

# Getting Started With DroidUX Component Library

v 2.0

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## 1. Overview

DroidUX is the first and the most complete professional UI/UX component library for the Android platform. It currently contains over 50+ (and growing) high quality components, including widgets, layouts, drawables, and other controls that you can use as building blocks to build a killer user interface of your next killer Android application.

### Supported Platform

- Android SDK: API 8+ (Froyo+)
- Screen Size: Any. The library includes graphic assets for `hdpi` and `mdpi` (and some `xhdpi` and `ldpi`). For any other screen size and density, you might need to create them as needed.

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## 2. Installation

The DroidUX library is distributed as a `.zip` archive. The file name has the following naming convention: `droidux-<pack>-<version>.zip`, where

- `<pack>` is the pack name, such as `pro` (Professional Pack), `std` (Standard Pack), and `ess` (Essential Pack).
- `<version>` is the version number, e.g. `2.0`.
- for example: `droidux-pro-2.0.zip`

### 2.1 The Distribution

After you have downloaded and extracted the archive to the desired location, you will find the following contents:

**doc** - a folder containing the reference documentation (also available online)  
**jar** - a folder containing the DroidUX implementation **JAR** library  
**libproj** - a folder containing the DroidUX resource library project  
**samples** - a folder containing the sample project  
**DROIDUX EULA.pdf** - the License Agreement **PDF** file  
**GETTING STARTED.pdf** - this document.  
**README.txt** - a text file containing information related to the distribution.

Name	Date Modified	Kind
▼ DroidUX-Pro-1.0	Today, 1:23 AM	Folder
▼ doc	Jul 25, 2011 6:59 PM	Folder
▶ assets	Yesterday, 11:30 PM	Folder
▶ reference	Jul 25, 2011 6:59 PM	Folder
index.html	Jul 25, 2011 6:59 PM	HTML Document
▼ jar	Yesterday, 6:53 PM	Folder
droidux-pro-1.0.jar	Jul 22, 2011 8:06 PM	Java JAR file
▼ libproj	Yesterday, 6:53 PM	Folder
▶ DroidUX-libproj	Yesterday, 7:12 PM	Folder
▼ samples	Yesterday, 6:54 PM	Folder
▶ DroidUX-Pro-Samples	Yesterday, 7:15 PM	Folder
DROIDUX EULA.pdf	Yesterday, 7:25 PM	Adobe PDF document
GETTING STARTED.pdf	Yesterday, 11:58 PM	Adobe PDF document
README.txt	Yesterday, 6:55 PM	Plain Text

**Figure 1** Directory structure of DroidUX library distribution archive.

## 2.2 Setting Up Your Development Environment

This guide assumes that you are using [Eclipse](#) as your IDE, and that you have installed and configured the [Android SDK](#) and the [ADT plug-in](#) for Eclipse to develop for the Android platform. If you are using other IDE, please consult the documentation of your IDE on how to add external library for use in your Android application project.

## 3. Using DroidUX in Your Application Project

In order to use the DroidUX library in your application project, you need to add a couple of references to your application project. The first reference that need to be added to the application project is a reference to the DroidUX implementation **.JAR** library. The second is the reference to the DroidUX resource library project (**DroidUX-libproj**).

In addition to that, if you are using a non-evaluation version of the DroidUX library, you must also enter the API key either declaratively in the project's manifest, or we recommend that you do it programmatically, as shown later in this document.

### 3.1 Adding a Reference to The DroidUX Implementation **.JAR** Library

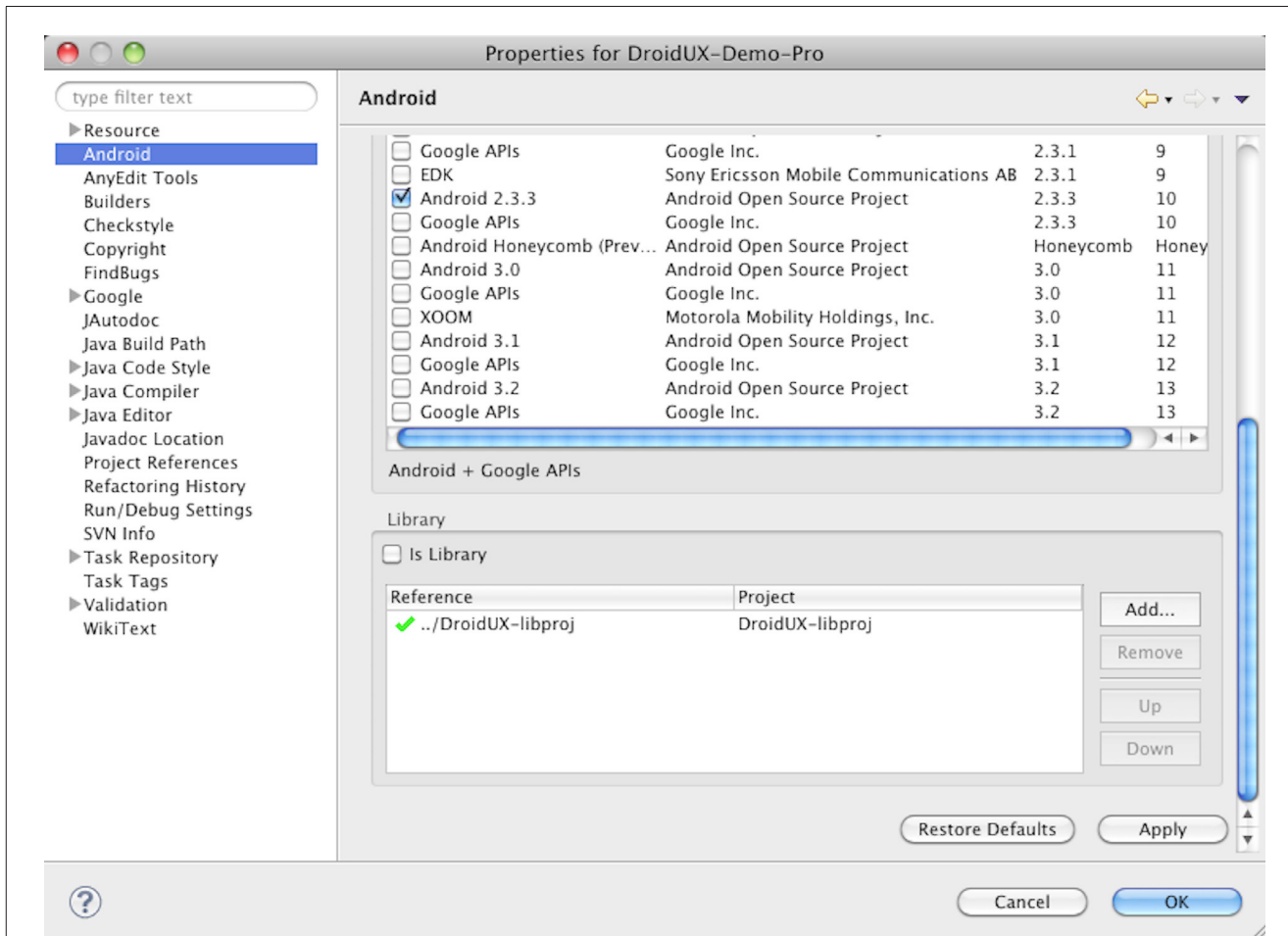
If you're using Eclipse and the latest ADT plugin, to add a reference to the DroidUX **.JAR** library, simply copy the DroidUX **.JAR** file (e.g. **droidux-pro-2.0.jar**) in to the **libs/** folder under the application project. See [here](#) for more information on the changes to the dependency management introduced since ADT 17.

Alternatively, you can follow this instruction to add an external library using Eclipse: <http://developer.android.com/guide/faq/commontasks.html#addexternallibrary>

### 3.2 Adding a Reference to The DroidUX Resource Library Project

To add a reference to the DroidUX resource library project, follow these steps:

- (i) If you haven't done so, import the **DroidUX-libproj** project into your workspace.
- (ii) In the **Package Explorer**, right-click on your project and select **Properties**.
- (iii) In the **Properties** window, select the **Android** properties group at the left pane and locate the **Library** properties at the right pane.
- (iv) Click **Add** to open the **Project Selection** dialog.
- (v) From the list of available library projects select the **DroidUX-libproj** project and click **OK**.
- (vi) When the dialog closes, click **Apply** in the **Properties** window.
- (vii) Click **OK** to close the **Properties** window.



**Figure 2** Adding a reference to the **DroidUX-libproj** resource project to your application project.

## 3.3 Registering The DroidUX Library For Use In Your Application

To start using the DroidUX library in your application, you need to first register and validate your licensed API key in your **Application** object:

```
00 public class DroidUxApp extends Application {  
01  
02     @Override  
03     public void onCreate() {  
04         super.onCreate();  
05  
06         // register the DroidUX library here  
07         DroidUxLib.register("enter-your-api-key-here", this);  
08     }  
09 }
```

After you have successfully registered the library and validate your license key, you are ready to build your next killer app with a killer user interface to deliver the best user experience that your users will love and appreciate.

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## 4. Using The Sample Project

The DroidUX distribution package include a sample project to show you how you can use some of the main features of the DroidUX components in your applications. It also includes a copy of a third-party library, called [ActionBarSherlock](http://www.actionbarsherlock.com), to provide an implementation of the latest [action bar pattern](#) for pre-Honeycomb (API-11) devices.

**ActionBarSherlock** The DroidUX 2.0 sample project uses an excellent third-party library, called ActionBarSherlock (<http://www.actionbarsherlock.com>), to provide an implementation of the latest [action bar pattern](#). We've included a copy of the ActionBarSherlock library in our distribution for your convenient, but we recommend you to download the latest version of the library from its website. The information on how to use the ActionBarSherlock library is beyond the scope of this guide. Please visit the library's website for more information and tutorials on how to use the library in your application.

To open and build the sample project, follow these steps:

- (i) Import the sample project (**DroidUX-Pro-Samples**) into your project workspace.
- (ii) Import the **DroidUX-libproj** resource library project into your project workspace.
- (iii) Import the **ActionBarSherlock** library into your project. Please visit the <http://www.actionbarsherlock.com> website for more information on how to use the library in your application.
- (iv) Make sure that the references to the DroidUX libraries are added into the application project, and that they are valid. (See the **Using DroidUX in Your Application Project** section for more information on how to add the references to the DroidUX libraries.
- (v) Register the library with your licensed API key. (See the **Registering The DroidUX Library For Use In Your Application** for more information).

Happy Coding !

