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**CARNIVAL**

# MANUAL: GET STARTED WITH YOUR CARNIVAL SDK PROJECT

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Before you can dive in and start your project you need to set up a few things. Go through every step and be sure not to miss anything as you are on a tight schedule and we want to avoid time consuming errors and problems. Maybe you have most of the tools installed already, but better check.

## 1. INSTALLATION

### 1.1 ANDROID SDK

To develop for Android you need to have the Android SDK installed. But before installing the Android SDK, you need a Java Developer Kit (JDK). If you have not done already please find the **jdk-8u91-windows-x64.exe** (Windows) or **jdk-8u91-macosx-x64.dmg** (OSX) on the USB flash drive in ../Third party software/Java/.

Now get the Android SDK Installer **installer\_r24.4.1-windows.exe** (Windows) or **android-sdk\_r24.4.1-macosx.zip** (OSX) from the USB flash drive in ../Third party software/Android SDK Tools/. As IDE you will be using Unity, so you don't need Android Studio for this project, the given installers will provide just the SDK.

Now you need the SDKManager to install some important things. Go to the root folder of the installed Android SDK on your computer. In Windows you just need to double-click the SDKManager.exe file in the directory, if you are using Mac or Linux go to the "tools/" folder and either open up a terminal window and type "open android" or double-click on the android file.

The SDK manager will open and you will see a long list. If you open the SDK Manager for the first time it will have already checked some boxes for you. You need to install the following tools:

- Android SDK Tools
- Android SDK Build-tools
- Android SDK Platform-tools
- Android API 21, 22 and 23 (only SDK Platform needed, no system image)

Both SDKs can be installed anywhere you want, but you need to remember the path as you need to know the path when you build app later with unity editor for the first time.

### 1.2 SETUP THE SMARTPHONE

To properly test and develop with your smartphone you need to enable some options.

If you are developing on **Windows** you need to install the Samsung USB smartphone drivers, located as **SAMSUNG\_USB\_Driver\_for\_Mobile\_Phones.zip** on the USB flash drive in ../Third party software/Samsung USB Driver/.

Now you need to **activate the Developer options** on your smartphone.

- Go to *Settings > Applications > Application manager > Force stop the "KNOX" app* (since 6.0.1 Samsung S7 preinstalled this and disabled USB Debugging mode)
- Go to *Settings > About device > Software Info* and tap *Build number* seven times.
- Return to the previous screen and select *Developer options* at the bottom and turn on *USB debugging*.

Test if the adb bridge is working properly: Plug in your smartphone and open up a terminal window. Go to the platform tools directory in your Android SDK folder (Command `cd /android-sdk/platform-tools`) and then run the following command: **adb devices**

You should now see the id of your device. If not look at the display of the phone, it might be asking you to authorize the computer.

Note: To run the ads bridge you need to do this from the platform-tools directory, if you don't want to do that all the time, simply add that directory to your environment variables

## 1.3 SETUP UNITY

### Windows

- Install the **Unity 32-bit (important!) Editor** from the USB flash drive in ../Third party software/Unity/Windows/**UnitySetup32-5.3.4f1.exe**
- Install the **Android Build Support for Editor** from the USB flash drive in ../Third party software/Unity/Windows/

### OSX

- Run the Unity installer to install **Unity Editor** from the USB flash drive in ../Third party software/Unity/OSX/**Unity.pkg**
- Install the **Android Build Support for Editor** from the USB flash drive in ../Third party software/Unity/OSX/

Sign in with your Unity credentials or create an account if necessary. You do not need the Pro version of Unity to use the Carnival SDK.

## 2. PROJECT SETUP

### 2.1 SAMPLE PROJECT

Copy the entire **Carnival Samples** folder, located on the USB flash drive in the *Carnival* folder to your local hard drive. You can now start Unity and select that folder to open the project. To start, take a look at the sample scenes or create your own!

### 2.2 NEW PROJECT

If you want to start with an empty Unity project, you have to include the Cardboard SDK and the Carnival SDK into your project.

#### 2.2.1 Cardboard SDK

Please find the Cardboard SDK for Unity on the USB flash drive in ../Third party software/-Google Cardboard/**CardboardSDKForUnity.unzippackage**

So now all you need to do is to import the SDK package: Go to Assets > Import Package > Custom Package, open the Cardboard folder and select the *CardboardSDKForUnity.unzippackage* file and click *Import*.

#### 2.2.2 Carnival SDK

After that, you need to include the Carnival SDK. Please find the **Carnival SDK** folder on the USB flash drive in *Carnival*. Go to Assets > Import Package > Custom Package, open the folder and select the *CarnivalSDK.unzippackage* file and click *Import*.

Now start hacking!