

# Getting started with sw6.lib

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*sw6b, 20-04-2011 – covers quick start guide for sw6.lib*

## Get started with sw6.lib – Checklist

### Requirements

- Eclipse or MOTODEV with Android SDK.
- Subclipse with access to <https://sw6android.googlecode.com/svn/>

### Step by Step

This guide will be based on MOTODEV.

1. Import the project **sw6.lib/trunk**
2. As **sw6.lib** communicates with the **sw6.admin** database through a content-provider, you must ensure that **sw6.admin** is installed on the phone, as **sw6.admin** implements the content provider and provides database access as well.
  - a. To install **sw6.admin**:
    - i. Import the project **sw6.admin/trunk**
    - ii. Compile and run.
3. To use **sw6.lib** right click on your project, choose:
  - a. *Properties* -> *Android (menu item)* -> *Library (group box)* -> *Add (button)*
  - b. Choose **sw6.lib** in the list of available libraries and press *OK*.
4. Ensure that **sw6.lib** is now shown as an included library in the *Library* area.
5. Close *Properties*, and you are good to go so far.
6. To use the core functionality of **sw6.lib**, import **sw6.lib.Settings** in your class.
7. In the **sw6.lib.Settings** file, methods such as **getInteger**, **getObject**, **setDouble** etc. are defined. Documentation has been written for all methods in **sw6.lib.Settings**, so please refer to the Doxygen documentation at: <http://sw6android.lcdev.dk/sw6b.documentation/sw6.lib/> for precise descriptions of what functionality the methods deliver.
8. To insert settings into the database, you must specify an XML file named: **settings.xml**, and place it in the app's **/assets** folder. It is very important that you use the exact wording, and path.
  - a. Refer to:  
<http://sw6android.lcdev.dk/sw6b.documentation/sw6.xmllayout.1.0.documentation.pdf>  
for **settings.xml** layout documentation.
  - b. Refer to:  
<http://sw6android.lcdev.dk/sw6b.documentation/sw6.xmlvalidator.1.0.documentation.pdf>  
to download a validation tool that will help you check if **settings.xml** is valid.
  - c. Refer to:  
<http://code.google.com/p/sw6android/source/browse/sw6.xmlvalidator/trunk/resources/settings.xml>  
for an example of **settings.xml**.

9. As you might have read in the `settings.xml` layout documentation, you have the opportunity to store objects in the administration module. As written in the documentation, if a user wants to edit a setting represented by an object through the administration interface, the application responsible for the object must provide an activity that provides options to edit the particular object. To allow the administration module to invoke this activity, it is very important that you set the following flag:
  - a. Open your applications manifest file
  - b. Open the *Application* tab
  - c. Select the activity that provides the interface to edit the particular object
  - d. While selected, go to the “Exported” drop-down menu, and select *true*.
  - e. Otherwise, just add the following line to your tag that represents the specific activity:
    - i. `android:exported="true"`

## Known Issues

For some reason we cannot account for, MOTODEV sometimes “forget” that you have included sw6.lib. This often results in many compile errors and a lot of red lines. To fix this, just remove sw6.lib as library, apply the change, add sw6.lib as library again, and apply the change. Then MOTODEV reloads the library and everything should be good to go again.

## Documentation

The library is continuously documented. The latest version of the Doxygen generated documentation can be found at: <http://sw6android.lcdev.dk/sw6b.documentation/sw6.lib/>