

## build commands

go through terminal

sencha app build native # from root directory

gave the "shellscript returned: 1" error during meeting

using both emulator and real phones for testing

emulator has no location data

one thing we noticed is that sencha app build native doesn't pull resources and put them into android build

css, js, etc

have to specify in json file what resources you want deployed

go to cordova folder - do cordova plugin ls

open in eclipse, connect phone

enable debug mode

run as -> run configuration -> always prompt to pick device

when running on the phone, pause tracking does not work (can confirm on logcat)

using cordova 3.5.0-0.2.6

go to cordova local properties

node.js, java jre all included

josh modified windows script

geolocation wasn't adding because there were two plugins associated with that

added cordova plugin console and cordova plugin network information dependencies to cordova to make geolocation plugin work

sencha cordova remove

delete cordova folder

sencha -d cordova init edu.rit.se.tourtrak TourTrak

python fetchPluginswindows.py

cd cordova

cordova plugins ls

go to cordova local properties and set cordova platforms=android

sencha -d app build native

when josh ran this, debug output showed skipping plugins - might not be an issue?

import projects into eclipse (delete from workspace first if they're already there)

TourTrak

TourTrak-CordovaLib

run as android application