Installing and Using Motorola SDK Add-ons

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A Motorola SDK add-on, when added to the Android™ SDK, allows you to run and debug your applications on an emulated Motorola handset. Note that while the device image that the add-on presents does not necessarily reflect the look of the actual device, from a functional standpoint it should be a fairly faithful emulation of the actual handset.

Installing the add-on

To install the Motorola SDK add-on, simply download it, unzip it, and copy the resulting directory to the directory named `add-ons` within the Android SDK that you are using (if you are using MOTODEV Studio for Android and are not sure where it placed the Android SDK, check the **SDK Location** field in the **Android** preferences dialog).

NOTE: If MOTODEV Studio for Android or Eclipse™ were running when you copied the SDK add-on, you will need to restart it for the add-on to be recognized by your development environment.

Using the add-on

In order to run or debug your applications on an emulated Motorola handset, you must first create an AVD that has its **AVD Target** set to reference the SDK add-on. You can then deploy your applications to it. When creating your projects, you can either target the emulated Motorola device specifically (which you would do if your application runs only on that device), or you can select a more general, compatible target such as **Android 1.5**. The following sections detail the steps involved in each of these tasks.

Creating an AVD

To create an AVD named "Motorola" using the command line, do the following (you may need to be within the Android SDK's "tools" directory):

1. `android list targets`
   The details for each possible target are listed, starting with a unique ID number that identifies that target. Make note of the ID number for the Motorola add-on you want to target.
2. `android create avd -n Motorola -t` *`target-ID`*
   For *target-ID* supply the ID number for the target you obtained from the previous step.

To create it from within MOTODEV Studio for Android:

1. Select **Android AVD Manager** from the **Window** menu. The Android Virtual Devices Manager dialog appears.
2. Enter `Motorola` (or whatever name you want to give the new AVD) in the **Name** field.
3. From the **Target** list, select the target named for the Motorola device you are targeting.
4. From the **Skin** list, select the skin named for your target device.
5. If you want the emulated device to have an SD card, in the **SDCard** field either specify the path and filename to a file containing an existing SD card image, or specify a size (such as **64M**) to create a new, empty SD card image. Leave this field blank if the device isn't to have an SD card.
6. Click **Create AVD**.
7. Click **Finish** to close the dialog.

When creating Run or Debug configurations, you can now select this new AVD when choosing a target device.

NOTE: If your newly-created AVD does not appear in the Device Management view, click Refresh (), which is located in the top right corner of that view.

Starting the AVD

If you start a Run or Debug configuration that specifies a Motorola SDK add-on AVD as the target device, the AVD will be automatically launched for you. If you want to start the AVD without deploying an application to it, you can do so either from the command line or from within MOTODEV Studio for Android. From the command line, the following command will start the AVD named "Motorola":

```
emulator -avd Motorola
```

To start it from within MOTODEV Studio for Android, select the AVD from within the Device Management view and click **Start**.

Targeting the Motorola device

If your application is designed specifically for a Motorola device, select the corresponding Motorola SDK add-on as the project target when creating the project.

To change an existing project so that it targets the SDK add-on from an Eclipse-based IDE such as MOTODEV Studio for Android:

1. Right-click the project in the Package Explorer and select **Properties**.
2. From the list of properties select **Android**.
3. The project build target is shown in the right side of the dialog; select the one named for your target device.

If you are not using an Eclipse-based IDE you can change your project's target with the `android update project` command; see Google's developer documentation on developing in other IDEs.