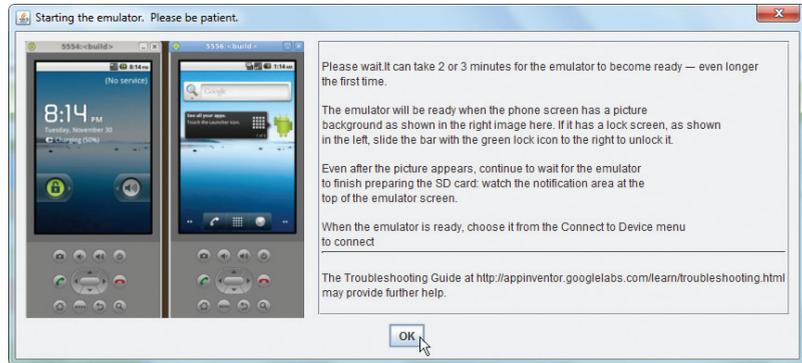# Preparing devices

Having added functionality to the components of the Hello project's user interface, on the previous page, their behavior can be tested in App Inventor's virtual Emulator phone device. Follow these easy steps to prepare the phone Emulator:

1 On the Blocks Editor menu bar, click on the "New emulator" button – to start up the phone emulator

A dialog box appears while the phone Emulator is starting to advise you that initialization is underway, but may take a while.

Hot tip

When the Emulator starts you should wait until it displays a colored screen and has finished preparing its SD card.

2 The App Inventor device Emulator opens in a new window depicting a locked phone screen. Click on the green unlock icon and drag it to the right to unlock the device – ready for connection to the App Inventor development environment

A physical Android phone device can also be used to test app behavior if the phone is first placed in "Debug mode". Follow these easy steps to prepare a physical Android phone:

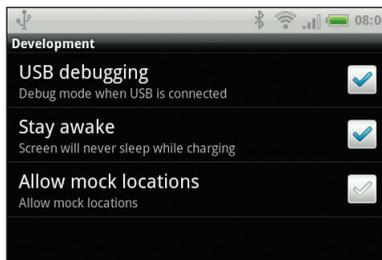**3** Connect an Android phone to a USB socket on your computer, and turn on the phone

4 From the phone's Home screen, tap the Settings button then tap the "Applications" item from the list to bring up the Applications menu
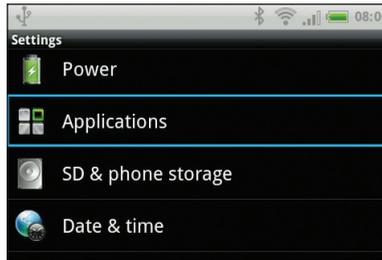
5 On the Applications menu check the "Unknown sources" item if present, then tap the "Development" item to bring up the Development menu

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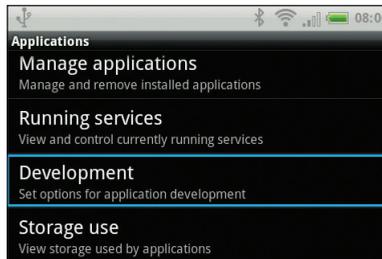
6 On the Development menu, check both the "USB Debugging" item and the "Stay awake" item

Beware

Set the phone to "Stay awake" as Android stops any running app whenever the screen goes to sleep.

7 Finally tap the Home button to apply the new settings – ready for connection to the App Inventor development environment on your computer.