

PATCHKIT

PatchKit Unity Editor Extension v1.0.0 Documentation

[Online version \(the most up to date\)](#)

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Overview

PatchKit Unity Editor Extension integrates your development environment with your PatchKit account, makes it possible to share your latest build with your players without leaving the Unity editor.

Installation

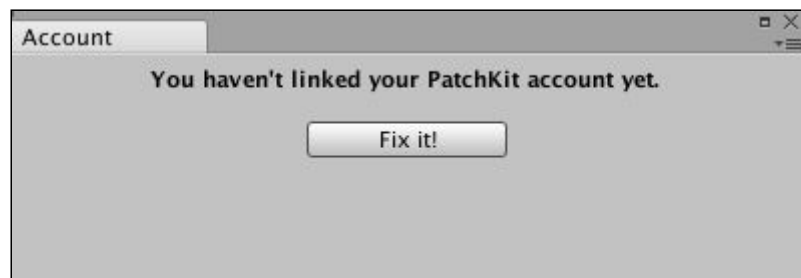
The extension is available for free on [Asset Store \(Using the Asset Store\)](#) and on our [GitHub repository \(Installing Unitypackages\)](#). Note that releases available on GitHub are most likely to arrive earlier than on the Asset Store.

Pick the source that is the most comfortable to you, import the package and you should be ready to go!

Linking PatchKit account

Before doing anything with the extension, you will be asked to link your PatchKit account. If you don't already have one, you can [register it here](#) for free.

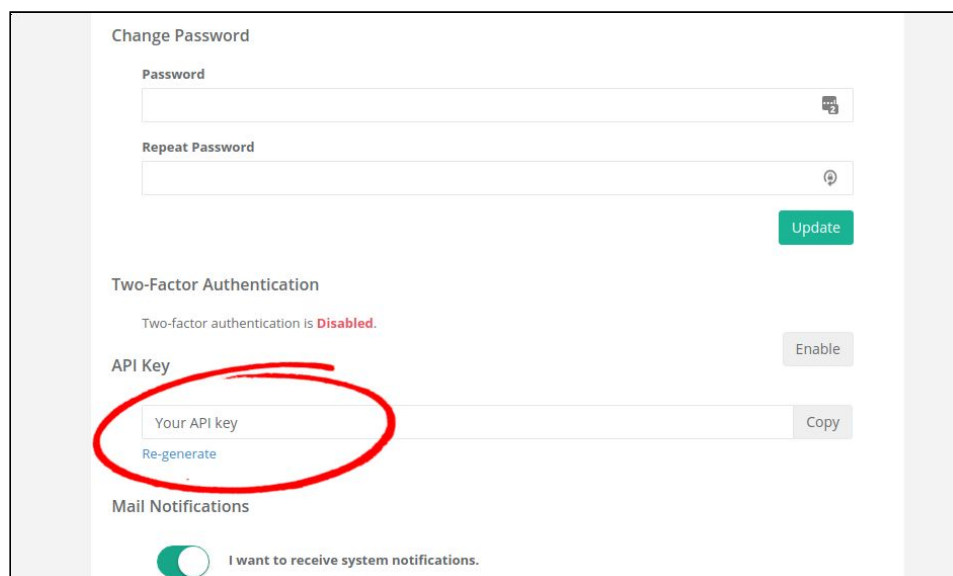
You can link your account by opening **Tools / PatchKit / Account** from the main menu:



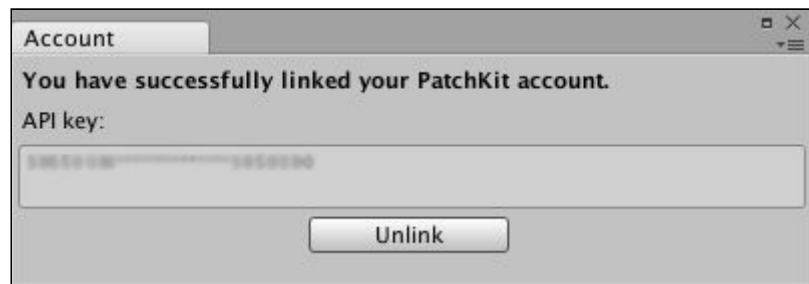
After clicking the **Fix it!** button you should see a text box in which you can enter your account API key:



You can find the API key inside PatchKit panel, under [Account](#) section (you can also access it through the small button next to the textbox):



If you've done everything correctly you should be able to see a window with confirmation of a successful connection:



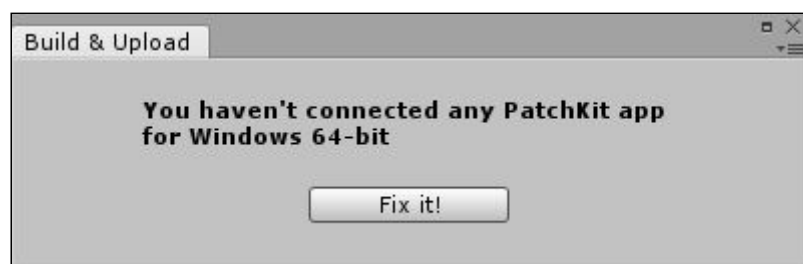
As you can see, you can unlink or change the account anytime. Be aware that doing it might prevent you from uploading your game to previously connected application.

Build and upload your application

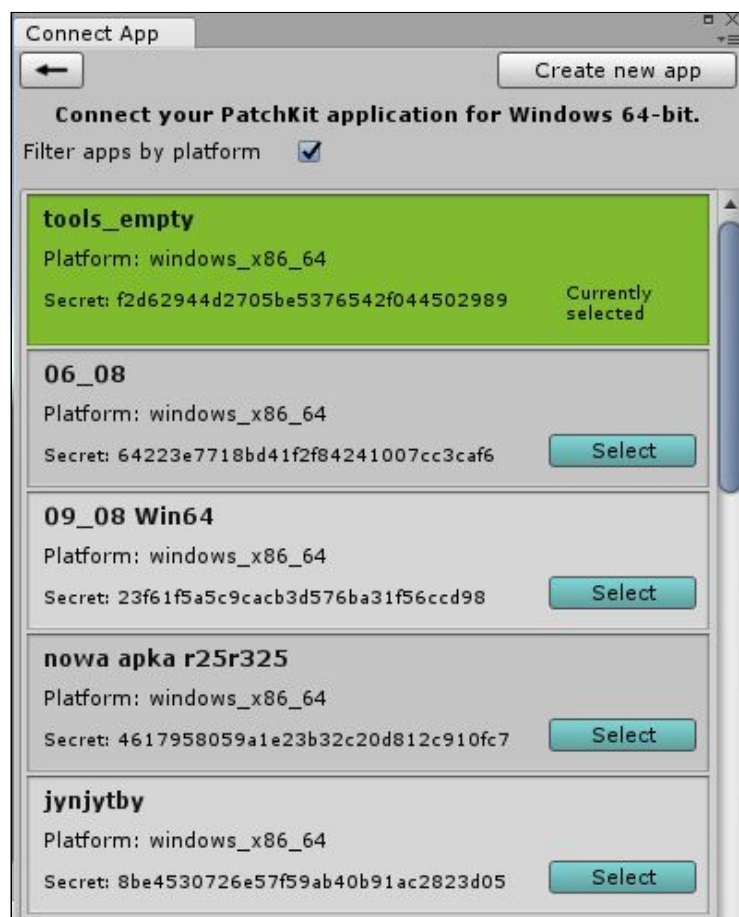
To upload your application without leaving Unity editor, you can use “Build and Upload” window. Access it through:

- main menu **Tools / PatchKit / Build and Upload**
- using a shortcut:
 - **Shift + Ctrl + Alt + B** on Windows or Linux
 - **⌘ + ⌥ + ⌘ + B** on macOS

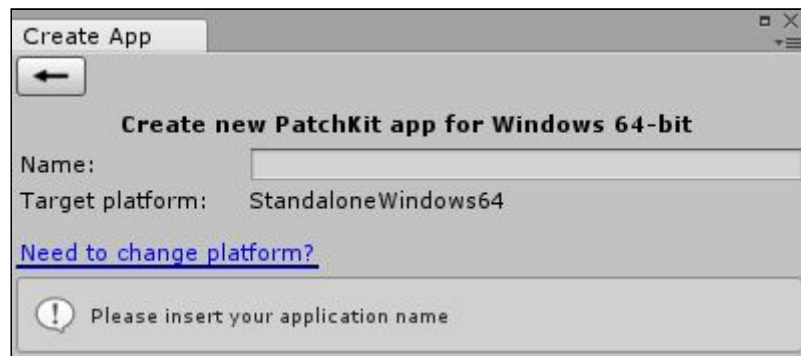
When you do it for the first time, you will be asked to connect your PatchKit application with the project:



The extension allows you to either select already existing application or make a new one:



If you decide to make a new one, you will be asked to fill the additional form:



The screenshot shows a 'Create App' dialog box with a title bar. Inside, there's a back arrow button and a title 'Create new PatchKit app for Windows 64-bit'. Below the title, there's a 'Name:' label followed by an empty text input field. Underneath is 'Target platform: StandaloneWindows64'. A blue link 'Need to change platform?' is present. At the bottom, there's a warning icon and the text 'Please insert your application name'.

No matter whether you selected already existing one or created a new, the application will be connected with your Unity project. Now you are able to prepare a new version of your application:

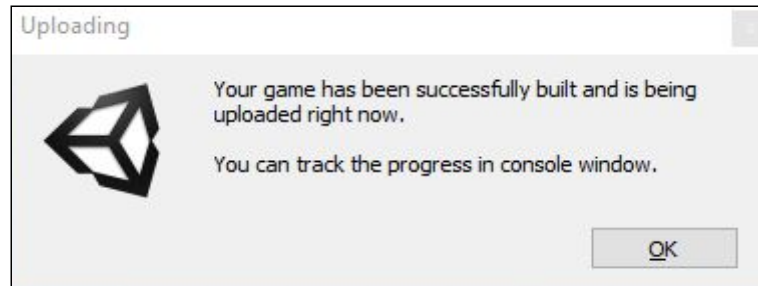


The screenshot shows a 'Build & Upload' dialog box. The title bar says 'Build & Upload'. The main title is 'Moja Nowa Aplikacja'. It has fields for 'Name:' (filled with 'Moja Nowa Aplikacja'), 'Platform:' (filled with 'Linux 64-bit'), and 'Secret:'. There's a 'Change application' button. A blue link 'Need to change platform?' is below. The 'Build Summary' section has a 'Location:' field (filled with '(not set)') and a 'Change location' button. Below that is a 'Scenes:' field and an 'Edit Scenes' button. The 'Version Details' section has a '*Label:' field and a 'Changelog:' text area. At the bottom, there are two checked checkboxes: 'Automatically publish after upload' and 'Overwrite draft version if it exists'. A red warning icon and text 'You haven't selected build location.' are shown. A green 'Build & Upload' button is at the very bottom.

As you can see there is a lot of things out there. The window displays major information about the build that you are about to make and allows you to make a few tweaks for building and uploading:

- if you changed your mind, you can always change connected application
- you can select where the build will take place (must be an empty directory)
- set version label and changelog
- decide whether the version will be automatically published after the upload process
- overwrite draft version if it exists

After setting everything correctly, you should see a green button **Build & Upload** available. Just click it and it's done!



As soon as your project will be built the upload will begin. Currently, the uploading process is displayed on the separate console window, but we are working on integrating it with the extension interface.

```

C:\Windows\System32\cmd.exe -
Creating version...
A new version of id 7 has been created!
Updating...
|=====|
Signatures downloaded.
Unpacking signatures...
Creating diff...
|=====|
All files processed!
Zipping diff file...
Done!
Saving diff summary...
Checking version...
Uploading diff...
|=====|
Uploading 0.00 MB out of 0.01 MB

```

Support

If you need any help with PatchKit Unity Editor Extension or PatchKit itself, feel free to [contact](#) us anytime - we will do our best to resolve your issue :)