

Thanks for purchasing Splasher. Splasher is here to help you with your next project. If you have any questions that are beyond the scope of this help file, please feel free to contact us at contact@hencework.com

Splasher is an advanced, responsive dashboard UI kit built using Bootstrap, the most popular HTML, CSS, and JS framework for developing responsive, mobile first projects on the web.

It includes different layouts, with one special e-commerce layout, more than 80 HTML files and lots of widgets and custom made reusable components to help you develop your next application.

NodeJS-

Node.js is a platform built on Chrome's JavaScript runtime for easily building fast, scalable network applications. Node.js uses an event-driven, non-blocking I/O model that makes it lightweight and efficient, perfect for data-intensive real-time applications that run across distributed devices.

Bower-

A package manager for the web. Web sites are made of lots of things – frameworks, libraries, assets, and utilities. Bower manages all these things for you.

Grunt-

The JavaScript Task Runner. With literally hundreds of plugins to choose from, you can use Grunt to automate just about anything with a minimum of effort.

SASS

CSS with superpowers. Sass is the most mature, stable, and powerful professional grade CSS extension language in the world.

Installation instructions for local development(Optional)

After installing all the required frameworks, components and dependencies, go to the root folder of and run the following commands from the command line:

```
npm install
bower install
grunt
```

If everything was installed correctly, you should see the jQuery version of Splasher running in <http://localhost:9000/>

Includes the entire application and its development files

bower_components

Includes all the dependencies installed with bower

node_modules

Includes all node packages, components and dependencies installed with NPM

dist

After compiling the application with the grunt build command, this folder is created and all production ready files and folders are put in this folder. This is the folder you have to upload if you want to publish your application to the world.

Above all procedures are optional you can directly use the compiled file which we provided you.