

Android Ultimate Plugin Lite 2.0.3

works with Unity3D 2019 version, 64-bit ready and targets Android API 28

Note:

if you want to try it on unity3d 2017 or 2018

please use Android Ultimate Plugin Lite lower version 1.8.5

AUP Lite version 2.0.1 use Android SDK version

Android minSdkVersion 16

Android targetSdkVersion 27

Android compileSdkVersion 27

AUP Lite version 2.0.3 use Android SDK version

Android minSdkVersion 16

Android targetSdkVersion 28

Android compileSdkVersion 28

How to use

Step 1:

Buy it from Asset Store

<https://assetstore.unity.com/packages/tools/integration/android-ultimate-plugin-lite-43374>

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

https://drive.google.com/file/d/1OZhNMKXMDuKVWygFno0jtO7glbAUuj_/view?usp=sharing

.aar Files

core-1.1.0.aar

Step 4:

Place core-1.1.0.aar file inside "**Assets/Plugins/Android**" Directory

Step 5:

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 6:

On Build Settings switch platform to android platform

Step 7:

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

Step 8:

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

Step 9:

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

Step 10:

Wait for the build and then test the demo application

Give or remove app permissions

<https://www.gigadrillgames.com/2019/04/21/give-an-android-application-permission-manually/>

AUP Lite demo APK version can be downloaded here, install and try it 1st

https://docs.google.com/document/d/1mR3eZo12qgxDp_6YA0q62wkPV-vQ827fINNGO_J0V_g/edit?usp=sharing

Live Game Demo

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

Finger VS Bugs

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

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 permissions for test purposes

For more Details:

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

Tutorials

<http://www.gigadrillgames.com/2015/07/26/list-of-tutorials-for-android-ultimate-plugin/>

Frequently Asked Questions

<http://www.gigadrillgames.com/2015/07/29/faq-android-ultimate-plugin/>

Forums Questions and answers

<http://www.gigadrillgames.com/questions/>

For questions or suggestions or any feedback just contact us at

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