

Android Devices that Support CGM in the Cloud Application

You will need an internet connected android device to run the CGM in the Cloud application. This device will connect to your dexcom receiver via two USB cables, a micro USB attached to the receiver and a OTG USB cable plugs into phone. The android device will upload your data to your web application/ database in the cloud.

1. Get a phone
2. Buy the version of the phone which will work with your preferred cellular provider. Keep in mind this phone's primary purpose is an uploader. Because it must remain connected to the Dexcom receiver which has a fragile USB connection, it is best to minimize its use as an actual phone.
3. Some phones will need to be unlocked and "rooted" for the software to turn the USB power off between uploads (otherwise the Dexcom will charge, draining the phone's battery). Phones with bigger batteries have not needed to be rooted

The below is a list of devices we have run the CGM in the Cloud application on. It should run on the majority of android devices but we have tested it on the below devices.

- LG G2
 - Not rooted, ~13 hours on full charge
- Motorola Droid Razr M
- Motorola Droid Maxx (wireless charging)
- Samsung Galaxy S4
 - Not rooted, ~13 hours on full charge
- Moto G
 - Rooted (Verizon version can not be rooted)
- Lenovo Mix 2
- Samsung Galaxy Tablet
- G-Box Midnight MX2
- MK808B Android Stick
- Visual Land Android Tablet

If a phone is not listed, check specifications if phone supports USB OTG (On the Go) functionality