Setup Guide for Unity – ARM 2015

Please note that this process may take over an hour, depending on your internet speed.

Unity will require 5.6GB of disk space.
Java will require 180MB of disk space.
Android will require 203MB of disk space.

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Unity Installation

Download the **Personal Edition** from:

http://unity3d.com/get-unity/download?ref=personal

Select your current platform: **Windows** or **Mac OS X**

When running the installer, tick **Example Project** on the **Choose Components** page to have a project to build later and test that everything is fine.

Do not Launch Unity after the installation finishes. We need to install the Java SE Development Kit (JDK) and Android SDK.

Unity installation takes a while so you can perform the JDK and SDK steps in parallel.

Java SE Development Kit (JDK) Installation

Download and install the latest JDK, **Java SE Development Kit 8u45** from:

http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html

Select your platform and install the JDK.

Android SDK installation

Download and install the latest SDK, **SDK Tools Only** from:

https://developer.android.com/sdk/index.html#Other

Select your platform and install/extract the SDK.

For Windows users:

After the installation of the Android SDK, launch the Android SDK Manager by executing the **SDK Manager.exe** located in the root folder of the SDK installation path.

For Mac users:

Locate the android file in the **SDK_Path/tools/** folder and run it. It will launch the Android SDK manager.

Install the recommended packages.

Unity Example Project

Launch Unity.

You will be prompted to create a Unity account and register your license.

Open the **Standard Assets Example Project**.

For Windows users:

It should appear as an existing project to open.
The location of the project in Windows is **C:\Users\Public\Documents\Unity Projects**

For Mac users:

The project doesn't appear as an existing project to open.
You will need to open manually by selecting its location:
/Users/Shared/Unity/Standard Assets Example Project

Once the project is loaded go to **File -> Build Settings** and select **Android** as the platform to build.

Press the button **Build**.

Give it a name, e.g. **ExampleProject** and wait as it builds.

Install this apk file onto our Android Device using the adb tool supplied by the Android SDK.

Connecting your device:

Connect your Android device to your laptop via a USB cable.

For Windows users:

Open the command prompt window and **cd** (change directory) to the folder **platform-tools** where you installed the Android SDK.
You can add this path to your environment variable **PATH** to call **adb** easier.

For Mac users:

m PATH to call adb easier.
The adb file is in the **platform-tools** folder of the Android SDK.

Check that the device has been detected using the following adb command:

```
adb devices
```

If no device is listed as connected then check that your Android device has the developer mode enabled.

To enable Developer Mode:

On the device:
Settings -> About tablet/phone
Tap **Build number** 8 times
You should now have an extra option:
Settings -> Developer options

Check again if the device has been detected using the adb command: `adb devices`

If the device is detected, you should see the following:

```
List of devices attached
WAWJM3SWGY        device
```

For Windows users:

If no device is listed as connected then we need to install the adb driver as it is likely that Windows will fail to find a suitable driver when first connected.
Get the driver from the following website:
http://adbdriver.com/
Download **Adb Driver Installer (Universal)**
Run **AdbDriverInstaller.exe**
With the device connected to the Windows machine, press **Install**
If promoted, select **Install this driver anyway**
You should now have the drivers installed for this tablet.

Installing the apk:

To install the apk file previously built, assuming you have **adb** in the **PATH**, run the following command:

```
adb install <full_path_of_the_apk_file>
```

Note: Use quotations if there is any blank spaces in the file path

If the apk file has been successfully installed you will see the following output:

```
6420 KB/s (68049737 bytes in 10.349s)
      Pkg: /data/local/tmp/ExampleProject.apk
Success
```

Once the apk file has been installed, find the application on your device with the Unity icon and launch it.