Setting Up Your Android Development Environment

For Windows XP v1.2

By GoNorthWest

20 December 2011

Setting up the Android development environment can be a bit...well...challenging if you don't have all the pieces in place before you start. The aim of this guide is to visually walk you through the process of downloading what you need, installing it, and making the correct configurations. Once you do that, you're all set to actually work with the source code you download from Buzztouch! Hopefully these instructions will make things just a bit easier for you!

Let's get started!

- 1. **Download required software**. In order to make this all work, there are several pieces of software you have to download and install:
 - a. **Eclipse**: I chose to download Eclipse Classic 3.7.1, which was the most recent version available at the time of this writing. I downloaded the 32-bit version for Windows XP, but there is also a 64-bit version if you are running 64-bit Windows. Here are the links I used to get this package.

http://www.eclipse.org/downloads/

http://www.eclipse.org/downloads/download.php?file=/eclipse/downloads/drops/R-3.7.1-201109091335/eclipse-SDK-3.7.1-win32.zip

http://www.eclipse.org/downloads/download.php?file=/eclipse/downloads/drops/R-3.7.1-201109091335/eclipse-SDK-3.7.1-win32-x86_64.zip

b. Android Development SDK: This is the software development kit (SDK), much like the iOS SDK for Macs, that must be used within Eclipse for development. Here are the links I used for this portion.

http://developer.android.com/sdk/index.html#installingplugin

http://dl.google.com/android/installer_r15-windows.exe

http://developer.android.com/sdk/eclipse-adt.html#installing

c. Java JDK: You have to use the Java Developers Kit here...not just the Java Runtime Engine (JRE), which most of you already have installed. This is a very crucial distinction...without it, things will not work.

http://www.oracle.com/technetwork/java/javase/downloads/index.html

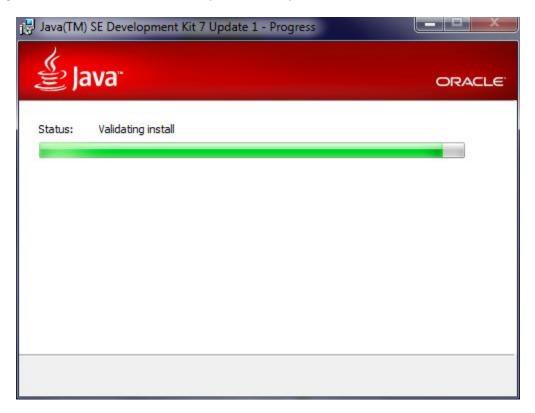
http://www.oracle.com/technetwork/java/javase/downloads/jdk-7u1-download-513651.html

- d. Once you get all the software downloaded, you should have a file listing that looks something like this :
 - eclipse-SDK-3.7.1-win32
 installer_r15-windows.exe
 jdk-7u1-windows-i586.exe
- 2. Install the Java JDK (jdk-7u1-windows-i586.exe). Double-click on the JDK install package you downloaded from above, and follow the prompts. This MUST be installed before you can install the Android SDK...without it, SDK installation will fail. Your install screens should look something like the following:



🛃 Java(TM) SE Development Kit 7 Update 1 - Custom Setup					
Java [*]	ORACLE				
Select optional features to install from the list below. You car installation by using the Add/Remove Programs utility in the C					
Development Tools Demos and Samples Source Code Public JRE	Feature Description Java(TM) SE Development Kit 7 Update 1, including private JRE 7 Update 1. This will require 300MB on your hard drive.				
Install to: C:\Program Files\Java\jdk1.7.0_01\	Change				
< Back	Next > Cancel				

Use the screen above to decide which components you want and don't want. When in doubt, just go with the defaults...it'll be what you need for your environment.



🛃 Java Setup - Destination F	older	×
الله Java ^r		ORACLE
Install to:		
C:\Program Files\Java\jre7\		Change
	Cancel	Next >
	Cancer	Next >
🛃 Java(TM) SE Development	Kit 7 Update 1 - Complete	×
Java(TM) SE Development	Kit 7 Update 1 - Complete	×
1	Kit 7 Update 1 - Complete	
Bava(TM) SE Development	Kit 7 Update 1 - Complete	
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Java(TM) SE Developmen Product Registration is FREE a * Notification of new versions * Special offers on Oracle pro * Access to early releases an When you click Finish, produce registration form will be presen be saved. For more information on what	nt Kit 7 Update 1 Successfully Inst and includes many benefits: patches, and updates oducts, services and training d documentation at and system data will be collected an ented. If you do not register, none of t data Registration collects and how it	stalled d the JDK product this information will
Access to early releases an When you click Finish, product registration form will be prese be saved.	nt Kit 7 Update 1 Successfully Inst and includes many benefits: patches, and updates oducts, services and training d documentation at and system data will be collected an ented. If you do not register, none of t data Registration collects and how it	stalled d the JDK product this information will
Java(TM) SE Developmen Product Registration is FREE a * Notification of new versions * Special offers on Oracle pro * Access to early releases an When you click Finish, produce registration form will be presen be saved. For more information on what	nt Kit 7 Update 1 Successfully Inst and includes many benefits: by patches, and updates oducts, services and training d documentation at and system data will be collected an ented. If you do not register, none of t data Registration collects and how it ration Information Page.	stalled d the JDK product this information will
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Once you have hit the Finish button, you are done with the JDK install, and can move on to the Android SDK Installer.

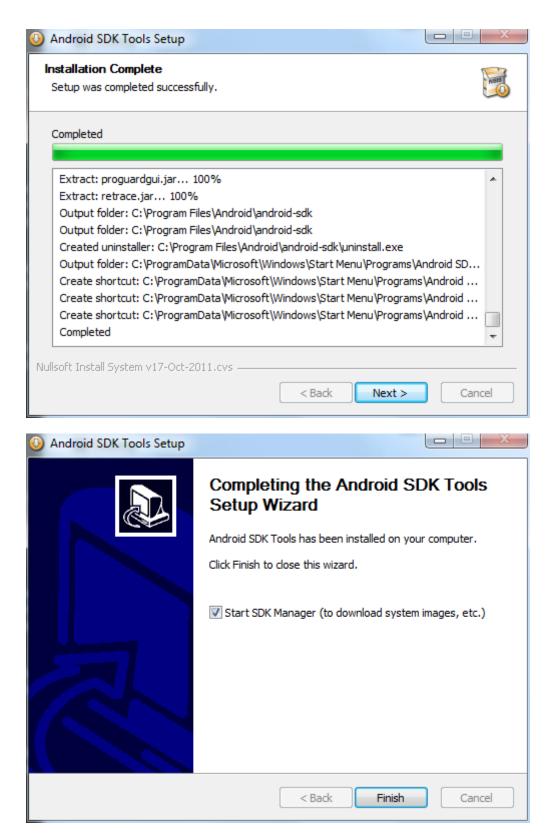
3. Install the Android SDK (installer_r15-windows.exe). Double-click on the Android SDK install package you downloaded from above, and follow the prompts. Your install screens should look something like the following:

O Android SDK Tools Setup	
Java SE Development Kit Detect whether Java SE Development Kit is installed.	None of the second seco
Android SDK relies on the Java SE Development Kit (JDK). Java SE Development Kit (JDK) version 1.7 has been found.	
Log	
Nullsoft Install System v17-Oct-2011,cvs — < Back Next	> Cancel

If you don't see the above screen initially, and it complains that it cannot find the JDK, then hit the "Back" button, then "Next" again. This should resolve the problem. If not, check out this article on Stack Overflow :

http://stackoverflow.com/questions/4382178/android-sdk-installation-doesnt-find-jdk

O Android SDK Tools Setup	
Choose Install Location Choose the folder in which to install Android SDK Tools.	No. of the second secon
Setup will install Android SDK Tools in the following folder. To install in a diffe Browse and select another folder. Click Next to continue.	erent folder, click
Destination Folder	
C:\Program Files\Android\android-sdk	Browse
Space required: 49.7MB Space available: 26.2GB	
Nullsoft Install System v17-Oct-2011.cvs < Back Next >	Cancel
O Android SDK Tools Setup	X
Choose Start Menu Folder Choose a Start Menu folder for the Android SDK Tools shortcuts.	Mag
Select the Start Menu folder in which you would like to create the program's can also enter a name to create a new folder.	s shortcuts. You
Android SDK Tools	
ABBYY FineReader 6.0 Sprint Accessories Activision Value Administrative Tools	
Android SDK Tools Application Verifier AT&T Global Network Client Atari Debugging Tools for Windows (x86)	
Dell Inc Dell PC Fax	Ŧ
Do not create shortcuts Nullsoft Install System v17-Oct-2011.cvs	
<pre></pre>	Cancel



You can choose to start the SDK Manager at this point, or move on to Eclipse installation. For the sake of this tutorial, keep "Start SDK Manager" selected, and hit Finish.

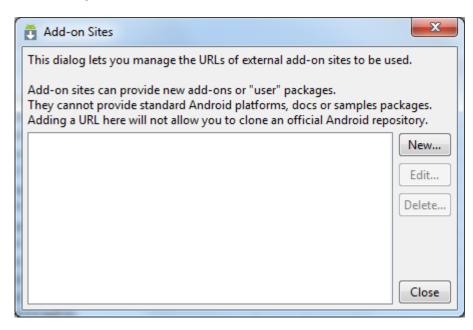
4. **Configure the Android SDK for Development Tools and Google API.** This is where you configure the Android SDK Manager to download the tools you will need to create Buzztouch apps. This is essentially downloading the Google API's Platform 2.2 and API level 8. Keep in mind a common mistake, as pointed out in the Readme file provided by Buzztouch with your Android source code : "A common mistake is to assume Android 2.2 API's and Google 2.2 API's are the same, they are not." This is important to keep in mind...if you grab the wrong ones, you won't be able to get your program to work.

🔹 Android SDK Manager				
Packages Tools				
SDK Path: C:\Program Files\Android\android-sdk				
Packages				
🐳 Name	API	Rev.	Status	A
⊿ □ 🗀 Tools				
 Android SDK Tools Android SDK Platform-tools Android 4.0 (API14) Documentation for Android SDK SDK Platform Samples for SDK ARM EABI v7a System Image Google APIs by Google Inc. Android 3.2 (API13) Android 3.1 (API12) Android 3.0 (API11) Android 2.3.3 (API10) Android 2.2 (API8) 		15	🎒 Installed	
🔲 🙀 Android SDK Platform-tools			🖊 Not installed	
a 📝 🚔 Android 4.0 (API 14)				=
🔽 🔛 Documentation for Android SDK	14		🖊 Not installed	
🔽 🏺 SDK Platform	14		🖊 Not installed	
🔽 🍐 Samples for SDK	14		🖊 Not installed	
📝 👾 ARM EABI v7a System Image	14		🖊 Not installed	
📝 🖏 Google APIs by Google Inc.	14		🖊 Not installed	
[] 🚔 Android 3.2 (API 13) []				
[] Android 3.1 (API 12) []				
Image: Marce Android 3.0 (API 11) Image: Marce Android 3.0				
Image: Marce Android 2.3.3 (API 10)				
Image: Provide the second s				T
Show: 🗹 Updates/New 📝 Installed 🛛 Obsolete Select N	lew or Up	dates		Install 6 packages
Sort by: API level Repository <u>Deselect</u>	<u>t All</u>			Delete packages
Done loading packages.				

This should be the first screen you see. If you select what I selected above, you'll get what you need for developing with Buzztouch. In fact, you'll get more than what you need, but sometimes it's difficult to narrow down exactly where all the necessary packages are, so just grab everything!

🕆 Android	SDK N	Manager								X	
Packages	Tools										
SDK Path:		Manage /	AVDs								
Packages		Manage /	Add-on Sites								
🏺 Nar		Options				API	Rev.	Status		*	
		About									
	I A	naroia su	7K 100IS				15	🎒 Installed			
	🎁 A	ndroid SE	OK Platform-tools					🖊 Not installed			
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V	🔛 D	ocumente	ation for Android SD	К		14		🖊 Not installed			
V	🏺 Sl	DK Platfo	rm			14		🖊 Not installed			
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V	👘 A	RM EABI	v7a System Image			14		🖊 Not installed			
V	🖏 G	oogle API	ls by Google Inc.			14		🖊 Not installed			
D 🕞 🖻 🖹	Andre	oid 3.2 (A	PI 13)								
D 📄 🗎	Andre	oid 3.1 (A	PI 12)								
D 🕞 📄 🔛	Andre	oid 3.0 (A	PI 11)								
D 📄 🗎	Andre	oid 2.3.3 ((API 10)								
D 🗆 🗎	Andre	oid 2.2 (A	PI 8)							-	
▲ ♥ 🔤	Updat	tes/New	🔽 Installed 📃 🤇	Obsolete	Select N	lew or Up	<u>dates</u>		Install 6 pac	kages]
Sort by: 🔘	API le	vel	Repository		<u>Deselec</u>	<u>t All</u>			Delete pack	ages]
Done loadir	ng pac	kages.									

In order to download the packages, you need to define Add-on Sites. Go to Tools...Manage Add-on Sites, and you'll get the following:



Select the "New" button and you'll be asked for a URL. Use the following:

Add Add-on Site URL	×
Please enter the URL of the addon.xml:	
https://dl-ssl.google.com/android/eclipse/	
	OK Cancel
	OK Cancel

Hit OK, and you'l I see the following screen:

Add-on Sites	×
This dialog lets you manage the URLs of external add-on sites to be	used.
Add-on sites can provide new add-ons or "user" packages. They cannot provide standard Android platforms, docs or samples Adding a URL here will not allow you to clone an official Android re	
https://dl-ssl.google.com/android/eclipse/addon.xml	New
	Edit
	Delete
	Close

Now you can hit Close, and get this screen:

Android SDK Manager					x
Packages Tools					
SDK Path: C:\Program Files\Android\android-sdk					
Packages					
👾 Name	API	Rev.	Status		-
D Tools					
a 📝 🚔 Android 4.0 (API 14)					
🔽 🔛 Documentation for Android SDK	14		🖊 Not installed		
📝 🌞 SDK Platform	14		🖊 Not installed		
🔽 실 Samples for SDK	14		🖊 Not installed		=
📝 👾 ARM EABI v7a System Image	14		🖊 Not installed		-
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Android 2.2 (API 8)					_
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Android 1.6 (API 4)					*
Show: Vpdates/New VInstalled Obsolete Select N	lew or Up	<u>dates</u>		Install 6 package	es
Sort by: API level Repository Deselect	<u>t All</u>			Delete package	s
Done loading packages.					I 🖹

Now you can hit the Install 6 Packages button, and the following screen should appear:

Packages Android SDK Platform-tools, revision 9 [*] Documentation for Android SDK, API14, r SDK Platform Android 4.0, API14, revision ARM EABI v7a System Image, Android API Google APIs by Google Inc., Android API 1 Google USB Driver package, revision 4	Package Description & License <u>Package Description</u> Android + Google APIs Revision 1 Requires SDK Platform Android API 14 <u>Dependencies</u> Installing this package also requires installing: - SDK Platform Android 4.0, API 14, revision 1 <u>Archive Description</u> Archive for any OS Since 102.0 MEP @ Accept © Reject	E C Accept All
[*] Something depends on this package	Install	Cancel

This is one of those better to grab everything moments. Make sure there is a green checkmark next to everything you see above, and then hit Install. Now grab a cub of coffee or SoBe...this is gonna take a bit.

TAndroid SDK Manager					<u>.</u>
Packages Tools					
SDK Path: C:\Program Files\Android\android-sdk					
Packages					
🐳 Name	API	Rev.	Status		•
🔲 🧰 Tools					
📝 🚔 Android 4.0 (API 14)					
📝 🚞 Documentation for Android SDK	14		🖊 Not installed		
📝 🌞 SDK Platform	14		🖊 Not installed		
🔽 🍶 Samples for SDK	14		🖊 Not installed		
👿 👾 ARM EABI v7a System Image	14		🖊 Not installed		
📝 🙀 Google APIs by Google Inc.	14		🖊 Not installed		
🔲 🚔 Android 3.2 (API 13)					
🔲 🚔 Android 3.1 (API 12)					
🔲 🚔 Android 3.0 (API 11)					
Android 2.3.3 (API 10)					1
🔲 🗃 Android 2.2 (API 8)					
🔲 🚔 Android 2.1 (API 7)					
🕅 🚔 Android 1.6 (API 4)					-
Show: Vpdates/New VInstalled Obsolete Se	lect <u>New</u> or <u>Up</u>	<u>dates</u>		Install 6 packages	
Sort by: API level Repository	eselect All			Delete packages	
Downloading Documentation for Android SDK, API 14, revis	ion 1 (11%, 557	KiB/s, 2	minutes left)		

It's now downloading and installing the stuff you need. Depending on your connection speed and system speed, this could literally take 30 minutes or more. I left mine and came back later. When it's done, you'll get this screen:

T Android SDK Manager				
Packages Tools				
SDK Path: C:\Program Files\Android\android-sdk				
Packages				
🏺 Name	API	Rev.	Status	
🔲 🧰 Tools				
Android SDK Tools		15	🎒 Installed	
🔲 🙀 Android SDK Platform-tools			🖊 Not installed	
📝 🚔 Android 4.0 (API 14)				
🔲 🔛 Documentation for Android SDK	14	1	🎒 Installed	E
🔲 🏺 SDK Platform	14	1	🎒 Installed	
🔲 🌄 Samples for SDK	14	1	🎒 Installed	
🔲 👾 ARM EABI v7a System Image	14	1	🎒 Installed	
📄 🖏 Google APIs by Google Inc.	14	1	🎒 Installed	
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Show: 🔽 Updates/New 📝 Installed 📃 Obsolete Sele	ct <u>New</u> or <u>Up</u> o	<u>dates</u>		Install packages
Sort by: API level Repository	elect All			Delete packages
Done loading packages.				

Success! Now time to install Eclipse!

5. Install Eclipse. This is the easiest thing you'll do today. Simply unzip the package you downloaded into the folder of your choice. I recommend c:\eclipse. Your folder structure should now basically look like what you see below. The eclipse.exe file is what you launch to start the program. Feel free to create a shortcut on your desktop, or pin it to your Start Menu (which I did). You'll want to run this program as Administrator.

Name 🔺
Configuration
🚞 dropins
🚞 features
🛅p2
🚞 plugins
🚞 readme
.eclipseproduct
🖭 artifacts.xml
edipse.exe
] eclipse.ini
eclipsec.exe
🔁 epl-v 10.html
😻 notice.html

- 6. Set up your Android keystores (Debug and Release). In order to get your application installed on a device, it must be digitally signed with a certificate who's private key is held with the developer. If you are testing your app on a device, you can use a Debug Key. If you want to sell your app, or put it on a marketplace somewhere, you'll need to use a Release Key.
 - **a.** Debug Key : When you install the Android SDK, a default debug keystore/key is created with predetermined names/passwords:
 - i. Keystore name : "debug.keystore"
 - ii. Keystore password : "android"
 - **iii.** Key alias : "androiddebugkey"
 - iv. Key password : "android"
 - v. CN : "CN=Android Debug, O=Android, C=US"

On my Windows system, the keystore is located at C:\Documents and Settings\mf\.android. You'll need this path to configure Eclipse when you're ready to create an APK package of your app.

To set up a Release Key, it's best to follow the instructions that can be found here :

http://developer.android.com/guide/publishing/app-signing.html#setup

Once you have done this, you should see two keystores in your folder :

10/12/2011	09:59 PM	<dir></dir>	
10/12/2011	09:59 PM	<dir></dir>	
09/14/2011	04:49 PM		123 adb_usb.ini
09/16/2011	12:29 AM		149 androidtool.cfg
09/15/2011	11:51 PM	<dir></dir>	avd
11/03/2011	04:36 PM		137 ddms.cfg
09/15/2011	02:51 PM		2,148 debug.keystore
09/16/2010	08:37 PM		784 default.keyset
10/12/2011	10:19 PM		171 modem-nv-ram-5554
10/12/2011	09:59 PM		<u>171 modem-ny-ram-5556</u>
09/15/2011	12:09 PM		3,458 release.keystore
11/03/2011	04:38 PM		75 repositories.cfg

You'll reference these later when you package up your application. But it's best to get it taken care of now, so you don't get surprised later!

7. **Install Eclipse Android Development Tools (ADT).** We now need to install the Android Development Tools for Eclipse. This is a pretty simple process, and doesn't take too long. It'll give you the extra few things you need for developing Android applications (remember that Eclipse is an IDE capable of developing many, many things).

Start Eclipse by double-clicking on the Eclipse icon you created earlier. After Eclipse has launched go to **Help...Install New Software:**

Window	Help	_
G • 1	🚱 Welcome	⇒ +
een_map.ja		📄 defau
oding=	Search Dynamic Help	
i="http hunderd	Key Assist Ctrl+Shift+L	oid"
1Code="	Tips and Tricks	
<pre>Name=" id:min;</pre>	🏽 Report Bug or Enhancement	
	Cheat Sheets	-
device	Check for Updates	
on andre	Install New Software	ET" />
on andre	Eclipse Marketplace	_NETWO
on andro	About Eclipse SDK	COARS
on andre	•	PHONE_S

This will bring up the following install dialogue box. You'll see that there is no site selected, and thus no option on which software to install.

🗢 Install	
Available Software Select a site or enter the location of a site.	
	Add
type filter text Name ① ① There is no site selected.	Version
Select All Deselect All	
 Show only the latest versions of available software ✓ Group items by category Show only software applicable to target environment ✓ Contact all update sites during install to find required software 	Hide items that are already installed What is <u>already installed</u> ?
?	< Back Next > Finish Cancel

Click the **Add...** button and the you'll get this:

👄 Add F	Repository 🛛 🔀
<u>N</u> ame:	Eclipse ADT
Location:	https://dl-ssl.google.com/android/eclipse/
?	OK Cancel

Specify the same information you see above. For clarity, the link you want is:

<u>https://dl-ssl.google.com/android/eclipse</u>. You can give it whatever name you want. Hit **OK**. Once you've done that, you'll get the following screen:

Available Software Check the items that you wish to install. Work with: Eclipse ADT - https://dl-ssl.google.com/android/eclipse/	Add
	Add
Work with: Ediose ADT - https://dl-ssl.google.com/android/ediose/	Add
Work with: Eclipse AUL - https://di-ssl.doodie.com/android/eclipse/	✓ Add
Find more software b	y working with the <u>"Available Software Sites"</u> preferences.
type filter text	
Name	Version
😑 🔽 💷 Developer Tools	
🗹 🍫 Android DDMS	16.0.1.v201112150204-238534
🔽 🍫 Android Development Tools	16.0.1.v201112150204-238534
🔽 🍫 Android Hierarchy Viewer	16.0.1.v201112150204-238534
🗹 🍫 Android Traceview	16.0.1.v201112150204-238534
Select All Deselect All 4 items selected	

Well, that's half the screen, but you get the picture! These are your options for install, and it includes the Android Development Tools (ADT). I went ahead and selected everything figuring I may need some of the other stuff in the future. Hit **Next**.

🖨 Install			- 🗆 🛛
Install Details (i) Your original request has been modified. See the details.			
Name	Version	Id	
Android DDMS	16.0.1.v201112	com.android.ide.eclipse.ddms.featur	
🖚 Android Development Tools	16.0.1.v201112	com.android.ide.eclipse.adt.feature	
🖗 Android Hierarchy Viewer	16.0.1.v201112	com.android.ide.eclipse.hierarchyvie	
🖚 Android Traceview	16.0.1.v201112	com.android.ide.eclipse.traceview.fe	

This screen verifies the details of what you are going to install. Hit **Next**.

🛢 Install		
Review Licenses Licenses must be reviewed and accepted before the software can be inst	talled.	
Licenses:	License text:	
 Apache License Note: jcommon-1.0.12.jar is under the BSD license rather than the A Note: kxml2-2.3.0.jar is under the BSD license rather than the EPL. 	Apache License Version 2.0, January 2004 http://www.apache.org/licenses/ TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION 1. Definitions. "License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document. "Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License. "Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether	
	 ● I accept the terms of the license agreements ● I do not accept the terms of the license agreements 	
?	< Back Next > Finish Cancel	

If you feel the need, review the licenses for the stuff you are going to install here. Most important point on this screen is to select **I accept the terms of the license agreements**. If you don't, you won't be able to install. Hit **Next**.

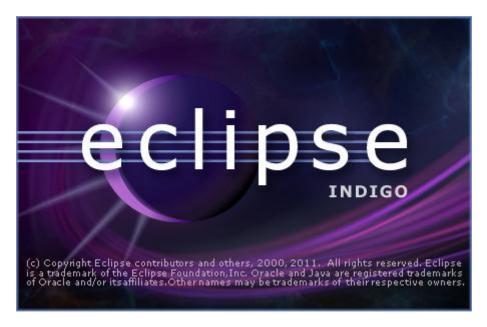
	🗢 Installing Software	
-	Installing Software	
		l
	Fetching com.android.ide.eclipse.hierarchyl-ssl.google.com/android/eclipse/plugins/	
	Always run in background	
	Run in Background Cancel Details >>	

Congratulations! ADT is now installing! Sit back and relax...at least until you see this screen:



Nothing to be worried about here. Just hit **OK** and move on. It's all good. After install is done, the program will ask if you would like to reset Eclipse so the changes can take effect. Say **Reset Eclipse**, wait for it to restart, and you can move on to the next step

8. **Configure Eclipse.** We're just about done setting things up! Crazy how long this takes! Start by clicking on the Eclipse icon you created earlier, or by double-clicking the eclipse.exe file in your c:\eclipse folder. You should see a splash screen similar to the following :



This means the program is loading, but it does so very slowly. Must be related to all that Java! In a few minutes, you'll see the following dialogue :

🔵 Workspa	ace Launcher 🛛 🔀
Select a w	orkspace
	stores your projects in a folder called a workspace. orkspace folder to use for this session.
Workspace:	uments and Settings \mf\My Documents \My Dropbox \Buzztouch \Android Workspace Settings \mf \My Dropbox \Buzztouch \Android Workspace Setting \mf \Buzztouch \Android Workspace Setting \mf \Buzztouch \Android Workspace Setting \Buzztouch \Android Workspace \Buzztouch \Buzztouch \Android Workspace \Buzztouch \Bu
Use this a	s the default and do not ask again
	OK Cancel

You can choose whatever you want here. I use DropBox for my Workspace, so that way everything is synced between computers. I'm not entirely sure how to explain the Workspace, but you need it, and it can be anywhere.

Once the workspace has been configured, the main program will come up. You now want to go to **Windows > Preferences**, and the following screen will display:

Preferences		
General Android Ant Help Install/Update Java Mylyn Plug-in Development Run/Debug Team Usage Data Collector Validation XML	General Always run in background Keep next/previous editor, view and perspectives dialog open Show heap status Open mode Open dick Single dick Open when using arrow keys Note: This preference may not take effect on all views. Restore Defau	
	OK	Cancel

Now, expand the Android section, and you should see the following screen :

Preferences			_ D
type filter text	Android		(⇒ • ⇒ • •
⊕- General ⊖- Android	Android Preferences		
Build	SDK Location: C:\andro	id-sdk-windows	Browse
DDMS			
Editors	Note: The list of SDK Targ	gets below is only reloaded once yo	u hit 'Apply' or 'OK'.
···· Launch	Target Name	Vendor	Platform AP
LogCat	Android 1.5	Android Open Source Project	1.5 3
Usage Stats	Google APIs	Google Inc.	1.5 3
🗄 🗛 Ant	Android 1.6	Android Open Source Project	1.6 4
• Help	Google APIs	Google Inc.	1.6 4
■ Install/Update	Android 2.0	Android Open Source Project	2.0 5
±. Java	Google APIs	Google Inc.	2.0 5
⊞ Mylyn	Android 2.0.1	Android Open Source Project	2.0.1 6
	Google APIs	Google Inc.	2.0.1 6
Plug-in Development	Android 2.1-update1	Android Open Source Project	2.1-up 7
🗐 Run/Debug	Google APIs	Google Inc.	2.1-up 7
🕀 Team	Android 2.2	Android Open Source Project	2.2 8
🗄 Usage Data Collector	Google APIs	Google Inc.	2.2 8
Validation	Android 2.3.1	Android Open Source Project	2.3.1 9
	Google APIs	Google Inc.	2.3.1 9
	Android 2.3.3	Android Open Source Project	2.3.3 10
	Google APIs	Google Inc.	2.3.3 10
	Android 3.0	Android Open Source Project	3.0 11
	Google APIs	Google Inc.	3.0 11
	Android 3.1	Android Open Source Project	3.1 12
	Google APIs	Google Inc.	3.1 12
	Android 3.2	Android Open Source Project	3.2 13
	Google APIs	Google Inc.	3.2 13
		Restore	Defaults Apply
?			OK Cancel

There are two things of importance here. First, you need to **specify your SDK location**, which is indicated in the top red box. Browse to the root folder for your SDK installation, and then hit OK to select. Then hit Apply, and it will populate all the SDKs you have installed. This brings us to the second important item, which is making sure you have the **Google APIs 2.2/8** installed, as shown above in the second red box. if you don't, you need to install them, as your BT v1.5 app won't work without them!

If everything looks good here, then hit OK to close out of this dialoge, and you'll be back to the main interface for Eclipse! Congratulations...everything is now set up correctly for you to be able to develop Buzztouch apps on Windows!

Comments? Post them in the forum or email me at <u>MrkFleming@gmail.com</u>.

Revision Log			
v1.0	11/26/11	Initial release of document.	GoNorthWest
v1.1	11/28/11	Added Revision Log.	GoNorthWest
v1.2	12/20/11	Added ADT installation instructions.	GoNorthWest