

Introduction

Essential Kit (V3) a true cross-platform tool for Unity which provides unique and unified way to access native functionality on mobile platforms.

Supports **mobile** platforms **iOS 15+** (till iOS 17) | **Android 21+**

450+ ★★★★★ | Used by **25,000+ developers** world-wide

As promised, all customers get [Ads Kit](#) for Free - No Code Required!

The collage consists of several cards arranged in a grid-like layout:

- Super Charge #GameDev**: Features 15 Features and 450+ reviews.
- VOXEL BUSTERS ESSENTIAL KIT**: Shows compatibility with iOS and Android, and includes a lightning bolt icon.
- Exports only required**: Shows a green switch icon.
- 100+**: Shows a progress bar indicating saved hours per project.
- 25,000+ world-wide users**: Shows two profile pictures of people.
- Battle Tested**: Features Zero Third Party and No external plugins to download. All automated.
- Intuitive**: Features Write Once and Unified api for all supported platforms.
- Feature Packed**: Covers most required features, including Subscriptions, Web View, Contacts, Sharing, App Updater, and more.
- 9+ Years**: Top asset since 2015.

Important links

[Unity Forum Thread](#) | [Tutorials](#) | [Support](#)

Highlights:

- **Unified API design** | **Never write code per platform**
- **Easy installation**
- **No knowledge** of native platform **services is required**
- **Simulate** most feature **behavior in the Editor**
- Generate Android **manifest** and **permissions as per feature usage**
- Automatically adds required **capabilities** on iOS
- Only **select features** you need
- Complete **ASMDEF**

- Full **source code** is included
- Detailed **tutorials** with native platform setup
- **Unity cloud build** and batch mode compatible
- Actively supported **since 2015**

Feature set

- Address Book - Access contacts of the user
- App Updater - Prompt version updates to user
- Billing - Privacy First In-App purchases (Consumables/Non-Consumables/Subscriptions)
- Cloud Services - Save data in the cloud (iCloud & Saved Games)
- Deep Link Services (New!) - Connect your content/screen with a url
- Game Services - Leaderboards, Achievements done right
- Mail Sharing - Share data through mail
- Message Sharing - Share data as messages
- Media Library Services - Select, Capture, Save media content (Gallery/Camera)
- Native UI Popups (Alert Dialog, Date/Time Picker (New!)) - Native alerts
- Network Connectivity - Check network connection
- Local Notification System - Schedule notifications
- Push Notification System - Receive remote notifications
- Rate My App - Get ratings
- Social Sharing (Facebook, Twitter, WhatsApp) - Share to social media
- Share Sheet - Share images and urls
- WebView - Access browser within Unity

Note

- Plugin doesn't include Facebook SDK.
- Works with Unity Cloud Build.
- You need to add "com.unity.nuget.newtonsoft-json": "2.0.0" in Packages/manifest.json

You might be interested in our other products

[Cross Platform Ads Kit \(FREE with Essential Kit\)](#)

[Cross Platform Screen Recorder Kit](#)

[Easy ML Kit](#)

[Reporting Kit](#)

[Cross Platform Snapchat Kit](#)

[Cross Platform Story Kit\(Instagram\)](#)

If you are upgrading from version 2.x, please follow [this guide](#).

Third Party Plugins Compatibility

- Plays nicely with [Anti-Cheat Toolkit](#)