2/1/2022

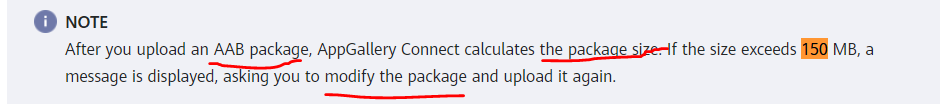
**问题1：**

在Google Play Store, 150mb的上限只针对于.abb build了之后的**APK**。

Graphical user interface, text, application, email

Description automatically generated

而HW AG的上限要求是针对整个**.aab package**:



请确认上述华为文档里的150MB具体指的是整个.aab package 还是 generated APK？

**问题2：CP现在上传.aab到AGC遇到unknown error，** 可能和问题1的150MB限制有关

CP的问题描述：

* generate a .aab using install-time dynamic feature modules: <https://developer.android.com/guide/playcore/feature-delivery/install-time>

We have tested generating apks from this and installing them on a Huawei device, and the app functions properly (<https://developer.huawei.com/consumer/en/doc/development/AppGallery-connect-Guides/agc-dynamicability-test-0000001057944551>)

The base apks are very small, easily less than 150 mb.  
The largest dynamic feature module apk is 268 mb. When uploading to AGC console, we get An unknown error occurred. Please try again later.

Graphical user interface, application

Description automatically generated

When uploading via command line, we get {'result': {'CException': {'errorCode': 70001213, 'errorDesc': 'file size is larger than filePostfix Maximum limit.'}, 'resultCode': '70001213'}} (edited)

CP.aab里的apk很小:

A picture containing calendar

Description automatically generated

所有会用到的dynamic features：

Table

Description automatically generated

==========================================================

请问：“我理解当CP申请完白名单以后就可以随意选择使用哪种方式上传包了。”是什么意思？

是说： CP申请完白名单，CP既可以用APK的方式上传 也可以用apk+.obb的方式上传对吗？那如果只上传apk的话，apk 是不是还有<100MB 的限制？还是说CP申请完白名单， 如果只上传apk的话，size 可以是4GB？

CP 在争取1/30号上架，谢谢帮助

--------------------------------------------

1/28/2022:

请问：

1. 单独一个大的APK 不适用于CP， 如果用Apk+.obb功能，可以由CP turn on and off 吗？
2. 如果CP使用apk+.obb功能, 看文件， apk需要<100MB, 主.obb <2GB， 补丁.obb<2GB. 现在CP apk 无法小于100MB 怎么办？

Graphical user interface, text, application

Description automatically generated

谢谢

---------------------------------------------------------

1/27/2022:

CP’s aab is about 1.3 GB.

In Google play store, their app uses Play Asset Delivery (<https://developer.android.com/guide/playcore/asset-delivery>), specifying asset packs in gradle:

assetPacks = [":asset-pack-name", ":asset-pack2-name"]

The build pipeline generates an aab, which is then uploaded to Google Play.

In App Gallery it does not look like there is an equivalent of Play Asset Delivery. (AG has Dynamic Ability, but that appears to be the equivalent of Play Feature Delivery, <https://developer.android.com/guide/playcore/feature-delivery>, which is not what CP is looking for.)

Also in AGC, there is a 150MB limitation for aab:

<https://developer.huawei.com/consumer/en/doc/distribution/app/agc-help-releasebundle-0000001100316672>

Graphical user interface, text, application, Word

Description automatically generated

Question:

1. How should CP resolve this?
2. Should they use an .apk + .obb to upload to App Gallery? If yes, where is the instructions to guide CP?

Thanks