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# **Development Environment Settings**

## **Android Studio**

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

🛎 Create New	/ Project		×
R	Create Android Project		
	Application name Your Application		
	<u>C</u> ompany domain example.com		
	Project location F:\VourApplication		
	Package name com.example.yourapplication	Edit	
	Include C++ support Include Kotlin support		
	Previous	Cancel	Finish

#### 🚈 Create New Project

Select the form	n factors and mi	nimum SDK	ices but offer fewer ADI fr	aturos	
Dhana and Table		evels talget more dev	ices, but offer fewer AFT f		
API 26: Android	1.8.0 (Oreo)				<b>_</b>
By targeting Al	PI 26 and later. your app	will run on approxim	ately 6.0% of devices. Hel	p me choose	
🗌 Include Andı	oid Instant App support				
Wear OS					
API 23: Android	6.0 (Marshmallow)				<b>•</b>
🔲 τν					
API 21: Android	1 5.0 (Lollipop)				<b>•</b>
Android Auto					
Android Things					
API 24: Android	1 7.0 (Nougat)				▼

### Step 2) Execute File $\rightarrow$ New $\rightarrow$ New Module menu.

<u>F</u> ile	<u>E</u> dit <u>V</u> iew <u>N</u> avigate <u>C</u> ode Analy <u>z</u> e	<u>R</u> efactor <u>B</u> uild R <u>u</u> n <u>T</u> ools VC <u>S W</u> indow <u>H</u> elp
	New 🕨	New Project
- 	Open Profile or Debug APK	Project from Version Control
	Open <u>R</u> ecent	New Module
	Close Project	Import Module
	Link C++ Project with Gradle	Import Sample y extends AppCompatActivity {
9	Se <u>t</u> tings Ctrl+Alt+S	C Java Class
<b>[</b> ]	Project Structure Ctrl+Alt+Shift+S	Kotlin File/Class ate(Bundle savedInstanceState) {
	Other Settings 🔹 🕨	Android Resource File avedInstanceState);
	Import Settings	Android Resource Directory Layout.activity_main);
	Export Settings	Sample Data Directory
	Export to Zip File	🖞 File
	Settings Repository	Scratch File Ctrl+Alt+Shift+Insert
H	Save All Ctrl+S	Package
۲	 Sync Project with Gradle Files	C++ Class
G	Sync with File System Ctrl+Alt+Y	C/C++ Source File
	Invalidate Caches / Restart	C/C++ Header File
	Export to HTML	🖷 Image Asset
6	Print	👾 Vector Asset
	Add to F <u>a</u> vorites	Kotlin Script

×

### 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.

×

Create New Module		
	ort Module from Library	
File name:	D:\SupremaSDK-V1.0.aar	
Subproject name:	SupremaSDK-V1.0	

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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### **Configure on-device developer options**

https://developer.android.com/studio/debug/dev-options

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