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Conditional compilation

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Conditional compilation

- The conditional compilation can help the developer to adapt the app to different platforms without having to fork the original project into different versions (very useful when using platform specific plugins or different input methods)
- We can check out some directives for platform detection with some conditional compilation statements such as #if, #elif, #else ...
- Some of these available directives are: UNITY_EDITOR, UNITY_IPHONE, UNITY_ANDROID etc.
- A complete list can be found here
<http://docs.unity3d.com/Documentation/Manual/PlatformDependentCompilation.html>

```
#if UNITY_EDITOR
    Debug.Log("Unity Editor");
#elif UNITY_IPHONE
    Debug.Log("Unity iPhone");
#else
    Debug.Log("Any other platform");
#endif
```




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