AppBuilder 2.0
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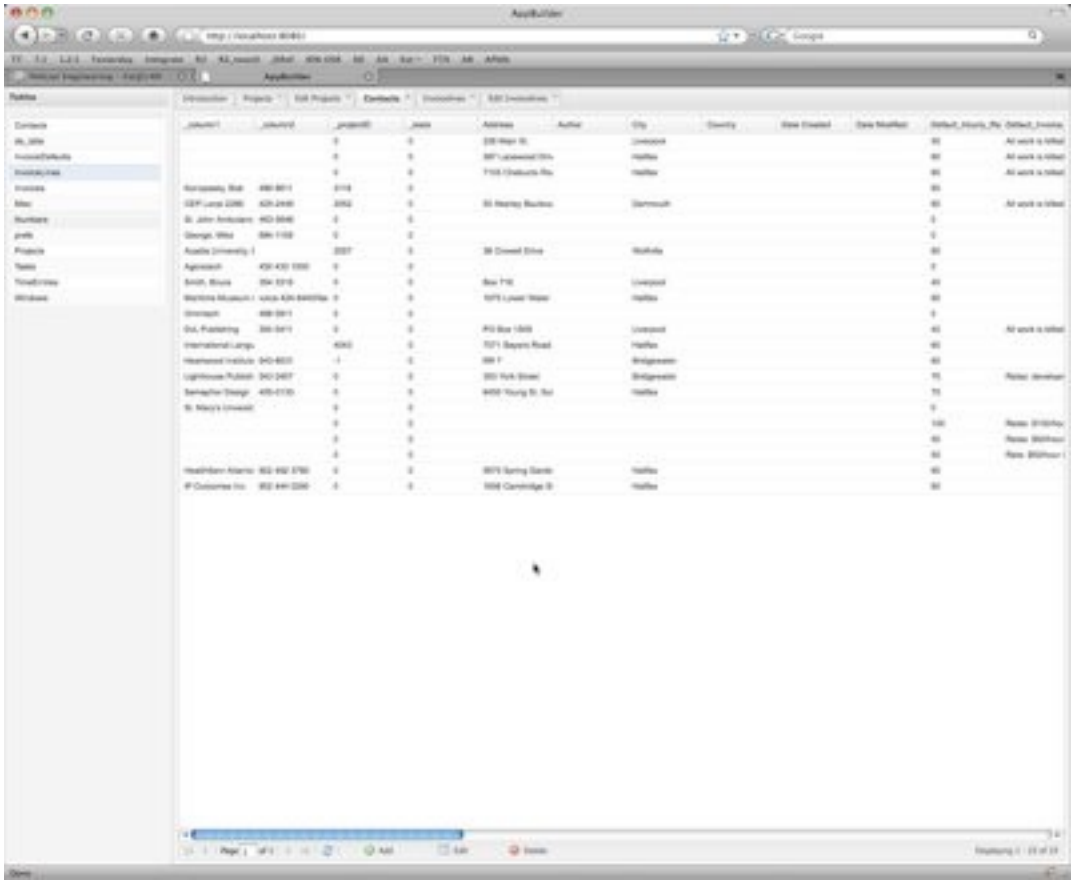
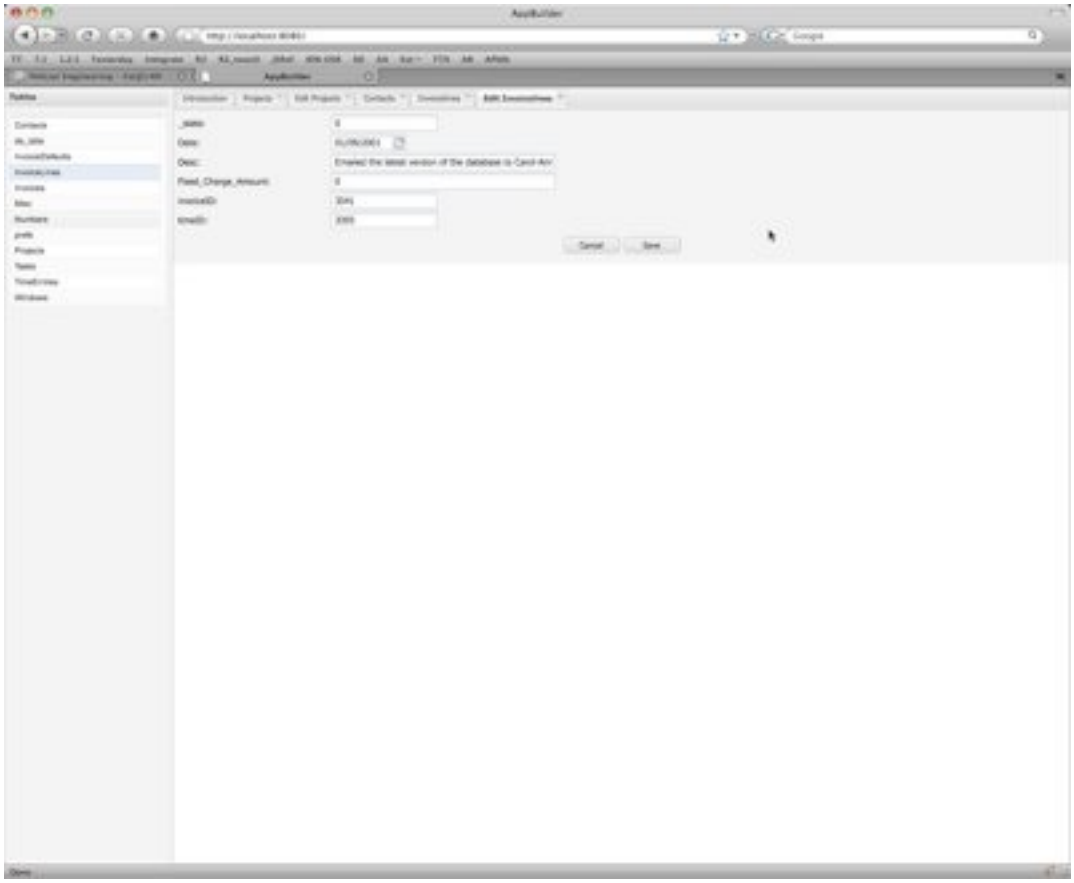
AppBuilder is a 4D database/component that quickly allows you to add an ExtJS web interface – with full read/write/modify/delete capabilities – to your 4D v11 databases. Unlike some similar tools, AppBuilder is a code generator – it generates all the required ExtJS classes for the application, which you can then customize as desired.

Example grid form generated by Appbuilder:



Example input form generated by AppBuilder:

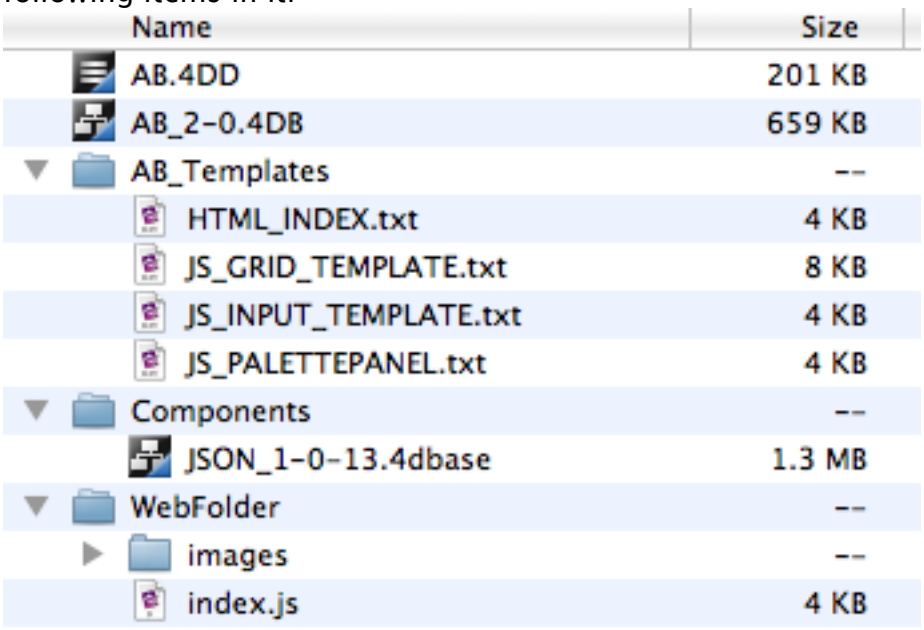


Requirements

AppBuilder requires that each table in your 4D v11 database have a primary key field named "ID", which must be LONGINT.

Installation - Step 1

When you unzipped the AppBuilder archive you should have ended up with a folder with the following items in it:

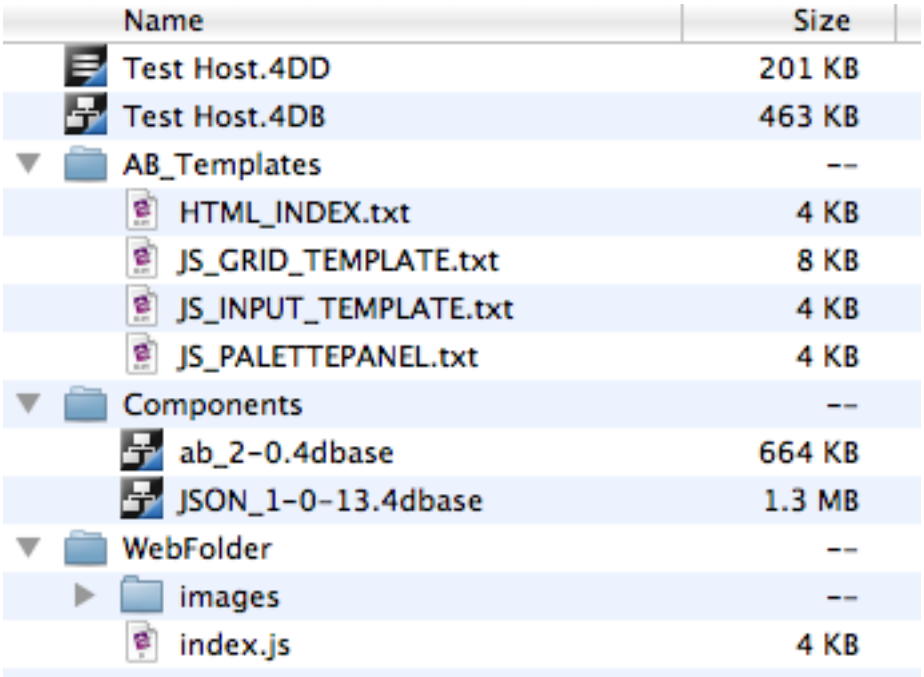


Copy “AB_2-0.4DB” and “JSON_1-0-13.4dbase” into the “Components” folder of your host database.

Copy the “AB_Templates” folder into the same folder as your host database.

Copy the “images” folder and “index.js” file from the WebFolder into the WebFolder of your host database.

Your host db folder should now look like this:



Step 2

Open your host DB. In the "On Web Connection" method of your database you need to initialize the JSON component and add a call to the "ab_onWebConnection" method:

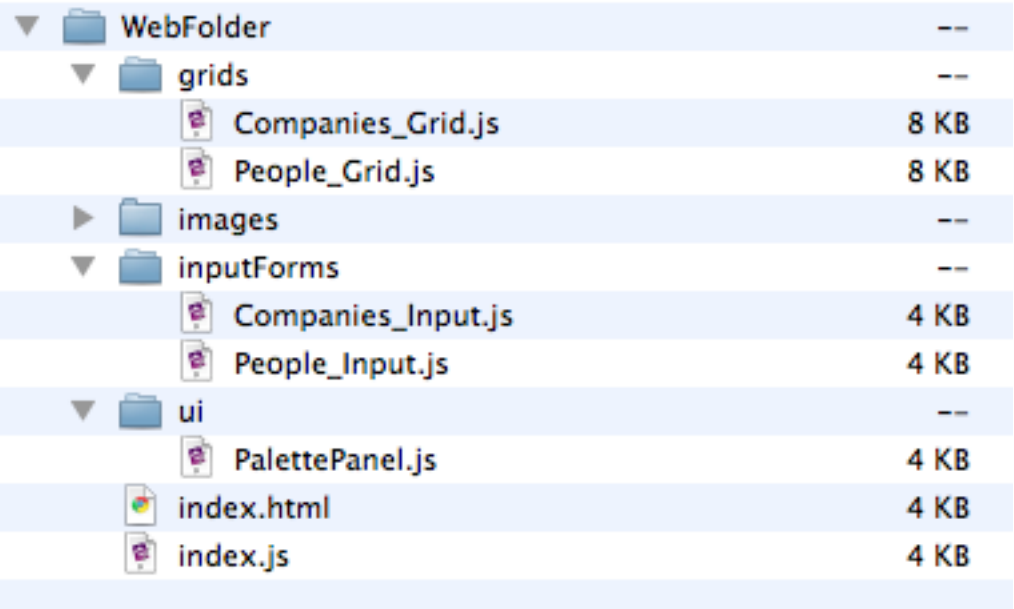
```
C_TEXT($1;$2;$3;$4;$5)

json_init

If (Not(ab_onWebConnection ($1;$2;$3;$4;$5;$6)))
  `Your code here
End if
```

Also make certain that your host database has web serving turned on.

Step 3

Execute the “ab_build” method. AppBuilder will step through each table in your host database and build a set of ExtJS classes for that table. In our example “Test Host” database, there are two tables:

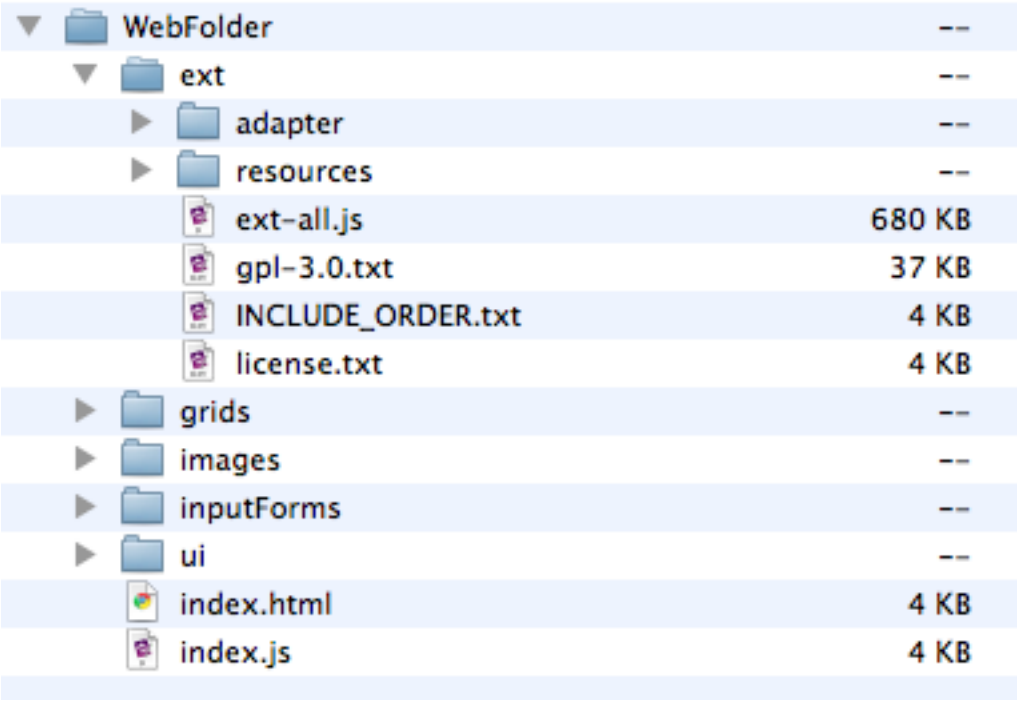
These files will all be written into the “WebFolder” of your database. In the case of our example database, our WebFolder now looks like this:



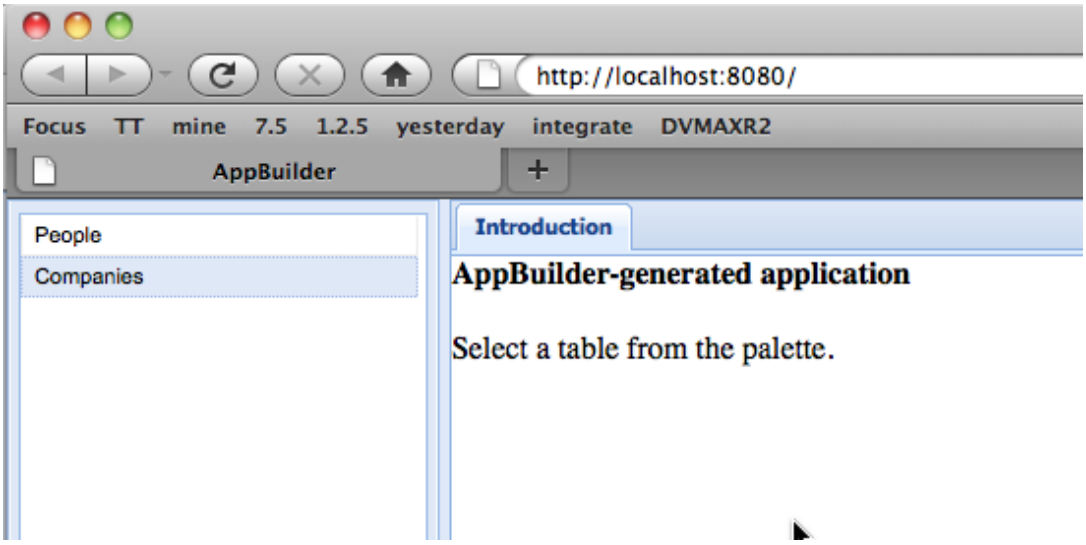
AppBuilder has generated the files in the “grids”, “inputForms”, and “ui” folders, as well as the “index.html” file.

Step 4

Now you need to take the ExtJS folder (from extjs.com), copy it into your webfolder, and rename it “ext”, ie:



You can now access your generated application:



Note: The ExtJS classes for grids and input forms use the "pre-configured class" pattern. See Writing a Big Application in ExtJS (Parts 1-3) for more information:

http://extjs.com/learn/Tutorial:Writing_a_Big_Application_in_Ext
http://blog.extjs.eu/know-how/writing-a-big-application-in-ext-part-2/
http://blog.extjs.eu/know-how/writing-a-big-application-in-ext-part-3/