



将Unity游戏移植到 Windows Phone

| | | |
|---------------|----------------------------------|---|
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Unity手动实验室

学习

微软开发技术顾问为大家介绍Unity游戏移植到Windows Phone平台。

动手

一起动手写代码。教师会1对1解决大家的问题。

分享

团队和开发者可以分享自己移植过的WP游戏。

最新情况

June 6, 2014

Demo需要下载的代码有CodeSnippets.zip和Getting Starting Template (UnityPortingLabBegin.zip). 这两个包演讲的时需要你们一起跟着老师一步一步编程。你可以从微软OneDrive盘，微盘，或者百度云网盘下载资料。

然后，你可以下载最后做好的版本在我的GitHub盘上。

Elissa's GitHub Unity Porting Labs: [访问](#)
GitHub上面的代码是最新。下面的链接在网盘里可能有点旧。

下载

将Unity游戏移植到Windows Phone文档: [下载PDF](#)
游戏开发者的“新金山”文档: [下载PDF](#)

Sample code for the Unity Porting Labs:

1. Elissa's GitHub Unity Porting Labs: [访问](#)
2. Elissa's CodeSnippets for demo: [访问](#)
3. Example GitHub Unity Plugins: [访问](#)

联系我们

想留言，有意见，有代码想分享，有U3D或者WP开发的问题吗？请发邮件给我们！我们尽

系统要求

Windows PC

- Unity 4.3.4
- Windows 8.x Professional+, 64 bit
- Microsoft Visual Studio 2013 with Windows Phone 8 SDK
- Windows Phone SDK 8.0 with Microsoft Visual Studio 2012 Express
- Windows Phone device

Mac OS X

- Boot Camp 5+
- Windows 8.x Professional & up 64-bit ISO & bootable USB or Disk
- Windows 7 USB/DVD download tool

系统安装的一些网址

Windows PC

- unity3d.com/unity/download
- windows.microsoft.com/zh-cn/windows/download-shop
- visualstudio.com/downloads/download-visual-studio-vs
- dev.windowsphone.com/zh-cn/downloadsdk

Mac OS X

- microsoftstore.com/store/msusa/html/pbPage.Help_Win7_usbdvd_dwnTool
- <http://windows.microsoft.com/zh-cn/windows-8/install-windows-on-mac>
- help.apple.com/bootcamp/mac/5.0/help
- digitaltrends.com/computing/how-to-install-windows-8-on-a-mac/
- [download.parallels.com/desktop/v9/ga/docs/zh_CN/Parallels%20Desktop%20User's%20Guide](http://download.parallels.com/desktop/v9/ga/docs/zh_CN/Parallels%20Desktop%20Users%20Guide)

Coding Walkthroughs

Setup

Visual Studio & Emulator

Schedule Live Tiles

Live Tiles Notifications

XML

Player Control

XAML Integration

Navigation

Windows Gateway

Unity Plugins for WP8

File IO

Networking

In App Purchase

Collections

Sharing

Reflection

Debugging

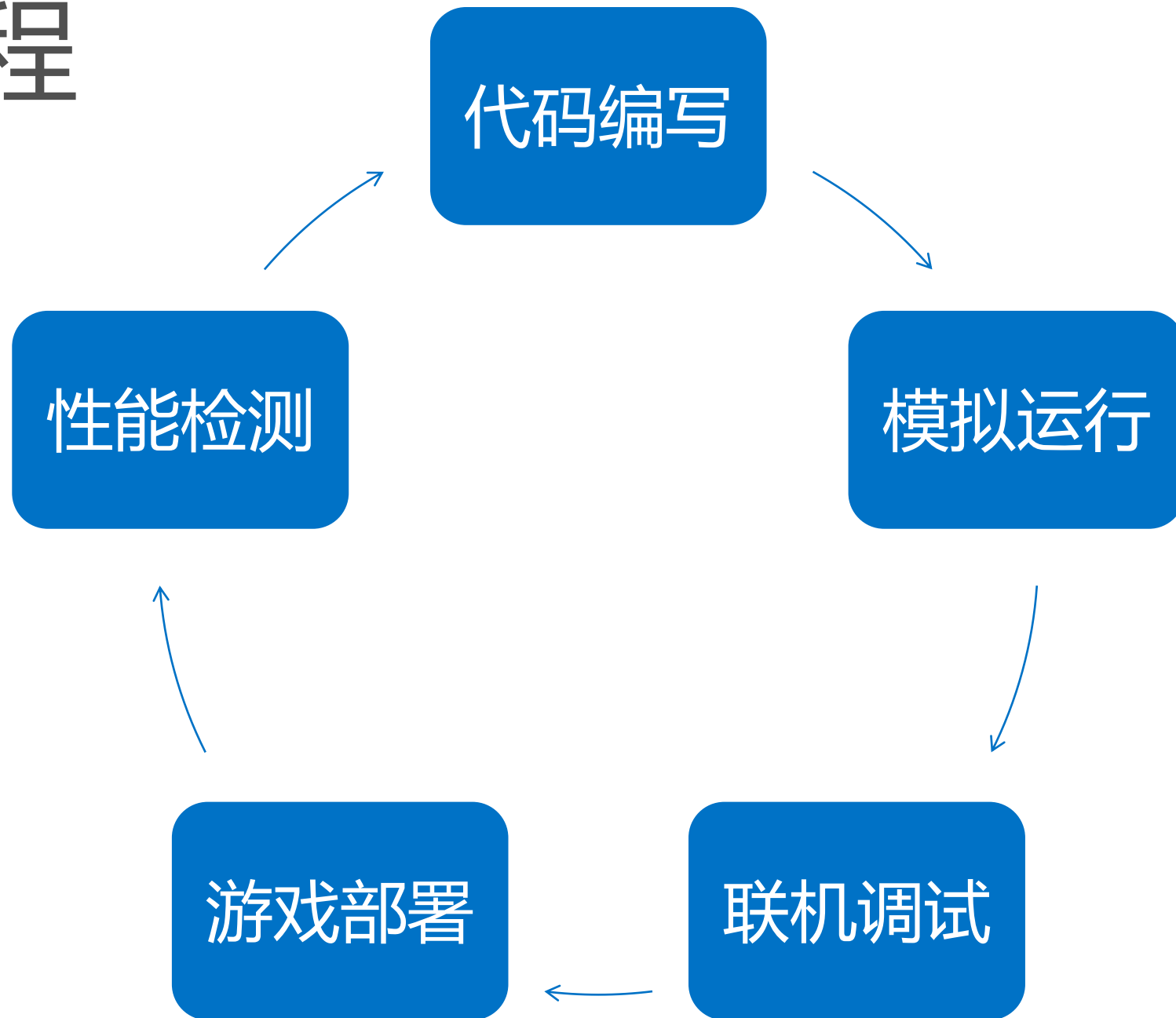
Publishing

...& more

开发 Windows Phone

所需的工具

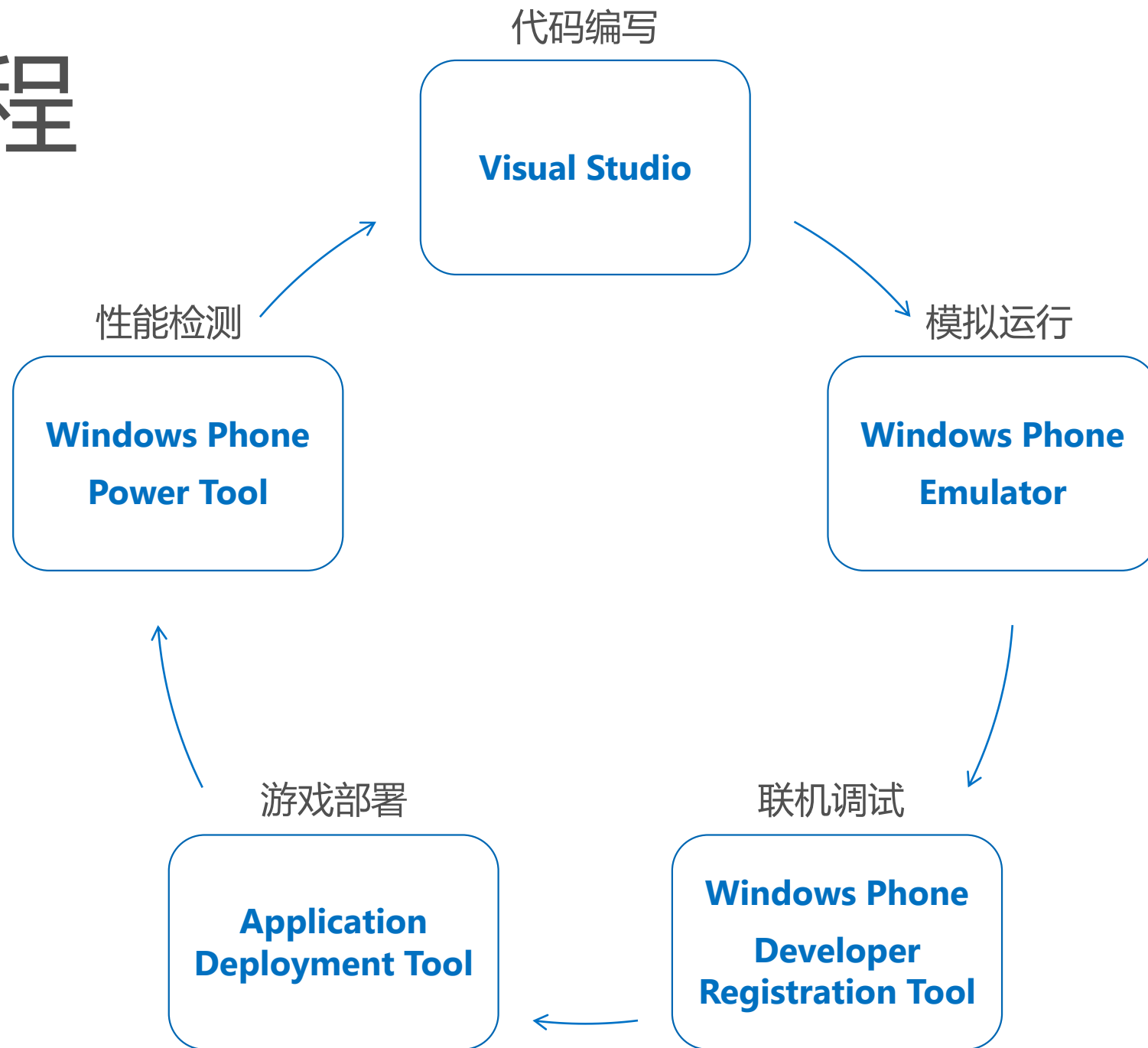
手游开发过程



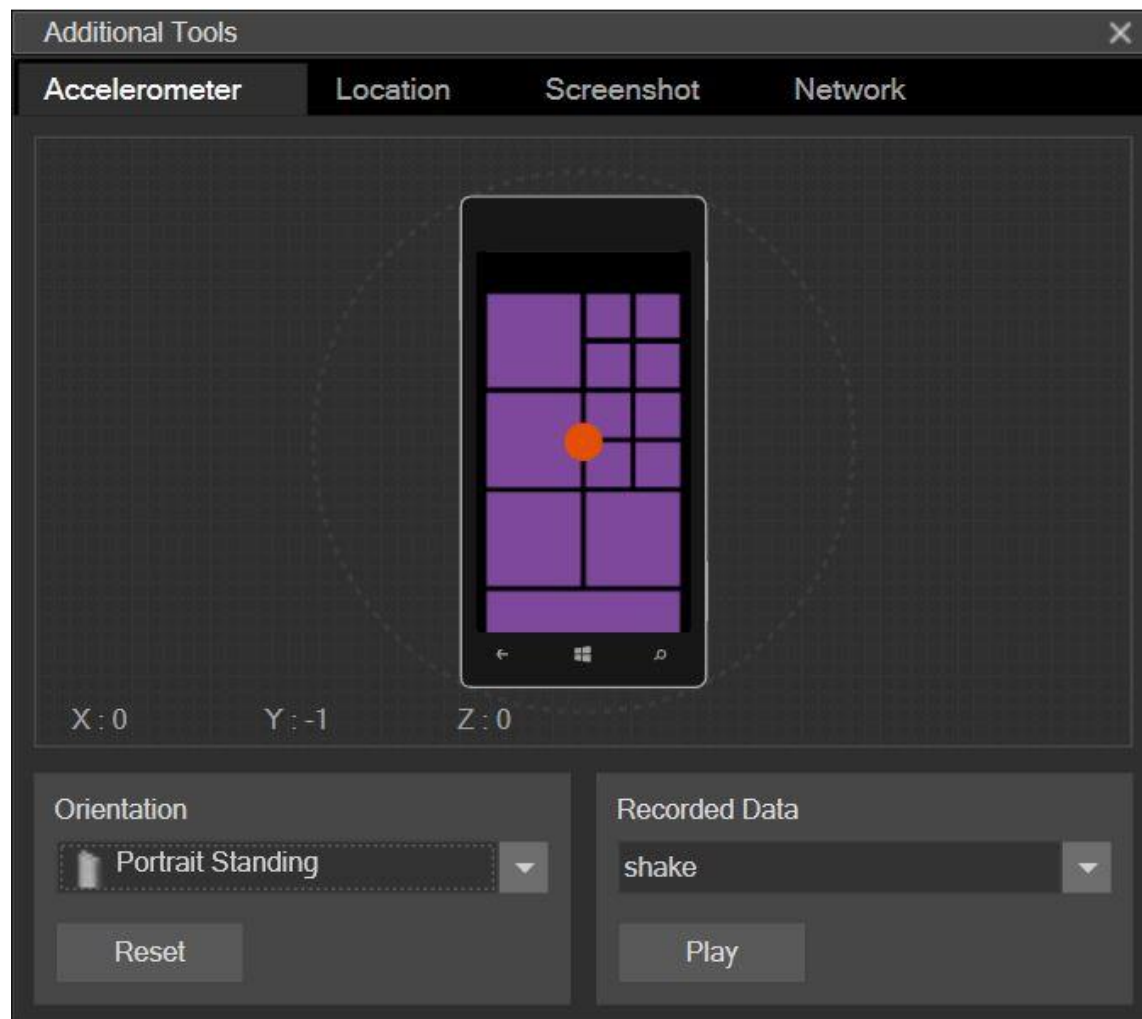
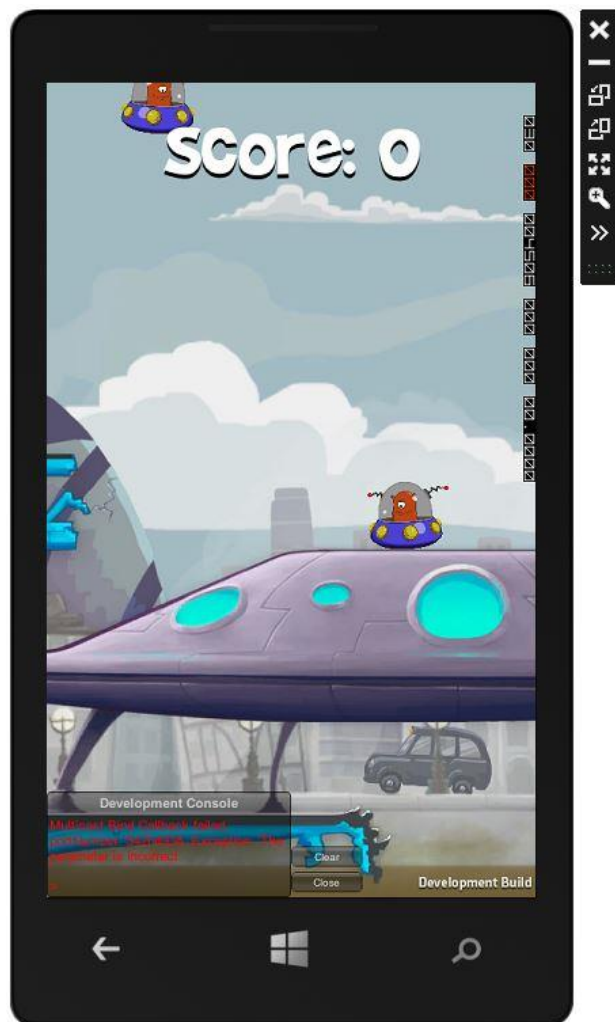
手游开发过程

Windows Phone 工具：

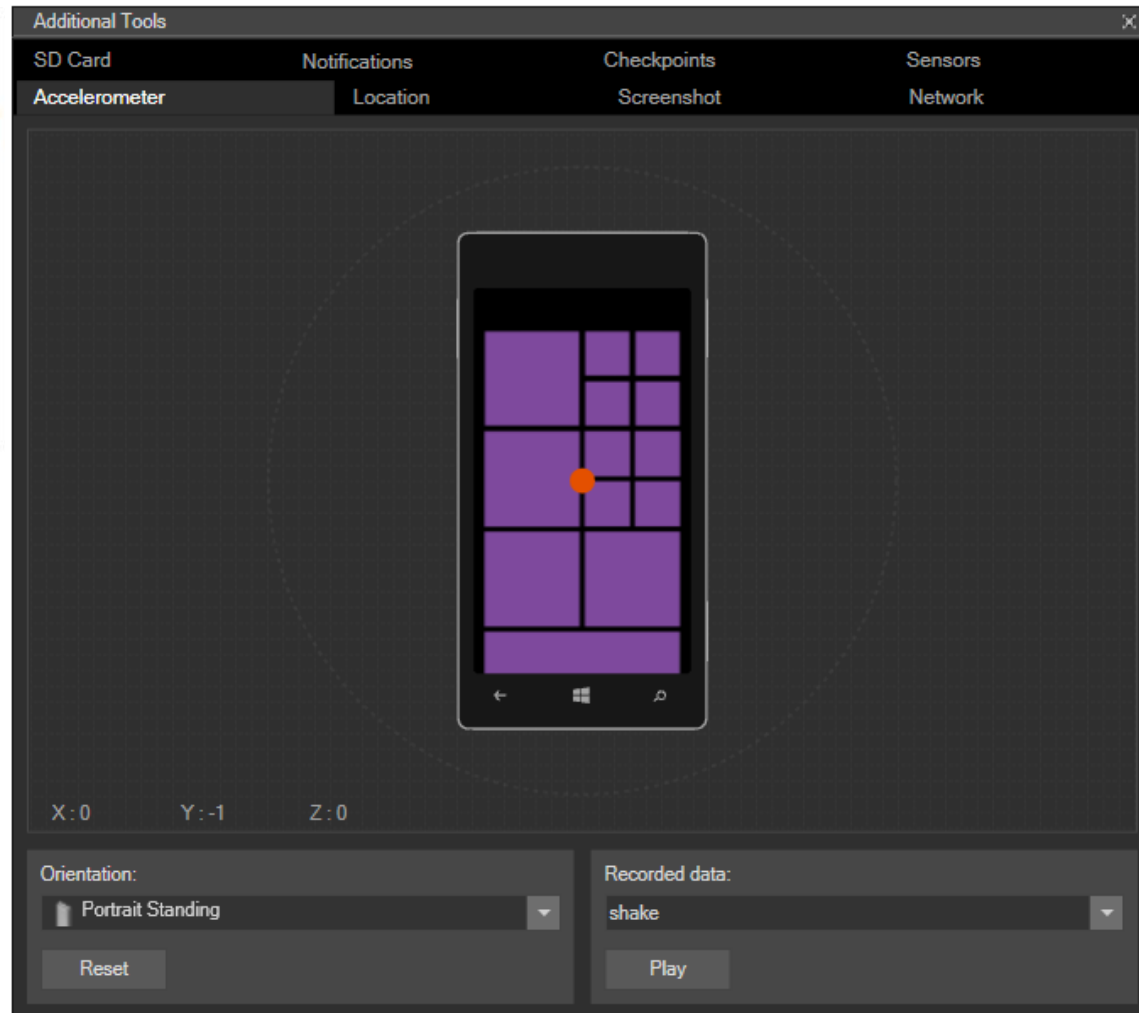
- Windows Phone
- Windows Phone Developer Registration
- Windows Phone Emulator
- Hyper-V Manager
- Windows Phone Power Tools
- Application Deployment



模拟器 (8.0)



模拟器 (8.1)



模拟器的提升：

- Network
- Multi-touch emulation with mouse
- SD card
- Location improvements

模拟推送服务：

- Locally simulate push notifications
- Save and load data samples

帧速率计数器

代码开关

App.xaml.cs:

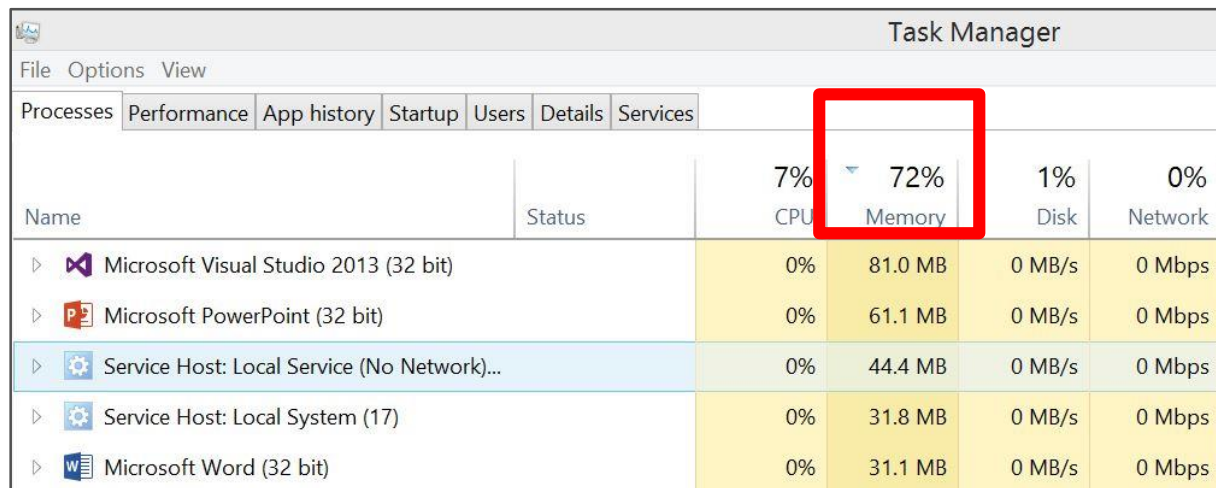
```
Application.Current.Host.Settings
.EnableFrameRateCounter = true;
```



[http://msdn.microsoft.com/zh-cn/library/windowsphone/develop/qq588380\(v=vs.105\).aspx](http://msdn.microsoft.com/zh-cn/library/windowsphone/develop/qq588380(v=vs.105).aspx)

模拟器错误

- 解决方案：关掉和删除不用的软件
- <http://support.microsoft.com/kb/2911380/en-us>

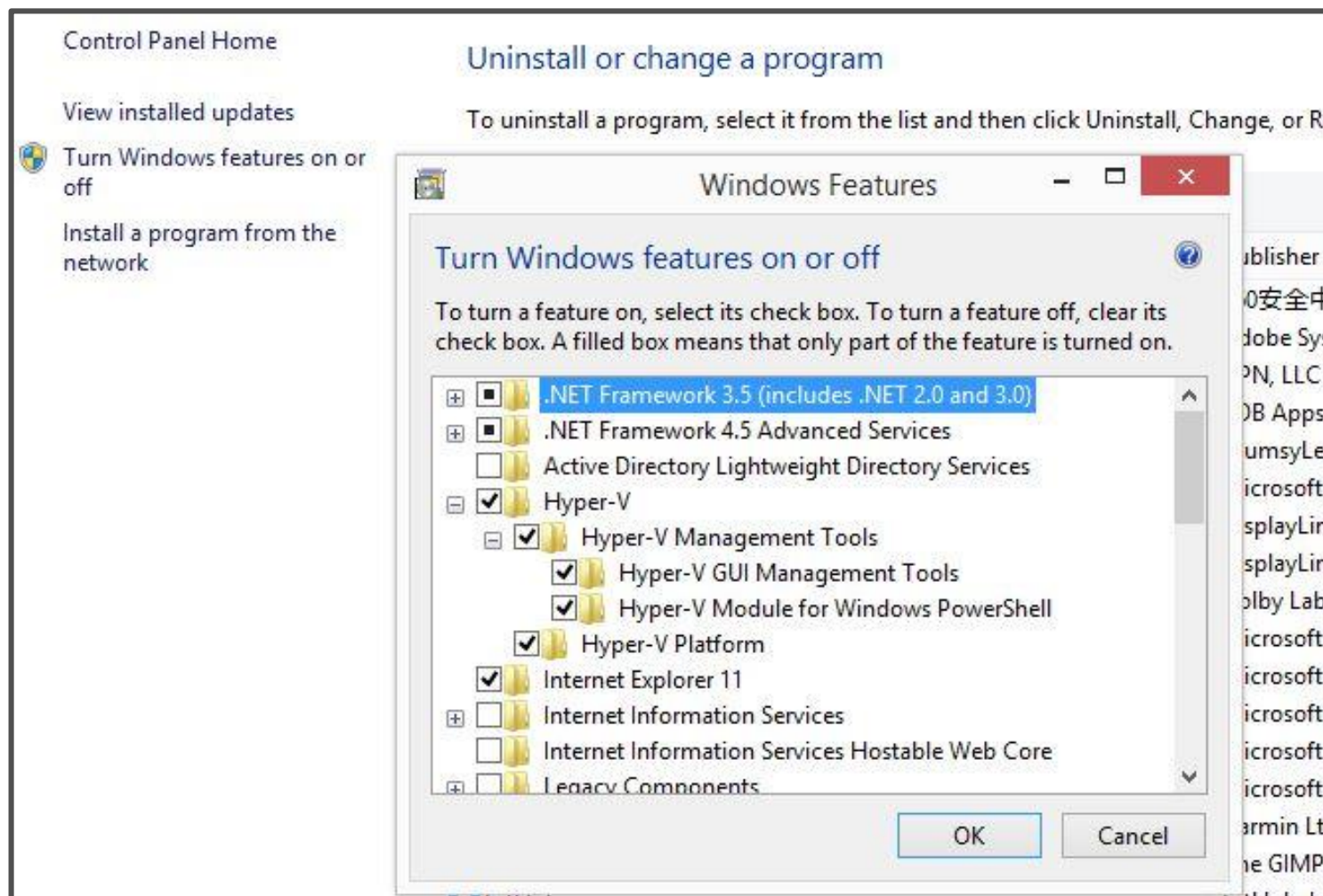


A screenshot of the Windows Task Manager Performance tab. The "Memory" column header is highlighted with a red box, showing a usage of 72%. The table lists several running processes with their respective CPU, Memory, Disk, and Network usage.

| Name | Status | CPU | Memory | Disk | Network |
|---|--------|-----|---------|--------|---------|
| Microsoft Visual Studio 2013 (32 bit) | | 0% | 81.0 MB | 0 MB/s | 0 Mbps |
| Microsoft PowerPoint (32 bit) | | 0% | 61.1 MB | 0 MB/s | 0 Mbps |
| Service Host: Local Service (No Network)... | | 0% | 44.4 MB | 0 MB/s | 0 Mbps |
| Service Host: Local System (17) | | 0% | 31.8 MB | 0 MB/s | 0 Mbps |
| Microsoft Word (32 bit) | | 0% | 31.1 MB | 0 MB/s | 0 Mbps |

Hyper-V

• 第1步：启用Hyper-V



Windows Phone
模拟器本质是：

使用Hyper-V虚拟
化技术的虚拟机

Hyper-V

- 第2步：查询你的电脑是否支持Virtualization？

使用工具
Coreinfo
查询

```
C:\Users\yimei\Downloads\Coreinfo>Coreinfo.exe

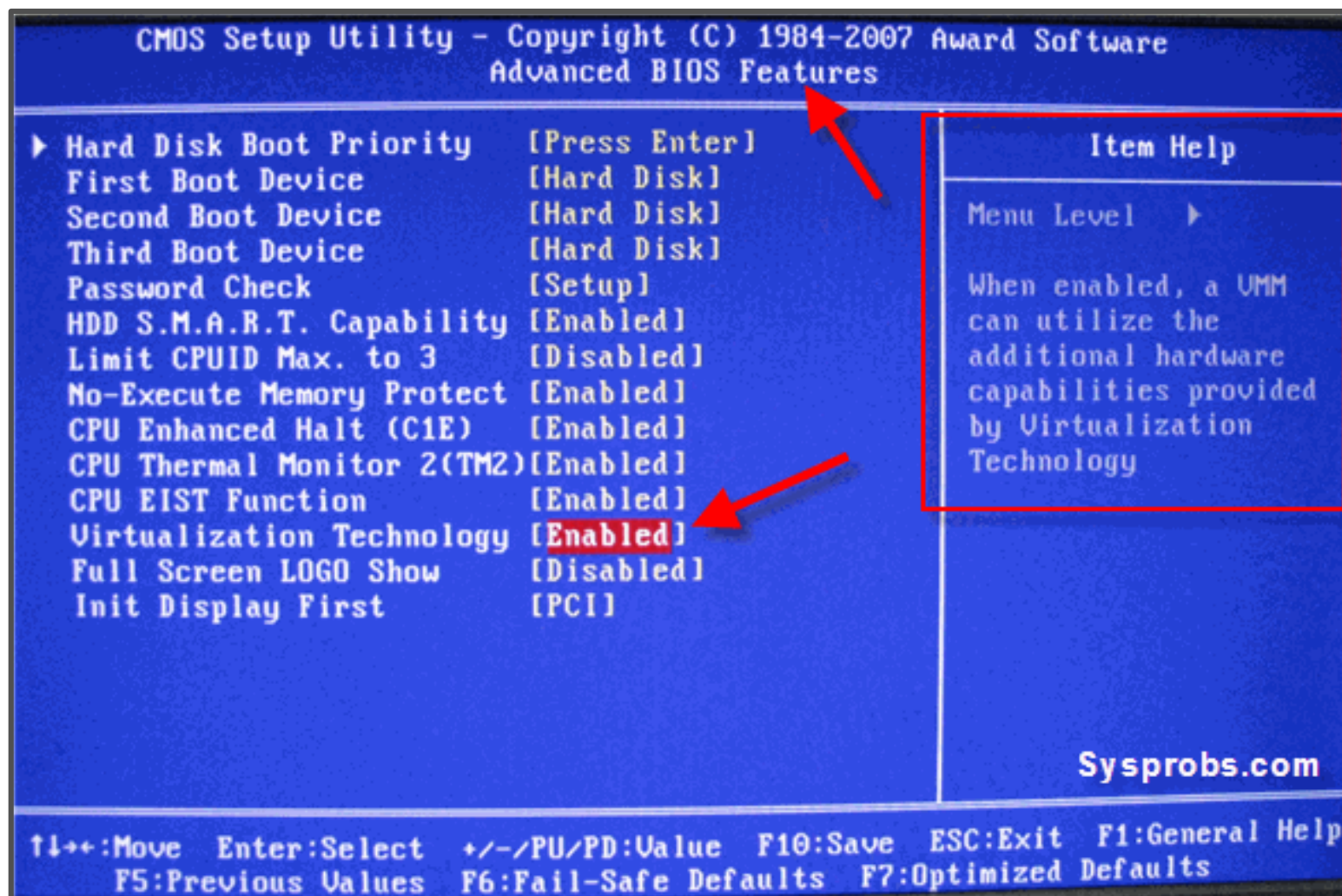
Coreinfo v3.21 - Dump information on system CPU and memory topology
Copyright (C) 2008-2013 Mark Russinovich
Sysinternals - www.sysinternals.com

Intel(R) Core(TM) i7-3520M CPU @ 2.90GHz
Intel64 Family 6 Model 58 Stepping 9, GenuineIntel
HTT          *          Hyperthreading enabled
HYPERVISOR    *          Hypervisor is present
VMX           -          Supports Intel hardware-assisted virtualization
SVM           -          Supports AMD hardware-assisted virtualization
EM64T        *          Supports 64-bit mode
```

<http://technet.microsoft.com/enus/sysinternals/cc835722.aspx>

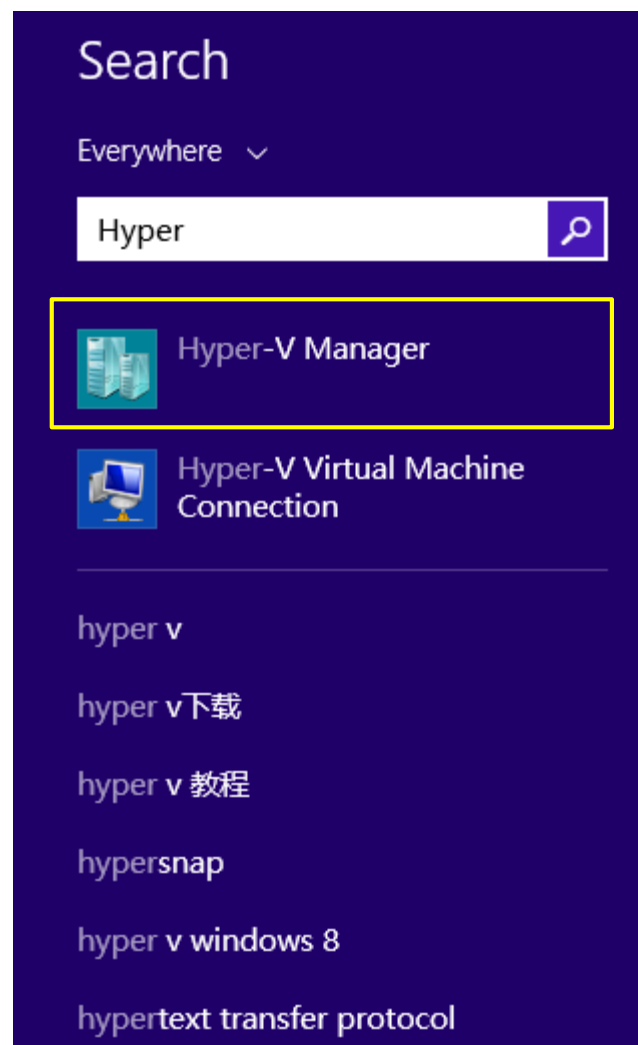
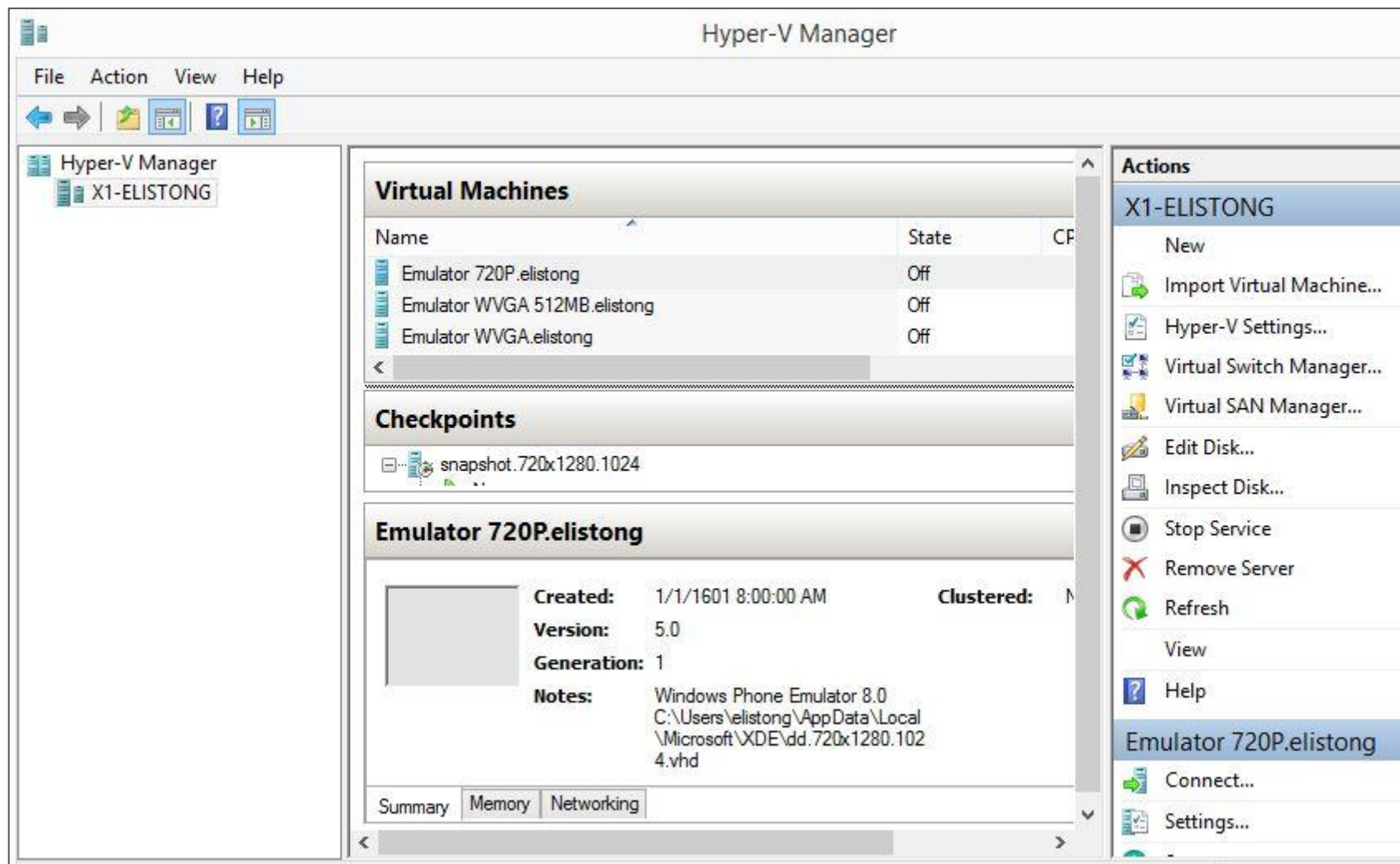
Hyper-V

- 第3步：在BIOS中打开虚拟化



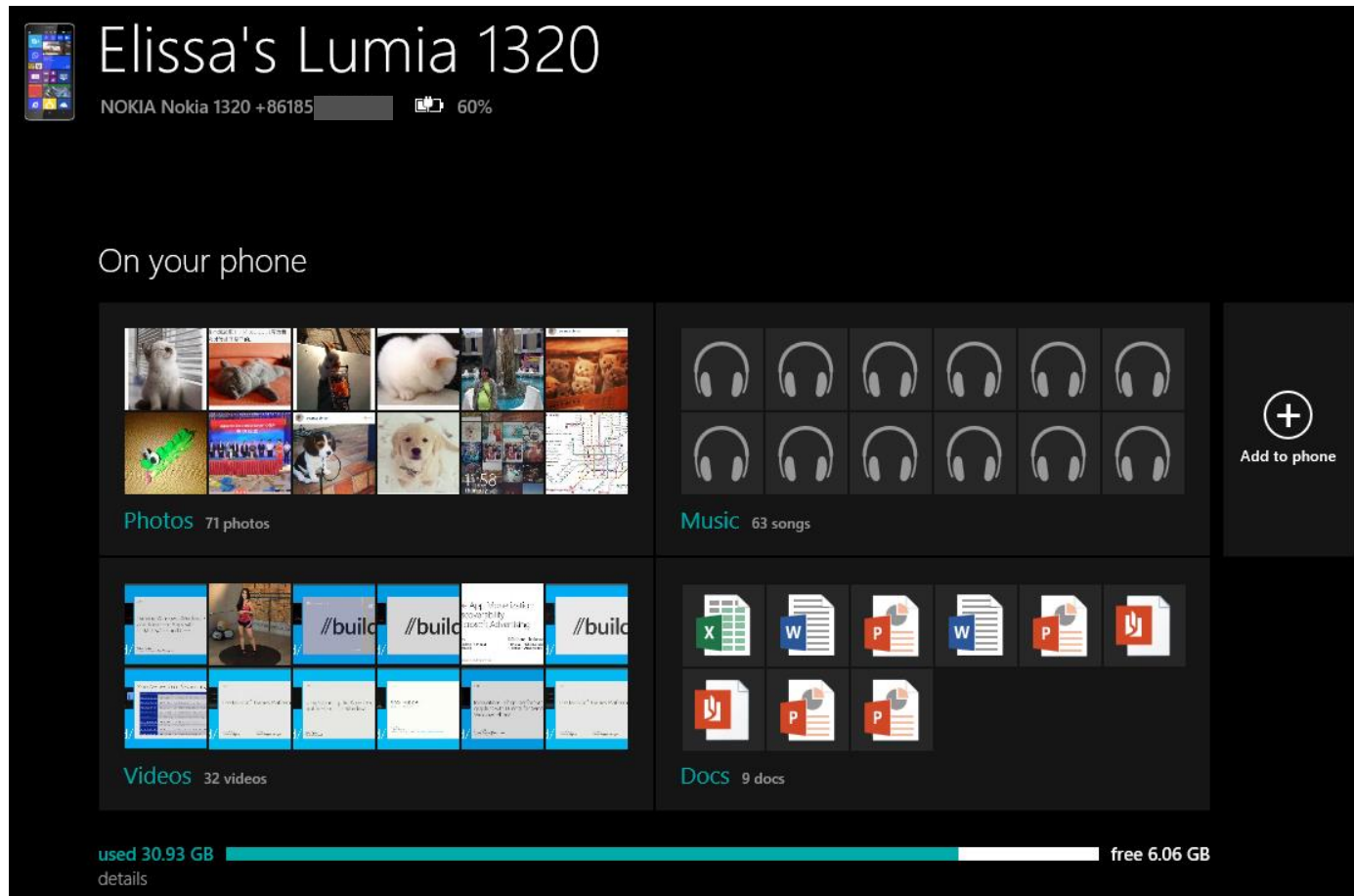
Hyper-V

• 第4步：Hyper-V Manager

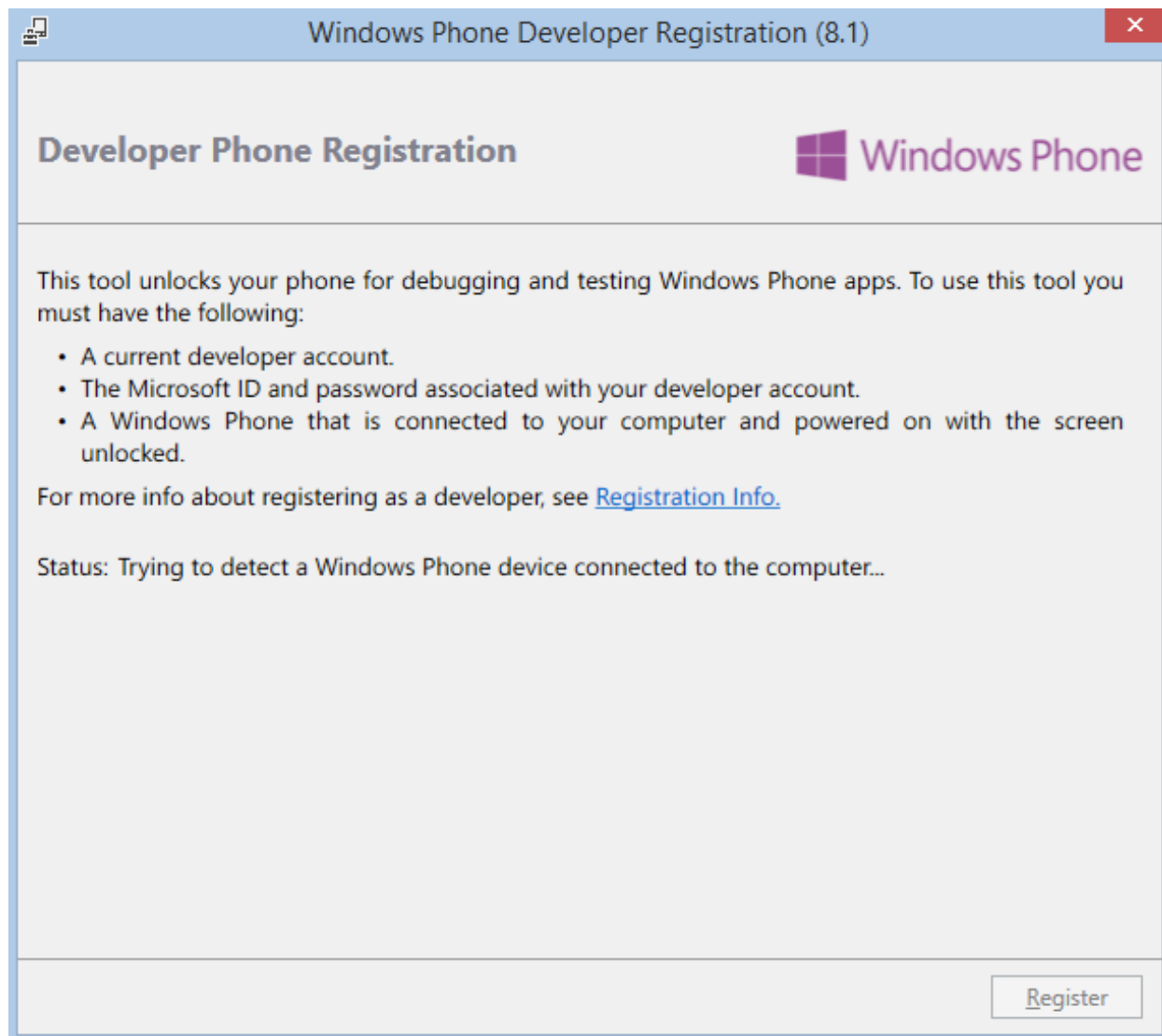


Windows Phone

- 设备用USB连上电脑会打开工具
- 功能包含：下照片，视频，文章，图片



手机注册



- 建议用一个WP设备来测试
- 测试设备需要注册

<http://irisclasson.com/2013/10/28/problems-and-fixes-when-registering-a-windows-phone-8-device-to-deploydebug-applications>

手机注册查询

Windows Phone | 开发人员中心

仪表板

入门

设计

开发

发布

社区

elissatong@hotmail.com

提交应用

应用

报告

帐户

手机

注册您要用于测试应用的手机。在真实手机上测试您的应用可确保为客户带来非常愉快的体验。
[了解如何注册手机。](#)
可注册的最多手机数: 3

| 手机名称 | 注册日期 | 到期日期 | |
|--------------------------|-----------|-----------|----|
| Elissa's Lumia 1320 | 2014/4/10 | 2016/4/10 | 删除 |
| Elissa's Nokia Lumia 820 | 2014/2/18 | 2016/2/18 | 删除 |

<https://dev.windowsphone.com/zh-cn/Account/Devices>

联机调试

▶ Emulator 8.1 WVGA 4 inch 512MB ▶ ▶ ▶ Debug x86 ▶

▶ Emulator 8.1 WVGA 4 inch 512MB

Device

✓ Emulator 8.1 WVGA 4 inch 512MB

Emulator 8.1 WVGA 4 inch

Emulator 8.1 WXGA 4 inch

Emulator 8.1 720P 4.7 inch

Emulator 8.1 1080P 5.5 inch

Emulator 8.1 1080P 6 inch

Emulator WVGA 512MB

Emulator WVGA

Emulator WXGA

Emulator 720P

Debug

Master

Release

Configuration Manager...

Any CPU

ARM

Mixed Platforms

x86

Configuration Manager...

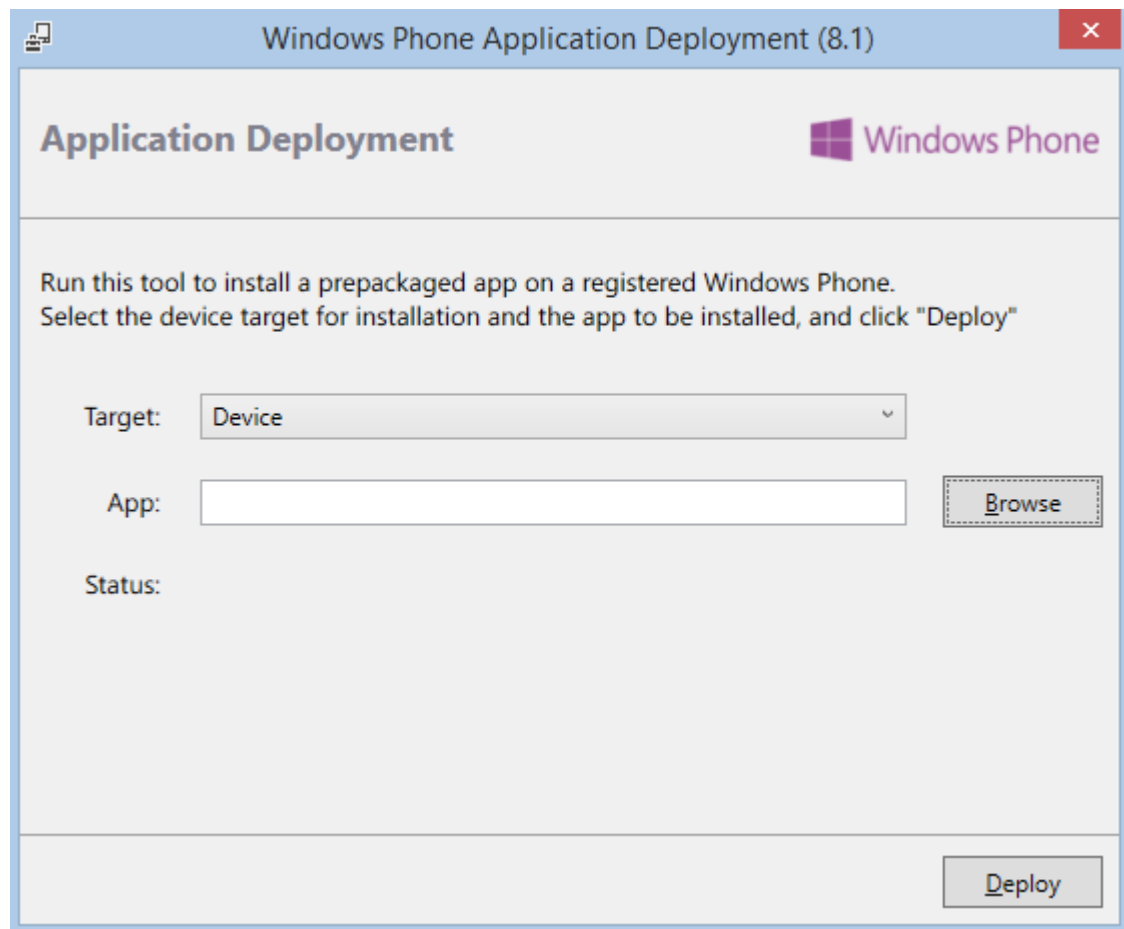
Error List

▼ 1 Error 0 Messages

| Description |
|--|
| 1 Deployment failed because an emulator with target platform x86 cannot be deployed to Device. If the target platform is win32/ x86, select an emulator. If the target platform is ARM, select Device. |

手机用ARM 模拟器使用x86

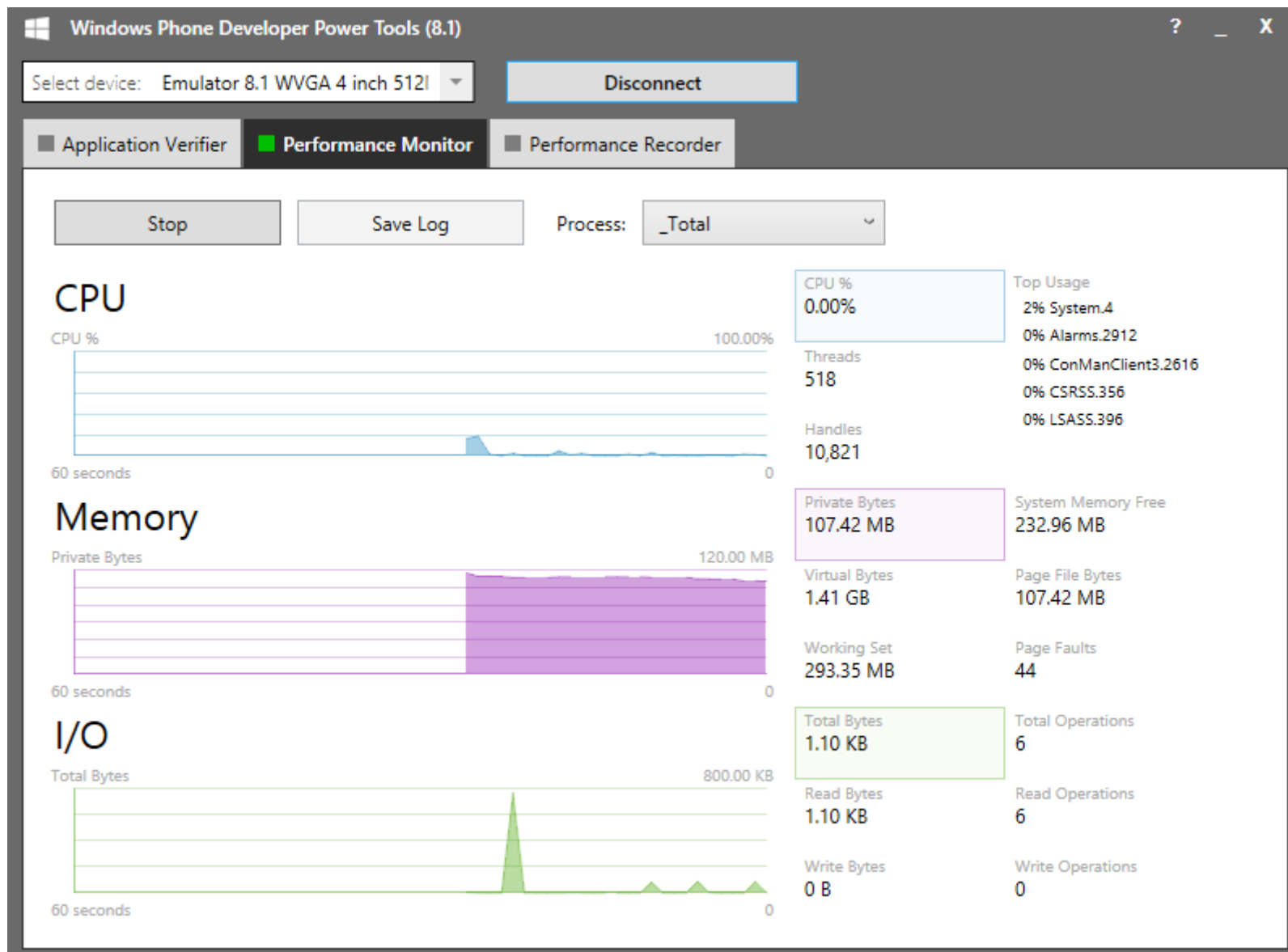
应用部署



步骤

1. 选择设备或模拟器
2. 上传Windows Phone XAP包
3. 点击Deploy

Windows Phone Power Tools



AppVerifier

用于发现资源泄露和程序漏洞

Performance Monitor

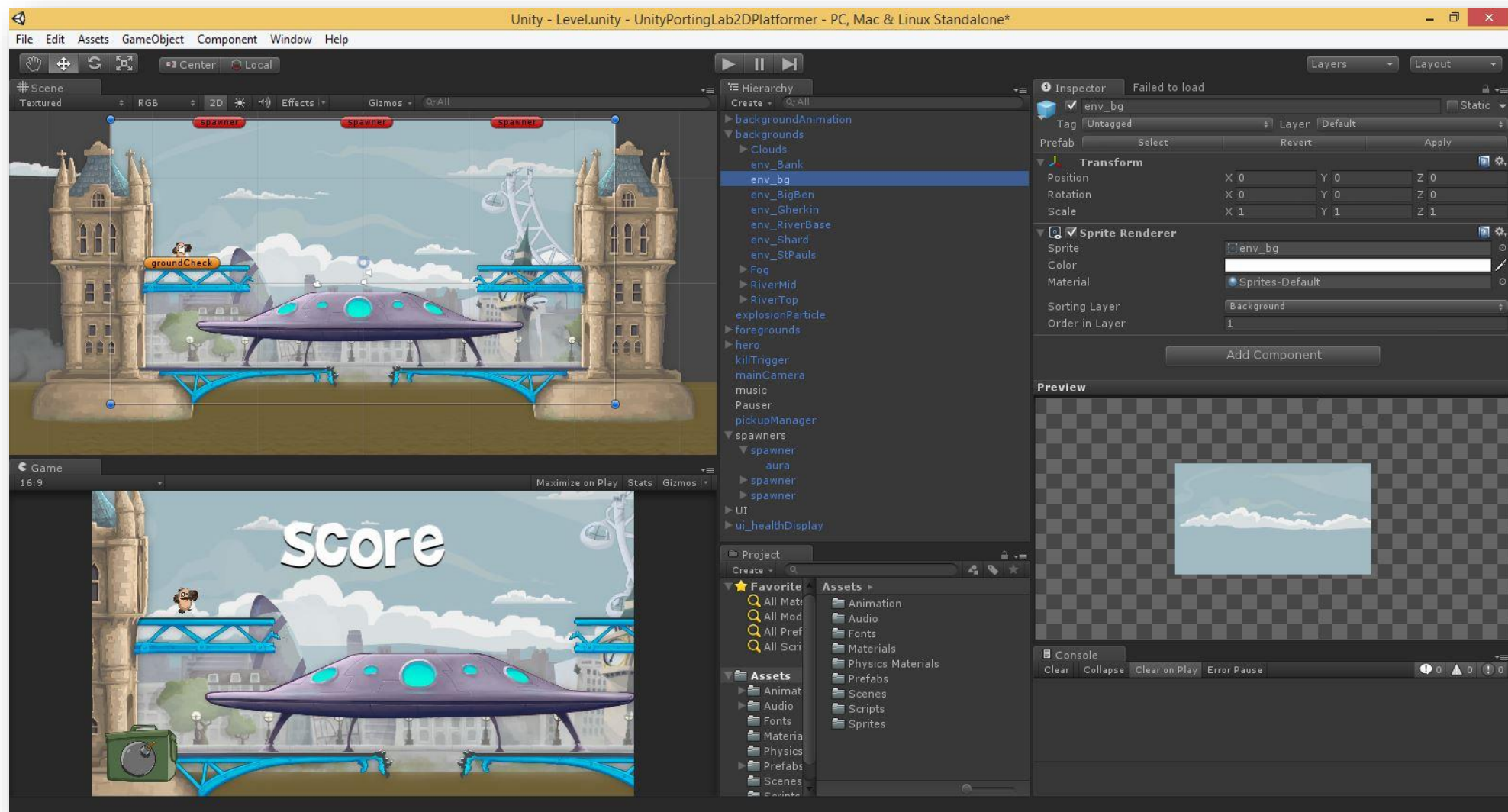
性能实时检测

Performance Recorder

性能记录

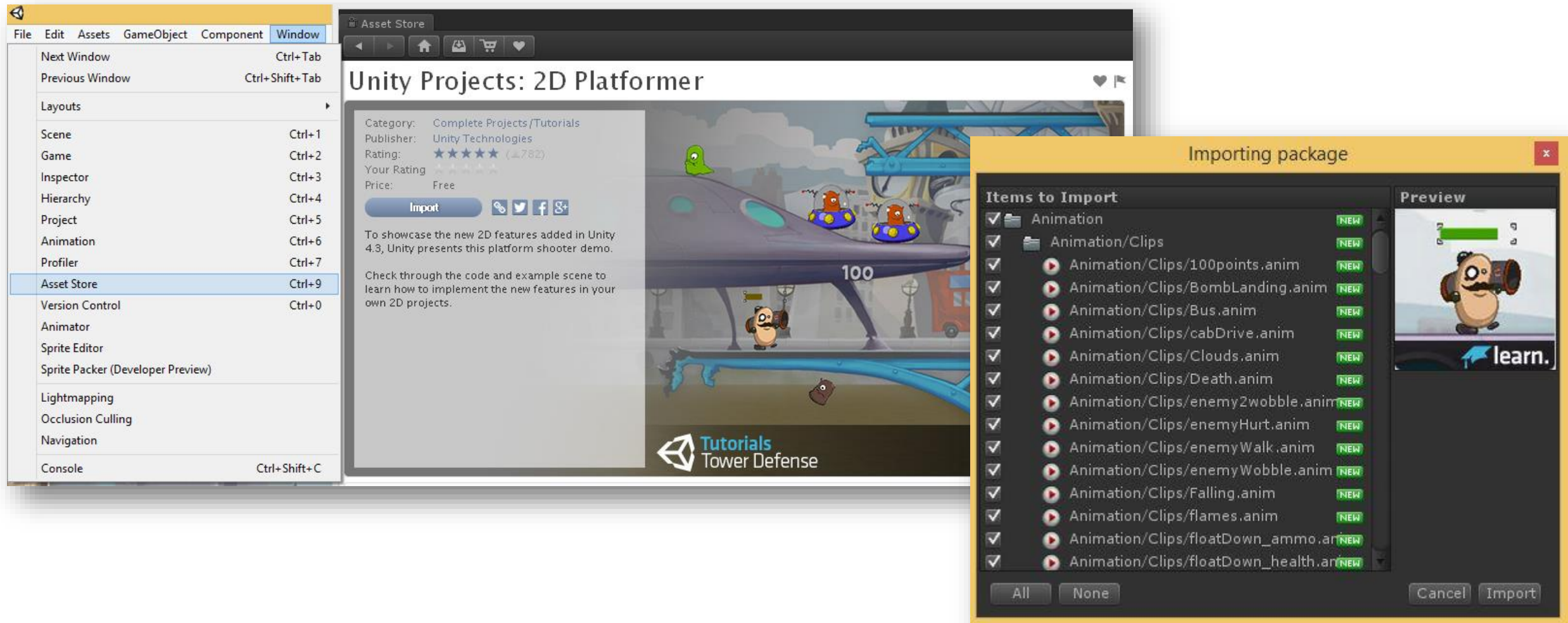
Unity Demo 创建

Unity3D 编辑

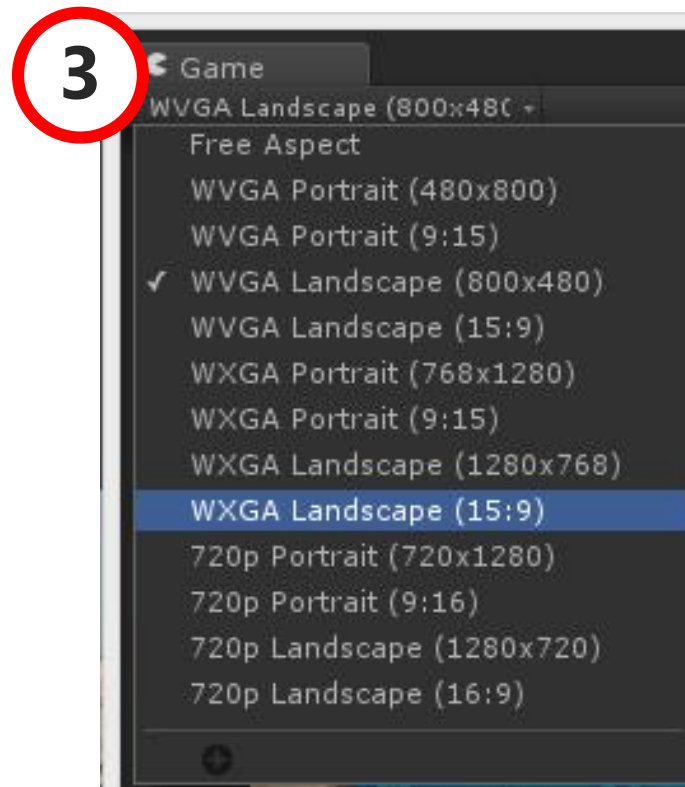
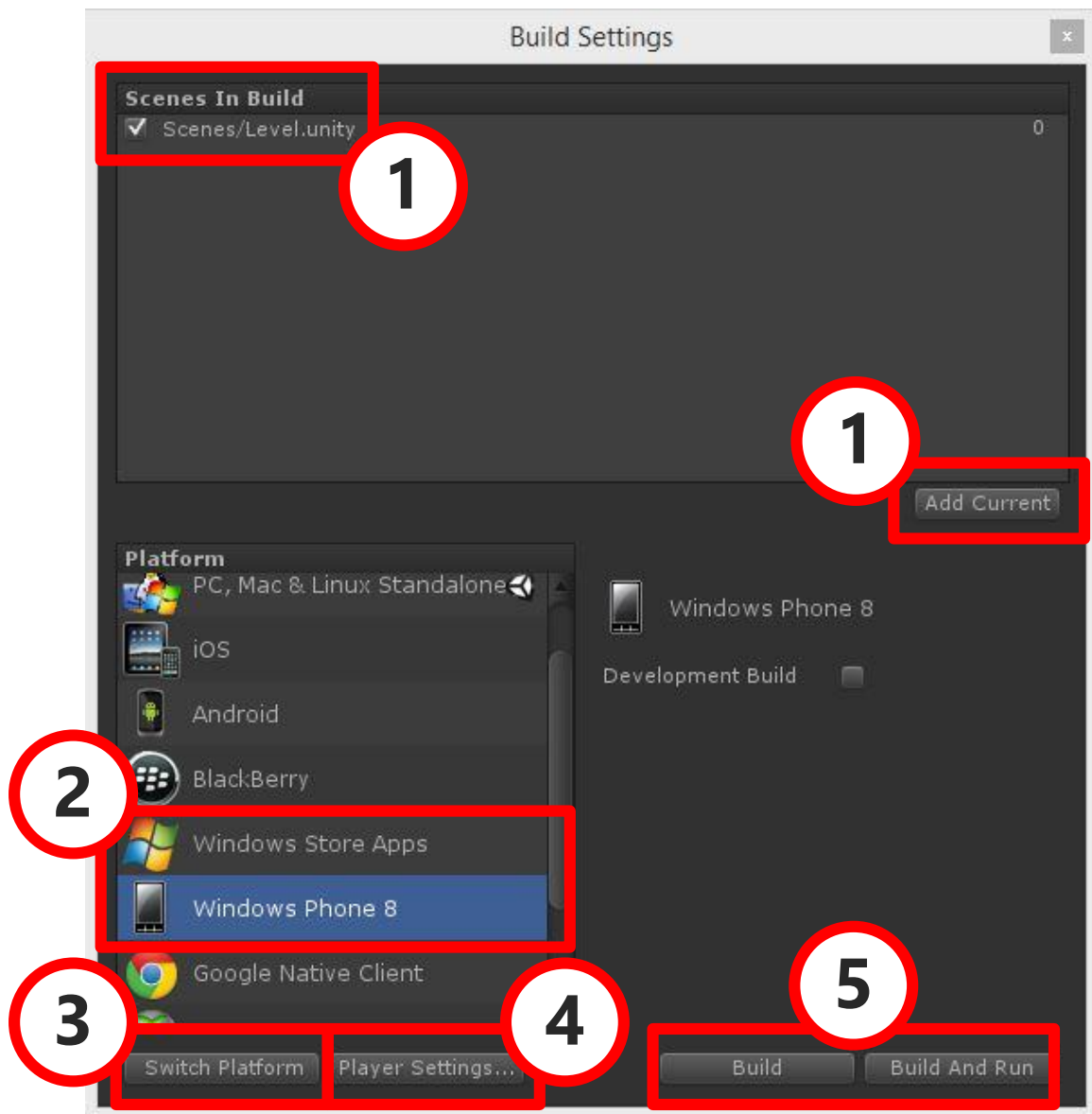


Asset Store 资源商店

Download a sample tutorial for porting purposes



构建设备



方向 Orientation

- Unity3D Player Settings

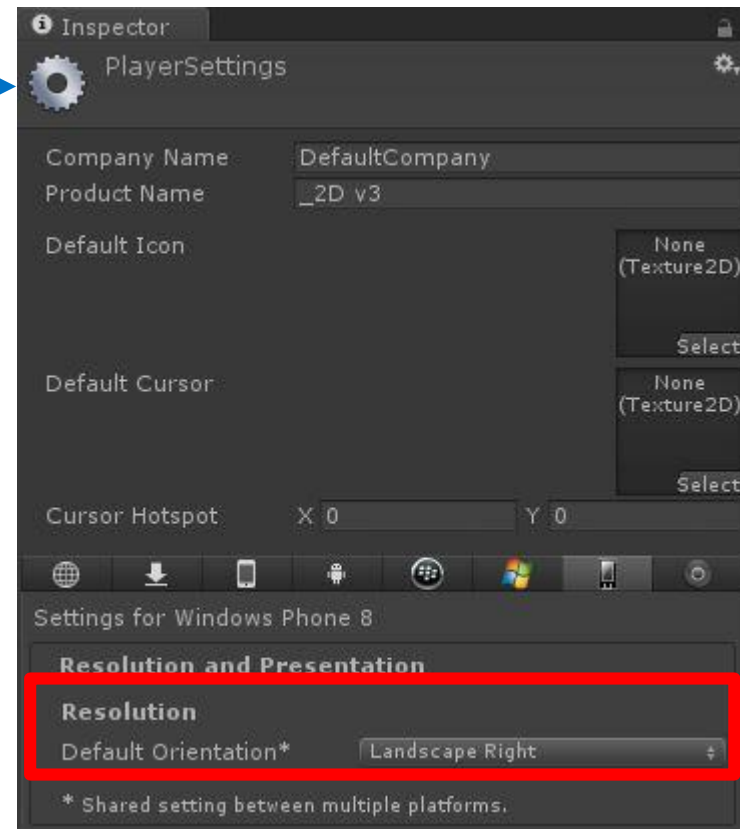
- Unity3D API 脚本：

`Screen.orientation = ScreenOrientation.AutoRotation;`

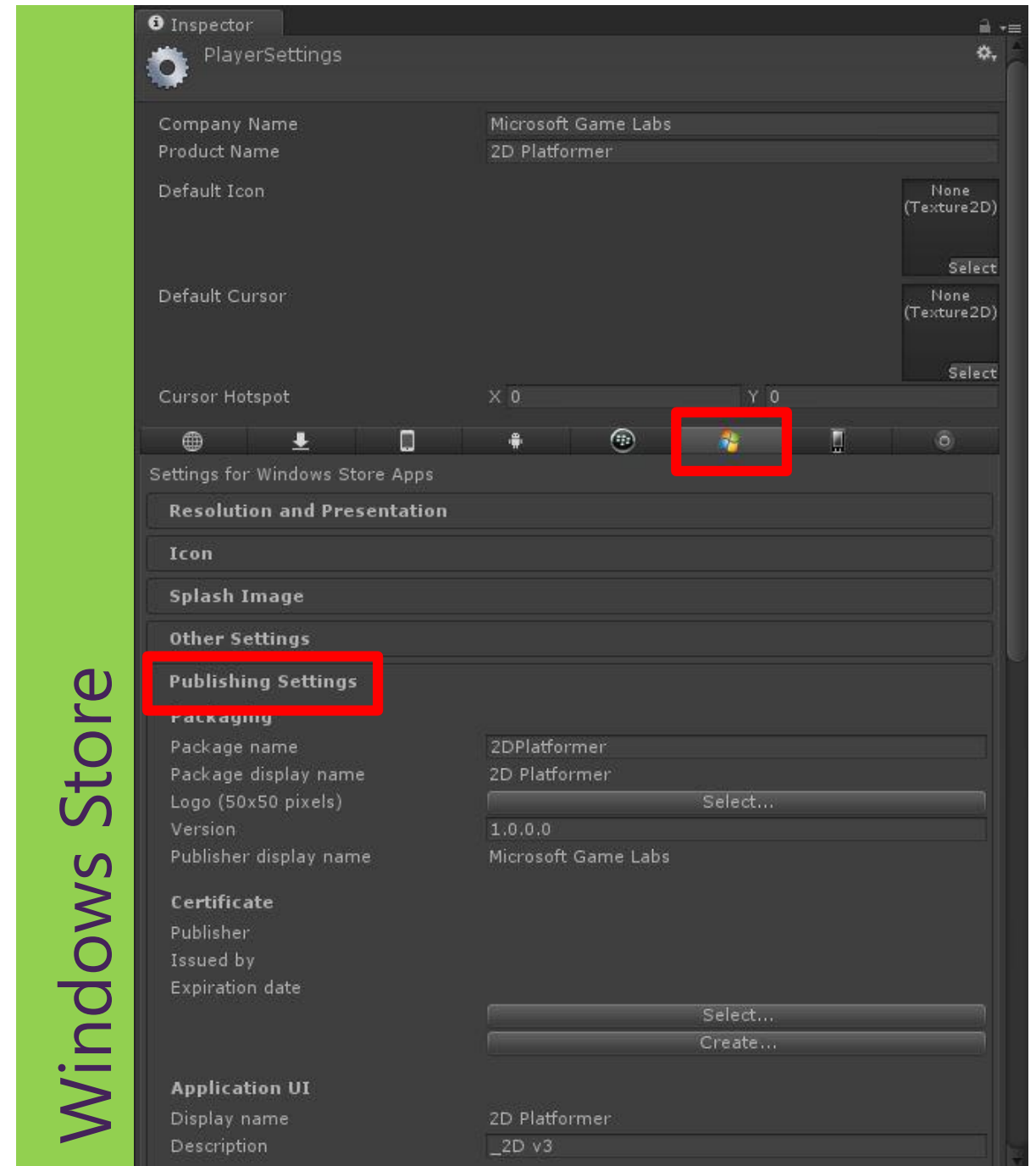
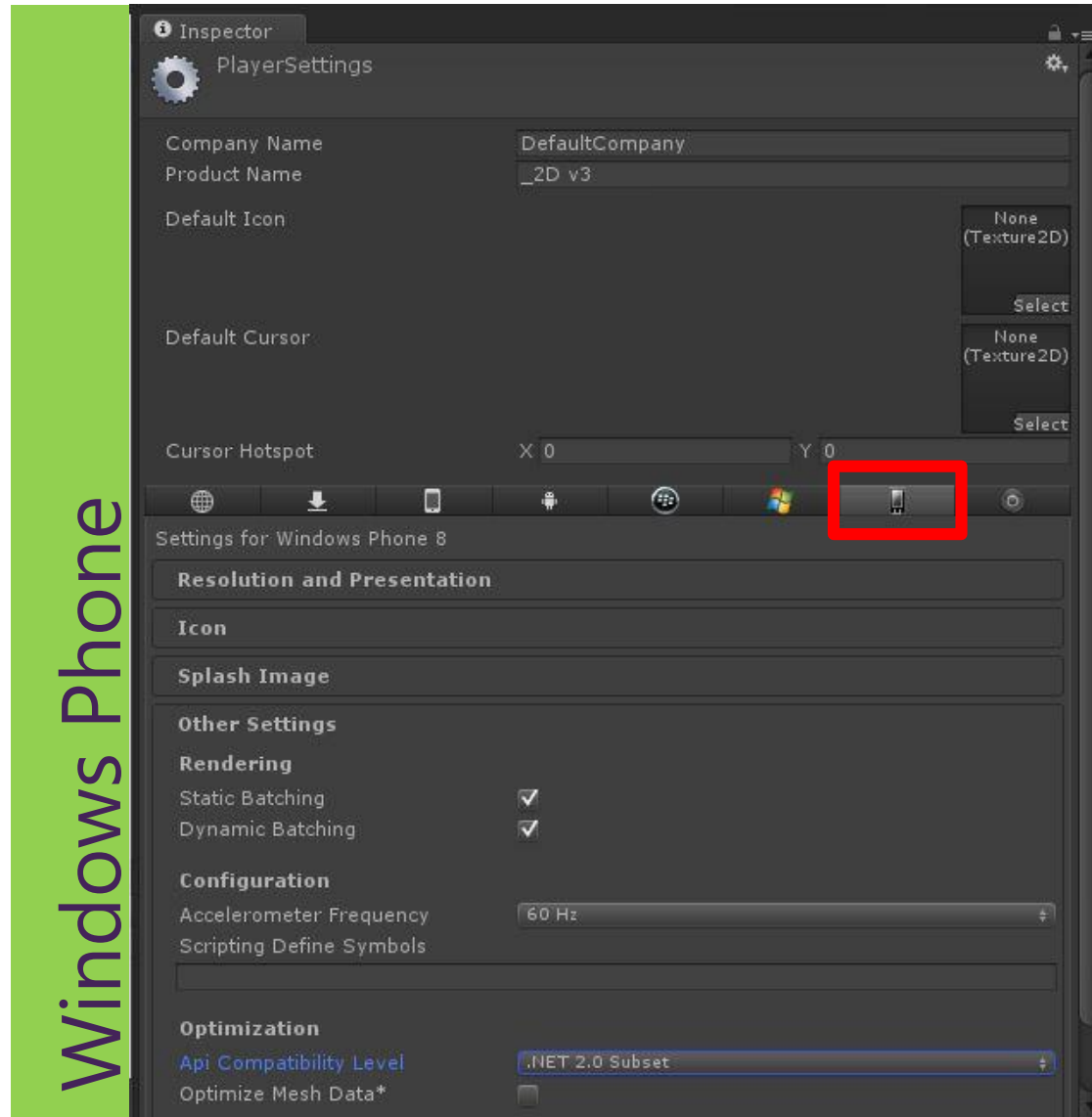
- Windows Phone 工程: XAML代码

MainPage.xaml

```
<phone:PhoneApplicationPage
    x:Class="_2Dv3.MainPage"
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:phone="clr-namespace:Microsoft.Phone.Controls;assembly=Microsoft.Phone.Controls"
    xmlns:shell="clr-namespace:Microsoft.Phone.Shell;assembly=Microsoft.Phone.Shell"
    xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
    xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
    mc:Ignorable="d"
    FontFamily="{StaticResource PhoneFontFamilyNormal}"
    FontSize="{StaticResource PhoneFontSizeNormal}"
    Foreground="{StaticResource PhoneForegroundBrush}"
    Orientation="Landscape"
    SupportedOrientations="Landscape"
    BackKeyPress="PhoneApplicationPage_BackKeyPress"
    OrientationChanged="PhoneApplicationPage_OrientationChanged">
```



Player Settings

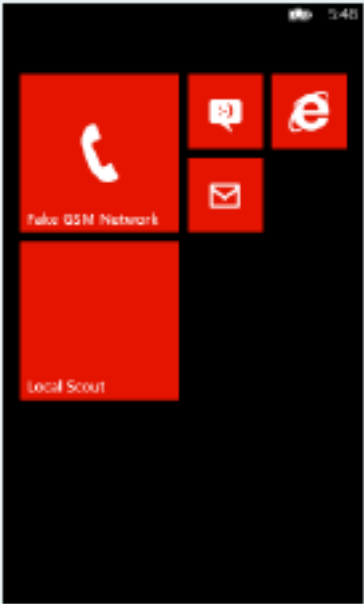





Unity Demo 完善

第一步：

让Demo更接近Windows Phone App

多种分辨率

| WVGA | WXGA | 720p | 1080p |
|--|---|--|--|
|  |  |  |  |
| 480 x 800 15:9 | 768 x 1280 15:9 | 720 x 1280 16:9 | 1080 x 1920 16:9 |

内存

Memory of Devices

| | | |
|-------------|-------------------------------------|-------|
| 512M | lower-memory WVGA devices | 低内存设备 |
| 1G | 720p devices | |
| 2G | newer 4.5" WXGA devices, Nokia 1020 | |

Memory-related manifest entries

| | | |
|--------------|-----------------------------|--|
| Capabilities | ID_FUNC_EXTENDED_MEM | |
| | 为设备保留更高的内存分配 | 低内存手机为 180 MB 大于1GB 内存的手机为 380 MB |
| Requirement | ID_REQ_MEMORY_300 | |
| | 低内存的手机，则选择完全退出 | 应用不会出现在低内存手机的 Windows Phone 商店中，也无法安装在低内存手机上 |

[http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj681682\(v=vs.105\).aspx/html](http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj681682(v=vs.105).aspx/html)

<http://forum.unity3d.com/threads/202952-Tips-and-Tricks-Make-sure-to-profile-your-phone-app-s-memory-usage!>

动态磁贴 Live Tiles

- Appear on your Start Screen, represents the icon for your app
- 3 Tile sizes: small, medium, and wide
- 3 Tile templates: iconic, flip, and cycle

[msdn.microsoft.com/zh-cn/library/windowsphone/develop/hh202948\(v=vs.105\).aspx](http://msdn.microsoft.com/zh-cn/library/windowsphone/develop/hh202948(v=vs.105).aspx)

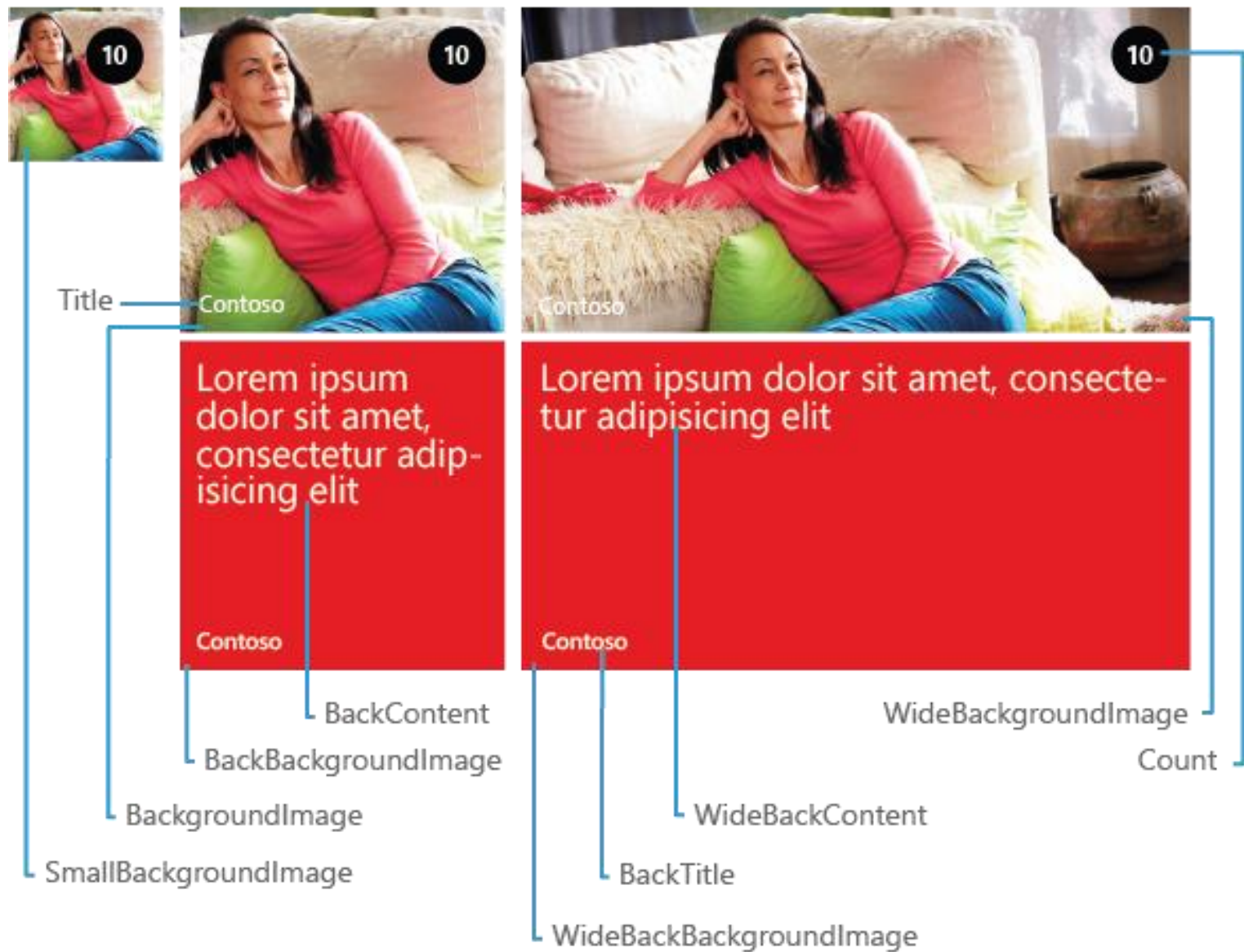
<http://wat-docs.azurewebsites.net/Tools>

<http://aka.ms/WSIP>



翻转磁贴模板

- Title
- Count
- BackContent
- WideBackContent
- SmallBackgroundImage
- BackgroundImage
- WideBackgroundImage
- BackBackgroundImage
- WideBackBackgroundImage

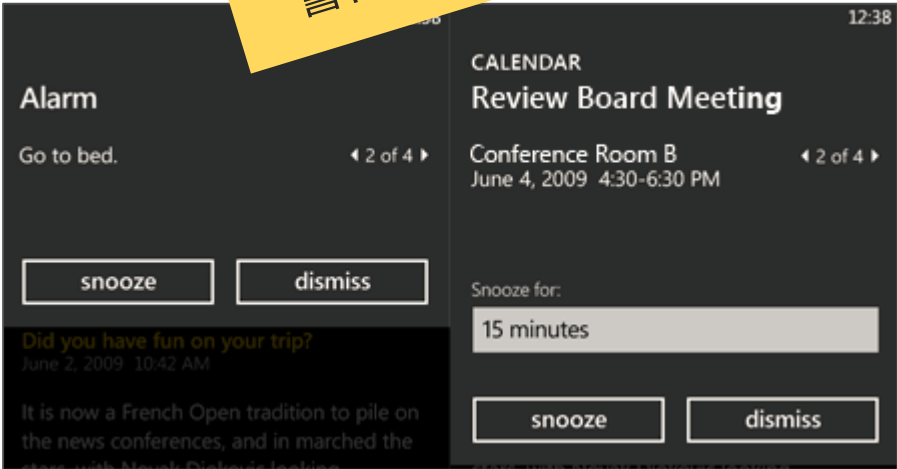


Windows Phone 的通知

磁贴通知



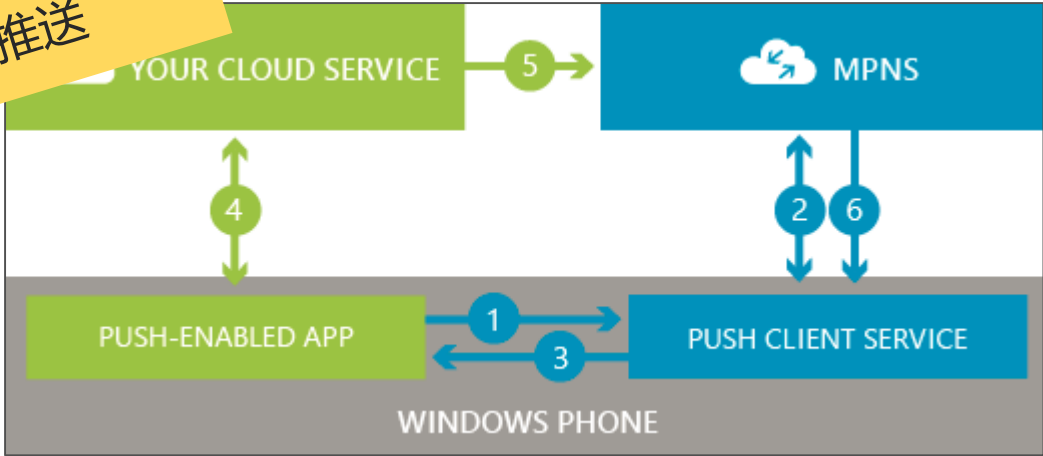
警告和提醒



Toast



推送



磁贴本地通知

- Scheduling options:
 - Update Tile once
 - Create a schedule to update a Tile indefinitely
 - Create a schedule to update a Tile for a specific number of times
 - Stop any schedule that is running
- Namespace: ShellTileSchedule

[http://msdn.microsoft.com/zh-cn/library/windowsphone/develop/jj207047\(v=vs.105\).aspx](http://msdn.microsoft.com/zh-cn/library/windowsphone/develop/jj207047(v=vs.105).aspx)

第二步：

完成和平台有关的游戏功能

回退按钮

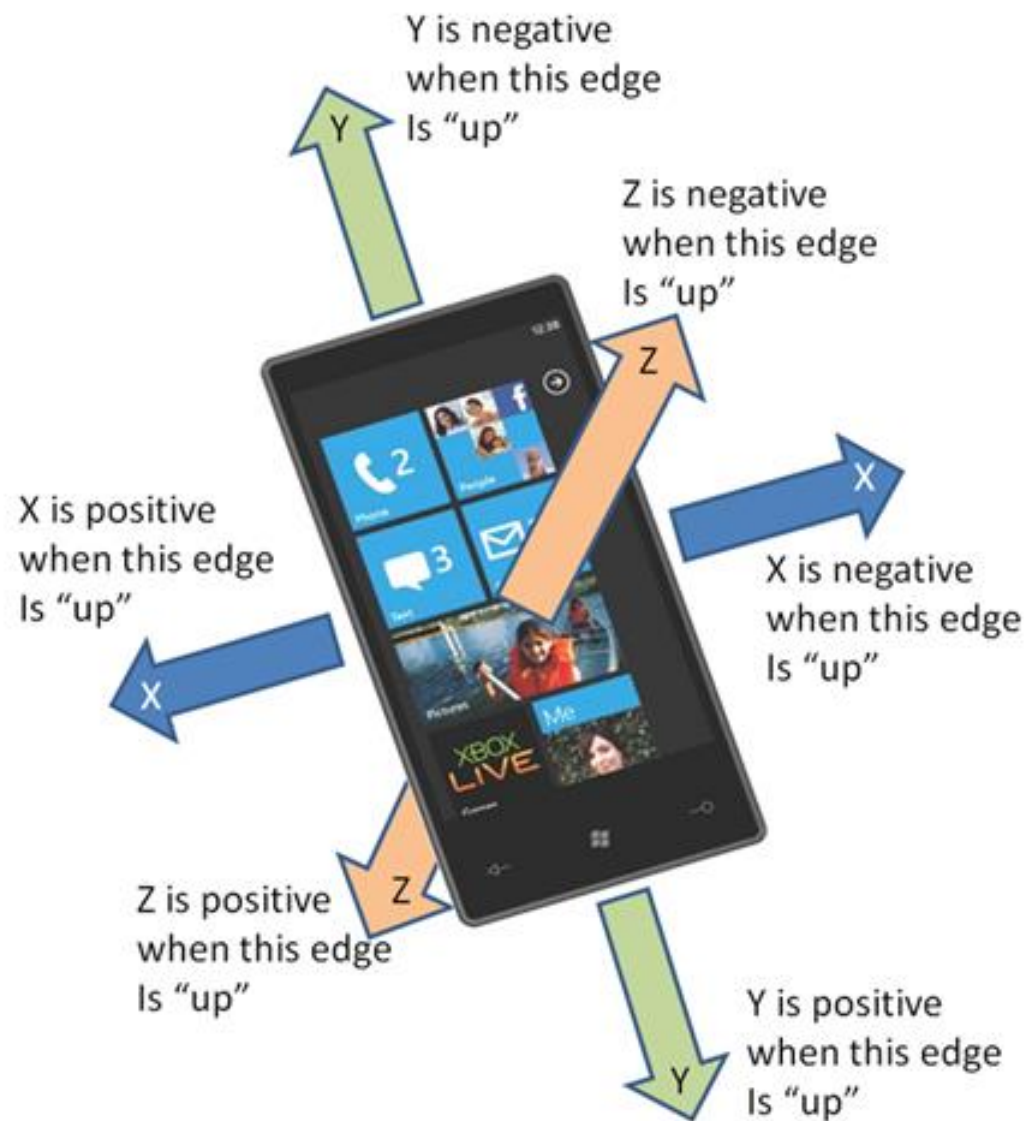
MainPage.xaml.cs

```
private void PhoneApplicationPage_BackKeyPress(object s, CancelEventArgs e)
{
    e.Cancel = UnityApp.BackButtonPressed();
    if (Main.GlobalManager != null)
    {
        string currentScene = Main.GlobalManager.CurrentScene;
        string urlXamlPage = "/Hud/" + currentScene + ".xaml"; if (currentScene == "Main")
        {
            Main.GlobalManager.Quit();
        }
        else
        {
            NavigationService.Navigate(new Uri(urlXamlPage, UriKind.Relative));
        }
    }
}
```


回退按钮

```
public class Main : MonoBehaviour
{
    public static Main GlobalManager = null;
    private string mCurrentScene = "";
    public string CurrentScene
    {
        get { return this.mCurrentScene;}
        set { this.mCurrentScene = value; }
    }
    void Start ()
    {
        if (GlobalManager == null)
        {
            GlobalManager = this;
            CurrentScene = Application.loadedLevelName;
        }
    }
    void Quit ()
    {}
}
```

加速计 Acceleromator



角色动作

```
if(Application.platform == RuntimePlatform.WP8Player)
{
    MoveAmount = (PlayerSpeed * Input.acceleration.x) * Time.deltaTime;
    transform.Translate(Vector3.right * MoveAmount);
    MoveAmount = (PlayerSpeed * ((-Input.acceleration.z + 0.5f)*2)) * Time.deltaTime;
    transform.Translate(Vector3.forward * MoveAmount);
}
```

移植中的常见问题

第一步：

解决 API Missing 的错误

C# .NET Framework

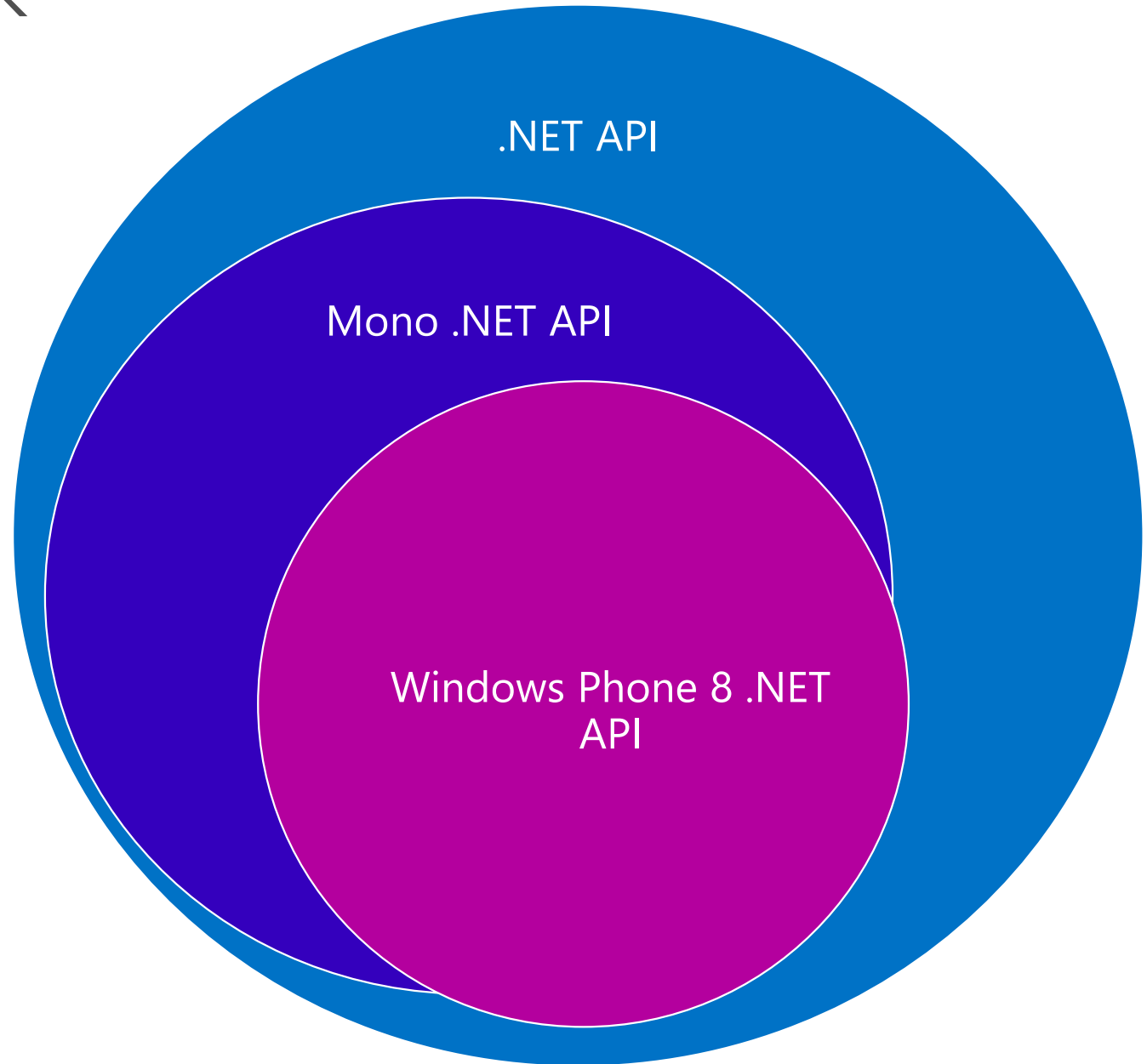
缺少的API?

Mono .NET

<https://github.com/mono/mono/tree/master/mcs/class/System/System.Net>

Windows Phone .NET

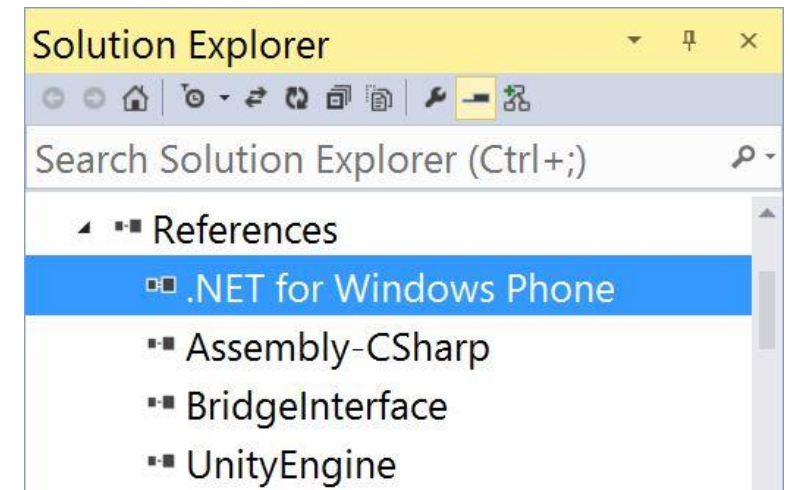
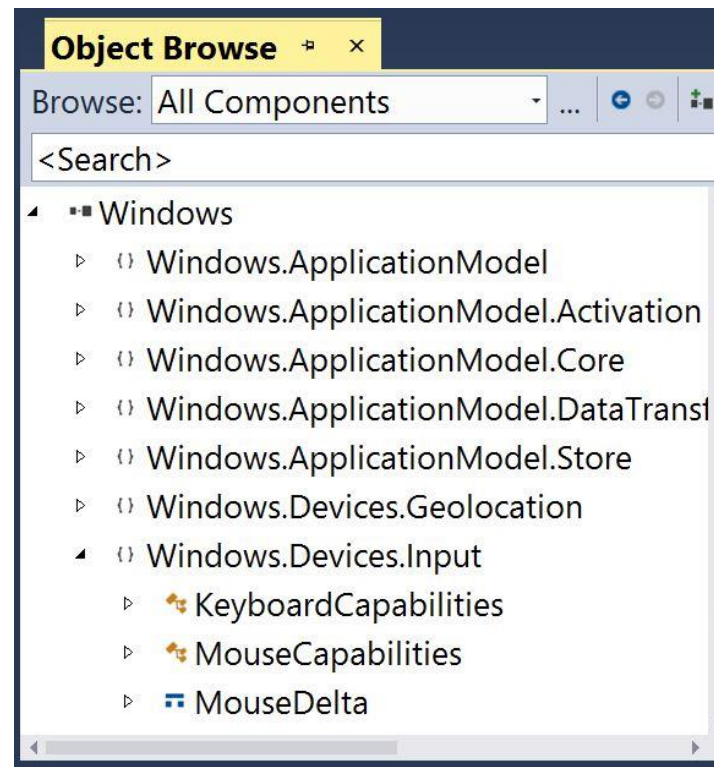
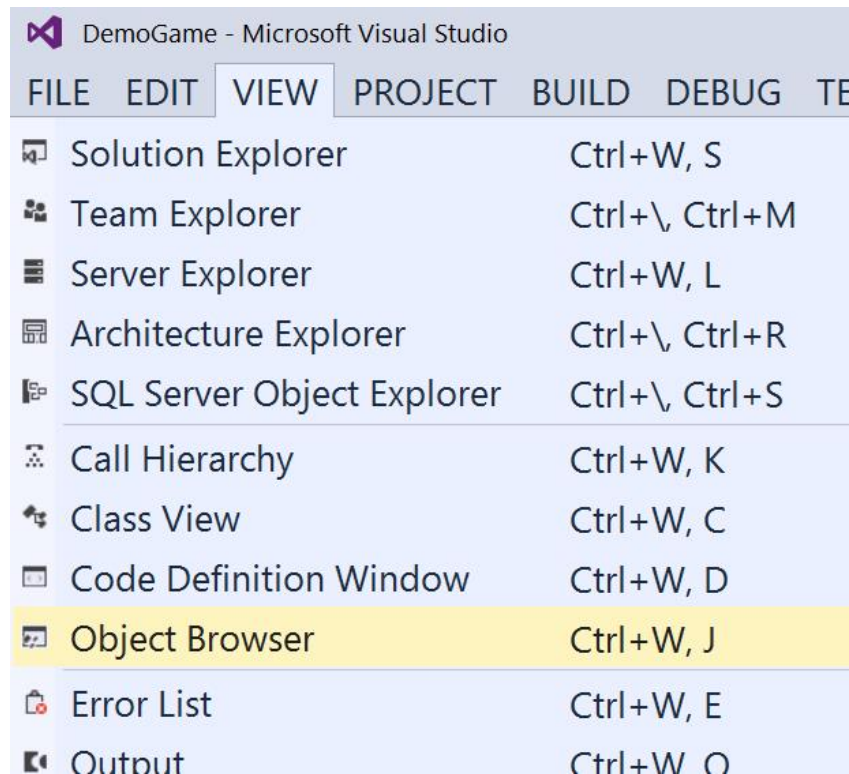
[http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj207211\(v=vs.105\).aspx](http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj207211(v=vs.105).aspx)



Windows Phone .NET API

For an easy method to view API references:

- Go to View ➔ Object Browser
- Or double-click .NET for Windows Phone in Solution Explorer



解决 API Missing 的方案

Solution 1: Unity Plugins

Example: Elissa's GitHub [UnityPlugins](#)

Example: 3rd Party GitHub [PlatformerPlugins](#)

Solution 2: Action (void delegate)

Example: WindowsGateway.cs

Solution 3: Global instance

Example: GameManager.cs

第二步：

创建常用的 API 库

(XML, File IO, Json解析, 网络通信...)

XML

- Available: Unity3D 4.3.3+, C# in Mono .NET
- Not Available: C# .NET for Windows Phone
- Namespace
System.Xml.XmlDocument
- Read XML file:
XmlDocument.Load(file);

<http://msdn.microsoft.com/en-us/library/system.xml.xmldocument.aspx>

XML

- Available: Unity3D 4.3.3+, C# in Mono .NET
- Available: C# in Windows Phone 8
- Namespace
System.Xml.Linq
- Read XML file:
XmlDocument.Load(file);

<http://msdn.microsoft.com/en-us/library/system.xml.xmldocument.aspx>

XML

- Available: Unity3D .NET for Mono
- Available: C# .NET for Windows Phone
- Namespace:
System.Xml.Serialization
- Write to XMLfile:
TextWriter wr = new StreamWriter(file);
Serialize(wr, data);
- Read XMLfile:
FileStream fs = new FileStream(file, FileMode.Open);
Deserialize(fs);

<http://msdn.microsoft.com/en-us/library/system.xml.serialization.xmlserializer.aspx>

[\[http://wiki.unity3d.com/index.php/Save and Load from XML\]\(http://wiki.unity3d.com/index.php/Save_and_Load_from_XML\)](http://wiki.unity3d.com/index.php?title=Saving_and>Loading Data: XmlSerializer</p></div><div data-bbox=)

File IO Plugin: WP代码

File and Directory classes are not supported.

```
public static async Task<string> CreateFile(StorageFolder folder, string name, string path, string contents)
{
    folder = await navigateFrom(folder, path);
    StorageFile file = await folder.CreateFileAsync(name, CreationCollisionOption.ReplaceExisting);

    using(IRandomAccessStream stream = await file.OpenAsync(FileAccessMode.ReadWrite))
    {
        using (DataWriter writer = new DataWriter(stream))
        {
            writer.WriteString(contents);
            await writer.StoreAsync();
        }
    }
    return file.Path;
}

public static void CreateFile(string filename, string content, string path = "")
{
    var task = FileHandling.CreateFile(ApplicationData.Current.LocalFolder, filename, path, content);
    task.Wait();
}
```

File IO Plugin: Unity 脚本

```
IEnumerator Start()
{
    WWW wwwBinary = new WWW("http://unityportinglab.azurewebsites.net/images/smallicon.png");
    yield return wwwBinary;
    if (wwwBinary.isDone)
    {
        byte[] fileBytes = wwwBinary.bytes;
        UnityPlugins.File.CreateFile("test.png", fileBytes, "Test");
    }
    WWW wwwText = new WWW("http://unityportinglab.azurewebsites.net/tilestemplateshort.xml");
    yield return wwwText;
    if (wwwText.isDone)
    {
        UnityPlugins.File.CreateFile("test.txt", wwwText.text, "Test/Test1");
    }
}
```

Code Time

```
#if UNITY_WP8
```

```
#if UNITY_WINRT
```

```
#if (UNITY_WP8 && !UNITY_EDITOR )
```

```
#if (UNITY_WINRT && !UNITY_EDITOR )
```

网络通信

Case 1: System.Net.WebClient

```
client = new WebClient();  
client.Headers.Set("opcode", "" + opcode);  
client.Headers.Set(KEY_GAME_SESSION, sessionId);  
client.UploadDataCompleted += new UploadDataCompletedEventHandler(uploadComplete);  
client.UploadDataAsync(uri, byteArray);
```

Not supported!

[http://msdn.microsoft.com/en-us/library/system.net.webclient\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.net.webclient(v=vs.110).aspx)

网络通信

Case 2: System.Net.HttpWebRequest

```
// Create a new HttpWebRequest object.  
HttpWebRequest request =  
    (HttpWebRequest)WebRequest.Create("http://www.contoso.com/example.aspx");  
request.ContentType = "application/x-www-form-urlencoded";  
request.Method = "POST";  
  
// start the asynchronous operation  
request.BeginGetRequestStream(new AsyncCallback(GetRequestStreamCallback), request);
```

Not supported!

网络通信

Case 3: Windows.Networking.Sockets

```
var socket = new StreamSocket();  
var writer = new DataWriter(socket.OutputStream);  
var reader = new DataReader(socket.InputStream);  
await socket.ConnectAsync(new HostName(uri.Host), "80");  
  
writer.WriteString(String.Format("GET {0} HTTP/1.1\r\nHost: {1}\r\n\r\n",  
    uri.AbsolutePath, uri.Host));  
await writer.StoreAsync();  
  
var bytes = await reader.LoadAsync(numBytes);  
var response = reader.ReadString(bytes);  
socket.Dispose();
```

Supported!

<http://msdn.microsoft.com/en-us/library/windows/apps/jj150599.aspx>

网络通信

Case 4: Unity WWW

GET:

```
string url = "http://www.example.com";  
WWW www = new WWW(url);  
StartCoroutine(WaitForRequest(www));
```

POST:

```
WWW wwwPost = new WWW(url);  
wwwPost.responseHeaders.Add("key", "value");  
StartCoroutine(WaitForRequest(www));
```

Supported!

使游戏现代化

- 应用内购买（ IAP ）
- 整合社交功能（ 微信、微博 ）
- 内嵌广告

应用内购买 IAP

- To create IAP, create an App, then add Products.
- Set App to BETA mode with Price of \$0.00 for testing.
- Go to App's Details & copy Product Id to WMAppManifest.xml Packaging.
- Submit & wait ~2 hours

testapp01

You can find all the details about your app here. Click the relevant link to view the published status of your app, pricing, reviews, and other information.

[Update app](#) [Delete app](#)

[Lifecycle](#) | [Quick stats](#) | [Reviews](#) | [Pricing](#) | [Details](#) | [Products](#)

In-app product properties

testapp01

We'll need some additional information about the in-app product to make sure it shows up correctly in your app, and that you get paid for any purchases.

Product info

In-app product alias*
The friendly name for your in-app product, but it's not shown to users

Product identifier*
The same identifier you used in the app

Product type*
[Learn more](#) about product types

Consumable

<http://msdn.microsoft.com/en-us/library/windowsphone/develop/dn532254.aspx>

<http://visualstudiomagazine.com/articles/2013/07/01/in-app-purchasing-for-windows-phone-8.aspx>

应用内购买

For testing in DEBUG mode:

```
#if DEBUG
    using MockIAPLib;
    using Store = MockIAPLib;
#else
    using Store = Windows.ApplicationModel.Store;
#endif
```

[msdn.microsoft.com/en-us/library/windowsphone/develop/jj681689\(v=vs.105\).aspx](http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj681689(v=vs.105).aspx)

<http://code.msdn.microsoft.com/wpapps/Mock-In-App-Purchase-33080f0c>

<http://www.getcodesamples.com/src/8B56394C/270573FF>

应用内购买

```
private const string PRODUCT_ID = "myIAPProductA";
```

```
Store.ListingInformation listInfo = await  
Store.CurrentApp.LoadListingInformationAsync();
```

```
bool isPurchased = Store.CurrentApp.LicenseInformation.ProductLicenses[PRODUCT_ID].IsActive;
```

应用内购买

- Enable in-app purchases from your app (XAML)
<http://msdn.microsoft.com/en-us/library/windowsphone/develop/dn532254.aspx>
- Enable in-app purchases of consumables (XAML)
<http://msdn.microsoft.com/en-us/library/windowsphone/develop/dn532255.aspx>
- In-app purchases
<http://msdn.microsoft.com/library/windows/apps/hh694067>

主要网站

| 工具 | 学习 |
|--|--|
| <p>Developer Tools http://developer.windowsphone.com/en-us/getstarted/downloads</p> <p>Windows Phone Toolkit http://phone.codeplex.com/</p> <p>Coding4Fun Toolkit http://coding4fun.codeplex.com/</p> <p>Windows Phone Power Tools http://wptools.codeplex.com/</p> | <p>2014 Building Your First Windows Game with Unity http://channel9.msdn.com/Events/Build/2014/2-503</p> <p>Unity3D WP8 Examples: https://docs.unity3d.com/Documentation/Manual/wp8-examples.html</p> <p>Nokia Community http://developer.nokia.com/community/wiki/Getting_Started_with_Unity_3D_on_Windows_Phone</p> <p>Microsoft Virtual Academy: Porting Unity Games to Windows 8.1 & Windows Phone 8 http://www.microsoftvirtualacademy.com/training-courses/porting-unity-games-to-windows-8-1-windows-phone</p> |
| 资源 | |
| <p>Multi-resolution apps for Windows Phone 8 http://msdn.microsoft.com/en-us/library/windowsphone/develop/jj206974(v=vs.105).aspx</p> <p>Introduction to multiple resolution support http://developer.nokia.com/community/wiki/Introduction_to_multiple-resolution_support_on_Windows_Phone_8_apps</p> <p>Command Line Prompts https://docs.unity3d.com/Documentation/Manual/CommandLineArguments.html</p> | <p>Porting Unity Games http://unity3d.com/pages/windows/porting</p> <p>Code Kwondo: Closer Look at Unity http://channel9.msdn.com/Events/Developer-Movement/UnityAndGaming/Part1</p> <p>Getting Started on Windows Store with Unity http://az527613.vo.msecnd.net/wpchallengefiles/GettingStartedWindowsStoreUnity01.pdf</p> |
| 分享 | |
| <p>http://msdn.microsoft.com/zh-cn/jj923044</p> <p>http://weibowp8sdk.codeplex.com/</p> | <p>Building Windows Games with Unity http://channel9.msdn.com/Events/Windows-Camp/Building-Windows-Games-with-Unity</p> |

UNITY 游戏移植到 WP 的步骤

1. 在Unity Editor下SwitchPlatform，切换到 WP8
2. 设置项目属性（包括Orientation等），Build生成 WP8 的工程
3. 设置并添加包括名字、图标、动态磁贴、本地通知等属性，让游戏 App 成为标准的 WP8 App
4. 完成游戏中和平台相关的内容，包括回退键处理、触屏操控等
5. 使用 API 库，解决各类移植错误
6. 增加游戏现代化代码，比如社交、广告、应用内支付等，让游戏更具商业价值



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