

# YSDKWizard Guide

## What is this?

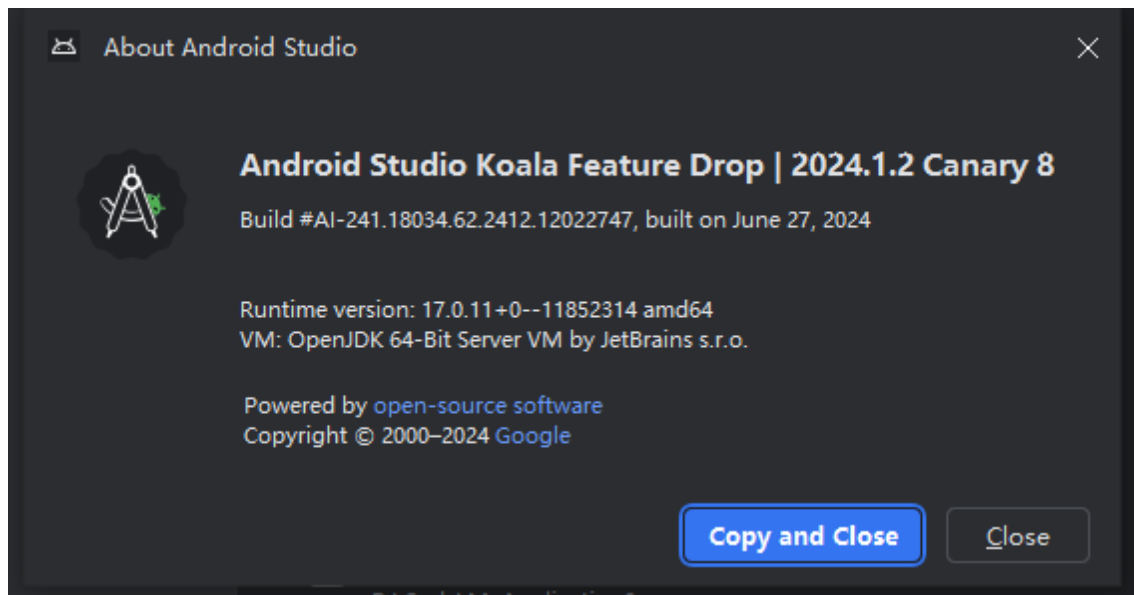
It is **an Android Studio template to create your first MFDroid App**, which makes it easier to **call the YSDK API** and develop applications on Morefun Android POS devices. It provides developers with the necessary resources, minimal code, and simplified instructions to get quick start to run the MFDroid App. It might help developers to focus on core development tasks and reduce learning curve.


It could be installed as an **Android Studio plugin** and you can choose this template while creating new projects.

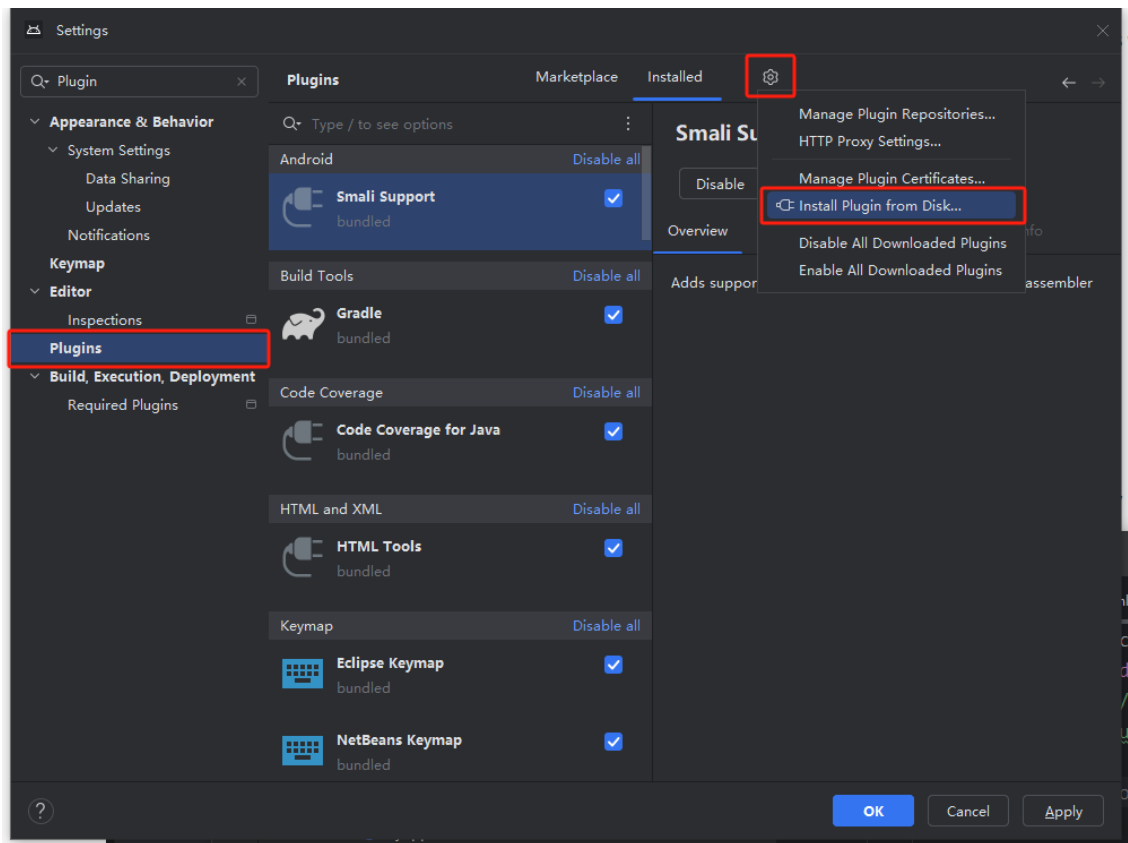
## How to Install “YSDKWizard”?

1. Ensure that the IDE **Android Studio** has been installed and **the lowest version of the IDE is 2023.1.1.**

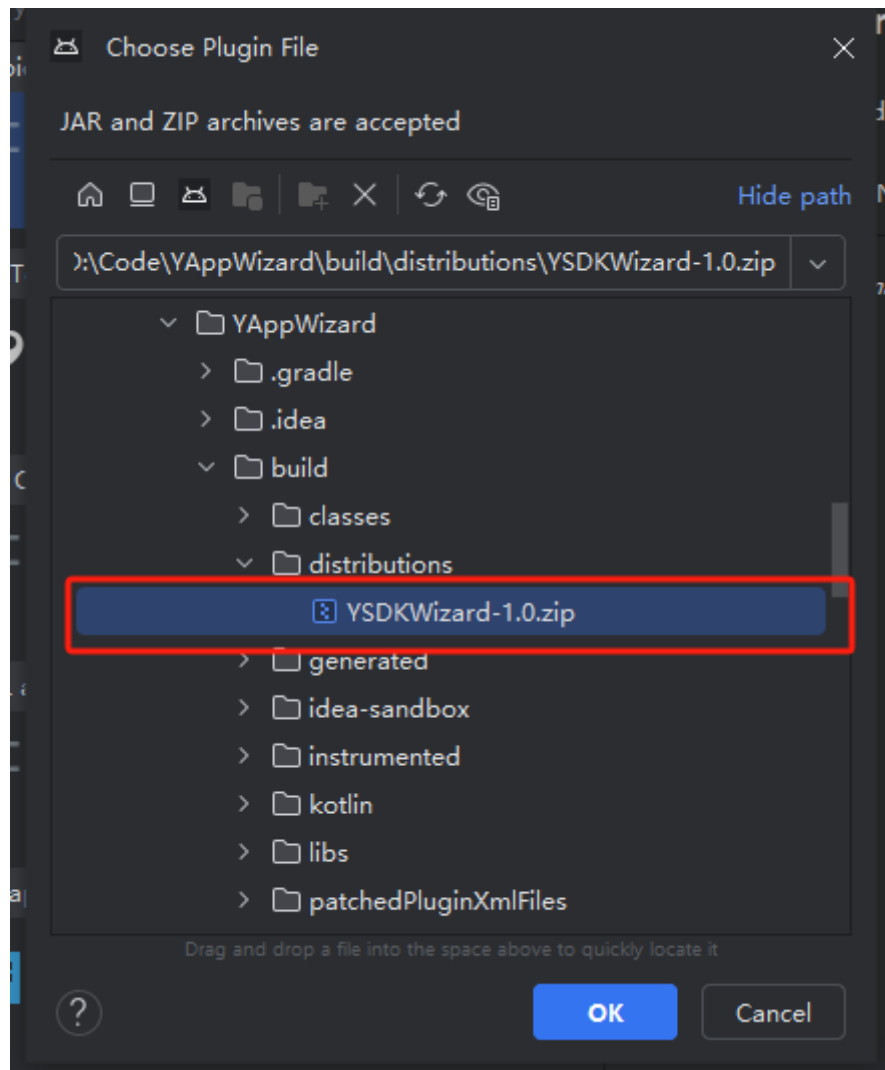
It's easy to find the version of Android Studio in **About** or in the software launch page.



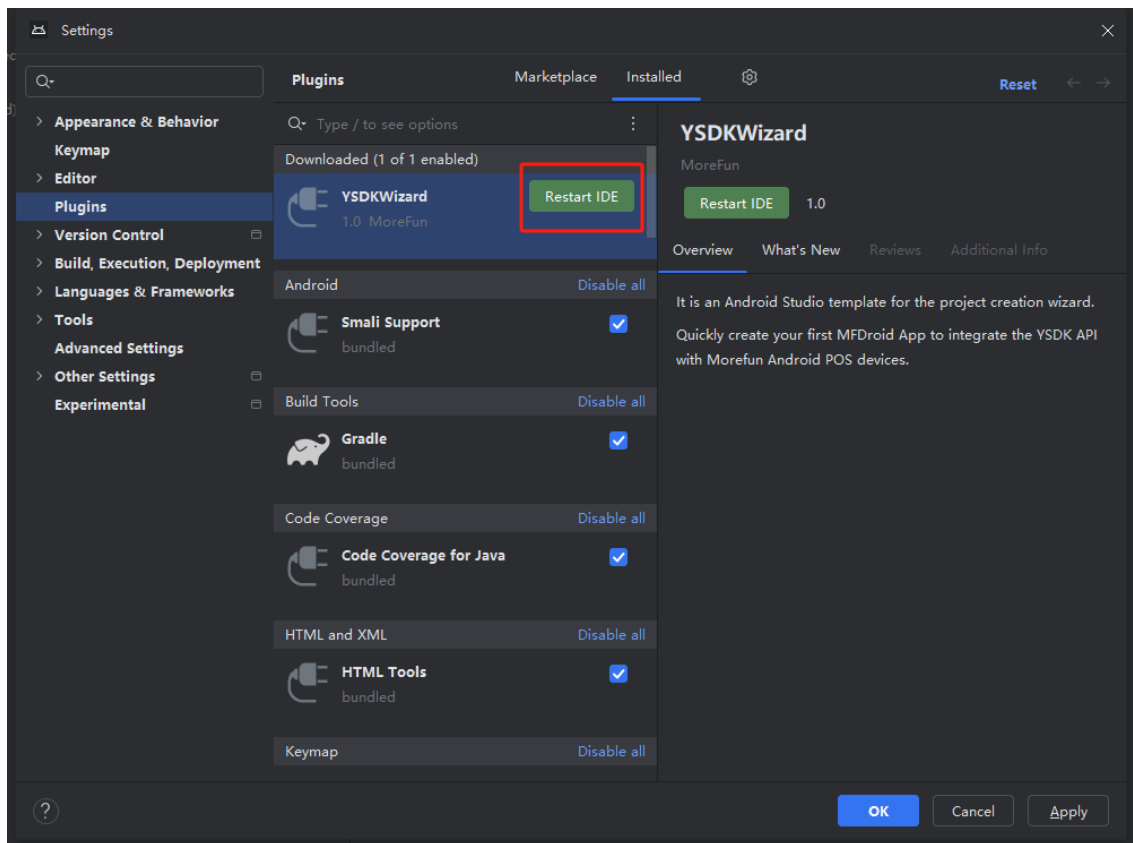
2. Open your Android Studio and navigate to **File > Settings** (or **Android Studio > Preferences** on macOS). In the settings window, on the left sidebar, click **Plugins**.
3. In the Plugins settings, click the gear icon  at the top-right of the window and select **Install Plugin from Disk**.



4. Browse to the location where you saved the plugin file ( `.zip` ) , select the file and click **OK**.



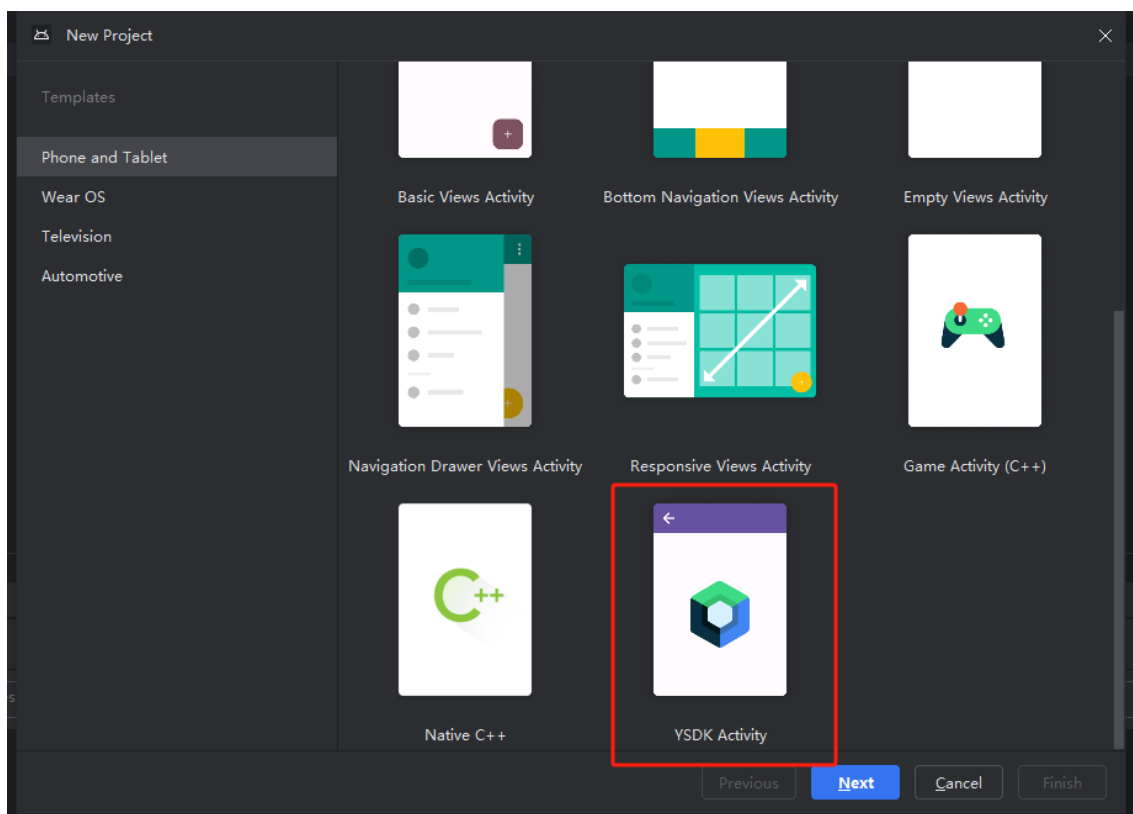
5. Click **Restart Android Studio** to complete the installation.



## How to use the “YSDKWizard” plugin?

We recommend following the steps below to use the plugin:

1. Open **File** -> **New** -> **Project...**
2. You can find **“YSDK Activity”** and select it to create a new MFDroid App.



3. Fill the information here as you need, just like using the default template wizard from Android Studio.

New Project

**YSDK Activity**

Create a minimal MFDroid App with a functional page that makes it easy to call the YSDK API.

Name: My Application

Package name: com.morefun.myapplication

Save location: D:\Code\MyApplication8

Minimum SDK: API 29 ("Q"; Android 10.0)

Build configuration language: Groovy DSL (build.gradle)

Previous Next Cancel Finish

New Project

**YSDK Activity**

Create a minimal MFDroid App with a functional page that makes it easy to call the YSDK API.

Activity name: MainActivity

Previous Next Cancel Finish

4. Click **“Finish”** and wait for the projects being generated automatically.

Since the configuration file is overwritten after the file is generated, please choose **“Load File System Changes”** to reload file if prompted.

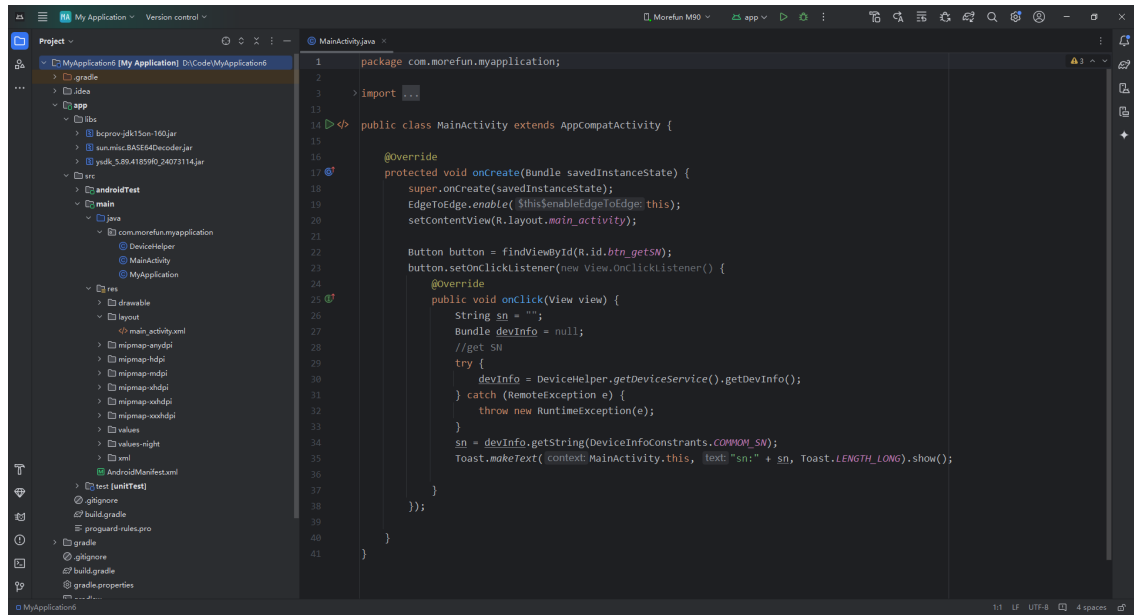
File Cache Conflict

Changes have been made to 'D:\Code\MyApplication6\app\build.gradle' in memory and on disk.

Load File System Changes Keep Memory Changes Show Difference

5. The final MFDroid App project structure is as follows:

It would automatically generate the required files, configuration, UI layout, etc., and it would automatically import the required libs to the project. It might take a little while for the IDE to load and identify the project structure, so if the initial project structure is not correct, you can try right-clicking and selecting “Reload from Disk” to reload it .



Tips:

The project is written in JAVA and it needs to call Gradle to build the MFDroid App. So make sure that you have the appropriate **JDK 、 Android SDK and Gradle** .

You can choose to use your local environment, or wait for the IDE to automatically download .(It might take a while to download for the first time).Once all configurations, dependencies, and the environment are set up, you can begin running your MFDroid App.

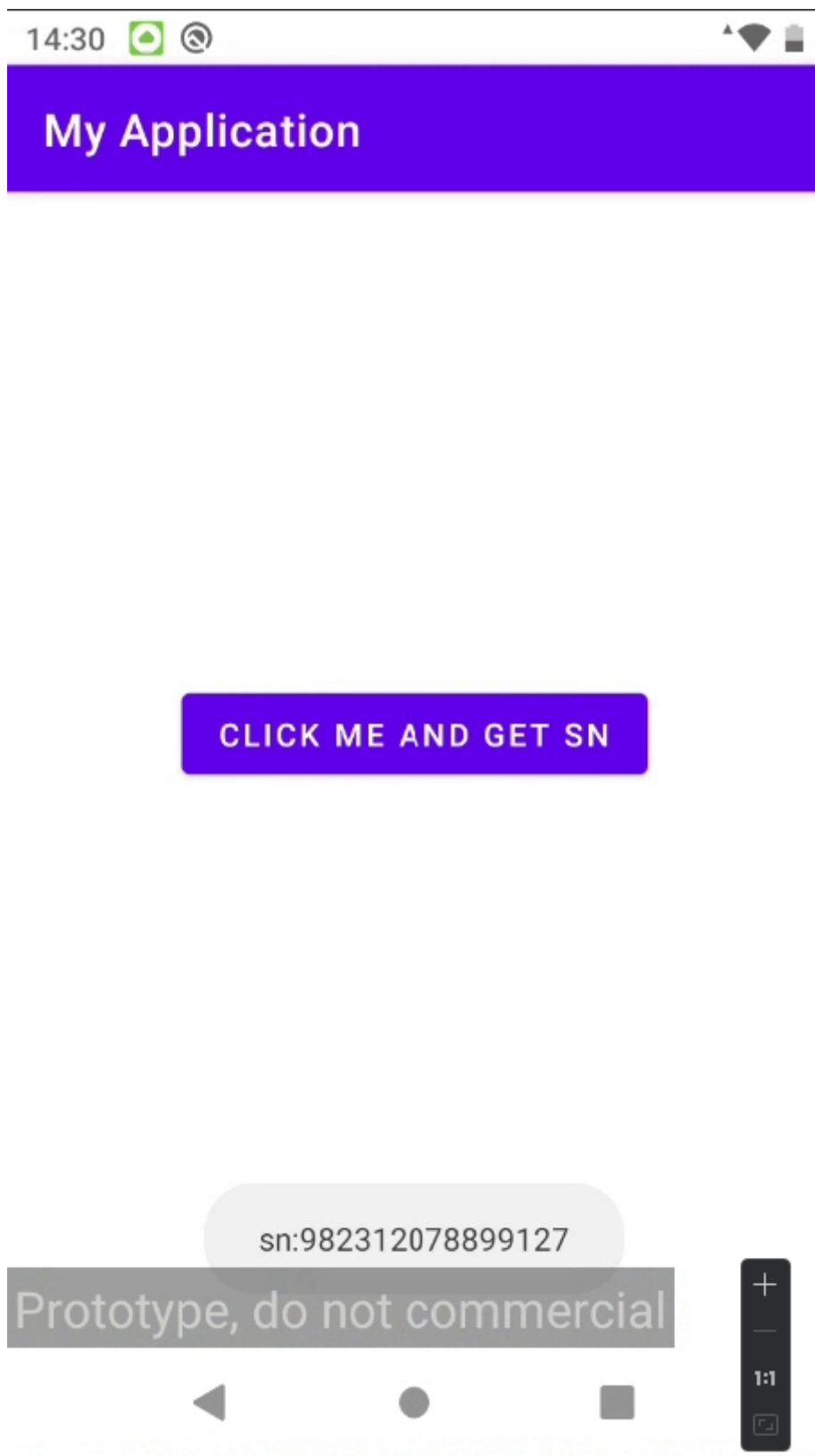
6. Make sure the Morefun Android POS device has **connected to PC** using a data cable. ( See *Q&A-Why my Android Studio can not recognize the device* for more detailed instructions to connect your device to PC.)

Android Studio would automatically identify the device and show it in the toolbar.



7. Tap the **Run** menu option to run the MFDroid App.

It would launch the MFDroid App into the device, you can get the SN of the device by clicking the button “CLICK ME AND GET SN”,the Toast message tips below would show the SN information.



## Q&A

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# 1. Why my Android Studio can not recognize the device?

If the Android Studio can not recognize the Morefun Android POS device, we should check whether the device could connect to your PC first of all.

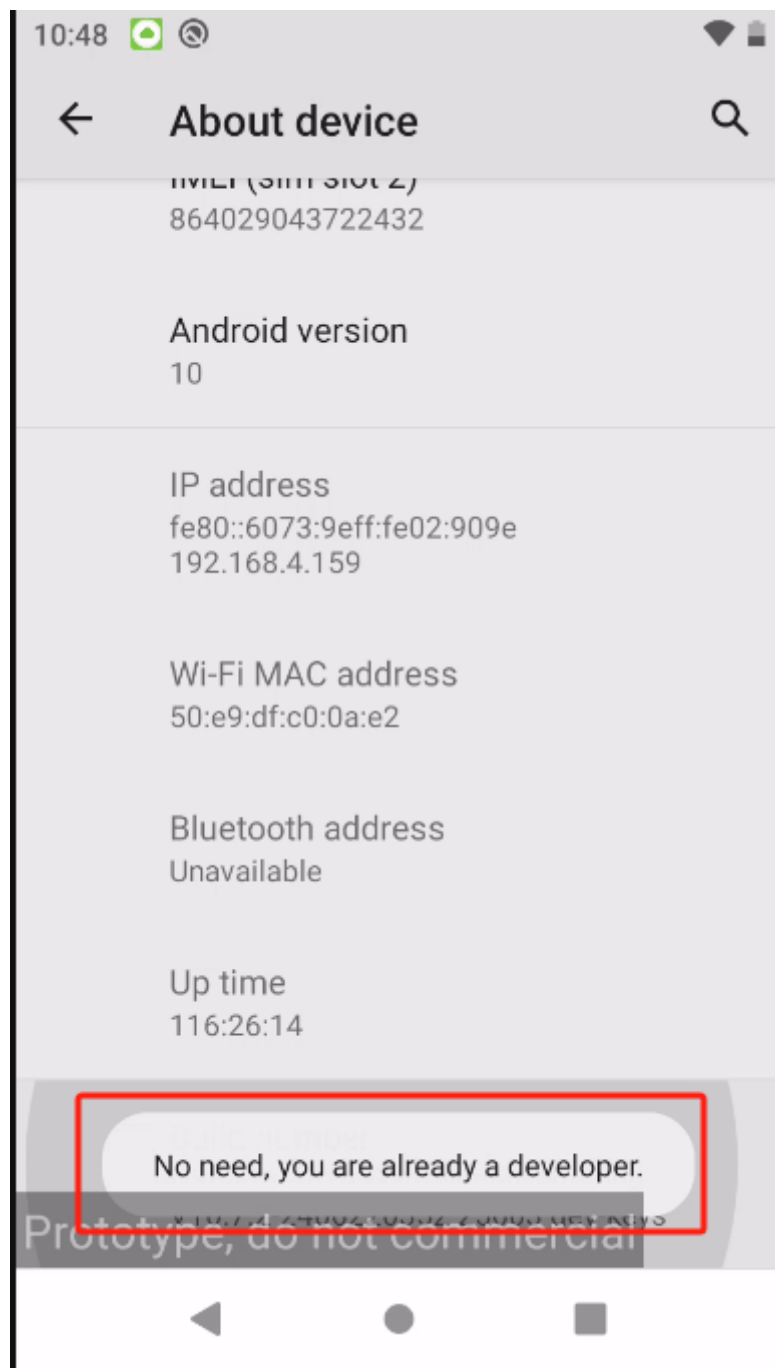
If the device is successfully connected to the PC, you can try to use ADB command to get the device list.

```
C:\Users\Administrator>adb devices
List of devices attached
0123456789ABCDEF    device
```

If the device is shown in the list, it may be an IDE recognition error, please try to restart the Android Studio and then try again.

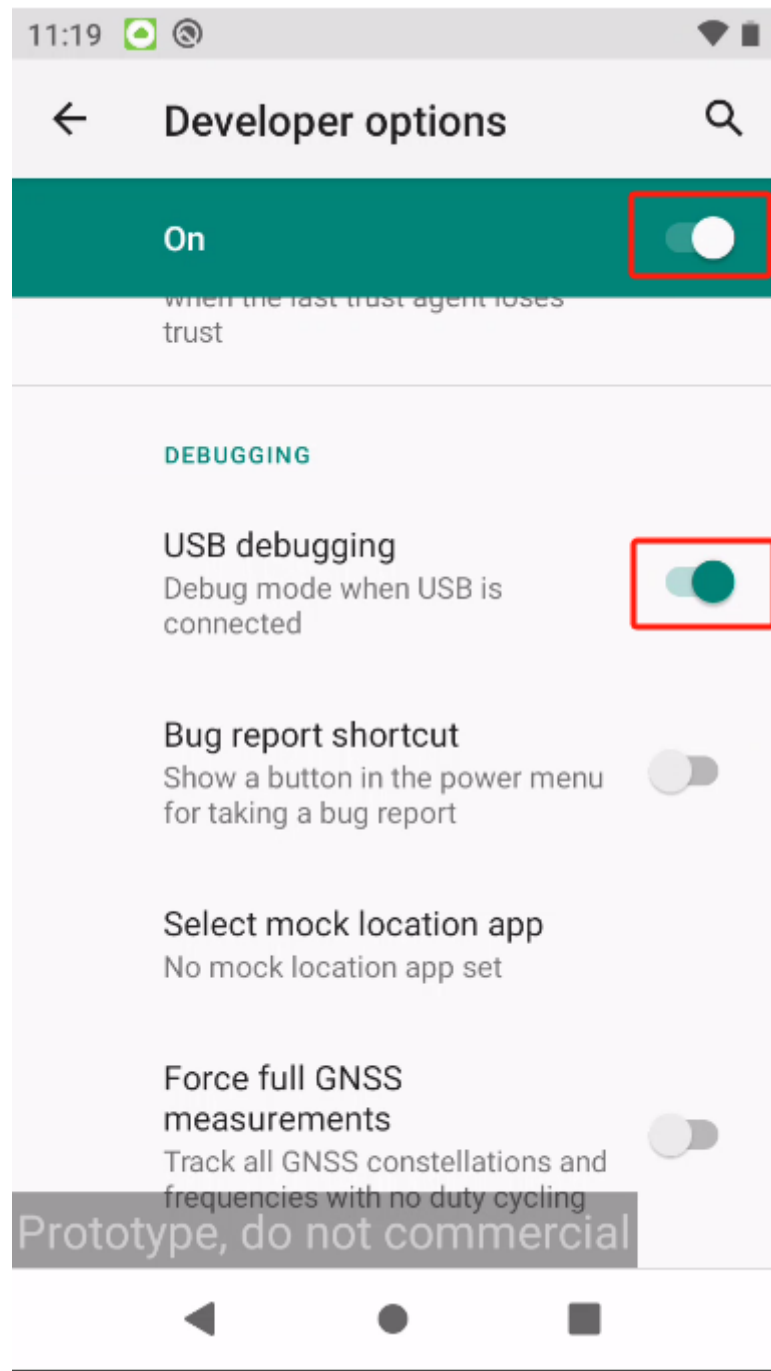
If not, please make sure the following steps are set up correctly:

1. Whether the device USB is plugged in properly.
2. Whether you have enable the developer options on the device.
  - Open **Settings** -> **About device**, find **Build number** and click multiple times in quick succession. It would show 'No need, you are already a developer'.



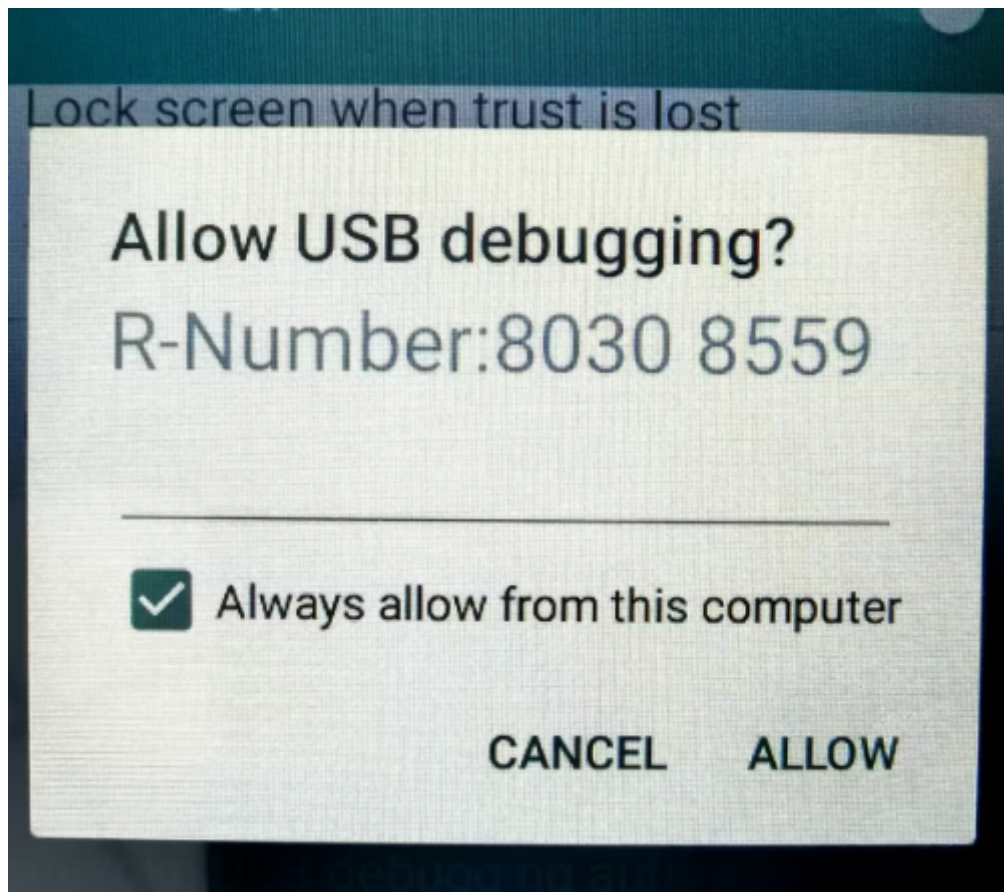
- Then back to `system` and you would find `Developer options`. Make sure that both switches remain on.





3. Whether you have entered the correct code on the device if there's a dialog box prompted you to enter the ADB code.

Please send this R-number to us, and we would provide you ADB code for USB debugging.



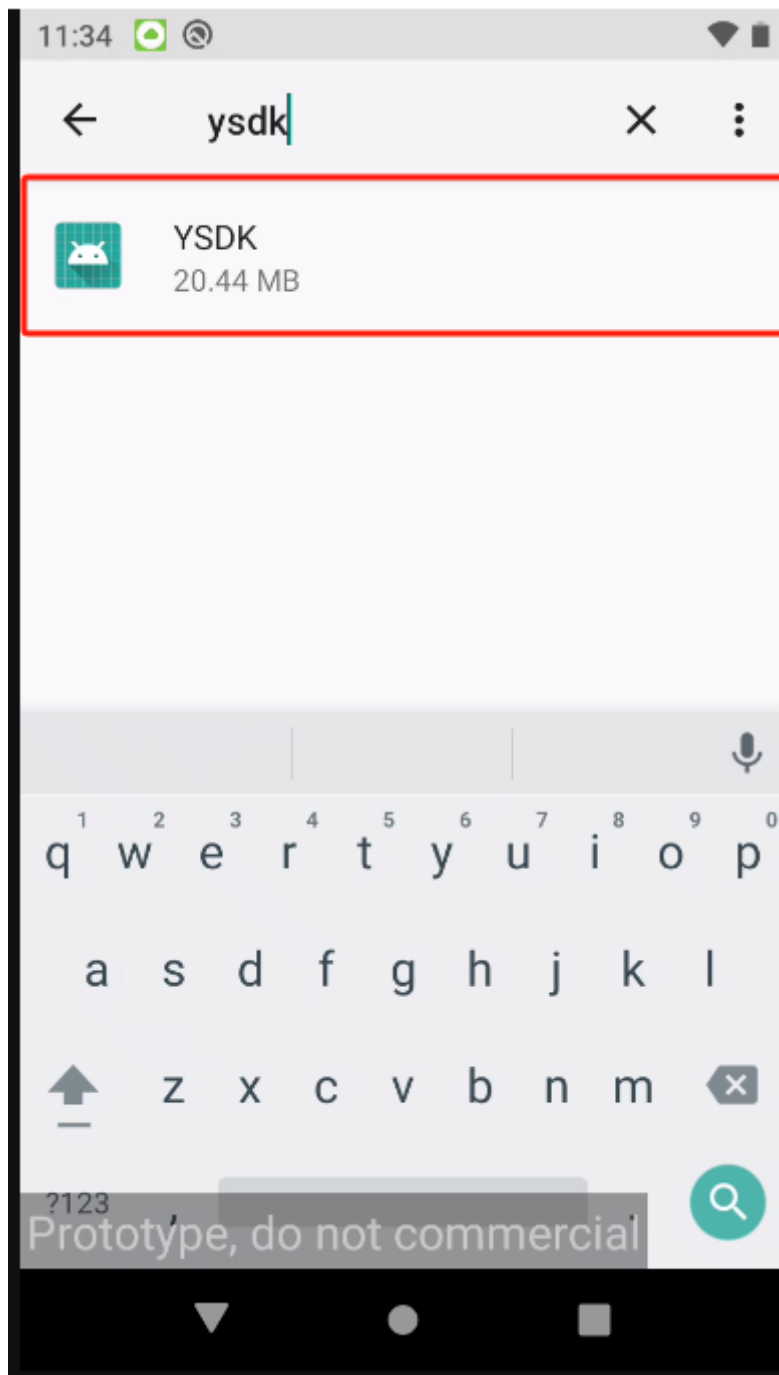
4. Whether you have installed the corresponding driver of the device, and after that, please restart your PC.

If it's hard to tell, or if the above situation has been confirmed to be set up correctly, please contact us for more help.

## **2.Why does my MFDroid App fade or die while I clicking the button on the last step?**

Only after the MFDroid APP is bind to the YSDK service, it can invoke the methods in the service through the AIDL interface. Otherwise, the MFDroid App would keep trying to bind the service, hence the error.

So there is also a ysdk.apk file that needs to be installed into the POS device. You can open **Settings -> Apps & notifications -> SEE ALL . . APPS** on the device and confirm its installation first.



If you find that the device does not have the YSDK App installed, you can use ADB command to install it. The YSDK App would generally be sent to you along with the guide. If not, please contact us.

```
1 | adb install -r YSDK-XXX_productNormal_release.apk
```

You can also check other exception reasons in Logcat.

### 3. How can I get more information about YSDK API?

You can get more information about it from *"YSDK\_Android\_Programming\_Manual.pdf"*.