

# Converting B4A Apps to B4XPages

## Section 1: Introduction

The conversion of the first of my B4A Apps to the newer B4XPages structure was not trivial and involved over 20 hours of research, overcoming misunderstandings, and finding answers to many questions. This document is intended to be a reference for myself and anyone that undertakes the task. Hopefully, it will help speed up the process for anyone using it.

Some of the steps are very short and most are quite mechanical so don't be dismayed by the number of steps. After the first conversion you will get faster and any shared modules will help a lot. My own learning curve and this doc reduced the conversion time from over 20 hours to around 6 hours for most apps.

You may run into a library or other situation that can add hours to your conversion. The GPS and Blue Tooth mods mentioned below added hours to my effort and often weren't solved without Erel's help. You can use the checklist at the end of the doc to document your own progress.

This doc illustrates the level of my knowledge and I will not be able to answer any questions related to other issues.

## References

Primary reference: [\[B4X\] B4XPages - Cross platform and simple framework for managing multiple pages | B4X Programming Forum](#)

XUI views reference: [\[B4X\] \[XUI\] Cross platform & native UI library | B4X Programming Forum](#)

Methods to avoid: [\[B4X\] Features that Erel recommends to avoid | B4X Programming Forum](#)

Code 'Smells': [\[B4X\] "Code Smells" - common mistakes and other tips | B4X Programming Forum](#)

## Section 2. Choose the basic approach

There are a couple of approaches to the conversion. I normally used #1 below to create a new project in B4A as it preserved a lot of my infrastructure and allowed me to move quickly. In the case of B4XPages, I choose #2 for the reasons stated. In either case, DO NOT WORK IN YOUR EXISTING PROJECT. If you do, you will not be able to make changes to your existing project until you have completed the conversion so it is not safe.

1. Set up a new directory under C:\B4A and copy the contents of the existing B4A project into it. Modify components in the new project. If the old project is 'ABC' then I have named the new project 'ABCX' for B4XPages. In this case, you will have to build the B4XPages sub-directory structure yourself and move a lot of stuff around.
2. In the Ide, set up a new B4XPages project named 'ABCX' and add components to it. In this case, you will move your existing components into the proper sub-directories but the basic structure will be there and, more importantly, the latest template for B4XPages will be in 'Main'. A lot of my early difficulty was in using a older template from an early sample project using approach #1, so you want to avoid that problem.

When the project conversion is complete, you will rename the 'ABCX' back to 'ABC' so that your entry in the Play Store will be unchanged as to name and keystore.

For the following steps, we have chosen approach #2 to create a new B4XPages Project 'ABCX'. Note the colors used below are red for the old, blue for the new.