



DroidScript wiki

(was AndroidScript) unofficial documentation by the community

Comments about this wiki

Please add any comments, suggestions about this wiki below.

If you have recommendations about extra content that is needed, have you considered adding it yourself?

Please note, this is not the place for comments about DroidScript itself. Comments and suggestions about DroidScript should be posted to <https://groups.google.com/forum/#!forum/androidscript>

Comments and suggestions

Let me kick off with no, I can't dump docuwiki and go over to mediawiki.

The version of php running on my hosted server is too old for any recent version of mediawiki and I won't have any income stream from this site. Try dokuwiki, it's not so bad.

Need Better Tutorials

The app seems great, but it's not very approachable from a new person stand point.

I spent the better part of last night just trying to get an image and a text box to appear where I want them too. I never succeeded.

With JavaScript I understand what is going on and when I add a div or a button to another element I know where it is going to appear and how to move it left, right, up, and down.

In DroidScript, I can't make heads or tails of it. I don't understand what increments are being used in methods such as SetMargins and SetSize. Moving one thing ended up moving the other as well. I used the same number for height and width in the SetSize method and ended up with a rectangle. I just don't understand it.

A solid series of video tutorials would go a LONG way to helping people use the app right off the line. Show people how to position things in relation to other things, how moving one thing effects others, how your increments work in size and position etc etc.

I am really hoping to use the app, but as it stands I just end up getting frustrated.

In response to above me, I know what you're saying, yet the approach I have taken is to try and go back to the basics of JavaScript regardless of what I feel my skill level is. I don't know how much you know compared to myself, but I know I felt that way, and after reviewing things even if I can't make an app with droidsript it was a quick way to experiment with code and visualize it relatively quickly. It helped to just change things around a lot, and refresh the device to see the response and then derive the function's behavior. Just my take on it, but I am definitely just an amateur/hobbyist coder, so this could be useless to

you but hopefully someone will benefit.