

Homework: Session I

1 Preparing For Session I

- 1.1 Download and Install the GLX Application Framework 4
- 1.2 Install Plugins 5

Preparing For Session I

Download and Install the GLX Application Framework

Download the GLX Application Framework Distribution

In order to teach many of the concepts discussed in the course I will use the GLX Application Framework. This free, open-source framework includes features that illustrate these concepts. You should download the latest version of the distribution from the website:

<http://www.bluemangolearning.com/revolution/software/libraries/glx-application-framework/>

You will also find documentation about the framework at the site. It is recommended that you browse through it to get an idea of what the framework can do.

Install the GLX Application Framework IDE Plugin

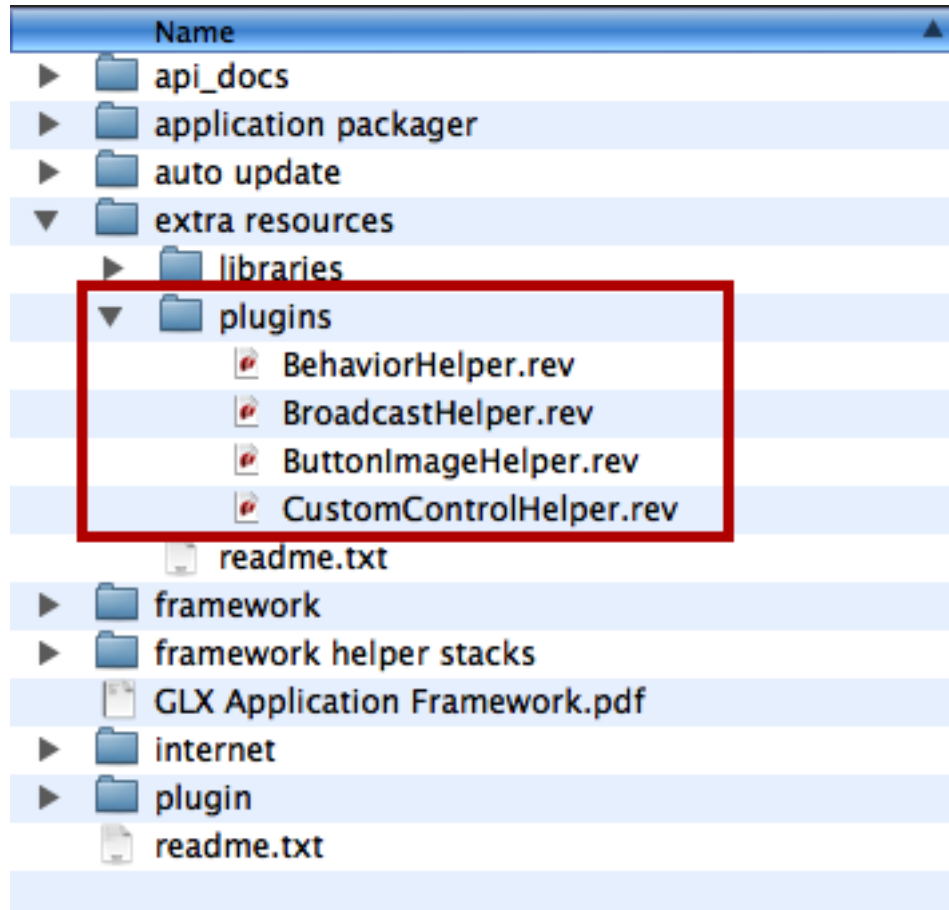
The only step you need to take now is to install the GLX Framework plugin for the Revolution IDE. You can find instructions on how to do that here:

Installing the Plugin:

<http://revolution.screenstepslive.com/spaces/revolution/manuals/glxapp/lessons/5489-Installing-the-Plugin>

Install Plugins

Install Additional Plugins



There are a couple of plugins that I will be using in the section on "Location, Location, Location". You can find a collection of plugins in the `./extra resources/plugins` folder of the GLX Application Framework distribution. They are:

- BehaviorHelper.rev
- BroadcastHelper.rev
- ButtonImageHelper.rev
- CustomControlHelper.rev

You can go ahead and install each of these plugins if you would like to experiment with them during the course.

If you have never installed a plugin for the Revolution IDE before then please see the following directions.

Instructions Showing How To Install a Plugin

<http://revolution.screenstepslive.com/spaces/revolution/manuals/plugins/lessons/6668-How-To-Install-a-3rd-Party-Plugin-In-the-Revolution-IDE>