

ADT Plugin for Eclipse

Android Development Tools (ADT) is a plugin for the Eclipse IDE that is designed to give you a powerful, integrated environment in which to build Android applications.

ADT extends the capabilities of Eclipse to let you quickly set up new Android projects, create an application UI, add components based on the Android Framework API, debug your applications using the Android SDK tools, and even export signed (or unsigned) `.apk` files in order to distribute your application.

Developing in Eclipse with ADT is highly recommended and is the fastest way to get started. With the guided project setup it provides, as well as tools integration, custom XML editors, and debug output pane, ADT gives you an incredible boost in developing Android applications.

This document provides step-by-step instructions on how to download the ADT plugin and install it into your Eclipse development environment. Note that before you can install or use ADT, you must have compatible versions of both the Eclipse IDE and the Android SDK installed. For details, make sure to read [Installing the ADT Plugin](#), below.

If you are already using ADT, this document also provides instructions on how to update ADT to the latest version or how to uninstall it, if necessary.

For information about the features provided by the ADT plugin, such as code editor features, SDK tool integration, and the graphical layout editor (for drag-and-drop layout editing), see the [Android Developer Tools](#) document.

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Revisions

The sections below provide notes about successive releases of the ADT Plugin, as denoted by revision number.

▼ [ADT 12.0.0](#) (July 2011)

Dependencies:

ADT 12.0.0 is designed for use with [SDK Tools r12](#). If you haven't already installed SDK Tools r12 into your SDK, use the Android SDK and AVD Manager to do so.

Visual Layout Editor:

- New RelativeLayout drop support with guideline suggestions for attachments and cycle prevention ([more info](#)).
- Resize support in most layouts along with guideline snapping to the sizes dictated by `wrap_content` and `match_parent`. In LinearLayout, sizes are mapped to weights instead of pixel widths. ([more info](#)).
- Previews of drawables and colors in the resource chooser dialogs ([more info](#)).
- Improved error messages and links for rendering errors including detection of misspelled class names ([more info](#)).

Build system

- A new option lets you disable the packaging step in the automatic builders. This improves performance when saving files by not performing a full build, which can take a long time for large projects. If the

option is enabled, the APK is packaged when the application is deployed to a device or emulator or when the release APK is exported ([more info](#)).

Bug fixes

Many bug fixes are part of this release ([more info](#)).

- ▶ [ADT 11.0.0](#) (*June 2011*)
- ▶ [ADT 10.0.1](#) (*March 2011*)
- ▶ [ADT 10.0.0](#) (*February 2011*)
- ▶ [ADT 9.0.0](#) (*January 2011*)
- ▶ [ADT 8.0.1](#) (*December 2010*)
- ▶ [ADT 8.0.0](#) (*December 2010*)
- ▶ [ADT 0.9.9](#) (*September 2010*)
- ▶ [ADT 0.9.8](#) (*September 2010*)
- ▶ [ADT 0.9.7](#) (*May 2010*)
- ▶ [ADT 0.9.6](#) (*March 2010*)
- ▶ [ADT 0.9.5](#) (*December 2009*)
- ▶ [ADT 0.9.4](#) (*October 2009*)

Installing the ADT Plugin

The sections below provide instructions on how to download and install ADT into your Eclipse environment. If you encounter problems, see the [Troubleshooting](#) section.

Preparing Your Development Computer

ADT is a plugin for the Eclipse IDE. Before you can install or use ADT, you must have a compatible version of Eclipse installed on your development computer. Check the [System Requirements](#) document for a list of Eclipse versions that are compatible with the Android SDK.

- If Eclipse is already installed on your computer, make sure that it is a version that is compatible with ADT and the Android SDK.
- If you need to install or update Eclipse, you can download it from this location:

<http://www.eclipse.org/downloads/>

The "Eclipse Classic" version is recommended. Otherwise, a Java or RCP version of Eclipse is recommended.

Additionally, before you can configure or use ADT, you must install the Android SDK starter package, as described in [Downloading the SDK Starter Package](#). Specifically, you need to install a compatible version of the Android SDK Tools and at least one development platform. To simplify ADT setup, we recommend installing the Android SDK prior to installing ADT.

When your Eclipse and Android SDK environments are ready, continue with the ADT installation as described in the steps below.

Downloading the ADT Plugin

Use the Update Manager feature of your Eclipse installation to install the latest revision of ADT on your development computer.<>

Assuming that you have a compatible version of the Eclipse IDE installed, as described in [Preparing for Installation](#), above, follow these steps to download the ADT plugin and install it in your Eclipse environment.

1. Start Eclipse, then select **Help > Install New Software...**
2. Click **Add**, in the top-right corner.
3. In the Add Repository dialog that appears, enter "ADT Plugin" for the *Name* and the following URL for the *Location*:

```
https://dl-ssl.google.com/android/eclipse/
```

4. Click **OK**

Note: If you have trouble acquiring the plugin, try using "http" in the Location URL, instead of "https" (https is preferred for security reasons).

5. In the Available Software dialog, select the checkbox next to Developer Tools and click **Next**.
6. In the next window, you'll see a list of the tools to be downloaded. Click **Next**.
7. Read and accept the license agreements, then click **Finish**.

Note: If you get a security warning saying that the authenticity or validity of the software can't be established, click **OK**.

8. When the installation completes, restart Eclipse.

Configuring the ADT Plugin

After you've successfully downloaded the ADT as described above, the next step is to modify your ADT preferences in Eclipse to point to the Android SDK directory:

1. Select **Window > Preferences...** to open the Preferences panel (Mac OS X: **Eclipse > Preferences**).

2. Select **Android** from the left panel.

You may see a dialog asking whether you want to send usage statistics to Google. If so, make your choice and click **Proceed**. You cannot continue with this procedure until you click **Proceed**.

3. For the *SDK Location* in the main panel, click **Browse...** and locate your downloaded SDK directory.
4. Click **Apply**, then **OK**.

Done! If you haven't encountered any problems, then the installation is complete. If you're installing the Android SDK for the first time, return to [Installing the SDK](#) to complete your setup.

Troubleshooting ADT Installation

If you are having trouble downloading the ADT plugin after following the steps above, here are some suggestions:

- If Eclipse can not find the remote update site containing the ADT plugin, try changing the remote site URL to use http, rather than https. That is, set the Location for the remote site to:

```
http://dl-ssl.google.com/android/eclipse/
```

- If you are behind a firewall (such as a corporate firewall), make sure that you have properly configured your proxy settings in Eclipse. In Eclipse, you can configure proxy information from the main Eclipse menu in **Window** (on Mac OS X, **Eclipse**) > **Preferences** > **General** > **Network Connections**.

If you are still unable to use Eclipse to download the ADT plugin as a remote update site, you can download the ADT zip file to your local machine and manually install it:

1. Download the current ADT Plugin zip file from the table below (do not unpack it).

Name	Package	Size	MD5 Checksum
ADT 12.0.0	ADT-12.0.0.zip	5651973 bytes	8ad85d0f3da4a2b8dadfdcc2d66dbcb

2. Follow steps 1 and 2 in the [default install instructions](#) (above).
3. In the Add Site dialog, click **Archive**.
4. Browse and select the downloaded zip file.
5. Enter a name for the local update site (e.g., "Android Plugin") in the "Name" field.
6. Click **OK**.
7. Follow the remaining procedures as listed for [default installation](#) above, starting from step 4.

To update your plugin once you've installed using the zip file, you will have to follow these steps again instead of the default update instructions.

Other install errors

Note that there are features of ADT that require some optional Eclipse components (for example, WST). If you encounter an error when installing ADT, your Eclipse installation might not include these components. For information about how to quickly add the necessary components to your Eclipse installation, see the troubleshooting topic [ADT Installation Error: "requires plug-in org.eclipse.wst.sse.ui"](#).

For Linux users

If you encounter this error when installing the ADT Plugin for Eclipse:

```
An error occurred during provisioning.  
Cannot connect to keystore.  
JKS
```

...then your development machine lacks a suitable Java VM. Installing Sun Java 6 will resolve this issue and you can then reinstall the ADT Plugin.

Updating the ADT Plugin

From time to time, a new revision of the ADT Plugin becomes available, with new features and bug fixes. Generally, when a new revision of ADT is available, you should update to it as soon as convenient.

In some cases, a new revision of ADT will have a dependency on a specific revision of the Android SDK Tools. If such dependencies exist, you will need to update the SDK Tools component of the SDK after installing the new revision of ADT. To update the SDK Tools component, use the Android SDK and AVD Manager, as described in [Adding SDK Components](#).

To learn about new features of each ADT revision and also any dependencies on the SDK Tools, see the listings in the [Revisions](#) section. To determine the version currently installed, open the Eclipse Installed Software window using **Help > Software Updates** and refer to the version listed for "Android Development Tools".

Follow the steps below to check whether an update is available and, if so, to install it.

1. Select **Help > Check for Updates**.
If there are no updates available, a dialog will say so and you're done.
2. If there are updates available, select Android DDMS, Android Development Tools, and Android Hierarchy Viewer, then click **Next**.
3. In the Update Details dialog, click **Next**.
4. Read and accept the license agreement and then click **Finish**. This will download and install the latest version of Android DDMS and Android Development Tools.
5. Restart Eclipse.

If you encounter problems during the update, remove the existing ADT plugin from Eclipse, then perform a fresh installation,

using the instructions for [Installing the ADT Plugin](#).

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