




Unity Hub is a tool that lets you find, download, and manage Unity projects and installers for all versions of Unity, as well as simplify setting up modules for each platform. Download Unity Hub here and install it on your PC.

<https://unity3d.com/get-unity/download>

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Download Unity

Welcome! You're here because you want to download Unity, the world's most popular development platform for creating 2D and 3D multiplatform interactive experiences.

Before you download choose the version of Unity that's right for you.

Choose your Unity + download

Download Unity Hub

[Learn more about the new Unity Hub here.](#)

System requirements

64-bit processor and operating system (shader model 4.0) capabilities.

[Learn more](#)

Releases

- [Long Term Support \(LTS\) releases](#)
- [2019 LTS](#)
- [Pre-release technology](#)

Resources

- [Documentation](#)
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Download Unity Beta

Get early access to our latest features, and help us improve quality by providing valuable feedback.

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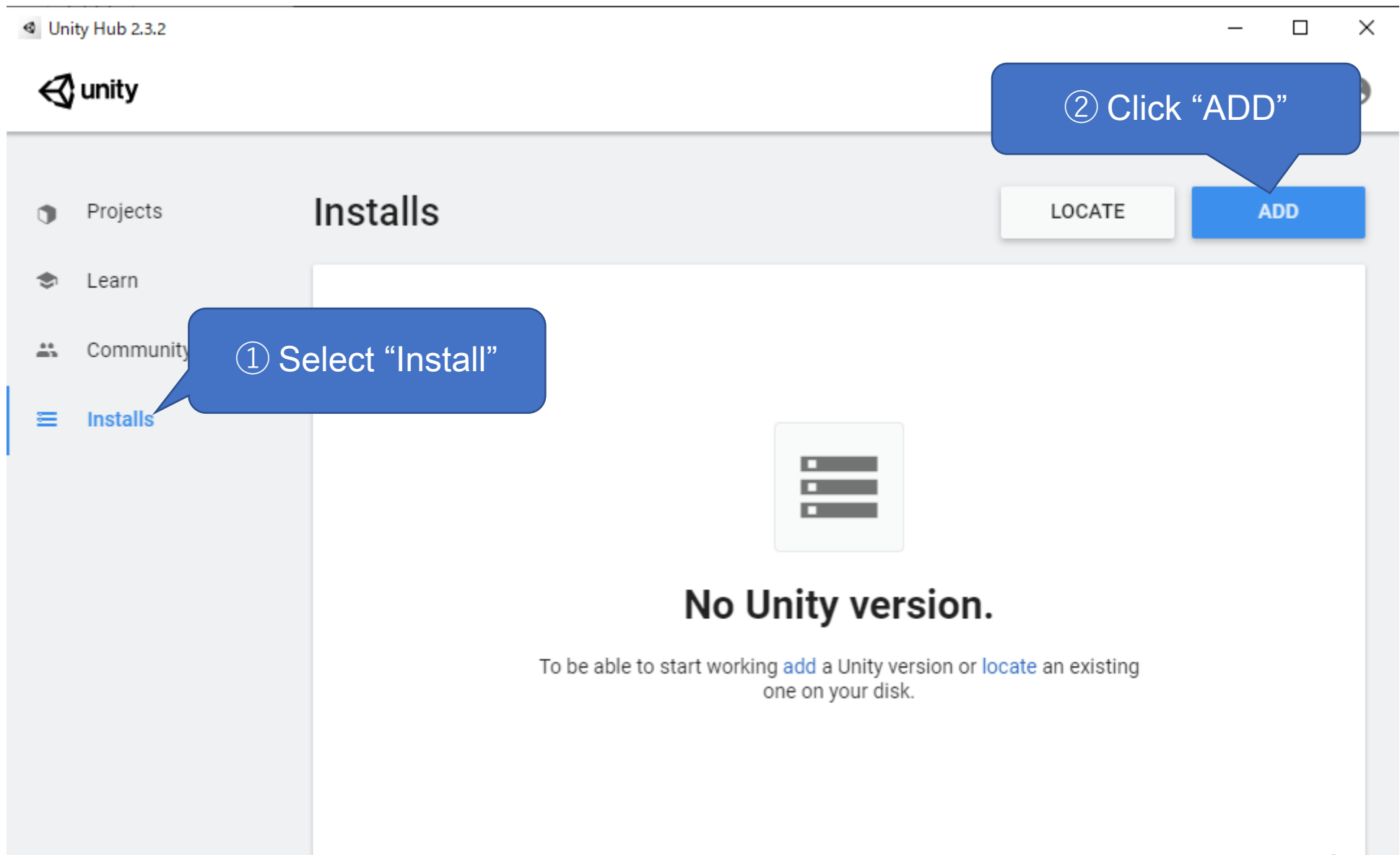
Awesome. Download Unity here if you have a Plus or Pro subscription.

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Download from here

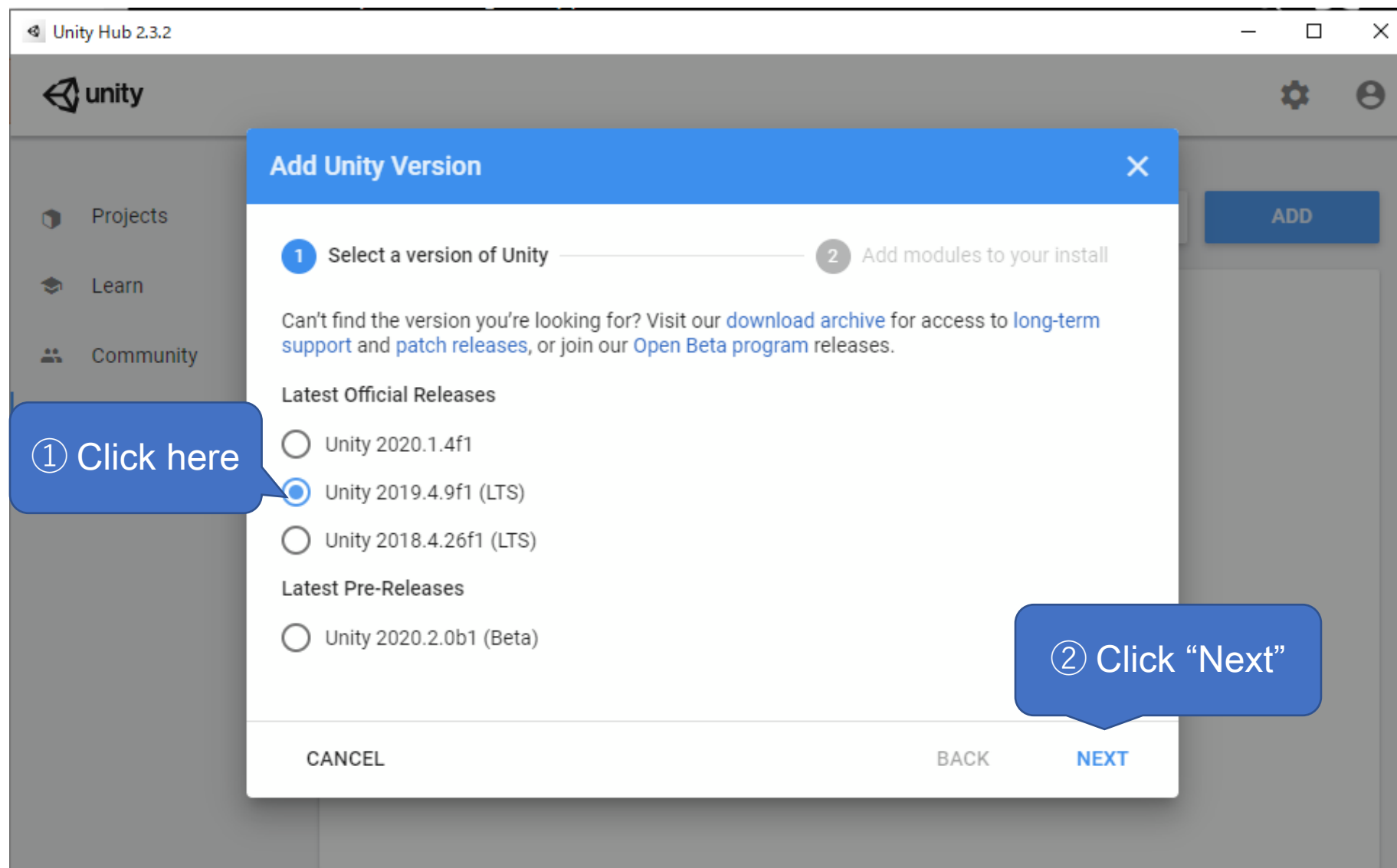
Install Unity

Once Unity Hub is launched, select "Install" in the menu on the left, then click "Install" in the top right corner.



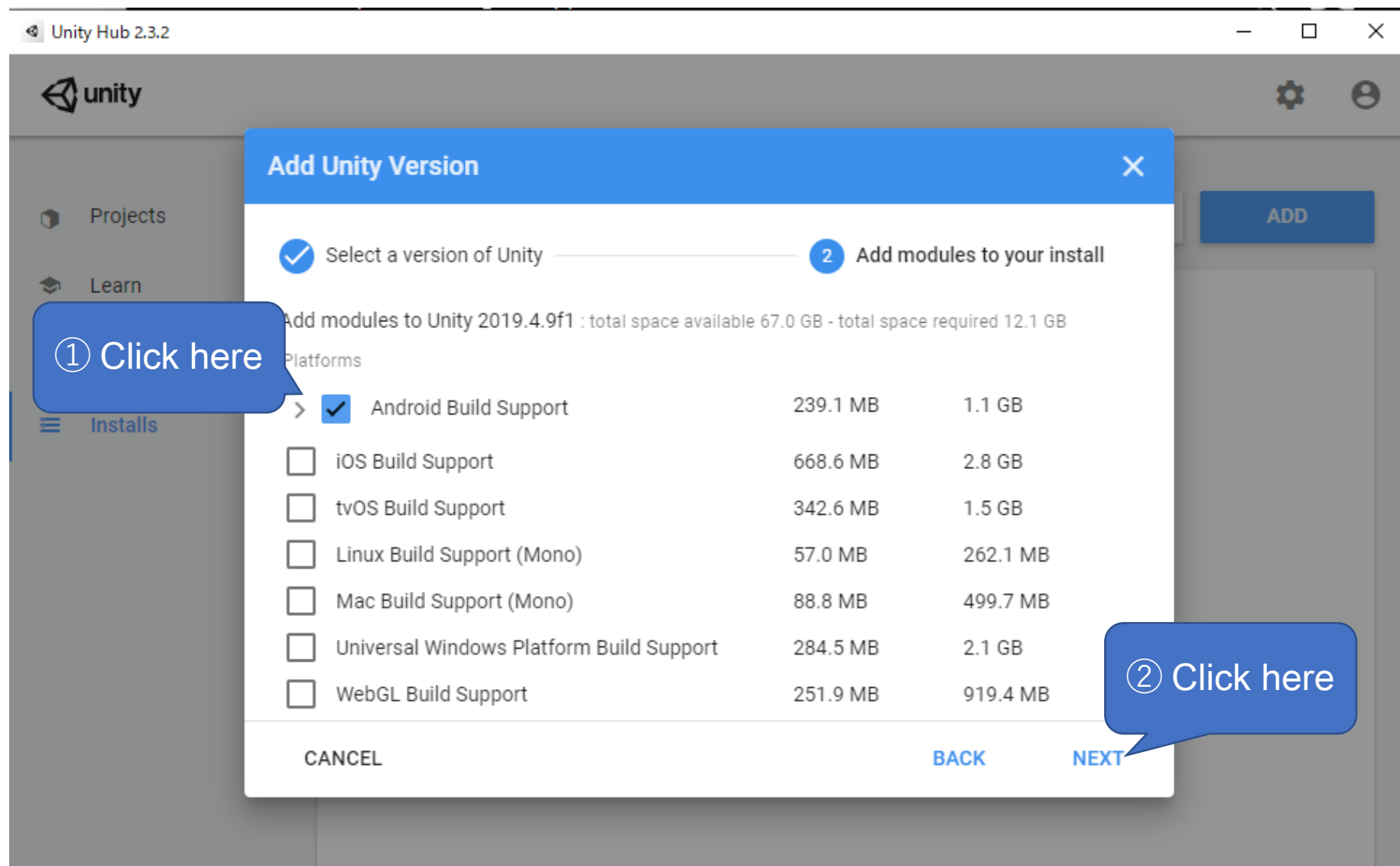
Install Unity

In this section, select the Unity version . Select "Unity2019(LTS)" and click Next.



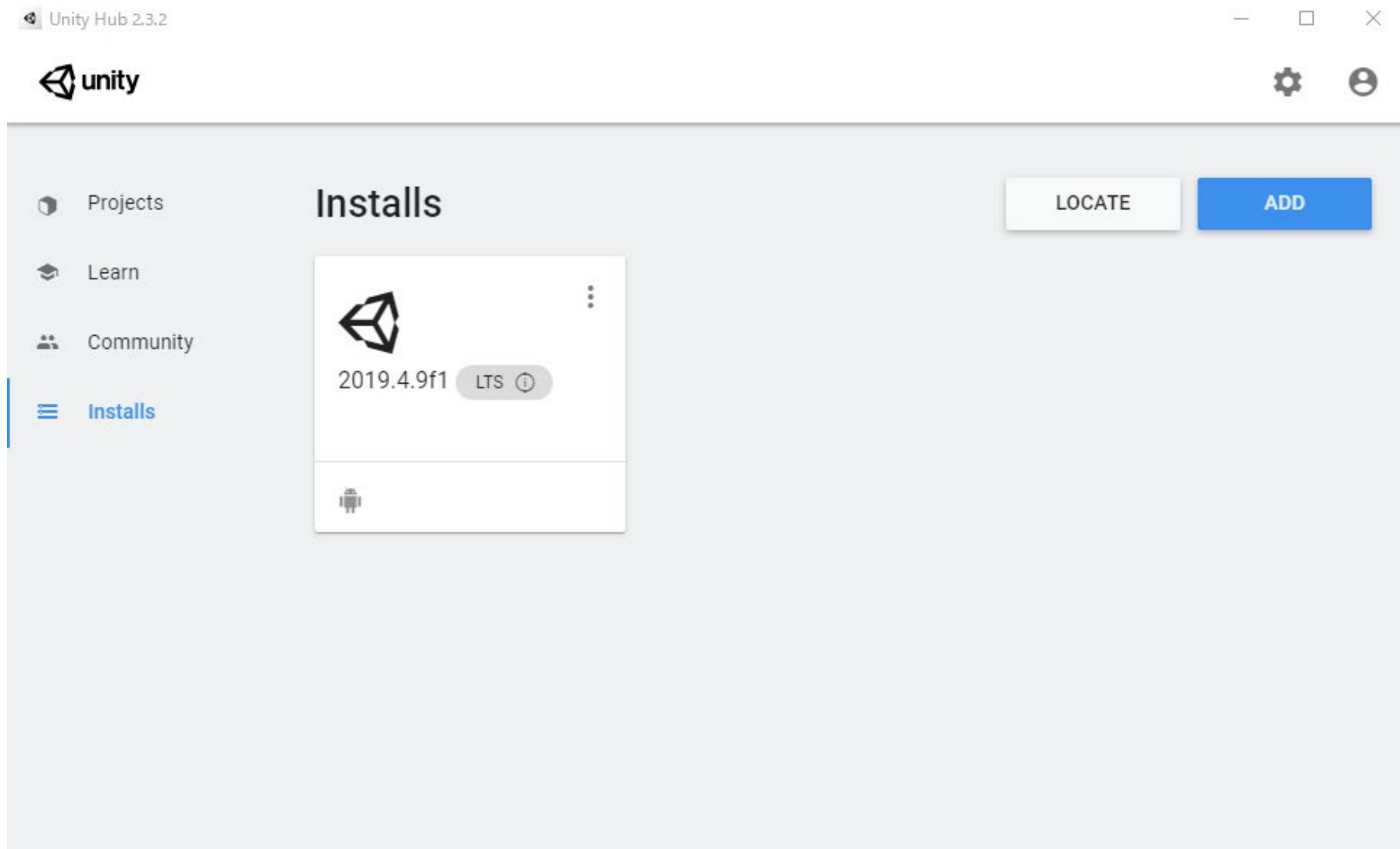
Add a Module to the Installation

We will add a module to create an Android app. You can install other platforms at the same time, but let's only add the "Android Build Support" module here. Other modules can be added later.



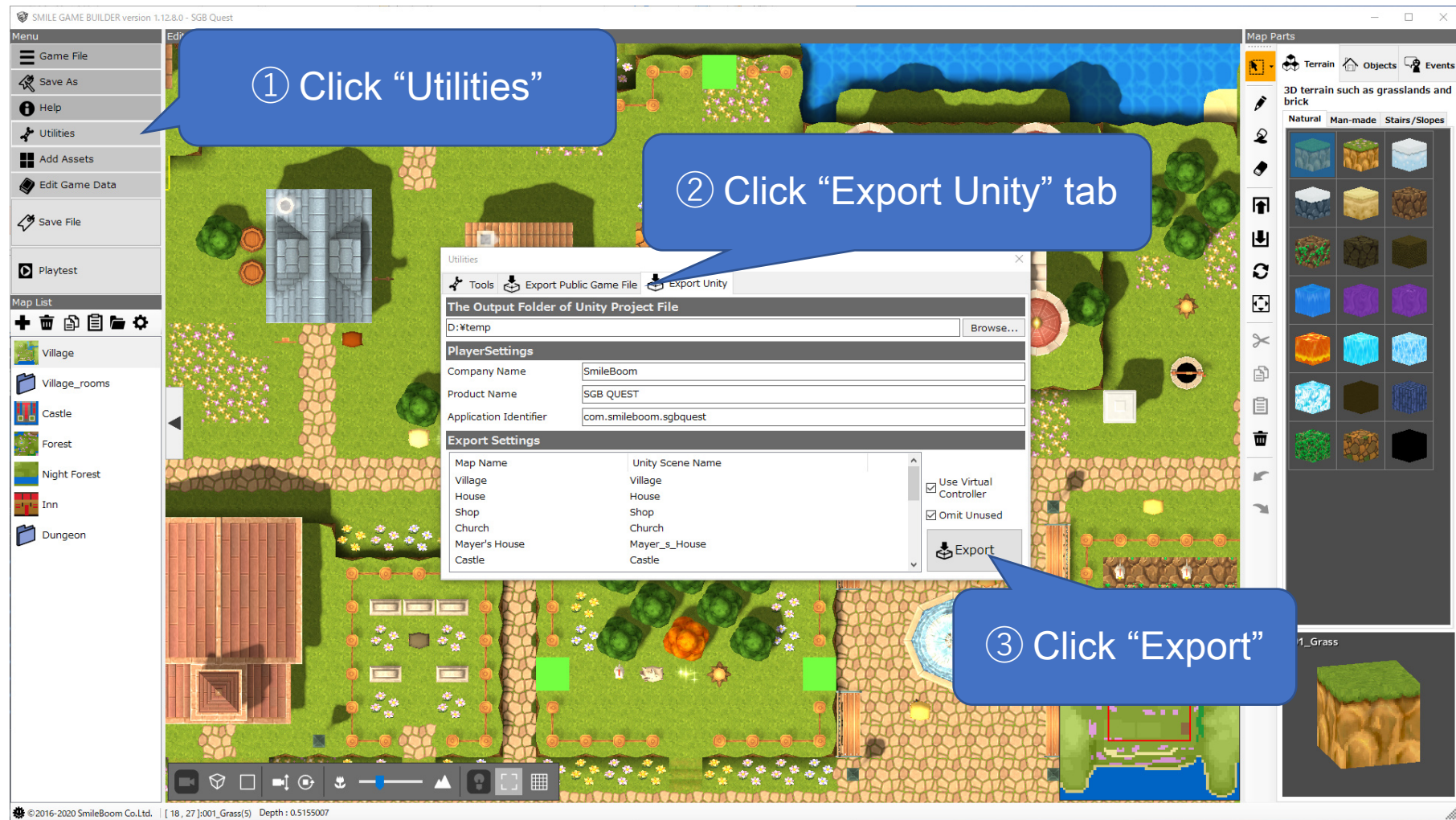
Setup Completed

Once the setup is complete, you will see the following screen.



Convert SMILE GAME BUILDER Game File to a Unity Project

Select the “Export Unity” tab in the “Utilities” menu. Click the Export button after configuring the destination folder and setting up “Player Settings” and other options.



Convert SMILE GAME BUILDER Game File to a Unity Project

Here's what you need to set up before exporting.

The screenshot shows the 'Export Unity' dialog box in SMILE GAME BUILDER. The dialog has a title bar 'Utilities' and a close button. Below the title bar are three tabs: 'Tools', 'Export Public Game File', and 'Export Unity'. The 'Export Unity' tab is selected. The main section is titled 'The Output Folder of Unity Project File' and contains a text field with 'D:\temp' and a 'Browse...' button. Below this is the 'PlayerSettings' section, which includes three text fields: 'Company Name' (containing 'SmileBoom'), 'Product Name' (containing 'SGB QUEST'), and 'Application Identifier' (containing 'com.smileboom.sgbquest'). Below these is the 'Export Settings' section, which contains a list of names in two columns. The first column lists 'Mayer's House' and 'Castle'. The second column lists 'Church', 'Mayer_s_House', and 'Castle'. To the right of the list are two checkboxes: 'Use Virtual Controller' (checked) and 'Omit Unused' (checked). At the bottom right is an 'Export' button with a download icon. Three blue callout boxes provide additional information: one for 'Company Name' stating 'Please enter the name of the creator or group.', one for 'Product Name' stating 'Enter your app's product name.', and one for 'Application Identifier' stating 'All names must be in lowercase. You cannot use spaces. If you have your own website domain, it would be better to use the format like "com.smileboom.sgbquest".'

Utilities

Tools Export Public Game File Export Unity

The Output Folder of Unity Project File

D:\temp Browse...

PlayerSettings

Company Name SmileBoom

Product Name SGB QUEST

Application Identifier com.smileboom.sgbquest

Export Settings

Mayer's House Church

Castle Mayer_s_House

Castle

Use Virtual Controller

Omit Unused

Export

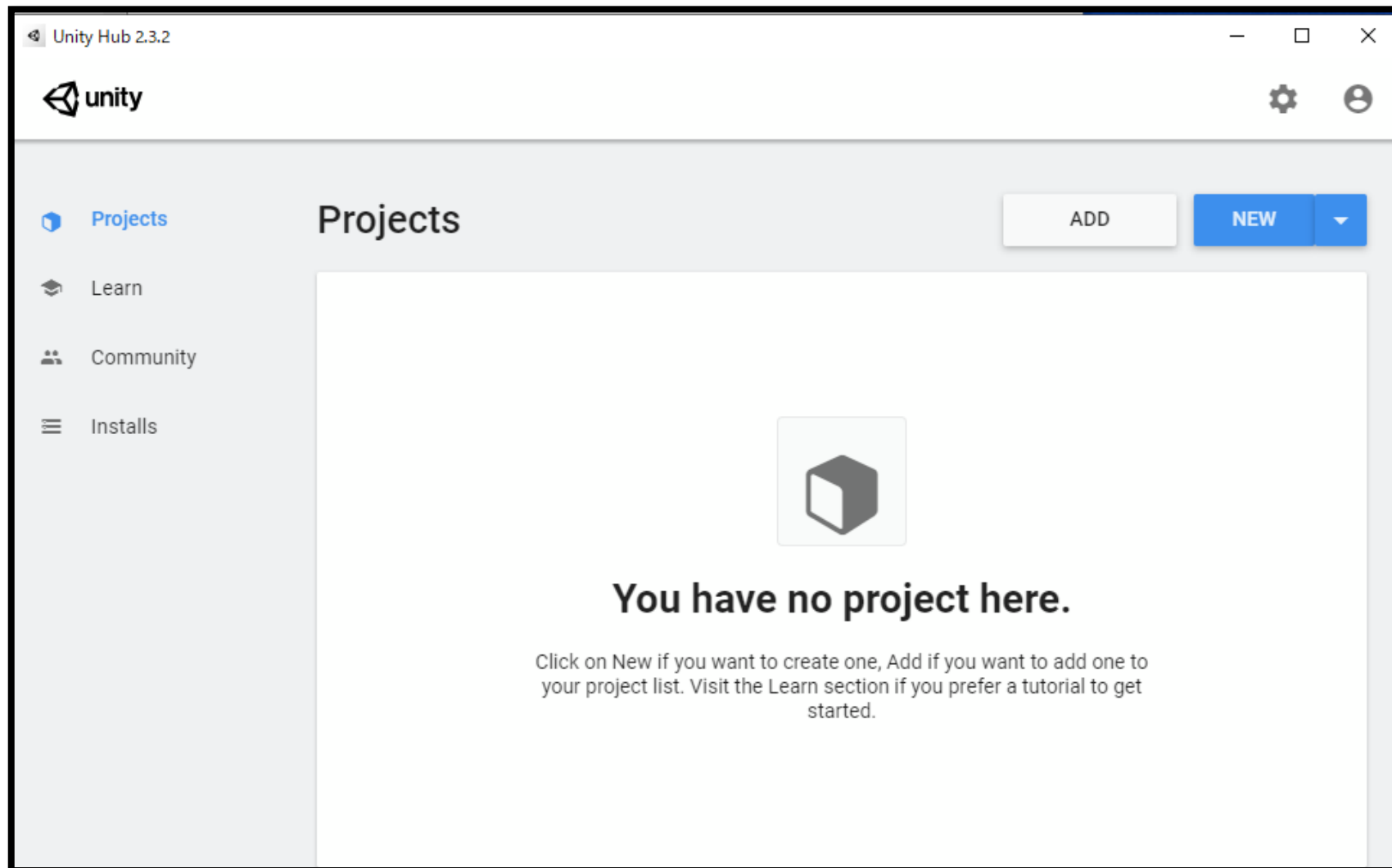
Company Name
Please enter the name of the creator or group.

Product Name
Enter your app's product name.

Application Identifier
All names must be in lowercase. You cannot use spaces. If you have your own website domain, it would be better to use the format like "com.smileboom.sgbquest".

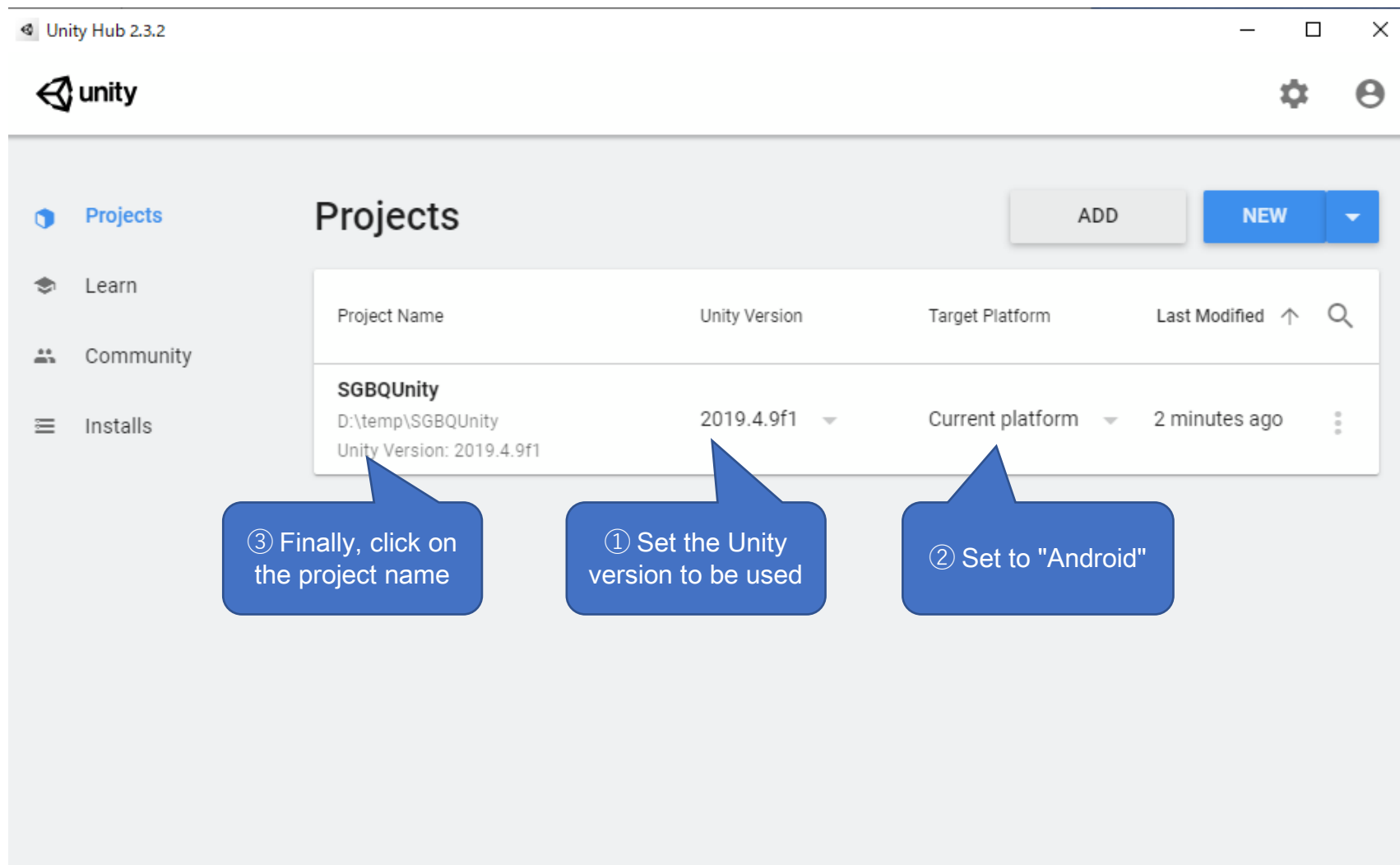
Adding a Unity Project to Unity Hub

Add the Unity project you created on the previous page to the Unity Hub. Switch to the "Project" mode and then click "Add to List". Then the folder selection dialog will appear, please specify the folder which contains the Unity project you have converted earlier.



Adding a Unity Project to Unity Hub

After the Unity project is added, you will see the following screen. Set the Unity version to be used and the target platform to "Android", then launch the project. In this case, click "SGBQUnity" to launch Unity.



Adding a Unity Project to Unity Hub

If you see the following messages, click "Confirm" or "Yes" to proceed to the next step.

Do you want to upgrade your Project to a newer version of Unity?

The Project was created with an older Unity version.

As part of the upgrade, Unity may change your scripts and rebuild your Project library. This may take a few minutes.

For a list of any changes made to your Project's packages, see the **Logs/Packages-Upgrade.log** file in your Project folder.

CANCEL

CONFIRM

Asset Database Version Upgrade



Do you want to upgrade the project to use Asset Database Version 2?

Note: Version 1 is deprecated from 2019.3. If you upgrade to version 2, the project will be re-imported.

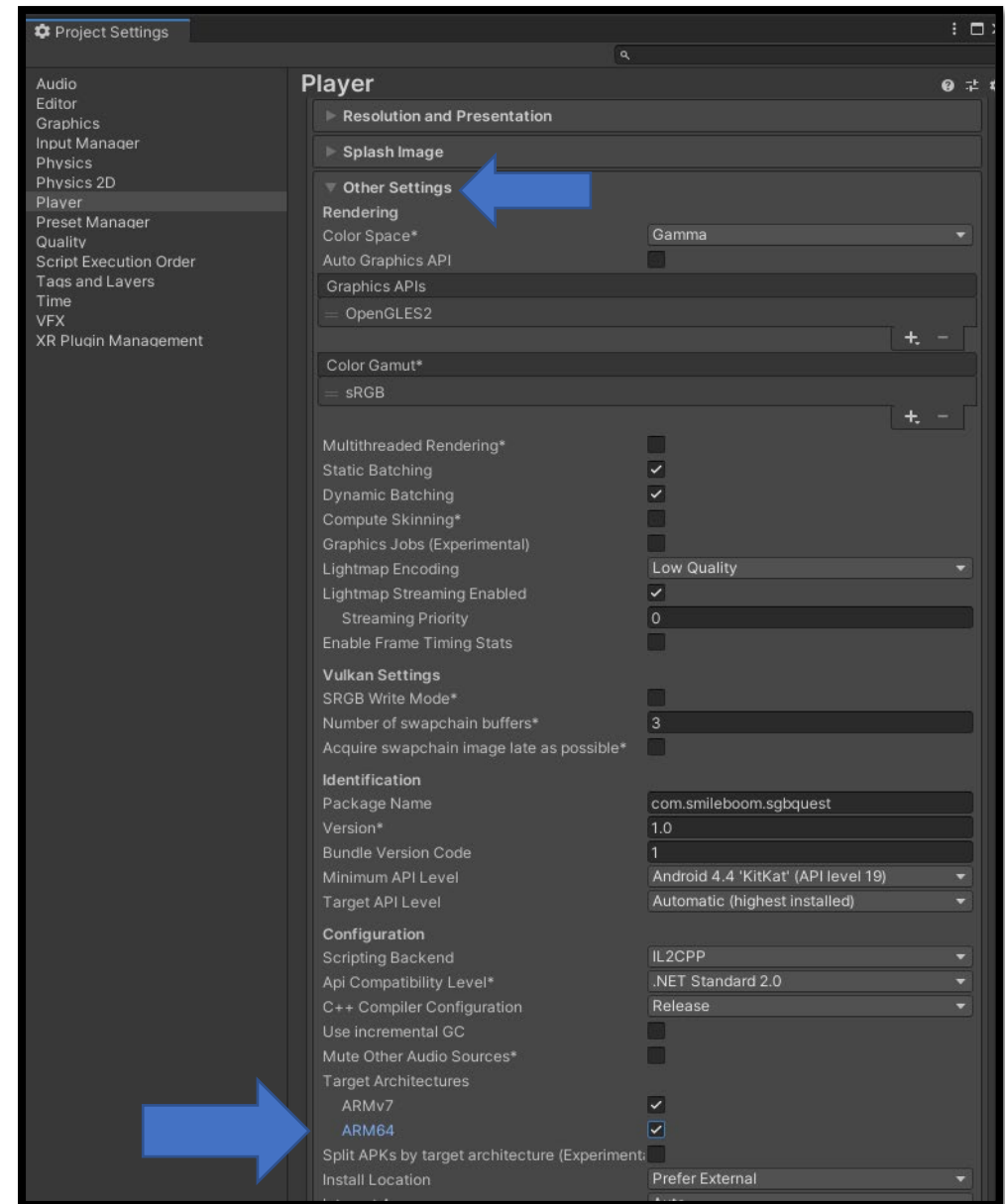
You can always change back to version 1 in the project settings.

Yes

No

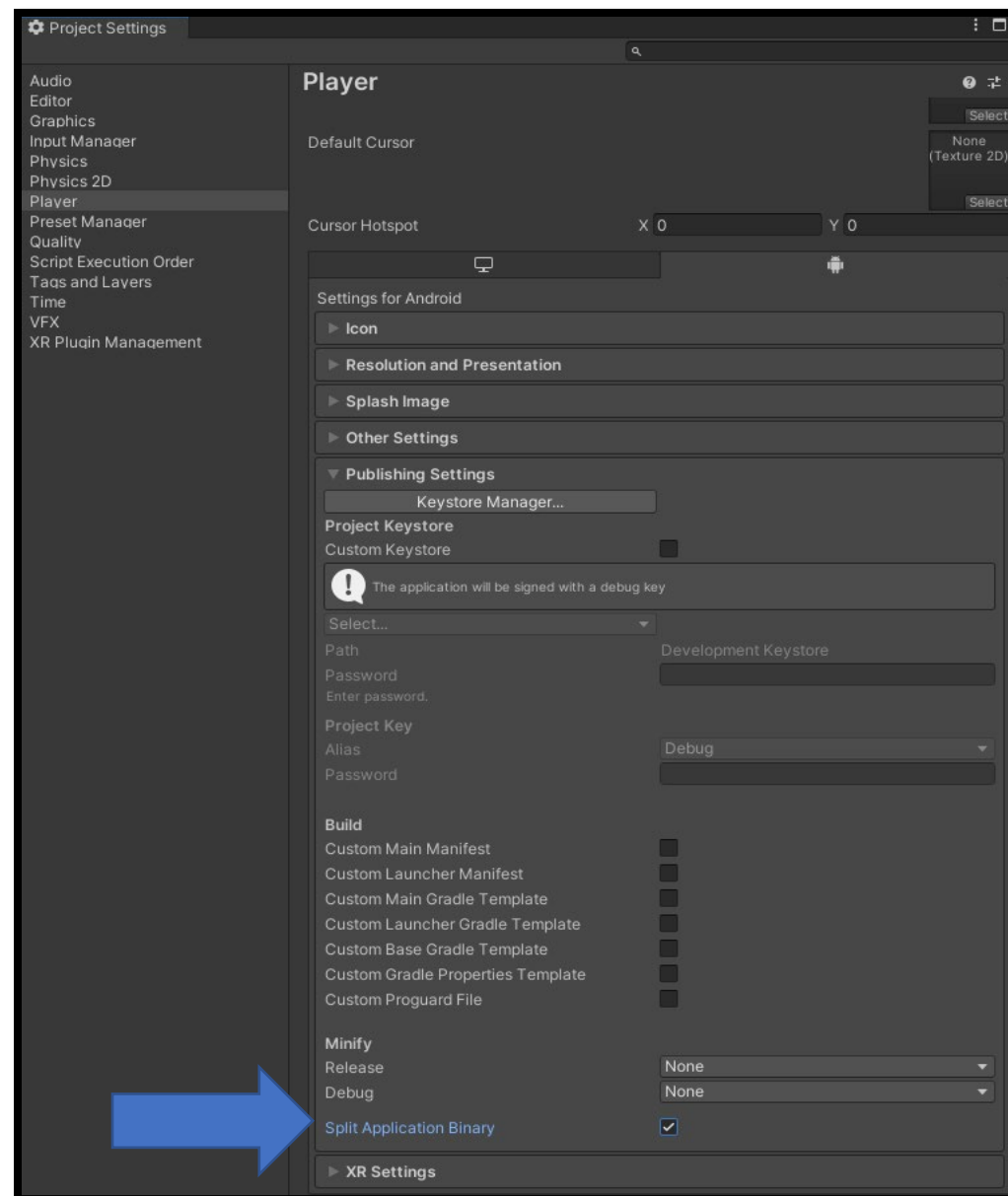
Unity Settings (64bit)

From the "Edit" menu, go to "Edit" > "Preference" > "Player" > "Android" > "Other Settings" and then check the box for "ARM64".



Unity Settings (Application Partitioning)

Check "Project Settings" > "Android" > "Publishing Settings" > "Split Application Binary". By specifying this, your application will be in apk + obb format so that it can be published even if the resource file size is large. On the other hand, if you leave it unchecked, your app will be restricted in size (100MB) and may not be published on the Google Play Store.

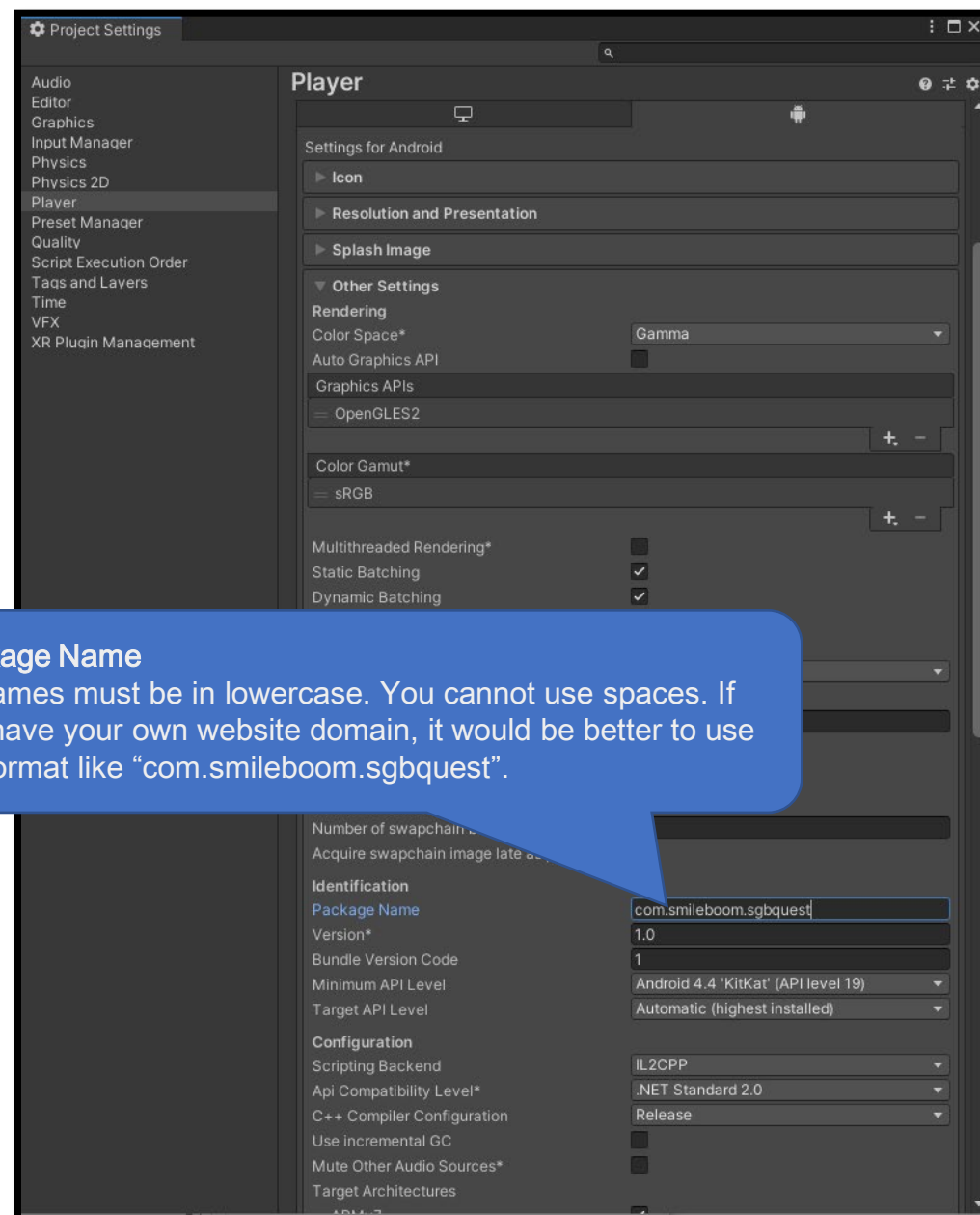


Unity Settings (Entering a Package Name)

Select "Project Settings" from the menu and set "Android" > "Other Settings" > "Package Name". The package name should be in the form of "com.Company.ProductName" as indicated in the dimmed gray guide. If your website has its own domain name, use it in reverse order. For example, if our company SmileBoom is releasing an app called SGBQUEST, we would name the package "com.smileboom.sgbquest", which is how we would name it.

*Be sure to use lowercase letters when entering. Also, please use three phrases as in the previous example.

*Note that if you use two phrases like "com.smileboom", the obb file will not be loaded properly.



Package Name

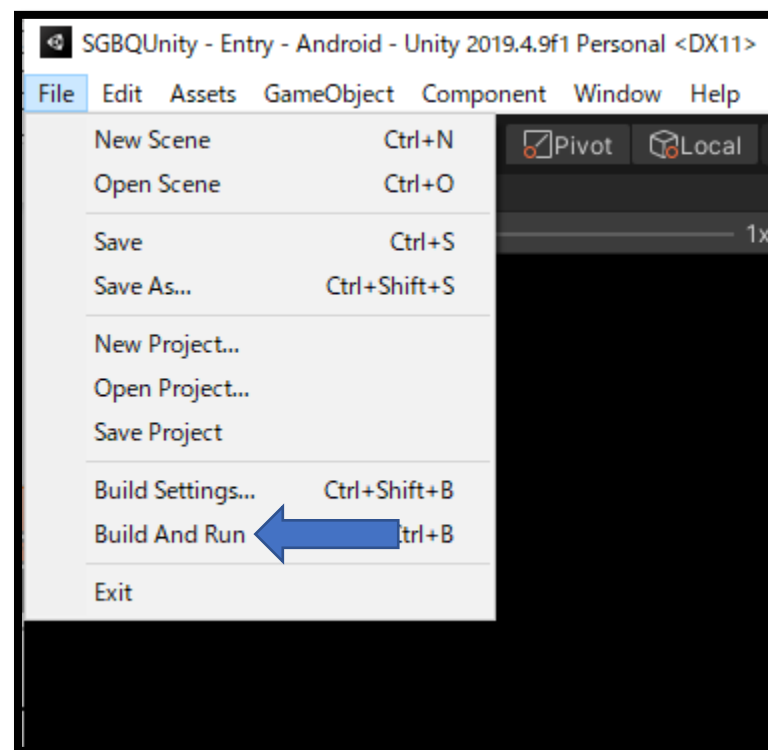
All names must be in lowercase. You cannot use spaces. If you have your own website domain, it would be better to use the format like "com.smileboom.sgbquest".

Build And Run Your App

The apk stands for Android application package, which is a package of apps in a format that can be installed on an Android device. There are two ways to copy the apk and run it on your device.

Build And Run

In this case, you need to activate the debugging setting on your device to enable USB connection. As for how to enable it, please check how to enable it for your device as each device is different. Once you have finished setting up the device and make sure it is connected to your PC, select "Build And Run" from the menu.



Build Your App

Build

You can create an apk only. You can copy the created apk to your Android device manually and run it.

After copying the apk, run the apk from your device to start installation.

