License Spring Unity SDK

Easily add Software Licensing to your application

User Guides :

User guide on implementing license spring unity sdk inside your game and assets.

Asset and Game Developers :

For All Developer, you need api key from your license spring dashboard, follow this steps :

1. log in to your License Spring accounts.
2. Configure Products.
3. Select product from Product list, mark product name select and then you'll be guide to Product detail.

4. In Product Detail Get the short code (3 character).
5. At Tab SDK Integration mark and copy all api key and shared key.
6. Save the recorded SDK integrations.

Asset Developers :

Download License Spring Unity SDK from assets store or License spring website, it will come with .unitypackage extension, and Import to your unity projects.
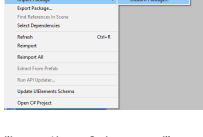
After importing and compiling new License Spring menu will emerge in unity menu.

To initiate integration enter SDK integration data by clicking the Author Api menu, then you will be presented with License Spring Api Registration dialog :

Fill this dialog with previous SDK Integration data, and hit Create Development Keyfile if you still in the middle of asset development or hit Create Deployment keyfile if you ready to ship the assets.

Create Development KeyFile used as developer mode of this SDK and its will bypass all license checking and warning and freely to implement your developmen phase. To test the license spring system hit Test Non Developer Mode and you will presented immediately with Registration dialog.

License Registration Form :

Registered Perpetual License

Trial, Perpetual License

This Dialog is for registering your your unity asset copy or requesting a demo, enter your email on email field to request a demo or requesting a demo, enter your email from asset publisher if you are a user or your own generated key if you are license spring customer.

License Warning and Exceptions :

All Warning and exceptions inside Licenspring Unity SDK, this exception will be displayed in unity game scene and unity game when build into a game.
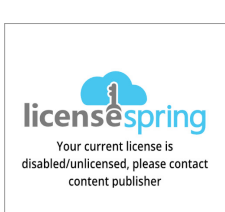

This image will be overlayed on your editor game screens when you have unlicensed product

This image will be overlayed on your editor game screens when your current license/trial license is expired


This image will be overlayed on your editor game screens when you enter invalid license.

This image will be overlayed on your editor game screens when you have your key disabled by the publisher.

Game Developers :

For game developers the first step is the same with Asset Developer but one key point is place license Manager prefabs in first scene with attribute Don'tDestroyOnLoad, or place built in scene into Build Settings before any other scene is loaded.
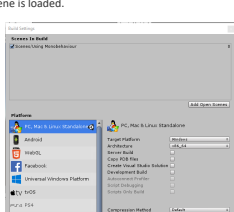
Below is the in game dialog when the license asking you about the key or whether you like to try the game. This dialog will automatically appear when the game is unlicensed.

The Dialog is managed and instanced by license spring unity manager and the prefabs is LicenseSpringUiPrefabs located inside LicenseSpring Folder in Projects folder, developer can customize it as liking as long as the structure is kept.

It is recommended to import license spring unity sdk at the end of development or some other git branch outside main branch because it can be incessant warning designed to deter theft.