Mobile Multimodal Interaction and Rendering Framework

Ehsan Gholamsaghaee
27.03.2012

Inhalt

Getting Started

This chapter describes the system and software requirements for developing multimodal mobile interaction applications using MMIG-framework for Android operating system.

Supported Operating Systems

- Windows XP, Vista, or Windows 7
- Mac OS

Requirements

For developing on MMIG

- Download and install [Eclipse](#) (3.4+)
  (e.g. the *Classic*, or *EE Developer* edition)
- Download and install [Android SDK](#) (2.2+)
- Download and install [ADT Plugin](#)
- Download the MMIG-StarterKit.zip.

You should also ensure that you have created at least one Android virtual device (AVD). You will need an AVD to run your project in the Android emulator. You should add the Android **tools** and android **platform-tool** folders to your system path. Both folders reside within your Android installation directory.

Hint: If your Eclipse environment brings an HTML editor (e.g. as the EE edition does) you can setup Eclipse to use this editor for eHTML files. eHTML is the template format used by the framework, similar to JSP (Java Server Pages) or ASP (Active Server Pages) templates.

For setting the HTML editor as default editor: **Preferences ► General ► Editors ► File Associations**, then in **File types**, add an entry for ***.ehtml** and set the HTML editor as its default.

For using the syntax highlight of the HTML editor: **Preferences ► General ► Content Types**, then in **Text ► File Associations** add an entry ***.ehtml**.

Importing MMIG-StarterKit into Eclipse

To import the MMIG-StarterKit (MSK) to Eclipse follow these steps:

1. Start Eclipse and go to **File ► Import.**
2. Select **Existing Project into Workspace** and click the **next** button.
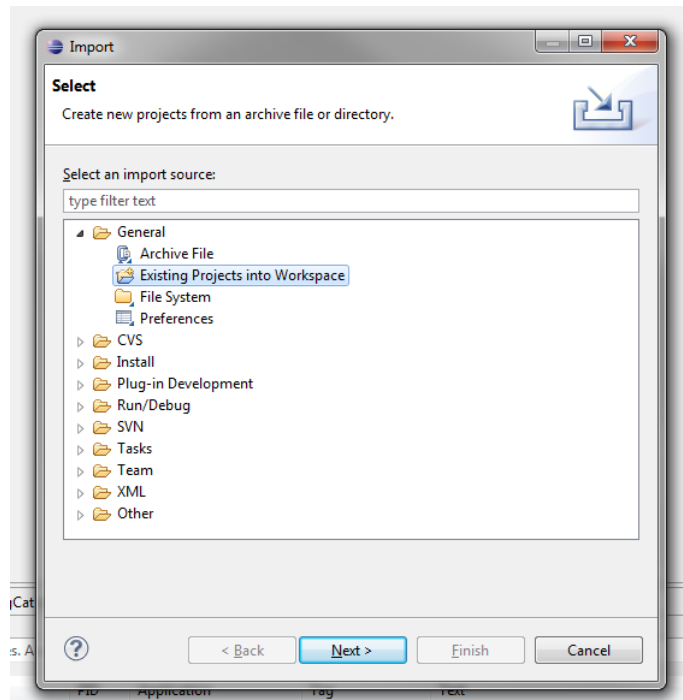
Figure 1: Import an Existing Project into Eclipse

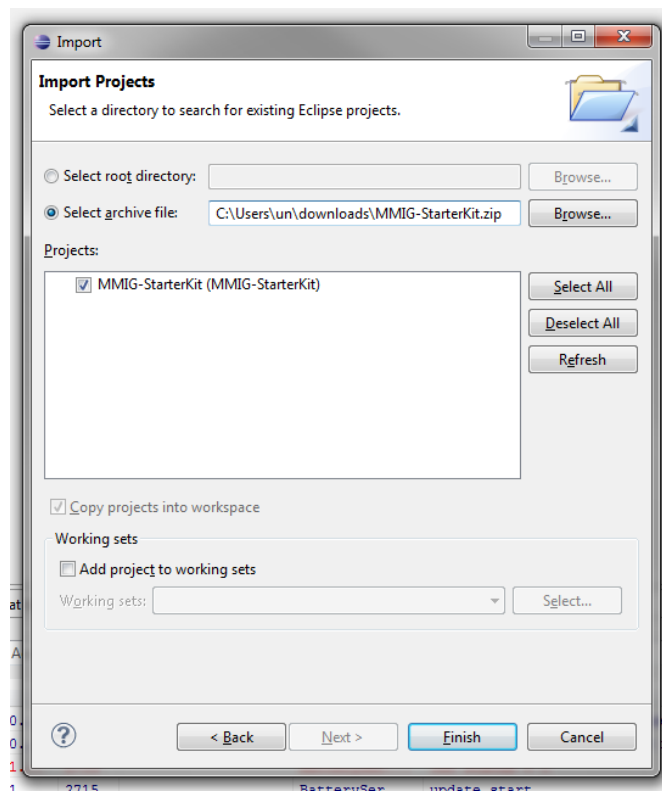3. Click the radio button next to **Select archive file** and click the **Browse** button on the following dialog.

Figure 2: Select MMIG-StarterKit.zip

4. Navigate to MIG-StarterKit.zip on your disk. Click **open** to select it.

MSK is based on Cordova (previously known as PhoneGap) platform and has almost the same structure as a Cordova project. Figure 3 illustrates the structure of MSK in Eclipse.
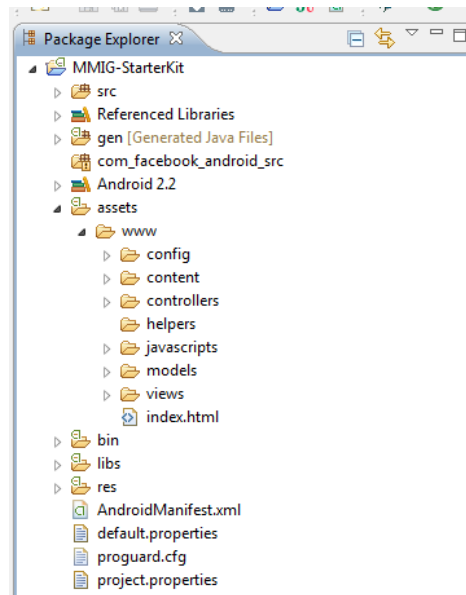

Figure 3: Structure of MSK

Deploy to Simulator
- Right click the project and go to **Run As** and click **Android Application.**
- Eclipse will ask you to select an appropriate AVD. If there isn't one, then you'll need to create it.

Deploy to Device
- Make sure USB debugging is enabled on your device and plug it into your system (**Settings ▶ Applications ▶ Development**).
- Right click the project and go to **Run As** and click **Android Application.**