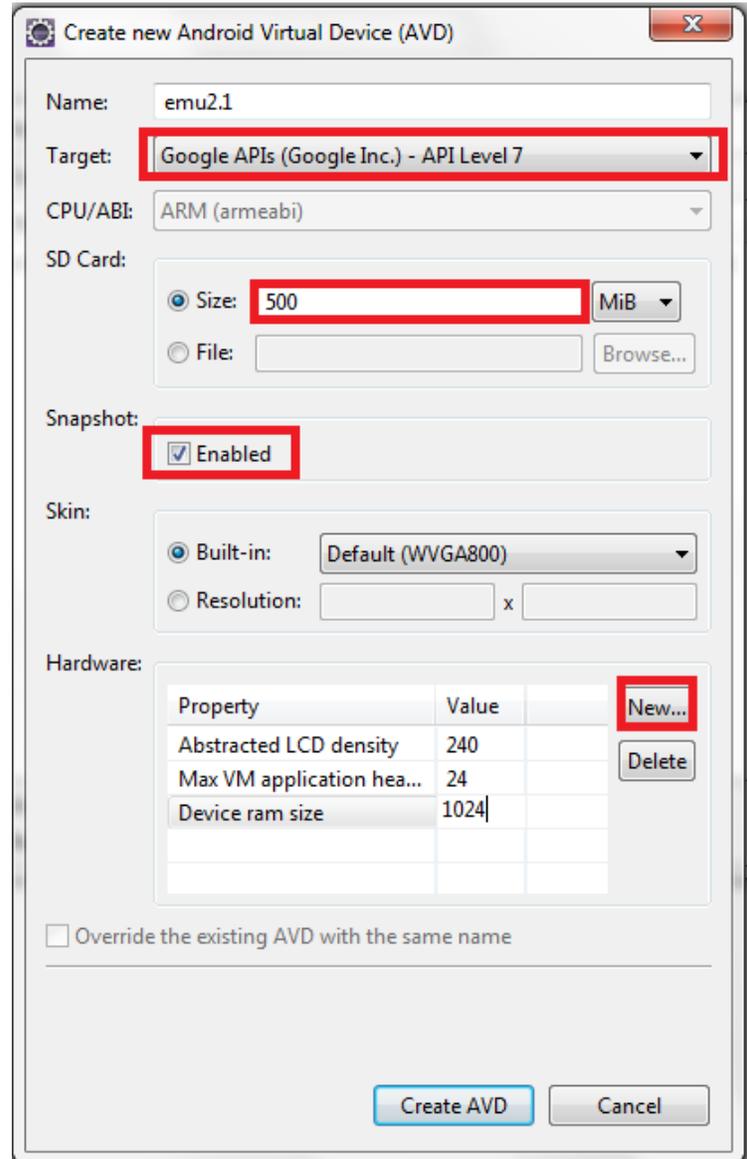


Android Emulator Setup Highlights:

- It is recommended to always select Google APIs as your emulator target.
- Snapshot option should be always enabled as this feature is the key point for speed improvement.
- The skin settings can be changed if necessary, but keep in mind that the resolution for most modern android devices is the default setting WVGA800 (800 X 600).
- The Hardware settings can be also changed if necessary. The only concern is that the ram size and max VM heap size settings could possibly impact your emulator performance.
 - The default Max VM application Heap size setting 24 MB is relatively enough. Today, most android devices are now having 32 MB or even more for heap size. However, the heap size should not be less than 12 MB.
 - Depending on your computer specs, the recommended ram size is in the range between 512 MB – 1024 MB. Although you can give more ram to the emulator but an actual android device would normally have 512 MB – 1024 MB for ram only.
 - LCD density is not recommended to change because this value should match your skin setting, any changes in density could possibly impact your layout appearance on the emulator.



The followings are the specs of our development machine in IITS:

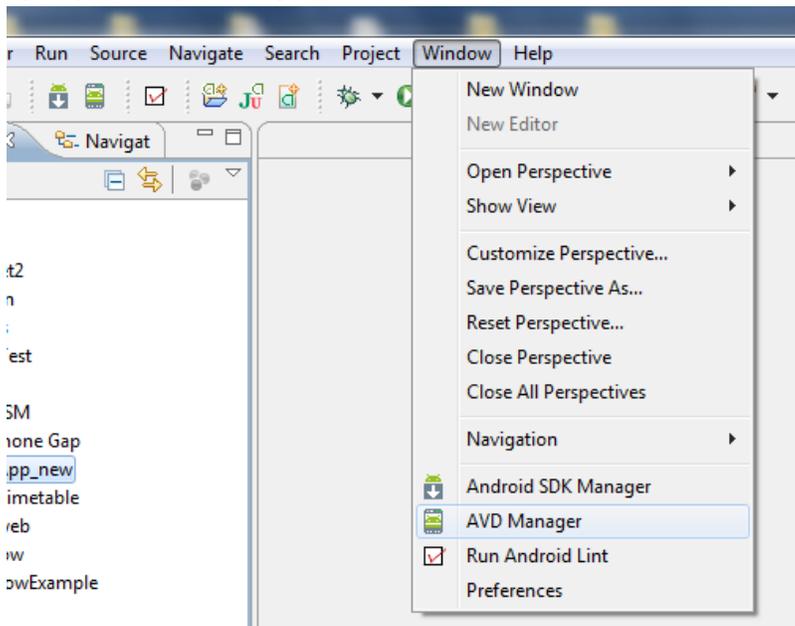
CPU: Intel Core 2 Quad Q9400 @ 2.66 GHz
Memory: 4.00 GB
Graphics: Onboard Graphic card

The Android devices that we use in IITS:

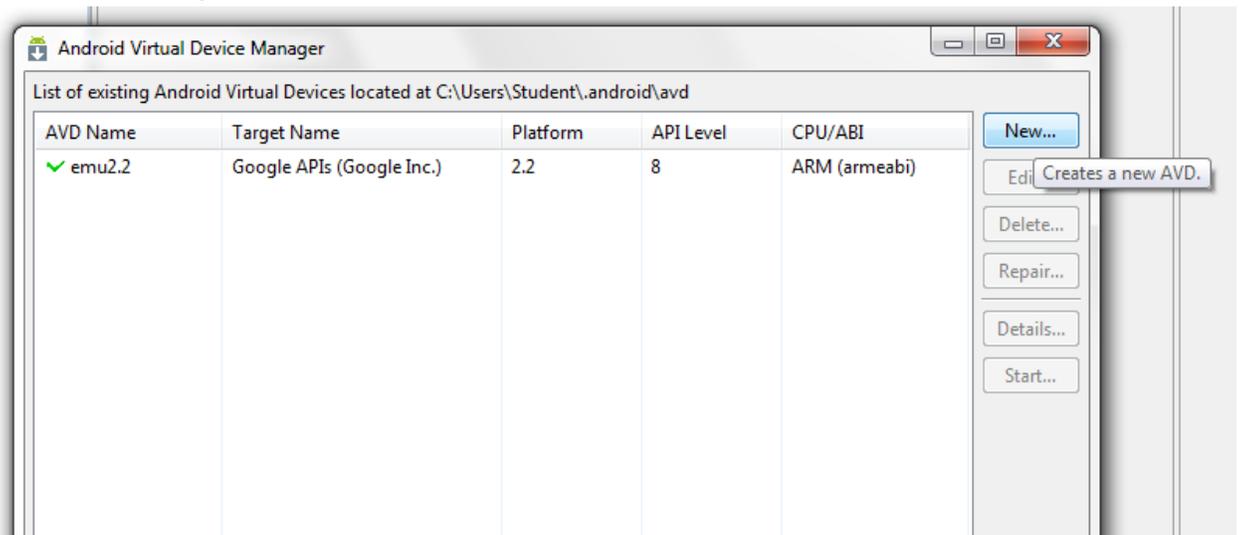
Google Nexus S (Android 2.2.6 & Android 4.0.3)
Google Galaxy Nexus (Android 4.0.3)

Startup Android Emulator:

1. Open your eclipse and go to Window menu

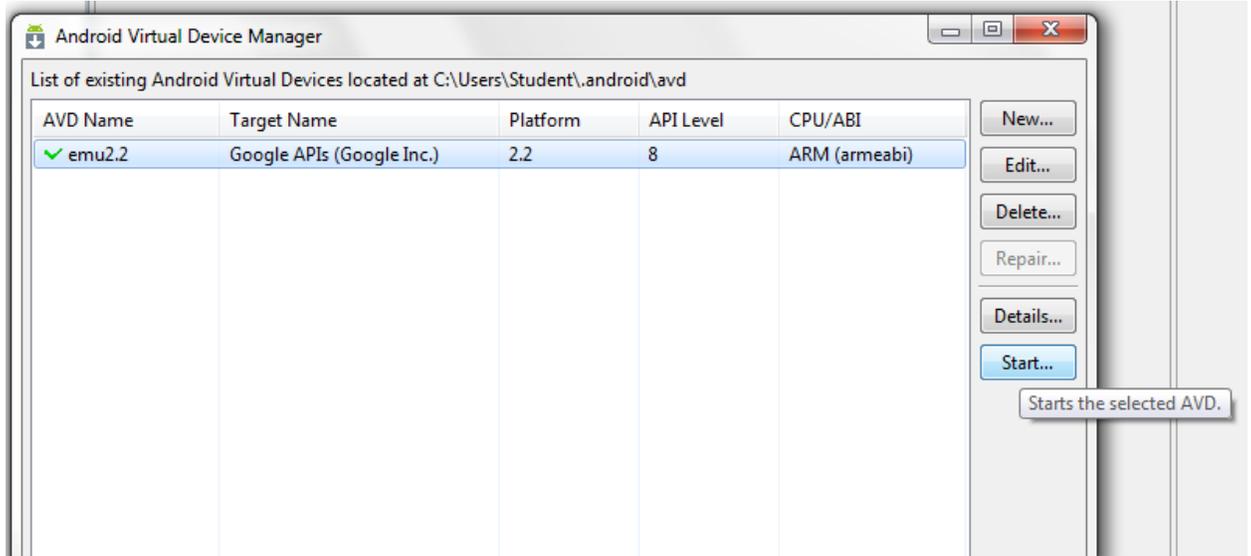


2. Select AVD Manager

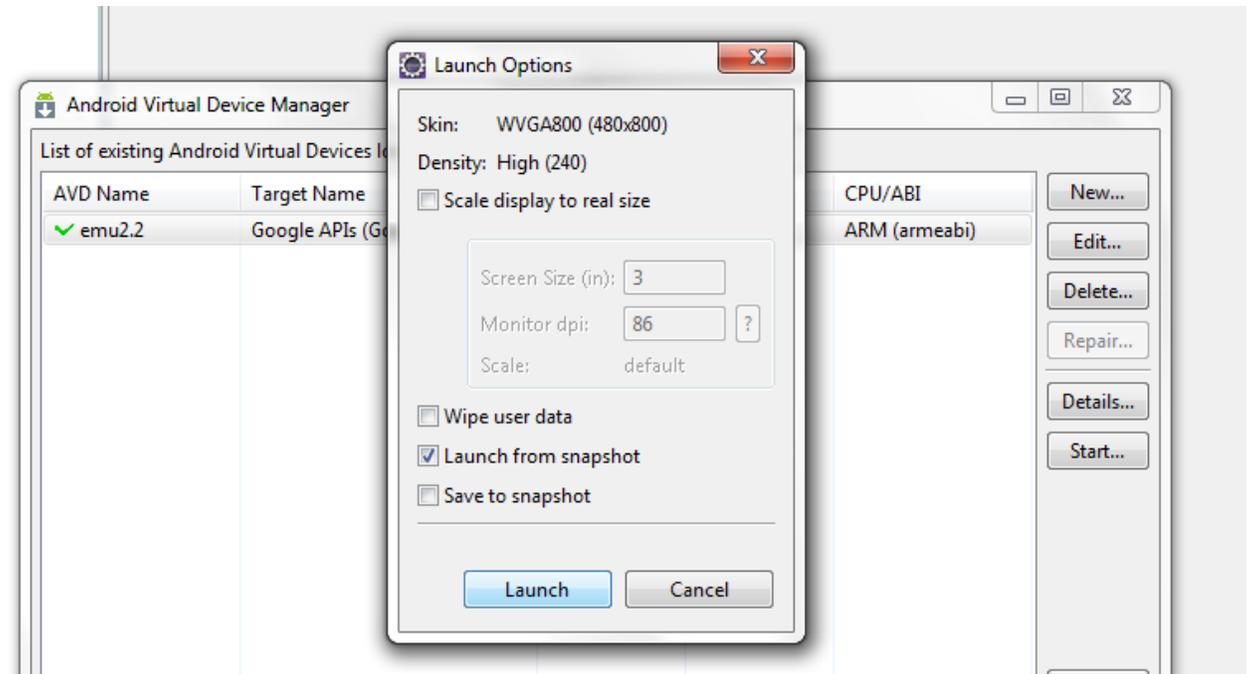


3. Select the emulator that you want to start with

4. Click Start



5. Check the Launch from snapshot option and the save to snapshot option (save any changes to the emulator when you close it)



6. Click Launch!!

Note: If you have enabled the snapshot option in the emulator settings, the first time boot-up of the emulator would take a while due to the snapshot image creation process. After the snapshot has been created and the emulator has started up for the first time, the next boot up will take less time to start.