

# WebBroker on Raspberry Pi

Delphi & C++Builder on  
Raspberry Pi with Android

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Twitter: @JimMcKeeth | Blog: [delphi.org/?p=3330](http://delphi.org/?p=3330)

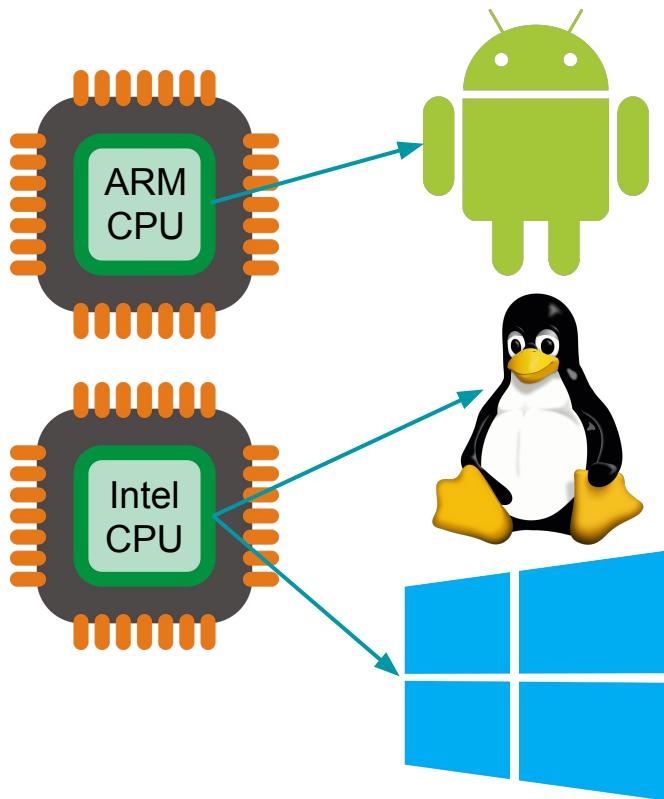


More info: [delphi.org/?p=3330](http://delphi.org/?p=3330)

# Why WebBroker on Raspberry Pi 3?

- Raspberry Pi is a ubiquitous low cost computer costing \$35 usd
- Small size and low cost makes it ideal to function as an edge node
  - Collecting information on site and sharing it online
- Raspberry Pi 3 has all these features (only one I've tested on RPi3)
  - Ethernet & Wi-Fi
  - Runs Android
  - HDMI output
  - Micro SD-Card storage
  - USB Host ports for additional peripherals (GPS, Bluetooth, Camera, Storage, etc.)
- Android is available via
  - Google Android Things (Tested, but uncertain future)
  - Emteria.os (Tested and promising future)
  - GeekTillItHertz.com (Tested, but more DIY) [geektillithertz.com/wordpress/?s=android+raspberry+pi+3](http://geektillithertz.com/wordpress/?s=android+raspberry+pi+3)

# Other Similar Platform Options



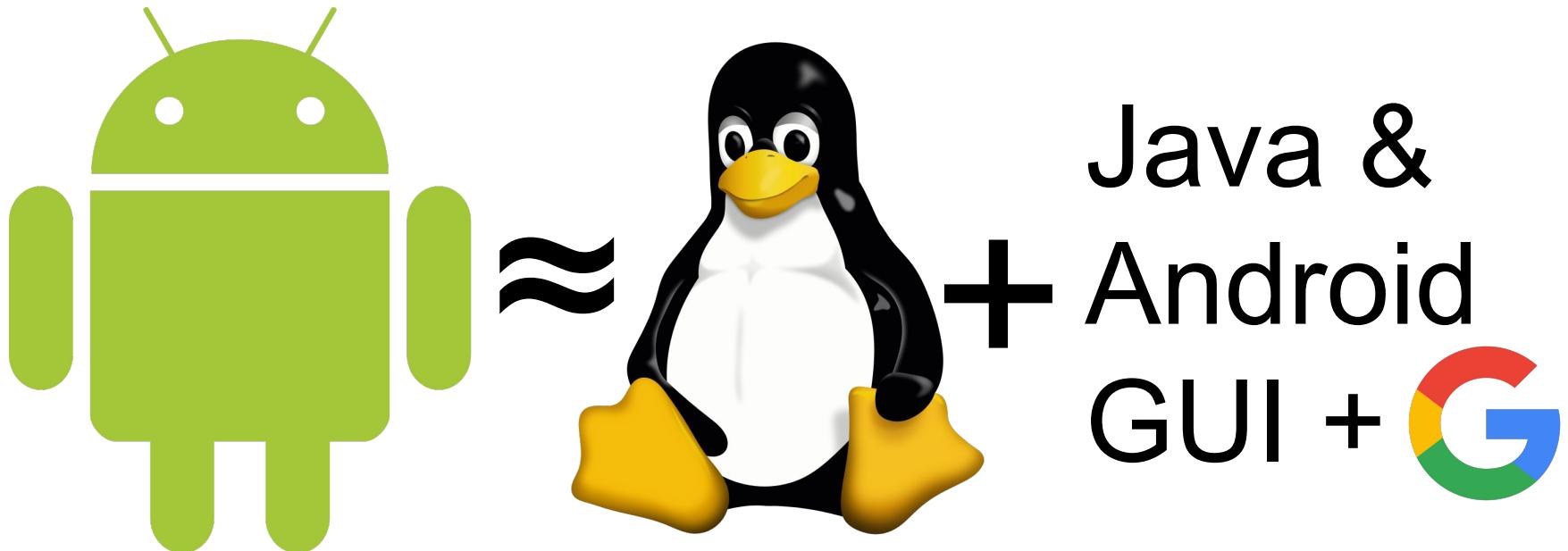
## Android on ARM

- Raspberry Pi 3 Model B - [raspberrypi.org](http://raspberrypi.org)
- Banana Pi - [banana-pi.org](http://banana-pi.org)
- BeagleBone Black - [beagleboard.org/black](http://beagleboard.org/black)
- [Pine64.org](http://Pine64.org)
- ODROID from [HardKernel.com](http://HardKernel.com)
- Orange Pi - [OrangePi.org](http://OrangePi.org)

## Linux or Windows on Intel

- LattePanda - [lattepanda.com](http://lattepanda.com)
- Intel Compute Stick - [embt.co/IntelComputeStk](http://embt.co/IntelComputeStk)
- Udoos x86 Ultra - [udoos.org](http://udoos.org)
- Up-Board - [up-board.org](http://up-board.org)
- MinnowBoard Turbot - [minnowboard.org](http://minnowboard.org)
- HummingBoard-Gate - [solid-run.com](http://solid-run.com)
- Jaguar Board - [jaguarboard.org](http://jaguarboard.org)

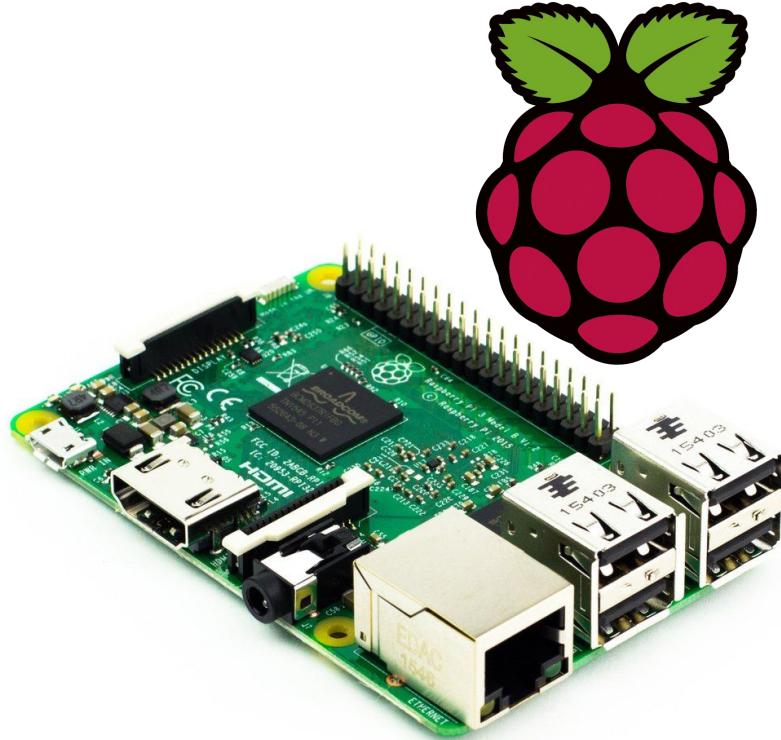
# Android *is* Linux



Android is a layer on top of Linux with a Java based API

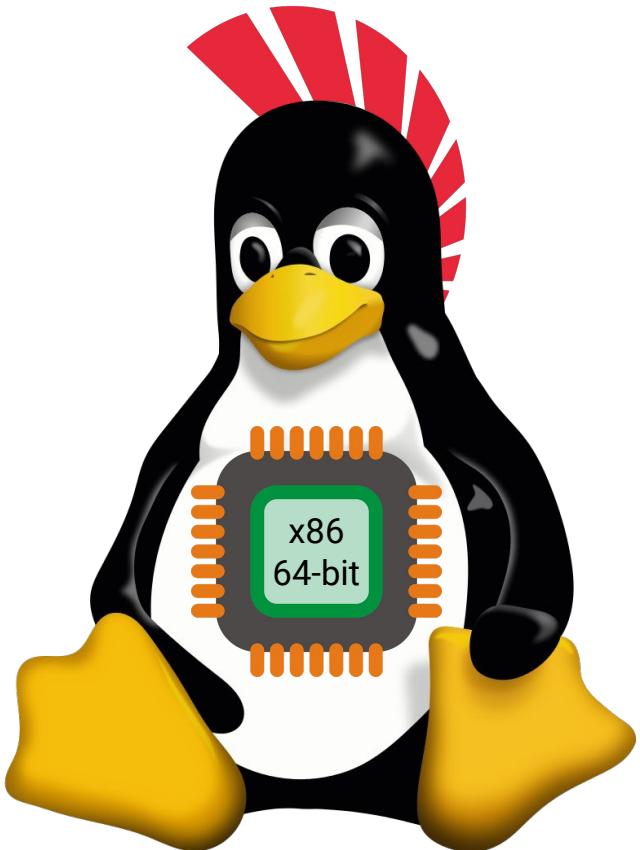
# Raspberry Pi 3 Specifications

- Usually around \$35 USD
- A 1.2GHz 64-bit quad-core ARMv8 CPU
- 802.11n Wireless LAN
- Bluetooth 4.1 & Bluetooth Low Energy (BLE)
- 1GB RAM & Micro SD card slot
- 4 USB ports, 40 GPIO pins, Camera interface
- HDMI, Ethernet, audio jack & composite video
- VideoCore IV 3D graphics core



# Why not target Raspbian (Linux)?

- Delphi's Linux support is for 64-bit x86
- Raspberry Pi 3 has an ARM CPU
- Delphi & C++Builder support Android on ARM
- Raspbian is a Linux based OS for RPi3
- If you want to target Linux then you need a 64-bit x86 based board



# What is Android Things?

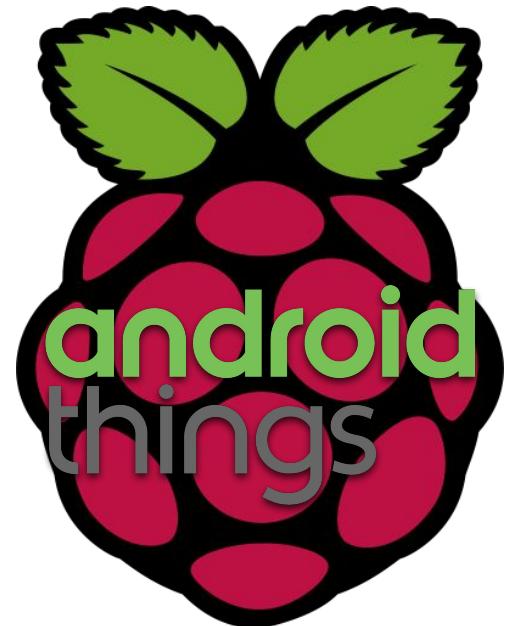
- An Android-based embedded operating system platform
- Announced at Google I/O 2015.
- Aimed for use with low-power and memory constrained IoT devices
- Currently on version 1.0.11 (April 2019)  
[source.android.com/security/bulletin/2019-04-01](https://source.android.com/security/bulletin/2019-04-01)  
[developer.android.com/things/versions/releases](https://developer.android.com/things/versions/releases)
- Offers 2 developer platforms
  - NXP i.MX7D (More powerful & secure)
  - Raspberry Pi 3 Model B (More affordable)

android  
things



# Using Android Things + RPi3 with RAD Studio

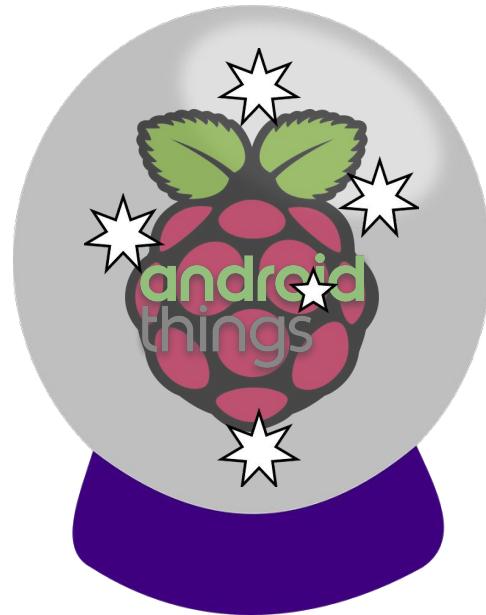
- Download the Android Things Setup Utility (you need a free Google account)
- Use it to create an SD Card (just use a generic image)
- Boot up the Raspberry Pi 3
- Connect a screen to see the IP address  
(or look on your router, etc.)
- Optionally connect keyboard & mouse to configure
- From Windows type **adb connect <ip address>**
  - You need ADB on your path
- Deploy to RPi3 via RAD Studio



[developer.android.com/things/hardware/raspberrypi](https://developer.android.com/things/hardware/raspberrypi)

# Future of Android Things....

- Google announced Android Things refocusing on Feb 2019  
[android-developers.googleblog.com/2019/02/an-update-on-android-things.html](https://android-developers.googleblog.com/2019/02/an-update-on-android-things.html)
- There were two Android Things updates since then
- Not planning to support *production* releases of Android Things on NXP & RPi devices
- Still for “up to 100 devices for non-commercial use.”
- I’ve had really good luck with this, but since the future is uncertain I’m going to focus on **Emteria OS** here



# Emteria OS



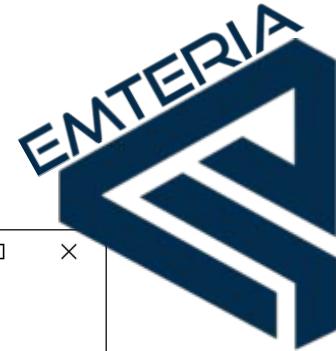
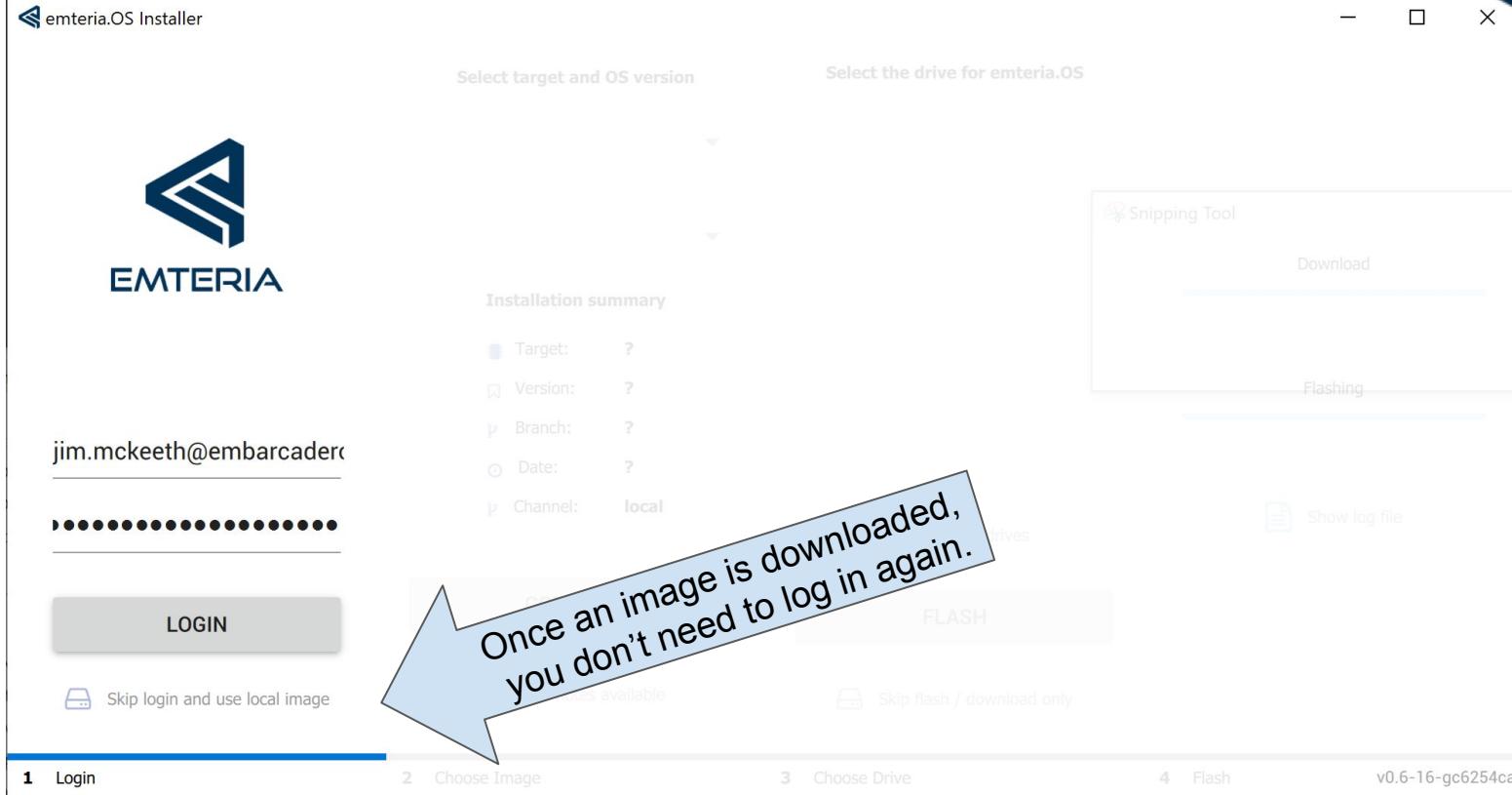
- Formerly known as Real Time Android (RTAndroid)
- Three license options
  - Free trial (nag screen, corner watermark, and 8 hour reboot)
  - € 19 per device personal license
  - € 99 per device commercial license
- Based on 7.1.2 Nougat AOSP (Android Open Source Project)
- There is a known WiFi disconnect issue if running Bluetooth
- RPi3 Emteria documentation [help.emteria.com/kb/716026](http://help.emteria.com/kb/716026)
- Doesn't seem to support the latest OpenGL-ES, so no GUI support for now.



# Installing Emteria OS

1. Create Emteria.OS account
  - [emteria.com/](http://emteria.com/)
2. Download and install Emteria installer
  - [emteria.com/CustomerArea/Downloads](http://emteria.com/CustomerArea/Downloads)
3. Log into Emteria installer which will download the image and write to SD Card
4. Put SD Card in Raspberry Pi 3
5. Attach monitor, keyboard, & mouse to Raspberry Pi 3 to set it up
6. Boot Raspberry Pi 3, run through the setup & configuration
7. Connect to Raspberry Pi 3 with ADB via it's IP address
8. Deploy Delphi or C++Builder Android apps to Raspberry Pi 3
9. Set Raspberry Pi 3 to automatically launch your app
10. Optionally remove keyboard, mouse, & monitor

# Emteria Installation....



# Emteria Installation....

emteria.OS Installer

Select target and OS version

Raspberry Pi 3B/B+  
emteria.OS v0.6.4

Select the drive for emteria.OS

Download

Installation summary

Target: rpi3  
Version: 0.6.4  
Branch: aosp-7.1  
Date: 12.04.2019  
Channel: beta

Flashing

Show log file

Refresh drives

CONTINUE

FLASH

Skip login and use local image

Show release notes

Skip flash / download only

1 Login

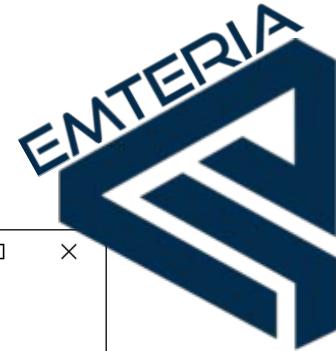
2 Choose Image

3 Choose Drive

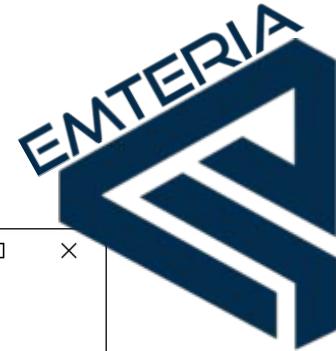
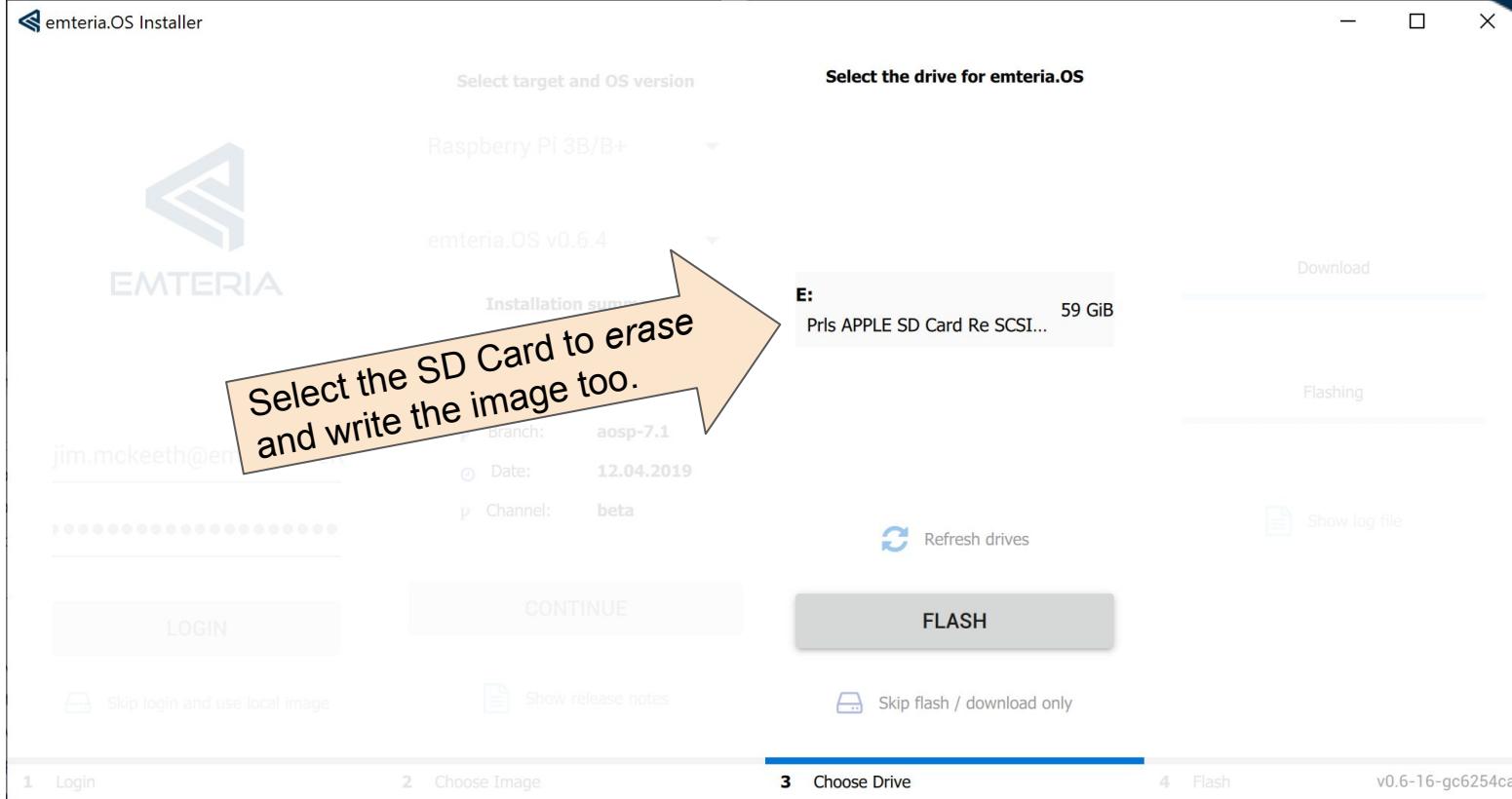
4 Flash

v0.6-16-gc6254ca

Select Raspberry Pi 3B/B+ and latest version of emteria.OS



# Emteria Installation....



# Emteria Installation....

emteria.OS Installer

Select target and OS version

Raspberry Pi 3B/B+ ▾

emteria.OS v0.6.4 ▾

Installation summary

Target: rpi3  
Version: 0.6.4  
Branch: master  
Date: 12.04.2019  
Channel: beta

E:  
Pris APPLE SD Card Re SCSI... 59 GiB

Wait for it to finish flashing the SD Card, then exit.

Download  
Finished

Flashing  
Finished

EXIT INSTALLER

Refresh drives

CONTINUE

FLASH

Skip login and use local image

Show release notes

Skip flash / download only

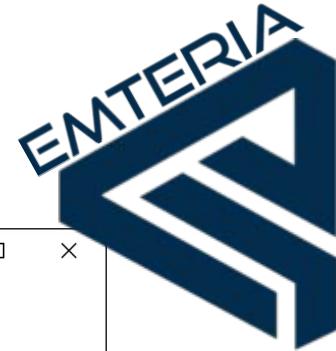
1 Login

2 Choose Image

3 Choose Drive

4 Flash

v0.6-16-gc6254ca

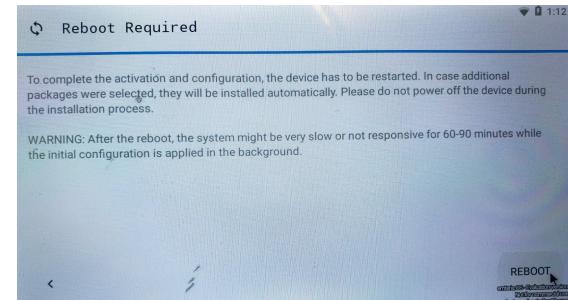
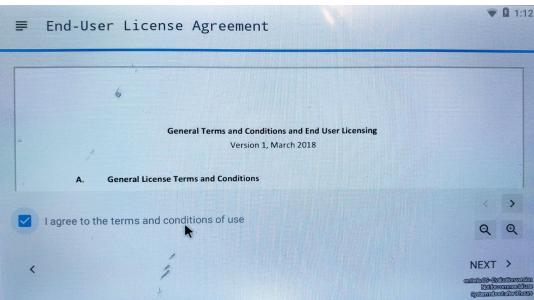
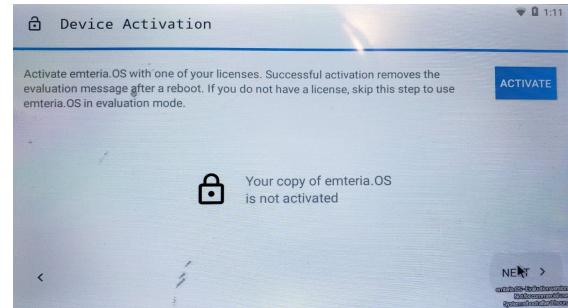
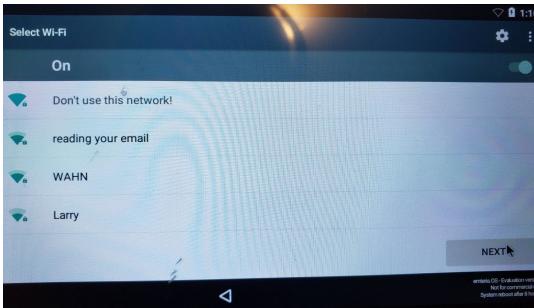
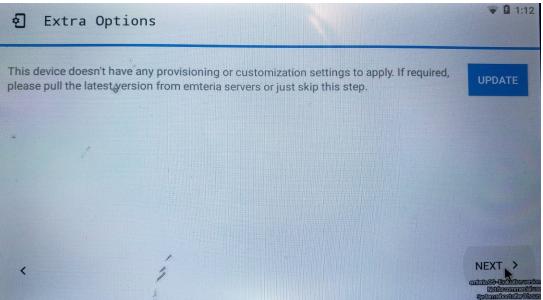
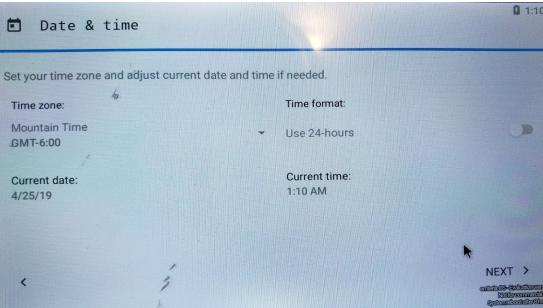


# Emteria Configuration....

- Put SD Card in Raspberry Pi 3
- Attach monitor, keyboard, & mouse to Raspberry Pi 3
- Boot Raspberry Pi 3, run through the setup & configuration
- It supports a few monitors or you can configure it for different monitors
- *I found the mouse unreliable during the setup process.  
Had to click both left and right buttons to continue*
- In theory you could access the SD Card from Linux and pre-configure it. Then you don't need keyboard, mouse, and monitor.



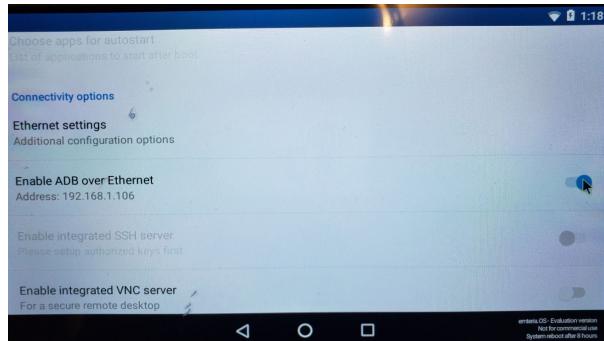
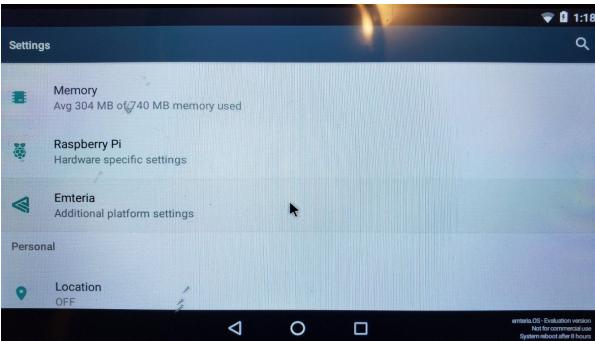
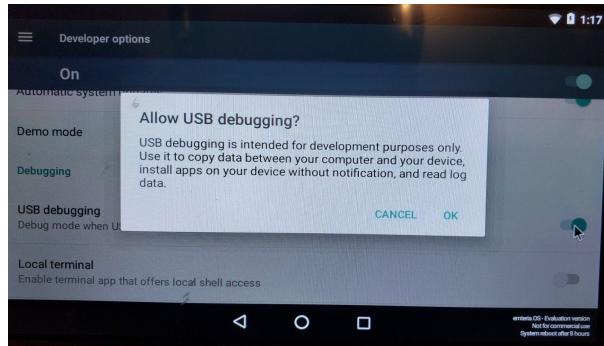
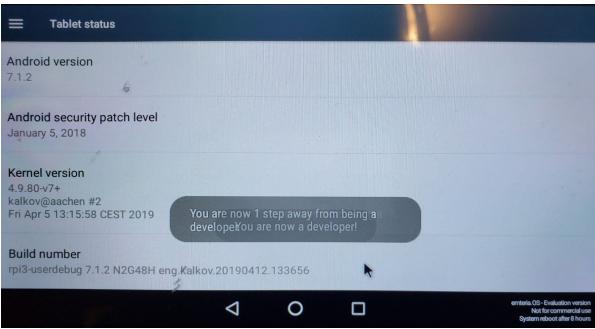
# Emteria Setup....





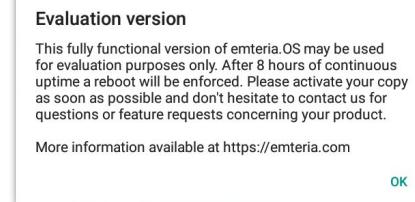
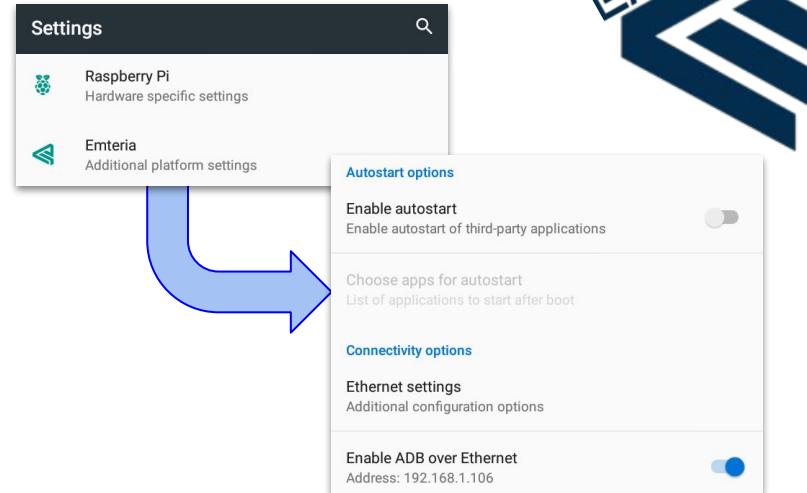
# Emteria Configuration....

- Standard Android developer setup
- Turn on USB debug
- Go into Emteria platform settings
- Enable ADB over Ethernet  
(Also displays IP)



# Emteria OS Notes

- Includes a few stock apps, including F-Droid, an alternative App Store
- The trial version shows a watermark, reboots after 8 hours, and occasionally displays “Evaluation version” message
- Includes additional Raspberry Pi and Emteria platform settings
- Emteria settings includes options to autostart an app of your choice
- RPi settings supports screen rotation



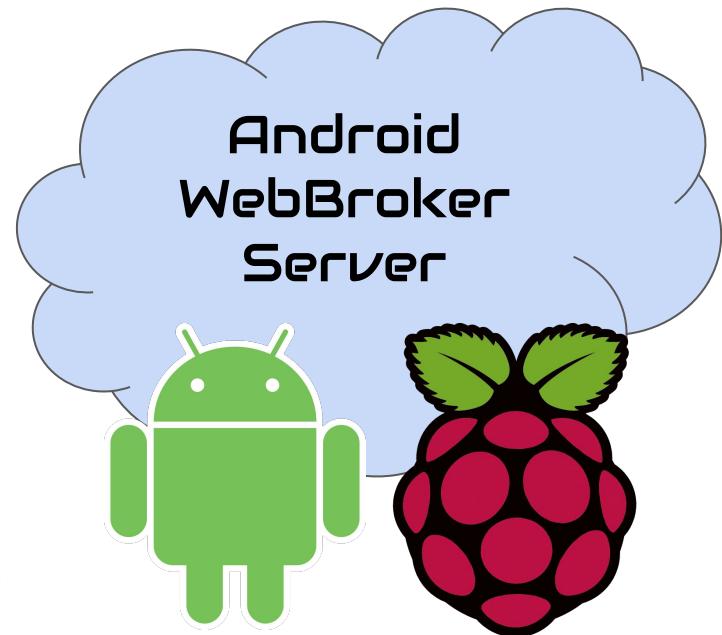
# Connect to RPi Android via ADB

- On Raspberry Pi running Android
  - Enable developer mode
  - Settings → About → Status → *Get the IP Address*
- On development machine
  - Connect: adb connect 192.168.1.106
  - List: adb devices
- In your IDE Switch to Android and Refresh
  - 



# WebBroker Server on Raspberry Pi Android

- There is no WebBroker project for Android
- But you can take a WebBroker project and move it to Android
- Requires a little manipulation, but it works
- Could also be an Android Service
- Works because WebBroker uses Indy which supports Linux and technically Android
- Could build other internet server projects with Indy too



## Notice:

*Raspberry Pi, Emteria OS, & Android Things are not “officially” tested or supported platforms.*

# “Unofficial” Android WebBroker Step-by-Step

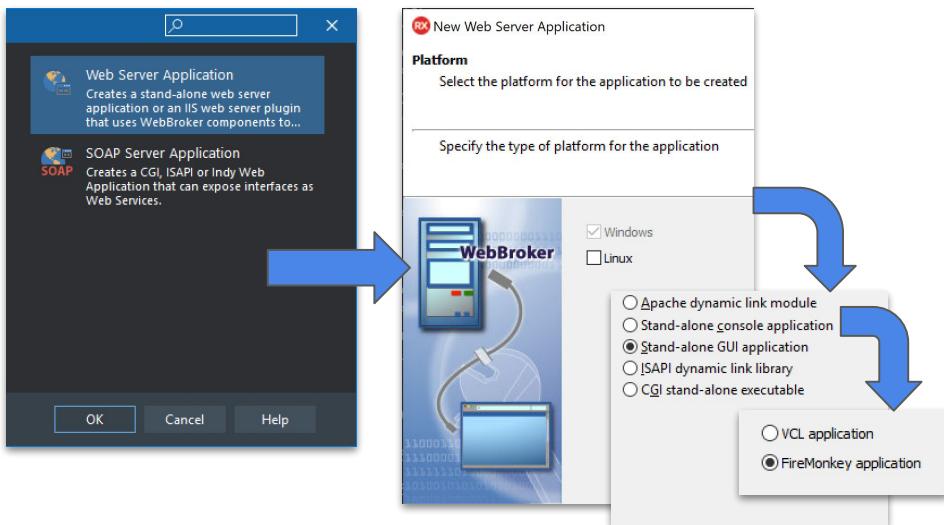
- In the same project group
  - New WebBroker → Windows → Stand Alone GUI → FireMonkey
  - New Multi-Device Application → Blank Application (remove mainform)
- Save them all in the same folder.
- Add the files from the WebBroker project to the Multi-Device project
- Copy the DPR code from the WebBroker DPR to the Multi-Device DPR
- You can delete the original WebBroker project (but not its files)
- Copy the following units from RTL to your project folder (others as needed)
  - IdHTTPWebBrokerBridge.pas
  - Web.WebReq.pas
  - Web.WebBroker.pas
  - Web.WebConst.pas
- Change target to Android
- Remove “Uses WinApi.Windows, Winapi.ShellApi;” and “ShellExecute”
- *This isn't “officially” supported, & there is probably a better way!*

# Create FMX GUI WebBroker Project

Works with C++Builder or Delphi

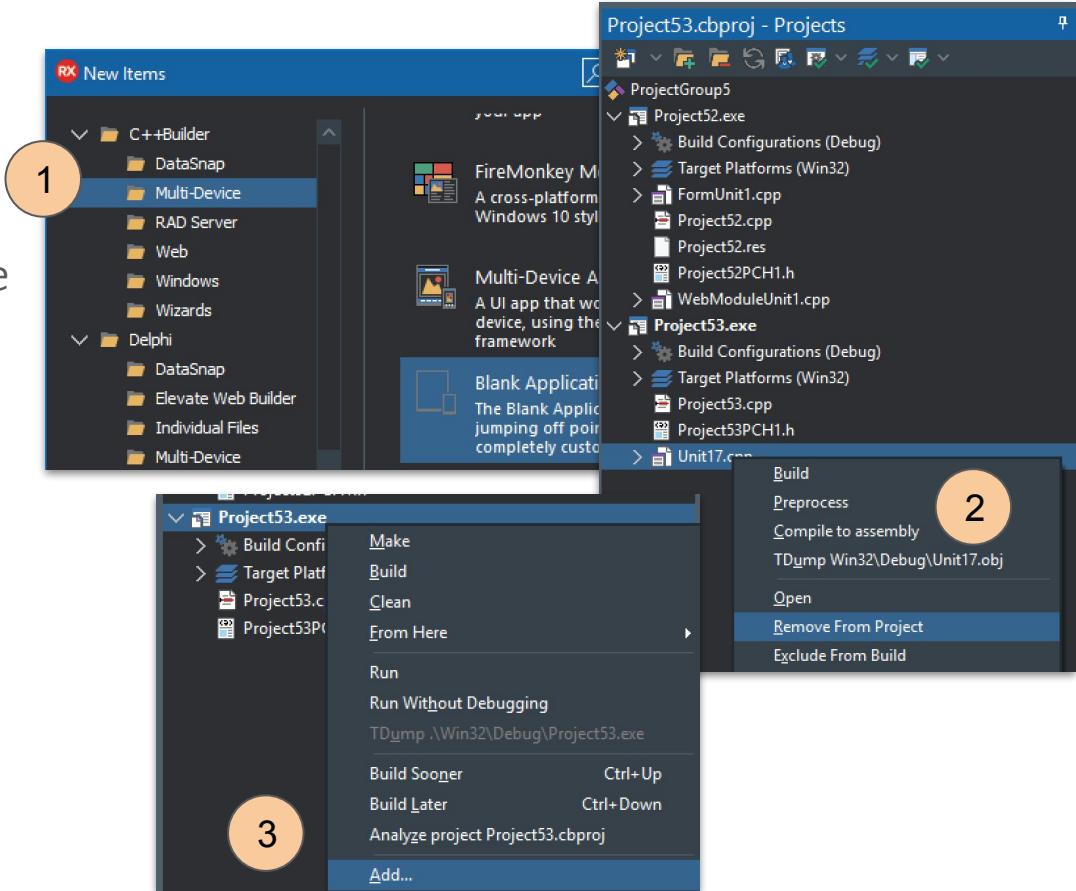
1. Web Server Application
2. Windows
3. Stand-alone GUI application
4. FireMonkey application

Android isn't an available target, but we will port the project across.



# Create Blank Multi-Device Project

1. Use the same language
2. Remove the mainform from the new project
3. Save and add the WebModule to the new blank project
4. Move over the project code
5. Add a new TDataModule
6. Use the DataModule Constructor to start and initialize the server web module



# Targeting Android

1. The WebBroker units are not in the Android packages, but they work there
2. Copy the necessary WebBroker files into your project folder (or a subfolder)
3. For C++ projects you also need the associated .hpp files (or regenerate them)
4. You may need to copy other WebBroker units later, as you add functionality
5. Point your project to the copied units
6. Change target to Android
7. *Reminder:* Don't redistribute the RTL source code!

## Required units / files

- Web.WebReq.pas
- Web.WebBroker.pas
- Web.WebConst.pas
- IdHTTPWebBrokerBridge.pas
- IdCompilerDefines.inc

## HPP files for C++

- Web.WebReq.hpp
- Web.WebBroker.hpp
- Web.WebConst.hpp
- IdHTTPWebBrokerBridge.hpp

# C++ Project Source

```
//-----
#include <fmx.h>
#pragma hdrstop
#include <Web.WebReq.hpp>
#ifndef USEPACKAGES
#pragma link "IndySystem.bpi"
#pragma link "IndyCore.bpi"
#pragma link "IndyProtocols.bpi"
#else
#pragma comment(lib, "IndySystem")
#pragma comment(lib, "IndyCore")
#pragma comment(lib, "IndyProtocols")
#endif
#include <IdException.hpp>
#pragma link "IdHTTPWebBrokerBridge"
#include <System.StartUpCopy.hpp>
//-----
/* TWebModule: File Type */
USEFORM("WebModuleUnit1.cpp", WebModule1);
/* TDataModule: File Type */
USEFORM("MainDM.cpp", dmMain);
//-----
```

```
//-----
extern PACKAGE TComponentClass WebModuleClass;
extern "C" int FMXmain()
{
    try
    {
        if (WebRequestHandler() != NULL)
        {
            WebRequestHandler()->WebModuleClass = WebModuleClass;
        }
        Application->Initialize();
        Application->CreateForm(__classid(TdmMain), &dmMain);
        Application->Run();
    }
    catch (Exception &exception)
    {
        Sysutils::ShowException(&exception, System::ExceptAddr());
    }
    return 0;
}
//-----
```

# C++ DataModule “mainDM” Source

## // Header

```
//
#ifndef MainDMH
#define MainDMH
//-
#include <System.Classes.hpp>
#include <IdException.hpp>
#include <IdHTTPWebBrokerBridge.hpp>
#include <FMX.Types.hpp>
//-
class TdmMain : public TDataModule
{
__published: // IDE-managed Components
    void __fastcall DataModuleCreate(TObject *Sender);
private: // User declarations
    TIIdHTTPWebBrokerBridge *FServer;
public: // User declarations
    __fastcall TdmMain(TComponent* Owner);
};
//-
extern PACKAGE TdmMain *dmMain;
//-
#endif
```

## // Code

```
//
#pragma hdrstop
#include "MainDM.h"
//-
#pragma package(smart_init)
#pragma classgroup "FMX.Controls.TControl"
#pragma resource ".*.dfm"
TdmMain *dmMain;
//-
__fastcall TdmMain::TdmMain(TComponent* Owner)
    : TDataModule(Owner)
{
}
//-
void __fastcall TdmMain::DataModuleCreate(TObject *Sender)
{
    FServer = new TIIdHTTPWebBrokerBridge(this);
    if (!FServer->Active)
    {
        FServer->Bindings->Clear();
        FServer->DefaultPort = StrToInt(8000);
        FServer->Active = true;
    }
}
//-
```

# Delphi DPR Project Source

```
program AndroidWebBroker;

uses
  System.StartUpCopy,
  Web.WebReq,
  IdHTTPWebBrokerBridge,
  FMX.Forms,
  WebModuleUnit1 in 'WebModuleUnit1.pas' {WebModule1: TWebModule},
  mainDM in 'mainDM.pas' {dmMain: TDataModule};

{$R *.res}

begin
  if WebRequestHandler <> nil then
    WebRequestHandler.WebModuleClass := WebModuleClass;
  Application.Initialize;
  Application.CreateForm(TdmMain, dmMain);
  Application.Run;
end.
```

# Delphi DataModule “mainDM” Source

```
unit mainDM;

interface

uses
  System.SysUtils, System.Classes,
  IdHTTPWebBrokerBridge, Web.HTTPApp;

type
  TdmMain = class(TDataModule)
    procedure DataModuleCreate(Sender: TObject);
  private
    { Private declarations }
    FServer: TIdHTTPWebBrokerBridge;
  public
    { Public declarations }
  end;

var
  dmMain: TdmMain;

{ continued ... }
```

## implementation

```
{%CLASSGROUP 'FMX.Controls.TControl'}
```

```
{$R *.dfm}

procedure TdmMain.DataModuleCreate(Sender: TObject);
begin
  FServer := TIdHTTPWebBrokerBridge.Create(Self);
  if not FServer.Active then
  begin
    FServer.Bindings.Clear;
    FServer.DefaultPort := 8888;
    FServer.Active := True;
  end;
end;
```

```
end.
```

# Final Notes

- Emteria OS doesn't have the latest OpenGL-ES, so you can't have a form
  - (There may be a work around for this, but we really don't need a GUI)
- This means your app runs without a GUI, so it is just a black screen
- If you run it on Windows there is no UI, so you need to end task (or find a different way to tell it to terminate)
- On Emteria OS you can set it to autostart via the Emteria platform settings
- Android Things supports GUI, but it isn't necessary so wastes processing

# More Information

- Blog post: [delphi.org/?p=3330](http://delphi.org/?p=3330) ← This will have updated slides & links too
- Previous coverage: [embt.co/DelphiSBC](http://embt.co/DelphiSBC)
- Related Chrome OS / Chromebook: [embt.co/DelphiChromeOS](http://embt.co/DelphiChromeOS)
- Delphi Code: [github.com/jimmckeeth/DelphiAndroidWebBroker](http://github.com/jimmckeeth/DelphiAndroidWebBroker)
- C++ Code: [github.com/jimmckeeth/CppBuilderAndroidWebBroker](http://github.com/jimmckeeth/CppBuilderAndroidWebBroker)
- Android Things: [developer.android.com/things](http://developer.android.com/things)
- Emteria.OS: [emteria.com](http://emteria.com)
- DocWiki:
  - [docwiki.embarcadero.com/RADStudio/en/Creating\\_WebBroker\\_Applications](http://docwiki.embarcadero.com/RADStudio/en/Creating_WebBroker_Applications)
  - [docwiki.embarcadero.com/RADStudio/en/Using\\_Web\\_Broker\\_Index](http://docwiki.embarcadero.com/RADStudio/en/Using_Web_Broker_Index)