Using Android hardware in Unity

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Accelerometer

- Gives a 3D vector pointing in the direction the device senses an acceleration
- Usually this is gravity
- Vector3 a = Input.acceleration;
- Measured in Gs
Accelerometer

• Gives a 3D vector pointing in the direction the device senses an acceleration
• Usually this is gravity
• Input.deviceOrientation ==
  – DeviceOrientation.FaceUp
  – DeviceOrientation.Portrait
  – Etc...
Rate gyro

• Measures the rate of change about an axis
• Useful to tell how the device is oriented (accelerometer doesn’t help with yaw)
• Unity doesn’t support gyro on android yet 😞
Multi-Touch

• Input.mousePosition and Input.GetMouseButtonDown(0) work for clicking with one finger
• Input.touches an array of touch structs
• Touch structs
  – fingerId
  – position
  – deltaPosition
  – deltaTime
  – tapCount
  – phase (Began, Moved, Stationary, Ended)