1 LIBGDX Instalación ADT Bundle

UNIDADE 1: Instalación ADT Bundle

Para instalar o ADT Bundle temos que ir a http://developer.android.com/sdk/index.html e premer sobre a opción Download SDK.

| Get the And | roid SDK | 1 | |
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| The Android SDK pr developer tools nee apps for Android. | rovides you the API libraries and essary to build, test, and debug | | |
| If you're a new And download the ADT I apps. It includes th components and a built-in ADT (Andrei your Android app d | roid developes we recommend you Bundle to quickly start developing e essential Android SDK version of the Eclipse IDE with d Developer Tools) to streamline evelopment. | | |
| With a single down | load, the ADT Bundle includes | | Developed the CDV |
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Nun S.O. Linux.

Unha vez descargado teremos que descomprimilo en calquera cartafol, por exemplo no Escritorio.

Ó facelo teremos os seguintes cartafoles:



Dentro do cartafol Eclipse temos o executable de nome Eclipse.exe (en Windows) e Eclipse (en Linux).

Só temos que executalo e teremos todo o necesario para facer aplicacións para móbiles:

- O SDK (Software Development Kit) de Android
- O ADT Plugin (Android Development Tools) para Eclipse. Permitirá facer uso dende o IDE do SDK de Android entre outras cousas.

1.1 Aclaración sobre as imaxes do S.O. Android

Cando instalamos o ADT Bundle dispoñemos, dende o Eclipse ou dende o cartafol onde descomprimos o ADT Bundle, da ferramenta SDK Manager.

Dito programa serve para indicar con que versión API do S.O. Android imos traballar e o mesmo tempo podemos descargar a imaxe do S.O. Android para poder crear as AVD (Android Virtual Device).

O proceso é o seguinte:

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| ñ | Android SDK Manager | |
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Iniciamos o SDK Manager dende Eclipse no menú Window.

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Eliximos unha das versións do S.O. de Android (recomendo a API 19) e marcamos o SDK da API e unha imaxe dun S.O. Se tedes Intel mellor baixade a imaxe de Intel. Unha vez descargado **DEBEMOS DE REINICIAR O ECLIPSE**.

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Eliximos agora a opción de menú principal de Eclipse => Window => Preferencias



Agora comprobamos que nas preferencias do Eclipse está a versión da API descargada. Isto o temos que facer se levamos o proxecto a outro eclipse xa que pode ser que nese outro eclipse non estea descargada a API no que desenrolamos o xogo.

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Agora se creades un dispositivo virtual e escolledes como TARGET a versión de Android no que descargáchedes unha imaxe S.O. xa vos debería aparecer como unha opción na combo.



Outros dos pasos que podedes comprobar se vos da un erro na versión de Android é comprobar se o proxecto está asociado a algunha das API's descargadas. Para facelo, tedes que premer sobre as propiedades do proxecto.



Na lapela da esquerda escolleredes a opción de Android e comprobade que estea marcada algunha das API's descargadas.

Nota: Se aínda vos da algún erro no proxecto Android probade a escoller a opción de menú de Eclipse => Project => Clean

Lembrar que nun emulador vai ser moi difícil desenrolar o xogo. Neste curso só o usamos para ver como se executaría nun terminal con S.O. Android.