Checklist Name: Explore Adobe Air

Revision Date: 2012.09.26.13.25

Tasks:

* App permissions

For the app to use the microphone, camera, file system, Internet, etc, it is necessary to set the app’s permissions. Permissions are set on apps for

android devices at compile-time. There is no ability for the app to set

permissions at runtime.

There is no ability to modify the permissions on a Project after the project

has been created. Project Permissions are set when the project is created

with a File->New->mobile project.

This suggests that the app should be architected to use libraries for

everything and permissions checked by each library at runtime to see if the

library has permission to run.

* Process of deploying an app on iPad
  + Get a Development Certificate and an AppleWWDRCA.cer so you can create a development profile certificate from Apple for the iOS app you are developing
    - Open a browser and go to <https://developer.apple.com/membercenter/>
* Click on Certificates in left-hand menu
* “click here to download now” to get WWDR onto your laptop – a dialog will popup
* Select Save File and click OK
* AppleWWDRCA.cer will be put into your Download folder
* Move AppleWWWDRCA.cer into a folder (e.g. Documents/Adobe Flash Builder 4.6/ios Developer cer/
* double-click on AppleWWDRCA.cer and it will be opened by Keychain Access Certificates as “Apple Worldwide Developer Relations Certification Authority”
  + Connect your iPad to your MacBook Pro and launch iTunes
* click on your iPad in the Devices section of the left-hand menu
* click on the Serial Number: (e.g. GB029YARETV) to get the Identifier (UDID): (e.g. 061 … de3)
* Keep the window open. You need the UDID later.

* + Create a CertificateSigningRequest.certSigningRequest
* Open (on your laptop) Applications/Utilities/Keychain Access
* Run Keychain Access->Certificate Assistant->Request a Certificate From a Certificate Authority…
* User Email Address: (e.g. [cshubert@mit.edu](mailto:cshubert@mit.edu))
* Common Name: (e.g.Chuck Shubert for iOS app signing)
* Request Is:
* check “Saved to disk”
* check “Let me specify key pair information”
* click Continue
* Select folder for depositing request (e.g. Documents/Adobe Flash Builder 4.6/ios Developer certSigningRequest/)
* Click Save
* Click Continue
* Click Done
  + Get an App ID
    - Open a browser and go to <https://developer.apple.com/membercenter/>
    - Sign in the Member Center
    - click on iOS Provisioning Portal
    - click on Launch Assistant
    - click on Continue to go to the Choose an App ID
    - click on Create a new App ID
    - click on Continue to go to the Create an App ID
    - App ID Description: (e.g. ChuckShubertTutorialAppID)
    - click on Continue to go to Choose an Apple Device
    - click on Use an existing Apple device (e.g. the one that’s plugged in is OEIDpad’s iPad
    - click Continue to Submit Certificate Signing Request
    - select CertificateSigningRequest.certSigningRequest created above – Browse… to file (e.g. Documents/Adobe Flash Builder 4.6/ios Developer certSigningRequest/)
    - click Continue to go to Name your Provisioning Profile
    - ATTENTION - begin
    - Profile Description: (e.g. ChucksProvisioningProfile)
    - ATTENTION – end The above will be used throughout the Provisioning Portal to identify this Provisioning Profile.
    - click Generate to go to Generate Provisioning Profile

Profile Name: (e.g. ChucksProvisioningProfile)

Device: (e.g. OEITpad’s iPad)

Certificate Name: (e.g. Charles Shubert)

* + - click Continue to go to Download & Install Your Provisioning Profile
    - click Download brings up Opening (e.g. ChucksProvisioningProfile) dialog
    - ATTENTION - begin
    - click Save File which saves ChucksProvisioningProfile.mobileprovision in Downloads folder.
    - ATTENTION – end This is used by FlexBuilder 4.6 (I think).
    - Copy the .mobileprovision from Downloads to your folder (e.g. Documents/Adobe Flash Build 4.6/ios Developer mobileprovision/)
    - click Continue in Download & Install Your Provisioning Profile to go to Step 3: Verify Provision Profile Installation
    - ATTENTION – begin
    - This is where you install you Provisioning Profile into FlexBuilder 4.6 – remember your Provisioning Profile is where you put it in the last step
    - ATTENTION – end
    - click Continue to go to Download
    - click Download to Open Your Development Certificate (e.g. ios\_development.cer) dialog
    - click on Save File to save the file to the laptop’s Downloads Folder
    - copy ios\_development.cer to your folder (e.g. /Documents/Adobe Flash Build 4.6/ios Developer cer)
    - double-click on ios\_development.cer to install in Keychain Access
  + Export ios\_development.cer private key as .p12 file0
    - In Keychain Access Certificate it becomes
    - iPhone Developer: (e.g. Charles Shubert …)
    - Opening the key shows the name as
    - (e.g. Chuck Shubert for iOS app signing)
    - from
    - CertificateSigningRequest.certSigningRequest
    - Export as .p12
    - right-click on key
    - select Export “(e.g. Chuck Shubert for iOS app signing)”
    - Save As: (e.g. ChuckShubert\_iOS\_signing\_certificate.p12)
    - File Format: Personal Information Exchange (.p12)
    - Password: (e.g. modnar123??????)
    - Verify: (e.g. modnar123??????)
    - complete the dialog box
    - asks for the laptop’s password to export
    - click Allow
  + Go to FlexBuilder 4.6 – Build, Run and Debug
    - Remove old debug app by click and holding until shaking X appears, click X, click on iPad quit App button.
    - Create FlexBuilder 4.6 Run Debug Configuration
    - If this is a new debug configuration, the iOS target will require

the signing certificate and mobileprovisioning files created

above and residing in the Adobe…/ios Developer \* folders.

* + - Run it
    - Click on the link to show the ipa file in the finder (bin-debug folder)
    - Open iTunes on your laptop
    - Check Devices to see your iPad
    - Click on Apps
    - Remove old debug app from Apps
    - Drag the ipa file to Apps
    - Click on your iPad in iTunes Devices
    - File->Sync on “<your iPad>”
    - Click on the app on your iPad to run it

<https://developer.apple.com/ios/manage/overview/index.action> (look at How-To’s videos on this link)

* Go thru Views Tutorials
* Figure out how to change app icon
  + /bin-debug/<appname>-app.xml
* Figure out how to create a library of routines –
  + File->new->Flex Library Project
* Figure out how to capture video
  + /bin-debug/<appname>-app.xml
* Figure out how to capture audio
  + /bin-debug/<appname>-app.xml
* Create new hire training videos and put them online
* Figure out how to write files
* Figure out how to download apps
* Figure out how to update apps

References:

Current reference

Link for Packaging air applications for Apple iOS devices:

<http://www.adobe.com/devnet/air/articles/packaging-air-apps-ios.edu.html>

Old references

Check with Safari from tool bar “Certificates” to observe the status.

Go to this link and move forward:

<http://help.adobe.com/en_US/flex/mobileapps/WS064a3073e805330f6c6abf312e7545f65e-8000.html>

* Link for Simple Andriod app – Blank template

[http://www.youtube.com/watch?v=oJKQh7grRYc&feature=autoplay&list=](http://www.youtube.com/watch?v=oJKQh7grRYc&feature=autoplay&list=L41EAB2D5C605E340&playnext=3)

[L41EAB2D5C605E340&playnext=3](http://www.youtube.com/watch?v=oJKQh7grRYc&feature=autoplay&list=L41EAB2D5C605E340&playnext=3)

* Link for Add a splash screen to an Android app

<http://www.youtube.com/watch?v=Cp25EShGlP4&feature=autoplay&list=PL41EAB2D5C605E340&playnext=4>

* Link for BasicViewApp – ActionBar

<http://www.youtube.com/watch?v=fV85ndnoCA8&feature=autoplay&list=PL41EAB2D5C605E340&playnext=3>

* Link for BasicViewApp – View Transitions

<http://www.youtube.com/watch?v=An7EiUmYfl4&feature=autoplay&list=PL41EAB2D5C605E340&playnext=2>

* Link for BasicViewApp – Setup

<http://www.youtube.com/watch?v=1Y7KknM4ZTg&feature=autoplay&list=PL41EAB2D5C605E340&playnext=2>

* Link for exporting a release build – Android app <http://www.youtube.com/watch?v=H1iUiIcbqEk&feature=bf_next&list=PL41EAB2D5C605E340>
* <http://www.youtube.com/watch?v=xhvAine7Neo&feature=autoplay&list=PL41EAB2D5C605E340&playnext=1>
* Above link is for running Hello World in an Android Device
* Explore Adobe Air (Adobe Integrated Runtime) – need a plan.
* Use Firefox
* Start with Flex
* <http://www.adobe.com/devnet/flex.html?view=gettingstarted>
* <http://www.adobe.com/devnet/flex/getting_started.html>
* <http://www.adobe.com/devnet/flash-builder/articles/hello-world.html>
* Download Adobe Flash Builder 4.6
* Created Adobe acct: [cshubert@mit.edu](mailto:cshubert@mit.edu) modnar123
* <http://www.adobe.com/cfusion/tdrc/thankyou_2.0.cfm?product=flash_builder&loc=en_us>
* Flex 4.x Framework (Open source)
  + ActionScript and MXML are compiled languages
  + FlashBuilder is built on Eclipse (Plug-in)
  + Standard version is a good place to start (missing profiler, network monitor, …)
  + Finish first day of Flex in a week (how do I make progress at home?

Flex in a week (use Firefox):

<http://tv.adobe.com/watch/flex-in-a-week-day-1/using-flash-builder/>

<http://tv.adobe.com/watch/flex-in-a-week-day-1/compiling-and-viewing-the-application/>