



ArtfulBits
software company

ArtfulBits aiCharts for Android User Guide



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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:

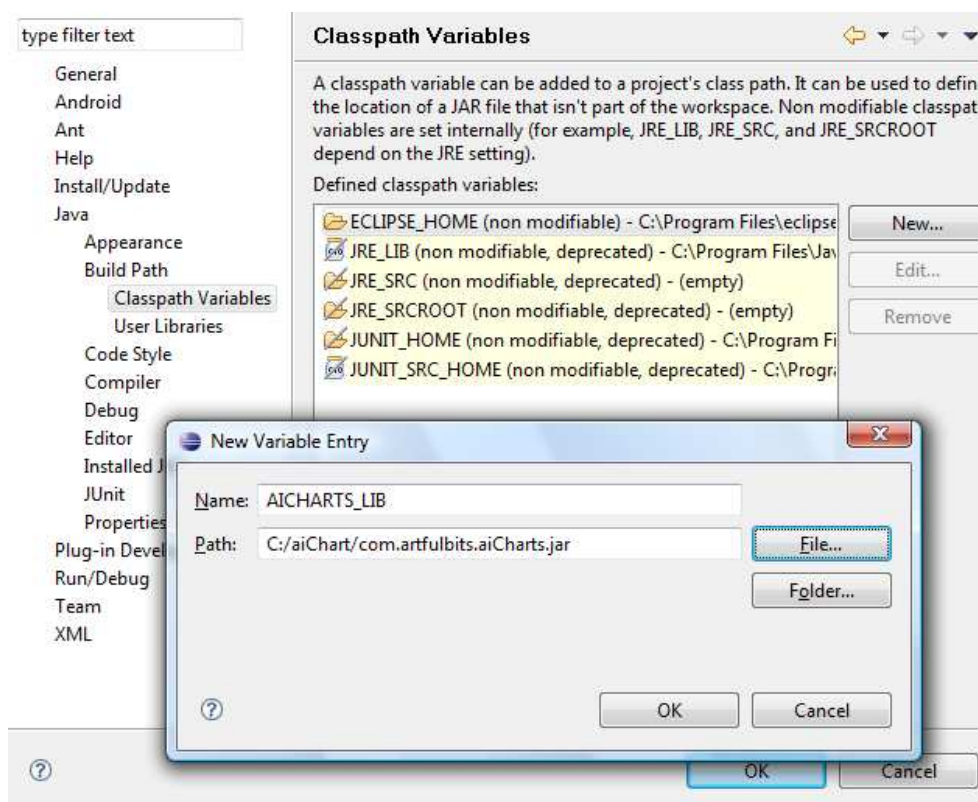
- **doc** folder (aiCharts class reference documentation, also available online)
- **Samples** folder (aiCharts usage samples)
- **ArtfulBits Software License Agreement.pdf**
- **aiCharts User Guide.pdf**
- **com.artfulbits.aiCharts.jar**
- **license.lic** (30-days trial license file). See licensing 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 <http://developer.android.com/sdk/>)
- ADT plug-in for eclipse (dev guide for installing and configuring android SDK along with ADT plug-in can be found at http://developer.android.com/sdk/1.5_r3/installing.html)

After everything is prepared, open eclipse and go to **Preferences**. Add **AICHARTS_LIB** variable into a “classpath variables” that defines **com.artfulbits.aiCharts.jar** library location. All aiCharts samples will rely on this classpath variable to locate aiCharts library.



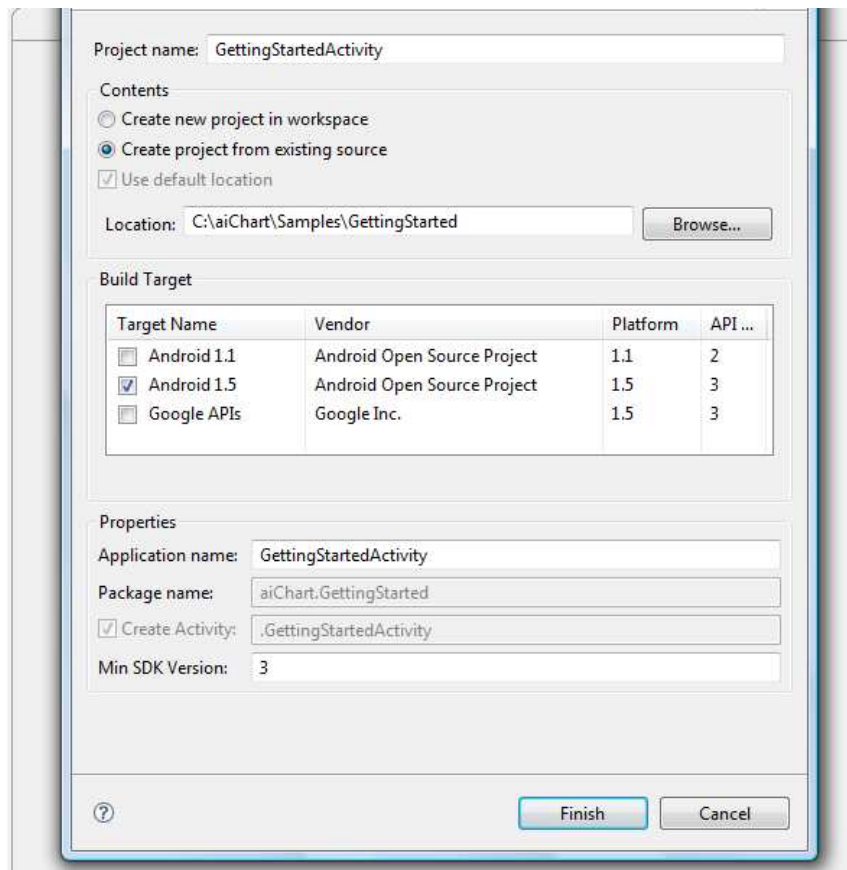
Next sections assume that you have successfully installed and configured Android aiCharts development environment.

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

Getting started

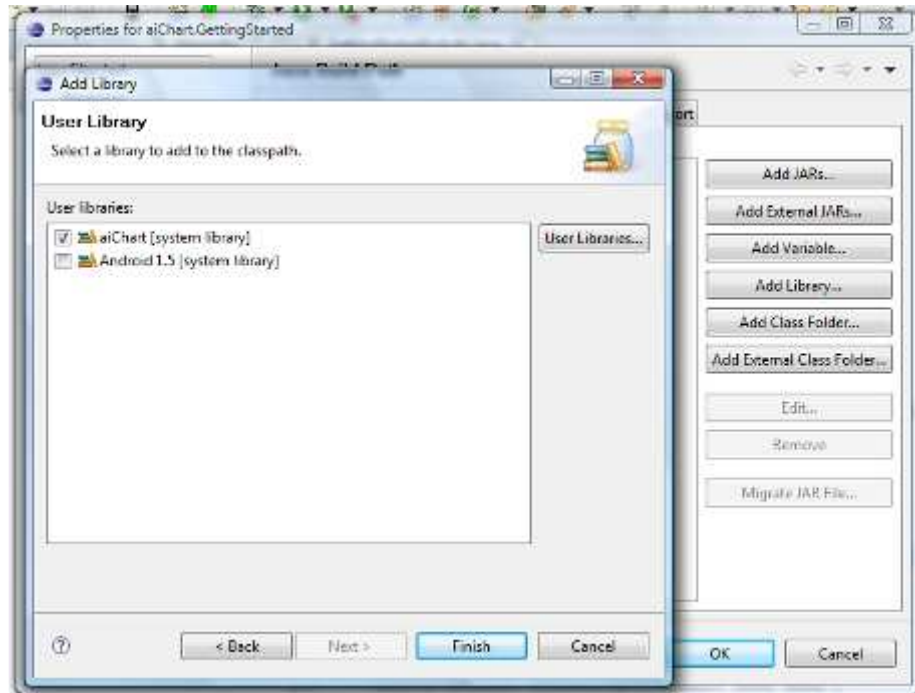
Please follow instruction below to build and run GettingStarted sample.

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



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.



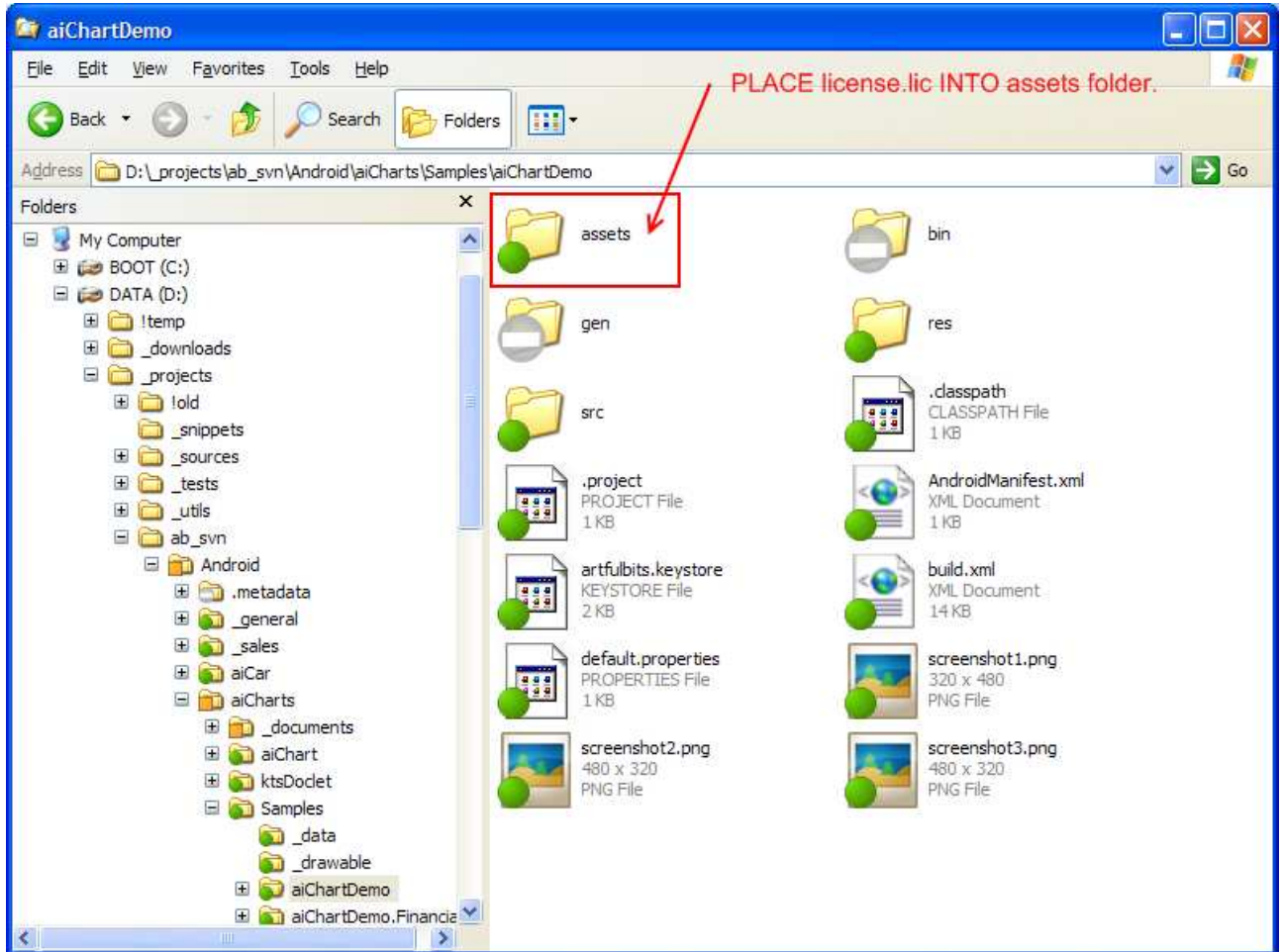


1. Run GettingStarted sample as Android application.
2. The rest of aiCharts samples built according to described above techniques.



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: <http://www.artfulbits.com>

Forum: <http://www.artfulbits.com/Support/Forum.aspx>

FAQ: <http://www.artfulbits.com/Support/FAQ.aspx>

