LocationService.Start

C#

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public void **Start**();
public void **Start**(float **desiredAccuracyInMeters**);
public void **Start**(float **desiredAccuracyInMeters**, float **updateDistanceInMeters**);

Description

Starts location service updates. Last location coordinates could be.

Retrieved via `Input.location.lastData`. Service does not start to send location data immediately. Code should check `Input.location.status` for current service status. desiredAccuracyInMeters - desired service accuracy in meters. Using higher value like 500 usually does not require to turn GPS chip on and thus saves battery power. Values like 5-10 could be used for getting best accuracy. Default value is 10 meters. updateDistanceInMeters - the minimum distance (measured in meters) a device must move laterally before `Input.location` property is updated. Higher values like 500 imply less overhead. Default is 10 meters. On Android using this method in your scripts will automatically add ACCESS_FINE_LOCATION permission to the android manifest. If you use low accuracy values like 500 or higher, you can select "Low Accuracy Location" in Player Settings to add ACCESS_COARSE_LOCATION permission instead.

```
using UnityEngine;
using System.Collections;

public class TestLocationService : MonoBehaviour
{
    IEnumerator Start()
    {
        // First, check if user has location serv
        if (!Input.location.isEnabledByUser)
            yield break;
```

Scripting API

- UnityEngine
- UnityEditor
- Unity
- Other

```
        while (Input.location.status == LocationS
        {
            yield return new WaitForSeconds(1);
            maxWait--;
        }

        // Service didn't initialize in 20 second
        if (maxWait < 1)
        {
            print("Timed out");
            yield break;
        }

        // Connection has failed
        if (Input.location.status == LocationServ
        {
            print("Unable to determine device loc
            yield break;
        }
        else
        {
            // Access granted and location value
            print("Location: " + Input.location.l
        }

        // Stop service if there is no need to qu
        Input.location.Stop();
    }
}
```

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Scripting API

Version: 2019.3

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- Other

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