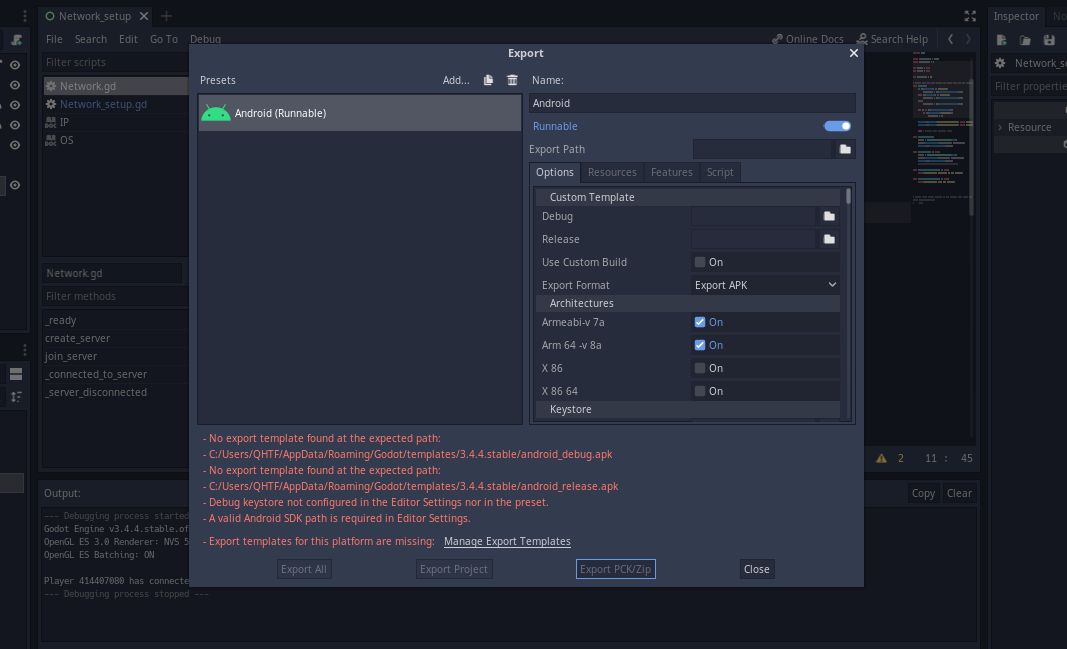
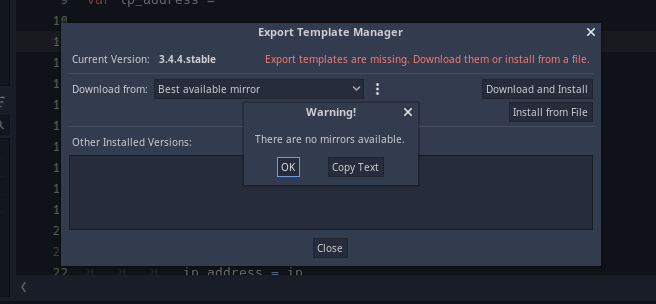
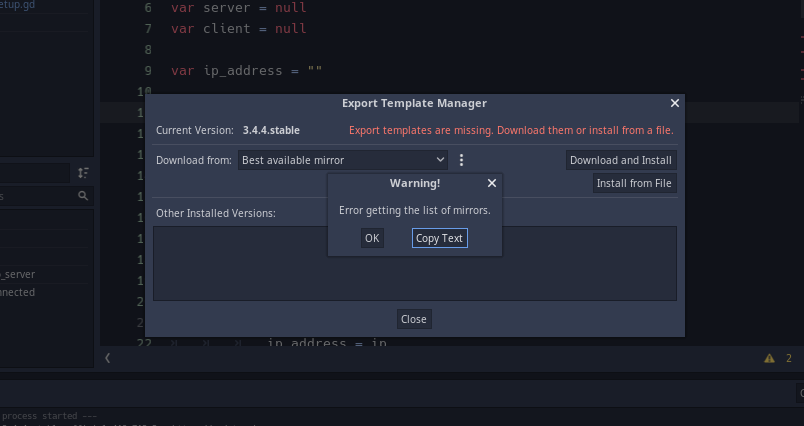
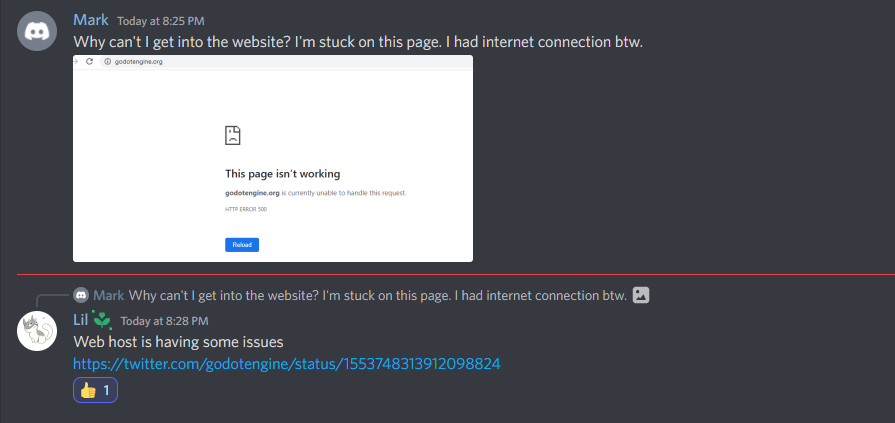
8/1/22

2:01PM

* I get an **initial error** when I was trying to make an **Android export**. I need to download an export template but I only get errors and other message.  
  I really don’t know why 3.4.4 doesn’t have an export template for Android. I’ll go ahead and check 3.4.x versions outside the current version if this would work…. Okay, I think godot engine’s main website is not accessible even if I had internet connection. This is kind of like imgur before I couldn’t gain access before I can access to it. I just have to wait for godot’s website server to be accessible because the issue is the same in 3.2.3 as well…. Later this evening at 8:33PM the server host is down, I’m glad I had this theory with me (other theories of mine include hackers preventing me from accessing it) is thereLink: <https://twitter.com/godotengine/status/1553748313912098824>   
  I also need to download Android Studio was well. I can also check related issues of exporting in my game jam of Fine-Line. There’s a document I made so I can remember it. But be sure to check them in previous commits because I think I removed them in different commits.