Setting up LiveCode for Android Development - Quick Start

Detailed instructions for setting up the Java SDK and Android Studio are available in this this document: http://livecode.byu.edu/mobile/LiveCode-Android_setup.pdf.

1. Ensure the Java SDK and Android studio are installed on your system.

   ***Note**: Launching Android Studio for the first time requires administrator rights.*

2. Launch LiveCode and open LiveCode > Preferences and click on Mobile Support.
3. 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.
4. In the Android section click the bottom "..." button and locate the Android SDK.

Setting up simulator in the Android SDK for testing. (Can be slow but an option if no device avail.)

See the guide LiveCode and Android Studio at http://lessons.livecode.com/m/2571/l/625198-livecode-and-android-studio. Scroll down to the section on Configuring a Virtual Device. The directions there are a bit skimpy, but it usually suffices to just create a new project with the default settings.

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.dight." The final part can be some variation on your app name, something like this: edu.byu.dight.myapp. *Each separate app must have a unique identifier.*
   c. Signing: Sign for development only.
   d. Select appropriate Initial Orientation.
   e. Minimum Android Version: 4.1 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 > [An Android simulator or connected device.]
8. Now choose Development menu > Test. Your stack will be built into a test app and launched automatically in the simulator or on the device.
   Note: The first launch of your app on a test device may take a long time. It may help to make sure your Android device is awake before you attempt to test your app.