

# How to setup Android Ultimate Plugin with Image

Version 2.0.2 above should works with Unity3D 2019 version

## AUP version 2.0.3 above Android SDK version (targets 64bit)

Android minSdkVersion 16

Android targetSdkVersion 28

Android compileSdkVersion 28

## Other Plugin Dependencies

Please download and Import **TextMeshPro** 1st!

## How to use

### Step 1:

Buy it from Asset Store

<https://assetstore.unity.com/packages/tools/integration/android-ultimate-plugin-38872>

### Step 2:

Download and import it to your Unity3D project

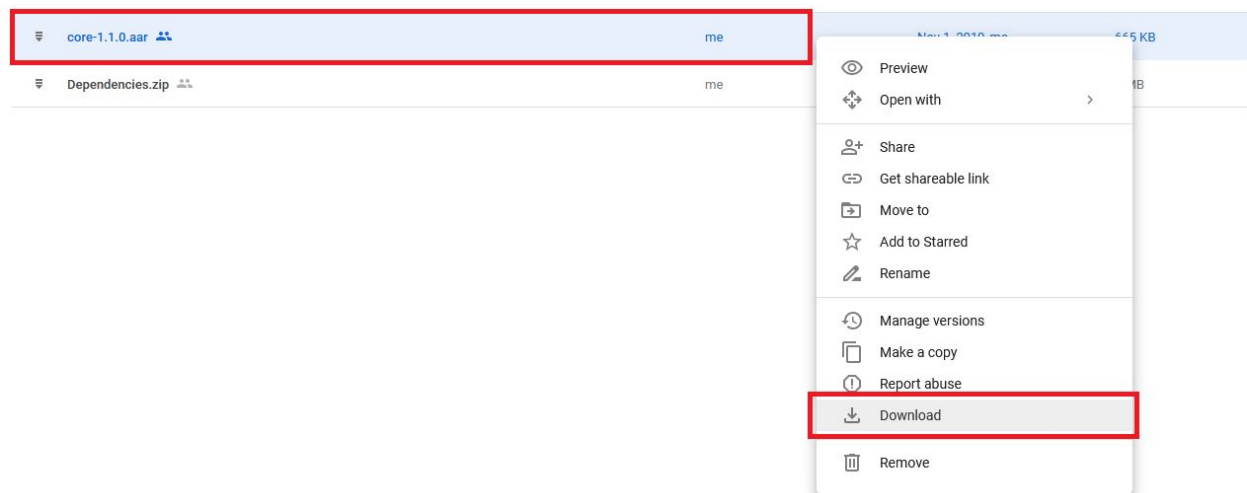
### Step 3:

Download all the required 3rd Party .aar and .jar files from this link

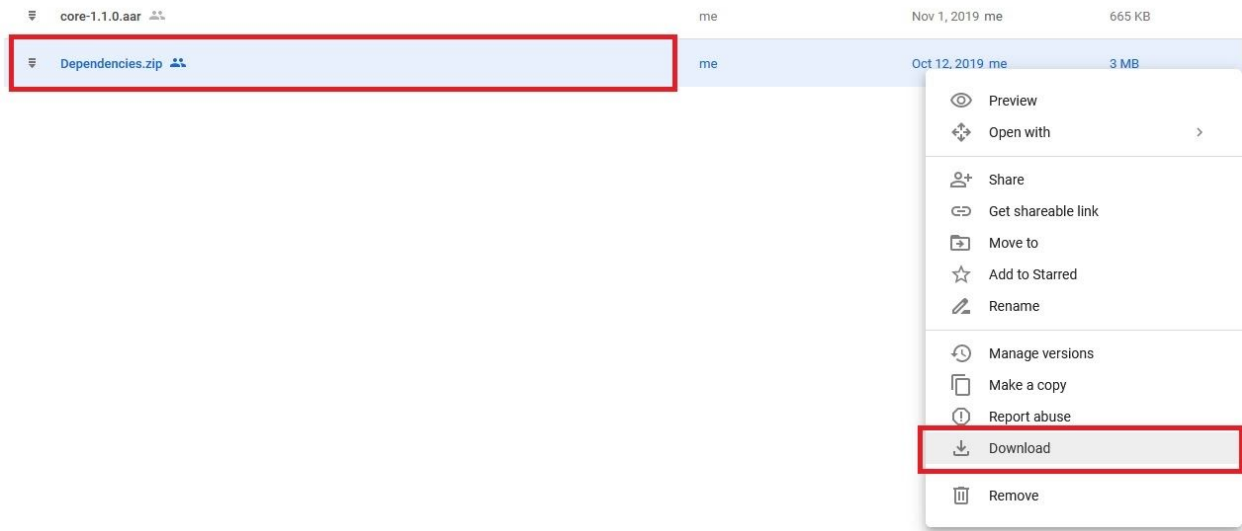
New Dependencies May 2020

<https://drive.google.com/file/d/1aNXUUpMMlpxzZIRQYAIHm2ojqT9OHd4/view?usp=sharing>

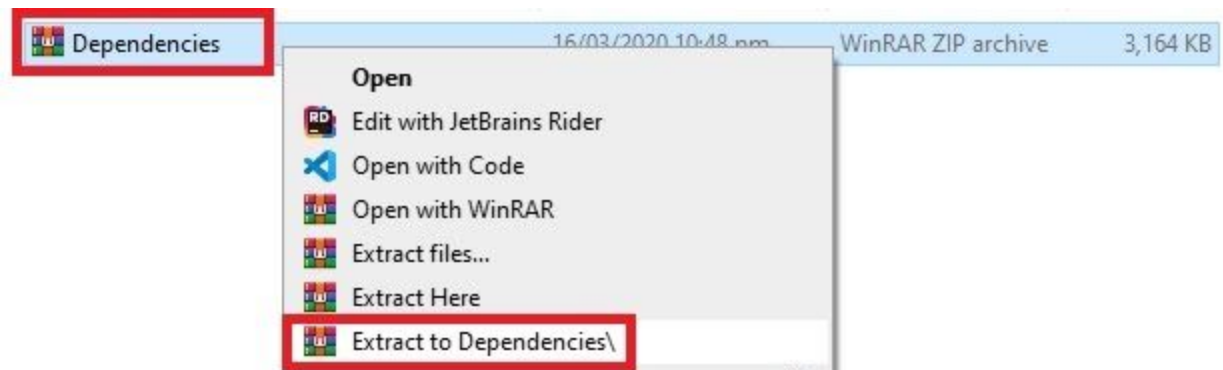
Download core



## Download Dependencies



Uncompress it and then you will see these files



.aar Files

**appcompat-v7-23.0.1.aar**

**core-1.1.0.aar**

**play-services-base-9.2.1.aar**

**play-services-basement-9.2.1.aar**

**play-services-games-9.2.1.aar**

**loader.aar**

**kaldi-android-5.2.aar**







**models-release.aar**

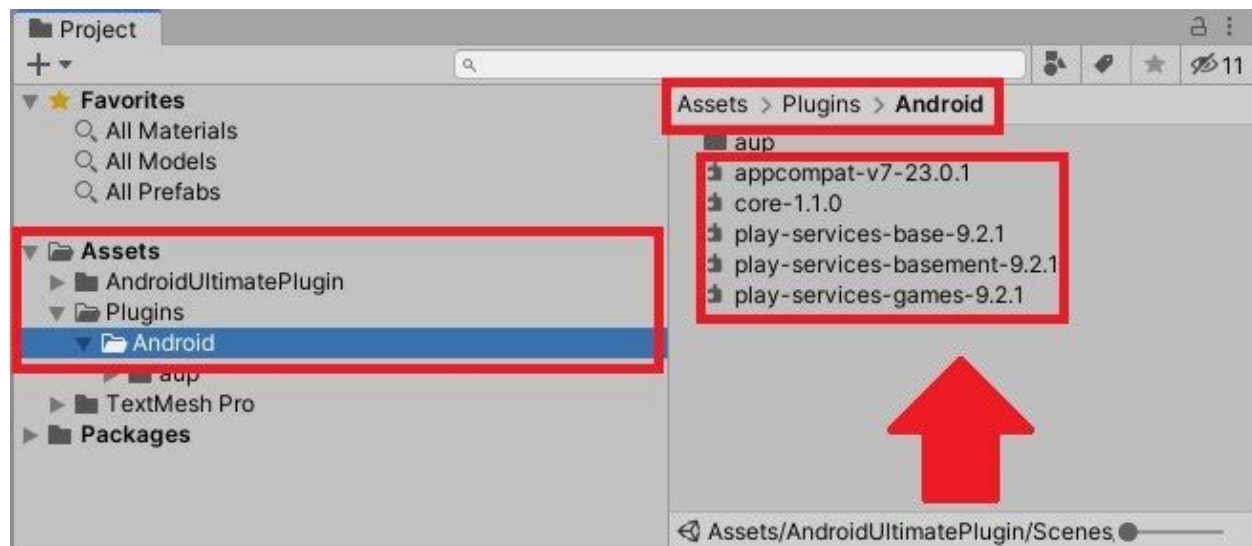
.jar files

**Universal-image-loader-1.9.5.jar**

#### Step 4:

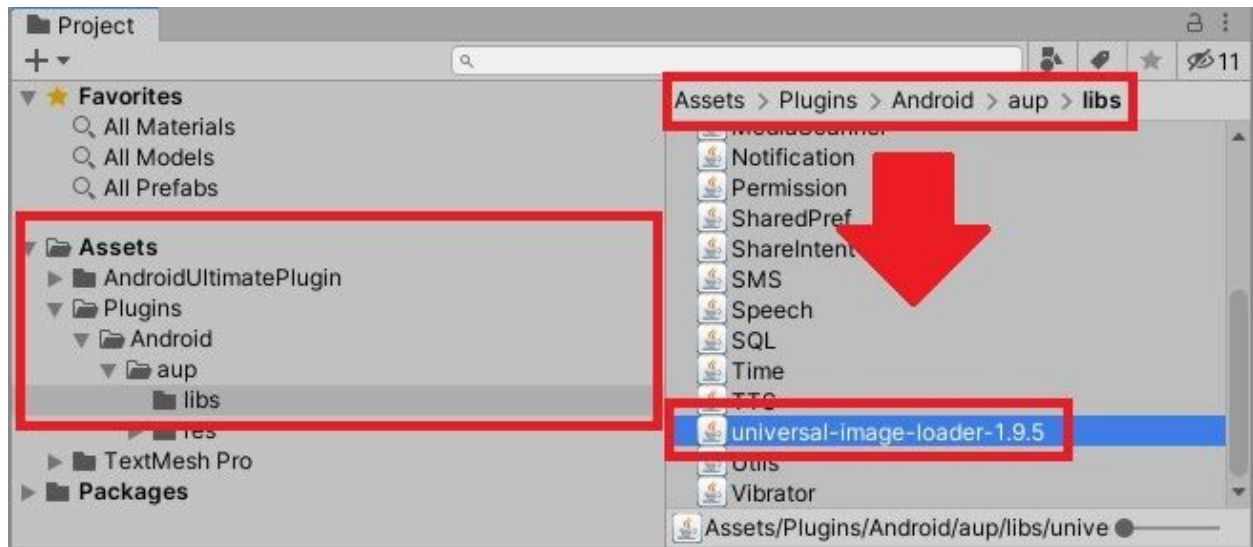
Place appcompat-v7-23.0.1.aar, core-1.1.0.aar, loader.aar, play-services-base-9.2.1.aar, play-services-basement-9.2.1.aar, , play-services-games-9.2.1 **kaldi-android-5.2.aar**  
And models-release.aar.aar files inside "**Assets/Plugins/Android**" Directory

	appcompat-v7-23.0.1.aar	31/01/2017 12:35 pm	AAR File	840 KB
	core-1.1.0.aar	12/10/2019 9:08 am	AAR File	665 KB
	play-services-base-9.2.1.aar	23/07/2016 4:15 pm	AAR File	623 KB
	play-services-basement-9.2.1.aar	23/07/2016 4:15 pm	AAR File	527 KB
	play-services-games-9.2.1.aar	23/07/2016 4:15 pm	AAR File	545 KB
	universal-image-loader-1.9.5	29/04/2017 6:15 pm	Executable Jar File	159 KB



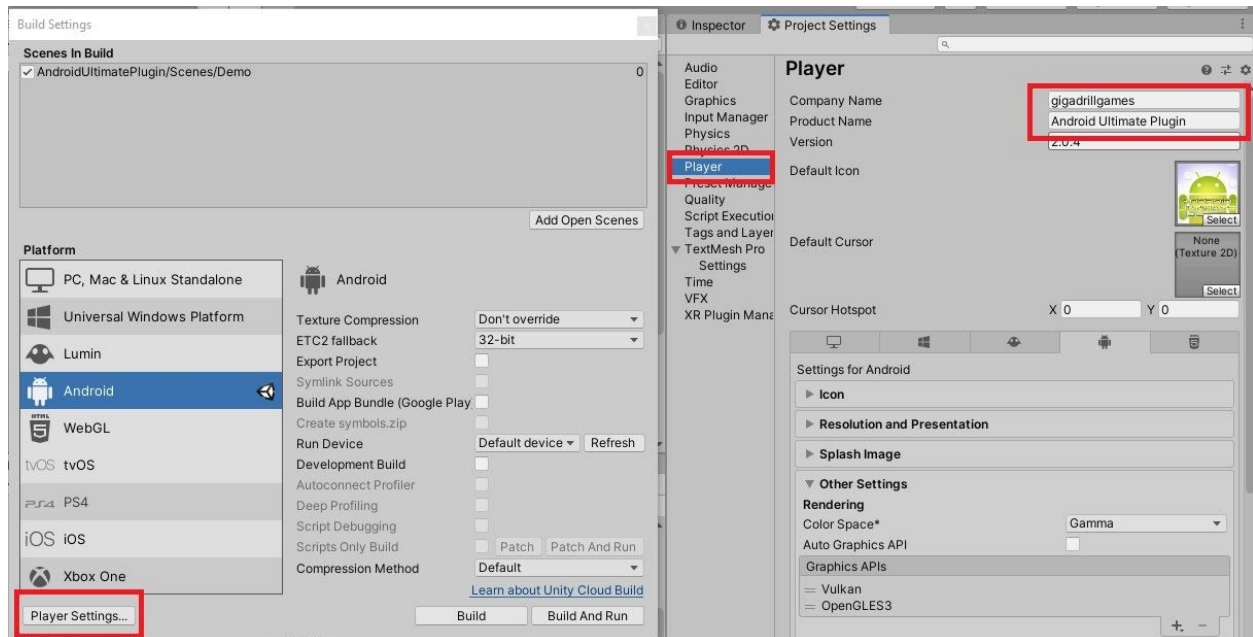
### Step 5:

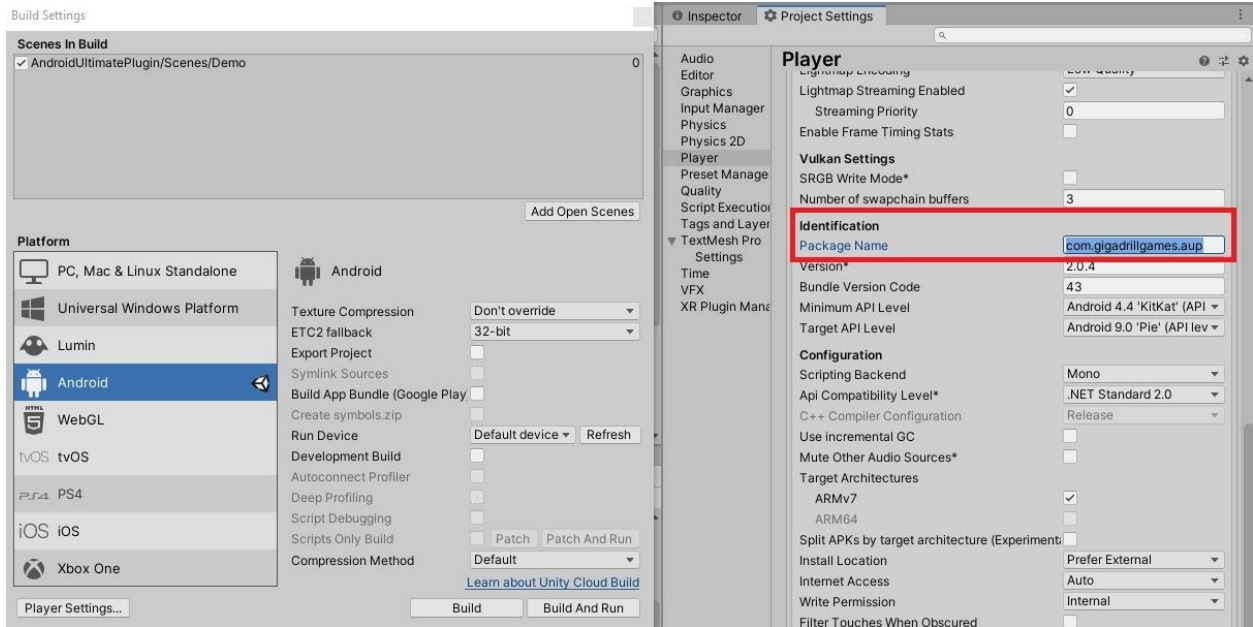
Place the **universal-image-loader-1.9.5.jar** file inside "**Assets/Plugins/Android/aup/libs**" Directory



### Step 6:

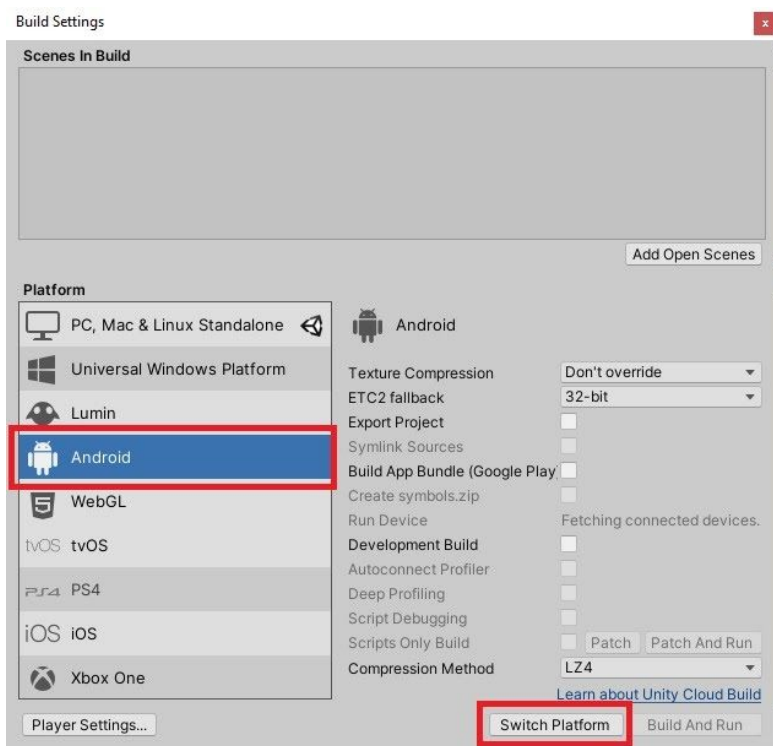
Inside Unity3d go to File Menu, Build Settings and then select player settings and look for other settings and change the bundle identifier to your game or app bundle identifier for ex. Com.mycoolstudio.awesomegame





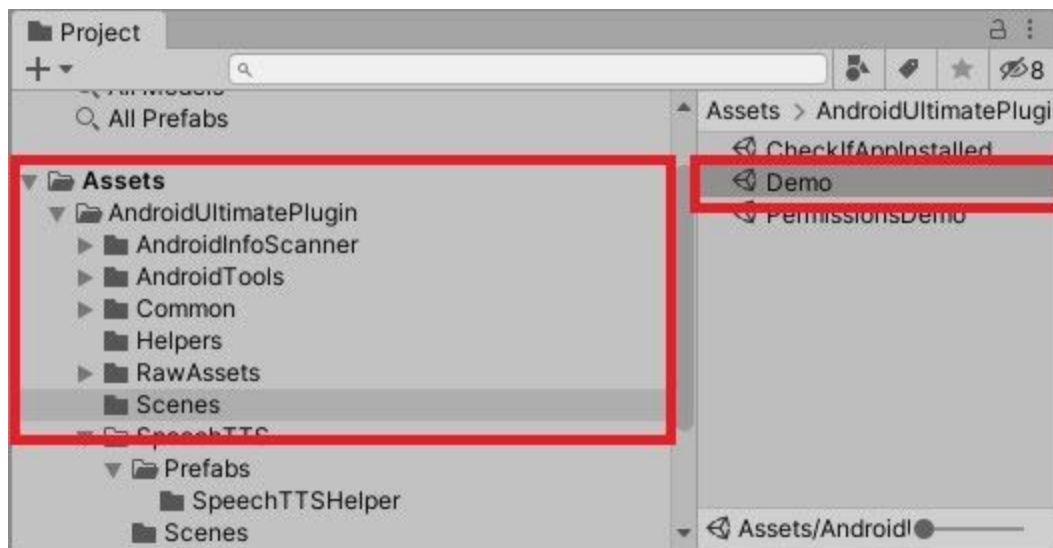
## Step 7:

On Build Settings switch platform to android platform



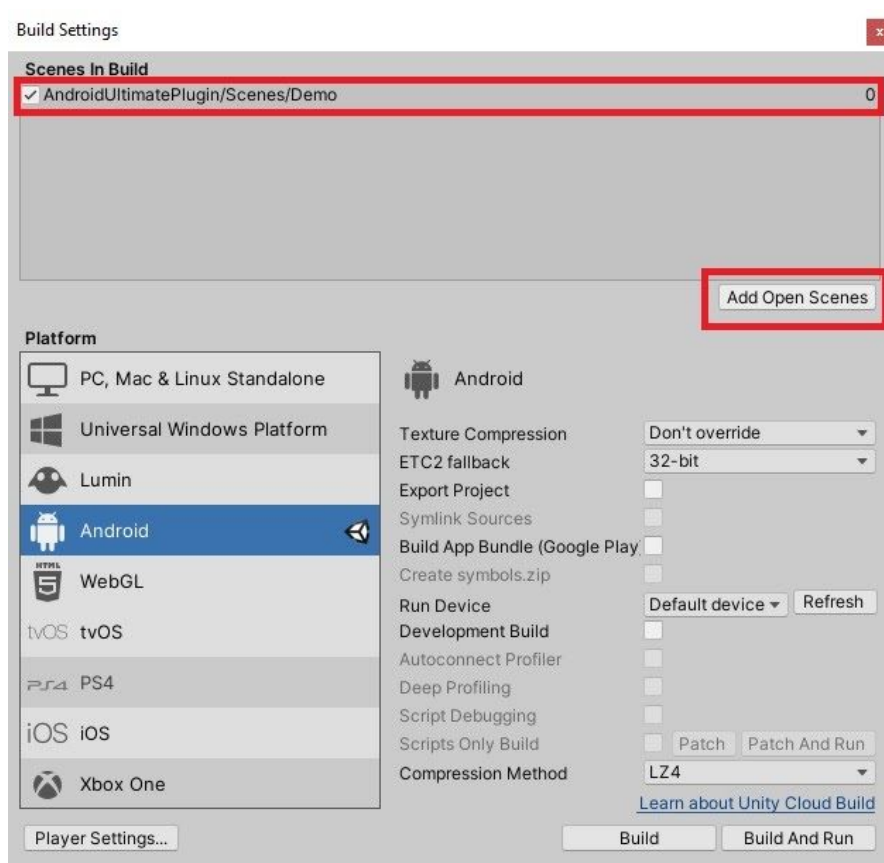
### Step 8:

Inside Unity3d in your Project hierarchy go to "**Assets/AndroidUltimatePlugin/Scenes**" and open the Demo scene



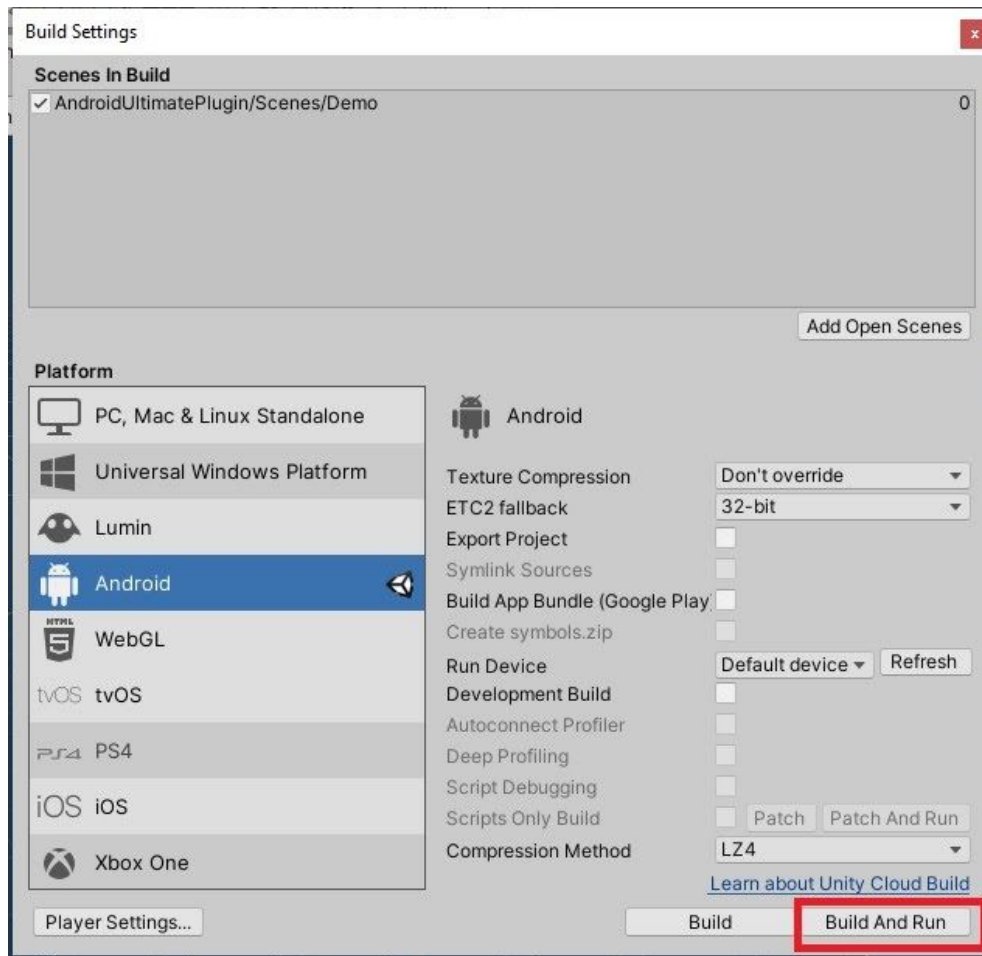
### Step 9:

Inside Unity3d go to File Menu, Build Settings and then make sure that you added Demo Scene



### Step 10:

Inside Unity3d go to File Menu, Build Settings and then select Build and Run



### Step 11:

Wait for the build and then test the demo application

**Note:** Automatic Speech Recognition is new added feature it requires this libraries  
That can be downloaded together with our dependencies libraries

kaldi-android-5.2.aar  
And models-release.aar



**Demo APK versions can be downloaded here, install and try!**

[https://docs.google.com/document/d/1le1clKG5\\_7YqiCKXgZHEQvUYKFqZR9XykcSFfm7L9-4/edit?usp=sharing](https://docs.google.com/document/d/1le1clKG5_7YqiCKXgZHEQvUYKFqZR9XykcSFfm7L9-4/edit?usp=sharing)

### **Required Libraries**

<https://docs.google.com/document/d/1kBkIoKIS6OBv6b9dR61GMH8DnGJSCm1xRLb3ne5TL8w/edit?usp=sharing>

### **Android Manifest Permissions and Contents**

[https://docs.google.com/document/d/16TFsCzzNGUWHEgNZN-OyLdCm91A4ybpqEdlu\\_ezhc-OI/edit?usp=sharing](https://docs.google.com/document/d/16TFsCzzNGUWHEgNZN-OyLdCm91A4ybpqEdlu_ezhc-OI/edit?usp=sharing)

### **Our Plugin Libraries**

[https://docs.google.com/document/d/1okti\\_tPKOVIR2Lhr-43YJH0XvxOP7TXiL3cMSQpzEYI/edit?usp=sharing](https://docs.google.com/document/d/1okti_tPKOVIR2Lhr-43YJH0XvxOP7TXiL3cMSQpzEYI/edit?usp=sharing)

### **FAQ**

<https://docs.google.com/document/d/1aWYNOA-zAQiktd54CjEX5VFBCNZimZKXEx0l8Q34uVU/edit?usp=sharing>

### **Live Game Demo**

This game is using Android Ultimate plugin and it is already in 64-bit requirements by Google Play Store. You must use IL2CPP (Scripting Back end) and ARM64 (Target Architecture) to support 64-bit requirement of Google Play Store

### **Finger VS Bugs**

<https://play.google.com/store/apps/details?id=com.gigadrillgames.fingervsants>

### **More Information**

### **Changelogs**

[https://docs.google.com/document/d/1MqlgapdBHfz0RH\\_tXIMklQ0rhBOO\\_k6OROqYDfrVp88/edit?usp=sharing](https://docs.google.com/document/d/1MqlgapdBHfz0RH_tXIMklQ0rhBOO_k6OROqYDfrVp88/edit?usp=sharing)

### **How to remove and add permissions?**

To add or remove permissions please check the Android Manifest file inside

**Assets/Plugins/Android/aup/AndroidManifest.xml**

you can remove permissions if you want but we suggest to just let this permissions for test purposes



**For more Details:**

<http://www.gigadrillgames.com/android-ultimate-plugin/>

**Automatic Speech Recognition How to setup**

[https://docs.google.com/document/d/1cXSF\\_bIYrZuTZuKvC6\\_Ap-4BCG7spyoVscS8J73zGaw/edit?usp=sharing](https://docs.google.com/document/d/1cXSF_bIYrZuTZuKvC6_Ap-4BCG7spyoVscS8J73zGaw/edit?usp=sharing)

**Working Demo APK download and install it on your Oculus Quest**

<https://drive.google.com/file/d/1ZdXbiowshl8HKFAHTKhECOr6FJqOSQmb/view?usp=sharing>

**Tutorials**

**How to setup**

<https://youtu.be/Xg7-ua7yes>

**New tools**

<https://youtu.be/DcoqpXZo4oc>

**For questions or suggestions or any feedback just contact us at**

[gigadrillgames@gmail.com](mailto:gigadrillgames@gmail.com)

**Or Visit our website**

<https://www.gigadrillgames.com>