

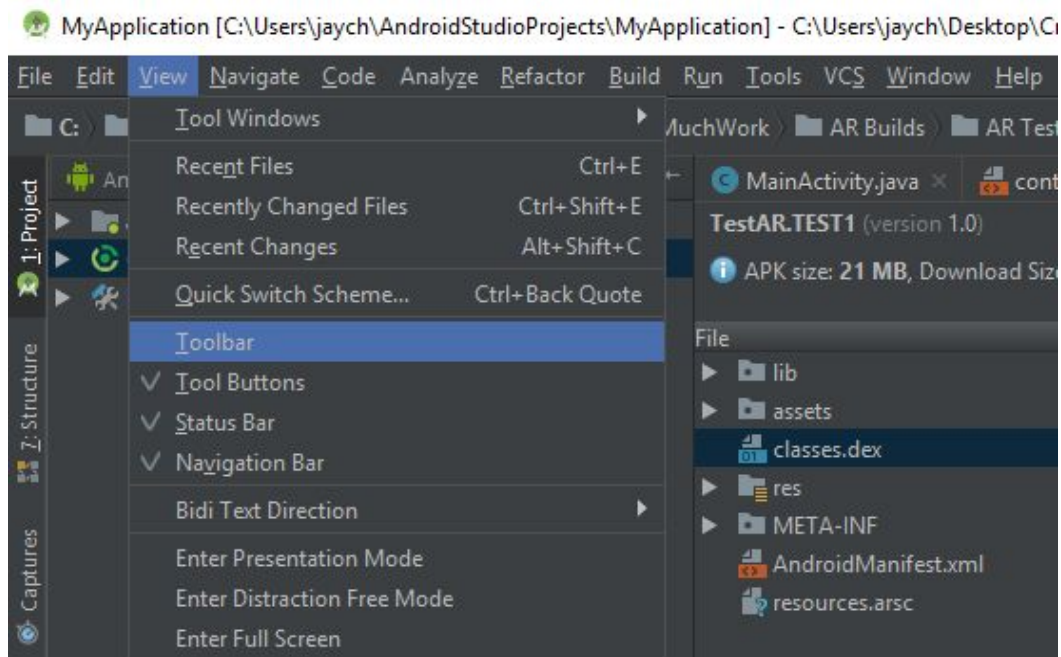
## Troubleshooting Windows to Android Build Errors

### Installers You Will Need

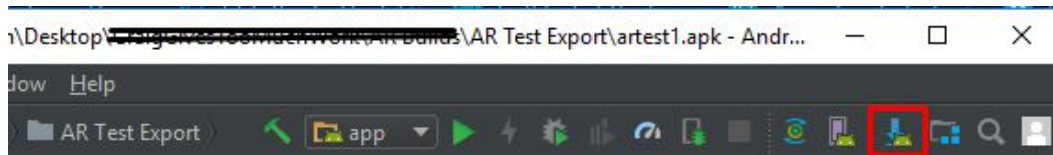
- Android Studio: [link](#)
- Java: [link](#)
- Java Development Kit 8 x64: [link](#) (Do NOT! use 9 or 10, it will give errors)
- Android build support for Unity (needs to be enabled when Unity is installed)

### Key Steps:

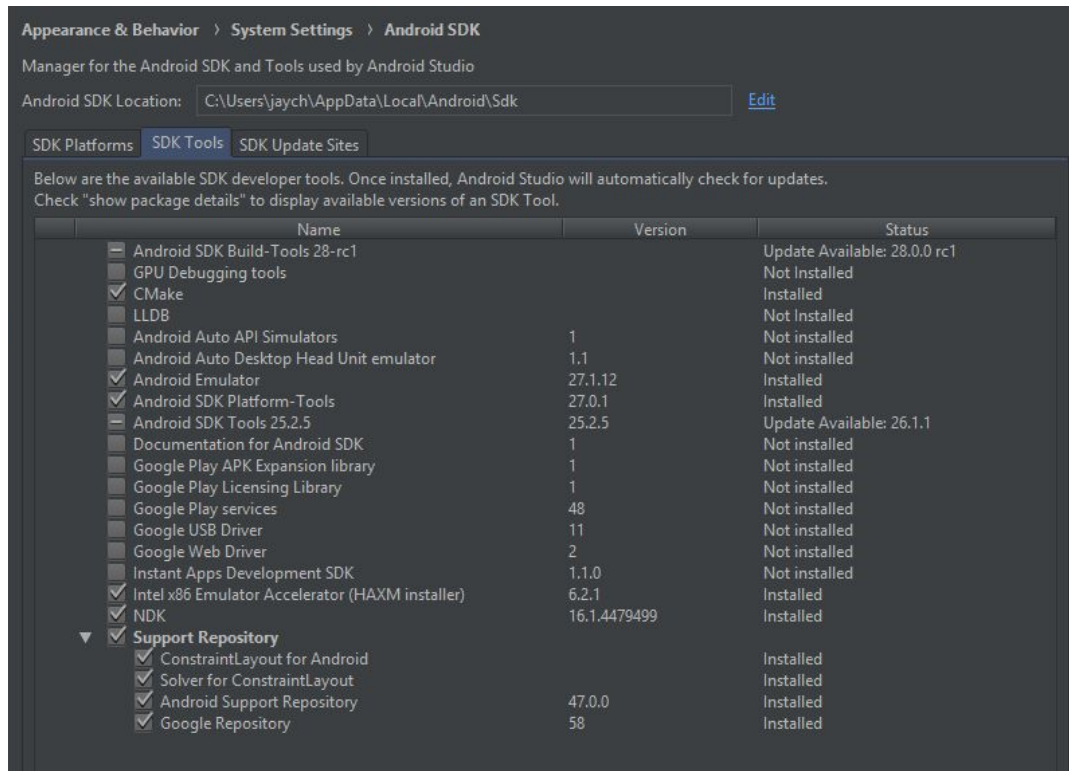
1. Install all 3 installers ahead of time (Android Studio, Java, Dev Kit 8).
2. On Android Studio, create a new project. Default settings will do; we just need to get access to its menus.
3. Enable Toolbar from the View dropdown menu.



4. Download the SDK Manager if not already installed.



5. Open SDK Manager from Tools > SDK Manager. (Picture below) Make sure that [CMake], [Android Emulator], and [NDK] are checked and installed.



6. On Unity, choosing to Build for Android will prompt a first time path designation. It will ask you to choose a folder for the following:
  - a. Android Root SDK folder (C:/Users/<My User>/AppData/Local/Android/sdk)
    - i. AppData is a hidden folder. You will need to enable viewing hidden folders
  - b. Java JDK folder (C:/Program Files/Java/jdk1.8.0\_60)
    - i. Numbers vary based on your version of the Dev Kit

## Bug List

1. If you receive the following compiling error:

**Unable to list target platforms. Please make sure the android sdk path is correct. See the Console for more details.** You will need to manually replace your

Tools folder. Refer to this:

<https://answers.unity.com/questions/1323731/unable-to-list-target-platforms-please-make-sure-t.html> for a link and explanation.

2. If you receive the following error while trying to run your build on Android Emulator:

**Enable VT-X in your bios settings. You have to enable virtualization technology in your computer's bios.**

Some computers have VT-X off on default. Refer to this link for how to enable virtualization through your BIOS.

<https://www.howtogeek.com/213795/how-to-enable-intel-vt-x-in-your-computers-bios-or-uefi-firmware/>