

FireBase Google Signin Unity Plug In

[googlesamples/google-signin-unity](https://github.com/googleamples/google-signin-unity)

Setup your FireBase project:

package:

com.henrick.com.unity.googleoath

NickName: googleUnityOath

Setup New Project

Build Settings > Change to Android

Build Settings > Build System to Gradle (New)

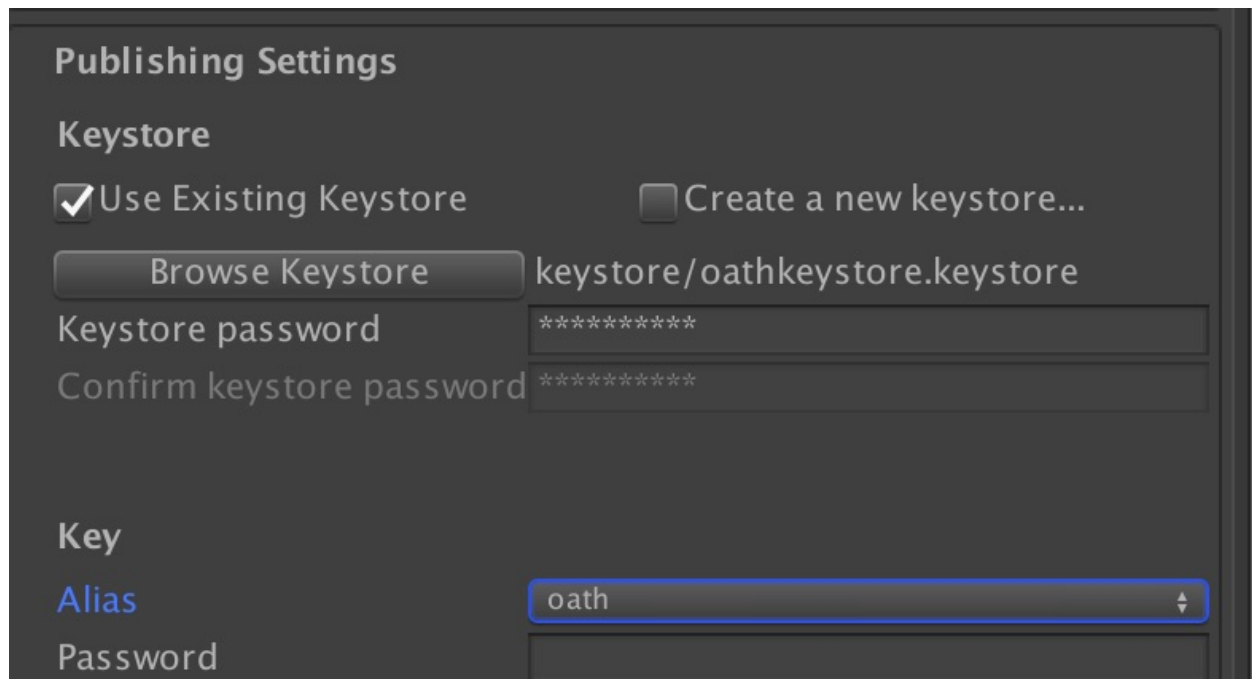
Player Settings > Set the Product Name > googleUnityOath

Player Settings > Package Name to > com.henrick.com.unity.googleoath

Player Settings > Min Api Level > Set to LV23

Player Settings > Publish Settings > Create a Keystore ("oathkeystore")with Password "helloworld"

Player Settings > Publish Settings > Create a Key "oath" with password "helloworld"




In Terminal:


```
keytool -exportcert -list -v -alias oath -keystore  
/Users/chenrick/Documents/workspace/unity/firebase/Android0oathTry5/ke
```

ystore/oathkeystore.keystore

Alias name: oath
Creation date: Nov 3, 2017
Entry type: PrivateKeyEntry
Certificate chain length: 1
Certificate[1]:
Owner: 0=DefaultCompany
Issuer: 0=DefaultCompany
Serial number: 1da03654
Valid from: Fri Nov 03 08:52:52 PDT 2017 until: Sat Oct 22 08:52:52 PDT 2067
Certificate fingerprints:
MD5: 40:3E:0F:22:97:18:90:90:B8:0B:C3:74:CC:E8:CD:C1
SHA1: 90:75:62:20:50:D4:8A:ED:A9:DB:27:B5:41:C9:3E:9A:65:A5:C2:C5
SHA256:
23:D0:0B:12:FD:BD:82:E0:90:96:11:9D:FE:7D:0B:50:9B:1E:AB:DE:46:3C:34:BA:97:0A:0F:F3:BB:3A:D0:3D
Signature algorithm name: SHA1withRSA
Subject Public Key Algorithm: 1024-bit RSA key
Version: 3

Go to the FireBase Console and enter the SHA1 Info into your project.

Android package name 

App nickname (optional) 

Debug signing certificate SHA-1 (optional) 

Required for Dynamic Links, Invites, and Google Sign-In or phone number support in Auth. Edit SHA-1s in Settings.

Download the google-services.json and place into your assets folder.

Open the google-services.json plugin and get the web client Id (client_type == 3)

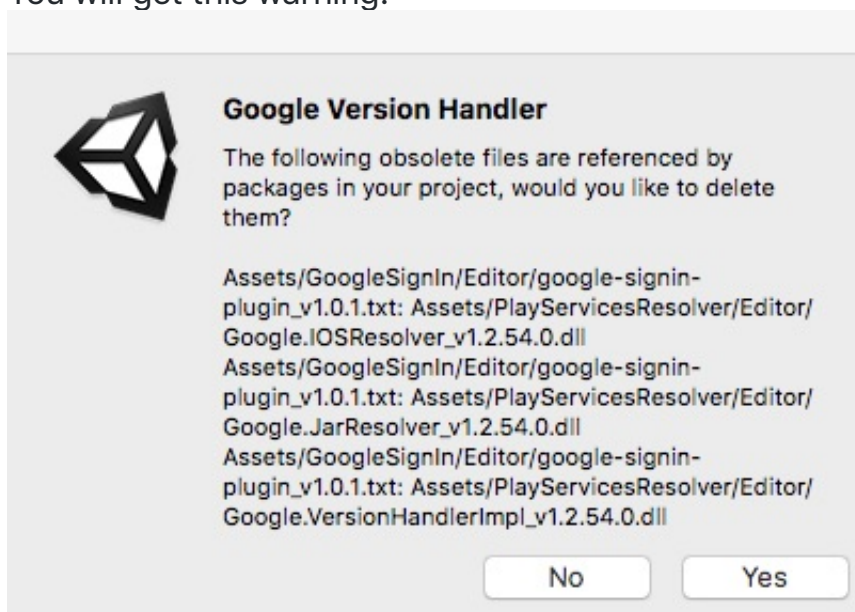
"client_id": "[553888124720-](#)

366tctpp0oeg4iglcbb4c5o9dptjrhk9.apps.googleusercontent.com",
"client_type": 3

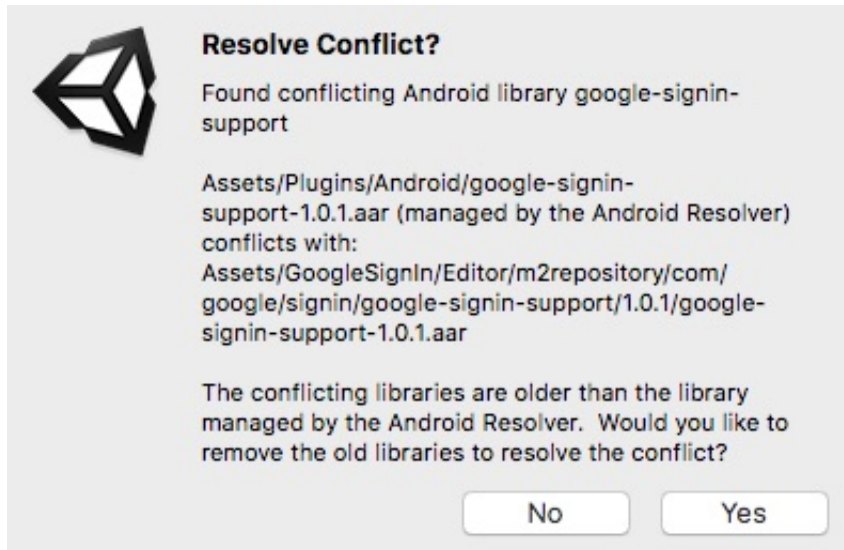
Create a new project and import the plugin

Create a new Unity project and import the `GoogleSignIn-1.0.0.unitypackage` (or the latest version). This contains native code, C# Unity code needed to call the Google Sign-In API for both Android and iOS.

You will get this warning:



I Hit "yes"



I Hit "yes"

SAVED THE PROJECT in Unity

Import the sample scene

Import the `GoogleSignIn-sample.unitypackage` which contains the sample scene and scripts. This package is not needed if you are integrating Google Sign-in into your own application.

SAVED THE PROJECT in Unity

Building for Android

1. Under Build Settings, select Android as the target platform.
2. Set the package name in the player settings to the `package_name` you found in the configuration file.
3. Select the keystore file, the key alias, and passwords.
4. Resolve the Google Play Services SDK dependencies by selecting from the menu: **Assets/Play Services Resolver/Android Resolver/Resolve**. This will add the required `.aar` files to your project in `Assets/Plugins/Android`.

Did this again to just double check everything, but you need to set up the key and such first

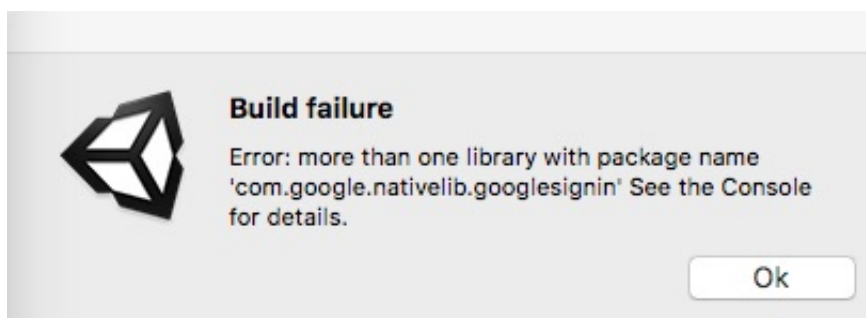
as you need to get the SHA for when you go to the firebase admin and setup Android

Go to the FireBase Admin and Add Google Oath to your list of Allowed Signing

Go to the SignInSample folder and click on the scene "MainScene"

Go to the Build Settings Menu and Build and Run

You get:



CommandInvocationFailure: Gradle build failed.

```
/Library/Java/JavaVirtualMachines/jdk1.8.0_151.jdk/Contents/Home/bin/java -classpath  
"/Applications/Unity/PlaybackEngines/AndroidPlayer/Tools/gradle/lib/gradle-launcher-  
2.14.jar" org.gradle.launcher.GradleMain "assembleRelease"
```

stderr[

FAILURE: Build failed with an exception.

* What went wrong:

Execution failed for task ':processReleaseResources'.

> Error: more than one library with package name 'com.google.nativelib.google signin'

* Try:

Run with --stacktrace option to get the stack trace. Run with --info or --debug option to get more log output.

]

stdout[

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[25.1.0.pom](#)

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Incremental java compilation is an incubating feature.

:preBuild UP-TO-DATE

:preReleaseBuild UP-TO-DATE

:checkReleaseManifest

:preDebugBuild UP-TO-DATE

:prepareGoogleSignInSupport101Library

:prepareNativeGoogleSignInReleaseLibrary

:preparePlayServicesAuth1026Library

:preparePlayServicesAuthBase1026Library

:preparePlayServicesBase1026Library

:preparePlayServicesBasement1026Library

:preparePlayServicesTasks1026Library

:prepareSupportCompat2520Library

:prepareSupportCoreUi2520Library

:prepareSupportCoreUtils2520Library

:prepareSupportFragment2520Library

:prepareSupportMediaCompat2520Library

:prepareSupportV42520Library

:prepareReleaseDependencies

:compileReleaseAidl

:compileReleaseRenderscript

:generateReleaseBuildConfig

:mergeReleaseShaders

:compileReleaseShaders

:generateReleaseAssets

:mergeReleaseAssets

:generateReleaseResValues

:generateReleaseResources

:mergeReleaseResources

:processReleaseManifest

:processReleaseResources FAILED

BUILD FAILED

Total time: 42.815 secs

|

exit code: 1

*UnityEditor.Android.Command.Run (System.Diagnostics.ProcessStartInfo psi,
UnityEditor.Android.WaitingForProcessToExit waitingForProcessToExit, System.String
errorMsg)*

*UnityEditor.Android.GradleWrapper.RunJava (System.String args, System.String workingdir,
UnityEditor.Android.Progress progress)*

Rethrow as GradleInvokationException: Gradle build failed

*UnityEditor.Android.GradleWrapper.RunJava (System.String args, System.String workingdir,
UnityEditor.Android.Progress progress)*

*UnityEditor.Android.GradleWrapper.Run (System.String workingdir, System.String task,
UnityEditor.Android.Progress progress)*

*UnityEditor.Android.PostProcessor.Tasks.BuildGradleProject.Execute
(UnityEditor.Android.PostProcessor.PostProcessorContext context)*

UnityEditor.Android.PostProcessor.PostProcessRunner.RunAllTasks