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Welcome to the all-new **xDevLibrary**! Here you will find over 100 articles and books for the Xojo (formerly REALbasic/REAL Studio) programming language. As *xDev Magazine* has just recently taken over the former RBLibrary, this simple site is a transitional one while we work on something fantastic. :-)

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Title	Author	Description	Category	Price
<i>Implement API2 Declares With Xojo on Windows</i> 	Eugene Dakin	2024-03-11 (updated) Originally Added: 2020-05-14 Xojo Windows Declare Version 4.2 has just been finished with updates to Xojo 2019 r3.1 that has implemented Xojo-API2. Xojo provides a RAD (Rapid Application Development) environment because it protects the user from the Operating System. Xojo has many helpful functions, and declares add to this existing toolbox. Tapping into the Operating... [Show More]	Windows Specific	\$15.99
<i>I Wish I Knew How To... Program SQLite with Xojo API2</i> 	Eugene Dakin	2023-08-30 (updated) Originally Added: 2020-12-31 I Wish I Knew How to... Program SQLite with Xojo API2 delves into the mystery of programming a back-end database. The book is written as a guide and reference to Xojo programmers who program Desktop Applications in Windows and Mac. There are no plugins, dynamic link libraries (dll), COM, or Active... [Show More]	Databases	\$15.99
<i>Program Excel 2019 with Xojo API2</i> 	Eugene Dakin	2023-07-09 (updated) Originally Added: 2021-05-27 If you are starting out with programming or are a professional in Excel and Xojo, the <i>I Wish I Knew How to... Program Excel 2019 with Xojo API2</i> book is your guide to answer many of the questions and provides solutions to programming Excel 2019 with Xojo. This book is... [Show More]	Windows Specific	\$15.99

Title	Author	Description	Category	Price
<i>Xojo Beginner's Collection</i> 	Marc Zeedar	2023-06-16 (updated) Originally Added: 2020-06-14 <i>xDev Magazine</i> has been publishing for over 20 years and just about every issue has included a column called <i>Beginner's Corner</i> . In that column we go in-depth on how to use a particular feature of Xojo, explore basic programming concepts, or give tips and instructions specifically geared toward beginners in... [Show More]	Beginner Level	\$24.99
<i>A Matrix Tree</i> 	Jens Bendig	2023-06-16 (publication date) Using a matrix instead of a linked list	Coding Techniques	\$3.99
<i>PopupMenu Magic Show</i> 	Sam Rowlands	2023-06-16 (publication date) Tricks for Customizing Popupmenus	User Interface	\$2.99
<i>Xojo Health Collection</i> 	J.C. Cruz (anarakisware@gmail.com)	2023-06-16 (publication date) This is a collection of 10 articles that ran in xDev from issue 13.1 through 14.6 covering various health-related applications, such as a health journal, medical alert system, and more. Since they build upon one another, we've combined them all into one purchase.	Databases	\$19.99
<i>No Shortcuts for Shortcuts</i> 	Marc Zeedar	2023-06-16 (publication date) Supporting user-defined keyboard shortcuts is tougher than you'd think	Macintosh Specific	\$2.99
<i>Optimizing Xojo Apps</i> 	Christian Schmitz	2023-06-16 (publication date) Some unexpected performance and memory implications	Coding Techniques	\$1.99




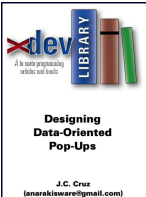
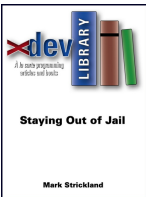
Title	Author	Description	Category	Price
<i>The Magic of Barcodes</i> 	Mark Strickland	2023-06-16 (publication date) Mark shares his adventures creating a system with Barcodes, Web Apps, and iPhones.	Web Edition (Xojo Web Apps)	\$2.99
<i>Shrink Your Apps!</i> 	Mattias Sandstrom	2023-06-16 (publication date) Lose that extra app-fluff	Code Snippets & Techniques	\$1.99
<i>Cooking With Xojo</i> 	Mark Strickland	2023-06-16 (publication date) Literally using Xojo to cook a perfect steak! Mark shows how to build a contraption with an Orange Pi that can sous vide a steak.	Raspberry Pi	\$3.99
<i>Binary Serialization</i> 	Sam Rowlands	2023-06-16 (publication date) How to save and retrieve objects	Code Snippets & Techniques	\$3.99
<i>Windows Fast Listbox Updating</i> 	Eugene Dakin	2023-06-16 (publication date) How to quickly update a Windows listbox without flickering	User Interface	\$1.99
<i>Working with Bitmasks</i> 	J.C. Cruz (anarakisware@gmail.com)	2023-06-16 (publication date) How to present and manage bitmask data	Xojo Language	\$4.99


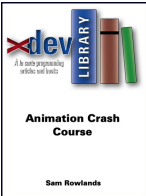
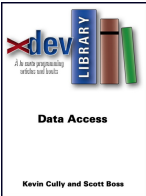


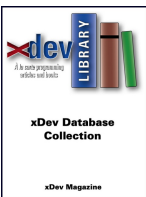
Title	Author	Description	Category	Price
<i>A Window To Data</i> 	J.C. Cruz (anarakisware@gmail.com)	2023-06-16 (publication date) How to design a data-oriented window view	Coding Techniques	\$4.99
<i>Gestures and Tabs</i> 	Sam Rowlands	2023-06-16 (publication date) Handling MacOS Gestures and Sierra's Tabs	User Interface	\$3.99
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<i>Sharing Data for Health</i> 	J.C. Cruz (anarakisware@gmail.com)	2023-06-16 (publication date) Designing and implementing an export engine	Coding Techniques	\$7.99
<i>To Proxy or Not To Proxy... That is the Confusing Question</i> 	Mark Strickland	2023-06-16 (publication date) Deploying multiple standalone Web Apps	Web Edition (Xojo Web Apps)	\$2.99
<i>Delete It!</i> 	Sam Rowlands	2023-06-16 (publication date) Delete that pesky file or folder that's being stubborn	Coding Techniques	\$1.99

Title	Author	Description	Category	Price
64-Bit Conversion 	Sam Rowlands	2023-06-16 (publication date) Dealing with Converting Your App to 64-Bit	Xojo Language	\$2.99
Green Screen Saver 	Eugene Dakin	2023-06-16 (publication date) Creating the Maxtrix movie effect in Xojo	Graphics/Printing	\$1.99
Improve WeakRef Performance 	Thomas Tempelmann	2023-06-16 (publication date) Cache WeakRefs to gain speed	Coding Techniques	\$1.99
Move, Rectangle, Move! 	Sam Rowlands	2023-06-16 (publication date) A Xojo Animation class	Graphics/Printing	\$2.99
I Wish I Knew How To... Program OpenGL Legacy 2.1 64-bit for Windows 	Eugene Dakin	2022-11-19 (publication date) A new book called <i>I Wish I Knew How To... Program OpenGL Legacy 2.1 64-bit for Windows</i> with Xojo has been released in November 2022 with version 3.0. There are three plugins which come with the book : 1) High performance window and controls, 2) OpenGL 2.1 code, and 3)... [Show More]	Graphics/Printing	\$49.99
The Fine Art of Beta Testing 	Tam Hanna	2022-06-28 (publication date) Releasing unreliable programs is the safest way to damage your reputation. Even though code coverage tools, code reviews, and pair programming can keep errors in check, nothing beats the stampede of a good beta testing team.	Coding Techniques	\$1.99


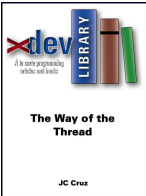

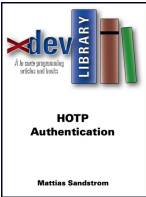
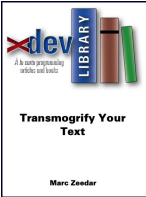
Title	Author	Description	Category	Price
<i>App Integrity</i> 	Sam Rowlands	2022-06-28 (publication date) Preventing your application from becoming a Trojan Horse	User Interface	\$1.99
<i>Optimizing Client-Server Communications</i> 	Mattias Sandstrom	2022-06-28 (publication date) Mattias shares the challenge of optimizing the transfer of data between a client app and a server. This article outlines his solution and explains some of the details from the implementation, both on the client and on the server side.	Networking	\$3.99
<i>Adventures in Upgrading</i> 	Marc Zeedar	2022-06-28 (publication date) Marc shares his troubles trying to update old REALbasic code. Learn from his mistakes.	Coding Techniques	\$2.99
<i>Creating Xojo Plugins</i> 	Matt Gardner	2022-06-28 (publication date) It's not easy and it's definitely not obvious how to create a Xojo plugin project from scratch. So here's a step-by-step how-to on creating a basic Xcode project that uses the Xojo SDK. (This was with Xcode 4.6.3, so your screens may look a little different later versions of Xcode.)	Plugins / Source Code	\$1.99
<i>Gardening with Xojo</i> 	Marc Zeedar	2022-06-28 (publication date) Ignoring small problems in your code is like letting weeds grow in your garden.	Coding Techniques	\$1.99
<i>Retina, Retina, Retina</i> 	Sam Rowlands	2022-06-28 (publication date) I want to explain the consequences of doing Retina the right way and the wrong way, and how these affect your application and your end users. Everything in this article is based upon the experience I've gained in creating Retina-compatible applications with Xojo since 2012.	User Interface	\$2.99

Title	Author	Description	Category	Price
<i>Mandrill and Xojo</i> 	Scott Boss	2022-06-28 (publication date) How to send bulk emails via Mandrill with Xojo.	Networking	\$1.99
<i>Fun with Fonts</i> 	Marc Zeedar	2022-06-28 (publication date) Fonts have changed during the transition from Carbon to Cocoa. Here's how they work now.	User Interface	\$2.99
<i>Simple is Better</i> 	Mark Strickland	2022-06-28 (publication date) Creating a text messaging system with Xojo.	Networking	\$3.99
<i>Xojo Compiler Optimization</i> 	Christian Schmitz	2022-06-28 (publication date) Christian offers a priceless collection of tips on how to optimize your code.	Coding Techniques	\$3.99
<i>Xojo OOP Collection</i> 	xDev Magazine	2022-06-28 (publication date) All the OOP Columns in xDev Magazine (2002-2009).	Coding Techniques	\$14.99
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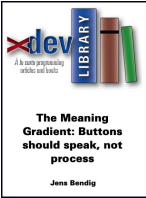
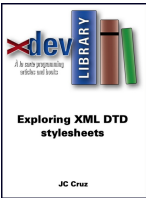

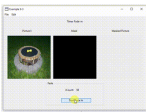

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Making Hash 	JC Cruz	2022-06-28 (publication date) All about hash functions: what they are, how to use them, and how to code them.	Coding Techniques	\$4.99
NSTabula Rasa 	Ulrich Bogun	2022-06-28 (publication date) Although the desktop listbox is highly customizable, it lacks many of the features included in OS X's NSTableView control, let alone iOSListbox. The usual suspects like the MonkeyBread Plugins or MacOSLib contain implementations of NSTableView, Apple's native listbox control. And I am very, very certain a more flexible solution for... [Show More]	User Interface	\$2.99
The Sunroom Project 	Mark Strickland	2022-06-28 (publication date) Sometimes solutions don't have to be complex to solve complex problems. Having a creative approach can lead to putting together multiple puzzle pieces for a solution rather than custom code from scratch that takes lots of research and testing. One of my recent projects is a simple Web App that... [Show More]	Intermediate Level	\$2.99
Designing Data-Oriented Pop-Ups 	J.C. Cruz (anarakisware@gmail.com)	2022-06-28 (publication date) Pop-up widgets present users with multiple item to choose from. These items may be predefined constants, or they may be specific record field values. When users choose an item, the widget applies that choice to the task on hand. But the two pop-up widgets from Xojo have a handful of... [Show More]	User Interface	\$4.99
Staying Out of Jail 	Mark Strickland	2022-06-28 (publication date) What would cause you to go to jail if you did not store a ZIP Code in the correct format in your database? Well, according to U.S. laws—HITECH Act and HIPAA—if you don't keep ZIP Codes and 17 other pieces of data that are part of what is called Personal... [Show More]	Databases	\$2.99
Overflow Errors 	Markus Winter	2022-06-28 (publication date) I'm especially wary of overflow errors, where a number becomes too large (or too small where negative numbers are concerned) for the variable to hold it and consequently it "flows over" -- meaning a positive number becomes negative or a negative number becomes positive. If overflow occurs, then the number... [Show More]	Xojo Language	\$1.49

Title	Author	Description	Category	Price
<i>Solving Sandboxing Issues</i> 	Sam Rowlands	2022-06-28 (publication date) The App Sandbox is a great end-user security concept. The Sandbox governs what an application can and cannot do. This means that a virally-infected word processor, for instance, cannot go and infect other applications or rampantly damage files on the user's disk. The developer's pain comes from the App Sandbox's greatest... [Show More]	Macintosh Specific	\$2.99
<i>Animation Crash Course</i> 	Sam Rowlands	2022-06-28 (publication date) I've read plenty of tutorials on interface animation. Ninety percent of them animate a simple pushbutton from one side of the window to the other. Unless you're a 14-year-old kid trying to wind up your parents, this is useless. For this tutorial, I'm gonna drop you from the seventh story... [Show More]	User Interface	\$2.99
<i>Data Access</i> 	Kevin Cully and Scott Boss	2022-06-28 (publication date) We're not going to talk about different databases—SQLite, PostgreSQL, MySQL, Oracle, etc.—but about the programming side of data access. There are three approaches that we are going to discuss: SQL Pass Through, Prepared SQL Statement, and Object Relational Mapping. We're hoping this gives you an insight into the pluses and... [Show More]	Databases	\$2.99
<i>I Wish I Knew How to... Begin Programming Java with IntelliJ for the Desktop</i> 	Eugene Dakin	2021-12-09 (publication date) This book <i>I Wish I Knew How to... Begin Programming Java with IntelliJ for the Desktop</i> shows you how to use the popular Java programming language to create controls and interact with forms/windows on Windows, Ubuntu, and Raspberry Pi 32-bit Desktops. There are many books that create console examples for Java,... [Show More]	Non-Xojo	\$15.99
<i>I Wish I Knew... How to Program Word 2019 with Xojo API2 in Windows</i> 	Eugene Dakin	2021-06-28 (publication date) Microsoft Word is the most recognized document creator and printer, with a large following of users who are familiar with this program. The programming Visual Basic for Applications (VBA) is used to program custom reports, and Xojo uses a plugin to allow remote control Microsoft Word through VBA. The book <i>I...</i> [Show More]	Windows Specific	\$15.99
<i>xDev Database Collection</i> 	xDev Magazine	2021-06-10 (publication date) <i>xDev Magazine</i> has been publishing for over 18 years and just about every issue has included a column on databases. Over the years the column has featured different authors, so there's a variety of perspectives, and the coverage has included how-tos, tips, design techniques, security, different database formats, and much... [Show More]	Databases	\$19.99

Title	Author	Description	Category	Price
<i>Fun With Comics</i> 	Marc Zeedar	2021-06-09 (publication date) Webscraping comics dynamically via a scripting solution.	Xoin Script (formerly RBScript)	\$2.99
<i>Using JSON</i> 	Mattias Sandstrom	2021-06-09 (publication date) Using Web-based services with JSON	Text	\$1.49
<i>Checking Grammar With Style</i> 	JC Cruz	2021-06-09 (publication date) Now we will study the style checker, which is similar to a grammar checker. We will learn some of the basic rules of styles and how to render each rule as a regex pattern. And we will build a basic style-check engine as a finite-state machine.	Text	\$3.99
<i>Loosely coupled systems</i> 	Norman Palardy	2021-06-09 (publication date) Low coupling is a good thing. The less you rely on undocumented internal behavior of a method, class, or even an entire piece of software, the less coupled your methods and programs are.	Coding Techniques	\$2.99
<i>Finite State Machines</i> 	JC Cruz	2021-06-09 (publication date) Here we will study the concept of finite state machines. First, we will learn the basic workings of such a machine. Then, we will build one using the REALbasic Thread class	Threads	\$3.99
<i>The Tabbed Document Interface</i> 	JC Cruz	2021-06-09 (publication date) Here we take a look at the tabbed document interface, made popular by Safari and now a standard fixture of many web browsers. We will study three REALbasic classes with which to create said interface. Later, we will build a basic text editor that makes use of a tabbed interface.	User Interface	\$2.99

Title	Author	Description	Category	Price
<i>The Assumption Approach</i> 	Marc Zeedar	2021-06-09 (publication date) Have the confidence to build your project the right way	Coding Techniques	\$2.99
<i>The Way of the Thread</i> 	JC Cruz	2021-06-09 (publication date) Get started with threaded tasks	Threads	\$2.99
<i>Reporting with REALStudio</i> 	xDev Magazine	2021-06-09 (publication date) Get started with the report writer.	Databases	\$2.99
<i>HOTP Authentication</i> 	Mattias Sandstrom	2021-06-09 (publication date) Generate one-time passwords with Google Authenticator App and validate them in Real Studio	Web Edition (Xojo Web Apps)	\$2.99
<i>Good Database Design Principles</i> 	Craig Boyd	2021-06-09 (publication date) Designing a database upfront can save you a lot headaches later	Databases	\$3.99
<i>Transmogrify Your Text</i> 	Marc Zeedar	2021-06-09 (publication date) Converting text files with RBScript	Text	\$3.99

Title	Author	Description	Category	Price
<i>The GUI Design Guide</i> 	Tam Hanna	2021-06-09 (publication date) Building your app's user interface	User Interface	\$1.99
<i>Tracer Bullet Development</i> 	Tam Hanna	2021-06-09 (publication date) Becoming more productive. The practice of Tracer Bullet Development... lets you see where things are headed as soon as you start and helps you aim continuously long before you're done.	Coding Techniques	\$1.49
<i>When Hashes Collide</i> 	JC Cruz	2021-06-09 (publication date) Basic strategies for handling hash collisions	Coding Techniques	\$3.99
<i>Using Materialized Views</i> 	Craig Boyd	2021-06-09 (publication date) A New/Old Tool For the Toolbelt	Databases	\$1.99
<i>Working with Multiple Documents</i> 	JC Cruz	2021-06-09 (publication date) A look at the document-centric design and the EditField widget	Text	\$3.99



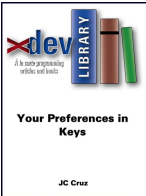
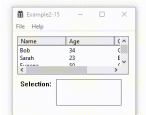

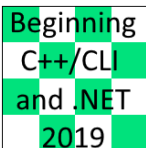
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Hashing for Security 	JC Cruz	2021-06-09 (publication date) A first look at cryptographic hash functions	Algorithms	\$2.99
The Meaning Gradient: Buttons should speak, not process 	Jens Bendig	2021-06-09 (publication date) The Meaning Gradient reveals what is happening within the various levels of meaning within your program (from GUI to machine-level). If you can see the Meaning Gradient, designing and debugging is a joy because you can see the context of a low-level operation. If you can't see it, it can be... [Show More]	Code/Development Techniques	\$1.99
Exploring XML DTD stylesheets 	JC Cruz	2021-06-09 (publication date) We take a close look at that most basic of style schemas: the Document Type Definition (DTD). We begin by learning the benefits of creating an XML style sheet. Then we study the parts that make up a DTD style schema. Next, we will build a DTD style sheet for... [Show More]	XML	\$3.99
Program Excel 2016 with Xojo in Windows 	Eugene Dakin	2021-05-27 (updated) Originally Added: 2016-03-19 Excel is well-known in the business world for spreadsheets and math, and did you know that Excel can even create a 3D Animated Coaster! This book "I Wish I Knew How to ... Program Excel 2016 with Xojo in Windows" goes into the numerous options of programming Excel. With the... [Show More]	Windows Specific	\$15.99
I Wish I Knew How To... Program the Canvas Control With Xojo Desktop 3 	Eugene Dakin	2021-02-21 (updated) Originally Added: 2020-12-31 I Wish I Knew How To... Program the Canvas Control 3 with Xojo Desktop has been released with major updates to API2 code and adding GraphicsPath. Thousands of code and description changes have been made, and the original examples have been kept to assist with converting old API1 code to... [Show More]	Graphics/Printing	\$15.99
I Wish I Knew How to... Program Raspberry Pi 4B Electronics with Xojo 	Eugene Dakin	2021-02-21 (updated) Originally Added: 2020-06-30 This book is a major edition, as many aspects have been changed, rewritten, updated, and created. You can do many things with the Raspberry Pi — some have built a Star Trek interface, while others have built robots. This book provides the building block to work with Xojo to react... [Show More]	Raspberry Pi	\$24.99


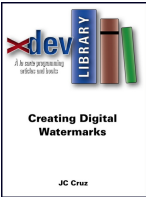
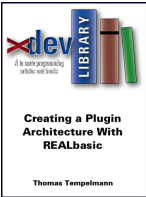
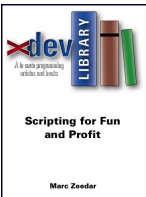
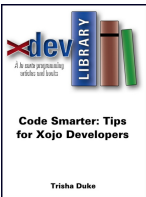
Title	Author	Description	Category	Price
<i>EC2 to the Rescue</i> 	Christian Schmitz	2020-06-07 (publication date) With Amazon's EC2 service, you can cheaply host your Real Studio-created Web Apps. Christian shows you just how to set everything up.	Web Edition (Xojo Web Apps)	\$1.99
<i>Inside HandleSpecialURL</i> 	Christian Schmitz	2020-06-07 (publication date) Web Edition provides a full web server that can handle custom URLs via the HandleSpecialURL event. Christian demonstrates how to use this to create your own REST-like API.	Web Edition (Xojo Web Apps)	\$1.99
<i>Gummy Globals</i> 	Jens Bendig	2020-06-07 (publication date) We know that using global variables is bad, but why is that and what can you do if you've already done it? Jens shares an interesting solution that doesn't eliminate globals, but minimizes the problems they cause.	Coding Techniques	\$2.99
<i>School of Mantis</i> 	Tam Hanna	2020-06-07 (publication date) Tired of a million Post-It reminders tacked to your monitor? Tam demonstrates how to install and use the open source Mantis bug-tracking system and explains why tracking bugs is essential to your success.	Coding Techniques	\$1.99
<i>Intro to Fun Parts 1 and 2</i> 	Daniel Gross	2020-06-07 (publication date) The idea behind Functional Programming is to eliminate the side effects of calculations that depend on a certain state by reducing everything to a repeatable function. What does that mean in practical terms? Daniel Gross has been exploring adapting Real Studio for Functional Programming and he shares his results in this introductory article.	Coding Techniques	\$4.99
<i>Optimizing Parsing Code</i> 	Brendan Murphy	2020-06-07 (publication date) The developer of the FTC (Formatted Text Control), a full-featured word processor control for Real Studio, reveals one of his secrets for making parsing code lightning quick.	Coding Techniques	\$1.99

Title	Author	Description	Category	Price
Smart Reporting 	Trisha Duke	2020-06-07 (publication date) Sometimes a custom-made reporting solution is the answer. Trisha shares her method.	Databases	\$1.99
Adventures in Optimization 	Marc Zeedar	2020-06-07 (publication date) Optimizing is pointless if you're speeding up the wrong code. Marc reveals how not to optimize by showing how he (eventually) made a program faster.	Coding Techniques	\$4.99
In Search of Text 	JC Cruz	2020-06-07 (publication date) Offering a text search feature for your users is a common and important task, but how should you implement it? What's the best method for your situation? In this in-depth article, Jose explores several approaches to searching text so you can find the right system for your needs.	Text	\$4.99
Mercurial and Xojo 	Craig Boyd	2020-06-07 (publication date) Mercurial is a power version control system. Craig likes its command-line interface and shows how to use it with your Xojo projects.	Non-Xojo	\$3.99
Dropwords, Parts 1 and 2 	Marc Zeedar	2020-06-07 (publication date) Marc's tutorial shows how to build a fun word game, step-by-step. Learn about user interface, custom controls, using a language dictionary, animation, undo, a custom drawing subclass, and polishing.	Games	\$4.99

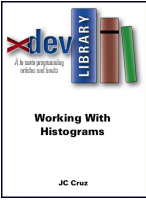
Title	Author	Description	Category	Price
Karel the REALbasic Robot 	Andy Dent	2020-06-07 (publication date) Karel is a virtual robot that has been used for decades to teach programming. Andy created a version of Karel with REALbasic that uses RBScript to program the robot.	Xoin Script (formerly RBScript)	\$2.99
Fun with Particles 	Jens Bendig	2020-06-07 (publication date) Jens reveals an interesting technique for efficiently calculating the collisions of particles. This is useful for scientific modeling, as well as games.	Games	\$2.99
Encapsulating Booleans 	Jens Bendig	2020-06-07 (publication date) Jens explains why the simplest property--the boolean--can be tricky and lead to hard-to-find bugs. Learn how to prevent such flaws.	Coding Techniques	\$1.99
When to Dim 	Marc Zeedar	2020-06-07 (publication date) It's debate time: is it better to "dim" variables at the top of your method or just before you need them?	Coding Techniques	\$1.99
Blending by Layers 	JC Cruz	2020-06-07 (publication date) If you're familiar with the benefits of blending graphical layers in programs like Photoshop, you'll appreciate being able to do that right within REALbasic. In this in-depth article, Jose shows you how.	Graphics/Printing	\$3.99

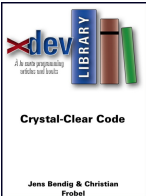
Title	Author	Description	Category	Price
<i>Simulating Blackjack</i> 	Jens Bendig	2020-06-07 (publication date) If you're a Xojo programmer and you lose at blackjack in Las Vegas, what do you do? Naturally you write your own simulator so that you can practice your strategies without losing your shirt! Jens shares his code and explains how he developed his Xojo project.	Games	\$4.99
<i>When Threads Share</i> 	JC Cruz	2020-06-07 (publication date) How to use mutual exclusion so that different threads can share the same resources.	Coding Techniques	\$4.99
<i>Survival of the Fittest</i> 	Johnathan Mercer	2020-06-07 (publication date) How to use genetic programming in REAL Studio to find the best solution to your problem!	Algorithms	\$2.99
<i>REALSecure</i> 	JC Cruz	2020-06-07 (publication date) Curious about encryption? Here's what you need to know about using encryption ciphers in REALbasic. You'll be hiding data in no time!	Algorithms	\$3.99
<i>Adventures in the Dark</i> 	Anthony Mousel	2020-06-07 (publication date) Consulting is full of wonderful rewards and a few big risks. If you've been considering diving in, read this article on the do's and don'ts of consulting. Anthony covers Real Studio consulting from the first-timer's perspective and his experience will help make you a better consultant.	Business	\$3.99
<i>RegEx Revisited</i> 	JC Cruz	2020-06-07 (publication date) Confounded by regular expressions? Learn how to use these powerful text processing routines in your REALbasic applications.	Coding Techniques	\$4.99


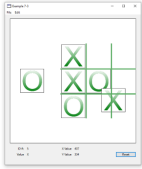



Title	Author	Description	Category	Price
<i>Using Simple to Make the Complex</i> 	Johnathan Mercer	2020-06-07 (publication date) Cellular Automata is an example of how simple rules can produce complex results. Johnathan demonstrates this so you can explore the world of CA in Real Studio.	Algorithms	\$2.99
<i>Cheap Web Hosting</i> 	Kevin Cully	2020-06-07 (publication date) Are you interested in experimenting with Xojo web apps, but hesitant to commit to a high monthly bill? Kevin's found an incredibly cheap web host and shows how to you can use it with Xojo for just pennies a day.	Web Edition (Xojo Web Apps)	\$1.99
<i>Your Preferences in Keys</i> 	JC Cruz	2020-06-07 (publication date) All the details you need to know for storing your application's preferences in key- value pairs.	Coding Techniques	\$4.99
<i>Visual Studio C++ Win32 API Forms on Windows Desktop</i> 	Eugene Dakin	2020-01-11 (publication date) You can do many things with C++, and some have built the fastest programs on a Windows computer with this IDE. This book shows how to start programming Windows Desktop C++ Win32 API applications. C++ is the native desktop client for Windows desktop programs, which means that the programs are... [Show More]	Non-Xojo	\$15.99
<i>Implement API1 Declares With Xojo on Windows</i> 	Eugene Dakin	2019-07-28 (updated) Originally Added: 2018-12-20 Xojo Windows Declare Version 3.2 has just been finished with more examples, more constants, more data, more explanations, updates from ANSI to Unicode, all Windows 10 compatible, both 32-bit and 64-bit compatible, and updated to Xojo 2018 r3. Xojo provides a RAD (Rapid Application Development) environment because it protects the user... [Show More]	Windows Specific	\$15.99
<i>Begin Programming Visual Studio 2019 C++/CLI and .NET</i> 	Eugene Dakin	2019-07-27 (publication date) <i>I Wish I Knew How To...Begin Programming Visual Studio 2019 C++/CLI and .NET on Windows Desktop</i> will give you the starting code and controls needed to build your desktop program. Examples are shown with Variables, Conditional Statements, Arrays, Function and Subroutines, a long list of Controls, Text Files, and beginning... [Show More]	Non-Xojo	\$15.99


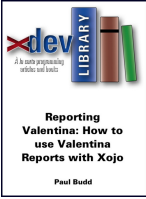

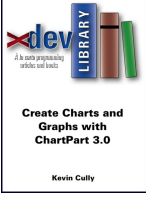

Title	Author	Description	Category	Price
Filter By Convolution 	JC Cruz	2019-06-09 (publication date) Today's topic is the concept of convolution filters. First, we learn the concept of convolution and how it is used to filter image data. Then we learn the parts that make up a convolution filter. Next, we look at some examples of convolution filters. We then build and test a basic filter as a finite-state machine.	Graphics/Printing	\$3.99
Creating Digital Watermarks 	JC Cruz	2019-06-09 (publication date) Today we will study the concept of digital watermarks. First, we will learn how a watermark protects an image from unfair use. Then, we will look at three forms of watermark algorithms. Next, we will implement these algorithms into a finite-state machine or FSM. We will then use this FSM to mark a basic test image.	Graphics/Printing	\$3.99
Creating a Plugin Architecture With REALbasic 	Thomas Tempelmann	2019-06-09 (publication date) This article will give some ideas on how to use REALbasic's RBScript feature to add plugins to a REALbasic application. A plugin is hereby defined as a program that can be added to the already-built application and executed at the app's discretion.	Xojo Script (formerly RBScript)	\$1.99
Scripting for Fun and Profit 	Marc Zeedar	2019-06-09 (publication date) Lately I've created several projects where the main application is little more than a run-time engine and the core work is done via RBScripts. Why use such an architecture? The main benefit is flexibility. By not building the core into the app itself, I am free to modify the core at any time.	Xojo Script (formerly RBScript)	\$1.99
Code Smarter: Tips for Xojo Developers 	Trisha Duke	2019-06-09 (publication date) In this handy article, Trisha passes off of her useful tips for developers. Over the years of using Xojo, these tips have helped her to rapidly create applications which are robust and flexible. Topics include naming conventions, subclasses, switchable functions, Container Controls, Mac versus Windows, and more.	Coding Techniques	\$1.99



Title	Author	Description	Category	Price
<i>Using the Gofer Pattern</i> 	Jens Bendig	<p>2019-06-09 (publication date)</p> <p>In this article, Trisha passes off of her useful tips for developers. Over the years of using Xojo, these tips have helped her to rapidly create applications which are robust and flexible.</p> <p>Topics include naming conventions, subclasses, switchable functions,</p>	Coding Techniques	\$2.99
<i>Getting started with XML and REALbasic</i> 	JC Cruz	<p>2019-06-09 (publication date)</p> <p>In this article you will learn the parts of an XML document. Then you will learn what makes up a valid document. Next, you will look at a handful of XML classes in REALbasic. You will then use these classes to create, query, and save a simple XML document.</p>	XML	\$2.99
<i>Extreme Programming</i> 	Tam Hanna	<p>2019-06-09 (publication date)</p> <p>The idea of Extreme Programming (from now on we will use the common abbreviation XP) was created by an individual named Kent Beck. His core idea was later refined in the group of so-called agile processes. They can be summed up as following:</p> <ul style="list-style-type: none"> *Individuals and interactions over processes and tools *Working software over... <p>[Show More]</p>	Coding Techniques	\$3.99
<i>Trapping for Errors</i> 	JC Cruz	<p>2019-06-09 (publication date)</p> <p>Error handling is a must for any software product slated for public use. So in this article, we will explore how to detect and deal with code errors in a REALbasic project.</p> <p>We will learn how to package an error as an exception, and how to trap it at run time....</p> <p>[Show More]</p>	Coding Techniques	\$3.99
<i>Saving Data</i> 	Marc Zeedar	<p>2019-06-09 (publication date)</p> <p>Introducing a simple method for saving a data structure.</p> <p>For many programs, saving data is relatively trivial. Text in an EditField can be saved to a simple text file, or the contents of a listbox can be saved in a tab-delimited file. Both of these tasks can easily be automated for...</p> <p>[Show More]</p>	Coding Techniques	\$4.99
<i>Printing with Templates</i> 	Jens Bendig	<p>2019-06-09 (publication date)</p> <p>Instead of making your simple app support complicated printing, why not use a pre-formatted template instead?</p> <p>At the REALbasic Developer Conference in Frankfurt at the end of 2008 at least two developers talked to me about how to generate print files. They seemed to think this was something like brewing magic...</p> <p>[Show More]</p>	Graphics/Printing	\$1.99







Title	Author	Description	Category	Price
Cross-Platform Printing 	Tom Baumgartner	2019-06-09 (publication date) Writing your first REALbasic program that prints only from the Mac is both a blessing and a curse. It is a blessing because printing from the Mac works basically as you expect. It is a curse because, when you port the program to Windows, you find that printing is not... [Show More]	Graphics/Printing	\$0.99
How To Read A Data Model 	Craig Boyd	2019-06-09 (publication date) In this article I intend to explain to you what a data model is and how to read one. Within the field of data modeling there are several kinds of models and in order to make sure we are all talking about the same thing I need to briefly lay out,... [Show More]	Databases	\$3.99
The Template-Method-Pattern 	Jens Bendig	2019-06-09 (publication date) Do you sometimes have a problem like this: I have 2 (or 20) Classes, they are similar in their basic algorithm (i.e., they have about the same sequence of doing things, but in detail, they are doing different things). You see that you have double code, but it's not so... [Show More]	Coding Techniques	\$1.99
Working With Histograms 	JC Cruz	2019-06-09 (publication date) Today we will learn the basics behind an image histogram. First, we study the concept of a histogram and how it relates to image data. We then explore two ways of modifying the histogram data. Next, we build a set of REALbasic classes that will build and manage an image's histogram data.... [Show More]	Graphics/Printing	\$3.99
Introducing Databases 	Mike Titlebaum	2019-06-09 (publication date) Databases (and programming in general) are used to solve business problems. In order to learn about how to use a relational database, let's try to solve a sample business problem we've been presented with. We will soon see why we need to use a relational database rather than a simple... [Show More]	Databases	\$1.99


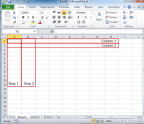




Title	Author	Description	Category	Price
Picture Packer 	Marc Zeedar	2019-06-09 (publication date) Picture Packer is designed to solve four key problems with managing graphics with REALbasic: <ul style="list-style-type: none"> It supports transparency so you no longer need a separate mask file for each graphic. No matter how many pictures you have or what sizes they are, there's only a single file to link to or import into... [Show More]	Graphics/Printing	\$1.99
Improve Your Spelling 	JC Cruz	2019-06-09 (publication date) In "Mind Your Spelling", JC showed how to build a basic spell-check engine. This engine can detect any suspect words in a target phrase. It lets users edit the suspect word or replace it with one from a list of possible spellings. It also lets users ignore a suspect word... [Show More]	Text	\$3.99
REALGraphics: Basic Image Processing 	JC Cruz	2019-06-09 (publication date) Image processing is a large group of algorithms that operate on data in a digitized image. Some enhance certain traits of the image; others measure parts of that image. Some transform the image into a different form; others filter out data from the image. Many of these algorithms have been used... [Show More]	Graphics/Printing	\$3.99
Crystal-Clear Code 	Jens Bendig/Christian Frobel	2019-06-09 (publication date) Today's code can be ambiguous, which can lead to tricky, hard-to-find bugs. The answer is clearer, easier to understand code. In the first half of this article, Jens sharpens the terms: user, using-code, using-code programmer, donating-code, donating-code programmer. He'll show that we unfortunately have two separate channels mixed up in our... [Show More]	Coding Techniques	\$3.99
VB.Net to Xojo 	Paul Abell	2019-05-30 (publication date) Visual Studio Basic and Xojo are remarkably similar... but just enough different that those subtle changes can throw you off your programming game. What you need is a guide, someone to show you the Xojo ropes. Thankfully, Paul Abell is here to show you how to make the VB.net to Xojo... [Show More]	VB.net	\$4.99





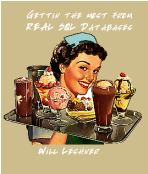
Title	Author	Description	Category	Price
<i>I Wish I Knew How To... Begin Programming Python 3 GUI with IDLE</i> 	Eugene Dakin	<p>2019-05-20 (publication date)</p> <p>There are many books that create console examples for Python, which is great to determine that the logic of a program works well. However, there is very little information on creating and controls and interact with forms and windows with Python 3. This is where this book is helpful.</p> <p>There are...</p> <p>[Show More]</p>	Non-Xojo	\$15.99
<i>Program the Canvas Control 2 with Xojo</i> 	Eugene Dakin	<p>2019-04-08 (publication date)</p> <p>I Wish I Knew How To... Program the Canvas Control 2 with Xojo Desktop will provide you with the ability to learn how to modify pictures, graphics, make animation, and how to make two games.</p> <p>The focus of this book is to work with topics related to the Canvas Control. All...</p> <p>[Show More]</p>	Graphics/Printing	\$15.99
<i>Program Word with Xojo in Windows</i> 	Eugene Dakin	<p>2019-02-19 (updated) Originally Added: 2013-10-28</p> <p>With Microsoft Word is celebrating its 30th birthday this year it would be remiss to mention that the codename for Word 1.1 was 'Bill the Cat' which is very popular and has sold many figurines just as Word has sold many copies.</p> <p>If you need reports that can be edited after...</p> <p>[Show More]</p>	Windows Specific	\$15.99
<i>Program OpenGL Core 32-bit with Xojo on Windows and OS X</i> 	Eugene Dakin	<p>2018-11-03 (updated) Originally Added: 2016-11-13</p> <p>There are many impressive games that have been created with OpenGL, such as Doom 3, Counter-Strike, various Medal of Honor titles, Need for Speed, and many others. This book will provide you with the basics to start your own OpenGL core projects on Xojo. Watch the video clips at SciSpec.ca...</p> <p>[Show More]</p>	Graphics/Printing	\$15.99
<i>Program Raspberry Pi 3B+ Electronics with Xojo - Stretch Edition</i> 	Eugene Dakin	<p>2018-07-12 (publication date)</p> <p>You can do many things with the Raspberry Pi, and some have built a Star Trek interface, while others have built robots. This book provides the building block to work with Xojo to react with the real world through its motherboard to allow you to make your own interesting device....</p> <p>[Show More]</p>	Raspberry Pi	\$20.99



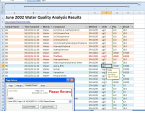




Title	Author	Description	Category	Price
Command Line PDFs: Generating PDFs from HTML 	Marc Zeedar	2018-06-13 (publication date) This guide introduces you to using the open source cross-platform command line tool wkhtmltopdf to create sophisticated PDFs using Xoj.	PDF	\$4.99
Reporting Valentina: How to use Valentina Reports with Xoj 	Paul Budd	2018-06-13 (publication date) This article demonstrates how to use Valentina Reports with Xoj.	Databases	\$2.99
Window Tricks: Building a Better Mac App 	Sam Rowlands	2018-06-13 (publication date) The tricks in this article include: <ul style="list-style-type: none"> • OS Managed Window menu • Full Screen menu item • Adding a document icon to document windows • Auto saving and restoring of window positions • Adding controls to the window titlebar 	Macintosh Specific	\$2.99
Create Charts and Graphs with ChartPart 3.0 	Kevin Cully	2018-06-13 (publication date) The open source ChartPart lets you create basic charts and graphs. Learn how to use it in this article.	Graphics/Printing	\$3.99
Moving to AVFoundation: Leaving QuickTime Behind 	Christian Schmitz	2018-06-13 (publication date) Since QuickTime won't be ported to 64-bit, QuickTime has been depreciated in favor of AVFoundation. Christian explains how to use AVFoundation for audio and video playback.	Multimedia	\$2.99







Title	Author	Description	Category	Price
<p><i>The Apple About Box</i></p> 	Sam Rowlands	<p>2018-06-13 (publication date)</p> <p>Learn how to create a proper Apple about box using system calls.</p>	Macintosh Specific	\$3.99
<p><i>Smart Localization: How to set up your app for international use</i></p> 	Trisha Duke	<p>2018-06-13 (publication date)</p> <p>If you've struggled localizing your apps for use in different languages, this article explains a technique to make that task more pain-free.</p>	Text	\$2.99
<p><i>App Sandbox Guide: Dealing with the App Sandbox</i></p> 	Sam Rowlands	<p>2018-06-13 (publication date)</p> <p>If you're new to <i>sandboxing</i> (a technique that limits the permissions your app has to access the user's computer for security reasons), you need to read this introduction to learn how you can make your apps comply with Apple's new rules.</p>	Macintosh Specific	\$2.99
<p><i>Writing OS X Apps for Game Center: Parts 1-3</i></p> 	Tom Baumgartner	<p>2018-06-13 (publication date)</p> <p>If you like building Mac games, you may be interested in supporting users via Apple's Game Center. It's not easy, as Tom demonstrates in this multi-part article, but it can be worth the effort.</p>	Games	\$5.99
<p><i>In-App Notifications: A system where your code can talk to itself</i></p> 	Sam Rowlands	<p>2018-06-13 (publication date)</p> <p>Have you ever needed to share information between different parts of your program? For instance, have a control pass some data to a dialog box? Sam shows off a system he created to automate this.</p>	Algorithms	\$3.99


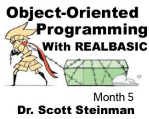
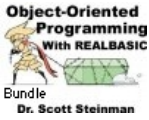

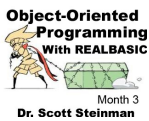

Title	Author	Description	Category	Price
<i>Pretty Print Dialog For Your Mac Applications</i> 	Sam Rowlands	2018-06-13 (publication date) Apple has a feature on the Mac where it can display a print dialog that's combined with the page setup dialog for a more dynamic printing user interface (including a live print preview). In this introduction, Sam shows you how to implement this in your own apps.	Graphics/Printing	\$2.99
<i>Windows Installing: Using Inno Setup to Create a Windows Installer App</i> 	Marc Zeedar	2018-06-13 (publication date) Windows users expect an installer for their software, so you need one. If you're a Mac developer creating Windows apps, you may not be familiar with the process, so this article is a quick how to use the popular Inno Setup. The article was written using Windows XP, but the... [Show More]	Windows Specific	\$3.99
<i>Program Windows WMIC with Xojo</i> 	Eugene Dakin	2018-05-29 (publication date) Has someone ever asked you the question "Is my computer 32-bit or 64-bit?" WMIC is the command that can retrieve this information about a Windows Operating System and almost all of the components installed on the computer. WMIC is the abbreviation for Windows Management Instrumentation Command-Line that has been... [Show More]	Windows Specific	\$15.99
<i>Use MemoryBlocks with Xojo</i> 	Eugene Dakin	2017-09-07 (publication date) Memory Blocks are commonly used with games because of increased speed, and are commonly used with Operating System APIs that are used to extend functionality of your program. If you have played a computer game that has nice graphics such as Medal of Honor, Need for Speed, or other real-time... [Show More]	Memory Management	\$15.99
<i>Program Windows 10 Registry with Xojo</i> 	Eugene Dakin	2016-12-04 (updated) Originally Added: 2016-07-29 Windows Registry is the heart and soul of your computer, and can change the applications when you right-mouse-click your desktop, to remembering your window position. This book show the fundamental programming parts that work with Xojo to change the registry with your program. With great power comes great responsibility ---... [Show More]	Windows Specific	\$15.99
<i>Program Raspberry Pi 2 B Electronics with Xojo</i> 	Eugene Dakin	2016-09-24 (updated) Originally Added: 2016-06-08 You can do many things with the Raspberry Pi, and some have built a Star Trek interface, while others have automated their house. This book provides the building block to work with Xojo to react with the real world through its motherboard to allow you to make your own interesting... [Show More]	Raspberry Pi	\$20.99


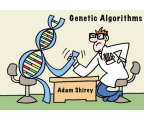

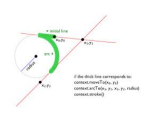
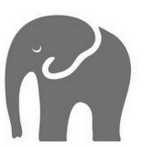

Title	Author	Description	Category	Price
<i>Program HTML, CSS, and JavaScript with Xojo</i> 	Eugene Dakin	2015-12-28 (publication date) With the trio of HTML 5, CSS, and JavaScript, almost anything can be developed for a web page. There is even a well-developed Got Milk (www.gotmilk.com) site that uses these elements for an inspiring website. You can use these same tools to create your own unique jaw-dropping design. <i>I Wish...</i> [Show More]	Web Edition (Xojo Web Apps)	\$12.99
<i>Program Excel 2010 with Xojo in Windows</i> 	Eugene Dakin	2015-09-27 (updated) Originally Added: 2013-06-27 Instructions for the beginning or intermediate programmer to learn Xojo and interfacing with Excel. This is an essential book for those wanting to use the additional strength of Excel in addition to the adaptability of Xojo. <ul style="list-style-type: none"> Takes an easy approach with over 90 examples covering over 210 pages to guide you... [Show More]	Windows Specific	\$10.99
<i>Program Word 2010 with REALStudio in Windows</i> 	Eugene Dakin	2015-09-27 (updated) Originally Added: 2012-06-16 Excel is well-known in the business world for spreadsheets and math, and did you know that Excel can even create a 3D Animated Coaster! This book "I Wish I Knew How to ... Program Excel 2016 with Xojo in Windows" goes into the numerous options of programming Excel. With the... [Show More]	Intermediate Level	\$10.99
<i>Begin JSON with Xojo Desktop</i> 	Eugene Dakin	2015-09-17 (updated) Originally Added: 2015-09-07 JavaScript Object Notation (JSON) is an open standard to exchange data. It is language-independent and is used to move data between clients and servers. It is an alternative to XML and has name:value pairs. This book is version 1 (August 2015). Examples include parsing, creating JSON, walking through children, using... [Show More]	Beginner Level	\$12.99
<i>REALWord: Measuring Text Readability</i> 	JC Cruz	2015-09-17 (updated) Originally Added: 2010-07-04 Welcome to the first in a series of articles on the subject of text processing and manipulation. Today, we will look into the topic of readability metrics. We will learn one common form of metric and use REALbasic to implement and test that metric. The Concept of Readability Word processors... [Show More]	Expert Level	\$2.99
<i>Beginning Object-Oriented Programming with REALbasic</i> 	Dr. Scott Steinman	2015-07-07 (updated) Originally Added: 2006-05-15 Check out this great introduction to object-oriented programming as it pertains to Xojo. With over 50 pages of information, this mini-book is sure to teach everyone something about object-oriented programming. It assumes you have no prior knowledge about object-oriented design, and will teach you all the skills you need to succeed with Xojo.	Xojo Language	\$7.99


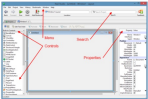
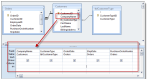




Title	Author	Description	Category	Price
<i>Beginning Object Oriented Programming with Xojo</i> 	Eugene Dakin	2015-07-07 (publication date) Xojo is an OOP (Object Oriented Programming) environment because it can work with classes and objects. This book is Version 1 (July 2015). OOP is the technique of programming with objects and logic which is different than programming around actions and data. This is written for Beginner to Intermediate programmers... [Show More]	Beginner Level	\$12.99
<i>Program Access 2010 with Xojo Desktop Apps</i> 	Eugene Dakin	2015-06-21 (updated) Originally Added: 2013-07-09 I Wish I Knew How To Program Access 2007/2010/2013 with Xojo Desktop Apps in Windows is for the beginning or intermediate programmer to learn Xojo and interfacing with Microsoft Access. This is an essential book for those wanting to use the additional strength of Access in addition to the adaptability... [Show More]	Windows Specific	\$10.99
<i>Program Plugins with Xojo in Windows Version 2.0</i> 	Eugene Dakin	2015-04-14 (updated) Originally Added: 2015-04-14 Version 2.0 (April 2015) of the book <i>I Wish I Knew How to... Program Plugins with Xojo on Windows</i> is a complete rewrite of the previous book. The first version of this book was an introduction and is out-of-date. The second version contains many examples with the fundamentals, Module, Classes,... [Show More]	Windows Specific	\$12.99
<i>SQLite with Xojo</i> 	Eugene Dakin	2015-02-20 (updated) Originally Added: 2013-12-30 SQLite is a zero-configuration, serverless, transactional, and self-contained database. Here are a few areas of the many examples provided and discussed: <ul style="list-style-type: none"> • Joins • Thread and Progress Bar • Transaction • Alias • Encryption/Decryption • CRUD (Create, Read, Update, Delete) • Reports • Prepared Statements (Select, Update, Delete, Insert) • SQL Injection • SQLite Reserved Words • Delete Field Workaround • Add Table... [Show More]	Databases	\$12.99
<i>Getting the most out of SQLite Databases</i> 	Will Leshner	2015-02-07 (updated) Originally Added: 2006-09-01 The purpose of this article is to point out some of the special features of the SQLite Database that you might not know exist, or, if you know they exist, you might not know how best to make use of them. I'm assuming that readers of this article are comfortable... [Show More]	Databases	\$5.99




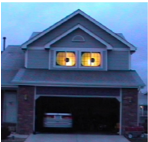

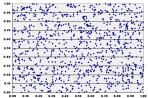



Title	Author	Description	Category	Price
<i>Excel Writer</i> 	Norman Palardy	<p>2015-01-29 (updated) Originally Added: 2008-02-05</p> <p>Ever wanted to write an Excel workbook from your code and NOT have to have Excel installed? Or wanted to create a console application that can write a spreadsheet? Or wanted to use fomulas and multiple sheets in a workbook?</p> <p>This source code will write and Excel 2004 format XML workbook.</p>	Plugins / Source Code	\$9.99
<i>Creating a Thread Pool</i> 	Aaron Ballman	<p>2015-01-29 (updated) Originally Added: 2006-03-03</p> <p>There are times when you'd like to make some code threaded, but you just don't want to go through all the troubles of making the threads and all that jazz. Wouldn't it be great if you could instead say 'Go do this in a thread' and poof! It just works?...</p> <p>[Show More]</p>	Threads	\$0.00
<i>Excel BIFF Writer</i> 	Matt Gardner	<p>2015-01-24 (updated) Originally Added: 2011-02-20</p> <p>Interested in an Excel BIFF class for free?</p> <p>It produces lowest-common-denominator Excel binary files without requiring Excel on any platform and is 100% RealBasic. It's free to anyone that wants it and comes with all source code.</p>	Plugins / Source Code	\$0.00
<i>Using Inline HTTP</i> 	Adam Shirey	<p>2015-01-16 (updated) Originally Added: 2007-02-21</p> <p>Imagine for a moment, taking your existing GUI or command-line driven application, and grafting onto it a new interface type, a Web Interface?</p> <p>A remote machine can access your application no differently than a local client, for that matter, any number of remote clients can use your application with high...</p> <p>[Show More]</p>	Networking	\$3.99
<i>Vector Graphics</i> 	Joe Strout	<p>2015-01-12 (updated) Originally Added: 2006-02-09</p> <p>REALbasic has a set of classes for manipulating graphic elements in an object-oriented way. Each object can be scaled, rotated, and configured, independently or in groups. These objects are represented mathematically, rather than as a set of pixels; this representation is known as 'vector graphics.' Vector graphics have a number...</p> <p>[Show More]</p>	Graphics/Printing	\$1.99
<i>Networking 201</i> 	Aaron Ballman	<p>2015-01-12 (updated) Originally Added: 2006-01-13</p> <p>Last time, we talked about what TCP is and how to use the TCPSocket class in REALbasic to communicate with another application over the network. In this article, we're going to cover another well-known protocol that REALbasic provides access to: the UDP protocol. It is going to be so simple...</p> <p>[Show More]</p>	Networking	\$1.99
<i>Serial Programming for Beginners</i> 	Aaron Ballman	<p>2015-01-12 (updated) Originally Added: 2006-01-13</p> <p>Have you ever wanted to write some software that interfaces with a physical device? For example, have you ever thought of writing a program that tells you why your 'check engine' light is on? If you have, then what you want to do is some serial programming. This article is...</p> <p>[Show More]</p>	Serial	\$1.49







Title	Author	Description	Category	Price
Three Ways to Animate 	Joe Strout	2015-01-12 (updated) Originally Added: 2006-01-12 Nearly every software developer has a need to generate some animated graphics sooner or later. Animation is the bread and butter of game developers, but it can be used effectively in many other places as well, from an eye-catching About Box to a custom progress indicator. Let Joe Strout take... [Show More]	Graphics/Printing	\$2.99
Auto-Discovery Via UDP 	Aaron Ballman	2015-01-12 (updated) Originally Added: 2006-01-12 There are many situations where it would be useful to find out who else on your internal network is running a copy of your application. This is useful for things like doing network checks, or maybe you would like to add a chat feature to your application. There are any... [Show More]	Networking	\$1.49
Router-Proof Your App 	Aaron Ballman	2015-01-12 (updated) Originally Added: 2006-01-12 So you've come up with this great networked application, and you'd like to deploy it to the average computer user. You're going to have a central server that all the clients communicate with. You want to use UDP for its speed in this application, but you don't want your client... [Show More]	Networking	\$1.49
Begin Programming Xojo Web 	Eugene Dakin	2014-11-15 (updated) Originally Added: 2014-11-13 <i>I wish I Knew How To ... Begin Programming Xojo Web</i> is an introductory book for both a Xojo and Web programmer. Topics are at an introductory level and is not focused on intermediate or advanced topics. Here are some of the many topics discussed: <ul style="list-style-type: none"> • SSL • Maps • Styles • Cookies • Sessions • Data... [Show More]	Beginner Level	\$12.99
Program Excel with REALStudio in Windows 	Eugene Dakin	2014-10-14 (updated) Originally Added: 2011-02-20 This guide uses the power of REAL Studio in conjunction with the power of Excel. The question that is frequently asked is 'why not just create the program in Excel?' The answer is confidentiality, security, and automation. It is relatively common knowledge that programs created in Excel are not secure... [Show More]	Intermediate Level	\$10.99
Object Oriented Programming with REALbasic Column #7 	Dr. Scott Steinman	2014-09-26 (updated) Originally Added: 2008-04-29 Design patterns are descriptions of ways to solve commonly-encountered problems in computer programs that can be reused in many situations. They are not complete sets of code that you can just drag and drop into your program. Rather, many programmers discovered that the same problems kept cropping up in their... [Show More]	Monthly Column	\$4.99





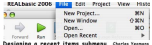




Title	Author	Description	Category	Price
<i>Object Oriented Programming with REALbasic Column #6</i> 	Dr. Scott Steinman	2014-09-26 (updated) Originally Added: 2008-02-28 One of the object-oriented constructs that was added to REALbasic in recent years is the class interface. This should not be confused with the more familiar user interface, which includes the visual elements of your program (windows, controls and menus). This is a programming interface, also called simply an interface... [Show More]	Monthly Column	\$3.99
<i>Object Oriented Programming with REALbasic Column #5</i> 	Dr. Scott Steinman	2014-09-26 (updated) Originally Added: 2008-01-31 In the 4th installment we looked for tell-tale signs of incorrect design called code "smells." Just as cheese starts to smell a bit ripe as it's going bad, programs also have their own "smells" as they start to deteriorate and their design becomes suboptimal as code is continuously modified. Code... [Show More]	Monthly Column	\$3.99
<i>Object Oriented Programming Column Bundle</i> 	Dr. Scott Steinman	2014-09-26 (updated) Originally Added: 2008-01-30 Save on buying the articles individually by purchasing them as a bundle. This is all 7 articles at one low price. Purchased separately they would be > \$25.00 Lots of great reading and expert advice from Dr. Steinman.	Monthly Column	\$17.99
<i>Object Oriented Programming with REALbasic Column #4</i> 	Dr. Scott Steinman	2014-09-26 (updated) Originally Added: 2007-06-07 Now that we've covered techniques for reducing the number of unintentional errors in programs through Design by Contract and unit testing, it's time to return to object-oriented design. Specifically, we're going to look at object-oriented design flaws, and how to detect them with a process called quality assurance (QA). Quality... [Show More]	Monthly Column	\$3.99
<i>Object Oriented Programming with REALbasic Column #3</i> 	Dr. Scott Steinman	2014-09-26 (updated) Originally Added: 2007-05-21 UNIT TESTING – This month, we'll be discussing a technique that's complementary to Design by Contract — unit testing, a way of automatically checking that methods are doing the right thing and, more importantly, do not "break" when you make changes to your program. In DbC, we individually examined both... [Show More]	Monthly Column	\$3.99
<i>Object Oriented Programming with REALbasic Column #2</i> 	Dr. Scott Steinman	2014-09-26 (updated) Originally Added: 2007-04-01 This month, I'd like to discuss one method of ensuring the correctness of an object-oriented program. Of course, it is difficult to ensure that a program is 100% correct, but we can state a program's specifications and determine if the program meets those specifications. Design by Contract (or DbC for... [Show More]	Monthly Column	\$3.99




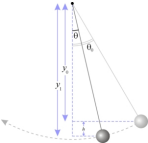



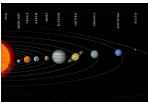

Title	Author	Description	Category	Price
Object Oriented Programming with REALbasic Column #1 	Dr. Scott Steinman	2014-09-26 (updated) Originally Added: 2007-03-11 Welcome to the first of RBLibrary's new article series on object-oriented programming. Over the course of the upcoming months, I'll be covering principles of effective object-oriented design, programming conventions, as well as some techniques for ensuring that your programs are less likely to be affected by programming errors, better structured... [Show More]	Monthly Column	\$2.99
Introduction to Genetic Algorithms 	Adam Shirey	2014-09-26 (updated) Originally Added: 2006-03-13 Have you ever wanted to solve the Knapsack Problem, perform efficient employee scheduling, or find a novel approach to solving computationally difficult problems? If so, then genetic algorithms may be just what you need. This article discusses the introduction of genetic algorithms as one way to approximate solutions to problems... [Show More]	Algorithms	\$5.99
Databases for NOobs 	Norman Palardy	2014-09-06 (updated) Originally Added: 2006-04-19 Updated for new versions of Xojo! Learn how to build a database in five easy steps. This article is perfect for someone looking for a painless way to learn more about how databases work in Xojo. It's a must-have for the budding database guru!	Databases	\$5.99
Program the Canvas Control with Xojo Desktop 	Eugene Dakin	2014-07-20 (publication date) <i>I Wish I Knew How To...</i> <i>Program the Canvas Control with Xojo Desktop</i> will provide you with the ability to learn how to modify pictures, graphics, make animations, and how to make two games. The focus of this book is to work with topics related to the Canvas control. All... [Show More]	Graphics/Printing	\$12.99
PostgreSQL with Xojo Desktop 	Eugene Dakin	2014-02-23 (publication date) PostgreSQL is an enterprise database which has many built-in attributes that are expected: complex transactional loads, multi-users, fast, and stable. This book has many examples for the Xojo Desktop. Here are a few areas of the many example provided and discussed: <ul style="list-style-type: none"> • Joins • Thread and Progress Bar • Transaction • Alias • CRUD (Create, Read,... [Show More]	Databases	\$12.99
XML with Xojo 	Eugene Dakin	2013-12-11 (publication date) There are many points to learn XML, such as connecting databases, displaying data in multiple formats, making the information tailored to the reader, adding security through schemas and more. With Xojo's ability to work on multiple operating systems, using XML adds to the already diverse Xojo environment. This book introduces... [Show More]	Intermediate Level	\$12.99








Title	Author	Description	Category	Price
<i>Integrating Licensing Outfitters with your REAL Studio code</i> 	Adam Shirey	2013-05-13 (updated) Originally Added: 2013-05-13 Adam Shirey's latest article is a How-To on integrating Licensing Outfitters into your code base. This endeavor aims to help software developers that either can't or don't want to spend the time focusing on the licensing scheme side of their software. Our goal is to provide licensing source code in... [Show More]	Algorithms	\$0.00
<i>Begin Programming with Real Studio in Windows</i> 	Eugene Dakin	2013-01-06 (updated) Originally Added: 2013-01-06 This book is an introduction to the Real Studio programming language. The focus of this book is a beginning step to those wanting to learn the basic steps of programming with Real Studio and making desktop applications. There are differences between Microsoft's Visual Basic and the Real Studio programming language,... [Show More]	Windows Specific	\$10.99
<i>Program MS Access with REAL Studio</i> 	Eugene Dakin	2012-03-04 (publication date) The book is written as a guide and reference to REALStudio programmers who program Desktop Applications in Windows. There are no plugins, dynamic link libraries (dll), COM, or Active X parts to add. The book has a strong focus on DSN-less connections, and works with the new Microsoft Access 2010... [Show More]	Windows Specific	\$10.99
<i>REALSecure: Vernam Cipher and E-mail</i> 	JC Cruz	2010-08-25 (publication date) In this article JC Cruz looks into the topic of e-mail encryption, the basics of an e-mail system and the security issues that plague such a system. Then JC develops two custom classes that use the Vernam cipher to encrypt a message and sample code that sends and receives an encrypted message. 	Expert Level	\$4.99
<i>iPhone Dev: Creating iPhone applications with REALbasic</i> 	Marc Zeedar	2010-08-25 (publication date) Looking to target one of the hottest trends in recent years with your REAL Studio/REALbasic skills? Marc walks you through how to accomplish this in all lots of detail using REAL Studio and third party code. Plenty of sample code included in the article and a thorough discussion of the code... [Show More]	Intermediate Level	\$4.99
<i>Easy Dating: Creating a simple calendar widget</i> 	Marc Zeedar	2010-08-03 (updated) Originally Added: 2010-07-04 Dates seem like such simple things to us humans, but they are surprisingly complex, especially when you look at the various ways dates are implemented internationally. For instance, in the U. S., we generally write the date as 'MM/DD/YY' while in Europe the day is listed first ('DD/MM/YY'). Unfortunately, if... [Show More]	Intermediate Level	\$2.99









Title	Author	Description	Category	Price
<i>Ramblings on REALbasic</i> 	Aaron Ballman	2010-06-04 (updated) Originally Added: 2010-01-20 Product Description For the past five years, Aaron Ballman has consistently blogged about REALbasic programming and a host of other subjects. This book is an edited and updated compilation of over 200 of the best blog entries, including new content that's never been seen before. This book contains an enormous... [Show More]	Books (soft copies of books)	\$35.00
<i>Path to Success: Starting a new software business</i> 	David Mancuso	2010-05-11 (updated) Originally Added: 2010-05-11 A number of us in the REALbasic world are corporate programmers; that is, programmers for our organization. A number of us program for fun or to learn. Others program to make that application that the world needs. Usually at some point, this third group thinks about starting a business. At... [Show More]	Beginner Level	\$1.99
<i>REALSecure: Random Number Encryption</i> 	JC Cruz	2010-05-11 (publication date) In this article JC Cruz will show you how to use a random number generator as the basis of a cipher system. We will also learn more about the LFSR generator, and how to make it non-linear. We will then build a basic Vernam cipher using the modified LFSR generator and REALbasic. A great article on cryptography and ciphers.	Expert Level	\$2.99
<i>Giant House Eyes</i> 	Joe Strout	2010-05-11 (publication date) One October Joe and his son turned their house into a giant house-sized monster, by making two large windows above the garage into a pair of animated eyes. The eyes move together, with quick movements followed by pauses, just like real eyes. The impression that the house is alive is... [Show More]	Intermediate Level	\$2.99
<i>Delegates 101</i> 	Norman Palardy	2009-10-03 (updated) Originally Added: 2008-03-02 Delegates are a powerful new feature in REALbasic. This guide on how to use them shows you how you can use them in a REALbasic program to provide a plugin API for your software and how to use them in other instances in REALbasic to make your code easier to manage.	Beginner Level	\$4.99
<i>Basic Random Numbers</i> 	JC Cruz	2009-06-03 (updated) Originally Added: 2009-06-03 Ever need to understand how random numbers are generated in REALbasic? JC Cruz will explore two popular algorithms for generating random number sequences. He'll also discuss how to evaluate the statistical quality of these sequences using some standard test algorithms. 	Intermediate Level	\$3.99
<i>The StringUtils Module</i> 	Joe Strout	2009-06-03 (publication date) REALbasic's string handling is, in some ways, quite sophisticated: it handles combinations of text encodings quite gracefully and does fancy lexicographic comparisons by default. How many experienced programmers have come to REALbasic, and found themselves asking, 'Hey, where are all the string functions?' Well, here they are! 	Beginner Level	\$3.99

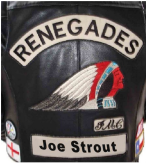

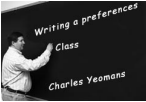




Title	Author	Description	Category	Price
<i>Detecting Spam with Bayesian Probability</i> 	Adam Shirey	2009-02-08 (publication date) Ever wondered how spam filters work? Or if you could adapt these techniques to your own work? Adam takes you through an overview of Bayesian filters and how they can be used to detect spam.	Intermediate Level	\$4.99
<i>XML for N00bs</i> 	Adam Shirey	2009-01-02 (updated) Originally Added: 2007-04-10 XML, shorthand for Extensible Markup Language, is a generic markup language designed and recommended by W3C, the World Wide Web Consortium. It is designed for both human and computer readability of the data it represents. Join author Adam Shirey as he explains more about one of the most commonly used... [Show More]	Text	\$4.99
<i>Hands-On Serial</i> 	Aaron Ballman	2009-01-02 (updated) Originally Added: 2006-06-08 Join Aaron Ballman as he takes you on a journey through the art of serial programming. Hands-On Serial describes how to write a real world serial application from start to finish. You begin the trek by finding a device which meets your needs, continue on to all of the various... [Show More]	Serial	\$4.99
<i>Get a handle on your keyboard.</i> 	Hank Marquis	2009-01-02 (updated) Originally Added: 2006-02-09 Ever want to take control, I mean, complete control, over your keyboard, Did you ever want to completely dominate and force it to bend to your will? Did you ever get out the riding crop and wave it menacingly at your keyboard? Well do I have the article for you.... [Show More]	Windows Specific	\$1.49
<i>Sheet Programming</i> 	Charles Yeomans	2009-01-02 (updated) Originally Added: 2006-02-09 MacOS X introduced the idea of a sheet; a dialog attached to a window that drops down to provide document-modal interaction. Dialogs in prior versions of MacOS were usually application-modal. Sheets allow better modularity in the user interface of an application. However, unlike application-modal dialogs, sheets are not blocking; that... [Show More]	Macintosh Specific	\$1.49
<i>Files for N00bs</i> 	Mark Nutter	2009-01-02 (updated) Originally Added: 2006-02-03 A delightful romp through the intricacies of Files, both text and binary. Wait, did we say intricacies? Mark Nutter takes a somewhat complex idea and brings it down to earth, with the included sample projects, you will be adding file reading and writing into your programs in two shakes of... [Show More]	File I/O	\$4.99







Title	Author	Description	Category	Price
<i>Networking 301</i> 	Aaron Ballman	<p>2009-01-02 (updated) Originally Added: 2006-01-13</p> <p>Previously, (In Networking 101 & Networking 201) we learned all about what the TCP and UDP protocols are as well as how to use them from within REALbasic. Now we are going to dig deeper into various classes that make use of our newfound knowledge. This article will cover how...</p> <p>[Show More]</p>	Networking	\$1.99
<i>Advanced Serial Programming</i> 	Aaron Ballman	<p>2009-01-02 (updated) Originally Added: 2006-01-13</p> <p>When we left off last time (In 'Serial Programming for Beginners'), you had just started writing your own serial applications using the Serial control in REALbasic. You learned about all the basics of serial programming and the general structure of a serial application. In this article, you're going to learn...</p> <p>[Show More]</p>	Serial	\$1.49
<i>Extends and Assigns</i> 	Charles Yeomans	<p>2009-01-02 (updated) Originally Added: 2006-01-12</p> <p>REALbasic introduced two new keywords, 'Extends' and 'Assigns' that allow developers to do wonderful things. Charles lays out how to use them and the amazing things that you can accomplish with them. A great buy!</p> <p></p>	Xojo Language	\$1.49
<i>Designing a Recent Items Submenu</i> 	Charles Yeomans	<p>2009-01-02 (updated) Originally Added: 2006-01-12</p> <p>Most document-based applications should offer a Recent Items submenu that allows users to quickly open recently opened files – or, as buzzword loving geeks might say, to allow users to exploit locality of reference (what did he say?) Adding such a feature isn't difficult and Charles walks you through step by step. Grab this today.</p> <p></p>	User Interface	\$1.49
<i>QuickTime for Fun and Folly</i> 	Erick Tejkowski	<p>2009-01-02 (updated) Originally Added: 2006-01-12</p> <p>Ever since the early days of REALbasic, QuickTime has been an important part of the product. Read along as Erick Tejkowski describes many of the great QuickTime functions available in REALbasic.</p> <p></p>	Graphics/Printing	\$1.49
<i>Serial Numbers 201</i> 	Adam Shirey	<p>2008-11-16 (publication date)</p> <p>Adam's second article about serial number generation continues the concepts from the first articles idea of two-way encoding by giving us the opportunity to encode expiration dates and upgrade time frames into keys. It will also use a more realistic method of building your keys than adding arbitrarily generated numbers.</p>	Intermediate Level	\$4.99








Title	Author	Description	Category	Price
<i>Trial Versions: Make your time- limited trial difficult to break</i> 	Christian Schmitz	2008-10-19 (updated) Originally Added: 2008-10-16 This article is about some ideas on how to make a time-limited trial of an application. There are a few limits we have to keep an eye on and a few strategies on how to limit the user from resetting it too easily. 	Intermediate Level	\$4.99
<i>XML 101: Getting started with RB's XML Classes</i> <?xml?>	Marc Zeedar	2008-10-19 (updated) Originally Added: 2008-10-16 Unless your idea of computer programming still involves punch cards, you've at least heard of XML. However, you may not have had a chance to use it much, or know how it can be used. Or perhaps you know something about XML but REALbasic's complex XML classes are bewildering. Either... [Show More]	Beginner Level	\$4.99
<i>Refactoring REALbasic Code</i> 	Joe Strout	2008-10-19 (updated) Originally Added: 2008-10-16 Conventional wisdom and experience say that you design your code first, and then you actually write the code. Within the last decade, this conventional wisdom has been turned on its head. Software engineers now routinely change the design of existing code, through a systematic process known as refactoring. Refactoring is... [Show More]	Intermediate Level	\$4.99
<i>Harmonic Motion: The pendulum</i> 	JC Cruz	2008-10-19 (updated) Originally Added: 2008-10-13 The topic for today is the physics of harmonic motion. JC Cruz introduces a new algorithm that can solve more complex Ordinary Differential Equations with better precision and stability than the Euler Method. He also discusses the physics behind harmonic motion.  RB Version Required: 4.x Code updated to operate in RB 2008r4	Graphics/Printing	\$4.99
<i>Implementing Scrollable Control Lists</i> 	Charles Yeomans	2008-10-19 (updated) Originally Added: 2008-10-13 Scrollable control lists are common in user interfaces of all sorts of applications. In this article, we will write a simple example to illustrate an approach to implementing them.  RB Version Required: Rb2006	Intermediate Level	\$4.99
<i>REALScience Basic Planetary Motion</i> 	JC Cruz	2008-10-19 (updated) Originally Added: 2008-10-13 A discussion of the basic physics behind planetary motion. JC also covers some of the issues involved when simulating a planetary system. He also demonstrates how to use a vectorial version of RK4 to simulate a three-body system.  RB Version Used For Article: 4.5 Code has been updated to work in 2008r4	Graphics/Printing	\$4.99







Title	Author	Description	Category	Price
SSL 201 	Adam Shirey	2008-08-24 (updated) Originally Added: 2008-08-05 Need more about SSL and RB? In this article Adam shows you how to use REALbasic and SSL to make a secure server and more with SSL. Samples included. Another excellent article from one of our most-read authors.	Intermediate Level	\$5.99
Basics of Bitmap Graphics 	Dr. Scott Steinman	2008-07-06 (publication date) A slight departure from the monthly OOP column into Dr. Steinman's other love: graphics programming. Yet another great article from one of our most-read authors.	Beginner Level	\$5.99
Getting Started With REALbasic 	Terry Findlay	2008-03-02 (updated) Originally Added: 2008-03-02 Just starting with REALbasic? This is an introduction to the REALbasic IDE and walks you through the creation of your first REALbasic program. A guide for absolutely new users	Beginner Level	\$1.99
Securing your data – Getting Started With Ciphers 	Brad Swanson	2008-03-02 (updated) Originally Added: 2008-03-01 In this introductory article Brad walks you through the creation of a cipher to help keep prying eyes out of your data. In it you'll look at the design and implementation of a cipher in REALbasic. It starts simple and works up to a cipher that is increasingly robust. An introduction to ciphers and their implementation in REALbasic.	Beginner Level	\$2.99
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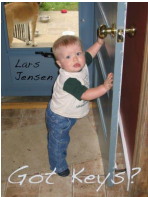

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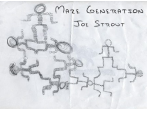
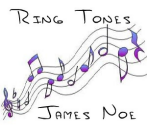
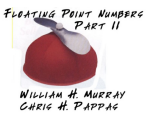
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