

# Say No Toolkit Technical FAQ

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## 1. How does the toolkit work?

- a. The toolkit consists of four parts:
  - i. the mobile application which can be installed directly onto mobile and tablet devices. Supported platforms are: Android, iOS, Windows Phone and Blackberry (excluding Blackberry OS 10)
  - ii. the desktop application can be accessed through a web browser and is an almost identical replica of the mobile application in the way it looks and operates. The data displayed in both the mobile and desktop versions of the application is exactly the same
  - iii. an administrative area used to enter the information for the toolkit. The core system then takes this information and builds the version to be installed on the mobile phone
  - iv. A database which stores all of the data that powers the toolkit

## 2. Where is the toolkit hosted?

- a. The toolkit (website, administrative area and database) is hosted on secure servers managed by Total Onion
- b. The installable mobile application is hosted on Total Onion servers but will be installed directly onto the end user device

## 3. Can we host the toolkit on our internal network?

- a. Yes, the toolkit can be hosted anywhere once the minimum system requirements are met

## 4. What are the minimum server specifications?

- a. Hardware:
  - i. CPU - 1GHz
  - ii. Memory - 1GB
  - iii. Hard drive - 2 x 50GB (RAID)
- b. Software:
  - i. Linux (Centos)
  - ii. Apache (2.2.x)
  - iii. MySQL (5.x)
  - iv. PHP (> 5.3)
- c. Application Open Source Tools:
  - i. jQuery - <http://jquery.com>
  - ii. Backbone - <http://backbonejs.org/>
  - iii. Underscore - <http://underscorejs.org/>
  - iv. Cordova/PhoneGap - <https://cordova.apache.org/>
- d. Miscellaneous Tools:
  - i. SSL certificate

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## 5. How is the mobile app built?

a. Build Tools (required for generating the app for deployment to devices): We currently use GitHub and Adobe for building the application. If you wish to host this locally, you'll require the following tools:

- i. Git - <http://git-scm.com/>
- ii. Cordova/PhoneGap - <https://cordova.apache.org>

If you are building the application using Cordova internally, you'll also require a computer that is running Mac OSX (Lion or greater) so that you can deploy to iOS devices. This is one of the reasons we chose Adobe's option <http://phonegap.com/> since we can generate the code for iOS, Android and Windows Phone in one place

## 6. How is the mobile app deployed?

a. To deploy the app outside of the various public App Stores you need some additional options:

- i. Apple - Enterprise accounts (<https://developer.apple.com/programs/ios/enterprise/>) and developer certificate
- ii. Android - developer certificates (free)
- iii. Windows - Company account in the Windows Phone Dev center ([http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj206943\(v=vs.105\).aspx](http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj206943(v=vs.105).aspx))

## 7. Security

- a. The mobile application is self contained. This means that all the data for the application is stored on the device and only communicates with the server once a week to look for updated information. The communication between the server and the device takes place of https
- b. The desktop application communicates with the server over https
- c. The administrative area is password protected and requires https for use

## 8. Licensing

- a. The system uses software components that are comply with the MIT and Apache 2.0 licensing

## 9. Can we change the code as we deem necessary?

- a. Yes, if you are hosting this yourself, you are granted license to modify the source code as necessary