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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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

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Appendix A. Naming conventions

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Appendix B. Template tags reference

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