NOLO SDK

Unity Package Name Modification Instruction

Version: 3.1

Project name should be bound with NibiruSDKKey.bin file, as shown in the figure:

▼ 🔄 Plugins ▼ 🖨 Android	Splash Image	
MarkerData MarkerData MarkerData MarkerData MibiruSDKKey Ssd_mobilenet_v1_android_export Mibis AndroidManifest Controller_sdk_3_0_7 General Section of the sectio	Other Settings Rendering Color Space* Auto Graphics API Graphics APIs	Gamma ¢
	= OpenGLES2 = OpenGLES3	
	Multithreaded Rendering* Static Batching Dynamic Batching GPU Skinning* Graphics Jobs (Experiment Virtual Reality Supported Protect Graphics Memory Identification Package Name Version* Bundle Version Code Minimum API Level Target API Level	com.nolo.xr.unitydemo 0.1 Android 5.0 'Lollipop' (API level 21) Automatic (highest installed)

Send the required project name such as com.test.unitydemo to dev@nolovr.com

Email Title: XXXX apply modify Unity project package name

Email body:

SDK type: NOLO_HOME_X1 Unity SDK

Project name: PackageName:

You will receive a NibiruSDKKey.bin file and a verification code. (i.e.: Z1ddobsfVNQ) Follow the steps below to complete the project name modification.

- 1. Place the NibiruSDKKey.bin file in the Assets/Plugins/Android/assets directory
- 2. In the Unity menu, please select NibiruXR->SDK verify, copy the verification to the box, and click Confirm.
- 3. Modify the Package Name to the name you need to modify in the UnityPlayersettings, then

click Enter.





