

With Storyboard Designer you can export your Storyboard application as a native Android application. One of the ways of placing your Android application or .apk file on your Android device requires an external tool from Google called ADB. Typically, you need to leave Storyboard Designer to use the ADB tool, but this tutorial will walk you through integrating ADB into Storyboard Designer, allowing you to stay in one tool to avoid flipping between environments to develop and test your Storyboard application for Android.

Prerequisites: Android SDK Tools and USB Debugging

Before getting started, there are a couple of things that you must already have setup and installed:

1. The Android SDK Tools need to be installed on the same system as Storyboard Suite.
2. Your Android device needs to be in developer mode and USB debugging needs to be enabled.

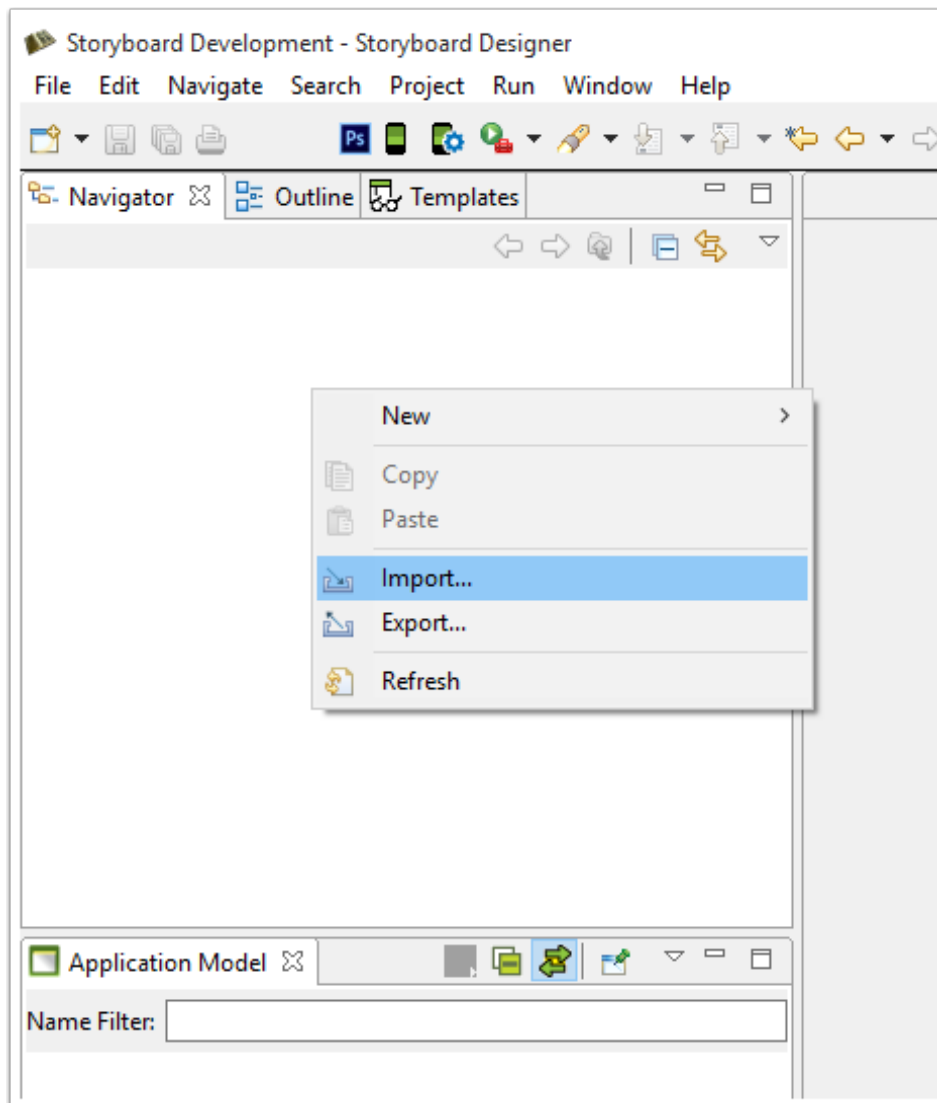
When you can list your Android device by executing "`adb devices`" from the commandline, you can move forward with integrating ADB with Storyboard Designer.

***Note:** Crank Software Inc. does not support Android Configuration and Tools

Import a Storyboard Application

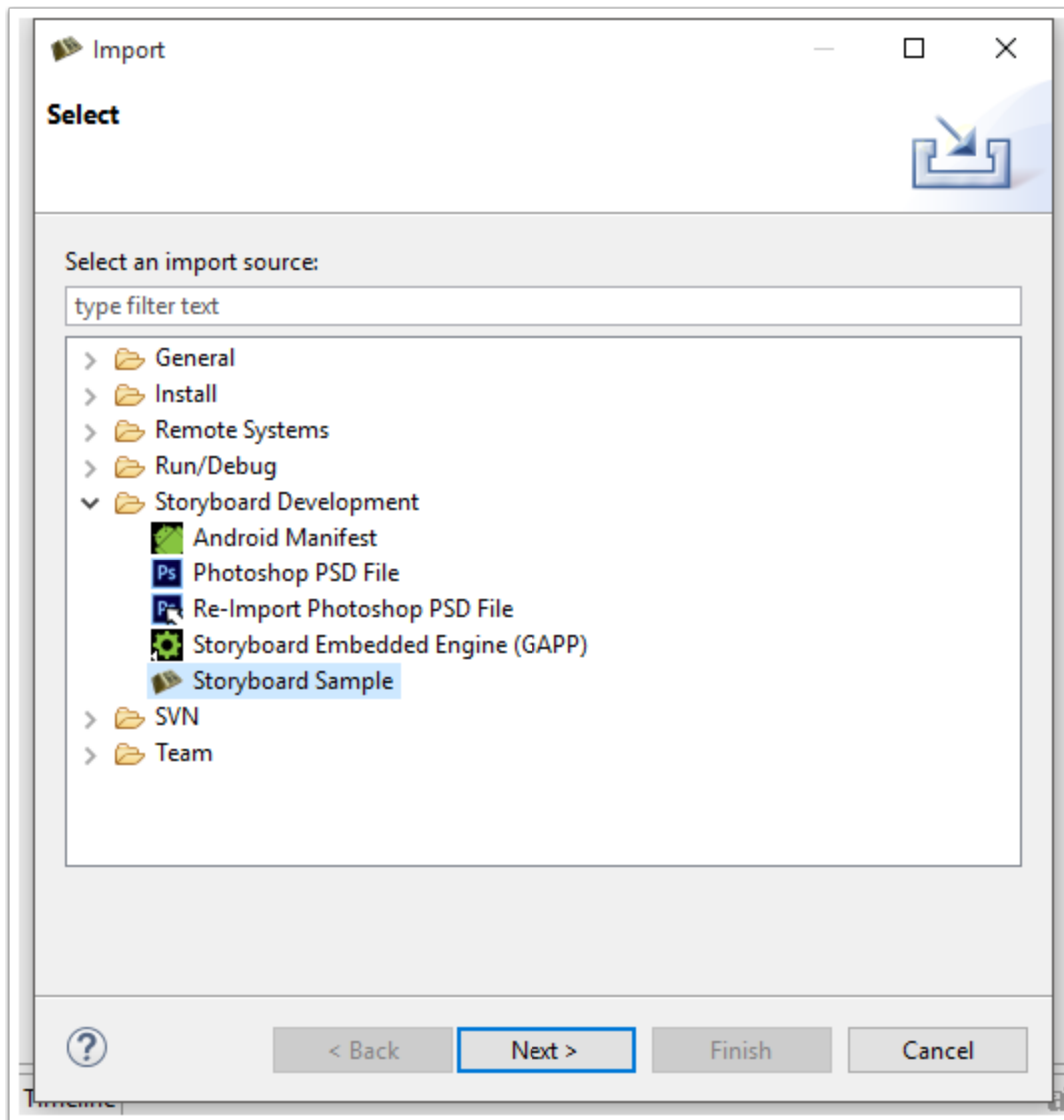
For the purpose of this tutorial we will use one of the Storyboard samples that are shipped with Storyboard Suite. You can follow along and substitute with your own Storyboard application.

Right-click in the Navigator View, select **Import**, and then click **Next**.



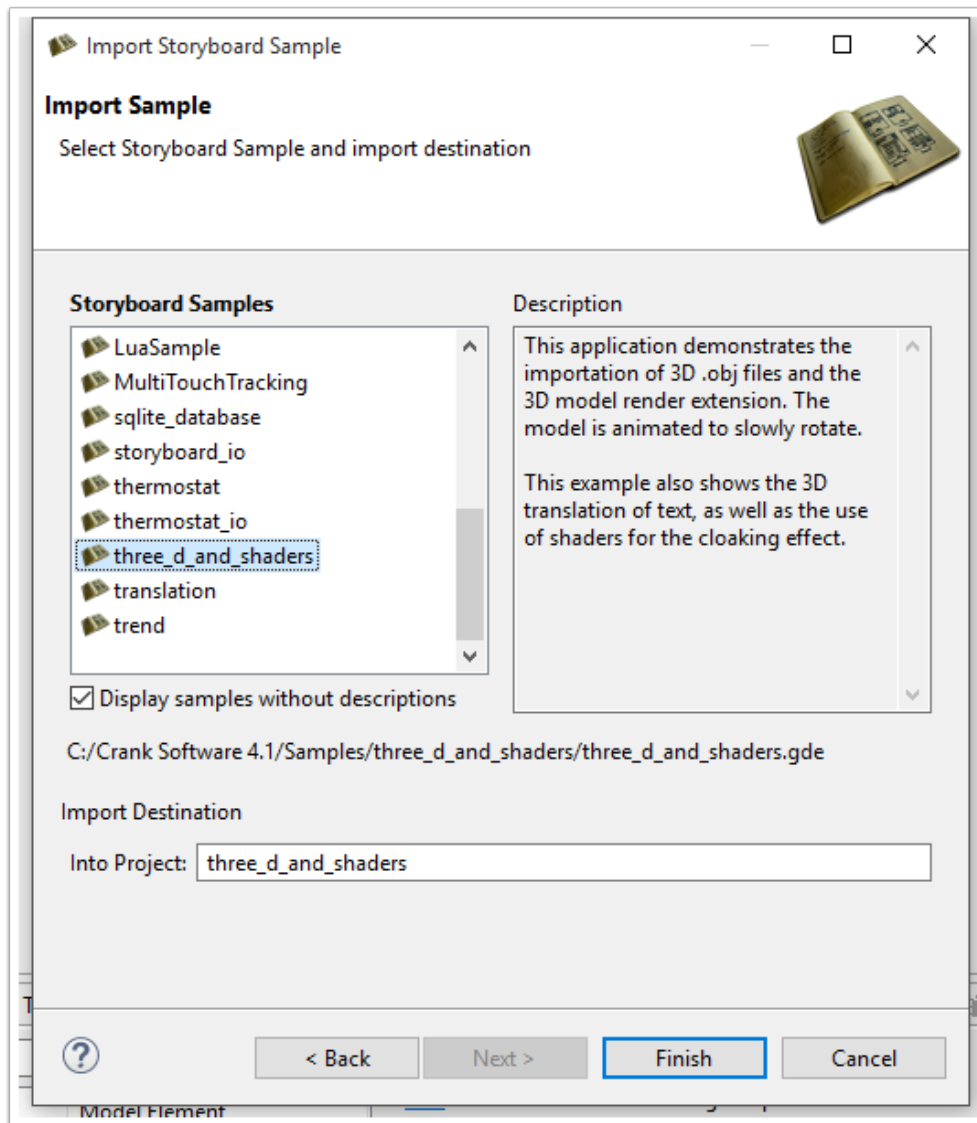
Select Import Source

Expand the Storyboard Development drop-down, select **Storyboard Sample**, and then click **Next**.



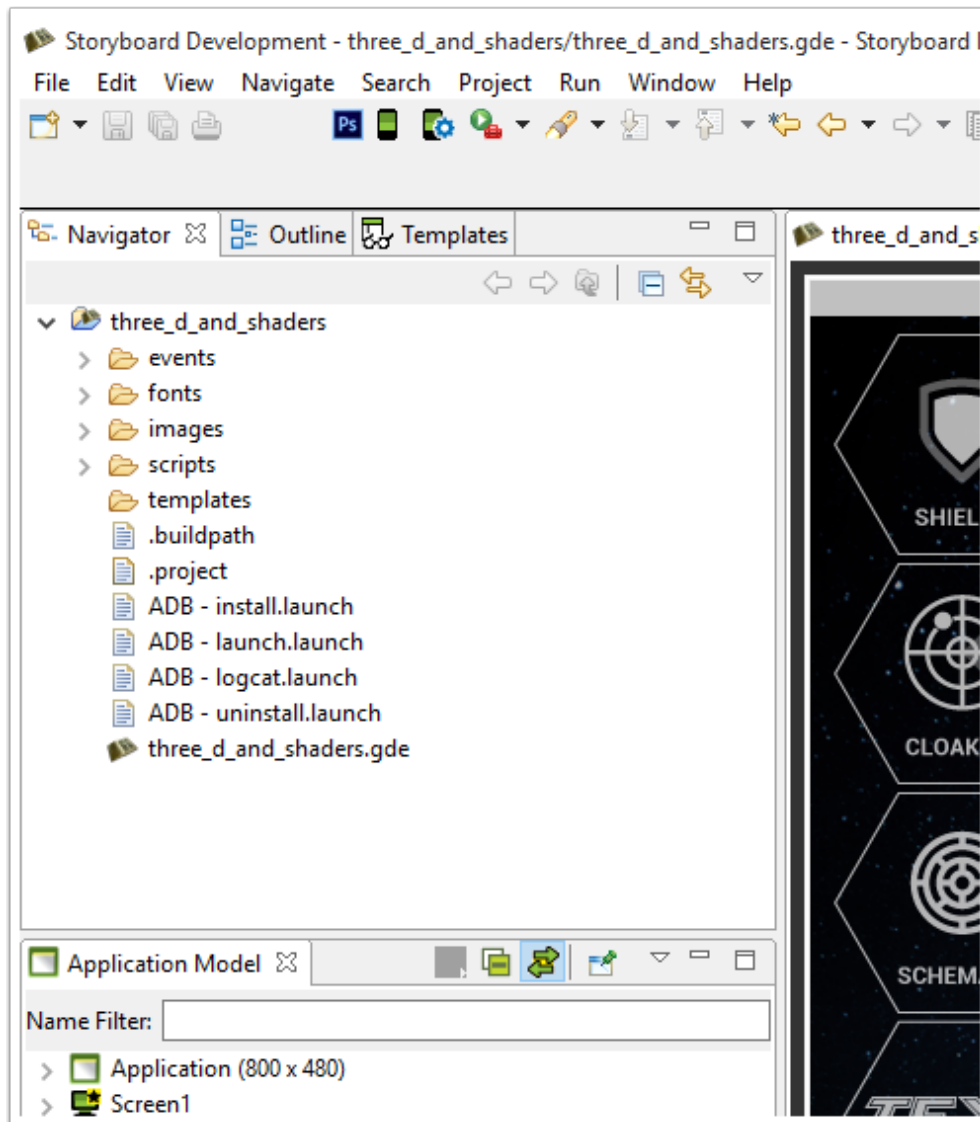
Select Sample and Import

Select the **three_d_and_shaders** Storyboard sample, and then click **Finish**.



Import Launch Files

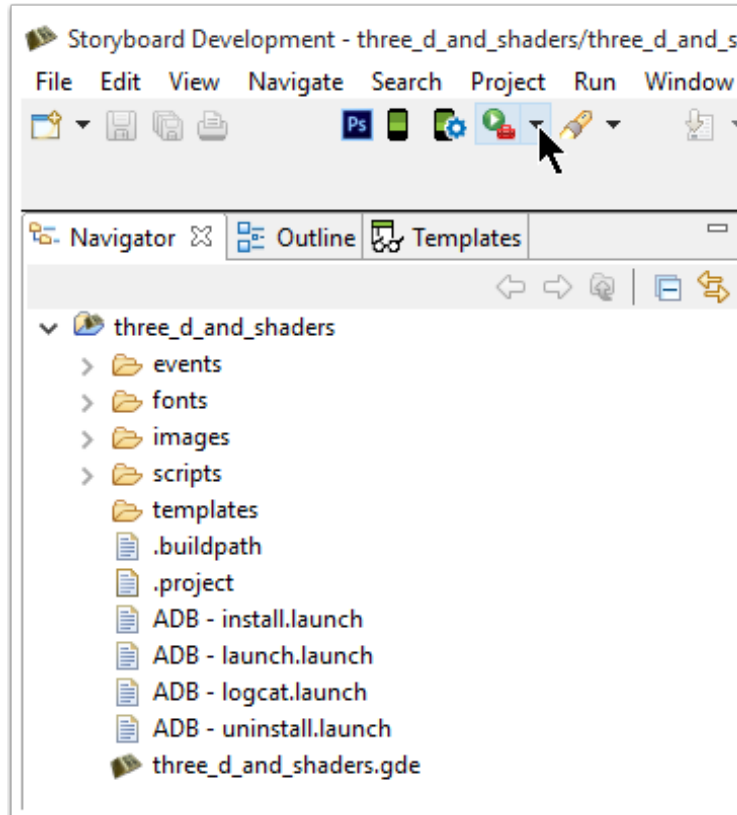
Accompanying this tutorial is an archive file called "[adb_launch_files.zip](#)". Unzip the archive and drag the files into your project in the Navigator View.



Modify Launch Files

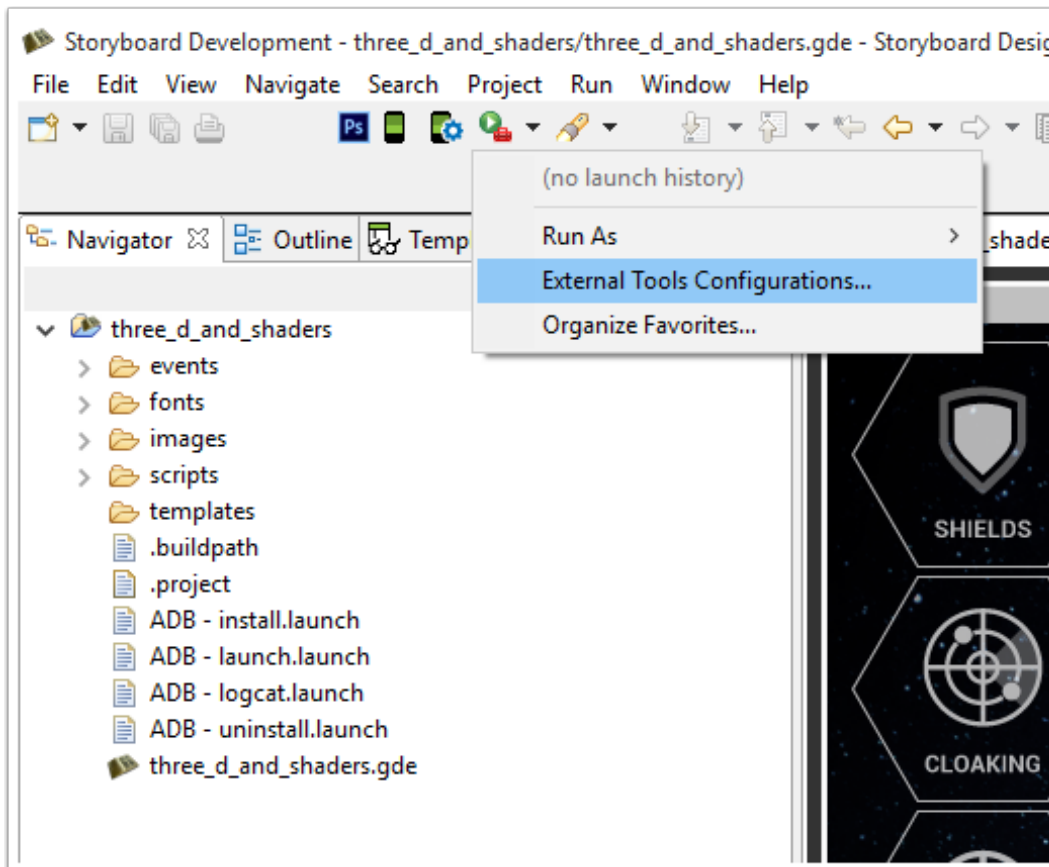
Now that we have the launch files in our project, we will modify them to reflect where the adb executable can be found.

Click on the **External Tools** drop-down.



Configure External Tools

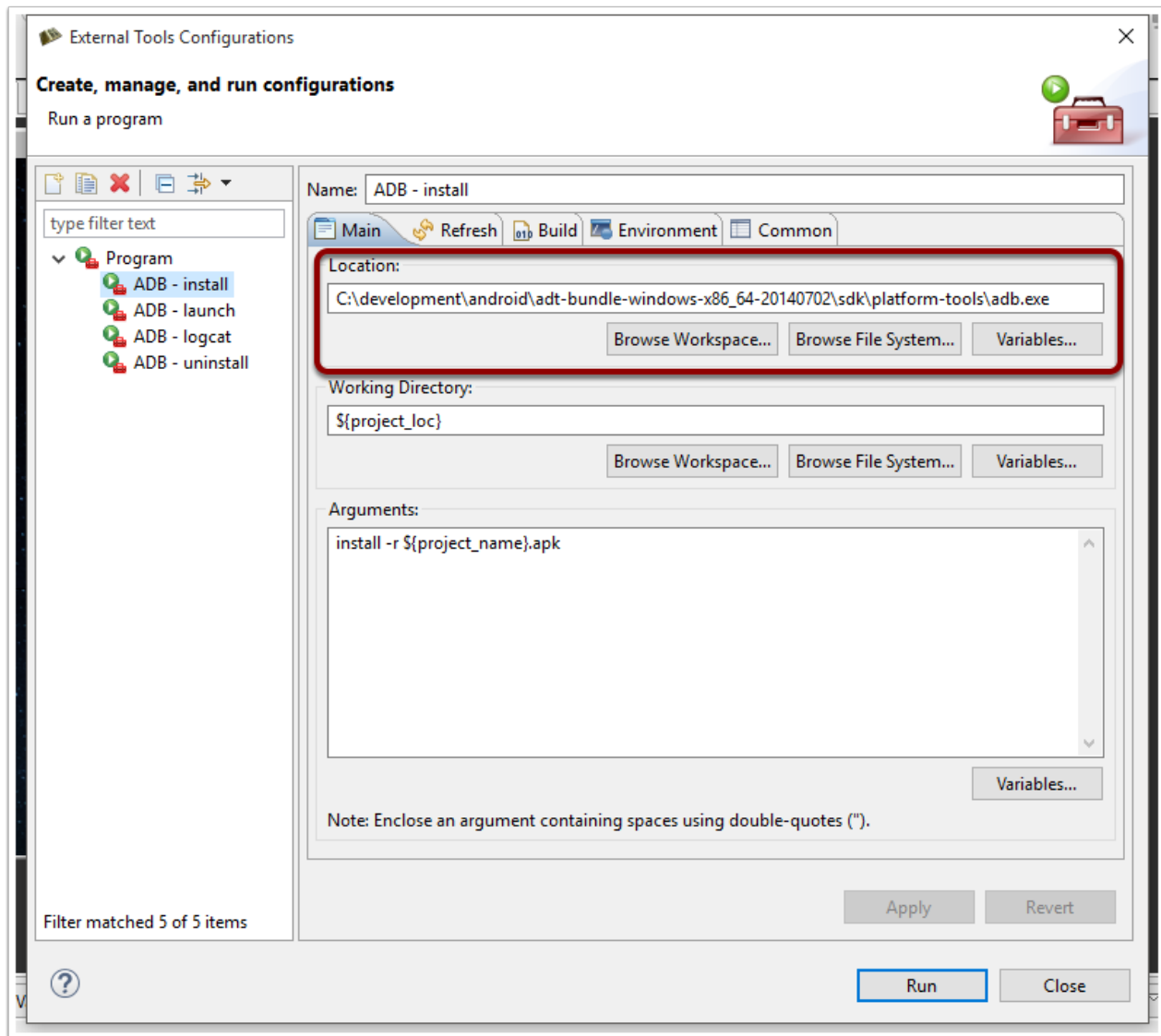
Select **External Tools Configurations**.



Edit Executable Location

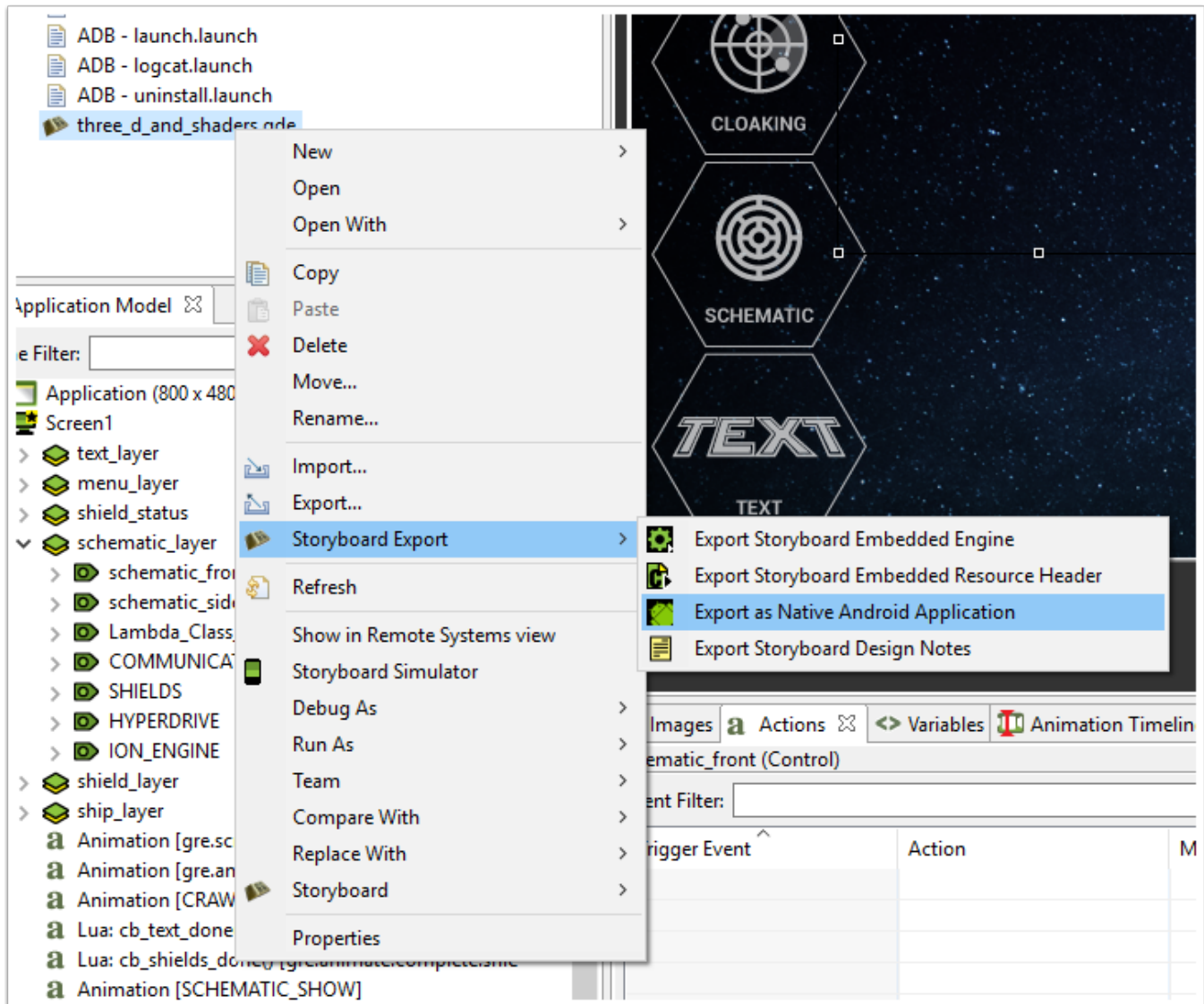
Edit the location to add the full path to the adb executable. Everything else can stay the same.

***Note:** Change the location for all the launch files shown here.



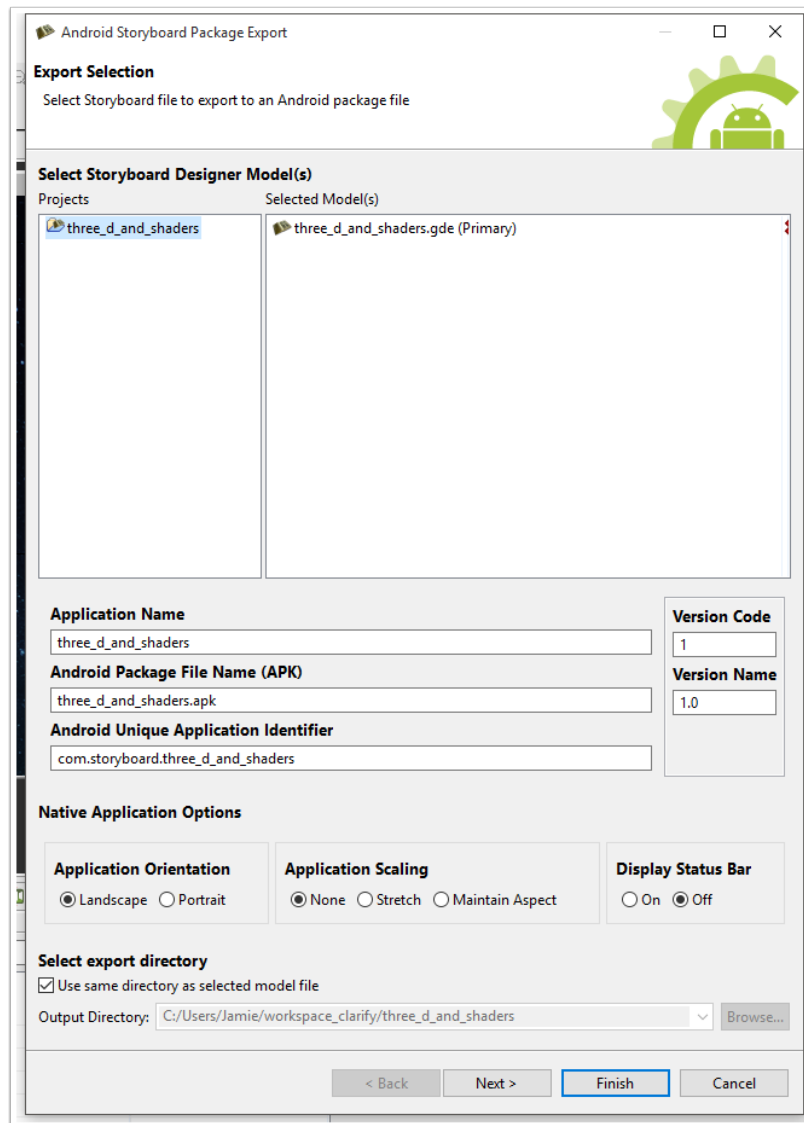
Create a Native Android Application

Next we create a Native Android Application (.apk file) to install on the attached Android device. Right-click the project .gde file, select **Storyboard Export**, and then select **Export as Native Android Application**.



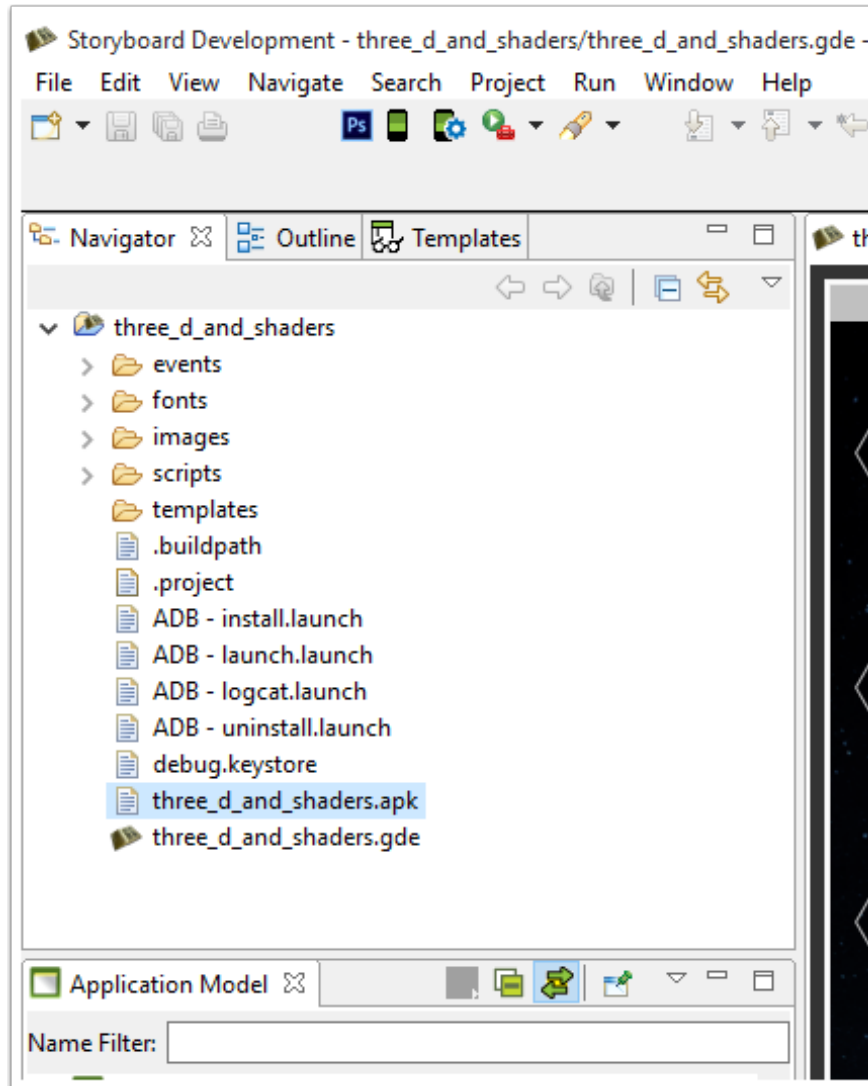
Export Android Storyboard Package

For this tutorial, keep all the default settings, and click **Finish**.



Confirm Native Android Application

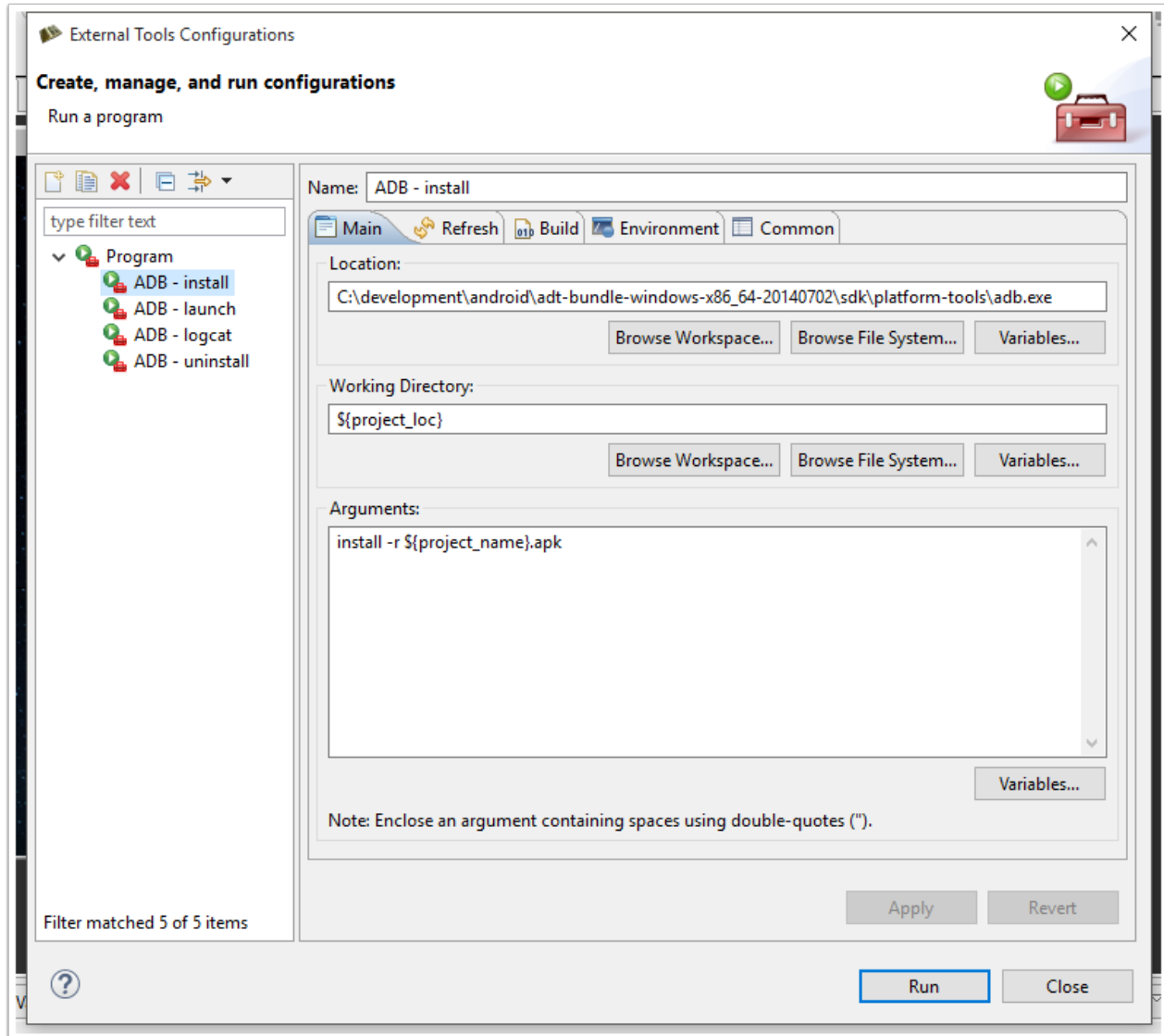
You should now see an .apk file in your project. This is the Native Android Application used by the launch files with your Android device.



Storyboard Application on Android Device

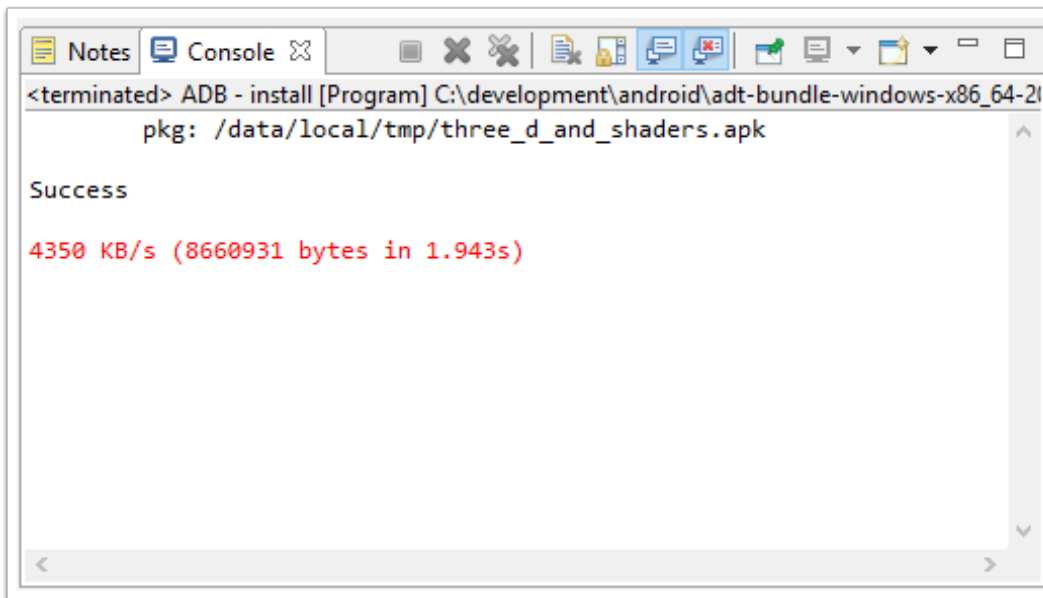
Now that you have an .apk file, you can call the various adb configurations from within Storyboard Designer. Select the command you want to use and click **Run**.

In this example we are using the install configuration since the .apk file isn't on the Android device yet.



View Console Feedback

Even though you are calling adb from within Storyboard Designer, you will still have console feedback. In this example you can see that the installation was a success. Running the logcat command will output to the console as well.



```
<terminated> ADB - install [Program] C:\development\android\adt-bundle-windows-x86_64-21
  pkg: /data/local/tmp/three_d_and_shaders.apk

Success

4350 KB/s (8660931 bytes in 1.943s)
```

Support

If you have questions about this or any of our other tutorials, please contact us at support@cranksoftware.com