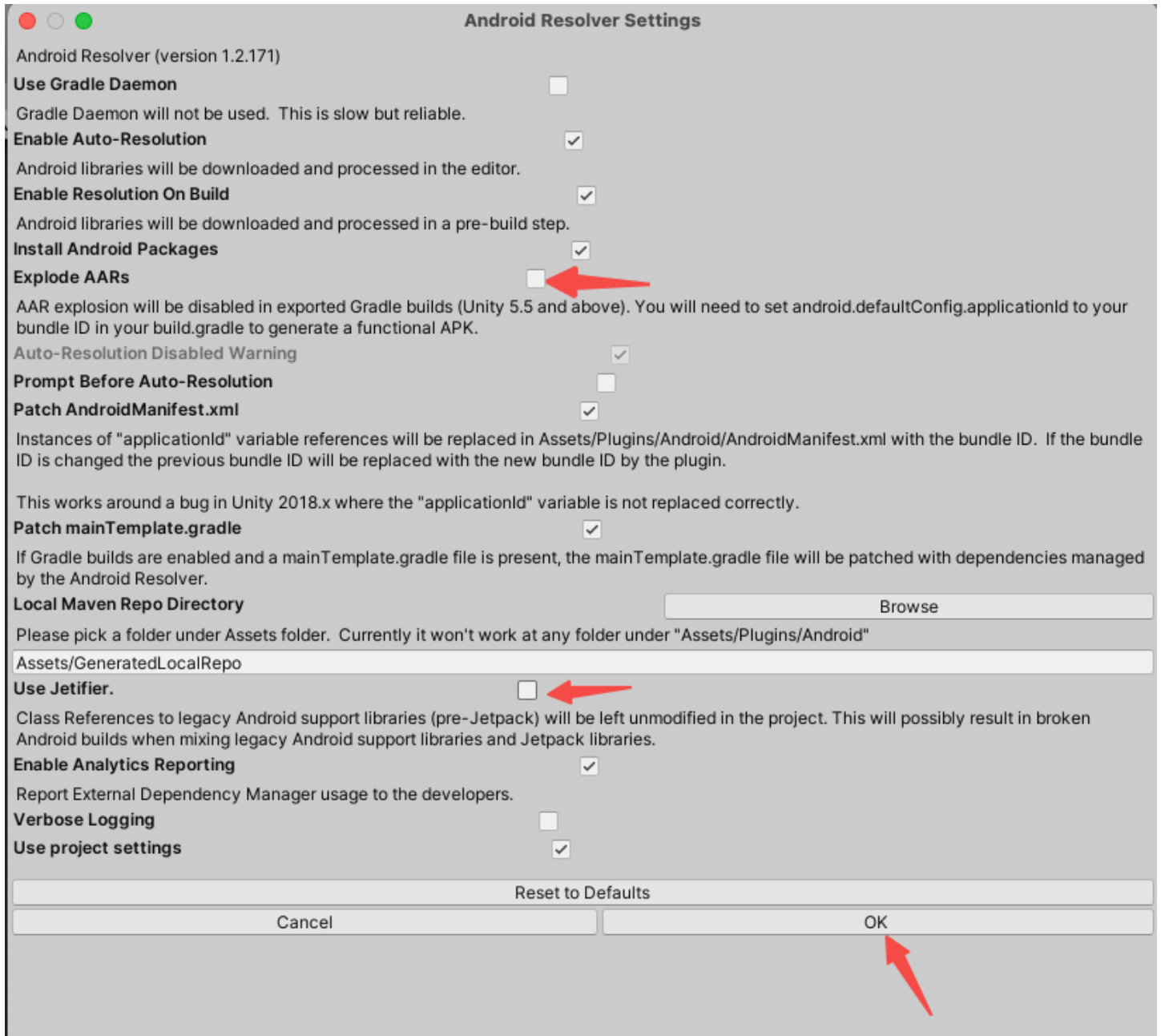
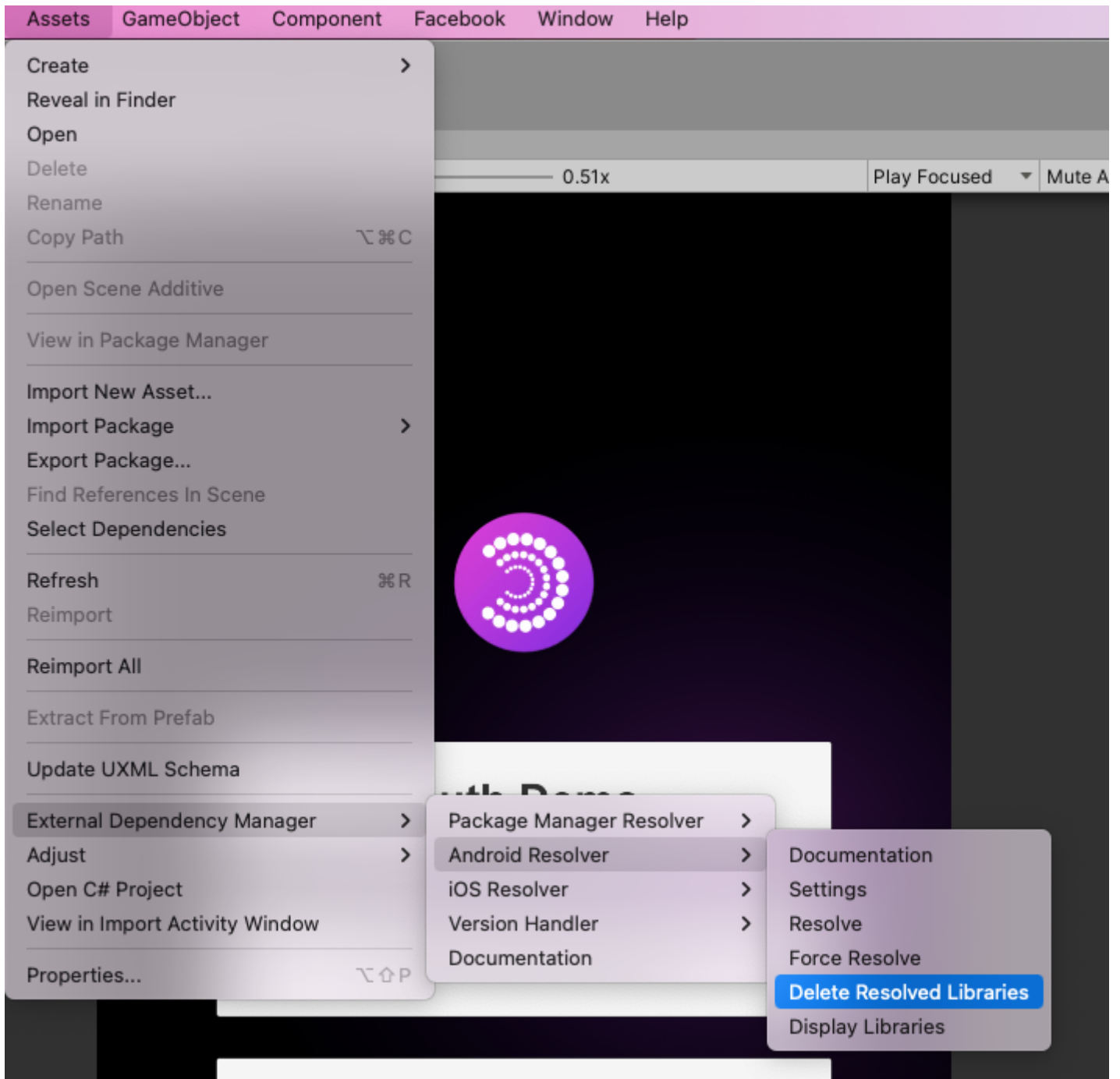


# Partcile Unity sdk with firebase tools

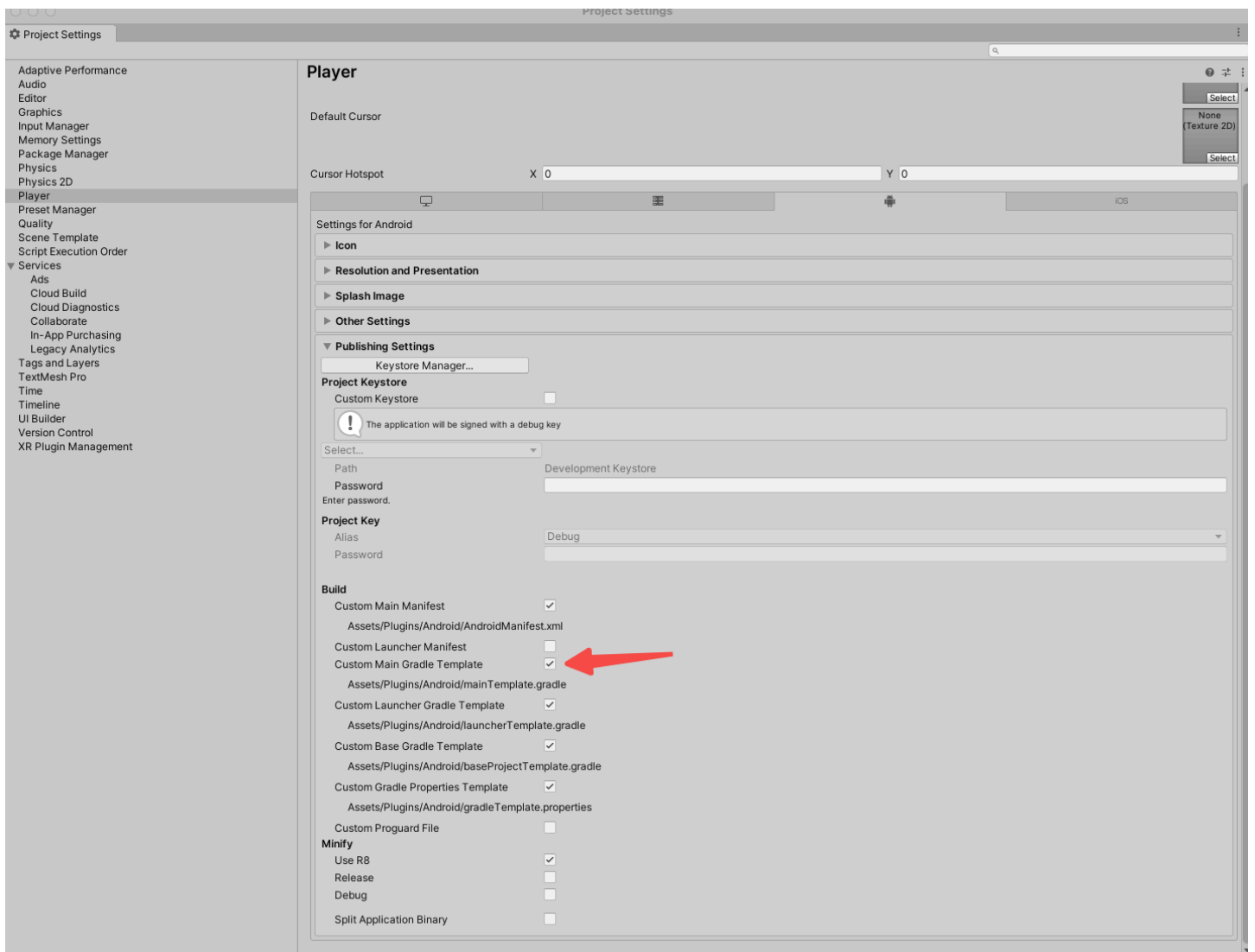
1. Uncheck **Explode AARs** and **Use Jetifier**, click ok to save config



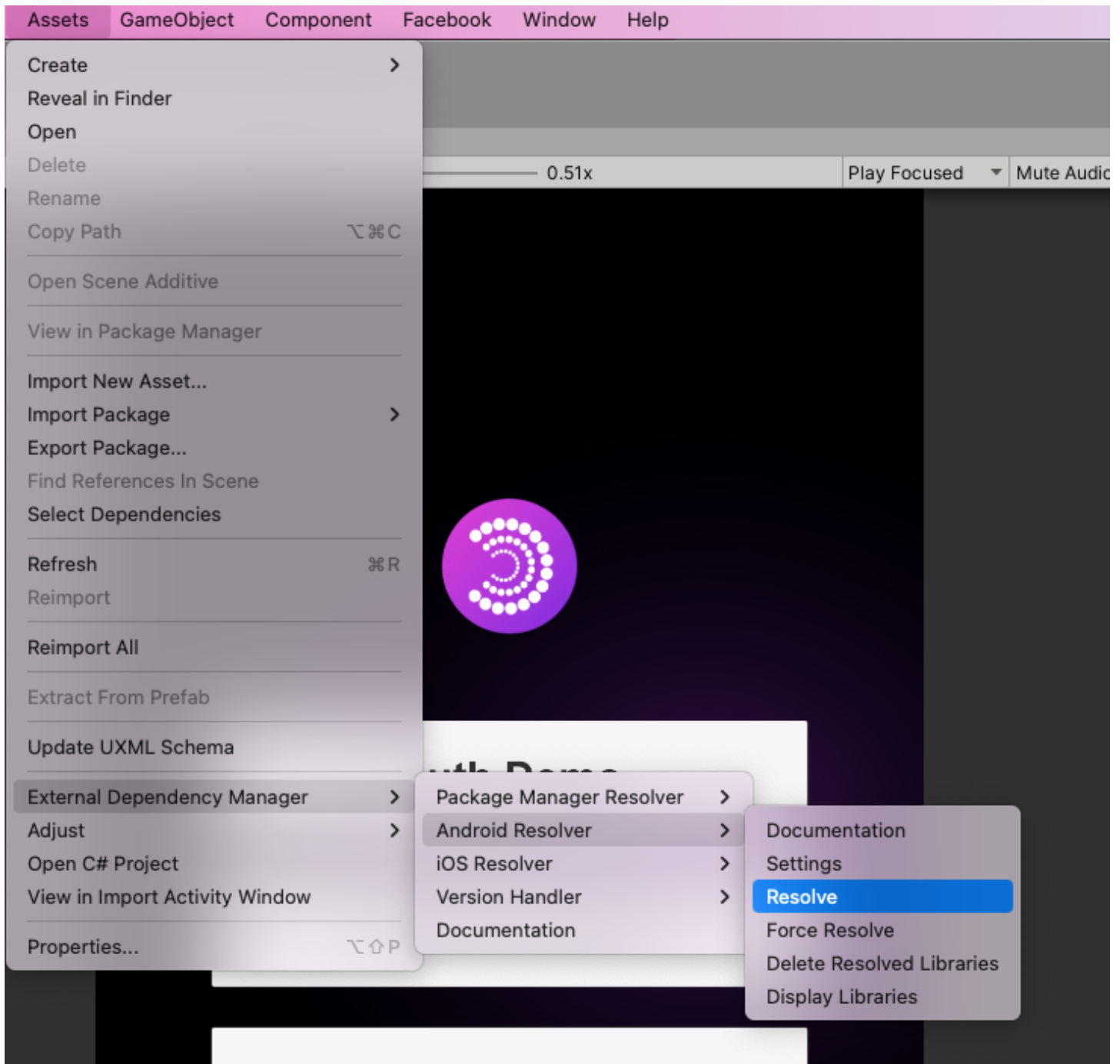
2. Delete Resolved Libraries



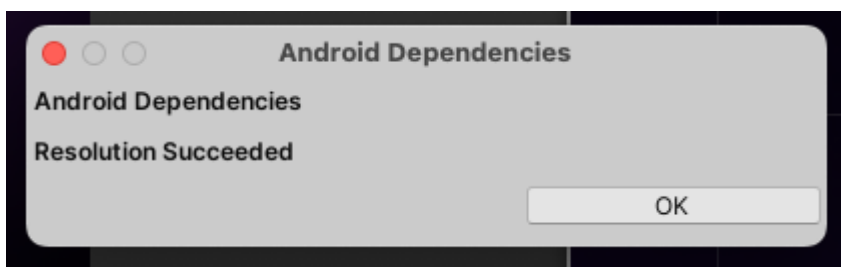
3. Open Project Settings-->Android -->Publishing Settings  
checked **Custom Main Gradle Template**



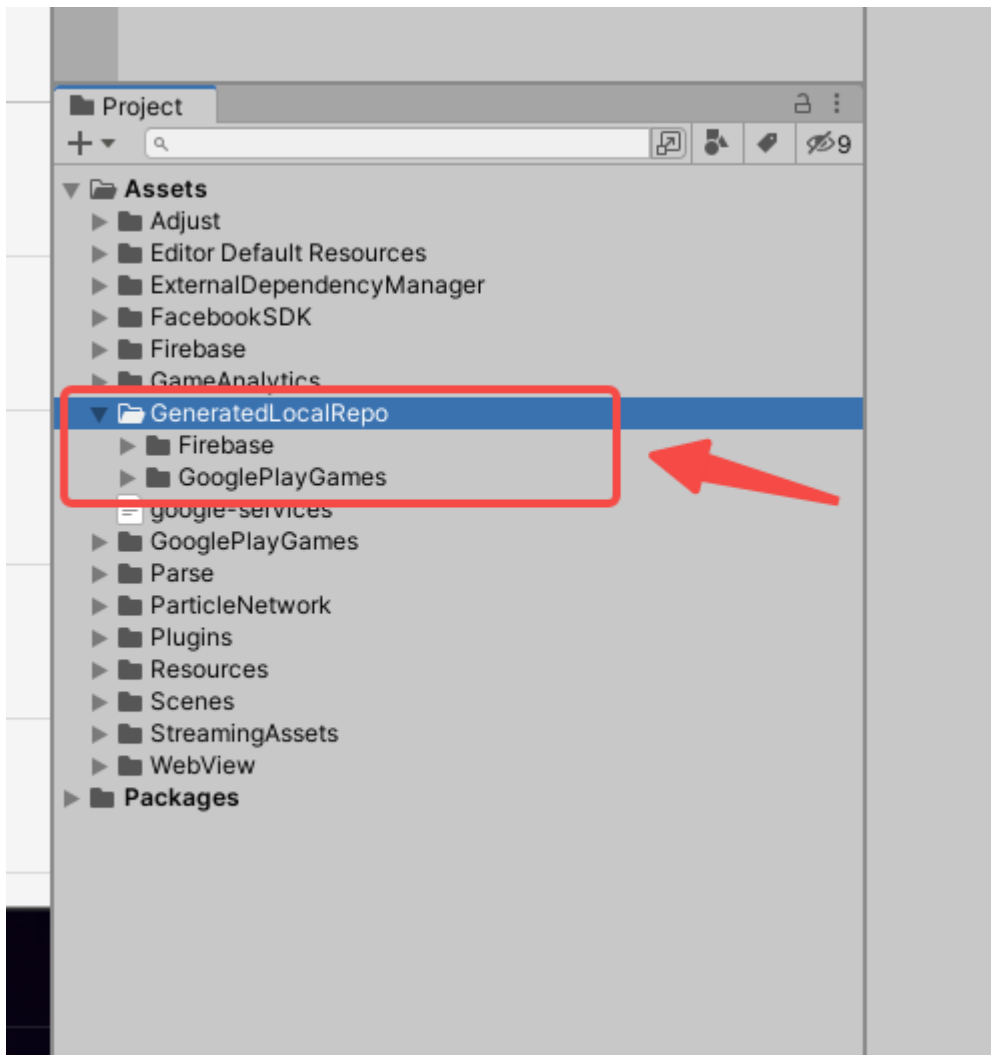
#### 4. Resolve



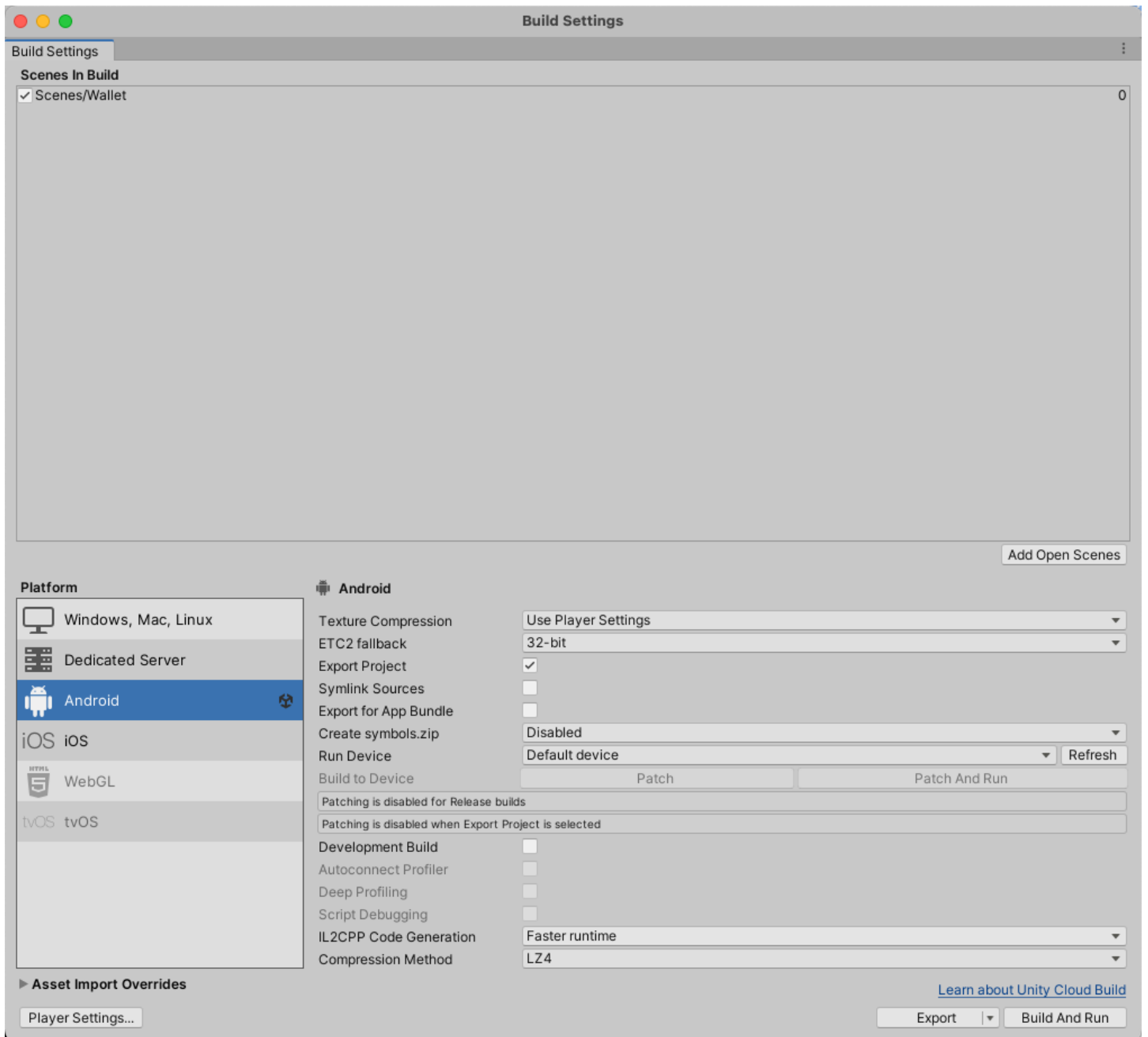
The following dialog box pops up to indicate success



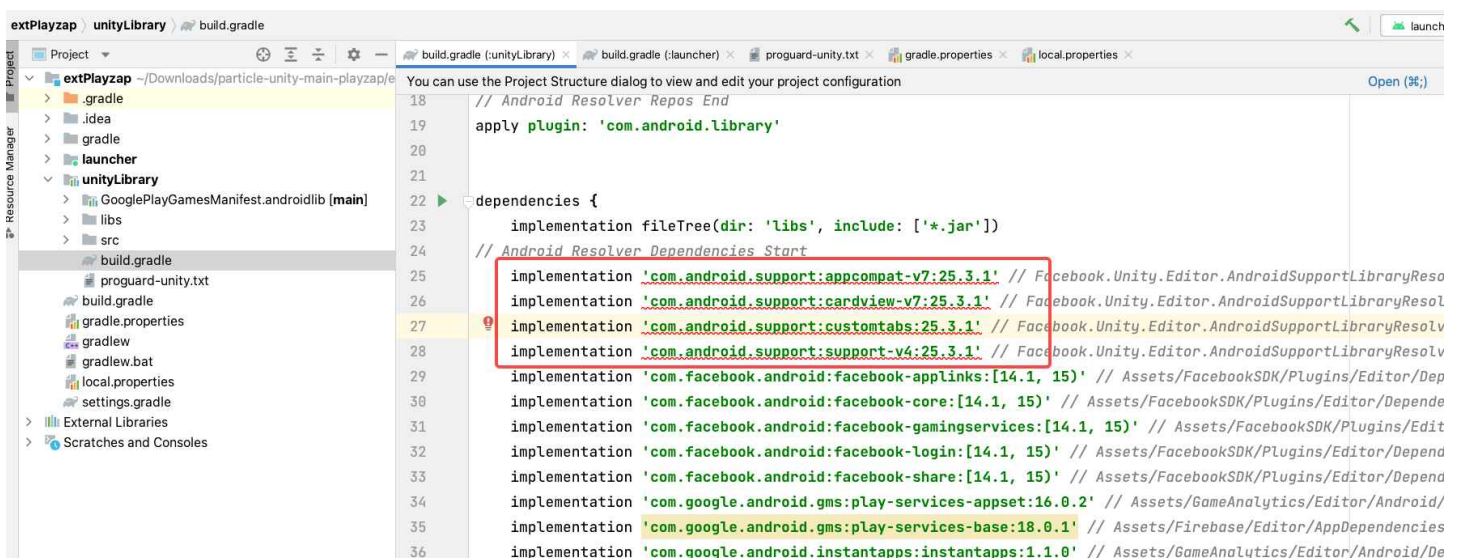
And GeneratedLocalRepo directory will be generated



## 5. Export Android project

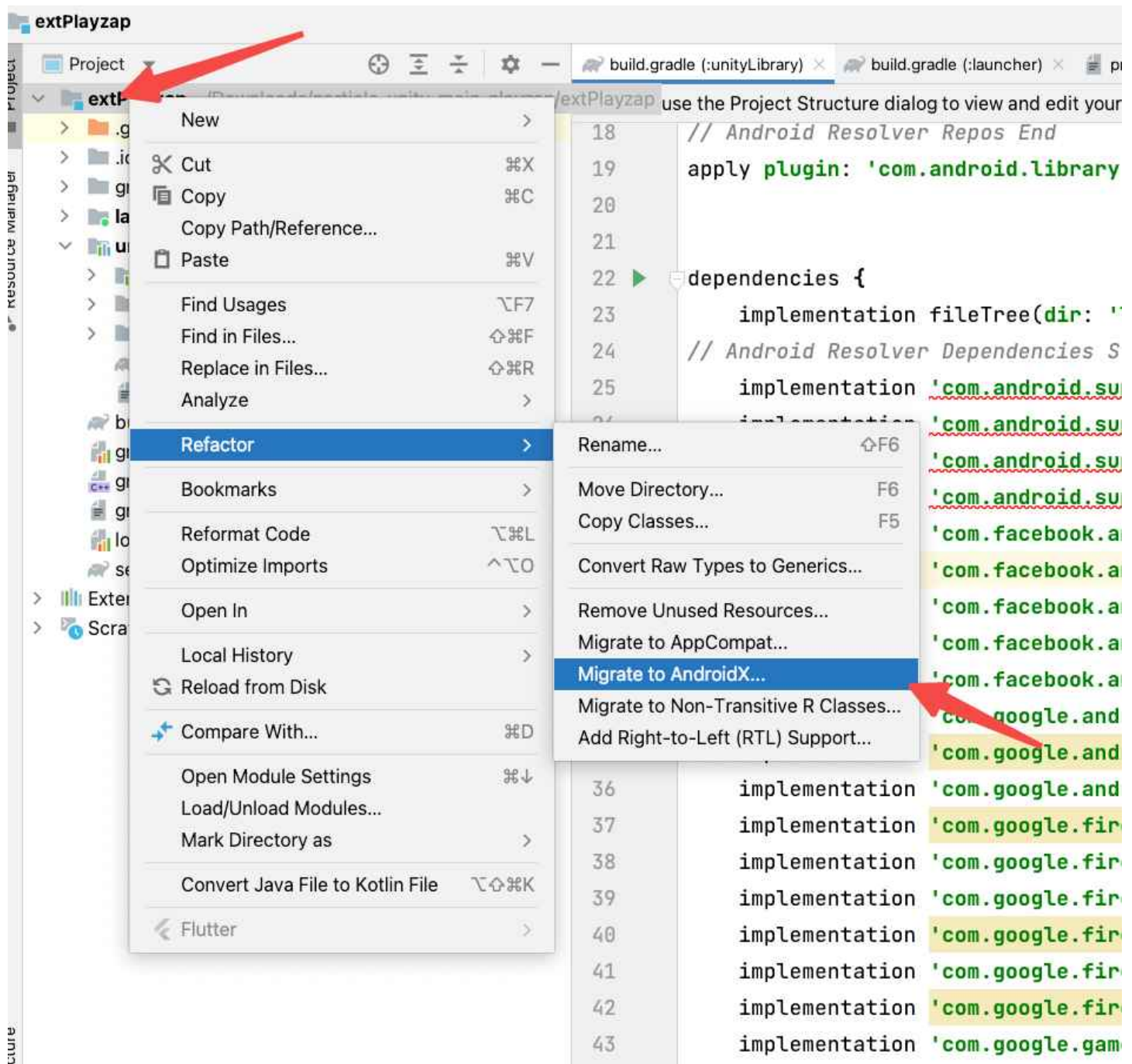


## 6. fix dependencies error

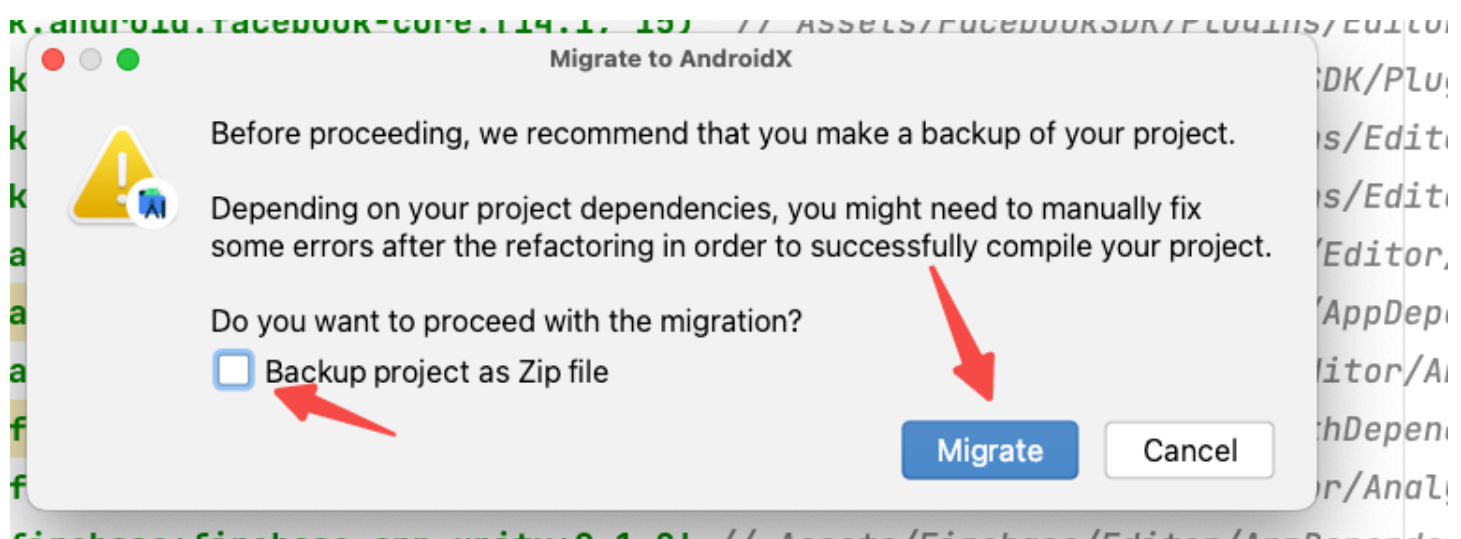


Right-click on your project, Click **Migrate to AndroidX**





Uncheck Backup and **Migrate**



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

The screenshot shows an IDE interface with a project structure on the left and a Gradle build script in the center. The project structure includes a folder named `unityLibrary` under `extPlayzap`. The build script in the center contains various dependencies for Google Play Services, Firebase, and other libraries. At the bottom, a `Refactoring Preview` dialog is open, showing references to be changed in the `build.gradle` file. A red arrow points to the `Do Refactor` button.

**Project Structure:**

- extPlayzap
  - .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 Script (build.gradle):**

```
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{
```

**Refactoring Preview:**

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

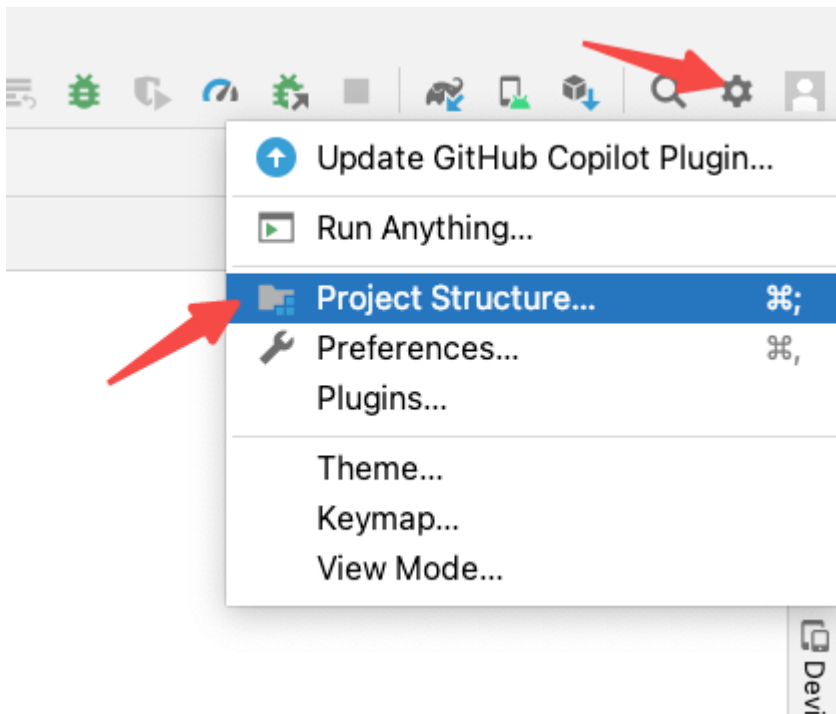
**Buttons:** Cancel, Do Refactor

**Bottom Bar:** 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

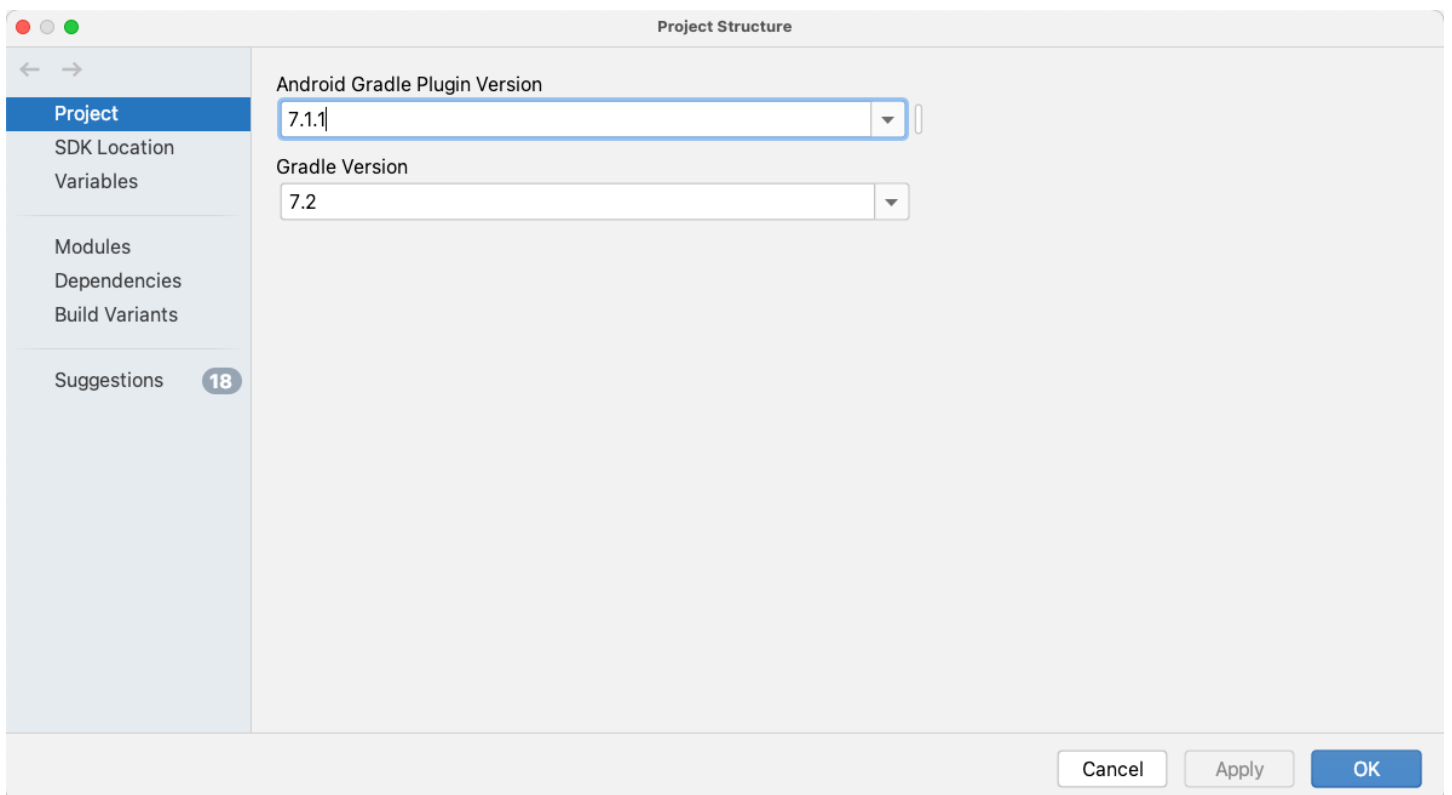




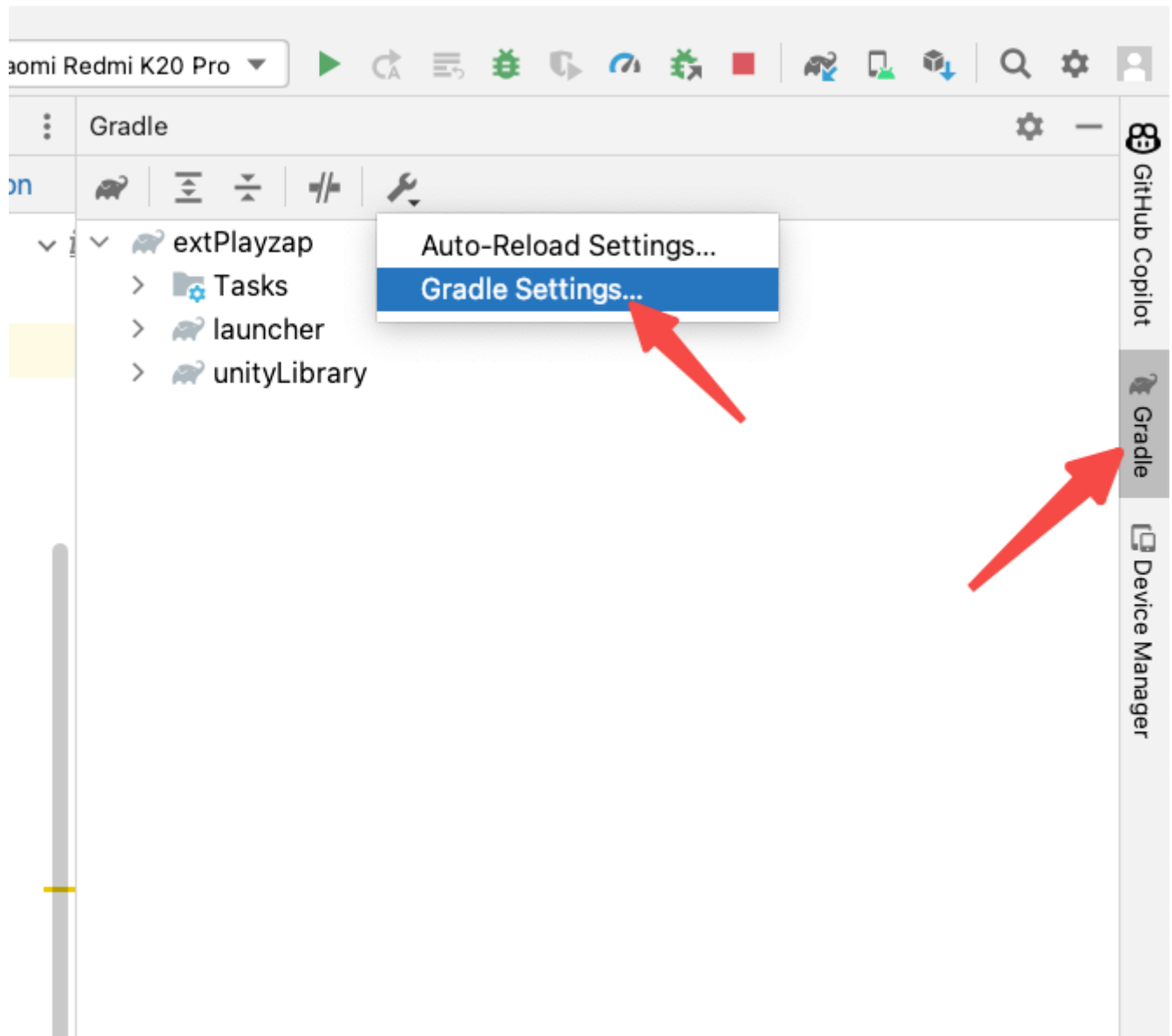
Recommend:

Android Gradle Plugin Version: 7.1.1+

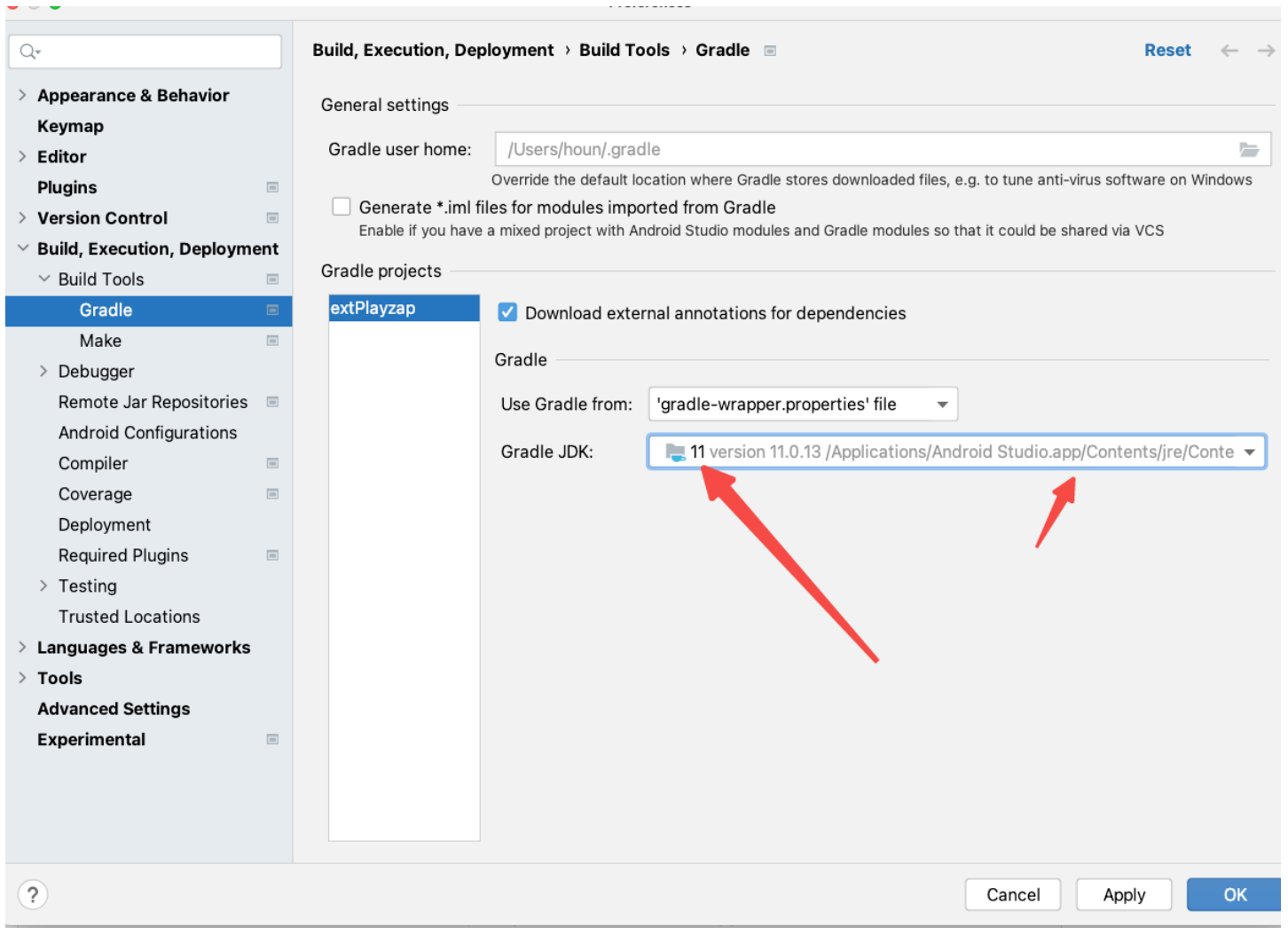
Gradle Version: 7.2+



Check Gradle JDK



Select Java11 in Android Studio



## 8. Batch replacement configuration information

Replace compileSdkVersion xx to **compileSdkVersion 33**

Replace minSdkVersion xx to **minSdkVersion 23**

Replace targetSdkVersion xx to **targetSdkVersion 33**

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