

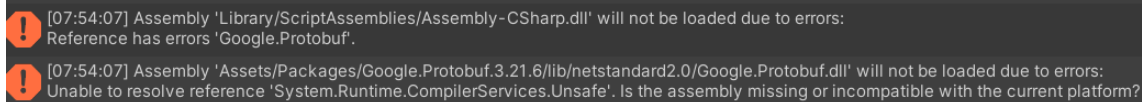
Unity SDK Documentation

1. What is this document

This document provides information on how to setup metapro protocol in Unity to use assets from the marketplace in the developer's game and to integrate player with web3 login. This document is solely to use by game developers that have imported the unity package of Metapro SDK into the Unity Game Engine.

2. Asset requirements

To use this asset developer doesn't need to import any other additional assets. Although there could sometimes show issues with Unity compiling all included packages.

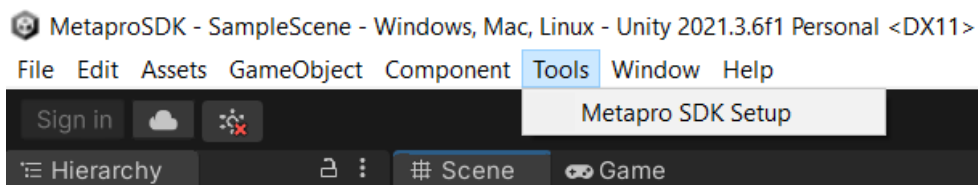


The screenshot shows two error messages in the Unity console. The first message is: [07:54:07] Assembly 'Library/ScriptAssemblies/Assembly-CSharp.dll' will not be loaded due to errors: Reference has errors 'Google.Protobuf'. The second message is: [07:54:07] Assembly 'Assets/Packages/Google.Protobuf.3.21.6/lib/netstandard2.0/Google.Protobuf.dll' will not be loaded due to errors: Unable to resolve reference 'System.Runtime.CompilerServices.Unsafe'. Is the assembly missing or incompatible with the current platform?

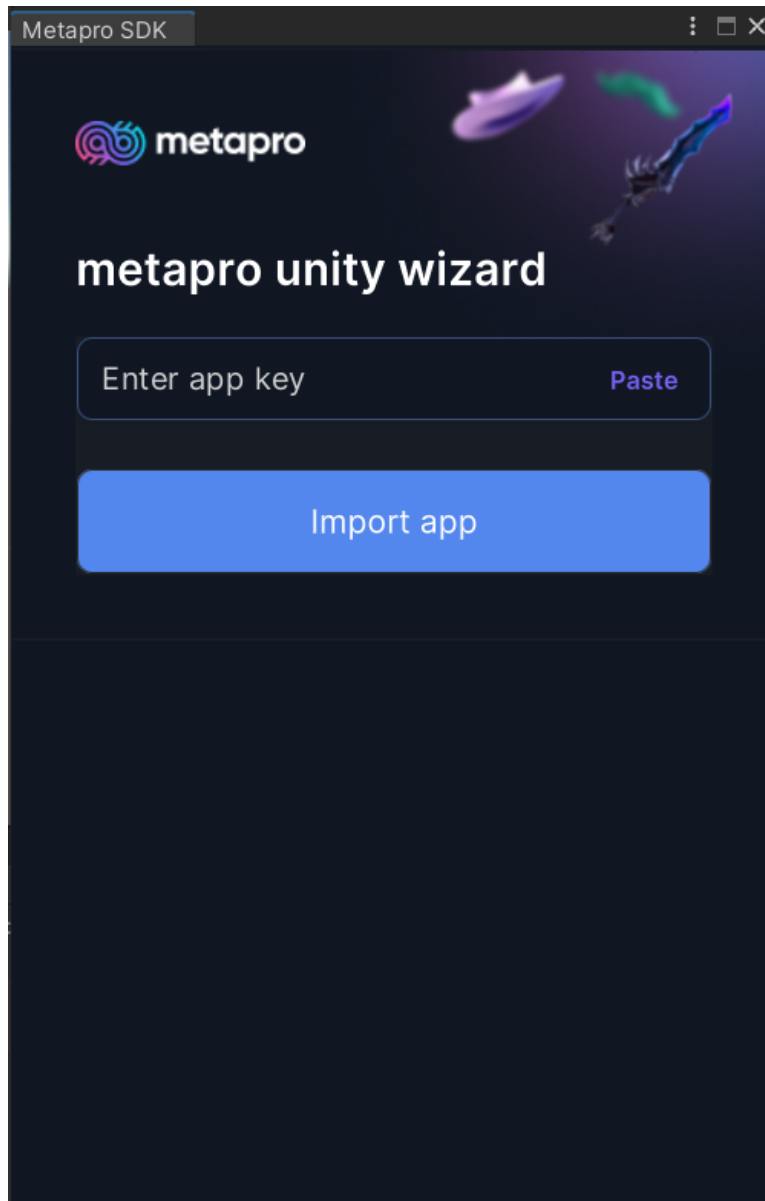
To get rid of an error and have a fully working plugin there's a need to restart the Unity project.

3. SDK main window description

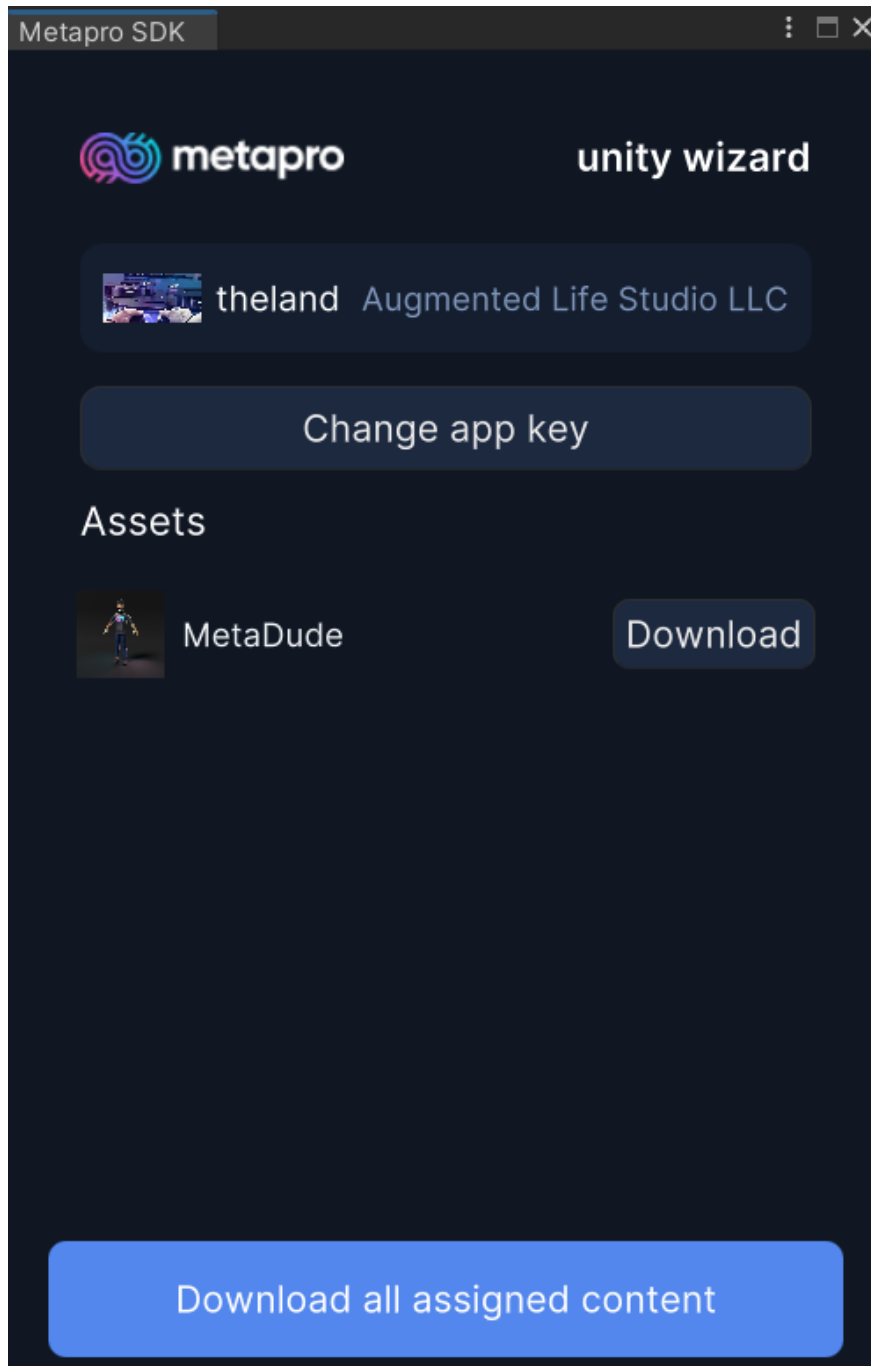
To open SDK Window follow on top bar Tools -> Metapro SDK Setup.



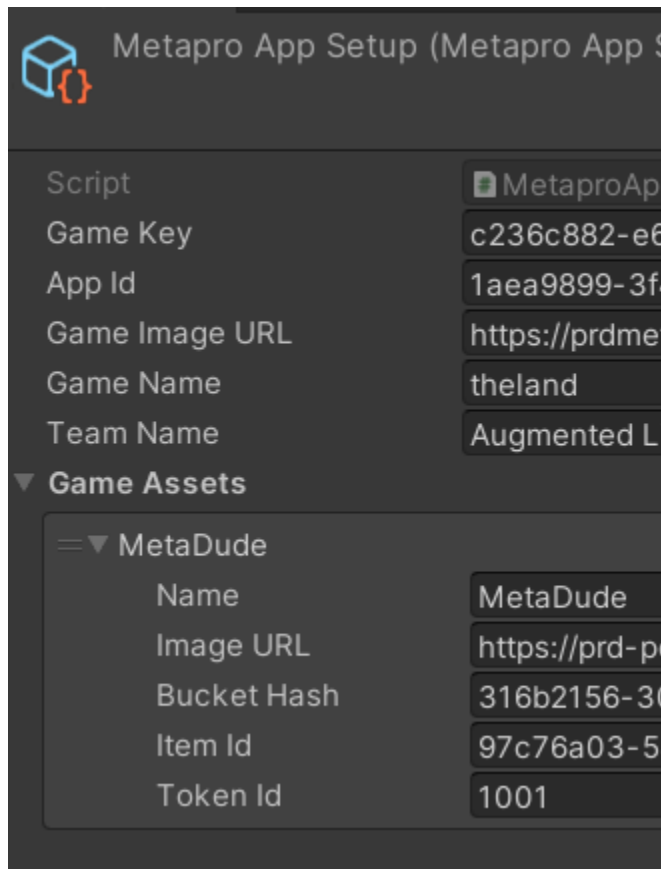
Main window presents a field for the app key to paste into. Pressing the “Import app” will set up the app key in the Unity project and request all necessary data from the metapro server.



After importing the app window of SDK change and there You can see: app name, team name and list of all assets assigned to app on developer portal. Each asset contains name and image (if preview was correct) From this view You can change the app key, download each asset individually or download all assets at the same time. Assets are downloaded to Resources/metapro catalog.



All game data needed is stored in Serialized Object “Metapro App Setup” provided within SDK.



4. Game assets usage

After asset download as soon as Unity imports them You can use them as normal files in the Unity project. Assets are downloaded into the Assets/Resources/[id] directory. Unity needs to import those files. If Unity doesn't show them the best solution is to unfocus the Unity window and then focus it back.