



EZ ENTERTAINMENT



# EZ DEFINE SYMBOLS

*Owner's Manual*

v2.0

## Contents

<b>Solutions – Ez Define Symbols solves the following problems</b>	<b>3</b>
<b>Quick Setup Guide</b>	<b>3</b>
<b>Ez Define Symbols Window</b>	<b>4</b>
<b>Final Words</b>	<b>5</b>

Thank you choosing our asset and for supporting its further development. This plugin was created to extend the functionality of Unity's native system. Should you need help, find issues or have any suggestions, don't hesitate to send us a message at [support@ezentertainment.eu](mailto:support@ezentertainment.eu)

Please read the quick setup guide before you start using this asset.

## Solutions – Ez Define Symbols solves the following problems

- When creating a game or an app for multiple platforms you may find yourself needing an efficient solution to save, load and edit the Scripting Define Symbols found under the Player Settings. This asset solves this issue by providing you with an easy to use and understand editor window.
- Edit and switch different types of builds for the same platform with just a few clicks.
- The need for custom define symbols presets and the option to edit them for multiple platforms at once needed to be addressed and, we believe, our asset will become a ‘must have’ in every project.
- Unlike other solutions found on the Asset Store, Ez Define Symbols comes with a modern interface that has been carefully thought out to give you the best user experience possible when switching build types or when saving/loading symbol presets. This will be a huge time saver for you.

## Quick Setup Guide

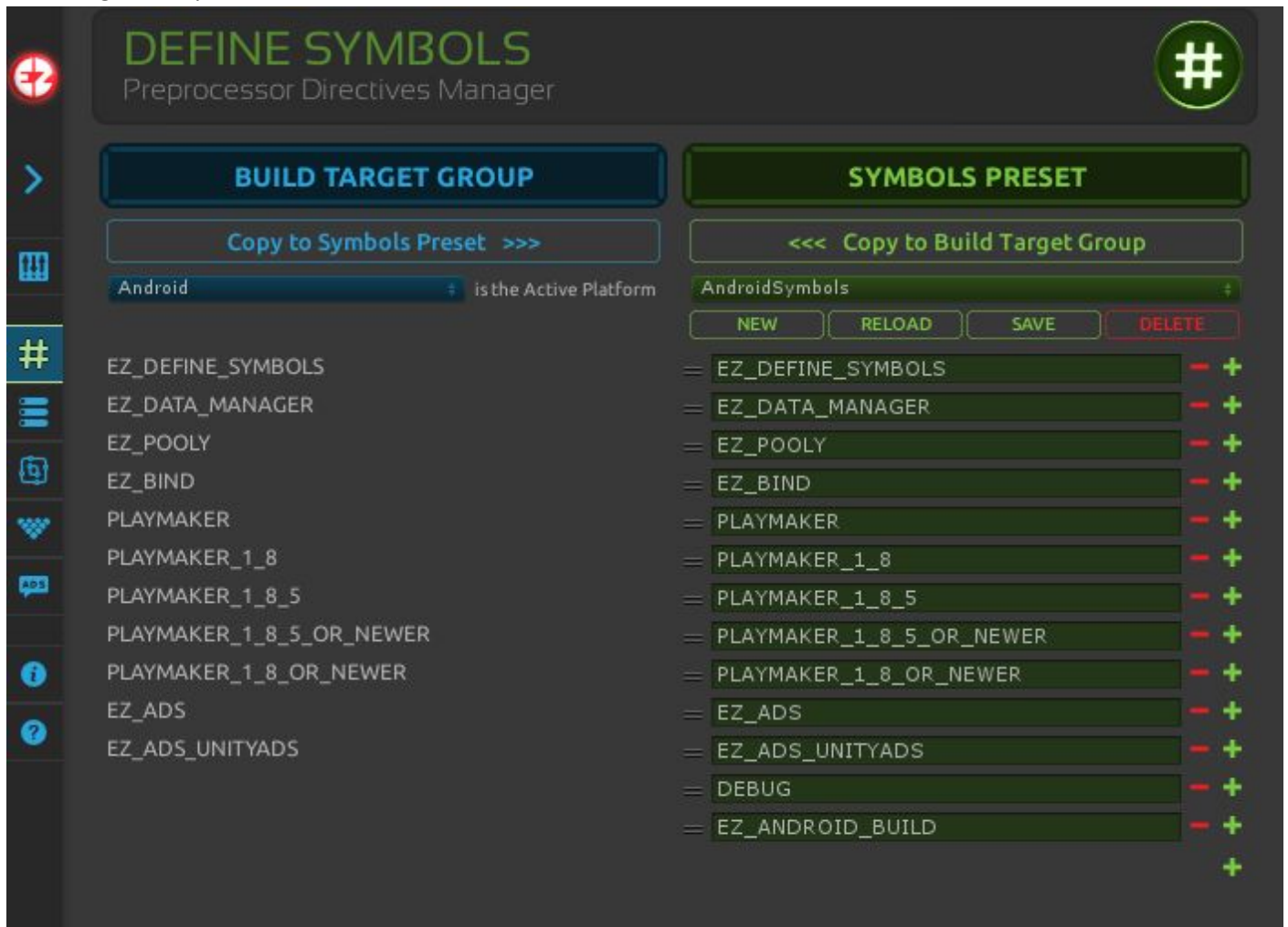
1. Import Ez Define Symbols (from @UnityAssetStore)
2. In the top toolbar → Ez → Control Panel
3. Click on “Define Symbols”
4. Done!

Watch the introduction video on our YouTube channel:

<https://www.youtube.com/playlist?list=PLRE6VXhDQg2Ma8wVOoYgCf5mxIVvWyxUd>

## Ez Define Symbols Window

This is the Ez Define Symbols Window. It can be opened from the toolbar Ez → Control Panel. In the Control Panel window, select “Define Symbols”. From here you can create/edit/save/load scripting define symbols to and from any Build Target Group.



On the Left (blue side) you can select the [Build Target Group](#), where you have the following options:

Unknown	Unknown target.
Standalone	Mac/PC standalone target.
iOS	Apple iOS target.
Android	Android target.
WebGL	WebGL.
WSA	Windows Store Apps target.
Tizen	Samsung Tizen target.
PSP2	Sony PS Vita target.
PS4	Sony PlayStation 4 target.
XboxOne	Microsoft Xbox One target.
SamsungTV	Samsung Smart TV target.
N3DS	Nintendo 3DS target.
WiiU	Nintendo Wii U target.
tvOS	Apple's tvOS target.
Facebook	Facebook target
Switch	Nintendo

[ **Copy to Symbols Preset >>>** ]: copies the scripting define symbols from the selected Build Target Group (on the left) to the editable presets list (on the right).

[ **<<< Copy to Build Target Group** ]: copies the scripting define symbols from the editable presets list (on the right) to the selected Build Target Group list (on the left). If the selected Build Target Group is also the active Build Target, it will also trigger the editor to compile the assemblies.

On the right (editable) side you can select and edit presets that contain lists of scripting define symbols:

- [ **NEW** ]: creates a new preset containing the current list of symbols.
- [ **RELOAD** ]: reloads the selected preset list
- [ **SAVE** ]: saves/updates the selected presets list
- [ **RENAME** ]: renames the selected preset list
- [ **DELETE** ]: deletes the selected preset list

[ **=** ]: reorderable drag & drop option for the list; you can drag and reorder any list element however you like.

You can use the [ **-** ] and [ **+** ] button to delete or add a new line in the list.

Every time you update the Build Target Group for the active Build Target, the editor will recompile the assemblies. You will know when that happens as the window will display an appropriate message.

All the presets are saved as ScriptableObject files that can be found under **Assets/Ez/DefineSymbols/Editor/Resources/ETZ/DefineSymbols/Presets**. You can copy them to other projects and they will appear in your presets list.

## Final Words

- Support is available by emailing [support@ezentertainment.eu](mailto:support@ezentertainment.eu)