

ChirpVision Social SDK for Android



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Getting Started with ChirpVision Social SDK for Android

ChirpVision Social SDK package brings social media capabilities for applications that integrate with ChirpVision SDK. It allows users to share their ChirpVision experience in the most common social networks.

This guide shows you how to get started with integrating ChirpVision Social SDK to an application which has ChirpVision SDK integrated. The screenshots in this guide are from an Apple OS X system, but the steps for installing on a Windows computer are almost identical. Any differences in the instructions are highlighted.

1. Prerequisites

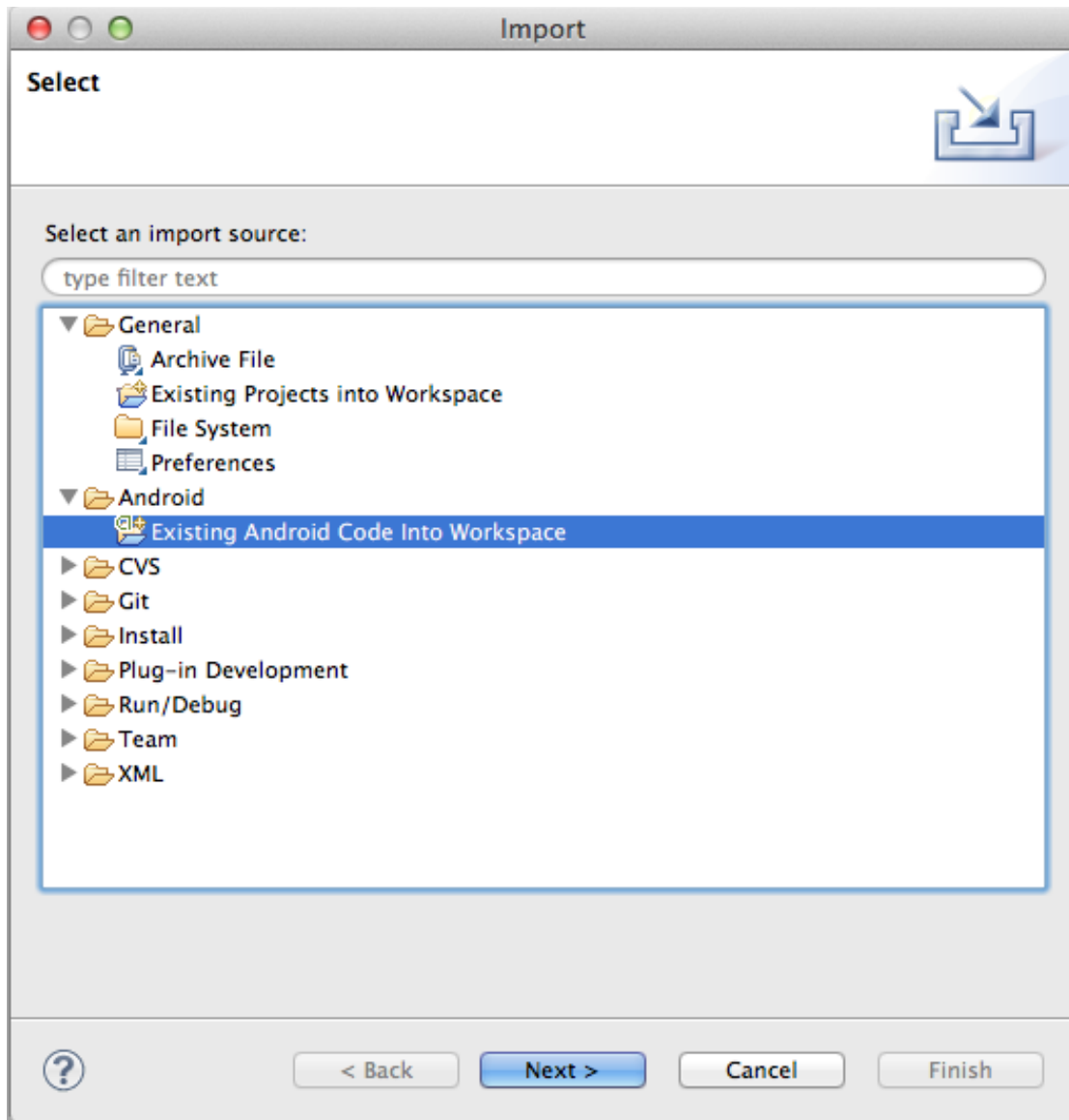
To have ChirpVision Social SDK package integrated with your project, first you should integrate ChirpVision SDK, if you have not integrated ChirpVision SDK, please do so in order to continue with your ChirpVision Social SDK integration.

Also, a facebook app id needs to be created, if your app already has a facebook app id you may ignore this step, otherwise please refer to this [link](#) to create a facebook app id, which will be needed later on this manual.

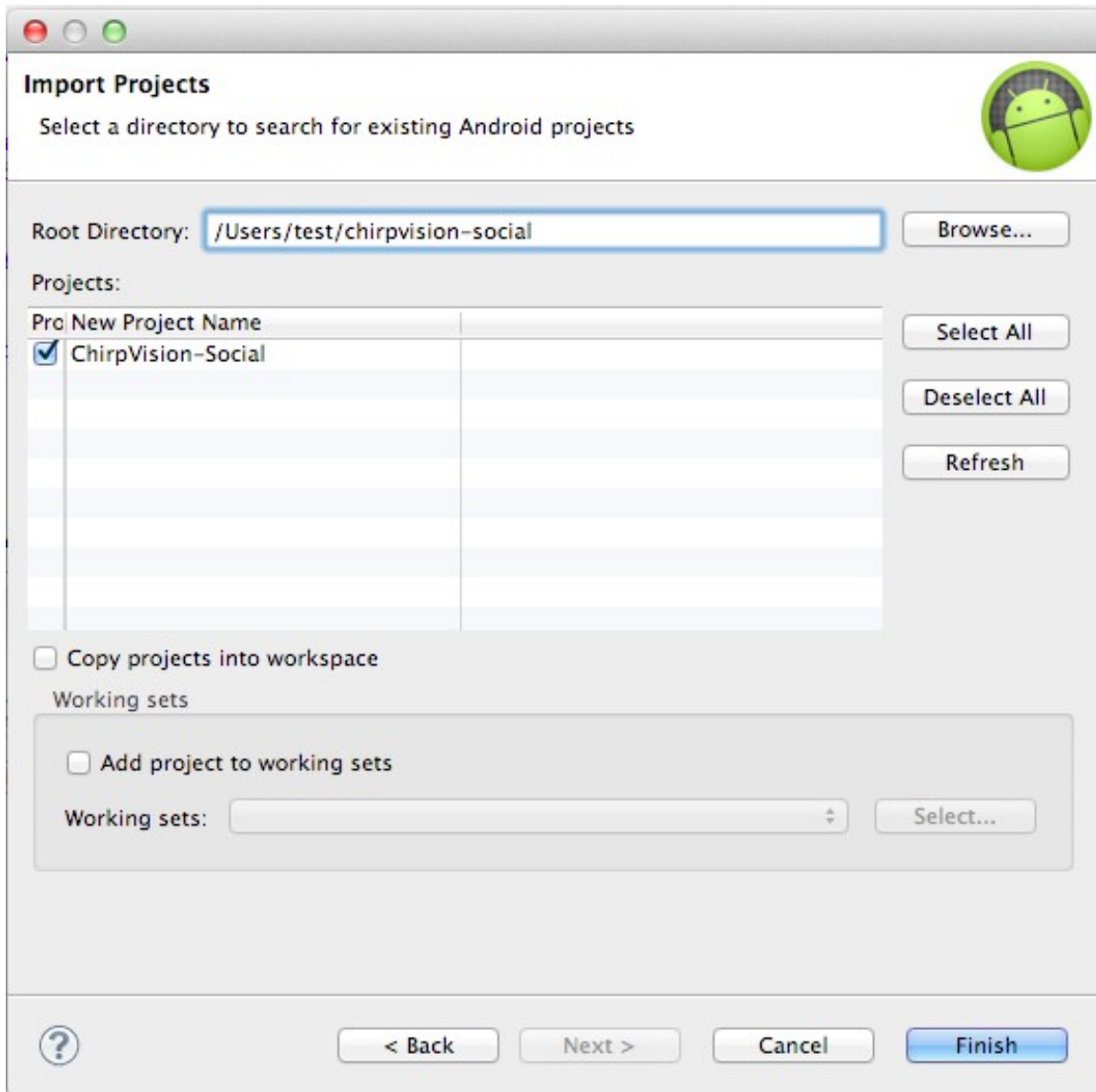
2. Reference the SDK in your project

After downloading and extracting the SDK ZIP file. the resulting folder, **chirpvision-social**, contains the social SDK itself. Note the location of this folder.

To import the SDK library project and the samples, with the new SDK, go to Eclipse's 'File' > 'Import' menu, and select 'Android' / 'Existing Android Code into Workspace':



Browse to select the root of your SDK folder, [chirpvision-social](#). The SDK should appear in the list as 'ChirpVision-Social'.



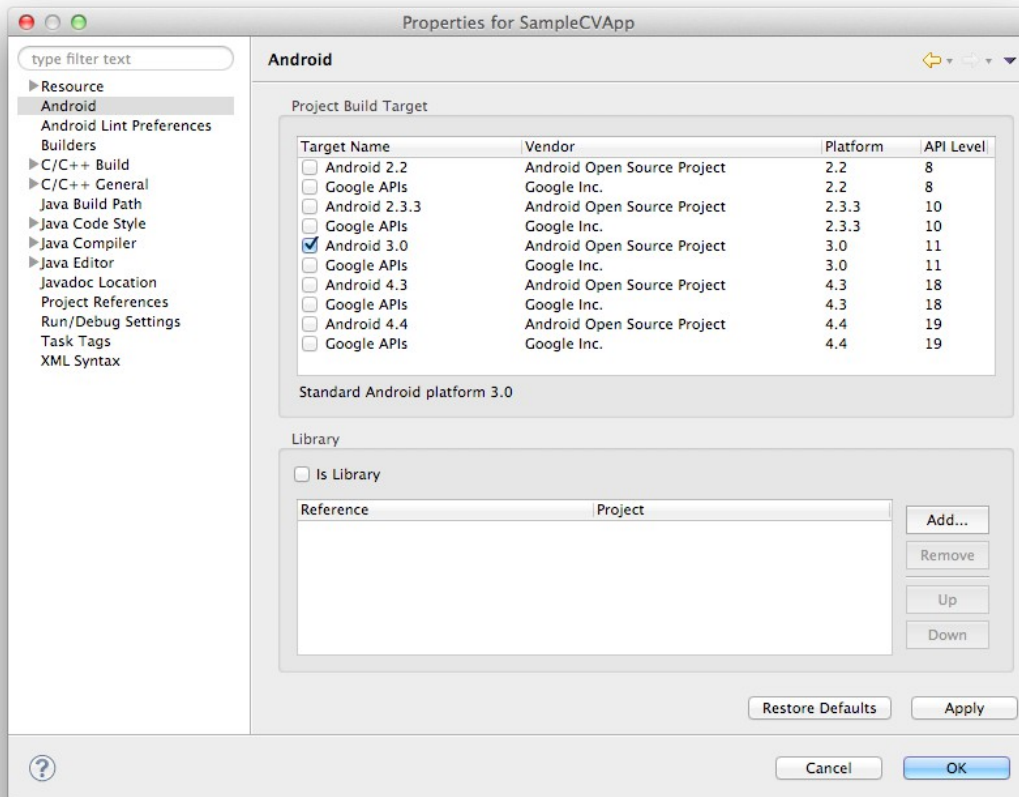
You *must* unselect the 'Copy projects into workspace' option so that each of the sample projects retains a correct reference to the neighboring SDK. However, this means that Eclipse creates a link to the project in the SDK installation, rather than making a copy of it.

(This is useful if you expect to update the SDK in-place in the future and have your workspace's library project update accordingly. However, if you choose to edit the SDK samples in the future, you may wish to subsequently re-import them with a copy so as not to affect the original versions.)

Click 'Finish'. You are now ready to integrate ChirpVision Social SDK into your

app.

To integrate ChirpVision Social SDK into your project, you must first link the project library to your project by selecting your project's property and going to Android:



Click on 'Add' and select ChirpVision-Social project, then click 'OK' and your project should be now referencing ChirpVision-Social and ready to build.

3. Modify your AndroidManifest.xml file

In order for the integration to work, the facebook Login Activity needs to be declared to your application's **AndroidManifest.xml**, along with your facebook app id as follows:

```
<activity android:name="com.facebook.LoginActivity"
android:label="@string/app_name"></activity>
  <meta-data android:name="com.facebook.sdk.ApplicationId"
android:value="your_fb_app_id_goes_here"/>
```

After this, your application should be ready to build with ChirpVision Social SDK integrated, simply build and run your project. If you're using **ChirpVisionActivity** you should now see the Social controls being shown when the user clicks the screen.

4. Troubleshooting

If the sample project is showing errors, simply use 'Project' > 'Clean' in Eclipse to refresh all the project's states.

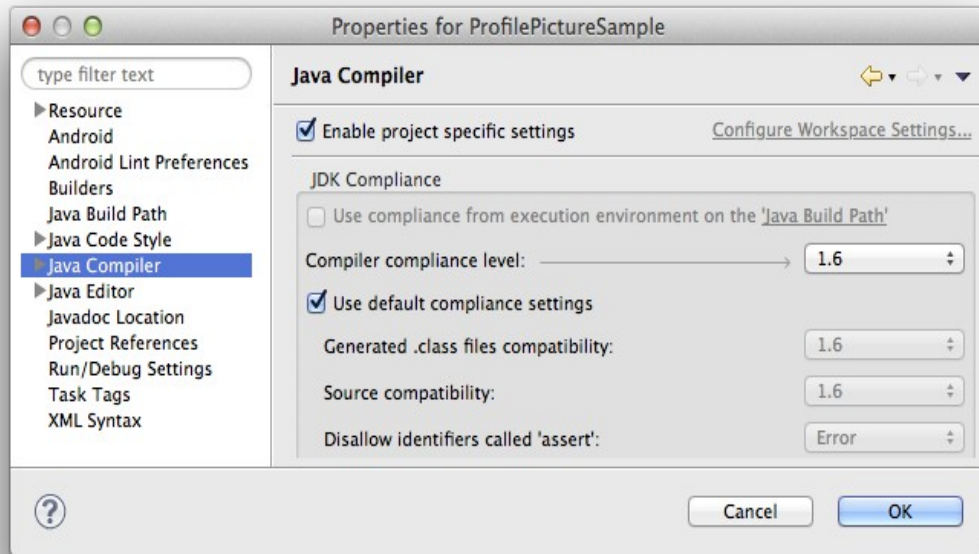
It is also possible that your Eclipse compiler level has not matched that required by Android. If you see errors like "Android requires compiler compliance level 5.0 or 6.0.", simply make sure the project (or Eclipse) properties mandate v1.6 in the Java Compiler section.

Support

Contact us for technical support at

Email : support@chirpvision.com

Phone: 855.552.4477 , M-F 8-5 Pacific Standard Time



Finally, if you're having trouble getting Eclipse to import the SDK at all, try importing it as an Android project. To do this, in the initial step when you go to Eclipse's 'File' > 'Import' menu, instead of selecting 'General' / 'Existing Projects into Workspace', expand the 'Android' section and choose 'Existing Android Code into Workspace':