

AR LAB GUIDE

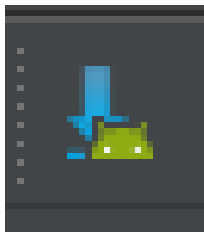
- **Requirements.**

Here we have a list of requirements that you will have to prepare at home before the day of the AR lab. It will not take much time to complete. If you have any problem with some step, you can write me an email to: javier.celalopez@heig-vd.ch. I will try to help you and solve it as soon as possible.

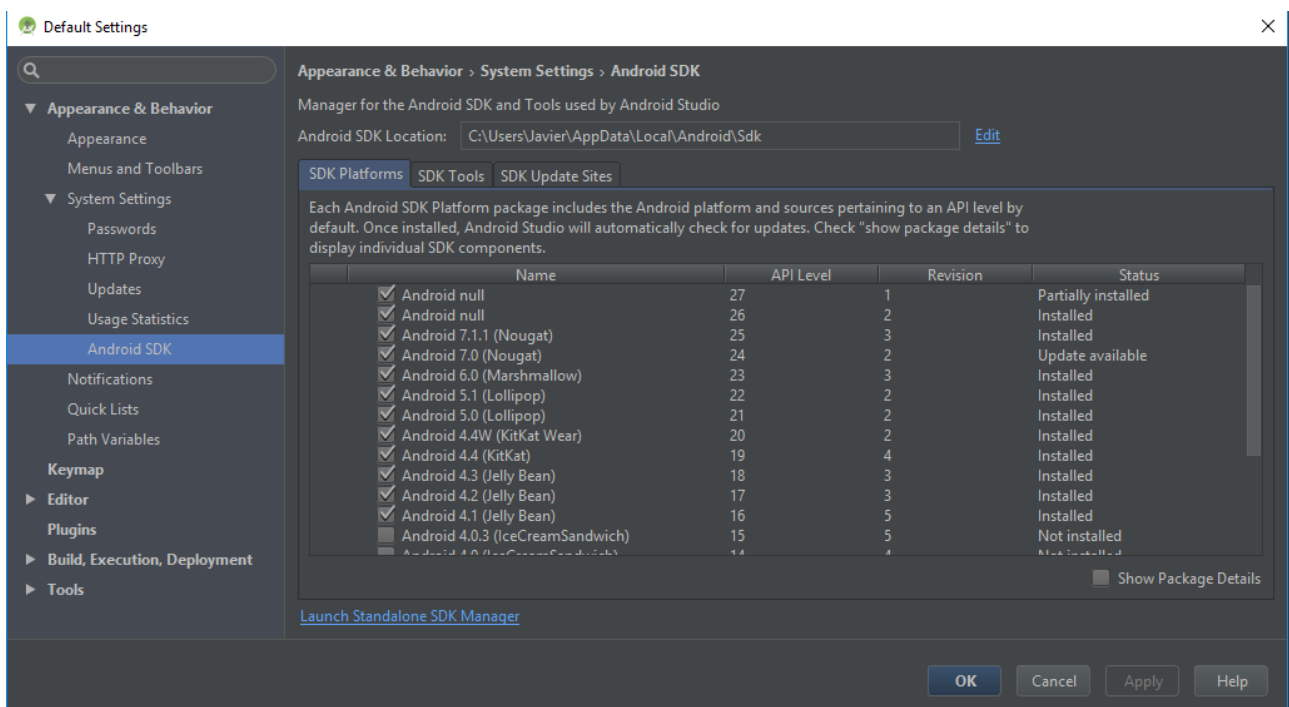
1. Android SDK installed. You can install it with or without Android Studio, but probably it's better to do it with it. It's easier to install, and later downloads or updates are managed easier this way. Find the instructions to download it on the different OS here:

<https://www.androidcentral.com/installing-android-sdk-windows-mac-and-linux-tutorial>

When the installation is completed, make sure to check the versions of Android that you downloaded. Open Android Studio and click on the following icon (upper toolbar; you may need to create a project) to open the SDK manager:



A window like the following should pop.



Make sure that you count, at least, on the version corresponding to your device, if you have one. If not, install those above API level 19. Just check those versions that you miss and click on “Apply”. It may take a while to complete the installation.

2. Cordova CLI installed. Follow instructions to install on your OS:

Windows:

<https://evothings.com/doc/build/cordova-install-windows.html>

Linux:

<https://evothings.com/doc/build/cordova-install-linux.html>

Mac:

<https://evothings.com/doc/build/cordova-install-osx.html>

3. Git installed (with Bash). Git is used by cordova on the background, so it’s important to have it installed. I know that you have already a command prompt, but we are going to be using Git Bash in order to “unify” commands.

<https://git-scm.com/downloads>

4. As some extra considerations, any text editor can be used for the lab. However, I recommend you to install **Visual Studio** (if you work on Windows; it’s the one that I will be using). If you work on Linux or Mac, as I say, any text editor should do. A good alternative could be **Sublime Text** (simple to use), or even an IDE such as **SharpDevelop** (more complex to use). I leave this to your personal preference.

5. If possible, it would be helpful if you could bring your personal Android device (smartphone or tablet). If you don’t have one, don’t worry.

If you do, make sure to enable developer options on your device. It’s done differently for each model, so you can search in google how to do it in yours. Don’t worry because it isn’t difficult at all. For example, in my own device you have to tap repeatedly on a button until a message of activation appears.

When you manage to do so, open “Developer options” in your “Settings” menu and check “USB debugging” and “USB installing”. This way you will grant permission to your computer to install apps on your device via USB. Needless to say, please bring an USB connection as well.

5. For developments on iOS, you will need to have a Mac computer with Xcode installed, as well as the packages mentioned in this document. Even though we will not be developing for iOS in this lab, the code is the same. We will see how to prepare a Wikitude project for iOS in the same day of the lab.