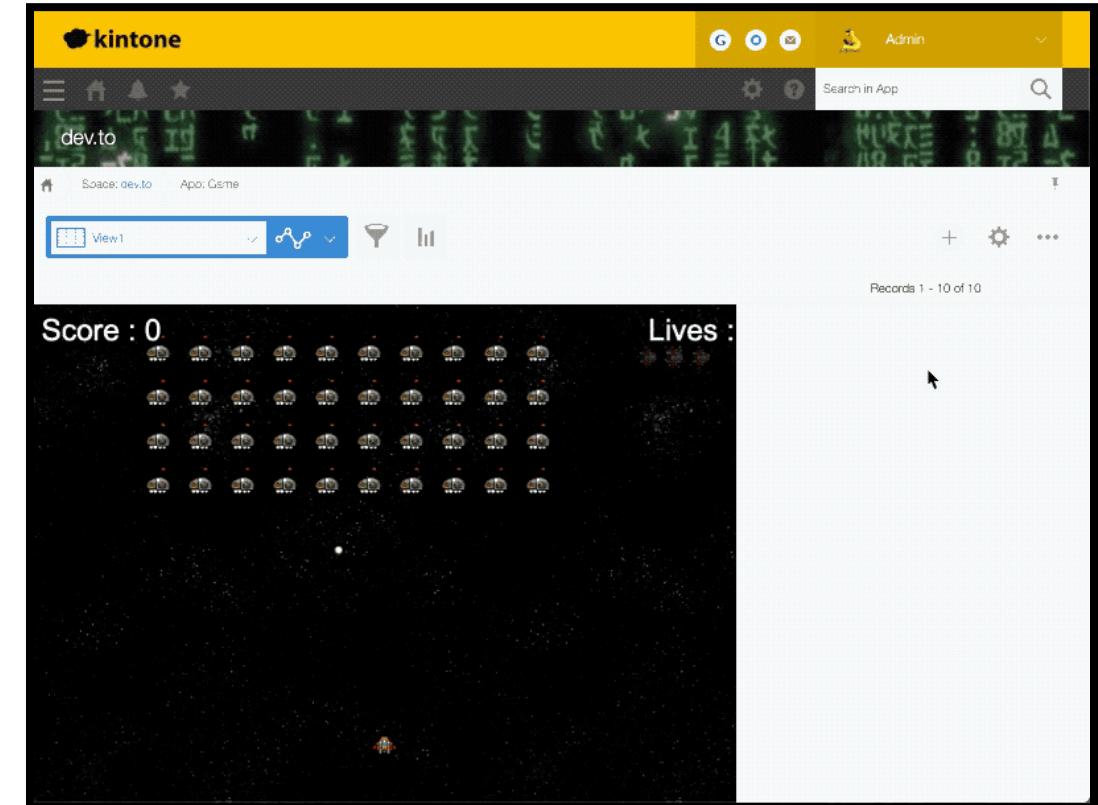
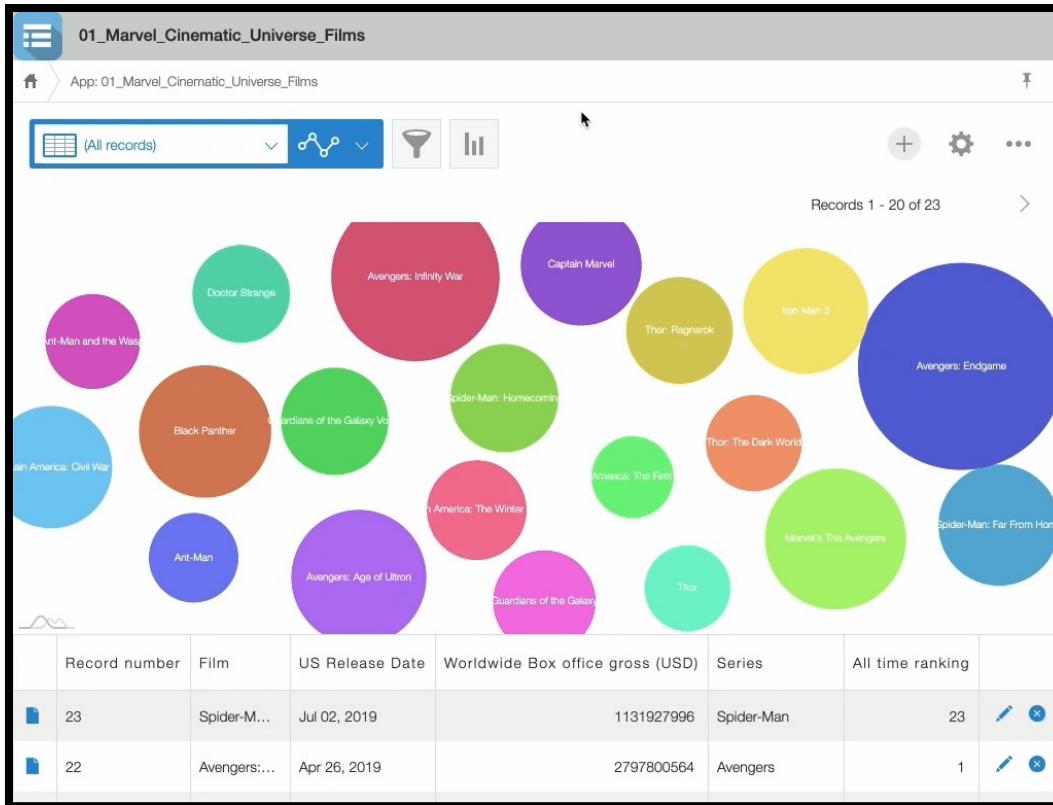
Tools Inside Kintone

- JavaScript APIs
- REST APIs
- API Tokens
- Webhook
- Plugins
- JavaScript Customizations
- CSS & HTML Customizations
- Precise Permission Controls



Create a Custom Look and Feel

Display data the way you want with HTML, JS, and CSS



Kintone For Self Learning



Keep learning new
JavaScript tricks!

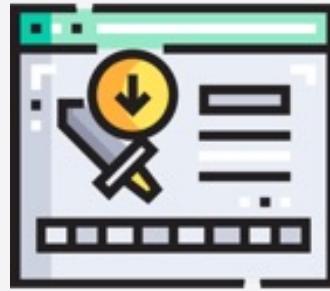


Contribute your
learnings to tech
blogs



Share your
projects with your
community!

Kintone For Creating Revenue



Create & sell
Kintone
extensions



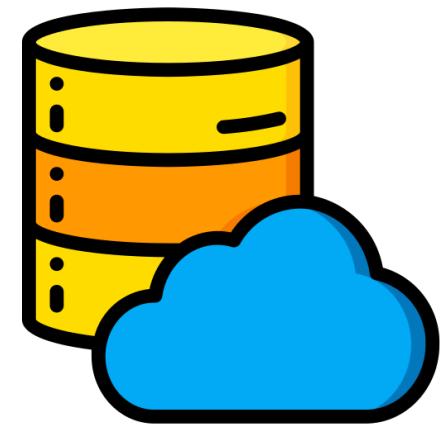
Consult with firms
on achieving
business goals



Develop Kintone
customizations for
customers

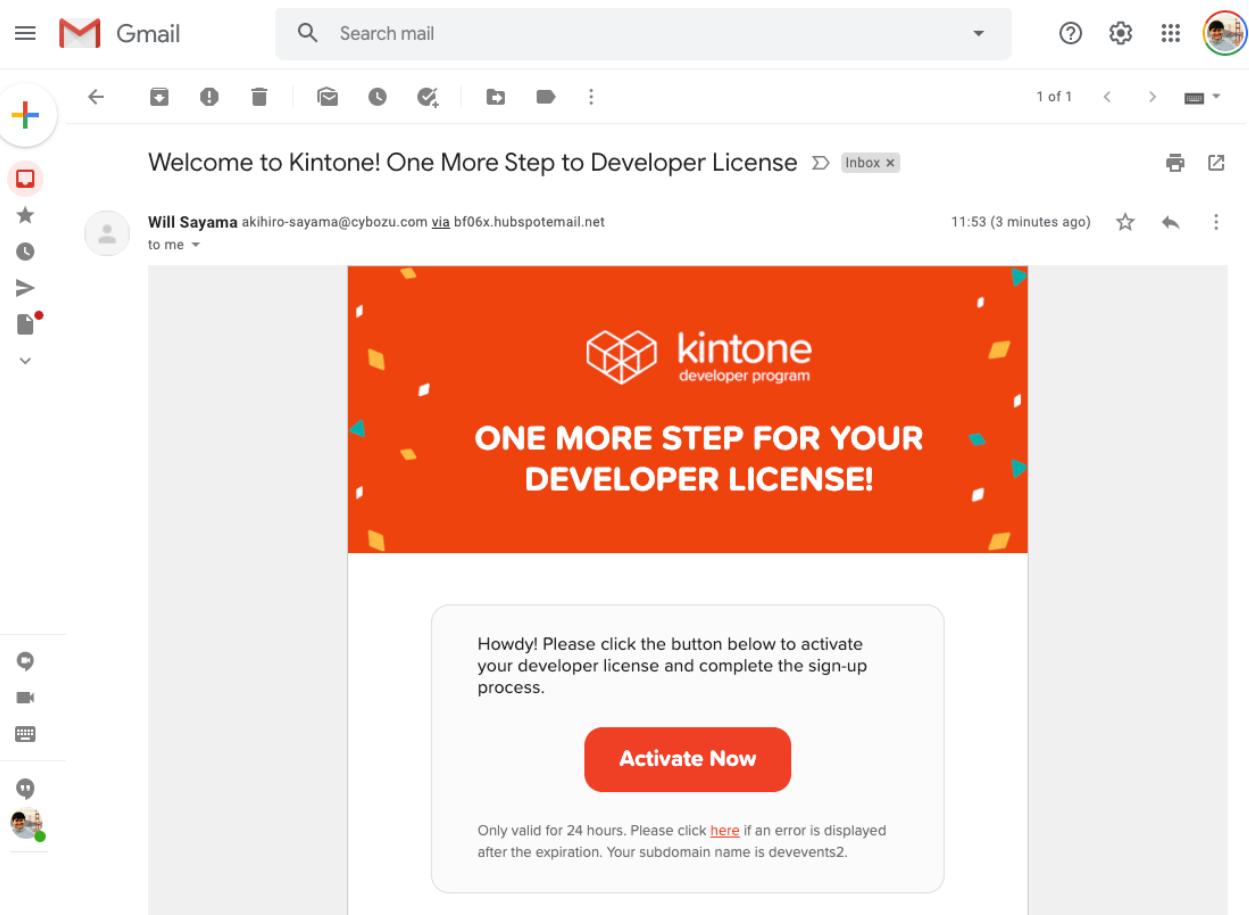
Let's Create a Kintone Database App

Step-By-Step Guide

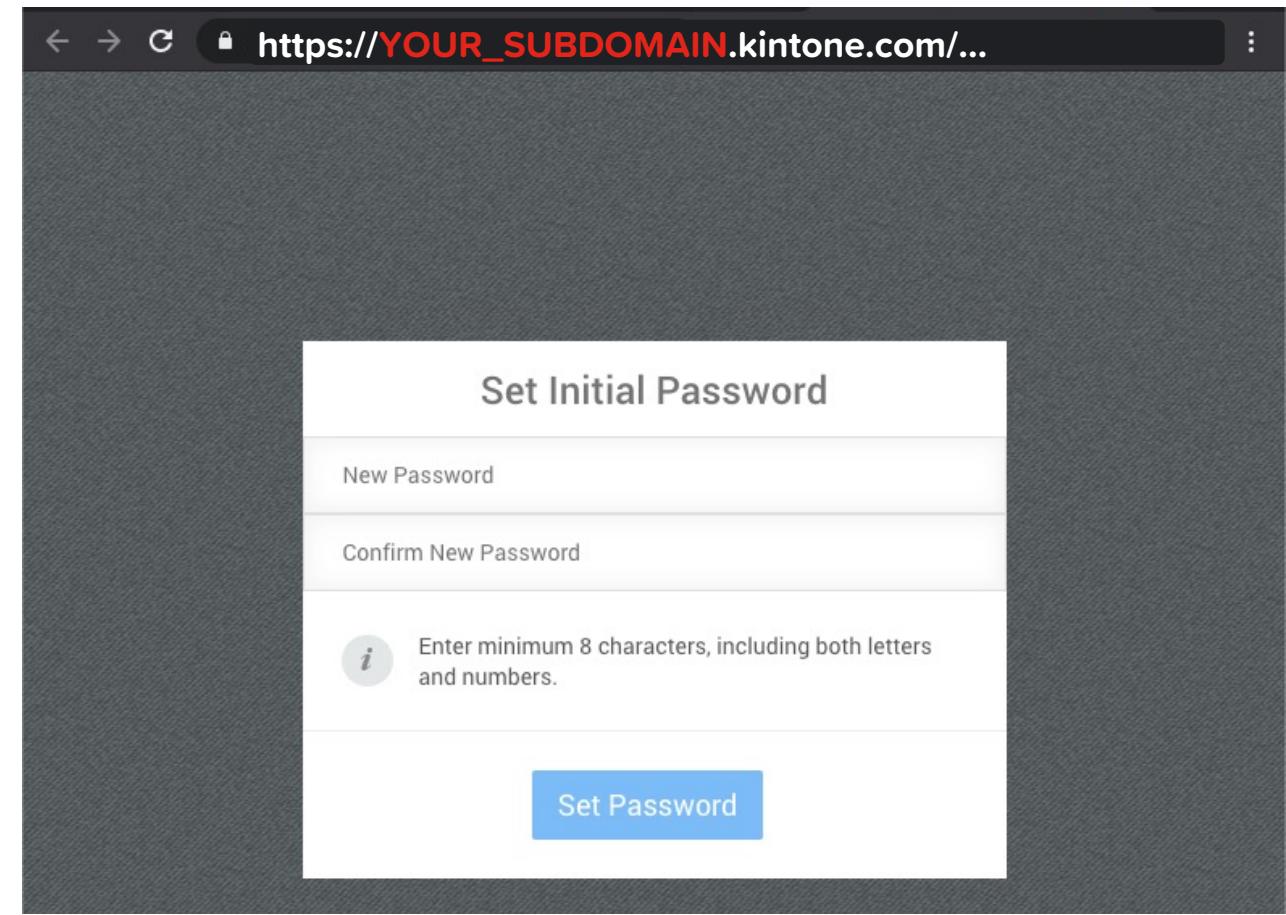


Check Your Email

Welcome to Kintone! One More Step To...



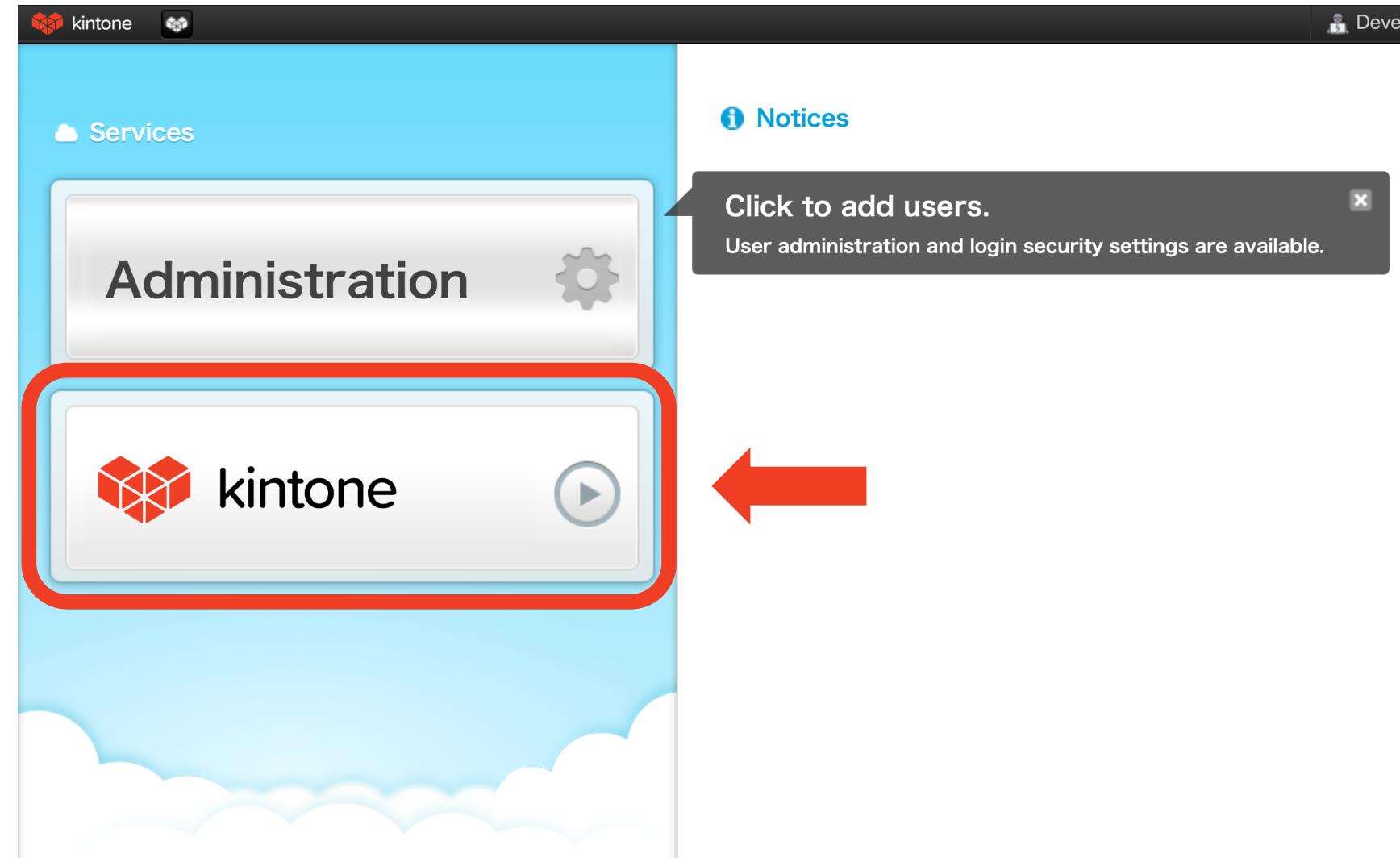
YOUR_SUBDOMAIN.kintone.com



Let's Log into Kintone

Click on Kintone button on the Left side

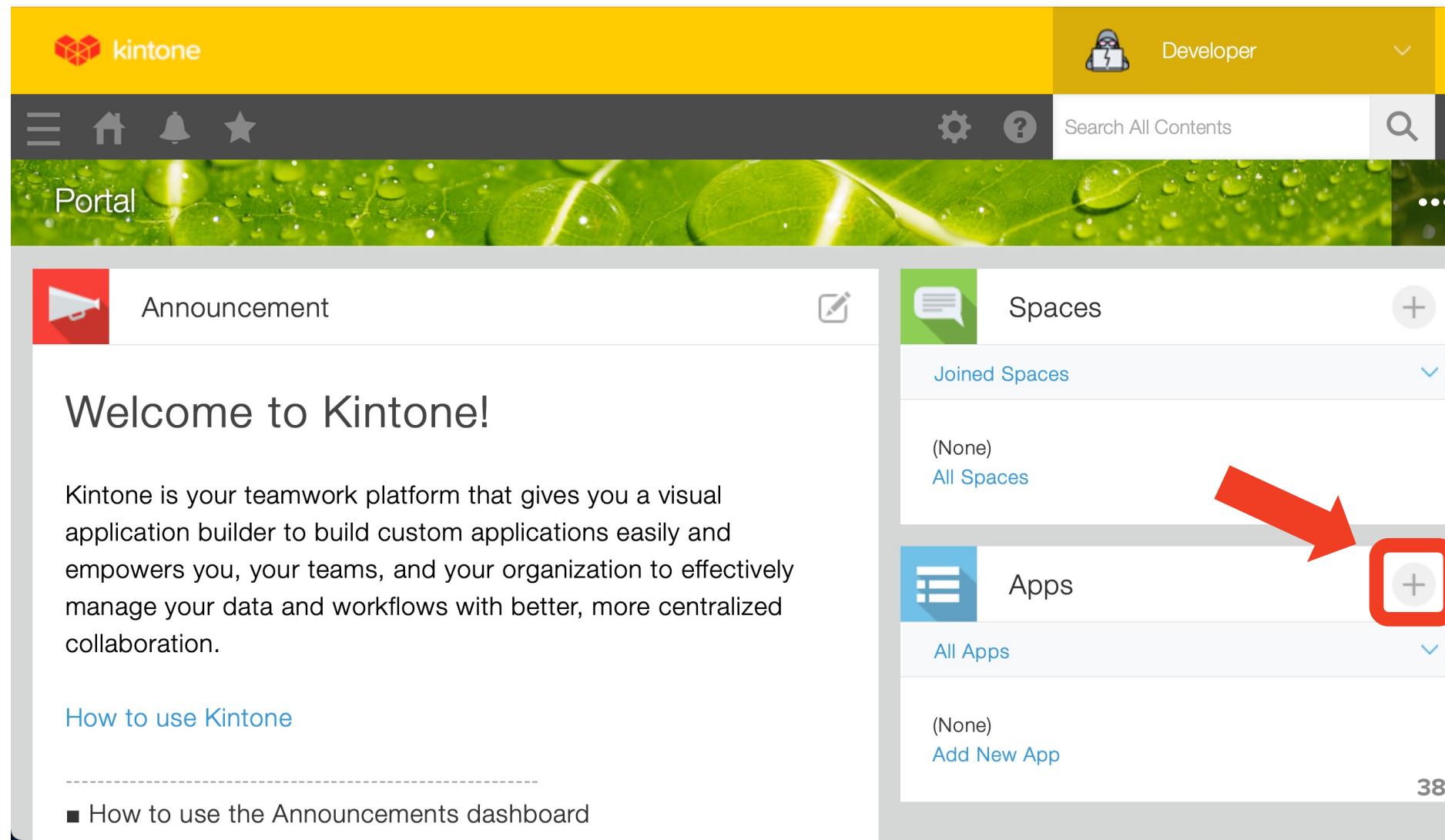
The email has the initial registration link & subdomain



Create a Kintone Database App

From the Portal screen

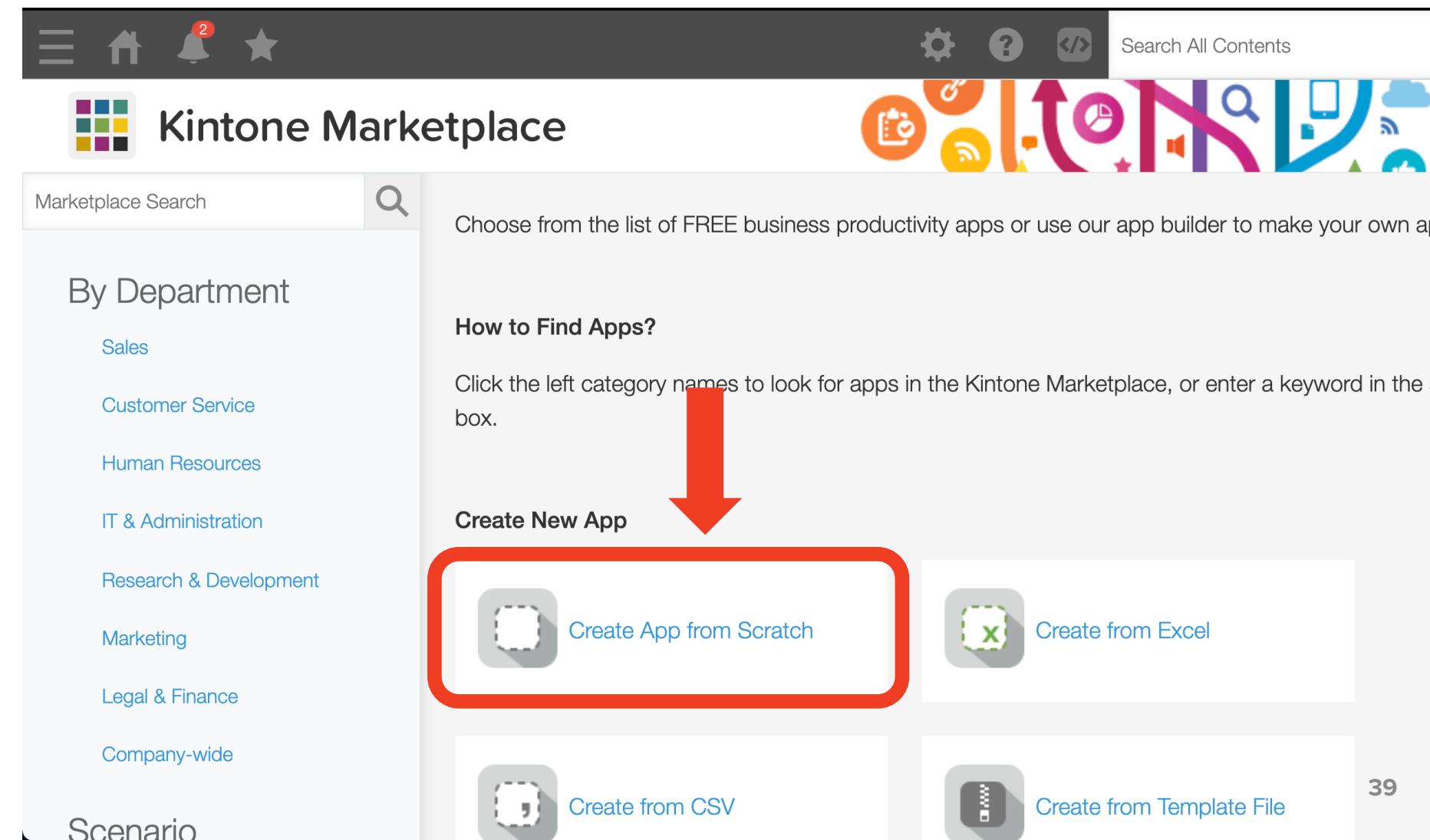
Click the **[+]** button on the Right side



Create App from Scratch

On Kintone
Marketplace...

Click on
**Create App from
Scratch**



Name the App

Replace the
"New App" with
your App's Title

We will input
"3D Gallery"

The screenshot shows the kintone 'New App' creation interface. At the top, there is a yellow header bar with the kintone logo, a developer icon, and a search bar labeled 'Search All Contents'. Below the header is a dark navigation bar with icons for home, settings, and help. The main area shows the breadcrumb path 'Kintone Marketplace > New App > Settings'. A red arrow points to the 'New App' title field, which is currently set to 'New App'. Below the title is a note: 'Notes for app administrators: This app does not exist (Create)'. The interface has tabs for 'Form', 'Views' (which is selected), 'Graphs', and 'App Settings'. On the left, there is a 'Save Form' button and a list of field types: Label, Text, Rich text, Text area, Number, Calculated, Radio button, Check box, Multi-choice, Drop-down, Date, Time, Date and time, and Attachment. On the right, there is a large area with a grey arrow pointing down and the text 'Drag and drop fields here.'

Building the 3D Gallery Database App

Drag & drop
following fields
into the middle
area

The screenshot shows the kintone app builder interface for the '3D Gallery (Workshop)' app. The 'Form' tab is active. On the left, there's a list of field types: Label, Rich text, Number (highlighted with a red box), Calculated, Check box, Multi-choice, Drop-down (highlighted with a blue box), Date, Date and time, Link, Department selection, Related records, Blank space, Text, Text area, Radio button, Time, Attachment, User selection, Group selection, Lookup, and Border. In the main area, there's a 'Shape Type' dropdown set to 'Cube', and three input fields for 'Length *', 'Width *', and 'Depth *'. Red arrows point from the 'Number' and 'Drop-down' fields in the list to their respective input fields in the form builder. A blue arrow points from the 'Drop-down' field in the list to the 'Length' input field in the form builder.

3D Gallery (Workshop) > Settings

3D Gallery (Workshop)

Notes for app administrators does not exist ([Create](#))

Developer 1:11 AM

Discard Changes Update App

Form Views Graphs App Settings

Save Form

Label

Rich text

Number

Calculated

Check box

Multi-choice

Drop-down

Date

Date and time

Link

Department selection

Related records

Blank space

Text

Text area

Radio button

Time

Attachment

User selection

Group selection

Lookup

Border

Shape Type

Cube

Length *

Width *

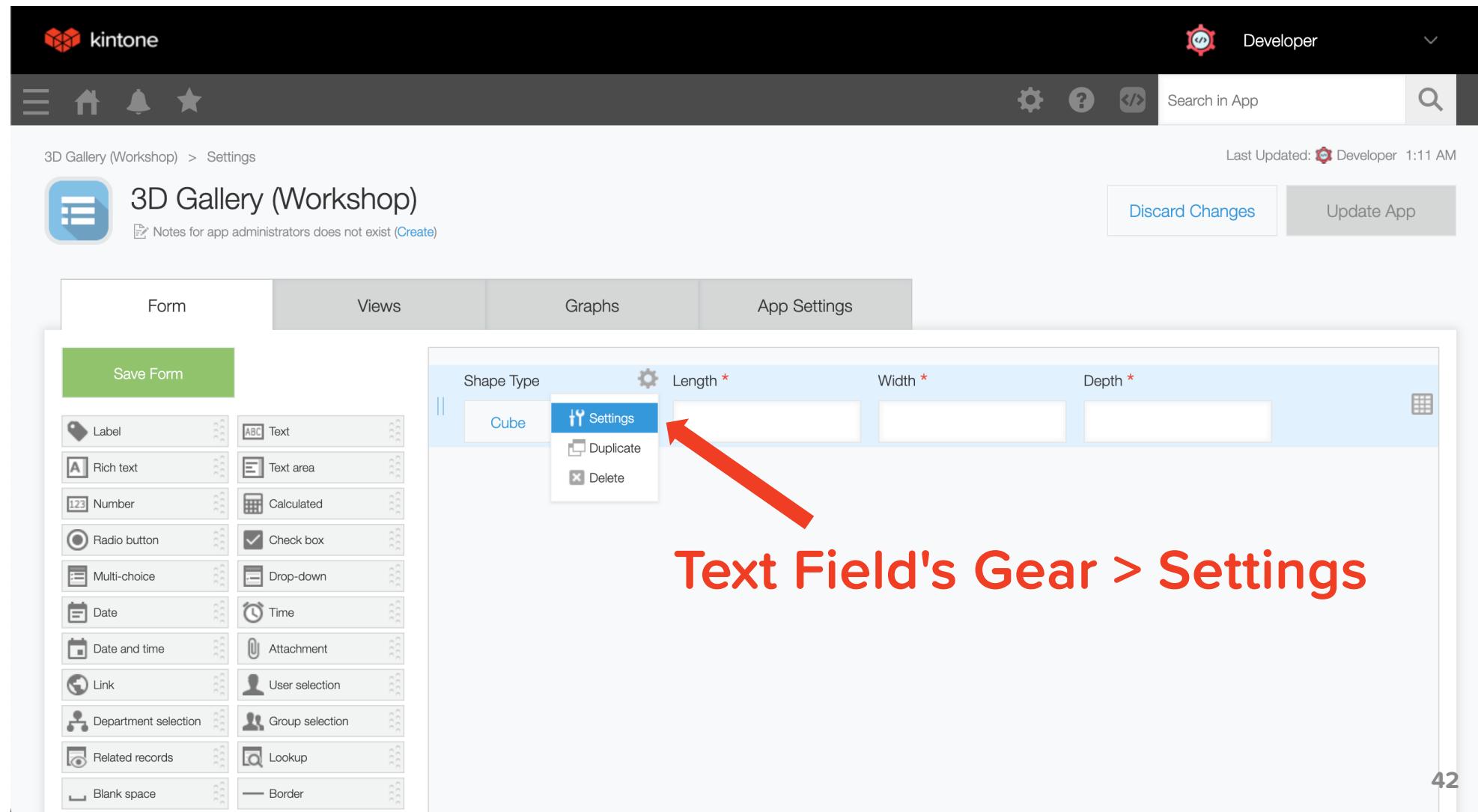
Depth *

3x Numbers fields
1x Dropdown field

Configure Fields

Click on the **Gear** from the text field's left corner.

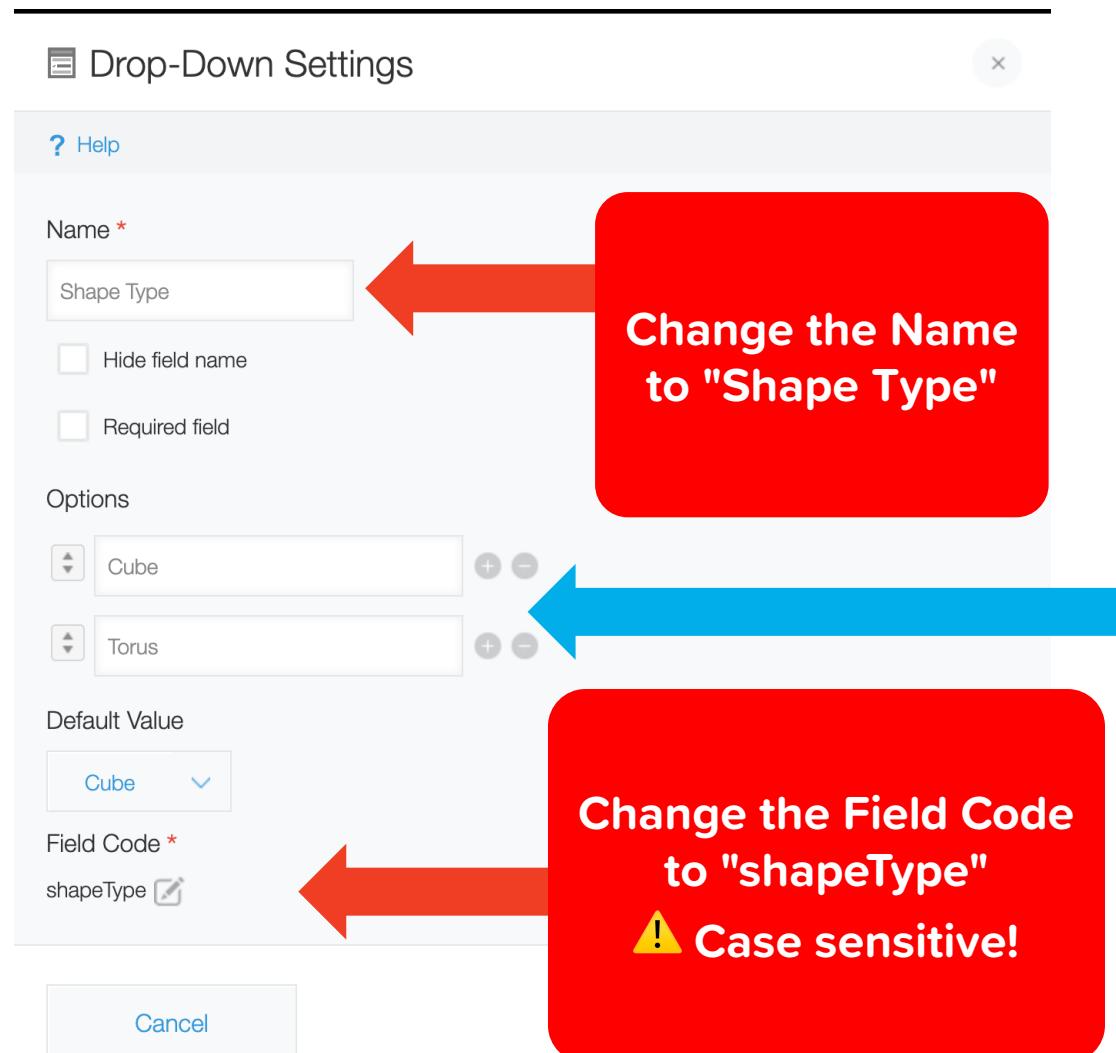
Edit the **Name** & **Field Code**



Inside the Dropdown Settings

Click on the **Gear** from the text field's left corner.

Edit the **Name** & **Field Code** & **Options**



Change the Name to "Shape Type"

Change the Field Code to "shapeType"

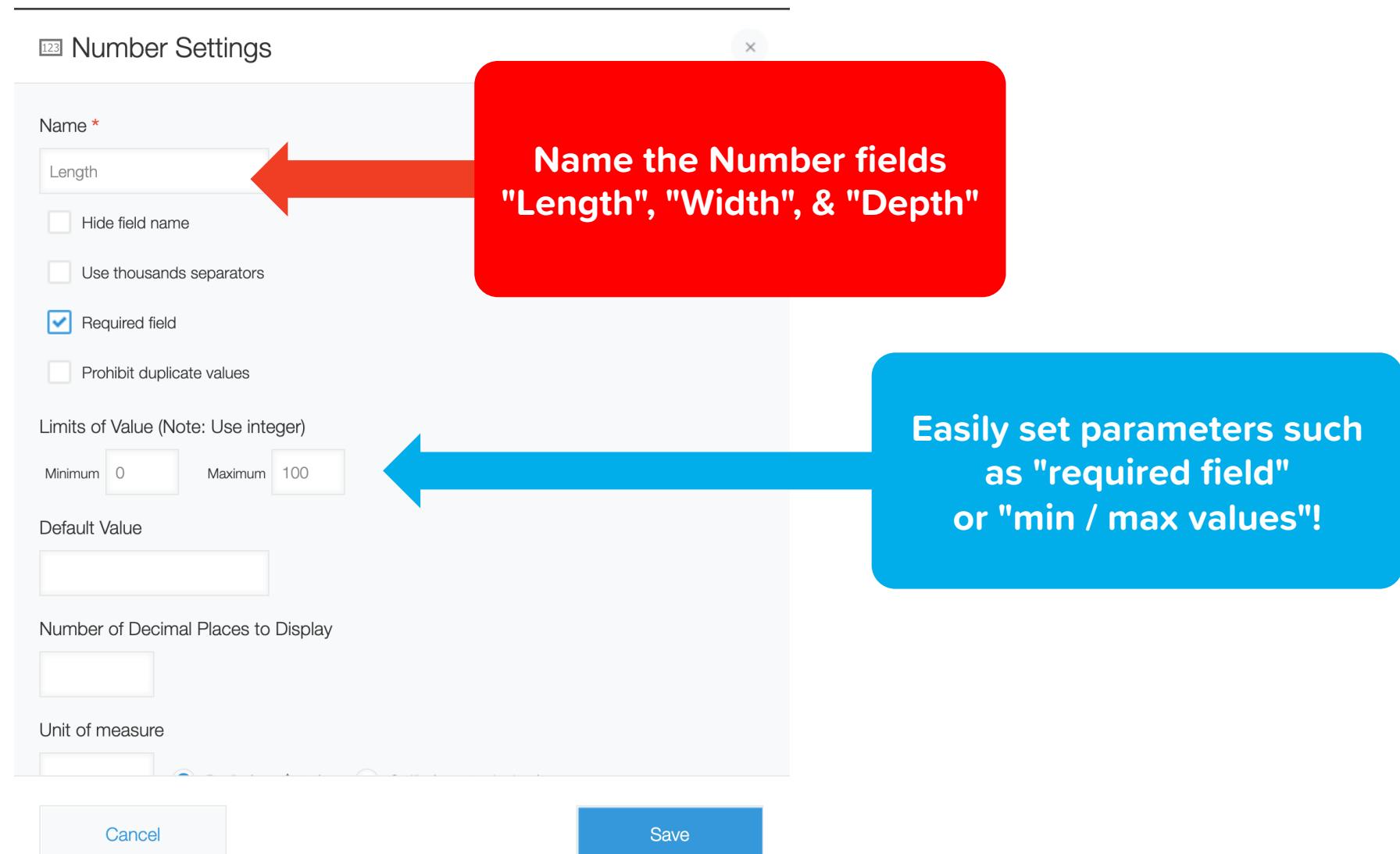
⚠ Case sensitive!

Add two options:
"Cube" & "Torus"
⚠ Code Breaking!
⚠ Case sensitive!

Inside the Number Settings

Click on the **Gear** from the text field's left corner.

Edit the **Name** & **Other Options**



Inside the Number Settings Part 2

Click on the **Gear** from the text field's left corner.

Edit the **Field Code**

Number Settings

Hide field name

Use thousands separators

Required field

Prohibit duplicate values

Limits of Value (Note: Use integer)

Minimum 0 Maximum 100

Default Value

Number of Decimal Places to Display

Unit of measure

Prefix (e.g. \$100)

Suffix (e.g. 0.5)

Field Code * **width** 

Cancel Save

Set Field Code to "length", "width", & "depth"

⚠ Case sensitive!

Does Your App Look Like This?

We changed...

Title

1x Dropdown Field

3x Number Fields

Set the fields'
Names
and **Field Codes**

The screenshot shows the kintone 3D Gallery (Workshop) app builder interface. At the top, there's a navigation bar with the kintone logo, developer mode icon, and search bar. Below the header, the app title '3D Gallery (Workshop)' is displayed along with a note about notes for app administrators. The main area has tabs for 'Form', 'Views', 'Graphs', and 'App Settings'. The 'Form' tab is active, showing a 'Save Form' button and a grid of field types: Label, Text, Rich text, Text area, Number, Calculated, Radio button, Check box, Multi-choice, Drop-down, Date, Time, Date and time, Attachment, Link, User selection, Department selection, Group selection, Related records, Lookup, and Blank space. To the right, there are input fields for 'Shape Type' (set to 'Cube'), 'Length *', 'Width *', and 'Depth *'. The status bar at the bottom indicates 'Last Updated: [User] Developer 1:11 AM'.

Create a Custom View

Within the App

→ Views Tab

→ Add a View

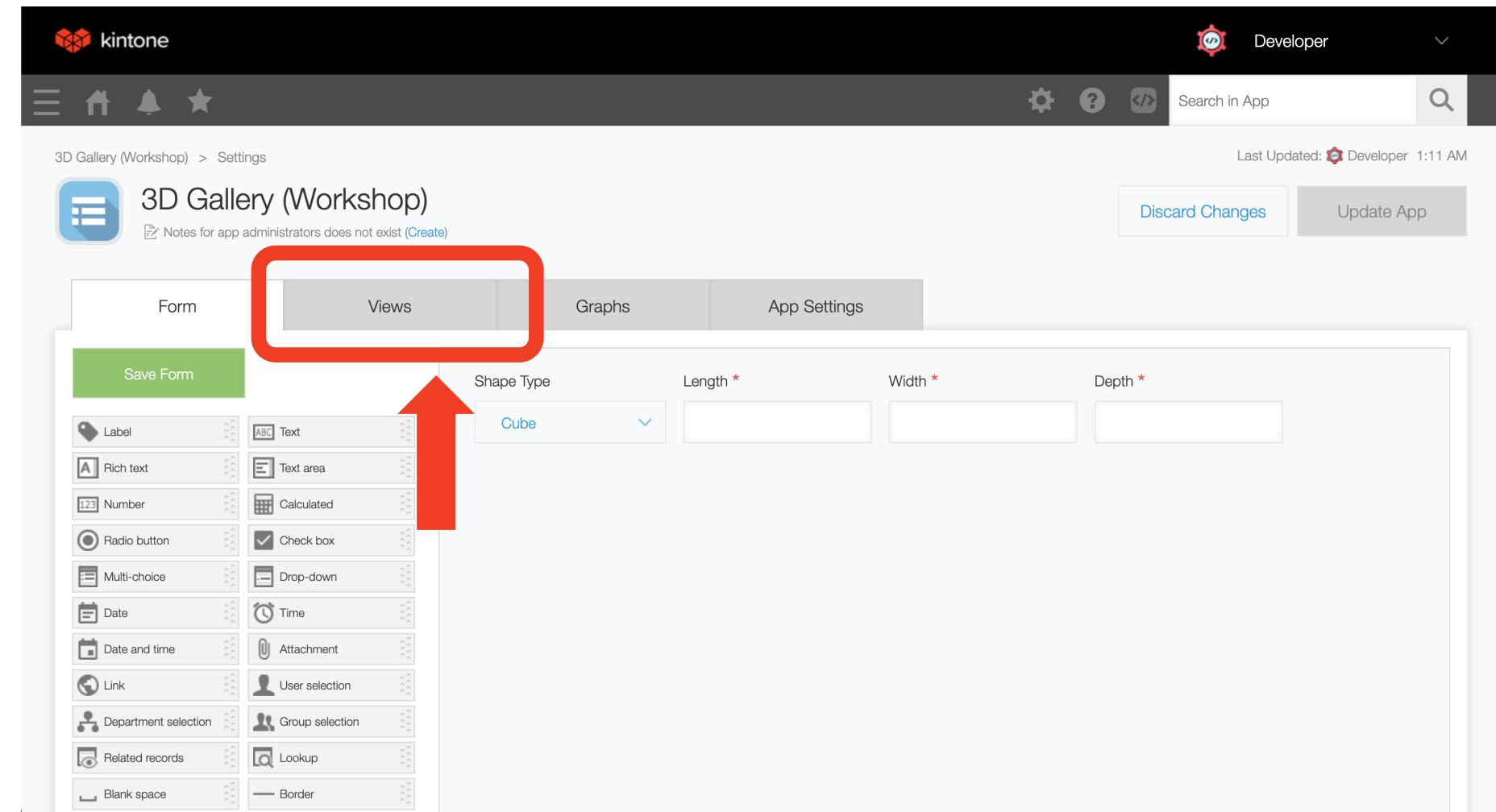
→ Name the View

→ Custom View

→ Get View ID

→ Add div with root

→ Save



Create a Custom View

Within the App

→ Views Tab

→ Add a View

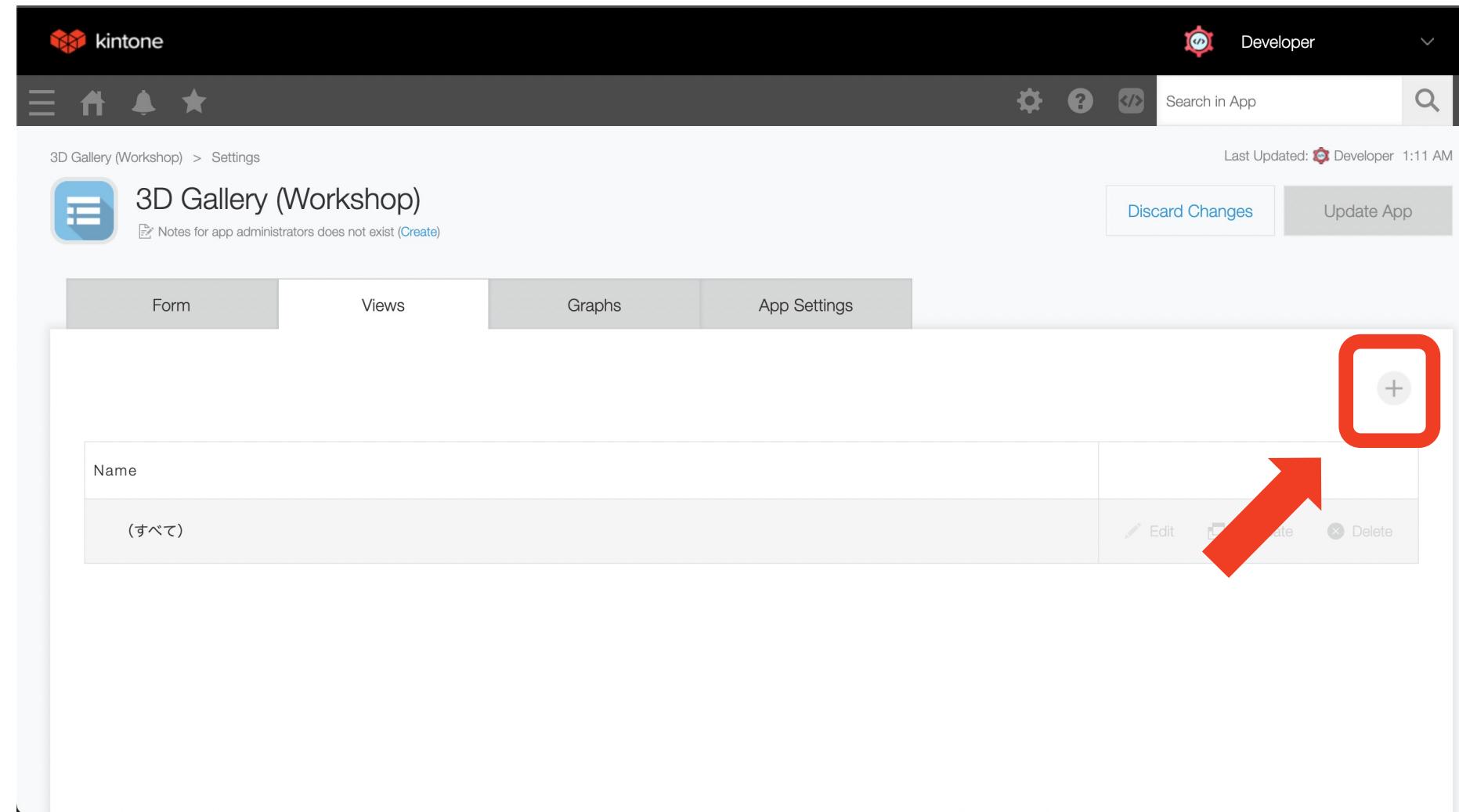
→ Name the View

→ Custom View

→ Get View ID

→ Add div with root

→ Save



Create a Custom View

Within the App

→ Views Tab

→ Add a View

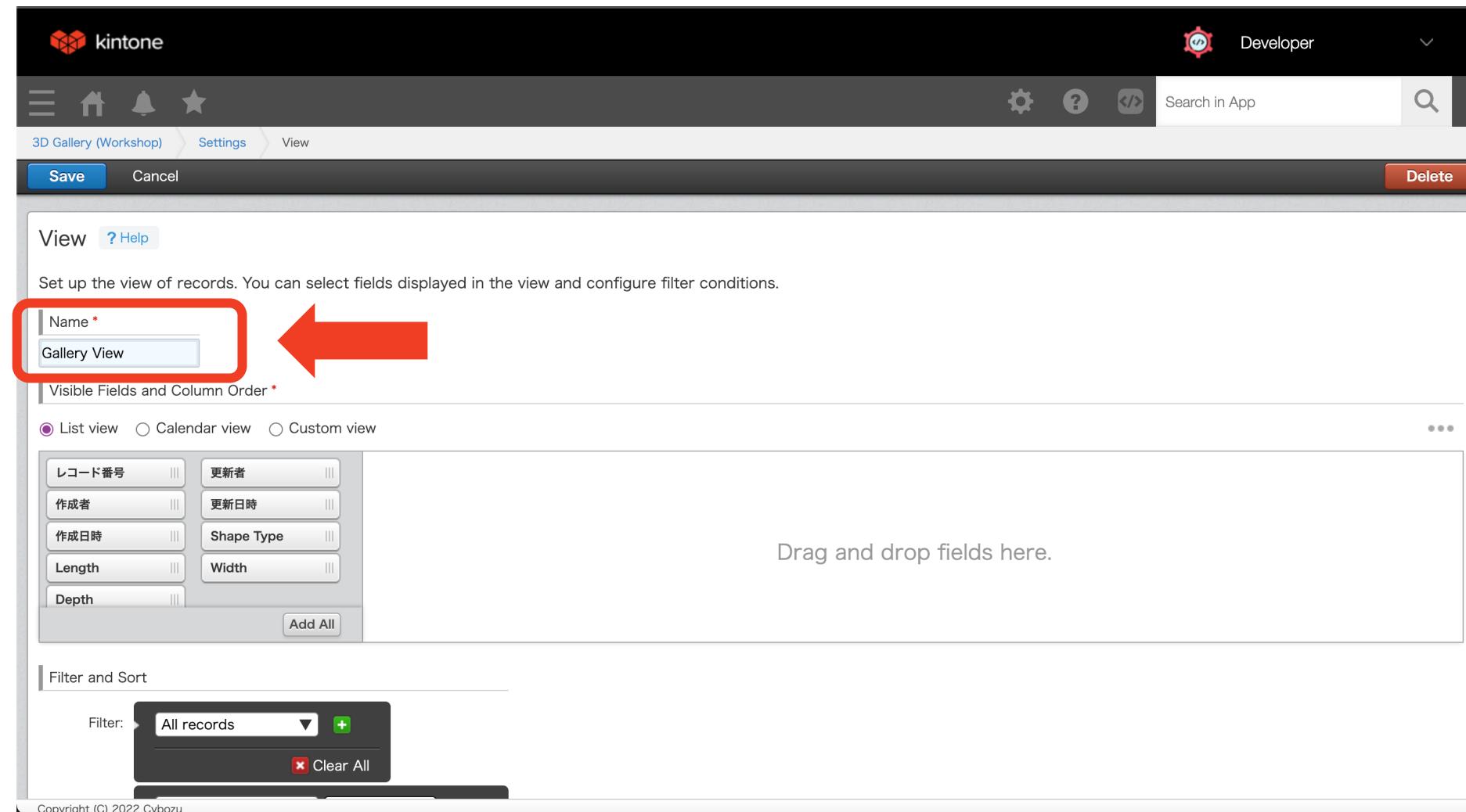
→ Name the View

→ Custom View

→ Get View ID

→ Add div with root

→ Save



Create a Custom View

Within the App

→ Views Tab

→ Add a View

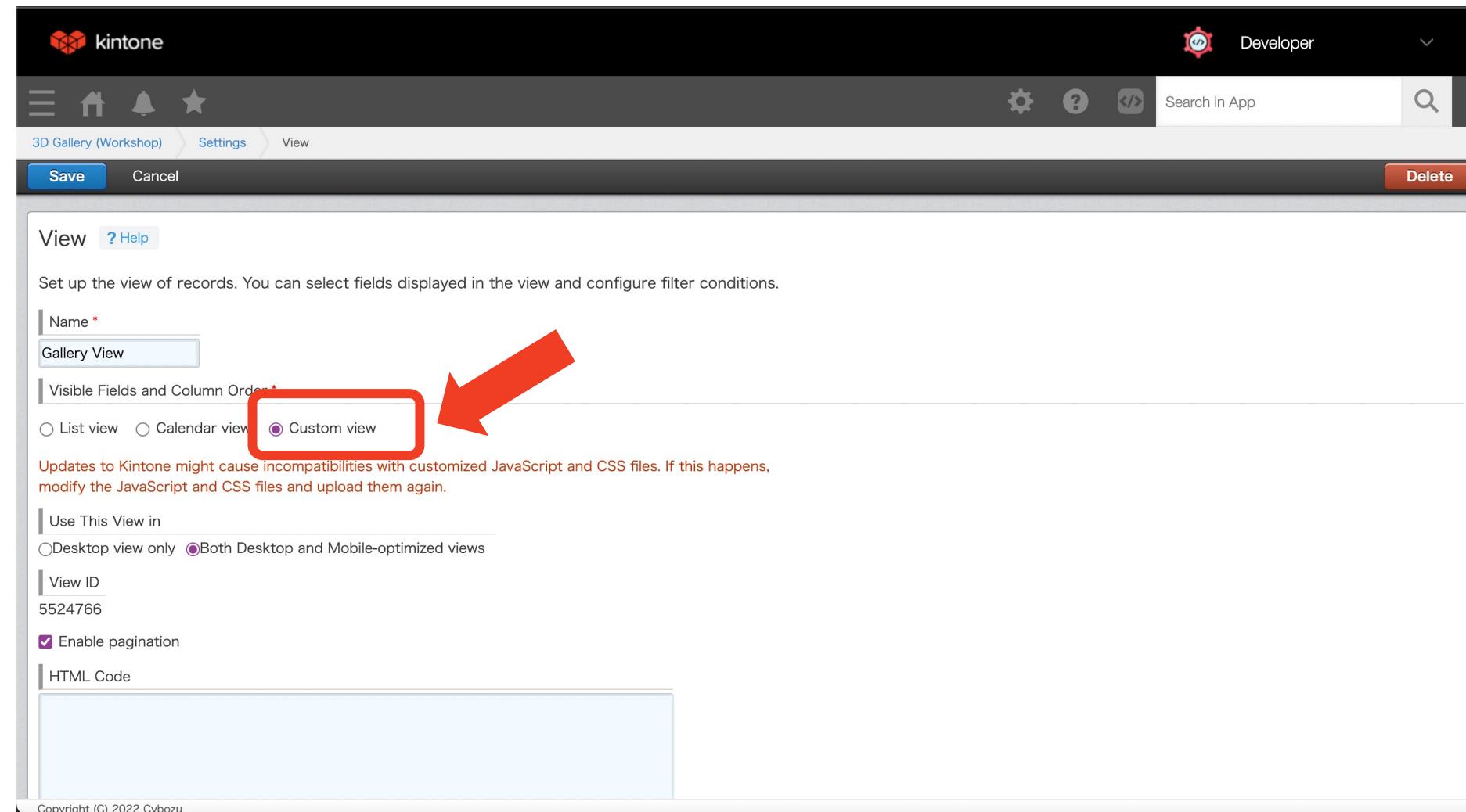
→ Name the View

→ Custom View

→ Get View ID

→ Add div with root

→ Save



Create a Custom View

Within the App

→ Views Tab

→ Add a View

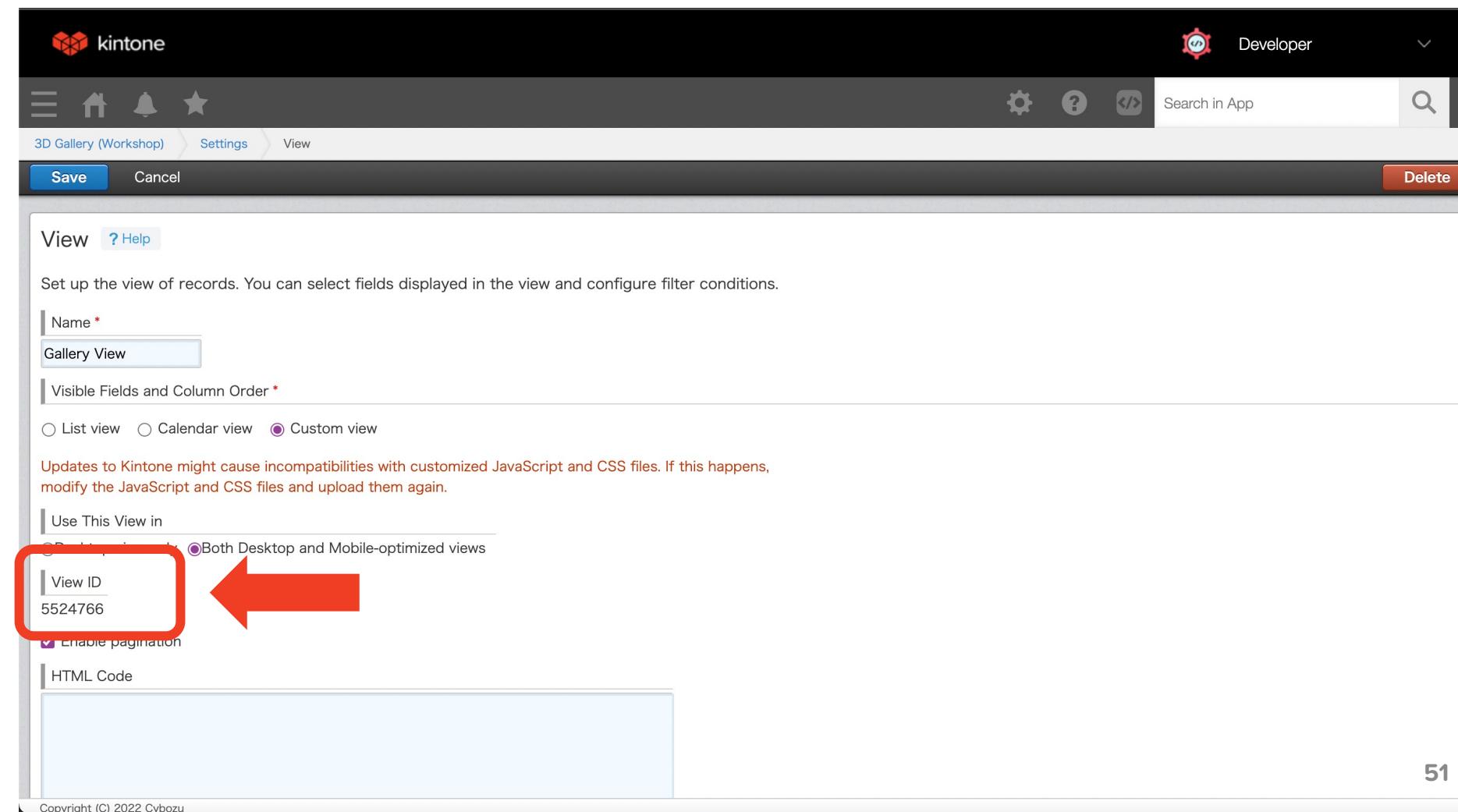
→ Name the View

→ Custom View

→ Get View ID

→ Add div with root

→ Save



Create a Custom View

Within the App

→ Views Tab

→ Add a View

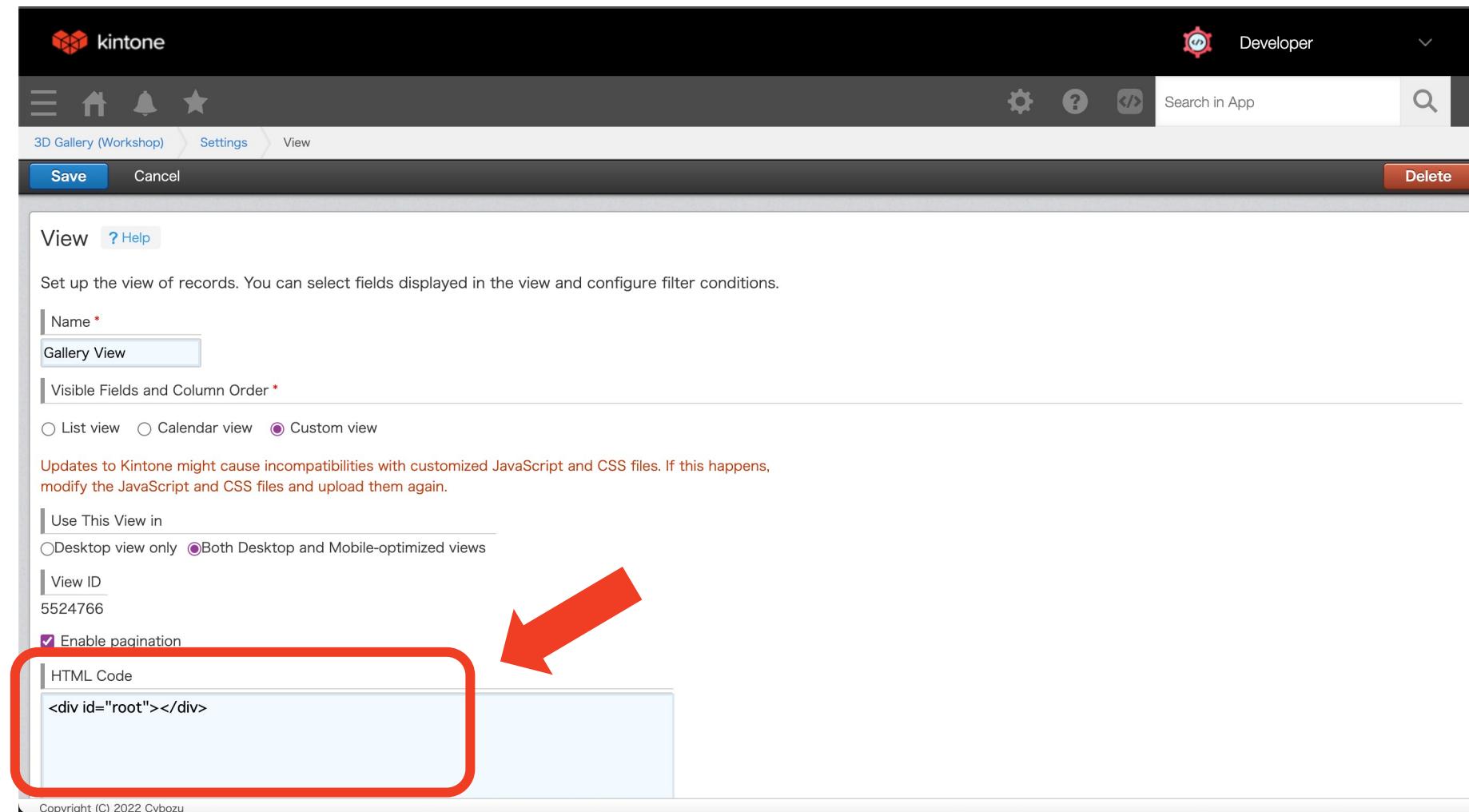
→ Name the View

→ Custom View

→ Get View ID

→ Add div with root

→ Save



Create a Custom View

Within the App

→ Views Tab

→ Add a View

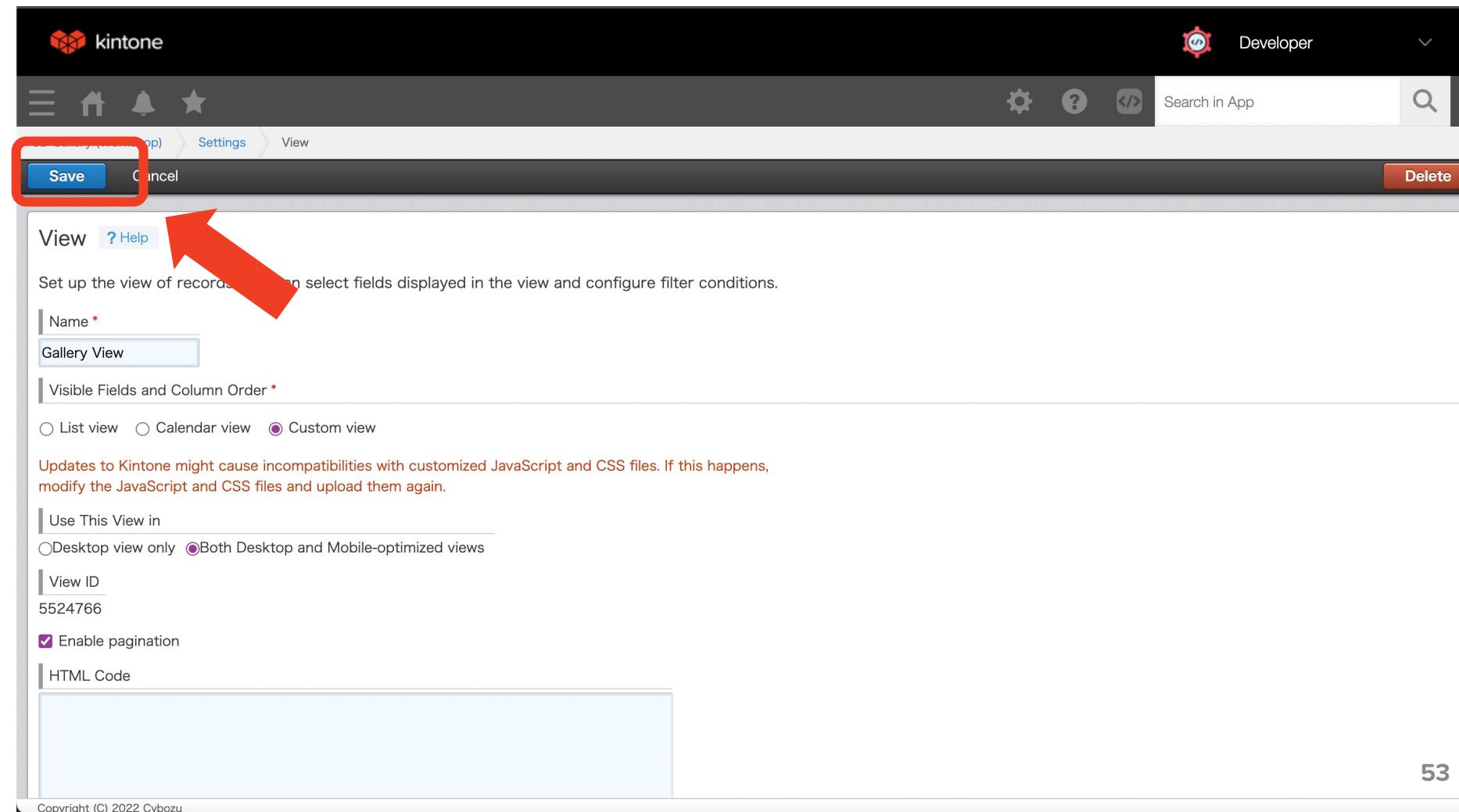
→ Name the View

→ Custom View

→ Get View ID

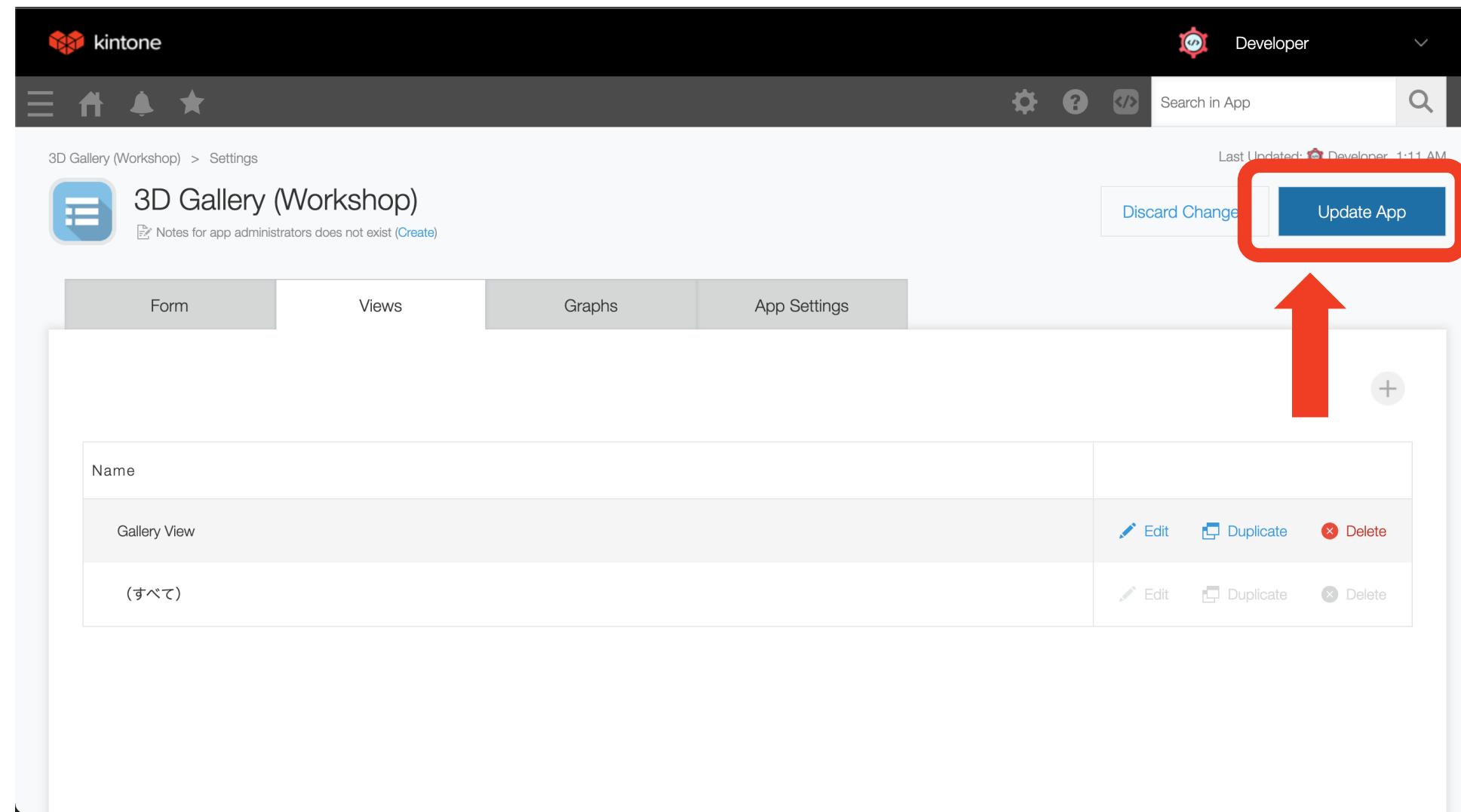
→ Add div with root

→ Save



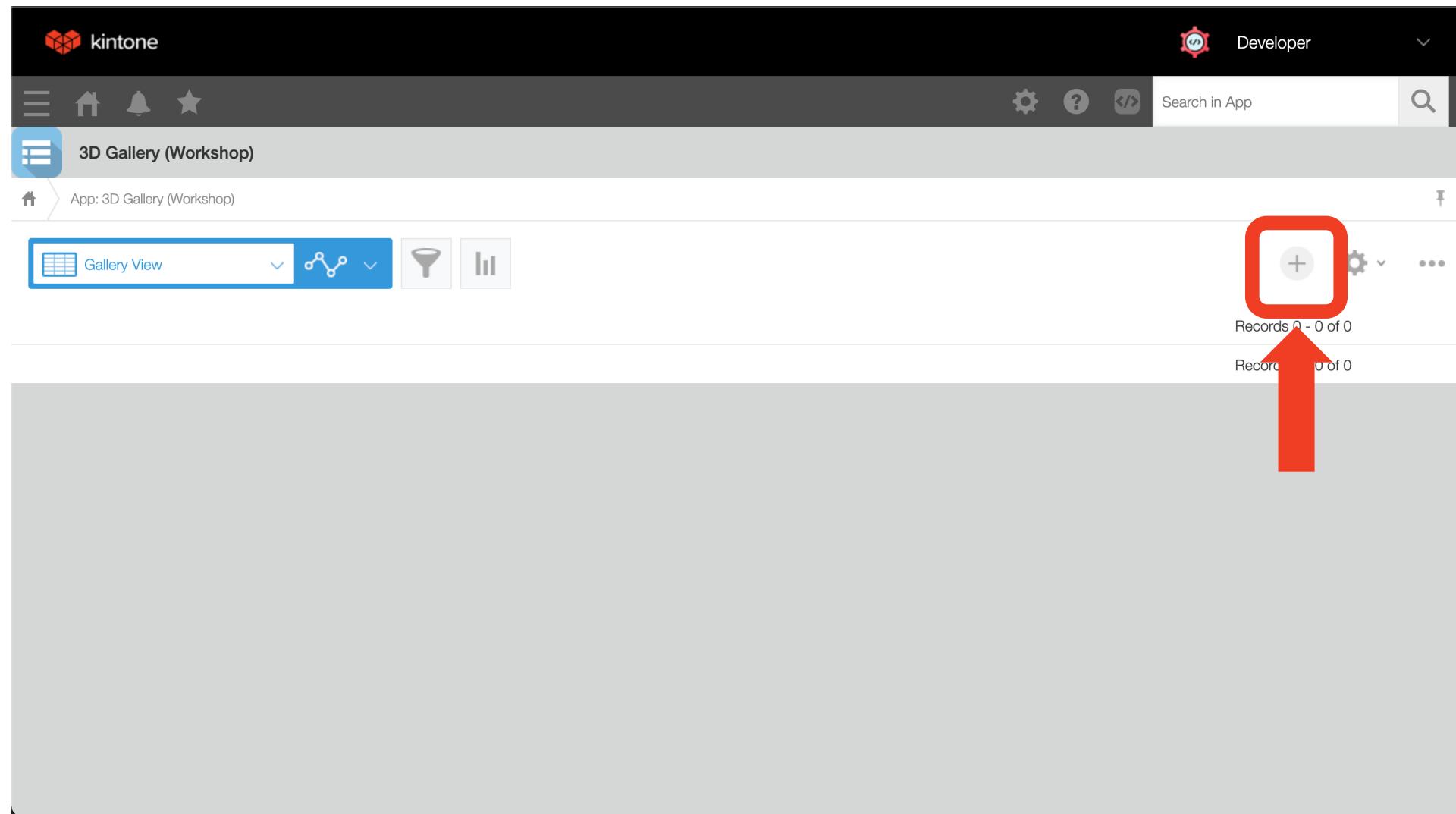
Activate the Kintone Database App

Click on the
Activate App
or
Update App
button to
implement the
changes!



Create a Record

Click the
[+] button
on the
Right side to
create a record



Save a Record

Choose a Shape Type, and input a Length, Width, and Height

Then click the **Save** button

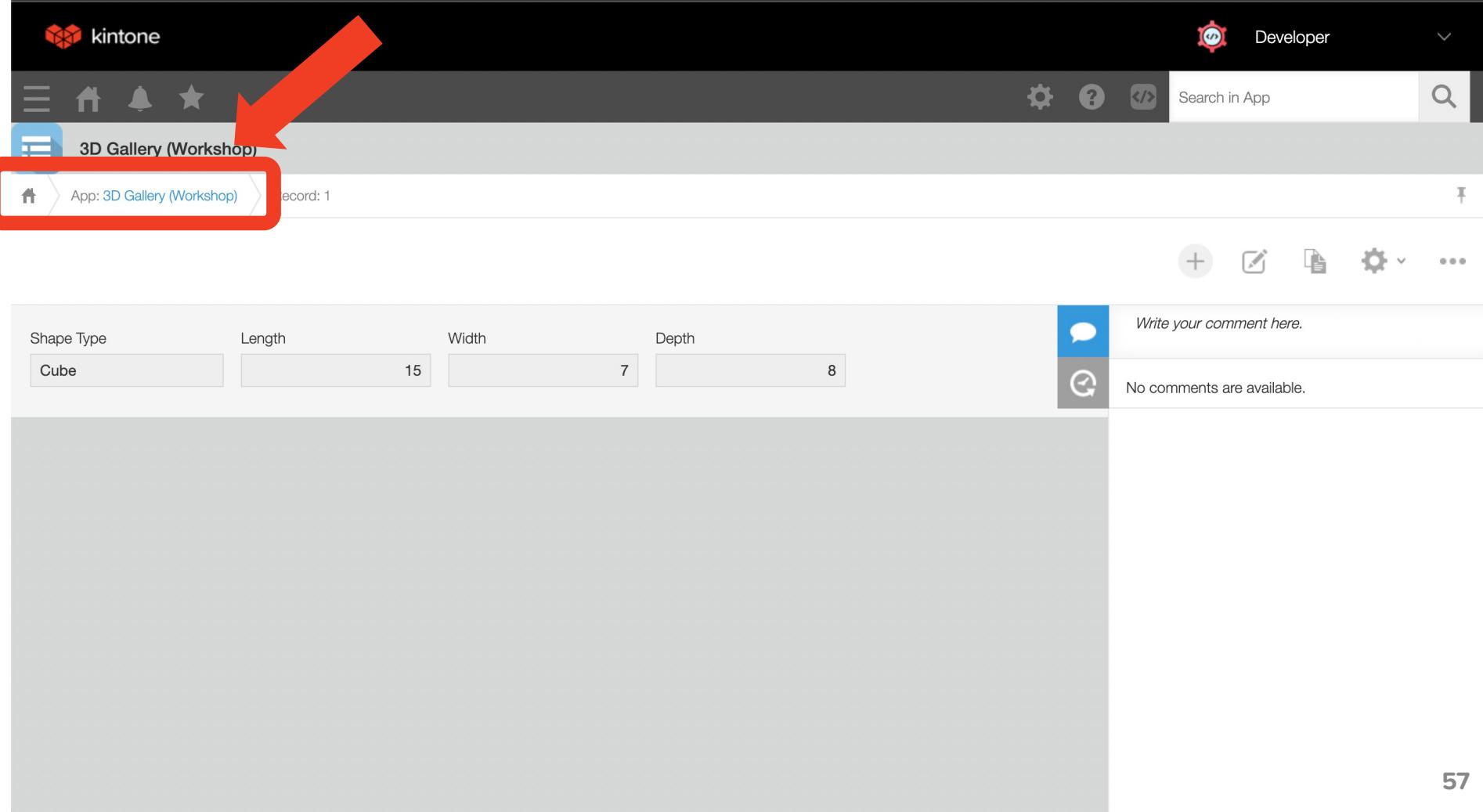
The screenshot shows a kintone application window titled "3D Gallery (Workshop)". The top navigation bar includes the kintone logo, developer mode icon, and search bar. The main area displays the "3D Gallery (Workshop)" app with a sub-header "App: 3D Gallery (Workshop)". Below the header, there is a modal dialog box with "Cancel" and "Save" buttons. The form contains four fields: "Shape Type" (dropdown menu showing "Cube"), "Length *" (input field with value "15", validation message "Between 0 and 100"), "Width *" (input field with value "7", validation message "Between 0 and 100"), and "Depth *" (input field with value "8", validation message "Between 0 and 100"). A large red box surrounds the "Shape Type" dropdown and the three input fields. A red arrow points from the right side towards the "Save" button.

Field	Value	Validation Message
Shape Type	Cube	
Length *	15	Between 0 and 100
Width *	7	Between 0 and 100
Depth *	8	Between 0 and 100

View a Record

You created
your first record!

Click on the
blue 3D Gallery
link to view all
the records



The screenshot shows the kintone application interface. At the top, there's a navigation bar with icons for home, search, and developer mode. Below the header, a breadcrumb navigation shows 'App: 3D Gallery (Workshop)'. A red arrow points to this breadcrumb link. The main content area displays a single record with the following fields:

- Shape Type: Cube
- Length: 15
- Width: 7
- Depth: 8

A comment section on the right side says 'Write your comment here.' and 'No comments are available.' In the bottom right corner, there's a page number '57'.

Going to the Custom View

After creating
few more
records

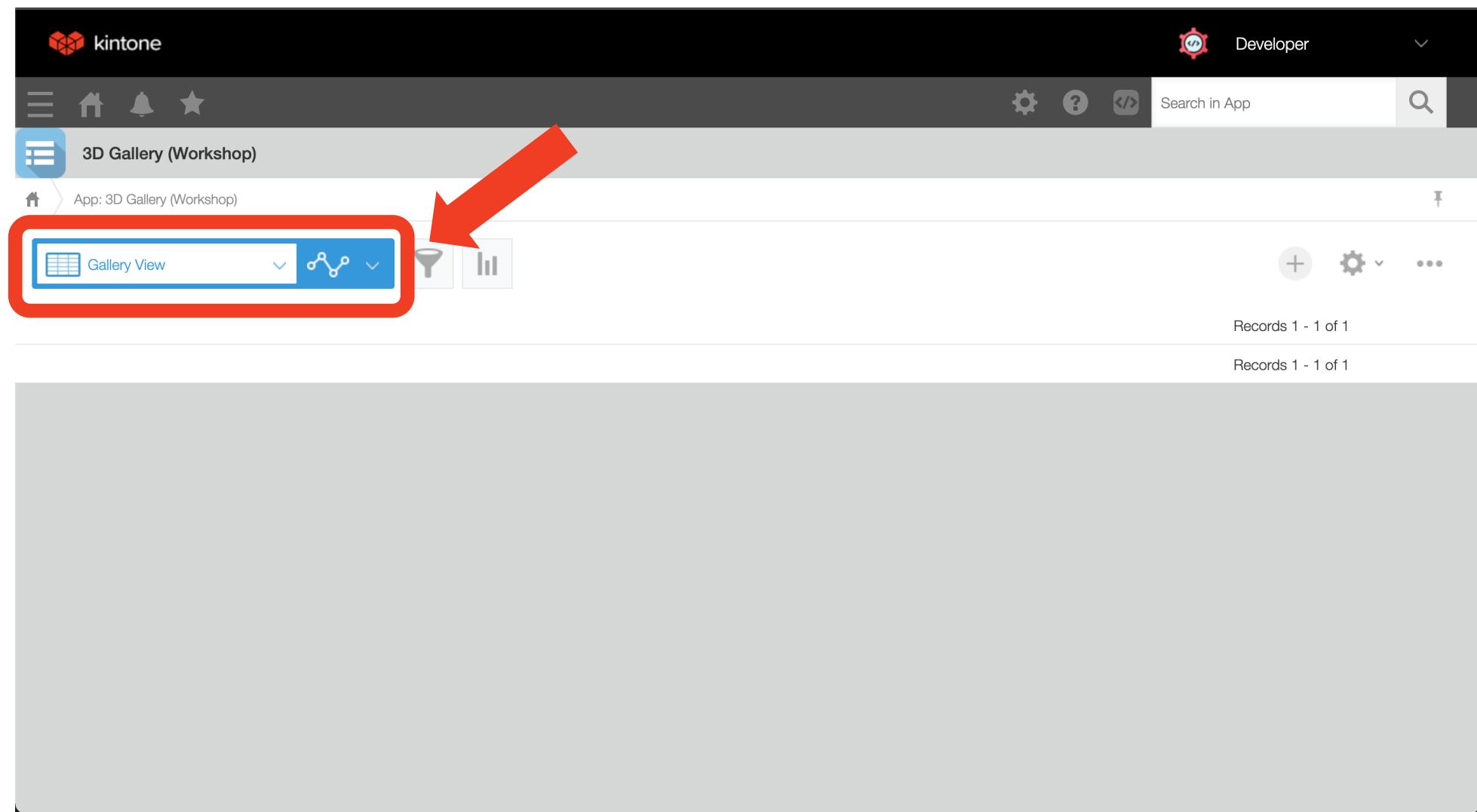
Let's go to the
Custom View:
Gallery View

The screenshot shows the kintone application interface. At the top, there is a navigation bar with the kintone logo, a search bar, and developer tools. Below the navigation bar, the title "3D Gallery (Workshop)" is displayed. A breadcrumb trail shows the path: "App: 3D Gallery (Workshop)". In the center, there is a dropdown menu for selecting a view. The "Gallery View" option is highlighted with a red box and a red arrow pointing to it. The dropdown also lists "(All records)" and "Record number". Below the dropdown, a table displays one record: "1" under Record number, "Cube" under Shape Type, "15" under Length, "7" under Width, and "8" under Depth. There are edit and delete icons at the bottom right of the table row.

Record number	Shape Type	Length	Width	Depth	
1	Cube	15	7	8	

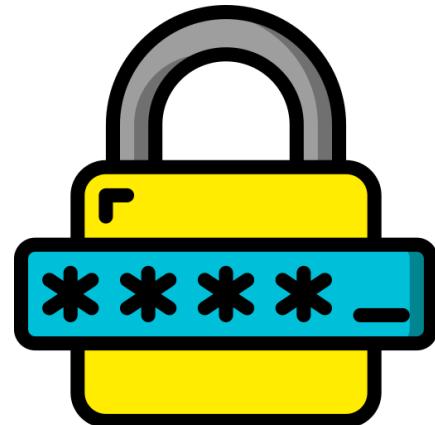
Going to the Custom View

Since we have
not completed
the
customization,
we do not see
anything... YET!



Connect Kintone to the Project

1. Input Kintone Subdomain
2. Input Kintone Login Credentials
3. Input View ID from Custom View setting
4. Update App ID in
customize-manifest.json



Go inside the .env.example file

- **.env.example** file is used to verify that **.env** file is correctly configured
- **Duplicate** this file & name it "**.env**"

```
KINTONE_BASE_URL=
KINTONE_USERNAME=
KINTONE_PASSWORD=
VIEW_ID=
```

Example .env file

```
KINTONE_BASE_URL="https://example.kintone.com"  
KINTONE_USERNAME="example@gmail.com"  
KINTONE_PASSWORD="ILoveKintone!"  
VIEW_ID="1234567"
```

Where to get the View ID?

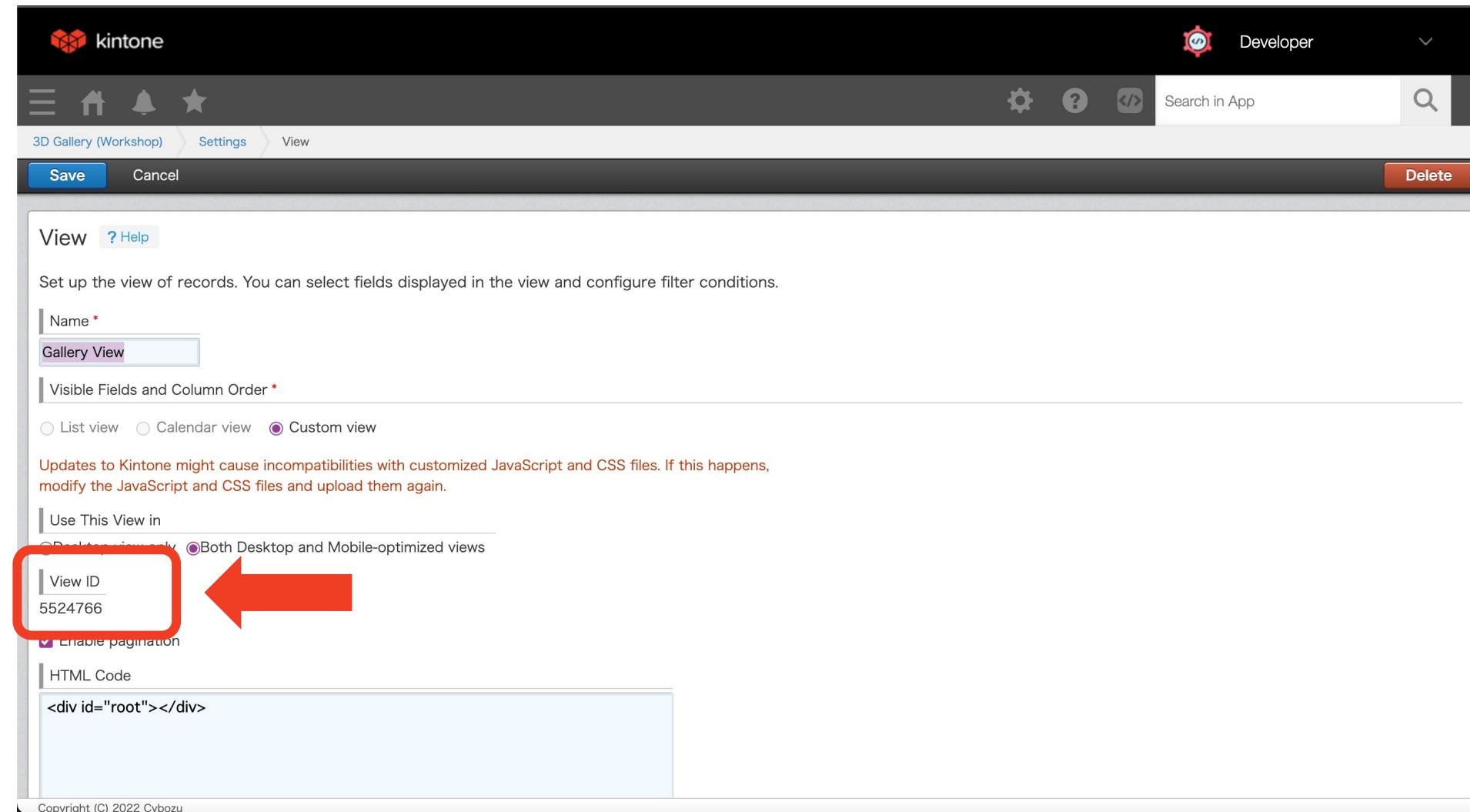
Go to the App

→ App Settings 

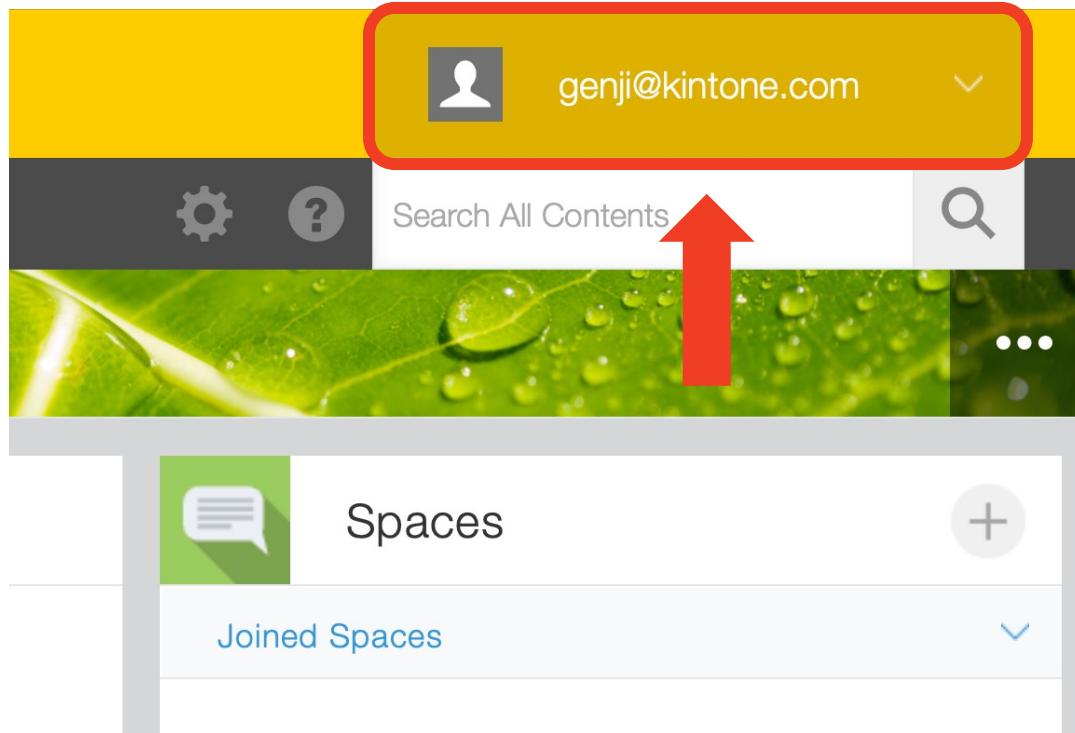
→ View Tab

→ Search Bar View

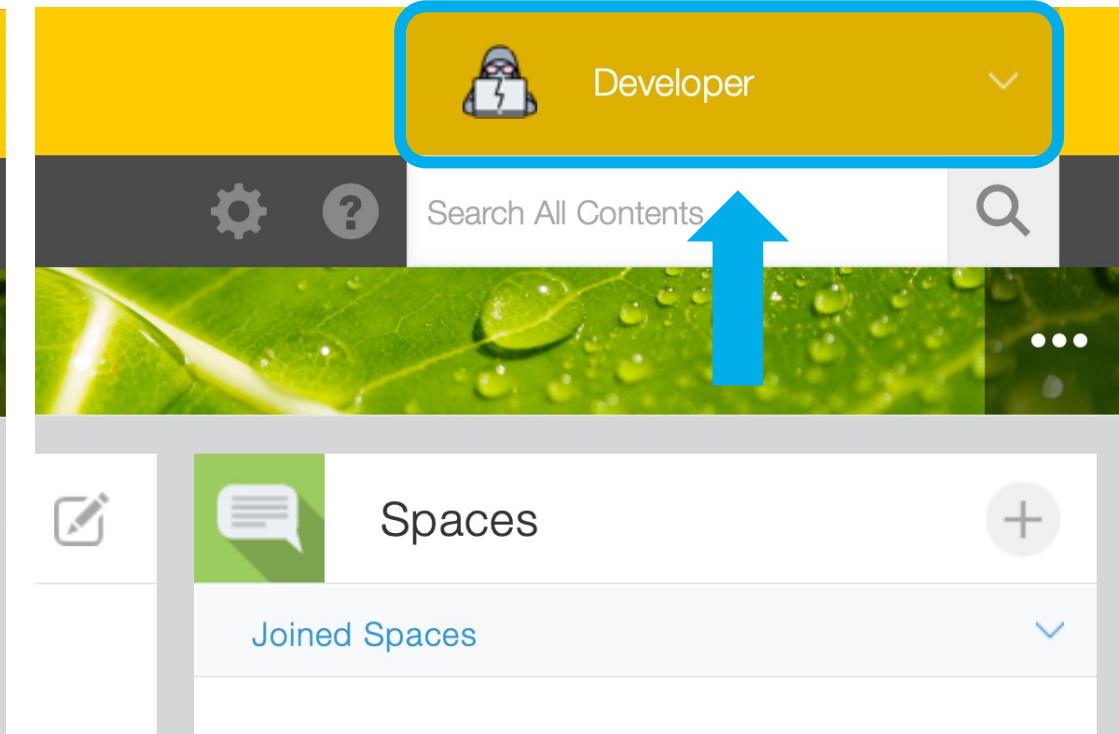
→ Get View ID



Where to get the Username ?



Default: Email address



If modified: Display Name

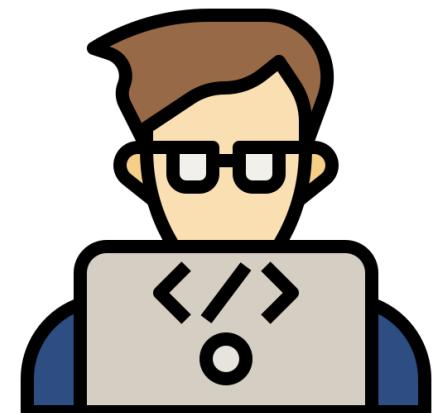
Go inside the `customize-manifest.json` file

- `customize-manifest.json` file is Kintone Customize Uploader's configuration file
- Replace the **23** with your App's ID
- If it is your first Kintone App, it would be **1**

```
{  
  "app": "23", ←  
  "scope": "ALL",  
  "desktop": {  
    "js": ["dist/KintoneCustomization.js"],  
    "css": []  
  },  
  ...  
}
```

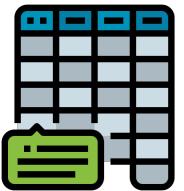
Time to Explore the Code

1. Code Overview
2. Complete the React Components
3. npm run start

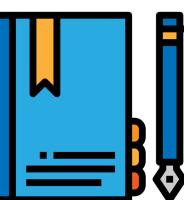
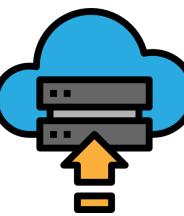


Next Steps

What are the next steps you can take?

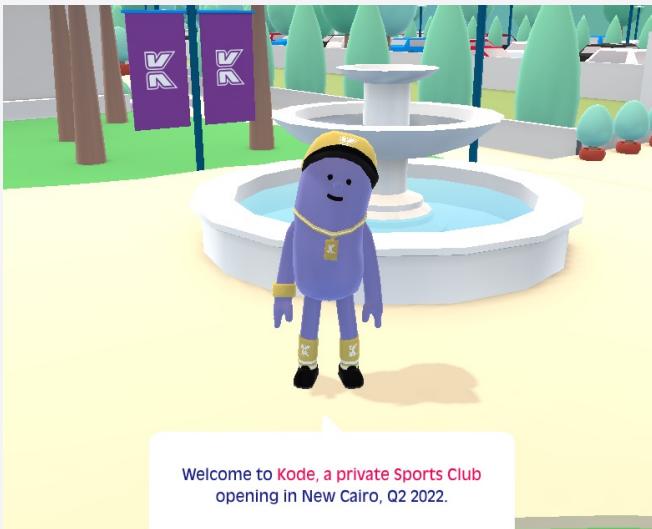


- Add an input form to add shapes to the scene and save them to the database
- Animate the shapes to move along a path
- Add keyboard controls to fly around your scene
- Share your experience on dev.to!



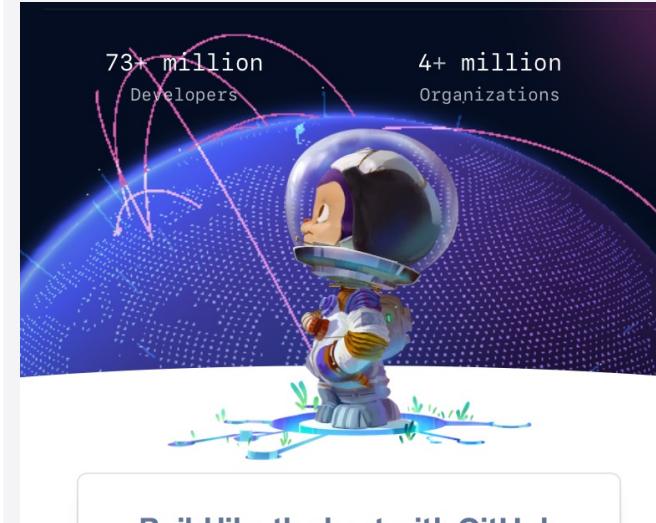
What can you do with THREE.JS?

Fully interactive



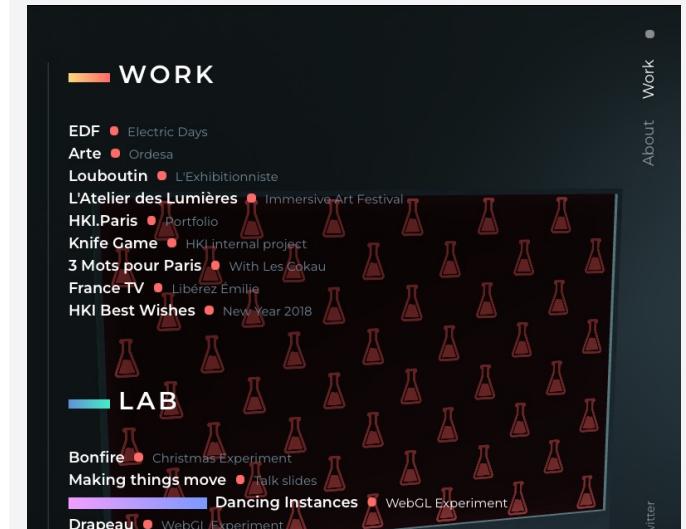
kodeclubs.com

3D Backgrounds



github.com/home

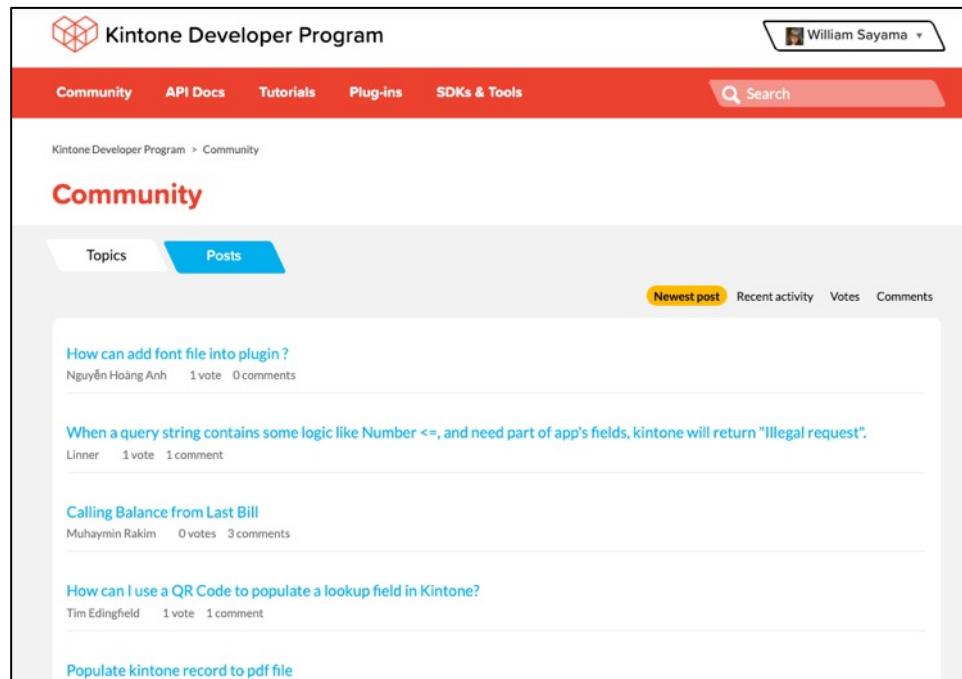
More Parallax!



guillaumegouessan.com

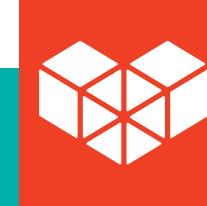
Where Can I Get Help?

If you're stuck, share your code on the Kintone Developer Community forum or on Stack Overflow!



The screenshot shows the Kintone Developer Program Community forum. At the top, there's a navigation bar with links for Community, API Docs, Tutorials, Plug-ins, and SDKs & Tools. A search bar is also present. The main content area is titled "Community" and shows a list of posts. The first post is titled "How can add font file into plugin?", made by Nguyễn Hoàng Anh, with 1 vote and 0 comments. The second post is titled "When a query string contains some logic like Number <=, and need part of app's fields, kintone will return "Illegal request".", made by Liner, with 1 vote and 1 comment. The third post is titled "Calling Balance from Last Bill", made by Muhammin Rakim, with 0 votes and 3 comments. The fourth post is titled "How can I use a QR Code to populate a lookup field in Kintone?", made by Tim Edingfield, with 1 vote and 1 comment. The fifth post is titled "Populate kintone record to pdf file.", which is partially visible at the bottom.





Any
Questions?

developer.kintone.io

Thank You!



Thank You to Our Community Partners!

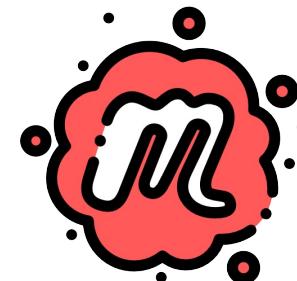


HackBuddy by JavaScriptLA

Join Our Future Workshops!



We are cooking up **new content**
for our **upcoming workshops!**



Join our Meetup to not miss out!

bit.ly/KDP_Events



Bring a Buddy Campaign!



**For every friend you invite & joins the workshop,
you will receive an additional entry in the
Amazon Gift Card raffle!**

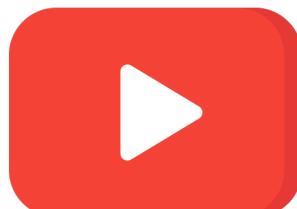
Workshop Recording on YouTube

This workshop's recording will be posted on
our YouTube Channel!

Our past workshops are posted as well:

Charts: Bubble Cloud, Word Cloud

Introductions: REST API, JS Promise, React x Kintone



bit.ly/KDP_Video

Thank You for Your Participation!

**Fill out our quick survey for a
chance to win a
\$25 Amazon gift card!**



**We are also giving out
SWAG!**

**Limited to US locations*



bit.ly/KDP_MAR22