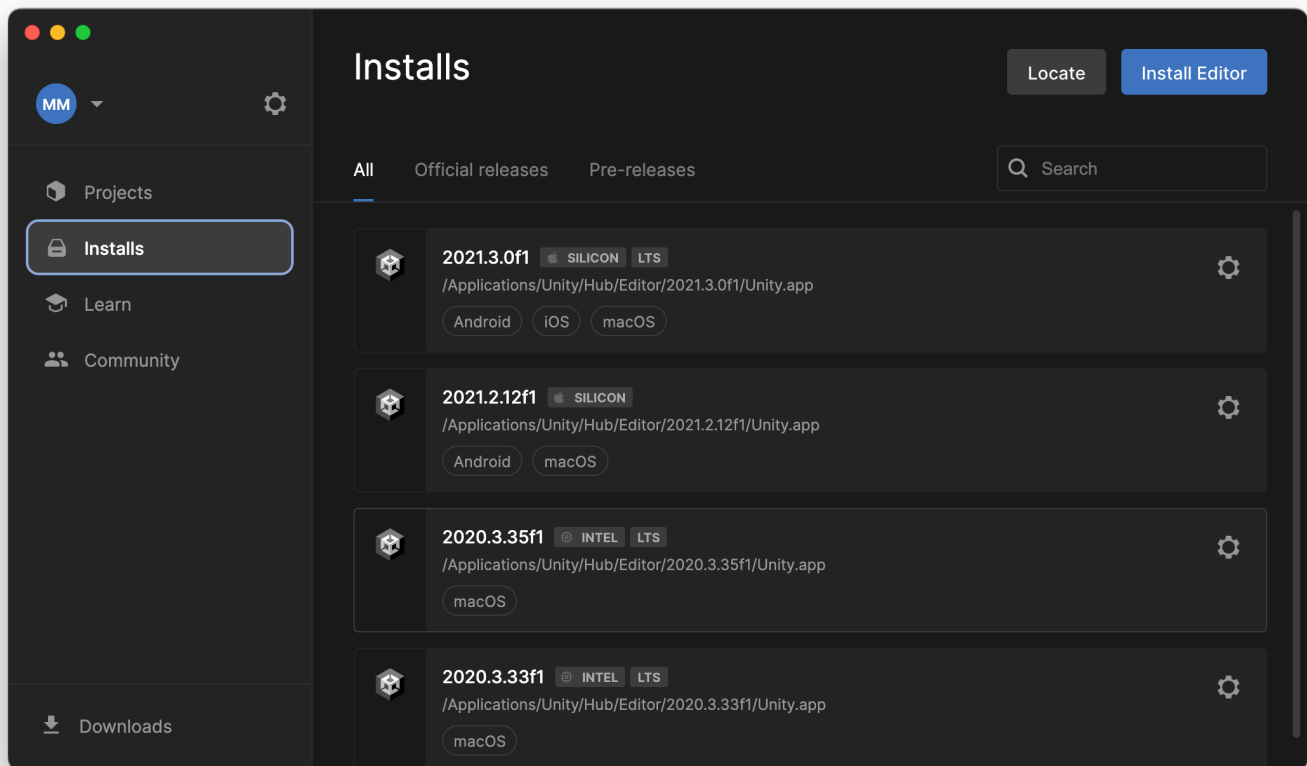


Install Unity Modules

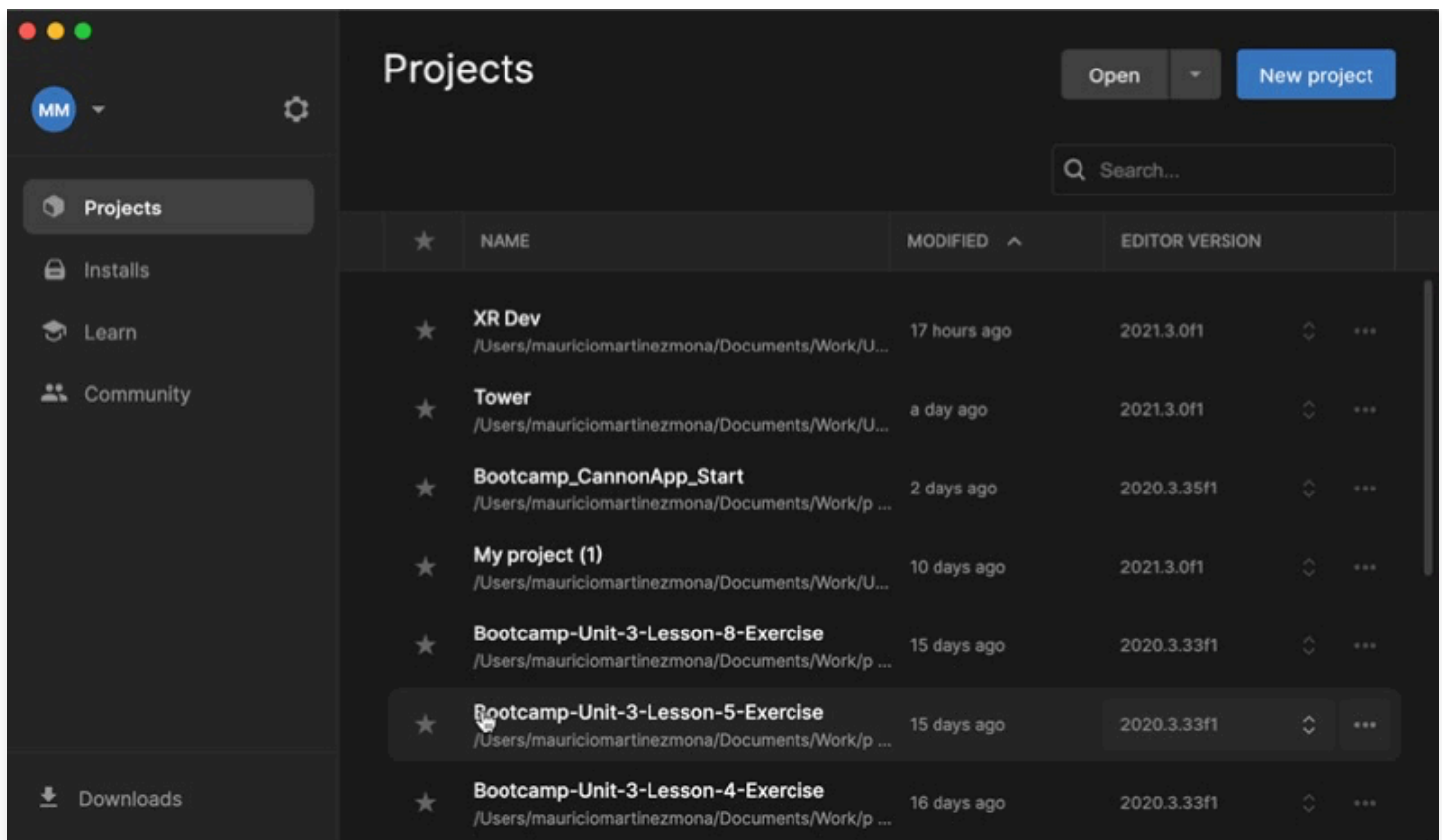
Unity has many use cases. Depending on the goal of your projects, you might need more functionality. The most common ones are the Android Build Support, iOS Build Support, WebGL, and Windows or macOS support.

First check your installed version for the module you need: open the **Installs** tab. In the following image, the first installed version has the Android, iOS, and macOS modules installed.



If you want to add a module to an already installed version:

1. Click on the gear icon, and then on **Add modules**.
2. Select the ones you wish, click on **Continue** or **Install**.
 - If you get a **Terms and Conditions** page, agree, and then click on **Install**.



The screenshot shows the Xcode interface with the 'Projects' view selected in the left sidebar. The main area displays a list of projects with columns for Name, Modified, and Editor Version. The project 'Bootcamp-Unit-3-Lesson-5-Exercise' is highlighted.

★	NAME	MODIFIED ^	EDITOR VERSION	
★	XR Dev /Users/mauriciomartinezmona/Documents/Work/U...	17 hours ago	2021.3.0f1	⬆ ⬇ ⬆ ⋮
★	Tower /Users/mauriciomartinezmona/Documents/Work/U...	a day ago	2021.3.0f1	⬆ ⬇ ⬆ ⋮
★	Bootcamp_CannonApp_Start /Users/mauriciomartinezmona/Documents/Work/p ...	2 days ago	2020.3.35f1	⬆ ⬇ ⬆ ⋮
★	My project (1) /Users/mauriciomartinezmona/Documents/Work/U...	10 days ago	2021.3.0f1	⬆ ⬇ ⬆ ⋮
★	Bootcamp-Unit-3-Lesson-8-Exercise /Users/mauriciomartinezmona/Documents/Work/p ...	15 days ago	2020.3.33f1	⬆ ⬇ ⬆ ⋮
★	Bootcamp-Unit-3-Lesson-5-Exercise /Users/mauriciomartinezmona/Documents/Work/p ...	15 days ago	2020.3.33f1	⬆ ⬇ ⬆ ⋮
★	Bootcamp-Unit-3-Lesson-4-Exercise /Users/mauriciomartinezmona/Documents/Work/p ...	16 days ago	2020.3.33f1	⬆ ⬇ ⬆ ⋮