

[Flex Mobile in Action](#)

By Jonathan Campos

When selecting devices in the device dropdown configuration list, there may be a device that is missing from the detail list and that you want to add. In this article based on chapter 2 of [Flex Mobile in Action](#), author Jonathan Campos shows you how to add devices to your device list for your simulator.

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Adding Device Configuration

In this article, we will look at how to add devices to your device list for your simulator. If the device that we want to simulate isn't in the dropdown list, you have two options—either import the required device configuration or, if the configuration isn't in the import list, we can add a custom configuration. The add and import options are available in the *Device Configurations* dialog accessible by clicking the *Configuration* button next to the device selection dropdown (see figure 1).

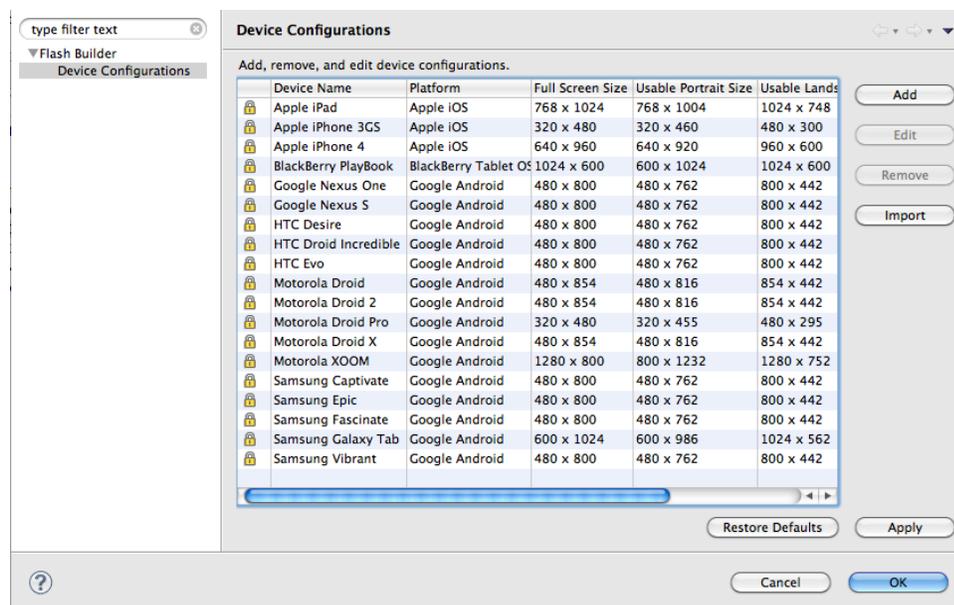


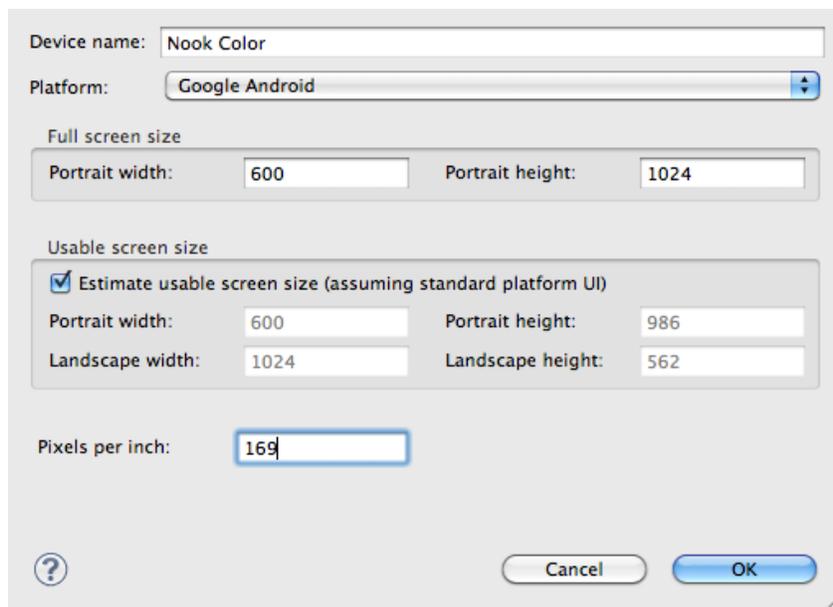
Figure 1 The Device Configurations dialog

In the *Configurations* window, you can view the available devices, import new device profiles that Adobe adds to Flash Builder, or you can create your own device profile from scratch by entering the screen resolution and dpi. If the device you want to add isn't in the import list, you can use the add device option to quickly add a new device with just some simple details.

For source code, sample chapters, the Online Author Forum, and other resources, go to <http://www.manning.com/campos/>

While trying to reach as many devices as possible, we will want to also run on Barnes and Noble's NOOK. NOOK is an Android based device that isn't included by default in the device list, so we'll need to add it to our device list. To do add this device we will want to use the add device dialog in the device configurations dialog.

In the Add Device dialog (see figure 2), we will specify a few parameters and then we'll be able to accurately simulate NOOK on our desktop.



The image shows a dialog box for adding a new device configuration. The fields are as follows:

Field	Value
Device name	Nook Color
Platform	Google Android
Full screen size - Portrait width	600
Full screen size - Portrait height	1024
Usable screen size - Estimate usable screen size (assuming standard platform UI)	<input checked="" type="checkbox"/>
Usable screen size - Portrait width	600
Usable screen size - Portrait height	986
Usable screen size - Landscape width	1024
Usable screen size - Landscape height	562
Pixels per inch	169

Figure 2 Add Device configuration

First, we'd want to name the device Nook Color and then set the platform to Google Android. Then, enter in the portrait width and height—these are the screen dimensions while in the portrait orientation. By default, Flash Builder will adjust the usable screen size for a standard platform UI. What this means is that, while the width and height are X, the actual size of your application's width and height is the total width and height minus the size of the status bar and any other platform UI. If the device has a nonstandard status bar, then you can make these adjustments by deselecting "Estimate usable screen size" and adjusting the size as necessary. Finally, we enter the pixels per inch (PPI) for the NOOK. With all of our settings configured, we are ready to hit OK and start simulating NOOK for our development. With the ability to add any custom device we will have every possible device at our fingertips.

Summary

When selecting devices in the device dropdown configuration list, there may be a device that is missing from the detail list and that you want to add. In this article, we looked at how to add devices to your device list for your simulator.

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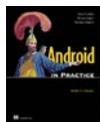
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