Zeemote Unity Android Plugin 1.3.0 Release Notes

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■1. Features of Zeemote Unity Android Plugin

・This Plugin enables you to make your Unity based application compatible with Zeemote controller (http://www.zeemote.com/) with minimum modifications.

・It is possible to create games that make use of multiple Zeemote controllers, such as multi-player games and games that make use of two controllers simultaneously.

・This Plugin also supports HID device. The HID Gamepad or Keyboard connected to Android device can be used by the same way as Zeemote controller. (*HID keyboard support is available with Android OS 2.3 or later. HID gamepad support is available with Android OS 3.1 or later)

・Functions have been verified on Unity Android 3.4.0－3.4.2 or 3.5.

■ 2. Method to install Plugin

Below folder structure is created when you open the Plugin archive file:

```
(ArchiveRoot)
 |
 +-- Plugins/
 |    |
 |    +-- Android/
 |    |   +-- AndroidManifest.xml
 |    |   +-- Zeemote-unity-android-plugin-x.x.x.jar
 |    |
 |    +-- ZeemoteUnityPlugin/
 |         |
 |         +-- ZeemoteUnityPlugin.dll|
 +-- SampleApp/
 |    |
 |    +--ZeemoteUnityPluginSampleApp/
 |         :
 |
 +-- SampleScripts/
 |    |
 |    +-- ZeemoteGUI.js
 |
 +-- Zeemote SDK EULA.pdf
 +-- zeemote_readme-en.pdf  (This file that you are reading)
 +-- zeemote_readme-ja.pdf
```

In addition, in order to use this plugin,"Zeemote Android SDK"version 1.9.0 or later is required. Please download from the following site.

After downloading the SDK, please copy this SDK's "libs" folder and "assets" folder to under the plugin's "Plugins/Android/" folder.
The folder structure should be as follows:

```
(ArchiveRoot)
 |
 +-- Plugins/
 |    |
 |    +-- Android/
 |    |    +-- libs/
 |    |    |    +-- zc-strings-x.x.x.jar
 |    |    |    +-- ZControllerLib-android-x.x.x.jar
 |    |    |    +-- ZControllerLib-android-ui-x.x.x.jar
 |    |    |    +-- ZControllerLib-common-x.x.x.jar
 |    |    |         :
 |    |    +-- assets/
 |    |    |    +-- ZeemoteHIDDefaultSettings.xml
 |    |    |
 :    :    +-- AndroidManifest.xml
 :    :         :
```

Please copy this "Plugins" folder structure to under the Assets folder for the Unity project that you created for this application development.

The folder structure should be as follows:

```
(Root of the project)
 |
 +-- Assets/
 |    |
 |    :
 |    :
 |    |
 |    +-- Plugins/
 |    |    +-- Android/
 |    :    |    +-- libs/
 |    :    |    :    :
 |    :    |
 |    :    +-- ZeemoteUnityPlugin/
 |    :         :
 |
 +-- Library/
      |
      :
```

Now, you can use the Zeemote Unity Android Plugin from the application.

■ 3. Document

The document about this plugin is independently released by the name of "Zeemote Unity Android Plugin Document." Please download it from the above-mentioned "Zeemote Developer Zone" site.

■ 4. What Plugin enables

By adding the Plugin, the following two script classes can be used.

● ZeemoteInput

Class that implements connection process to the Zeemote controller and input processing from the controller.
 This class implements the below methods compatible with Unity's standard class "Input":

- ・ GetAxis()
- ・ GetButton()
- ・ GetButtonDown()
- ・ GetButtonUp()

Therefore you can simply replace the part which is using the above-mentioned Input class method in order to handle such input methods as key, mouse, etc. with the same name method of ZeemoteInput. Thereby your application will be able to receive the input from Zeemote controller. You can make your application compatible with Zeemote controller with such a small code change.

The input from HID Gamepad or Keyboard as well as Zeemote controller can be also received using the above-mentioned method.

● ZeemoteJoystick

This is a class targeted to be used similarly as "Joystick.js" script which Unity provides as a standard Android virtual joystick implementation.

It implements functions that have the same properties (public member variable);

- ・ position
- ・ tapCount

The input from the Zeemote controller is automatically reflected to these properties. Therefore, you can make your application Zeemote controller compatible, by simply replacing Joystick.js to these ZeemoteJoystick class.

Please refer to the "Developer's Guide-en.pdf" contained in the above-mentioned individual release document for the details of these classes and more detailed use of this Plugin.

■ 5. About sample application and script

"SampleApp/ZeemoteUnitySampleApp" folder is a project folder of the Unity sample application created using this plugin.

Note: Zeemote Unity Plugin is not contained in this project folder. Before building the application, it is necessary to install this plugin into the "Assets" folder. Please refer to "2. Method to install Plugin" for the installation method of plugin.

"SampleScripts/ZeemoteGUI.js" is a sample script which displays the GUI menu for performing connection/disconnection processing with a controller.
Please refer to the comment in a script for details.

Customize these sample application and script for your purpose, and use them.

Note: These sample scripts contain Japanese comments. The character encoding is UTF-8. If the sample code is garbled, please change your editor configuration.

■ 6. History

2011/10/24 ver 1.0.0 First Version
2011/11/01 ver 1.0.1 Updated "Developer's Guide-en.pdf"
2012/01/23 ver 1.1.0 Added HID Gamepad support
2012/07/06 ver 1.2.0 - The requirements of the Zeemote Android SDK version changed to
                          1.7.2 or later.
                       - The requirements of the Unity version changed.
                       - The document has been separated from the Plugin archive.
                       - Fixed the issue that ZeemoteInput.IsConnected() may not return
                          "true", immediately after the controller was connected using
                          ZeemoteInput.ConnectController().
2012/08/22 ver 1.3.0 - The requirements of the Zeemote Android SDK version changed to 1.9.0 or later.
                       - Added HID keyboard support.