

These instructions will take you step by step through setting up your mac to develop android applications for ionic

Download Android SDK Tools

1. Go to <https://developer.android.com/sdk/index.html#Other>
2. Download the mac zip file.
3. Unpack the ZIP file you've downloaded. By default, it's unpacked into a directory named `android-sdk-mac_x86`. Move it to an appropriate location on your machine, such as a "Development" directory in your home directory.
4. Make a note of the name and location of the SDK directory on your system—you will need to refer to the SDK directory later when using the SDK tools from the command line.

SDK Tools Only

If you prefer to use a different IDE or run the tools from the command line or with build scripts, you can instead download the stand-alone Android SDK Tools. These packages provide the basic SDK tools for app development, without an IDE. Also see the [SDK tools release notes](#).

Platform	Package	Size	SHA-1 Checksum
Windows	installer_r24.3.4-windows.exe (Recommended)	139477985 bytes	094dd45f98a31f839feae898b48f23704f2878dd
	android-sdk_r24.3.4-windows.zip	187496897 bytes	4a8718fb4a2bf2128d34b92f23ddd79fc65839e7
Mac OS X	android-sdk_r24.3.4-macosx.zip	98340900 bytes	128f10fba668ea490cc94a08e505a48a608879b9
Linux	android-sdk_r24.3.4-linux.tgz	309138331 bytes	fb293d7bca42e05580be56b1adc22055d46603dd

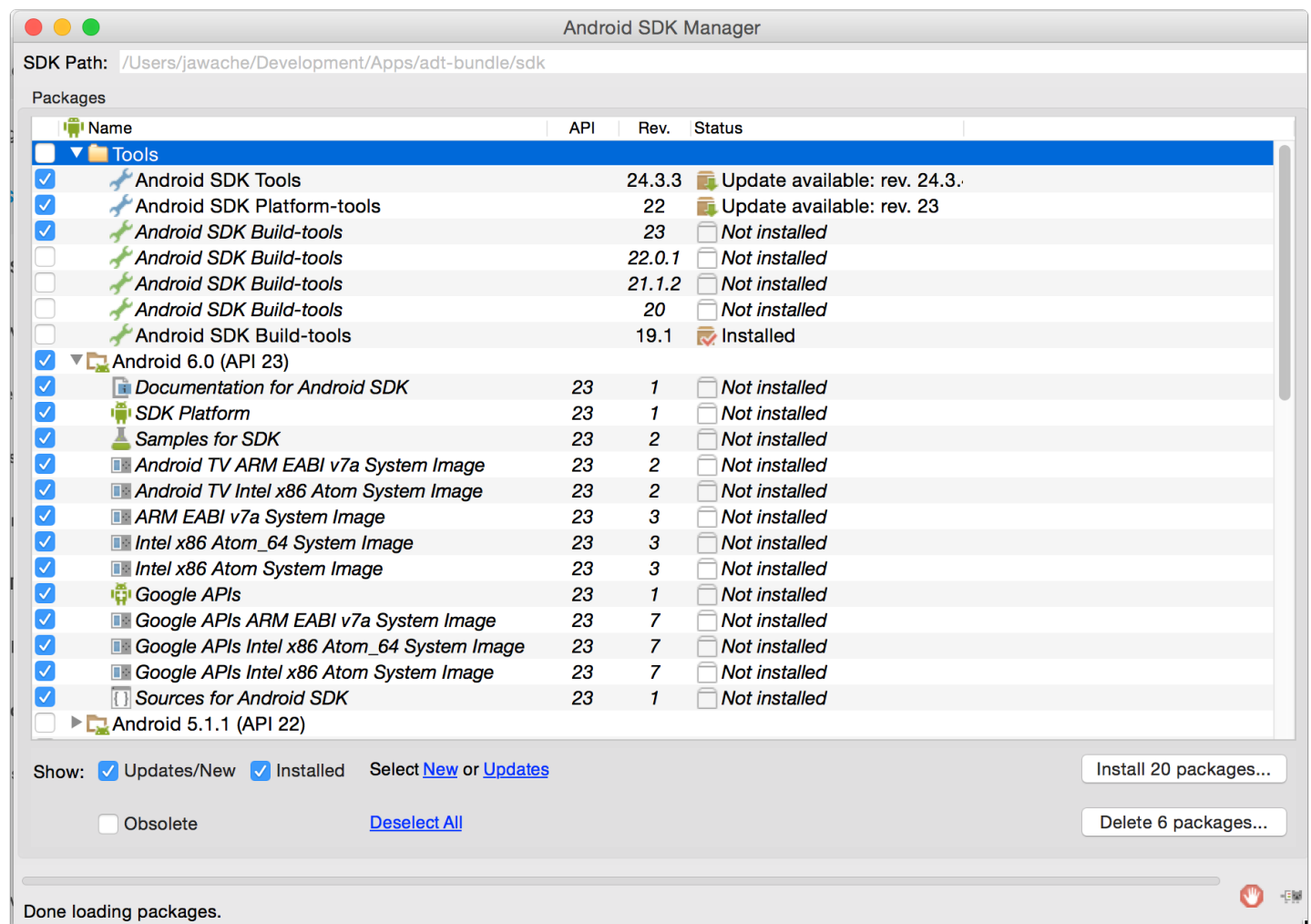
Setup your environment variables

Next it's best to setup some environment variables,

Add the following line to the `.bash_profile` file in your home folder (or if you are using some other shell whatever file sets up the environment).

```
export PATH=$PATH:<PATH-TO-SDK-FOLDER>/platform-tools
export PATH=$PATH:<PATH-TO-SDK-FOLDER>/tools
export ANDROID_HOME="<PATH-TO-SDK-FOLDER>"
```

Replace `<PATH-TO-SDK-FOLDER>` with the full path of where you've placed the android SDK you downloaded.



Adding SDK Packages

By default, the Android SDK does not include everything you need to start developing. The SDK separates tools, platforms, and other components into packages you can download as needed using the [Android SDK Manager](#). So before you can start, there are a few packages you should add to your Android SDK.

If you have setup your path properly as in the previous step the android command should be available to you on the command line.

Open a terminal, then type

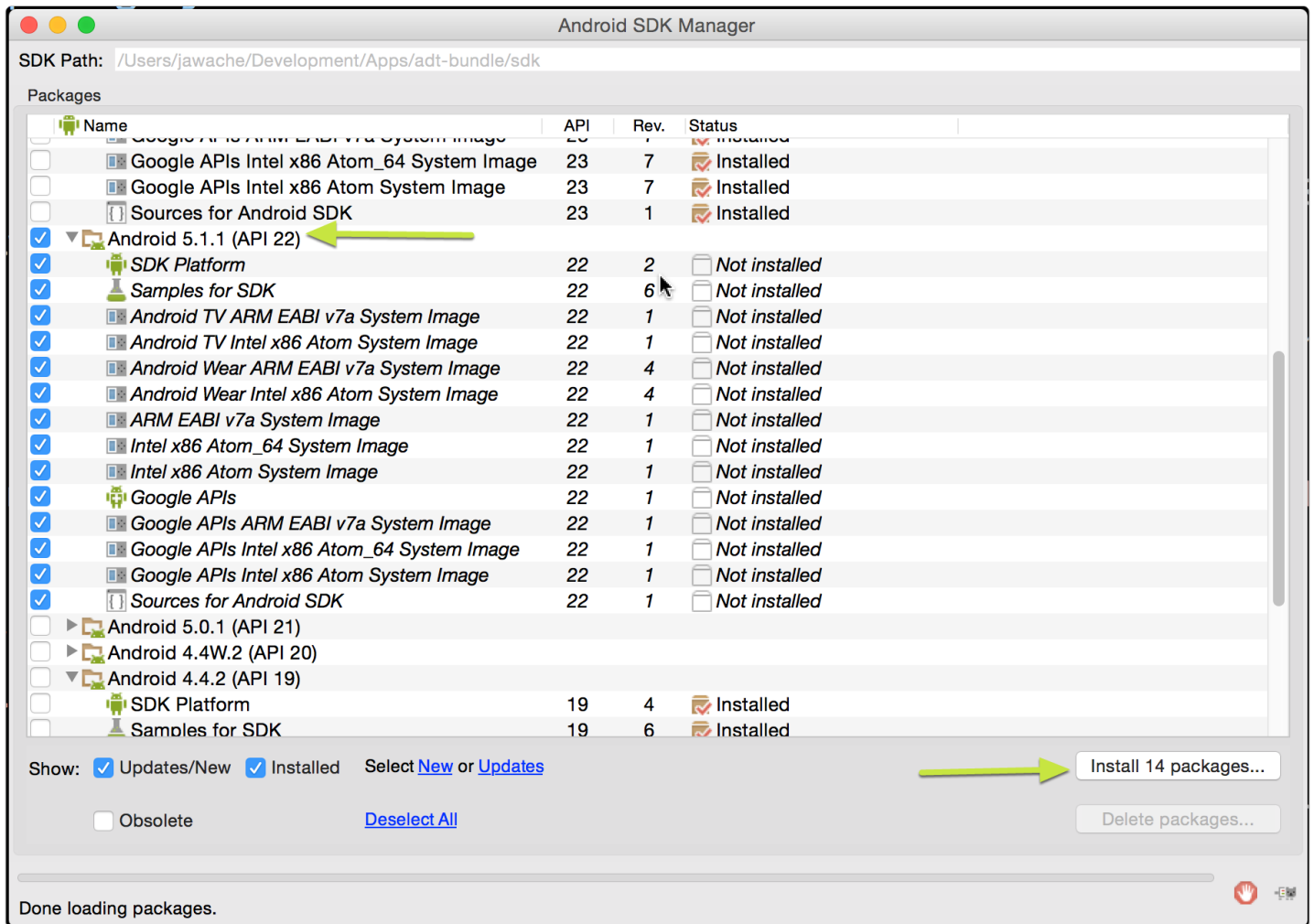
```
android sdk
```

This will open up the SDK Manager.

When you open the SDK Manager for the first time, several packages are selected by default. Leave these selected, but additionally ensure the following packages are selected.

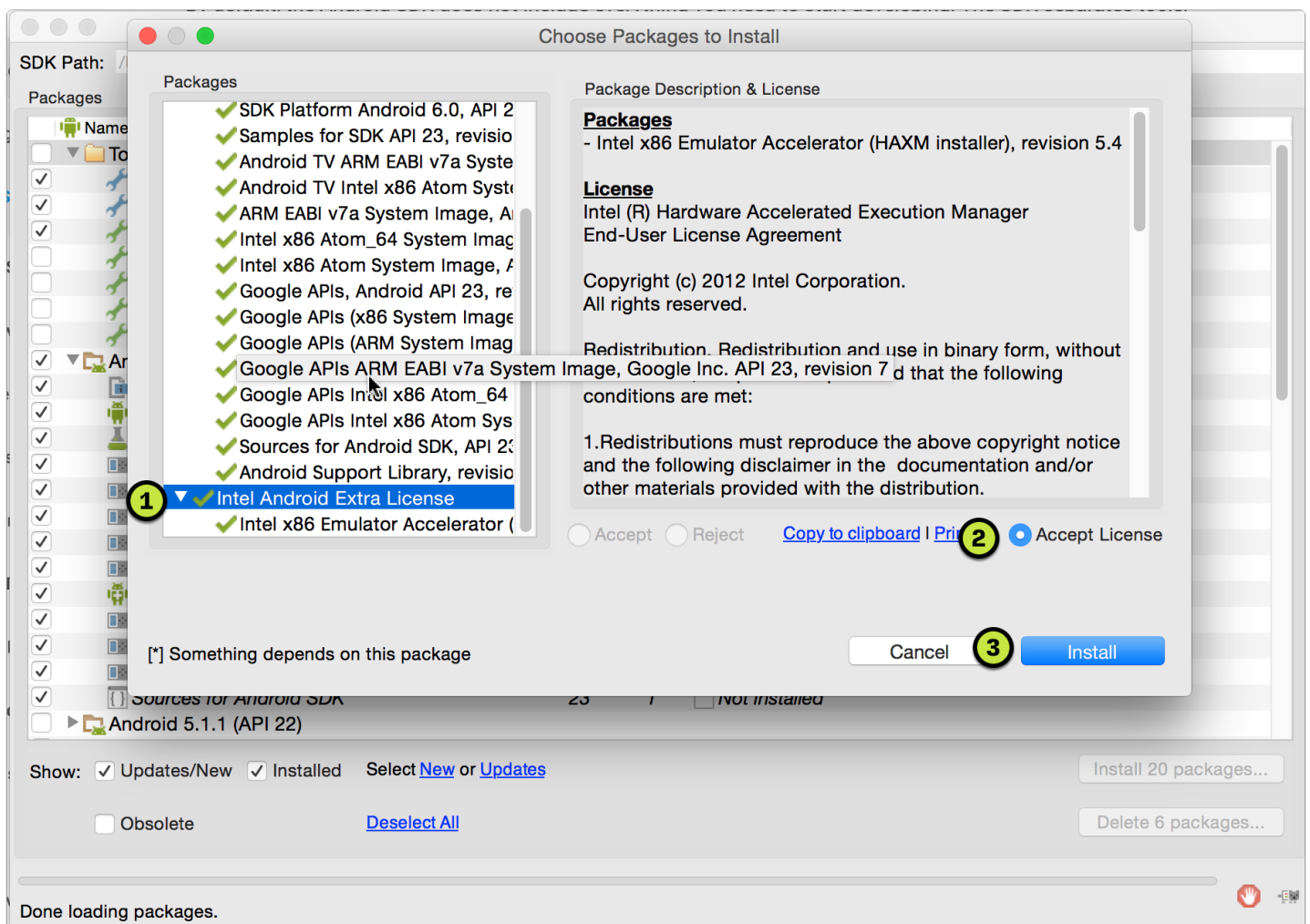
- Android SDK Tools
- Android SDK Platform Tools
- The **latest** version of Android SDK Build-tools
- Tick the latest Android X.X folder for which you have a device or an emulator installed. If you are not sure for now choose Android 5.1.1 (API 22).

And then click Install X Packages



Accept Licenses

1. For each top level node in the packages panel, select the node
2. Then check the **Accept License** radio button.
3. Once all licences have been accepted the Install button becomes clickable, click it.



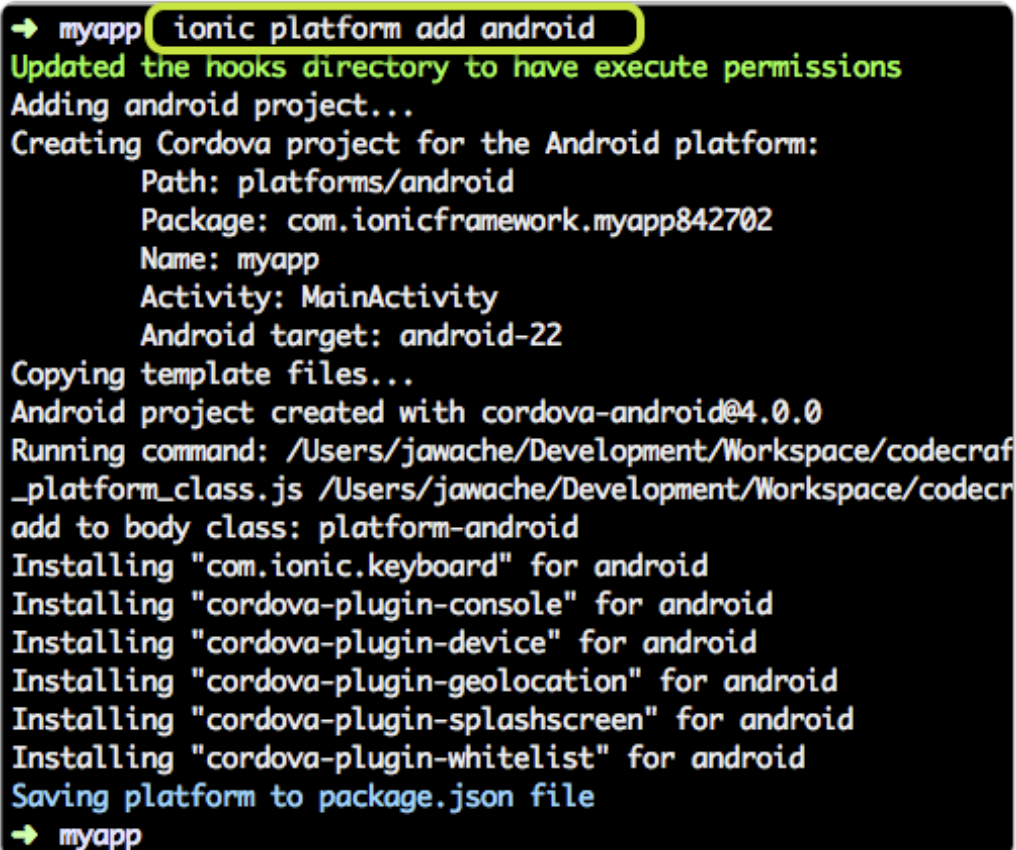
Add the Android platform to your Ionic Project

Now that you have android setup on your computer, you can setup your ionic project to also build android applications, just cd into your ionic project and type:

```
ionic platform add android
```

Once that completes you can test everything is working by typing

```
ionic build android
```



```
➔ myapp ionic platform add android
Updated the hooks directory to have execute permissions
Adding android project...
Creating Cordova project for the Android platform:
  Path: platforms/android
  Package: com.ionicframework.myapp842702
  Name: myapp
  Activity: MainActivity
  Android target: android-22
Copying template files...
Android project created with cordova-android@4.0.0
Running command: /Users/jawache/Development/Workspace/codecraft
_platform_class.js /Users/jawache/Development/Workspace/codecraft
add to body class: platform-android
Installing "com.ionic.keyboard" for android
Installing "cordova-plugin-console" for android
Installing "cordova-plugin-device" for android
Installing "cordova-plugin-geolocation" for android
Installing "cordova-plugin-splashscreen" for android
Installing "cordova-plugin-whitelist" for android
Saving platform to package.json file
➔ myapp
```