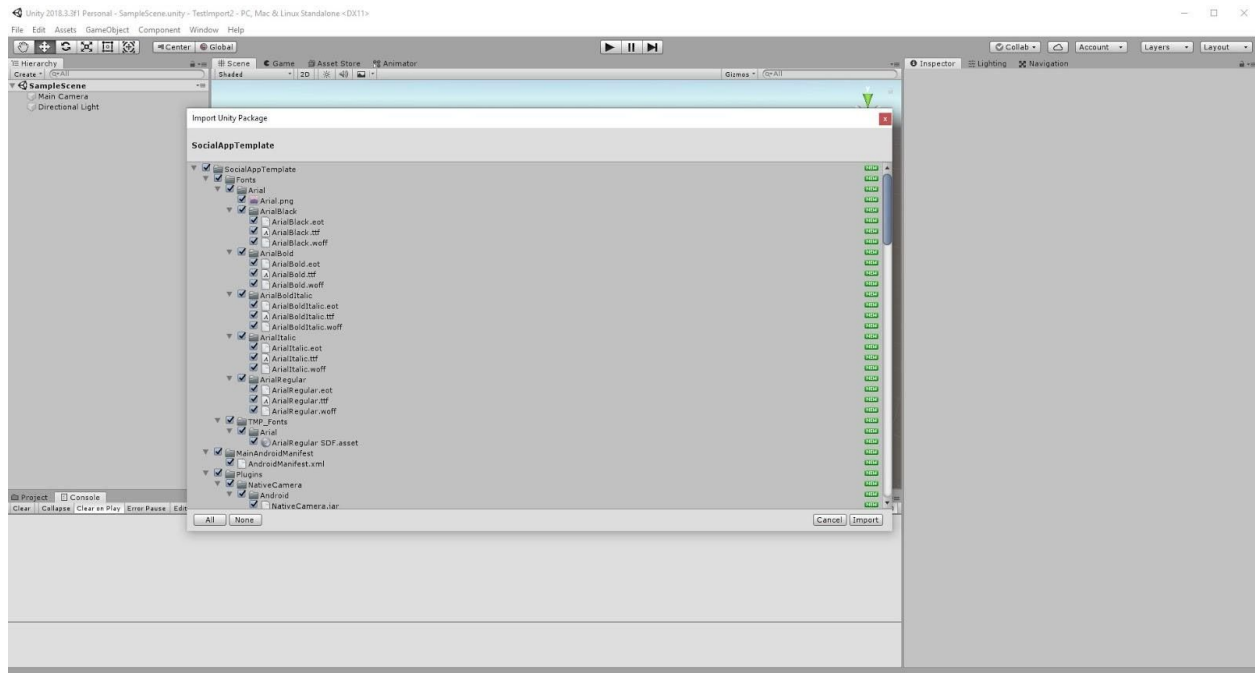
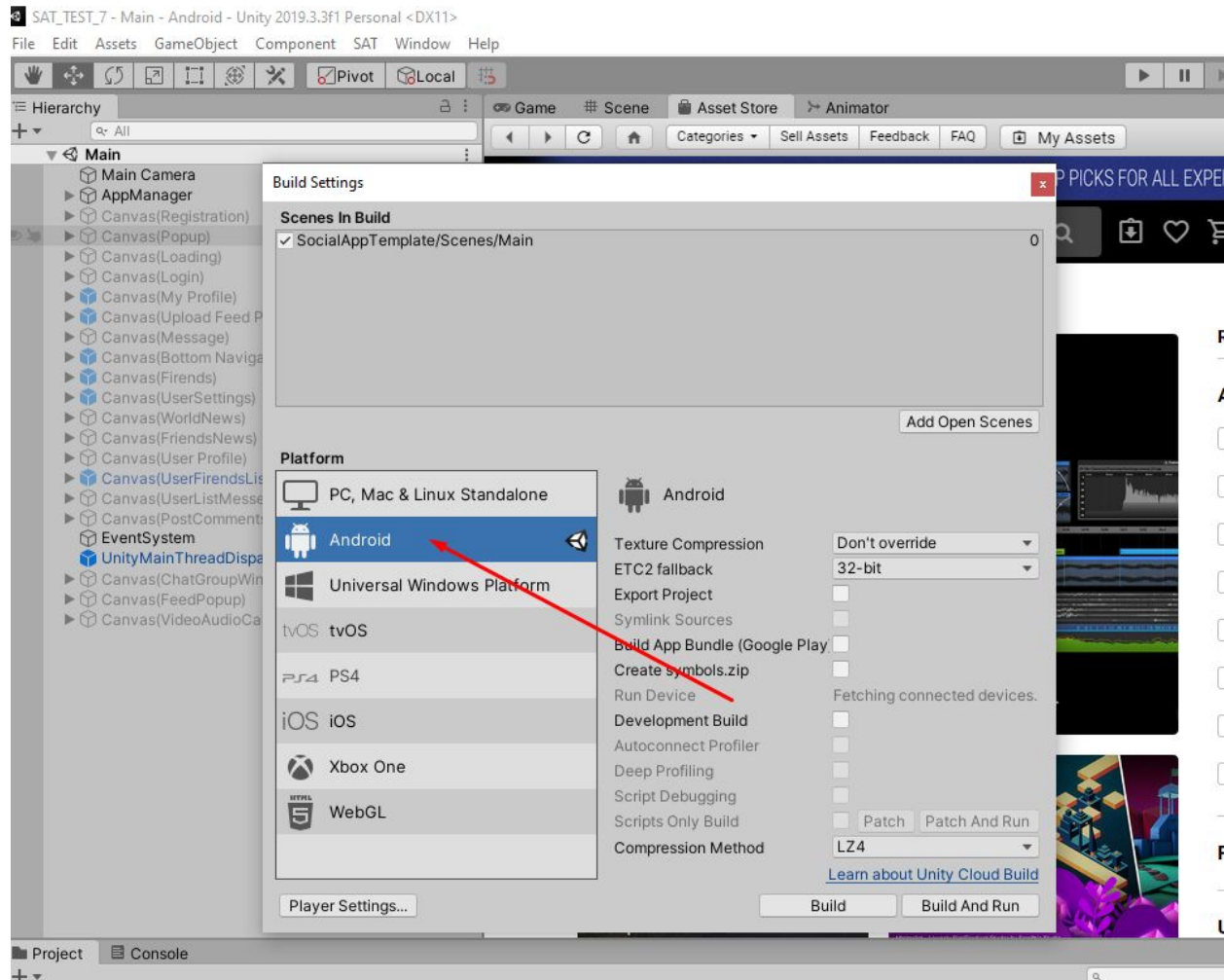


Stage 1. Import package

1. Download and import package.

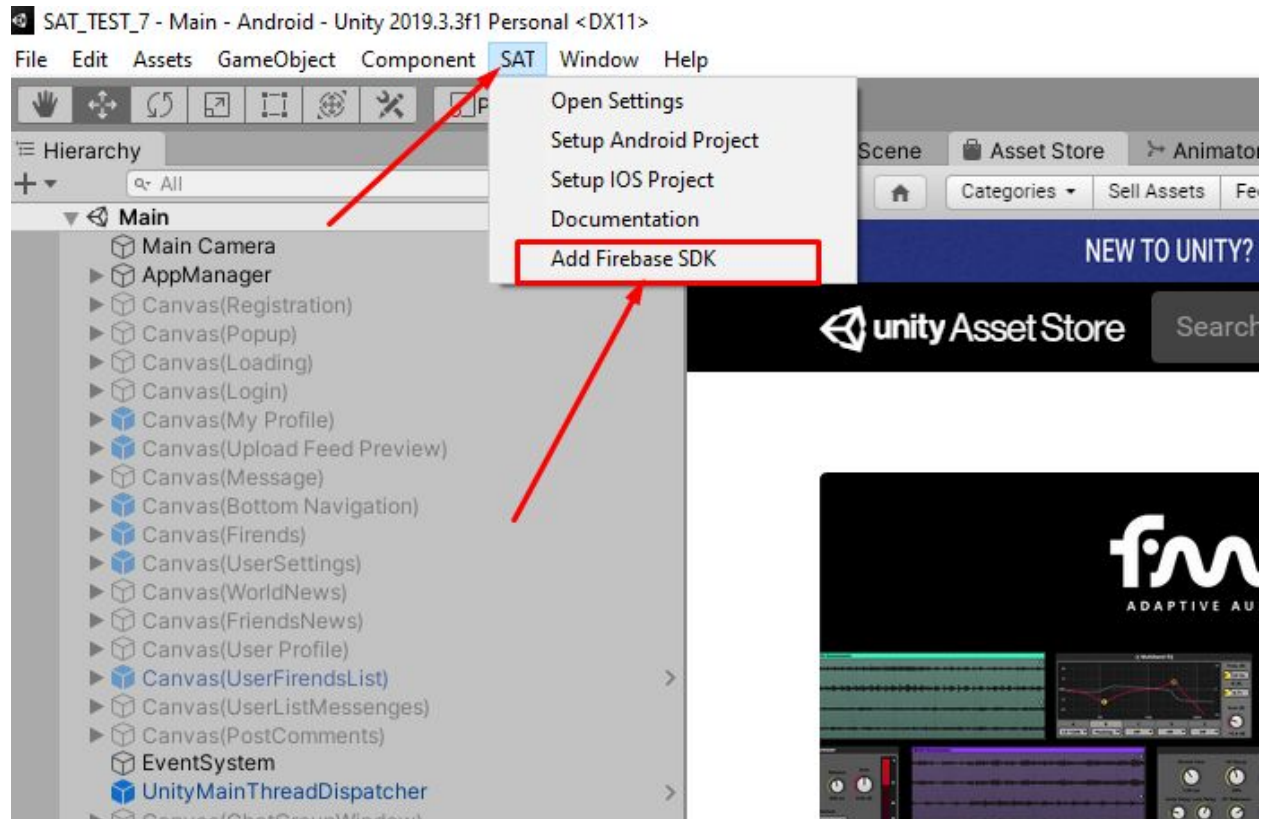


2. Switch to android platform

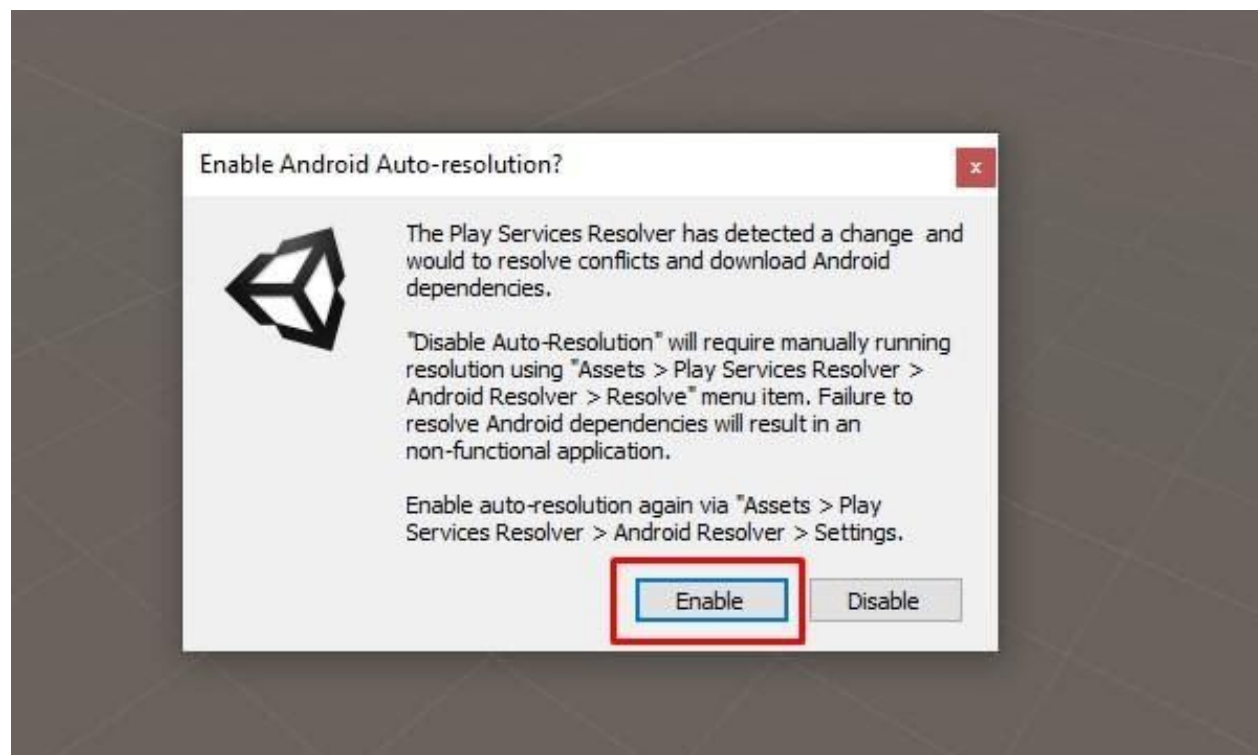


IMPORTANT! If you don't have a context menu "SAT" - just restart the Unity.

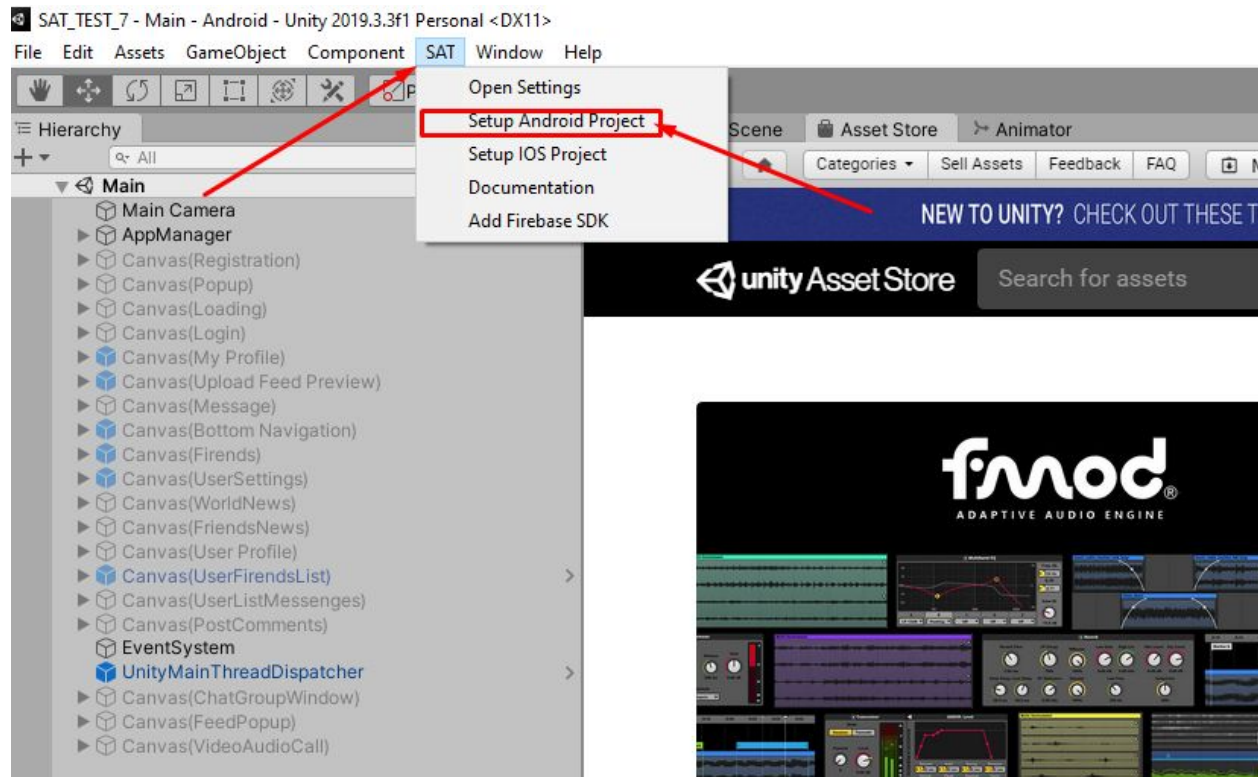
3. Add firebase SDK. Execute SAT => Import Firebase SDK



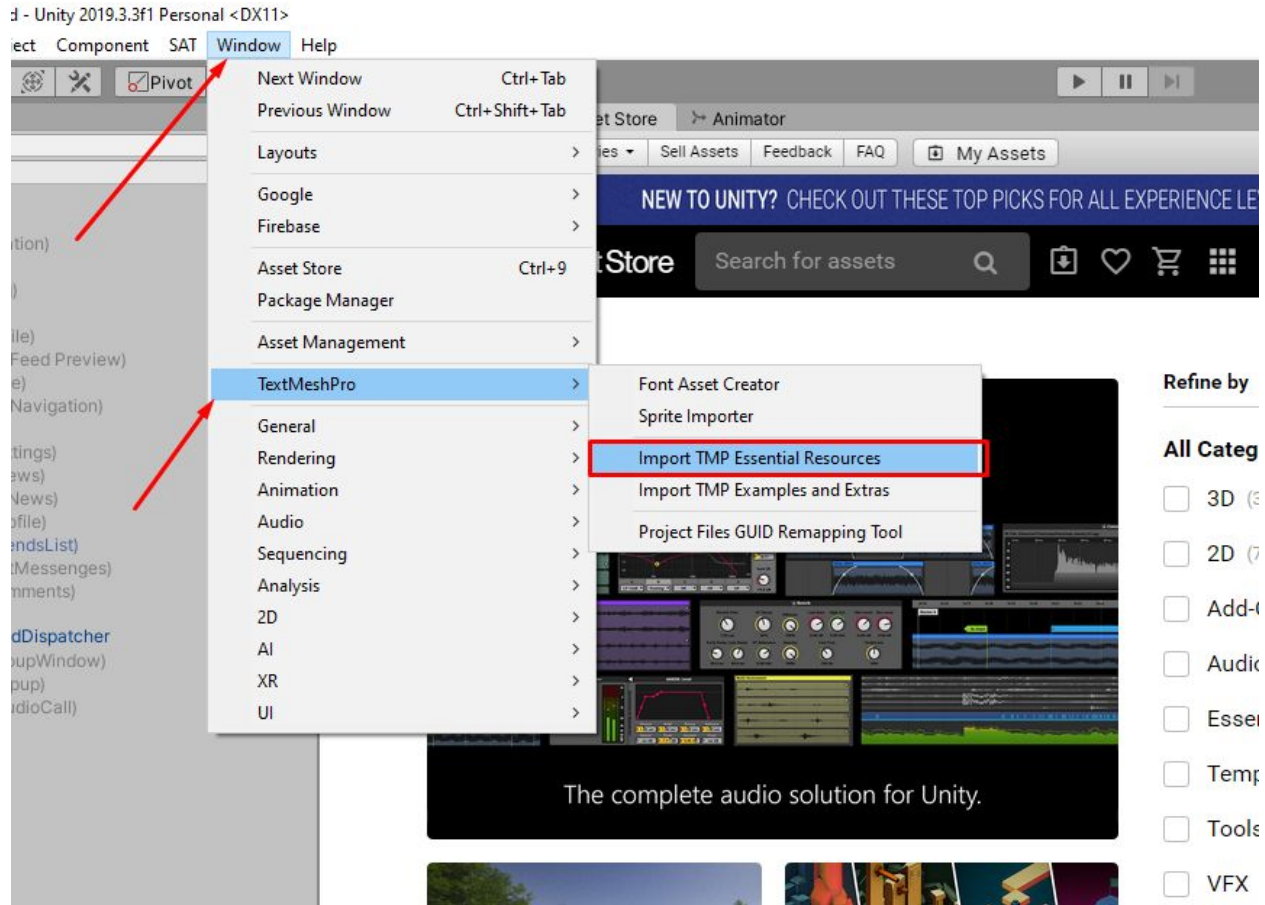
4. Enable Android Auto-resolution



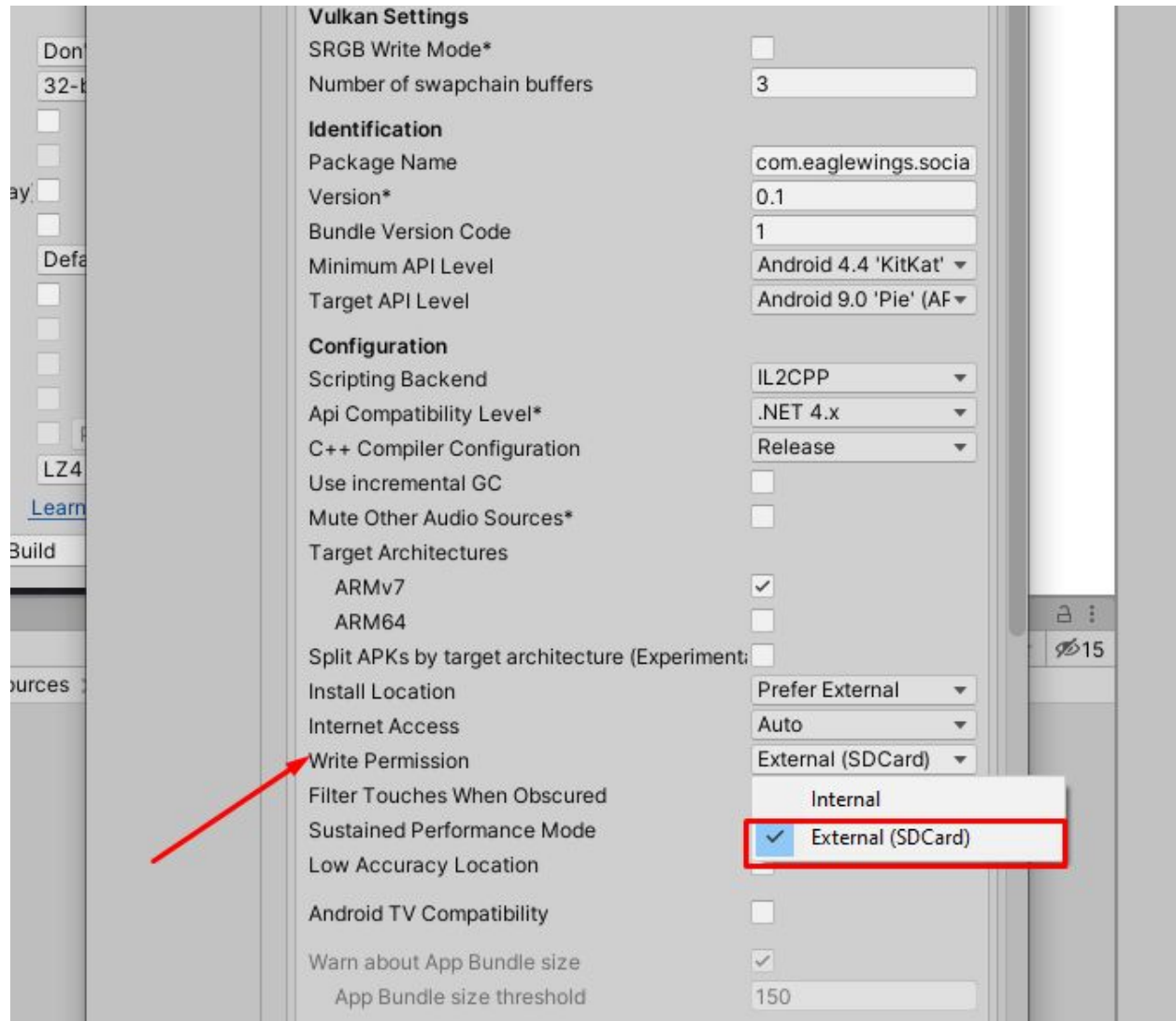
5. Setup android project. Execute SAT => Setup Android Project



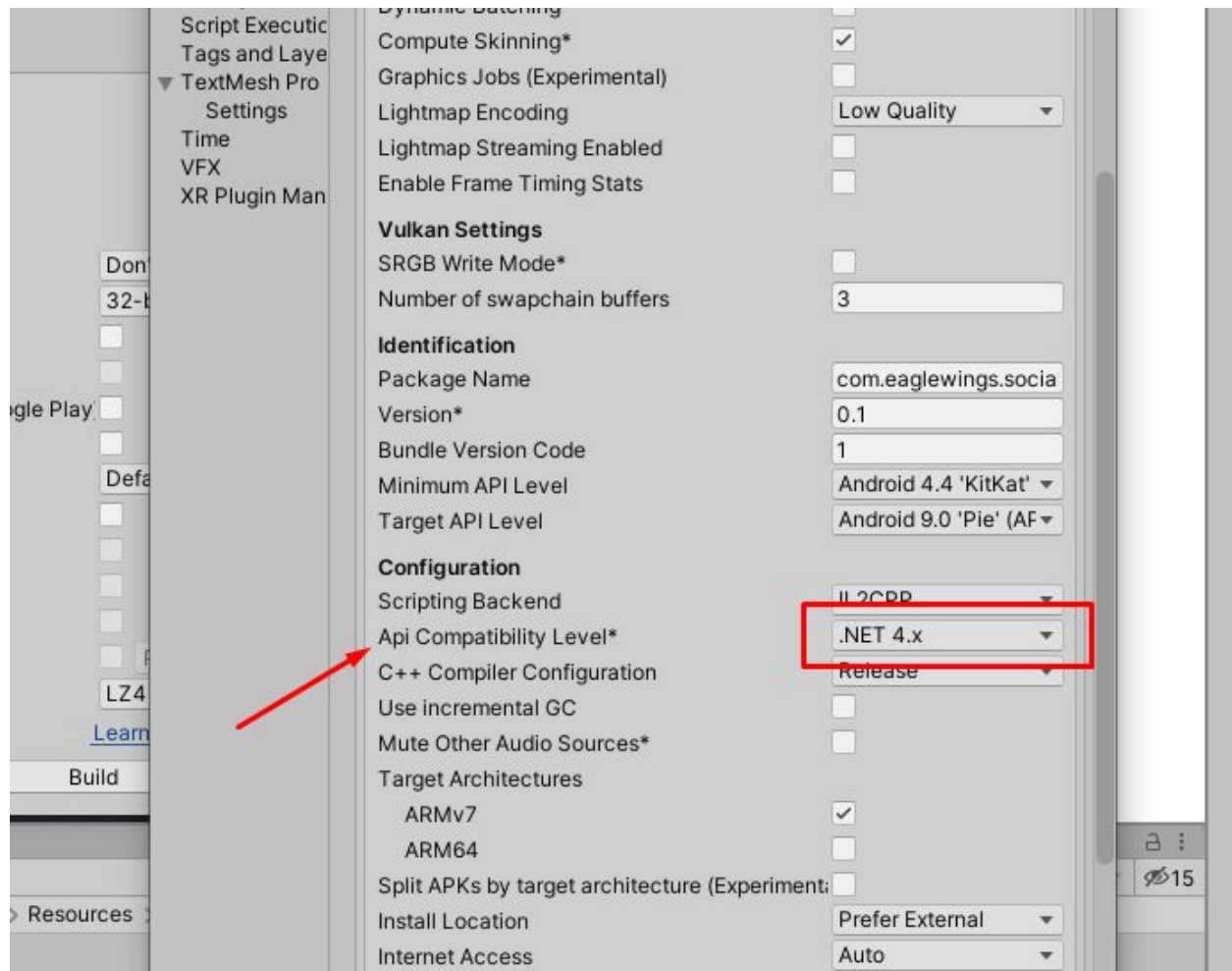
6. Import TMP. Window->TextMeshPro->Import TMP Essential Resources



7. Navigate to PlayerSetting and change Write Permission to External (SDCard)



8. Navigate to PlayerSetting and change Api Compatibility Level to .NET 4.x



9. For some unknown reason, for firebase to work fine - you must install android and ios for Unity, even if you never plan to use ios for the project.

Make sure the ios module is installed, if not, install it.

Restart Unity

Build Settings









Scenes In Build

☒ SocialAppTemplate/Scenes/Main

0

Add Open Scenes

Platform

-  PC, Mac & Linux Standalone
-  Android 
-  Universal Windows Platform
- tvOS tvOS
- PS4 PS4
- iOS iOS**
-  Xbox One
-  WebGL

iOS iOS

No iOS module loaded.

Install with Unity Hub

[Learn about Unity Cloud Build](#)

Player Settings...

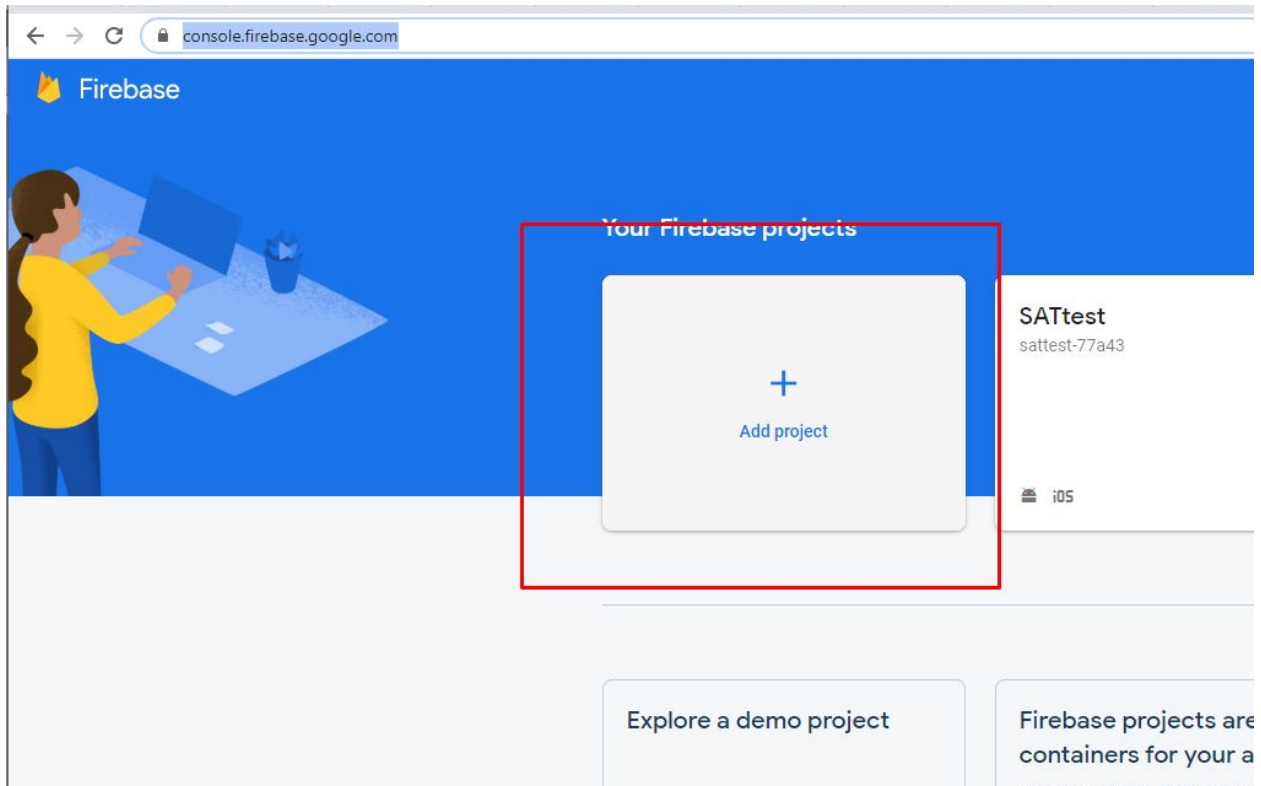
Switch Platform

Build And Run

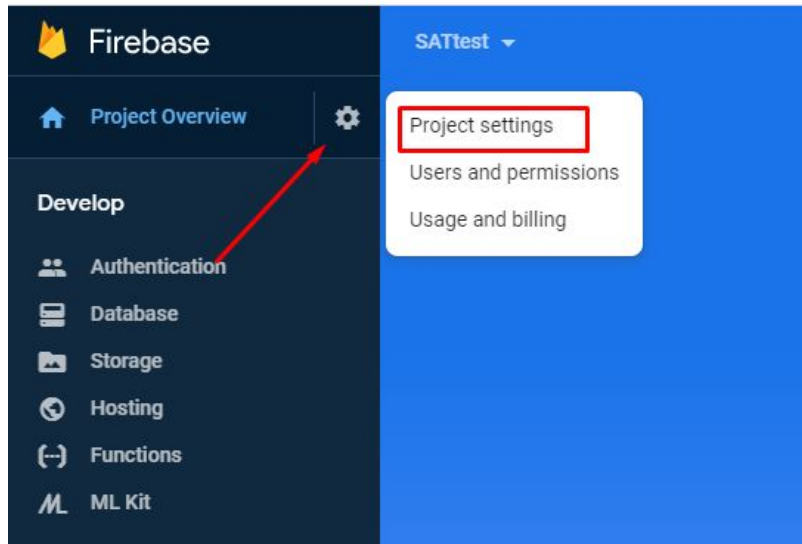
Stage 2. Setup firebase console

1. Go to Firebase console and create new project

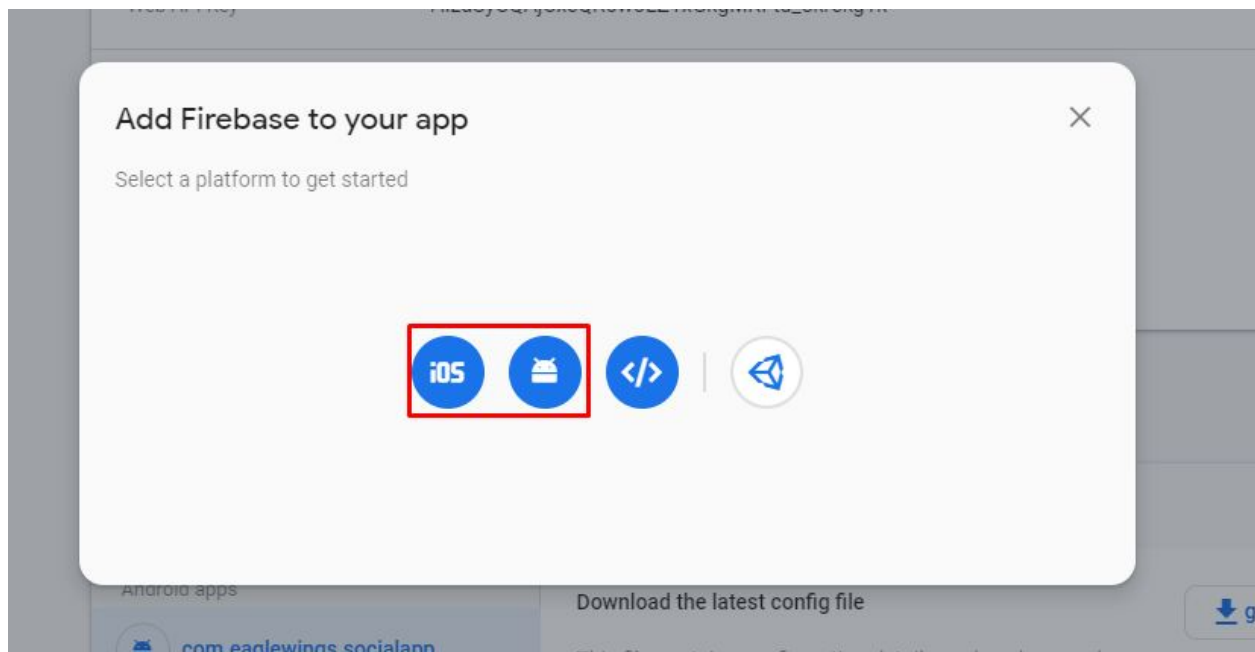
<https://console.firebase.google.com/>



2. Navigate to Setting->Project Setting



And setup iOS and Android app



Download google-services.json for android and GoogleService-Info.plist for iOS. Import files to Assets folder. Before importing, make sure that the files are named that way and not for example google-services (1).json

Add app

Android apps

com.eaglewings.socialapp

iOS apps

iOS

com.eaglewings.socialapp

Download the latest config file

⬇ google-services.json

This file contains configuration details such as keys and identifiers, for the services you just enabled.

App ID ⓘ

1:174622548575:android:0ab87f402e26d2683471ea

App nickname

Android apps

com.eaglewings.socialapp

iOS apps

iOS

com.eaglewings.socialapp

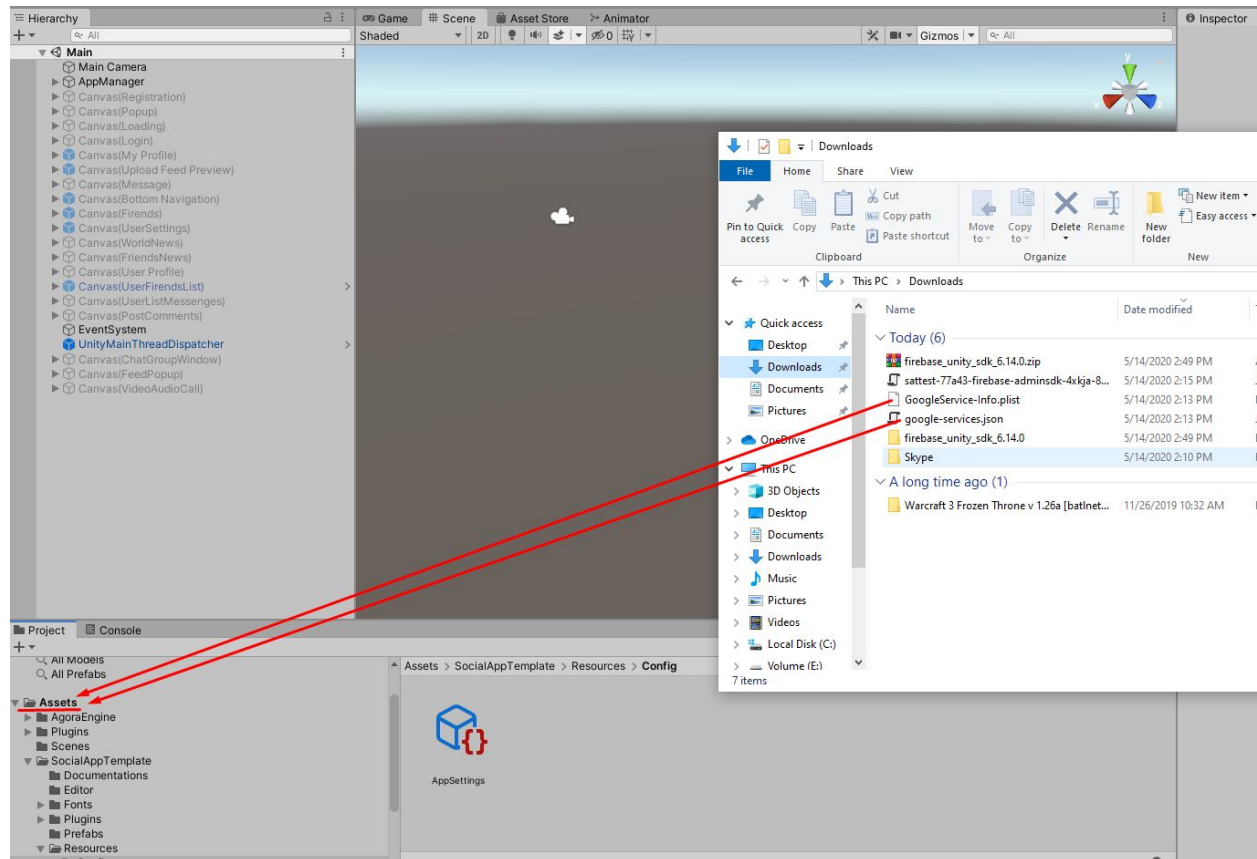
Download the latest config file

⬇ GoogleService-Info.plist

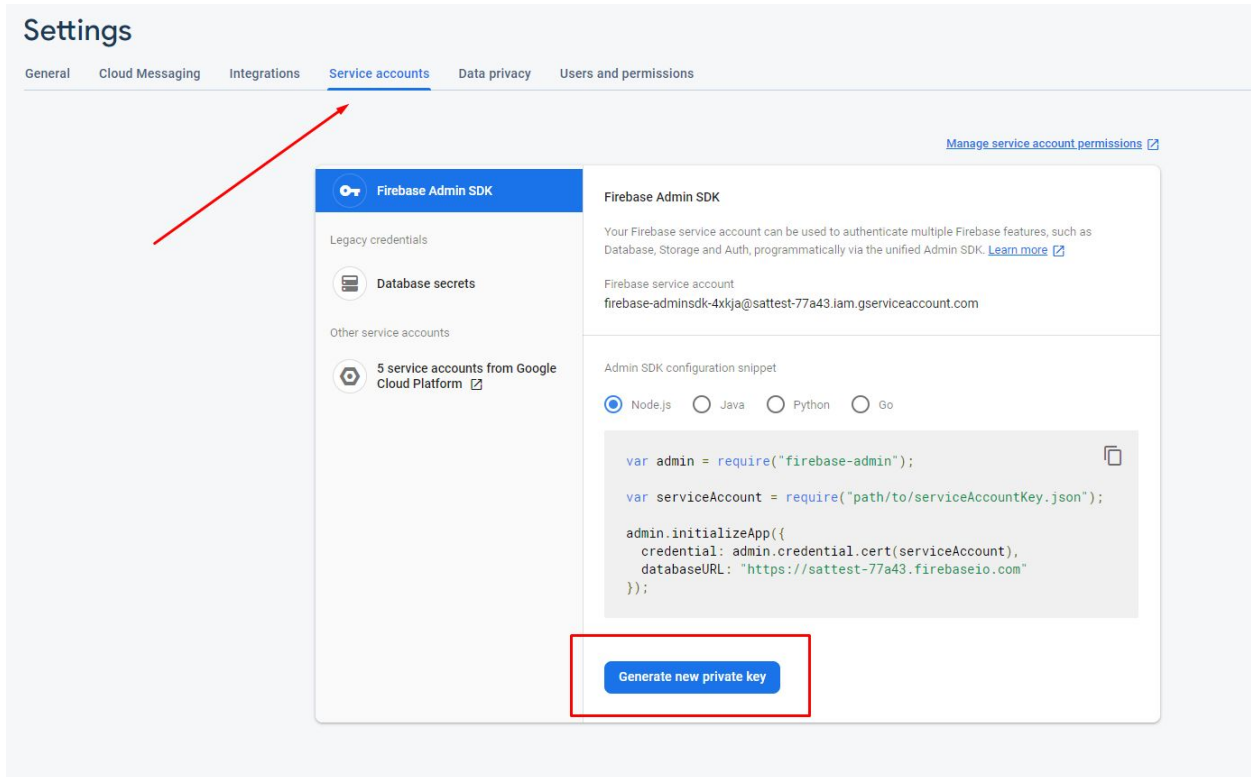
This file contains configuration details such as keys and identifiers, for the services you just enabled.

App ID ⓘ

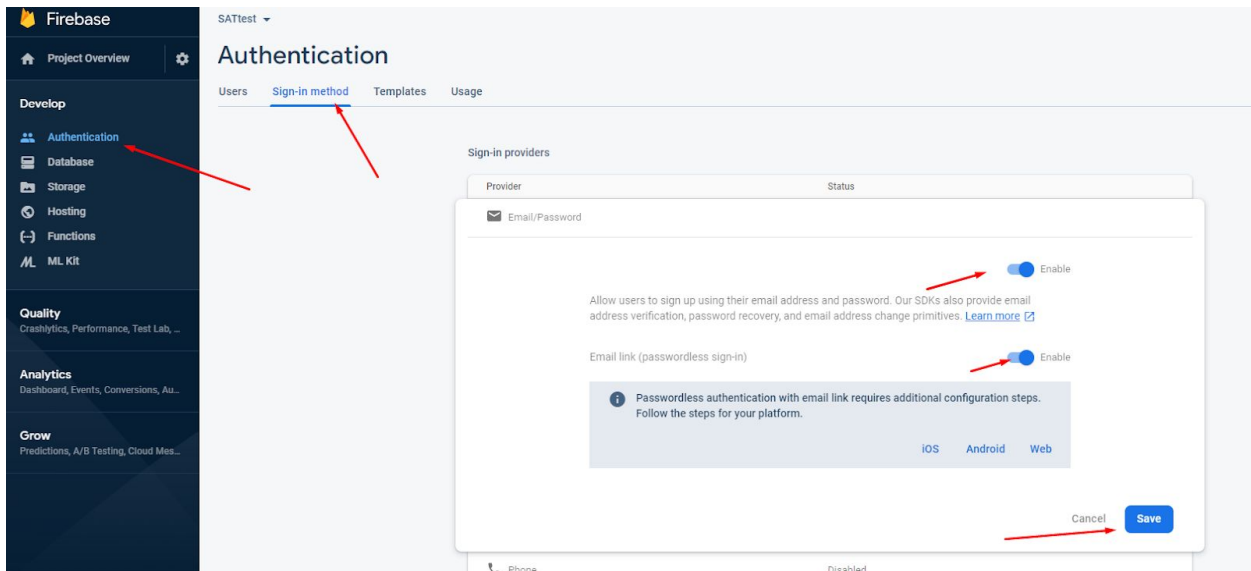
1:174622548575:ios:59c1c6e05a3a9c333471ea



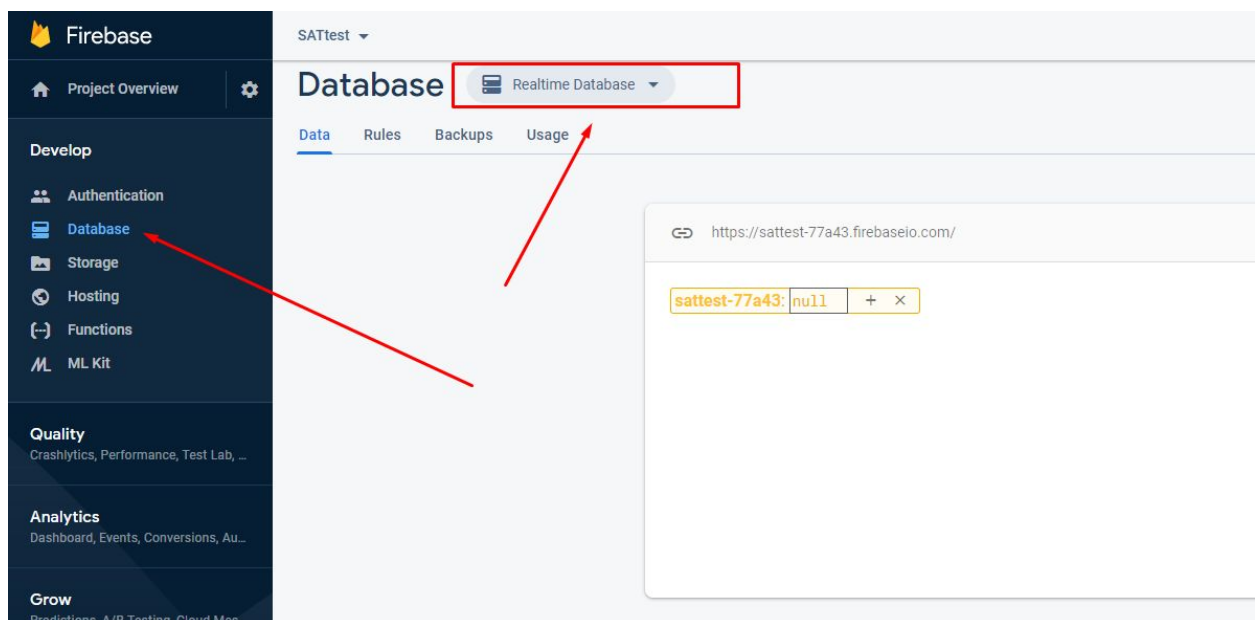
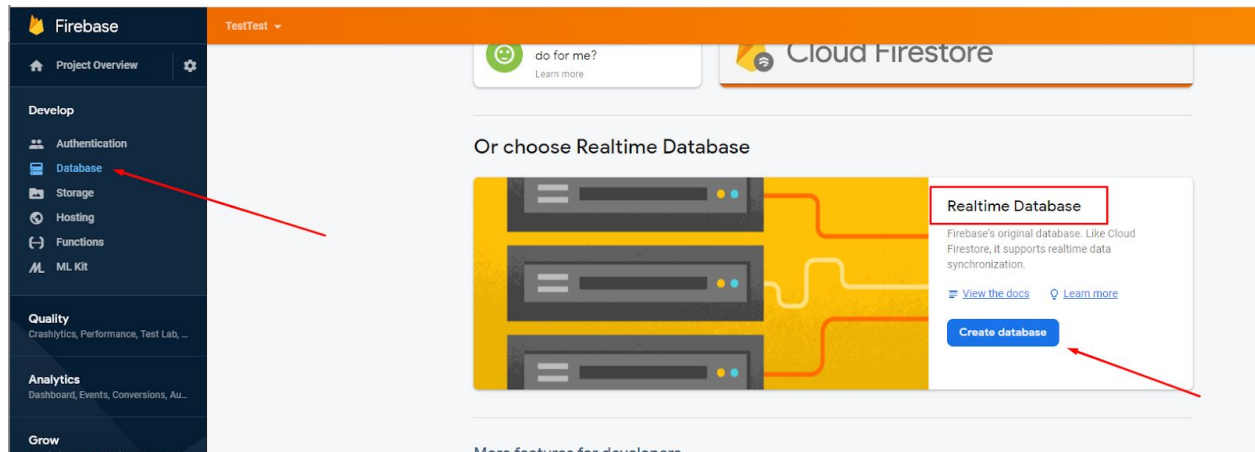
3. Navigate to Service accounts and generate new private key



4. Navigate to Authentication->Singn-in method and enable Email/Password provider



5. Navigate to Database create/select RealtimeDatabase



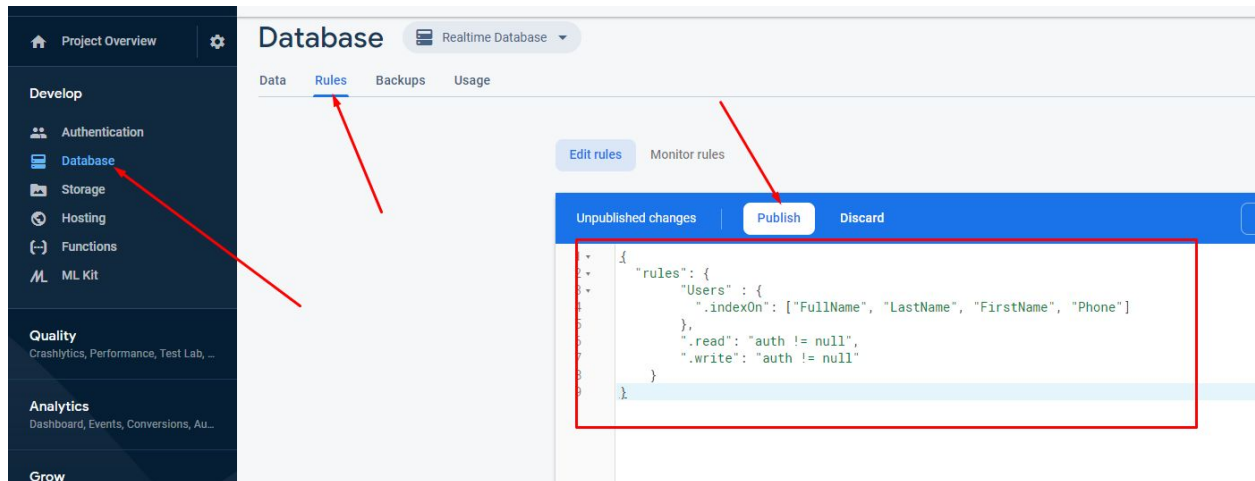
6. Navigate to Database->Rules and copy/paste this code

Copy

C#

2
3
4
5
6
7
8
9
10

```
{  
  "rules": {  
    "Users" : {  
      ".indexOn": ["FullName", "LastName", "FirstName", "Phone"]  
    },  
    ".read": "auth != null",  
    ".write": "auth != null"  
  }  
}
```



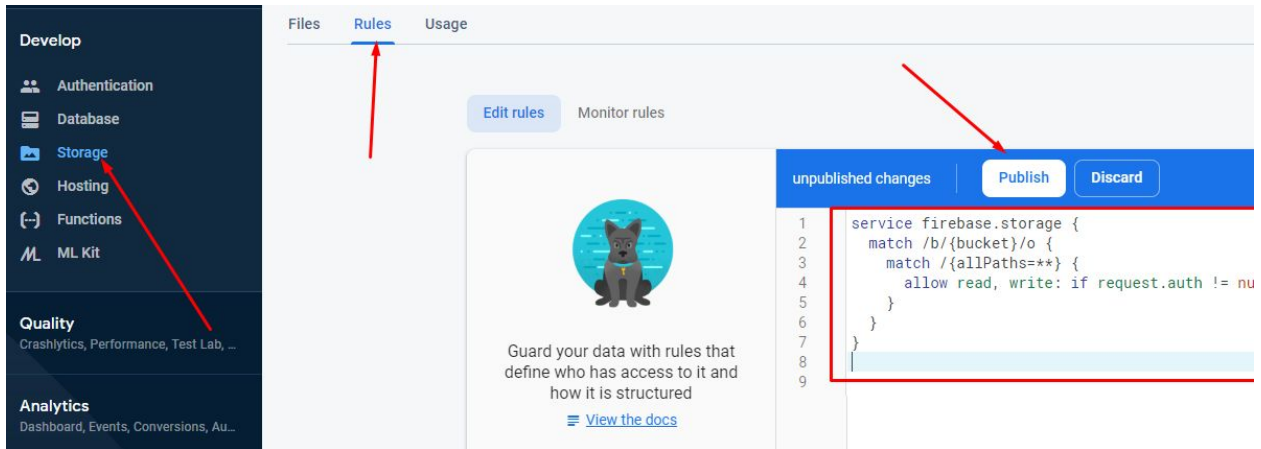
7. Navigate to Storage->Rules and copy/paste this code

Copy

C#

```
1
2
3
4
5
6
7
8

service firebase.storage {
  match /b/{bucket}/o {
    match /{allPaths=**} {
      allow read, write: if request.auth != null;
    }
  }
}
```



Stage 3. Upload firebase cloud function

1. Install Node.js <https://nodejs.org/en/> and unzip FirebaseFunctions.rar located at Assets/SocialAppTemplate/FirebaseCloudFunctions/FirebaseFunctions.rar

2. Run Command Prompt

3. cd unzipped folder (Example "cd C:\Users\uavrf\OneDrive\Desktop\FirebaseFunctions")

4 npm install npm@6.14.5 -g

5. npm install -g firebase-tools

6. firebase login

7. firebase init functions

8. Are you ready to proceed? Yes
9. What language would you like to use to write Cloud Functions? JavaScript
10. Do you want to use ESLint to catch probable bugs and enforce style? Yes
11. File functions/package.json already exists. Overwrite? No
12. File functions/.eslintrc.json already exists. Overwrite? No
13. File functions/tsconfig.json already exists. Overwrite? No
14. File functions/index.js already exists. Overwrite? No
15. File functions/.gitignore already exists. Overwrite? No
16. Do you want to install dependencies with npm now? Yes
17. firebase use --add
18. "Select you project from list"
19. What alias do you want to use for this project? (e.g. staging) staging
20. cd functions
21. npm install tslint typescript -g
22. npm install firebase-admin@8.11.0
23. npm install firebase-functions@latest
24. npm install -g npm@6.14.5
25. npm audit fix
26. firebase deploy

27. Finally you will have this window on firebase console

The screenshot displays the Firebase Console interface. On the left, the 'Develop' sidebar is visible, with 'Functions' selected. The main content area shows the 'Functions' page, which includes a table of cloud functions. The table has the following columns: Function, Trigger, Region, Runtime, Memory, and Timeout. The functions listed are:

| Function | Trigger | Region | Runtime | Memory | Timeout |
|----------------------------|---|-------------|-----------|--------|---------|
| GetServerTimeStamp | HTTP Request https://us-central1-social-app-template-4c3fa.cloudfunctions.net/GetServerTimeStamp | us-central1 | Node.js 8 | 2 GB | 540s |
| SendFCM | HTTP Request https://us-central1-social-app-template-4c3fa.cloudfunctions.net/SendFCM | us-central1 | Node.js 8 | 2 GB | 540s |
| SharePostWithFriends | HTTP Request https://us-central1-social-app-template-4c3fa.cloudfunctions.net/SharePostWithFriends | us-central1 | Node.js 8 | 2 GB | 540s |
| UploadAndCompressVideo | HTTP Request https://us-central1-social-app-template-4c3fa.cloudfunctions.net/UploadAndCompressVideo | us-central1 | Node.js 8 | 2 GB | 540s |
| countallunreadfriendsc... | ref.write UnreadMessages/{postId}/List/{friendId} | us-central1 | Node.js 8 | 256 MB | 60s |
| countallunreadmessagec... | ref.write UnreadMessages/{userId}/List/{friendId} | us-central1 | Node.js 8 | 256 MB | 60s |
| countfriendchange | ref.write UserFriends/{userId}/List/{friendId} | us-central1 | Node.js 8 | 256 MB | 60s |
| countfriendspostchange | ref.write FriendPosts/{userId}/List/{postId} | us-central1 | Node.js 8 | 256 MB | 60s |
| countpendingfriendchan... | ref.write UserPendingFriends/{userId}/List/{friendId} | us-central1 | Node.js 8 | 256 MB | 60s |
| countpostcommentschange | ref.write PostComments/{postId}/List/{postId} | us-central1 | Node.js 8 | 256 MB | 60s |
| countpostlikeschange | ref.write PostLikes/{postId}/List/{userId} | us-central1 | Node.js 8 | 256 MB | 60s |
| countrequestedchange | ref.write UserRequestedFriends/{userId}/List/{friendId} | us-central1 | Node.js 8 | 256 MB | 60s |
| countunreadmessageschan... | ref.write | us-central1 | Node.js 8 | 256 MB | 60s |

if you have any questions, please contact us assets@uni-bit.com