



**Mobile Game and App Development the Easy Way**

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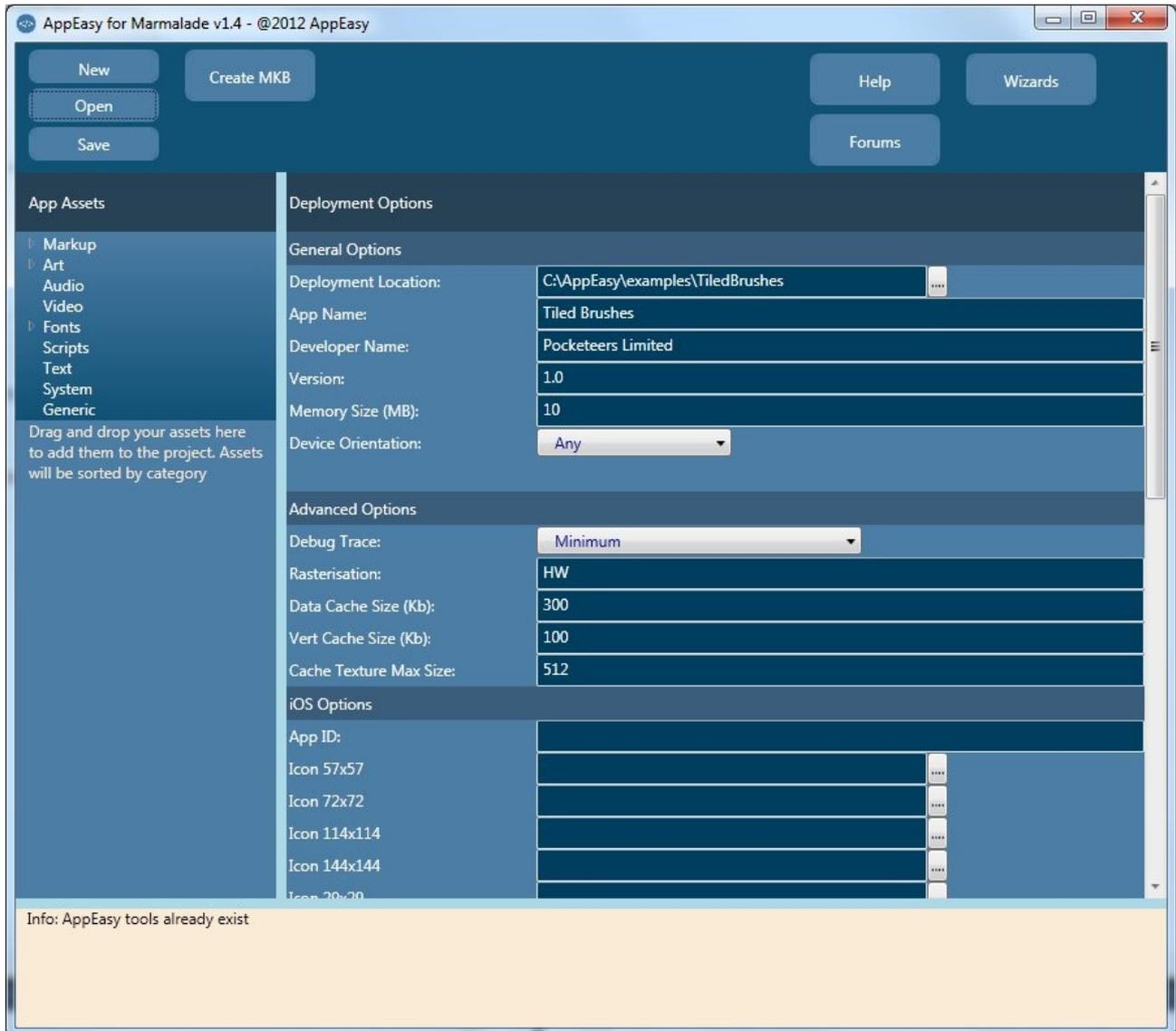
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## AppEasy Quick Start - Copyright @2012 Pocketeers Limited

This short tutorial shows you how to get up and running with the Hello World (or any example for that matter) as quickly and as painlessly as possible.

Locate the AppEasy Project Manager `c:\AppEasy\AppEasy.exe` and run it.

Once AppEasy is running you will be presented with a screen similar to the one shown below:



Now to open up an example click the “Open” button then navigate to `c:\AppEasy\examples\HelloWorld` folder and open the `HelloWorld.xml` project file. This will open up a very basic Hello World example.

Now hit the Create MKB button. This will generate and open a Marmalade project. Once the Marmalade project has finished opening. Hit the debug button to build and run the example. Once the example has been built and ran you will be presented with a screen similar to the one shown below:



Now lets take a closer look at what AppEasy generated. If you take a look in the `c:\AppEasy\examples\HelloWorld` folder you will notice some new folders as well as the `Hello World.mkb` file. The `Hello World.mkb` file is a Marmalade project file which you can open by double clicking it, which will open up your project in Microsoft Visual Studio allowing you to build and test it. The additional folders that were created include:

- `data` – This is a standard folder that Marmalade uses to hold your game or app data. Note how the assets that the Hello World example uses have been copied to this folder. This folder also contains an `app.icf` file (application configuration file). This file contain settings that are specified in the AppEasy project manager.
- `source` – This folder contains a couple of standard C++ source files that basically load up the default `Start.xml` located in the `data` folder and update the engine to keep the game / app going. These files are also an integration point for C++ programmers who want to access the engine from C++.

We suggest that you now start looking at the XOML mark-up for Hello World so you can begin learning how the Hello World example works. The mark-up is located at `c:\AppEasy\examples\HelloWorld\Assets\Start.xml` as well as at `c:\AppEasy\examples\HelloWorld\data\Start.xml`. For convenience the mark-up is shown below:

```
<?xml version="1.0"?>
<xml>

  <!-- Load the serif true type font -->
  <Font Name="serif" Location="Serif.ttf" PointSize="10" />

  <!-- Create a scene to hold our game / app objects -->
  <Scene Name="GameScene" Current="true" >

    <!-- Create a label object -->
    <Label Font="serif" Text="Hello World" Size="-100, -100" />

  </Scene>
</xml>
```

The above XOML does the following:

- Loads a font that can be used to draw text
- Creates a scene to hold our app objects (app objects can be anything from simple images and text to more complex actor entities)
- Create a label within the scene that displays the phrase "Hello World"

Note that the folder c:\AppEasy\examples contains many examples that show how to use the various parts of AppEasy. Feel free to browse and test as many as you like.