

Step 1. Install Android studio 4.0.0

<https://developer.android.com/studio/archive>

Go here and find version 4.0.0 download and install it.

Step 2.

Open android studio and click on wheel – manage SDK – SDK Tools – install android SDK command line tools (latest)

Step 3.

Open this directory: C:\Users\PC\.android

Create new txt file

Name it : repositories.cfg

Step 4.

Open this directory : C:\Program Files\Epic Games\UE_4.27\Engine\Extras\Android

Double Click on SetupAndroid.bat

IF it is installing it without error open UE and try to build AR app to your phone.

IF NOT follow these steps:

Fix 1:

Right click on SetupAndroid.bat and click on edit.

Find the line that contains this message second time “Unable to locate sdkmanager.bat. Did you run Android Studio and install cmdline-tools after installing?”

And change the directory as your sdkmanager.bat file under
C:\Users\PC\AppData\Local\Android\Sdk\cmdline-tools\latest\bin

See the images to understand better.

```
set SDKMANAGER=%STUDIO_SDK_PATH%\tools\bin\sdkmanager.bat
IF EXIST "%SDKMANAGER%" (
    echo Using sdkmanager: %SDKMANAGER%
) ELSE (
    set SDKMANAGER=%STUDIO_SDK_PATH%\cmdline-tools\latest\bin\sdkmanager.bat
    IF EXIST "%SDKMANAGER%" (
        echo Using sdkmanager: %SDKMANAGER%
    ) ELSE (
        echo Unable to locate sdkmanager.bat. Did you run Android Studio and install cmdline-tools after installing?
        pause
        exit /b 1
    )
)
```

Default version

```

set SDKMANAGER=C:\Users\PC\AppData\Local\Android\Sdk\cmdline-tools\latest\bin\sdkmanager.bat
IF EXIST "%SDKMANAGER%" (
    echo Using sdkmanager: %SDKMANAGER%
) ELSE (
    set SDKMANAGER=%STUDIO_SDK_PATH%\cmdline-tools\latest\bin\sdkmanager.bat
    IF EXIST "%SDKMANAGER%" (
        echo Using sdkmanager: %SDKMANAGER%
    ) ELSE (
        echo Unable to locate sdkmanager.bat. Did you run Android Studio and install cmdline-tools after installing?
        pause
        exit /b 1
    )
)

```

Updated version by you.

Go back to step 4 and try to start .bat file again.

Fix 2.

Only do this step If you are getting these errors during the build:

: Build-tool 32.1.0 rc1 is missing DX at C:\Users\PC\AppData\Local\Android\Sdk\build-tools\32.1.0-rc1\dx.bat

Error: ERROR: cmd.exe failed with args /c "C:\Users\PC\Documents\Unreal Projects\AR_4272\Intermediate\Android\armv7\gradle\rungradle.bat" :app:assembleDebug

Open this directory: C:\Users\PC\AppData\Local\Android\Sdk\build-tools\32.1.0-rc1

Rename d8.bat to dx.bat

Open this directory: C:\Users\PC\AppData\Local\Android\Sdk\build-tools\32.1.0-rc1\lib

Rename d8.jar to dx.jar

Fix 3.

If you are getting java related errors try to download java manually. And Show that path in UE under android settings.

<https://www.oracle.com/java/technologies/downloads/#java8>