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Android environment setup

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To run and test your native application React on the Android device you need to configure the Android environment. The creation of your development environment can be a bit boring if you are new to Android development. If you have already familiar with the Android development, there are some things that you may need to configure. In both cases, make sure you follow the next steps carefully. Here are 3 steps to set the Android study environment and Android Studio.Â ¶ If you want to install the same on Mac OS, you can visit the setting of the Android and Android Studio development environment in Mac OS.1. Install Android Studiedownload and install Android Studio. Choose a Â ¶ Â "CustomÂ ¶ Â, ~ Setup when prompted to select a type of installation. Make sure the boxes next to all the following were checked: Android SDKAndroid SDK PlatformSformance (Intel Â ¶ Â@ HaxM) Android Virtual DeviceThen, click Â ¶ Â, ~ Â ¶ NextÂ ¶ Â, ~ to install all these components. The configuration has been finalized and you presented with the welcome screen, proceed to the next step.2. Install Android SDKAndroid Studio installs the latest Android SDK by default. Building a native app react with the native code, however, requires in particular the Android 9 (PI) DSK. Additional Android SDKs can be installed through the SDK manager in Android Studio. You can access the SDK operator from Â ¶ Â, ~ Â ¶ "VENDOME to the Android Studio screen". Click on Â ¶ Â, ~ Â ¶ "configure Â ¶ Â, ~, then select Â ¶ Â, ~ Â ¶ "SDK manager Â ¶ Â, ~. The manager SDK can also be found within the Android Studio dialog Â ¶ Â, ~ Â ¶ "Preferences Â ¶ Â, ~, under appearance and behavior Â ¶ Â, ~ system settings Â ¶ Â, ~ Android SDK.Select the "Platform platforms" tab from inside the SDK manager, then check the box next to Â ¶ Â, ~ Â ¶ "show package details Â ¶ Â, ~ in the lower right corner. Search ed Expand the Android 9 (cake) item, make sure that the following items are all checked: Android SDK Platform 28Intel X86 Atom 64 Image Images ImageSe Imagy Intel X86 imagenext API system, select the "Strumentsdk Tools Tools and check the box next to Â ¶ Â, ~ Â ¶ "Show package details Â ¶ Â, ~ Even here. Search and expand input Â ¶ Â, ~ Â ¶ "Android SDK-tool-tools Â ¶ Â, ~, then make sure it is not selected 28.0.3.Finally, click Â ¶ Â, ~ Â ¶ "Apply "to download and install SDK Android and Relative build tools .3. Environment configuration Android .Home Variablethe React Native tools require some environment variables to be configured to create apps with native code.3.1. For Windows Useropen the system pane under the system and security in the Windows control panel, then click Enable settings. Open the AdvancedÂ ¶ Â tab and click Environment Variables. Click on New ¶ to create a new Android .HomeÂ ¶ Â user variable that points to your path to your Android SDK: the SDK is installed, by default, by default, in the following position: C: Users your USERNAME AppData Local Android SDKYOU can find the actual position of the SDK in the Android studio Â ¶ Â, ~ "FineFerenesÂ ¶ Â, ~ Dialog, under aspect and behavior Â ¶ Â, ~ system settings Â ¶ Â, ~ Android SDK. Open A new command prompt window to make sure the new environment variable is loaded before proceeding to the next step. Add Pathopen platform tools The system pane under the system and security in the Windows control panel, then click On the edit settings ". Open the AdvancedÂ ¶ Â card and click on variability environment Â ¶ Â, ~ |. Select the variable path, then click Edit. Click New, and add the route to platform tools to the list. The default location for this folder is: Users Your Username Appdata Local Android SDK Platform-tools3.2. For Linux users, you extracted the SDK A ~ / Android / SDKADD the following lines for your home \$ / .bash_profile (if you can't find, test for \$ home / .bashCÂ ¶ Â) Configuration file: Export Android_Home = \$ Home / Android / SDK Export Path = \$ Path: \$ Android_Home / Tools Export Path = \$ Path: \$ Android_Home / Tools / Bin Export Path = \$ Path: \$ Android_Home / Platform-Tool Test If it was set correctly in a Terminal under WindowRunecho \$ Android_Home // Print the route to your own Android // Print / Home // Android / SDK / Tools / AndroidOroid // If you open - Android SDK Manager, you are fine. This is the way you can install Android Studio and you can not install Android environment development study. Next, you need an Android device to run your Android native app react. This can be an Android physical device or more commonly, you can use an Android virtual device that allows you to emulate an Android device on your computer. To create an Android virtual device you can follow how to create an Android virtual device and different ways to launch the emulator. If you are facing some problems or if you have any doubts about the topic you can comment below or contact us here. I liked it Â ¶ Â, ~ ¶, to use Qt for Android, the following is required: Java Development Kit (JDK) provided by Adotopenjdk for all platforms, you need to create Android apps. Other alternatives such as OpenJDK are also supported for Linux or Java development kits if for Windows. Note: JDK 11 or Previous must be used when using QT for Android. Gradle for the construction of application packages (APK) and app Bundles (AAB) for Android devices. Gradle is delivered with QT 5.9 and subsequent .NOTE: The use of ants for constructing APK is no longer supported. The Android command line SDK tools to install the following packages needed to fill out Qt applications for Android: Build Tools platform tool tools at least one SDK platform The Android Android Toolchains. Note: Qt Creator 4.12 or later can automatically set the SDK, NDK and essential packages tools. For more information, see Qt Creator: Specify the Android device settings. Note: If you use SDK 26.x or under, JDK 8 is required. Versions higher than 8 may cause problems for Android SDK tools. Note: If the QT version is prior to V5.9, use the STDK tools V25.2.5 or previously. The Android NDK can be installed using the SDKManager tool. Alternatively, you can download it and extract it manually for a path of your choice. Different QT versions depend on different NDK versions, as listed below: Qt VersionEndk VersionEnToolChain QT 5.14.0 or next QT 5.13.2 or later Qt 5.12.6 or Laterndk R20B or R21android-Clang Qt 5.12.0 to 5.12.5 Qt 5.13 . From 0 to 5.13.lindk R19Candroid-Clangg Qt 5.11 and Orchierndk R10egcc Toolchain Note: Qt 5.14.0 and 5.14.1 with NDK R21 has a fixed bug at qtbug-81461. Note: Make sure to unpack Android SDK and NDK to a writable position that Qt Creator can access later. Otherwise, Qt Creator will not be able to use SDKManager or find all the components even if they have been installed manually. Installing the Essentials Android SDK After downloading and unpacking Commandline SDK tools, use the SDKManager command line tool to install the essential packages: CD / Tools / Bin / .SDKManager --SDK_ROOT = --Install "ndline -tools; last". /sdkmanager --sdk_root = --Install "platform-tools" platforms: Android-29 " Build-tools, 29.0.2 " NDK, 21.3.6528147 "Android Studio or Qt Creator's SDK Manager UI can also be used to install essential SDK packages. To use the Android emulator, install it by entering: /SDKManager -SDK_ROOT = --Install "Emulator" "Patcher; V4" Specific window configuration hoster The default USB driver on Windows does not allow debugging with the bridge of Debug Android (ADB) tool. You need to install the additional USB driver provided by the Android Extras SDK package. For Perform the following: sdkmanager.bat --sdk_root = --Install "Extras; Google; USB Driver" After completing the installation of the package, install the driver from / Extra / Google / USB. Driver. Try running some basic ADB commands now and check if your Android device responds to them. Linux 64-bit If you are developing on a 64-bit Linux machine, you need to install the following dependencies to execute 32-bit executables like ADB, which Qt Creator to find devices to be implemented on: sudo apt-get install libstdc ++ 6: i386 libgcc1: i386 libgcc1: i386 zlib1g: i386 libcrosos5: i386 To run the Android emulator, the following dependencies are also necessary: sudo apt-get install libssl1.2debian: i386 qt creator ide the qt creator ide can be used to develop QT applications for Android. For more information, see Qt Creator: Connecting Android Devices. Configuration test You can now test the development configuration by performing the examples shipped with the QT installation. For more information, see QT for Android examples. To develop a simple application from scratch, see Qt Creator: Creating a mobile application. This page will walk in the installation of everything you need to create your first NativeScript app. # Windows + AndroidYou will need node, NativeScript CLI (command line command interface), Android Studio and a JDK (Java Development Kit). Studio is not strictly necessary Â ¶ Â, ~ "However it provides an easy-to-use interface for installation and management of Android SDKs. We recommend using ChocoLabtry to install required dependencies - a popular packet manager for Windows. Install the Node and JDK Open an administrator command prompt (right-click and select "Run as administrator") and Run the following command: Choco Install -y nodejs.install Openjdk8 Setting the Android development environment can be daunting if you are new to the Android development, however following the next steps running in no time. Download and install Android Studio. In the installation wizard make sure to have the following selected components (the list must appear if you select Custom Options): the configuration It may take a while, but once a welcome screen has been completed. Android D Studio installs the latest Default Android SDK, which in most cases should be all that is necessary to build an app for Christmas. Configure The Android_Home variable environment for the Nativcript to find the Android SDK. Search for "Change system environment variables" in the Windows and SelectClick search on "Variable Environment ... " at the bottom of Corello the "user variables for ..." Click New ... to create the variable User Android_Home pointing to the path of the Android SDK: The SDK is by default to% LogaLatch% Android SDK to find the actual position in the Android Studio settings, navigate to appearance and behavior Â ¶ Â, ~ Â ¶ system settings Â ¶ Â, ~ Â ¶ Android SDK and copy the Android SDK location.add Android tools-tools to path.search for "Change the environment of the system environment" in Windows Search and SelectClick On "Environment Variables ..." "At the bottom of Corner "User variables for ..." Select the path variable and click Edit ... Click New and add the platform tool path to the list. The default location is located inside the Platform-Tools Android SDK folder:% LocaliaPDData% Android SDK Platform-Tools Install the Globally NativeScript CLI: NPM Install -g NativeScript To check if the installation was successful, open a New command The PROMPT window is loaded to ensure that the new environment variables have been loaded and rigiohes that you do not see any problem detected, the system has been successfully set. # Preparation of an app for Android Device Run a sailorsecript app, you will need an Android device Â ¶ Â, ~ Â ¶ "Â ¶ Â, ~" a virtual device. A physical device: connect the device using a USB cable and follow the instructions to be performed on a physical device of a virtual device: Open Android and open "Avd Manager" Â ¶ Â, ~ Â ¶, if you are on the welcome screen, it under the drop-down menu Configure Â ¶ Â, ~ Â ¶VD Manager, otherwise under the tools Â ¶ Â, ~ Â ¶ Avd Manager Menu. If the list of virtual devices available is empty, you need to create a new AVD. Click "Create virtual device ... " then select a phone from the list. You can select any phone from the list Â ¶ Â, ~ "For example" Pixel 3 XL "and then click" Next ". For the system image select the latest version (the highest API level in the list). If the selection is deactivated, click on Connect next to the release name to download the system image, and then click "Next" and "Fine" to create the AVD. The newly created AVD should be displayed in the list and you should be able to click the green "Play" button to start the virtual device. # MacOS + iOSYOU will need node, NATIVOSCRIPT CLI (command line interface), XCODE, XCODEPROJ, CACAPODS. We recommend using Homebrew to install requested dependencies - a popular manager package for MacOS.Notewhen Homebrew installation, follow them carefully To avoid configuration problems. It is installed HomeBrew, to install the node Open a terminal and execute the following command: Pro Tip! If you need to work with more versions of the node, you can skip the installation of the node via Homebrew and use a Managing node version: NVM, N or any other name manager you prefer.next You will need Xcode. XCode installs on MacOS 10.15.7 Catalina or later. It will need about 50 g of disk space for installation. Open Appstore, search Xcode and you install it. An installation execution is complete (this may take some time Â ¶ Â, ~ "BREW a coffee and enjoy a small break), open Xcode and if it requires installing the command line make sure to say yes. apen xcode Â ¶ Â, ~ Â ¶ preferences Â ¶ Â, ~ Â ¶ positions and make sure the command line tools are SetInstall Ruby 2.7 and connect it so that it is available in the shell environment: BREW INSALL RUBY@2.7 Brew Link ruby@2.7 Add link ruby@2.7 Following the rows to the shell profile, usually ~ / .bash_profile or ~ / .bashrc or if you use the ZSH Then - / .zshrc configuration file: export path = / OPT / homebrew / lib / ruby Â ¶ Â

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