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	Splash Image	
MarkerData MarkerData MarkerData MarkerData MibirusDKKey Sad_mobilenet_v1_android_export MibirusDKKey Sad_mobil	Other Settings Rendering Color Space* Auto Graphics API Graphics APIs	Gamma \$	
	= OpenGLES2 = OpenGLES3		
	Multithreaded Rendering* Static Batching Dynamic Batching GPU Skinning* Graphics Jobs (Experimen Virtual Reality Supported Protect Graphics Memory Identification Package Name Version* Bundle Version Code Minimum API Level		
	Target API Level	Automatic (highest installed) +	
10.14.01	Configuration		

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





