

APK Installer

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1 Introduction

This editor extension lets you install already created .apk builds directly from Unity to your Android device. Unity has only "Build" and "Build and run" options, this editor script provides you with an option to "Install" or "Install and run" previously created build without building new one.

2 Requirements

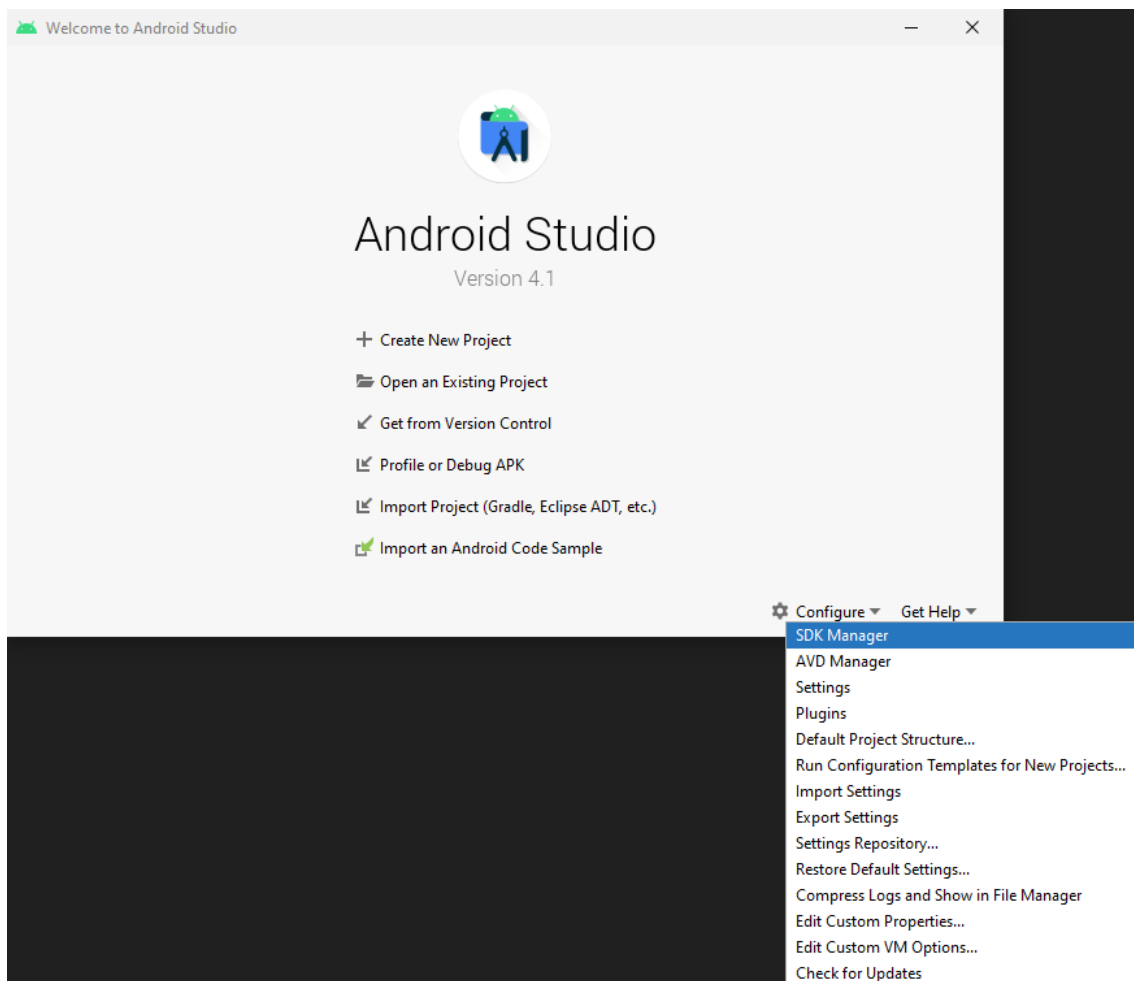
"Install APK" should work on your PC (Windows) seamlessly if you can "Build and Run" your project for Android platform. You need to have:

1. Installed Android SDK (they come with Unity)
2. Connected your Android device to PC via USB (wireless is not supported). Multiple connected devices at once are not supported.

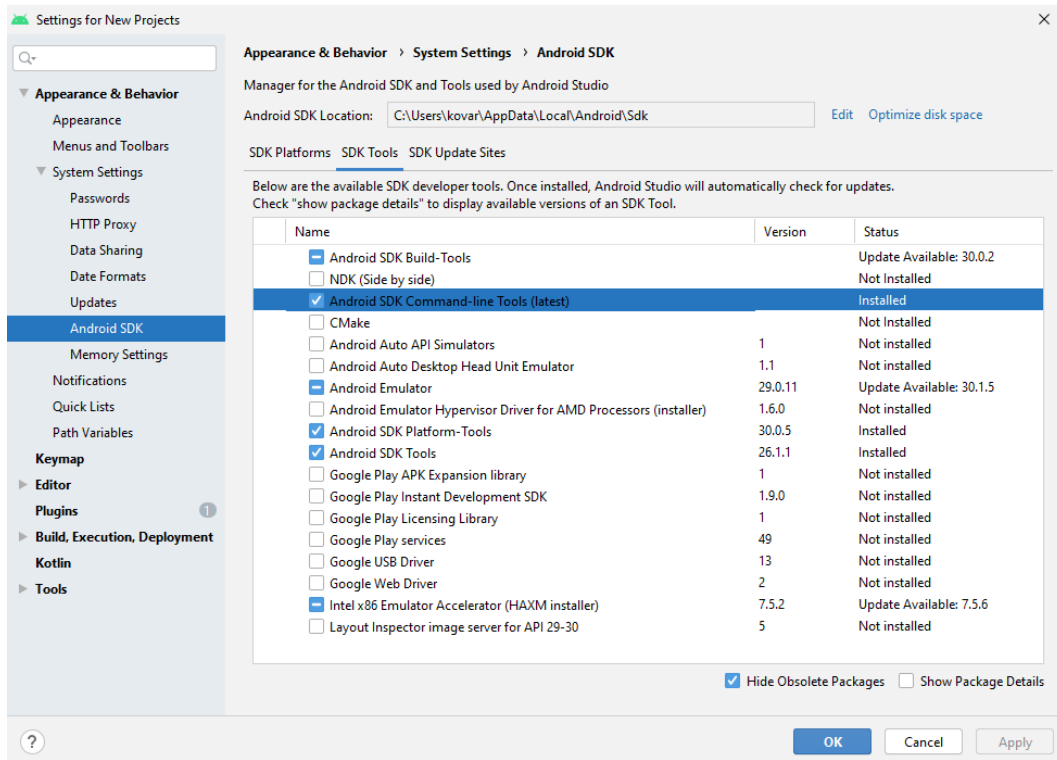
"Install and run APK" should also work **without a setup**.

However, if you wish to install builds that do not have the same package name as in player settings, you need to switch method Run() to RunApk(apkPath) in source code (see comments in the APKInstaller.cs script) and you need to have installed Command-line Tools:

1. Open Android Studio, click on Configure → SDK Manager



2. Select Android SDK and tick Android SDK Command-line Tools, hit Apply



3 How to use

After successfully importing the asset, navigate to File → Install APK or Install and run APK. Then choose .apk that you want to install. Wait until .apk is installed.

