

ArtfulBits

aiCharts for Android

User Guide



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Document Version

Date	Changes	Version
2009-08-30	Initial version of the document	1.0
2011-04-27	Added new installation method. Added license delivery new method.	2.0

Installation

Solid Package

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**
- **aiCharts License Updater.jar**
- **get-trial.cmd**
- **license.lic** (30-days trial license file). See licensing section for [more info](#).

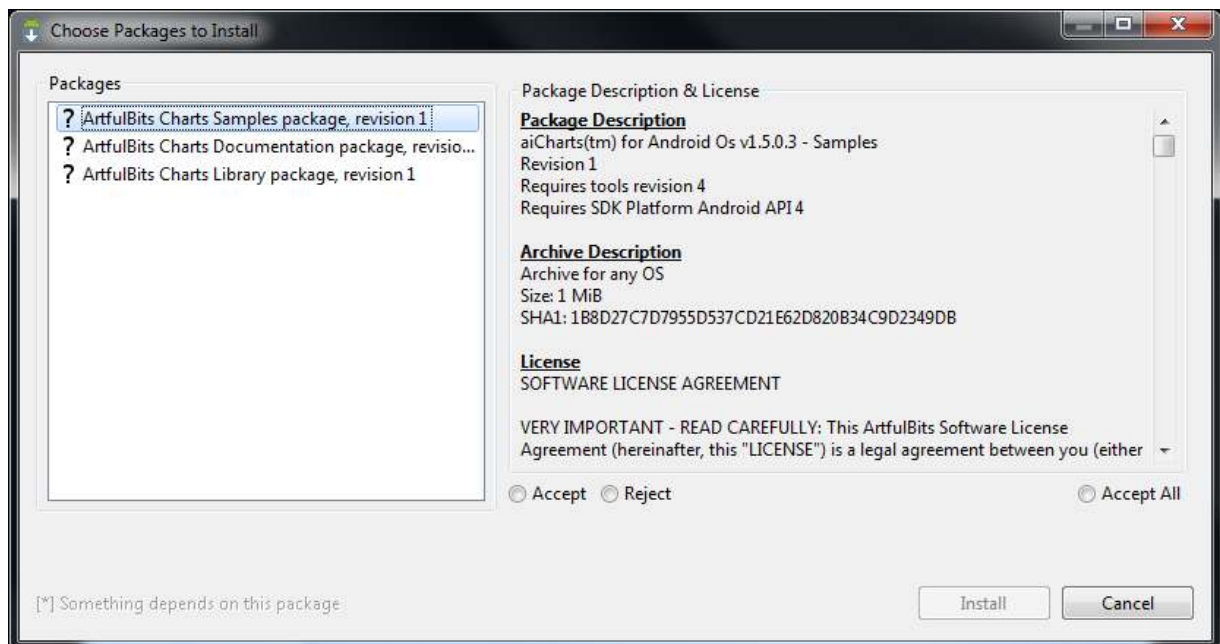
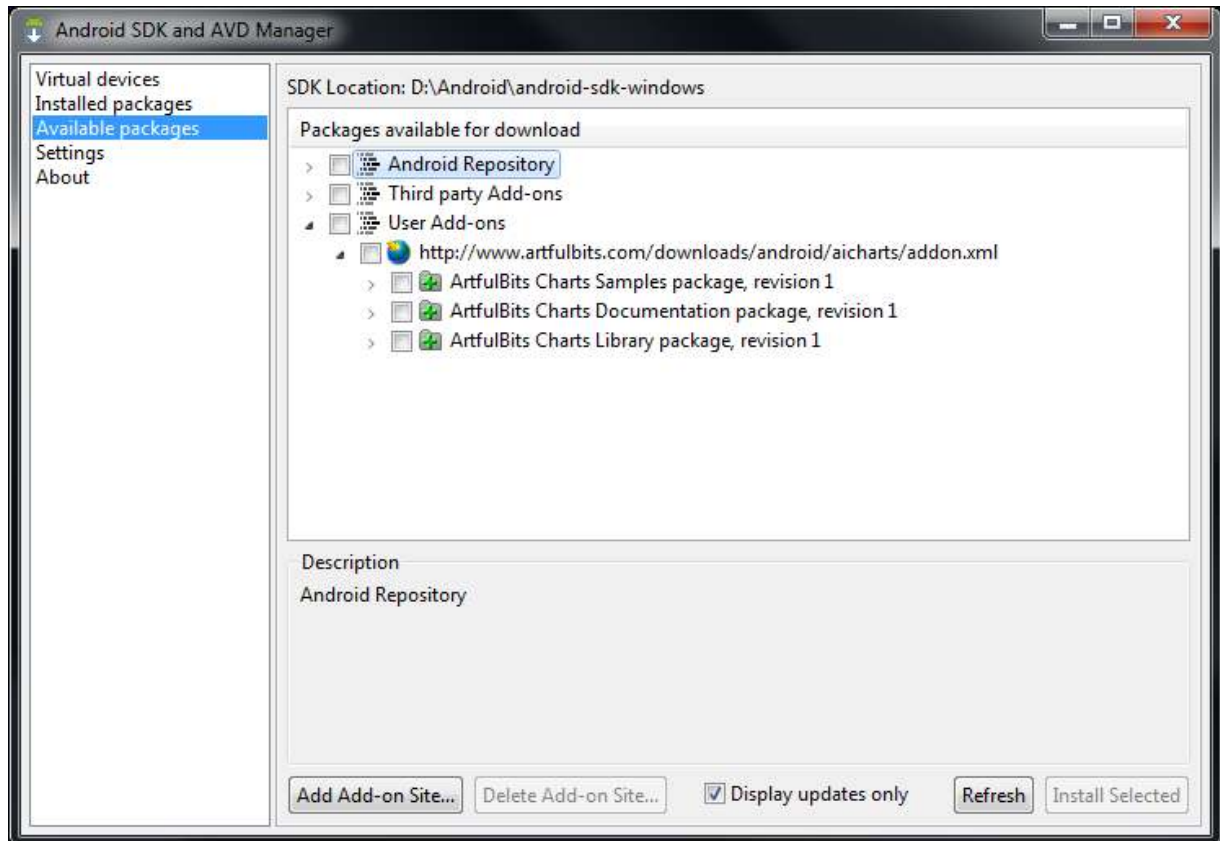
Android SDK Manager Add-on

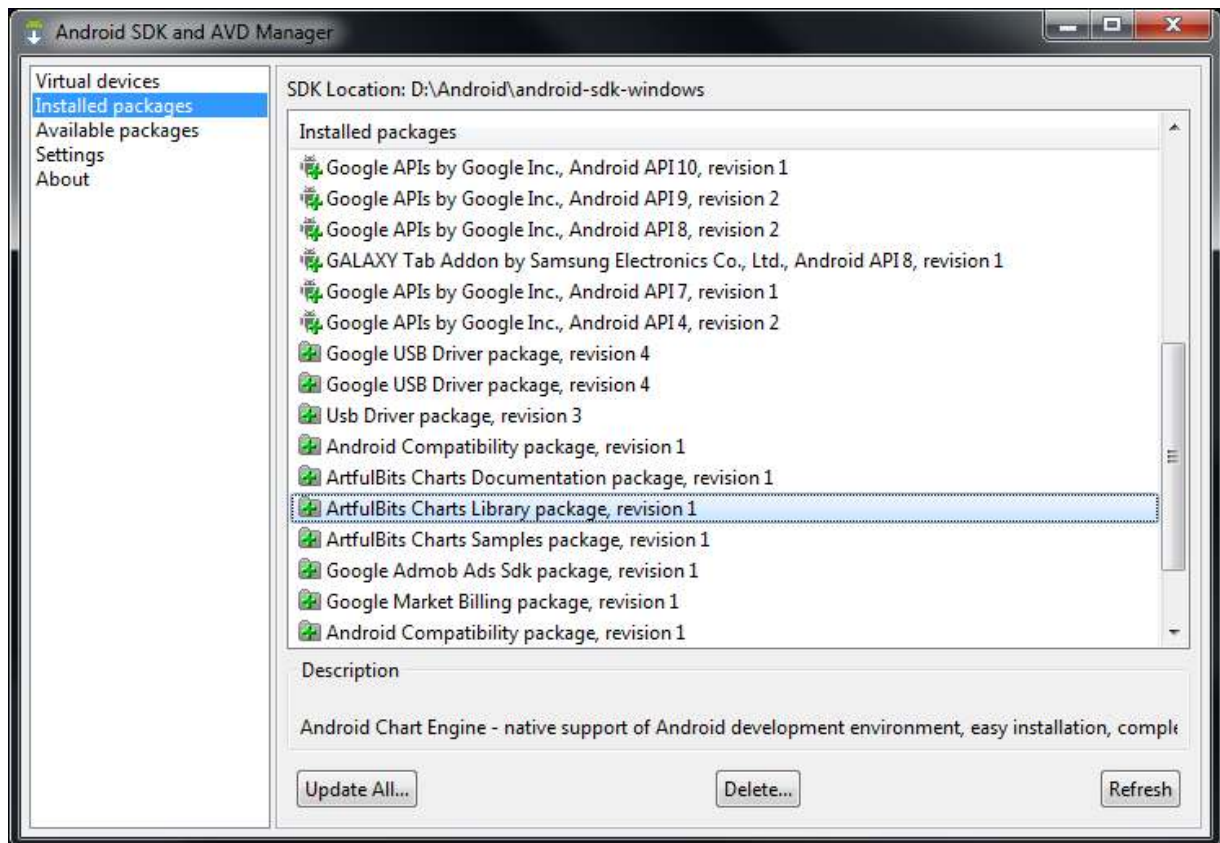
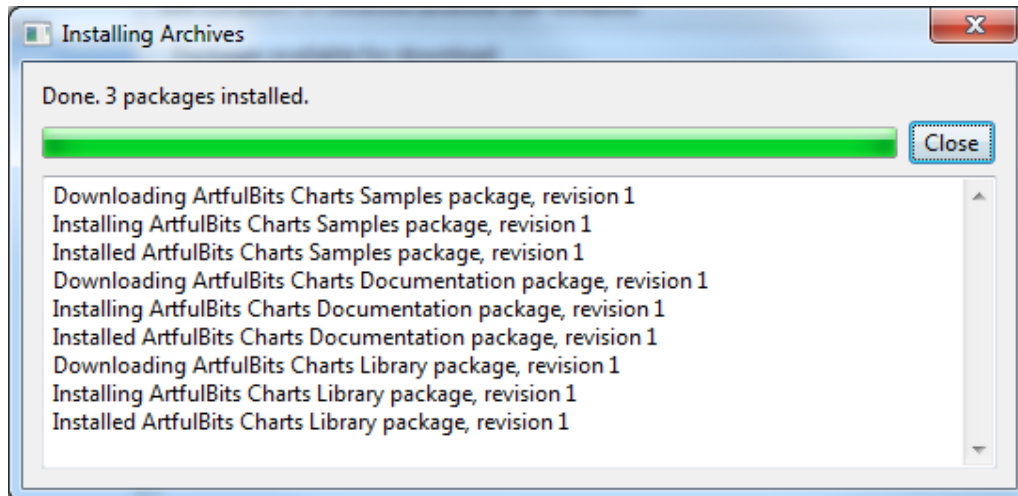
ArtfulBits support modern way of aiCharts library delivery over Android SDK Manager. This utility is a part of Android SDK and provides useful functionality, like automatic updates.

To install library using Android SDK manager please follow steps:

- run Android SDK manager (you can run it from Eclipse or separately from SDK folder)
- switch SDK manager view to "Available Packages Section"
- press "Add Add-on Site..." button
- enter URL: <https://www.artfulbits.com/downloads/android/aicharts/addon.xml>
- Select from list element of the library which you want to install
 - "aiCharts(tm), Charts Engine Library by ArtfulBits" – library itself with license update wizard
 - "ArtfulBits Charts Samples package" – samples and demos
 - "ArtfulBits Charts Documentation package" – library documentation
- Press "Install Selected" button
- Accept "End User License Agreement" for all selected components and press "Install" button
- Android SDK Manager will download packages and unpack them into **extras\ArtfulBits** subfolder of the Android SDK.





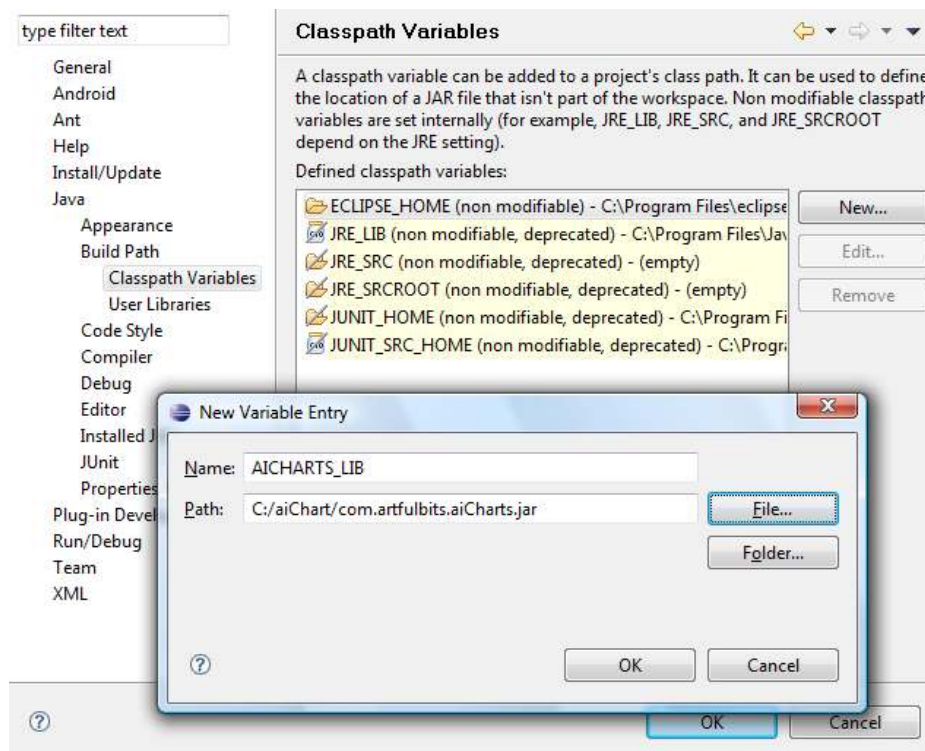


Environment preparation

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

- Eclipse IDE (can be freely downloaded from [eclipse website](http://eclipse.org/))
- 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://d.android.com/sdk/eclipse-adt.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.

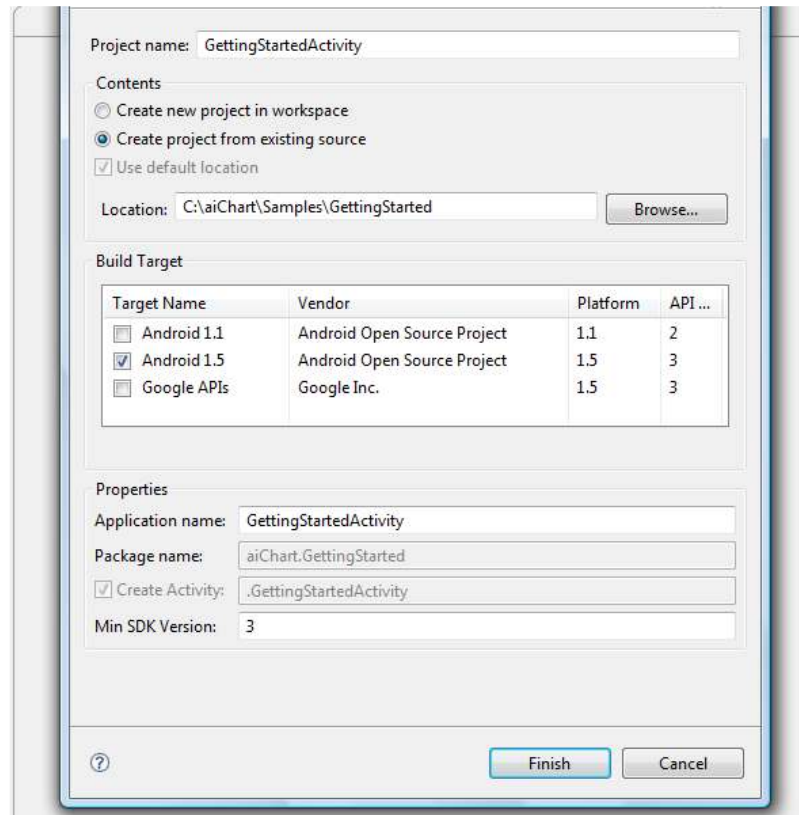
In case of any problem with installation, please visit our Forum and FAQ sections on www.artfulbits.com

Getting started

Please follow instruction below to build and run GettingStarted sample.

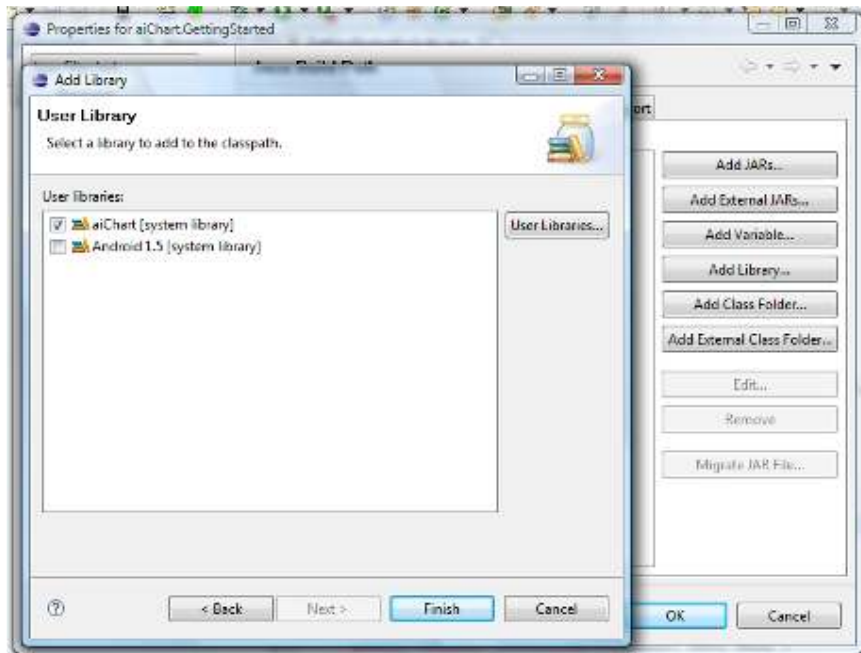
1. Open Eclipse IDE and go to File -> New -> Android project.





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.



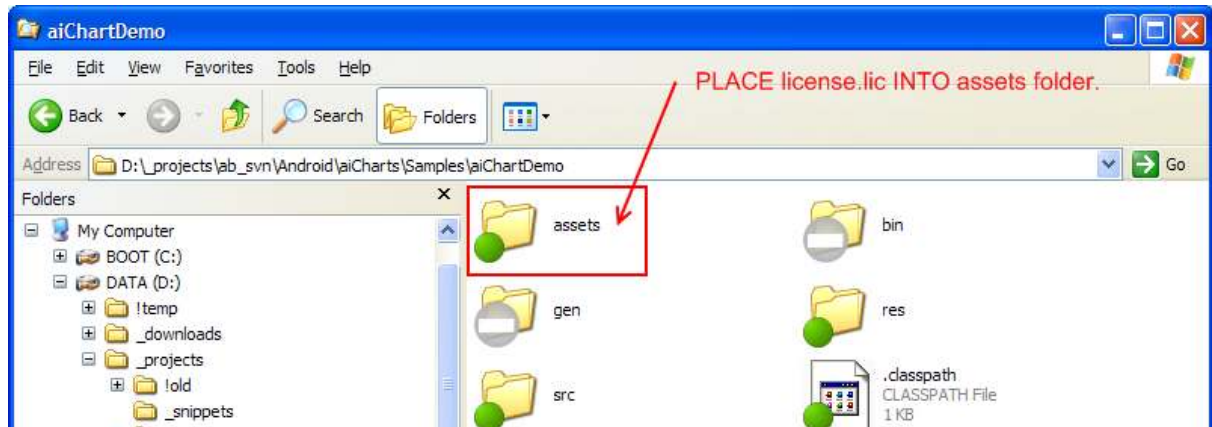


1. Run GettingStarted sample as Android application.
2. The rest of aiCharts samples built according to described above techniques.



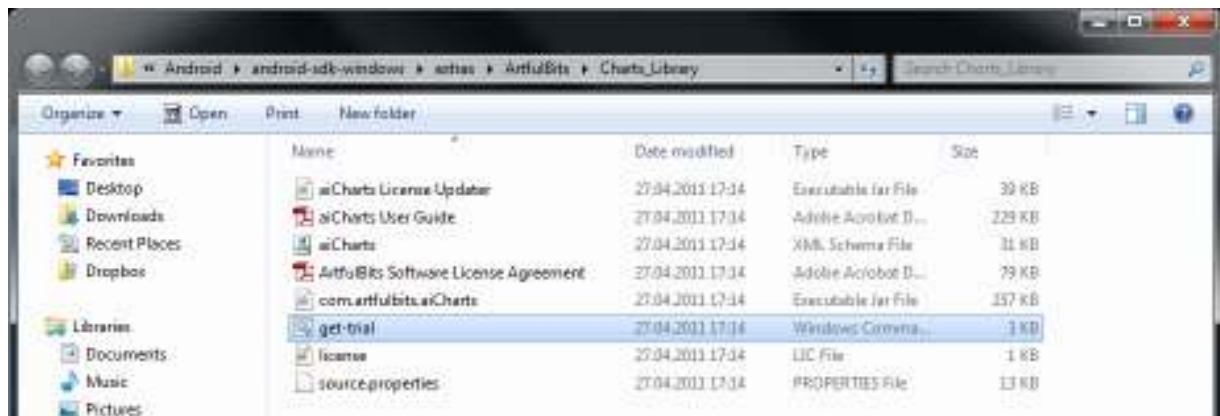
Licensing

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.



Licensing Update Utility

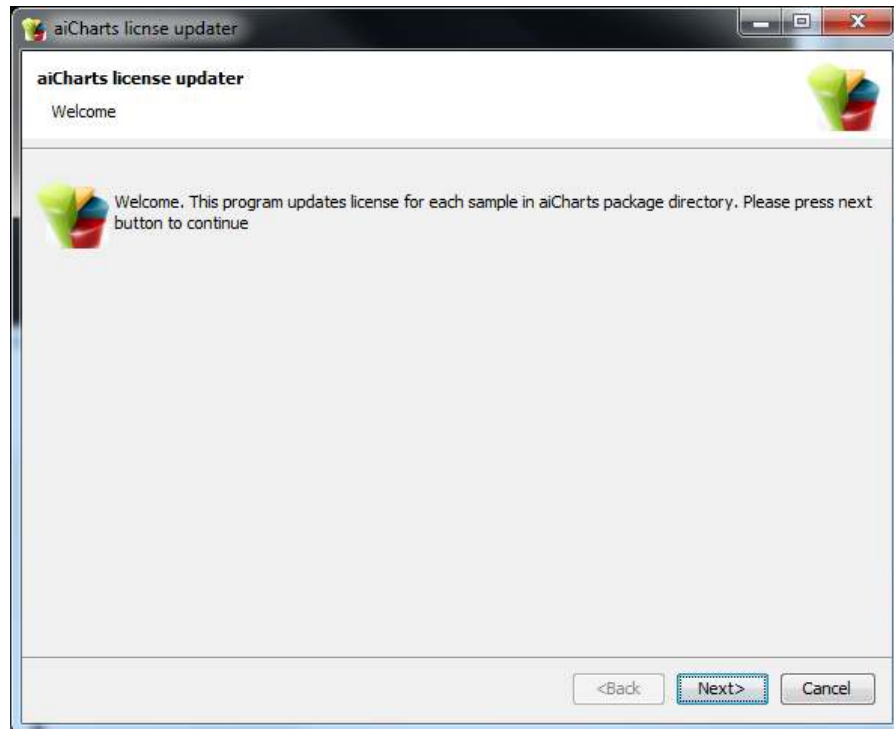
For making license files updates easier for end user we create special utility that solves for you all problems with trial license use.



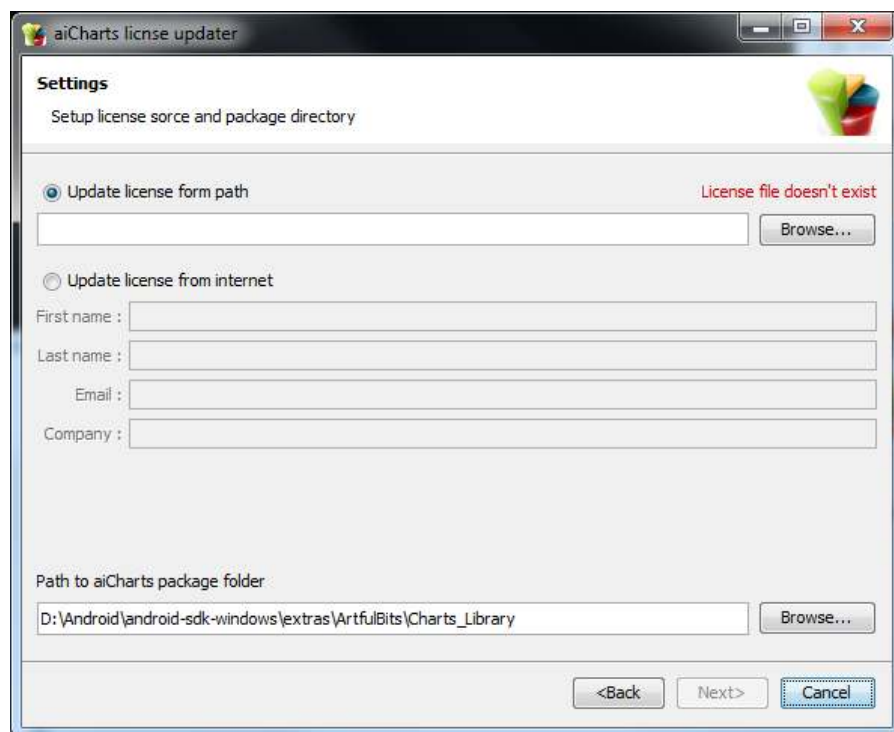
After installation inside package you can find file **get-trial.cmd**... Depending on install method you use file can be located in different folders. In case of installation over Android SDK Manager you should search for file inside Android SDK folder **"%ANDROID_SDK%/extras/ArtfulBits/Charts_Library"**. In case of installation via "full package" you should search for file into root folder of aiCharts unpacked package.

Execute batch file for getting UI of "License Update Utility":





Press "Next" button and select preferred method of license file updating.



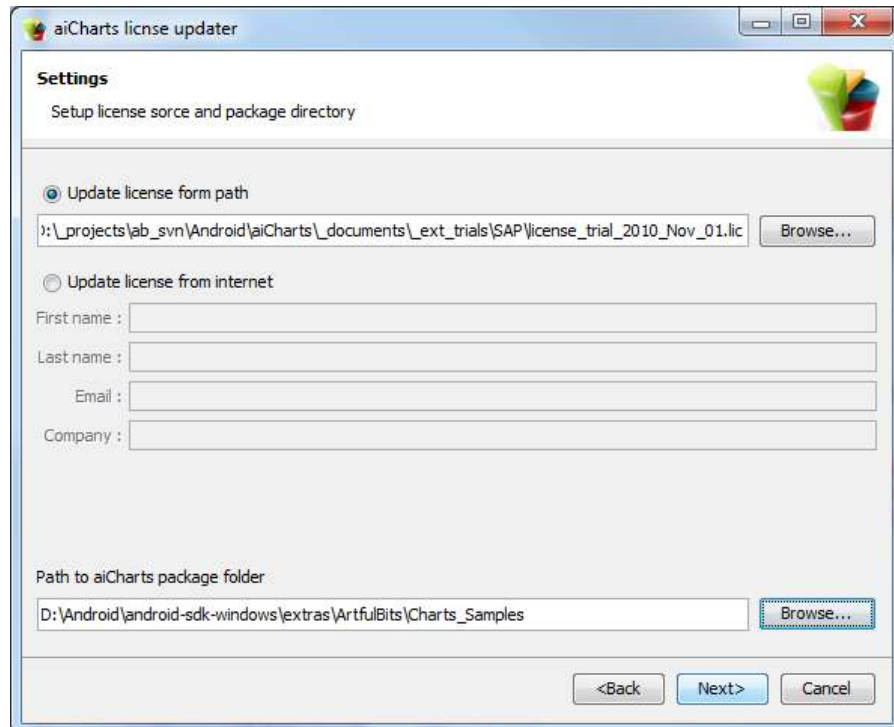
You can select preferred method of obtaining license file:



- You can specify license file stored on local disk
- You can request trial key by internet

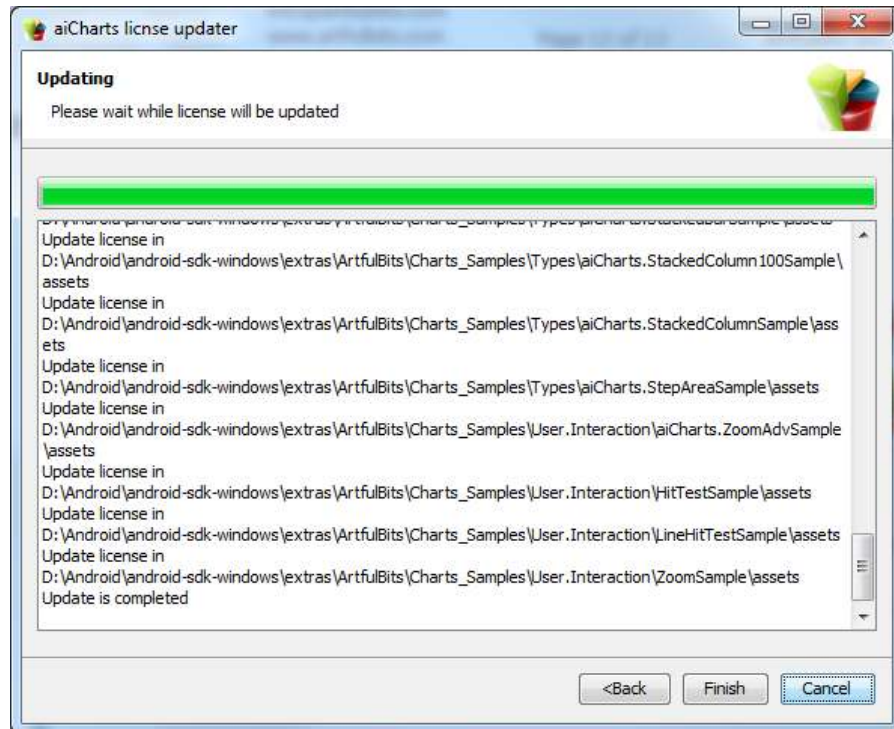
When you request trial key via Internet, license key will be downloaded by utility from web and the same license will be sent by e-mail.

WARNING! Please check "Path to aiCharts package folder". In case of Android SDK Manager user folder structure of the aiCharts package become different in compare to "full package" distribution archive. So you have to select proper folder before pressing "Next" button. By default it should be "%ANDROID_SDK%/extras/ArtfulBits/Charts_Samples".



On "Next" button press utility will search recursively for "assets" folders and will replace in them license.lic file by new one.





Additional Resources

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

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

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

