

# ArtfulBits aiCharts for Android User Guide



info@artfulbits.com www.artfulbits.com

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## Contents

Installation	Contents	2
Environment preparation		
Getting started		
Licensing		
	5	
Additional Resources	Additional Resources	



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#### Installation

aiCharts library comes as a zipped package. File name contains version of library, for example: aiCharts.1.0.0.zip – file correspond to release with 1.0.0 version number.

After downloading and unpacking aiCharts package to desired location, following files should be exposed:

- **doc** folder (aiCharts class reference documentation, also available online)
- **Samples** folder (aiCharts usage samples)
- ArtfulBits Software License Agreement.pdf
- aiCharts User Guide.pdf
- com.artfulbits.aiCharts.jar
- license.lic (30-days trial license file). See licensing section for more info.

#### **Environment preparation**

In order to get things running, you will need following components installed and configured:

- Eclipse IDE (can be freely downloaded from eclipse website)
- Android SDK (from <u>http://developer.android.com/sdk/</u>)
- ADT plug-in for eclipse (dev guide for installing and configuring android SDK along with ADT plug-in can be found at <a href="http://developer.android.com/sdk/1.5">http://developer.android.com/sdk/1.5</a> r3/installing.html)

After everything is prepared, open eclipse and go to **Preferences**. Add **AICHARTS\_LIB** variable into a "classpath variables" that defines **com.atrfulbits.aiCharts.jar** library location. All aiCharts samples will rely on this classpath variable to locate aiCharts library.

General Android Ant Help Install/Update		A classpath variable can be added to a project's class path. It can be the location of a JAR file that isn't part of the workspace. Non mod variables are set internally (for example, JRE_LIB, JRE_SRC, and JRE_S depend on the JRE setting). Defined classpath variables:	ifiable classp
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Next sections assume that you have successfully installed and configured Android aiCharts development environment.

In case of any problem with installation, please visit our Forum and FAQ sections on www.artfulbits.com

#### **Getting started**

Please follow instruction below to build and run GettingStarted sample.

1. Open Eclipse IDE and go to File -> New -> Android project.

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Location: C:\aiChart\Samples\GettingStarted			Browse	
Build Target				
Target Name	Vendor	Platform	API	
Android 1.1	Android Open Source Project	1.1	2	
Android 1.5	Android Open Source Project Google Inc.	1.5 1.5	3 3	
Properties Application name:	GettingStartedActivity			
Package name:	aiChart.GettingStarted			
Create Activity:	GettingStartedActivity			
Min SDK Version:	3			

- 2. Select GettingStarted android project from samples directory.
- 3. Notice that **licence.lic** file placed into sample's **assets** directory. If you have already purchased aiCharts component, please replace this file with the one that sent to you. In most cases trial key gives sufficient time for learning all main things.
- 4. Go to properties of GettingStarted sample, switch to Java Build Path and select Libraries. Make sure that sample references Android and aiCharts libraries. If aiCharts library does not exist or appears to be incorrectly referenced, press Add Library -> User library ->pick aiCharts library.



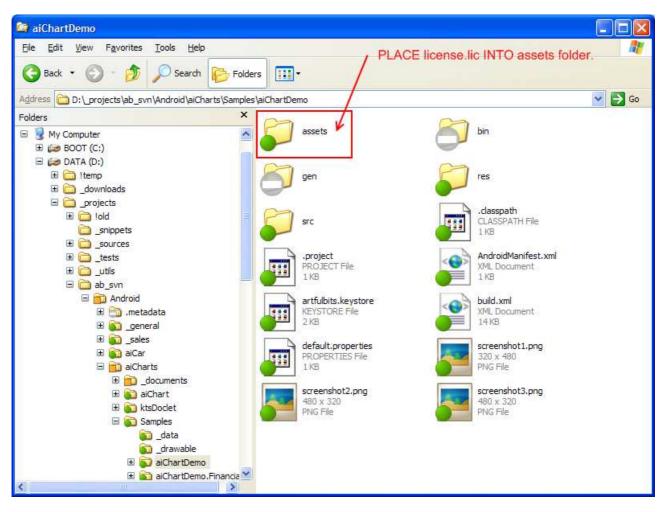
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- Run GettingStarted sample as Android application.
   The rest of aiCharts samples built according to described above techniques.



## Licensing

**aiCharts.zip** package comes with **30 days trial** license key. Class ChartEngine checks for this key each time chart instance created. In order for chart to be properly loaded, license key should exist in **assets** folder of android application that uses aiCharts component. This license key should be replaced with the one that is sent after the purchase.



### **Additional Resources**

Web Site: <u>http://www.artfulbits.com</u> Forum: <u>http://www.artfulbits.com/Support/Forum.aspx</u> FAQ: <u>http://www.artfulbits.com/Support/FAQ.aspx</u>



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