Installation

- Locus type: <html>Free/Pro</html>
- Last updated manual: **13. 7. 2014**

Prerequisites

Basic

- Installed Java JDK 6.0+
- installed Mercurial (version > 1.7). I may 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 fully working, few more steps is needed

- in your **root** *build.gradle*, add additional extra parametes 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 to define also in *build.gradle* file in your own **Add-on test** module.

From:
http://docs.locusmap.eu/ - **Locus Map Classic - knowledge base**

Permanent link:
http://docs.locusmap.eu/doku.php?id=manual:advanced:locus_api:installation&rev=1432213834

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