# Intel® HTML5 Development Environment

# Article – Using the App Dev Center

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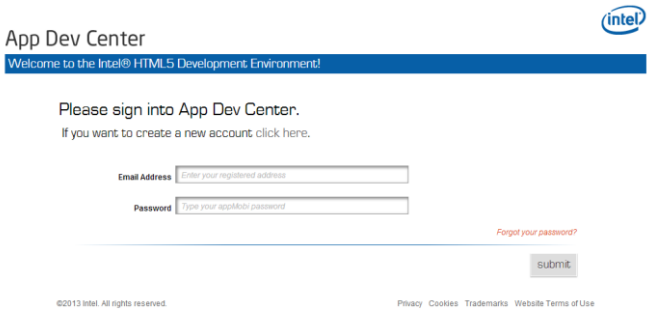
# Purpose

The App Dev Center is a site designed to help you develop and build your hybrid applications. It also provides you an entry point to enable cloud services such as push messaging, in-app purchasing and analytics for the app. The purpose of this document is to demonstrate how the App Dev Center works. You can reach the App Dev Center from the following URL:
http://appcenter.html5tools-software.intel.com

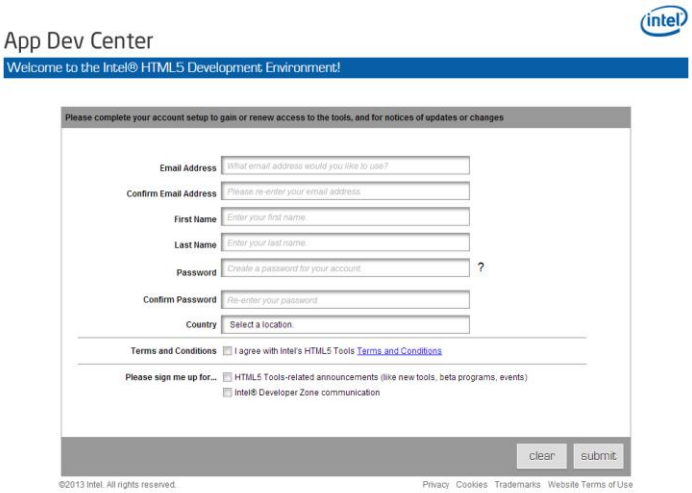
# Using App Dev Center

## Login or Create an App Dev Center Account

If you already have an account, enter your username and password then select the Submit button to login. If you have not created an account through the Intel® XDK, you can create one the first time you visit the App Dev Center by selecting the Click Here link just under the Please Sign into App Dev Center heading.

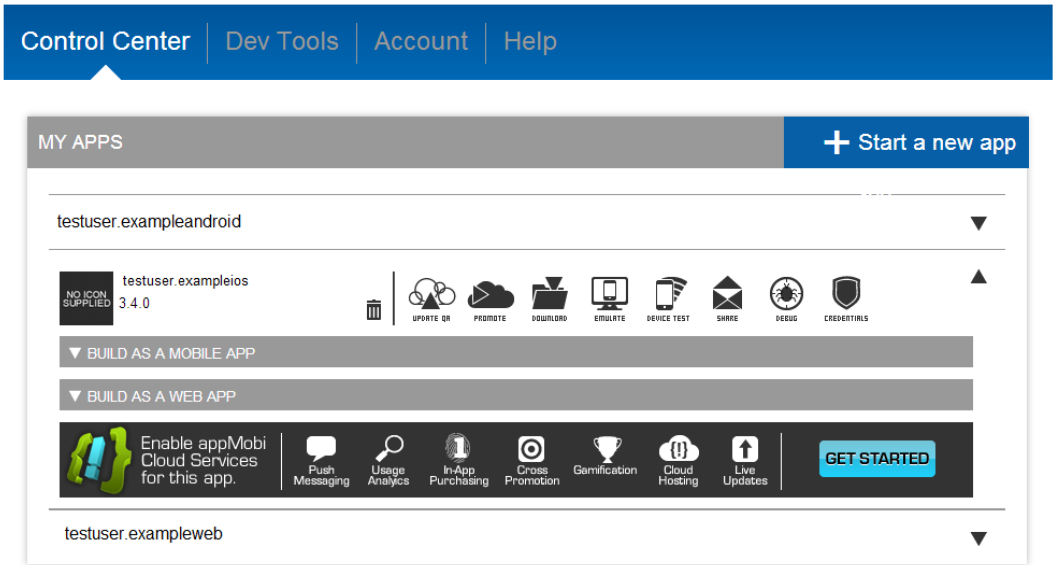



If you are signing up for the first time, provide the requested information and then press Submit to create your account.



## Control Center Tab

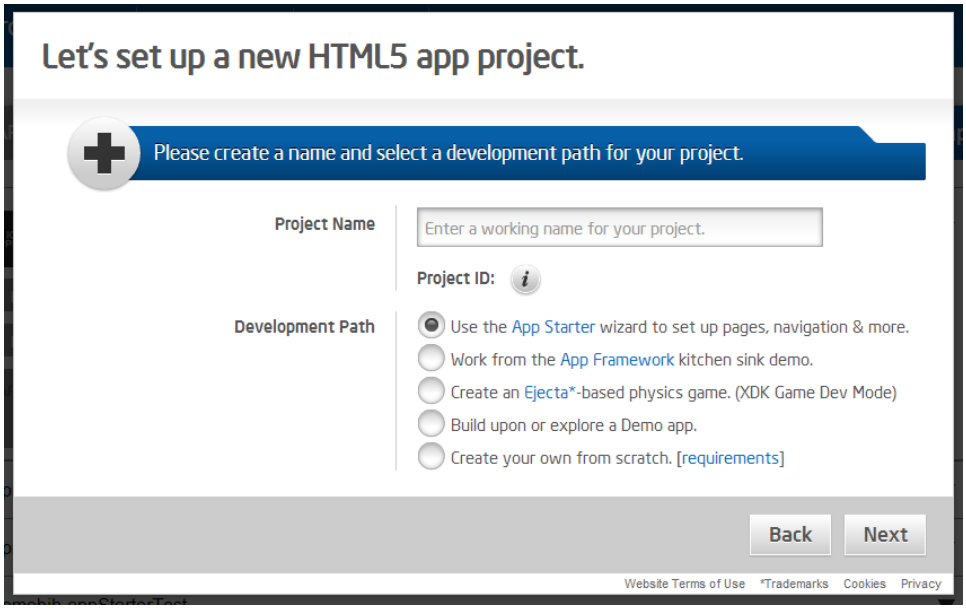
Once your account is created, you will be taken to the Control Center panel of the App Dev Center. This panel is the central location for you to control the development and building of your applications. If you already have applications created within your account, the first application will be opened. All other applications will be shown in a non-expanded state. To work with a particular application, expand it with the down arrow to the right of the app name or by clicking on the app name itself. This action will cause the selected app area to expand and collapse the previously expanded app.




## Create a new App

If you do not yet have any applications associated with your account, or just want to add another one, the App Dev Center gives you the ability to create or register a new application. To get started, click on the "Start a New App" button located at the top of your app list on the Control Center panel.

This will take you to the new application creation wizard which will guide you through creating a new application.



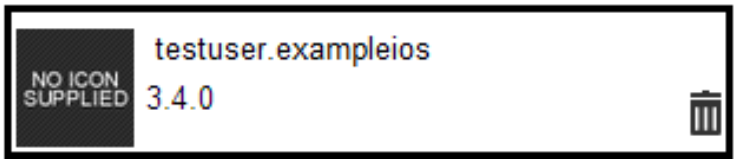

Here you can create starter apps based on Intel's App Framework, Ejecta* based games using App Game Interfaces (uses the Game Dev Mode of the Intel XDK), sample HTML5 demo apps, or you can start with your own bundle.

## Managing an Application

The App Dev Center allows you access to tools for developing and building your applications. It also provides you with an entry point to enable cloud services for individual apps.

### App Management

The top left section of your expanded application contains some general information about your app, and items you can use to manage that application.




The App Name and icon associated with your application are shown, along with the most current version number for the app.

If you have more than one version of your application published, you can also select which version of your application you plan to work with.

You may also copy or delete the shown version of the application. To create a new project using your current project as the starting point, click on the copy icon ( ) just to the right of the app name. To delete the current version of your app click on the trash can icon also located to the right of the app name. Remember this only deletes the selected version if you have more than one version. If you only have one version, it completely deletes the app from your account.

## App Development Tools

There are several tools available for aiding you in development and testing of your app. These tools are shown in a separate section to the right of the app name.

*UPDATE QA* is used to upload a zipped app bundle to your QA cloud space. This bundle must contain an ***index.html*** file in the root or 1st level directory of the bundle. This bundle may then be shared with others to help you test via the Share icon.

*PROMOTE* is used to push the current QA bundle to your production cloud space. This new production bundle will NOT be pushed to existing clients. To push updates to existing clients, you will have to rebuild your app and update in the store, or use appMobi's Live Update* capability.

*DOWNLOAD* allows you to download either the latest QA or Production bundle of your app from the cloud.

*EMULATE* starts the Intel® XDK so that you can then work with your application in the emulator.

*DEVICE TEST* provides you with a set of instructions on how to test your application on a device using App Tester functionality.

*SHARE* helps you compose an email to send to other testers. From there, they can launch the application via a link within the email and help you test using the application. The bundle used for testing is the current QA bundle. If you have a newer bundle you wish to test, first use the Update icon to upload a new bundle to QA.

DEBUG takes you to the App Debugger tool. From here you can debug your application on your device.

*CREDENTIALS* opens the credentials configuration panel. There you can set up the necessary OAuth or Facebook* credentials for your application. For more information about using credentials, visit:

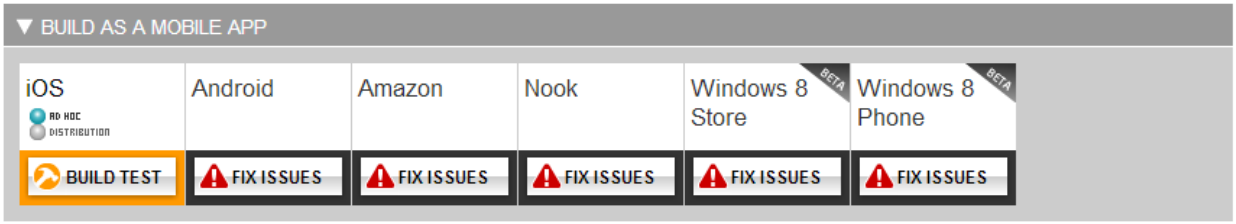
http://www.html5dev-software.intel.com/documentation/index.php?DOC=ARTICLE_OAUTH

## App Building

The App Building tools for your application are broken into two sections. The first section is used for building your app as mobile device, and the second section is for building your app as a Web App.

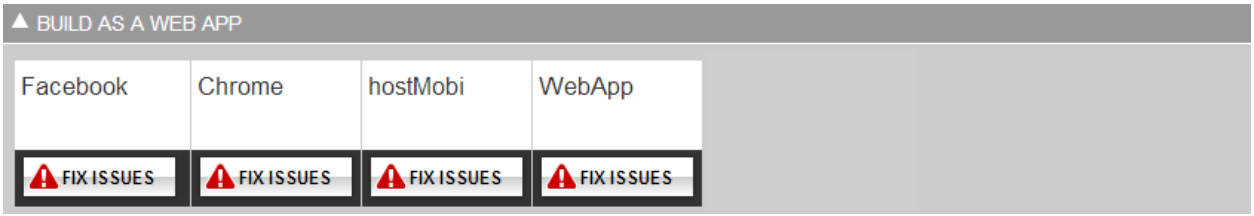
### *Build as a Mobile App*

This section is used to build your application for submission to various mobile platforms.

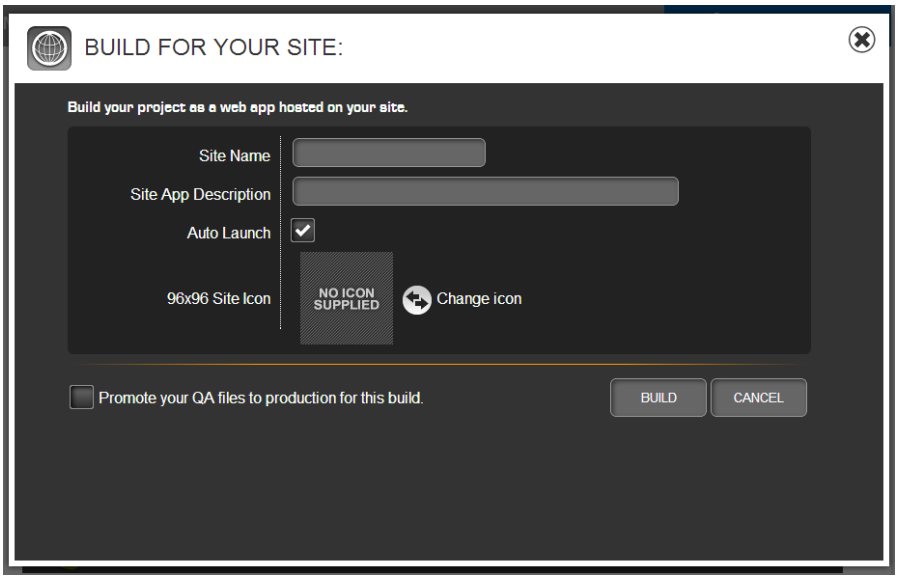



From within this section you can set up or modify your build settings and assets, download your latest production bundle for local testing, or build immediately if all items have been previously set. For each platform, there is a Build Status Indicator which provides you with an indication of the readiness of your app for building. You will be able to build Apple iOS*, Google Android* (Android, Amazon*, and Barnes & Noble Nook*), Windows 8* Store (BETA) and Windows Phone 8* (BETA) applications.

### *Build as a Web App*




For the build types included in this section, clicking on the button itself will either automatically build your application with the latest settings (Green Build Now button), or take you to appropriate build screens where you can enter the required information for each build type.




Example screen for Your Site

What gets provided at the end of the build process depends on the type of app you opted to build.

Facebook app: Provides you with the URL required for your Facebook container app. This is set up in your Facebook developer account.

Google Chrome* app: Provides you with a zip bundle that is ready to submit to the Chrome Store

appMobi hostMobi* app: Provides you with a <script> tag or an html page link to launch an appMobi hosted version of your application from within your web pages.

Your Site: Provides you with a zip bundle of your application that you can host on your own server.

### *Build Status Indicators*

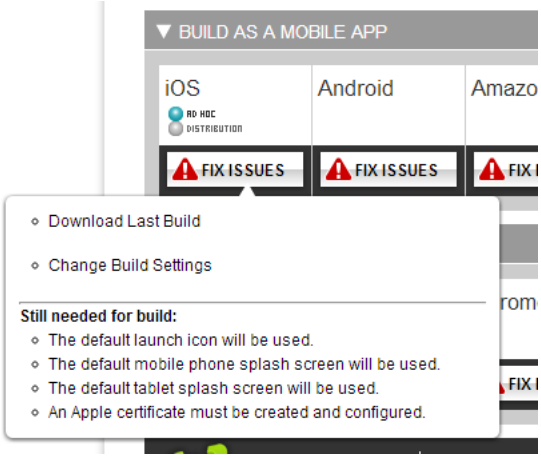
The Build Status Indicator for each type of build provides you with a quick status depicting the readiness of your application for a build on that platform.

- Green indicates the build system has everything it needs to build the app. Clicking on the button in this state will automatically build your application using the latest production bundle and build settings. For the iOS operating system, the last type of build you performed (adhoc or distribution) will be the type used when building.
- Orange indicates that the application is buildable, but contains either default values/assets or requires a site icon in the case of web type builds. You can build from this state; however the

last production bundle is used. To update your production cloud space first, select Change Build Settings as explained above which will allow you to promote your QA bundle to production.

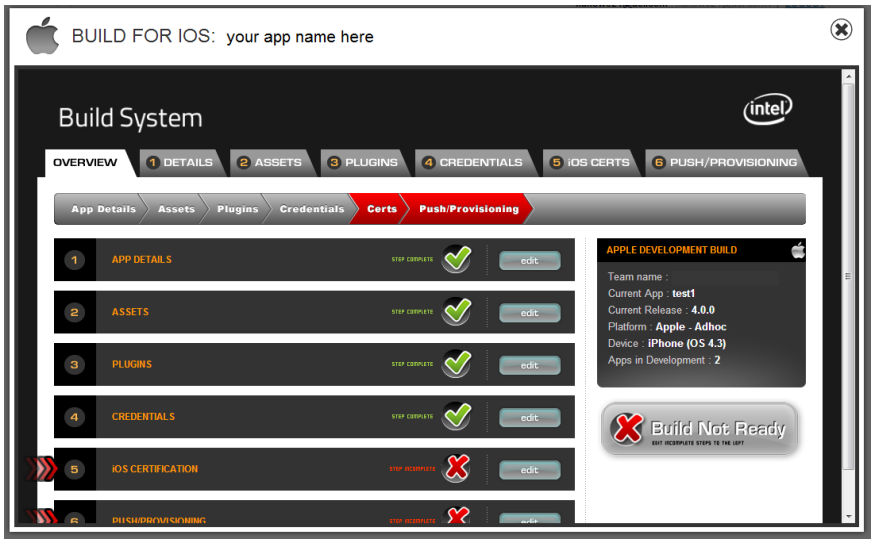
- Red indicates that the build system is missing a critical part and the application cannot be built in the current state.

As you roll over the indicator button, a popup is shown. This popup will show you what the build system still expects/requires. You can access the build system by selecting the Change Build Settings option for any build type, and for Mobile Apps you can also download your last production build.




When selecting Change Build Settings, you will be given the opportunity to push your latest QA code to your production cloud space prior to modifying your build or publishing settings in the build system.

Clicking on the button itself will either automatically build your application with the latest settings (Green Build Now button), or take you to the build system. Within the build system, a red X indicates those items that require attention in order to build.




For detailed information regarding how to use the build system, review one of the following articles

iOS:
http://www.html5dev-software.intel.com/documentation/index.php?DOC=TUTORIAL_BUILD_BINARY_IOS

Android:
http://www.html5dev-software.intel.com/documentation/index.php?DOC=TUTORIAL_BUILD_BINARY_ANDROID

Windows Store:
http://www.html5dev-software.intel.com/documentation/index.php?DOC=TUTORIAL_BUILD_PACKAGE_WINDOWS_STORE

Windows Phone 8:
http://www.html5dev-software.intel.com/documentation/index.php?DOC=TUTORIAL_BUILD_PACKAGE_WINDOWS_PHONE_8

### *Enabling Cloud Services Within Your App*

If you would like to include cloud services such as in-app purchasing (IAP), app cross promotion, push messaging, gamification or analytics to your app, you may select the "Get Started" button located in the Enable appMobi Cloud Services banner shown in the expanded app section. This will take you to appMobi's appHub* control center where you can register your app and enable the services you need. After registering your app, the promotion changes and contains a "GO TO APPHUB" button which will take you to the appHub control center directly, where you can then manage your cloud services.

## Dev Tools Tab

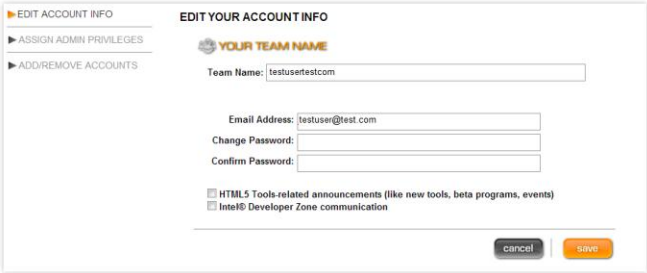
From the Dev Tools page, you will be able to download the Intel® XDK (Cross Platform Development Kit), and link to our development web site. You can also access the development web site directly at:
http://developer.html5dev-software.intel.com

# Account Tab

This section of the App Dev Center will allow you to administer your account credentials and manage team members associated with your account.

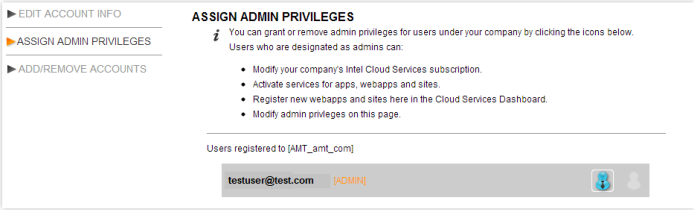
## Edit Account Info

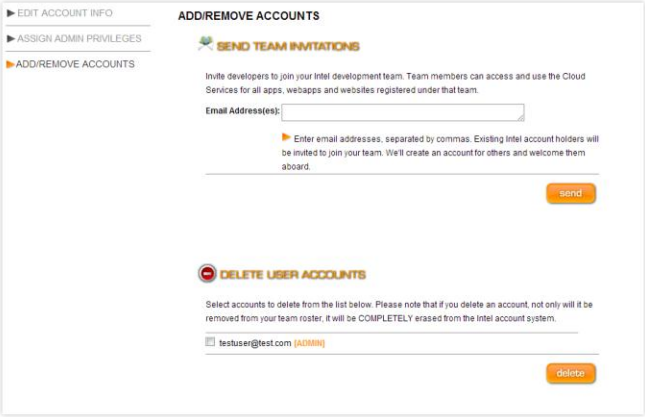
Use this section to edit the information about the account you are currently logged into the dashboard with. You can change your team name, your account's email address and password, and modify settings your information settings from this page.




## Assign Admin Privileges

This page allows users with Administrator privileges to grant or revoke administrator privileges from users in the team. You will NOT be able to change user privileges for yourself.




## Add/Remove Accounts (Administrators ONLY)

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