



## DOWNLOAD INSTRUCTIONS

To Install Unity 5.x Pro, please download and install the latest version from the following link:

[Download Unity Pro](#)

After installation, please follow the instructions for Internet activation.

## HERE ARE SOME LINKS YOU MIGHT FIND USEFUL

To get started with Unity, check our Learn site:

<http://unity3d.com/learn>

Do you have a specific question? Go to Unity Answers:

<http://answers.unity3d.com>

Connect with other developers through Unity Forums:

<http://forum.unity3d.com>

You can also join Unity IRC channel to chat with other developers in real time. Just point your favorite IRC client to [irc.freenode.net](http://irc.freenode.net) and join #unity3d.

If you have technical issues, please contact [support@unity3d.com](mailto:support@unity3d.com)

If you come across Unity 5.x bugs, please use the Bug Reporter in the Editor (under Help) to let us know. More information:

<http://unity3d.com/unity/qa/bug-reporting>

## SYSTEM REQUIREMENTS FOR UNITY AUTHORIZING

- Windows: 7 SP1, XP SP2, or later; Mac OS X "Snow Leopard" 10.6 or later. Note that Unity was not tested on server versions of Windows and OS X.
- Graphics card with DirectX 9 level (shader model 2.0) capabilities. Any card made since 2004 should work.
- Using Occlusion Culling requires GPU with Occlusion Query support (some Intel GPUs do not support that)
- The rest mainly depends on your project needs.

## SYSTEM REQUIREMENTS FOR UNITY IOS DEVELOPMENT

In addition to the general system requirements:

- Only Unity OS X version supports iOS as build platform
- Xcode 4.3

Students can download the Unity Remote (Free) and use their device within the editor for rapid prototyping, but will not be able to publish a build without the Apple iOS SDK installed.

More info on Unity Remote:

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

## SYSTEM REQUIREMENTS FOR UNITY ANDROID DEVELOPMENT

In addition to the general system requirements:

- Android SDK and Java Development Kit (JDK)
- Android authored content requires devices equipped with:
  - Android OS 2.0 or later
- Device powered by an ARMv7 (Cortex family) CPU. GPU support for OpenGL ES 2.0 is recommended.

Please Note: In order to deploy to an Android device, you must be an authorized Android Developer. Students can download the Unity Remote (Free) from the Android Market and use their device within the editor for rapid prototyping but will not be able to publish a build without the Android SDK installed. We hope you will have as much fun using it as we had creating it.

## SYSTEM REQUIREMENTS FOR WINDOWS STORE/WINDOWS PHONE DEVELOPMENT

In addition to the general system requirements:

- Windows Phone SDK 8.0 requires 64-bit Windows 8 Pro or higher. You can't develop Windows Phone 8 apps on Windows 7, on Windows Server 2008, or on Windows Server 2012.
- Microsoft Visual Studio 2012

## SYSTEM REQUIREMENTS FOR UNITY BLACKBERRY DEVELOPMENT

In addition to the general system requirements:

- Requires installation of Java 32-bit runtime
- BlackBerry authored content requires devices equipped with BlackBerry OS 10 or later

## SYSTEM REQUIREMENTS FOR UNITY-DEVELOPED CONTENT

- Windows XP+, Mac OS X 10.6+, Ubuntu 10.10+, SteamOS+
- Pretty much any 3D graphics card, depending on complexity.
- Online games run on all browsers, including IE, Firefox, Safari, and Chrome, among others.