



Respresso

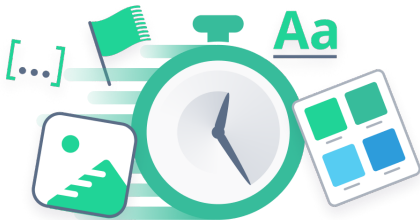
Developer summary

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Resource management sucks.

Why waste your valuable time on nerve-wracking tasks when you can easily automate them?



You lose time managing resources while collecting localizations from excel, picking color codes from designs, and converting images and icons. It makes it even worse when you receive a “Fwd: final final v3” email requesting you to fix a typo and replace an image.

Rather, let your client, designer, or other team members edit resource files (localizations, images, colors, etc.) with Respresso’s online editor to get them in a platform-specific format, automatically delivered to your project's source code.



How Respresso helps you?

Respresso takes care of boring tasks:

What you WON'T have to do with resources?

- ✗ Negotiate with others, modify according to their instructions. Deal with their content.
- ✗ Convert to platform-specific format.
- ✗ Collect them from emails or designs.
- ✗ Use them differently.
- ✗ Comply with other platforms.

What will be instead?

- ✓ Edited directly by others.
- ✓ Automatic conversion and build-time update.
- ✓ The designer bulk imports them.
- ✓ You use them the same way as before.
- ✓ Consistency is guaranteed.

You only need to do a few-minute set-up. For both existing and new projects.

How?



Collaborative resource manager:

From now on, let others directly edit resource files (localizations, images, icons, colors, fonts, configurations, and app icons) that previously were only editable by developers. All you have to do is use the keys, as usual, Respresso will take care of everything else.



Automatic conversion:

Respresso automatically converts resources to the required formats to take care of platform-specific details. Currently, it supports commonly used formats of Android, iOS, and Web platforms, but you can easily extend it with your own converters.



Auto sync:

You can download the converted files as a zip, or automate the process via the Respresso CLI. Setting up these tools takes less than 5 minutes, but in return, you will never have to manually update your resource files again. In addition, you can also use the CLI with CI/CD tools.



Regular workflow:

Respresso doesn't require modifications in your code/implementation, you don't need to learn a new lib, just use the resources files as you used them before. You can also commit the synced files to your own VCM (eg.: git). Your project is completely independent of Respresso's services, you can stop using our editor and carry on with all the downloaded files.



Quick import:

Add your existing project to Respresso by directly importing your existing resource files with a few clicks. Or apply it to a new project and bulk import resources directly from designs using Respresso's Zeplin, Figma, and Adobe XD integrations.



Easy to adopt:

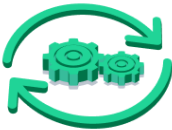
Natural UI for developers, but easy to understand for other team members. Set up your project in Respresso within minutes by watching our video tutorials, getting more tips from our blog, and taking advantage of advanced features by reading our documentation.

What else is Respresso capable of?



Version control:

Respresso uses versioning at its core to let you manage resources like dependencies. You can have parallel, finalized, or hotfix versions, so you can achieve the same versioning as the app's releases. Git-inspired version merging is also available for localizations.



Developer utilities:

To make your job easier, we also paid attention to the details: generated classes for typo-safe resource use, build-time update, platform-specific key formats, and many more.



Customizability:

Respresso uses a custom conversion engine called Flow that allows you to configure our converters or add additional steps. This lets you extend Respresso with custom output formats, webhooks, notifications, triggering CI/CD pipelines, or even hosting the generated files on your own backend.