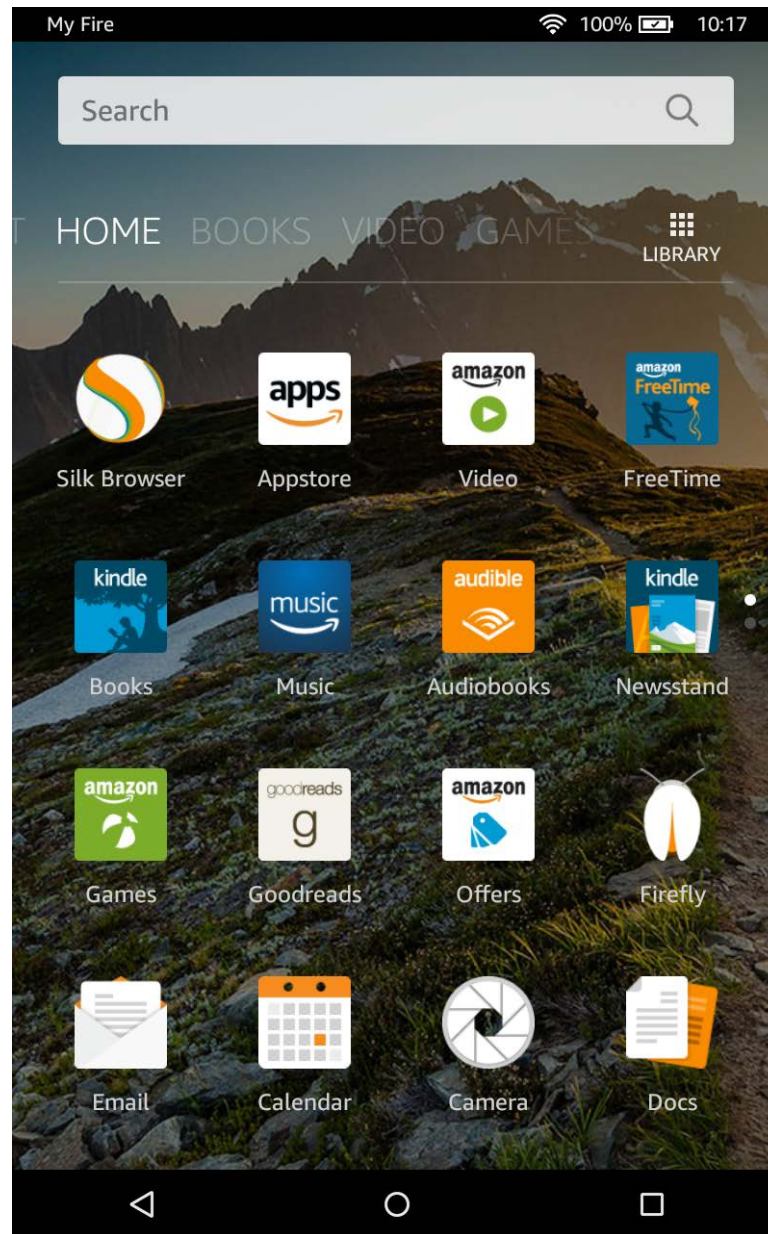


# Fire Setup

# Fire Setup

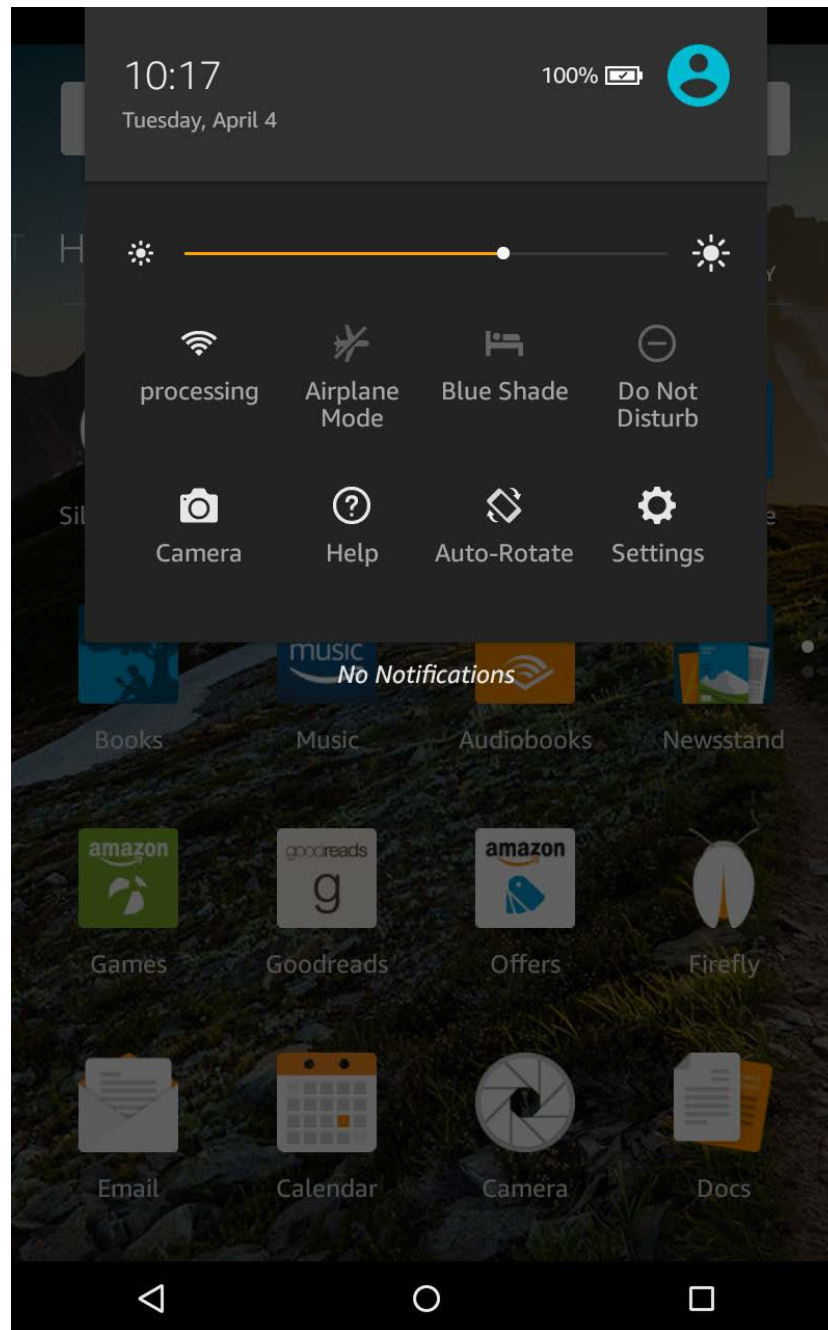
- Register with your amazon account
- Connect to the [UIC Wifi](#)
- Install the latest operating system:
  - Settings -> Device Options -> System Updates



Back

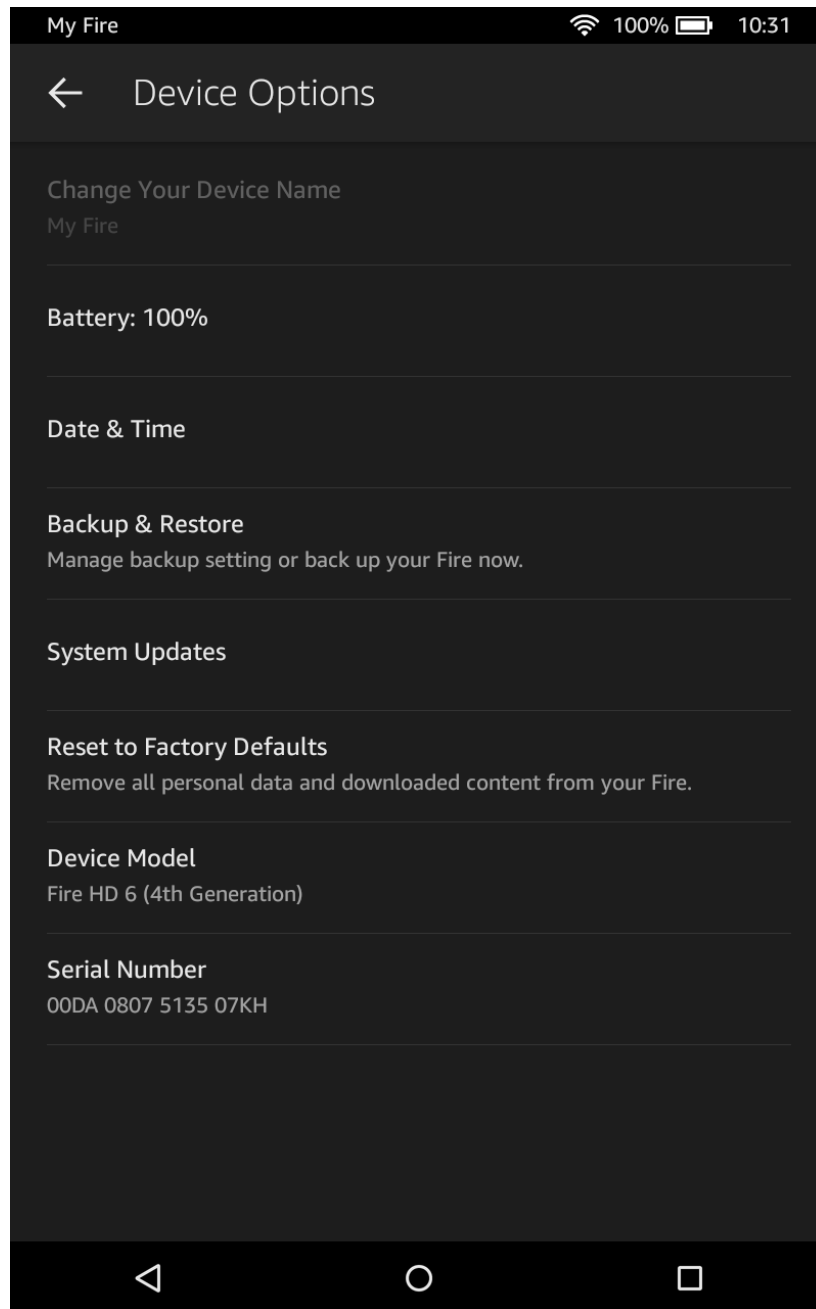
Home

Windows



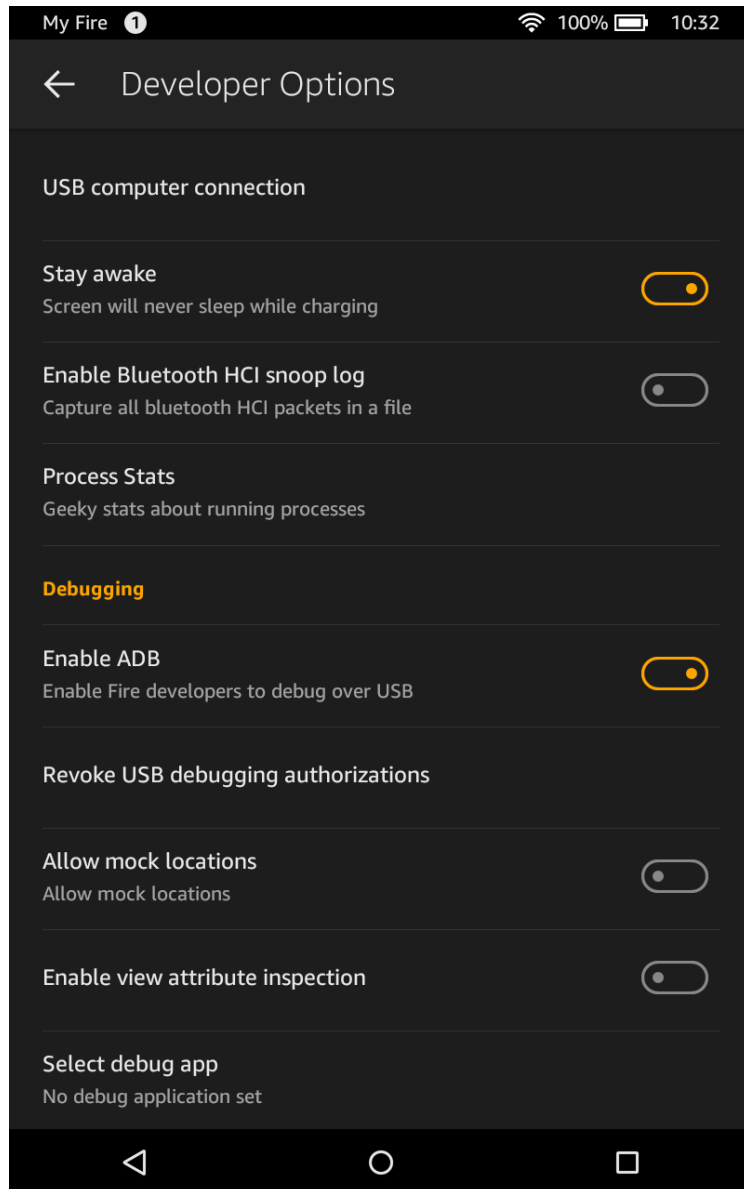
Swipe down from top to  
access notifications  
and settings

Enable USB Debugging



## Enable Developer Options:

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



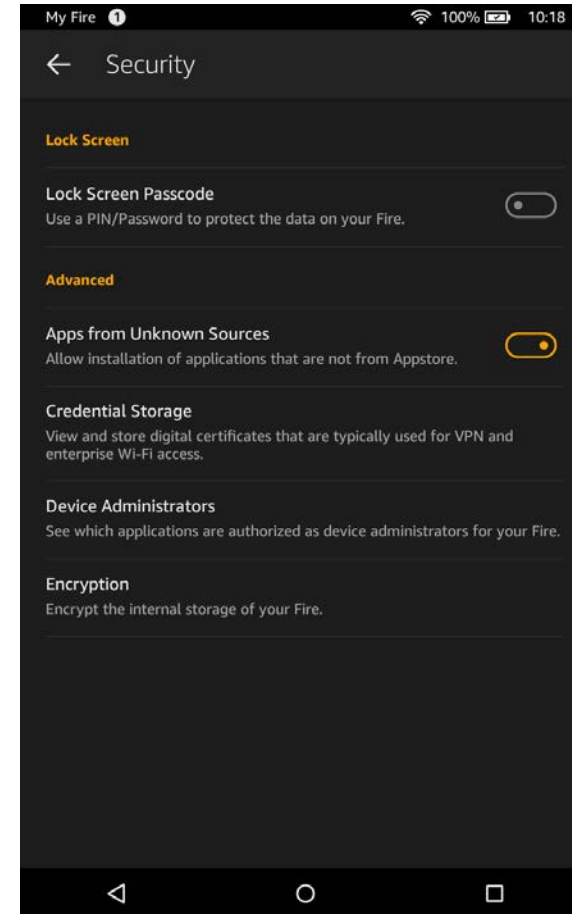
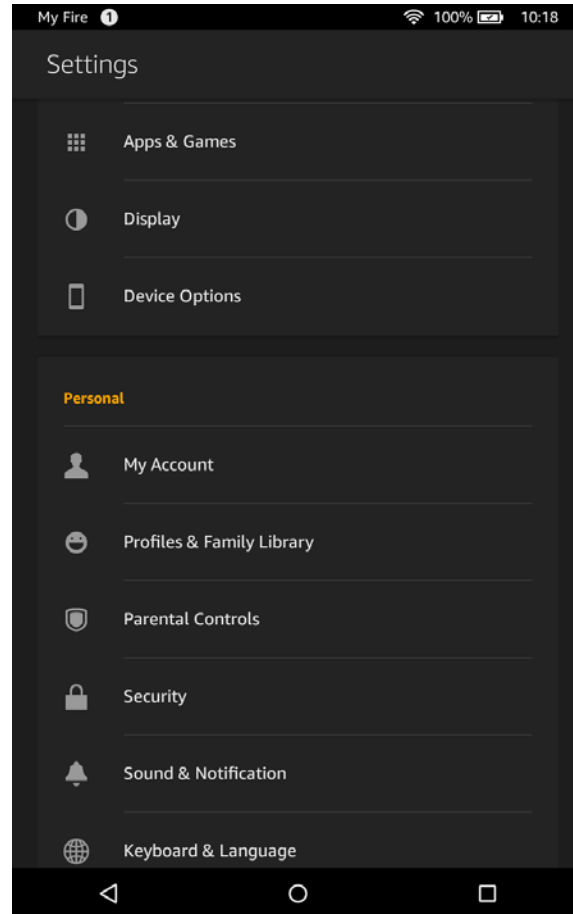
## Developer Options Menu:

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

# Installing Unity Remote 5



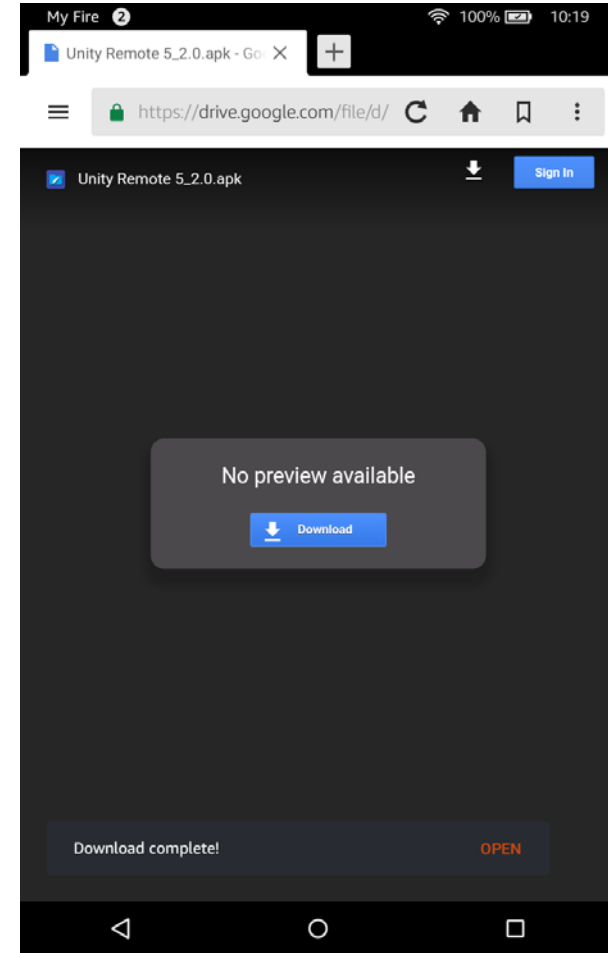
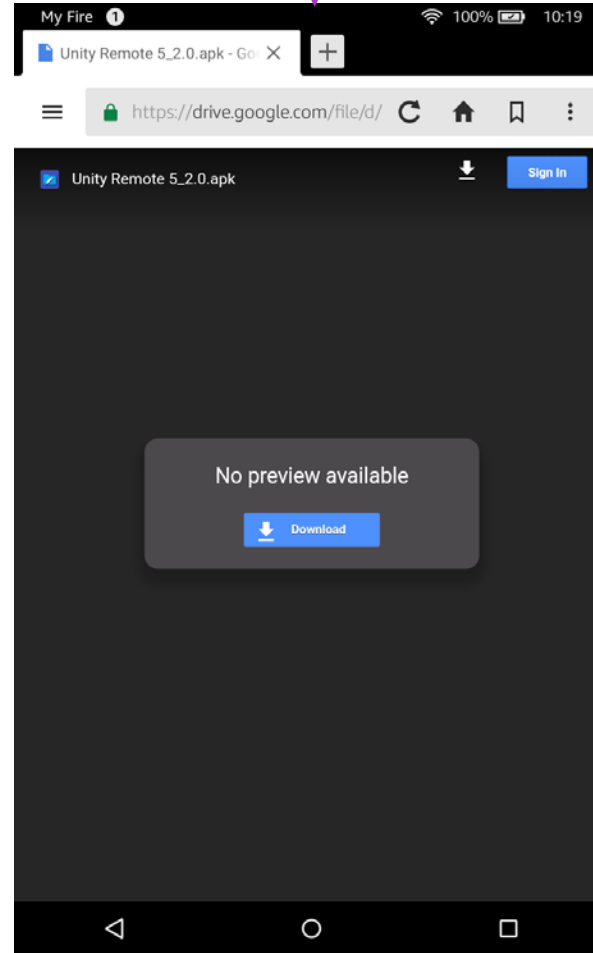
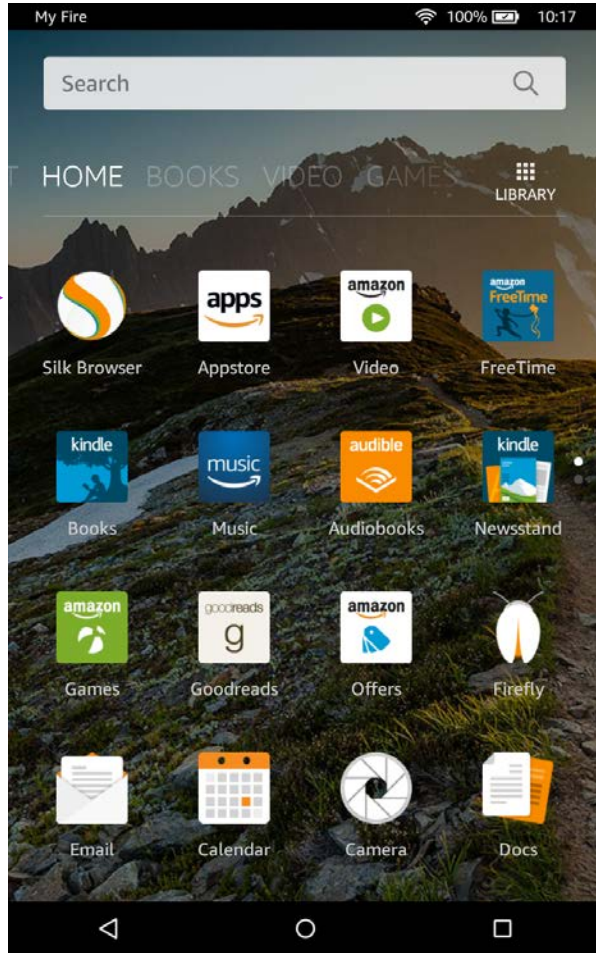
# Settings: Allow Unknown Sources



Download from  
tiny.cc/unity-remote



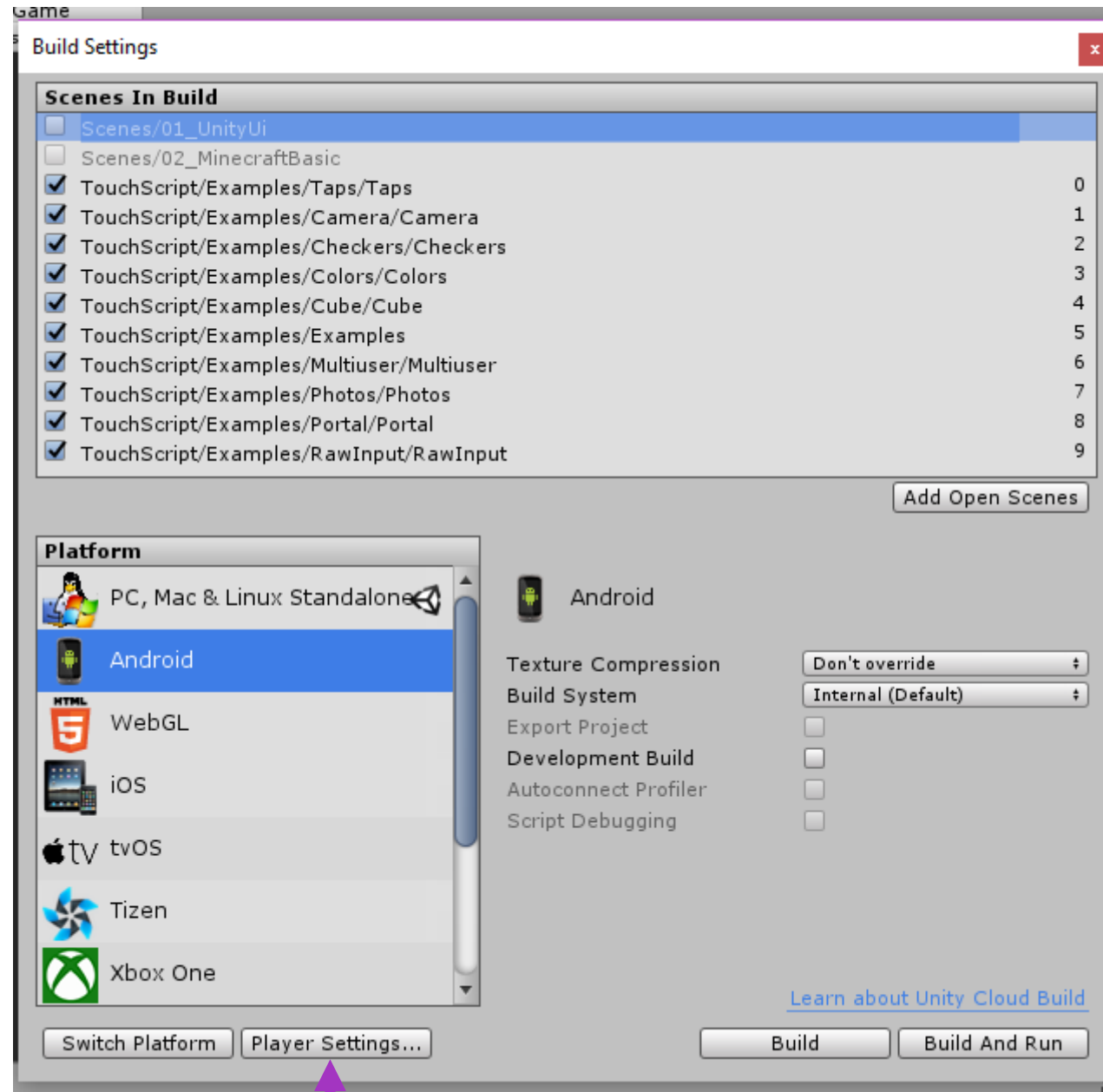
Open  
Browser



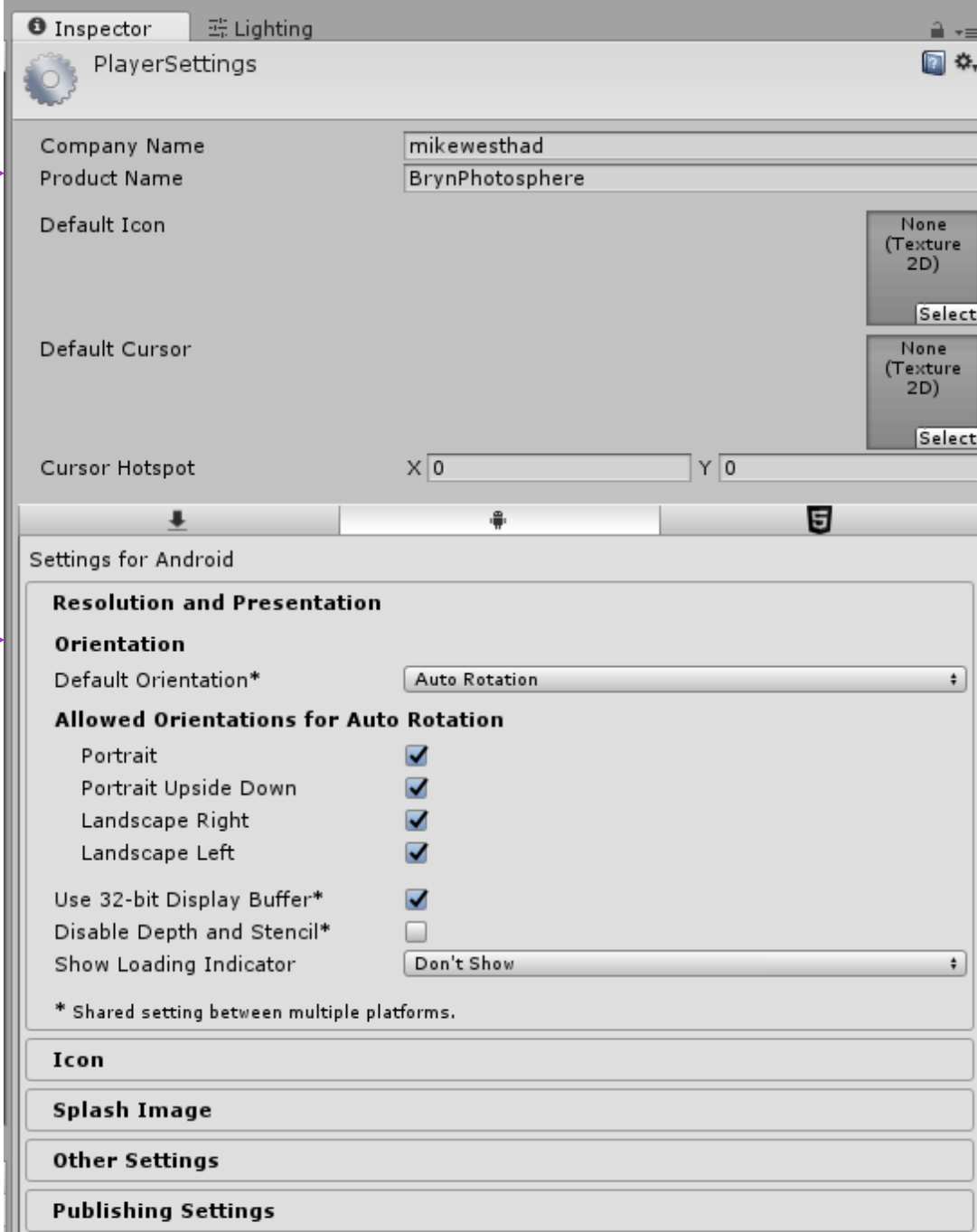
Open  
APK



# 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**



Inspector

Lighting

PlayerSettings

Company Name

DefaultCompany

Product Name

AppName

Default Icon

None (Texture 2D)  
Select

Default Cursor

None (Texture 2D)  
Select

Cursor Hotspot

X 0

Y 0

Settings for Android

Resolution and Presentation

Icon

Splash Image

Other Settings

Rendering

Color Space\*

Gamma

Auto Graphics API

☒

Multithreaded Rendering\*

☐

Static Batching

☒

Dynamic Batching

☒

GPU Skinning\*

☐

Graphics Jobs (Experimental)\*

☐

Virtual Reality Supported

☐

Protect Graphics Memory

☐

Identification

Bundle Identifier

com.Mike.GyroCam

Version\*

1.0

Bundle Version Code

1

Minimum API Level

Android 2.3.1 'Gingerbread' (API level 9)



# 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](https://docs.unity3d.com/Manual/MobileInput.html)
  - [docs.unity3d.com/ScriptReference/Input.html](https://docs.unity3d.com/ScriptReference/Input.html)