Intel® HTML5 Development Environment

Tutorial – Getting Started with the Intel® XDK

V2.02 : 05.09.2013

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Purpose

Intel's HTML5 development tools are designed to help mobile Web developers develop, test, and deploy apps to as many platforms as possible. Using Web technologies such as HTML5, JavaScript*, and CSS3*, these tools will allow you to not only create and test mobile Web apps, but also hybrid native apps.

The purpose of this document is to demonstrate to new users how to create a native hybrid application from scratch. It will outline how to get the Intel® XDK, how to code a simple native hybrid application, how to test it on device, and finally how to use Intel's App Dev Center to build an application binary.

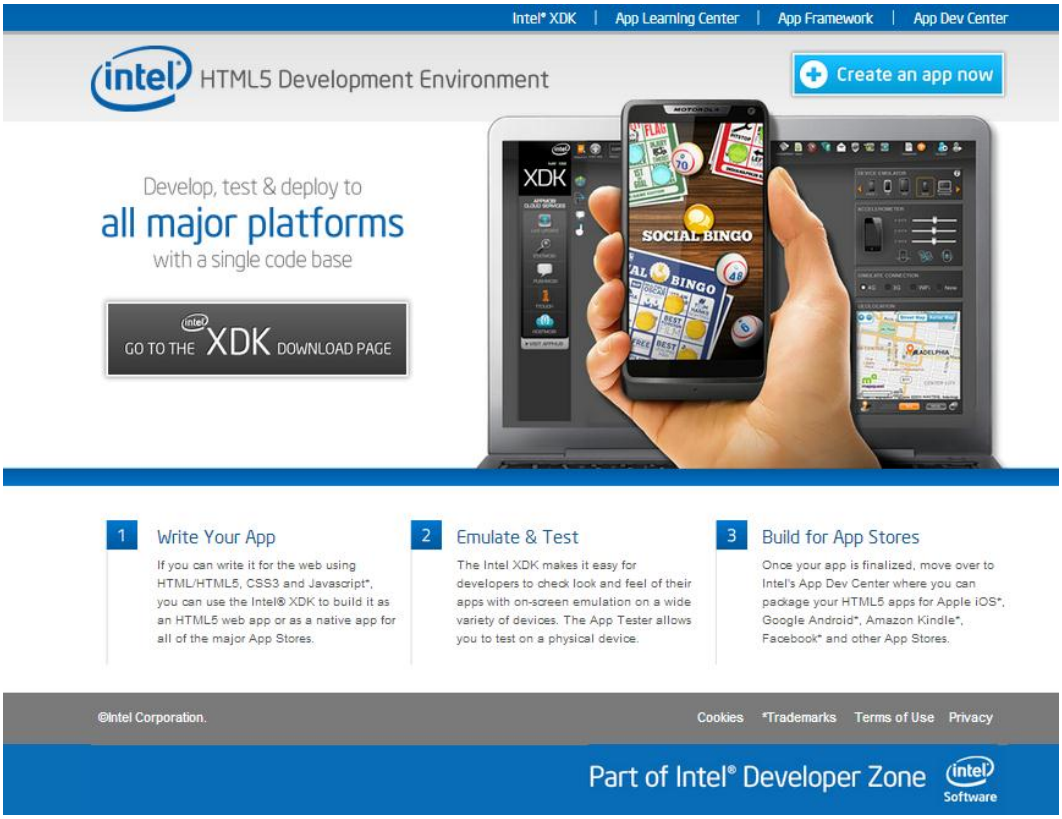
Install Google Chrome* Web Browser

Google Chrome* is a great tool for working with the newest HTML5 technologies. Be sure to install this on your desktop computer before creating your first app.

Create an App

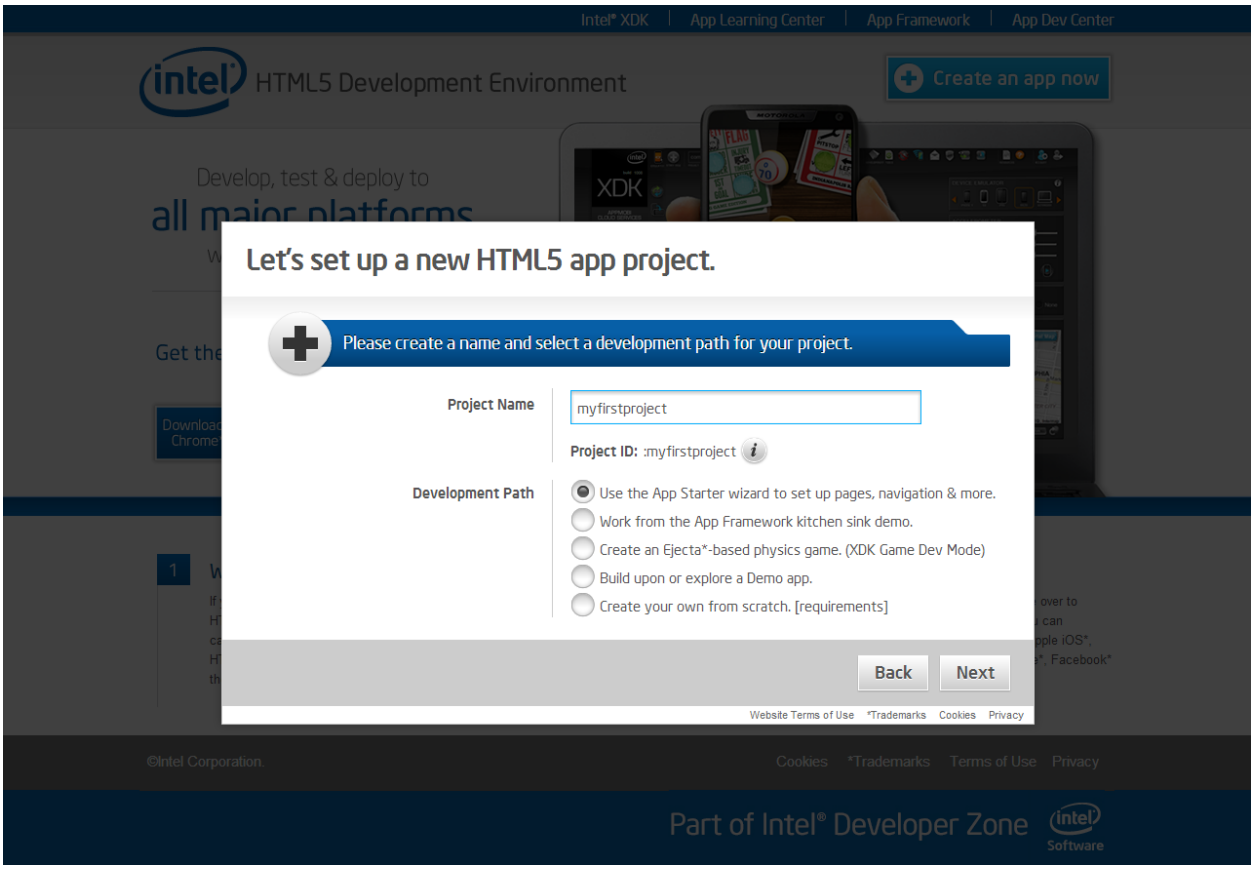
The easiest way to get started is to create an app immediately. Intel® makes things easy by providing a direct path to creating an application, getting the tools, and getting to work. Using the Google Chrome Browser, brand new users can get right into the tools straight from the Intel® HTML5 Development Environment home page at:

http://html5dev-software.intel.com

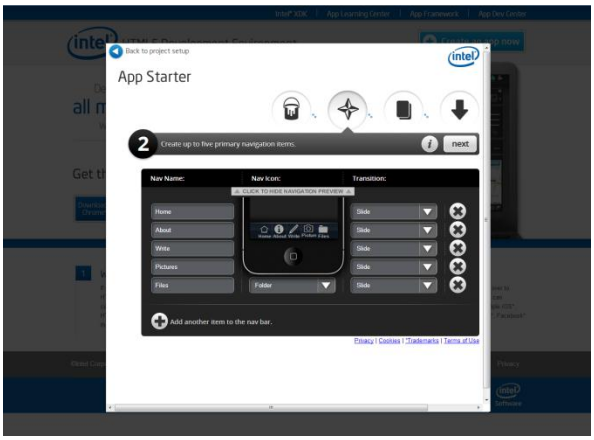


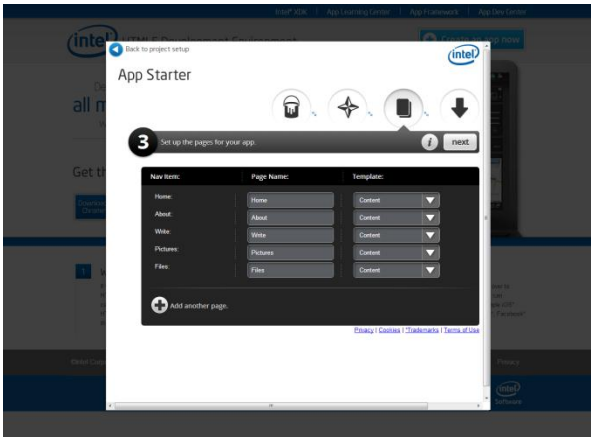
Click on the *Create an app now* button to start a new HTML5 app project.

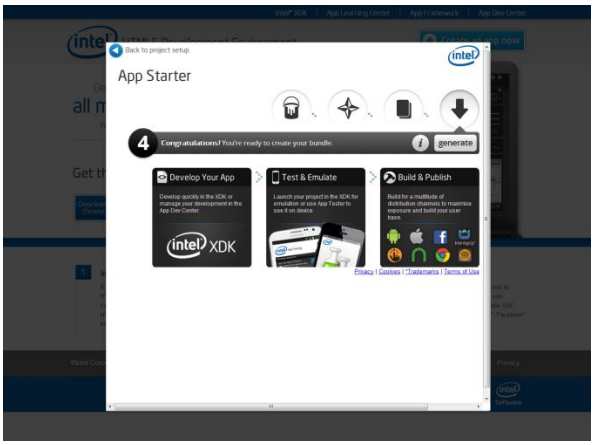
The next dialog that appears is used to start a new HTML5 app project. The first step is to give your project a name. For the time being, just name the app “myfirstproject”.



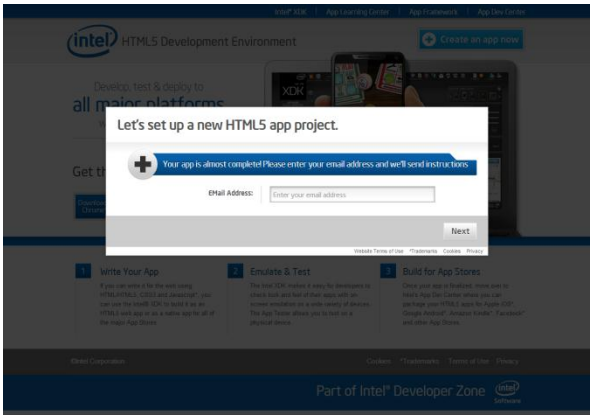
Leave the radio button on the first entry entitled "*Use the App Starter wizard*…" selected. App Starter is a tool for creating a simple, clean, and effective starting app. It relies on App Framework, a lightweight and fast JavaScript library for mobile HTML5 app development. Click *Next* to continue into App Starter. Use the App Starter wizard to create the navigation and page structure for a sample application. Take a look at the screen shot samples below for reference.



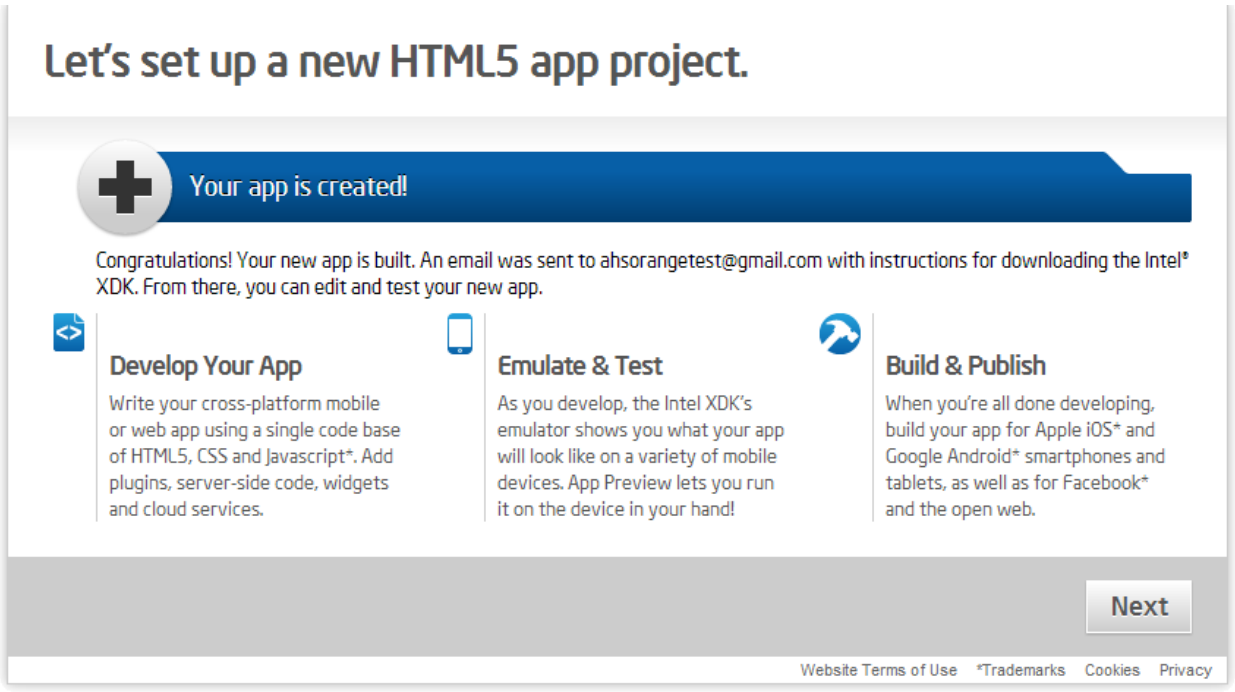




Once the application has been generated, the new app process will ask for an email address. In order to access the tools to build your application, enter a valid email address. Later in the process, instructions to access the tools along with temporary credentials will be sent to this address.



Click on the *Next* button to continue to learn more about the tools.



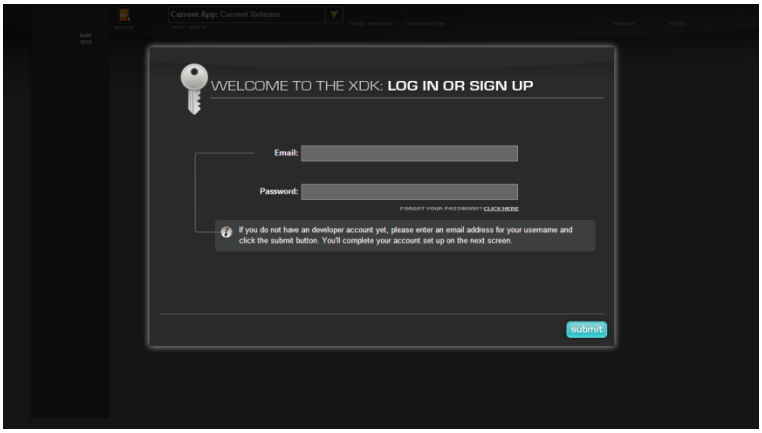
Click *Next* to return back to the Intel HTML5 Tools Web page.

Install the Intel® XDK

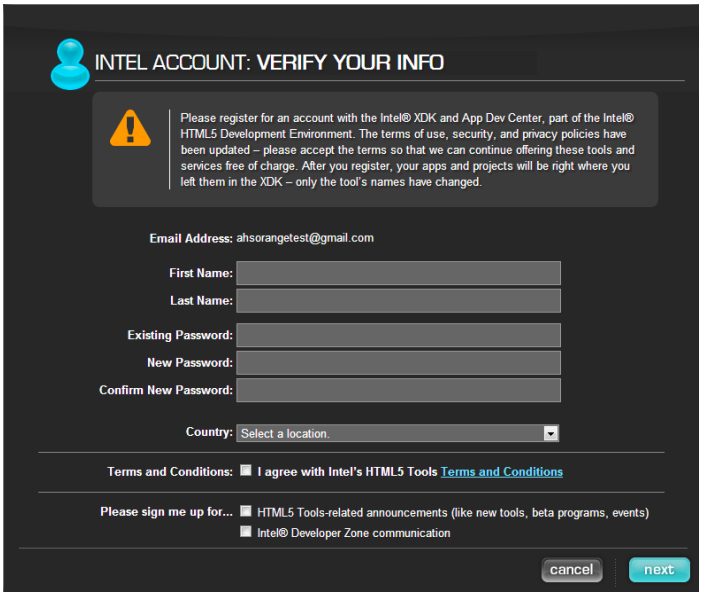
Shortly, the email account specified earlier will receive instructions on how to proceed. Those instructions should include a link to the Intel XDK installation page (Apple OS X* version shown below).

Here you will be able to choose the method of installation that best suits your needs. The Intel XDK is a desktop based building and emulating tool for HTML5 mobile applications.

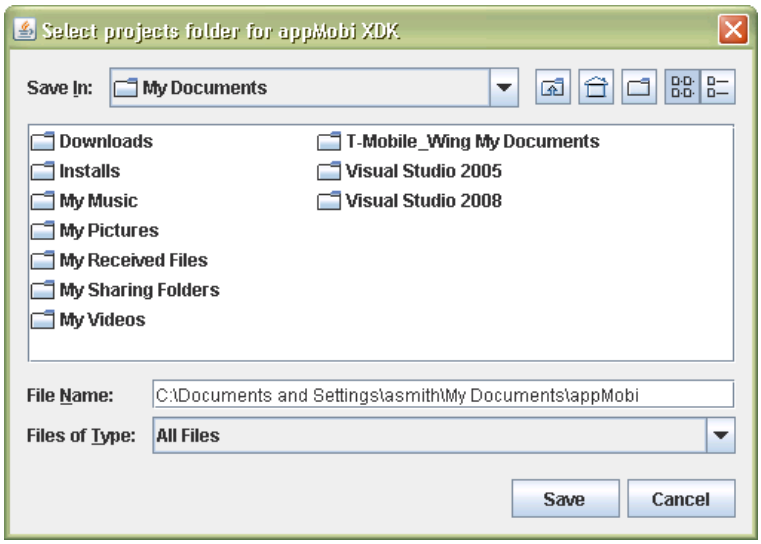
After installation, the Intel XDK will open and ask for the account credentials included in the email. Enter these credentials (the email address and a temporary password) to continue.



The Intel XDK tool will ask for some detailed account information, as well as a new password. Enter that information and check the box to agree with Intel's Terms and Conditions for the software. To receive announcements related to Intel's HTML5 tools or the Intel® Developer Zone, check the appropriate boxes as well. Click *Next* to continue.



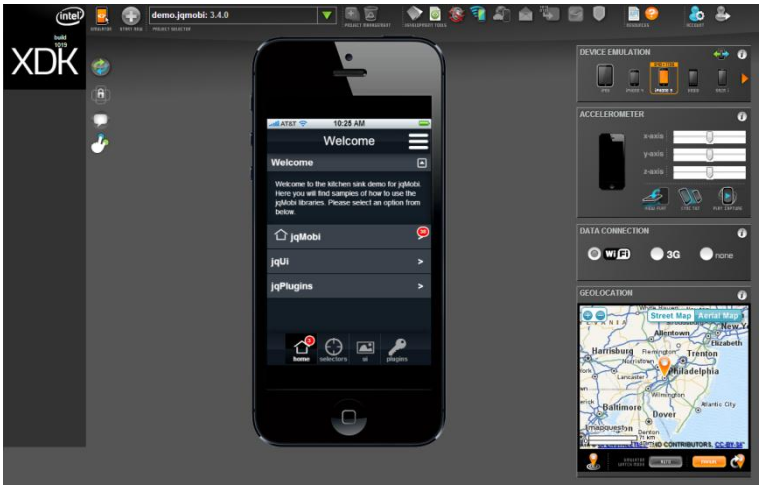
The installation process will ask you where to store demo and sample projects. Select a brand new empty folder for the Intel XDK to fill with demos and any new applications it creates.



If this location needs to be changed later, please find instructions on how to change the Intel XDK project folder settings here:

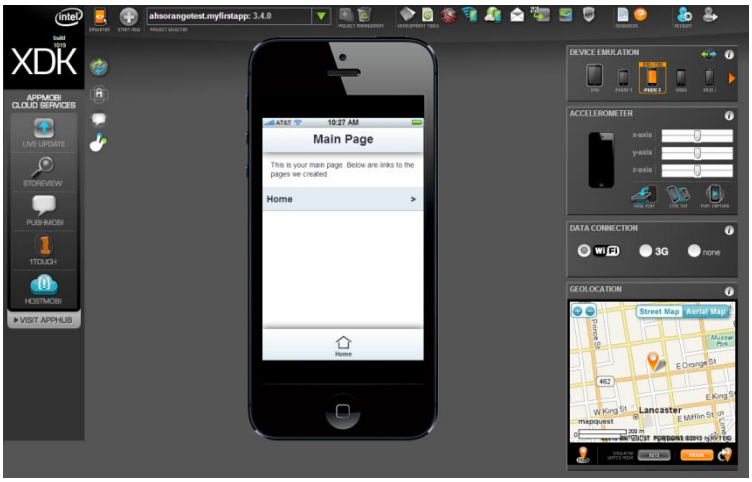
http://forums.appmobi.com/viewtopic.php?f=9&t=63&p=172&hilit=documents#p172

Once the Intel XDK finishes loading, it should display the default application written to show off the features of Intel's App Framework JavaScript library. Try it out in the Intel XDK emulator to see how easy it is to get a responsive and attractive interface with very little JavaScript coding.

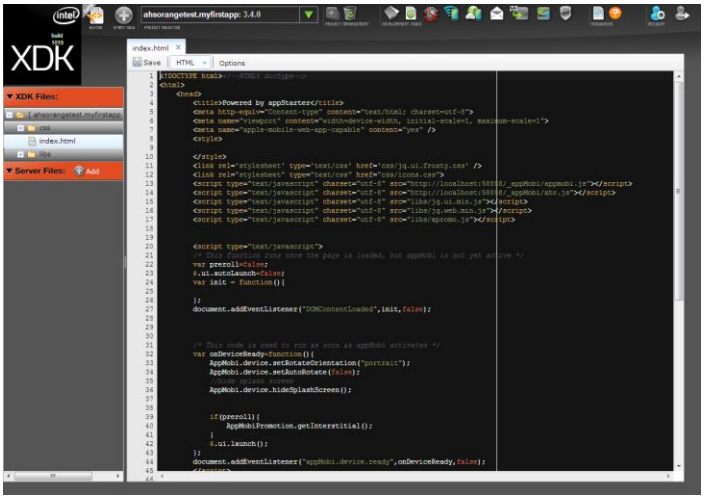


Select the project that App Starter created earlier in this tutorial from the project list.

Once the App Starter project appears, the emulator will demonstrate the functionality of the newly created app. Use this emulator to build and test new applications in a development environment.



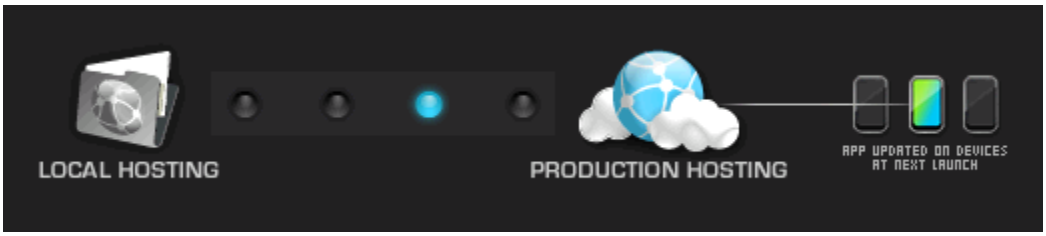
Click the orange emulator/editor toggle to the left of the project selector. It should bring up the Intel XDK's editor page displaying the source code for the root file to the App Starter-generated project.



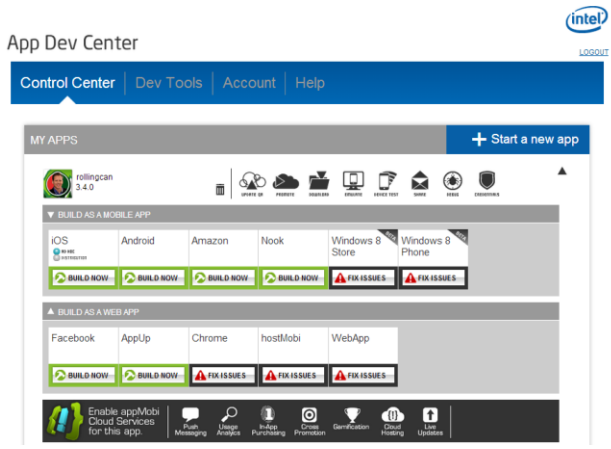
Create Google Android* Binary

To create an actual .APK file for your Google Android* device, click the build icon (pictured to the right) that is found across the top of the Intel XDK.

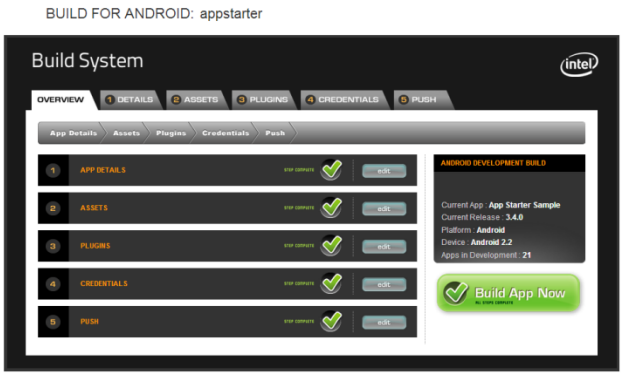
The Intel XDK will immediately copy the application to the cloud to incorporate it into a binary build.

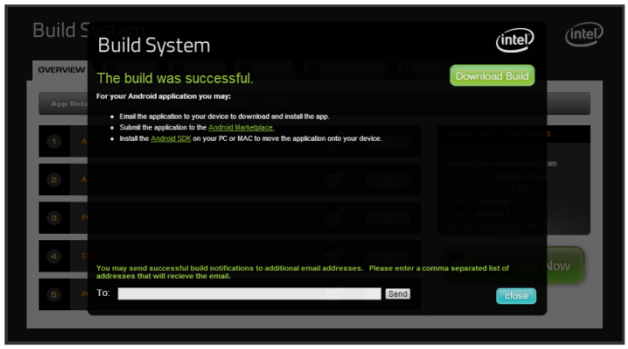


Once the application has been copied to the cloud, the Intel XDK will open the App Dev Center to complete the build process. The first screen of the build process displays the various build options for the app. Select the Android build option.



You'll be directed to a page where you can add details about your app. Work your way through each tab in turn until the *Build App Now* button activates.



The first tab asks for some basic details about your Android app. The second will ask for icons and splash screens for your app. The third is for custom built plug-ins. You may ignore this tab for the time being. The fourth tab is for adding credentials to give your application access to third-party sites such as Facebook*. Follow the instructions on the fifth tab to add Google Cloud Messaging*.

Once all the appropriate information is entered, and all the steps are complete, click the *Build App Now* button. The app will be built in the cloud. Once the build is complete, the binary is available for download immediately as well as by email.