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[{ "Type": "Thumb-Down", "ID": "MissingTheinformationneed", "label": "There is information that I need"}, { "type": "Thumb-Down", "ID": "TOCOMPLICEDToomanyStails", "label": "Too complicated / too many steps"}, { "Type": "Thumb-Down", "ID": "OUTOFDATE", "label": "Out of Date"}, { "Type "" Thumb - Down ", " ID ":" SamplescoDeissue ", " label ":" emission standards / code " }, { " Type ":" Thumb-Down ", " ID ":" Altrodown ", " label ":" Other "}} [{" type ":" Thumb-up ", " ID ":" EasyToundStand ", " label ":" Easy to understand " }, { " type ":" Thumb-up " " ID": "SoldmyProblem", "label": "Fix my problem"}, { "type": "Thumb-up", "ID": "OtherUp", "label": "Other"}] Google It " committed to advance racial Equity for the black community. See how. Setting up your development environment Open the sample project This QuickStart uses OpenGL, a programming interface for 2D vector graphics and 3D rendering. Review the documentation Enable Arcore before starting the following steps. Get the sample project cloning the repository with the following command: git clone to Android Studio, open the sample project ciao_ar_java, located in the samples subdirectory The inside Arcore-Android-SDK directory. Prepare the device or the emulator You can perform the AR app on a supported Android device or emulator: run the sample Ensure that your Android device is connected to the development machine, and click Run in Android Studio. Android Studio creates your project in a debible APK, the APK install and then run the app on your device. For more information, see Build and run your app. You may be prompted to install or update Google Play Services to AR if it is missing or updated. Select Continue to install it from the Google Play Store. The app HELLO AR JAVA allows you to position and manipulate the Android figurines on flat surfaces AR detected. It is implemented with Android GL Surgeview, which is used to make the preview of the camera and basic items such as AR plans and anchors. The rendering framework of ciao_ar_java sample can be found in com / google / ar / core / examples / java / common / samplerender. Note: The lifecycle methods hello_ar_java are different from those found in OpenGL applications. To ensure proper AR configuration for your application, follow the logic of managing the life cycle hello_ar_java. Use immediate placement The instantaneous positioning API allows the user to place an AR object on the screen without having to wait Arcore to detect the geometry of the surface. The positioning of the object is refined in real time as the user moves further around the environment. Once Arcore detects the correct laying in the region where the AR object is positioned, the white object is automatically updated to be positioned, and becomes opaque. Your browser does not support video tag. Place an object Using instant positioning instant positioning is automatically enabled in Ciao_ar_Java. Tap the Gear icon on the screen and choose instant positioning in the drop-down menu. The Enable Instant Placement control box should already be selected. Tap on the screen to place an object. Make sure you continue to move the device after seeing the holographic object appear on the screen, so that Arcore can get sufficient data on your surroundings to accurately anchor the object. Upcoming steps except otherwise notate, the content of this page is licensed under the Creative Commons Attribution 4.0 license, and the code samples are licensed with the Apache 2.0 license. For details, consult Google's developer site policies. Java is a registered trademark of Oracle and / or its affiliates. Last update 2021-08-27 UTC. [{ "Type": "thumbs down", "id": "missingtheinformationneeded", "label": "I need information"}, { "Type": "The thumb down", "ID": "ToocomplicatedOmanySteps", "Label": "Too complicated / too many passages"}, { "Type": "The thumb down", "ID": "Outofdate", "Label": "Out of date"}, { "Type": "Thumb down", "ID": "SampleScodelssue", "Label": "Question Samples / Code"}, { "Type": "Thumbs down", "ID": "Otherdown", "Label": "Other"}] [{"Type": "Inch up", "ID": "EasyToundInderStand", "Label": "Easy to understand"}, {"Type": "Thumb up", "ID": "SolvedmyProblem", "Label": "He solved the problem"}, {"Type": "Thumb up", "ID": "Otherup", "Label": "Other"}] Integrated development environment For Android Android Platform StudioAndroid Studio 4.1 running on Google LinuxDeveloper (s), Release4.2.2 JethrainSstable [1] A / 30 June 2021; 2 months ago (30 June 2021) Preview ReleaseBumblebee (2021/01/01) Canary 9 (Augusta 23 2021; 28 days ago (2021/8/23) [2]) [Ä, ä ±] repositoryandroid.googleSource.com/ Platform / Tools / Adt / Idea Injava Written, Kotlin and C ++ SystemWindows operating, MacOS, Linux, Chrome OS [3] Size727 to 877 MB [3] Development Environment Typeintegrated Licensebinaries (IDE): Freeware, [4] The code Source: [5] [6] Apache LicensewebsitesEveloper.android.com/studio/index.html Android Studio is the official [7] integrated development environment (IDE) for Google's Android operating system, based on IntelliJ software Idea Jetbrains and designed specifically for Android development. [8] It is available for download on Windows, MacOS and Linux operating systems based or as a subscription service in 2020. [9] [10] This is a substitute for Eclipse Android development tools (E-ADT) As primary IDE for the development of native Android apps. Android Studio was announced on May 16th 2013 at the Google I / O conference. The preview access was in early stage starting from version 0.1 in May 2013, then it has entered Beta phase starting from version 0.8 which was released in June 2014. [11] The first stable build was released in December 2014, starting from version 1.0. [12] On 7 May 2019, Kotlin replaced Java as a favorite Google language for the development of Android applications. [13] Java is still supported, like C ++. [14] Features A specific feature of the Android study is the absence of the possibility of automatic rescue switch function off. [15] The following features are provided in the stable current version: [16] [17] Refactoring and Android-specific Gradle Accumulation Support Refactoring and Rapid Solutions Fluffing Tools for Detection Performance, Usability, Version Compatibility and Other Problems Integration Proguard and App-Signing Template Wizards Based on Android-based Wizards to create common projects and components a rich layout editor that allows users of drag-and-drop user interface components, preview layout option on the screen configurations more [18] The support for construction of Android Wear integrated support for Google Cloud Platform, allowing integration with Firebase Cloud Messaging (at the beginning of 'Google Cloud Messaging') and Google App Engine [19] Android Virtual Device (Emulator) To debug and studio applications of Android. Android Studio supports all the same programming languages of Intellij (and CLION) Example Java, ++, and more with extensions, such as Go; [20] And Android Studio 3.0 or later supports Kotlin [21] and "all Java 7 Characteristics of the language and a subset of Java functionality 8 Language that vary from the version of the platform" [22] external projects backport some Java 9 features. [23] While Intellij states that Android Studio supports all versions of Java released, and Java 12, it is not clear at which Android Studio level supports versions of Java Java up to 12 (the documentation mental partial Java 8 8 At least some new linguistic features up to Java 12 can be used in Android. [24] Once an app has been completed with Android Studio, it can be published on Google Play Store. The application must be in line with the Google Play Store developer content policy. Story of the version The following is a list of main android studio outputs: [25] Release date of the Arctic Fox version (2020.3.1) July 2021 [26] 4.2 May 2021 [27] 4.1 Oct 2020 [28] 4.0 May 2020 3.6 February 2020 3.5 August 2019 3.4 April 2019 [29] 3.3 January 2019 3.2 September 2018 3.1 March 2018 3.0 October 2017 2.3 March 2017 2.2 September 2016 2.1 April 2016 2.0 April 2016 1.5 November 2015 1.4 September 2015 1.3 July 2015 1.2 April 2015 1.1 February 2015 1.0 December 2014 System Requirements Basic system requirements for Android Studio [7] Microsoft Windows Mac Linux Microsoft® WindowsA® 7/8/10 operating system version (32 or 64 bit) The emulator Android only supports 64-bit windows. MacA, A® OS XA, A® 10.10 (Yosemite) or higher, up to 10.14 (Macos Mojave) Gnome or KDE Desktop tested on Linux based on Debian (4.19.67-2Rodete2). Random access memory (RAM) minimum 4 GB of RAM); 8 GB recommended RAM. Free 2 GB digital storage of minimum available digital memory. 4 GB recommended (500 MB for IDE + 1.5 GB for the image of the Android SDK and Emulator system). Minimum version Juk request Java version Development Kit 8 Minimum screen resolution 1280 x 800 The Android emulator has additional requirements over the basic requirements of the system for Android Studio, which are described below: [30] SDK instruments 26.1.1 or higher ; 64-bit processor; Windows: CPU with UC support (guest without restrictions); Intel Hardware Accelerated Execution Manager (HaxM) 6.2.1 or later (HaxM 7.2.0 or later recommended). Use of hardware acceleration has additional requirements on Windows and Linux: Intel processor on Windows or Linux: Intel processor with support for Intel VT-X, Intel EM64T (Intel 64) and Execute Disable Functionality Bit; AMD processor on Linux: AMD processor with support for the AMD Virtualization (AMD-V) and additional streaming Simd Extensions 3 (SSSE3); AMD Processor on Windows: Android Studio 3.2 or later and Windows 10 April 2018 version or higher version for Windows Hypervisor Platform (WHPX) functionality. To work with Android 8.1 (Level 27 API) and higher system images, an attached webcam must have the capacity to capture 720p frames. References ^ . ^ "Android Studio Bumblebee Canary 9 Available". Android Studio release updates. Recovered on August 23, 2021. ^ to B "Download options". developer.android.com. Recovered on 20 August 2020. ^ "Terms and conditions". developer.android.com. Recovered on April 24, 2017. ^ "Build the overview". Android.com. ^ "Building Android Studio". Android.com. ^ A B "Android Studio website". ^ Ducrohet, Xavier; Norbye, Tor; Chou, Katherine (May 15, 2013). "Android Studio: an IDE built for Android". Android developer blog. Recovered on 16 May 2013. ^ "Getting Started with Android Studio". Android developers. Recovered on May 14, 2013. ^ Haslam, Oliver (May 16, 2013). "Download Android Studio IDE for Windows, OS X and Linux". Redmond cake. Recovered on May 16, 2013. ^ "Download Android Studio". Android developers. Recovered on June 13, 2015. ^ "Google Lancia Android Studio and new features for the developer console, including the beta outputs and the Rollout on stage". VentureBeat. 8 December 2014. Recovered December 9, 2014. ^ "Kotlin is now the favorite Google language for the development of Android app". TechCrunch. Recovered on 8 May 2019. ^ SINTICKI, Adam. "I want to develop Android app Ä e ä, -" which languages e Should I use and learn? ". Android authority. 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