

Real Time Messaging

This document shows how you can configure and run your Unity Application with Agora IO's RTM SDK. The SDK supports iOS, Android, MacOS and Windows platforms on Unity.

Prerequisites

- Unity Editor (2017 LTS or above)
- A [developer account](#) with Agora.io

Getting Started

Although you may start the integration with your existing project, in this short tutorial we will just use the demo project included in the SDK.

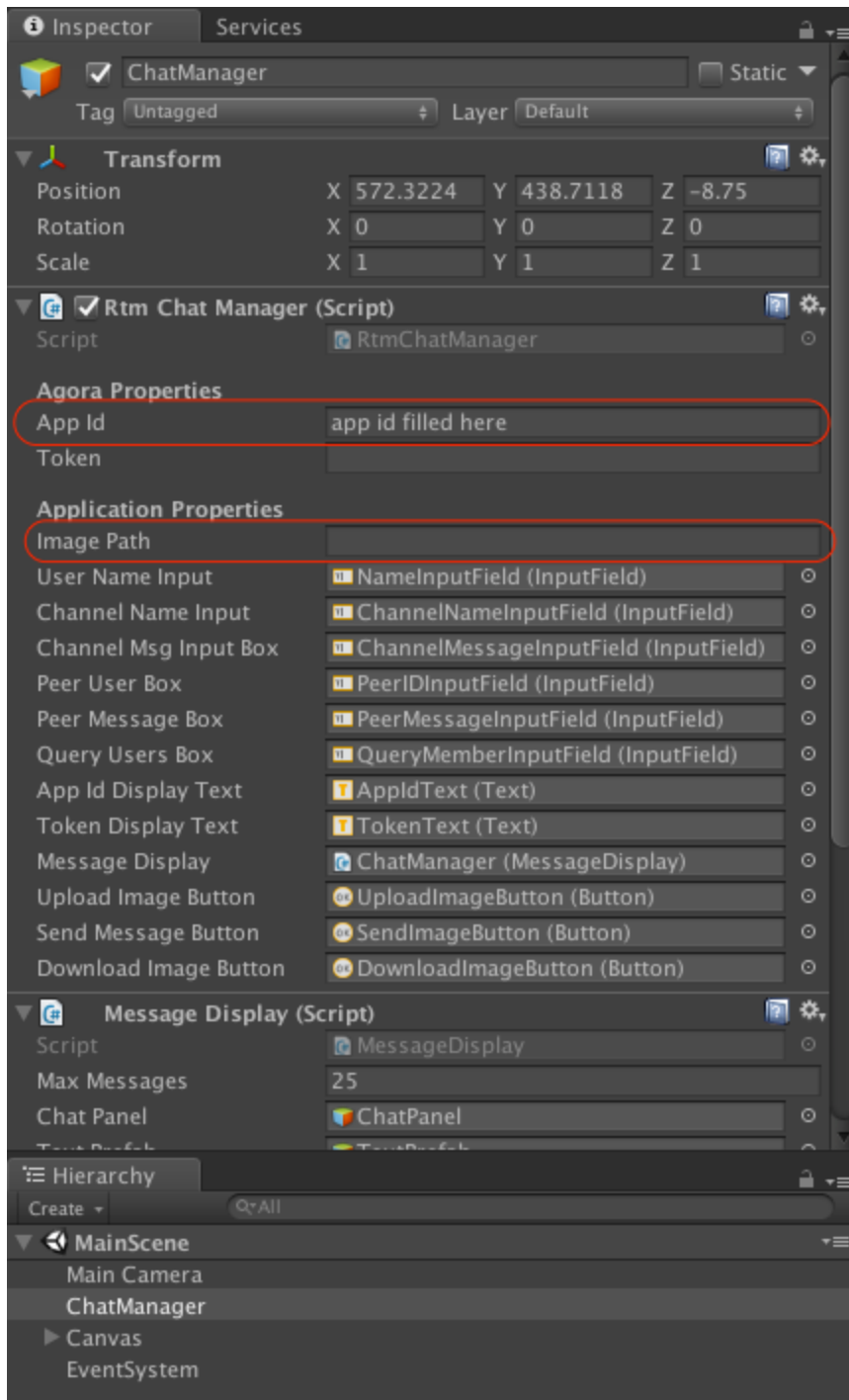
Open a new Unity project, and navigate to Unity Asset Store and search for “Agora Real-time Messaging”. Download and import the assets.

Running the Demo

Before you can build and run the project, you will need to add your AppID to the configuration. Go to your [developer account's project console](#), create a new AppID or copy the AppID from an existing project. Make sure if you want to use a testing AppID or a certificate enabled AppID. Perform the following steps:

1. Open Assets > Scenes > MainScene.unity in your Unity3D Editor

2. Go into your Hierarchy window and select ChatManager, in the Inspector add your App ID to the AppID Input field, see Figure:



3. Optional: to test image upload, fill in the local image path in the "Image Path" field of ChatManager

Test in Editor

1. Go to File > Builds > Platform and select either Windows or Mac depending on the device you are working on.
2. Press the Unity Play button to run the example scene
3. Deploy to Windows, Mac, Android and iOS
4. Simply follow the regular Unity deployment workflow.

Other Resources

- The complete API documentation is available in the [Document Center](#).
- For technical support, submit a ticket using the [Agora Dashboard](#).
- Developer relations team: devrel@agora.io
- Product documentations including release notes:
<https://docs.agora.io/en/Real-time-Messaging/landing-page?platform=Unity>