

Introduction

The HockeyAppUnity-Android plugin implements support for using HockeyApp in your Unity-Android builds. It easily lets you keep track of crashes that have been caused by your scripts or native Java code.

Requirements (Version 1.0.4)

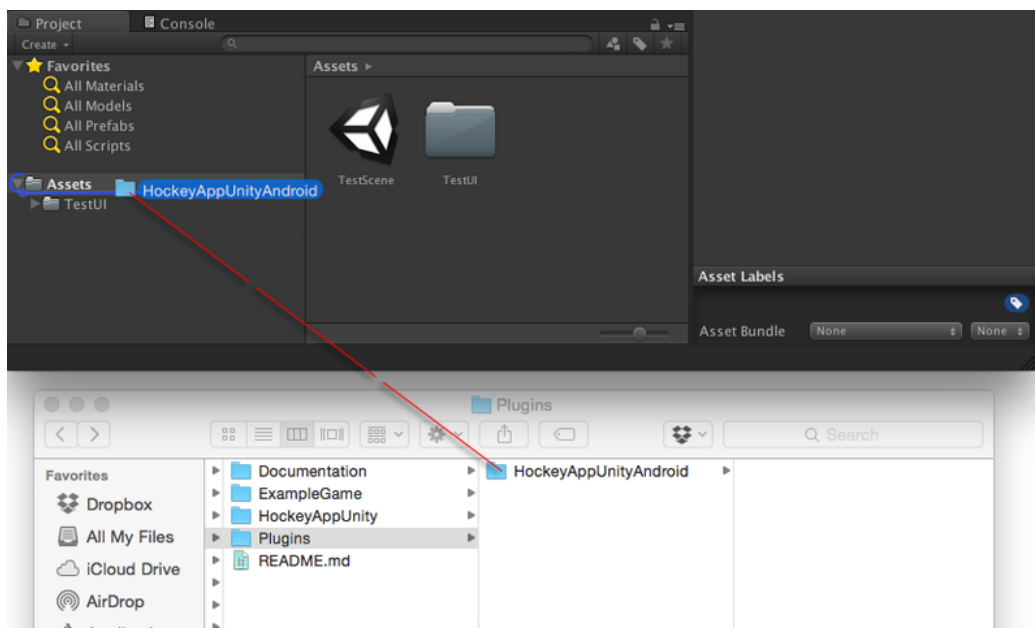
- Unity 5.0 or newer (SDK versions with Unity 4 support can be found at the [Unity Asset Store](#) or by switching to the appropriate release branch on GitHub).
- Android 2.1 or newer.

Installation & Setup

The following steps illustrate how to integrate the HockeyAppUnity-Android plugin:

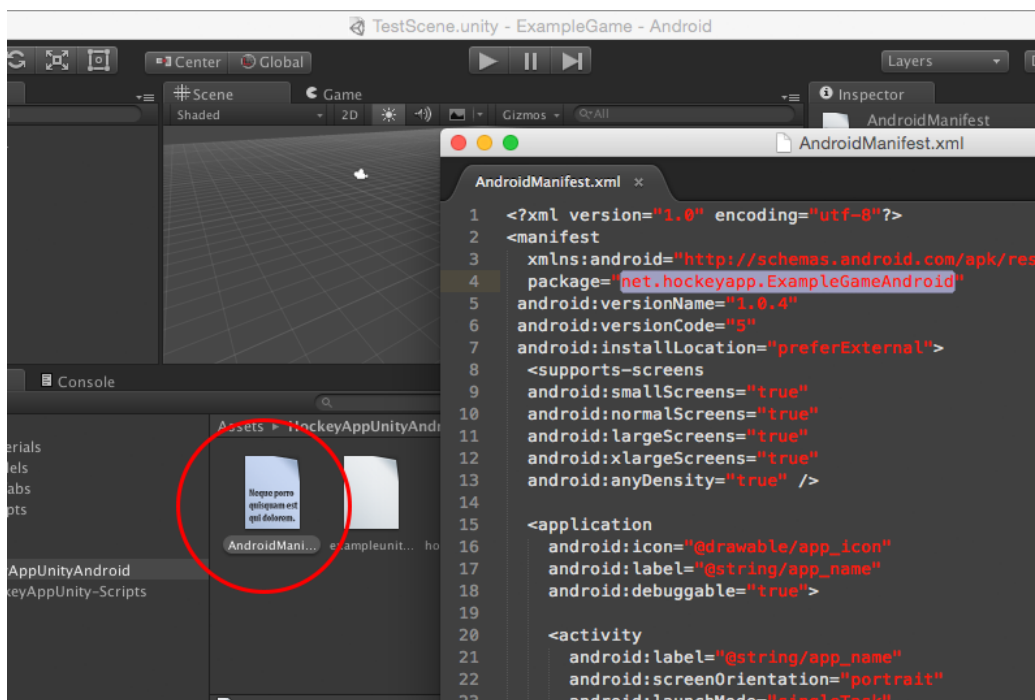
1) Import plugin

Copy the **HockeyAppUnityAndroid** folder into the **Assets** directory of your Unity project Unity



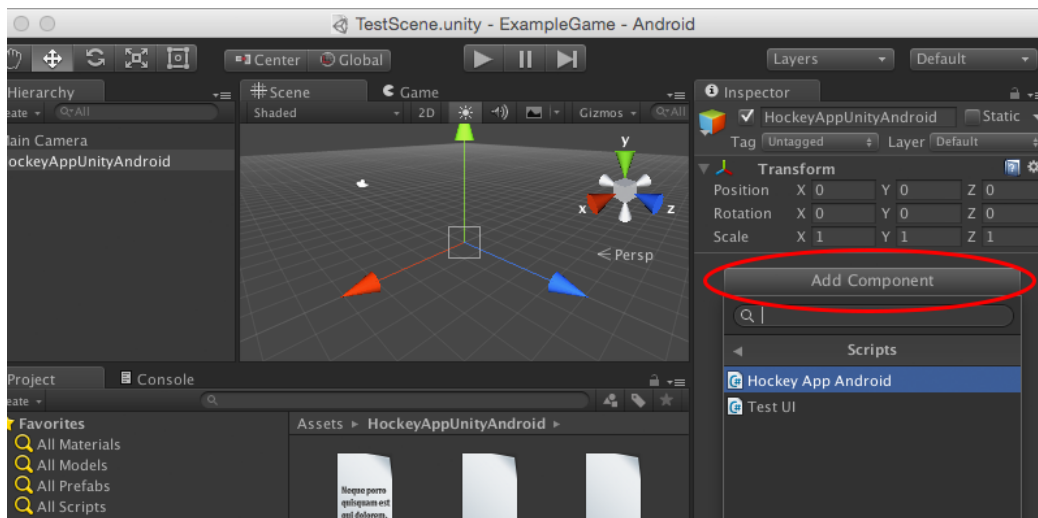
2) Modify AndroidManifest.xml

Change the value for **package** inside the AndroidManifest.xml
(Assets/HockeyAppUnityAndroid) to the package identifier of your project.



3) Create plugin-GameObject

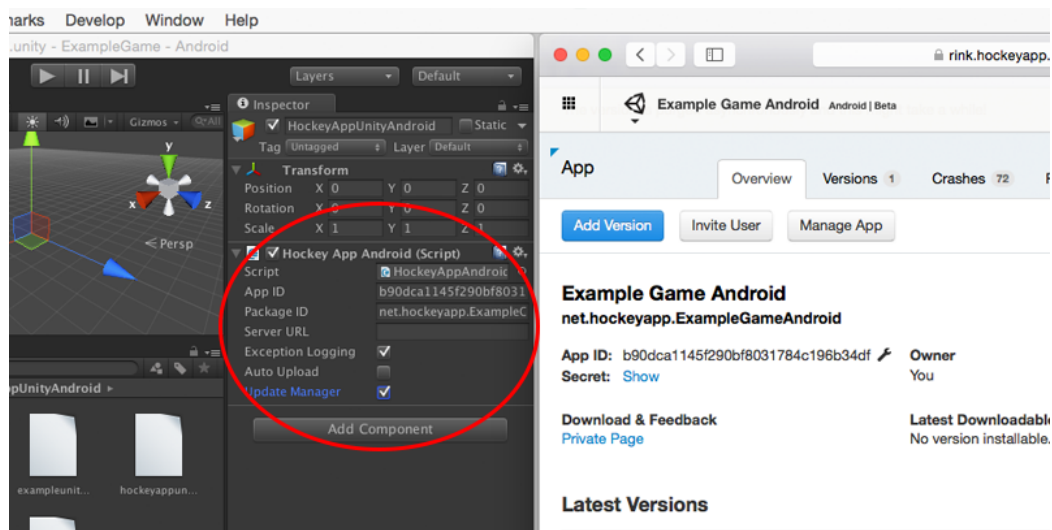
Create an empty game object (*GameObject -> Create Empty*) and add the **HockeyAppAndroid.cs** as one of its components.



Select the game object in the **Hierarchy** pane and fill in the App ID provided by HockeyApp (Inspector window). You will also have to enter a package identifier: Make sure that **Package ID** equals the package name of your HockeyApp app. If you have your own server instance, please type in its url (**Server URL**). In most cases this field should be left blank.

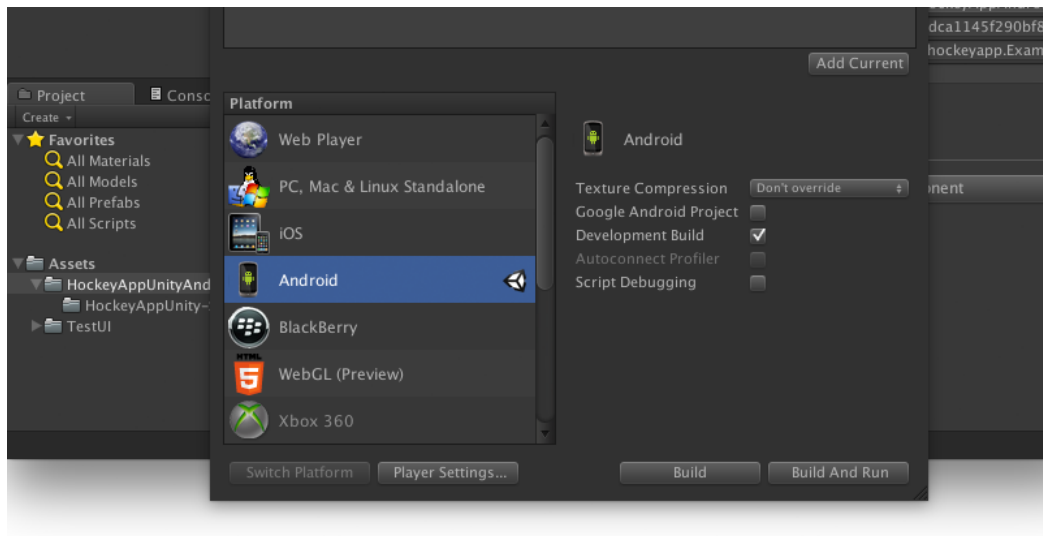
If you want to get more precise information about exceptions in your Unity scripts you can also check the **Exception Logging** property.

The **Auto Upload** option defines if the crash reporting feature should send crash reportings automatically without asking the user. If users should be informed about app updates from inside your app, please make sure that **Update Manager** is checked, too.



4) Configure build settings

You are now ready to build the project: Select **File -> Build Settings...** and switch to **Android** in the platform section. Check **Development Build** (see Build Settings section).



That's it: Build your app / Android project as usual.

Build Settings

The **Development Build** option affects the exception handling in C#. You will get a crash report in any case, but the data quality differs. It is recommend to enable it for alpha and beta builds, but to disable this option for production.

Disabled Development Build:

```
IndexOutOfRangeException: Array index is out of range.  
    at (wrapper stelemref) object:stelemref (object,intptr,  
object)  
    at TestUI.OnGUI ()
```

Enabled Development Build:

```
IndexOutOfRangeException: Array index is out of range.  
    at (wrapper stelemref) object:stelemref (object,intptr,  
object)  
    at TestUI.OnGUI () (at /Users/name/Documents/Workspace/  
HockeyAppUnity-Android/ExampleGame/Assets/TestUI/TestUI.cs:  
67)
```

Examples

Feedback Form

The HockeyApp feedback form can be presented as follows:

```
// Get the current activity object  
AndroidJavaClass unityPlayer = new AndroidJavaClass("com.un  
ity3d.player.UnityPlayer");  
AndroidJavaObject currentActivity = unityPlayer.GetStatic<A  
ndroidJavaObject>("currentActivity");  
  
// Get the plugin  
AndroidJavaClass plugin = new AndroidJavaClass("net.hockeya  
pp.unity.HockeyUnityPlugin");  
  
// Show the feedback form  
plugin.CallStatic("startFeedbackForm", <YOUR-HOCKEY-APP-ID>  
, currentActivity);
```

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The Hockey SDK is provided under the following license:

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The following classes are based on code from the project android-remote-stacktrace:

- Constants
- CrashManager
- ExceptionHandler

Source: <http://code.google.com/p/android-remote-stacktrace/>

The original license of these classes is:

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