

1. If you have another SDK installed which already has Google Play Services installed or uses [PlayServicesResolver](#), you may need to delete duplicate libraries:

```
/Assets/Plugins/Android/play-services-ads-identifier--*.aar  
/Assets/Plugins/Android/play-services-basement---*.aar
```

2. If you are using Tenjin Unity SDK alongside another SDK in Unity version 2019.4.21f1 and higher, and are using Gradle to build the Android App, you might face build errors such as [DuplicateMethodException](#) etc., or find that referrer install is not working. If that is the case, please do the following:
 - Remove all the [*.aar](#) files from the [Assets/Plugins/Android](#) folder except [tenjin.aar](#).
 - Add the following to your [mainTemplate.gradle](#) file:

```
// Android Resolver Repos Start  
([rootProject] + (rootProject.subprojects as List)).each { project ->  
    project.repositories {  
        def unityProjectPath =  
$/file:///**DIR_UNITYPROJECT**/$.replace("\\", "/")  
        maven {  
            url "https://maven.google.com"  
        }  
        maven {  
            url "https://s3.amazonaws.com/moat-sdk-builds"  
        }  
        maven {  
            url 'https://developer.huawei.com/repo/'  
        }  
        mavenLocal()  
        mavenCentral()  
        google()  
    }  
}  
  
// Android Resolver Repos End  
apply plugin: 'com.android.library'  
**APPLY_PLUGINS**
```

- Add the following entry to the `gradleTemplate.properties` file:

```
android.useAndroidX=true
```

3. If you see the following errors on the app initialization, move `tenjin.aar` file from `/Assets/Plugins/Android/Tenjin/libs` to `/Assets/Plugins/Android/`. Also check the Proguard Settings [here](#).

```
AndroidJavaException: java.lang.NoSuchMethodError: no static  
method with name='setWrapperVersion'  
AndroidJavaException: java.lang.ClassNotFoundException:  
com.tenjin.android.TenjinSDK
```

4. If you update SDK to v1.12.9 or higher, we are going to make version 2019.4.21f1 the minimum Unity 3D version. If you prefer to use the older version, please contact us, so we can help you with a customized solution. Furthermore, upgrade the External Dependency Manager for Unity to 1.12.167.