Native Mobile Application Development Ecosystem

XDK Development Applications

Table of Contents

1.0 PURPOSE

The purpose of this document is to outline what the XDK development applications are for and how to use them to help develop mobile applications. Each application is outlined in its own chapter. XDK development applications are available from the mobile website.

2.0 ACCELEROMETER CAPTURE

The Accelerometer Capture application is used to record accelerometer data from an actual test device for playback in the XDK later. It is difficult to reproduce actual accelerometer input using the sliders in the XDK, particularly if that input needs to be specific. This development application gives developers the ability to use an actual device to record input for a test application running in the XDK.

2.1 Installation

To use the Accelerometer Capture application, first make sure that you have installed the XDK on your computer. If you haven't already done so, install the application from http://xdk.appMobi.com.

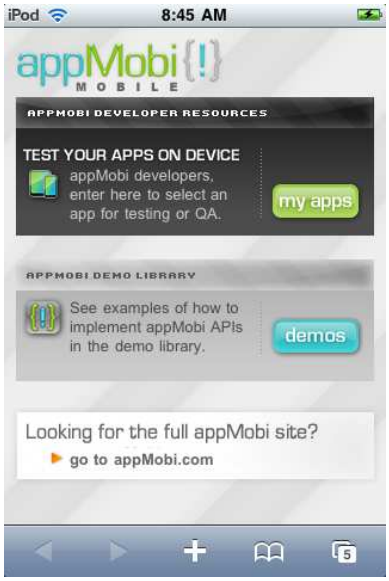
Next, make sure that the app*Lab test container application is installed on your test mobile device. The app*Lab application will give your device the ability to run the Accelerometer Capture application.

Make sure that your mobile device and your computer running the XDK both access the same wifi router. If your computer and device are connected to separate networks, they will not be able to communicate and the Accelerometer Capture application won't work.

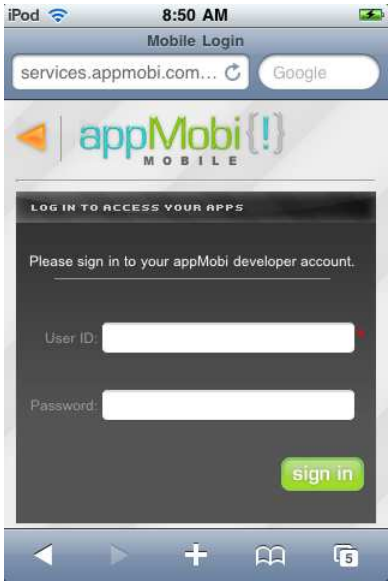
If your computer should change IP addresses on the same network for any reason during testing you might not be able to reach your computer from your mobile device to run the Accelerometer Capture application. If for any reason you run the Accelerometer Capture application and get a blank screen, make sure that both devices are still on the same router, log out of the XDK, and then log on again to force the XDK to update its networking information.

2.2 Running Accelerometer Capture

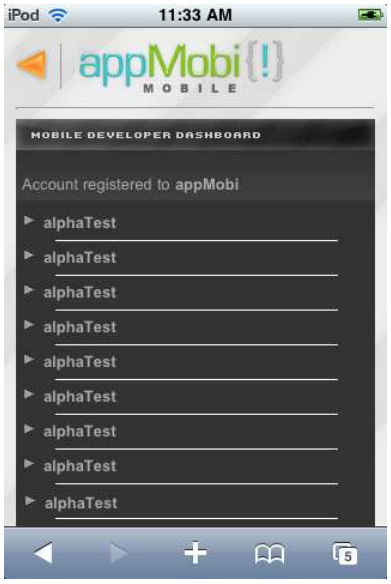
To run the Accelerometer Capture application, point your mobile device at http://services.appMobi.com. It should bring you to the mobile website. If you haven't logged in yet, you should see a page that looks like this:



Touch *my apps* to bring up the mobile login page. Log in using the same email address and password you used to set up the XDK.

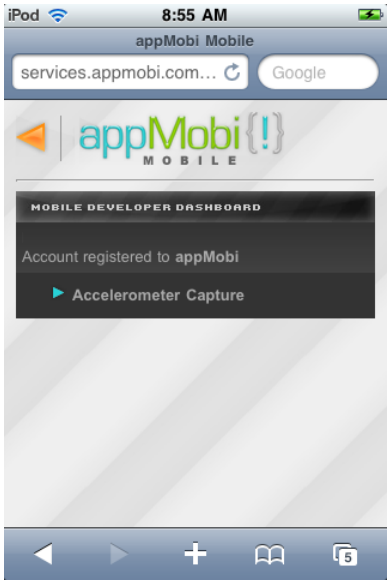


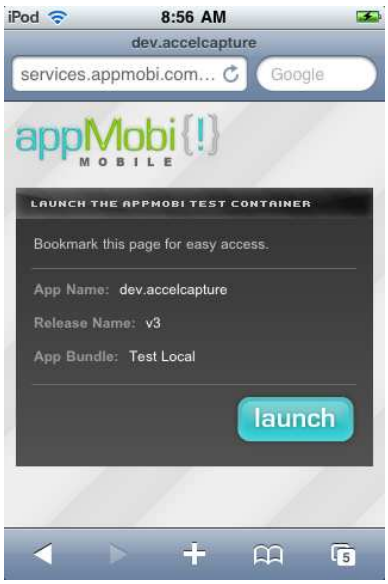
Once you log in, you'll immediately see your mobile developer dashboard. Touch the orange back arrow in the upper left hand corner of the screen to return to the main menu.



Once you do that, or if you were already logged in when you opened the mobile site, you'll see the XDK Development Tools section of the mobile page. Touch the tools button to access the list of development applications.

Touch the Accelerometer Capture application, and then touch *launch* to start it.





The application will actually look a lot like the accelerometer sample application that appMobi offers from the samples page.

2.3 Using the Accelerometer Capture

When you are ready to start recording accelerometer data, touch the red dot at the top. Once you are ready to save the data, touch the grey box a second time and select *OK* from the confirmation box.

Once you are done recording accelerometer data, return to the XDK to use that data. The XDK will now allow you to execute that stored accelerometer input just by clicking on the *play capture* icon found on the right side of the main screen.

2.4 Conclusion

Use the Accelerometer Capture application to create applications with advanced accelerometer inputs using the XDK. Use an actual device to record accelerometer data and then play it back on the XDK to see how your application reacts to real-world accelerometer data despite being on a simulator.