InnoSetup Installer Tool Documentation

1. Overview

The **InnoSetup Installer Tool** is a Unity Editor Extension designed to simplify the creation of professional Windows installers (`.exe`) for your desktop games and applications.

The tool automates the process of building your Unity project, generating the necessary Inno Setup Script (`.iss`), and running the Inno Setup Compiler to produce the final, ready-to-distribute installer.

Prerequisites

- **Unity Editor** (Version 2020 LTS or newer recommended)
- **Windows 64-bit Build Target**
- **External Requirement:** The **Inno Setup Compiler** (portable version) must be downloaded separately.

2. Getting Started

2.1 Accessing the Tool

1. After importing the asset into your Unity project, navigate to: **Tools** > **InnoSetup Installer**.
2. The main configuration window will open, guiding you through the 5 necessary steps.

3. The 5-Step Setup Guide

Follow these steps within the InnoSetup Installer Tool window:

Step 1: Set Project Identity

This step ensures your installer uses the correct metadata.

- Click the **"Open Player Settings"** button.
- Verify and set the following properties in **Project Settings** > **Player**:
  - **Company Name**

- **Product Name**
- **Bundle Version** (Used as the installer version number)
- **Default Icon** (Used for the installed application and desktop shortcut)

Step 2: Configure Build Settings

This step ensures the project is configured for a Windows Desktop build.

- Click the **"Open Build Settings"** button.
- Confirm that your target platform is **PC, Mac & Linux Standalone** and the **Target Platform** is set to **Windows**.
- Ensure all necessary scenes are included and enabled in the **Scenes in Build** list.

Step 3: Configure Inno Setup Paths

This is the most crucial step, as it links the Unity tool to the necessary external compiler.

⚠️ **PREREQUISITE: Inno Setup Compiler Required**

The tool requires the Inno Setup Compiler (`ISCC.exe`) to build the installer, but it cannot be bundled with the Unity Asset Store package due to licensing and size restrictions.

- Please **download the portable version** of Inno Setup, unzip the file to a safe location on your system, and then use the browse buttons below to locate the two required files.

Control	Description
✅ **'BuildScriptTemplate.iss' Path**	The path to the file named `BuildScriptTemplate.iss` (found within the asset package, e.g., `Assets/APM/InnoSetupInstaller/Editor/InnoScriptTemplate/`). Use the **Browse** button to select it.
✅ **'ISCC.exe' Path**	The path to the Inno Setup compiler executable, named `ISCC.exe`. This file is located in the folder where you unzipped the portable compiler. You must manually browse and select this file.
Save Paths	Click this button to save both configured paths to your local Unity Editor preferences.

Step 4: Custom Installer Options

These options allow you to customize the installer's appearance and behavior. Click **"Save Custom Options"** after making any changes.

- **Custom Setup Icon:** (Checkbox) If enabled, you must provide the path to a custom **.ico** file that will be used for the installer executable itself.
- **Include EULA File:** (Checkbox) If enabled, you must provide the path to a plain **.txt** file containing your End User License Agreement.

Step 5: Build and Create the Installer

This is the final step that initiates the entire pipeline.

1. Click the **"Build Installer"** button.
2. The tool will first **build your Unity project** into the `/Builds/YourProductName_Version` folder.
3. Next, it will **generate a final script** and launch the **ISCC.exe** compiler to create the installer.
4. Upon completion, the **Output Installer Folder** will automatically open in Windows Explorer, showing your new `Setup.exe` file.
5. You can use the **"Open Installer Output Folder"** button (enabled after the first successful build) to access the installer at any time.

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4. Frequently Asked Questions (FAQ)

Why do I need to download the Inno Setup Compiler (ISCC.exe) separately? Why isn't it included with the Unity asset?

The Inno Setup Compiler is an external executable file (a third-party tool) that cannot legally be bundled or redistributed within a Unity Asset Store package. This is a common requirement for Unity assets that integrate with external software.

The tool only uses the compiler's executable to run the final build command. By requiring you to download the **portable version** and set the path, we ensure your project is fully compliant with licensing agreements, and the asset remains lightweight.

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5. Support and Credits

Documentation and Support

We value your feedback and are here to help you with any issues or questions you may have regarding the InnoSetup Installer Tool. Your input is crucial for enhancing the tool and ensuring it meets your needs.

For the latest updates and troubleshooting, please visit the official documentation website:

https://innosetupinstallertool.vercel.app/

For addressing any issue, please visit the Issues page from the tool's Github Repository:

https://github.com/AdriaPm/innosetup-installer-tool/issues

Credits

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