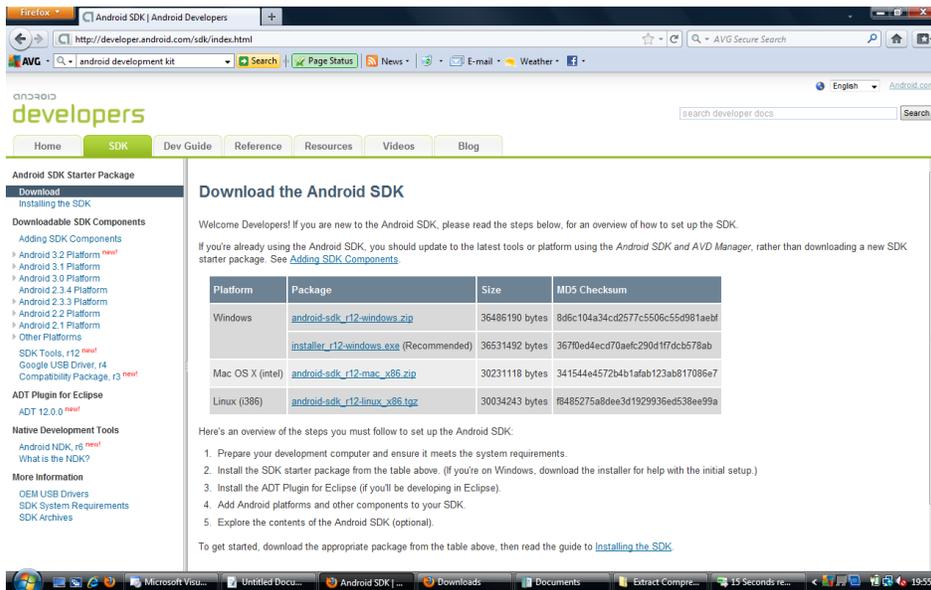


Installing the Android Development Programs

The Eclipse IDE is recommended for working with the ADK. The IDE for Java Developers is a good choice (3rd down on the list above). Eclipse does not install, instead download, unzip and click on the purple globe to run it.

The Android SDK is also needed. For Windows there is an exe and a zipped version



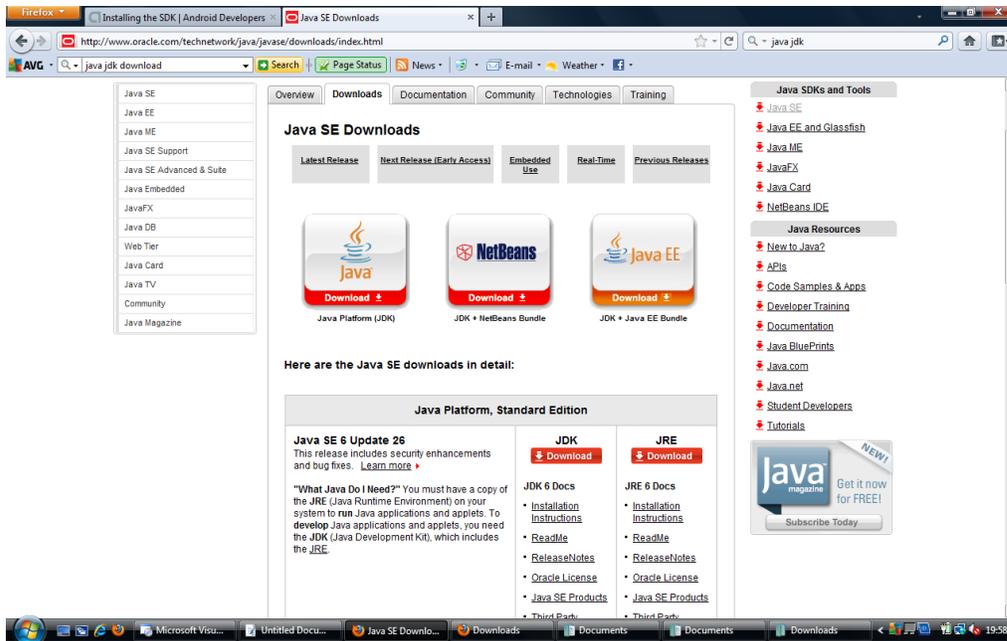
The screenshot shows the 'Download the Android SDK' page on the Android Developers website. The page includes a navigation menu with 'SDK' selected, a search bar, and a sidebar with links to various SDK components. The main content area features a table of download links for different operating systems, a list of steps to set up the SDK, and a 'Download the Android SDK' heading.

Platform	Package	Size	MD5 Checksum
Windows	android-sdk_r12-windows.zip	36486190 bytes	8d9c104a34cd2577c5506c55d981aebf
	installer_r12-windows.exe (Recommended)	36531492 bytes	3670ed4ecd70aefc290d1f7dcb578ab
Mac OS X (intel)	android-sdk_r12-mac_x86.zip	30231118 bytes	341544e4572b4b1afab123ab817086e7
Linux (i386)	android-sdk_r12-linux_x86.tgz	30034243 bytes	f8485275a8dee3d1929936ed538ee99a

1. Prepare your development computer and ensure it meets the system requirements.
2. Install the SDK starter package from the table above. (if you're on Windows, download the installer for help with the initial setup.)
3. Install the ADT Plugin for Eclipse (if you'll be developing in Eclipse).
4. Add Android platforms and other components to your SDK.
5. Explore the contents of the Android SDK (optional).

To get started, download the appropriate package from the table above, then read the guide to [Installing the SDK](#).

The exe will not install unless the JDK is present (another download). The JDK is not the same as the JRE used to run Java programs.



If the Android SDK exe file refuses to recognise that the JDK is installed it will be necessary to download the zipped version of the Android SDK and extract it.

Within the Android SDK folder is a green Android icon that will launch the manager and download the latest Android updates. These can be downloaded and installed before, after or even during the Eclipse installation

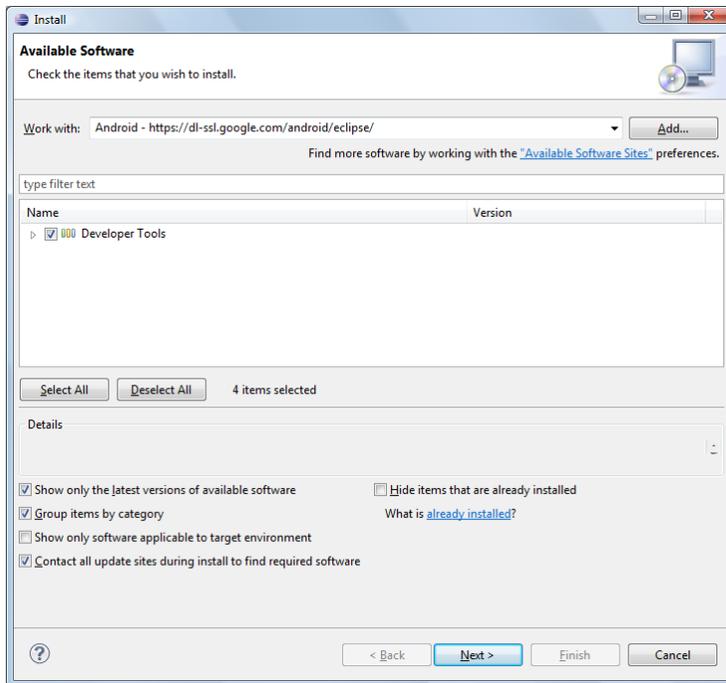
Eclipse does not need to install but needs to be linked to the ADT (Android Developer's Toolkit). Start Eclipse, then select Help_Install New Software, then Click Add, in the top-right corner.

In the Add Repository dialog that appears, enter "ADT Plugin" for the *Name* and the following URL for the *Location*:

<https://dl-ssl.google.com/android/eclipse/>

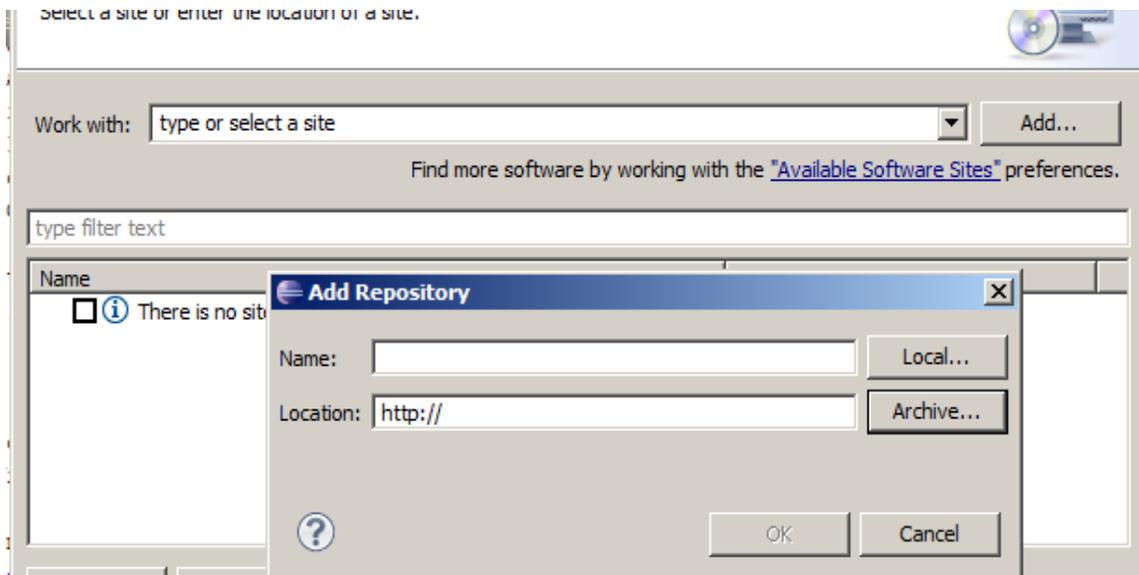
The developer tools check box should eventually appear.

Click next and accept all the licenses. Agree to any dialogs that ask about the authenticity of packages downloaded.

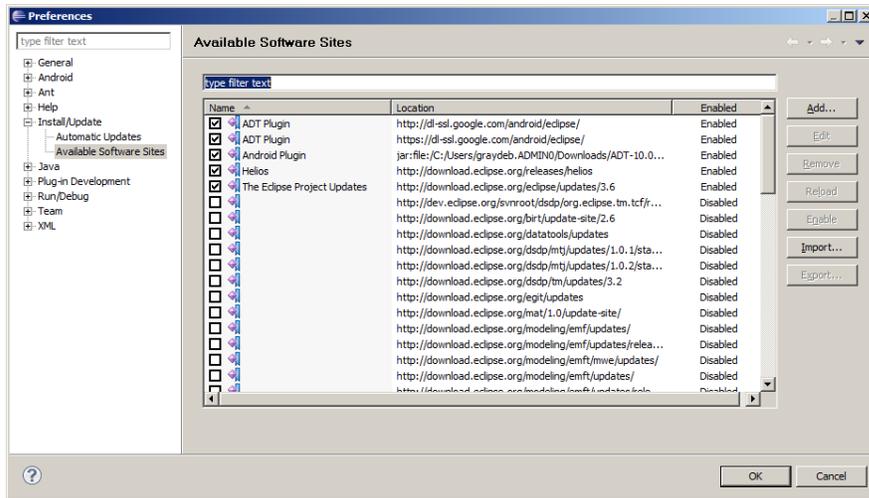


This process should pick up the ADT plug in relatively quickly. If progress is slow there is probably a network issue. Cancel the process (if necessary force Eclipse to quit) and download the ADT plug in as a zipped file. If this is done on a Mac the machine will automatically unpack the ADT when it is downloaded. Zipping the file again is not going to work. A compressed version of the ADT is needed; this may require downloading it on another machine and transferring it across.

The file can then be linked within the add new software dialog by choosing archive and browsing for the file.

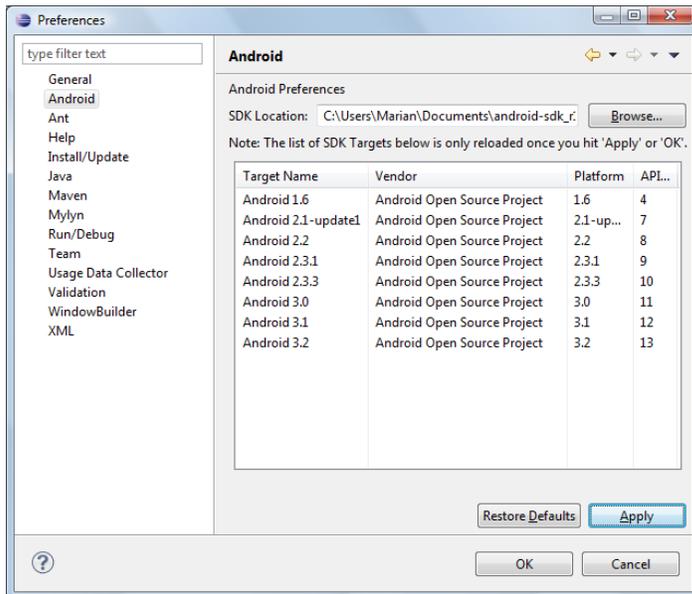


The Available software sites link needs to be clicked and all the on-line sources disabled.



If all online sources have been disabled and a local ADT archive is used the ADT plug in should load in a few minutes.

To link everything together in Eclipse go to Window_Preferences. Then browse for the Android SDK directory hit apply to confirm this. A set of Android SDK versions should then appear in the Window below. The user must have executable privileges on the SDK for this to work.



If the SDK is recognised but the Android versions are not pulled down then the Android SDK and AVD manager should be able to sort it out. [See the sheet Android set up notes for information on this.]