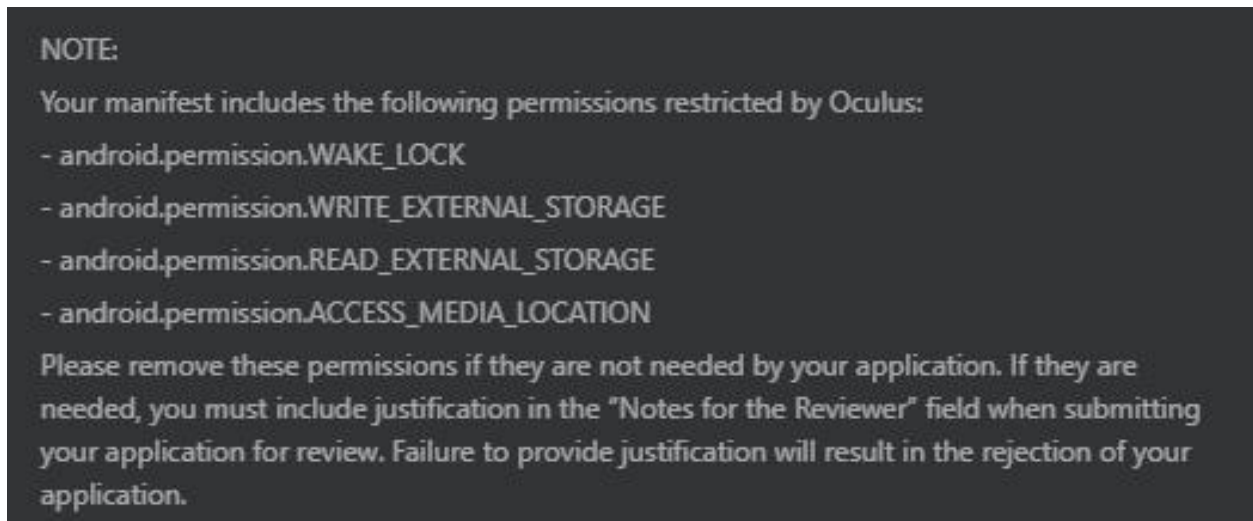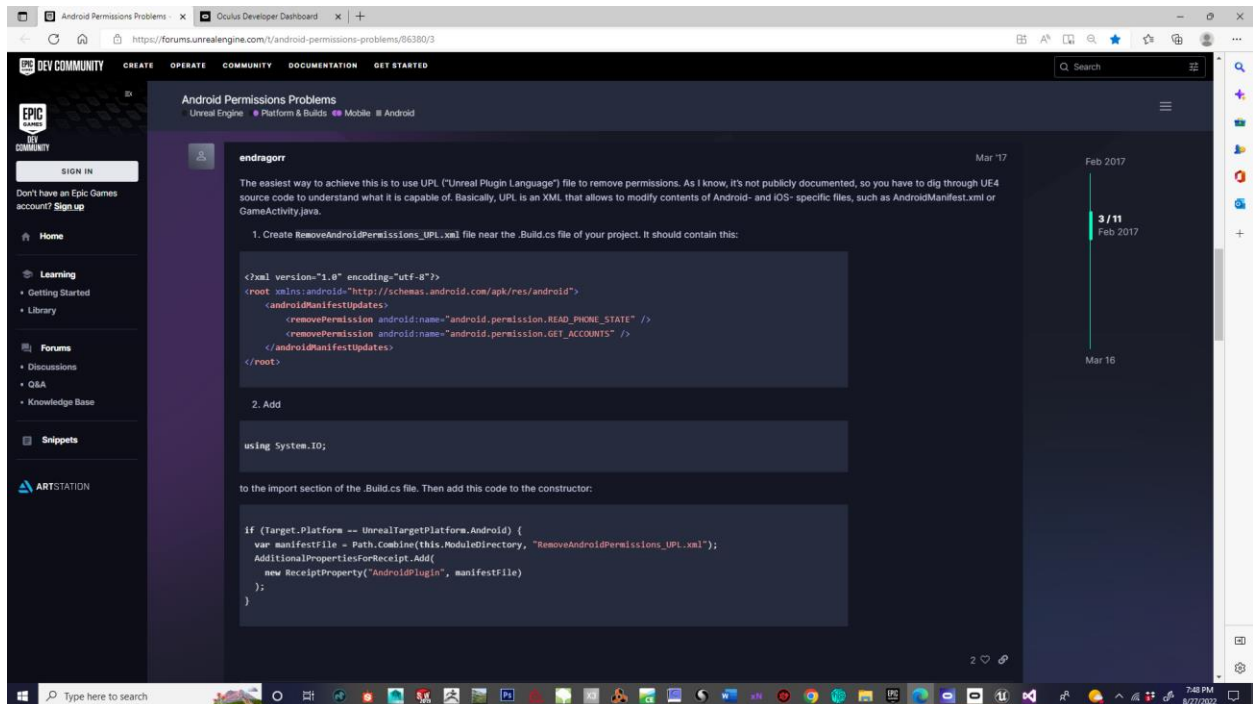Hi,

I have a problem with removing the android.permissions while trying to submit my game to app lab. I made an Oculus Quest 2 game and here is what is happening. OK, when trying to upload it through Oculus developer hub, I get a note that says my manifest includes android permissions and if I am not using them, I need to remove the permissions. I tried a lot of different things but I can't seem to get it to remove the permissions. Here is an image of it.

NOTE:

Your manifest includes the following permissions restricted by Oculus:

- android.permission.WAKE_LOCK
- android.permission.WRITE_EXTERNAL_STORAGE
- android.permission.READ_EXTERNAL_STORAGE
- android.permission.ACCESS_MEDIA_LOCATION

Please remove these permissions if they are not needed by your application. If they are needed, you must include justification in the "Notes for the Reviewer" field when submitting your application for review. Failure to provide justification will result in the rejection of your application.

I followed several possible solutions but nothing worked out so far. I followed this answer (from an old thread) but not sure why it doesn't work.

Here is what I did, I added the code to the files that he said but I noticed that what happens is the files that I change..the .build.cs file gets overwritten when I package the project in UE4. I am using a Blueprint project because I thought it would be a good idea since I heard that blueprint encapsulation is good for mobile. I am modifying files in the intermediate folder so I wonder if that is the problem. Because it keeps getting overwritten.

When I submit it I will need to remove the permissions but I can't get anything to work. Does anyone know how to remove permissions for app lab submission.? Thank you!! I will look for a .build.cs file somewhere else in the meantime.