UnityからAndroidの プロジェクトを作る

Android SDKのファイルパスを指定する 「Unity>Preferences」でUnity Preferencesを開く 左のタブの「External Tools」を選択

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ファイルパスは恐らく 「../User/Library/Android/sdk」 (環境によって違うので自分のパスを確認してください)



Build設定を変更 「File>Build Setting」でウィンドウを開く



シーンが追加されているのを確認 なかったら「Add Current」ボタン



Bundle Identifierを変更 (なんでもOK!) (ここではcom.test.Sample)



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「Player Setting」ボタンを押すと、 右のタブが変わるので、そこの Bundle Identifierを変更する



「Export」ボタン押す 適当なところにファイルを書き出す

Android Studioを開いて先ほど書き出したファイルを インポートする



「Import project」で先ほどのファイルを選ぶ あとはBundleが勝手にしてくれます

UnityPlayerActivityを継承したクラスを作る

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Create new Java class

package com.test.Sample;

}

}

import android.os.Bundle; import android.widget.Toast;

public class MyUnityActivity extends UnityPlayerActivity {
 @Override
 protected void onCreate(Bundle savedInstanceState) {
 super.onCreate(savedInstanceState);
 }
}

Toast.makeText(this, "Hello Unity", Toast.LENGTH_SHORT).show();

AndroidManifestを書き換える

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デバッグ実行

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