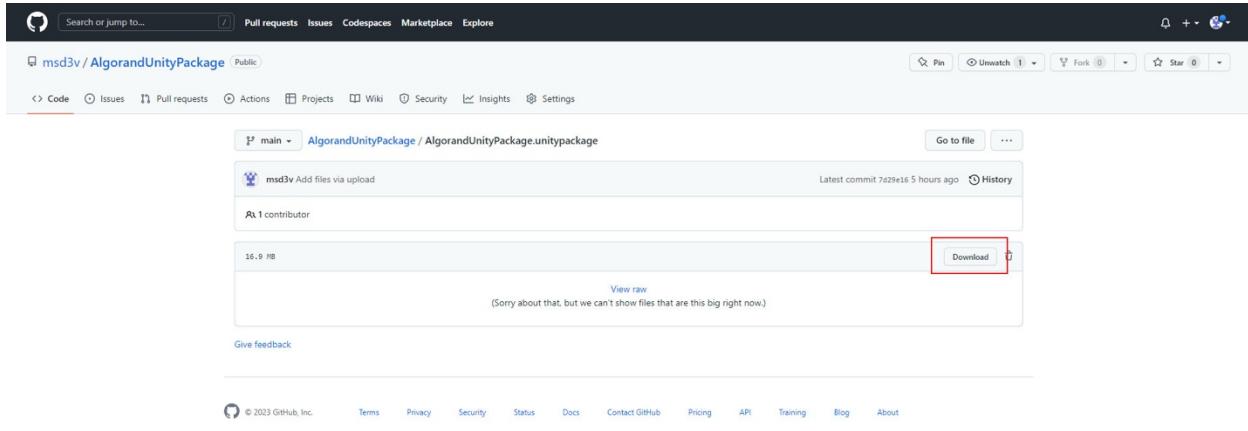
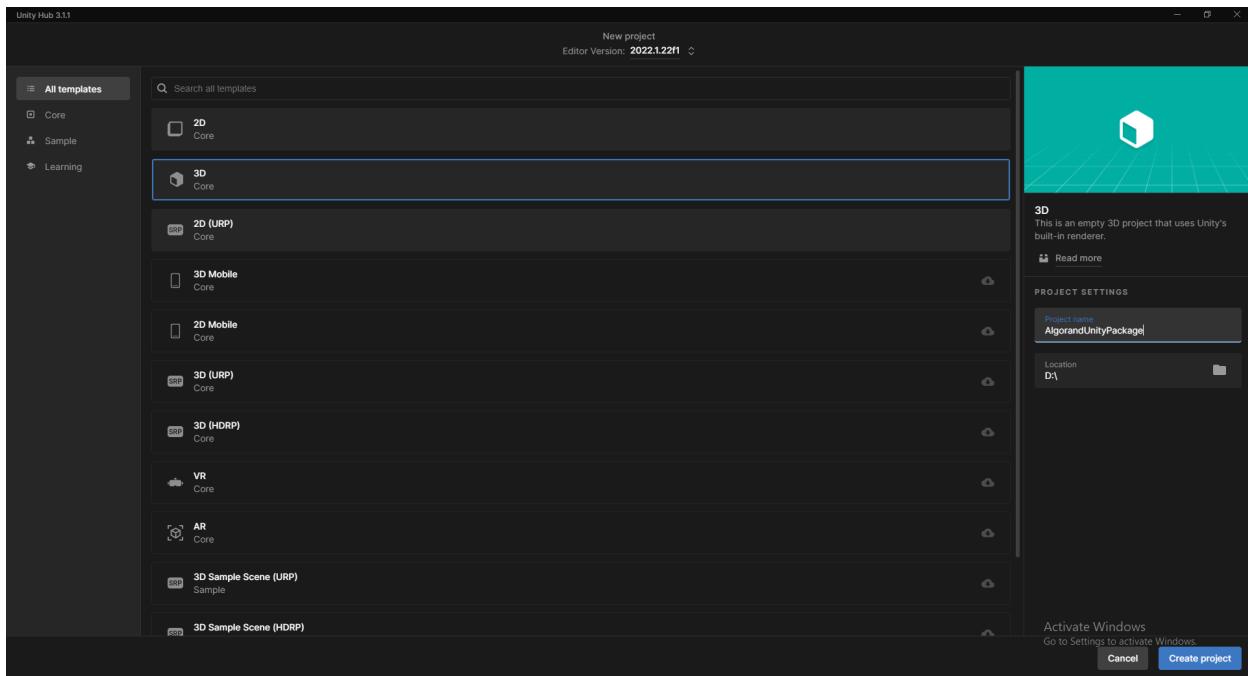


1. Go to:

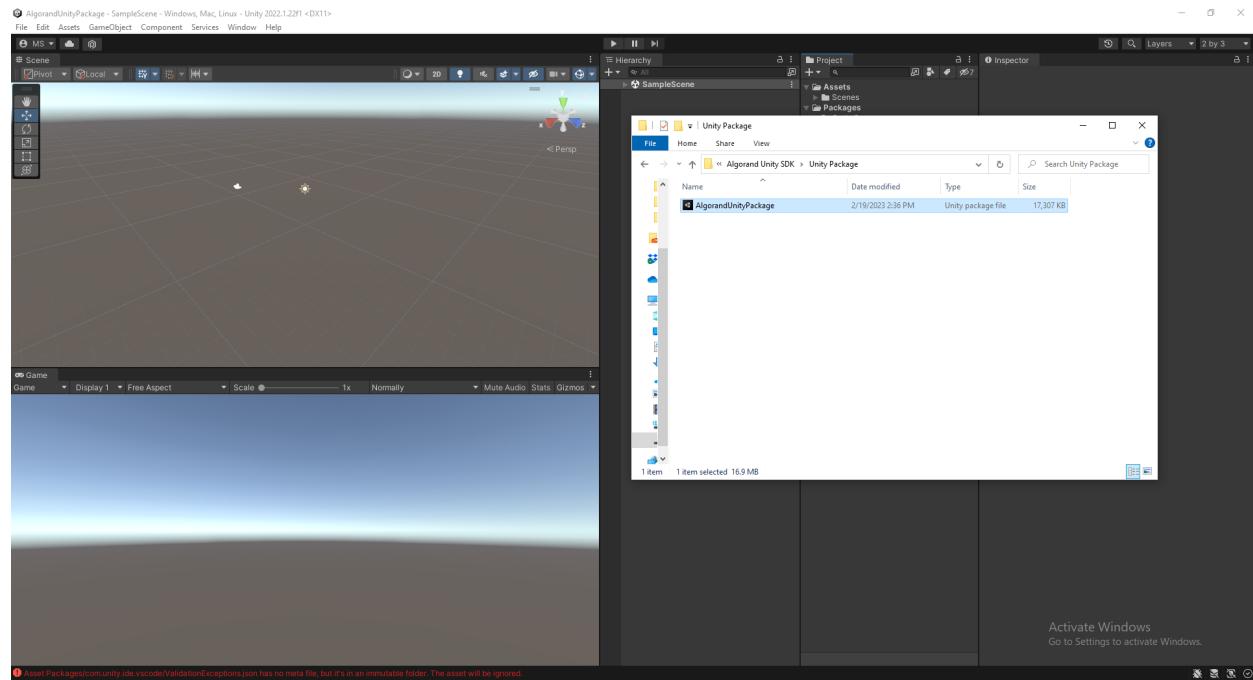
<https://github.com/msd3v/AlgorandUnityPackage/blob/main/AlgorandUnityPackage.unitypackage> and download the Algorand Unity package:



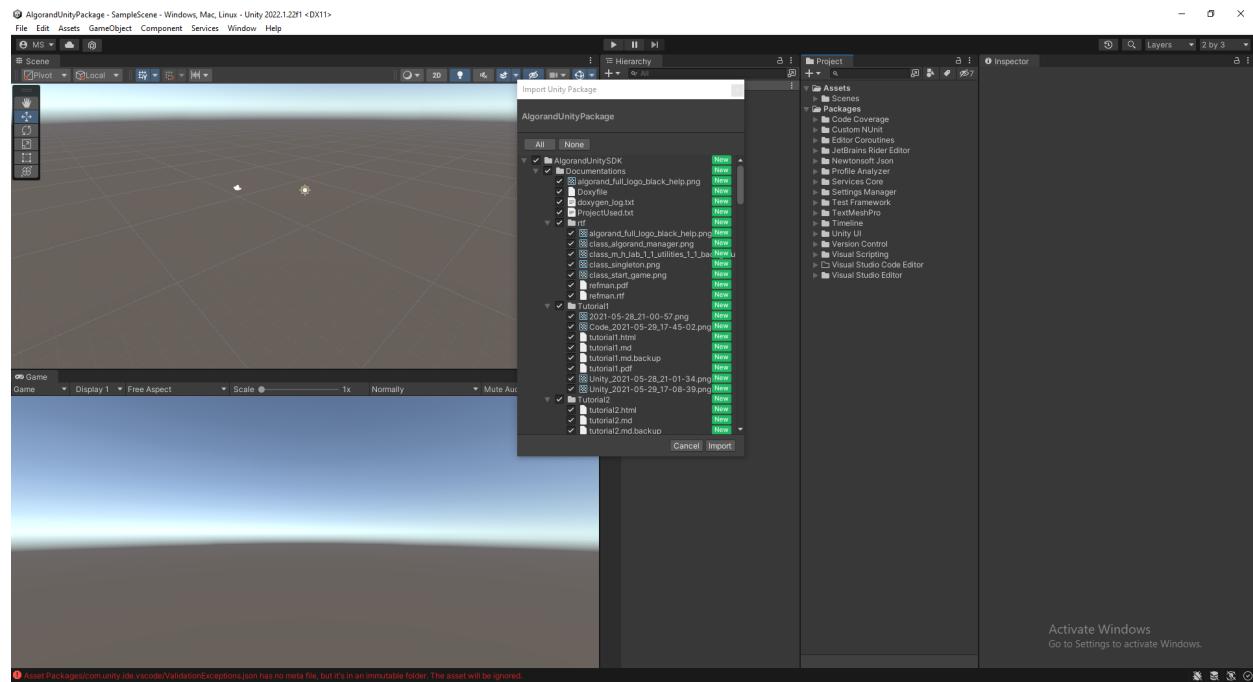
2. Create New Unity project (this doc use Unity 2022.1.22f1 version)



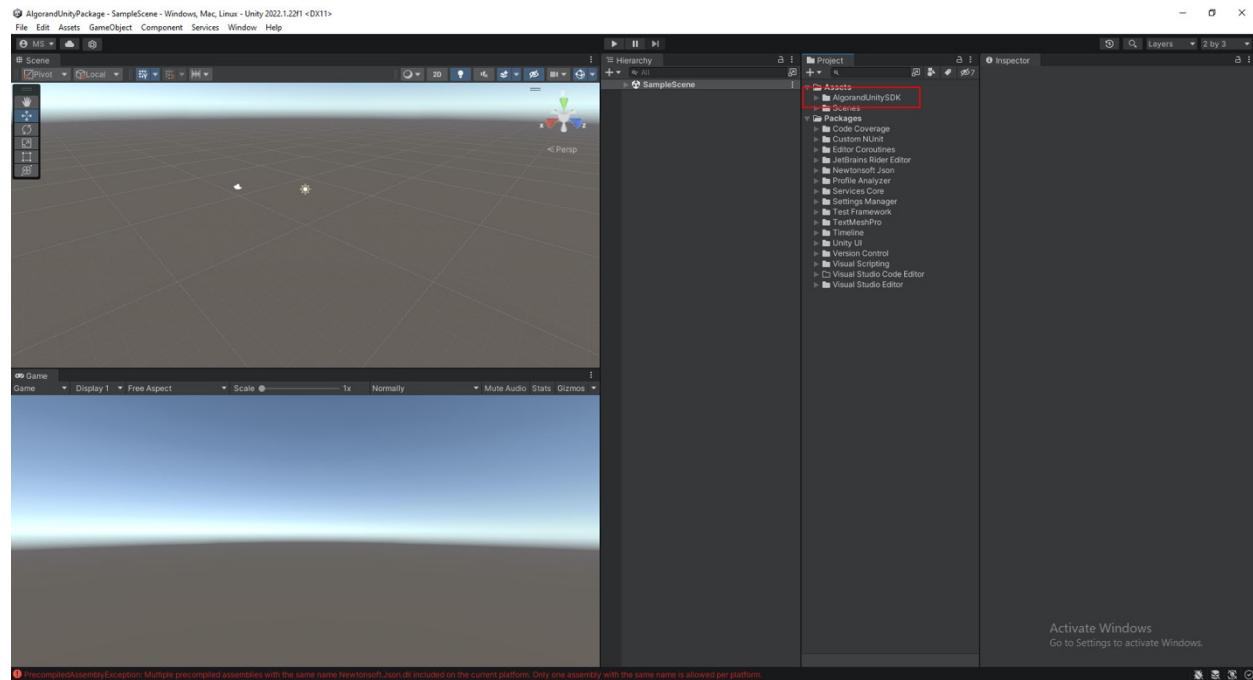
3. Drag n Drop AlgorandUnity package to the project



Click 'Import'

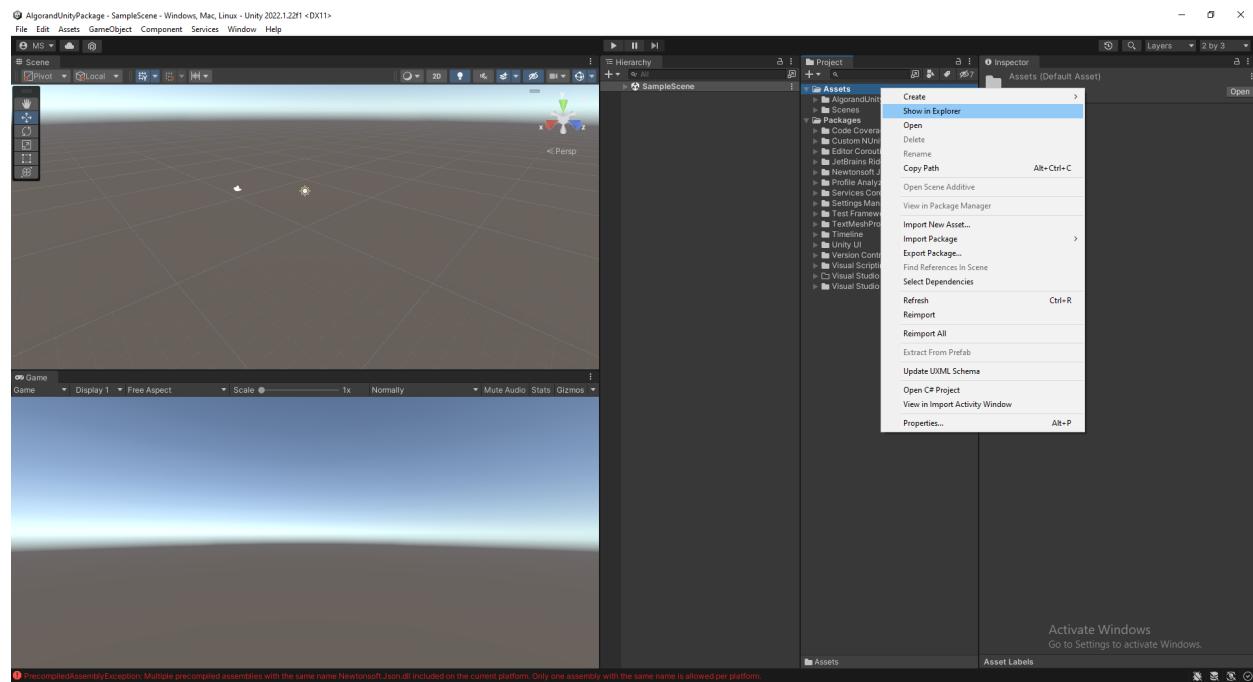


AlgorandUnitySDK imported !!!

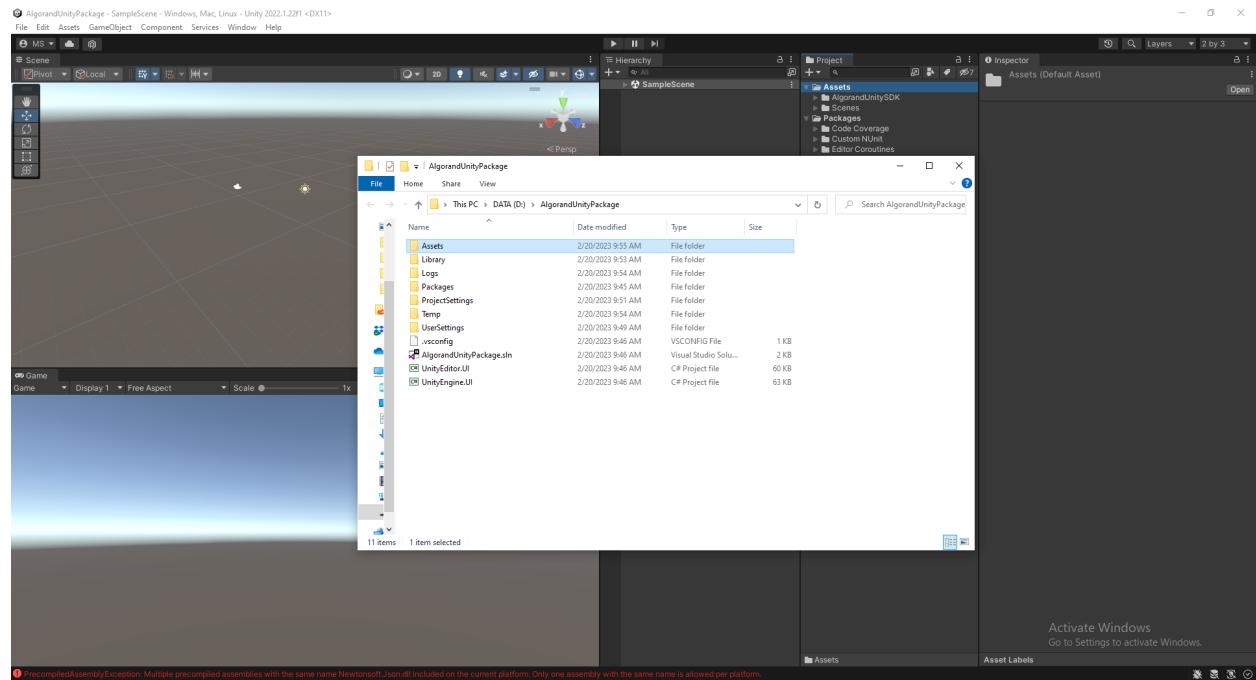


In this phase, you will see couple errors related with 'newtonsoft' and others.

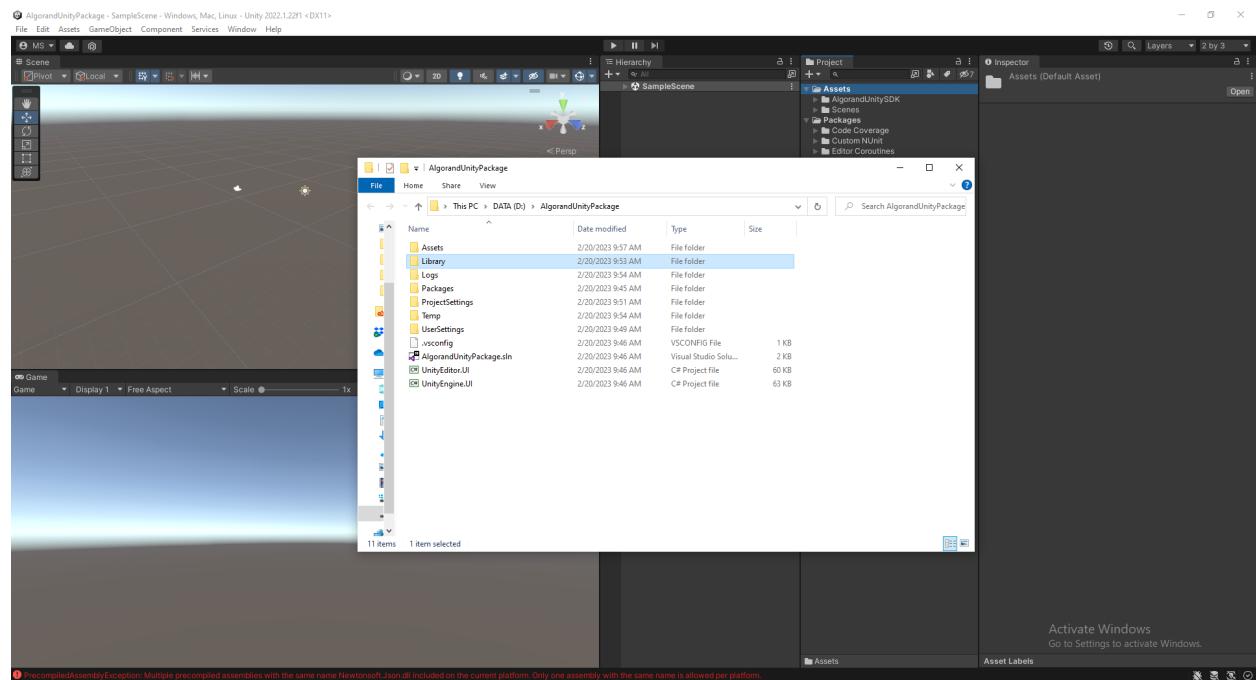
4. To solve these errors, right-click Assets then select 'Show in Explorer' (WIN) or 'Reveal in Finder' (MAC):



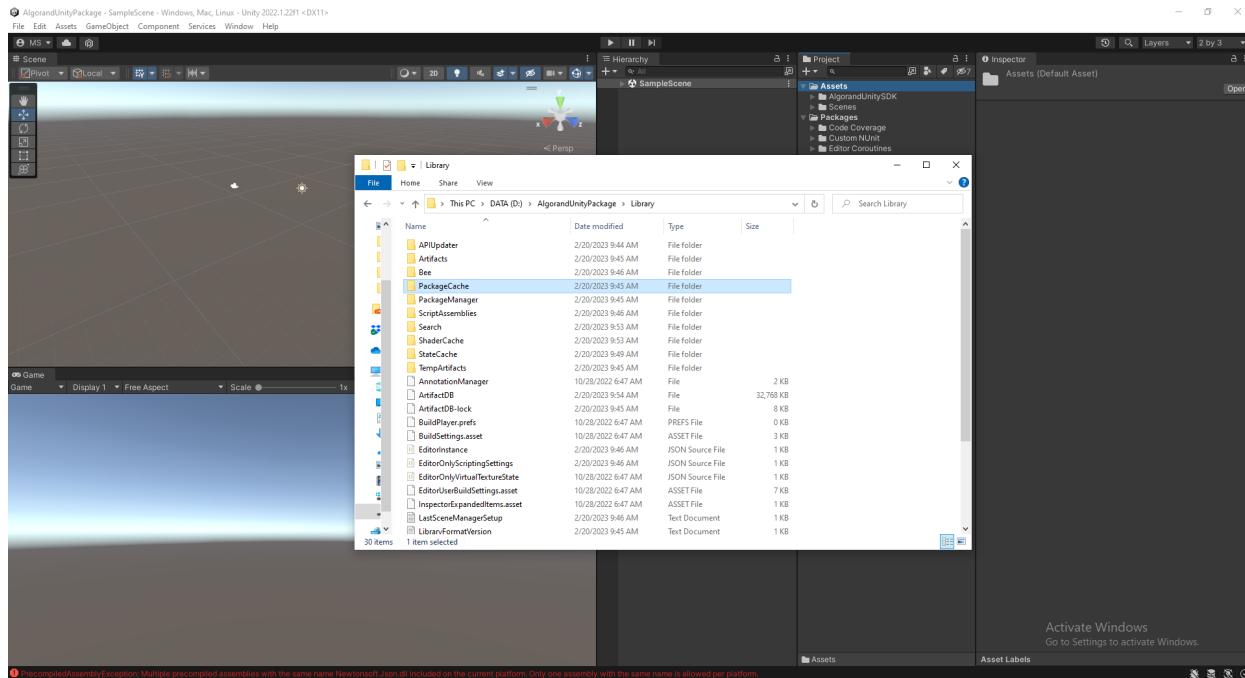
And this window will open:



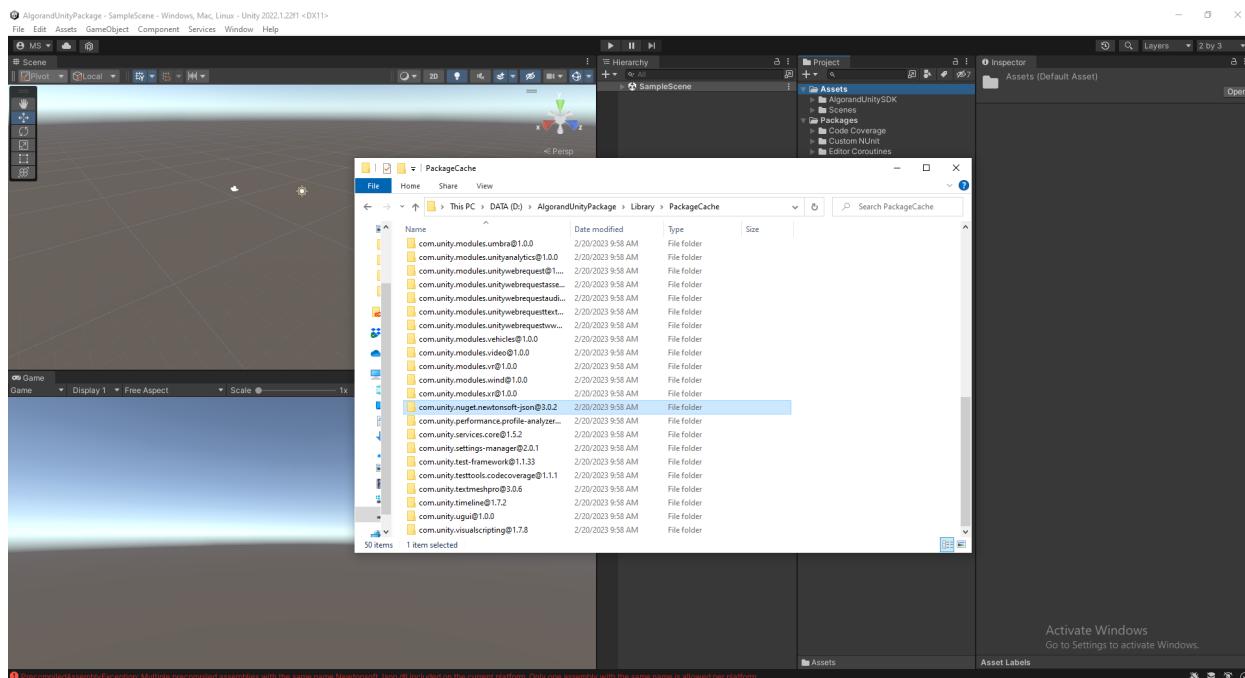
Now go to 'Library'



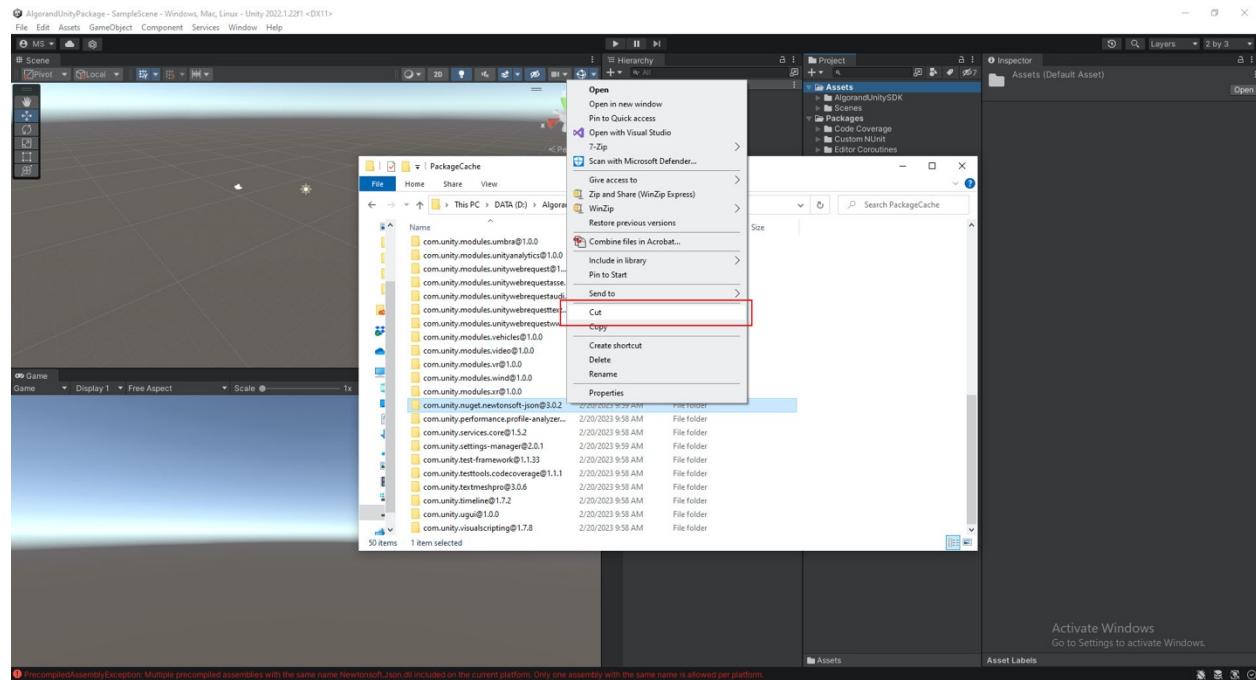
Open ‘Package Cache’



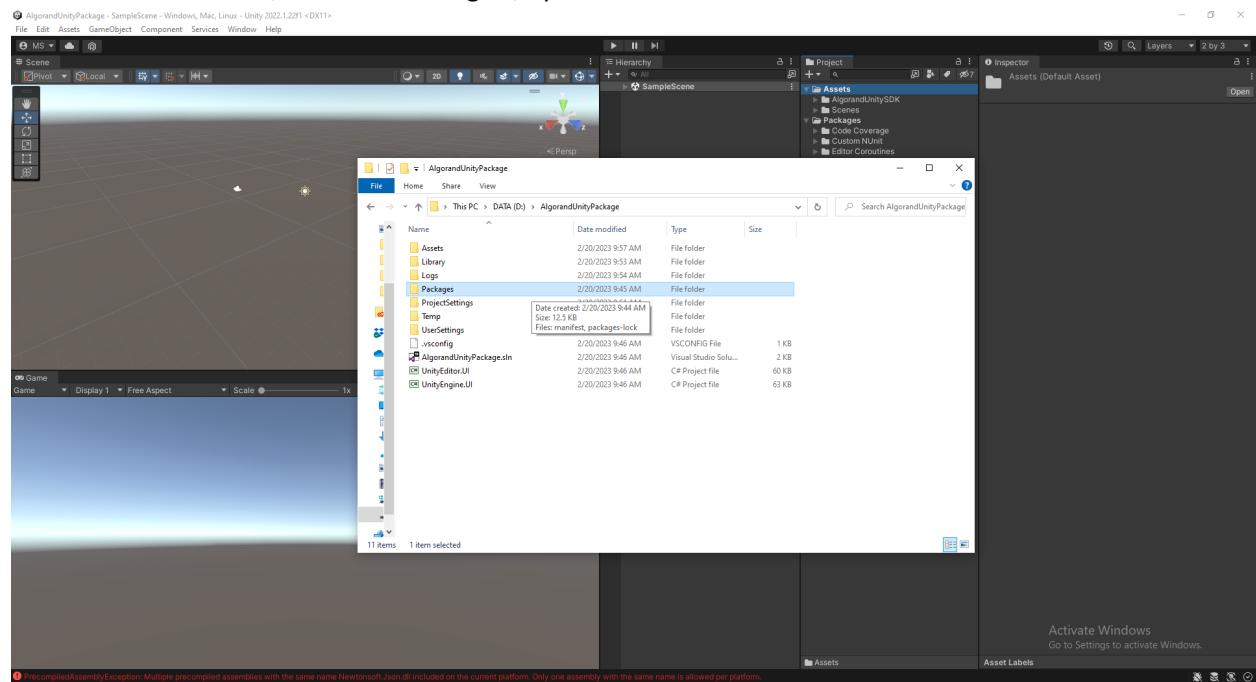
and find 'com.unity.nuget.newtonsoft-json' folder



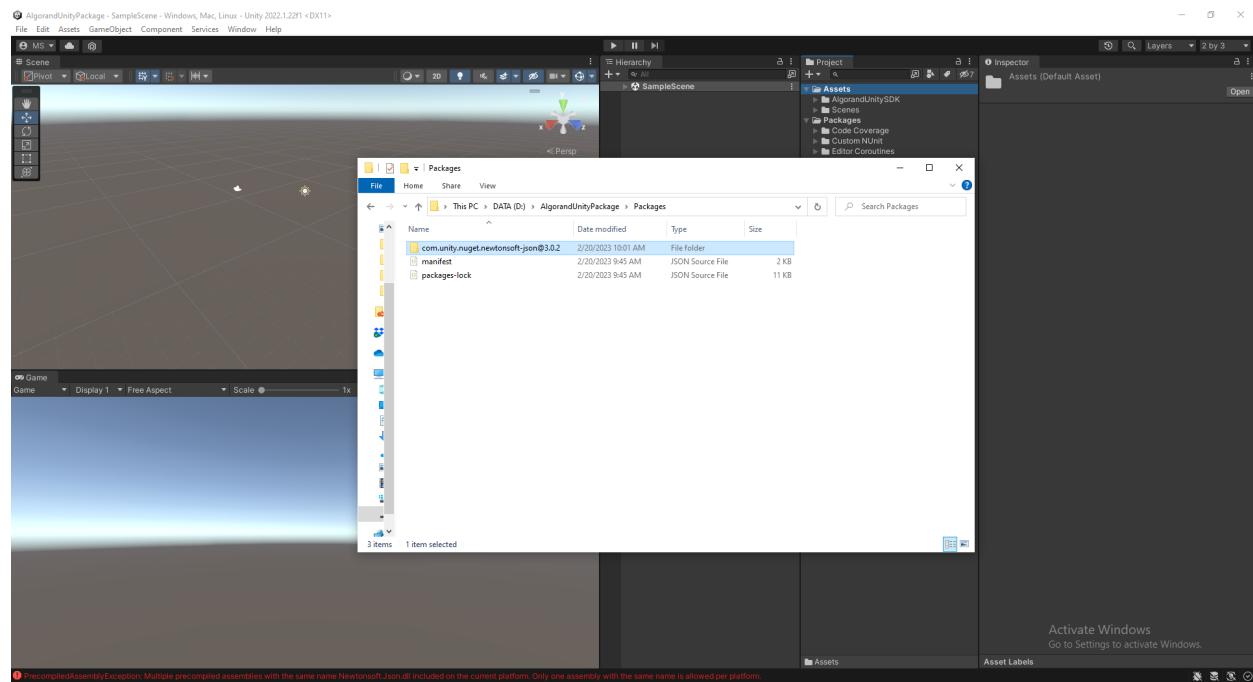
then 'Cut' (ctrl X) the whole folder



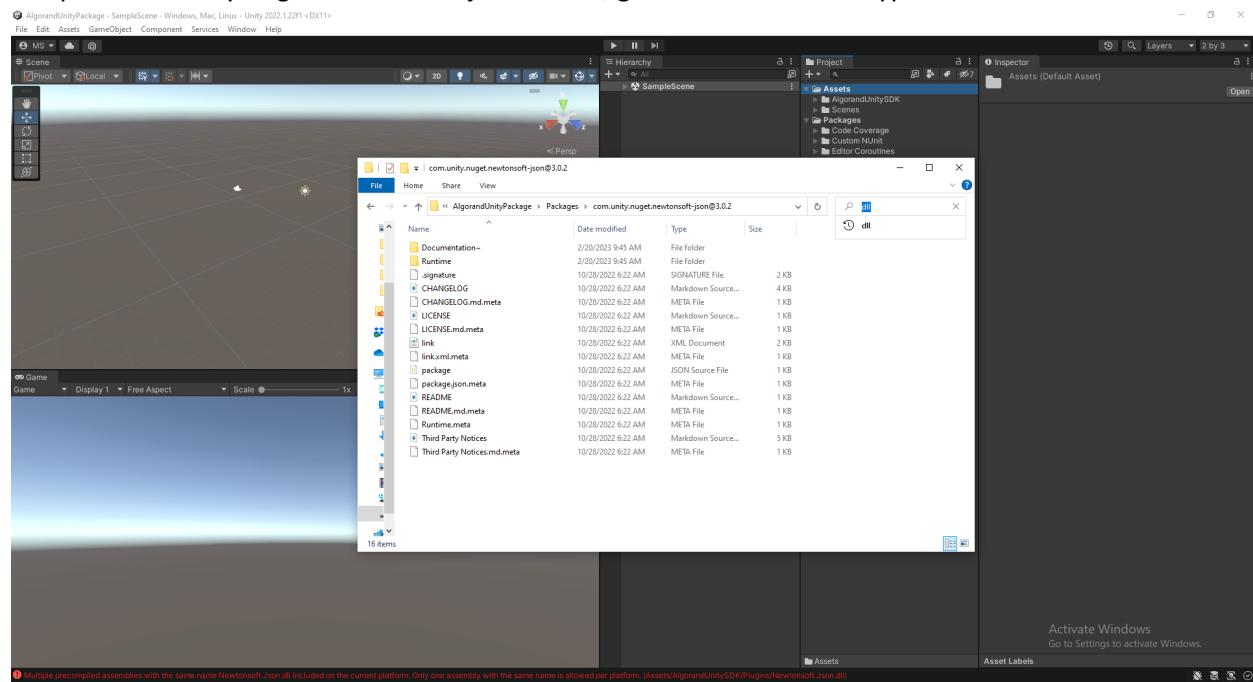
5. back to main folder, and find 'Packages', open it.....



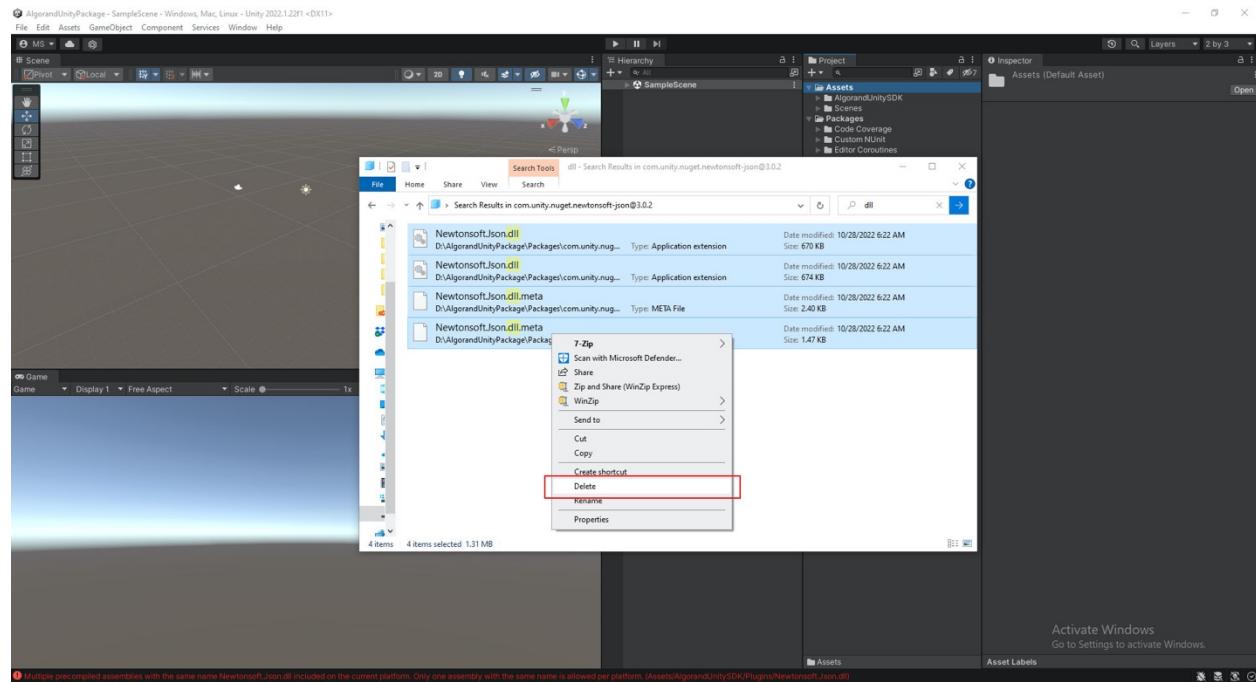
paste 'com.unity.nuget.newtonsoft-json' folder here.



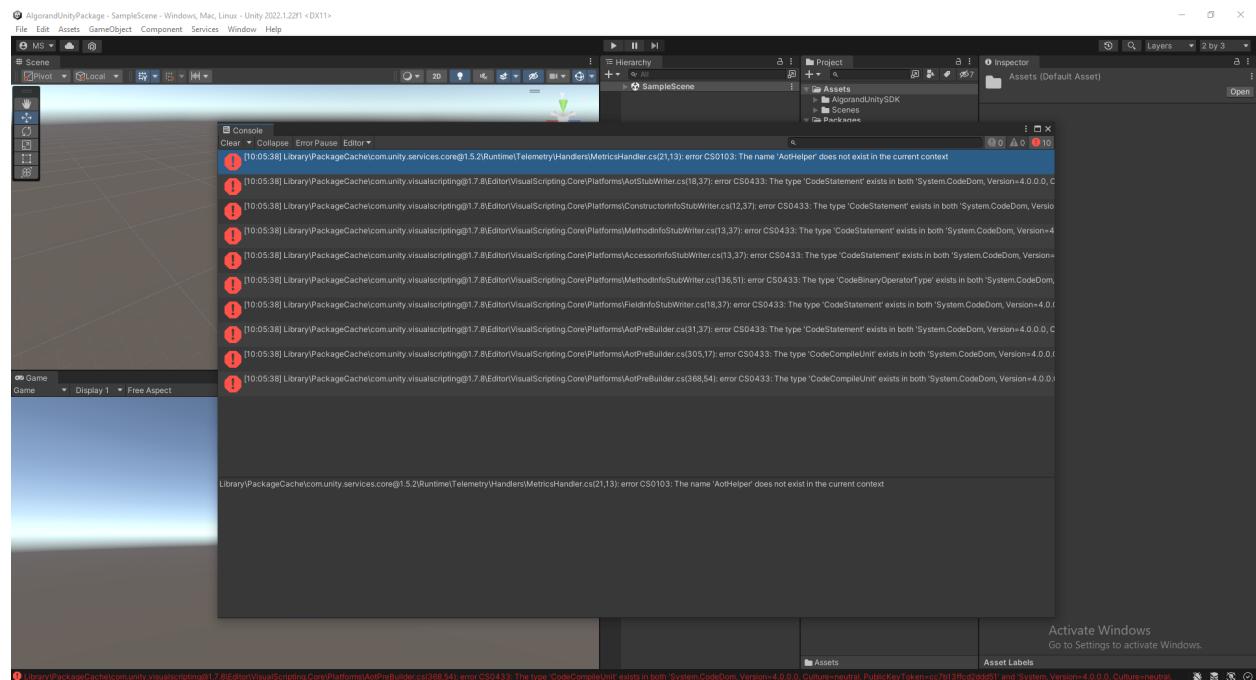
6. Open 'com.unity.nuget.newtonsoft-json' folder, go to search bar and type 'dll'



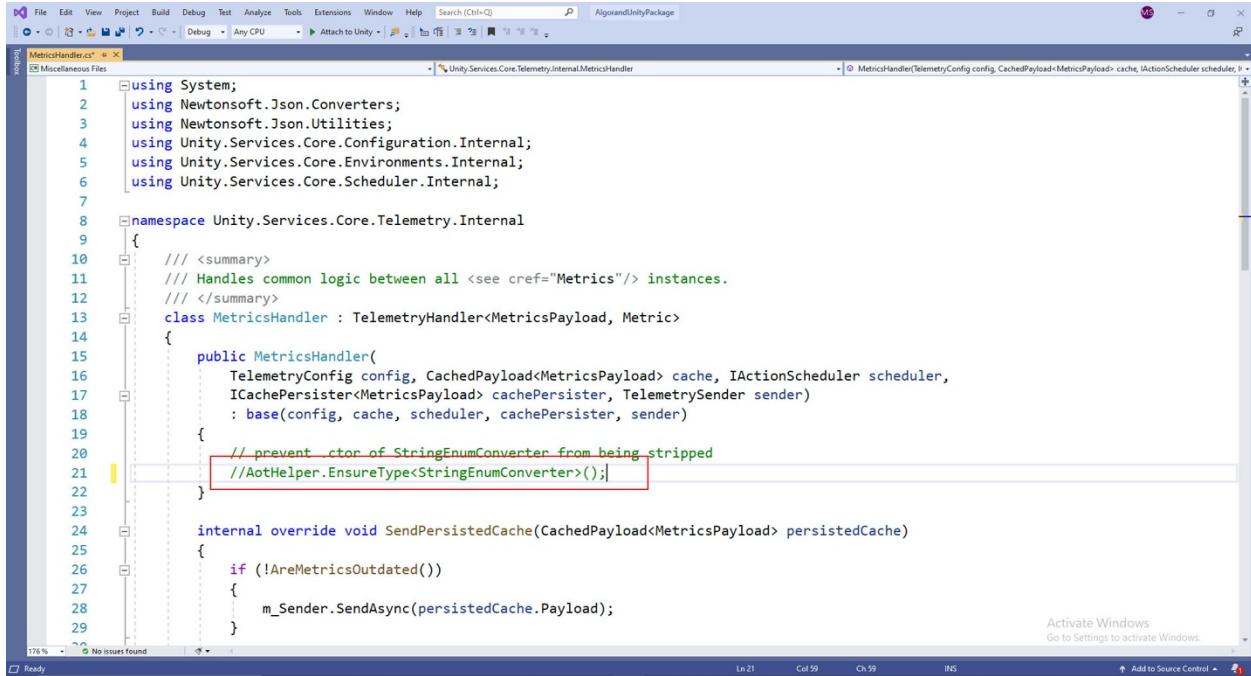
Select all these files and delete all



7. back to Unity, all newtonsoft-related errors should disappear. But now, we got couple other errors for i.e. 'AotHelper' and 'Visual Scripting' errors. Let's working on it.....

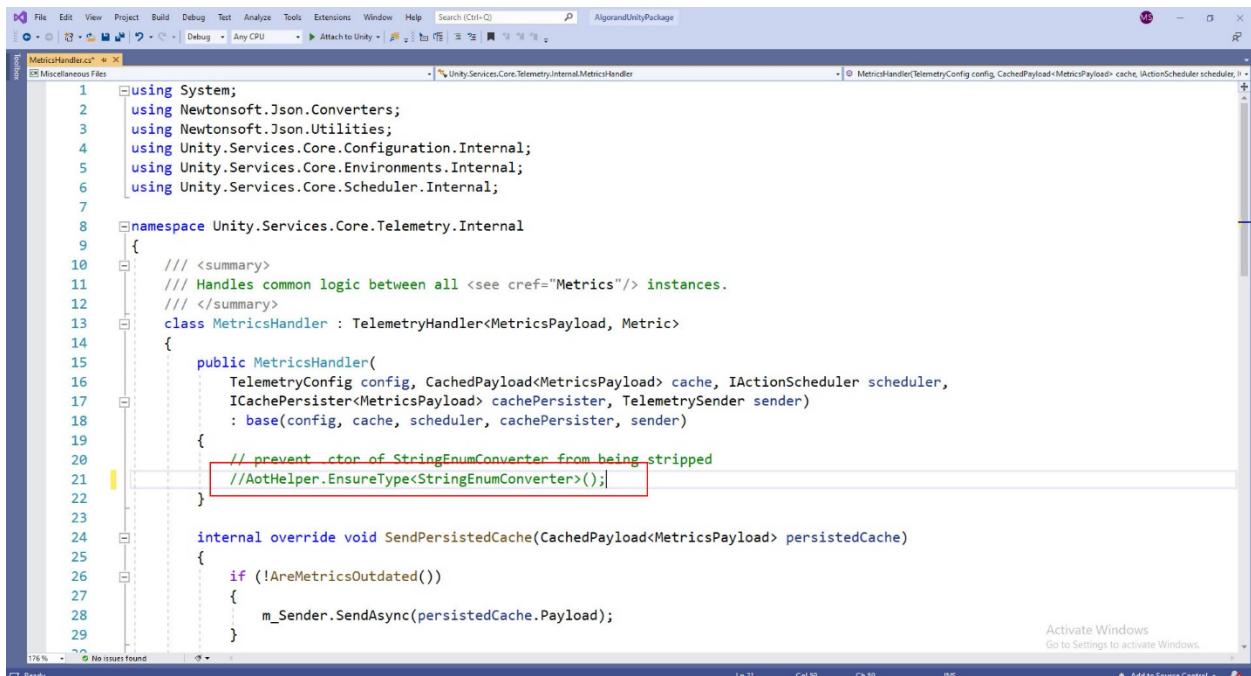


8. Follow these steps to remove 'AotHelper'-related errors. Open Console, double click the 1st AotHelper error. Once Visual Studio opened, disable this line by adding '//' in front of the code.



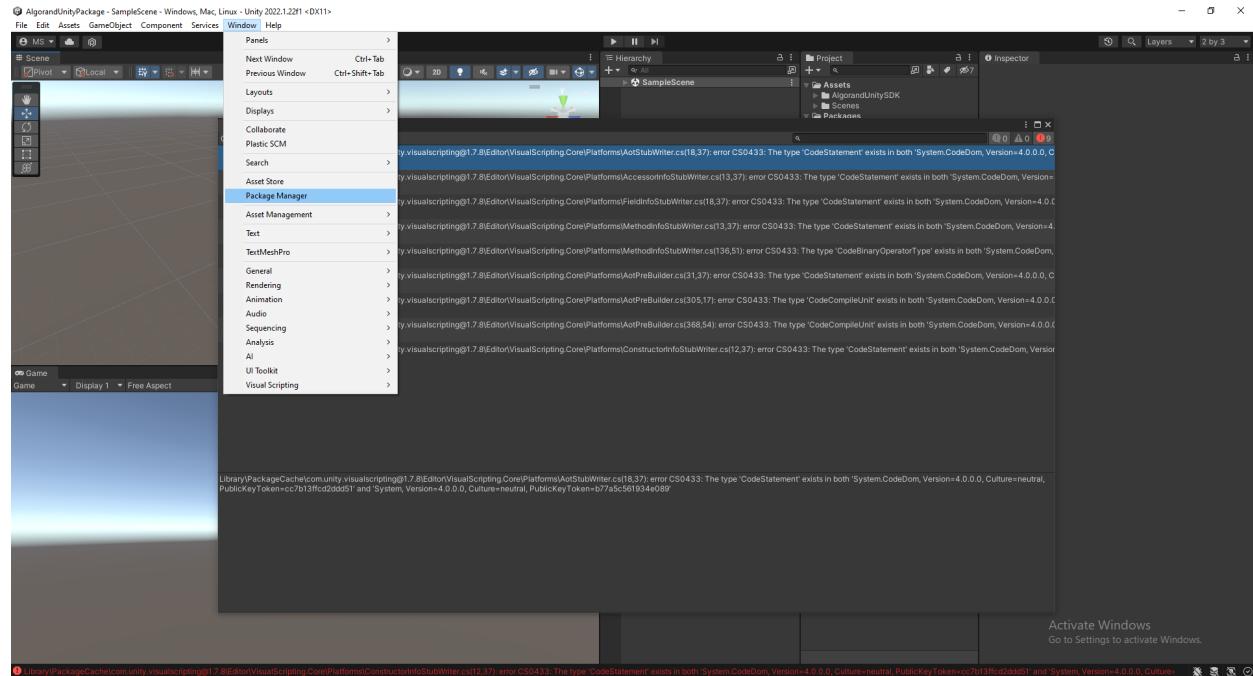
```
1 using System;
2 using Newtonsoft.Json.Converters;
3 using Newtonsoft.Json.Utilities;
4 using Unity.Services.Core.Configuration.Internal;
5 using Unity.Services.Core.Environments.Internal;
6 using Unity.Services.Core.Scheduler.Internal;
7
8 namespace Unity.Services.Core.Telemetry.Internal
9 {
10     /// <summary>
11     /// Handles common logic between all <see cref="Metrics"/> instances.
12     /// </summary>
13     class MetricsHandler : TelemetryHandler<MetricsPayload, Metric>
14     {
15         public MetricsHandler(
16             TelemetryConfig config, CachedPayload<MetricsPayload> cache, IActionScheduler scheduler,
17             ICachePersister<MetricsPayload> cachePersister, TelemetrySender sender)
18             : base(config, cache, scheduler, cachePersister, sender)
19         {
20             // prevent ctor of StringEnumConverter from being stripped
21             //AotHelper.EnsureType<StringEnumConverter>();
```

In my case, after I did the 1st step, same AotHelper error still occurred so we can repeat the step. Go to Console, double click the AotHelper error notification, visual studio will open and disable the AotHelper line:

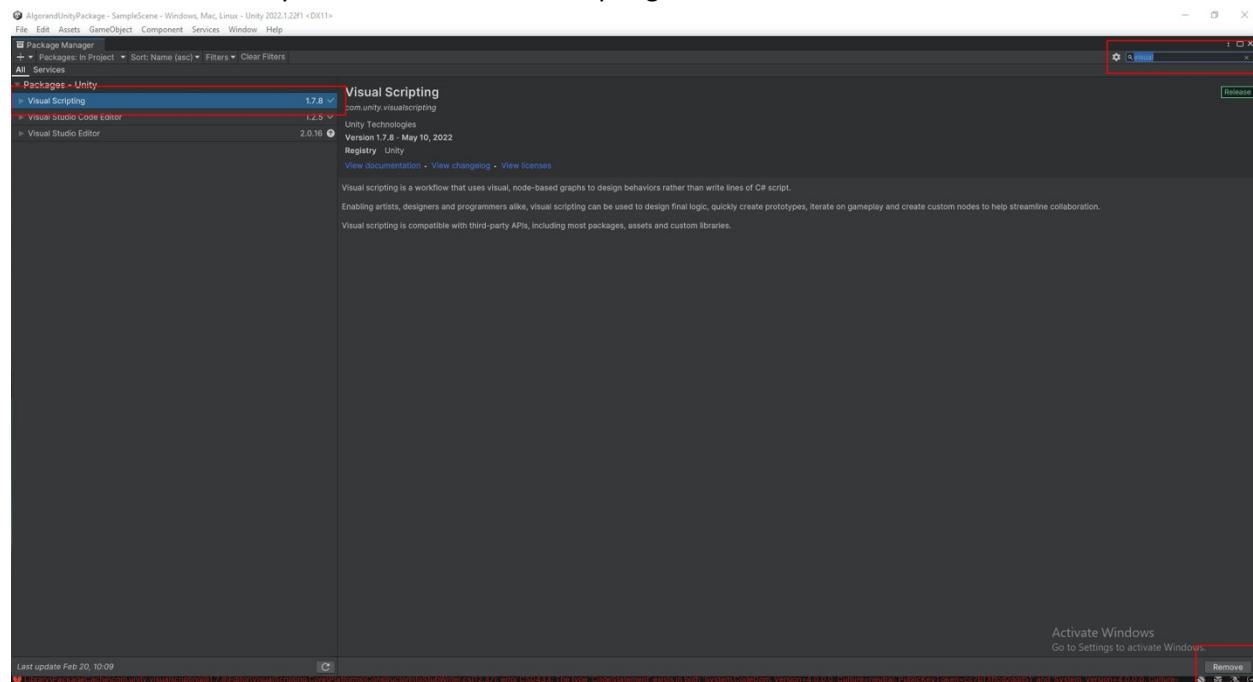


```
1 using System;
2 using Newtonsoft.Json.Converters;
3 using Newtonsoft.Json.Utilities;
4 using Unity.Services.Core.Configuration.Internal;
5 using Unity.Services.Core.Environments.Internal;
6 using Unity.Services.Core.Scheduler.Internal;
7
8 namespace Unity.Services.Core.Telemetry.Internal
9 {
10     /// <summary>
11     /// Handles common logic between all <see cref="Metrics"/> instances.
12     /// </summary>
13     class MetricsHandler : TelemetryHandler<MetricsPayload, Metric>
14     {
15         public MetricsHandler(
16             TelemetryConfig config, CachedPayload<MetricsPayload> cache, IActionScheduler scheduler,
17             ICachePersister<MetricsPayload> cachePersister, TelemetrySender sender)
18             : base(config, cache, scheduler, cachePersister, sender)
19         {
20             // prevent ctor of StringEnumConverter from being stripped
21             //AotHelper.EnsureType<StringEnumConverter>();
```

9. To fix Visual Scripting related error is pretty straightforward. Go to Window >> Package Manager



Search for 'visual' and you should find 'Visual Scripting' and hit 'Remove' button



10. Your Algorand-based Unity project should be ready to go !!!

Unity Package Source: <https://github.com/Vytek/AlgorandUnitySDK>

Happy Coding !!!