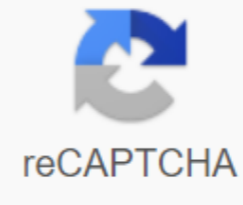




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Mit app inventor emulator

App Inventor includes an emulator for the phone. The emulator allows you to design and test apps using a virtual phone instead of a real phone. Instead of connecting your phone to a usb port, just run the emulator program. When you click Connect to Phone in the block editor, your app will appear in the emulator. You can't do everything with an emulator that you can with a real phone - you can't shake it, for example, and the emulator can't make or receive phone calls - but you can use the emulator to create apps and check them out, and install them on your phone later if you like. Starting an emulator you don't need to download additional software to use the emulator. It was included in software that you've already downloaded as part of the App Inventor Extras package. Go to the catalog where The Inventor Extras software was installed, find a folder called commands-for-appinventor, and launch a team launch emulator. Be patient: The emulator takes a long time to start, even a minute or more. This is because it loads the virtual phone from scratch. The emulator will appear in your own window on your computer. As you work, you need to switch between the emulator window, the block editor and the designer. Don't connect a physical phone to your computer while you're using an emulator, or the app inventor will get confused. Develop apps with an emulator Run emulator and use App Inventor just like you would with a real phone: connect to the app inventor's site, start a block editor, and click Connect to the phone. Your app should appear in the emulator. Don't forget to unlock your virtual phone after it's launched. When your app is finished, you can download it to your computer just as if you were evolving on a real phone. Tips: The emulator provided by App Inventor is a standard Android emulator. You can find out more about this from the Android Emulator section of the Android developer's guide. For example, you can download and install another skin to make the virtual phone look different than the default that App Inventor uses. Click here for a version of this page where you can comment. If you are using the emulator for the first time, follow these steps. Step 1 Open the block editor and click the new emulator button at the top of the window. Step 2. You will receive a notification that the emulator is starting and ask you to be patient; It may take a few minutes for the emulator to start. Step 3. The emulator will initially appear with an empty black screen (#1). Wait until the emulator is ready, with a colored screen background (#2). Even after the background appears, you should wait until the emulsified phone finishes preparing its SD card: there will be a notification in parts of the phone screen while preparing the map. You may also have to mouse on the emulation phone screen to unlock the device by dragging the

green lock button to the right (#3). #1 #2 #3 Step 4. The emulator works like a phone with some limitations (for example, you can't shake the emulator like you can do with a phone). After unlocking the emulator, tap the Connect button... click and click on the emulator. When the phone icon turns green, it means that the emulator is connected. Done! The setup is complete! Run App Inventor for the first time! Run App Inventor Back to the main app inventor menu provides an Android emulator for people who don't have Android devices, or who would prefer not to use one when creating apps. To use the emulator, select an emulator from the Connect drop-off menu. The emulator should start on your computer and connect to App Inventor so you can test the app and make a live development. The process that starts the emulator involves several programs working together. There are many things that can go wrong, such as unexpected configurations, network restrictions that you use, or other software running on your computer that interferes with app Inventor. For school computers, we've seen several problems that prevent the App Inventor, including firewalls on school networks, restrictions on software that machines can run, and port blocking. Symptoms you may encounter include an emulator that starts and then freezes, or doesn't start at all, or App Inventor displaying messages that can't connect. If you have a problem connecting to the emulator, visit the Issues Debugging page in the launch of the App Inventor Customization Tools and windows emulator that gives you a step-by-step procedure to try to isolate and fix issues. (This procedure for Windows. Issues are the same for MacOS, and we'll be publishing a Mac version of this document soon.) Please go through this procedure before submitting a question on the App Inventor forum. If you end up file a question, first search the forum to see if others have experienced similar problems. When you post on the forum, describe the results of the steps you have tried, so that people who want to help you will have more information on where to start. Here are some other things to investigate as part of debugging. What to check first Lee the emulator problem does not start to happen only with this project or with all your projects? If the problem is only with this project, then there is probably something in the project that is tickling the bug in App Inventor. Please submit a question and turn on the project source file (aia). On the other hand, if the emulator doesn't start for any of your projects, continue steps here. An interim case is when you have a great project that has a lot of images or sounds, or lots of screens. In this case, try smaller versions of the project that have smaller screens or assets assets see how big things are before the problem arises. Is there another device connected to your computer? If there is a phone connected, then disable it. Current App Inventor 2 software can handle only one device and will become entangled if more than one device is connected. Similarly, App Inventor will get confused if there is more than one emulator running. Kill any running emulators before trying to start another one. Is there software installed to be installed in the correct directory? The inventors' catalog of application applications must be installed in Mac applications; Or C: Program Files or C: Program Files (x86) on Windows; or /usr/google on GNU/Linux. Installation software will not find emulator support if it is located elsewhere. Is your browser running an extension that blocks connections? An example of an extension that blocks connections is the NoScript extension for Firefox. If you're using this or something like that, you need to turn it off or set it up so you don't block the App Inventor connections. Is App Inventor asking you to restart a companion? Part of the App Inventor software includes the App Inventor Companion app launched on the emulator. If the app inventor has trouble communicating with the emulator, he might ask you to restart Companion. To do this, use an emulator on your computer screen: press the menu key (image) and then a button to kill the app. If Companion clamps down again, asking for code, press the menu key and kill it again. Now select the emulator again from App Inventor to connect the drop down menu. Restarting Companion may not solve your problem (there may be another main reason), but it's a good first step. Are you waiting long enough? When the emulator starts, it first appears as a black screen with the word Android in the middle. In some cases, it can stay that way for as long as a few minutes until the emulator program is running. We don't know why this is the case and it may not happen all the time, but we will continue to investigate. Once the emulator gets past this, the screen will become completely black and then come up with an Android home screen. Soon after, App Inventor has to recognize that the emulator started and start a companion in the emulator and then download the blocks for your app. If something breaks at some point in this startup, you need to make some further diagnoses (see below), but the first thing to wait. Further diagnosis and debugging If you have tried all of the above and there are still problems, you need to do some diagnostics and debugging. This will require the use of console commands. Try to get help if you are not familiar with Shell. As a review, the running emulator includes the following components: Android emulator program works on your computer. App Inventor Companion app launched in AiStarter works in your computer. It controls the connection between the browser and the emulator. Adb (Android Debug Bridge) program works on your computer that lets you control your computer attached Android devices. The rendez-vous server works at the Massachusetts Institute of Technology, which App Inventor and Companion use to inform each other about their IP address. You may have to check some or all of them in the following diagnostic steps. Can a computer run an emulator program at all? If the emulator doesn't start at all (i.e. you don't see the emulator window appearing on your computer screen). It is possible that there are problems with permissions in accessing files or directories, which keeps the emulator from running. There are also cases where administrative software prevents school computers from running scripts (bat files). This will also prevent the emulator from working. To diagnose this, log out of App Inventor, go to the App Inventor Commands catalog and launch the team launch emulator. Explore the output of the console for the emulator program to see if this gives you a clue as to why the emulator doesn't start. (Don't worry if you see a warning about the section size adjustment - that's fine.) Once you've dealt with the problem, try running the emulator again. Then kill the emulator program and try the App Inventor with the launch of the emulator as usual. What is a starter aiStarter and how to run it? The aiStarter program is installed on your computer when you install App Inventor Setup software. It provides a link between the App Inventor running in the browser, and other parts of the App Inventor. Whenever you want to use an emulator or USB cable, you need to make sure that the aiStarter works. If it doesn't work, you'll get an error message that the aiStarter doesn't seem to be working. On Windows, there should be a button on your desktop that triggers aiStarter. On Mac, aiStarter should start automatically, so Mac users don't have to worry about it. In case the aiStarter somehow needs to run manually on your Mac, find it using Spotlight, use Finder to go to /Apps/Appinventor/commands for the app, and double tap the aiStarter. On GNU/Linux, this program is in /usr/local/bin. You should be able to start it by entering the aiStarter from the terminal. How can I tell if aiStarter is working correctly? aiStarter works correctly if the emulator (or USB) connect. If you want to diagnose a problem with aiStarter, try running aiStarter from your console. Then, when you're trying to plug in the emulator, the console output for aiStarter should show a sequence of form probes 127.0.0.1 - - No01/Dec/2013 11:28:30 GET HTTP/1.1 2000 There can also be problems like reporting blocked ports, or problems with the adb program. For a locked port, check if there is another program on your computer uses the port. Does ADB work correctly? Adb's program may someday get confused, especially if there are other issues. Open the console in the App Inventor's Team catalog and run adbrestart and see if it helps. Is the device on the line correct? If the emulator is running and is in the process of running for a while (and past the all-black screen), start the adb command devices in the console window. As a result, a list of devices must be specified: the emulator-5554 device should be exactly one device: the emulator. Turn off any other devices. If the emulator state is offline and not connected, then you may not have waited long enough, or there may be some other program using the port emulator port 5554. You will need to find this program and disable it. If the emulator doesn't keep running, kill it and try to connect again. Is the emulator working, but App Inventor keeps tracing in the loop, trying to connect to it? This means that App Inventor cannot communicate with the AI Companion program running in the emulator. The first thing to try here is to reinstall the AI installation software as described here: How to update the software of the inventor of the application. If this doesn't work, then check if the ADB works as described above). Is the emulator hanging while waiting for the blocks to load? If the emulator has gone through the entire launch sequence, started downloading your app, and is hovering while waiting for blocks, there may be an error in your program that prevents the block shape from loading. Check your program in the editor and block editor. If you need help, file and question and turn on the source of the program (file aia). Other emulator problems My app works on the emulator, but the images don't show up. Some people have noticed a problem where the app runs on the emulator, but the images don't show up. To fix this, reboot the app inventor's page in the browser. (Use a shift reboot to also reboot the cache.) Then try to connect to the emulator again. When connected to an emulator, App Inventor says: Network error communication with the satellite. Try to reset Companion and reconnect. This message means that App Inventor believes it is connected (to the emulator), but it does not receive a response from the AI Companion software, which should work in the emulator. There are several possible different ones and we are currently updating the customization tools to fix as much as we can. In the meantime, one thing to try to remove the .appinventor folder is your home directory and try to connect to the emulator again. And try to start connecting two or three times. If these reconnection attempts don't work, try resetting Ai. Use the menu key (on the emulator) and choose to stop this app. Then reboot the browser page and try to connect again. If that doesn't help, kill the emulator window, reboot your browser and try again. If this still doesn't work, please report the problem. Does the aiStarter or emulator block the firewall? If the emulator loads and starts, but then you see an error that there is a problem communicating with the satellite, one possible (but unlikely) reason is that the firewall blocks connections between the App Inventor and the emulator. Windows and MacOS both come with firewalls included in the operating system. None of them should be a problem for the app inventor, but you may have other firewall software installed on your computer (such as the AVG link scanner). If so, you need to set up this firewall to allow aiStarter and emulator.exe to finish. Can your computer see the rendez-vous server? Using a browser (not App Inventor), try visiting the page. This should look like a copy of the App Inventor page (but it's not the app inventor's service, so don't try to use it like this). If you can't visit it on this page, App Inventor won't work. Contact your network provider to determine why the connection is blocked. 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