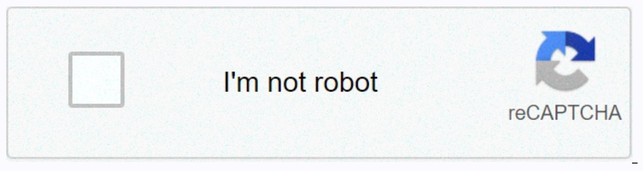

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Android emulator slow motion

This issue goes in the opposite direction than usual on Android emulators. My Android tool tests (using Espresso versus RxJava-based app) work just fine on my development machine, but they sometimes fail to build a server. My build server has slower hardware than my machine. I think this causes actual Espresso checks to be done before the background tasks are completed. I am aware that Espresso, by default, does not have to wait for RxJava planners (io() and computing ()) to finish to be able to have a reason. There are several ways to make Espresso aware RxJava planners, but before implementing them I want to reproduce the problem on my machine. I've tried disabling hardware acceleration to no results. In the configuration you can set the network speed and latency, but in this case I am interested in droses fixing cpu speed. There is no network involved in the failed tests. Testing on multiple mobile devices is expensive, time consuming and the default Android emulator is notoriously slow. So what should we do? It's easy - start using properly quickly android emulator. When designing Android applications, you need to keep in mind all the different versions of Android OS and different screen sizes and resolutions. The main goal before releasing the application is to find bugs and design gaps. Default Android emulator The great thing about the use of emulator for development is that it gives you the ability to develop applications without real Android devices. The default Android emulator comes along with the Android SDK and can be found in the tools folder. So far so good, we have our cake, but can we eat? The answer comes about 5 minutes after we hit the Launch button. Go grab coffee. It's breakfast. Come back. Wait another 5 minutes. Maybe even more. Finally – the emulator launches, just to show how slow it actually is. All of these performance issues result from the fact that it resembles an ARM processor so that it can run the actual code of the application. It accomplishes that by providing dynamic binary translation of the device's computer code to the OS and processor architecture of your development machine. Basically, it's a lot of mumbo-jumbo pretend it's an ARM processor – if in fact it isn't. Okay, it's slow. So what can we do? Well, first of all, we can help our CPU by delegating the rendering process to the GPU by checking the Use Host GPU checkbox in the AVD edit window. Now the screen needs to look better and be more responsive. This is because the CPU is not engaged in tedious work, how to make rendering anymore. But, it's still not fast enough. We can download Intel Atom (x86) images and while we're at it, download the Intel x86 Emulator Accelerator (HAXM, Mac and Windows only). This will allow intel CPU virtual machines to speed up capabilities (see this link for more information). Now we are getting somewhere when this child starts, it fast and smooth. You could say that this speed level should be sufficient. This may be true, but the problem with Intel x86 images is that you don't get Google Apps, they only come with ARM images. This is important if you test an app that uses GMaps or Google Play services. So, as we've seen, ARM images aren't fast enough, even with hardware acceleration. And emulators are not in the Play Store. What now? Genymotion by Genymobile Genymotion is a new, fast Android emulator developed by the French company Genymobile. It is based on the open source project AndroVM, and the first beta version was released back in June. It works on all major platforms (Mac, Windows, Linux). Now it is freely available, but there is also going to be a paid version. According to the AndroVM blog, the free version will feature the rich, and the paid version will be designed for large companies that need a higher level of collaboration with Genymotion. How do I use it? Genymotion relies on Oracle VirtualBox to work (version 4.1 or higher). So... Download and install VirtualBox. Windows users do not need to install VirtualBox separately because it is available from genymotion site, bundled with Genymotion emulator. Go to the Genymotion website and sign up. You will receive a validation post, so just click on the validation link to continue. Download and install Genymotion emulator (the current version is 1.1.0). Start Genymotion. You may need to configure the path to the android SDK location in Genymotion settings (possibly if you have installed the SDK in a location other than the default). Since this is the first start, there are no devices. Click Add and download a new device. To view available devices, type your credentials in the pop-up dialog box, and then click Connect. Select the device and click Start. It starts quickly and is insanely fast! It's a bit embarrassing to start emulator alone, but Genymotion provides Eclipse and Android Studio integration using plugins, also available on the Genymotion website. To use the plugin, you must provide the path to Genymotion installation and Android SDK as well. Okay, it's fast. Is that so? Well, for me, the sheer speed of Genymotion is what got me through it in the first place. Which is kind of funny, because in the first version you could not even turn the device. But, alongside the speed bump, it also provides GPS, compass and battery control using some good-looking widgets. The battery control widget GPS widget even provides GMaps when selecting mock locations that are really nice testing location based apps. The device's angle control and Play Store Through Genymotion shell are also possible to control the device angle (accelerometer), but it would be cool to control it using a widget, something like a Windows phone emulator does. Genymotion devices with Google Apps also come with play store preinstalled. That is if you want to quickly check the app from the Play Store. Multiple screen sizes sizes screen sizes are one of the worst nightmares for an Android developer. There are a huge number of different screen configurations for Android devices. Genymotion, as well as the default emulator, offers a custom configuration for the device screen. In the list of available devices, select the device for which you want to change your screen configuration, and click the monitor icon on the right. Then just choose one of the predefined screen resolution or create your own. Be careful when choosing a resolution, because you can end up with something rather strange ... If it comes short the main failure of Genymotion is that it only provides devices with API version 16, 17 and preview version of Android 4.3 (API 18). If we look at the Google Dashboard, we'll see that Gingerbread still owns about 33% of all devices (API 10). So, for testing on this platform you still need either a default emulator or a real device, what kind of wins the goal of Genymotion as a testing platform. And there is no camera that I don't miss, but could be really helpful. In the future we can expect even more features such as taking screenshots or video screen capturing (which would be great for making demonstration videos). The accelerometer widget would be cool, and even the camera would be nice, but we can only wait and see. Final thoughts Well, you can never really get rid of a real device because you always want to test the app on a real device before releasing it. But during the development I recommend using genymotion emulator. Even if it doesn't apply to all major versions of Android OS. It's fast, stable, gps sensor manipulation is awesome and with the device's rotation feature added to version 1.1.0 – this is truly the way to go. In addition, app deployment is almost instantaneous and can save you a lot of time when you make small changes to the program. But you have to watch because the Genymotion emulator runs faster than the real device itself, giving you a false impression of the performance of the app. Always check on a real device! Like this article? Sign up for our monthly newsletter and never miss any of them. I keep the old Palm device around because there are some old games that I still like to play. But the digitizer seems to be going badly, and I recently switched to Android, allowing emulators. So I installed PHEM, and got my games running. The only problem is that they all run too fast. Sometimes they run so fast I can't tell what's going on. Do any of you know the old Palm hack that could be used to slow down the emulator and get applications down to normal speed? As an alternative, is there an app for Android that would allow me to throttle the speed of a special app (PHEM) without rooting? Page 2 comments Alguns aplicativos como o que você procura estão disponíveis para Windows! Veja abaixo: SN App Baixar Comentários Desenvolvedor 1. Slow Motion Video Baixar 3.1/5 77 Comentários 3.1 Lachlan 2. Movie Maker & Video Editor 10 Youtube & Insta: Motion / Fast Motion, Add music Vido & Apply Transition On Video Download 3.8/5 157 Comments 3.8 Media Apps Dev Do follow the guide below to use on the PC: If you want to install and use the Slow Motion app on your PC or Mac, you will need to download and install a desktop application emulator for your pc. We work hard to help you understand how to use the app for your computer in 4 simple steps: Ok. First things first. If you want to use the app on your PC, first visit mac storage or the Windows AppStore and search for bluestacks or nox. Most tutorials on the internet recommend BlueStacks application and I may be tempted to recommend it as well, because you are more likely to easily find solutions online if you have problems using the BlueStacks application on your computer. You can download Bluestacks PC or Mac software here. Step 2: Install the emulator on your PC or Mac Now, once you have downloaded the emulator of your choice, go to the Downloads folder on your computer to find the emulator or BlueStacks app. When you find it, click it to install the program or exe on your PC or Mac. Now click Next to accept the license agreement. Follow the on-screen policies to install the program correctly. If you advance correctly, the Emulator application will be successfully installed. Step 3: Slow Motion PC – Windows 7/8/8.1/10 Now, open the Emulator app you installed and search the search bar. Once you find it, type Slow Motion' in the search bar and press Search. Click the application icon slow motion'. The slow-motion window in the Play Store or app store will open and display the store in your emulator app. Now press the Install button and, like your iPhone or Android device, your app will start downloading. Now we are all ready. You'll see the All Apps icon. Click on it and it will take you to a page that contains all the apps you've installed. You should see the icon. Click it and start using the app. Step 4: Slow Motion Mac OS Hi. Mac user! The steps to use Slow Motion for Mac are just like those of Windows OS above. All you have to do is install the Nox Application Emulator or Bluestack for your Macintosh. You can get here. Thanks for reading this tutorial. Have a nice day! Day!