

Nibiru Verification Tool (Unity) User Guide



Nanjing Ruiyue (Nibiru) Technology Co., Ltd.

February 2021 - Nanjing

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Any suggestions are welcomed.

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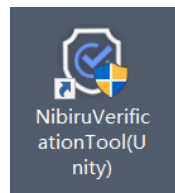
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1. Introduction

At present, we do not divide Nibiru XR OS Unity SDK into Basic or Pro versions, and have also changed its verification method. As such, Nibiru has released a new verification tool for Nibiru XR OS Unity SDK. This document describes how to use this Nibiru Verification Tool (Unity). Please note that after the verification, you can pack your APK with our SDK for unlimited times.

2. Application Installation

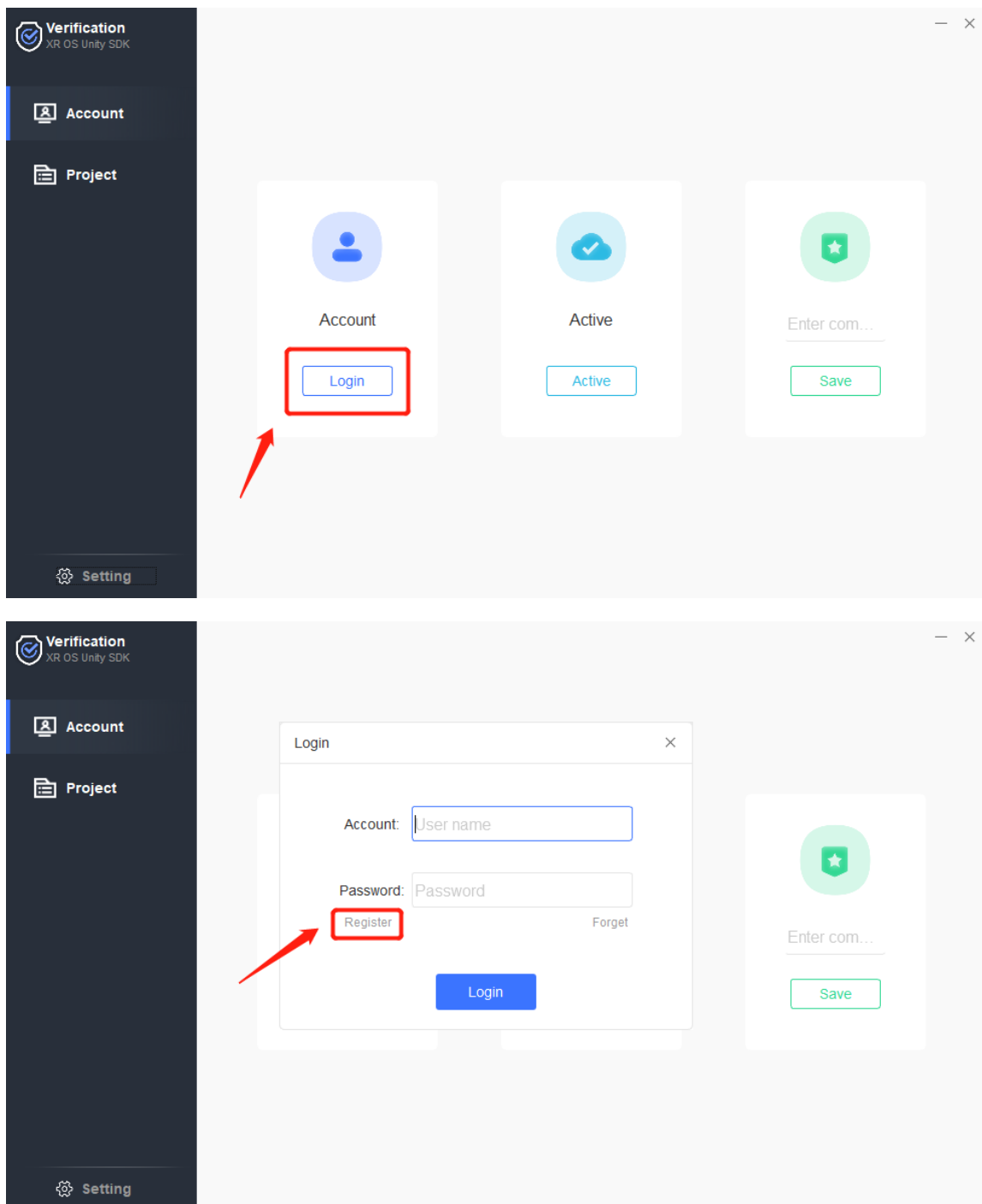
The verification tool for Nibiru XR OS Unity SDK is easy to install. Simply double click “**NibiruVerificationTool (Unity)_1.0.0.6_正式服 Released.exe**” in the SDK folder and follow the prompts to complete the installation. The icon of this verification tool will appear on your desktop after correct installation, as shown below.



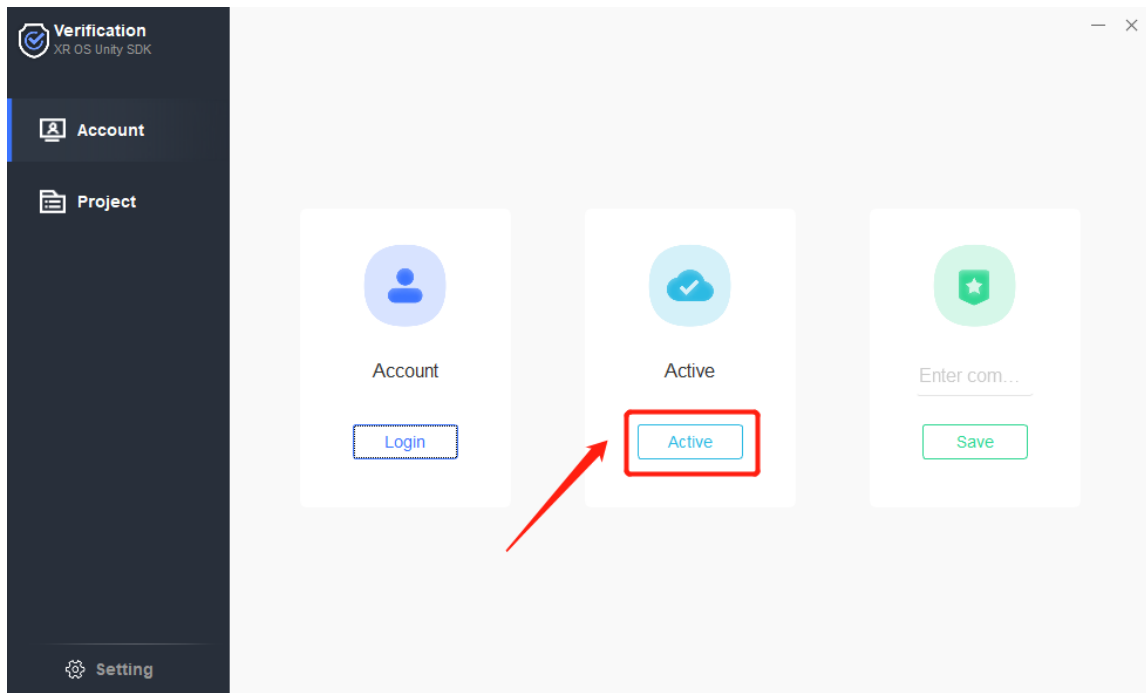
Icon of NibiruVerificationTool (Unity)

3. Using Steps

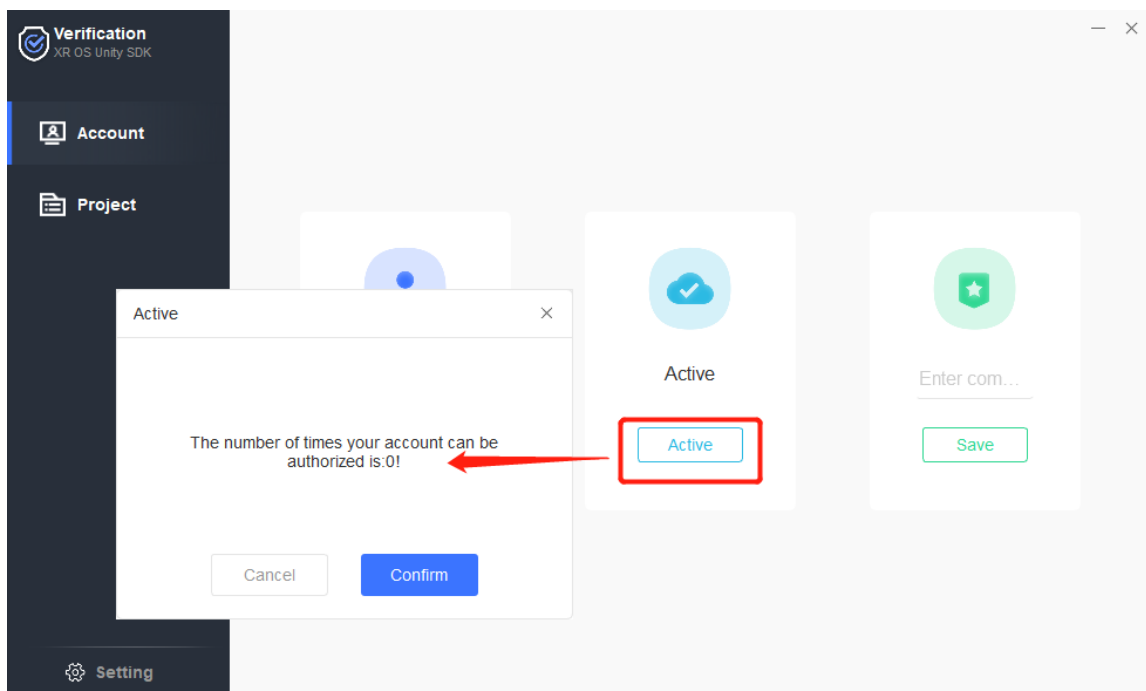
Step 1:



Open the NibiruVerificationTool (Unity) and log in with an authorized Nibiru Developer Account. If you don't have an account, you can click "Register" to get one.

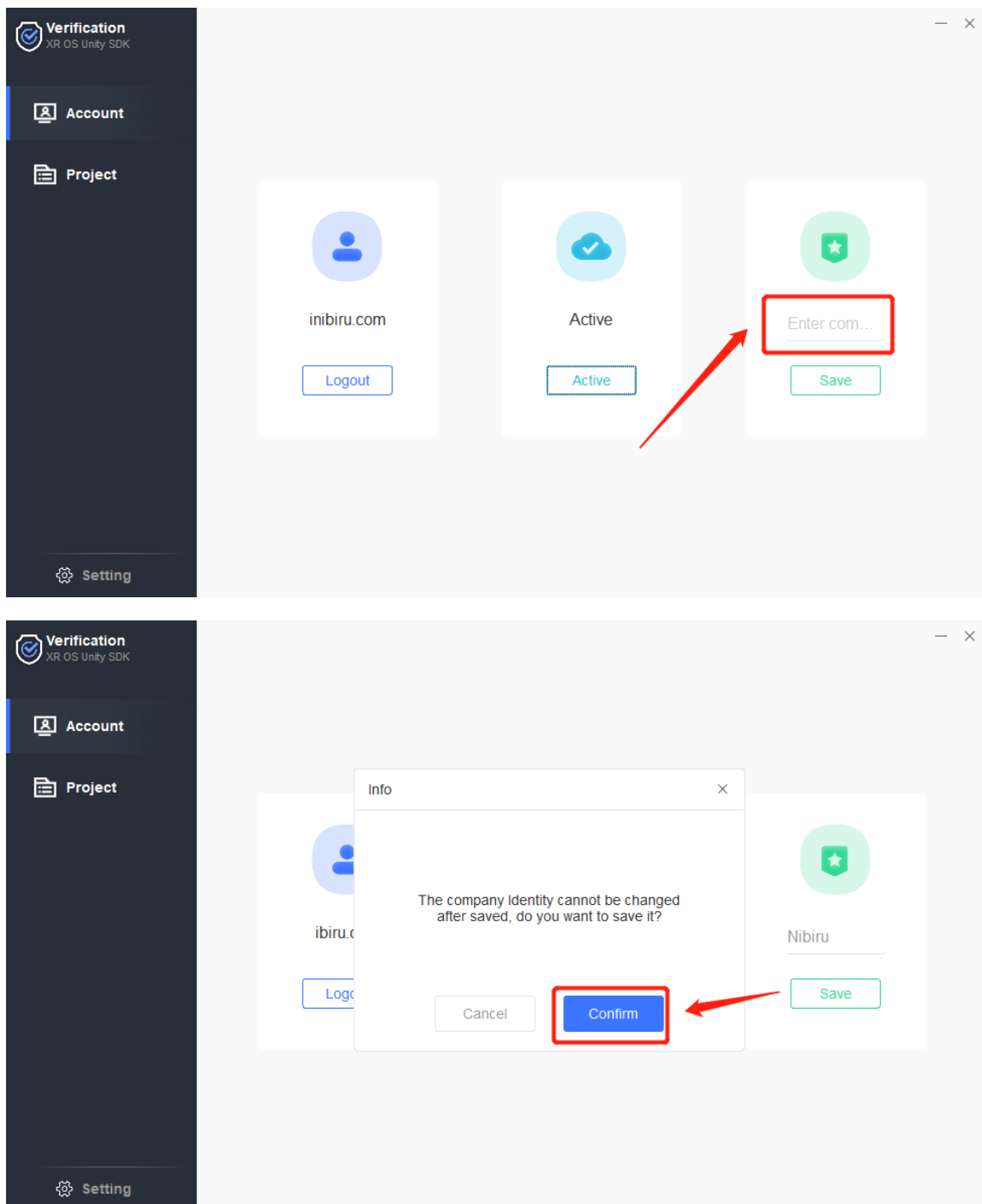


After successful login, click “Activate”.



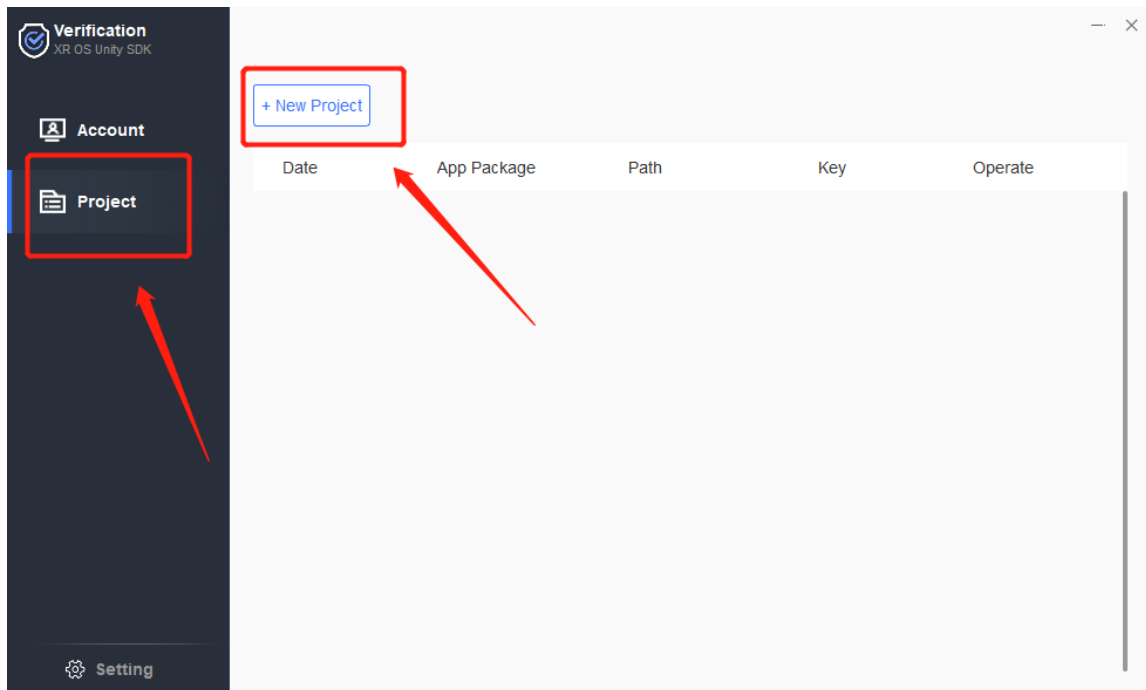
If it prompts that you are not authorized as shown above, refer to [Section 4](#) to request the authorization.

Step 2:



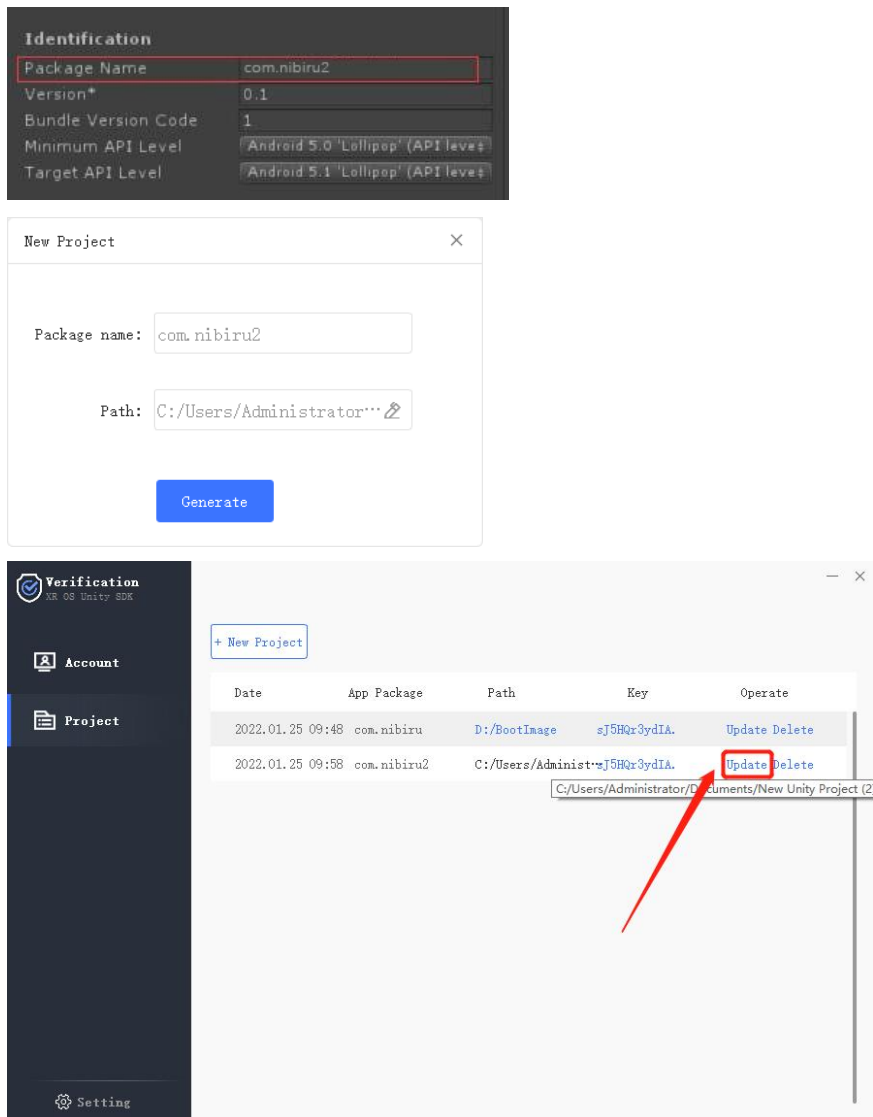
Fill in the **Organization Name** which will not be able to be modified once confirmed. It is recommended that you use an **English name** and **do not use special symbols** (such as spaces, punctuation, etc.).

Step 3:



Click “**Project**” and create a “**New Project**”.

Step 4:



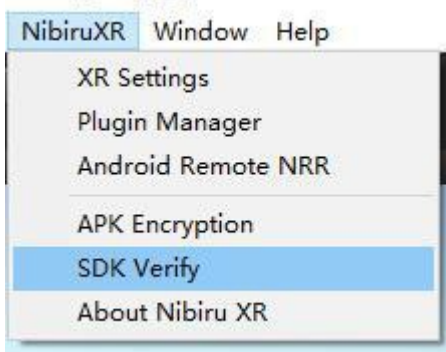
Open "Unity" —> "PlayerSetting" to check your APK's "Package Name", and fill it into the "Package Name" of the new project in the Verification Tool. Click "Path" and choose your Unity project's **Assets/Plugins/Android/assets** and click "Generate" to generate the verification key.

Note:

To modify the project path, click "Update" in the row of this project.

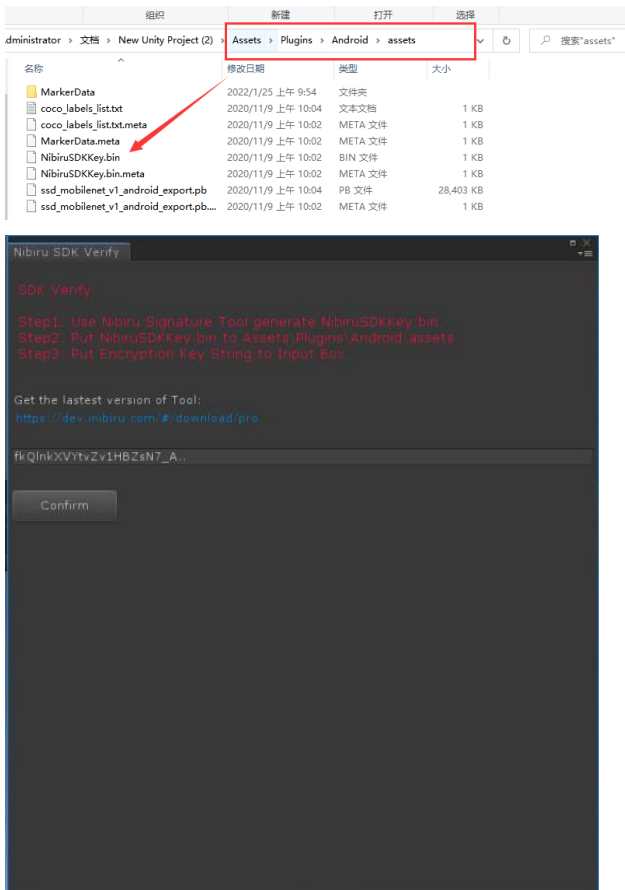
The project's Package Name cannot be changed once confirmed. Create a new project if you need to change the package name.

Step 5:



Open your Unity project, and click “NibiruXR” ——> “SDK Verify” on the toolbar.

Step 6:



First, make sure that Step 2 to Step 5 is successfully done and the key file is generated.

Second, check the path **Assets\Plugins\Android\assets** to ensure there is **NibiruSDKKey.bin** file successfully generated.

Finally, copy the key text generated by the Verification Tool and paste it to the input box above. Click “Confirm” to complete the verification process.

4. Activation Request

Please send an email in the following format to your business contact to request an activation authorization.

Subject: XXXX (your organization name) requests Nibiru SDK authorization

Body:

Nibiru Developer Account:

Organization Name:

SDK Type: Nibiru XR OS Unity SDK

Reason for Application: e.g. develop educational lessons

Application Field: e.g. VR education; education training

Number of Authorization: e.g. 2 (If you request **1**, you will be able to activate the verification tool on **1 MAC address** with your developer account. If you have multiple PCs that need to pack APKs separately, which means you will need to activate the verification tool on multiple MAC addresses with your developer account, please enter **the quantity of how many MAC addresses you want to use our SDK here.**)