

UNITY3D ANDROID EXPORT SETTINGS 2019

Created: 20 Oct 2019

Build Settings

0

Downloads/Settings

1

Project Settings

2

BUILD SETTINGS

Build Settings

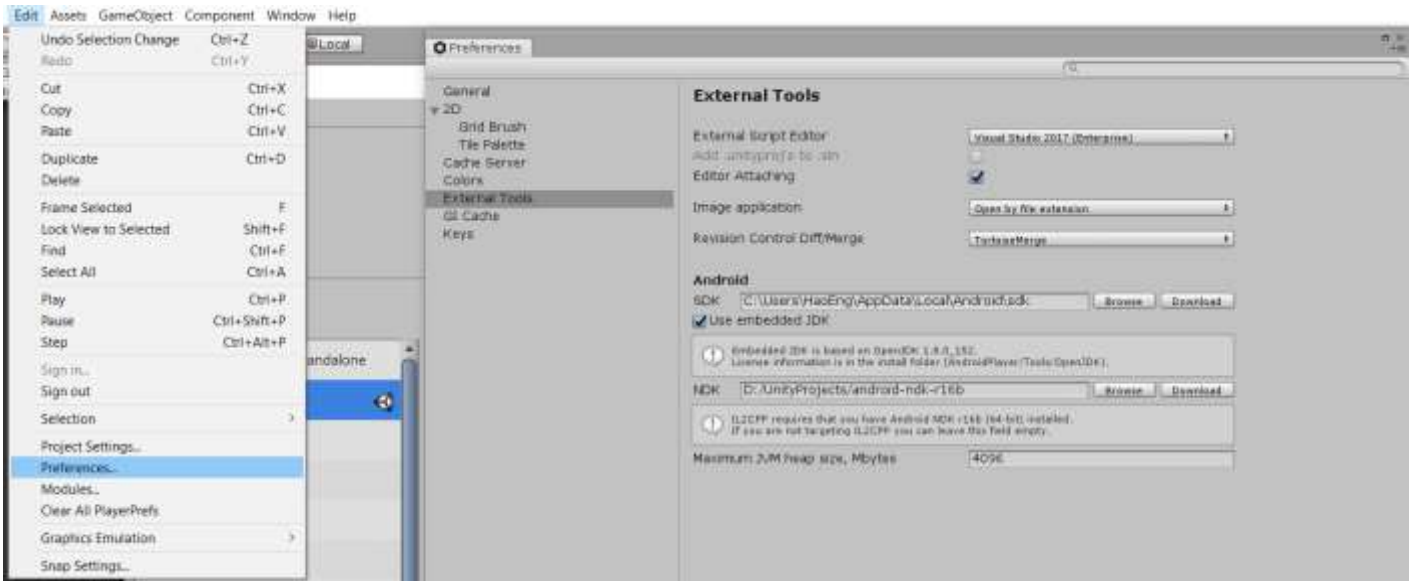
The screenshot shows the Unity 2019 Build Settings window for the Android platform. The window is titled "Build Settings" and has a red close button in the top right corner. It is divided into several sections:

- Scenes In Build:** A list of scenes to be included in the build. It contains three entries, all checked: "Scenes/level0" (index 0), "Scenes/levelConversion" (index 1), and "Scenes/levelGrid" (index 2). An "Add Open Scenes" button is located at the bottom right of this section.
- Platform:** A list of target platforms. "Android" is selected and highlighted in blue. Other platforms include PC, Mac & Linux Standalone, iOS, tvOS, Xbox One, PS4, Universal Windows Platform, WebGL, and Facebook.
- Android Settings:** A list of configuration options for the Android build:
 - Texture Compression: Don't override
 - ETC2 fallback: 32-bit
 - Build System: Gradle
 - Export Project: ☐
 - Build App Bundle (Google Play): ☒
 - Run Device: Default device (with a Refresh button)
 - Development Build: ☐
 - Autoconnect Profiler: ☐
 - Script Debugging: ☐
 - Scripts Only Build: ☐
 - Compression Method: Default
- SDKs for App Stores:** A section for adding app store SDKs. It currently shows "Xiaomi Mi Game Center" with an "Add" button.
- Player Settings...** A button at the bottom left.
- Build and Build And Run:** Two buttons at the bottom right.

At the bottom right, there is a link: [Learn about Unity Cloud Build](#).

DOWNLOADS/SETTINGS

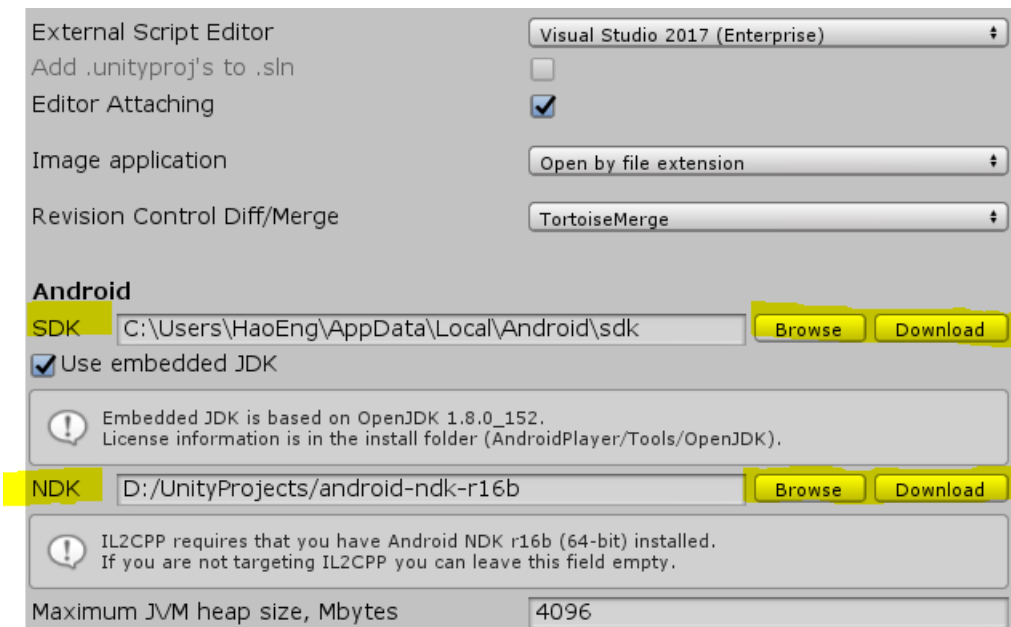
- *PREFERENCES*



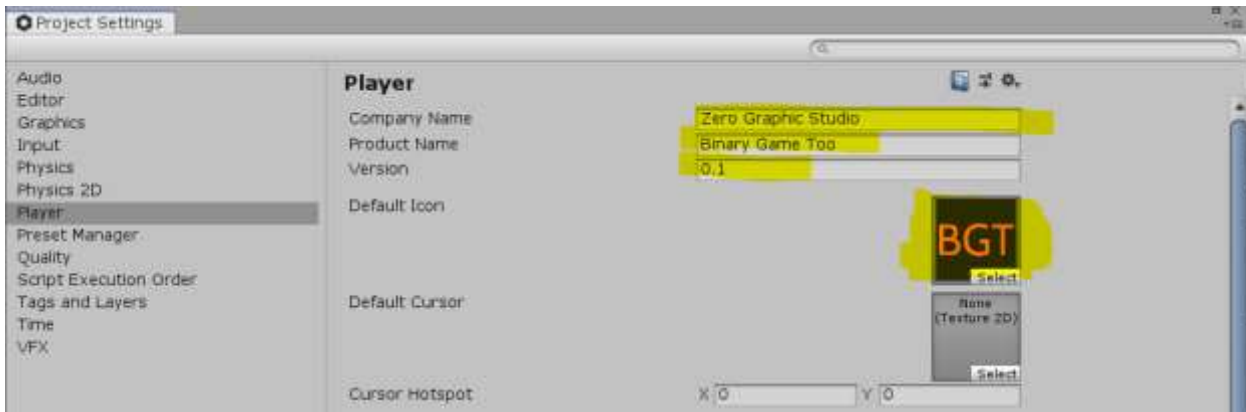
- *SDK AND NDK DOWNLOAD*

Download will takes some time, make sure to Browse and direct to the correct folder, Unity will help detect if the current folder contains the KIT

NOTE: NDK version is based on different version of unity, make sure to download the correct version or you will waste your time downloading the wrong one.



PROJECT SETTINGS

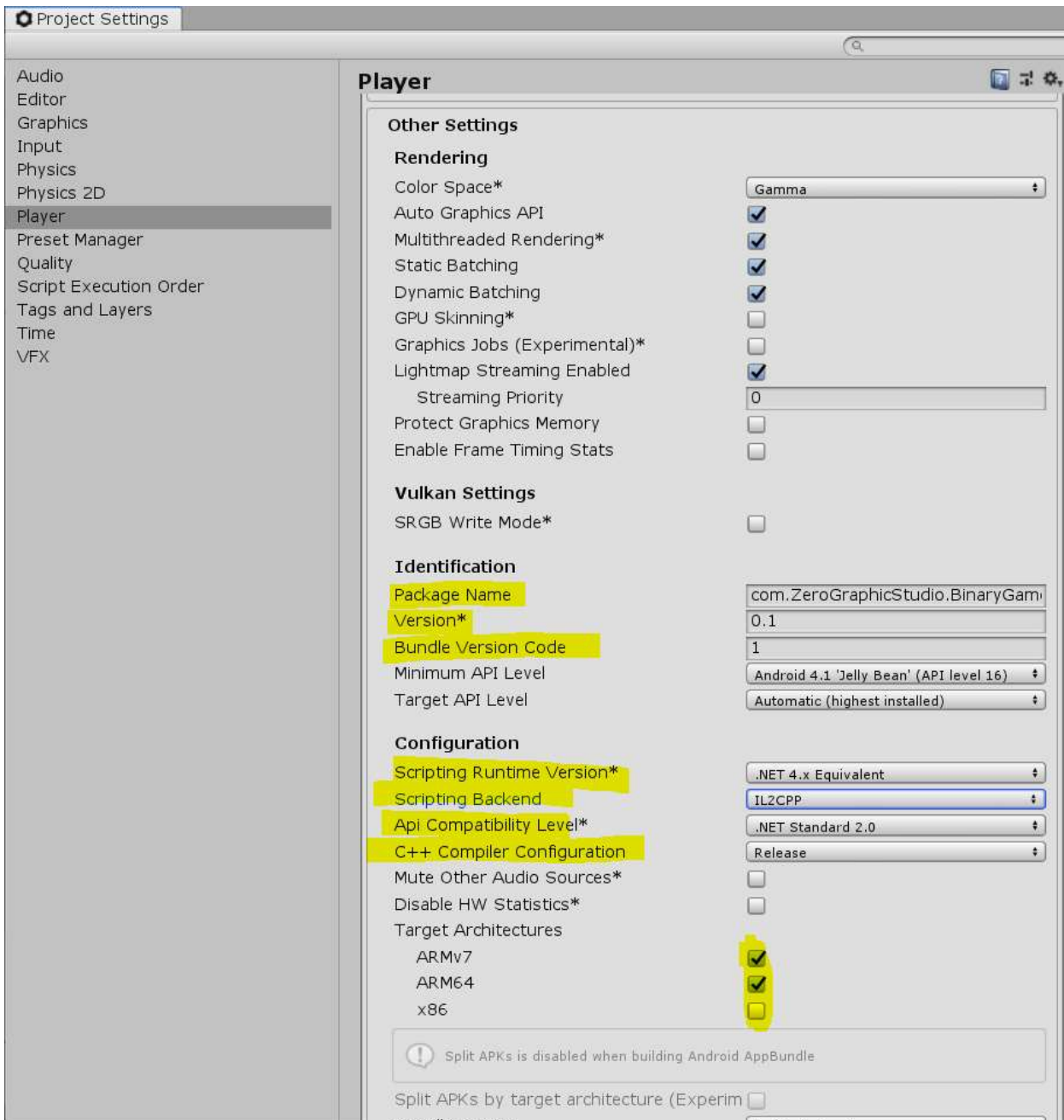


- PLAYER

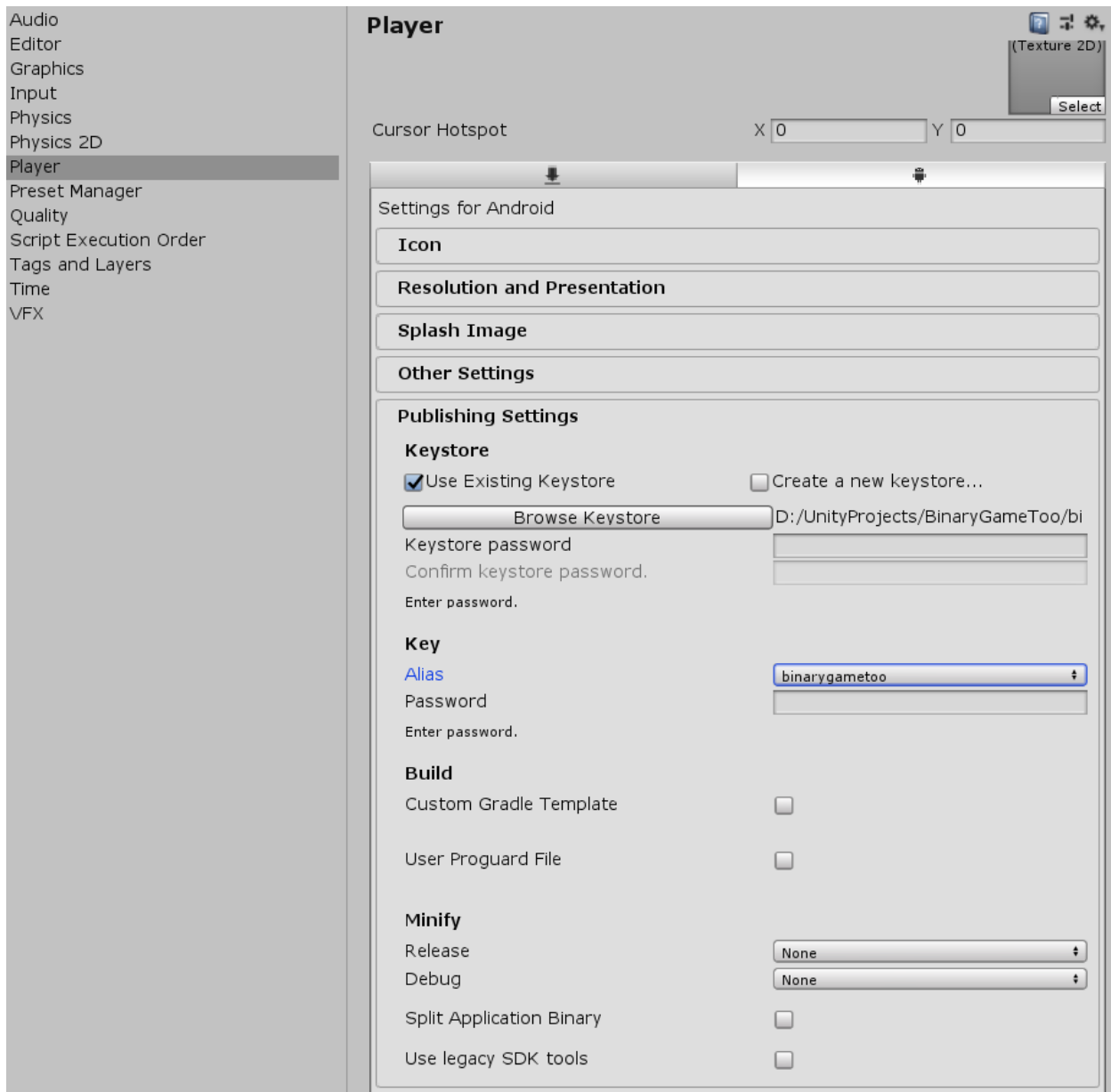
Company Name: 1 time only filled up
Product Name: 1 time only filled up
Version: Incremental
Default Icon: 1 time only

Default Cursor: 1 time only optional

- OTHER SETTINGS



- PUBLISH SETTINGS



- No key Create a New key store, filled up the details and do not lose it.
- Each Key store is uniquely ties with a APK