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```
ìóÃó"/Library/Frameworks/Mono.framework/Versions/Current/Commands/  
mono" /Users/Shared/GameMakerStudio2/Cache/runtimes/  
runtime-2.3.4.442/bin/Igor.exe -j=8 -options="/var/folders/  
52/1ffrljw57f7598yndt31cz4r0000gn/GameMakerStudio2/GMS2TEMP/build.bff"  
-v -- Android Package
```

```
ÔªøLoaded Macros from /Users/admin/.config/GameMakerStudio2/Cache/  
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/macros.json  
Options: /Users/Shared/GameMakerStudio2/Cache/runtimes/  
runtime-2.3.4.442/bin/platform_setting_defaults.json  
Options: /Users/admin/.config/GameMakerStudio2/stapomm_1834758/  
local_settings.json  
Options: /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/targetoptions.json  
Setting up the Asset compiler  
/Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/bin/  
GMAAssetCompiler.exe /c /mv=1 /zpex /iv=0 /rv=0 /bv=0 /j=8 /  
gn="1.2.118_1st convert" /td="/var/folders/  
52/1ffrljw57f7598yndt31cz4r0000gn/GameMakerStudio2/GMS2TEMP" /cd="/  
Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF" /zpuf="/Users/admin/.config/  
GameMakerStudio2/stapomm_1834758" /m=android /tgt=8 /studio /nodnd /  
cfg="Default" /fU="/Users/admin/.config/GameMakerStudio2/Cache/  
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/functionsUsed.txt" /o="/var/  
folders/52/1ffrljw57f7598yndt31cz4r0000gn/GameMakerStudio2/GMS2TEMP/  
1.2.118_1st_convert_350722DD_VM" /optionsini="/var/folders/  
52/1ffrljw57f7598yndt31cz4r0000gn/GameMakerStudio2/GMS2TEMP/  
1.2.118_1st_convert_350722DD_VM/options.ini" /cvm /baseproject="/  
Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/  
BaseProject/BaseProject.yyp" "/Users/admin/Documents/Tests/1.2.118_1st  
convert/1.2.118_1st_convert.yyp" /preprocess="/Users/admin/.config/  
GameMakerStudio2/Cach  
e/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF"  
ÔªøFound Project Format 2  
ProjectFileWatcher:StartWatching:/Users/admin/Documents/Tests/  
1.2.118_1st convert  
Started: 10/16/2021 1:06:52 PM  
Finished: 10/16/2021 1:06:55 PM  
Diff: 00:00:03.3792560  
Loaded Project: 1.2.118_1st convert  
finished.  
Release build  
Options: /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/ExtensionOptions.json  
PlatformOptions  
Options: /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
```

```
1.2.118_1s_270BF55E_3E904DCF/PlatformOptions.json
Options: /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/MainOptions.json
runtime
OptionsIni
PlatformOptions
/Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/bin/
GMAssetCompiler.exe /c /mv=1 /zpex /iv=0 /rv=0 /bv=0 /j=8 /
gn="1.2.118_1st convert" /td="/var/folders/
52/1ffrljw57f7598yndt31cz4r0000gn/GameMakerStudio2/GMS2TEMP" /cd="/
Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF" /zpuf="/Users/admin/.config/
GameMakerStudio2/stapomm_1834758" /m=android /tgt=8 /studio /nodnd /
cfg="Default" /fU="/Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/functionsUsed.txt" /o="/var/
folders/52/1ffrljw57f7598yndt31cz4r0000gn/GameMakerStudio2/GMS2TEMP/
1.2.118_1st_convert_350722DD_VM" /optionsini="/var/folders/
52/1ffrljw57f7598yndt31cz4r0000gn/GameMakerStudio2/GMS2TEMP/
1.2.118_1st_convert_350722DD_VM/options.ini" /cvm /baseproject="/
Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/
BaseProject/BaseProject.yyp" "/Users/admin/Documents/Tests/1.2.118_1st
convert/1.2.118_1st convert.yyp" /arch=54 /bt=exe /rt=vm
Compile Constants...finished.
Remove DnD...finished.
Compile Scripts...finished.
Compile Rooms...finished.
Compile Objects...finished.
Compile Timelines...finished.
Compile Triggers...finished.
Compile Extensions...finished.
Global scripts...finished.
finished.
collapsing enums.
Final Compile...finished.
Looking for built-in particle images in /Users/Shared/
GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/bin/ParticleImages
Saving IFF file... /var/folders/52/1ffrljw57f7598yndt31cz4r0000gn/
GameMakerStudio2/GMS2TEMP/1.2.118_1st_convert_350722DD_VM/1.2.118_1st
convert.zip
Writing Chunk... GEN8
option_game_speed=30
Writing Chunk... OPTN
Writing Chunk... LANG
Writing Chunk... EXTN
Writing Chunk... SOND
Converting mp3_beemusic to Ogg with bit rate 128, quality 2, stereo @
44100Hz
Converting mp3_day to Ogg with bit rate 128, quality 2, stereo @
48000Hz
Converting mp3_bush to Ogg with bit rate 128, quality 2, stereo @
```

44100Hz
Converting mp3_daysong to Ogg with bit rate 512, quality 6, stereo @ 48000Hz
Converting mp3_chime to Ogg with bit rate 128, quality 2, stereo @ 44100Hz
Warning : source audio /Users/admin/Documents/Tests/1.2.118_1st convert/sounds/mp3_night/mp3_night is malformed - forcing conversion
Converting mp3_night to Wav 16bit stereo @ 44100Hz
Converting mp3_nightsong to Ogg with bit rate 128, quality 2, stereo @ 44100Hz
Converting mp3_rain to Ogg with bit rate 128, quality 2, stereo @ 48000Hz
Converting mp3_fire to Ogg with bit rate 128, quality 2, stereo @ 44100Hz
Converting mp3_fireworks to Ogg with bit rate 128, quality 2, stereo @ 44100Hz
Converting sound11 to Wav 16bit stereo @ 44100Hz
Converting sound_bubble to Wav 16bit stereo @ 44100Hz
Converting sound_underwater to Wav 16bit stereo @ 44100Hz
Converting mp3_water1 to Wav 16bit mono @ 44100Hz
Converting mp3_water2 to Wav 16bit mono @ 44100Hz
Converting mp3_thunder to Wav 16bit stereo @ 44100Hz
Converting sound13 to Wav 16bit stereo @ 44100Hz
Converting sound14 to Wav 16bit stereo @ 44100Hz
Converting sound12 to Wav 16bit stereo @ 44100Hz
Converting sound161 to Wav 16bit mono @ 44100Hz
Converting sound_ocean to Wav 16bit stereo @ 44100Hz
Converting sound15 to Wav 16bit stereo @ 44100Hz
Converting sound16 to Wav 16bit mono @ 44100Hz
Writing Chunk... AGRP
Writing Chunk... SPRT
Writing Chunk... BGND
Writing Chunk... PATH
Writing Chunk... SCPT
Writing Chunk... GLOB
Writing Chunk... SHDR
Writing Chunk... FONT
Writing Chunk... TMLN
Writing Chunk... OBJT
Writing Chunk... ACRV
Writing Chunk... SEQN
Writing Chunk... TAGS
Writing Chunk... ROOM
Writing Chunk... DAFL
Writing Chunk... EMBI
Writing Chunk... TPAGE
Texture Group - __YY__0curt11_YYG_AUTO_GEN_TEX_GROUP_NAME_0
Texture Group - aPlanting_scene
Texture Group - bMAIN_GARDEN
Texture Group - bUSED_BY_MANY

```
Texture Group - dBushes_scene
Texture Group - dBushes_scene1
Texture Group - Default
Texture Group - eForest_scene
Texture Group - fLake_scene_spr
Texture Group - gBouquet_scene
Texture Group - hOrnament_room_t
Texture Group - hOrnament_room_t1
Texture Group - iGreenery_scene
Texture Group - jFRIDGE_SCENE
Texture Group - lexotic_group
Texture Group - lfree_flowers1
Texture Group - lfree_flowers2
Texture Group - lfree_flowers3
Texture Group - lfree_flowers4
Texture Group - lorchids
Texture Group - lpaid_flower2
Texture Group - lpaid_flowers1
Texture Group - lpaid_flowers3
Texture Group - lpaid_flowers4
Texture Group - mfillers_no_garden
Texture Group - mFillers_sprites
Texture Group - mfillers_stems
Texture Group - nforest_flowers
Texture Group - pjust_bushes
Texture Group - rain_night
Texture Group - sBeehive_scene
Texture Group - tbranches
Texture Group - wbackgrounds_group
Texture Group - wCards_ribbons
Texture Group - wJournal_scene
Texture Group - wshinies_ribbons
Texture Group - wvases_bouqs
Texture Group - yALBUMS
Texture Group - z_just_lake
Texture Group - zBEACH
Texture Group - zonewave
Texture Group - zwaves
Writing Chunk... TGIN
Writing Chunk... CODE
Writing Chunk... VARI
Writing Chunk... FUNC
Writing Chunk... STRG
Writing Chunk... TXTR
0 Compressing texture... writing texture texture_0.png...
1 Compressing texture... writing texture texture_1.png...
2 Compressing texture... writing texture texture_2.png...
3 Compressing texture... writing texture texture_3.png...
4 Compressing texture... writing texture texture_4.png...
5 Compressing texture... writing texture texture_5.png...
```

6 Compressing texture... writing texture texture_6.png...
7 Compressing texture... writing texture texture_7.png...
8 Compressing texture... writing texture texture_8.png...
9 Compressing texture... writing texture texture_9.png...
10 Compressing texture... writing texture texture_10.png...
11 Compressing texture... writing texture texture_11.png...
12 Compressing texture... writing texture texture_12.png...
13 Compressing texture... writing texture texture_13.png...
14 Compressing texture... writing texture texture_14.png...
15 Compressing texture... writing texture texture_15.png...
16 Compressing texture... writing texture texture_16.png...
17 Compressing texture... writing texture texture_17.png...
18 Compressing texture... writing texture texture_18.png...
19 Compressing texture... writing texture texture_19.png...
20 Compressing texture... writing texture texture_20.png...
21 Compressing texture... writing texture texture_21.png...
22 Compressing texture... writing texture texture_22.png...
23 Compressing texture... writing texture texture_23.png...
24 Compressing texture... writing texture texture_24.png...
25 Compressing texture... writing texture texture_25.png...
26 Compressing texture... writing texture texture_26.png...
27 Compressing texture... writing texture texture_27.png...
28 Compressing texture... writing texture texture_28.png...
29 Compressing texture... writing texture texture_29.png...
30 Compressing texture... writing texture texture_30.png...
31 Compressing texture... writing texture texture_31.png...
32 Compressing texture... writing texture texture_32.png...
33 Compressing texture... writing texture texture_33.png...
34 Compressing texture... writing texture texture_34.png...
35 Compressing texture... writing texture texture_35.png...
36 Compressing texture... writing texture texture_36.png...
37 Compressing texture... writing texture texture_37.png...
38 Compressing texture... writing texture texture_38.png...
39 Compressing texture... writing texture texture_39.png...
40 Compressing texture... writing texture texture_40.png...
41 Compressing texture... writing texture texture_41.png...
42 Compressing texture... writing texture texture_42.png...
43 Compressing texture... writing texture texture_43.png...
44 Compressing texture... writing texture texture_44.png...
45 Compressing texture... writing texture texture_45.png...
46 Compressing texture... writing texture texture_46.png...
47 Compressing texture... writing texture texture_47.png...
48 Compressing texture... writing texture texture_48.png...
49 Compressing texture... writing texture texture_49.png...
50 Compressing texture... writing texture texture_50.png...
Writing Chunk... AUDIO
Writing Audio Group main_sound
Stats : GMA : Elapsed=127975.995
Stats : GMA :
sp=2031, au=23, bk=0, pt=61, sc=87, sh=14, fo=7, tl=0, ob=880, ro=25, da=0, ex=9,

```
ma=1096, fm=0x50C0B39D6F7F2AB0
AndroidEnvironment
Manifest Permissions
Manifest Metadata
Check GML functions
Licensing
DoSplash
DoIcon
Creating APK /Users/admin/Documents/Tests/1.2.118_1st convert.aab for
arch 54
included_files.Count: 1
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
GooglePlayAdsExtension/AndroidSource/java/GooglePlayAdsExtension.java
to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/Flوريا/game/
GooglePlayAdsExtension.java...
included_files.Count: 3
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
GooglePlayServicesExtension/AndroidSource/java/
RunnerBillingInterface.java to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/Flوريا/game/
RunnerBillingInterface.java...
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
GooglePlayServicesExtension/AndroidSource/java/BaseGameUtils.java to /
Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/Flوريا/game/
BaseGameUtils.java...
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
GooglePlayServicesExtension/AndroidSource/java/
GooglePlayServicesExtension.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/
Flوريا/game/GooglePlayServicesExtension.java...
included_files.Count: 1
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
GooglePlayServicesExtension/AndroidSource/res/values/gps_strings.xml
to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/values/gps_strings.xml...
included_files.Count: 4
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
GooglePlayBillingExtension/AndroidSource/java/
RunnerBillingSecurity.java to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/Flوريا/game/
RunnerBillingSecurity.java...
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
```

GooglePlayBillingExtension/AndroidSource/java/
GooglePlayBillingService.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/GooglePlayBillingService.java...
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
GooglePlayBillingExtension/AndroidSource/java/GooglePlayBilling.java
to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Floria.game/src/main/java/yourfloria.com/Floria/game/
GooglePlayBilling.java...
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
GooglePlayBillingEnums.java to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Floria.game/src/main/java/yourfloria.com/Floria/game/
GooglePlayBillingEnums.java...
included_files.Count: 1
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
GooglePlayLicensingExtension/AndroidSource/java/
GooglePlayLicensingAsExt.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/GooglePlayLicensingAsExt.java...
included_files.Count: 1
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/Android/runner/ExtensionFiles/build.gradle to /
Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/build.gradle...
included_files.Count: 2
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
Share_Mobile/AndroidSource/java/.DS_Store to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/.DS_Store...
Copying /Users/admin/Documents/Tests/1.2.118_1st convert/extensions/
Share_Mobile/AndroidSource/java/SHARE.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/SHARE.java...
3
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/RootFiles/build.gradle to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/build.gradle...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/RootFiles/gradle.properties to /
Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/gradle.properties...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/

runtime-2.3.4.442/android/runner/RootFiles/settings.gradle to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/settings.gradle...
59

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/build.gradle to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/build.gradle...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/lint.xml to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/lint.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/libs/ini4j-0.5.2.jar
to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/libs/ini4j-0.5.2.jar...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/
AndroidManifest.xml to /Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/AndroidManifest.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/assets/
splash.png to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/assets/splash.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
ldpi-v26/adaptive_icon.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-ldpi-v26/
adaptive_icon.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
ldpi-v26/icon.xml to /Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-ldpi-v26/icon.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
ldpi-v26/adaptive_bg.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-ldpi-v26/
adaptive_bg.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
xhdpi-v26/adaptive_icon.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/

yourfloria.com.Flora.game/src/main/res/drawable-xhdpi-v26/
adaptive_icon.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
xhdpi-v26/icon.xml to /Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flora.game/src/main/res/drawable-xhdpi-v26/icon.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
xhdpi-v26/adaptive_bg.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flora.game/src/main/res/drawable-xhdpi-v26/
adaptive_bg.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/layout/
main.xml to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flora.game/src/main/res/layout/main.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/layout/
userpasslayout.xml to /Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flora.game/src/main/res/layout/userpasslayout.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
xxhdpi-v26/adaptive_icon.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flora.game/src/main/res/drawable-xxhdpi-v26/
adaptive_icon.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
xxhdpi-v26/icon.xml to /Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flora.game/src/main/res/drawable-xxhdpi-v26/
icon.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
xxhdpi-v26/adaptive_bg.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flora.game/src/main/res/drawable-xxhdpi-v26/
adaptive_bg.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/values/
strings.xml to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flora.game/src/main/res/values/strings.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
xxxhdpi-v26/adaptive_icon.png to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/

Default/yourfloria.com.Flوريا.game/src/main/res/drawable-xxxhdpi-v26/
adaptive_icon.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
xxxhdpi-v26/icon.xml to /Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-xxxhdpi-v26/
icon.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
xxxhdpi-v26/adaptive_bg.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-xxxhdpi-v26/
adaptive_bg.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
hdpi-v26/adaptive_icon.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-hdpi-v26/
adaptive_icon.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
hdpi-v26/icon.xml to /Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-hdpi-v26/icon.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
hdpi-v26/adaptive_bg.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-hdpi-v26/
adaptive_bg.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
mdpi-v26/adaptive_icon.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-mdpi-v26/
adaptive_icon.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
mdpi-v26/icon.xml to /Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-mdpi-v26/icon.xml...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-
mdpi-v26/adaptive_bg.png to /Users/admin/.config/GameMakerStudio2/
Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/res/drawable-mdpi-v26/
adaptive_bg.png...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/res/drawable-

hdpi/icon.png to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/res/drawable-hdpi/icon.png...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/armeabi-v7a/libyoyo.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/jniLibs/armeabi-v7a/libyoyo.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/armeabi-v7a/libboe.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/jniLibs/armeabi-v7a/libboe.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/armeabi-v7a/libc++_shared.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/jniLibs/armeabi-v7a/libc++_shared.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/x86/libyoyo.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/jniLibs/x86/libyoyo.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/x86/libboe.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/jniLibs/x86/libboe.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/x86/libc++_shared.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/jniLibs/x86/libc++_shared.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/arm64-v8a/libyoyo.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/jniLibs/arm64-v8a/libyoyo.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/arm64-v8a/libboe.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/jniLibs/arm64-v8a/libboe.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/arm64-v8a/libc++_shared.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/yourfloria.com.Flora.game/src/main/jniLibs/arm64-v8a/libc++_shared.so...

Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/x86_64/
libyoyo.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/jniLibs/x86_64/libyoyo.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/x86_64/
liboboe.so to /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/jniLibs/x86_64/liboboe.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/jniLibs/x86_64/
libc++_shared.so to /Users/admin/.config/GameMakerStudio2/Cache/
GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/jniLibs/x86_64/libc++_shared.so...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/RunnerAdExt.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/
Flوريا/game/RunnerAdExt.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/RunnerActivity.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/
Flوريا/game/RunnerActivity.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/DemoGLSurfaceView.java to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/Flوريا/game/
DemoGLSurfaceView.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/Gamepad.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/
Flوريا/game/Gamepad.java...
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runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/ExtensionBase.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/

Floria/game/ExtensionBase.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/RunnerApplication.java to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Floria.game/src/main/java/yourfloria.com/Floria/game/
RunnerApplication.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/IAdExt.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/IAdExt.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
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YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/IExtensionBase.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/IExtensionBase.java...
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runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/RunnerSocial.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/RunnerSocial.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/IAdvertising.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/IAdvertising.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/IniBundle.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/IniBundle.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/AdvertisingBase.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/

Floria/game/AdvertisingBase.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/ISocial.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/ISocial.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/RunnerVsyncHandler.java to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Floria.game/src/main/java/yourfloria.com/Floria/game/
RunnerVsyncHandler.java...
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runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/DemoRenderer.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/DemoRenderer.java...
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runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/DemoRendererGL2.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/yourfloria.com/
Floria/game/DemoRendererGL2.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/RunnerKeyboardController.java to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Floria.game/src/main/java/yourfloria.com/Floria/game/
RunnerKeyboardController.java...
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runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/com/
yoyogames/runner/RunnerJNIlib.java to /Users/admin/.config/
GameMakerStudio2/Cache/GMS2CACHE/1.2.118_1s_270BF55E_3E904DCF/Android/
Default/yourfloria.com.Floria.game/src/main/java/com/yoyogames/runner/
RunnerJNIlib.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/Purchases/IRunnerBilling.java to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/

```
yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/Flوريا/game/
Purchases/IRunnerBilling.java...
Copying /Users/Shared/GameMakerStudio2/Cache/runtimes/
runtime-2.3.4.442/android/runner/ProjectFiles/src/main/java/
YYAndroidPackageDomain/YYAndroidPackageCompany/
YYAndroidPackageProduct/Purchases/Null/NullBilling.java to /Users/
admin/.config/GameMakerStudio2/Cache/GMS2CACHE/
1.2.118_1s_270BF55E_3E904DCF/Android/Default/
yourfloria.com.Flوريا.game/src/main/java/yourfloria.com/Flوريا/game/
Purchases/Null/NullBilling.java...
option_android_sync_amazon = False
option_android_display_name = FLORIA
option_android_version = 1.2.117.0
option_android_tools_from_version = False
option_android_build_tools = 28.0.3
option_android_support_lib = 30.0.0
option_android_target_sdk = 30
option_android_minimum_sdk = 14
option_android_compile_sdk = 30
option_android_package_domain = yourfloria.com
option_android_package_company = Flوريا
option_android_package_product = game
option_android_arch_armv7 = True
option_android_arch_x86 = True
option_android_arch_arm64 = True
option_android_arch_x86_64 = True
option_android_orient_portrait = True
option_android_orient_portrait_flipped = True
option_android_orient_landscape = False
option_android_orient_landscape_flipped = False
option_android_gamepad_support = False
option_android_lint = False
option_android_install_location = 0
option_android_sleep_margin = 4
option_android_splash_screens_landscape = ${options_dir}/android/
splash/landscape.png
option_android_splash_screens_portrait = ${options_dir}/android/
splash/portrait.png
option_android_splash_time = 1
option_android_launchscreen_fill = 0
option_android_splashscreen_background_colour = 4294967295
option_android_tv_banner = ${options_dir}/android/banner.png
option_android_interpolate_pixels = False
option_android_screen_depth = 0
option_android_device_support = 1
option_android_scale = 1
option_android_texture_page = 2048x2048
option_android_icon_ldpi = ${options_dir}/android/icons/ldpi.png
option_android_icon_mdpi = ${options_dir}/android/icons/mdpi.png
option_android_icon_hdpi = ${options_dir}/android/icons/hdpi.png
```

```
option_android_icon_xhdpi = ${options_dir}/android/icons/xhdpi.png
option_android_icon_xxhdpi = ${options_dir}/android/icons/xxhdpi.png
option_android_icon_xxxhdpi = ${options_dir}/android/icons/xxxhdpi.png
option_android_icon_adaptive_generate = True
option_android_icon_adaptive_ldpi = ${options_dir}/android/
icons_adaptive/ldpi.png
option_android_icon_adaptive_mdpi = ${options_dir}/android/
icons_adaptive/mdpi.png
option_android_icon_adaptive_hdpi = ${options_dir}/android/
icons_adaptive/hdpi.png
option_android_icon_adaptive_xhdpi = ${options_dir}/android/
icons_adaptive/xhdpi.png
option_android_icon_adaptive_xxhdpi = ${options_dir}/android/
icons_adaptive/xxhdpi.png
option_android_icon_adaptive_xxxhdpi = ${options_dir}/android/
icons_adaptive/xxxhdpi.png
option_android_icon_adaptivebg_ldpi = ${options_dir}/android/
icons_adaptivebg/ldpi.png
option_android_icon_adaptivebg_mdpi = ${options_dir}/android/
icons_adaptivebg/mdpi.png
option_android_icon_adaptivebg_hdpi = ${options_dir}/android/
icons_adaptivebg/hdpi.png
option_android_icon_adaptivebg_xhdpi = ${options_dir}/android/
icons_adaptivebg/xhdpi.png
option_android_icon_adaptivebg_xxhdpi = ${options_dir}/android/
icons_adaptivebg/xxhdpi.png
option_android_icon_adaptivebg_xxxhdpi = ${options_dir}/android/
icons_adaptivebg/xxxhdpi.png
option_android_use_facebook = False
option_android_facebook_id =
option_android_facebook_app_display_name =
option_android_google_cloud_saving = False
option_android_google_services_app_id =
option_android_permission_write_external_storage = False
option_android_permission_read_phone_state = False
option_android_permission_network_state = False
option_android_permission_internet = True
option_android_permission_bluetooth = False
option_android_permission_record_audio = False
option_android_application_tag_inject =
option_android_google_apk_expansion = False
option_android_google_dynamic_asset_delivery = False
option_android_google_licensing_public_key =
MIIBIjANBgkqhkiG9w0BAQEFAA0CAQ8AMIIBCgKCAQEArQgcb07oQ
+ZwBUvEwrvK8W3ywkgidb2GBp8amKdS3x2qy8/BFHu8w5+jCYNA6GeAi6eBIAqfhy6cf
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hcdceKsnniMw+GjkiSpmTdiHf1EjBMqPBRH8kUDriMWuPqG1a6e5o8YPu
+BdrkPixjPxL3VVEXH
```



```
+1ksC5Tt3SYsi40zJEmmaxvoIjpkfev85Z1CgXMuWyCfxniQIDAQAB
option_android_tv_isgame = True
parent =
resourceVersion = 1.0
name = Android
tags = System.Collections.Generic.List`1[System.Object]
resourceType = GMAndroidOptions
usesShaders = True
Deleting armeabi
Deleting mips
/Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/
android/runner/gradle/gradlew build bundleRelease -x lint
Starting a Gradle Daemon (subsequent builds will be faster)
> Task :library:preBuild UP-TO-DATE
> Task :library:preDebugBuild UP-TO-DATE
> Task :library:compileDebugAidl NO-SOURCE
> Task :library:mergeDebugJniLibFolders
> Task :library:compileDebugRenderscript
> Task :library:generateDebugBuildConfig
> Task :library:generateDebugResValues
> Task :library:generateDebugResources
> Task :library:packageDebugResources
> Task :library:mergeDebugNativeLibs
> Task :library:stripDebugDebugSymbols NO-SOURCE
> Task :library:copyDebugJniLibsProjectAndLocalJars
> Task :library:mergeDebugShaders
> Task :library:compileDebugShaders NO-SOURCE
> Task :library:generateDebugAssets UP-TO-DATE
> Task :library:packageDebugAssets
> Task :library:packageDebugRenderscript NO-SOURCE
> Task :library:javaPreCompileDebug
> Task :library:processDebugJavaRes NO-SOURCE
> Task :library:processDebugManifest
> Task :library:preReleaseBuild UP-TO-DATE
> Task :library:compileReleaseAidl NO-SOURCE
> Task :library:mergeReleaseJniLibFolders
> Task :library:parseDebugLocalResources
> Task :library:mergeReleaseNativeLibs
> Task :library:stripReleaseDebugSymbols NO-SOURCE
> Task :library:copyReleaseJniLibsProjectAndLocalJars
> Task :library:compileReleaseRenderscript
> Task :library:mergeDebugJavaResource
> Task :library:generateReleaseBuildConfig
> Task :library:generateReleaseResValues
> Task :library:generateReleaseResources
> Task :library:packageReleaseResources
> Task :library:prepareLintJarForPublish
> Task :library:generateDebugRFile

> Task :library:compileDebugJavaWithJavac FAILED
```

```
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/ServerManagedPolicy.java:19: error: package  
org.apache.http does not exist  
import org.apache.http.NameValuePair;  
                        ^
```

```
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/ServerManagedPolicy.java:20: error: package  
org.apache.http.client.utils does not exist  
import org.apache.http.client.utils.URLEncodedUtils;  
                        ^
```

```
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/APKExpansionPolicy.java:20: error: package  
org.apache.http does not exist  
import org.apache.http.NameValuePair;  
                        ^
```

```
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/APKExpansionPolicy.java:21: error: package  
org.apache.http.client.utils does not exist  
import org.apache.http.client.utils.URLEncodedUtils;  
                        ^
```

```
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/ServerManagedPolicy.java:266: error: cannot  
find symbol
```

```
    List<NameValuePair> extraList =  
    URLEncodedUtils.parse(rawExtras, "UTF-8");  
                        ^
```

```
    symbol:   class NameValuePair
```

```
    location: class ServerManagedPolicy
```

```
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/ServerManagedPolicy.java:266: error: cannot  
find symbol
```

```
    List<NameValuePair> extraList =  
    URLEncodedUtils.parse(rawExtras, "UTF-8");  
                        ^
```

```
    symbol:   variable URLEncodedUtils
```

```
    location: class ServerManagedPolicy
```

```
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/ServerManagedPolicy.java:267: error: cannot  
find symbol
```

```
        for (NameValuePair item : extraList) {  
            ^
```

```
    symbol:   class NameValuePair
```

```
    location: class ServerManagedPolicy
```

```
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/APKExpansionPolicy.java:382: error: cannot  
find symbol
```

```
    List<NameValuePair> extraList =  
    URLEncodedUtils.parse(rawExtras, "UTF-8");  
    ^
```

```
    symbol:   class NameValuePair  
    location: class APKExpansionPolicy  
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/APKExpansionPolicy.java:382: error: cannot  
find symbol
```

```
    List<NameValuePair> extraList =  
    URLEncodedUtils.parse(rawExtras, "UTF-8");  
    ^
```

```
    symbol:   variable URLEncodedUtils  
    location: class APKExpansionPolicy  
/Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/APKExpansionPolicy.java:383: error: cannot  
find symbol
```

```
        for (NameValuePair item : extraList) {  
        ^
```

```
    symbol:   class NameValuePair  
    location: class APKExpansionPolicy  
Note: /Users/admin/.config/GameMakerStudio2/Cache/GMS2CACHE/  
1.2.118_1s_270BF55E_3E904DCF/Android/Default/library/src/com/google/  
android/vending/licensing/LicenseChecker.java uses or overrides a  
deprecated API.
```

```
Note: Recompile with -Xlint:deprecation for details.
```

```
10 errors
```

```
> Task :library:processReleaseManifest  
> Task :library:javaPreCompileRelease  
> Task :library:parseReleaseLocalResources
```

```
FAILURE: Build failed with an exception.
```

```
* What went wrong:
```

```
Execution failed for task ':library:compileDebugJavaWithJavac'.
```

```
> Compilation failed; see the compiler error output for details.
```

```
* Try:
```

```
Run with --stacktrace option to get the stack trace. Run with --info  
or --debug option to get more log output. Run with --scan to get full  
insights.
```

```
* Get more help at https://help.gradle.org
```

BUILD FAILED in 12s
26 actionable tasks: 26 executed

/Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/
android/runner/gradle/gradlew exited with non-zero status (1)

ÔªØªªØ

elapsed time 00:02:35.2297150s for command "/Library/Frameworks/
Mono.framework/Versions/Current/Commands/mono" /Users/Shared/
GameMakerStudio2/Cache/runtimes/runtime-2.3.4.442/bin/Igor.exe -j=8 -
options="/var/folders/52/1ffrljw57f7598yndt31cz4r0000gn/
GameMakerStudio2/GMS2TEMP/build.bff" -v -- Android Package started at
10/16/2021 13:06:50

FAILED: Package Program Complete

For the details of why this build failed, please review the whole log
above and also see your Compile Errors window.

*

~Ìh∞è"ã