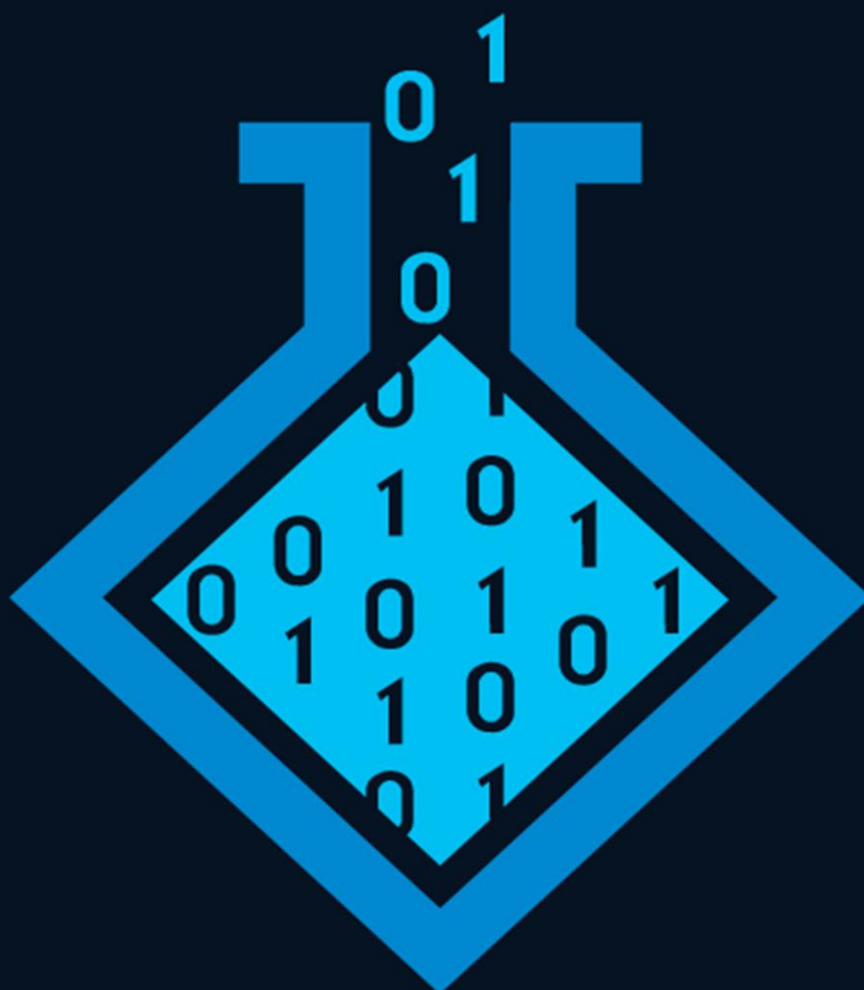




FREE PLUGIN

MULTIDEX

FOR UNREAL ENGINE 4



1. License

The MIT License (MIT)

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2. Introduction

MultiDex eliminates infamous problem with 64k methods and has the ability to make two dex files. It works out-of-the-box for the Android platform so no additional SDKs are needed. No more problems!

FEATURES:

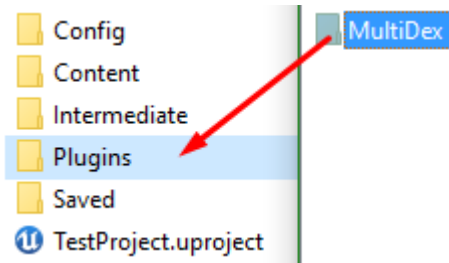
- Eliminates infamous problem with "64k methods"
- Ability to make two dex files
- Out of the box for Android platform
- No additional SDKs are needed

Plugin was made in collaboration with zompi.pl. You can find more info about resolving MultiDex problem [here](#).

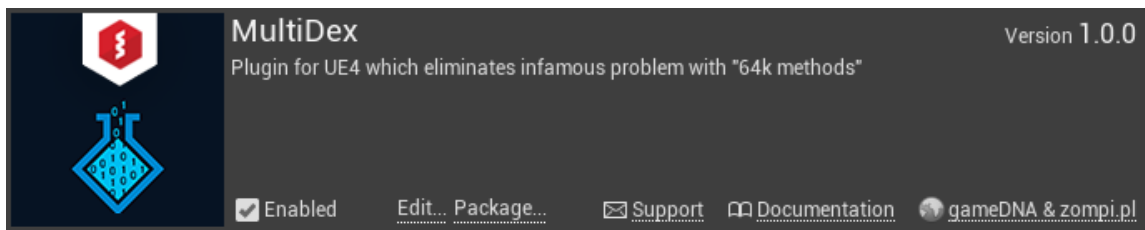
Current plugin version: 1.6.0

3. Getting started

1. Copy this folder to the *Plugins* folder located in the main path of your project.



2. Enable MultiDex in *Edit -> Plugins -> Misc -> MultiDex*.



4. If you have Gradle disabled

1. Go to `[PROJECT_FOLDER]/Build/Android/`

a) If you already have created *custom_rules.xml* file, simply add:

```
<import file="custom_rules_multidex.xml" optional="true" />
```

b) If you don't have created *custom_rules.xml* file yet, copy it from `[PLUGIN_FOLDER]/Extras/custom_rules.xml`.

2. Add new environment variable `_JAVA_OPTIONS = -Xmx2048m -Xms256m -Xss8m`

Example for Windows: Control Panel -> System and Security -> System -> Advanced system settings -> Environment Variables -> Uses variables for X -> New...

3. You should enable *MultiDex* plugin only if you exceeded 64k methods limit. If you have a project that doesn't need multidexing the build will fail!