Introduction

Rubix only utilizes Node.JS for dependency resolution (CommonJS) and compiling/uglifying assets. You can always plug in any backend in the language of your choice (which includes PHP/ASP.NET etc).

> **For Ruby on Rails installation please refer to this page (/app/docs/rails_installation)**

Remember that support is always available at : support@sketchpixy.com (mailto:support@sketchpixy.com)

Installation - Node.JS + NPM

To get started, head over to the Node.JS official website and download the installer for the platform of your choice:

Download (http://nodejs.org/download/)

NPM is needed for installing the dependencies defined in package.json (found in the root of Rubix folder). It should be bundled by default in the Node.JS installation for Windows (if you downloaded and installed the MSI) / MacOSX (if you downloaded and installed the PKG file) / if you built from source.

If it isn't available in your environment for some reason you can try one of the fancy installs suggested in the NPM documentation located here: https://github.com/npm/npm#fancy-install-unix (https://github.com/npm/npm#fancy-install-unix)

Windows users need to ensure they have Python 2.7.3 installed along with Microsoft Visual Studio C++ 2010/2012/2013 for building some node modules that have C/C++ bindings.

Installing Node modules

Change directory to root of Rubix and run the following command (this launches the 'app' starter project) depending on your OS environment:

Windows:

```
> cd default\rubix-3.0
> npm install .
> npm install -g gulp
> gulp
```

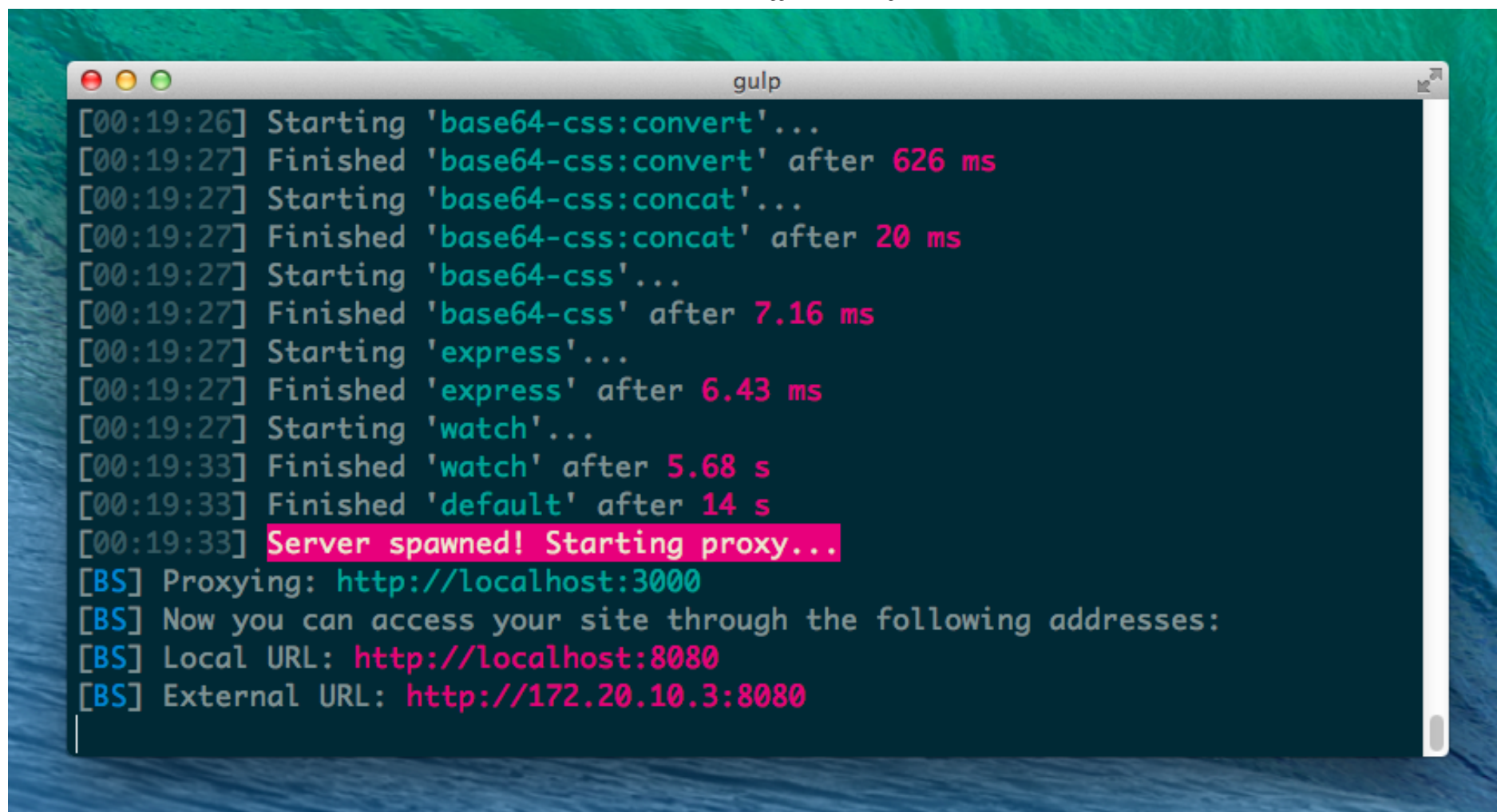To launch the **demo** run this command instead:

```
> gulp --rtl --name demo
```

MacOSX/Linux:

```
$ cd default/rubix-3.0
$ npm install .
$ npm install -g gulp
$ gulp
```

To launch the **demo** run this command instead:

```
$ gulp --rtl --name demo
```

Screenshot of gulp output

We are done! A new browser window should be launched pointing to http://localhost:8080 (http://localhost:8080).

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