

Frequently asked questions

This document aims to address some of the common problems that have been identified from your comments and questions.

How do I use the FutureLearn platform to view comments?

- <http://openededucationmooc.blogspot.co.uk/2013/10/flmobigame-using-futurelearn-platform.html>

I'd like to be able to download videos!

- You can, see <http://openededucationmooc.blogspot.co.uk/2013/10/download-begin-programming-moocs-videos.html>

I'd like to share code, how do I do that?

- <http://openededucationmooc.blogspot.co.uk/2013/10/flmobimooc-using-pastebin-to-share-your.html>

I try and start Eclipse but it does not run!

- Both Java and Eclipse/Android SDK must be the same bit version. If one of them is 32bit (x86) then the other should also be that!
- If they aren't uninstall and download them again making sure they are the same bit version.
- This video might help you: https://avcontent.reading.ac.uk/av/13/troubleshooting-the-JDK-Cib7zt4uu60c3L8W-H264_Widescreen_640x360.mp4

It still does not run!

- I get an error "Failed to load JNI shared library C:\program files...\jvm.dll". This means that your system is using a JRE instead of a JDK version of Java.
 - Uninstall Java JRE, or make sure the folder of the JRE isn't in the PATH environment variable and that your JDK is (Windows: see video https://avcontent.reading.ac.uk/av/13/troubleshooting-the-JDK-Cib7zt4uu60c3L8W-H264_Widescreen_640x360.mp4 , others Google "set path" with your OS added.
- I get an error "Error: Error passing the sdk. Failed to create C:\Program Files (x86)\adt-bundle-windows-x86_64-20130917\sdk\add-ons."
 - Try and run as an administrator (on Windows, right click eclipse.exe -> Run as administrator)
- I am on a Mac 64 bit machine using OS X 10.8.x.
 - There is unfortunately a known bug for this setup, and sometimes it doesn't work.
 - Try and download the 32bit version that might work.
 - If that does not work then download an old version of Eclipse <http://download.eclipse.org/e4/sdk/drops/R-4.1-201106201631/#EclipseSDK> , download the SDK Tools Only version of Android SDK and install that from inside Eclipse (Help->Install New Software add the SDK file.

I am on an Mac 10.5.x (or older) and I can't find Java 6

- Unfortunately Apple has decided not to release Java 6 for pre 10.5.x. You might be able to use OpenSDK (<http://landonf.bikemonkey.org/static/soylatte/>) instead. (We haven't tested it, as none of our testers have a pre-10.6 machine)

When I start the emulator a window opens but seemingly nothing happens...

- Starting the emulator takes time depending on the specifications of your hardware. Often 5-10 minutes. Try and be patient. Once it has loaded you will see it as a normal phone. Always leave it open so that you can use it while you work on the code.
 - If it takes longer than 20 minutes there is a serious problem.
 - It might be that your hardware is too slow to run it. Unfortunately Google does not have minimum requirements on hardware. The only way to find out is to test and see.

- It might help to use a low spec emulator, if you have been using a high spec emulator.
- Try and lower the "Device ram size" of the emulator. You do that when setting up an emulator (or by editing it).

When I start the emulator I get a message saying the emulator "panic"

- The Android SDK system expect to find the emulators you create in a specific folder `c:\Users\YourUsername\.android\avd` There are several reasons why this might not happen:
 - The files have been deleted
 - save them from you Rubbish bin
 - Multi-user systems that use shared drives (The files must be in `c:\user\YourUsername\.android\avd` - This is an Eclipse/ADT requirement)
 - Copy the `.android\avd` folder from the shared drive into `c:\user\YourUsername\.android\`
 - Using d: drive (or other the c:) as default (The files must be in `c:\user\YourUsername\.android\avd` - This is an Eclipse/ADT requirement)
 - Copy the `.android\avd` folder from the drive you use as default into `c:\user\YourUsername\.android\`
 - If you do not have a c drive, create one and do the above

When I start the emulator I get the error "Failed to allocate memory: 8"

- Did you set "Device ram size" when creating the emulator? Try several smaller and bigger sizes 512mb often works

The emulator start and everything works. There are warnings though, is that ok?

- Yes, these development systems provide many warnings for special situations. Our code is quite simple, and does not use anything but the most fundamental functionalities.

Windows Notepad is not coloured and it shows the code on one line!

- Notepad is not good for coding purposes. Try an alternative, e.g. Notepad++ (<http://notepad-plus-plus.org/>) or Wordpad for Windows, TextWrangler for Mac OSX or Kate for Linux. Feel free to suggest your favourites in the comments.

The video is too fast!

- Try downloading the transcripts and reading along
- Download the video (<http://openededucationmooc.blogspot.co.uk/2013/10/download-begin-programming-moocs-videos.html>) and play it at reduced speed. Karsten will sound funny though.
- Use the

When I try to copy and paste I get "Cannot paste the clipboard contents into the selected element"

- You probably haven't unzipped the file. Try and do that first.

Eclipse is running fine, and I think I have added all the game framework code, but I get problems/errors!

The public type TheGame must be defined in its own file
(SomeFile.java) /MOOC/src/uk/ac/reading/sis05kol/mooc line 8
Java Problem

The type TheGame is already defined (SomeFile.java)
/MOOC/src/uk/ac/reading/sis05kol/mooc Unknown Java Problem

- You have copied TheGame code (e.g. from v1.java) into SomeFile.java (e.g. MainActivity.java) instead of TheGame.java. Copy the code into TheGame.java, find the original downloaded version of SomeFile.java and copy the code into the Eclipse version.

The declared package "uk.ac.reading.sis05kol.mooc" does not match the
expected package "uk.ac.reading.sis05ko1.mooc" GameThread.java
/MOOC/src/uk/ac/reading/sis05ko1/mooc line 1 Java Problem

The declared package "uk.ac.reading.sis05kol.mooc" does not match the expected package "uk.ac.reading.sis05ko1.mooc" TheGame.java
/MOOC/src/uk/ac/reading/sis05ko1/mooc line 1 Java Problem

The declared package "uk.ac.reading.sis05kol.mooc" does not match the expected package "uk.ac.reading.sis05ko1.mooc" MainActivity.java
/MOOC/src/uk/ac/reading/sis05ko1/mooc line 1 Java Problem

The declared package "uk.ac.reading.sis05kol.mooc" does not match the expected package "uk.ac.reading.sis05ko1.mooc" GameView.java
/MOOC/src/uk/ac/reading/sis05ko1/mooc line 1 Java Problem

- You haven't added the code to a package. Within the src folder there should be a package "uk.ac.reading.sis05kol.mooc" the 4 first files should be inside this package. Try that and see if it works after you clean the project Eclipse->Project->clean

R cannot be resolved to a variable GameThread.java
/MOOC/src/uk/ac/reading/sis05kol/mooc line 67 Java Problem

- As above you might not have added the code to the correct package. Try and do that and clean the project as above.
- If the error persist, then there is a known bug that produce this error. Try and delete the Eclipse folder and unzip it again. Restart, that might do the trick. If not, change the workspace, andn try and follow the procedure of setting up the code from scratch.

The field Sensor.TYPE_ORIENTATION is deprecated GameView.java
/MOOC/src/uk/ac/reading/sis05ko1/mooc line 208 Java Problem

- This is fine. The code will work with this warning

When I run the code I get this error:

Waiting for HOME ('android.process.acore') to be launched...

HOME is up on device 'emulator-XXXX'

Uploading Mooc.apk onto device 'emulator-XXXX'

Installing Mooc.apk...

Failed to install Mooc.apk on device 'emulator-XXXX!'

(null)

Launch cancelled!

- That might be (the not so helpful) error message if you get a timeout from the system running the devices (the ADB). Try and make the ADB connection timeout period longer. You do that under Window->Preferences->Android->DDMS

Something else is happening!

- Post your problem in the comments for the step you are on. Give as much detail as possible. Are there error messages? Any other messages that might be relevant? Did something unexpected happen? The more you give the easier it is for the team to help.