Using Cordova Plugins

This document will guide you through the Cordova installation required for using native Amazon API's in your HTML5 Hybrid Applications.

Glossary

Cordova

Cordova is an open source Apache framework for creating cross-platform mobile applications. These applications can be written entirely in HTML5, CSS and JavaScript but contain native functionality.

Hybrid Applications

Hybrid Applications are HTML5 applications that contain both native code and HTML5 code.

Motion Gesture Plugin

Plugin to allow the developer to receive events when the Fire phone is "tilted", or "peeked" at by using the MotionGestures API, and allow their app to respond accordingly.

Home Manager Plugin

Plugin to allow the developer to interact with the Fire's home screen by using the Home API, such as manipulating badge icons and interacting with the app widget.

Installation Steps

This section walks you through installing the required prerequisite and creating a new Cordova application project, which incorporates plugins that use Amazon functionality.

Prerequisites

You will need to perform the following prerequisite steps before installing the plugins:

- Install the appropriate version of the Apache Cordova Command Line Interface (CLI) for your Operating System. See the instructions on the Apache Cordova web site for instructions on installing the CLI.
- Create a new Cordova application project as described on the Apache Cordova web site.

Install the plugins

Now that you have the CLI installed and a Cordova project created, you can install the plugins for Cordova:

1. Add the Amazon FireOS platform to your application:
   a. Open a command line window in your Cordova project directory.
   b. Execute the following command:

```
$ cordova platform add amazon-fireos
```

2. Install the Amazon Home Manager plugin for Cordova by executing the following command, substituting your Amazon WebView API SDK directory for <YOUR_DEV_SDK_DIR>:

```
$ cordova plugin add
<YOUR_DEV_SDK_DIR>/cordova/plugins/HomeManager
```

3. Ensure that the plugins were correctly installed by executing the following command, which should not return any errors:

```
$ cordova build amazon-fireos
```

4. Optional: You can test the plugin functionality by building the Amazon sample application:
   a. Overwrite the contents of your application's **www** folder with the contents of:
      <YOUR_DEV_SDK_DIR>/cordova/samples/HomeManager
   b. Rebuild your application.

5. Install the Amazon Motion Gesture Manager plugin for Cordova by executing the following command in your Cordova project directory:

```
$ cordova plugin add
<YOUR_DEV_SDK_DIR>/cordova/plugins/MotionGestureManager
```

6. Ensure that the plugins were correctly installed by executing the following command, which should not return any errors:

```
$ cordova build amazon-fireos
```

7. Optional: You can test the plugin functionality by building the Amazon sample application:
   a. Overwrite the contents of your application's **www** folder with the contents of:
   <YOUR_DEV_SDK_DIR>/cordova/samples/MotionGestureManger
   b. Rebuild your application.