**Unity 5 (Standard Metallic)\_TextureAssign.spexp**

Put the file to ...\Documents\Allegorithmic\Substance Painter\shelf\export-presets

**unity-link**

Put the file to...\Documents\Allegorithmic\Substance Painter\plugins目录下

**SPLink.unitypackage**

Drag this to unity Editor, import all of them.

attention：it just supports painter 2017.2 and above