

VRSpace.org - Feature #174

android app

01/04/2024 02:23 PM - Josip Almasi

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| Status: | Closed | Start date: | 01/04/2024 |
| Priority: | Normal | Due date: | |
| Assignee: | Josip Almasi | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | Spent time: | 0.00 hour |
| Description | | | |
| Web apps can be released to google play and 'installed' like native android apps. This guy did it, and was nice enough to explain it: https://forum.babylonjs.com/t/game-village-craft/40007/37 | | | |

History

#1 - 01/26/2024 06:26 PM - Josip Almasi

- Status changed from New to In Progress
- Assignee set to Josip Almasi

Manifest and icons added, android app builds as in <https://developer.chrome.com/docs/android/trusted-web-activity/quick-start>

#2 - 01/26/2024 08:19 PM - Josip Almasi

For full screen mode - assetlinks.json

#3 - 02/03/2024 05:30 PM - Josip Almasi

So the process is straightforward, but not simple.

Requirement:
npm i -g @bubblewrap/cli

Then,
bubblewrap init --manifest=https://www.vrspace.org/manifest.json
creates the keystore.

```
keytool -printcert -jarfile app-release-signed.apk|grep SHA256|head -1
```

prints the key.

This key needs to exist in .well-known/assetlinks.json **on the web**. The same file must specify package_name, in this case org.vrspace.www.twa. Without this key available on the web, android app can't go full screen, it displays address bar.

Thus, everything that's needed to create the app is on the web.

Then
bubblewrap build
bubblewrap install
build and install the app on the device.
The device has to be connected via usb, and some settings have to be changed to allow installation; that really depends on the device.

The app is finished but not published to android store yet. Nothing is cached.

#4 - 02/03/2024 05:31 PM - Josip Almasi

- Status changed from In Progress to Resolved

#5 - 02/05/2024 04:18 PM - Josip Almasi

... OR, if the app is signed by google, .well-known/assetlinks.json needs to contain SHA-256 certificate fingerprint found under App Signing section.

#6 - 04/10/2024 11:58 AM - Josip Almasi

- Status changed from Resolved to Closed