JAXA

How to update Kibo RPC Game API Library

1. Updating Kibo RPC Game API Library

GameAPI has been updated for the Final Round. Follow this instruction and apply new API library to your program.

1. Launch Android Studio.
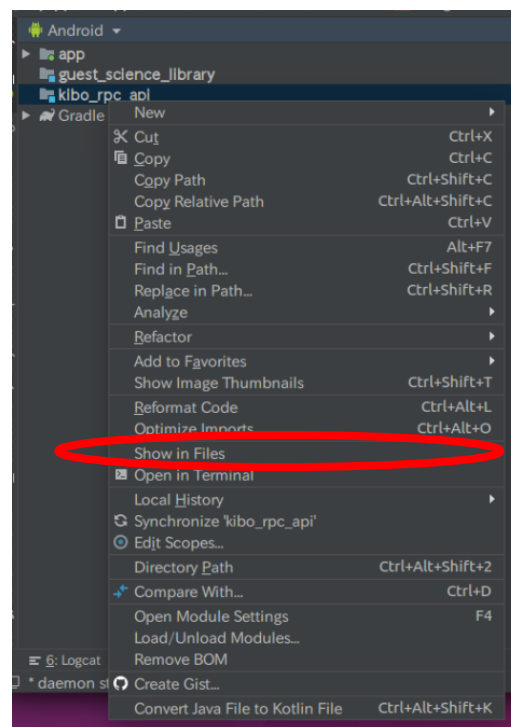2. Right-click the " kibo_rpc_api" and select [Show in Files].

Figure 1 Right-click the " kibo_rpc_api" and select [Show in Files].

3. Replace the "kibo_rpc_api-debug.aar" in the folder with a new one.

   The new "kibo_rpc_api-debug.aar" is stored in [kibo_rpc_api/kibo_rpc_api-debug.aar] of the new version of TemplateAPK and SampleAPK. The new version of APKs can be downloaded from the website.

4. Select [View] > [Tool Windows] > [Terminal] from the menu bar and use one of the following commands:
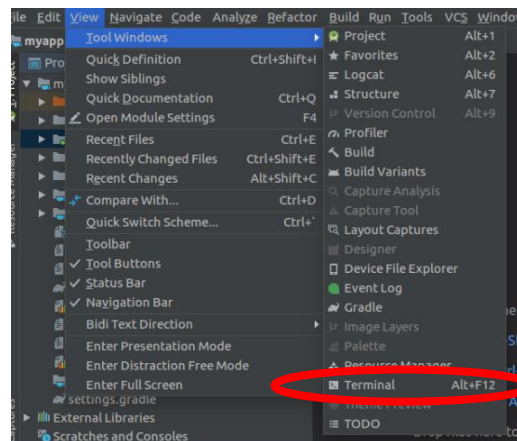
Figure 2 Select [View] > [Tool Windows] > [Terminal] from the menu bar

- On Windows:

  gradlew cleanBuildCache

- On Ubuntu:

  ./gradlew cleanBuildCache

5. Rebuild your application. (Please refer to Chapter 3.3 of PG Manual)

6. Check for changes.

   Run your rebuilt application in the simulator. If the Game API update is successful, "KiboRpcApi: [AARVersion] AAR version 1.1.0" will be logged to the the Android emulator(adb.log).

2. List of Changes

All changes to paragraphs, tables, and figures in this document are shown below;

Release Date	Revision	Paragraph(s)	Rationale
July 19th, 2021	1.0	All	-