

Installation

Prerequisites

Basic

- Installed [Java JDK](#) 6.0+
- installed Mercurial (version > 1.7). I suggest [TortoiseHG](#) for Win users, which is GUI handler for Mercurial system

Developing environment (IDE)

- Recommended is [Android Studio](#) in version 0.6+. “How to” is described below, or
- it's also possible to use [Eclipse](#) with ADT plugin or directly [intellij](#) with Android plugin, but “how to” install Locus API into these programs will not be described below.

Installation

Create a project

- Start Android Studio
- Tap **File > New project** and create/define new project. By this you define core of your project, so for example core of your add-on. In this example case, let's define:
 - *Application name* - LocusApiTest
 - *Module name* - Add-on test
 - *Project location* - C:/LocusApiTest

Add Locus API

- In directory C:\LocusApiTest open command line
- execute

```
hg clone https://bitbucket.org/asamm/locus-api locusAPI
```

to download repository

- back in Android Studio, double-tap on *settings.gradle* file in your root directory and add another line with *include ':locusAPI'*

Add Locus API Android

- In directory C:\LocusApiTest open command line
- tap

```
hg clone https://bitbucket.org/asamm/locus-api-android locusAPI_android
```

to download repository

- back in Android Studio, double-tap on *settings.gradle* file in your root directory and add another line with *include ':locusAPI_android'*

Add Locus API Android (sample) - optional

- In directory C:\LocusApiTest open command line
- tap

```
hg clone https://bitbucket.org/asamm/locus-api-android-sample locusAPI_android_sample
```

to download repository

- back in Android Studio, double-tap on *settings.gradle* file in your root directory and add another line with *include ':locusAPI_android_sample'*

Extra settings

To make your project work fully, a few more steps are needed:

- in your **root** *build.gradle*, add extra parameters used globally in Locus API modules

```
// define global parameters
ext {
    compileSdkVersion = 19
    buildToolsVersion = '19.1'

    minSdkVersion = 8
    targetSdkVersion = 19

    signDebugPath = 'c:/path_to_debug_key/debug.keystore'
    signDebugPassword = 'android'
    signDebugKeyAlias = 'androiddebugkey'
    signDebugKeyPassword = 'android'

    signReleasePath = 'c:/path_to_public_key/release.keystore'
    signReleasePassword = 'your_passwork'
    signReleaseKeyAlias = 'your_key_alias'
    signReleaseKeyPassword = 'your_key_password'
}
```

Final information

LocusAPI Android (sample) now should be fully working.

Check it's *build.gradle* file, where is defined all you require. And also in *build.gradle* file in your own **Add-on test** module.

From:

<https://docs.locusmap.eu/> - Locus Map Classic - knowledge base

Permanent link:

https://docs.locusmap.eu/doku.php?id=manual:advanced:locus_api:installation

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