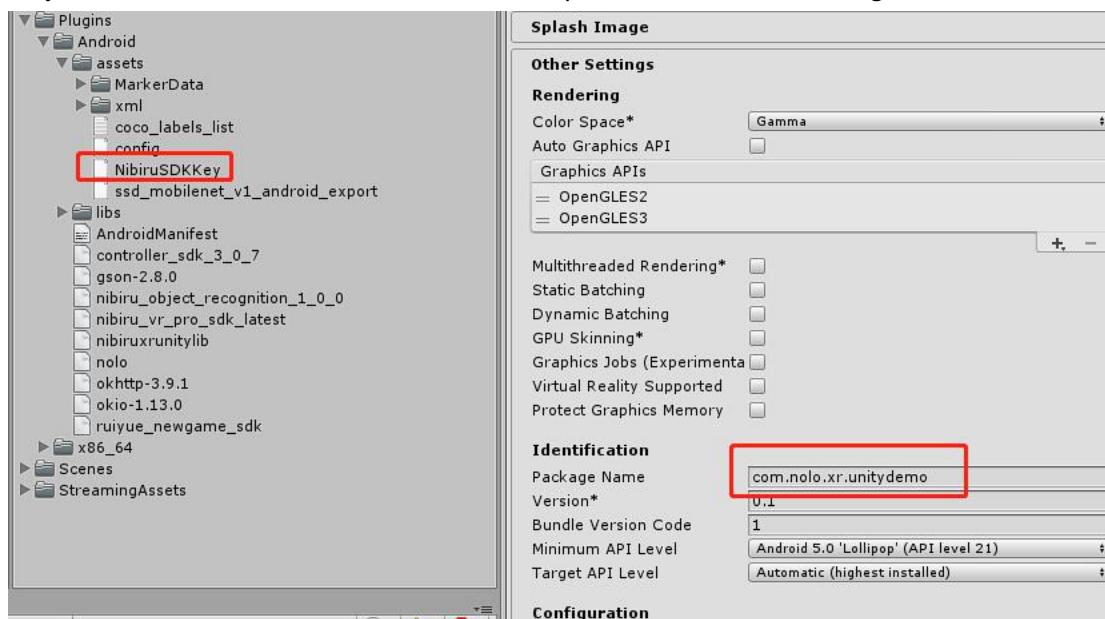# NOLO SDK

Unity Package Name Modification

Instruction

Version: 3.1

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

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.