DatePicker for LiveCode

by www.FlexibleLearning.com

Where do the stacks go with LIVECODE?

These are the stacks you have downloaded...

DatePicker The code library

DatePicker Utility An easy to use, multi-purpose wizard palette

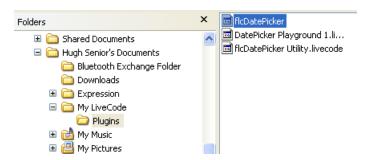
DatePicker Playgrounds Unlocked coding samplers

See also: http://lessons.runrev.com/spaces/lessons/buckets/784/lessons/21341-How-to-install-custom-user-plugins

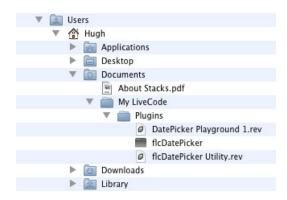
What to do...

- On Windows, open "My Documents".
 On a Mac, open your User folder (users/<your name>/Documents).
- 2. Create a folder called "My LiveCode" if one does not already exist.
- Inside "My LiveCode" folder, create a folder called "Plugins".
- 4. Place the stacks in the "Plugins" folder and re-start LiveCode. The stacks will be listed under the Development/Plugins sub-menu in the title bar.

Windows example



Mac OS X example



Tip

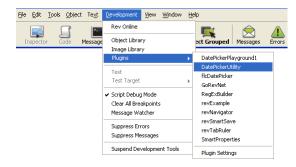
If you place the Playground stacks in a folder inside the My Live Code/Plugins folder, they will be removed from the menu but still available later if you want to restore them.

First Steps with DatePicker...

Getting started

Launch **LiveCode**. Use the Development/Plugins menu to select **DatePicker Utility**. If it is not listed in the menu, re-start LiveCode to refresh the menu.

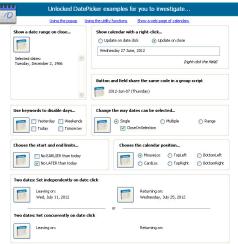
This utility wizard lets you quickly create popup palettes from built-in samples that you can modify and with by trying all the options. No programming is needed at this stage...



Investigating the Playgrounds

Once you know what DatePicker can do in basic terms, open the Development/Plugins menu again and select any of the **Playground** stacks. They are not locked so explore the scripts to see how you can apply DatePicker in your own projects.

Playground examples are at different levels of scripting competency so you are sure to find one with which you feel comfortable.



Looking at the documentation

When you are ready to include DatePicker in your own work, open the built-in documentation to learn more about using the **DatePicker library**.

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