Manual

Build Error Analyzer for Android ™
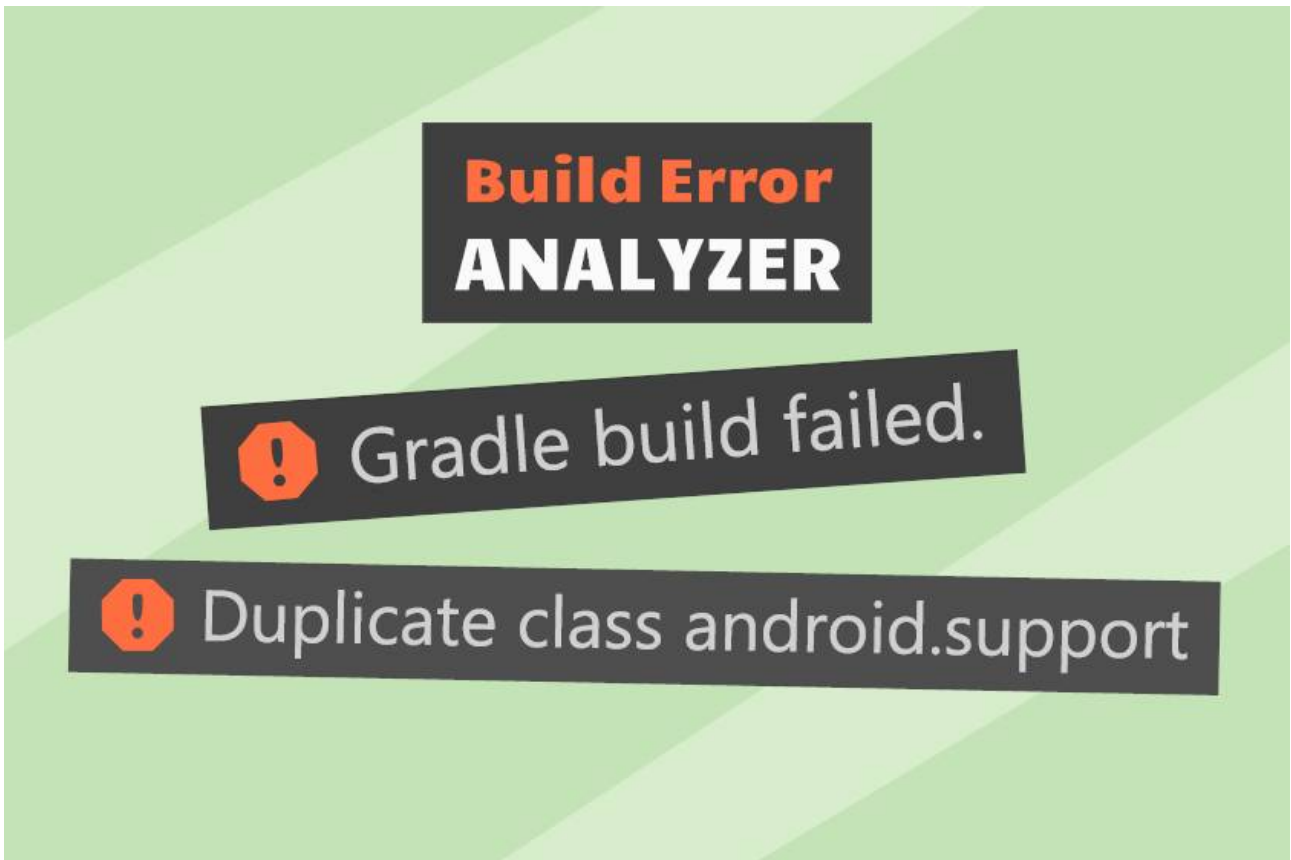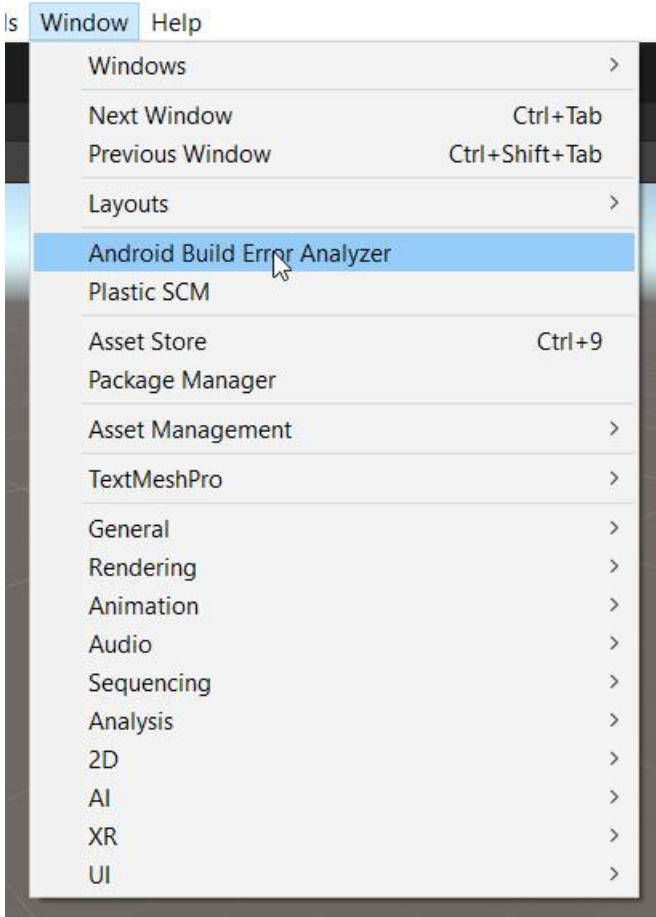

Table of contents

1. Opening the Analyzer Window

The „Build Error Analyzer" window shows four buttons and an (initially blank) „results" area. There are two ways to open the Build Error Analyzer Window.

The first is to open it via the main menu: **Window > Build Error Analyzer for Android**

The second one is the popup which is shown after a failed build.
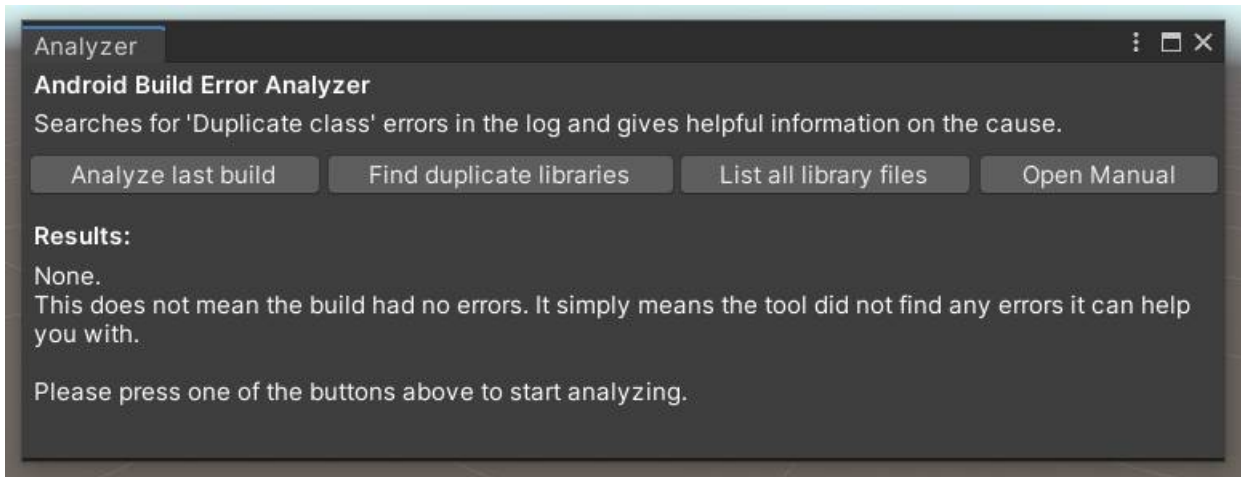(This can be disabled in the settings. It is enabled by default.)
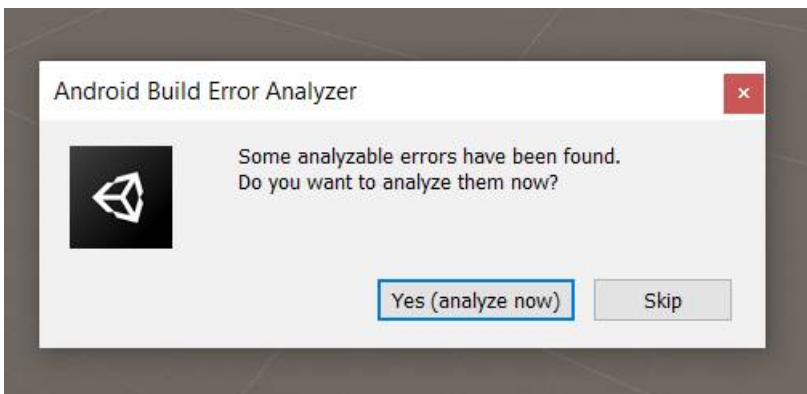
2. What do these buttons do?

The window shows four buttons to start different analysis.

Analyze last build

This button triggers the detailed analysis. It will take 10 to 60 seconds to do it all. It will search the whole project, packages and gradle templates for errors.


To give you details on the missing or duplicate libraries the analyzer requires some information from the last build. These files are usually temporary (deleted if Unity is closed). To get the best results you should do the analysis immediately after a build has failed.

A warning will be displayed if the last build data was not found.
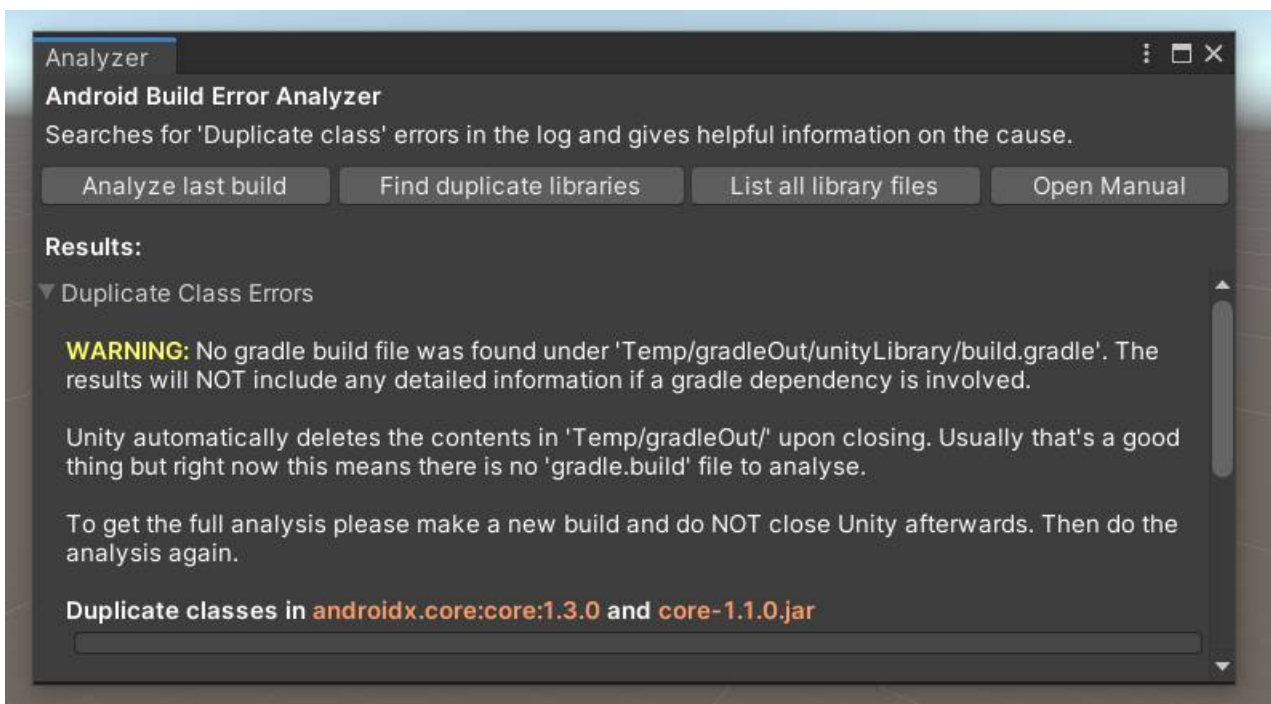
The results will give you an overview of why a certain library was included in the build and which other library it is in conflict with.
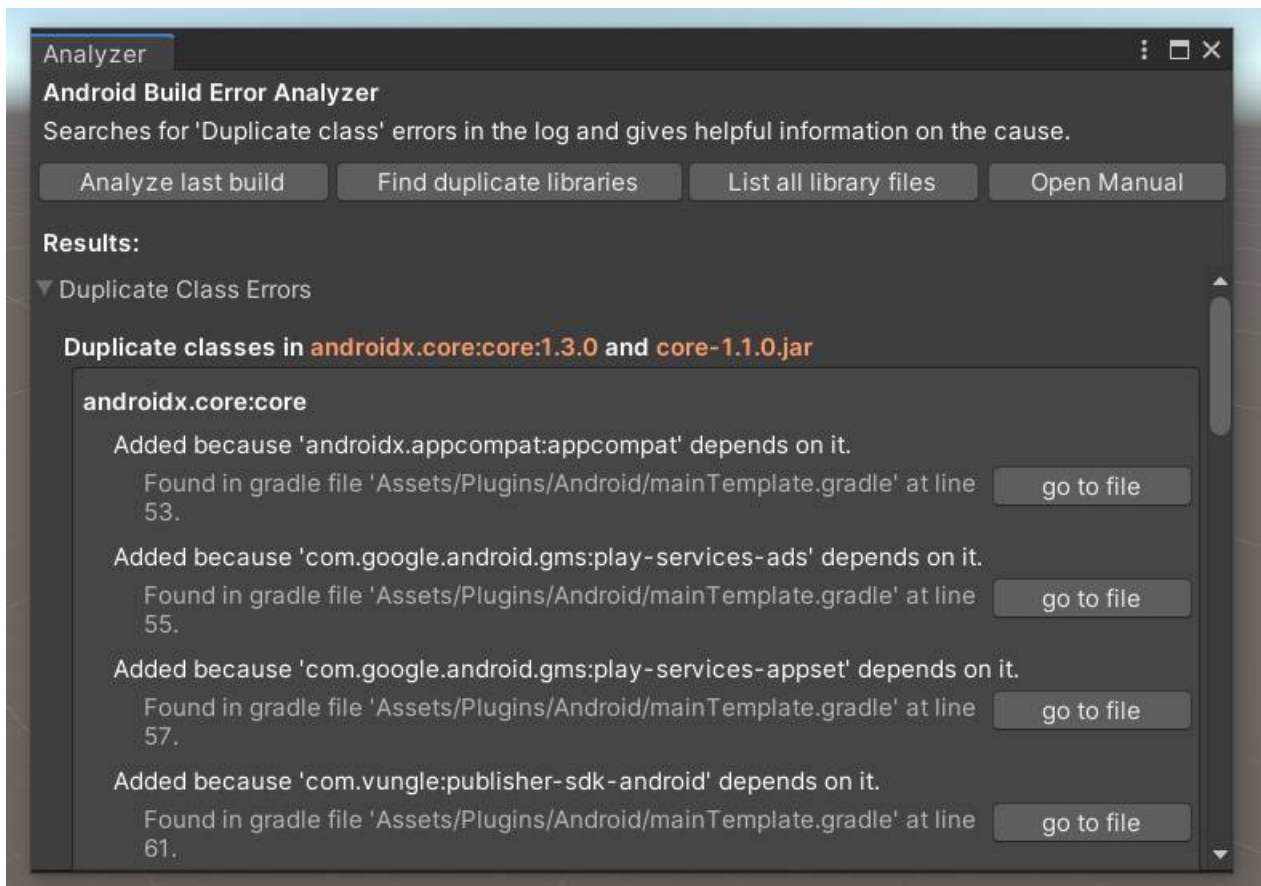
Find duplicate libraries

This button triggers a search for library files (.jar, .aar, .androidlib) in your project. It then compares the found libraries and displays a list of libs which have similar names (i.e. they are likely to cause conflicts).

Notice: the results are not guaranteed to cause errors. They are just a guess by the analyzer.
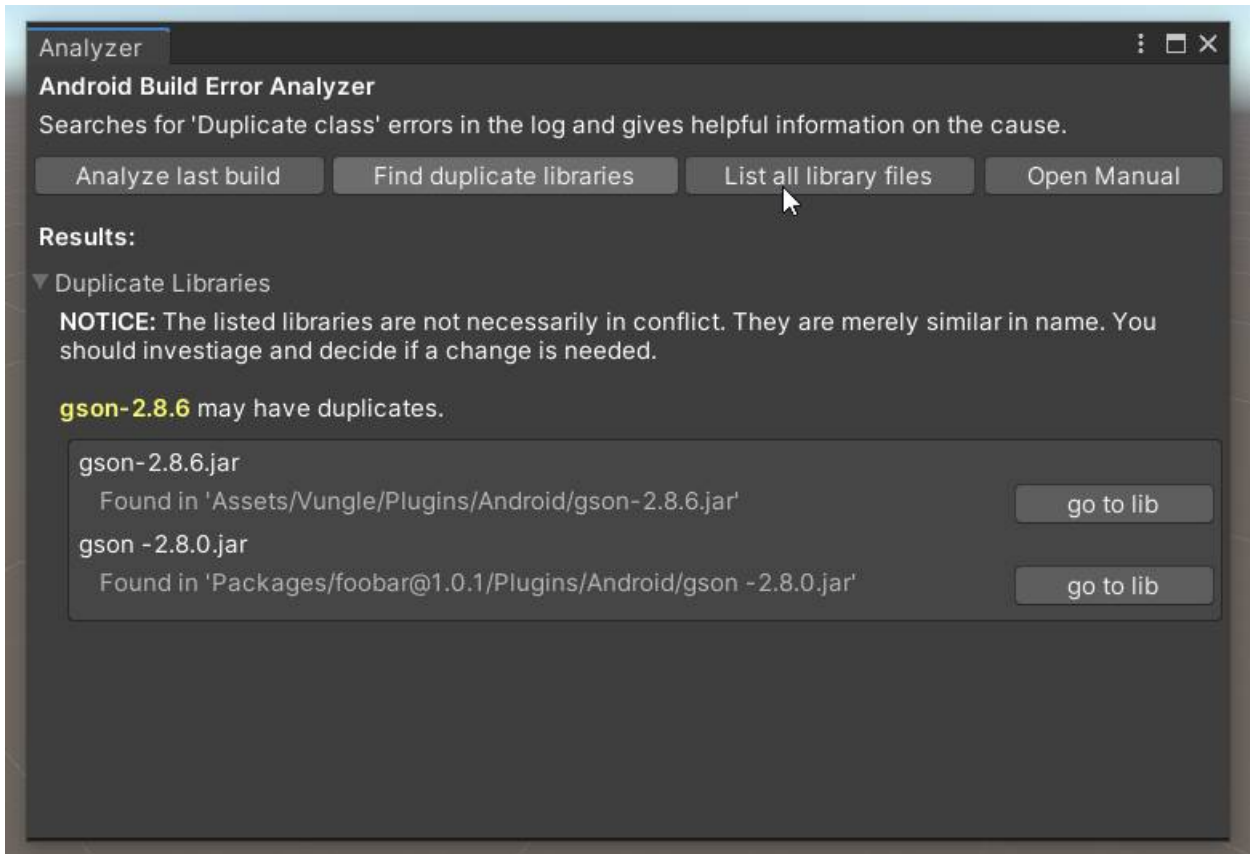
List all libraries

This button starts a search for all library files (.jar, .aar, .androidlib) in your project. The results are then listed in alphabetical order. It is useful to get a quick overview of which libraries exist within the project.
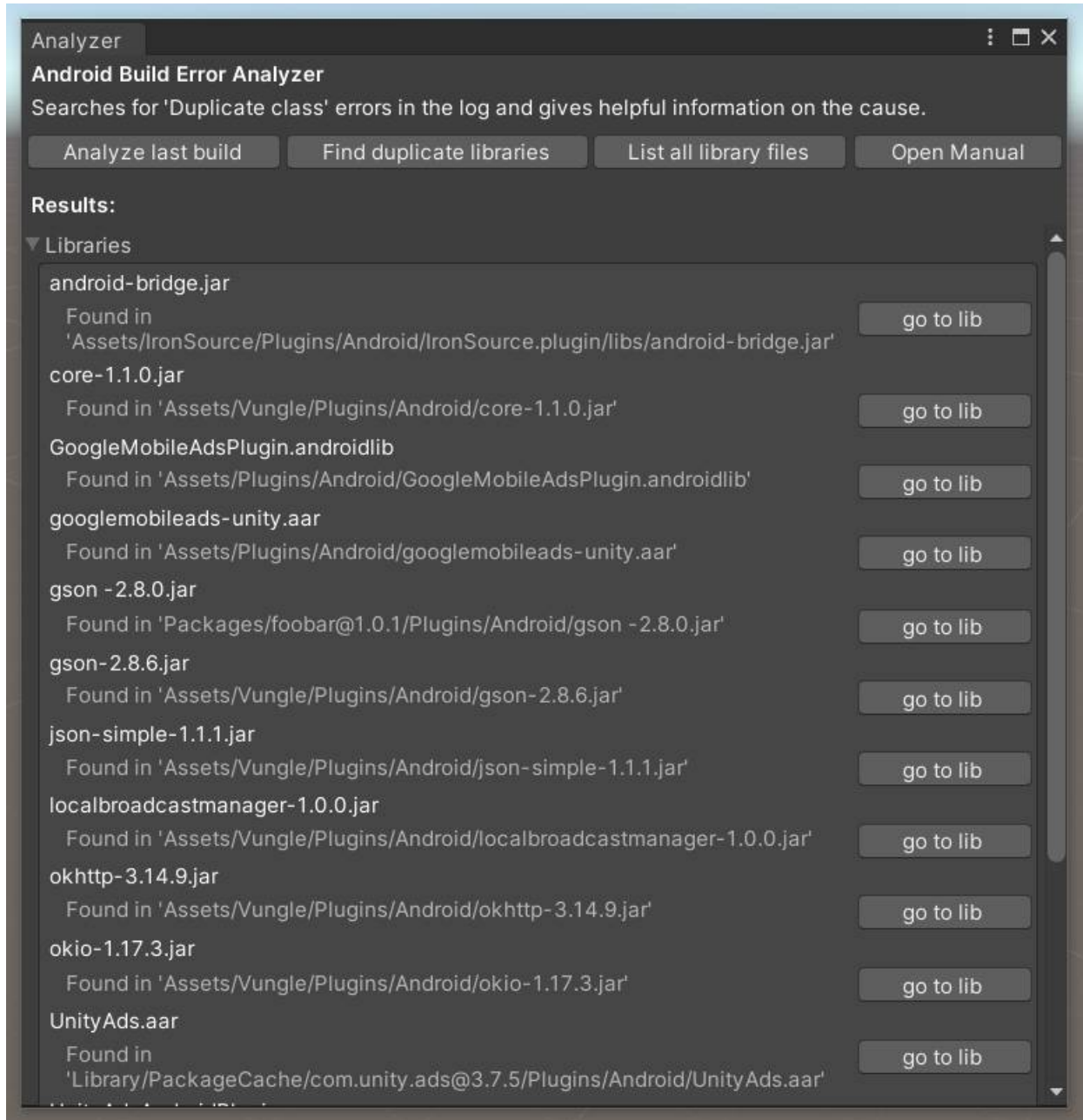
Open Manual

Opens this manual (surprise).

3. Settings

The settings are stored in a Scriptable Object located under Assets/. You can access them via the Project Settings.. menu.