Prerequisites

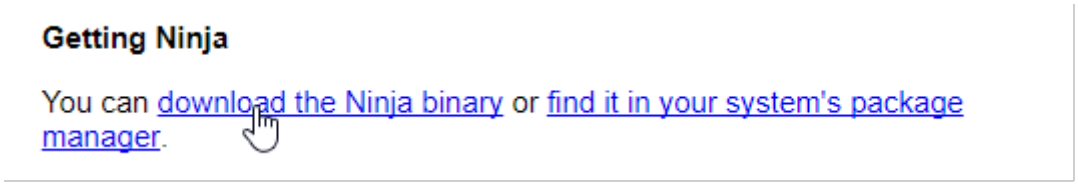
CMake GUI

For building, the tool cmake-gui is needed. Navigate to https://cmake.org/download/ and download the latest stable version for your PC, 64bit etition and install it.

Ninja build tool

For building android applications, yet another build tool is required.

- Navigate to https://ninja-build.org/ and download the ninja binary (yes, it's only **ninja.exe**)



- Save it at **C:\Programs\Ninja** and add this path to your **PATH** environment variable.

Android Studio

- Download the latest stable version of Android-Studio from Google and install it.
- Next, a special version of the Android-NDK is required because the newer ones are broken:

  Navigate to: https://developer.android.com/ndk/downloads/older_releases and download the android-NDK-r17c as shown below.

Android NDK, Revision 17c (June 2018)

Platform	Package	Size (Bytes)
Windows 32-bit	android-ndk-r17c-windows-x86.zip	608358310
Windows 64-bit	android-ndk-r17c-windows-x86_64.zip	650626501
Mac OS X	android-ndk-r17c-darwin-x86_64.zip	675091485
Linux 64-bit (x86)	android-ndk-r17c-linux-x86_64.zip	709387703

NDK-r17c, 64bit edition is required

- Extract the downloaded zip file, rename the unpacked folder to **ndk-r17c** and move it to: **%USERPROFILE%\AppData\Local\Android\Sdk**
  This way, the NDK-r17c exists in parallel to the delivered one and will not be affected by updates.

- Set the environment variable **ANDROID_NDK** to the path where you saved ndk-r17c: here it is: **%USERPROFILE%\AppData\Local\Android\Sdk\ndk-r17c**
  This is mandatory for the toolchain file.

- Finally extend the **PATH** environment variable to the **platform tools directory**:
  Here, this is **%USERPROFILE% \AppData\Local\Android\Sdk\platform-tools**
  This makes tools like **adb** available on **CMD**, which makes live a lot easier.

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