```
Public class SupportBackScript : MonoBehaviour
 void Update()
    If(Application.platform == RuntimePlatform.Android)
      if(Input.GetKey(KeyCode.Escape))
        Application.Quit();
然后准备导出Unity工程, 打开Player Build Settings界面, 呼出路径为, 左上角File>BuildSettings, 记得把测试场景添加上.
平台选择Android, 勾选上Google Android Project 选项如图:
  Build Settings
   Scenes In Build

✓ Scene/Main

                                                                      Add Open Scenes
   Platform
        PC, Mac & Linux Standalone
                                            Android
        ios
                                                               Don't override
                                        Texture Compression
                                                               V
                                €
        Android
                                       Development Build
        WebGL
   ⊈t∨ tvos
    Switch Platform | Player Settings...
                                                                      Build And Run
                                                            Export
点击Player Settings, 可以按照如图稍微设置一下., Bundle Identifer不能用默认的, 随便写一个就行,设置完毕后, 就可以点击Export导出了.
  Inspector
                                                                   P ...
       PlayerSettings
   Company Name
   Product Name
   Default Icon
                                                                ©III:
                                                                欧美思
                                                                  Śelect
   Default Cursor
                                                                (Texture
                                                                  2D)
                                                                   Select
   Cursor Hotspot
                                                              5
         ₹
  Settings for Android
    Resolution and Presentation
    Icon
    Splash Image
    Other Settings
    Rendering
    Rendering Path*
                              Forward
    Auto Graphics API
    Static Batching
    Dynamic Batching
                             ✓
    GPU Skinning*
    Graphics Jobs (Experimental)*
    Virtual Reality Supported
    Protect Graphics Memory
    Identification
    Bundle Identifier
    Version*
                              1.0.0
    Bundle Version Code
                              20170605
                              Android 4.0 'Ice Cream Sandwich' (API level 14)
    Minimum API Level
    Configuration
                             Mono2x
    Scripting Backend
    Mute Other Audio Sources
    Disable HW Statistics*
                             \overline{\mathbf{v}}
                             ARMv7
    Device Filter
                             Prefer External
    Install Location
                              Auto
    Internet Access
                             Internal
    Write Permission
    Android TV Compatibility
    Android Game
    Android Gamepad Support Leve Works with D-pad
    Scripting Define Symbols*
    AB_MODE;TMP_PRESENT
    Optimization
                             .NET 2.0 Subset
    API Compatibility level*
    Prebake Collision Meshes*
    Preload Shaders
   ▶ Preloaded Assets
    Stripping Level*
                             Strip Assemblies
    Enable Internal Profiler
    Vertex Compression*
                             Mixed ...
                             \overline{\mathbf{v}}
    Optimize Mesh Data*
    Logging*
                                                   ScriptOnly Full
    Log Type
                                         ✓
    Error
                                         ✓
    Assert
                                         ✓
    Warning
                                         ✓
    Log
    Exception
    * Shared setting between multiple platforms.
    Publishing Settings
2.目前Unity版本只能导出为Eclipse工程, 所以需要用Android Studio导入然后自动转化一下, 第一次导入的时间比较长.
导入完毕后:
   • 打开Mainfest注释掉以下代码:
        <!--<intent-filter>-->
          <!--<action android:name="android.intent.action.MAIN" />-->
          <!--<category android:name="android.intent.category.LAUNCHER"/>-->
          <!--<category android:name="android.intent.category.LEANBACK_LAUNCHER" />-->
        <!--</intent-filter>-->
   • 如图, 打开build.gradle文件, 第一行注掉改成第二行的样子, 然后把defaultConfig里面注释掉 applicationId这样.
        Android
                                                         ▼ 📴 app
                                                                                //apply plugin: 'com.android.application'
                                                                                apply plugin: 'com.android.library'
          manifests
          ▶ ☐ java
                                                                                android {
          assets
                                                                                     compileSdkVersion 25
          ▶ ☐ jniLibs
                                                                                  💡 buildToolsVersion "26.0.1"
          ▶ 🛅 res
       defaultConfig {
            build.gradle (Project: IntegrationUnityTest)
                                                                                           applicationId "
            build.gradle (Module: app)
                                                                                         minSdkVersion 19
            gradle-wrapper.properties (Gradle Version)
                                                                                         targetSdkVersion 25
            © settings.gradle (Project Settings)
            local.properties (SDK Location)
                                                                                     buildTypes {
                                                                                         release {
                                                                                              minifyEnabled false
                                                                                             proguardFiles getDefaultProguardFile('progu
   • 接着就可以点击Build>Make Project, 完毕后, 如图就能看到outputs下打包好的文件了.
         Project
          IntegrationUnityTest D:\ Work\IntegrationUnity\Android\Native\Integra
           ▶ 🗀 .gradle
           ▶ 🗖 .idea
           ▼ 🛅 app
             ▼ 🗀 build
                ▶ □ generated
                ▶ intermediates
                ▼ 🗖 outputs
                   ▼ 🗀 aar
                        app-debug.aar
                   ▶ □ logs
                ▶ 🗖 tmp
3.打开一个原生Android应用的工程, 点击File > New Module >Import JAR/AAR Package, 选择你之前Build好的AAR文件.
   • 确保settings.gradle文件内是: include ':app', ':your_aar_file_name'
   • 如图, 打开build.gradle(Module:app), 添加红框内的内容: compile project(":your_aar_file_name"), 然后会提示Sync gradle, 点击同步即可
                                                                      apply plugin: 'com.android.application'
        ■ WebGLTest-debug
        급 арр
                                                                      android {
        ▼ 🖿 manifests
                                                                          compileSdkVersion 26
             AndroidManifest.xml
                                                                          buildToolsVersion "26.0.1"
        ▼ 🗖 java
                                                                          defaultConfig {
          ▼ 🖻 com.puhanda.nativeappaar
                                                                              applicationId "com.puhanda.nativeappaar"
               © & MainActivity
                                                                              minSdkVersion 19
          ▶ 🗖 com.puhanda.nativeappaar (androidTest)
                                                                              targetSdkVersion 26
          com.puhanda.nativeappaar (test)
                                                                              versionCode 1
        ▶ 🛅 res
        Gradle Scripts
          build.gradle (Project: NativeAppAAR)
```

参考链接:https://medium.com/@davidbeloosesky/embedded-unity-within-android-app-7061f4f473a

1.用Unity准备一个测试工程,测试工程中最好添加一个脚本,监听安卓返回键,可以退出当前Unity场景.

2. 用Android Studio导入Unity导出的Android工程,并导出为AAR文件

软件环境:

整体步骤:

详细步骤:

具体代码为:

1. Unity5.4.5f1

2. Android Studio 2.3.3

1. 导出Unity工程为Android工程

3. 在原生工程导入AAR文件并打包测试

• 添加mainfest tag: xmlns:tools="http://schemas.android.com/tools" • 添加application tag: tools:replace="android:icon,android:theme" • 效果就是如下:

由于aar文件内含有unity的mainfest文件, 当run工程的时候会尝试合并mainfest, 但是默认会出现Manifest merger failed with multiple error, see logs错误,

buildTypes {

dependencies {

})

release {

minifyEnabled false

compile project(":WebGLTest-debug")

testCompile 'junit:junit:4.12'

compile fileTree(dir: 'libs', include: ['*.jar'])

proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.p

androidTestCompile('com.android.support.test.espresso:espresso-core:2.2.2', { exclude group: 'com.android.support', module: 'support-annotations'

compile 'com.android.support.constraint:constraint-layout:1.0.2'

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
   xmlns:tools="http://schemas.android.com/tools"
```

build.gradle (Module: WebGLTest-debug)

gradle.properties (Project Properties)

© settings.gradle (Project Settings) local.properties (SDK Location)

需要在原生Android App中的Mainfest中稍微设置一下.

gradle-wrapper.properties (Gradle Version)

proguard-rules.pro (ProGuard Rules for app)

build.gradle (Module: app)

```
package="com.yourpackage.name">
       <application
              android:allowBackup="true"
              tools:replace="android:icon,android:theme"
              android:icon="@mipmap/ic launcher"
              android:label="@string/app name"
          </application>
       </manifest>
最后就剩下添加打开UnityActivity的方法了,上面说过如果在Unity中添加了点击返回的代码的话,从Unity中返回,相当于退出应用,
所以Unity杀掉当前进程,效果就是从Unity中直接退出到手机主屏了.鉴于这种情况,可以添加一个空的activity界面,用于中转跳转UnityActivity界面.
此时相当于A(原生AppActivity), B(代表空Activity), C(表示UnityActivity)这样从Unity界面退出, 会返回到A Activity, 但这种方式相当于进程被杀掉,
然后重新打开A Activity, 重新打开的A有什么其他影响暂未测试.
```

打开Activity的代码如下: import com.yourpackage.name.UnityPlayerActivity;

```
// DON'T CALL IT FROM YOUR MAIN ACTIVITY - SEE ABOVE INSTRUCTIONS!
  Intent intent = new Intent(mContext, UnityPlayerActivity.class);
  startActivity(intent);
备注:
```

如果出现以下为题:

Gradle是2.1.0版本的,如果出现以下错误,则只需要把版本改成2.2.0即可,路径是build.gradle (app module): dependencies { classpath 'com.android.tools.build:gradle:2.2.0'

1.出现这个错误, 高版本Unity导出工程的时候会有Gradle选项, 这个相当于是Android studio工程的目录结构. 但是Unity默认的

```
Error:org.gradle.api.internal.tasks.DefaultTaskInputs$TaskInputUnionFileCollection cannot be cast to
org.gradle.api.internal.file.collections.DefaultConfigurableFileCollection
Possible causes for this unexpected error include:Gradle's dependency cache may be corrupt (this sometimes occurs
```

可以在Unity导出的Android的工程中的proguard-rules.txt文件中加入:-keep public class my.package.** { public *;}即可

after a network connection timeout.) 2. 如果任何人在将Unity活动导入主项目时遇到问题,可能是因为在构建期间类文件不会导出到AAR文件。