

Installation Guide

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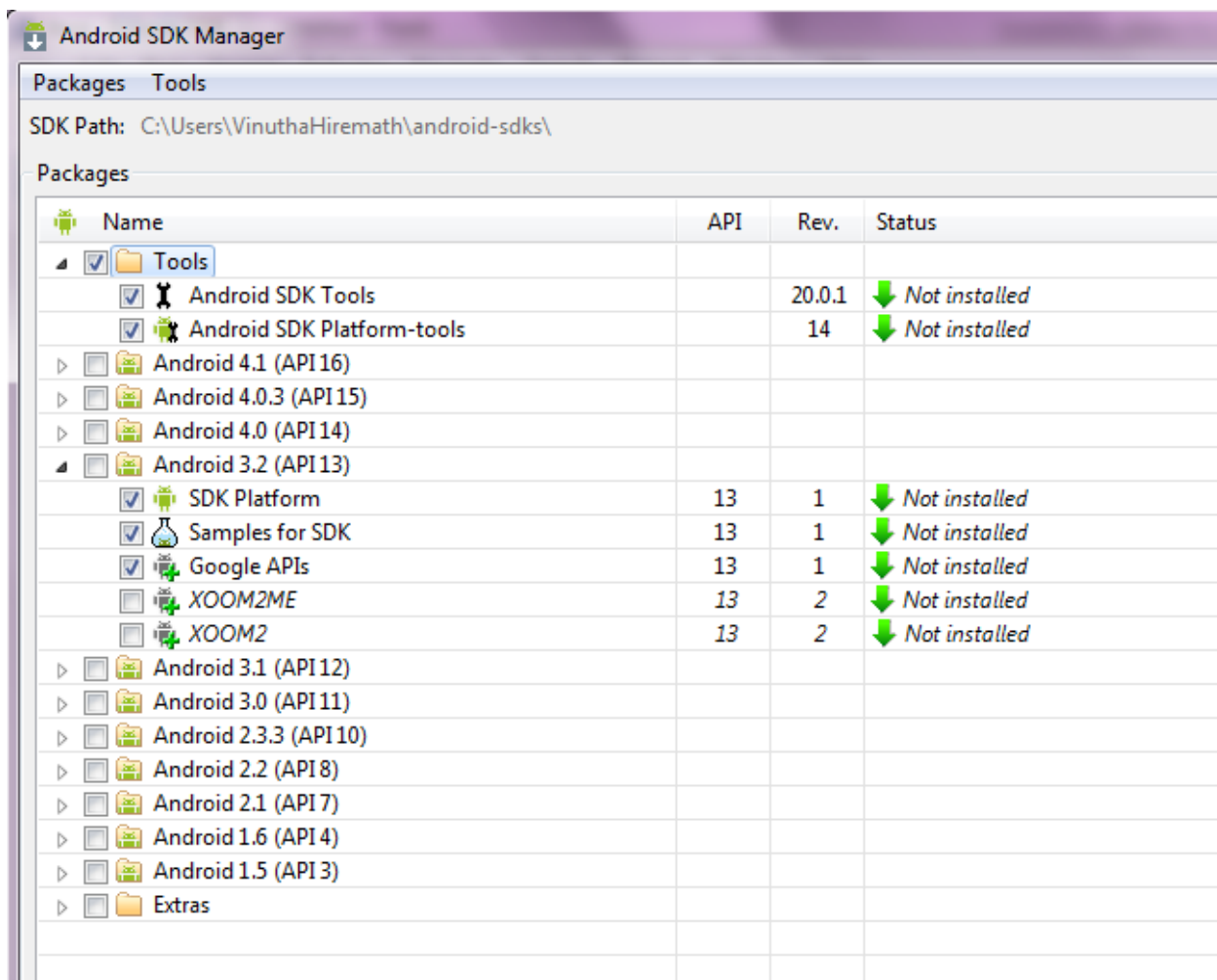
For feedback please mail at harini.ramki@gmail.com/mail2vintu@gmail.com

1. Confirm that your computer has the following system requirements:

- JDK 6 or JDK 7 (JRE alone is not sufficient)
(<http://www.oracle.com/technetwork/java/javase/downloads/index.html>)
- Eclipse 3.7.2 or greater (<http://www.eclipse.org/downloads/>)
- ADT plugin for eclipse

2. Install SDK platform: Select Windows > Android SDK Manager

Select SDK Platform Android 3.2(API 13) and ensure the package Google APIs Level 13 is checked and click “Install Packages”.



3. Create an Android virtual device which is an Android emulator:

In Eclipse, choose Window > AVD Manager.

In the resultant window, click on “New”. Type the name of the AVD, such as - my_avd. Choose target as Google APIs (Google Inc.) – API Level 13 and click “Create AVD”.

Create new Android Virtual Device (AVD)

Name:

Target:

CPU/ABI:

SD Card:

☒ Size: MiB

☐ File:

Snapshot:

☐ Enabled

Skin:

☒ Built-in:

☐ Resolution: x

Hardware:

Property	Value	
Abstracted LCD density	160	
Keyboard lid support	no	
Max VM application heap size	48	
Device ram size	256	

☐ Override the existing AVD with the same name

4. Clone the repository on Github in a folder into your local repository using the following commands:

```
cd <path of your local github repository>
```

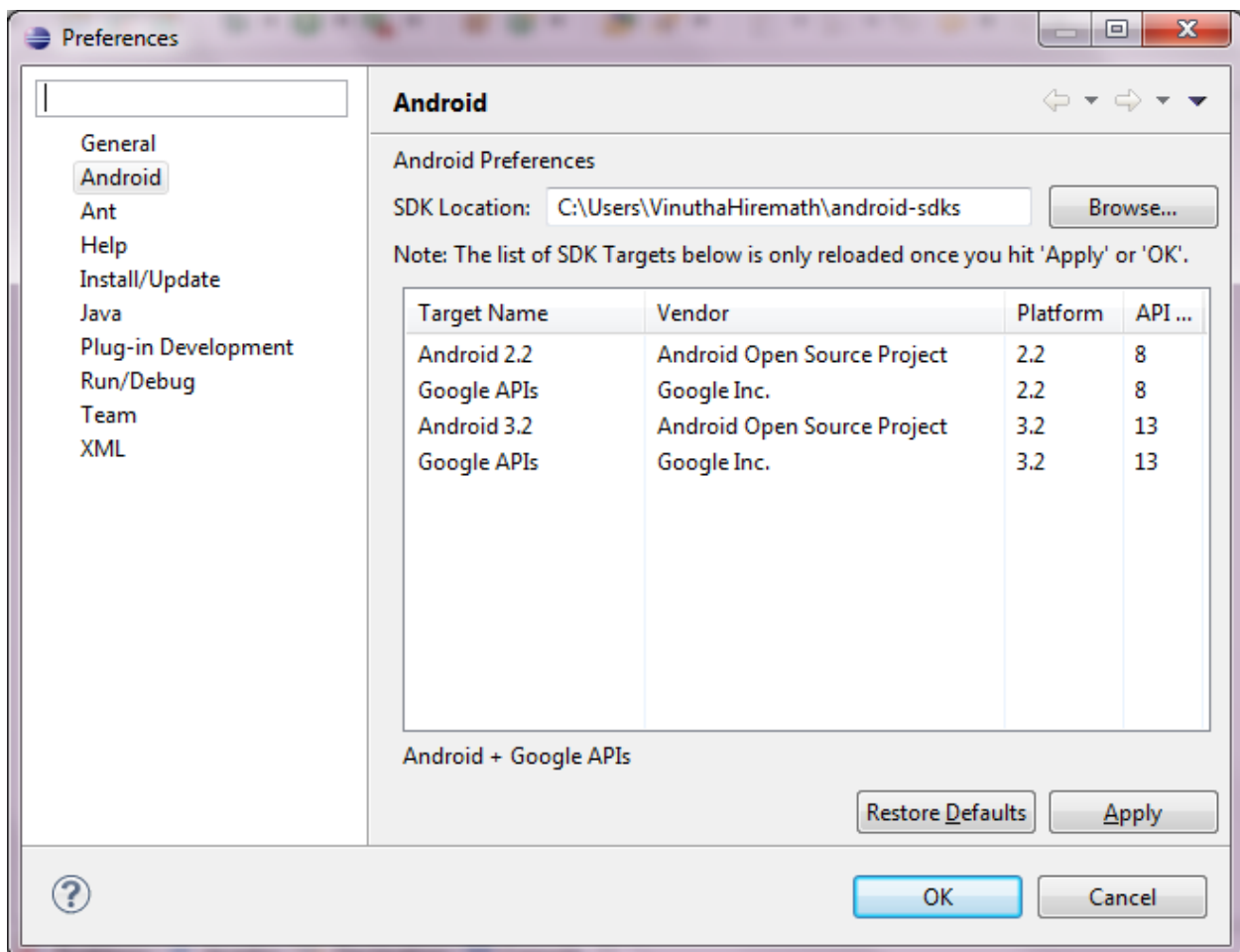
```
git clone git@github.com:HariniVinutha/RideNdivide.git
```

A folder called RideNdivide will be created in your local repository.

5. Open eclipse and make the folder your current workspace.

6. Open Windows > Preferences > Click on Android in the left panel

Make sure the Android 3.2 and Google APIs are listed as Target Name.

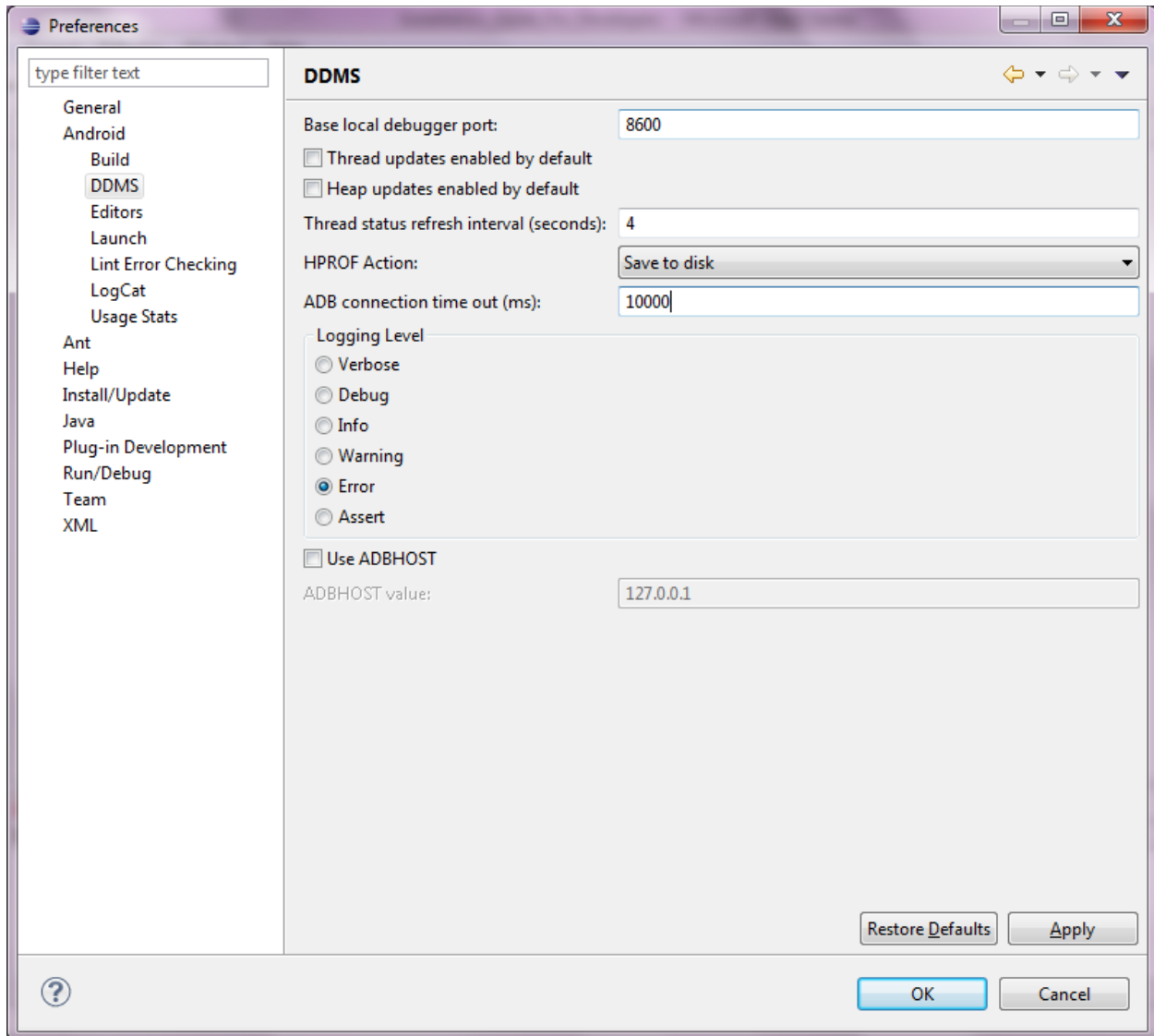


7. Also change the ADB connection time out to 10000 ms

Click on Window>Preferences

Select Android>DDMS from the left panel

Modify ADB connection time out (ms): 10000



8. Select File > Import > Android> Existing Android Code Into Workspace

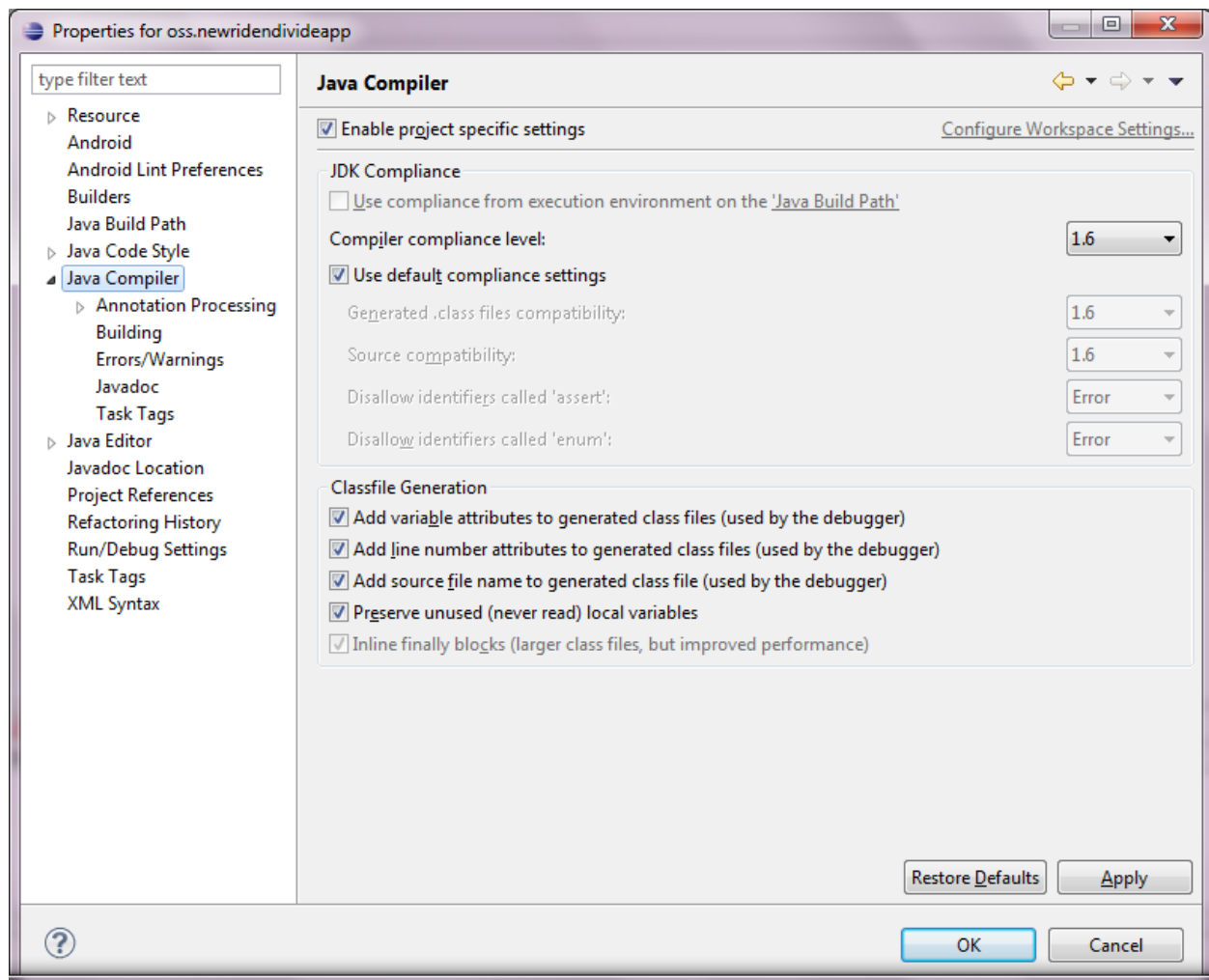
select RideNdivide

9. Make sure that the Java compiler has compliance level of 1.6

Open Project>Properties

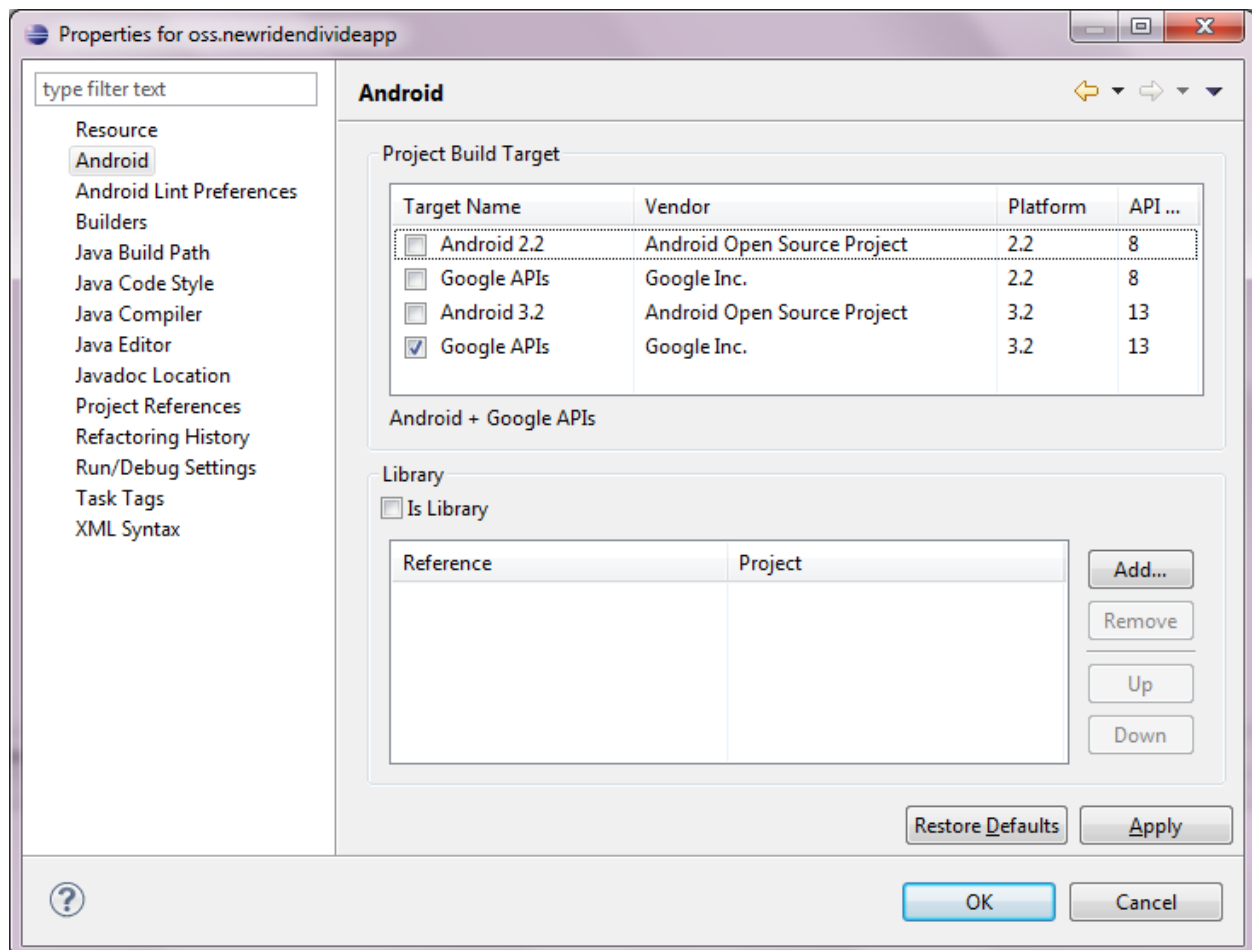
Click on Java Compiler in the left panel

Modify the Compiler Compliance Level to 1.6



10. Click on Project>Properties> Click Android in the left panel

Select Project Build Target as Google APIs, Platform 3.2, API Level 13



11. Run to run the application as Android application.

Happy Carpooling!!!