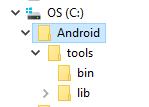
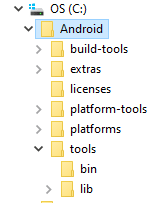
##### Android SDK + Required Resources

1. You need to download two components, both of them do not require installation.
2. Download [Android SDK Command line tools](https://dl.google.com/android/repository/commandlinetools-win-6609375_latest.zip" \t "/Users/rafimochamadfahreza/Documents\\x/_blank)  
   Make sure to read and agree to the [SDK license](https://developer.android.com/studio/index.html" \l "command-tools" \t "/Users/rafimochamadfahreza/Documents\\x/_blank). Click on the Windows command line tools to see the license.  
   Android Studio is not needed and will not be affected by the command line tools (which are always required).
3. Unzip it in a folder such as C:\Android  
   
4. Download the [required resources](https://b4xfiles-4c17.kxcdn.com/b4a/resources_06_21.zip).
5. Unzip in the same folder. It should look like this:  
   
6. Note that you don't need to run B4A Sdk Manager, unless you want to use the Android emulator, which is less recommended.
7. These are two large zip files. It is recommended to use a tool such as [7-Zip](https://www.7-zip.org/download.html) to unzip them. We see many cases where Windows built-in zip tool fails to extract the files properly. B4A
8. [Download B4A Full Version](https://www.b4x.com/android/files/B4A.exe)
9. Open **B4A**.
10. Choose **Tools > Configure Paths**.
11. Set the path to "javac.exe" if it is empty (C:\java\jdk-11.0.1\bin\javac.exe or C:\Program Files\Java\jdk1.8.0\_211\bin\javac.exe).
12. Set the path to "android.jar" (C:\Android\platforms\android-30\android.jar).
13. Start developing with B4A-Bridge or USB debug mode.
14. If you want to use the emulator or install more components then start B4A Sdk Manager and set the path to:  
    C:\Android\tools\bin\sdkmanager.bat.
15. Read and accept the licenses when asked for
16. Copy all files from Folder /Credences Dependencies/B4A to (your b4a location)/libraries