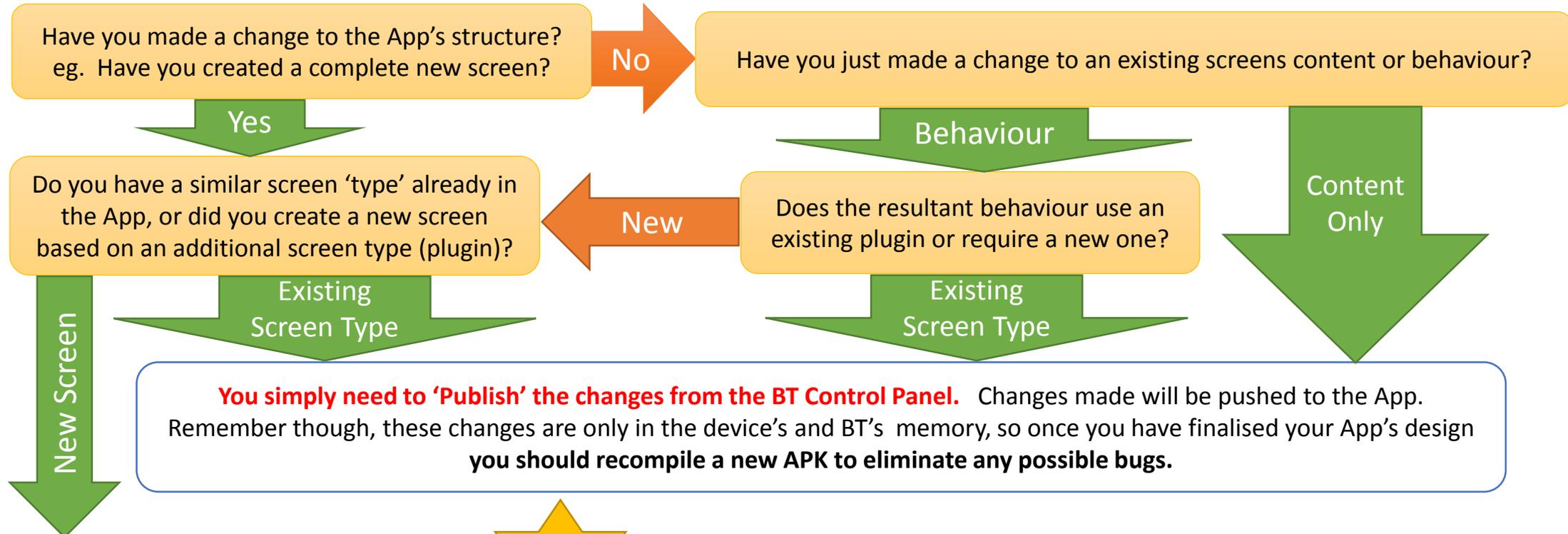


## Android – When to Publish(BT Control Panel) or when to Compile



**You simply need to 'Publish' the changes from the BT Control Panel.** Changes made will be pushed to the App. Remember though, these changes are only in the device's and BT's memory, so once you have finalised your App's design **you should recompile a new APK to eliminate any possible bugs.**

**You will need to download BT zip file and Import to Eclipse.** Chances are, when you downloaded your App's zip file from BT you only included the code files for existing screens in the App. Hence, when you add a new screen type into your BT project, and even after 'publishing', you will get the dreaded 'I don't know what to do?' from your device or emulator.

**Tip!**

**Avoid the 'I don't understand?' by downloading all plugins on your first compile.** When you select 'Download Project', select option **1. Choose Plugins to Include (7 required, 16 optional)**. This will show you the automatically selected plugins required for your current App structure and all the non required ones. Here you could select ALL to include all plugins into the download or you could just select other unchecked plugins that you intend to use but have not yet created any screens utilising it. This will result in all the code required for these screens to be included into your download and hence be in your eclipse project and device APK waiting for a screen to be added that utilise them. **From then on, you will generally only need to 'Publish' your changes.**