

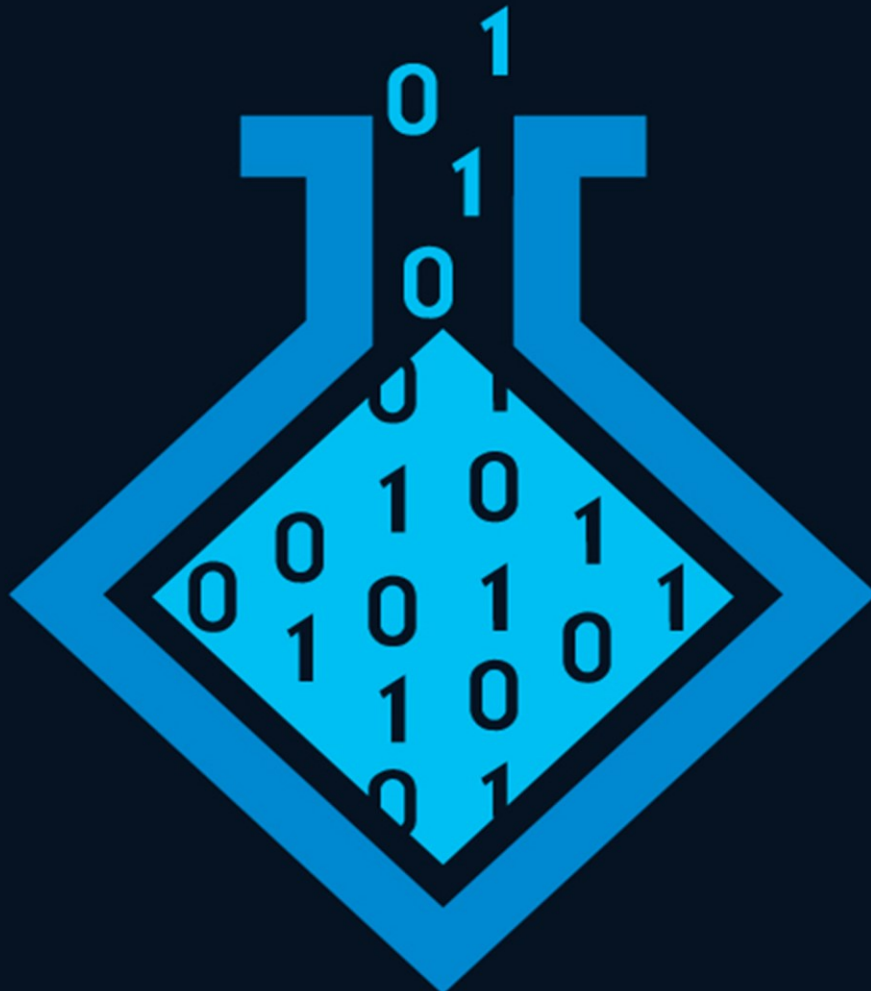


GAMEDNA™

FREE PLUGIN

# MULTIDEX

FOR UNREAL ENGINE 4



# 1. License

The MIT License (MIT)

Copyright (c) 2016 gameDNA & zompi.pl

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

## 2. Introduction

The **MultiDex** plugin for Unreal Engine 4 eliminates infamous problem with "64k methods".

### FEATURES:

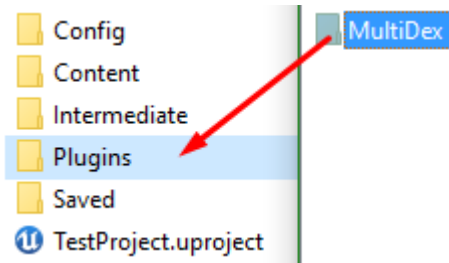
- Eliminates infamous problem with "64k methods"
- Ability to make two dex files
- Out of the box for Android platform
- No additional SDKs are needed

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

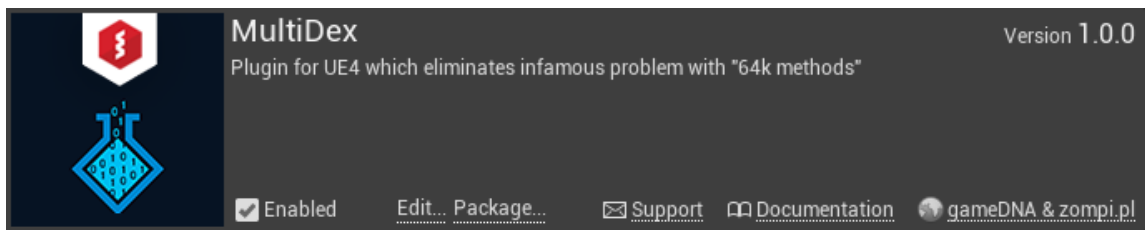
**Current plugin version: 1.0.0**

### 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*.



3. 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`.

4. 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...

5. 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!