

MY FIRST VIEW



SCROLL / SWIPE

PRECONDITIONS



To go through this tutorial following preconditions should be met:

1.) The previous tutorial has been completed successfully.

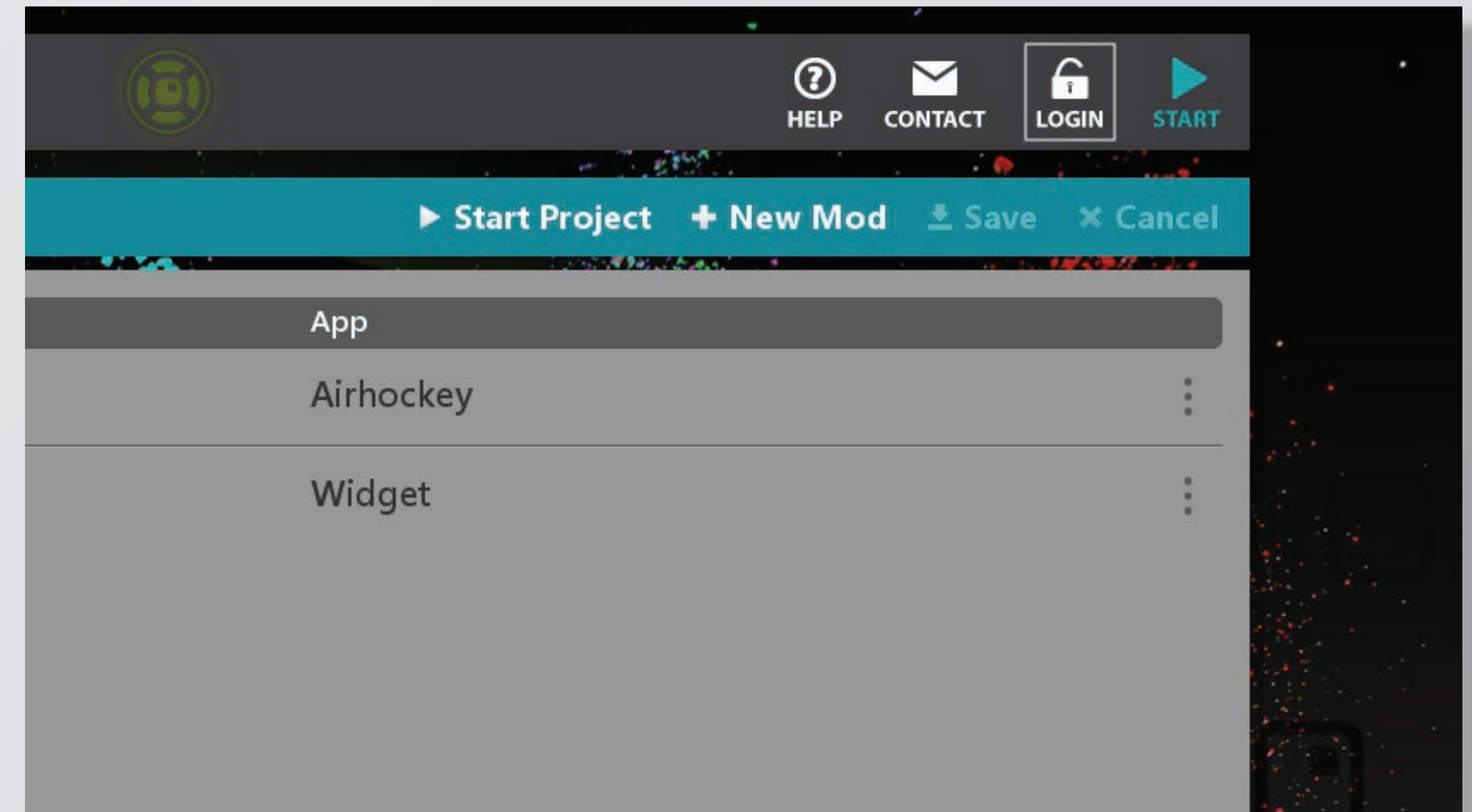
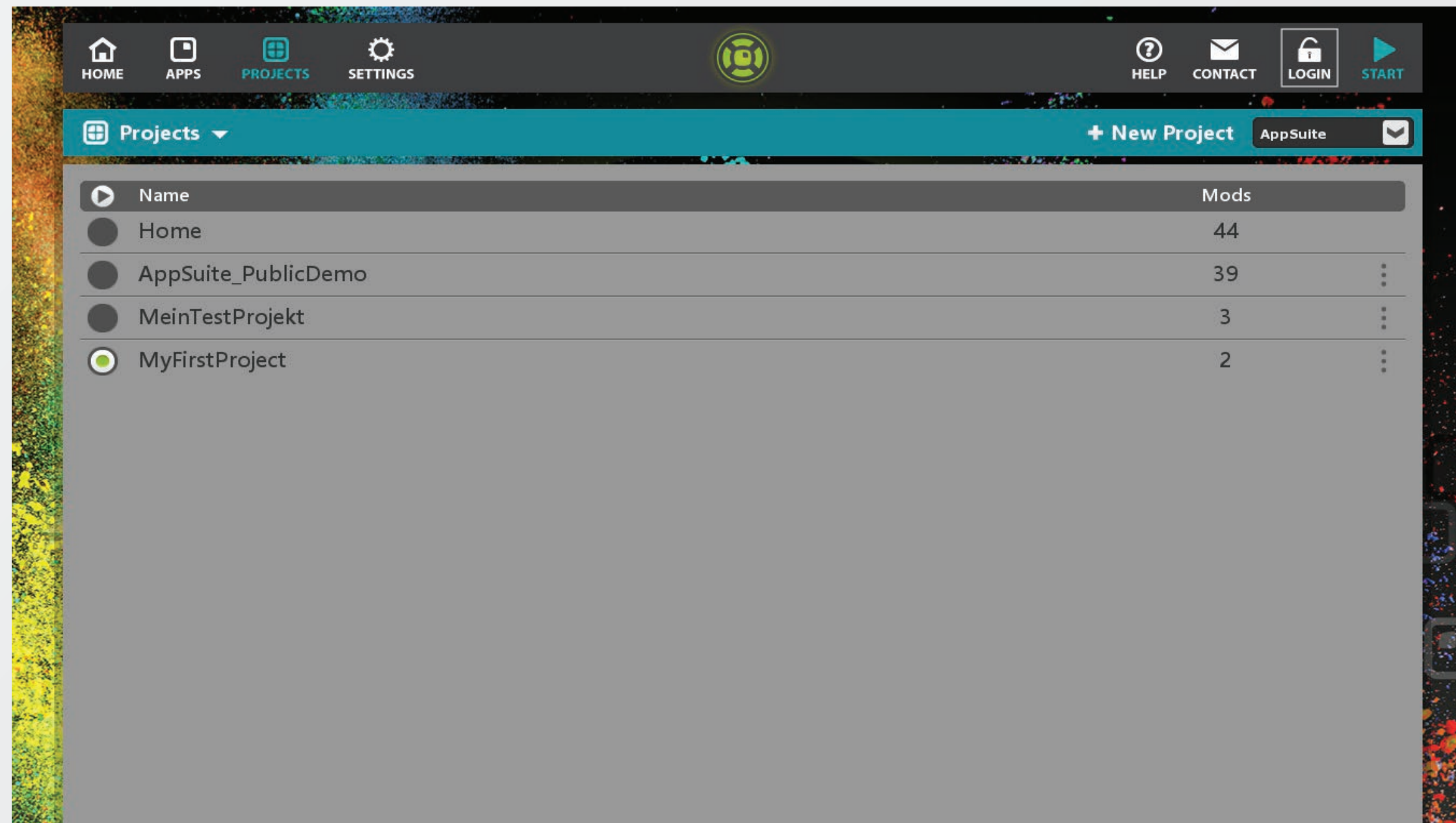
INTRODUCTION



Great! - You have already successfully created a mod and a widget and specified the mod as a start object.

To enable the user to use both apps, we need to create a view. Then, via this view, the app as well as the widget can be started.

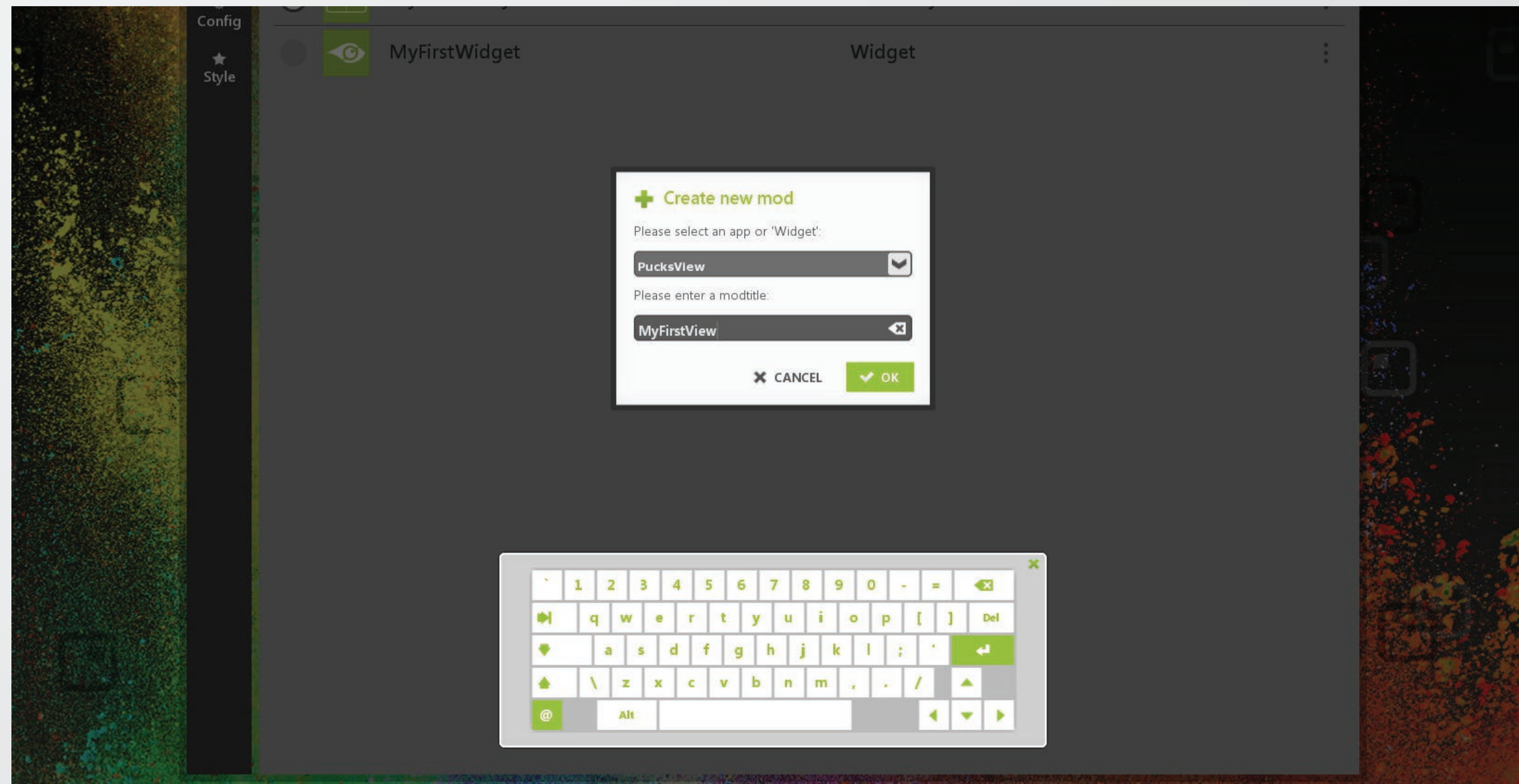
STEP 1: OPEN THE PROJECT



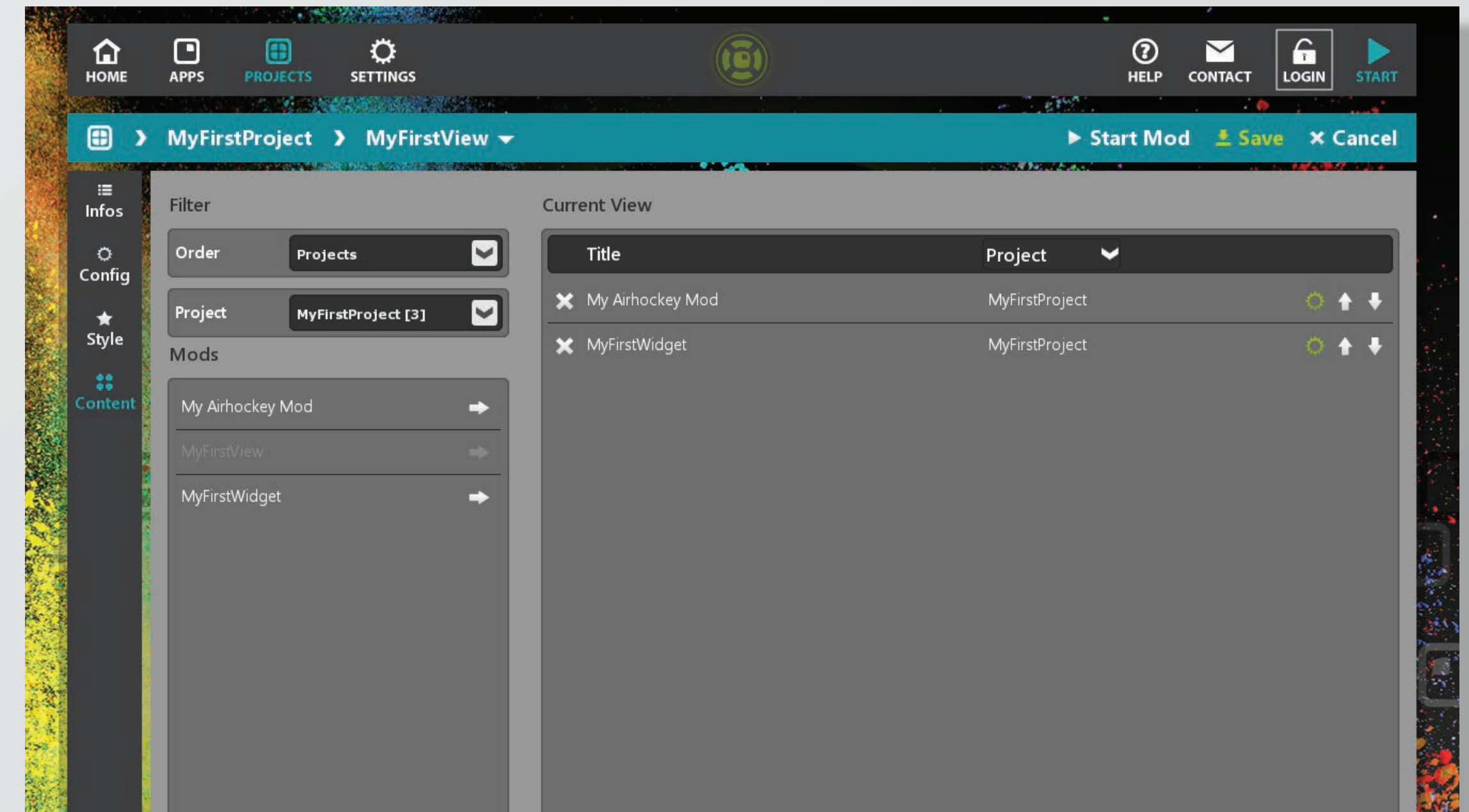
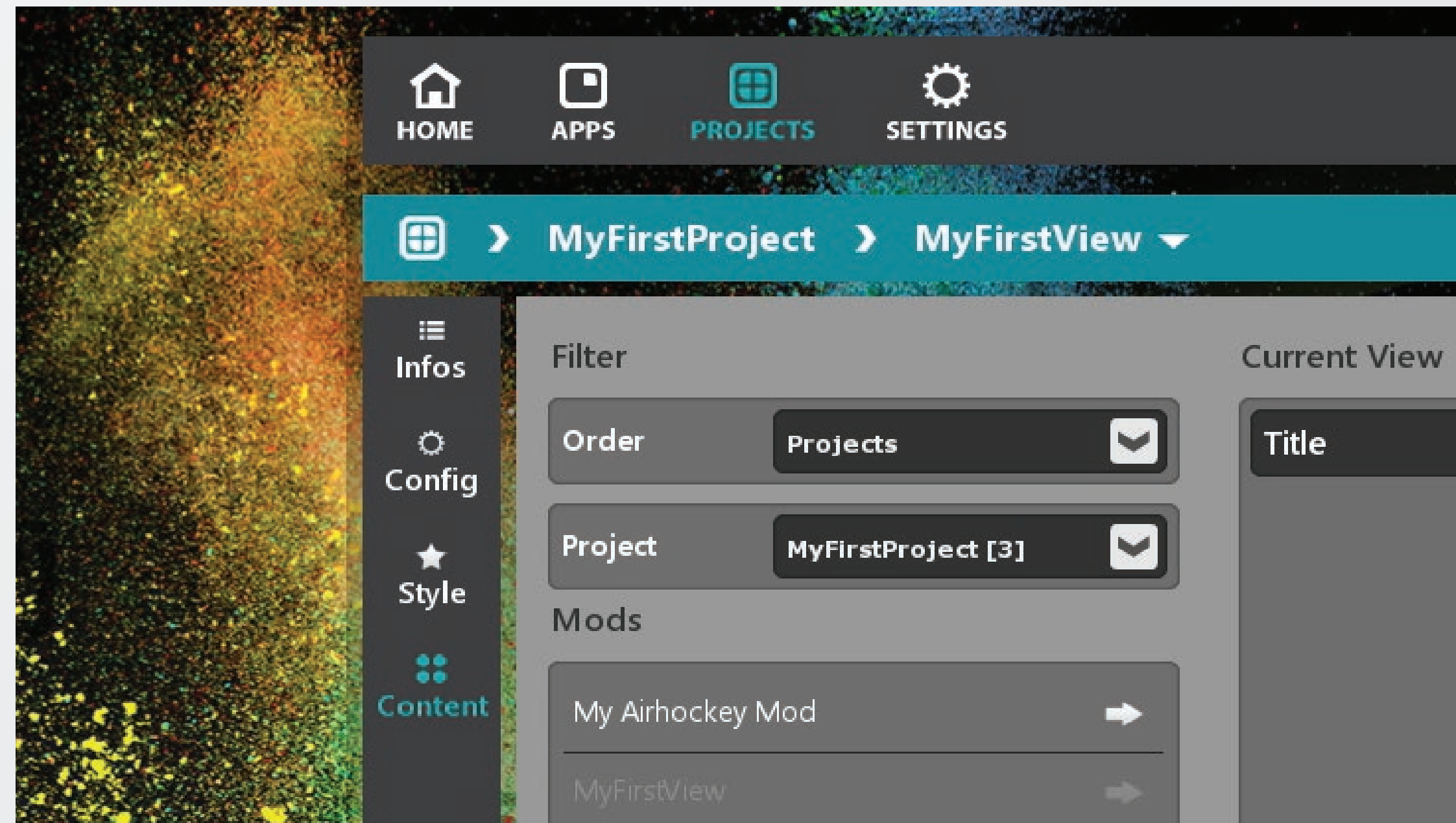
Change to the section **PROJECTS** and tap on "**MYFIRSTPROJECT**". Then select **NEW MOD**.

STEP 2: CREATE A VIEW

Select the **PUCKSVIEW** and name it "**MY FIRST VIEW**".



STEP 3: ADD SEVERAL MODS TO THE VIEW



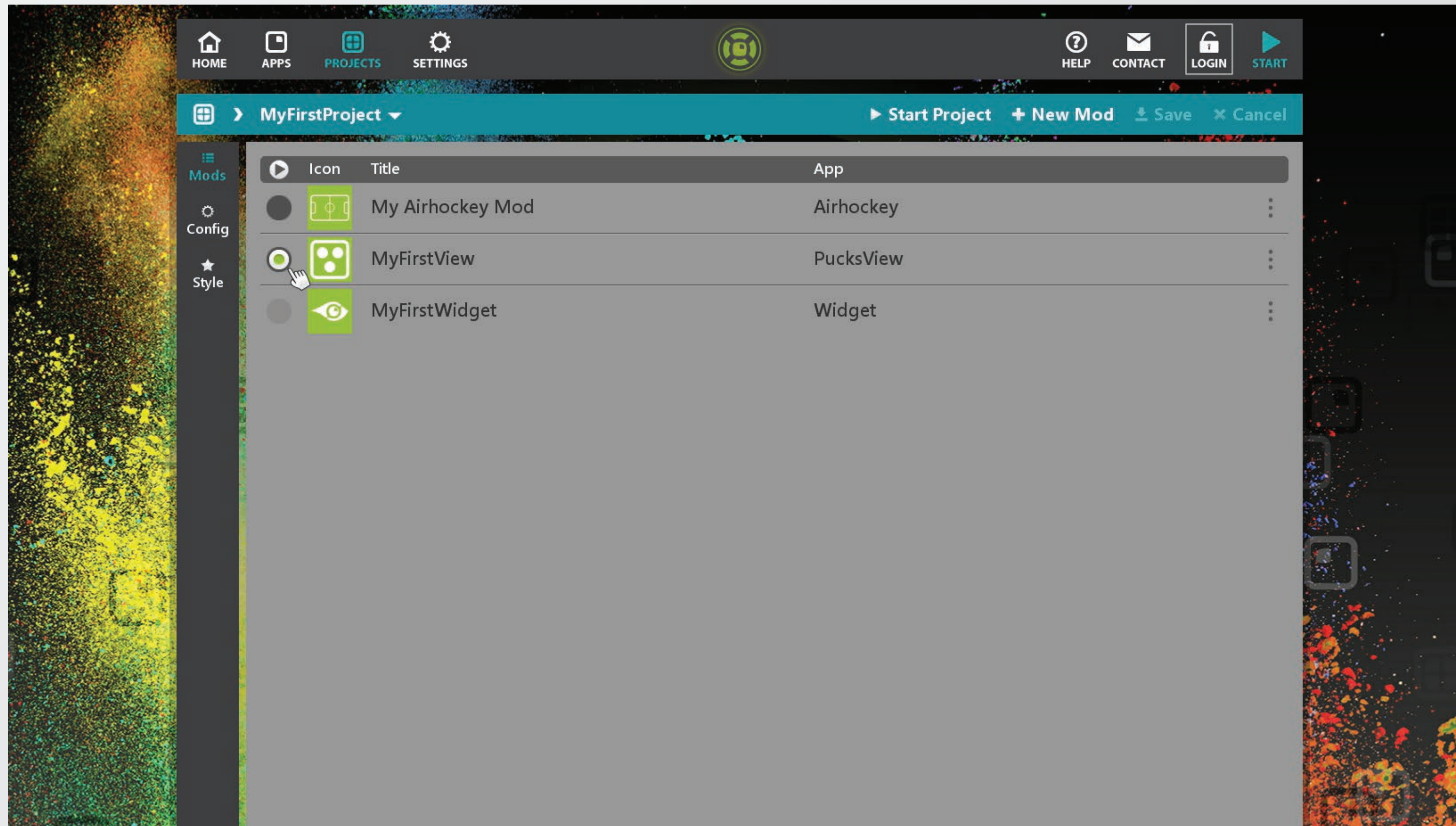
Change to the section **CONTENT** and add your mod "**MY AIRHOCKEY MOD**" and the widget "**MY FIRST WIDGET**" to the **PUCKVIEW**. Then **SAVE** it!

STEP 4: DEFINE THE VIEW AS START VIEW

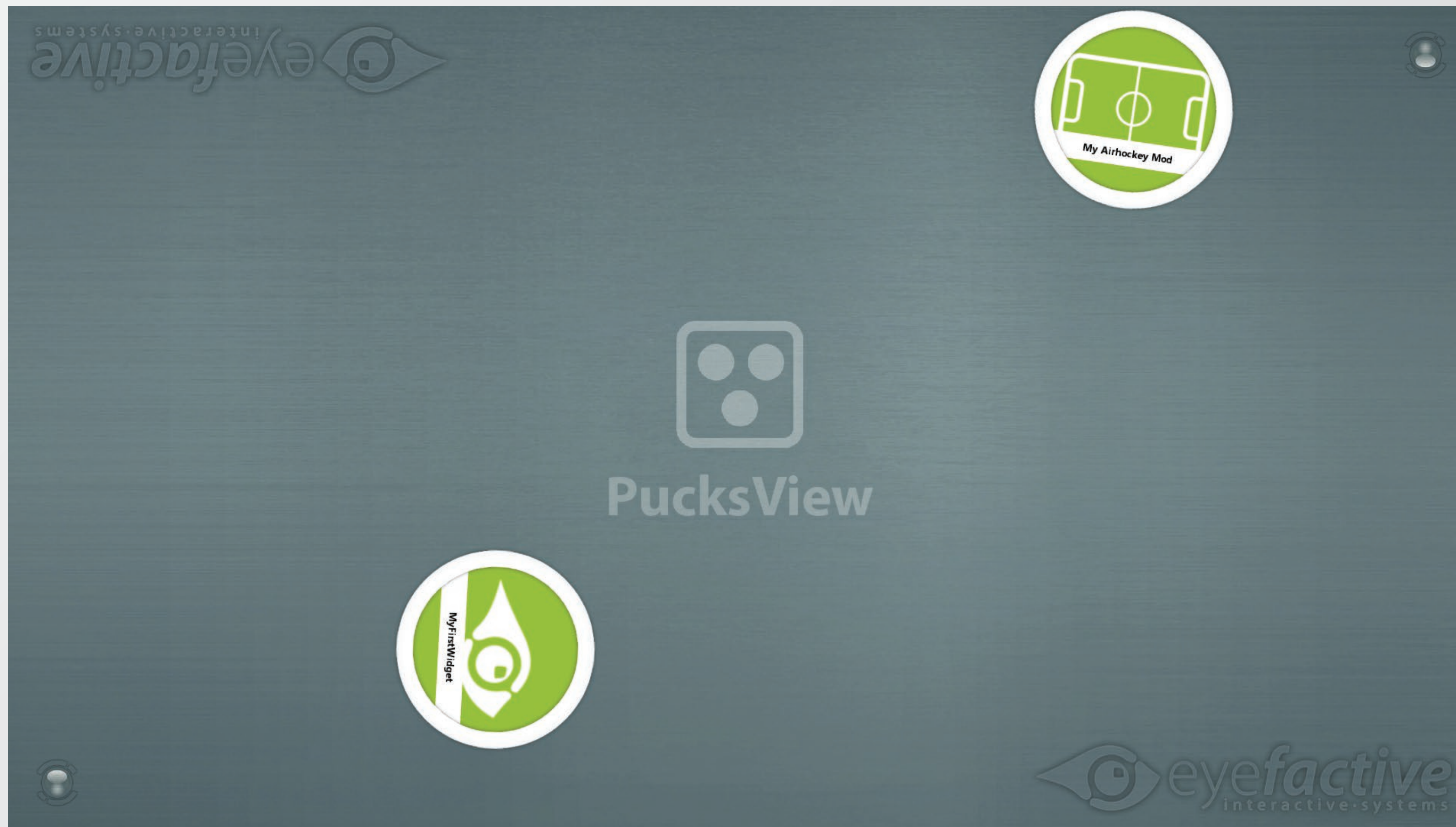
Go back to your project **"MYFIRSTPROJECT"**.

Select **"MYFIRSTVIEW"** to select it as start view.

Then tap on **START** on the top right to start your project.



READY



Congratulation, you have just created and customized your first view! It now serves as launch pad for your project.

You may create even more views in AppManager and add them to your project, you may also nest several views in one another.