

Setting Up App Inventor

You can set up App Inventor and start building apps in minutes. The Designer and Blocks Editor run [completely in the browser \(aka the cloud\)](#). To see your app on a device while you build it (also called "Live Testing"), you'll need to follow the steps below.

You have three options for setting up live testing while you build apps

If you are using an Android device and you have a wireless internet connection, you can start building apps without downloading any software to your computer. You will need to install the [App Inventor Companion App](#) on your device. Choose *Option One* below. **This option is STRONGLY RECOMMENDED.**

If you do not have an Android device, you'll need to [install software](#) on your computer so that you can use the on-screen Android emulator. Choose *Option Two* below.

If you do not have a wireless internet connection, you'll need to [install software](#) on your computer so that you can connect to your Android device over USB. Choose *Option Three* below. **The USB Connection option can be tricky, especially on Windows. Use this as a last resort.**

Option One – RECOMMENDED

Build apps with an Android device and WiFi Connection (preferred): [Instructions](#)

If you have a computer, an Android device, and a WiFi connection, this is the easiest way to test your apps.



Build your project on your computer



Test it in real-time on your device

Option Two

Don't have an Android device?

Use the Emulator: [Instructions](#)

If you don't have an Android phone or tablet handy, you can still use App Inventor. Have a class of 30 students? Have them work primarily on emulators and share a few devices.



Build your project on your computer

Test it in real-time on your computer with the onscreen emulator

Option Three

No WiFi? Build apps with an Android device and USB Cable: [Instructions](#)

Some firewalls within schools and organizations do not allow the type of WiFi connection required. If WiFi doesn't work for you, try USB.



Build your project on your computer



Test it in real-time on your device

System requirements

Note: Internet Explorer is not supported. We recommend Chrome or Firefox.

Computer and operating system

- ◆ Macintosh (with Intel processor): Mac OS X 10.5 or higher
- ◆ Windows: Windows XP, Windows Vista, Windows 7
- ◆ GNU/Linux: Ubuntu 8 or higher, Debian 5 or higher (Note: GNU/Linux live development is only supported for WiFi connections between computer and Android device.)

Browser

- ◆ Mozilla Firefox 3.6 or higher
- ◆ (Note: If you are using Firefox with the NoScript extension, you'll need to turn the extension off. See the note on the [troubleshooting page](#).)
- ◆ Apple Safari 5.0 or higher
- ◆ Google Chrome 4.0 or higher
- ◆ Microsoft Internet Explorer is not supported

Phone or Tablet (or use the on-screen emulator)

- ◆ Android Operating System 2.3 ("Gingerbread") or higher

**These steps for setting up App Inventor was taken directly from the App Inventor website located here: <http://appinventor.mit.edu/explore/ai2/setup.html>. Visit that site for more information, as well as the additional resources listed below.

Additional Resources

- ◆ [Getting Started with MIT App Inventor](#)
- ◆ [How does my Android device connect over wifi?](#)
- ◆ [Help with aiStarter](#)
- ◆ [Troubleshooting for App Inventor 2](#)
- ◆ [The MIT App Inventor Library: Documentation & Support](#)
- ◆ [Debugging issues with the MIT App Inventor emulator](#)
- ◆ [IT Help for Schools using MIT App Inventor](#)