

Ionic

Prerequisites

nodejs (latest)

```
sudo apt-get install build-essential
# curl -sL https://deb.nodesource.com/setup_6.x | sudo -E bash -
# sudo apt install nodejs
```

nodeenv

```
sudo apt-get install python-pip
sudo pip install nodeenv
```

Project

Create library

```
LIB=<some-path>
nodeenv --node=0.10.33 $LIB
. $LIB/bin/activate
```

```
npm install -g ionic
# npm install -g bower
```

update

```
npm update -g ionic cordova
```

Create project

- <https://devdactic.com/login-ionic-2/>
- <https://ionicacademy.com/ionic-3-lazy-loading/>
- <https://www.joshmorony.com/an-introduction-to-observables-for-ionic-2/>

Activate library

```
. $LIB/bin/activate
```

```
NAME=PeperStart
ionic start $NAME blank
```

```
cd $NAME
ionic browser add crosswalk #{this command enable also android platform}
```

Update libs

```
. $LIB/bin/activate
npm install -g ionic

cd <project>
ionic lib update
```

Eclipse

\$P is \$NAME/platforms/android path

- Import → “Existing Android Code ...” → \$NAME/platforms/android and deselect all subprojects
- Project → Build Path → Configure Build Path
 - Source → Link source → \$P/Cordova/lib/src with name src-cordova/lib
 - Libraries → Add external JAR →
\$P/Cordova/lib/xwalk_core_library/xwalk_core_library_java_app_part.jar
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\$P/Cordova/lib/xwalk_core_library/xwalk_core_library_java_library_part.jar

Native lib integration

Create zip file named **gpio.jar** and put into platforms/android/libs

```
lib
├── armeabi
│   └── libgpio.so
```

build.gradle search inside libs for *jar (see dependency section)

Tips

Video fullscreen autoplay

```
<video ng-controller="startVideo" controls="" style="width:100%;
height:auto" autoplay="false">
  <source src=""></source>
</video>
```

```
.controller('startVideo', function($scope) {
  angular.element('video').attr('src', 'http://...');
```

});

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