Android Manifest Manager

Anyone can comment

Short Overview

Getting Started

How to Get Support

Short Overview

This editor extension allow you to easily manage android manifest. Editor window will create representation of current <u>AndroidManifest</u>, and allow you to view, modify, remove and add:

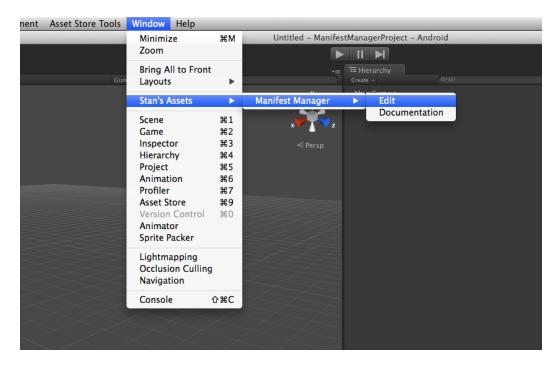
- Manifest Tags and properties
- Application settings
- Application properties
- Manage Activities
- Manage Permissions

For advances developers extension offer C# API with will allow you to work with the manifest using Unity C# scripting

Using with Unity Editor

After plugin is installed you can open Manifest Manager Widow:

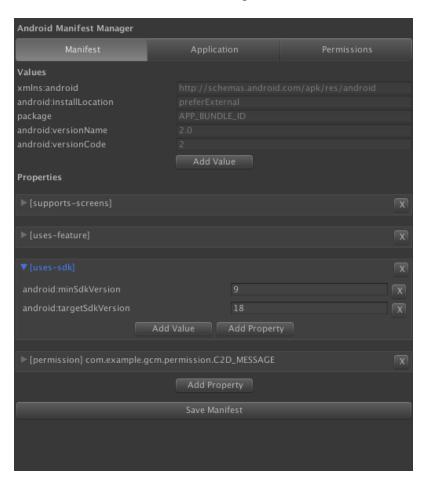
Window → Stan's Assets → Manifest Manager → Edit



It will open Android Manifest preview window with you can use to add or remove new tags and properties to the current <u>AndroidManifest</u> file. If you do not have Manifest file in your project extension will propose to create one. The default Unit Manifest will be created at the Android/Plugins folder.

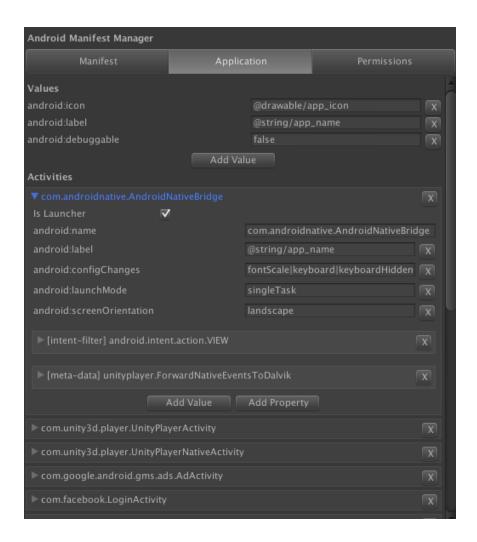
Manifest Manager window is splitted for the 3 parts.

1. **Manifest Properties.** This tab will show manifest tag values + other properties located in the root <manifest> tag.



2. Application Properties

This tab will show <application> tag values + other properties located in the <application> tag. This tab also provide flexible way to edit your app activities.



3. Application Permissions

This tab will help you to easily manage your application permissions

