## Setting Up Your Android Development Environment

For Windows XP v1.1

By GoNorthWest

28 November 2011

Setting up the Android development environment can be a bit...well...challenging if you don't have all the pieces in place before you start. The aim of this guide is to visually walk you through the process of downloading what you need, installing it, and making the correct configurations. Once you do that, you're all set to actually work with the source code you download from Buzztouch! Hopefully these instructions will make things just a bit easier for you!

Let's get started!

- 1. **Download required software**. In order to make this all work, there are several pieces of software you have to download and install:
  - a. **Eclipse**: I chose to download Eclipse Classic 3.7.1, which was the most recent version available at the time of this writing. I downloaded the 32-bit version for Windows XP, but there is also a 64-bit version if you are running 64-bit Windows. Here are the links I used to get this package.

http://www.eclipse.org/downloads/

http://www.eclipse.org/downloads/download.php?file=/eclipse/downloads/drops/R-3.7.1-201109091335/eclipse-SDK-3.7.1-win32.zip

http://www.eclipse.org/downloads/download.php?file=/eclipse/downloads/drops/R-3.7.1-201109091335/eclipse-SDK-3.7.1-win32-x86\_64.zip

**b.** Android Development SDK: This is the software development kit (SDK), much like the iOS SDK for Macs, that must be used within Eclipse for development. Here are the links I used for this portion.

http://developer.android.com/sdk/index.html#installingplugin

http://dl.google.com/android/installer\_r15-windows.exe

http://developer.android.com/sdk/eclipse-adt.html#installing

**c.** Java JDK: You have to use the Java Developers Kit here...not just the Java Runtime Engine (JRE), which most of you already have installed. This is a very crucial distinction...without it, things will not work.

http://www.oracle.com/technetwork/java/javase/downloads/index.html

http://www.oracle.com/technetwork/java/javase/downloads/jdk-7u1-download-513651.html

- d. Once you get all the software downloaded, you should have a file listing that looks something like this :
  - eclipse-SDK-3.7.1-win32
    installer\_r15-windows.exe
    jdk-7u1-windows-i586.exe
- 2. Install the Java JDK (jdk-7u1-windows-i586.exe). Double-click on the JDK install package you downloaded from above, and follow the prompts. This MUST be installed before you can install the Android SDK...without it, SDK installation will fail. Your install screens should look something like the following:



🛃 Java(TM) SE Development Kit 7 Update 1 - Custom Setup				
Java <sup>*</sup>	ORACLE			
Select optional features to install from the list below. You car installation by using the Add/Remove Programs utility in the C	n change your choice of features after Control Panel			
Development Tools Demos and Samples Source Code Public JRE	Feature Description Java(TM) SE Development Kit 7 Update 1, including private JRE 7 Update 1. This will require 300MB on your hard drive.			
Install to: C:\Program Files\Java\jdk1.7.0_01\	Change			
< Back	Next > Cancel			

Use the screen above to decide which components you want and don't want. When in doubt, just go with the defaults...it'll be what you need for your environment.



JJava Setup - Destination Folde	er	×
الله المعالم المعالم المحال		ORACLE
Install to:		
C:\Program Files\Java\jre7\		Change
	Cancel	Next >
		<u> </u>
- That SE Development Kit '	7 Undete 1 Complete	
🛃 Java(TM) SE Development Kit	7 Update 1 - Complete	×
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B Java(TM) SE Development Kit	7 Update 1 - Complete	
Java(TM) SE Development Kit	7 Update 1 - Complete	ORACLE
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Once you have hit the Finish button, you are done with the JDK install, and can move on to the Android SDK Installer.

3. Install the Android SDK (installer\_r15-windows.exe). Double-click on the Android SDK install package you downloaded from above, and follow the prompts. Your install screens should look something like the following:

O Android SDK Tools Setup	
Java SE Development Kit Detect whether Java SE Development Kit is installed.	C BER
Android SDK relies on the Java SE Development Kit (JDK). Java SE Development Kit (JDK) version 1.7 has been found.	
Log	
Nullsoft Install System v17-Oct-2011,cvs — Sack Ne	xt > Cancel

If you don't see the above screen initially, and it complains that it cannot find the JDK, then hit the "Back" button, then "Next" again. This should resolve the problem. If not, check out this article on Stack Overflow :

http://stackoverflow.com/questions/4382178/android-sdk-installation-doesnt-find-jdk

O Android SDK Tools Setup	
Choose Install Location Choose the folder in which to install Android SDK Tools.	Kate
Setup will install Android SDK Tools in the following folder. To install in a difference Browse and select another folder. Click Next to continue.	erent folder, click
Destination Folder	
C:\Program Files\Android\android-sdk	Browse
Space required: 49.7MB Space available: 26.2GB	
Nullsoft Install System v17-Oct-2011,cvs	Cancel
O Android SDK Tools Setup	
Choose Start Menu Folder Choose a Start Menu folder for the Android SDK Tools shortcuts.	THE
Select the Start Menu folder in which you would like to create the program's can also enter a name to create a new folder.	s shortcuts. You
Android SDK Tools	
ABBYY FineReader 6.0 Sprint Accessories Activision Value Administrative Tools Android SDK Tools	
Application Verifier AT&T Global Network Client Atari Debugging Tools for Windows (x86)	
Dell Inc Dell PC Fax	~
Nullsoft Install System v17-Oct-2011,cvs	
< Back Install	Cancel



You can choose to start the SDK Manager at this point, or move on to Eclipse installation. For the sake of this tutorial, keep "Start SDK Manager" selected, and hit Finish.

4. **Configure the Android SDK for Development Tools and Google API.** This is where you configure the Android SDK Manager to download the tools you will need to create Buzztouch apps. This is essentially downloading the Google API's Platform 2.2 and API level 8. Keep in mind a common mistake, as pointed out in the Readme file provided by Buzztouch with your Android source code : "A common mistake is to assume Android 2.2 API's and Google 2.2 API's are the same, they are not." This is important to keep in mind...if you grab the wrong ones, you won't be able to get your program to work.

Android SDK Manager				
Packages Tools				
SDK Path: C:\Program Files\Android\android-sdk				
Packages				
🐳 Name	API	Rev.	Status	
▲ □ □ Tools				
Tools		15	🎒 Installed	
🔲 🙀 Android SDK Platform-tools			🖊 Not installed	
a 👿 🚔 Android 4.0 (API 14)				=
🔽 🔛 Documentation for Android SDK	14		🖊 Not installed	
🔽 🌞 SDK Platform	14		🖊 Not installed	
🔽 🌄 Samples for SDK	14		🖊 Not installed	
🔽 👾 ARM EABI v7a System Image	14		🖊 Not installed	
📝 🖏 Google APIs by Google Inc.	14		🖊 Not installed	
D 📄 🚔 Android 3.2 (API 13)				
D 📄 🚔 Android 3.1 (API 12)				
[] Android 3.0 (API 11)     []				
[] Android 2.3.3 (API 10)     []				
				<b>v</b>
Show: 🗹 Updates/New 📝 Installed 📃 Obsolete Select 🖸	lew or Up	<u>dates</u>		Install 6 packages
Sort by:  API level  Repository <u>Deselect</u>	<u>t All</u>			Delete packages
Done loading packages.				

This should be the first screen you see. If you select what I selected above, you'll get what you need for developing with Buzztouch. In fact, you'll get more than what you need, but sometimes it's difficult to narrow down exactly where all the necessary packages are, so just grab everything!

🕆 Android	SDK Ma	anager						X
Packages	Tools							
SDK Path:	N	lanage AVDs	1					
Packages	Ν	lanage Add-on Sites						
🏺 Nar	0	ptions		API	Rev.	Status		<b>^</b>
	А	bout						
	A AD	arola SUK LOOIS			15	🎒 Installed		
	🎁 An	droid SDK Platform-tools				🖊 Not installed		
🔺 🔽 🚊	Androi	id 4.0 (API 14)						=
<b>V</b>	🔛 Do	cumentation for Android SDK		14		🖊 Not installed		
<b>V</b>	🏺 SDI	K Platform		14		🖊 Not installed		
<b>V</b>	🗋 🌄	mples for SDK		14		🖊 Not installed		
<b>V</b>	蘭 AR	M EABI v7a System Image		14		🖊 Not installed		
<b>V</b>	🖷 Goo	ogle APIs by Google Inc.		14		🖊 Not installed		
D 📄 🗎	Androi	id 3.2 (API 13)						
D 📄 🗎	Androi	id 3.1 (API 12)						
D 📄 🗎	Androi	id 3.0 (API 11)						
D 🗈 🖻	Androi	id 2.3.3 (API 10)						
	Androi	id 2.2 (API 8)						Ψ.
Show: 🔽	Update	s/New 📝 Installed 📃 Obs	olete Se	elect <u>New</u> or <u>Up</u>	dates	[	Install 6 pac	kages
Sort by: 🔘	API lev	el 💿 Repository	De	eselect All		[	Delete pack	ages
Done loadir	ng packa	ages.						

In order to download the packages, you need to define Add-on Sites. Go to Tools...Manage Add-on Sites, and you'll get the following:



Select the "New" button and you'll be asked for a URL. Use the following:

Add Add-on Site URL	×
Please enter the URL of the addon.xml:	
https://dl-ssl.google.com/android/eclipse/	
	OK Cancel

Hit OK, and you'l I see the following screen:

Add-on Sites	×
This dialog lets you manage the URLs of external add-on sites to b	e used.
Add-on sites can provide new add-ons or "user" packages. They cannot provide standard Android platforms, docs or sample Adding a URL here will not allow you to clone an official Android	s packages. repository.
https://dl-ssl.google.com/android/eclipse/addon.xml	New
	Edit
	Delete
	Close

Now you can hit Close, and get this screen:

Android SDK Manager					X
Packages Tools					
SDK Path: C:\Program Files\Android\android-sdk					
Packages					
🖷 Name	API	Rev.	Status		-
Tools					
Android 4.0 (API 14)					
Documentation for Android SDK	14		🖊 Not installed		
📝 🏺 SDK Platform	14		🖊 Not installed		
🔽 攝 Samples for SDK	14		🖊 Not installed		-
📝 🟺 ARM EABI v7a System Image	14		🖊 Not installed		-
📝 🖏 Google APIs by Google Inc.	14		🖊 Not installed		
Image: Marce Android 3.2 (API 13)					
Image: Marce Android 3.1 (API 12)					
Image: Marce Android 3.0 (API 11)					
Image: Marce Android 2.3.3 (API 10)					
Image: Provide the second s					_
Image: Marce Android 2.1 (API 7)					_
Image: Android 1.6 (API 4)					*
Show: Vpdates/New VInstalled Obsolete Select N	ew or Up	<u>dates</u>		Install 6 package	es
Sort by:      API level      Repository	All		[	Delete package	25
Done loading packages.					

Now you can hit the Install 6 Packages button, and the following screen should appear:

<ul> <li>Packages</li> <li>Android SDK Platform-tools, revision 9 [*]</li> <li>Documentation for Android SDK, API 14, r</li> <li>SDK Platform Android 4.0, API 14, revision</li> <li>Samples for SDK API 14, revision 1</li> <li>ARM EABI v7a System Image, Android API</li> <li>Google APIs by Google Inc., Android API 1</li> <li>Google USB Driver package, revision 4</li> </ul>	Package Description & License Package Description Android + Google APIs Revision 1 Requires SDK Platform Android API 14 Dependencies Installing this package also requires installing: - SDK Platform Android 4.0, API 14, revision 1 Archive Description Archive for any OS Given 102 0 MiD O Accept © Reject	C Accept All
[*] Something depends on this nackage	Install	Cancel

This is one of those better to grab everything moments. Make sure there is a green checkmark next to everything you see above, and then hit Install. Now grab a cub of coffee or SoBe...this is gonna take a bit.

Android SDK Manager	-				3
Packages Tools					
SDK Path: C:\Program Files\Android\android-sdk					
Packages					
👾 Name	API	Rev.	Status		•
🔲 🧰 Tools					
📝 🚔 Android 4.0 (API 14)					
Documentation for Android SDK	14		🖊 Not installed		
👿 🌞 SDK Platform	14		🖊 Not installed		
📝 攝 Samples for SDK	14		🖊 Not installed		-
👿 👾 ARM EABI v7a System Image	14		🖊 Not installed		-
📝 🖏 Google APIs by Google Inc.	14		🖊 Not installed		
🔲 🚔 Android 3.2 (API 13)					
🔲 🚔 Android 3.1 (API 12)					
🔲 🚔 Android 3.0 (API 11)					
🔲 🚔 Android 2.3.3 (API 10)					
🔲 🚔 Android 2.2 (API 8)					
🔲 🚔 Android 2.1 (API 7)					
🕅 🚘 Android 1.6 (API 4)					Ŧ
Show: Vpdates/New VInstalled Obsolete S	elect <u>New</u> or <u>Up</u>	<u>dates</u>		Install 6 packages	
Sort by:      API level      Repository	eselect All			Delete packages	
Downloading Documentation for Android SDK, API 14, revision 1 (11%, 557 KiB/s, 2 minutes left)					

It's now downloading and installing the stuff you need. Depending on your connection speed and system speed, this could literally take 30 minutes or more. I left mine and came back later. When it's done, you'll get this screen:

T Android SDK Manager				
Packages Tools				
SDK Path: C:\Program Files\Android\android-sdk				
Packages				
🏺 Name	API	Rev.	Status	
🗖 🧰 Tools				
Android SDK Tools		15	🎒 Installed	
🔲 🚔 Android SDK Platform-tools			🖊 Not installed	
📝 🚔 Android 4.0 (API 14)				
🔲 🔛 Documentation for Android SDK	14	1	🎒 Installed	E
🔲 🌞 SDK Platform	14	1	🎒 Installed	
🔲 🌄 Samples for SDK	14	1	🎒 Installed	
🔲 👾 ARM EABI v7a System Image	14	1	🎒 Installed	
🔲 🙀 Google APIs by Google Inc.	14	1	🎒 Installed	
🔲 🚔 Android 3.2 (API 13)				
🔲 🚔 Android 3.1 (API 12)				
🔲 🚔 Android 3.0 (API 11)				
🔲 🚔 Android 2.3.3 (API 10)				
🔲 🚔 Android 2.2 (API 8)				<b>T</b>
Show: Vpdates/New VInstalled Obsolete Sele	ct <u>New</u> or <u>Upo</u>	<u>dates</u>		Install packages
Sort by:  API level  Repository	elect All			Delete packages
Done loading packages.				

Success! Now time to install Eclipse!

5. Install Eclipse. This is the easiest thing you'll do today. Simply unzip the package you downloaded into the folder of your choice. I recommend c:\eclipse. Your folder structure should now basically look like what you see below. The eclipse.exe file is what you launch to start the program. Feel free to create a shortcut on your desktop, or pin it to your Start Menu (which I did). You'll want to run this program as Administrator.

Nama A
Name 🔺
configuration
🚞 dropins
🚞 features
🛅p2
🚞 plugins
🚞 readme
.eclipseproduct
🖹 artifacts.xml
eclipse.exe
🥦 eclipse.ini
eclipsec.exe
🔁 epl-v 10. html
notice.html

- 6. Set up your Android keystores (Debug and Release). In order to get your application installed on a device, it must be digitally signed with a certificate who's private key is held with the developer. If you are testing your app on a device, you can use a Debug Key. If you want to sell your app, or put it on a marketplace somewhere, you'll need to use a Release Key.
  - **a.** Debug Key : When you install the Android SDK, a default debug keystore/key is created with predetermined names/passwords:
    - i. Keystore name : "debug.keystore"
    - ii. Keystore password : "android"
    - **iii.** Key alias : "androiddebugkey"
    - iv. Key password : "android"
    - v. CN : "CN=Android Debug, O=Android, C=US"

On my Windows system, the keystore is located at C:\Documents and Settings\mf\.android. You'll need this path to configure Eclipse when you're ready to create an APK package of your app.

To set up a Release Key, it's best to follow the instructions that can be found here :

http://developer.android.com/guide/publishing/app-signing.html#setup

Once you have done this, you should see two keystores in your folder :

10/12/2011 07:57 PM \UIK/ .	
10/12/2011 09:59 PM <dir></dir>	
09/14/2011 04:49 PM 123 adb_usb.ini	
09/16/2011 12:29 AM 149 androidtool.c	fg
09/15/2011 11:51 PM <dir> avd</dir>	
11/03/2011 04:36 PM <u>137 ddms.cfg</u>	
09/15/2011 02:51 PM 2,148 debug.keystor	e
09/16/2010 08:37 PM 784 default.keyse	t
10/12/2011 10:19 PM 171 modem-nv-ram-	5554
10/12/2011 09:59 PM	5556
09/15/2011 12:09 PM 3,458 release.keyst	ore
11/03/2011 04:38 PM 75 repositories.	cfg

You'll reference these later when you package up your application. But it's best to get it taken care of now, so you don't get surprised later!

7. Configure Eclipse. We're just about done setting things up! Crazy how long this takes! Start by clicking on the Eclipse icon you created earlier, or by double-clicking the eclipse.exe file in your c:\eclipse folder. You should see a splash screen similar to the following :



This means the program is loading, but it does so very slowly. Must be related to all that Java! In a few minutes, you'll see the following dialogue :

🗢 Workspace Launcher 🛛 💈	<
Select a workspace	
Eclipse SDK stores your projects in a folder called a workspace. Choose a workspace folder to use for this session.	
Workspace: uments and Settings/mf/My Documents/My Dropbox/Buzztouch/Android Workspace Prowse	)
Use this as the default and do not ask again	
OK Cancel	)

You can choose whatever you want here. I use DropBox for my Workspace, so that way everything is synced between computers. I'm not entirely sure how to explain the Workspace, but you need it, and it can be anywhere.

Once the workspace has been configured, the main program will come up. You now want to go to **Windows > Preferences**, and the following screen will display:

Preferences		_ 🗆 🔀
	General	⇔ - ⇔ - ▼
<ul> <li>General</li> <li>Android</li> <li>Ant</li> <li>Help</li> <li>Install/Update</li> <li>Java</li> <li>Mylyn</li> <li>Plug-in Development</li> <li>Run/Debug</li> <li>Team</li> <li>Usage Data Collector</li> <li>Validation</li> <li>XML</li> </ul>	General Always run in background Keep next/previous editor, view and perspectives dialog open Show heap status Open mode Open mode Single click Select on hover Open when using arrow keys Note: This preference may not take effect on all views.	
?	OK	Cancel

Now, expand the Android section, and you should see the following screen :

Preferences			_ 0
type filter text	Android		
⊕ General	Android Preferences		
Android	CDKL and Kenny Colleged	المراجع المراجع المراجع	
Build	SDK Location: C: (and ro	bia-sak-windows	Browse
- DDMS Editors	Note: The list of SDK Tar	gets below is only reloaded once you	i hit 'Apply' or 'OK'.
Launch	Target Name	Vender	Distform AD
LooCat	Target Name	Vendor	Plationin AP
	Android 1.5	Android Open Source Project	1.5 3
Usage Stats	Google APIs	Google Inc.	1.5 3
± Ant	Android 1.6	Anarola Open Source Project	1.0 4
	Google APIs	Google Inc.	1.0 4
🗈 Install/Update	Coordo ADTo	Coople Inc	2.0 5
🕒 Java	Google APIS	Google Inc. Android Open Source Project	2.0 5
⊡ Mylyn	Coordo APIo	Coogle Inc	2.0.1 6
Plug-in Development	Android 2 1 undate 1	Android Open Source Project	2.0.1 0
Bun/Debug	Coogle APIs	Coogle Inc	2.1-up 7
Team	Android 2 2	Android Open Source Project	2.1-up 7
	Google APTs	Google Inc	2.2 0
Usage Data Collector	Android 2 3 1	Android Open Source Project	2.2 0
···· Validation	Google APTs	Google Inc	2.3.1 9
⊡·· XML	Android 2 3 3	Android Open Source Project	233 10
	Google APTs	Google Inc	233 10
	Android 3.0	Android Open Source Project	3.0 11
	Google APTs	Google Inc.	3.0 11
	Android 3.1	Android Open Source Project	3.1 12
	Google APTs	Google Inc.	3.1 12
	Android 3.2	Android Open Source Project	3.2 13
	Google APIs	Google Inc.	3.2 13
		Restore	Defaults Apply
<b>?</b>			K Cancel

There are two things of importance here. First, you need to **specify your SDK location**, which is indicated in the top red box. Browse to the root folder for your SDK installation, and then hit OK to select. Then hit Apply, and it will populate all the SDKs you have installed. This brings us to the second important item, which is making sure you have the **Google APIs 2.2/8** installed, as shown above in the second red box. if you don't, you need to install them, as your BT v1.5 app won't work without them!

If everything looks good here, then hit OK to close out of this dialoge, and you'll be back to the main interface for Eclipse! Congratulations...everything is now set up correctly for you to be able to develop Buzztouch apps on Windows!

Comments? Post them in the forum or email me at <u>MrkFleming@gmail.com</u>.

Revision Log					
v1.0	11/26/11	Initial release of document.	GoNorthWest		
v1.1	11/28/11	Added Revision Log.	GoNorthWest		