

# Building for Android Touchscreen Display with Phone OS

Unreal project setup as Mobile Scalable.

Build for Android with regular SDK, NDK setup for Meta Quests.

On packaging succes, check for APK and OBB files.

Procure thumb drive with a USB-C connector. Adapters do not work.

Copy apk, obb, install, uninstall files to thumb drive and plug into display.

Open File Manager on display through settings and open the apk from USB.

If this is the first time, it will install the app, if it is the second or third, it will update the same app.

Move the obb file to the storage of the android display. It will have to be in the correct folder which is inside Android>OBB>com.something

App should run from homepage.

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