Thunkable - Various Components and the Gallery

In this lecture…

We will be going over a number of components that we haven't covered yet in Thunkable.

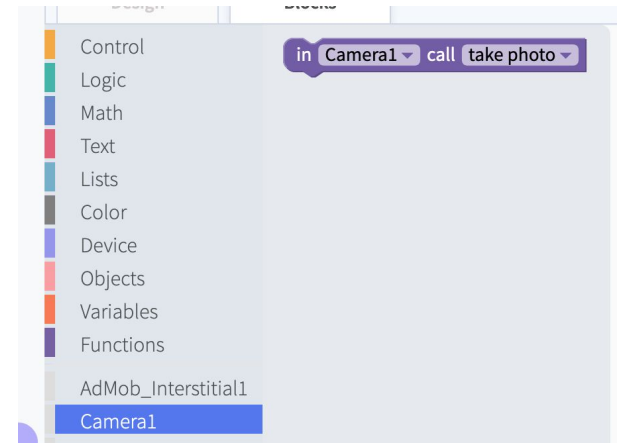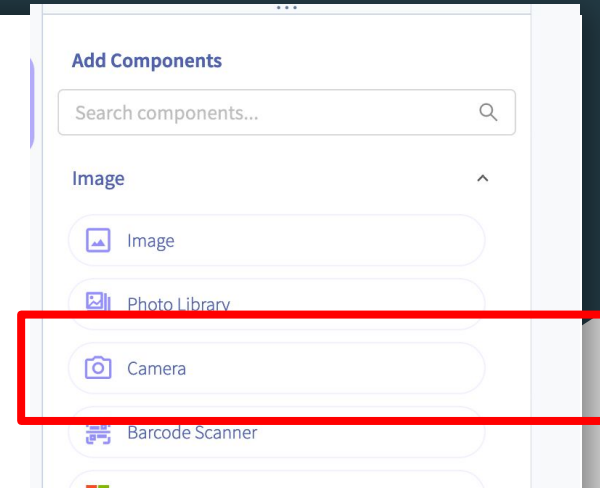We will learn how to use them, as they are all quite useful.

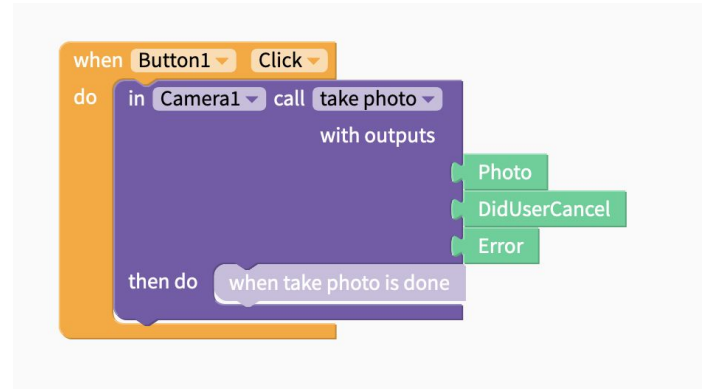We will also look at the Thunkable Gallery.

Camera

The Camera lets you use your phone's camera in the app.

It's in the Image section of the Components.
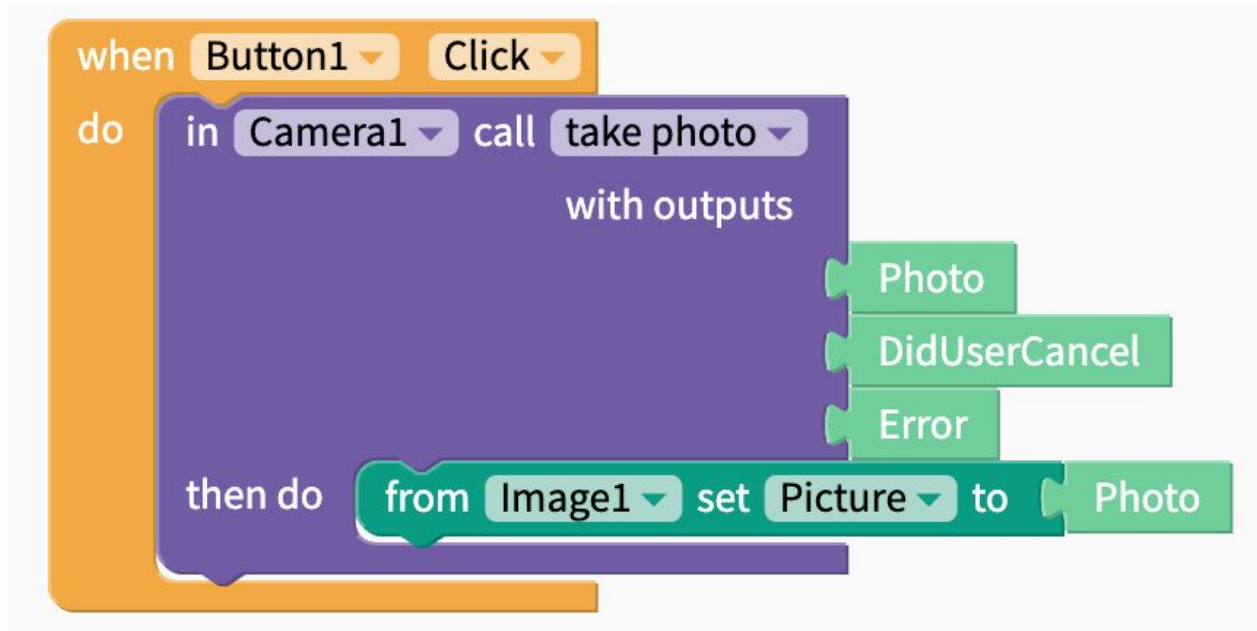
It only has 1 block.

Camera

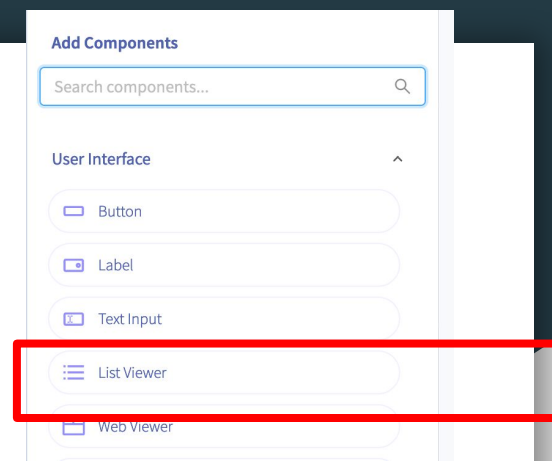The 'take photo' block lets you take a photo with the camera.

The three outputs of the function are:

- Photo: The photo taken with the camera.

- DidUserCancel: Did the user cancel taking the photo or not.

- Error: If there was an error when taking the photo.
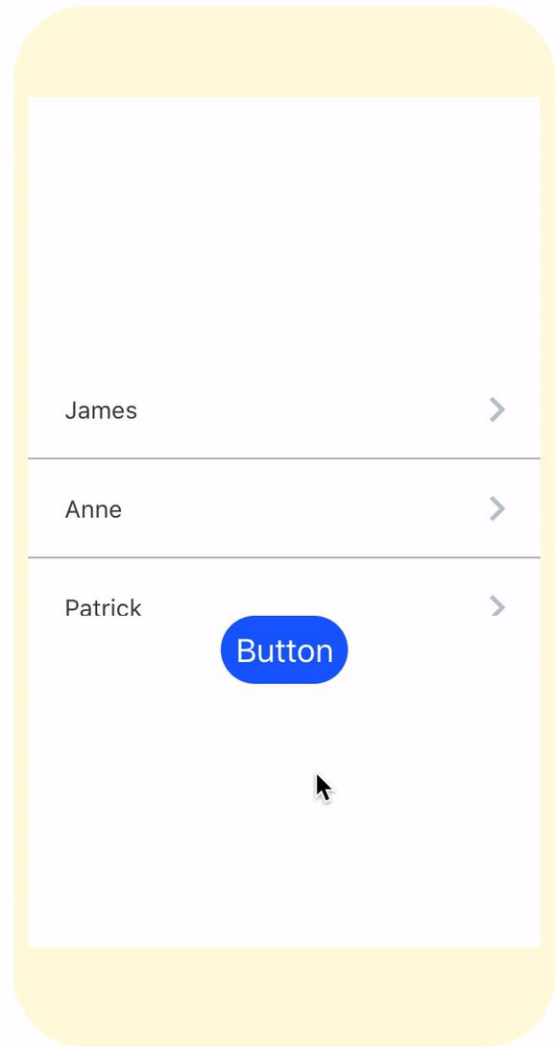
How to use the camera

List Viewer

The List Viewer is in the User Interface section.

This is used to display your Lists directly in a component.

List Viewer

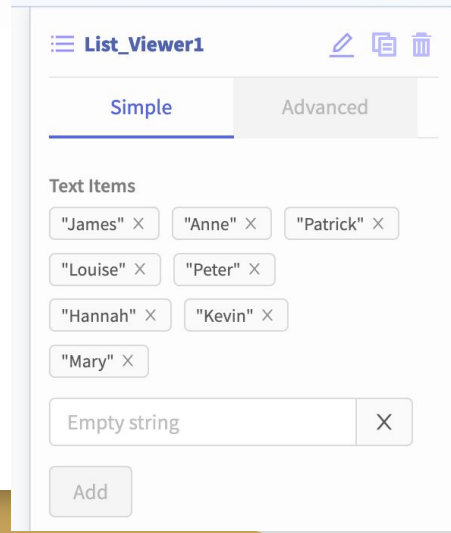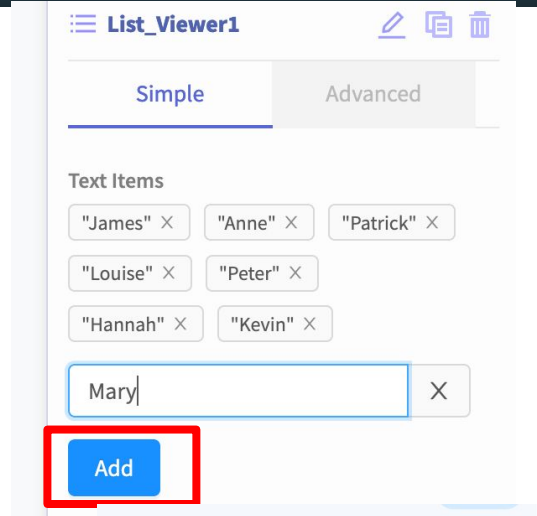This is an example of a List Viewer with a List of names.

You can scroll through the list items and click on them.

List Viewer

You can add list items to the list viewer in the Design view, in the Properties of the List Viewer.
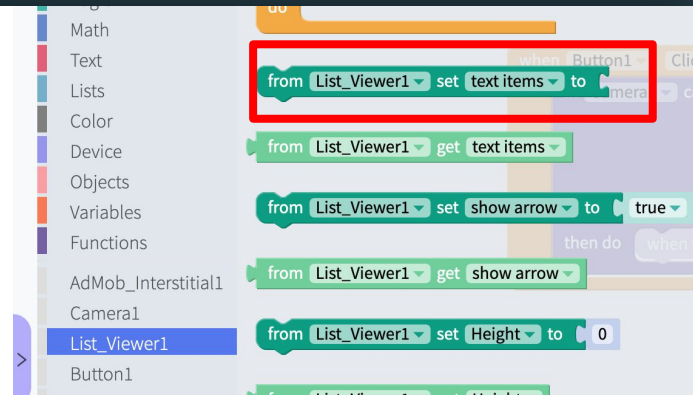
Just type what you want to add in the textbox and click 'Add'.

List Viewer

You can also add List items using blocks.

Use the 'from List_Viewer set TextItems to' block to change the list items using blocks.
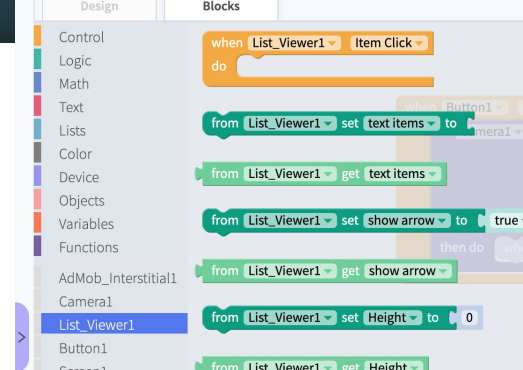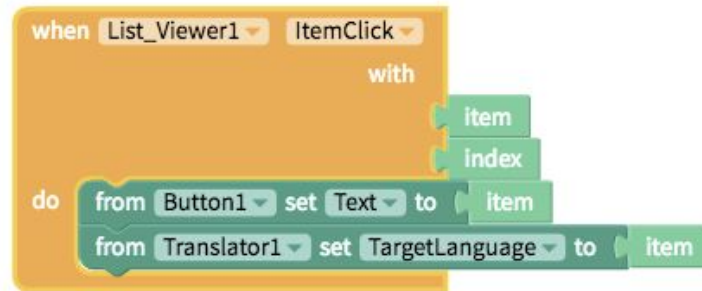
List Viewer

You can also make the List Viewer items tappable.

Use the 'when List_Viewer ItemClick' Event Listener from the List Viewer blocks drawer.

This will also give you special blocks representing the selected List item and index that you can use in the Event Listener.
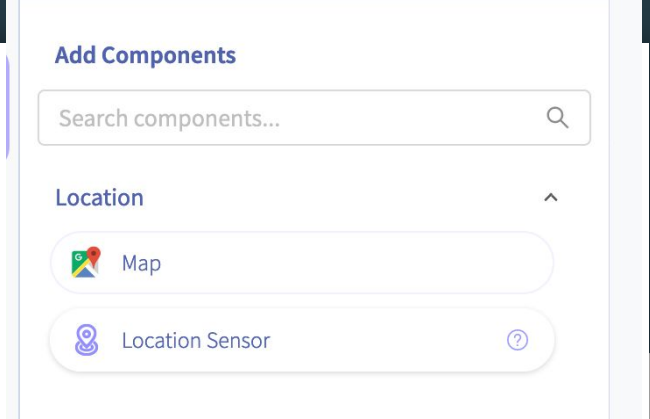
List Viewer

This is an example of how to use a List Viewer to select a target language for a Translator.
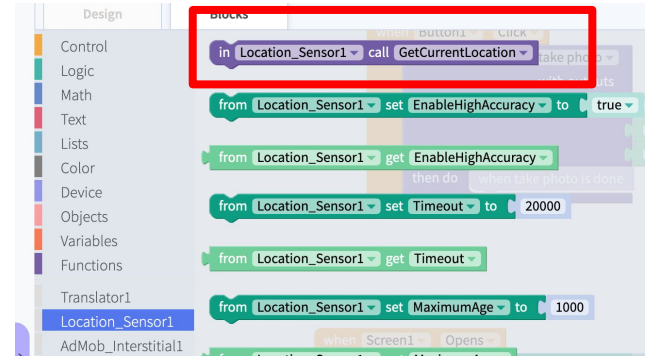
Location Sensor

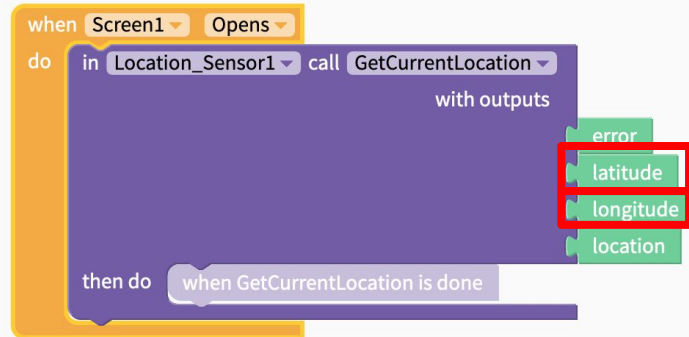You can find the Location Sensor in the Location components.

This senses the current location of the user's phone.

Location Sensor - Blocks

You use the 'in Location_Sensor call GetCurrentLocation' function block to get the current location of the phone.
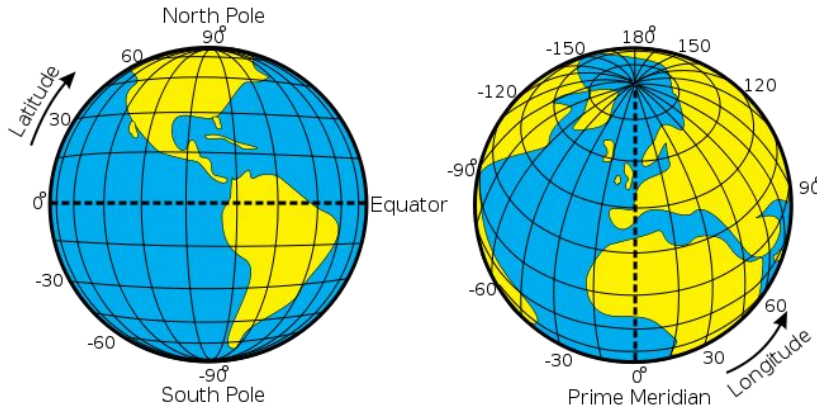
This will give you the Latitude and Longitude of the device.

Latitude and Longitude

Latitude and Longitude are a way to tell exactly where you are on the Earth using just numbers.

The globe of the Earth is covered in imaginary lines representing Latitude and Longitude.
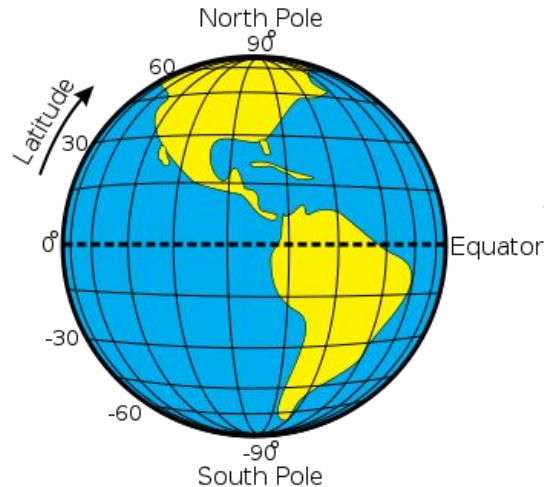
Latitude

Latitudes are the horizontal lines on the planet.

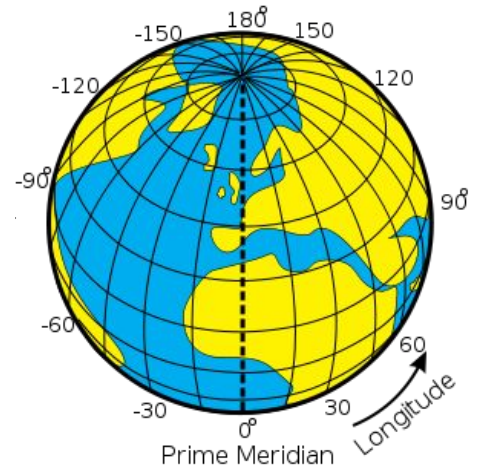At the equator, the Latitude is 0.

When you go North, the Latitude increases. When you go South, it decreases.

Longitude

Longitudes are the vertical lines on the planet.

When you go East, the Latitude increases. When you go West, it decreases.
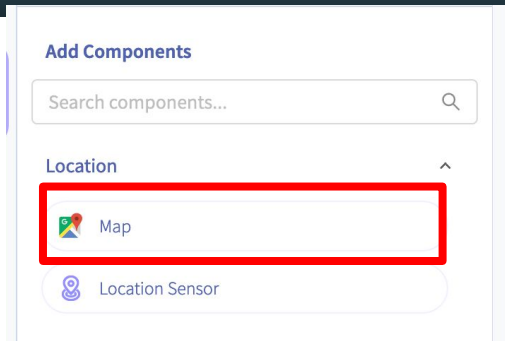
Latitude and Longitude

When you combine Lat and Long, you can have 'coordinates' for every point on the Earth.

For instance, here are the coordinates for some cities:

Dublin: Lat 53.350, Long -6.266
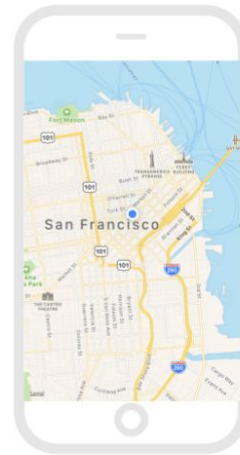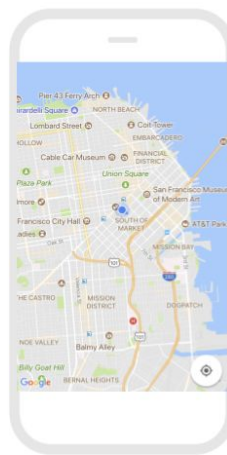
Tokyo: Lat 35.653, Long 139.839

Google Maps

The 'Maps' component allows you to put Google Maps into your app.

It's in the Location section.

Google Maps

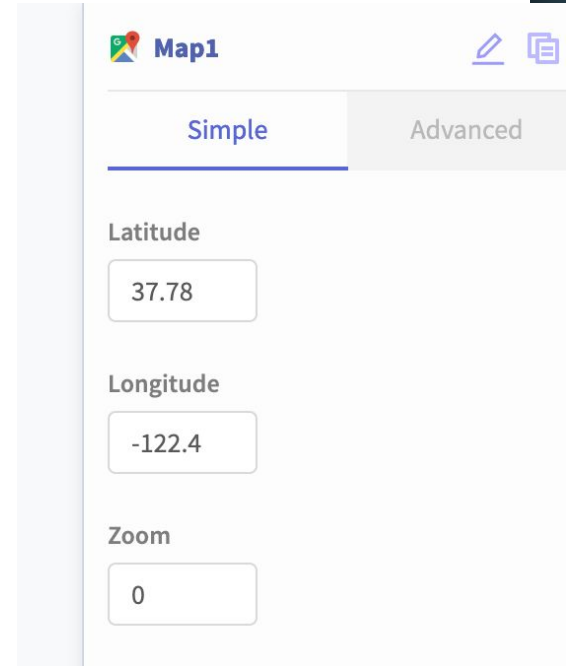You'll notice that the Map has the following properties:
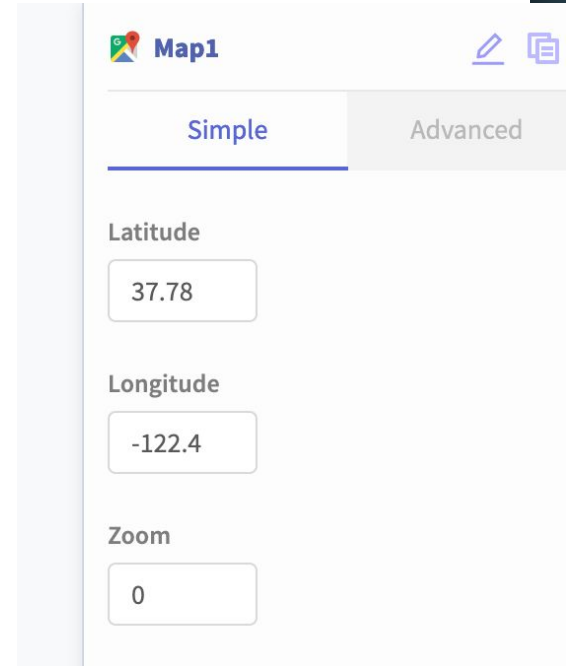
Latitude

Longitude

Zoom

Google Maps

In Thunkable, the Latitude and Longitude properties of the Map determine where the map will be centered.

The Zoom property determines where the app zoom will be

🗺️ **Map1**

Simple | Advanced
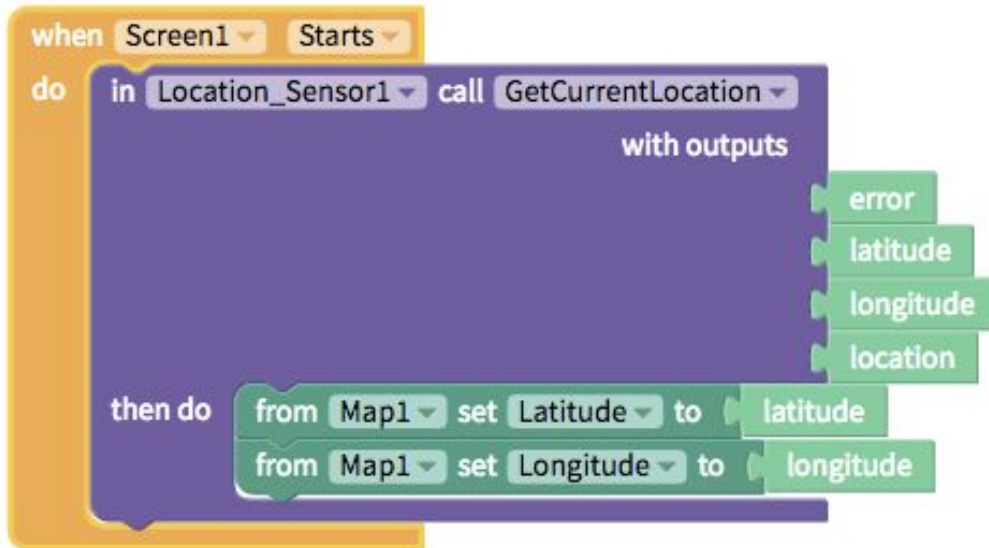
Latitude

37.78

Longitude

-122.4

Zoom

0

Google Maps - Blocks

You can set these Properties from the Blocks as well:
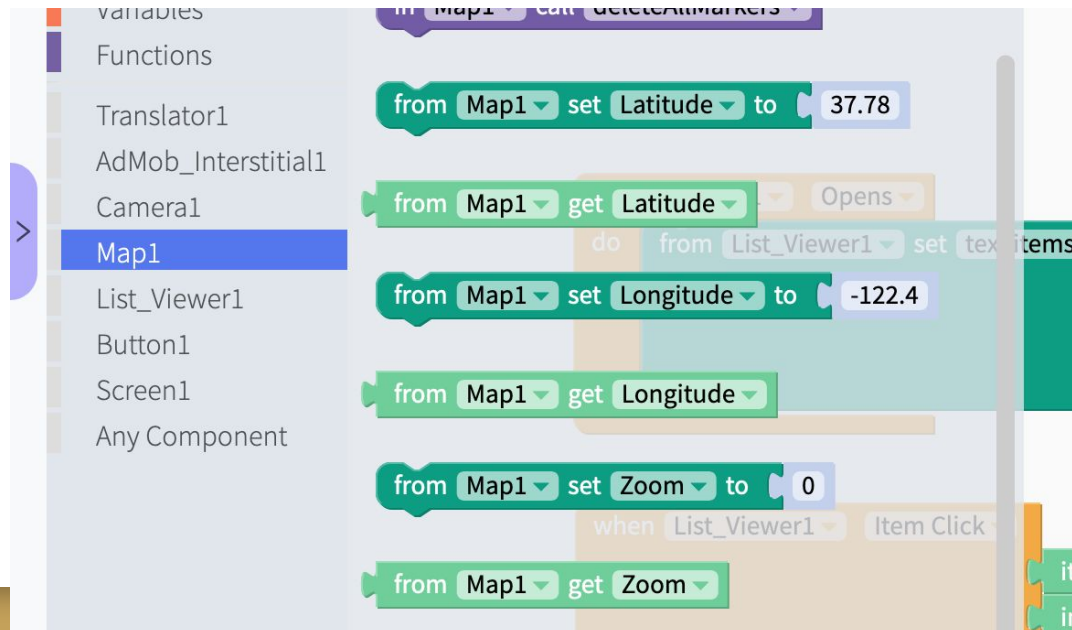
Google Maps - Blocks

Here is how you can combine the Location Sensor with the Maps component to automatically track the user's position on Maps.

Thunkable Gallery

The Thunkable Gallery shows you all of the public projects made by Thunkable users.

You can view, test, and even look at the blocks of these apps.
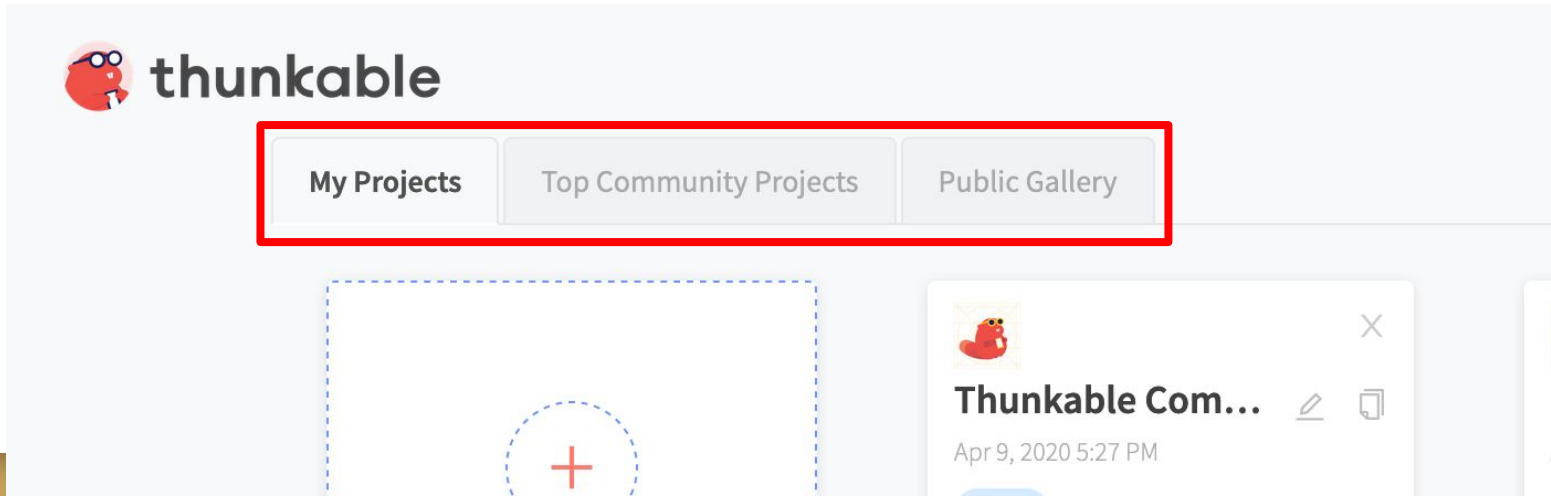
It is very useful if you want to learn how to make a certain app, or are looking for inspiration.

Thunkable Gallery

You can look at the Thunkable Gallery by going to:
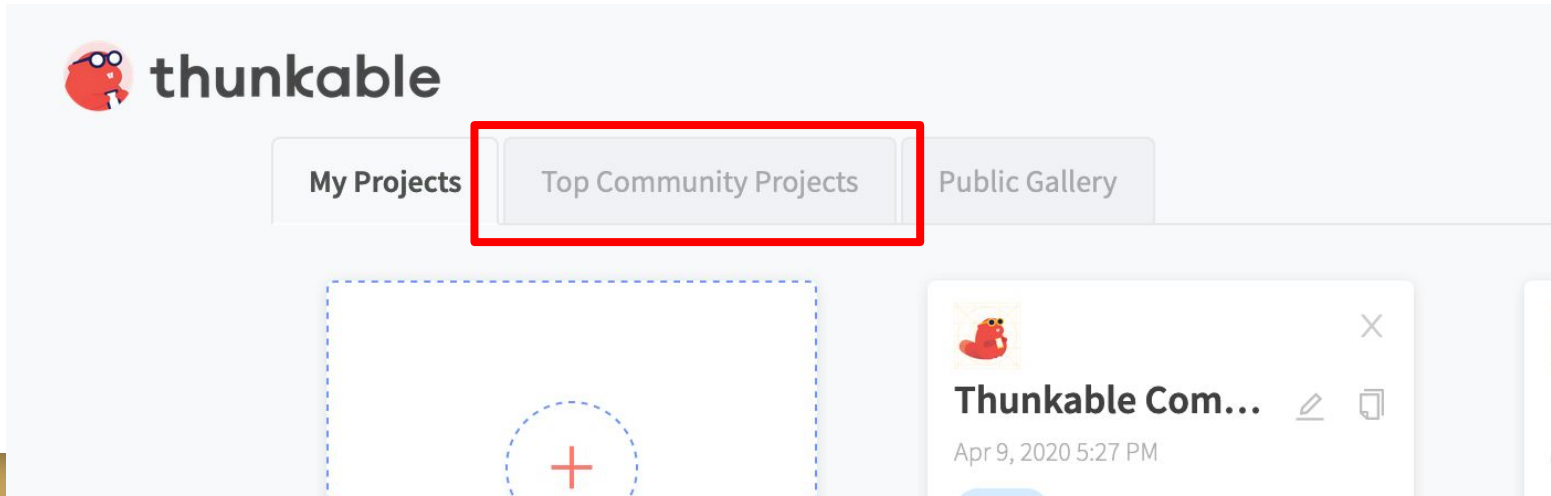
https://x.thunkable.com/projects
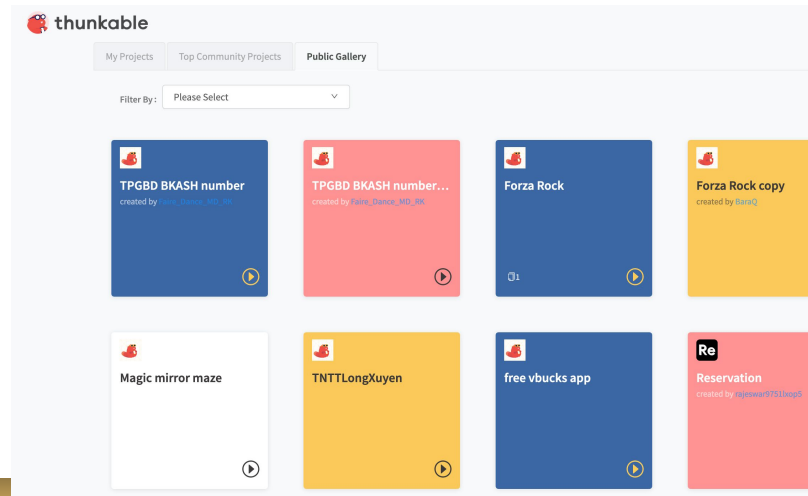
There are a three tabs that you can choose:

Thunkable Gallery

The 'Top Community Projects' will show you the highest rated projects made by Thunkable users.
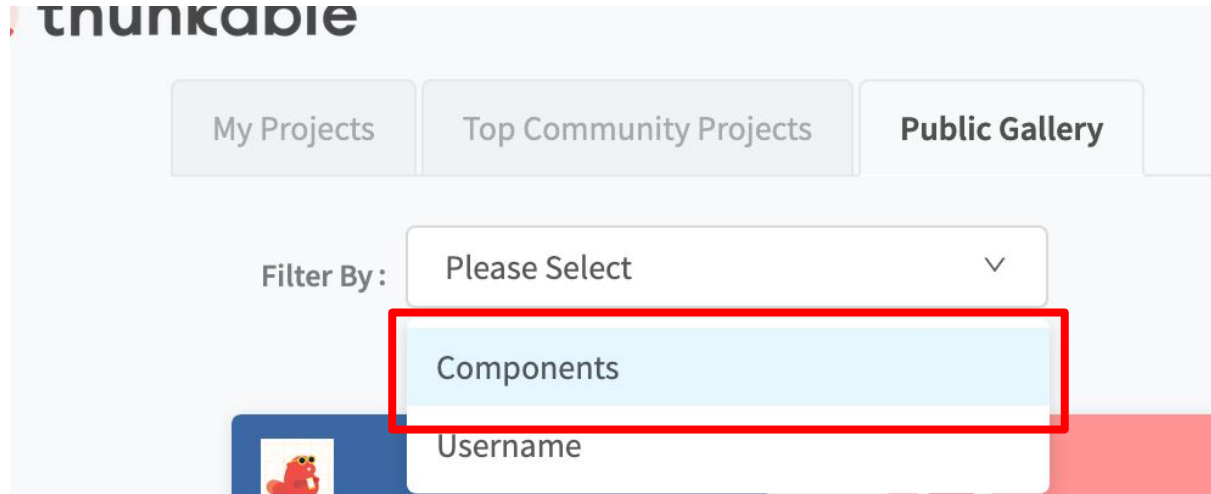
Thunkable Gallery

The 'Public Gallery' will show you all of the Public Projects made by Thunkable users.
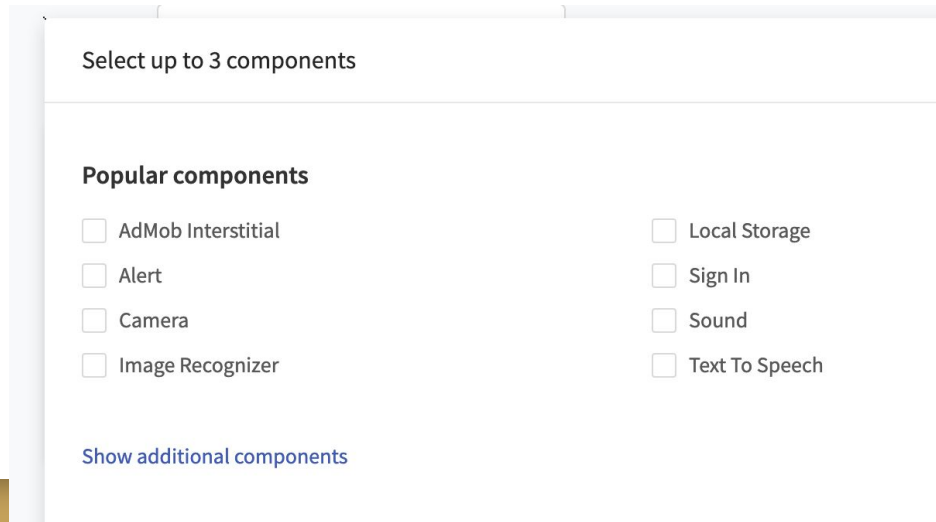
Thunkable Gallery

You can filter the Public Projects by certain components:

Thunkable Gallery

You can filter the Public Projects by certain components:

Choose up to 3 components to search whatever projects you want to look at.

Select up to 3 components

Popular components

- [ ] AdMob Interstitial
- [ ] Alert
- [ ] Camera
- [ ] Image Recognizer

- [ ] Local Storage
- [ ] Sign In
- [ ] Sound
- [ ] Text To Speech

Show additional components
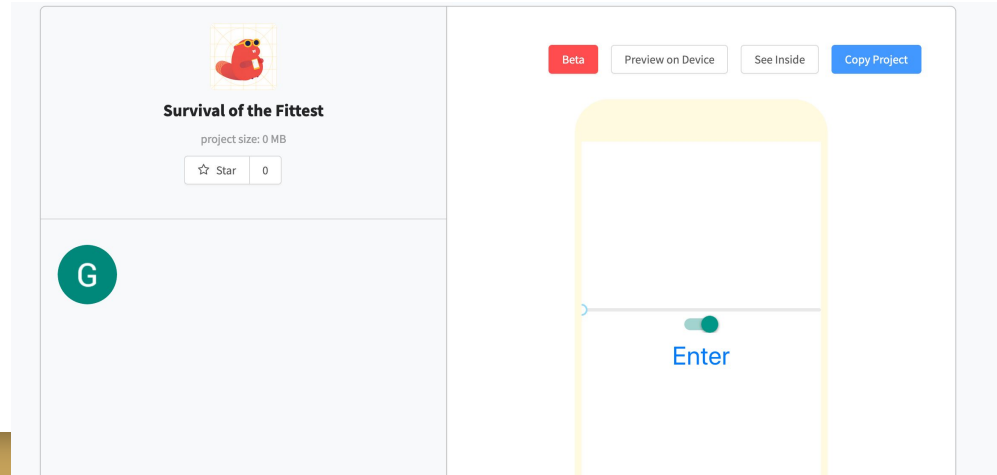
Thunkable Gallery

If you see an app you want to look more into, click on it and you will be taken to this screen.
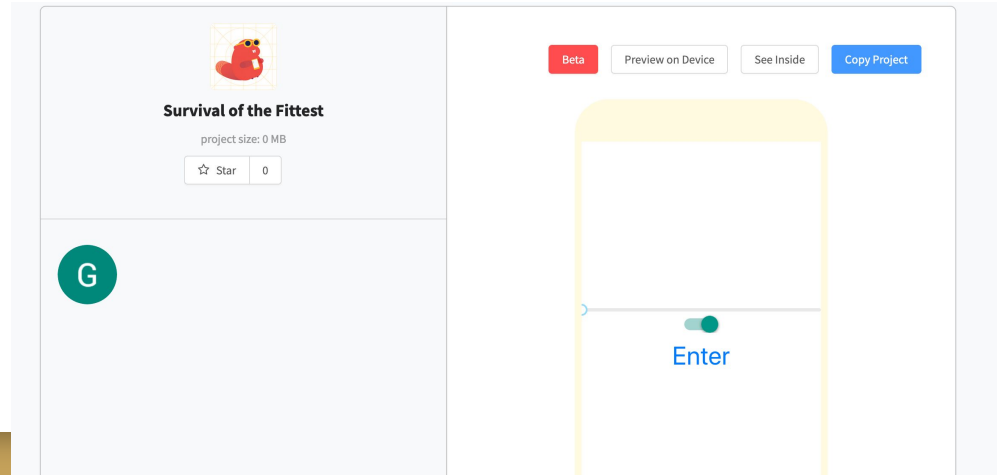
Thunkable Gallery

You can click on 'See Inside' to look at the App's blocks.

You can also directly copy the project into your own projects list using 'Copy Project'

Publishing

When your app is finished, you can Publish it to an app store.

However, this is not free.

	Publish to App Store (iOS)	**Publish to Play Store** (Android)
Min requirements	Apple Developer Program account ($100 / year)	Google Play Developer account ($25 one-time fee)
Add'l requirements	Design assets • Icon (1024 x 1024 px) • iPhone and iPad screenshots Privacy policy url for all apps	Design assets • Icon (512 x 512 px) • App screenshots • Feature graphic (1024 x 500 px) Privacy policy (for certain apps that require sensitive information e.g. access to phone camera)
Est. approval time	A few days	A few hours