ettings for iOS 
Resolution and Presentation 
Icon 
Splash Image 
Debugging and crash reporting 
Other Setti ngs 
Renderi ng 
Rendering Path* 
Auto Graphics API 
Graphics APIs 
OpenCLES2 
Static Batching 
Dynamic Batching 
GPO Skinning* 
Forward 
Craphics Jobs (Experimentan 
Identification 
Bundle Identifier 
Version* 
Build 
iOS Devel 
r. Team 
Configuration 
Scripting Backend 
Target Device 
com.Company.ProductName 
1.0 
L2CPP 
Phone + iPad 

//注意:若用了easyAR,还要注意Bundle Identifier.

1.将Classes,Libraries,MapFileParser.sh拖入到项目中,勾选Copy items if needed,Creat groups.(文件比较多,耐心等待一小会.)

estination: 
Added folders: 
Add to targets: 
Copy items if needed 
• Create groups 
Create folder references 
@ UnityToiOS 

2.将Data拖入到项目,勾选Copy items if needed,勾选Create folder references.

s tor adding these files: 
Destination: 
Added folders: 
Add to targets: 
Copy items if needed 
Create groups 
O Create folder references 
UnityT0iOS 

3.下面是Xcode的一些配置. 删除Main.StoryBoard,以及Info.plist的Main storyboard file base name键值对.

算机生成了可选文字:


添加Framework(添加哪些framework,请参照你从Unity导出来的项目,这里我用的是太虚的sdk,所以下面2个.a文件是太虚的,还有上面的opencv2.framework,以自己项目为准!)

y With Libraries (25 items) 
Name 
opencv2.framework 
libiconv.2.dylib 
libc++ .tbd 
Accelerate .framework 
a AssetsLibrary.framework 
CoreText.framework 
AudioToolbox.framework 
AVFoundation.framework 
a 
CFNetwork.framework 
CoreGraphics.framework 
a 
CoreLocation.framework 
CoreMedia.framework 
CoreMotion.framework 
CoreVideo.framework 
iAd.framework 
a MediaPlayer.framework 
a 
OpenAL.framework 
OpenGLES.framework 
QuartzCore.framework 
SystemConfiguration.framework 
Foundation.framework 
UlKit.framework 
libiPhone-lib.a 
libVoidAR-PIugin.a 
libNativeVideoplayer.a 
Status 
Required C 
Required A 
Required A 
Required 
Required 
Required 
Required C 
Optional 
Required A 
Required 
Required 
Required 
Optional C 
Required •A 
Optional A 
Required 
Required 
Required 
Required •A 
Required •A 
Required A 
Required 
Required A 
Required 
Required 

UIKit

Foundation

Systemconfiguration

Quartzcore

Opengles

Openal

Mediaplayer

Iad

Corevideo

Coremotion

Coremedia

Corelocation

Coregraphics

Cfnetwork

Avfoundation

Audiotoolbox

Coretext

Assetslibrary

Accelerate

Libc++

Libiconv.2

Opencv2

5.关闭BitCode

apabilities 
Customized 
V Build options 
Setting 
Enable Bitcode 
Resource Tags 
Build 
Levels 
Ings 
Build Phases 
Build Rules 
unityToios 

6.Header Search Paths 设置

eader Search Paths 
Search Paths 
Rez search Paths 
to E«lude Recursive 
Sub-Directories to Include in Recursive Searches 
Header Maps 
User Header Search Paths 
Mgr-ting 
Orgeniutim xx 
/Users/wangxiajun/Desktop/Demo/unityToi0S/unityToi0 
'users/wanaxiaiunJDeskt00' "nojunitvT010S/unitvToiO.„ 
non-recursive 
non-recursive 
SIS R 
non-recursve 

$(SRCROOT)/XCodeDemo/Libraries

$(SRCROOT)/XCodeDemo/Libraries/libil2cpp

$(SRCROOT)/XCodeDemo/Classes

$(SRCROOT)/XCodeDemo/Classes/Native

$(SRCROOT)/XCodeDemo

$(SRCROOT)/XCodeDemo/Libraries/libil2cpp/include

7.Library Search Paths设置

ibrary Search paths 
$(inherited) 
$ PROJECT 
PROJECT 
DIR) uni ToiOS Libraries 
DIR /UnityToiOS/Libraries/PIugins/iO 
'Users/wangxiajun/l 
non-recursive 
non-recursive 
non-recursive 
non-recursive 

$(PROJECT\_DIR)/XCodeDemo/Libraries/Plugins/iOS

$(PROJECT\_DIR)/XCodeDemo

$(SRCROOT)/TRFiOSAR/Libraries

$(SRCROOT)/TRFiOSAR/Libraries/libil2cpp

$(SRCROOT)/TRFiOSAR/Classes

$(SRCROOT)/TRFiOSAR/Classes/Native

$(SRCROOT)/TRFiOSAR

$(SRCROOT)/TRFiOSAR/Libraries/libil2cpp/include

$(PROJECT\_DIR)/TRFiOSAR/Libraries/Plugins/iOS

$(PROJECT\_DIR)/TRFiOSAR

8.other C Flags设置 -DINIT\_SCRIPTING\_BACKEND=1

7.添加 User-Defined:

GCC\_THUNB\_SUPPORT -> NO

GCC\_USE\_INDIRECT\_FUNCTION\_CALLS -> NO

UNITY\_RUNTIME\_VERSION -> 你导出项目的Unity版本

UNITY\_SCRIPTING\_BACKEND - il2cpp

eneral 
• 
Capabilities 
Basic Customized 
Versioning Name Suffix 
Versioning System 
Versioning Username 
Resource Tags 
Build Settings 
Levels + 
Build Phases 
Build Rules 
Add Conditional Setting 
Add user-Defined Setting 

ebug 
Release 
NO 
NO 
<Multiple va.ues> 
YES 
NO 
5.2.Of3 
i12cpp 

9.新建一个 pch文件,并设置文件路径,prefix $(SRCROOT)/UnityDemo/PrefixHeader.pch

将 Classes目录下的 Prefix.pch的内容全部复制到我们自己创建的pch文件

10.设置 main.m(Supporting Files->main.m)

将 Classes目录下的 main.mm的内容全部复制到Supporting Files下的 main.m,将后缀改为.mm.稍微改动下

 XCodeDemo 
Supporting Files m main. mm 
main(int argc, char • argv[)) 
XCodeDemo 
// signal and allows Mono to throw a proper C# exception. 
SIG_IGN); 
UIApplicationMain(argc, argv, nil, NSStringFromClass([AppDelegate class])); 
return O; 

#import "AppDelegate.h"

  UIApplicationMain(argc, argv, nil, NSStringFromClass([AppDelegate class]));

注意,从Build Phases删除Classes下的 main.mm的文件.

esource Tags 
Build Settings 
phases 
Build Rules 
ROJECT 
unityToi0S 
Compile Sources (2 of 96 items) 
ARGETS 
Name 
Flag. 
unityToi0S 
in 

10.添加 Run Script

eneral 
Capabilities 
Resource Tags 
guild Settings 
guild Phases 
yToios 
yToios 
New Copy Files Phase 
New Run Script Phase 
New Headers Phase 
New Copy Bundle Resources Phase 

hell [bin/sh 
"SPROJECT_DIR/unityToioS/MapFi1eParser. sh " 
Show environment variables in build log 

"$PROJECT\_DIR/XCodeDemo/MapFileParser.sh"

11.修改 AppDelegate.h,AppDelegate.m,附上代码

0 
11 
18 
#import <UIKit/UIKit.h> 
#import 'UnityAppController.h" 
@interface AppDelegate : UIResponder <UIApplicationDelegate> 
@property (strong, nonatomic) UIWindow *window; 
@property (strong, nonatomic) UIWindow *unityWindow; 
@property (strong,nonatomic) UnityAppController *unityController; 
-(void)showUnityWindow; 
-(void)hideUnityWindow; 
@end 

12.修改 UnityAppController.h

 > XCodeDemo 
Classes) h UnityAppControIIer.h ) 
Get Appcontroller() 
XCodeDemo 
inline UnityAppController* GetAppController() 
// return (UnityAppController*)[UIApplication sharedApplication].delegate; 
return 

return [(UnityAppController\*)[UIApplication sharedApplication] valueForKeyPath:@"delegate.unityController"];

13.出问题:BuildSeeting : Mismatched Return Type -> NO

问题:Semantic Issue -> Controller may reach end of non-void function

14..Cloud not load NIB in bundle

解决办法: 删除 Launch Screen File.

15.

将 Settings 内的 EnableTestablibility 设置为 No 即可（xcode 7 默认关闭，xcode 8 默认开启）；

这个相关选项和 hiar 内部的 arm64 架构的某些函数有关，导致了报错。只要设置为 no 就可以跳过这部分错误。

16.easyar摄相头不打开的问题

 < > TRFiosAR 
TRFiosAR 
113 - (UIWindow*)window 
Classes m UnityAppControIIer.mm •nindow 
unity 
{ return window; } 
extern "C" void ezarUnitySetGraphicsDevice(void* device, int deviceType, int eventType); 
extern "C" void ezarUnityRenderEvent(int marker); 
- (void)shouldAttachRenderDelegate { 
&ezarUnityRenderEvent); 
- VOI pre tar ni 

extern "C" void ezarUnitySetGraphicsDevice(void\* device, int deviceType, int eventType);

extern "C" void ezarUnityRenderEvent(int marker);

- (void)shouldAttachRenderDelegate {

UnityRegisterRenderingPlugin(&ezarUnitySetGraphicsDevice, &ezarUnityRenderEvent);

}

#import <UIKit/UIKit.h>

#import "UnityAppController.h"

@interface AppDelegate : UIResponder <UIApplicationDelegate>

@property (strong, nonatomic) UIWindow \*window;

@property (strong, nonatomic) UIWindow \*unityWindow;

@property (strong,nonatomic) UnityAppController \*unityController;

-(void)showUnityWindow;

-(void)hideUnityWindow;

@end

#import "AppDelegate.h"

#import "ViewController.h"

#import "UnityAppController.h"

@interface AppDelegate ()

@end

@implementation AppDelegate

-(UIWindow \*)unityWindow{

    return  UnityGetMainWindow();

}

-(void)showUnityWindow{

    UIButton \*button = [UIButton buttonWithType:UIButtonTypeSystem];

    button.frame = CGRectMake(0, 0, 155, 85);

    button.backgroundColor = [UIColor redColor];

    [button setTitle:@"back" forState:UIControlStateNormal];

    [button addTarget:self action:@selector(hideUnityWindow) forControlEvents:UIControlEventTouchUpInside];

    [self.unityWindow addSubview:button];

    [[UIApplication sharedApplication] setStatusBarHidden:YES];

    [self.unityWindow makeKeyAndVisible];

}

-(void)hideUnityWindow{

    [self.window makeKeyAndVisible];

}

- (BOOL)application:(UIApplication \*)application didFinishLaunchingWithOptions:(NSDictionary \*)launchOptions {

    self.window=[[UIWindow alloc] initWithFrame:[UIScreen mainScreen].bounds];

    self.window.backgroundColor=[UIColor redColor];

    ViewController \*v=[[ViewController alloc] init];

    UINavigationController \*nav=[[UINavigationController alloc] initWithRootViewController:v];

    self.window.rootViewController=nav;

    self.unityController=[[UnityAppController alloc] init];

    [self.unityController application:application didFinishLaunchingWithOptions:launchOptions];

    [self.window makeKeyAndVisible];

    return YES;

}

- (void)applicationWillResignActive:(UIApplication \*)application {

    [self.unityController applicationWillResignActive:application];

}

- (void)applicationDidEnterBackground:(UIApplication \*)application {

  [self.unityController applicationDidEnterBackground:application];

}

- (void)applicationWillEnterForeground:(UIApplication \*)application {

    [self.unityController applicationWillEnterForeground :application];

}

- (void)applicationDidBecomeActive:(UIApplication \*)application {

    [self.unityController applicationDidBecomeActive:application];

}

- (void)applicationWillTerminate:(UIApplication \*)application {

    [self.unityController applicationWillTerminate:application];

}

@end

//////////////////////////////////////////////////////////////////

@implementation ViewController

- (void)viewDidLoad {

[super viewDidLoad];

UIButton \*btn= [[UIButton alloc] initWithFrame:CGRectMake(50, 100, 100, 50)];

btn.backgroundColor=[UIColor greenColor];

[btn addTarget:self action:@selector(click\_tag) forControlEvents:UIControlEventTouchUpInside];

[self.view addSubview:btn];

}

-(void)click\_tag{

[(AppDelegate \*)[UIApplication sharedApplication].delegate showUnityWindow];

}

@end