

12.Dez 2017

Important Note:

A)Please remove previous versions before installing a new version.

B)Installation path containing "SPACE" char's does not work.

What is LazToApk?

To build a piece of software which can be installed on an android device, you need Java JDK, Android SDK, Android NDK, ANT and laz4android.

LazToApk is a software which will help you to configure all these needed 3rd-Party Tools.

What's new?

See changes file [.\changes.txt](#)

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Requirements

- Windows (I tested on WinXP and Win7)
- At least 6GByte free disk space.
- A quick internet connection, because 680MByte needs to be downloaded.
- Recommended: a real Android Device because the Android Emulator is very slow!

Note: The whole installation may take 30 minutes!

Setup the tools to create an Android App with Lazarus/Free Pascal

Please follow **exactly** this instructions, otherwise the chance is very high that your final app will not work!

I tested on windows xp sp3 and on windows 7.

Step 01: Download&Install JDK

Download latest Java JDK **jdk-8uxxx-windows-i586.exe (32bit is important)** from here: → [Java JDK 8](#)

| |
|--------------------------|
| Java SE |
| Java EE |
| Java ME |
| Java SE Advanced & Suite |
| Java Embedded |
| Java DB |
| Web Tier |
| Java Card |
| Java TV |
| New to Java |
| Community |
| Java Magazine |

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Java SE Development Kit 8 Downloads

Thank you for downloading this release of the Java™ Platform, Standard Edition Development Kit (JDK™). The JDK is a development environment for building applications, applets, and components using the Java programming language.

The JDK includes tools useful for developing and testing programs written in the Java programming language and running on the Java platform.

See also:

- [Java Developer Newsletter](#): From your Oracle account, select **Subscriptions**, expand **Technology**, and subscribe to **Java**.
- [Java Developer Hands-on workshops \(free\) and other events](#)
- [Java Magazine](#)

JDK 8u151 [check for updates](#)
JDK 8u152 [check for updates](#)

Java SE Development Kit 8u151

You must accept the [Oracle Binary Code License Agreement for Java SE](#) to download this software.

☒ Accept License Agreement ☐ Decline License Agreement

| Product / File Description | File Size | Download |
|-----------------------------|-----------|---|
| Linux ARM 32 Hard Float ABI | 77.9 MB | jdk-8u151-linux-arm32-vfp-hflt.tar.gz |
| Linux ARM 64 Hard Float ABI | 74.85 MB | jdk-8u151-linux-arm64-vfp-hflt.tar.gz |
| Linux x86 | 168.95 MB | jdk-8u151-linux-i586.rpm |
| Linux x86 | 183.73 MB | jdk-8u151-linux-i586.tar.gz |
| Linux x64 | 166.1 MB | jdk-8u151-linux-x64.rpm |
| Linux x64 | 180.95 MB | jdk-8u151-linux-x64.tar.gz |
| macOS | 247.06 MB | jdk-8u151-macosx-x64.dmg |
| Solaris SPARC 64-bit | 140.06 MB | jdk-8u151-solaris-sparcv9.tar.Z |
| Solaris SPARC 64-bit | 99.32 MB | jdk-8u151-solaris-sparcv9.tar.gz |
| Solaris x64 | 140.65 MB | jdk-8u151-solaris-x64.tar.Z |
| Solaris x64 | 97 MB | jdk-8u151-solaris-x64.tar.gz |
| Windows x86 | 198.04 MB | jdk-8u151-windows-i586.exe |
| Windows x64 | 205.95 MB | jdk-8u151-windows-x64.exe |

Java SDKs and Tools

- [Java SE](#)
- [Java EE and Glassfish](#)
- [Java ME](#)
- [Java Card](#)
- [NetBeans IDE](#)
- [Java Mission Control](#)

Java Resources

- [Java APIs](#)
- [Technical Articles](#)
- [Demos and Videos](#)
- [Forums](#)
- [Java Magazine](#)
- [Developer Training](#)
- [Tutorials](#)
- [Java.com](#)

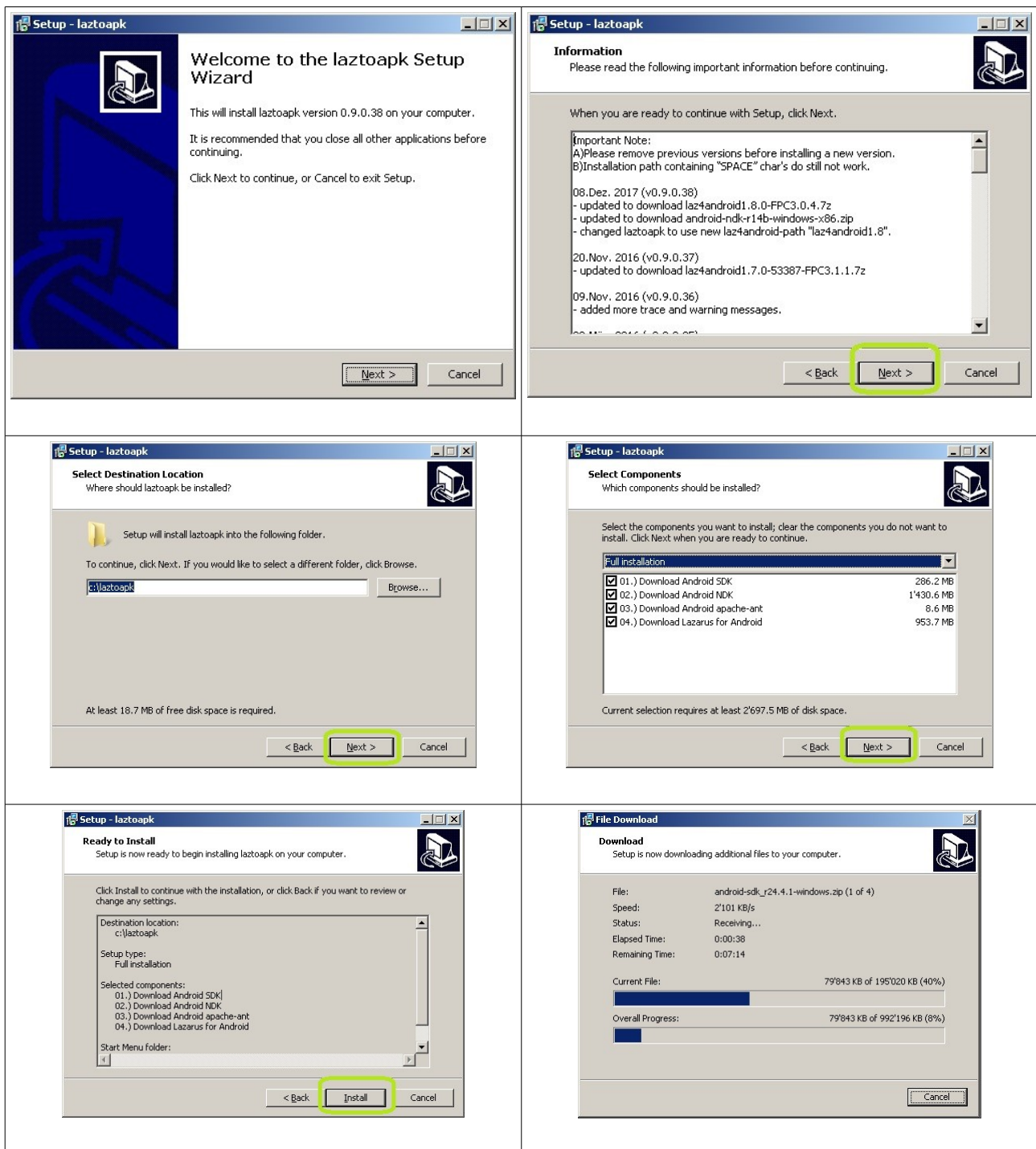
Run the downloaded installer.

It will be installed in to `<C:\Program Files\Java\>`.

Step 02: Download&Install LazToApk

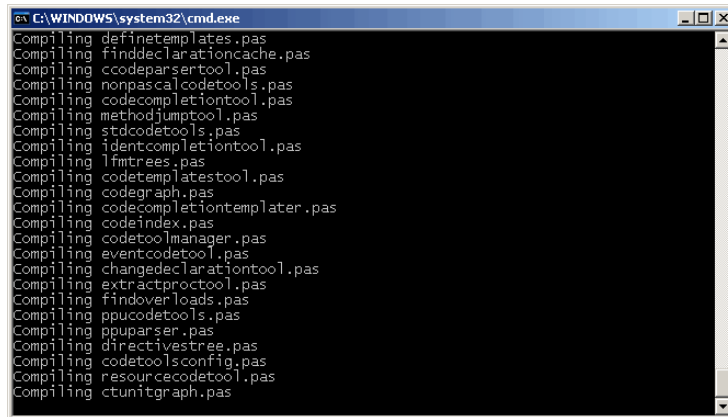
LazToApk → [Download the setup from here.](#) (sourceforge.net)

Run the setup.



You can now go for a coffee! No user-action is required the next 20 minutes. The download took on my machine about 16 Minutes. After the download, the files will be un-zipped automatically.

At the end of setup the batch-file <build.bat> gets automatically started.
→ laz4android get's compiled. This may take a while and look's something like this.



```
C:\WINDOWS\system32\cmd.exe
Compiling definetemplates.pas
Compiling finddeclarationcache.pas
Compiling ccodeparsertool.pas
Compiling nonpascalcodetools.pas
Compiling codecompletiontool.pas
Compiling methodjumpool.pas
Compiling stdcodetools.pas
Compiling identcompletiontool.pas
Compiling lfmtrees.pas
Compiling codetemplatestool.pas
Compiling codegraph.pas
Compiling codecompletiontemplater.pas
Compiling codeindex.pas
Compiling codetoolmanager.pas
Compiling eventcodetool.pas
Compiling changedeclarationtool.pas
Compiling extractproctool.pas
Compiling findoverloads.pas
Compiling ppuccodetools.pas
Compiling ppuparser.pas
Compiling diractivetree.pas
Compiling codetoolsconfig.pas
Compiling resourcecodetool.pas
Compiling ctunitgraph.pas
```

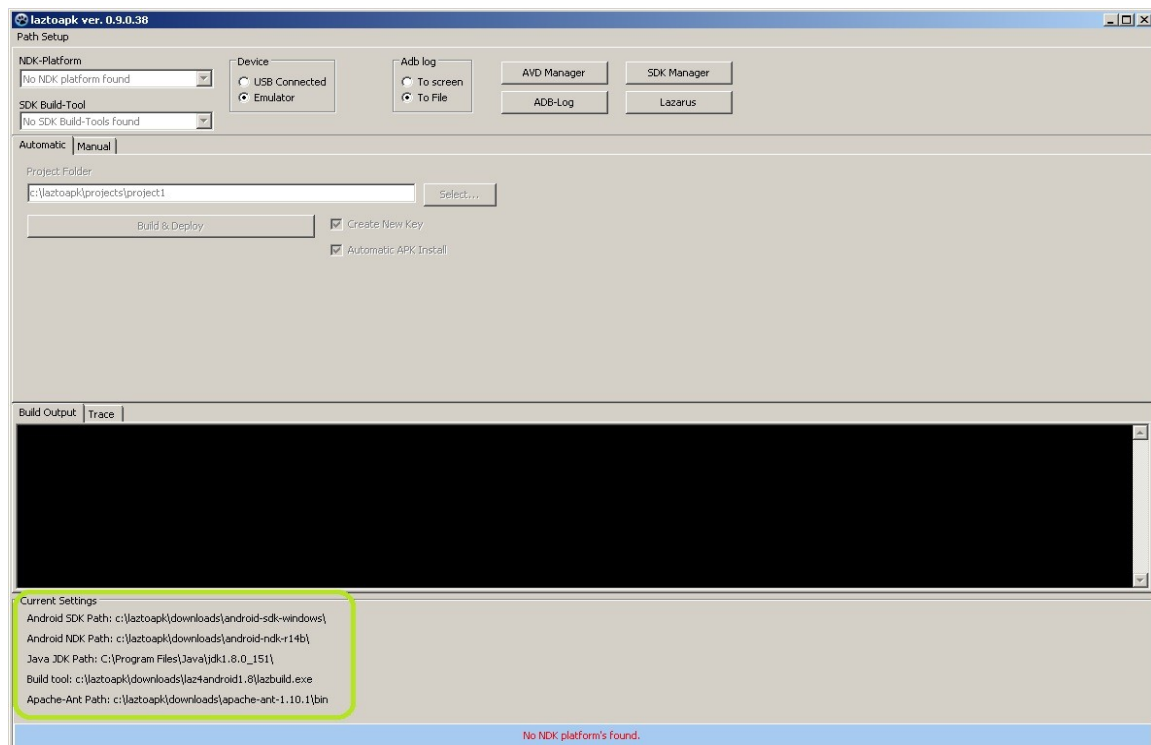
Step 03: Start&Configure LazToApk for the first time

The application <LazToApk> will be started.

LazToApk will verify if the folder's for JDK,SDK,NDK,ANT and the tool lazbuild.exe is available.

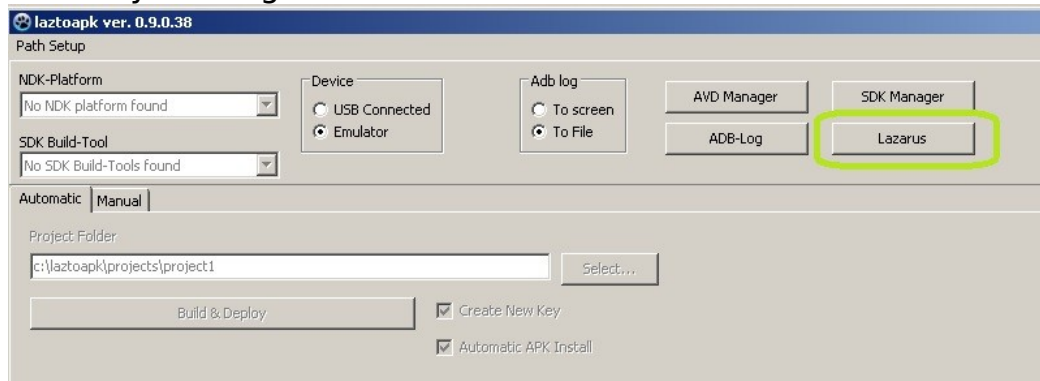
If everything went fine, it should look like this:

(If not, then a path setup dialog will show up and you must select the correct path manually.)

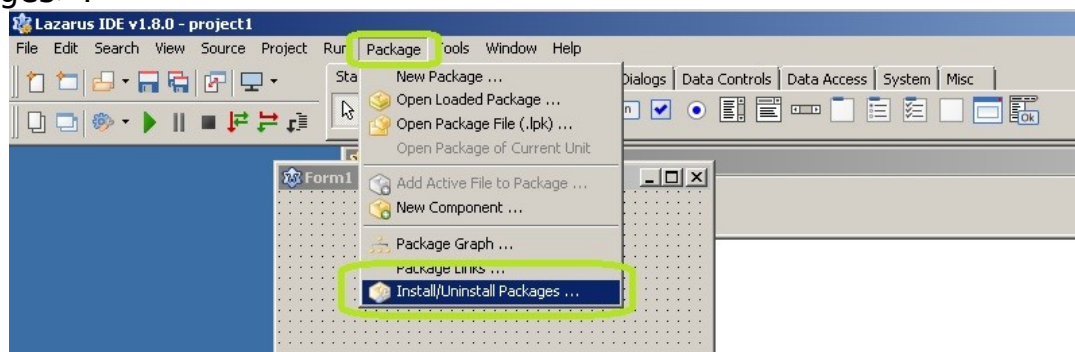


Step 04: Start Lazarus and install packages.

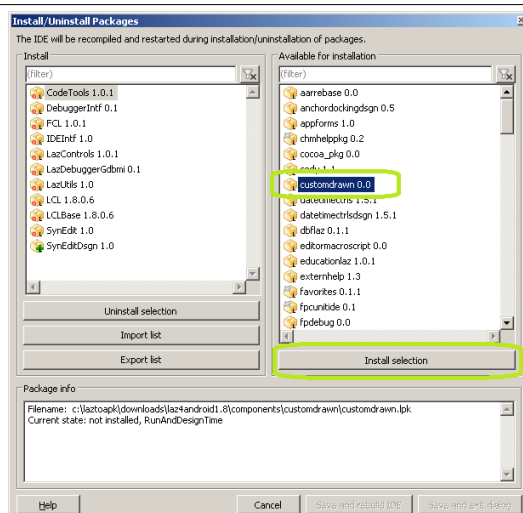
Start Lazarus by clicking onto Button <Lazarus>.



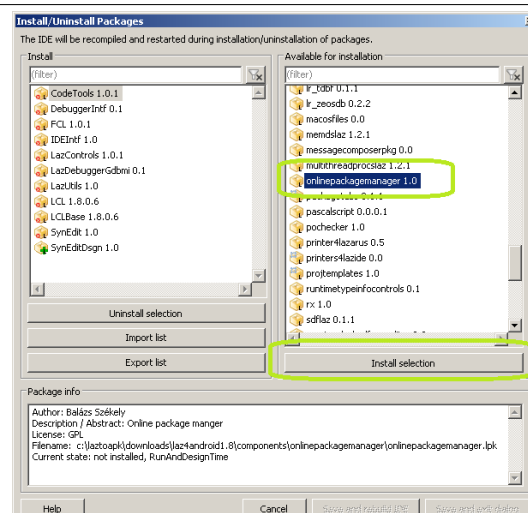
The Lazarus IDE should show up. Choose <Package>, <Install/Uninstall Packages>.



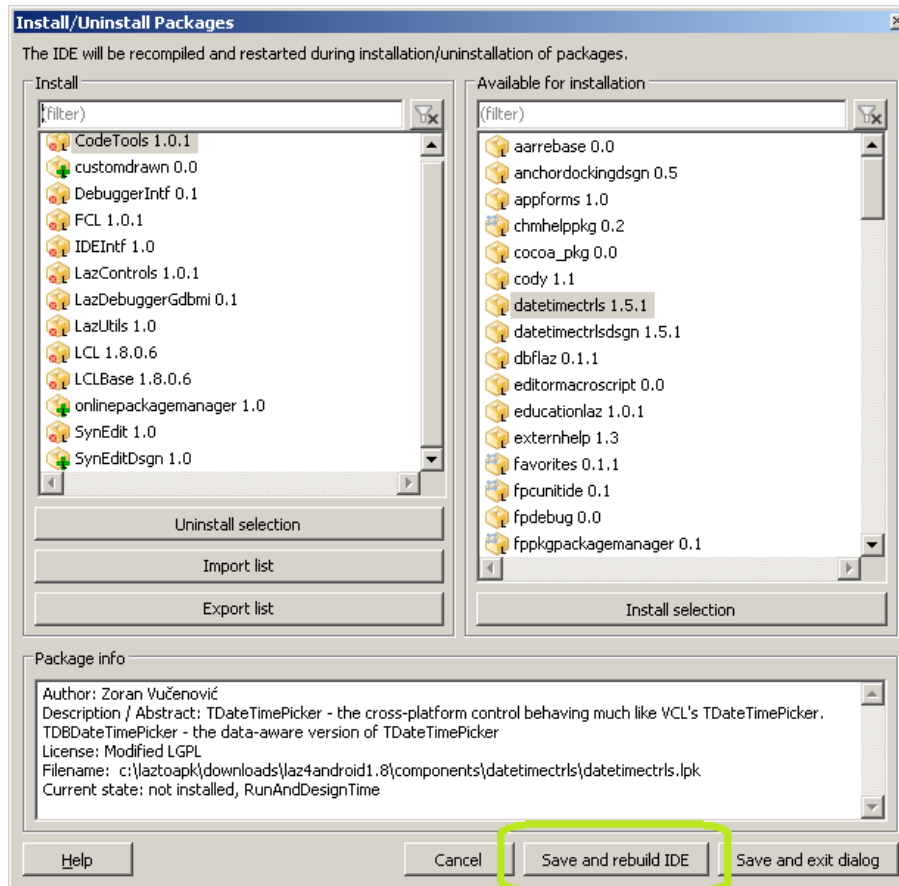
Select the package <CustomDrawn> and Press button <Install Selection>.



Select the package <OnlinePackageManager> and Press button <Install Selection>.



Press Button <Save and Rebuild IDE>

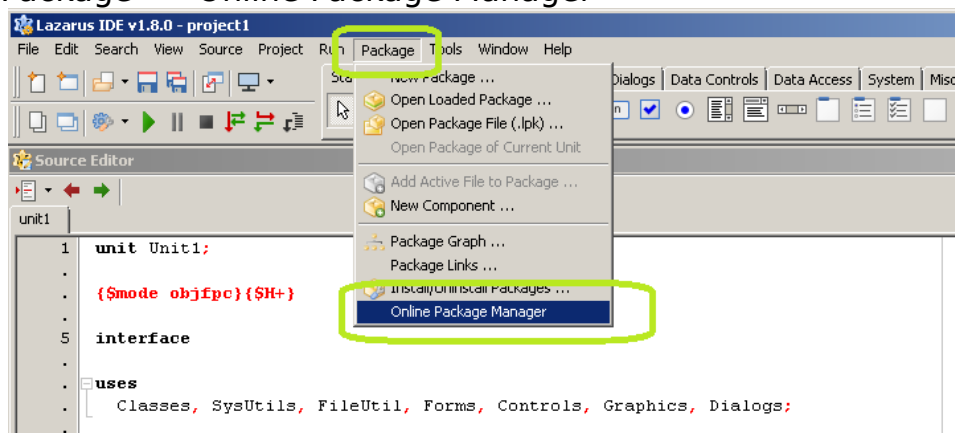


The Lazarus IDE gets rebuilt and restarted. This may take a while.

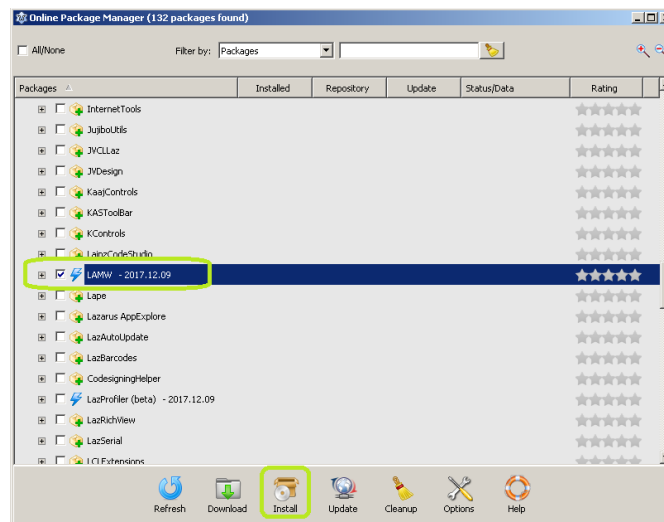
Step 05: Install LAMW (Lazarus Android Module Wizard)

Since the development of the CustomDrawn-Components seems to be “stalled”, I will try to move to LAMW. This move is not finished yet and will only happen with the help from the community.

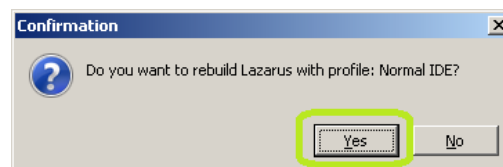
Choose <Package> <Online Package Manager>



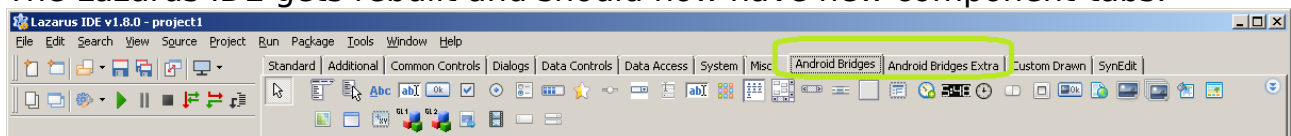
Select “LAMW” and press “install”.



The package get's downloaded and installed. After a while the following dialoge pops up. Press <Yes>.



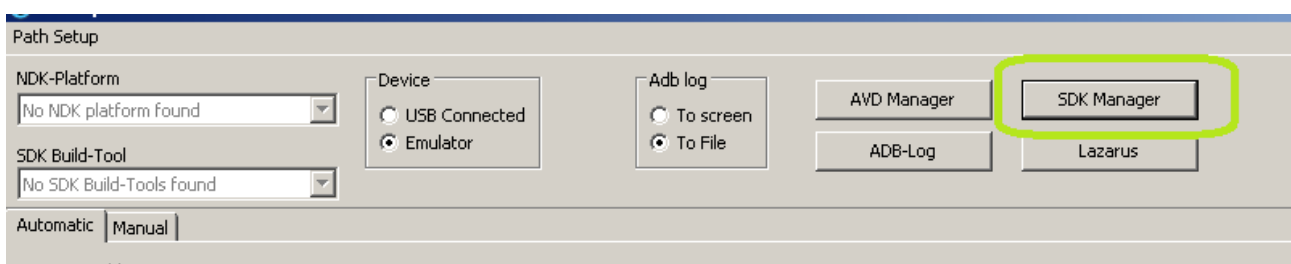
The Lazarus IDE gets rebuilt and should now have new component-tabs.



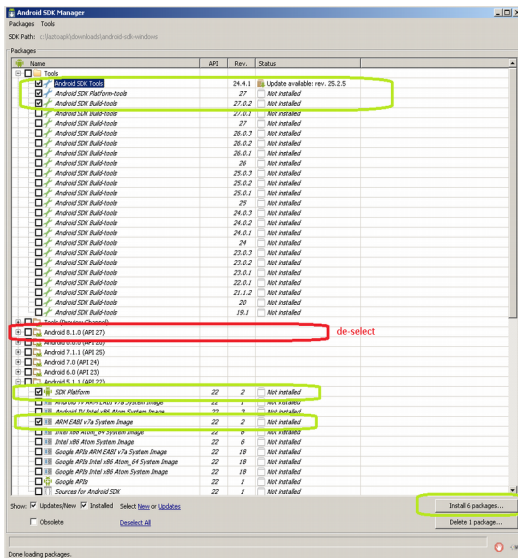
Step 06: Start SDK-Manager and install API's

Close Lazarus IDE.

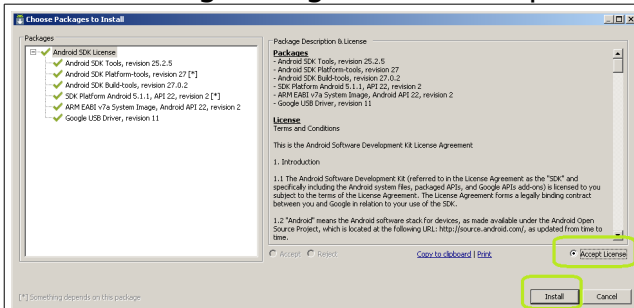
Now LazToApk will look like this. It's time to start the <SDK Manager>.



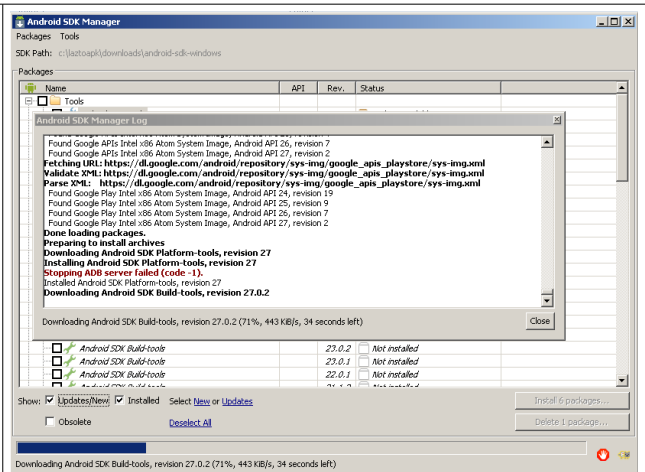
Select the following packages. (→ you can try some other's but I did not test with other version's!!!!)



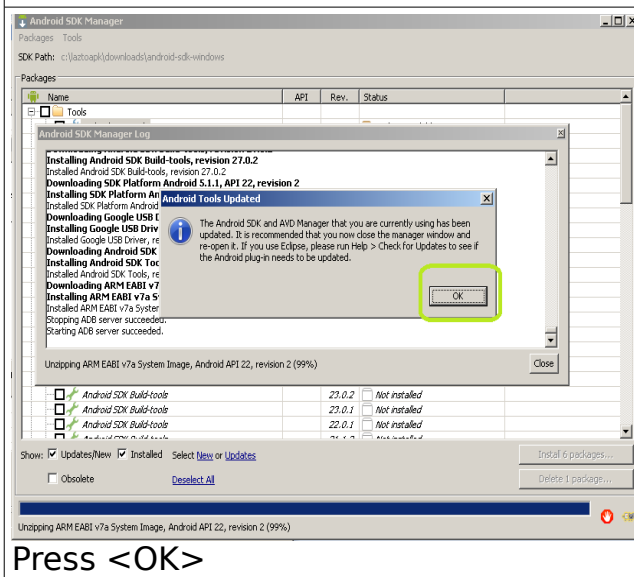
The following dialogs will show up.



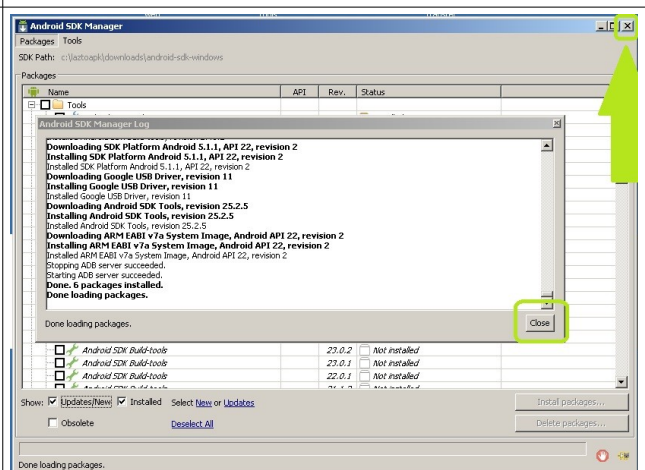
Accept Licence and press <Install>.



Just wait, this will take a some time...



Press <OK>



Now close the SDK Manager.

Step 07: Restart LazToApk

Close LazToApk.

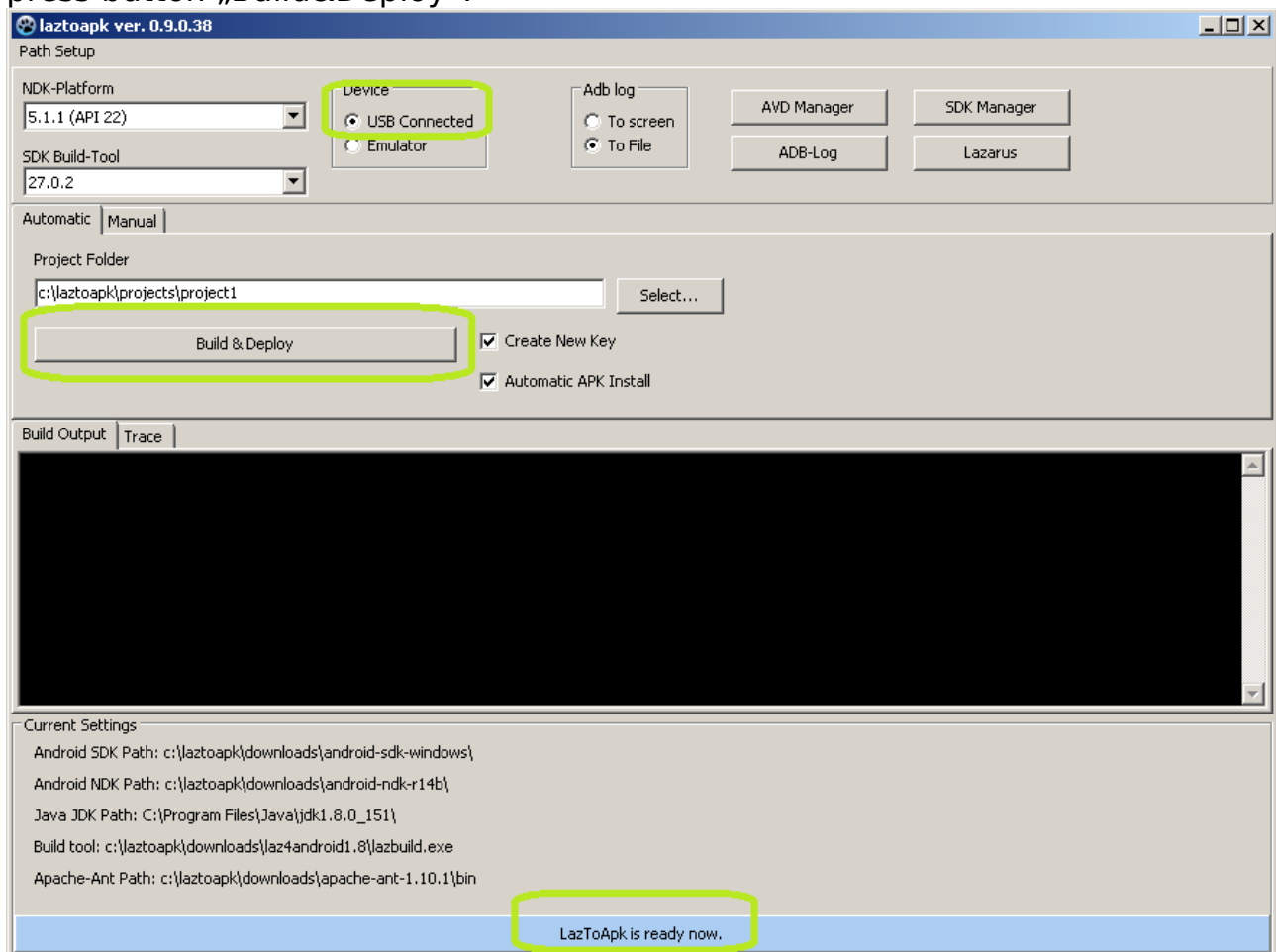
Close the setup.

Start LazToApk again.

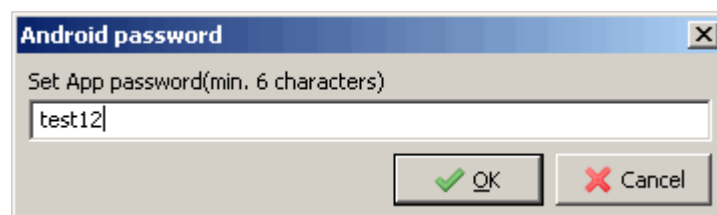
Connect your android device to the computer. (usb-connection)

Step 08: Build your first android app

Select <USB connected> and press button „Build&Deploy“.



In the following dialog, define a password for your app and press button <OK>.



The following info message will appear.



You have to enter the same password as before twice in the command windows

```
E:\android\laztoapk\laztoapk.exe
[TCCompiler.Compile] end
E:\android\projects\project1\android>REM pause
E:\android\projects\project1\android>REM Adjust these paths to yours
E:\android\projects\project1\android>SET PATH=E:\android\sdk\tools;E:\android\sdk\platform-tools;C:\Programme\Java\jdk1.6.0_45\bin;
E:\android\projects\project1\android>SET APP_NAME=project1
E:\android\projects\project1\android>SET ANDROID_HOME=E:\android\sdk
E:\android\projects\project1\android>SET APK_SDK_PLATFORM=E:\android\sdk\platforms\android-14
E:\android\projects\project1\android>SET APK_PROJECT_PATH=E:\android\projects\project1\android
E:\android\projects\project1\android>mkdir E:\android\projects\project1\android\bin
E:\android\projects\project1\android>keytool -genkey -v -keystore E:\android\projects\project1\android\bin\LCLDebugKey.keystore -alias LCLDebugKey -keyalg RSA -validity 10000
Geben Sie das Keystore-Passwort ein:
```

and do some more input as requested.

If everything works as expected, then it should look like this:

```
E:\android\sdk\platform-tools\adb.exe
62 KB/s (1385635 bytes in 21.530s)
pkg: /data/local/tmp/project1.apk
```

```
E:\android\projects\project1\android>REM call and pause together allow us to see the results in the end
E:\android\projects\project1\android>REM pause
* daemon not running. starting it now on port 5037 *
* daemon started successfully *
62 KB/s (1385635 bytes in 21.601s)
pkg: /data/local/tmp/project1.apk
Success
```

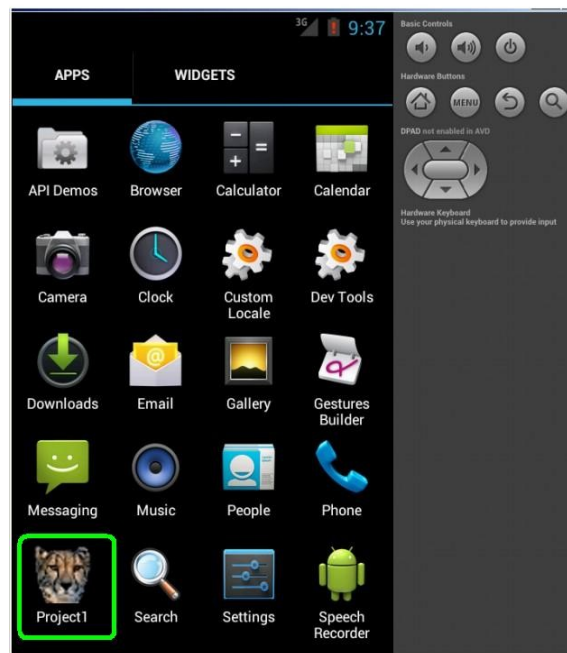
Well done, the app is now installed.

Step 09: Run the app

Let's run the app. Click onto the following icon:



Then click on „Project1“.



And enjoy your first android application.

