

Android Studio 環境架設以及匯入 GameFramework 專案

事前下載檔案

- JDK

<http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html>

- Android Studio

<http://developer.android.com/sdk/index.html>

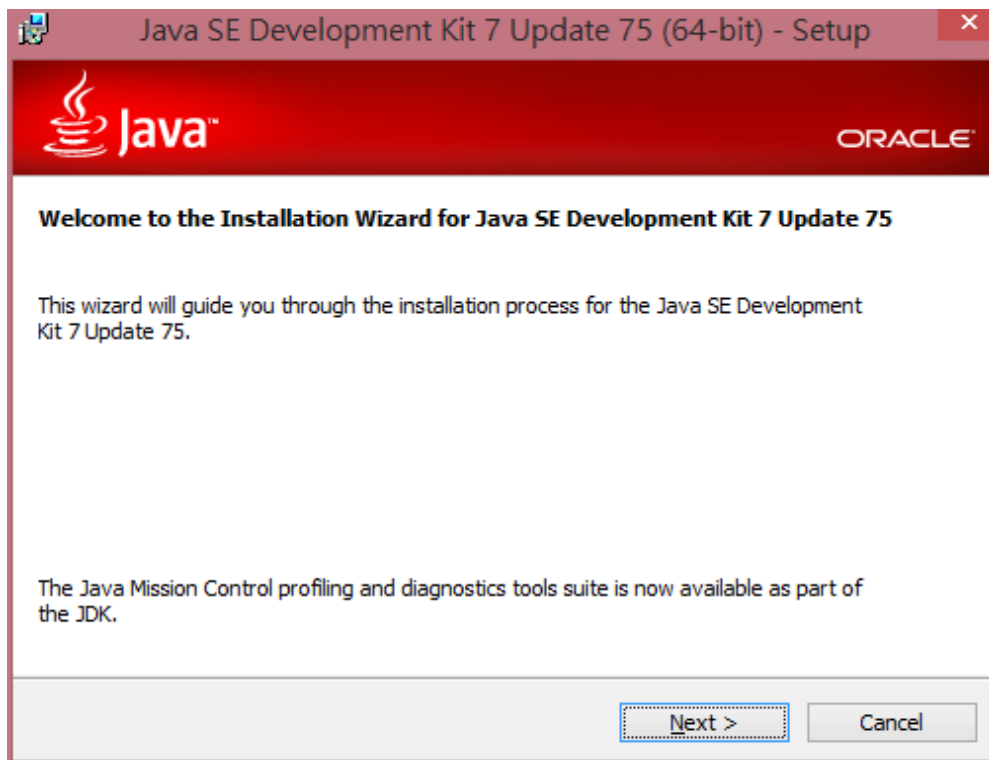
- GameFramework

http://www.cc.ntut.edu.tw/~wkchen/game/Android/android_game2.2.rar

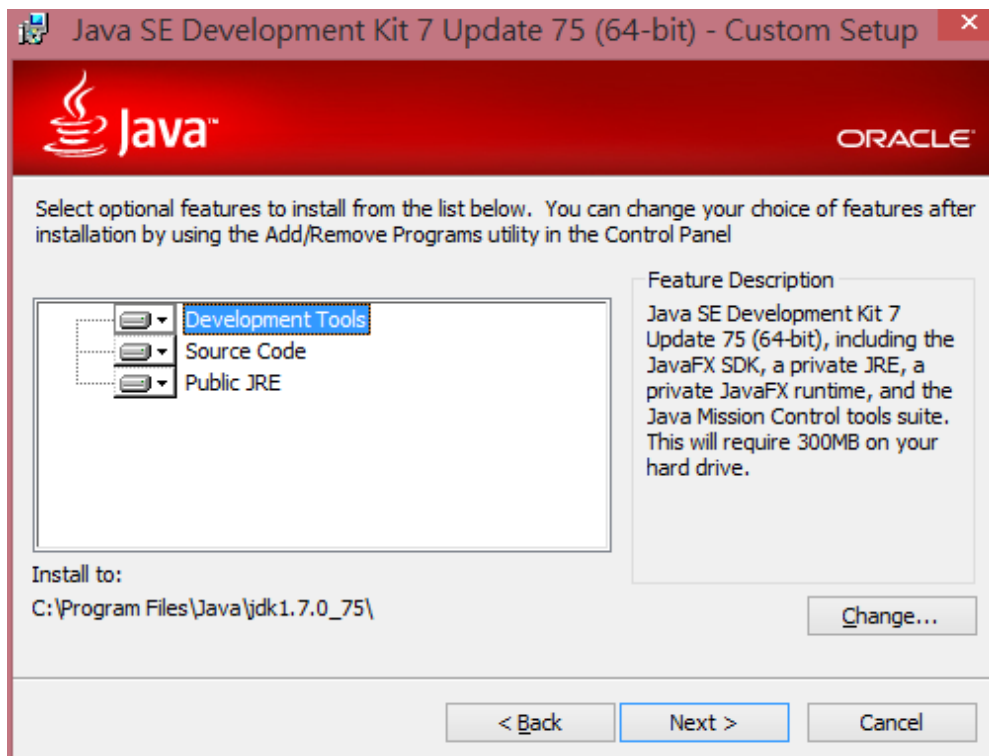
本教學分五部分

- JDK 安裝(Page2-3, 共 2)
- Android Studio 安裝(Page4-9, 共 6)
- GameFramework 匯入(Page10-11, 共 2)
- 以實體手機執行專案(Page12-14, 共 3)
- 以虛擬機執行專案(Page15-22, 共 8)

JDK 安裝(1/2)

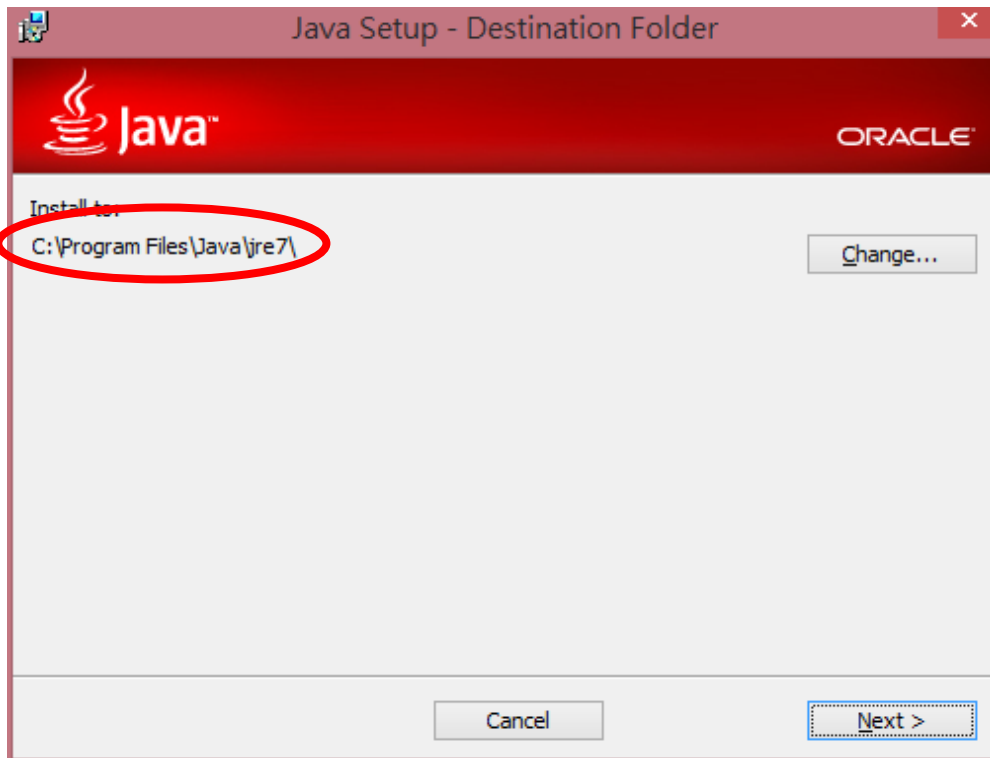


點選 Next



點選 Next，並等待安裝流程

JDK 安裝(2/2)



請記住你當前的安裝路徑，AndroidStudio 會需要，接著點選 Next

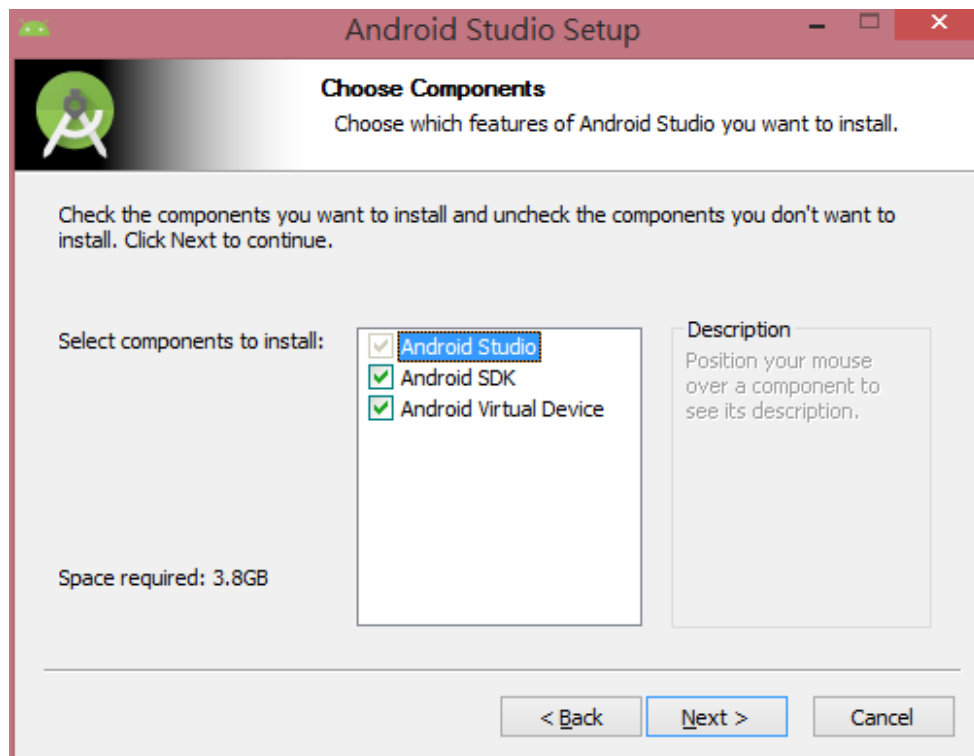


點選 Close 即完成 JDK 安裝

Android Studio 安裝(1/6)

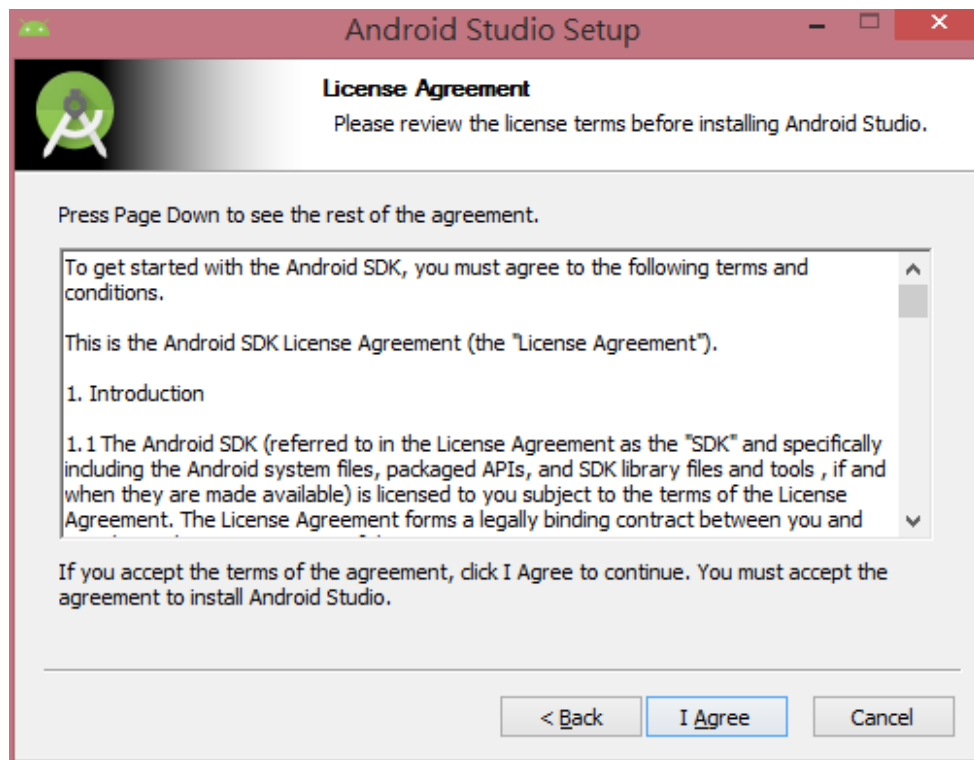


點選 Next

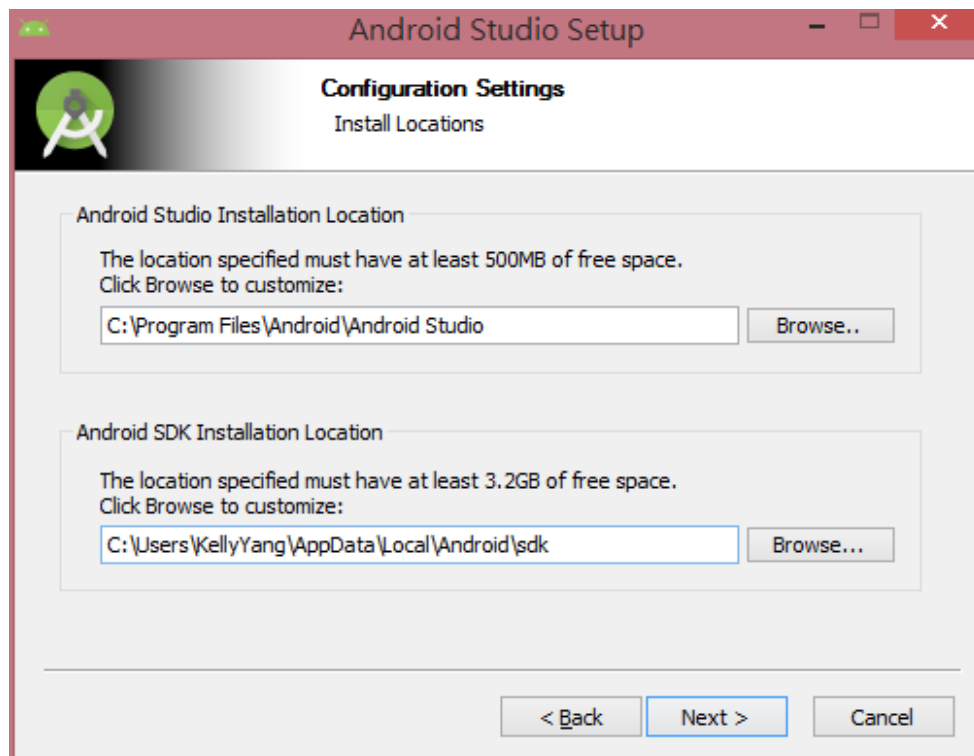


點選 Next

Android Studio 安裝(2/6)

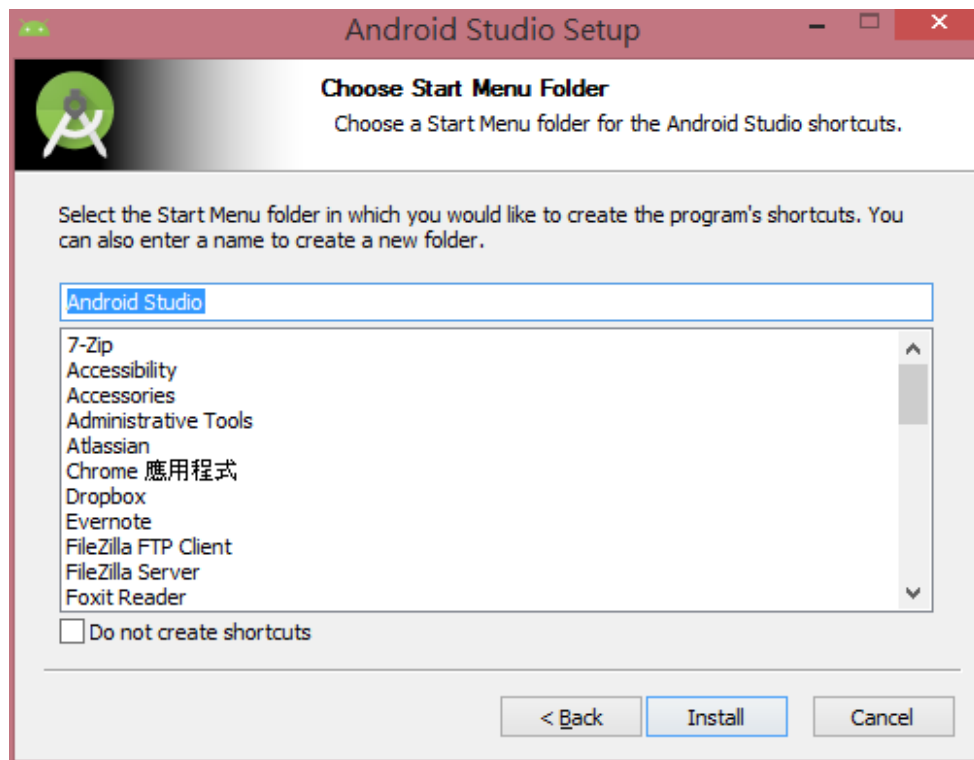


點選 I Agree

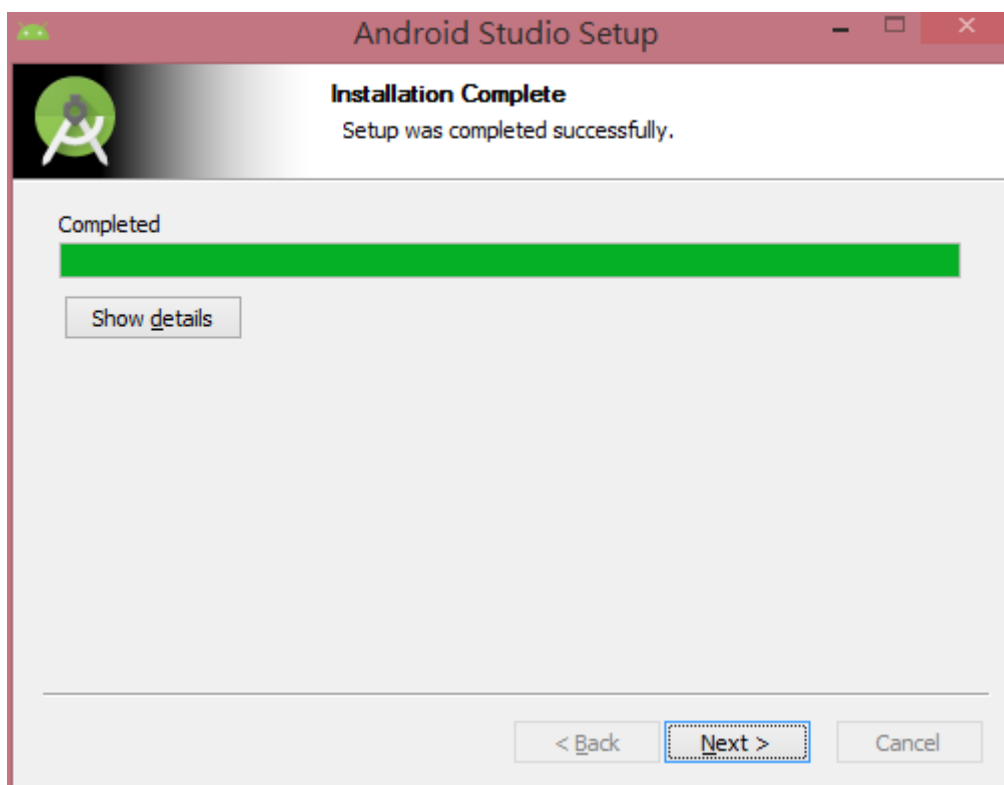


點選 Next

Android Studio 安裝(3/6)

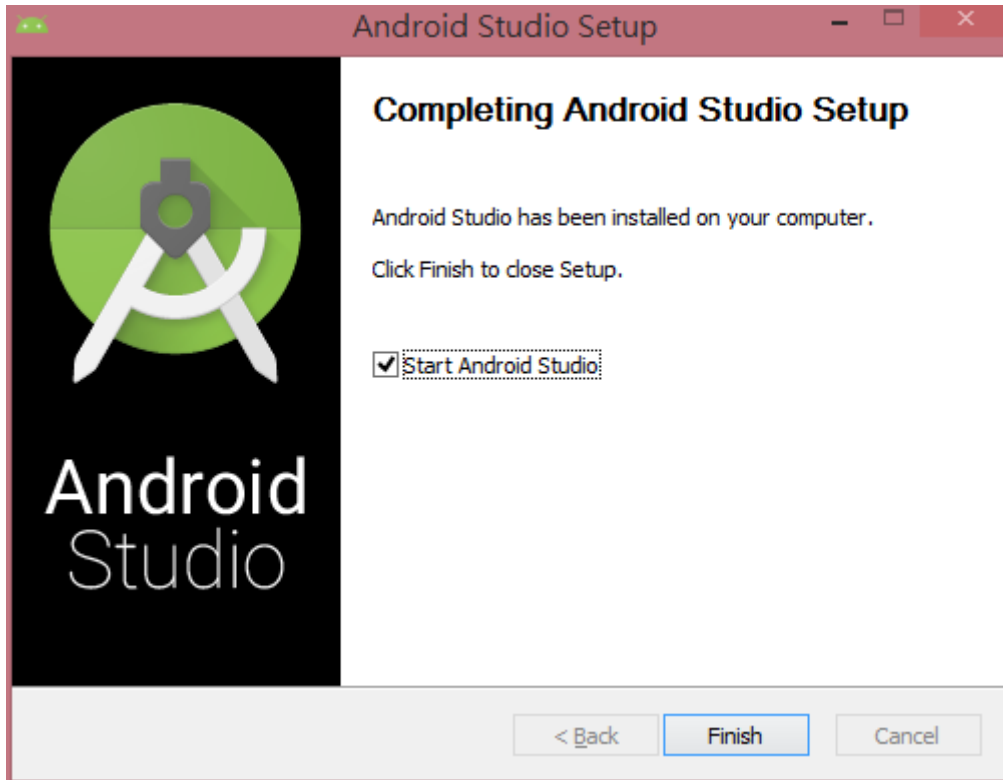


點選 *Install* 之後等待安裝流程，這需要一段時間

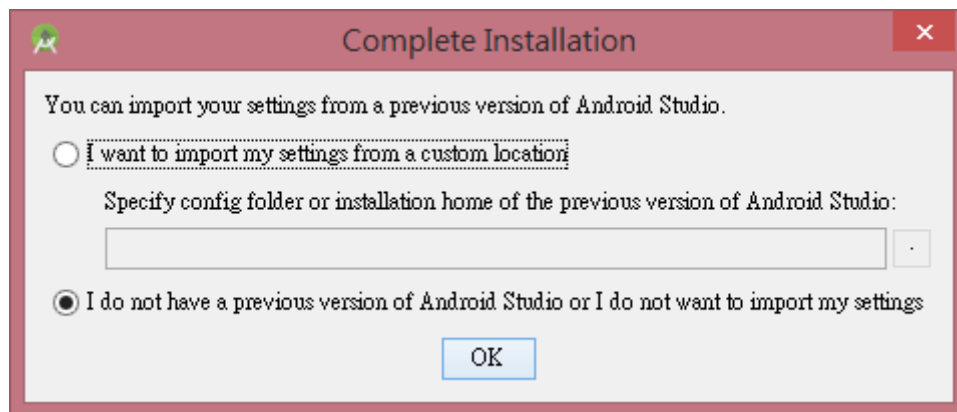


點選 *Next*

Android Studio 安裝(4/6)

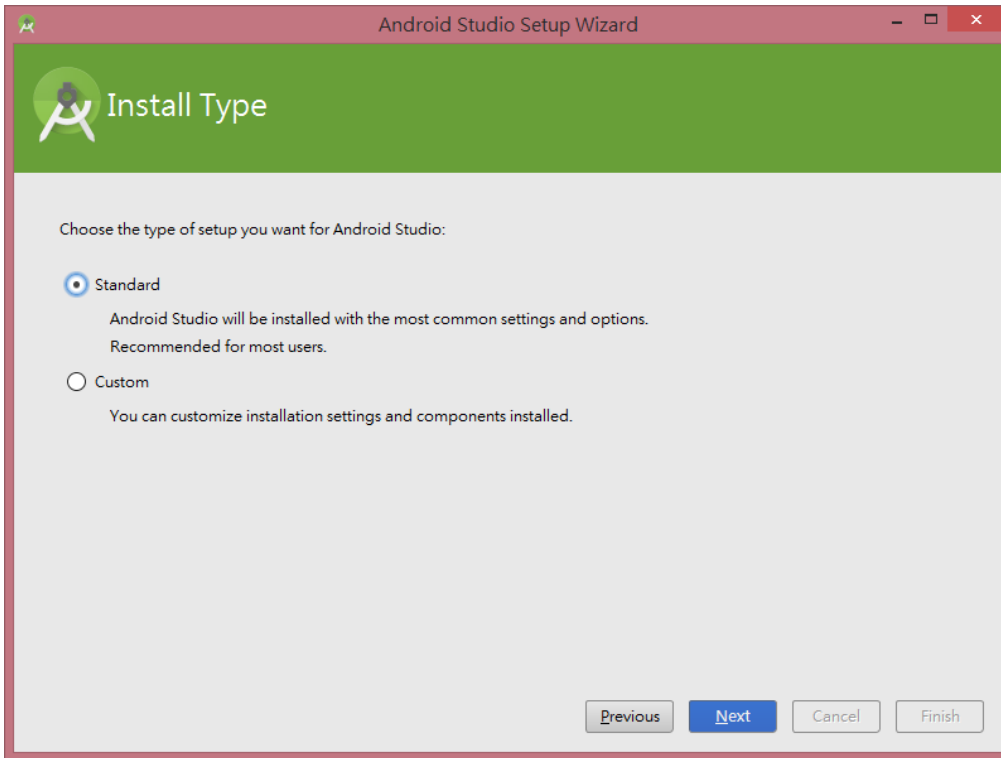


點選 Finish

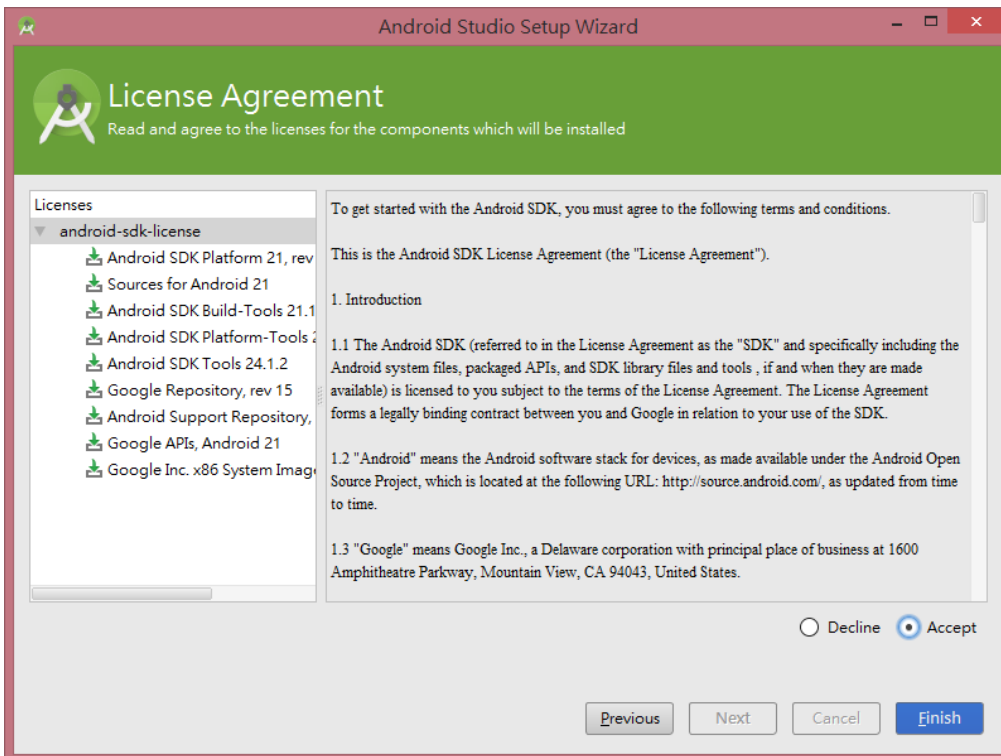


點選 OK

Android Studio 安裝(5/6)

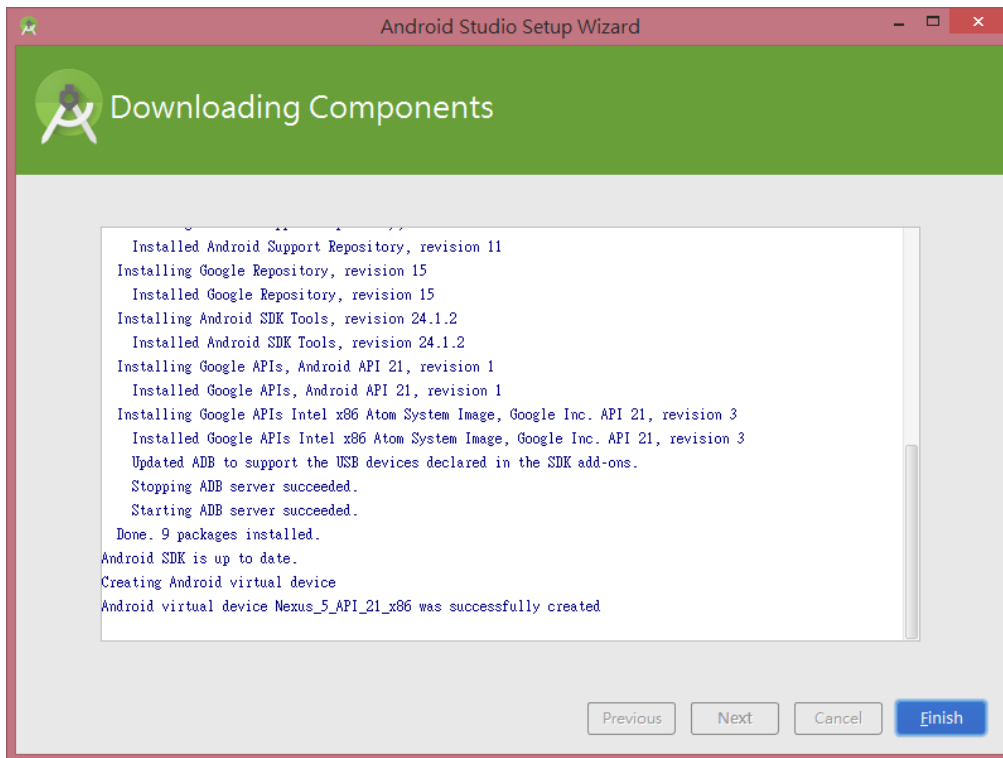


點選 Next

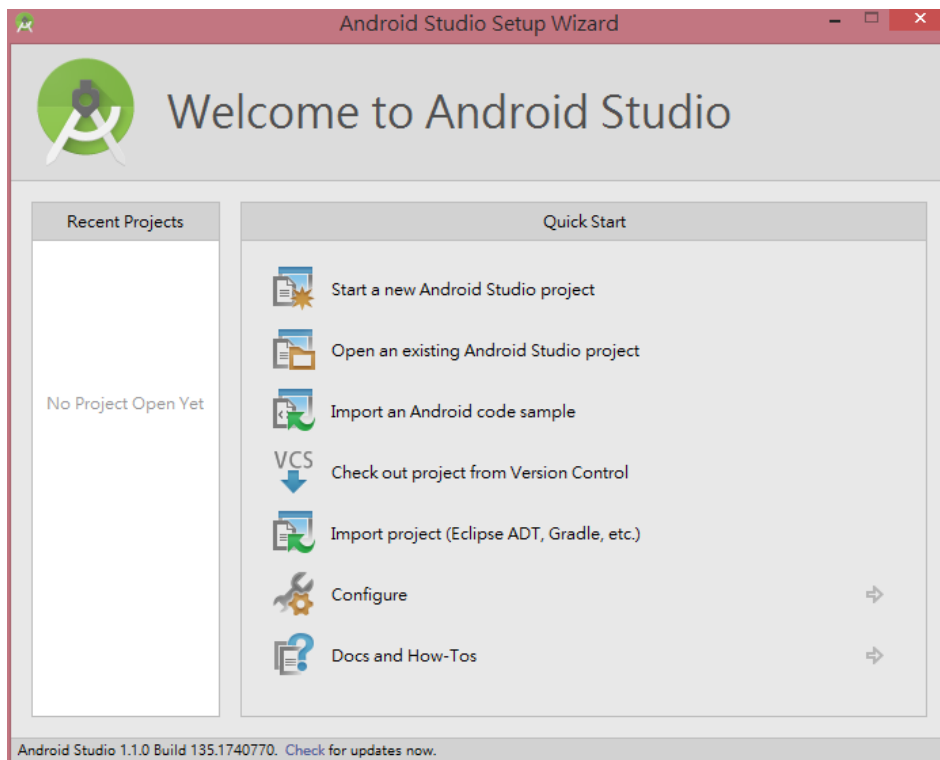


點選 Accept 同意下載套件，並按下 Finish，接下來需要等待一段時間

Android Studio 安裝(6/6)

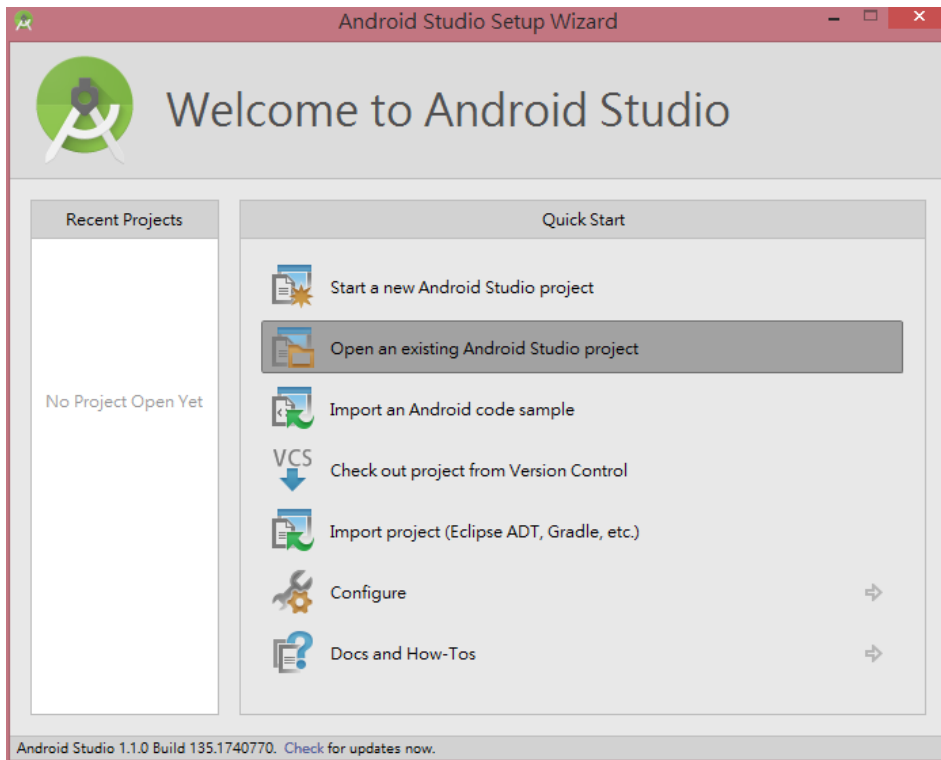


點選 *Finish*

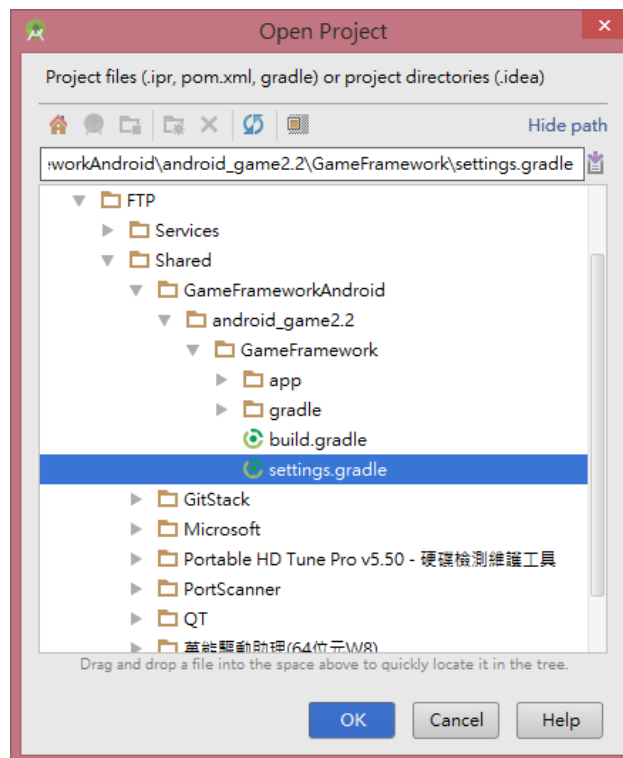


到此步驟及完成 *Android Studio* 安裝

匯入 GameFramework(1/2)

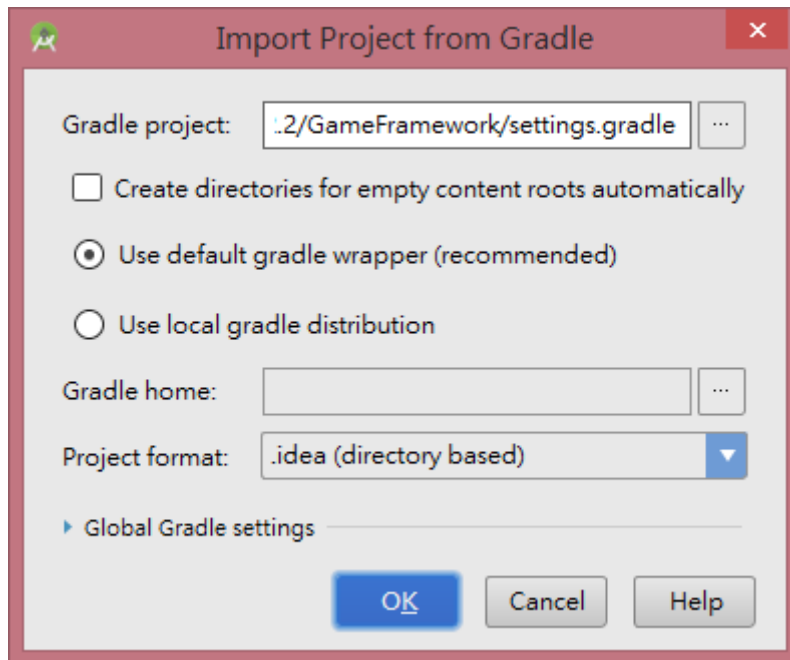


點選 *Open an existing Android Studio project*



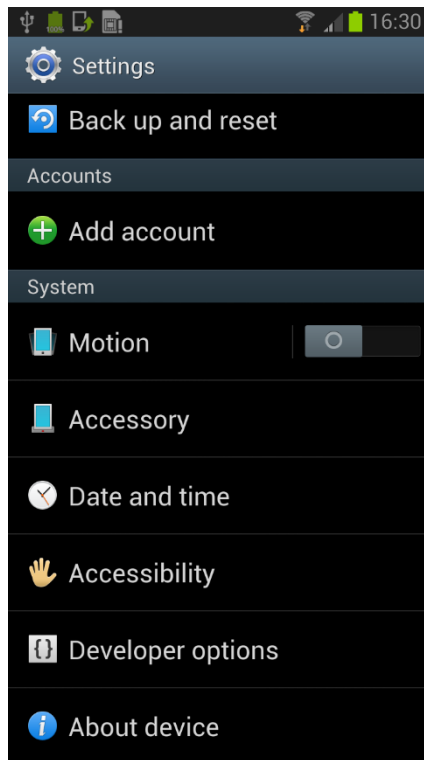
選擇先前下載的 *GameFramework*，*gradle* 資料夾的 *settings.gradle* 檔案按下 *OK*

匯入 GameFramework(2/2)

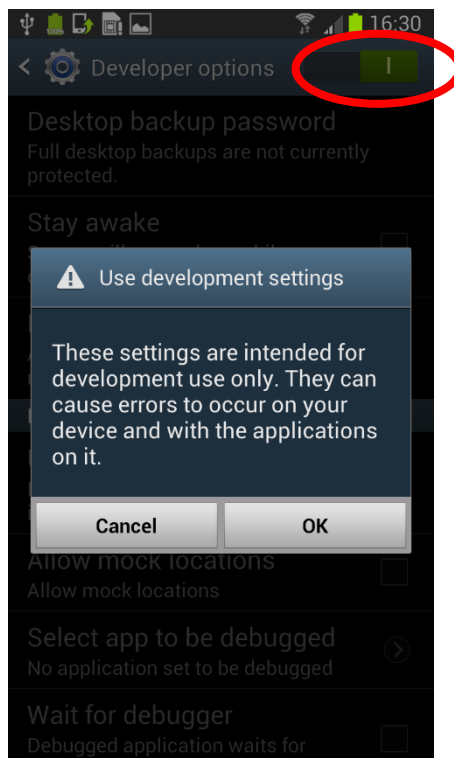


點選 OK，即完成專案的匯入

以實體機器執行專案(1/3)

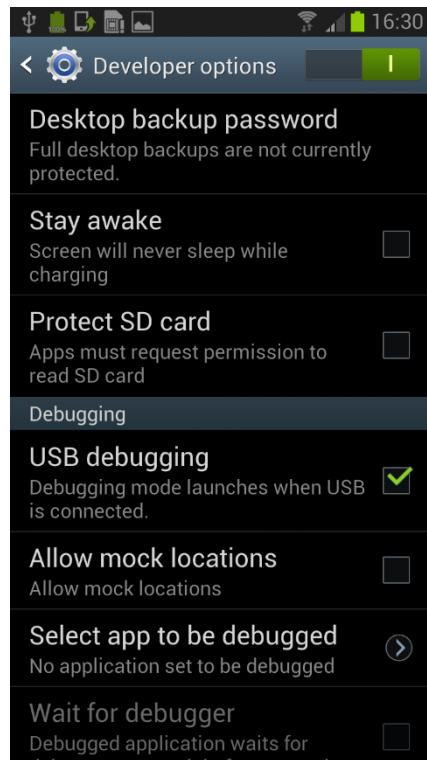


開啟手機 Settings ，點選 Developer options

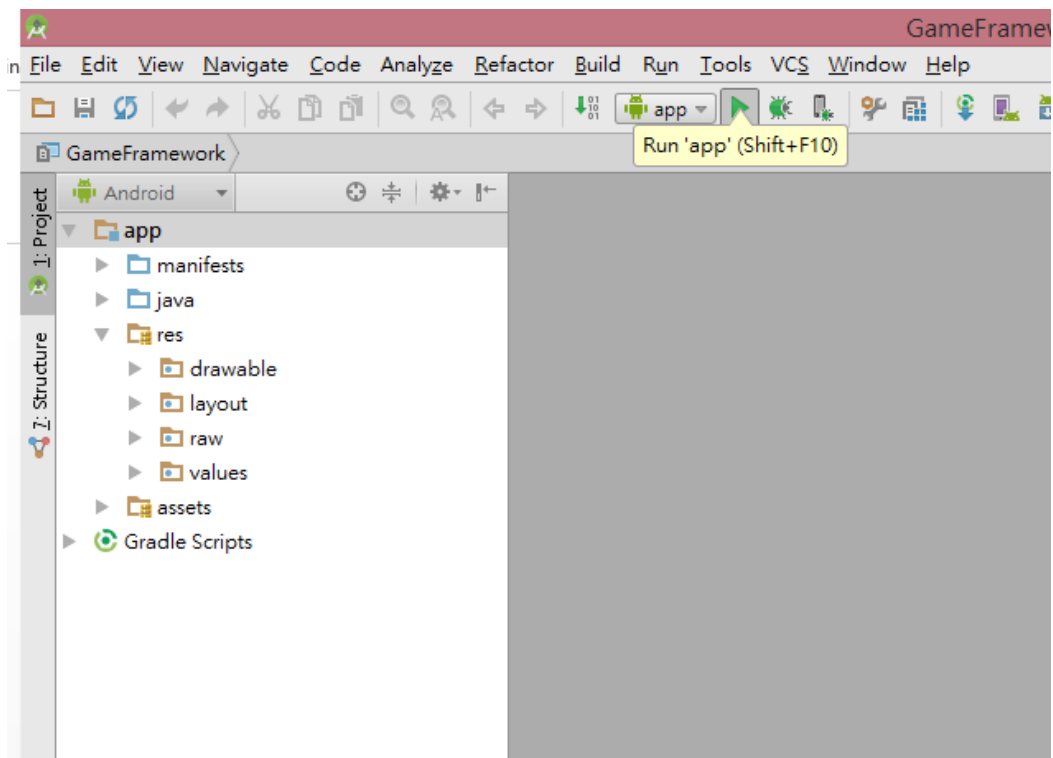


切換右上角的按鈕以開啟手機的 debug 模式，點選 OK

以實體機器執行專案(2/3)

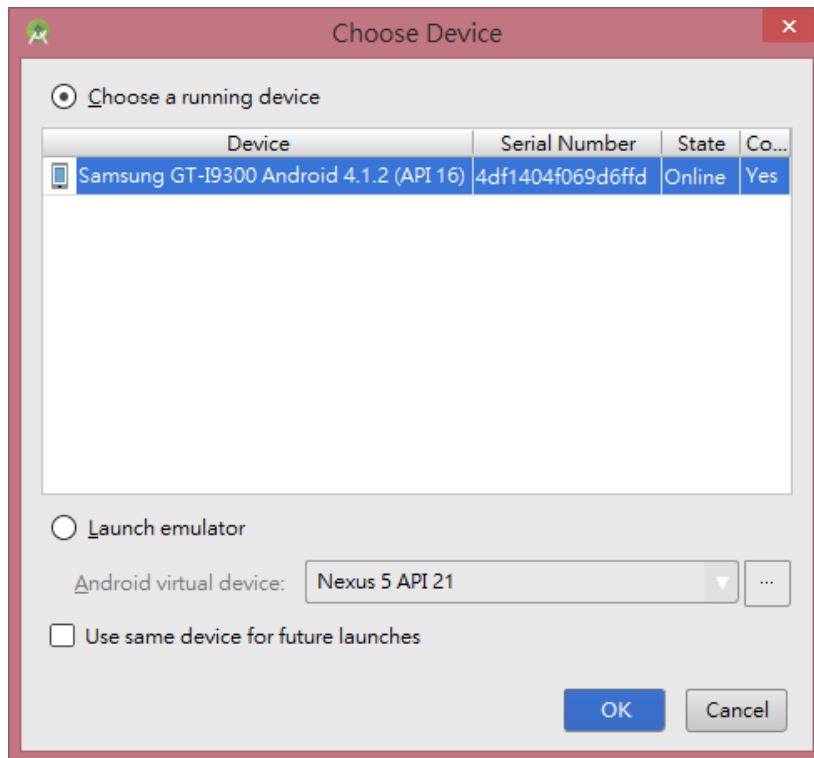


將 USB debugging 打勾後，將手機重新連接至電腦



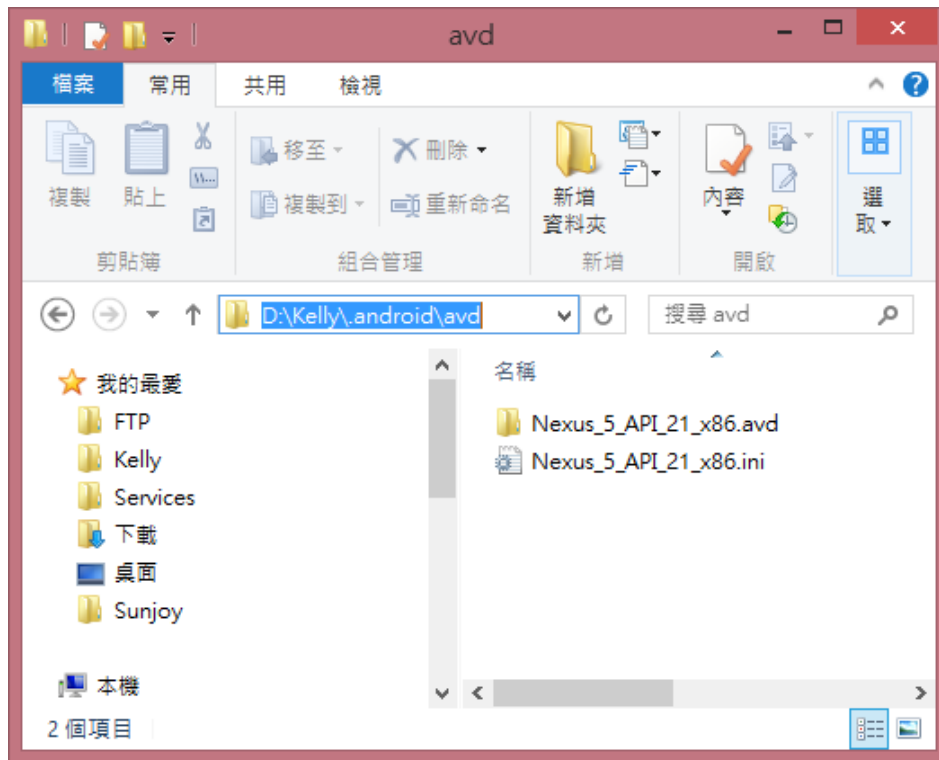
點選工具列執行按鈕執行 app

以實體機器執行專案(3/3)

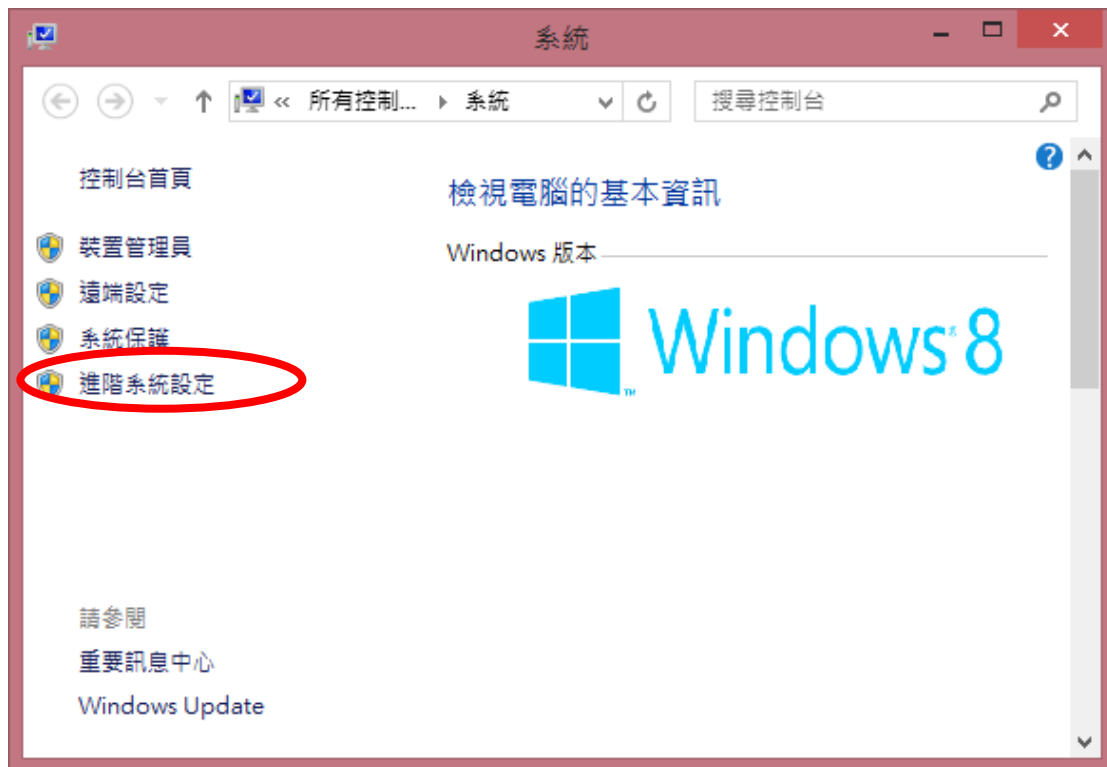


點選 OK 則執行 app

以虛擬機執行專案(1/8)

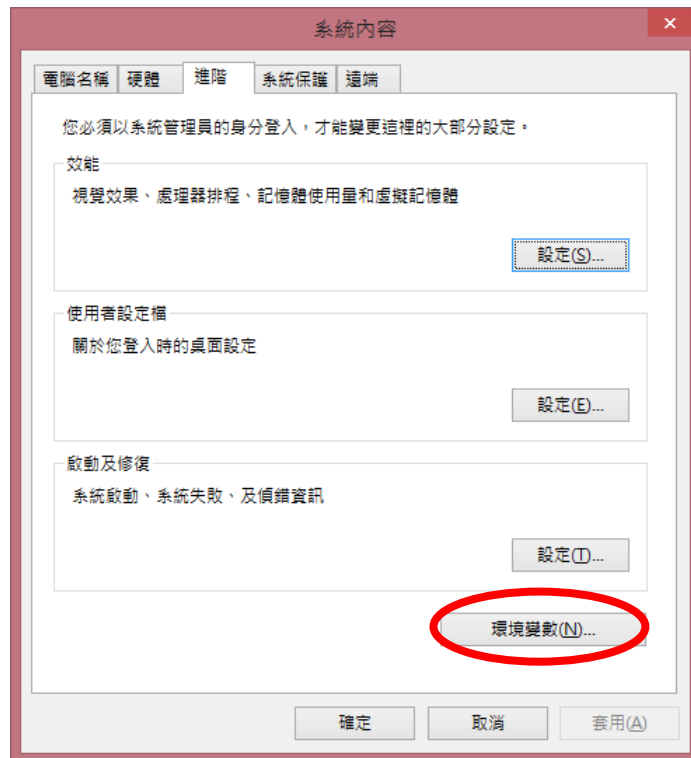


先找到 User 資料夾內的 android/avd，請記住這個路徑

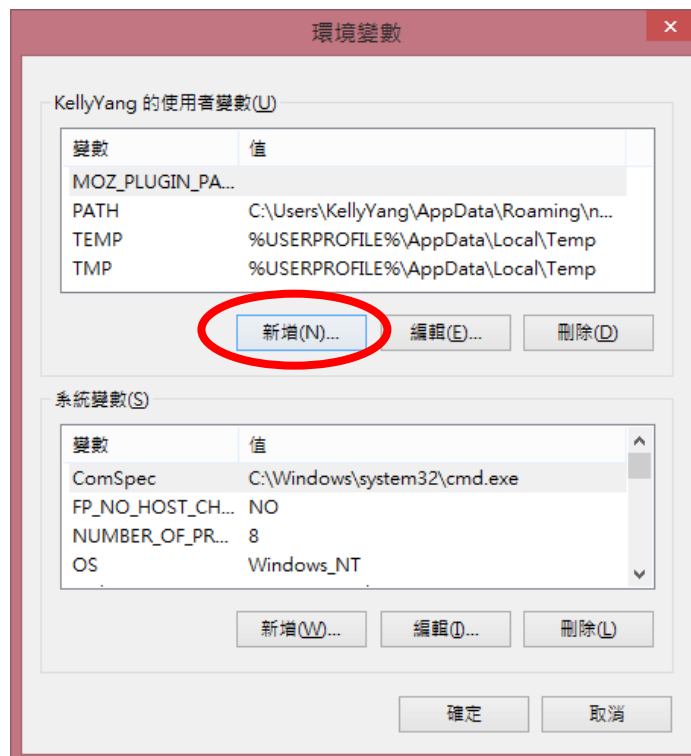


我的電腦>內容>進階系統設定

以虛擬機執行專案(2/8)

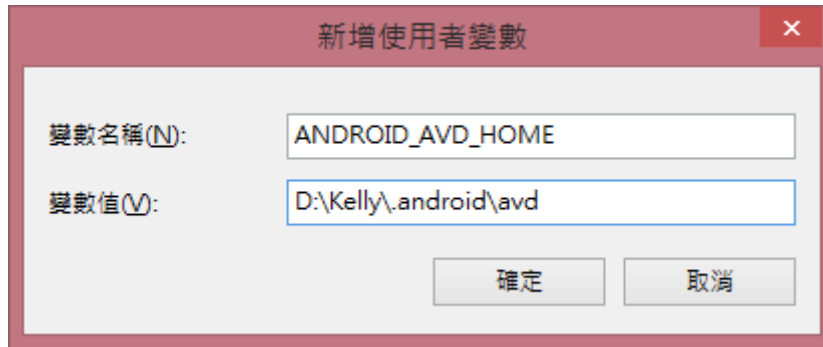


點選環境變數

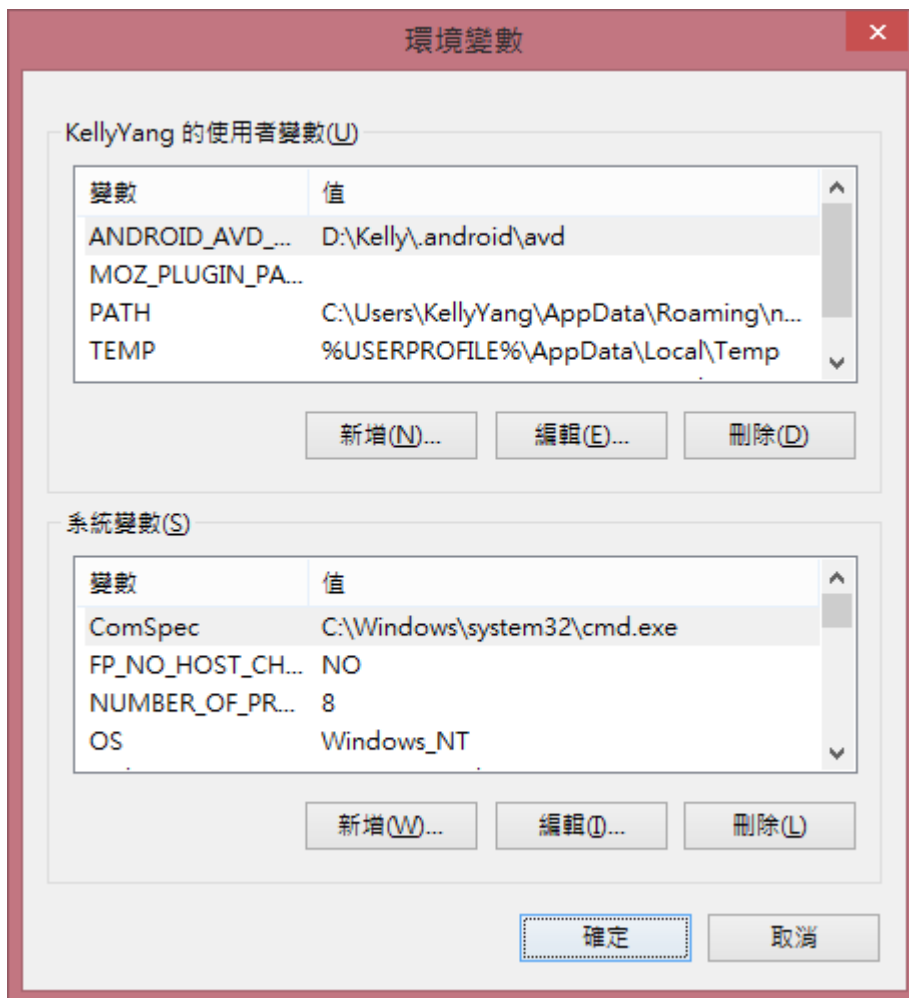


新增環境變數

以虛擬機執行專案(3/8)

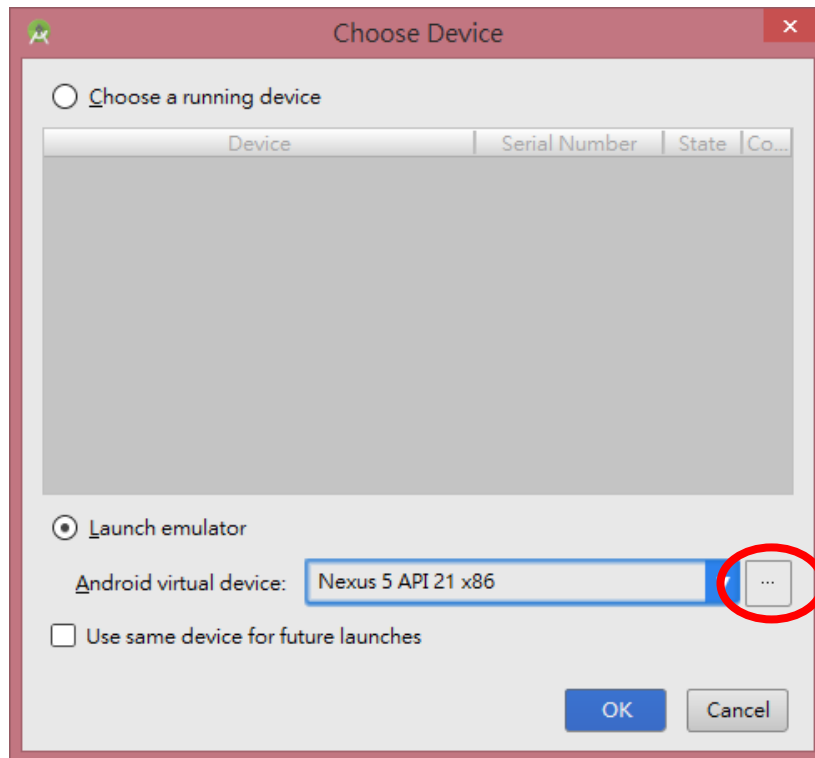


變數名稱輸入 ANDROID_AVD_HOME，變數值則填入步驟 1 的資料夾路徑

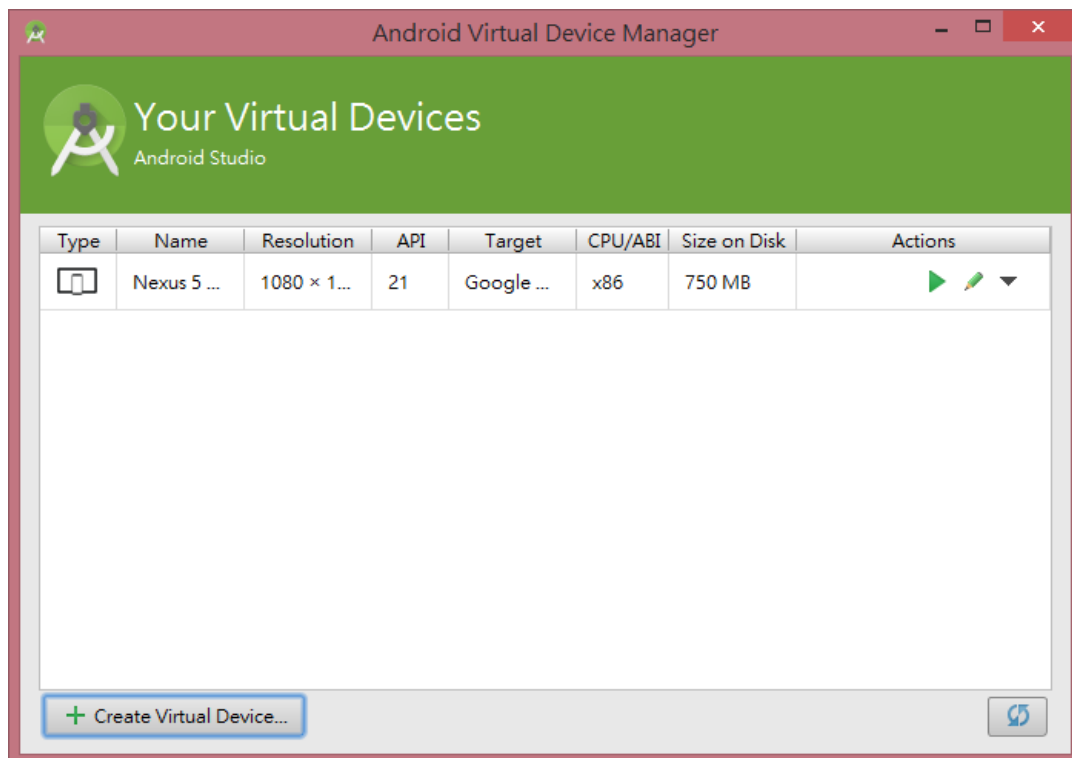


按下確定後離開

以虛擬機執行專案(4/8)

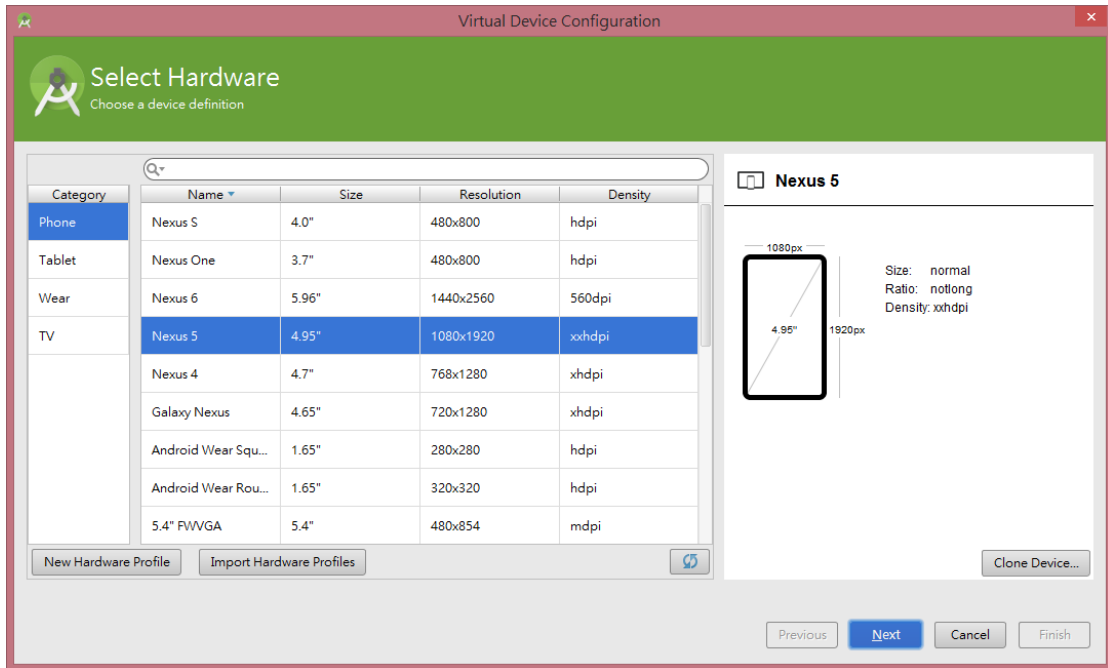


點選...

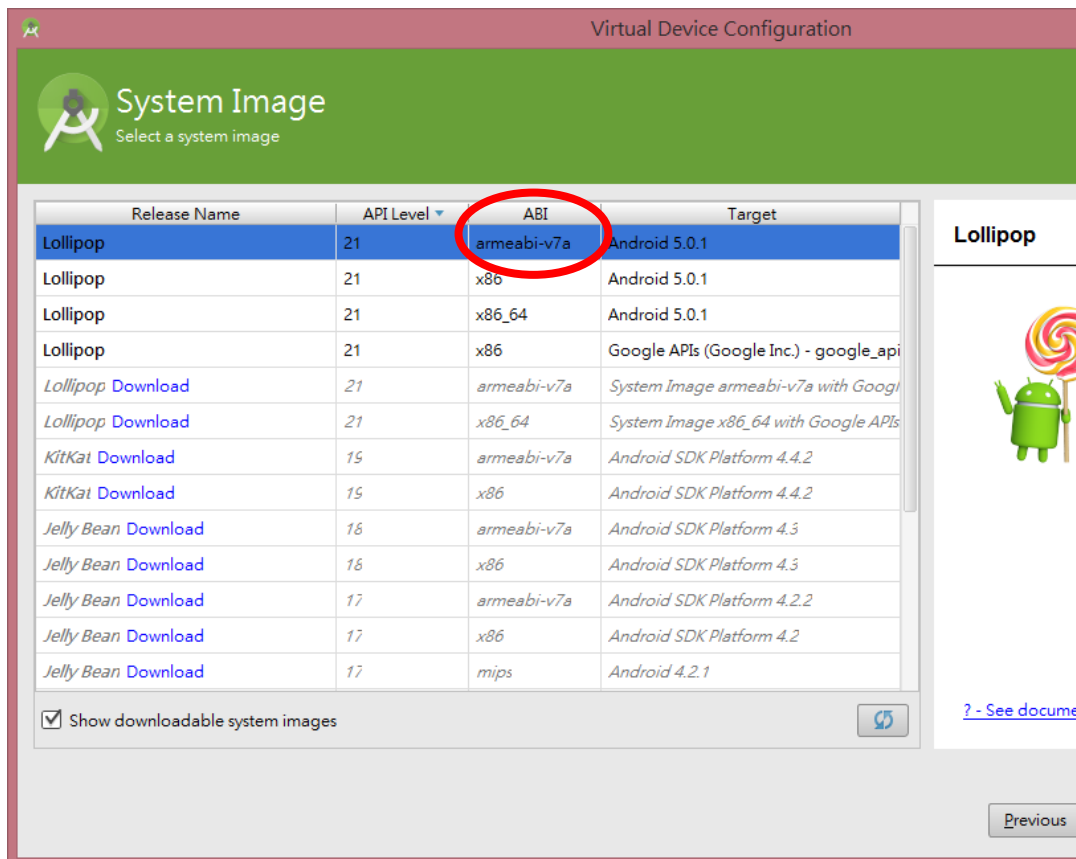


點選 Create Virtual Device

以虛擬機執行專案(5/8)

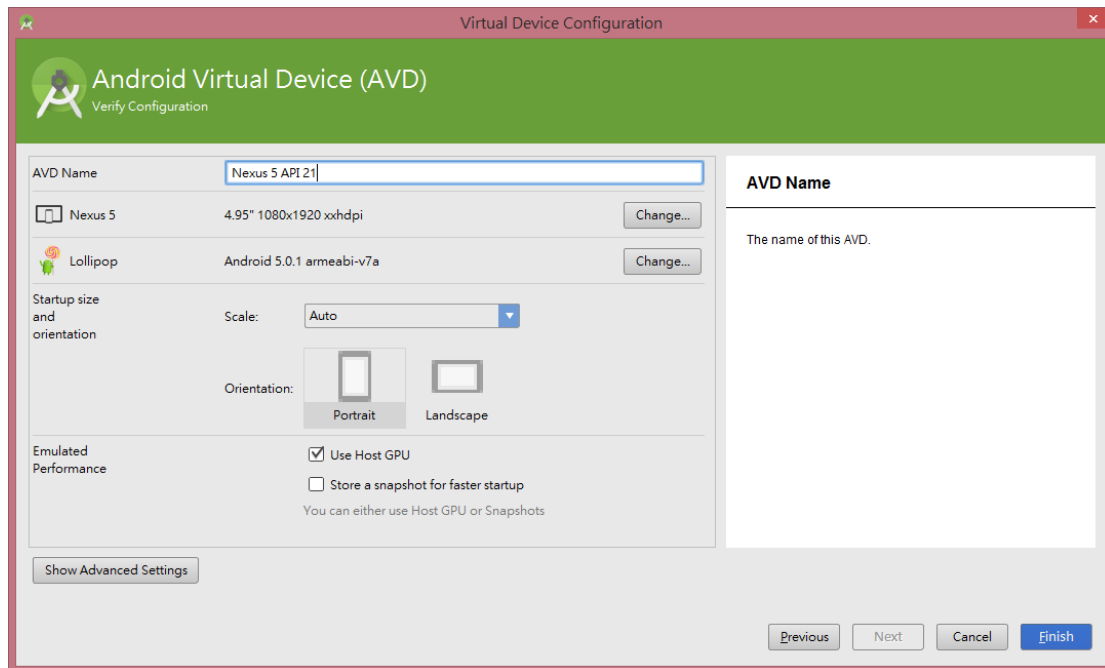


點選 Next

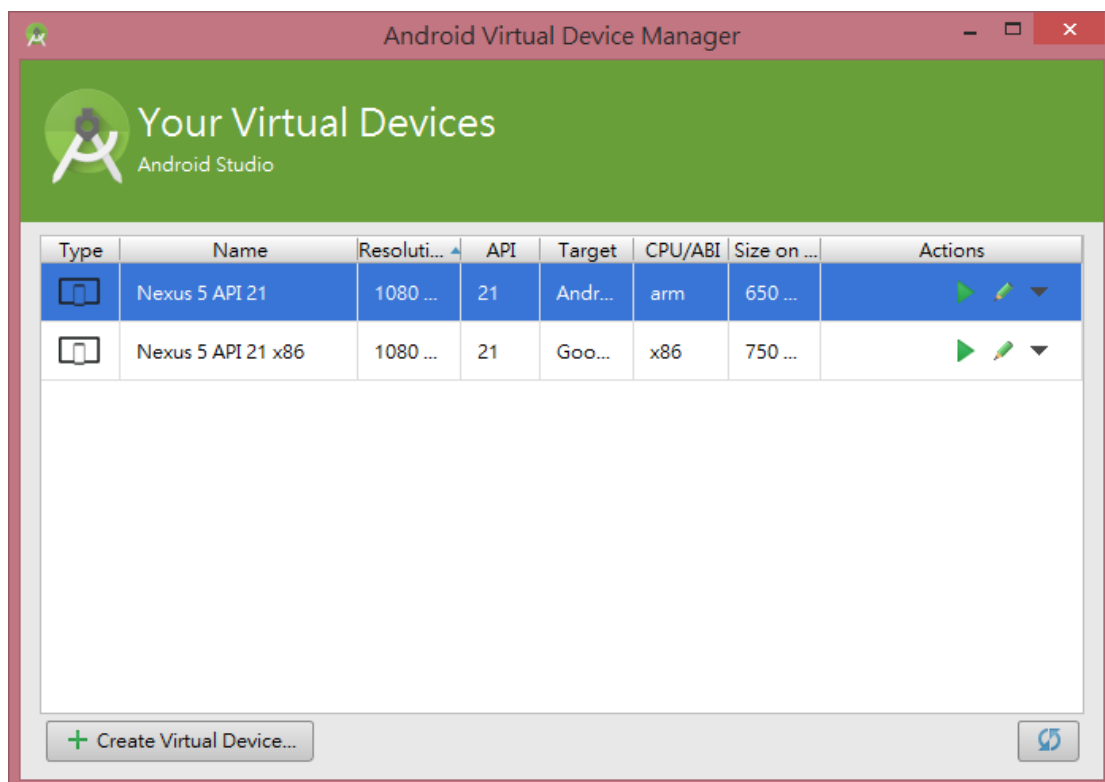


選擇 ABI 為 armeabi-v7a 的 Lollipop 點選 Next

以虛擬機執行專案(6/8)

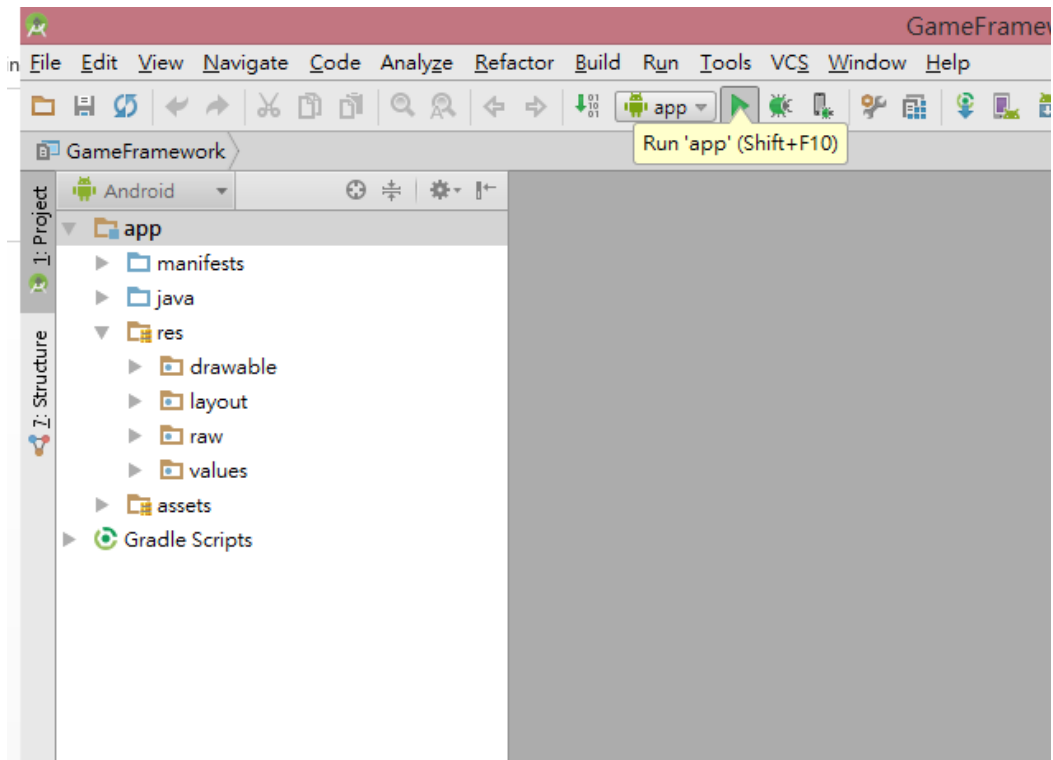


按下 Finish

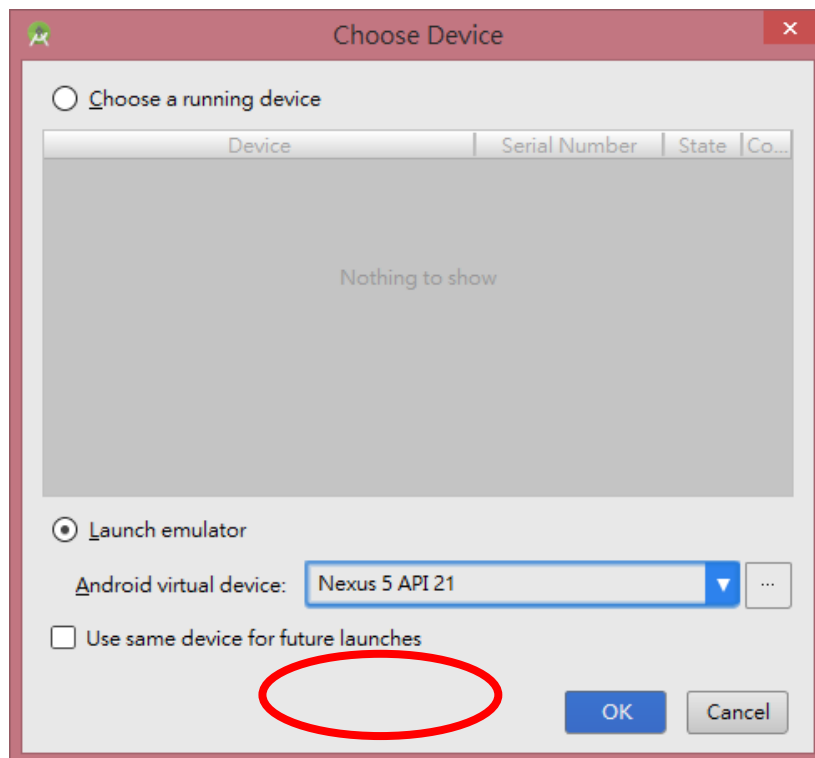


新增完畢，可以關閉此視窗

以虛擬機執行專案(7/8)

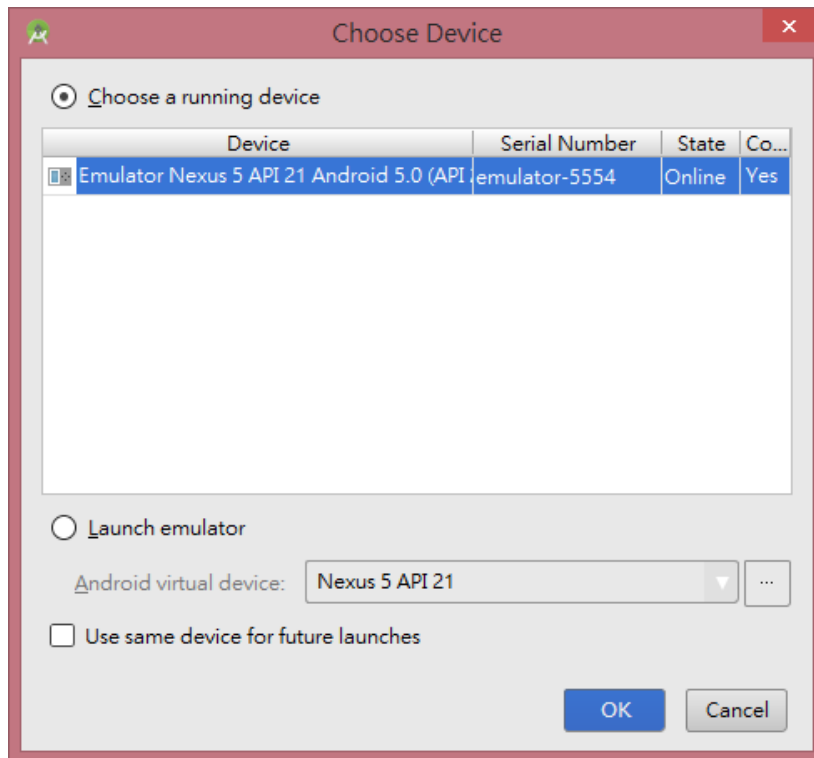


點選工具列執行按鈕執行 app



選取剛剛新增的 Android virtual device: Nexus 5 API 21 按下 OK，需等待非常久

以虛擬機執行專案(8/8)



待虛擬機打開後，再次按下執行，選取虛擬機並按下OK



按下數字鍵7 可以旋轉螢幕，詳細請見以下網站

<http://developer.android.com/tools/help/emulator.html>