

How to setup Android Ultimate Plugin

Version 2.0.2 above should work with Unity3D 2019 version

AUP version 2.0.3 above Android SDK version (targets 64bit)

Android minSdkVersion 23

Android targetSdkVersion 28

Android compileSdkVersion 28

Other Plugin Dependencies

Please download and Import **TextMeshPro** 1st!

Important please always read the release notes

<https://docs.google.com/document/d/1ICbUcUhbHHQDeflb84mJy5SVaE-E7OAgs0OgSmm5908/edit?usp=sharing>

If you don't want to read this you can watch our video tutorial

<https://youtu.be/vfFnKRPmO5s>

For ASR Oculus Quest demo, you can watch this

<https://youtu.be/8dHTIGcOM8Y>

If you want how to setup with images please click the link below

[How to SetUp with Images](#)

How to SetUp

Step 1:

Buy it from Asset Store

<https://assetstore.unity.com/packages/tools/integration/android-ultimate-plugin-38872>

Step 2:

Download and import it to your Unity3D project

Step 3:

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

New Dependencies May 2020

<https://drive.google.com/file/d/1aNXUUpMMlpxzZIRQYAIHm2ojqT9OHd4/view?usp=sharing>

Uncompress it and then you will see these .aar and jar files

appcompat-v7-23.0.1.aar

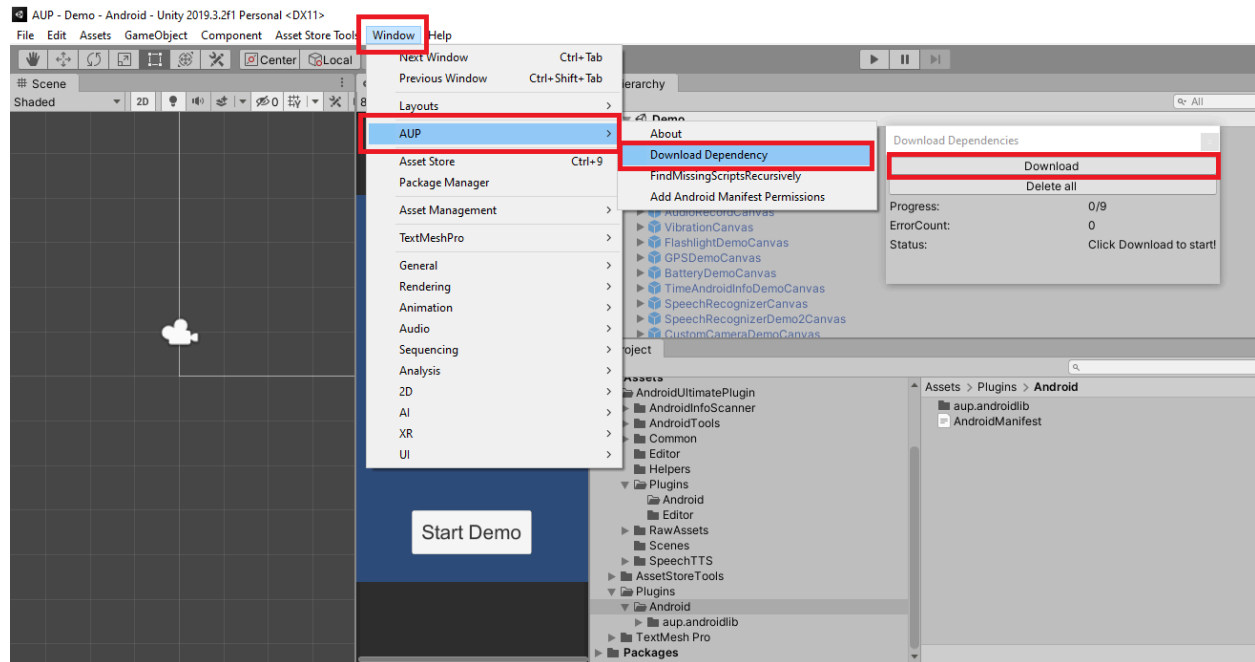
core-1.1.0.aar

play-services-base-9.2.1.aar

play-services-basement-9.2.1.aar

play-services-games-9.2.1.aar
loader.aar
kaldi-android-5.2.aar
models-release.aar
Universal-image-loader-1.9.5.jar

Important on version 2.0.12 required .aar files will be move inside Assets/AndroidUltimatePlugin/Plugins/Android, so please use the Dependency downloader instead



Step 4:

Place appcompat-v7-23.0.1.aar, core-1.1.0.aar, loader.aar
play-services-base-9.2.1.aar, play-services-basement-9.2.1.aar,
, play-services-games-9.2.1.aar , **kaldi-android-5.2.aar**
And models-release.aar files inside "**Assets/Plugins/Android**" Directory

Step 5:

Place the **universal-image-loader-1.9.5.jar** file inside "**Assets/Plugins/Android/aup/libs**" Directory

Step 6:

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 7:

On Build Settings switch platform to android platform

Step 8:

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

Step 9:

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

Step 10:

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

Step 11:

Wait for the build and then test the demo application

Note: Automatic Speech Recognition is new added feature it requires this libraries
That can be downloaded together with our dependencies libraries

kaldi-android-5.2.aar

And models-release.aar

Demo APK versions can be downloaded here, install and try!

<https://docs.google.com/document/d/1Ueo-lgr7jB5CCEQ0GqpLBq8dv75mNEflrcTBOOnADyFo/e/dit?usp=sharing>

Required Libraries

<https://docs.google.com/document/d/1kBkIoKIS6OBv6b9dR61GMH8DnGJSCm1xRLb3ne5TL8w/edit?usp=sharing>

Android Manifest Permissions and Contents

<https://docs.google.com/document/d/16TFsCzzNGUWHEgNZN-OyLdCm91A4ybpqEdlu ezhc-OI/edit?usp=sharing>

Our Plugin Libraries

https://docs.google.com/document/d/1okti_tPKOVIR2Lhr-43YJH0Xvx0P7TXiL3cMSQpzEYI/edit?usp=sharing

FAQ

<https://docs.google.com/document/d/1aWYNOA-zAQiktd54CjEX5VFBCNZimZKXEx0l8Q34uVU/edit?usp=sharing>

Live Game Demo

This game is using the 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 the 64-bit requirement of Google Play Store

Finger VS Bugs

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

More Information

Changelogs

https://docs.google.com/document/d/1MqlgapdBHfz0RH_tXIMklQ0rhBOO_k6OROqYDfrVp88/edit?usp=sharing

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 permission for test purposes

For more Details:

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

Automatic Speech Recognition How to setup

https://docs.google.com/document/d/1cXSF_bIYrZuTZuKvC6_Ap-4BCG7spyoVscS8J73zGaw/edit?usp=sharing

<https://docs.google.com/document/d/1ifGhSHz3xrmbNgJzprc2TCfEjA7rTLAAPfbcOi2hssg/edit?usp=sharing>

Working Demo APK download and install it on your Oculus Quest

<https://drive.google.com/file/d/1ZdXbiowshl8HKFAHTKhECOr6FJqOSQmb/view?usp=sharing>

Tutorials

How to setup

<https://youtu.be/Xg7-ua7yes>

New tools

<https://youtu.be/DcoqpXZo4oc>

For questions or suggestions or any feedback just contact us at

[**gigadrillgames@gmail.com**](mailto:gigadrillgames@gmail.com)

Or Visit our website

[**https://www.gigadrillgames.com**](https://www.gigadrillgames.com)