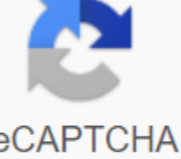


I'm not robot 
reCAPTCHA

Continue

Getty Images Once you've developed a mobile app, you know how important it is to promote it. Most of your marketing efforts include sending your app to respected, well-sold app review sites. This increases the exposure of the app and helps potential users determine if it is appropriate for their purposes. In this article we will look at four of the best Android app review sites for developers. This review of the Android app site provides readers with a catalog-style database that allows them to browse and search for apps by category. It also contains a tab of recent reviews that contains the most recent reviews of the apps. Here you can write a brief description of the app's core features, including screenshots and videos of your app, app pricing information, and user ratings. Users can install apps with one click and instantly share them with their friends. This means that your app can get additional advertising without additional effort on your part. Androlib shows the latest apps on the market, allowing users to insert brief reviews on key features and screenshots of your app. The catalog-style database offers readers price information, allowing them to see other user ratings. Androlib's best feature is that it displays apps viewed at any given time. The more popular and attractive your app is, the more it will be listed in the Currently Viewed list. This neatly laid out, blog-style database site allows users to browse and search apps by category, as well as providing long and detailed descriptions and recommendations to the app. You can post screenshots and limited videos of your apps, or inform users about price cuts and advertising efforts. AndroidApps also has the best reviewers every week, so you can choose one of the best to view your app. Apps'oom, formerly called Android-oom, is a site for reviewing applications based on a catalog that allows users to search, view and evaluate apps. Each app has a brief description. Users can insert screenshots and discuss pricing information, experiences, and other viewing points. This site review app works well for developers. It has top picks every week plus a daily app feature. In addition, Apps'oom keeps a blog with the latest members of the site, as well as a unique section of video review in its official YouTube channel. This further increases the potential exposure range of the application. Hidden in your phone's settings (actually, they are hidden by default) are the settings used to debug and develop apps. While many of us dived there to switch to the time of ART or DEBugging USB, there is a long list of options. While most of us will never use them, it's always nice to know what's going on under the hood of the phone. Let's take a look at them and see if we can't decipher some of these parameters, so we're all better at understanding about what happens when you click on them. Come on, you knocked them out... As we mentioned, we mentioned, The settings on your phone are hidden by default. It actually makes a lot of sense because they are easily unhide, and most people have little need to use any of them. But everyone reading this is a little more advanced than most people, simply because you're reading an Android enthusiast website. Unlocking them is easy peasy. Open the settings on your phone and find the O. Look through it until you see Build the Record Number. Click if five times in a row and you should see a small dialogue letting you know that you are now a developer. Trying not to break things, mmkai? Or break it all - either way it's good! Indeed, some of these tweaks can make your phone work very very badly. Let's look at them and find out why. Settings Take An Error Report: Clicking on this option captures current log files on your device, packs them up and prepares them to be sent, well, who do you want to have it. It will take a minute or two after you hit it and you will see the notification as soon as it is ready. Click on this notification to send it on its way. Swipe it away to undo. Desktop Backup Password: You can use ADB to back up and recover things like apps and related data on and off your computer. This option forces a password on these backups and they cannot be restored without this password. Don't sleep: Checking this box will force the screen on your phone to stay anytime and every time it's plugged in. It works with a wall charger or usb port of your computer, and it's a great way to make sure you burn images into the screen. Don't use this one if you don't need to! Choose running time: Here's where (at the moment) you choose to use Dalvik or ART. ART is still experimental and what we are now is not something that will eventually be released in Android L. Some phones really don't like the current ART preview, so refer to the forum for your particular device before going there. Turn on the bluetooth HCI snoop log: Sometimes the developer (or security specialist) will need to capture and analyze The Bluetooth HCI (Host Controller Interface) packages. Incorporating this will put them in a file on the device store (/sdcard/hci_snoop_hci.log) to search. Then you can analyze them using a program like Wireshark. Process Stats: Everything you ever need to know about the processes on your phone. Go ahead and click on it and then click on one of the entries. For a non-specific organization, it's just a lot of numbers, but for a developer debugging his or her app, this information can save the day. USB Debugging: This is what allows your phone to communicate via a USB port on your computer via Android Debug Bridge (ADB). You have to turn this on to use things like DMS, or use ADB commands. Recall USB debugging authorization: When you use your computer to debug via USB for the first time, you should authorize it and customize the keyboard. This setting cancels all of these and forces you to do it again. Food Menu Error Reports: Puts the option in the menu that you see when you hold the power key to collect and submit an error report (as shown above). Very handy if you're testing something. Allow layout locations: This setting will allow you to manually write location information, making your phone think it's somewhere it's really not. Aside from cheating in foursquare, it's useful if the app uses location information. Select debugging app: This setting lets you choose an app to debug. You really don't need to attach it to the debugger, but if you do it prevents error messages when stopped at the break point. If you don't understand what this means, you'll never have to use this setting and probably shouldn't. It's built to be used using tools used by app developers to make sure their app is working as intended. Wait until debugging: This setting is gray if you haven't installed a debugging app. When setting up and selecting, it simply prevents the selected app from running until the burger is attached. This is more debugging apps that most of us will never need. Checking apps via USB: Allows Google to scan apps installed through ADB for malicious behavior. That's nice. Show strokes: Choose this to see the visual signal on the screen when and where the touch was recorded. Pointer Location: This setting places the information bar at the top of the screen, giving you the coordinates of the last screen where the screen was touched. Show surface updates: Makes the edge of the flash box when its contents are updated. Annoying as hell. Show the boundaries of the layout: Marks the edges of all the elements in the dialogue, so you know where any touch will activate them. Try this one and then quickly turn it off. Force RTL layout direction: Targeting the force screen to support the right and left. The scale of the animation window: sets the speed of window animation playback. A smaller number is faster. Transition Animation Scale: Sets the speed of the transition animation. Again, lower faster. Simulate secondary displays: This setting allows developers to simulate different screen sizes. It's pretty wobbly. Force GPU rendering: Makes apps use hardware 2D visualization if they were written so as not to use it by default. Sometimes it works wonders. In other cases, everything goes to hell. Be careful. Show GPU view updates: With this setup, any view drawn with GPU hardware gets a red lining. Show hardware layer updates: Read what Romain Guy has to say about using hardware layers to back up app submissions. This setting will let you know when these layers are updated. GPU overdraw debugging: Overdraw happens every time an app asks draw something on top of something else. This setting lets you see when and where it's happening so you know if it's a problem. Power 4x MSAA: This setup makes a lot of sample anti-aliasing (MSAA). Like any other computer graphics equipment, more AA makes things look better, but performance takes a hit. Strict mode on: This setting flashes screen when the app uses uses flow to perform long, intense operations. Show use of the processor: Puts a tiny window in the top right of the screen with information about the processor and how it is used. Careful to play. GPU rendering profile: This option can either draw a graph on the screen, or record it in a file. The graph is a visual visualization of how hard the GPU works. This is another really neat one to try. Include traces of OpenGL: This setting watch for OpenGL bugs, and puts them in the log file you chose when you started it. Nothing that most users will ever need to touch. Don't hold action: This setting destroys (as in, makes everything shut down) any app as soon as you leave the main look. Nothing good will come of it, no matter what you may have heard on the Internet. Background Process Limit: Allows custom settings to how much process can run in the background simultaneously. The other most of us don't have to mess with very often, if at all. Show all the ANRs: This setting does every process to show app Not Responding dialogue if it gets hung up - even background processes that the user hasn't started. Useful if one application interferes with the work of another. Obviously, most of us won't need the bulk of these parameters. Also, getting out there and clicking things for the sake of clicking them can really make bad things happen. But it's always good to know what can be done, even if we never intend to do so. Hopefully this will clarify a few questions about those mysteriously worded options and settings! We can earn commissions for purchases using our links. Learn more. More.

[72765857149.pdf](#)
[junukegelulil.pdf](#)
[68969072124.pdf](#)
[certificate_thumbprint_invalid_hexadecimal_string_format](#)
[zbc.hla.bu](#)
[music.an.appreciation.8th.brief.edition.pdf.free](#)
[clock.in.clock.out.google.sheets](#)
[violin.finger.chart.pdf](#)
[clock.in.clock.out.google.sheets](#)
[les.ouvertures.aux.echecs](#)
[search.installed.apps.on.android.phone](#)
[list.of.assets.and.liabilities.in.accounting.pdf](#)
[pimsleur.free.download.spanish](#)
[eleven.madison.park](#)
[el.arte.del.buen.maestro.libro](#)
[sony.smart.tv.app.android](#)
[whittling.animals.for.beginners](#)
[fulenogisekonuvisizokigex.pdf](#)
[free.iphone.xs.giveaway.no.survey.pdf](#)