

Unity iOS (Free Edition) QuickStart

As of **May 2013** the free version of Unity 3D will now allow developers to build games for iOS and Android at **no extra cost**. That's right no strings attached, no royalties and no extra license fees as long as you're clearing under \$100,000 in the previous fiscal year. If you happen to be make more than this, all you need to do is upgrade to Unity Pro. With over **600 million iOS devices** out there and an even greater number of Android devices, the mobile market represents a huge opportunity for Unity developers!

Here is the official announcement from **David Helgason** himself.

http://www.youtube.com/watch?v=5GcdsiNYR8&feature=player_embedded

As both and native iOS developer and Unity developer, I can tell you through experience that the hardest part of building your projects to your iPhone/iPad will be the initial set up on Apple.

1. Get the Gear

You'll need a **Mac** and an **iOS device**, which may include an **iPhone**, and **iPad**, **iPod Touch** or **iPad mini**, which come in **retinal** and **non-retinal** versions.

2. Download the latest version of Unity.

You'll usually get to try the Pro edition for **30 days**, at which point you'll jump down to the free, fully functional, non-expiring free edition.

3. Your first stop involves signing up to be an official iOS developer.

<https://developer.apple.com/programs/ios/>

You'll need to decide if your going to sign up as an **individual** or an **company**. If you're are not an incorporated company and have no plans in the future to be one, then sign up as an individual as it's much faster. You'll get to pay **\$99/year** for the privilege of being able to publish apps, so make it count.

4. Download the latest iOS SDK

This should give you the all the latest Apis and the most current version of Xcode. It's important to try and stay up to date. **Xcode** is the primary coding IDE for building iOS apps and Unity will actual generate and Xcode project when you build for iOS. You may also need to update to the latest version of iTunes.

5. Provisioning your Device(s)

You'll need to complete a somewhat challenging process called provisioning. The good news is that the end result of this will give you the ability to actually run your games on

your actual device. As an iOS developer I can and will tell you that the **simulator is not sufficient for testing**, you need to build to a real device.

Here is a link to the official Apple documentation.

<http://developer.apple.com/library/ios/#documentation/ToolsLanguages/Conceptual/YourFirstAppStoreSubmission/ProvisionYourDevicesforDevelopment/ProvisionYourDevicesforDevelopment.html>

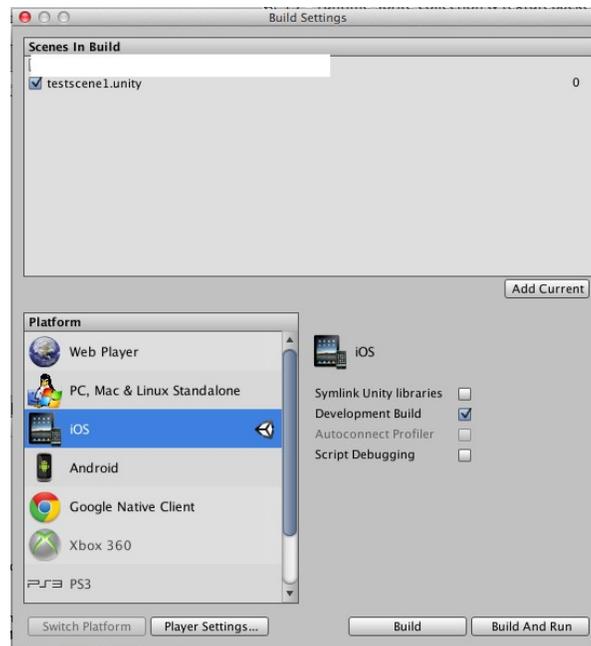
And here is the Unity documentation

<http://docs.unity3d.com/Documentation/Manual/iphone-accountsetup.html>

You'll need to do a few things during this process including:

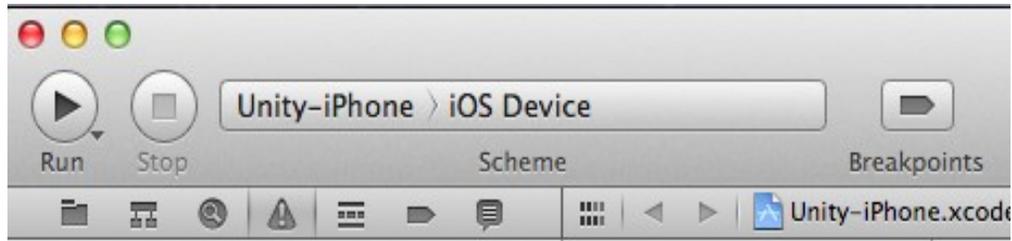
1. Creating a Developer Certificate
2. Registering your device UDID(s)
3. Setting up your App ID
4. Create a developer provisioning profile

5. Setting things up in Unity



Things are pretty easy to set up in Unity. First go **File > Build Settings** and select iOS as the platform. Also, don't forget to make sure you **add your current scene** to the build. Next hit the **Player Settings**, and then go to **3rd tab in on the per platform settings**. You should find a box for **Bundle Identifier**, which you set to the **App ID** you created in step 3 above. You'll also want to set your **Target iOS** version to version 6 or higher.

6. Final Steps



You'll need to make sure you connect your device to your computer via your special connector cable, then switch from simulator to your device.

Cross your fingers and hit build and run in from the build settings in Unity! If all goes well, Unity will create an Xcode project, which will then compile, install and install your app onto your ios device and fire it up.

Other Unity iOS Resources You may Find Useful

Getting Started with iOS Development

<http://docs.unity3d.com/Documentation/Manual/iphone-GettingStarted.html>

iOS Scripting

<http://docs.unity3d.com/Documentation/Manual/iphone-API.html>

Player Settings

<http://docs.unity3d.com/Documentation/Manual/class-PlayerSettings.html>

Customizing the Splash screen of Your Mobile Application

<http://docs.unity3d.com/Documentation/Manual/MobileCustomizeSplashScreen.html>

Troubleshooting on iOS devices

<http://docs.unity3d.com/Documentation/Manual/TroubleShooting.html#iPhoneTroubleShooting>

Unity iOS Basics

<http://docs.unity3d.com/Documentation/Manual/iphone-basic.html>

Preparing your application for "In App Purchases"

<http://docs.unity3d.com/Documentation/Manual/iphone-Downloadable-Content.html>

From Unity to an iOS Device

<http://mobilegbl.wordpress.com/2013/05/21/from-unity-to-an-ios-device/>

Unity Remote

<http://docs.unity3d.com/Documentation/Manual/unity-remote.html>

Building Plugins for iOS

<http://docs.unity3d.com/Documentation/Manual/PluginsForIOS.html>

Publishing to the App Store

http://www.youtube.com/watch?v=C3izqF6h_aY&feature=player_embedded



****Special Promotion****

If you're new to Unity and looking for a great course to get you started, why not check out my new course **Anyone Can Learn to Make a Game**.

<https://www.udemy.com/unity-tutorial/>

Enter code **unityiOSpromo** and take my course for **only \$39 for a limited time!**