

# Installation guide

This is a guide to import *Gaming Buttons* android library in *Android Studio*.

## Step one:

Locate *gamingbuttons.aar* file and copy it.

## Step two:

Navigate to your Android Studio project and paste *gamingbuttons.aar* file inside the directory *app/libs/*.

## Step three:

Inside your android project go to the **project level** *build.gradle* file and add flatDir reference inside allprojects.

```
allprojects {  
    repositories {  
        google()  
        jcenter()  
        flatDir {  
            dirs 'libs'  
        }  
    }  
}
```

## Step four:

Go to the **app level** *build.gradle* and add the following dependencies:

```
dependencies {  
    implementation(name:'gamingbuttons', ext:'aar')  
    implementation 'com.daimajia.androidanimations:library:2.3@aar'  
    implementation 'tyrantgit:explosionfield:1.0.1'  
}
```

**Step five:**

In **app level** *build.gradle* set projects compile options like below:

```
Android {  
  
    ...  
  
    compileOptions {  
        targetCompatibility = 1.8  
        sourceCompatibility = 1.8  
    }  
}
```

**Final step:**

*Sync and you are **ready to go!** Enjoy the library and **thanks** for the purchase..*