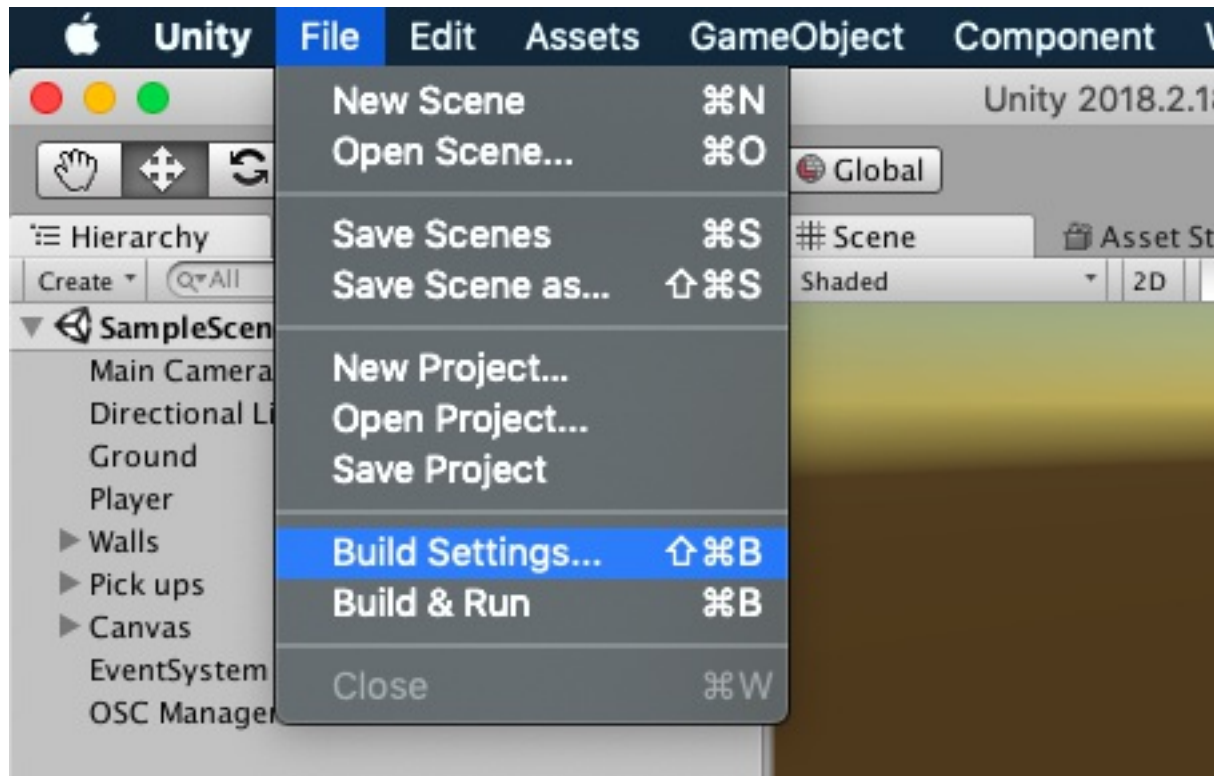
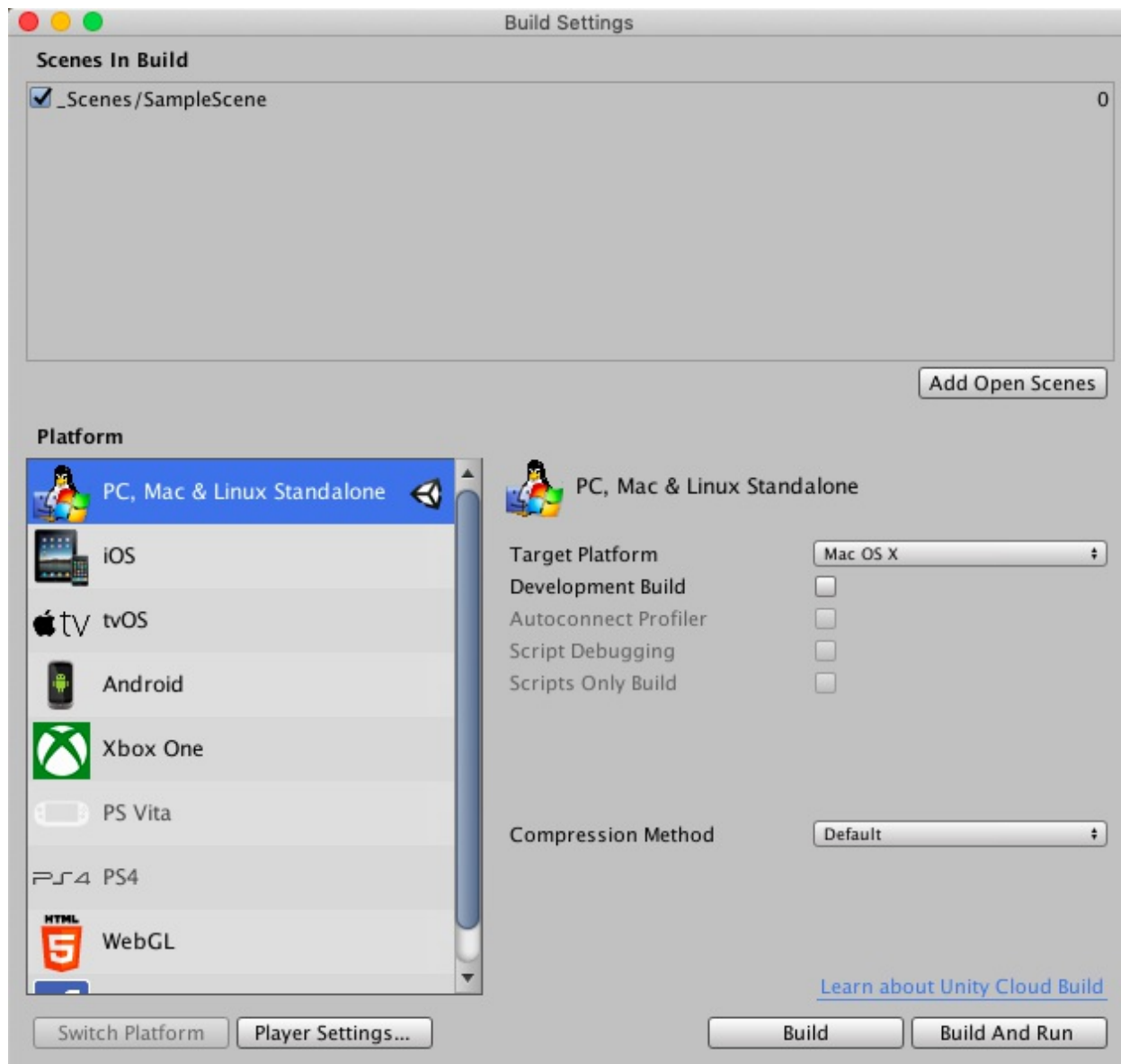


Building Unity applications

So you finished developing your project and now you want to run it. Assuming the app you have created is compiled without problems, appearing on the console on the bottom of the Unity platform you are ready to run the build process. Go to the menu of Unity and press file > build settings:



This will open another window which will allow you to build your app for various devices including computers, mobile, and various operating systems.



That's it, you just created your first Unity project which you can deploy on any device you like, with some further configurations, for example, if you want to build for iOS then Unity will create an "xcode" project; then you can build your app from there, bear in mind that many terms and conditions will apply in order to deal with Apple corp.

Finally, to make my life easier I made an AppleScript utility that runs SuperCollider on my computer and loads the Unity app. Running the utility will open a terminal window and run `sclang` executable, not the IDE etc. Once `sclang` starts in the terminal window it will run the `.scd` file you created in this step:

```
thisProcess.openUDPPort(57120); //make sure this port is open.

s.reboot;
s.waitForBoot{
  OSCdef(\upick, {|msg| //every pick up from the ball will make a sound
    msg.postln;
    play{
      var env = EnvGen.kr(Env.perc(0.2, 0.5), Done.freeSelf);
      SinOsc.ar(220.0, 0, env);
    };
  }, '/picktrig' );

  OSCdef(\uwin, {|msg|
    msg.postln; //a sound will play when the game is complete
    play{
      var env = EnvGen.kr(Env.perc(0.55, 6, -1), Done.freeSelf);
      LFSaw.ar({XLine.kr(120.0, 880.0, 0.3)+Rand(0.5)}!2, 0, env);
    };
  }, '/win' );
};
```