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Home of the Unity 3D zgt; Unity 3D Introduction Read: 15856 qit; Previous Unity 3D games released on the unity 3D interface view Next page of Android is now the most popular word, Android games, software, etc. are used almost every day. To publish an apk file on the Android platform, you must first install two tools: Java (JDK) and Android Simulator (SDK). Java is the main language of the development of the Android platform, Android development readers certainly have the basis of Java, so here is no longer explain the Java Development Environment (JDK) download and installation, do not understand the reader, please go to: JDK download and install a tutorial Java JDK environment variable configuration step 1); go to the URL choose the right type of computer for your own type of computer for your own Android SDK download, at the bottom of the page to select the SDK. Step 2): Unziw downloaded the tool (you can download it to any disc; here, as long as you remember where you are) as shown in the following image. Then find the SDK manager, copy the SDK Manager under the tool folder, open the tools - android and run, as shown in the following image. Step 3: Choose the appropriate development tool and click the Set button to start installing Android SDK as shown in the following image. Currently, the use of mobile phones is very wide, almost everyone has a mobile phone, the gaming industry will not let go of this market. Unity 3D Game Engine can publish developed games directly on the Android platform and has developed a number of games for players to entertain at any time. This case is about explaining and testing how Unity 3D games are released on the Android platform. In this case, it is planned to publish the developed game Unity 3D on the Android platform for mobile edition, as shown in the following image. Step 1): Once installed, you can publish Android APK in Unity 3D, open Unity 3D and find items you want to publish as shown in the following image. Step 2): Command -> file settings and click open Download Page as shown in the following image. Step 3): Perform tools -> Andernal -> menu to add a variable path to the environment, as shown in the following image. Step 4): Click Switch Platform to transform the platform as shown in the following image. Step 5): Click player Settings to customize related properties, as shown in the following image. Step 6): Create a company name and product name to make sure that the name of the package in the other settings below matches it, as shown in the following image. Step 7): File -> create -> menu commands and export file in APK format. You can see a small icon after the game is released successfully. After release, copy it directly to the user's Android machine and run when the installation is complete. Previous 3D game Unity Published on WEB Platform Unity 3D View Interface Next zgt; All tutorials Excellent article This article will show you how to use Unity3D for android games release, and here I use Unity3D version 4.6.3f1 Download Java SDK Use 3D to publish Android games when using Android Games. Games. SDK, address: I use the 64-bit Windows 7 operating system, so my download is pictured: Download Android SDK and then we'll download Android SDK to: That's OK, So my download looks like this: Install Java SDK Then, let's install Java SDK, install Java SDK with nothing to pay special attention to, set the path, install it: Install Android SDK, and then we'll start installing Android SDK, which will detect if we installed Java SDK at the beginning of the installation: Again, after setting the path, start installing: Next we start SDK Manager, which manages all the packages, and we can update the packages. Since Google basically said goodbye at home, we can't connect to the server to get information about the package after the launch of the SDK Manager directly. So we're going to install it, select The Settings in the Bar Menu, make an image in the open window (sincere thanks to neusoft): After closing the box, we can get information about the package: Here we choose the package that you need to install, In addition to the selected default package, I also installed Android 4.0 (API 14): Then start quietly waiting until all the packages are installed: Compilation and release with Unity3D Finally, we can compile and publish with Unity3D, first we will cover the catalog where the Android SDK is located, select Eat -gt; Preferences in the bar menu..., in the open window, select External Tools, and then Android. Set up the catalog where Android SDK is located in Location: Then open the item you're about to release, select File Build Settings - in the menu bar, select Android in the open window, here we need the player settings... Install the kit ID, otherwise it will cause a conflict to make the release fail, specific settings that random. Don't use the default simple: OK, finally, let's press the Build button to start compiling the release: install a draft test release on your phone After compiling a published project, we put an apk file on the phone to install the test, I use the phone for OnePlus, the system for YunOS: 1, download JDK: (JDK, including JRE) if it is a 64-bit system, it is recommended to install 64 bits. 2. Download Android SDK: Please note that Android comes in two ways: one for Android Studio and one for ADT. Any way. It is said that Google has gradually turned to Android Studio, which I would prefer to develop. Option 1: Use Android Studio: There are many mirror sources in China (now even Baidu software), you can also visit the community Studio to download. When you install Android Studio and Android SDK, they are installed separately, followed by 32-bit and 64-bit versions available on the download page using ADT. (including IDE). You can choose according to your needs. I downloaded the 64-bit version here. In here, Decompression: Eclipse Folder, sdk Folder, SDK Manager.exe 3, Update (Management) SDK: The default package should be released with Bundle (less, not up to date), so it can be released with Bundle, so that it can be designed according to development needs, download the required package: windows - Android SDK Manager, open SDK Manager (you can also click on the icon in the menu bar) and you will find several states in the menu bar Here I'm going to develop a game that supports Android 4.2.2, and I download Android 4.2.2 (API 17) as shown in the following image. Note A: What the SDK package means: Android SDK Documentation: Android SDK documentation is usually available in the latest API. Platform SDK: Android SDK Suite Samples for SDK: Examples of use of SDK, you will see the corresponding file, ARM EABI v7a System Image, in the catalog: this is the main image that provides support for the use of NDK. Is the file needed to create the Intel Atom x86 System Image emulator: an Android simulator that supports x86. Create a MIPS System Image: The main image of the MIPS system (processor), create the file required by the Google API emulator: Google Maps provides a set of APIs Sources for Android SDK: the source code SDK, you will see the corresponding folder in the catalog, for example: android-17 ----- Note B: For GFw reasons, can be interrupted download during the download process. There are many solutions. Here's how: Download the Tools page of Android Studio Chinese Community: It's a sdk needed to develop Android, download and unpack the entire folder, copy or move unzipped the entire folder to your SDK wavyplatform folder, and then open the SDK Manager menu, open the Menu Tools Select Settings item Open Android SDK Manager Setting conversation box, and then restart button 4, let unity be associated with the unity of SDK Start, select Edit -> zgt; Preferences - Point out the location of Android SDK so that the unity is associated with Android SDK. Please note that whether you're using ADT or Android Studio, you only need to set it up as an appropriate SDK path. 5, install the Android device driver turn on Eclipse and then turn on the Android SDK Manager to make sure that Google USB Driver is installed. If it's not installed, check it yourself and install it, otherwise it will show an error that you can't find an Android device. 6, connect the phone to connect the USB cable, turn on the DEBugging mode of the USB phone (Android version is different, open a little differently). Settings - options - USB Debugging If it's a win7 system, click: zgt; devices and printers printers ps. If an exclamation mark appears on your Android device, right-click Properties --> update the driver. Specified folders, such as mine: D: 'ptools' android_SDK 'sdk\extras' google usb_driver. If you still have a yellow exclamation mark, you can do it in a better way: use a 360 phone assistant, or a tool like a mobile phone assistant. These tools automatically install Android's USB debugging driver. Complete the environment to build here, единство the Андроид environment, set up! Next, we can develop and release mobile programs! See the next blog post. Reference: (1) Unity3D Android Mobile Development Environment Configuration (2) Unity3D Mobile Game Development, Tsinghua University Press. The main reference for this article. (3) Андроид from scratch (4) единство Development андроид Games (i) Build Общесь Android Development Environment Единство является - платформенный игровой движок, используемый многими играми - Google Play Store. Модульные инструменты Unity помогут 3D производить 3D поставлять привлекательные 2D или 2D мобильные игры. Шаги по созданию игры Unity для Android Чтобы использовать Unity для создания игрового опыта для игроков на Android, следуйте этим шагам: Добавить реестр пакетов игр для единства Реестр пакетов игр для единства является новым центром для доступа к последним плагинам, автором Google для Unity. Вы можете использовать его непосредственно на GitHub для установки любых пакетов, размещенных GitHub, без необходимости переходить на IDE. Обновления пакетов доступны непосредственно через Unity IDE, чтобы держать пакеты Google, последних функций IDE. Вы должны быть на Unity 2018.4, воспользоваться этим концентратором. Для более ранних версий For Unity at проект Play Plugins. Чтобы начать работу unity, игровых пакетов для, выберите один, следующих вариантов. Вариант 1: Скачать установщик для загрузки установщика, следуйте этим шагам: Скачать последнюю игру Пакет 1. для единства релиз. Импорт файла unitypackage, выбрав опцию Unity IDE Assets , пакет импорт, Custom Package импортируя товары. При запросе нажмите Добавить Избранные реестры, чтобы согласиться условиями обслуживания API Google включить Google пакетов игр для единства. Чтобы, список пакетов, любое время, откройте менеджер пакетов. Вариант 2: Вручную manifest.json Чтобы вручную добавить пакетов игр для единства конкретный проект, вы можете манифест проекта. Следуйте этим шагам: Откройте пакетныйфайл, manifest.json. Измените верхнюю часть файла (выше раздела зависимостей), чтобы выглядеть следующим образом: scoped registries: Название: пакетов игр google, url , сферы: com.google.] To see the list of packages at any time, open the package manager. Open the Package Manager to see the package list. If you have an update button in the package manager's window, click on it to download packages. Download The Google Play plugins for Unity For Unity version 2018.3 and before that, you can download a lot of Android and Google Play plugins directly from GitHub. The Google Play Plugins for Unity project conveniently brings many of them together into one complete plug-in. Play Asset Delivery Play Billing Play Instant Android App Bundle To get started, follow these steps: Download the latest release from Google Play Plugins for unity releases. Import file. unitypackage by selecting the Unity IDE Assets option and import package and importing all products. Additional resources Following Unity's official guides include more information on the implementation of other key Android features: Request permissions Native (C) plugins for Android To help you get started quickly with key Android features, try the following Unity samples and plugins: For more information, see developers.google.com/unity, developers.google.com/unity, unity 3d app download for android, free download unity 3d full version for android, download apk unity 3d for android, download aplikasi unity 3d untuk android, android sdk download for unity 3d, unity 3d games for android free download, unity 3d android project download, download unity 3d para android

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