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Hello

Thank you for downloading the Hovel House CloudKit Plugin

The plugin was written specifically with Apple Arcade in mind. It is a thin wrapper over the CloudKit framework and made to work on MacOS, iOS and TVOS. It's aim is to be as close as possible to writing the equivalent in Objective-c and makes very few assumptions and how you intend to use it. It simply marshals your data to the appropriate API calls.

The CloudKit plugin is a work in progress. While the majority of the API is covered, some of it is not yet. It will become available shortly. We welcome your feedback on what to prioritize.

Support

Forums

Support is mainly handled via the forums but you are welcome to send an e-mail directly to us at support@hovelhouse.com

API Documentation

Auto-generated API documentation is available online at: hovelhouse.com/docs It's thin on explanations, but it does provide an outline of which API methods are currently covered. For the moment, if you need explanations of what the various API methods do please refer to the apple documentation. By and large, the method names and parameters will be the same.

Setup

Requirements

- Xcode 11
- iOS version 11 or higher
- C# Scripting run-time 4.0
- You will also need an active account with the apple developer program. You will not be able to add the appropriate CloudKit capability to your project without one

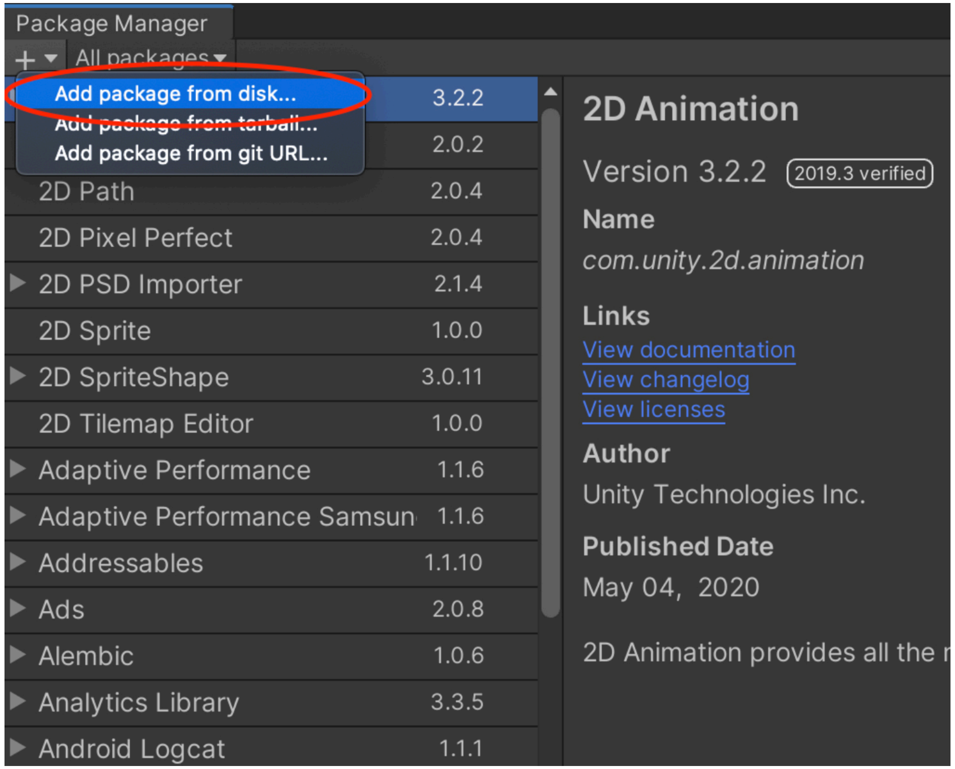
Installation

Unity 2018 users - be sure to set the **Scripting Runtime Version** to **.NET 4.x Equivalent** in player settings to avoid errors after importing

Import the UPM Package

This plugin is provided as a zipped up unity package manager (UPM) package.

- Unzip the archive to a location on your file-system.
- Open the package manager by going to Window → Package Manager
- Click the "+" button and select "Add Package From Disk"



Package Manager

+ ▾ All packages ▾

Add package from disk...
Add package from tarball...
Add package from git URL...

	3.2.2
	2.0.2
2D Path	2.0.4
2D Pixel Perfect	2.0.4
▶ 2D PSD Importer	2.1.4
2D Sprite	1.0.0
▶ 2D SpriteShape	3.0.11
2D Tilemap Editor	1.0.0
▶ Adaptive Performance	1.1.6
▶ Adaptive Performance Samsun	1.1.6
▶ Addressables	1.1.10
▶ Ads	2.0.8
▶ Alembic	1.0.6
▶ Analytics Library	3.3.5
▶ Android Logcat	1.1.1

2D Animation

Version 3.2.2 2019.3 verified

Name

com.unity.2d.animation

Links

View documentation
View changelog
View licenses

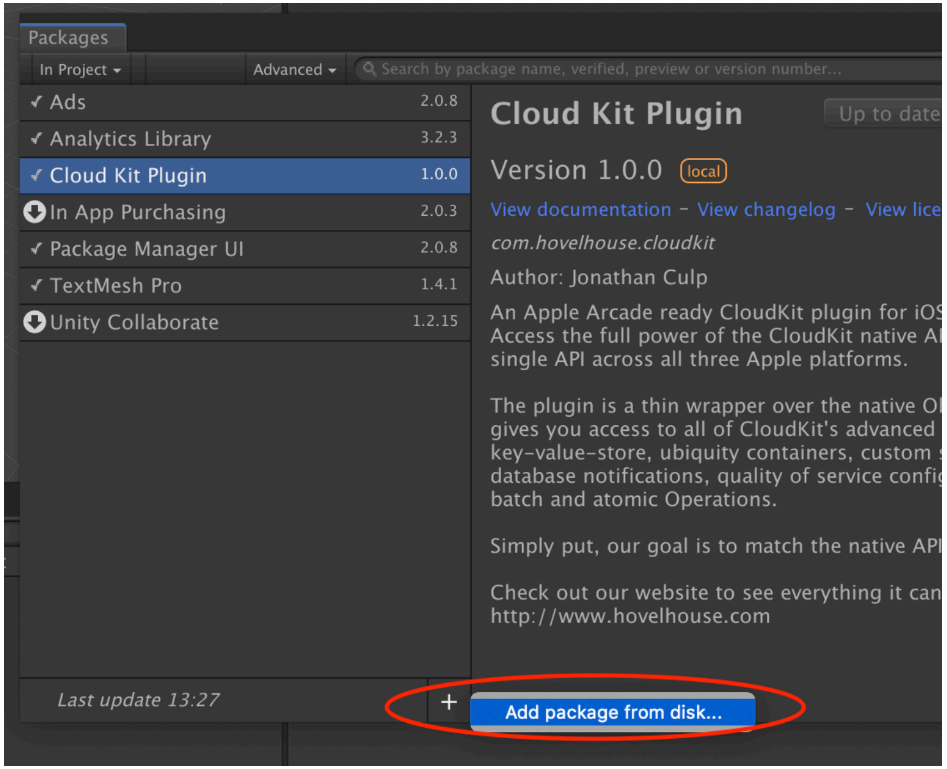
Author

Unity Technologies Inc.

Published Date

May 04, 2020

2D Animation provides all the r



Packages

In Project ▾ Advanced ▾ Search by package name, verified, preview or version number...

✓ Ads	2.0.8
✓ Analytics Library	3.2.3
✓ Cloud Kit Plugin	1.0.0
In App Purchasing	2.0.3
✓ Package Manager UI	2.0.8
✓ TextMesh Pro	1.4.1
Unity Collaborate	1.2.15

Last update 13:27

+ Add package from disk...

Cloud Kit Plugin Up to date

Version 1.0.0 local

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com.hovelhouse.cloudkit

Author: Jonathan Culp

An Apple Arcade ready CloudKit plugin for iOS
Access the full power of the CloudKit native AI
single API across all three Apple platforms.

The plugin is a thin wrapper over the native O
gives you access to all of CloudKit's advanced
key-value-store, ubiquity containers, custom
database notifications, quality of service confi
batch and atomic Operations.

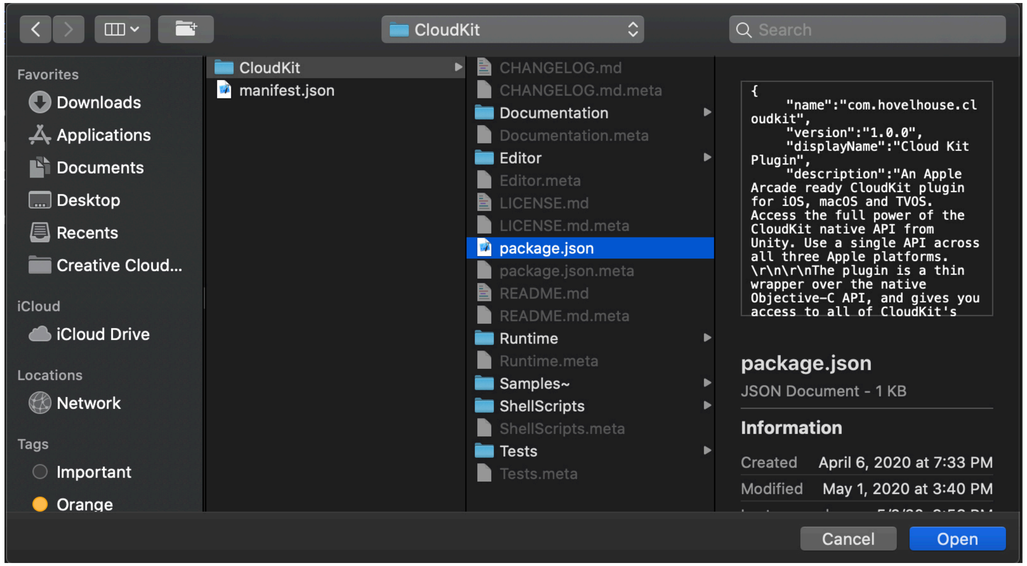
Simply put, our goal is to match the native API

Check out our website to see everything it can
http://www.hovelhouse.com

In Unity 2019 the "+" button is at the top of the window

In Unity 2018 the "+" button is at the bottom of the column

- Select the "package.json" file in the inside the unzipped directory



```
{
     "name":"com.hovelhouse.cl
oudkit",
     "version":"1.0.0",
     "displayName":"Cloud Kit
Plugin",
     "description":"An Apple
Arcade ready CloudKit plugin
for iOS, macOS and TVOS.
Access the full power of the
CloudKit native API from
Unity. Use a single API across
all three Apple platforms.
\r\n\r\nThe plugin is a thin
wrapper over the native
Objective-C API, and gives you
access to all of CloudKit's
```

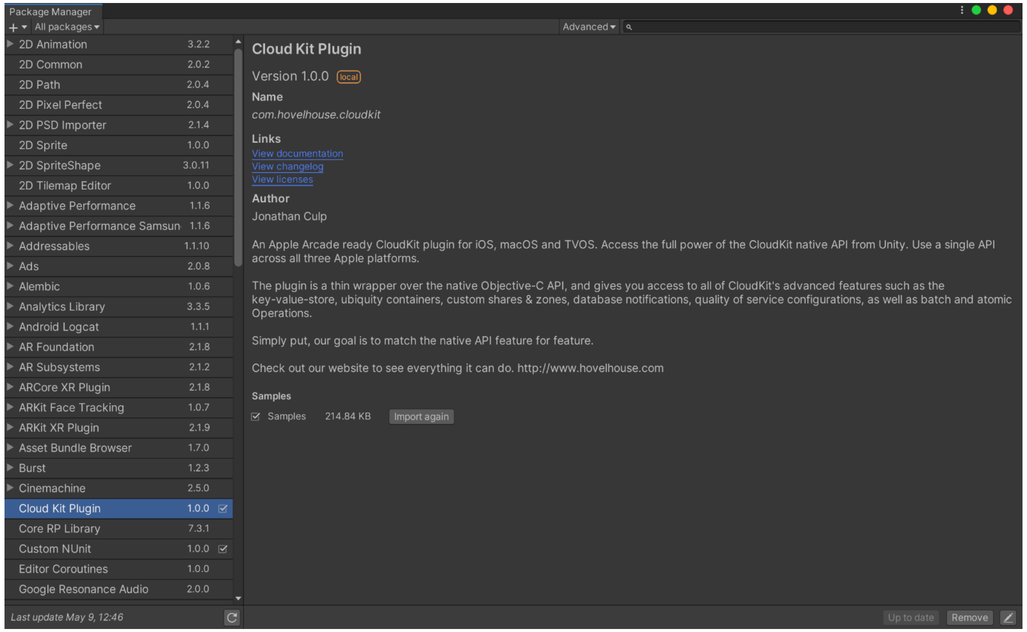
package.json

JSON Document - 1 KB

Information

Created April 6, 2020 at 7:33 PM

Modified May 1, 2020 at 3:40 PM



2D Animation	3.2.2
2D Common	2.0.2
2D Path	2.0.4
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Ads	2.0.8
Alembic	1.0.6
Analytics Library	3.3.5
Android Logcat	1.1.1
AR Foundation	2.1.8
AR Subsystems	2.1.2
ARCore XR Plugin	2.1.8
ARKit Face Tracking	1.0.7
ARKit XR Plugin	2.1.9
Asset Bundle Browser	1.7.0
Burst	1.2.3
Cinemachine	2.5.0
Cloud Kit Plugin	1.0.0 ☑
Core RP Library	7.3.1
Custom NUnit	1.0.0 ☑
Editor Coroutines	1.0.0
Google Resonance Audio	2.0.0

Last update May 9, 12:46

Cloud Kit Plugin

Version 1.0.0 local

Name

com.hovelhouse.cloudkit

Links

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Author

Jonathan Culp

An Apple Arcade ready CloudKit plugin for iOS, macOS and TVOS. Access the full power of the CloudKit native API from Unity. Use a single API across all three Apple platforms.

The plugin is a thin wrapper over the native Objective-C API, and gives you access to all of CloudKit's advanced features such as the key-value-store, ubiquity containers, custom shares & zones, database notifications, quality of service configurations, as well as batch and atomic Operations.

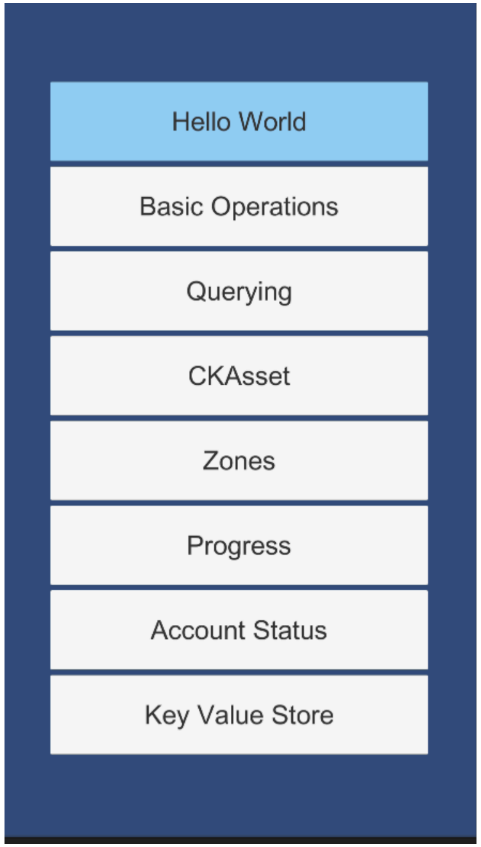
Simply put, our goal is to match the native API feature for feature.

Check out our website to see everything it can do. http://www.hovelhouse.com

Samples

☑ Samples 214.84 KB

- Unity will then add the package to the Unity Package Manager window. Hit the "install" button to import it into your current project.



Samples

- We recommend that you also install the provided examples. They illustrate the basic uses of CloudKit and are the quickest way to get starting using the plugin in your project.
- The option to install samples from the unity package manager is not present in Unity 2018. To run the samples, copy the "samples" directory from the unzipped folder into your project's assets folder.
- Add ExampleHub, and the numbered example scenes to the build scenes list to run them on an iOS device or as a MacOS standalone build.
- The examples cannot be run in the editor. This is not a plugin limitation, it’s an Apple one. Using CloudKit requires entitlements and that means that the app it runs in is cryptographically signed with your apple developer signing identity.
- In order to run “Example 8 - Key Value Storage” - make sure that you enable Key Value Storage in the plugin’s build settings. It is not enabled by default.

Usage

To use, import the namespace "HovelHouse.CloudKit" in your C# scripts. No plugin initialization is needed and you do not need to add anything to your scenes. Just start using the classes as you would if this were an objective-c project. Class names and methods very closely match their Objective-C counterparts. See the provided examples for details.

We recommend that you run the provided example scene to ensure that you have everything set up correctly.

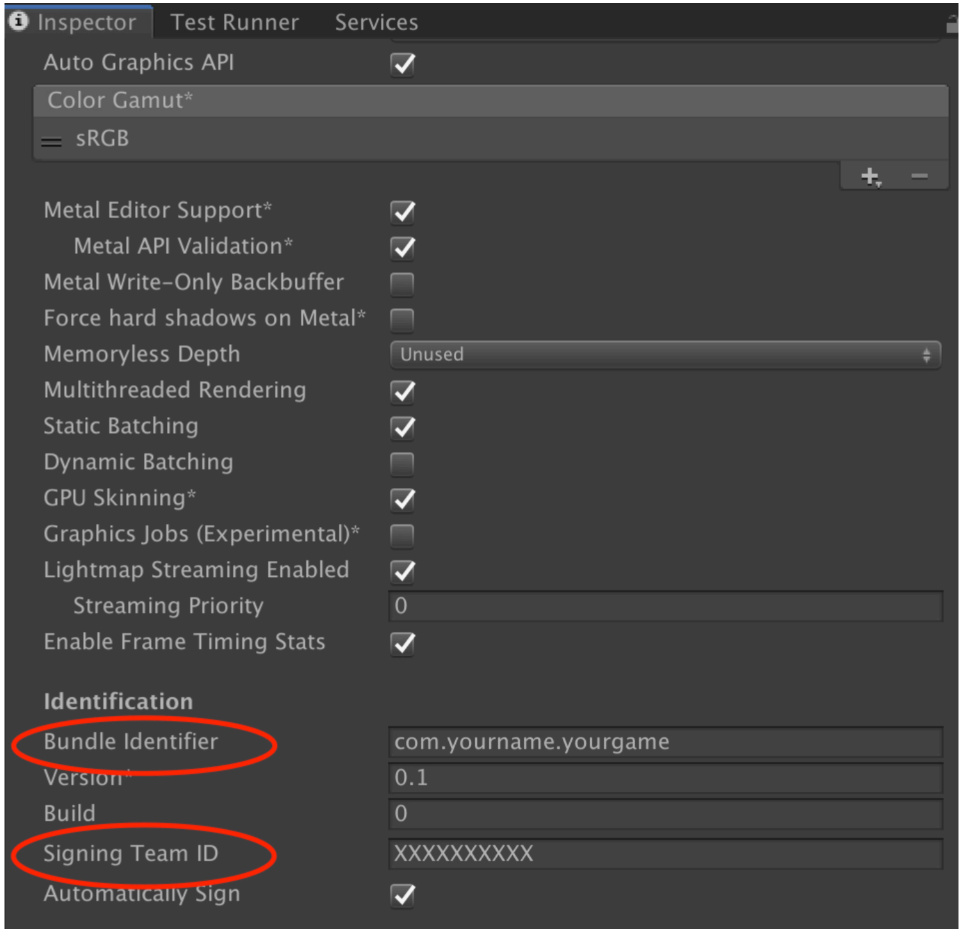
Building

Configuration

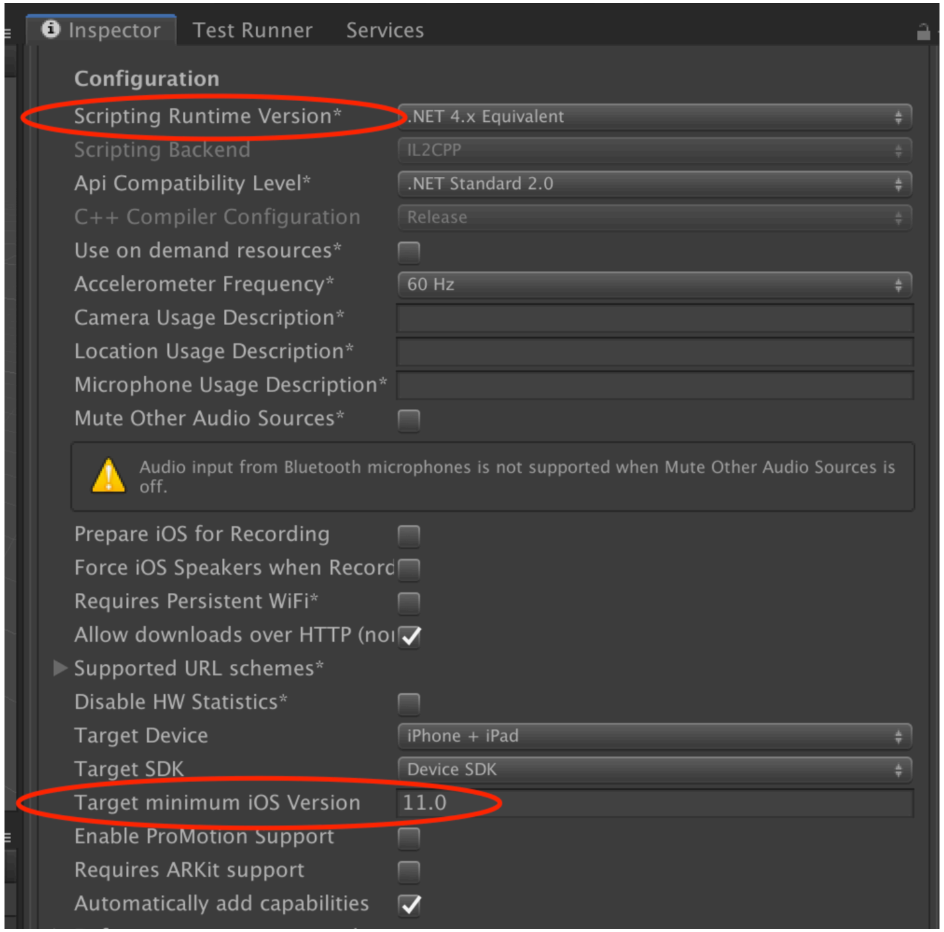
You'll need to set a few settings in your project to ensure the plugin will work on your target device.

Player Settings

- In the iOS build settings, set **Target Minimum iOS Version** to **11.0** or higher
- Set you apps **bundle identifier**. Your bundle id determines your apps default container name
- In iOS build settings, set the **Signing Team ID** to match the apple developer team in your provisioning profile. Although this step is optional for iOS and TVOS projects, this step is required by the signing script for MacOS Standalone builds.



Auto Graphics API	☑
Color Gamut*	
sRGB	
Metal Editor Support*	☑
Metal API Validation*	☑
Metal Write-Only Backbuffer	□
Force hard shadows on Metal*	□
Memoryless Depth	Unused
Multithreaded Rendering	☑
Static Batching	☑
Dynamic Batching	□
GPU Skinning*	☑
Graphics Jobs (Experimental)*	□
Lightmap Streaming Enabled	☑
Streaming Priority	0
Enable Frame Timing Stats	☑
Identification	
Bundle Identifier	com.yourname.yourgame
Version*	0.1
Build	0
Signing Team ID	XXXXXXXXXX
Automatically Sign	☑



Configuration	
Scripting Runtime Version*	.NET 4.x Equivalent
Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Standard 2.0
C++ Compiler Configuration	Release
Use on demand resources*	□
Accelerometer Frequency*	60 Hz
Camera Usage Description*	
Location Usage Description*	
Microphone Usage Description*	
Mute Other Audio Sources*	□

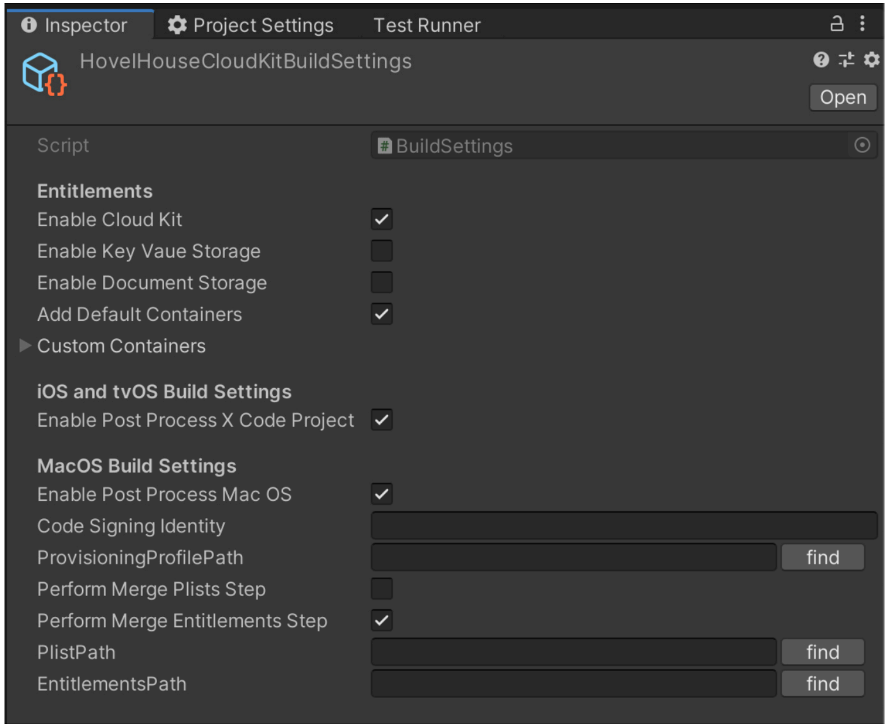
⚠ Audio input from Bluetooth microphones is not supported when Mute Other Audio Sources is off.

Prepare iOS for Recording	□
Force iOS Speakers when Recorc	□
Requires Persistent WiFi*	□
Allow downloads over HTTP (noı	☑
▶ Supported URL schemes*	
Disable HW Statistics*	□
Target Device	iPhone + iPad
Target SDK	Device SDK
Target minimum iOS Version	11.0
Enable ProMotion Support	□
Requires ARKit support	□
Automatically add capabilities	☑

Plugin Settings

The plugin will create a **BuildSettings** asset in the folder *Assets/Plugins/HovelHouse/CloudKit/Resources*. The default settings here will work for most projects. To learn about advanced settings, keep reading, but you may skip ahead to the build step if you do not need to change these settings.

The plugin will run post build scripts to create the required entitlements and plist files for Xcode and MacOS standalone projects. You can configure the behavior of those scripts here.



Script: BuildSettings

Entitlements

Enable Cloud Kit ☑
Enable Key Vaue Storage □
Enable Document Storage □
Add Default Containers ☑
▶ Custom Containers

iOS and tvOS Build Settings

Enable Post Process X Code Project ☑

MacOS Build Settings

Enable Post Process Mac OS ☑
Code Signing Identity
ProvisioningProfilePath find
Perform Merge Plists Step □
Perform Merge Entitlements Step ☑
PlistPath find
EntitlementsPath find

Common Settings

These settings apply to all build targets

Entitlements

The entitlements section controls which CloudKit entitlements to add. By default, CloudKit is enabled. Key-Value-Storage and Document Storage are disabled.

Custom Containers

Each CloudKit enabled app will have a default container of the form *“iCloud.your.bundle.identifier”* but if you need to add additional containers, you can specify them here.

Mac OS Settings

Code Signing Identity

The common name of the code signing identity that is tied to the certificate you want to use during code signing.

Provisioning Profile Path

The path to the provisioning profile that will be used to sign your MacOS application

Perform Merge Plists Step

If this is checked, merges in a custom plist you provide into the final plist file used to sign the MacOS build

Plist path

The filepath of the plist file to merge

Perform Merge Entitlements Step

If this is checked, merges in a custom entitlements file that you provide, into the final entitlements file used to sign the MacOS build

Entitlements path

The filepath of the entitlements file to merge

Building for iOS

You shouldn’t need to do anything special for iOS or TVOS as long as you have codesigning set up correctly. Just hit Build or Build and Run

Building for MacOS

MacOS has a more complicated set up. We've written a whole standalone guild for it. Follow the online instructions at building for MacOS

FAQ

No questions yet. Be the first! Send an e-mail to support@hovelhouse.com