Arcore emulator apk

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Google is committed to promoting racial equality for black communities. Let's see how to do it. Type: thumb down, id: missingTheInformationINeed, label:No information that I need, type: thumb down, id: tooComplicatedTooManySteps, tag:Too complicated /too many steps . down, id: outOfDate, tag:From date, type: thumb down, id: sampleCodeIssue, tag:Samples/code question, type: thumb down, id: otherDown, tag:Other Type: thumb up, id: easyToUnderstand, label:Easy to understand - type: thumb up, id: solvedMyProblem, label:Solved my problem - type: thumb-up, id: otherUp, label:Other The Android emulator lets you run ARCore apps in a virtual environment with the device you control. Warning: The Android emulator does not support the ARCore API for depth, augmented faces or augmented images. When any of these features are enabled, the camera preview image is not displayed correctly: the texture of the GPU camera is completely black, although the user interface elements drawn on top of the preview image are still displayed correctly. Set up a software requirements development environment: Android Studio 3.1 or later. Android emulator 27.2.9 or later. Install Android Studio 3.1 or later. In Android Studio, go to the program's look and feel of the zgt; customization system of the Android SDK. Select the SDK Platforms tab and check the Show package. Under Android 8.1 (Oreo), select: Google API Intel x86 Atom System Image API Level 27, Version 4 or later. Select the SDK Tools tab and add the Android Emulator 27.2.9 or later. Click OK to install selected packages and tools. Click OK again to confirm the change. Accept a license agreement for the component installer. Click Finish. Create an AR-enabled virtual device for more information, see Android Studio's instructions for building a virtual device. Create a new Android (AVD) virtual device in Android Studio, open the tools of the AVD Manager by clicking on the tools of the AVD Manager by clicking on the tools of the AVD manager's dialogue. Choose or create the phone's desired hardware profile and select Next. Choose x86 or x86_64 API Level 27 or later and select Next. While ARCore physical devices are supported at API 24 or later, Android emulator support requires Level 27 OR API support or later. Only the Android emulator architectures based on x86 are supported. Other architectures, such as arm64-v8a, armeabi-v7, are not currently supported. macOS only with ARCore SDK 1.16.0 or later: Due to a known problem, Android Emulator x86_64 system images are not supported on macOS with ARCore SDK 1.16.0 or Use the x86 system image as a workaround. Make sure your virtual device is configured correctly: Click Show Advanced Settings. Make sure the camera is back mounted on VirtualScene. Click Finish to create AND. You'll run the app app test The ARCore app on a virtual device with AR-enabled emulator. To do this, you can follow The Android Studio instructions to launch the app in the Android emulator. Note: To run apps with NDK components in the Android emulator, your app must be built with x86 ABIs. For example, see the example of the ARCore HelloAR C app. The Google Play Services version for AR on the emulator is likely to be out of date. Follow these instructions to update it: Download the latest Google_Play_Services_for_AR_1.20.0'x86'for'emulator.apk from the GitHub release page. Install the downloaded APK in every AVD you'd like to use: Run the desired AVD, then drag the downloaded APK onto a working emulator, or install it with adb while the virtual device is running: adb install -r Google_Play_Services_for_AR_1.20.0'x86'for'emulator.apk Repeat this step process for any additional AVD you'd like to use. Control the virtual scene When the app connects to ARCore, you'll see an overlay describing how to control the camera and the state bar under the emulator window. Move the Press virtual camera and hold the option (macOS) or Alt (Linux or Windows) to access camera traffic control. Use the following controls to move the camera: Platform Action What do macOS Move left or right Hold Option - Click A or D Move down or up Hold option or E Move forward or back Hold option click W or S Change orientation device Hold option Move the Linux mouse or Windows Move left or right Hold Alt - click A or D Move down or up Hold Alt Change the orientation of the Hold Alt device - move the mouse release option or Alt to return to interactive mode in the emulator. Use the Virtual Sensors tab in advanced controls to more accurately position the device. Add augmented images to images of the scene loading into a simulated emulator environment to test the augmented images. Use the Camera tab in advanced controls to add or modify images of the scene. There are two picture locations, one on the wall and one on the table. To view these locations in the scene, start the emulator and then move the camera to the dining room through the door behind the camera's starting position. Troubleshooting Tips If your ARCore app starts and you see the AR Core message is not supported, check the changes in the system image. Make sure x86 or x86_64 API Level 27 Revision 4. If your ARCore app can't open the camera when you start, make sure the Back camera is installed on VirtualScene, as described in the steps configuration above. Type: thumb down, id: missingTheInformationINeed, tag:No information I need Type: Thumb down, id: tooComplicatedTooManySteps, label:Too complicated / too many steps . down, id: outOfDate, tag:From date, type: thumb down, id: sampleCodeIssue, tag:Samples/code question, type: thumb down, id: otherDown, mark:Other type: thumb up, id: id: id: label:Easy to understand - type: thumb-up, id: solvedMyProblem, label:Solved my problem - type: thumb-up, id: otherUp, label:Other - Except where it is stated that the content of this page is licensed under the Creative Commons license. For more information, see Java is a registered trademark of Oracle and/or its affiliates. Last updated 2020-10-06 UTC. Updated: September 15, 2020. I run Android Studio 4.0 on macOS Catalina 10.15.6. You can follow Android Studio's instructions for creating an AR-enabled virtual device. I created two virtual devices: the first for Google Pixel and the second for Huawei. Go to the tools - AVD manager the main menu and create you AVD. My window looks like this: Make sure the camera is back mounted on VirtualScene. Here are a few steps you have to take in order to get a working emulator: Set up an Android Debugging Bridge. I created adb for mac. Download ARCore_1.15'x86'for'emulator.apk from the GitHub repository. Start your AVD. Enter Bash Terminal's following command (to make sure port 5554): ADB Devices Result / Emulator-5554 device Jump to the folder where the ARCore_1.15'x86'for'emulator.apk is located. For example: cd q/Desktop Type in Terminal to install ARCore for AVD while running a virtual device: adb install -r ARCore_1.15'x86'for'emulator.apk Repeat previous steps for additional AVDs that you would like to use. Delight! But remember: The Android emulator does not support the ARCore API for Depth, Augmented Faces or Augmented Images. When any of these features are enabled, the camera preview image is not displayed correctly: the texture of the GPU camera is completely black, although the user interface elements drawn on top of the preview image are still displayed correctly. The Android emulator simulates Android devices on your computer, so you can test the app on different devices and levels of Android API without having to have every physical device. The emulator provides almost all the possibilities of a real Android device. You can simulate incoming phone calls and text messages, specify the location of your device, simulate different network speeds, simulate rotation and other hardware sensors, access the Google Play Store and more. Testing an application on an emulator is in some ways faster and easier than on a physical device. For example, data can be transmitted to an emulator faster than a device connected via USB. The emulator comes with predetermined configurations for various Android phone, tablet, wear OS and Android TV devices. Watch the following video to review some of the emulator's features. The emulator can read changed through a graphic interface and software through the command line and the emulator console. To compare features available through interface, see Comparison of Android Emulator Tools. The requirements and recommendations of the Android emulator have additional requirements, in addition to the basic requirements of the system for Android Studio, which are described below: SDK Tools 26.1.1 or above 64-bit Windows processor: processor with UG (unlimited guest) support HAXM 6.2.1 or later (HAXM 7.2.0 or later recommended) Using hardware acceleration has additional requirements for Windows And Linux: Intel processor on Windows or Linux : Intel processor with Intel support V-XT , Intel EM64T (Intel 64), and perform disable (XD) Bit functionality of the AMD processor on Linux: AMD processor with AMD virtualization (AMD-V) and additional streaming extensions SIMD 3 (SSSE3) AMD Windows processor: Android Studio 3.2 or higher and Windows 10 April 2018 release or higher for Windows Hypervisor platform (WHPX) functionality to work with Android 8.1 (API level 27) and higher image system An attached webcam should be able to capture 720p frames. The wear and tear of the 32-bit Windows Android emulator was decreod in June 2019 for 32-bit Windows systems. Support for the 32-bit Windows emulator continues until June 2020, including critical bug fixes, but no new features will be added. If you're using an emulator in a 32-bit Windows system, you should plan to migrate to the 64-bit Windows system. If you're using an emulator in a 32-bit Windows system, you can use the SDK Manager to install the latest version of the emulator for 32-bit Windows. Install the emulator To install Android emulator because they have specialized user interface requirements or important features in advanced controls. You can use the app in the app list. To add a file to the device's emulation, drag the file to the emulator screen. The file is placed in the catalog /sdcard/Download/. You can view an Android Studio file using Device File Explorer, or find it from your device using the Downloads or Files app, depending on the device's version. Snapshots A snapshot is a stored image of an AVD (Android Virtual Device) that saves all of the device's status when it's saved, including OS settings, app qtatus, and user data. You can go back to the saved system by downloading take a picture when choosing, saving the waiting time to restart your operating system and apps on a virtual device, and saving the effort to get the app back to the state where you want to resume testing. Launch of a virtual device device uploading a picture is very similar to waking a physical device out of a sleep state, as opposed to loading it out of a state of power. For each AVD, you can have one quick snapshot of the download and any number of shared shots. The easiest way to take snapshots is to use quick-loading images: by default, each AVD is installed to automatically save a quick download shot when you exit and download a snapshot of a quick download at the start. When you first start the AVD, it should perform a cold load, just like the power on the device. If a quick download is enabled, all subsequent launches are downloaded from the image, and the system is restored to the state saved in that image. The images are valid for the system image, the AVD configuration, and the emulator functions by which they are stored. If you change in any of these areas, all images of the affected AVD become invalid. Any update to the Android emulator, system image or AVD settings resets the stored state of THE AVD, on the next time the AVD is launched, it should perform a cold download. Most of the controls to save, download, and control snapshots are in the Snapshots and Settings tabs in the Snapshots panel in the extended control emulator window. You can also control download options when you start the emulator from the command line. Save quick download shots AVD closes, you can specify whether the emulator automatically saves the shot when closing. To monitor this behavior, follow as follows: Open the extended control window of the emulator. In the Snapshots control category, go to the Auto-Saving for the Drop-off menu to select one of the following options: Yes: Always save the AVD when the emulator closes. It's the default. No: If you turn on the automatic quick download shots, you can skip saving the quick load shot by holding the Shift key when the emulator is closed. No: Don't save the AVD when you close the emulator. Your choice only applies to AVD, which is currently open. You can't save snapshots while the ADB is offline (for example, while the AVD is still downloading). Save shared shots While you can only have one quick snapshot of the download for each AVD, you can have a few shared shots for each AVD. To save the overall shot, open the extended control window of the emulator, select the Snapshot category, and click the Take Snapshot button in the bottom right corner of the window. To edit the name and description of the photo you've selected, click the edit button at the bottom of the window. Delete the shot to manually delete the image, open the extended control window of the emulator, select the Snapshot category, select the snapshot and click the button at the bottom of the window. You can also specify whether you want the emulator to automatically delete photos when they become invalid, such as when the AVD settings or the emulator version change. By default, the emulator will ask you if you want delete invalid images. You can change this setting with the Delete Invalid Snapshots menu. Download the snapshot to upload a snapshot at any time, open the extended control window of the emulator, select the Snapshots category, select the snapshot, and press the button at the bottom of the window. In Android Studio 3.2 and above, each device configuration includes the Boot option control in advanced settings in the virtual device configuration dialogue, which allows you to specify which shot to upload when you run this AVD. Turn off the fast download If you want to disable a fast download so that your AVD always performs a cold download, do the following: Select the tools of the AVD Manager and click Edit this AVD. Click Show Advanced Settings and scroll down to emulate the performance. Choose a cool boot. Cold download once Instead of disabling the Fast Download completely, you can cold download only once by clicking Cold Boot Now from AVD's drop down menu in AVD Manager. The photo and troubleshooting requirements don't work with Android 4.0.4 (API level 35) or below. The images don't work with ARM images for Android 8.0 (API level 26). If the emulator doesn't load from the image, select Cold Boot Now for AVD in the AVD manager and send an error report. The reset to the device is not reliable when you turn on the AVD to use this control. These values look automatic. Downloading or saving a picture is an operation that is intense memory. If you don't have enough RAM for the views the load or save the operation begins, the operating system can swap ram content for a hard drive that can significantly slow down. If you're experiencing very slow loads of saving a snapshot, you can speed up these operations by freeing up RAM. Closing applications that are not essential to your work is a good way to release RAM. Use your computer's mouse pointer to mimic your finger on the touch screen; Select menu items and input fields And press buttons and controls. Use your computer keyboard to type in the characters and type the emulator labels. Table 1. Gestures to Navigate the Emulator Description feature Swipe the screen point to the screen, tap and hold the main mouse button, swipe across the screen, and then release. Drag the item point to the item on the screen, press and hold the main mouse button, move the item, and then release. Tap (tap) the dots on the screen, press the main mouse button, and then release. Pressing a long mouse button to point to the item on the screen, press and hold the main mouse button quickly tener and then release. Tap and hold A point to the item on the screen, press the main mouse button, hold, and then release. For example, you can open settings for an item. You can enter the emulator with your computer keyboard, or with a keyboard that pops up on the emulator screen. For The For you can enter the text box after it's chosen. Pinch and distribution of Pressing Control (Command on Mac) brings up a point of gesture multi-touch interface. The mouse acts like the first finger, and through the anchor point is the second finger. Drag the cursor to move the first point. Pressing the left mouse button acts as a touch of both points, and the release acts as picking both. Vertical swipes Open the vertical menu on the screen and use the scroll wheel (wheel of the mouse) to scroll through the menu items until you see the one you want. Click on the menu item to select it. When doing common emulator actions, use the panel on the right side to perform common actions with the emulator, as described in Table 2. You can use shortcuts to do so many general actions in the emulator. To get a complete list of shortcuts in the emulator, click F1 (Command/Mac) to open the help panel in the advanced control window. Table 2. Common actions in describing the function of the Emulator Close emulator. Minimize the emulator window. You want the emulator to be the same as any other operating system window. The emulator supports the ratio of aspects that are appropriate for your device. Tap the power button to turn the screen on or off. Tap and hold to turn the device on or off. Volume up Click to view the control slider and turn the volume up. Click again to turn it on more, or use a control slider to change the volume. Volume Down Click to view the slider control and turn the volume down. Tap again to turn it off more, or use the slider control to change the volume. Turn left Turn the device 90 degrees counterclockwise. Turn right Turn the device 90 degrees clockwise. Take a screenshot Click to take a screenshot of the device. For more information, see Enter scale mode, Click to change the zoom icon. To get out of zoom mode, click again. Zoom in and out in zoom mode: Left tap the screen to increase by 25%, to a maximum of about twice the resolution of the virtual device screen. Tap the right button to zoom out. On the left, click and drag to select an area shaped like a box to zoom in. Tap the right button and drag the selection box to reset to increase the default. To pan in scaling mode, hold Control (Command on Mac) when you press the arrow keys on the keyboard. To tap the device's screen in scaling mode, click The Control (Command-click on Mac). Return to the previous screen, or close the dialog, options menu, notification bar, or on-screen keyboard. Returning home on Screen. Click to open a list of sketches of images of apps you've been working with recently. To open the app, tap it. To remove the thumbnail from the list, swipe it left or right. This feature is not supported for OS wear. Fold for folding devices, fold the device to display its smaller screen configuration. Expand for folding devices, expand the device to display its larger screen configuration. The Press Management Menu (Command-M on Mac) to simulate the Menu button. More More to access other features and settings described in the following table. You can record video and audio from the Android Emulator and save webM recording or animated GIF file. The screen recording controls are in the Extended Control Screen Recording tab. Tip: You can also open the screen recording controls by clicking on control and shift R (Command and shift R on Mac). To start recording the screen, click the Start of The Record button in the screen entry tab. To stop the recording, click Stop the Record. The controls to play and save the recorded video are at the bottom of the screen recording tab. To save the video, select WebM or GIF from the menu at the bottom of the tab and click Save. You can also record and save screen recording from the command line: adb emu screenrecord start/time-limit 10 way to save video/sample_video.webm Screenshots To take a screenshot of the virtual device, click take screenshot. The emulator creates a PNG file with the name Screenshot_yyyymmdd-hhmmss.png using the year, month, day, hour, minute and second part of the capture. For example, Screenshot_20160219-145848.png. By default, the screenshot is stored on the computer desktop. To change the location where the screenshots are stored, use Screenshot location control, save location control in the Settings category in the extended control emulator window. You can also take screenshots from the command line from any of the following commands: screenshot screenrecord (appointment-directory) adb emu screenrecord screenshot (destination-directory) Camera Support Emulator supports the use of basic camera functionality on your virtual device for earlier versions of Android. Android 11 and above supports the following additional features of Android Camera Emulator: RAW Capture YUV Recycling Level 3 device Logical Camera Support Emulation Orientation Sensor using data from the sensor manager Application video stabilization by reducing the frequency of handshake Application Edge enhancement by removing the extension usually done in the YUV Pipeline Parallel Camera Virtual Scene Camera and ARCore You can use the virtual camera scene in the virtual environment to experiment with augmented reality. For information about the use of the virtual scene camera in the emulator, see if you use the emulator using the camera app, you can import an image in PNG or JPEG format, which will be used in a virtual scene. Select an image to use in a virtual scene, click Add the image to the camera's virtual image tab of the scene in the extended control window. This feature can be used to import custom images, such as zR codes, for use in any camera-based application. For more information, see the place where the emulating process happens location of an image in the virtual scene. Audio OpenGL ES API macro test, you can significantly reduce the time it takes to test common AR actions using the preset macros in the emulator. For example, you can use a test macro to set up the app on the emulator and or update ARCore. Then follow these steps to use the emulator macros: the emulator works and your app is connected to ARCore, click More in the emulator panel. Select recording and playback of Macro Play. Choose the macro you want to use and then click Play. During playback, you can read the macro by clicking the Stop button. Advanced controls to send data, change device properties, control apps, and more. To open the extended control window, click More in the emulator bar. You can use shortcuts to perform many of these tasks. To get a complete list of labels in the emulator, click F1 (Command/on Mac) to open the Help panel. Table 3. The Advanced Detail Control Description Function Location Emulator allows you to simulate my location information: the place where the emulating process happens location of an image to the current location. If you click my location on Google Maps and then send a location, the map shows it. Single Points and Routes. Single dots in the Single Dots tab, you can use Google Maps web browsing to search for points of interest. Expand for folding devices, expand the device to display its larger screen configuration. Routes similar to the Single Dots tab, the Routes tab provides a Google Maps web view that you can use to create a route between two or more locations. To create and save the route, do the following: In the map view, use a text box to find the first destination in your itinerary. Choose a location from search results. Select the Navigation button. Choose the starting point from the map. (Optional) Click Add Destination to add more to the route. Save your itinerary by clicking on the Save route in the map view. Include the name of the route and click Save. To simulate an emulator by following the saved route, click the Set route in the list of saved routes and click the Play route button in the bottom right corner of the extended control window. To locate emulators in your chosen location on the map, click the Set Location button in the bottom right corner of the extended control window. To change the emulator follows along the specified route, turn on the switch next to Repeat playback. To change how fast the emulator follows the specified route, select the option from reducing the speed of playback. Import GPX and KML Data To use geographic data from the GPS Exchange Format (GPX) or Keyhole Markup Language (KML) File: Click Click GPX/KML. In the file dialogue, select a file on your computer and click open. Alternatively, select Save location: Click folder icon to indicate location to save screenshots of the emulator screen. Use the ADB location found: If you're using an Android Studio emulator, you should choose this option (by default). If you run an emulator from outside Android Studio and want it to use a certain control. These values look automatic. When a virtual device is running, you can set up to two additional displays as follows: Add another display by clicking Add a secondary display. From the drop-off menu under secondary displays, do one of the following: Choose one of the assigned aspects ratios. Choose custom and set the height, width and dpi for the custom display. (Optional) Click Add a secondary display to add a third display. Click Apply Changes to add the specified display (s) to the virtual control. Simulate different network conditions. You can approximate network speeds for different network protocols, or you can specify Full, which transmits data as fast as your computer allows. Setting network protocol is always slower than Full. You can also specify the status of your voice network and data network, such as roaming. By default, they are installed in AVD. Select Network Type: GSM: Global Mobile System HSCSD: High-Speed Circuit-Switched GPRS Data: General Radio Service EDGE Package: General Data Speeds for GSM Evolution UMTS: Universal Mobile Telecommunication System HSPDA: High-Speed Downlink Package Access LTE: Long-Term Evolution Full (Default): Use Network, As provided by your computer Data Condition, or both: Home (default) Roaming Search Denied (only emergency calls) Unregistered (off) Battery You can simulate the properties of the device's battery to see how your app works in different conditions. Use a slider control to select the charge level. Select Charger Connection Value: Select Battery Health: Good (default) Unsuccessful Dead Overvoltage Overheated Unknown Select Battery Status: Unknown Charging (Default) Unloading Without Charging a Full Phone Emulator allows you to simulate incoming phone calls and text messages. To initiate an emulator call: Select or enter a phone number in the Off field. Click the Device Call Button. Additionally, click Hold Call to hold the call. To finish the call, click End Call. To send a text message to the emulator: Select or enter a phone number in the Off field. In the message box. Click Send a message. Direction Pad If AVD has a directional pad included in the Profile, you can use directional pad controls with an emulator. However, not all devices can support a directional pad; For example, android watches. The buttons simulate the following: Fingerprint This control can simulate 10 different fingerprint scans. You can check the integration of fingerprints in the app. This feature is disabled for Android 5.1 (API level 22) and below, as well as for OS wear. To simulate fingerprint scanning on a virtual device: Prepare a fingerprint app. Choose the value of your fingerprints. Tap The Touch Sensor. This control allows you to check the app for changes in the position of the device, orientation or both. For example, you can simulate gestures such as tilt and rotation. accelerometer does not track the absolute position of the device: it simply detects when a change occurs. Control simulates the way the accelerometer and magnetometer sensors will react when moving or turning a real device. You must choose this option (by default). If you run an emulator from outside Android Studio and want it to use a certain adb, remove this option and specify the location of SDK Tools. If this setting is wrong, features such as capturing a screenshot and installing a drag app won't work. When to send crash reports: Choose always, never or ask. Show the window frame around the device: By default, emulators with the device's skin files are displayed without an ambient window frame. The default proxy emulator's settings use the Android Studio HTTP proxy settings, but this screen allows you to manually determine the configuration of the HTTP proxy for the emulator. For more information, see OpenGL ES's Settings: Choose the type of graphics acceleration. (This is equivalent to a command-to-gpu option. Autodetect-based host: Let the emulator choose hardware or software graphic acceleration based on computer settings. It checks whether the GPU driver matches the list of known faulty GPU drivers, and if so, the emulator disables the graphics emulation and uses a processor instead. Software - GLES 2.0: uses graphics in software. SwiftShader: Use SwiftShader to visualize graphics in software. OpenGL's home desktop: Use the GPU on your host computer. This option is usually the fastest. However, some drivers have trouble visualizing OpenGL graphics, so this could be a reliable option. OpenGL ES API: Choose the maximum version of OpenGL ES for use in the emulator. Autoselect: Let the emulator OpenGL ES version based on host and guest support. Maximum render (up to OpenGL ES 3.1): Trying to use the maximum version of OpenGL ES. Compatibility (OpenGL ES 1.1/2.0): Use the OpenGL ES version that is compatible with most environments. Help the key shortcuts This dialog provides a complete list of key shortcuts for the emulator. To open this this one Click F1 (Command/Mac) while working in the emulator. In order for the shortcuts to work, the Send shortcut option in general settings must be customized to the emulator controls (by default). Help the Emulator Help go to online documentation for the emulator, click Documentation. To file an error report for the emulator, click Send Feedback. For more information, learn how to report emulator errors. Help the zgt; about what adb port emulator uses, and to determine the correct Android version numbers and emulator. Compare the latest available version of the emulator with your version to determine if you have the latest software installed. The serial number of the emulator is a adb_port emulator that can be specified, for example, as an adb command line option. Wi-Fi When using an AVD with an API level of 25 or above, the emulator provides a simulated Wi-Fi hotspot (AndroidWifi), and Android automatically connects to it. You can turn off Wi-Fi in the emulator by running an emulator with a command-line option -Wi-Fi. The Android Emulator Restrictions does not include virtual hardware for the following: Bluetooth NFC SD card insert/release device attached headphones USB Watch emulator for WEAR OS does not provide a view (latest application) button, D-pad, and fingerprint sensor. Sensor.