RaiderNAV Platform Document

Description of Platform

RaiderNAV operates on the following platform:

- Android version >= 4.0.3 (android-15 with ABI armeabi-v7a) to support approximately 100% of Android devices.

IDE

The following IDEs are used for convenience, but are not strictly necessary for development.

- Android Studio version >= 3.0.1

Frameworks

The RaiderNAV application uses the following frameworks:

- Google Maps API <= 9.2.0. No later version will work properly on Android 4.0.3

Non-original Artifacts and Changes Made

The RaiderNAV application uses the following libraries:

- Google Gson 2.8.2 is used to store/retrieve schedule objects in JSON format.

Installation Instructions

To install RaiderNAV on an Android device or emulator, proceed as follows:

1. Download release APK file from https://github.com/aluminiumi/RaiderNAV/tree/master/app/release/app-release.apk to Android device or emulator.

2. Open app-release.apk file from within Android device or emulator.

   If a menu is presented asking with which tool you would like to open the APK file, choose the package installer.

3. Confirm choice to install, if confirmation is required.

Configuration and Compile Instructions

Compilation and dependency management is handled by Gradle version >= 3.0.1. In Android Studio, all compile tasks are done automatically as files are updated.

Compiling Without Android Studio

To compile without using Android Studio, proceed as follows. Instructions assume a Linux environment; adapt as appropriate for Windows and Mac OS X environments.

1. Download the repository if necessary
```
cd /place/to/save/code
git clone https://github.com/aluminiumi/RaiderNAV.git
```

2. Build
```
cd RaiderNAV
./gradlew assembleRelease
```

Resulting app will be found at:
RaiderNAV/app/build/outputs/apk/release/app-release-unsigned.apk

Running Instructions

In order to run the RaiderNAV application after it has been installed, proceed as follows:

1. On Android device or emulator, navigate to installed application listing.

2. Select RaiderNAV entry on screen.

Usernames/Passwords Needed

Google Maps API Key

Google Maps API requires that applications have unique keys.

The key for this application is:
```
AIzaSyAoEB-siN9KvZrDYHwhCQnd8ixgS5SG3as
```

The key is stored in:
```
RaiderNAV/app/src/debug/res/values/google_maps_api.xml
RaiderNAV/app/src/release/res/values/google_maps_api.xml
```

In the event that the key no longer works and must be updated, navigate to https://console.developers.google.com/apis/credentials and follow the instructions to create a new private keystore and a new key tied to a Google account. Insert the key into the above-listed files.