

# LIVE WALLPAPER CREATOR

(Patent Pending)

STEP 4:

TEST YOUR LIVE WALLPAPER  
AND CREATE SCREENSHOTS

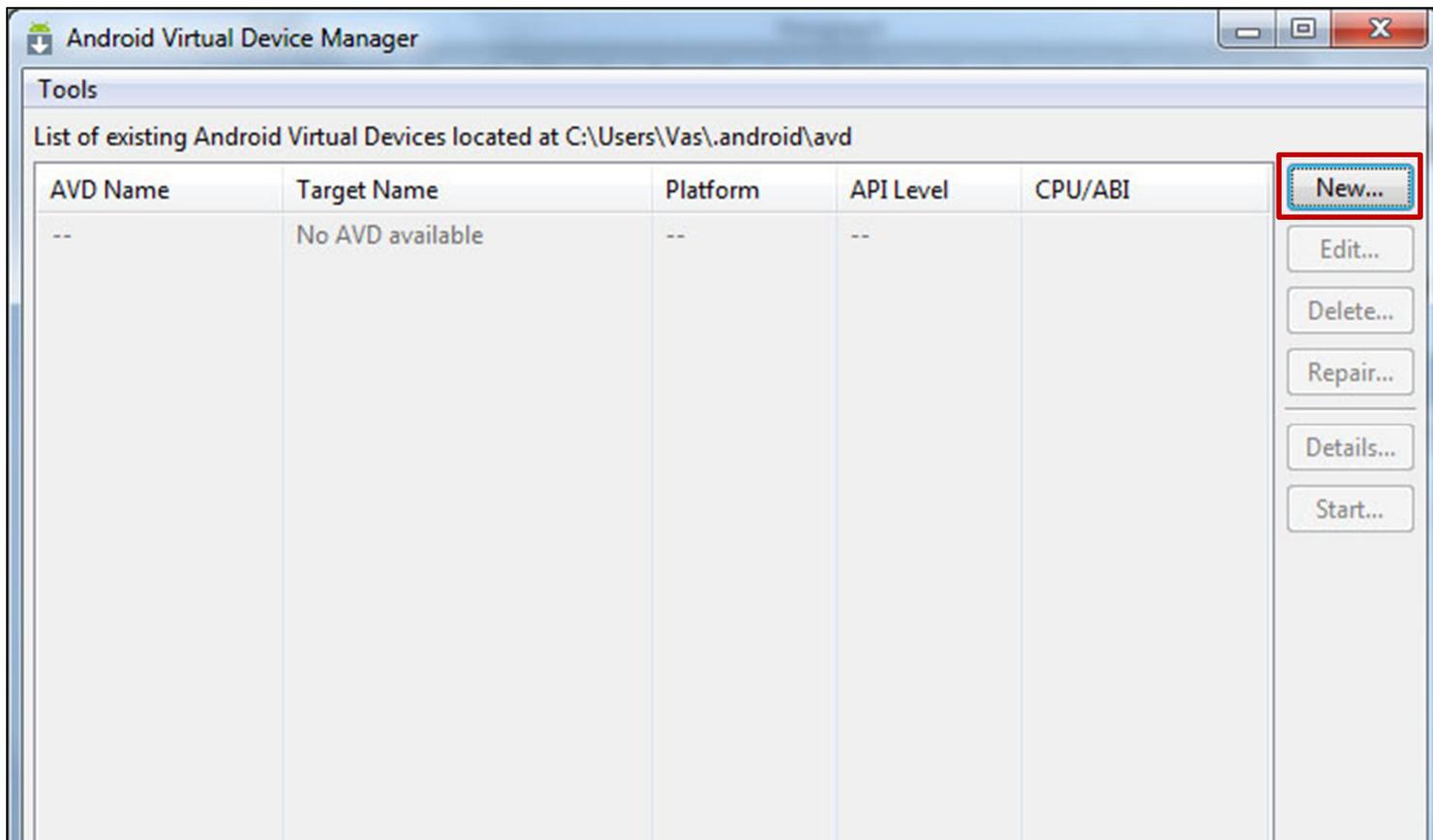
<http://www.youtube.com/watch?v=8wFN7tfDuDo>

# Android Virtual Device (AVD)

- Now that you created a live wallpaper, it is recommended to test it using an emulator (AVD), before actually using or publishing it.
- At the same time, you will be able to create some screenshots, which are required if you decide to publish your application.
- Start up the AVD Manager by going to the [Tools and Settings](#) tab and clicking on [AVD Manager](#).

# Create an AVD (cont.)

Now that the AVD Manager is running, you can create a new device. Click “New” on the right side.



# Create an AVD (cont.)

- A new dialog box will appear, in which you will be asked to define the settings of the AVD.
- These are the settings we will use in this example:
  - Name: [WVGA854](#)
  - Target: [Android 2.1 – API Level 7](#)
  - SD Card Size: [32 MiB](#)
  - Skin Built-in: [WVGA854](#)
- Leave the rest blank and click [Create AVD](#). Hardware section will fill in automatically once you set the skin.

# Create an AVD (cont.)

BEFORE

The 'BEFORE' screenshot shows the 'Create new Android Virtual Device (AVD)' dialog box with the following settings:

- Name: (empty)
- Target: (empty)
- SD Card:  Size: (empty) MiB,  File: (empty) Browse...
- Snapshot:  Enabled
- Skin:  Built-in: (empty),  Resolution: (empty) x (empty)
- Hardware: (empty table)
- Override the existing AVD with the same name

Buttons: Create AVD, Cancel

AFTER

The 'AFTER' screenshot shows the 'Create new Android Virtual Device (AVD)' dialog box with the following settings:

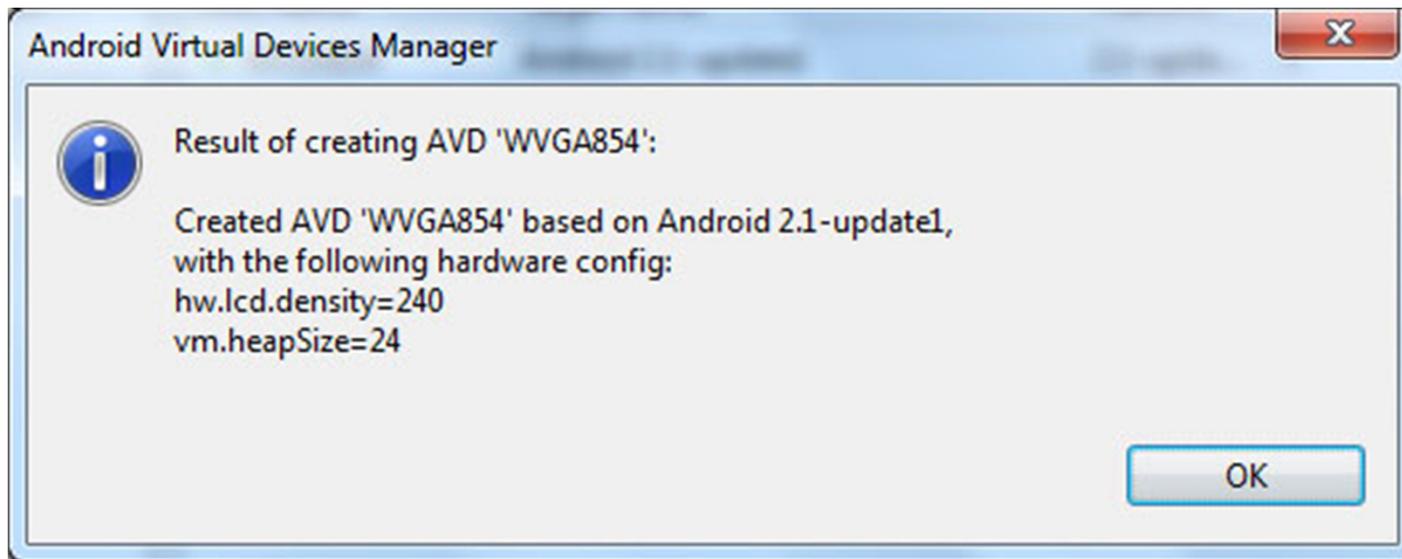
- Name: WVG854
- Target: Android 2.1-update1 - API Level 7
- SD Card:  Size: 32 MiB,  File: (empty) Browse...
- Snapshot:  Enabled
- Skin:  Built-in: WVG854,  Resolution: (empty) x (empty)
- Hardware: 

Property	Value	
Abstracted LCD density	240	
Max VM application hea...	24	
- Override the existing AVD with the same name

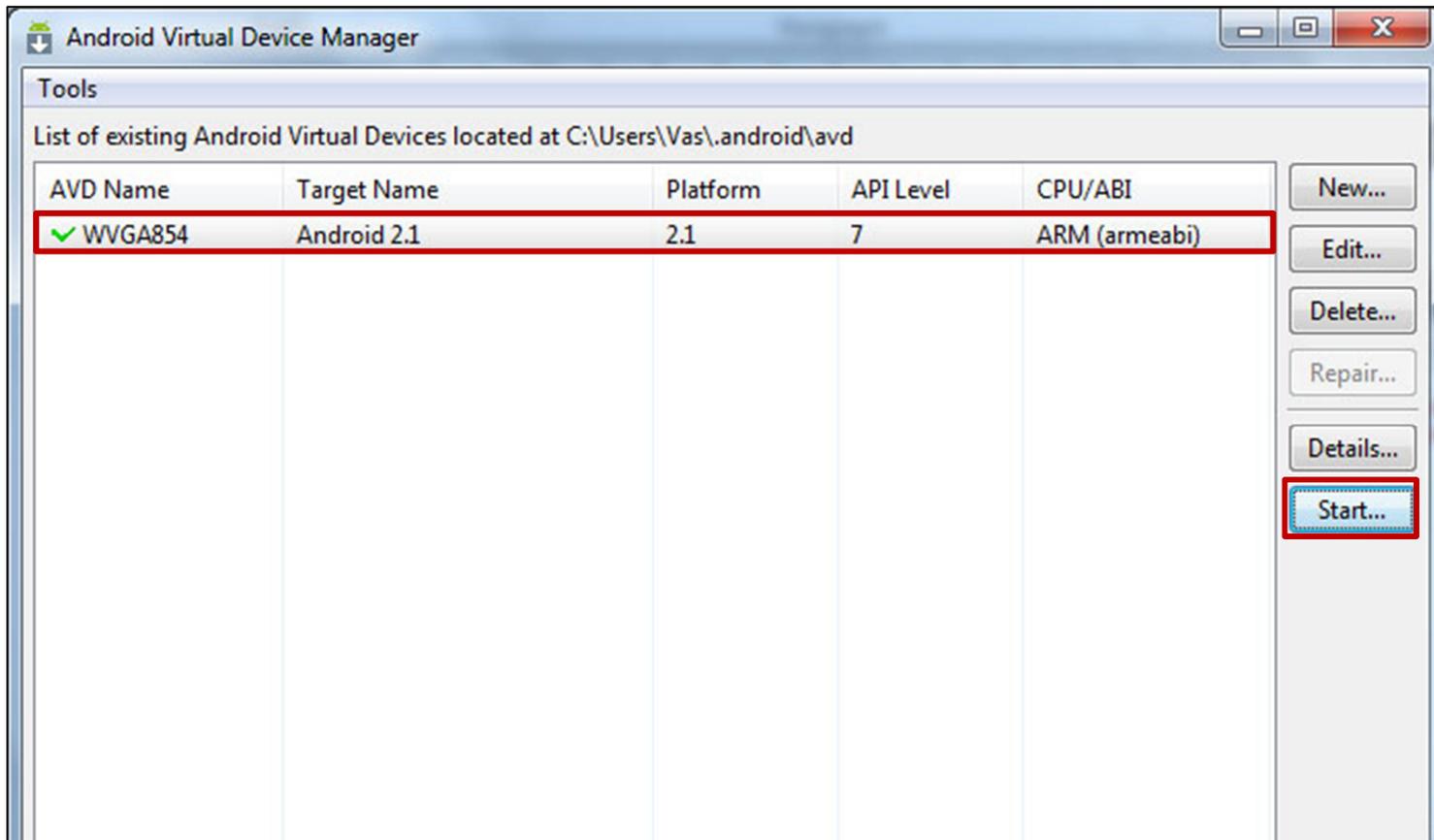
Buttons: Create AVD, Cancel

# Create an AVD (cont.)

- You will see a confirmation dialog after you click **Create AVD**.
- Click **OK**.
- Now select the AVD you created and click **Start**.

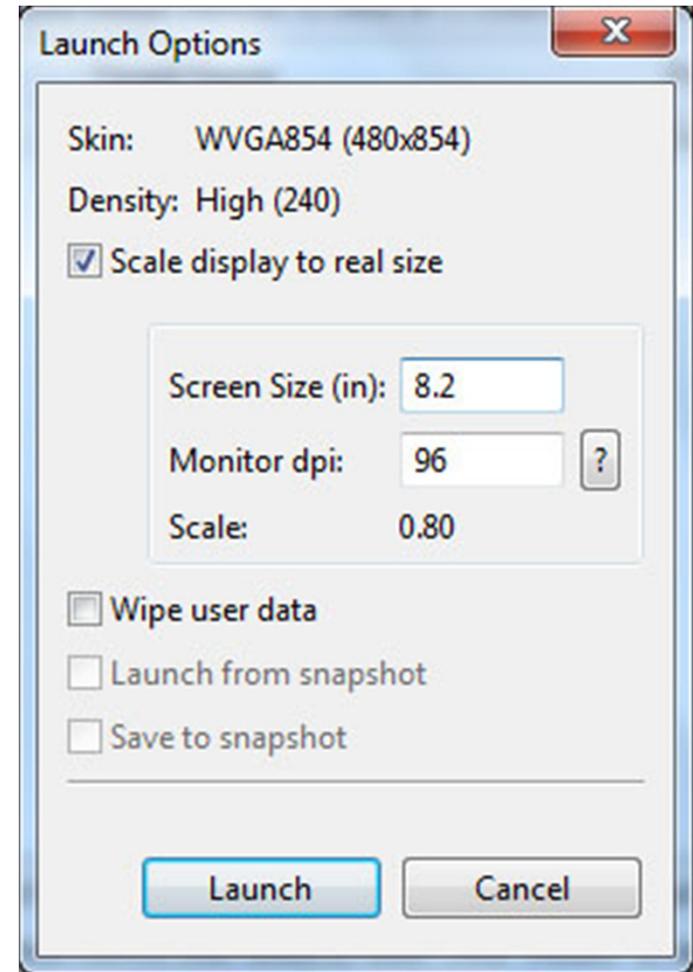


# Starting the AVD (cont.)

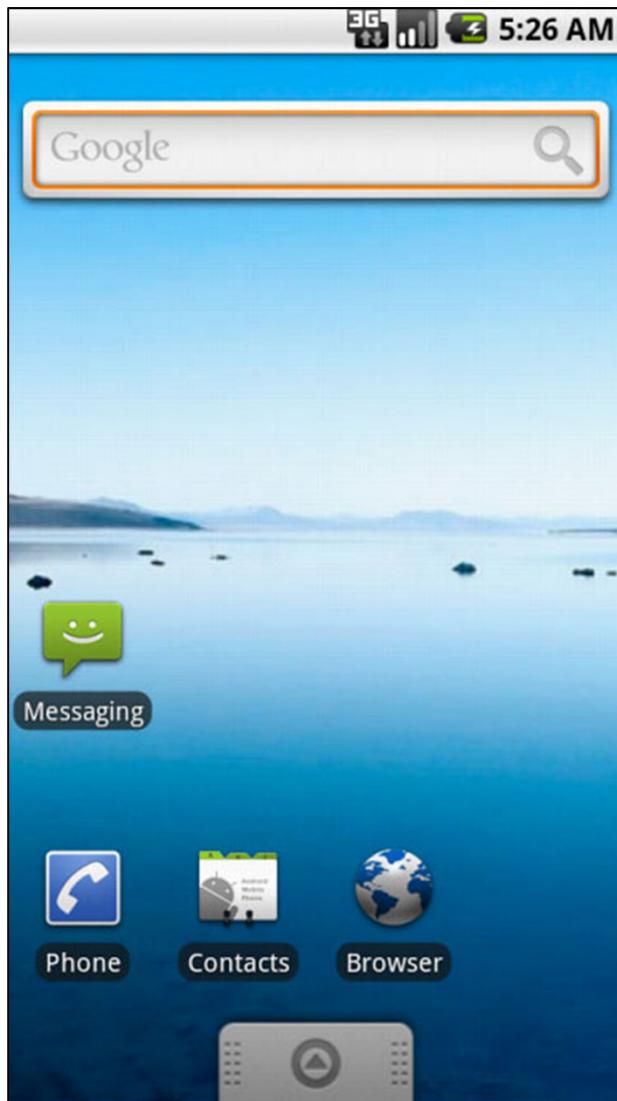


# Starting the AVD (cont.)

- You will be prompted with a start configuration.
- You will need to decide how or if you want to scale the AVD. Scaling depends on the size of your monitor and its DPI. You will have to find your own optimal settings. In this tutorial, we set the **Screen Size** to **8.2** and **DPI** to **96**.
- If you ever want to start a completely clean instance of your AVD, check the box beside **Wipe user data**. This is useful if you have been testing a lot of different applications on your AVD.
- The AVD will likely take some time to start up. Once it starts, you will see the default blue screen of an Android device.



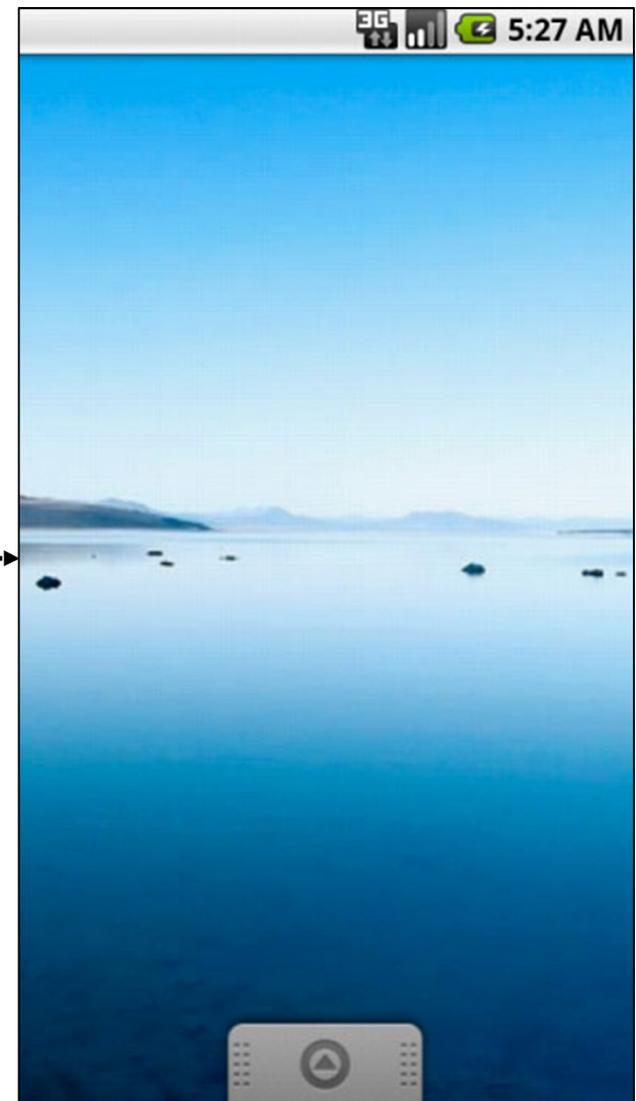
# Preparing the AVD Surface



B  
E  
F  
O  
R  
E

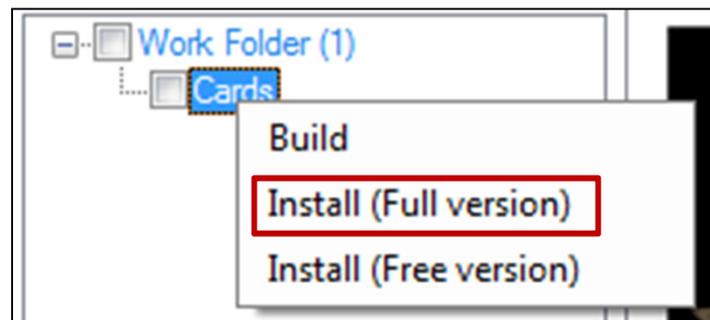
A  
F  
T  
E  
R

- It is recommended to clean the screen for maximum visibility.
- To remove the extra elements, simply left-click on them and drag them to the garbage bin icon that will appear at the bottom.



# Installing applications on the AVD

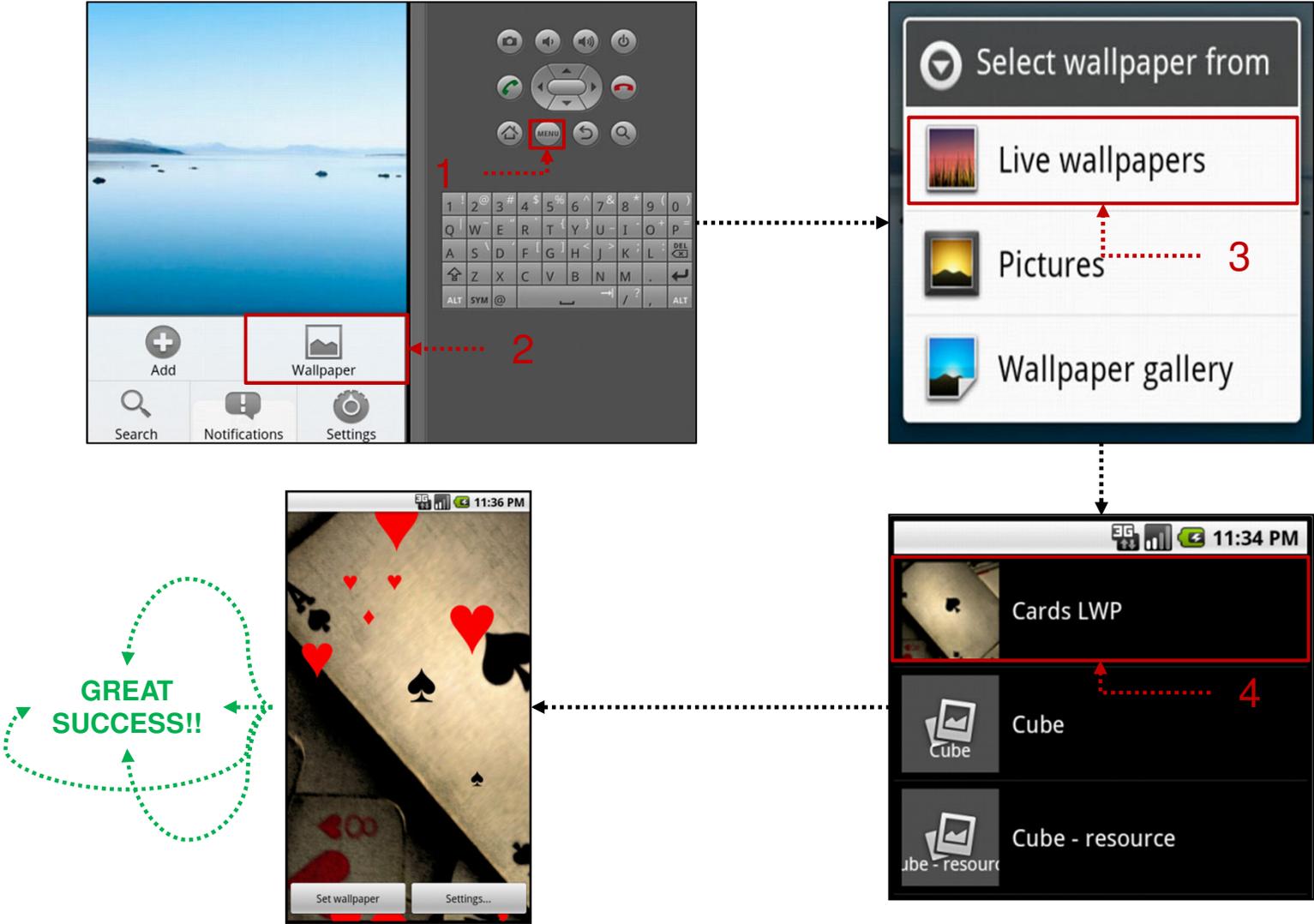
- To install your application, simply right-click on it in the navigation pane of LWP Creator, and select the version you would like to install. In this tutorial, we will install the full version.
- Make sure the AVD is running before you install any applications on it, otherwise you will receive an error message.
- Wait until the installation is completed. If it takes longer than 20 seconds restart LWP Creator and try again.



# Running the application

- Once the application is installed, go back to your AVD.
- Click [Menu](#) on the right side of the AVD.
- Click [Wallpaper](#) from the newly appeared bottom menu.
- Click [Live wallpapers](#) from the newly appeared center menu.
- You should now see your live wallpaper entry in the selection menu. Go ahead and click on it! (pics below)

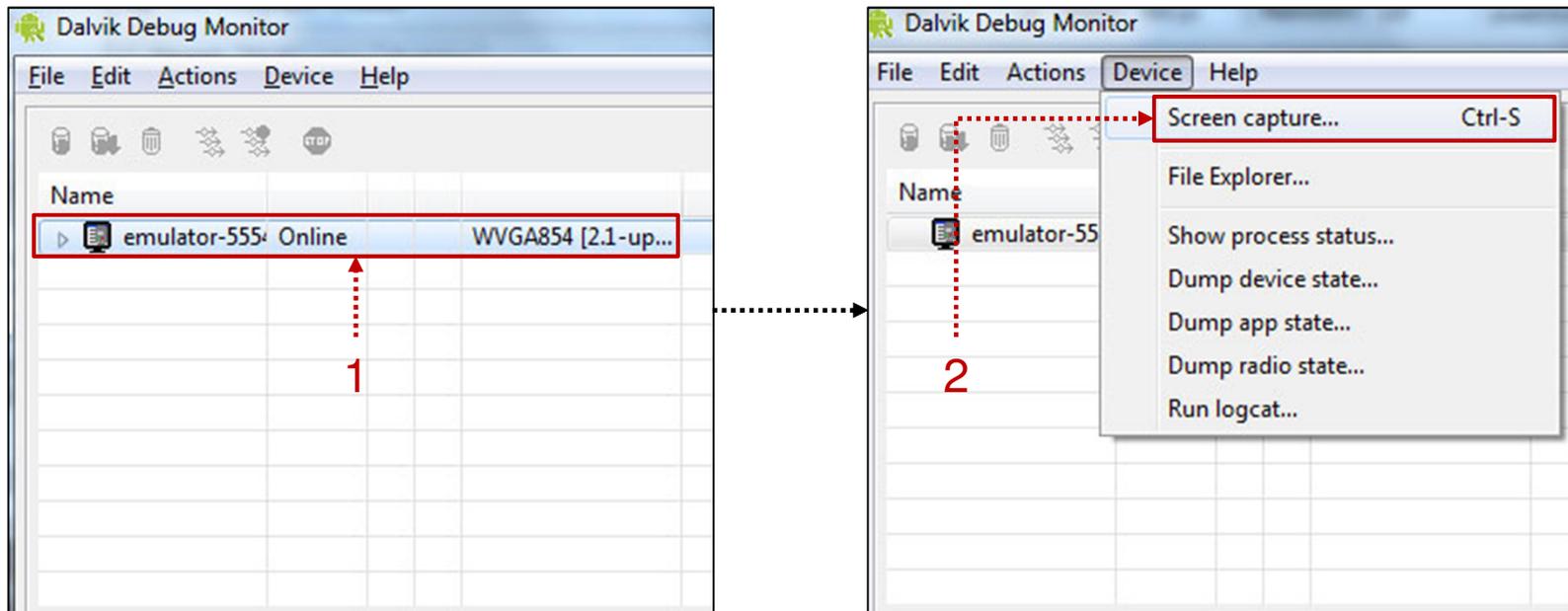
# Running the application (cont.)



# Getting ready to take Screenshots

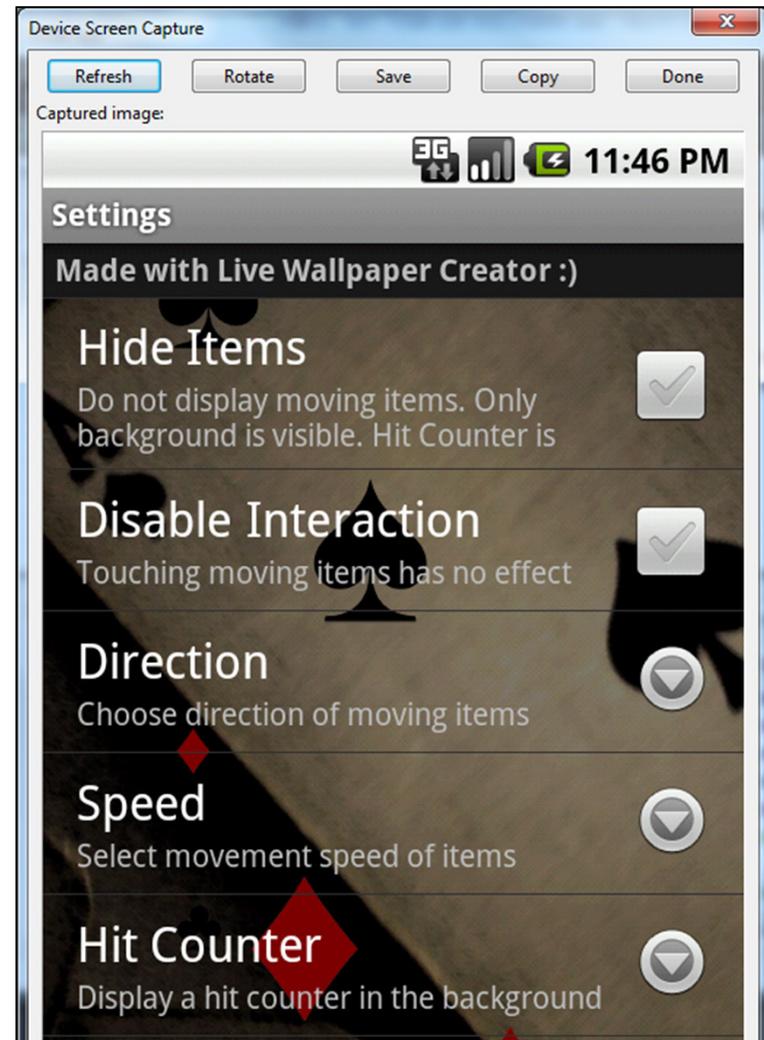
- Now that you are previewing your live wallpaper, this is a good time to prepare some screenshots.
- Go to the [Tools and Settings](#) tab in LWP Creator, and click on [Dalvik Debug Monitor \(DDMS\)](#).
- A new window will appear. Give it a minute or so to initialize.
- Your AVD should appear as online in the top left part of the DDMS window.
- DDMS has a screen capture utility, that works much better than [Print Screen](#) key on your keyboard.
- The screen capture utility can be found in the top menu under [Device>Screen Capture](#).
- If you own an Android device, we recommend using an application like ScreenshotUX (available on the Android Market) for clearer screen shots.

# DDMS Screen Capture function

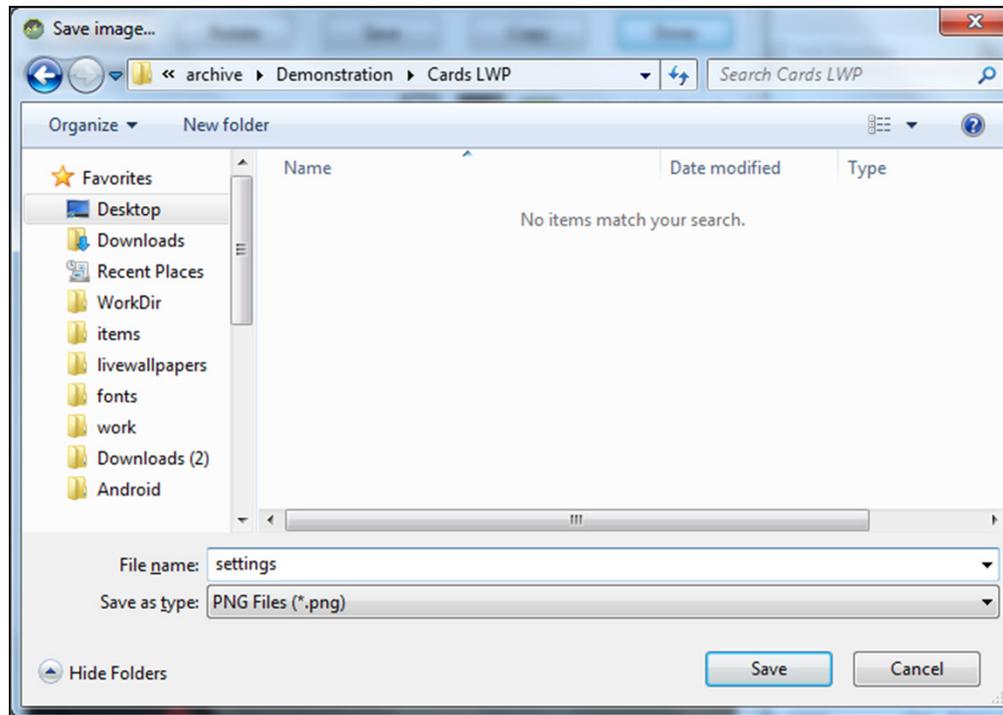


# Capturing Screenshots

- Once you launch the screen capture utility, it should automatically load the first capture of your AVD's screen. If the picture does not appear, click **Refresh** until it does.
- As you navigate through your AVD, you can click **Refresh** to recapture the screen.
- To save each screenshot, click **Save**. A window will appear asking you where to save the screenshot and how you want to name it.
- We recommend saving the screenshots into the live wallpaper folders located in your archive folder.



# Saving screenshots and testing the application.



You may now test the application using the AVD, and take screenshots as you please.

# Overview Checklist

- You have created and launched an AVD
- You have installed your live wallpaper onto your AVD
- You have successfully launched the DDMS Screen Capture utility
- You have tested and taken some screenshots of your live wallpaper

## CONGRATULATIONS!

You have completed the fourth step to creating your own Live Wallpapers!

**MOVE ON TO THE FINAL STEP!**

Publish your live wallpaper to the Android Market.

Live Wallpaper Creator

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