

# SuperMap iMobile for Android Development Preparation

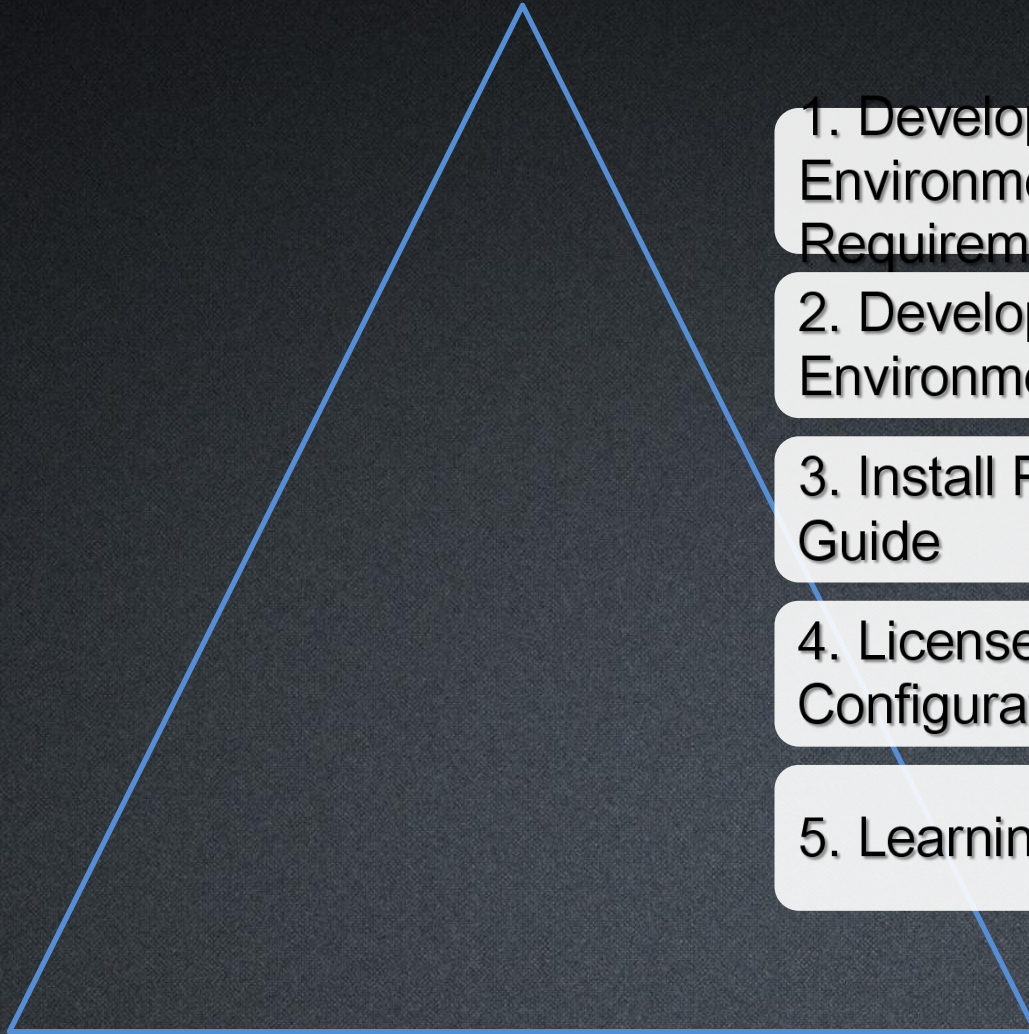
SuperMap Software Co., Ltd.

The SuperMap logo features the brand name in a white, italicized serif font. A thin white arc curves above the letters 'M' and 'a'. A small white dot is positioned at the top right end of this arc. Below the text, a horizontal orange line spans the width of the logo.

*SuperMap*

TO BE THE GLOBAL LEADING GIS

# Contents



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# Development Environment Requirement

- Hardware (Recommended)
  - PC
    - CPU: 2GHz or above
    - Memory: 2GB
    - Disk: 40 GB
  - Mobile Device
    - CPU: 1GHz
    - Memory : 2GB
    - Disk : 1 GB



# Development Environment Requirement

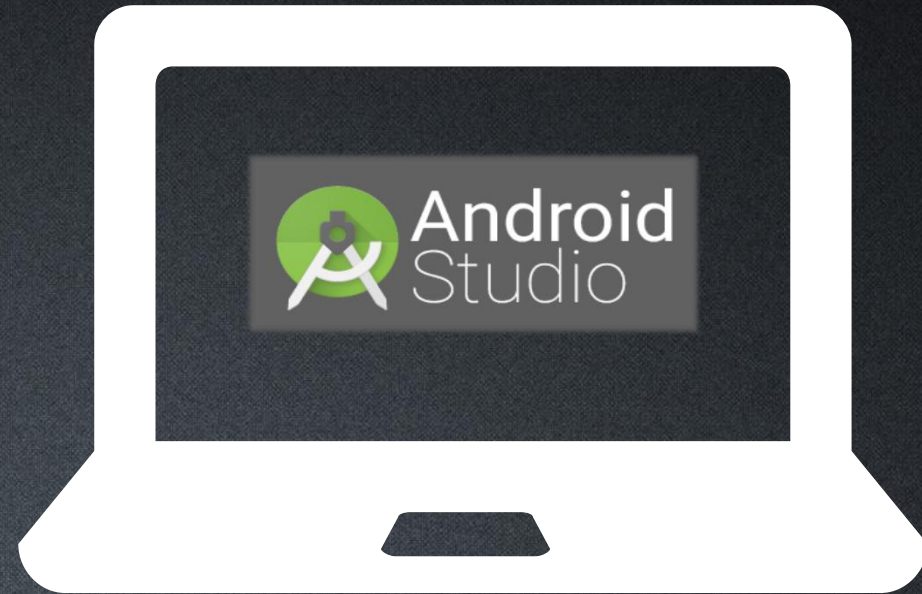
- Software(Recommended)
  - PC OS
    - Microsoft Windows XP (SP2)
    - Microsoft Windows Server 2003 (SP1) /2008
    - Microsoft Windows Vista
    - Microsoft Windows 7
    - Ubuntu
  - Mobile OS
    - Android 4.1 or above

For details: Help Doc>Developer Guide>Development Environment Configuration for android



# Development Environment Requirement

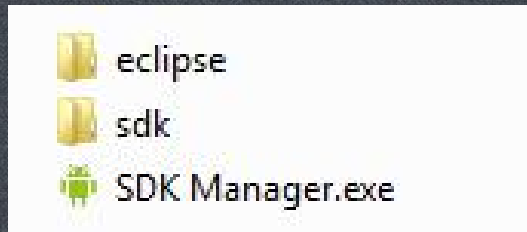
- Android development platform selection





# Eclipse + ADT Configuration

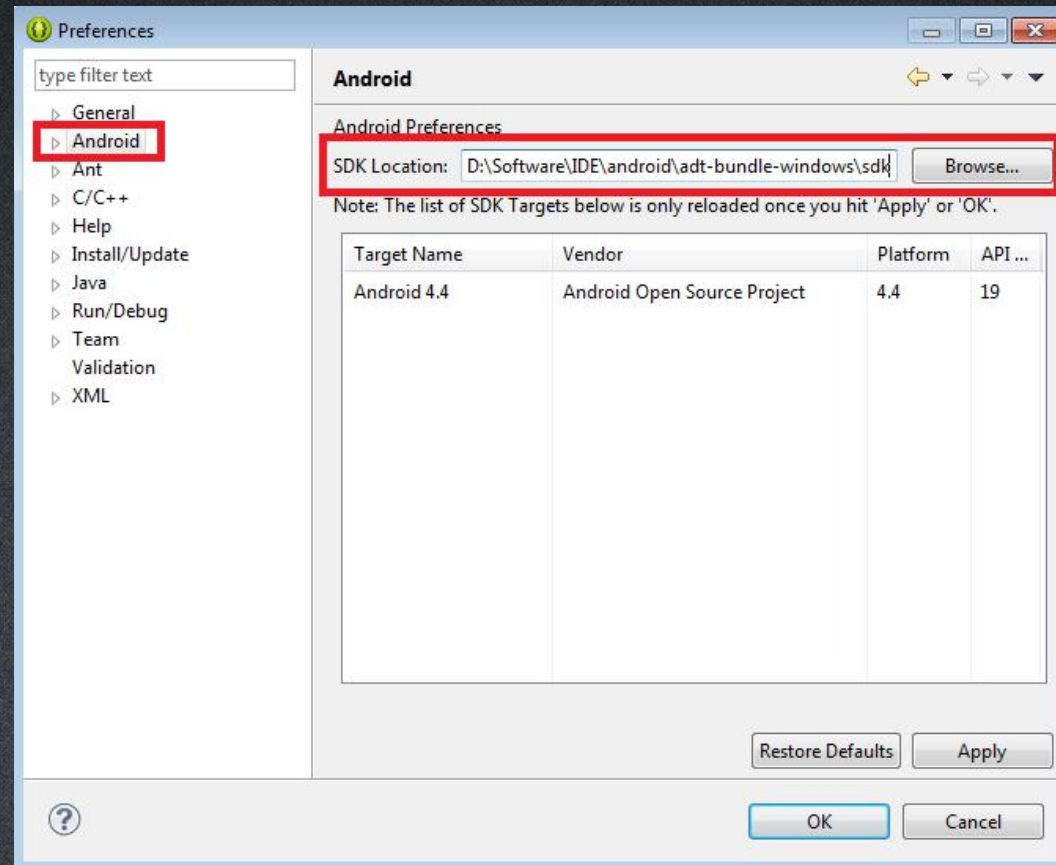
- Java Environment Configure
  - JDK Download and install
    - <https://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html>
  - Set Java environment variable
    - Add JDK bin path to the system path variable
      - Right click “Computer” -> “Properties” -> “Advanced system settings” -> “Environment Variables...”
      - Find Path variable in System variables, add C:\Program Files\Java\jdk1.8.0\_151\bin
- Android environment configuration
  - Download ADT Bundle for Windows
    - [http://dl.google.com/android/adt/adt-bundle-windows-x86\\_64-20131030.zip](http://dl.google.com/android/adt/adt-bundle-windows-x86_64-20131030.zip)
  - Unzip adt-bundle-windows-x86.zip, which contains:





# Eclipse + ADT Configuration

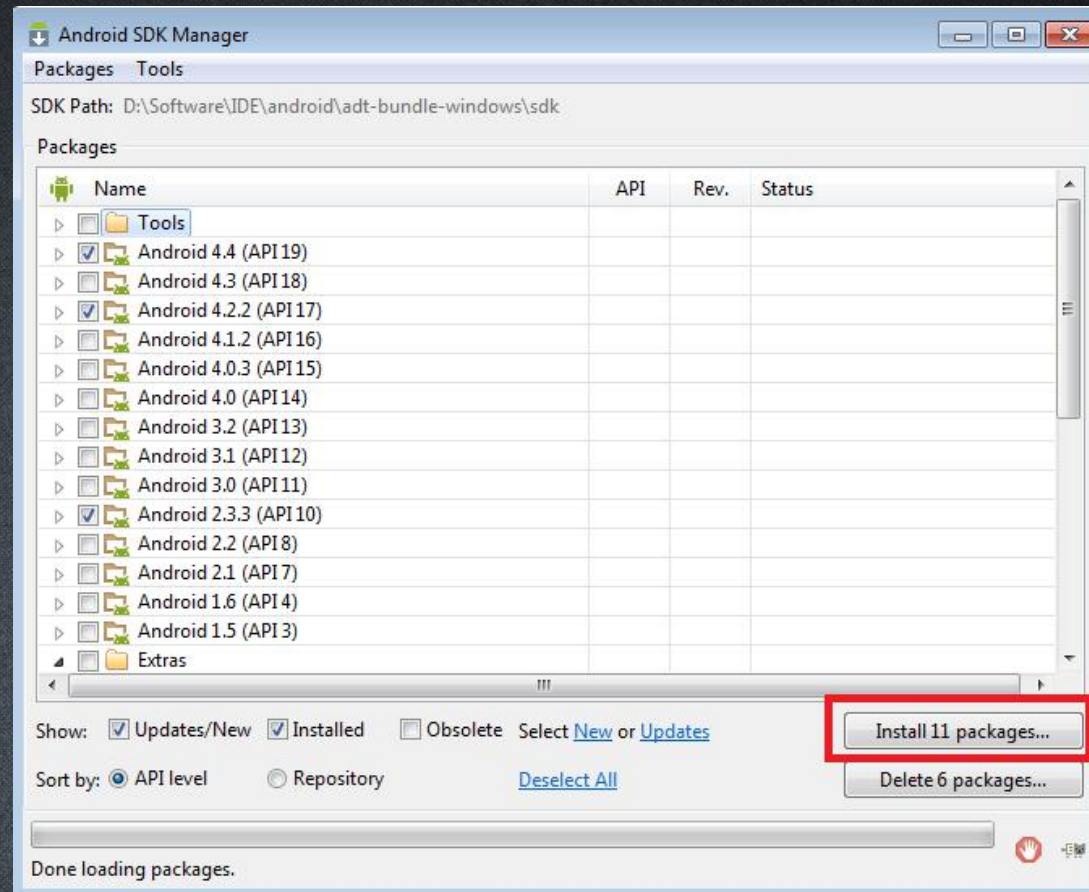
- Android environment configuration
  - Open eclipse, choose “Window” -> “Preferences ” , set the path of Android SDK





# Eclipse + ADT Configuration

- Install Android SDK
  - Launch SDK Manager.exe, choose the needed Android SDK, install it



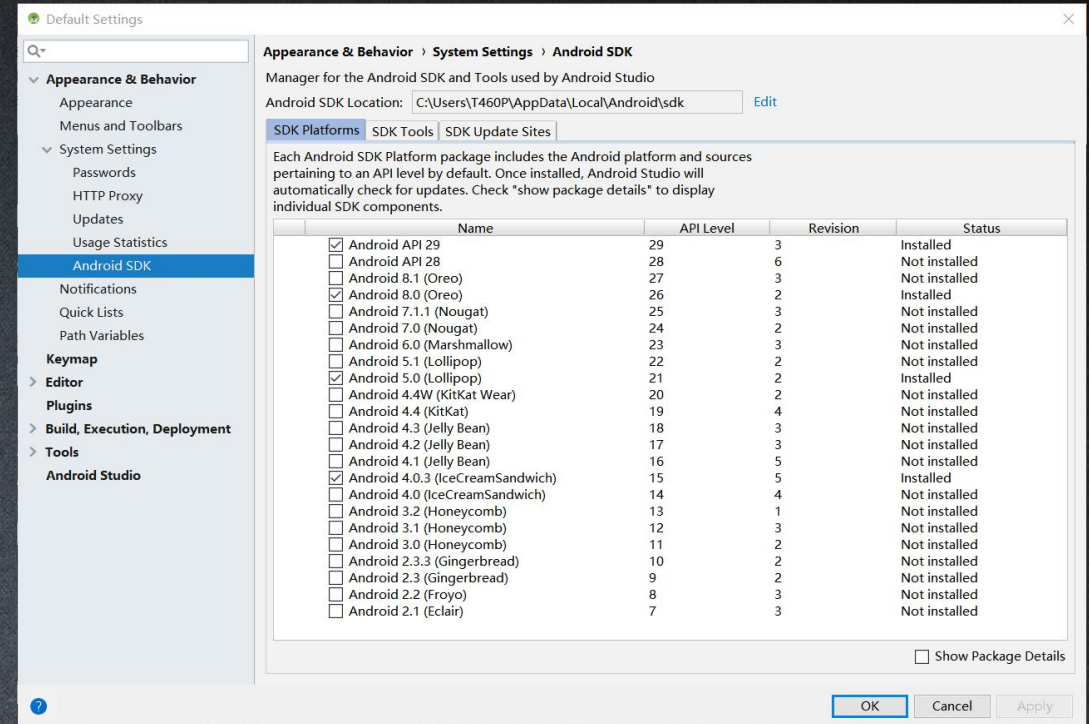
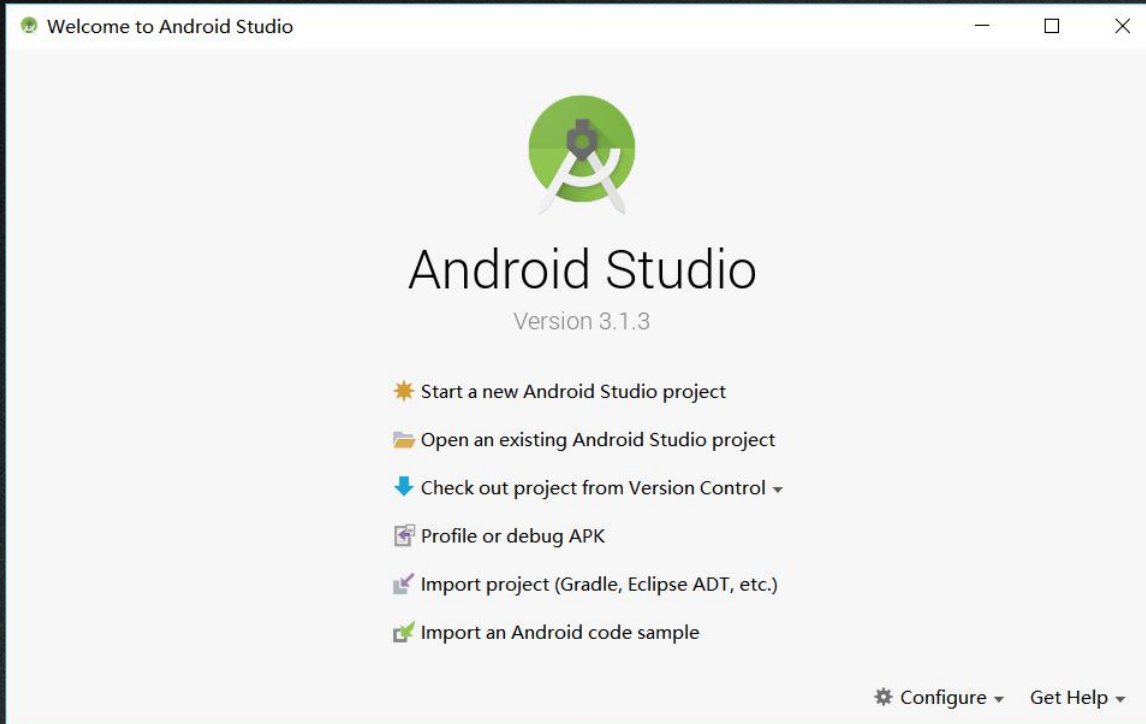


# Android Studio Configuration

- Java Environment Configure
  - JDK Download and install
    - <https://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html>
  - Set Java environment variable
    - Add JDK bin path to the system path variable
- Android Studio Installation
  - Android Studio download and install
    - <https://dl.google.com/dl/android/studio/install/3.1.3.0/android-studio-ide-173.4819257-windows.exe>
  - Download SDK packages
    - Welcome page -> Configure -> SDK manager -> Choose platforms -> Apply -> Finish -> OK



# Android Studio Configuration





# SuperMap iMobile Installation Guide

- Libs
  - SuperMap iMobile API package: contains core dll files and API jar file
- SampleCodes, SampleData
  - Sample codes and sample data used in codes
- SuperMap iMobile for Android.chm
  - Help document
- What's new.htm
  - What's new in this version
- .....





# License Configuration

- License type
  - Trial
  - Official
- License configuration ways
  - Online license (Official)
  - License file (Trial, official)



# License Configuration

- Configure trial license
  - Apply for a trial license via <http://support.supermap.com.cn/>
  - Get a license file, e.g. "SuperMap iMobile Trial.slm"
  - Then set the location where stores the trial license when initializing the program
  - Push the license file into the specified location of mobile virtual machine or the mobile device

Trail License configure code:

```
//Set the location  
Environment.setLicensePath("/sdcard/SuperMap/license/");  
//Initialize Environment object  
Environment.initialization(this);
```



# Learning Resources

- Help Document
- Sample Codes

SuperMap iMobile 10i for Android Help

目录(C) 索引(N) 搜索(S) 收藏夹(I)

- Welcome to SuperMap iMobile
- Legal Statement
- What's new
- Technical Support
- Product Introduction
- Developer Guide
- Interface Change List
- Knowledge base
- Sample code
- Programmers Reference
- FAQ

**Finger slip**

Replace complex UI interactions with new fingering methods. It is more smooth to make map style, create thematic map, and browse 3D scene.

New Features >

**Development Guide**

The development guide provides some reference materials for development based on SuperMap iMobile 9D.

Details..... >

**Programming Reference**

Providing the description for interfaces and classes which have been provided by SuperMap iMobile 9D, as well as the methods for searching referencing information through the key words and index.

Details..... >

**Repository**

The repository provides you abundant technical documents, you can be more in-depth understanding the design concept of main features, the development process and the instruction for using system.

**Sample Codes**

This section provides detailed description of sample codes. The code libraries (samples for most of the programming interfaces provided) can be used as a reference, developers can get in-depth understanding of the SuperMap iMobile for Android interfaces here.

**Quick Links**

- Product Introduction
- Developer Guide
- Frequently Asked Questions and Answers



# Thank You!

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