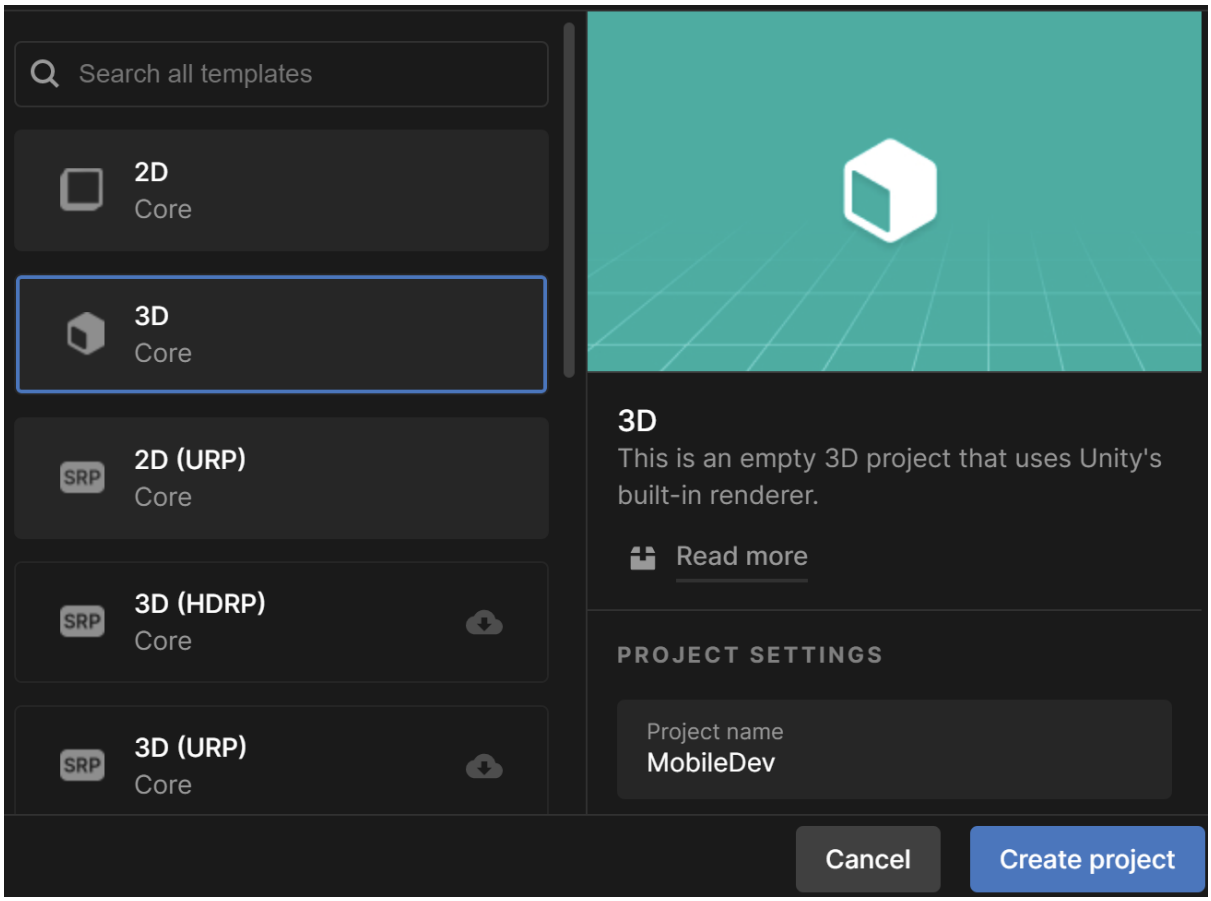
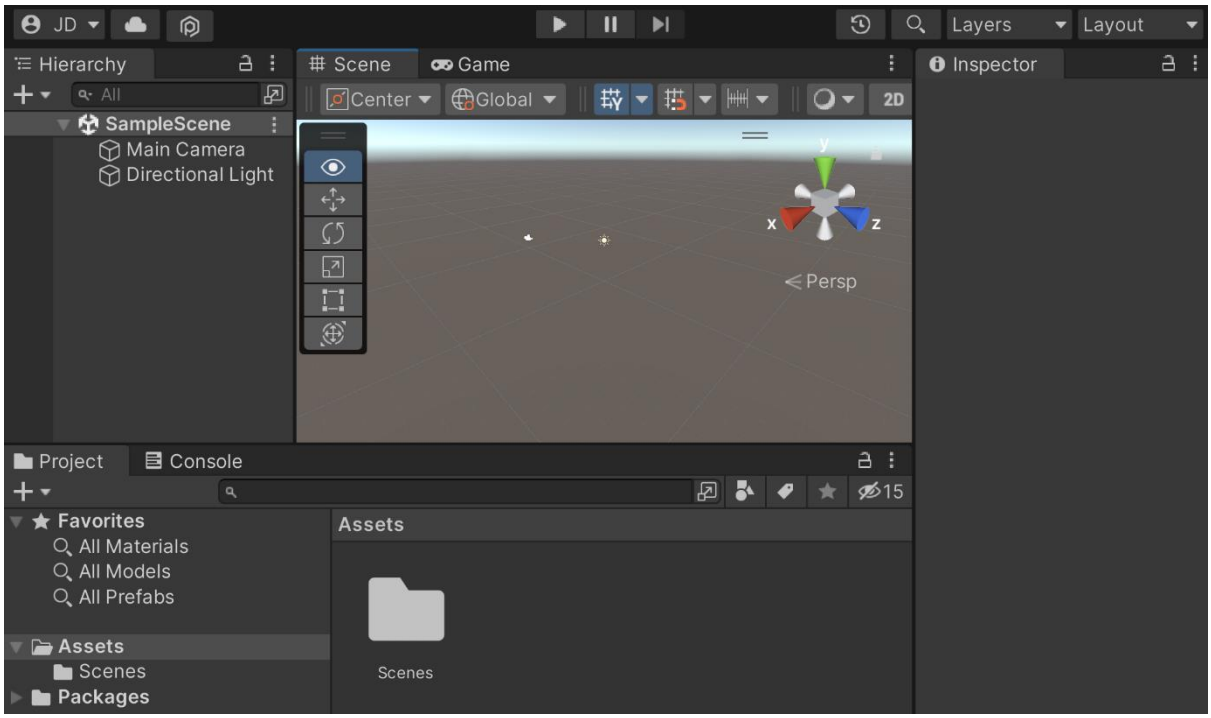
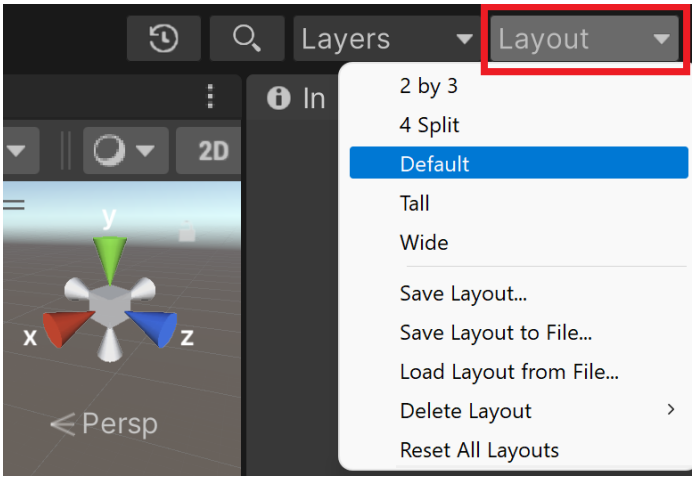
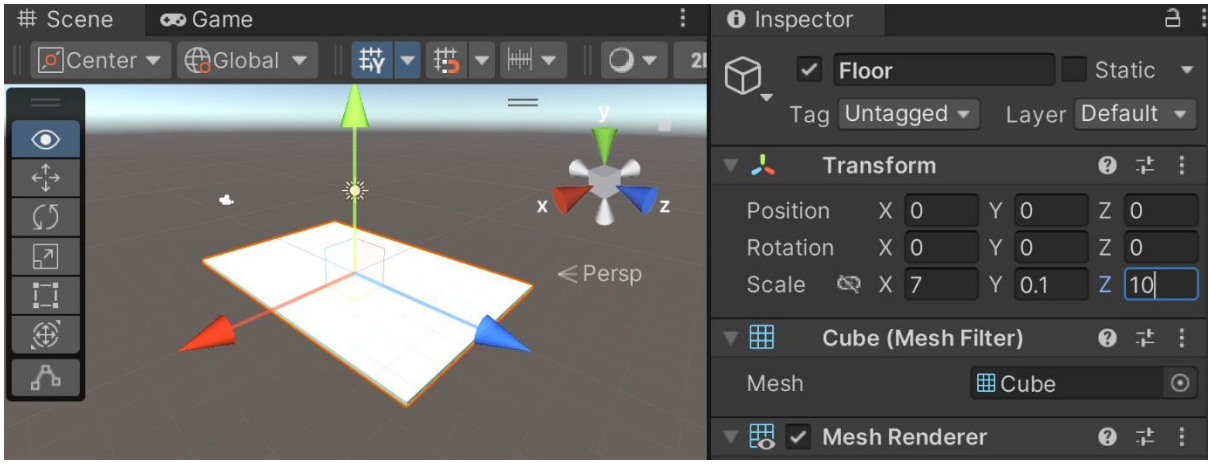
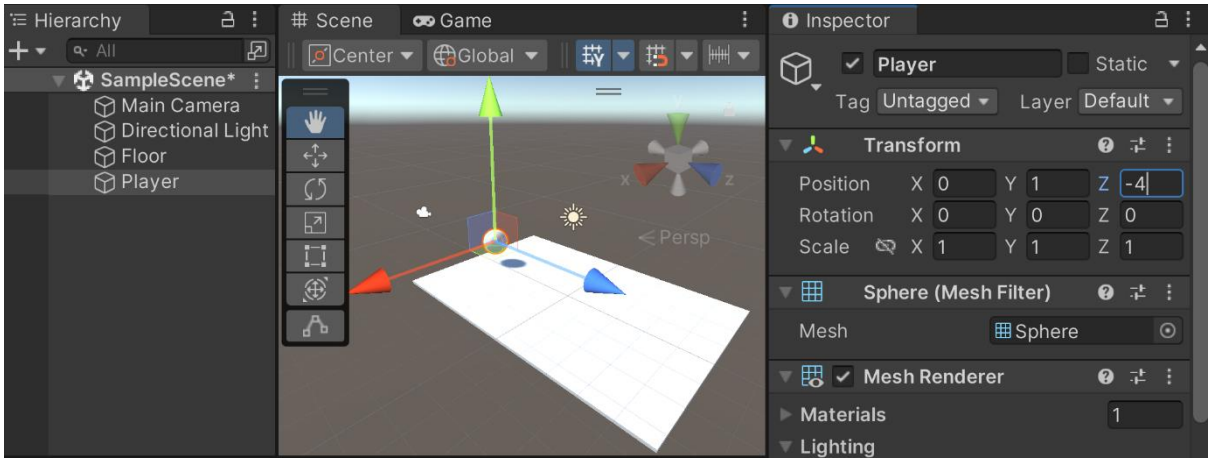
Chapter 01: Building Your Game

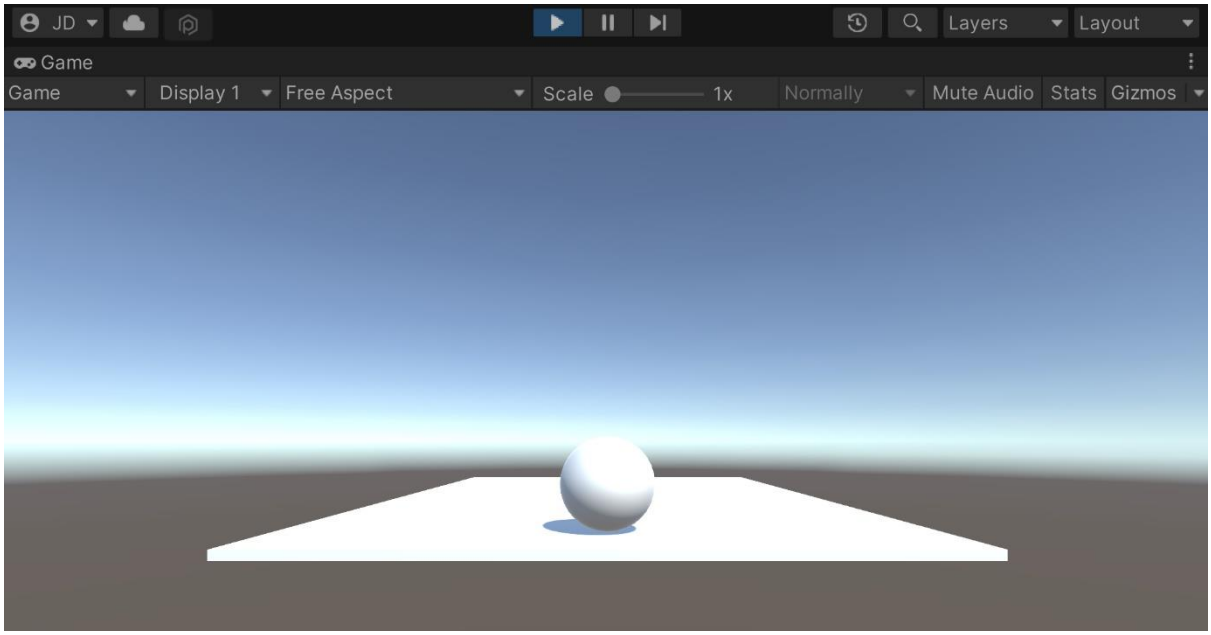


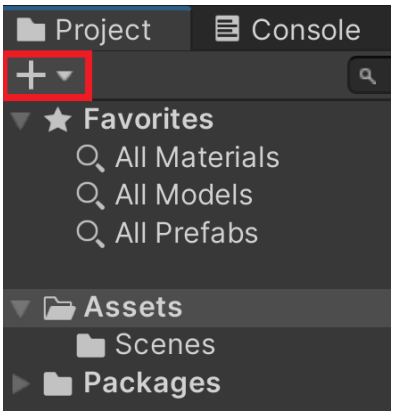


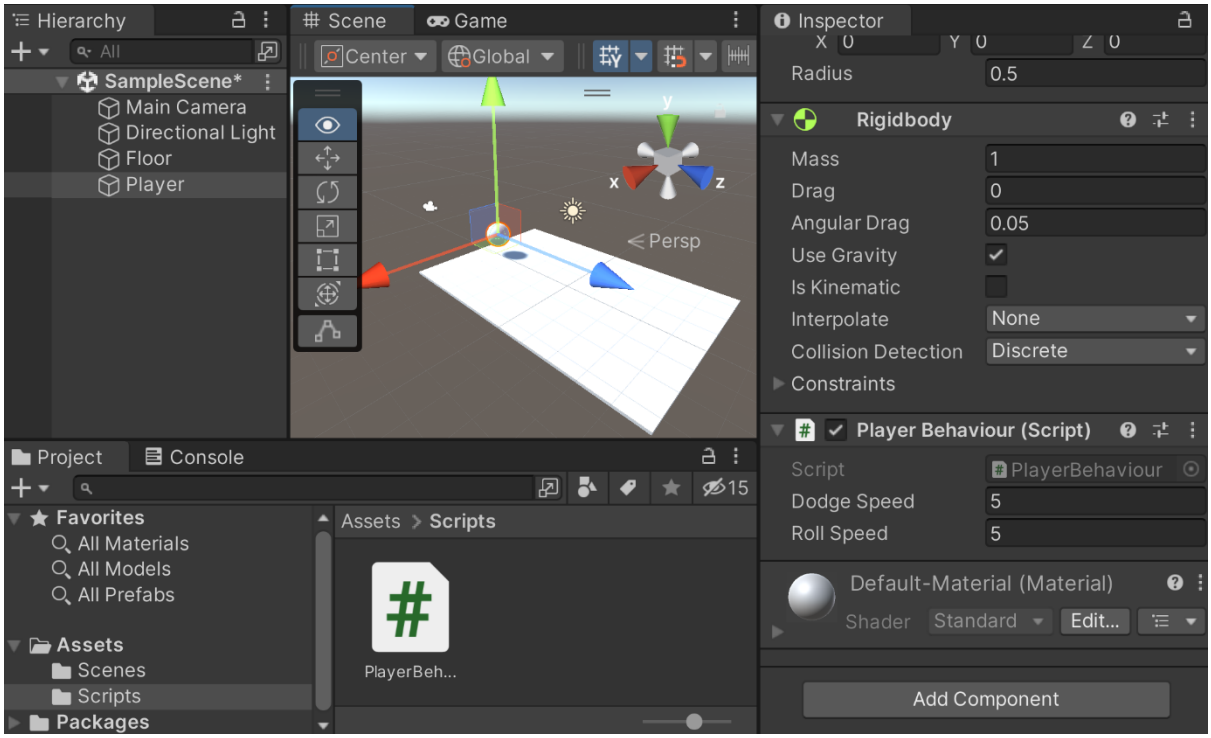

Layers
Layout
2 by 3
4 Split
Default
Tall
Wide
Save Layout...
Save Layout to File...
Load Layout from File...
Delete Layout
Reset All Layouts
2D
Persp

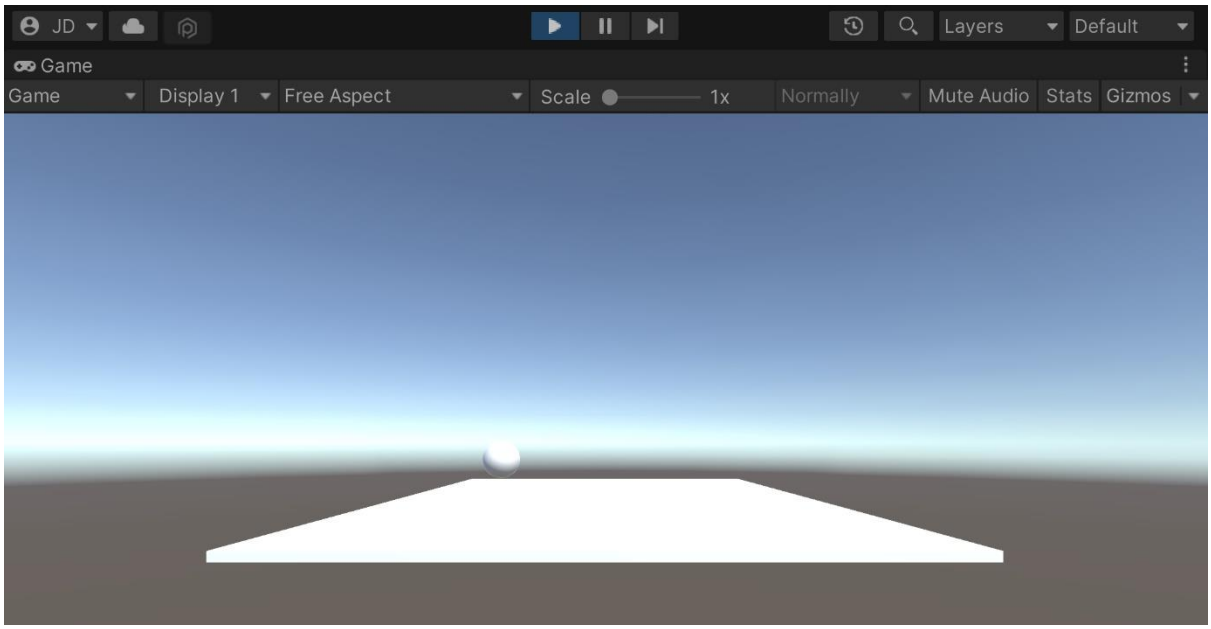

Scene
Game
Inspector
Center
Global
Floor
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 7 Y 0.1 Z 10
Cube (Mesh Filter)
Mesh Cube
Mesh Renderer
Persp

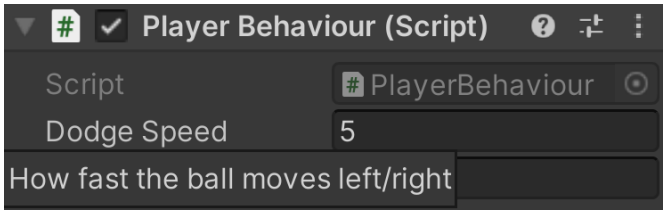

Hierarchy
Scene
Game
Inspector
All
SampleScene*
Main Camera
Directional Light
Floor
Player
Center
Global
Player
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 1 Z -4
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sphere (Mesh Filter)
Mesh Sphere
Mesh Renderer
Materials 1
Lighting
Persp

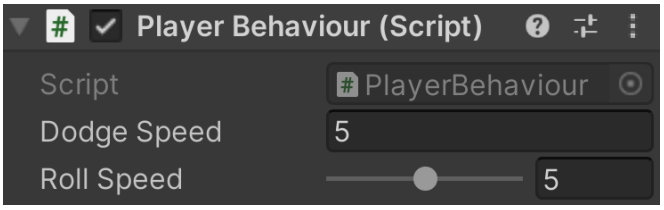

JD
Layers
Layout
Game
Game
Display 1
Free Aspect
Scale
1x
Normally
Mute Audio
Stats
Gizmos

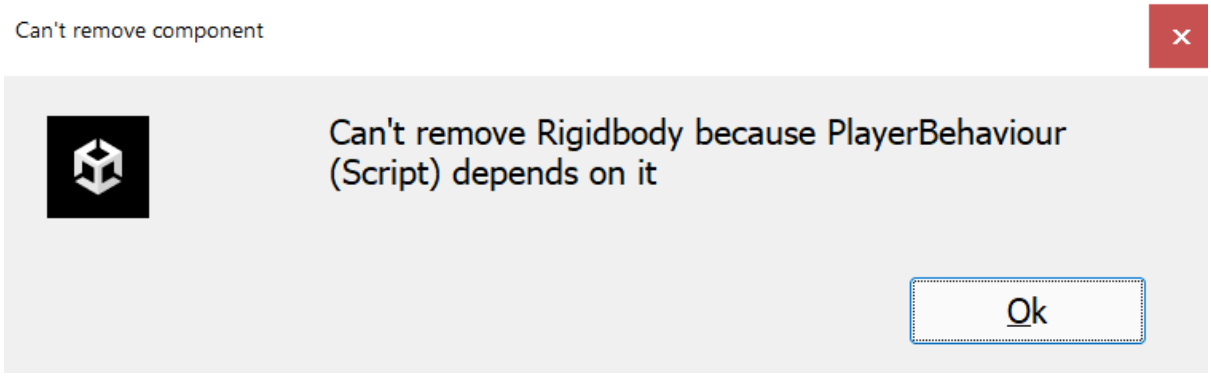

Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages

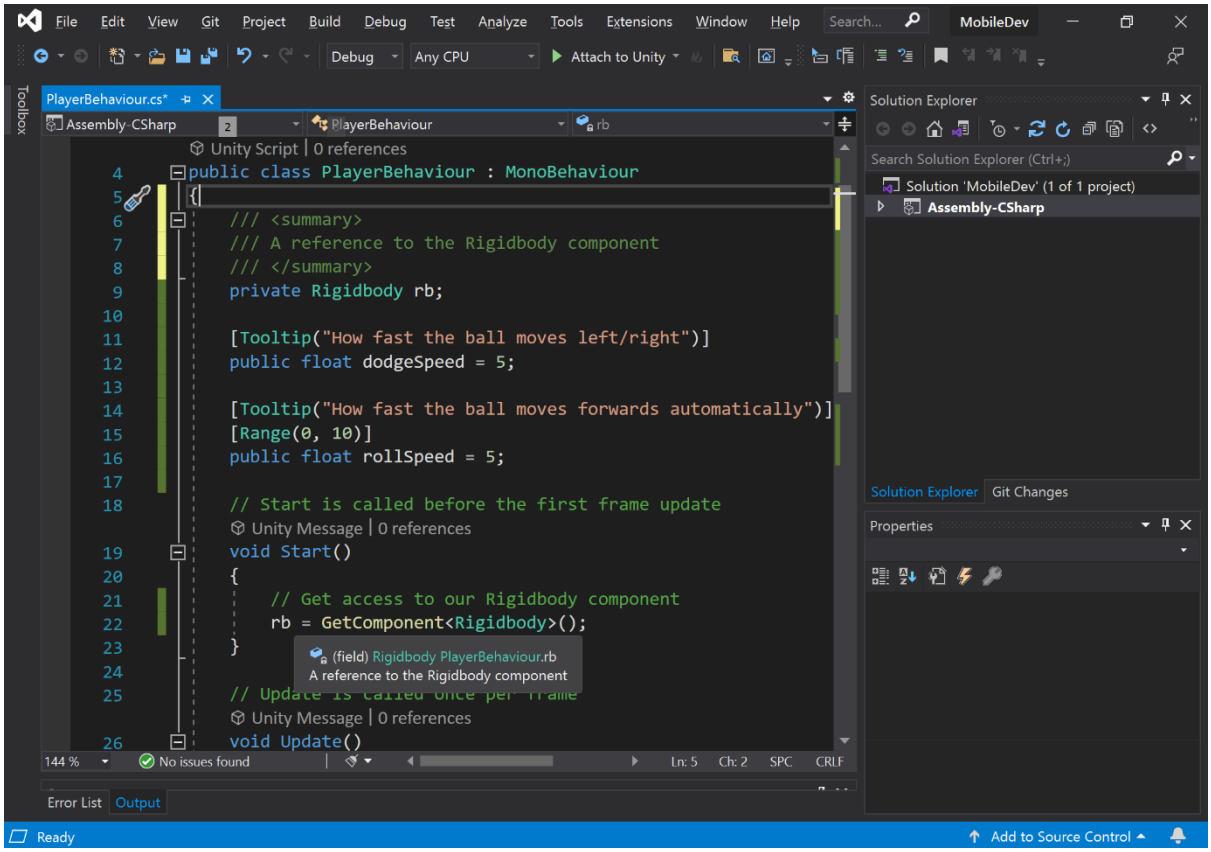

Hierarchy
Scene
Game
Inspector
SampleScene*
Main Camera
Directional Light
Floor
Player
Center
Global
Persp
Radius
0.5
Rigidbody
Mass
1
Drag
0
Angular Drag
0.05
Use Gravity
Is Kinematic
Interpolate
None
Collision Detection
Discrete
Constraints
Player Behaviour (Script)
Script
PlayerBehaviour
Dodge Speed
5
Roll Speed
5
Default-Material (Material)
Shader
Standard
Edit...
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Scripts
Packages
Assets > Scripts
PlayerBeh...

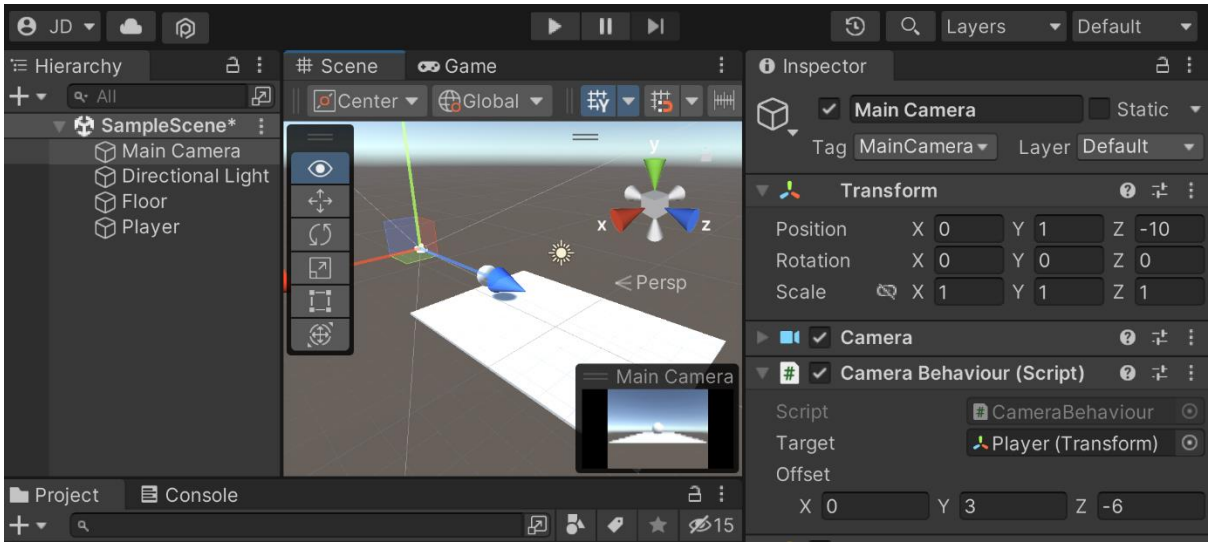

JD
Layers
Default
Game
Game
Display 1
Free Aspect
Scale
1x
Normally
Mute Audio
Stats
Gizmos

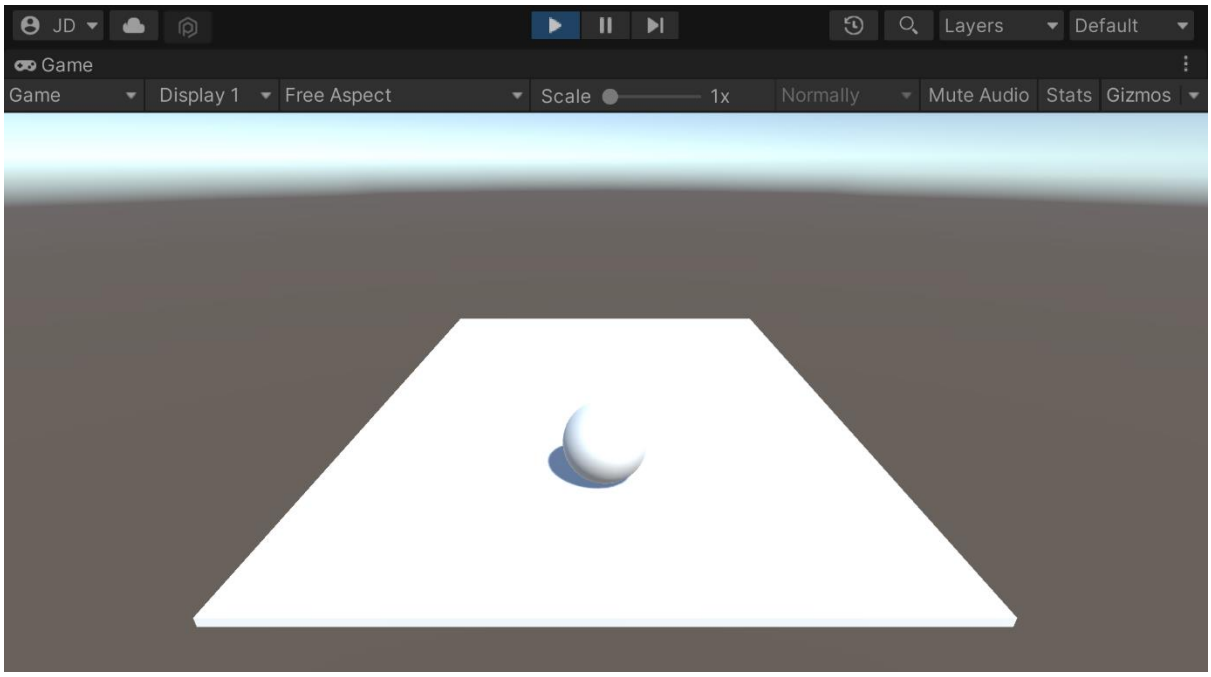

Player Behaviour (Script)
Script
PlayerBehaviour
Dodge Speed
5
How fast the ball moves left/right

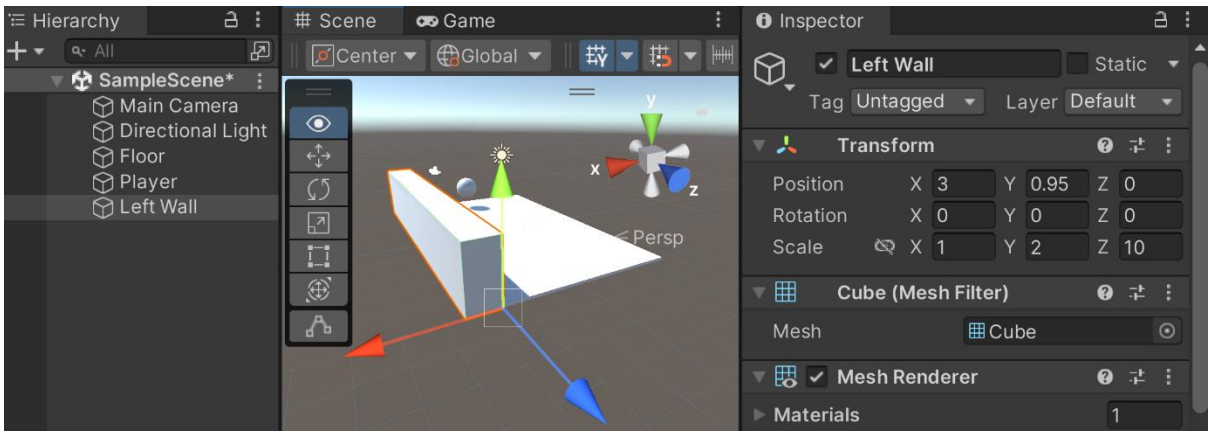

Player Behaviour (Script)
Script
PlayerBehaviour
Dodge Speed
5
Roll Speed
5

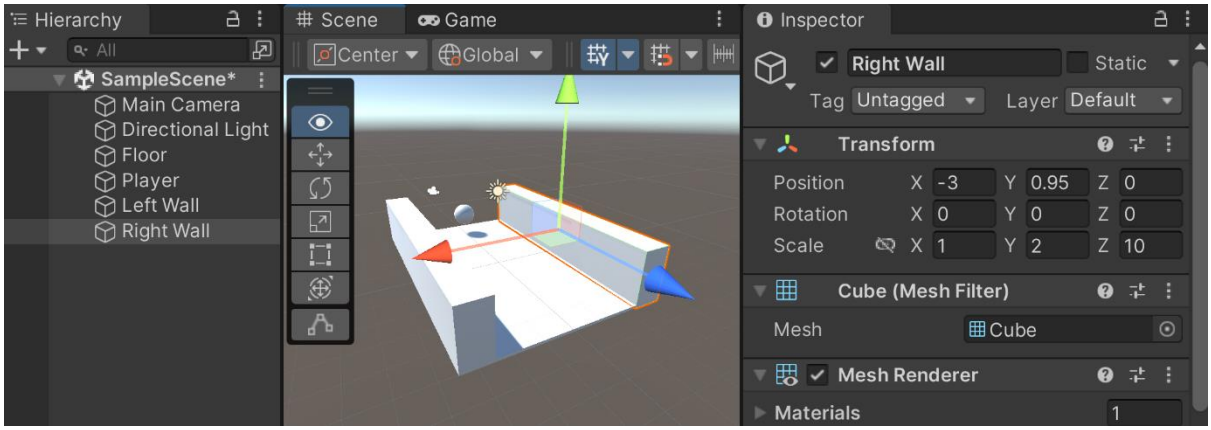

Can't remove component
Can't remove Rigidbody because PlayerBehaviour (Script) depends on it
Ok

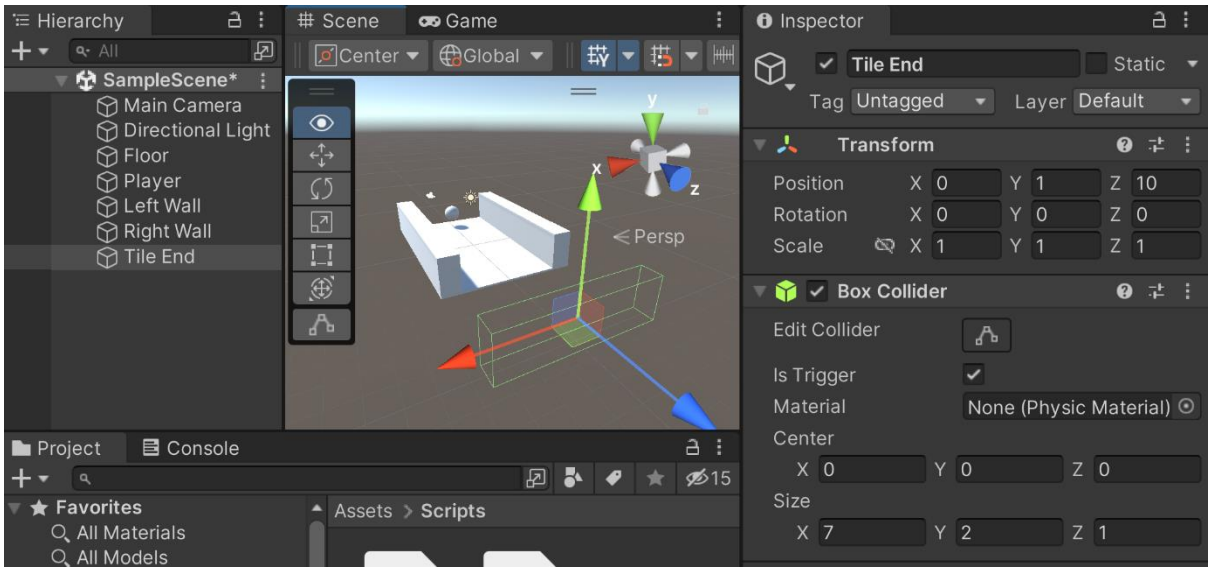

File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help
MobileDev
Debug
Any CPU
Attach to Unity
PlayerBehaviour.cs*
Assembly-CSharp
PlayerBehaviour
rb
Unity Script | 0 references
public class PlayerBehaviour : MonoBehaviour
{
/// <summary>
/// A reference to the Rigidbody component
/// </summary>
private Rigidbody rb;
[Tooltip("How fast the ball moves left/right")]
public float dodgeSpeed = 5;
[Tooltip("How fast the ball moves forwards automatically")]
[Range(0, 10)]
public float rollSpeed = 5;
// Start is called before the first frame update
Unity Message | 0 references
void Start()
{
// Get access to our Rigidbody component
rb = GetComponent<Rigidbody>();
}
(field) Rigidbody PlayerBehaviour.rb
A reference to the Rigidbody component
Unity Message | 0 references
void Update()
144 %
No issues found
Ln: 5 Ch: 2 SPC CRLF
Error List
Output
Solution Explorer
Search Solution Explorer (Ctrl+;)
Solution 'MobileDev' (1 of 1 project)
Assembly-CSharp
Solution Explorer
Git Changes
Properties
Ready
Add to Source Control

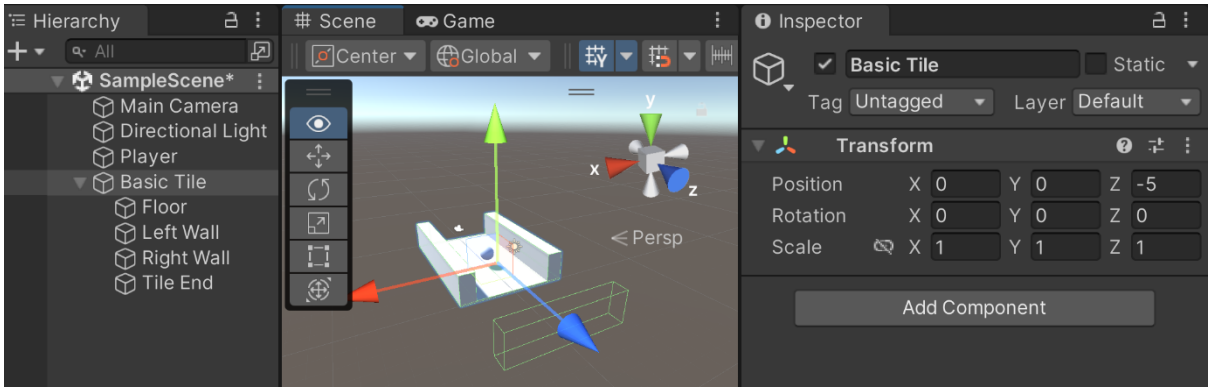

JD
Layers
Default
Hierarchy
Scene
Game
Inspector
All
Center
Global
SampleScene*
Main Camera
Directional Light
Floor
Player
Persp
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position X 0 Y 1 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Camera Behaviour (Script)
Script CameraBehaviour
Target Player (Transform)
Offset
X 0 Y 3 Z -6
Project
Console

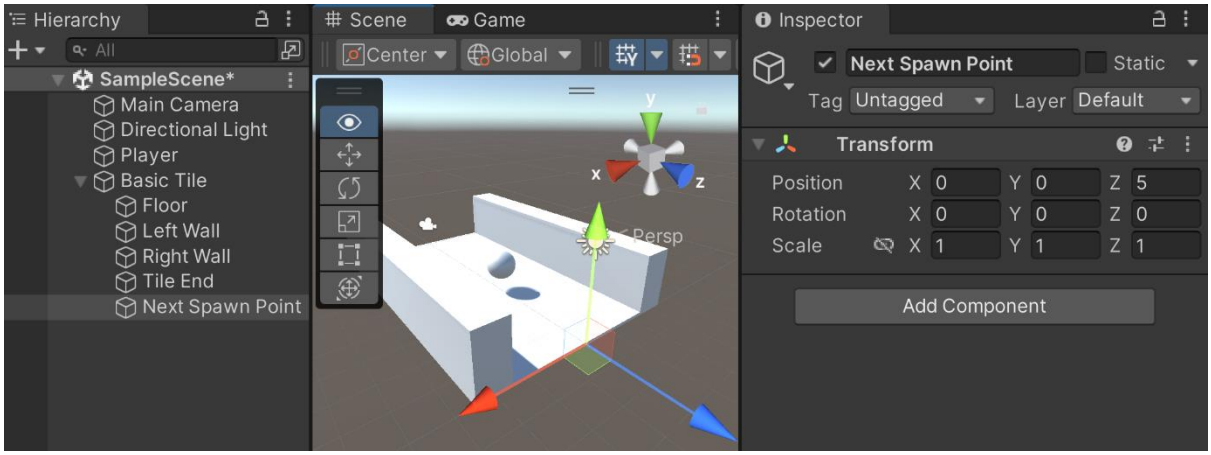

JD
Layers
Default
Game
Game
Display 1
Free Aspect
Scale
1x
Normally
Mute Audio
Stats
Gizmos

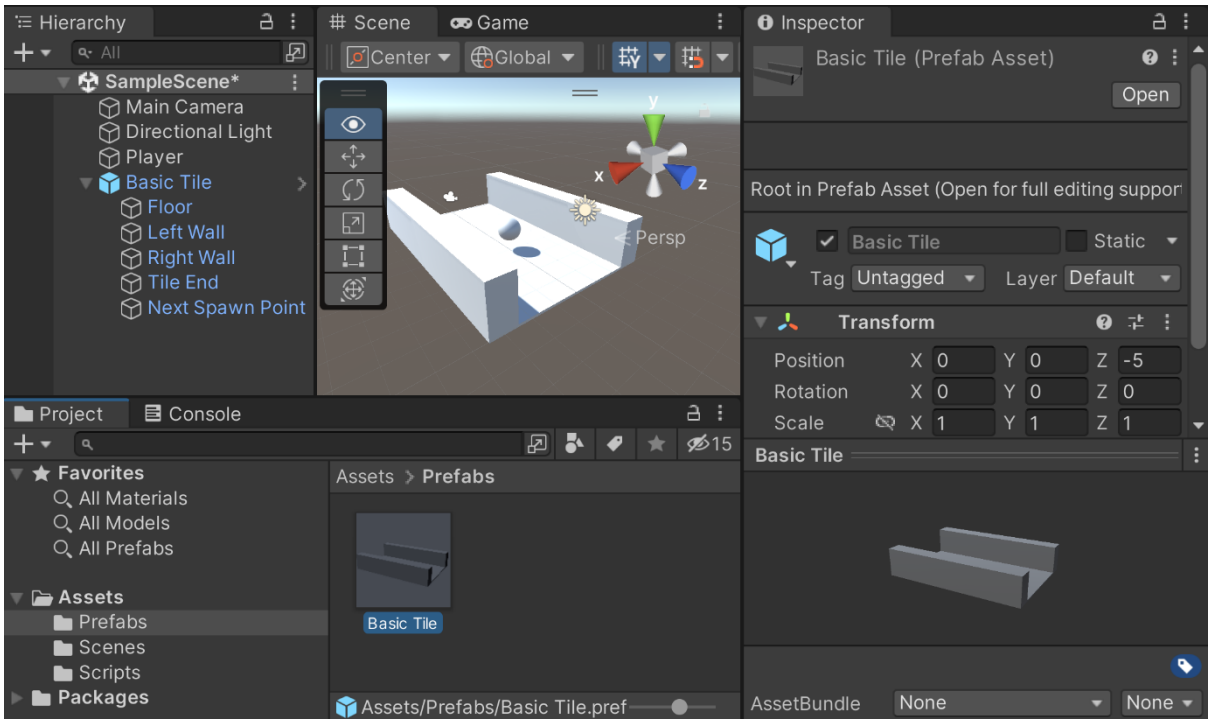

Hierarchy
Scene
Game
Inspector
All
Center
Global
SampleScene*
Main Camera
Directional Light
Floor
Player
Left Wall
Persp
Left Wall
Static
Tag Untagged
Layer Default
Transform
Position X 3 Y 0.95 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 2 Z 10
Cube (Mesh Filter)
Mesh Cube
Mesh Renderer
Materials 1

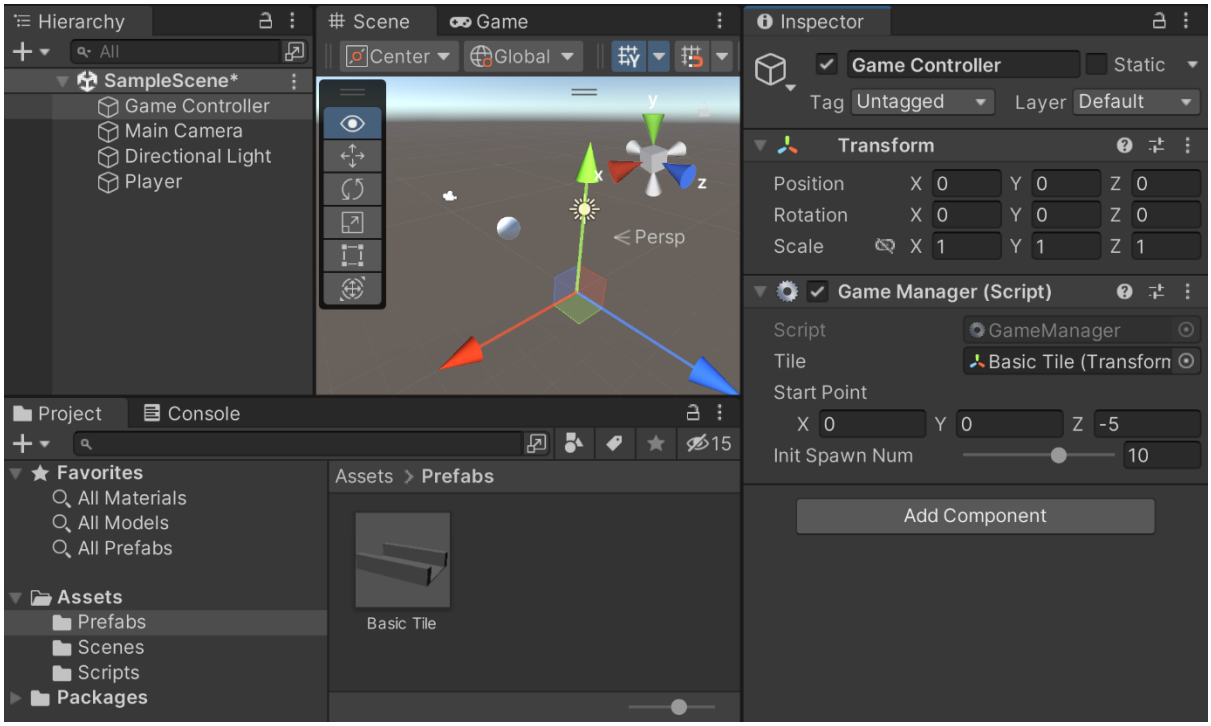

Hierarchy
Scene
Game
Inspector
SampleScene*
Main Camera
Directional Light
Floor
Player
Left Wall
Right Wall
Center
Global
Right Wall
Static
Tag Untagged
Layer Default
Transform
Position X -3 Y 0.95 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 2 Z 10
Cube (Mesh Filter)
Mesh Cube
Mesh Renderer
Materials 1

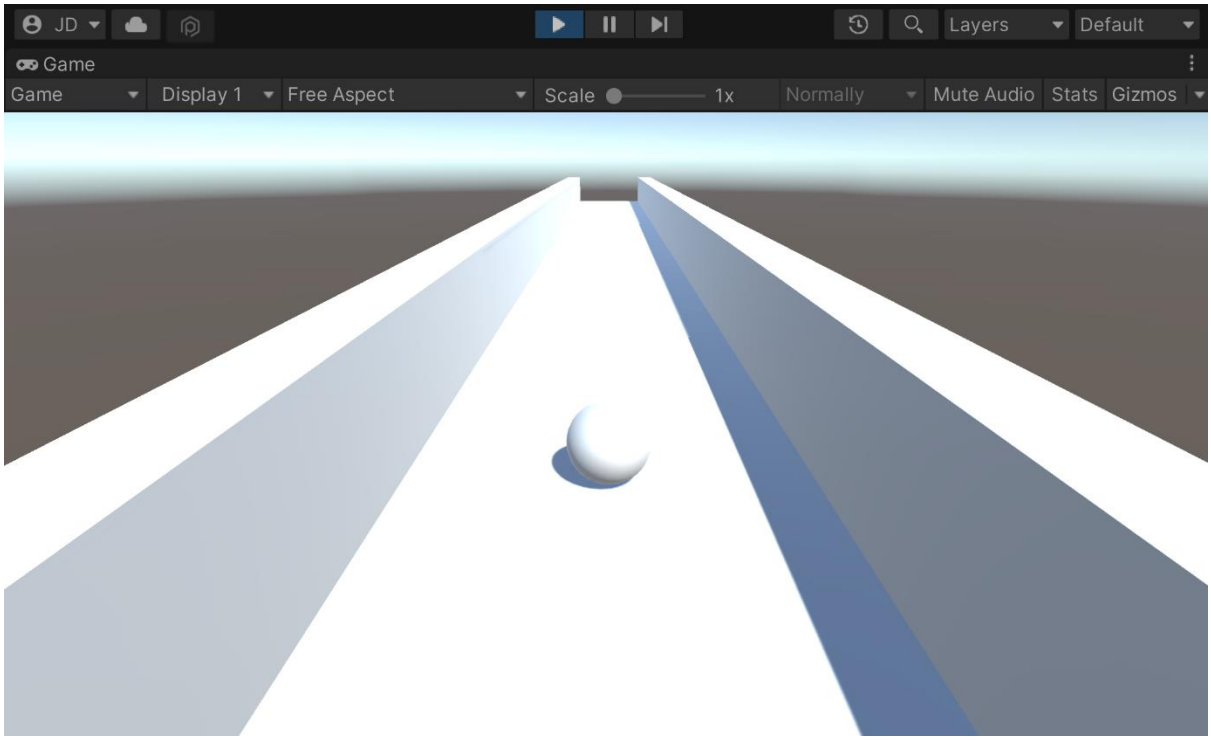

Hierarchy
Scene
Game
Inspector
SampleScene*
Main Camera
Directional Light
Floor
Player
Left Wall
Right Wall
Tile End
Persp
Tile End
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 1 Z 10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Box Collider
Edit Collider
Is Trigger
Material None (Physic Material)
Center X 0 Y 0 Z 0
Size X 7 Y 2 Z 1
Project
Console
Favorites
All Materials
All Models
Assets > Scripts

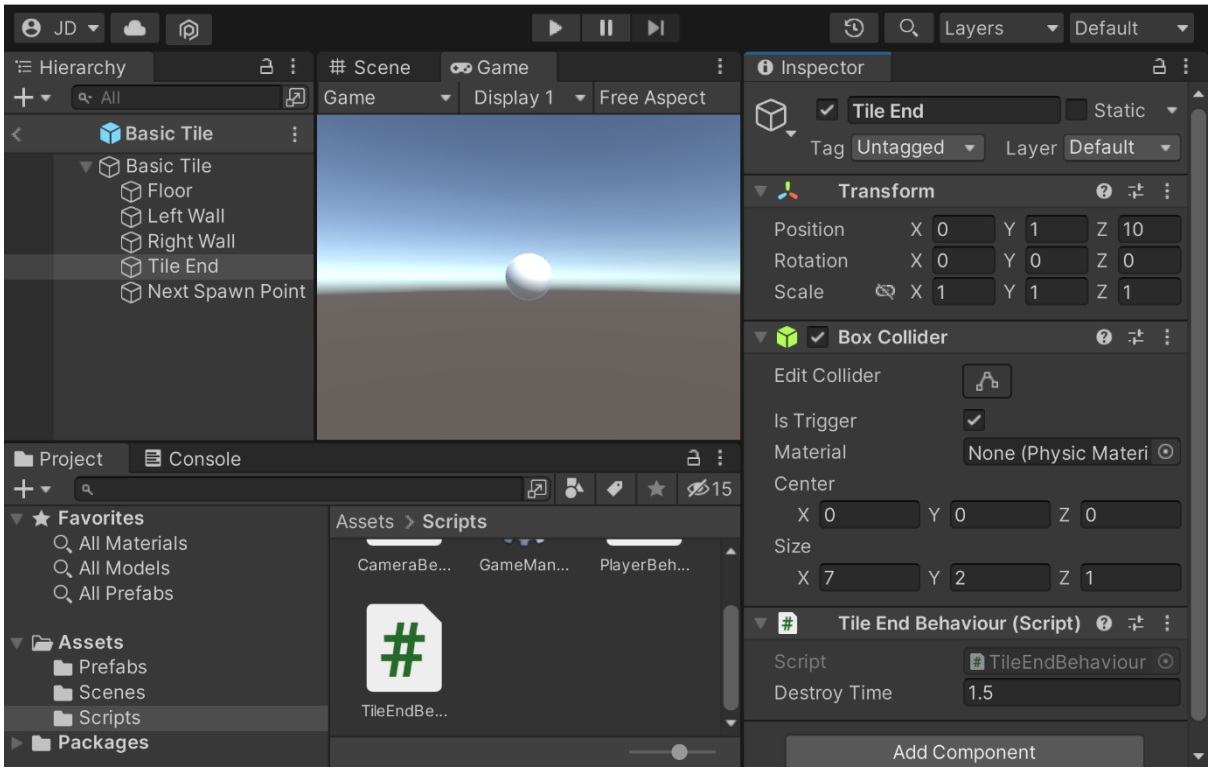

Hierarchy
Scene
Game
Inspector
SampleScene*
Main Camera
Directional Light
Player
Basic Tile
Floor
Left Wall
Right Wall
Tile End
Persp
Basic Tile
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z -5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Add Component

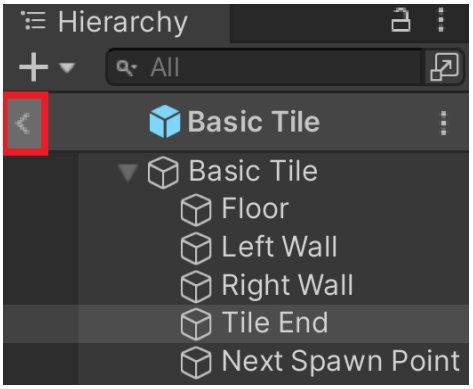

Hierarchy
Scene
Game
Inspector
All
SampleScene*
Main Camera
Directional Light
Player
Basic Tile
Floor
Left Wall
Right Wall
Tile End
Next Spawn Point
Center
Global
Persp
Next Spawn Point
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Add Component

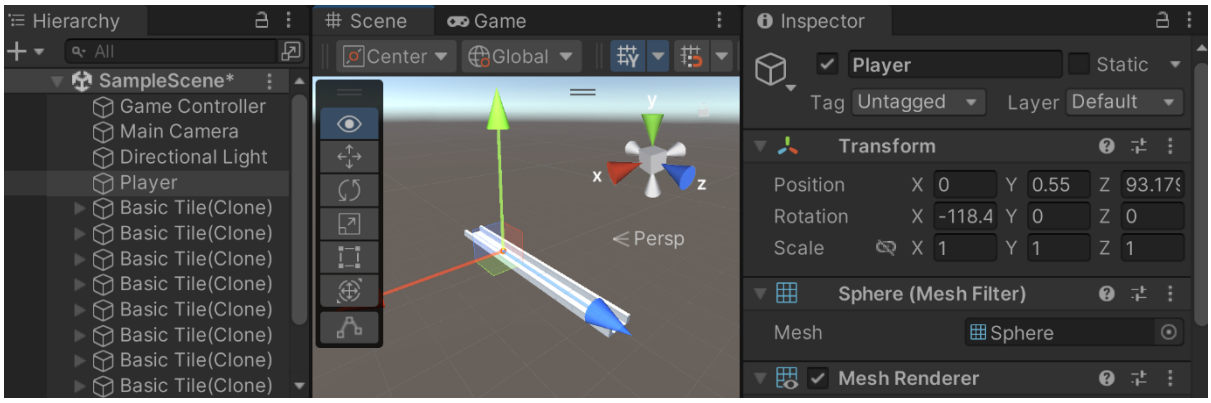

Hierarchy
Scene
Game
Inspector
SampleScene*
Main Camera
Directional Light
Player
Basic Tile
Floor
Left Wall
Right Wall
Tile End
Next Spawn Point
Basic Tile (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing suppor
Basic Tile
Static
Transform
Position
Rotation
Scale
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs
Basic Tile
Assets/Prefabs/Basic Tile.pref
AssetBundle
None

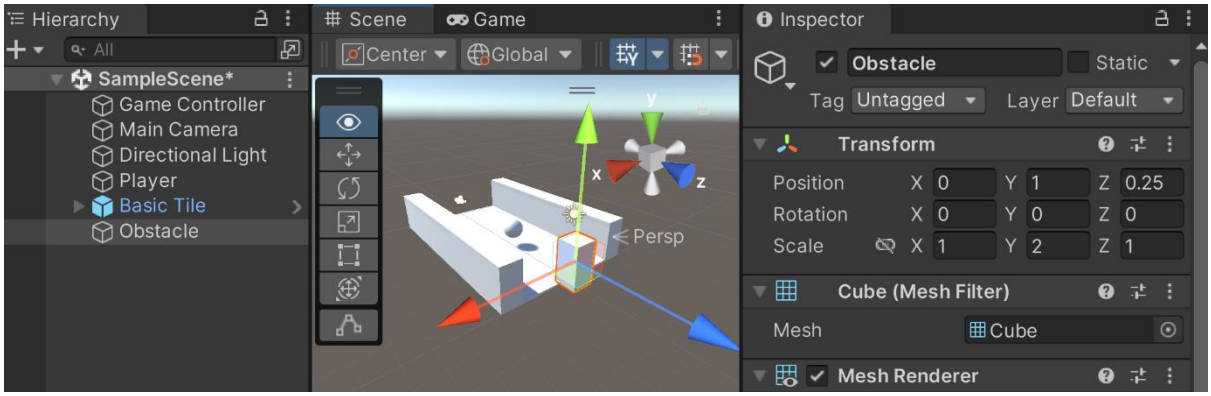

Hierarchy
All
SampleScene*
Game Controller
Main Camera
Directional Light
Player
Scene
Game
Center
Global
Persp
Inspector
Game Controller
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Game Manager (Script)
Script GameManager
Tile Basic Tile (Transform
Start Point
X 0 Y 0 Z -5
Init Spawn Num 10
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs
Basic Tile

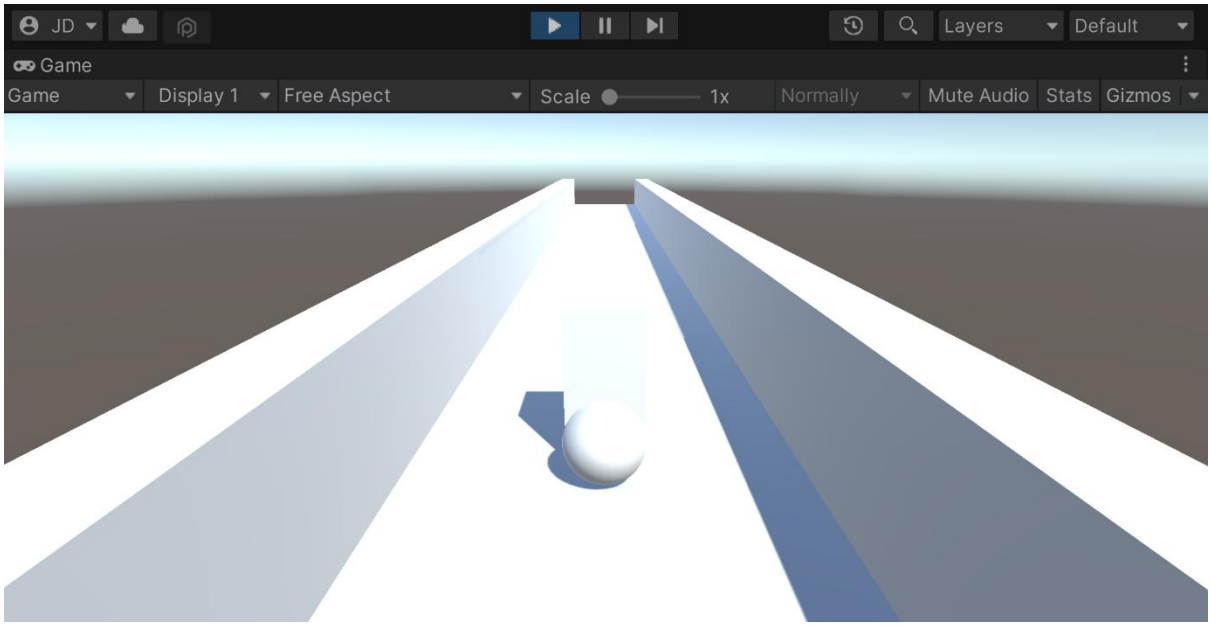

JD
Layers
Default
Game
Game
Display 1
Free Aspect
Scale 1x
Normally
Mute Audio
Stats
Gizmos

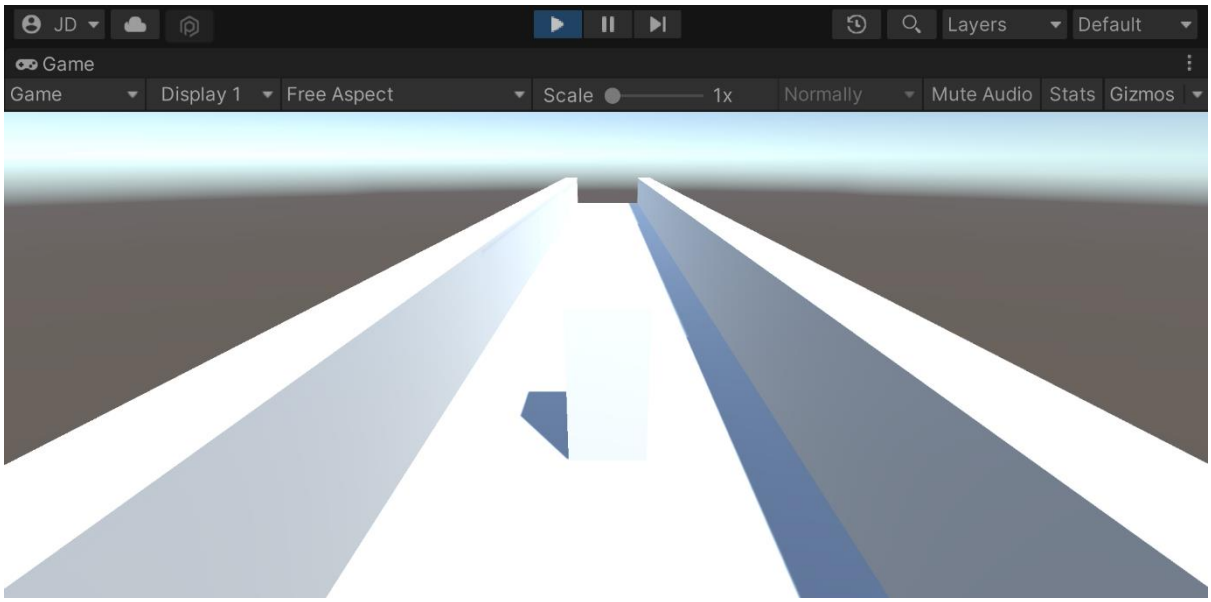

JD
Layers
Default
Hierarchy
Scene
Game
Inspector
All
Game
Display 1
Free Aspect
Basic Tile
Basic Tile
Floor
Left Wall
Right Wall
Tile End
Next Spawn Point
Tile End
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Box Collider
Edit Collider
Is Trigger
Material
None (Physic Materi
Center
Size
Tile End Behaviour (Script)
Script
TileEndBehaviour
Destroy Time
1.5
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Packages
Assets > Scripts
CameraBe...
GameMan...
PlayerBeh...
TileEndBe...

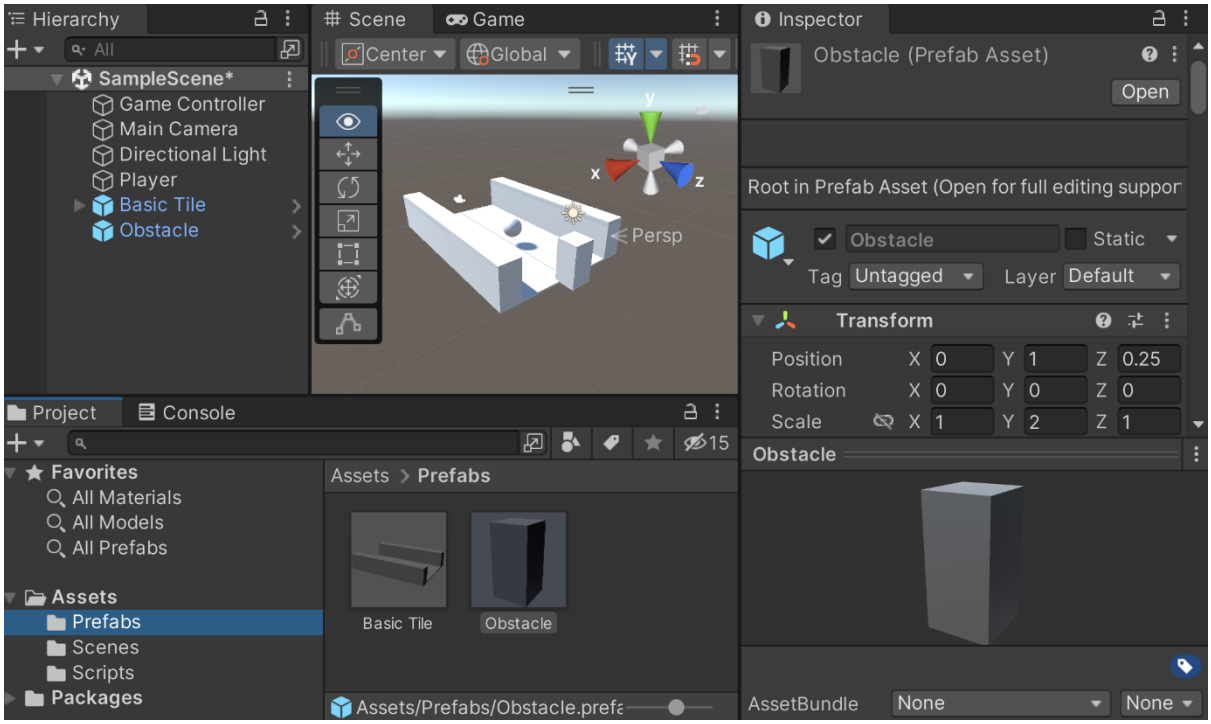

Hierarchy
All
Basic Tile
Basic Tile
Floor
Left Wall
Right Wall
Tile End
Next Spawn Point

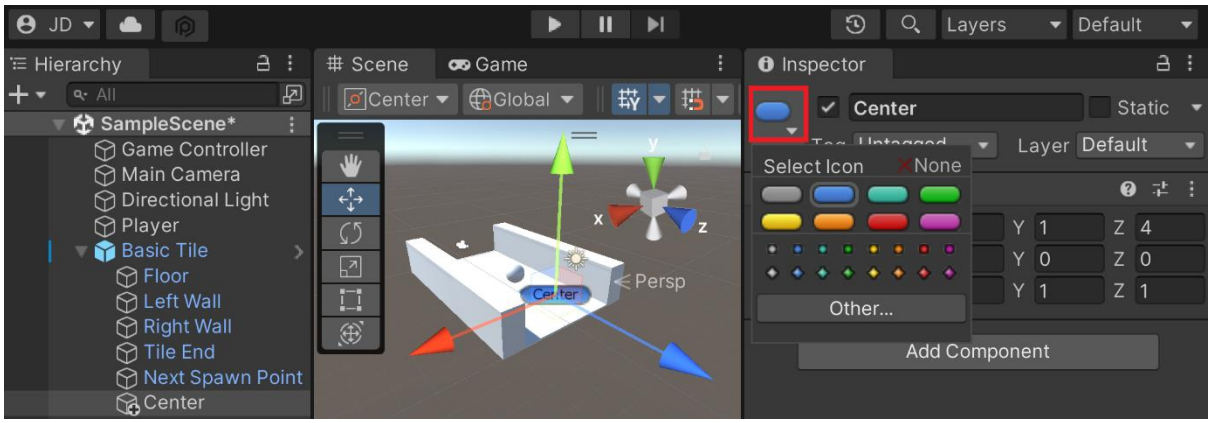

Hierarchy
Scene
Game
Inspector
All
Center
Global
SampleScene*
Game Controller
Main Camera
Directional Light
Player
Basic Tile(Clone)
Basic Tile(Clone)
Basic Tile(Clone)
Basic Tile(Clone)
Basic Tile(Clone)
Basic Tile(Clone)
Basic Tile(Clone)
Basic Tile(Clone)
Persp
Player
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Sphere (Mesh Filter)
Mesh
Sphere
Mesh Renderer

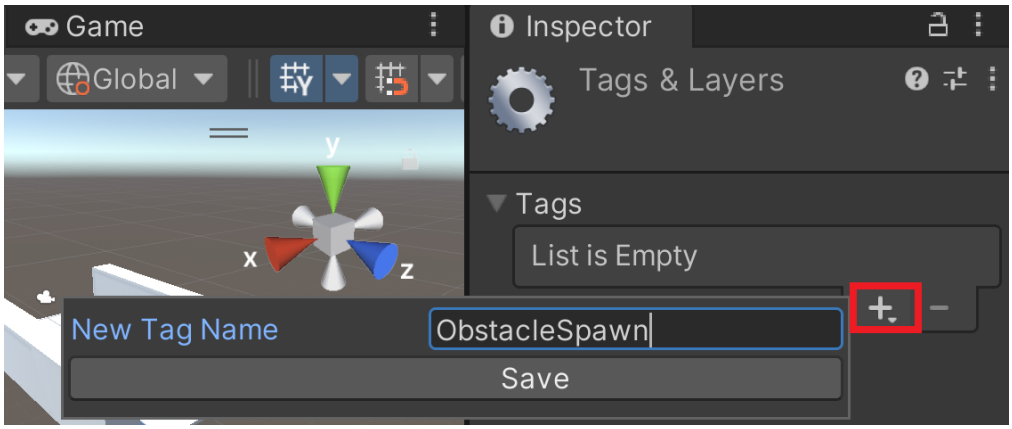

Hierarchy
All
SampleScene*
Game Controller
Main Camera
Directional Light
Player
Basic Tile
Obstacle
Scene
Game
Center
Global
Persp
Inspector
Obstacle
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 1 Z 0.25
Rotation X 0 Y 0 Z 0
Scale X 1 Y 2 Z 1
Cube (Mesh Filter)
Mesh Cube
Mesh Renderer

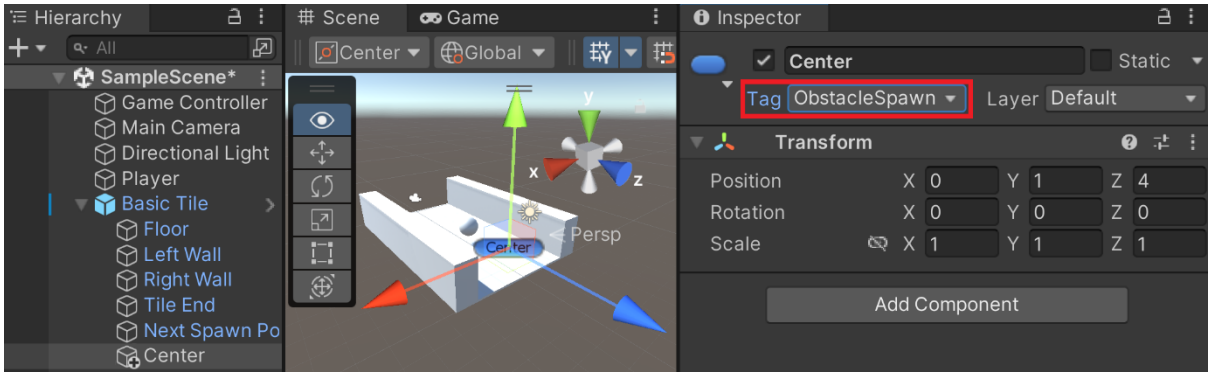

JD
Layers
Default
Game
Game
Display 1
Free Aspect
Scale 1x
Normally
Mute Audio
Stats
Gizmos


JD
Layers
Default
Game
Game
Display 1
Free Aspect
Scale 1x
Normally
Mute Audio
Stats
Gizmos

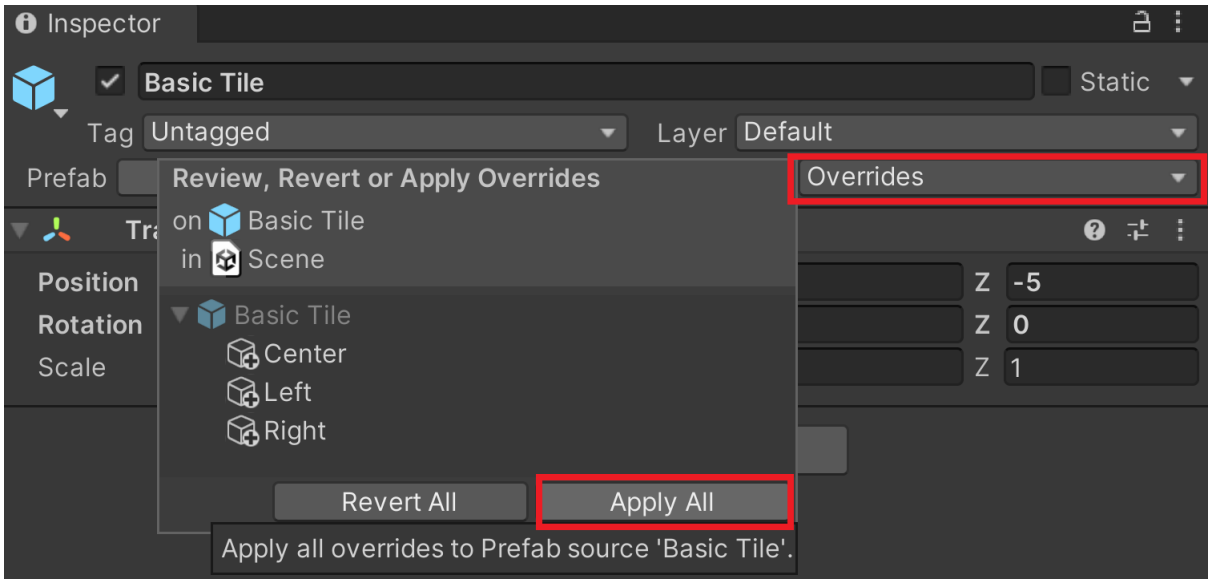

Hierarchy
Scene
Game
Inspector
SampleScene*
Game Controller
Main Camera
Directional Light
Player
Basic Tile
Obstacle
Obstacle (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing suppor
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Packages
Assets › Prefabs
Basic Tile
Obstacle
Assets/Prefabs/Obstacle.prefa
AssetBundle
None

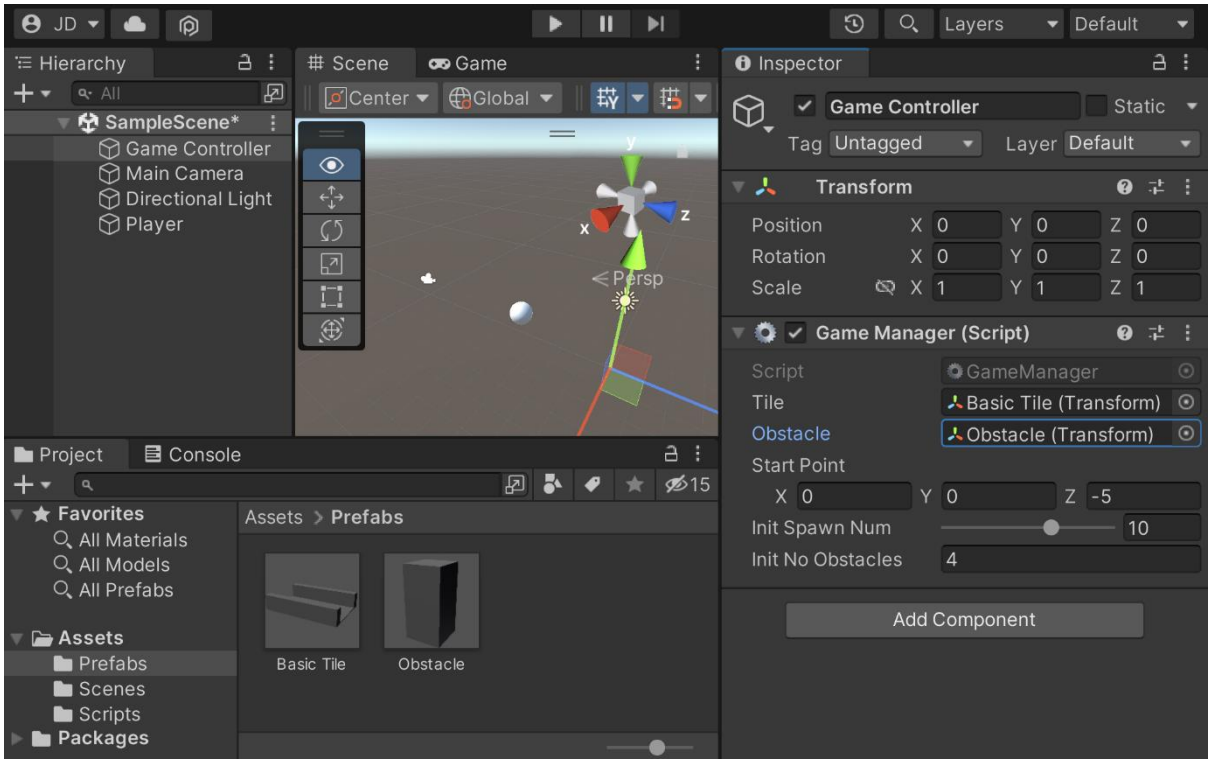

Hierarchy
Scene
Game
Inspector
SampleScene*
Game Controller
Main Camera
Directional Light
Player
Basic Tile
Floor
Left Wall
Right Wall
Tile End
Next Spawn Point
Center
Select Icon
None
Other...
Add Component
Static
Layer Default

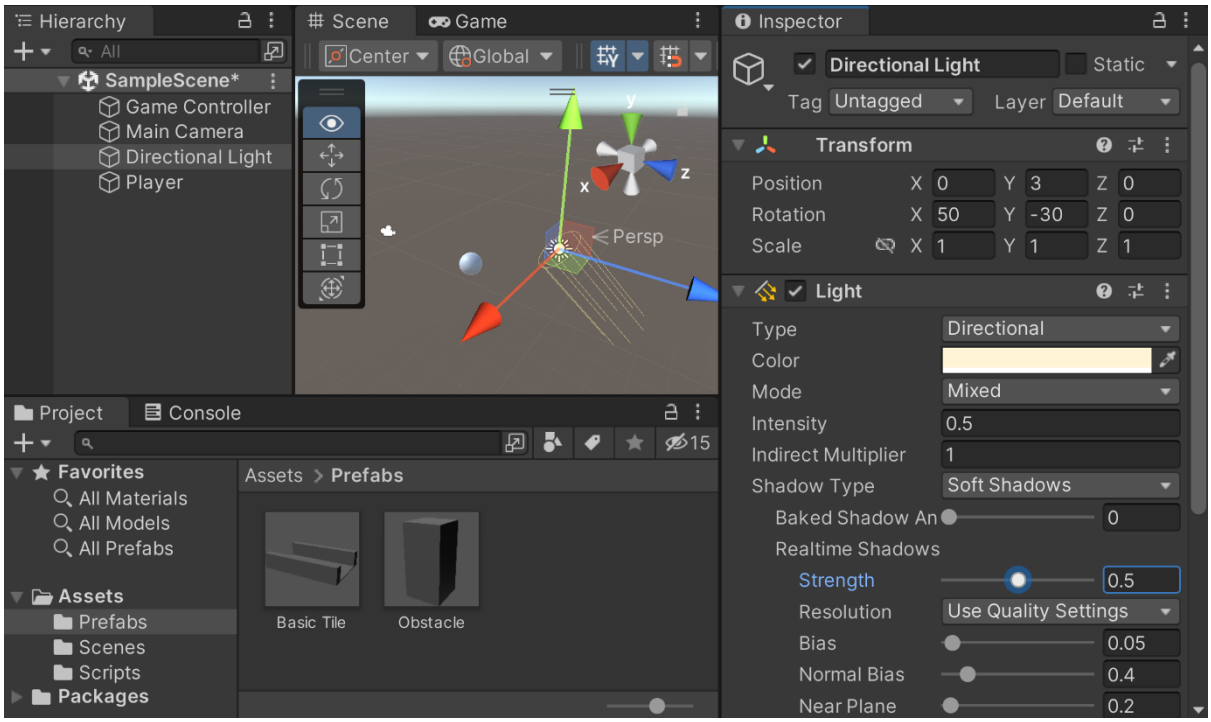

Game
Inspector
Global
Tags & Layers
Tags
List is Empty
New Tag Name
ObstacleSpawn
Save

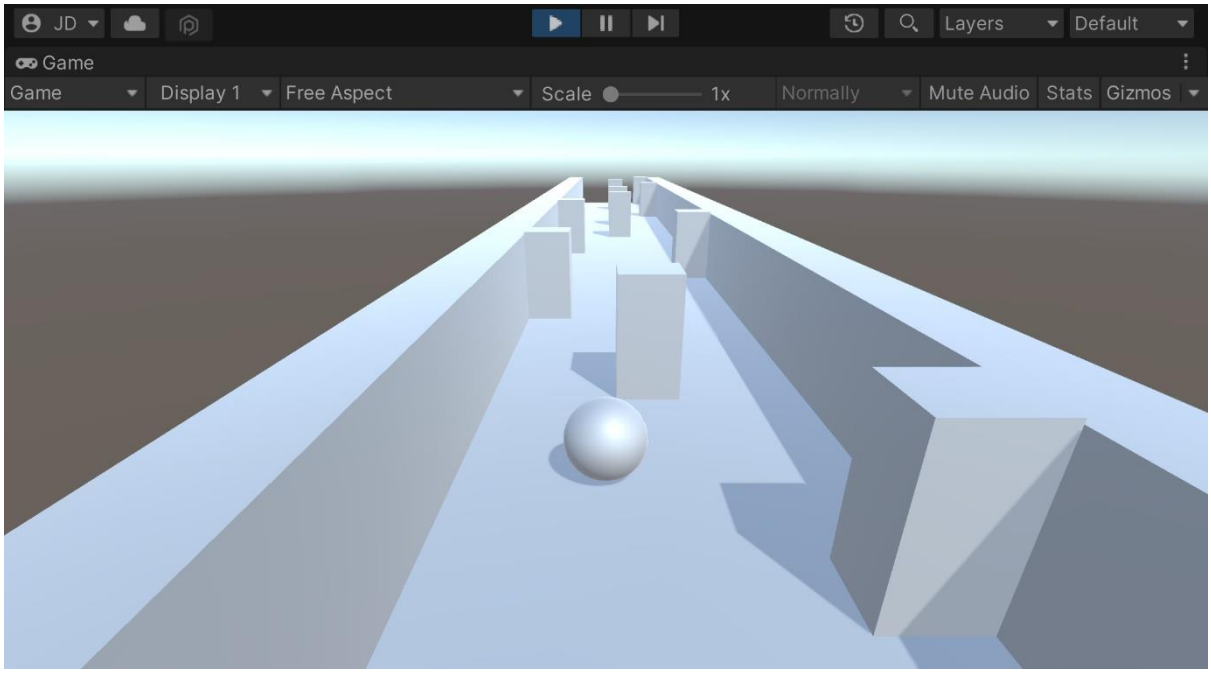

Hierarchy
Scene
Game
Inspector
SampleScene*
Game Controller
Main Camera
Directional Light
Player
Basic Tile
Floor
Left Wall
Right Wall
Tile End
Next Spawn Po
Center
Persp
Center
Static
Tag ObstacleSpawn
Layer Default
Transform
Position X 0 Y 1 Z 4
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Add Component

Hierarchy
Scene
Game
Inspector
Main Camera
Player
Basic Tile
Floor
Left Wall
Right Wall
Tile End
Next Spawn
Center
Left
Right
Persp
Left
Center
Right
Right
Static
Tag ObstacleSpawn
Layer Default
Transform
Position X 2 Y 1 Z 4
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Add Component

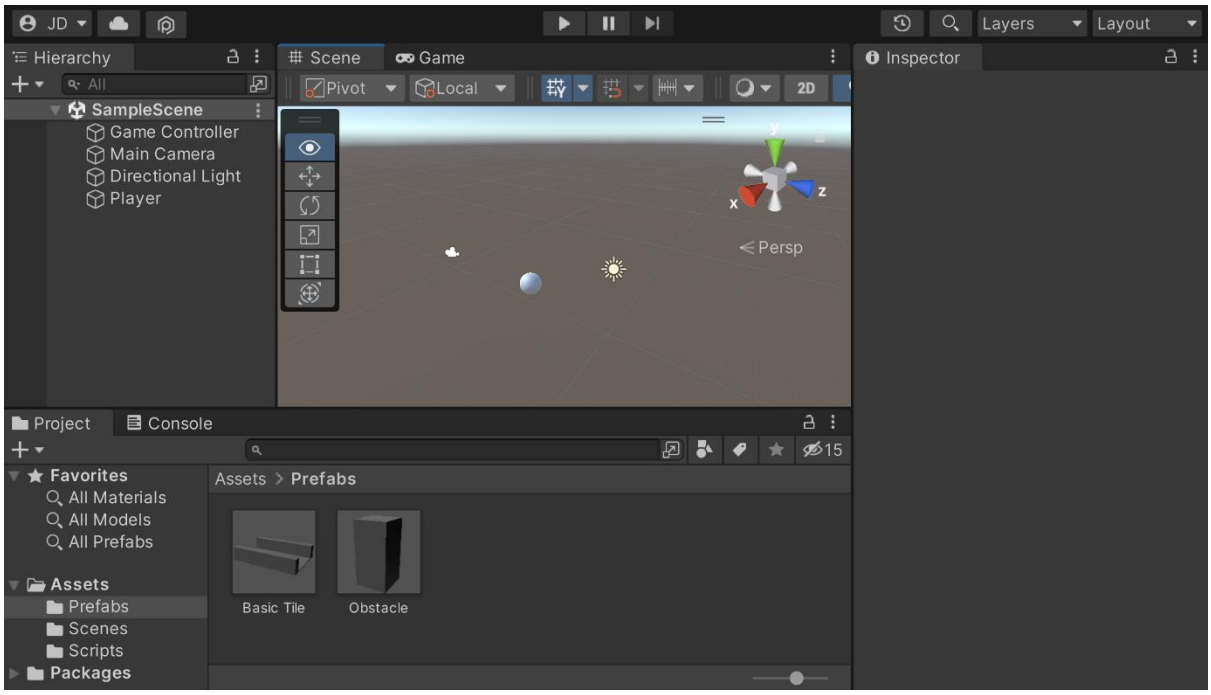

Inspector
Basic Tile
Static
Tag Untagged
Layer Default
Prefab
Overrides
Review, Revert or Apply Overrides
on Basic Tile
in Scene
Basic Tile
Center
Left
Right
Position
Rotation
Scale
Z -5
Z 0
Z 1
Revert All
Apply All
Apply all overrides to Prefab source 'Basic Tile'.

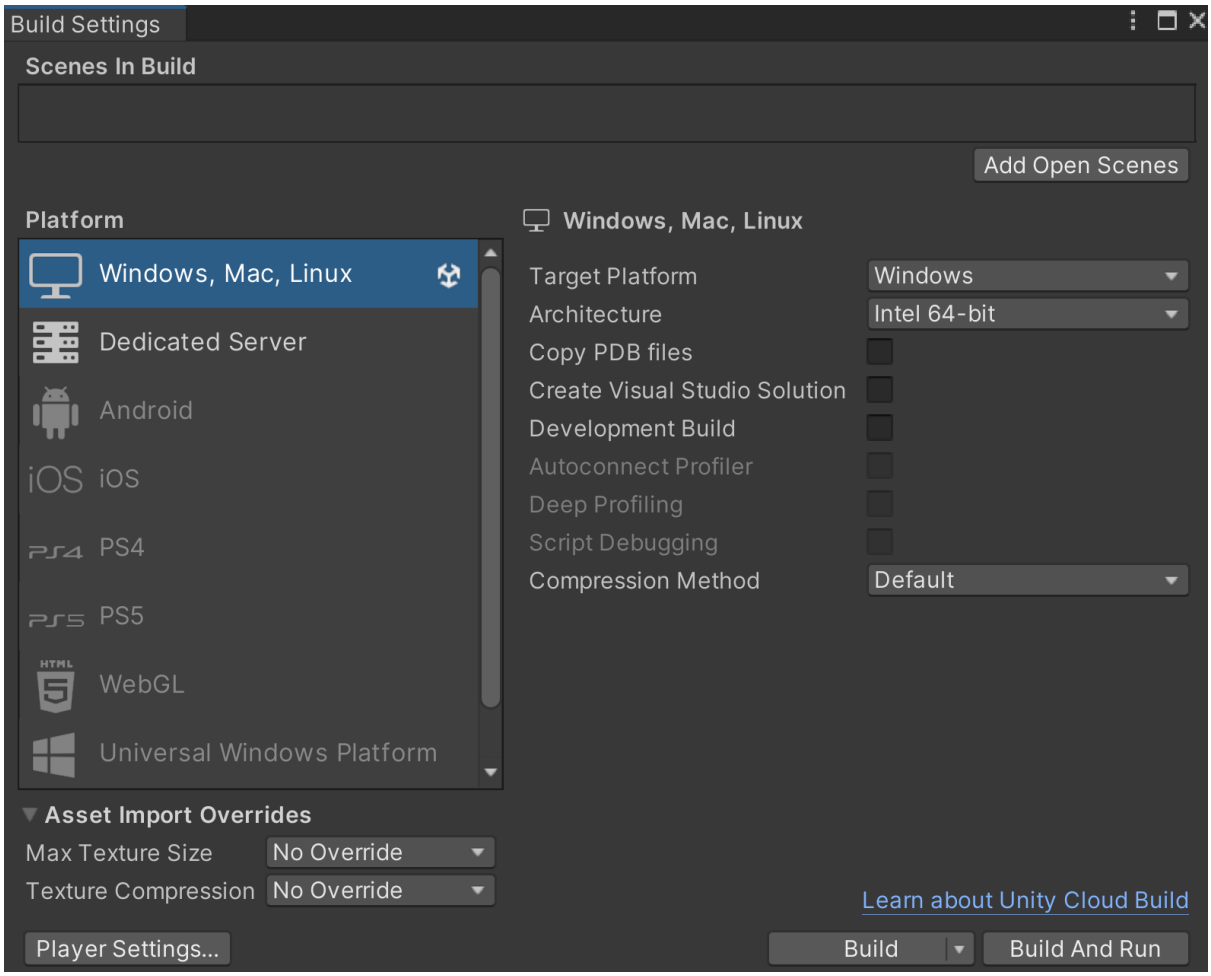

JD
Layers
Default
Hierarchy
Scene
Game
Inspector
All
SampleScene*
Game Controller
Main Camera
Directional Light
Player
Center
Global
Persp
Game Controller
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Game Manager (Script)
Script
GameManager
Tile
Basic Tile (Transform)
Obstacle
Obstacle (Transform)
Start Point
Init Spawn Num
Init No Obstacles
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Packages
Basic Tile
Obstacle

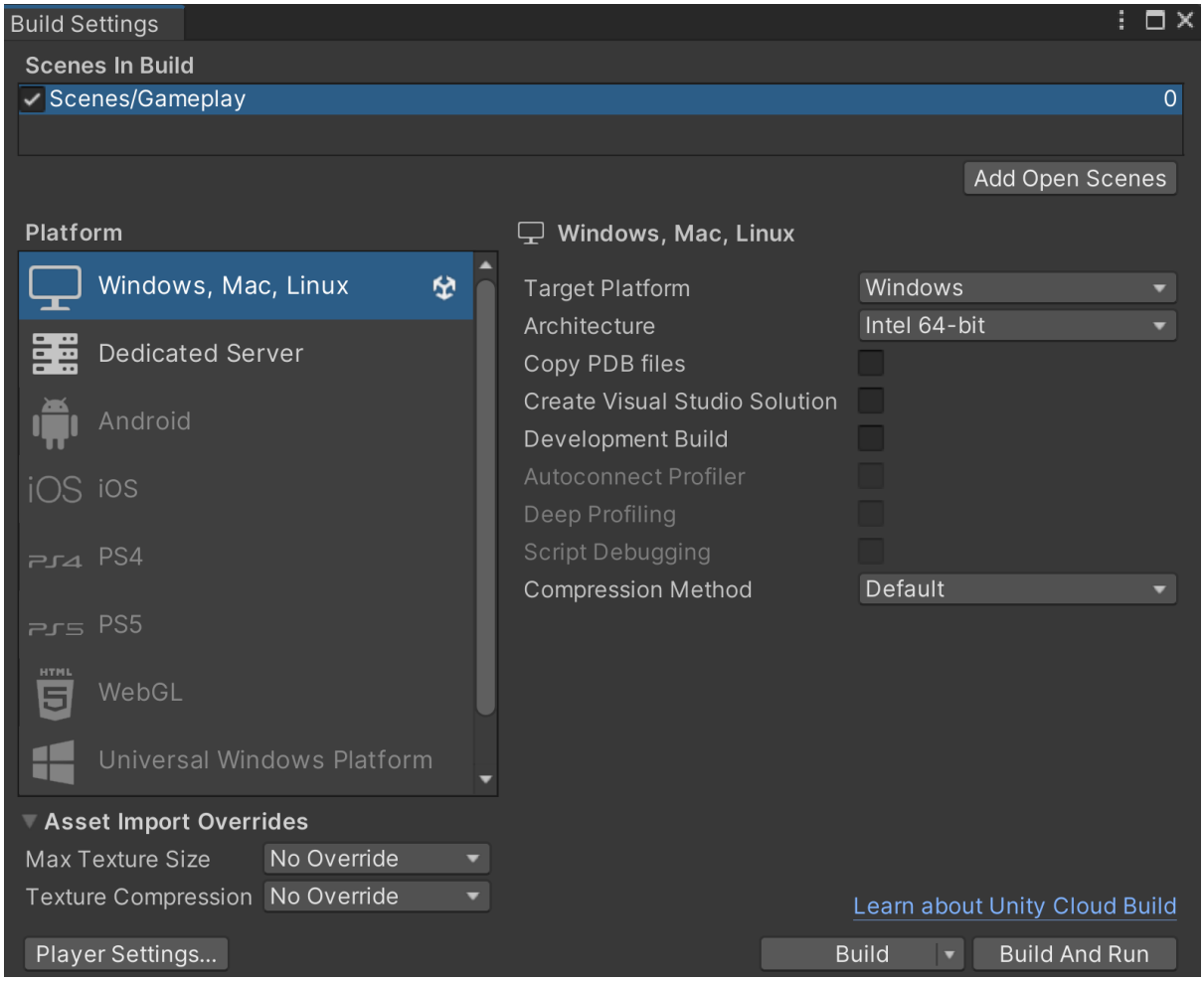

Hierarchy
Scene
Game
Inspector
All
SampleScene*
Game Controller
Main Camera
Directional Light
Player
Center
Global
Persp
Directional Light
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Light
Type
Directional
Color
Mode
Mixed
Intensity
0.5
Indirect Multiplier
1
Shadow Type
Soft Shadows
Baked Shadow An
Realtime Shadows
Strength
0.5
Resolution
Use Quality Settings
Bias
0.05
Normal Bias
0.4
Near Plane
0.2
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Packages
Basic Tile
Obstacle

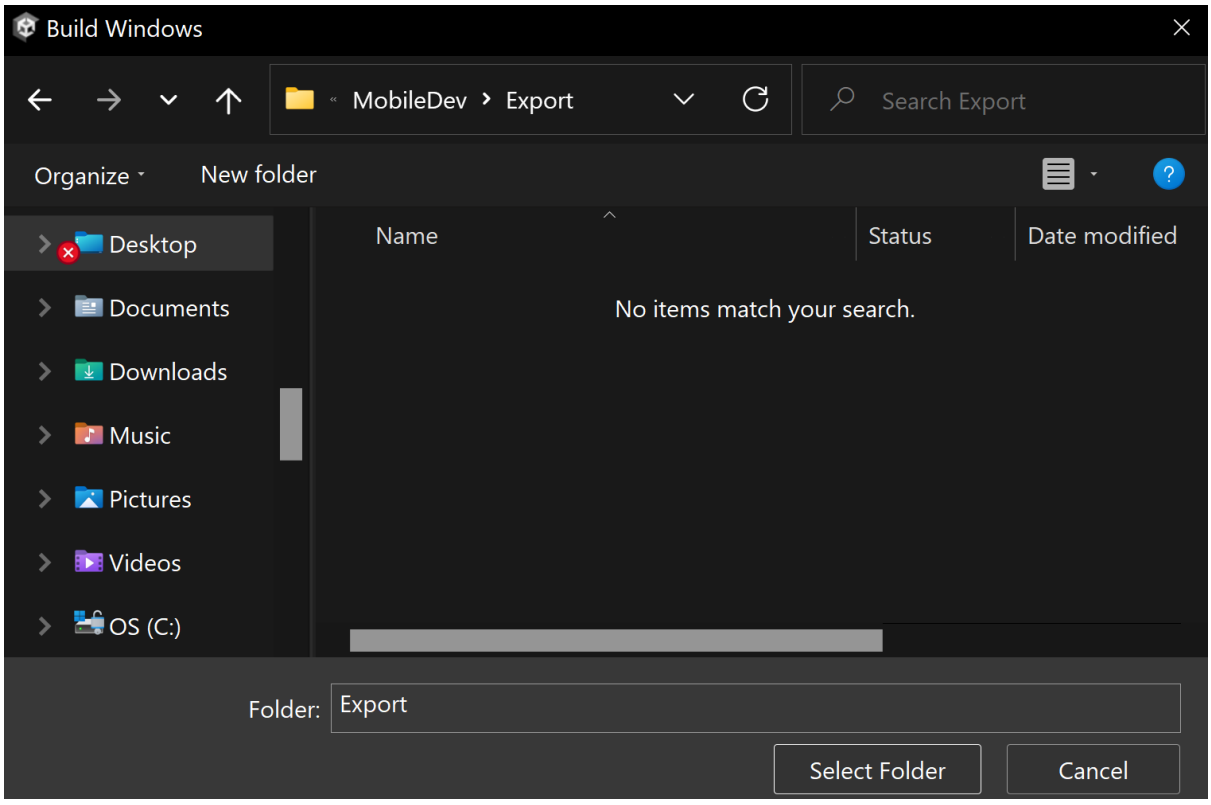

JD
Layers
Default
Game
Game
Display 1
Free Aspect
Scale
1x
Normally
Mute Audio
Stats
Gizmos

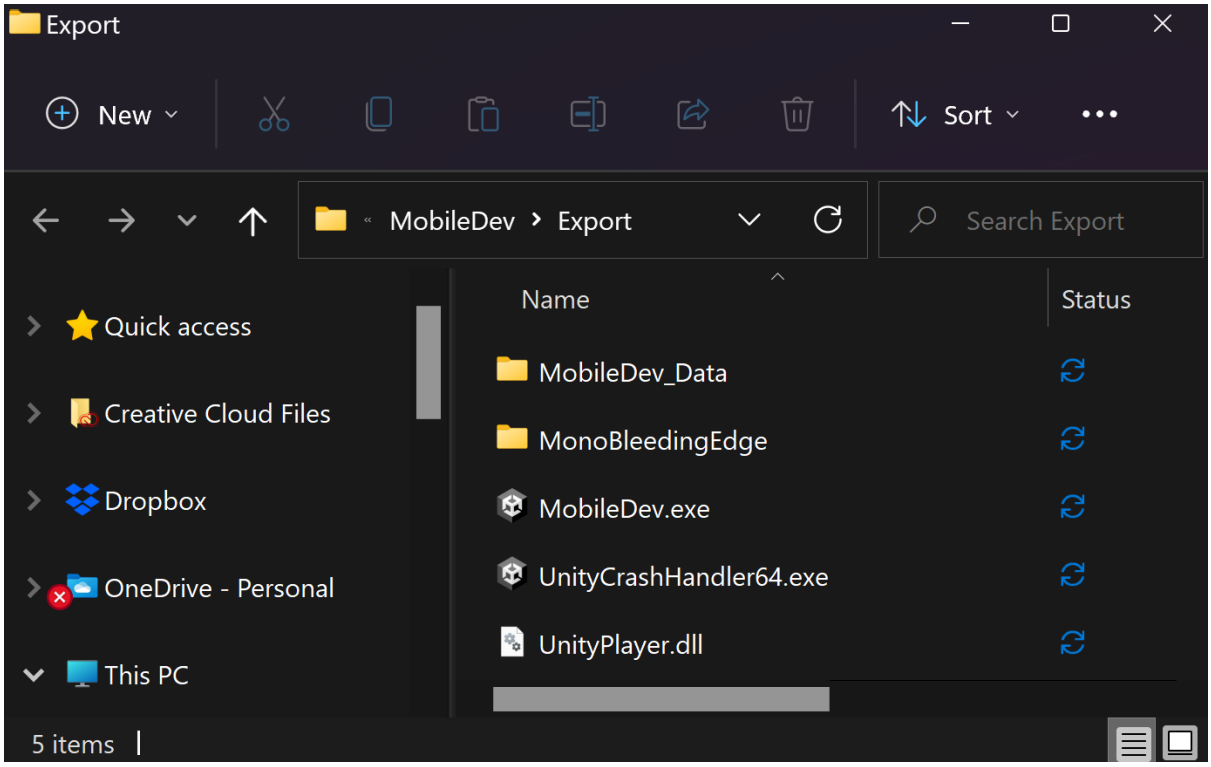
Chapter 02: Project Setup for Android and iOS Development

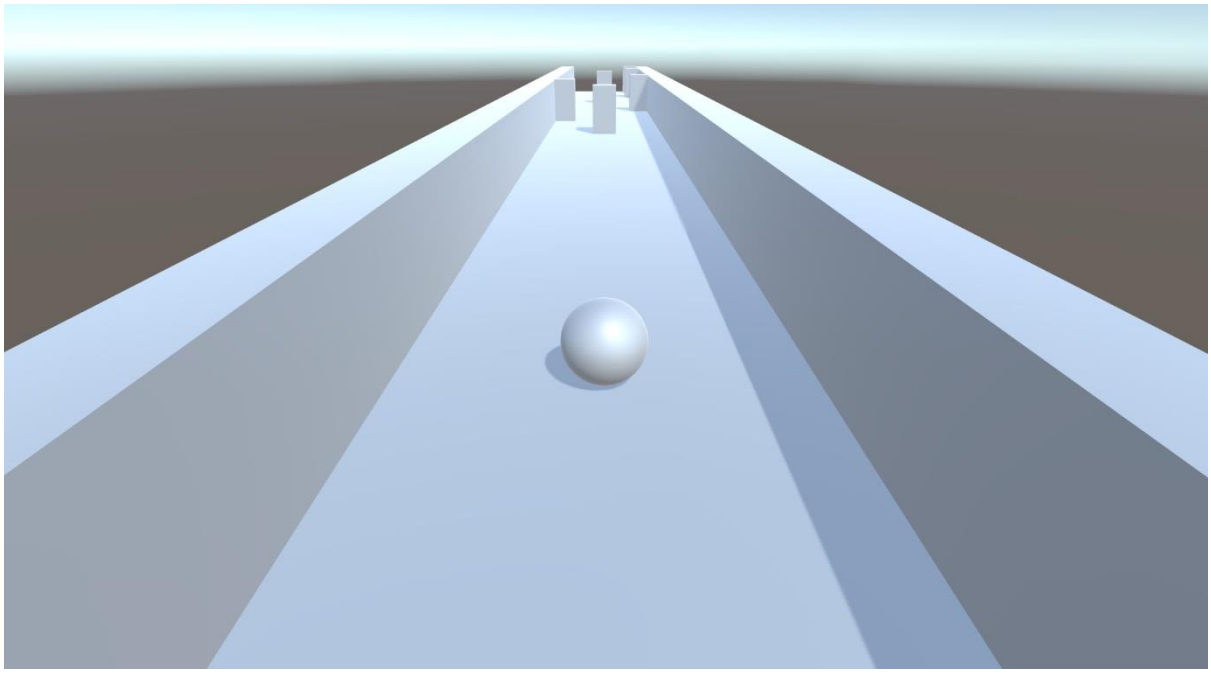


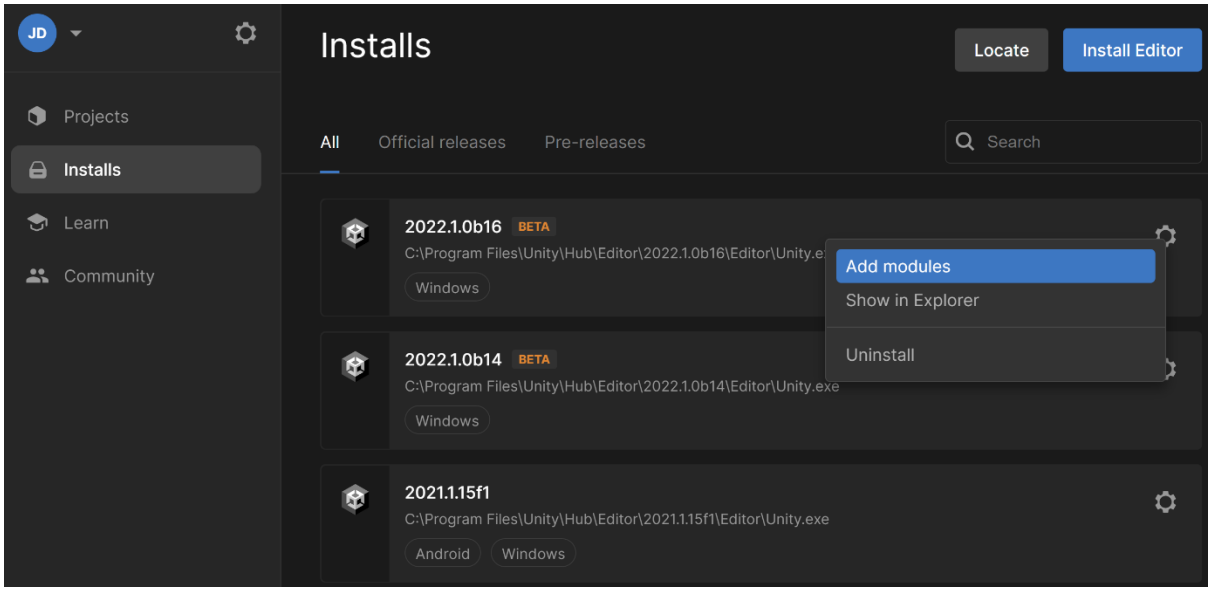


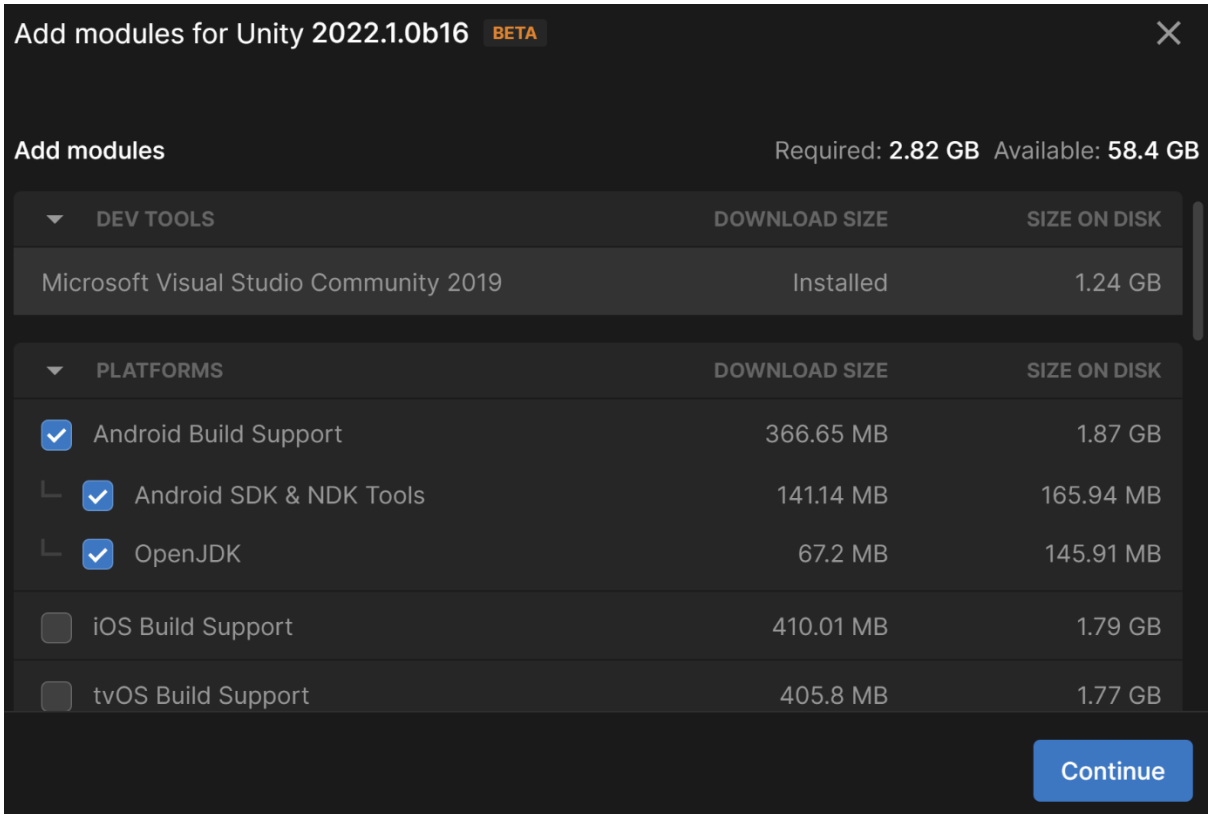

Build Settings
Scenes In Build
Scenes/Gameplay
0
Add Open Scenes
Platform
Windows, Mac, Linux
Dedicated Server
Android
iOS
PS4
PS5
WebGL
Universal Windows Platform
Windows, Mac, Linux
Target Platform
Windows
Architecture
Intel 64-bit
Copy PDB files
Create Visual Studio Solution
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Compression Method
Default
Asset Import Overrides
Max Texture Size
No Override
Texture Compression
No Override
Learn about Unity Cloud Build
Player Settings...
Build
Build And Run

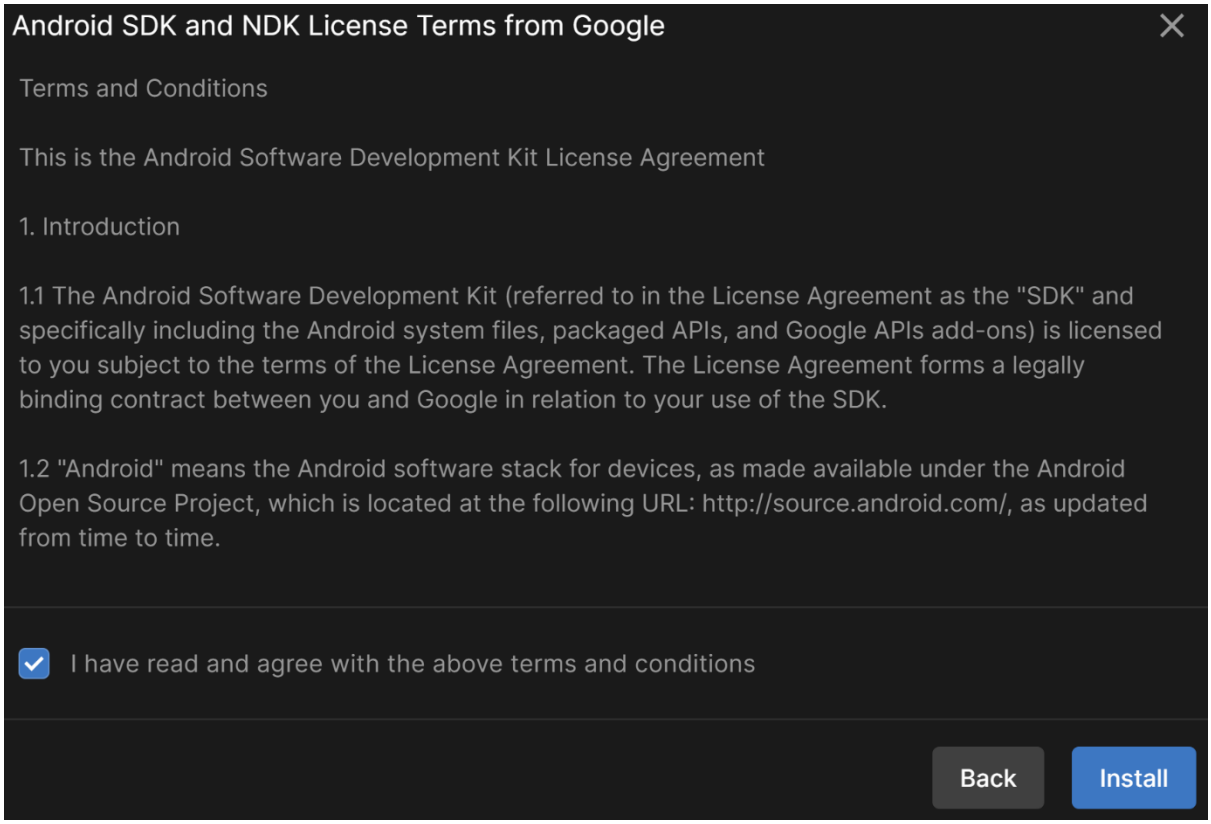

Build Windows
MobileDev
Export
Search Export
Organize
New folder
Desktop
Documents
Downloads
Music
Pictures
Videos
OS (C:)
Name
Status
Date modified
No items match your search.
Folder:
Export
Select Folder
Cancel

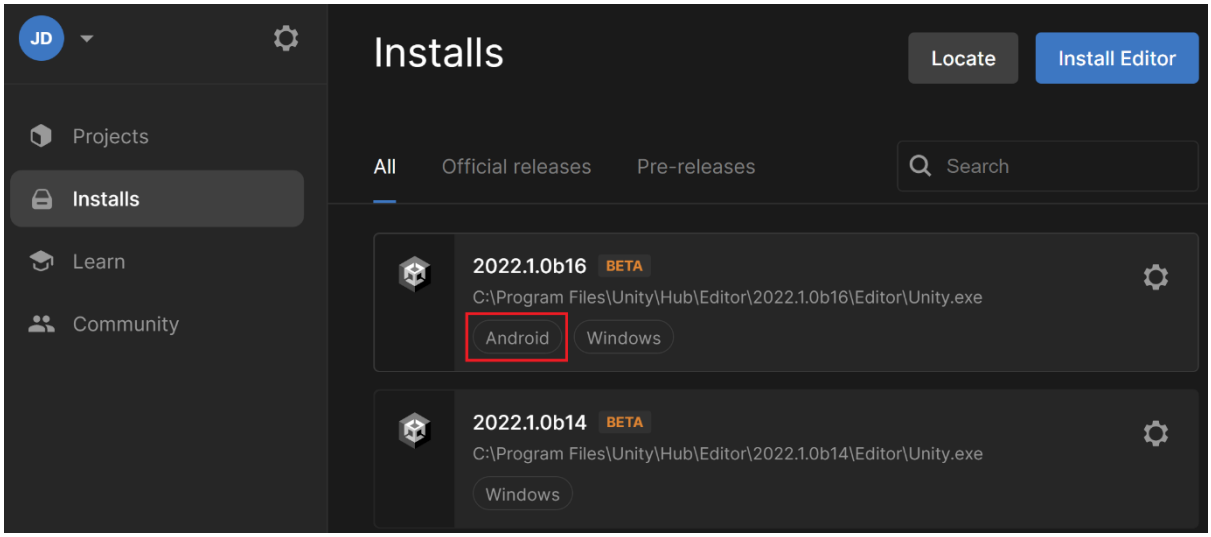

Export
New
Sort
MobileDev › Export
Search Export
Quick access
Creative Cloud Files
Dropbox
OneDrive - Personal
This PC
Name
Status
MobileDev_Data
MonoBleedingEdge
MobileDev.exe
UnityCrashHandler64.exe
UnityPlayer.dll
5 items

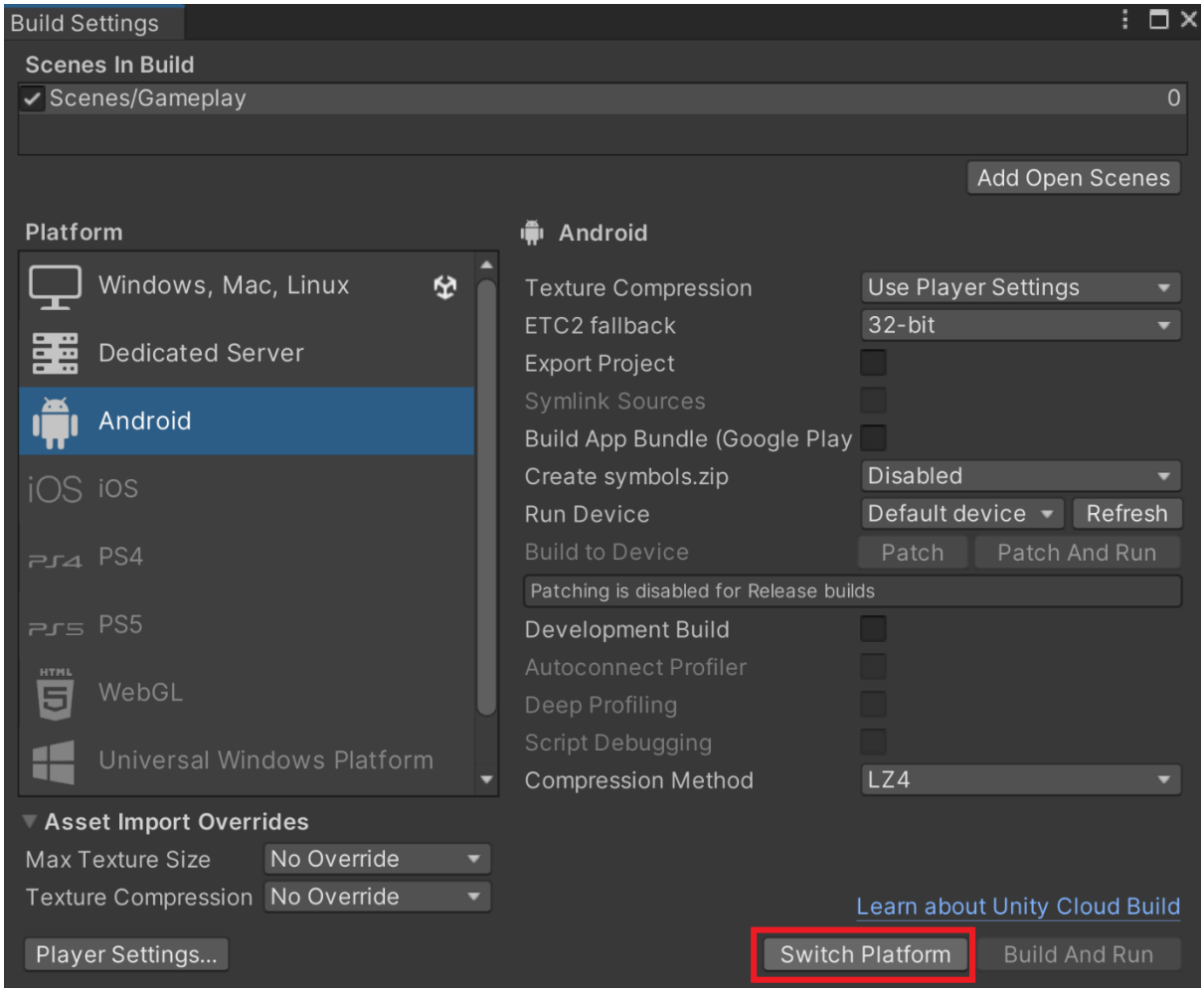


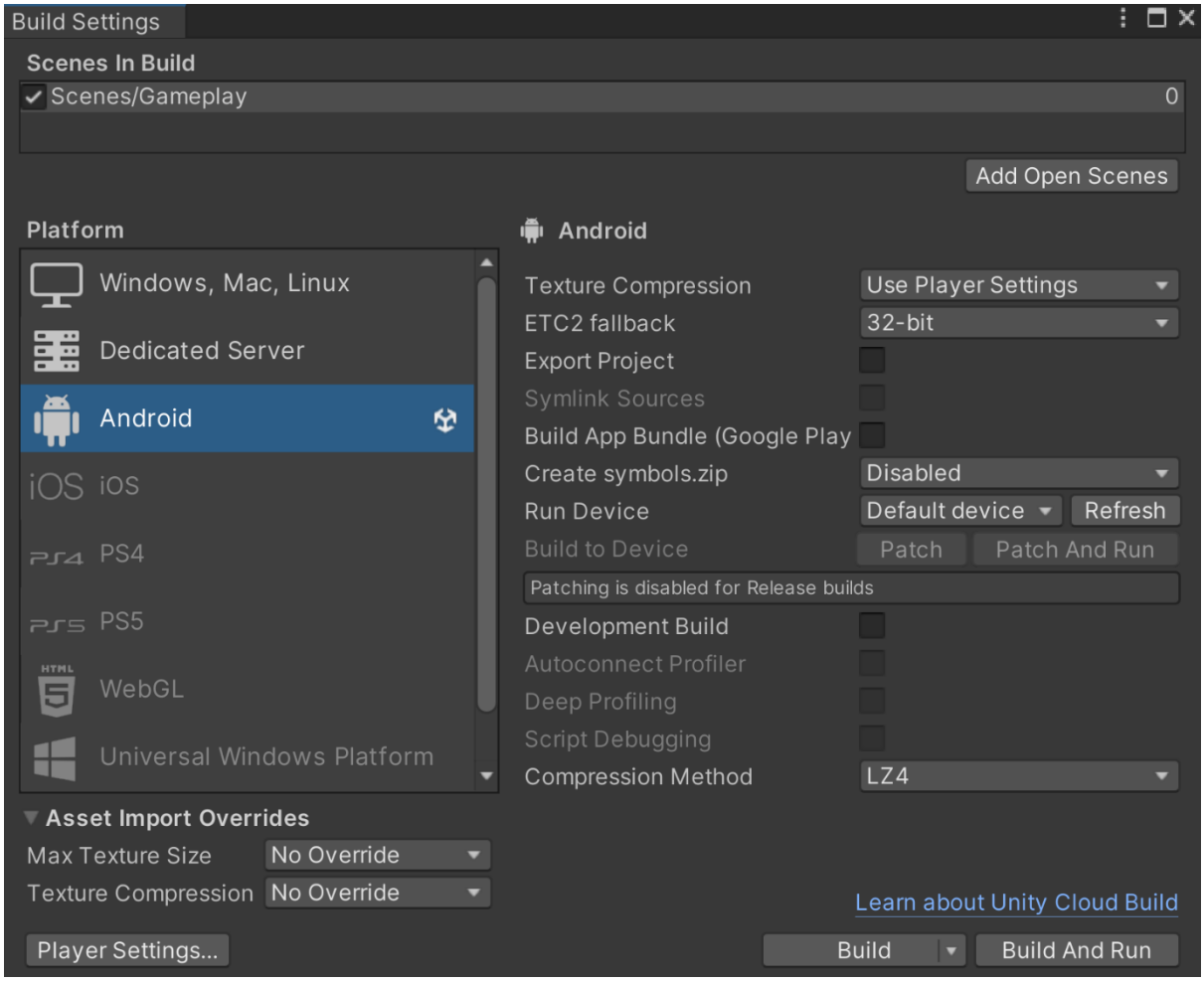

JD
Projects
Installs
Learn
Community
Installs
Locate
Install Editor
All
Official releases
Pre-releases
Search
2022.1.0b16 BETA
C:\Program Files\Unity\Hub\Editor\2022.1.0b16\Editor\Unity.e
Windows
Add modules
Show in Explorer
Uninstall
2022.1.0b14 BETA
C:\Program Files\Unity\Hub\Editor\2022.1.0b14\Editor\Unity.exe
Windows
2021.1.15f1
C:\Program Files\Unity\Hub\Editor\2021.1.15f1\Editor\Unity.exe
Android
Windows

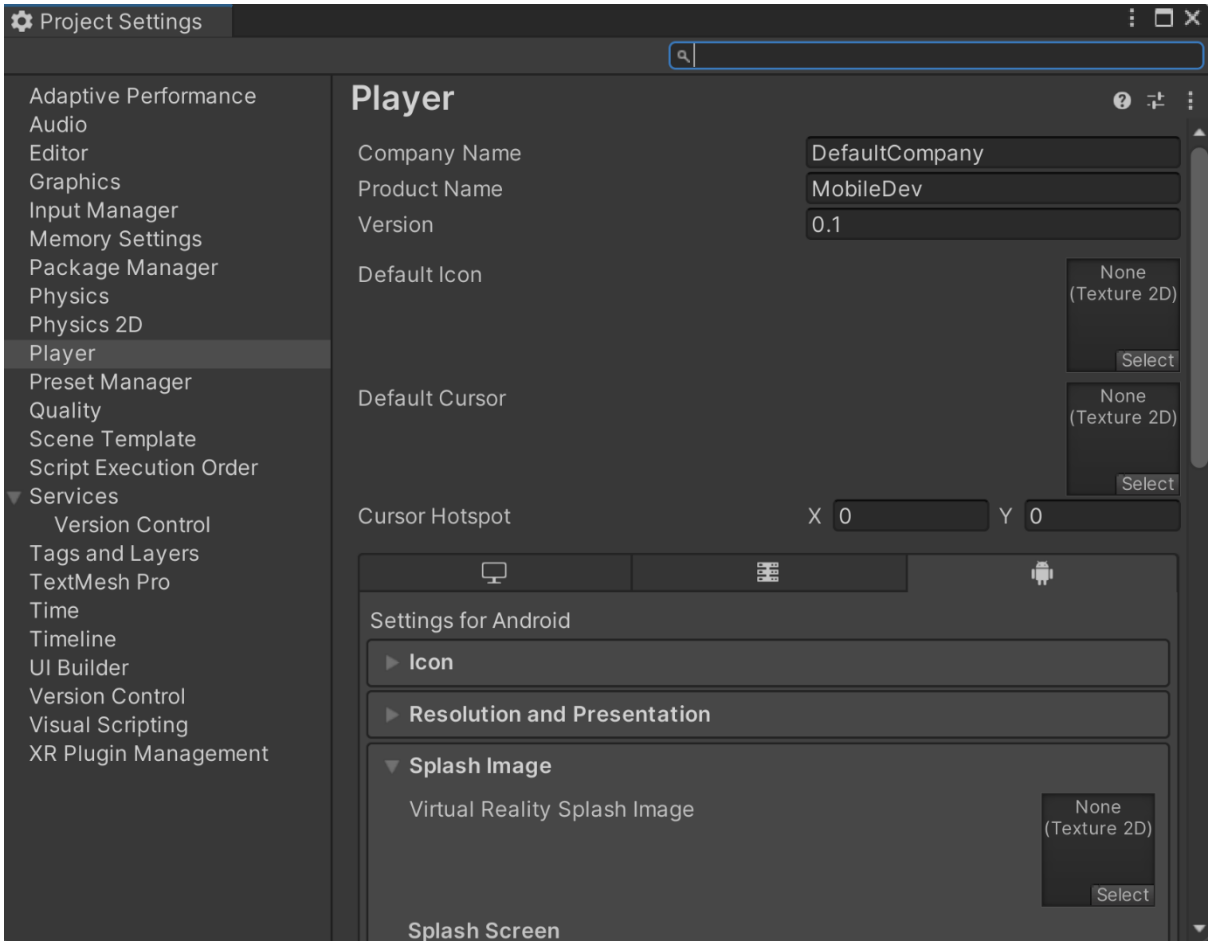

Add modules for Unity 2022.1.0b16 BETA
Add modules
Required: 2.82 GB Available: 58.4 GB
DEV TOOLS
DOWNLOAD SIZE
SIZE ON DISK
Microsoft Visual Studio Community 2019
Installed
1.24 GB
PLATFORMS
DOWNLOAD SIZE
SIZE ON DISK
Android Build Support
366.65 MB
1.87 GB
Android SDK & NDK Tools
141.14 MB
165.94 MB
OpenJDK
67.2 MB
145.91 MB
iOS Build Support
410.01 MB
1.79 GB
tvOS Build Support
405.8 MB
1.77 GB
Continue

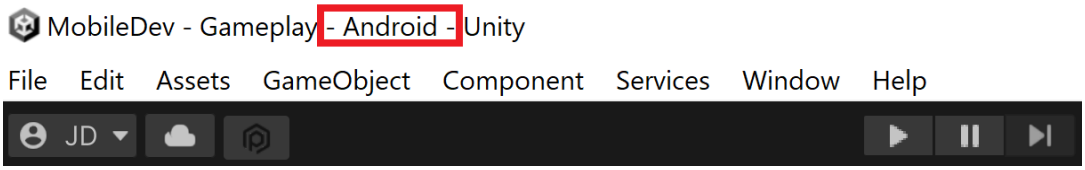

Android SDK and NDK License Terms from Google
Terms and Conditions
This is the Android Software Development Kit License Agreement
1. Introduction
1.1 The Android Software Development Kit (referred to in the License Agreement as the "SDK" and specifically including the Android system files, packaged APIs, and Google APIs add-ons) is licensed to you subject to the terms of the License Agreement. The License Agreement forms a legally binding contract between you and Google in relation to your use of the SDK.
1.2 "Android" means the Android software stack for devices, as made available under the Android Open Source Project, which is located at the following URL: http://source.android.com/, as updated from time to time.
I have read and agree with the above terms and conditions
Back
Install

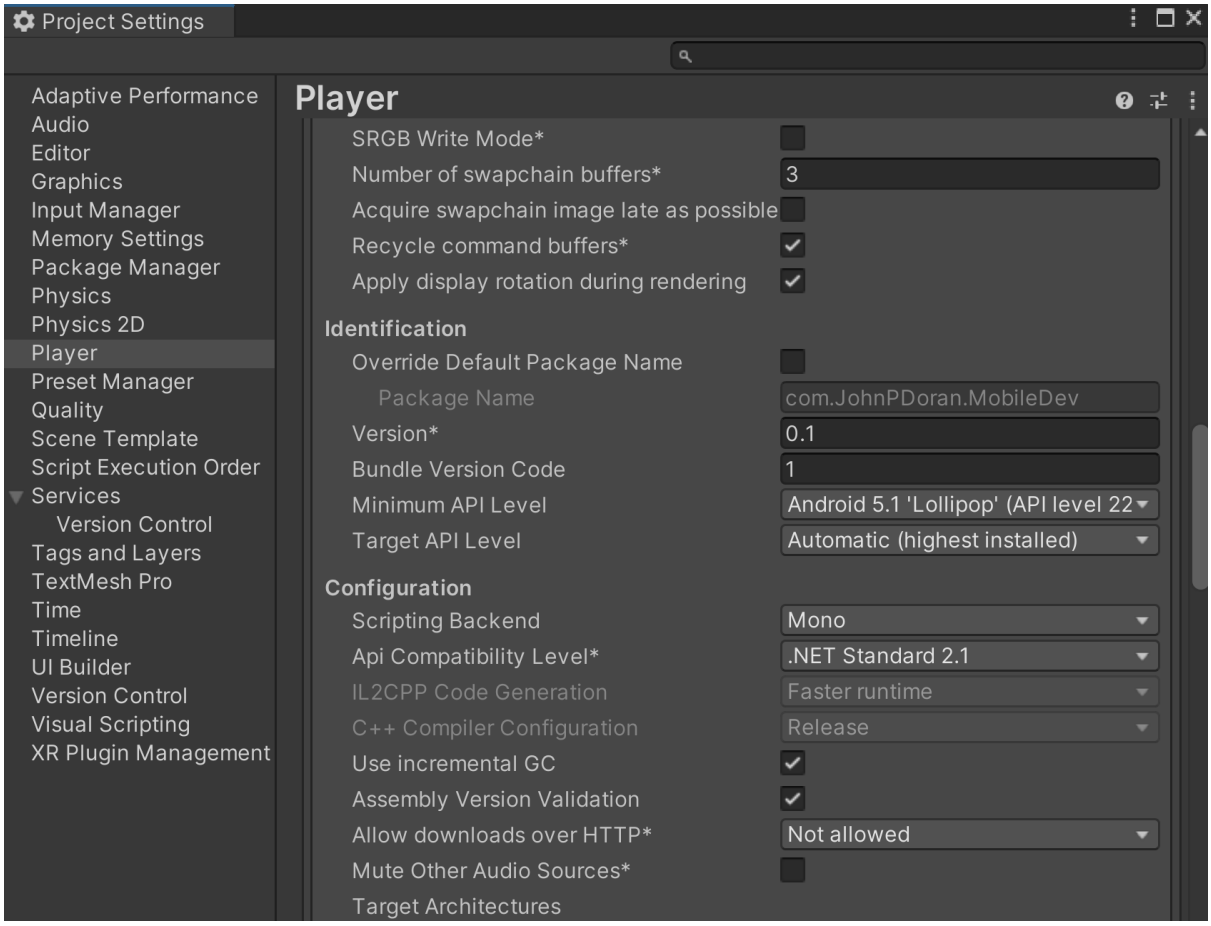

JD
Projects
Installs
Learn
Community
Installs
Locate
Install Editor
All
Official releases
Pre-releases
Search
2022.1.0b16
BETA
C:\Program Files\Unity\Hub\Editor\2022.1.0b16\Editor\Unity.exe
Android
Windows
2022.1.0b14
BETA
C:\Program Files\Unity\Hub\Editor\2022.1.0b14\Editor\Unity.exe
Windows

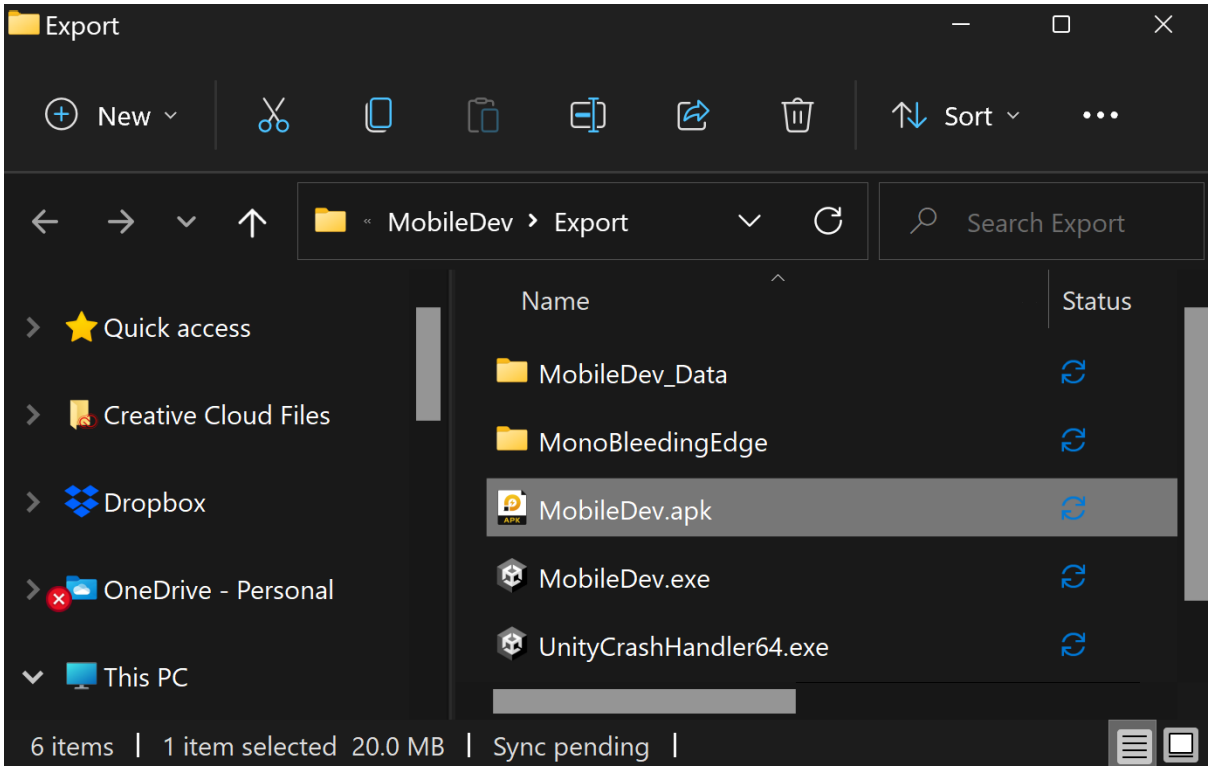

Build Settings
Scenes In Build
Scenes/Gameplay
0
Add Open Scenes
Platform
Windows, Mac, Linux
Dedicated Server
Android
iOS
PS4
PS5
WebGL
Universal Windows Platform
Android
Texture Compression
Use Player Settings
ETC2 fallback
32-bit
Export Project
Symlink Sources
Build App Bundle (Google Play
Create symbols.zip
Disabled
Run Device
Default device
Refresh
Build to Device
Patch
Patch And Run
Patching is disabled for Release builds
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Compression Method
LZ4
Asset Import Overrides
Max Texture Size
No Override
Texture Compression
No Override
Learn about Unity Cloud Build
Player Settings...
Switch Platform
Build And Run

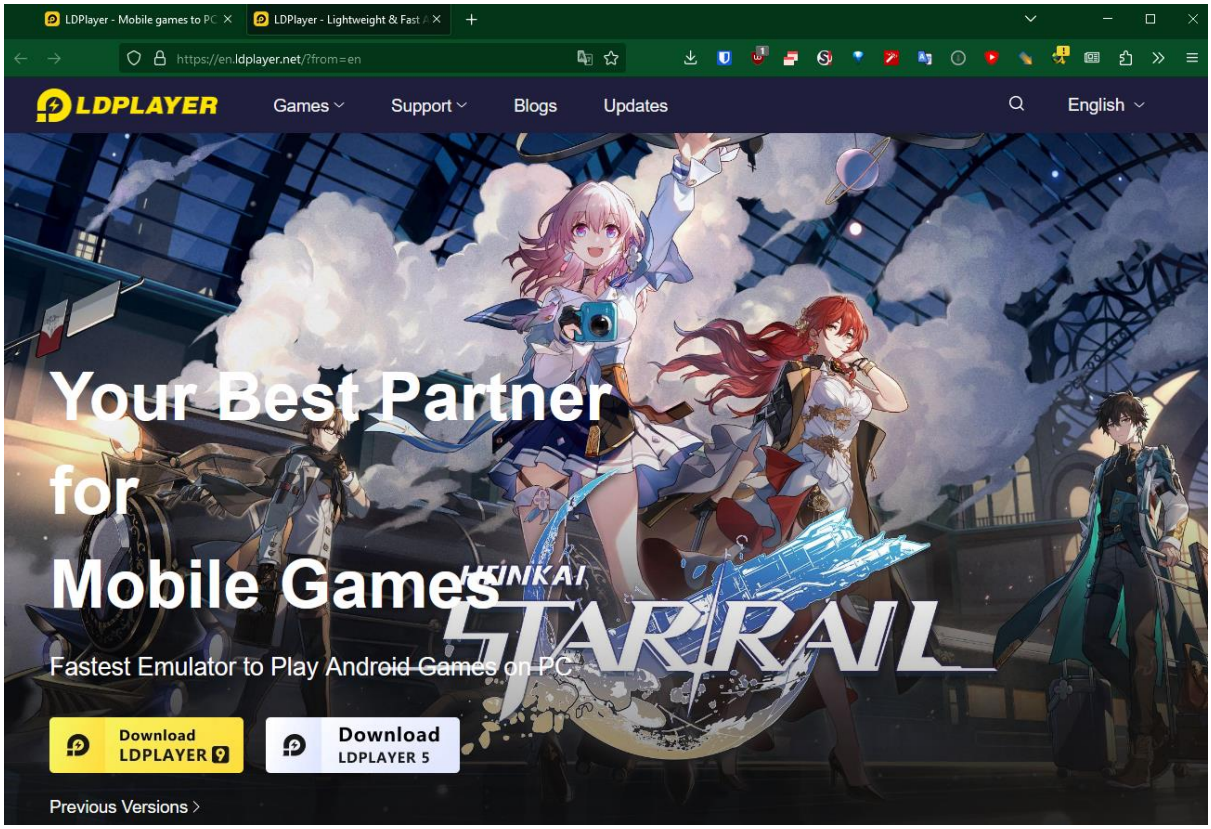

Build Settings
Scenes In Build
Scenes/Gameplay
0
Add Open Scenes
Platform
Windows, Mac, Linux
Dedicated Server
Android
iOS
PS4
PS5
WebGL
Universal Windows Platform
Android
Texture Compression
Use Player Settings
ETC2 fallback
32-bit
Export Project
Symlink Sources
Build App Bundle (Google Play
Create symbols.zip
Disabled
Run Device
Default device
Refresh
Build to Device
Patch
Patch And Run
Patching is disabled for Release builds
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Compression Method
LZ4
Asset Import Overrides
Max Texture Size
No Override
Texture Compression
No Override
Learn about Unity Cloud Build
Player Settings...
Build
Build And Run

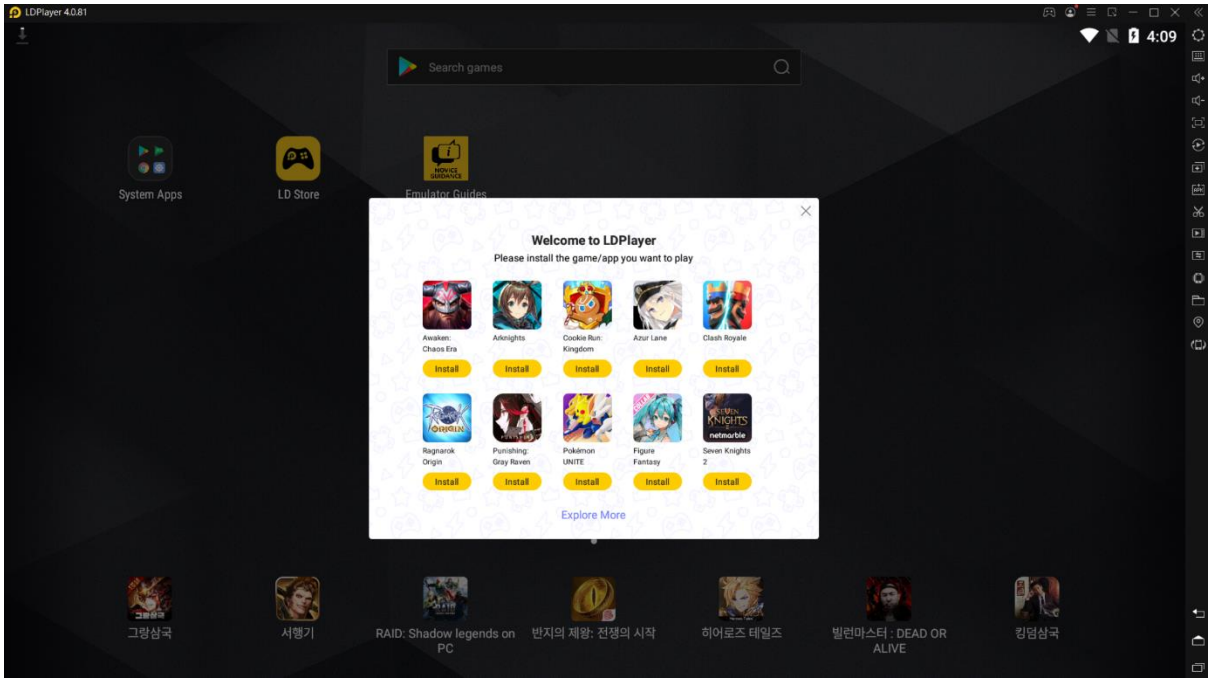

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Version Control
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Player
Company Name
DefaultCompany
Product Name
MobileDev
Version
0.1
Default Icon
None (Texture 2D)
Select
Default Cursor
None (Texture 2D)
Select
Cursor Hotspot
X 0
Y 0
Settings for Android
Icon
Resolution and Presentation
Splash Image
Virtual Reality Splash Image
None (Texture 2D)
Select
Splash Screen


MobileDev - Gameplay - Android - Unity
File Edit Assets GameObject Component Services Window Help
JD

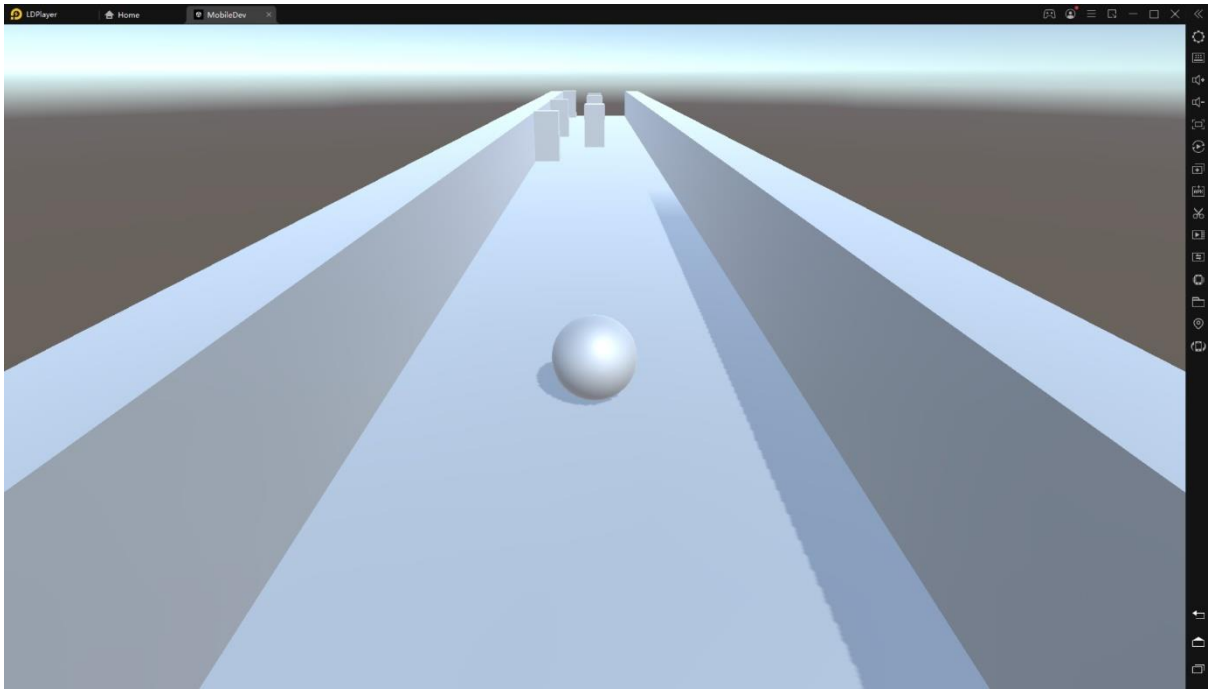

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Version Control
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Player
SRGB Write Mode*
Number of swapchain buffers*
3
Acquire swapchain image late as possible
Recycle command buffers*
Apply display rotation during rendering
Identification
Override Default Package Name
Package Name
com.JohnPDoran.MobileDev
Version*
0.1
Bundle Version Code
1
Minimum API Level
Android 5.1 'Lollipop' (API level 22
Target API Level
Automatic (highest installed)
Configuration
Scripting Backend
Mono
Api Compatibility Level*
.NET Standard 2.1
IL2CPP Code Generation
Faster runtime
C++ Compiler Configuration
Release
Use incremental GC
Assembly Version Validation
Allow downloads over HTTP*
Not allowed
Mute Other Audio Sources*
Target Architectures

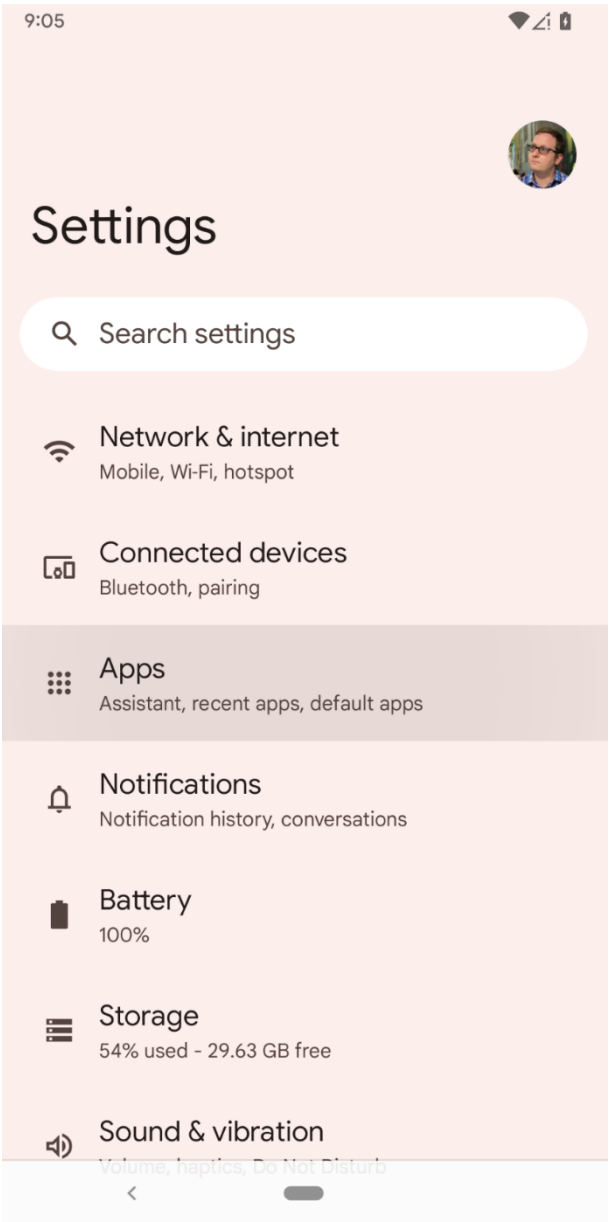

Export
New
Sort
MobileDev
Export
Search Export
Quick access
Creative Cloud Files
Dropbox
OneDrive - Personal
This PC
Name
Status
MobileDev_Data
MonoBleedingEdge
MobileDev.apk
MobileDev.exe
UnityCrashHandler64.exe
6 items
1 item selected 20.0 MB
Sync pending

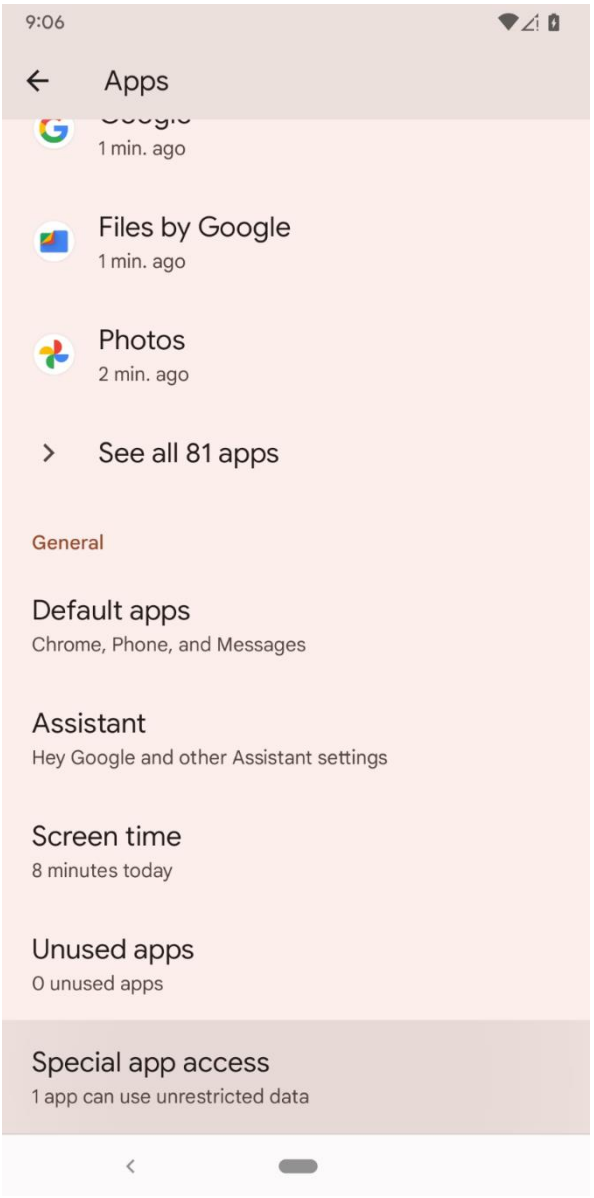

LDPlayer - Mobile games to PC
LDPlayer - Lightweight & Fast
https://en.ldplayer.net/?from=en
LDPLAYER
Games
Support
Blogs
Updates
English
Your Best Partner for Mobile Games
HONKAI
STAR RAIL
Fastest Emulator to Play Android Games on PC
Download LDPLAYER
Download LDPLAYER 5
Previous Versions

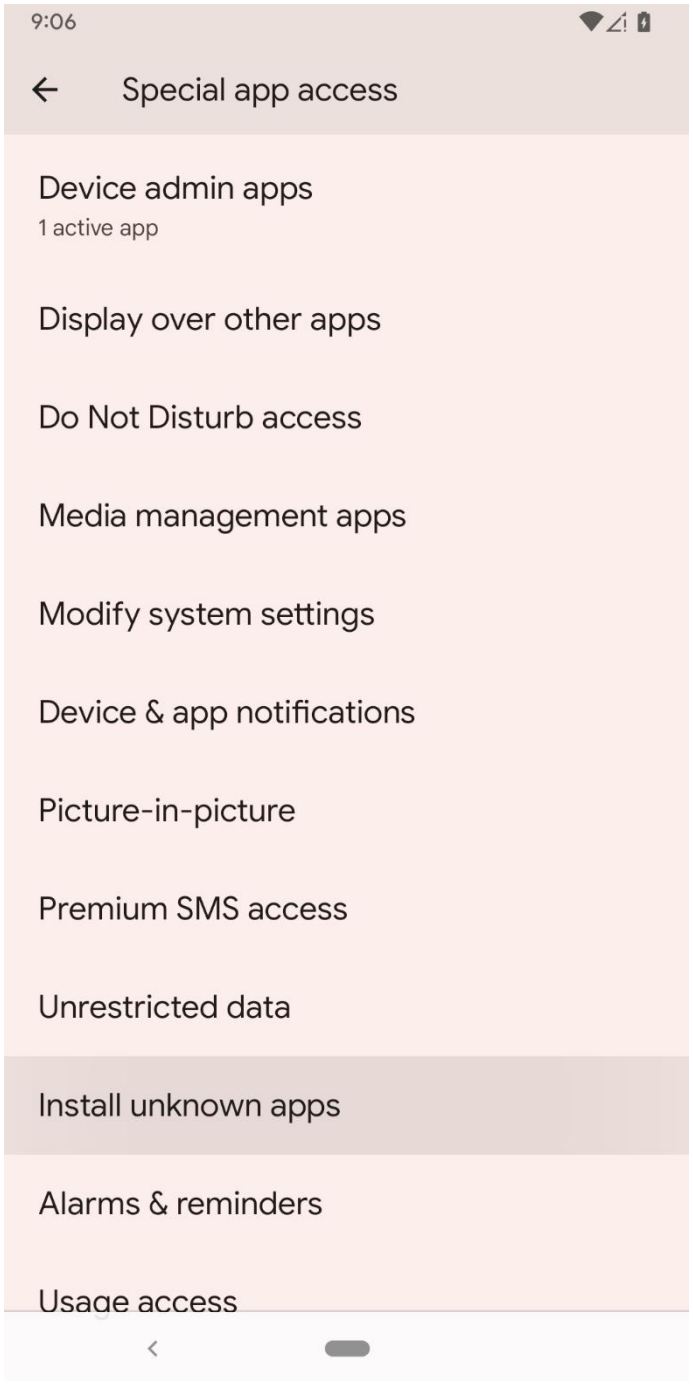

LDPlayer 4.0.81
4:09
Search games
System Apps
LD Store
Emulator Guides
Welcome to LDPlayer
Please install the game/app you want to play
Awaken: Chaos Era
Arknights
Cookie Run: Kingdom
Azur Lane
Clash Royale
Ragnarok Origin
Punishing: Gray Raven
Pokémon UNITE
Figure Fantasy
Seven Knights 2
Install
Explore More
그랑삼국
서행기
RAID: Shadow legends on PC
반지의 제왕: 전쟁의 시작
히어로즈 테일즈
빌런마스터 : DEAD OR ALIVE
킹덤삼국

LDPlayer 4.0.81
4:10
Search games
System Apps
LD Store
Emulator Guides
MobileDev
그랑삼국
서행기
RAID: Shadow legends on PC
반지의 제왕: 전쟁의 시작
히어로즈 테일즈
빌런마스터 : DEAD OR ALIVE
킹덤삼국


LDPlayer
Home
MobileDev


9:05
Settings
Search settings
Network & internet
Mobile, Wi-Fi, hotspot
Connected devices
Bluetooth, pairing
Apps
Assistant, recent apps, default apps
Notifications
Notification history, conversations
Battery
100%
Storage
54% used - 29.63 GB free
Sound & vibration


9:06
Apps
1 min. ago
Files by Google
1 min. ago
Photos
2 min. ago
See all 81 apps
General
Default apps
Chrome, Phone, and Messages
Assistant
Hey Google and other Assistant settings
Screen time
8 minutes today
Unused apps
0 unused apps
Special app access
1 app can use unrestricted data


9:06
Special app access
Device admin apps
1 active app
Display over other apps
Do Not Disturb access
Media management apps
Modify system settings
Device & app notifications
Picture-in-picture
Premium SMS access
Unrestricted data
Install unknown apps
Alarms & reminders
Usage access

9:06

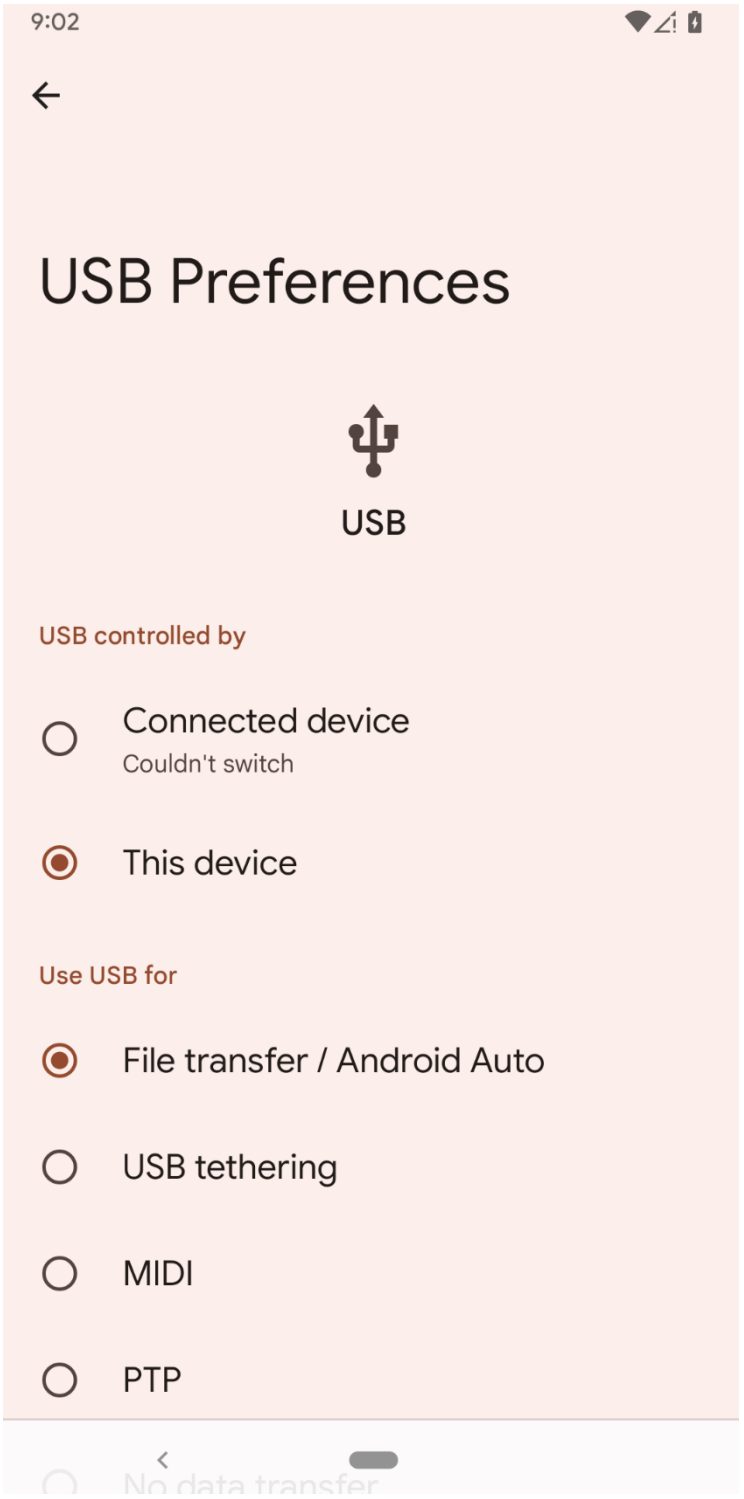
Install unknown apps

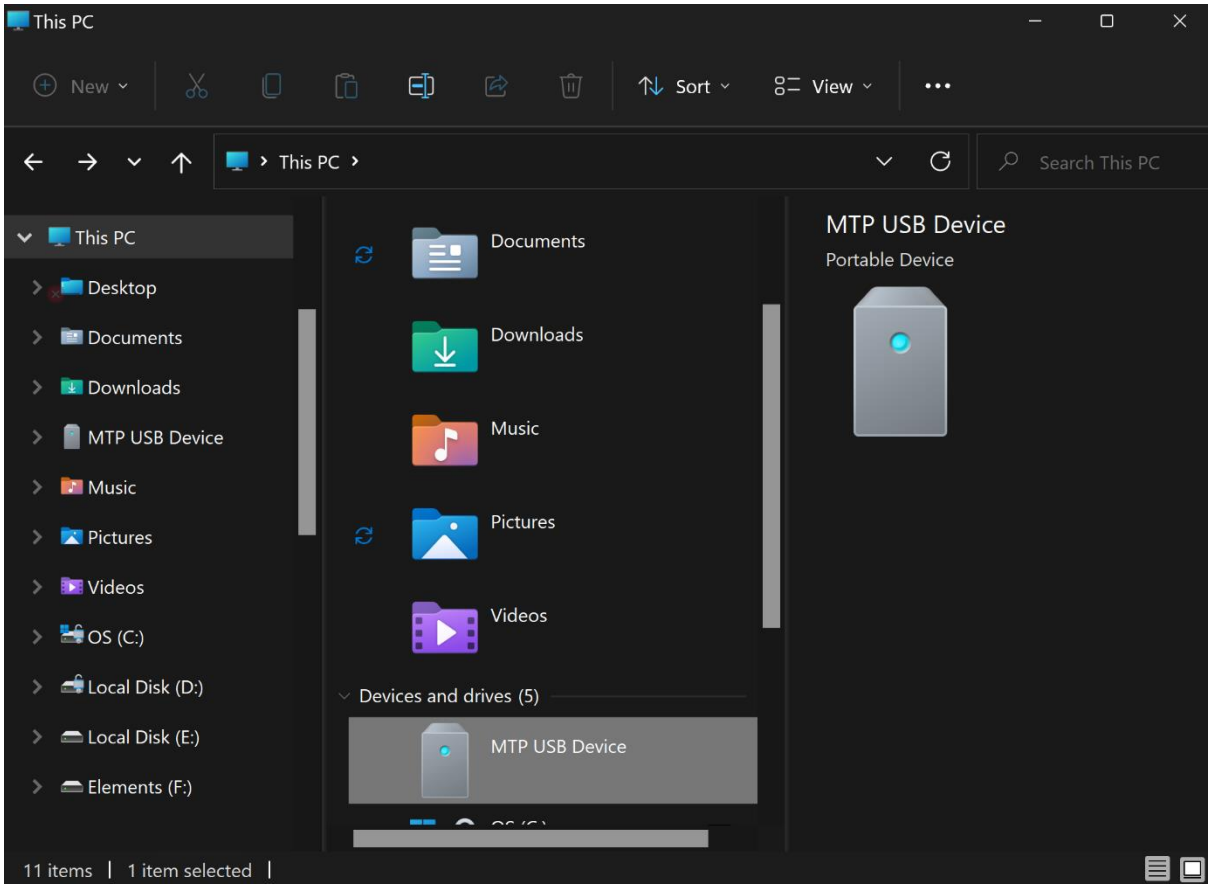
Files by Google

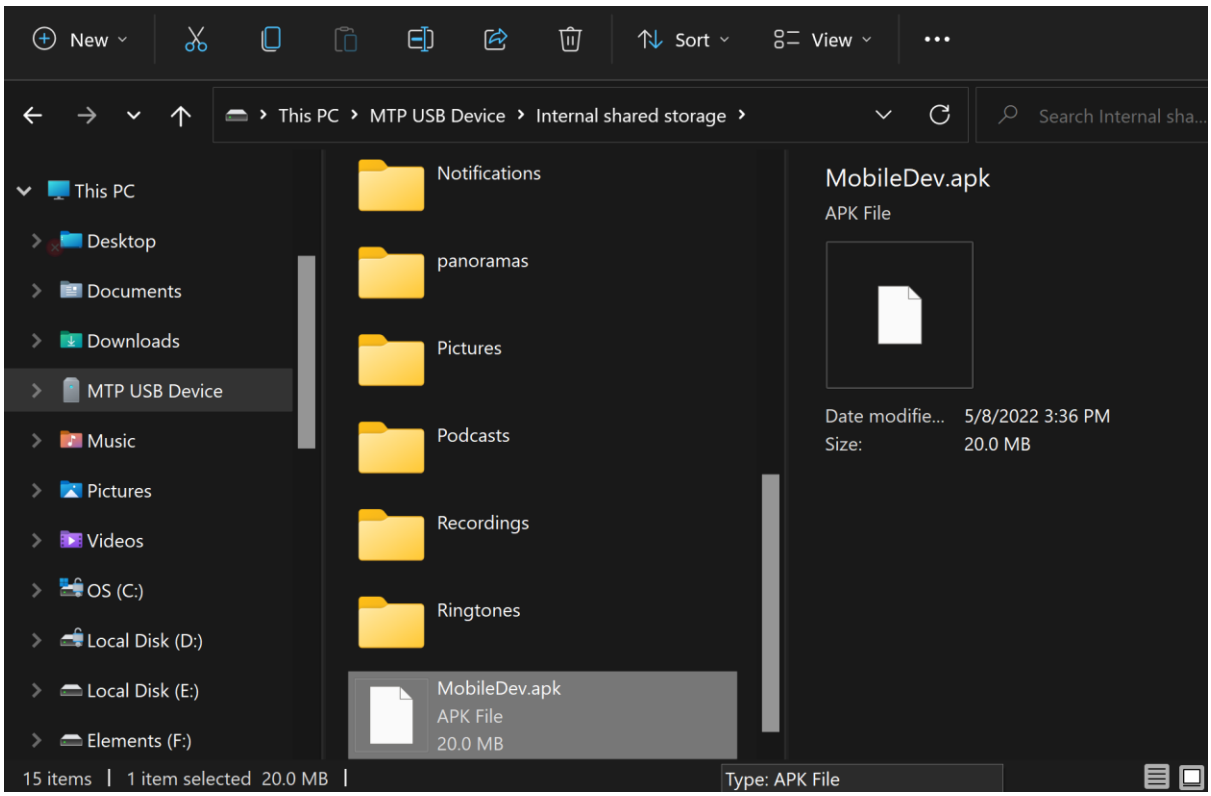
1.0.400489743

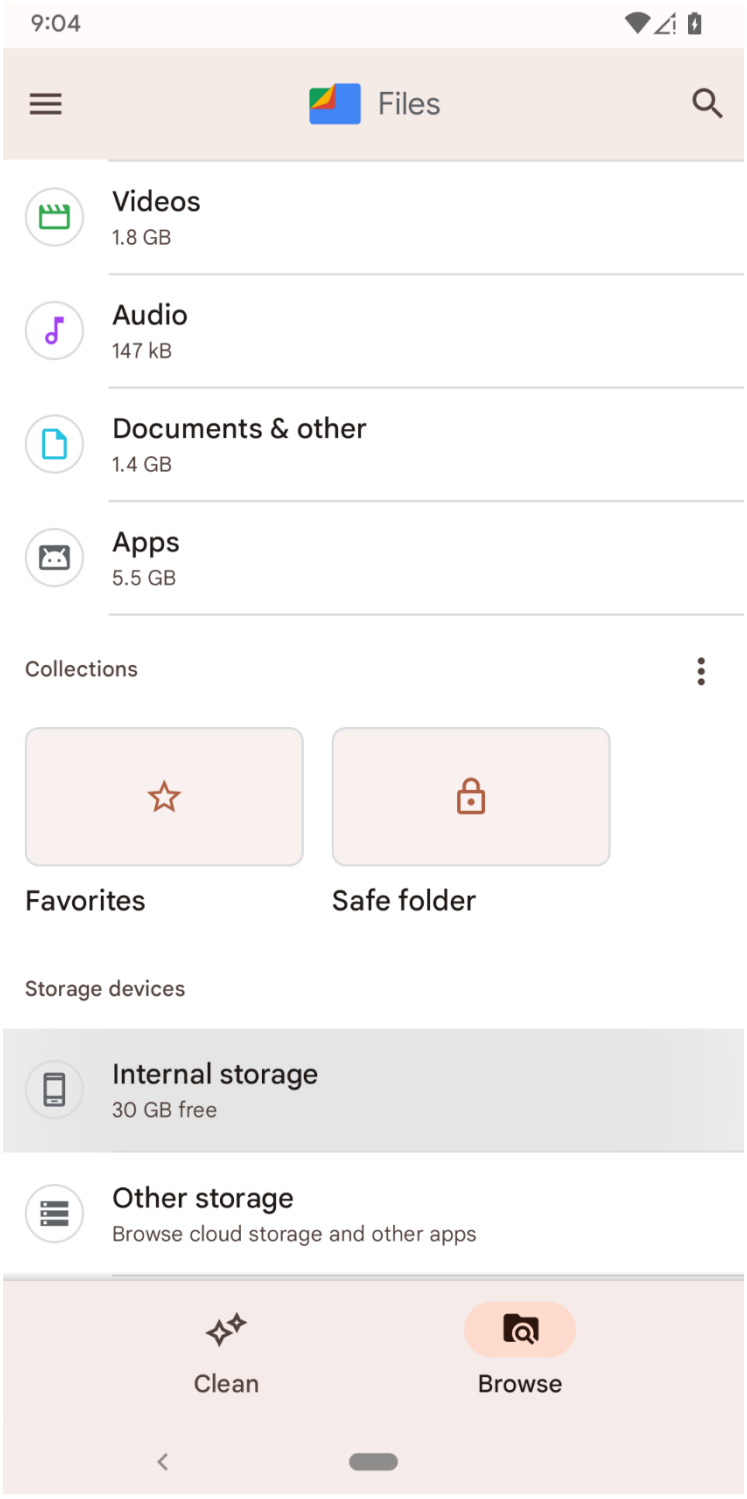
Allow from this source

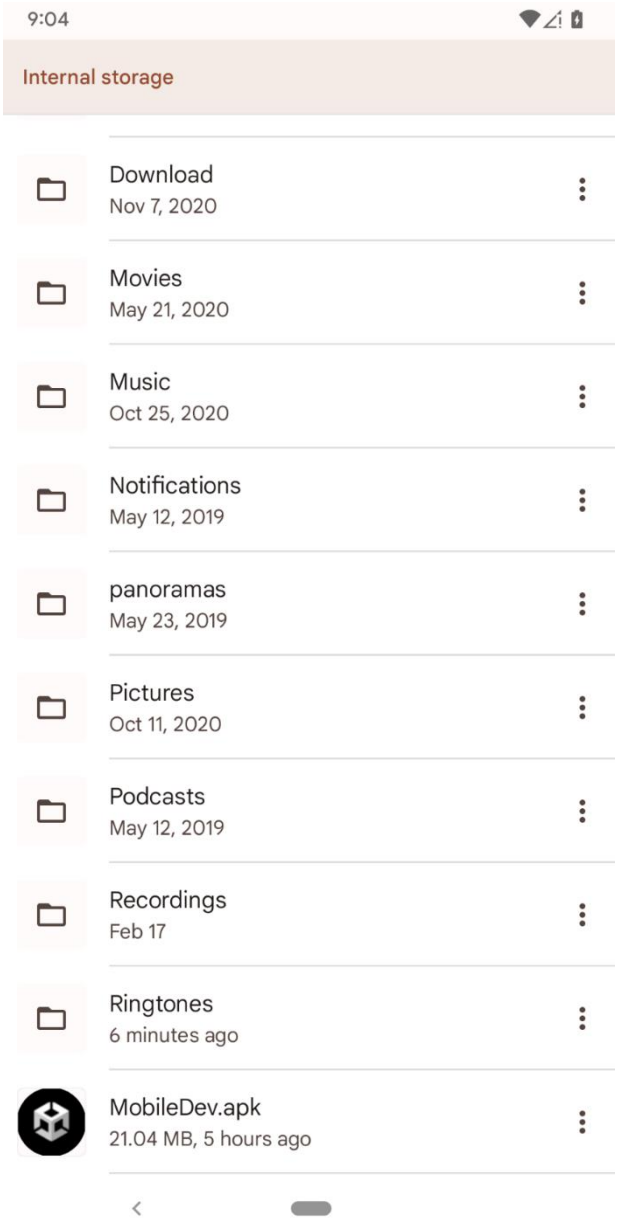
Your phone and personal data are more vulnerable to attack by unknown apps. By installing apps from this source, you agree that you are responsible for any damage to your phone or loss of data that may result from their use.

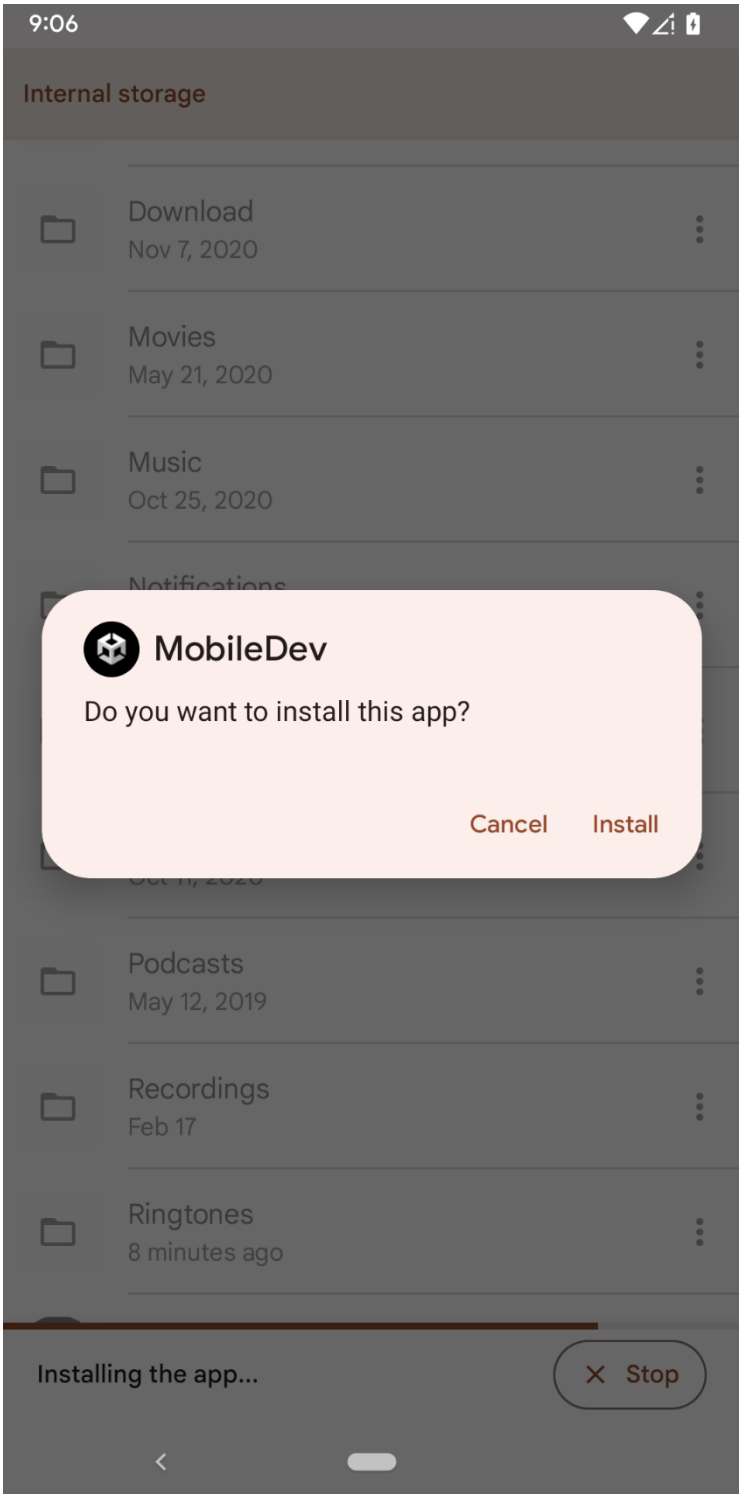

9:02
USB Preferences
USB
USB controlled by
Connected device
Couldn't switch
This device
Use USB for
File transfer / Android Auto
USB tethering
MIDI
PTP
No data transfer

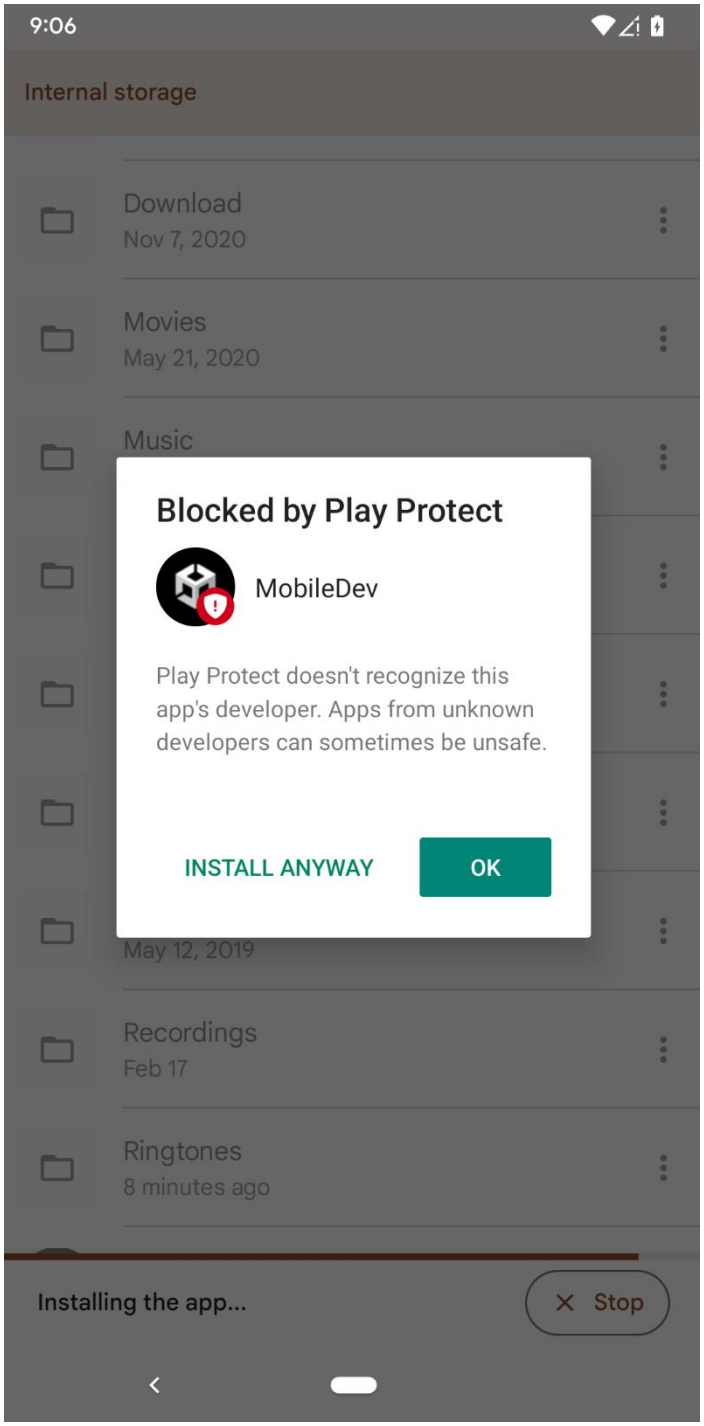

This PC
New
Sort
View
This PC
Search This PC
This PC
Desktop
Documents
Downloads
MTP USB Device
Music
Pictures
Videos
OS (C:)
Local Disk (D:)
Local Disk (E:)
Elements (F:)
Documents
Downloads
Music
Pictures
Videos
Devices and drives (5)
MTP USB Device
MTP USB Device
Portable Device
11 items | 1 item selected |

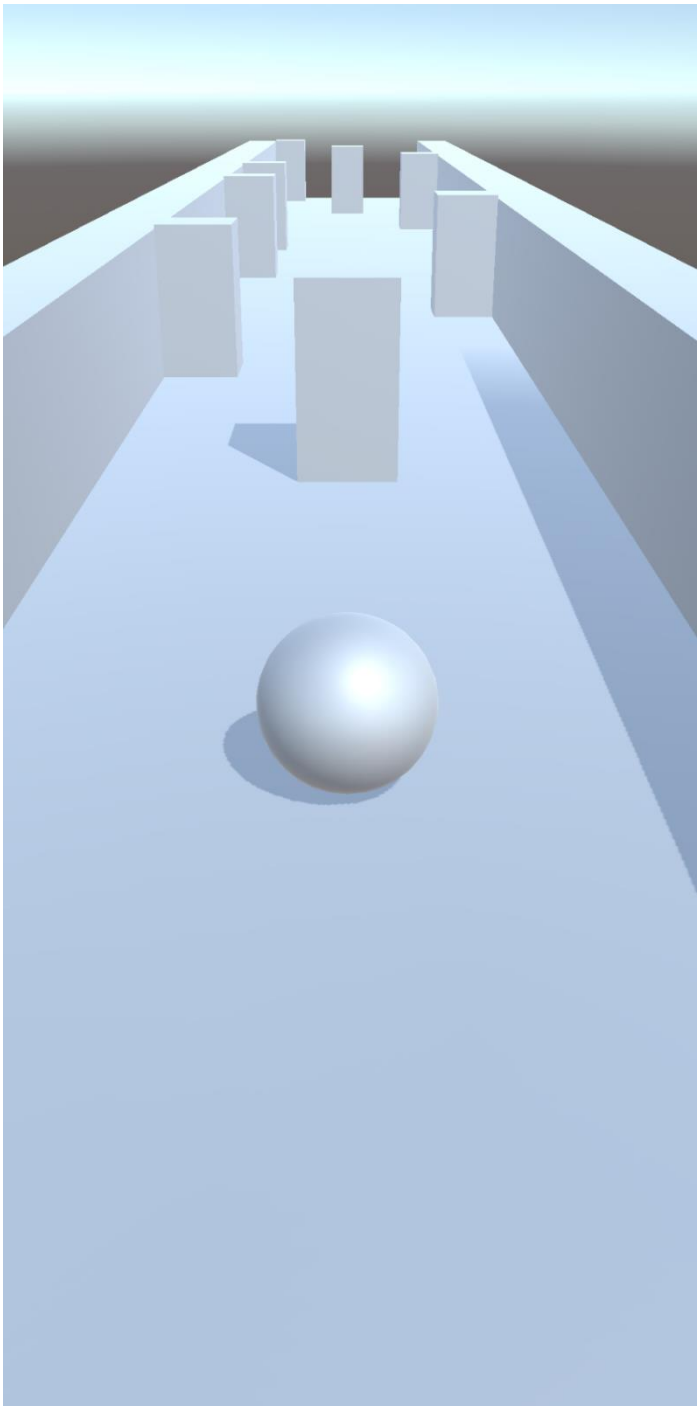

New
Sort
View
This PC › MTP USB Device › Internal shared storage ›
Search Internal sha...
This PC
Desktop
Documents
Downloads
MTP USB Device
Music
Pictures
Videos
OS (C:)
Local Disk (D:)
Local Disk (E:)
Elements (F:)
Notifications
panoramas
Pictures
Podcasts
Recordings
Ringtones
MobileDev.apk
APK File
20.0 MB
MobileDev.apk
APK File
Date modifie... 5/8/2022 3:36 PM
Size: 20.0 MB
15 items | 1 item selected 20.0 MB |
Type: APK File

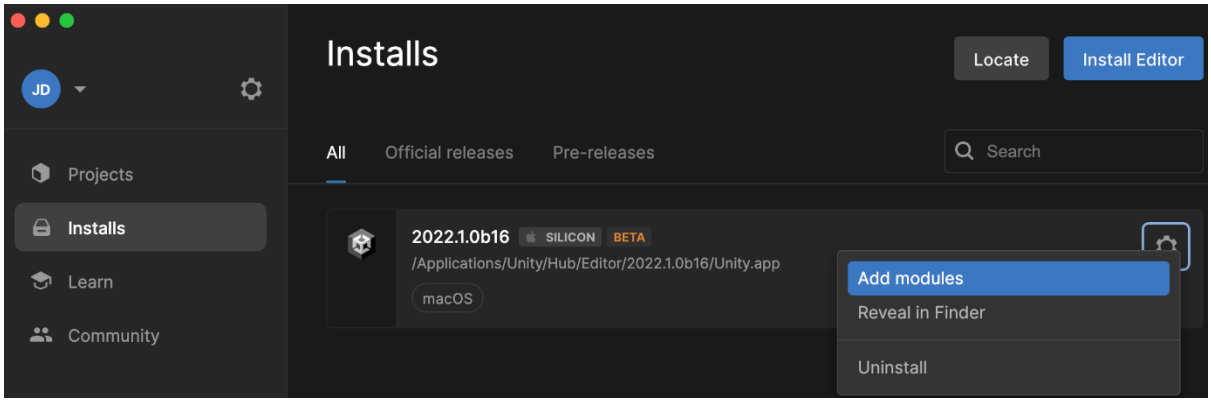

9:04
Files
Videos
1.8 GB
Audio
147 kB
Documents & other
1.4 GB
Apps
5.5 GB
Collections
Favorites
Safe folder
Storage devices
Internal storage
30 GB free
Other storage
Browse cloud storage and other apps
Clean
Browse

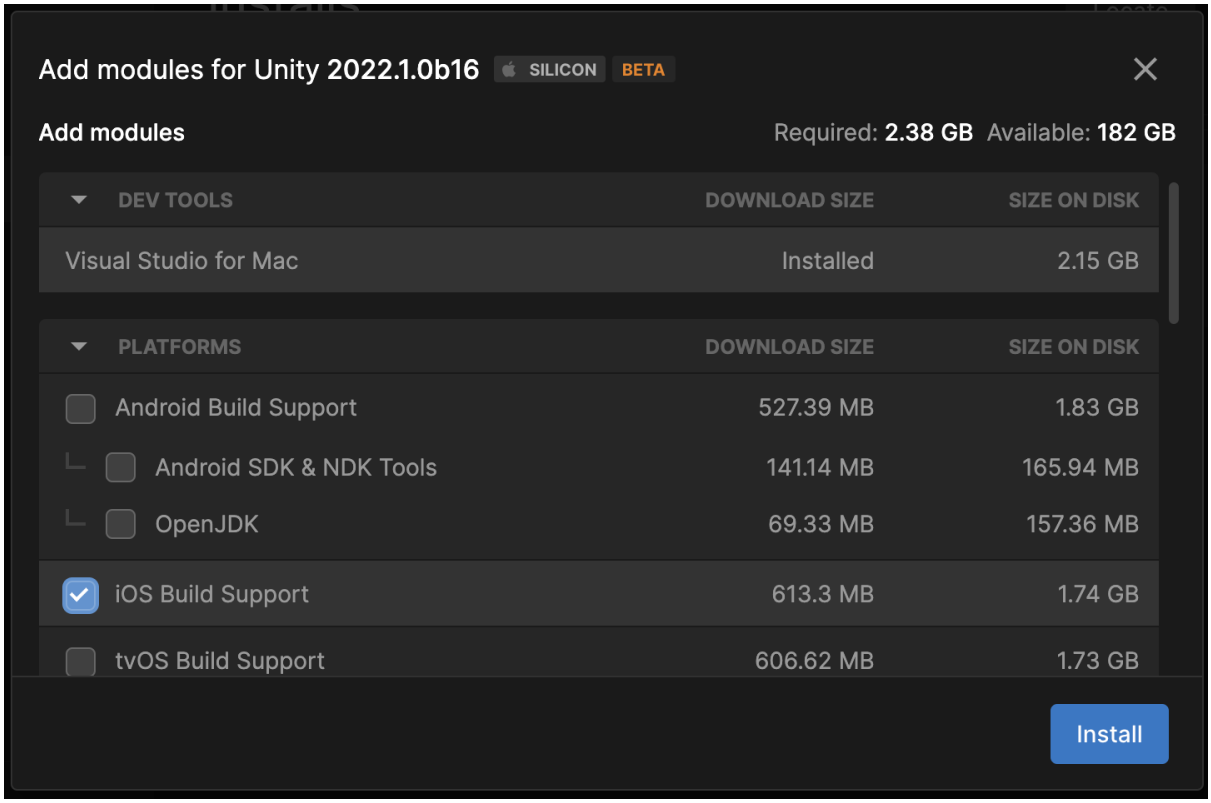

9:04
Internal storage
Download
Nov 7, 2020
Movies
May 21, 2020
Music
Oct 25, 2020
Notifications
May 12, 2019
panoramas
May 23, 2019
Pictures
Oct 11, 2020
Podcasts
May 12, 2019
Recordings
Feb 17
Ringtones
6 minutes ago
MobileDev.apk
21.04 MB, 5 hours ago

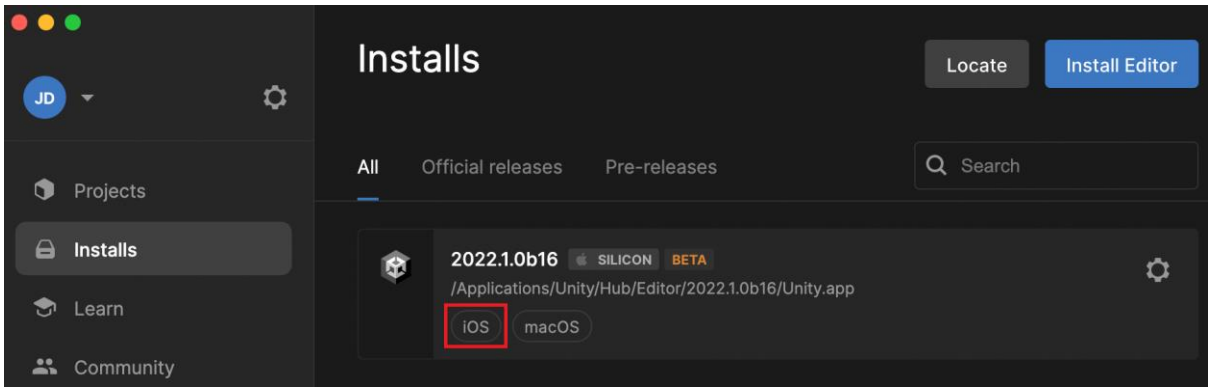

9:06
Internal storage
Download
Nov 7, 2020
Movies
May 21, 2020
Music
Oct 25, 2020
MobileDev
Do you want to install this app?
Cancel
Install
Podcasts
May 12, 2019
Recordings
Feb 17
Ringtones
8 minutes ago
Installing the app...
Stop

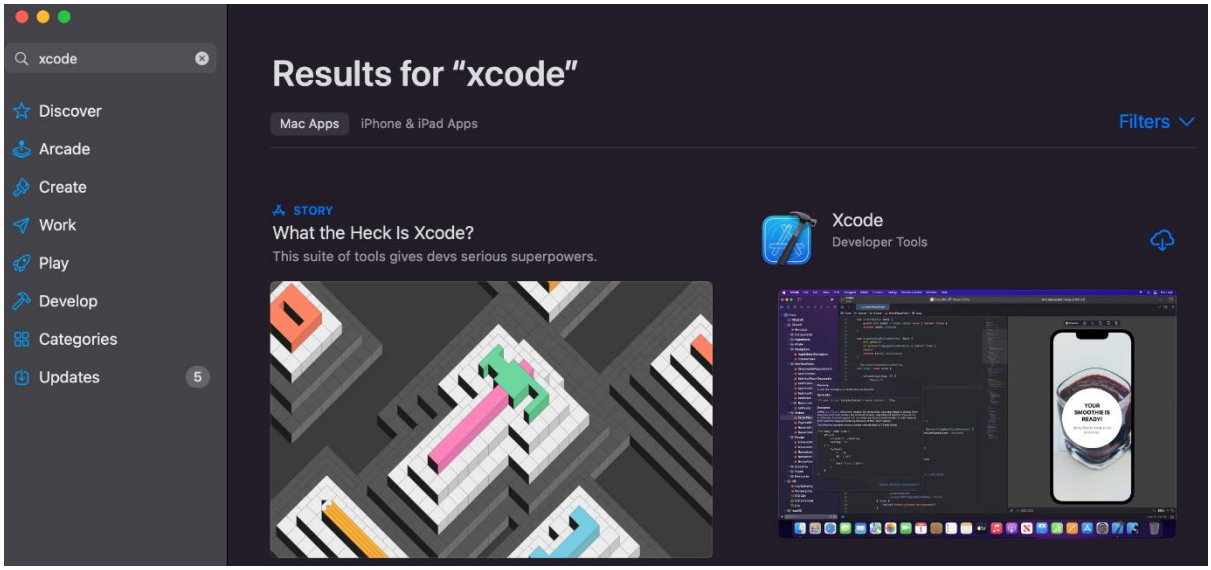

9:06
Internal storage
Download
Nov 7, 2020
Movies
May 21, 2020
Music
Blocked by Play Protect
MobileDev
Play Protect doesn't recognize this app's developer. Apps from unknown developers can sometimes be unsafe.
INSTALL ANYWAY
OK
May 12, 2019
Recordings
Feb 17
Ringtones
8 minutes ago
Installing the app...
Stop

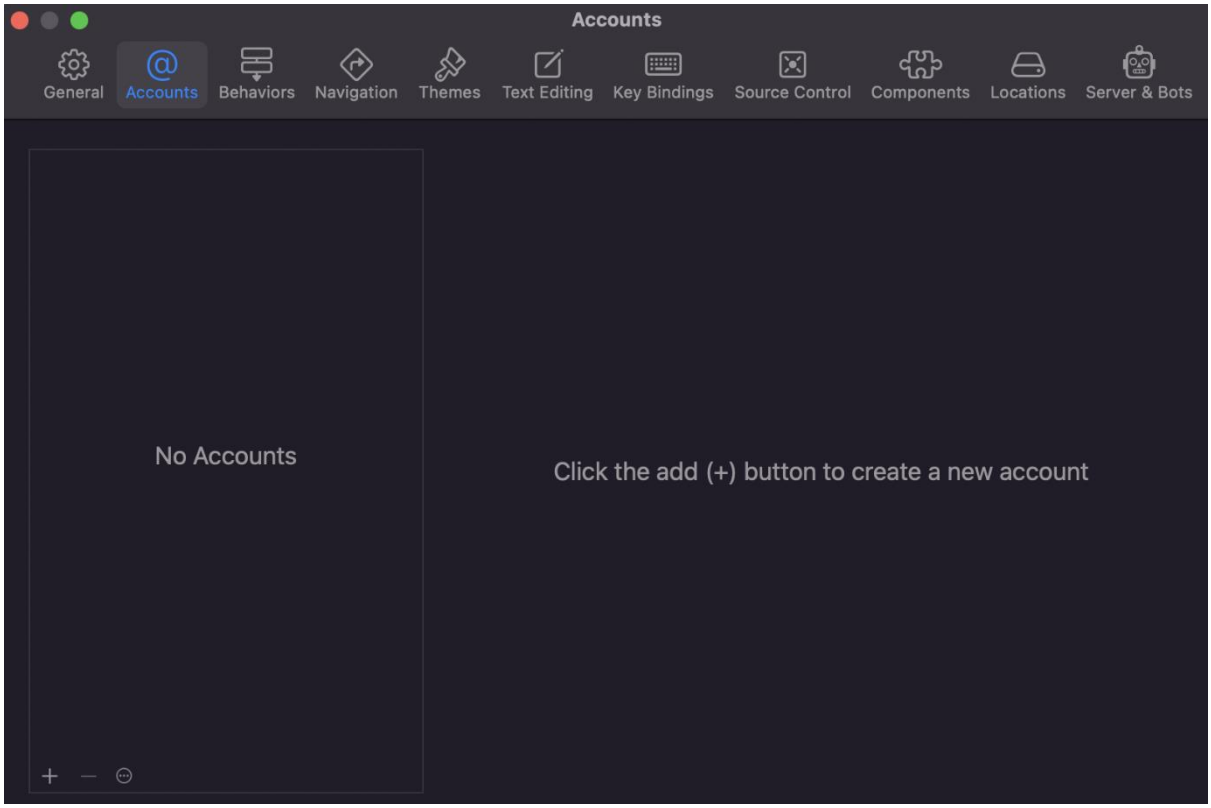


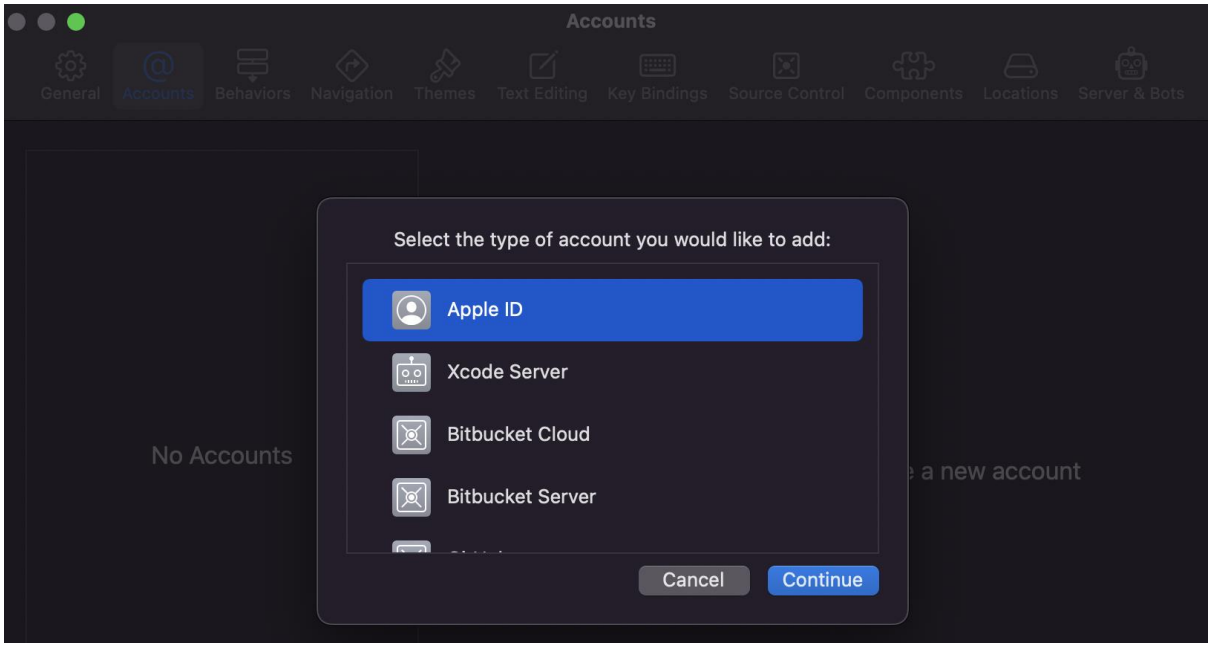

JD
Projects
Installs
Learn
Community
Installs
Locate
Install Editor
All
Official releases
Pre-releases
Search
2022.1.0b16
SILICON
BETA
/Applications/Unity/Hub/Editor/2022.1.0b16/Unity.app
macOS
Add modules
Reveal in Finder
Uninstall

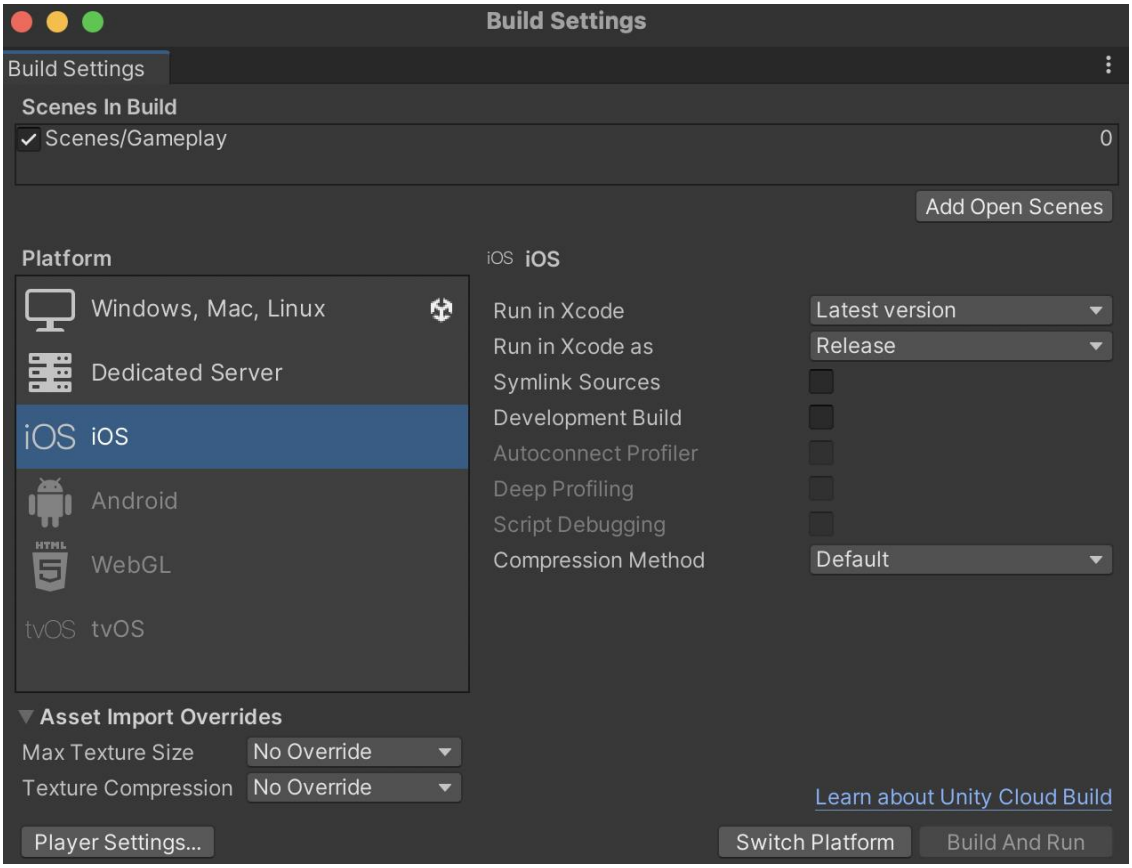

Add modules for Unity 2022.1.0b16
SILICON
BETA
Add modules
Required: 2.38 GB Available: 182 GB
DEV TOOLS
DOWNLOAD SIZE
SIZE ON DISK
Visual Studio for Mac
Installed
2.15 GB
PLATFORMS
DOWNLOAD SIZE
SIZE ON DISK
Android Build Support
527.39 MB
1.83 GB
Android SDK & NDK Tools
141.14 MB
165.94 MB
OpenJDK
69.33 MB
157.36 MB
iOS Build Support
613.3 MB
1.74 GB
tvOS Build Support
606.62 MB
1.73 GB
Install

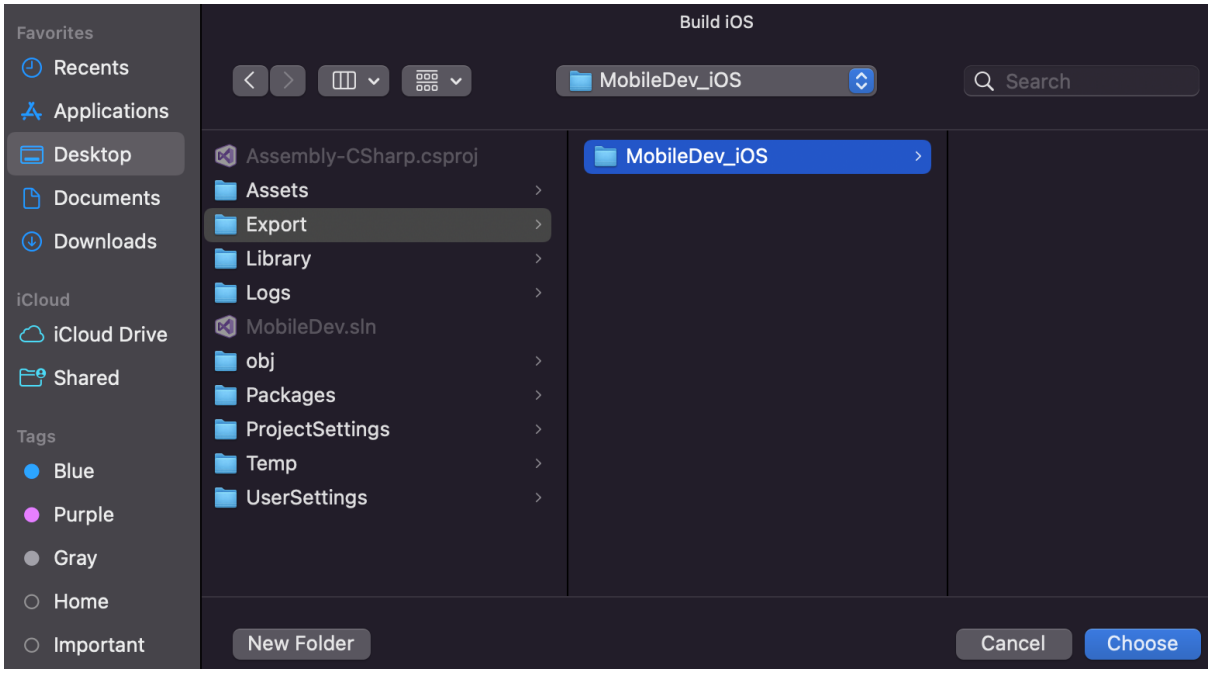

JD
Projects
Installs
Learn
Community
Installs
Locate
Install Editor
All
Official releases
Pre-releases
Search
2022.1.0b16
SILICON
BETA
/Applications/Unity/Hub/Editor/2022.1.0b16/Unity.app
iOS
macOS

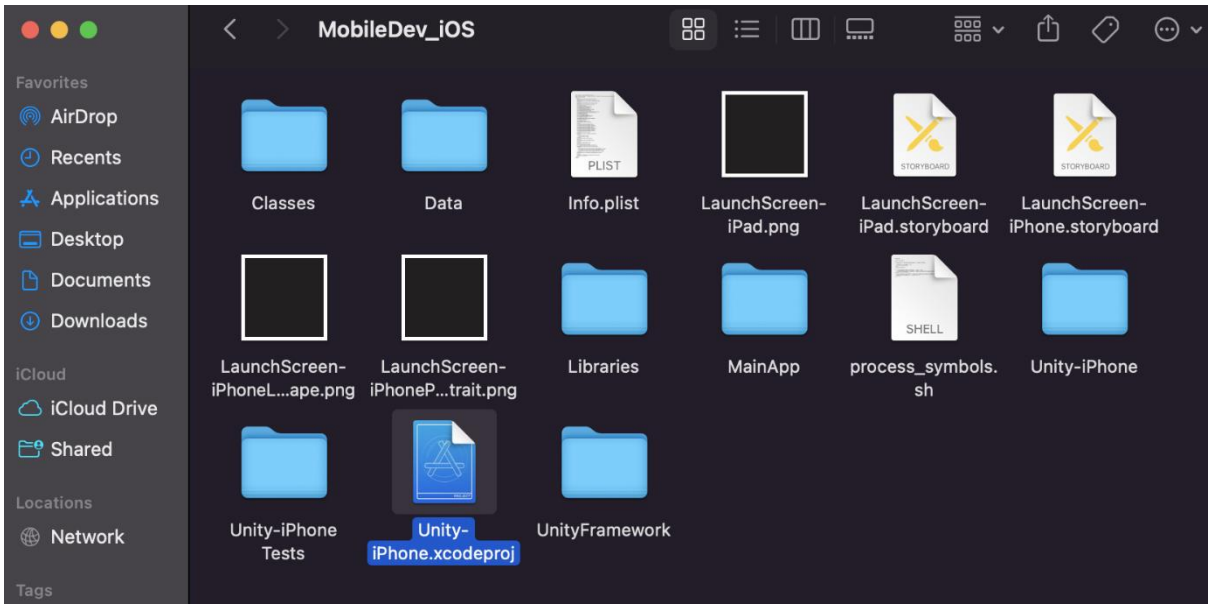

xcode
Discover
Arcade
Create
Work
Play
Develop
Categories
Updates
5
Results for "xcode"
Mac Apps
iPhone & iPad Apps
Filters
STORY
What the Heck Is Xcode?
This suite of tools gives devs serious superpowers.
Xcode
Developer Tools

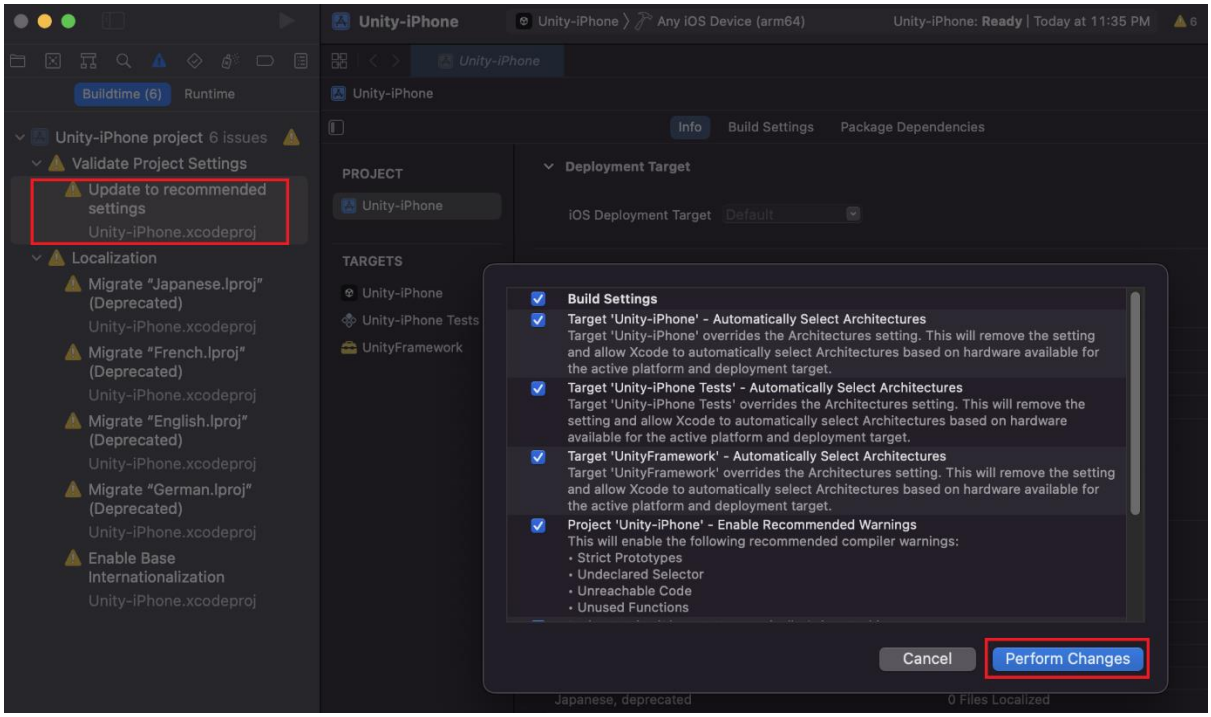

Accounts
General
Accounts
Behaviors
Navigation
Themes
Text Editing
Key Bindings
Source Control
Components
Locations
Server & Bots
No Accounts
Click the add (+) button to create a new account

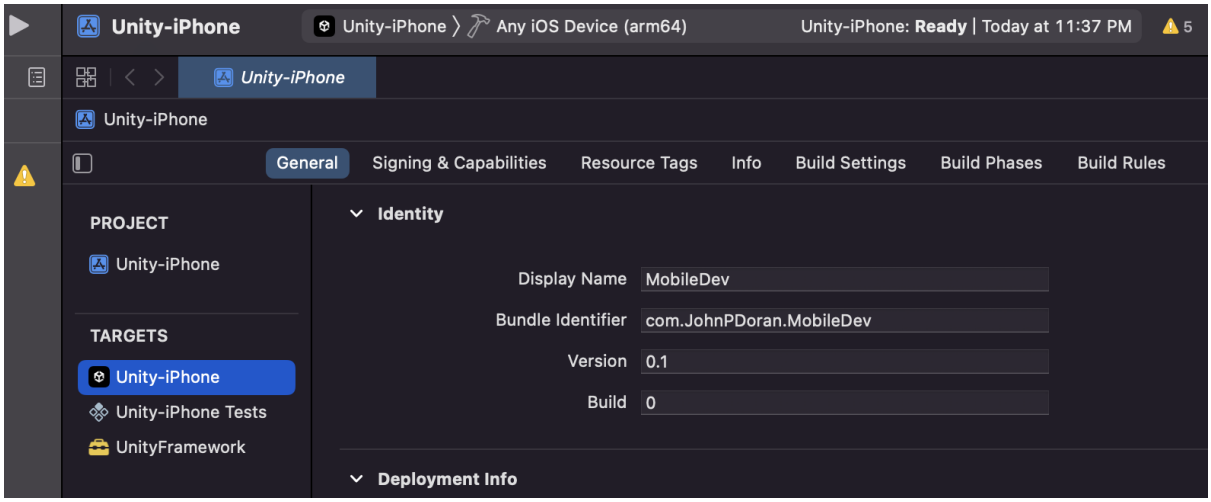

Accounts
General
Accounts
Behaviors
Navigation
Themes
Text Editing
Key Bindings
Source Control
Components
Locations
Server & Bots
No Accounts
a new account
Select the type of account you would like to add:
Apple ID
Xcode Server
Bitbucket Cloud
Bitbucket Server
Cancel
Continue

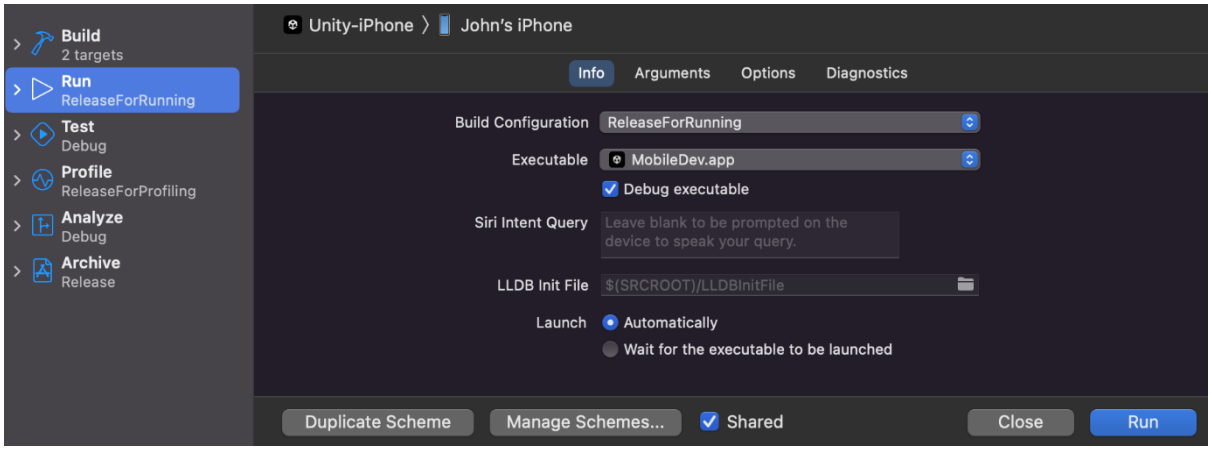

Build Settings
Build Settings
Scenes In Build
Scenes/Gameplay
0
Add Open Scenes
Platform
Windows, Mac, Linux
Dedicated Server
iOS
Android
WebGL
tvOS
iOS iOS
Run in Xcode
Latest version
Run in Xcode as
Release
Symlink Sources
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Compression Method
Default
Asset Import Overrides
Max Texture Size
No Override
Texture Compression
No Override
Learn about Unity Cloud Build
Player Settings...
Switch Platform
Build And Run

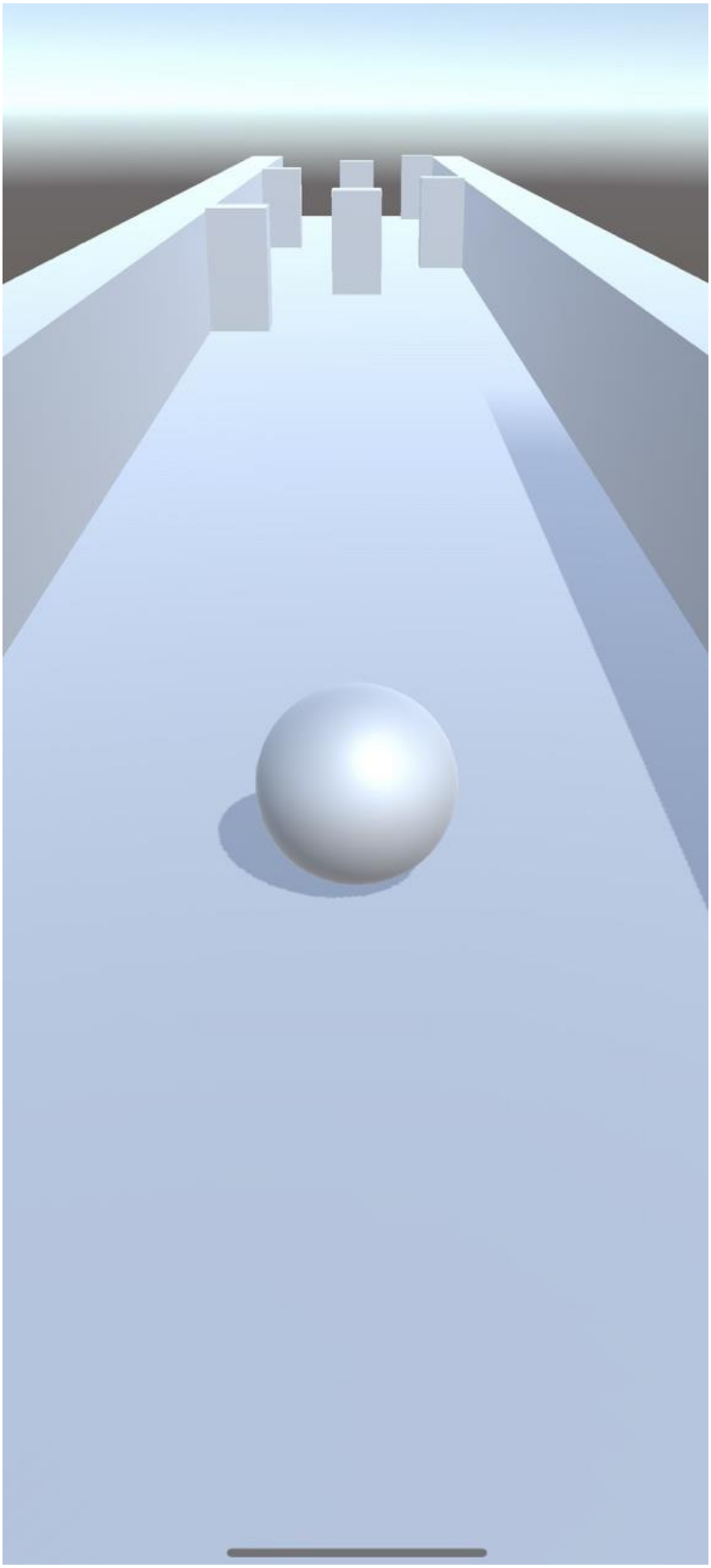

Build iOS
Favorites
Recents
Applications
Desktop
Documents
Downloads
iCloud
iCloud Drive
Shared
Tags
Blue
Purple
Gray
Home
Important
MobileDev_iOS
Search
Assembly-CSharp.csproj
Assets
Export
Library
Logs
MobileDev.sln
obj
Packages
ProjectSettings
Temp
UserSettings
MobileDev_iOS
New Folder
Cancel
Choose


MobileDev_iOS
Favorites
AirDrop
Recents
Applications
Desktop
Documents
Downloads
iCloud
iCloud Drive
Shared
Locations
Network
Tags
Classes
Data
Info.plist
LaunchScreen-iPad.png
LaunchScreen-iPad.storyboard
LaunchScreen-iPhone.storyboard
LaunchScreen-iPhoneL...ape.png
LaunchScreen-iPhoneP...trait.png
Libraries
MainApp
process_symbols.sh
Unity-iPhone
Unity-iPhone Tests
Unity-iPhone.xcodeproj
UnityFramework

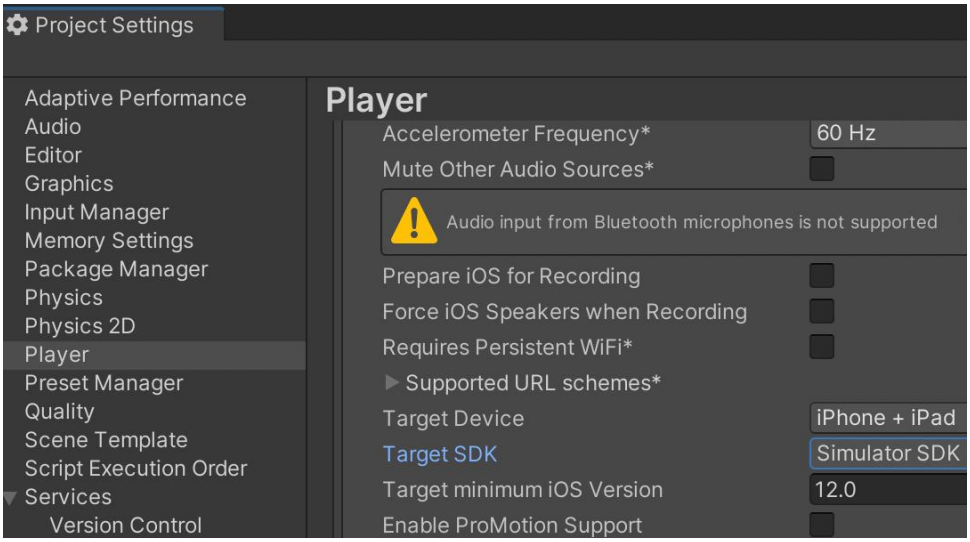

Unity-iPhone
Unity-iPhone 〉 Any iOS Device (arm64)
Unity-iPhone: Ready | Today at 11:35 PM
Buildtime (6)
Runtime
Unity-iPhone project 6 issues
Validate Project Settings
Update to recommended settings
Unity-iPhone.xcodeproj
Localization
Migrate "Japanese.lproj" (Deprecated)
Migrate "French.lproj" (Deprecated)
Migrate "English.lproj" (Deprecated)
Migrate "German.lproj" (Deprecated)
Enable Base Internationalization
Info
Build Settings
Package Dependencies
PROJECT
Deployment Target
iOS Deployment Target
Default
TARGETS
Unity-iPhone Tests
UnityFramework
Build Settings
Target 'Unity-iPhone' - Automatically Select Architectures
Target 'Unity-iPhone' overrides the Architectures setting. This will remove the setting and allow Xcode to automatically select Architectures based on hardware available for the active platform and deployment target.
Target 'Unity-iPhone Tests' - Automatically Select Architectures
Target 'Unity-iPhone Tests' overrides the Architectures setting. This will remove the setting and allow Xcode to automatically select Architectures based on hardware available for the active platform and deployment target.
Target 'UnityFramework' - Automatically Select Architectures
Target 'UnityFramework' overrides the Architectures setting. This will remove the setting and allow Xcode to automatically select Architectures based on hardware available for the active platform and deployment target.
Project 'Unity-iPhone' - Enable Recommended Warnings
This will enable the following recommended compiler warnings:
• Strict Prototypes
• Undeclared Selector
• Unreachable Code
• Unused Functions
Cancel
Perform Changes
Japanese, deprecated
0 Files Localized

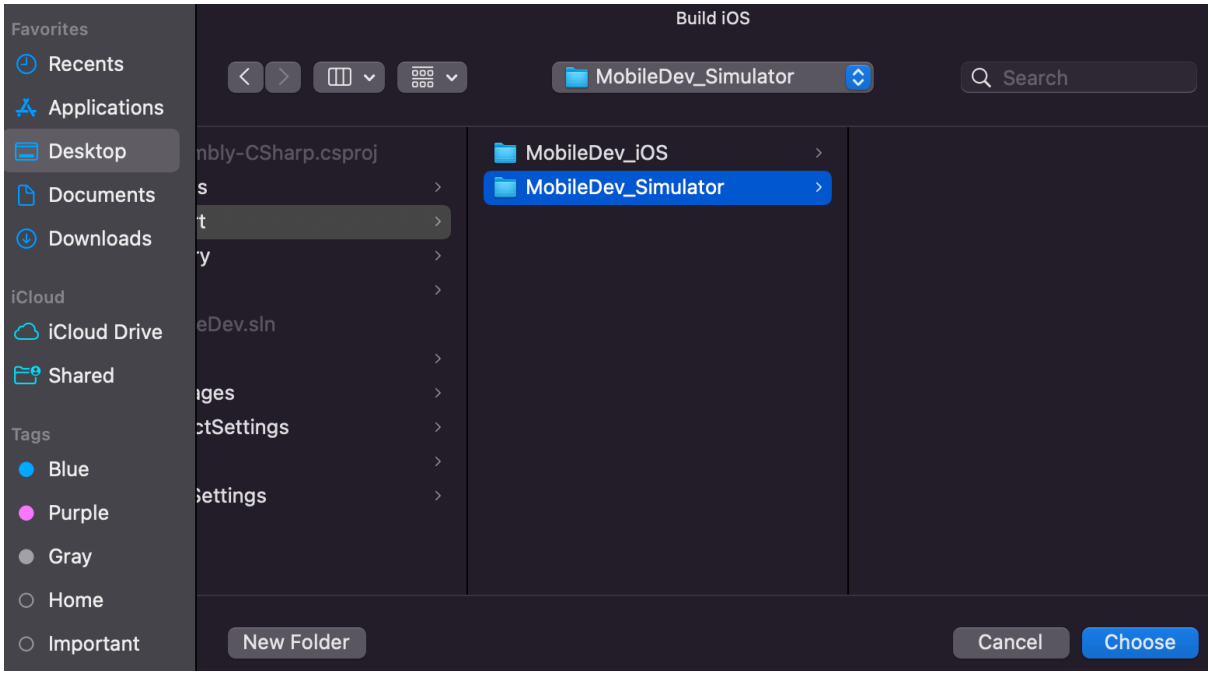

Unity-iPhone
Unity-iPhone 〉 Any iOS Device (arm64)
Unity-iPhone: Ready | Today at 11:37 PM
5
Unity-iPhone
Unity-iPhone
General
Signing & Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
PROJECT
Unity-iPhone
TARGETS
Unity-iPhone
Unity-iPhone Tests
UnityFramework
Identity
Display Name
MobileDev
Bundle Identifier
com.JohnPDoran.MobileDev
Version
0.1
Build
0
Deployment Info

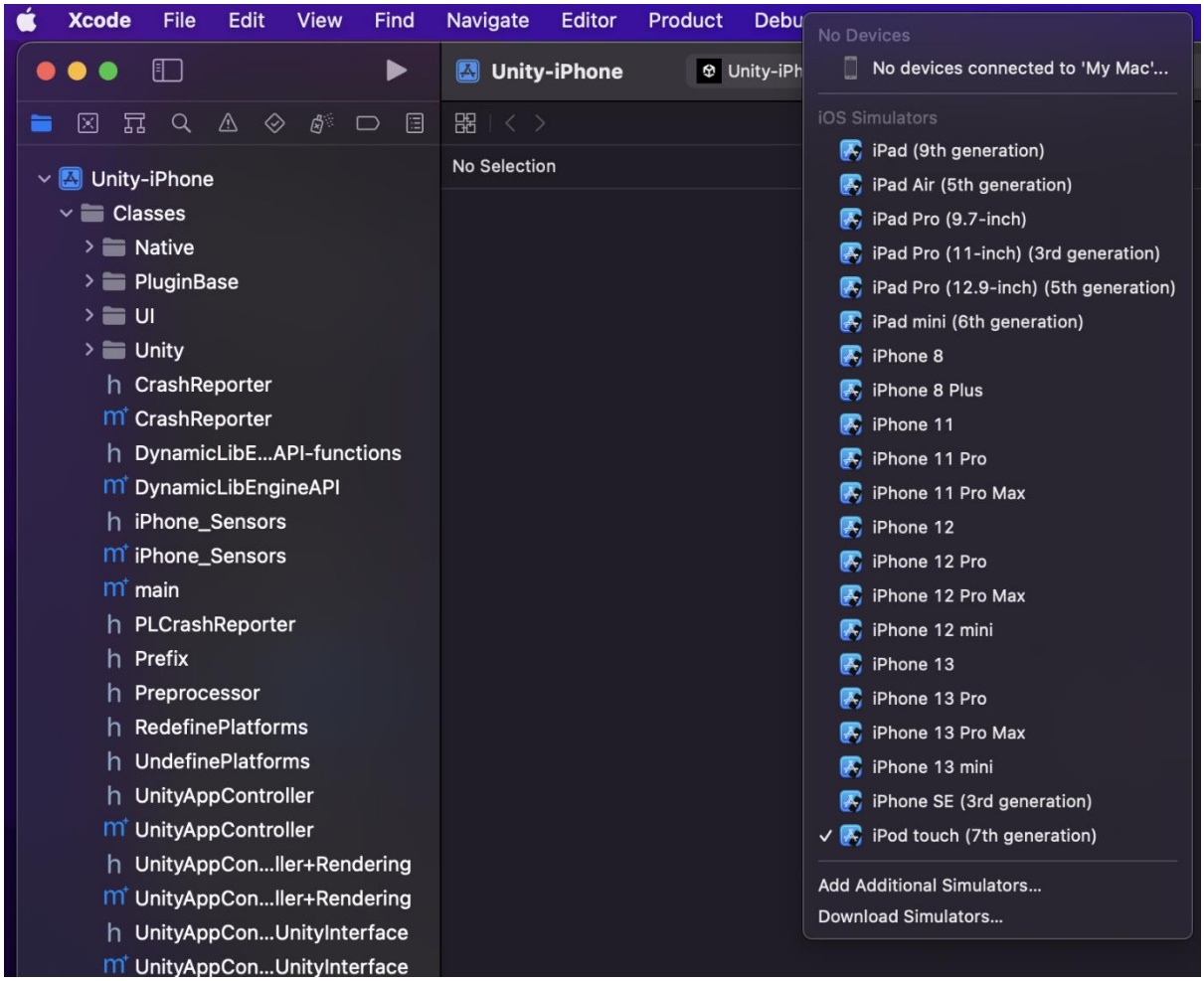

Build
2 targets
Run
ReleaseForRunning
Test
Debug
Profile
ReleaseForProfiling
Analyze
Debug
Archive
Release
Unity-iPhone 〉 John's iPhone
Info
Arguments
Options
Diagnostics
Build Configuration
ReleaseForRunning
Executable
MobileDev.app
Debug executable
Siri Intent Query
Leave blank to be prompted on the device to speak your query.
LLDB Init File
$(SRCROOT)/LLDBInitFile
Launch
Automatically
Wait for the executable to be launched
Duplicate Scheme
Manage Schemes...
Shared
Close
Run

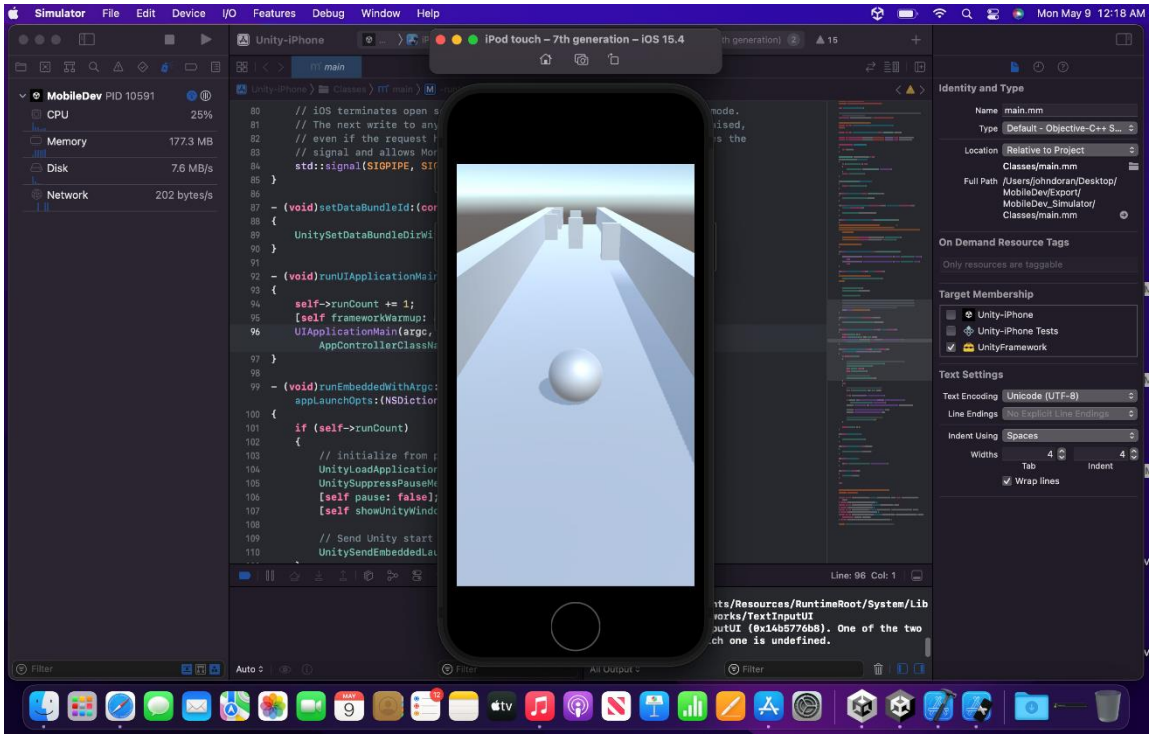


11:48
MobileDev
65

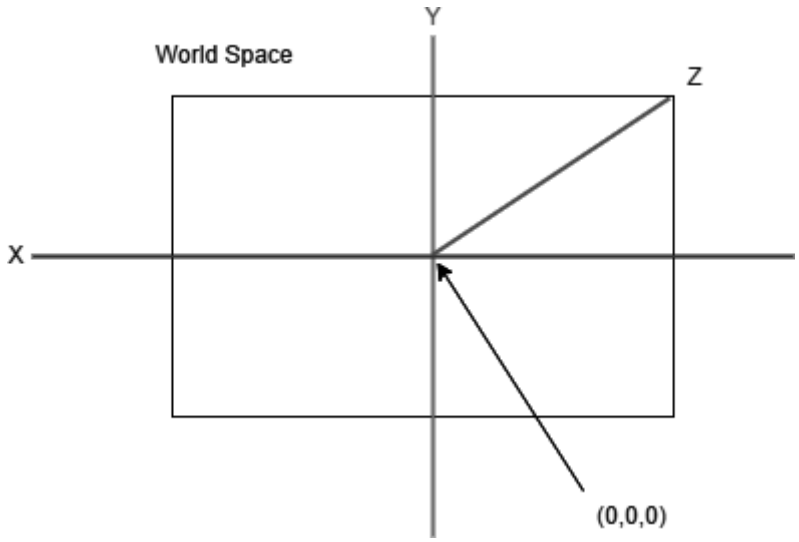

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Version Control
Player
Accelerometer Frequency*
60 Hz
Mute Other Audio Sources*
Audio input from Bluetooth microphones is not supported
Prepare iOS for Recording
Force iOS Speakers when Recording
Requires Persistent WiFi*
Supported URL schemes*
Target Device
iPhone + iPad
Target SDK
Simulator SDK
Target minimum iOS Version
12.0
Enable ProMotion Support

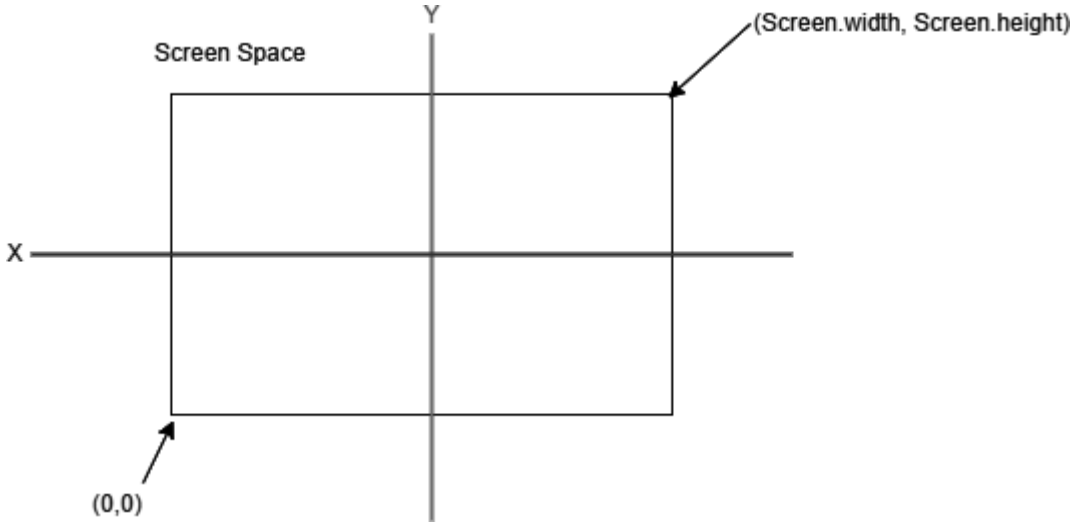

Build iOS
Favorites
Recents
Applications
Desktop
Documents
Downloads
iCloud
iCloud Drive
Shared
Tags
Blue
Purple
Gray
Home
Important
MobileDev_Simulator
Search
MobileDev_iOS
MobileDev_Simulator
New Folder
Cancel
Choose

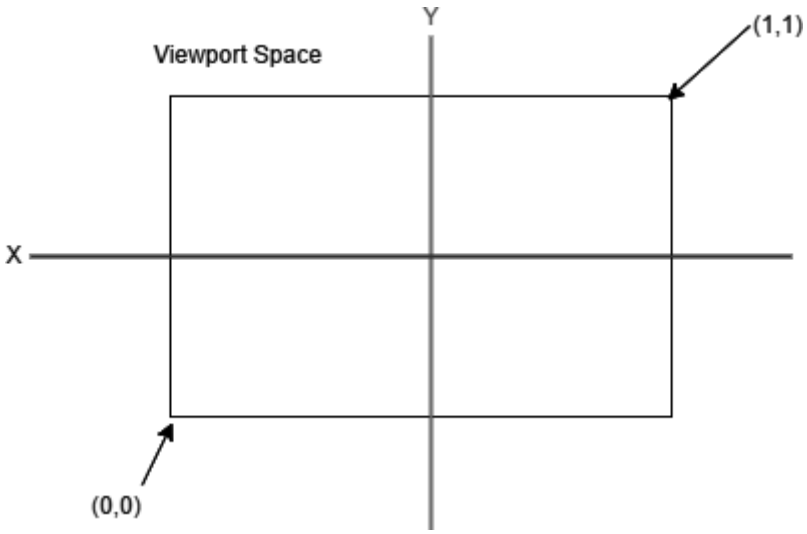

Xcode File Edit View Find Navigate Editor Product Debu
Unity-iPhone
Unity-iPh
No Selection
Unity-iPhone
Classes
Native
PluginBase
UI
Unity
CrashReporter
CrashReporter
DynamicLibE...API-functions
DynamicLibEngineAPI
iPhone_Sensors
iPhone_Sensors
main
PLCrashReporter
Prefix
Preprocessor
RedefinePlatforms
UndefinePlatforms
UnityAppController
UnityAppController
UnityAppCon...ller+Rendering
UnityAppCon...ller+Rendering
UnityAppCon...UnityInterface
UnityAppCon...UnityInterface
No Devices
No devices connected to 'My Mac'...
iOS Simulators
iPad (9th generation)
iPad Air (5th generation)
iPad Pro (9.7-inch)
iPad Pro (11-inch) (3rd generation)
iPad Pro (12.9-inch) (5th generation)
iPad mini (6th generation)
iPhone 8
iPhone 8 Plus
iPhone 11
iPhone 11 Pro
iPhone 11 Pro Max
iPhone 12
iPhone 12 Pro
iPhone 12 Pro Max
iPhone 12 mini
iPhone 13
iPhone 13 Pro
iPhone 13 Pro Max
iPhone 13 mini
iPhone SE (3rd generation)
iPod touch (7th generation)
Add Additional Simulators...
Download Simulators...

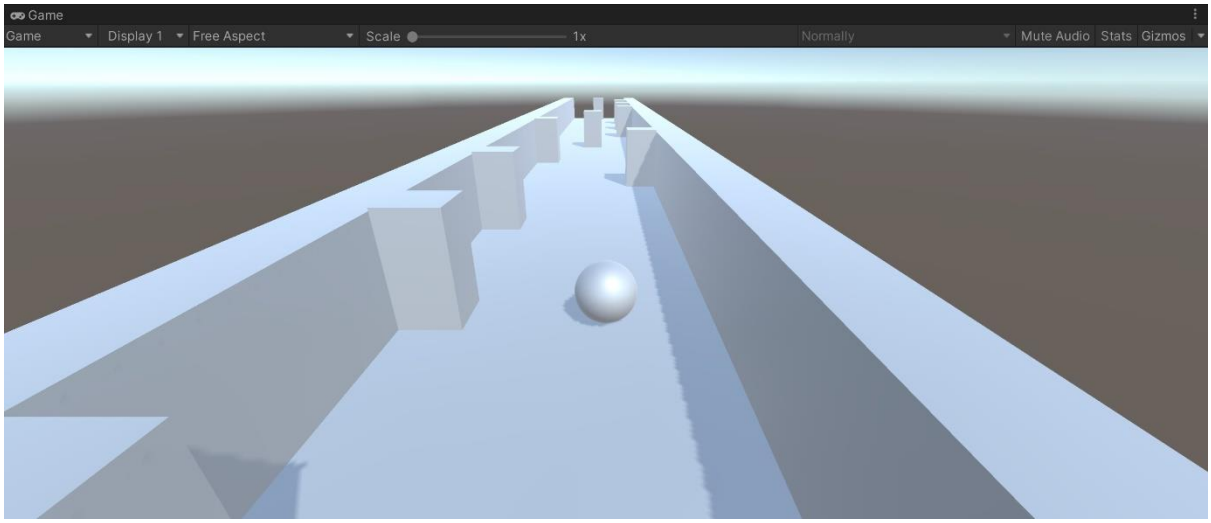

Simulator File Edit Device I/O Features Debug Window Help
Mon May 9 12:18 AM
iPod touch – 7th generation – iOS 15.4
MobileDev PID 10591
CPU 25%
Memory 177.3 MB
Disk 7.6 MB/s
Network 202 bytes/s
Identity and Type
Target Membership
Text Settings

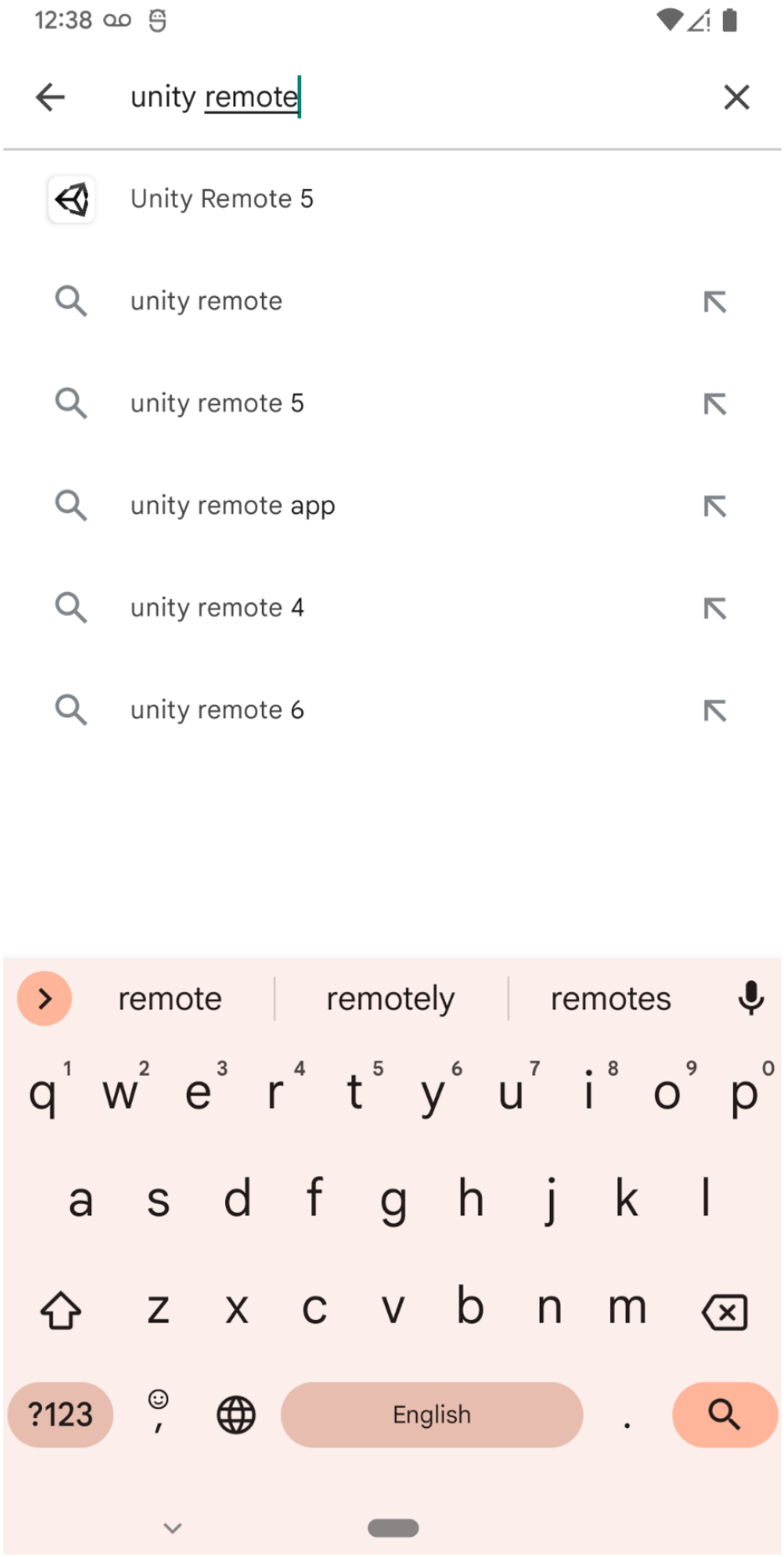
Chapter 03: Mobile Input/Touch Controls








Game
Game
Display 1
Free Aspect
Scale
1x
Normally
Mute Audio
Stats
Gizmos


12:38
unity remote
Unity Remote 5
unity remote
unity remote 5
unity remote app
unity remote 4
unity remote 6
remote
remotely
remotes
q w e r t y u i o p
a s d f g h j k l
z x c v b n m
?123
English

12:38

Unity Remote 5

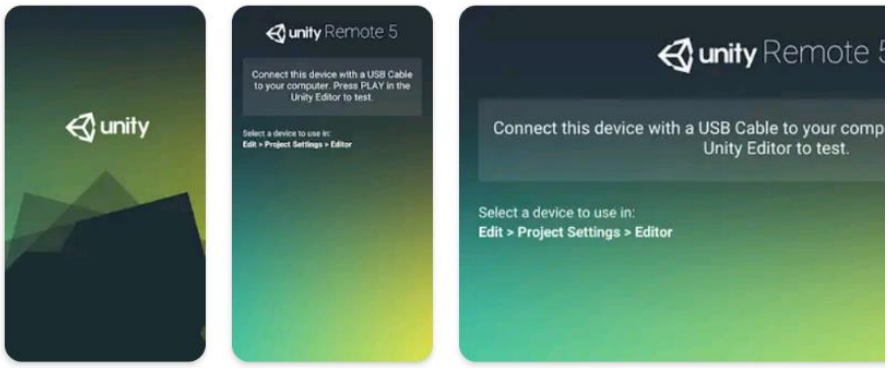
Unity Technologies ApS

3.7★
3K reviews

500K+
Downloads

Everyone

Install



About this app

Unity Remote 5 on your Android device to test your game live in the Unity Editor

Tools

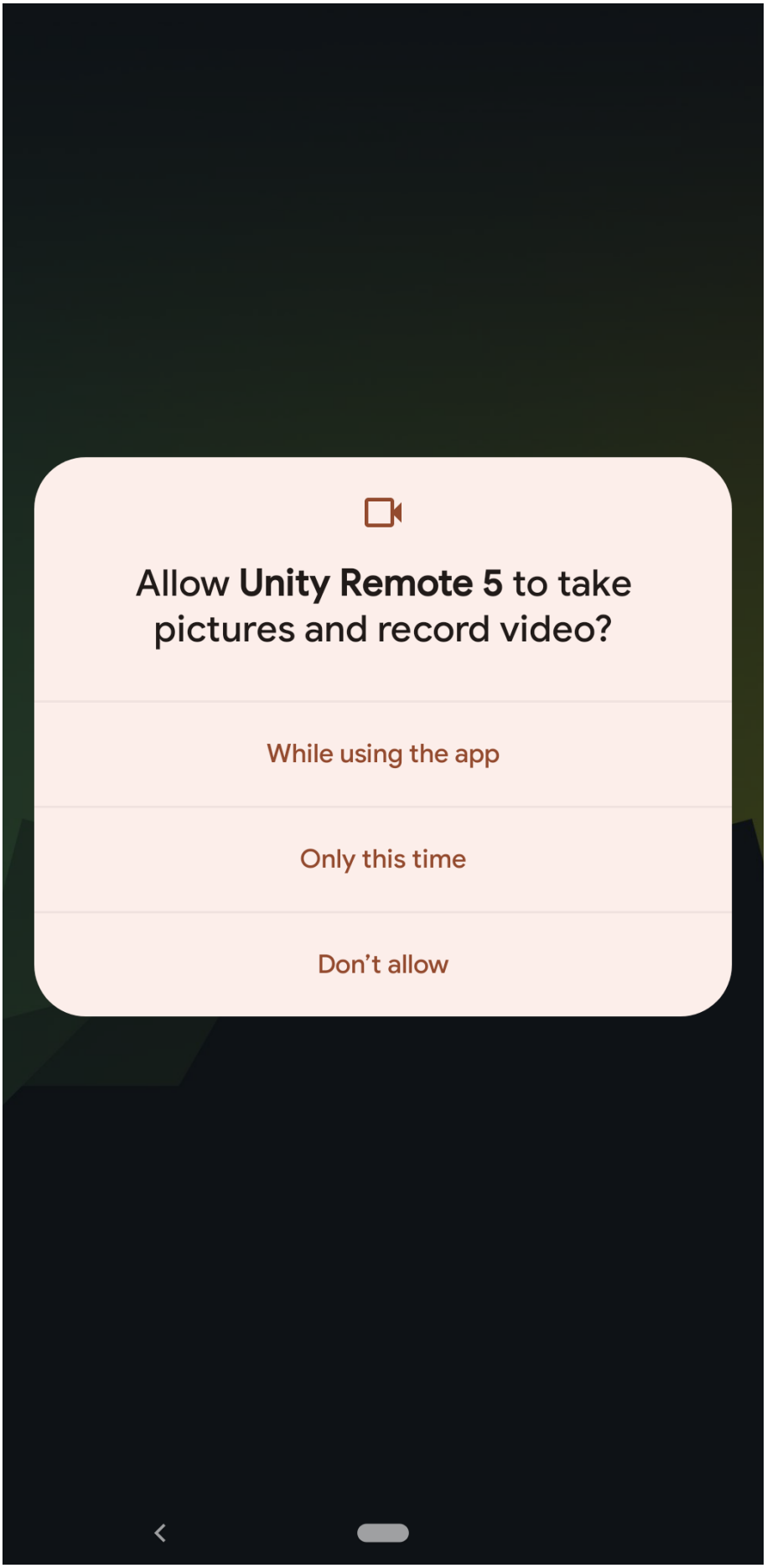
Ratings and reviews

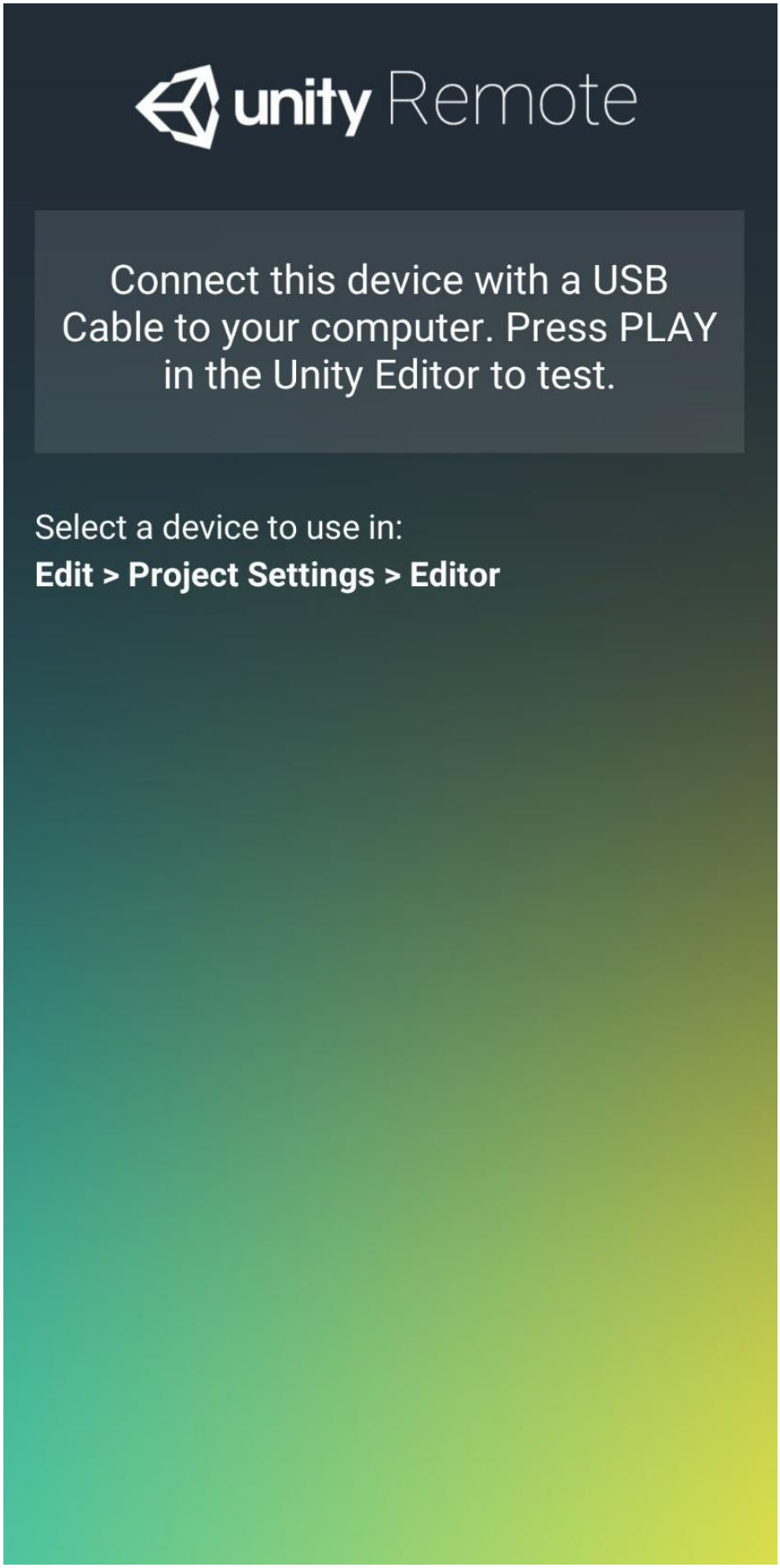
3.7

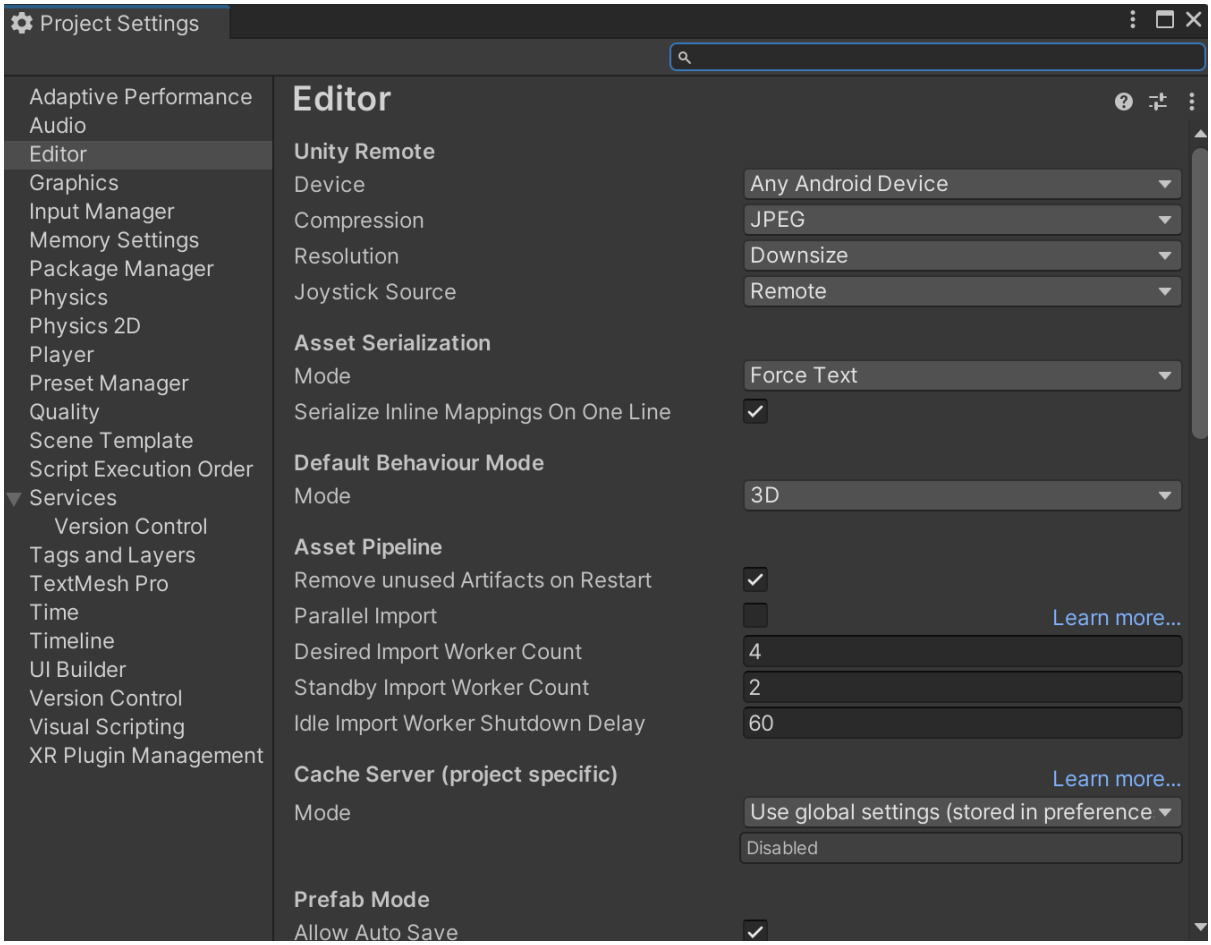
3,136

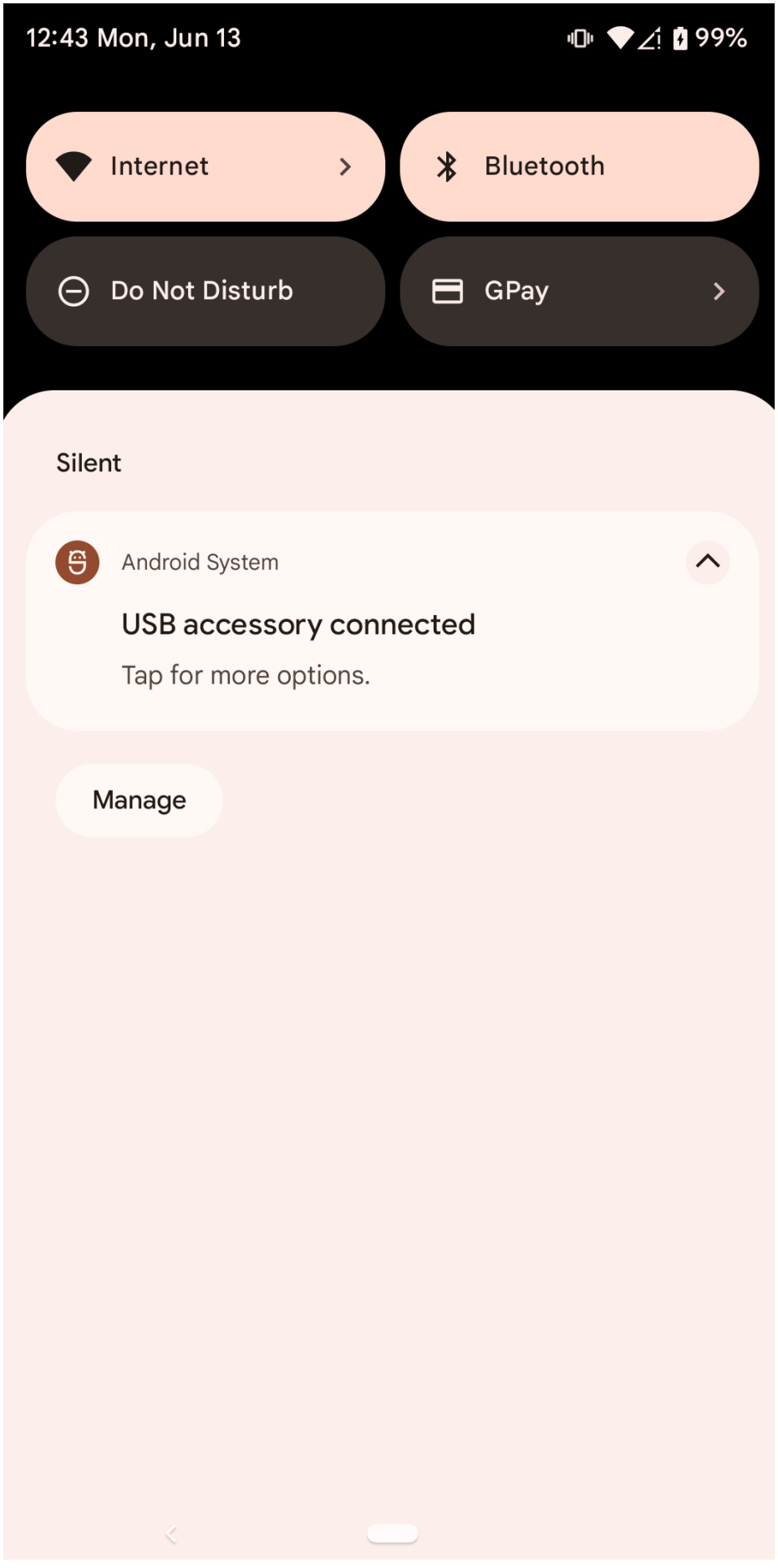
5
4
3
2
1

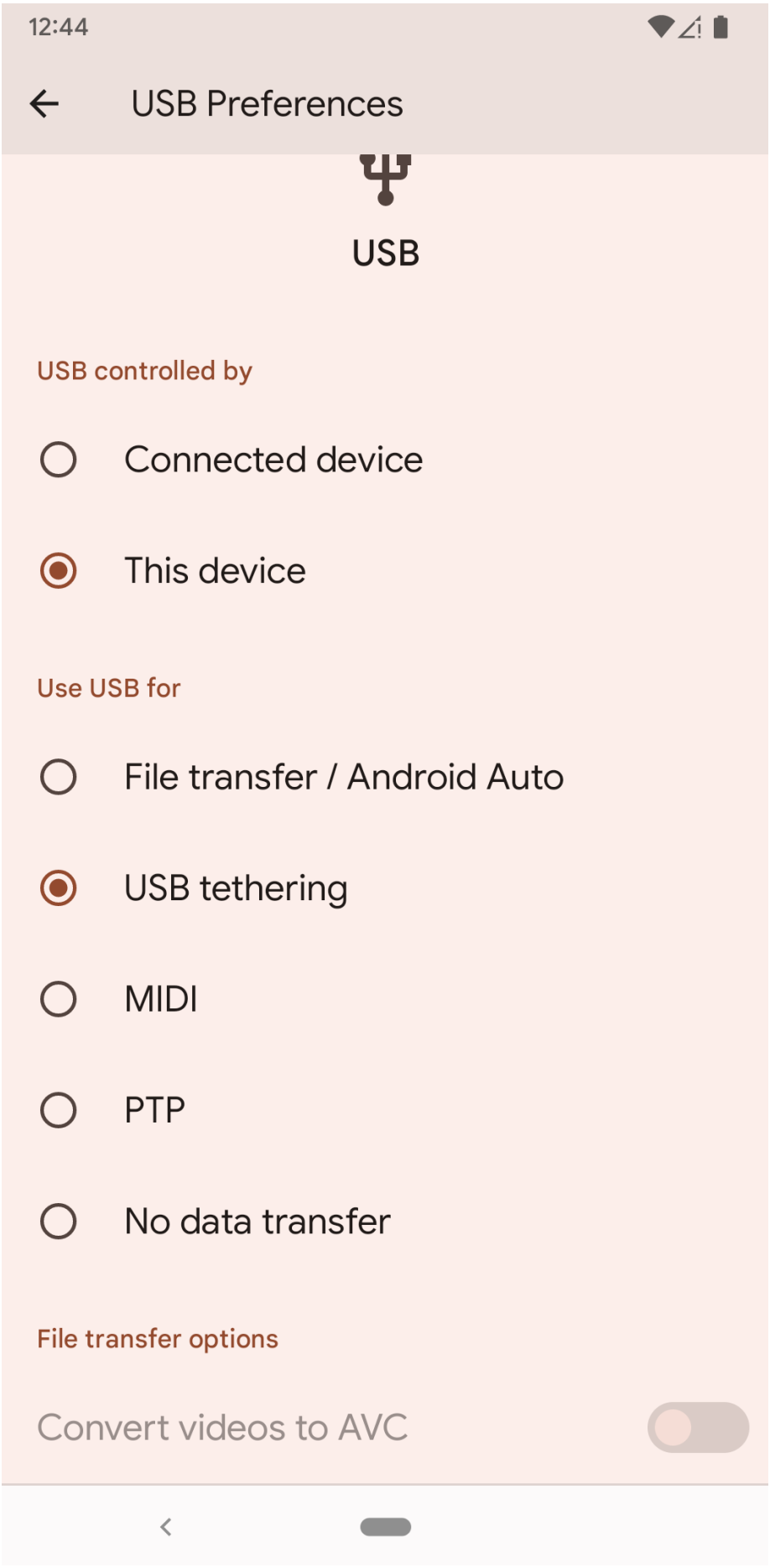
12:41
Unity Rem...

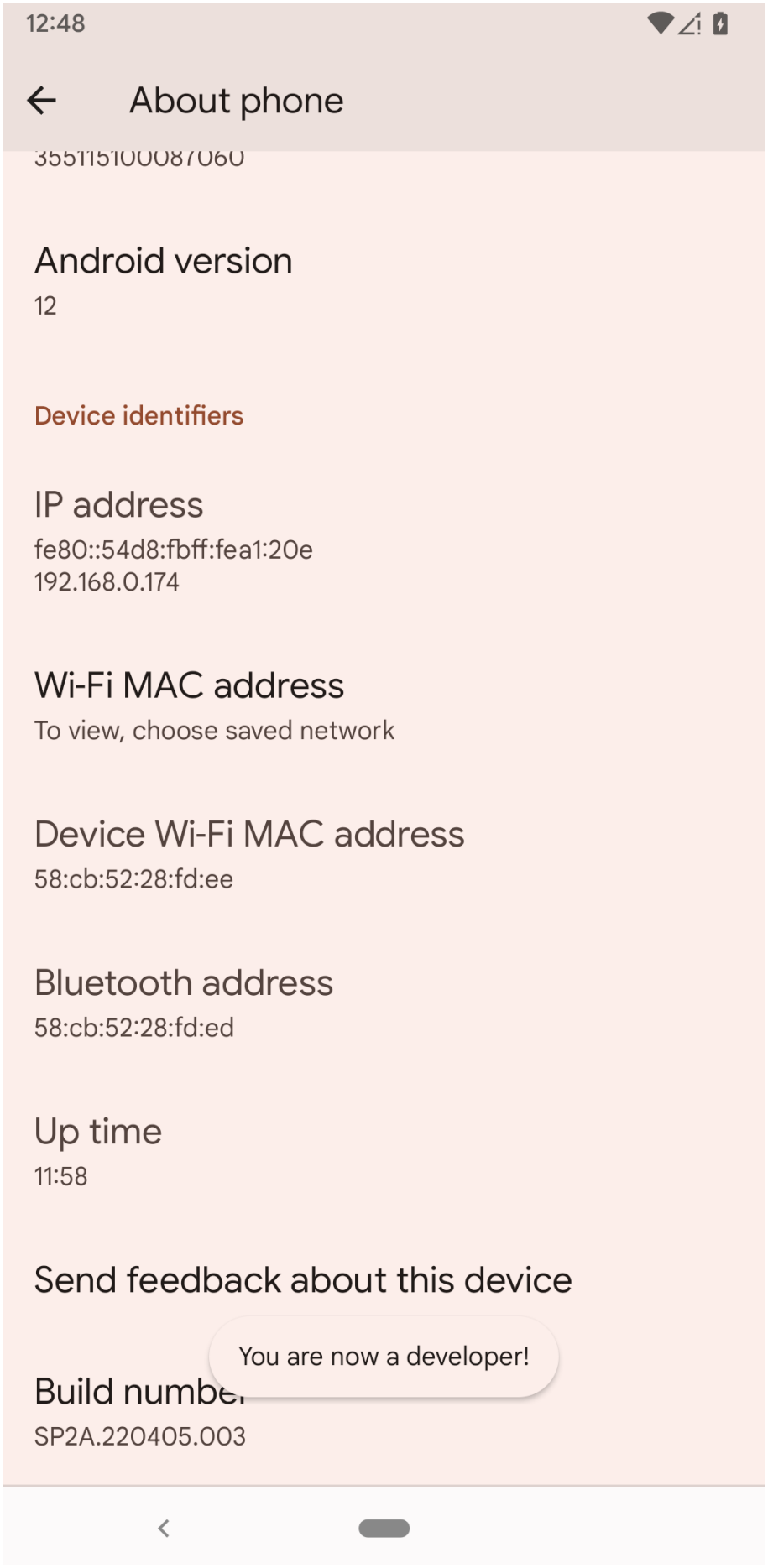

Allow Unity Remote 5 to take pictures and record video?
While using the app
Only this time
Don’t allow

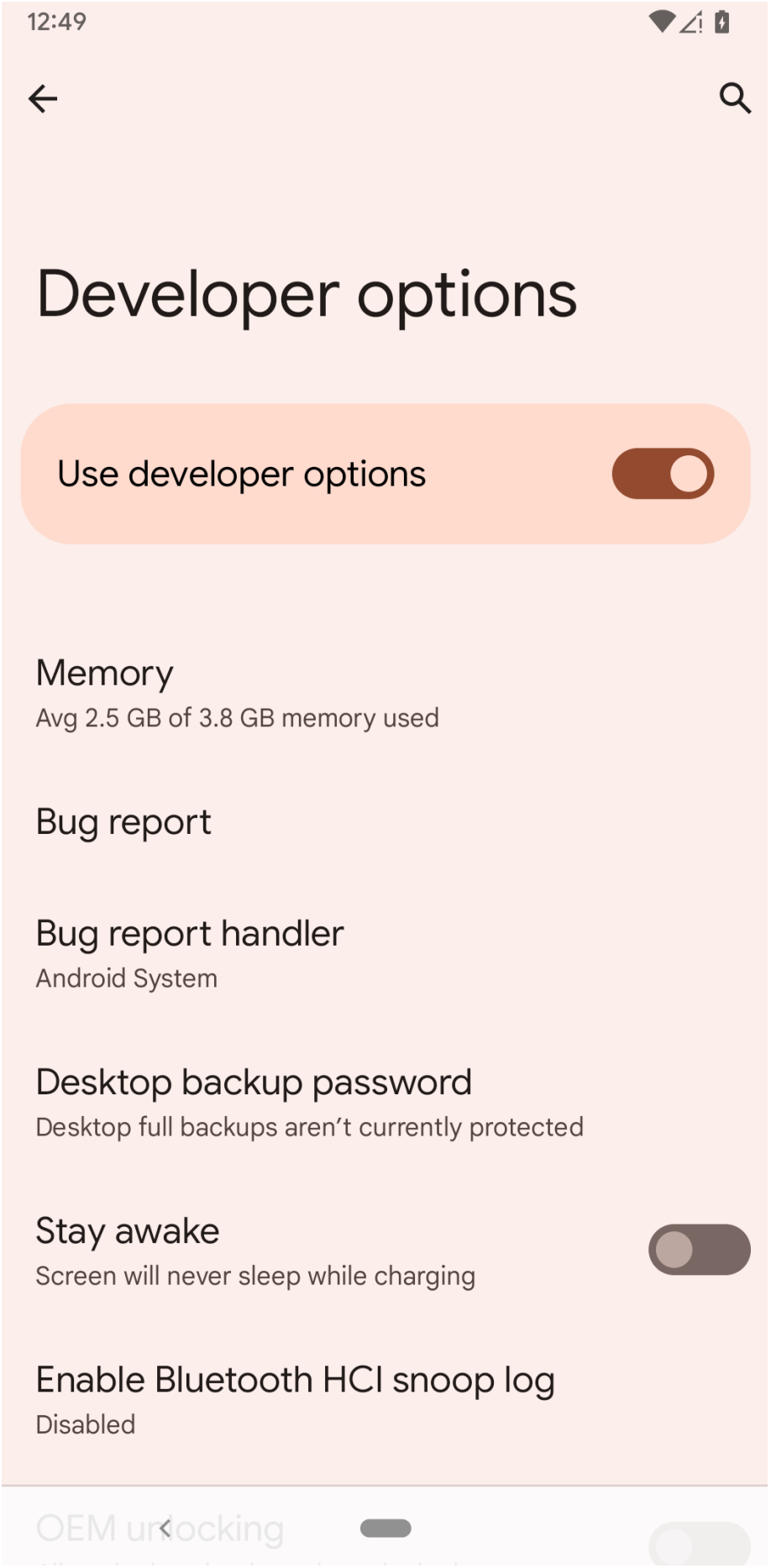

unity Remote
Connect this device with a USB Cable to your computer. Press PLAY in the Unity Editor to test.
Select a device to use in:
Edit > Project Settings > Editor

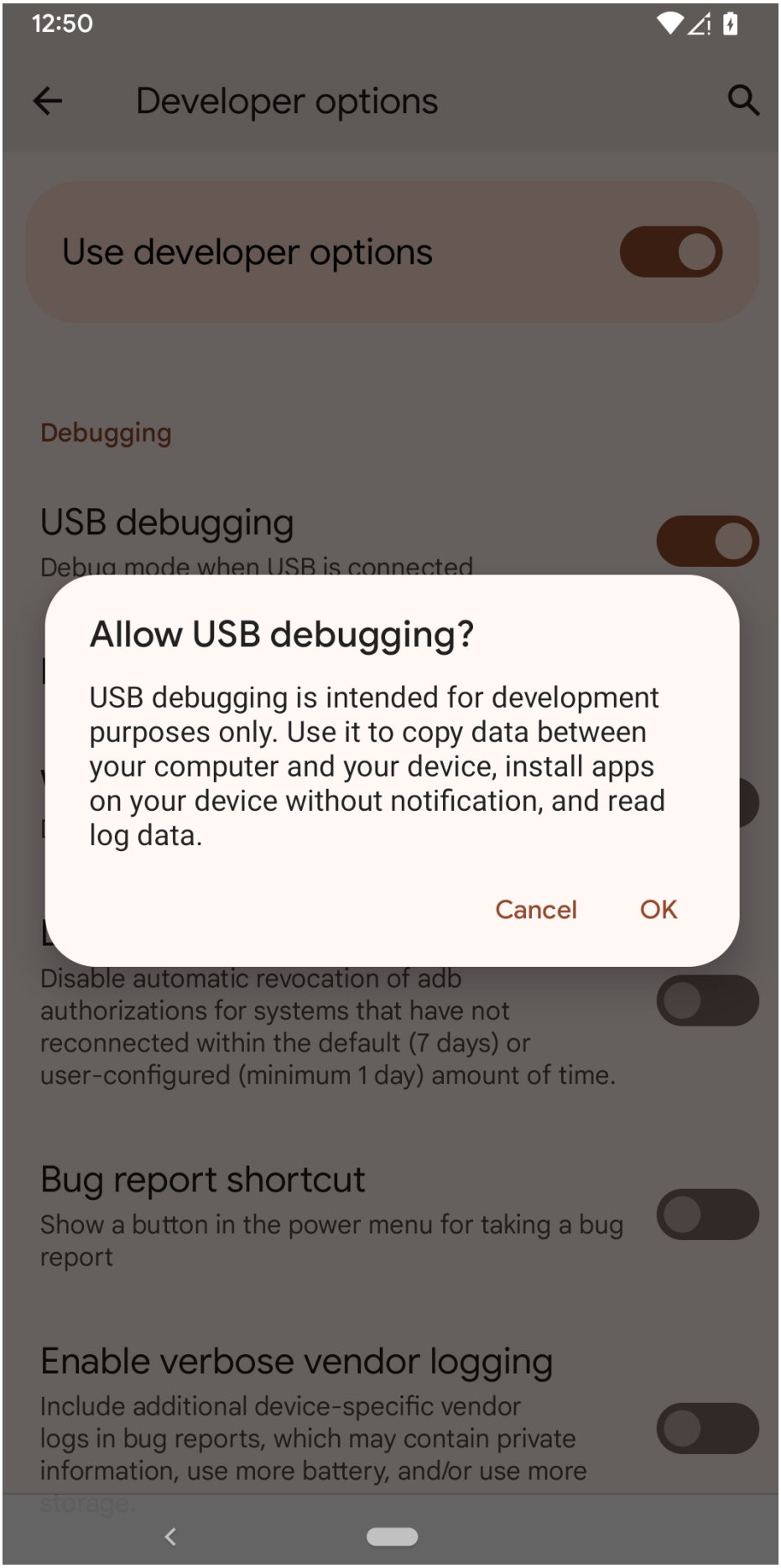

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Version Control
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Editor
Unity Remote
Device
Any Android Device
Compression
JPEG
Resolution
Downsize
Joystick Source
Remote
Asset Serialization
Mode
Force Text
Serialize Inline Mappings On One Line
Default Behaviour Mode
Mode
3D
Asset Pipeline
Remove unused Artifacts on Restart
Parallel Import
Learn more...
Desired Import Worker Count
4
Standby Import Worker Count
2
Idle Import Worker Shutdown Delay
60
Cache Server (project specific)
Learn more...
Mode
Use global settings (stored in preference
Disabled
Prefab Mode
Allow Auto Save

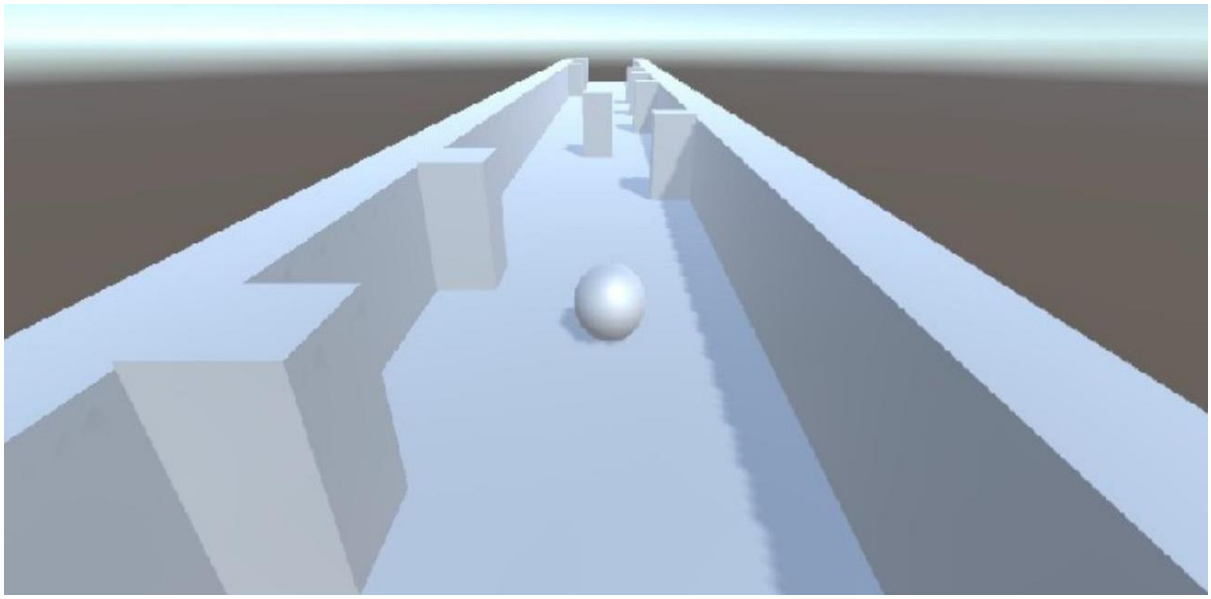

12:43 Mon, Jun 13
99%
Internet
Bluetooth
Do Not Disturb
GPay
Silent
Android System
USB accessory connected
Tap for more options.
Manage

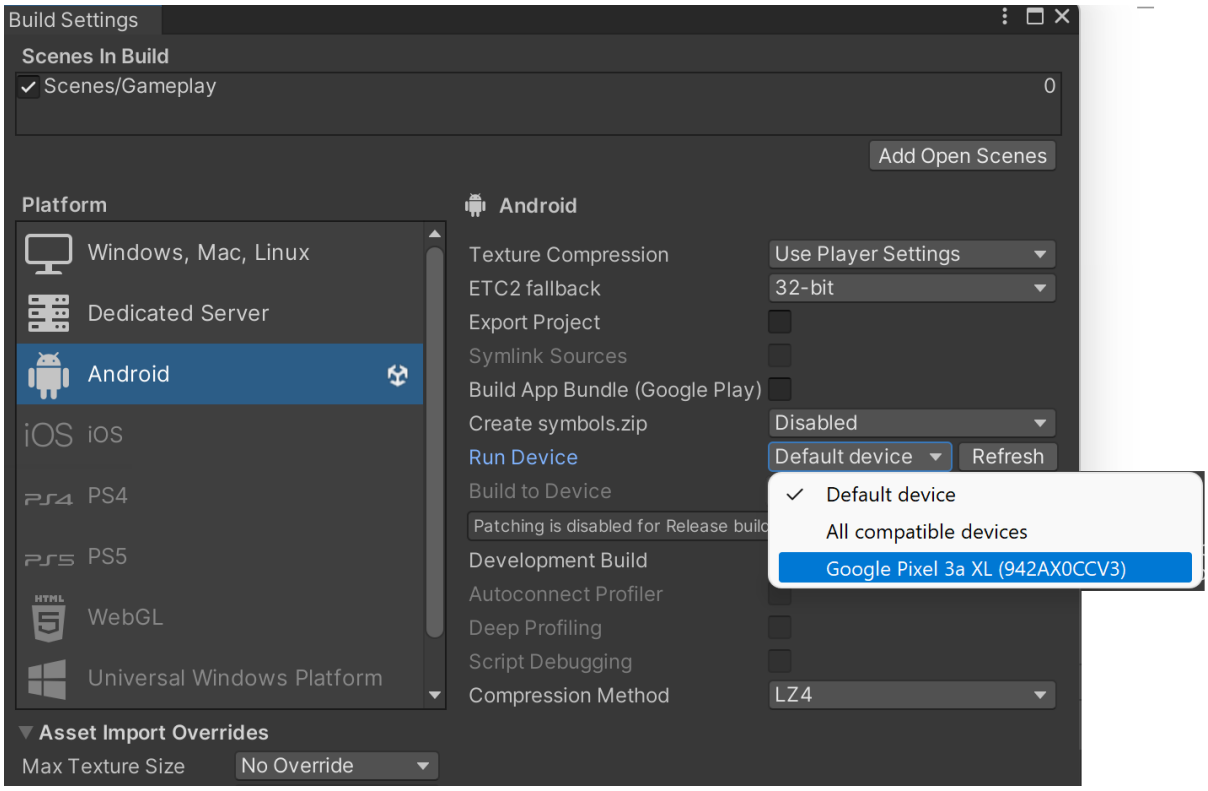

12:44
USB Preferences
USB
USB controlled by
Connected device
This device
Use USB for
File transfer / Android Auto
USB tethering
MIDI
PTP
No data transfer
File transfer options
Convert videos to AVC

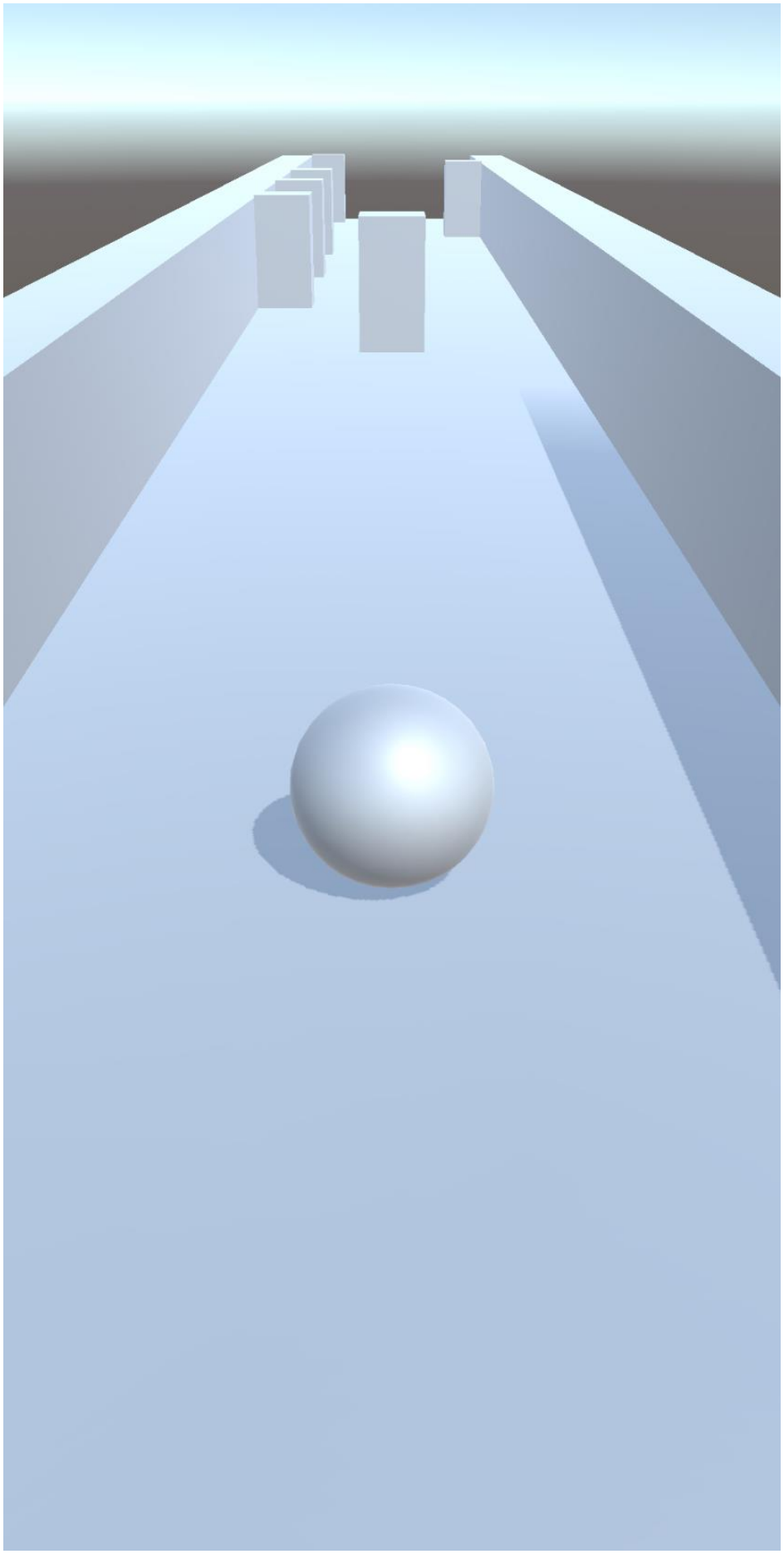

12:48
About phone
355115100087060
Android version
12
Device identifiers
IP address
fe80::54d8:fbff:fea1:20e
192.168.0.174
Wi-Fi MAC address
To view, choose saved network
Device Wi-Fi MAC address
58:cb:52:28:fd:ee
Bluetooth address
58:cb:52:28:fd:ed
Up time
11:58
Send feedback about this device
You are now a developer!
Build numbe
SP2A.220405.003

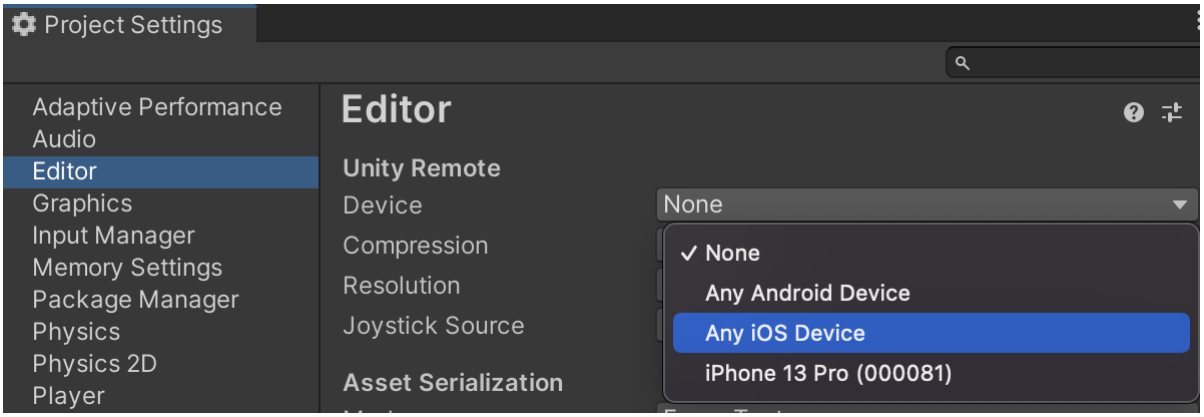

12:49
Developer options
Use developer options
Memory
Avg 2.5 GB of 3.8 GB memory used
Bug report
Bug report handler
Android System
Desktop backup password
Desktop full backups aren’t currently protected
Stay awake
Screen will never sleep while charging
Enable Bluetooth HCI snoop log
Disabled

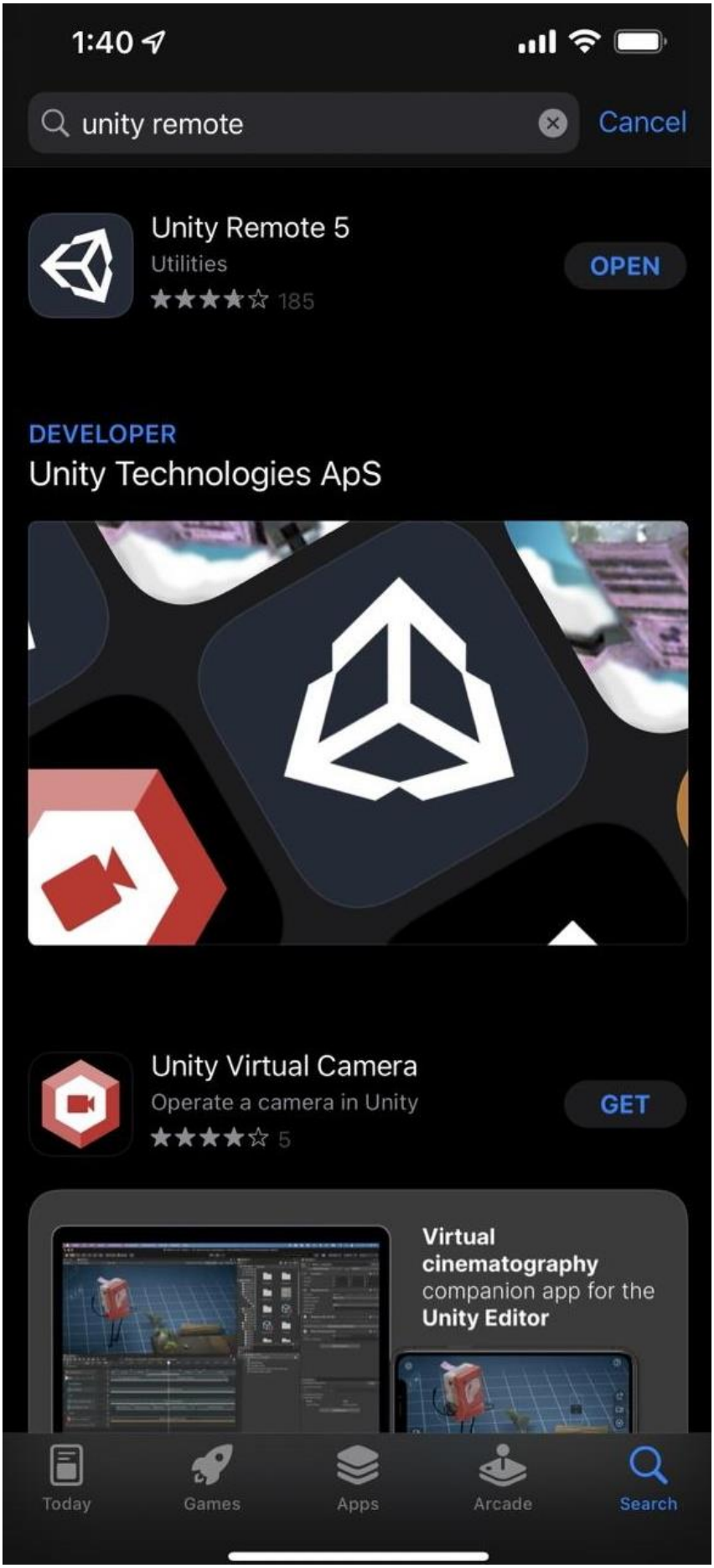

12:50
Developer options
Use developer options
Debugging
USB debugging
Debug mode when USB is connected
Allow USB debugging?
USB debugging is intended for development purposes only. Use it to copy data between your computer and your device, install apps on your device without notification, and read log data.
Cancel
OK
Disable automatic revocation of adb authorizations for systems that have not reconnected within the default (7 days) or user-configured (minimum 1 day) amount of time.
Bug report shortcut
Show a button in the power menu for taking a bug report
Enable verbose vendor logging
Include additional device-specific vendor logs in bug reports, which may contain private information, use more battery, and/or use more storage.

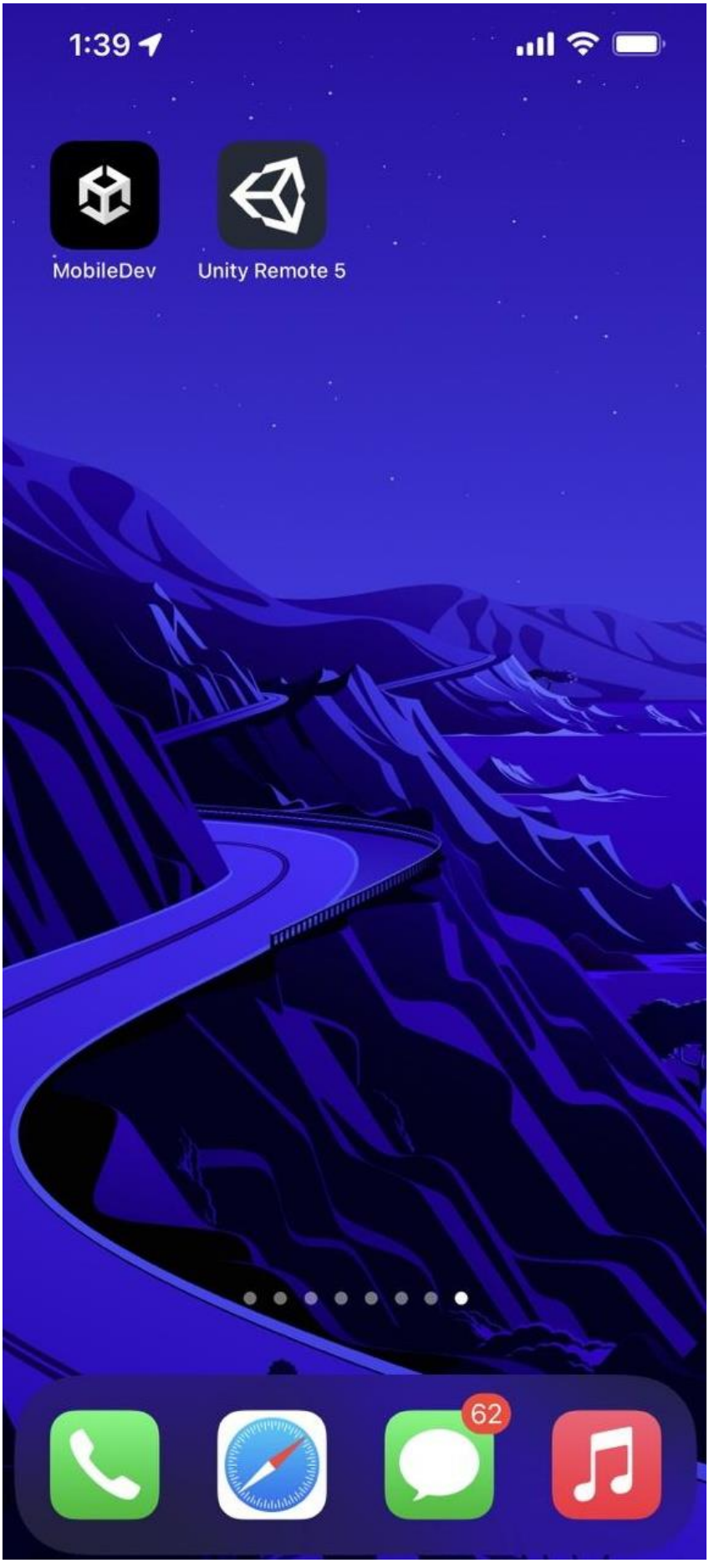


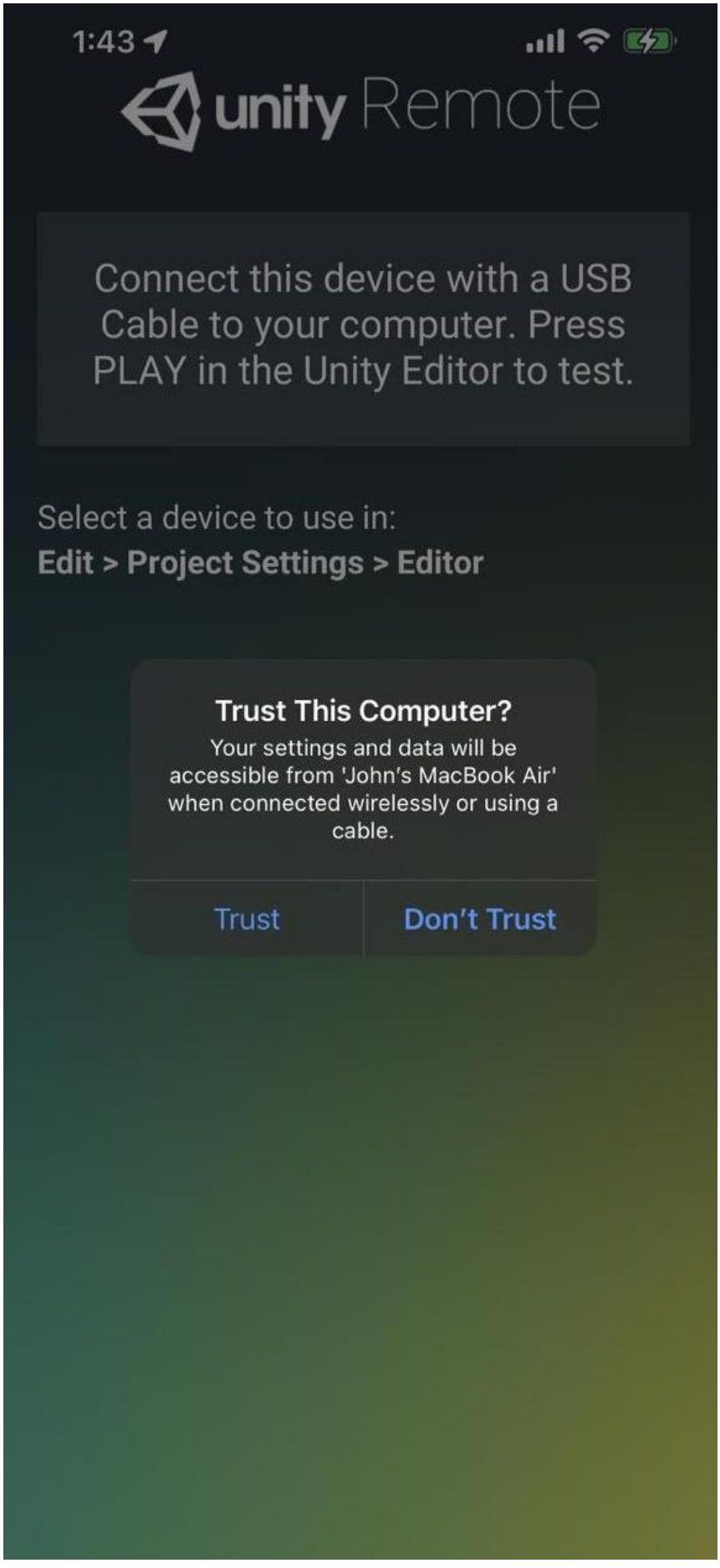

Build Settings
Scenes In Build
Scenes/Gameplay
0
Add Open Scenes
Platform
Windows, Mac, Linux
Dedicated Server
Android
iOS
PS4
PS5
WebGL
Universal Windows Platform
Android
Texture Compression
Use Player Settings
ETC2 fallback
32-bit
Export Project
Symlink Sources
Build App Bundle (Google Play)
Create symbols.zip
Disabled
Run Device
Default device
Refresh
Build to Device
Patching is disabled for Release build
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Compression Method
LZ4
Default device
All compatible devices
Google Pixel 3a XL (942AX0CCV3)
Asset Import Overrides
Max Texture Size
No Override

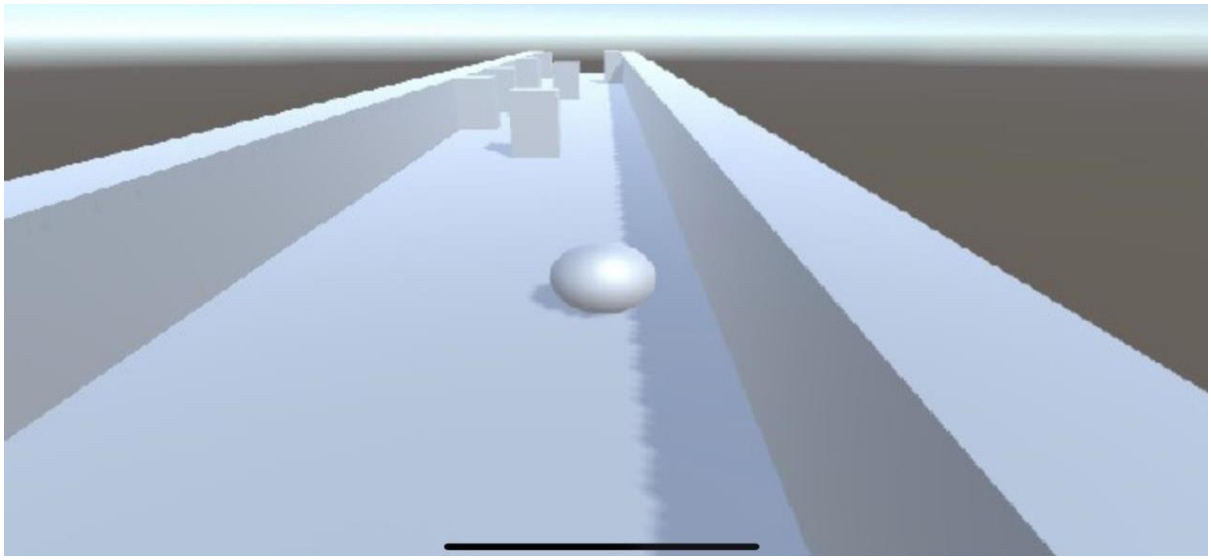


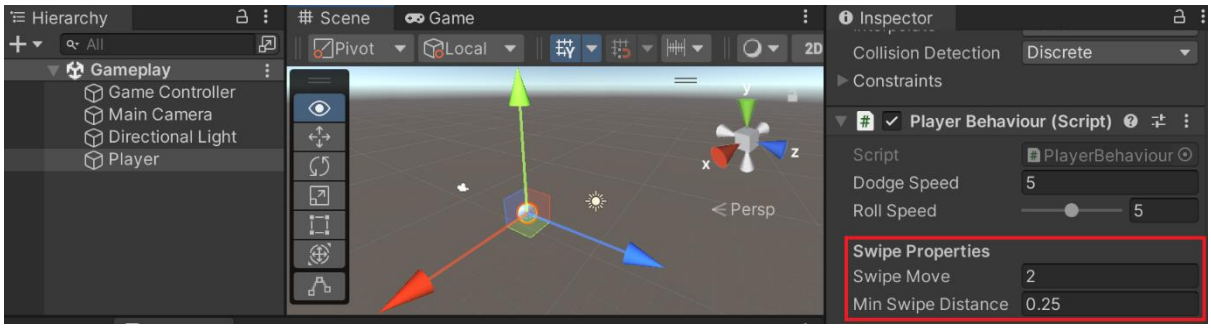

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Editor
Unity Remote
Device
Compression
Resolution
Joystick Source
Asset Serialization
None
None
Any Android Device
Any iOS Device
iPhone 13 Pro (000081)

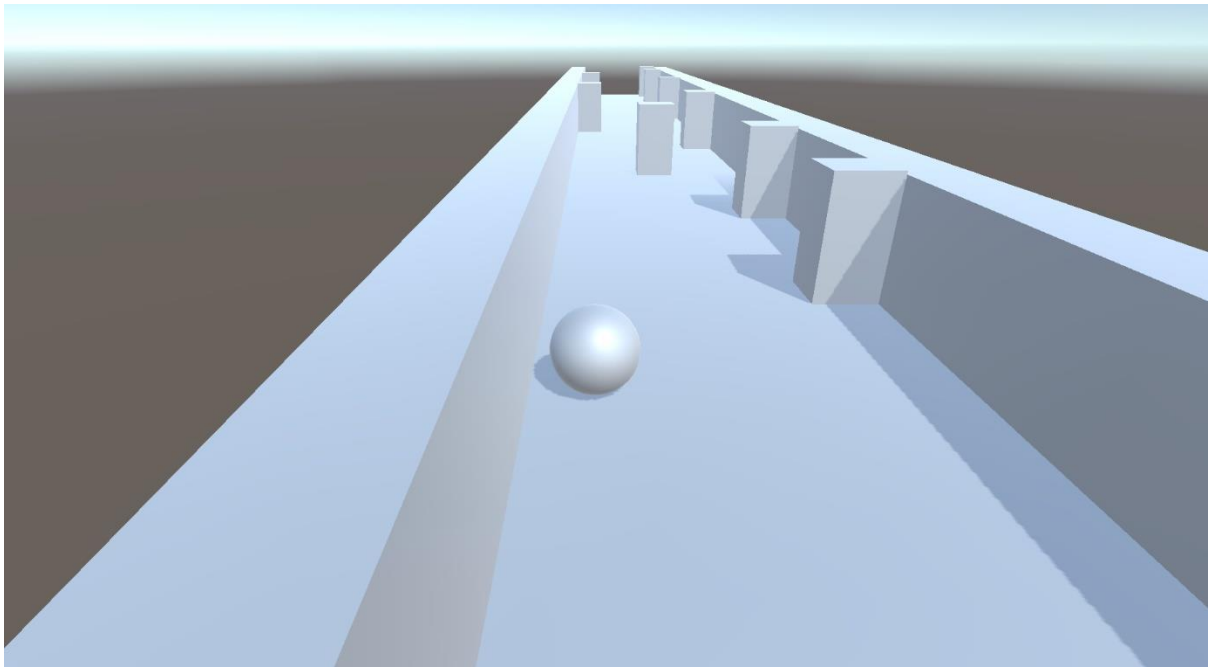

1:40
unity remote
Cancel
Unity Remote 5
Utilities
185
OPEN
DEVELOPER
Unity Technologies ApS
Unity Virtual Camera
Operate a camera in Unity
5
GET
Virtual cinematography companion app for the Unity Editor
Today
Games
Apps
Arcade
Search

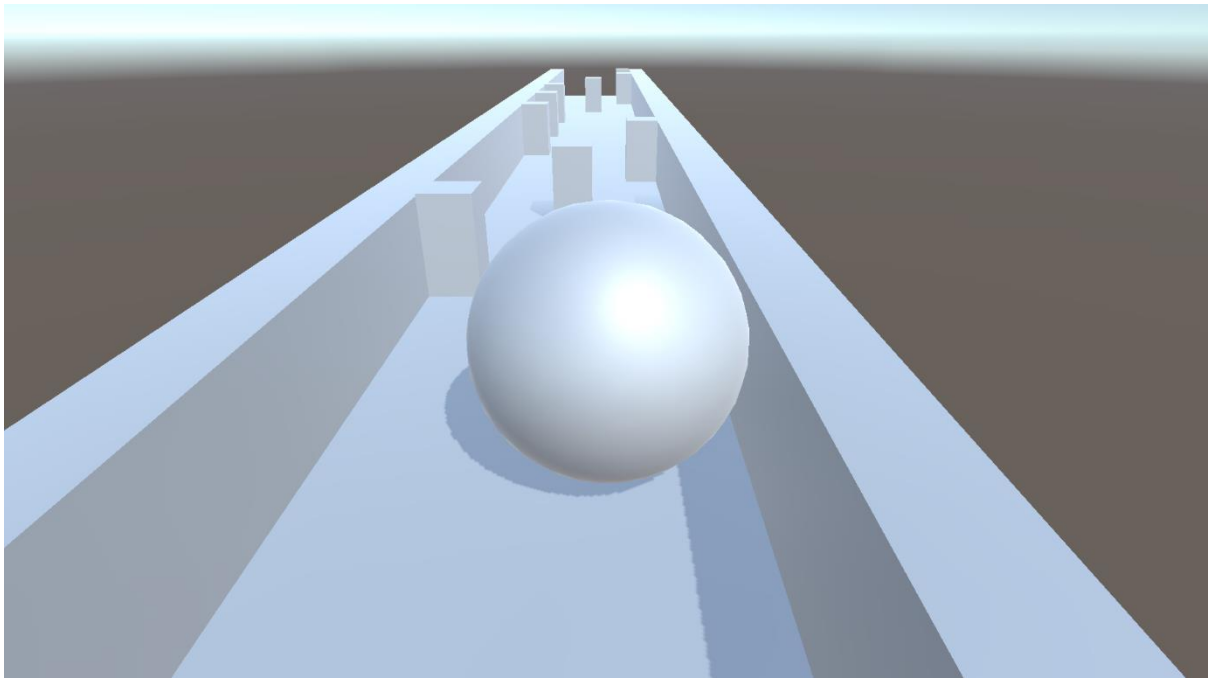

1:39
MobileDev
Unity Remote 5
62

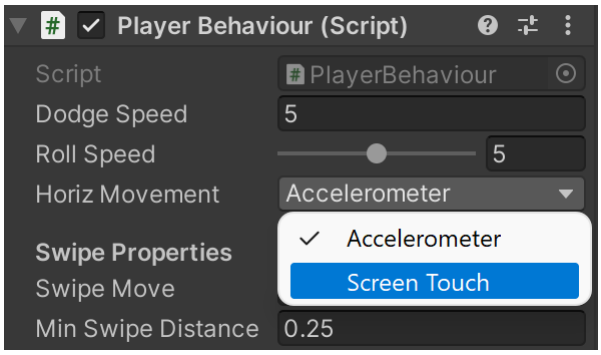

1:43
unity Remote
Connect this device with a USB Cable to your computer. Press PLAY in the Unity Editor to test.
Select a device to use in:
Edit > Project Settings > Editor
Trust This Computer?
Your settings and data will be accessible from 'John's MacBook Air' when connected wirelessly or using a cable.
Trust
Don't Trust

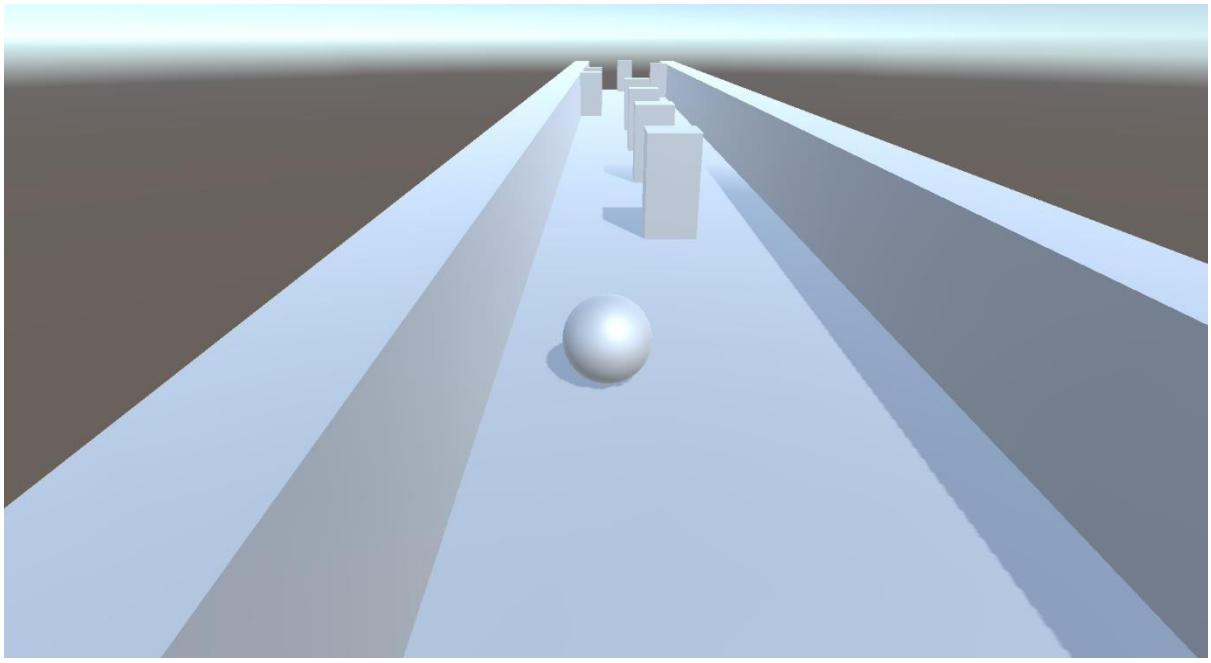



Hierarchy
All
Gameplay
Game Controller
Main Camera
Directional Light
Player
Scene
Game
Pivot
Local
2D
Persp
Inspector
Collision Detection
Discrete
Constraints
Player Behaviour (Script)
Script
PlayerBehaviour
Dodge Speed
5
Roll Speed
5
Swipe Properties
Swipe Move
2
Min Swipe Distance
0.25

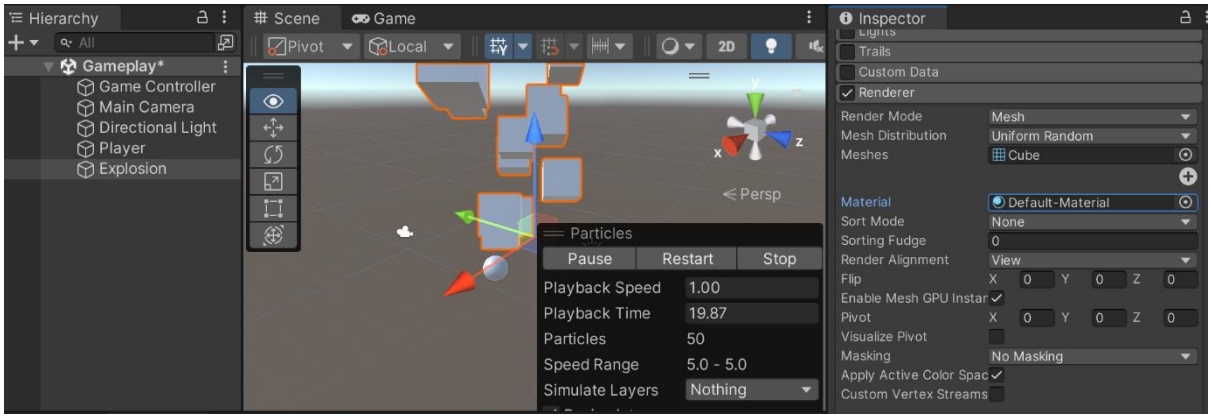


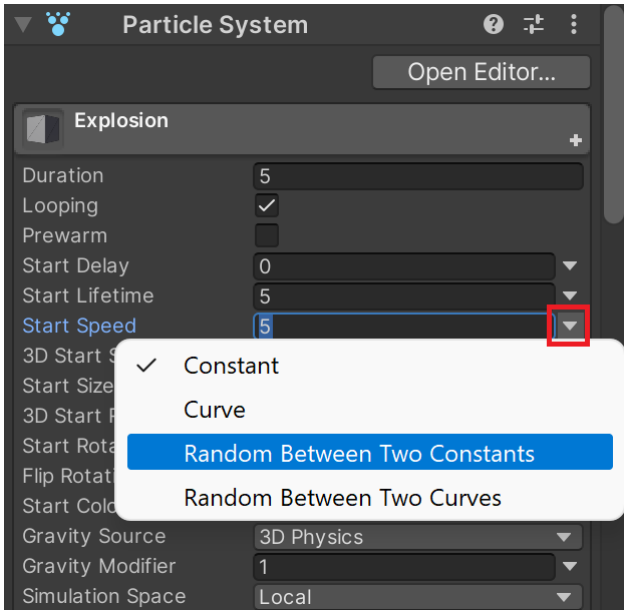



Player Behaviour (Script)
Script
PlayerBehaviour
Dodge Speed
5
Roll Speed
5
Horiz Movement
Accelerometer
Swipe Properties
Swipe Move
Min Swipe Distance
0.25
Accelerometer
Screen Touch

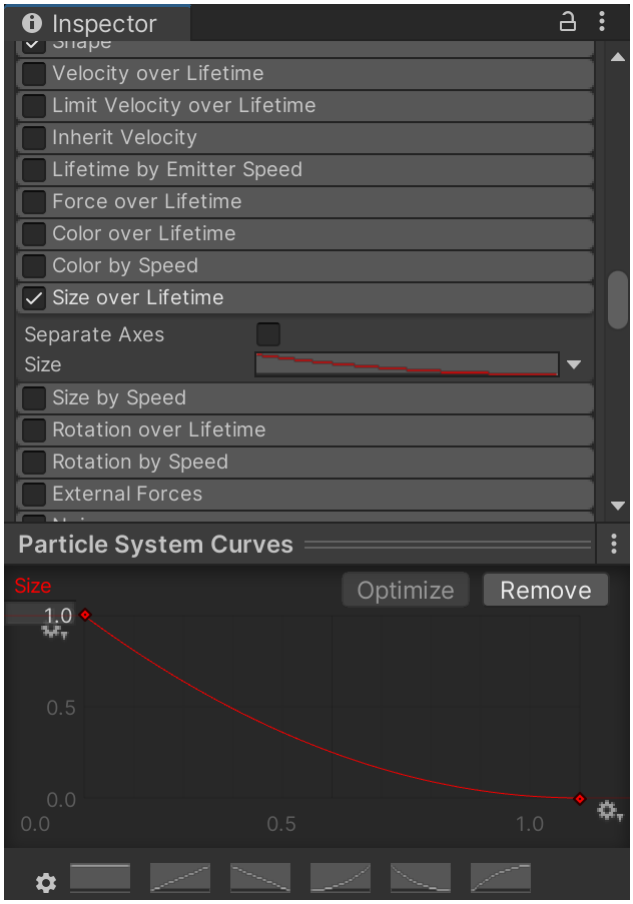


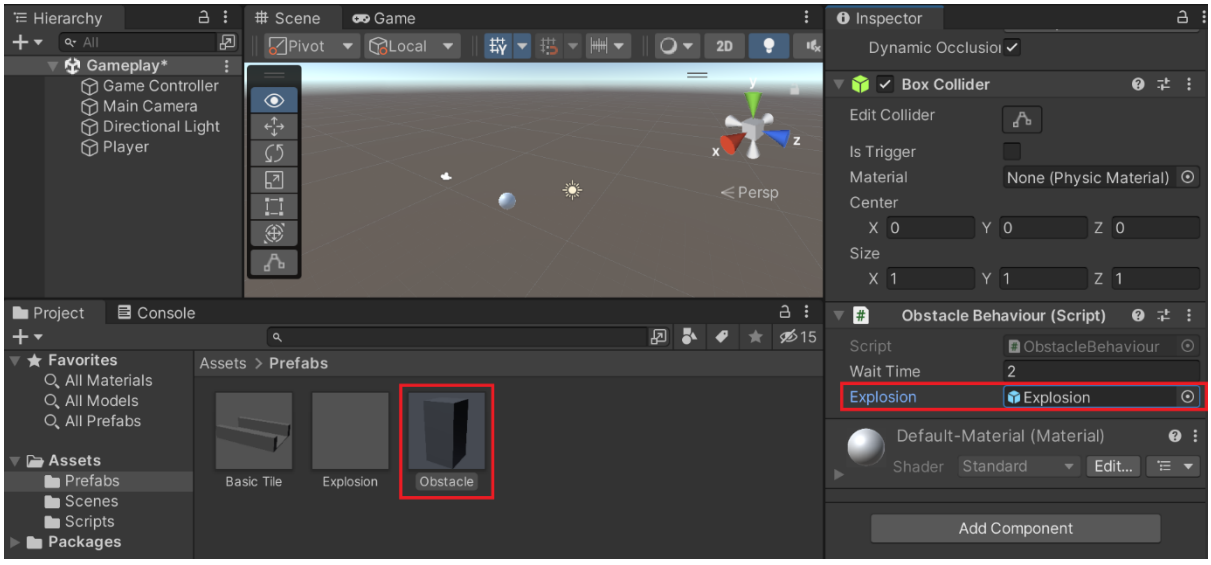
Select Material
Assets
Scene
15
None
FrameDeb...
Default-Dif...
Default-Li...
Default-M...
Default-Pa...
Default-Material
Material
Resources/unity_builtin_extra

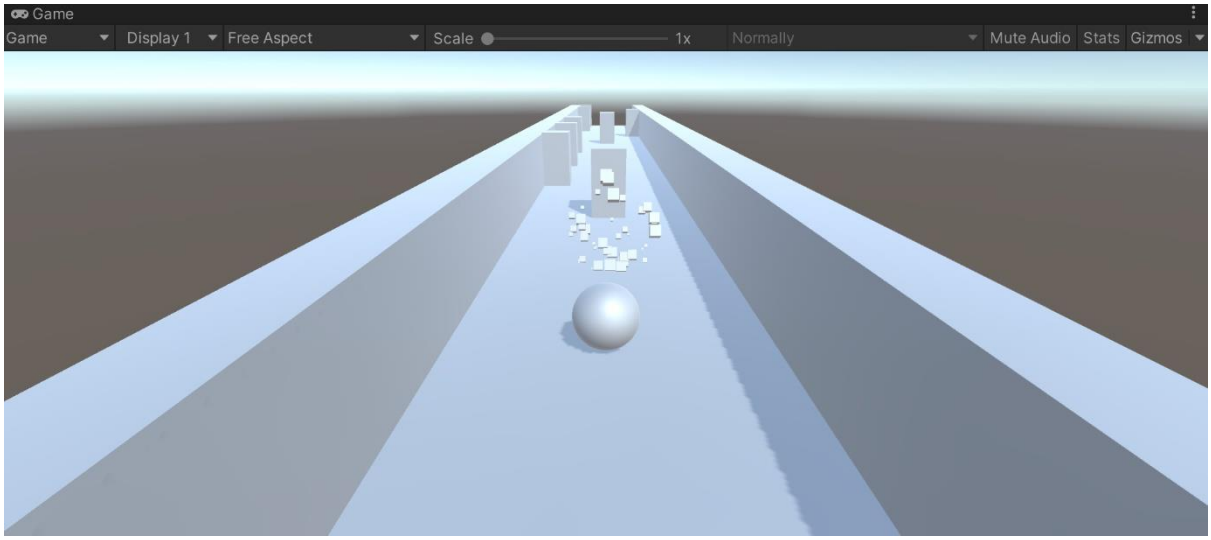

Hierarchy
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Explosion
Scene
Game
Pivot
Local
2D
Persp
Particles
Pause
Restart
Stop
Playback Speed
1.00
Playback Time
19.87
Particles
50
Speed Range
5.0 - 5.0
Simulate Layers
Nothing
Inspector
Trails
Custom Data
Renderer
Render Mode
Mesh
Mesh Distribution
Uniform Random
Meshes
Cube
Material
Default-Material
Sort Mode
None
Sorting Fudge
0
Render Alignment
View
Flip
Enable Mesh GPU Instar
Pivot
Visualize Pivot
Masking
No Masking
Apply Active Color Spac
Custom Vertex Streams

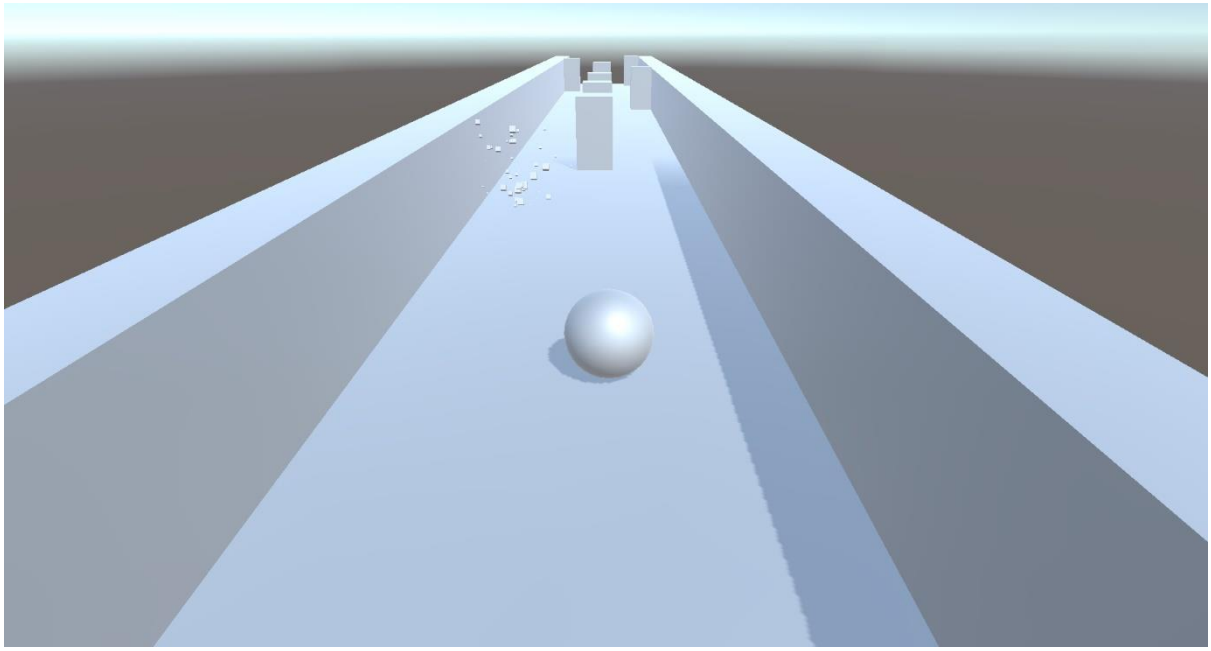

Particle System
Open Editor...
Explosion
Duration
5
Looping
Prewarm
Start Delay
0
Start Lifetime
5
Start Speed
5
Constant
Curve
Random Between Two Constants
Random Between Two Curves
Gravity Source
3D Physics
Gravity Modifier
1
Simulation Space
Local

Particle System
Open Editor...
Explosion
Duration 1
Looping
Prewarm
Start Delay 0
Start Lifetime 1
Start Speed 0 8
3D Start Size
Start Size 0 0.25
3D Start Rotation
Start Rotation 0
Flip Rotation 0
Start Color
Gravity Source 3D Physics
Gravity Modifier 1
Simulation Space Local
Simulation Speed 1
Delta Time Scaled
Scaling Mode Local
Play On Awake*
Emitter Velocity Mode Rigidbody
Max Particles 1000
Auto Random Seed
Stop Action None
Culling Mode Automatic
Ring Buffer Mode Disabled
Emission
Rate over Time 0
Rate over Distance 0
Bursts
Time Count Cycles Interval Probability
0.000 50 Cy 1 0.010 1.00

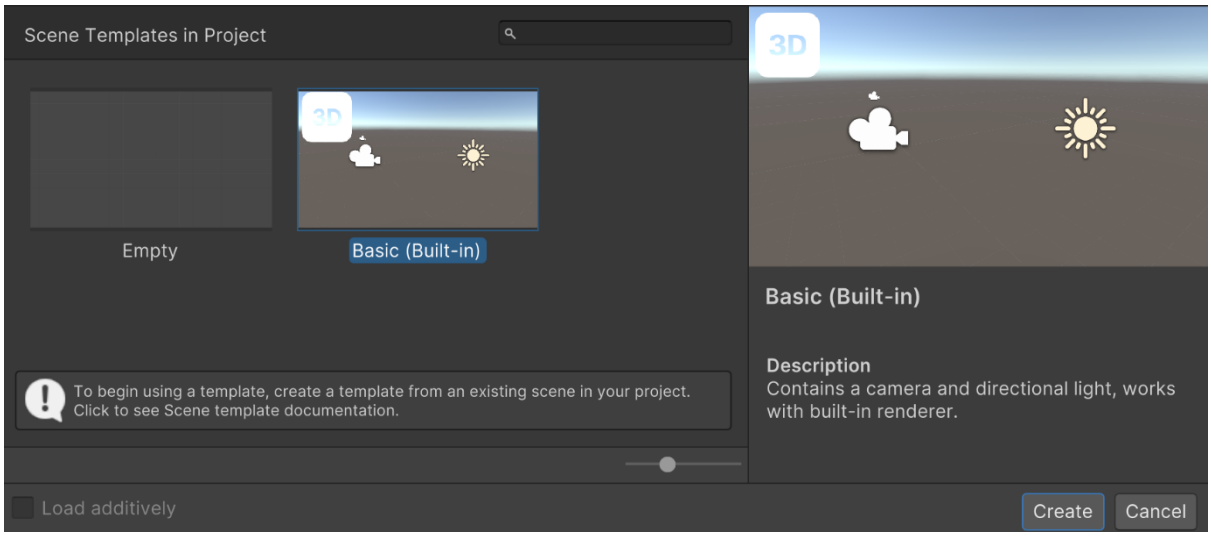

Inspector
Velocity over Lifetime
Limit Velocity over Lifetime
Inherit Velocity
Lifetime by Emitter Speed
Force over Lifetime
Color over Lifetime
Color by Speed
Size over Lifetime
Separate Axes
Size
Size by Speed
Rotation over Lifetime
Rotation by Speed
External Forces
Particle System Curves
Size
Optimize
Remove
1.0
0.5
0.0
0.0
0.5
1.0

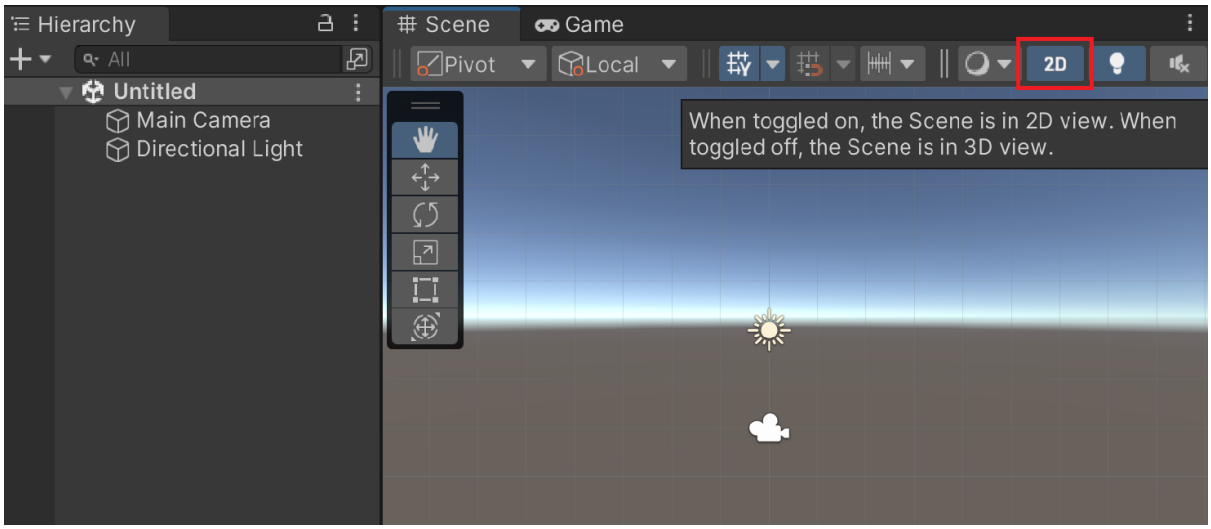

Hierarchy
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Scene
Game
Pivot
Local
2D
Persp
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Packages
Assets > Prefabs
Basic Tile
Explosion
Obstacle
Inspector
Dynamic Occlusion
Box Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
X 0 Y 0 Z 0
Size
X 1 Y 1 Z 1
Obstacle Behaviour (Script)
Script
ObstacleBehaviour
Wait Time
2
Explosion
Explosion
Default-Material (Material)
Shader
Standard
Edit...
Add Component

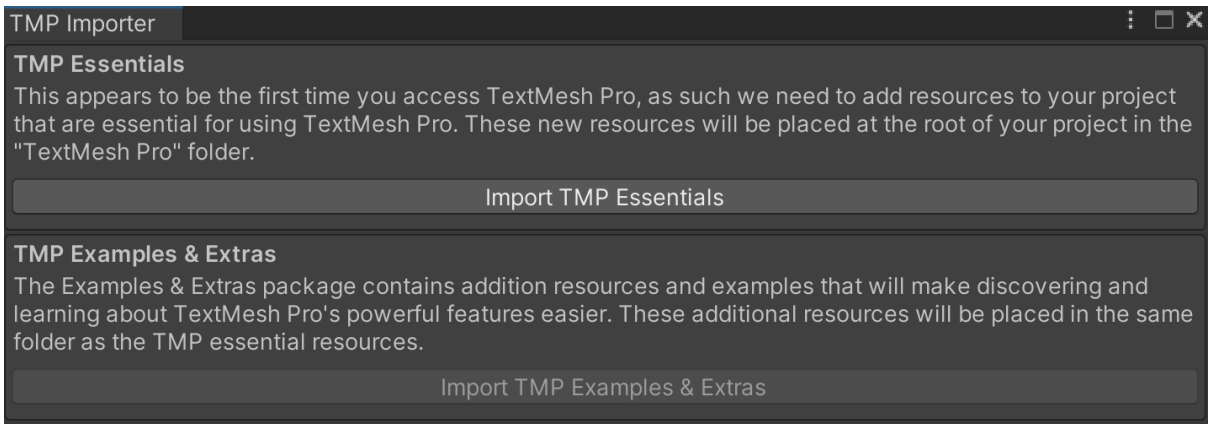

Game
Game
Display 1
Free Aspect
Scale
1x
Normally
Mute Audio
Stats
Gizmos

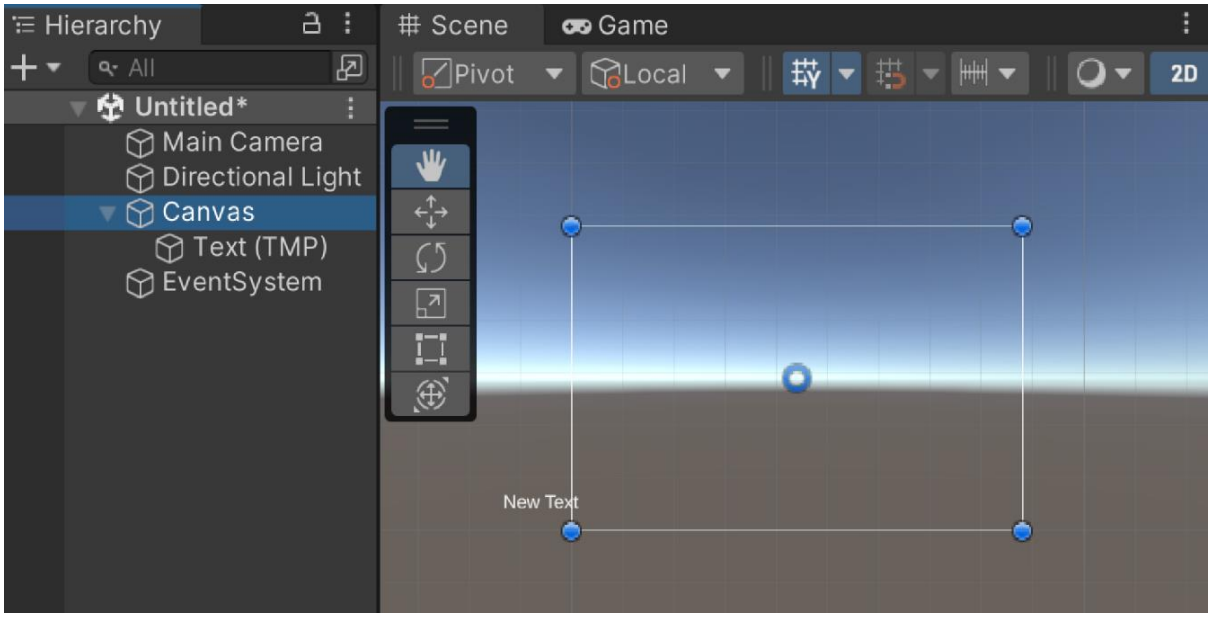


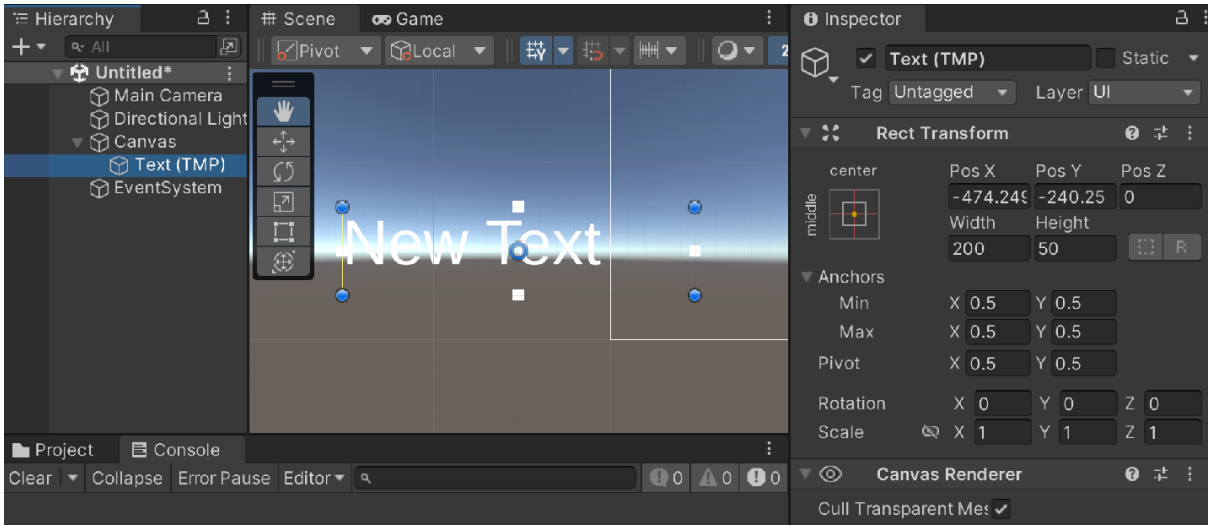
Chapter 04: Resolution-Independent UI

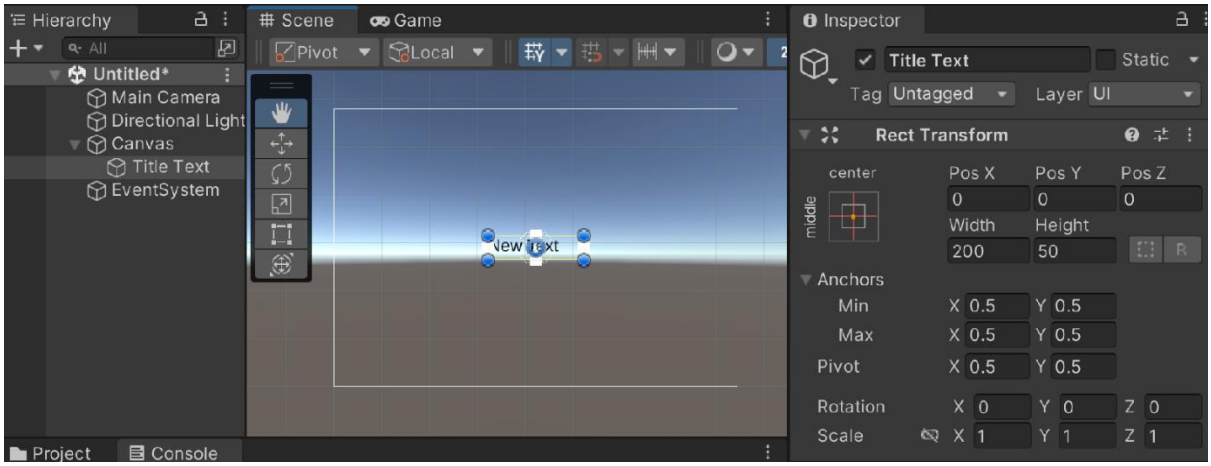


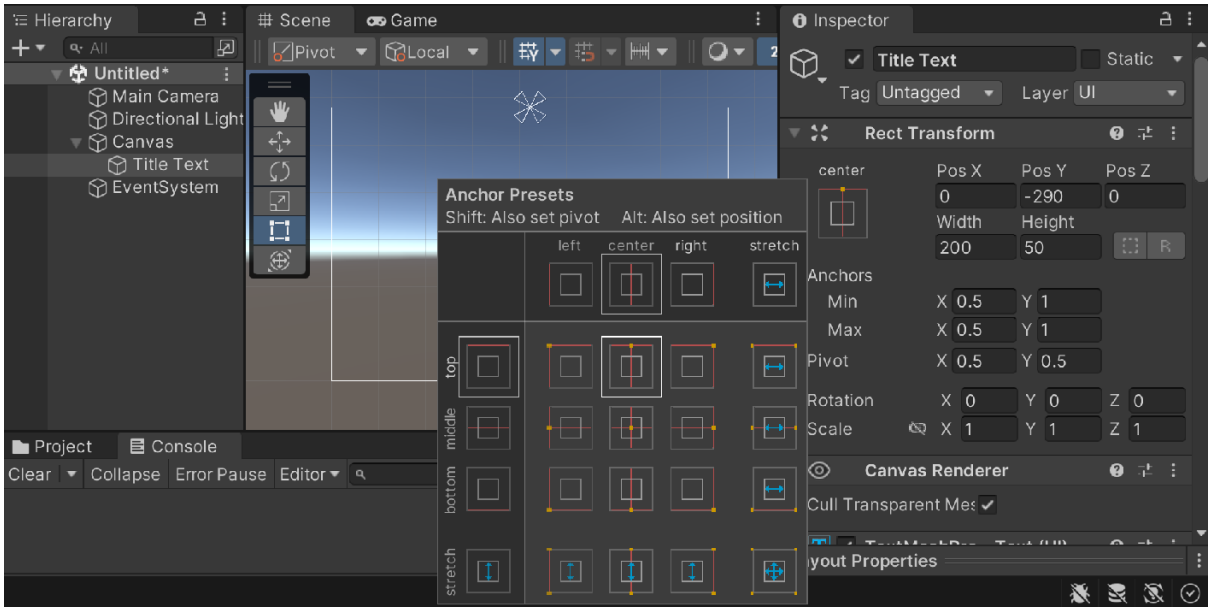


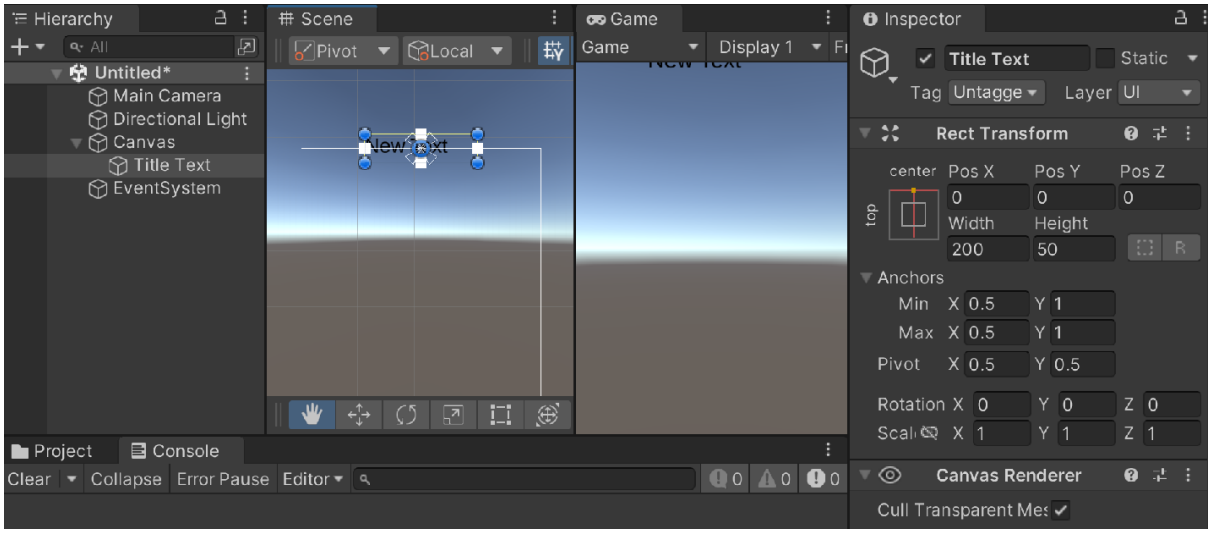


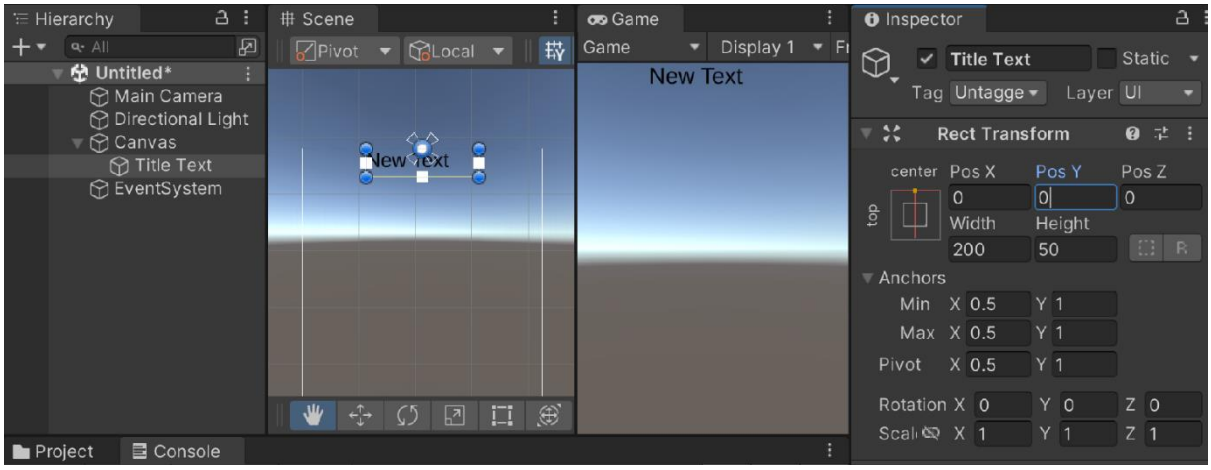

Hierarchy
Scene
Game
All
Pivot
Local
2D
Untitled*
Main Camera
Directional Light
Canvas
Text (TMP)
EventSystem
New Text

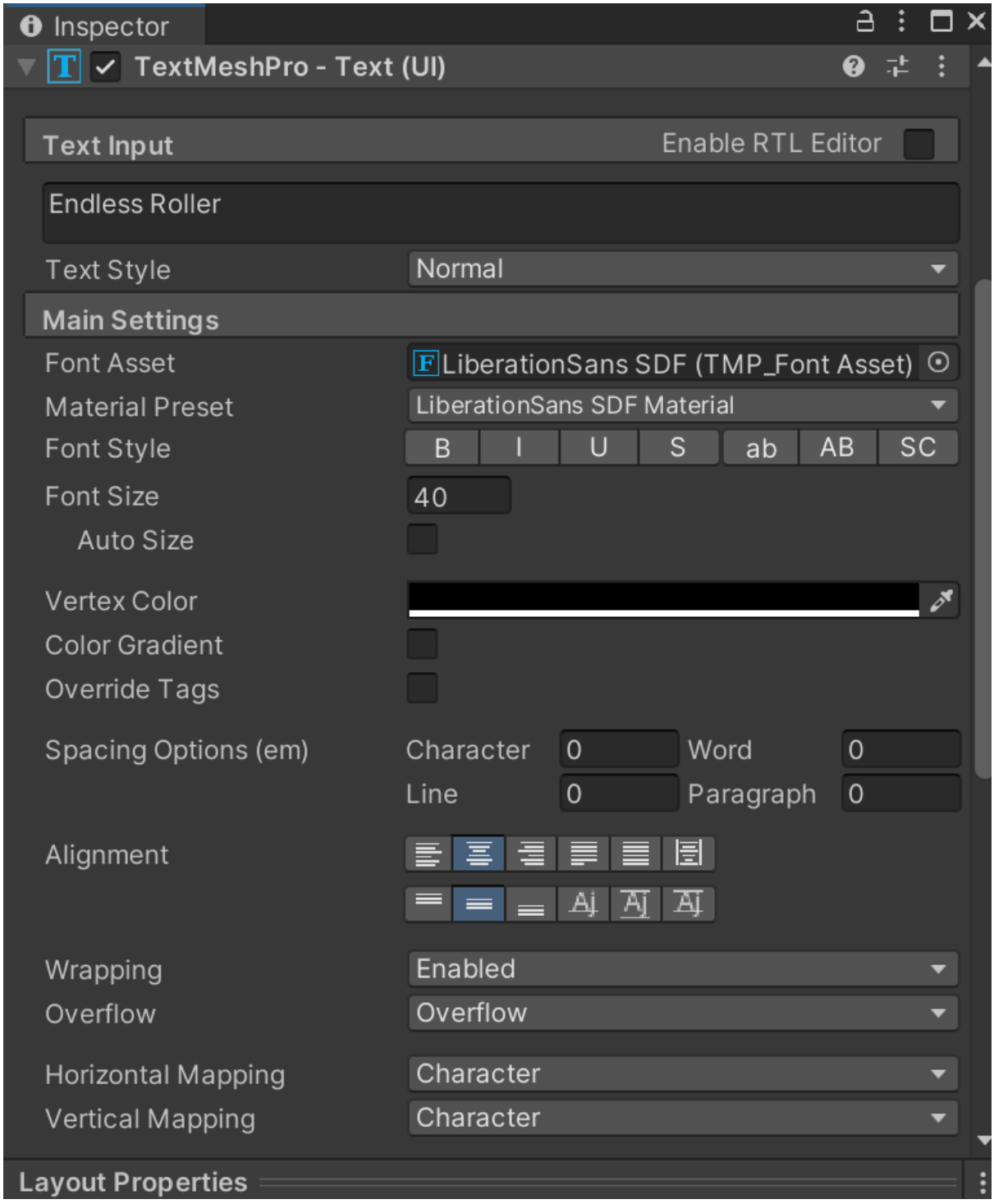

Hierarchy
Scene
Game
Inspector
Pivot
Local
Untitled*
Main Camera
Directional Light
Canvas
Text (TMP)
EventSystem
New Text
Text (TMP)
Static
Tag
Untagged
Layer
UI
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
-474.24
-240.25
0
Width
Height
200
50
Anchors
Min
Max
Pivot
X 0.5
Y 0.5
Rotation
Scale
X 0
Y 0
Z 0
X 1
Y 1
Z 1
Canvas Renderer
Cull Transparent Mes
Project
Console
Clear
Collapse
Error Pause
Editor

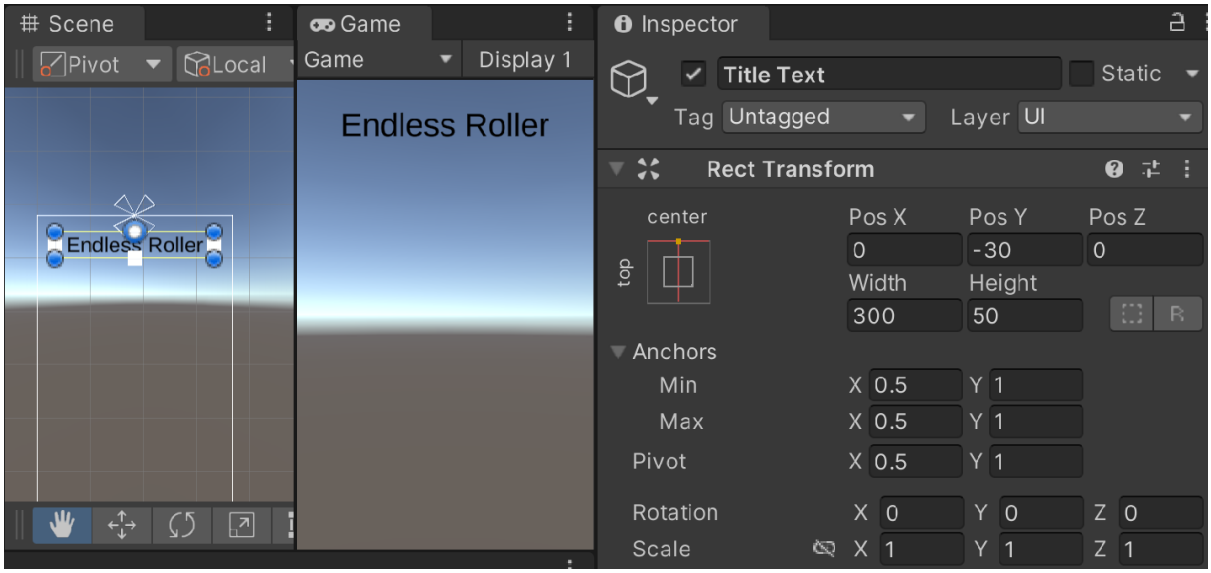

Hierarchy
Scene
Game
Inspector
Pivot
Local
Untitled*
Main Camera
Directional Light
Canvas
Title Text
EventSystem
Title Text
Static
Tag
Untagged
Layer
UI
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
0
Width
Height
200
50
Anchors
Min
Max
Pivot
X 0.5
Y 0.5
Rotation
Scale
X 0
Y 0
Z 0
X 1
Y 1
Z 1
Project
Console

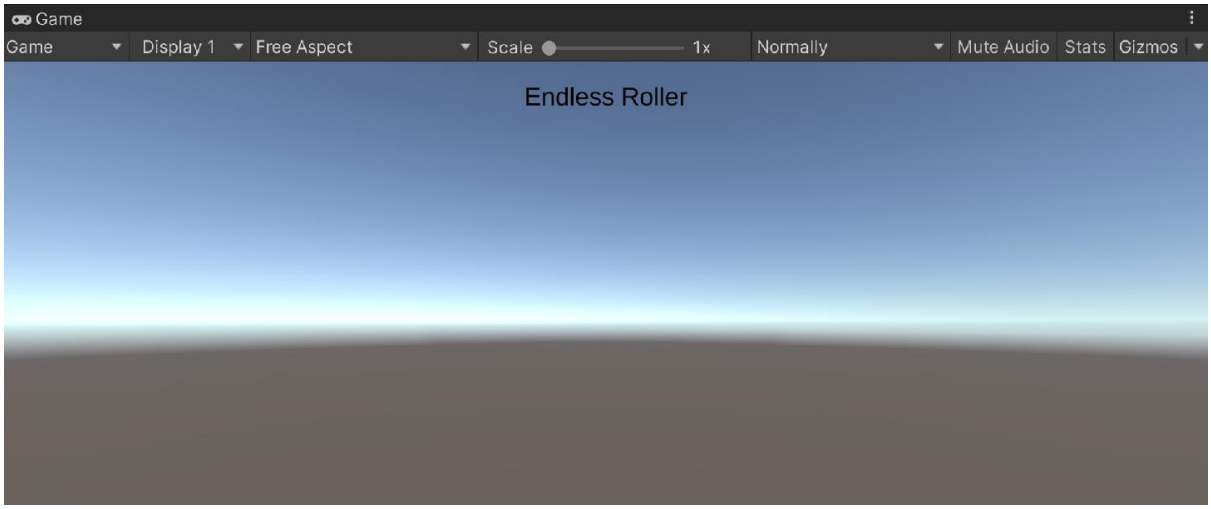

Hierarchy
Scene
Game
Inspector
Untitled*
Main Camera
Directional Light
Canvas
Title Text
EventSystem
Pivot
Local
Anchor Presets
Shift: Also set pivot
Alt: Also set position
left
center
right
stretch
top
middle
bottom
stretch
Title Text
Static
Tag Untagged
Layer UI
Rect Transform
center
Pos X
Pos Y
Pos Z
0
-290
0
Width
Height
200
50
Anchors
Min X 0.5 Y 1
Max X 0.5 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mes
Project
Console
Clear
Collapse
Error Pause
Editor

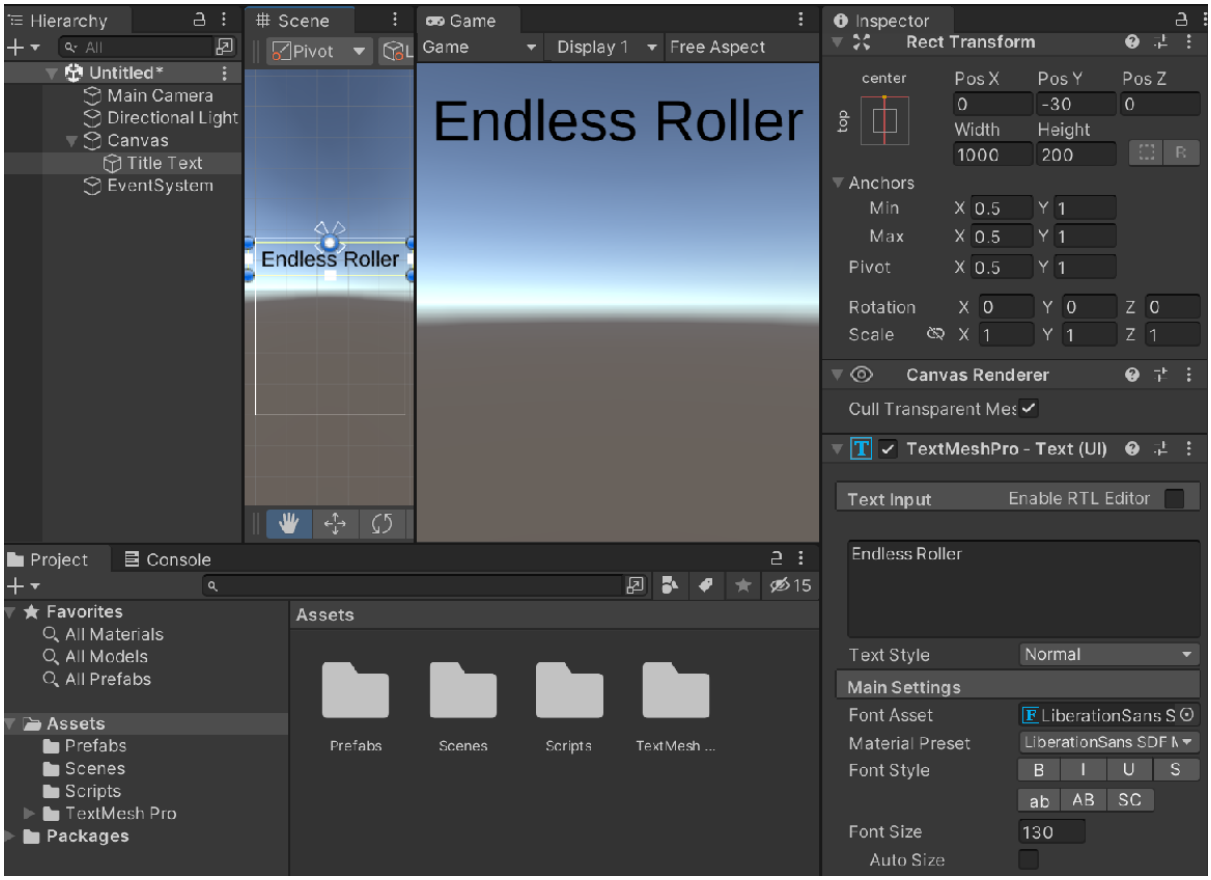

Hierarchy
Scene
Game
Inspector
Untitled*
Main Camera
Directional Light
Canvas
Title Text
EventSystem
Pivot
Local
Game
Display 1
New Text
Title Text
Static
Tag Untagge
Layer UI
Rect Transform
center
top
Pos X
Pos Y
Pos Z
0
0
0
Width
Height
200
50
Anchors
Min X 0.5 Y 1
Max X 0.5 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Canvas Renderer
Cull Transparent Mes
Project
Console
Clear
Collapse
Error Pause
Editor


Hierarchy
Scene
Game
Inspector
Untitled*
Main Camera
Directional Light
Canvas
Title Text
EventSystem
Pivot
Local
Game
Display 1
New Text
Title Text
Static
Tag Untagge
Layer UI
Rect Transform
center
top
Pos X
Pos Y
Pos Z
0
0
0
Width
Height
200
50
Anchors
Min X 0.5 Y 1
Max X 0.5 Y 1
Pivot X 0.5 Y 1
Rotation X 0 Y 0 Z 0
Canvas Renderer
Cull Transparent Mes
Project
Console

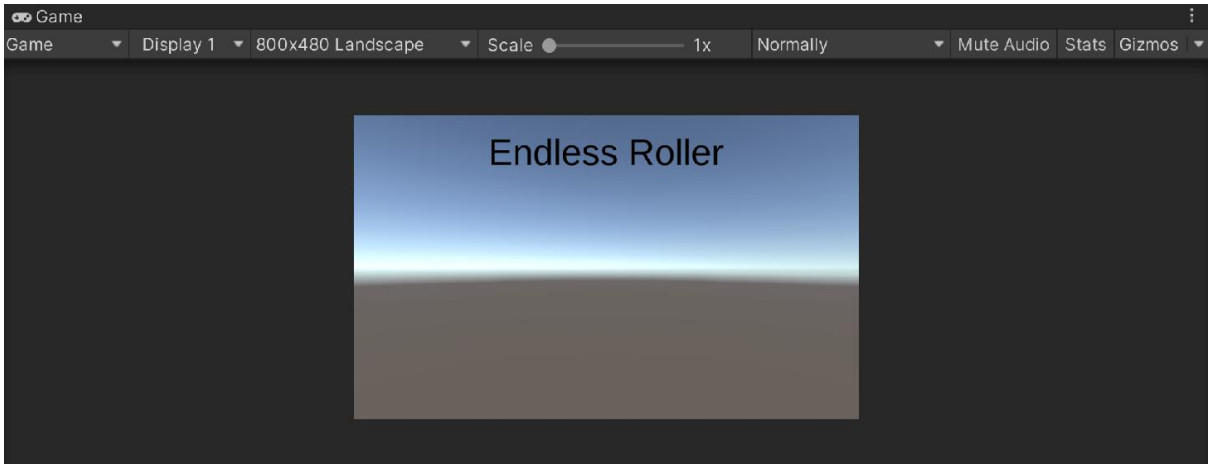

Inspector
TextMeshPro - Text (UI)
Text Input
Enable RTL Editor
Endless Roller
Text Style
Normal
Main Settings
Font Asset
LiberationSans SDF (TMP_Font Asset)
Material Preset
LiberationSans SDF Material
Font Style
B
I
U
S
ab
AB
SC
Font Size
40
Auto Size
Vertex Color
Color Gradient
Override Tags
Spacing Options (em)
Character
0
Word
0
Line
0
Paragraph
0
Alignment
Wrapping
Enabled
Overflow
Overflow
Horizontal Mapping
Character
Vertical Mapping
Character
Layout Properties

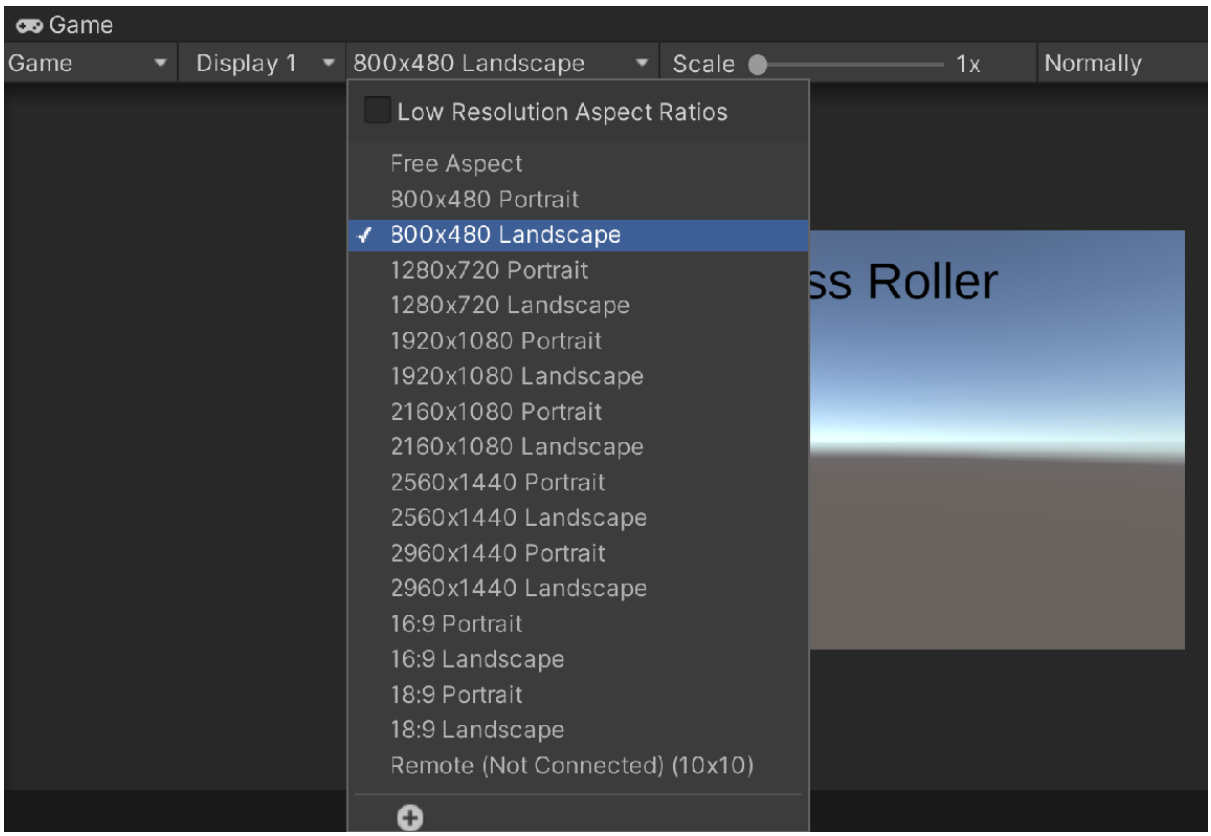

Scene
Pivot
Local
Endless Roller
Game
Game
Display 1
Endless Roller
Inspector
Title Text
Static
Tag
Untagged
Layer
UI
Rect Transform
center
top
Pos X
Pos Y
Pos Z
0
-30
0
Width
Height
300
50
Anchors
Min
X 0.5
Y 1
Max
X 0.5
Y 1
Pivot
X 0.5
Y 1
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1

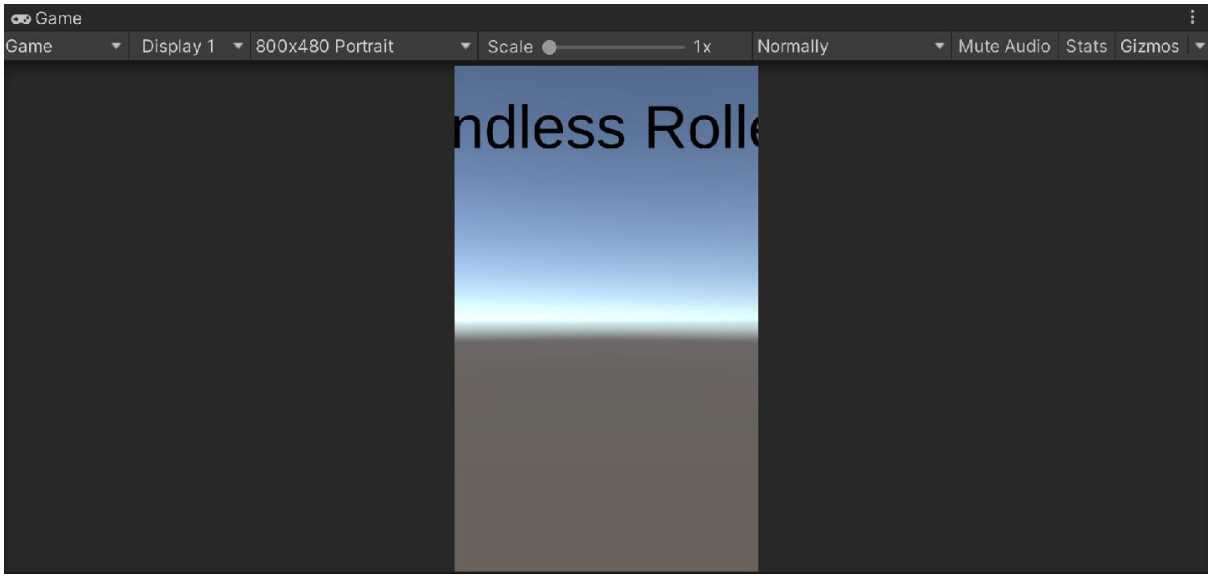

Game
Game
Display 1
Free Aspect
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Endless Roller

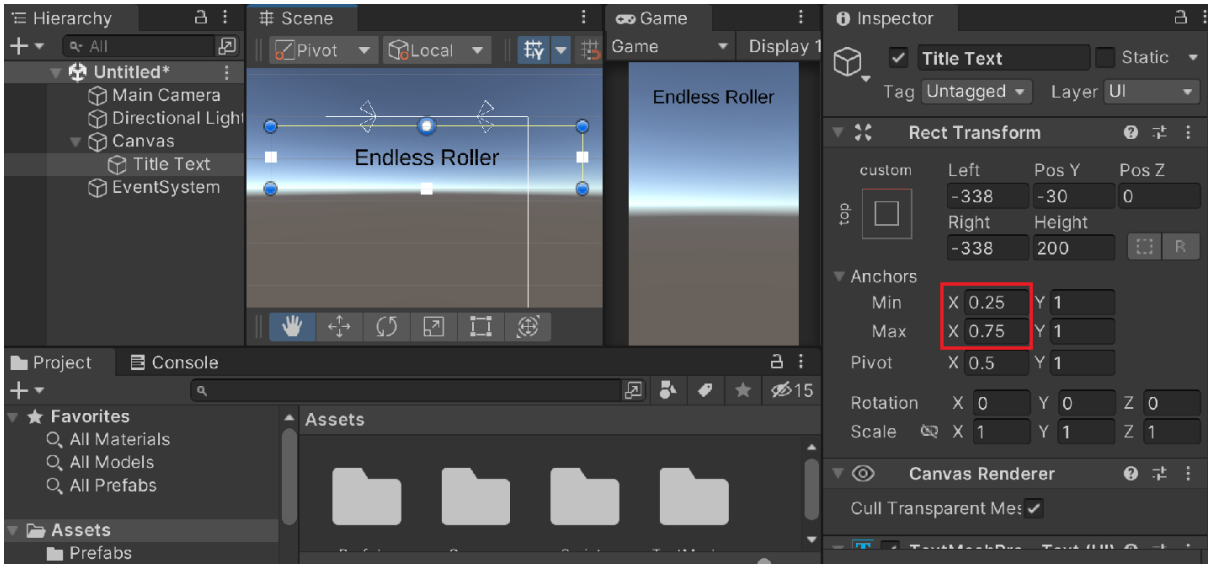

Hierarchy
Scene
Game
Inspector
Untitled*
Main Camera
Directional Light
Canvas
Title Text
EventSystem
Pivot
Endless Roller
Game
Display 1
Free Aspect
Endless Roller
Rect Transform
center
top
Pos X
Pos Y
Pos Z
0
-30
0
Width
Height
1000
200
Anchors
Min X 0.5 Y 1
Max X 0.5 Y 1
Pivot X 0.5 Y 1
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mes
TextMeshPro - Text (UI)
Text Input
Enable RTL Editor
Endless Roller
Text Style
Normal
Main Settings
Font Asset
LiberationSans S
Material Preset
LiberationSans SDF
Font Style
B
I
U
S
ab
AB
SC
Font Size
130
Auto Size
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
TextMesh Pro
Packages
Assets
Prefabs
Scenes
Scripts
TextMesh ...

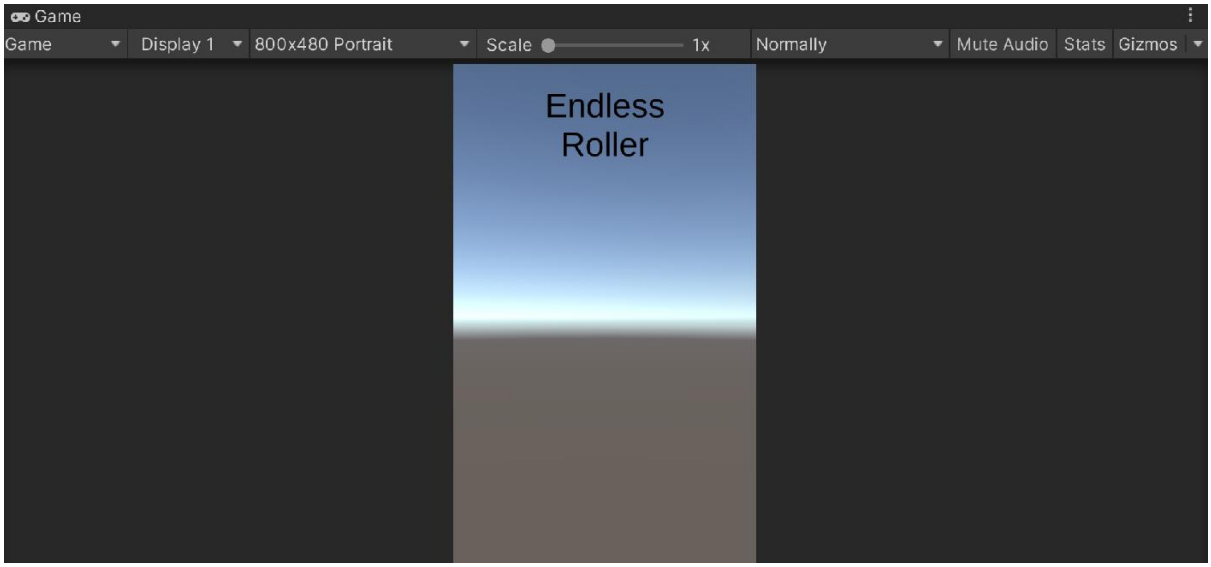
Game
Game
Display 1
Free Aspect
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Endless Roller

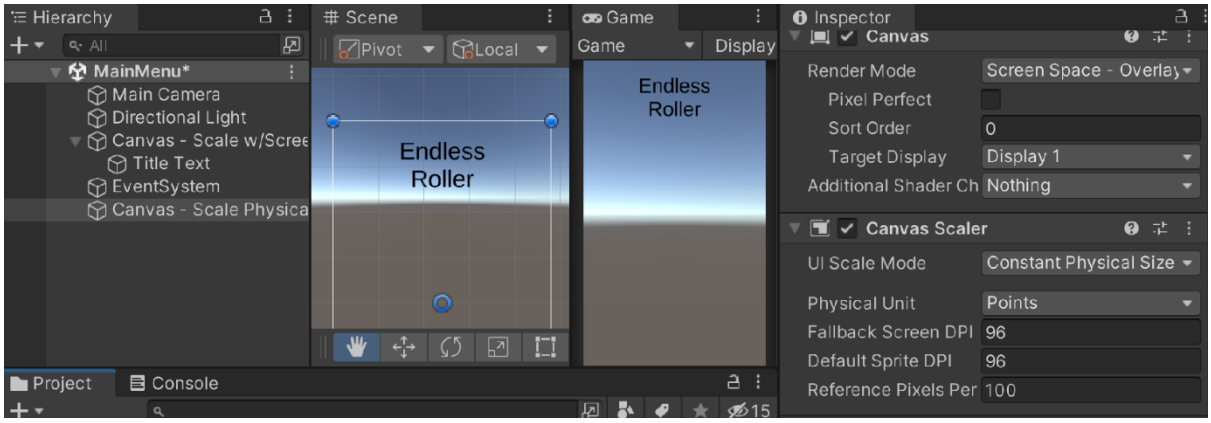

Game
Game
Display 1
800x480 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Endless Roller


Game
Game
Display 1
800x480 Landscape
Scale
1x
Normally
Low Resolution Aspect Ratios
Free Aspect
800x480 Portrait
800x480 Landscape
1280x720 Portrait
1280x720 Landscape
1920x1080 Portrait
1920x1080 Landscape
2160x1080 Portrait
2160x1080 Landscape
2560x1440 Portrait
2560x1440 Landscape
2960x1440 Portrait
2960x1440 Landscape
16:9 Portrait
16:9 Landscape
18:9 Portrait
18:9 Landscape
Remote (Not Connected) (10x10)
ss Roller

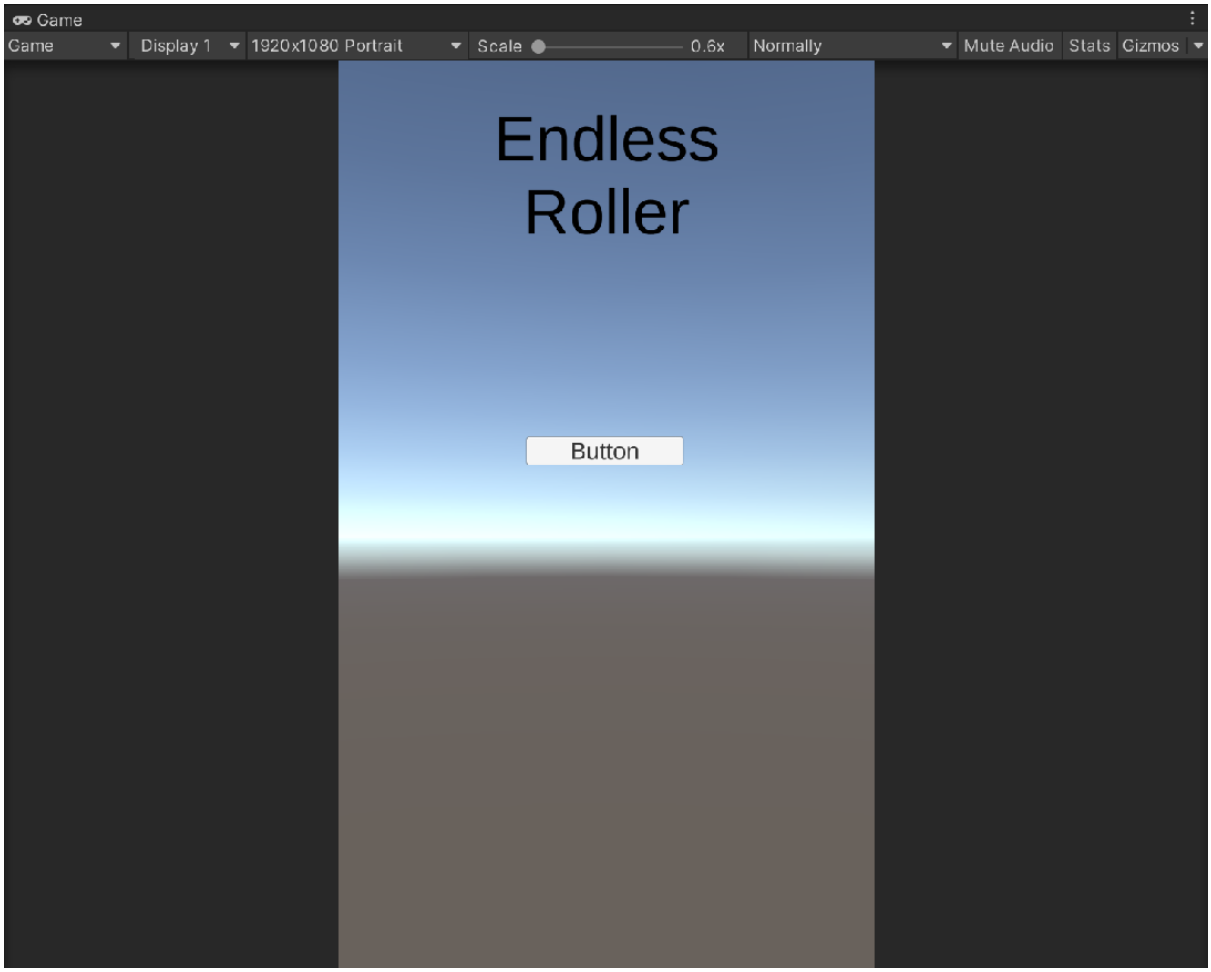

Game
Game
Display 1
800x480 Portrait
Scale
1x
Normally
Mute Audio
Stats
Gizmos
ndless Rolle


Hierarchy
Scene
Game
Inspector
Untitled*
Main Camera
Directional Light
Canvas
Title Text
EventSystem
Pivot
Local
Endless Roller
Display 1
Title Text
Static
Tag
Untagged
Layer
UI
Rect Transform
custom
Left
Pos Y
Pos Z
-338
-30
0
Right
Height
-338
200
Anchors
Min
X 0.25
Y 1
Max
X 0.75
Y 1
Pivot
X 0.5
Y 1
Rotation
Scale
Canvas Renderer
Cull Transparent Mes
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs

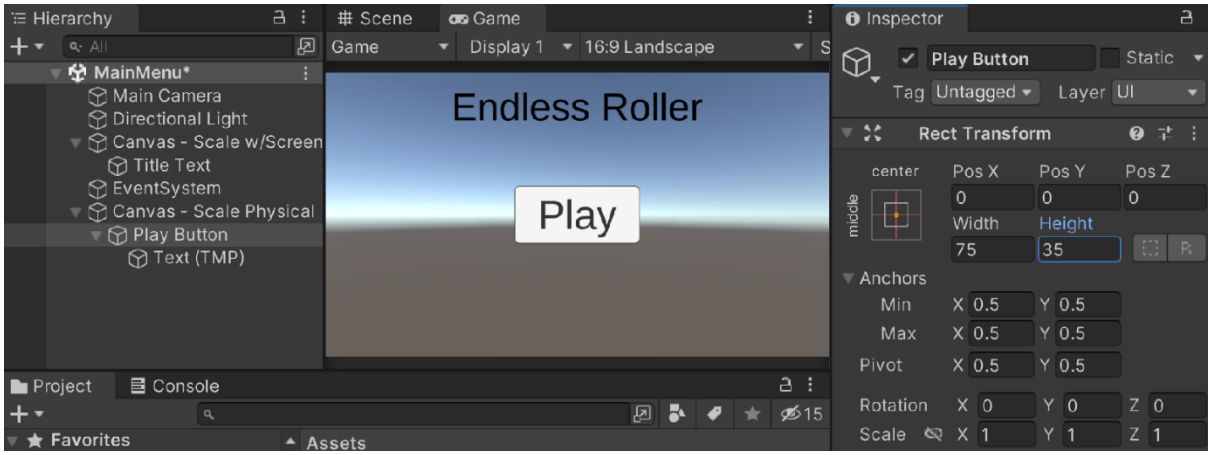

Game
Game
Display 1
800x480 Portrait
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Endless
Roller

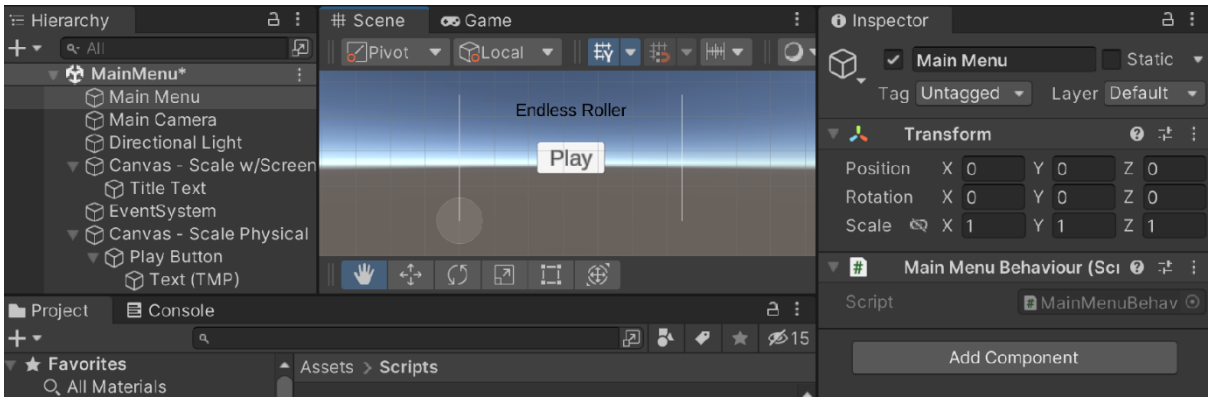

Hierarchy
Scene
Game
Inspector
MainMenu*
Main Camera
Directional Light
Canvas - Scale w/Scree
Title Text
EventSystem
Canvas - Scale Physica
Pivot
Local
Game
Display
Endless
Roller
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
0
Target Display
Display 1
Additional Shader Ch
Nothing
Canvas Scaler
UI Scale Mode
Constant Physical Size
Physical Unit
Points
Fallback Screen DPI
96
Default Sprite DPI
96
Reference Pixels Per
100
Project
Console

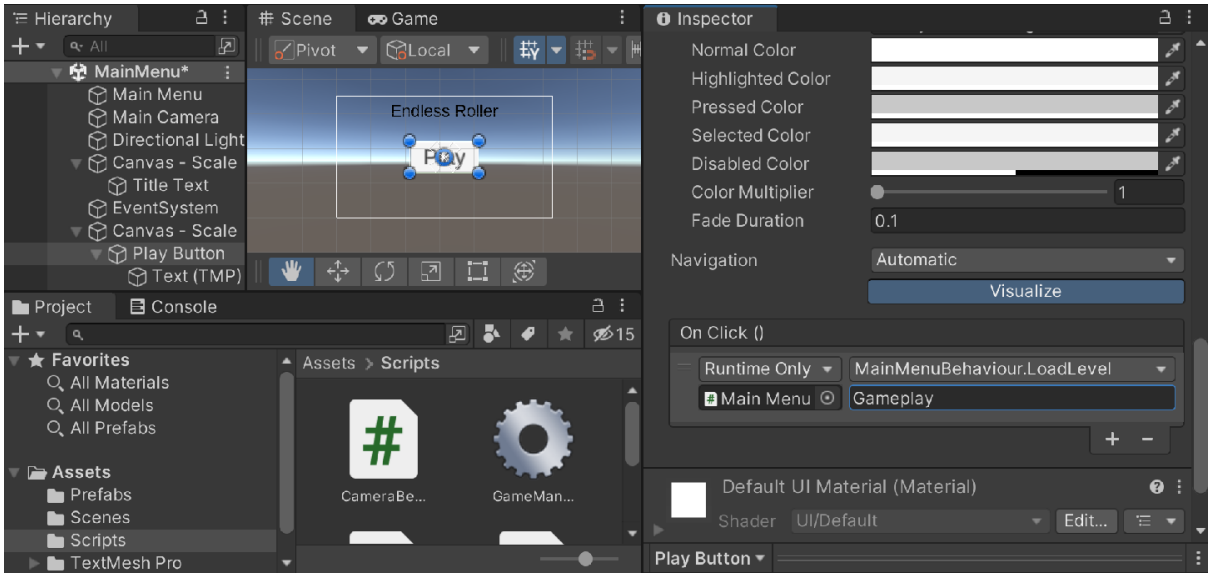
Hierarchy
Scene
Game
Inspector
MainMenu*
Main Camera
Directional Light
Canvas - Scale w/Scree
Title Text
EventSystem
Canvas - Scale Physica
Button
Text (TMP)
Pivot
Local
Endless
Button
Text (TMP)
Static
Tag
Untagged
Layer
UI
Rect Transform
stretch
Left
Top
Pos Z
Right
Bottom
Anchors
Min
Max
Pivot
Project
Console

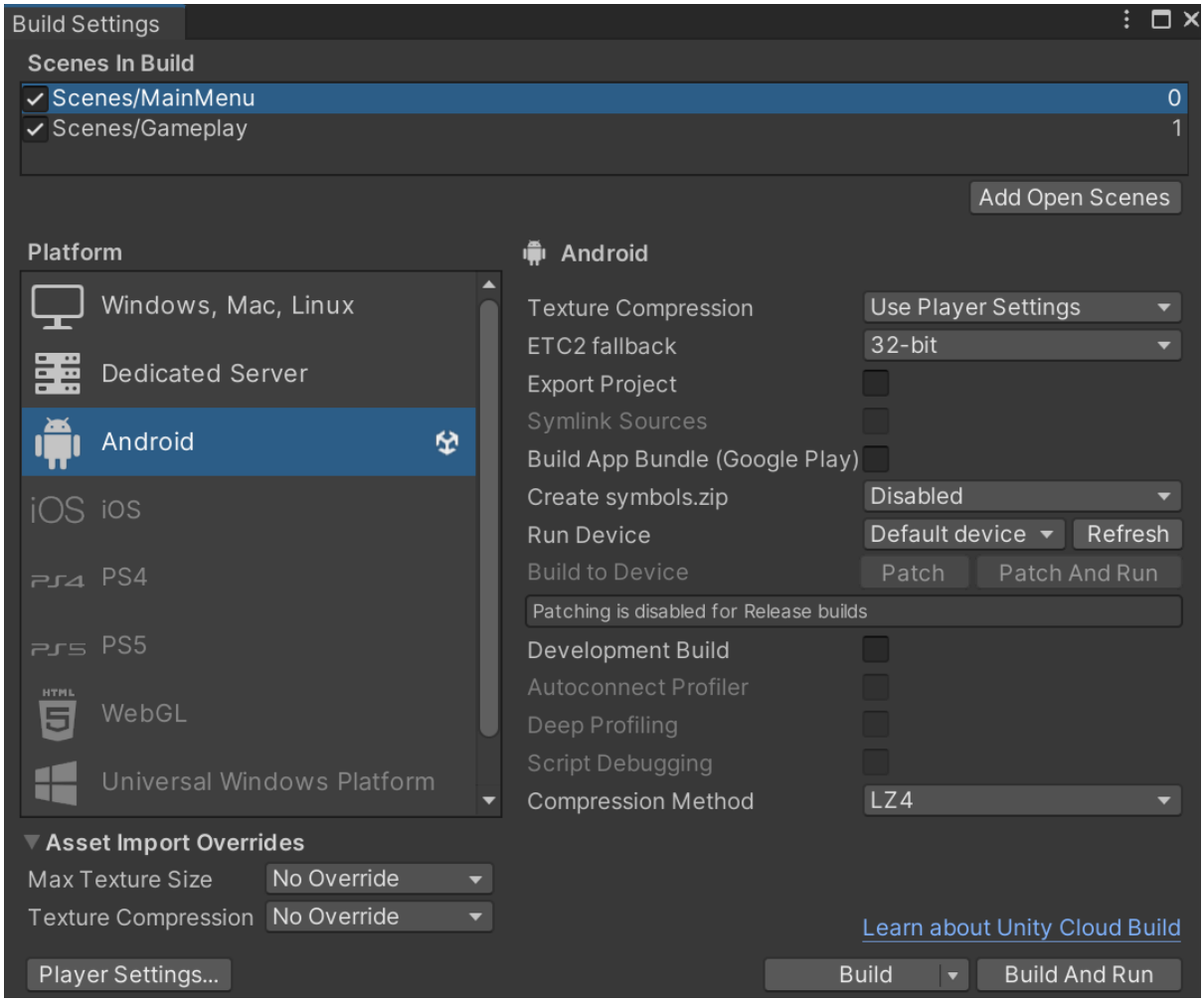

Game
Game
Display 1
1920x1080 Portrait
Scale
0.6x
Normally
Mute Audio
Stats
Gizmos
Endless
Roller
Button

Game
Game
Display 1
16:9 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Endless Roller
Button

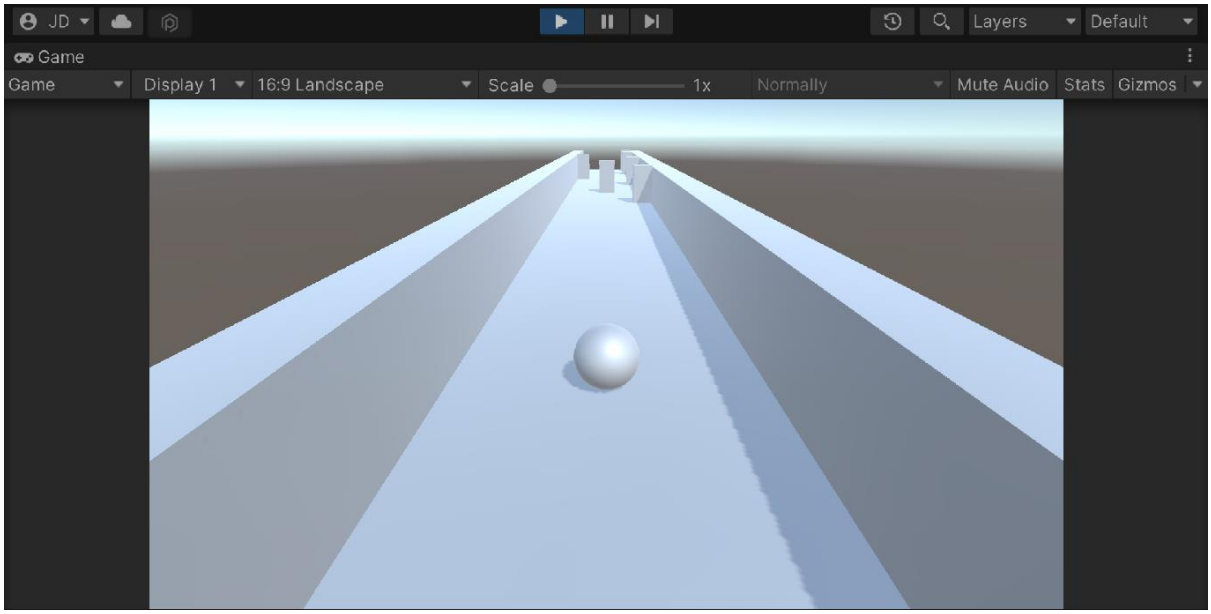

Hierarchy
Scene
Game
Inspector
MainMenu*
Main Camera
Directional Light
Canvas - Scale w/Screen
Title Text
EventSystem
Canvas - Scale Physical
Play Button
Text (TMP)
Endless Roller
Play
Play Button
Static
Tag Untagged
Layer UI
Rect Transform
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Min
Max
Pivot
Rotation
Scale
Project
Console
Favorites
Assets

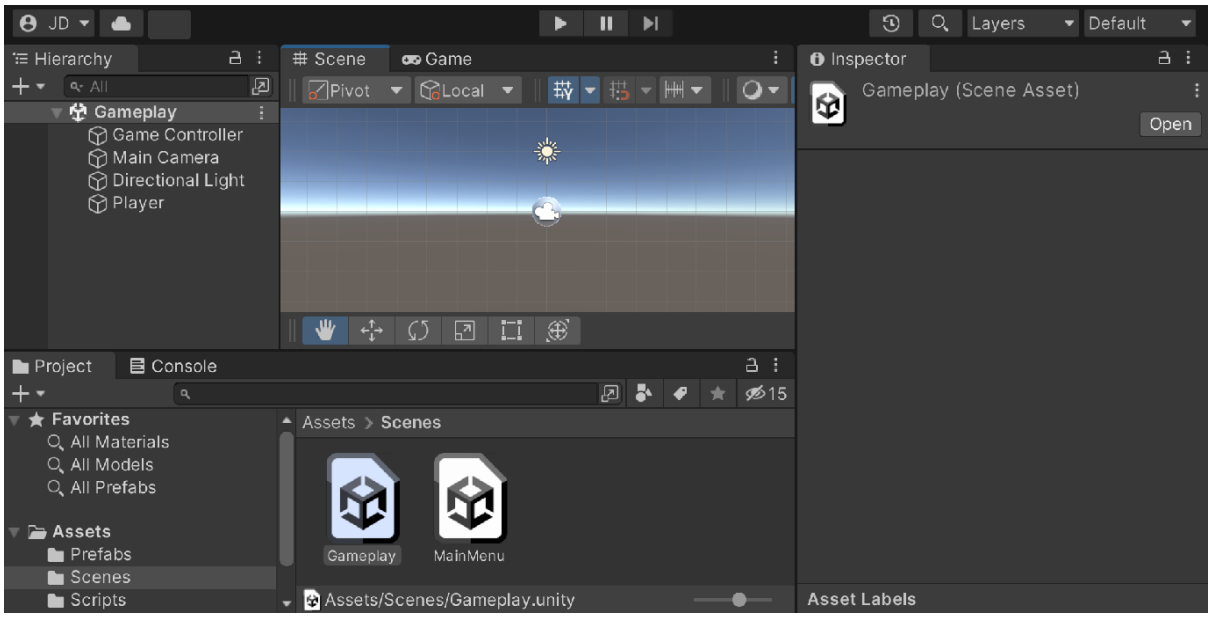

Hierarchy
Scene
Game
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
Title Text
EventSystem
Canvas - Scale Physical
Play Button
Text (TMP)
Endless Roller
Play
Main Menu
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Main Menu Behaviour (Sci
Script
Add Component
Project
Console
Favorites
All Materials
Assets
Scripts

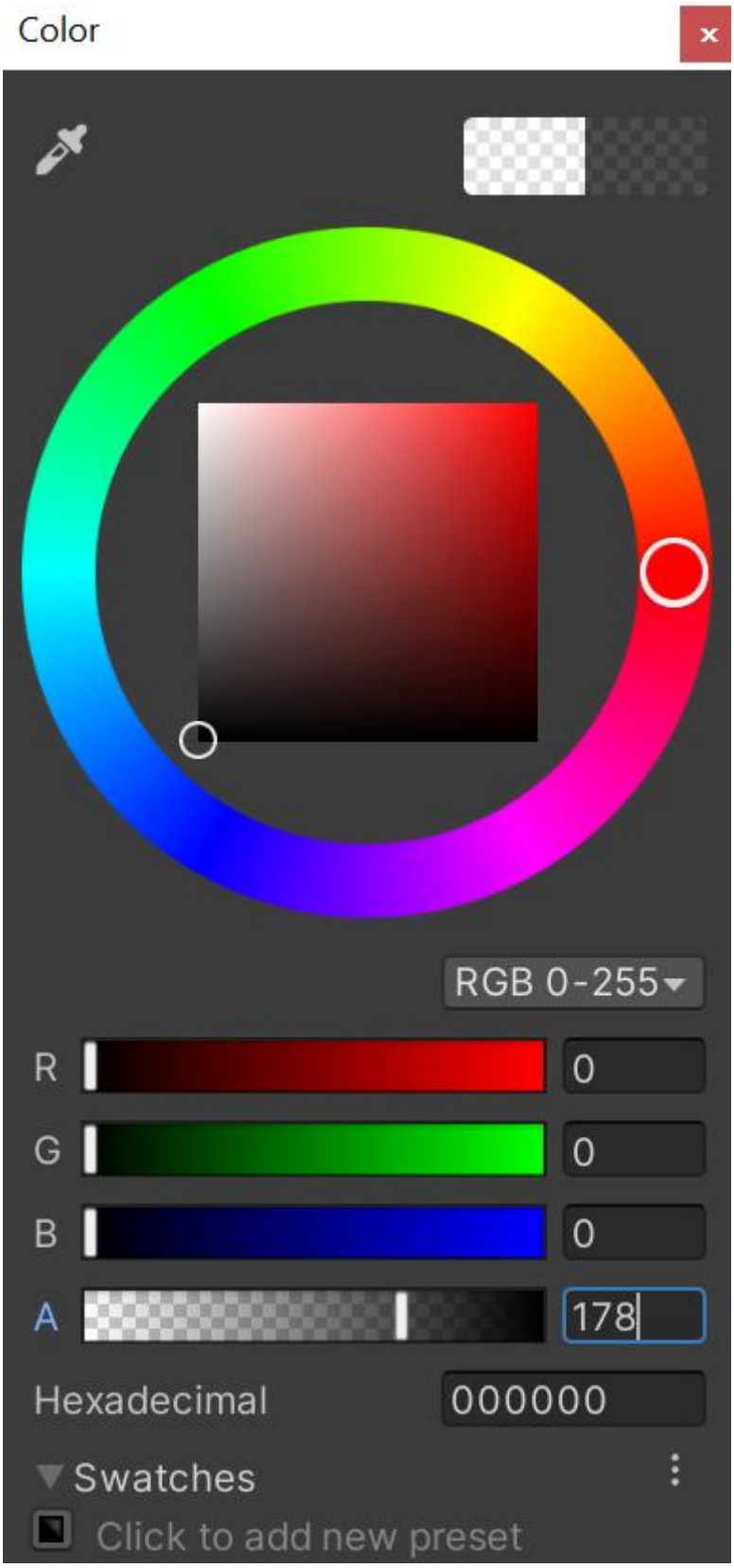

Hierarchy
Scene
Game
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale
Title Text
EventSystem
Canvas - Scale
Play Button
Text (TMP)
Endless Roller
Play
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
On Click ()
Runtime Only
MainMenuBehaviour.LoadLevel
Main Menu
Gameplay
Default UI Material (Material)
Shader
UI/Default
Edit...
Play Button
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
TextMesh Pro
CameraBe...
GameMan...

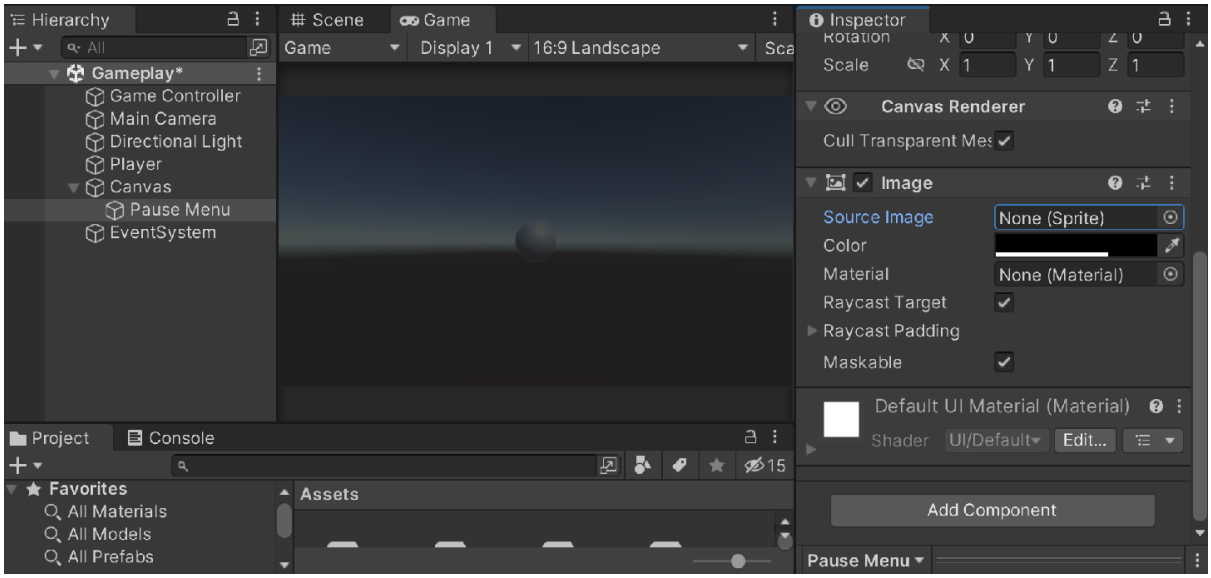

Build Settings
Scenes In Build
Scenes/MainMenu 0
Scenes/Gameplay 1
Add Open Scenes
Platform
Windows, Mac, Linux
Dedicated Server
Android
iOS
PS4
PS5
WebGL
Universal Windows Platform
Android
Texture Compression
Use Player Settings
ETC2 fallback
32-bit
Export Project
Symlink Sources
Build App Bundle (Google Play)
Create symbols.zip
Disabled
Run Device
Default device
Refresh
Build to Device
Patch
Patch And Run
Patching is disabled for Release builds
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Compression Method
LZ4
Asset Import Overrides
Max Texture Size
No Override
Texture Compression
No Override
Learn about Unity Cloud Build
Player Settings...
Build
Build And Run

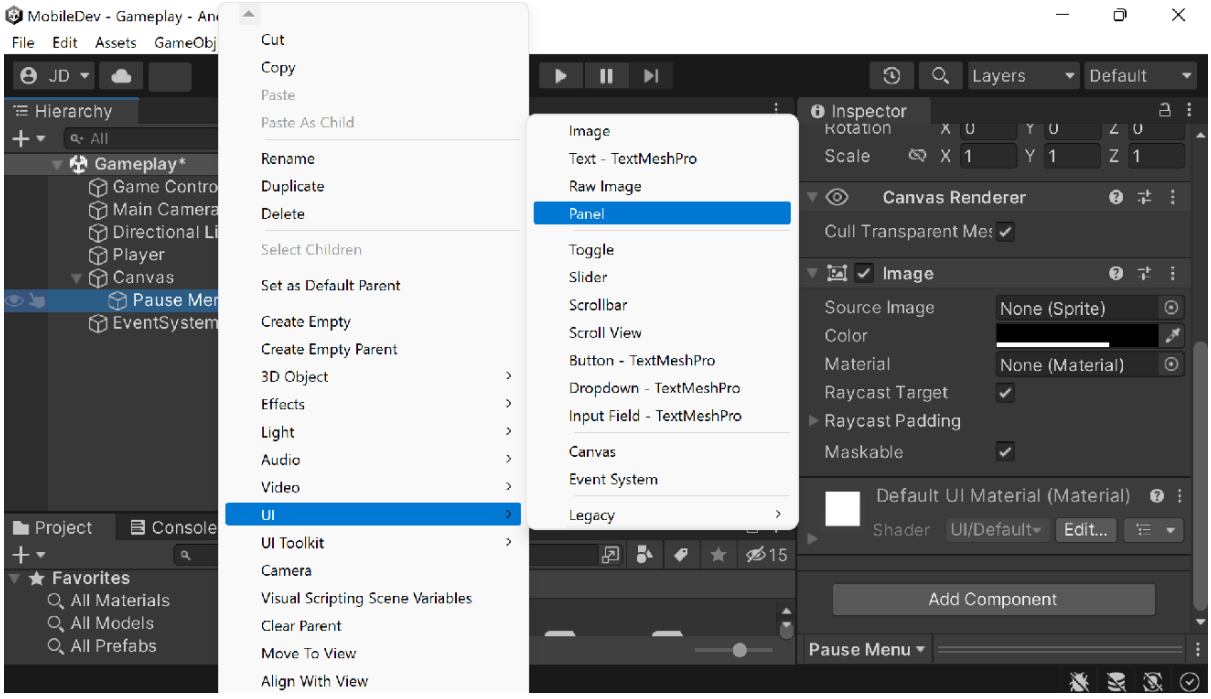
JD
Layers
Default
Game
Game
Display 1
16:9 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Endless Roller
Play

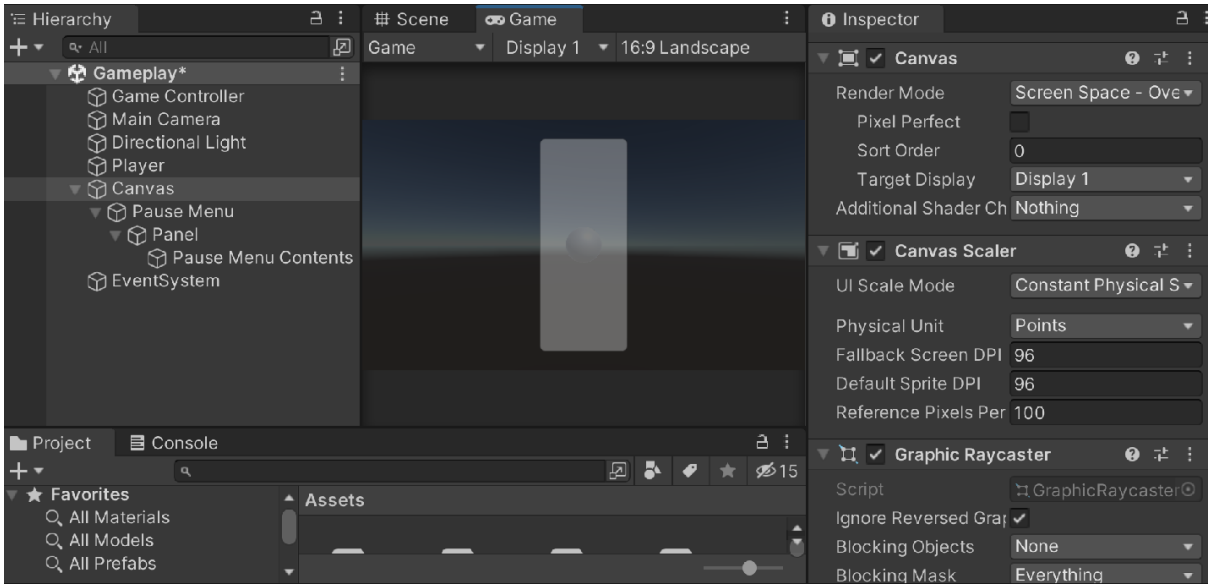

JD
Layers
Default
Game
Game
Display 1
16:9 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos

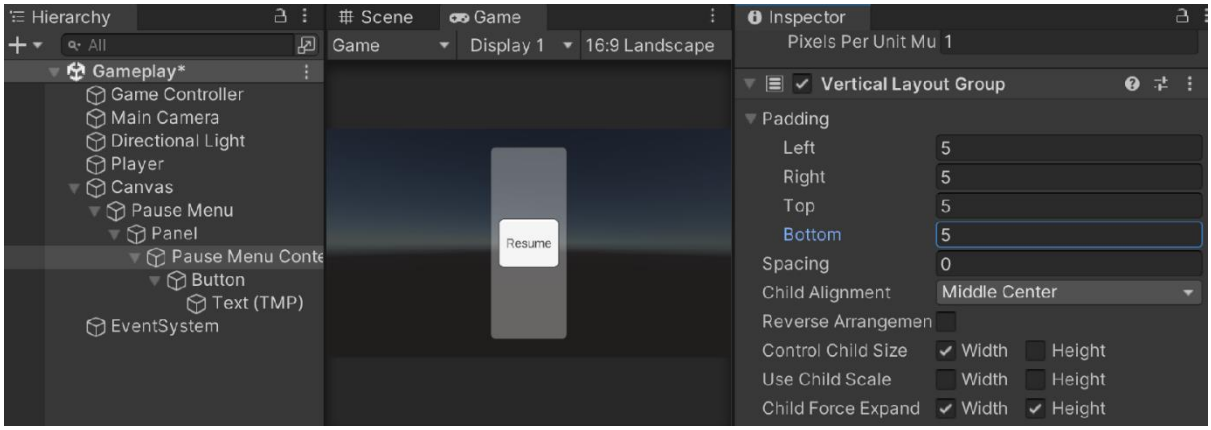

JD
Layers
Default
Hierarchy
Scene
Game
Inspector
Pivot
Local
Gameplay
Game Controller
Main Camera
Directional Light
Player
Gameplay (Scene Asset)
Open
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Assets > Scenes
Gameplay
MainMenu
Assets/Scenes/Gameplay.unity
Asset Labels

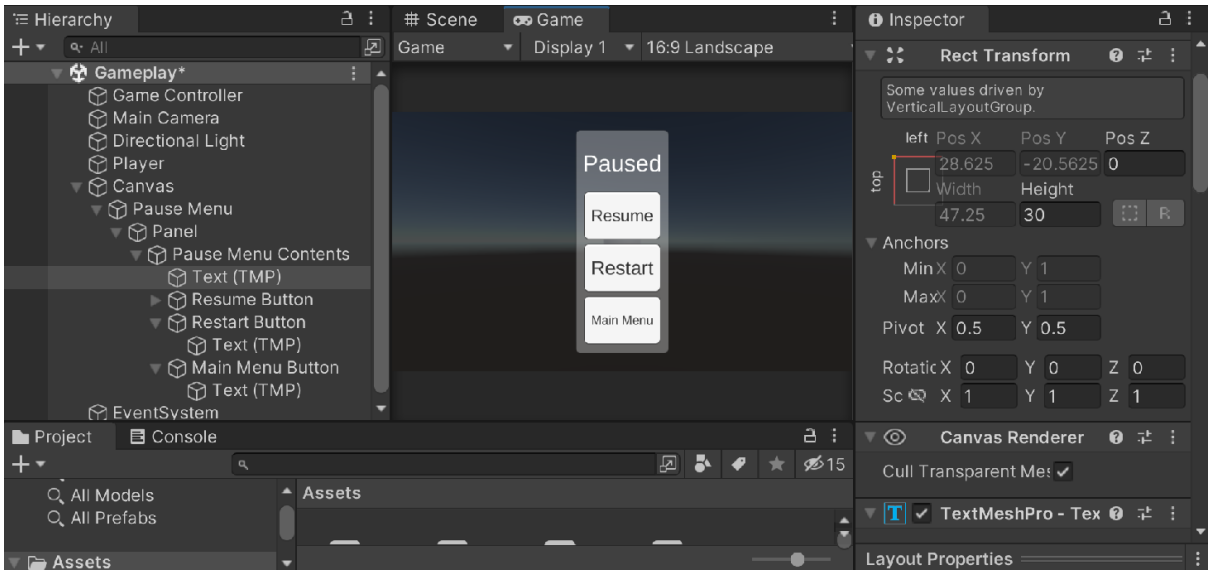

Color
RGB 0-255
R
0
G
0
B
0
A
178
Hexadecimal
000000
Swatches
Click to add new preset


Hierarchy
Scene
Game
Inspector
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
Pause Menu
EventSystem
Display 1
16:9 Landscape
Canvas Renderer
Cull Transparent Mes
Image
Source Image
None (Sprite)
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Default UI Material (Material)
Shader
UI/Default
Edit...
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Pause Menu


Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Set as Default Parent
Create Empty
Create Empty Parent
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Camera
Visual Scripting Scene Variables
Clear Parent
Move To View
Align With View
Image
Text - TextMeshPro
Raw Image
Panel
Toggle
Slider
Scrollbar
Scroll View
Button - TextMeshPro
Dropdown - TextMeshPro
Input Field - TextMeshPro
Canvas
Event System
Legacy
Layers
Default
Inspector
Canvas Renderer
Image
Add Component
Pause Menu


Hierarchy
Scene
Game
Inspector
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
Pause Menu
Panel
Pause Menu Contents
EventSystem
Game
Display 1
16:9 Landscape
Canvas
Render Mode
Screen Space - Ove
Pixel Perfect
Sort Order
0
Target Display
Display 1
Additional Shader Ch
Nothing
Canvas Scaler
UI Scale Mode
Constant Physical S
Physical Unit
Points
Fallback Screen DPI
96
Default Sprite DPI
96
Reference Pixels Per
100
Graphic Raycaster
Script
GraphicRaycaster
Ignore Reversed Grap
Blocking Objects
None
Blocking Mask
Everything
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets


Hierarchy
Scene
Game
Inspector
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
Pause Menu
Panel
Pause Menu Conte
Button
Text (TMP)
EventSystem
Game
Display 1
16:9 Landscape
Resume
Pixels Per Unit Mu
1
Vertical Layout Group
Padding
Left
5
Right
5
Top
5
Bottom
5
Spacing
0
Child Alignment
Middle Center
Reverse Arrangemen
Control Child Size
Width
Height
Use Child Scale
Width
Height
Child Force Expand
Width
Height


Hierarchy
Scene
Game
Inspector
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
Pause Menu
Panel
Pause Menu Contents
Text (TMP)
Resume Button
Restart Button
Text (TMP)
Main Menu Button
Text (TMP)
EventSystem
Game
Display 1
16:9 Landscape
Paused
Resume
Restart
Main Menu
Rect Transform
Some values driven by VerticalLayoutGroup.
left
Pos X
Pos Y
Pos Z
28.625
-20.5625
0
top
Width
Height
47.25
30
Anchors
Min X 0 Y 1
Max X 0 Y 1
Pivot X 0.5 Y 0.5
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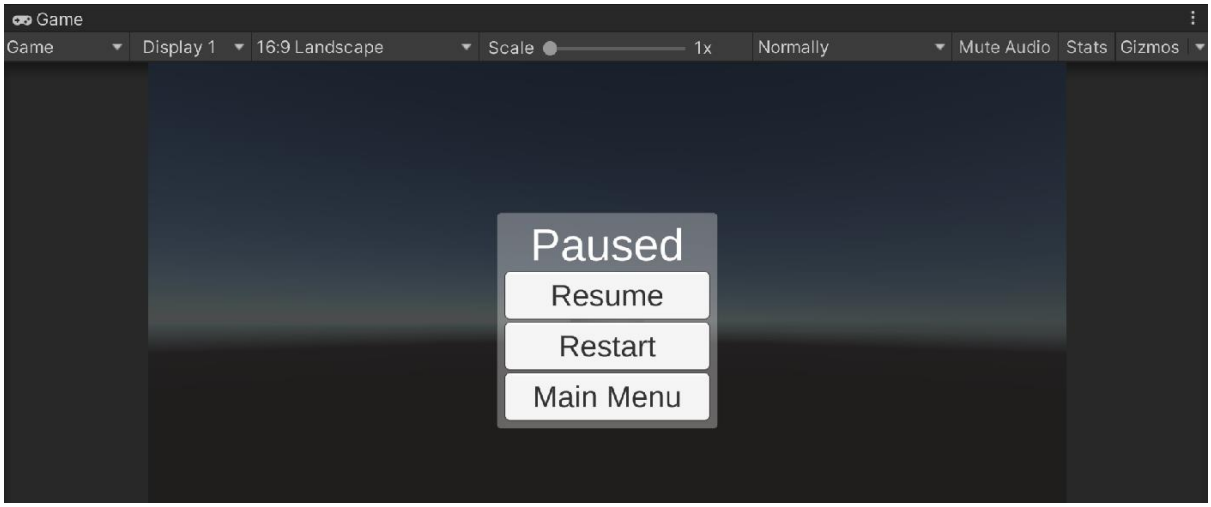
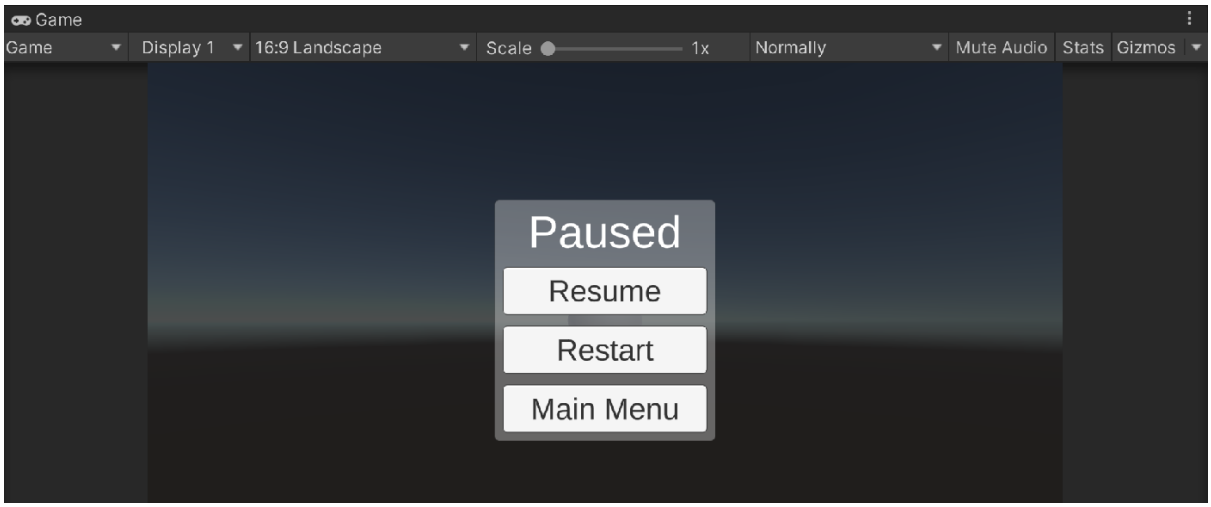
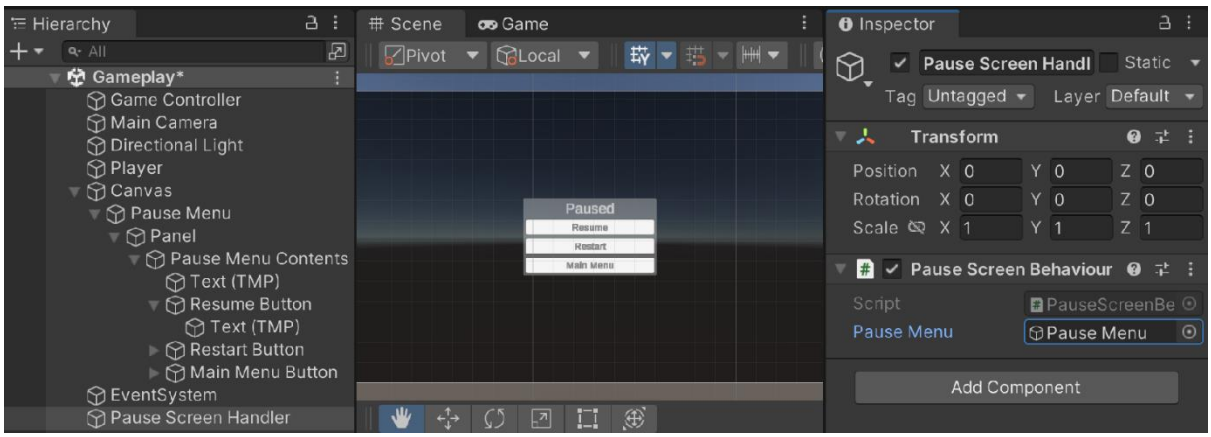
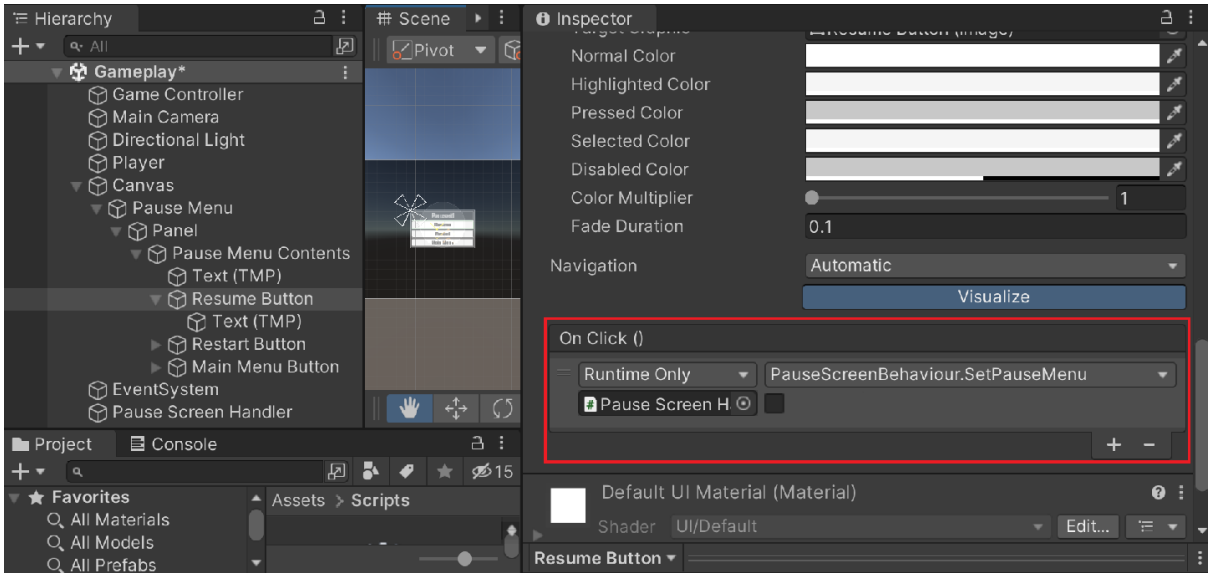
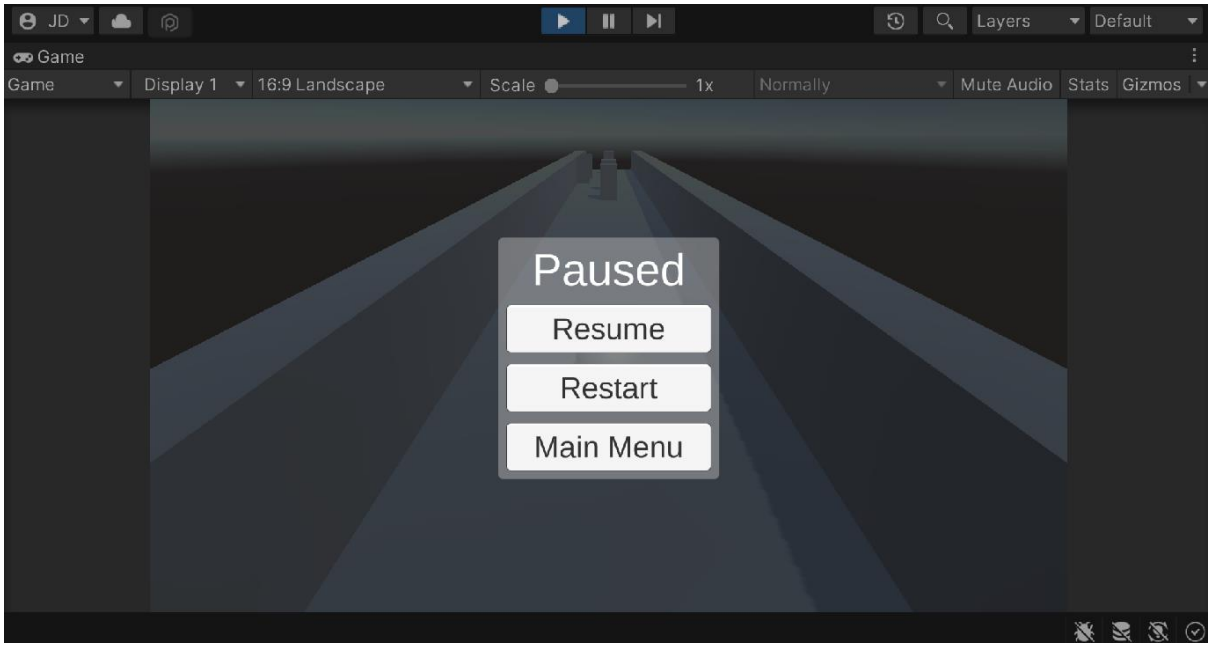
Sc X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mes
TextMeshPro - Tex
Layout Properties
Project
Console
All Models
All Prefabs
Assets
Assets

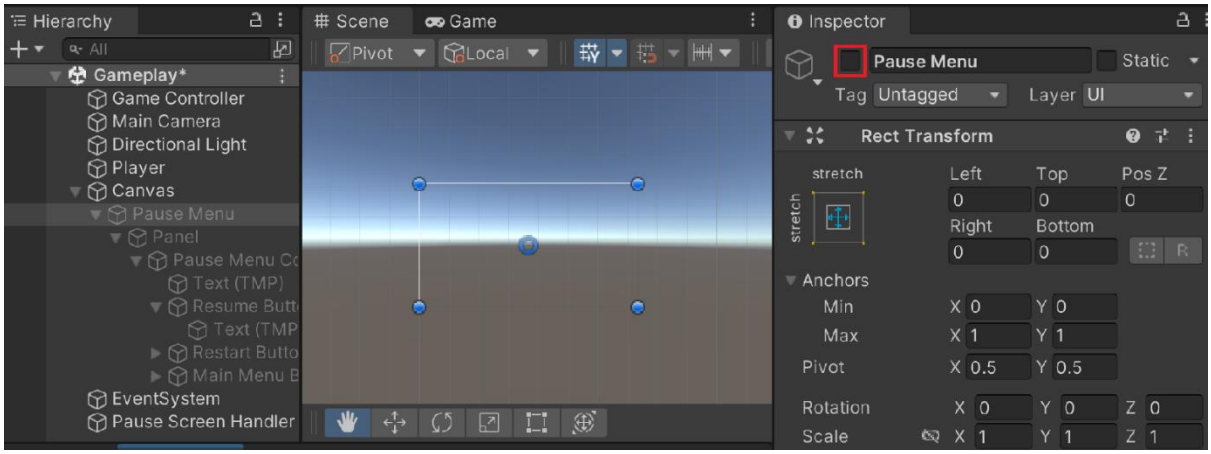

Game
Game
Display 1
16:9 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Paused
Resume
Restart
Main Menu

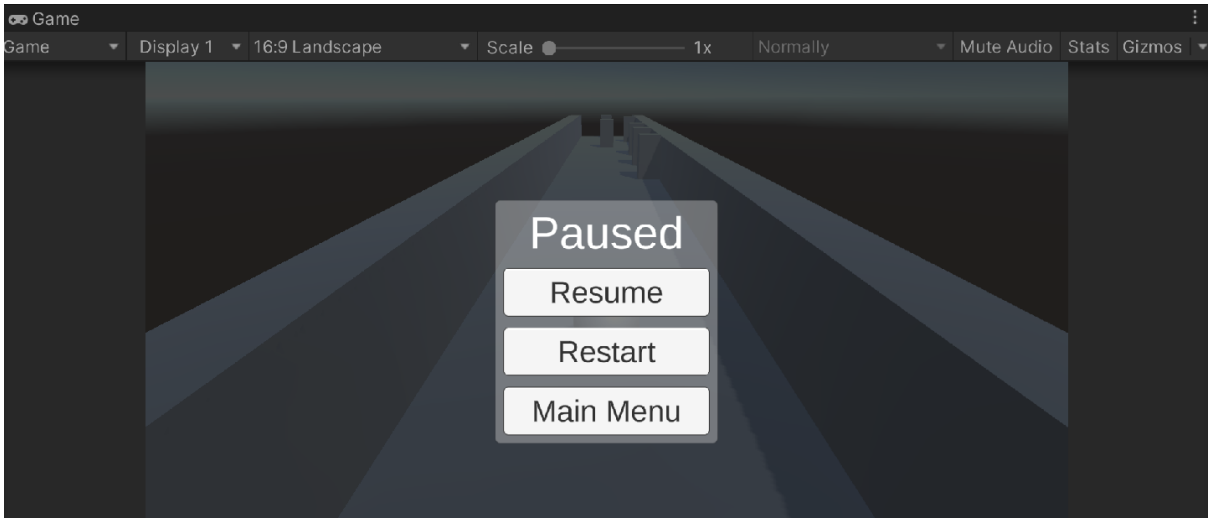

Game
Game
Display 1
16:9 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Paused
Resume
Restart
Main Menu


Hierarchy
Scene
Game
Inspector
Pivot
Local
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
Pause Menu
Panel
Pause Menu Contents
Text (TMP)
Resume Button
Text (TMP)
Restart Button
Main Menu Button
EventSystem
Pause Screen Handler
Paused
Resume
Restart
Main Menu
Pause Screen Handl
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Pause Screen Behaviour
Script
PauseScreenBe
Pause Menu
Pause Menu
Add Component

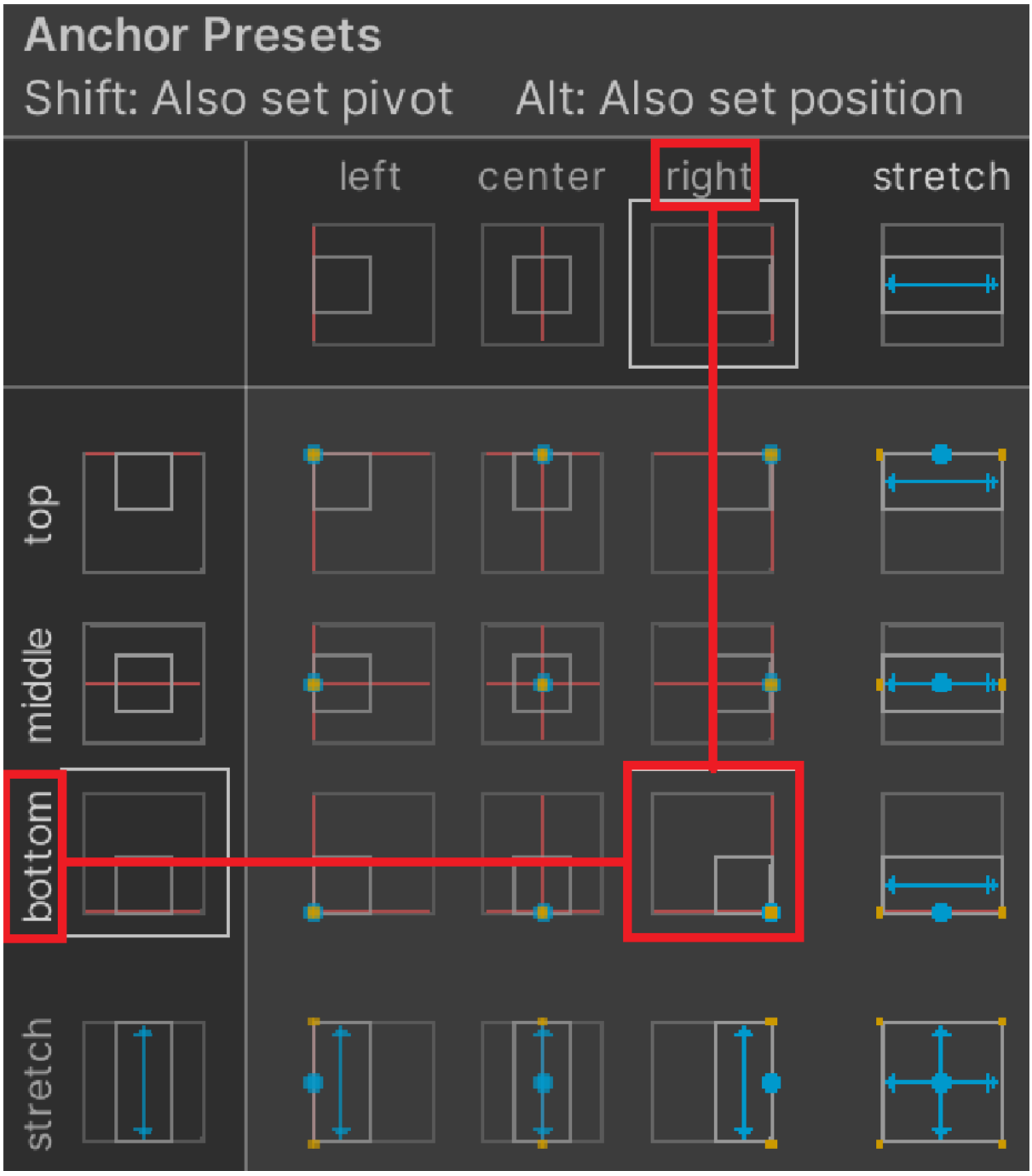

Hierarchy
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
Pause Menu
Panel
Pause Menu Contents
Text (TMP)
Resume Button
Text (TMP)
Restart Button
Main Menu Button
EventSystem
Pause Screen Handler
Scene
Pivot
Inspector
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
On Click ()
Runtime Only
PauseScreenBehaviour.SetPauseMenu
Pause Screen H
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scripts
Default UI Material (Material)
Shader
UI/Default
Edit...
Resume Button

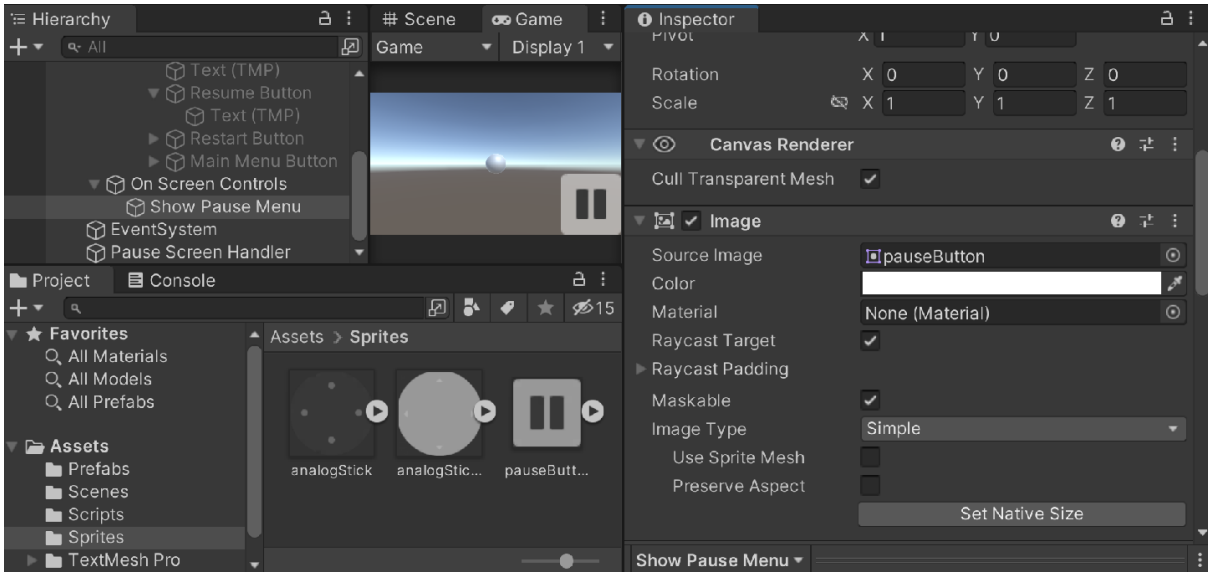

JD
Layers
Default
Game
Display 1
16:9 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Paused
Resume
Restart
Main Menu

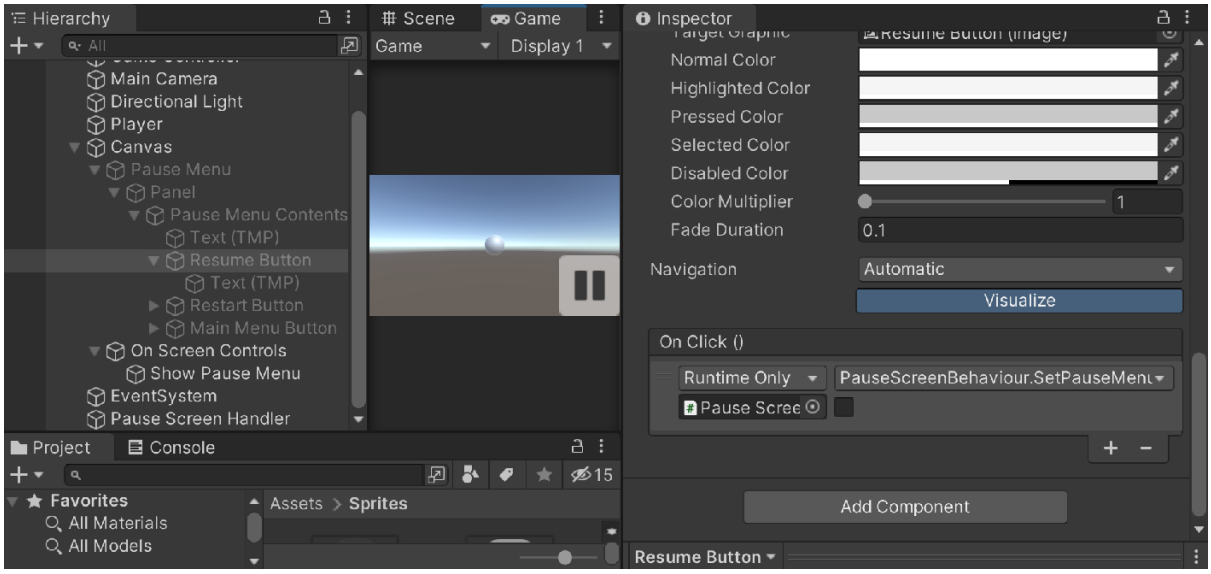

Hierarchy
All
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
Pause Menu
Panel
Text (TMP)
EventSystem
Pause Screen Handler
Scene
Game
Pivot
Local
Inspector
Pause Menu
Static
Tag
Untagged
Layer
UI
Rect Transform
stretch
Left
Top
Pos Z
Right
Bottom
Anchors
Min
Max
Pivot
Rotation
Scale

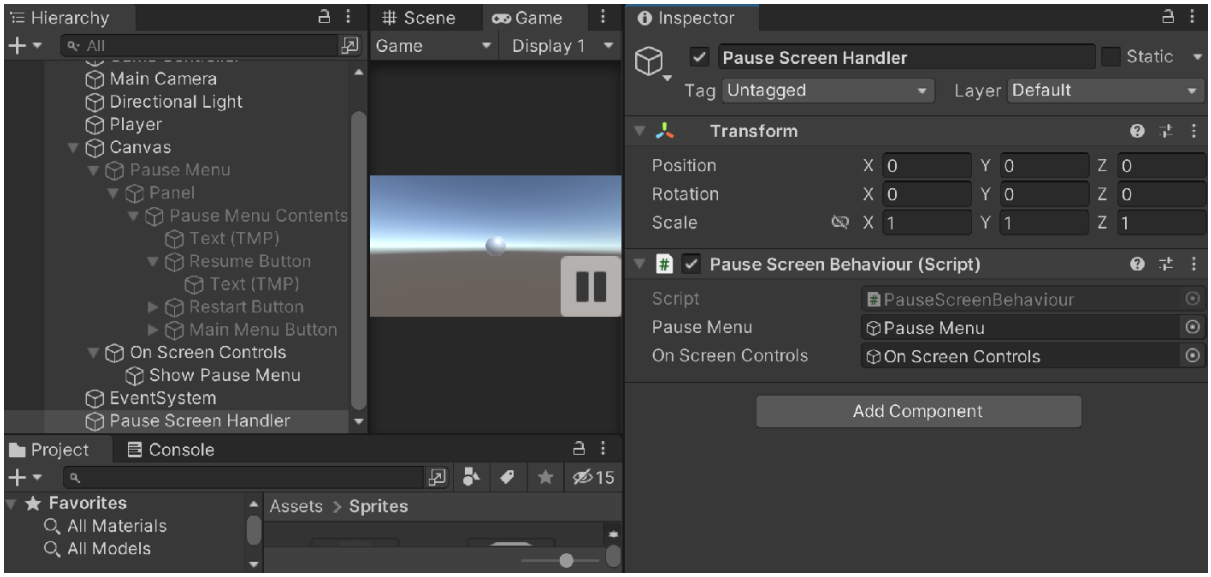

Game
Display 1
16:9 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Paused
Resume
Restart
Main Menu

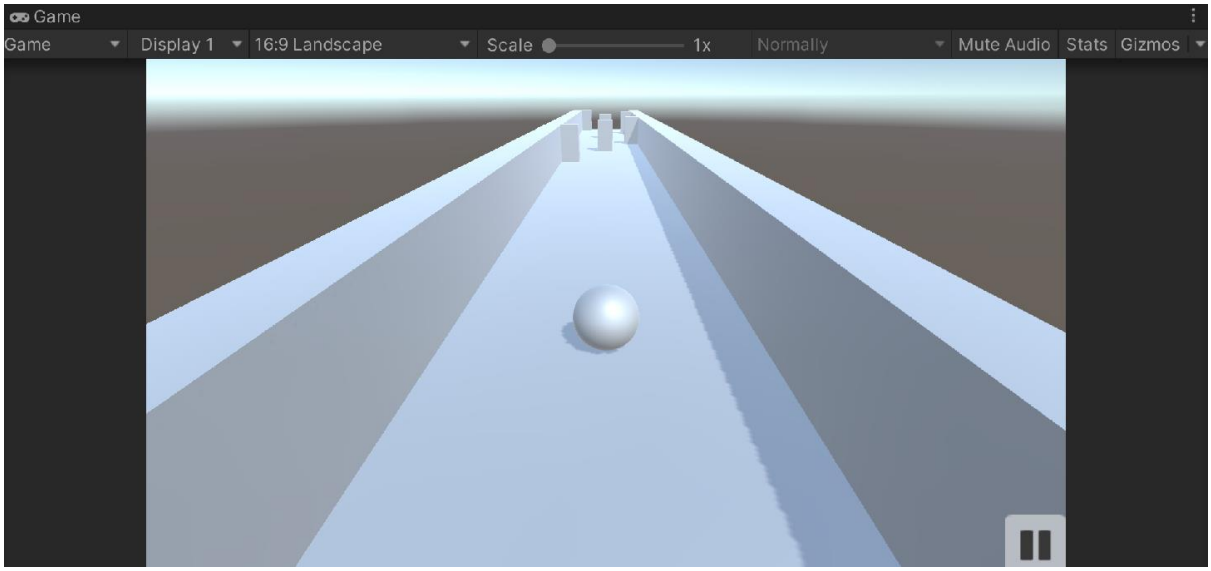
Chapter 05: Advanced Mobile UI

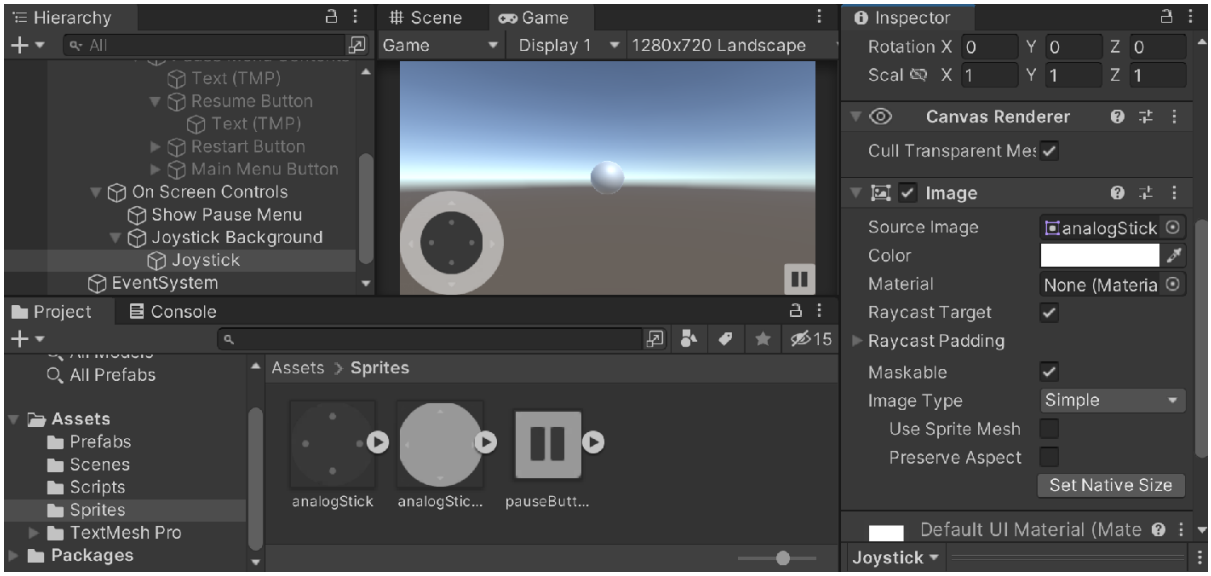


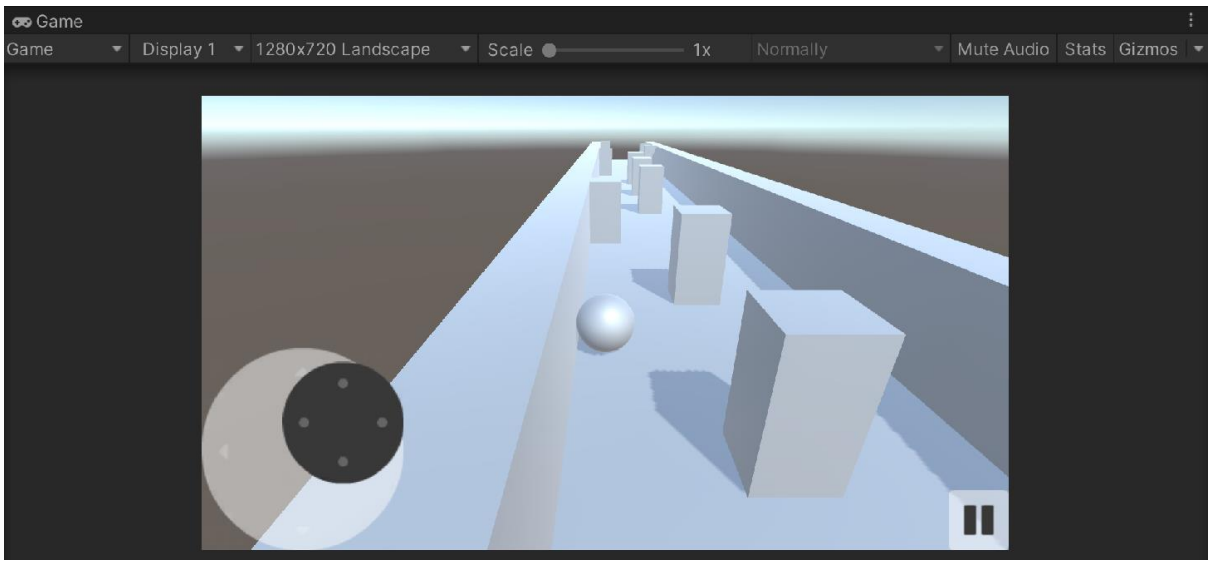

Hierarchy
Scene
Game
Inspector
Text (TMP)
Resume Button
Text (TMP)
Restart Button
Main Menu Button
On Screen Controls
Show Pause Menu
EventSystem
Pause Screen Handler
Rotation
Scale
Canvas Renderer
Cull Transparent Mesh
Image
Source Image
pauseButton
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Sprites
TextMesh Pro
Assets > Sprites
analogStick
analogStic...
pauseButt...
Show Pause Menu

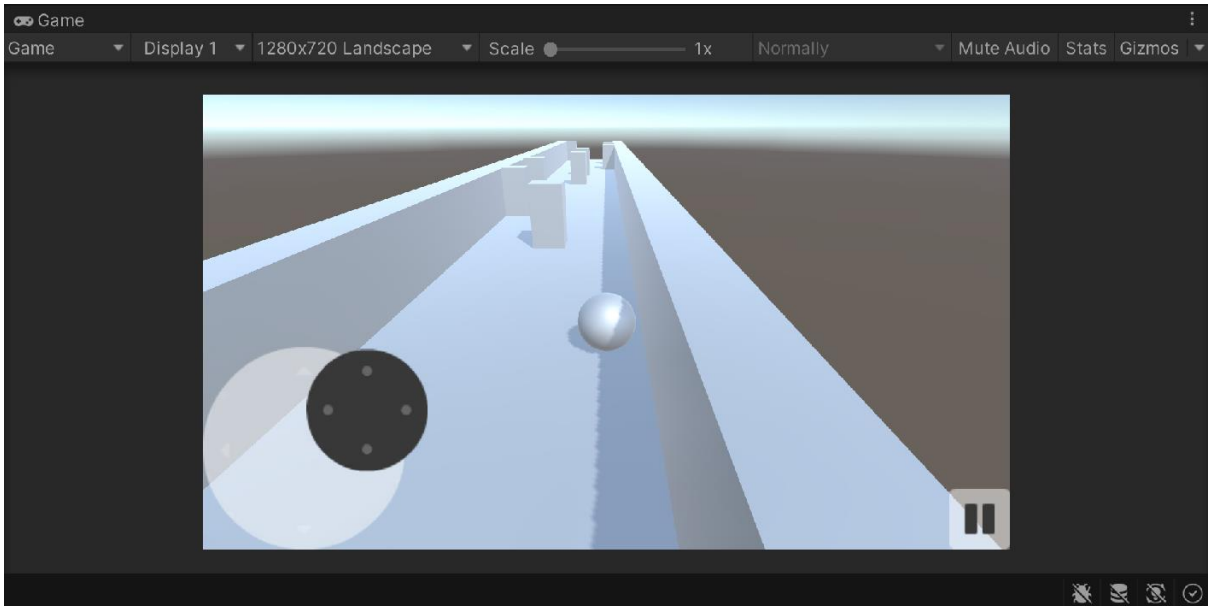

Hierarchy
Scene
Game
Inspector
Main Camera
Directional Light
Player
Canvas
Pause Menu
Panel
Pause Menu Contents
Text (TMP)
Resume Button
Text (TMP)
Restart Button
Main Menu Button
On Screen Controls
Show Pause Menu
EventSystem
Pause Screen Handler
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
On Click ()
Runtime Only
Add Component
Project
Console
Favorites
All Materials
All Models
Assets > Sprites
Resume Button

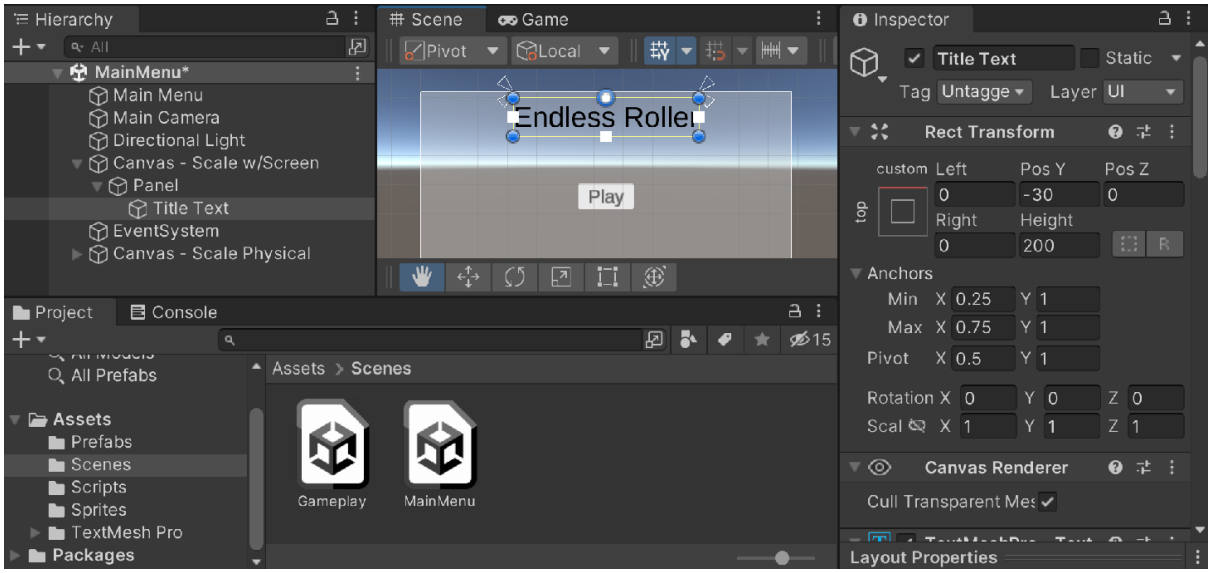

Hierarchy
Scene
Game
Inspector
Main Camera
Directional Light
Player
Canvas
Pause Menu
Panel
Pause Menu Contents
Text (TMP)
Resume Button
Text (TMP)
Restart Button
Main Menu Button
On Screen Controls
Show Pause Menu
EventSystem
Pause Screen Handler
Pause Screen Handler
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Pause Screen Behaviour (Script)
Script
PauseScreenBehaviour
Pause Menu
On Screen Controls
Add Component
Project
Console
Favorites
All Materials
All Models
Assets > Sprites

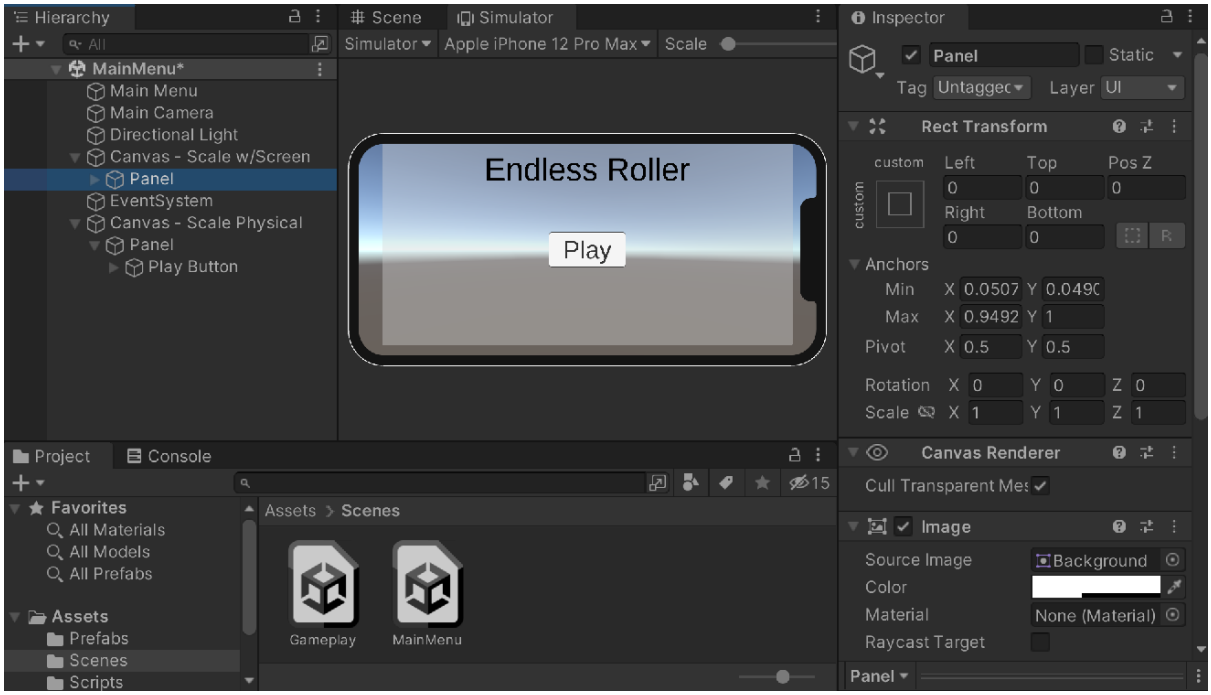

Game
Game
Display 1
16:9 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos

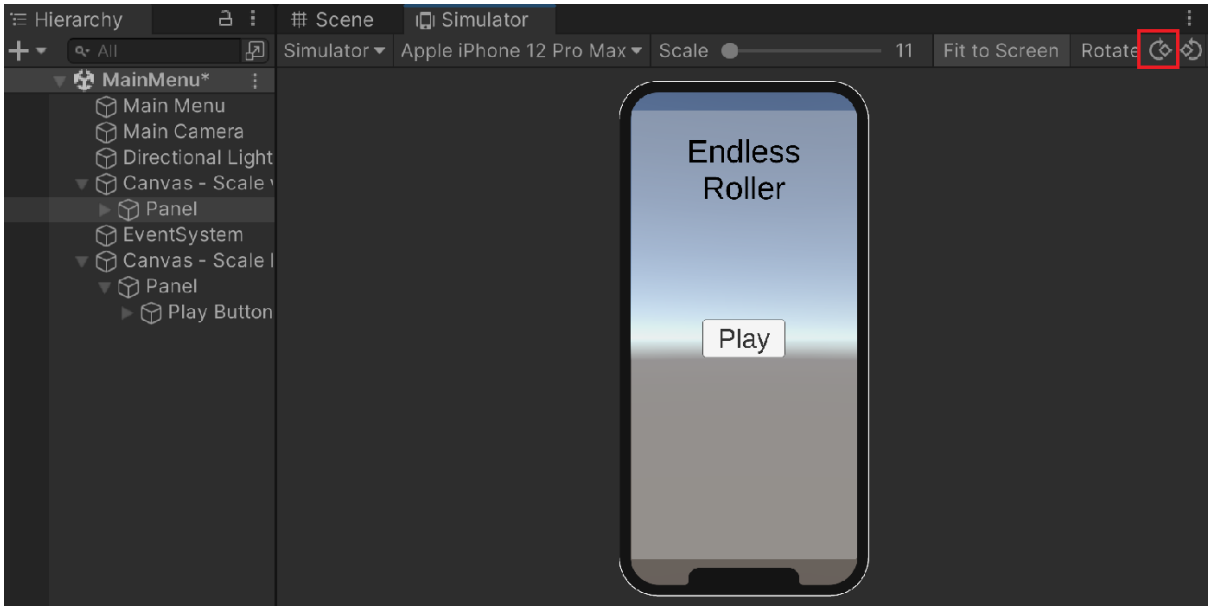

Hierarchy
Scene
Game
Inspector
Game
Display 1
1280x720 Landscape
Text (TMP)
Resume Button
Text (TMP)
Restart Button
Main Menu Button
On Screen Controls
Show Pause Menu
Joystick Background
Joystick
EventSystem
Rotation X 0 Y 0 Z 0
Scal X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mes
Image
Source Image analogStick
Color
Material None (Materia
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Default UI Material (Mate
Project
Console
All Prefabs
Assets
Prefabs
Scenes
Scripts
Sprites
TextMesh Pro
Packages
Assets > Sprites
analogStick
analogStic...
pauseButt...
Joystick

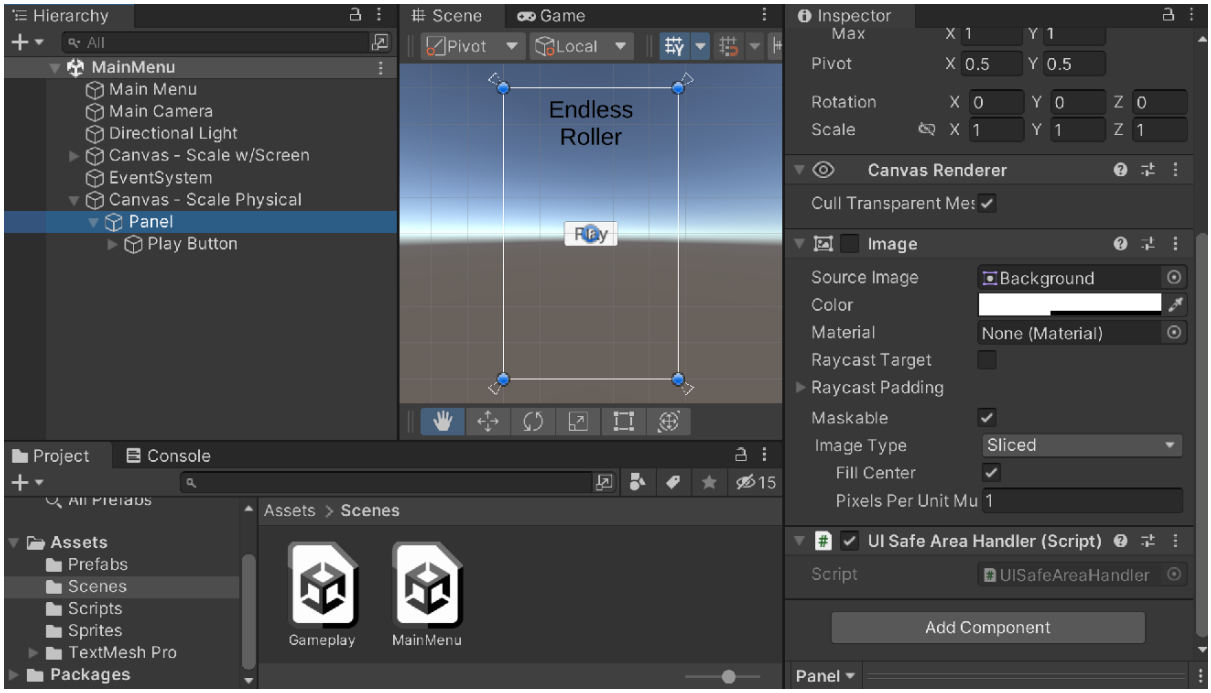

Game
Game
Display 1
1280x720 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos

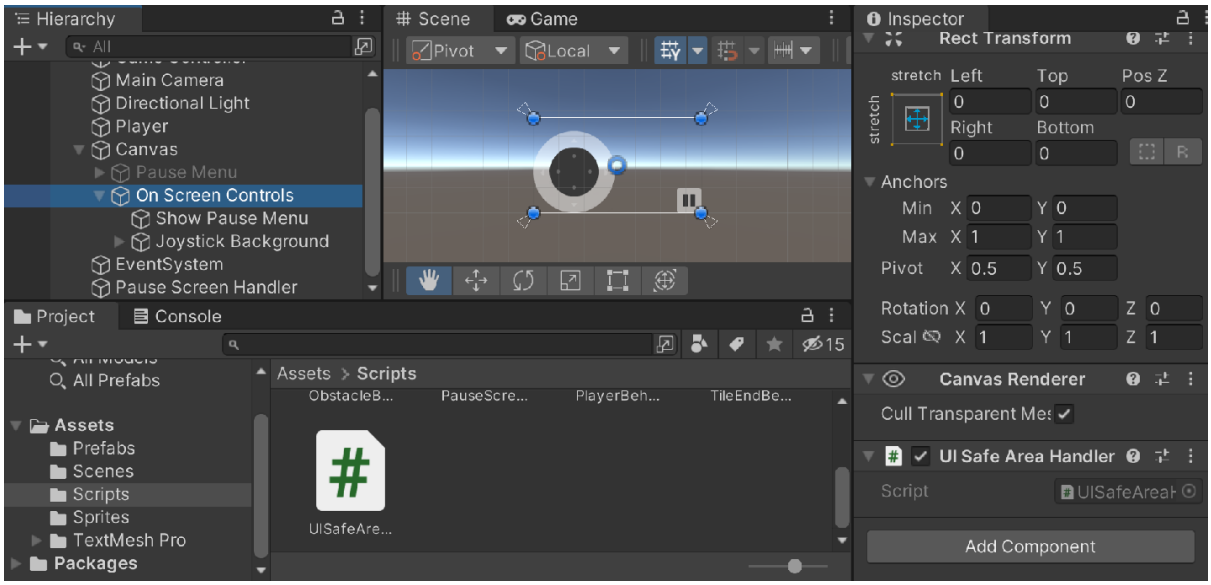

Game
Game
Display 1
1280x720 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos

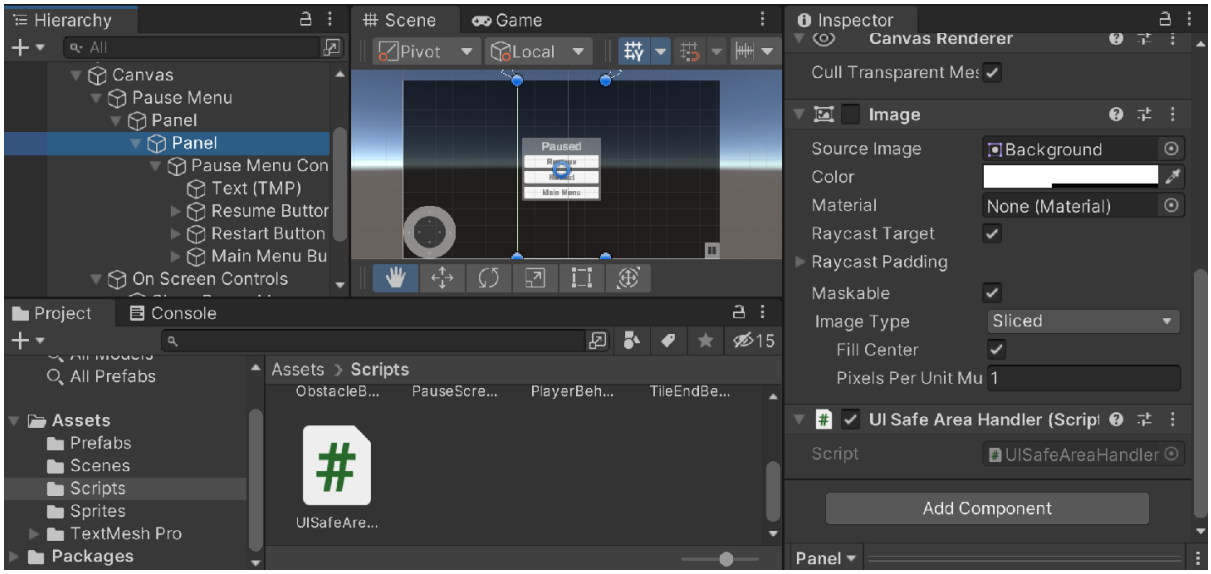

Hierarchy
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
Panel
Title Text
EventSystem
Canvas - Scale Physical
Scene
Game
Pivot
Local
Endless Roller
Play
Inspector
Title Text
Static
Tag
Untagge
Layer
UI
Rect Transform
custom
Left
Pos Y
Pos Z
top
0
-30
0
Right
Height
0
200
Anchors
Min X 0.25 Y 1
Max X 0.75 Y 1
Pivot X 0.5 Y 1
Rotation X 0 Y 0 Z 0
Scal X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mes
Layout Properties
Project
Console
All Prefabs
Assets
Prefabs
Scenes
Scripts
Sprites
TextMesh Pro
Packages
Assets > Scenes
Gameplay
MainMenu

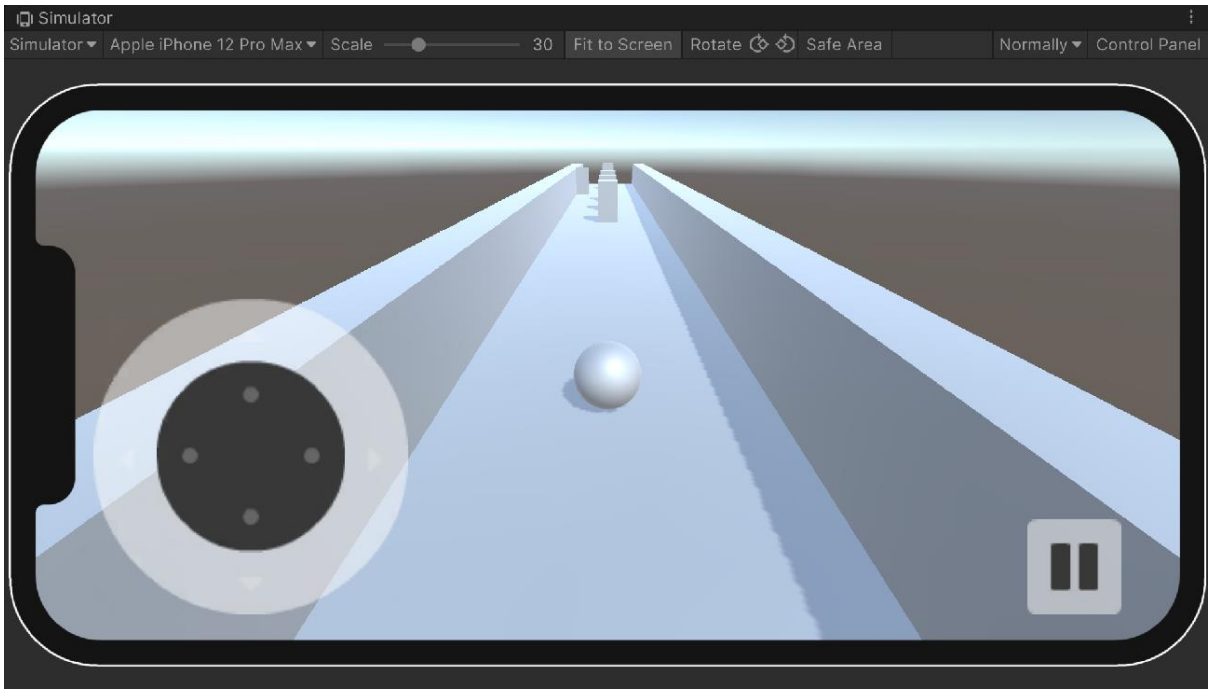

Hierarchy
Scene
Simulator
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
Panel
EventSystem
Canvas - Scale Physical
Panel
Play Button
Simulator
Apple iPhone 12 Pro Max
Scale
Endless Roller
Play
Panel
Static
Tag
Layer
Rect Transform
Left
Top
Pos Z
Right
Bottom
Anchors
Min
Max
Pivot
Rotation
Scale
Canvas Renderer
Image
Source Image
Background
Color
Material
None (Material)
Raycast Target
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
Scripts
Assets > Scenes
Gameplay
MainMenu


Hierarchy
Scene
Simulator
MainMenu*
Main Menu
Main Camera
Directional Light
Panel
EventSystem
Panel
Play Button
Simulator
Apple iPhone 12 Pro Max
Scale
11
Fit to Screen
Rotate
Endless Roller
Play

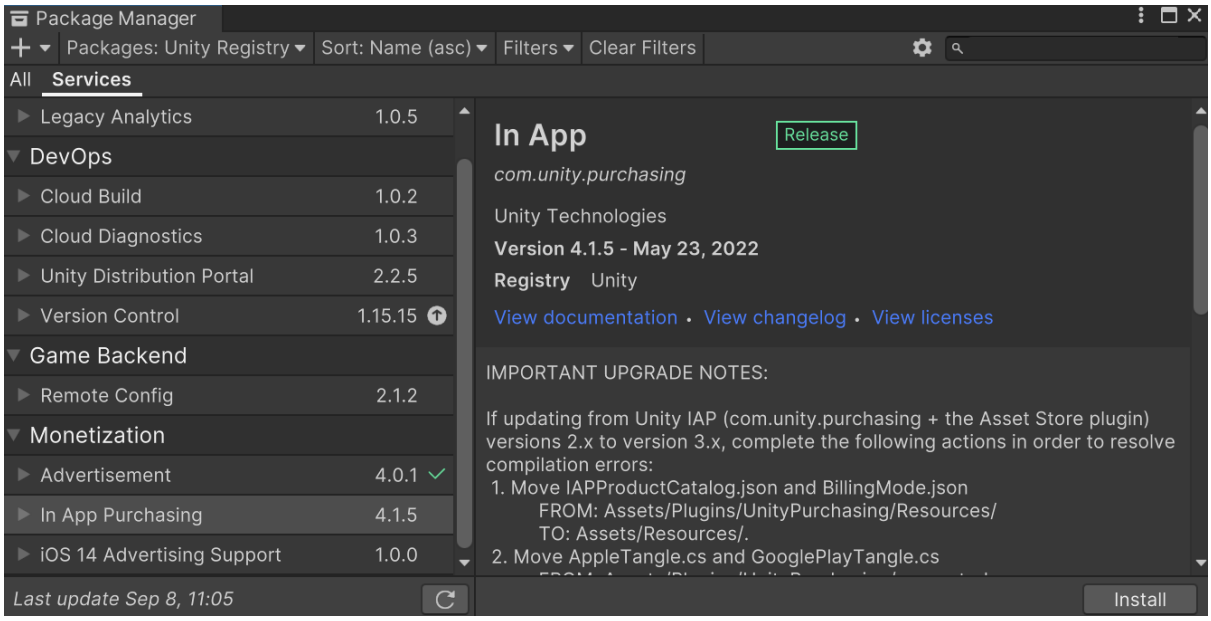

Hierarchy
All
MainMenu
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Panel
Play Button
Scene
Game
Pivot
Local
Endless
Roller
Play
Inspector
Max X 1 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Cull Transparent Mes
Image
Source Image Background
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Sliced
Fill Center
Pixels Per Unit Mu 1
UI Safe Area Handler (Script)
Script UISafeAreaHandler
Add Component
Panel
Project
Console
Assets > Scenes
Assets
Prefabs
Scenes
Scripts
Sprites
TextMesh Pro
Packages
Gameplay
MainMenu

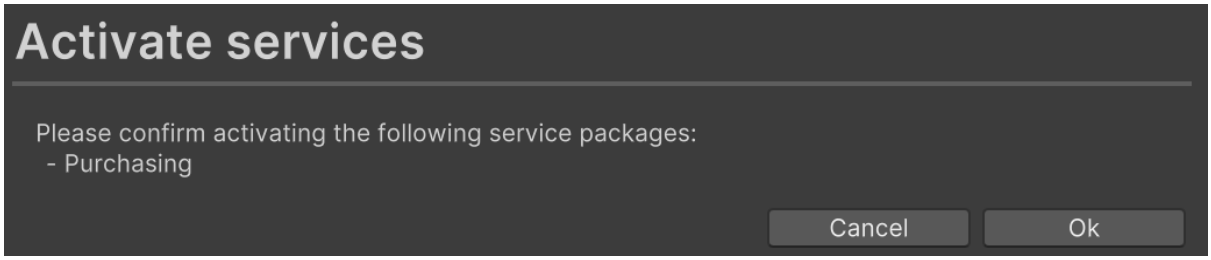

Hierarchy
All
Main Camera
Directional Light
Player
Canvas
Pause Menu
On Screen Controls
Show Pause Menu
Joystick Background
EventSystem
Pause Screen Handler
Scene
Game
Pivot
Local
Inspector
Rect Transform
stretch
Left Top Pos Z
Right Bottom
Anchors
Min X 0 Y 0
Max X 1 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Canvas Renderer
Cull Transparent Mes
UI Safe Area Handler
Script UISafeAreaH
Add Component
Project
Console
All Prefabs
Assets > Scripts
ObstacleB...
PauseScre...
PlayerBeh...
TileEndBe...
Assets
Prefabs
Scenes
Scripts
Sprites
TextMesh Pro
Packages
UISafeAre...

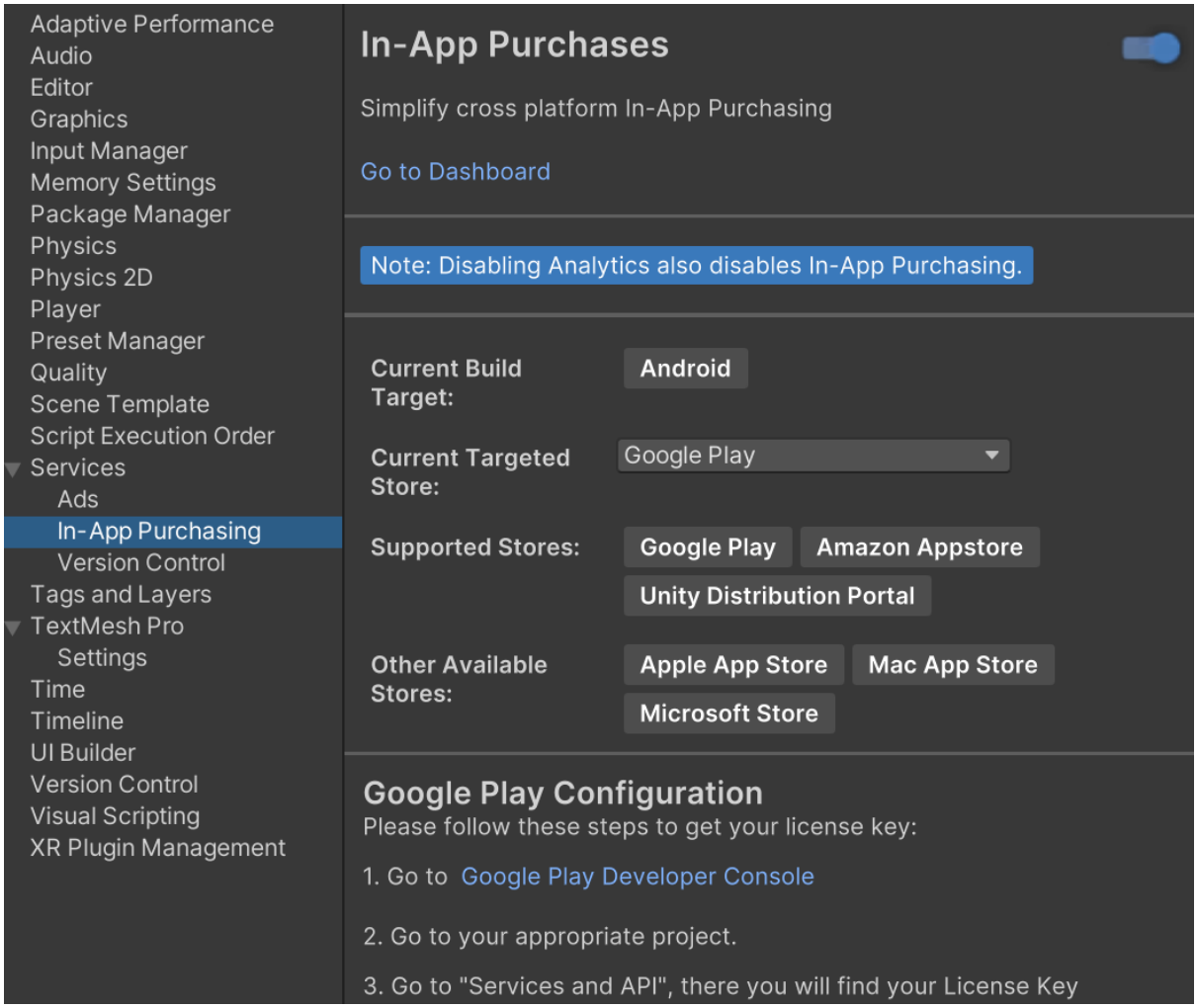

Hierarchy
Canvas
Pause Menu
Panel
Panel
Pause Menu Con
Text (TMP)
Resume Buttor
Restart Button
Main Menu Bu
On Screen Controls
Scene
Game
Pivot
Local
Paused
Project
Console
All Prefabs
Assets
Prefabs
Scenes
Scripts
Sprites
TextMesh Pro
Packages
Assets > Scripts
ObstacleB...
PauseScre...
PlayerBeh...
TileEndBe...
UISafeAre...
Inspector
Canvas Renderer
Cull Transparent Mes
Image
Source Image
Background
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type
Sliced
Fill Center
Pixels Per Unit Mu
1
UI Safe Area Handler (Script
Script
UISafeAreaHandler
Add Component
Panel

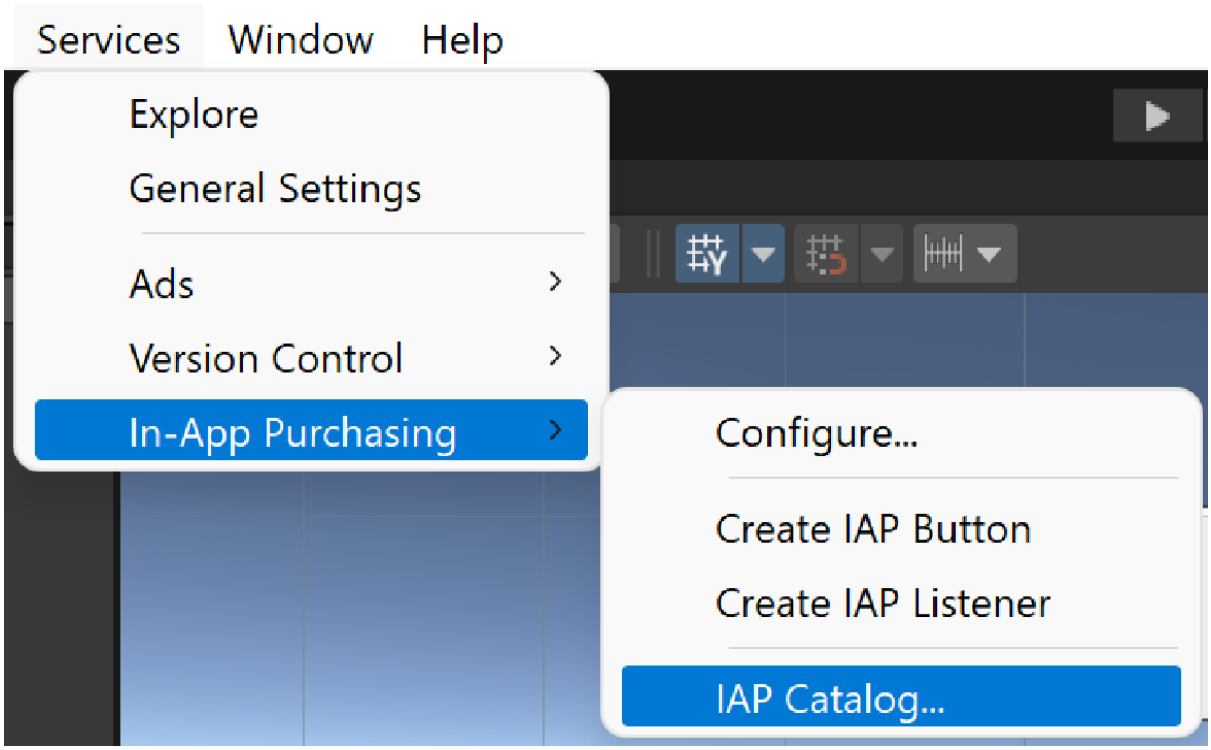

Simulator
Simulator
Apple iPhone 12 Pro Max
Scale
30
Fit to Screen
Rotate
Safe Area
Normally
Control Panel

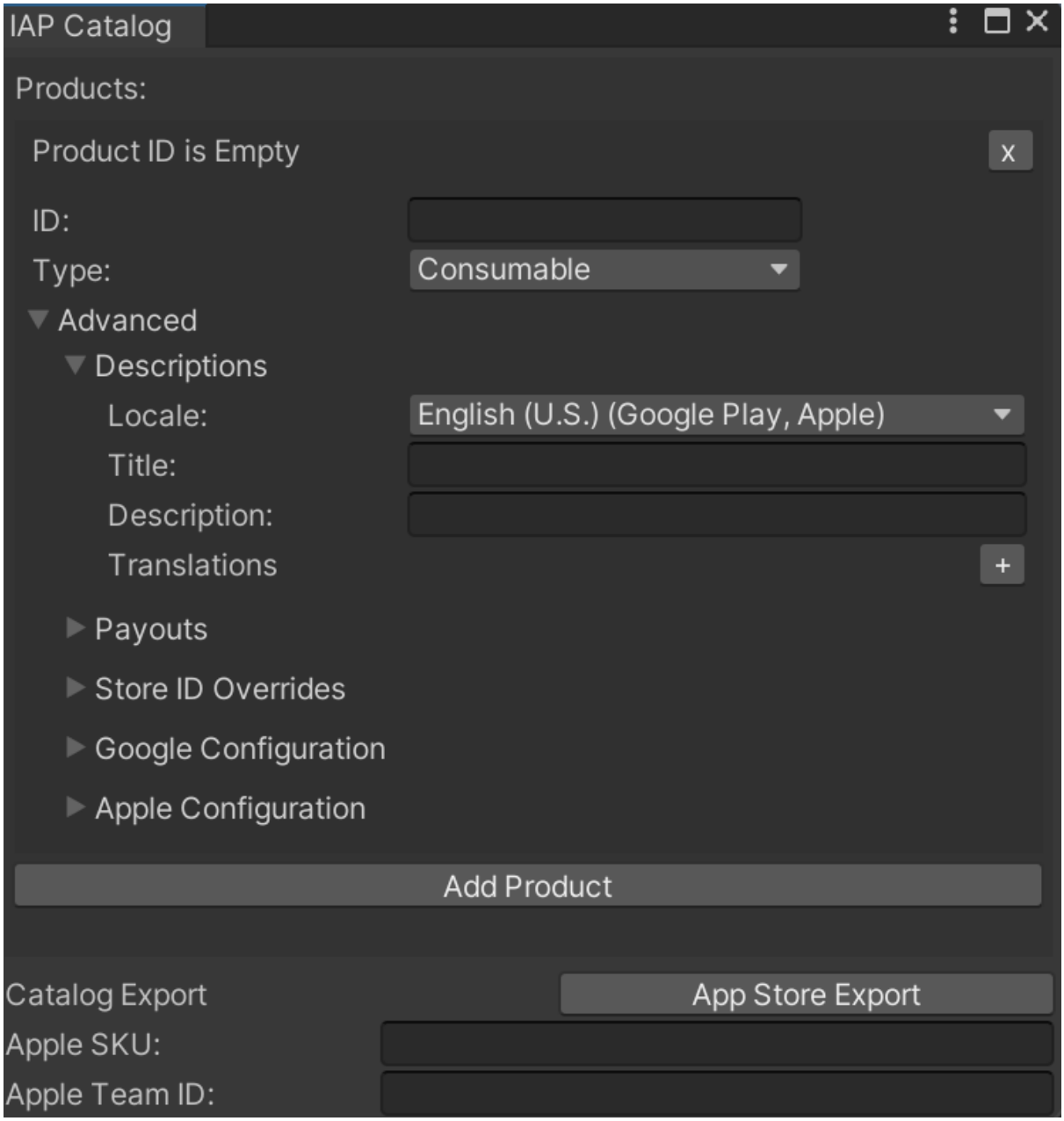
Chapter 06: Implementing In-App Purchases

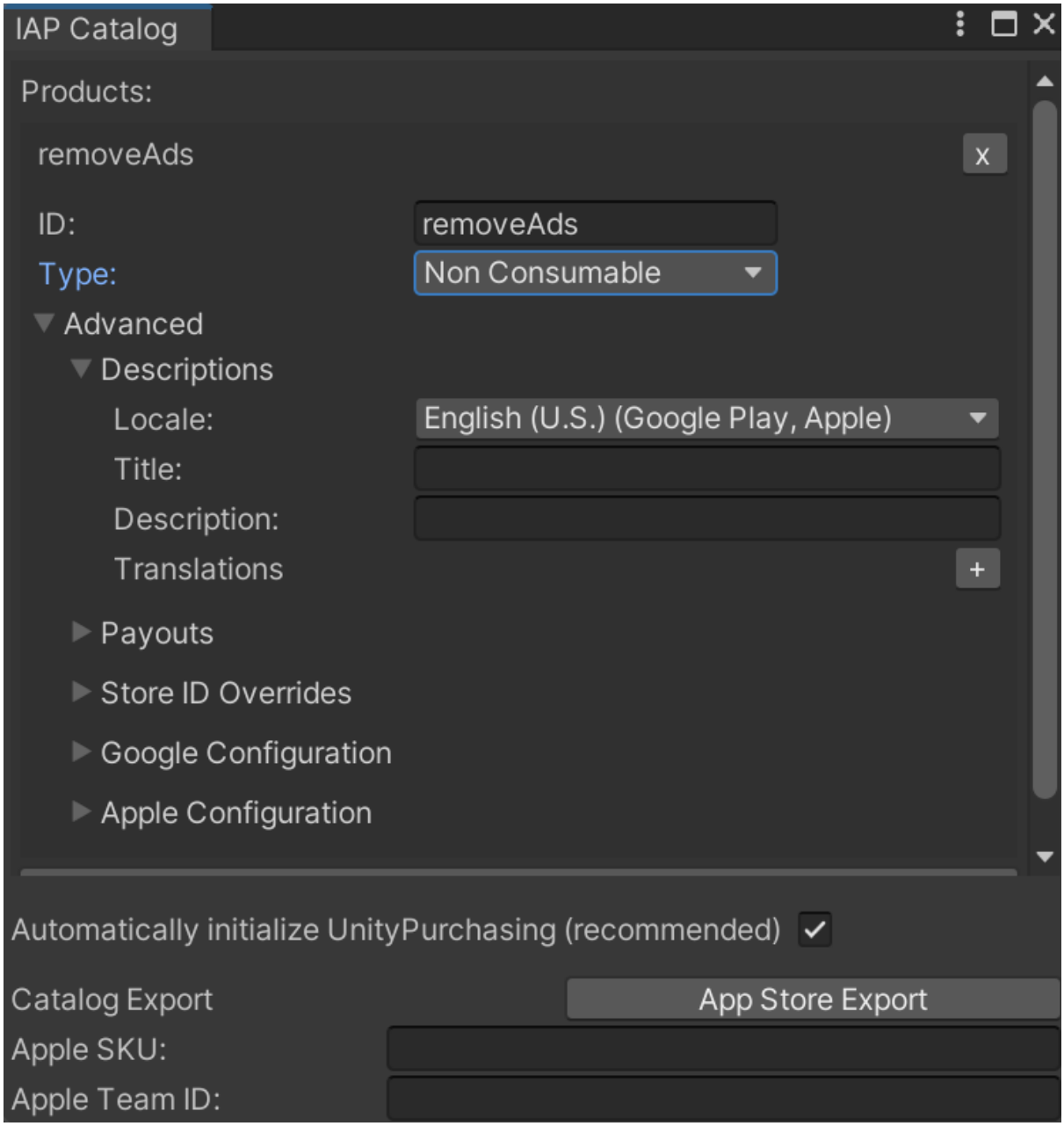


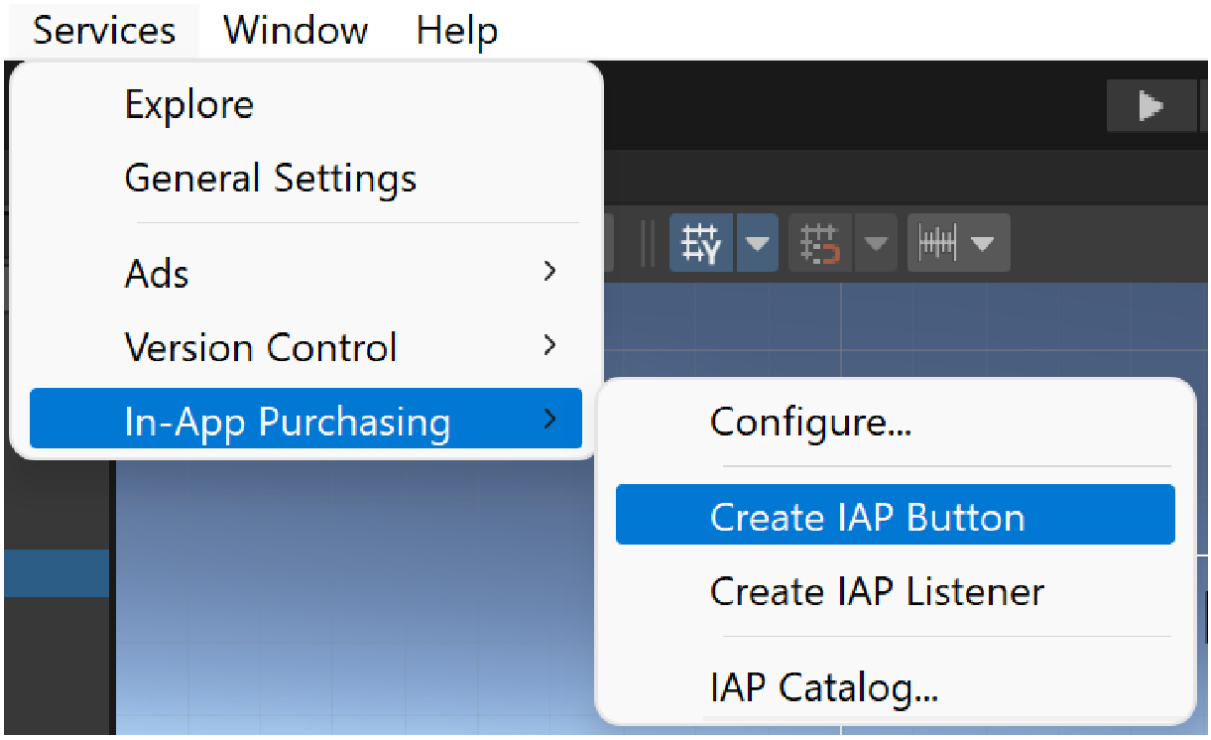



Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Ads
In-App Purchasing
Version Control
Tags and Layers
TextMesh Pro
Settings
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
In-App Purchases
Simplify cross platform In-App Purchasing
Go to Dashboard
Note: Disabling Analytics also disables In-App Purchasing.
Current Build Target:
Android
Current Targeted Store:
Google Play
Supported Stores:
Google Play
Amazon Appstore
Unity Distribution Portal
Other Available Stores:
Apple App Store
Mac App Store
Microsoft Store
Google Play Configuration
Please follow these steps to get your license key:
1. Go to Google Play Developer Console
2. Go to your appropriate project.
3. Go to "Services and API", there you will find your License Key

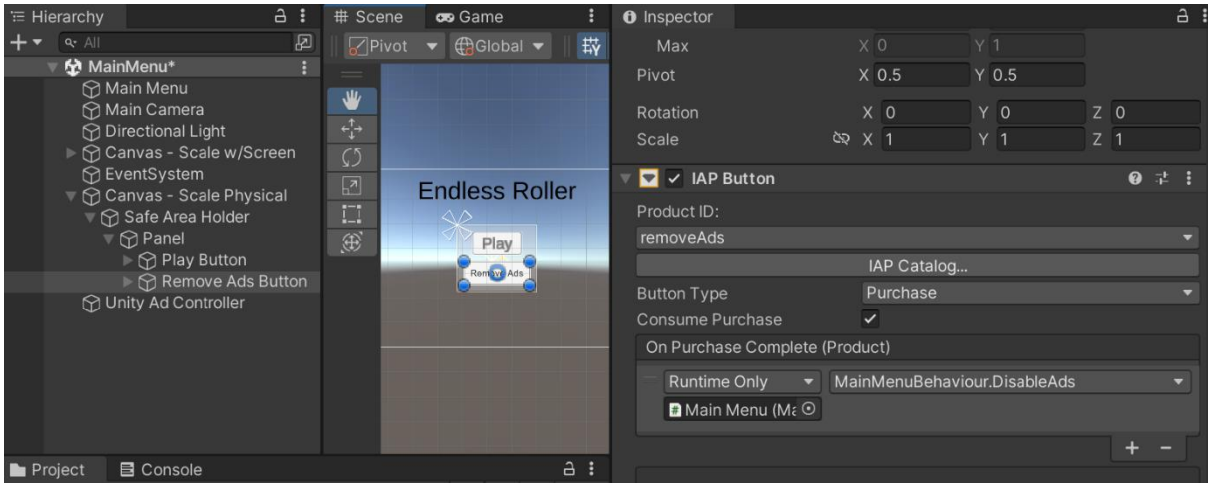

Services
Window
Help
Explore
General Settings
Ads
Version Control
In-App Purchasing
Configure...
Create IAP Button
Create IAP Listener
IAP Catalog...

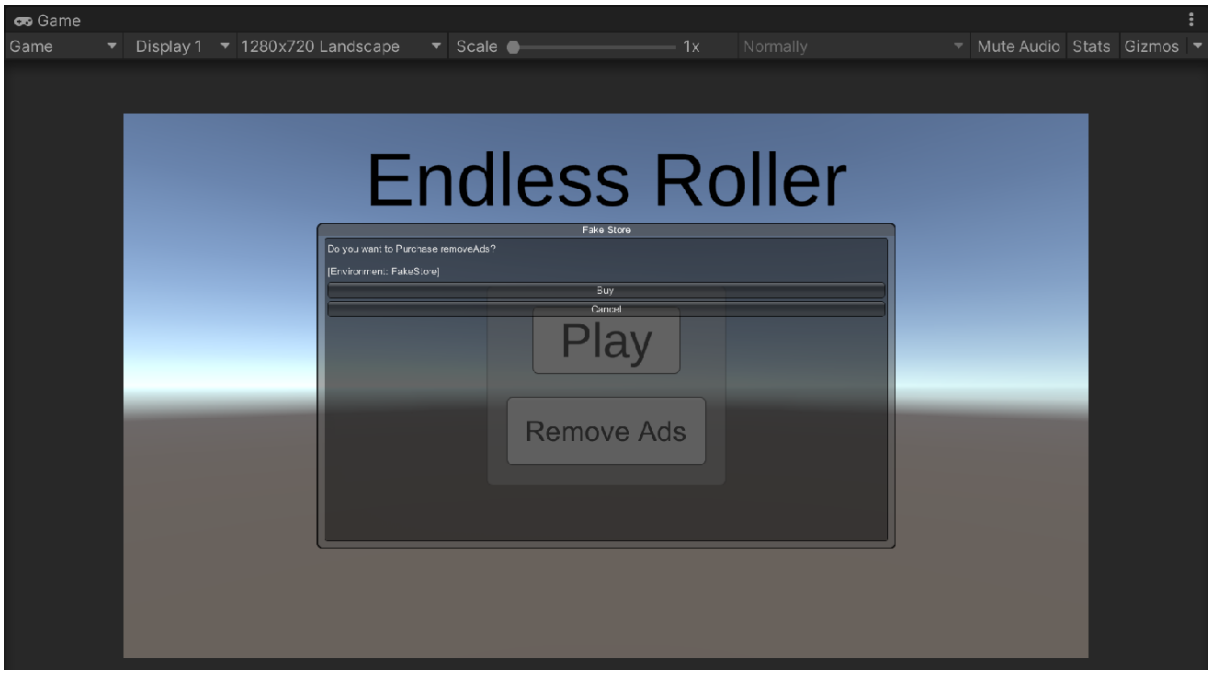

IAP Catalog
Products:
Product ID is Empty
x
ID:
Type:
Consumable
Advanced
Descriptions
Locale:
English (U.S.) (Google Play, Apple)
Title:
Description:
Translations
+
Payouts
Store ID Overrides
Google Configuration
Apple Configuration
Add Product
Catalog Export
App Store Export
Apple SKU:
Apple Team ID:

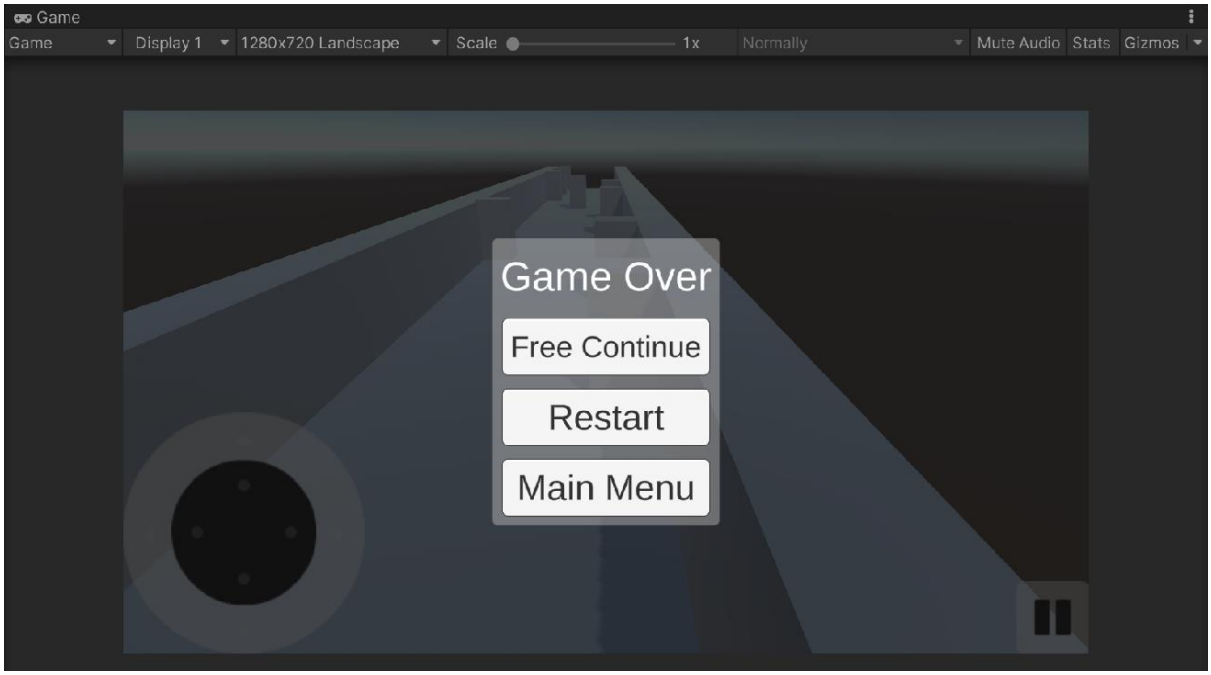

IAP Catalog
Products:
removeAds
x
ID:
removeAds
Type:
Non Consumable
Advanced
Descriptions
Locale:
English (U.S.) (Google Play, Apple)
Title:
Description:
Translations
+
Payouts
Store ID Overrides
Google Configuration
Apple Configuration
Automatically initialize UnityPurchasing (recommended)
Catalog Export
App Store Export
Apple SKU:
Apple Team ID:

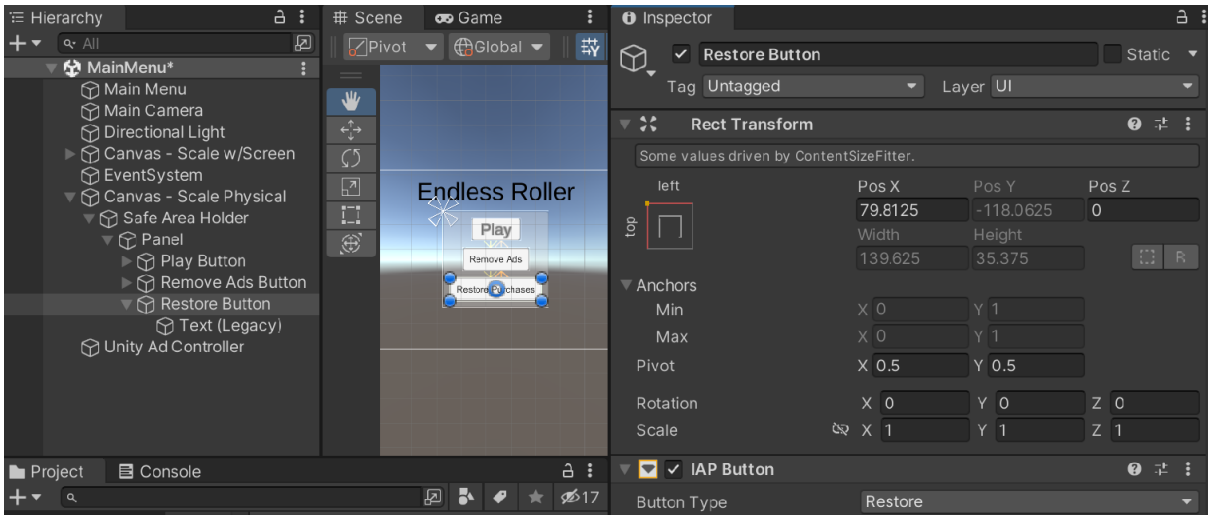

Services
Window
Help
Explore
General Settings
Ads
Version Control
In-App Purchasing
Configure...
Create IAP Button
Create IAP Listener
IAP Catalog...

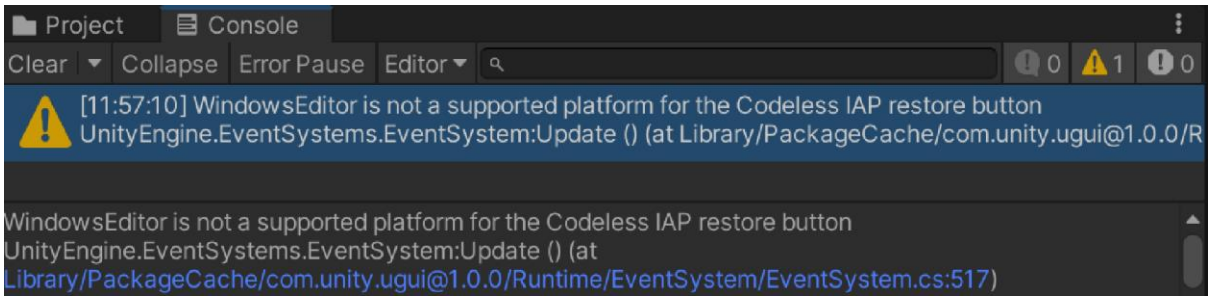
Hierarchy
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Safe Area Holder
Panel
Play Button
Remove Ads Button
Unity Ad Controller
Scene
Game
Pivot
Global
Endless Roller
Play
Remove Ads
Inspector
Remove Ads Button
Static
Tag
Untagged
Layer
UI
Rect Transform
Some values driven by ContentSizeFitter.
Pos X
Pos Y
Pos Z
60.3125
-72.6875
0
Width
Height
100.625
35.375
Anchors
Min
Max
Pivot
Rotation
Scale
IAP Button
Product ID:
<None>
IAP Catalog...
Button Type
Purchase
Project
Console

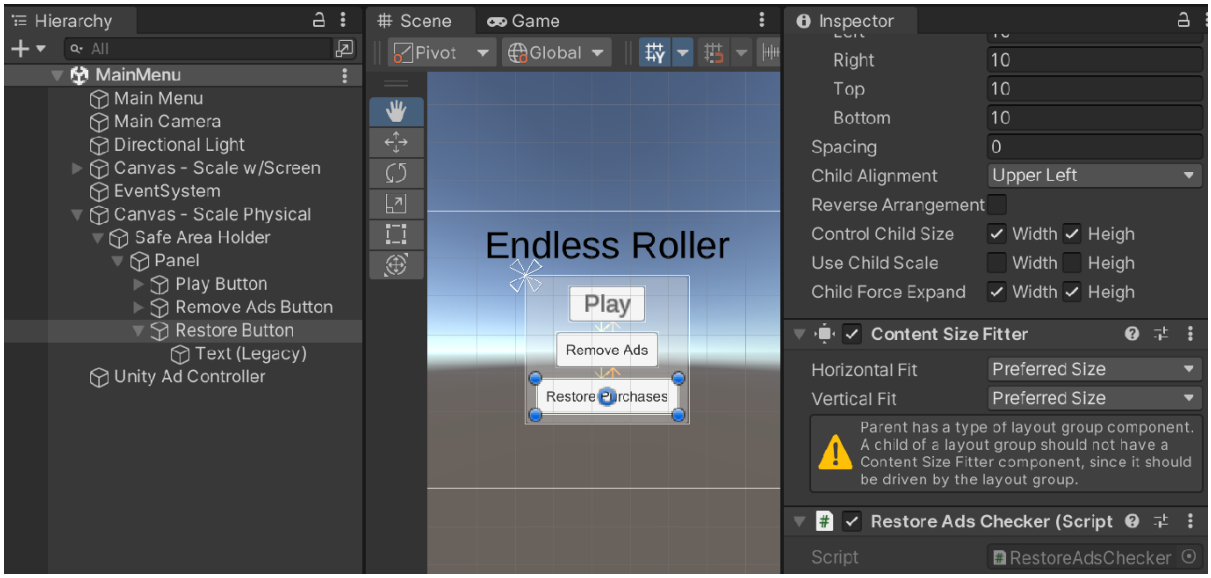

Hierarchy
All
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Safe Area Holder
Panel
Play Button
Remove Ads Button
Unity Ad Controller
Scene
Game
Pivot
Global
Endless Roller
Play
Remove Ads
Inspector
Max X 0 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
IAP Button
Product ID:
removeAds
IAP Catalog...
Button Type
Purchase
Consume Purchase
On Purchase Complete (Product)
Runtime Only
MainMenuBehaviour.DisableAds
Main Menu (Ma
Project
Console

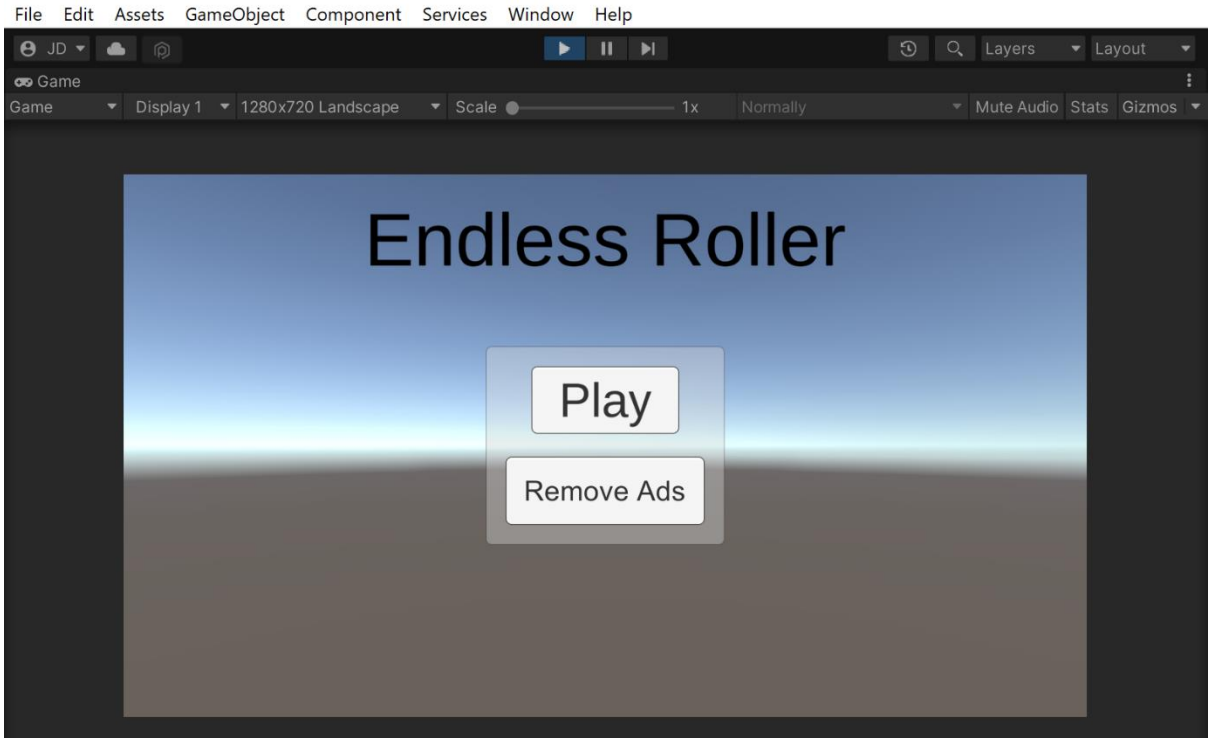

Game
Game
Display 1
1280x720 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Endless Roller
Fake Store
Do you want to Purchase removeAds?
[Environment: FakeStore]
Buy
Cancel
Play
Remove Ads


Game
Game
Display 1
1280x720 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Game Over
Free Continue
Restart
Main Menu

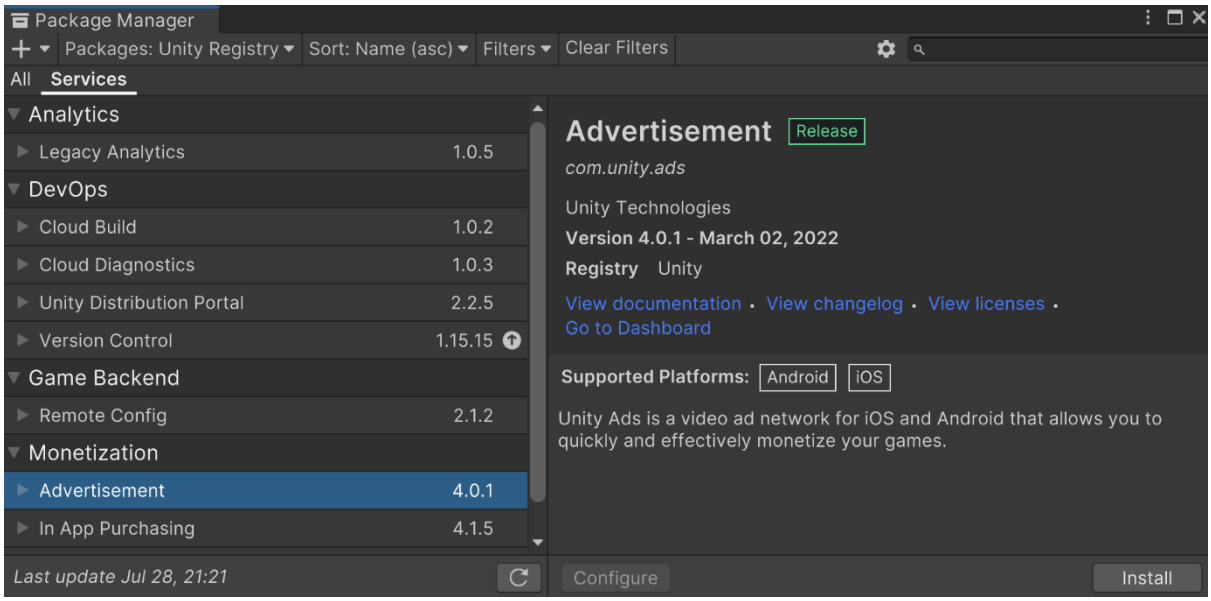

Hierarchy
Scene
Game
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Safe Area Holder
Panel
Play Button
Remove Ads Button
Restore Button
Text (Legacy)
Unity Ad Controller
Pivot
Global
Endless Roller
Play
Remove Ads
Restore Purchases
Restore Button
Static
Tag
Untagged
Layer
UI
Rect Transform
Some values driven by ContentSizeFitter.
left
top
Pos X
Pos Y
Pos Z
79.8125
-118.0625
0
Width
Height
139.625
35.375
Anchors
Min
Max
Pivot
Rotation
Scale
IAP Button
Button Type
Restore
Project
Console

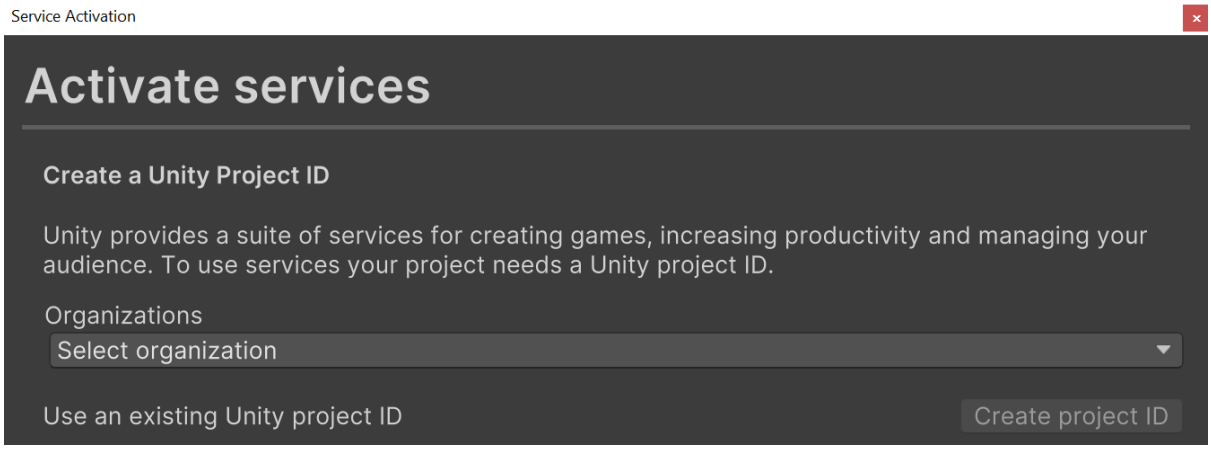

Project
Console
Clear
Collapse
Error Pause
Editor
[11:57:10] WindowsEditor is not a supported platform for the Codeless IAP restore button
UnityEngine.EventSystems.EventSystem:Update () (at Library/PackageCache/com.unity.ugui@1.0.0/R
WindowsEditor is not a supported platform for the Codeless IAP restore button
UnityEngine.EventSystems.EventSystem:Update () (at
Library/PackageCache/com.unity.ugui@1.0.0/Runtime/EventSystem/EventSystem.cs:517)

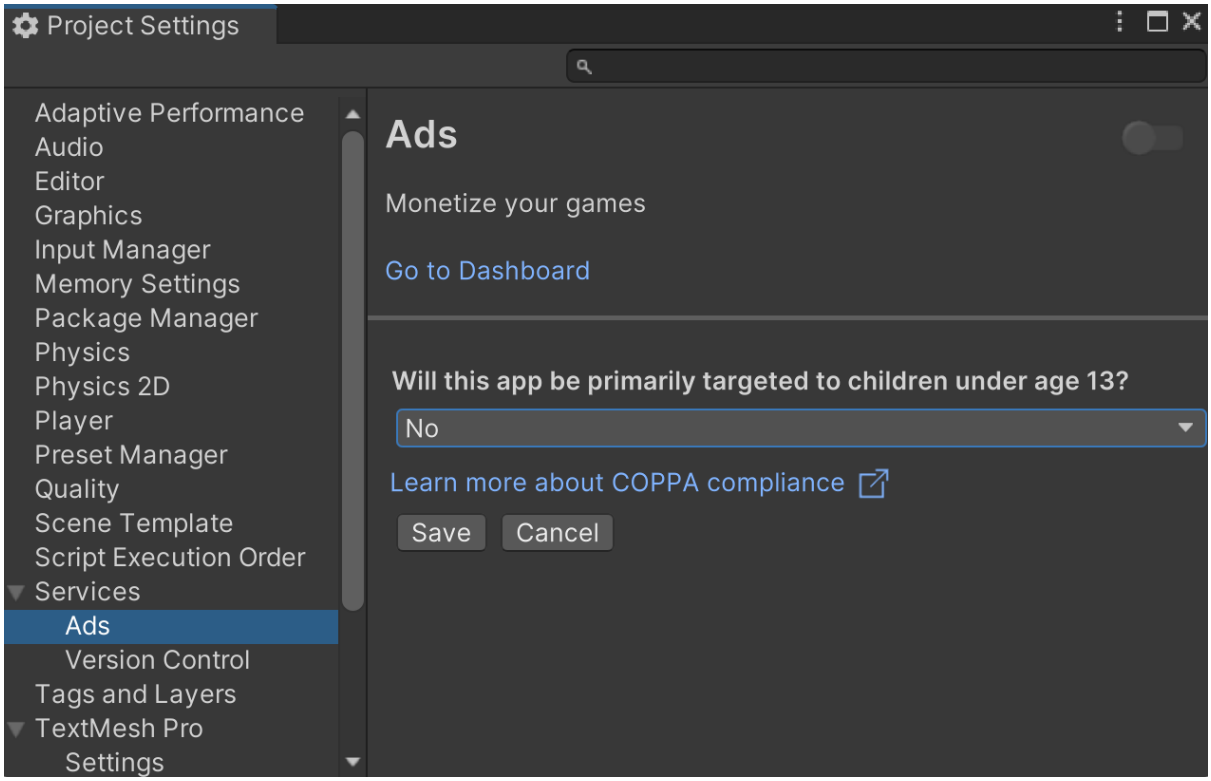

Hierarchy
All
MainMenu
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Safe Area Holder
Panel
Play Button
Remove Ads Button
Restore Button
Text (Legacy)
Unity Ad Controller
Scene
Game
Pivot
Global
Endless Roller
Play
Remove Ads
Restore Purchases
Inspector
Right 10
Top 10
Bottom 10
Spacing 0
Child Alignment Upper Left
Reverse Arrangement
Control Child Size Width Heigh
Use Child Scale Width Heigh
Child Force Expand Width Heigh
Content Size Fitter
Horizontal Fit Preferred Size
Vertical Fit Preferred Size
Parent has a type of layout group component. A child of a layout group should not have a Content Size Fitter component, since it should be driven by the layout group.
Restore Ads Checker (Script
Script RestoreAdsChecker

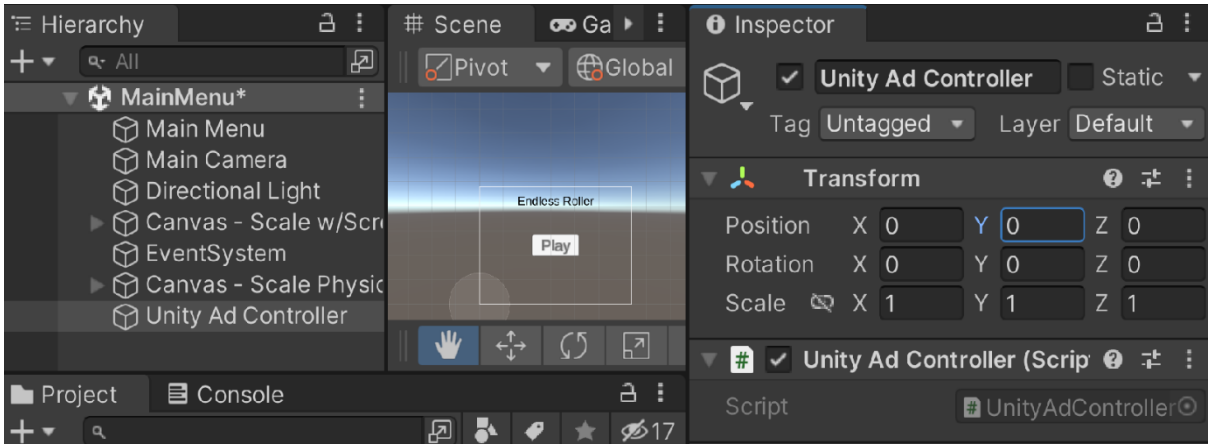

File Edit Assets GameObject Component Services Window Help
JD
Layers
Layout
Game
Game
Display 1
1280x720 Landscape
Scale
1x
Normally
Mute Audio
Stats
Gizmos
Endless Roller
Play
Remove Ads

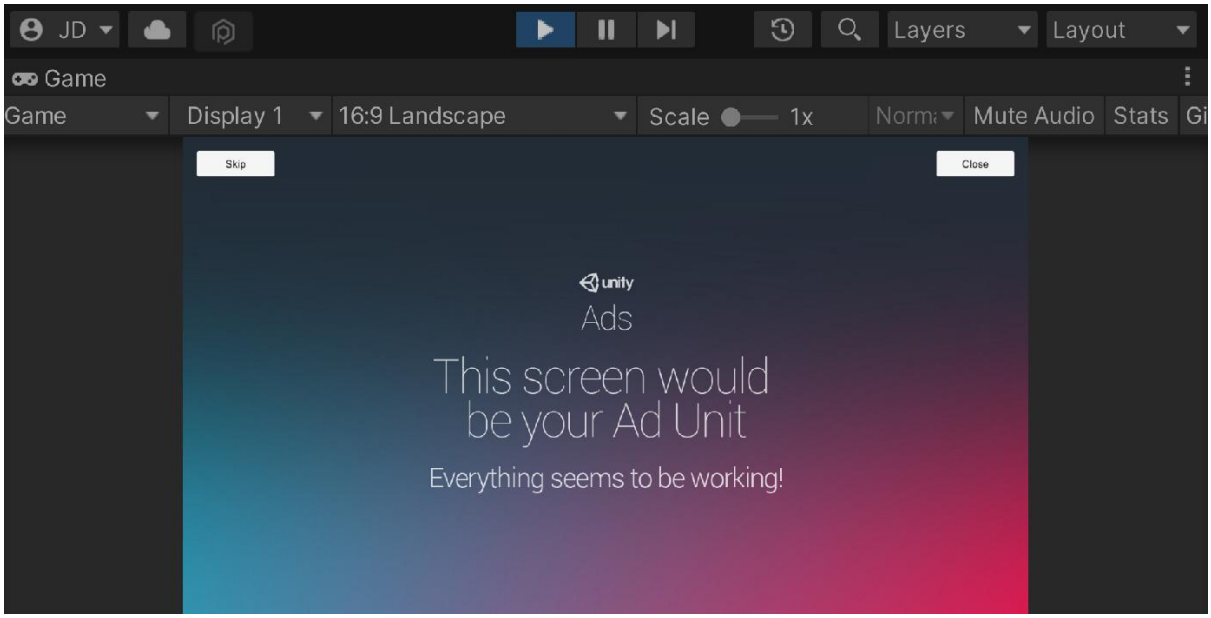
Chapter 07: Advertising Using Unity Ads

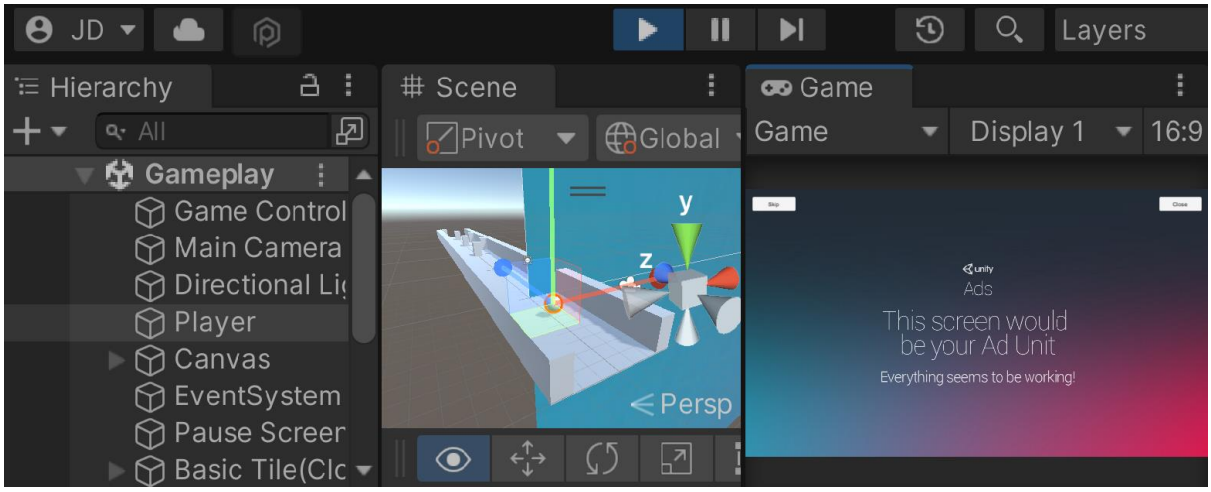


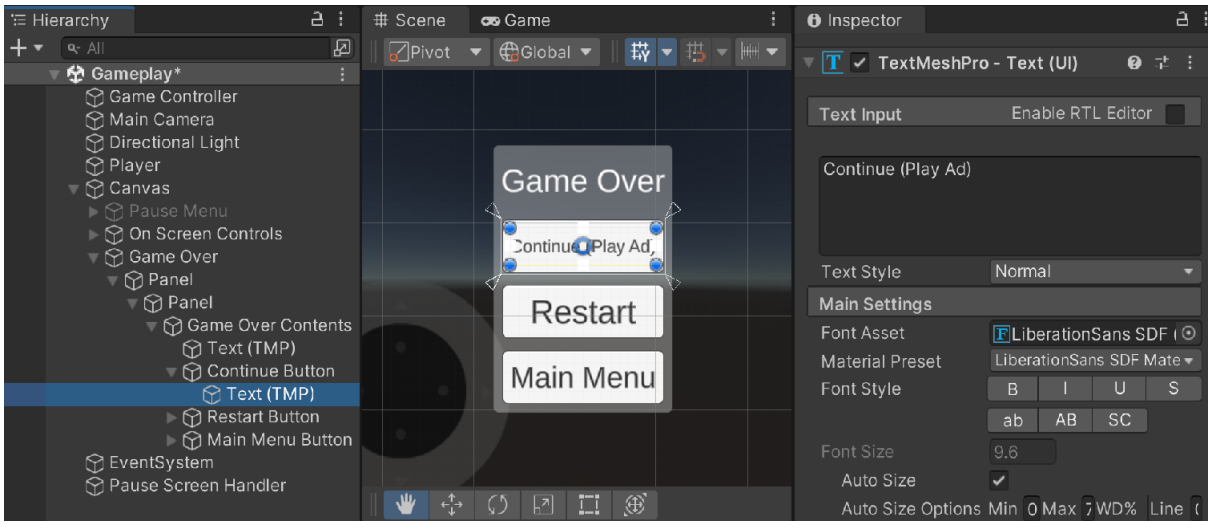


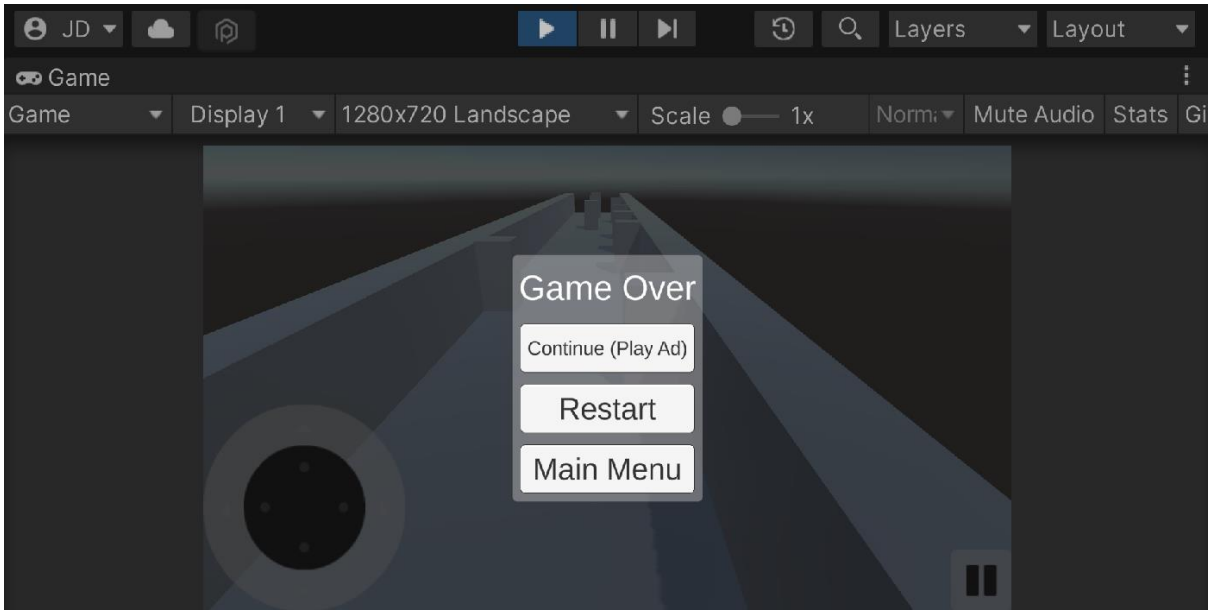

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Ads
Version Control
Tags and Layers
TextMesh Pro
Settings
Ads
Monetize your games
Go to Dashboard
Will this app be primarily targeted to children under age 13?
No
Learn more about COPPA compliance
Save
Cancel

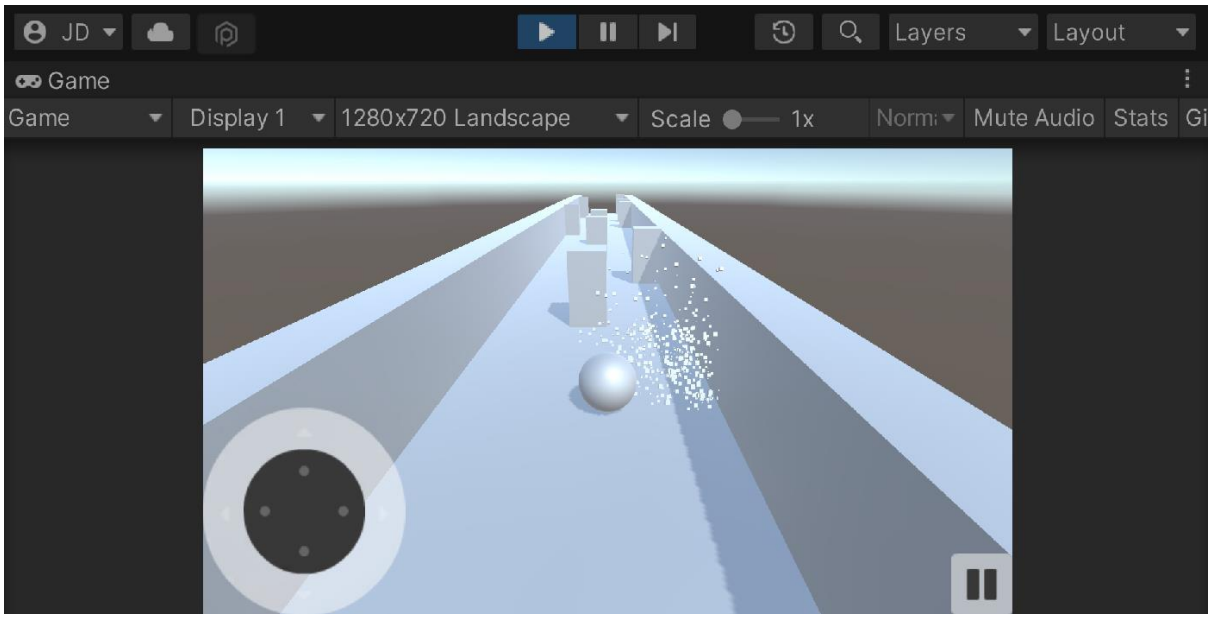

Hierarchy
All
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Scr
EventSystem
Canvas - Scale Physic
Unity Ad Controller
Scene
Pivot
Global
Endless Roller
Play
Inspector
Unity Ad Controller
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Unity Ad Controller (Scrip
Script
UnityAdController
Project
Console

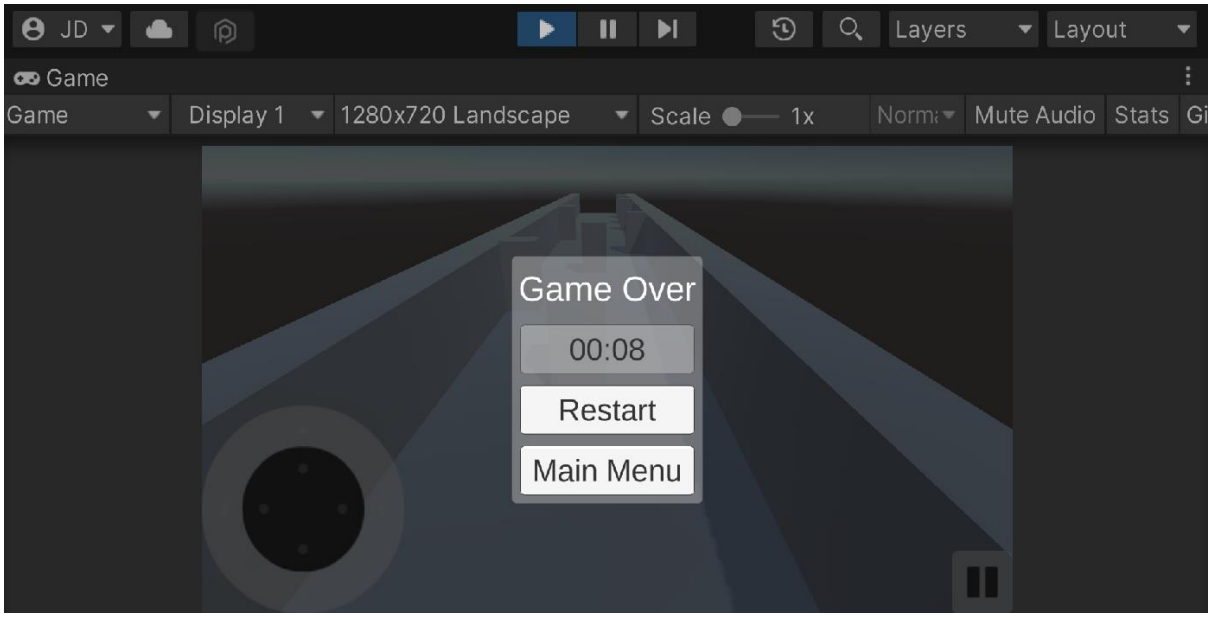

Layers
Layout
Game
Display 1
16:9 Landscape
Scale
1x
Mute Audio
Stats
Skip
Close
unity
Ads
This screen would be your Ad Unit
Everything seems to be working!


Layers
Hierarchy
Scene
Game
Pivot
Global
Display 1
Gameplay
Game Control
Main Camera
Player
Canvas
EventSystem
Pause Screer
Basic Tile(Clc
Persp
Ads
This screen would be your Ad Unit
Everything seems to be working!

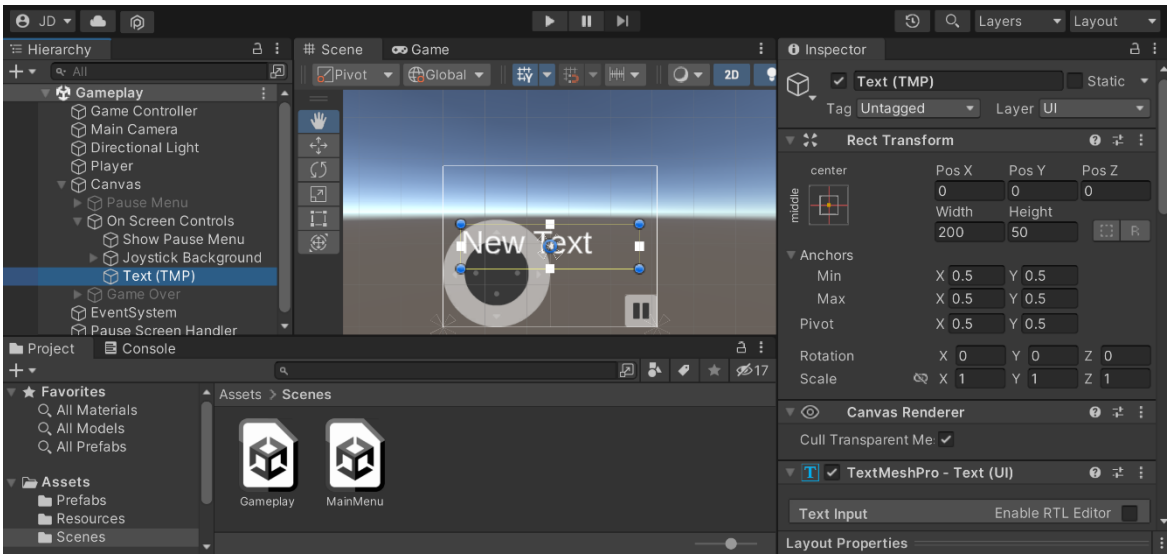

Hierarchy
Scene
Game
Inspector
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
Pause Menu
On Screen Controls
Game Over
Panel
Panel
Game Over Contents
Text (TMP)
Continue Button
Text (TMP)
Restart Button
Main Menu Button
EventSystem
Pause Screen Handler
Game Over
Restart
Main Menu
TextMeshPro - Text (UI)
Text Input
Enable RTL Editor
Continue (Play Ad)
Text Style
Normal
Main Settings
Font Asset
LiberationSans SDF
Material Preset
Font Style
Font Size
9.6
Auto Size
Auto Size Options

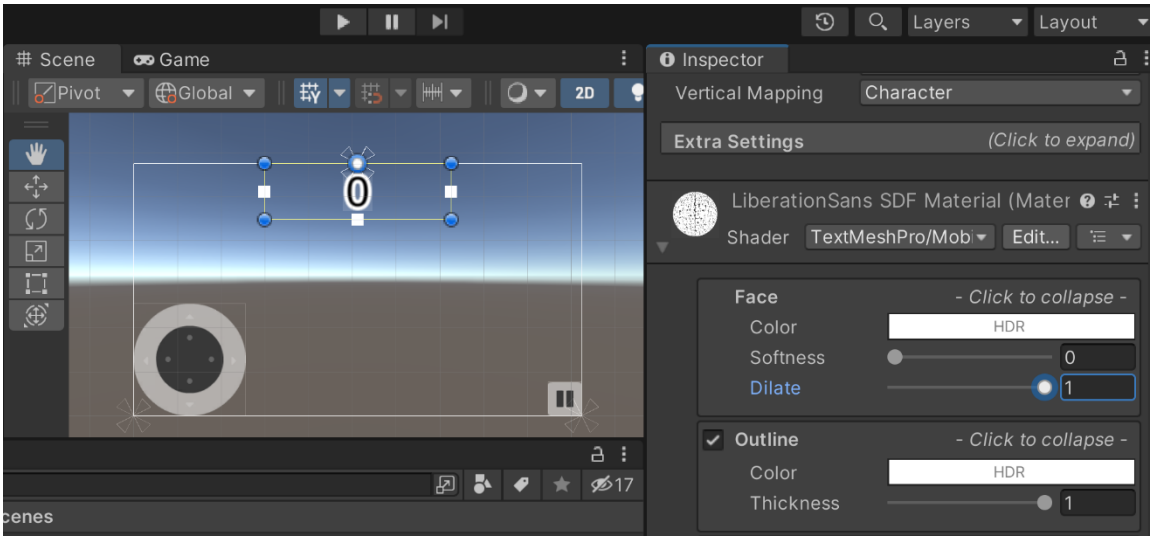

JD
Layers
Layout
Game
Game
Display 1
1280x720 Landscape
Scale
1x
Mute Audio
Stats
Game Over
Continue (Play Ad)
Restart
Main Menu

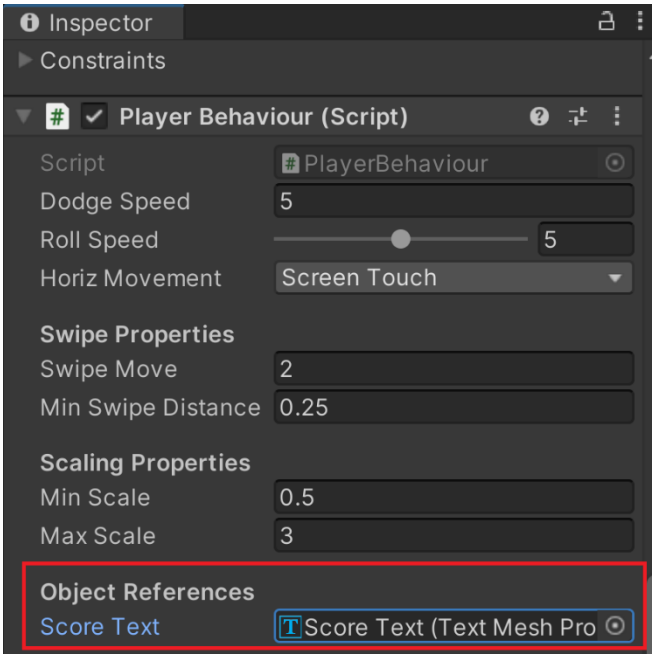

JD
Layers
Layout
Game
Game
Display 1
1280x720 Landscape
Scale
1x
Mute Audio
Stats

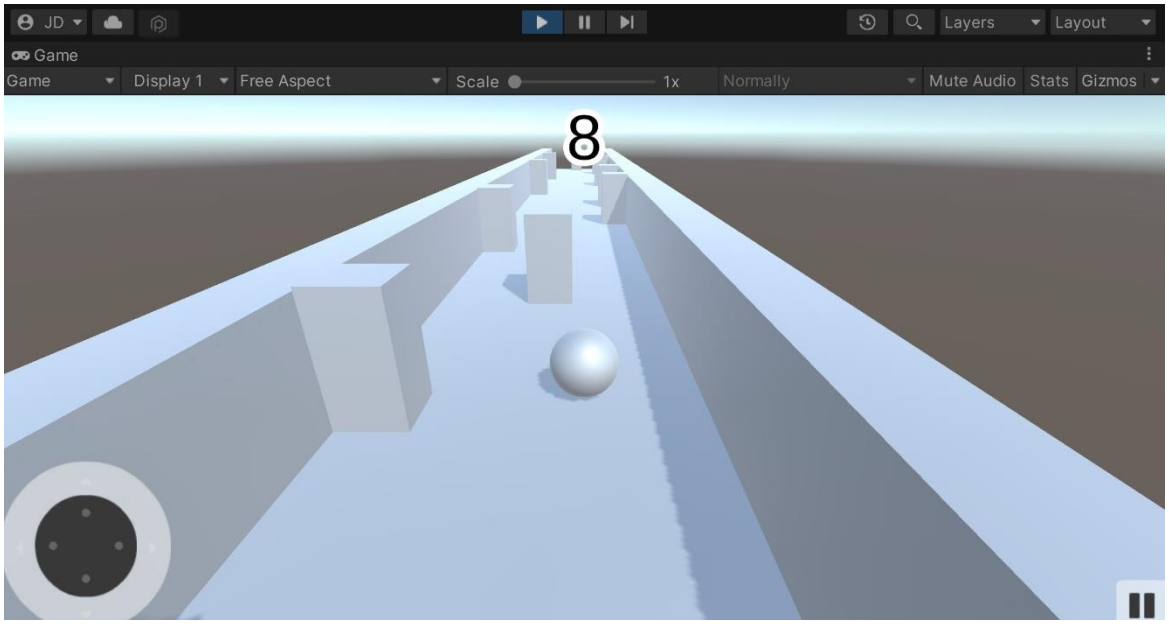

JD
Layers
Layout
Game
Game
Display 1
1280x720 Landscape
Scale
1x
Mute Audio
Stats
Game Over
00:08
Restart
Main Menu

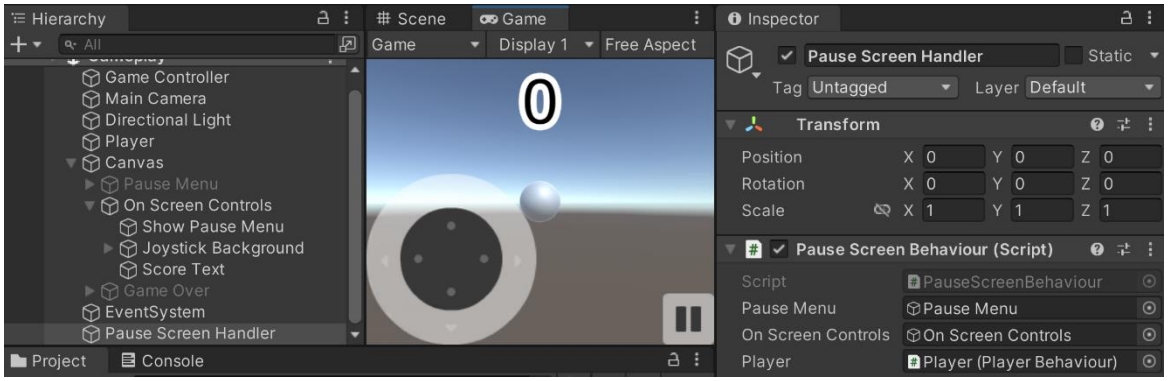
Chapter 08: Integrating Social Media into Our Project

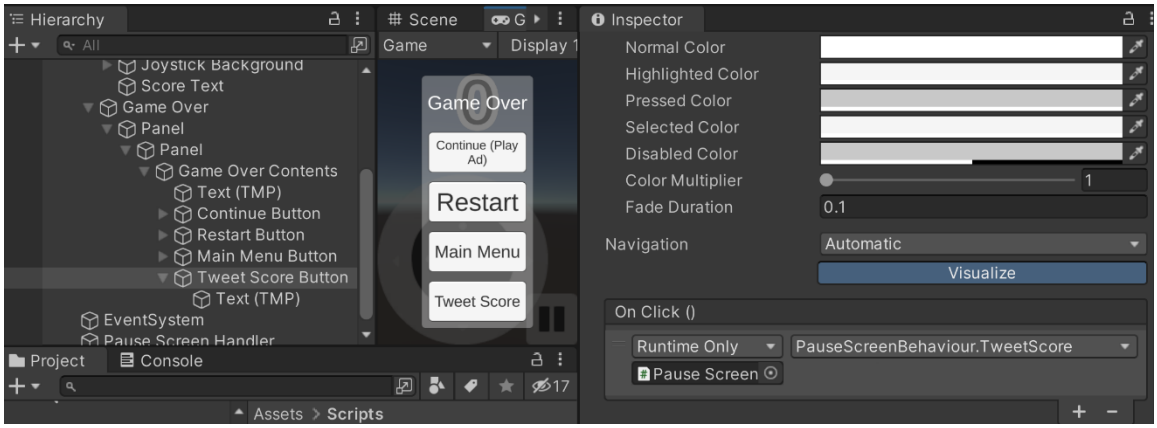


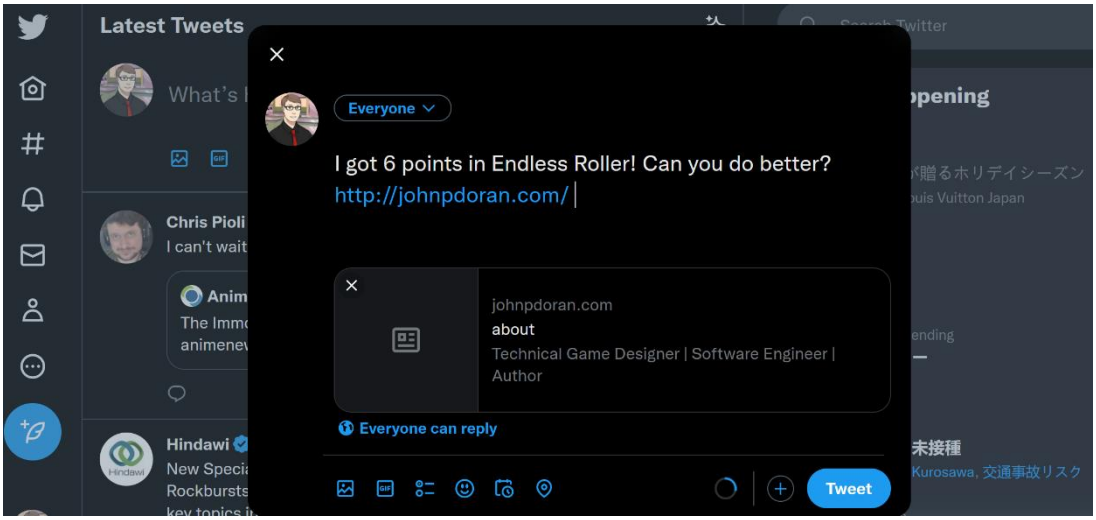


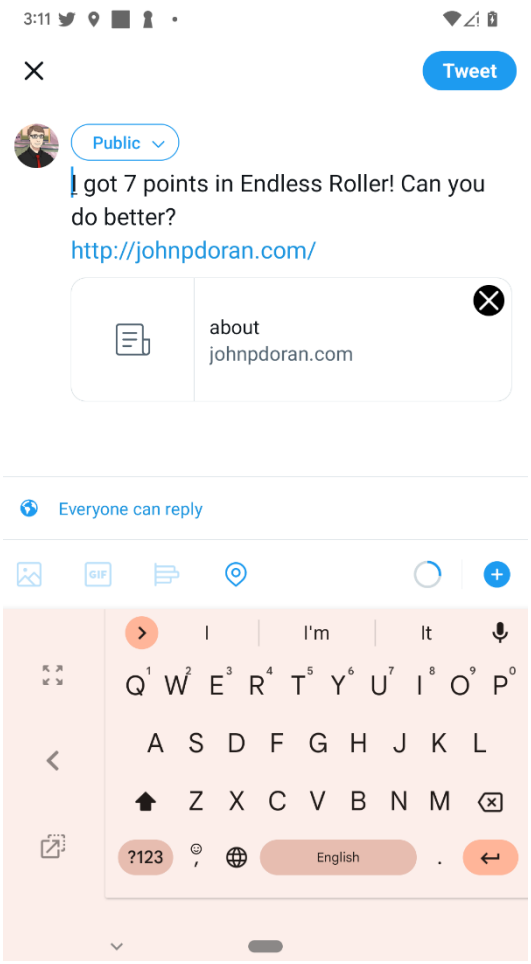

Inspector
Constraints
Player Behaviour (Script)
Script
PlayerBehaviour
Dodge Speed
5
Roll Speed
5
Horiz Movement
Screen Touch
Swipe Properties
Swipe Move
2
Min Swipe Distance
0.25
Scaling Properties
Min Scale
0.5
Max Scale
3
Object References
Score Text
Score Text (Text Mesh Pro

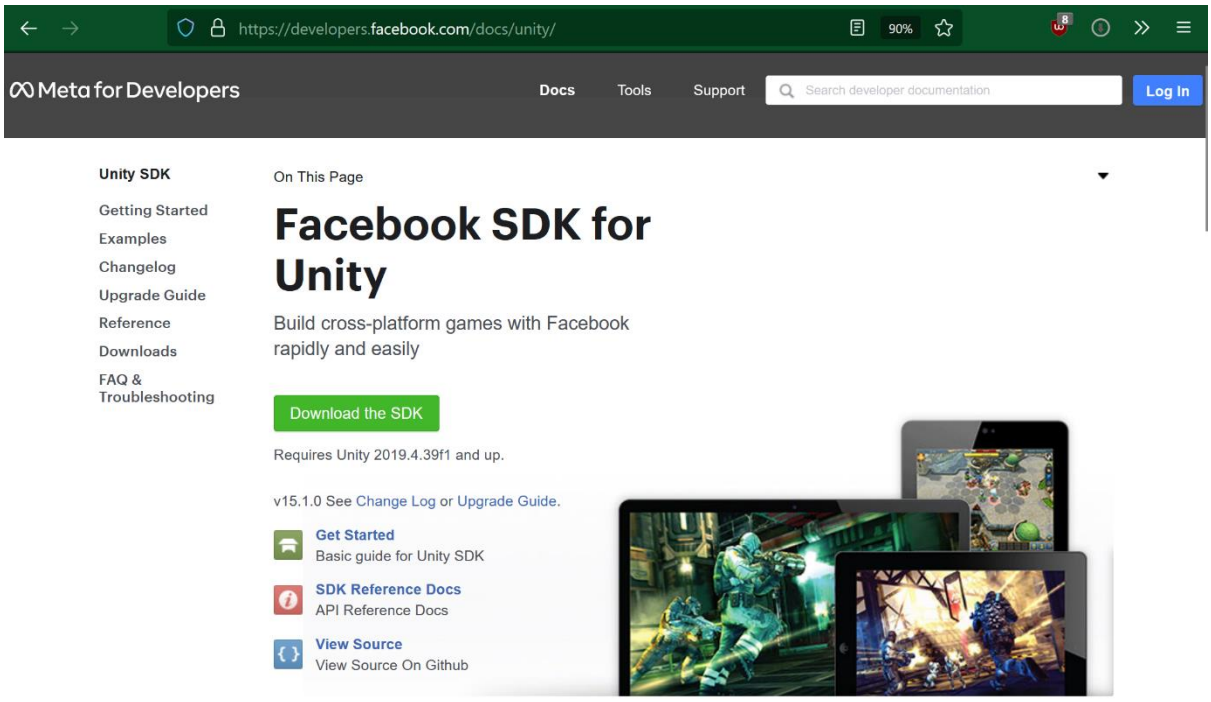

JD
Layers
Layout
Game
Game
Display 1
Free Aspect
Scale
1x
Normally
Mute Audio
Stats
Gizmos
8

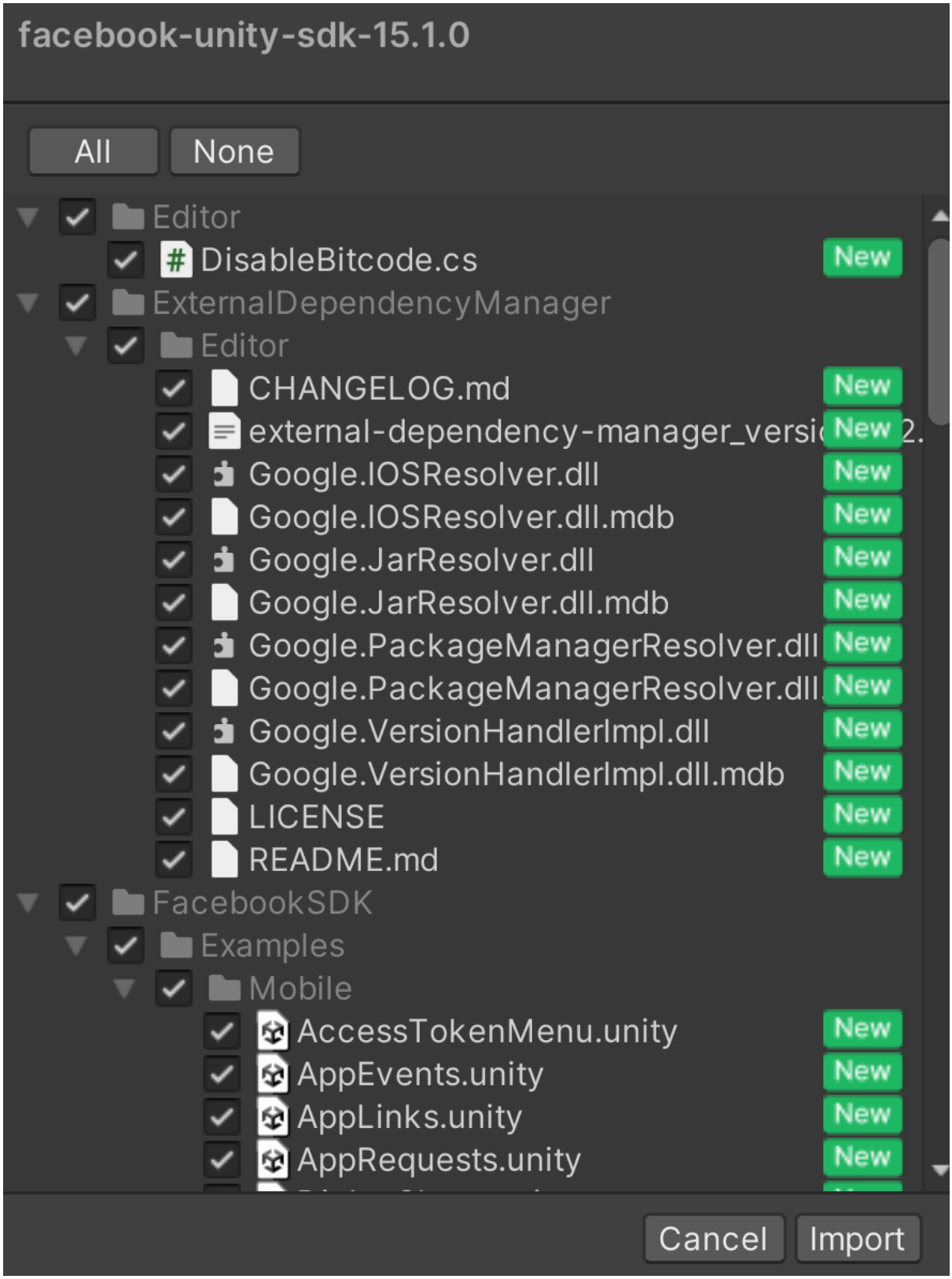

Hierarchy
Scene
Game
Inspector
Game
Display 1
Free Aspect
Game Controller
Main Camera
Directional Light
Player
Canvas
Pause Menu
On Screen Controls
Show Pause Menu
Joystick Background
Score Text
Game Over
EventSystem
Pause Screen Handler
0
Pause Screen Handler
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Pause Screen Behaviour (Script)
Script
PauseScreenBehaviour
Pause Menu
Pause Menu
On Screen Controls
On Screen Controls
Player
Player (Player Behaviour)
Project
Console

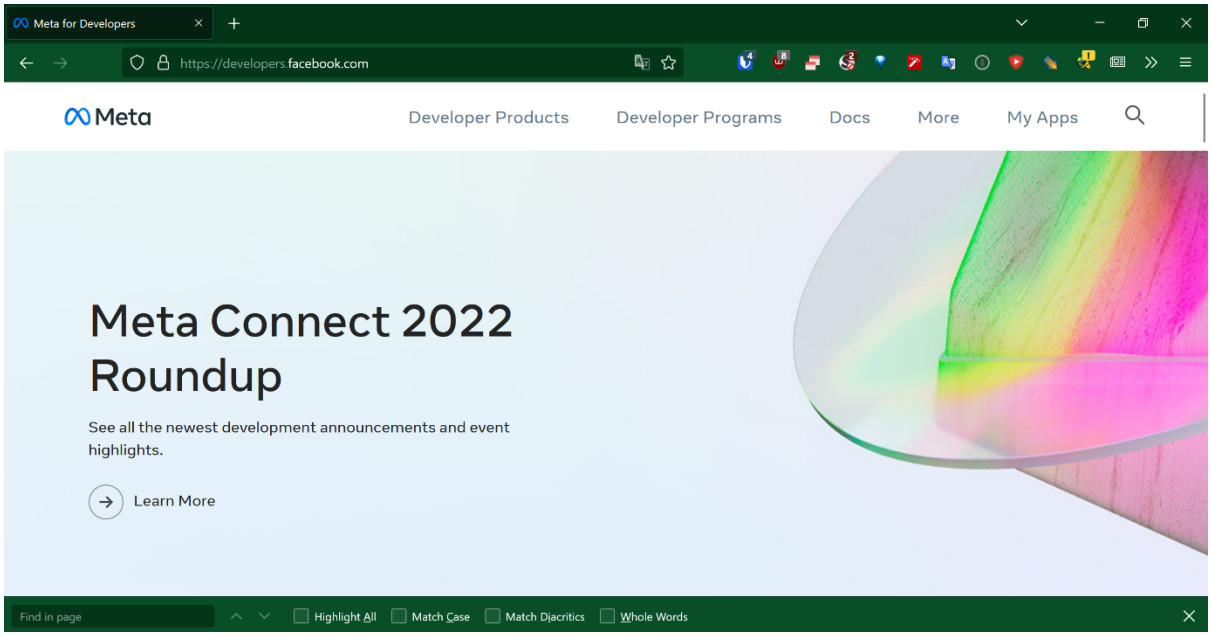

Hierarchy
Scene
Inspector
Joystick Background
Score Text
Game Over
Panel
Panel
Game Over Contents
Text (TMP)
Continue Button
Restart Button
Main Menu Button
Tweet Score Button
Text (TMP)
EventSystem
Pause Screen Handler
Game
Display 1
Game Over
Continue (Play Ad)
Restart
Main Menu
Tweet Score
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
0.1
Navigation
Automatic
Visualize
On Click ()
Runtime Only
PauseScreenBehaviour.TweetScore
Pause Screen
Project
Console
Assets
Scripts

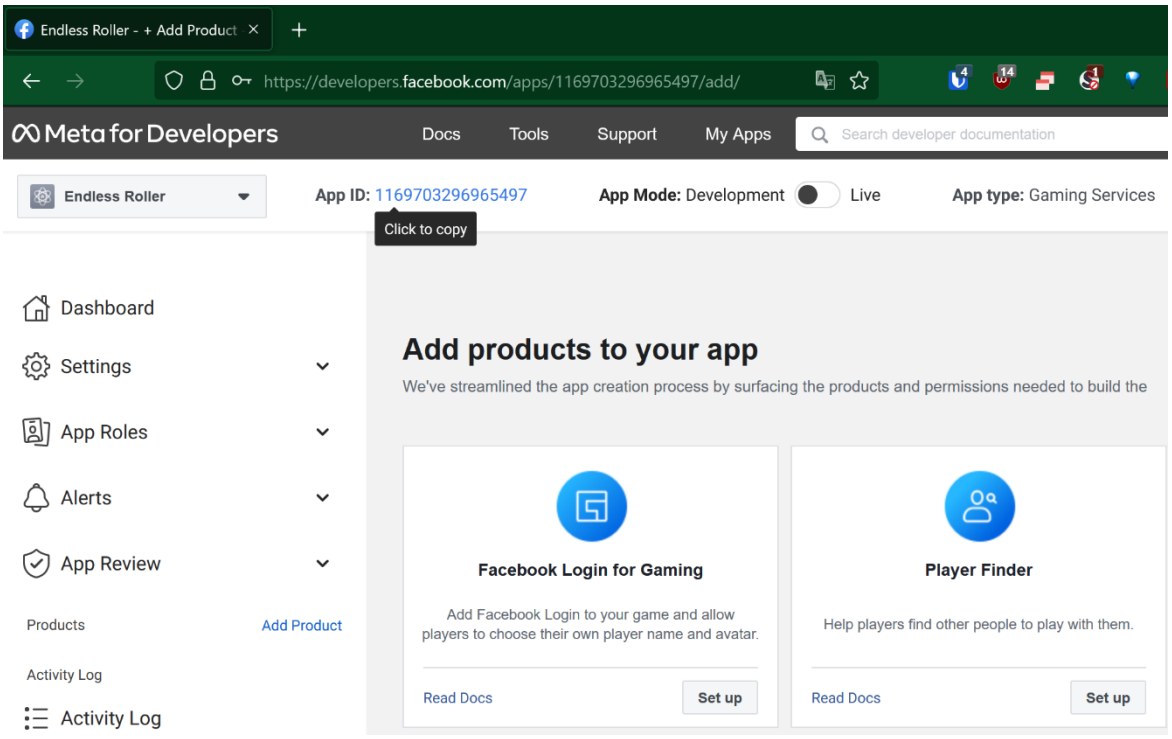

Latest Tweets
Everyone
I got 6 points in Endless Roller! Can you do better?
http://johnpdoran.com/
johnpdoran.com
about
Technical Game Designer | Software Engineer | Author
Everyone can reply
Tweet
Chris Pioli
Hindawi

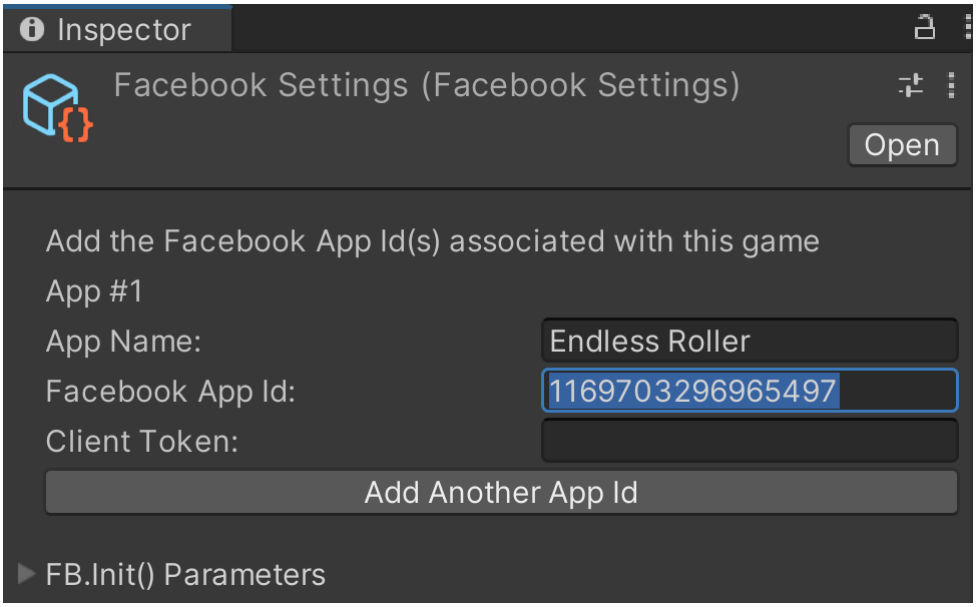

3:11
Tweet
Public
I got 7 points in Endless Roller! Can you do better?
http://johnpdoran.com/
about
johnpdoran.com
Everyone can reply
I
I'm
It
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
?123
English

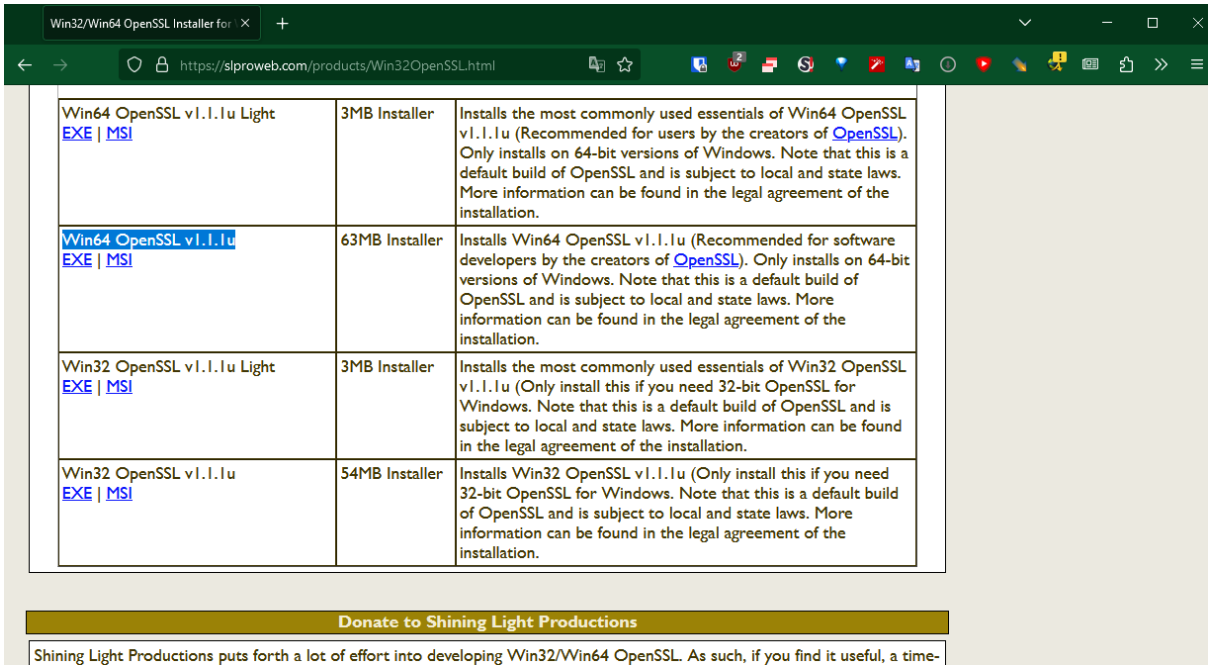

https://developers.facebook.com/docs/unity/
90%
Meta for Developers
Docs
Tools
Support
Search developer documentation
Log In
Unity SDK
Getting Started
Examples
Changelog
Upgrade Guide
Reference
Downloads
FAQ & Troubleshooting
On This Page
Facebook SDK for Unity
Build cross-platform games with Facebook rapidly and easily
Download the SDK
Requires Unity 2019.4.39f1 and up.
v15.1.0 See Change Log or Upgrade Guide.
Get Started
Basic guide for Unity SDK
SDK Reference Docs
API Reference Docs
View Source
View Source On Github

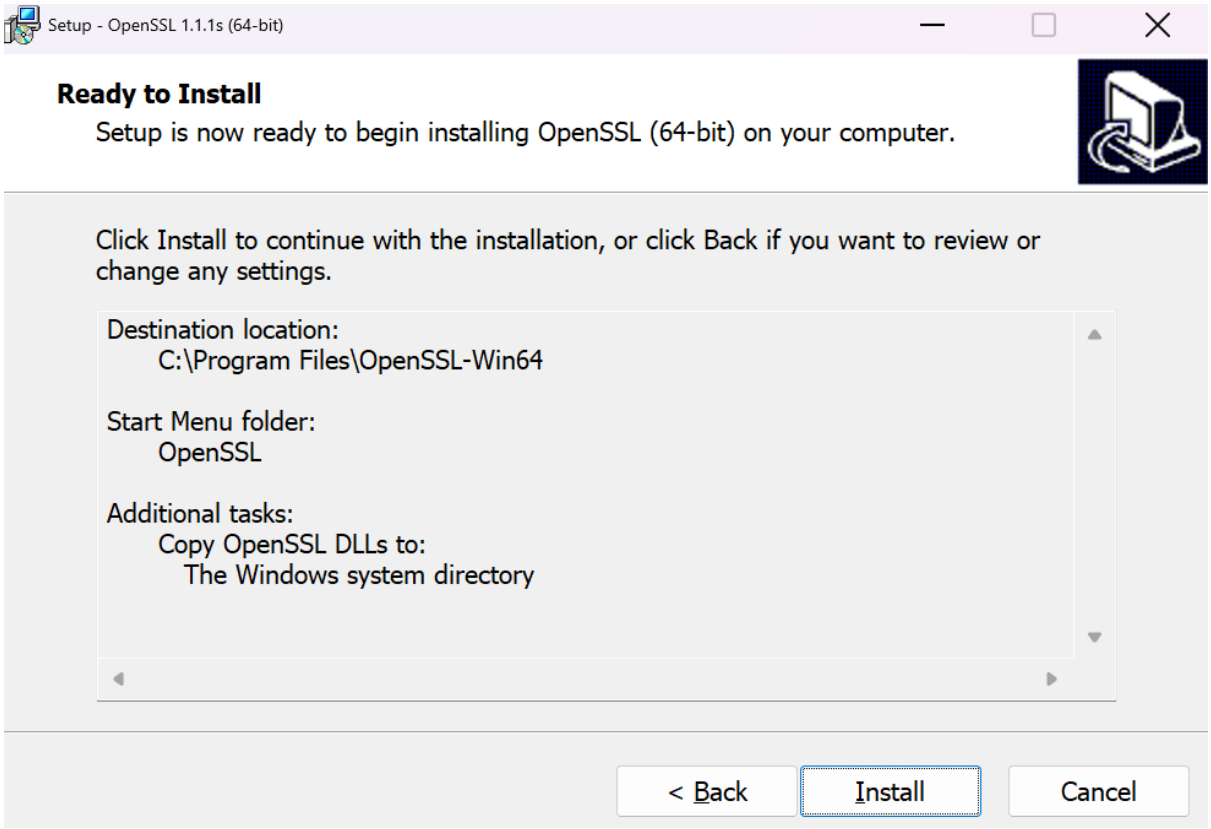

facebook-unity-sdk-15.1.0
All
None
Editor
DisableBitcode.cs
New
ExternalDependencyManager
Editor
CHANGELOG.md
New
external-dependency-manager_versi
New
2.
Google.IOSResolver.dll
New
Google.IOSResolver.dll.mdb
New
Google.JarResolver.dll
New
Google.JarResolver.dll.mdb
New
Google.PackageManagerResolver.dll
New
Google.PackageManagerResolver.dll
New
Google.VersionHandlerImpl.dll
New
Google.VersionHandlerImpl.dll.mdb
New
LICENSE
New
README.md
New
FacebookSDK
Examples
Mobile
AccessTokenMenu.unity
New
AppEvents.unity
New
AppLinks.unity
New
AppRequests.unity
New
Cancel
Import

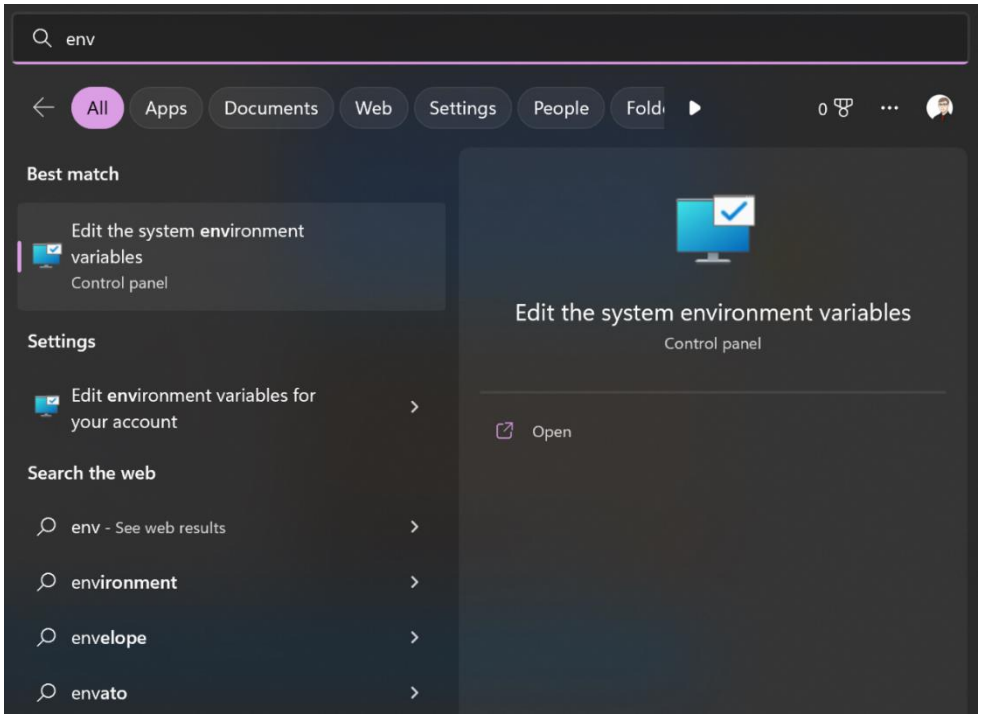

Meta for Developers
https://developers.facebook.com
Meta
Developer Products
Developer Programs
Docs
More
My Apps
Meta Connect 2022 Roundup
See all the newest development announcements and event highlights.
Learn More
Find in page
Highlight All
Match Case
Match Diacritics
Whole Words


Endless Roller - + Add Product
https://developers.facebook.com/apps/1169703296965497/add/
Meta for Developers
Docs
Tools
Support
My Apps
Search developer documentation
Endless Roller
App ID: 1169703296965497
Click to copy
App Mode: Development
Live
App type: Gaming Services
Dashboard
Settings
App Roles
Alerts
App Review
Products
Add Product
Activity Log
Activity Log
Add products to your app
We've streamlined the app creation process by surfacing the products and permissions needed to build the
Facebook Login for Gaming
Add Facebook Login to your game and allow players to choose their own player name and avatar.
Read Docs
Set up
Player Finder
Help players find other people to play with them.
Read Docs
Set up


Inspector
Facebook Settings (Facebook Settings)
Open
Add the Facebook App Id(s) associated with this game
App #1
App Name:
Endless Roller
Facebook App Id:
1169703296965497
Client Token:
Add Another App Id
FB.Init() Parameters


Win32/Win64 OpenSSL Installer for
https://slproweb.com/products/Win32OpenSSL.html
Win64 OpenSSL v1.1.1u Light
EXE | MSI
3MB Installer
Installs the most commonly used essentials of Win64 OpenSSL v1.1.1u (Recommended for users by the creators of OpenSSL). Only installs on 64-bit versions of Windows. Note that this is a default build of OpenSSL and is subject to local and state laws. More information can be found in the legal agreement of the installation.
Win64 OpenSSL v1.1.1u
EXE | MSI
63MB Installer
Installs Win64 OpenSSL v1.1.1u (Recommended for software developers by the creators of OpenSSL). Only installs on 64-bit versions of Windows. Note that this is a default build of OpenSSL and is subject to local and state laws. More information can be found in the legal agreement of the installation.
Win32 OpenSSL v1.1.1u Light
EXE | MSI
3MB Installer
Installs the most commonly used essentials of Win32 OpenSSL v1.1.1u (Only install this if you need 32-bit OpenSSL for Windows. Note that this is a default build of OpenSSL and is subject to local and state laws. More information can be found in the legal agreement of the installation.
Win32 OpenSSL v1.1.1u
EXE | MSI
54MB Installer
Installs Win32 OpenSSL v1.1.1u (Only install this if you need 32-bit OpenSSL for Windows. Note that this is a default build of OpenSSL and is subject to local and state laws. More information can be found in the legal agreement of the installation.
Donate to Shining Light Productions
Shining Light Productions puts forth a lot of effort into developing Win32/Win64 OpenSSL. As such, if you find it useful, a time-


Setup - OpenSSL 1.1.1s (64-bit)
Ready to Install
Setup is now ready to begin installing OpenSSL (64-bit) on your computer.
Click Install to continue with the installation, or click Back if you want to review or change any settings.
Destination location:
C:\Program Files\OpenSSL-Win64
Start Menu folder:
OpenSSL
Additional tasks:
Copy OpenSSL DLLs to:
The Windows system directory
< Back
Install
Cancel

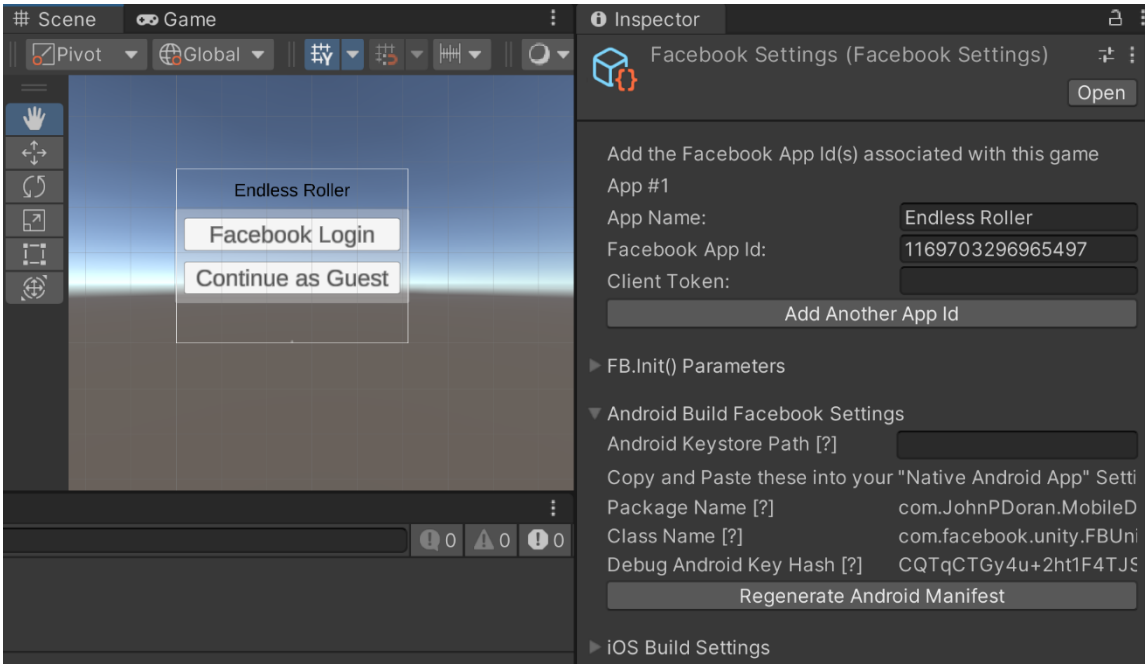

env
All
Apps
Documents
Web
Settings
People
Best match
Edit the system environment variables
Control panel
Settings
Edit environment variables for your account
Search the web
env - See web results
environment
envelope
envato
Edit the system environment variables
Control panel
Open

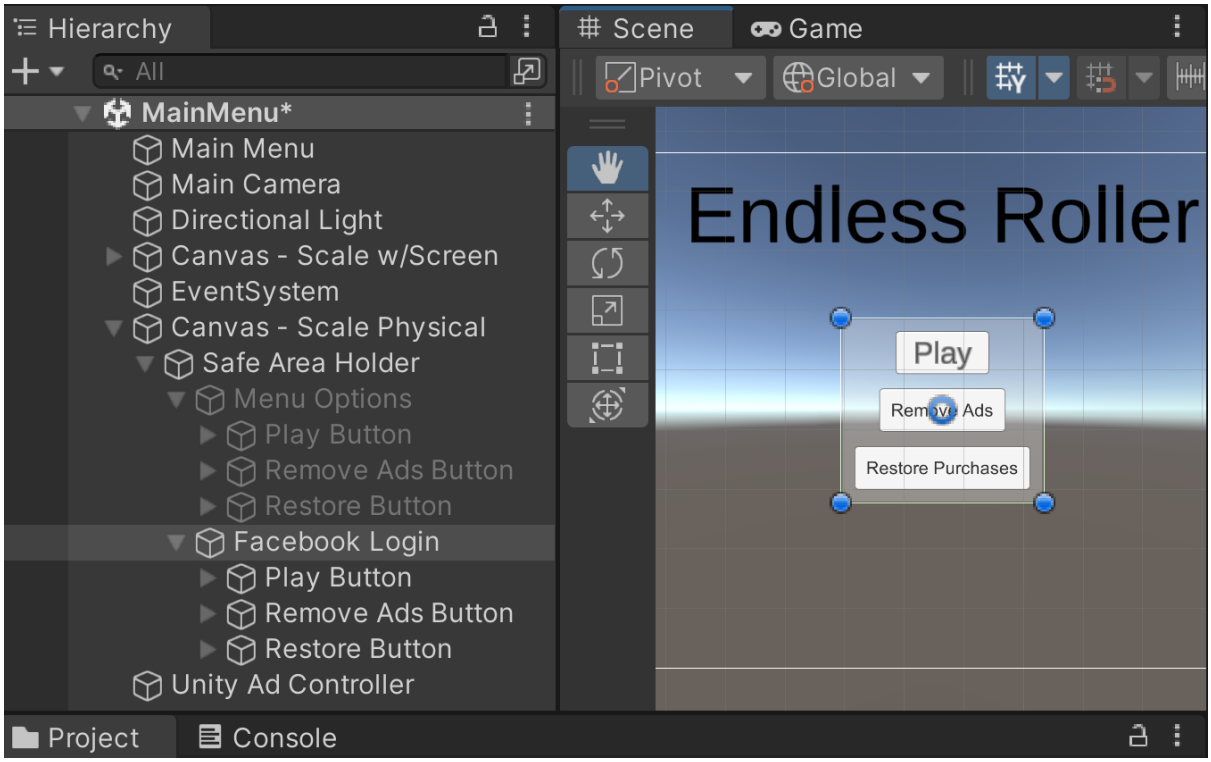
Edit environment variable

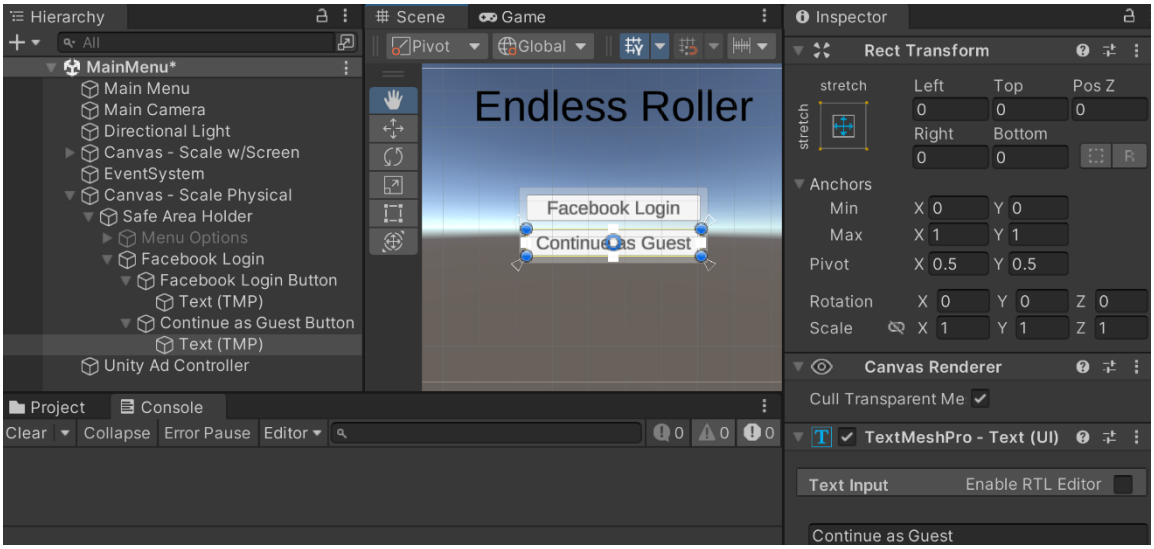
C:\Users\netra\AppData\Local\Programs\Python\Python310\Script...
C:\Users\netra\AppData\Local\Programs\Python\Python310\
C:\Ruby31-x64\bin
%USERPROFILE%\AppData\Local\Microsoft\WindowsApps
C:\Users\netra\AppData\Local\GitHubDesktop\bin
C:\ffmpeg\bin
E:\Original Media Drive\Downloads\Video\yt-dlp_win
%USERPROFILE%\.dotnet\tools
C:\Users\netra\AppData\Roaming\npm
C:\Program Files\OpenSSL-Win64\bin

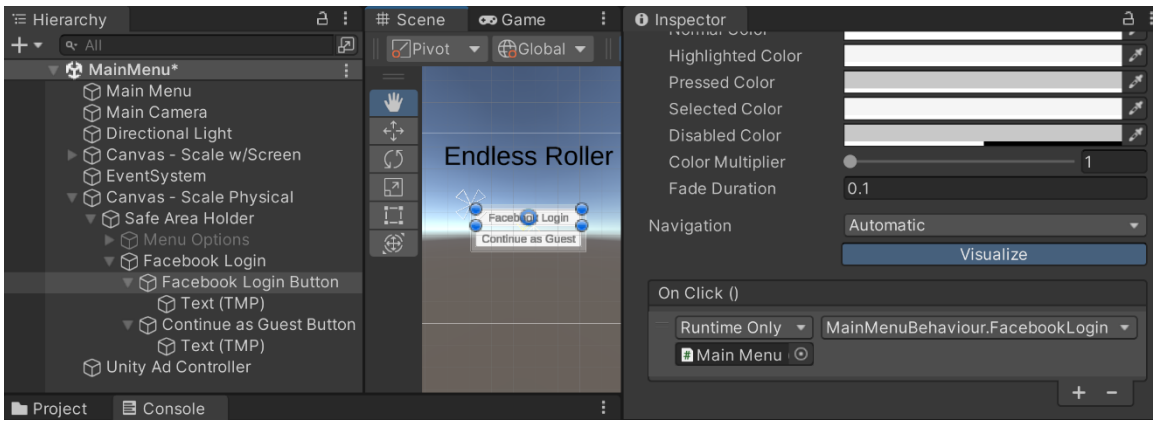
New
Edit
Browse...
Delete
Move Up
Move Down
Edit text...

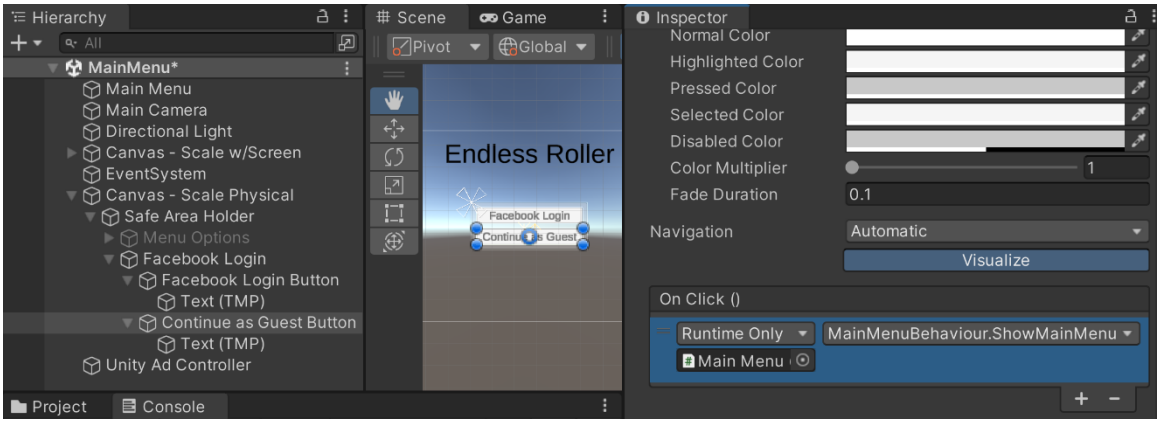
OK
Cancel

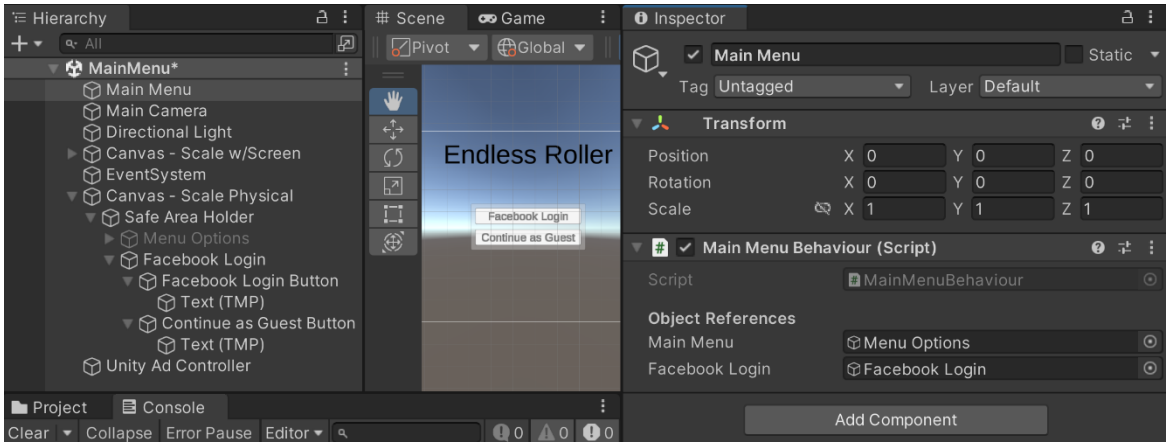


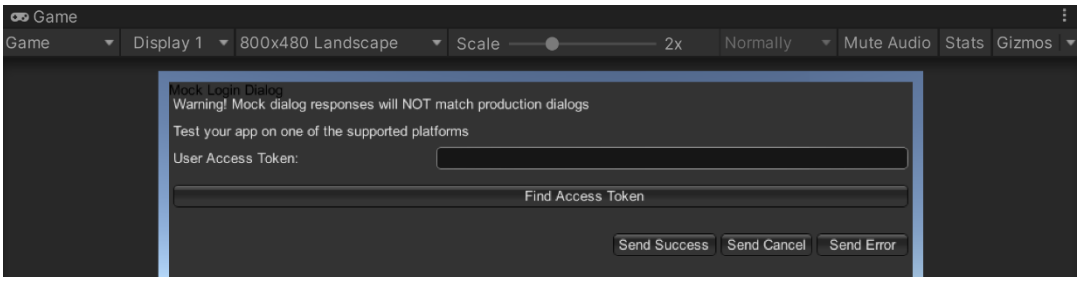

Hierarchy
Scene
Game
All
Pivot
Global
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Safe Area Holder
Menu Options
Play Button
Remove Ads Button
Restore Button
Facebook Login
Play Button
Remove Ads Button
Restore Button
Unity Ad Controller
Endless Roller
Play
Remove Ads
Restore Purchases
Project
Console

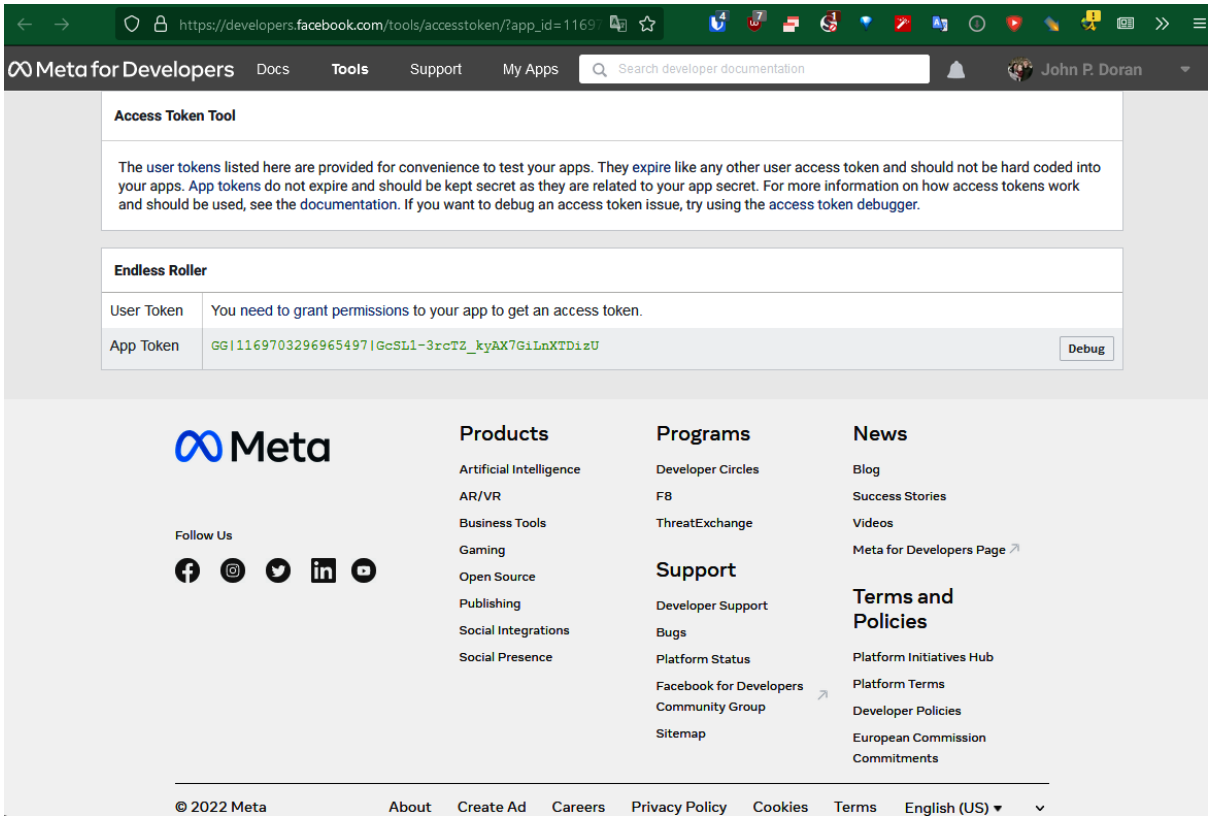

Hierarchy
Scene
Game
Inspector
Rect Transform
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Safe Area Holder
Menu Options
Facebook Login
Facebook Login Button
Text (TMP)
Continue as Guest Button
Text (TMP)
Unity Ad Controller
Endless Roller
Facebook Login
Continue as Guest
Anchors
Pivot
Rotation
Scale
Canvas Renderer
TextMeshPro - Text (UI)
Text Input
Enable RTL Editor
Continue as Guest
Project
Console
Clear
Collapse
Error Pause
Editor

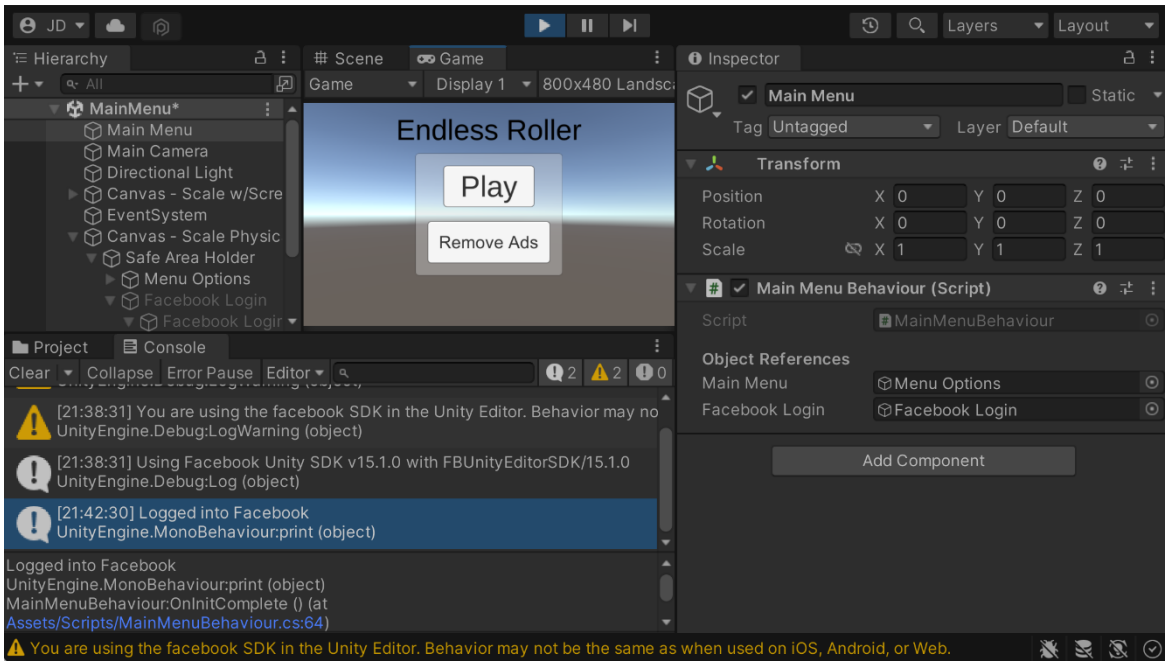

Hierarchy
Scene
Game
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Safe Area Holder
Menu Options
Facebook Login
Facebook Login Button
Text (TMP)
Continue as Guest Button
Text (TMP)
Unity Ad Controller
Endless Roller
Continue as Guest
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
On Click ()
Runtime Only
MainMenuBehaviour.FacebookLogin
Main Menu
Project
Console

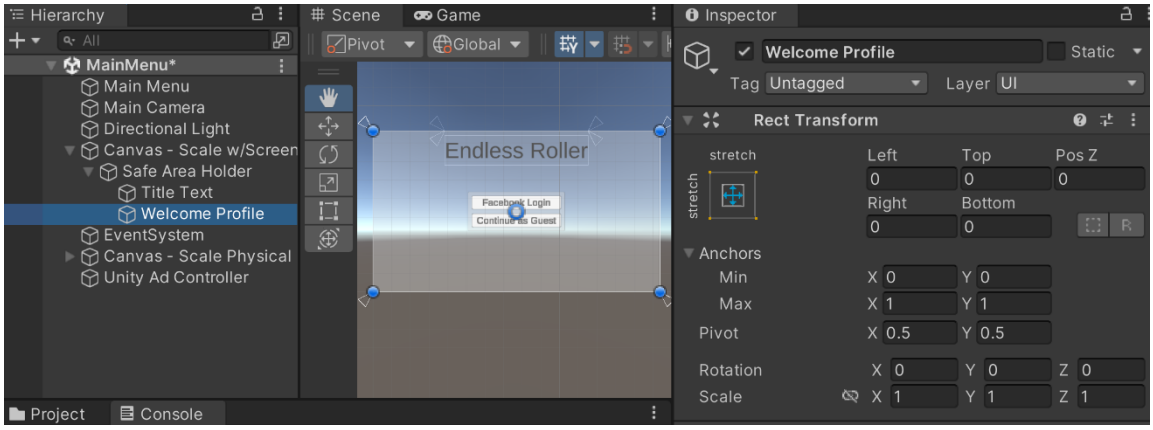

Hierarchy
Scene
Game
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Safe Area Holder
Menu Options
Facebook Login
Facebook Login Button
Text (TMP)
Continue as Guest Button
Text (TMP)
Unity Ad Controller
Pivot
Global
Endless Roller
Facebook Login
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
On Click ()
Runtime Only
MainMenuBehaviour.ShowMainMenu
Main Menu
Project
Console

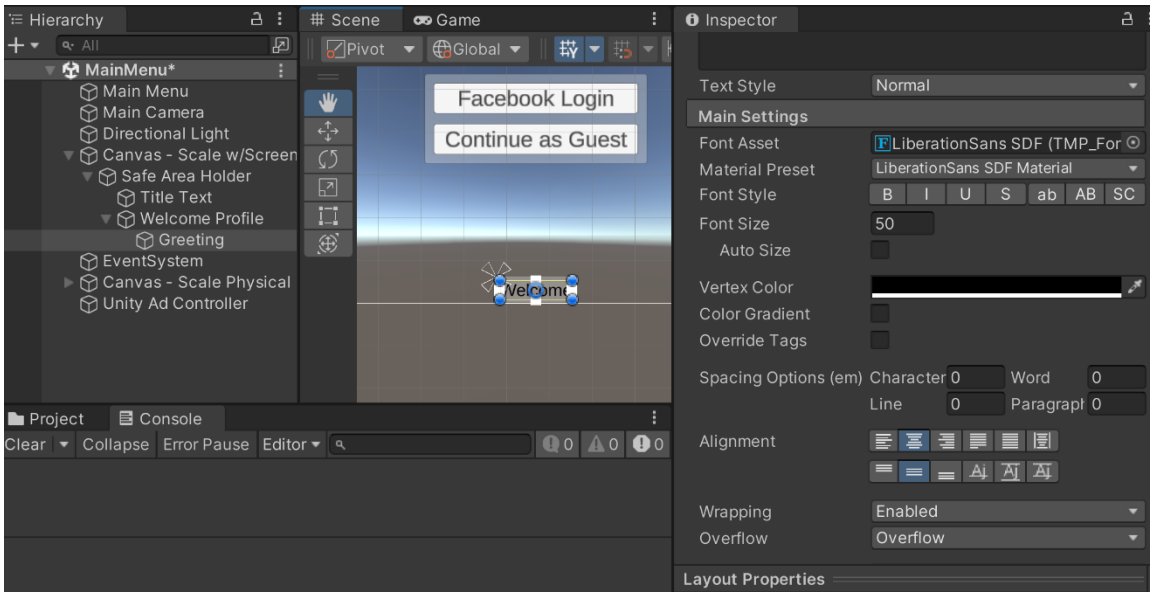

Hierarchy
Scene
Game
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Safe Area Holder
Menu Options
Facebook Login
Facebook Login Button
Text (TMP)
Continue as Guest Button
Text (TMP)
Unity Ad Controller
Pivot
Global
Endless Roller
Facebook Login
Continue as Guest
Main Menu
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Main Menu Behaviour (Script)
Script
MainMenuBehaviour
Object References
Main Menu
Menu Options
Facebook Login
Facebook Login
Add Component
Project
Console
Clear
Collapse
Error Pause
Editor

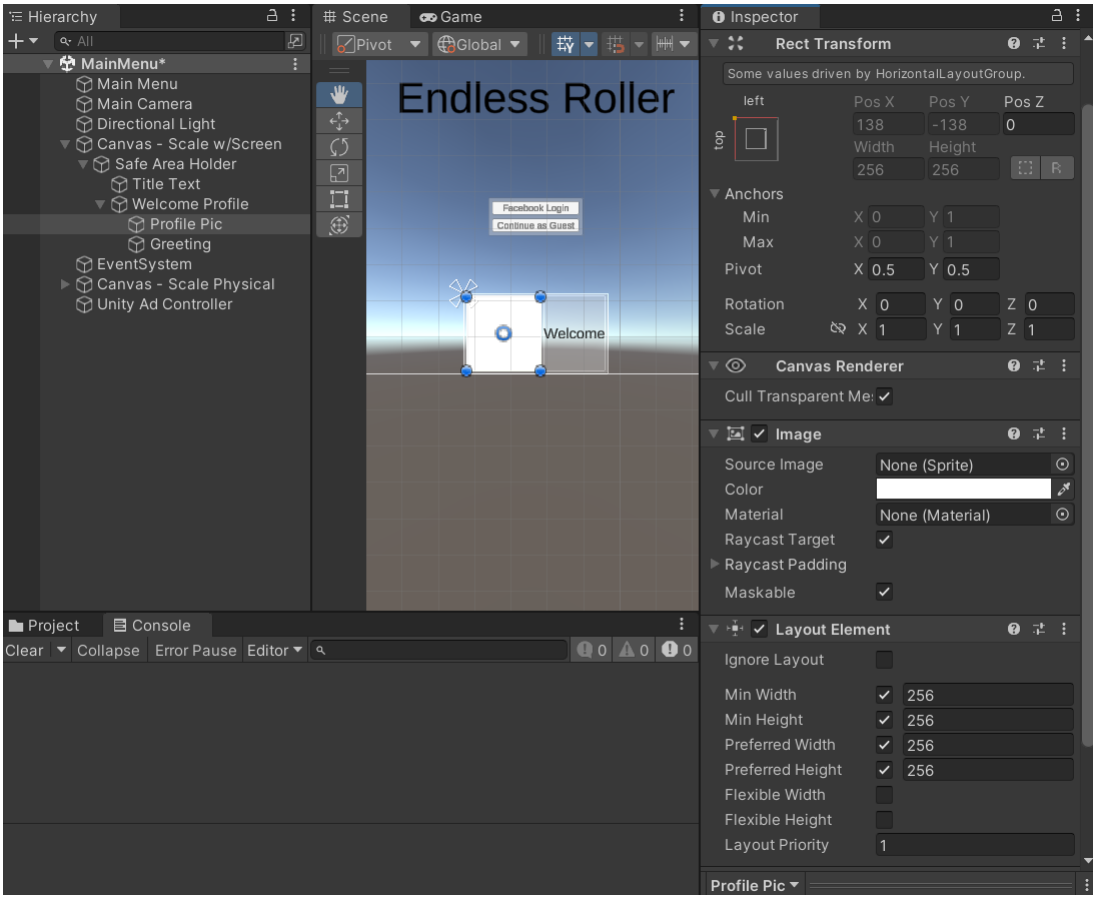

Game
Game
Display 1
800x480 Landscape
Scale
2x
Normally
Mute Audio
Stats
Gizmos
Mock Login Dialog
Warning! Mock dialog responses will NOT match production dialogs
Test your app on one of the supported platforms
User Access Token:
Find Access Token
Send Success
Send Cancel
Send Error


https://developers.facebook.com/tools/accesstoken/?app_id=1169
Meta for Developers
Docs
Tools
Support
My Apps
Search developer documentation
John P. Doran
Access Token Tool
The user tokens listed here are provided for convenience to test your apps. They expire like any other user access token and should not be hard coded into your apps. App tokens do not expire and should be kept secret as they are related to your app secret. For more information on how access tokens work and should be used, see the documentation. If you want to debug an access token issue, try using the access token debugger.
Endless Roller
User Token
You need to grant permissions to your app to get an access token.
App Token
GG|1169703296965497|GcSL1-3rcTZ_kyAX7GiLnXTDizU
Debug
Meta
Follow Us
Products
Artificial Intelligence
AR/VR
Business Tools
Gaming
Open Source
Publishing
Social Integrations
Social Presence
Programs
Developer Circles
F8
ThreatExchange
Support
Developer Support
Bugs
Platform Status
Facebook for Developers Community Group
Sitemap
News
Blog
Success Stories
Videos
Meta for Developers Page
Terms and Policies
Platform Initiatives Hub
Platform Terms
Developer Policies
European Commission Commitments
© 2022 Meta
About
Create Ad
Careers
Privacy Policy
Cookies
Terms
English (US)

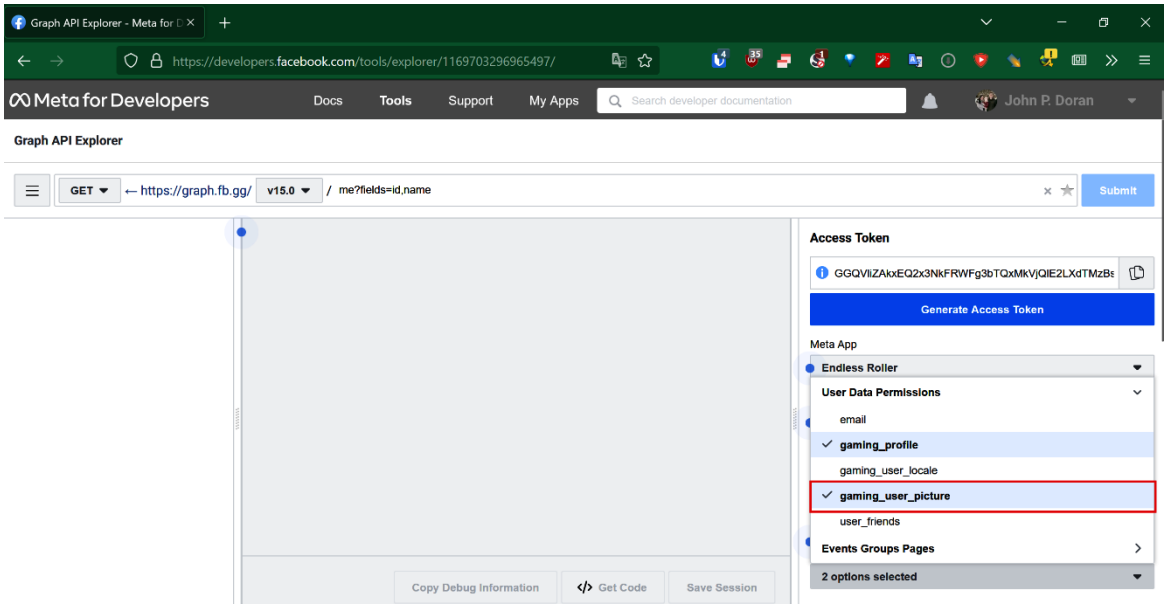

JD
Layers
Layout
Hierarchy
Scene
Game
Inspector
Game
Display 1
800x480 Landsc
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Scre
EventSystem
Canvas - Scale Physic
Safe Area Holder
Menu Options
Facebook Login
Endless Roller
Play
Remove Ads
Main Menu
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Main Menu Behaviour (Script)
Script
MainMenuBehaviour
Object References
Main Menu
Menu Options
Facebook Login
Facebook Login
Add Component
Project
Console
Clear
Collapse
Error Pause
Editor
[21:38:31] You are using the facebook SDK in the Unity Editor. Behavior may no
UnityEngine.Debug:LogWarning (object)
[21:38:31] Using Facebook Unity SDK v15.1.0 with FBUnityEditorSDK/15.1.0
UnityEngine.Debug:Log (object)
[21:42:30] Logged into Facebook
UnityEngine.MonoBehaviour:print (object)
Logged into Facebook
UnityEngine.MonoBehaviour:print (object)
MainMenuBehaviour:OnInitComplete () (at
Assets/Scripts/MainMenuBehaviour.cs:64)
You are using the facebook SDK in the Unity Editor. Behavior may not be the same as when used on iOS, Android, or Web.

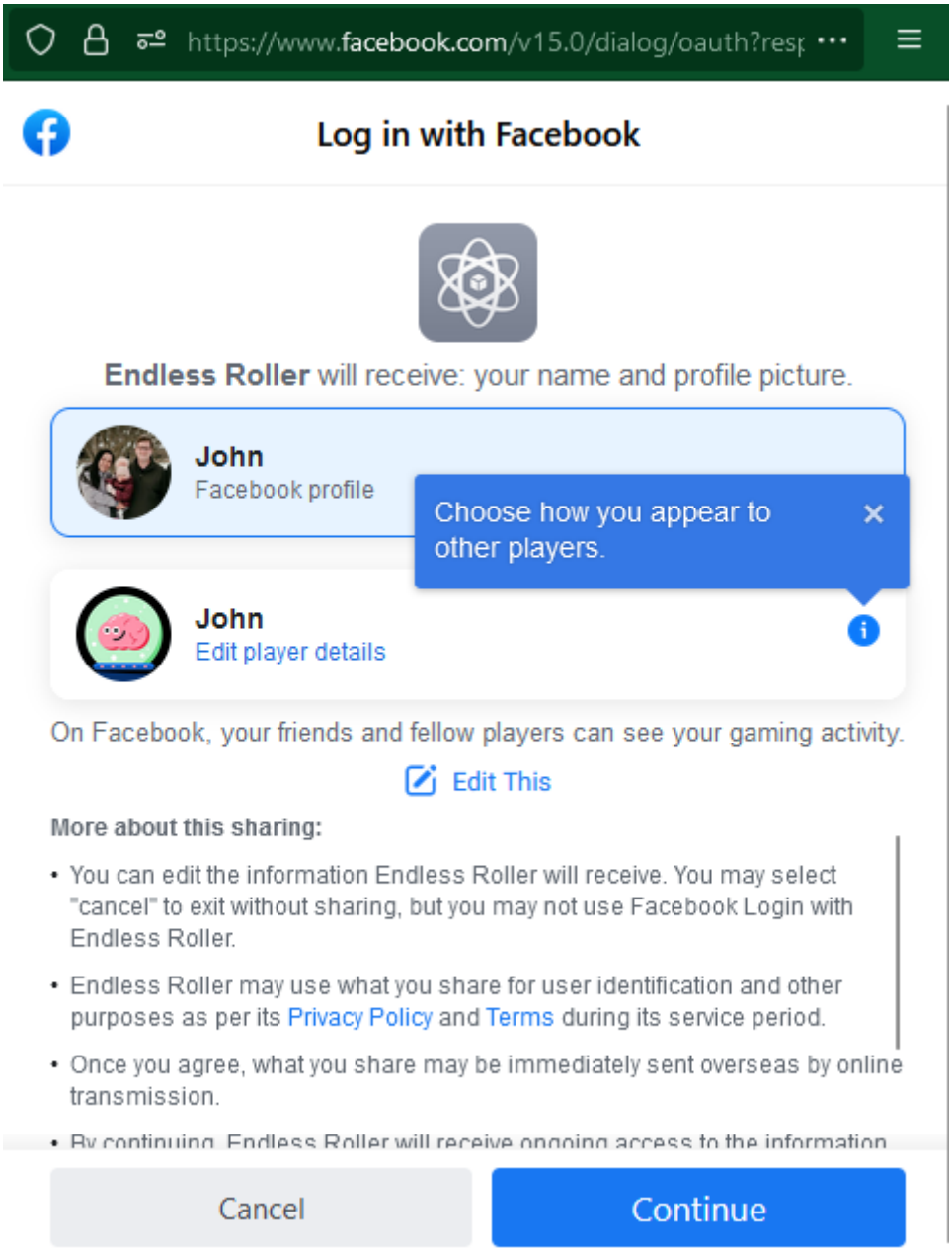

Hierarchy
Scene
Game
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
Safe Area Holder
Title Text
Welcome Profile
EventSystem
Canvas - Scale Physical
Unity Ad Controller
Endless Roller
Welcome Profile
Static
Tag Untagged
Layer UI
Rect Transform
stretch
Left
Top
Pos Z
Right
Bottom
Anchors
Min
Max
Pivot
Rotation
Scale
Project
Console


Hierarchy
Scene
Game
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
Safe Area Holder
Title Text
Welcome Profile
Greeting
EventSystem
Canvas - Scale Physical
Unity Ad Controller
Facebook Login
Continue as Guest
Text Style
Normal
Main Settings
Font Asset
Material Preset
LiberationSans SDF Material
Font Style
Font Size
50
Auto Size
Vertex Color
Color Gradient
Override Tags
Spacing Options (em)
Character
Word
Line
Paragraph
Alignment
Wrapping
Enabled
Overflow
Layout Properties
Project
Console
Clear
Collapse
Error Pause
Editor


Hierarchy
Scene
Game
Inspector
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
Safe Area Holder
Title Text
Welcome Profile
Profile Pic
Greeting
EventSystem
Canvas - Scale Physical
Unity Ad Controller
Endless Roller
Facebook Login
Continue as Guest
Welcome
Rect Transform
Some values driven by HorizontalLayoutGroup.
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Image
Source Image
None (Sprite)
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Layout Element
Ignore Layout
Min Width
Min Height
Preferred Width
Preferred Height
Flexible Width
Flexible Height
Layout Priority
Project
Console
Clear
Collapse
Error Pause
Editor
Profile Pic

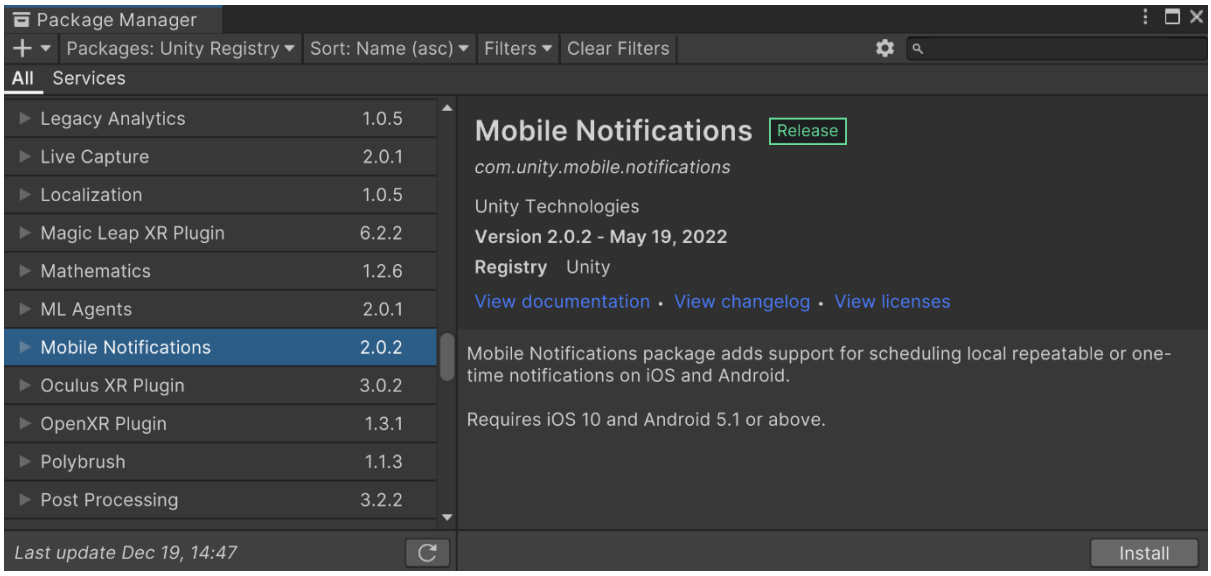
Game
Display 1
1920x1080 Landscape
Scale
0.96x
Normally
Mute Audio
Stats
Gizmos
Endless Roller
Play
Remove Ads
Hello, John!
Logged into Facebook

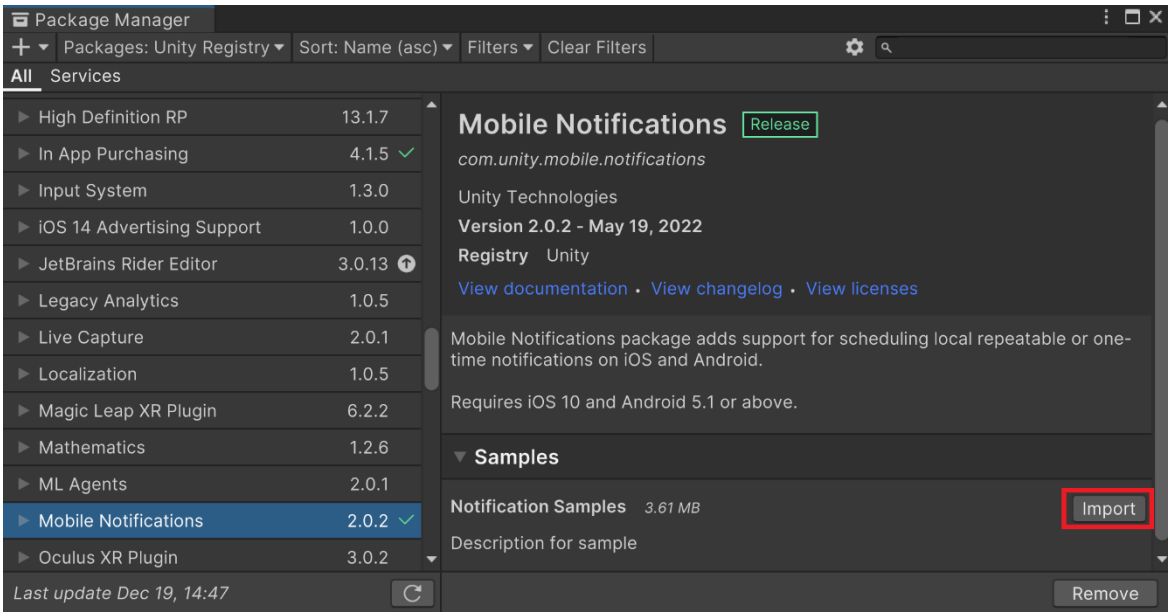

Graph API Explorer - Meta for D
https://developers.facebook.com/tools/explorer/1169703296965497/
Meta for Developers
Docs
Tools
Support
My Apps
Search developer documentation
John P. Doran
Graph API Explorer
GET
https://graph.fb.gg/
v15.0
me?fields=id,name
Submit
Access Token
GGQVlIZAkxEQ2x3NkFRWFg3bTQxMkVjQlE2LXdTMzBs
Generate Access Token
Meta App
Endless Roller
User Data Permissions
email
gaming_profile
gaming_user_locale
gaming_user_picture
user_friends
Events Groups Pages
2 options selected
Copy Debug Information
Get Code
Save Session

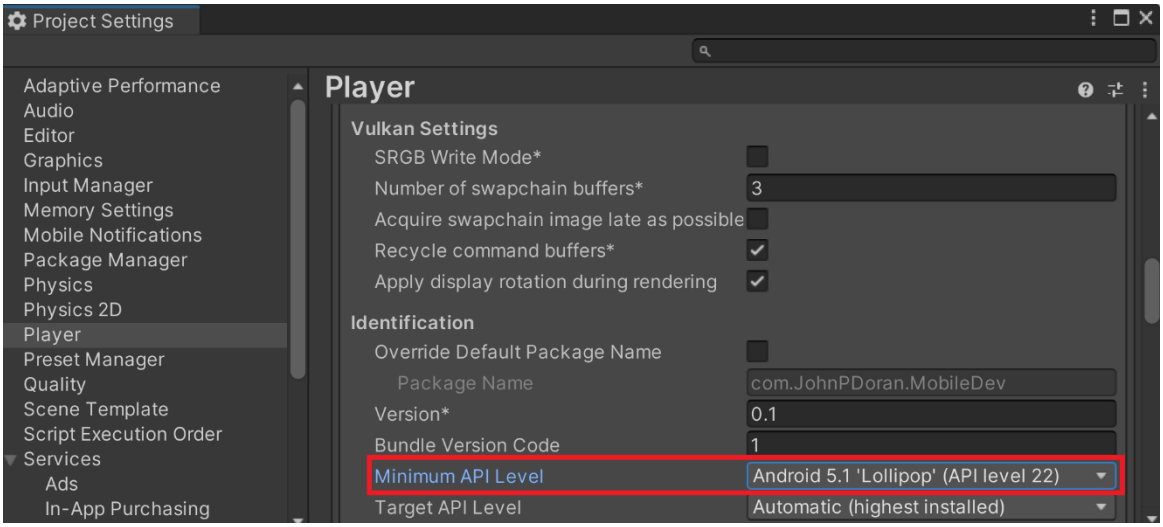

https://www.facebook.com/v15.0/dialog/oauth?resp
Log in with Facebook
Endless Roller will receive: your name and profile picture.
John
Facebook profile
Choose how you appear to other players.
John
Edit player details
On Facebook, your friends and fellow players can see your gaming activity.
Edit This
More about this sharing:
• You can edit the information Endless Roller will receive. You may select "cancel" to exit without sharing, but you may not use Facebook Login with Endless Roller.
• Endless Roller may use what you share for user identification and other purposes as per its Privacy Policy and Terms during its service period.
• Once you agree, what you share may be immediately sent overseas by online transmission.
Cancel
Continue

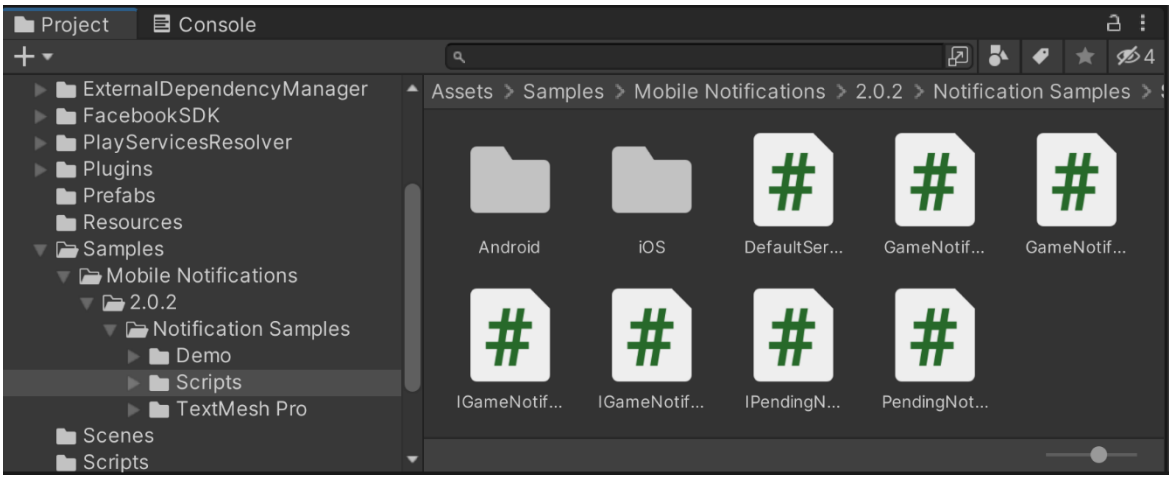
JD
Layers
Layout
Game
Game
Display 1
1920x1080 Landscape
Scale
0.96x
Normally
Mute Audio
Stats
Gizmos
Endless Roller
Play
Remove Ads
Hello, John!
Logged into Facebook

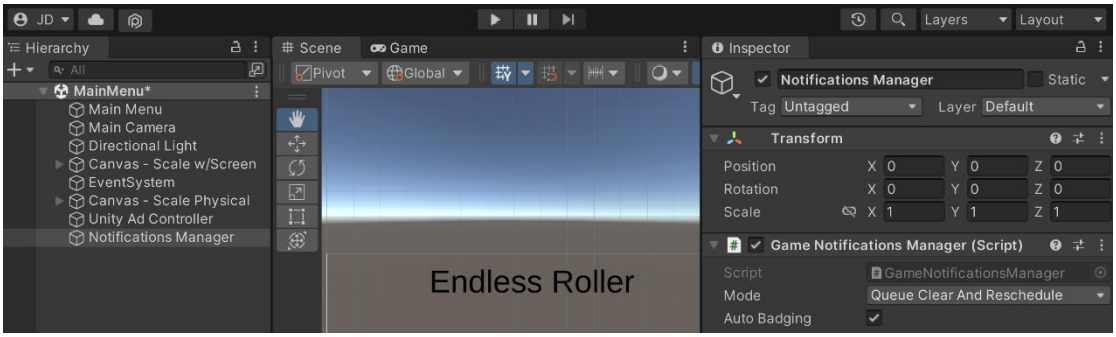
Chapter 09: Keeping Players Involved with Notifications

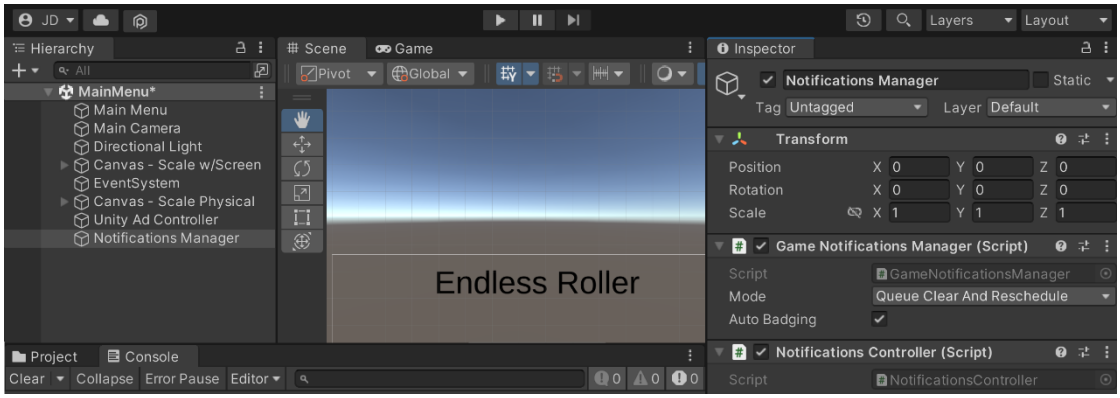




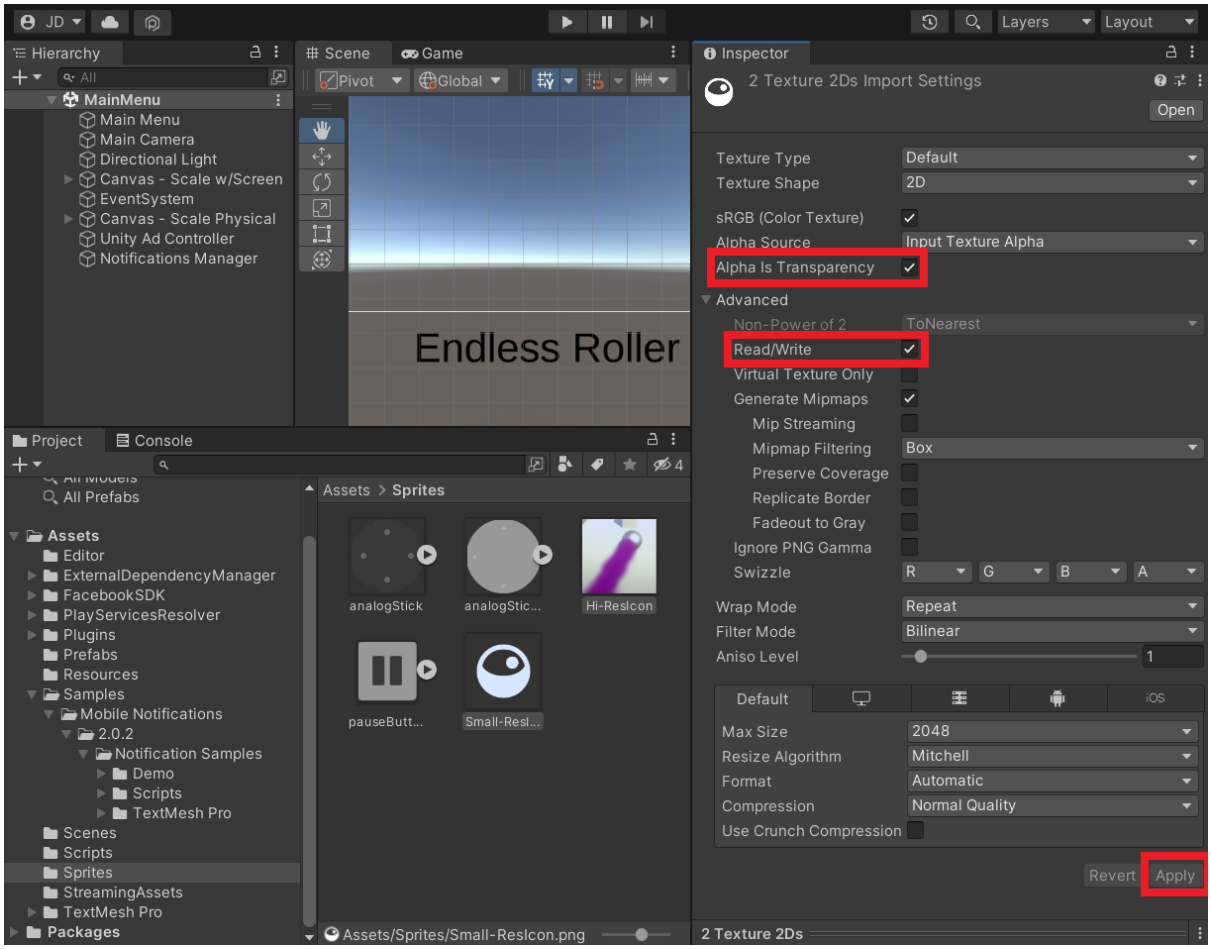

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Mobile Notifications
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Ads
In-App Purchasing
Player
Vulkan Settings
SRGB Write Mode*
Number of swapchain buffers*
3
Acquire swapchain image late as possible
Recycle command buffers*
Apply display rotation during rendering
Identification
Override Default Package Name
Package Name
com.JohnPDoran.MobileDev
Version*
0.1
Bundle Version Code
1
Minimum API Level
Android 5.1 'Lollipop' (API level 22)
Target API Level
Automatic (highest installed)

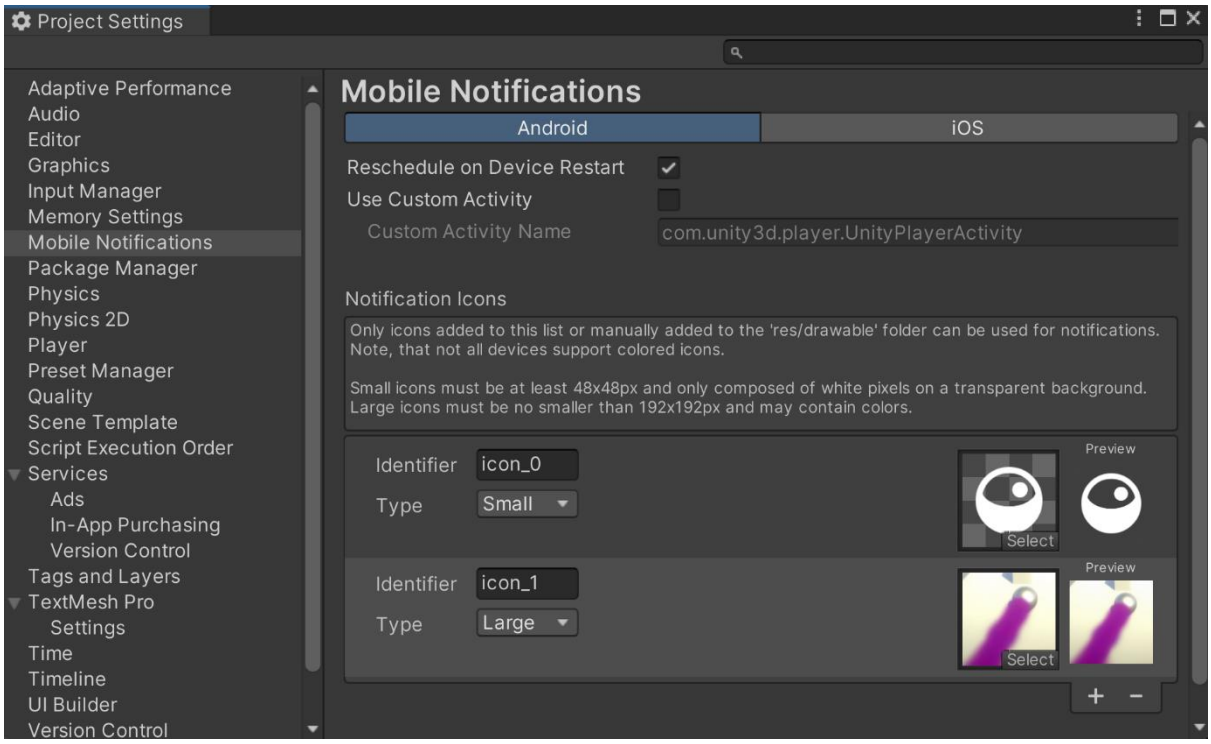

Project
Console
ExternalDependencyManager
FacebookSDK
PlayServicesResolver
Plugins
Prefabs
Resources
Samples
Mobile Notifications
2.0.2
Notification Samples
Demo
Scripts
TextMesh Pro
Scenes
Scripts
Assets > Samples > Mobile Notifications > 2.0.2 > Notification Samples
Android
iOS
DefaultSer...
GameNotif...
GameNotif...
IGameNotif...
IGameNotif...
IPendingN...
PendingNot...


Hierarchy
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Unity Ad Controller
Notifications Manager
Scene
Game
Endless Roller
Inspector
Notifications Manager
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Game Notifications Manager (Script)
Script GameNotificationsManager
Mode Queue Clear And Reschedule
Auto Badging

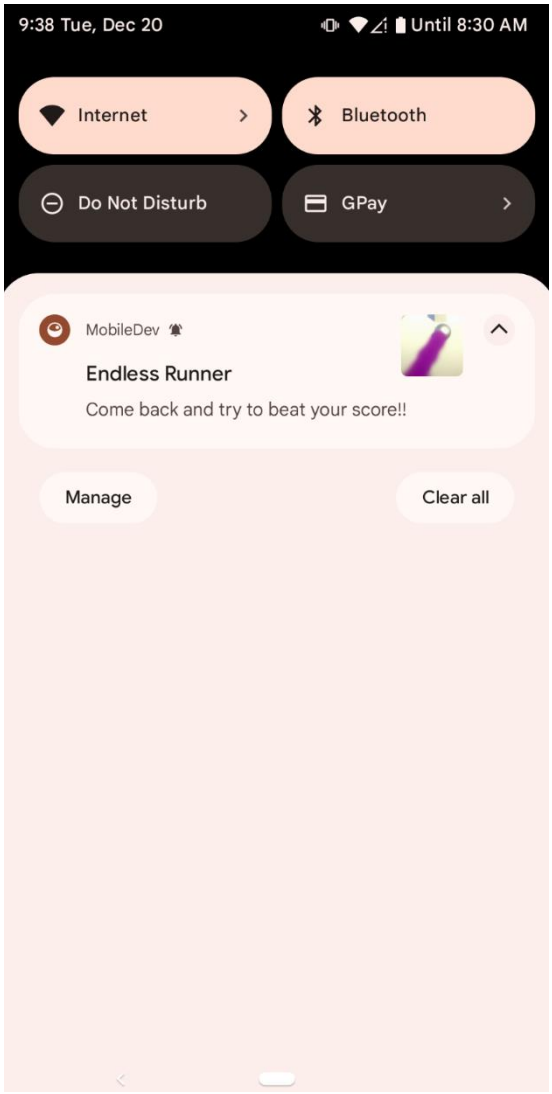

JD
Layers
Layout
Hierarchy
All
MainMenu*
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Unity Ad Controller
Notifications Manager
Scene
Game
Pivot
Global
Endless Roller
Inspector
Notifications Manager
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Game Notifications Manager (Script)
Script
GameNotificationsManager
Mode
Queue Clear And Reschedule
Auto Badging
Notifications Controller (Script)
Script
NotificationsController
Project
Console
Clear
Collapse
Error Pause
Editor

MobileDev
Endless Runner
Come back and try to beat your score!!
Unity Rem...

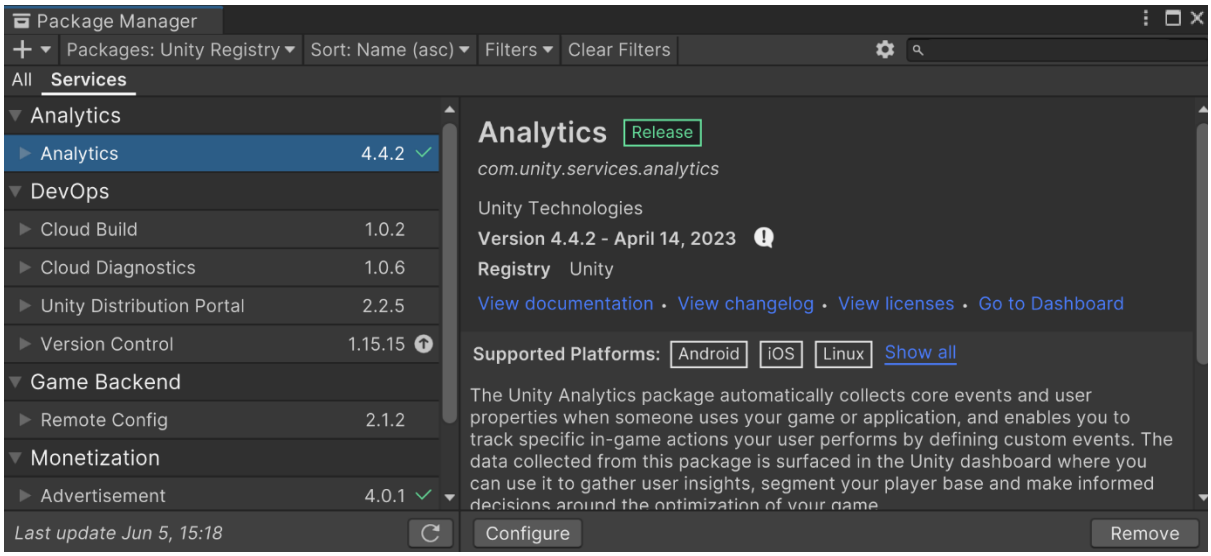

Hierarchy
Scene
Game
Inspector
MainMenu
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Unity Ad Controller
Notifications Manager
Endless Roller
2 Texture 2Ds Import Settings
Open
Texture Type
Default
Texture Shape
2D
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Advanced
Read/Write
Virtual Texture Only
Generate Mipmaps
Mip Streaming
Mipmap Filtering
Box
Preserve Coverage
Replicate Border
Fadeout to Gray
Ignore PNG Gamma
Swizzle
Wrap Mode
Repeat
Filter Mode
Bilinear
Aniso Level
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
Normal Quality
Use Crunch Compression
Revert
Apply
Project
Console
Assets > Sprites
analogStick
Hi-ResIcon
pauseButt...
Small-ResI...
Assets/Sprites/Small-ResIcon.png
2 Texture 2Ds

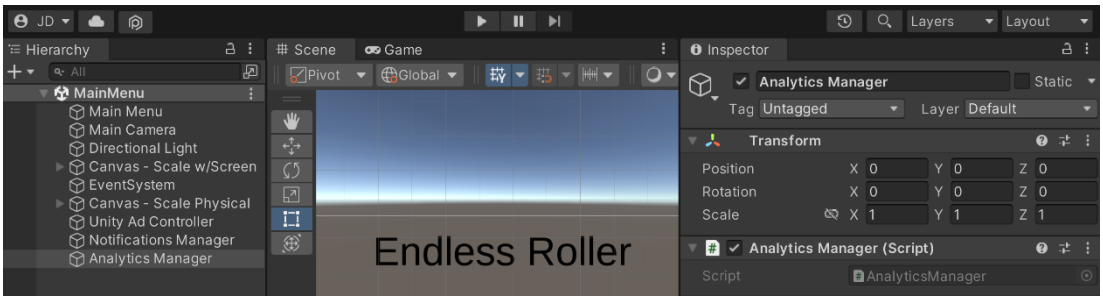

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Mobile Notifications
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Ads
In-App Purchasing
Version Control
Tags and Layers
TextMesh Pro
Settings
Time
Timeline
UI Builder
Version Control
Mobile Notifications
Android
iOS
Reschedule on Device Restart
Use Custom Activity
Custom Activity Name
com.unity3d.player.UnityPlayerActivity
Notification Icons
Only icons added to this list or manually added to the 'res/drawable' folder can be used for notifications.
Note, that not all devices support colored icons.
Small icons must be at least 48x48px and only composed of white pixels on a transparent background.
Large icons must be no smaller than 192x192px and may contain colors.
Identifier
icon_0
Type
Small
Preview
Select
Identifier
icon_1
Type
Large
Preview
Select

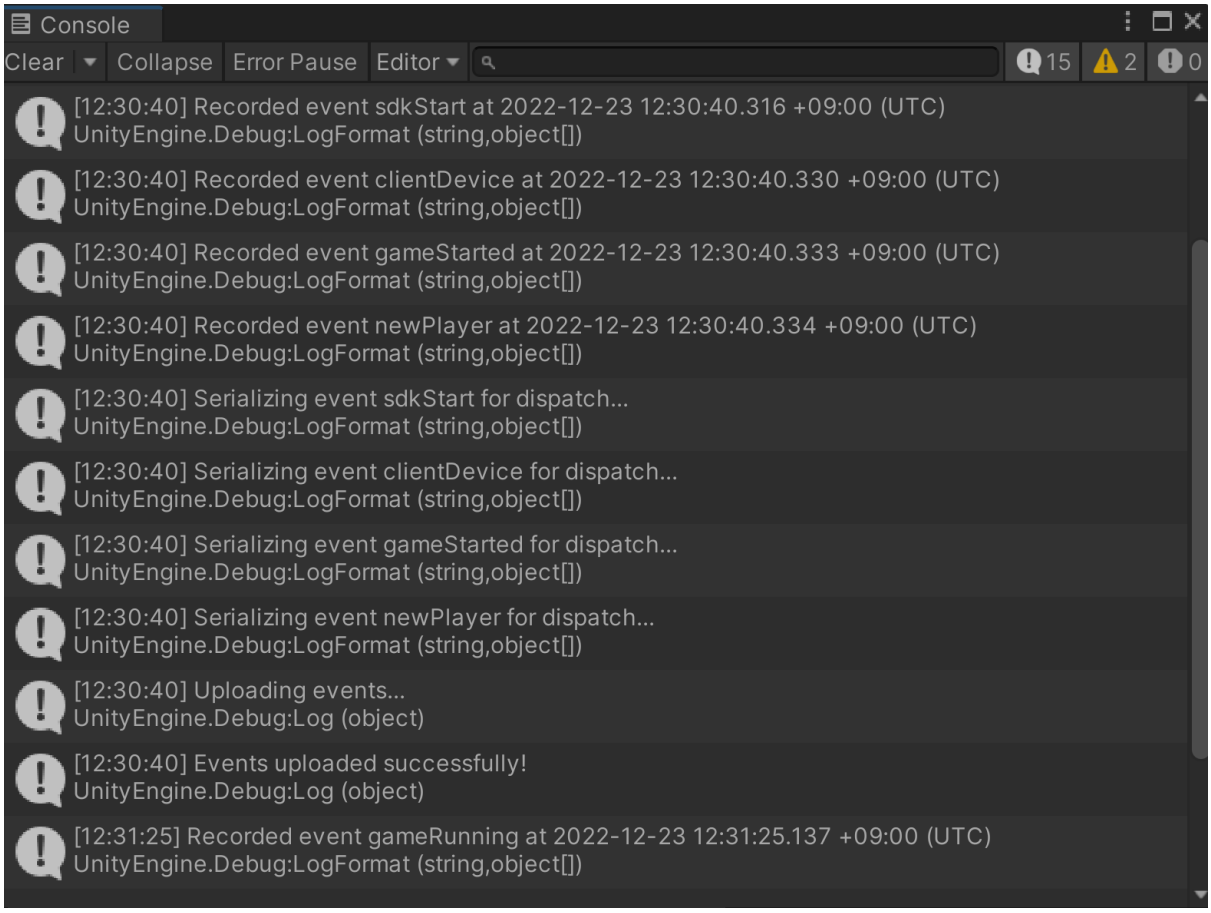
9:38
Tue, Dec 20
23°F

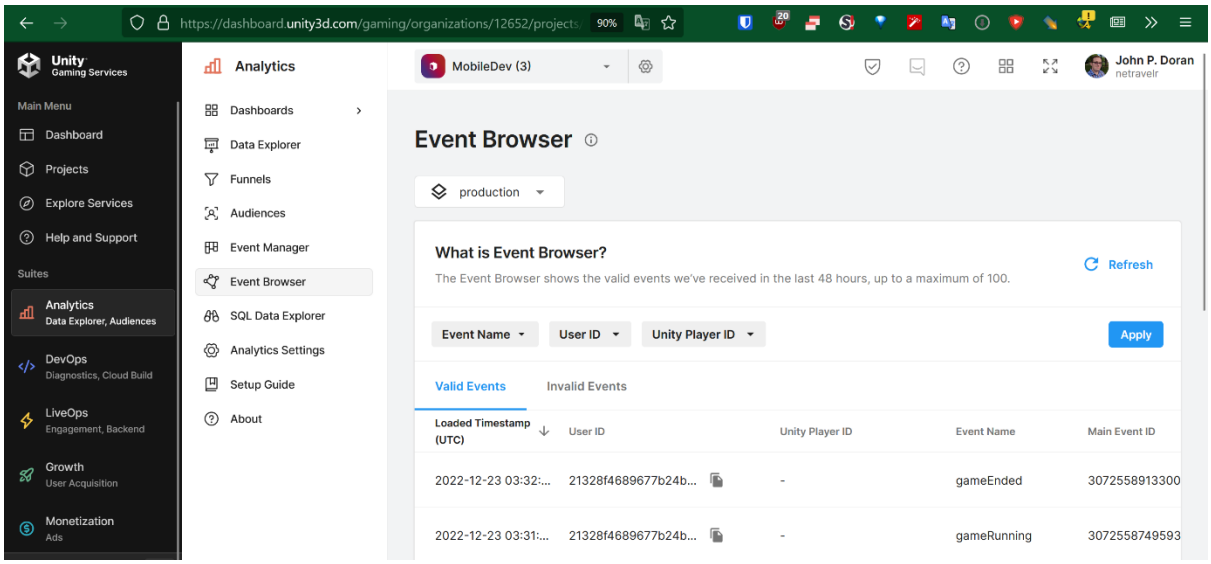

9:38 Tue, Dec 20
Until 8:30 AM
Internet
Bluetooth
Do Not Disturb
GPay
MobileDev
Endless Runner
Come back and try to beat your score!!
Manage
Clear all

Chapter 10: Using Unity Analytics






Console
Clear
Collapse
Error Pause
Editor
15
2
0
[12:30:40] Recorded event sdkStart at 2022-12-23 12:30:40.316 +09:00 (UTC)
UnityEngine.Debug:LogFormat (string,object[])
[12:30:40] Recorded event clientDevice at 2022-12-23 12:30:40.330 +09:00 (UTC)
UnityEngine.Debug:LogFormat (string,object[])
[12:30:40] Recorded event gameStarted at 2022-12-23 12:30:40.333 +09:00 (UTC)
UnityEngine.Debug:LogFormat (string,object[])
[12:30:40] Recorded event newPlayer at 2022-12-23 12:30:40.334 +09:00 (UTC)
UnityEngine.Debug:LogFormat (string,object[])
[12:30:40] Serializing event sdkStart for dispatch...
UnityEngine.Debug:LogFormat (string,object[])
[12:30:40] Serializing event clientDevice for dispatch...
UnityEngine.Debug:LogFormat (string,object[])
[12:30:40] Serializing event gameStarted for dispatch...
UnityEngine.Debug:LogFormat (string,object[])
[12:30:40] Serializing event newPlayer for dispatch...
UnityEngine.Debug:LogFormat (string,object[])
[12:30:40] Uploading events...
UnityEngine.Debug:Log (object)
[12:30:40] Events uploaded successfully!
UnityEngine.Debug:Log (object)
[12:31:25] Recorded event gameRunning at 2022-12-23 12:31:25.137 +09:00 (UTC)
UnityEngine.Debug:LogFormat (string,object[])


https://dashboard.unity3d.com/gaming/organizations/12652/projects
Unity Gaming Services
Main Menu
Dashboard
Projects
Explore Services
Help and Support
Suites
Analytics
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Growth
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Monetization
Ads
Analytics
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Event Browser
SQL Data Explorer
Analytics Settings
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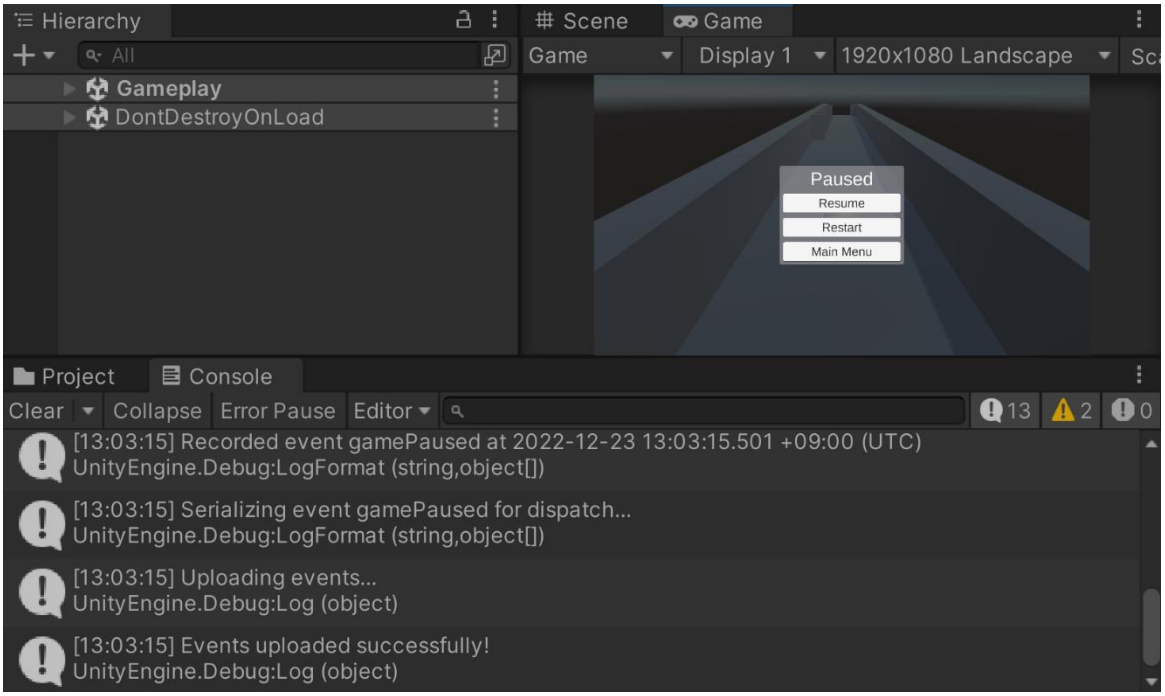
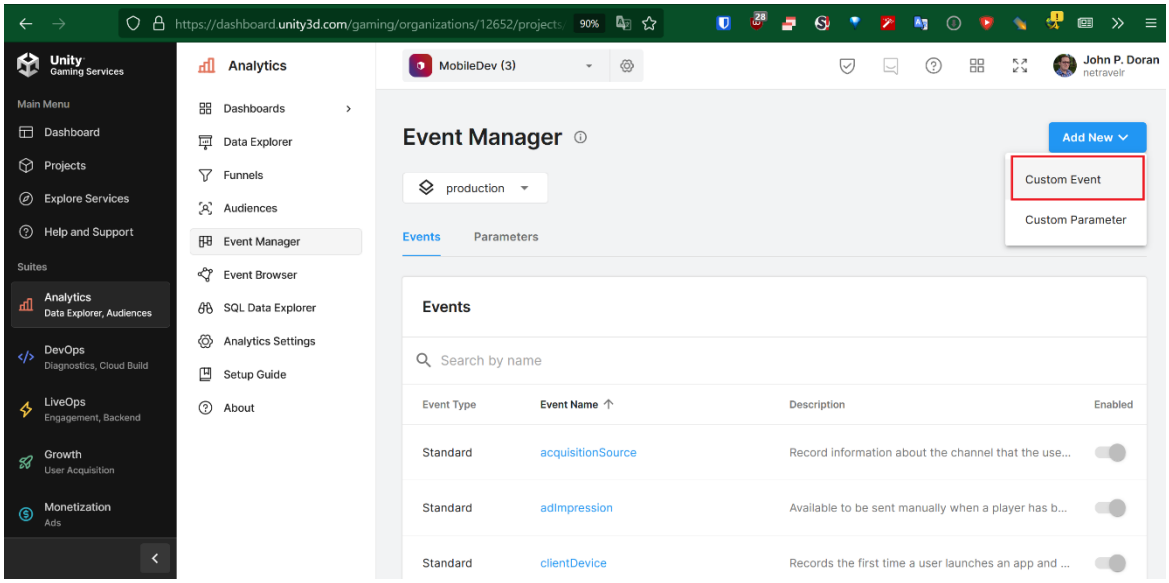
John P. Doran
netravelr
Event Browser
production
What is Event Browser?
The Event Browser shows the valid events we've received in the last 48 hours, up to a maximum of 100.
Refresh
Event Name
User ID
Unity Player ID
Apply
Valid Events
Invalid Events
Loaded Timestamp (UTC)
User ID
Unity Player ID
Event Name
Main Event ID
2022-12-23 03:32:...
21328f4689677b24b...
-
gameEnded
3072558913300
2022-12-23 03:31:...
21328f4689677b24b...
-
gameRunning
3072558749593


Hierarchy
Scene
Game
All
Gameplay
DontDestroyOnLoad
Game
Display 1
1920x1080 Landscape
Paused
Resume
Restart
Main Menu
Project
Console
Clear
Collapse
Error Pause
Editor
13
2
0
[13:03:15] Recorded event gamePaused at 2022-12-23 13:03:15.501 +09:00 (UTC)
UnityEngine.Debug:LogFormat (string,object[])
[13:03:15] Serializing event gamePaused for dispatch...
UnityEngine.Debug:LogFormat (string,object[])
[13:03:15] Uploading events...
UnityEngine.Debug:Log (object)
[13:03:15] Events uploaded successfully!
UnityEngine.Debug:Log (object)


https://dashboard.unity3d.com/gaming/organizations/12652/projects
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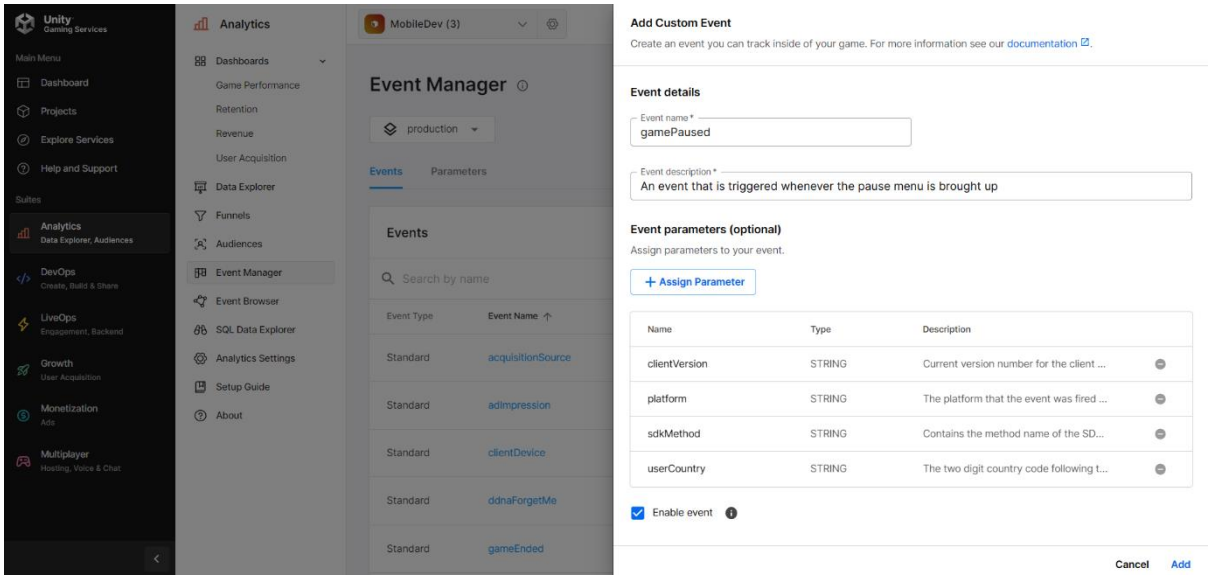
production
Add New
Custom Event
Custom Parameter
Events
Parameters
Events
Search by name
Event Type
Event Name
Description
Enabled
Standard
acquisitionSource
Record information about the channel that the use...
Standard
adImpression
Available to be sent manually when a player has b...
Standard
clientDevice
Records the first time a user launches an app and ...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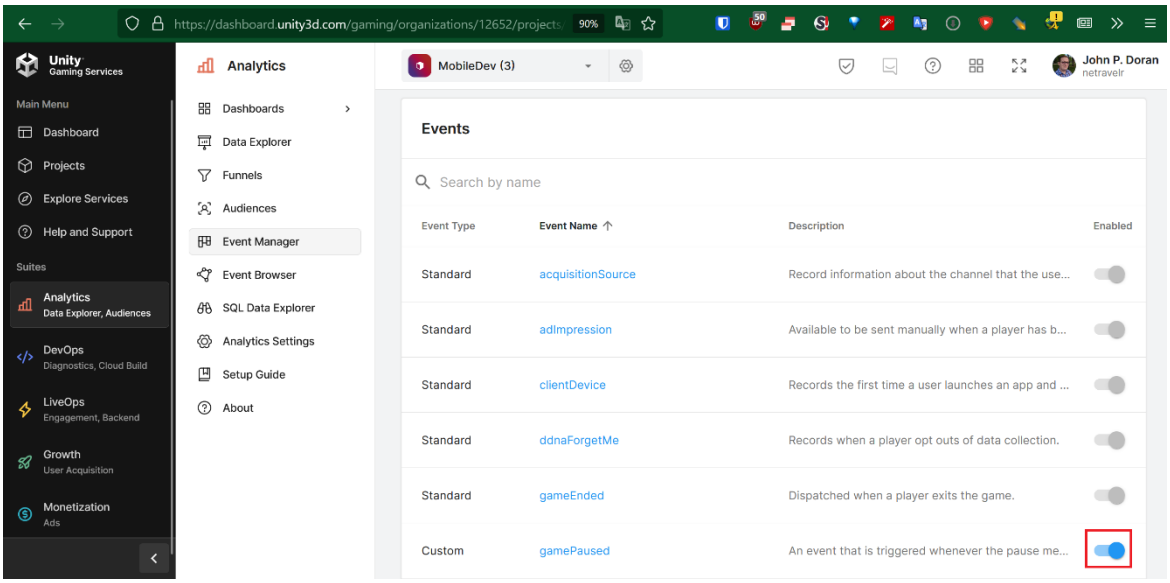
Events
Parameters
Events
Search by name
Event Type
Event Name
Standard
acquisitionSource
Standard
adImpression
Standard
clientDevice
Standard
ddnaForgetMe
Standard
gameEnded
Add Custom Event
Create an event you can track inside of your game. For more information see our documentation.
Event details
Event name*
gamePaused
Event description*
An event that is triggered whenever the pause menu is brought up
Event parameters (optional)
Assign parameters to your event.
+ Assign Parameter
Name
Type
Description
clientVersion
STRING
Current version number for the client ...
platform
STRING
The platform that the event was fired ...
sdkMethod
STRING
Contains the method name of the SD...
userCountry
STRING
The two digit country code following t...
Enable event
Cancel
Add


https://dashboard.unity3d.com/gaming/organizations/12652/projects
90%
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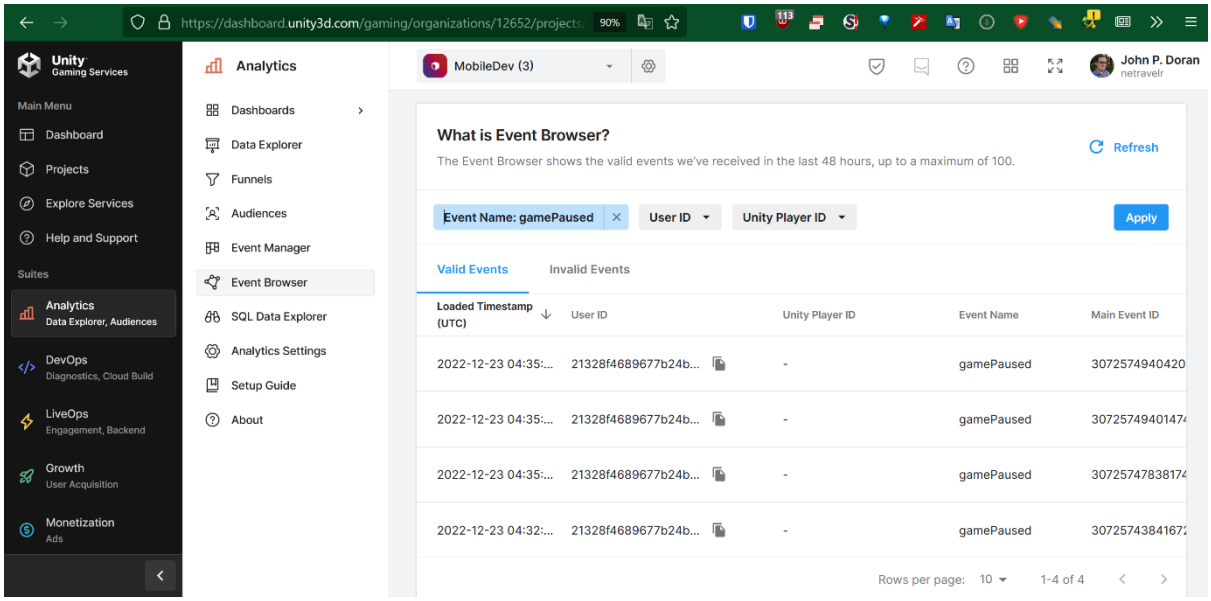
netravelr
Events
Search by name
Event Type
Event Name
Description
Enabled
Standard
acquisitionSource
Record information about the channel that the use...
Standard
adImpression
Available to be sent manually when a player has b...
Standard
clientDevice
Records the first time a user launches an app and ...
Standard
ddnaForgetMe
Records when a player opt outs of data collection.
Standard
gameEnded
Dispatched when a player exits the game.
Custom
gamePaused
An event that is triggered whenever the pause me...


https://dashboard.unity3d.com/gaming/organizations/12652/projects
90%
Unity Gaming Services
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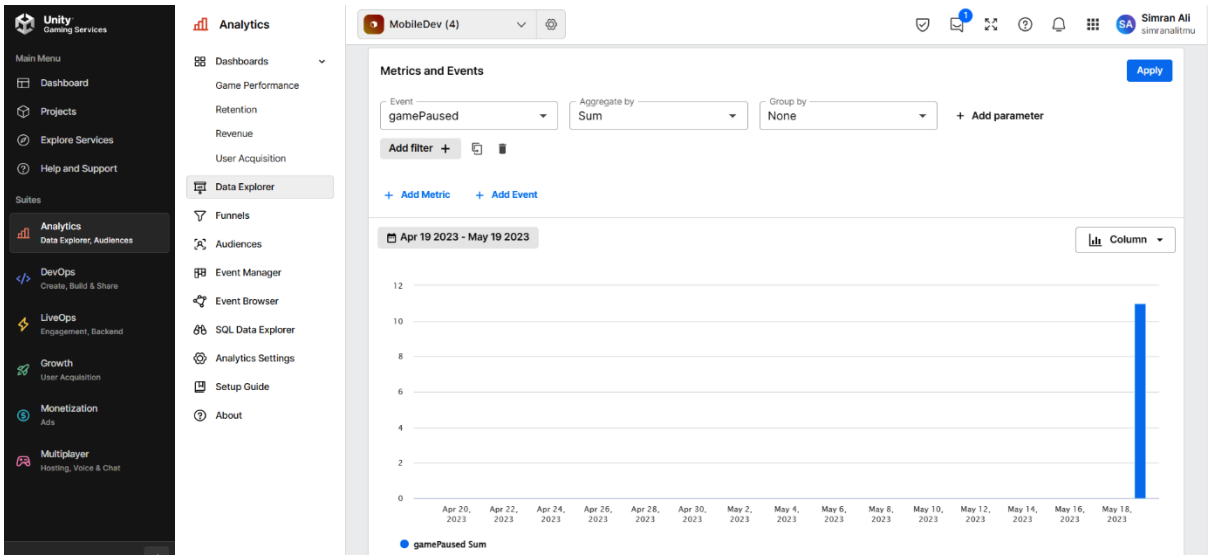
netravelr
What is Event Browser?
The Event Browser shows the valid events we've received in the last 48 hours, up to a maximum of 100.
Refresh
Event Name: gamePaused
User ID
Unity Player ID
Apply
Valid Events
Invalid Events
Loaded Timestamp (UTC)
User ID
Unity Player ID
Event Name
Main Event ID
2022-12-23 04:35:...
21328f4689677b24b...
-
gamePaused
2022-12-23 04:35:...
21328f4689677b24b...
-
gamePaused
2022-12-23 04:35:...
21328f4689677b24b...
-
gamePaused
2022-12-23 04:32:...
21328f4689677b24b...
-
gamePaused
Rows per page: 10
1-4 of 4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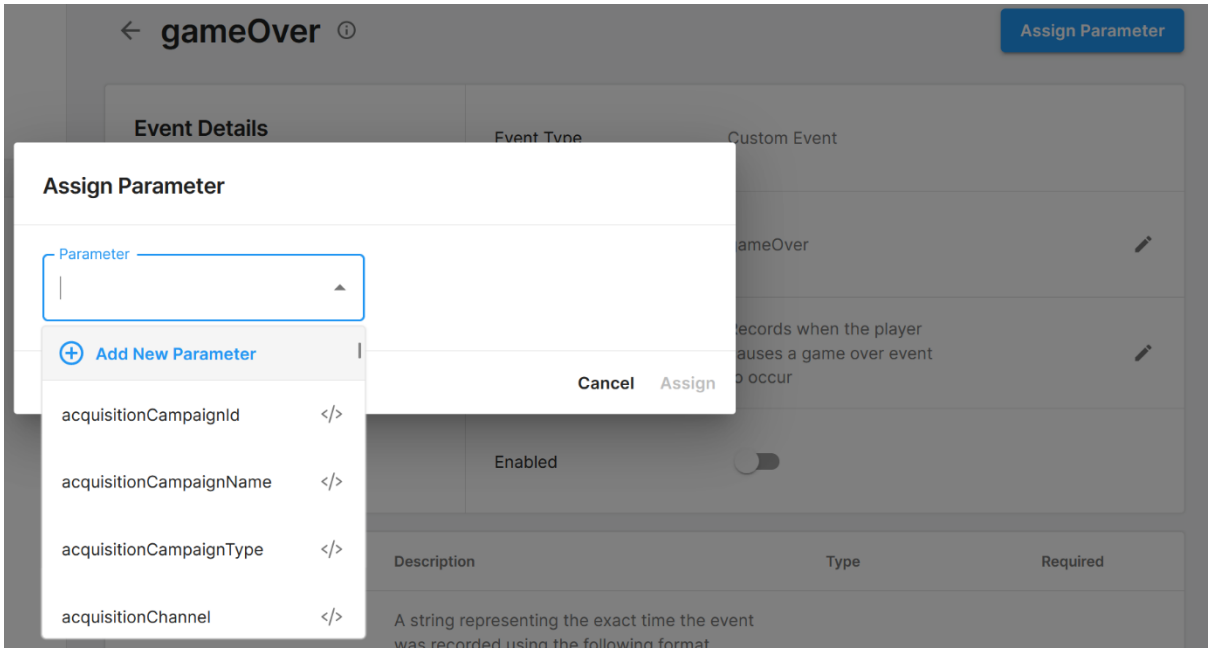
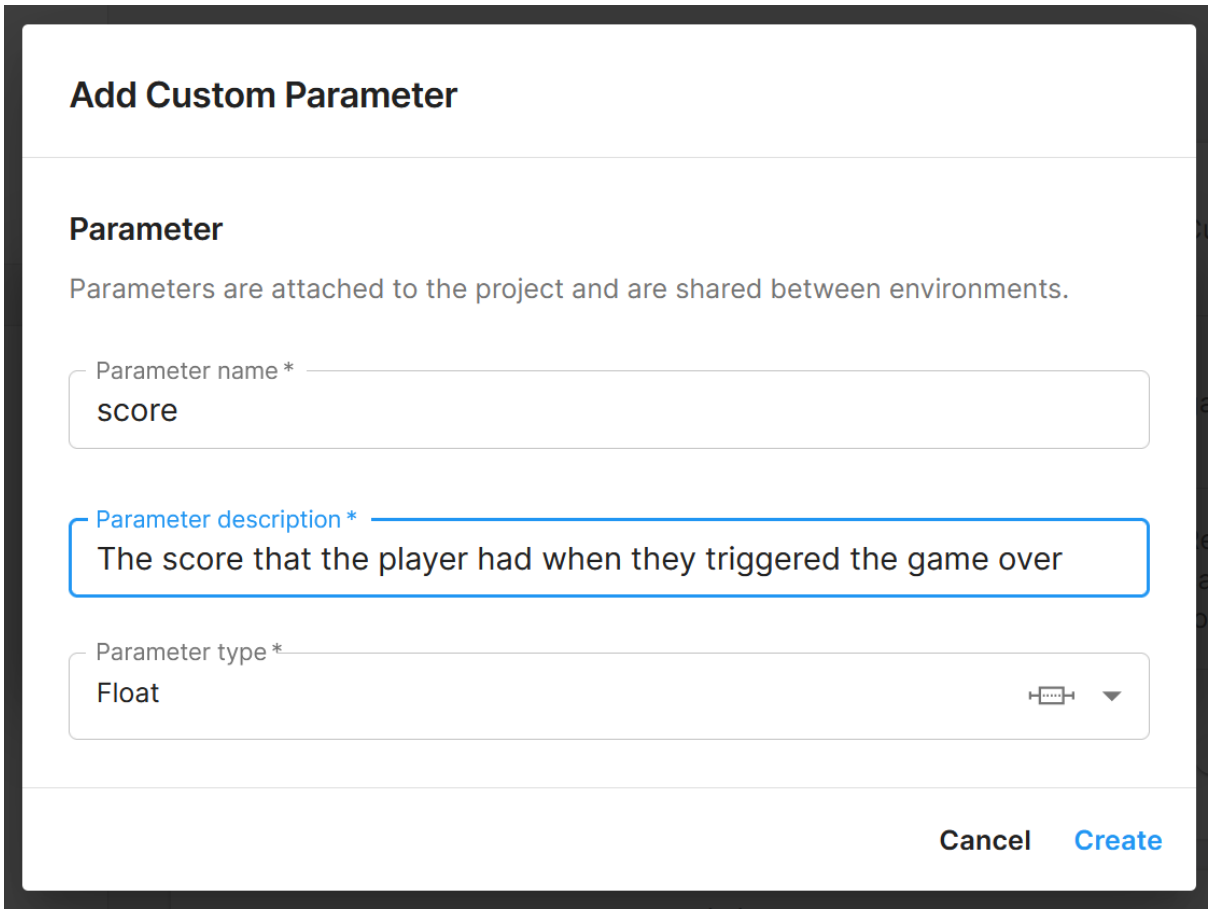
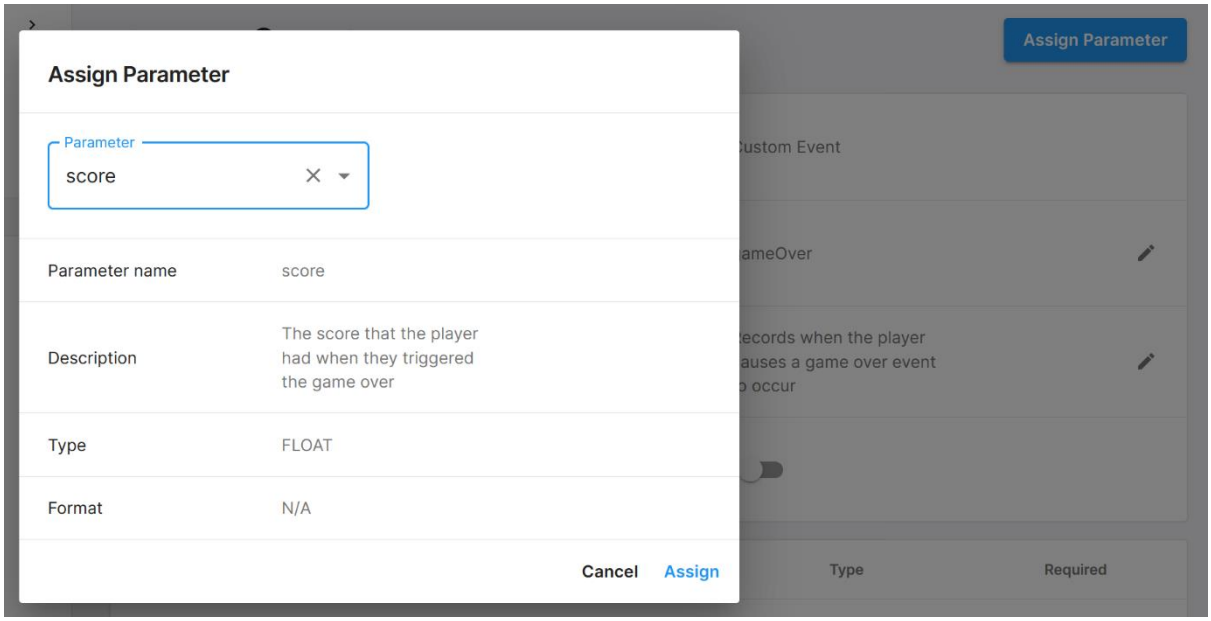
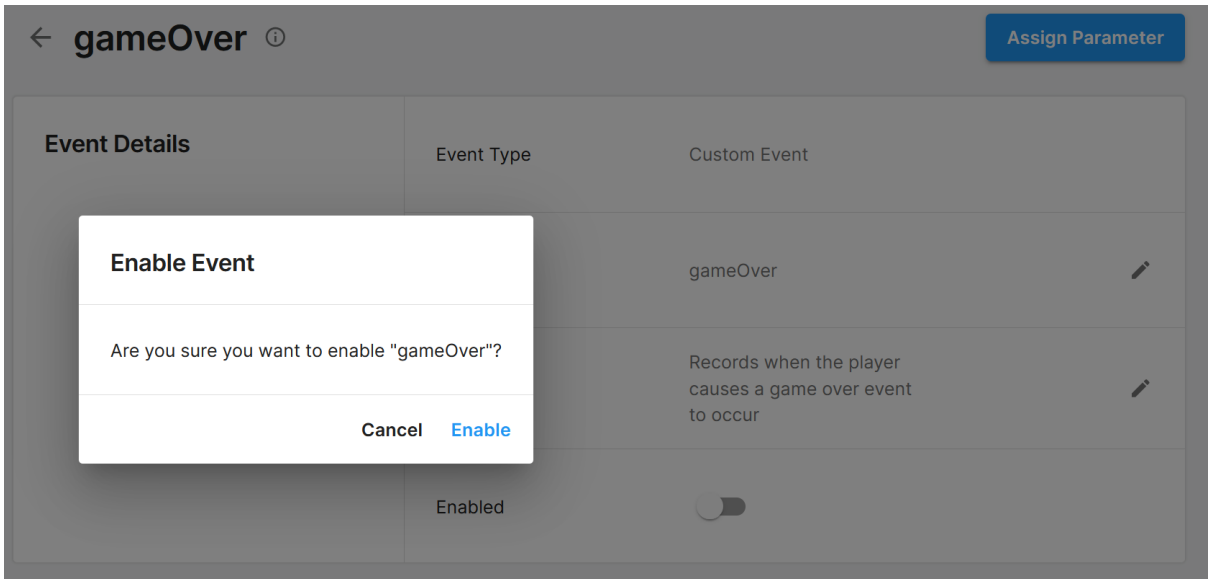
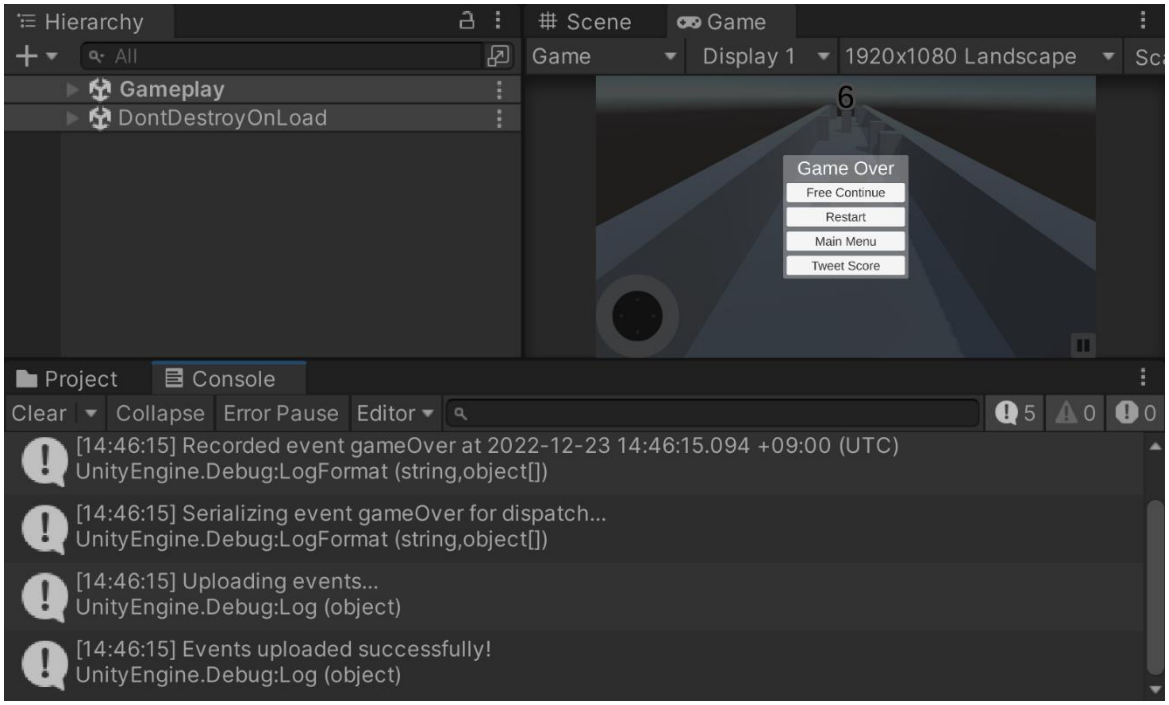
Simran Ali
simranalitmu
Metrics and Events
Apply
Event
gamePaused
Aggregate by
Sum
Group by
None
Add parameter
Add filter
Add Metric
Add Event
Apr 19 2023 - May 19 2023
Column
12
10
8
6
4
2
0
Apr 20, 2023
Apr 22, 2023
Apr 24, 2023
Apr 26, 2023
Apr 28, 2023
Apr 30, 2023
May 2, 2023
May 4, 2023
May 6, 2023
May 8, 2023
May 10, 2023
May 12, 2023
May 14, 2023
May 16, 2023
May 18, 2023
gamePaused Sum

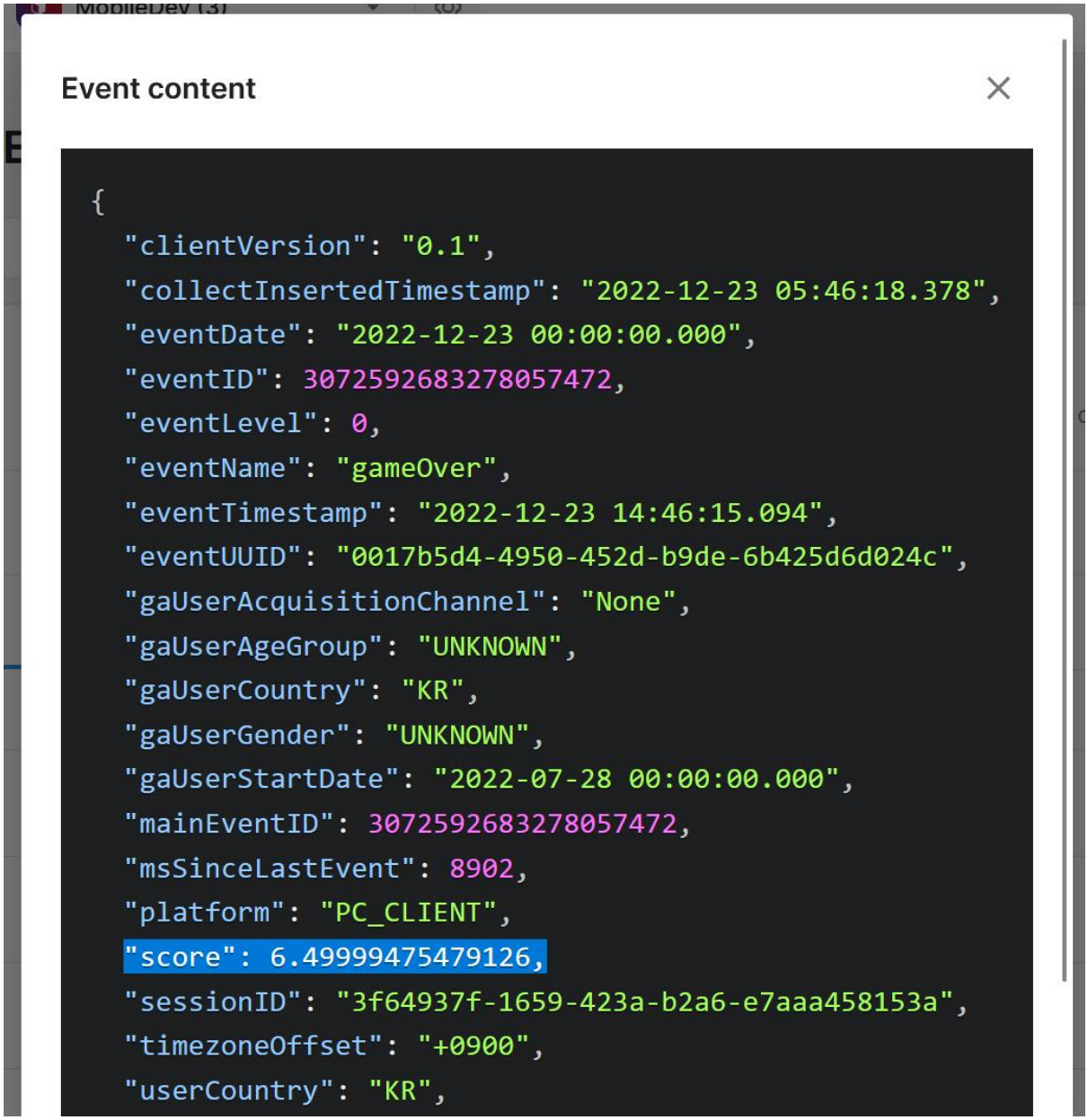

gameOver
Assign Parameter
Event Details
Event Type
Custom Event
Assign Parameter
Parameter
Add New Parameter
acquisitionCampaignId
acquisitionCampaignName
acquisitionCampaignType
acquisitionChannel
Cancel
Assign
Enabled
Description
Type
Required
A string representing the exact time the event

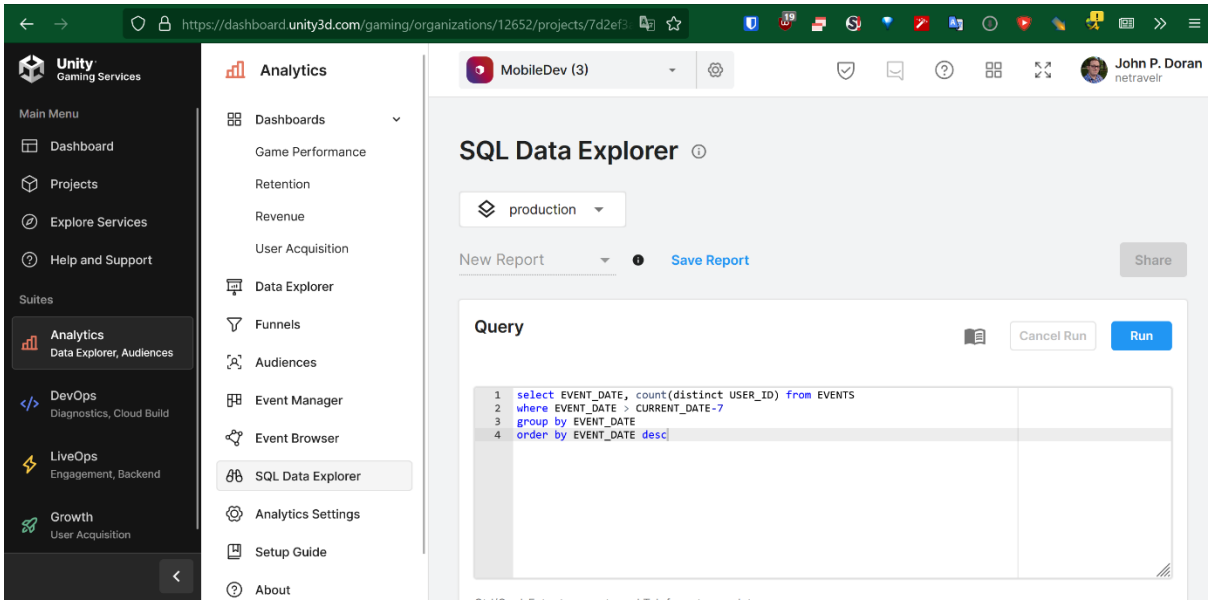

Add Custom Parameter
Parameter
Parameters are attached to the project and are shared between environments.
Parameter name *
score
Parameter description *
The score that the player had when they triggered the game over
Parameter type *
Float
Cancel
Create


Assign Parameter
Assign Parameter
Parameter
score
Parameter name
score
Description
The score that the player had when they triggered the game over
Type
FLOAT
Format
N/A
Cancel
Assign
Assign Parameter
Type
Required


gameOver
Assign Parameter
Event Details
Event Type
Custom Event
gameOver
Records when the player causes a game over event to occur
Enabled
Enable Event
Are you sure you want to enable "gameOver"?
Cancel
Enable


Hierarchy
All
Gameplay
DontDestroyOnLoad
Scene
Game
Game
Display 1
1920x1080 Landscape
6
Game Over
Free Continue
Restart
Main Menu
Tweet Score
Project
Console
Clear
Collapse
Error Pause
Editor
5
0
0
[14:46:15] Recorded event gameOver at 2022-12-23 14:46:15.094 +09:00 (UTC)
UnityEngine.Debug:LogFormat (string,object[])
[14:46:15] Serializing event gameOver for dispatch...
UnityEngine.Debug:LogFormat (string,object[])
[14:46:15] Uploading events...
UnityEngine.Debug:Log (object)
[14:46:15] Events uploaded successfully!
UnityEngine.Debug:Log (object)


Event content
{
"clientVersion": "0.1",
"collectInsertedTimestamp": "2022-12-23 05:46:18.378",
"eventDate": "2022-12-23 00:00:00.000",
"eventID": 3072592683278057472,
"eventLevel": 0,
"eventName": "gameOver",
"eventTimestamp": "2022-12-23 14:46:15.094",
"eventUUID": "0017b5d4-4950-452d-b9de-6b425d6d024c",
"gaUserAcquisitionChannel": "None",
"gaUserAgeGroup": "UNKNOWN",
"gaUserCountry": "KR",
"gaUserGender": "UNKNOWN",
"gaUserStartDate": "2022-07-28 00:00:00.000",
"mainEventID": 3072592683278057472,
"msSinceLastEvent": 8902,
"platform": "PC_CLIENT",
"score": 6.49999475479126,
"sessionID": "3f64937f-1659-423a-b2a6-e7aaa458153a",
"timezoneOffset": "+0900",
"userCountry": "KR",


https://dashboard.unity3d.com/gaming/organizations/12652/projects/7d2ef3
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production
New Report
Save Report
Share
Query
Cancel Run
Run
1 select EVENT_DATE, count(distinct USER_ID) from EVENTS
2 where EVENT_DATE > CURRENT_DATE-7
3 group by EVENT_DATE
4 order by EVENT_DATE desc

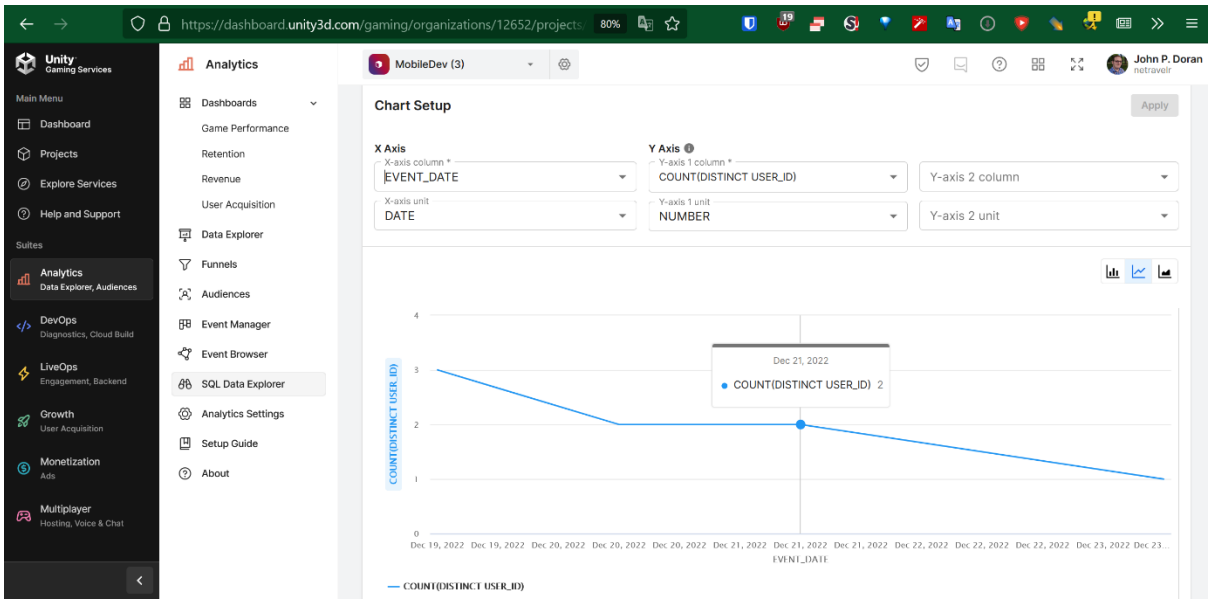
https://dashboard.unity3d.com/gaming/organizations/12652/projects
80%
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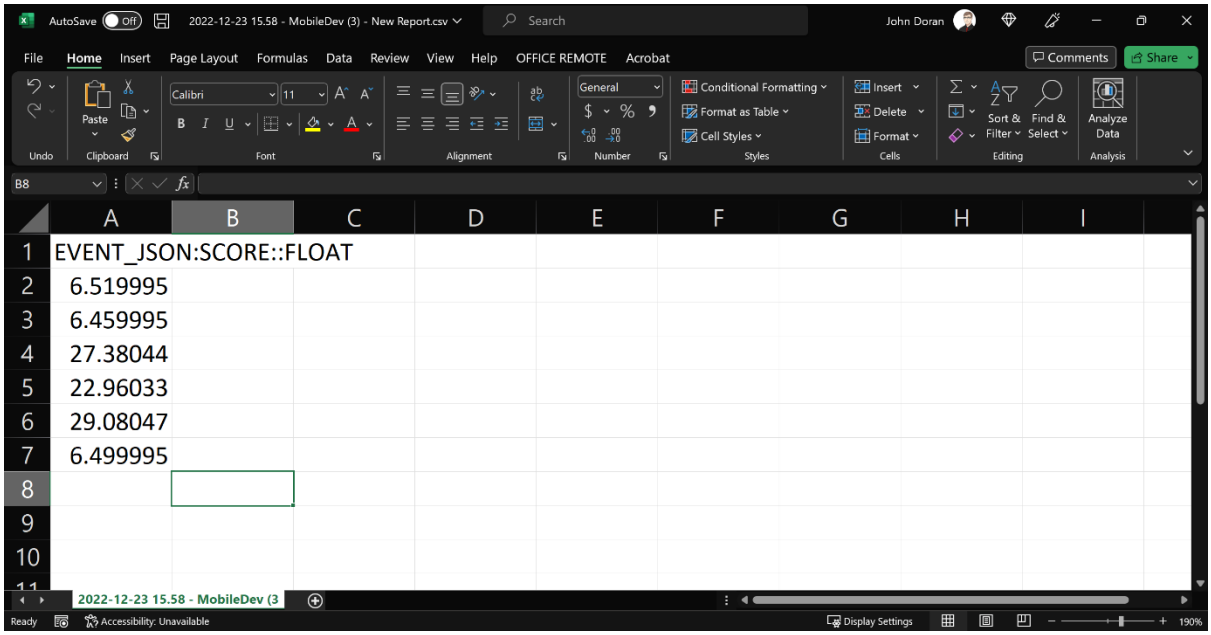
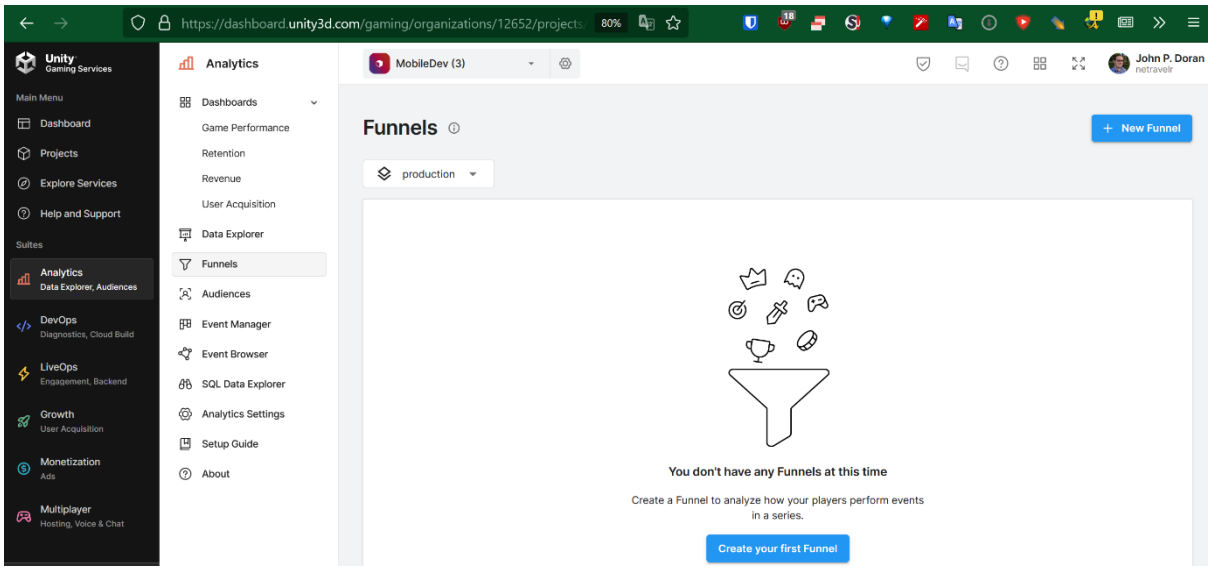
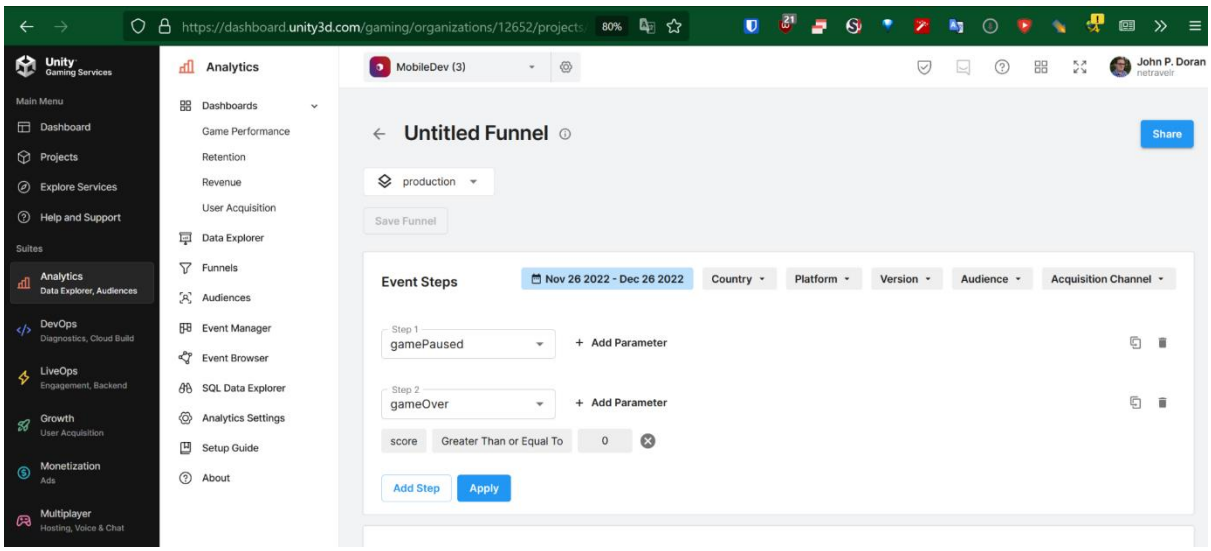
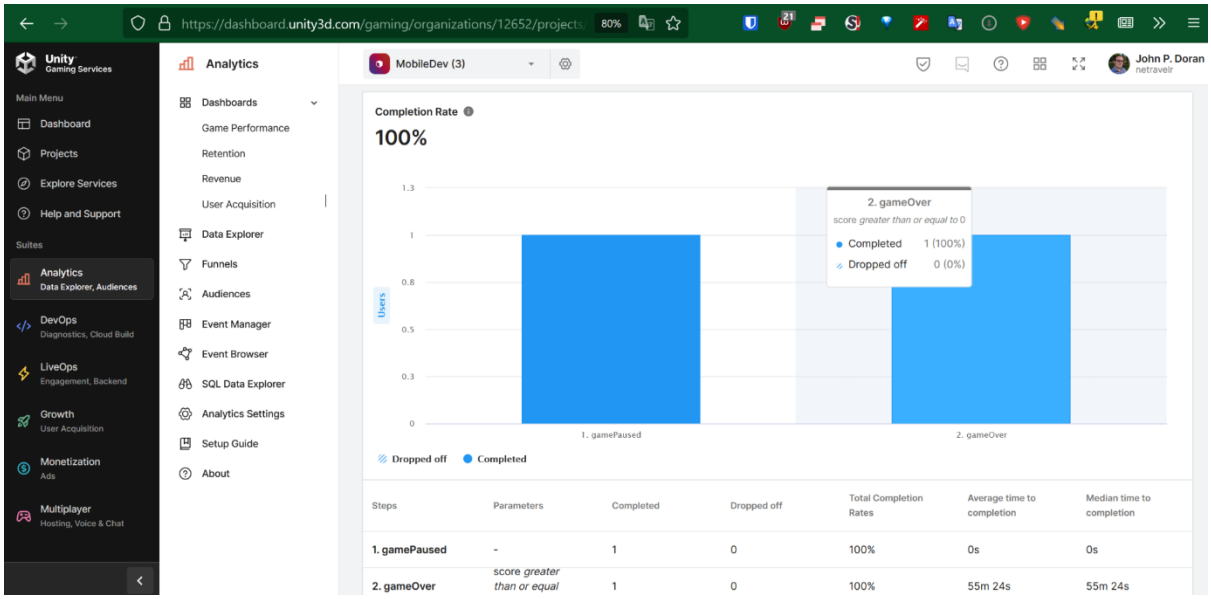
Chart Setup
Apply
X Axis
X-axis column *
EVENT_DATE
X-axis unit
DATE
Y Axis
Y-axis 1 column *
COUNT(DISTINCT USER_ID)
Y-axis 1 unit
NUMBER
Y-axis 2 column
Y-axis 2 unit
Dec 21, 2022
COUNT(DISTINCT USER_ID) 2
COUNT(DISTINCT USER_ID)
EVENT_DATE
COUNT(DISTINCT USER_ID)



	A	B	C	D	E	F	G	H	I
1	EVENT_JSON:SCORE::FLOAT								
2	6.519995								
3	6.459995								
4	27.38044								
5	22.96033								
6	29.08047								
7	6.499995								
8									
9									
10									






https://dashboard.unity3d.com/gaming/organizations/12652/projects
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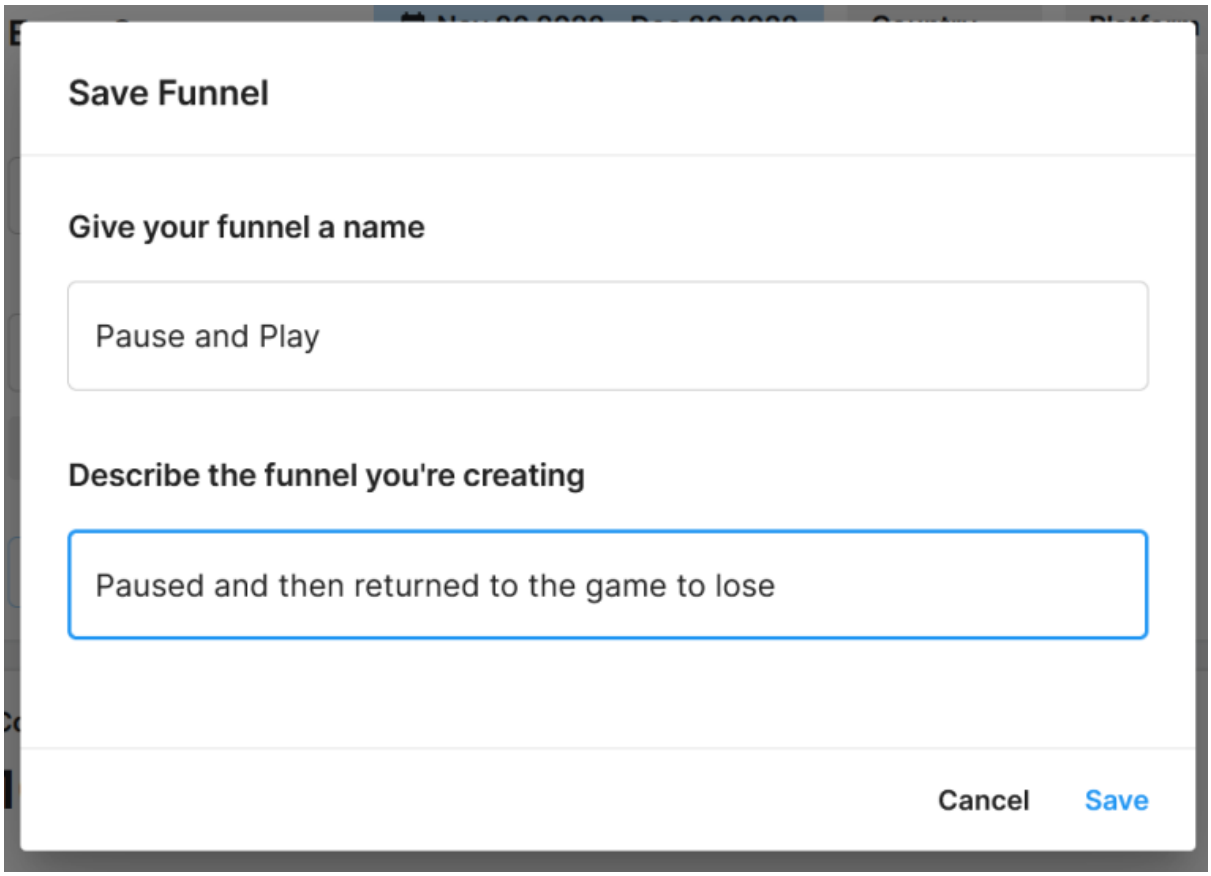
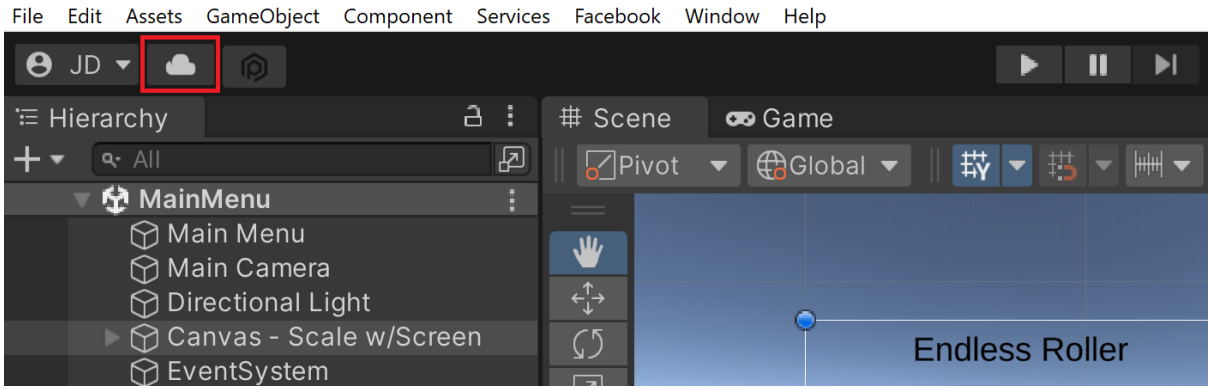
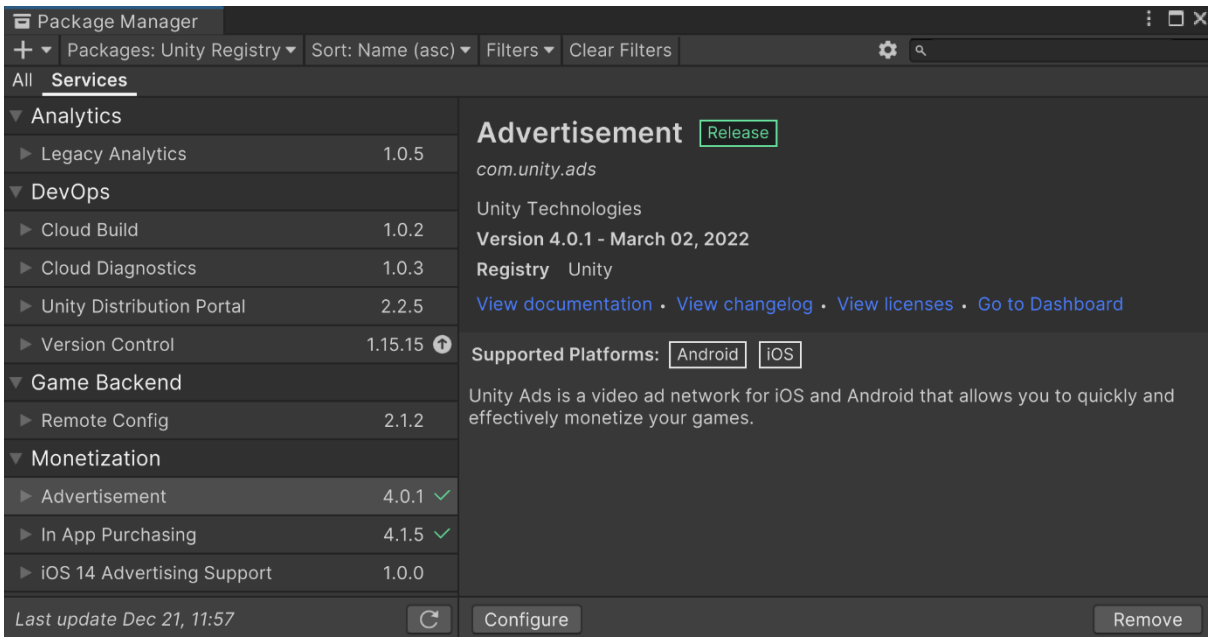
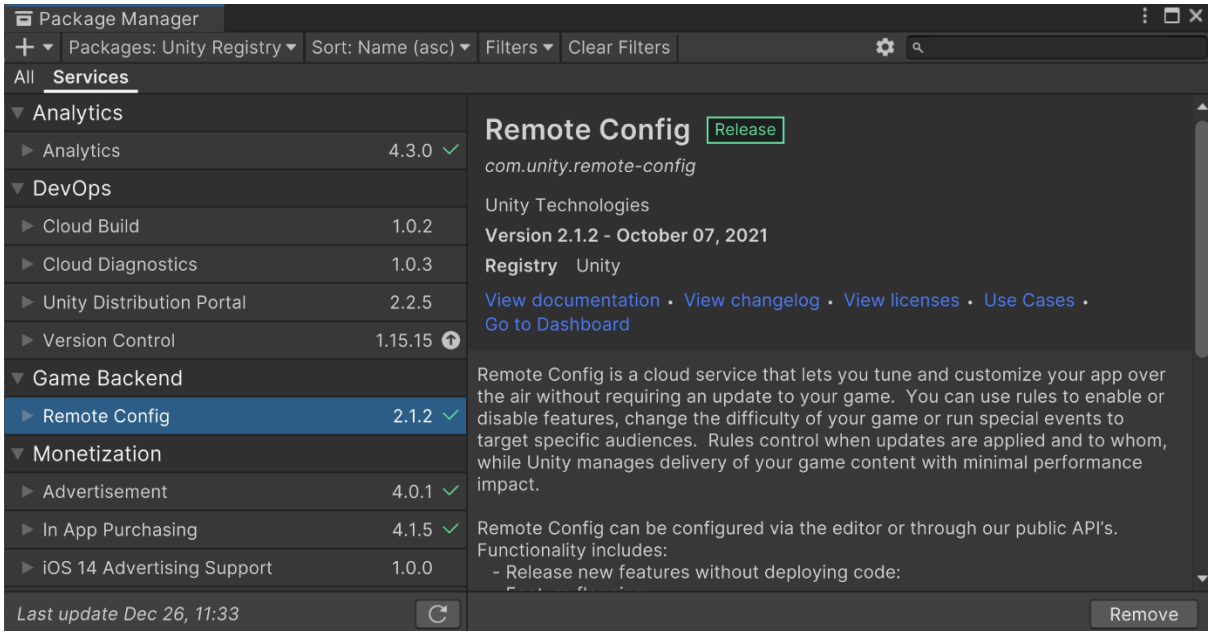
Completion Rate
100%
1.3
1
0.8
0.5
0.3
0
Users
2. gameOver
score greater than or equal to 0
Completed 1 (100%)
Dropped off 0 (0%)
1. gamePaused
2. gameOver
Dropped off
Completed
Steps
Parameters
Completed
Dropped off
Total Completion Rates
Average time to completion
Median time to completion
1. gamePaused
-
1
0
100%
0s
0s
2. gameOver
score greater than or equal
1
0
100%
55m 24s
55m 24s

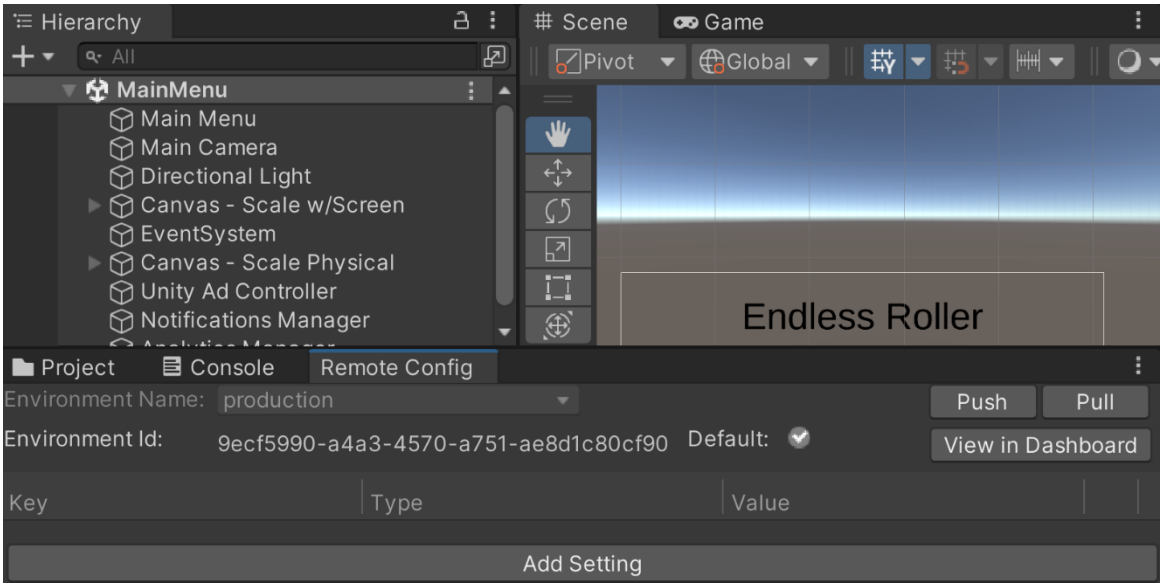

Save Funnel
Give your funnel a name
Pause and Play
Describe the funnel you're creating
Paused and then returned to the game to lose
Cancel
Save

Chapter 11: Remote Config





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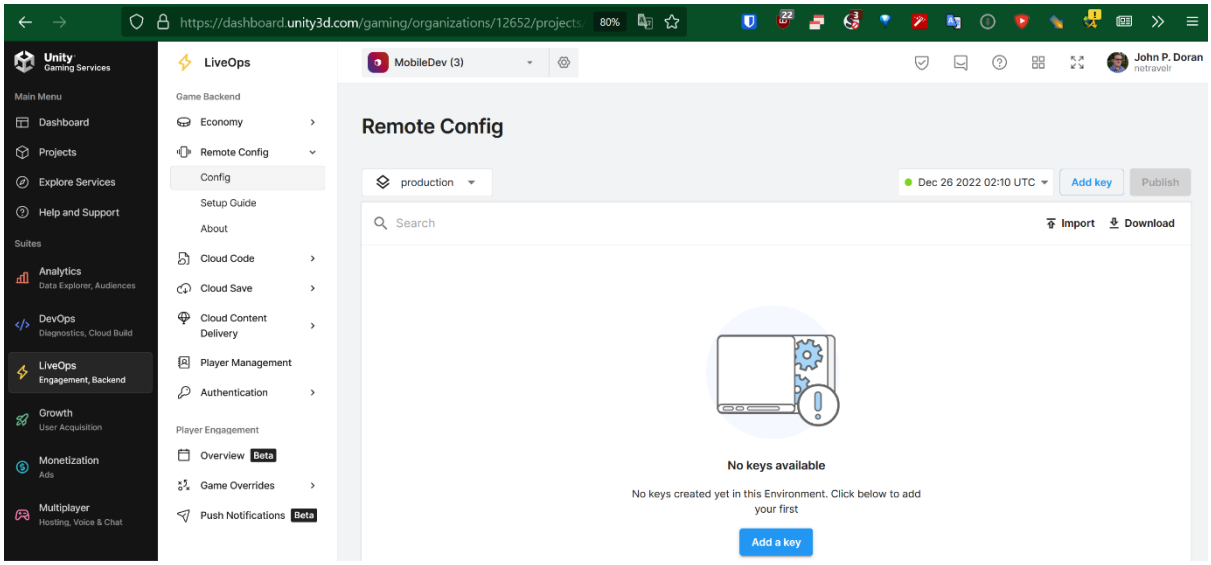
Game
All
Pivot
Global
MainMenu
Main Menu
Main Camera
Directional Light
Canvas - Scale w/Screen
EventSystem
Canvas - Scale Physical
Unity Ad Controller
Notifications Manager
Endless Roller
Project
Console
Remote Config
Environment Name:
production
Push
Pull
Environment Id:
9ecf5990-a4a3-4570-a751-ae8d1c80cf90
Default:
View in Dashboard
Key
Type
Value
Add Setting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Cloud Save
Cloud Content Delivery
Player Management
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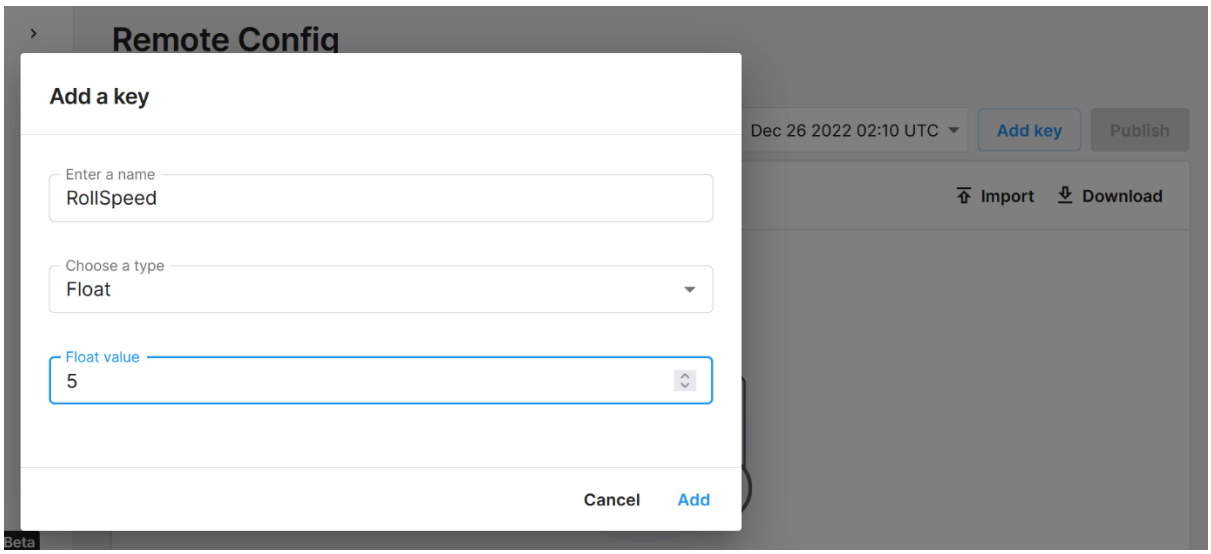
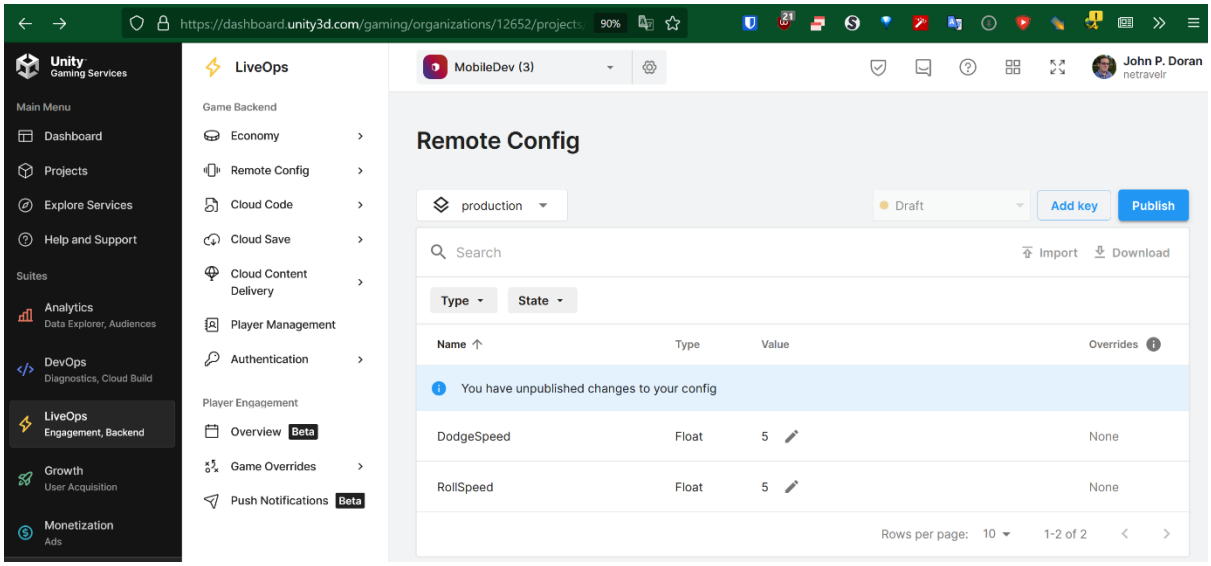
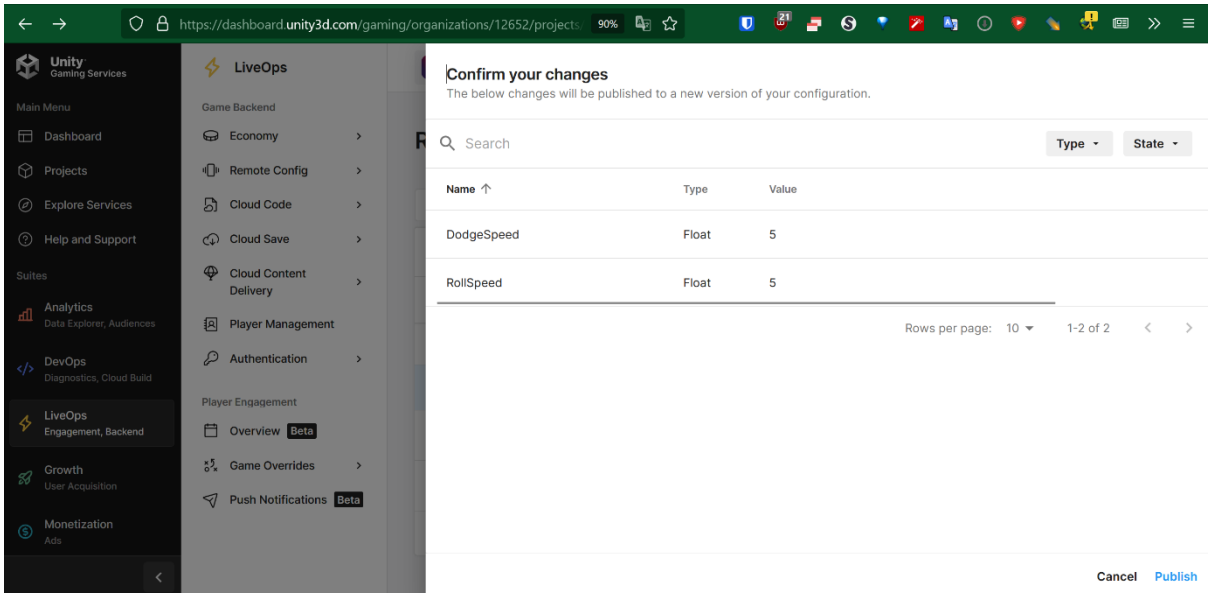
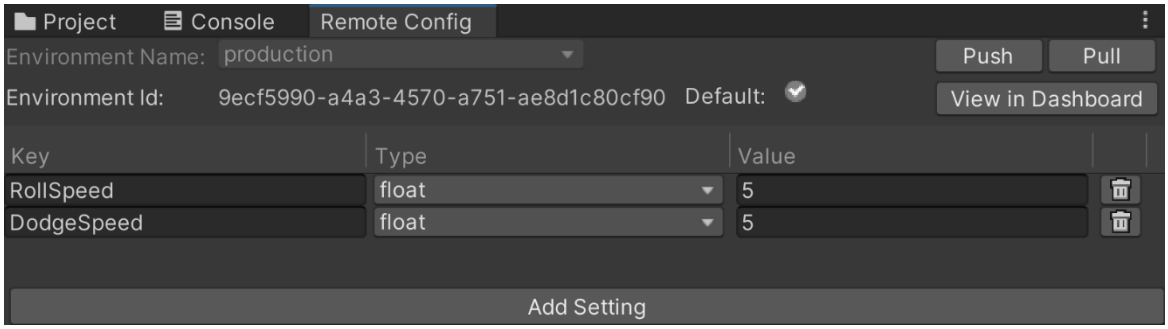
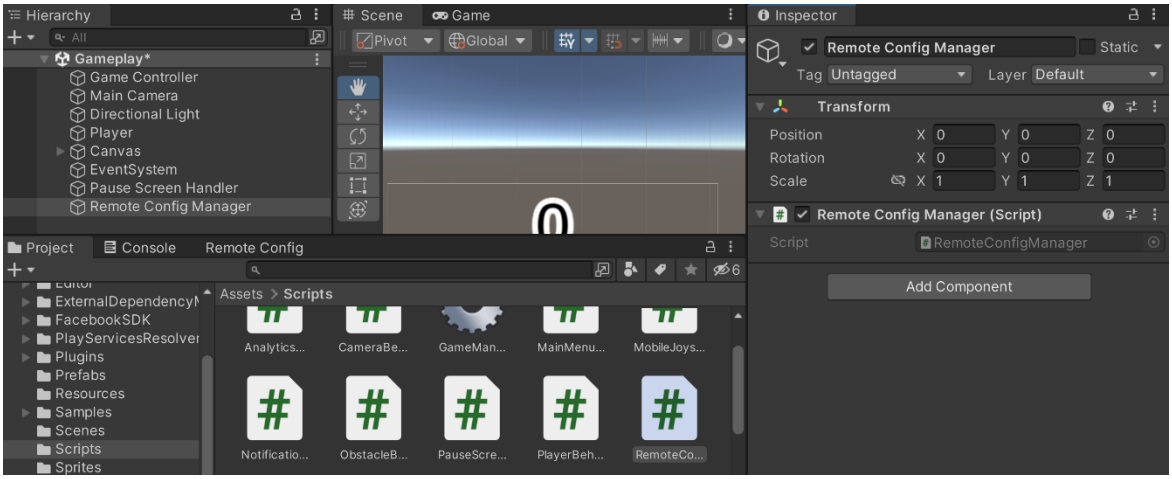
Player Engagement
Overview
Beta
Game Overrides
Push Notifications
Beta
Remote Config
production
Dec 26 2022 02:10 UTC
Add key
Publish
Search
Import
Download
No keys available
No keys created yet in this Environment. Click below to add your first
Add a key

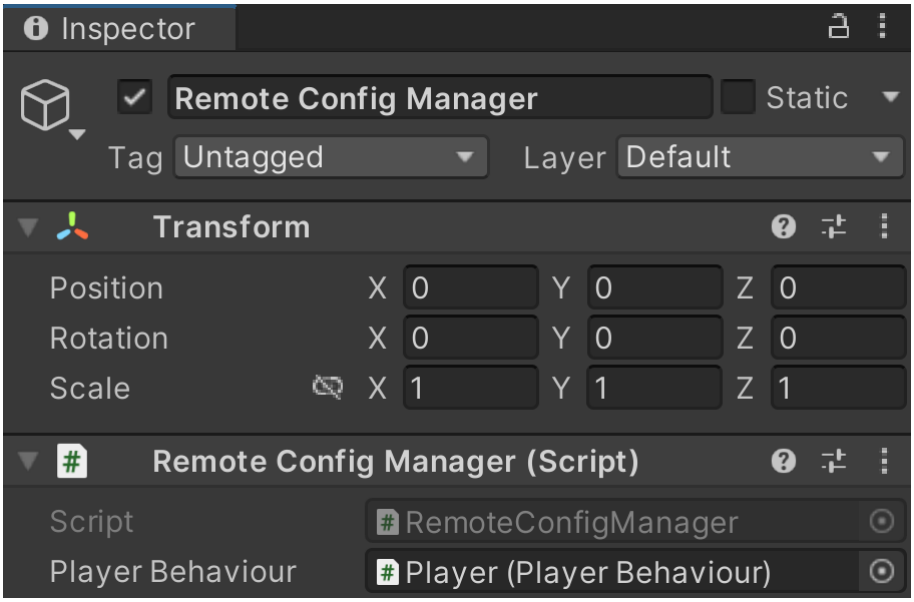

Remote Config
Add a key
Enter a name
RollSpeed
Choose a type
Float
Float value
5
Cancel
Add
Dec 26 2022 02:10 UTC
Add key
Publish
Import
Download
Beta

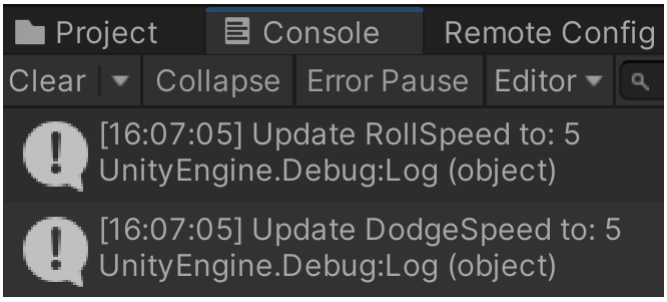

https://dashboard.unity3d.com/gaming/organizations/12652/projects
Unity Gaming Services
Main Menu
Dashboard
Projects
Explore Services
Help and Support
Suites
Analytics
Data Explorer, Audiences
DevOps
Diagnostics, Cloud Build
LiveOps
Engagement, Backend
Growth
User Acquisition
Monetization
Ads
LiveOps
Game Backend
Economy
Remote Config
Cloud Code
Cloud Save
Cloud Content Delivery
Player Management
Authentication
Player Engagement
Overview Beta
Game Overrides
Push Notifications Beta
MobileDev (3)
John P. Doran
netravelr
Remote Config
production
Draft
Add key
Publish
Search
Import
Download
Type
State
Name
Type
Value
Overrides
You have unpublished changes to your config
DodgeSpeed
Float
5
None
RollSpeed
Float
5
None
Rows per page: 10
1-2 of 2

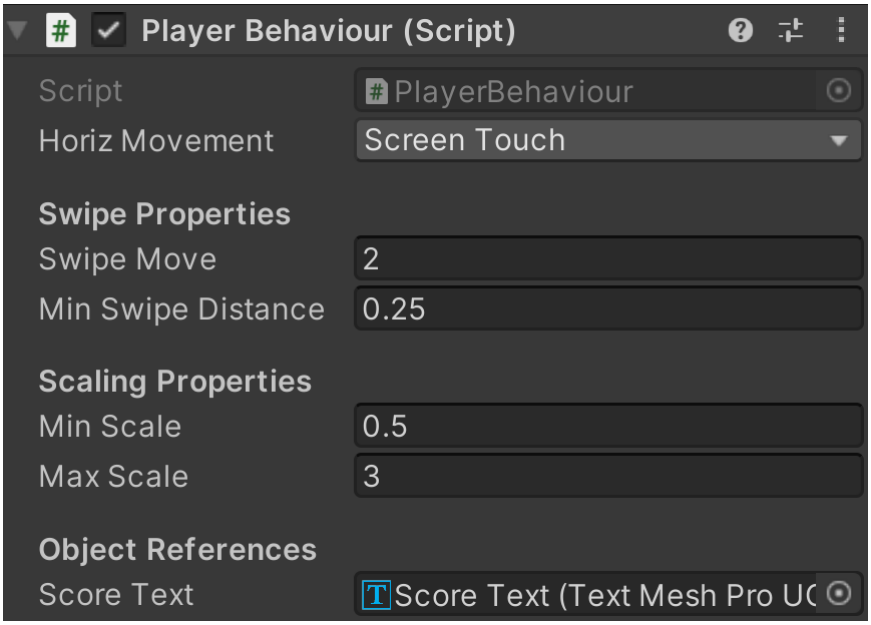

https://dashboard.unity3d.com/gaming/organizations/12652/projects
Unity Gaming Services
LiveOps
Confirm your changes
The below changes will be published to a new version of your configuration.
Search
Type
State
Name
Type
Value
DodgeSpeed
Float
5
RollSpeed
Float
5
Rows per page: 10
1-2 of 2
Cancel
Publish


Project
Console
Remote Config
Environment Name:
production
Push
Pull
Environment Id:
9ecf5990-a4a3-4570-a751-ae8d1c80cf90
Default:
View in Dashboard
Key
Type
Value
RollSpeed
float
5
DodgeSpeed
float
5
Add Setting

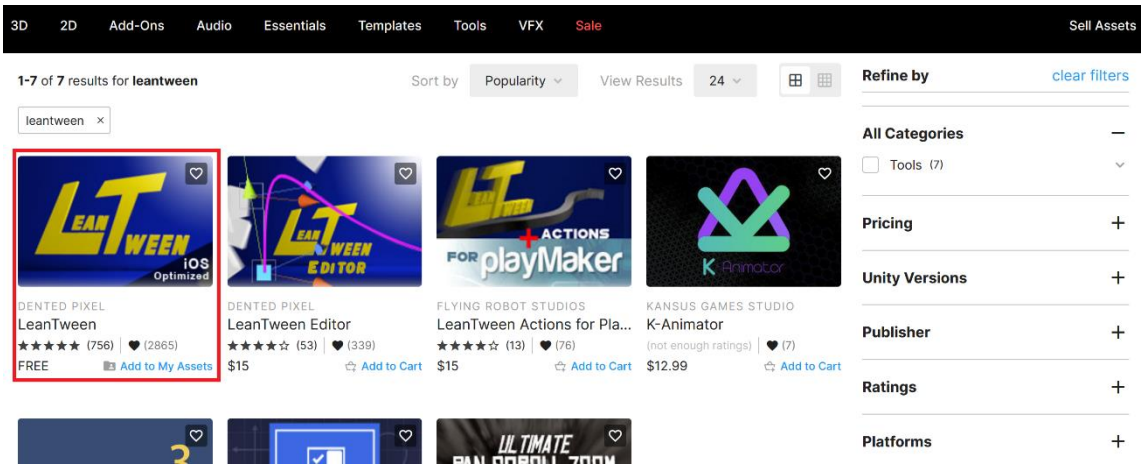

Hierarchy
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
EventSystem
Pause Screen Handler
Remote Config Manager
Scene
Game
Pivot
Global
Inspector
Remote Config Manager
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Remote Config Manager (Script)
Script RemoteConfigManager
Add Component
Project
Console
Remote Config
Assets > Scripts
ExternalDependencyM
FacebookSDK
PlayServicesResolver
Plugins
Prefabs
Resources
Samples
Scenes
Scripts
Sprites
Analytics...
CameraBe...
GameMan...
MainMenu...
MobileJoys...
Notificatio...
ObstacleB...
PauseScre...
PlayerBeh...
RemoteCo...

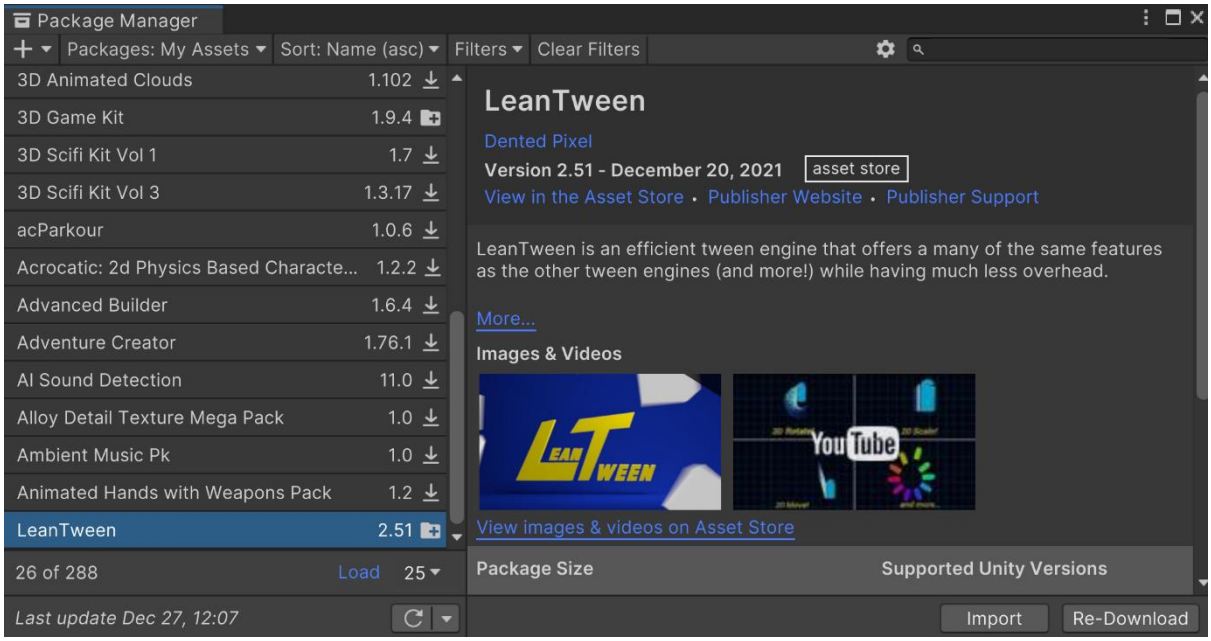

Inspector
Remote Config Manager
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Remote Config Manager (Script)
Script RemoteConfigManager
Player Behaviour Player (Player Behaviour)

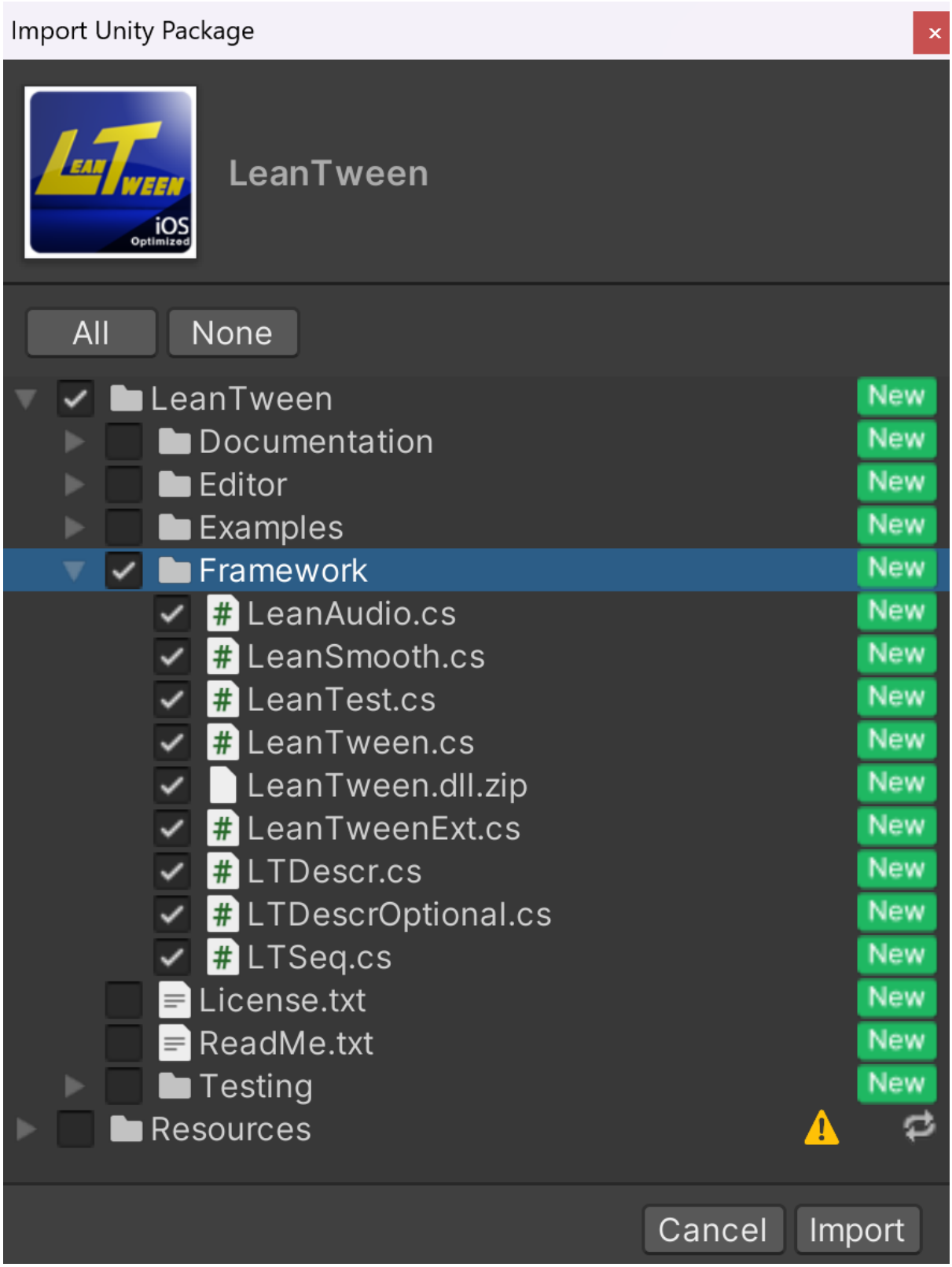

Project
Console
Remote Config
Clear
Collapse
Error Pause
Editor
[16:07:05] Update RollSpeed to: 5
UnityEngine.Debug:Log (object)
[16:07:05] Update DodgeSpeed to: 5
UnityEngine.Debug:Log (object)

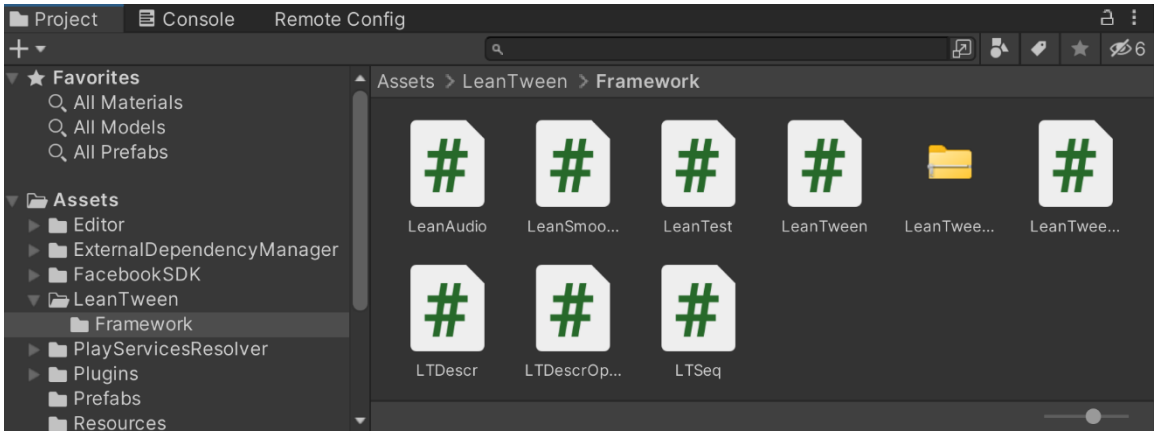

Player Behaviour (Script)
Script
PlayerBehaviour
Horiz Movement
Screen Touch
Swipe Properties
Swipe Move
2
Min Swipe Distance
0.25
Scaling Properties
Min Scale
0.5
Max Scale
3
Object References
Score Text
Score Text (Text Mesh Pro UC

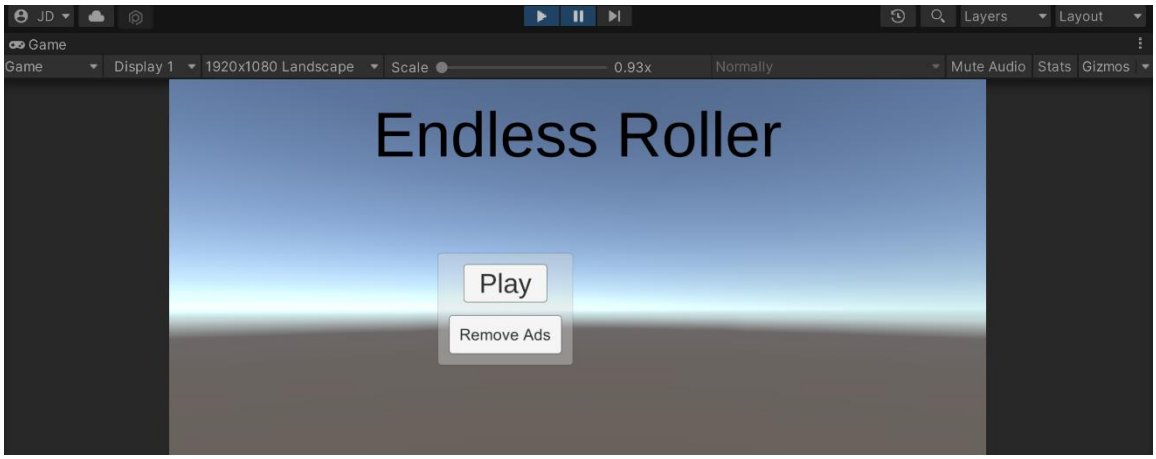
Chapter 12: Improving Game Feel

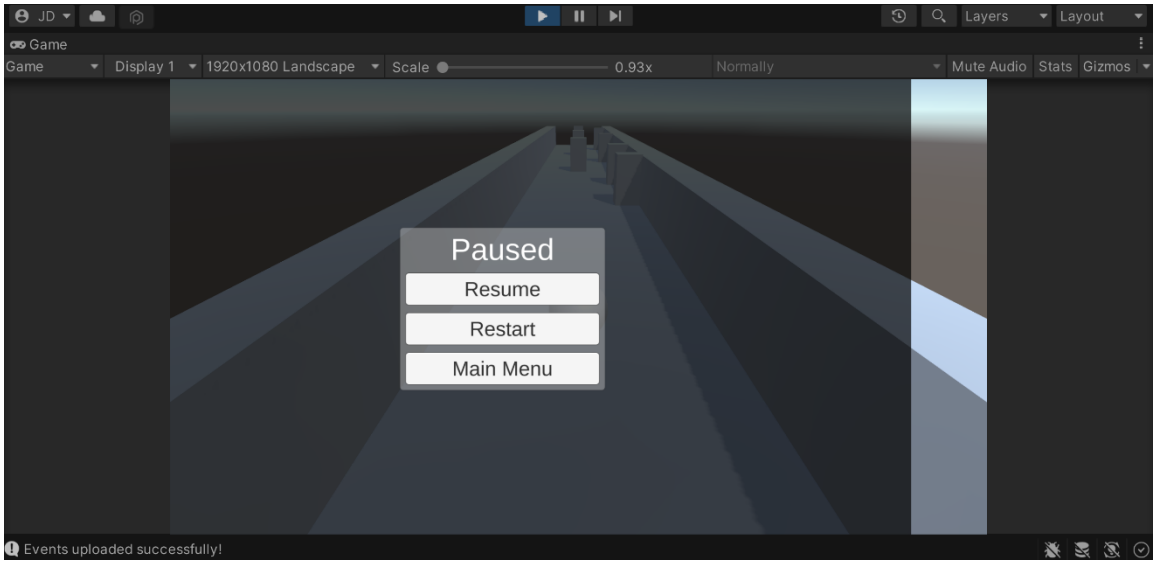


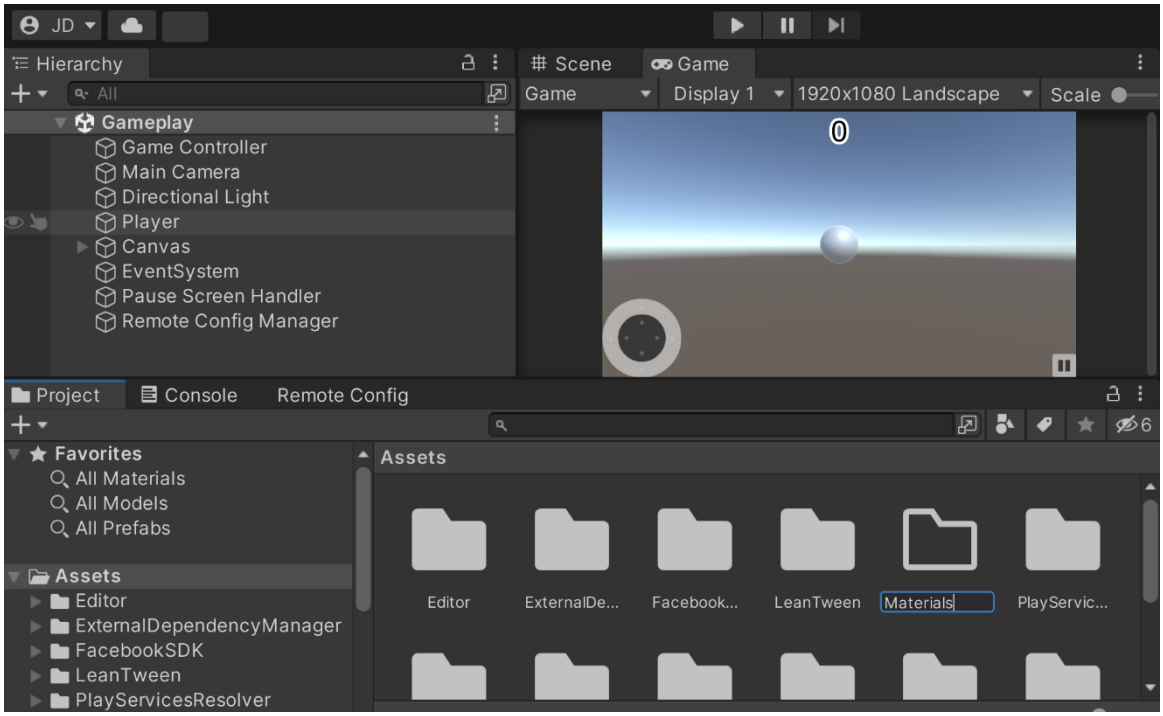


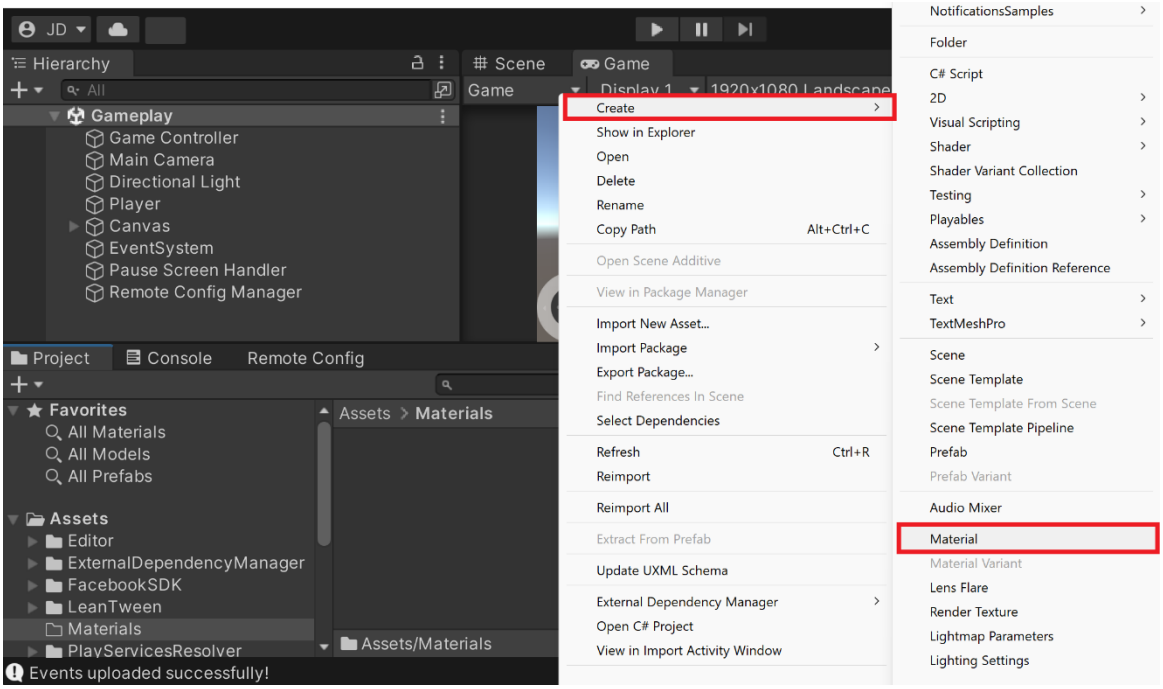

Import Unity Package
LeanTween
All
None
LeanTween
Documentation
Editor
Examples
Framework
LeanAudio.cs
LeanSmooth.cs
LeanTest.cs
LeanTween.cs
LeanTween.dll.zip
LeanTweenExt.cs
LTDescr.cs
LTDescrOptional.cs
LTSeq.cs
License.txt
ReadMe.txt
Testing
Resources
New
Cancel
Import

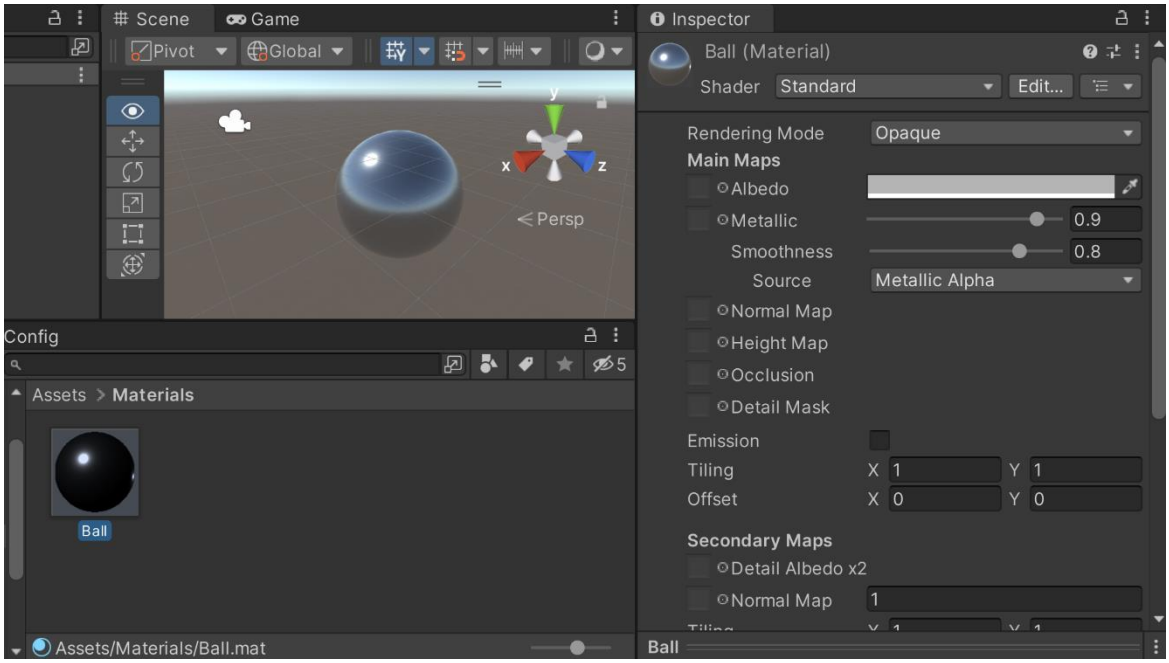

Project
Console
Remote Config
Favorites
All Materials
All Models
All Prefabs
Assets
Editor
ExternalDependencyManager
FacebookSDK
LeanTween
Framework
PlayServicesResolver
Plugins
Prefabs
Resources
Assets > LeanTween > Framework
LeanAudio
LeanSmoo...
LeanTest
LeanTween
LeanTwee...
LeanTwee...
LTDescr
LTDescrOp...
LTSeq

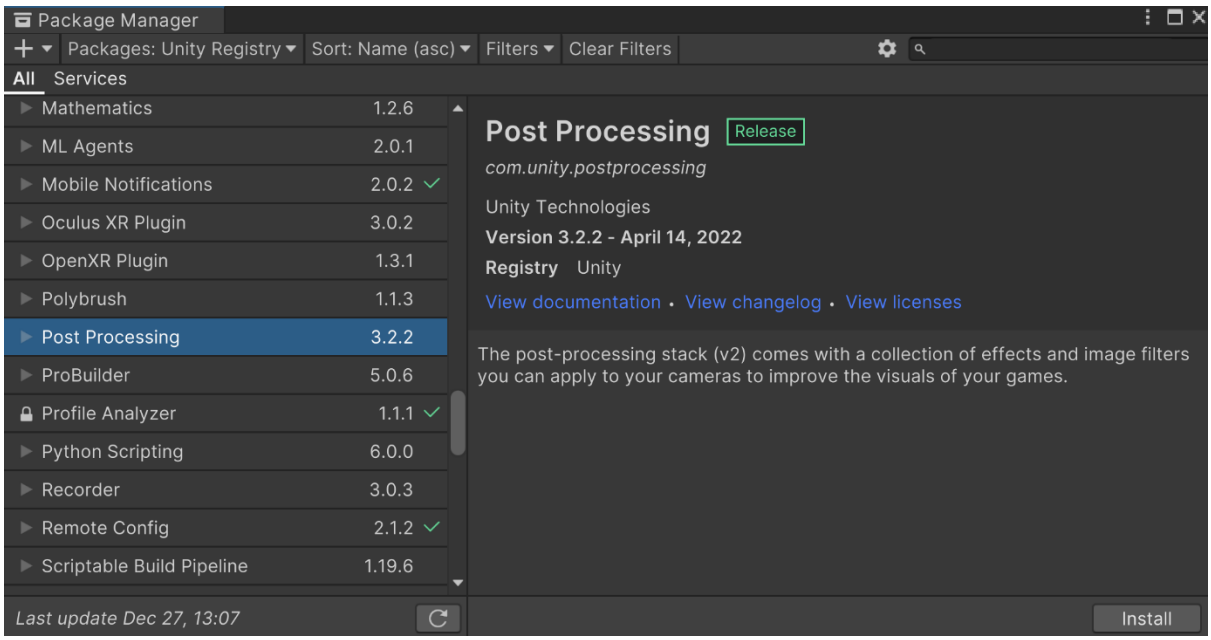

JD
Layers
Layout
Game
Game
Display 1
1920x1080 Landscape
Scale
0.93x
Normally
Mute Audio
Stats
Gizmos
Endless Roller
Play
Remove Ads

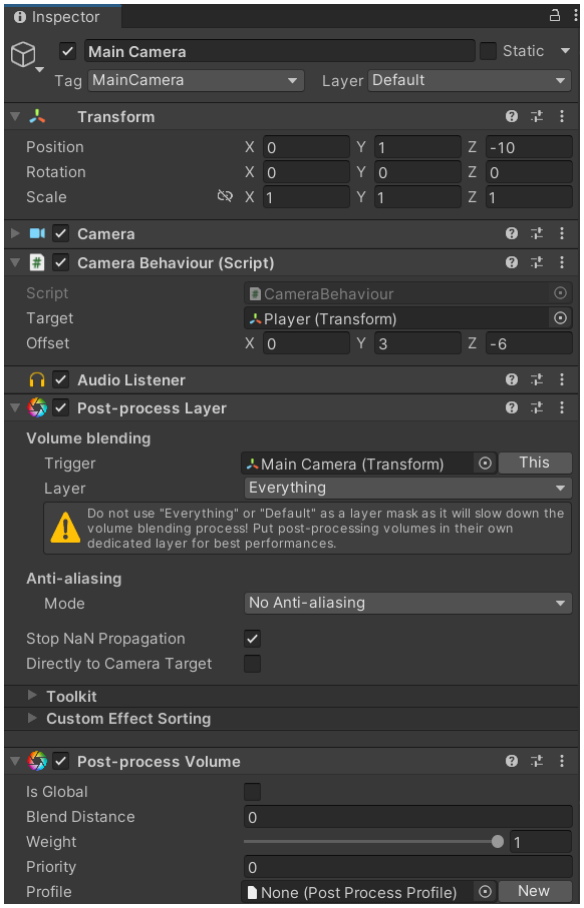

JD
Layers
Layout
Game
Game
Display 1
1920x1080 Landscape
Scale
0.93x
Normally
Mute Audio
Stats
Gizmos
Paused
Resume
Restart
Main Menu
Events uploaded successfully!

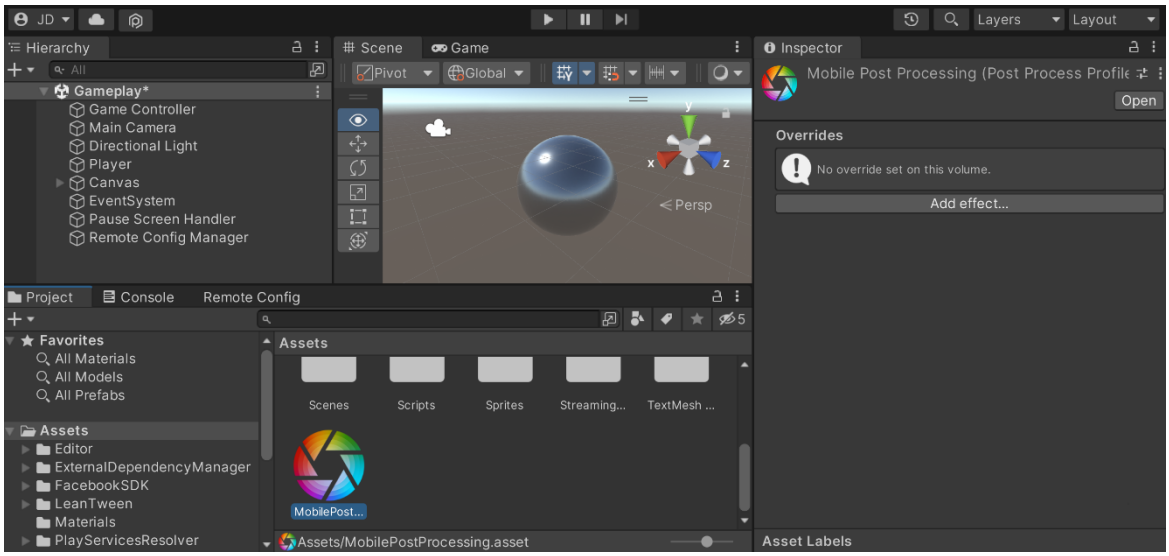

JD
Hierarchy
All
Gameplay
Game Controller
Main Camera
Directional Light
Player
Canvas
EventSystem
Pause Screen Handler
Remote Config Manager
Scene
Game
Game
Display 1
1920x1080 Landscape
Scale
0
Project
Console
Remote Config
Favorites
All Materials
All Models
All Prefabs
Assets
Editor
ExternalDependencyManager
FacebookSDK
LeanTween
PlayServicesResolver
Assets
Editor
ExternalDe...
Facebook...
LeanTween
Materials
PlayServic...

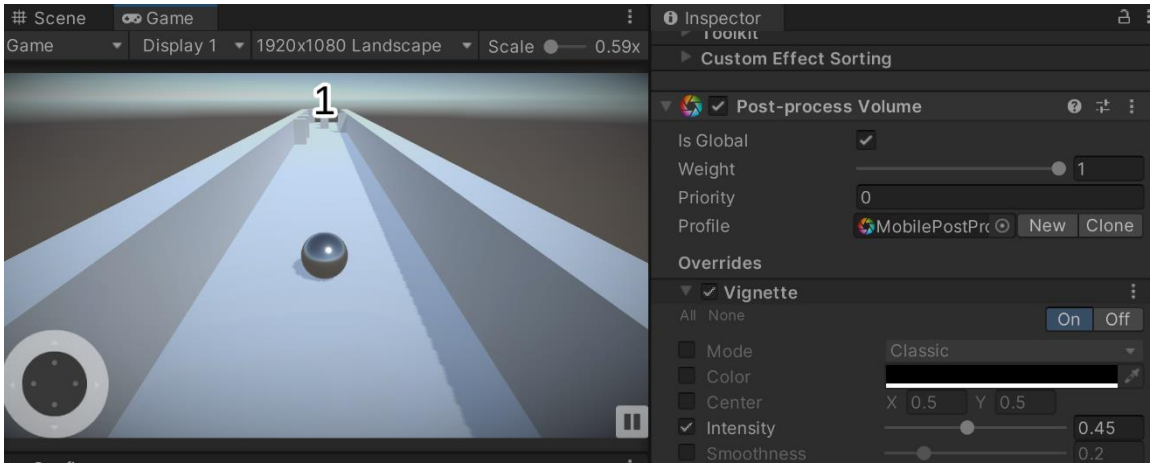

JD
Hierarchy
All
Gameplay
Game Controller
Main Camera
Directional Light
Player
Canvas
EventSystem
Pause Screen Handler
Remote Config Manager
Scene
Game
Game
Display 1
1920x1080 Landscape
Project
Console
Remote Config
Favorites
All Materials
All Models
All Prefabs
Assets
Editor
ExternalDependencyManager
FacebookSDK
LeanTween
Materials
PlayServicesResolver
Assets > Materials
Assets/Materials
Events uploaded successfully!
Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
View in Package Manager
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Update UXML Schema
External Dependency Manager
Open C# Project
View in Import Activity Window
NotificationsSamples
Folder
C# Script
2D
Visual Scripting
Shader
Shader Variant Collection
Testing
Playables
Assembly Definition
Assembly Definition Reference
Text
TextMeshPro
Scene
Scene Template
Scene Template From Scene
Scene Template Pipeline
Prefab
Prefab Variant
Audio Mixer
Material
Material Variant
Lens Flare
Render Texture
Lightmap Parameters
Lighting Settings

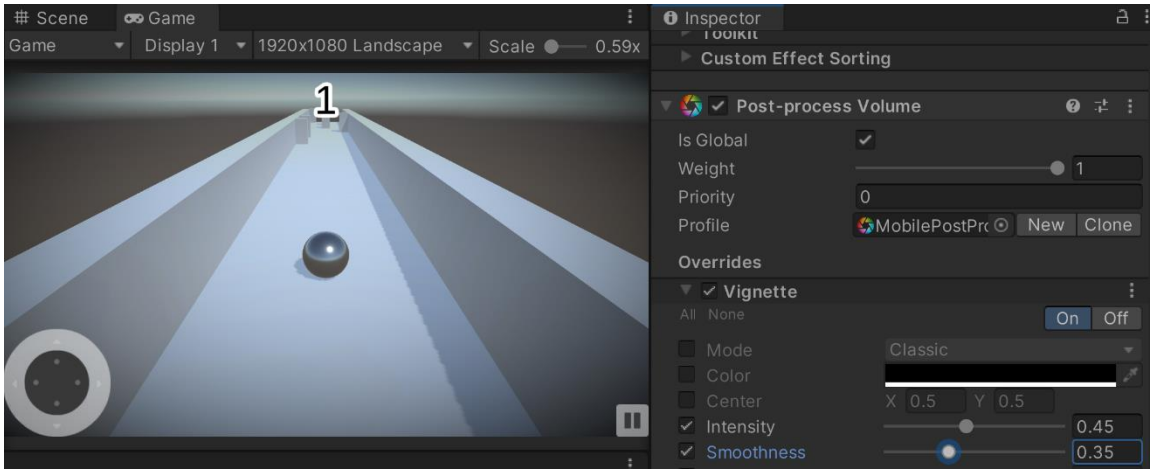

Scene
Game
Pivot
Global
Persp
Inspector
Ball (Material)
Shader
Standard
Edit...
Rendering Mode
Opaque
Main Maps
Albedo
Metallic
0.9
Smoothness
0.8
Source
Metallic Alpha
Normal Map
Height Map
Occlusion
Detail Mask
Emission
Tiling
X 1
Y 1
Offset
X 0
Y 0
Secondary Maps
Detail Albedo x2
Normal Map
1
Config
Assets > Materials
Ball
Assets/Materials/Ball.mat
Ball

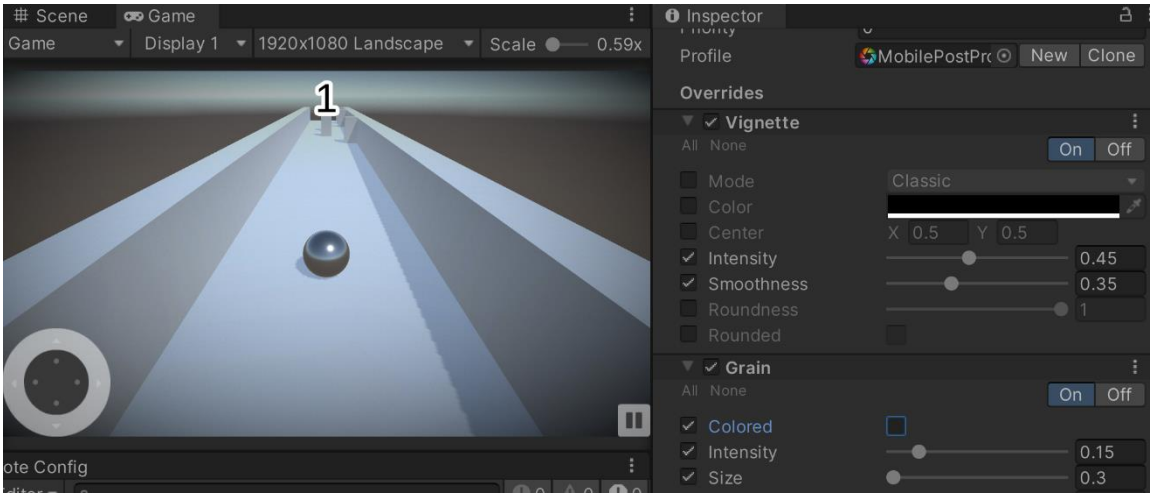

Package Manager
Packages: Unity Registry
Sort: Name (asc)
Filters
Clear Filters
All
Services
Mathematics 1.2.6
ML Agents 2.0.1
Mobile Notifications 2.0.2
Oculus XR Plugin 3.0.2
OpenXR Plugin 1.3.1
Polybrush 1.1.3
Post Processing 3.2.2
ProBuilder 5.0.6
Profile Analyzer 1.1.1
Python Scripting 6.0.0
Recorder 3.0.3
Remote Config 2.1.2
Scriptable Build Pipeline 1.19.6
Post Processing
Release
com.unity.postprocessing
Unity Technologies
Version 3.2.2 - April 14, 2022
Registry Unity
View documentation • View changelog • View licenses
The post-processing stack (v2) comes with a collection of effects and image filters you can apply to your cameras to improve the visuals of your games.
Last update Dec 27, 13:07
Install

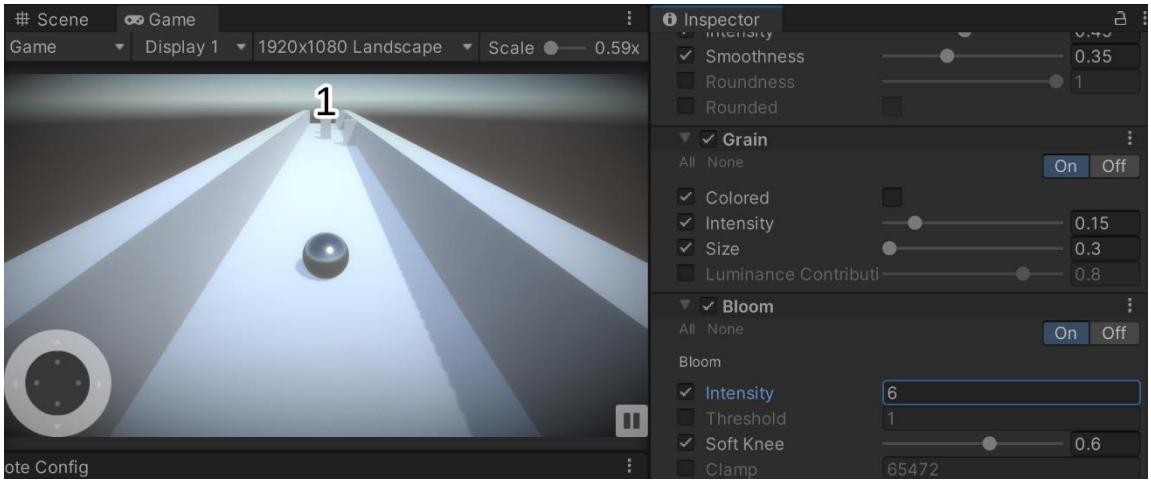

Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position X 0 Y 1 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Camera Behaviour (Script)
Script CameraBehaviour
Target Player (Transform)
Offset X 0 Y 3 Z -6
Audio Listener
Post-process Layer
Volume blending
Trigger Main Camera (Transform) This
Layer Everything
Do not use "Everything" or "Default" as a layer mask as it will slow down the volume blending process! Put post-processing volumes in their own dedicated layer for best performances.
Anti-aliasing
Mode No Anti-aliasing
Stop NaN Propagation
Directly to Camera Target
Toolkit
Custom Effect Sorting
Post-process Volume
Is Global
Blend Distance 0
Weight 1
Priority 0
Profile None (Post Process Profile) New

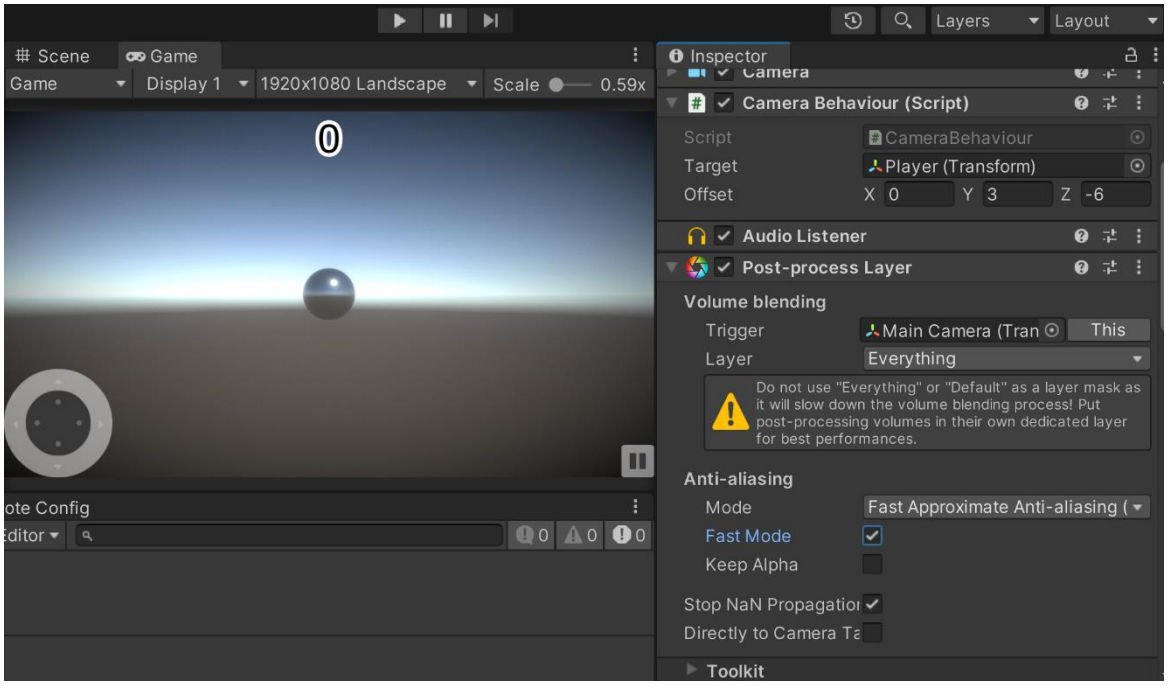

Hierarchy
Gameplay*
Game Controller
Main Camera
Directional Light
Player
Canvas
EventSystem
Pause Screen Handler
Remote Config Manager
Scene
Game
Pivot
Global
Persp
Inspector
Mobile Post Processing (Post Process Profile
Open
Overrides
No override set on this volume.
Add effect...
Project
Console
Remote Config
Favorites
All Materials
All Models
All Prefabs
Assets
Editor
ExternalDependencyManager
FacebookSDK
LeanTween
Materials
PlayServicesResolver
Scenes
Scripts
Sprites
Streaming...
TextMesh ...
MobilePost...
Assets/MobilePostProcessing.asset
Asset Labels

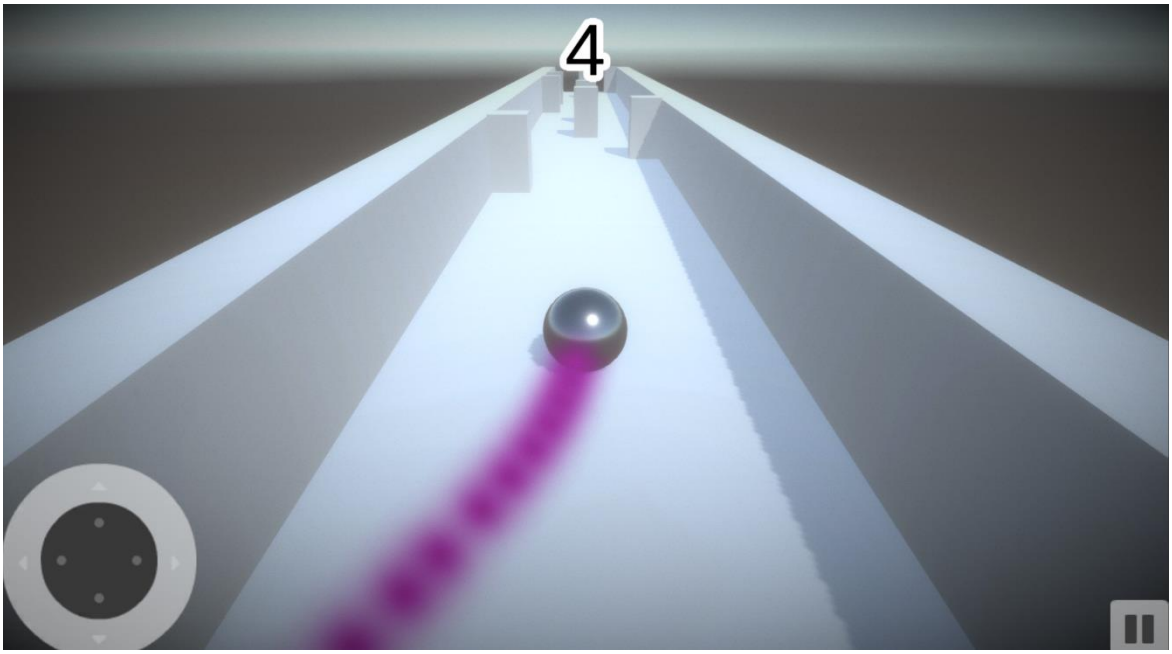

Scene
Game
Game
Display 1
1920x1080 Landscape
Scale
0.59x
1
Inspector
Custom Effect Sorting
Post-process Volume
Is Global
Weight
1
Priority
0
Profile
MobilePostPr
New
Clone
Overrides
Vignette
All
None
On
Off
Mode
Classic
Color
Center
X 0.5
Y 0.5
Intensity
0.45
Smoothness
0.2


Scene
Game
Game
Display 1
1920x1080 Landscape
Scale
0.59x
1
Inspector
Custom Effect Sorting
Post-process Volume
Is Global
Weight
1
Priority
0
Profile
MobilePostPr
New
Clone
Overrides
Vignette
All
None
On
Off
Mode
Classic
Color
Center
X 0.5
Y 0.5
Intensity
0.45
Smoothness
0.35


Scene
Game
Game
Display 1
1920x1080 Landscape
Scale
0.59x
1
ote Config
Inspector
Profile
MobilePostPr
New
Clone
Overrides
Vignette
All
None
On
Off
Mode
Classic
Color
Center
X 0.5
Y 0.5
Intensity
0.45
Smoothness
0.35
Roundness
1
Rounded
Grain
All
None
On
Off
Colored
Intensity
0.15
Size
0.3


Scene
Game
Game
Display 1
1920x1080 Landscape
Scale
0.59x
1
Inspector
Smoothness
0.35
Roundness
1
Rounded
Grain
All
None
On
Off
Colored
Intensity
0.15
Size
0.3
Luminance Contributi
0.8
Bloom
All
None
On
Off
Bloom
Intensity
6
Threshold
1
Soft Knee
0.6
Clamp
65472
ote Config


Layers
Layout
Scene
Game
Game
Display 1
1920x1080 Landscape
Scale
0.59x
0
Inspector
Camera Behaviour (Script)
Script
CameraBehaviour
Target
Player (Transform)
Offset
X 0
Y 3
Z -6
Audio Listener
Post-process Layer
Volume blending
Trigger
Main Camera (Tran
This
Layer
Everything
Do not use "Everything" or "Default" as a layer mask as it will slow down the volume blending process! Put post-processing volumes in their own dedicated layer for best performances.
Anti-aliasing
Mode
Fast Approximate Anti-aliasing (
Fast Mode
Keep Alpha
Stop NaN Propagation
Directly to Camera Ta
Toolkit
ote Config
0
0
0



Inspector

Particle System — Static

Tag: Untagged — Layer: Default

Transform

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

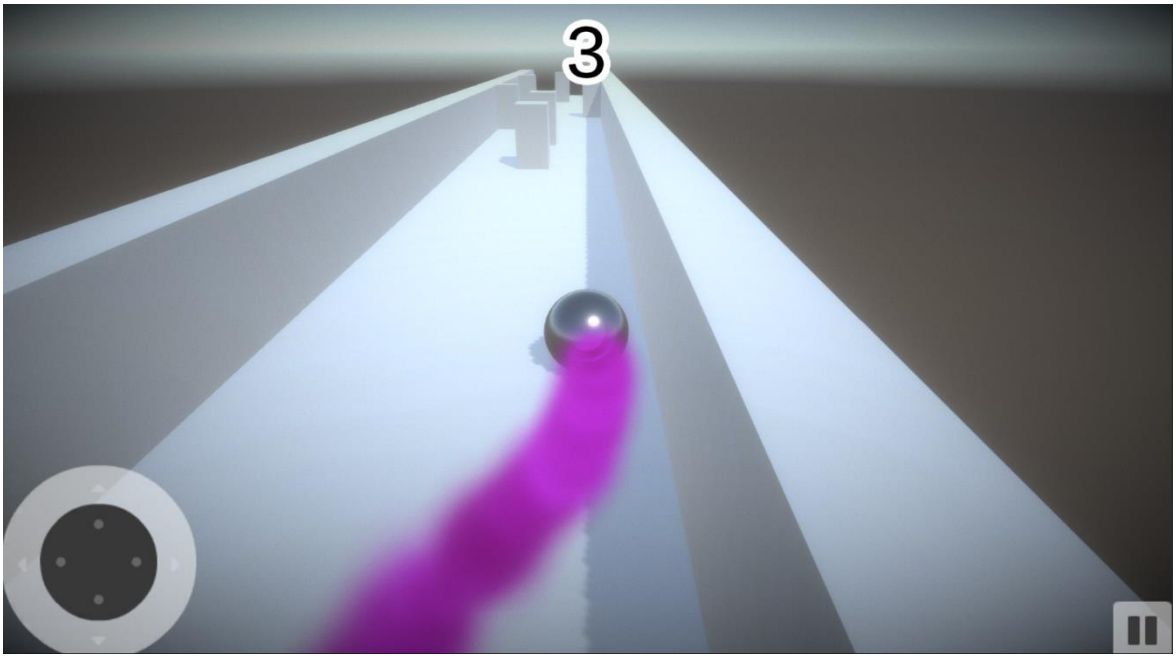
Particle System

Open Editor...

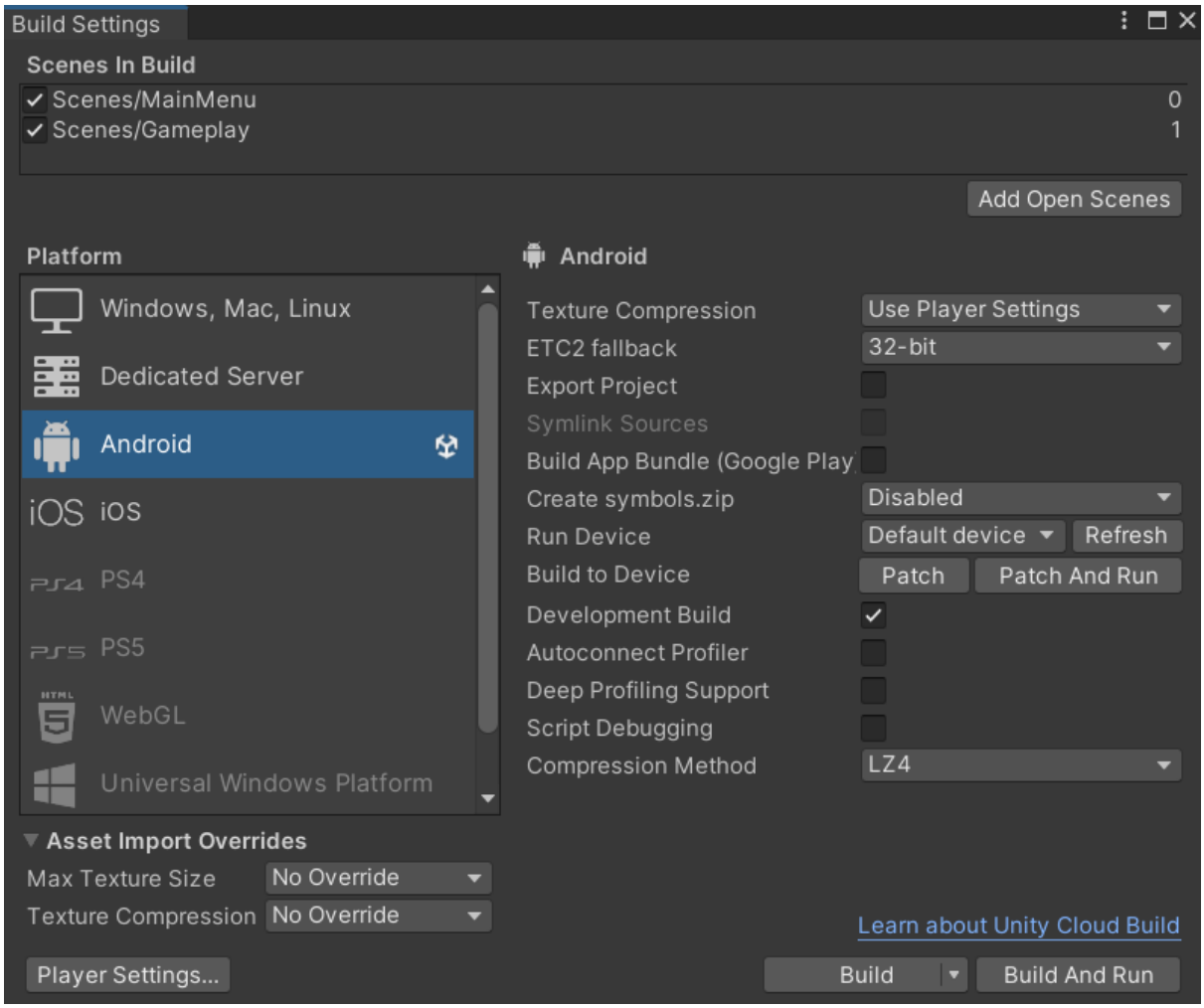
Particle System

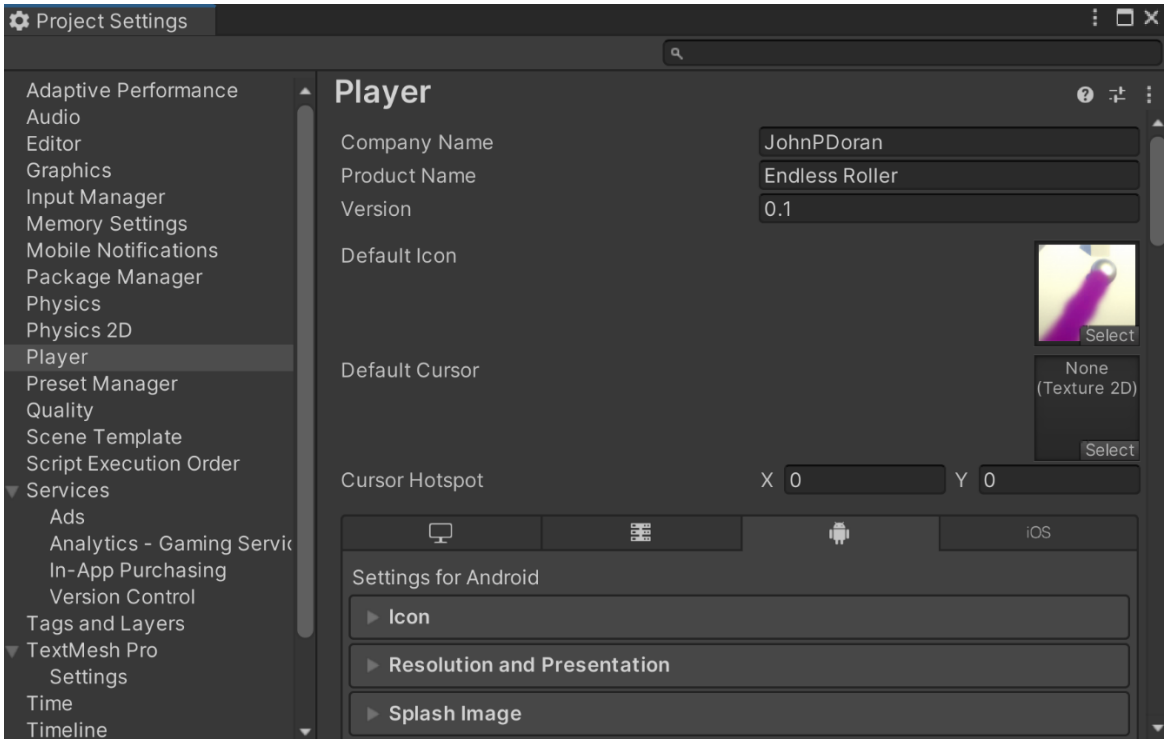
Duration	5	
Looping	✓	
Prewarm	☐	
Start Delay	0	
Start Lifetime	5	
Start Speed	0	0.2
3D Start Size	☐	
Start Size	0.5	1.2
3D Start Rotation	☐	
Start Rotation	0	
Flip Rotation	0	
Start Color		
Gravity Source	3D Physics	
Gravity Modifier	0	
Simulation Space	World	
Simulation Speed	1	
Delta Time	Scaled	
Scaling Mode	Local	
Play On Awake*	✓	
Emitter Velocity Mode	Rigidbody	
Max Particles	1000	
Auto Random Seed	✓	
Stop Action	None	
Culling Mode	Automatic	
Ring Buffer Mode	Disabled	
✓ Emission		
Rate over Time	100	
Rate over Distance	0	

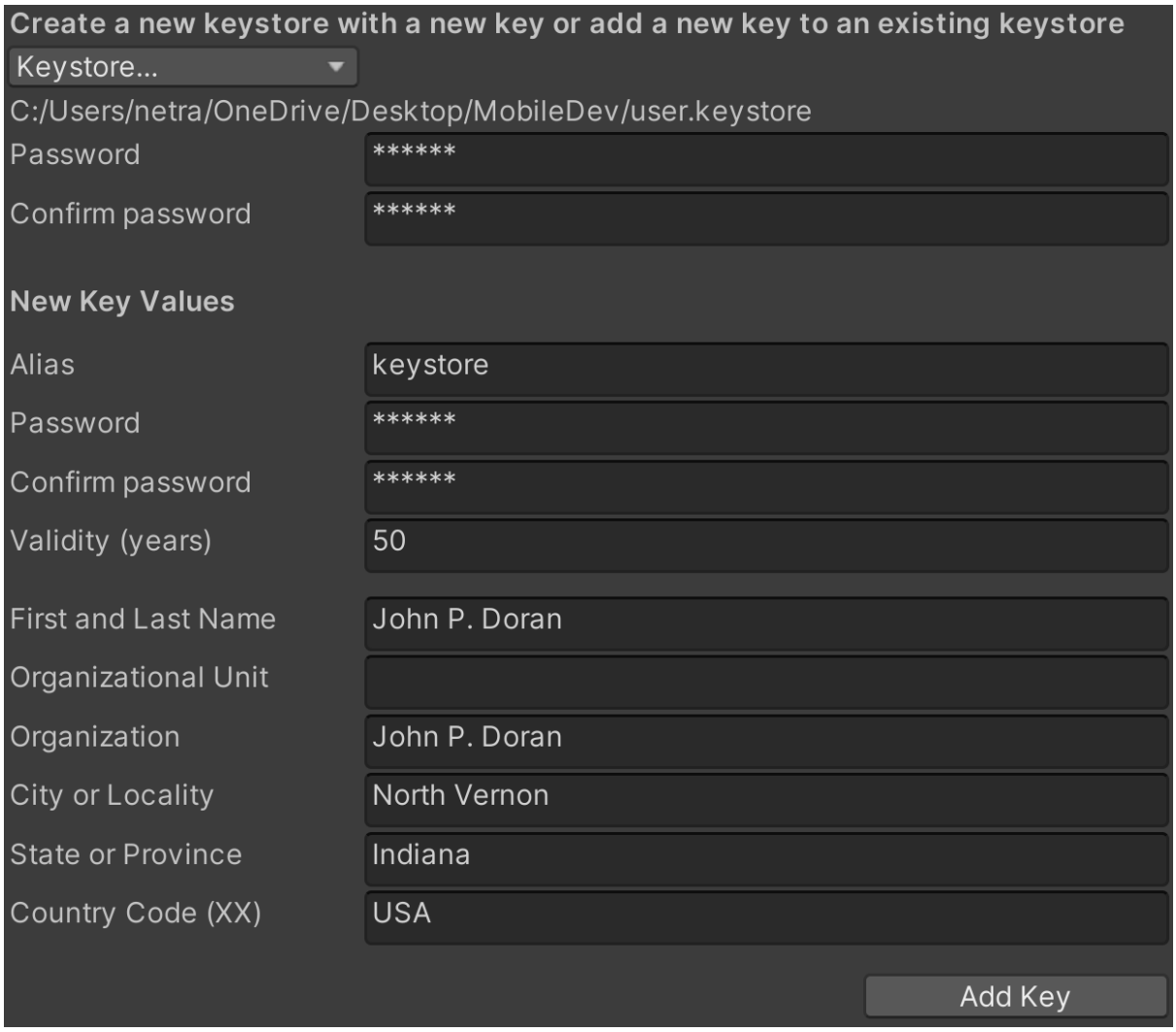
Bursts

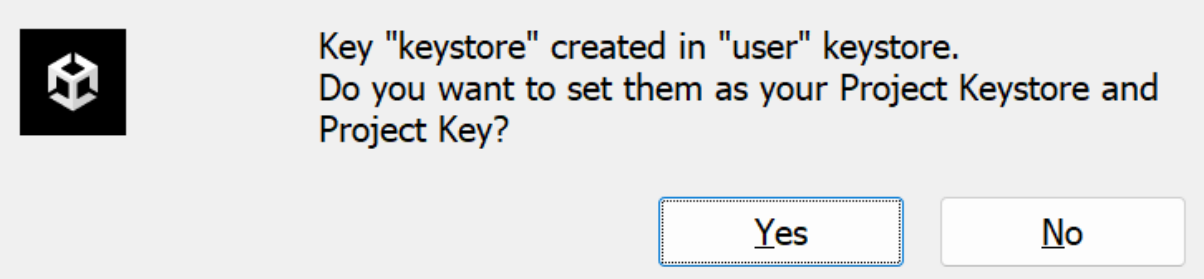

3

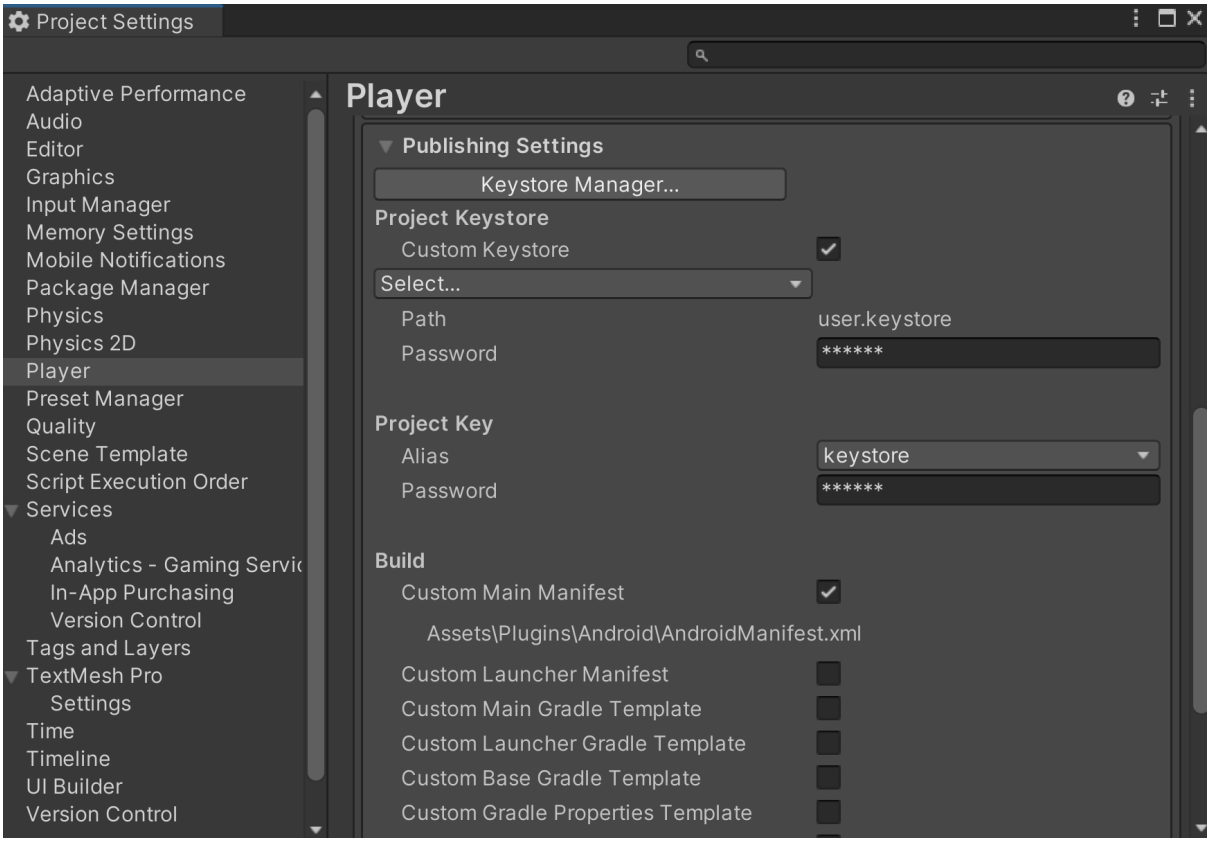
Chapter 13: Building a Release Copy of Our Game

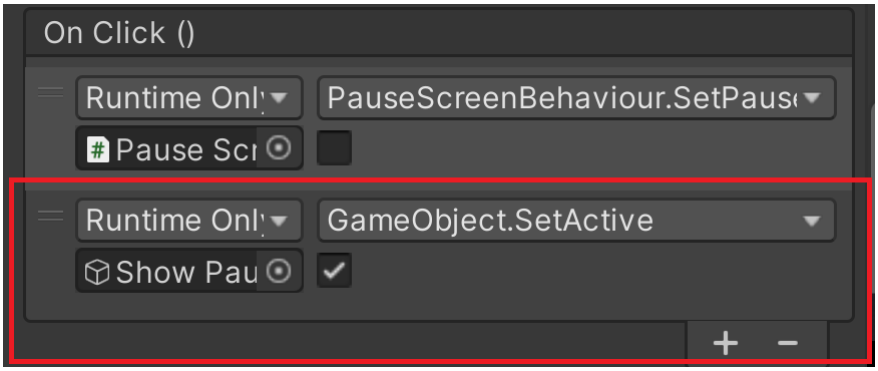


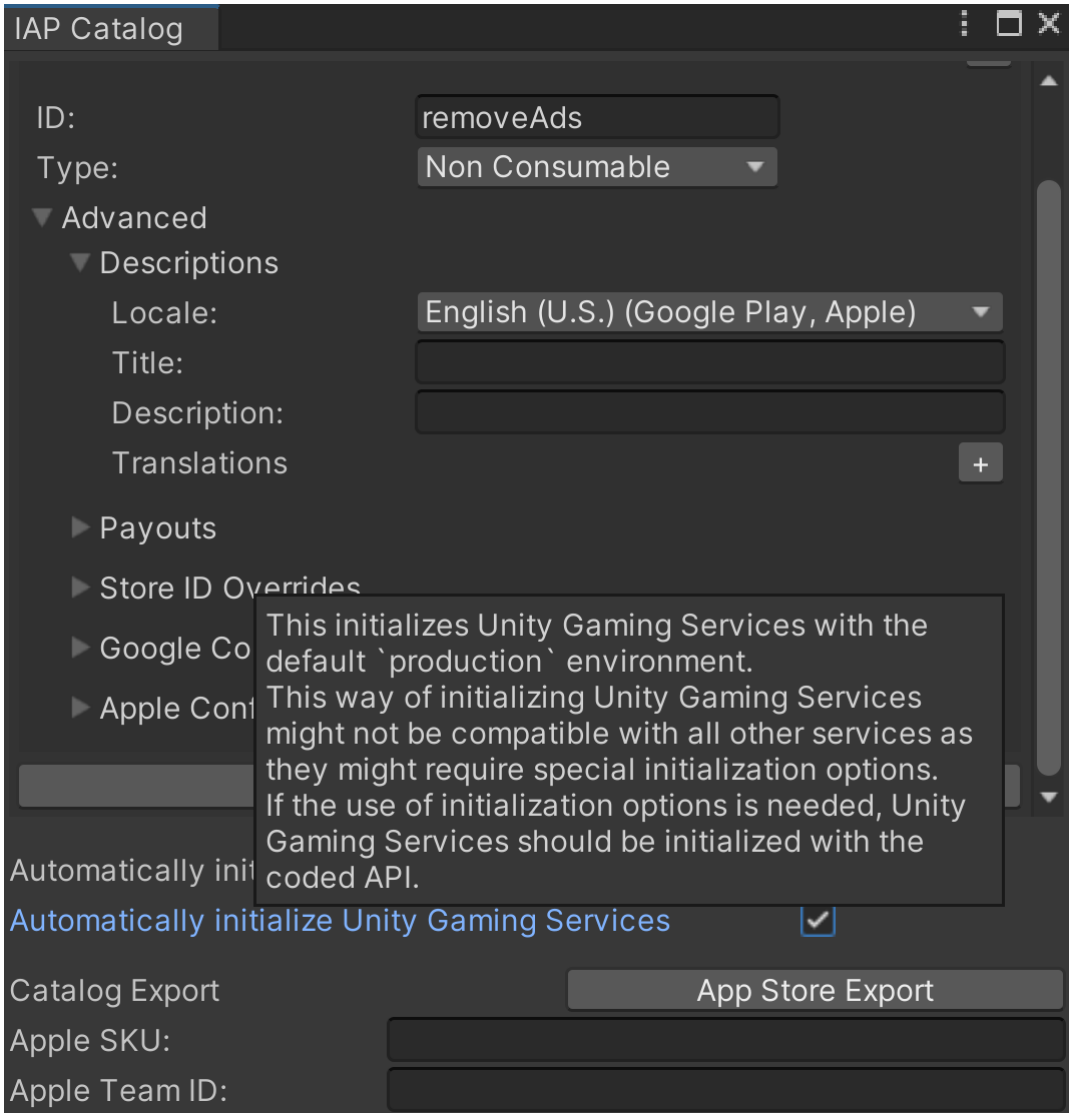

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Mobile Notifications
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Ads
Analytics - Gaming Servic
In-App Purchasing
Version Control
Tags and Layers
TextMesh Pro
Settings
Time
Timeline
Player
Company Name
JohnPDoran
Product Name
Endless Roller
Version
0.1
Default Icon
Select
Default Cursor
None
(Texture 2D)
Select
Cursor Hotspot
X 0
Y 0
iOS
Settings for Android
Icon
Resolution and Presentation
Splash Image

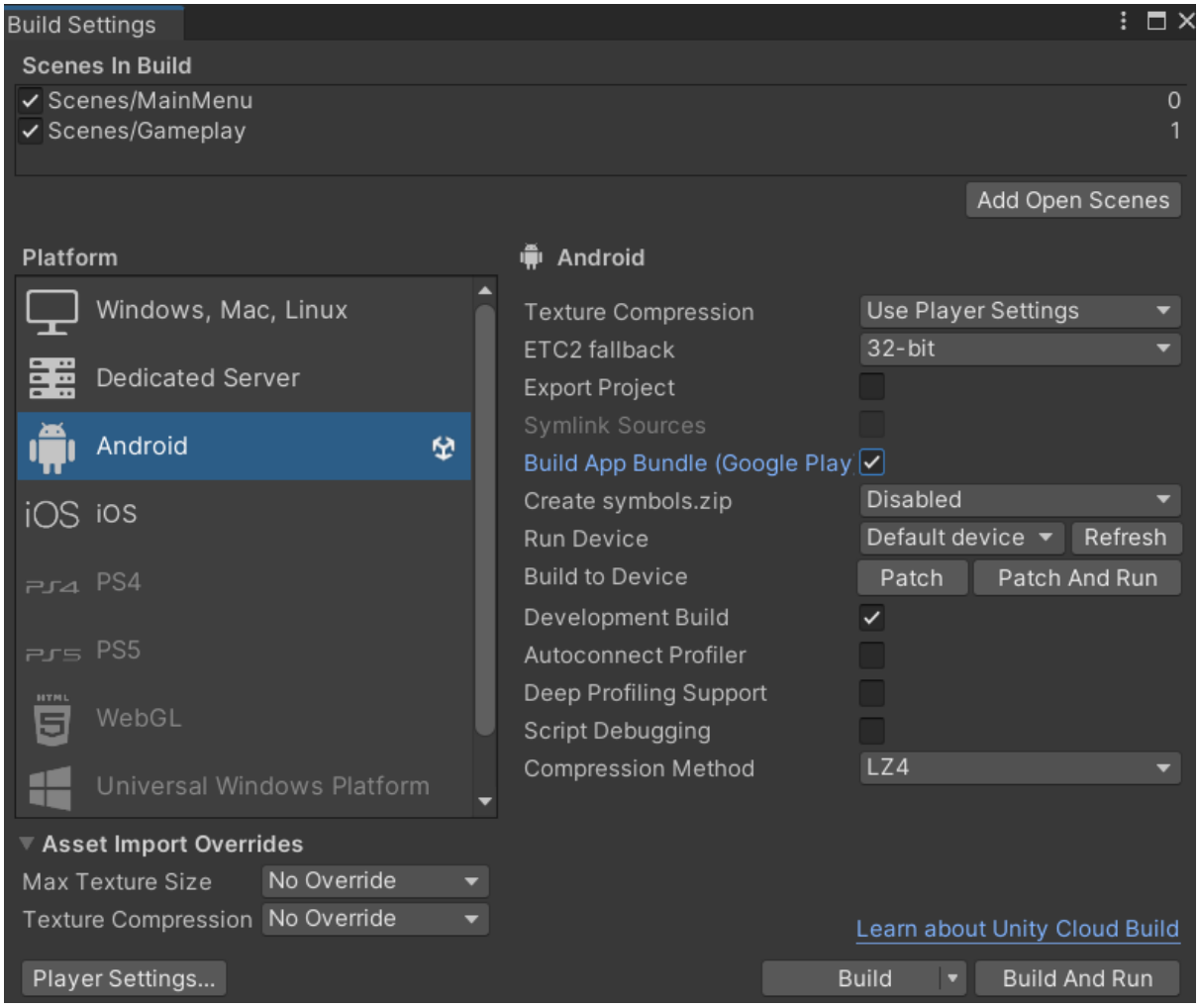

Create a new keystore with a new key or add a new key to an existing keystore
Keystore...
C:/Users/netra/OneDrive/Desktop/MobileDev/user.keystore
Password
******
Confirm password
******
New Key Values
Alias
keystore
Password
******
Confirm password
******
Validity (years)
50
First and Last Name
John P. Doran
Organizational Unit
Organization
John P. Doran
City or Locality
North Vernon
State or Province
Indiana
Country Code (XX)
USA
Add Key


Key "keystore" created in "user" keystore.
Do you want to set them as your Project Keystore and Project Key?
Yes
No

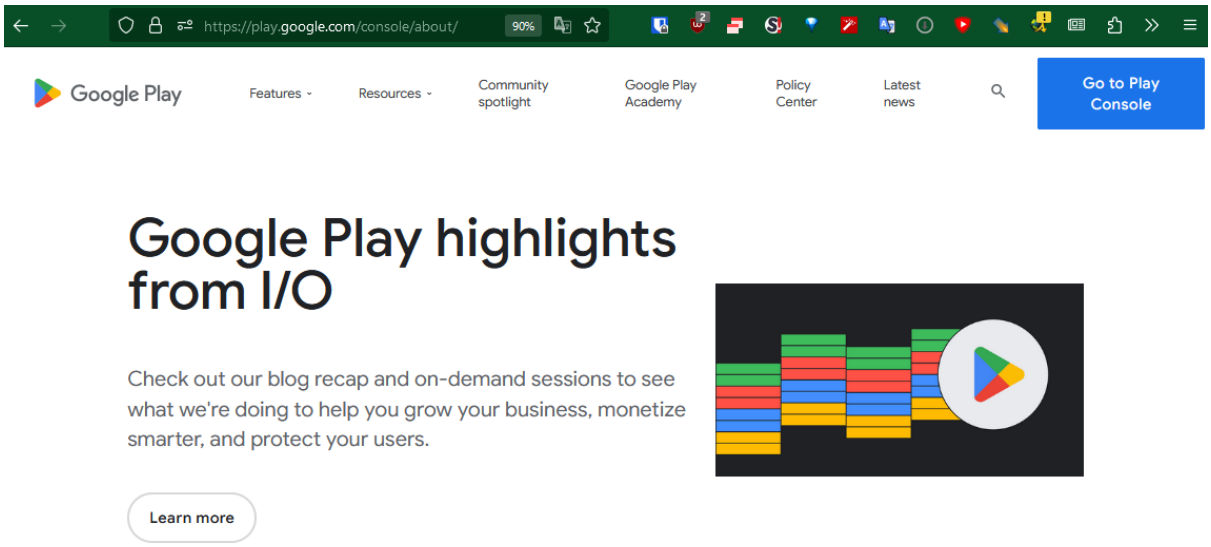

Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Mobile Notifications
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Ads
Analytics - Gaming Servic
In-App Purchasing
Version Control
Tags and Layers
TextMesh Pro
Settings
Time
Timeline
UI Builder
Version Control
Player
Publishing Settings
Keystore Manager...
Project Keystore
Custom Keystore
Select...
Path
user.keystore
Password
******
Project Key
Alias
keystore
Password
******
Build
Custom Main Manifest
Assets\Plugins\Android\AndroidManifest.xml
Custom Launcher Manifest
Custom Main Gradle Template
Custom Launcher Gradle Template
Custom Base Gradle Template
Custom Gradle Properties Template

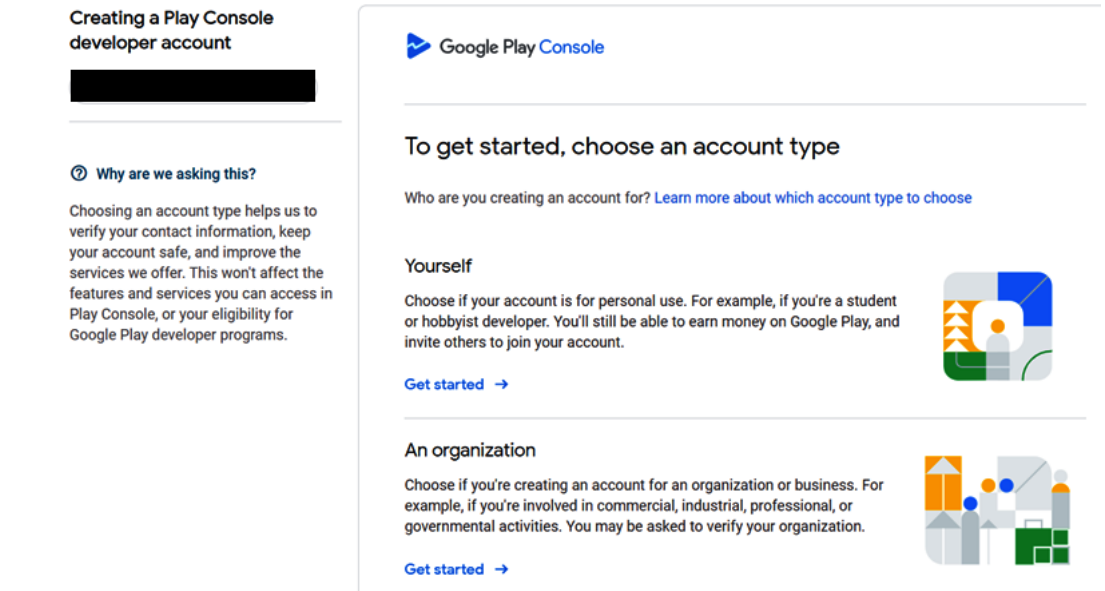

On Click ()
Runtime Onl
PauseScreenBehaviour.SetPaus
Pause Scr
Runtime Onl
GameObject.SetActive
Show Pau

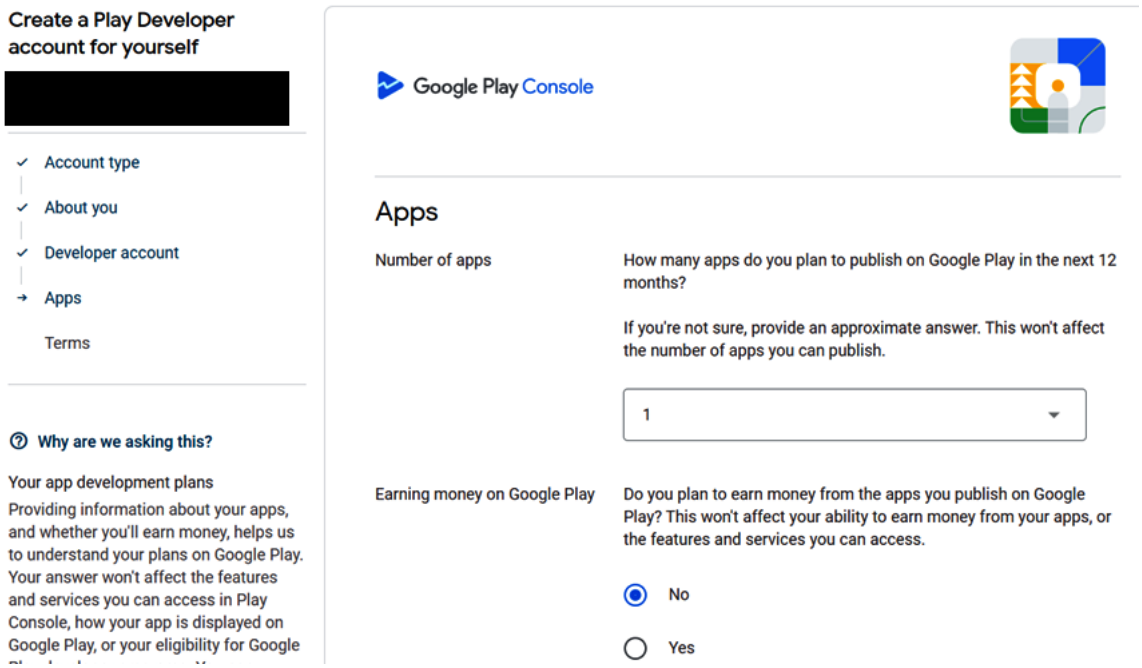

IAP Catalog
ID:
removeAds
Type:
Non Consumable
Advanced
Descriptions
Locale:
English (U.S.) (Google Play, Apple)
Title:
Description:
Translations
+
Payouts
Store ID Overrides
Google Co
Apple Conf
This initializes Unity Gaming Services with the default `production` environment.
This way of initializing Unity Gaming Services might not be compatible with all other services as they might require special initialization options.
If the use of initialization options is needed, Unity Gaming Services should be initialized with the coded API.
Automatically init
Automatically initialize Unity Gaming Services
Catalog Export
App Store Export
Apple SKU:
Apple Team ID:

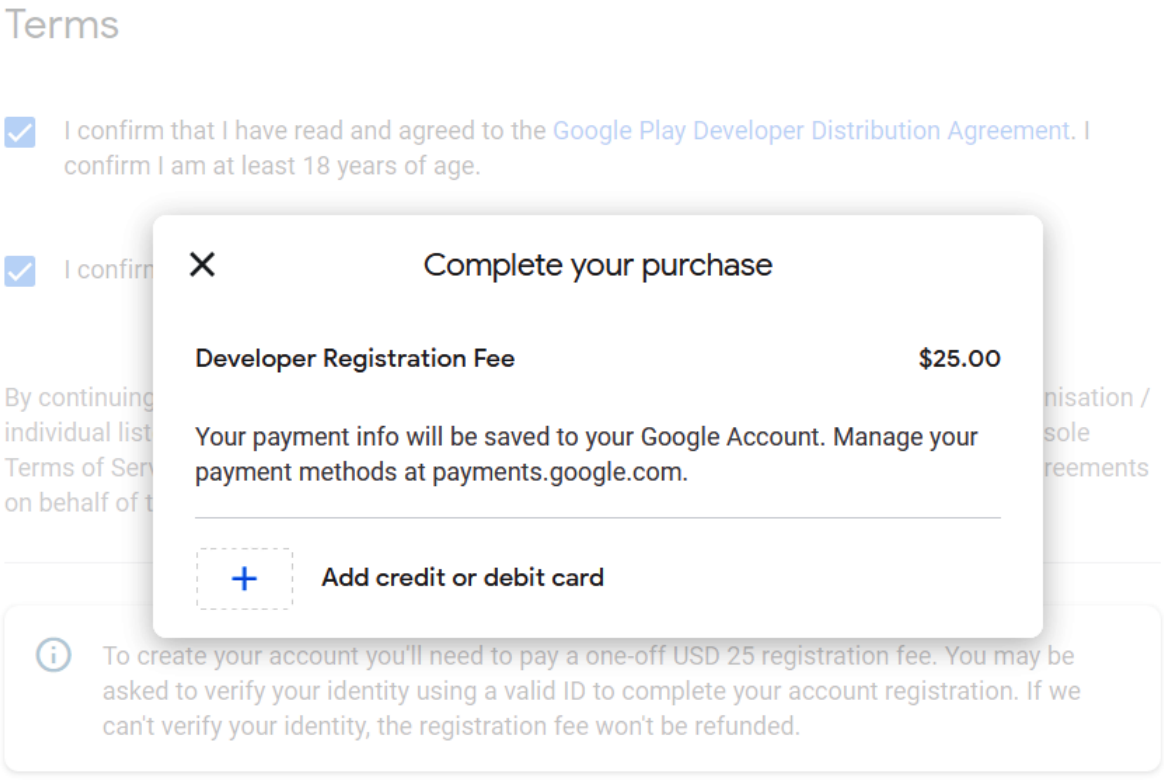

Build Settings
Scenes In Build
Scenes/MainMenu
0
Scenes/Gameplay
1
Add Open Scenes
Platform
Windows, Mac, Linux
Dedicated Server
Android
iOS
PS4
PS5
WebGL
Universal Windows Platform
Android
Texture Compression
Use Player Settings
ETC2 fallback
32-bit
Export Project
Symlink Sources
Build App Bundle (Google Play
Create symbols.zip
Disabled
Run Device
Default device
Refresh
Build to Device
Patch
Patch And Run
Development Build
Autoconnect Profiler
Deep Profiling Support
Script Debugging
Compression Method
LZ4
Asset Import Overrides
Max Texture Size
No Override
Texture Compression
No Override
Learn about Unity Cloud Build
Player Settings...
Build
Build And Run

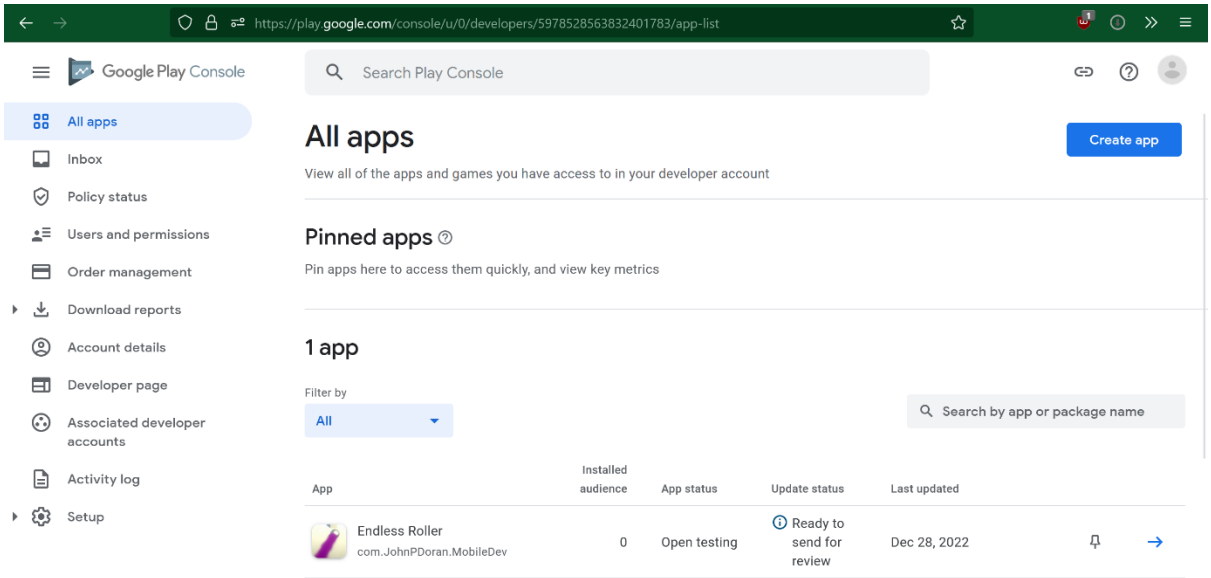
Chapter 14: Submitting Games to App Stores

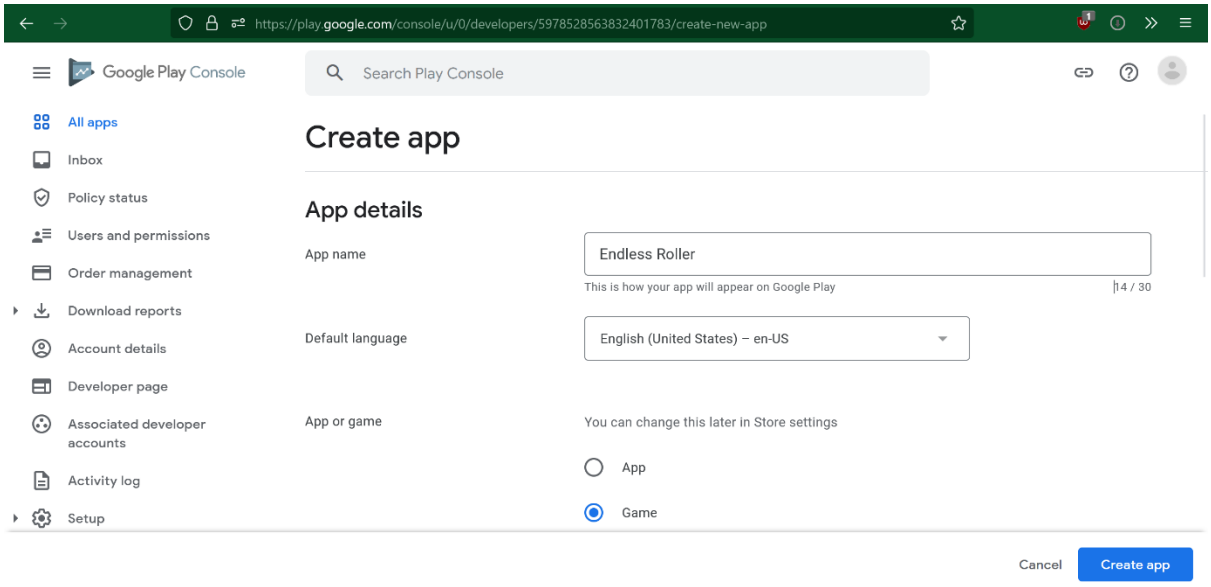


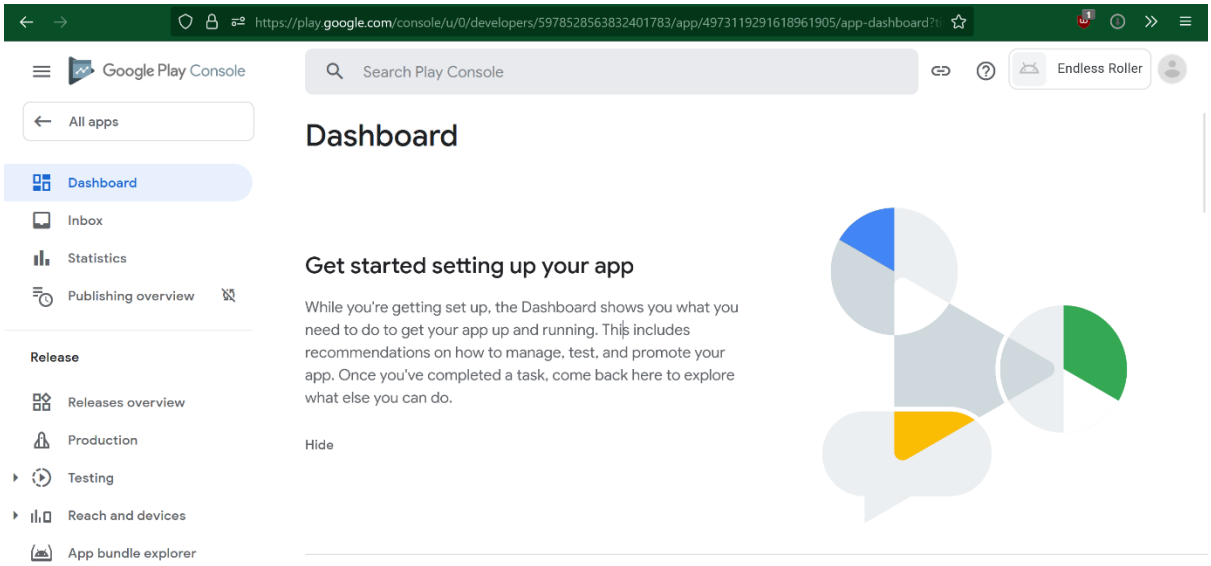


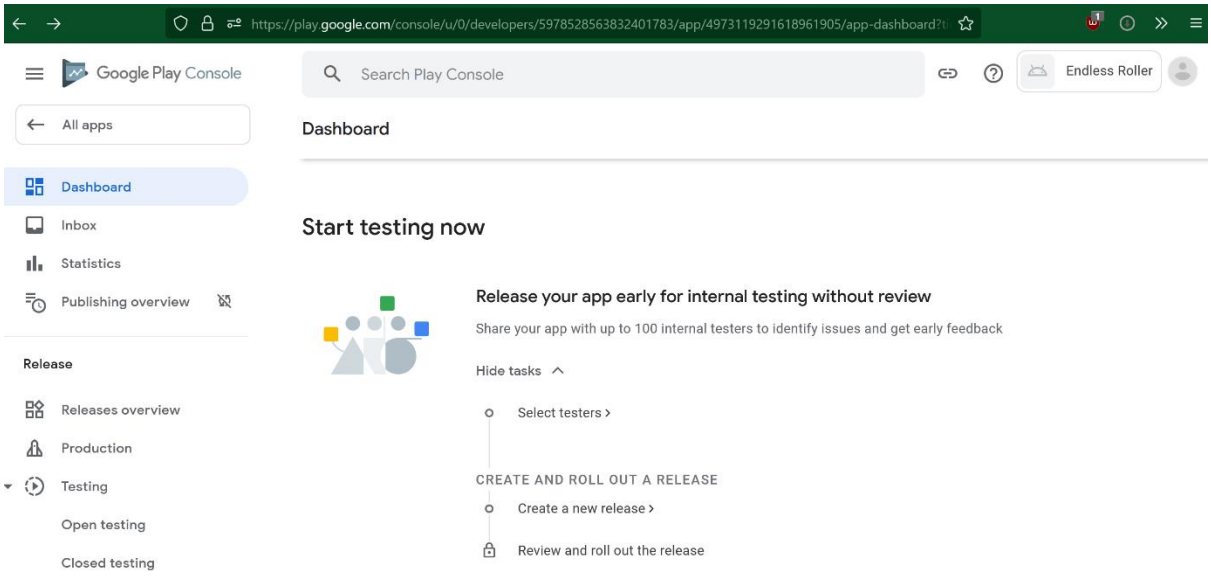

Create a Play Developer account for yourself
[redacted]
Account type
About you
Developer account
Apps
Terms
Why are we asking this?
Your app development plans
Providing information about your apps, and whether you'll earn money, helps us to understand your plans on Google Play. Your answer won't affect the features and services you can access in Play Console, how your app is displayed on Google Play, or your eligibility for Google
Google Play Console
Apps
Number of apps
How many apps do you plan to publish on Google Play in the next 12 months?
If you're not sure, provide an approximate answer. This won't affect the number of apps you can publish.
1
Earning money on Google Play
Do you plan to earn money from the apps you publish on Google Play? This won't affect your ability to earn money from your apps, or the features and services you can access.
No
Yes

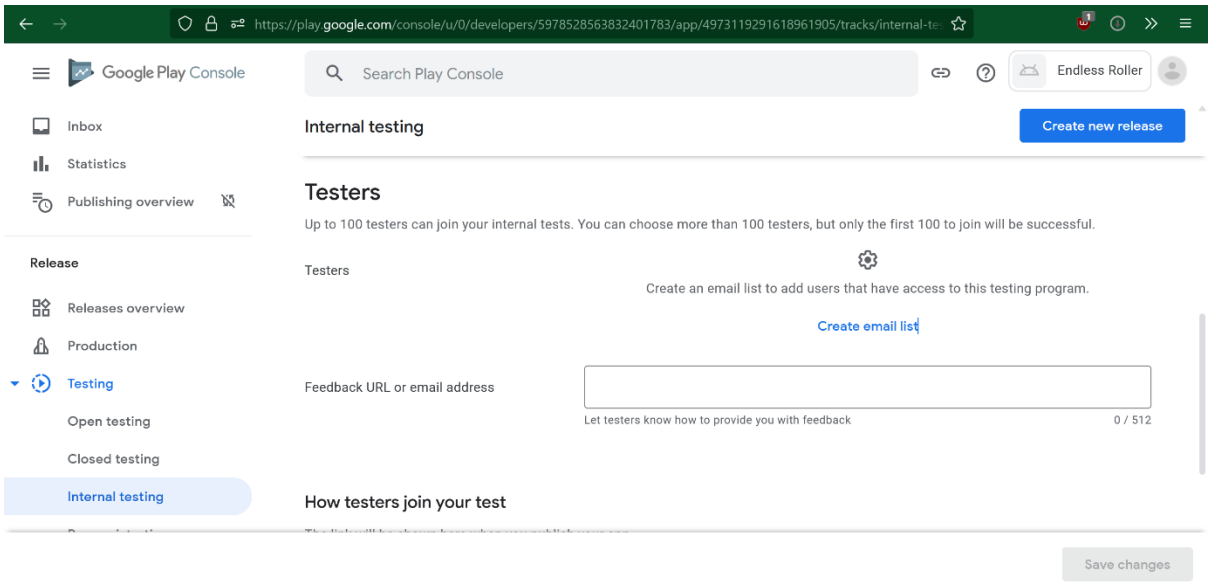

Terms
I confirm that I have read and agreed to the Google Play Developer Distribution Agreement. I confirm I am at least 18 years of age.
I confirm
By continuing
individual list
Terms of Serv
on behalf of t
nisation /
sole
reements
Complete your purchase
Developer Registration Fee
$25.00
Your payment info will be saved to your Google Account. Manage your payment methods at payments.google.com.
Add credit or debit card
To create your account you'll need to pay a one-off USD 25 registration fee. You may be asked to verify your identity using a valid ID to complete your account registration. If we can't verify your identity, the registration fee won't be refunded.

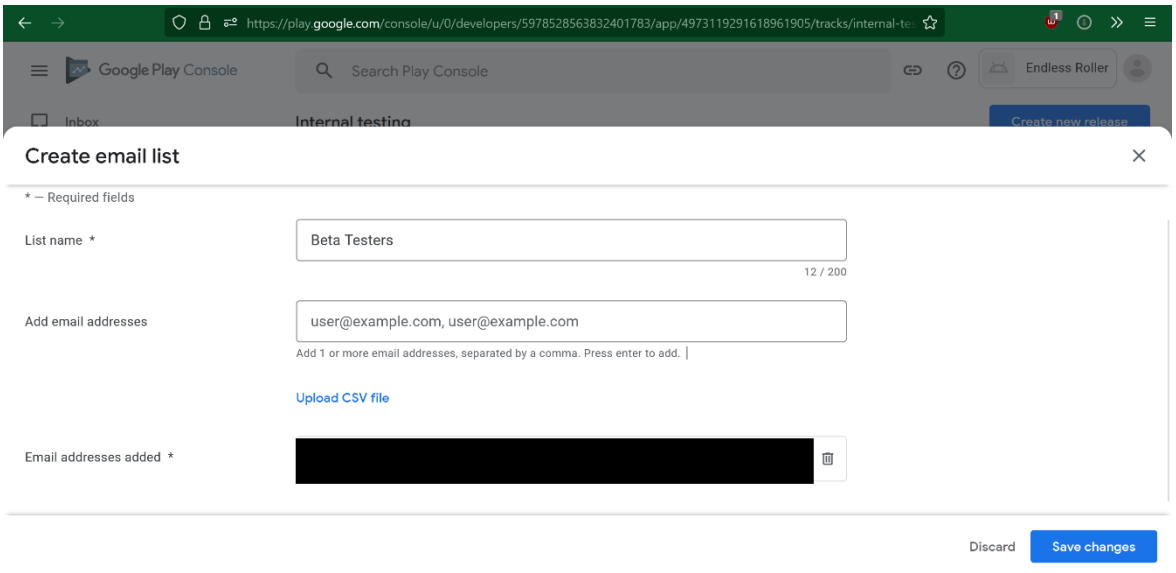

https://play.google.com/console/u/0/developers/5978528563832401783/app-list
Google Play Console
Search Play Console
All apps
Inbox
Policy status
Users and permissions
Order management
Download reports
Account details
Developer page
Associated developer accounts
Activity log
Setup
All apps
View all of the apps and games you have access to in your developer account
Create app
Pinned apps
Pin apps here to access them quickly, and view key metrics
1 app
Filter by
All
Search by app or package name
App
Installed audience
App status
Update status
Last updated
Endless Roller
com.JohnPDoran.MobileDev
0
Open testing
Ready to send for review
Dec 28, 2022

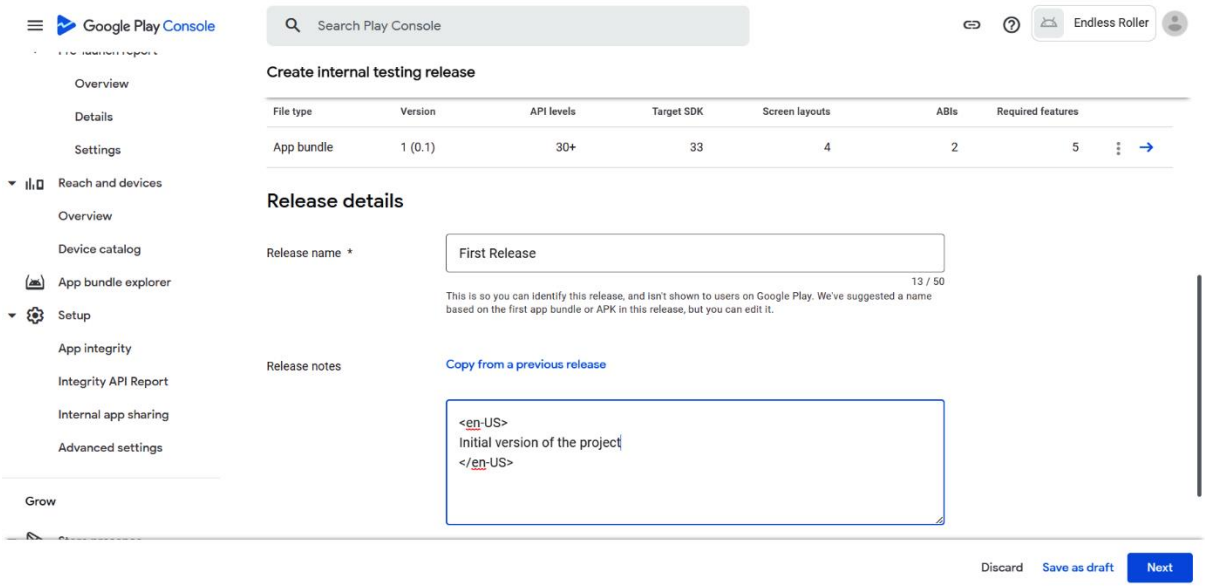

https://play.google.com/console/u/0/developers/5978528563832401783/create-new-app
Google Play Console
Search Play Console
All apps
Inbox
Policy status
Users and permissions
Order management
Download reports
Account details
Developer page
Associated developer accounts
Activity log
Setup
Create app
App details
App name
Endless Roller
This is how your app will appear on Google Play
14 / 30
Default language
English (United States) – en-US
App or game
You can change this later in Store settings
App
Game
Cancel
Create app

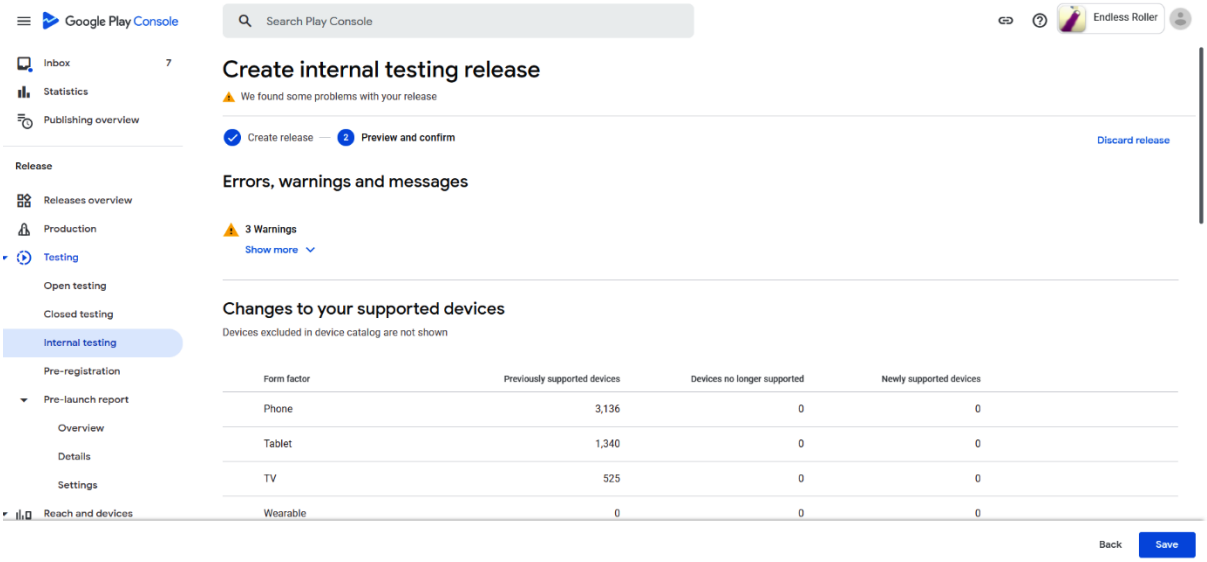

https://play.google.com/console/u/0/developers/5978528563832401783/app/4973119291618961905/app-dashboard?t
Google Play Console
Search Play Console
Endless Roller
All apps
Dashboard
Inbox
Statistics
Publishing overview
Release
Releases overview
Production
Testing
Reach and devices
App bundle explorer
Dashboard
Get started setting up your app
While you're getting set up, the Dashboard shows you what you need to do to get your app up and running. This includes recommendations on how to manage, test, and promote your app. Once you've completed a task, come back here to explore what else you can do.
Hide

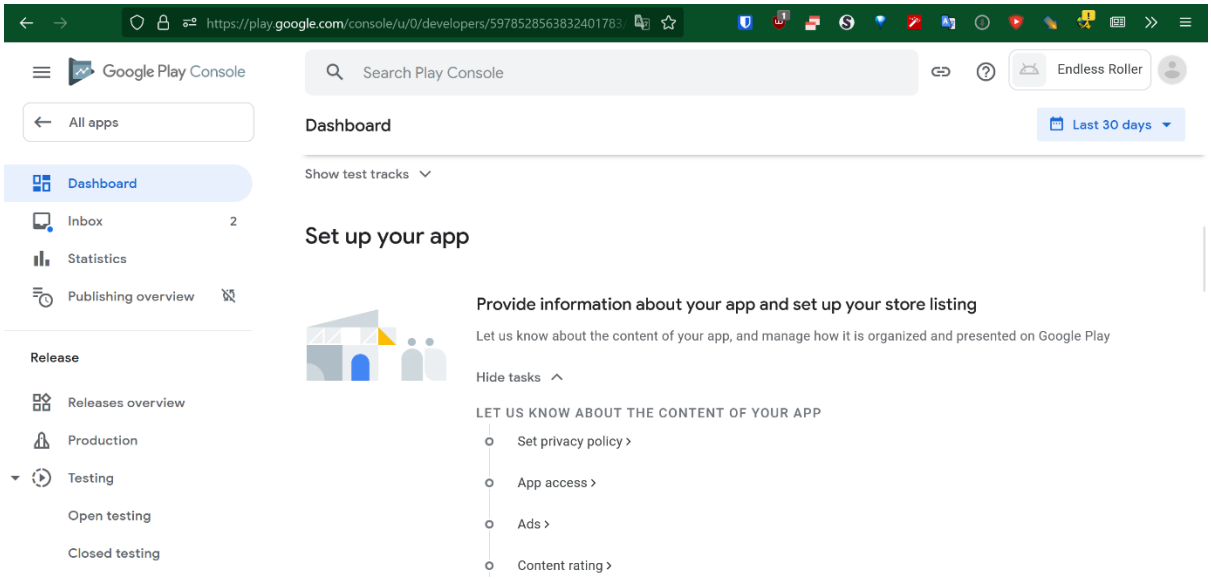

https://play.google.com/console/u/0/developers/5978528563832401783/app/4973119291618961905/app-dashboard?t
Google Play Console
Search Play Console
Endless Roller
All apps
Dashboard
Inbox
Statistics
Publishing overview
Release
Releases overview
Production
Testing
Open testing
Closed testing
Dashboard
Start testing now
Release your app early for internal testing without review
Share your app with up to 100 internal testers to identify issues and get early feedback
Hide tasks
Select testers
CREATE AND ROLL OUT A RELEASE
Create a new release
Review and roll out the release

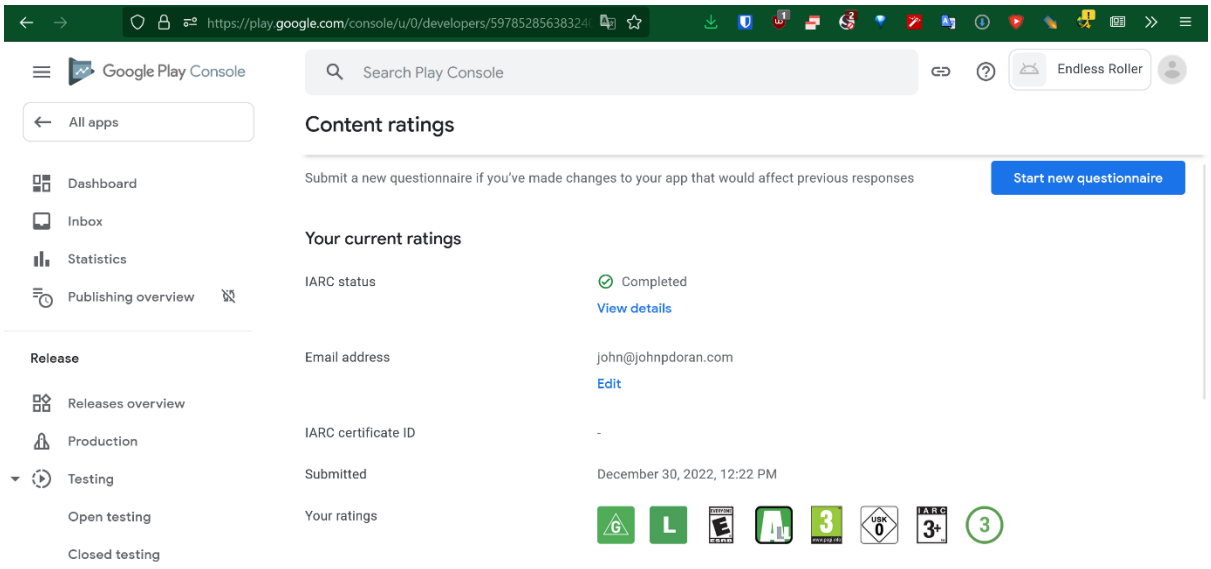

https://play.google.com/console/u/0/developers/5978528563832401783/app/4973119291618961905/tracks/internal-te
Google Play Console
Search Play Console
Endless Roller
Inbox
Statistics
Publishing overview
Release
Releases overview
Production
Testing
Open testing
Closed testing
Internal testing
Internal testing
Create new release
Testers
Up to 100 testers can join your internal tests. You can choose more than 100 testers, but only the first 100 to join will be successful.
Testers
Create an email list to add users that have access to this testing program.
Create email list
Feedback URL or email address
Let testers know how to provide you with feedback
0 / 512
How testers join your test
Save changes

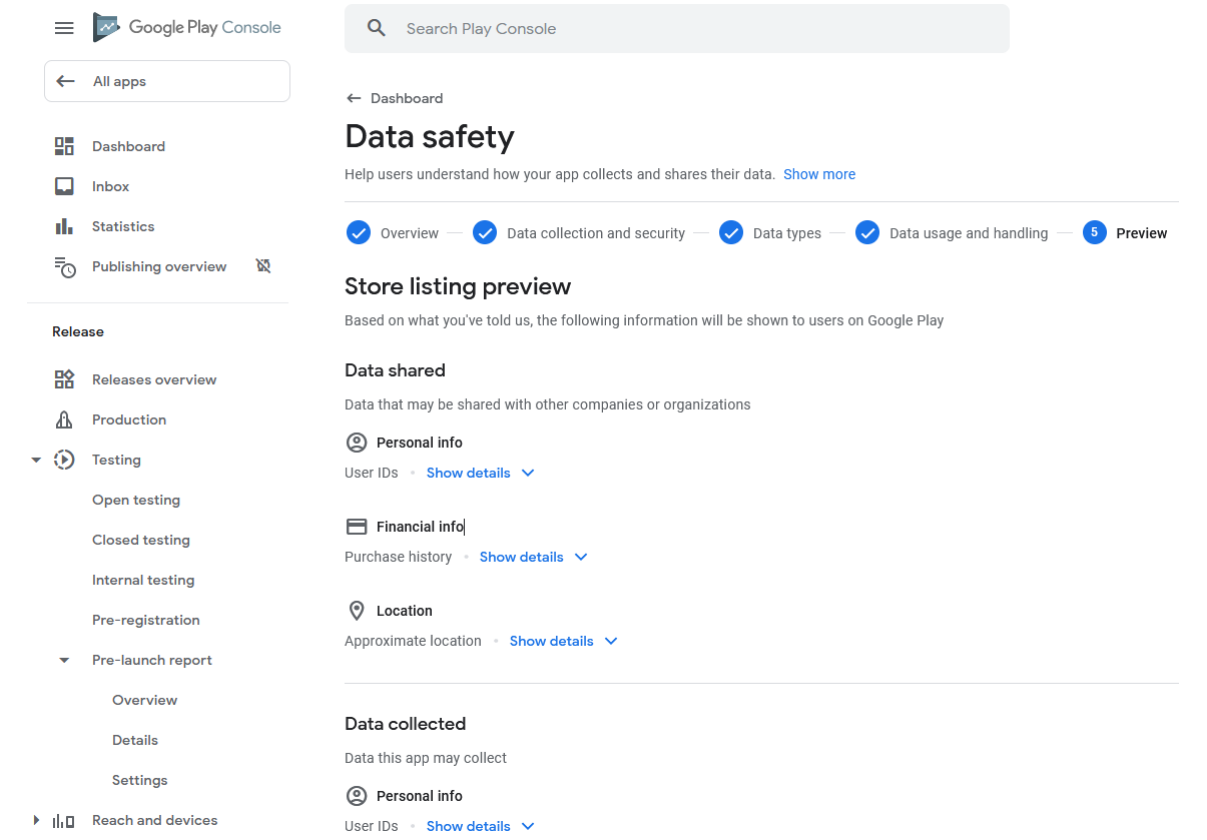

https://play.google.com/console/u/0/developers/5978528563832401783/app/4973119291618961905/tracks/internal-te
Google Play Console
Search Play Console
Endless Roller
Inbox
Internal testing
Create new release
Create email list
* — Required fields
List name *
Beta Testers
12 / 200
Add email addresses
user@example.com, user@example.com
Add 1 or more email addresses, separated by a comma. Press enter to add.
Upload CSV file
Email addresses added *
[redacted]
Discard
Save changes

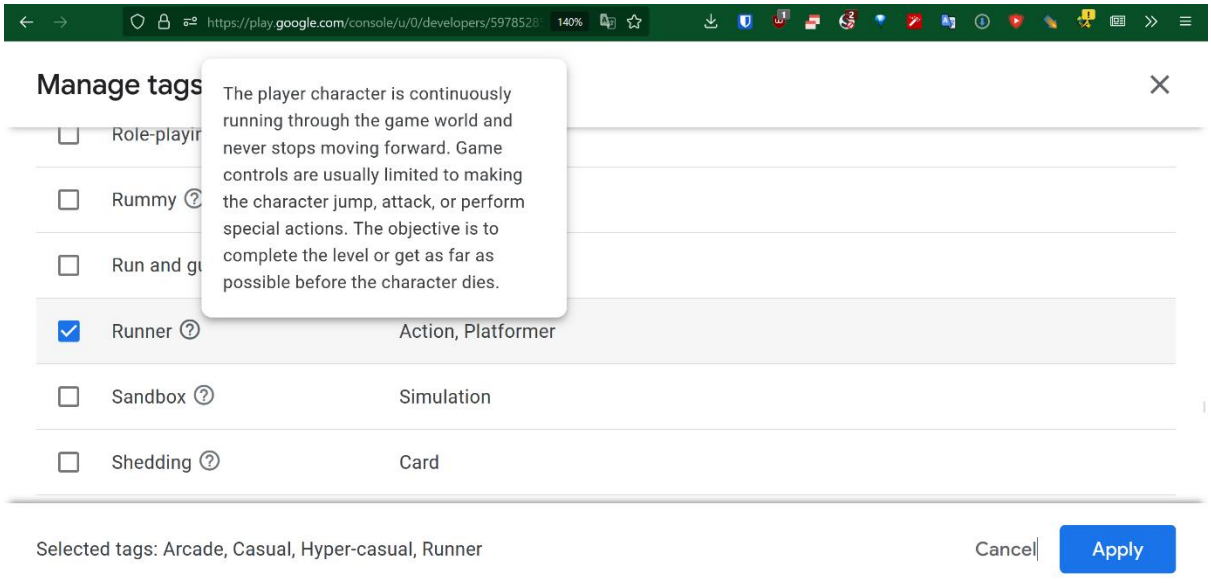

Google Play Console
Search Play Console
Endless Roller
Overview
Details
Settings
Reach and devices
Overview
Device catalog
App bundle explorer
Setup
App integrity
Integrity API Report
Internal app sharing
Advanced settings
Grow
Create internal testing release
File type
Version
API levels
Target SDK
Screen layouts
ABIs
Required features
App bundle
1 (0.1)
30+
33
4
2
5
Release details
Release name *
First Release
13 / 50
This is so you can identify this release, and isn't shown to users on Google Play. We've suggested a name based on the first app bundle or APK in this release, but you can edit it.
Release notes
Copy from a previous release
<en-US>
Initial version of the project
</en-US>
Discard
Save as draft
Next


Google Play Console
Search Play Console
Endless Roller
Inbox
7
Statistics
Publishing overview
Release
Releases overview
Production
Testing
Open testing
Closed testing
Internal testing
Pre-registration
Pre-launch report
Overview
Details
Settings
Reach and devices
Create internal testing release
We found some problems with your release
Create release
2
Preview and confirm
Discard release
Errors, warnings and messages
3 Warnings
Show more
Changes to your supported devices
Devices excluded in device catalog are not shown
Form factor
Previously supported devices
Devices no longer supported
Newly supported devices
Phone
3,136
0
0
Tablet
1,340
0
0
TV
525
0
0
Wearable
0
0
0
Back
Save


https://play.google.com/console/u/0/developers/5978528563832401783
Google Play Console
Search Play Console
Endless Roller
All apps
Dashboard
Last 30 days
Dashboard
Inbox 2
Statistics
Publishing overview
Show test tracks
Release
Releases overview
Production
Testing
Open testing
Closed testing
Set up your app
Provide information about your app and set up your store listing
Let us know about the content of your app, and manage how it is organized and presented on Google Play
Hide tasks
LET US KNOW ABOUT THE CONTENT OF YOUR APP
Set privacy policy ›
App access ›
Ads ›
Content rating ›


https://play.google.com/console/u/0/developers/5978528563832
Google Play Console
Search Play Console
Endless Roller
All apps
Dashboard
Inbox
Statistics
Publishing overview
Release
Releases overview
Production
Testing
Open testing
Closed testing
Content ratings
Submit a new questionnaire if you've made changes to your app that would affect previous responses
Start new questionnaire
Your current ratings
IARC status
Completed
View details
Email address
john@johnpdoran.com
Edit
IARC certificate ID
-
Submitted
December 30, 2022, 12:22 PM
Your ratings


Google Play Console
Search Play Console
All apps
Dashboard
Inbox
Statistics
Publishing overview
Release
Releases overview
Production
Testing
Open testing
Closed testing
Internal testing
Pre-registration
Pre-launch report
Overview
Details
Settings
Reach and devices
Dashboard
Data safety
Help users understand how your app collects and shares their data. Show more
Overview
Data collection and security
Data types
Data usage and handling
5
Preview
Store listing preview
Based on what you've told us, the following information will be shown to users on Google Play
Data shared
Data that may be shared with other companies or organizations
Personal info
User IDs • Show details
Financial info
Purchase history • Show details
Location
Approximate location • Show details
Data collected
Data this app may collect
Personal info
User IDs • Show details


https://play.google.com/console/u/0/developers/5978528
140%
Manage tags
The player character is continuously running through the game world and never stops moving forward. Game controls are usually limited to making the character jump, attack, or perform special actions. The objective is to complete the level or get as far as possible before the character dies.
Role-playir
Rummy
Run and gu
Runner
Action, Platformer
Sandbox
Simulation
Shedding
Card
Selected tags: Arcade, Casual, Hyper-casual, Runner
Cancel
Apply

https://play.google.com/console/u/

Google Play Console

Search Play Console

Endless Roller

All apps

Dashboard

Inbox

Statistics

Publishing overview

Release

Releases overview

Production

Testing

Open testing

Main store listing

Default – English (United States) – en-US Manage translations

App name *

Endless Roller

This is how your app will appear on Google Play 14 / 30

Short description *

Roll the ball as far as you can while avoiding obstacles!

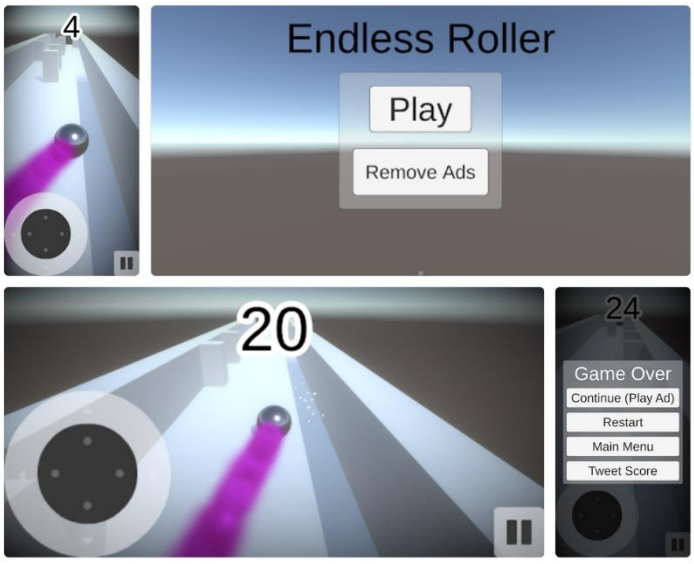
A short description for your app. Users can expand to view your full description. 57 / 80

Full description *

In this simple, endless runner game created to teach concepts of creating games for mobile devices, players will control a ball in which they can dodge obstacles and tap the screen to destroy objects.

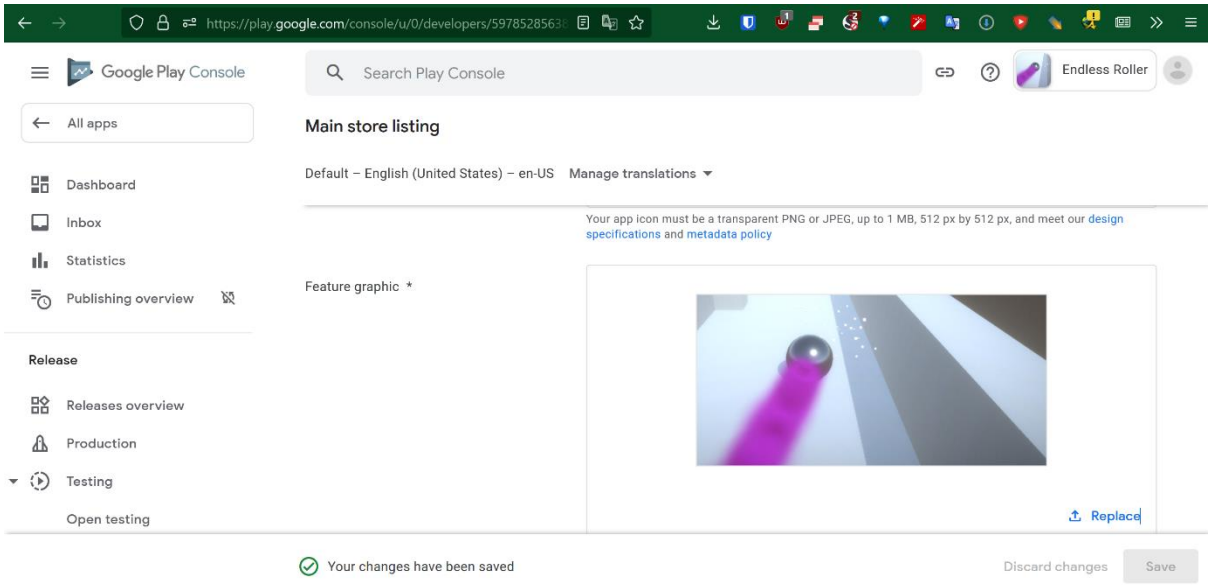
Discard changes Save

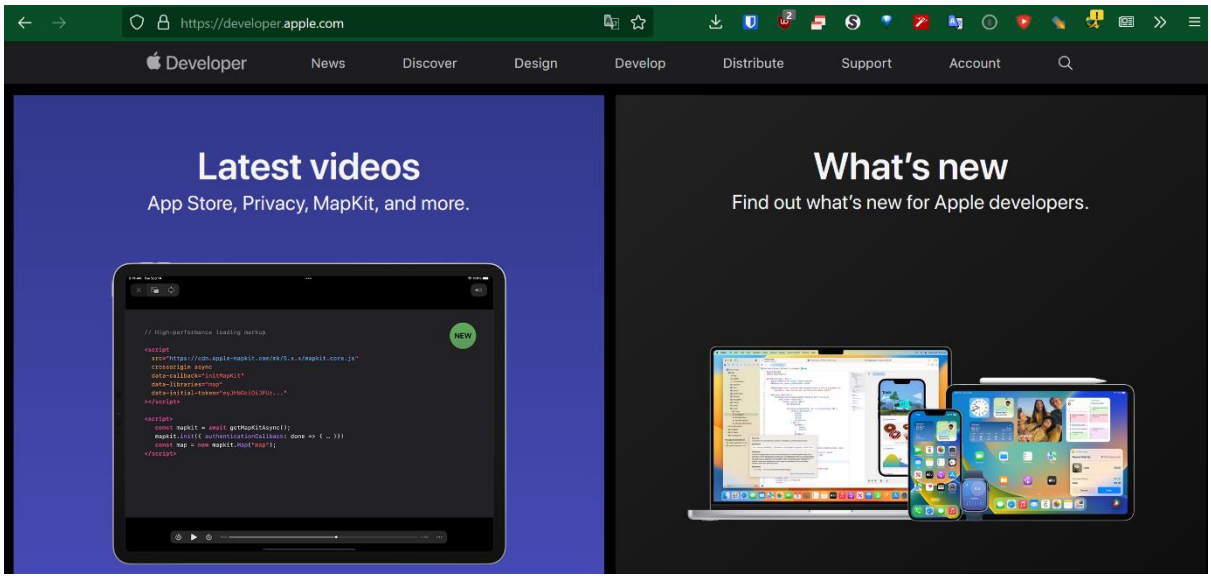
Phone screenshots *

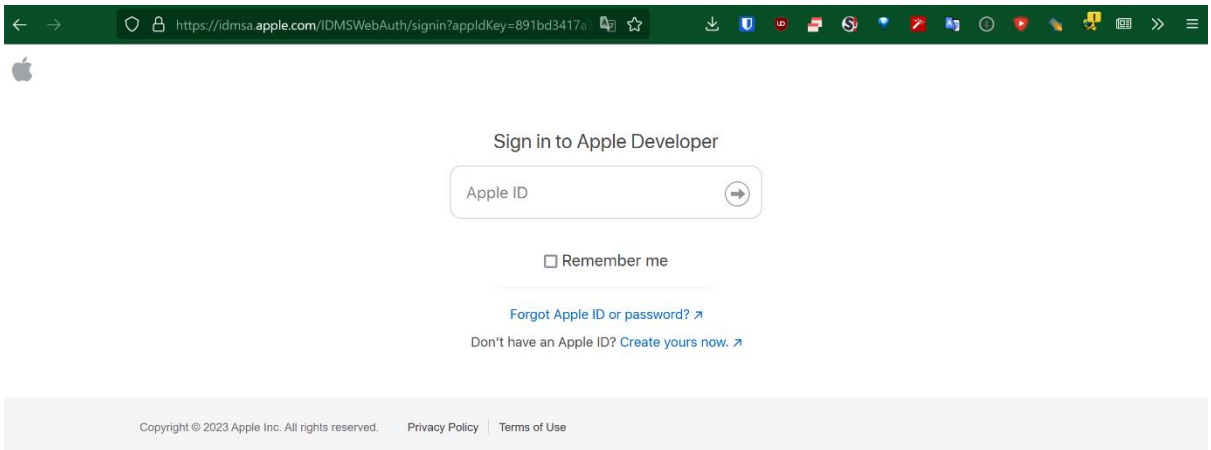


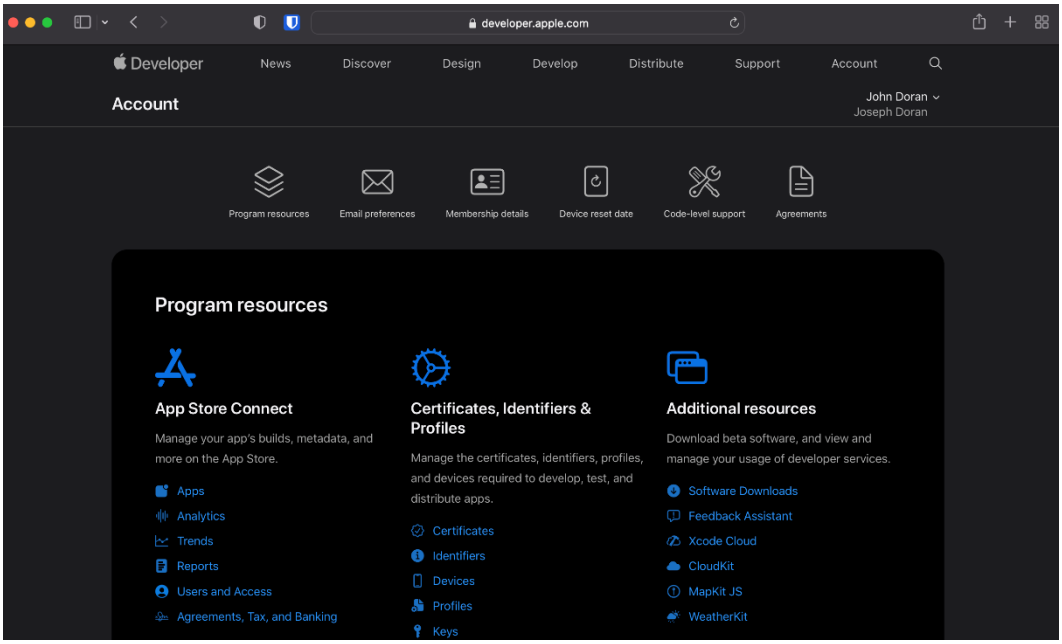
4 / 8

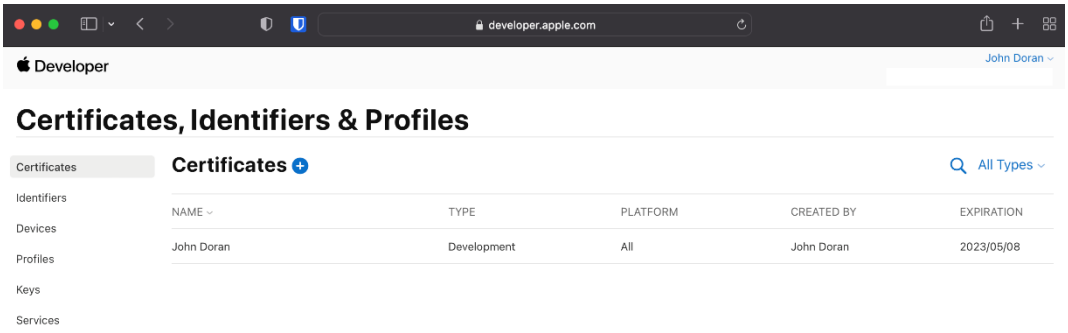
Upload

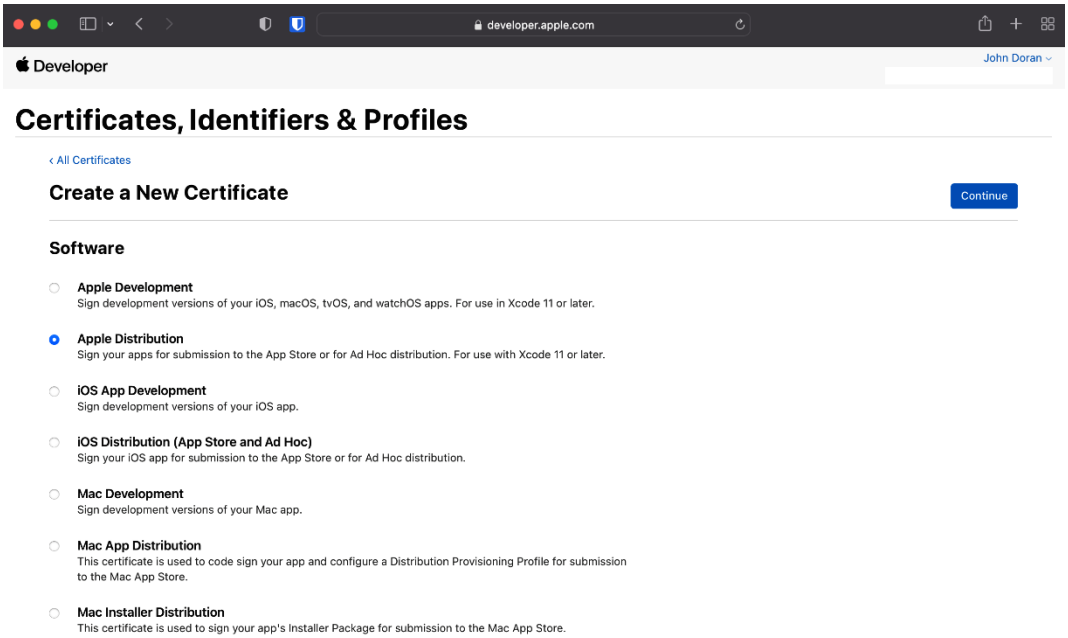

https://play.google.com/console/u/0/developers/5978528563
Google Play Console
Search Play Console
Endless Roller
All apps
Dashboard
Inbox
Statistics
Publishing overview
Release
Releases overview
Production
Testing
Open testing
Main store listing
Default – English (United States) – en-US
Manage translations
Your app icon must be a transparent PNG or JPEG, up to 1 MB, 512 px by 512 px, and meet our design specifications and metadata policy
Feature graphic *
Replace
Your changes have been saved
Discard changes
Save

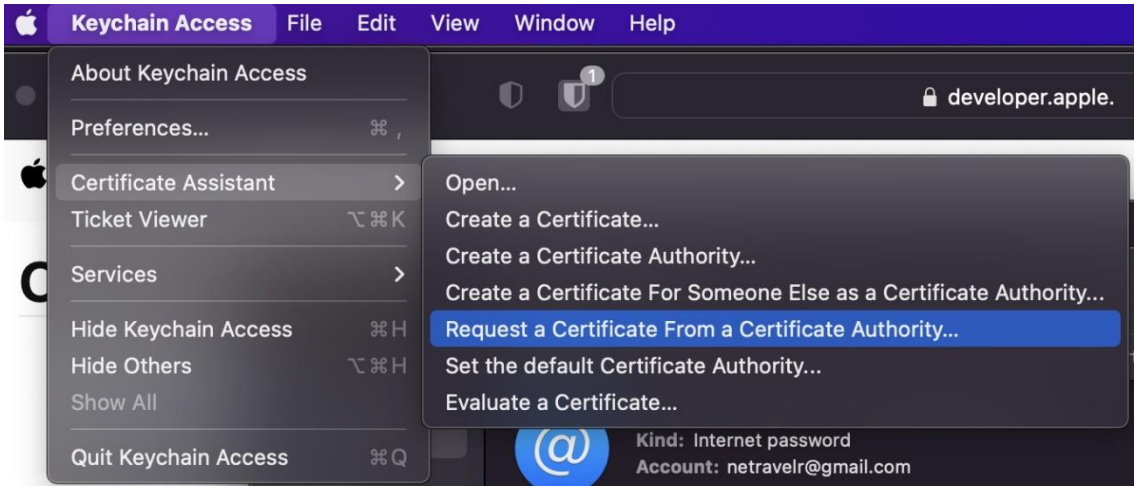

https://developer.apple.com
Developer
News
Discover
Design
Develop
Distribute
Support
Account
Latest videos
App Store, Privacy, MapKit, and more.
What's new
Find out what's new for Apple developers.

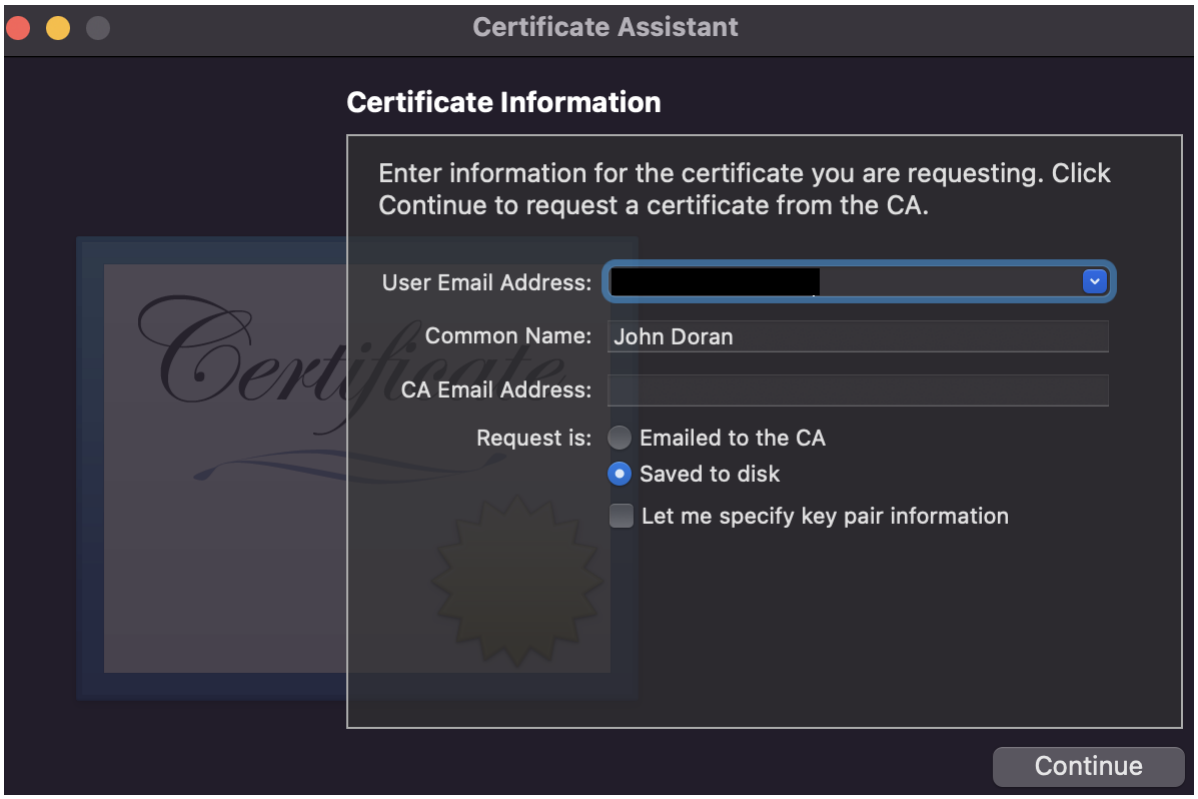

https://idmsa.apple.com/IDMSWebAuth/signin?appIdKey=891bd3417a
Sign in to Apple Developer
Apple ID
Remember me
Forgot Apple ID or password?
Don't have an Apple ID? Create yours now.
Copyright © 2023 Apple Inc. All rights reserved.
Privacy Policy
Terms of Use

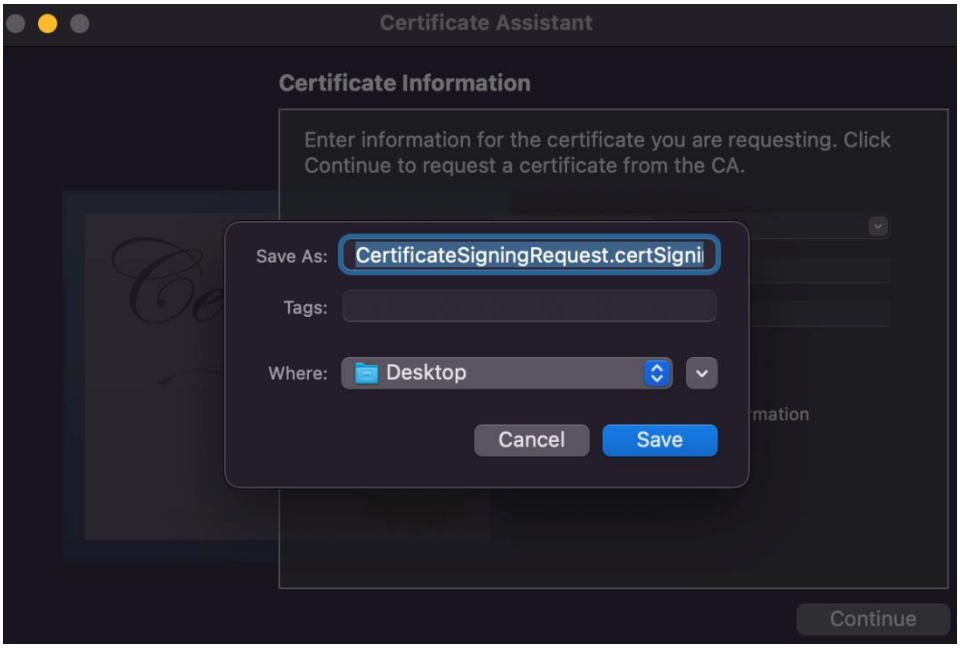

developer.apple.com
Developer
News
Discover
Design
Develop
Distribute
Support
Account
Account
John Doran
Joseph Doran
Program resources
Email preferences
Membership details
Device reset date
Code-level support
Agreements
Program resources
App Store Connect
Manage your app's builds, metadata, and more on the App Store.
Apps
Analytics
Trends
Reports
Users and Access
Agreements, Tax, and Banking
Certificates, Identifiers & Profiles
Manage the certificates, identifiers, profiles, and devices required to develop, test, and distribute apps.
Certificates
Identifiers
Devices
Profiles
Keys
Additional resources
Download beta software, and view and manage your usage of developer services.
Software Downloads
Feedback Assistant
Xcode Cloud
CloudKit
MapKit JS
WeatherKit

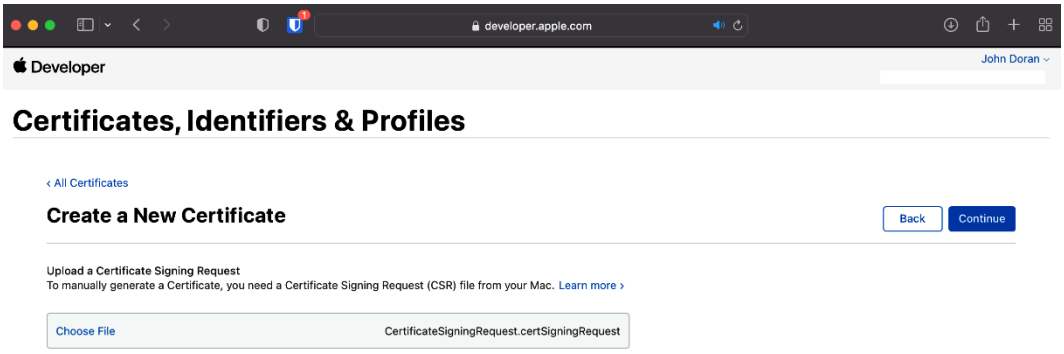

developer.apple.com
Developer
John Doran
Certificates, Identifiers & Profiles
Certificates
Identifiers
Devices
Profiles
Keys
Services
Certificates
All Types
NAME
TYPE
PLATFORM
CREATED BY
EXPIRATION
John Doran
Development
All
John Doran
2023/05/08

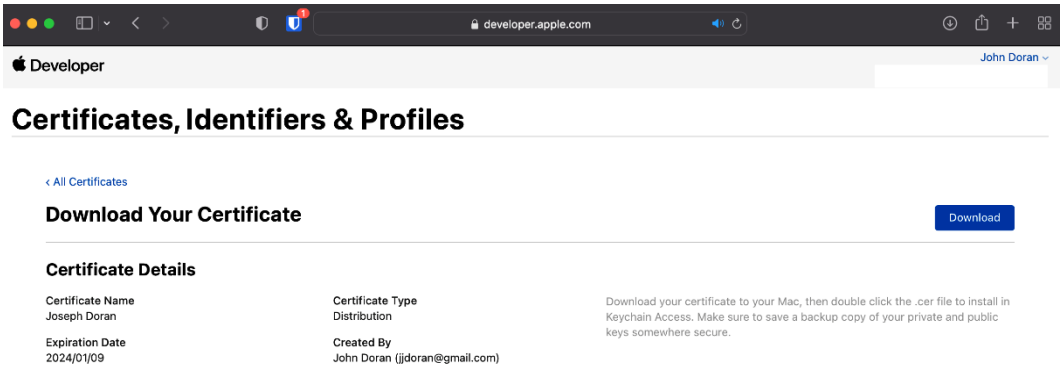

developer.apple.com
Developer
John Doran
Certificates, Identifiers & Profiles
‹ All Certificates
Create a New Certificate
Continue
Software
Apple Development
Sign development versions of your iOS, macOS, tvOS, and watchOS apps. For use in Xcode 11 or later.
Apple Distribution
Sign your apps for submission to the App Store or for Ad Hoc distribution. For use with Xcode 11 or later.
iOS App Development
Sign development versions of your iOS app.
iOS Distribution (App Store and Ad Hoc)
Sign your iOS app for submission to the App Store or for Ad Hoc distribution.
Mac Development
Sign development versions of your Mac app.
Mac App Distribution
This certificate is used to code sign your app and configure a Distribution Provisioning Profile for submission to the Mac App Store.
Mac Installer Distribution
This certificate is used to sign your app's Installer Package for submission to the Mac App Store.

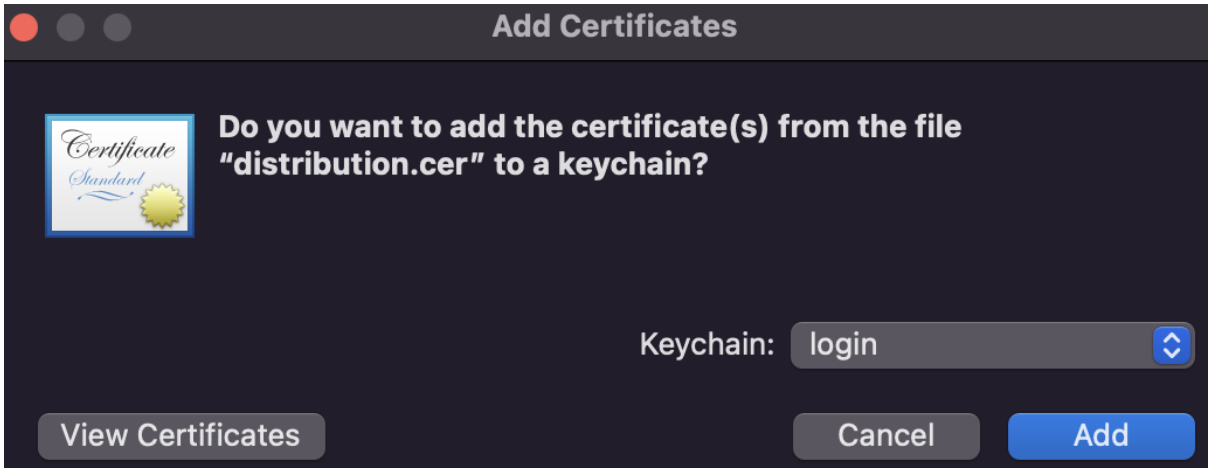

Keychain Access
File
Edit
View
Window
Help
About Keychain Access
Preferences... ⌘ ,
Certificate Assistant
Ticket Viewer ⌥⌘K
Services
Hide Keychain Access ⌘H
Hide Others ⌥⌘H
Show All
Quit Keychain Access ⌘Q
Open...
Create a Certificate...
Create a Certificate Authority...
Create a Certificate For Someone Else as a Certificate Authority...
Request a Certificate From a Certificate Authority...
Set the default Certificate Authority...
Evaluate a Certificate...
developer.apple.
Kind: Internet password
Account: netravelr@gmail.com

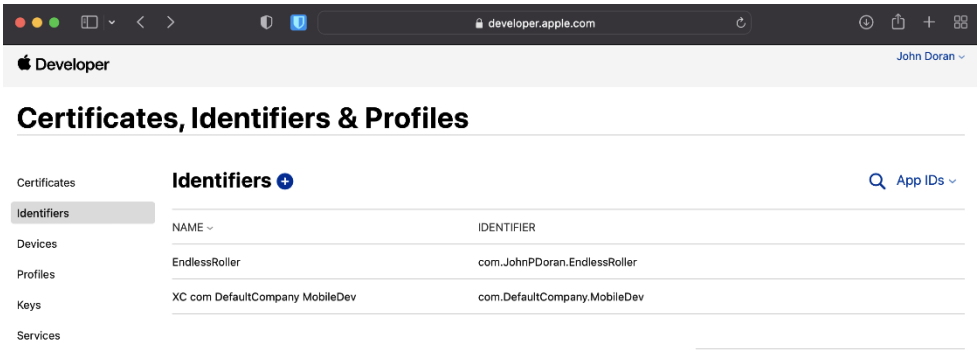

Certificate Assistant
Certificate Information
Enter information for the certificate you are requesting. Click Continue to request a certificate from the CA.
User Email Address:
Common Name:
John Doran
CA Email Address:
Request is:
Emailed to the CA
Saved to disk
Let me specify key pair information
Continue

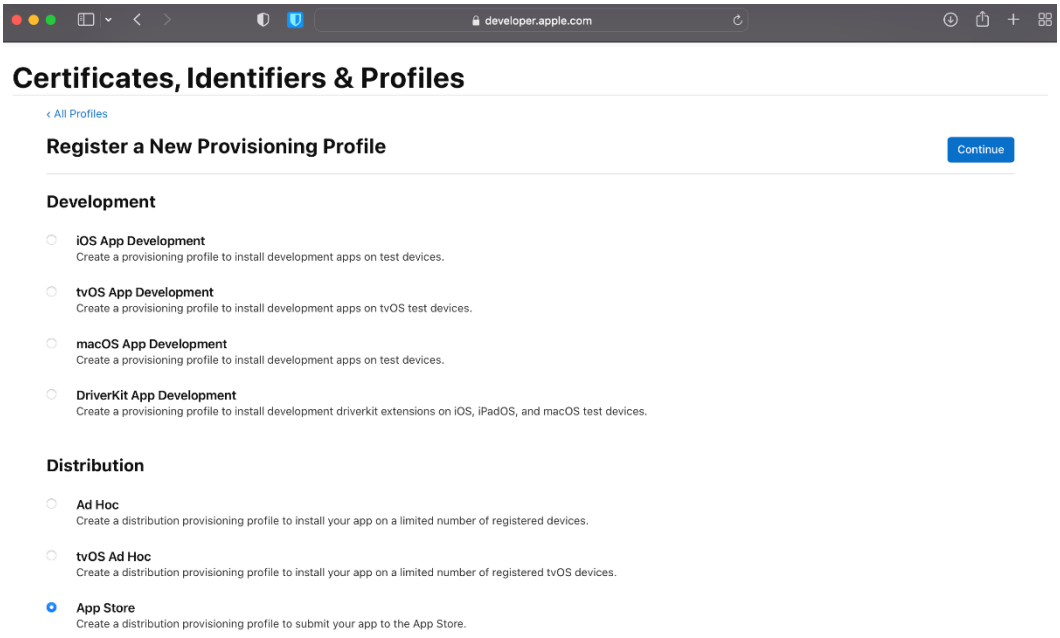

Certificate Assistant
Certificate Information
Enter information for the certificate you are requesting. Click Continue to request a certificate from the CA.
Save As: CertificateSigningRequest.certSigni
Tags:
Where: Desktop
Cancel
Save
Continue

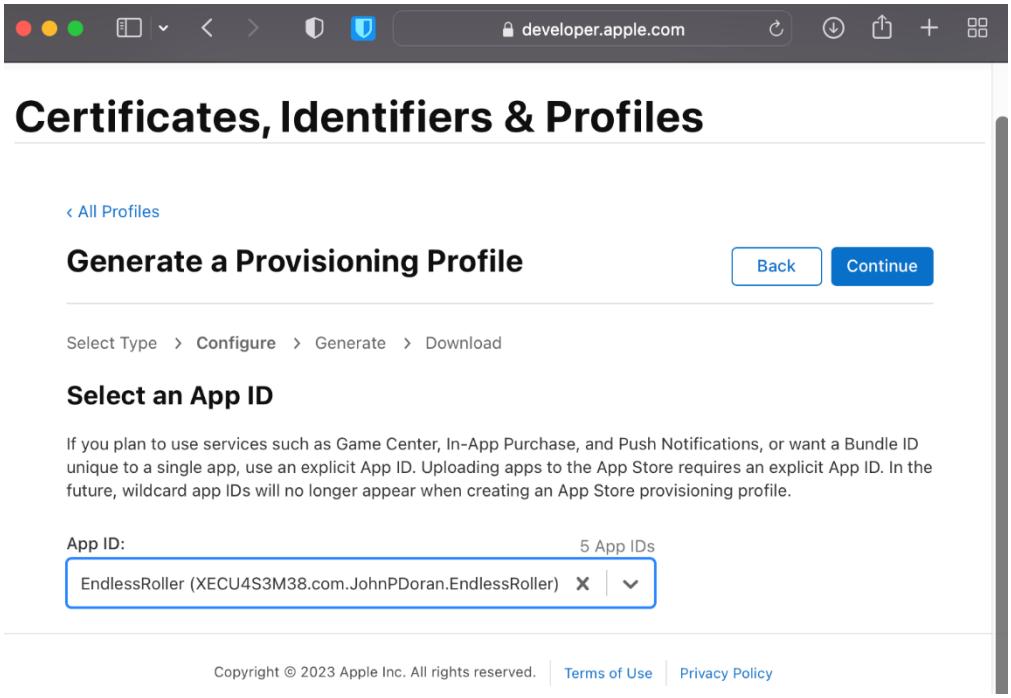

developer.apple.com
Developer
John Doran
Certificates, Identifiers & Profiles
‹ All Certificates
Create a New Certificate
Back
Continue
Upload a Certificate Signing Request
To manually generate a Certificate, you need a Certificate Signing Request (CSR) file from your Mac. Learn more ›
Choose File
CertificateSigningRequest.certSigningRequest


developer.apple.com
Developer
John Doran
Certificates, Identifiers & Profiles
‹ All Certificates
Download Your Certificate
Download
Certificate Details
Certificate Name
Joseph Doran
Certificate Type
Distribution
Expiration Date
2024/01/09
Created By
John Doran (jjdoran@gmail.com)
Download your certificate to your Mac, then double click the .cer file to install in Keychain Access. Make sure to save a backup copy of your private and public keys somewhere secure.


Add Certificates
Do you want to add the certificate(s) from the file "distribution.cer" to a keychain?
Keychain:
login
View Certificates
Cancel
Add


developer.apple.com
Developer
John Doran
Certificates, Identifiers & Profiles
Certificates
Identifiers
Devices
Profiles
Keys
Services
Identifiers
App IDs
NAME
IDENTIFIER
EndlessRoller
com.JohnPDoran.EndlessRoller
XC com DefaultCompany MobileDev
com.DefaultCompany.MobileDev


developer.apple.com
Certificates, Identifiers & Profiles
All Profiles
Register a New Provisioning Profile
Continue
Development
iOS App Development
Create a provisioning profile to install development apps on test devices.
tvOS App Development
Create a provisioning profile to install development apps on tvOS test devices.
macOS App Development
Create a provisioning profile to install development apps on test devices.
DriverKit App Development
Create a provisioning profile to install development driverkit extensions on iOS, iPadOS, and macOS test devices.
Distribution
Ad Hoc
Create a distribution provisioning profile to install your app on a limited number of registered devices.
tvOS Ad Hoc
Create a distribution provisioning profile to install your app on a limited number of registered tvOS devices.
App Store
Create a distribution provisioning profile to submit your app to the App Store.


developer.apple.com
Certificates, Identifiers & Profiles
‹ All Profiles
Generate a Provisioning Profile
Back
Continue
Select Type › Configure › Generate › Download
Select an App ID
If you plan to use services such as Game Center, In-App Purchase, and Push Notifications, or want a Bundle ID unique to a single app, use an explicit App ID. Uploading apps to the App Store requires an explicit App ID. In the future, wildcard app IDs will no longer appear when creating an App Store provisioning profile.
App ID:
5 App IDs
EndlessRoller (XECU4S3M38.com.JohnPDoran.EndlessRoller)
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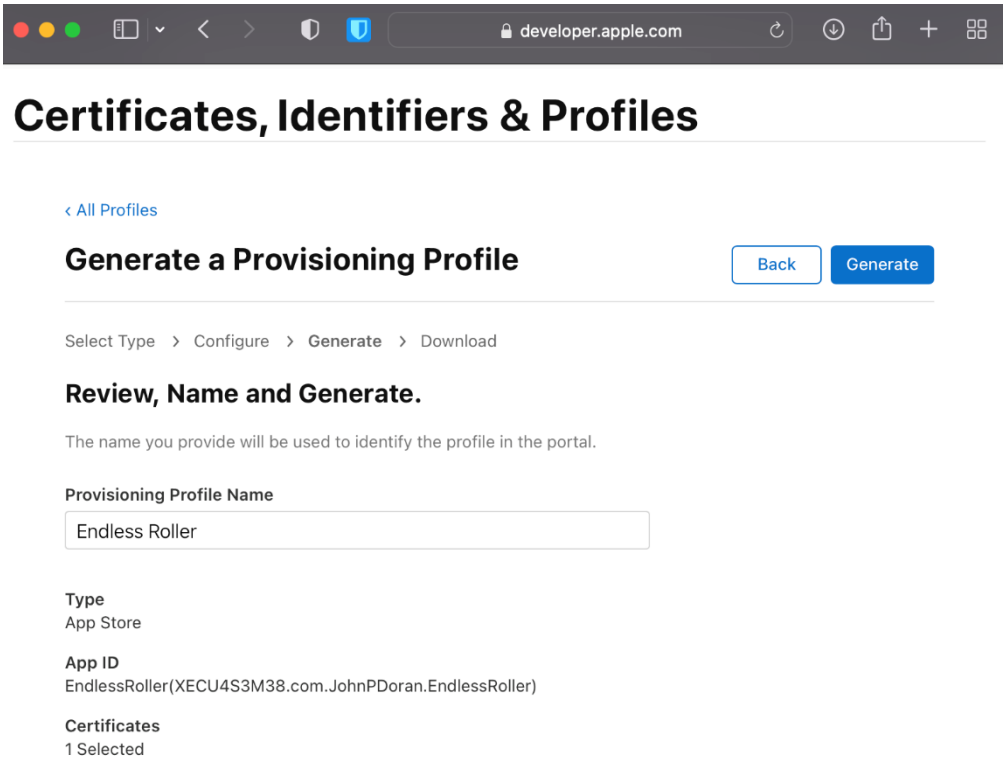
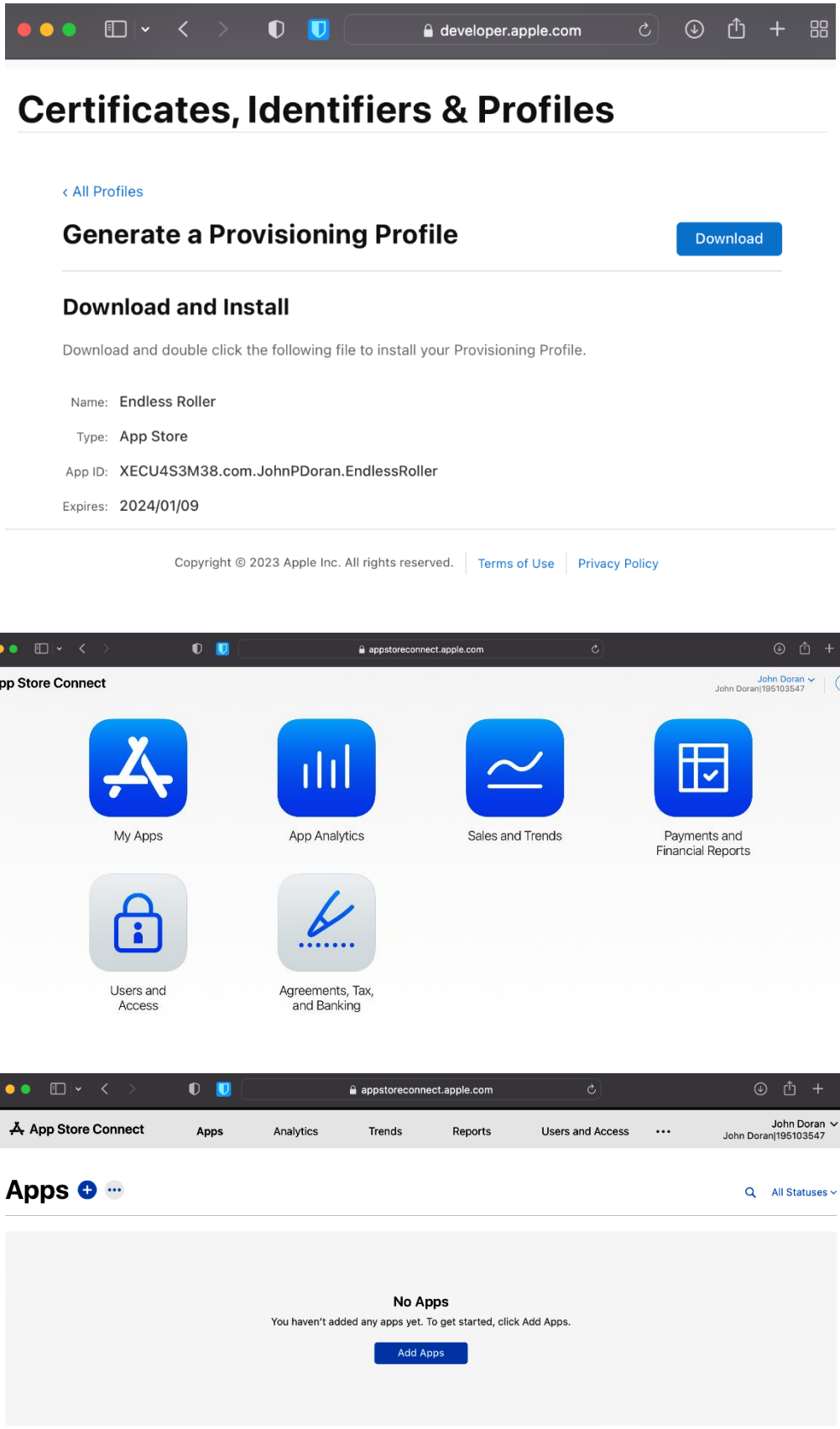
Terms of Use
Privacy Policy


developer.apple.com
Certificates, Identifiers & Profiles
‹ All Profiles
Generate a Provisioning Profile
Back
Generate
Select Type › Configure › Generate › Download
Review, Name and Generate.
The name you provide will be used to identify the profile in the portal.
Provisioning Profile Name
Endless Roller
Type
App Store
App ID
EndlessRoller(XECU4S3M38.com.JohnPDoran.EndlessRoller)
Certificates
1 Selected


developer.apple.com
Certificates, Identifiers & Profiles
‹ All Profiles
Generate a Provisioning Profile
Download
Download and Install
Download and double click the following file to install your Provisioning Profile.
Name: Endless Roller
Type: App Store
App ID: XECU4S3M38.com.JohnPDoran.EndlessRoller
Expires: 2024/01/09
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Terms of Use
Privacy Policy

appstoreconnect.apple.com
App Store Connect
John Doran
John Doran|195103547
My Apps
App Analytics
Sales and Trends
Payments and Financial Reports
Users and Access
Agreements, Tax, and Banking

appstoreconnect.apple.com
App Store Connect
Apps
Analytics
Trends
Reports
Users and Access
John Doran
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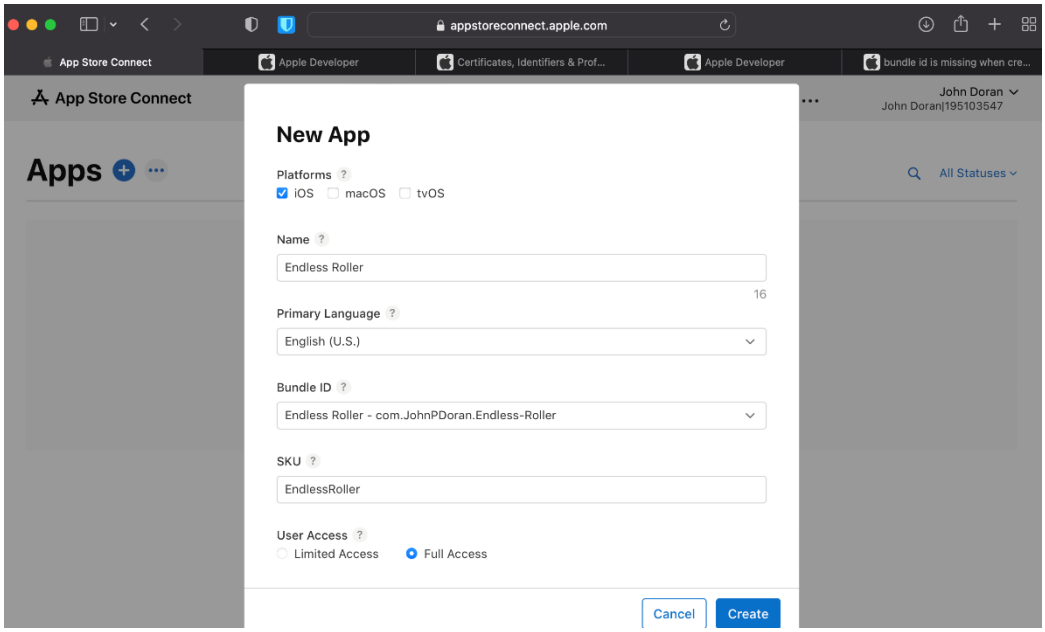
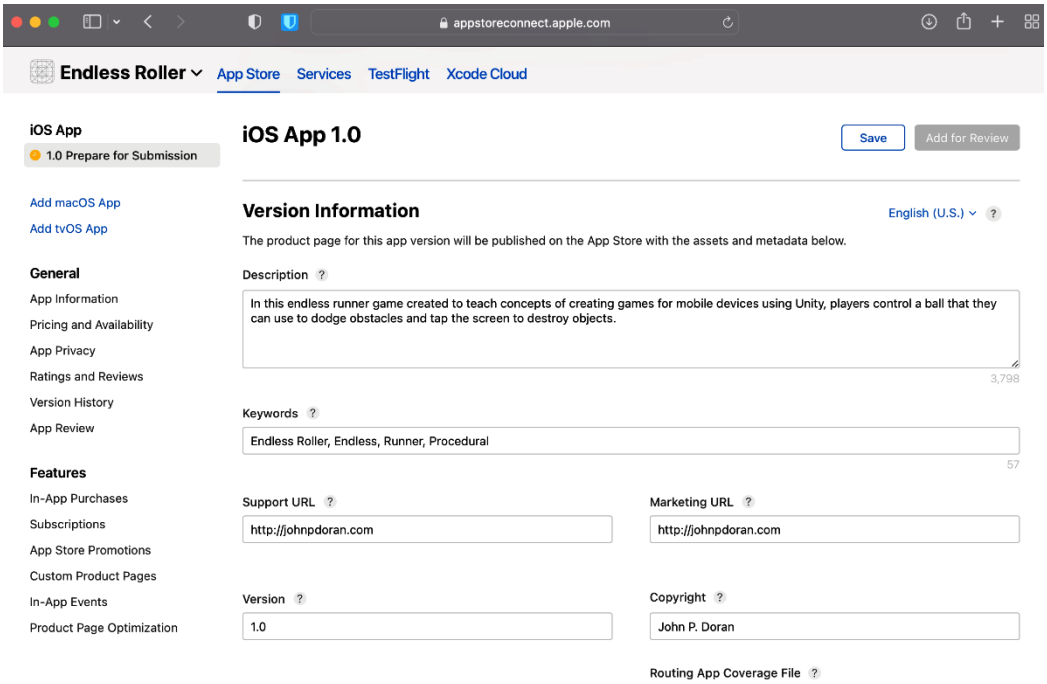
Apps
All Statuses
No Apps
You haven't added any apps yet. To get started, click Add Apps.
Add Apps


appstoreconnect.apple.com
App Store Connect
Apple Developer
Certificates, Identifiers & Prof...
Apple Developer
bundle id is missing when cre...
App Store Connect
John Doran
John Doran|195103547
Apps
All Statuses
New App
Platforms
iOS
macOS
tvOS
Name
Endless Roller
16
Primary Language
English (U.S.)
Bundle ID
Endless Roller - com.JohnPDoran.Endless-Roller
SKU
EndlessRoller
User Access
Limited Access
Full Access
Cancel
Create


appstoreconnect.apple.com
Endless Roller
App Store
Services
TestFlight
Xcode Cloud
iOS App
1.0 Prepare for Submission
Add macOS App
Add tvOS App
General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review
Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
In-App Events
Product Page Optimization
iOS App 1.0
Save
Add for Review
Version Information
English (U.S.)
The product page for this app version will be published on the App Store with the assets and metadata below.
Description
In this endless runner game created to teach concepts of creating games for mobile devices using Unity, players control a ball that they can use to dodge obstacles and tap the screen to destroy objects.
3,798
Keywords
Endless Roller, Endless, Runner, Procedural
57
Support URL
http://johnpdoran.com
Marketing URL
http://johnpdoran.com
Version
1.0
Copyright
John P. Doran
Routing App Coverage File

appstoreconnect.apple.com

Endless Roller | App Store | Services | TestFlight | Xcode Cloud

iOS App
1.0 Prepare for Submission

Add macOS App
Add tvOS App

General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review

Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
In-App Events
Product Page Optimization

iOS App 1.0

Save | Add for Review

Version Information

English (U.S.)

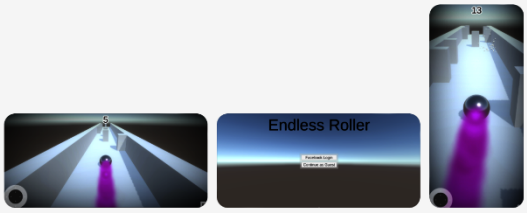
The product page for this app version will be published on the App Store with the assets and metadata below.

iOS Previews and Screenshots

Adding screenshots for the newest devices can help you accurately represent your app's user experience on the App Store. Keep in mind that we'll use these screenshots for all iOS device sizes and localizations. Screenshots are only required for iOS apps.

View All Sizes in Media Manager

iPhone 6.7" Display | iPhone 6.5" Display | iPhone 5.5" Display | iPad Pro (6th Gen) 12.9" Display | iPad Pro (2nd Gen) 12.9" Display



appstoreconnect.apple.com

Endless Roller | App Store | Services | TestFlight | Xcode Cloud

iOS App
1.0 Prepare for Submission

Add macOS App
Add tvOS App

General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review

Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
In-App Events
Product Page Optimization

App Information

Save

This information is used for all platforms of this app. Any changes will be released with your next app version.

Localizable Information

English (U.S.)

Endless Roller
16

Subtitle
30

General Information

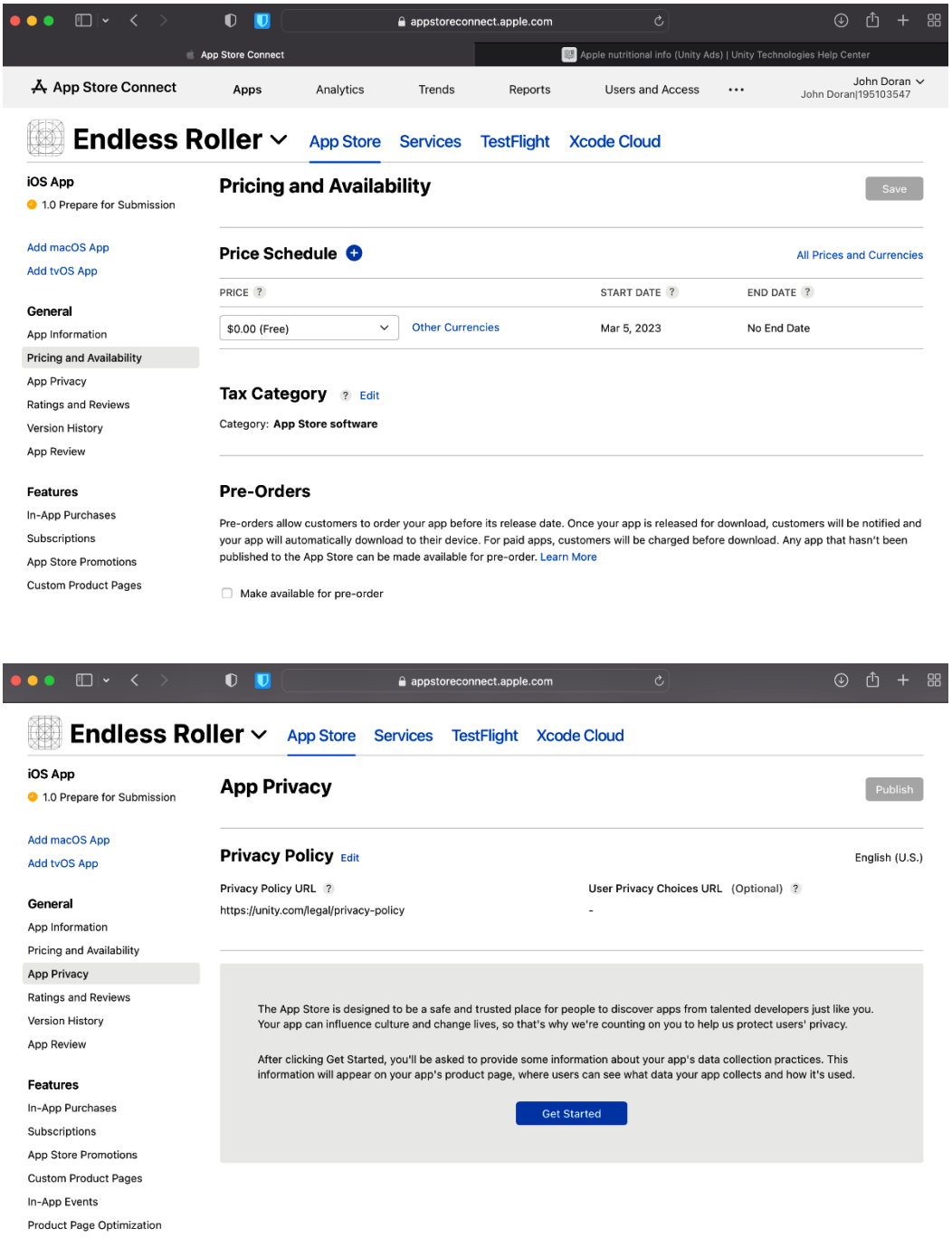
Bundle ID
Endless Roller - com.JohnPDoran.Endless-Roller

SKU
EndlessRoller2023

Apple ID
6446059870

Primary Language
English (U.S.)

Category
Games
Casual
Subcategory (optional)


appstoreconnect.apple.com
App Store Connect
Apple nutritional info (Unity Ads) | Unity Technologies Help Center
App Store Connect
Apps
Analytics
Trends
Reports
Users and Access
John Doran
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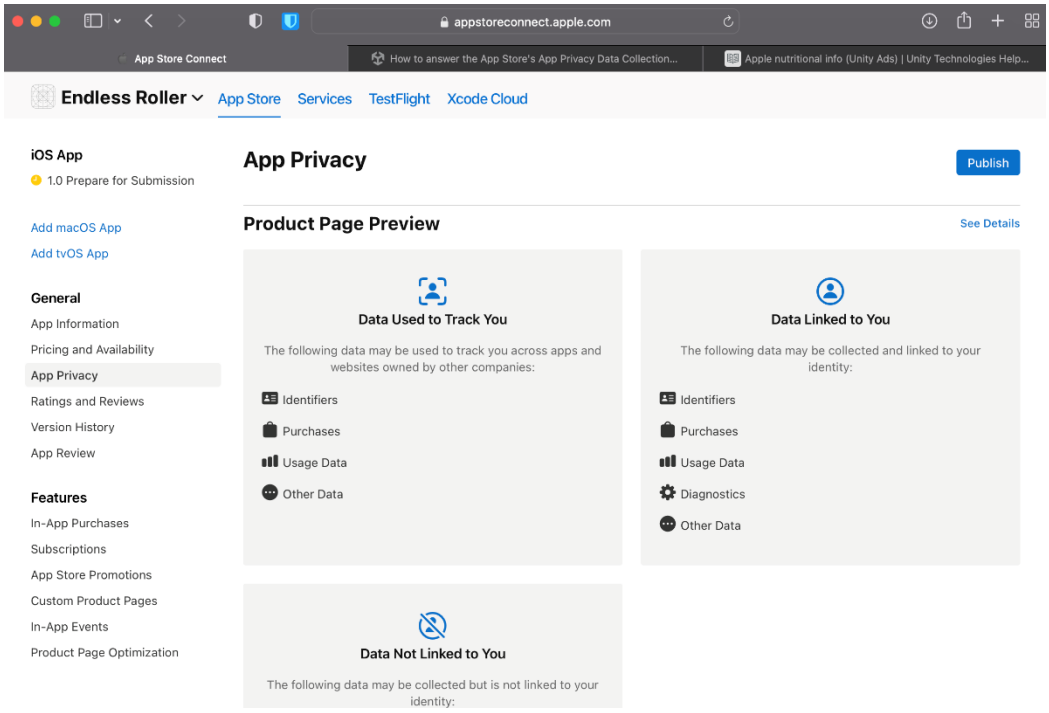
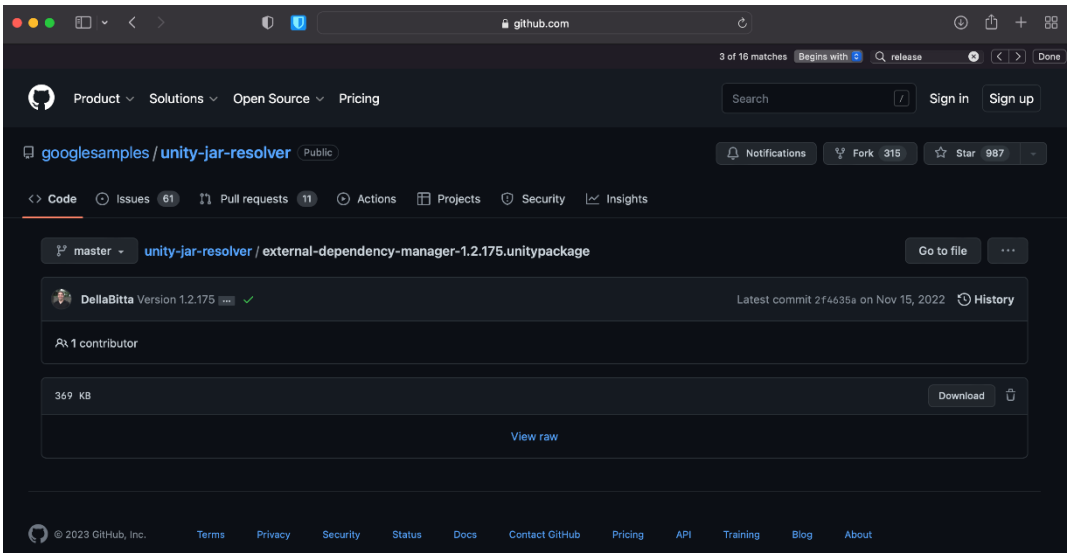
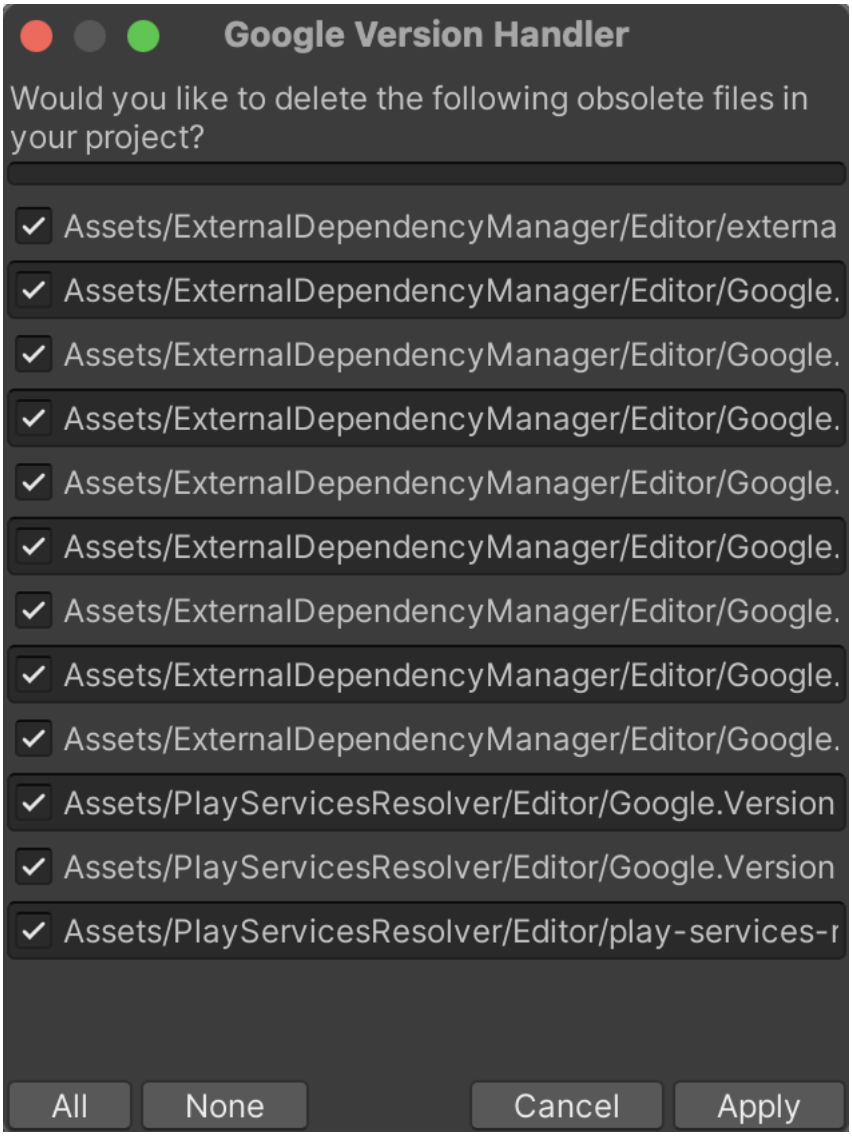
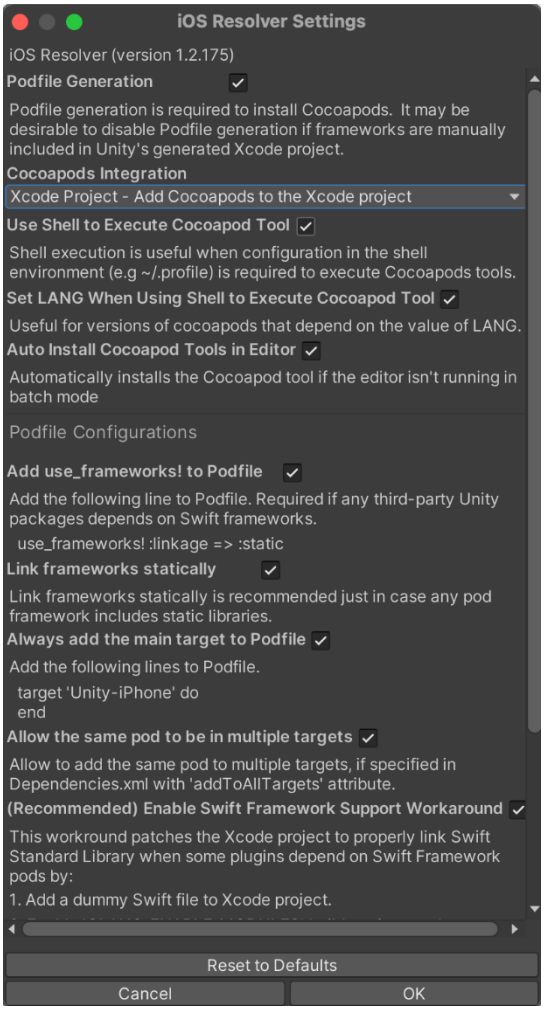
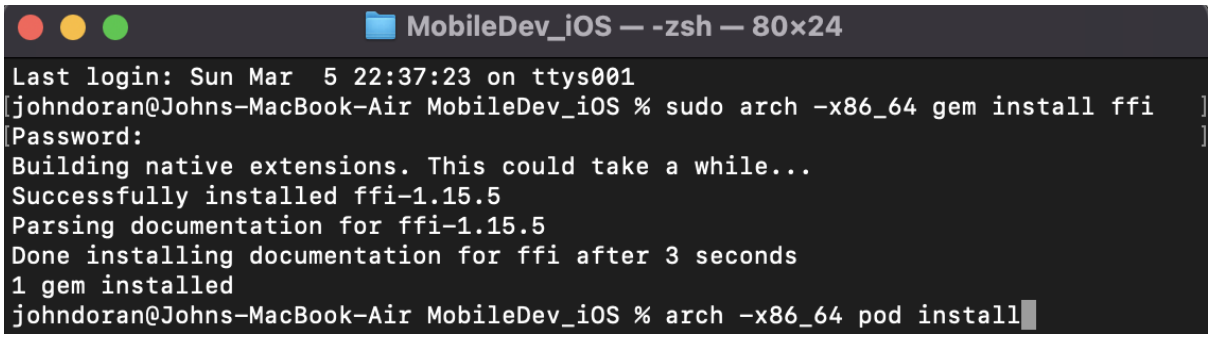
Endless Roller
App Store
Services
TestFlight
Xcode Cloud
iOS App
1.0 Prepare for Submission
Add macOS App
Add tvOS App
General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review
Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
Pricing and Availability
Save
Price Schedule
All Prices and Currencies
PRICE
START DATE
END DATE
$0.00 (Free)
Other Currencies
Mar 5, 2023
No End Date
Tax Category
Edit
Category: App Store software
Pre-Orders
Pre-orders allow customers to order your app before its release date. Once your app is released for download, customers will be notified and your app will automatically download to their device. For paid apps, customers will be charged before download. Any app that hasn't been published to the App Store can be made available for pre-order. Learn More
Make available for pre-order
appstoreconnect.apple.com
Endless Roller
App Store
Services
TestFlight
Xcode Cloud
iOS App
1.0 Prepare for Submission
Add macOS App
Add tvOS App
General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review
Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
In-App Events
Product Page Optimization
App Privacy
Publish
Privacy Policy
Edit
English (U.S.)
Privacy Policy URL
https://unity.com/legal/privacy-policy
User Privacy Choices URL (Optional)
-
The App Store is designed to be a safe and trusted place for people to discover apps from talented developers just like you. Your app can influence culture and change lives, so that's why we're counting on you to help us protect users' privacy.
After clicking Get Started, you'll be asked to provide some information about your app's data collection practices. This information will appear on your app's product page, where users can see what data your app collects and how it's used.
Get Started


appstoreconnect.apple.com
App Store Connect
How to answer the App Store's App Privacy Data Collection...
Apple nutritional info (Unity Ads) | Unity Technologies Help...
Endless Roller
App Store
Services
TestFlight
Xcode Cloud
iOS App
1.0 Prepare for Submission
Add macOS App
Add tvOS App
General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review
Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
In-App Events
Product Page Optimization
App Privacy
Publish
Product Page Preview
See Details
Data Used to Track You
The following data may be used to track you across apps and websites owned by other companies:
Identifiers
Purchases
Usage Data
Other Data
Data Linked to You
The following data may be collected and linked to your identity:
Identifiers
Purchases
Usage Data
Diagnostics
Other Data
Data Not Linked to You
The following data may be collected but is not linked to your identity:

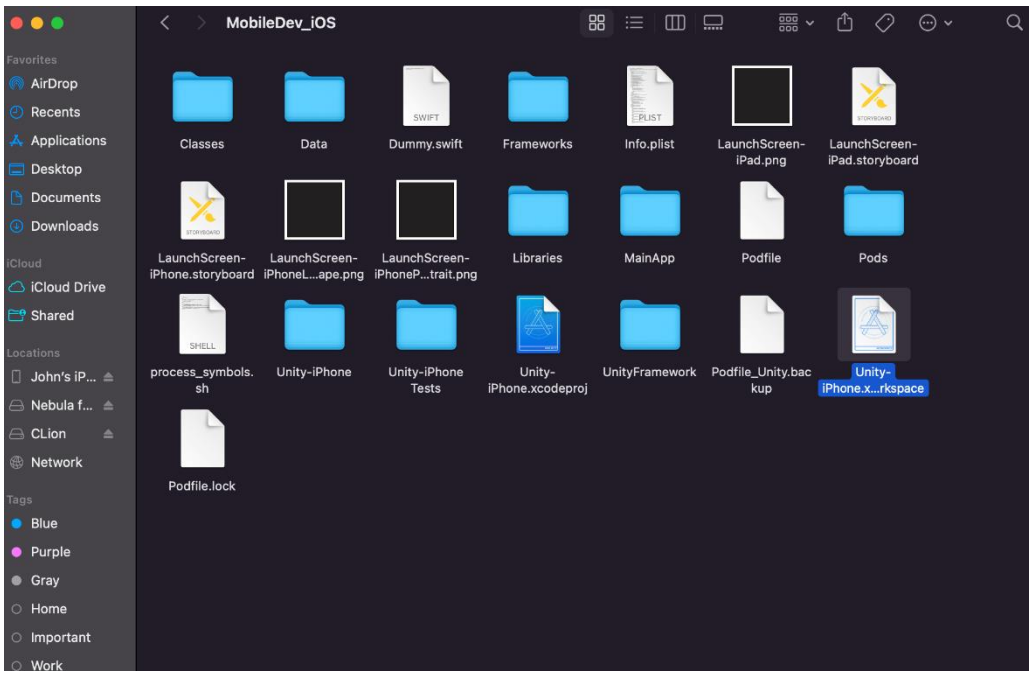

github.com
3 of 16 matches
Begins with
release
Done
Product
Solutions
Open Source
Pricing
Search
Sign in
Sign up
googlesamples / unity-jar-resolver
Public
Notifications
Fork 315
Star 987
Code
Issues 61
Pull requests 11
Actions
Projects
Security
Insights
master
unity-jar-resolver / external-dependency-manager-1.2.175.unitypackage
Go to file
DellaBitta Version 1.2.175
Latest commit 2f4635a on Nov 15, 2022
History
1 contributor
369 KB
Download
View raw
© 2023 GitHub, Inc.
Terms
Privacy
Security
Status
Docs
Contact GitHub
Pricing
API
Training
Blog
About

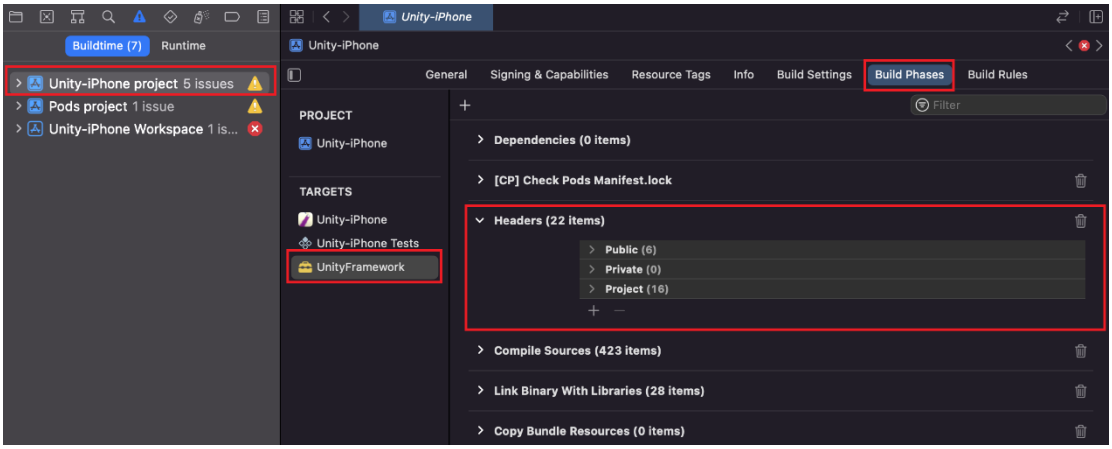

Google Version Handler
Would you like to delete the following obsolete files in your project?
Assets/ExternalDependencyManager/Editor/externa
Assets/ExternalDependencyManager/Editor/Google.
Assets/ExternalDependencyManager/Editor/Google.
Assets/ExternalDependencyManager/Editor/Google.
Assets/ExternalDependencyManager/Editor/Google.
Assets/ExternalDependencyManager/Editor/Google.
Assets/ExternalDependencyManager/Editor/Google.
Assets/ExternalDependencyManager/Editor/Google.
Assets/ExternalDependencyManager/Editor/Google.
Assets/PlayServicesResolver/Editor/Google.Version
Assets/PlayServicesResolver/Editor/Google.Version
Assets/PlayServicesResolver/Editor/play-services-r
All
None
Cancel
Apply

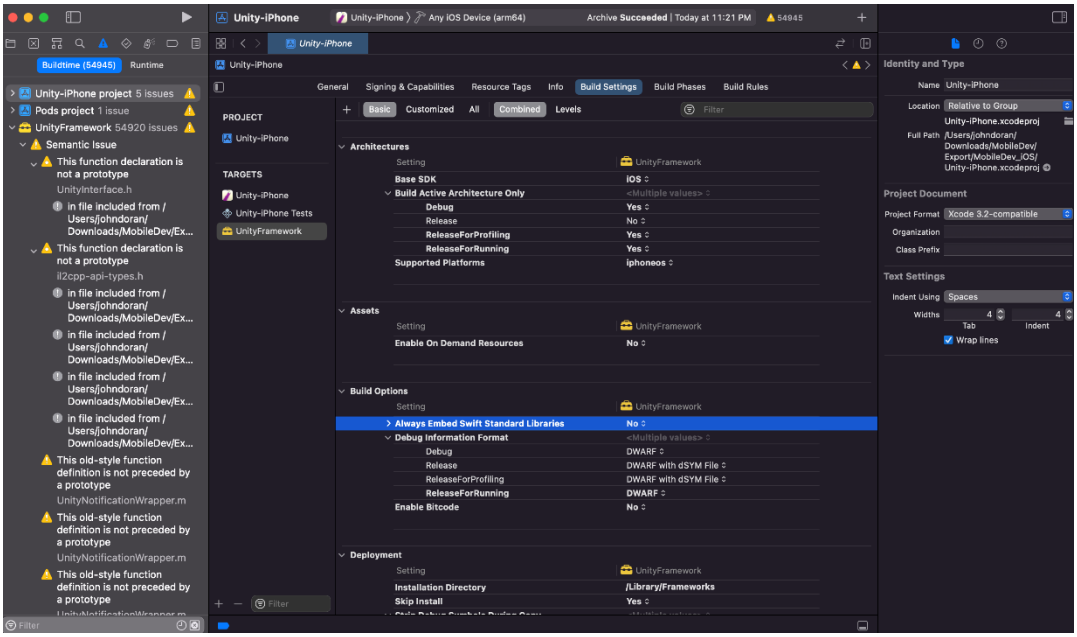

iOS Resolver Settings
iOS Resolver (version 1.2.175)
Podfile Generation
Podfile generation is required to install Cocoapods. It may be desirable to disable Podfile generation if frameworks are manually included in Unity's generated Xcode project.
Cocoapods Integration
Xcode Project - Add Cocoapods to the Xcode project
Use Shell to Execute Cocoapod Tool
Shell execution is useful when configuration in the shell environment (e.g ~/.profile) is required to execute Cocoapods tools.
Set LANG When Using Shell to Execute Cocoapod Tool
Useful for versions of cocoapods that depend on the value of LANG.
Auto Install Cocoapod Tools in Editor
Automatically installs the Cocoapod tool if the editor isn't running in batch mode
Podfile Configurations
Add use_frameworks! to Podfile
Add the following line to Podfile. Required if any third-party Unity packages depends on Swift frameworks.
use_frameworks! :linkage => :static
Link frameworks statically
Link frameworks statically is recommended just in case any pod framework includes static libraries.
Always add the main target to Podfile
Add the following lines to Podfile.
target 'Unity-iPhone' do
end
Allow the same pod to be in multiple targets
Allow to add the same pod to multiple targets, if specified in Dependencies.xml with 'addToAllTargets' attribute.
(Recommended) Enable Swift Framework Support Workaround
This workround patches the Xcode project to properly link Swift Standard Library when some plugins depend on Swift Framework pods by:
1. Add a dummy Swift file to Xcode project.
Reset to Defaults
Cancel
OK


MobileDev_iOS — -zsh — 80×24
Last login: Sun Mar 5 22:37:23 on ttys001
johndoran@Johns-MacBook-Air MobileDev_iOS % sudo arch -x86_64 gem install ffi
Password:
Building native extensions. This could take a while...
Successfully installed ffi-1.15.5
Parsing documentation for ffi-1.15.5
Done installing documentation for ffi after 3 seconds
1 gem installed
johndoran@Johns-MacBook-Air MobileDev_iOS % arch -x86_64 pod install

```
MobileDev_iOS — -zsh — 80×24
Analyzing dependencies
Adding spec repo `trunk` with CDN `https://cdn.cocoapods.org/`

CocoaPods 1.12.0 is available.
To update use: `sudo gem install cocoapods`

For more information, see https://blog.cocoapods.org and the CHANGELOG for this
version at https://github.com/CocoaPods/CocoaPods/releases/tag/1.12.0

Downloading dependencies
Installing FBAEMKit (15.1.0)
Installing FBSDKCoreKit (15.1.0)
Installing FBSDKCoreKit_Basics (15.1.0)
Installing FBSDKGamingServicesKit (15.1.0)
Installing FBSDKLoginKit (15.1.0)
Installing FBSDKShareKit (15.1.0)
Generating Pods project
Integrating client project

[!] Please close any current Xcode sessions and use `Unity-iPhone.xcworkspace` f
or this project from now on.
Pod installation complete! There are 5 dependencies from the Podfile and 6 total
 pods installed.
johndoran@Johns-MacBook-Air MobileDev_iOS %
```




Buildtime (7)
Runtime
Unity-iPhone project 5 issues
Pods project 1 issue
Unity-iPhone Workspace 1 is...
Unity-iPhone
General
Signing & Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
PROJECT
Unity-iPhone
TARGETS
Unity-iPhone
Unity-iPhone Tests
UnityFramework
Filter
Dependencies (0 items)
[CP] Check Pods Manifest.lock
Headers (22 items)
Public (6)
Private (0)
Project (16)
Compile Sources (423 items)
Link Binary With Libraries (28 items)
Copy Bundle Resources (0 items)


Unity-iPhone
Unity-iPhone 〉 Any iOS Device (arm64)
Archive Succeeded | Today at 11:21 PM
54945
Buildtime (54945)
Runtime
Unity-iPhone project 5 issues
Pods project 1 issue
UnityFramework 54920 issues
Semantic Issue
This function declaration is not a prototype
UnityInterface.h
in file included from / Users/johndoran/ Downloads/MobileDev/Ex...
This function declaration is not a prototype
il2cpp-api-types.h
This old-style function definition is not preceded by a prototype
UnityNotificationWrapper.m
General
Signing & Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
PROJECT
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Unity-iPhone
Unity-iPhone Tests
UnityFramework
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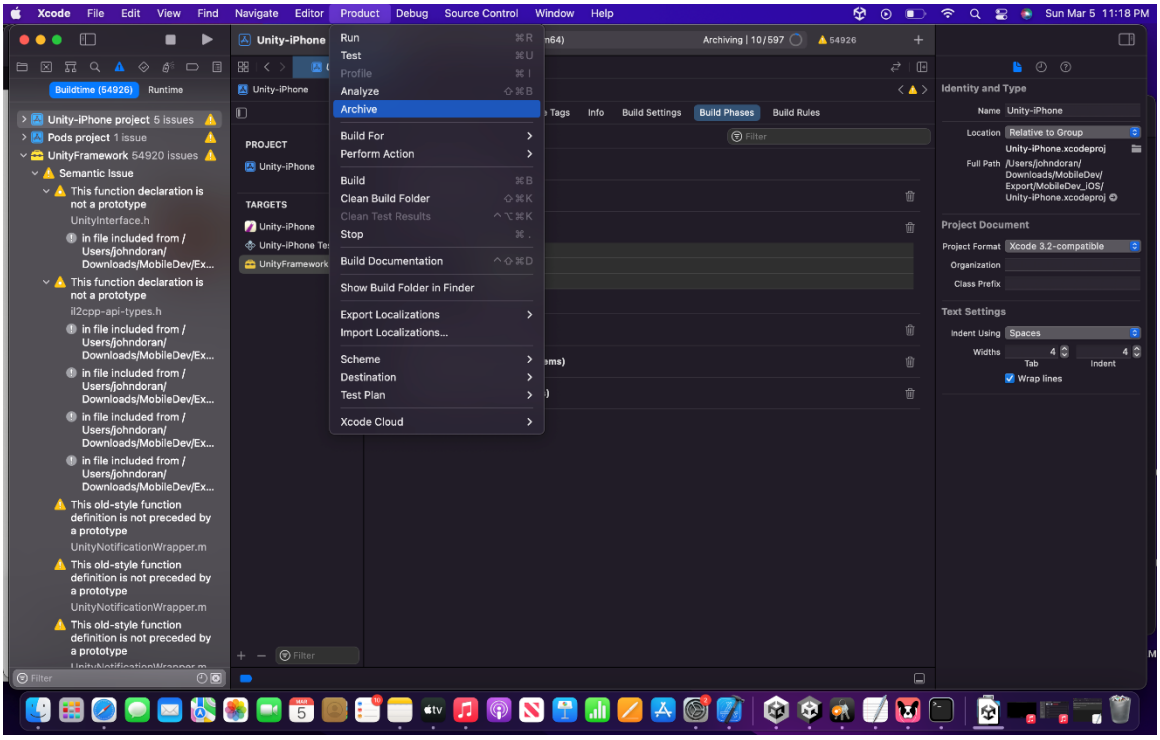
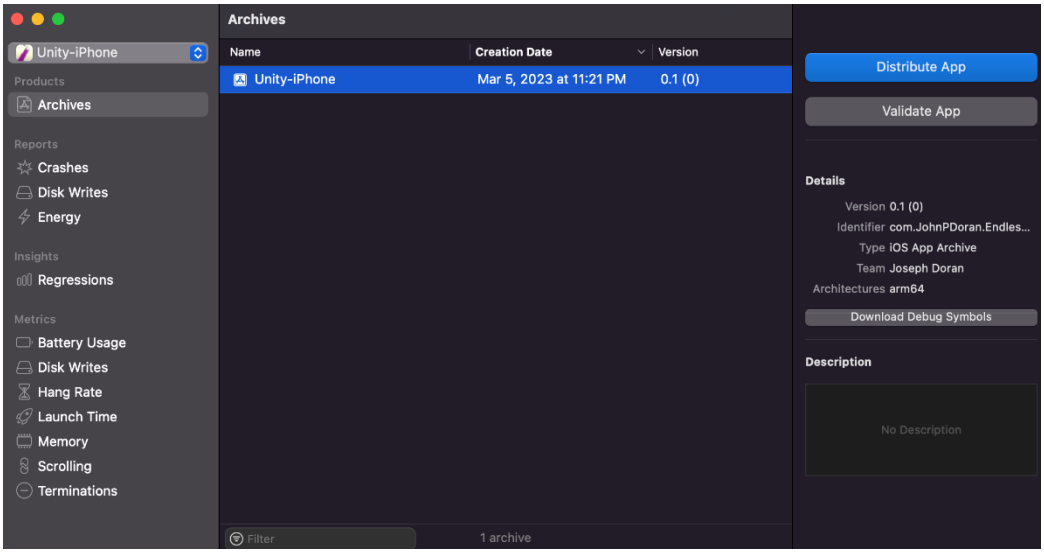
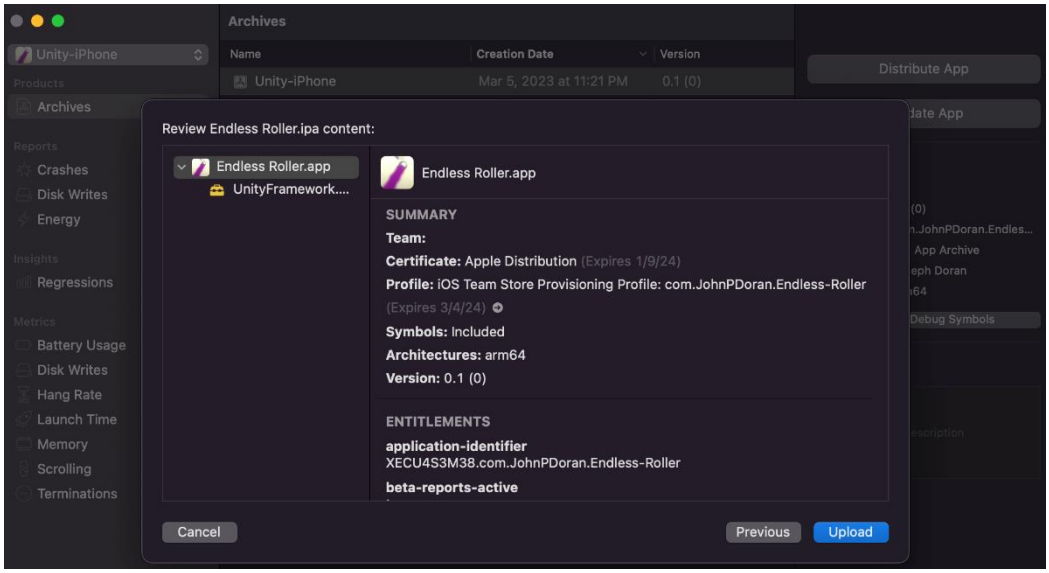
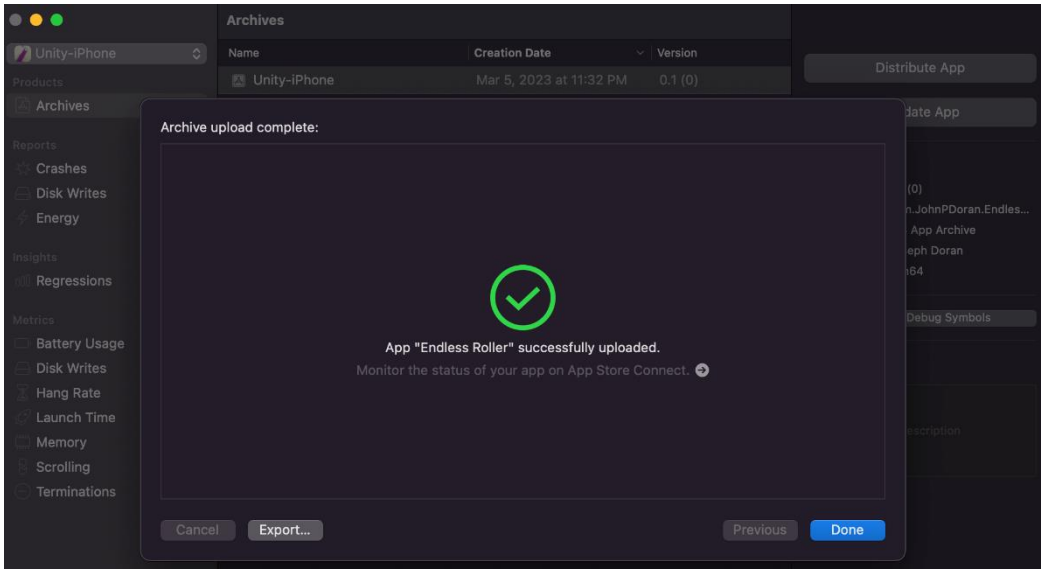
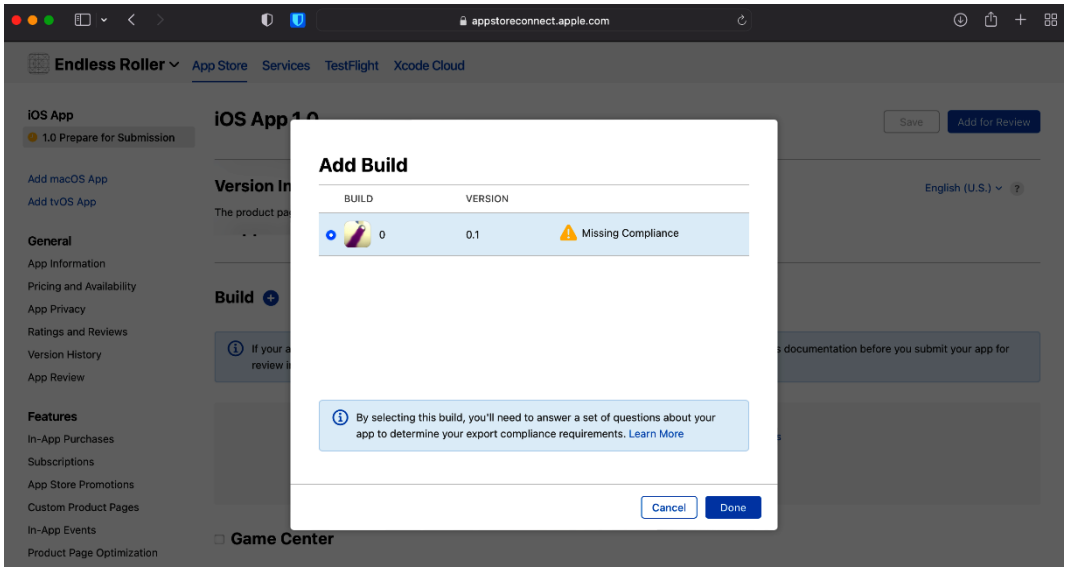
Customized
All
Combined
Levels
Filter
Architectures
Base SDK
iOS
Build Active Architecture Only
Debug
Release
ReleaseForProfiling
ReleaseForRunning
Supported Platforms
iphoneos
Assets
Enable On Demand Resources
Build Options
Always Embed Swift Standard Libraries
Debug Information Format
DWARF
DWARF with dSYM File
Enable Bitcode
Deployment
Installation Directory
/Library/Frameworks
Skip Install
Identity and Type
Name Unity-iPhone
Location Relative to Group
Unity-iPhone.xcodeproj
Full Path /Users/johndoran/ Downloads/MobileDev/ Export/MobileDev_iOS/ Unity-iPhone.xcodeproj
Project Document
Project Format Xcode 3.2-compatible
Organization
Class Prefix
Text Settings
Indent Using Spaces
Widths
Tab
Indent
Wrap lines


Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help
Sun Mar 5 11:18 PM
Run ⌘R
Test ⌘U
Profile ⌘I
Analyze ⇧⌘B
Archive
Build For
Perform Action
Build ⌘B
Clean Build Folder ⇧⌘K
Clean Test Results ^⌥⌘K
Stop ⌘.
Build Documentation ^⇧⌘D
Show Build Folder in Finder
Export Localizations
Import Localizations...
Scheme
Destination
Test Plan
Xcode Cloud
Archiving | 10/597
Build Phases
Build Rules
Identity and Type
Project Document
Text Settings

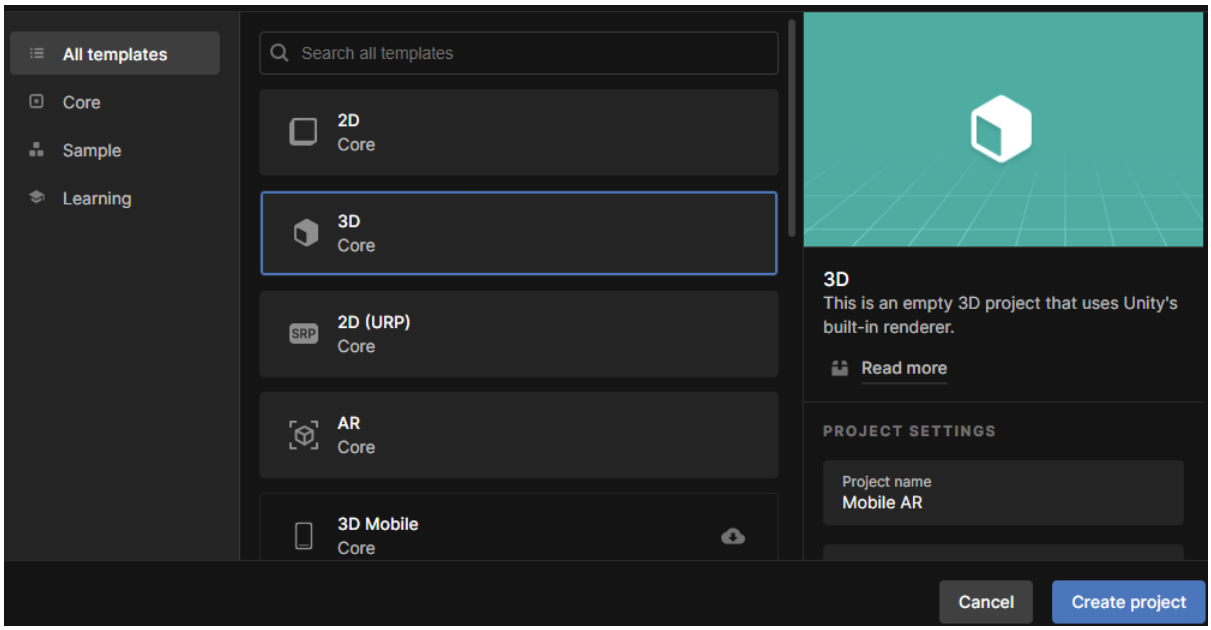

Archives
Unity-iPhone
Products
Archives
Reports
Crashes
Disk Writes
Energy
Insights
Regressions
Metrics
Battery Usage
Disk Writes
Hang Rate
Launch Time
Memory
Scrolling
Terminations
Name
Creation Date
Version
Unity-iPhone
Mar 5, 2023 at 11:21 PM
0.1 (0)
1 archive
Distribute App
Validate App
Details
Version 0.1 (0)
Identifier com.JohnPDoran.Endles...
Type iOS App Archive
Team Joseph Doran
Architectures arm64
Download Debug Symbols
Description
No Description

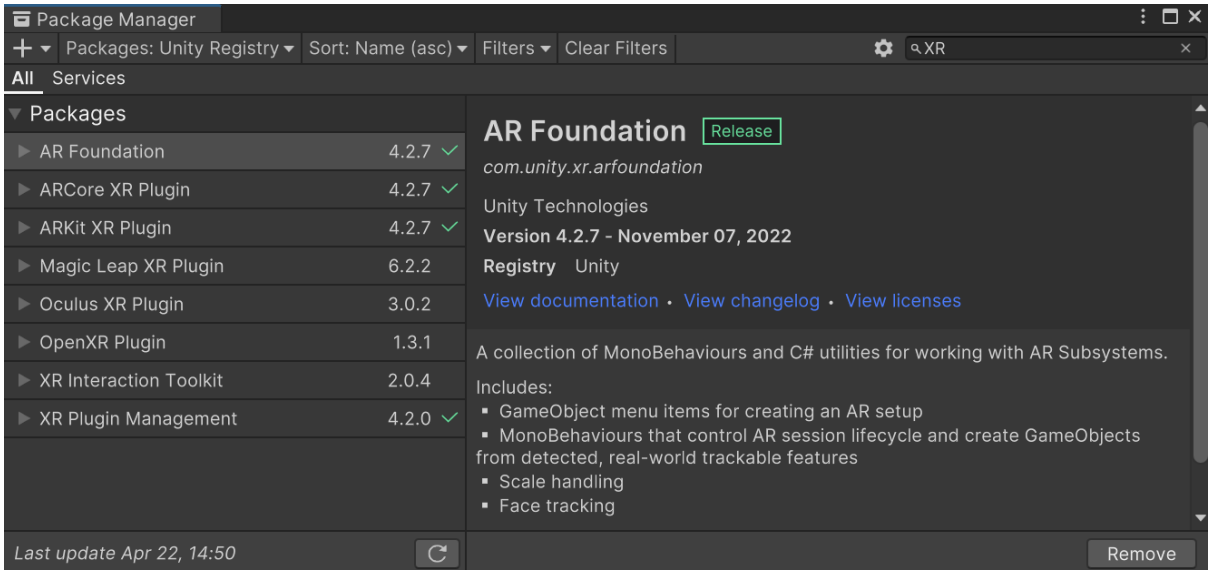

Archives
Unity-iPhone
Name
Creation Date
Version
Unity-iPhone
Mar 5, 2023 at 11:21 PM
0.1 (0)
Distribute App
Review Endless Roller.ipa content:
Endless Roller.app
UnityFramework....
Endless Roller.app
SUMMARY
Team:
Certificate: Apple Distribution (Expires 1/9/24)
Profile: iOS Team Store Provisioning Profile: com.JohnPDoran.Endless-Roller
(Expires 3/4/24)
Symbols: Included
Architectures: arm64
Version: 0.1 (0)
ENTITLEMENTS
application-identifier
XECU4S3M38.com.JohnPDoran.Endless-Roller
beta-reports-active
Cancel
Previous
Upload

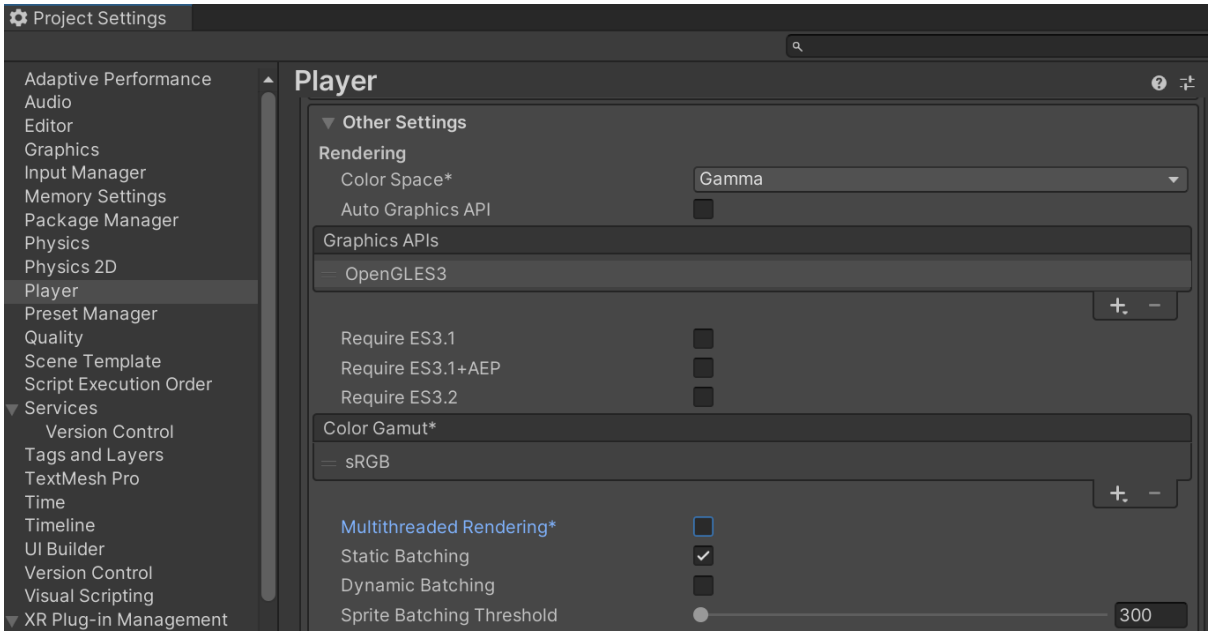

Archives
Unity-iPhone
Name
Creation Date
Version
Unity-iPhone
Mar 5, 2023 at 11:32 PM
0.1 (0)
Distribute App
Archive upload complete:
App "Endless Roller" successfully uploaded.
Monitor the status of your app on App Store Connect.
Cancel
Export...
Previous
Done

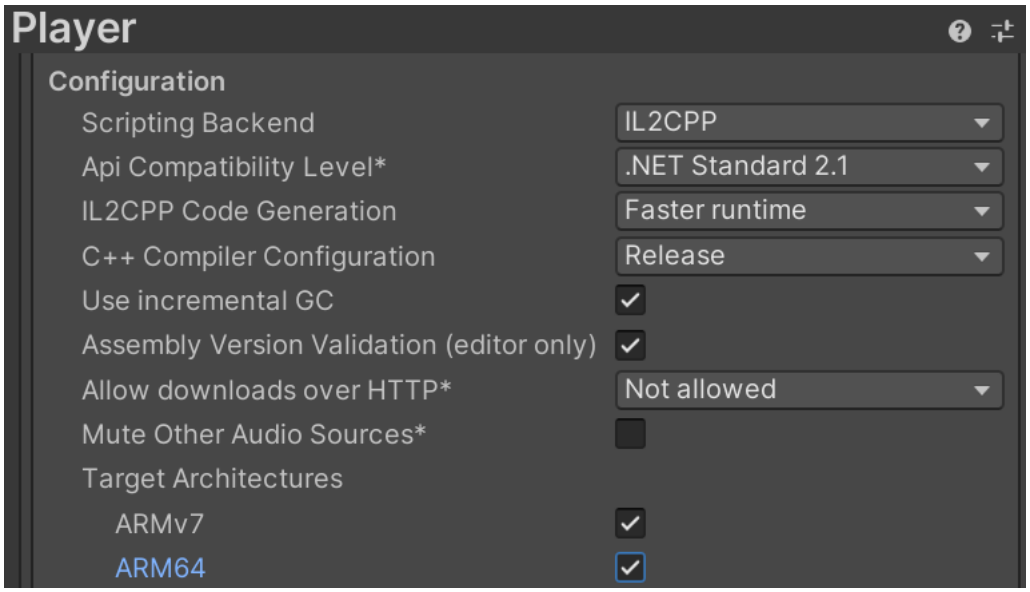

appstoreconnect.apple.com
Endless Roller
App Store
Services
TestFlight
Xcode Cloud
iOS App
1.0 Prepare for Submission
Add macOS App
Add tvOS App
General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review
Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
In-App Events
Product Page Optimization
Add Build
BUILD
VERSION
0
0.1
Missing Compliance
By selecting this build, you'll need to answer a set of questions about your app to determine your export compliance requirements. Learn More
Cancel
Done
Save
Add for Review
English (U.S.)
Build
Game Center

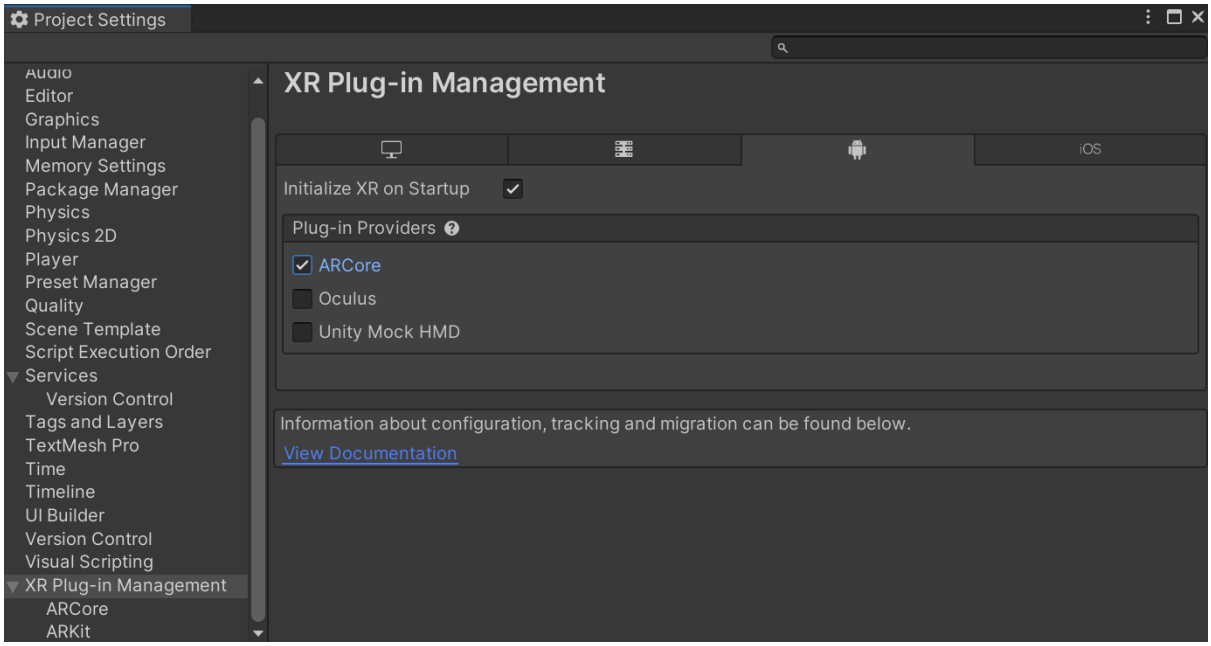
Chapter 15: Augmented Reality






Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Version Control
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plug-in Management
Player
Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API
Graphics APIs
OpenGLES3
Require ES3.1
Require ES3.1+AEP
Require ES3.2
Color Gamut*
sRGB
Multithreaded Rendering*
Static Batching
Dynamic Batching
Sprite Batching Threshold
300


Player
Configuration
Scripting Backend
IL2CPP
Api Compatibility Level*
.NET Standard 2.1
IL2CPP Code Generation
Faster runtime
C++ Compiler Configuration
Release
Use incremental GC
Assembly Version Validation (editor only)
Allow downloads over HTTP*
Not allowed
Mute Other Audio Sources*
Target Architectures
ARMv7
ARM64


Project Settings
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
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Tags and Layers
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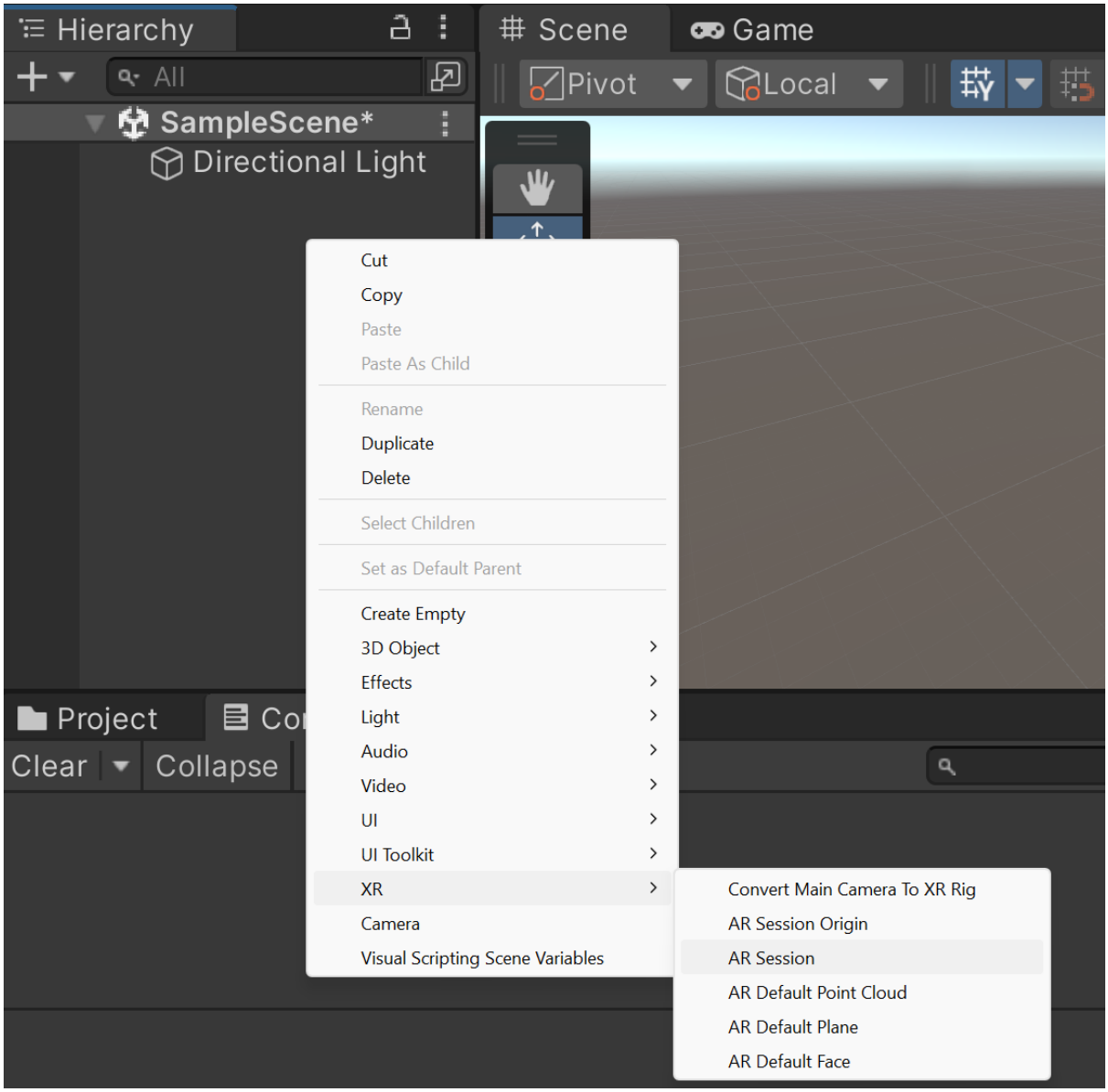
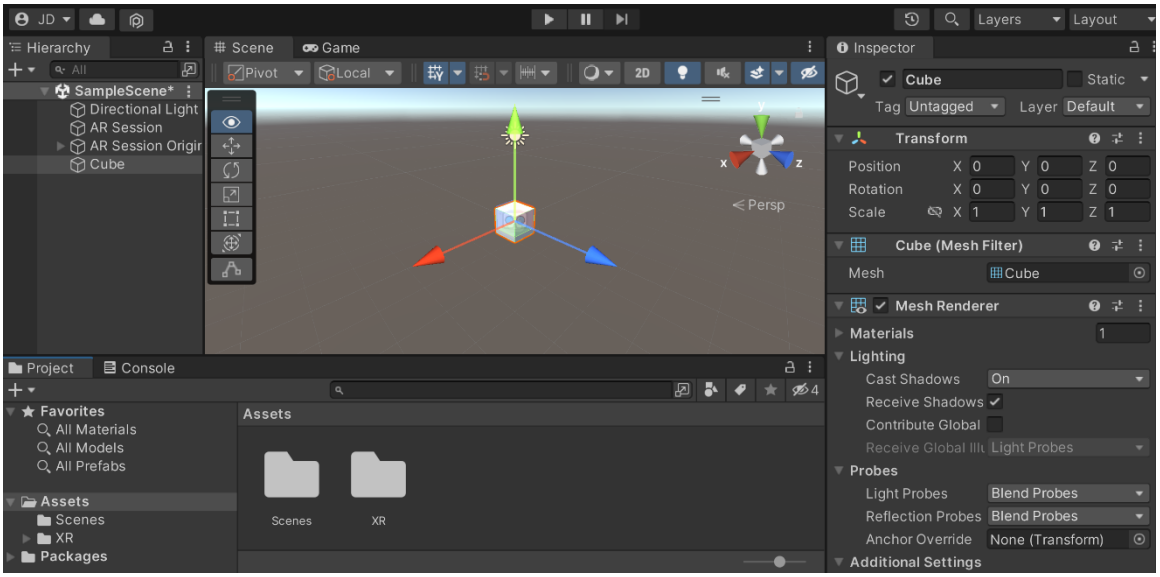
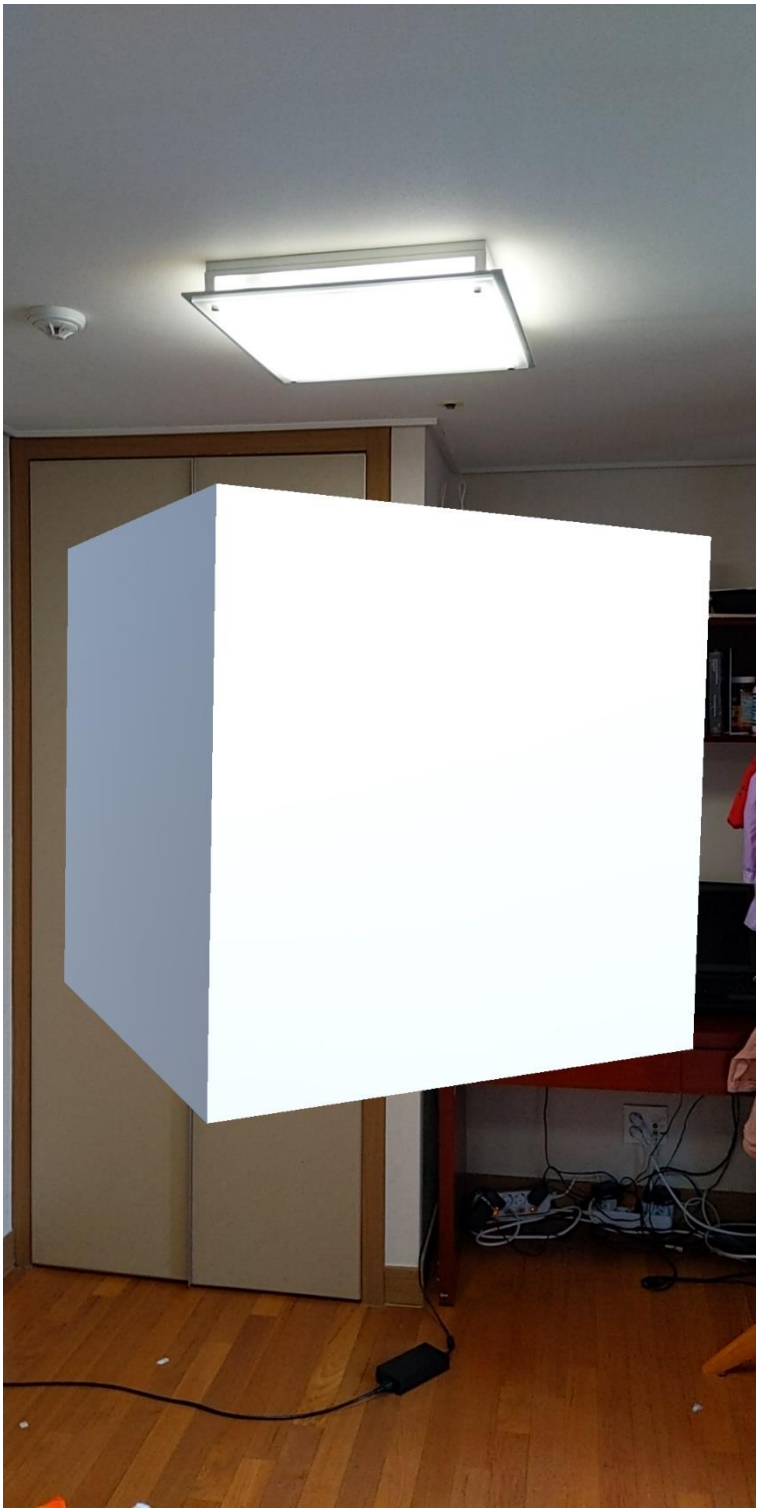
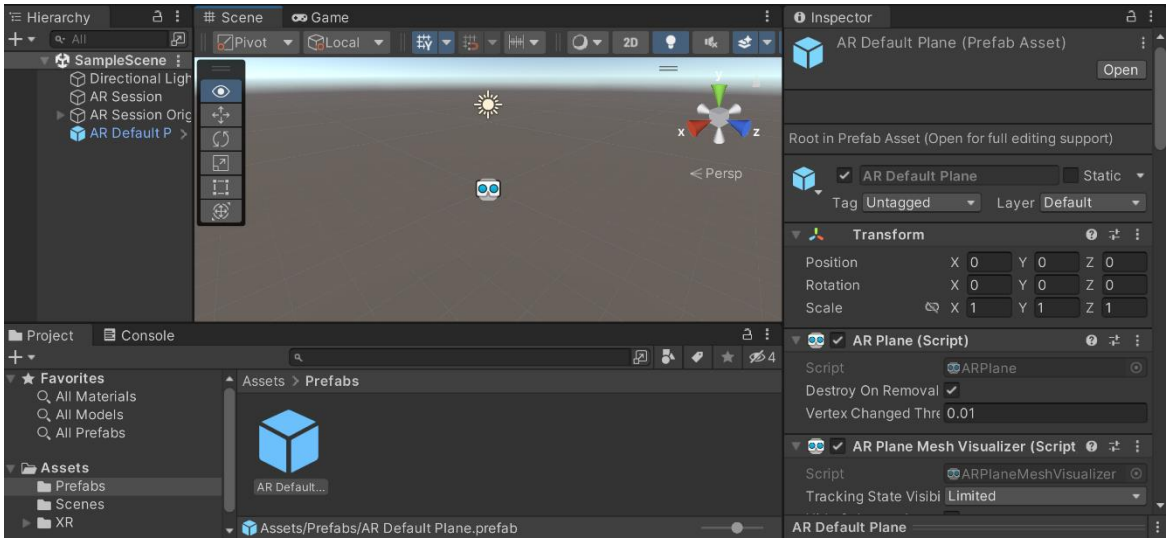
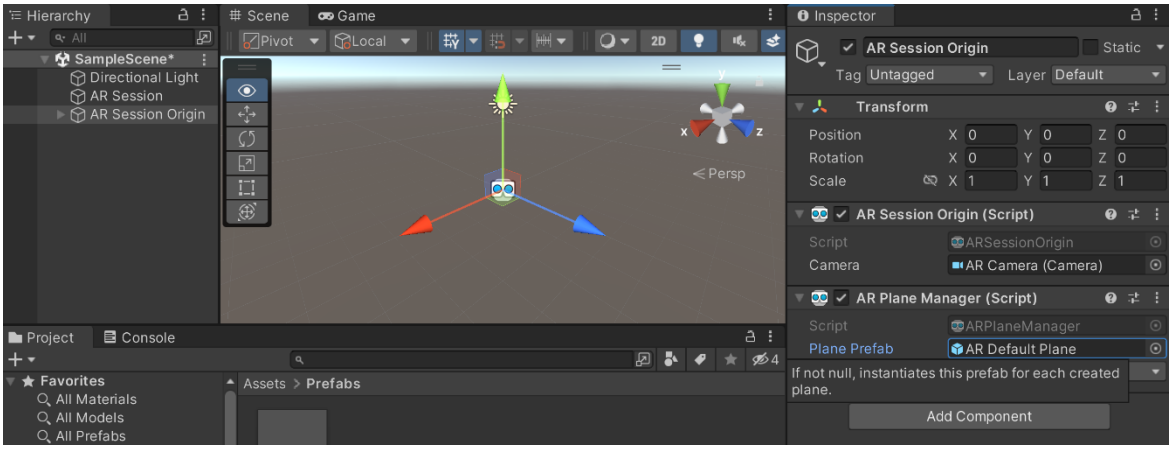
Visual Scripting
XR Plug-in Management
ARCore
ARKit
XR Plug-in Management
iOS
Initialize XR on Startup
Plug-in Providers
ARCore
Oculus
Unity Mock HMD
Information about configuration, tracking and migration can be found below.
View Documentation


Hierarchy
All
SampleScene*
Directional Light
Scene
Game
Pivot
Local
Cut
Copy
Paste
Paste As Child
Rename
Duplicate
Delete
Select Children
Set as Default Parent
Create Empty
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
XR
Camera
Visual Scripting Scene Variables
Convert Main Camera To XR Rig
AR Session Origin
AR Session
AR Default Point Cloud
AR Default Plane
AR Default Face
Project
Clear
Collapse


Hierarchy
Scene
Game
Inspector
SampleScene*
Directional Light
AR Session
AR Session Origin
Cube
Persp
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
XR
Packages
Cube
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Cube (Mesh Filter)
Mesh
Mesh Renderer
Materials
Lighting
Cast Shadows
Receive Shadows
Probes
Light Probes
Blend Probes
Reflection Probes
Anchor Override
None (Transform)
Additional Settings




Hierarchy
Scene
Game
Inspector
SampleScene
Directional Ligh
AR Session
AR Session Orig
AR Default P
Pivot
Local
2D
Persp
AR Default Plane (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
AR Default Plane
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
AR Plane (Script)
Script ARPlane
Destroy On Removal
Vertex Changed Thre 0.01
AR Plane Mesh Visualizer (Script
Script ARPlaneMeshVisualizer
Tracking State Visibi Limited
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
XR
Assets > Prefabs
AR Default...
Assets/Prefabs/AR Default Plane.prefab
AR Default Plane


Hierarchy
Scene
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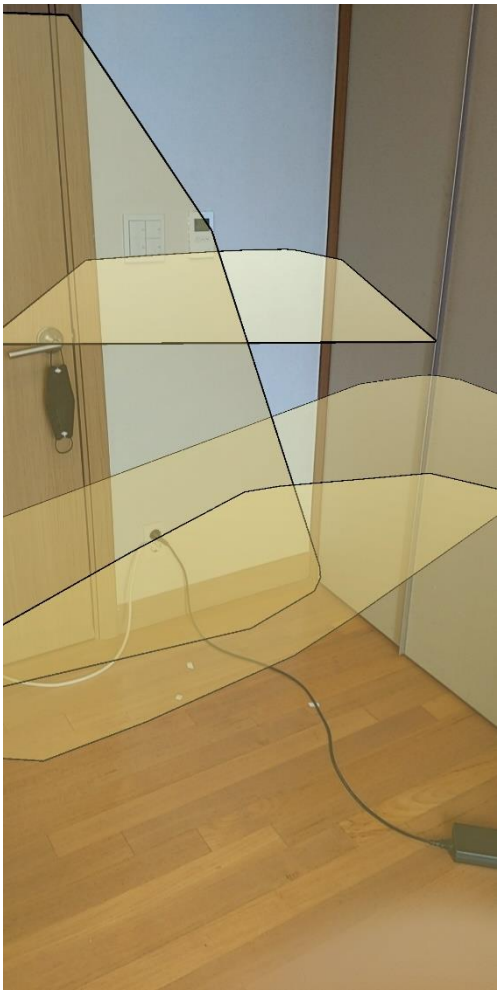
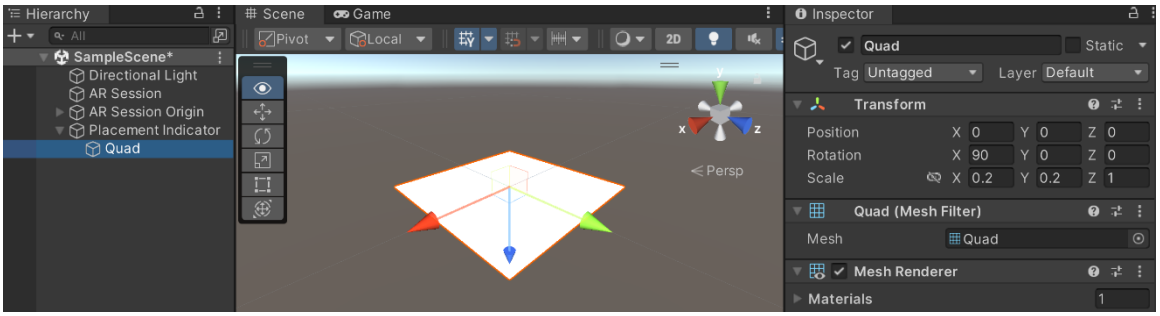
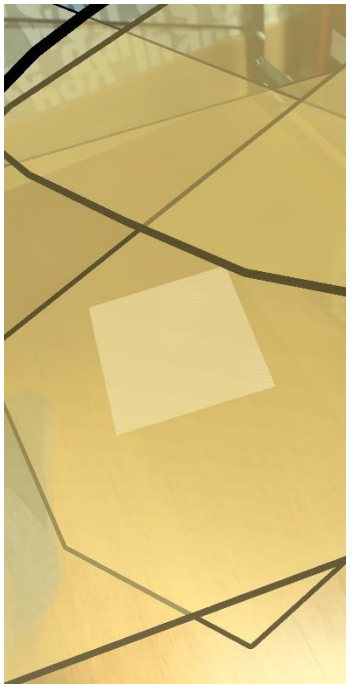
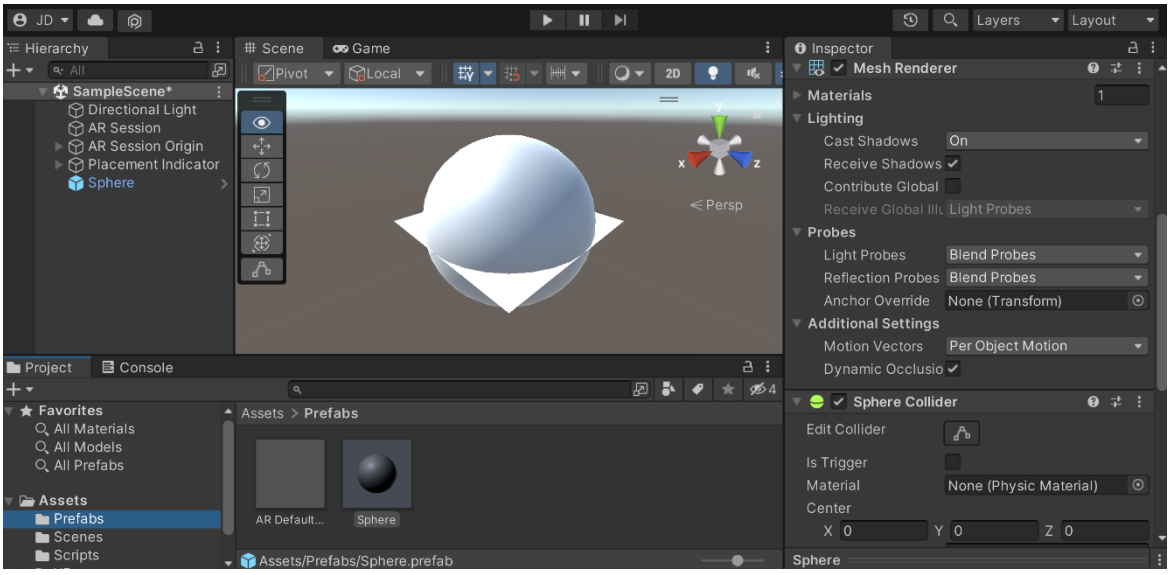
Inspector
SampleScene*
Directional Light
AR Session
AR Session Origin
Pivot
Local
2D
Persp
AR Session Origin
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
AR Session Origin (Script)
Script ARSessionOrigin
Camera AR Camera (Camera)
AR Plane Manager (Script)
Script ARPlaneManager
Plane Prefab AR Default Plane
If not null, instantiates this prefab for each created plane.
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets > Prefabs




Hierarchy
All
SampleScene*
Directional Light
AR Session
AR Session Origin
Placement Indicator
Quad
Scene
Game
Pivot
Local
2D
Persp
Inspector
Quad
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Quad (Mesh Filter)
Mesh
Quad
Mesh Renderer
Materials

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AR Session Origin
Placement Indicator
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Receive Shadows
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Blend Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
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Per Object Motion
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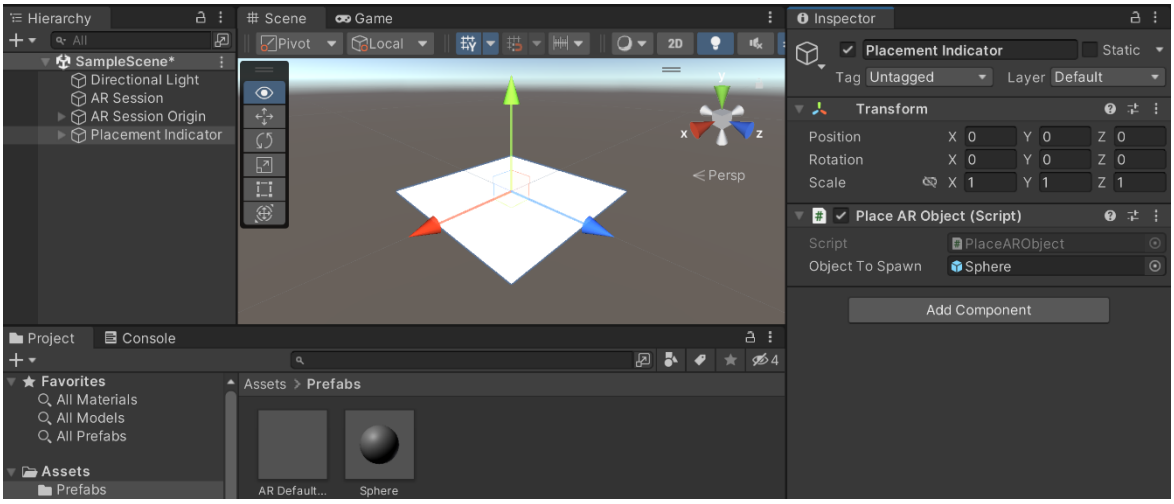
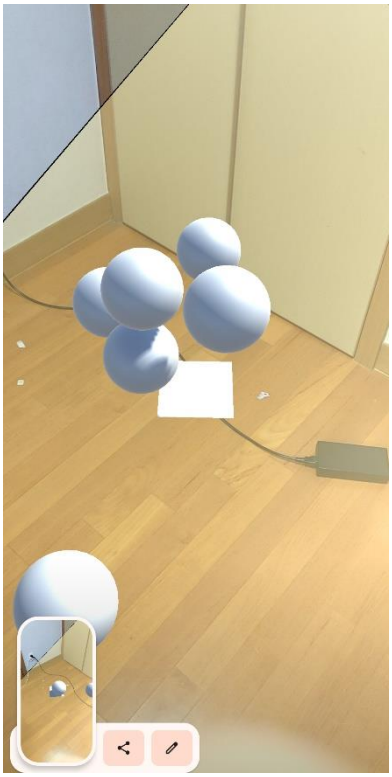
Assets > Prefabs
AR Default...
Sphere
Assets/Prefabs/Sphere.prefab
Sphere Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
X 0
Y 0
Z 0
Sphere


Hierarchy
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AR Session Origin
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Placement Indicator
Static
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Script
PlaceARObject
Object To Spawn
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Sphere