Building AIR Apps for Android

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Link: <http://help.adobe.com/en_US/flex/mobileapps/WSa8161994b114d624-33657d5912b7ab2d73b-7fdf.html>

Debugging AIR apps on Android devices is fairly simple. The only hang-up that may occur in the process is locating and installing the correct device driver(s).

# Installing Drivers for an Android Mobile Device

1. From the notification pull-down menu, change USB mode to Mass Storage and disable USB Debugging
2. If Windows recognizes the connected device and has an option to install the device driver, select this and continue to step 5
3. If Windows has not recognized the device, search the internet (Google) for “<Device Name> USB driver”
4. Locate, download, and install the correct driver
5. Once the driver is installed, on the device, turn USB Debugging on. Windows should now correctly recognize the device.

# Configuring Flash Builder to Debug on Android Devices

1. Open Flash Builder and navigate to Run>Debug Configurations
2. Make a new Mobile Application profile or select an existing profile
3. Set the Target platform to Google Android, the Launch method to “On device”, and the Build Target to “device.” Debug via USB should be the default option; use this.
4. Click on the Debug button. If everything worked, the application will be launched on the device
   * Note: if Flash Builder prompts to update the AIR runtime on the device, do so
   * Note: if Flash Builder prompts that the network location is not accessible to the device, ignore this