

Export to Android Studio:

1. Select File > Build Settings.
2. From the list of platforms in the Platform pane, select Android.
Note: If Android is grayed out, set up your project for Android development.
3. Enable Export Project.
4. Click Export.
5. Select the destination folder and click Select Folder to start the export process.

Export to Android Device (APK):

1. In Unity open File | Build Settings...
2. Make sure Android is the current build target. If not, select Android from the list and click Switch Platform
3. Click Build And Run and choose where to save the .apk file. If you have an Android device connected, it will also install the app on it.
4. After this is done once, pressing Ctrl + B (Windows) or Cmd + B (Mac) will automatically create the .apk file and install it on your device, if it is connected.

Export to Xcode (iOS):

1. Before exporting, make sure the Target minimum iOS version is set to 8.0 or later in the Unity in Player Settings. This can also be done in the Xcode project, but setting it in Unity will ensure it doesn't get overwritten when rebuilding your project.
2. The WikitudeNativeSDK framework has to be added as an Embedded Binary. Please refer to the Wikitude iOS Native SDK setup guide for more information.
3. The build setting Enable Bitcode needs to be set to NO.
4. The build setting Always Embed Swift Standard Libraries needs to be set to YES.
5. In the Info.plist file, make sure there is an entry for NSCameraUsageDescription with an appropriate value if you plan to deploy to iOS 10 or higher. Not doing so will lead to a runtime crash on the device.

Other Resources:

- Testflight:
<https://developer.apple.com/documentation/xcode/distributing-your-app-for-beta-testing-and-releases>