

Documentation : <http://yahyabadran.github.io>

For suggestions, Bug reports or saying hi:

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Setup Guide

- Move the "Plugins" folder into the "Assets" folder. you should have this directory [Assets->Plugins->Android]
- Add the "BtConnector" prefab to your scene. This prefab is just an empty gameObject (that must have the name "BtConnector") with a "BluetoothAdapter.cs" script attached to it.

More Information and Docs : <http://yahyabadran.github.io>