# Using the Unity NodleSDK

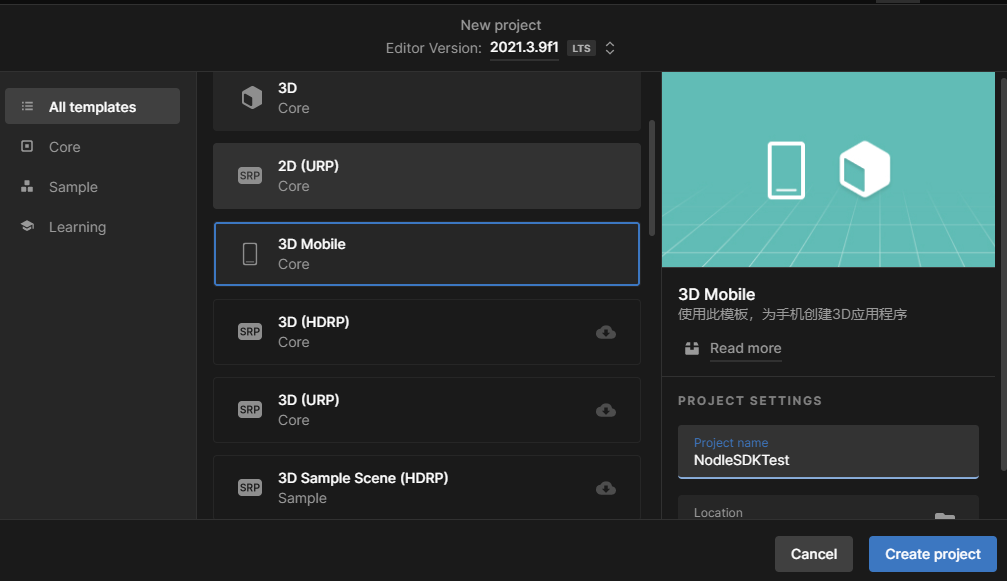
The plug in is developed for Android and iOS, LTS versions.

## In a new project:

### For Android:

1. In Unity Hub - Create a new Android project

It is not required to use this template, you can use the blank 3D or other.



1. Switch to Android

A screenshot of a computer

Description automatically generated with medium confidence

Go to Build Settings

Graphical user interface, application

Description automatically generated

Switch to Android

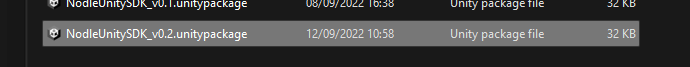
Graphical user interface

Description automatically generated

1. Import package

Graphical user interface, application

Description automatically generated



A picture containing text

Description automatically generated

We recommend to import the sample scene as well

If you receive a Notification to use TMP Essentials, it is ok

A screenshot of a computer

Description automatically generated with medium confidence

(If the letters do not appear in the buttons, is a minor Unity bug, close it and enter again they will appear)

1. Open the Sample Scene: Assets/Plugins/Nodle/SampleScene/SampleScene.unity

Graphical user interface

Description automatically generated

1. Select the MainCamera Object

Graphical user interface, text, application

Description automatically generated

1. In the inspector place your NodleKey, leave the “ss58:”.

Graphical user interface

Description automatically generated

1. Go to Build Settings

Graphical user interface

Description automatically generated

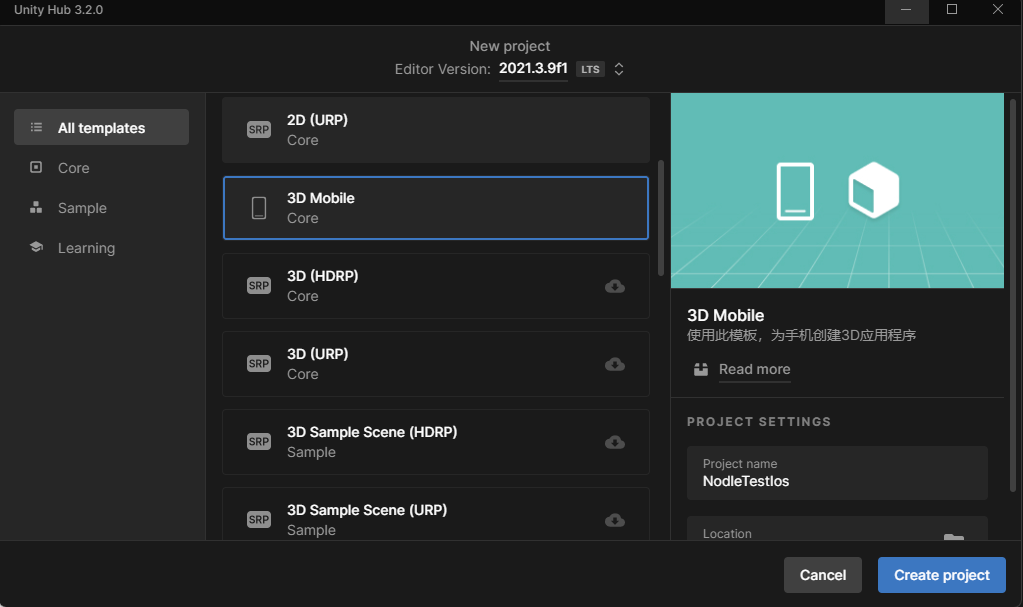
If you scene didn’t appear, click on the “Add Open Scenes”, and place it as 0 ( Drag the scene name to the top of the list )

\*\*\*\*\*\* DON’T Forget to fill the Player Settings details for your application.

### For iOS:

1. In Unity Hub - Create a new Android project

It is not required to use this template, you can use the blank 3D or other.



1. Switch to iOS

Graphical user interface

Description automatically generated

1. Import custom package

A screenshot of a computer

Description automatically generated with medium confidence



A picture containing text

Description automatically generated

1. Open the Sample Scene

Graphical user interface, application

Description automatically generated

1. Import the TMP Essentials

Graphical user interface

Description automatically generated

(If the letters do not appear in the buttons, is a minor Unity bug, close it and enter again they will appear)

1. Select the Main camera to put the NodleSDK Key, leave the “ss58:”.

Graphical user interface, text, application

Description automatically generated

Graphical user interface

Description automatically generated

1. Open Build Settings – Add Open Scenes

Graphical user interface

Description automatically generated

\*\*\*\*\*\* DON’T Forget to fill the Player Settings details for your application.

### After Unity Build

1. After making the build into a build folder (only once)
2. Copy podfile com XCodeFiles to the root of the build folder
3. Go to the build folder with your terminal, and pod install
4. Open the Info.plist from the folder and copy the entries to the project’s info.plist
5. open the workspace file
6. Build or play

Graphical user interface, text

Description automatically generated

## The Sample Scene

Press Request location and request bluetooth

Press init -> start -> getevents

(iOS) The build folder is updated every time with unity build, there is no

need to create a new build folder, and all the changes in the info plist

remain, and the pods as well