Introduction

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

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Requirements (Version 1.0.5)

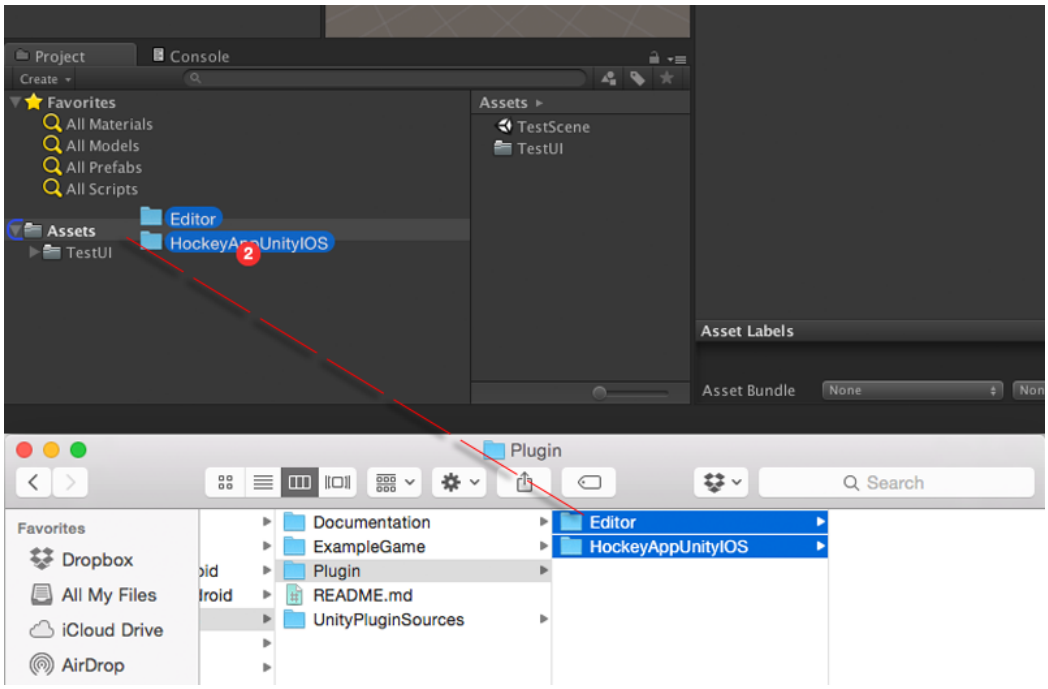
- Changelog
- Unity 5.0 or newer (SDK versions with Unity 4 support can be found at the Unity Asset Store or by switching to the appropriate release branch on GitHub).
- iOS 6.0 or newer.

Installation & Setup

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

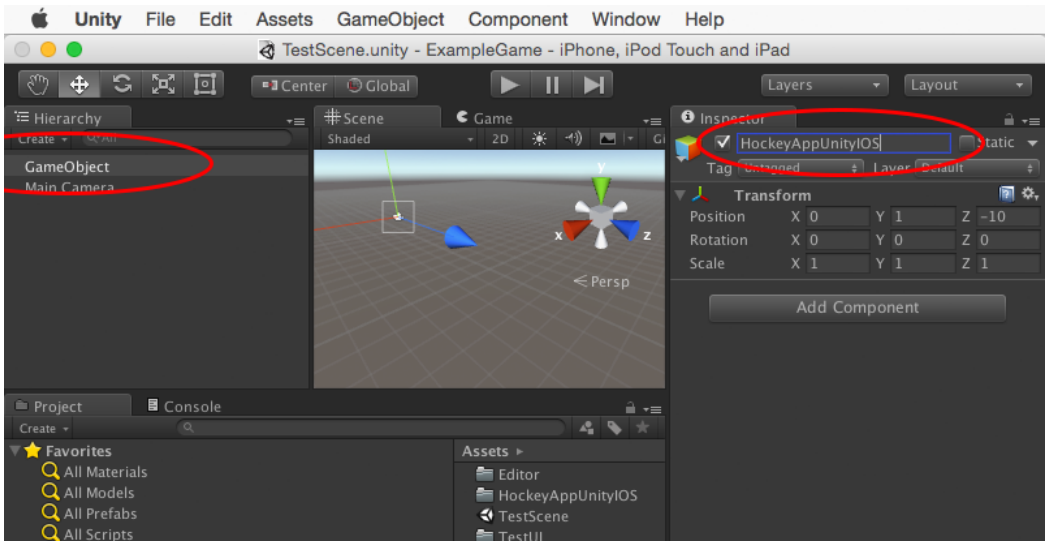
1) Import plugin

Copy the **HockeyAppUnityIOS** folder as well as the **Editor** folder into the **Assets** directory of your Unity project. Both folders are subdirectories of the **Plugin** folder.

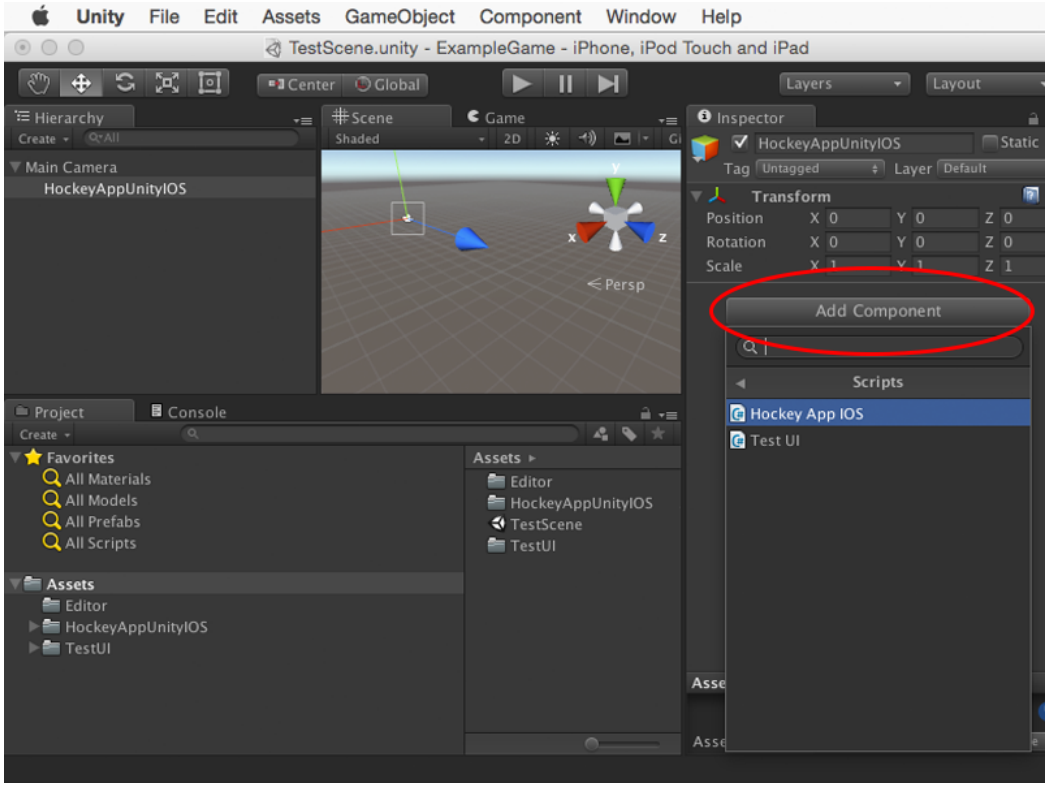


2) Create plugin-GameObject

Create an empty game object (*GameObject -> Create Empty*) and rename it (*HockeyAppUnityIOS*).

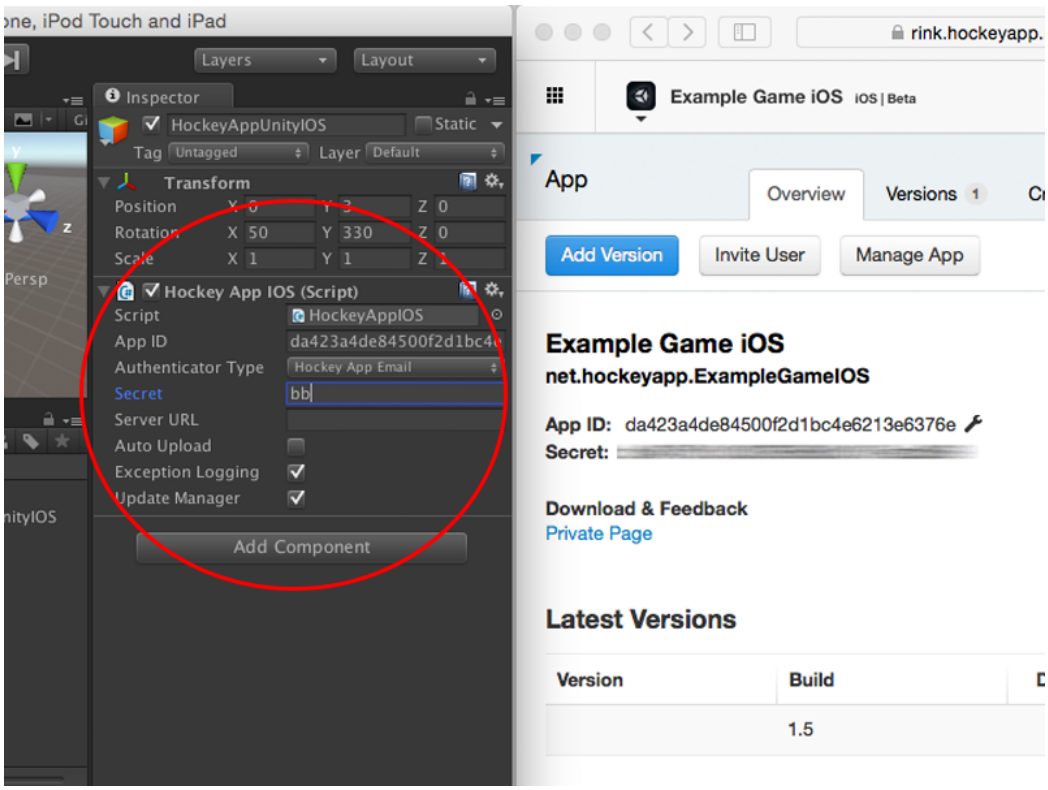


Add the **HockeyAppIOS.cs** as a component of your new created gameobject.



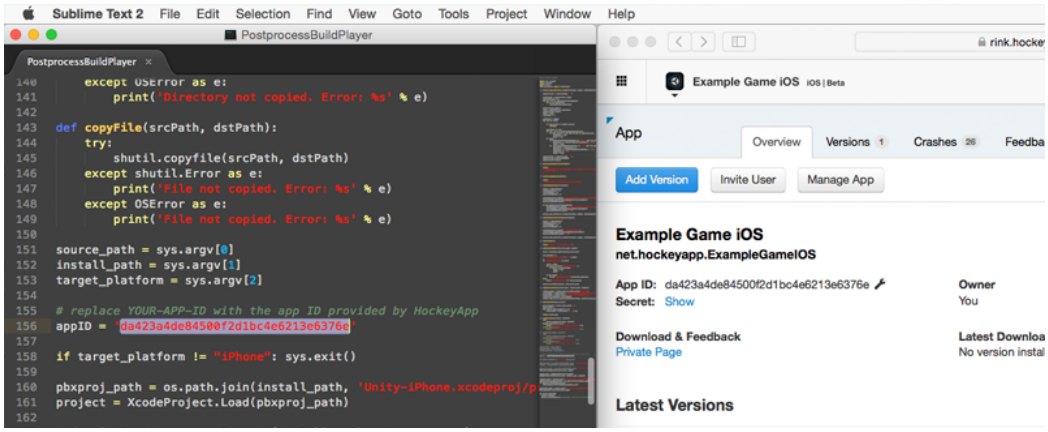
Select the game object in the **Hierarchy** pane and fill in some additional informations inside the Inspector window.

- **App ID** - the app ID provided by HockeyApp
- **Secret** - the secret provided by HockeyApp (only for authentication using email address)
- **Authenticator Type** - an authentication type (see Authenticating Users on iOS). By default **BITAuthenticatorIdentificationTypeAnonymous** will be used.
- **Server URL** - if you have your own server instance, please type in its url. In most cases this field should be left blank.
- **Exception Logging** - by checking this option you will get more precise information about exceptions in your Unity scripts
- **Auto Upload** - this option defines if the crash reporting feature should send crash reportings automatically without asking the user.
- **Update Manager** - ckeck this option if users should be informed about app updates from inside your app



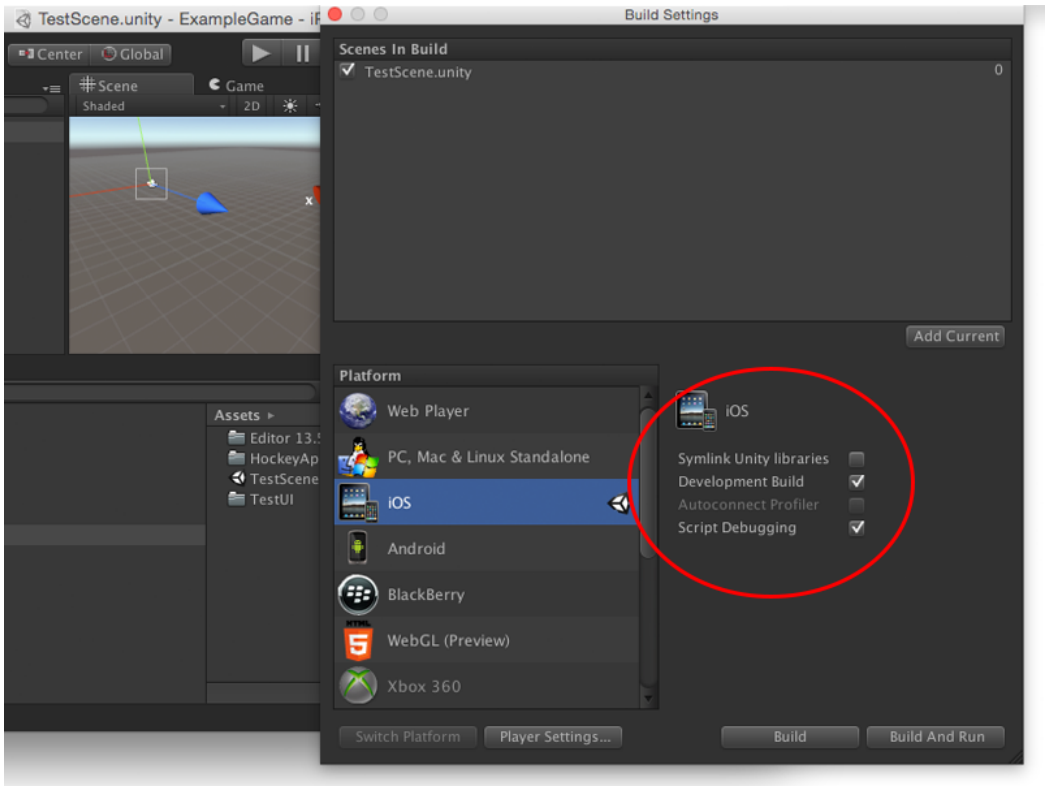
3) Modify post process script

Open PostProcessBuildPlayer (*Editor/PostProcessBuildPlayer*) and modify line 156:

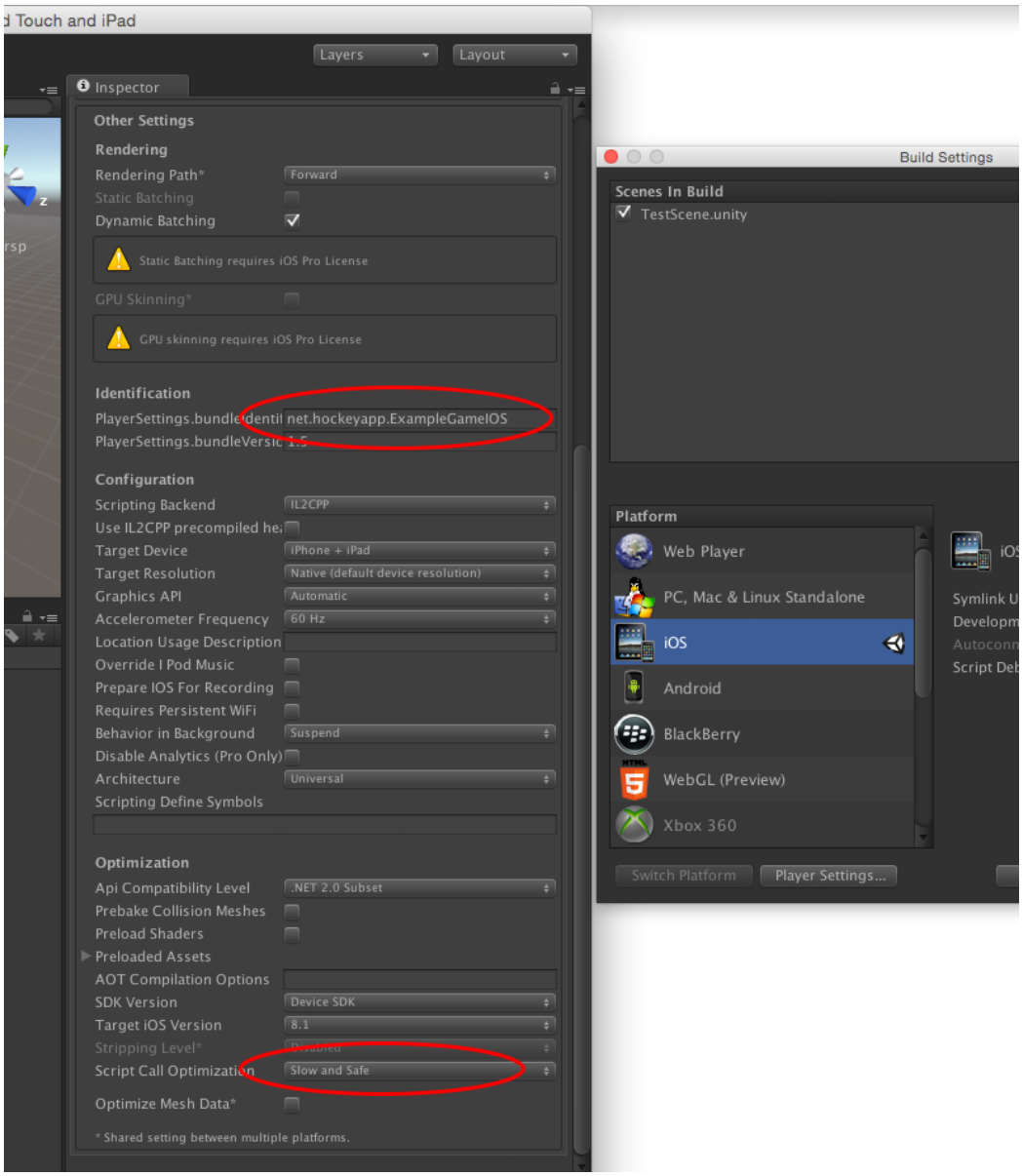


4) Configure build settings

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



Open the player settings and make sure that **Bundle identifier** (*Other settings -> Identification*) equals the bundle identifier of the app on HockeyApp (*Manage App -> Basic Data*).



If you want to enable exception logging, please also select *Other settings -> Optimization -> Slow and safe* as well. Otherwise all exceptions will result in an app crash.

Press the **Build** button. You can now build and run your app.

Build Settings

The **Development Build** and **Script Debugging** options affect the exception handling in C#. You will get a crash report in any case, but the data quality differs. It is recommend to enable those options for alpha and beta builds, but

to disable them for production.

Disabled Development Build, Disabled Script Debugging:

Apple-style crash report for those exception types that cause a crash.

Enabled Development Build, Disabled Script Debugging

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

Enabled Development Build, Enabled Script Debugging:

```
IndexOutOfRangeException: Array index is out of range.
    at (wrapper stelemref) object:stelemref (object,intptr,
object)
    at TestUI.OnGUI () (at /Users/name/Documents/Workspace/
HockeySDK-Unity-iOS/ExampleGame/Assets/TestUI/TestUI.cs:73)
```

Examples

Feedback Form

In order to provide your users with a feedback form, please define the following extern method in your C# script:

```
[DllImport("__Internal")]
private static extern void HockeyApp_ShowFeedbackListView()
;
```

After that you can show the feedback form as follows:

```
HockeyApp_ShowFeedbackListView();
```

Troubleshooting

If you have any problems with compiling the exported xCode projects, please check the following points:

Libraries group

After exporting your Unity project, your xCode project should now contain the following files:

- **libHockeyAppUnity.a** & **HockeyAppUnityWrapper.m** (*Libraries/HockeyAppUnityIOS/*)
- **HockeySDKResources.bundle** (*Frameworks/HockeyAppUnityIOS/*)

If not, compiling your project will lead to different errors, e.g.

```
Undefined symbols for architecture armv7:
  "_OBJC_CLASS_$_HockeyAppUnity", referenced from:
    objc-class-ref in HockeyAppUnityWrapper.o
    objc-class-ref in UnityAppController.o
    objc-class-ref in UnityAppController+ViewHandling.o
ld: symbol(s) not found for architecture armv7
clang: error: linker command failed with exit code 1 (use -
v to see invocation)
```

or

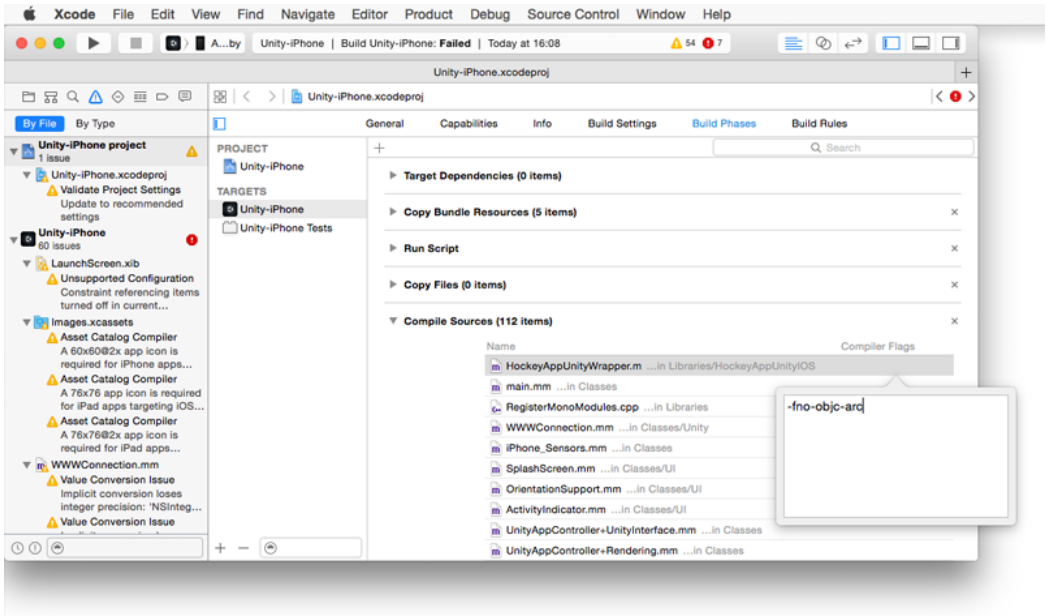
```
ld: warning: directory not found for option '-L"/Path/to/pr
oject/Libraries"'
Undefined symbols for architecture armv7:
  "_HockeyApp_StartHockeyManager", referenced from:
      RegisterMonoModules() in RegisterMonoModules.o
  "_HockeyApp_ShowFeedbackListView", referenced from:
      RegisterMonoModules() in RegisterMonoModules.o
  "_HockeyApp_GetBundleIdentifier", referenced from:
      RegisterMonoModules() in RegisterMonoModules.o
  "_HockeyApp_GetAppVersion", referenced from:
      RegisterMonoModules() in RegisterMonoModules.o
ld: symbol(s) not found for architecture armv7
clang: error: linker command failed with exit code 1 (use -
v to see invocation)
```

Please note that Unity only copies those files if you import them correctly. Go

back to your Unity project – the files should be located at *Assets/Plugins/iOS*.

Errors in HockeyAppUnityWrapper.m

If your Xcode gives you several errors for HockeyAppUnityWrapper.m, you'll have to set the `-fno-objc-arc` compiler flag under *Build Phases -> Compile Sources*



PostprocessBuildPlayer

A lot of errors may occure if the **PostprocessBuildPlayer** file is not in the right directory of your Unity project. This file does some configuration to make the plugin work out of the box. It should be located at *Assets/Editor* of your Unity project.

Authentication type not working

Please open the **PostprocessBuildPlayer** file and make sure that it has been modified correctly (see Modify post process script).

The **info.plist** of your xCode project should contain the key **URL types** with your app ID as value of one of its children.

Furthermore, the following lines of code

```
if([HockeyAppUnity handleOpenURL:url sourceApplication:sour
ceApplication annotation:annotation]){
    return YES;
}
```

should be part of the method

```
- (BOOL)application:(UIApplication*)application openURL:(NS
URL*)url sourceApplication:(NSString*)sourceApplication ann
otation:(id)annotation
```

inside the class *Classes/UnityAppController.mm*.

Crash reporting / Feedback form / Update Manager not working

If the project compiles just fine but none of the features seem to work, please check the class *Classes/UI/UnityAppController+ViewHandling.mm*.

The last line of the method

```
- (void)showGameUI
```

should be

```
[HockeyAppUnity sendViewLoadedMessageToUnity];
```

This might also happen if you forgot to put the app ID inside the script form of the Unity project (see Create plugin-GameObject).

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