

Expanding REALbasic: Discovering Community Resources

Marc Zeedar
May 10, 2007

Those new to REALbasic are often overwhelmed by the wealth of available information. REALbasic has a vibrant user community filled with commercial and freeware plugins, source code, classes, tutorials, mailing lists, forums, books, magazines, and developer tools, but it can be challenging to sift through it all.

This session is a guide to all the available resources so when you need assistance you'll know which book to buy or which websites to visit.

1. Instructional Materials

1.1. Manuals, Tutorials, and Curriculums

1.2. Publications and Websites

1.3. Books

2. Getting Assistance

2.2. NUG, Forums, Technical Support

3. Plugins, Classes, and Code

3.3. Archive Websites

3.4. Developer Websites

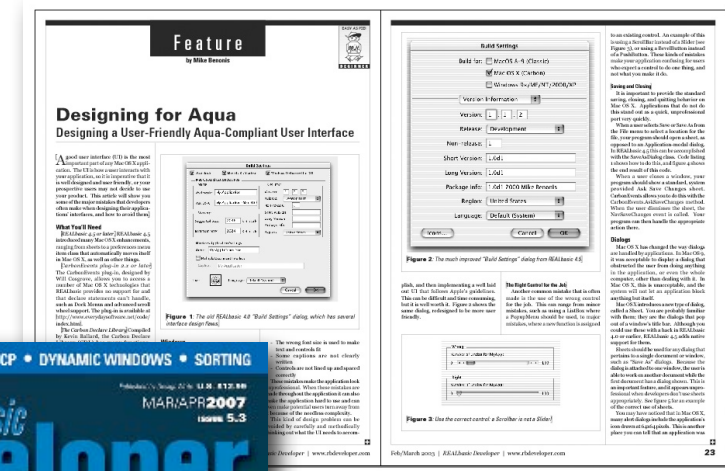
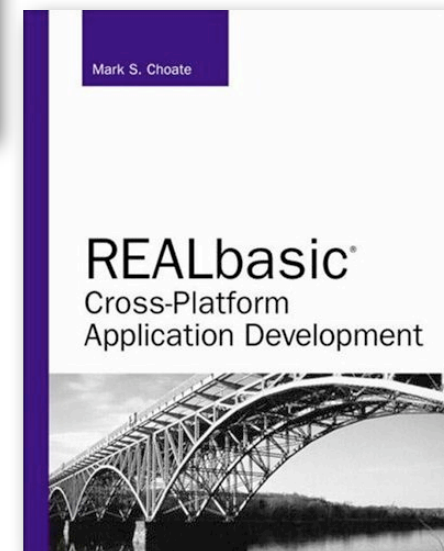
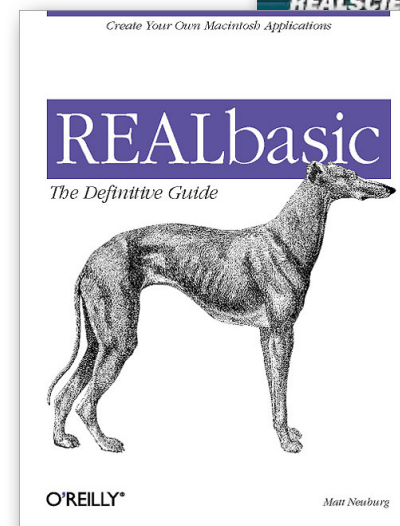
3.5. Blogs

3.6. “Made with REALbasic” Software

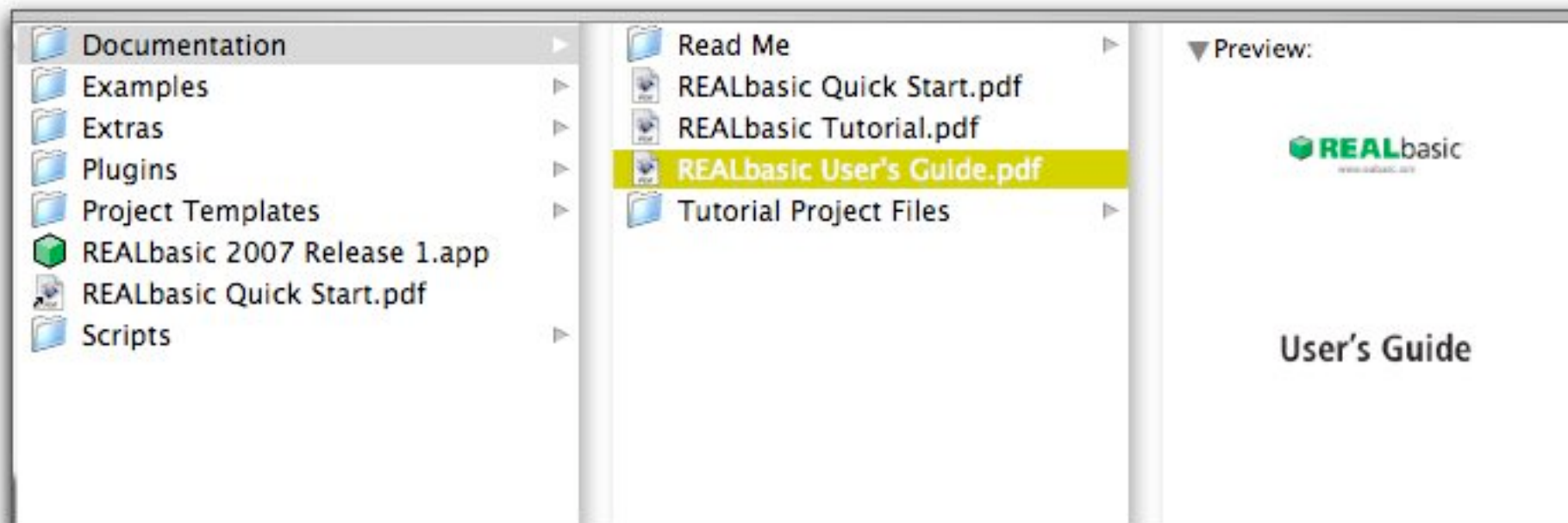


Welcome to
REALbasic TV

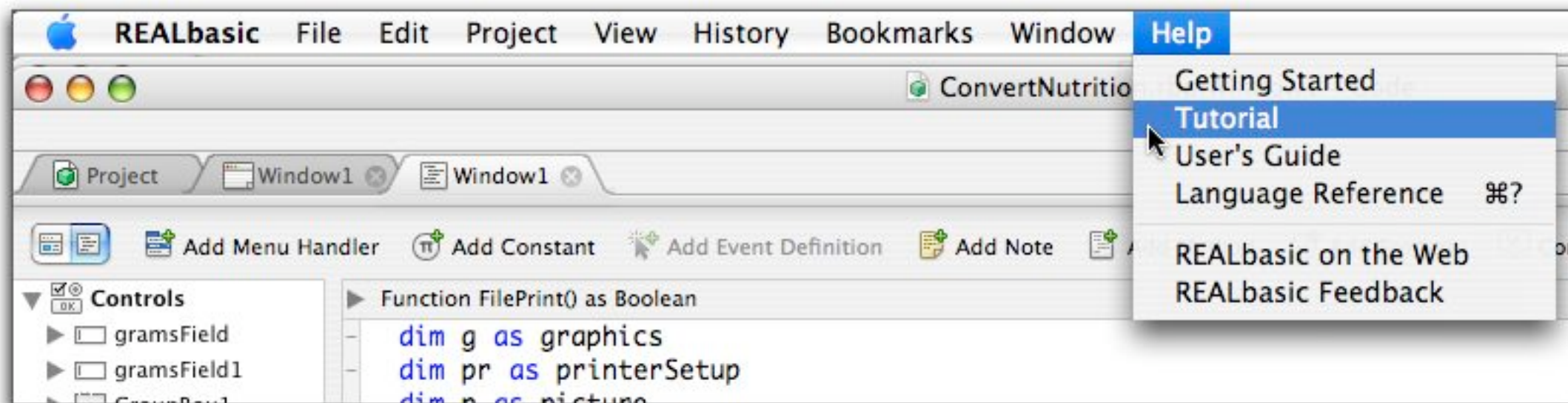
- Manuals, Tutorials, and Curriculums
- Publications and Websites
- Books



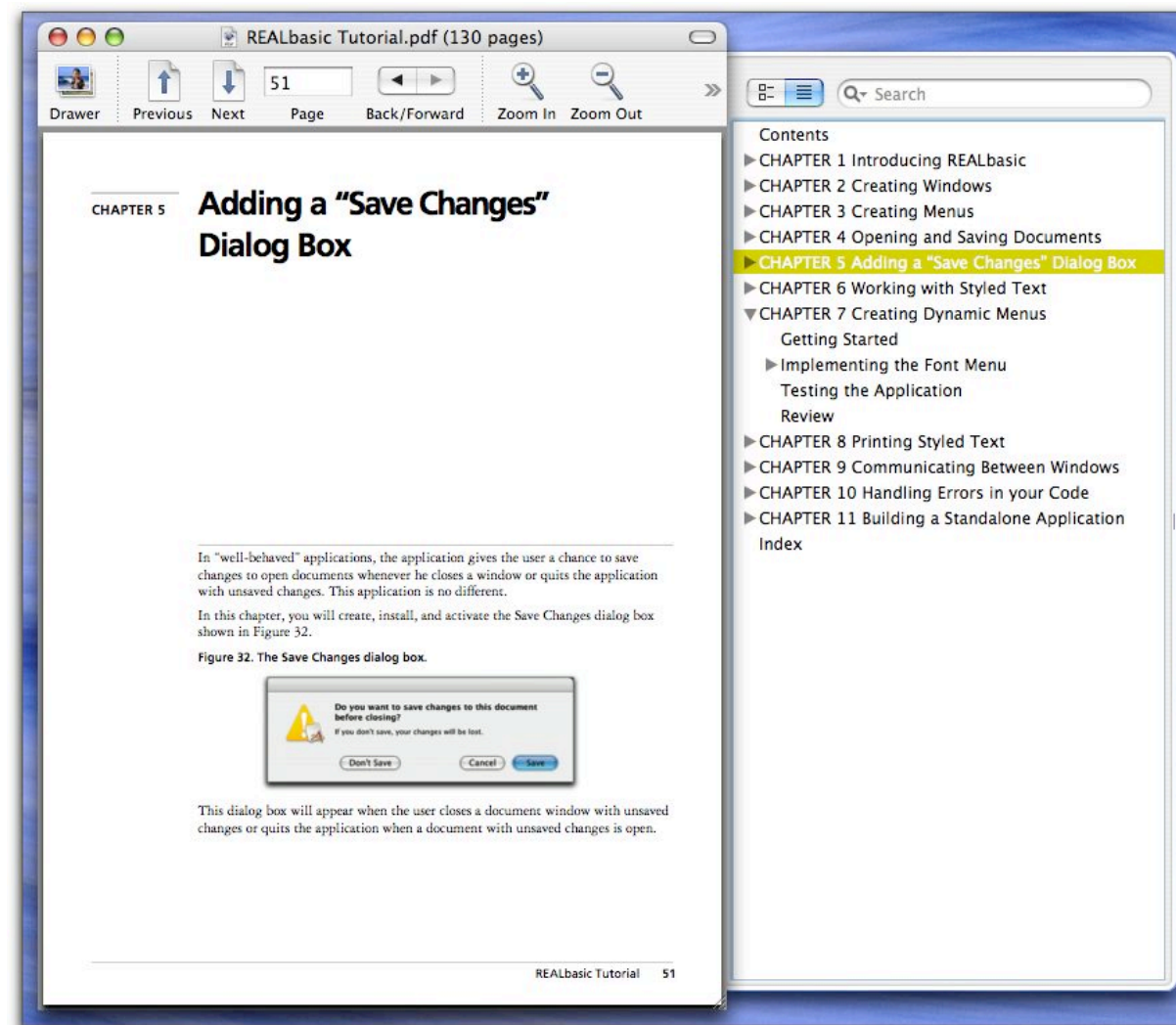
Don't forget the obvious: the Quick Start, User Guide, and Tutorial that ship with REALbasic!



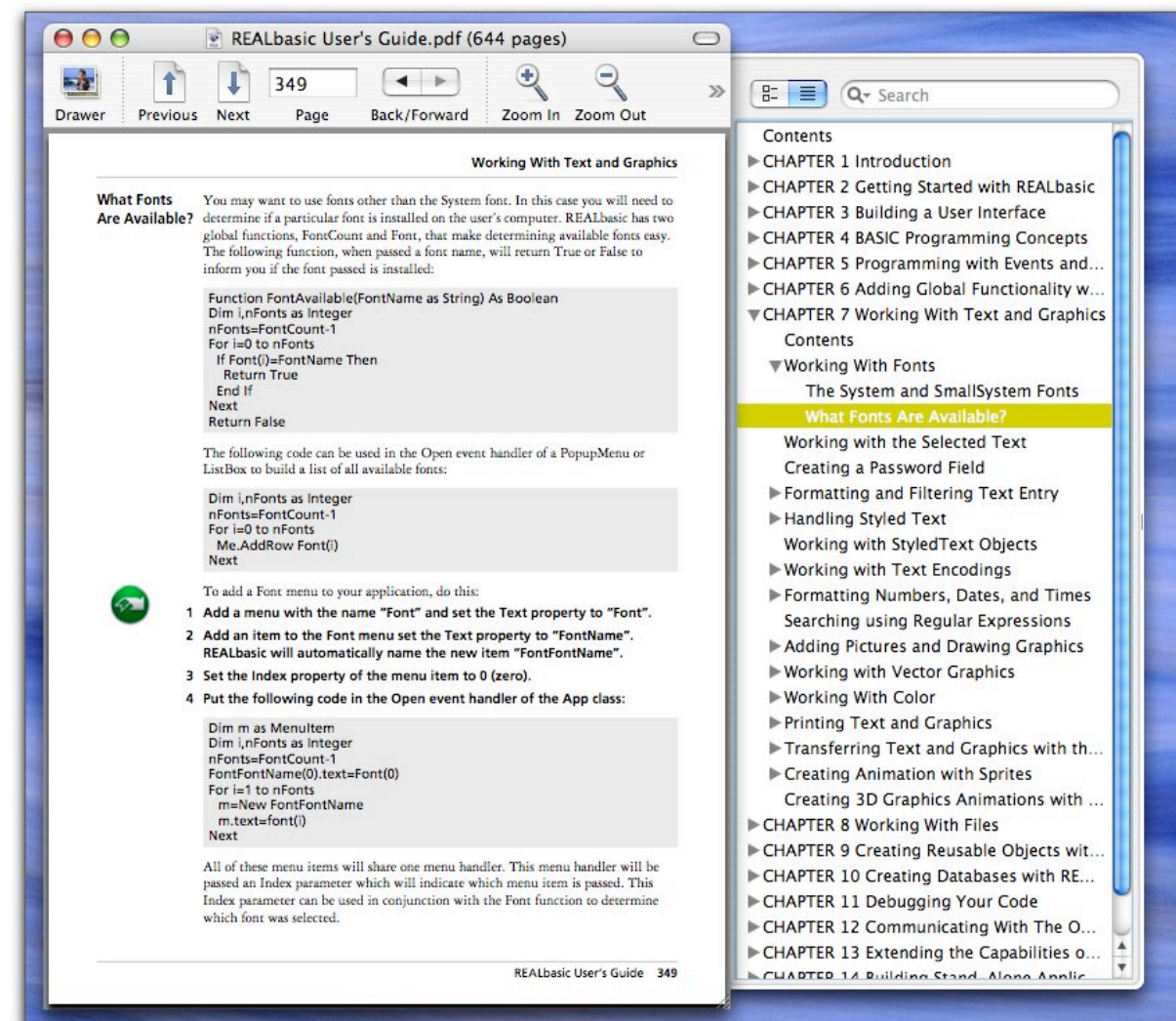
Remember, you can quickly and easily access these guides from REALbasic's Help menu:



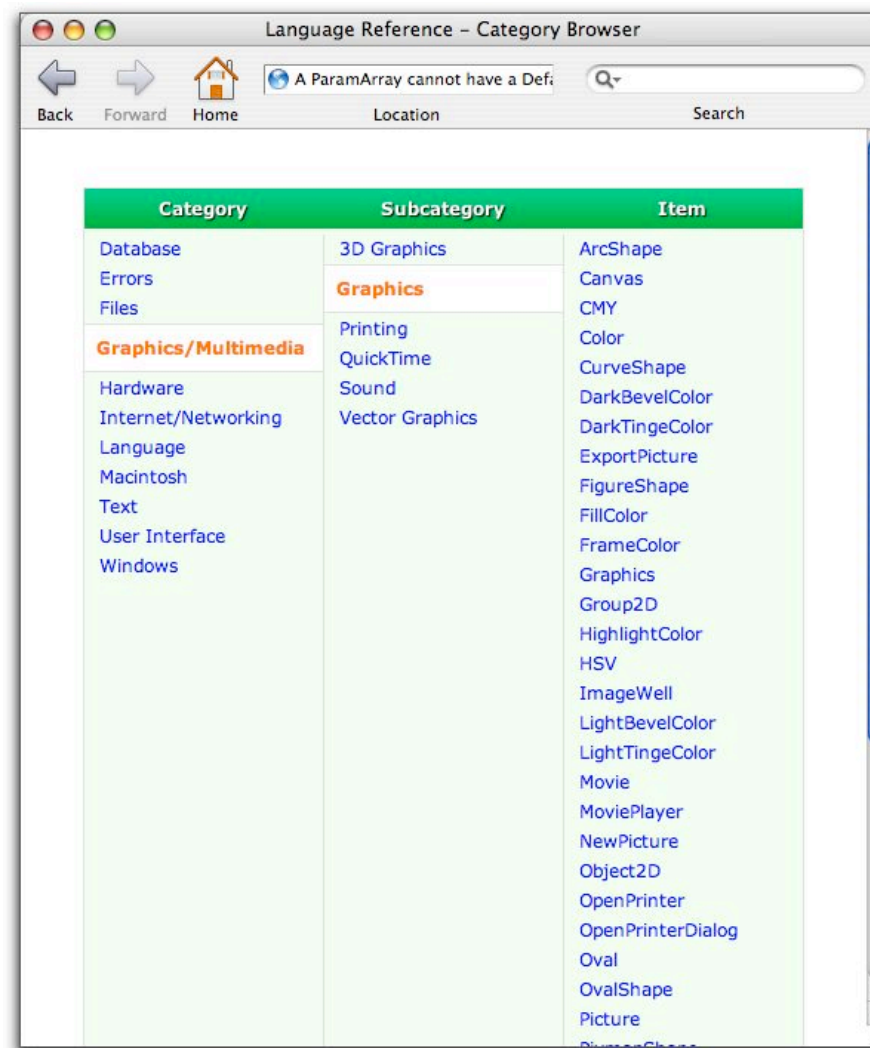
The REALbasic **Tutorial** takes you through the steps of building a simple word processor:



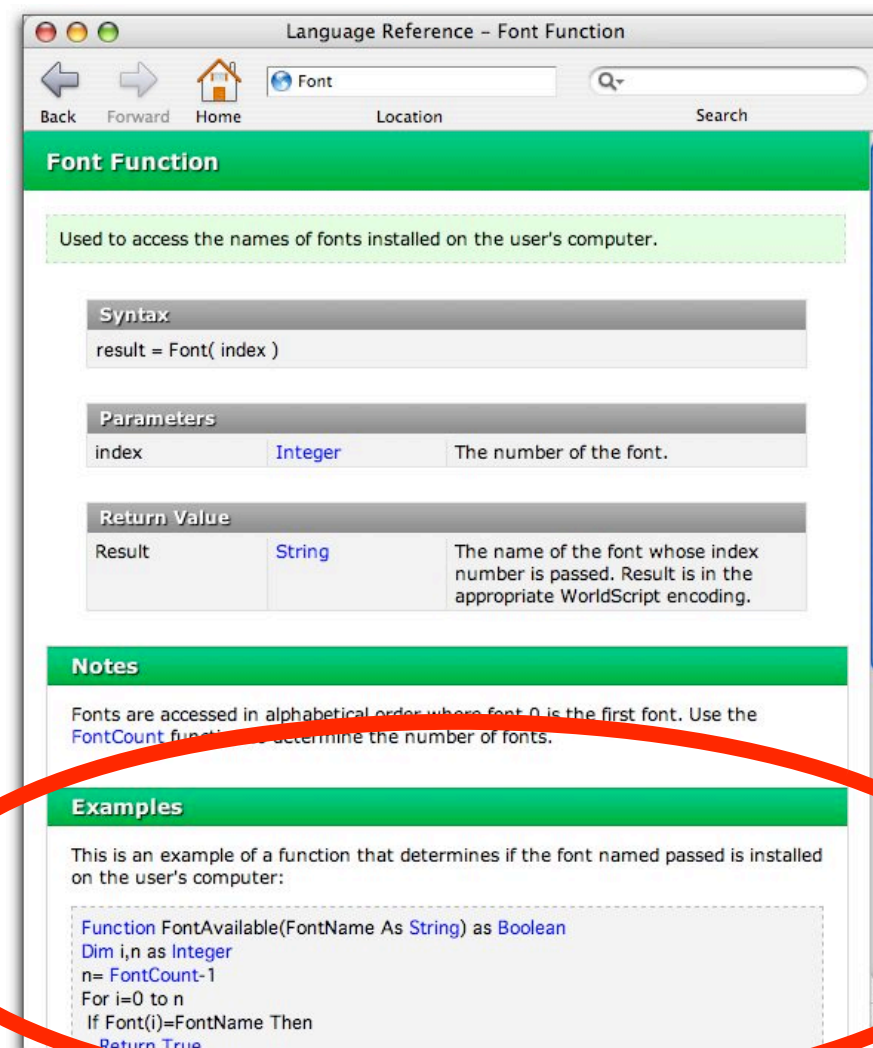
The REALbasic **User's Guide** is not a tutorial, but gives detailed explanations of REALbasic concepts and principles.



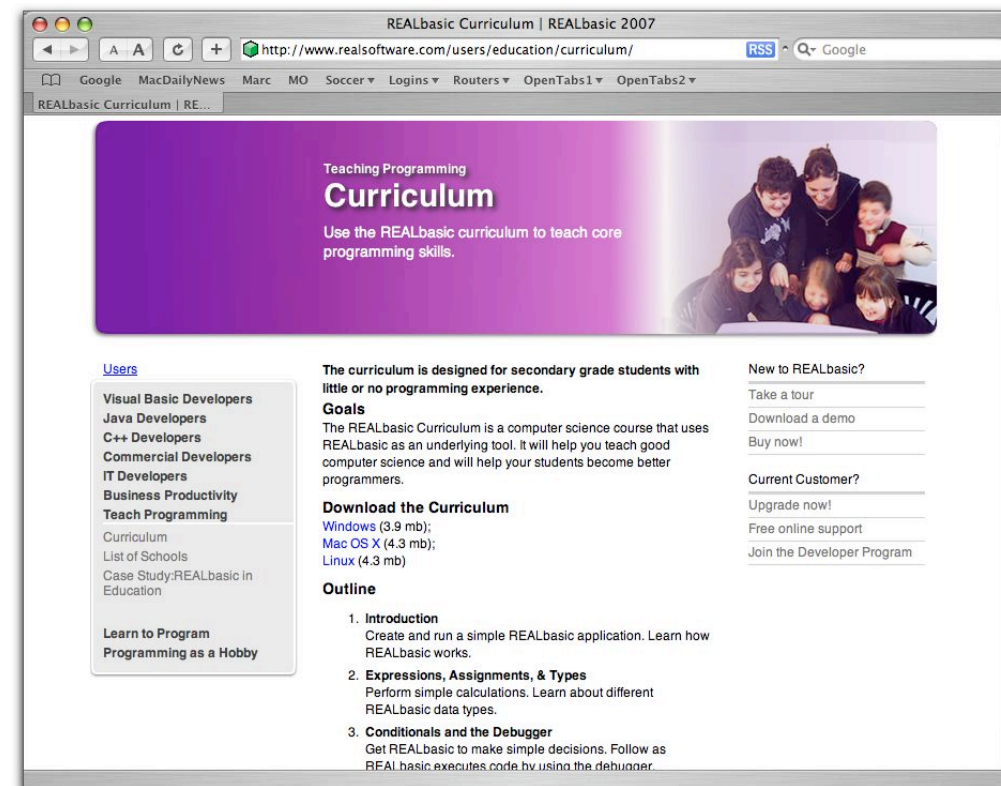
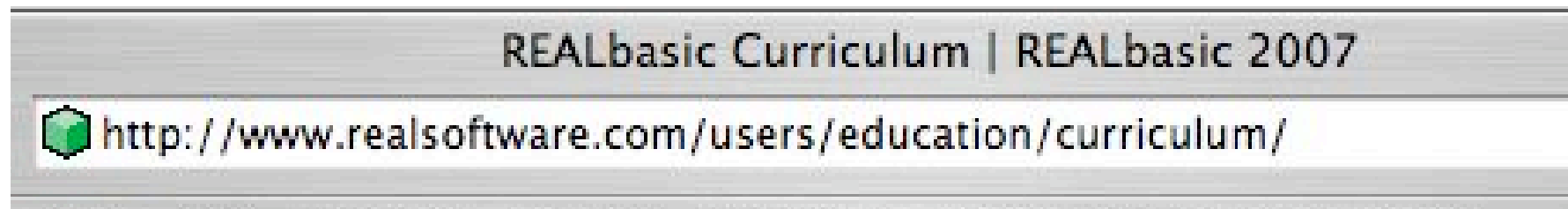
The REALbasic **Language Reference** is a built-in hierarchical list of REALbasic commands and vocabulary.



REALbasic's built-in **Language Reference** contains some example code which can be useful for understanding how objects work or copying into your own projects.



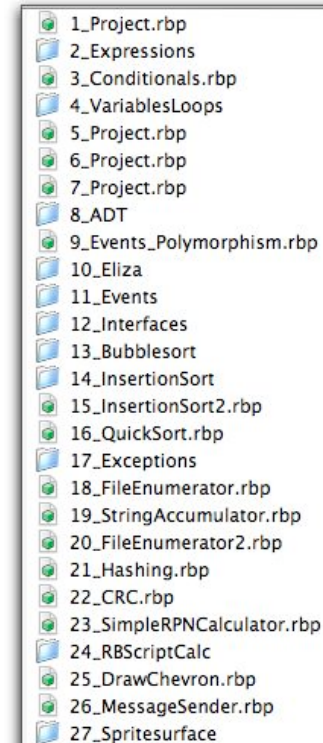
REAL Software has written a free **Curriculum** for teaching students to program. You can download the PDF here:



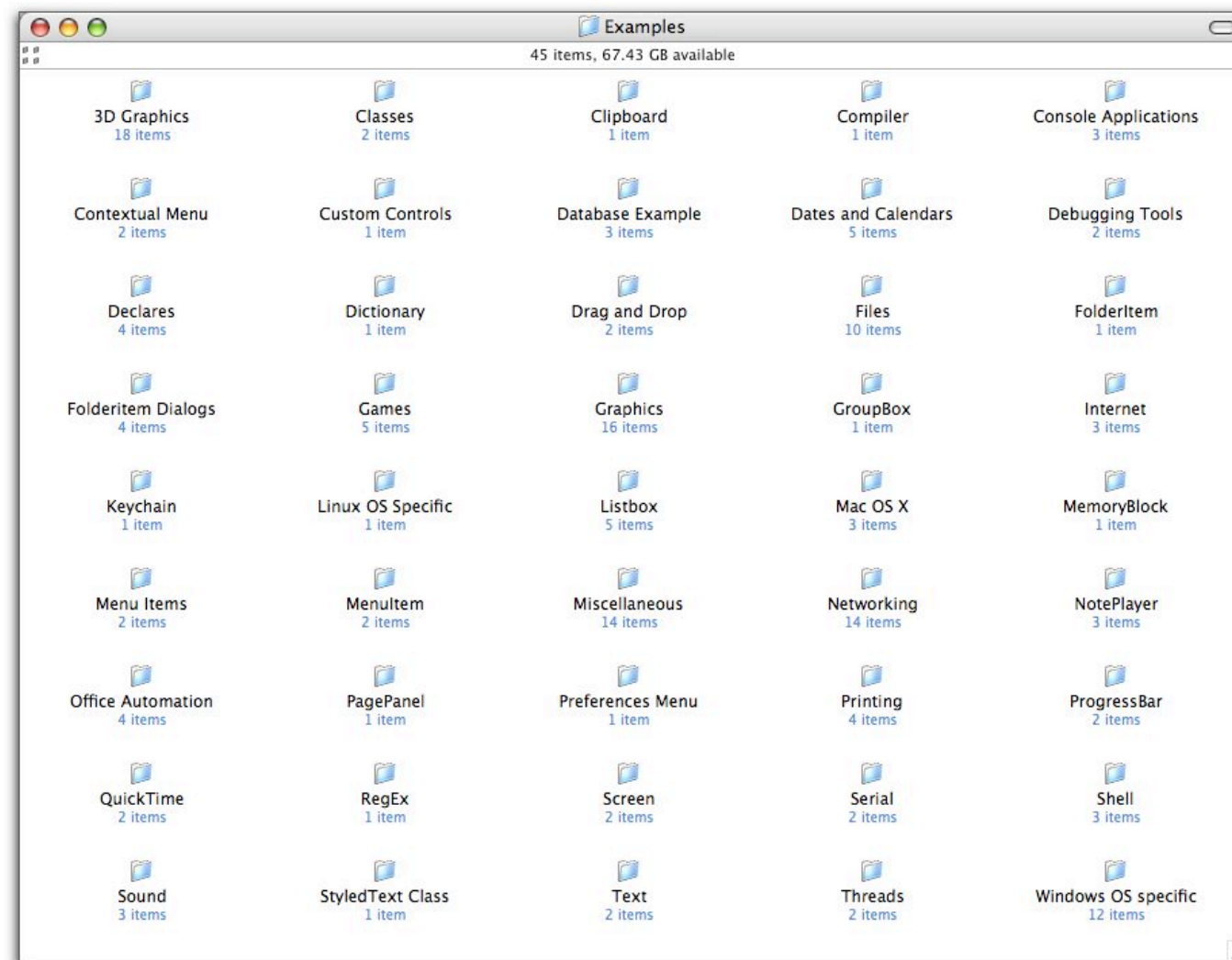
The **Curriculum** is surprisingly sophisticated and is especially helpful if you haven't had programming experience as it teaches the fundamental concepts of object-oriented and event-driven programming.

16. **Quicksort**
Study the Quicksort, one of the fastest sorting algorithms known, and compare it to other sorting algorithms.
17. **Exceptions, Constructors, Overloading**
Look at one major subject, exceptions. Learn a few extra about constructors and overloading.
18. **File Enumerator**
Put concepts learned so far together into a useful project.
19. **Data Structures**
Make version of File Enumerator that can handle folder aliases. Examine different data structures for storing and searching a list of strings.
20. **File Enumerator 2**
Pull results from last project into file enumerator project. Refine the file enumerator.
21. **Hashing**
Combine a simple data structure called a hash table.
22. **Method Overriding & Software Design**
Build a hashing class using method overriding. Apply different development methodologies.
23. **Events vs. Overriding**
Develop the class hierarchy from the last lesson using Events.
24. **Threads**
Introduce the important topic of threads.
25. **Cyclic Redundancy Check**
Explore binary arithmetic.
26. **RPN Calculator**
Build a simple reverse polish notation (RPN) calculator. Introduce the Model-View-Controller software design paradigm.
27. **RPN Calculator Example**
Make calculator from last lesson programmable with RBScript.

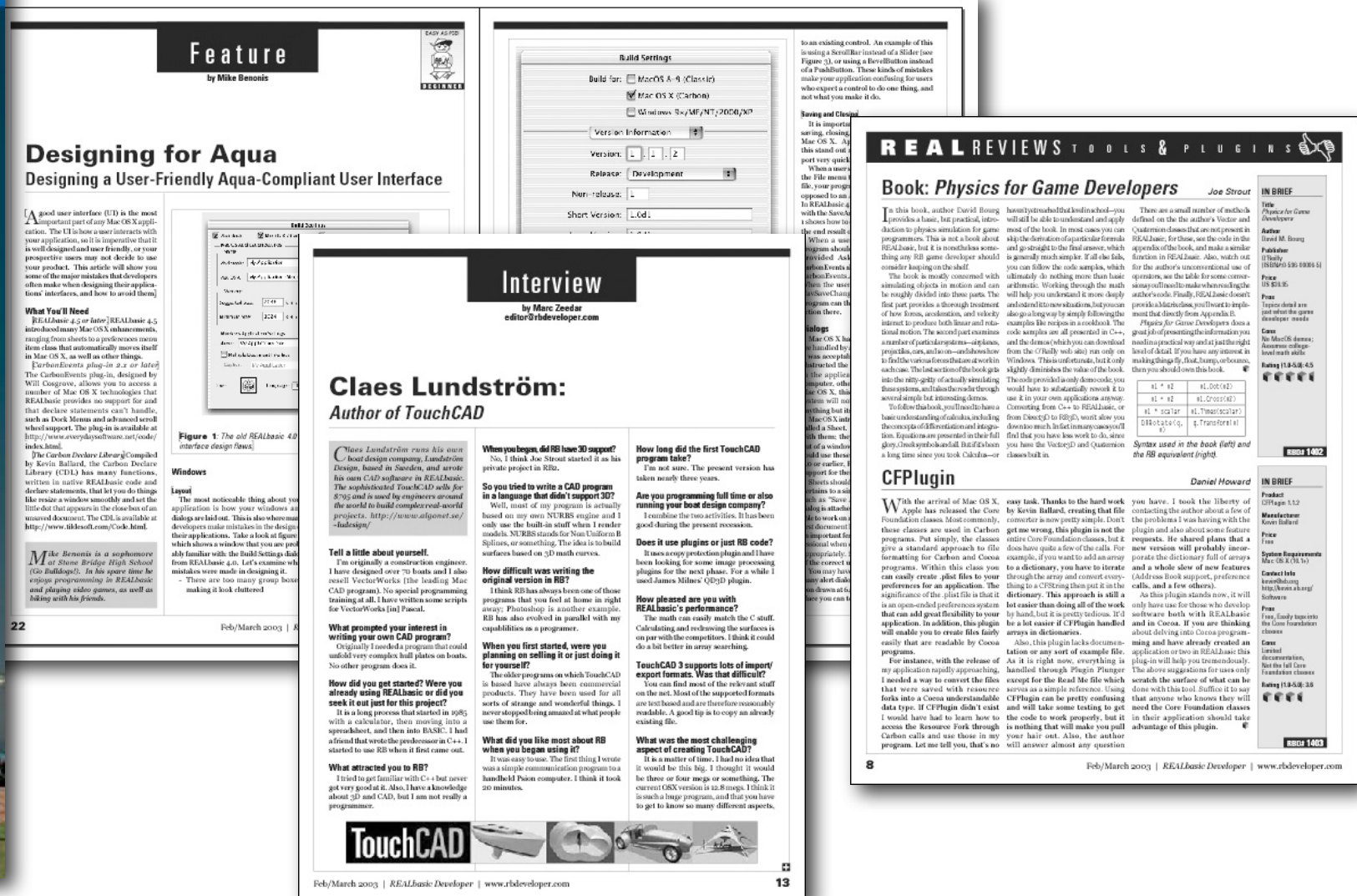
It includes many example projects and tutorials.

- 
- 1_Project.rbp
 - 2_Expressions
 - 3_Conditionals.rbp
 - 4_VariablesLoops
 - 5_Project.rbp
 - 6_Project.rbp
 - 7_Project.rbp
 - 8_ADT
 - 9_Events_Polymorphism.rbp
 - 10_Eliza
 - 11_Events
 - 12_Interfaces
 - 13_Bubblesort
 - 14_InsertionSort
 - 15_InsertionSort2.rbp
 - 16_QuickSort.rbp
 - 17_Exceptions
 - 18_FileEnumerator.rbp
 - 19_StringAccumulator.rbp
 - 20_FileEnumerator2.rbp
 - 21_Hashing.rbp
 - 22_CRC.rbp
 - 23_SimpleRPNCalculator.rbp
 - 24_RBScriptCalc
 - 25_DrawChevron.rbp
 - 26_MessageSender.rbp
 - 27_SpriteSurface

Finally, don't forget the **Example Projects** included with REALbasic!



The premiere — only — publication for REALbasic is *REALbasic Developer* magazine, which I publish.



REALbasic Developer typically includes:

- Feature-length tutorials and articles on a wide variety of topics.
- Regular columns on key topics like databases, algorithms, OOP, cross-platform programming, interface design, etc.
- Interviews with prominent REALbasic developers.
- Postmortems—analysis of programming projects.
- Something for everyone (we try to balance our content to cover beginners, intermediate, and advanced users).

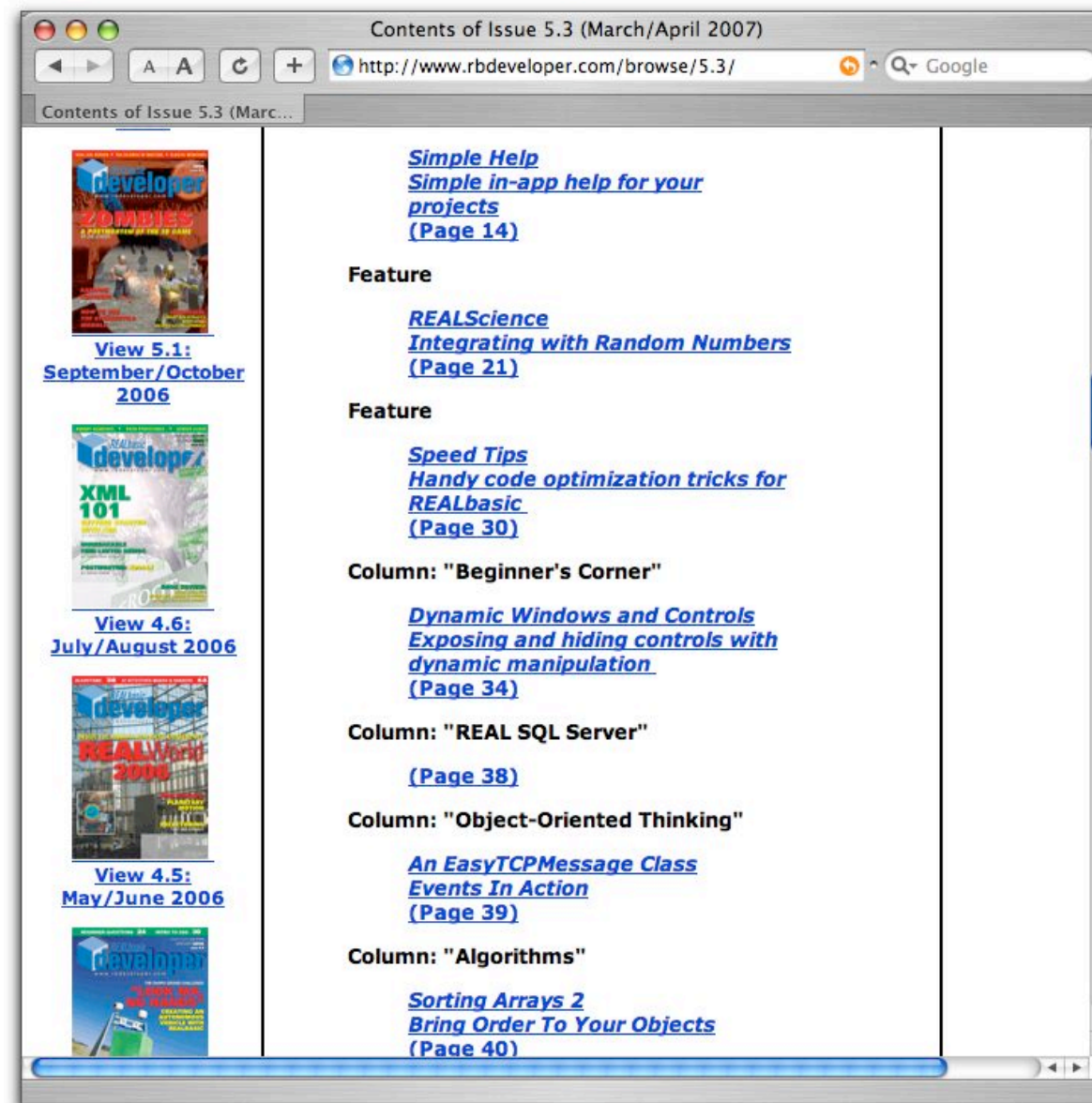


REALbasic Developer typically includes:

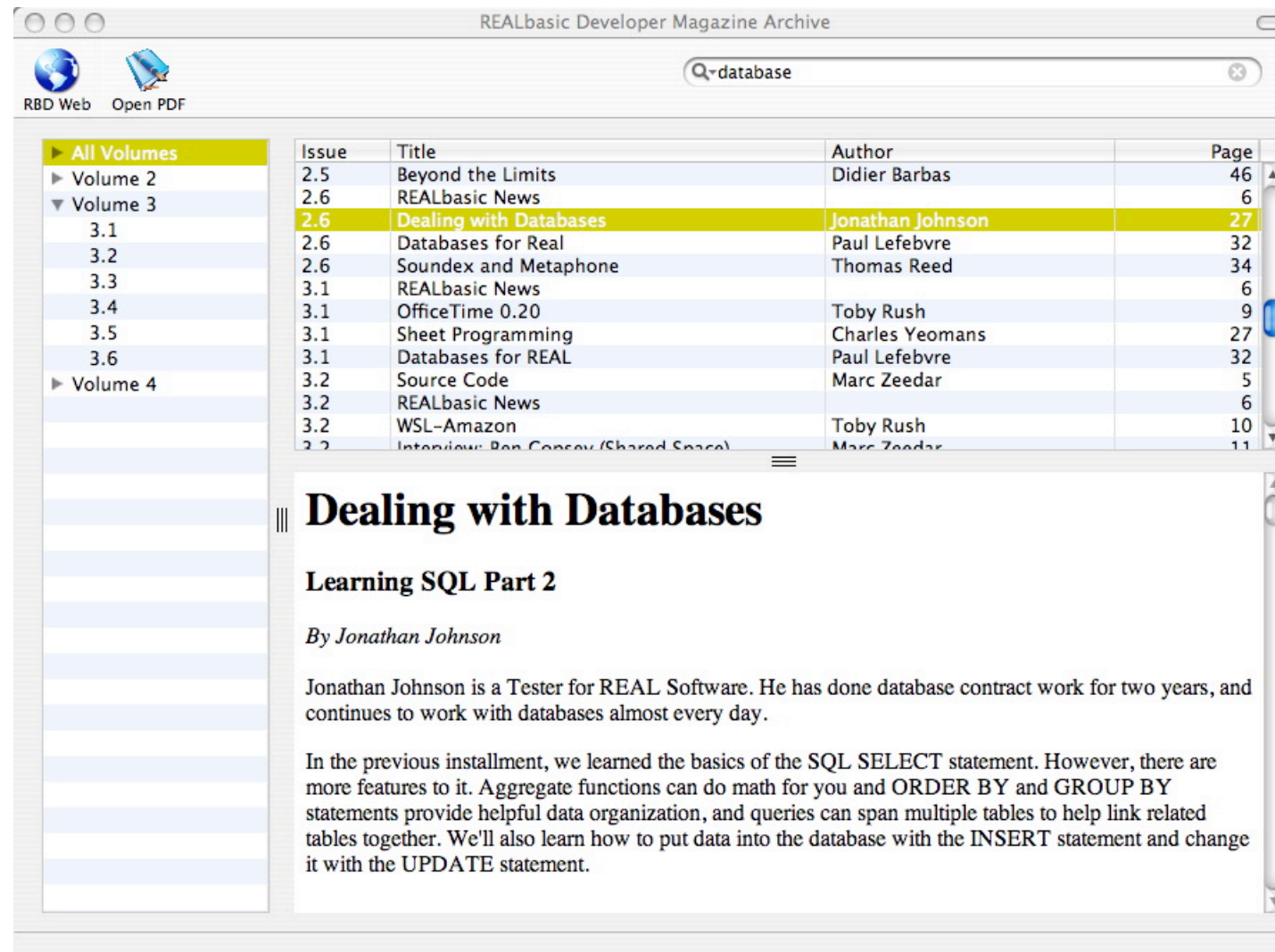
- Subscriptions in print and PDF start at \$50/year (six issues).
- Five years worth of back issues—over 1,300 pages of content—are available for ordering. (Early issues are in limited supply.)
- All source code for articles and some full-length articles are available online for free.
- <http://www.rbdeveloper.com>



You can browse published issues online to search for articles.



For more in depth searching, *RBD* is available on CD with a custom search app that can scan all four years of issues by topic, keyword, author, etc.



The screenshot shows the 'REALbasic Developer Magazine Archive' application. On the left is a sidebar with a tree view of volumes (Volume 2, Volume 3, Volume 4). The main area displays a table of search results. The row for 'Dealing with Databases' by Jonathan Johnson is highlighted. Below the table, the article 'Dealing with Databases' is previewed, including the sub-header 'Learning SQL Part 2' and the author 'By Jonathan Johnson'.

Issue	Title	Author	Page
2.5	Beyond the Limits	Didier Barbas	46
2.6	REALbasic News		6
2.6	Dealing with Databases	Jonathan Johnson	27
2.6	Databases for Real	Paul Lefebvre	32
2.6	Soundex and Metaphone	Thomas Reed	34
3.1	REALbasic News		6
3.1	OfficeTime 0.20	Toby Rush	9
3.1	Sheet Programming	Charles Yeomans	27
3.1	Databases for REAL	Paul Lefebvre	32
3.2	Source Code	Marc Zeedar	5
3.2	REALbasic News		6
3.2	WSL-Amazon	Toby Rush	10
3.2	Interview: Ben Conroy (Shared Space)	Marc Zeedar	11

Dealing with Databases

Learning SQL Part 2

By Jonathan Johnson

Jonathan Johnson is a Tester for REAL Software. He has done database contract work for two years, and continues to work with databases almost every day.

In the previous installment, we learned the basics of the SQL SELECT statement. However, there are more features to it. Aggregate functions can do math for you and ORDER BY and GROUP BY statements provide helpful data organization, and queries can span multiple tables to help link related tables together. We'll also learn how to put data into the database with the INSERT statement and change it with the UPDATE statement.

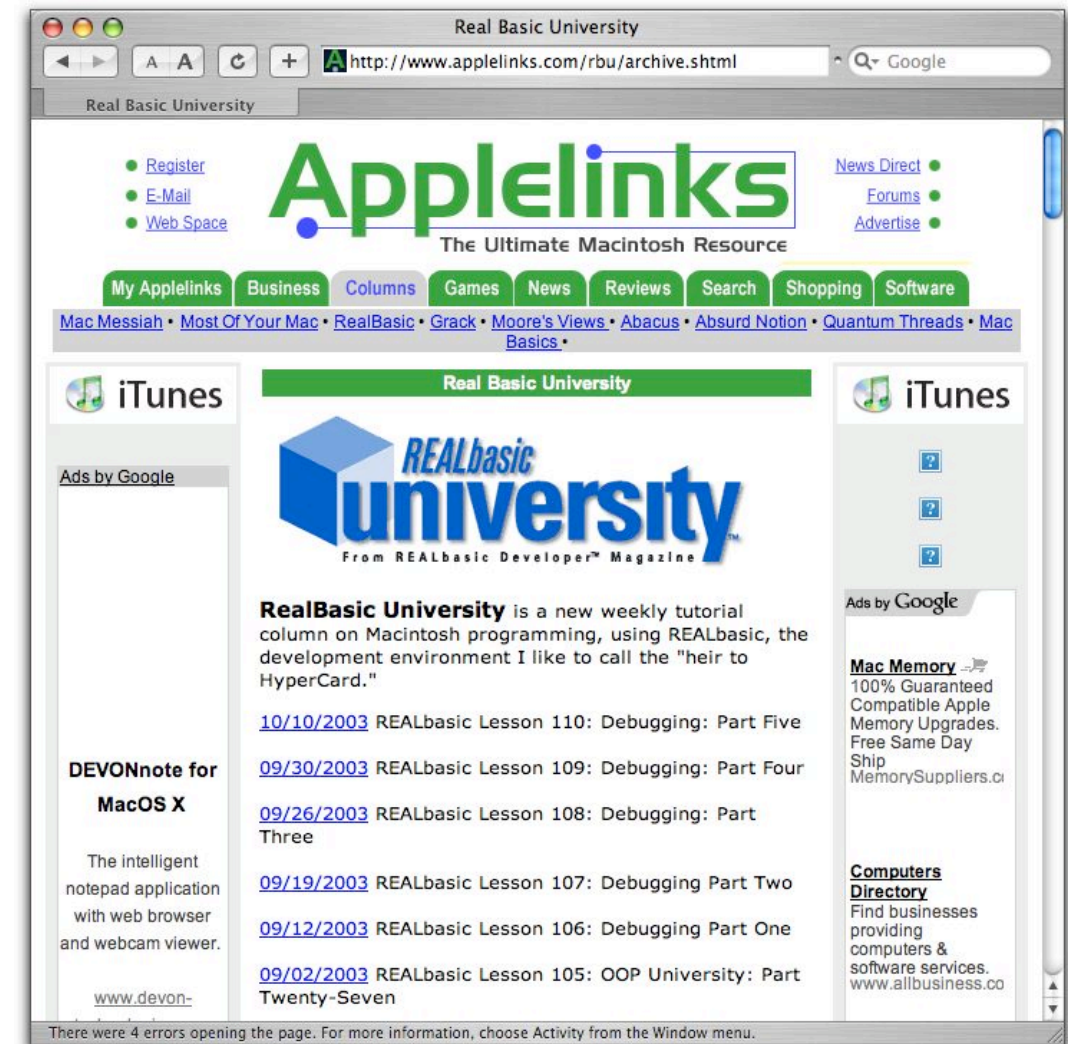
REALbasic University

<http://www.applelinks.com/rbu/archive.shtml>

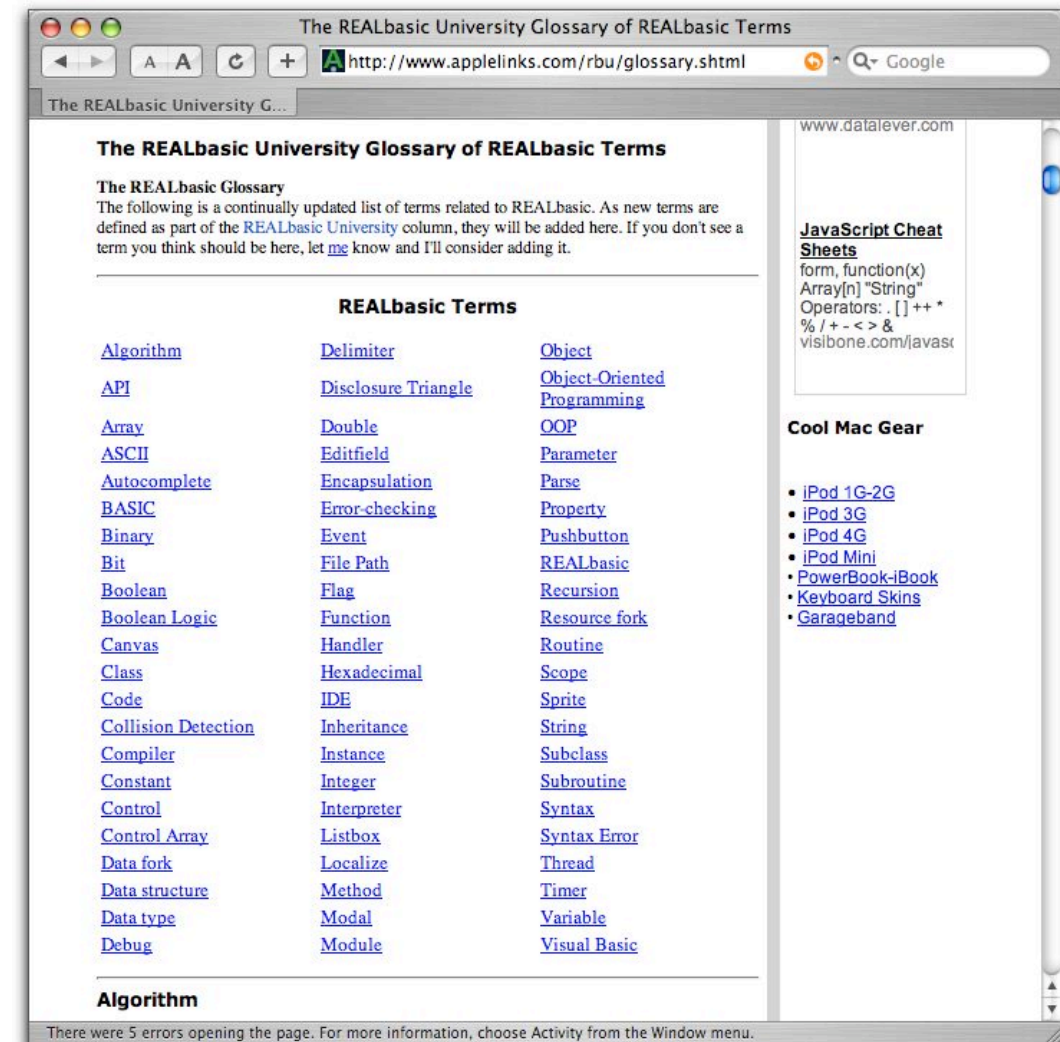
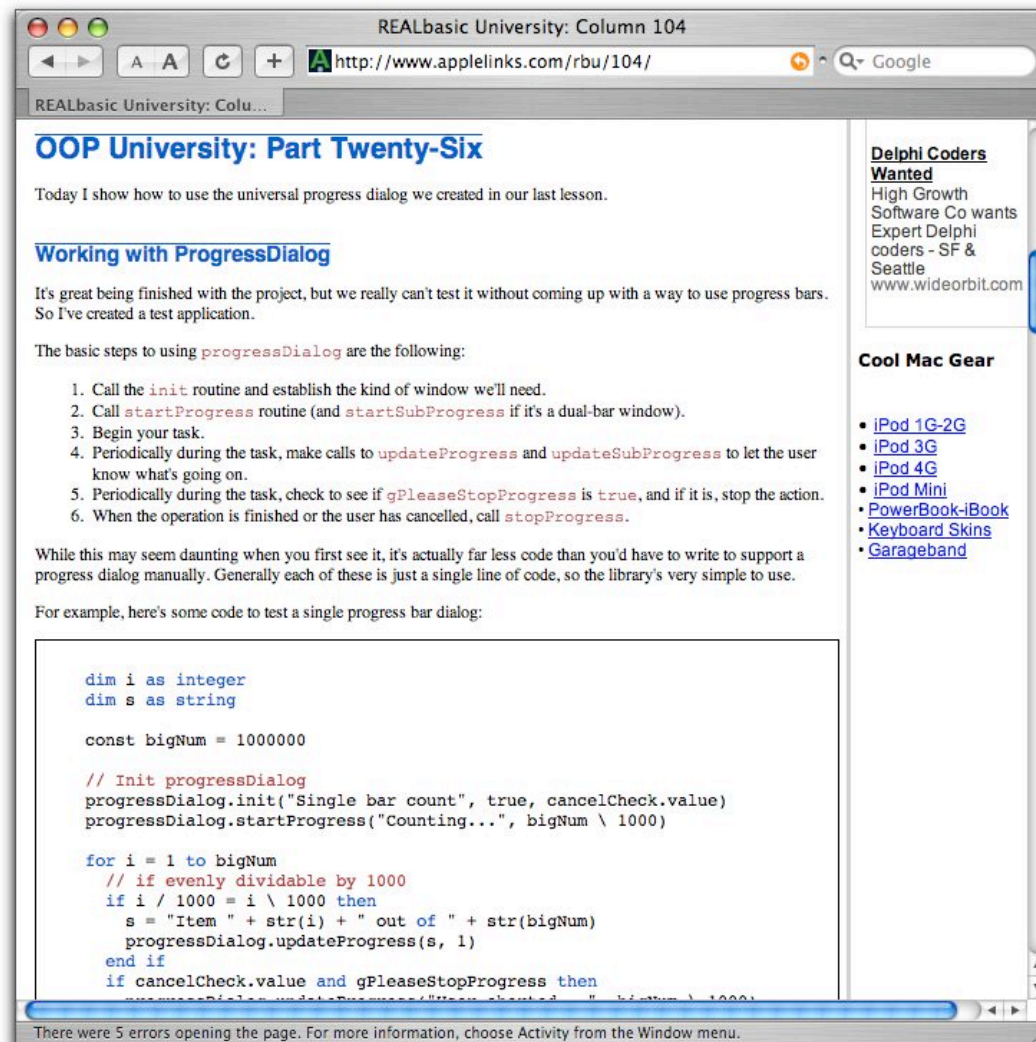
Before *RBD*, I created a weekly tutorial published on *Applelinks*.

Advantages: Free; over 100 columns; lots of sample code and projects; ideal for newbies.

Disadvantages: Hasn't been updated since 2002; older articles cover ancient versions of RB (back to 2.1).



REALbasic University tutorials contain lots of source code and downloadable projects. There's also a glossary with code and detailed explanations.



Really Basic REALbasic

<http://ttpsoftware.com/jpsite/index.php>

A tutorial site for beginners.

Advantages: Free; ideal for newbies.

Disadvantages: Not much material (about a dozen tutorials); hasn't been updated.



RBLibrary

<http://www.rblibrary.com/>

A site for purchasing individual articles.

Advantages: No subscription required (only buy articles of interest); immediate electronic delivery.

Disadvantages: Many articles reprinted from *RBD*; no way to preview articles before buying.



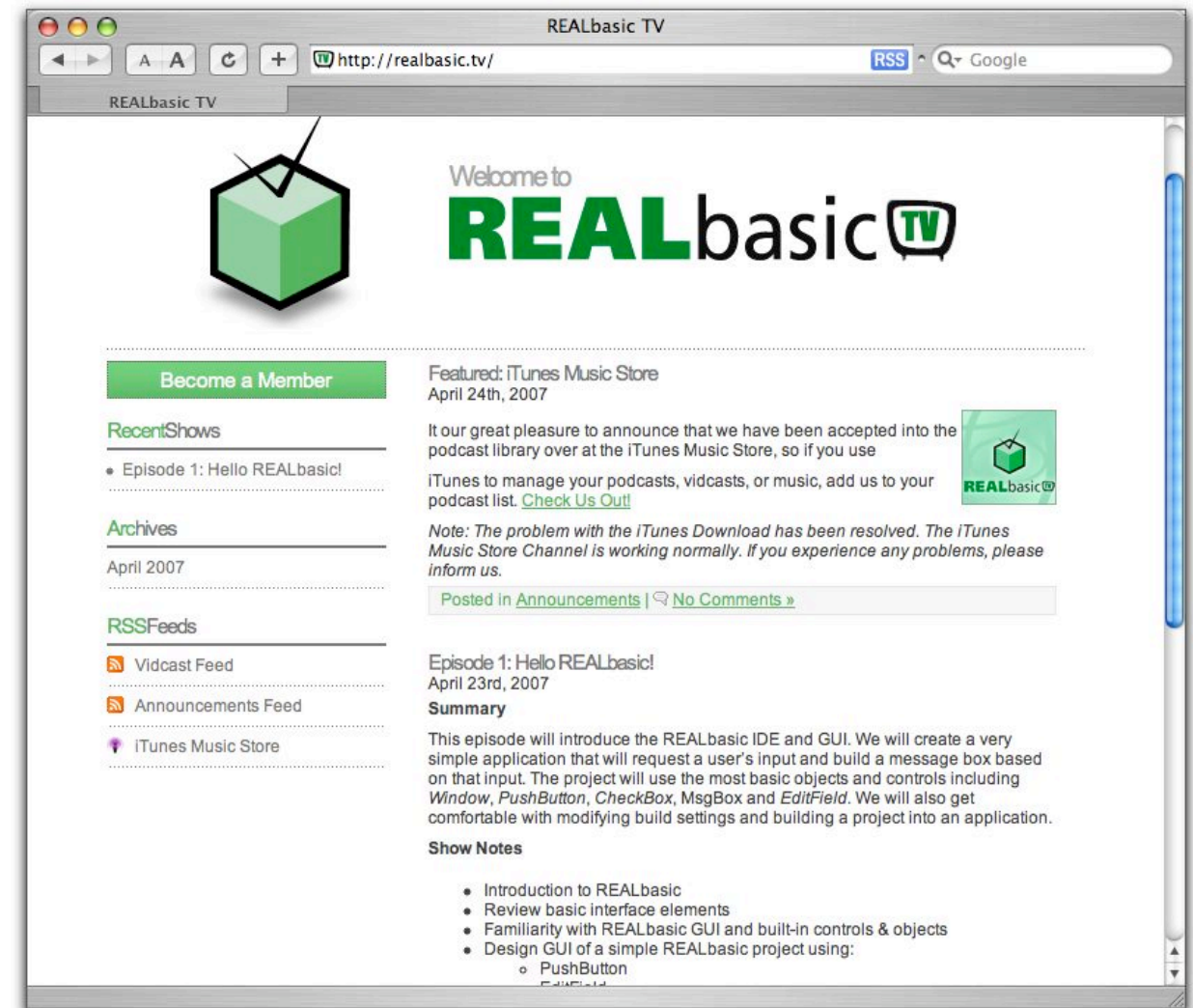
REALbasic.TV

<http://REALbasic.TV>

Video podcast tutorials.

Advantages: Free; can subscribe via iTunes; a different teaching medium to print or web.

Disadvantages: Downloading a full hour show is slow; new site without much material yet.



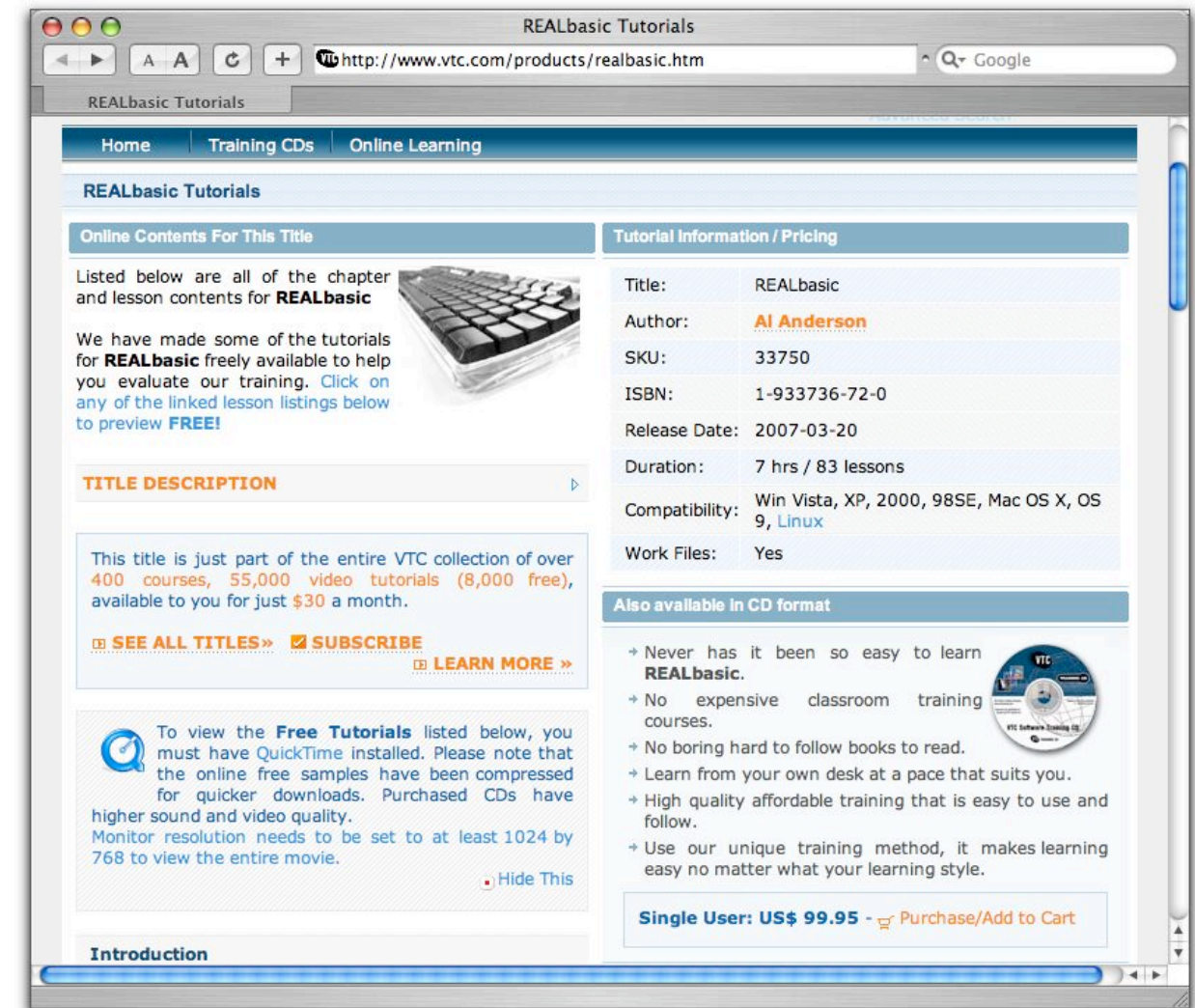
REALbasic Tutorials

<http://www.vtc.com/products/realbasic.htm>

Video tutorials. *Caveat:* I haven't used this product.

Advantages: Short (10-minute) video-based lessons; CD or web; some lessons free.

Disadvantages: New and hasn't been evaluated; appears to be basic material for beginners.

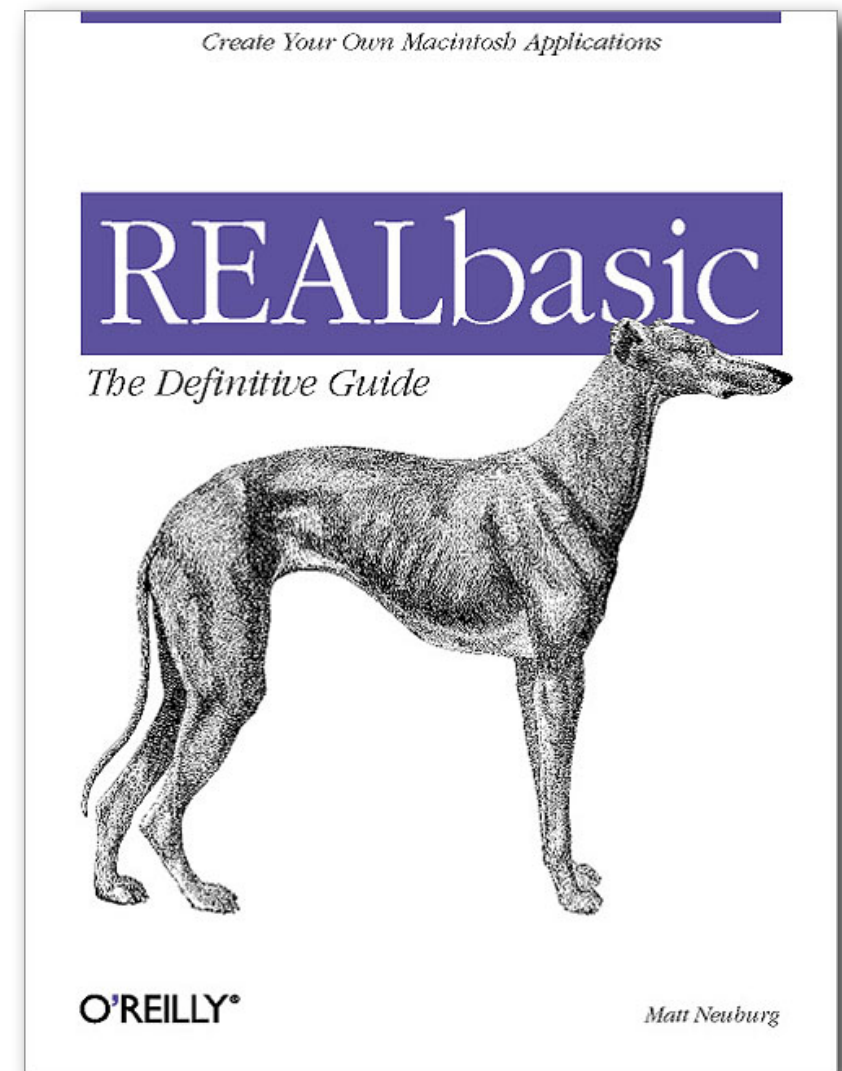


REALbasic: The Definitive Guide **Matt Neuburg**

Target Audience: Intermediate/
Advanced

Advantages: Highly detailed; gets into nitty-gritty details not covered anywhere else.

Disadvantages: Not a tutorial (more like an encyclopedia); severely out-dated (RB 3.5); out of print.



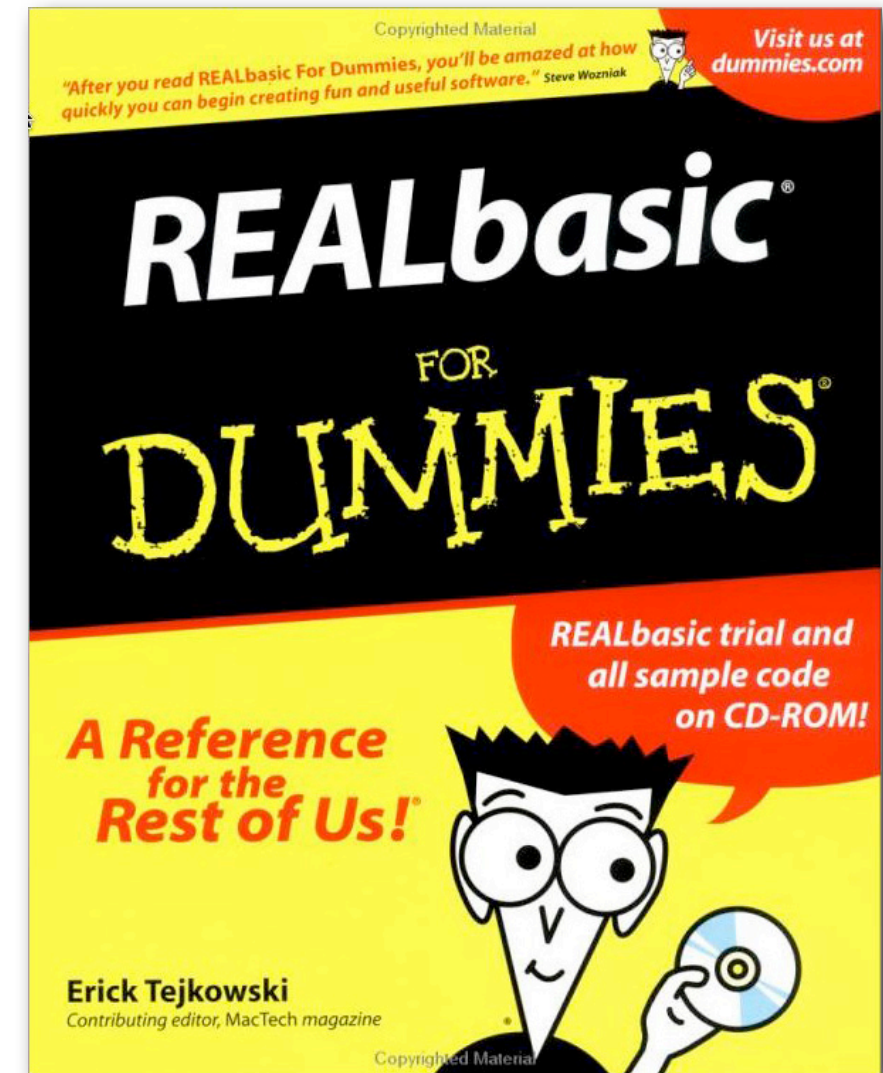
REALbasic for Dummies

Erick Tejkowski

Target Audience: Beginner

Advantages: Good presentation;
helpful for beginners.

Disadvantages: Examples not too
sophisticated; severely out-dated
(covers RB 3.5); out of print.

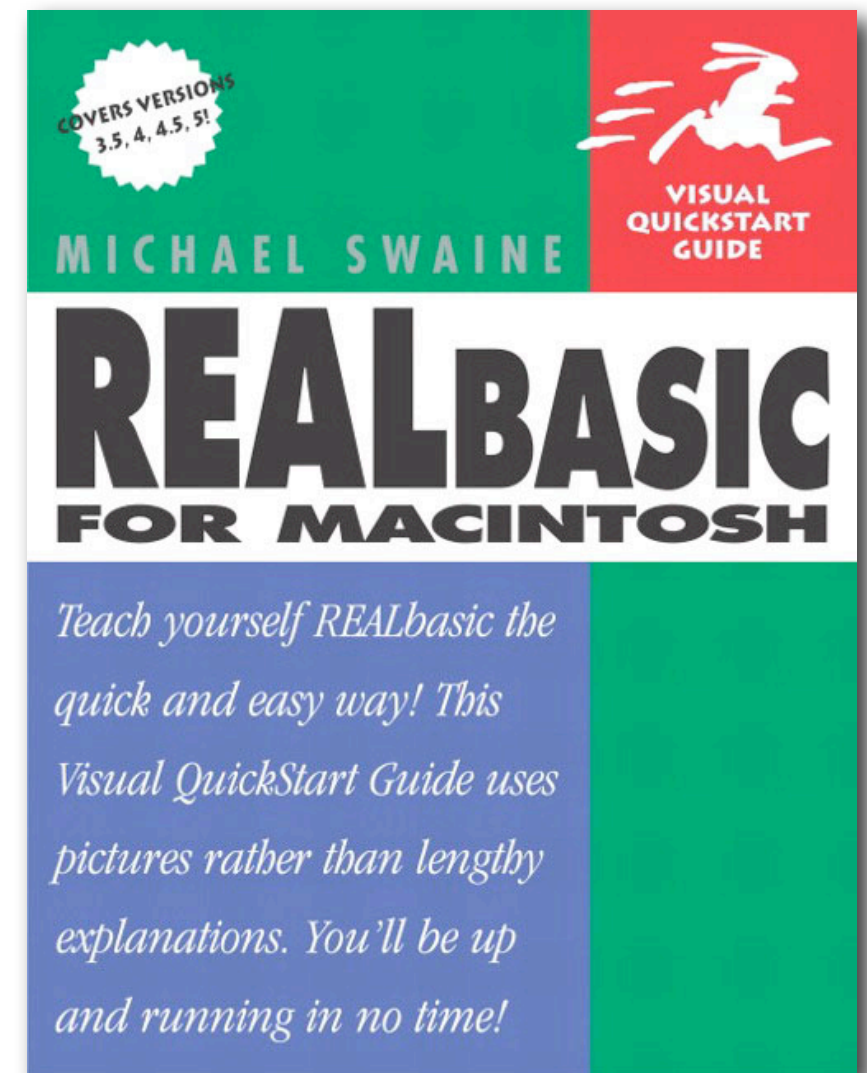


REALbasic for Macintosh **Michael Swaine**

Target Audience: Beginner/
Intermediate

Advantages: Highly visual with
step-by-step instructions.

Disadvantages: Severely out-dated
(covers RB 3.5); buggy example
code; feels rushed to market.



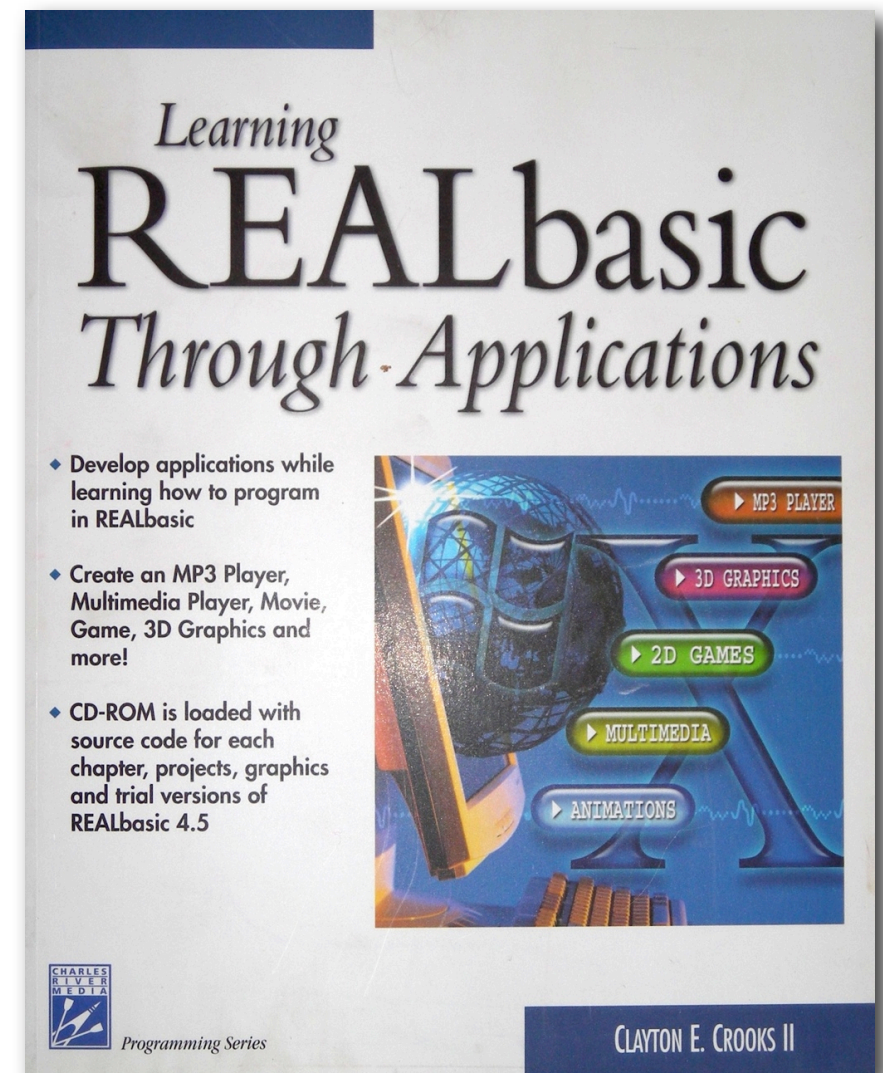
Learning REALbasic through Applications

Clayton E. Crooks

Target Audience: Beginner/
Intermediate

Advantages: Nice idea, to build
“real” apps for learning.

Disadvantages: Unfortunately the
demo projects are simplistic; out-
dated (RB4.5); out of print.

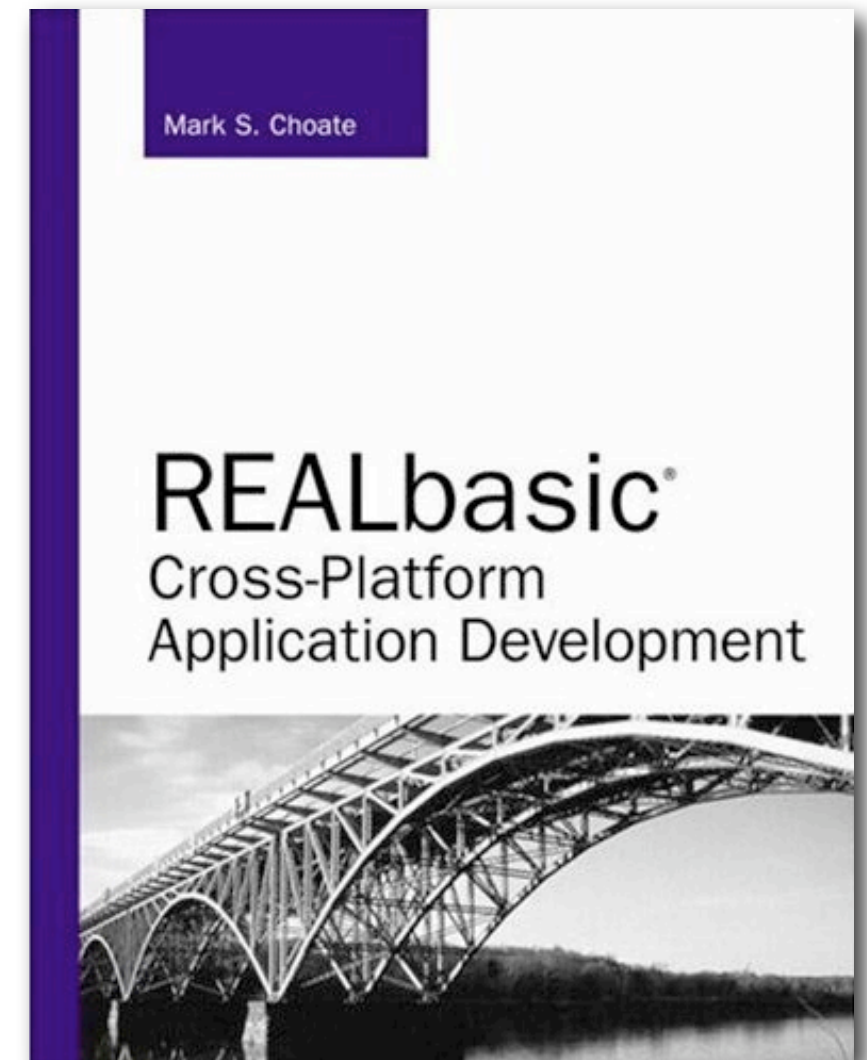


***REALbasic: Cross-Platform
Application Development***
Mark S. Choate

Target Audience: Intermediate

Advantages: Tutorial builds an RSS reader; 600+ pages (not all useful); recent (covers RB2005).

Disadvantages: Misleading title; useless tangent material; lacks structure at times; dry writing style.



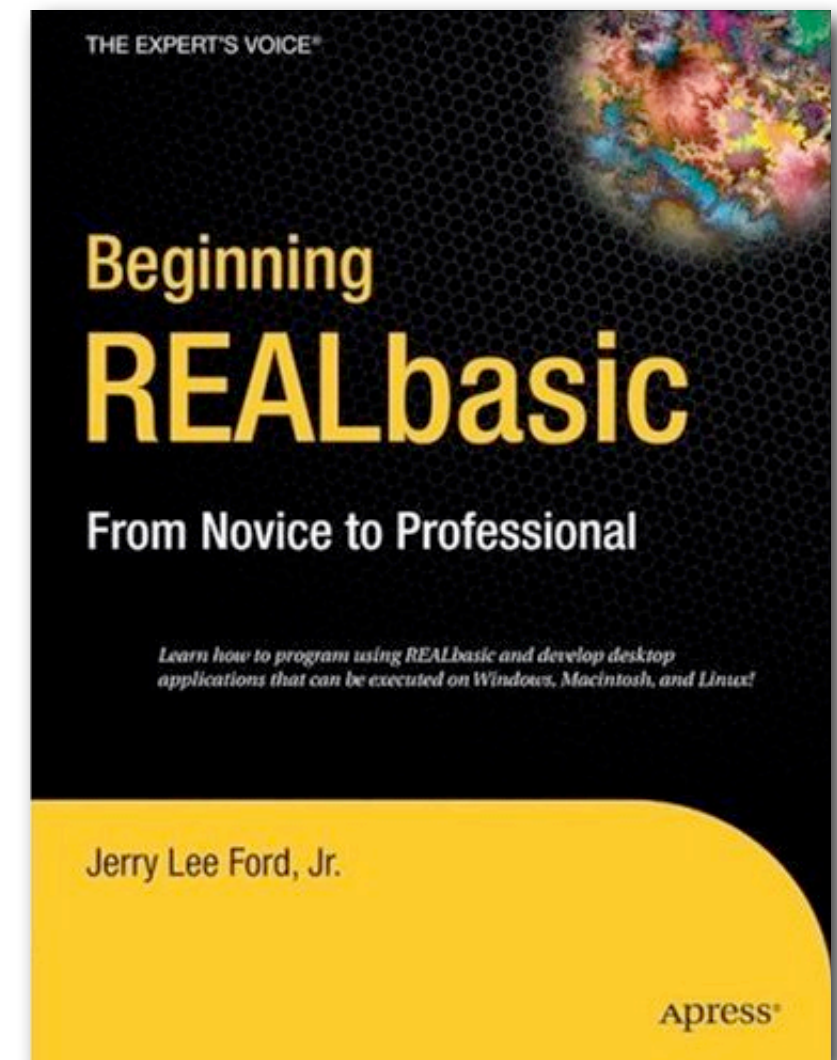
Beginning REALbasic

Jerry Lee Ford, Jr.

Target Audience: Beginner or Experienced but new to REALbasic

Advantages: Great introduction to RB (ideal for a quick “up to speed” in what RB is).

Disadvantages: Introductory (no depth); not a tutorial; would not be appropriate for your only RB book.



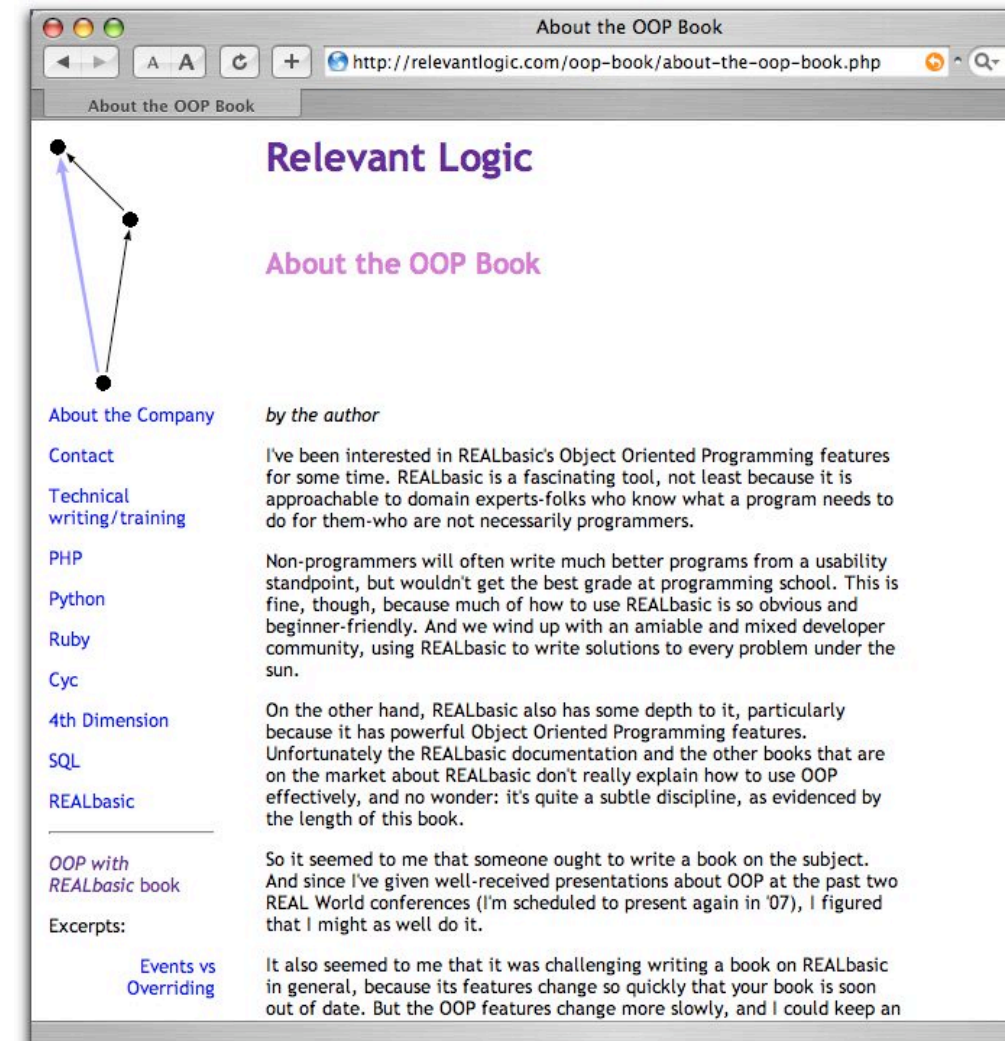
OOP with REALbasic

Guyren Howe

Target Audience: Intermediate/
Advanced

Advantages: Unique topic (only OOP
book specific to RB).

Disadvantages: New and hasn't
been evaluated; no print version
(PDF only).



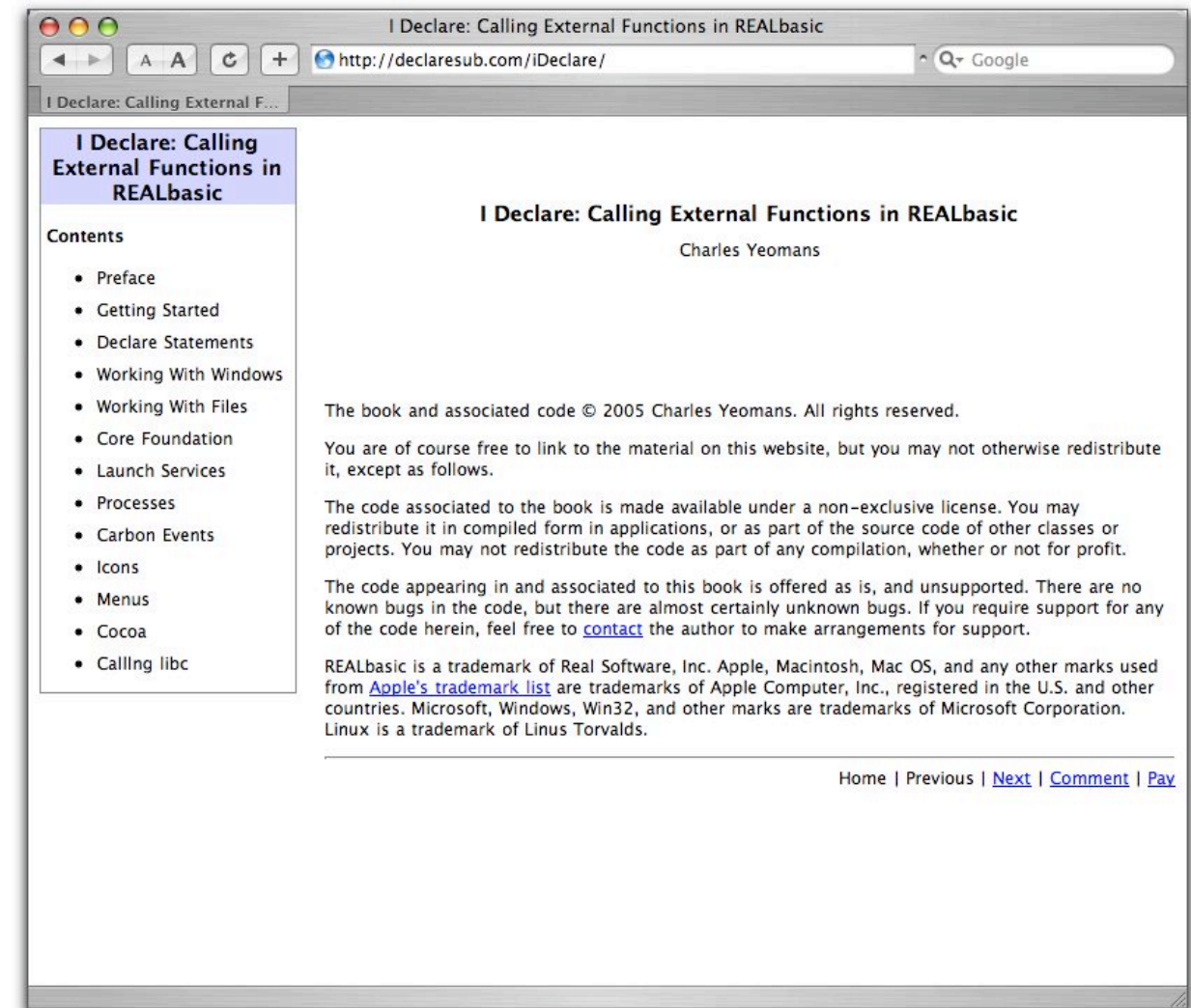
I Declare: Calling External Functions in REALbasic

Charles Yeomans

Target Audience: Advanced

Advantages: Shareware: free to preview (set your own price).

Disadvantages: Covers a unique and important topic; primarily Mac-oriented; no print version (web/PDF only).



The Best of REALbasic University

Marc Zeedar

Target Audience: Beginner/Intermediate

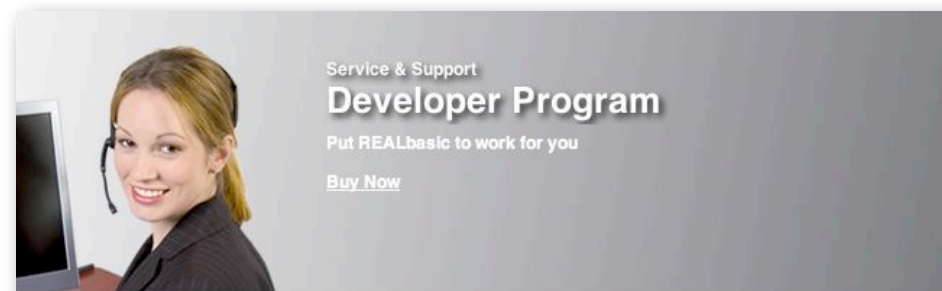
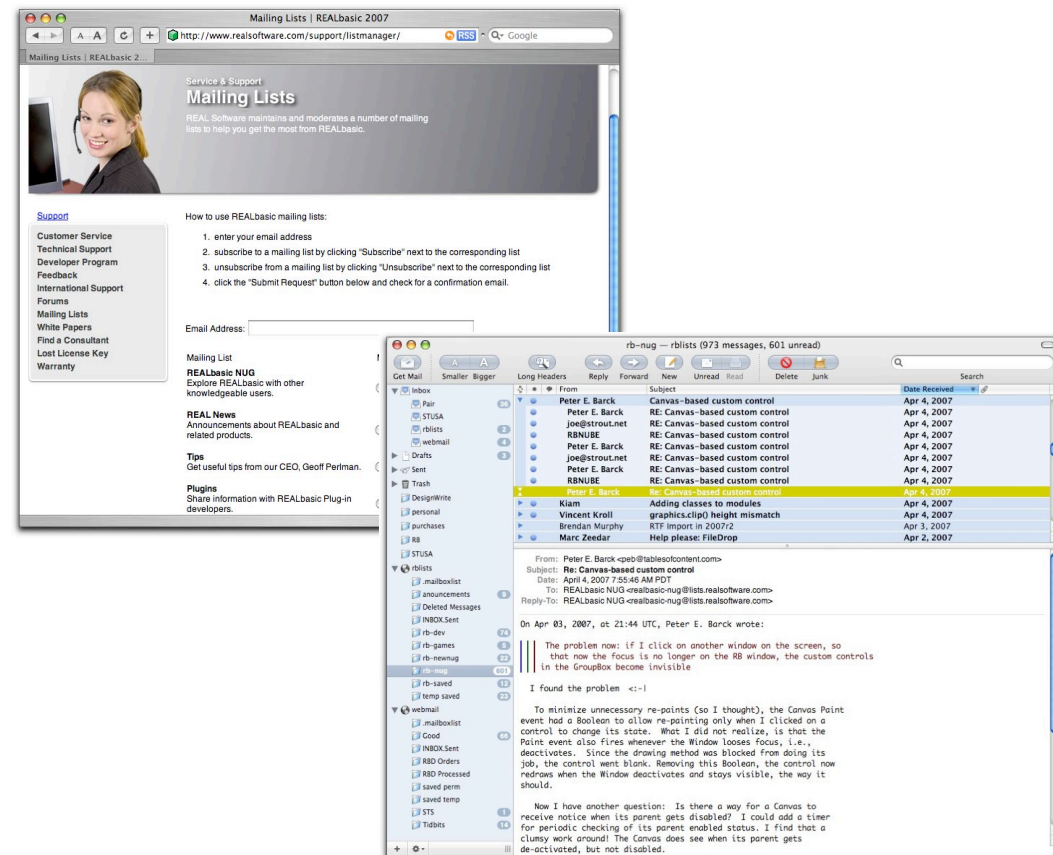
Advantages: Tutorial approach with detailed explanations as you build real projects; rewritten to cover RB2007 with new material; print and PDF formats.

Disadvantages: Not available yet; most content is available free on the web.



Publication Target:
Summer 2007

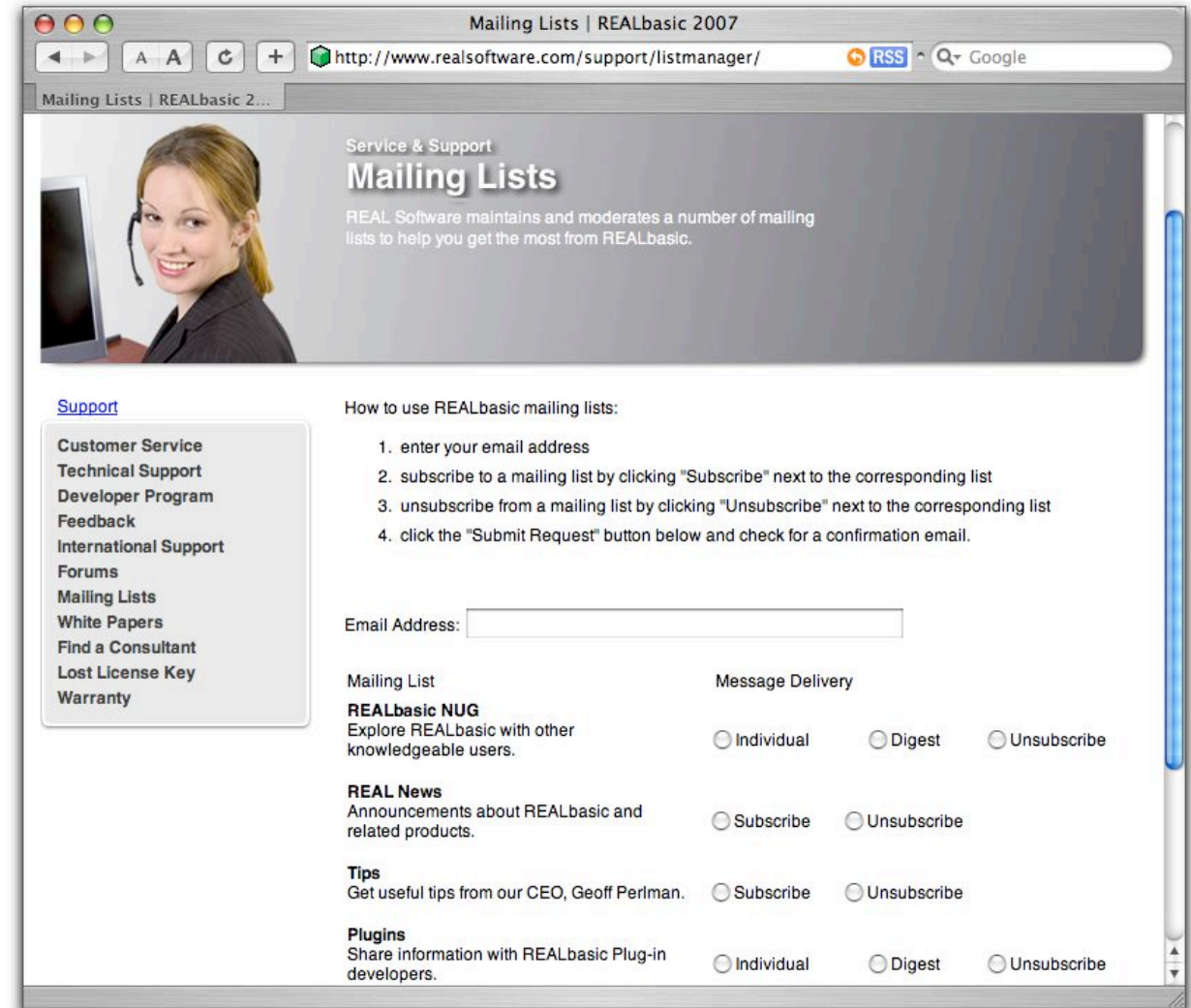
- NUG
- Forums
- Technical Support



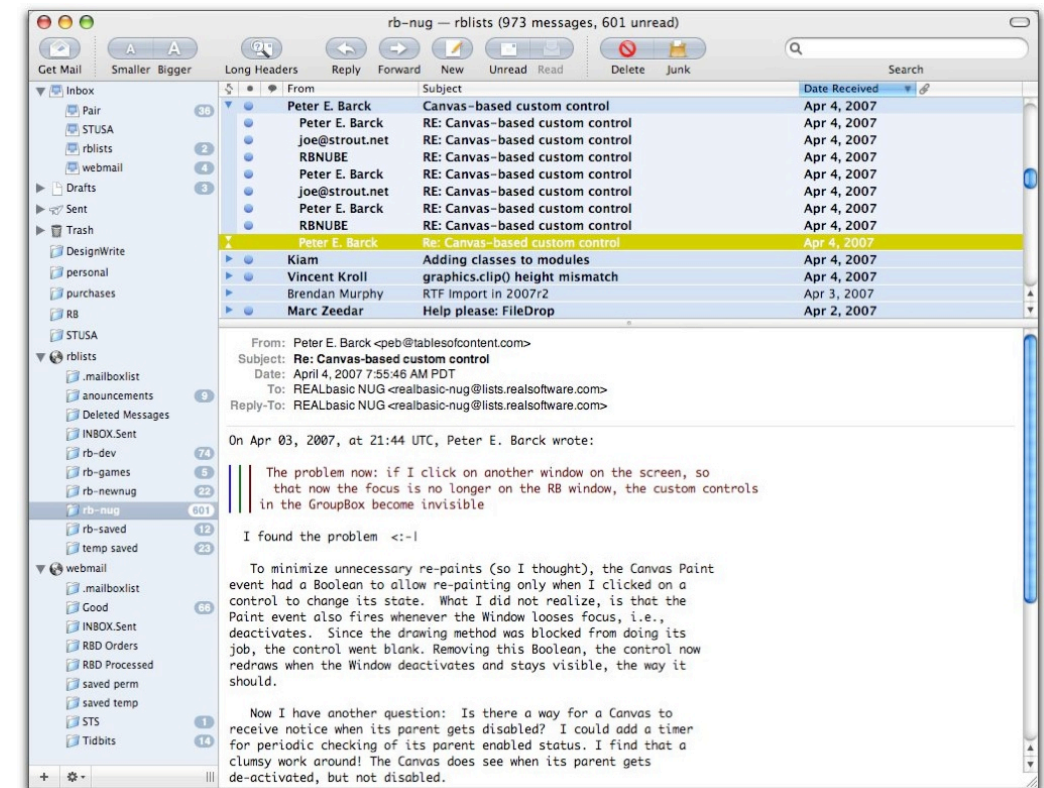
For quick feedback to questions,
the best resource is the
Network User Group (NUG).

This is a Mailing List (all
communication is via email).

You can subscribe for free on
the REAL Software website.

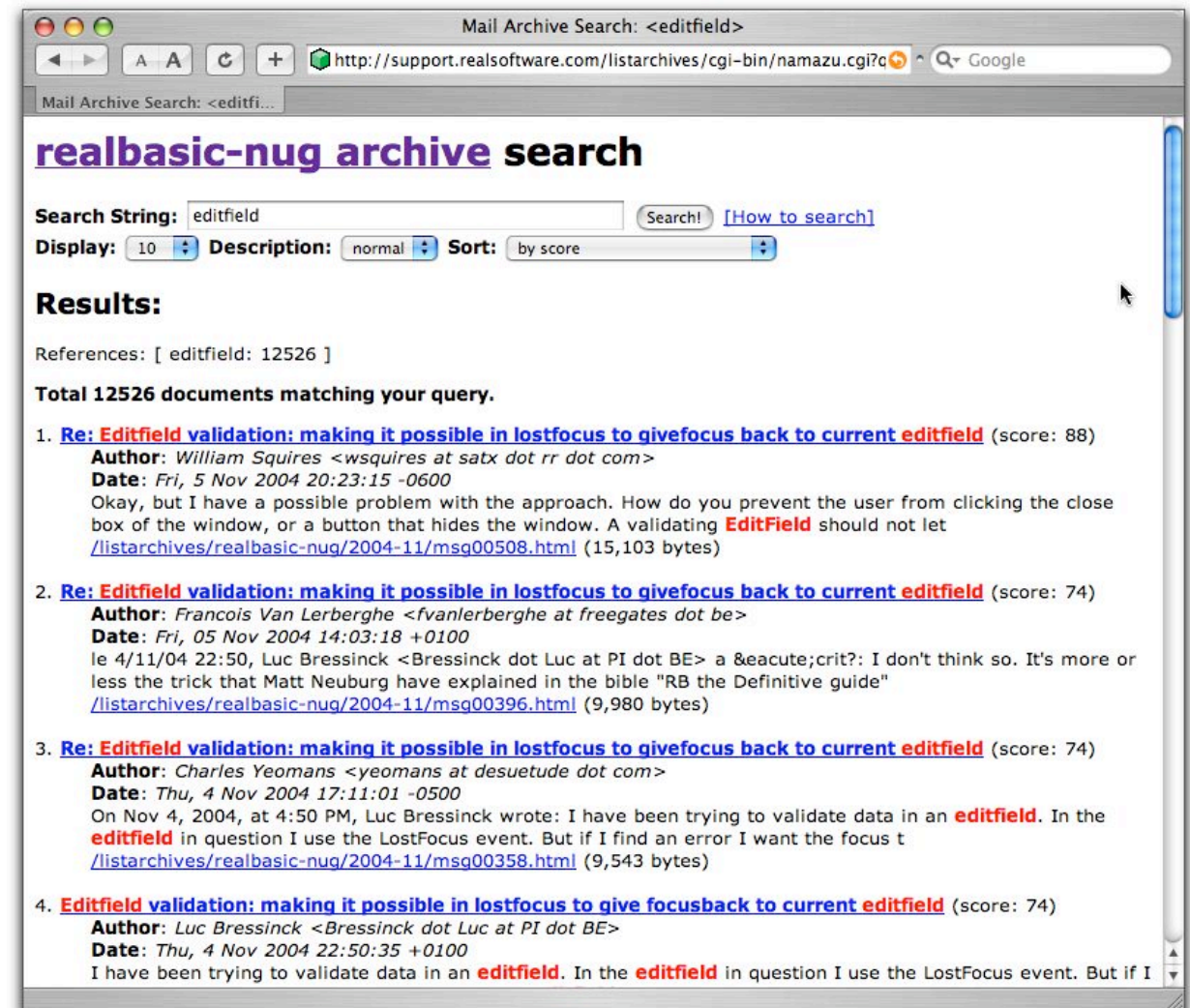


- The NUG is a Mailing List (email) of other REALbasic users.
- Responses are often within minutes of posting a question.
- Expect between 20-100 emails on various topics per day. Read when convenient. Ignore topics that don't interest you.
- Use your email software to automatically highlight and file NUG messages into appropriate folders.



The **List Archives** are a fantastic resource: most likely your question has already been asked and answered.

The archives go back to 1997, so there's a wealth of invaluable material here.

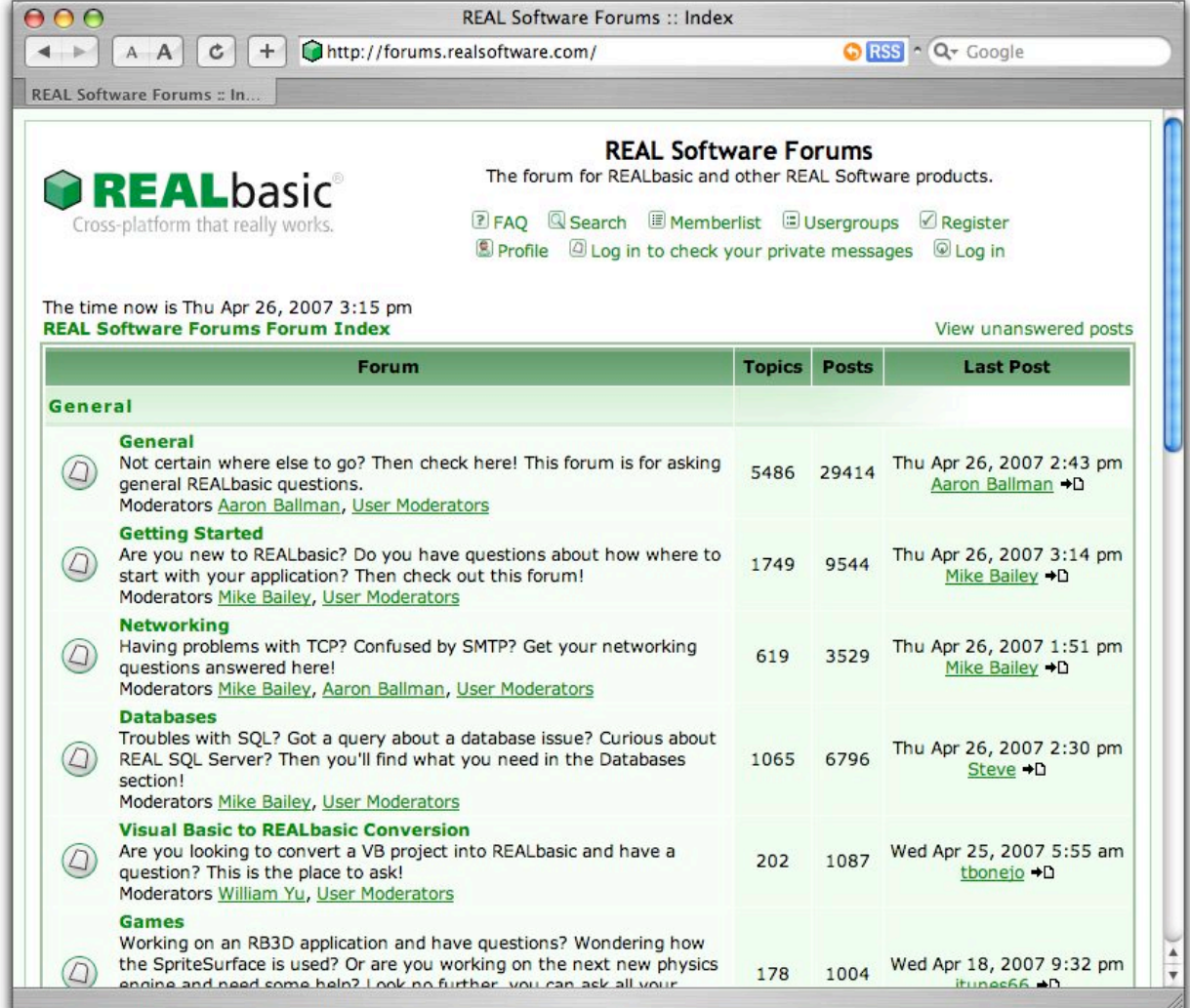


<http://support.realssoftware.com/listarchives/lists.html>

Another great source are the **REALbasic Forums**.

Forums are a web-based question-and-response format where topics are organized by category.

You can join the Forums for free on REAL Software's website.



REAL Software Forums :: Index

http://forums.realsoftware.com/

REAL Software Forums

The forum for REALbasic and other REAL Software products.

[FAQ](#)
[Search](#)
[Memberlist](#)
[Usergroups](#)
[Register](#)
[Profile](#)
[Log in to check your private messages](#)
[Log in](#)

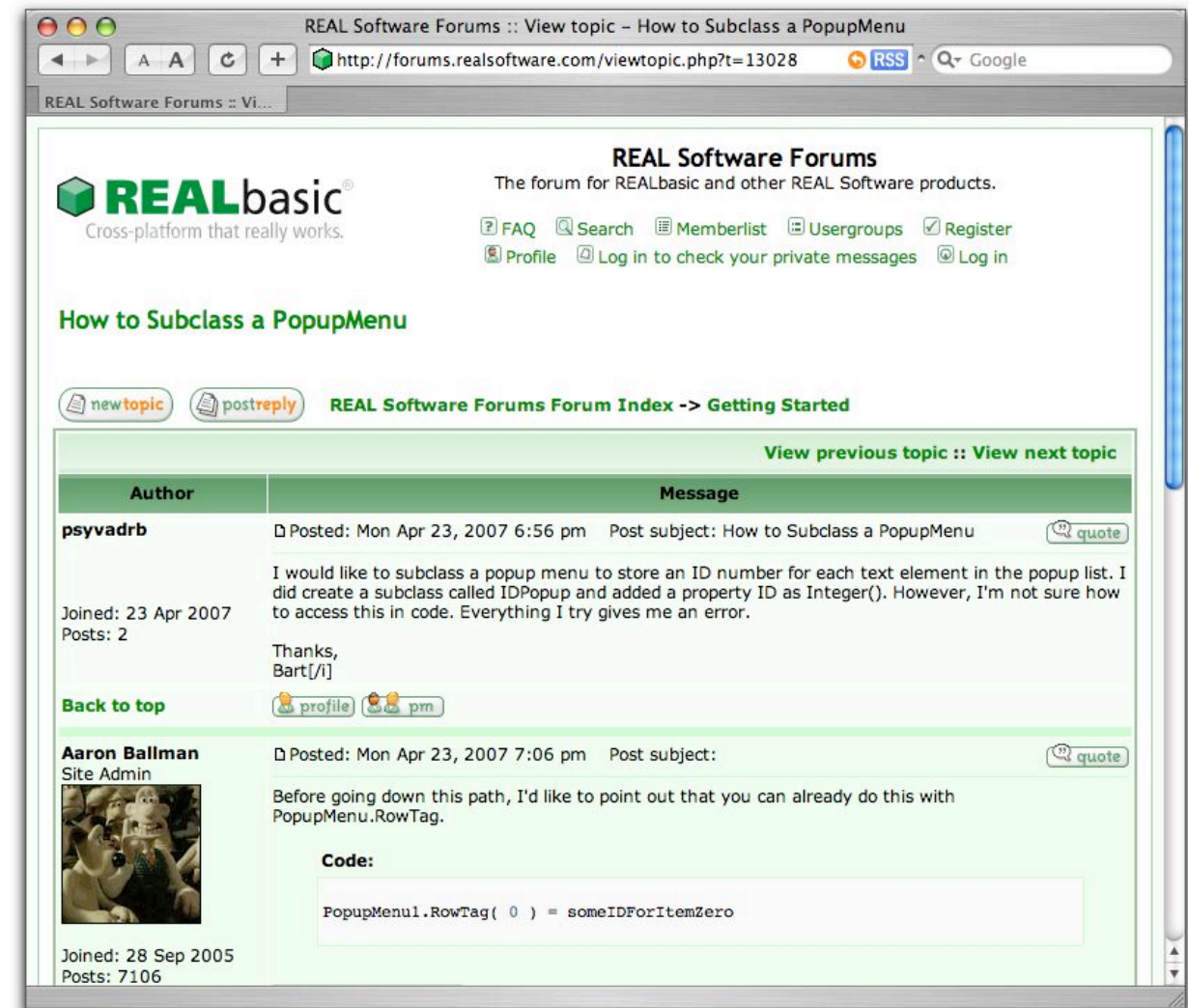
The time now is Thu Apr 26, 2007 3:15 pm

View unanswered posts

Forum	Topics	Posts	Last Post
General			
General Not certain where else to go? Then check here! This forum is for asking general REALbasic questions. Moderators: Aaron Ballman , User Moderators	5486	29414	Thu Apr 26, 2007 2:43 pm Aaron Ballman →
Getting Started Are you new to REALbasic? Do you have questions about how where to start with your application? Then check out this forum! Moderators: Mike Bailey , User Moderators	1749	9544	Thu Apr 26, 2007 3:14 pm Mike Bailey →
Networking Having problems with TCP? Confused by SMTP? Get your networking questions answered here! Moderators: Mike Bailey , Aaron Ballman , User Moderators	619	3529	Thu Apr 26, 2007 1:51 pm Mike Bailey →
Databases Troubles with SQL? Got a query about a database issue? Curious about REAL SQL Server? Then you'll find what you need in the Databases section! Moderators: Mike Bailey , User Moderators	1065	6796	Thu Apr 26, 2007 2:30 pm Steve →
Visual Basic to REALbasic Conversion Are you looking to convert a VB project into REALbasic and have a question? This is the place to ask! Moderators: William Yu , User Moderators	202	1087	Wed Apr 25, 2007 5:55 am tbonejo →
Games Working on an RB3D application and have questions? Wondering how the SpriteSurface is used? Or are you working on the next new physics engine and need some help? Look no further, you can ask all your...	178	1004	Wed Apr 18, 2007 9:32 pm itunes66 →

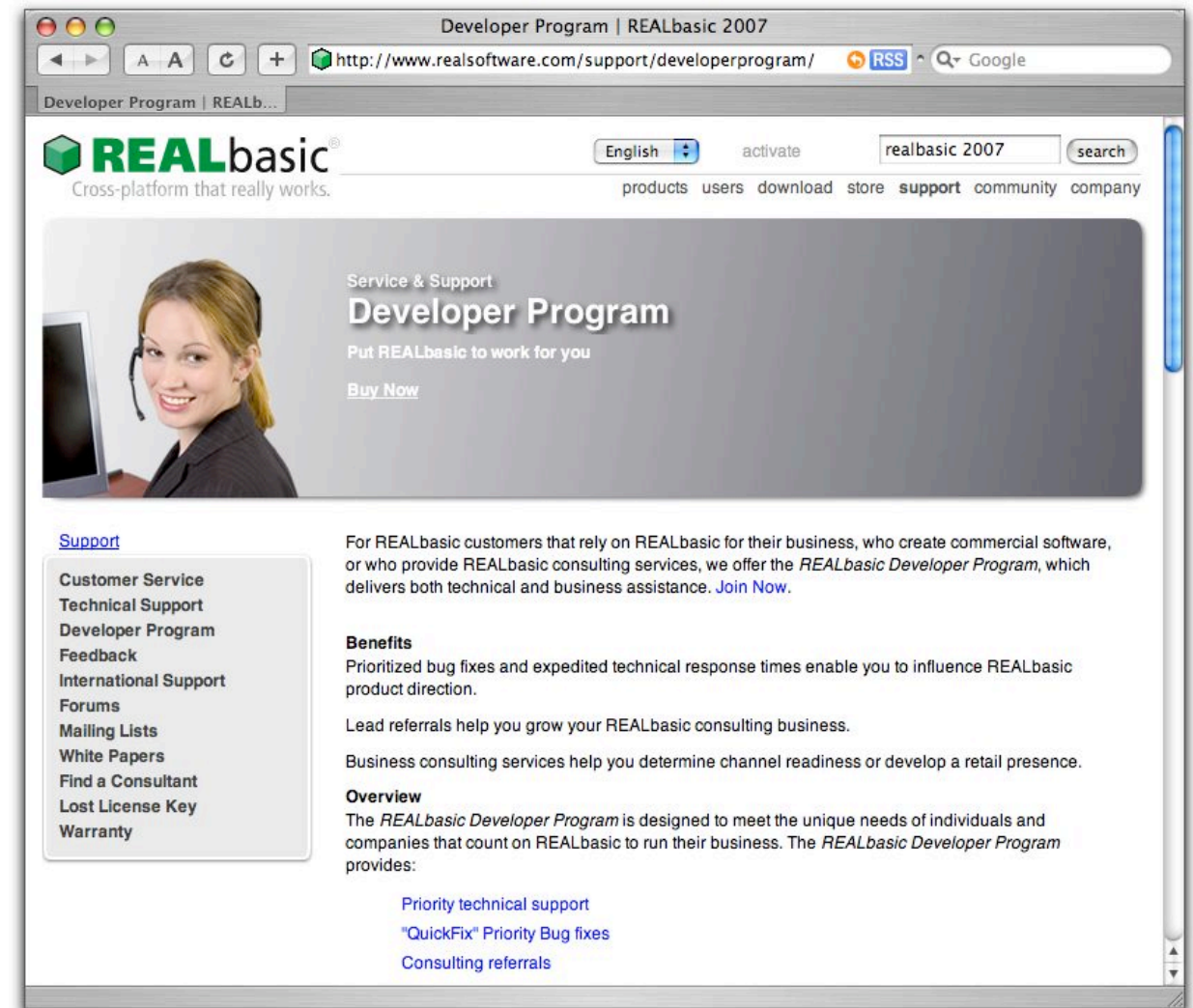
Unlike email which is a “push” technology (it comes to you automatically), you have to seek out the Forum to see if anyone responded to your question.

Some people prefer this; others prefer the mailing list approach. Use whichever you prefer or both.



Don't forget that REAL Software offers technical support via email as well. While you should use the free Forums and NUG first, if you can't find a solution there, contact REAL Software.

REAL Software also offers the fee-based **Developer Program**. This is paid technical support for professional developers.





- Archive Websites
- Plugin Developers
- Blogs
- “Made with REALbasic” Software



For finding REALbasic resources, your first choice should be to search **RBGarage**.

Here you can find links to code (both free and commercial), plugins, consultants, publications, and more.

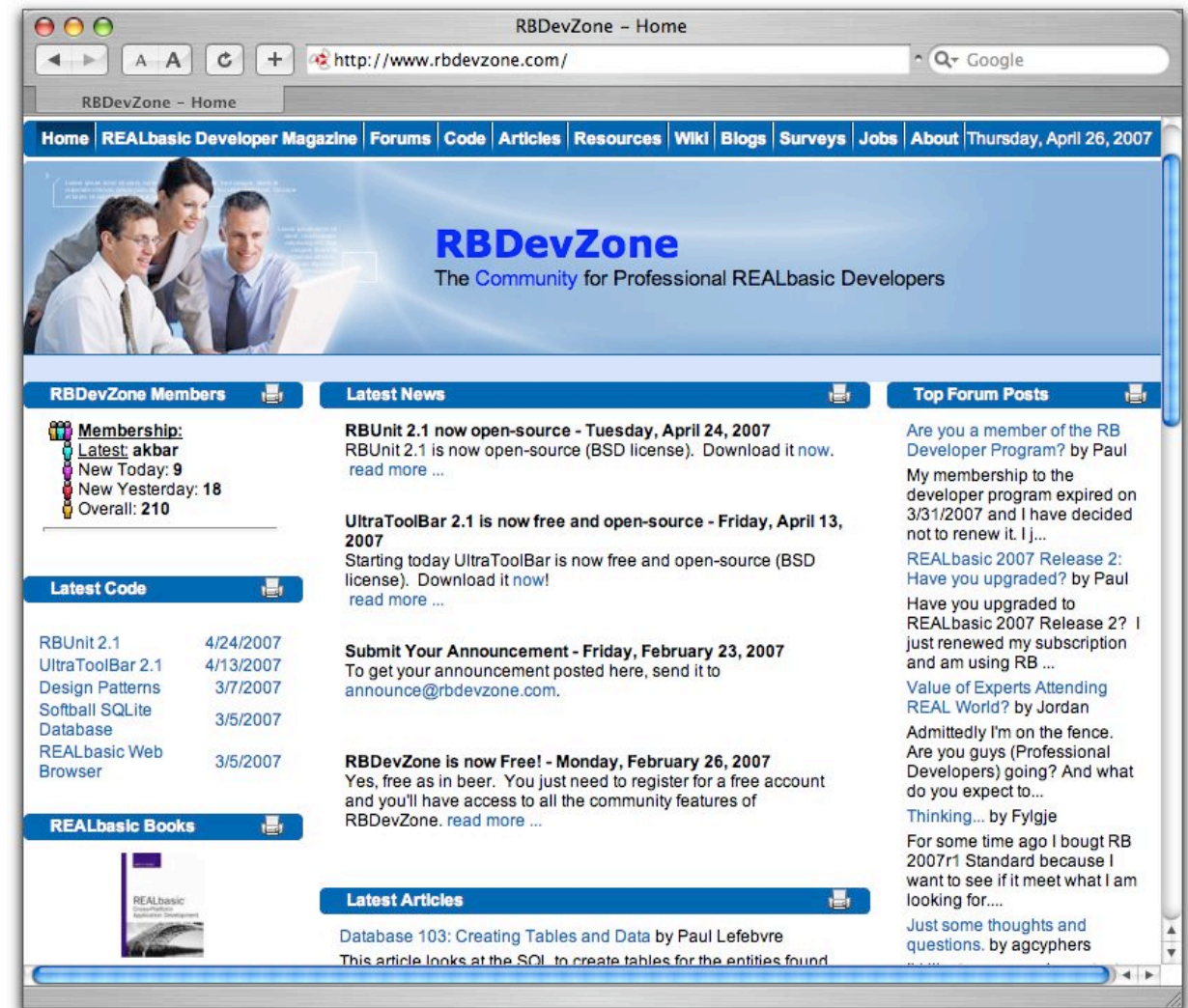
RBGarage is free to use and there is no cost for registering your product or service.



A new site is **RBDevZone**, which offers forums, source code, tutorials, software, plugins, job listings, and more.

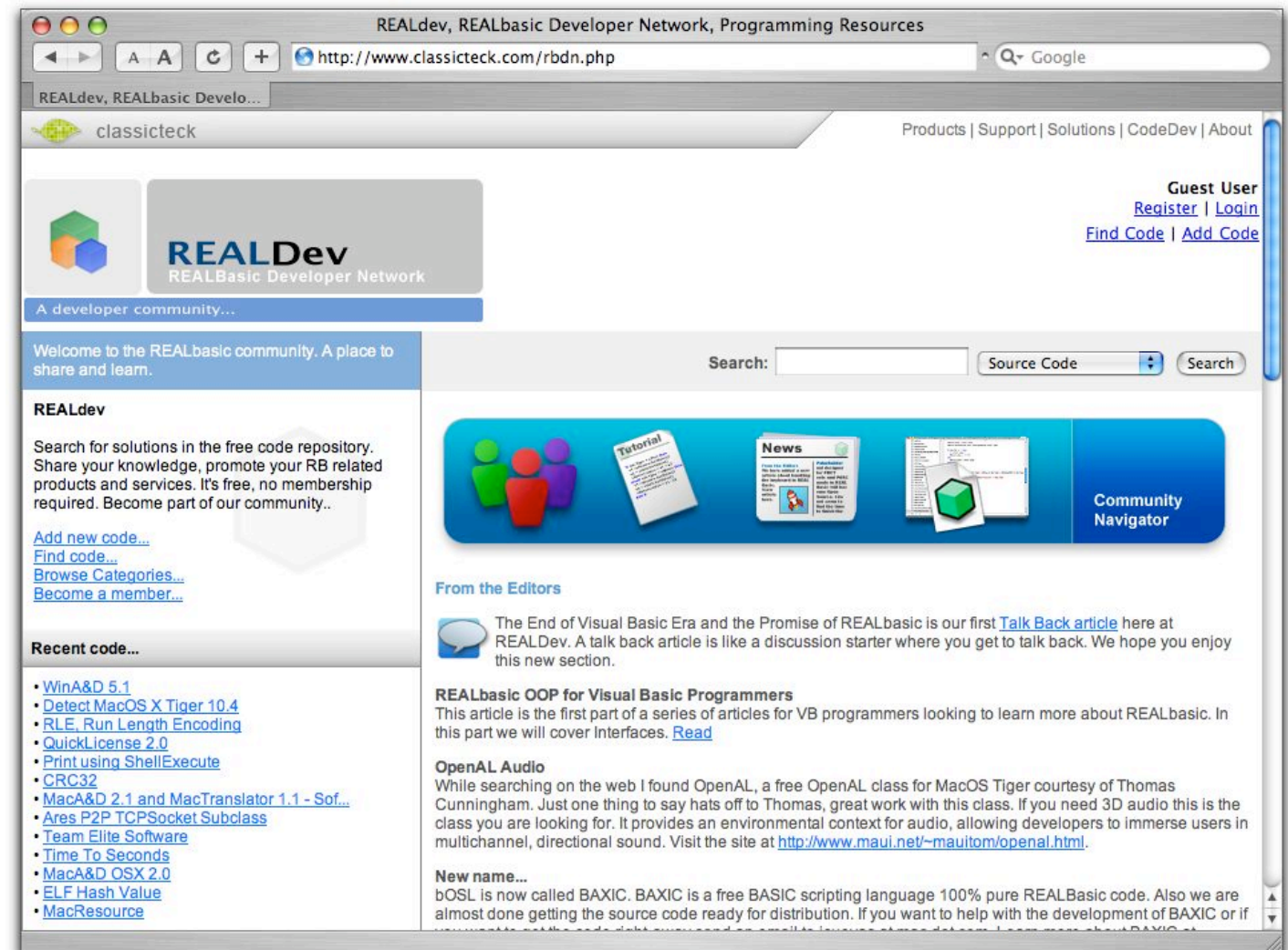
RBDevZone has some free content, but requires a paid annual membership to access the full site.

Currently there is not much content, but there are plans to change that.



Another archive site is **REALDev**, but it doesn't appear to be updated very often and there is not much content.

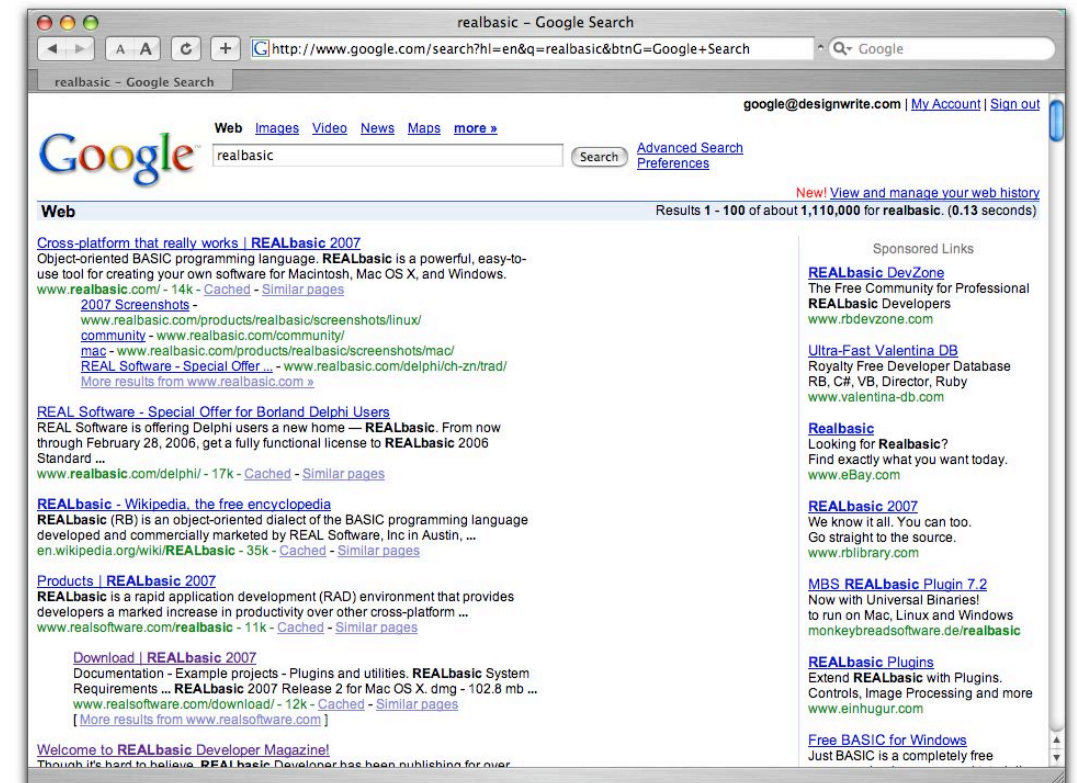
Here you can find links to code (both free and commercial), plugins, consultants, publications, and more.



Don't forget **Google**.

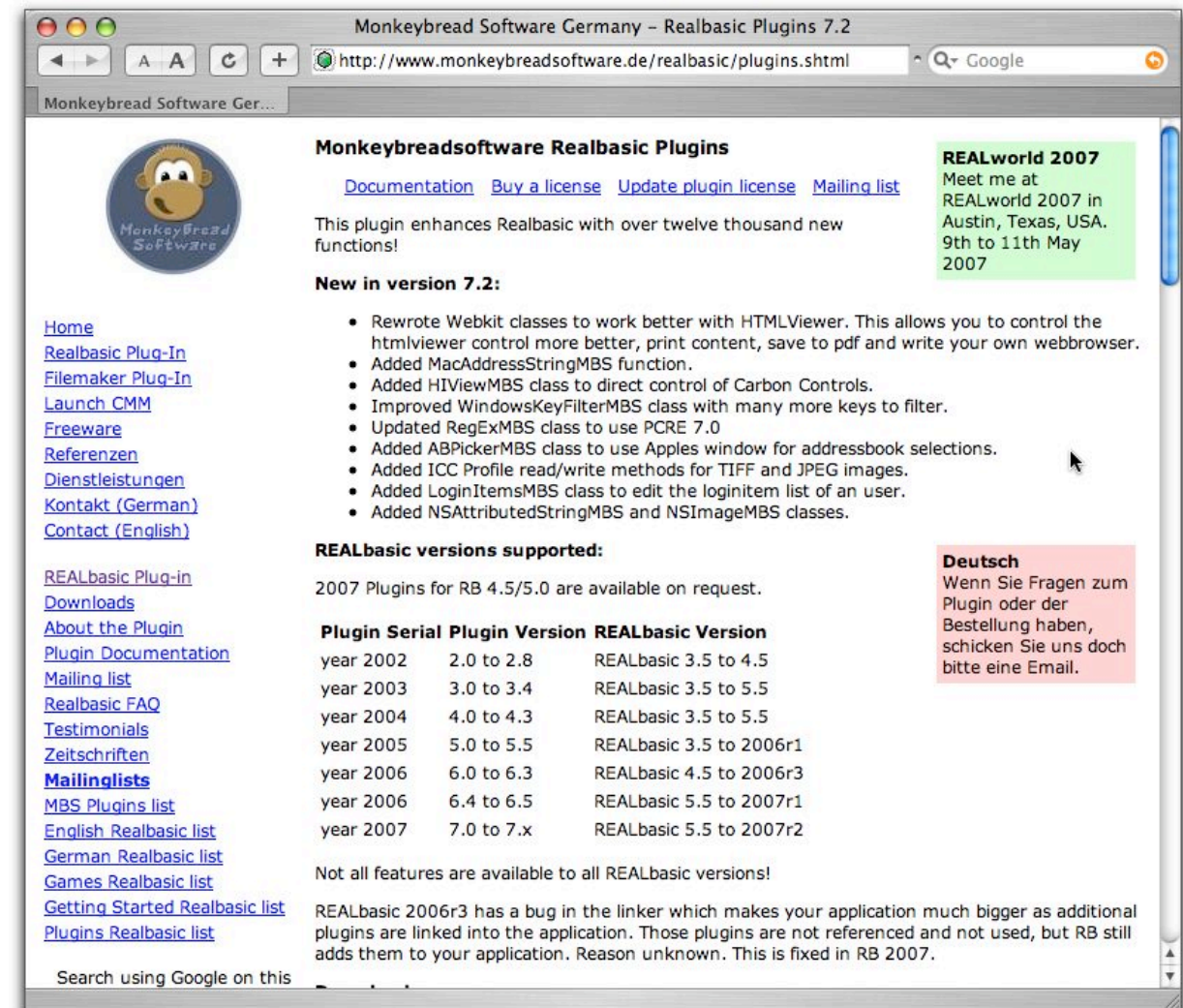
REALbasic sites change all the time—use Google to find the latest plugins, source code, developers, tutorials, classes, etc.

Tip: If you can't find the necessary REALbasic code, see if there's some Visual Basic code on the web—often it's easy to translate to REALbasic.



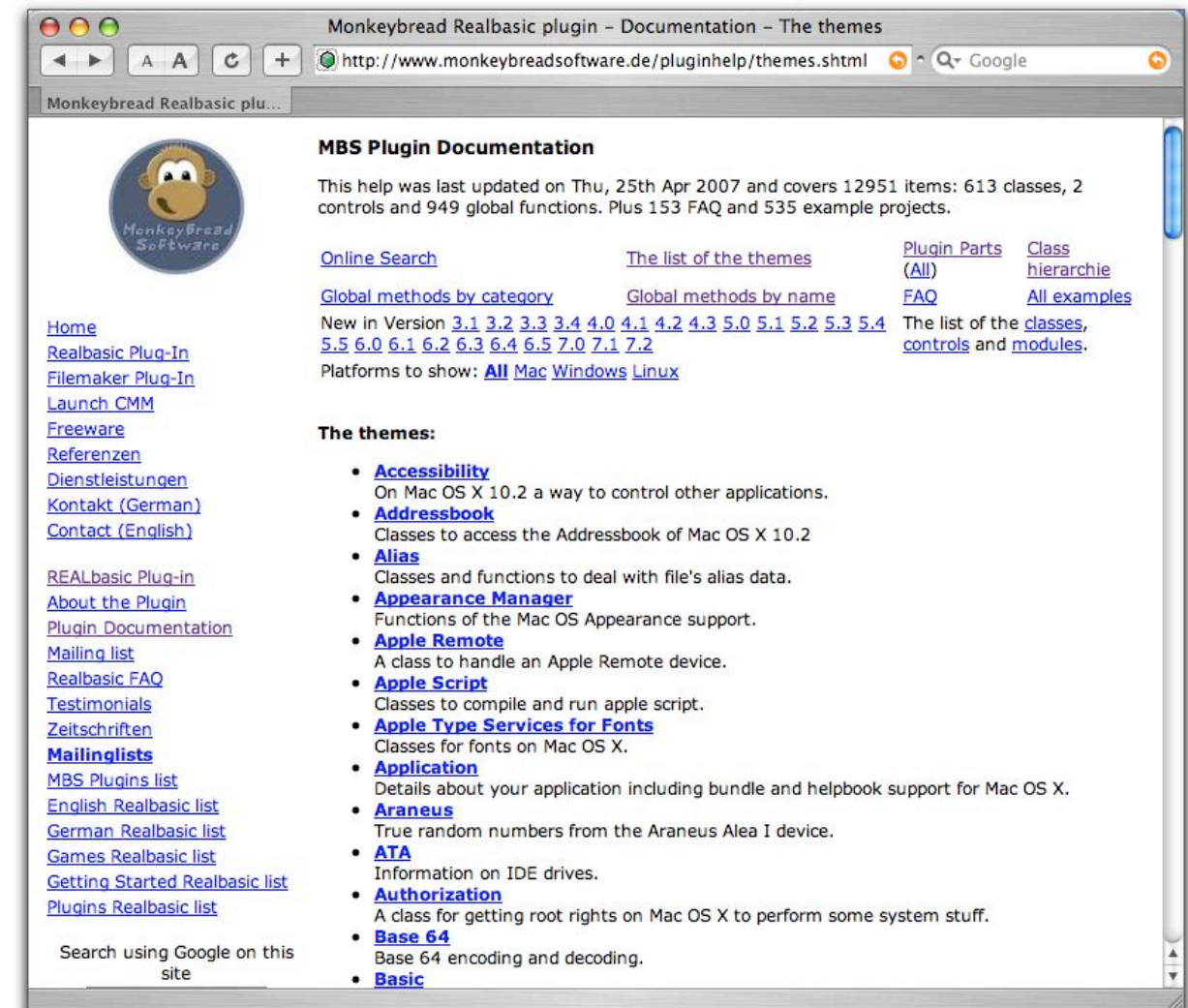
Undoubtedly the top plugin for REALbasic is the **MonkeyBread Software REALbasic Plugin**. For less than 100 Euros, it adds over 12,000 functions to REALbasic.

MBS works by giving you “built-in” access to various operating system functions such as image manipulation, spelling checking, native controls, printing, Java, QuickTime, and much more.



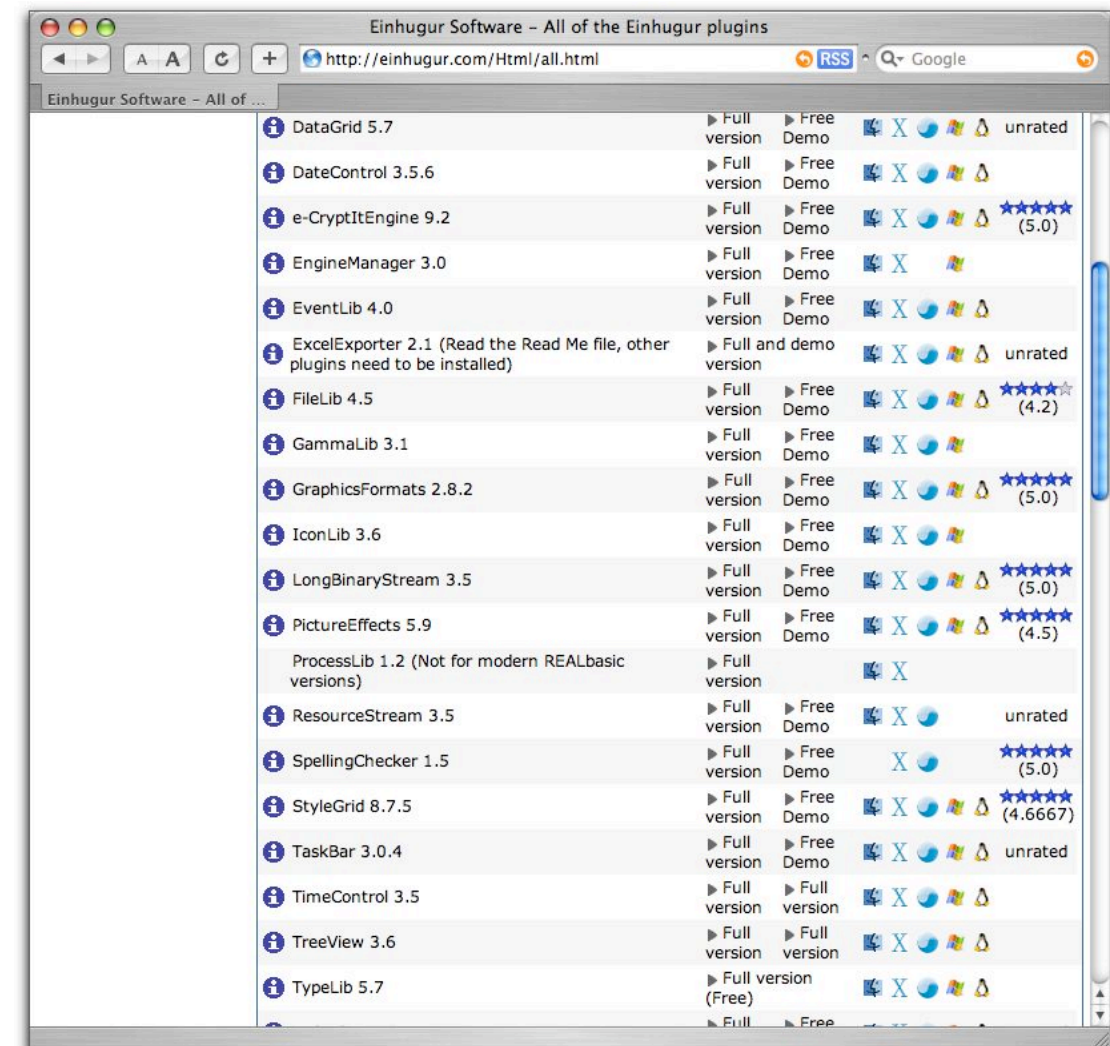
The MonkeyBread plugin documentation is so extensive it can be daunting, but if you need REALbasic to do something it can't, there's probably a way to get MBS to do it. It's worth the time to try the plugin and see if it will work for you.

It comes with over 500 example projects which demonstrate how to do various things with the plugin.

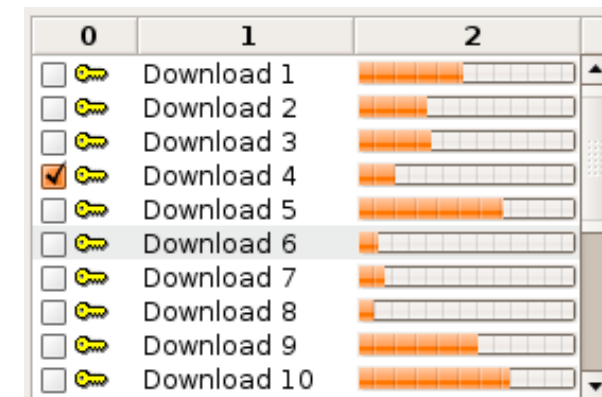
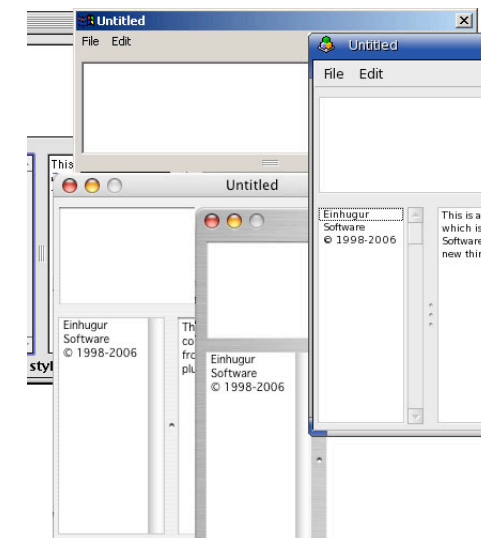
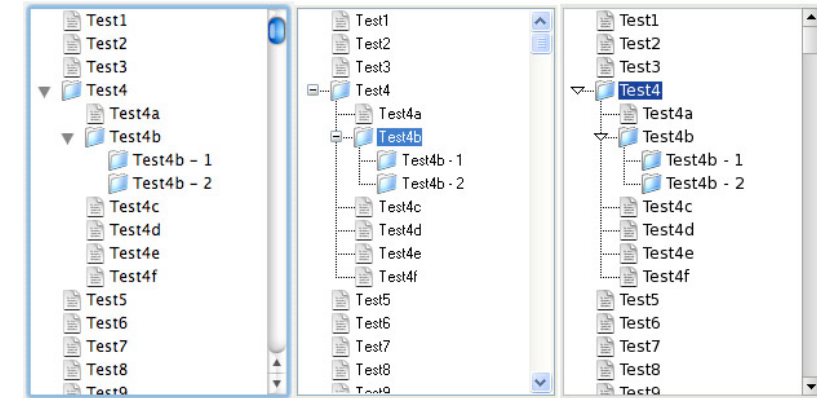


Another source of great additions to REALbasic are the **Einhugur Plugins**.

One annual fee gets you *all* the company's plugins, which add features like encryption, image manipulation, new controls, and much more. A terrific value.



A few popular Einhugur Plugins are **TreeView** (which displays hierarchal lists), **WindowSplitter** (which allows controls inside a window to be resizable), and **StyleGrid** (a spreadsheet control).



Other plugins for REALbasic

ElfData (Fast string processing) <http://elfdata.com/plugin/>

Frank Condello (PNG, display, compression) <http://developer.chaoticbox.com/realbasic.php>

FTPkit (FTP) <http://www.bainsware.com/ftpkit/>

FTP Suite (FTP) <http://pyramiddesign.us/ftpsuite/download.html>

Openbase (Database) <http://store.openbase.com/downloads.html>

RBApp (Charts, palettes, help, licensing, more.) <http://www.excelsoftware.com/rbapp.html>

Valentina (Database) <http://www.paradigmasoft.com/en/products/developer/adk/V4RB>

Wordguise (Word processor) <http://homepage.mac.com/vanhoek/>

Good sources for REALbasic code

Elastic Window (Resizable windows) <http://www.pariahware.com/elasticwindow.php>

FTP (Word processor) <http://www.truenorthsoftware.com/Realbasic/FormattedText.html>

Great White Software (Various) <http://www.great-white-software.com/>

GuancheMOS (Licensing system) <http://guanchemos.mosquitosw.com>

Joe Strout (Utilities, ROTOR test suite) <http://www.verex.com/opensource/>

Pandaware (Simple Help Editor help system) <http://www.pandaware.com/simple/>

pgSQL4RB (PostgreSQL classes) <http://aliacta.com/products>

Real Capture (AV capture) <http://www.realcapture.com>

RealityCheck (OOP code checker) <http://www.software-in-motion.com>

Sam Rowlands (Audio/image metadata) <http://homepage.mac.com/rowlands/realbasic/>

UniHelp (Help system) <http://www.ebutterfly.com/rb/unihelp.php>

Utool (Application template) <http://ljensen.com/utool>

Windows Functionality <http://www.aaronballman.com/programming>

Zaz Studios (Various classes, articles, and tutorials) <http://www.thezaz.com/>

ZegsRuler (Ruler) <http://www.fracturedsoftware.com/developer/>

Blogs by REALbasic developers

<http://www.grogware.com/>

<http://www.strout.net/>

<http://jonathanjohnson.net/>

<http://ramblings.aaronballman.com/>

<http://www.redecho.org/>

<http://rbgazette.com/>

<http://www.boisseau.co.uk/blog>

<http://www.logicalvue.com/index.html>

<http://www.nilobject.com/>

<http://www.quantum-meruit.com/RB/>

<http://truetech.org/>

<http://www.sqlabs.net/blog/>

<http://traverreb.blogspot.com/>



A few companies that make software with REALbasic

REAL Software

<http://www.realsoftware.com/community/showcase/>

<http://www.realsoftware.com/community/designawards/>

Email CRX <http://www.emailcrx.com>

Formation <http://www.radicalbreeze.com/formation/index.html>

IntelliScanner Corporation <http://www.intelliscanner.com/products/wine/>

My Money Minder http://www.benandruby.com/bens_software/

Rondo (midi software) <http://www.fracturedsoftware.com/rondo/>

Studiometry <http://www.oranged.net/studiometry/>

TextSpresso <http://www.taylor-design.com/textspresso/overview.htm>

To the Point Software <http://www.ttpsoftware.com>

Google Sitemap <http://www.ragesw.com/products/googlesitemap.html>

Z-Write <http://www.stonetablesoftware.com/>