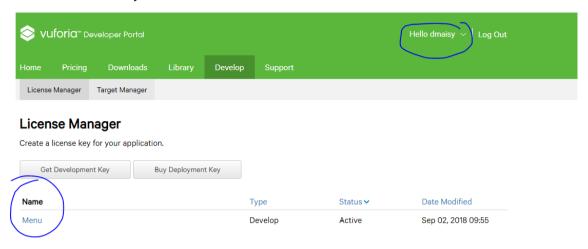
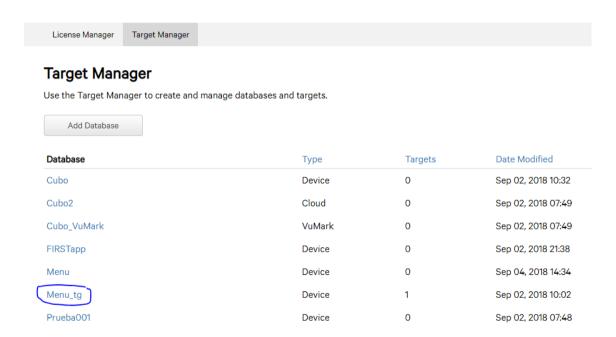
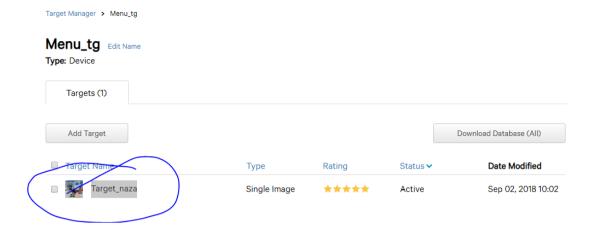
I am developing an application in Unity. I have a free account for development. my username is dmaisy. For this test I create a license called Menu.



For this application that will use an imageTarget, I create a database called Menu_tg.



This database only has a single target called Target_naza



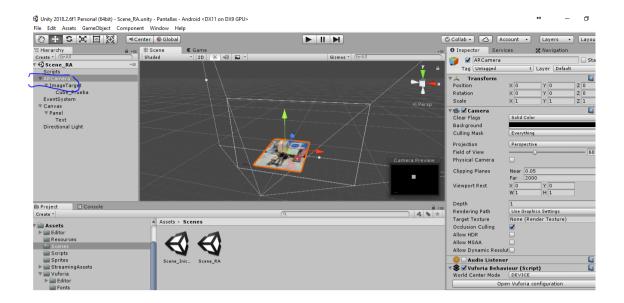
Target_naza is a photo with my family.

Target Manager > Menu_tg > Target_naza

Target_naza



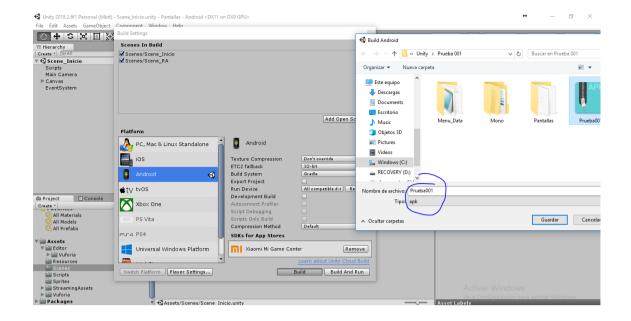
In Unity I create an ARCamara with an ImageTarget related to my Menu license in Vuforia. I create a 3d cube as a test.



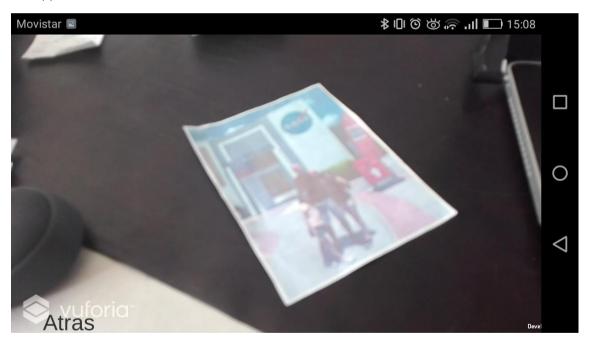
when in Unity is in play game mode the 3d cube appears in the ARCamara to a print of the imagetarget. Its work



I created an .apk file for android devices and made a deploy of the program to my particular cell phone to verify the operation. My cell phone is a Huawei GW.



Here everything is excellent but, when I use the application on my cellphone the 3d cube does not appear



I wanted to know if this is due to a configuration error or to have a free license.