Clickteam Fusion 2.5 and Android

Clickteam Fusion 2.5 allows you to build your application as an Android application.

What do you need to create an Android application?

You need to download and install 2 external packages:

- You need to install the <u>Java Development Kit</u>. The first time you build an Android application, Clickteam Fusion 2.5 will ask you for the pathname of the JDK directory, select it in the folder selector. For example C:\Program Files (x86)\Java\jdk1.6.0_43. You can later change it in the preferences if necessary. **Note for 64-bit machines**: install at least the 32-bit version of the JDK, not only the 64-bit version. The 64-bit version may cause a conflict with the SWF exporter.
- You need to install the Android SDK. Do not install the ADT Bundle. Click "Use an existing IDE" and then download the "SDK Tools for Windows" (EXE installer). And then in the Android SDK Manager install at least the Android 4.0 platform package (API #14). When you build your first Android application Clickteam Fusion 2.5 will ask you for the pathname of the Android SDK directory. You can change it at any time in the preferences of Clickteam Fusion 2.5. Note: if you get building errors while building Android applications, open the preferences of Clickteam Fusion 2.5, select the General tab, select Android in the Exporter list and verify the JDK and SDK pathnames look like:

JDK: C:\Program Files (x86)\Java\jdk1.X.0 YY, or C:\Program Files\Java\jdk1.X.0 YY

SDK: SomePathName\AndroidSDK

And later when you want to release applications:

- You will need a certificate to sign your applications before being able to release them.
- If you want to publish applications on the Android Market, you will need to register a developer account on https://market.android.com/publish/signup (\$25).

Where to find documentation about Android development?

Although Clickteam Fusion 2.5 makes it simple to develop an Android application, you will still need to read Google's documentation, especially and the sections that explain how to publish your application, test it, etc. The main page for Android development can be found at: http://developer.android.com/index.html

Minimum requirements for Android applications created with Clickteam Fusion 2.5

Android applications created with Clickteam Fusion 2.5 require Android 2.2 or above, and Android devices with a GPU (graphic processor). Applications created with Clickteam Fusion 2.5 will run on Android devices without GPU but they will be very slow.

Thank you!

We would like to thank the following persons for their help in the finalization of this product. Thank you for your help and suggestions!

- Bipolar Games
- Samuel D. Benton
- Fernando Vivolo
- Rafal Kowalski
- Leonardo Santos Santana
- Sam Beddoes
- StingRay

- scottige
- Ineke Geurts
- Popcorn
- Danny
- José Rafael Marcano Santelli
- Cole Jefferies
- Javis Jones
- Adam R. Manty
- Francisco Segui Muñoz
- Adam Dobay
- Kevin J. Gunn
- Sevennemesis
- Andy Hewitt
- Ross Dawson
- SirEatAlot
- MattEsch
- BrashMonkey
- copperbob
- pit73
- Jacob Borison
- iamjot
- Marc Sayman
- Andy Wickham
- kusa
- SoftwareWolf
- HenSoup
- Fanotherpg
- Rachel
- CrystalNoir
- Konidias
- Rushino
- Jean-Yves Martin, Jymswiss
- Pharanygitis
- MikeR
- Kracker
- Jacob
- Fernando L. Tórtora
- ASD
- Keith
- MJK
- Nekorai
- tekila
- Bradley Bishop
- Chris Street
- Solgryn
- 300happy
- JosephFTaylor
- p6r
- arsdigita
- Christian Wheel
- Jaffob
- Spryz
- Wolkam
- Lior Halphon
- jathak