However, it appears in some cases (prefab, jni, renderscript and likely more) we also copy over the subdirectory and their

Thankfully these phantom directories don't contain actual files, large libraries could potentially waste a non-trivial amount of

foo/

prefab/
 modules/
 prefab. json
 foo/
 ...
modules/
prefab. json
 foo/

directory strucure to under root directory. So leads to cases like:

space & build time on generating these wasted directories.

Message last modified on Aug 16, 2022 08:11PM

Sign in

	lu@google.com <lu@google.com> Marked as fixed.</lu@google.com>	Aug 17, 2022 02:4	Aug 17, 2022 02:41AM	
	ha@gmail.com <ha@gmail.com>#3</ha@gmail.com>	Jan 15, 2023 10:29AM	:	
	Fixed in which version?!			
	AGP 7.3.1 certainly produces a duplicated folder trees when using $prefabPublishing true$. E.g.:			
	<pre>modules\mymodule\include prefab\modules\mymodule\include</pre>			
	lu@google.com <lu@google.com><u>#4</u></lu@google.com>	Jan 18, 2023 09:23PM	:	
	The fix should be included from AGP 7.4-alpha10. Unfortunately, the issue is still present in AGP 7.3.1.			