## **NOLO SDK**

## Unity Package Name 修改说明

版本: 3.1

项目名称是与 NibiruSDKKey.bin 文件绑定的,如图

## Android Sasets    Marker Data	▼ 🖨 Plugins ▼ 🖨 Android	Splash Image	
ssd_mobilenet_v1_android_export    Sibs	■ assets  ■ MarkerData  ■ xml □ coco_labels_list □ config □ NibiruSDKKey □ ssd_mobilenet_v1_android_export  ■ libs ■ AndroidManifest □ controller_sdk_3_0_7 □ gson-2.8.0 □ nibiru_object_recognition_1_0_0 □ nibiru_vr_pro_sdk_latest □ nibiruxrunitylib □ nolo □ okhttp-3.9.1 □ okio-1.13.0 □ ruiyue_newgame_sdk ■ x86_64 ■ Scenes	Rendering Color Space* Gamma Auto Graphics API	*
controller_sdk_3_0_7 gson-2.8.0 nibiru_object_recognition_1_0_0 nibiru_vr_pro_sdk_latest nibiruxrunitylib nolo okhttp-3.9.1 okio-1.13.0 ruiyue_newgame_sdk  Scenes Scenes StreamingAssets  Multithreaded Rendering* Static Batching Opynamic Batching GPU Skinning* Graphics Jobs (Experimenta Virtual Reality Supported Protect Graphics Memory  Identification Package Name Version* Bundle Version Code Minimum API Level  Android 5.0 'Lollipop' (API level 21)		= OpenGLES2	
larget API Level Automatic (highest installed)		Static Batching Dynamic Batching GPU Skinning* Graphics Jobs (Experimenta Virtual Reality Supported Protect Graphics Memory  Identification Package Name Version* Bundle Version Code Minimum API Level  Android 5.0 'Lollipop' (API level 21)	1
		Target API Level Automatic (highest installed)	

将需要的项目名称 如 com.test.unitydemo, 发送至 dev@nolovr.com

邮件名称: XXXX 申请修改 Unity 项目包名

## 邮箱正文:

SDK 类型: NOLO\_HOME\_X1 Unity SDK

项目名称:

## PackageName:

您将收到一个 NibiruSDKKey.bin 文件和一个验证码(如"Z1ddobsfVNQ.")接以下步骤完成项目名称修改。

- 1、将 NibiruSDKKey.bin 文件放置在 Assets/Plugins/Android/assets 目录下
- 2、Unity 菜单栏中选择 NibiruXR-->SDK verify ,将验证码复制在框内,点击 Confirm
- 3、UnityPlayersettings 中修改 Package Name 为您需要修改的名称,按回车即可





