



# Mobile devices

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# Unity and mobile devices

- Mobile devices are a fundamental target for **Unity**
- Mobile devices have very special features, quite different to other platforms:
  - They don't have buttons and keyboard should be only used for introducing some text when required
  - However, they have accelerometers and gyroscopes (device orientation and movement), magnetometer (compass), GPS, and other sensors (light, proximity etc.) These sensors can be very interesting when developing games and interactive apps.
  - Their screens allows several 'touches' with our fingers, allowing actions and gestures that can be fantastic when controlling our characters
- **Unity** allows us to make the most of all these possibilities

# Unity and mobile devices

- Sometimes can be very time consuming to compile and deploy your app to the device every time you want to try something
- To avoid that, it is possible to use a specific app for our mobile devices, **Unity Remote**, that allows us to connect our mobile device to the computer using a USB cable. After that, every interaction we carry out with the mobile (touches, accelerometers changes, camera activation etc.) is going to be sent to the **Unity** editor... and everything without having to build and deploy to the final device.
- We need to install the latest version of **Unity Remote** in our device **Android** or **iOS**, and use a USB cable
- In Android we need to have Android SDK installed and its path correctly specified in **Unity** preferences
- Depending on the device, some extra drivers can be necessary and in some devices this tool doesn't work, so it will be necessary to build and deploy
- More information can be found in this link:

<https://docs.unity3d.com/Manual/UnityRemote5.html>

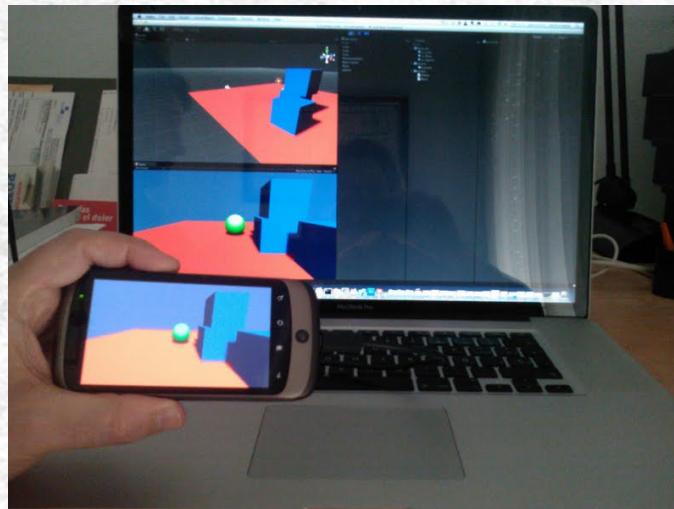


# Unity and mobile devices

- **Unity** Remote works when we click 'Run' in the editor, and then all the actions we carry out on the device will be sent to the editor, so we will be able to evaluate the result in our game
- **Inputs:** touches on the screen, accelerometers, gyroscopes, camera, magnetometer and GPS
- It's necessary to select in Edit->Project Settings->Editor the device we want to use (connected with USB)

# Unity and mobile devices

- Once our device is connected and having **Unity Remote** running, we will see also a video streaming of the game in action on the device
- Any interaction we carry out on the device will be resent to the **Unity** editor, so we will be able to control our game in the Game View





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