

## Setting up LiveCode for Mobile Development - Quick Start

1. Ensure Apple's XCode development tool and Android's SDK are installed on your system. (This is a separate process that we covered in an earlier lesson.)
  - a. Setting up for iOS is covered in an online lesson at <http://lessons.runrev.com/s/lessons/m/2571/1/23275-how-do-i-become-an-ios-developer>.
  - b. Setting up for Android is covered in online lessons in a series of lessons for PC, Mac and Linux users. See <http://lessons.runrev.com>, and search for "Android developer".
2. Launch LiveCode.
3. Open LiveCode > Preferences and click on Mobile Support.
4. In the iOS section at the top click the "..." button and locate the XCode application. It is normally in the Applications folder at the root level of the hard drive.
5. In the Android section click the bottom "..." button and locate the Android SDK, if installed.

## Setting up a simulator in the Android SDK for testing.

1. Install the Android SDK framework from <http://developer.android.com/sdk/>.
2. Launch the Android executable from the Tools folder.
3. Install the desired SDKs for the version(s) of Android you wish to develop for.
4. Configure Android Virtual Devices (AVDs). Tools menu > Manage AVDs...
  - a. Click New...
    - i. Name: Whatever makes sense to you; e.g. "Android-2.2"
    - ii. Target: The version of Android you want to test against (choose from among the installed versions.)
    - iii. SD Card: 128 is a good number.
    - iv. You can leave everything else at defaults for now.
  - b. Click Create AVD
5. Your AVD should now appear in the list. To launch a simulator:
  - a. Select the desired AVD and click Start...
  - b. Default choices should be alright for our purposes.
  - c. Click Launch. This will launch the simulator. It normally takes a few moments for the simulator environment to load. When it is done you should see the home screen for the Android device in a window.

## Preparing an Android Device for testing.

Enable USB debugging on your device.

- On most devices running Android 3.2 or older, you can find the option under Settings > Applications > Development.
- On Android 4.0 and newer, it's in Settings > Developer options. Note: On Android 4.2 and newer, Developer options is hidden by default. To make it available, go to Settings > About phone and tap Build number seven times. Return to the previous screen to find Developer options.

## Preparing a LiveCode Stack for Testing on Android.

1. Create your stack.
2. Choose File menu > Standalone Applications Settings.
3. Click on the Android icon. The Android settings appear.
4. Check the Build for: Android box.
5. Settings:
  - a. Label: Type the name for the app that should appear on the Android system.
  - b. Identifier: For now use "edu.byu.humanities." The final part can be some variation on your app name, something like this: edu.byu.humanities.myapp. *Each separate app must have a unique name.*
  - c. Signing: Sign for development only.
  - d. Select appropriate Initial Orientation.
  - e. Minimum Android Version: 2.3 is a good choice for now.
  - f. Leave the rest of the settings at their defaults.

6. Close the Standalone Applications Settings window and save your stack.
7. In the Development Menu choose Test Target > [One of the running Android simulators]
8. Now choose Development menu > Test. Your stack will be built into a test app and launched automatically in the simulator.