



Tutorial: Switching to Unity 5

Ancient Light Studios

Version 1.5.0

2015-03-16

Switching to Unity 5

With the release 5.0 of Unity quite a lot of things have changed. Since uTomate uses a lot of functionality that is built into Unity, these changes greatly affect the way in which uTomate works. This tutorial shows you how to migrate your uTomate-driven project from earlier versions of Unity to Unity 5.0.

Step 1: install the latest version of uTomate

To use uTomate with Unity 5.0 or later versions, you need at least uTomate version 1.5.0. Older versions of uTomate are not compatible with Unity 5.0. Before upgrading to uTomate 1.5.0, we strongly recommend that you make a backup copy of your project, just in case something goes wrong. As the next step, delete the **uTomate** and **Chili4U** folders from your project. Then open the asset store window by going to *Window* → *Asset Store* and download the latest version of uTomate into your project.

Step 2: reimport automation plans and actions into the project

The next step is to reimport all your automation plans and actions. Since we have changed some internals in the uTomate scripts (we introduced namespaces to minimize the chance that uTomate's scripts collide with the scripts of your project), Unity needs to reattach the uTomate scripts to your automation plans and actions. If you have all your automation plans and actions in one folder, simply right-click the folder in the project view and then select *Reimport*. This will reimport automation plans and actions within that folder and all subfolders. Your actions and automation plans should now work again. If you spread the automation plans and actions over multiple folders, please reimport every folder that contains automation plans and actions.

Step 3: adapt your existing automation plans and actions

Unity change quite a few things with version 5.0. Some of uTomate's actions have been changed or replaced to reflect these changes.

Asset bundles

Unity 5.0 has a whole new way of building asset bundles. Therefore we have removed the following actions in uTomate 1.5.0: *Build Asset Bundle*, *Push Asset Dependencies* and *Pop Asset Dependencies*. In Unity 5.0 you specify which file should be in your asset bundle using the Unity editor (see the [Unity manual](#) for details). After that, you can use a new action called *Build Asset Bundles From Asset Database* to build all the asset bundles that you have defined in the Unity editor. If your automation plan is using the old actions, please adapt it and use the new asset bundle building system.

Selecting files

We have changed the way in which actions select a set of files. All actions, that work on [file sets](#), have an *Includes* and *Excludes* field. In previous versions of uTomate, all these actions would select all files if you leave the *Includes* field empty. We got a lot of customer feedback that this is neither intuitive nor helpful. Therefore actions will now by default select nothing if you leave the *Includes* field empty. If you are having actions in your automation plan, that have an empty *Includes* field, please change these actions so they only select the files that they actually need. Doing so, will also improve the performance of your automation plan. If you actually need to have every file selected, please enter ****** into the *Includes* field.

Continuous integration

Since the uTomate scripts are now in a namespace, you need to change the way in which you call uTomate from the command line. Please use

```
-executeMethod AncientLightStudios.uTomate.UTExternalRunner.RunPlan
```

instead of

```
-executeMethod UTExternalRunner.RunPlan
```

This concludes this tutorial about migrating to Unity 5.0 and uTomate 1.5.0. If you're having any issues, please contact our [support team](#) and we will help you out quickly.