

# How to Enable GD Manually for Cordova CLI - Android

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# Preface

This Guide assumes the following:

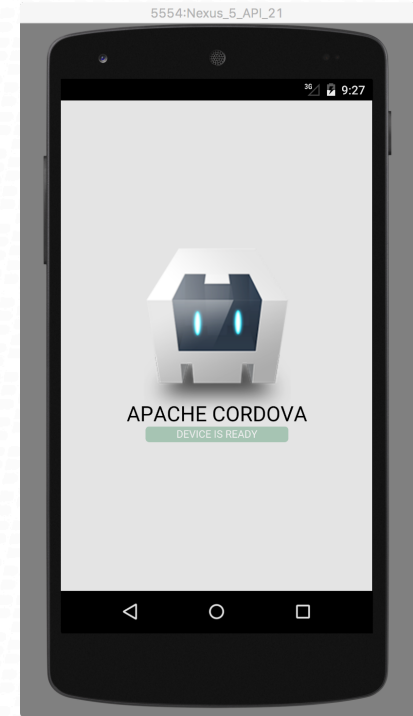
- Cordova is installed
- GD Framework for Android is installed
- GD Cordova Framework is installed

If any of above is not installed and operational, please stop and follow the appropriate guides to install and configure the missing software.

# Validate the app is running

cordova build android

cordova emulate android



# Copy GD Module

Copy

From:

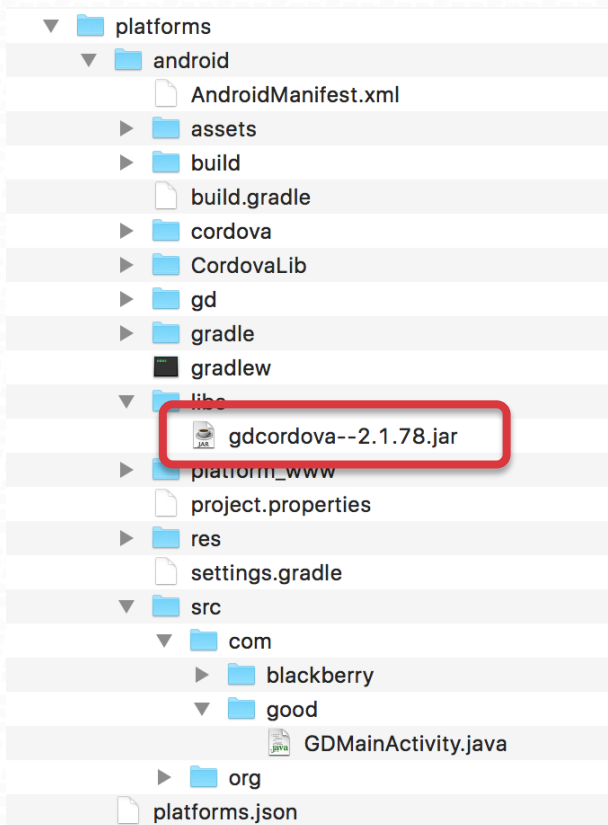
/Users/.../Library/Android/sdk/extras/good/dynamics\_sdk/libs/handheld/gd

To:

.../platform/android/gd

Note: Module is typically installed in **Android SDK**

# Add the latest gdcordova jar



Note: The jar file located in the **GD phonegap** install directory.

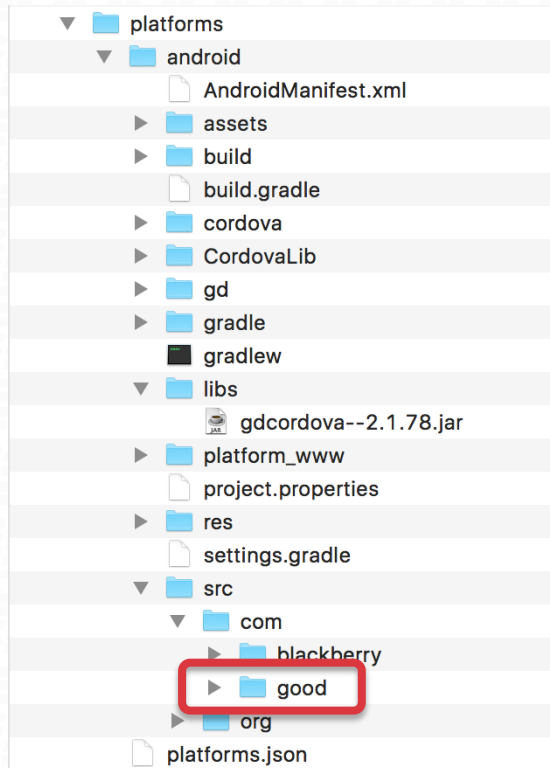
From: .../{sdk}/Android/Files/libs

To .../{app}/platforms/android/libs

# Modify project.properties

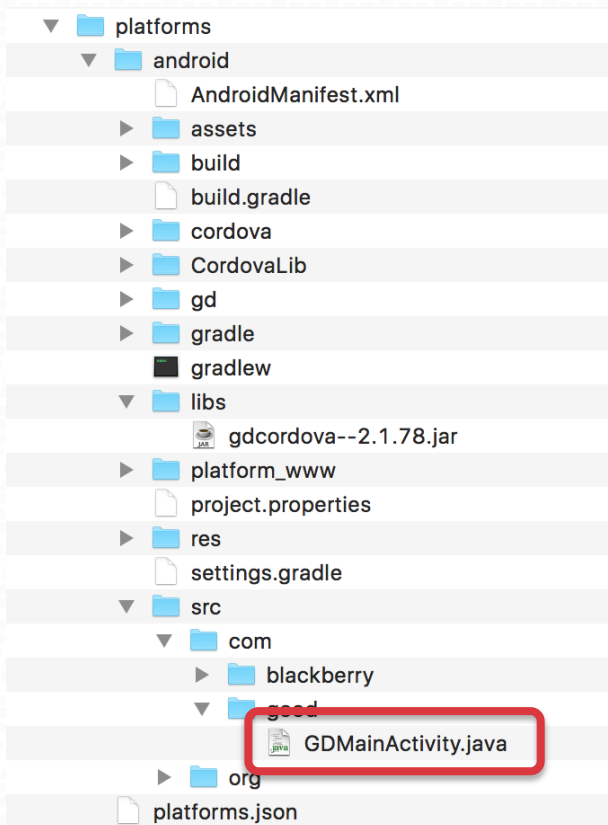
```
1  # This file is automatically generated by Android Tools.
2  # Do not modify this file -- YOUR CHANGES WILL BE ERASED!
3  #
4  # This file must be checked in Version Control Systems.
5  #
6  # To customize properties used by the Ant build system edit
7  # "ant.properties", and override values to adapt the script to your
8  # project structure.
9  #
10 # To enable ProGuard to shrink and obfuscate your code, uncomment this (available properties: sdk.dir, user.home):
11 #proguard.config=${sdk.dir}/tools/proguard/proguard-android.txt:proguard-project.txt
12 # Project target.
13 target=android-22
14 android.library.reference.1=CordovaLib
15 android.library.reference.2=gd
```

# Create a new package



Name the package: **good**

# Copy GDMainActivity.java to new package



Note: This file is part of the GD Enablement kit



# Modify GDMainActivity.java

```
1  /*
2   * This file contains Good Sample Code subject to the Good Dynamics SDK Terms and Conditions
3   * (c) 2013 Good Technology Corporation. All rights reserved.
4   */
5
6  package good;
7
8
9  ▼ import com.good.gd.GDAppEvent;
10 import com.good.gd.GDAppEventListener;
11 import com.good.gd.Activity;
12 import com.good.gd.GDAndroid;
13 import com.good.gd.GDAppEventType;
14
15 ▼ import android.content.Intent;
16 import android.os.Bundle;
17 import android.util.Log;
18
19 import {apppackage}.MainActivity;
20
21 ▼ public class GDMainActivity extends Activity implements GDAppEventListener {
22     private static final String TAG = GDMainActivity.class.getSimpleName();
23 }
```

Change the import  
to match your apps  
package and Main  
activity

# Modify AndroidManifest.xml – Step 1

```
1 <?xml version='1.0' encoding='utf-8'?>
2 <manifest android:hardwareAccelerated="true" android:versionCode="1" android:versionName="0.0.1" package="com.blackberry.developertraining"
  xmlns:android="http://schemas.android.com/apk/res/android">
3   <supports-screens android:anyDensity="true" android:largeScreens="true" android:normalScreens="true" android:resizeable="true" android:smallScreens="true"
    android:xlargeScreens="true" />
4   <uses-permission android:name="android.permission.INTERNET" />
5   <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
6   <uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />
7   <application android:hardwareAccelerated="true" android:icon="@drawable/icon" android:label="@string/app_name" android:supportsRtl="true">
8     <activity android:configChanges="orientation|keyboardHidden|screenSize|locale" android:label="@string/activity_name" android:launchMode="singleTop"
      android:alwaysRetainTaskState="true" android:name="good.GDMainActivity" android:theme="@android:style/Theme.Black.NoTitleBar"
      android:windowSoftInputMode="adjustResize">
9       <intent-filter android:label="@string/launcher_name">
10        <action android:name="android.intent.action.MAIN" />
11        <category android:name="android.intent.category.LAUNCHER" />
12      </intent-filter>
13    </activity>
14  </application>
15  <uses-sdk android:minSdkVersion="14" android:targetSdkVersion="22" />
16 </manifest>
```

android:minSdkVersion="14"

Change android:name="MainActivity" to android:name="good.GDMainActivity"

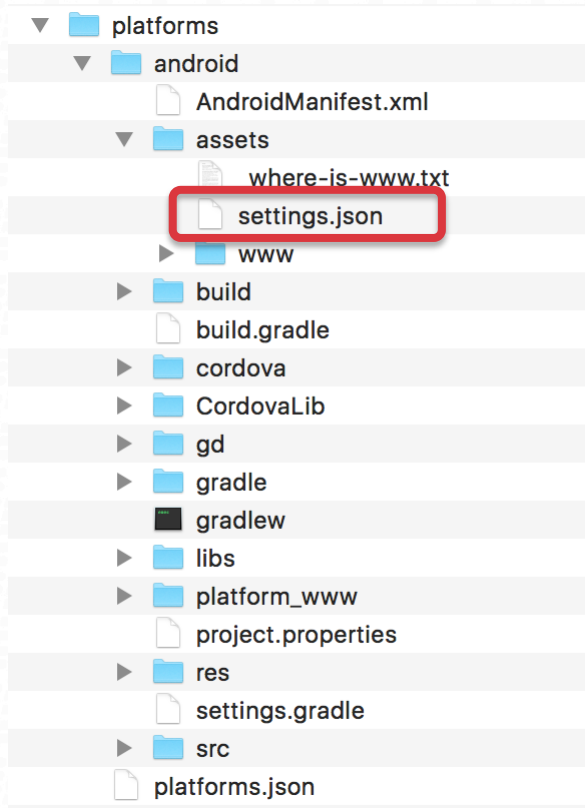
Add Attribute: android:alwaysRetainTaskState="true"

# Modify AndroidManifest.xml – Step 2

```
1 <?xml version='1.0' encoding='utf-8'?>
2 <manifest android:hardwareAccelerated="true" android:versionCode="1" android:versionName="0.0.1" package="com.airbus.test.goodapp"
  xmlns:android="http://schemas.android.com/apk/res/android">
3   <supports-screens android:anyDensity="true" android:largeScreens="true" android:normalScreens="true" android:resizeable="true" android:smallScreens="true"
    android:xlargeScreens="true" />
4   <uses-permission android:name="android.permission.INTERNET" />
5   <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
6   <uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />
7   <application android:hardwareAccelerated="true" android:icon="@drawable/icon" android:label="@string/app_name" android:supportsRtl="true">
8     <activity android:alwaysRetainTaskState="true" android:configChanges="orientation|keyboardHidden|keyboard|screenSize|locale"
      android:label="@string/activity_name" android:launchMode="singleTop" android:name="good.GDMainActivity"
      android:theme="@android:style/Theme.Black.NoTitleBar" android:windowSoftInputMode="adjustResize">
9       <intent-filter android:label="@string/launcher_name">
10        <action android:name="android.intent.action.MAIN" />
11        <category android:name="android.intent.category.LAUNCHER" />
12      </intent-filter>
13    </activity>
14    <activity android:name=".MainActivity">
15      <meta-data android:name="GDMonitorActivity" android:value="true" />
16    </activity>
17  </application>
18  <uses-sdk android:minSdkVersion="14" />
19 </manifest>
```

**<activity android:name=".MainActivity">**  
    **<meta-data android:name="GDMonitorActivity" android:value="true" />**  
**</activity>**

# Copy Settings.json to assets folder



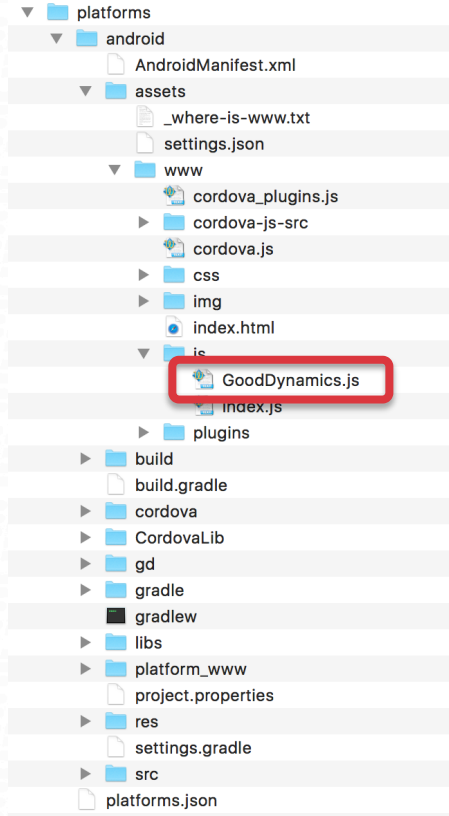
Note: This file is part of the GD Enablement kit

# Modify Settings.json

```
1 {  
2   "GDLibraryMode": "GDEnterprise",  
3   "GDApplicationID": "{yourpackage}",  
4   "GDApplicationVersion": "1.0.0.0"  
5 }
```

Change the GDApplicationID to match your package name

# Copy GoodDynamics.js



Copy GoodDynamics.js from **GD Phonegap** SDK

From: .../{sdk}/**Android**/Files/assets/www

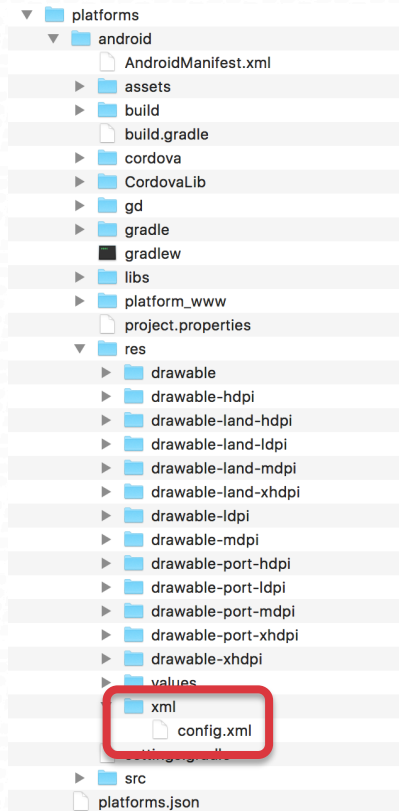
To: ...{app}/platforms/android/assets/www/js

**Note:** GoodDynamics.js is not necessary for enablement, however it is required to use any features, such as ajax, secure storage, etc...

The file should be included after cordova.js in your HTML files.

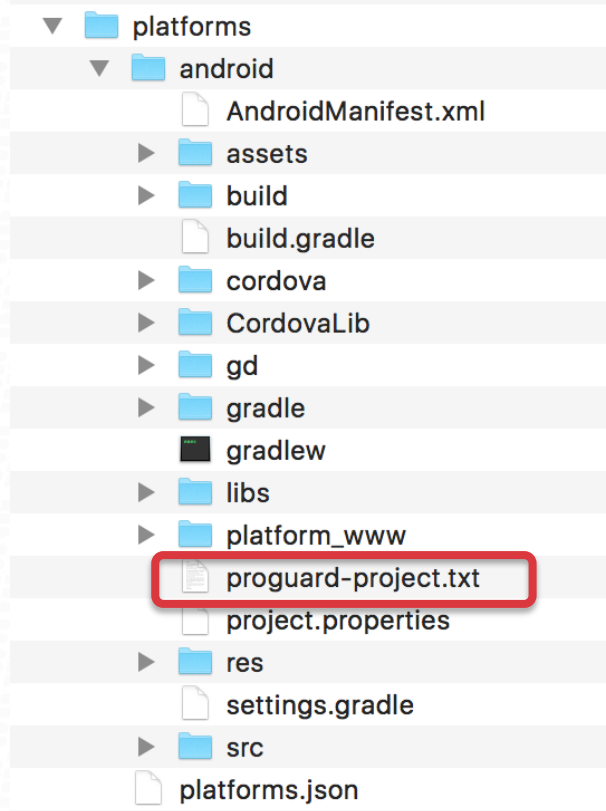


# Add features to config.xml



Note: Add the features found in config.xml, which is a part of the GD Enablement kit

# Add the default proguard-project.txt



Note: The file is part of the GD Enablement kit

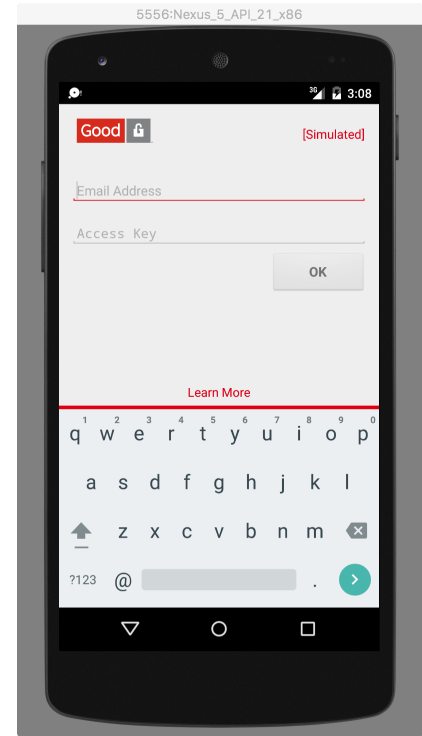
Copy the proguard-project file to the root folder of the project (Same level as the android project file).



# Run the app

cordova build android

cordova emulate android



# Thank You

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