

# Unity 2021 add assets,res

**This document is a help document to facilitate the game to add assets, res directory resources, not sdk resources necessary**

[Unity 2021.2](#) no longer copies **Assets/Plugins/Android/[res, assets]** Files in the directory

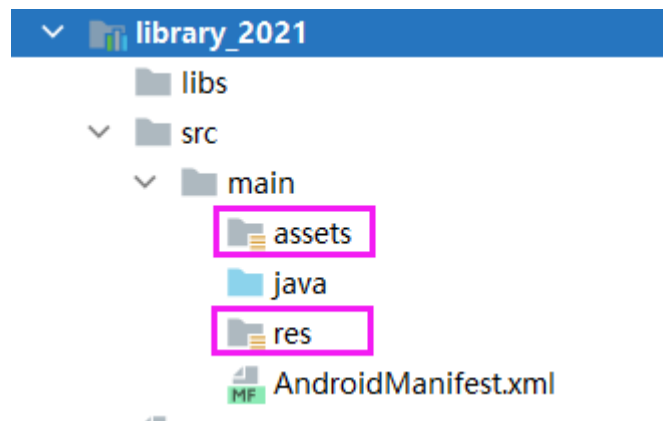
Packing with assets, res directories under `Assets/Plugins/Android` will report an error:

**Exception: OBSOLETE - Providing Android resources in Assets/Plugins/Android/assets was removed**

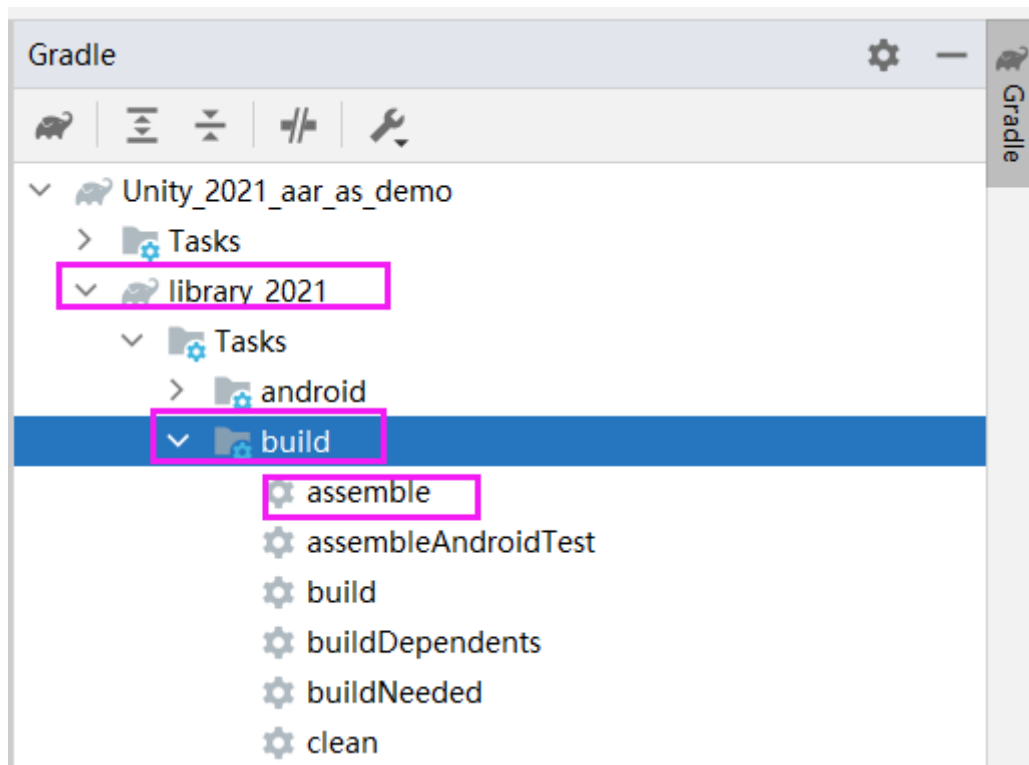
If the game needs to add files in the assets or res directory, you can do the following to package an aar and copy it to the unity project

## Steps

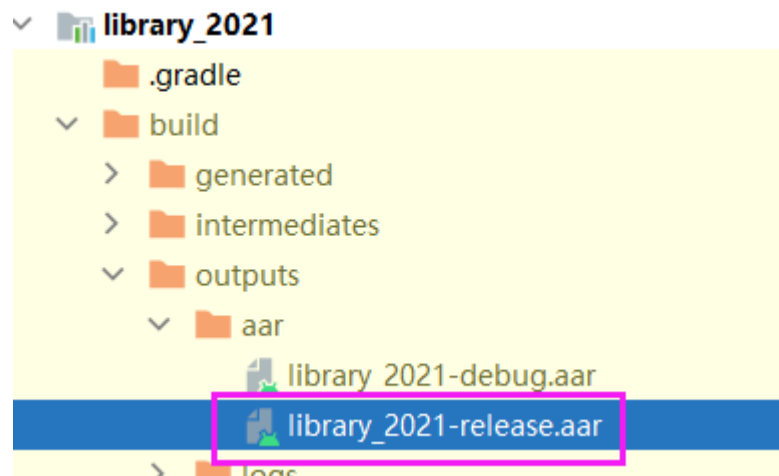
1. Open `unity_2021_aar_as_demo` project with android studio (version 4.x).
2. `library_2021\src\main` path assets, res correspond to the Android directory assets, res respectively



1. After copying, select the gradle bar on the right side of the android studio and execute the `assemble` command



2. After executing the command, aar will be generated in the build directory, copy `library_2021-release.aar` to `Assets/Plugins/Android`.



If there is no task in the gradle bar on the right side of android studio, you need to uncheck the checkbox below in the android studio settings.

(This configuration will be different for different android studio versions, check or uncheck the box as shown in the settings.)

