

Installation of APK file on tablet

1. We assume you already have the Android SDK.
2. In order to install the APK in folder "X", use the tool called 'adb' in the platform-tools folder of the Android SDK, and run the following command: "adb install <path_to_apk>"

Alternatively:

1. Transfer the APK file to the tablet.
2. Install by clicking the file on the tablet.

Eclipse & compiling

1. We assume at this point that you already have installed Eclipse, with the following plugins: Subclipse, Android ADT & SDK.
2. To get the source into eclipse, right-click in the "Package Explorer" window (as default it's on the left-hand side of the Eclipse IDE), and choose import.
3. Then choose 'SVN', and then 'Checkout Projects from SVN'. (This requires subclipse)
4. Select 'Create a new repository', click next.
5. Fill the SVN url, with the **ROOT** of the SVN, and then click next. (<https://sw6-2012.googlecode.com/svn>)
6. The most current version of the Launcher is in the folder "/trunk/launcher/Launcher". Stable releases are in the /tags/launcher/<version>/launcher.
7. Click on a folder corresponding to the version you want, and then click finish.
 - a. The Launcher is dependant on two libraries: zxing (Open-Source QR scanner, in the "/trunk/libs/android folder") and GIRAF GUI (Common library for GUI components in the GIRAF system, in the "/trunk/launcher/GIRAF_Components").
 - b. These are required in order to compile the launcher project.
 - c. They need to be checked out just as the launcher, in the same workspace (as the launcher references them with a relative path)
 - d. The libraries are in the same directories as the launcher (of a specified version) main project, "launcher".
8. Now plugin an Android device running version 3.2 or newer.
9. Right click on the launcher project, and choose "Run as"... and then "Android application".