

Component Development Kit Guide

# Developing custom components for use in RichFaces 4 (*draft*) projects

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# Introduction

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# Configuration

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# Creating a new component

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## 3.1. Creating a project

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## 3.2. Building a component skeleton

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## 3.3. Creating the UI

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## 3.4. Registering resources

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## 3.5. Extending the UIInput Class

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## 3.6. Configuring the component

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## 3.7. Tags and descriptors

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# Using components in projects

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# Developer sample

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# Unit testing

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# Creating components in other environments

Creating components in other environments





# Appendix A. Naming conventions

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## Appendix B. Template tags reference

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# Appendix C. Revision History

Revision History  
Revision 1.0

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