

This is Simple and Basic Instruction for making APK or AAB. (For New Unity's Developer)

Step 1 : Install Unity Without errors

Step 2 : Unzip project folder and Open Project into Unity

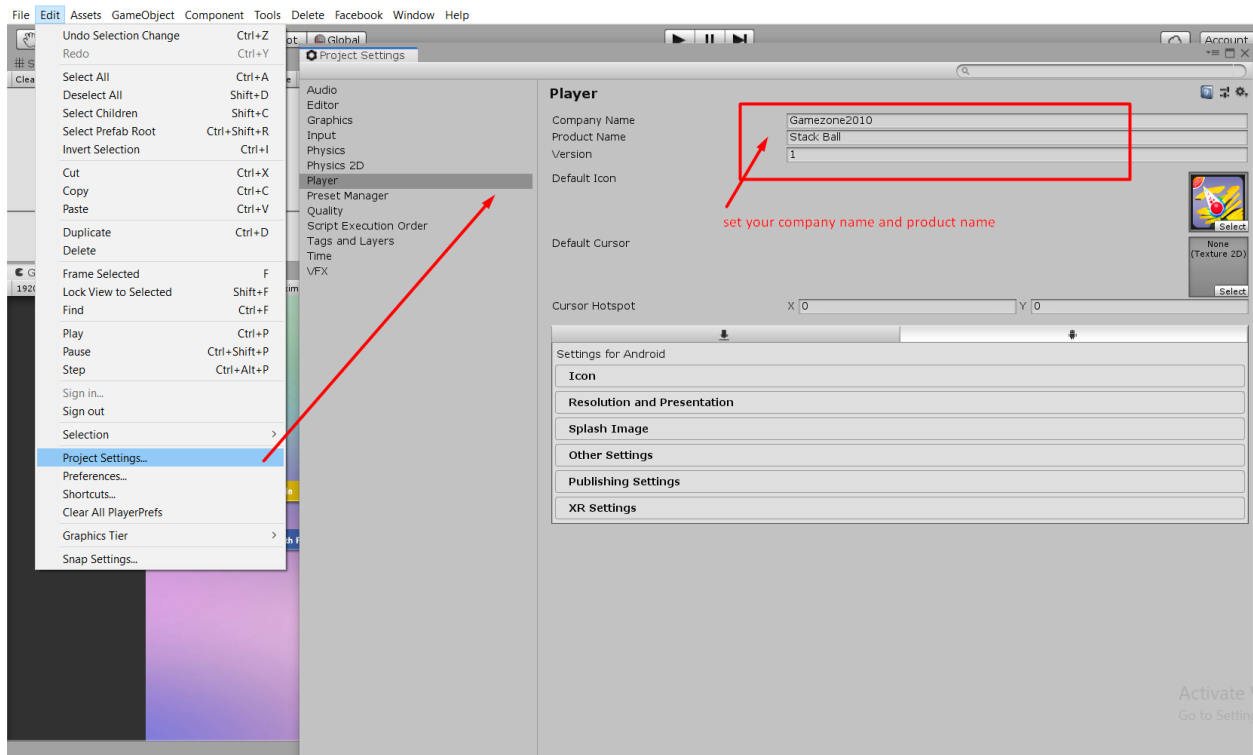
Step 3 : Click on File Menu-> Build Settings -> Select Android -> click on Switch Platform

Step 4 : Click On Edit->Project Settings -> Player ->

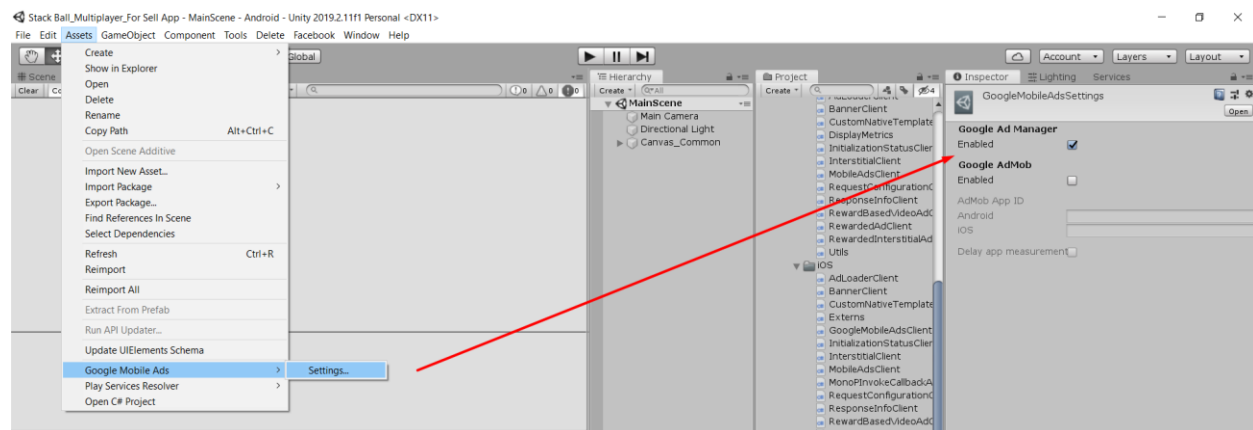
- a. Set your Company name, product name and Default Icon
- b. Click on Other Settings -> Change Package name
- c. Click on Publishing Settings -> set your keystore and password. (Note: if you have not then first create the new keystore for signing app)

Step 5 : Open MainScene->

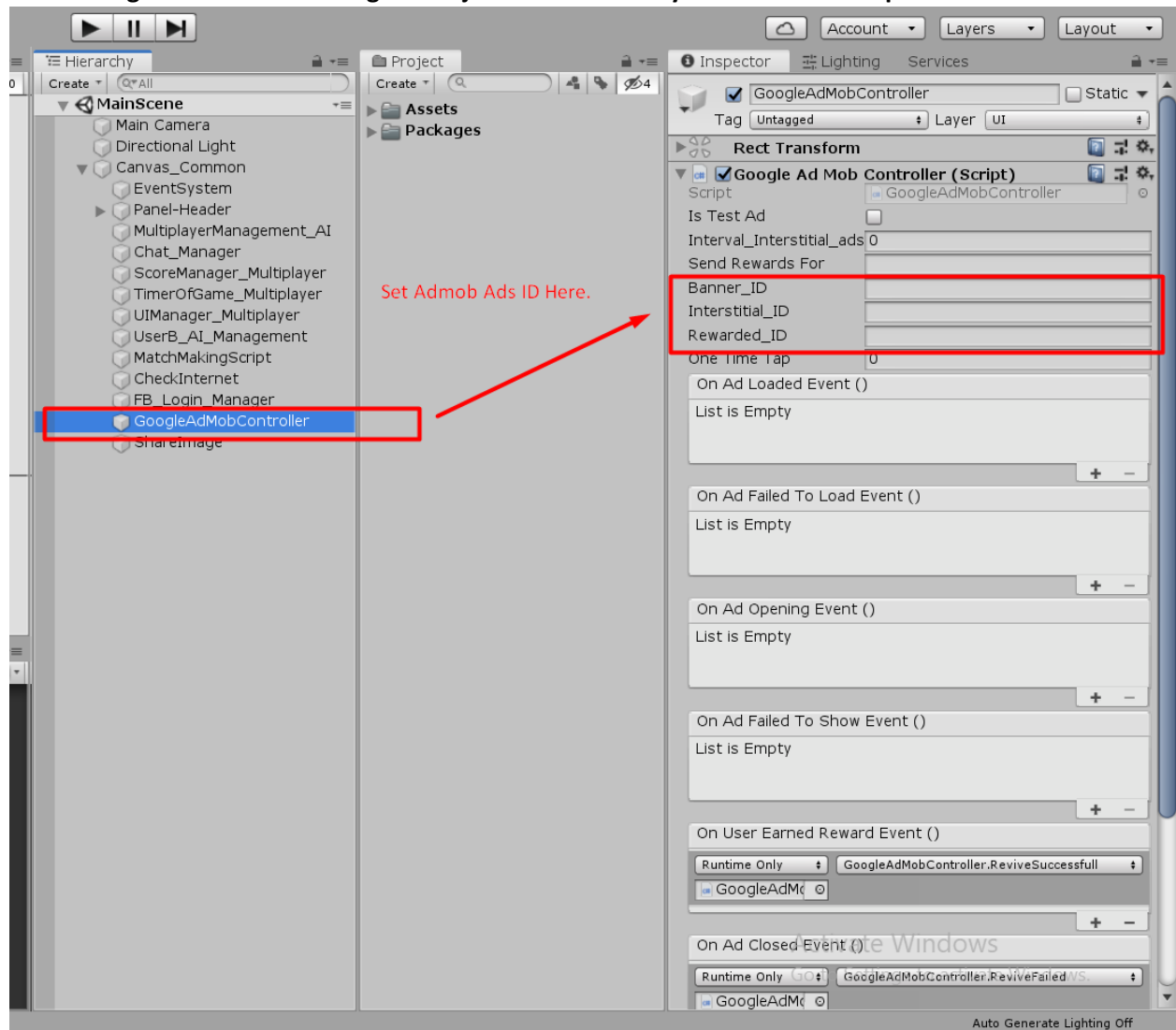
- Select "GoogleAdMobController" gameobject from hierarchy window ->
- Set your Google Admob IDs of Banner, Interstitial, Reward Video in "GoogleAdMobController.cs object".
- Finally Build APK or AAB from Build Settings window.

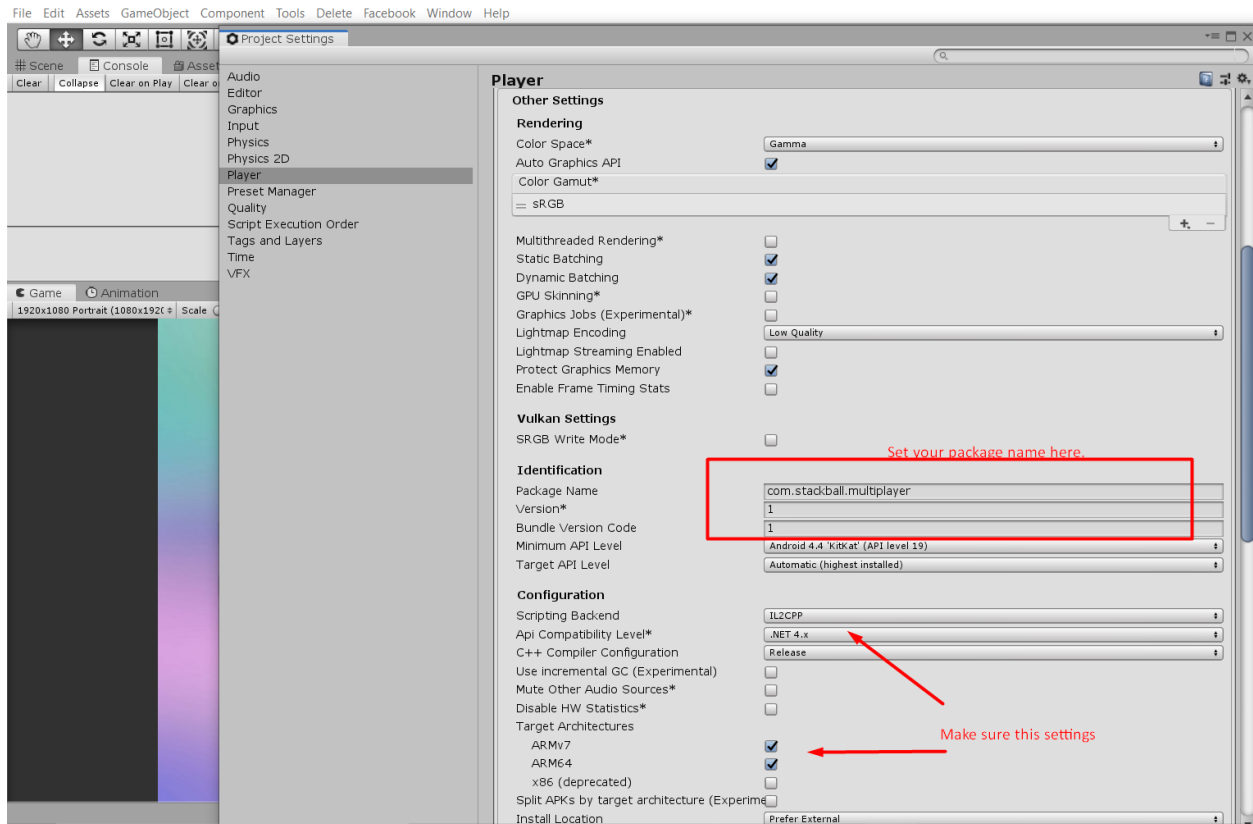


For Google Admob Setting:

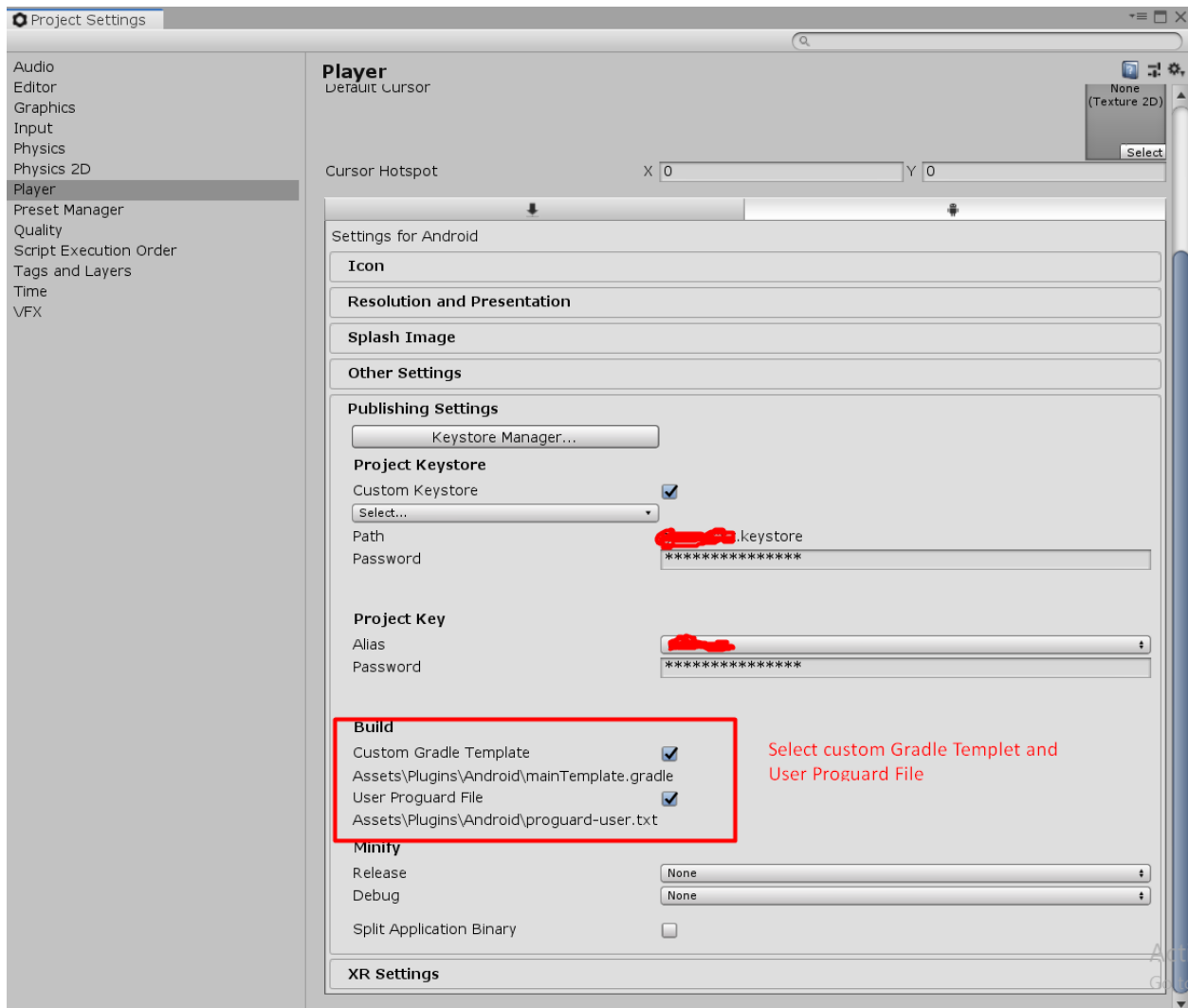


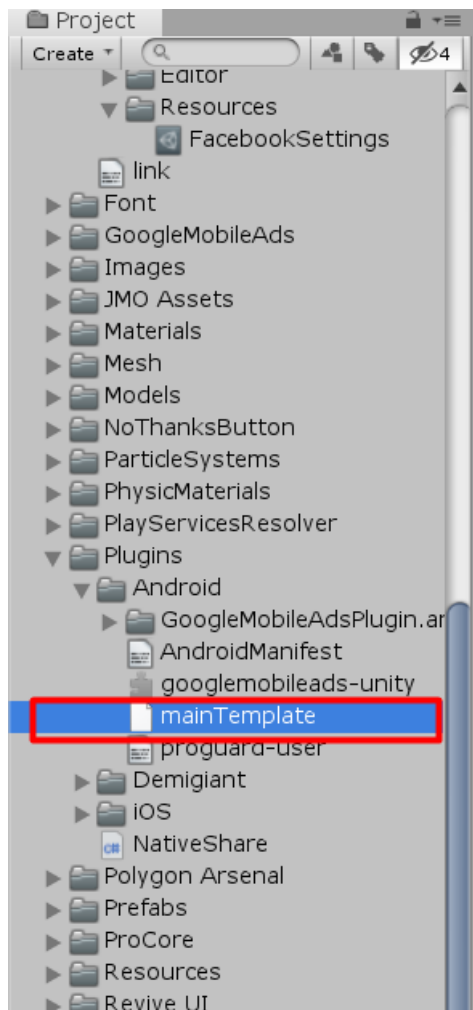
Select GoogleAdMobController gameObject from Hierarchy window and setup bellow instruction:





Select custom Gradle template and User Proguard File.





Open mainTemplate.gradle in Notepad after add below lines if not there.

defaultConfig {

 minSdkVersion 21

 multiDexEnabled true

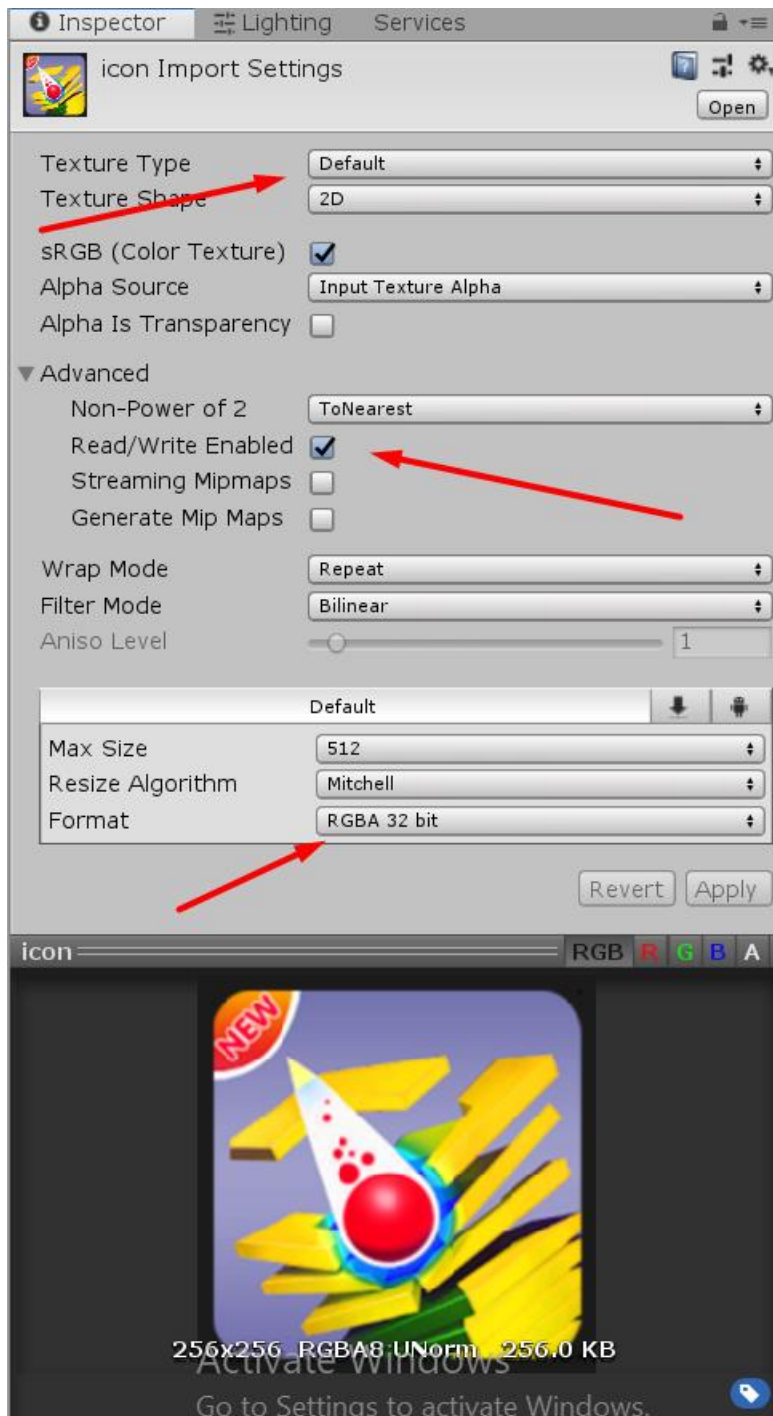
}

dependencies {

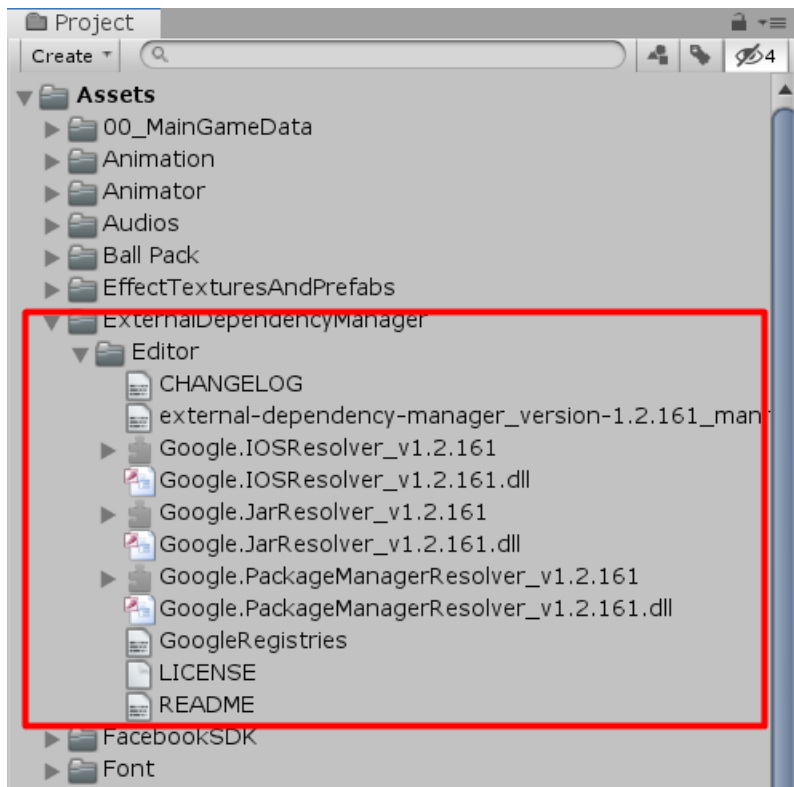
 implementation 'androidx.multidex:multidex:2.0.1'

}

Set bellow settings for icon share or anything sharing in social media.



Save only bellow file:



⇒ **Setting Environment for Facebook Login**

(Android Only, if you already setup, skip this step)

1.1. OpenSSL

Download: <https://code.google.com/archive/p/openssl-for-windows/downloads>

Extract and configure on System Environment:

Environment Variables



User variables for TungNT31

Variable	Value
OneDrive	C:\Users\Administrator.DESKTOP-G1V9EQ7\OneDrive
Path	%USERPROFILE%\AppData\Local\Microsoft\WindowsApps;
TEMP	%USERPROFILE%\AppData\Local\Temp
TMP	%USERPROFILE%\AppData\Local\Temp

New... Edit... Delete

System variables

Variable	Value
NUMBER_OF_PROCESSORS	4
OS	Windows_NT
Path	C:\ProgramData\Oracle\Java\javapath;C:\Windows\system32;C:\Wi...
PATHEXT	.COM;.EXE;.BAT;.CMD;.VBS;.VBE;.JS;.JSE;.WSF;.WSH;.MSC
PROCESSOR_ARCHITECTURE	AMD64
PROCESSOR_IDENTIFIER	Intel64 Family 6 Model 142 Stepping 9, GenuineIntel
PROCESSOR_LEVEL	6

New... Edit... Delete

OK Cancel

Edit environment variable



C:\ProgramData\Oracle\Java\javapath

%SystemRoot%\system32

%SystemRoot%

%SystemRoot%\System32\Wbem

%SYSTEMROOT%\System32\WindowsPowerShell\v1.0\

C:\Program Files (x86)\Microsoft SQL Server\Client SDK\ODBC\130\To...

C:\Program Files (x86)\Microsoft SQL Server\140\Tools\Binn\

C:\Program Files (x86)\Microsoft SQL Server\140\DTs\Binn\

C:\Program Files (x86)\Microsoft SQL Server\140\Tools\Binn\Manage...

C:\Program Files (x86)\GtkSharp\2.12\bin

%USERPROFILE%\.dnx\bin

C:\Program Files\Microsoft DNX\Dnvm\

C:\Program Files\Microsoft SQL Server\120\Tools\Binn\

C:\Program Files\Microsoft SQL Server\130\Tools\Binn\

C:\Program Files\TortoiseSVN\bin

C:\Program Files\Java\jdk1.8.0_161\bin

C:\OpenSSL\bin

New

Edit

Browse...

Delete

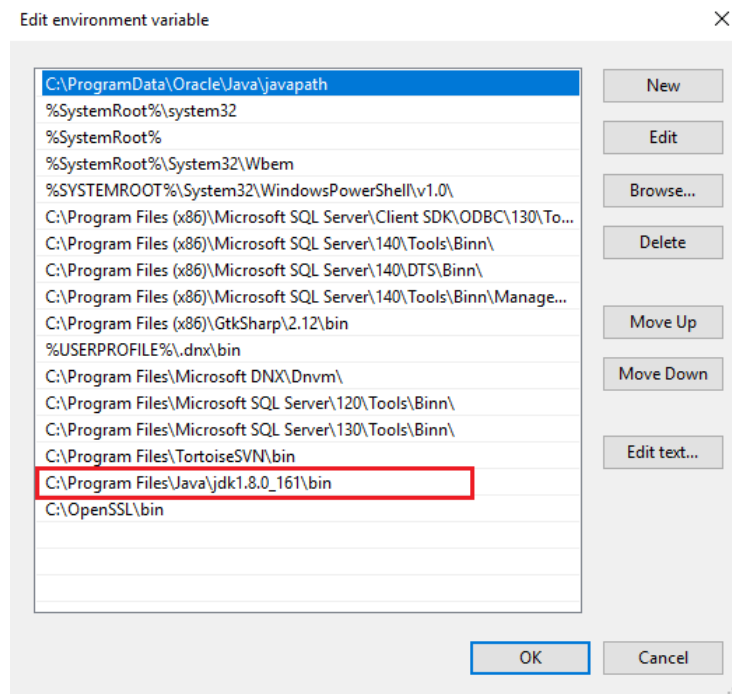
Move Up

Move Down

Edit text...

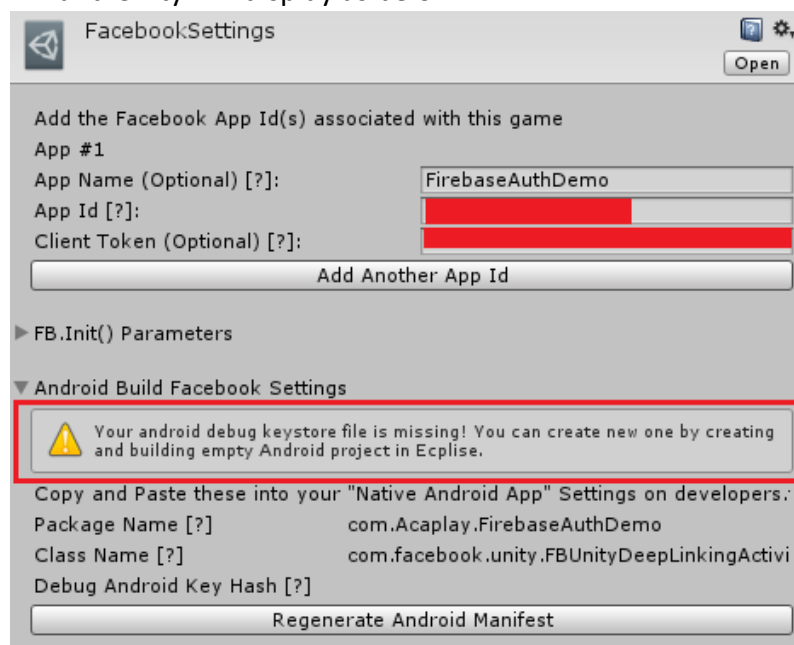
OK Cancel

1.2. JDK



1.3. Notes

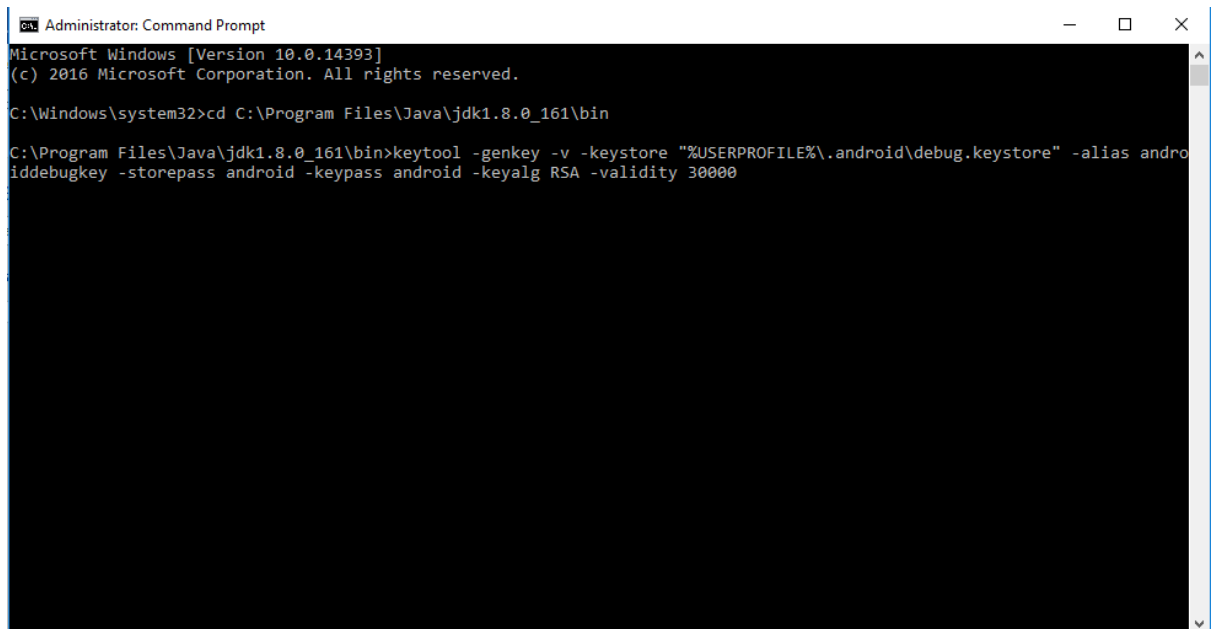
- In the case you don't have debug.keystore on **C:\Users\[YOUR PC NAME]\.android** and Unity will display as below:



Please create new debug.keystore as below:

CMD(run with admin) -> Go to JDK bin folder and run

```
keytool-genkey-v -keystore"%USERPROFILE%\android\debug.keystore"-  
aliasandroiddebugkey-storepass android -keypass android -keyalg RSA -validity 30000
```



```
Administrator: Command Prompt  
Microsoft Windows [Version 10.0.14393]  
(c) 2016 Microsoft Corporation. All rights reserved.  
C:\Windows\system32>cd C:\Program Files\Java\jdk1.8.0_161\bin  
C:\Program Files\Java\jdk1.8.0_161\bin>keytool -genkey -v -keystore "%USERPROFILE%\android\debug.keystore" -alias andro  
iddebugkey -storepass android -keypass android -keyalg RSA -validity 30000
```

Input your information to complete creating. When you completed, the warning will disable.

⇒ **Open Player Setting** -> Other Setting-> set api compatibility level = .NET 4.X

And IL2CPP, and Select ARMv7 and ARM64