

adaptive-detection v0.3.0 build passing

This module allows you to detect iOS, Android and Windows Phone devices using user agent string

Demo

Check out <http://www.janantala.com/slides/how-to-build-an-open-source-angularjs-module/#/7/4>

Requirements

- AngularJS v 1.2.x+

Usage

We use [bower](#) for dependency management. Add

```
"dependencies": {  
  "angular-adaptive-detection": "latest"  
}
```

To your `bower.json` file. Then run

```
bower install
```

This will copy the angular-adaptive-detection files into your `bower_components` folder, along with its dependencies. Load the script files in your application:

```
<script type="text/javascript" src="bower_components/angular/angular.js"></script>  
<script type="text/javascript"  
  src="bower_components/angular-adaptive-detection/angular-adaptive-detection.min.js">  
</script>
```

Add the **adaptive.detection** module as a dependency to your application module:

```
var myAppModule = angular.module('MyApp', ['adaptive.detection']);
```

and include `$detection` provider as a dependency to your controller:

```
angular.module('MyApp').controller('MainCtrl',  
  function ['$scope', '$detection', ($scope, $detection) {  
  
  }]);
```

Configuration

You can configure provider to a custom User Agent string in app configuration.

```
$detectionProvider.setUserAgent('angular browser');
```

Public methods

You can detect Android and iOS devices using:

```
$detection.isAndroid();  
$detection.isiOS();  
$detection.isWindowsPhone();
```

Contributing

Contributions are welcome. Please make a pull request against canary branch and do not bump versions. Also include tests.

Testing

We use karma and jshint to ensure the quality of the code. The easiest way to run these checks is to use grunt:

```
npm install -g grunt-cli  
npm install  
bower install  
grunt
```

The karma task will try to open Chrome as a browser in which to run the tests. Make sure this is available or change the configuration in `test/test.config.js`