Game Center Installation Manual

# Download

In order to install the Game Center v 3.5 application, please navigate to <http://ccullens.com/codycullens/GameCenter/GameCenter.apk> from your Android phone or computer.

# From Computer

If you have downloaded the GameCenter.apk file to your computer, connect your phone to your computer and transfer the apk file to a directory on your phone. Once the transfer is complete, navigate to the directory from your phone and click on the GameCenter.apk file. Note: you must have “install application from unknown sources” enabled for this method to work.

# From Android

Once the download on your Android device is complete, navigate to the directory that it is saved in and click on the apk file. Android will automatically prompt you to complete the installation. Note: you must have “install application from unknown sources” enabled for this method to work.

# For ADT Development

If you are using the Android Development Tools (ADT) to install and test this application download the .zip file from <http://ccullens.com/codycullens/GameCenter/GameCenter.v.3.5.1.zip>. Next open ADT, and press Control + N. This will open a prompt; from there expand the Android folder and select “Android Project from Existing Code”. Click on Browse and navigate to the directory where you extracted the GameCenter zip. Select the root directory and click OK. It should now say under Project to import “GameCenter” and New Project Name of “GameCenter”. Click Finish to complete the import.

# AVD Setup

In order to run the application from ADT you must set up a new Android Virtual Device (AVD). Click on the window option in the toolbar, and select “Android Virtual Device Manager”. When the window opens select “New..”. Enter a name for the AVD in the AVD Name box, select a device. The CPU should be set to ARM and the RAM should be set to 768 on a windows machine for compatibility and click OK. To test your AVD select the name in the Android Virtual Device Manager and click start. A new prompt will open, select Launch. ADT will now start the new AVD.

# Run Configuration

To test the application, Navigate to Run in the toolbar and select Run Configurations. Under project select the browse option and navigate to GameCenter. The launch action should be set the Launch Default Activity. Navigate to the Target tab and select Launch on all Compatible devices/AVD’s. Select Apply at the bottom of the screen and then select Run. GameCenter should launch in the AVD that is running. From this point forward you can now select the debug or Run options represented by the following options.

