



Installation

Installation instructions for Monkeybread Software Xojo (Real Studio) Plugins

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Mac OS X

Get files

You first download the files needed from our website.

The files can be found on our website monkeybreadsoftware.de/xojo/plugins.shtml where you can also find a link to the download page. There we have older versions and new prerelease versions of future plugins.



















The help files on the website are often newer than the one coming with the plugin download and show already features for the next plugin version.

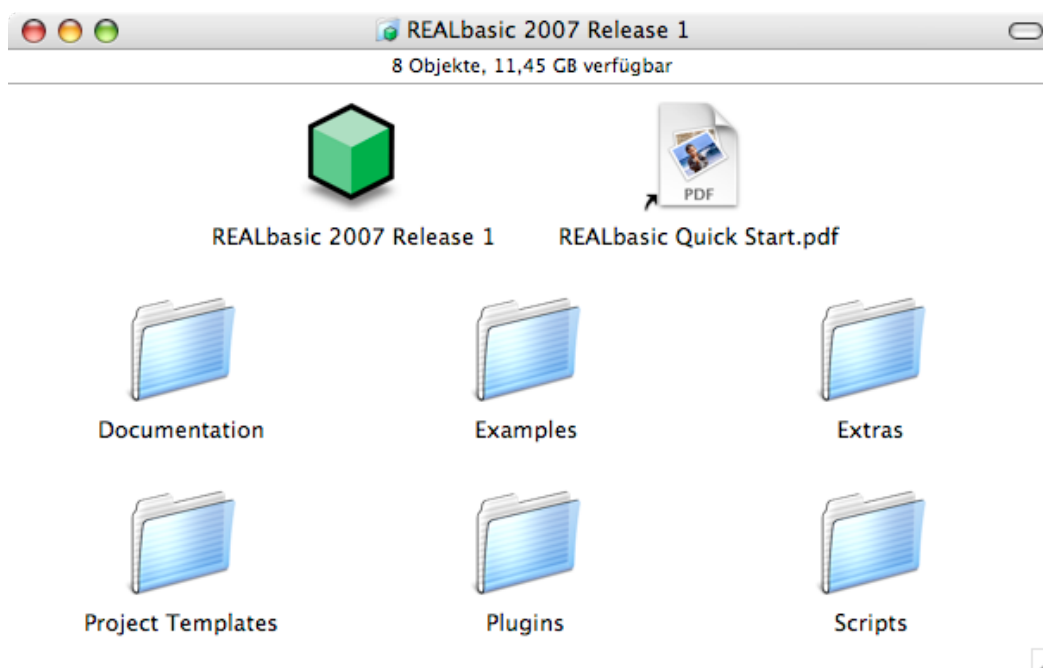
First locate the plugin files and locate your Xojo (Real Studio) folder which may look like this:

Install

To install, you drop the plugin files you want to into the plugins folder.

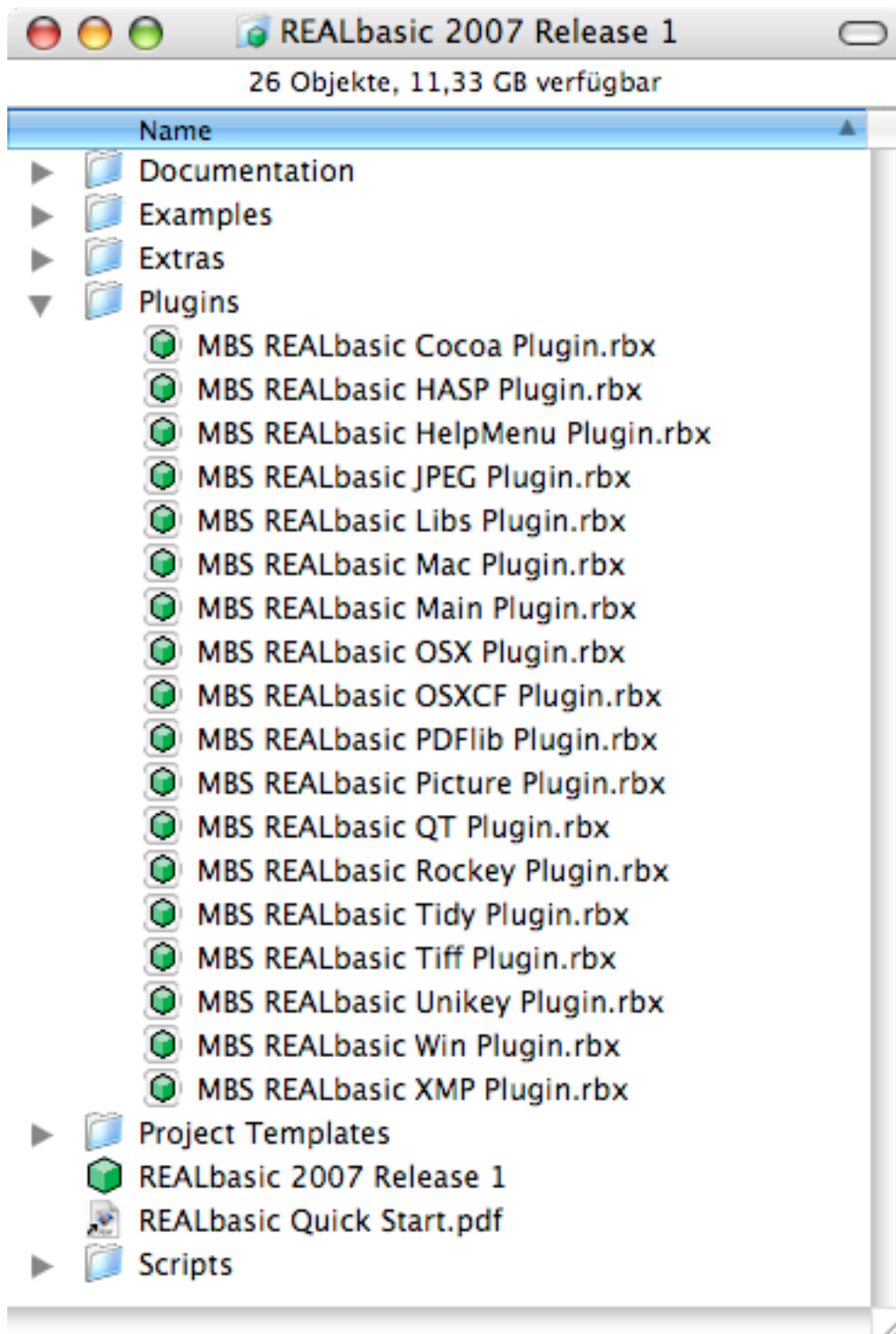
You must install the Main Plugin part as it includes the registration functions, but all the other plugins are optional.

-  MBS REALbasic XMP Plugin.rbx
-  MBS REALbasic Win Plugin.rbx
-  MBS REALbasic Unikey Plugin.rbx
-  MBS REALbasic Tiff Plugin.rbx
-  MBS REALbasic Tidy Plugin.rbx
-  MBS REALbasic Rockey Plugin.rbx
-  MBS REALbasic QT Plugin.rbx
-  MBS REALbasic Picture Plugin.rbx
-  MBS REALbasic PDFlib Plugin.rbx
-  MBS REALbasic OSXCF Plugin.rbx
-  MBS REALbasic OSX Plugin.rbx
-  MBS REALbasic Main Plugin.rbx
-  MBS REALbasic Mac Plugin.rbx
-  MBS REALbasic Libs Plugin.rbx
-  MBS REALbasic JPEG Plugin.rbx
-  MBS REALbasic HelpMenu Plugin.rbx
-  MBS REALbasic HASP Plugin.rbx
-  MBS REALbasic Cocoa Plugin.rbx



After installation

The Xojo (Real Studio) folder can now look like this and as you see the plugins are now in the Plugins folder so Xojo (Real Studio) will find it. If for example text files are in the plugins folder Xojo (Real Studio) can make trouble.



To test whether the plugins have been installed, you can just launch Xojo (Real Studio), go to the code editor and type something:

```
dim s as c
```

after the c press tab and check whether the MBS classes are there.

Windows

Version notes

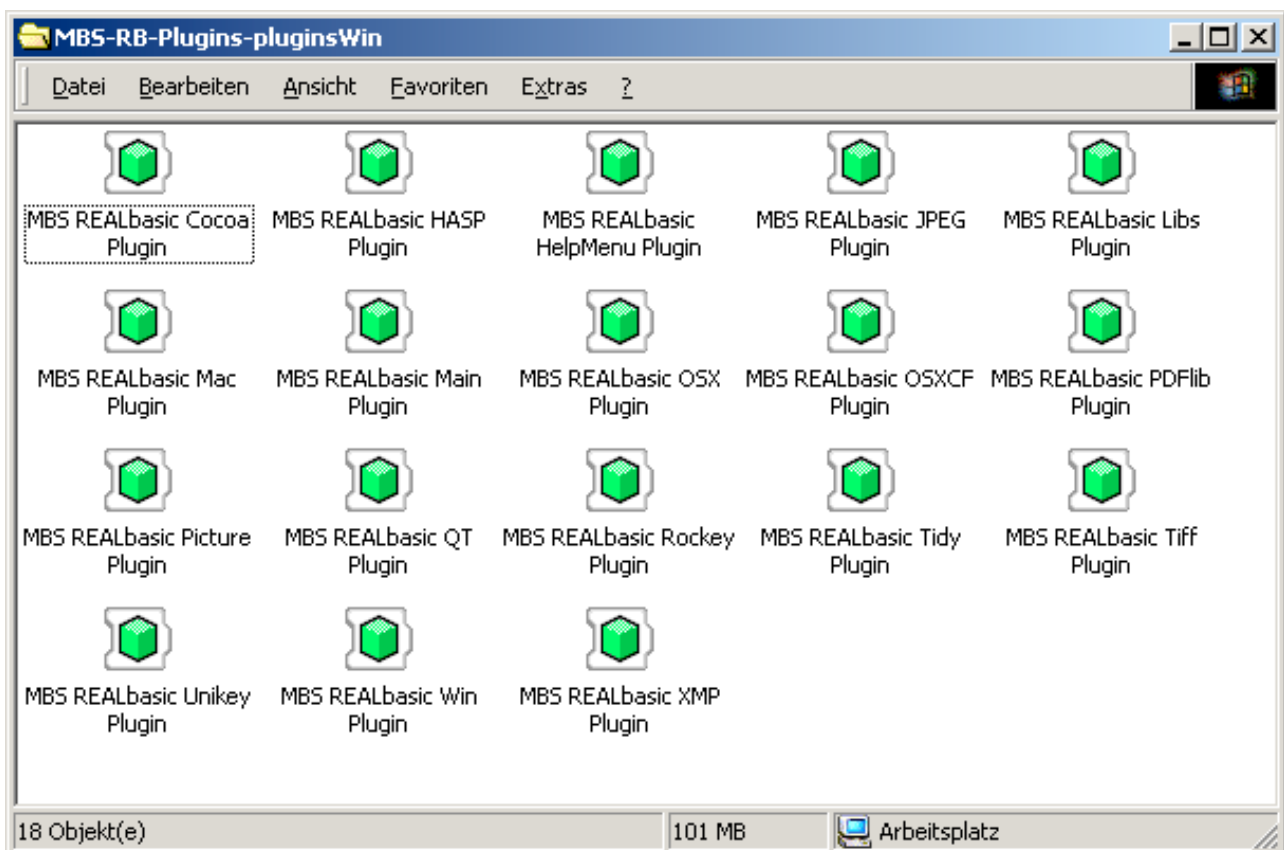
The MBS Plugins should run fine on Windows XP (or newer) with Xojo (Real Studio) 2006r4 and newer.

Xojo (Real Studio) has some trouble with Windows 98, so you may prefer to use a newer Windows version. And Windows ME is a mess which should not be used at all.

Get files

You first download the files needed from our website.

Newer Plugin versions may have more or less plugin parts.



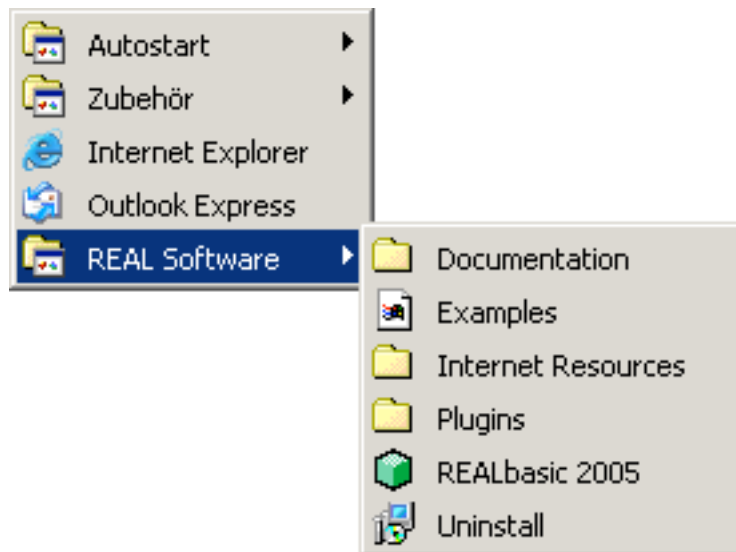
Those are all Xojo (Real Studio) plugin files with the extension “.rbx”. Xojo plugins have the extension „.xojo_plugin“.

The files can be found on our website monkeybreadsoftware.de/xojo/plugins.shtml where you can also find a link to the download page. There we have older versions and new pre-release versions of future plugins.

The help files on the website are often newer than the one coming with the plugin download and show already features for the next plugin version.

Install

First locate the plugin files. Now find in the start menu the Xojo (Real Studio) entry and open there the link to the plugins folder:



Once you have the plugin folder open, it looks like this:

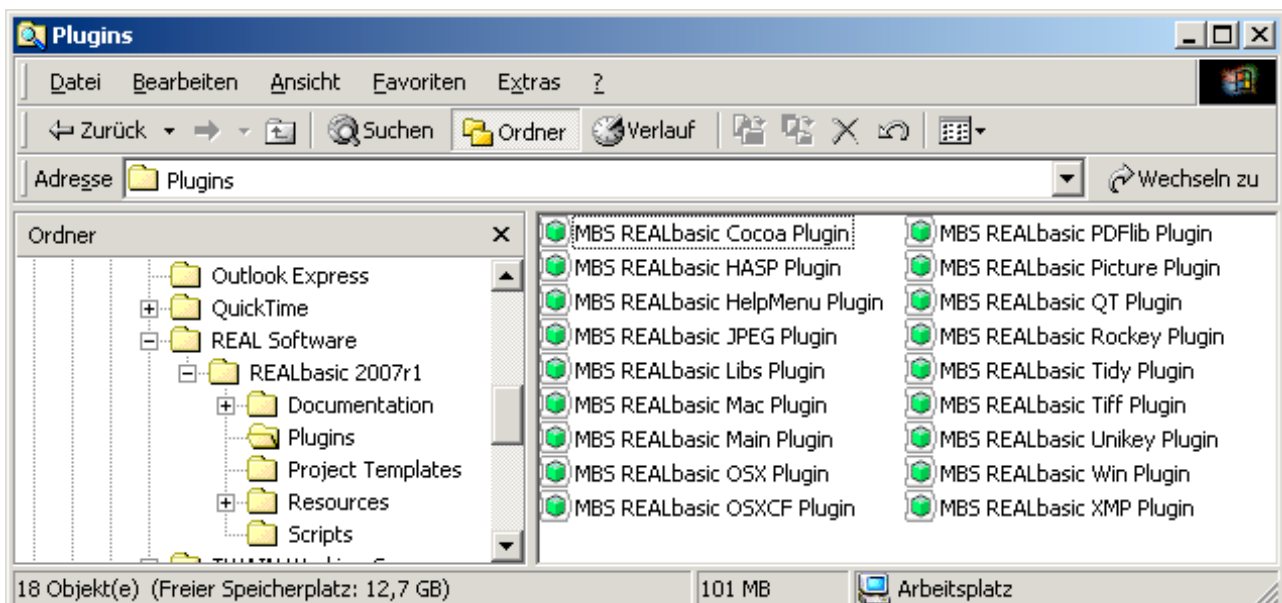
To install, you drop the plugin files you want to into the plugins folder.

You must install the Main Plugin part as it includes the registration functions, but all the other plugins are optional.

The Xojo (Real Studio) folder can now look like this and as you see the plugins are now in the Plugins folder so Xojo (Real Studio) will find it. If for example text files are in the plugins folder Xojo (Real Studio) can make trouble.

After installation

Your plugins folder may now look like this:



To test whether the plugins have been installed, you can just launch Xojo (Real Studio), go to the code editor and type something:

```
dim s as c
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after the c press tab and check whether the MBS classes are there.

Linux

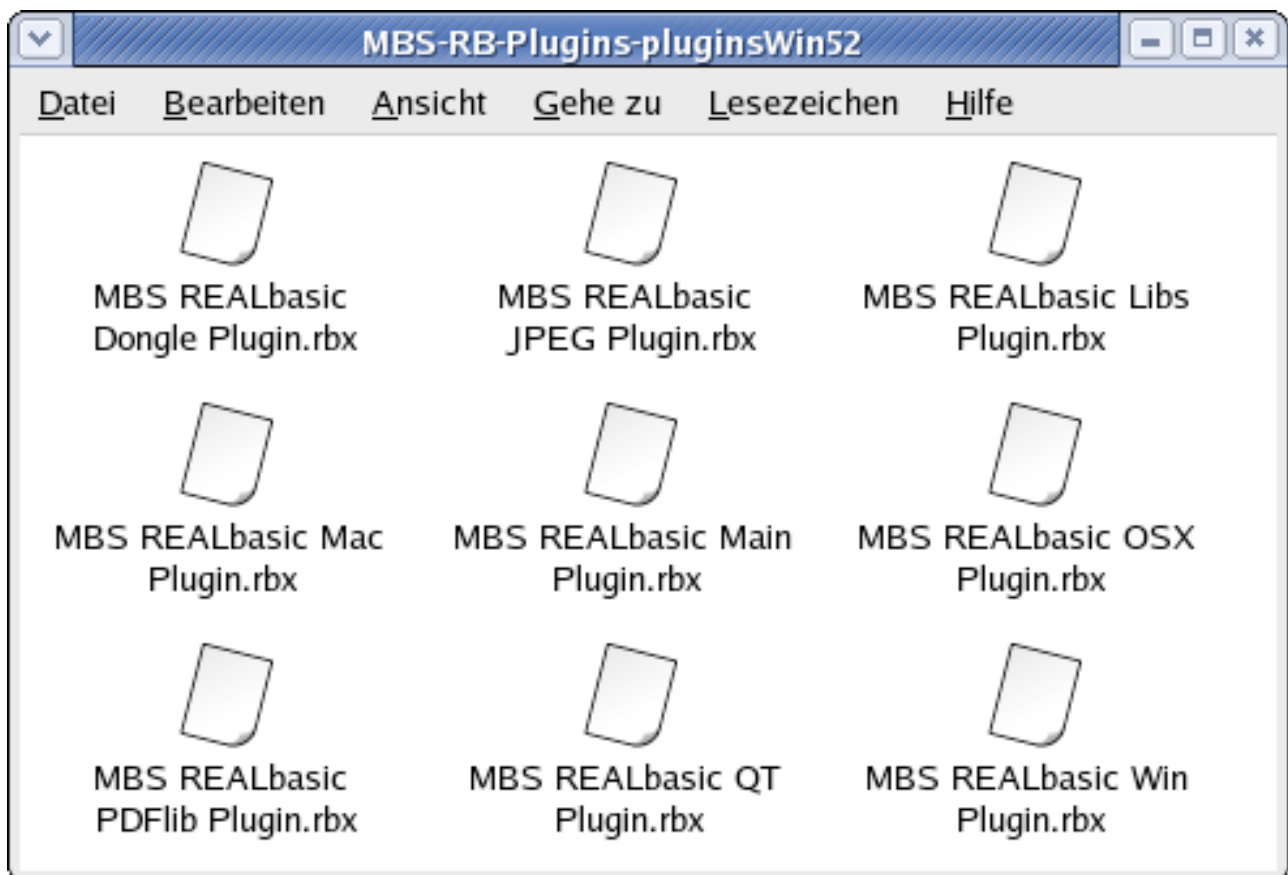
Version notes

The MBS Xojo (Real Studio) Plugins should run fine on all Linux distributions supported by Realbasic. For testing I use currently Red Hat Fedora Core 1.

The MBS Xojo (Real Studio) Plugins do only support Linux on x86 32-bit, x86 64-bit and 32-bit ARM processors.

Get files

You first download the files needed. Currently this means that you download the Windows plugins. You need for version 5.2 (the current shipping version) the files listed in the screenshot below. Newer



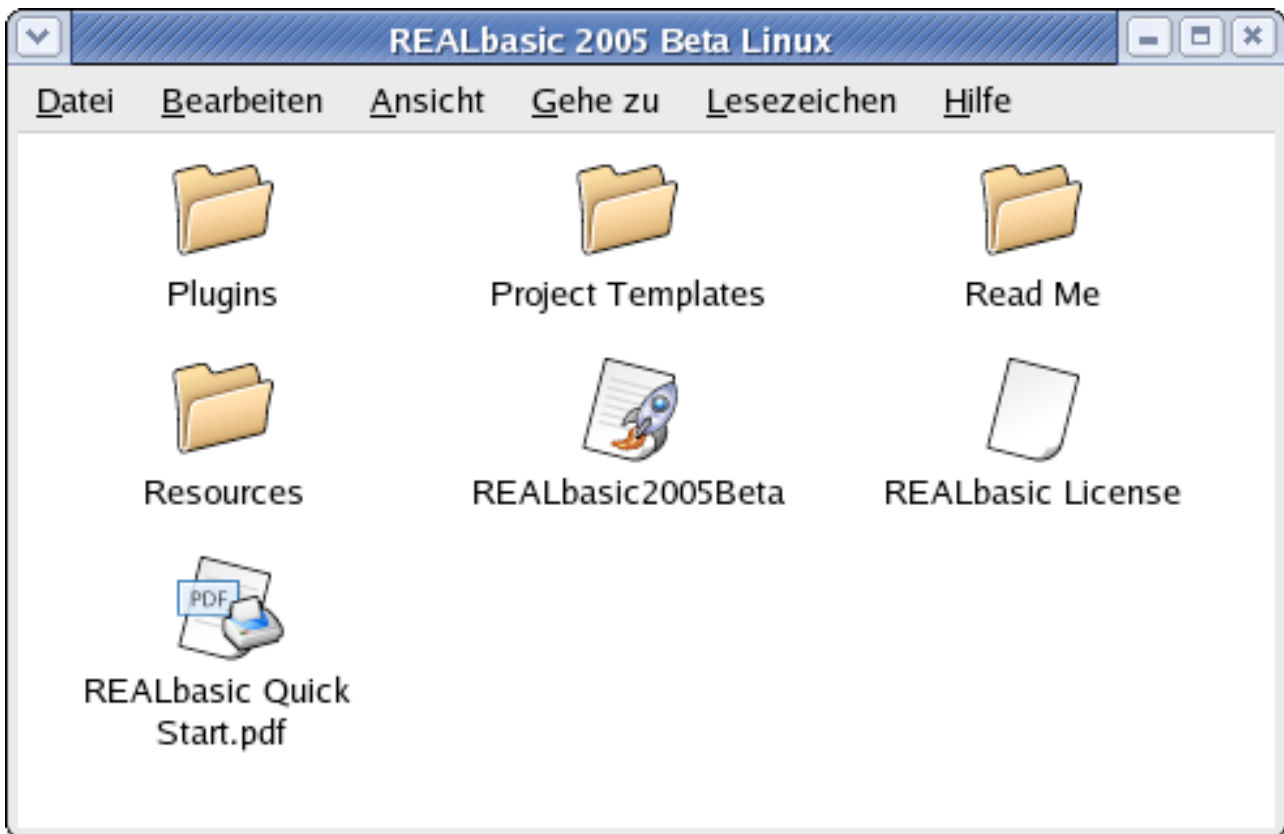
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Install

First locate the plugin files. Now find your Xojo (Real Studio) folder:



To install, you drop the plugin files you want to into the plugins folder.

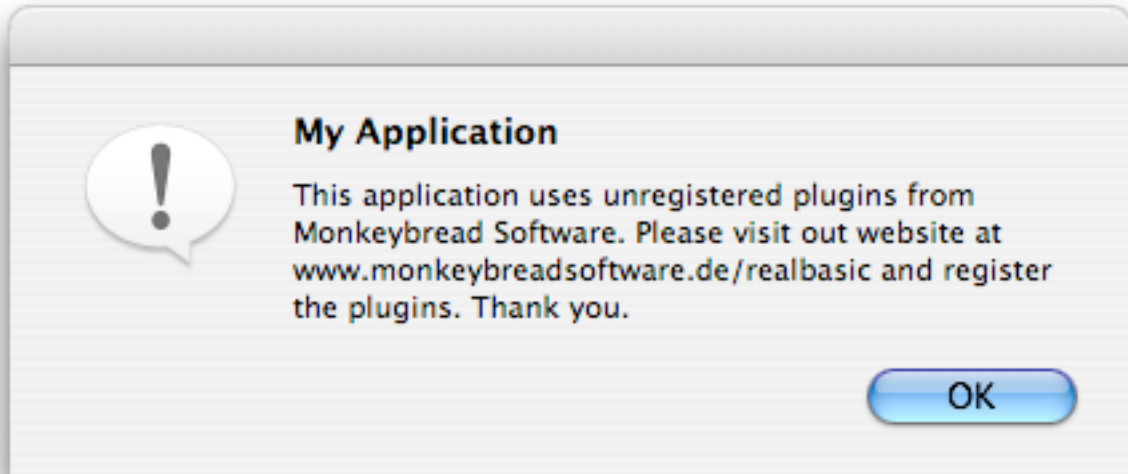
You must install the Main Plugin part as it includes the registration functions, but all the other plugins are optional.

The Xojo (Real Studio) folder should now contain the plugin files so Xojo (Real Studio) will find them. If for example text files are in the plugins folder Xojo (Real Studio) can make trouble.

Registration

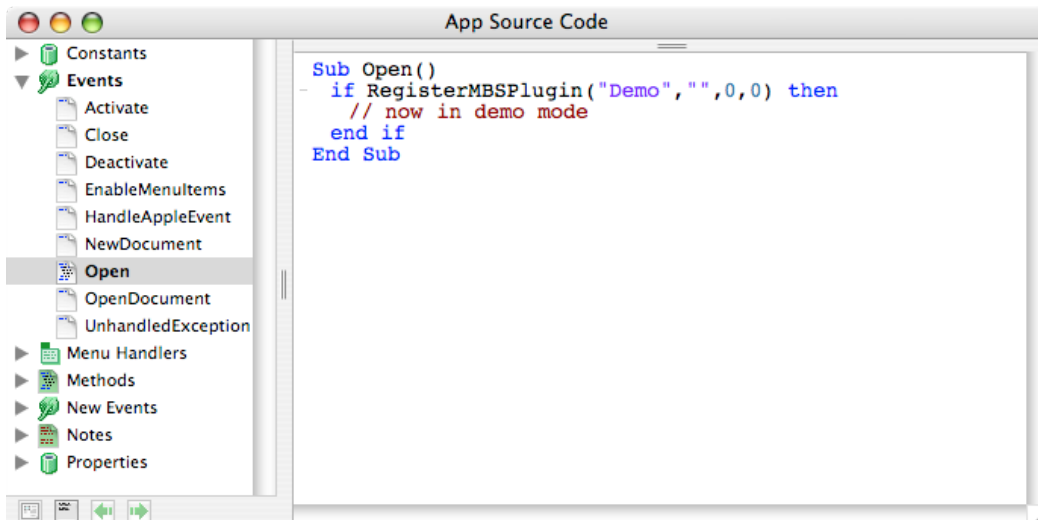
trial time

While you are still evaluating the plugin you will certainly see a dialog like this:



You can reduce the number of such dialogs by using this lines of codes:

This screenshot shows Realbasic 5.5 where in the App class (a subclass of the Application class) the Registration function is called in the Open event.



after you bought a serial number

When you register and you provided all data needed like your full name, your postal address and if needed your VAT ID, you get an email with your serial number.

Now you need to add this serial number to your application source code.

for example you can do it like this:

```
if not registerMBSPlugin("Test", "MBS2005 Commercial", 200801, 12345678) then
    MsgBox "MBS Plugin serial not valid?"
end if
```

But if you give away an application with such a call to the registration functions it is possible that a hacker will extract your serial number and abuse it which may take you in trouble. So try to hide the strings, maybe like this:

```
if not registerMBSPlugin(app.username, "MB"+"S20"+"05", 2008*100+01, app.serial) then
    MsgBox "MBS Plugin serial not valid?"
end if
```

Where app.username and app.serial are properties storing your values. This will make it more difficult to hack. But please create your own unique way to hide your serial as this email is sent to all new users of the plugin and they should not all use the same way to hide the number.

Some more good ideas:

- Do math to your serial number: 12345678 is much easier to steal from code than $(55862*13+10)*17+6$
- Do string concats: "MBS2005" is much easier to find than m="M" b="B" z2="2" z0="0" z5="5" s="S" c=m+b+s+z2+z0+z0+z5
- Do ASCII math: instead of "A" you can write chr(65)

Serial number in Open Source applications

You can use the plugins with your serial number in an Open Source application if you make sure that the serial number is not given away to other users.

So the recommended way to do this is to make a new module, add the registration call (hidden as seen above) to a method there and then call this method in the app.open event.

Then you encrypt the module, export it, delete it from the project and add it again as an external module. You keep this external module on your hard drive outside the project folder.

If you now give away the project. The developer on the other end will open the project and get a complain from Xojo (Real Studio) about the missing module. So they can fix the link to the module by pointing to his own module.

If you name the method for registering "RegisterPlugins" you are compatible with the Freeware on monkeybreadsoftware.de.

Contact

The author Christian Schmitz can be contacted at support@monkeybreadsoftware.info.

All comments are welcome to improve this guide.