

FAQs

This document aims to address some of the common problems that have been identified from your comments and questions.

(Last updated 29th October 2014)

My question is not answered what should I do?

If you put your **exact error message** into **Google search** you can find helpful answers from sites like Stackoverflow. Try using the most voted answer (if it matches your system).

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- [How do I view replies to my posts?](#)
- [How do I share a link to a post in my comment?](#)
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Using FutureLearn

How do I use the FutureLearn platform to view comments?

- <http://openeducationmooc.blogspot.co.uk/2013/10/flmobigame-using-futurelearn-platform.html>

How do I view replies to my posts?

- <http://openeducationmooc.blogspot.co.uk/2014/09/futurelearn-viewing-replies-to>

[my-posts.html](#)

How do I share a link to a post in my comment?

- <http://openeducationmooc.blogspot.co.uk/2014/03/flmobigame-using-futurelearn-linking-to.html>

I'd like to be able to download videos!

- <http://openeducationmooc.blogspot.co.uk/2013/10/download-begin-programming-moocs-videos.html>

I'd like to share code, how do I do that?

- <http://openeducationmooc.blogspot.co.uk/2013/10/flmobimooc-using-pastebin-to-share-your.html> [share-your.html](#)

I'd like to share screenshots, how do I do that?

- <http://openeducationmooc.blogspot.co.uk/2013/11/flmobigame-sharing-screenshots-or.html>

Java

I am on an Mac 10.5.x (or older) and I can't find Java 6

- Unfortunately, Apple has decided not to release Java 6 for pre 10.5.x. You might be able to use OpenSDK (<http://landonf.bikemonkey.org/static/soylatte/>) instead (We haven't tested it, as none of our testers have a pre-10.6 machine).

I am on a Windows 32-bit machine and when I download the Java JDK the file doesn't work

- Unfortunately, there currently seems to be an issue with the Windows 32-bit version of the JDK from the Oracle website. If it does not execute, please try and re-download it as that usually solves the problem. You might have to do it a few times before it works.

I can't install Java JDK on my phone

- The JDK **only allows you to write Java code on your computer**, so it won't work on your phone.

No java virtual machine was found

- I get the error "No java virtual machine was found after searching the following locations <location> "
Open up a command prompt window and type **Javac -version**. A version of the Java you are running should be displayed, if you don't then you can follow this video to set the Java executable to the PATH variable:
https://avcontent.reading.ac.uk/av/13/troubleshooting-the-JDK-Cib7zt4uu60c3L8W-H264_Widescreen_640x360.mp4

Eclipse

I can't unzip!

- This can happen due to a downloaded file being corrupt – if this is the case you can re-download the file and then unzip it.
- **I get asked for a password!** – If this happens please use a different software tool to unzip the package. On Windows machines 7Zip does the trick. You can download 7Zip from here: <http://www.7-zip.org/>
- I don't know how to do it – a step-by-step guide for Windows users is available here: <http://openeducationmooc.blogspot.co.uk/2013/11/flmobigame-unzipping-files-on-windows.html>

While unzipping "Path too long" error appears

Cancel the unzip. Start a new unzip in a root folder (e.g. C:\) location

My unzipped folder is missing some files

- This can happen due to a downloaded file being corrupt – if this is the case you can re-download the file and try again. If on Windows we recommend using 7Zip free software (<http://www.7-zip.org/>) to unzip.

I Can't Open Eclipse

- Error message says "**Eclipse couldn't be opened because it is from an unidentified developer**".
For Apple Macs go to System Preferences → Security & Privacy; in that window click the lock at bottom of screen, then under 'Allow applications downloaded from'

select 'anywhere'.

I try and start Eclipse but it does not run!

- Both Java and Eclipse/Android SDK must be the same bit version. If one of them is 32bit (x86) then the other should be set the same!
- If they aren't, uninstall the ones you have. Then, go through the download process again, ensuring that the JDK and SDK are set to the same bit version.
- This video might help you: https://avcontent.reading.ac.uk/av/13/troubleshooting-the-JDK-Cib7zt4uu60c3L8W-H264_Widescreen_640x360.mp4
- There is an "Error 13" accompanied with a lot of text. There are two possible solutions:
 - Your username on the computer has an "unusual" character. E.g. Android SDK is stored in "c:\Users\karsten!\Desktop". A bug in Java means this will not work. Try and move it to a place without the character, e.g. "c:\androidsdk". Also try and move the Java folder to "c:\java" which can also help
 - Your android.ini is corrupt somehow. Try and follow this: <http://stackoverflow.com/questions/4945178/cannot-run-eclipse-jvm-terminated-exit-code-13>
- I get the error "**The Eclipse executable launcher was unable to locate its companion shared library**".
If you are getting this error it is likely that you have not unzipped your ADT bundle. Make sure you unzip or extract the downloaded zip file to a folder that you can locate easily (preferably to a newly created folder on your desktop). If you have trouble unzipping go [here](#)
- I get the error "**Failed to create the Java Virtual Machine**".
 - You may find these posts of use: <http://stackoverflow.com/questions/7302604/eclipse-error-failed-to-create-the-java-virtual-machine>
Finding the specific VM values for your OS: http://wiki.eclipse.org/Eclipse.ini#-vm_value%3a_Windows_Example
 - This error was also been reported when there are other memory consuming programs running. If there are try closing those applications and running again.
 - Windows - edit the eclipse.ini file located in the eclipse folder (as below) so that it actually searches for the correct version of the JDK.
Save a copy of your eclipse.ini file (in case you want to revert back). You need to use a text editor such as WordPad or Notepad++ and save the file elsewhere, then copy the content and paste over the original.
In the -vm line you have to show where in your machine javaw.exe file is located:

```
openFile
-vm C:\Program Files\Java\jdk1.7.0_51\jre\bin\javaw.exe
-Dosgi.requiredJavaVersion=1.7
-Xms40m
-Xmx1024m
-Declipse.buildId=v22.3.0-887826
-XX:MaxPermSize=256M
```

It still does not run!

- The following error has appeared: **"Failed to load JNI shared library C:\program files...\jvm.dll"**.
This means that your system is using a JRE instead of a JDK version of Java.
 - Uninstall Java JRE, or make sure the folder of the JRE isn't in the PATH environment variable, and that your JDK is.
 - If you are working from Windows this video may help: https://avcontent.reading.ac.uk/av/13/troubleshooting-the-JDK-Cib7zt4uu60c3L8W-H264_Widescreen_640x360.mp4
 - Google "set path" with you OS added. (e.g. "set path mac")
 - Some have encountered this problem when the eclipse.ini file was not pointing to the java executable. That is the -vm argument in eclipse.ini should point to the java executable. See <http://wiki.eclipse.org/Eclipse.ini> for examples.
- The following error has appeared: **"Error: Error passing the sdk. Failed to create C:\Program Files (x86)\adt-bundle-windows-x86_64-20130917\sdk\add-ons."**
 - Try and run as an administrator (on Windows, right-click Eclipse.exe -> Run as administrator).
- I am on a Mac 64 bit machine using OS X 10.8.x.
 - There is unfortunately a known bug for this setup, and sometimes it doesn't work.
 - Try and download the 32bit version.
 - If that does not work then download an old version of Eclipse: <http://download.eclipse.org/e4/sdk/drops/R-4.1-201106201631/#EclipseSDK>
Download the 'SDK Tools Only' version of Android SDK, and install that from inside Eclipse (Help->Install New Software add the SDK file).

I get error messages from Eclipse before I run the emulator

- When I import the project I get an error saying **"MainActivity] Unable to resolve target 'android-XX"**.
 - Sometimes the automated import does not work. There are two solutions to this, either:
 - Create a new version of it following the 'ALTERNATIVE INTRODUCTION TO THE IDE' step. This should work.
 - Or, try to install the Android target that is missing. Start the 'Android SDK Manager' (usually a small button underneath the menu in Eclipse) and select and install the appropriate SDK level. <http://openeducationmooc.blogspot.co.uk/2014/02/flmobigame-feb-2014-frequently-asked.html>
- When running the app I get **"MainActivity] ActivityManager: Starting: Intent {act=android.intent.action.MAIN cat=[android.intent.category.LAUNCHER] cmp=uk.ac.reading.sis05kol.mooc/.MainActivity}"**
 - Try and make another emulator. That sometimes helps.
 - Also, try and start the app without the emulator running. Eclipse should

detect the correct emulator and start it automatically. That sometimes helps as well.

- There are errors reported in my code: **“Your project contains error(s), please fix them before running your application”**.
 - Save your project.
 - Clean the project. Use menu items Project→Clean.
 - If this does not remove the errors look at Problems pane to identify the exact error. Problems pane is located in the bottom half of the screen; if it is not open use Window → Show View → Problems (or Window → Show View → Other → Problems) to open Problems pane.
- I get the error: **“the Android SDK requires Android Developer Toolkit version XXXX or above ... Please update ADT to the latest version”**.
 - Have a look here <https://code.google.com/p/android/issues/detail?id=67421>
Scroll to the bottom to see the suggested solution (as follows)
"In order to get 22.6.1, please do the following: Help | Install New Software
Pick the ADT update site, but change it to use https instead of http. Then just follow the wizard."
○ After you have followed the above advice, you should then go to **Window→Preferences→Android** and **add the SDK location** in the "SDK Location" textbox. After you do this the different SDK levels you have installed should be shown in the other box as target names.

I can't open the SDK Manager

It is likely there is a problem with your PATH. You can change the PATH using the help from this video

https://avcontent.reading.ac.uk/av/13/troubleshooting-the-JDK-Cib7zt4uu60c3L8W-H264_Widescreen_640x360.mp4

If you are on Windows: When you look at it, could you try and ensure that the java/bin folder is before any references to the windows\system32 folder. That could cause a conflict on your system.

If you have concerns of changing PATH , you can copy the path variable value and save it in a file before changing it. If things go wrong you just set it to the previous, reboot and everything is back to what it was.

I get error message “Sending Tracking request failed!”

With this the import method does not work. Try the manual method to setup the project.

I have appcompat_v.7 appearing in the Package Explorer

The "appcompat_V.7" is produced when you create a new project from scratch together with an empty project.

Try and switch workspace to another empty one (File->switch workspace) and then try and follow the material again.

I get the error "Location of the Android SDK has not been set up in the preferences"

- **Window**→**Preferences**→**Android** and **add the SDK location** in the "**SDK Location**" textbox. If it was your Android Virtual Device Manager that threw this error, after you do this the different SDK levels you have installed should be shown in the other box as target names.
- If this error is shown at the launch of eclipse you may have to update your ADT. Help → Install New Software → Add
Inside Add Repository write the Name: ADT (as you want) and Location: <https://dl-ssl.google.com/android/eclipse/>

After loading some time you will get Developer Tools and NDK Plugins. Check Developer Tool only. Click **Next** then **Finish**. (this stack overflow answer may help <http://stackoverflow.com/questions/16731126/location-of-the-android-sdk-has-not-been-set-up-in-the-preferences-in-64-bit-win>)

I can't do the import!

- When I scroll down to import the game framework, the folder shows up but in grey. When I try to check it in the box I get a black square rather than a tick.
 - If you select the downloaded (zipped) folder instead of the unzipped version this can happen.
Make sure you unzip the game framework folder. [Unzip help here](#).
 - If you select a folder too high in the folder hierarchy (a parent folder - not the actual folder) this can happen.
Make sure you navigate to the correct folder as shown in the video and PDF guides.
 - If it's still not importing you can try the manual method to setup the game framework.
- The 'Finish' button in the 'Import Project' dialog is disabled.
 - This can happen if you try to import a project with the same name as an existing project. You can try deleting existing project before importing.
- I get the error message "**Project name is already in use**" or "**A project with that name already exists in the workspace eclipse**".
 - Remove any other copies of the project within the Package Explorer and check the workspace for other folders that may have the same name. If there is a copy of the project you can delete it. Now you should be able to re-attempt the import.

I can't find a view in Eclipse

- Use Window → Show View (or Window → Show View → Other) to select the view you need. The views you can select includes Package explorer, Log Cat, Problems, Console.

I can't view Command bar on Eclipse

See the guide

<http://help.eclipse.org/juno/index.jsp?topic=%2Forg.eclipse.platform.doc.user%2Ftasks%2Ftasks-9n.htm>

How do I reset my eclipse view to default view?

- Use Window -> Reset Perspective.

How do I open a file to edit the code?

- Expand the src folder and other folders inside it. Now you should be able to see the .java files. Double click on the file you want to edit.

I can't find the 'Java Perspective'

- Java Perspective can be found Window → Open Perspective → Java (or Window → Open Perspective → Other → Java).
- If you cannot find this option it is probably an error while loading Eclipse. Open Eclipse's .log file (using a text editor preferably notepad++ on Windows). You can find it in the .metadata folder of your workspace-MOOC folder (find it using Windows' file explorer - do not use Eclipse). On Windows it looks like a file with no name.
 - It is probably a long list of warnings. Can you search the file for errors and please report them.

'run as' lists no options other than 'run configurations...'

This is a sign that the project for some reason isn't recognised as an Android project. Try and switch to a new workspace and try and follow the import again. You might have made a mistake while doing it the first time.

Emulator

I can't create an emulator

- When an emulator is created using the Android Virtual Device Manger and OK is clicked an error message [date/time - SDK Manager] Error:null appears. Running Eclipse as the administrator should solve the problem - right-click → 'Run as administrator'.

No CPU/ABI system image selected

When creating an emulator a "No CPU/ABI system image selected" error is shown, and the OK button of the AVD is grey.

- Make sure that you have installed Android SDK level 4.4.2 API (19) from the SDK manager
- If you cannot install packages you may have to run as administrator (rightclick eclipse.exe → run as administrator) and then install packages
- Select CPU/ABI level "Android Wear ARM (armeabi-v7a)"

No Skin Selected

When creating an emulator a “No Skin selected” error is shown, and the OK button of the AVD is grey.

- Select a Skin. It should work with any of them.

I get the error: “This AVD's configuration is missing a kernel file”

- I'm getting this error when trying to launch an Emulator with API 17, 18 or 19, but my emulator works fine for lower APIs 8, 11 and 14.

The minimum for the game is actually level 8. You can use this if you follow the alternative (manual) method to create the project and setup the framework. Then you'd be able to use the working emulators.

When I start the emulator I get a message saying "panic"

- The Android SDK system expects to find the emulators you create in a specific folder `c:\Users\YourUsername\.android\avd`. There are several reasons why this might not happen.
 - The files have been deleted.
 - Save them from your Rubbish bin.
 - You are using a multi-user systems with shared drives (The files must be in `c:\user\YourUserName\.android\avd` - This is an Eclipse/ADT requirement).
 - Copy the `.android\avd` folder from the shared drive into:
`c:\user\YourUserName\.android\`
 - Your computer is using the d: drive (or other the c:) as default (The files must be in `c:\user\YourUserName\.android\avd` - This is an Eclipse/ADT requirement).
 - Copy the `.android\avd` folder from the drive you use as default into: `c:\user\YourUserName\.android\`
 - If you do not have a c drive, create one and do the above.
 - Define the environment variable `ANDROID_SDK_HOME` to point to the directory containing your `.android` directory. The emulator and SDK Manager will pick it up properly. This solution offered <https://code.google.com/p/android/issues/detail?id=19084> has also worked.

When I start the emulator I get the error "Failed to allocate memory: 8"

- Did you set "Device ram size" when creating the emulator? Try several smaller and bigger sizes 512mb often works.
- Or you can have a look here: <http://stackoverflow.com/questions/11667907/android-emulator-failed-to-allocate-memory-8>

I get the error “Could not find MainActivity.apk”

- Try Project → Clean and then run again.

- Try Project → Properties; select Android from left hand side list and uncheck “is Library” checkbox.
- If the issue is still not sorted, restart Eclipse and try again.
- If this fails try deleting the project from workspace and creating a new project.

I get the error “createRenderThread failed to connect”

- Console Tab in eclipse usually reports this error when eclipse for some reason cannot access the emulator.
- Double check if your firewall is blocking, perhaps try and stop your firewall (after disconnecting to the internet) and run this. If that works you should create new firewall rules for eclipse/emulator so that they have access to all ports.
- Otherwise, try and create a new emulator, and see if that is allowed to be accessed from Eclipse.
- Failing that check if a real Android device is allowed.

I get the error “Failed to initialize Monitor Thread: Unable to establish loopback connection”

- it is possible this is due to a firewall stopping it working correctly - Could you make sure Eclipse and adb is allowed in your firewall.
- Find the eclipse.ini file, located within the eclipse directory. Open the eclipse.ini with a text editor (eg, Wordpad or Notepad++) and add this line at the end of the file:
-Djava.net.preferIPv4Stack=true

I get the error “Could not get wglGetExtensionsStringARB”

- Have you by any chance enabled "snapshot"? That can make this problem appear. Android Virtual Device Manager → Select the device → Edit and uncheck ‘Snapshot’.
- Otherwise try and change the Memory Ram of the emulator to 512. That has worked for some: <http://stackoverflow.com/questions/12328344/could-not-get-wglgetextensionsstringarb-for-android-emulator>
- If this does not help try increasing the "ADB connection timeout" (say from 5000ms to 10000ms). Use Window → Preferences; in Preferences dialog select Android → DDMS → ADB connection timeout (ms).

I get the error “Unable to find a 'userdata.img' file ABI armeabi”

- “Unable to find a 'userdata.img' file for ABI armeabi-v7a to copy into the+ AVD folder”.
- Double-check that you have the arm files installed. This might be helpful:
<http://stackoverflow.com/questions/9086630/unable-to-find-a-userdata-img-file-for-abi-armeabi>

I get the error “Emulator-arm.exe has stopped working”

- Delete the emulator and create a new different type emulator with a low spec.

When I press the start button to start emulator nothing happens...

- Ubuntu:

No error messages are shown and I do not get the next screen to click on launch. Run the emulator through the terminal. It may say that it is not installed. Type this into the terminal;

sudo apt-get install eclipse-platform

After this finishes you should be able to launch the emulator.

When I start the emulator a window opens but seemingly nothing happens...

- Starting the emulator takes time depending on the specifications of your hardware. Often 5-10 minutes. Try and be patient. Once it has loaded you will see it as a normal phone. Always leave it open so that you can use it while you work on the code.
 - If it takes longer than 20 minutes there is a serious problem.
 - It might be that your hardware is too slow to run it. Unfortunately Google does not have minimum requirement on hardware. The only way to find out is to test and see.
 - It might help to use a low spec emulator, if you have been using a high spec emulator.
 - Try and lower the "Device ram size" of the emulator. You do that when setting up an emulator (or by editing it). Open Android Virtual Device Manager → Select the virtual device → Edit → Reduces the RAM under Memory Options

The emulator starts but doesn't show the game

- Make sure your emulator is not locked. Here is how to unlock the emulator.
- If you still can't see the game click the button with dots. This will show the apps installed. Select the game app to display it.
- Still the game doesn't appear? Try increasing the "ADB connection timeout" (say from 5000ms to 10000ms). Use Window → Preferences; in Preferences dialog select Android → DDMS → ADB connection timeout (ms).

The Android app shows a white display and it says MOOC but never the game!

- Have you tried the solutions suggested for “[The emulator starts but doesn't show the game](#)”?

- If your problem is still not sorted...
 - We have seen this happen in a few emulators (less than 5 out of all the tens of thousand students we have had) and unfortunately we haven't found a definitive reason for this behaviour.
 - Try creating a new emulator with a different spec and running the game on it.
 - Failing that you could try in a real device.

Error "NAND: nand_dev_load_disk_state ftruncate failed: Invalid argument"

```
[2013-11-12 19:57:15 - Emulator] NAND: nand_dev_load_disk_state
ftruncate failed: Invalid argument
```

```
[2013-11-12 19:57:15 - Emulator] savevm: unable to load section
nand_dev
```

- Close the emulator and Eclipse and restart Eclipse.
- Start the emulator before running the code and wait till it is fully loaded. To do this start Android Virtual Device Manager → Select the emulator → Start; then close the Android Virtual Device Manager.
- Additionally, the project can be configured so that it asks which emulator to run instead of automatically picking one.
 - Use menu options Run → Run Configurations...
 - In the Run Configurations dialog, under Android Application select the project (MOOC) from the left navigation bar.
 - Click on the Target tab. Select the "Always prompt to pick device" option.

The emulator starts and everything works. There are warnings though, is that ok?

- Yes, these development systems provide many warnings for special situations. Our code is quite simple, and does not use anything but the most fundamental functionalities.

The Emulator is locked!

- Click on the padlock and drag outward until the padlock shows opened.

How do I resize emulator?

- Open Android Virtual Device Manager, and start your emulator. In the Launch Options dialog check the "Scale display to real size" box. Then click the '?' button to the right of the 'Monitor dpi' field. The 'Monitor Density' dialog should pop up. Here set your monitor's screen size and current resolution then click 'OK'. Set the 'Screen Size (in):' field to the size you want on your screen. Start the emulator as normal and it should be resized to fit on your screen.

Eclipse is running fine, and I think I have added all the game framework code, but I get problems/errors!

- The public type TheGame must be defined in its own file
(SomeFile.java) /MOOC/src/uk/ac/reading/sis05kol/mooc
line 8 Java Problem
- The type TheGame is already defined (SomeFile.jav)
/MOOC/src/uk/ac/reading/sis05kol/mooc Unknown Java Problem

You have copied TheGame code (e.g. from v1.java) into <somefile>.java (e.g. MainActivity.java) instead of TheGame.java. Copy the code into TheGame.java. Find the original downloaded version of <somefile>.java, and copy the code into the Eclipse version.

- The declared package "uk.ac.reading.sis05kol.mooc" does not match the expected package "uk.ac.reading.sis05kol.mooc"
GameThread.java

/MOOC/src/uk/ac/reading/sis05kol/mooc line 1 Java Problem

- The declared package "uk.ac.reading.sis05kol.mooc" does not match the expected package "uk.ac.reading.sis05kol.mooc"
TheGame.java

/MOOC/src/uk/ac/reading/sis05kol/mooc line 1 Java Problem

- The declared package "uk.ac.reading.sis05kol.mooc" does not match the expected package "uk.ac.reading.sis05kol.mooc"
MainActivity.java

/MOOC/src/uk/ac/reading/sis05kol/mooc line 1 Java Problem

- The declared package "uk.ac.reading.sis05kol.mooc" does not match the expected package "uk.ac.reading.sis05kol.mooc"
GameView.java

/MOOC/src/uk/ac/reading/sis05kol/mooc line 1 Java Problem

You haven't added the code to a package. Within the src folder there should be a package "uk.ac.reading.sis05kol.mooc" the first 4 files should be inside this package. Try that and see if it works after you clean the project (Use menu options Project→Clean).

R cannot be resolved to a variable GameThread.java
/MOOC/src/uk/ac/reading/sis05kol/mooc line 67 Java Problem

- As above you might not have added the code to the correct package. Try and do that and clean the project (Use menu options Project→Clean).
- If the error persists, then there is a known bug that produces this error. Try and delete the Eclipse folder and unzip it again. Restart. That might do the trick. If not, change the workspace, and try and follow the procedure of setting up the code from scratch.

- The field Sensor.TYPE_ORIENTATION is deprecated GameView.java
/MOOC/src/uk/ac/reading/sis05kol/mooc line 208 Java Problem

This is fine. The code will work with this warning.

I get the error “Keystore was tampered with, or password was incorrect..”

- **“Error generating final archive: java.io.IOException: Keystore was tampered with, or password was incorrect MainActivity Unknown Android Packaging Problem”**

Delete the existing keystore, which should be in your user directory in a hidden sub-directory called .android. (On Windows you can find the hidden folder here C:\users\YOURUSERNAME\.android).

Delete debug.keystore.

I get the error “ADB server didn't ACK, failed to start daemon”

- On Windows, try:
 - Press Control+Shift+Escape to open Task Manager.
 - Click on Processes tab.
 - Find adb.exe and select it then End Process.
 - Restart Eclipse.
- On a Mac, type "killall adb" into the console.

When I run the code I get error “Failed to install Mooc.apk on device ...”

Waiting for HOME ('android.process.acore') to be launched...

HOME is up on device 'emulator-XXXX'

Uploading Mooc.apk onto device 'emulator-XXXX' Installing Mooc.apk...

Failed to install Mooc.apk on device 'emulator-XXXX!'

(null)

Launch cancelled!

- This might be (the not so helpful) error message. This can happen if you get a timeout from the system running the devices (the ADB). Try and make the ADB the standby time longer so it doesn't timeout so soon. You do that under Window→Preferences→Android→DDMS.

When I run the code I get “no compatible target found .Do you wish to add a new android virtual device”

- Have you created the emulator? (this is explained in the course materials)
- Use an Android device (2.2 or later)
- If you haven't got access to one
Click on the Android Virtual Device Manager.

To create a new virtual device click 'New'. This will open Create new Android Virtual Device dialog. In the AVD Name field enter a name: test
Now click on the down arrow in the Device field and you will see a dropdown list of devices.

Select a device with low specification.

Leave all other options as they are and click 'OK'

Now on the Android Virtual Device Manager you can see the newly created virtual device.

Every time I run application a new emulator opens!

- Use an Android device (2.2 or later)
- Or, Go into Run → Run Configurations
Choose you app from the left under Android Applications
Choose the Target tab on the right
Choose Automatically pick compatible device...
Choose your AVD device.

I am unable to run the app after changes have been made

- **Your project contains error(s), please fix them before running your application.**

This message only tells you that there are errors, not what the errors are, these are possible.

- In the menu bar, you can try Project → Clean.
- If errors persists check on the Problems area (Window→Show view→Problems).
 - Expanding an error in this area will show where the error was detected, and what type of error it is.
 - Syntax errors - means the syntax of the language is broken by statement(s).
 - **XXX cannot be resolved to a type** - a data type is not identified. Could be due to a typo (eg. Boolean or bool instead of boolean) or not importing required libraries.
 - If it is due to libraries not being imported - On Windows use **Ctrl+Shift+O** and the missing libraries will get automatically imported.
 - You can manually insert the missing libraries at the top of the file. These are the import statements at the top.
 - **XXX cannot be resolved to a variable** - means an undefined variable is present in the code (it may simply be because of misuse of capitalisation, or a typo).
 - If you cannot figure out how to correct the errors, post a message giving as much information as possible with a copy of your source code ([see how to upload source code here](#)) and a screenshot of the errors displayed (see [how to upload screenshots here](#)). Someone may be able to help.
- **I/Choreographer(XXX): Skipped XXX frames! The application may be doing too much work on its main thread.**

Usually this is caused by either:

- There being too much work for the hardware, or part of your hardware is not set up to work as expected (e.g. graphics acceleration). The solution is to try and run it on a real device (or alternatively <http://www.bluestacks.com/> if you don't own a device).
- The code has a section that simply takes too long to execute. Often loops or recursion take longer (this is an advanced topic which is not taught in this course). If you haven't added anything like this, then it is most likely the above.

My program doesn't do what I want it to do!

This is likely to be due to a mistake in the logic you have entered.

- If you cannot figure out how to correct the logic, post a message giving as much information as possible with a copy of your source code ([see how to upload source code here](#)). Say what you are trying to do and what the game is instead doing. This will help someone to spot the mistake and help you.

Something else is happening!

- Post your problem in the comments for the step you are on. Give as much detail as possible. Are there error messages? Any other messages that might be relevant? Did something unexpected happen? The more you give the easier it is for the team to help. Perhaps add a link to a screenshot (See [here](#) how to post screenshots).

Setting up the device

My device is not shown after connecting with the USB cable?

If the device does not show up in the list of devices after connecting, it could be that you are using a 'charging USB cable' rather than a 'data USB cable'. The package of the USB cable should say what it is.

My game changes do not show in phone?

If you are using the APK file method to get the game to your device you may have forgotten to resend the APK file to the phone and install it. Each time a change is made, the APK file needs to be sent to the phone and installed.

Debugger

Is there a debug tutorial?

You can refer to our guide to debugging document (in week 2), or online tutorials such as this one: <http://www.vogella.com/tutorials/EclipseDebugging/article.html>

How do I insert a breakpoint?

In the editor, open the file where you want to insert a breakpoint. You can do this by double-clicking the file shown under src folder. There are two ways to insert a breakpoint:

- Directly to the left of the line where you want to add the breakpoint, double-click on the marker bar (the left hand margin of the IDE source code editor).
- Directly to the left of the line where you want to add the breakpoint, on the marker bar (vertical ruler), right-click. A pop-up menu will appear. Select 'Toggle Breakpoint'.

How do I remove a breakpoint?

Double-click on the breakpoint. Or, right-click and select 'Toggle Breakpoint'

My breakpoint is disabled!

Disabled breakpoints look like an empty circle in white (blue colour filled circles show an enabled breakpoint).

- Right-click on the breakpoint and select 'Enable Breakpoint'.

My breakpoint has a line through it

This means that your breakpoint will be skipped (execution will not stop at this point). To enable the breakpoint, right-click on the breakpoint, then select 'Enable Breakpoint'.

There is eclipse documentation on enabling disabled breakpoints available here:

http://help.eclipse.org/indigo/index.jsp?topic=%2Forg.eclipse.jdt.doc.user%2Ftasks%2Ftask-enable_disable_breakpoints.htm

How do I start the debugger?

- You can start the debugging process by pressing the button with the little green bug.
- Alternatively, right-click on the project in the Package Explorer and select Debug as → Android Application.

My code does not stop at the breakpoint

I get the error "Can't bind to local XXXX for debugger" and it does not stop in the debugger.

- Although most computers with JDK7 works fine, on some apparently this behaviour can occur: <http://stackoverflow.com/questions/13198646/cant-bind-to-local-xxxx-for-debugger>
- You can try and install JDK6 instead of JDK7 (remember to uninstall JDK7), or try using an Android device.

- There are some other suggestions here:
<http://stackoverflow.com/questions/3318738/eclipse-ddms-error-cant-bind-to-local-8600-for-debugger>

Check breakpoints:

- Check your breakpoints are placed in the correct locations. Sometimes it could be that your breakpoints are placed in a method that has not been called.
- Your [breakpoints could be disabled](#) or you may have selected to [skip breakpoints](#) (the little icon on the toolbar with the blue circle with a diagonal line 'skip all breakpoints').
- In rare occasions the cause for breakpoints not working could be due to code in the debugger being executed differently to the code in the editor. This can result in weird debugger behaviour. You can do a Project→Clean and also try restarting eclipse (<http://stackoverflow.com/questions/1370868/eclipse-debugger-doesnt-stop-at-breakpoint>).

I don't get asked to confirm the perspective switch

- Instead of Run as →Android application select **Debug as →Android Application**.
Manually open Debug perspective by using Window→Open Perspective →Debug.

Debug options are disabled

The debug options (step over, step in, step return) are dim (grey) and cannot be clicked.

- Open the debug perspective manually:
Window → Open Perspective → Debug
- Click on the debug icon to start running your program in debug mode.

I get the error "waiting for the debugger to attach"

After clicking on the debug button I get a pop-up message on the emulator saying "**waiting for the debugger to attach**" and it force closes even after increasing the timeout.

- Instead of clicking on the debug button, you could try and start the app without debugging. Open the devices view (Window→Show View→Other→Android→Devices) and find the app's process in the list of processes (you can filter on uk.ac.reading.sis05kol.mooc), highlight it and press the little bug button inside the Devices view.

How do I go back to the normal view from the debug view?

Window→Open Perspective→ Java OR Window→Open Perspective→ Other→Java.

Other

The code in the Windows Notepad is not coloured and it shows the code on one line!

- Notepad is not good for coding purposes. Try an alternative, e.g. Notepad++ (<http://notepad-plus-plus.org/>) or Wordpad for Windows, TextWrangler for Mac OSX or Kate for Linux. Feel free to suggest your favourites in the comments.

The video is too fast!

- Try downloading the transcripts and reading along.
- Download the video (<http://openeducationmooc.blogspot.co.uk/2013/10/download-begin-programming-moocs-videos.html>) and play it at reduced speed. Karsten will sound funny though.

When I try to copy and paste I get "Cannot paste the clipboard contents into the selected element"

- You probably haven't unzipped the file. Try and do that first. You may want to look at [I Can't Unzip!](#)

I get a "parse error" on my device so cannot install the program after emailing

You don't necessarily have to e-mail it. If you use a cloud app (like Dropbox, Google Drive, SugarSync, Box, etc.) you can just simply save the apk file in a shared folder and then after the file synchronization you can just access the apk from your phone and install it.