How to setup Android Ultimate Plugin

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!

Important please always read the release notes

https://docs.google.com/document/d/1ICbUcUhbHHQDefIb84mJy5SVaE-E7OAgs0OgSmm5908/edit?usp=sharing

If you want how to setup with images please click the link below

How to SetUp with Images

How to SetUp

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/1aNXUUpMMlpxzZlRQYAIHmm2ojqT9OHd4/view?usp=sharing

Uncompress it and then you will see these .aar and jar 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
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.aar ,**kaldi-android-5.2.aar**
And models-release.aar files inside "**Assets/Plugins/Android**" Directory

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/1Ie1clKG5_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-OyLdCm91A4ybpqEdluezhc-OI/edit?usp=sharing

Our Plugin Libraries
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/1MqIgapdBHfz0RH_tXIMkIQ0rhBOO_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

Working Demo APK download and install it on your Oculus Quest
https://drive.google.com/file/d/1ZdXbiowshI8HKFAHTKhECOr6FJqOSQmb/view?usp=sharing

Tutorials
How to setup
https://youtu.be/Xg7-uia7yes

New tools
https://youtu.be/DcoqpXZo4oc

For questions or suggestions or any feedback just contact us at
gigadrillgames@gmail.com

Or Visit our website
https://www.gigadrillgames.com