

Using the LiquidApps® Ext JS Native Renderer

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1 Overview

LiquidApps uses Ext JS to produce live Ext JS UI images as the user designs an Ext JS UI in LiquidApps. This document explains how to configure LiquidApps to use it.

2 Obtain Ext JS Software

LiquidApps requires **Ext JS 4.2**. If the software is not already installed, obtain the Ext JS software from <http://www.sencha.com/products/extjs/>

3 Connecting LiquidApps to the Ext JS Renderer

In LiquidApps:

1. Click the *Workbench* tab in the LiquidApps ribbon bar.
2. Select the icon labeled *Preferences* to open the preferences dialog.
3. Expand *Renderer Preferences* and select *Ext JS Native Renderer Settings* in the menu.
4. Use the file browser to navigate to the location of the Ext JS file labeled 'ext-all.js'.
NOTE: Please avoid altering the location of this file within the Ext JS software file structure.
5. Click *Apply*; verify that the text "*Connection succeeded. Location appears to be valid.*" appears at the top of the window.

Close the preferences window. You should now be able to render Ext JS designs using the native renderer.