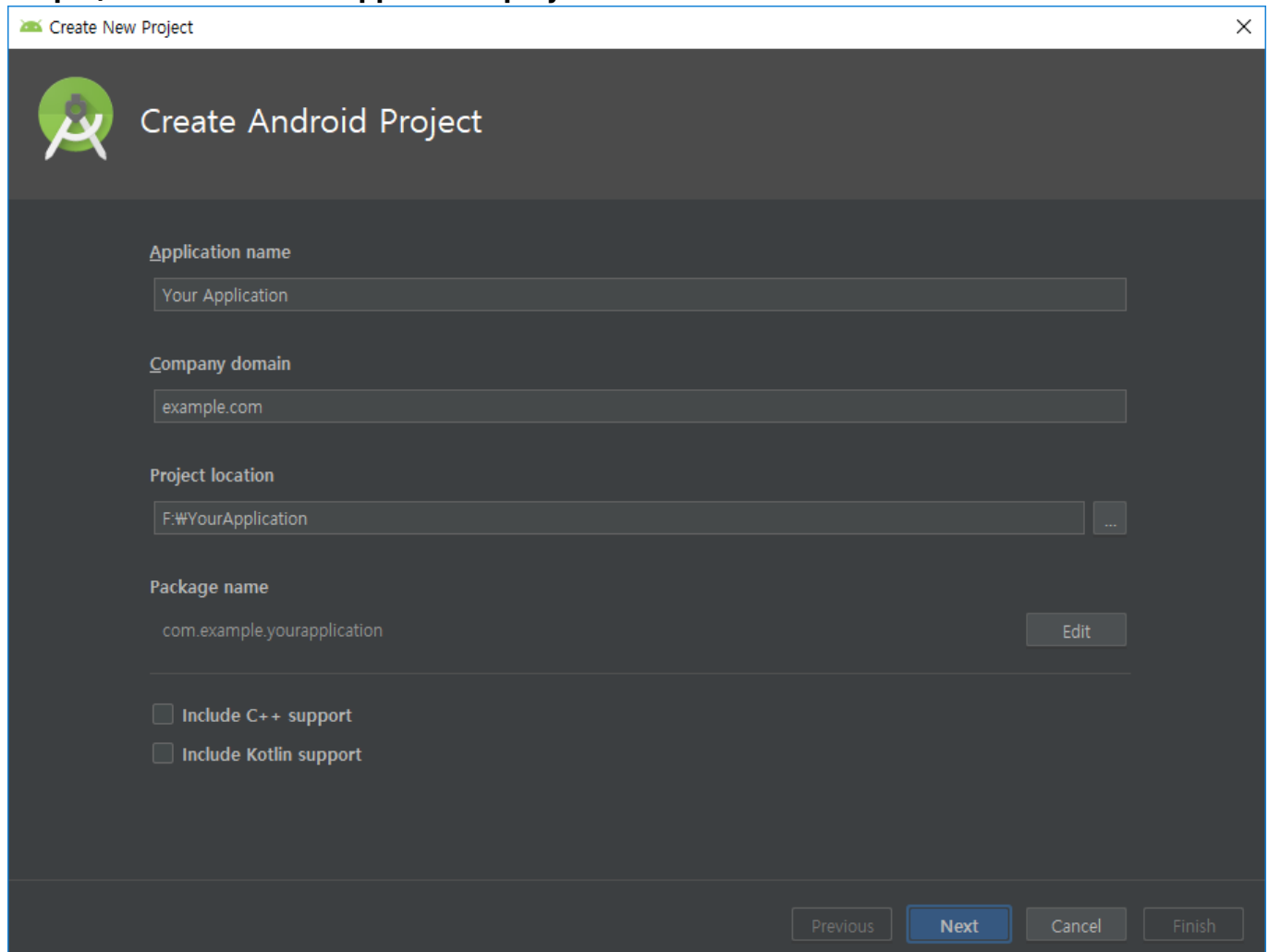


목차

개발 환경 설정	1
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개발 환경 설정

Step 1) Generate a new application project in Android Studio.



Create New Project

Create Android Project

Application name
Your Application

Company domain
example.com

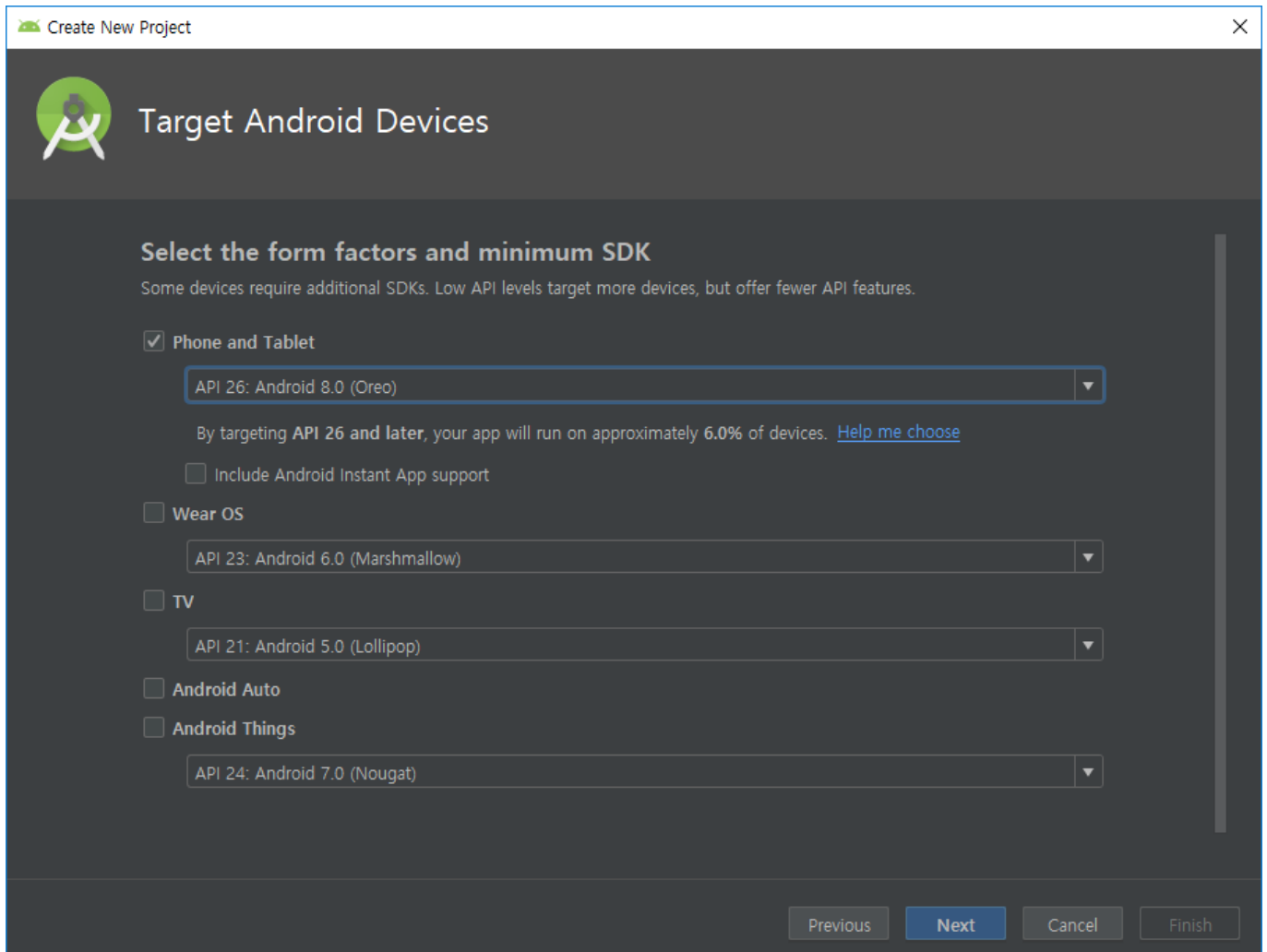
Project location
F:\YourApplication

Package name
com.example.yourapplication

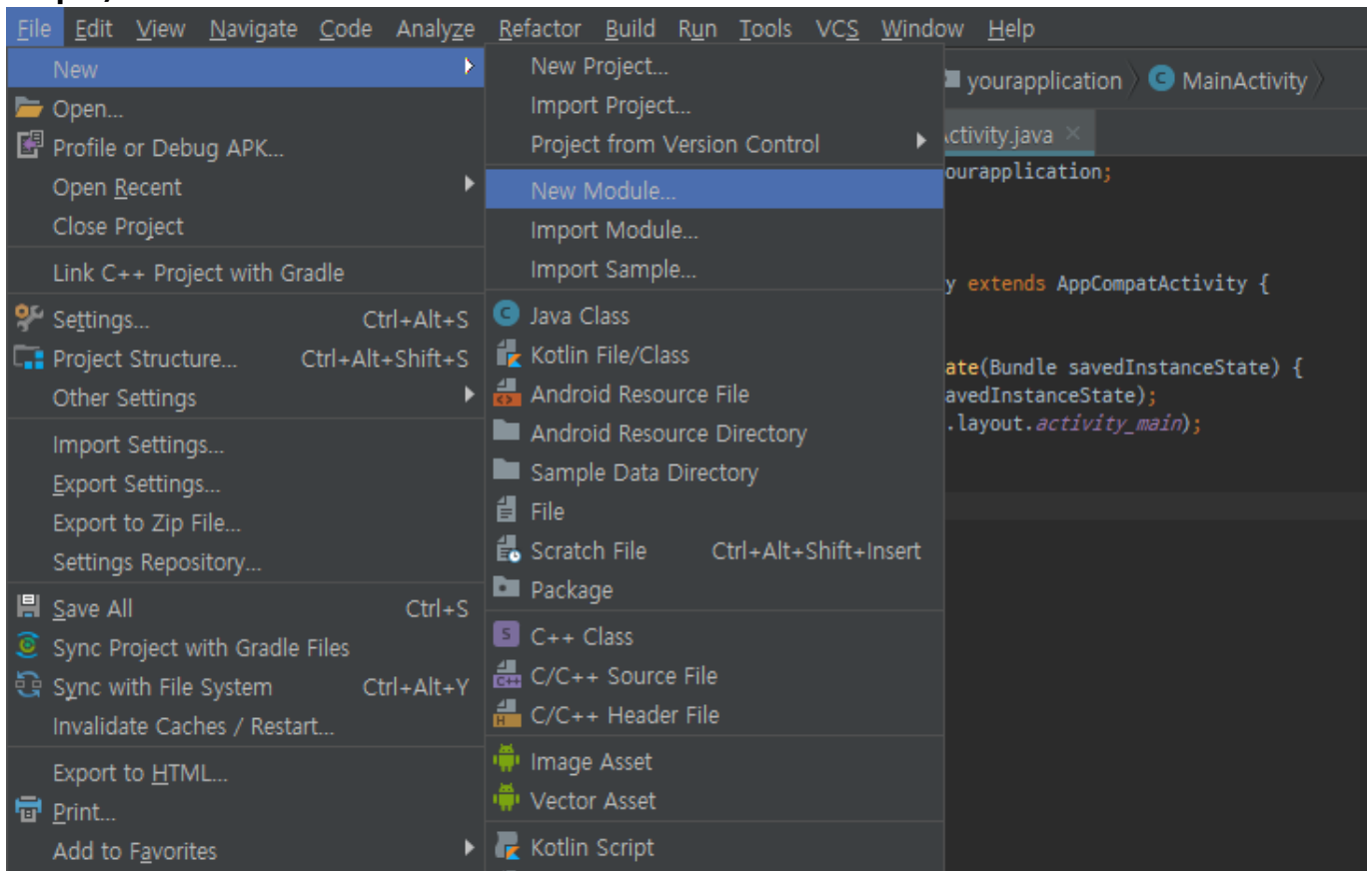
☐ Include C++ support

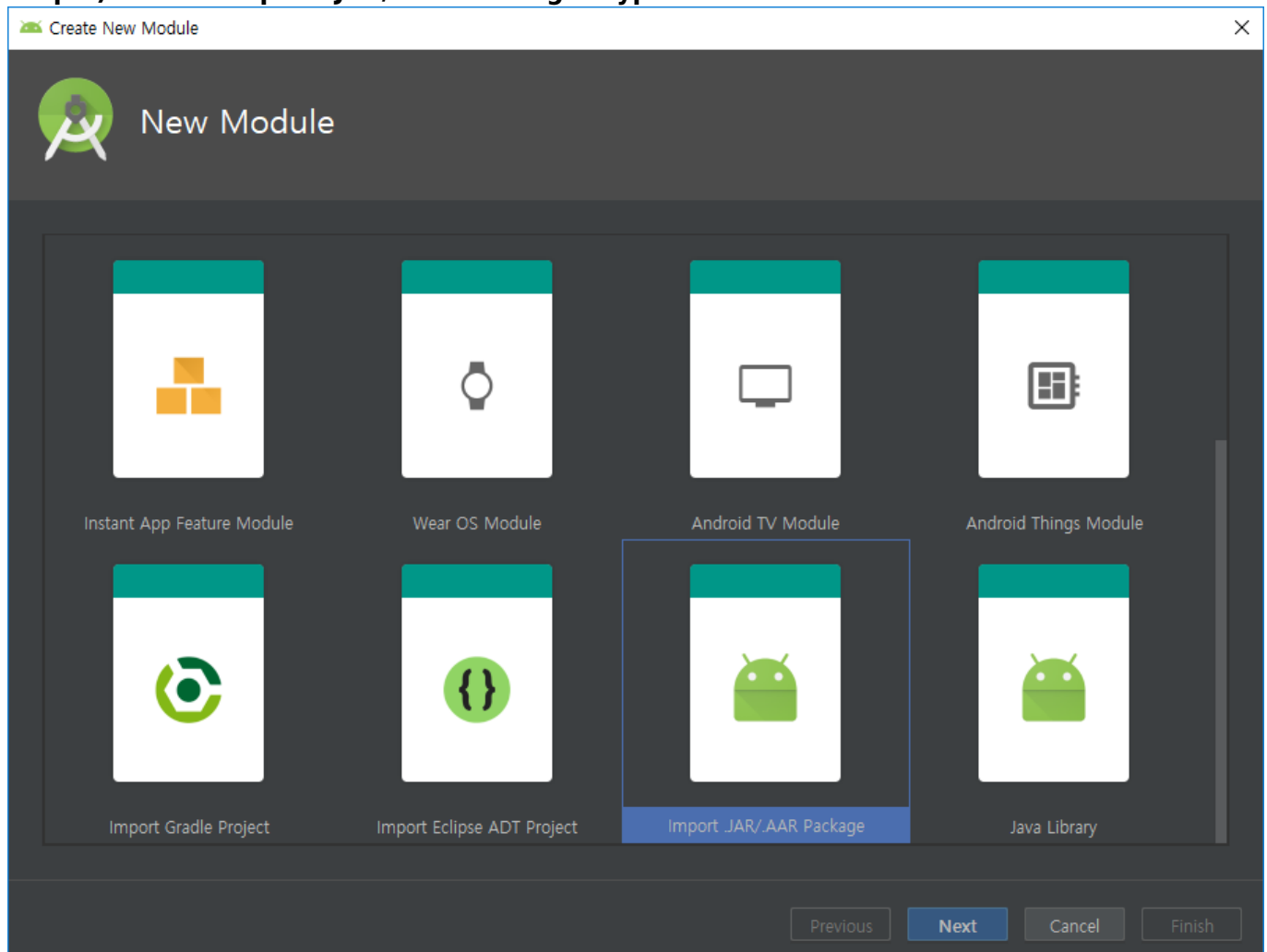
☐ Include Kotlin support

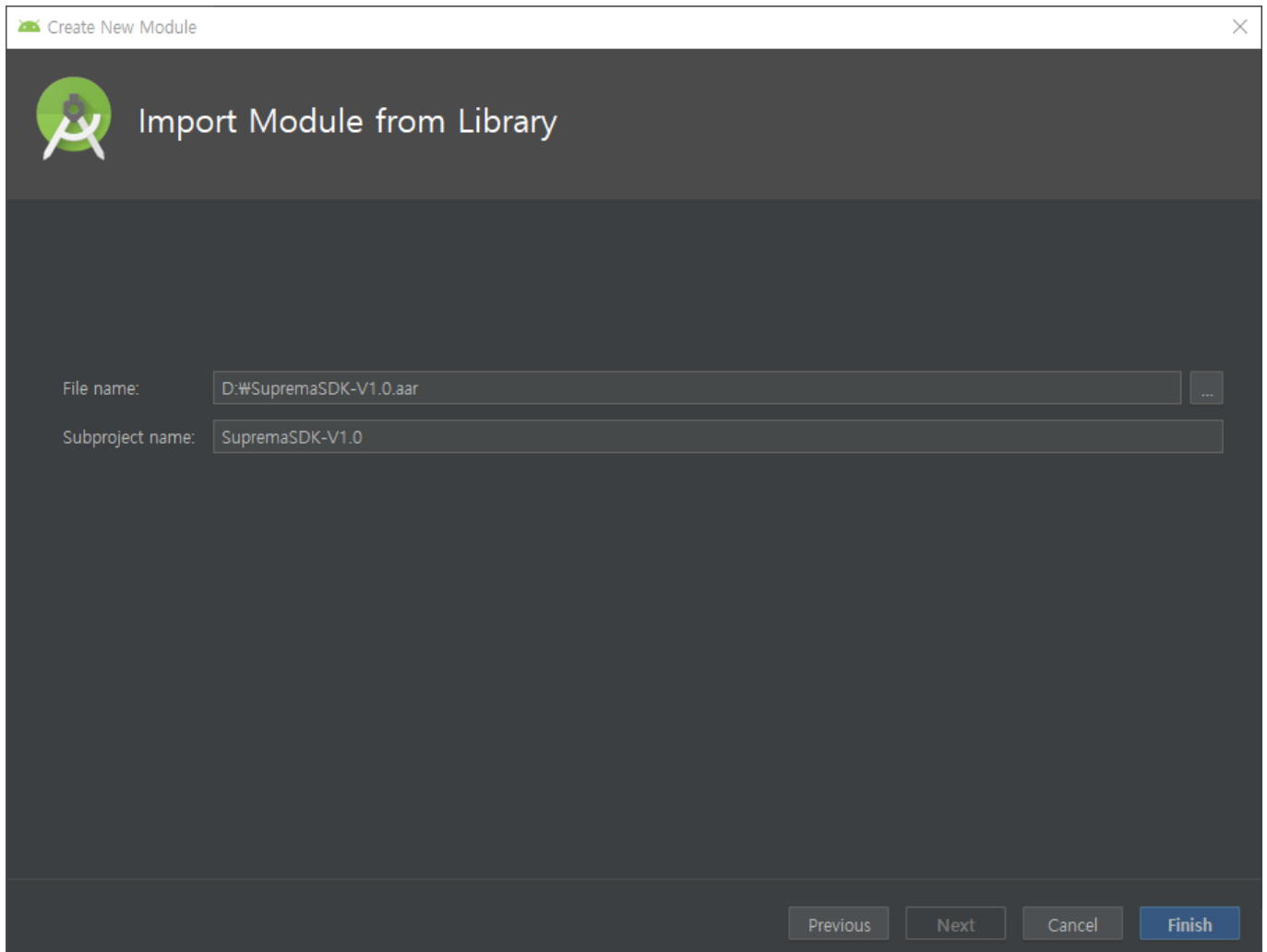
Previous Next Cancel Finish



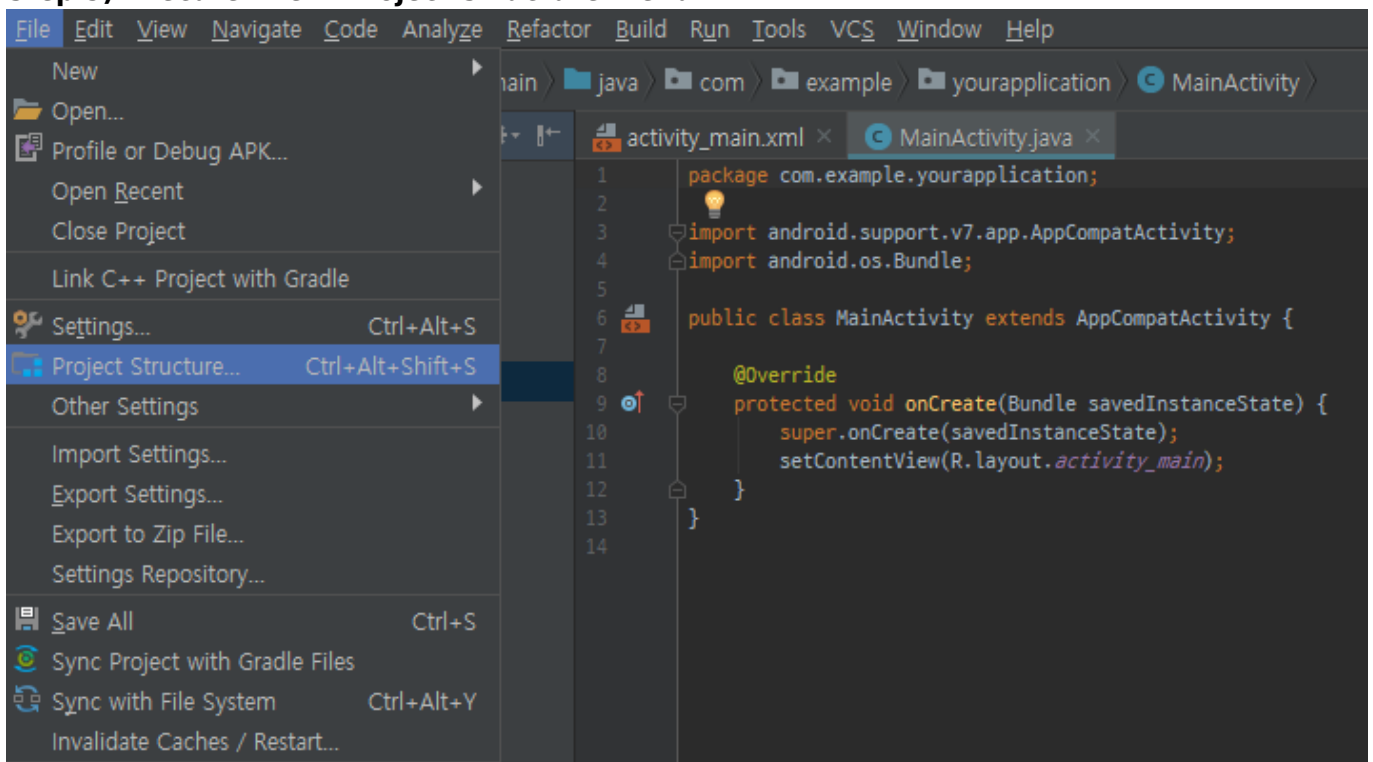
Step 2) Execute File → New → New Module menu.



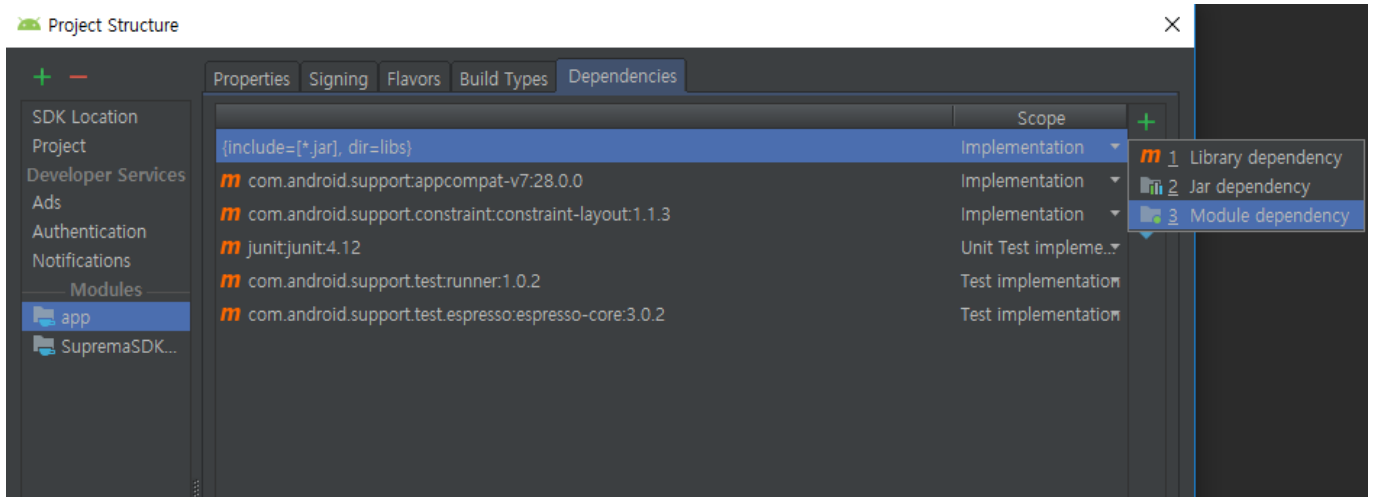
Step 3) Select “Import .JAR/.AAR Package” type and click Next button.**Step 4) Select SDK (SDK.aar) in File name and click Finish button to close.**



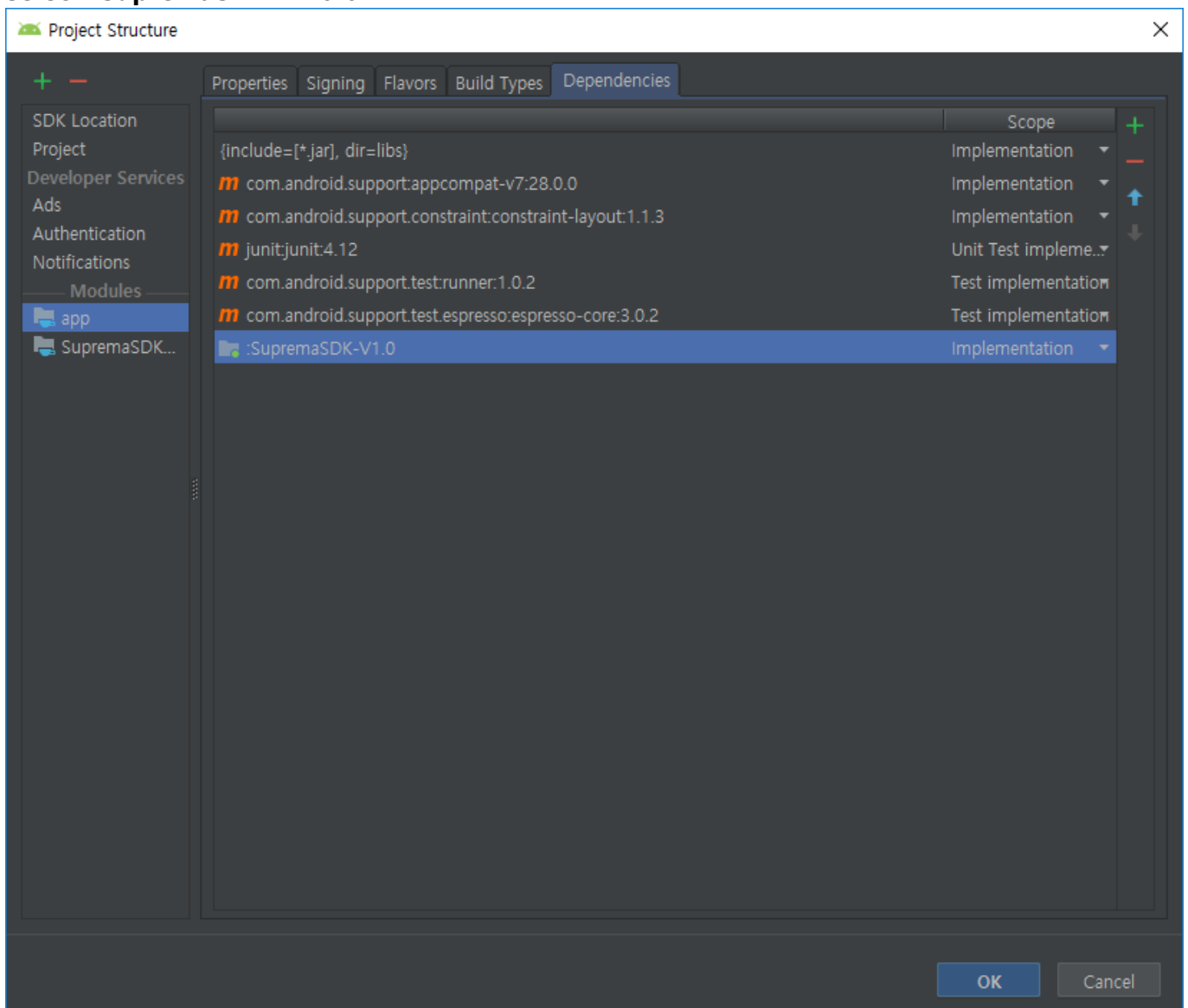
Step 5) Execute File → Project Structure menu.



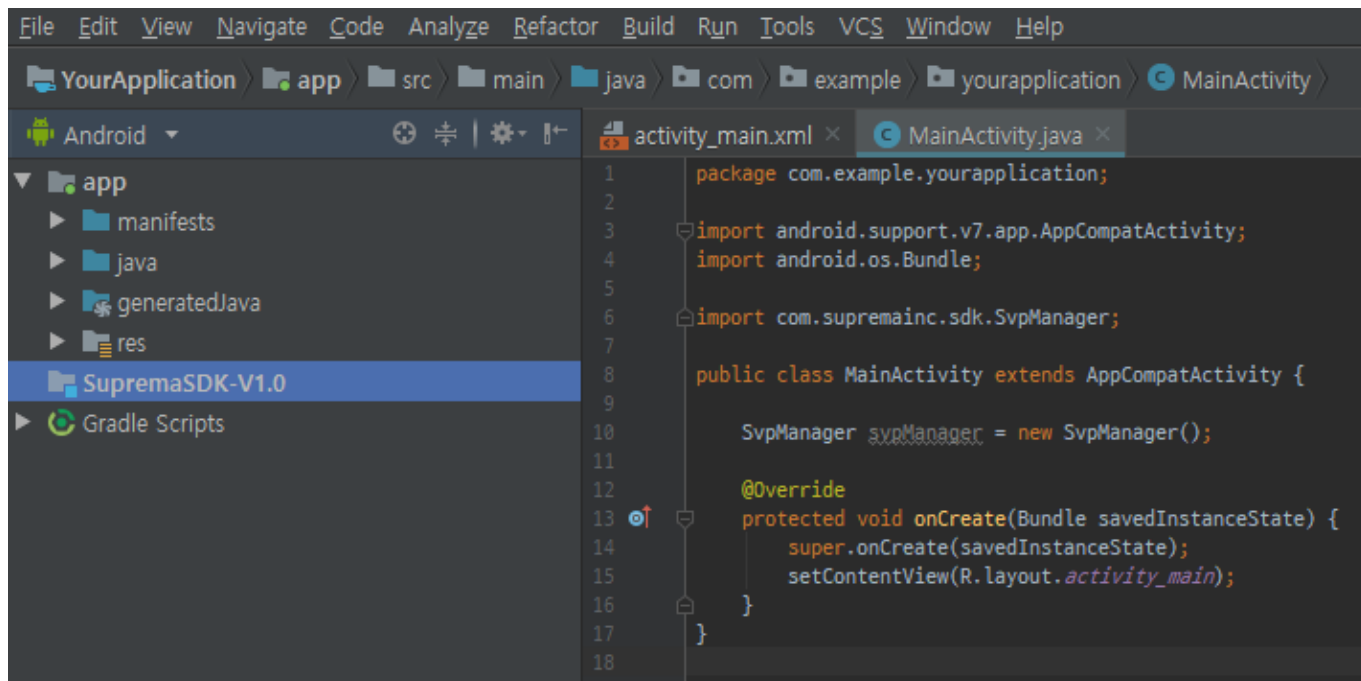
Step 6) Select 'app' or 'other main module' in the left list and click 'Dependencies' tab.



Step 7) Click right mouse button, select '+' and click '3 Module dependency'. After then select: SupremaSDK-V1.0.0.



Step 8) Generate 'SvpManager' object to control device according to Android SDK programming guide.



More information about Android library.

<https://developer.android.com/studio/projects/android-library>

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