Estimote Unity - User Guide

v1.0.5

Oakley Mobile Ltd.

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Introduction

The Estimote Unity plugin allows you to use the Estimote SDK within Unity and deploy to iOS or Android. Whether you are using Estimote beacons or any other iBeacon manufacturer this plugin will work for you.

System Requirements

- Unity 5
- Android 4.1 (API Level 16) or higher
- iOS 8.0 or higher with compatible BLE enabled iOS device

Quick Start

There are a few steps to get started with the plugin. Follow the guide below to quickly get setup.

1. The first step is to create a new GameObject and rename it to EstimoteUnity. The click add the EstimoteUnity component to it.
2. Now select the EstimoteUnity Game Object.
3. Inside the inspector you will see a couple of errors. This is because we do not ship the Estimote iOS/Android SDK's within the package. (If you see no errors then you are already setup and good to go).
4. Click on the button below the warnings to open the Estimote Unity Setup window.
5. To perform the setup please follow the instructions in the window to download the SDK's. Once complete you will see their status labels turn from red to green.
6. Complete! You are now able to use the SDK and build to iOS or Android.
7. When building to Android please ensure you are targeting Android 4.1 (API Level 16) or higher in the player settings, or if you are building to iOS please ensure you are targeting iOS 8.0 or higher.

Examples

A single example has been provided for you inside the package which shows you how to start/stop searching of beacons and displays the found beacons on the screen. Please read the quick start below for more information on how to properly setup the plugin.

API

EstimoteUnityBeacon Class

Variables

- **UUID** - This is the Proximity UUID for this beacon
- **Major** - This is the beacons Major ID
- **Minor** - This is the beacons Minor ID
- **BeaconRange** - This is a high level representation of the beacons distance from the device
- **RSSI** - This is the signal strength of the beacon, measured in decibels
- **Accuracy** - The accuracy of the proximity value, measured in meters from the beacon
- **LastSeen** - When the beacon was last seen by the device

EstimoteUnity Class

Variables

- **BeaconsUUID** - This is the Proximity UUID for the beacons you wish to search for. It defaults to the Estimote UUID.
- **ScanPeriodMillis** - How long to perform BLE scanning. Cannot be less than 200.
- **WaitTimeMillis** - How long to wait until a next scan is started. Cannot be less than 0.

Events

- **OnDidRangeBeacons** - Subscribing to this event will let you receive a callback each time beacons are found. It will pass in a list of EstimoteUnityBeacon's.

Methods

- **StartScanning()** - Calling this will start scanning for beacons. If any initialization needs to happen first it will automatically call this for you.
- **StopScanning()** - Calling this will stop scanning for beacons. Once this has been called you will have to make a call to StartScanning() to receive more updates.

Support

To contact us for support with this plugin please email us on support@o-mobile.co.uk

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Changelog

v1.0.5

- Removed the prefab due to serialization issues. Please break the prefab instance if you have one or delete and create a new instance as per the setup guide in this document.
- Added in Scan Period and Wait Time properties to allow you to configure how quick the scanning will perform.

v1.0.4

- Fixed an issue with the demo scene having a test UUID instead of the default Estimote UUID.

v1.0.3

- Fixed an issue when converting the beacons accuracy inside Unity.

v1.0.2

- Fixed an issue on Android where the Beacon UUID was hardcoded in the plugin to use Estimote's UUID.
- Implemented some further checks on Android to ensure a UUID is valid. If an invalid UUID is passed into the plugin then an error is logged (native).

v1.0.1

- Fixed an issue in the editor on Windows where you could not download from Github.
- Removed warnings from some scripts.
- Fixed an error where we was referencing Unity paths from within variables. Moved into a method.

v1.0.0

- Initial release
- iBeacon only support
- Support for single Proximity UUID
- Tested on iOS 10 and Android N