

# *Sharing your app*

Now you have a great app and you want to share it, but not everyone has LiveCode.

The next step is to build your app into a **Standalone Application**.

When you create a **Standalone Application**, LiveCode creates an executable file for each platform you selected. You can then send this file to anyone and they can use your app.



Android



iOS



Linux



Mac



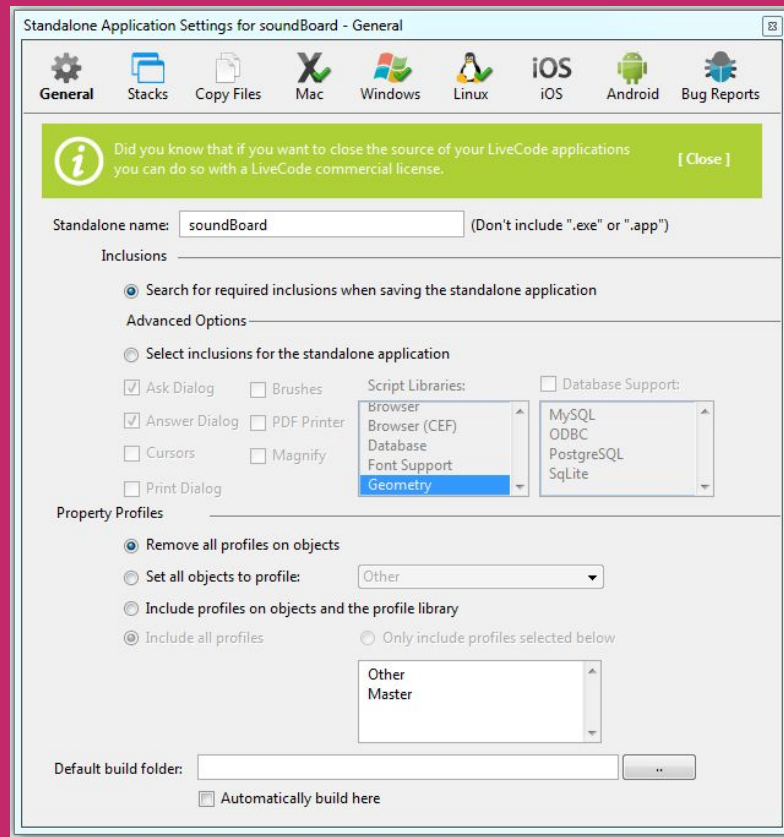
Windows

# The Standalone Application Settings

Before we create our standalones, we need to choose which platforms we want to create standalones for. At the moment, we will just create Mac and Windows desktop standalones.

To make the settings for your standalones, choose **Standalone Application Settings** from the *File Menu*.

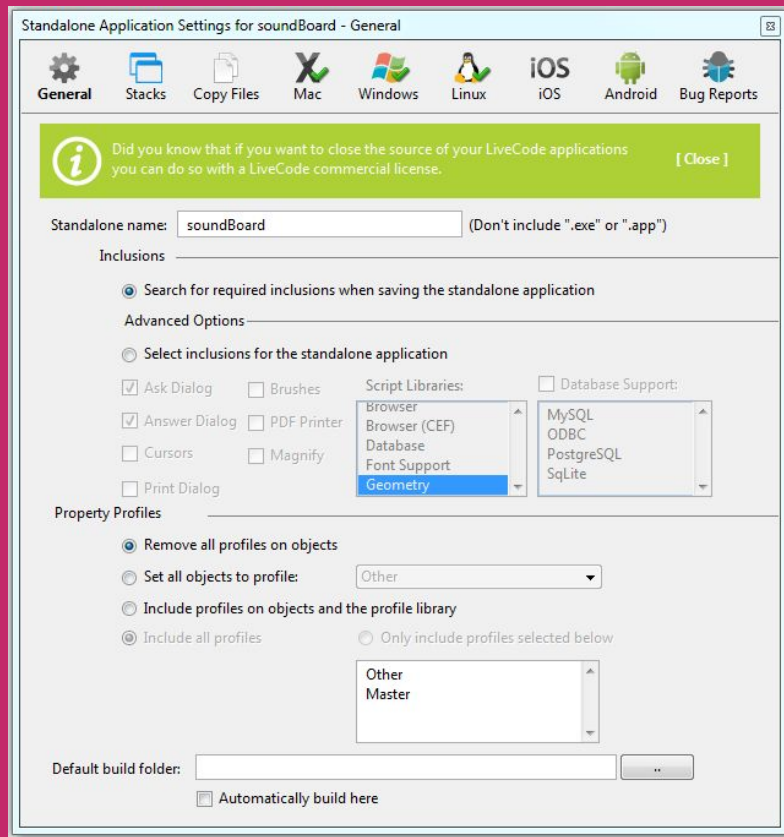
This will show you a window where you can make all the settings.



# The General Settings

There are lots of options in the **Standalone Application Settings**, but we don't need to worry about most of them, we'll just leave them on the default settings.

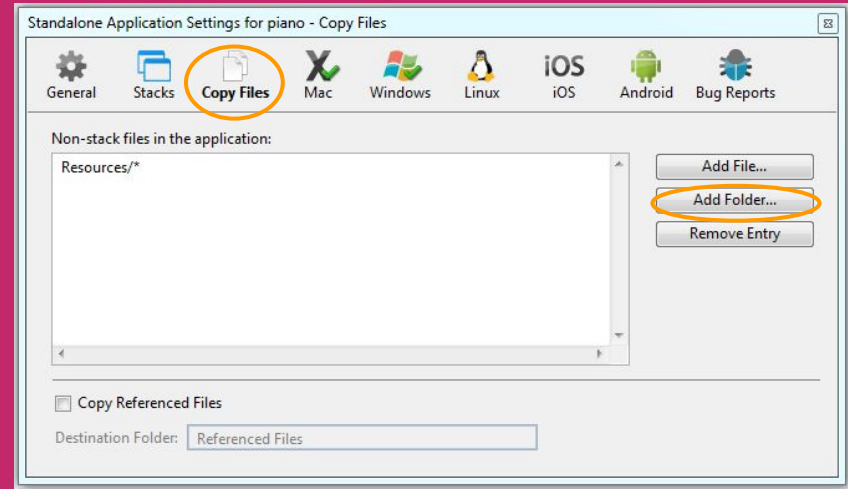
The first screen you see is the **General Settings**. The only option you might want to change here is the **Standalone name**. I'm happy with **soundBoard** but you can change this to whatever you want.



# The Copy Files Settings

We need to include our sound files when we build our standalone so that they are available to anyone using the app.

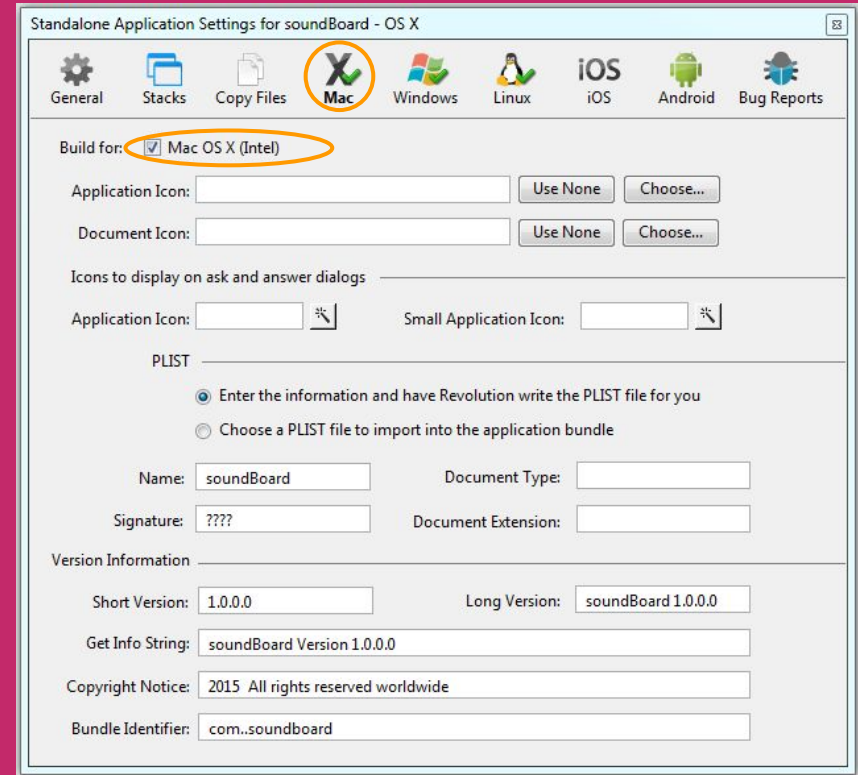
Select the **Copy Files** options(1) and click the **Add Folder** button. Choose the **Resources** folder for the **Piano Soundboard**. This means that the whole Resources file will be included in the standalone when it is built so the soundboard will work.



# The Mac Settings

We want to build a Mac desktop standalone. We can do this from a Mac, Windows, or Linux computer.

Select the Mac options(1) and make sure the **Build for Mac OS X** box is checked(2).



# The Windows Settings

We also want to build a Windows desktop standalone, we can do this from a Mac, Windows or Linux computer.

Select the **Windows** options(1) and make sure the **Build for Windows** box is checked(2).

Standalone Application Settings for soundBoard - Windows

General Stacks Copy Files Mac **Windows** Linux iOS Android Bug Reports

Build for: ☒ Windows

Icon

Application Icon: 6-32/Support/Sample Icons/genericapp.ico Use None Choose...

Document Icon: 6-32/Support/Sample Icons/genericdoc.ico Use None Choose...

Version Information

File Description: soundBoard 1.0.0.0 for Windows File Version: 1 . 0 . 0 . 0

Copyright Notice: 2015 All rights reserved worldwide Product Version: 1 . 0 . 0 . 0

Comments:

Original Filename:

Legal Trademarks:

Internal Name:

Product Name: soundBoard Private Build:

Company Name: Special Build:

UAC Execution Level

Default

Runs with default UAC access. No manifest is included.

Hi-DPI support

☐ Enable Hi-DPI scaling

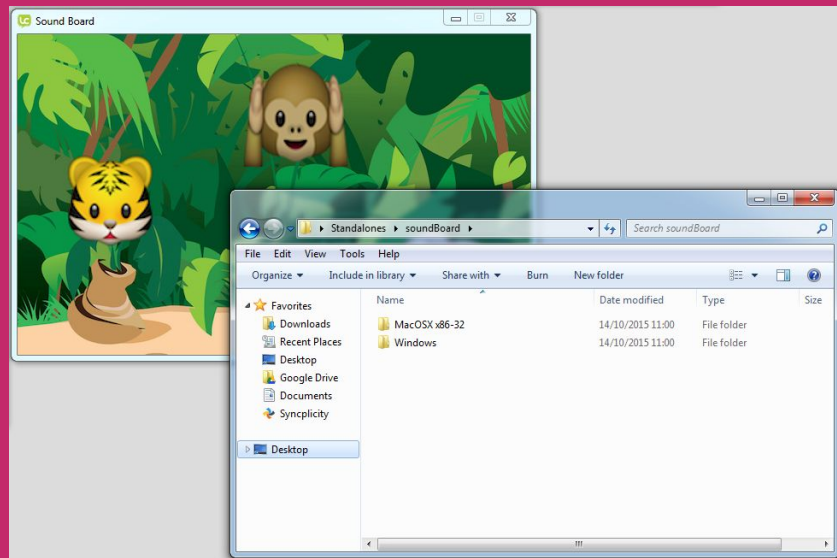
If enabled, stacks will be automatically scaled to match the system display settings.

# Building the Standalone

Once you have set everything up, close the Standalone Application Settings window.

To save your app as a standalone, choose **Save as Standalone Application** from the *File* menu. Then choose where you want the files to be saved.

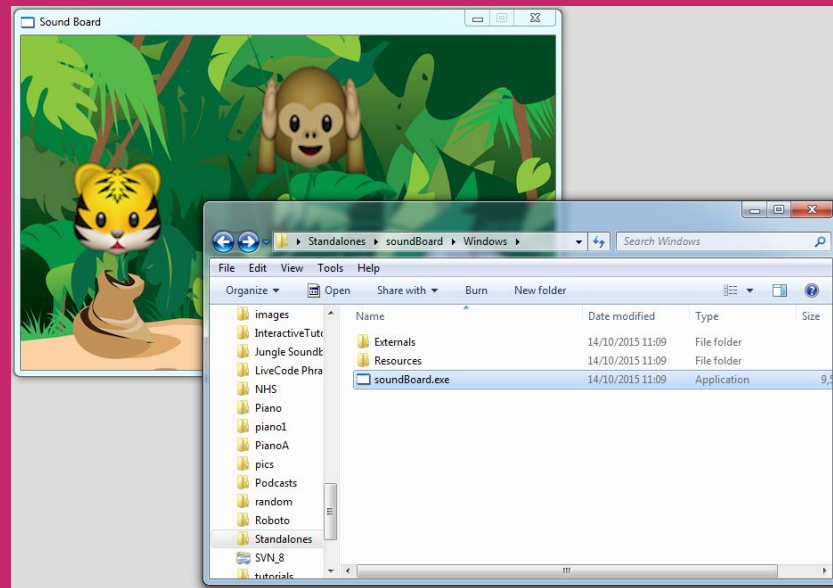
LiveCode will create a **Windows** and **Mac** standalone for you in the folder you chose.



# Testing the Standalone

Once your Standalone is saved, try it out!

- Go to the folder where you saved the **Standalone**.
- LiveCode will have created a folder called **soundBoard**.
- There should be 2 folders, **Windows** and **MacOSX x86-32**.
- Go into the right one for your computer.
- Double click on the executable. I am on Windows so mine is **soundBoard.exe**
- You should have a working Jungle Soundboard that doesn't need LiveCode!





# *Creating a mobile app*

LiveCode allows you to create desktop apps “out of the box.” You can also create iOS and Android apps with LiveCode, but you need to do a bit of setup to get these working.

If you want to build your app for your phone or tablet, we’ll point you at some resources that will help you get everything set up.



Android



iOS

# *Congratulations!*

You have finished your soundboard app and built it into a standalone app that you can share with other people!

If you still have time, move on to the next app - a piano soundboard!





**Well Done**



# Section Complete



*Time Up?*



*Save Your Work*



*Pawns Swap*