

PhoneGap (Cordova) Configuration #51

Closed ppyordanov opened this issue on Nov 15, 2014 · 6 comments

EditNew issue



<>



?



PY

ppyordanov commented on Nov 15, 2014

The working environment for the system client will be based on PhoneGap. The application is a powerful framework/ engine for creating mobile applications that can be packaged for different mobile operating systems (in this case will probably be distributed for Android and iOS as they are the most used ones).

  ppyordanov self-assigned this on Nov 15, 2014

  ppyordanov added this to the **Client Prototype** milestone on Nov 15, 2014

  ppyordanov added the enhancement label on Nov 15, 2014



PY



ppyordanov commented on Nov 15, 2014


Below are the system tools that will be used for client prototyping:

- Microsoft Visual Studio (the express version is recommended as its size is sufficiently smaller)
- nodeJS v0.10.33
- PhoneGap v3.6.3-0.22.1
- standalone Android SDK
 - AVD (Android Virtual Device)
 - ADB (Android Debug Bridge)
- Apache Ant v1.9.4

NodeJS depends on Visual Studio to run, while PhoneGap requires Android SDK (manager) and nodeJS for project source compilation and packaging.

  ppyordanov referenced this issue from a commit on Nov 15, 2014

  [CLIENT-PROTOTYPE][RESTRUCTURE] restructured directory hierarchy and ...

 15f259e

PY

ppyordanov commented on Nov 15, 2014

More information about the system client environment configuration (issues and their resolutions) can be found here: [#52](#)

PY


ppyordanov commented on Nov 16, 2014

There are a couple of ways to test an Android application.

One is to directly emulate the .apk on an AVD (Android Virtual Device) which can be highly customized in terms of OS version, resource capabilities (for instance, RAM limitations) screen size, processor type, etc.

The more efficient and bug-proof method is to compile the source and install it directly on an Android device so that performance can be assessed in a real environment.

In order to test the prototype, I will be using a real device (Google Nexus 7, Android OS 4.4.4).



ppyordanov commented on Nov 16, 2014


Labels

enhancement

Milestone

Client Prototype

Assignee


 ppyordanov

Notifications

Unsubscribe

You're receiving notifications because you modified the open/close state.

1 participant



Lock issue

PY

Deploying to a real device can be done in a few ways.

- an option is to use the ADB - Android Debug Bridge (*cordova build android --release*, then execute *phonegap run android --device*):
 - in order to be able to successfully run the application on the host Android device, USB debugging needs to be turned on; this means that Developer Tools must be enabled:
 - for newer Android versions this is achieved by going to Settings-> About Phone -> Build Number (tapping 7 times to enable feature), then Developer Tools-> Enable USB Debugging;
 - for older versions: Settings->Applications->Development
- another way is by compilation and signing the application in order to obtain a certificate. This can be done here: <https://build.phonegap.com/apps> .

Issues with device recognition:

- ADB would not start when connecting (plugging) a device:
 - tried installing the ClockworkMod's Universal ADB Windows driver after thorough research: <https://plus.google.com/103583939320326217147/posts/BQ5iYJEaaEH>
 - resolution: reinstalled the service from Android SDK manager
- ADB would not recognize the Nexus 7
 - tried registry key editions
 - after some research
 - adb kill-server - stop the ADB service
 - adb start-server - unplug-plug the device and restart the server
 - adb device - list the currently connected devices
 - task manager killing process tree
 - resolution: used a precompiled .apk file
- experienced some compatibility issues with older Android OS versions - 2.3.4 - however the device connected successfully via ADB; changing *android:targetSdkVersion* and *minSdkVersion* did not help

PY

ppyordanov commented on Nov 18, 2014

This task is relevant to #50 .

PY

ppyordanov commented on Jan 21

This task has been completed and can be closed now.

🔒 PY ppyordanov closed this on Jan 21

PY

Write

Preview

Markdown supported Edit in fullscreen

Leave a comment

Attach images by dragging & dropping, selecting them, or pasting from the clipboard.

Reopen issue

Comment

