

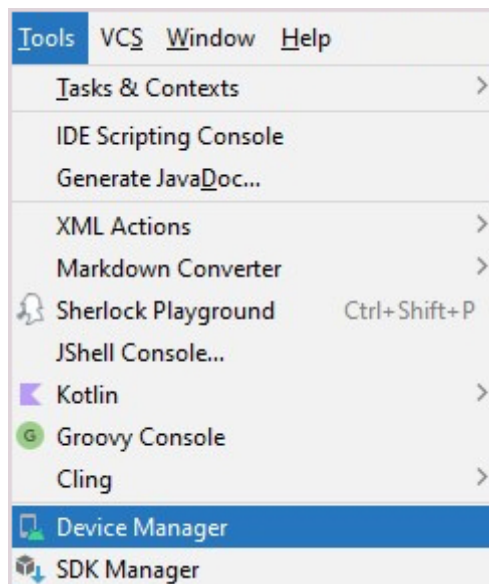


## What You Need

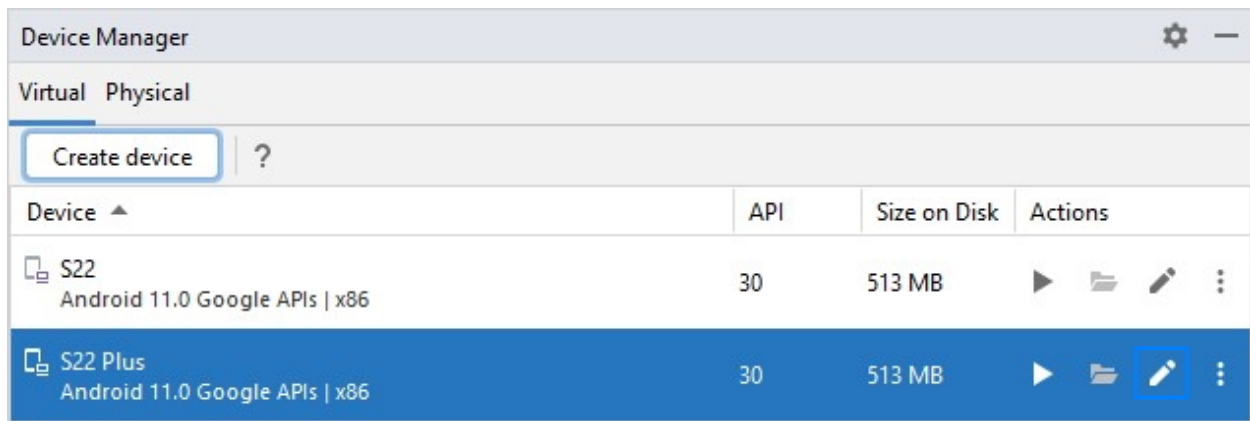
- Android Studio and Android SDK
- At least one platform installed in **Android SDK > Platform**
- Downloaded Galaxy Emulator Skin

## How To Use

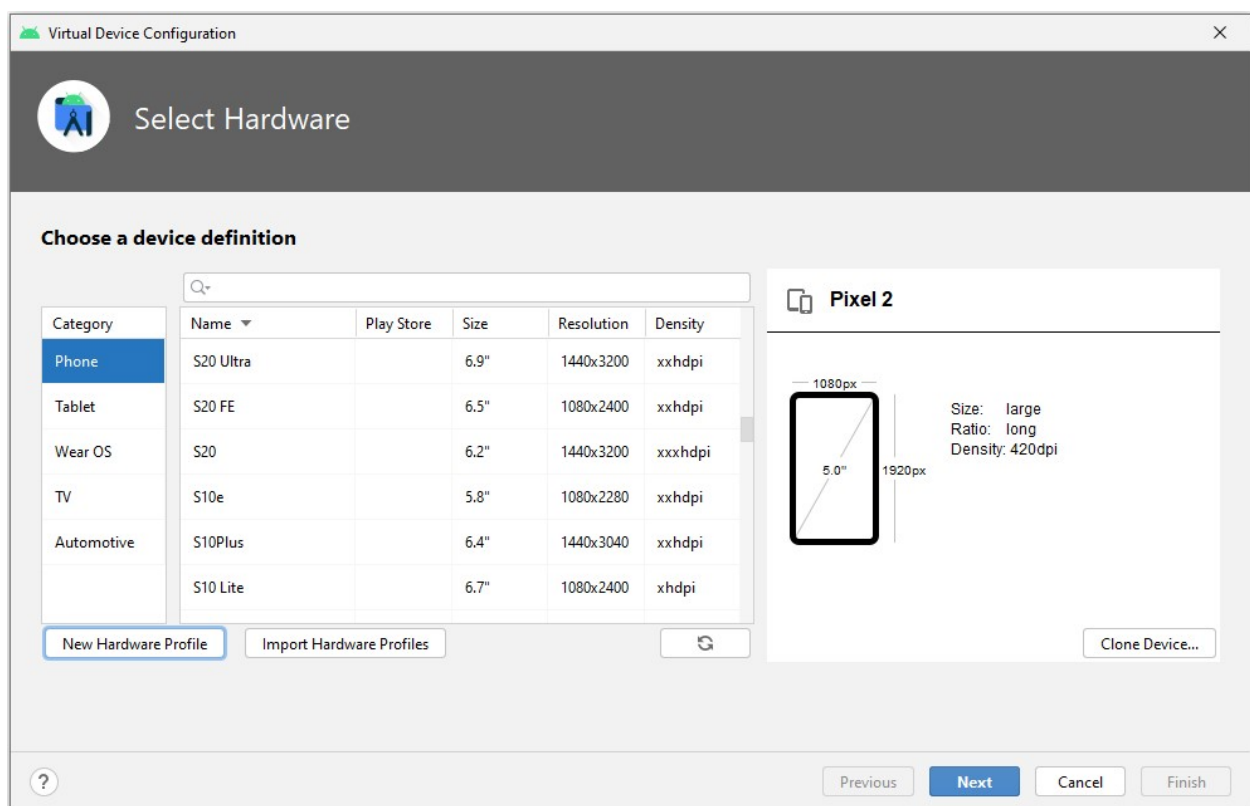
1. Download your preferred Galaxy Emulator Skin.
2. Extract the downloaded skin in your file directory and locate it later on when configuring the hardware profile.
3. Launch **Android Studio** and open the **Device Manager** by going to **Tools > Device Manager**.



4. If you have an existing virtual device, click **Edit this AVD** button and select the downloaded Emulator Skin. Otherwise, click **Create device** in **Device Manager**.



- In **Virtual Device Configuration**, click **New Hardware Profile** to create a profile for your new virtual device.



- Fill in the specification of your virtual device.


Hardware Profile Configuration

## Configure Hardware Profile

**Configure this hardware profile**

Device Name	S22 Ultra		
Device Type	Phone/Tablet		
Screen	Screen size:	6.8	inch
	Resolution:	1440 x 3088	px
	<input type="checkbox"/> Round		
Memory	RAM:	2048	MB
Input	<input type="checkbox"/> Has Hardware Buttons (Back/Home/Menu)		
	<input type="checkbox"/> Has Hardware Keyboard		
	Navigation Style:	None	

**S22 Ultra**



Size: large  
Ratio: long  
Density: xxhdpi

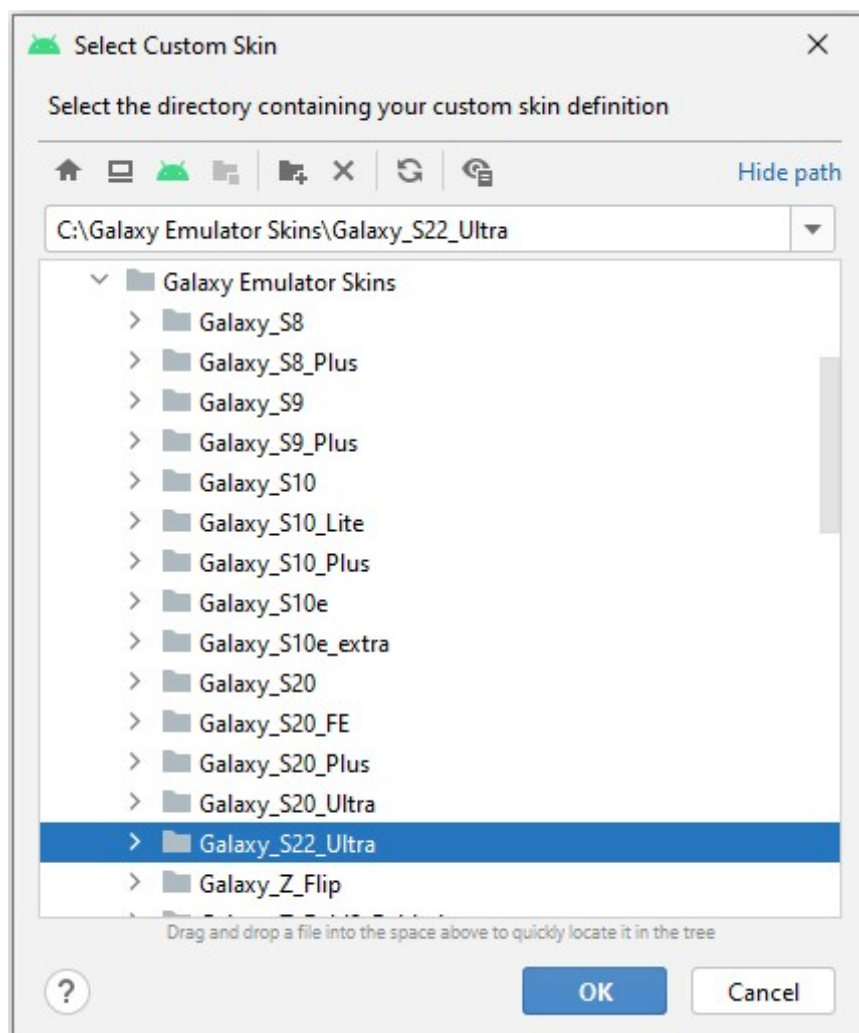
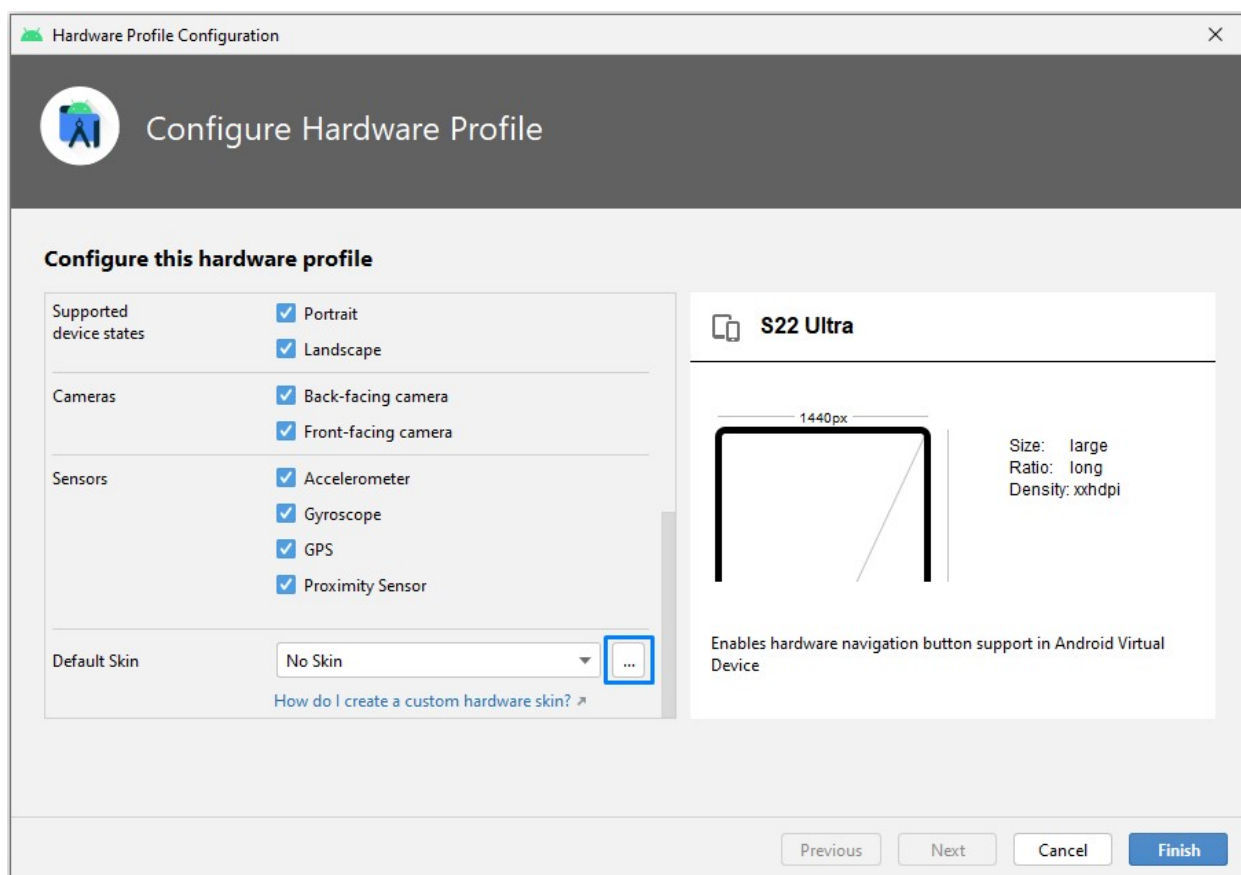
Name of the Device Profile

Previous Next Cancel Finish

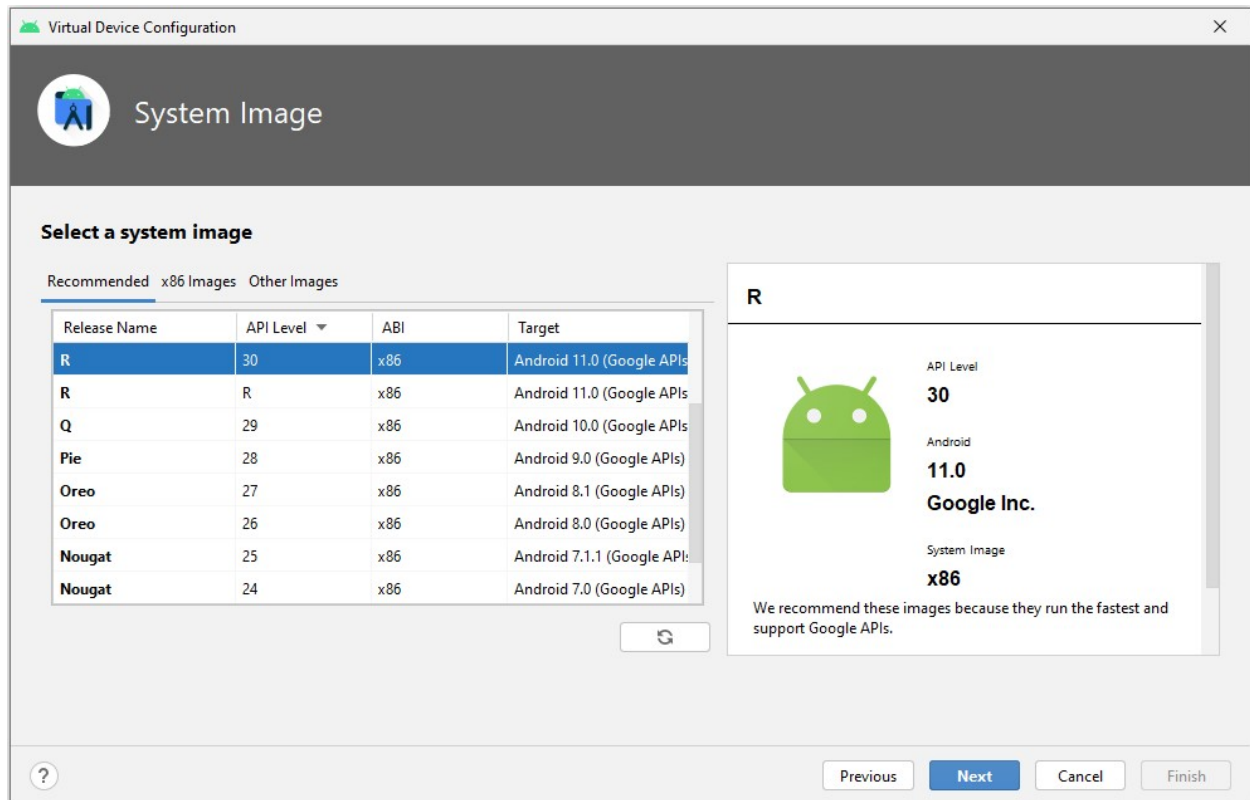
### Note

Screen size and Resolution should match the Emulator Skin to be used.

- In the **Default Skin**, locate the downloaded Emulator Skin by clicking the ... button beside the dropdown menu. Click **OK** then **Finish**.



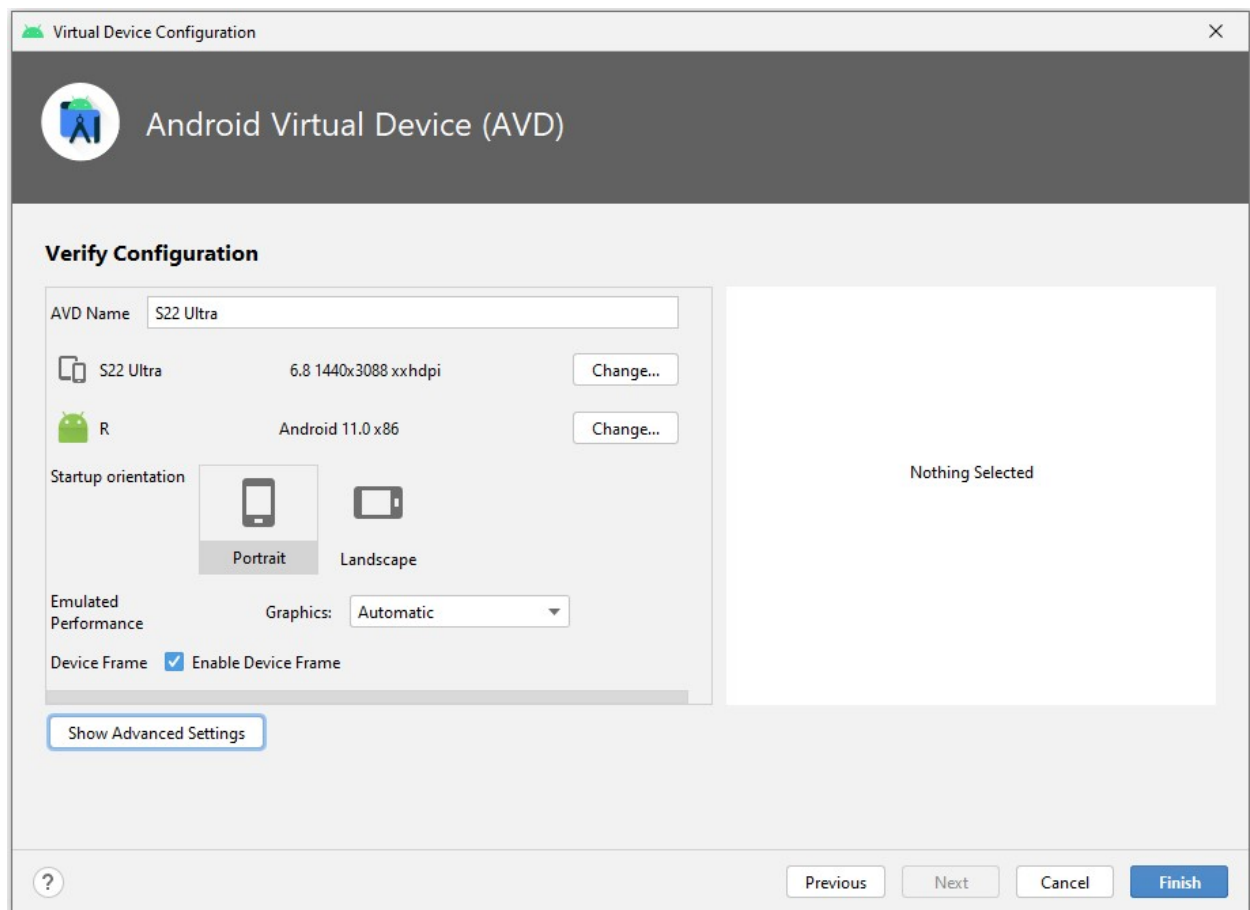
8. The hardware profile for your virtual device has been created. Click **Next** and select its **System Image**.



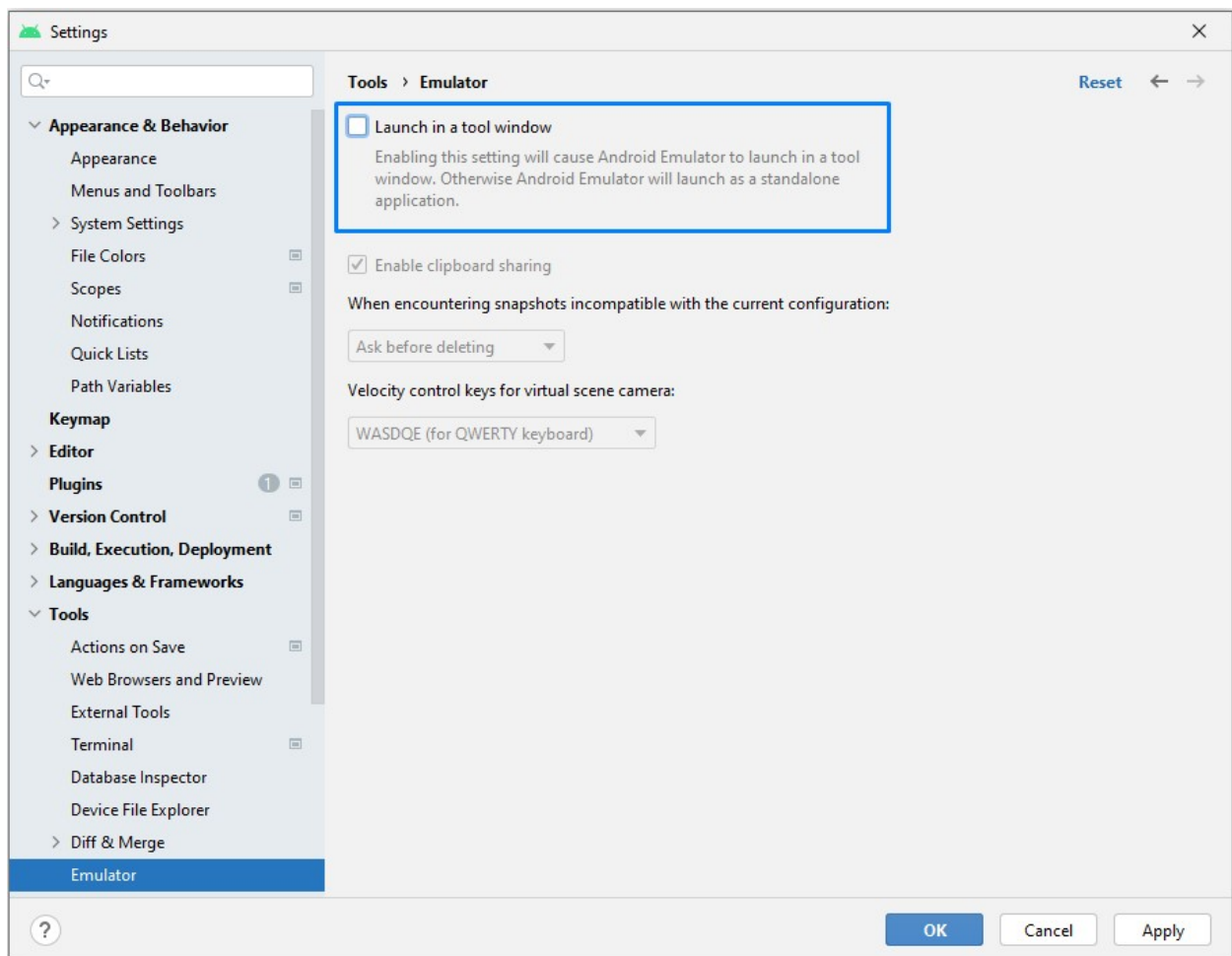
### Note

Make sure that you have downloaded at least one system image.

9. Verify all configuration and check if the Emulator Skin is applied by clicking **Show Advanced Settings**.



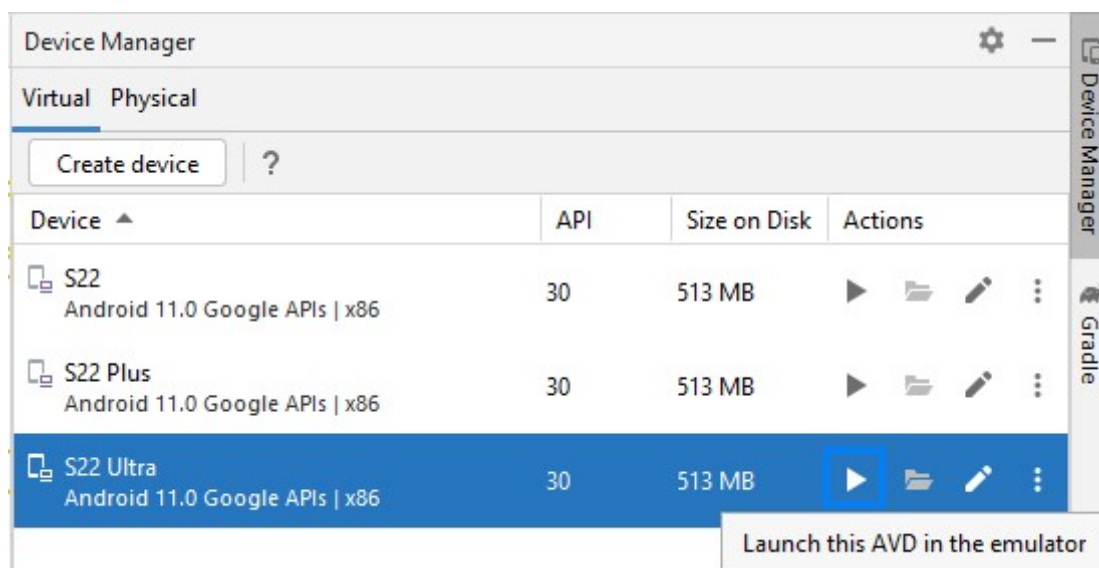
10. Before launching your virtual device, go to **File > Settings > Tools > Emulator** and uncheck **Launch in a tool window** to launch Android Emulator as a standalone application.



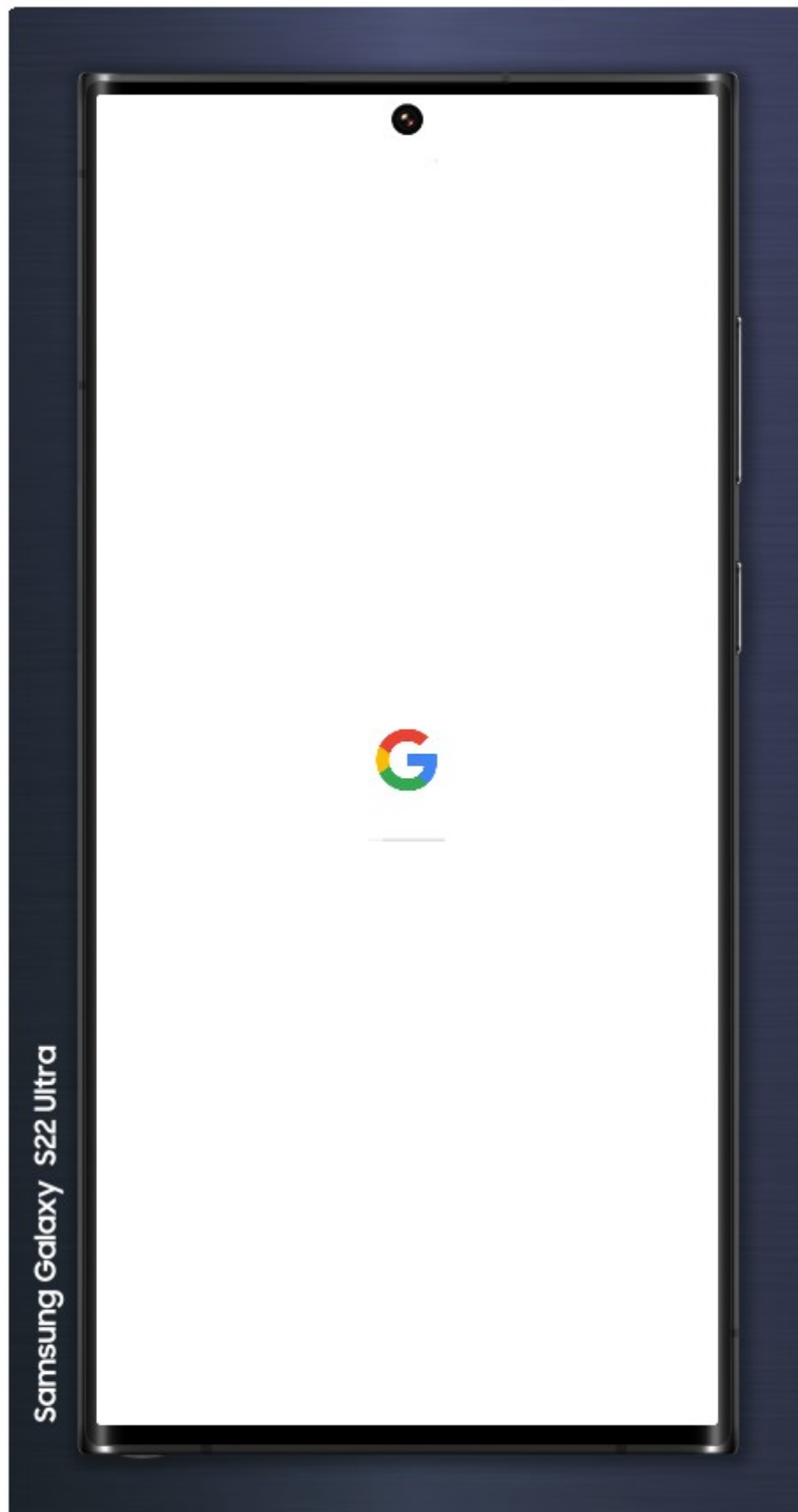
### Note

Make sure to disable this setting in Android Studio to ensure proper rendering of the Emulator Skin on your virtual device.

11. Launch the newly created virtual device in the **Device Manager**.



Afterwards, your virtual device with its Galaxy Emulator Skin should appear.



## Tips on Using Emulators



- The buttons and other controls on the emulator work as they would on an actual device. For example, clicking on the home button brings up the home screen.
- Click the ... button in the toolbar beside the emulator to open **Extended Controls** window.
- Know the list of **Keyboard shortcuts** in the **Help** menu of **Extended Controls** window.

## Emulator Limitations

### Note

The Galaxy Emulator Skin defines only the appearance and controls of an Android virtual device, which still runs on a stock Android OS.

It does not include any One UI feature, since it only serves as skins for the virtual device.

The emulator lacks support for the following features:

- Placing or receiving actual phone calls. However, you can simulate phone calls (placed and received) through the emulator console.
- USB connections
- Back camera/video capture. Front camera works if you have a webcam installed on your computer.
- Device-attached headphones
- Determining SD card insert/eject
- Bluetooth