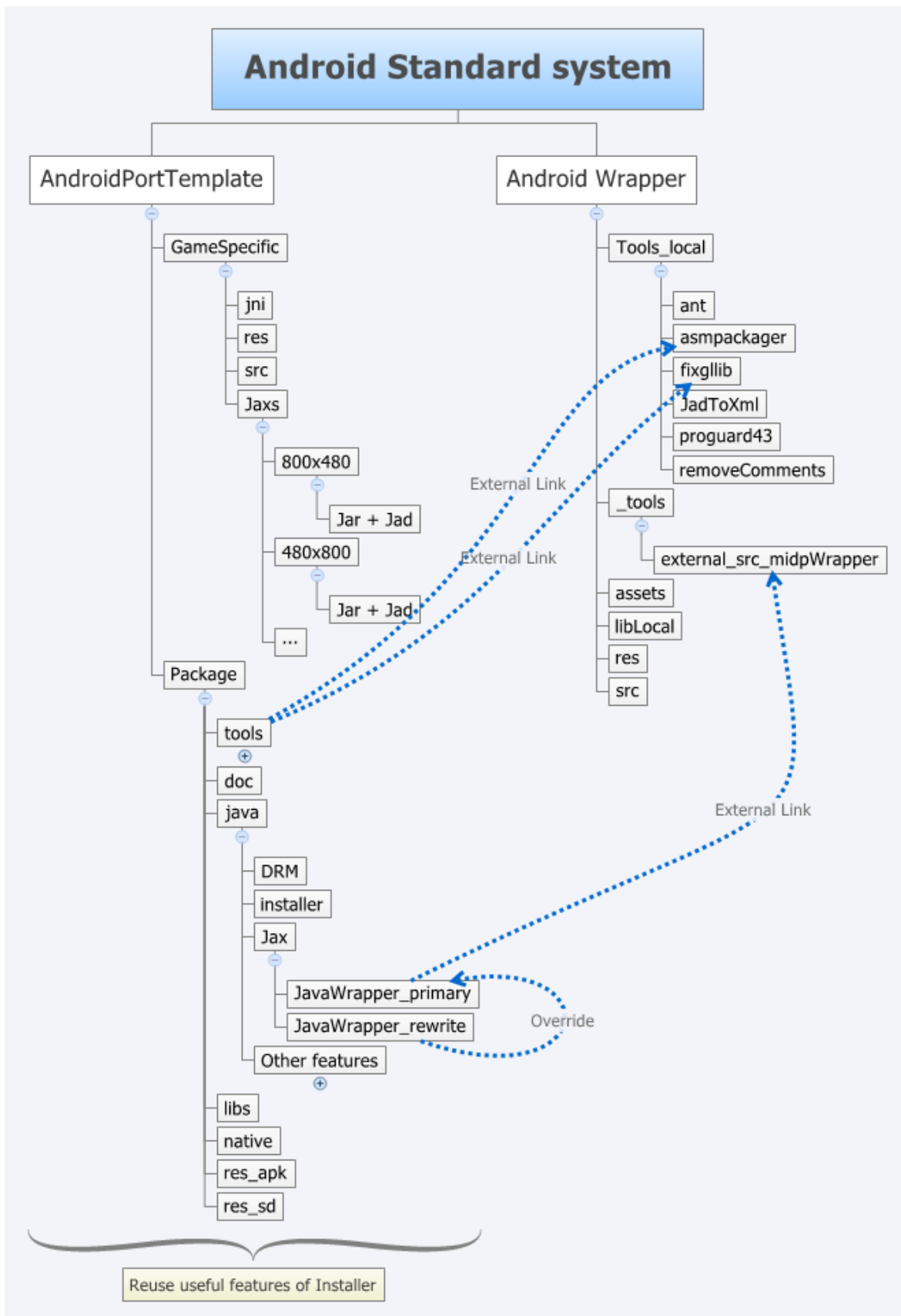


# Multibuild

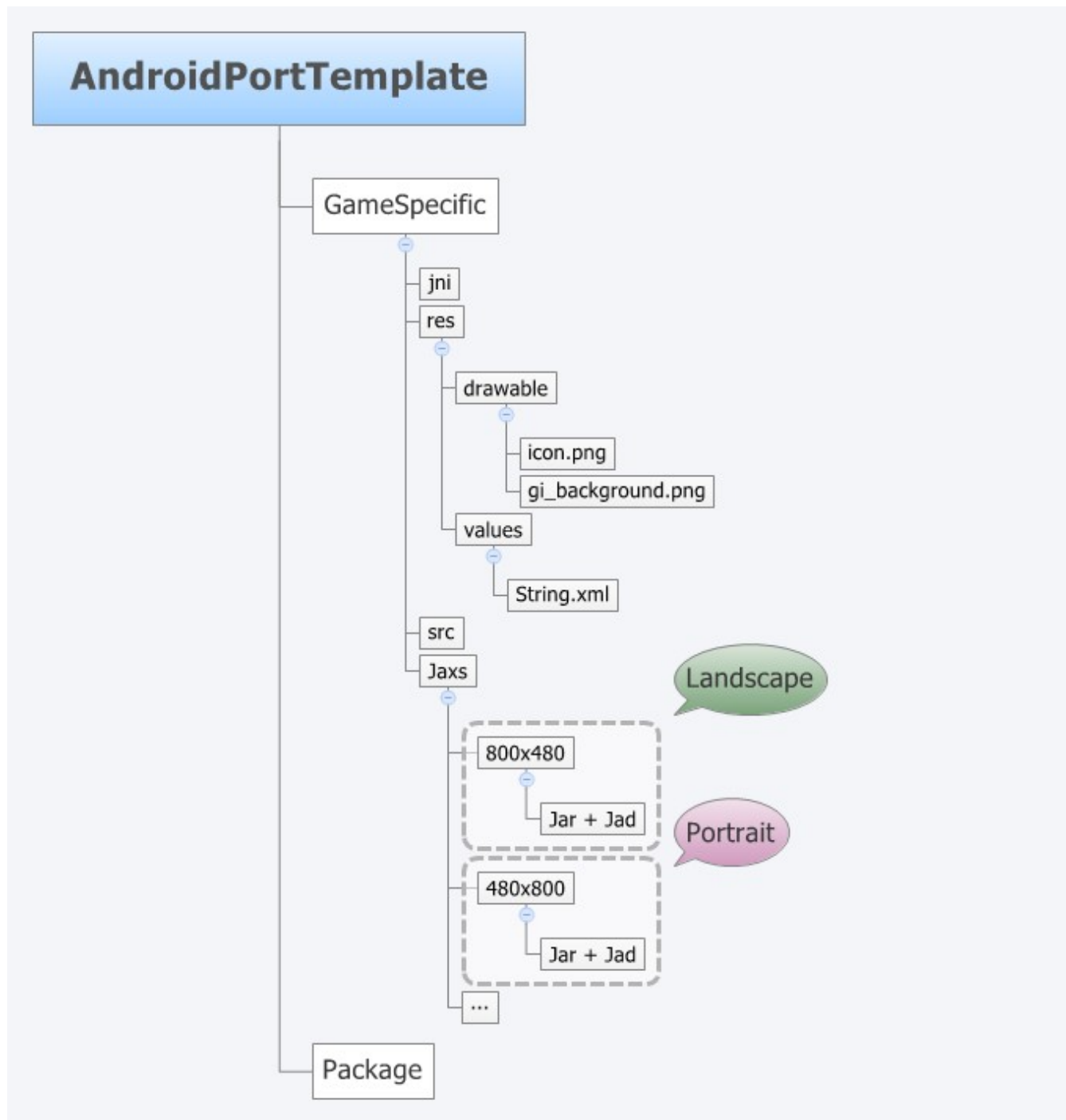
## Step by Step

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5)Call addServices.bat to add your jad description and IGP code to apk. The submission team will change it in apk/Meta-inf/services/Game.	

## 1) Overview



## 2) Put jad & jar in:



### 3) Run as primary game

- **CLASS\_NAME=JaxsStart**
- **USE\_JAXS\_GAME=1**
- **USE\_JAXS\_INSTALLER=0** (data store in apk/asset)
- **USE\_JAXS\_INSTALLER=1**  
**SD\_FOLDER="/data/data/%APP\_PACKAGE%"** (internal storage or use Sdcard)

Note: Other screensize will scale base on:

- Scale\_difference(0.01f)
- Scale\_quality {0%, 25%, 50%}. When the game scale out of this range, it will center the best size

*\*You can modify in this.in JaxsStart.java(in java/jax)*

### 4) Run as secondary game

- **USE\_JAXS\_GAME=1**
  - **USE\_JAXS\_INSTALLER=0** (same as above)
  - **USE\_JAXS\_INSTALLER=1** (same as above)
  - **USE\_SECONDARY\_GAME=1**
  - **SAVEFILE\_2D={save file name}**
  - **SAVEFILE\_3D=/sdcard/gameloft/games/%MAIN\_CLASS\_NAME%/{save file name}**
- Note: You have to get 2D's package name, operator and GAMELOFT\_KEY.keystore override your config, so the 2D will be overridden when you install 3D.

### Secondary game test flow

