

QT ANDROID SETUP

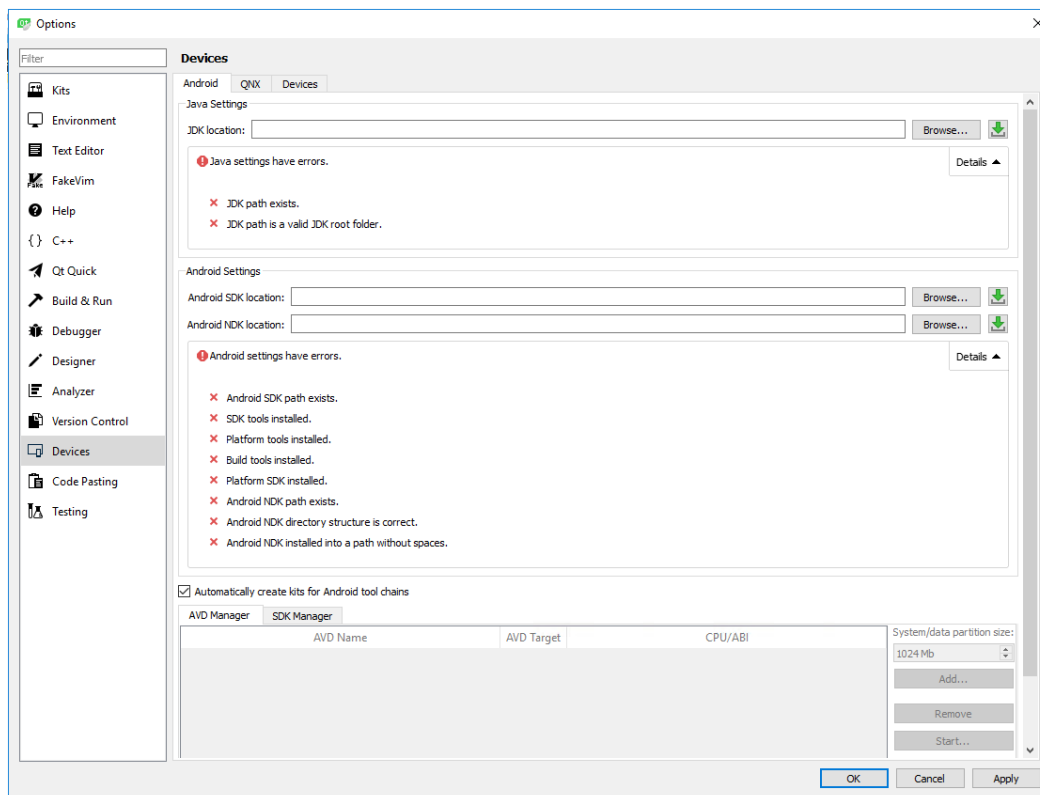
To properly setup the Android environment in QT, the Java SE Development Kit 8u201, Android SDK and Android NDK dependencies are needed.

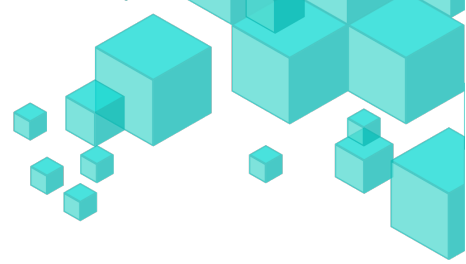
NOTE: The Android NDK version example used in this guide is Android NDK R17c. The procedure will be the same if another NDK version is used.

1.1 Setting up the **Java SE Development Kit 8u201 (JDK)**. Download and install it from here:

<https://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html>

- In QT, go to **Options** --> **Devices** --> **Android**- The screen below shows how **Devices** looks without any Java and android setups.

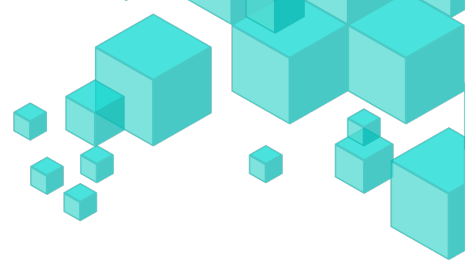




- In the **JDK location** insert the path where the **Java SE Development Kit** was installed:



- If everything is properly installed, you should see a green checkmark, below the **JDK location**, stating that the Java settings are correct.



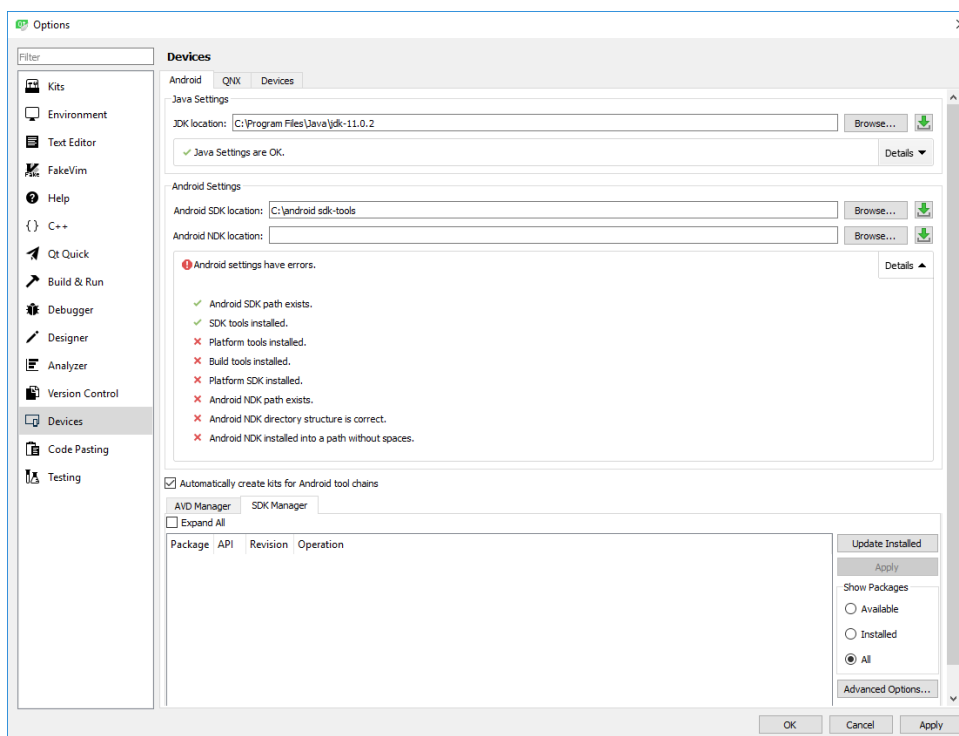
1.2 Setting up the Android dependencies. **Android SDK** files.

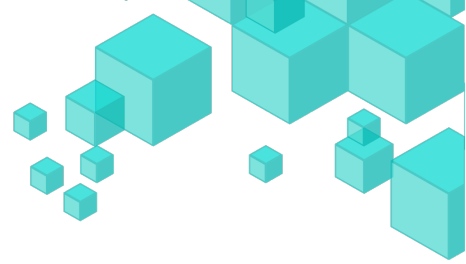
- There is no need to download the Android Studio. The files needed are in the **Android SDK command tools**. Download Android SDK from here:

<https://developer.android.com/studio/#command-tools>

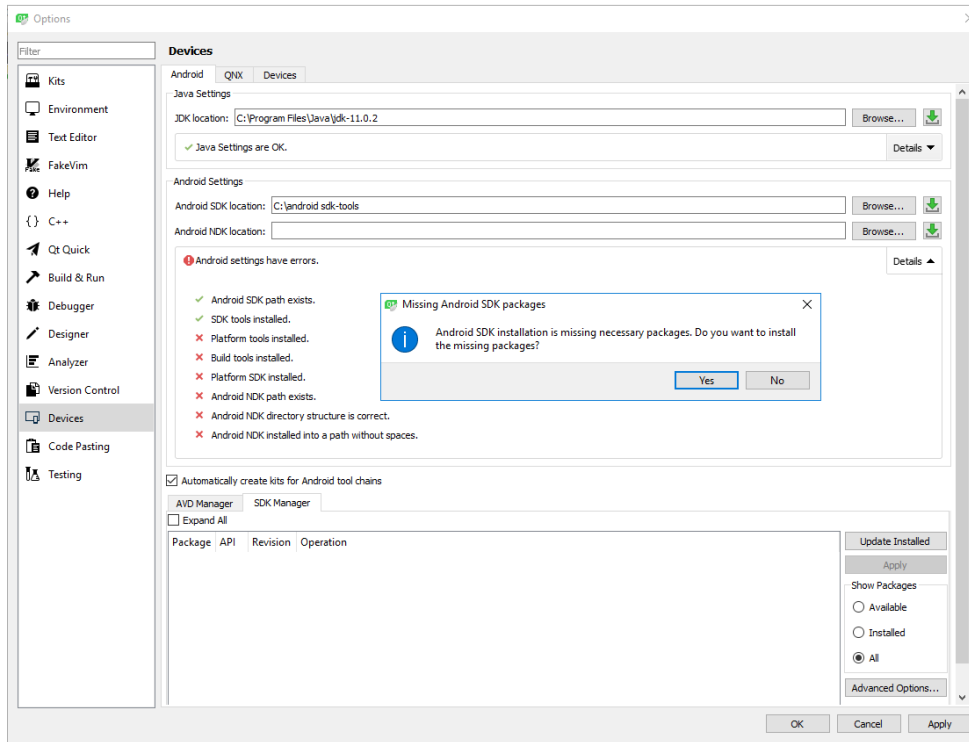
- **Unpack** to a root directory. Example: C:\androidsdk. You can choose the directory.

- In **Android SDK location**, insert the path to where you **unpacked** the **Android SDK**.

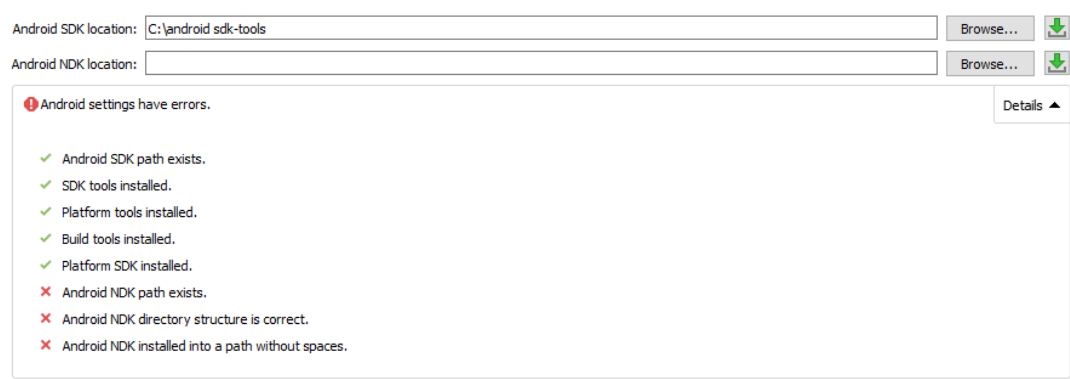


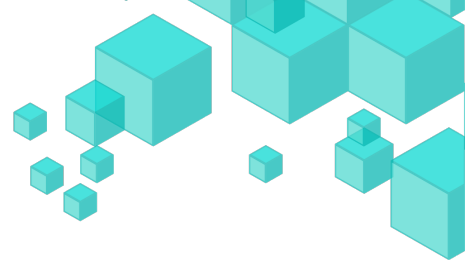


- QT will report Missing **Android SDK** packages. Click **yes** to accept the installation of the missing packages.



- After the Missing SDK packages are installed, you should see the green checkmarks below the **Android SDK Location**.





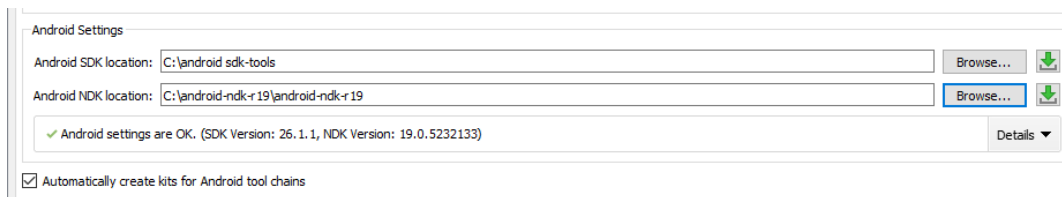
1.3 Setting up the Android dependencies. **Android NDK** files.

- Download and **unpack** **Android NDK** from here:

https://developer.android.com/ndk/downloads/older_releases

- Again, you can choose whatever directory you like.

In **Android NDK location**, insert the path to where you **unpacked** the **Android NDK** files.



- Again, you should see the green checkmarks below the **Android SDK** and **Android NDK** locations.

- If everything was configured correctly, your screen should look like this:

