GENYMOTION
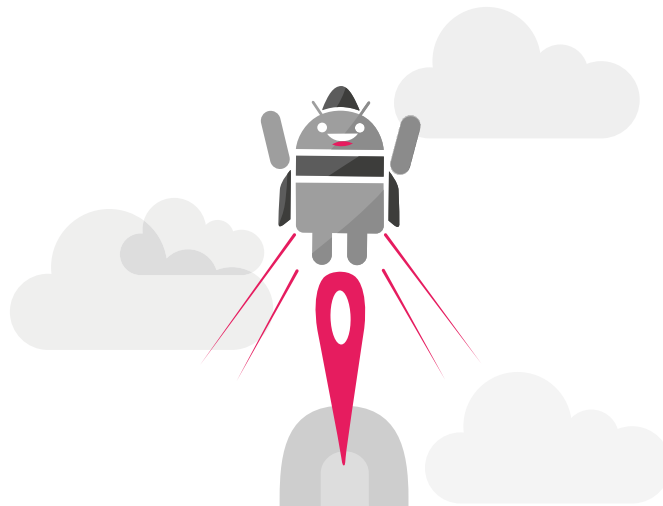
Plugin for Android Studio Guide

Version 1.0.7

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Overview

The Genymotion plugin for Android Studio allows you to test your application developed with the Android Studio IDE. It uses ADB to connect to any active virtual device and push your application.

This guide explains how to install, use the plugin and run Android applications.

In this guide, the following instructional icons are used:

Notes, tips or additional information.

Situations that could cause performance issues or data losses.

Installing the plugin

You can install Genymotion plugin for Android Studio in one of the following ways:

- JetBrains repository method (recommended);
- Manual method.

JetBrains repository method (recommended)

1. Start Android Studio.
2. Go to:
   - **Windows and Linux:** `File/Settings`.
   - **macOS:** `Android Studio/Preferences`.
3. Select **Plugins** and click **Browse repositories**.
4. Right-click (double-click for Mac OS X) on **Genymotion**.
5. Click **Download and install** and proceed with the next steps.
6. Restart Android Studio by clicking **Restart**.

   📝 *From Android Studio 0.3.0 onwards, the toolbar, where Genymotion icon is displayed, is hidden by default. To display it, click View > Toolbar.*

Manual method

1. Download the Genymotion plugin for Android Studio from the *Plugins* page.
2. Start Android Studio.
3. Go to:
   - **Windows and Linux**: `File/Settings`.
   - **Mac OS X**: `Android Studio/Preferences`.
4. Select **Plugins** and click **Install plugin from disk**.
5. Select the `genymotion-IDEA-plugin.jar` file and click **OK**.
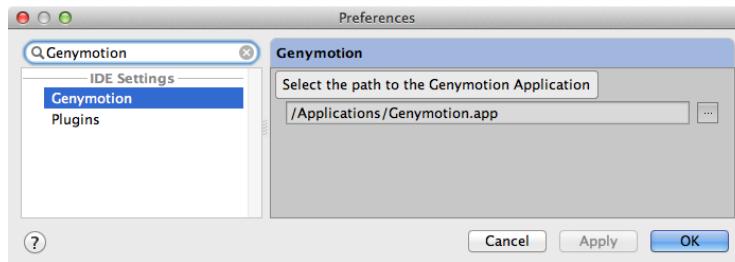6. Restart Android Studio by clicking **Restart**.

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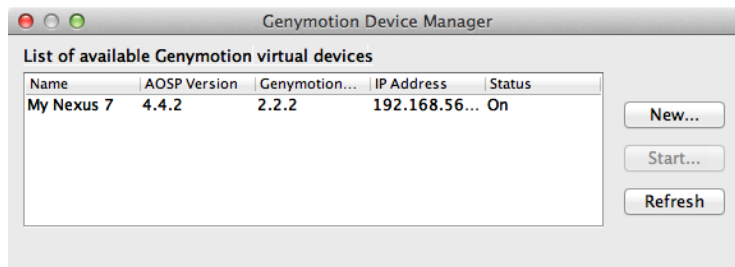
Using the plugin

To start using the plugin:

1. Click ▓o from the Android Studio toolbar.

   The following window opens:

2. Browse for the Genymotion application installation directory:

   - **Windows:** `C:\Program Files\Genymobile\Genymotion`

   - **macOS:** `/Applications/Genymotion.app`

   - **Linux:** `/home/<user>/genymotion`

3. Click **OK**.

4. Click ▓o to open the **Genymotion Device Manager** window:

   From this window, you can perform the following actions:

   - Create a new virtual device using **New**;
     This automatically starts the Genymotion creation wizard.

   - Start a virtual device using **Start**;

   - Refresh the list of virtual devices using **Refresh**.

The virtual device activation status is displayed in the **Status** column. Values can be:

- **Off**: the virtual device is deactivated;

- **Paused**: the virtual device has been started and paused.
  The **Restart** action gets back to the exact same state;

- **On**: the virtual device is activated, but not connected to ADB.
  It means that you cannot select this virtual device in the **Choose Device** window of the ADB plugin.

Running Android applications

1. Click ▪₆₀ from the Android Studio toolbar.

2. Select the virtual device you want to use and click **Start**.

3. Close the Genymotion window.

4. In your application project, click ▶ .
   The **Choose Device** window opens.

5. Click on the virtual device you started or created.

   📝 *After a reboot or an unexpected halt of a virtual device, its name in the Choose Device window may become irrelevant. Close and reopen the plugin to solve this.*

6. Click **OK**.

   📝 *While Genymotion plugin window is open, errors are displayed in the Android Studio console.*