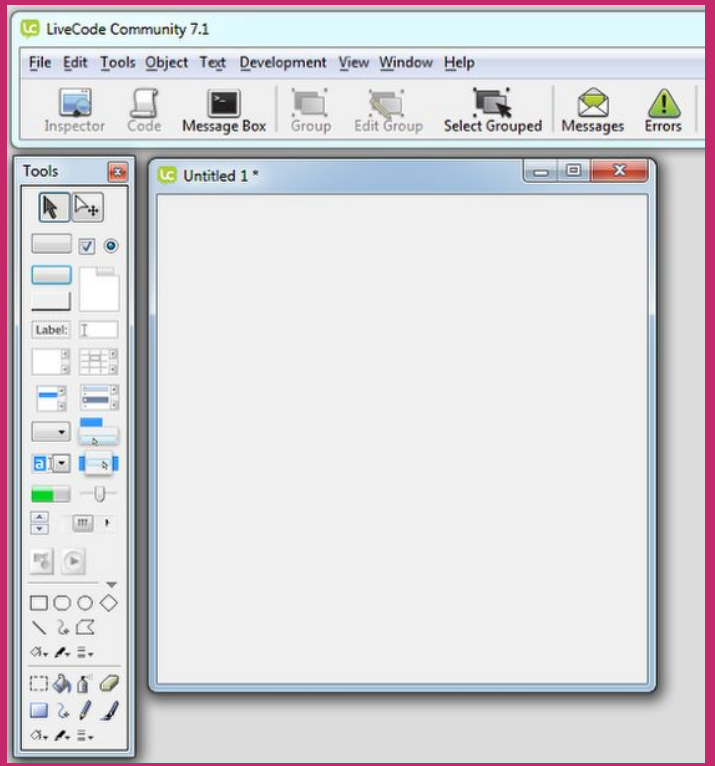
Creating a New App

The first step to creating an app in LiveCode is to create a window, which in LiveCode is called a **stack**. Each stack contains one or more sets of information called **cards**.

First, we will create a new Mainstack.

- Open the *File* menu in the menu bar
- In the *File* menu, select *New Mainstack*
- LiveCode will create a new stack
- This stack will become your first app!



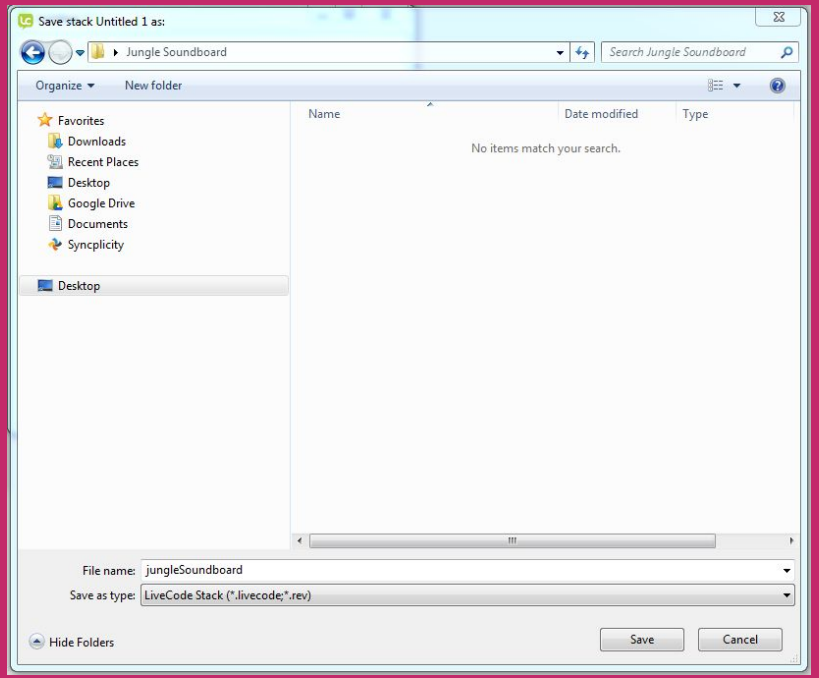
Saving your Stack

Before we go any further, save your stack in a suitable folder with a suitable name, such as “jungleSoundboard.livecode.”

Why not save your stack in a folder named “Jungle Soundboard” on your desktop - this way it is easy for you to find!

To save your stack, choose *Save As* from the File menu. Choose the folder you want to save in and give the file a name.

Remember where you saved your stack, as you will need to save additional files here later.

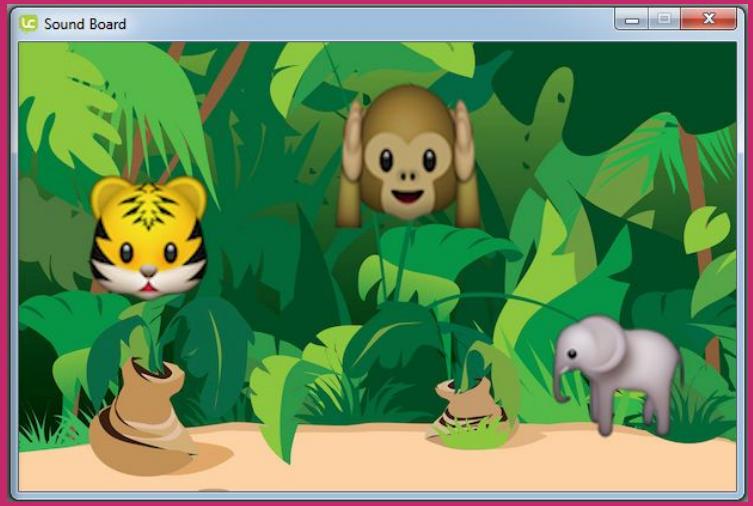


User Interface

The first step in creating an App is creating 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.

We will start by setting up our stack. Then we will add images and buttons that the user can click on. This will be the User Interface(UI).

Once our UI is complete, we will add some code, which will tell the app what to do when the user clicks on the buttons.



Giving the stack a Name and setting its size

We want to make some changes to the stack we have created.

Firstly, we want to give it a **Name**. This will be displayed in the title bar at the top of the stack and we'll use to to refer to the stack when we write some code later.

We also want to set the size of the stack.

To do this, we set some **Properties** of the stack. Properties describe how a LiveCode object looks and behaves. For example, **Text Size** is a property that tells an object how big the text on it should be.

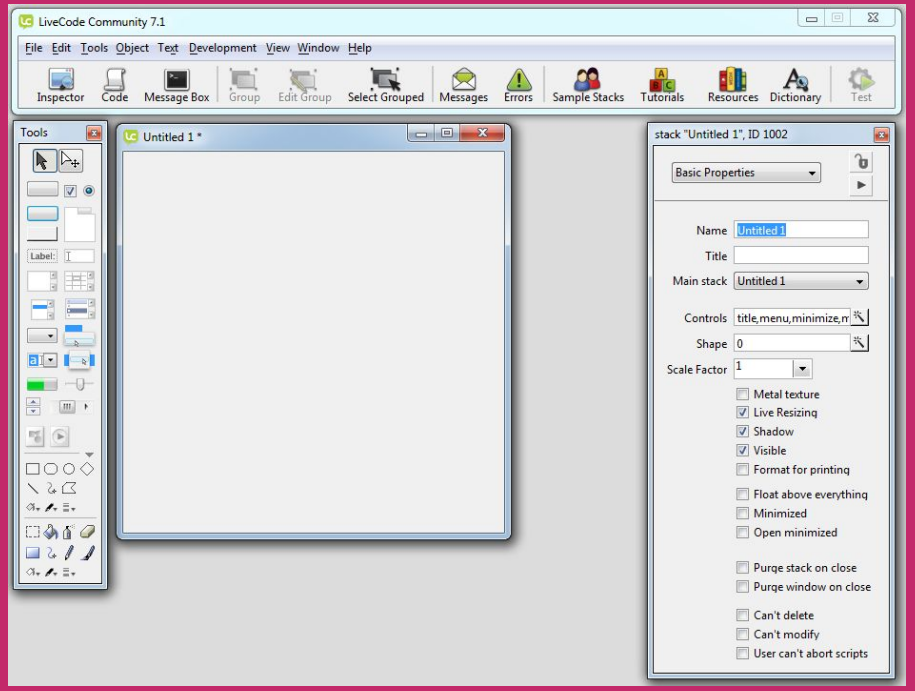
Setting Stack Properties

We want to set the following properties of the stack:

- the stack name
- the stack title
- the stack size

To do this, we open the **Property Inspector** of the stack:

1. Open the *Object* menu in the menu bar
2. In the *Object* menu, select *Stack Inspector*.



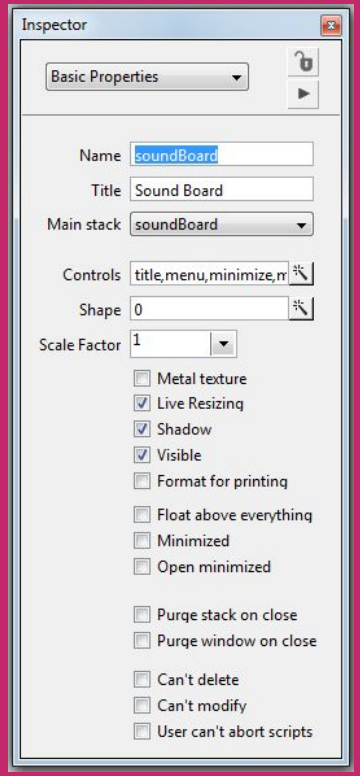
Setting Stack Properties

The Property Inspector shows us all the properties the stack has and allows us to change them.

Now that we have the Property Inspector for the stack open, we can set some properties.

When we first open the Property Inspector, it will open on the **Basic Properties** pane:

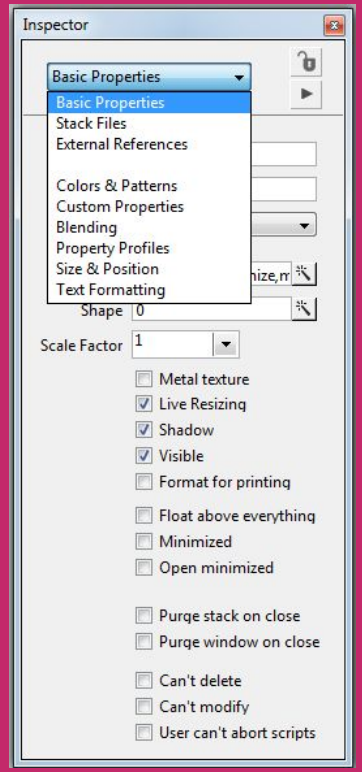
1. Set the **Name** to: soundBoard
2. Set the **Title** to: Sound Board



Setting the Stack Properties

In the Property Inspector, there are several panes that allow us to set the different properties. To navigate between the panes, select the drop down button on the right of the box that says **Basic Properties**.

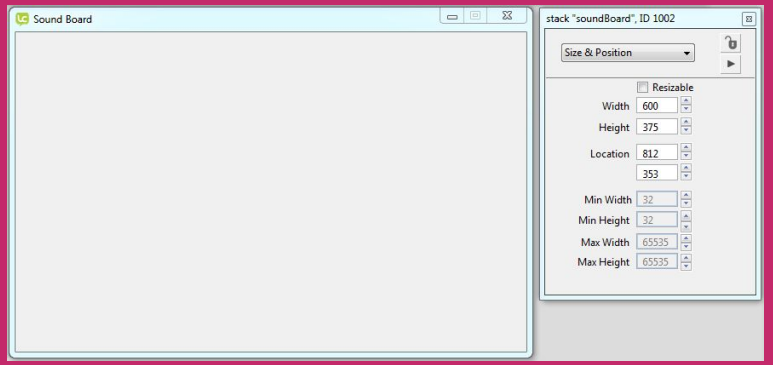
The panes in the Property Inspector vary slightly for different objects, but they are all accessed in the same way.



Setting the Stack Properties

In the **Size & Position** pane, set the **Width** to 600 and the **Height** to 375.

Uncheck the **Resizable** box. Doing this means that the size of the stack is fixed, so the user cannot change the size of the app.



Naming the Card

The soundboard app that we are creating only has one screen. Usually, each screen in your app will be one card in your stack.

You can think of the cards as being like the cards in a deck or the pages in a book. Each one can look different and do different things. You move between the cards to show different screens to your user.

Naming the Card

Just like with the stack, we want to name this card. Naming the card will allow us to refer to the card by its name when we start adding code later.

Go to the *Object* menu again and this time select *Card Inspector*. In the **Basic Properties** pane, set the **Name** of the card to: jungleSounds

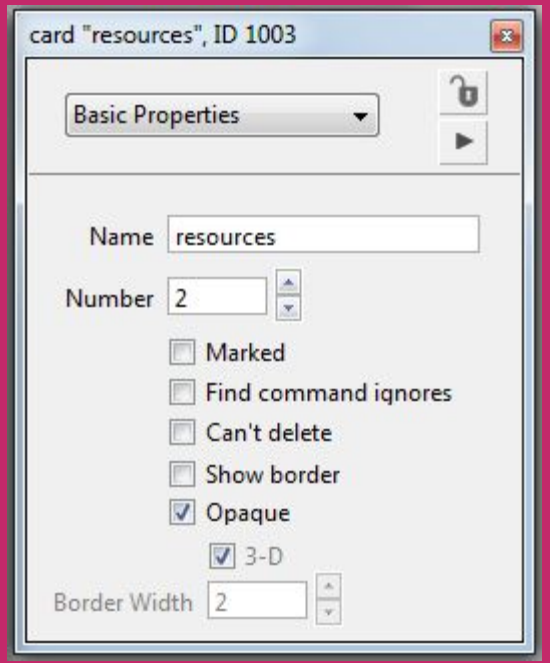
Adding a New Card

Even though the app we are creating only has one screen, we want to add another card to the stack where we will store the images that we are going to use in the app.

To add a second card to your stack:

1. Open the *Object* menu
2. Select *New Card*

LiveCode will automatically move to the new card. Open the *Card Inspector* for the new card from the *Object* menu and set the **Name** of the card to resources.

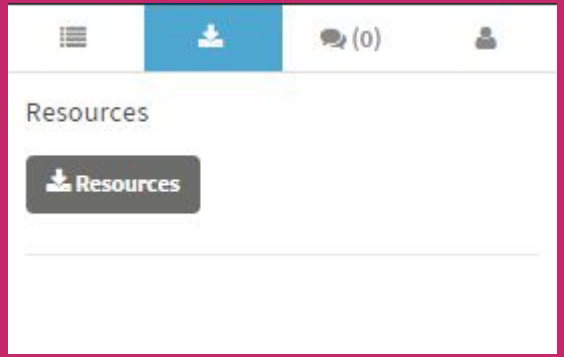


Resources

Before we go any further, download the **Resources** folder from the *Resources* tab - found on the right above the slide display area.

Make sure that you move this zip file from the Downloads folder to the folder that your stack has been saved in.

For example, if your stack has been saved in a folder named **Jungle Soundboard** on your desktop, then you need to move the **Resources.zip** file that you just downloaded to the Jungle Soundboard folder.

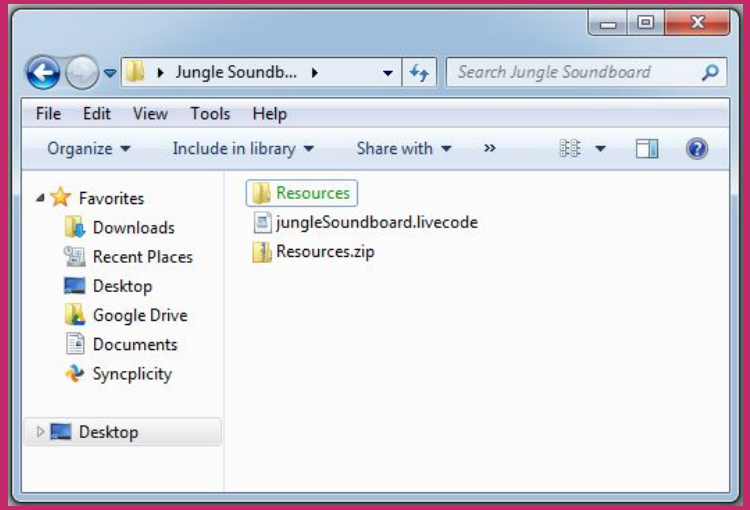


Resources

Unzip the **Resources.zip** file so there is a folder called **Resources** in the folder your app is saved in.

Mine is saved in the **Jungle Soundboard** folder on my desktop. In the **Resources** folder you should have 2 folders called **sounds** and **images.**

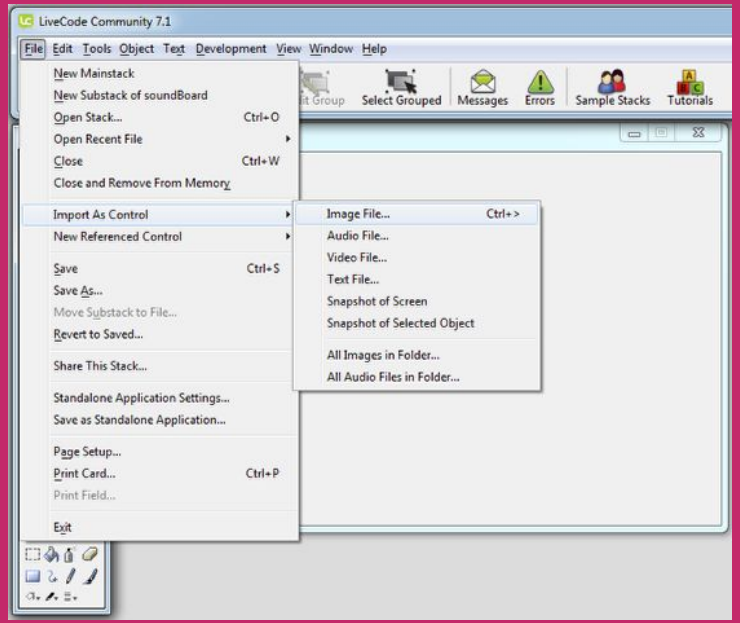
Make sure your folder looks like this image. This is important so the app can find the files it needs later.



Adding Resources to the Stack

We want to add all the images we are going to need in our app to the **resources** card.

1. Open the *File* menu
2. Select *Import As Control*
3. Select *All Images in Folder*
4. Choose the folder **images**, which can be found in the **Resources** folder that we downloaded in the previous slide

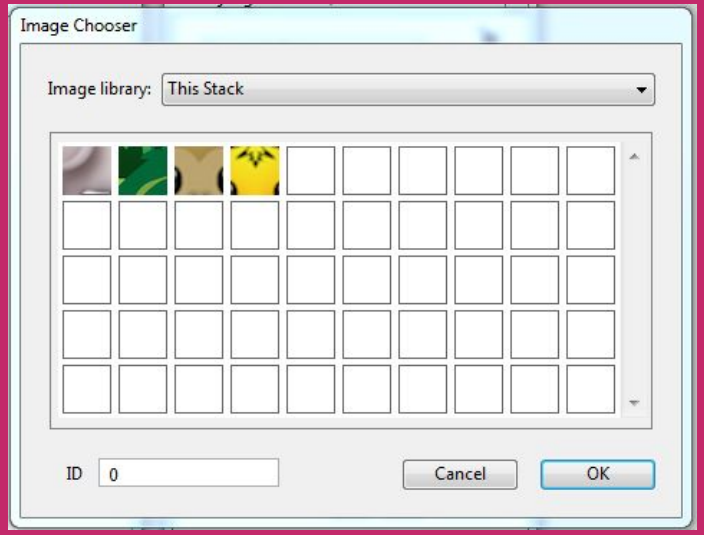


Setting the Background

Now we want to set the jungle background on our main card. The **Background Pattern** is a property of the card.

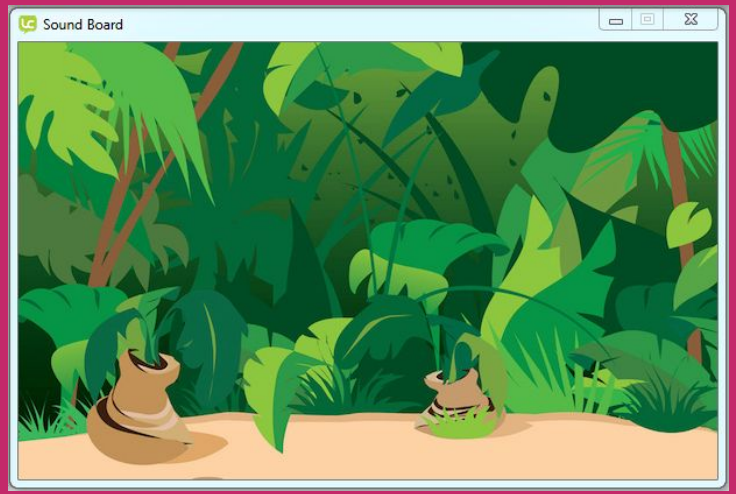
Firstly go back to the card called **jungleSounds**, open the *View* menu and select *Go First.*

1. Open the *Card Inspector* from the *Object* menu
2. Go to the **Colors & Patterns** pane
3. Click on the left box in the **Background** section, you will see some patterns that come included in LiveCode.
4. Select **This Stack** from the dropdown menu. This allows us to choose an image we have imported onto our stack.



Setting the Screen Background

5. Click on the jungle background image. It might be hard to see which one is which, but it's the one that is mainly green.
6. The background of your card will be set to the jungle image.



User Interface

Our app is now beginning to take shape! We have started to work on creating the User Interface (UI) for the app. The UI is the part that the person using your app interacts with. It's a very important part of any app.

In the next step, we will complete the UI for our app!

Well Done

Section Complete

Save Your Work

Pairs Swap