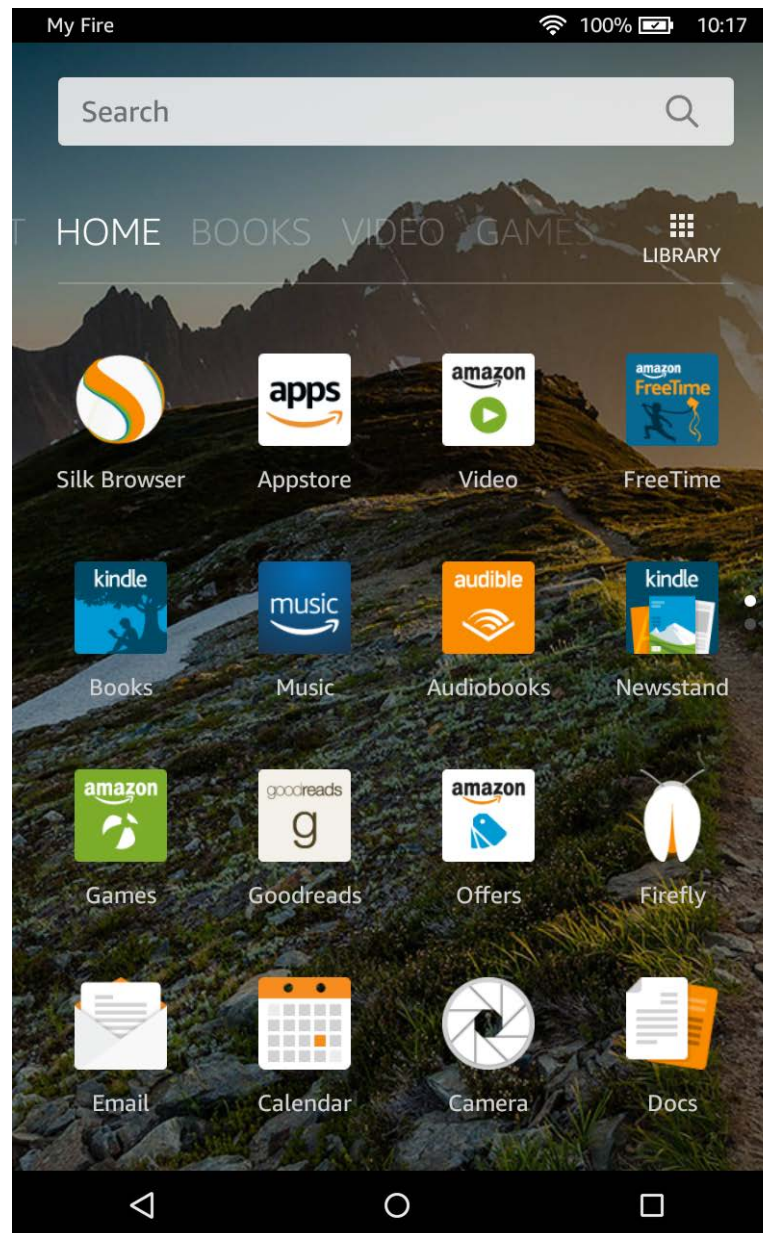


Fire Setup

Fire Setup

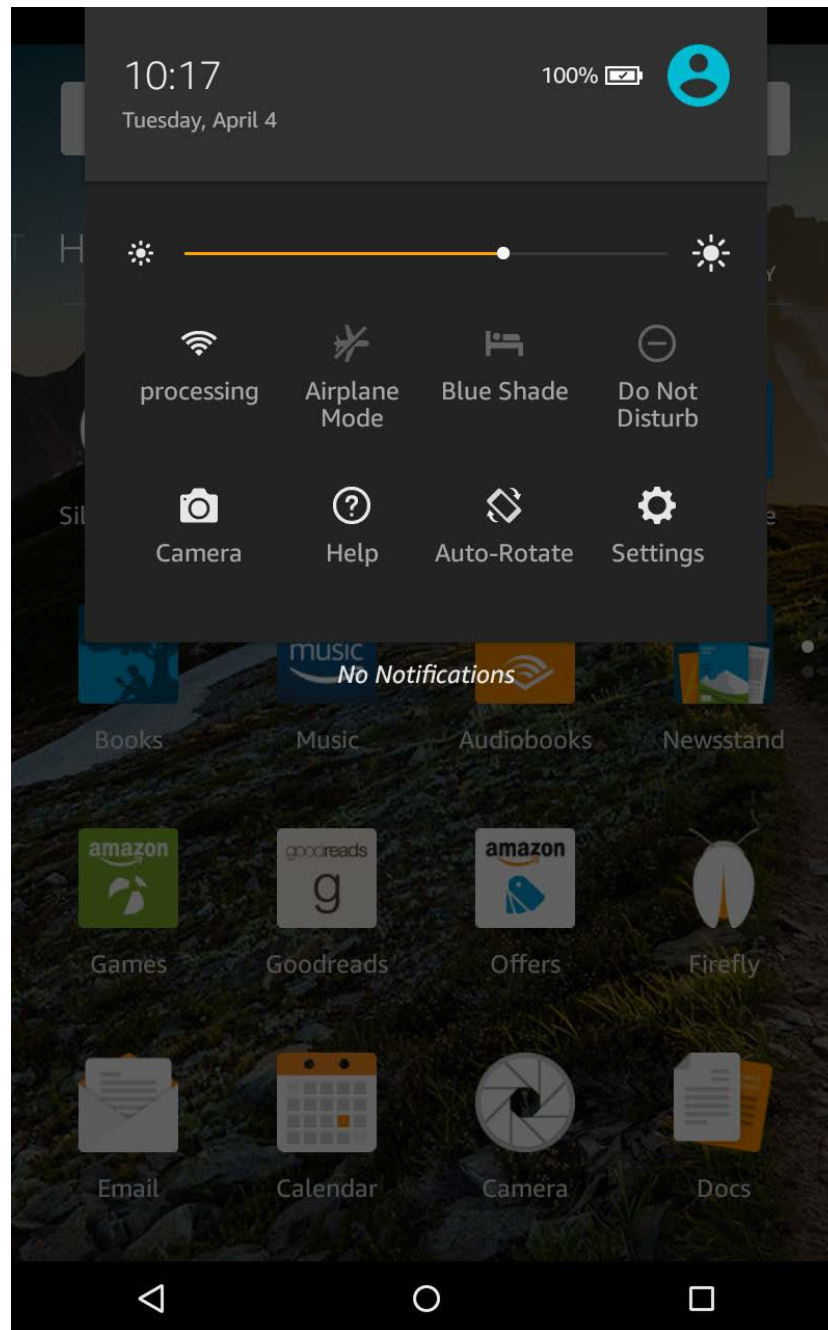
- Register with your amazon account
- Connect to the [UIC Wifi](#)
- Install the latest operating system:
 - Settings -> Device Options -> System Updates
- Enable USB debugging
- Install Unity Remote 5



Back

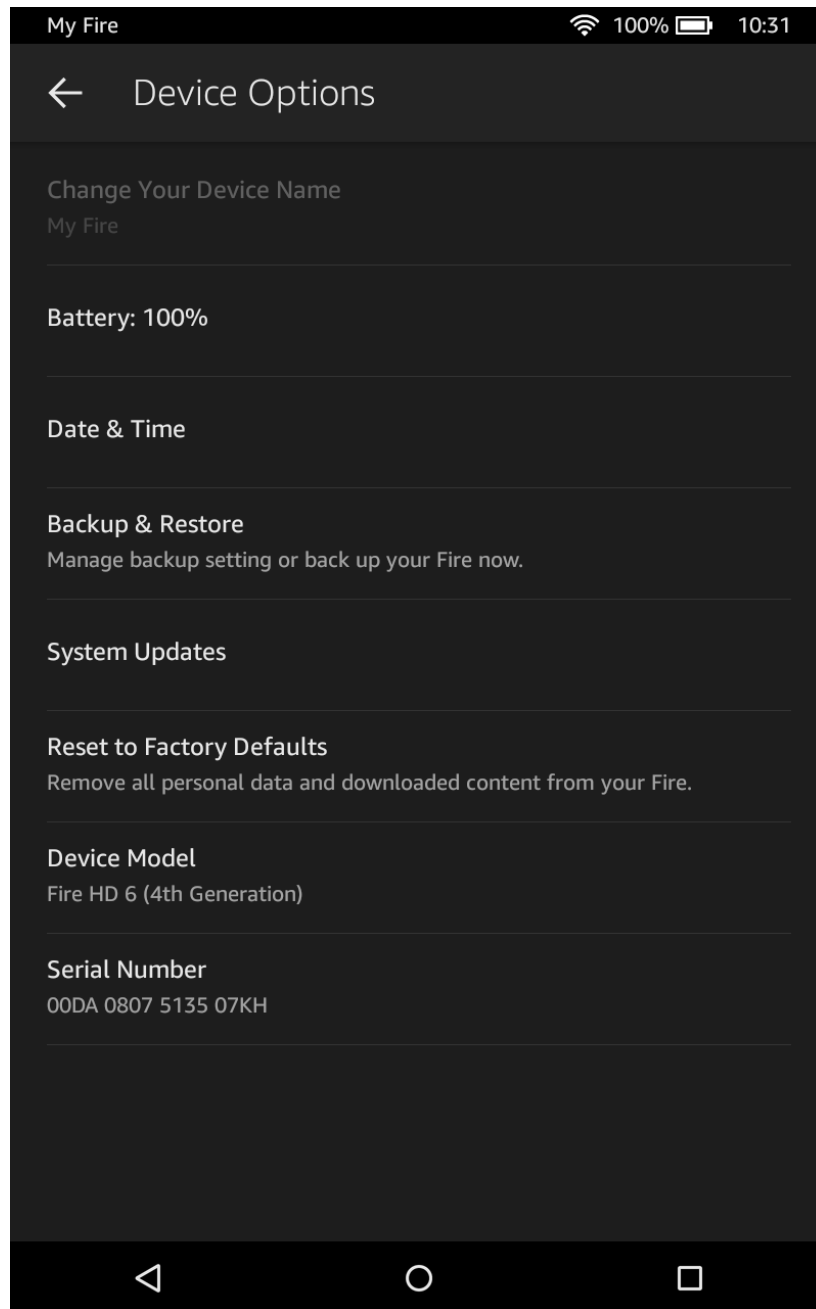
Home

Windows



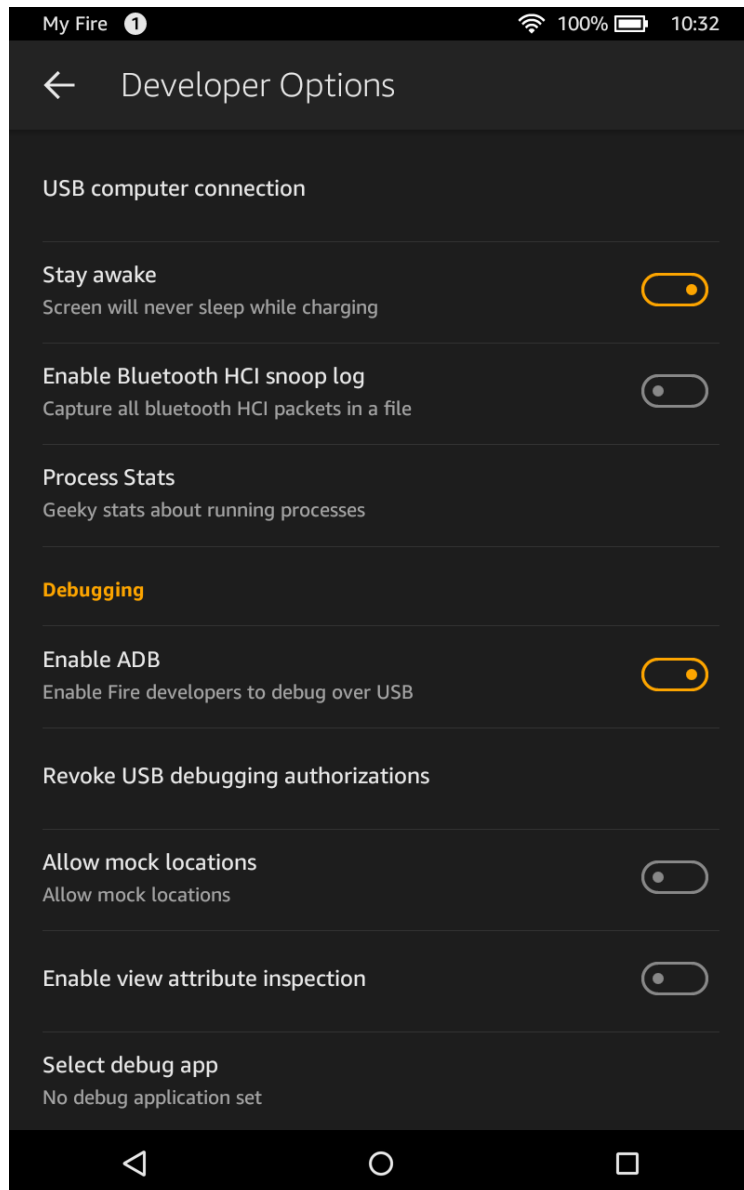
Swipe down from top to
access notifications
and settings

Enable USB Debugging



Enable Developer Options:

- Settings -> Device Options
- Click on the serial number 8x times



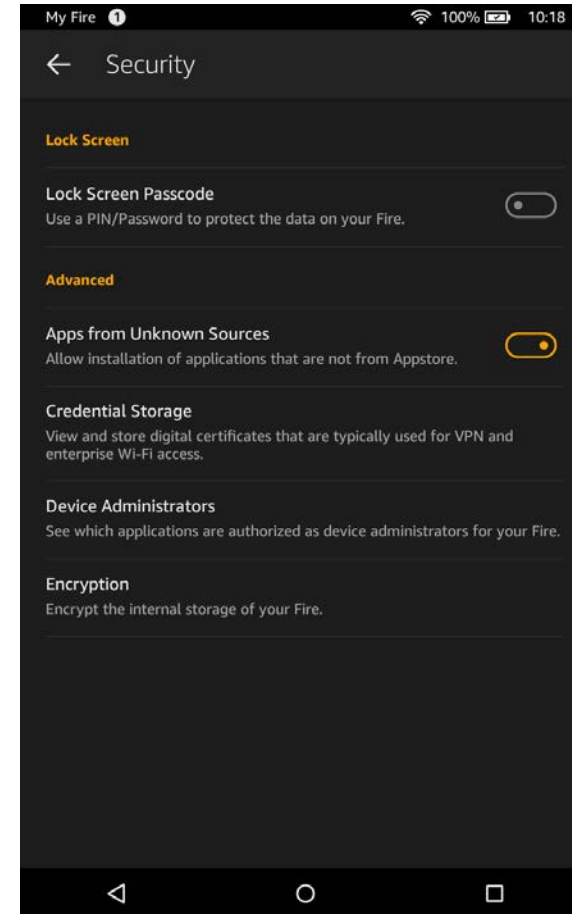
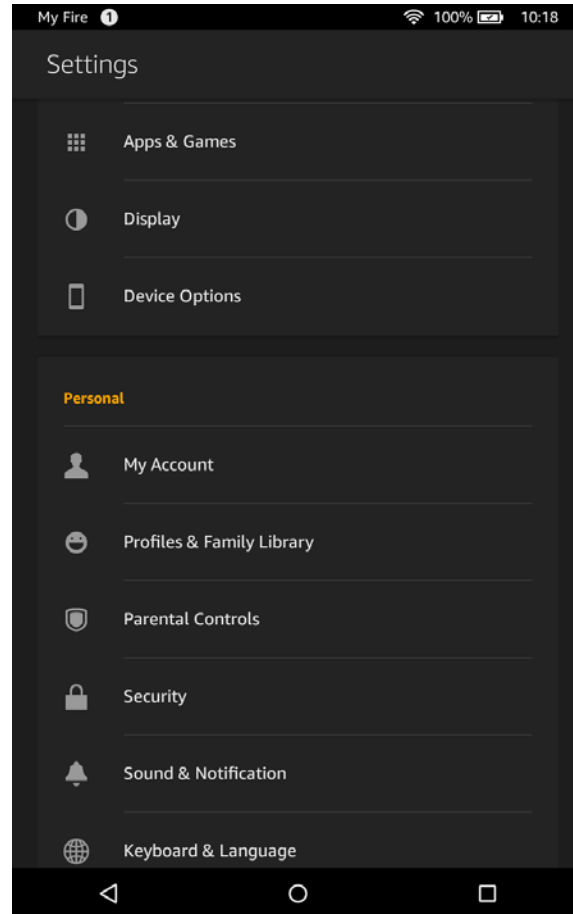
Developer Options Menu:

- Settings -> Developer Options
- Enable Stay Awake
- Enable ABD



Installing Unity Remote 5

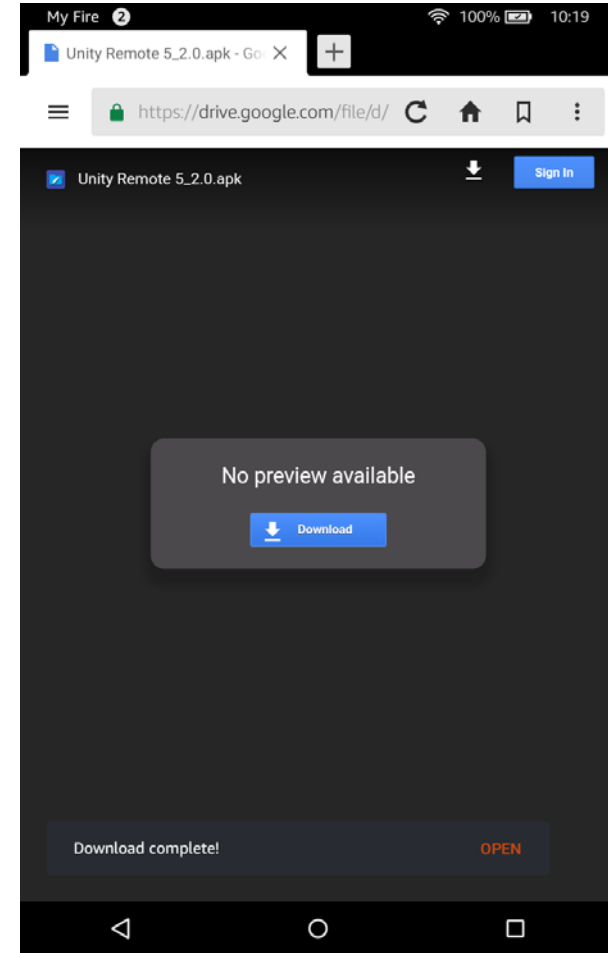
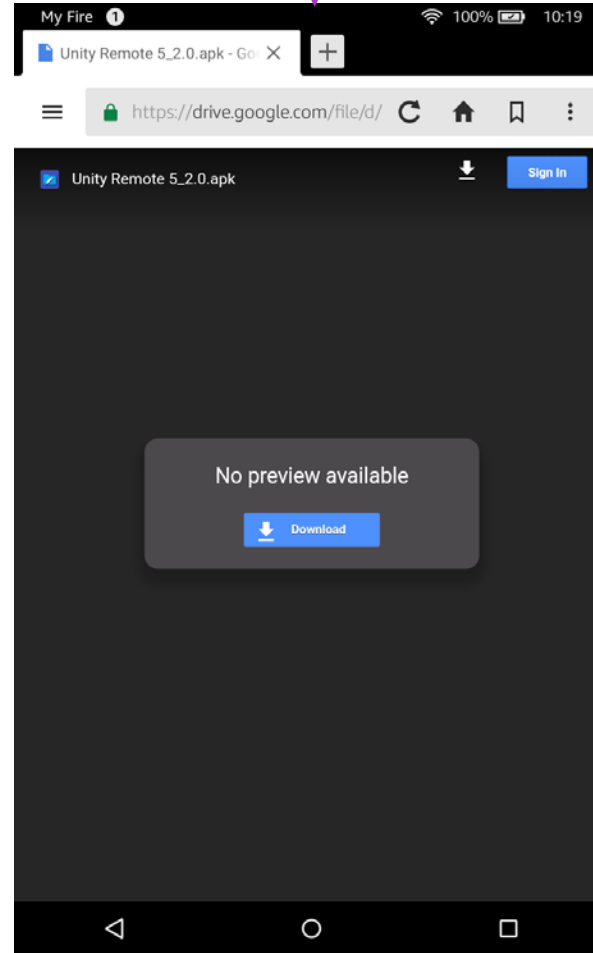
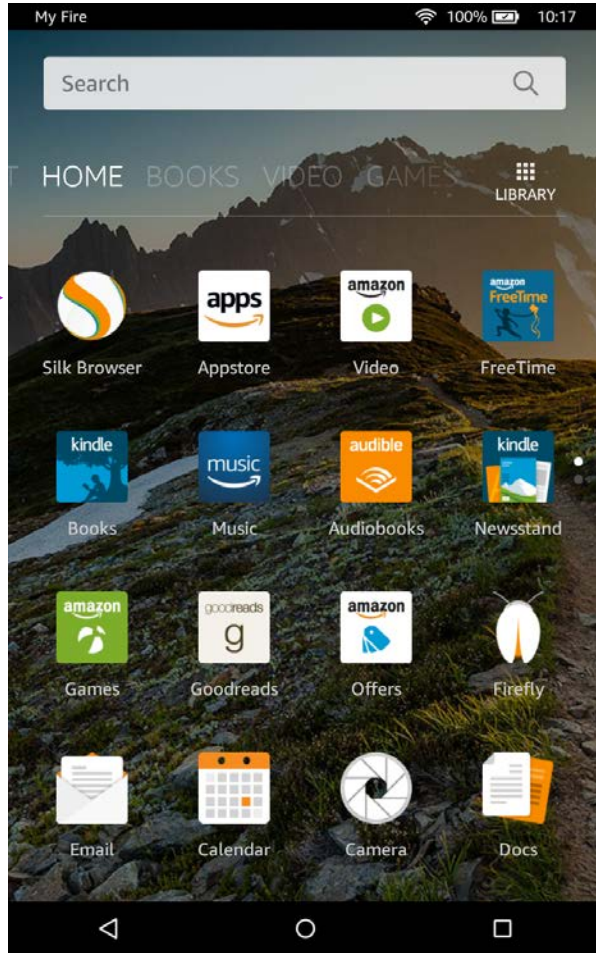
Settings: Allow Unknown Sources



Download from
tiny.cc/unity-remote



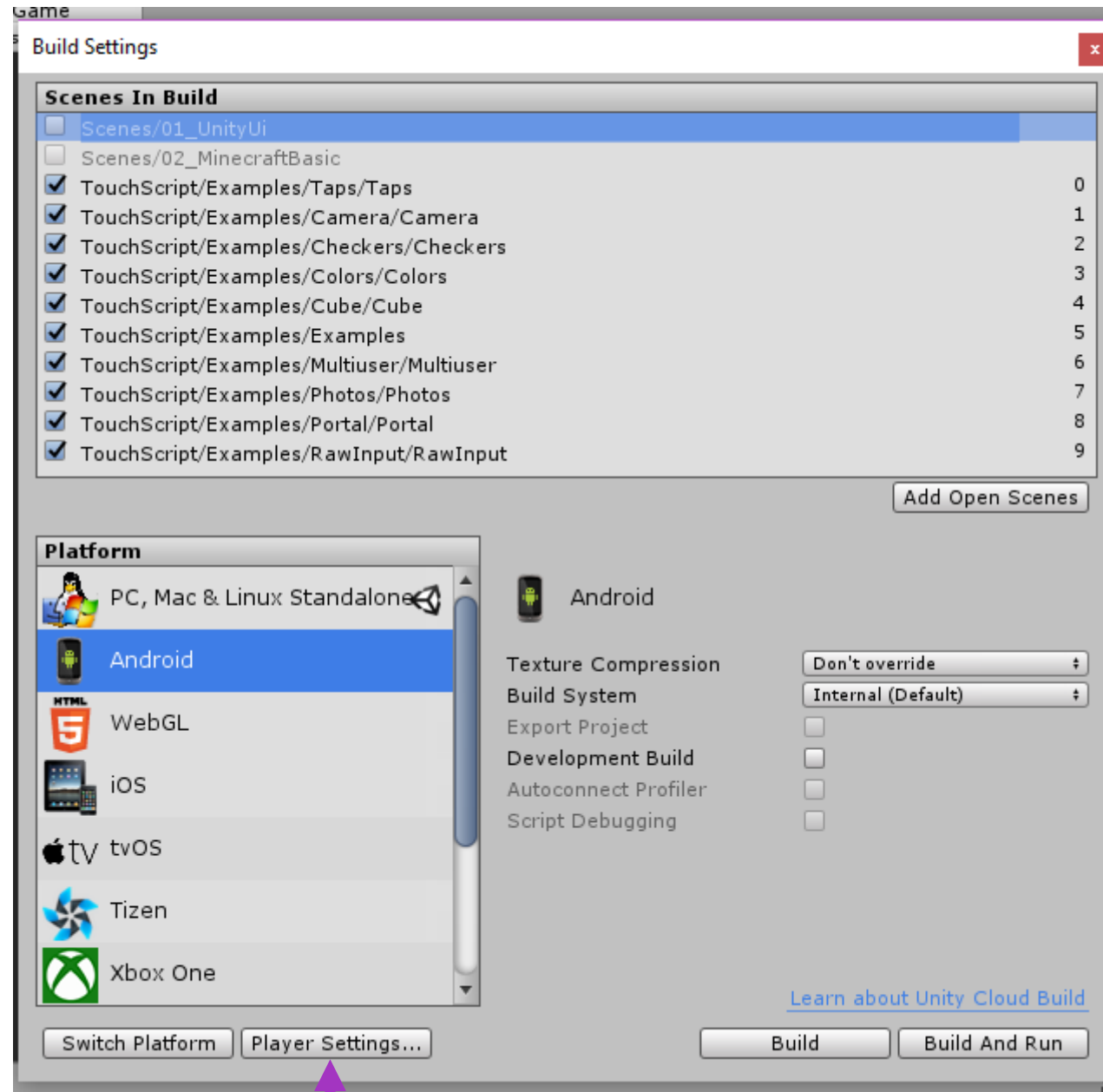
Open
Browser



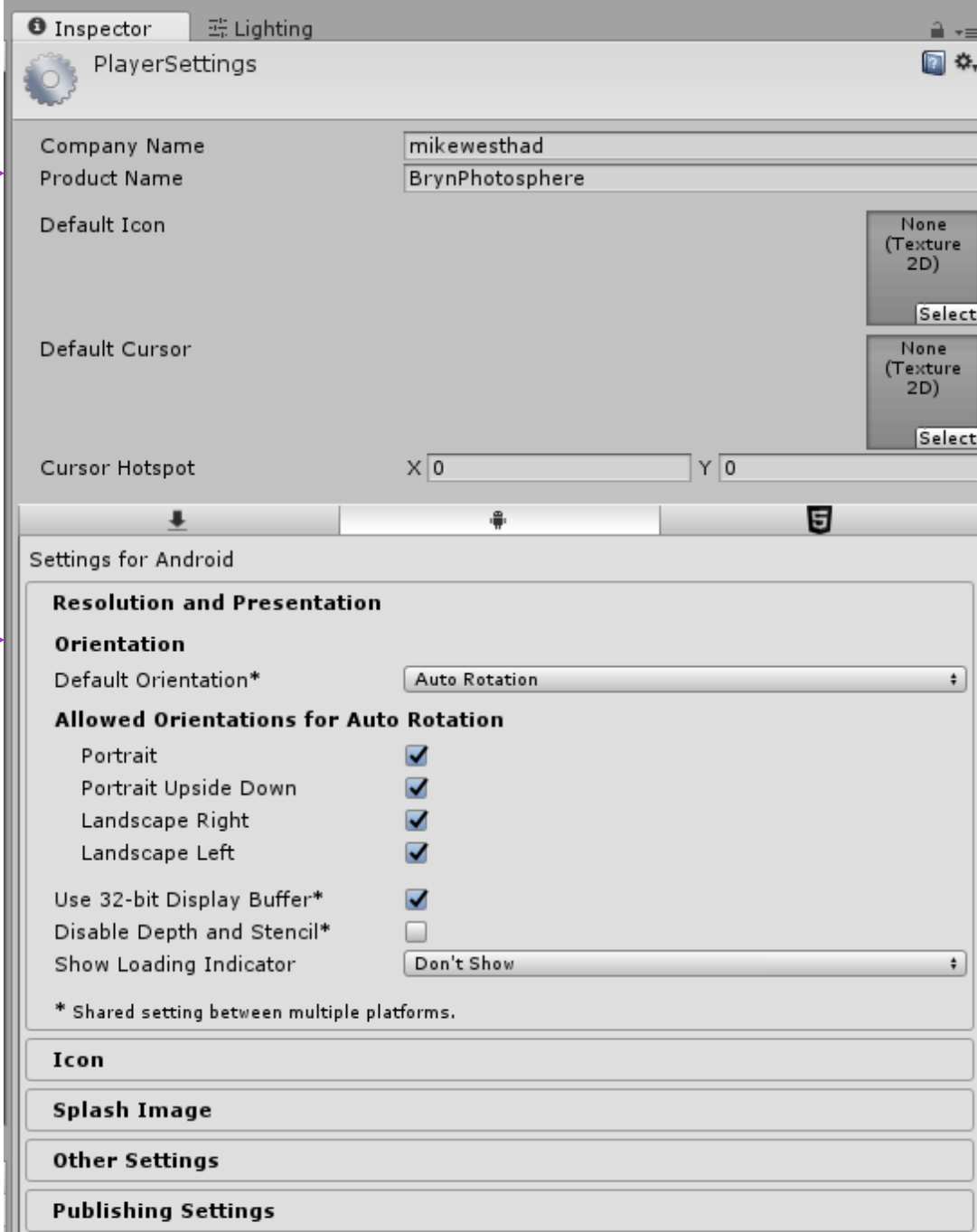
Open
APK



Player Settings



Name of App →



Inspector Lighting

PlayerSettings

Company Name mikewesthad

Product Name BrynPhotosphere

Default Icon None (Texture 2D) Select

Default Cursor None (Texture 2D) Select

Cursor Hotspot X 0 Y 0

Settings for Android

Resolution and Presentation

Orientation

Default Orientation* Auto Rotation

Allowed Orientations for Auto Rotation

Portrait ☒

Portrait Upside Down ☒

Landscape Right ☒

Landscape Left ☒

Use 32-bit Display Buffer* ☒

Disable Depth and Stencil* ☐

Show Loading Indicator Don't Show

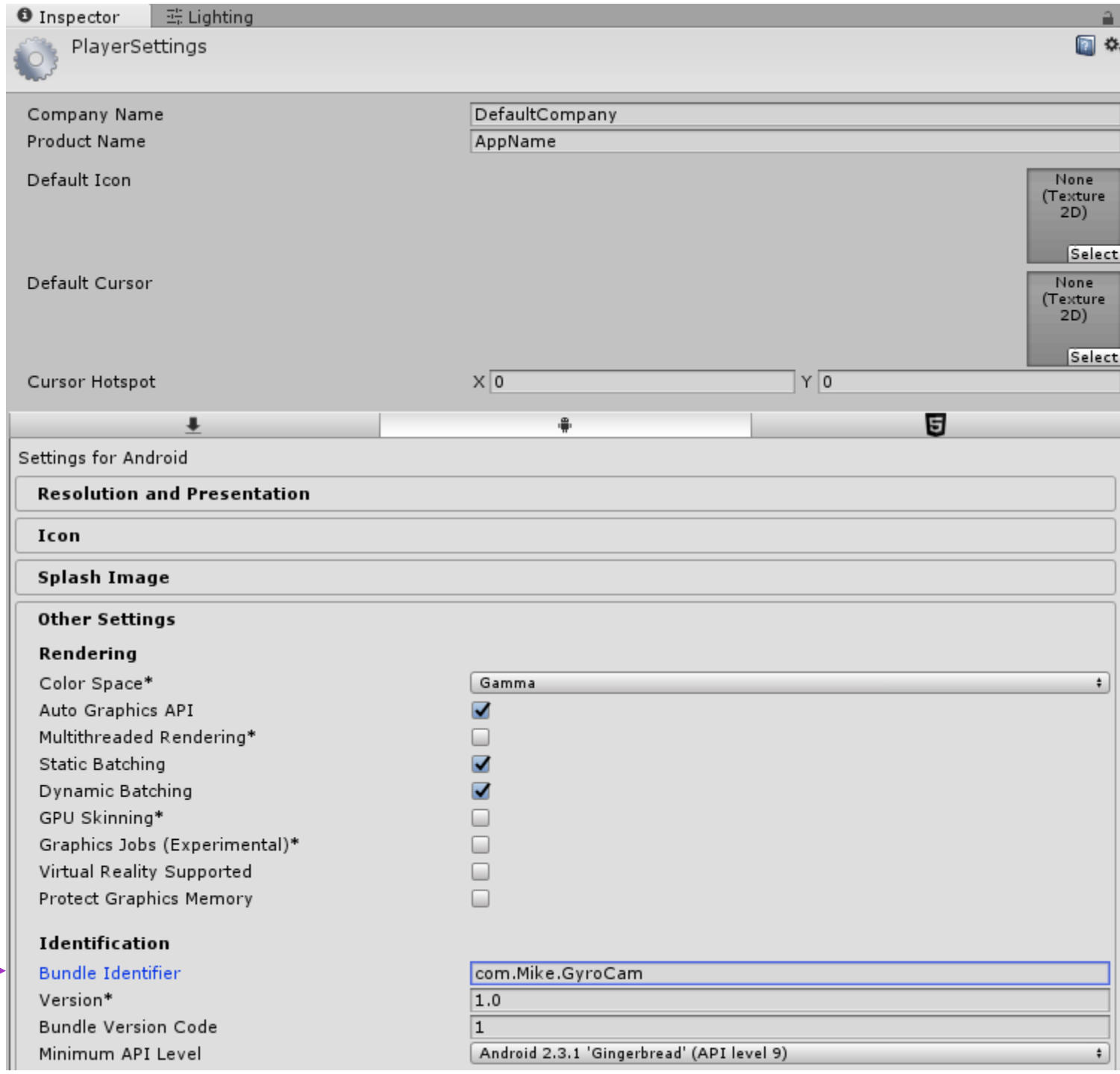
* Shared setting between multiple platforms.

Icon

Splash Image

Other Settings

Publishing Settings



Resolution

Game

16:10 Landscape (16:10) ▾ Scale

Free Aspect

Remote (Not Connected) (10x10)

HVGA Portrait (320x480)

HVGA Landscape (480x320)

WVGA Portrait (480x800)

WVGA Landscape (800x480)

FWVGA Portrait (480x854)

FWVGA Landscape (854x480)

WSVGA Portrait (600x1024)

WSVGA Landscape (1024x600)

WXGA Portrait (800x1280)

WXGA Landscape (1280x800)

3:2 Portrait (2:3)

3:2 Landscape (3:2)

16:10 Portrait (10:16)

✓ 16:10 Landscape (16:10)

Add

Label

Samsung S6

Type

Aspect Ratio ▾

Width & Height

2560

1440

Samsung S6 (2560:1440)

Cancel

OK

Mobile Inputs



Mobile Inputs

- Touch
 - Including tracking multiple fingers or pressure
 - By default, the first touch emulates mouse input
- Accelerometer
 - Measures linear acceleration, e.g. shaking
- Gyroscope
 - Measures angular acceleration, e.g. orientation of device
- Compass
- GPS location
- Documentation:
 - docs.unity3d.com/Manual/MobileInput.html
 - docs.unity3d.com/ScriptReference/Input.html