



AWE Estimote Unity Asset

TRIAL

Notes

Thank you so much for trying out the AWE Estimote Unity Asset **trial** version. This short document will go over the limitations of this trial version and how you can update your Unity project when you purchase the full version asset. You may use the trial version as long as you like as there are no time restrictions on this version, but if you want the full package with much more data, you can update and purchase the [full version from here](#).

Trial version content:

The trial version is limited to exposing the following sensor data from the Estimote Beacons:

- Proximity UUID
- Minor Major
- RSSI
- Distance in meters

The full version also includes the following sensor data (NOT included in this version, and will in the trial return 0 or null):

- Color of beacon
- Battery life
- Accelerometer
- Air pressure
- Light Level
- Temperature

Setup

Setup and installation of the trial version is just like the regular full version, so please follow the installation guide in the provided PDF

Update from trial to full version

If you need to update from the trial version to the full version, you need to overwrite and replace the following files in your Unity project with the same files from the full version package:

- *Plugins/Android/AWE-Estimote-Android.aar*
- *Plugins/iOS/AWEEstimoteBeacon.h*
- *Plugins/iOS/AWEEstimoteBeacon.mm*
- *Plugins/iOS/AWEEstimoteiOS.h*
- *Plugins/iOS/AWEEstimoteiOS.mm*

You can do this by importing the Unity package into your Unity project, de-select all check marks, and then select only the above 5 files.

Then you should be able to explore the full potential of the AWE Estimote for Unity Asset!