

AUP Android Info Scanner 2.0.3

Android plugin to help you access device information in Unity.

Only works with Unity3D 2019 version, 64-bit ready and targets Android API 28

Android SDK version

Android minSdkVersion 16

Android targetSdkVersion 28

Android compileSdkVersion 28

How to use

Step 1:

Buy it from Asset Store

<https://assetstore.unity.com/packages/tools/integration/android-info-scanner-44553>

Step 2:

Download and import it to your Unity3D project

Step 3:

Download all the required 3rd Party .aar files from this link

https://drive.google.com/drive/folders/1KbAJJZG5s4Vm9nl1nx5As7ydAU_bi2lQ?usp=sharing

Uncompress it and then you will see these files

.aar Files

appcompat-v7-23.0.1.aar

core-1.1.0.aar

play-services-base-9.2.1.aar

play-services-basement-9.2.1.aar

play-services-games-9.2.1.aar

If you see this jar files, you don't have to use it, just use this aar files

universal-image-loader-1.9.5.jar

Step 4:

Place appcompat-v7-23.0.1.aar,

core-1.1.0.aar,play-services-base-9.2.1.aar,play-services-basement-9.2.1.aar,

and play-services-games-9.2.1.aar files inside "**Assets/Plugins/Android**" Directory

Step 5:

Inside Unity3d go to File Menu, Build Settings and then select player settings and look for other settings and change the bundle identifier to your game or app bundle identifier for ex. com.mycoolstudio.awesomegame

Step 6:

On Build Settings switch platform to android platform

Step 7:

Inside Unity3d in your Project hierarchy go to "**Assets/AndroidUltimatePlugin/Scenes**" and open the Demo scene

Step 8:

Inside Unity3d go to File Menu, Build Settings and then make sure that you added Demo Scene

Step 9:

Inside Unity3d go to File Menu, Build Settings and then select Build and Run

Step 10:

Wait for the build and then test the demo application

Note: our plugin will auto ask for permissions when using it, when the user didn't allow the permission it will auto close the app

Giving permissions manually

<https://www.gigadrillgames.com/2019/04/21/give-an-android-application-permission-manually/>

Demo APK, install and try it 1st

https://drive.google.com/file/d/1HDpBzNh_S_QmDz-d13q6iQd-7pZfKbzX/view?usp=sharing

Live Game Demo

This game is using Android Ultimate plugin and it is already in 64-bit requirements by Google Play Store. You must use IL2CPP (Scripting Back end) and ARM64 (Target Architecture) to support 64-bit requirement of Google Play Store

Finger VS Bugs

<https://play.google.com/store/apps/details?id=com.gigadrillgames.fingervsants>

How to remove and add permissions?

To add or remove permissions please check the Android Manifest file inside

Assets/Plugins/Android/aup/AndroidManifest.xml

you can remove permissions if you want but we suggest to just let this permissions for test purposes

For more Details:

<http://www.gigadrillgames.com/android-ultimate-plugin/>

Tutorials

<http://www.gigadrillgames.com/2015/07/26/list-of-tutorials-for-android-ultimate-plugin/>

Frequently Asked Questions

<http://www.gigadrillgames.com/2015/07/29/faq-android-ultimate-plugin/>

Forums Questions and answers

<http://www.gigadrillgames.com/questions/>

For questions or suggestions or any feedback just contact us at

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