

There are 3 ways to enter Android's immersive mode:

1. Use the ImmersiveMode script OR prefab.
Your game will enter immersive mode as soon as the scene starts.
Place the immersive mode script/prefab in your startup scene.
2. Enter immersive mode programmatically.
Your game will enter immersive mode whenever you want.
Call this method: `ImmersiveMode.AddCurrentActivity()`.
3. Use the manifest that came with this package.
Your game will enter immersive mode even before the splash screen!
Drag `AndroidManifest.xml` from the documentation to: `Plugins/Android/`.
If you're using another Android plugin, this may not work.
See the comments in the manifest file for more details.

To exit immersive mode, call this method: `ImmersiveMode.Clear()`.
There are more methods you can call, see ImmersiveMode script.