FREE PLUGIN

MULTIDEX

FOR UNREAL ENGINE 4
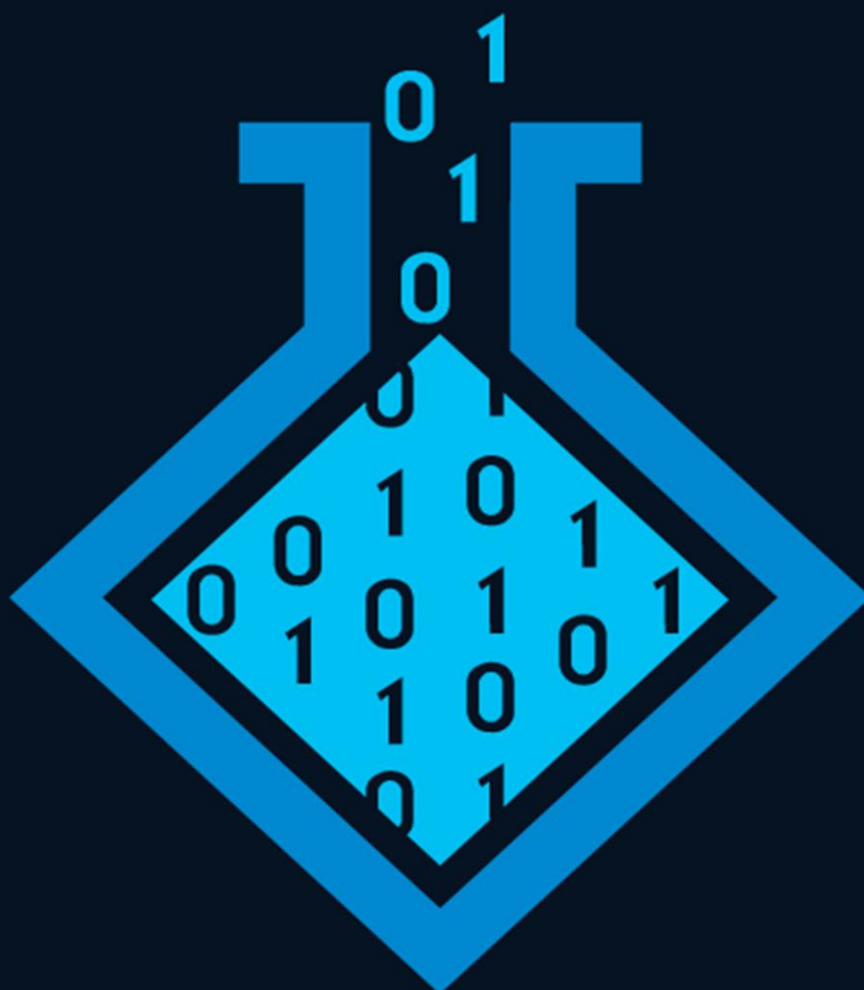
1. License

The MIT License (MIT)

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

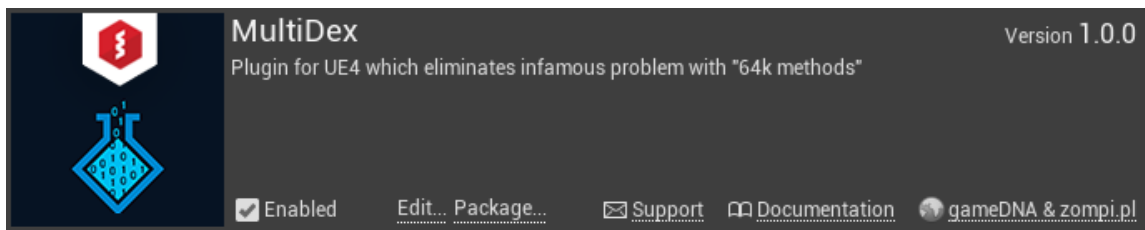Plugin was made in collaboration with zompi.pl. You can find more info about resolving MultiDex problem here.

Current plugin version: 1.5.0

3. Getting started

1. Copy this folder to the *Plugins* folder located in the main path of your project.
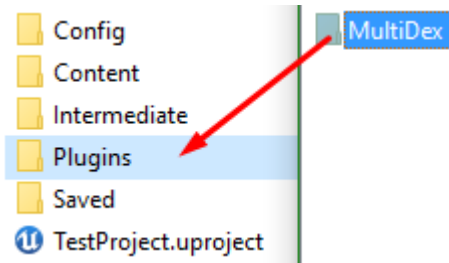
2. Enable MultiDex in *Edit -> Plugins -> Misc -> MultiDex.*

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!