

To build up the current project, you need to enter a password for the geospatial API before building in the Player Settings -> publishing settings

The keystore is called key.keystore and the password is 123456

Then the key is named thechosenone and the password is 123456

Then you should be able to build the application

If you build the application and you are getting Geospatial EarthNotReady – change anything in the scene for example move the managers by 1 on x axis and build it again. It is some internal Unity Error