



# Creating Android Apps from Rh10

## INTRODUCTION

This document was originally written when RoboHelp 10 was the current version and came in a zip file with the required files. As they might not be compatible with later operating systems and/or other programs, the required files are no longer supplied. It is up to you to check compatibility.

Adobe's original method worked on 32 bit machines but not on many 64 bit machines. This document sets out how to set up your 64 bit PC to generate help in an Android app. The same method should work on 32 bit machines provided the appropriate versions of the software are used. Note however, I did not test the method on a 32 bit machine.

## DISCLAIMER

This is a record of how my machine was set up. Following these instructions is entirely at your own risk. If you don't feel comfortable following these steps, it is recommended that you seek assistance from someone who is qualified.

## PREVIOUS INSTALLATIONS

If you have previously attempted to create an Android app, the changes made must be reversed. The instructions required the following changes in system variables in Control Panel > System > Advanced System Settings > Advanced Tab > Environment Variables.

JAVA_HOME	If you had to create this variable, make a note of the path and then delete the variable.  If the variable already existed, then it may be required by other software on your machine. I suggest you leave it for now until you have tried to generate an app. If generation fails, then consider deleting the variable and testing again.
ANT_HOME	As above.
Path	The instructions were modified during various attempts to generate on a 64 bit machine.  You need to remove any path information that you added for Ant, Android and Java

Also uninstall any of the previous software installed (See below for apps you may have installed). Java needs to be uninstalled via Control Panel. The other apps simply need to be deleted. It is recommended that you reboot your machine at this point.

## SOFTWARE REQUIRED

Four software packages need to be installed. In RoboHelp go to File > Generate > Native Mobile App.

You will see four Download buttons. Only PhoneGap 2.9.0 is supported by Adobe. Try later versions of the other apps but revert to these versions if issues arise.

PhoneGap	<p>The download button will take you direct to the PhoneGap download page.</p> <p>There is only one version that is for both 32 and 64 bit machines. Download the version 2.9.0 (Later versions are not supported by Adobe).</p> <p>This document is based on using Version 2.9.0 on a 64 bit machine</p>
Android SDK	<p>The download button will take to a page with this button.</p> <div data-bbox="512 622 1099 723" style="text-align: center;"></div> <p>Click that and accept the agreement. Download the 32 / 64 bit version to match your machine.</p> <p>This document is based on using adt-bundle-windows-x86_64-20131030 on a 64 bit machine</p>
JDK (Java Development Kit)	<p>The download button will take to a page with this button except the version number will be different.</p> <div data-bbox="512 965 836 1283" style="text-align: center;"></div> <p>Download the 32 bit or 64 bit version for Windows to match your machine. Note that you require the SDK download, not the JRE download.</p> <p>This document is based on using jdk-7u51-windows-x64.exe on a 64 bit machine.</p>
Apache Ant	<p>The download button will take you direct to the Ant download page.</p> <p>Locate the . zip download</p> <p>This document is based on using apache-ant-1.9.3 on a 64 bit machine.</p>

## SETTING UP THE DOWNLOADS

PhoneGap	Unzip the file so that it creates a folder c:\phonegap-2.9.0 That's it. There is no installer to run.
Android SDK	Unzip the file so that it creates a folder with the same name as the zip file. That's it. There is no installer to run. On a 64 bit machine that will be c:\adt-bundle-windows-x86_64-20131030 (the file date part may differ)
JDK (Java Development Kit)	Run the exe that you downloaded and accept all the defaults.
Apache Ant	Unzip the file so that it creates a folder C:\apache-ant-1.9.3 That's it. There is no installer to run.

## ADDITIONAL STEPS

### android.bat

1. Locate the file in c:\adt-bundle-windows-x86\_64-20131030\sdk\tools and open it in a text editor.  
Locate the line (about Line 43)  
for /f "delims=" %%a in ("%java\_exe%" -jar lib\archquery.jar) do set swt\_path=lib\%%a  
and type rem before it  
rem for /f "delims=" %%a in ("%java\_exe%" -jar lib\archquery.jar) do set  
swt\_path=lib\%%a
2. Add a new next line and enter  
On a 64 bit machine - set swt\_path=lib\x86\_64  
On a 32 bit machine - set\_path=lib\x86

Do not make any other changes.

### BuildApp.bat and UpdateApp.bat

Goto <Robohelp installed dir>\RoboHTML\MultiscreenExt\NativeApps\Android and replace the existing batch files with the new files.

### Native Mobile App Generator.jsx

Save the new script to any location. The default is

C:\Users\<YourLogon>\AppData\Roaming\Adobe\RoboHTML\10.00\Scripts\Sample Scripts

### Set Paths

Click the Windows Start Button and enter CMD in the run box.

It will open at line 3 - C:\Users\YourLogon>

```
C:\Windows\system32\cmd.exe
1 Microsoft Windows [Version 6.1.7601]
2 Copyright (c) 2009 Microsoft Corporation. All rights reserved.
3 C:\Users\Peter.Grainge>cd\
4 C:\>cd c:\adt-bundle-windows-x86_64-20131030
5 c:\adt-bundle-windows-x86_64-20131030>cd sdk
6 c:\adt-bundle-windows-x86_64-20131030\sdk>cd tools
7 c:\adt-bundle-windows-x86_64-20131030\sdk\tools>cd lib
8 c:\adt-bundle-windows-x86_64-20131030\sdk\tools\lib>set JAVA_HOME=c:\Program Files\Java\jdk1.7.0_51
9 c:\adt-bundle-windows-x86_64-20131030\sdk\tools\lib>set path=c:\Program Files\Java\jdk1.7.0_51\bin
10 c:\adt-bundle-windows-x86_64-20131030\sdk\tools\lib>find_java.exe -s
11 c:\PROGRAM FILES\Java\JDK17~1.0_5\bin\java.exe
12 c:\adt-bundle-windows-x86_64-20131030\sdk\tools\lib>
```

Type CD\ and drill down to the lib folder as shown in line 7 (or copy and paste the full path)

Type

```
set JAVA_HOME=C:\Program Files\Java\jdk1.7.0_51
```

as shown in line 8

Amend as required for your installation) and press Enter

Type

```
set path= C:\Program Files\Java\jdk1.7.0_51\bin
```

as shown in line 9

(Amend as required for your installation) and press Enter. Note, this step has "bin" at the end.

Type

```
find_java.exe -s
```

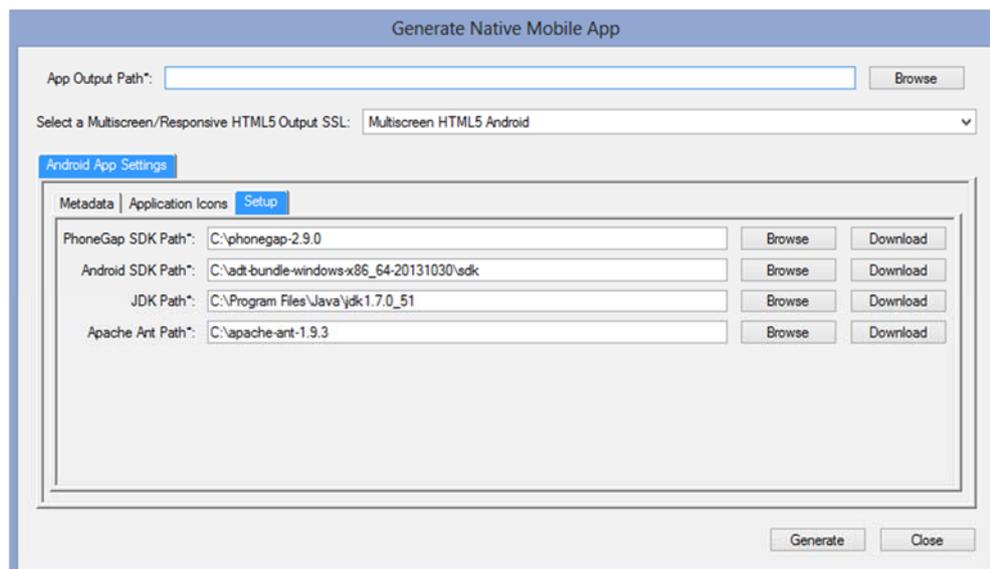
as shown in line 10.

(There is a space after exe). It should return the final two lines as shown in lines 11 and 12.

## SETTING UP RH10

You now need to point Rh10 to these apps.

Go to File > Generate > Native Mobile App and click the Browse buttons in turn. The end result in the Setup tab will be as below. Note that Android must include the SDK folder.



You also need to enter the App Output Path.

Close the dialog as you need to make some more changes before you can generate.

## GENERATING THE APP

Open your project in RoboHelp and go to Tools > Scripts. If you saved it somewhere other than the default location, make sure you browse to the new script.

Run the script and your app should generate.

It will be in the "bin" folder wherever you generated the app. (Defined in the first field above.)

The file name will be the application name as defined in the Metadata tab followed by debug.apk.

## INSTALLING THE APP

See the instructions at [http://www.grainge.org/pages/authoring/mobile\\_apps/mobile\\_apps.htm](http://www.grainge.org/pages/authoring/mobile_apps/mobile_apps.htm). They are the same as for RoboHelp 2017.