

VivoxUnity: Developer First Steps

Important: VivoxUnity is a live services package that requires developers to be part of an organization on our Developer Portal (developer.vivox.com). This organization will allow you to get the credentials required to set up a Vivox integration within your game. Please follow the steps below to quickly set up an organization, find your credentials, and get access to the complete online documentation.

Note: This package only includes support for PC, Android, macOS, and iOS. Please visit developer.vivox.com for the Xbox, PlayStation, and Switch packages.

1. [Register](#) an account on the Vivox Developer Portal, and await approval from the Vivox Customer Success team.
2. Create your application on the Application Dashboard on the Vivox Developer Portal. When you have created your application, you will land on the Application Details view.

For more information, see [How do I create an application?](#)

3. From the Application Details view, find your custom application credentials in the VIVOX API INFO section. You will use these credentials for the API end-point (server), Domain, Issuer, and Secret Key in the Tanks Unity Game Sample and in your own application.

For more information, see [Where do I find my custom application credentials?](#)

4. Find the Tanks Unity Game Sample, which is a part of the VivoxRelease.unitypackage that can be found at the root of the downloaded package. The Tanks Unity Game Sample shows major integration points and demonstrates an overall approach to working with the Vivox Core SDK, including the ability to login, join channels, and secure the application with Vivox access tokens.
5. Optionally, if you would like to run the Tanks Unity Game Sample to see how it operates:
 - a. Replace the default values of the Tanks Unity Game Sample Application VivoxVoiceManager class with your custom credentials from step 2. The default values can be found by searching for "GET VALUE FROM VIVOX DEVELOPER PORTAL".
 - i. Set the value of Server to the API end-point value.
 - ii. Set the value of Domain to the Domain value.
 - iii. Set the value of TokenIssuer to the Issuer value.
 - iv. Set the value of TokenKey to the Secret Key value.
 - b. You may now build the stand-alone executable or play in the Unity Editor to see how the sample integration operates.
6. Once you're ready to get started with your integration, follow the [Getting Started With VivoxUnity](#) section of the Unity Developers Guide.