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Desktop and consoles

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Unity and Desktop platforms

- In Mac, Windows and Linux, **Unity** allows us to reach its most advanced possibilities thanks to have the best available hardware
- In this platforms, we have some very specific input methods such as keyboard and mouse. We work with this input in a very easy way:
 - `Input.mousePosition`, `Input.GetMouseButton`, `Input.GetMouseButtonDown`, `Input.GetMouseButtonUp` etc.
 - `Input.GetKey`, `Input.GetKeyDown`, `Input.GetKeyUp`, `Input.GetAxis` etc.
- Aspect ratio and final resolution can be very different depending on the hardware and even the player's selection. It's important to remember we can evaluate different aspect ratios and resolutions in the game view of **Unity** editor.

Unity and consoles

- **Unity** is able to deploy to the main consoles of the market.
 - Often it is required special licenses from the owner of the platform
 - Generally the first step is to become a certified developer of the final platform
 - So, it is necessary to contact manufacturers to get access to the **Unity** console deployment builds.
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- More information here about multiplatform support and all available platforms and devices (including VR/AR) here:
<https://unity3d.com/unity/features/multiplatform>



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