**Pre-requisite**

**How to get VidyoClient lib files**

Assume for example, we are using TAG\_VC\_3\_4\_4\_0006. Copy the contents of this to ~/src/VidyoClient folder

A typical structure after copying would be:

\*\*\*\*\*\*\*\*\*FOR REFERENCE\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

~/src/VidyoClient/TAG\_VC\_3\_4\_4\_0006

~/src/VidyoClient/TAG\_VC\_3\_4\_4\_0006/Interfaces/

~/src/VidyoClient/TAG\_VC\_3\_4\_4\_0006/Interfaces/VidyoClient.h and other headers

~/src/VidyoClient/TAG\_VC\_3\_4\_4\_0006/Release/Android/

~/src/VidyoClient/TAG\_VC\_3\_4\_4\_0006/Release/Android/[*libVidyoClientApp.so*](http://libvidyoclientapp.so/)

        and AndroidJNI folder

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Navigate to the directory where this sample is eg ~/src/VcSample

Run vcpull.sh, example below

./vcpull.sh ~/src/VidyoClient/TAG\_VC\_3\_4\_4\_0006

Pull either the 64 or 32 bit library. Make sure you pull the right one.

A.  Load the project in Android Studio

* Open Android Studio
* Select “Open an existing Android Studio project”
* Navigate to the directory where the Vidyo directory is located and click “Choose”

B.  Clean the project

* From the Android Studio menu, select *Build -> Clean Project*

C.  Build the native part (in case changes are made at NDK level)

* From the Android Studio terminal, execute the following:
  + export NDK\_ROOT=<your ndk file path>/android-ndk-r11
    - note: may be different version of ndk
  + export PATH=$PATH:$NDK\_ROOT
* Note: the two environment variables (NDK\_ROOT and PATH) may alternatively be set in user’s .bash\_profile file

D.  Build the Java project fully

* From the Android Studio menu, select *Build -> Make Project*

E.  Run the project on the device

* Connect the device to the computer
* From the Android Studio menu, select *Run -> Run ‘app’*