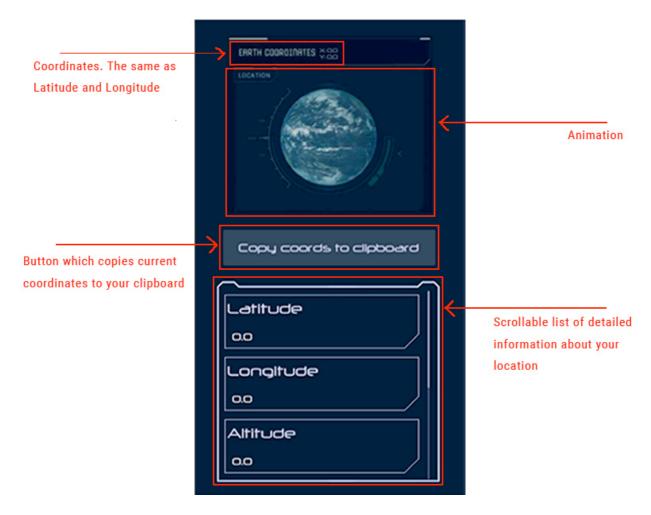
ACCURA GPS

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1. Take a look how organized AccuraGPSDemo scene is.



- 2. Build on device to test demo scene. Screen orientation is Portrait.
- 3. It's okay if location data changes by tiny amount if you don't move. Try testing it by changing your position, you should see the results.

Set up own scene

- In script where you need to access location before everything start GPS by calling static method Start. Before calling it however you might want to start it only if GPS.IsEnabledByUser equals false.
- 2. Afterwards you can get needed data by calling appropriate methods. For instance, if you need to access Timestamp simply call GPS. Timestamp.

```
IEnumerator Start()

while (!GPS.IsEnabledByUser)

GPS.Start();
    yield return interval;

while(GPS.IsEnabledByUser/*true*/)

PrintPreciseCoords();
    PrintPrecise(altitudeText, GPS.Altitude);
    PrintPrecise(latitudeText, GPS.Latitude);
    PrintPrecise(longtitudeText, GPS.Longitude);
    PrintPrecise(horizontalAccuracyText, GPS.HorizontalAccuracy);
    PrintPrecise(verticalAccuracyText, GPS.VerticalAccuracy);
    PrintPrecise(timestampText, GPS.Timestamp);
    yield return interval;
}
```

Understanding code

1. GPS Has 3 methods and 7 properties. First method called Start, it starts the GPS and the other one called Stop stops it, the third method called AskPermission is used only for iOS. 6 properties such as Altitude, Latitude etc are used to access location data and the other one IsEnabledByUser used for determining whether GPS has been successfully started

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2. Helpers:

- TileAnimation: Simply for demonstration purpose, doesn't bring any useful functionality. Responsible for giving that cold animation with Earth.
- Demo: Starts GPS displays and updates location data every 2 seconds.

Support

- 1. Accura GPS offers just a direct binding to native device GPS.
- 2. Please search for the answer in the F.A.Q. section.
- 3. Support: biz@giganeo.com