Building an Application Library

- Open CMake Gui, fill in source and build directory and click Configure.
- A Dialog opens: Select “Ninja” as build system and check “Select toolchain file”
- Select: **cgi_studio_devices\src\Android\ToolchainFiles\GCC-toolchain-x86_64-Android.cmake**
  or **cgi_studio_devices\src\Android\ToolchainFiles\GCC-toolchain-ARM64-Android.cmake**
  depending what you need.
- After first configure run, perform following cmake configurations:
  MLC_SIMULATION:=OFF (This is only relevant in case of an MLC application)
  ANDROID_PLATFORM_LEVEL:=<number between 21 and 28, which is the android api level>
  This should be **smaller or equal** the android version of your device.
  (If you don’t select a level, the toolchain file decides. This might then not be what you want)
- Finally click “Configure” once more, then “Generate” afterwards.
  If you created the corresponding Asset-Libraries within the designated “Assets” directory before, the platform-specific one gets also copied to the build folder, which is very handy for deploying (see next section).
- In a CMD window navigate to you build folder and type ninja.
- This builds the application and should deliver you a **libApplicationLib.so** file, which we’ll need for the next steps.

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