

Create It With

Live **CODE**

in cooperation with



**DIGITAL
POMEGRANATE**

Hello World



Day 1 : Your First App



LIVE CODE

Hello World App

You can use LiveCode to create Apps
for all major computer systems



Android



Apple



Windows



Linux



HTML



Web



LIVE CODE

Hello World App

LiveCode Apps also work on all devices

Desktops



Tablets

Notebooks

Phones



LIVE CODE

Hello World App

There are 2 versions of LiveCode. A FREE Community version and a Commercial one. If you received a licence, then use it, otherwise start with the community version.

When you start to sell your Apps, you will need a Commercial version that lets you hide your code.

Download and install LiveCode

www.LiveCode.com



Download

LiveCode Community Edition (Free)

I am a non programmer



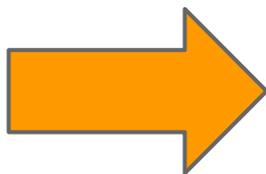
[Download Community Edition](#)



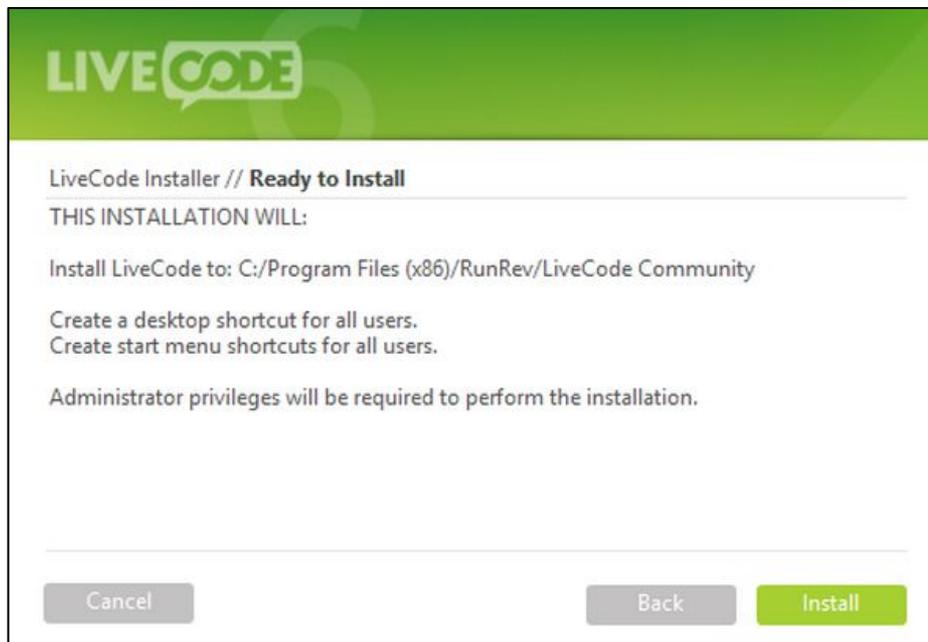
LIVECODE

Hello World App

You will find the
Installer in your
download folder



Then continue to Install





LIVECODE

Hello World App

Introducing LiveCode

1. Top Menu
2. Tools Palette
3. Stack/Card
4. Property Inspector
5. Code Editor
6. App Browser

Top Menu

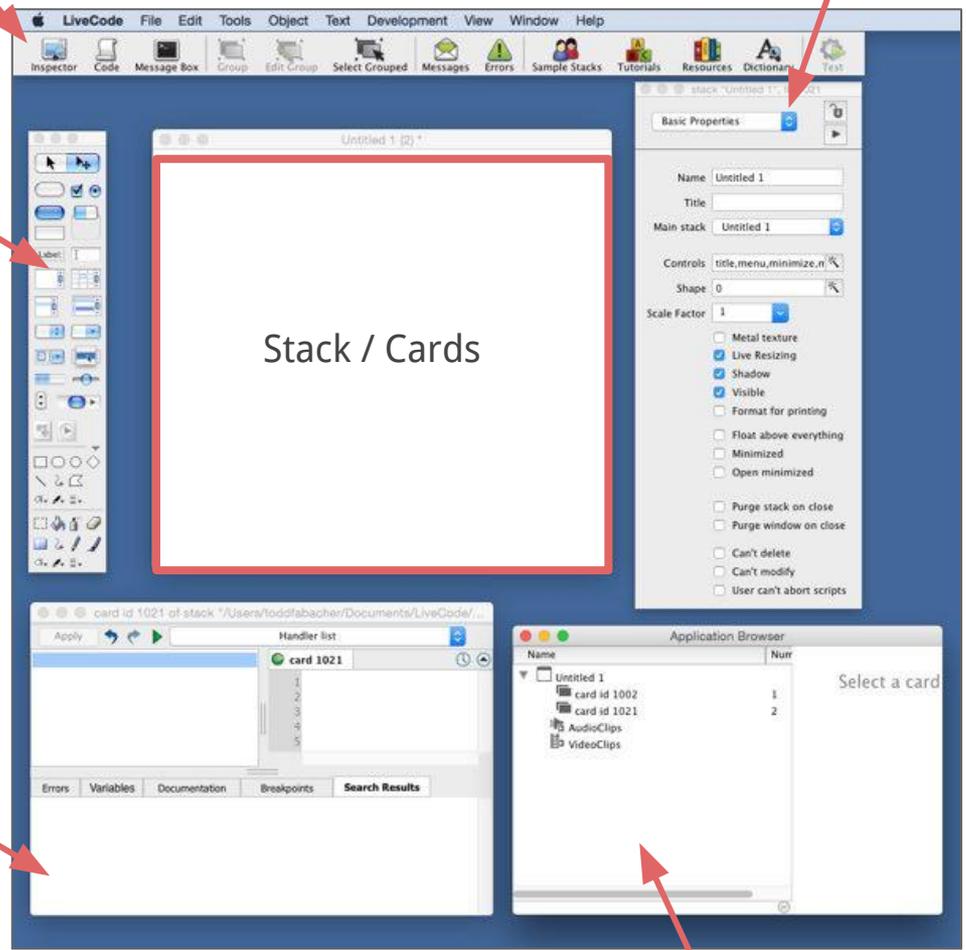
Property Inspector

Tools Palette

Stack / Cards

Code Editor

App Browser





LIVE CODE

Hello World App

Our Goal in the
First Week

iPhone Message App

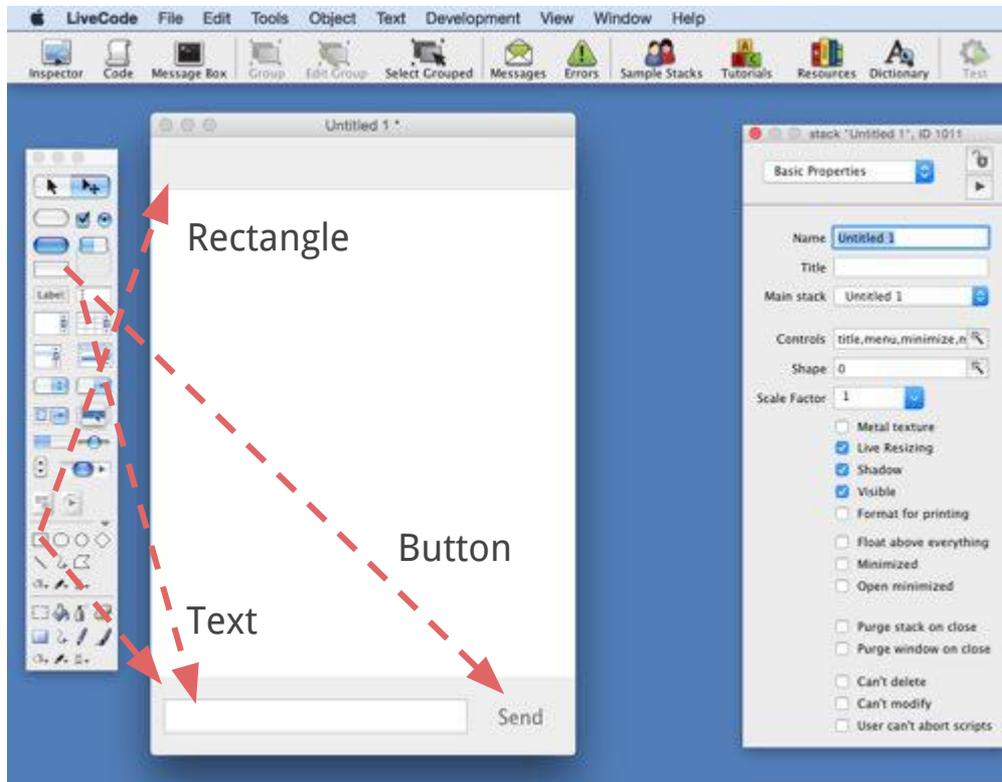




User Interface [UI]

The first step in creating an App is the UI. You can design an app, just like you would draw a picture. Each part of your app is going to be an object you drag out from the Tools Palette.

Start by resizing your stack by dragging the edges to create an approximate rectangular shape for your messages app.



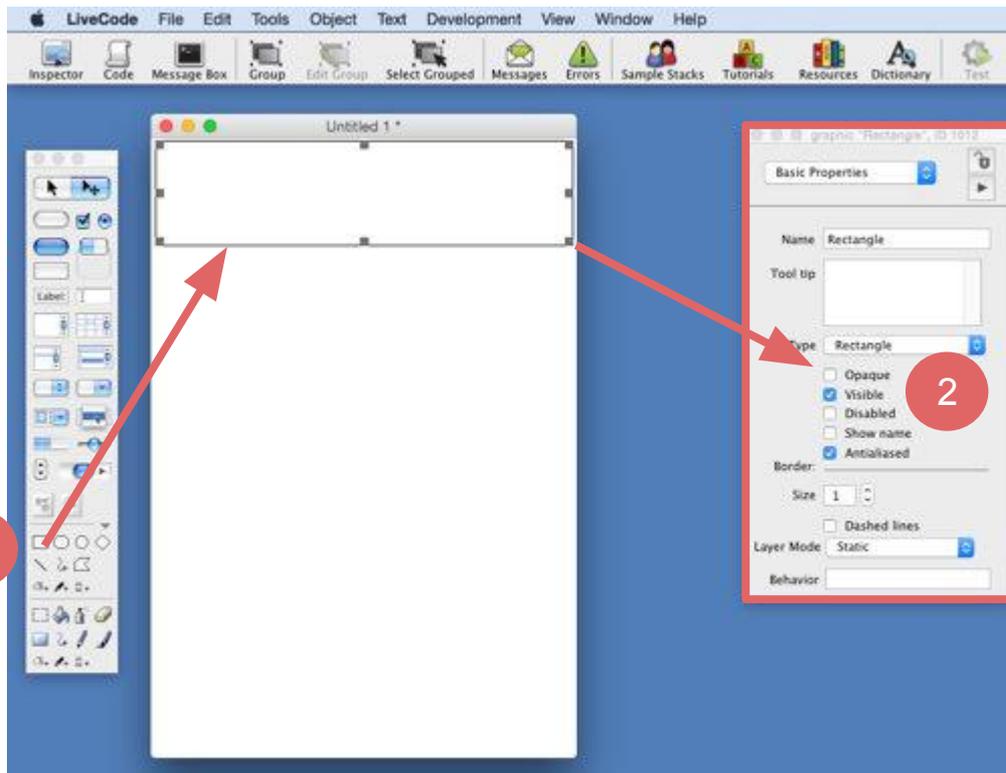


One of the surprises to those just starting to code, is that the UI is mostly done by just setting the properties of the controls.

1. Select Rectangle and drag a rectangle out at the top of your card.

2. Choose the Pointer tool in the top right of Tools Palette. Double click your rectangle.

3. Check Opaque so we can see the color.

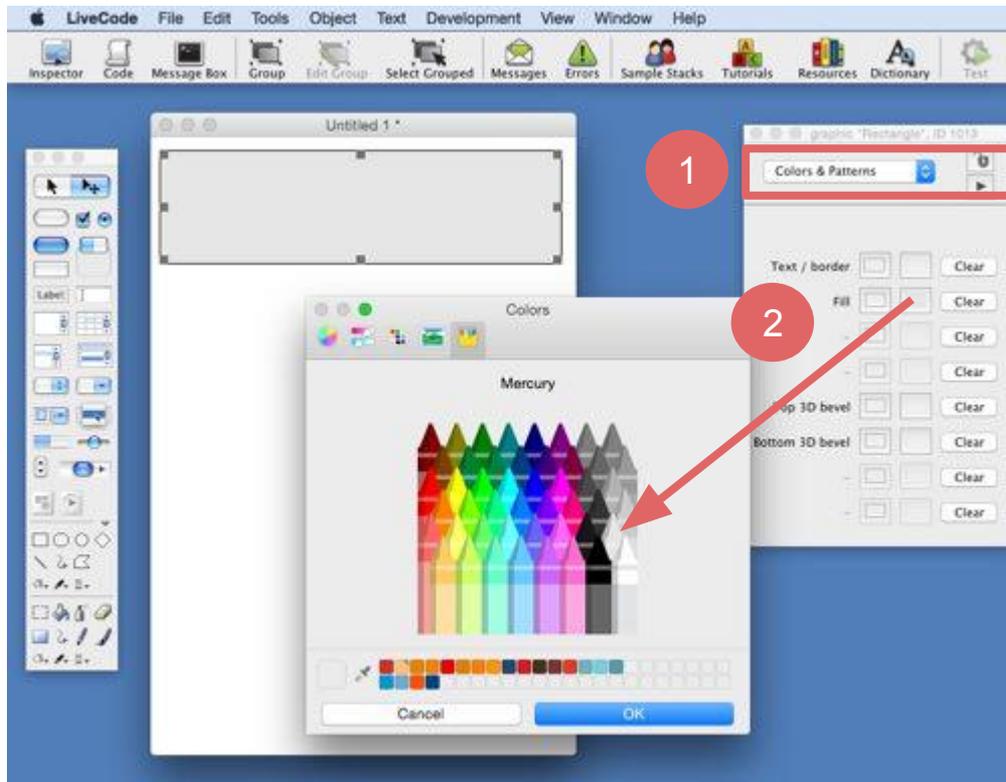




Next set the background color of the rectangle to gray.

1. Select Color & Patterns from the list.

2. Click the right Fill color button and select gray color.



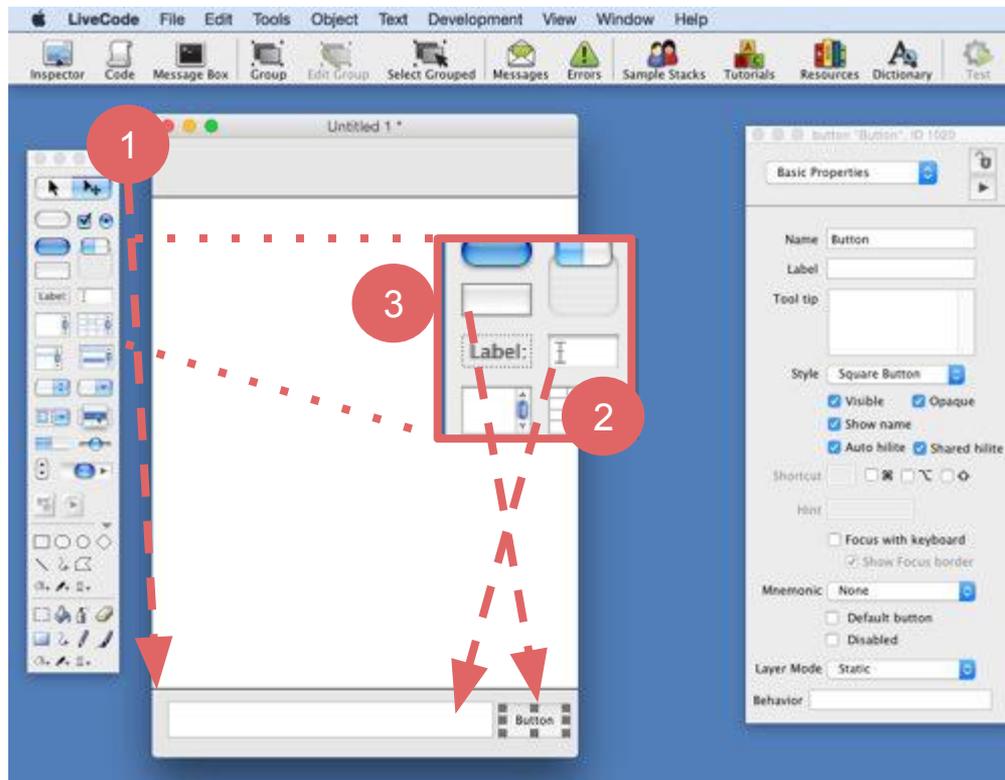


Now lets finish the basic UI:

1. Copy & Paste the header and drag it down to the bottom.

2. Drag out a Text box and resize it to look like the screen on the right.

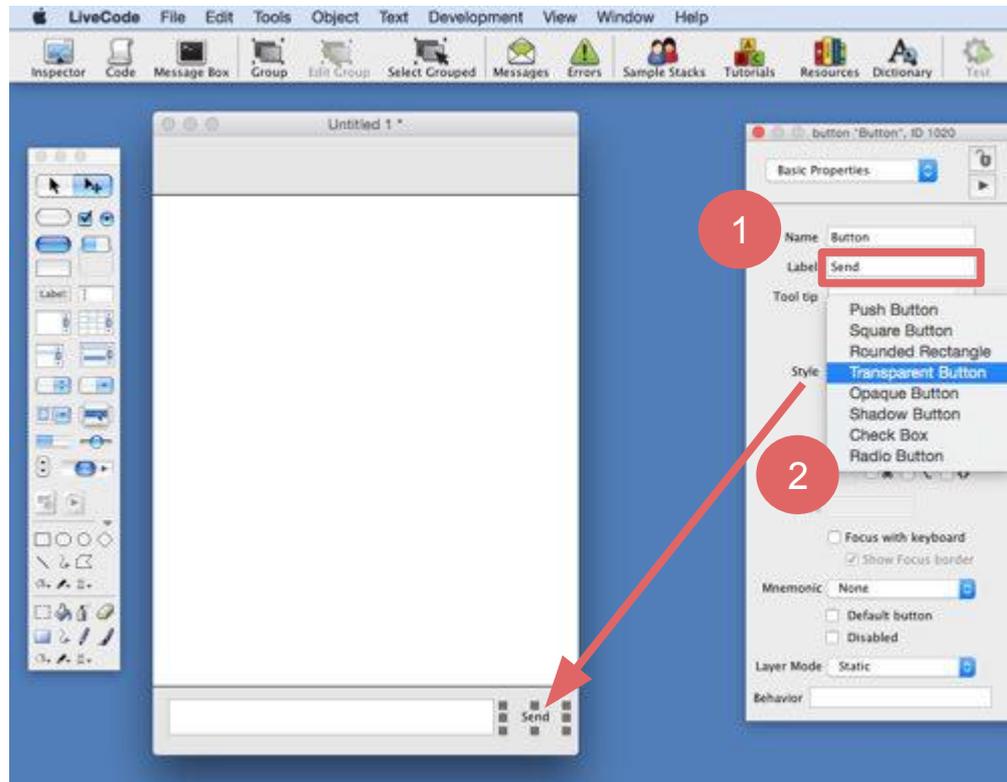
3. Drag out a button to the right of the text box.





Set the properties to make the button similar to the messages app. There is no border or background, so we need to turn those off:

1. Set the label to "Send"
2. Setting the button style to Transparent will clear everything except the text.

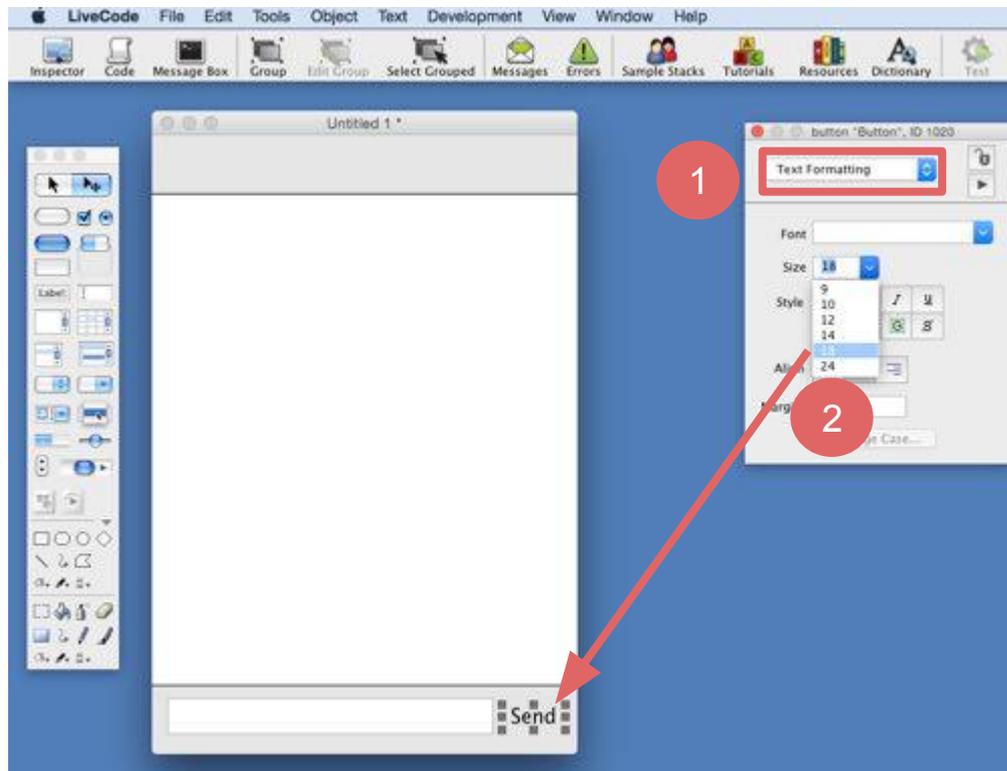




We also want to make the font a little larger so people can click with their finger.

1. Select Text Formatting from the option list.

2. We want the font a little larger, so set the size to 18.





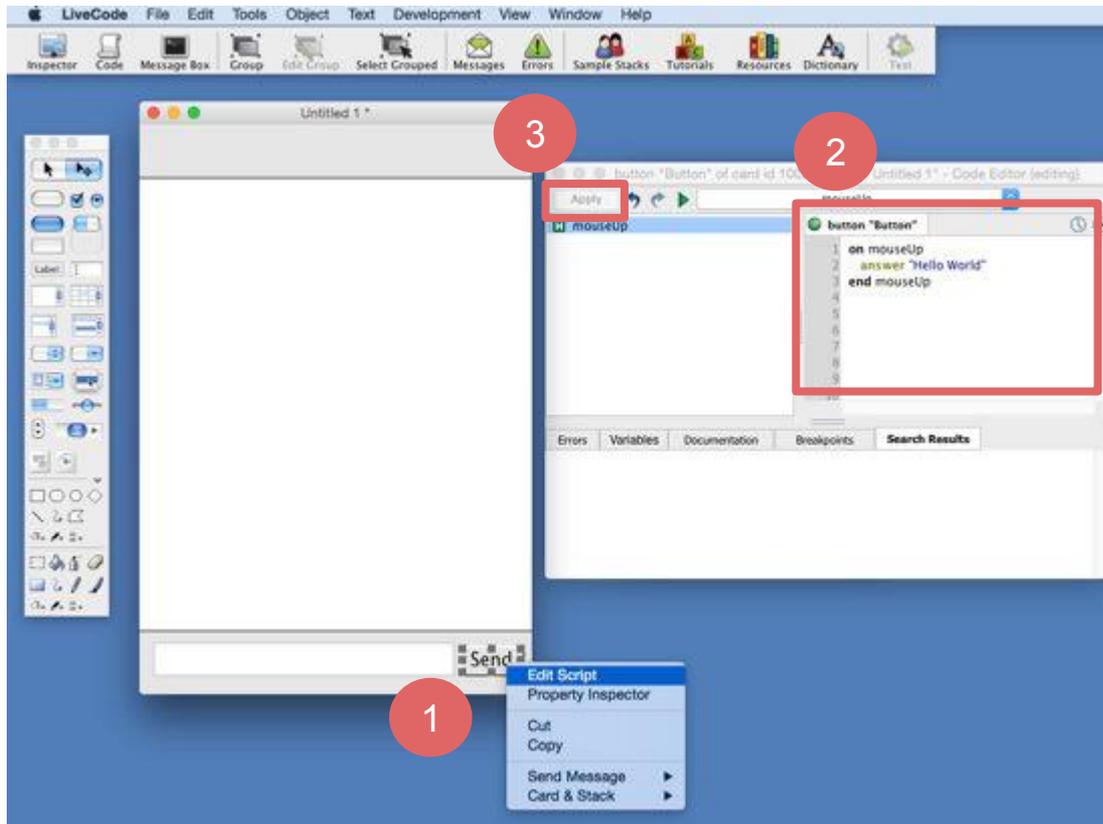
Finally, we get to write code.

1. Right click the button, you will see "Edit Script" - click it.

2. In the script editor that opens, type:

answer "Hello World"

3. Click the Apply button



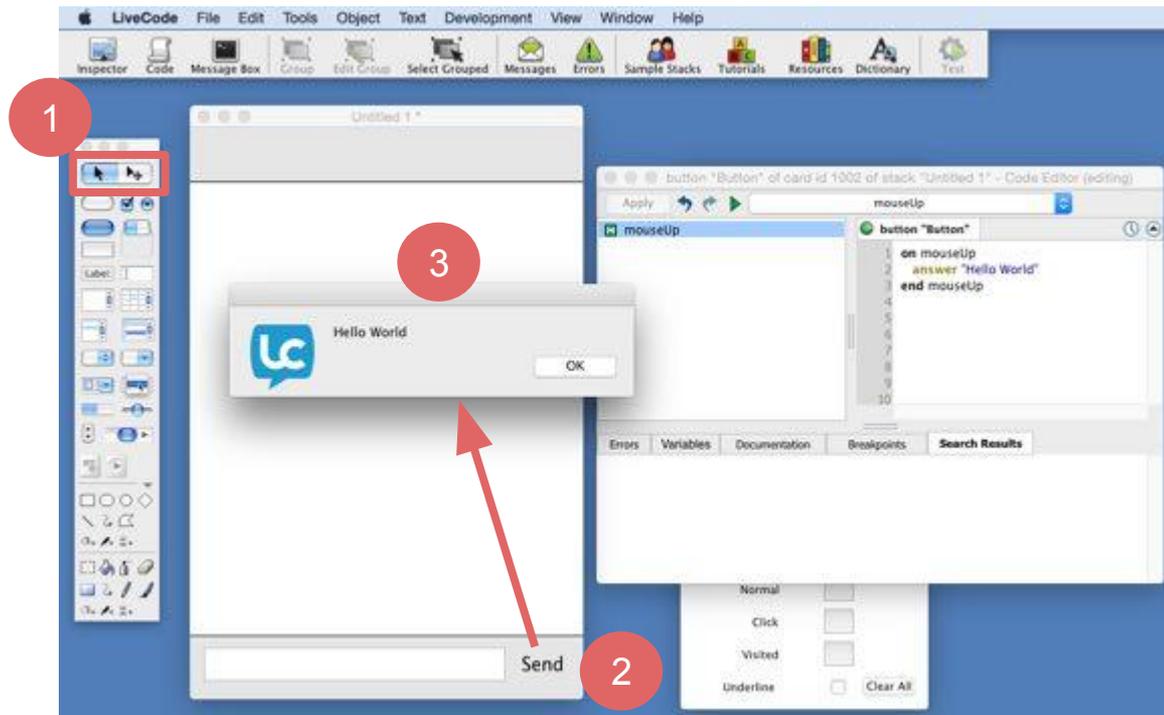


Let's start the app...

1. Click the left arrow to tell LiveCode that you want to run the app (instead of edit).

2. Click Send.

3. Congratulations, you have coded your first app!!!





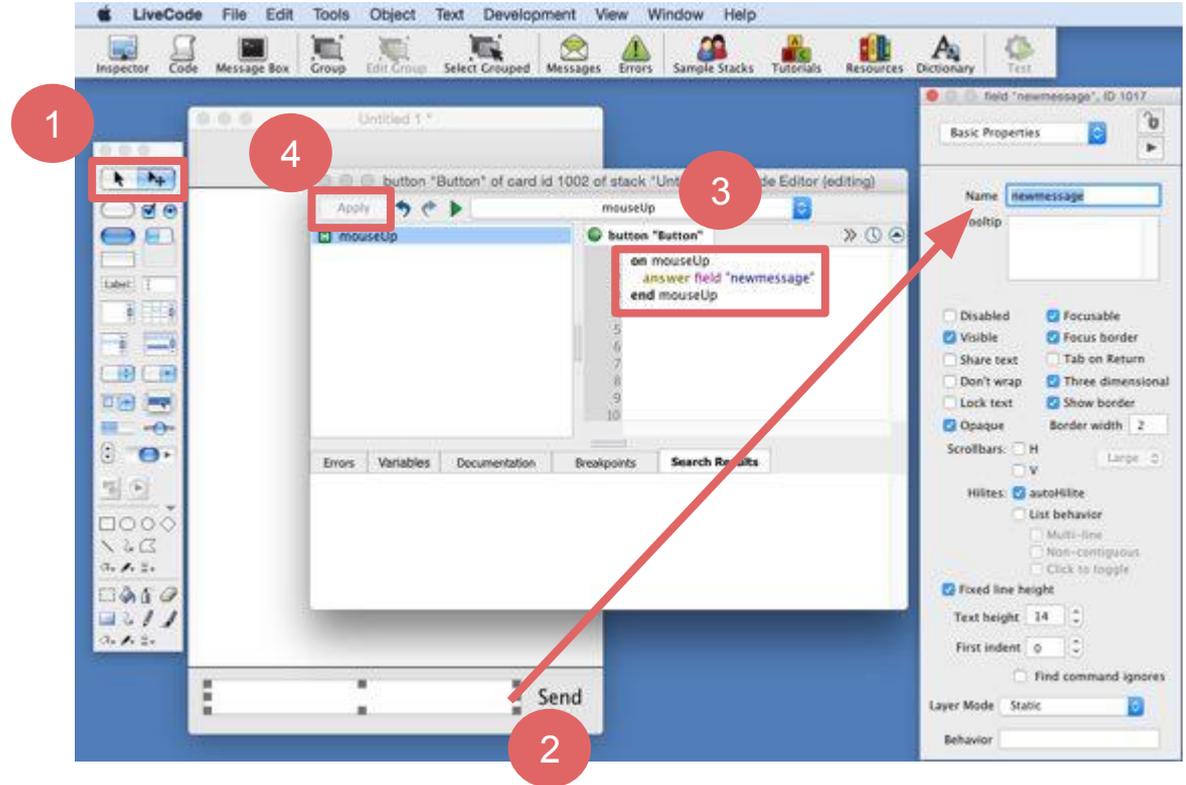
Code allows the app to be flexible, so lets try...

1. Click the right arrow to tell LiveCode that you want to edit.

2. Select the text box and set the name to:
newMessage

3. change the code to:
`answer field "newMessage"`

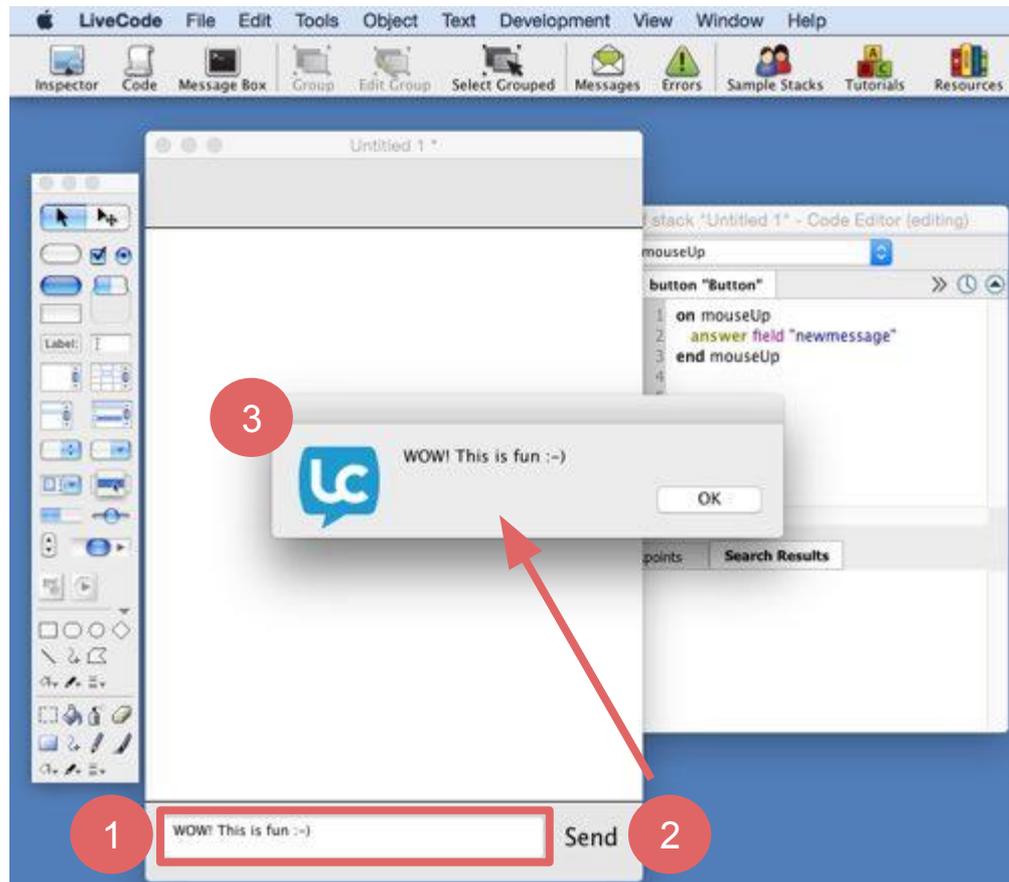
4. Click Apply





Let's start the app...

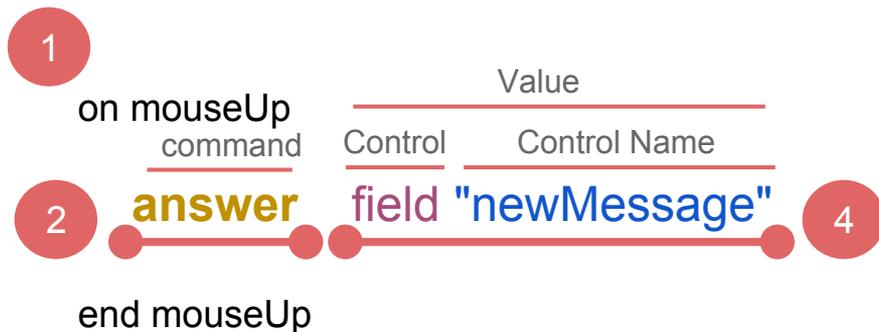
1. Type any text in the field.
2. Click Send.
3. Congratulations, you have are officially a coder!!
4. Change the text and try again...it really is fun!





Understanding what happened

1. When you clicked, LiveCode sent a message when you lifted your finger.
2. The command, "answer" tells LiveCode to popup a message.
3. It shows the text "Hello World"
4. You changed it to show whatever text is in the field named "newMessage"

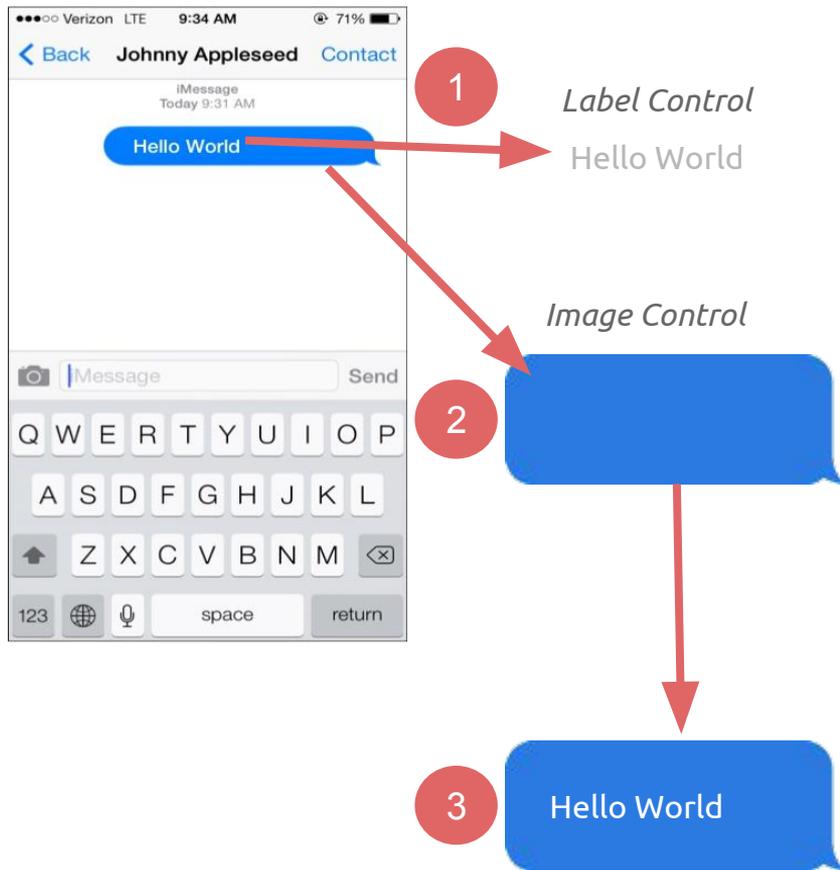




Message in a Bubble

The iPhone app put the message in a bubble. It's easier than you think. We just need to group 2 controls:

1. Label
2. Image (imported).
3. They are then grouped into a message bubble.

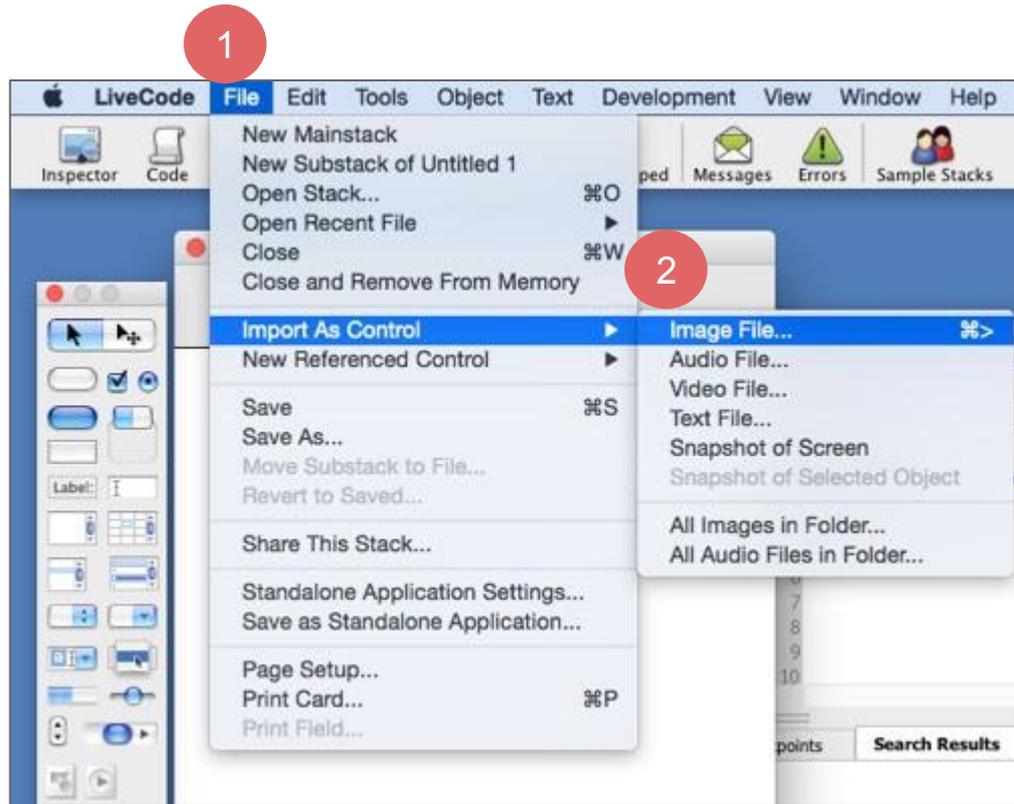




It is just like a Graphics App

Keep it simple, it is like a graphics app. Import the image bubble, then add the label and group them. Let's start with importing the bubble image:

1. Click on File
2. Import as Control > Image File...
3. Find the [blue-bubble.png](#) file (in the course resources area) and select the file to import.



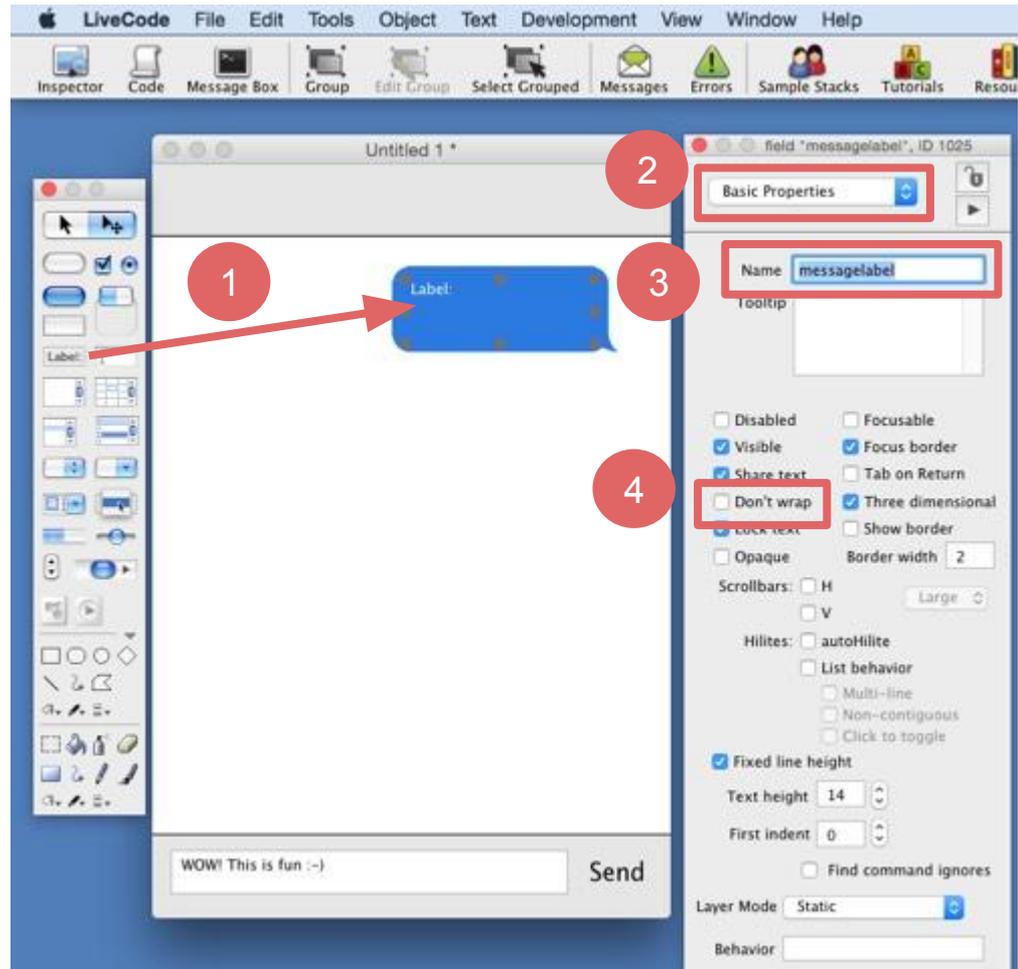


1. Draw a label in the area inside the bubble. (Label is to the left of the text box you dragged out earlier.)

2. Select the “Basic Properties”

3. Change the name to “messageLabel” so we can reference it in our code.

4. Make sure Don't Wrap is not checked so our message will display on multiple lines in the bubble.

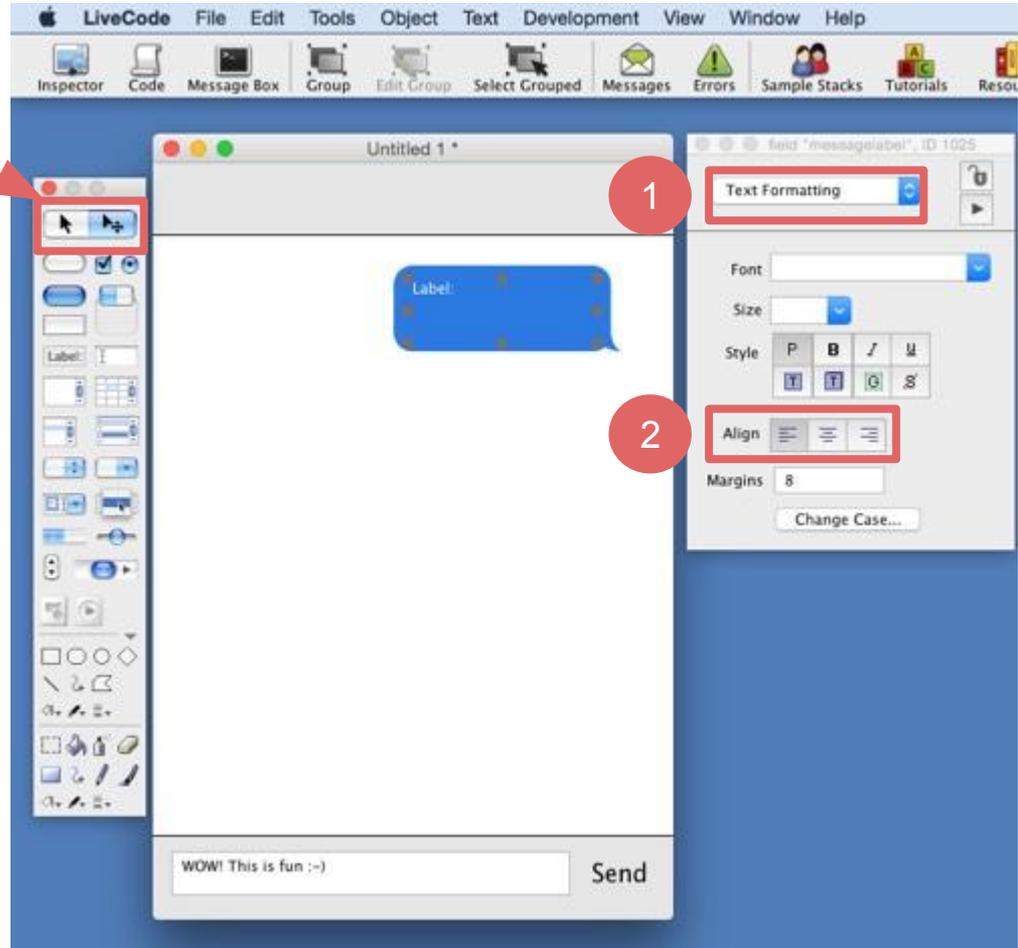


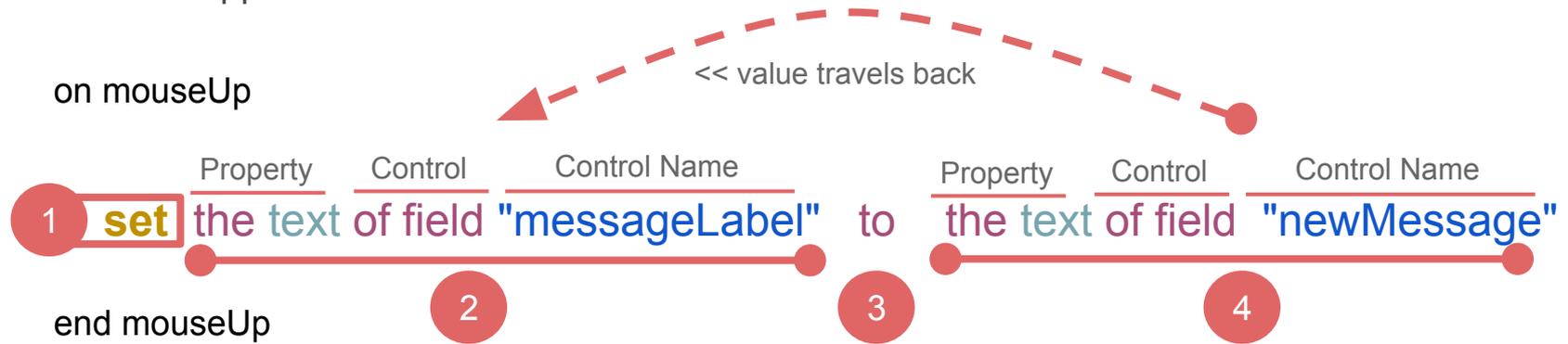


Let's just set a few more properties:

1. As we covered before, set the text color to white in the Colors & Patterns (chosen from the menu at the top of the Property Inspector).
2. Next select the "Text formatting" option in the same menu. Then select the text align left option.

Don't Forget





Connecting the Text field with the Message

1. First is the action. "Set" tells LiveCode that it is going to set a property
2. What Property of what Control do you want to set or update
3. The "to" is the connector. It is a more simple way to say "="
4. The Property of the Control to get the value from



The screenshot displays the LiveCode IDE interface. At the top, the menu bar includes 'LiveCode', 'File', 'Edit', 'Debug', 'Handler', 'Window', and 'Help'. Below the menu bar is a toolbar with icons for Inspector, Code, Message Box, Group, Edit Group, Select Grouped, Messages, Errors, Sample Stacks, Tutorials, Resources, Dictionary, and Test. The main workspace is divided into several panes. On the left is a vertical toolbar with various UI control icons. The central pane shows a window titled 'Untitled 1*' containing a blue speech bubble button with the text 'Hello World - LiveCode style'. A red box highlights this button. Below the main workspace is a preview area showing a white text input field with the text 'Hello World - LiveCode style' and a 'Send' button. On the right, a 'Code Editor' pane is open, showing the code for a 'button "Button"'. The code is as follows:

```
on mouseUp  
  set the text of field "messageLabel" to the text of field "newmessage"  
end mouseUp
```

Red arrows point from the code editor to the button in the main workspace and from the button to the preview area. Below the code editor, there are tabs for 'Errors', 'Variables', 'Documentation', 'Breakpoints', and 'Search Results'. The 'Errors' tab is active, showing a green checkmark and the text 'No errors occurred'.

See how the code links the controls and makes it work.

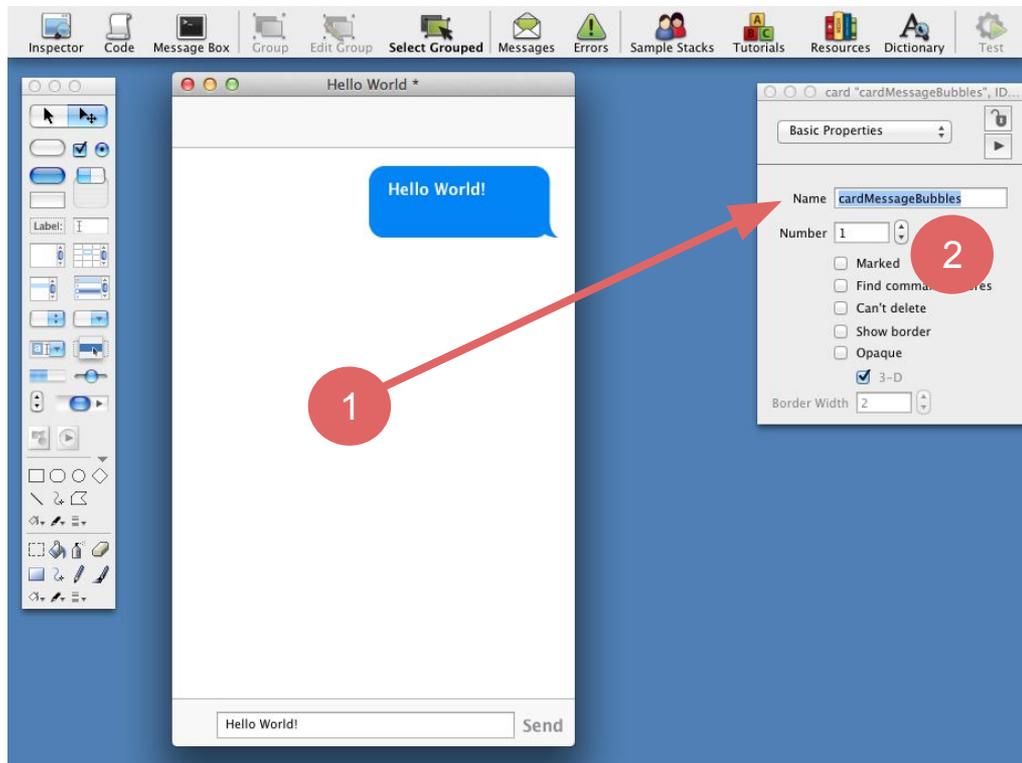


Set the card Name

LiveCode uses the name of the controls, Stacks and Cards for you to use in code, so it is important to set names that you will remember and are relevant.

1. Double click the card to open the Property Inspector.

2. Set the Name to:
"messageBubbles"

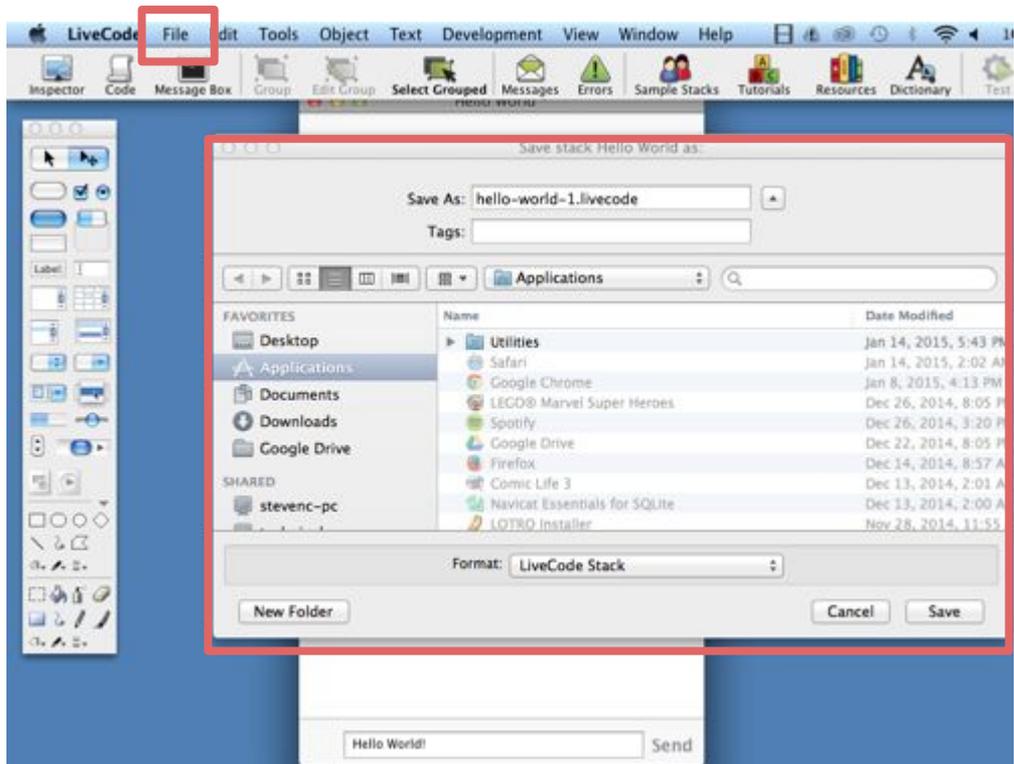




Save the Project

Now lets save our new Hello World App.

1. Click File from the menu and select Save.
2. When the Save Dialog appears select where you wish to save your file.
3. Save the App as:
"hello-world-1.livecode"





LIVE CODE

Hello World App

Congrats on creating: **Your First App**

Don't forget to save your LiveCode Project!



If you wish to learn more... [Visit LiveCode](#)