FIERCE FUN

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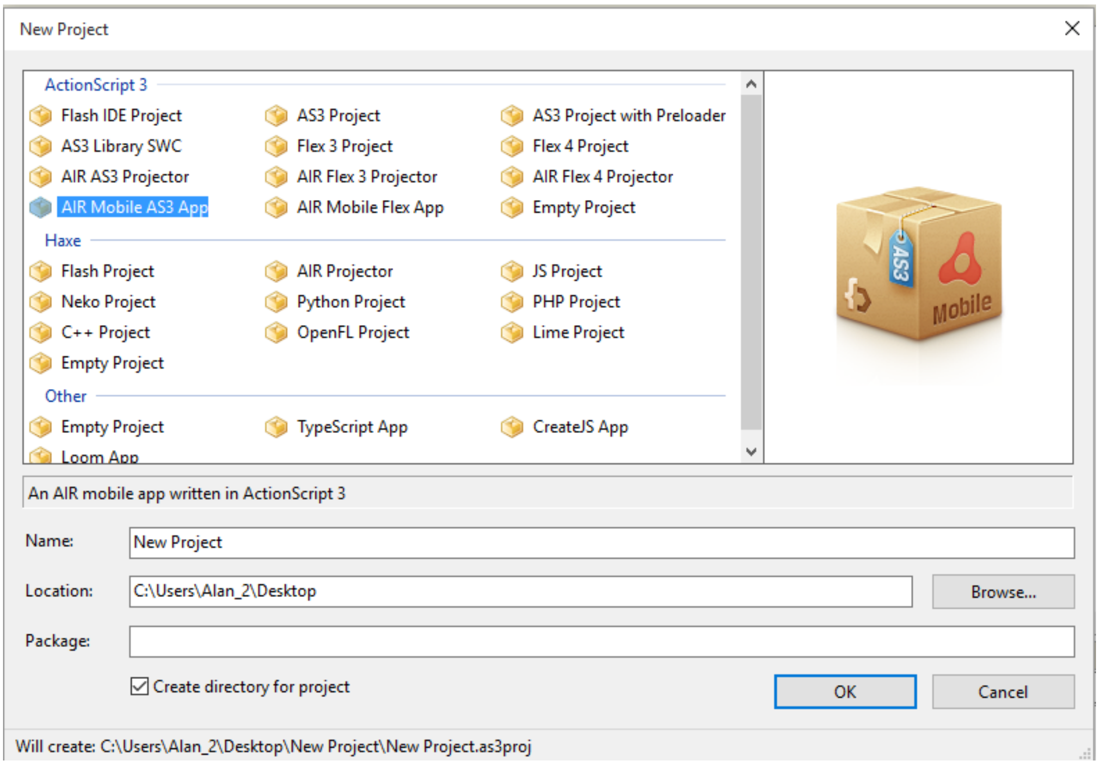
AIR Mobile App Setup Guide(Android)

- Create a new project by clicking: Project - New Project - AIR mobile AS3 app.



An AIR mobile app written in ActionScript 3

Name: New Project

Location: C:\Users\Alan_2\Desktop

Package:

☑ Create directory for project

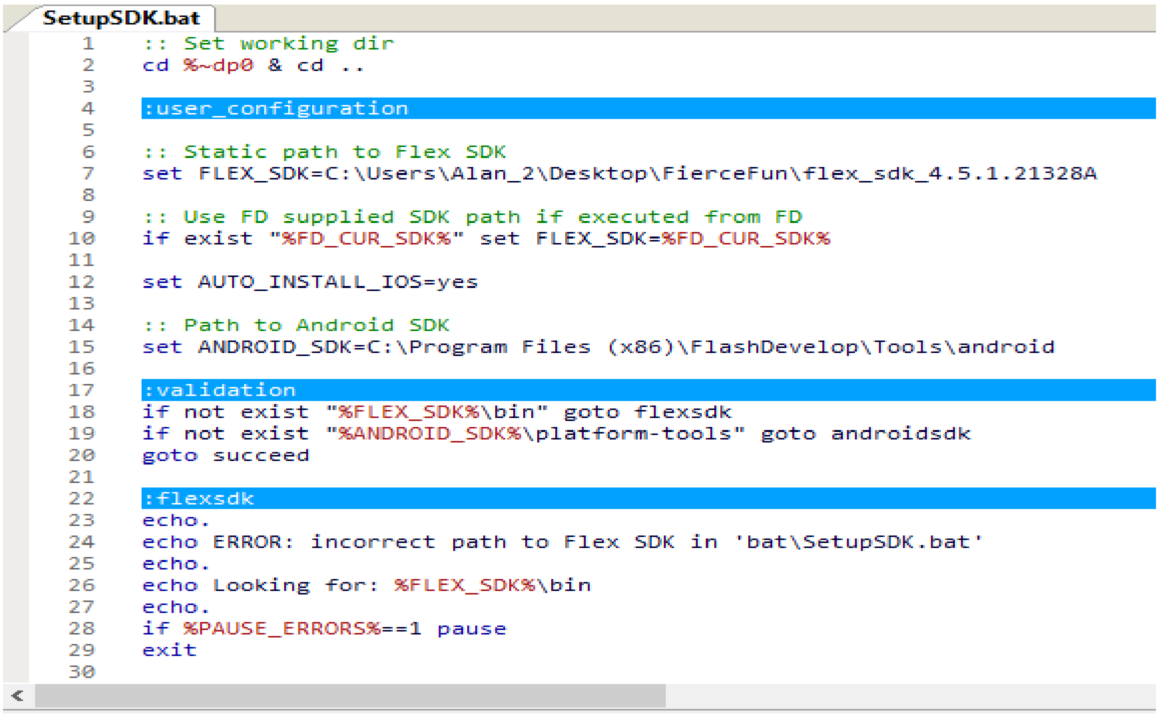
Will create: C:\Users\Alan_2\Desktop\New Project\New Project.as3proj

This will create a template project with the following important files:

- bat folder containing: CreateCertificate, InstallAirRuntime, PackageApp, Packager, RunApp, SetupApp, SetupSDK.
- icons folder with generic AIR icons of different sizes.
- Standard src folder which includes main.as
- application.xml and readme text documents for Android and IOS.

- Open the Android readme file and follow the steps with additional information covered here:

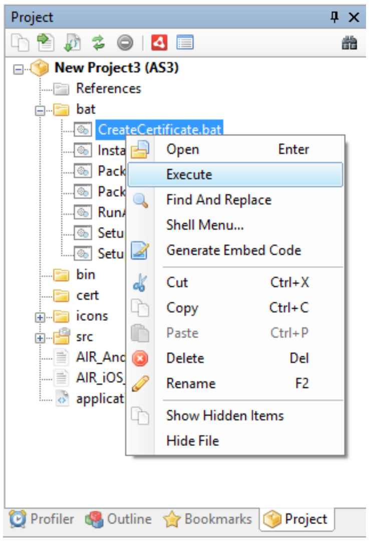
1. Configuration: Download the Flex SDK and Android SDK, if not already downloaded, and take note of their file location. Edit SetupSDK.bat (double click to open) so the file locations on lines 7 and 15 are correct. If the SDK's were downloaded before the projects creation these should be correct automatically.

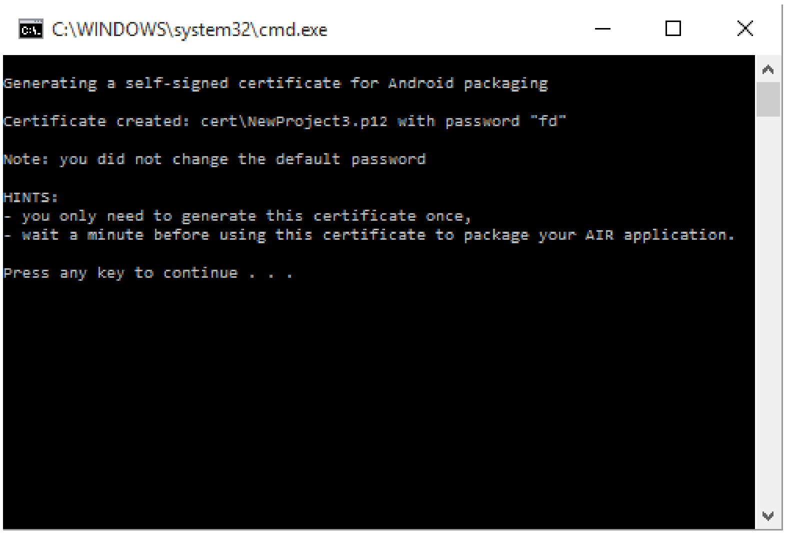


```
:: Set working dir
cd %~dp0 & cd ..

:user_configuration

:: Static path to Flex SDK
set FLEX_SDK=C:\Users\Alan_2\Desktop\FierceFun\flex_sdk_4.5.1.21328A

:: Use FD supplied SDK path if executed from FD
if exist "%FD_CUR_SDK%" set FLEX_SDK=%FD_CUR_SDK%

set AUTO_INSTALL_IOS=yes

:: Path to Android SDK
set ANDROID_SDK=C:\Program Files (x86)\FlashDevelop\Tools\android

:validation
if not exist "%FLEX_SDK%\bin" goto flexsdk
if not exist "%ANDROID_SDK%\platform-tools" goto androidsdk
goto succeed

:flexsdk
echo.
echo ERROR: incorrect path to Flex SDK in 'bat\SetupSDK.bat'
echo.
echo Looking for: %FLEX_SDK%\bin
echo.
if %PAUSE_ERRORS%==1 pause
exit

```

The next two steps, Installing drivers and enabling debugging, can be followed to connect a mobile directly to FlashDevelops interactive debugger (step 6.b). Alternatively, the APK can be packaged in the desktop, transferred to mobile and installed from there (step 6.a). This is perhaps the easier method and the one we will be following here, so these two steps can be skipped.

2. Creating a self-signed certificate: A certificate needs to be created and attached to an APK before it can be launched. This only has to be done once, simply run CreateCertificate.bat by right clicking and selecting execute. The password can be edited within SetupApp.bat (line 13).

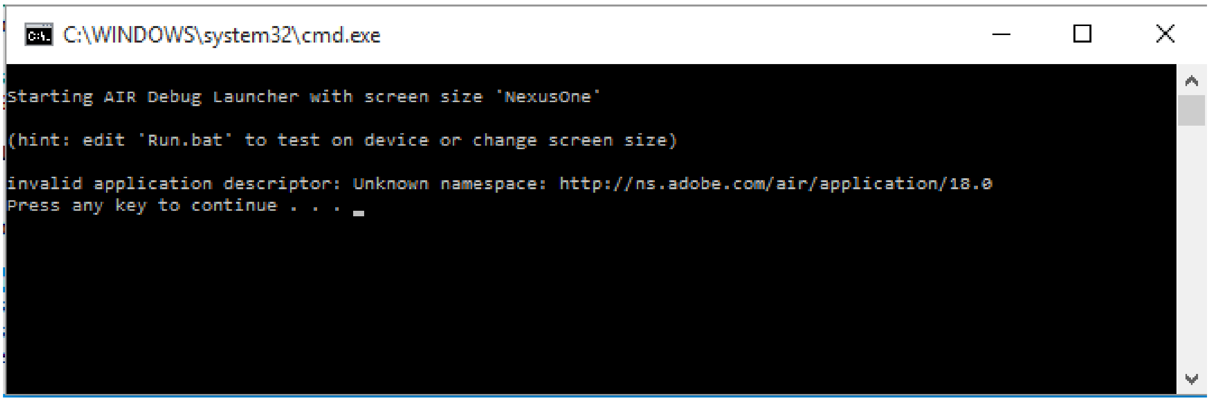




```
Generating a self-signed certificate for Android packaging

Certificate created: cert\NewProject3.p12 with password "fd"

Note: you did not change the default password

HINTS:
- you only need to generate this certificate once,
- wait a minute before using this certificate to package your AIR application.

Press any key to continue . . .
```

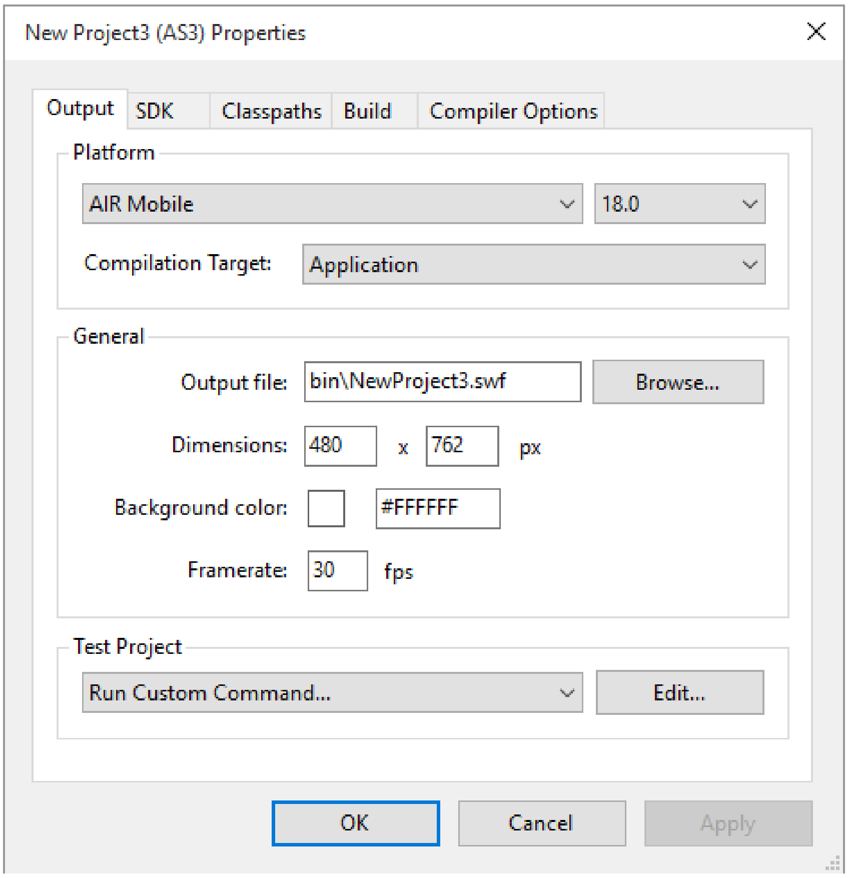
3. Build from FlashDevelop as usual (F8).

4. Run the application on the desktop as usual (F5): If working correctly the command window should appear and the application window itself, which should be a blank screen. If not working, a common error may be the following or similar: “invalid application descriptor: Unknown namespace: http://ns.adobe.com/air/application/18.0”.



```
Starting AIR Debug Launcher with screen size 'NexusOne'

(hint: edit 'Run.bat' to test on device or change screen size)

invalid application descriptor: Unknown namespace: http://ns.adobe.com/air/application/18.0
Press any key to continue . . .
```

Open application.xml. The second line contains this unknown namespace. The number at the end represents the AIR version number which must be matched to other project settings. Select Project - Properties - Output: Here the platform should be AIR mobile with the version number matching that shown above (18.0 in this case).



AIR Mobile | 18.0

Compilation Target: Application

Output file: bin\NewProject3.swf

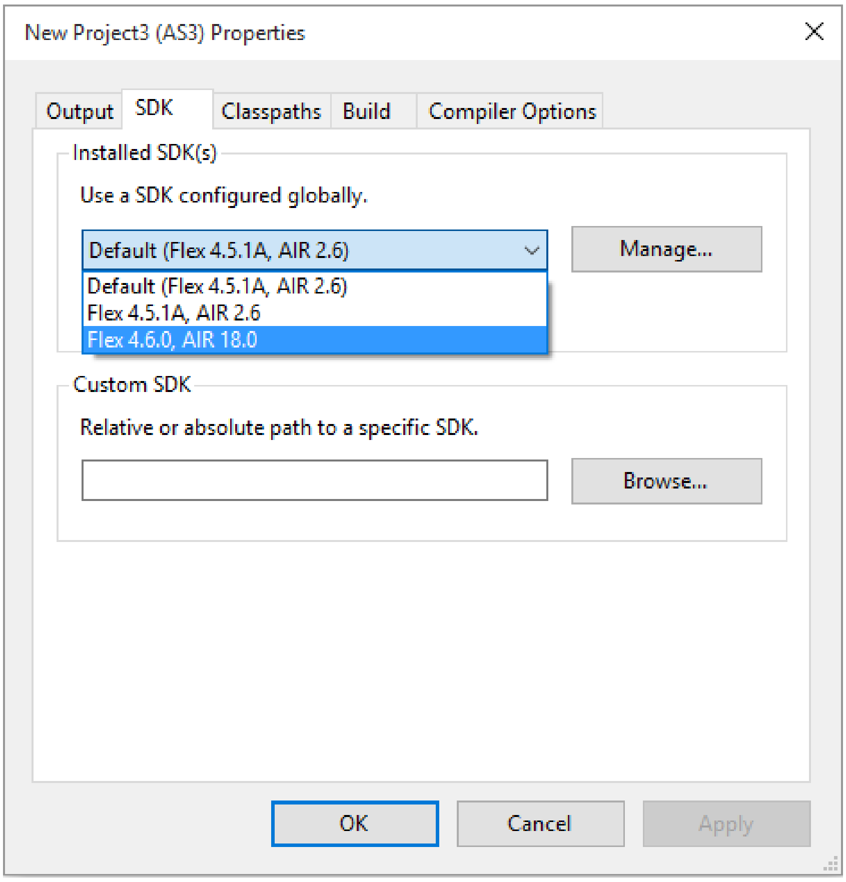
Dimensions: 480 x 762 px

Background color: #FFFFFF

Framerate: 30 fps

Run Custom Command...

Move to the SDK tab within properties and ensure that the AIR version here also matches.



New Project3 (AS3) Properties

Installed SDK(s)

Use a SDK configured globally.

Default (Flex 4.5.1A, AIR 2.6)

- Default (Flex 4.5.1A, AIR 2.6)
- Flex 4.5.1A, AIR 2.6
- Flex 4.6.0, AIR 18.0

Custom SDK

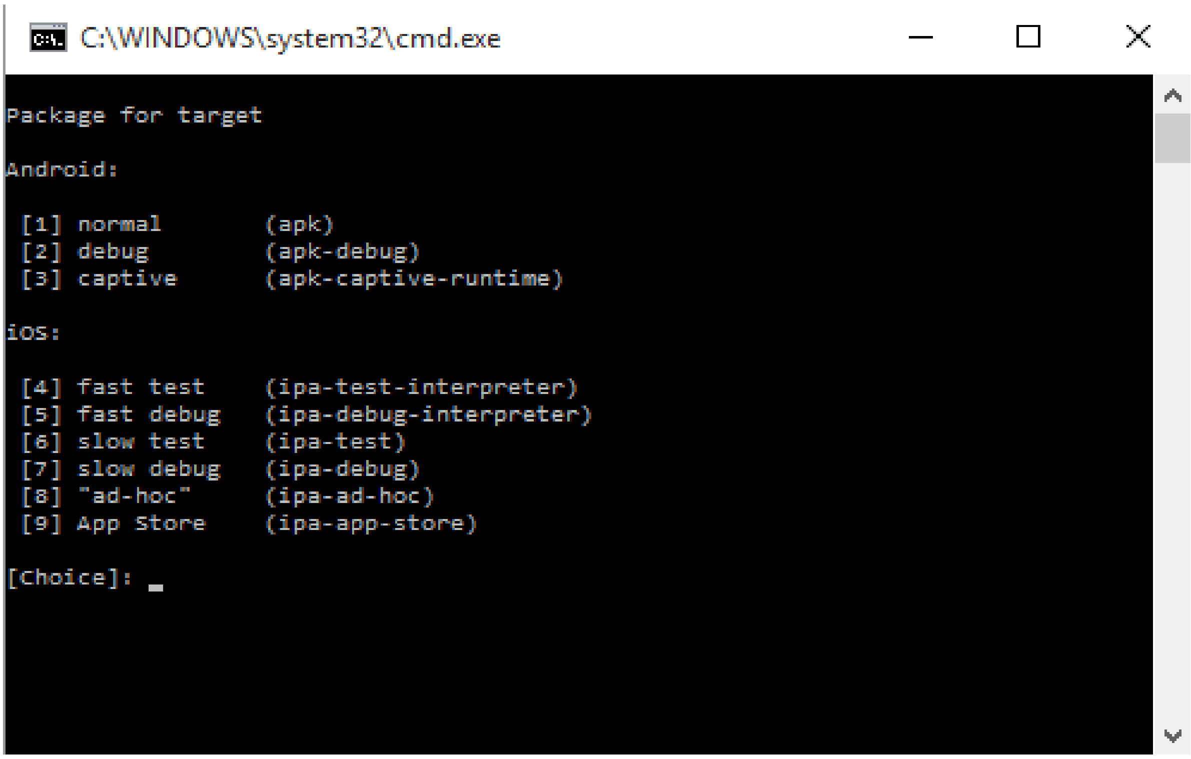
Relative or absolute path to a specific SDK.

Apply any changes. Running the application should now show the blank output screen.

5. Install AIR runtime on your device: Only needed if using a shared runtime on your device, so can be skipped.

6. Running/debugging the application on the device: As mentioned earlier, 6.b can be used if that is your preference, we will be following 6.a here. Carrying out these steps creates a debug APK in the dist folder which can be installed directly on your device for testing. It is packaged with a captive runtime so the AIR install is not required on the device. You can switch back to “goto desktop” to see the app running there at any time.

7. Packaging for release: Running PackageApp.bat (right click - Execute) gives three options selected by entering the corresponding number. Option one packages with a shared runtime so AIR will need to be installed on the device (Step 5 above or through the Google play store).



```
Package for target

Android:

 [1] normal       (apk)
 [2] debug        (apk-debug)
 [3] captive      (apk-captive-runtime)

iOS:

 [4] fast test    (ipa-test-interpreter)
 [5] fast debug   (ipa-debug-interpreter)
 [6] slow test    (ipa-test)
 [7] slow debug   (ipa-debug)
 [8] "ad-hoc"     (ipa-ad-hoc)
 [9] App Store    (ipa-app-store)

[Choice]: _
```

Other:

- Your applications screen size can be changed in RunApp.bat on line 21. By default it's set to NexusOne (480x800). More details on this can be found at (http://help.adobe.com/en_US/air/build/WSfffb011ac560372f-6fa6d7e0128cca93d31-8000.html)
- application.xml contains many important details about your app, which should be read through and understood. Starting out, initialWindow contains parameters which will need to be correct for testing your app properly. For example, un-commenting the landscape setting for aspectRatio on line 54 will put your app at the standard 800x480.
- Get coding and create your app! Adding new classes, SWC files etc. works the same for an AIR mobile app but remember to add new files to the library (right click - Add to library)