Creating Android Apps from Rh11

INTRODUCTION

This document was originally written when RoboHelp 11 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.

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.

INTRODUCTION

RoboHelp 10 experience showed that Adobe's instructions worked well on 32 bit machines but not always on 64 bit machines.

Using RoboHelp 10 I encountered a number of issues on 64 bit machines and Adobe worked with me to overcome them. My RoboHelp 10 instructions using files supplied by Adobe worked for myself and a number of other people. These instructions are based on those procedures and the changes that Adobe made in RoboHelp 11.

The difference between RoboHelp 10 and RoboHelp 11 is that for RoboHelp 11 it is not necessary to set any system variables.

PREVIOUS INSTALLATIONS

You can ignore this section if you have not previously attempted to generate an Android app.

If you have already attempted to generate an Android app, I recommend you first remove the various apps required. See *Software Required* 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.

In theory it is not necessary to remove any variables you created as the Rh11 script should ignore them. If you encounter problems generating the app, consider deleting the variables at that stage. Before deleting any variables, make a note of the details in case you need to reinstate them later.

System variables are accessed in Control Panel > System > Advanced System Settings > Advanced Tab > Enviroment Variables.

RoboHelp 10 required the following variables to be set.

- JAVA_HOME
- ANT_HOME
- Path

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

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.

After downloading these apps, close the dialog and set them up. See *Setting Up the Downloads* below.

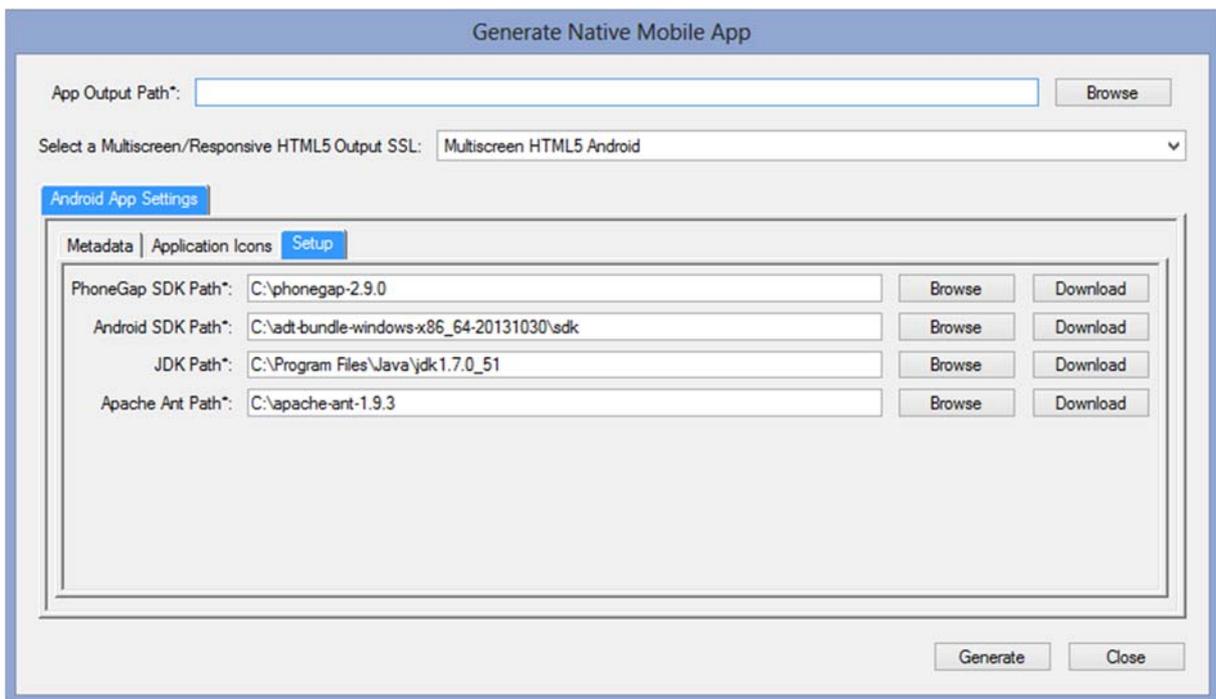|	
PhoneGap	The download button will take you direct to the PhoneGap download page.
	There is only one version that is for both 32 and 64 bit machines. Download the version 2.9.0 (Later versions are not supported by Adobe).
	This document is based on using Version 2.9.0 on a 64 bit machine
Android SDK	The download button will take to a page with this button.
	Click that and accept the agreement. Download the 32 / 64 bit version to match your machine.
	This document is based on using adt-bundle-windows-x86_64-20131030 on a 64 bit machine
JDK (Java Development Kit)	The download button will take to a page with this button except the version number will be different.
	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.
	This document is based on using jdk-7u51-windows-x64.exe on a 64 bit machine.
Apache Ant	The download button will take you direct to the Ant download page.
	Locate the . zip download
	This document is based on using apache-ant-1.9.3 on a 64 bit machine.

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.

SETTING UP RH11

You now need to point RoboHelp 11 to these apps. Go to File > Generate > Native Mobile App and work through the tabs.

In the Setup tab, click the Browse buttons in turn to browse to where you setup the apps required. 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.

Click Generate to 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 Metadate tab followed by debug.apk.

ADDITIONAL STEPS

If you encounter the error below during compiliation, follow the additional steps.

Error

SWT folder 'lib\x86' does not exist

Correction

1. Locate the android.bat 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

INSTALLING THE APP

See the instructions at http://www.grainge.org/pages/authoring/mobile_apps/mobile_apps.htm. They are the same as for RoboHelp 2017.