

发布安卓的环境配置

Unity2019以前版本需要手动安装JavaSDK(JDK)和AndroidSDK(ADK)

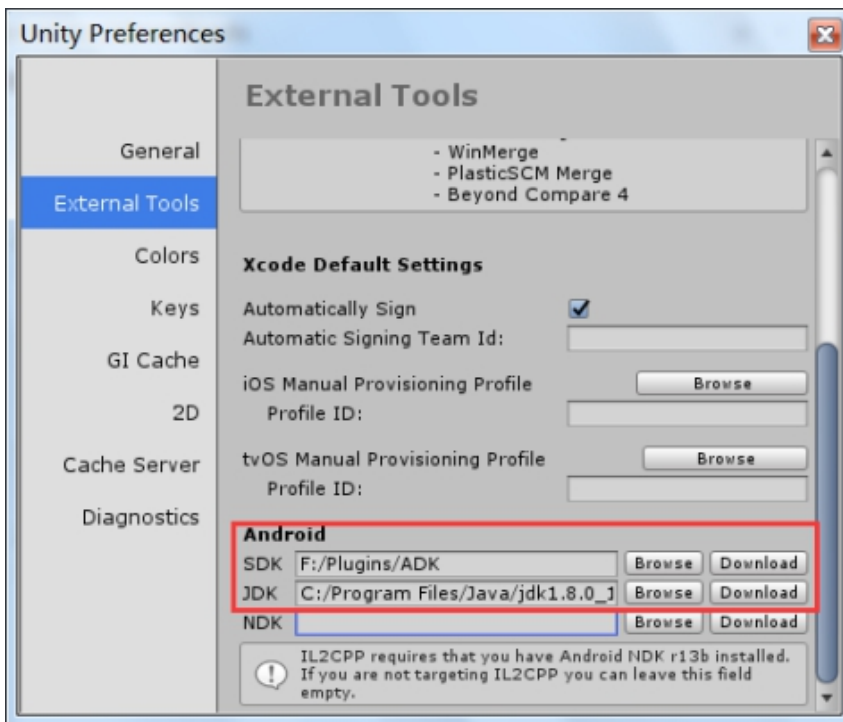
1安装JavaSDK,下载地址:

<http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html>

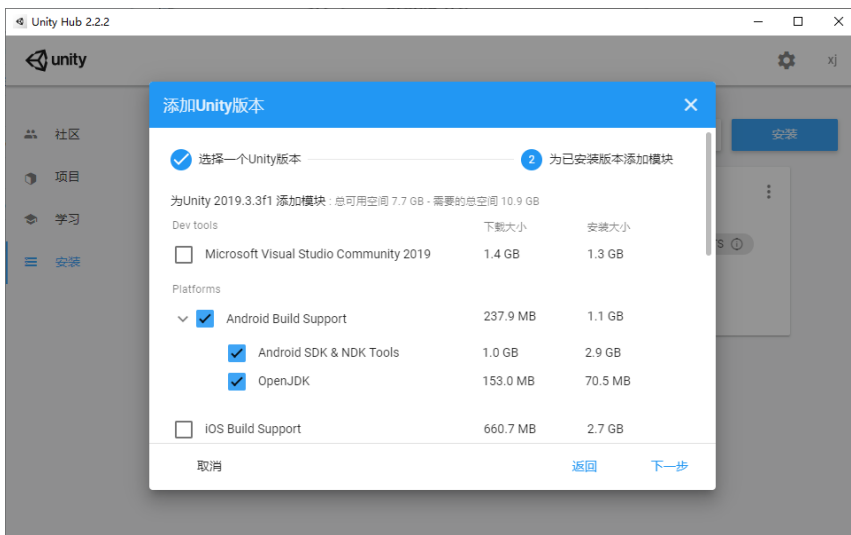
2安装AndroidSDK (建议直接下载安装AndroidStudio,会自动安装AndroidSDK)

3在Unity中设置JavaSDK和AndroidSDK的路径 菜单:

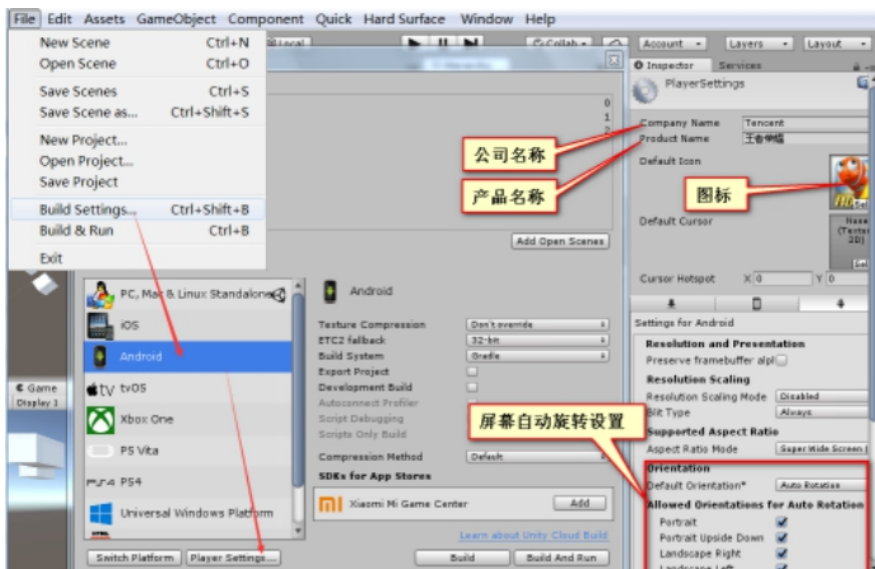
Editor>Preferences>ExternalTools



Unity2019以后版本可以自动安装安卓发布环境

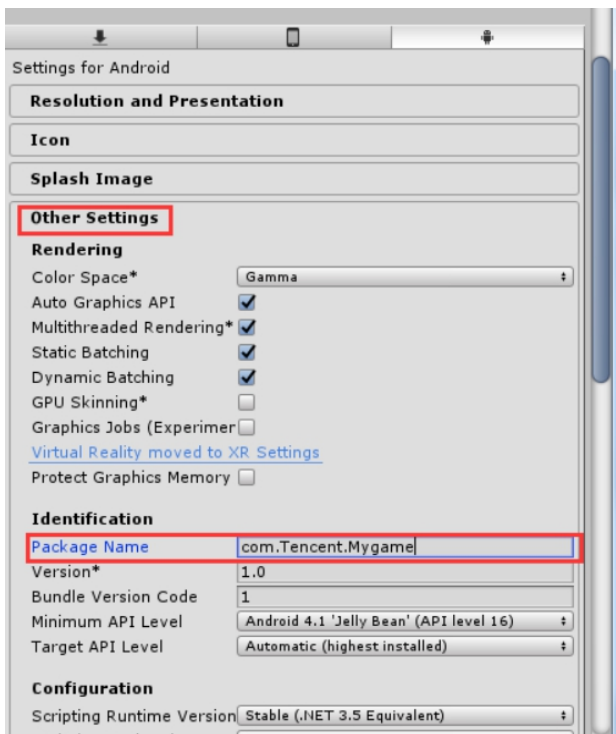


发布设置

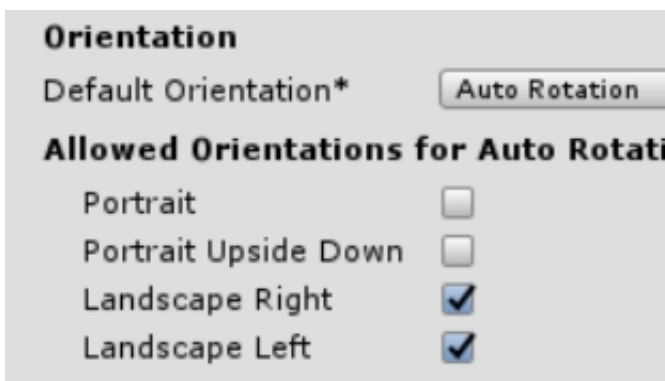


设置包名（Unity2019以前版本必设置改否则不能发布）

包名用来在应用商店和手机中区分是否是同一个应用程序

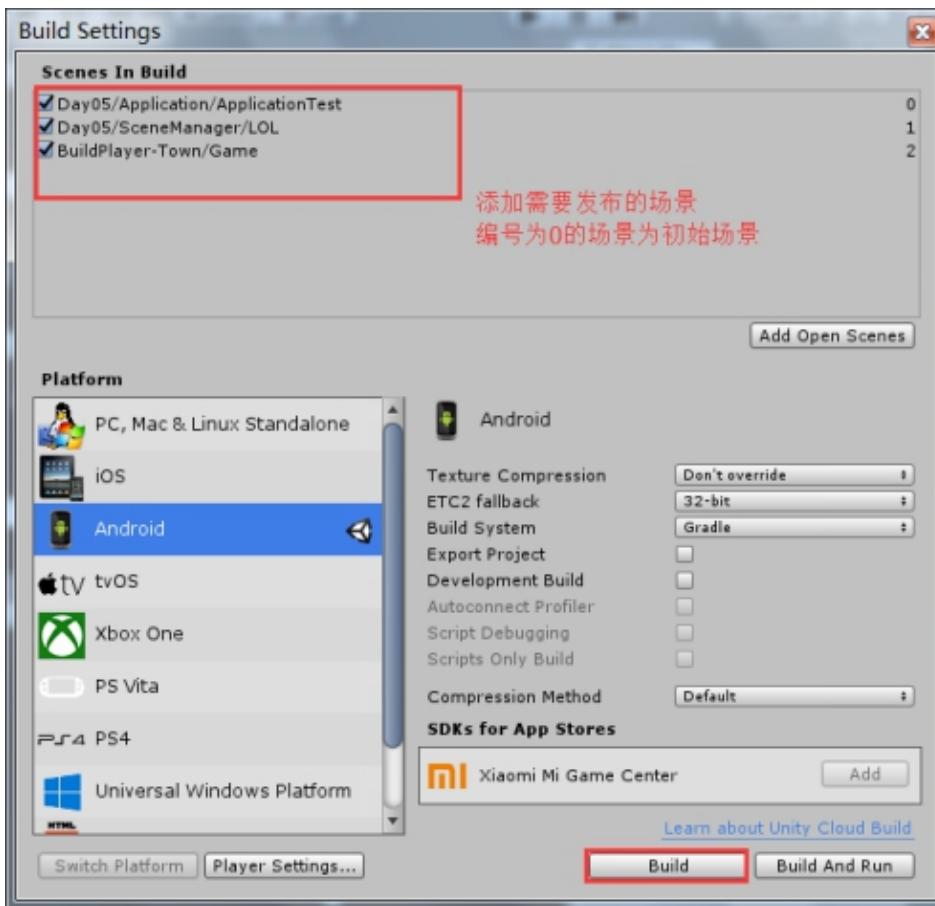


设置旋转方向



发布apk

菜单>File>Build Settings



获取触摸收入和触摸操作(了解即可)

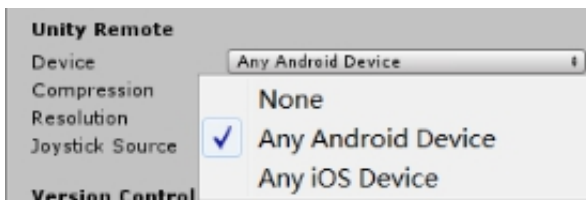
1准备Remote调试

1.1手机打开USB调试

1.2 Unity官方论坛下载Remote 5 <https://forum.unity.com/threads/unity-remote-5-preview.398791/>

2在移动端运行Remote然后连接到电脑

3在Unity Editor>Projectings>Editor设置中设置



4在编辑器中设置分辨率为手机分辨率 然后运行项目可以在手机看到画面则表示远程调试成功

5编写触摸代码测试:

```
1 public class D08_TouchInput : MonoBehaviour
```

```

2 {
3     float beginMag; //初始手指距离
4     Vector3 beginPos;
5
6     Transform camTf; //摄像机Transform组件
7     public float speedScale=0.1f;
8
9     private void Start()
10    {
11        camTf = Camera.main.transform;
12    }
13    void Update()
14    {
15        //手指点击方块, 方块变红色
16        int touchCount = Input.touchCount;
17        if (touchCount > 0) //触摸点数大于0
18        {
19            if (touchCount == 1) //单指触摸
20            {
21                Touch touch0 = Input.GetTouch(0);
22                if (touch0.phase==TouchPhase.Began)
23                {
24                    Ray ray = Camera.main.ScreenPointToRay(touch0.position);
25                    RaycastHit hitInfo;
26                    if (Physics.Raycast(ray, out hitInfo, 1000))
27                    {
28                        hitInfo.collider.GetComponent<MeshRenderer>().material.color = Color.red;
29                    }
30                }
31            }
32            else if (touchCount == 2) //双指触摸
33            {
34
35                Touch touch0 = Input.GetTouch(0);
36                Touch touch1 = Input.GetTouch(1);
37                if (touch1.phase==TouchPhase.Began) //双指触摸开始
38                {
39                    //保存初始向量的长度(手指距离)
40                    beginMag = (touch1.position - touch0.position).magnitude;
41                    //保存开始时的摄像机位置

```

```
42         beginPos = camTf.position;
43     }
44     else
45     {
46         float currentMag = (touch1.position - touch0.position).mag;
47         float detaMag= currentMag - beginMag;
48         //缩放屏幕
49         camTf.position = beginPos+ camTf.forward * detaMag*spe
50     }
51 }
52 }
53 }
54 }
```

作业:

把第一月所有文档整理成一个文档