Junhua Chang

This document provides detailed instructions on the process of building & testing Unity SDK.

Unity SDK Build & Test Guide

AT&T Developer Program

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# ­­­­Prerequisites

Visual Studio 2012.

Unity 3D 4.01 or 4.5

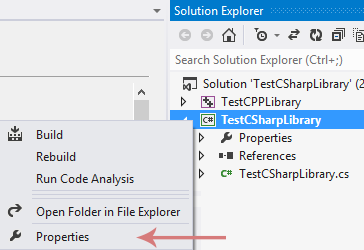
# How to build Unity SDK:

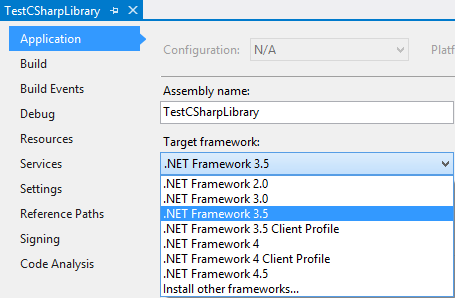
Unity SDK has following components:

1) MSSDK DLL built with .NET 3.5

In the Application tab, change the Target Framework to .NET Framework 3.5.

Open MSSDK Solution in Visual Studio, then change target framework to .NET 3.5, Platform Target is x86 (for Windows), and build ATT\_MSSDK.DLL. Then replace ATT\_MSSDK.dll in Unity SDK folder (Plugins, Samples\AvatarExample\SourceCode\Assets\CharacterCustomization\DressingroomExample\Plugins, Samples\UnityTutorial\Assets\Plugins)





2) WaveGen.cs

3) Unity Sample (Samples\AvatarExample) & Tutorial Game (Samples\UnityTutorial)

4) Documentation

# How to Test Unity SDK:

Please pull the latest Unity SDK from github.

https://github.com/attdevsupport/ATT\_APIPlatform\_Unity\_SDK

This includes a sample application:

## UnityTutorial

https://github.com/attdevsupport/ATT\_APIPlatform\_Unity\_SDK/tree/master/Samples/UnityTutorial

This sample has been tested with Unity 4.5. Open the sample (UnityTutorial) in Unity3d, click play, then:

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Commands

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Press 'S' key and say one of the following commands.

1) "Red"

Cube changes color to red

2) "Green"

Cube changes color to green

3) "Blue"

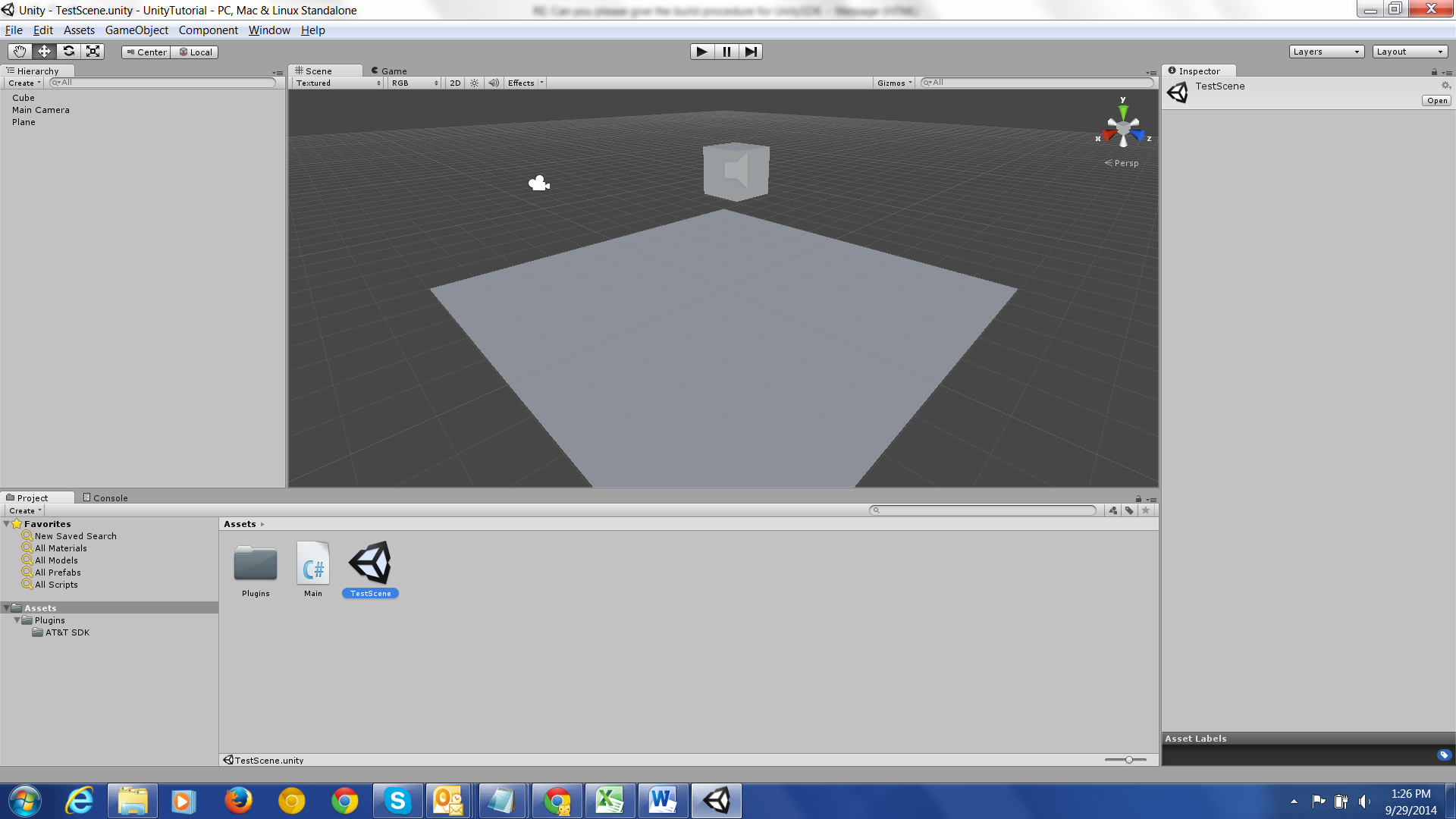
Cube changes color to blue

# How to Build & Run Unity Sample:

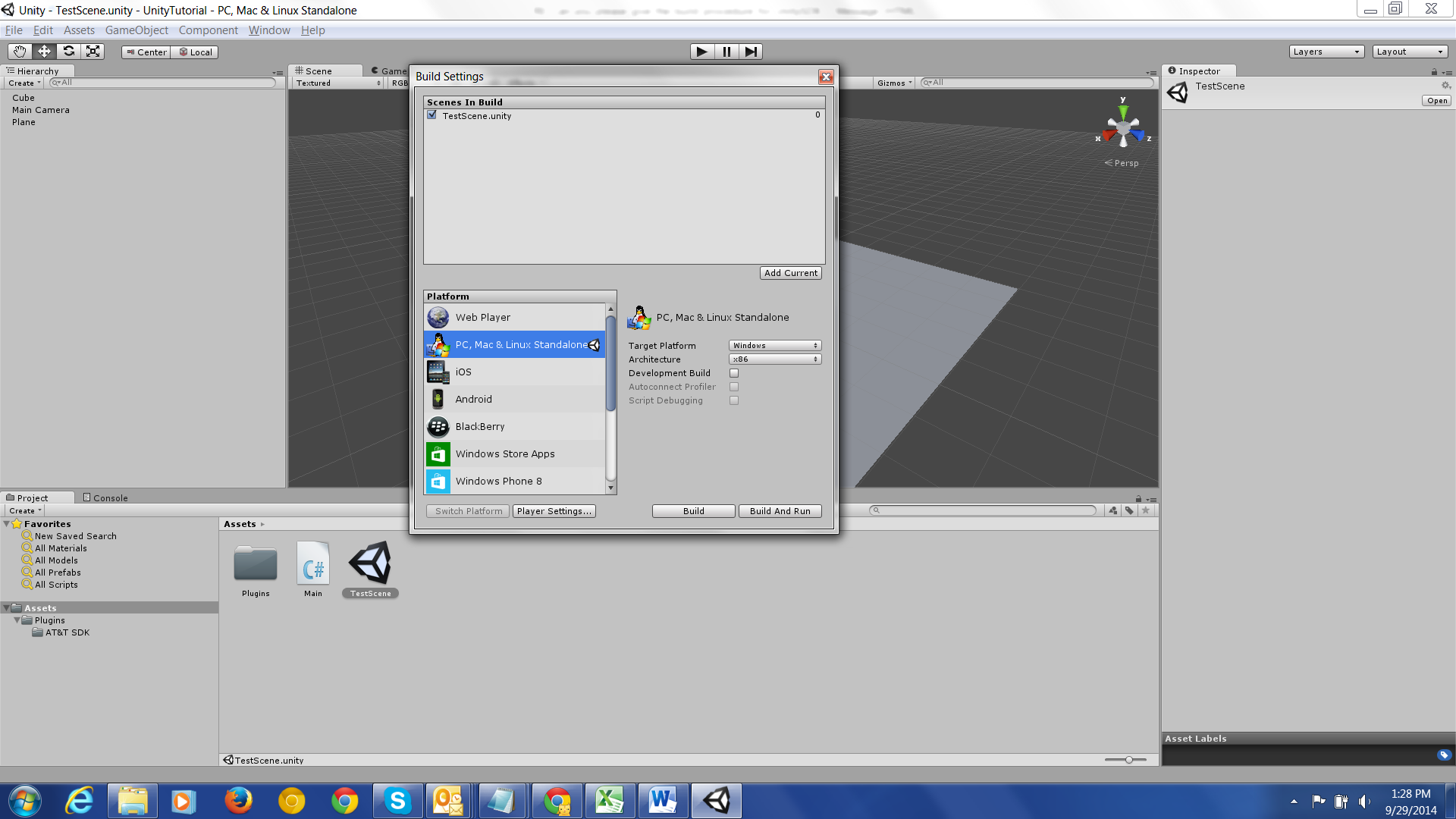
To build exe for Unity project, you just use File->Build & Run command. There is no need to copy files around, except overwriting ATT\_MSSDK.dll with new version when it’s available.

## UnityTutorial

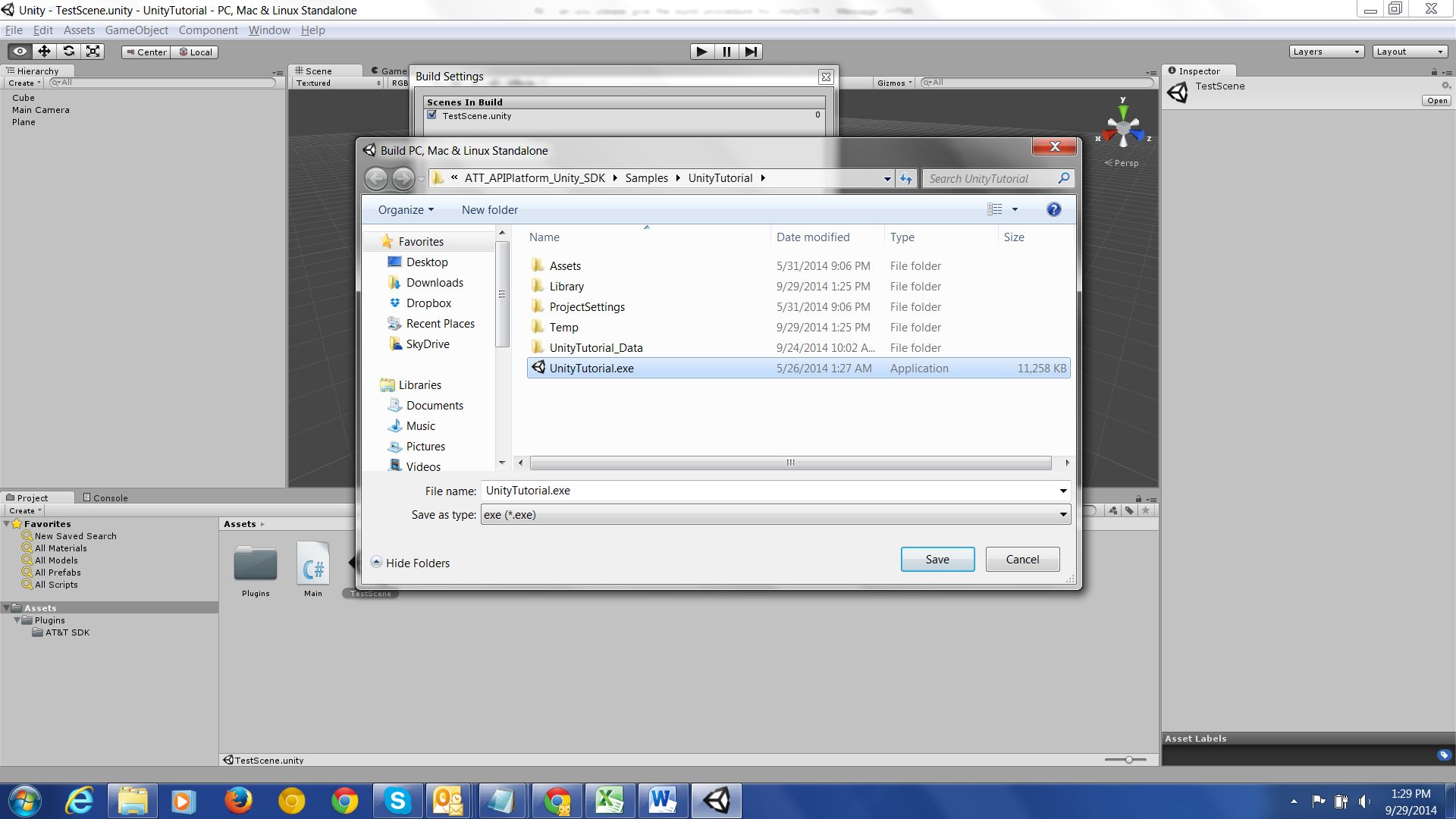
Use File->Open Project to open UnityTutorial Project, click Project panel, click Assets folder, then double click TestScene.



Select File->Build & Run, click Build And Run:



Click Save:



Unity will build the exe:

