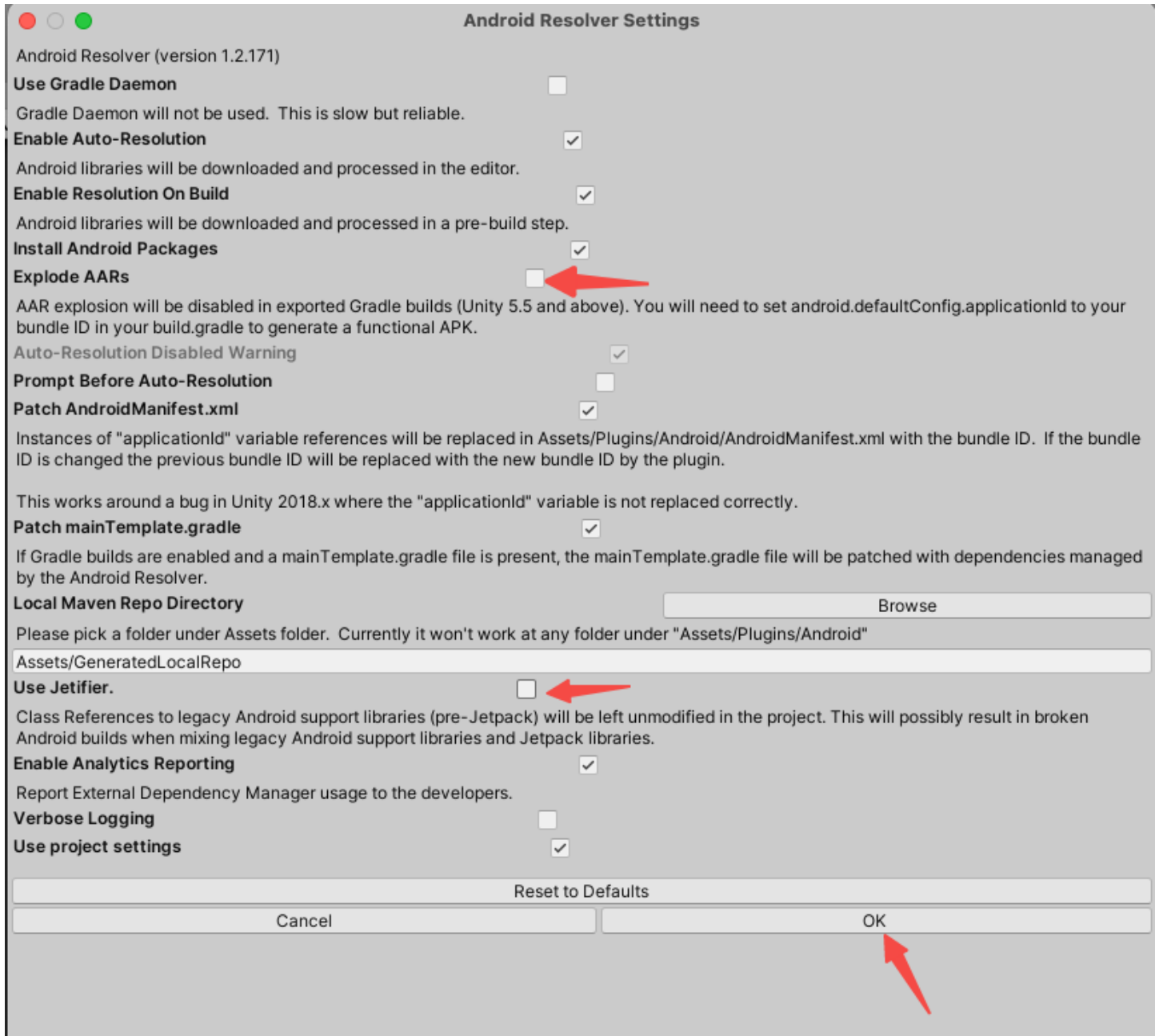
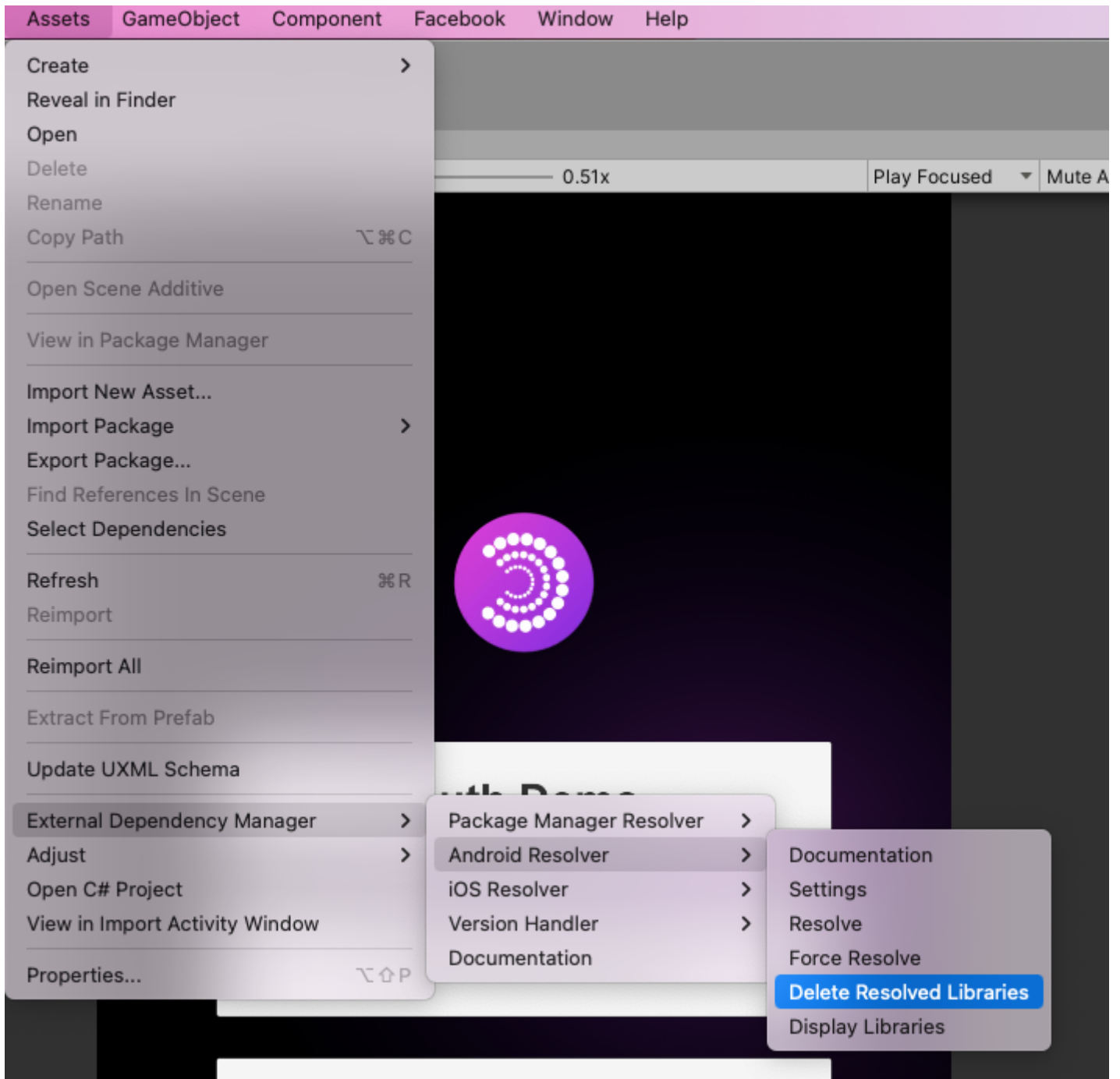


Partcile Unity sdk with firebase tools

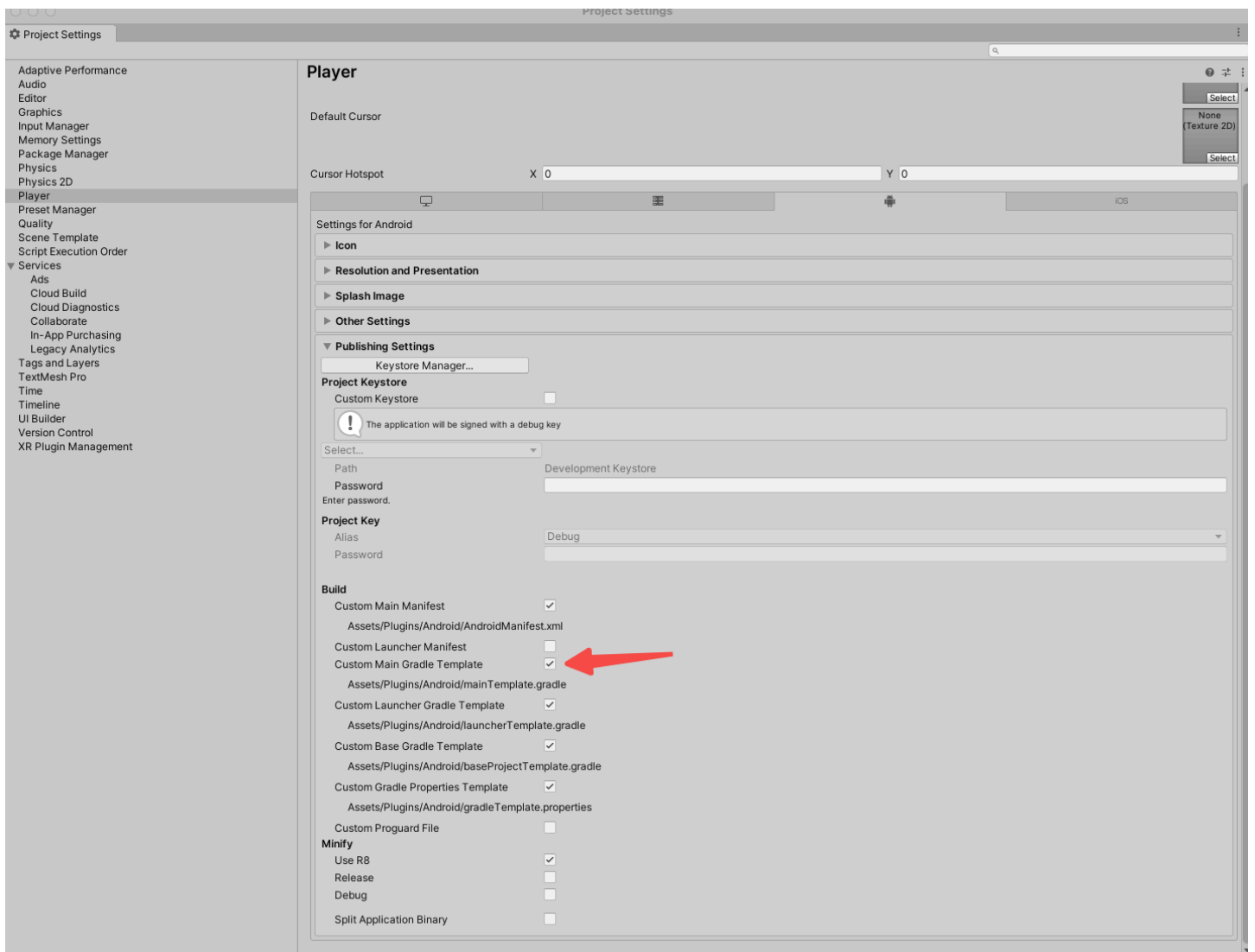
1. Uncheck **Explode AARs** and **Use Jetifier**, click ok to save config



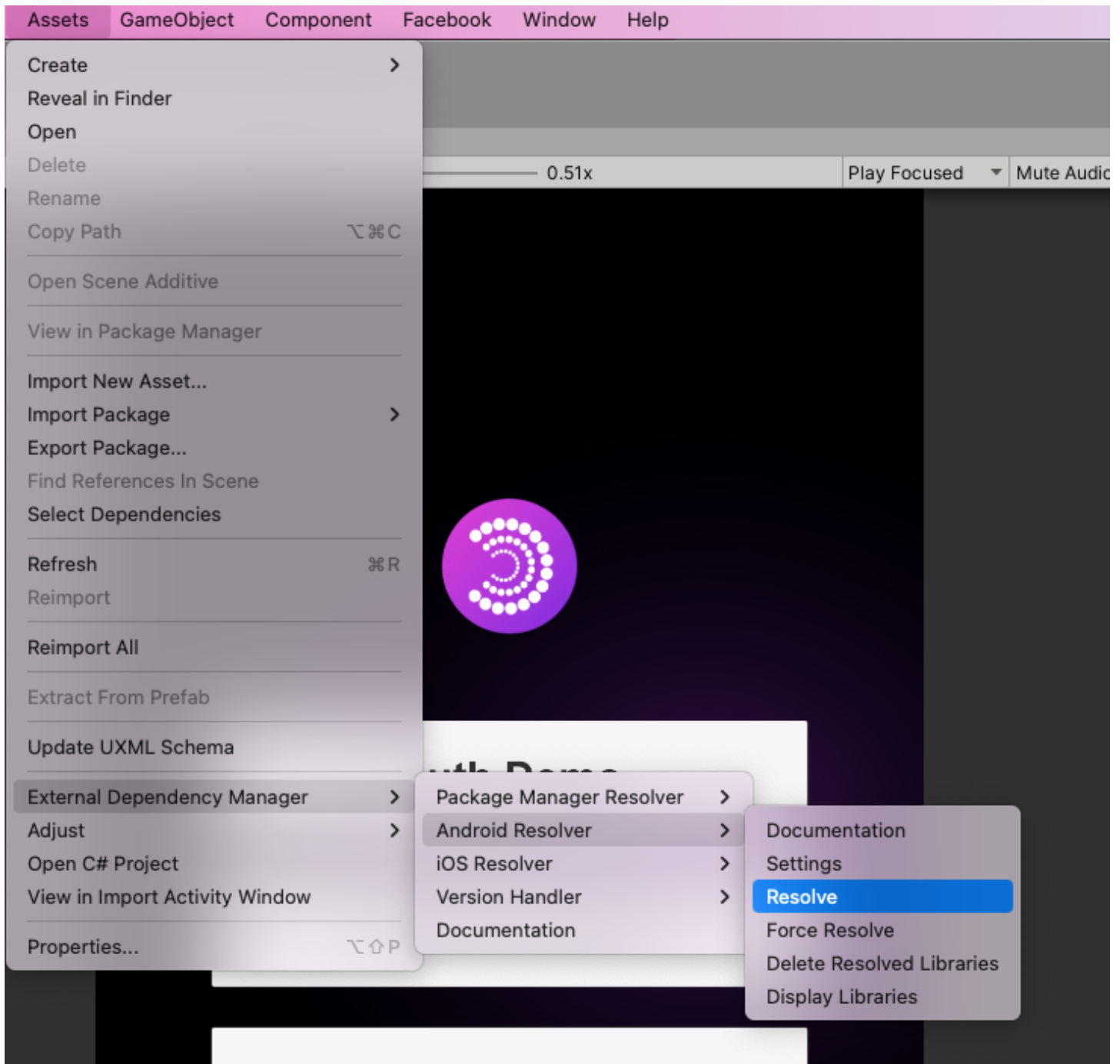
2. Delete Resolved Libraries



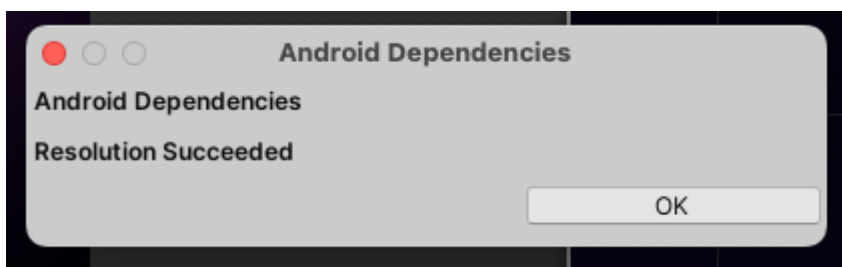
3. Open Project Settings-->Android -->Publishing Settings
checked **Custom Main Gradle Template**



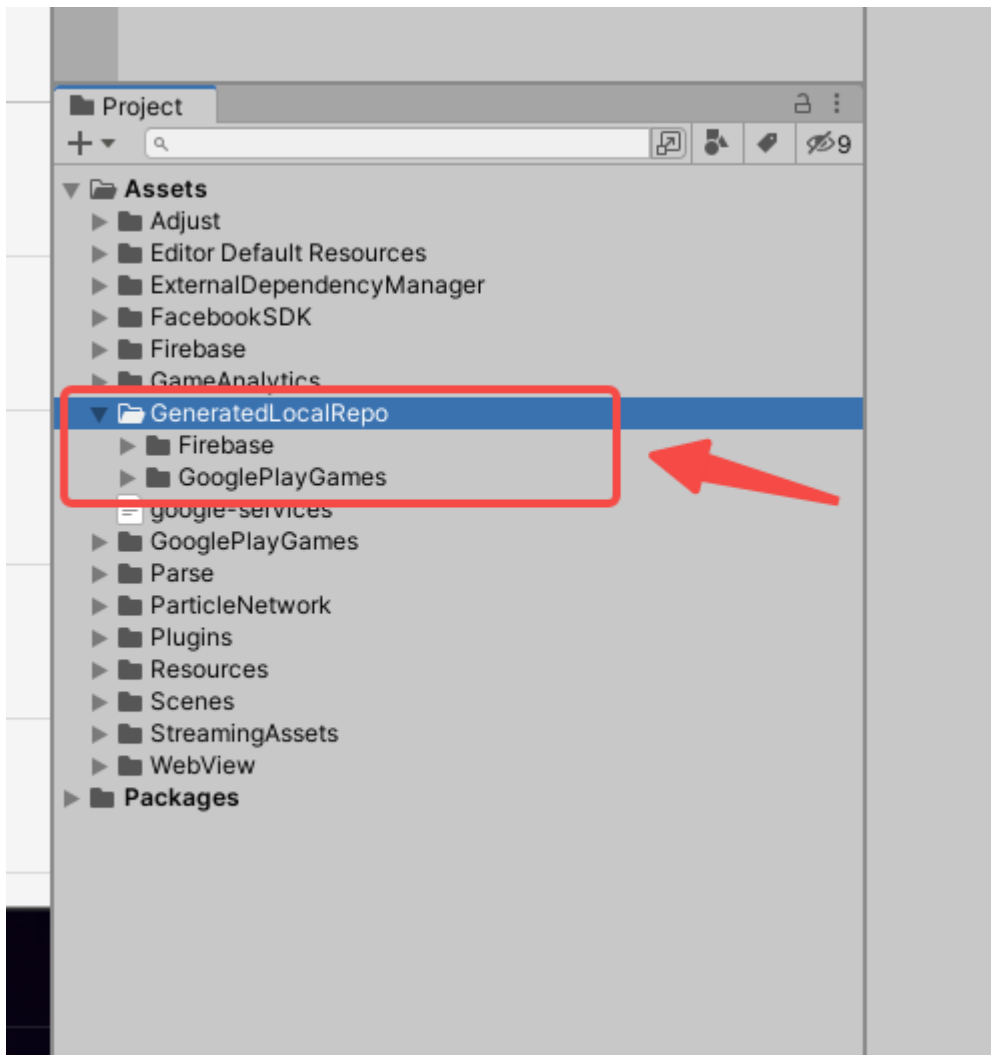
4. Resolve



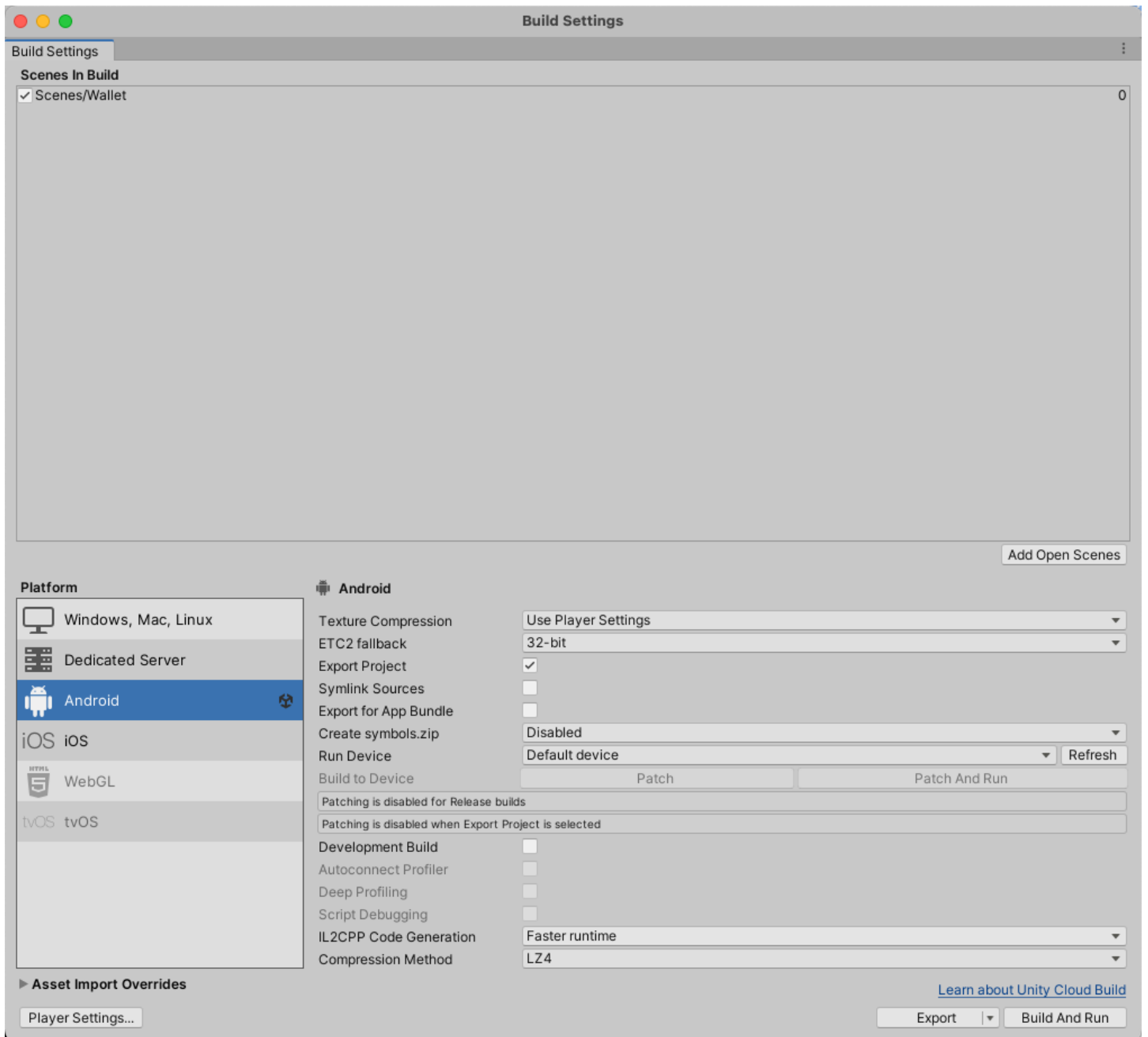
The following dialog box pops up to indicate success



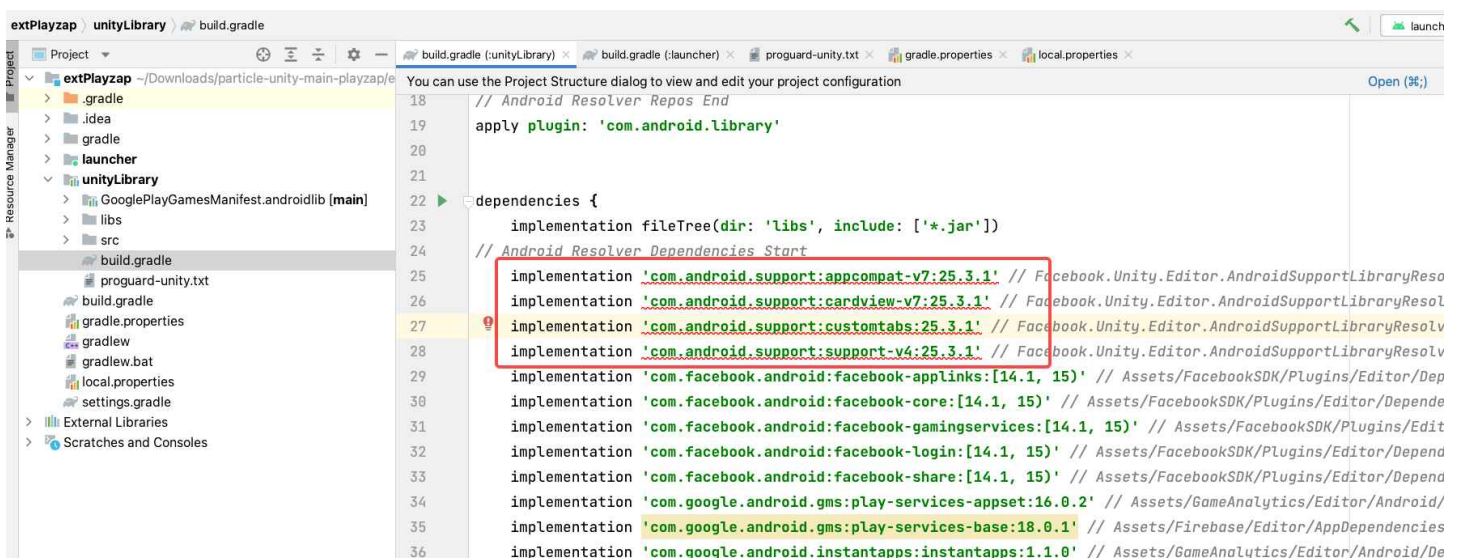
And GeneratedLocalRepo directory will be generated



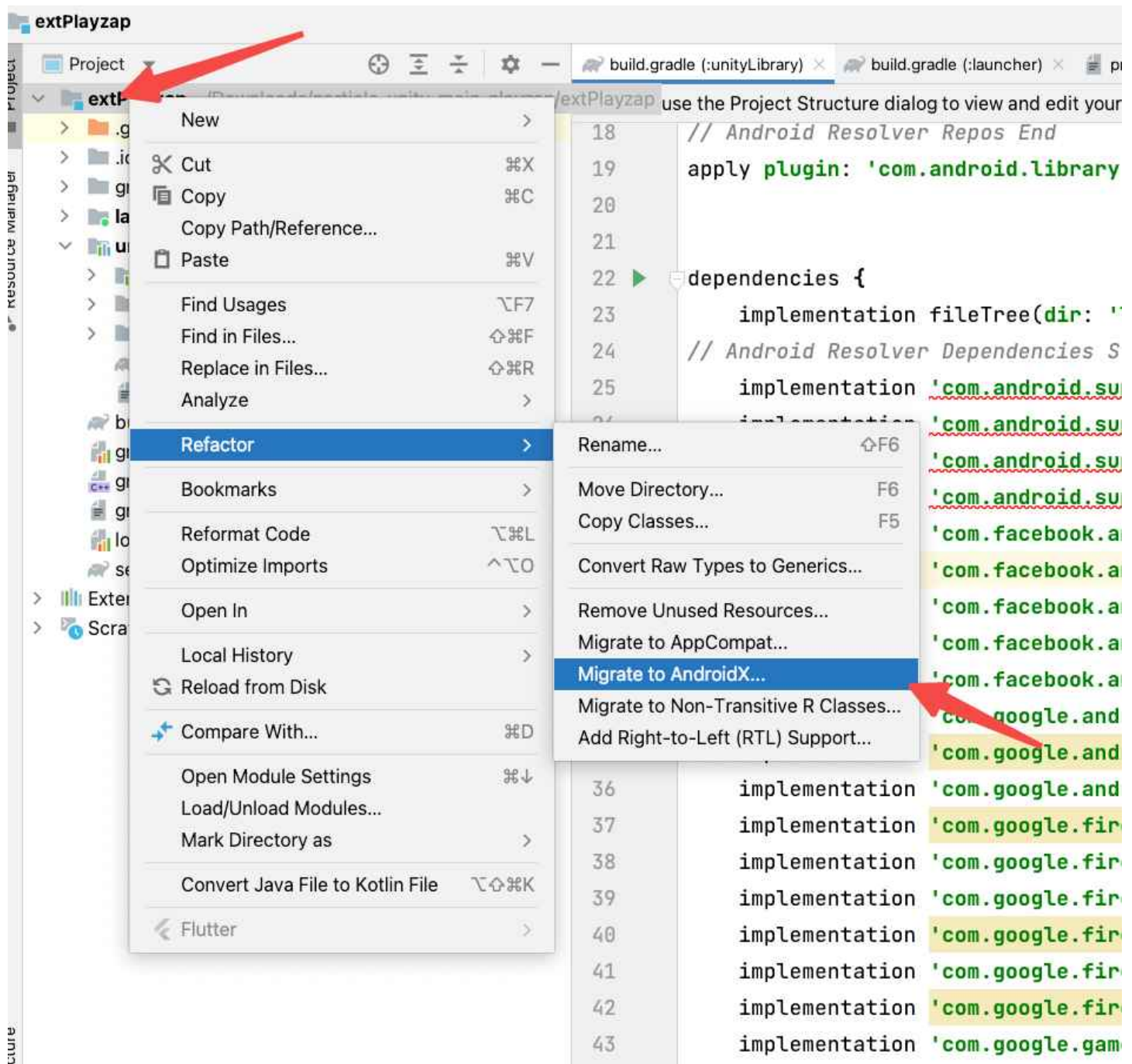
5. Export Android project



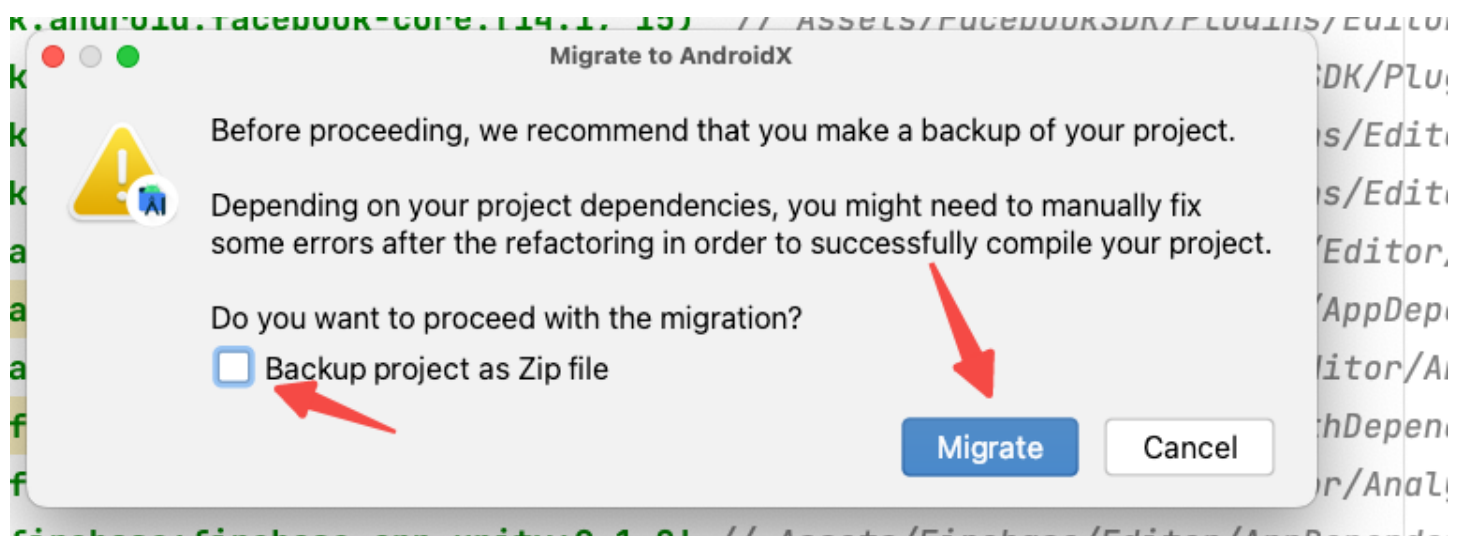
6. fix dependencies error



Right-click on your project, Click **Migrate to AndroidX**



Uncheck Backup and **Migrate**



Click **Do Refactor**, The error can be fixed.

extPlayzap > unityLibrary > build.gradle

Project Structure: extPlayzap (~/Downloads/particle-unity-main-playzap/e)

- .gradle
- idea
- gradle
- launcher
- unityLibrary
 - GooglePlayGamesManifest.androidlib [main]
 - libs
 - src
 - build.gradle
 - proguard-unity.txt
- build.gradle
- gradle.properties
- gradlew
- gradlew.bat
- local.properties
- settings.gradle
- External Libraries
- Scratches and Consoles

build.gradle (unityLibrary)

```
34 implementation 'com.google.android.gms:play-services-appset:1
35 implementation 'com.google.android.gms:play-services-base:18.
36 implementation 'com.google.android.instantapps:instantapps:1.
37 implementation 'com.google.firebase:firebase-analytics:21.0.0
38 implementation 'com.google.firebase:firebase-analytics-unity:
39 implementation 'com.google.firebase:firebase-app-unity:9.1.0'
40 implementation 'com.google.firebase:firebase-auth:21.0.5' //
41 implementation 'com.google.firebase:firebase-auth-unity:9.1.0
42 implementation 'com.google.firebase:firebase-common:20.1.1' /
43 implementation 'com.google.games:gpgs-plugin-support:0.11.01'
44 implementation 'com.parse.bolts:bolts-android:1.4.0' // Asset
45 // Android Resolver Dependencies End
46 implementation(name: 'WebViewPlugin', ext:'aar')
47 implementation(name: 'facebook-android-wrapper-14.1.0', ext:'
48 implementation(name: 'gameanalytics', ext:'aar')
49 implementation project('GooglePlayGamesManifest.androidlib')
50
51 }
52
53 // Android Resolver Exclusions Start
54 android {
dependencies}
```

Find: Refactoring Preview

[In Code] References to be changed (4 references in 1 file) in 4 results

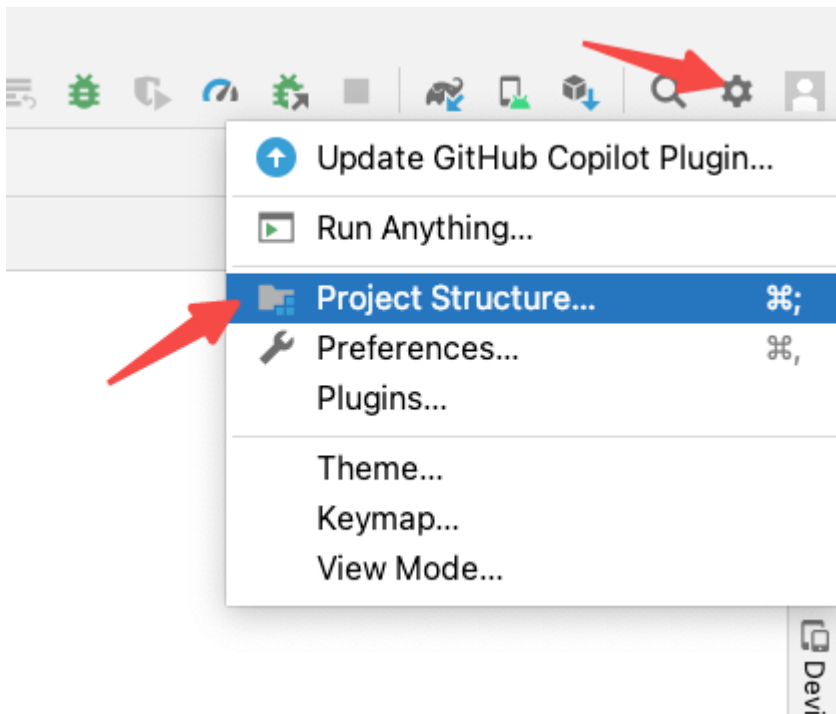
- In Gradle build script 4 results
 - extPlayzap.unityLibrary 4 results
 - unityLibrary 4 results
 - build.gradle 4 results
 - 25 implementation 'com.android.support:appcompat-v7:25.3.1' // Facebook.Unity.E
 - 26 implementation 'com.android.support:cardview-v7:25.3.1' // Facebook.Unity.Edit
 - 27 implementation 'com.android.support:customtabs:25.3.1' // Facebook.Unity.Edit
 - 28 implementation 'com.android.support:support-v4:25.3.1' // Facebook.Unity.Edit

Buttons: Cancel, Do Refactor

Version Control, Find, TODO, Problems, Profiler, Terminal, Logcat, App Inspection, Build

Project update recommended: Android Gradle Plugin can be upgraded. (4 minutes ago)

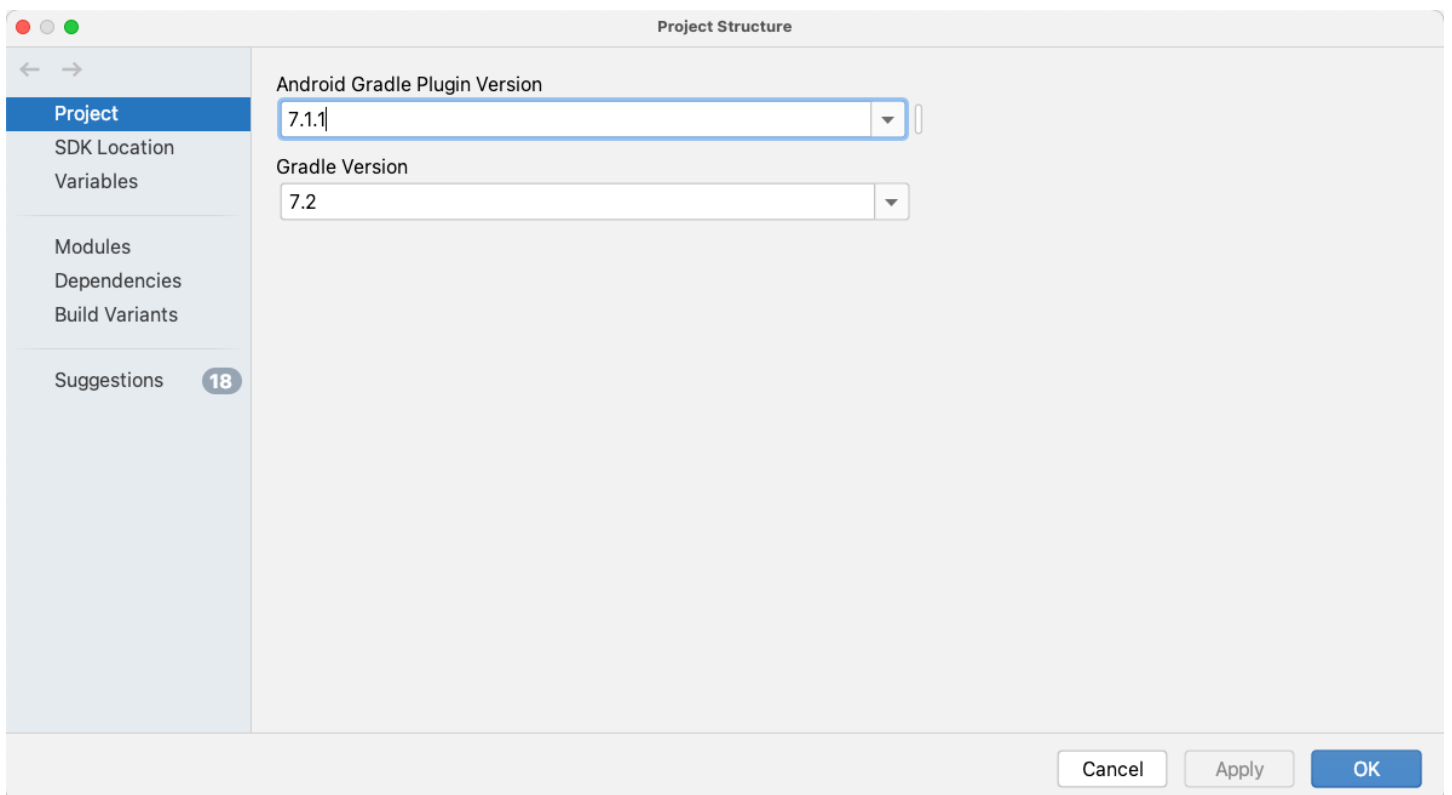
7. Check gradle config



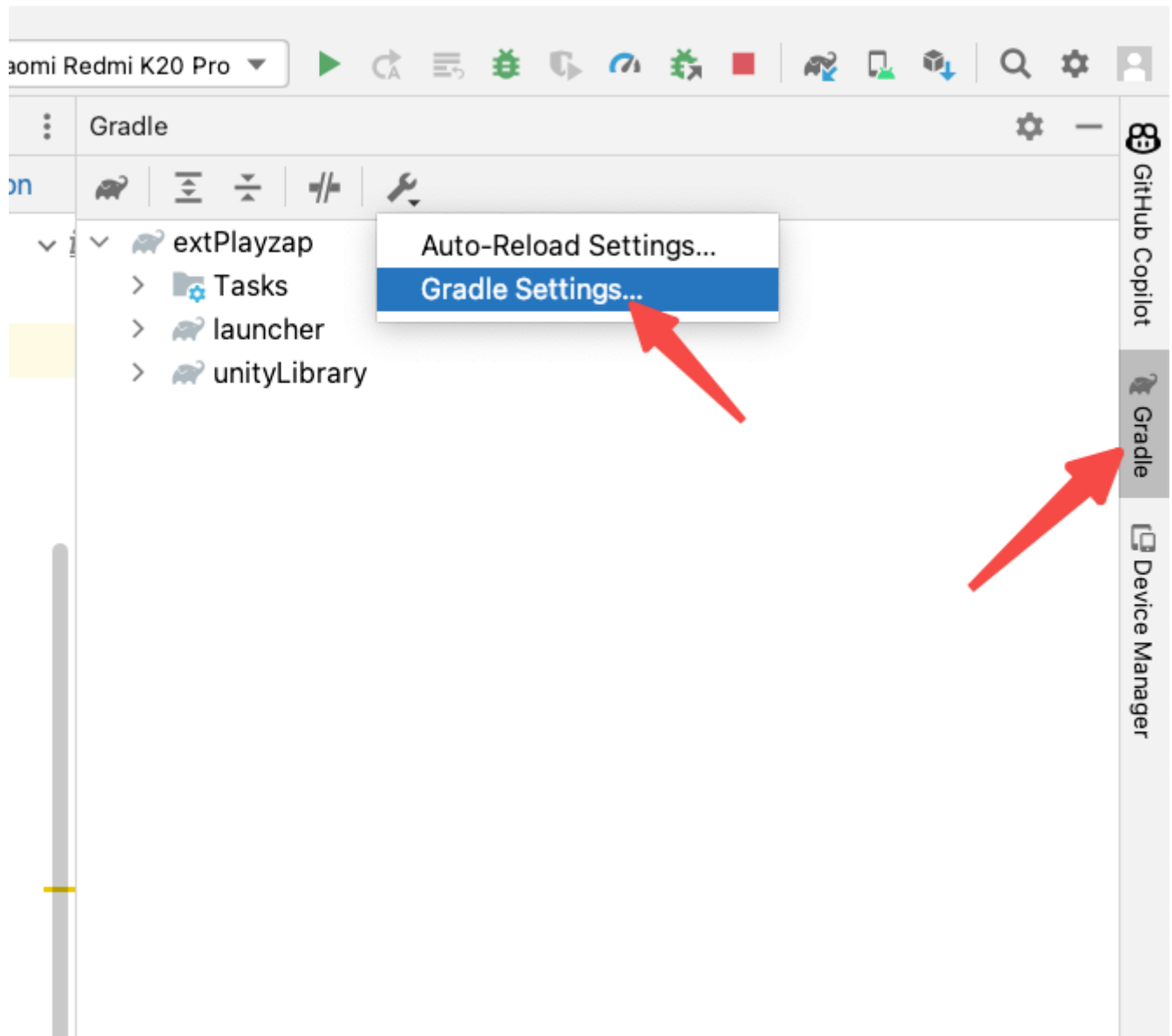
Recommend:

Android Gradle Plugin Version: 7.1.1+

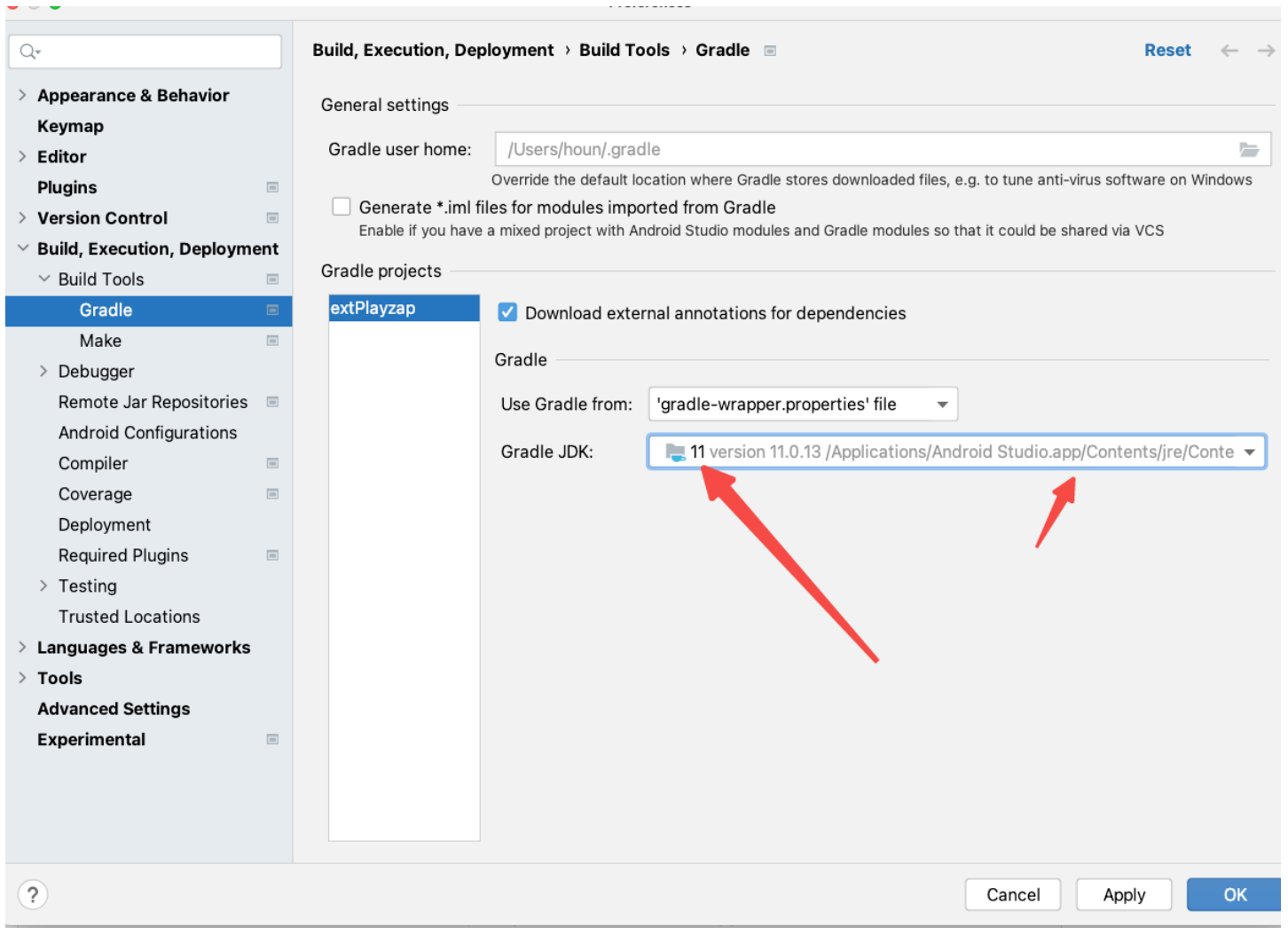
Gradle Version: 7.2+



Check Gradle JDK



Select Java11 in Android Studio



8. Batch replacement configuration information

Replace compileSdkVersion xx to **compileSdkVersion 31**

Replace minSdkVersion xx to **minSdkVersion 23**

Replace targetSdkVersion xx to **targetSdkVersion 31**

Replace buildToolsVersion 'xx.xx.xx' to **buildToolsVersion '30.0.3'**

Replace JavaVersion.VERSION_1_8 to **JavaVersion.VERSION_11**

Replace in Files 4 matches in 2 files

☒ File mask:

.



Q JavaVersion.VERSION_1_8



Cc

W

.*

Q JavaVersion.VERSION_11



AA

In Project Module Directory Scope

sourceCompatibility(**JavaVersion.VERSION_1_8**)

launcher/build.gradle 30

targetCompatibility(**JavaVersion.VERSION_1_8**)

launcher/build.gradle 31

sourceCompatibility **JavaVersion.VERSION_1_8**

unityLibrary/build.gradle 73

targetCompatibility **JavaVersion.VERSION_1_8**

unityLibrary/build.gradle 74



Replace All

Replace 4 occurrences of
'JavaVersion.VERSION_1_8'
across 2 files with 'JavaVersion.VERSION_11'?

Cancel

Replace

build.gradle launcher

28

29

comp

30

sourceCompatibility(**JavaVersion.VERSION_1_8**)

31

targetCompatibility(**JavaVersion.VERSION_1_8**)

32

}

33

34

defaultConfig {

☐ Open results in new tab



Open in Find Window

Replace All

Replace