

Package Exporter

v1.0.0

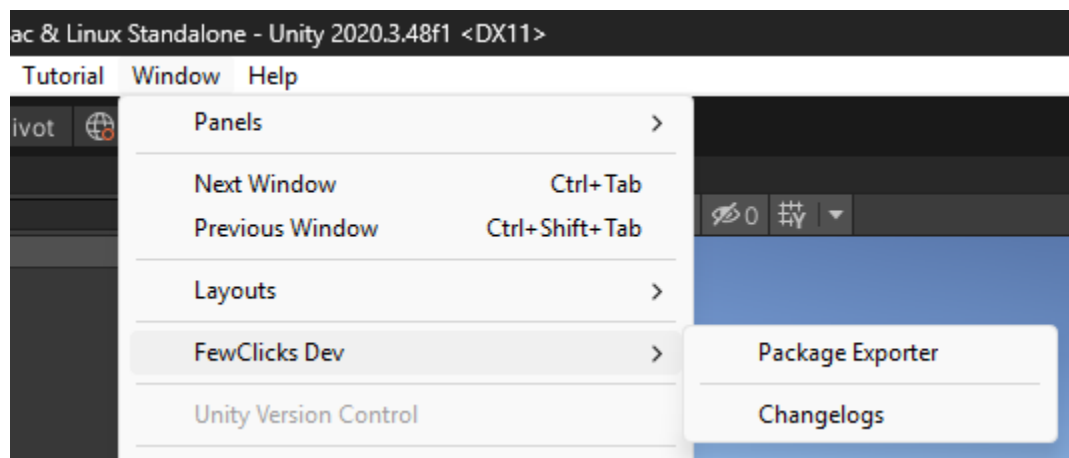
Package Exporter is a simple editor tool for Asset Store Publishers and Outsource Artists that can speed up the packaging process.

Core features:

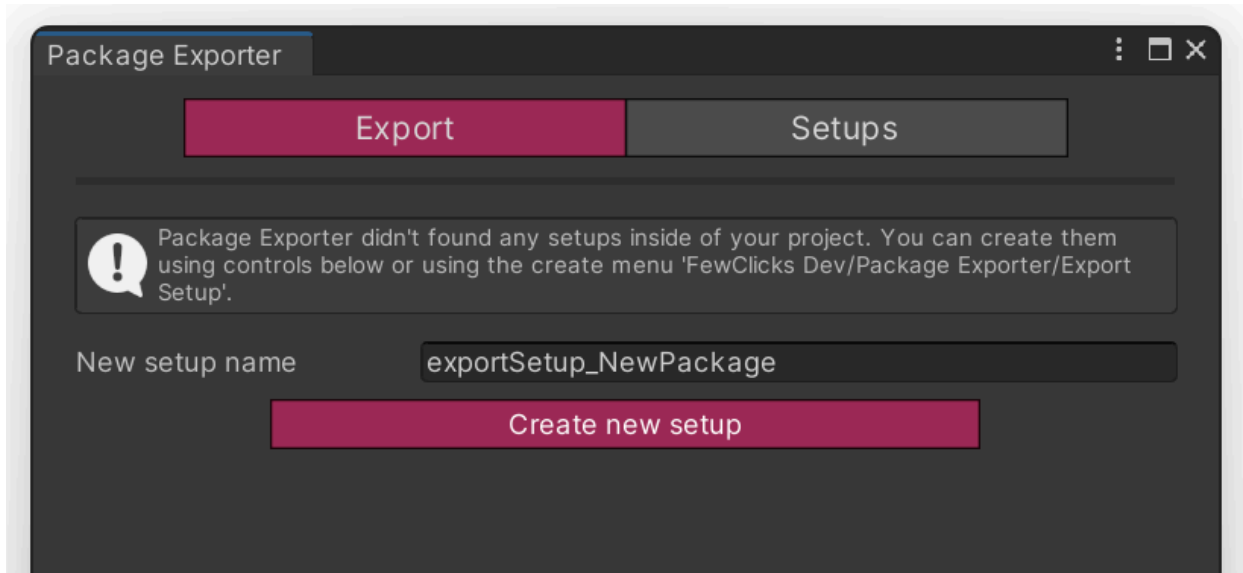
- Declaring package content in a scriptable object setup for reuse.
- Assigning single assets or whole folders.
- Exporting all declared packages at once.
- Ability to set one of the setups as default so it's always visible when the window is opened.

[0] Installation

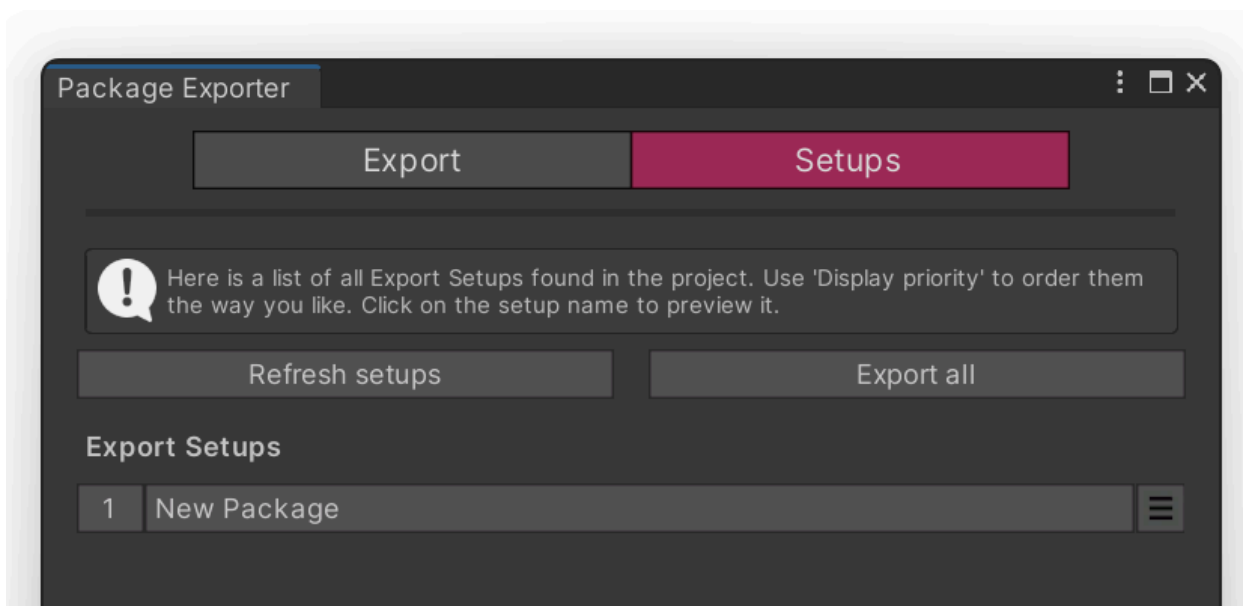
After you download and import the package from the Asset Store, a new menu item will appear under the 'Window' tab. Click on it to open the window.



After you open the window, you should see something like this.



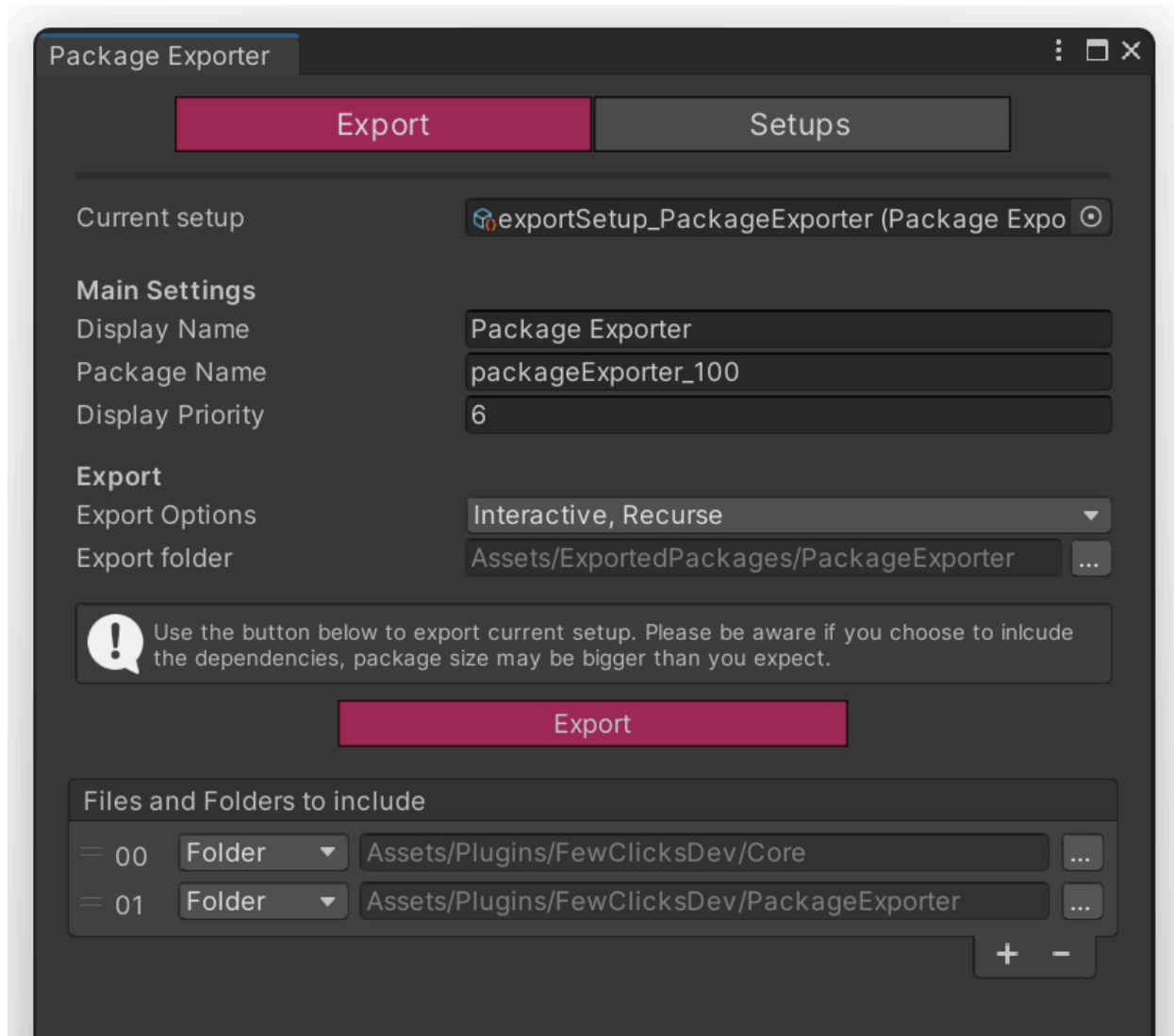
Insert a name for a package setup and click the button. Setup will be created in the folder that you choose. It is advisable to don't put setups in the same folder as the tool scrips in case future updates will require deleting the folder. When setup is created, you can preview it in the 'Setups' tab.



Now it looks like everything is set up correctly; you can start using the Package Exporter.

[1] Export

In this tab, you can edit your individual setup and export its package contents. Same functionality is provided in the inspector of the Export Setup (as it is a scriptable object).



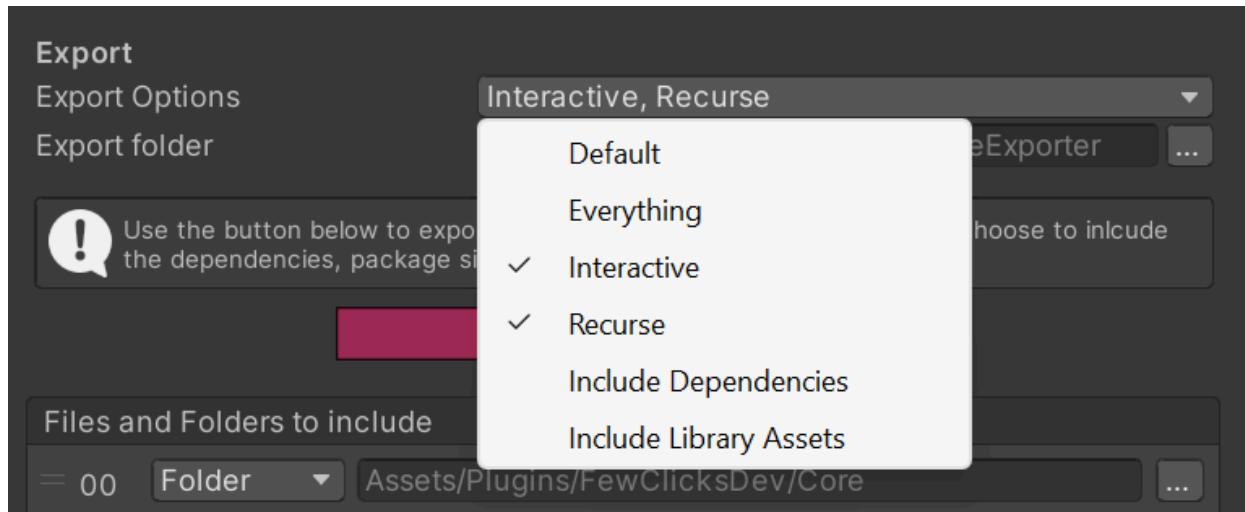
Current setup - scriptable object reference of the setup that is currently inspected.

Display name - setup name that will be visible in

Package name - name of the unitypackage file when setup is exported.

Display Priority - this number is used to sort setups in the 'Setups' tab to sort scriptables in the order that you desire.

Export options - options that will be passed to Unity's export function. You can read more about them [here](#).



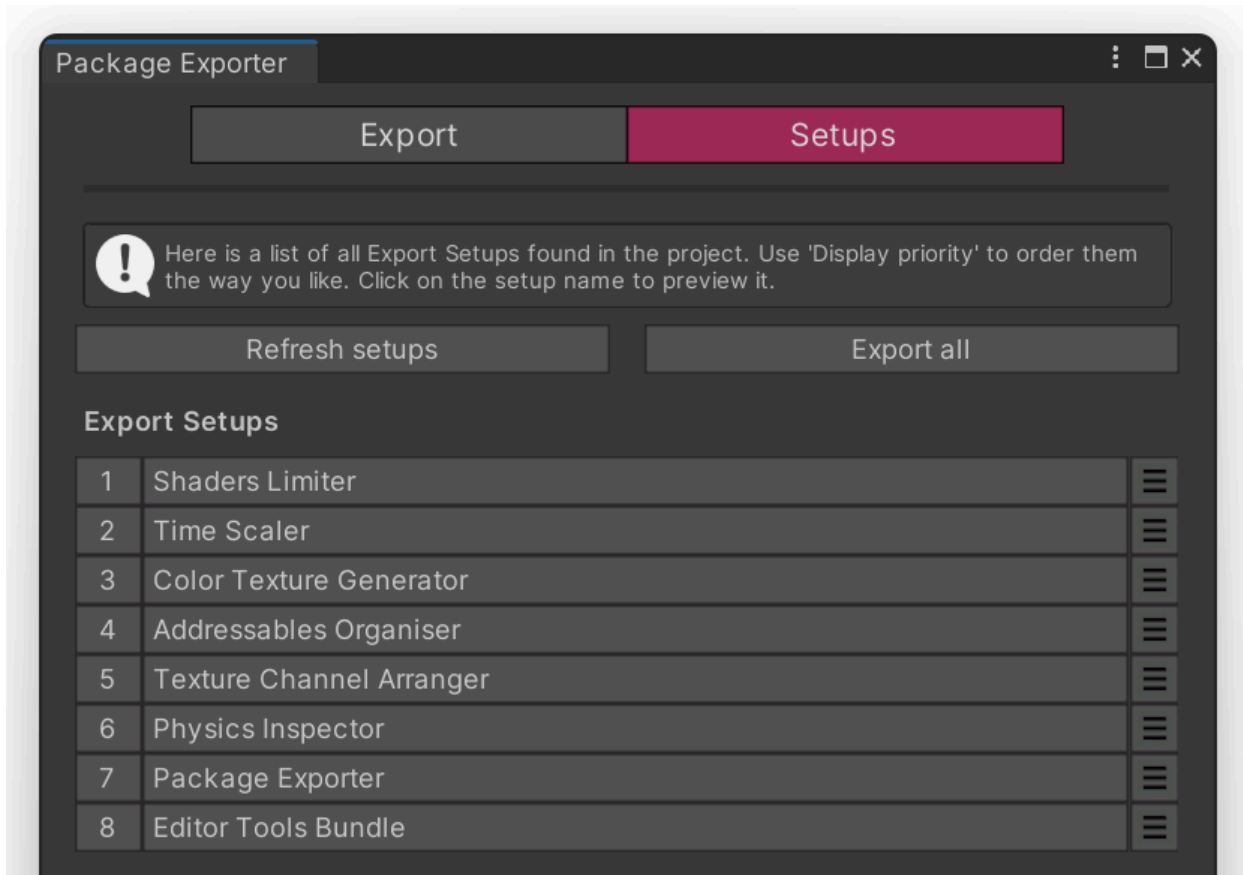
Export folder - target export folder for the package.

Export - use this button to export the package with set name and target folder.

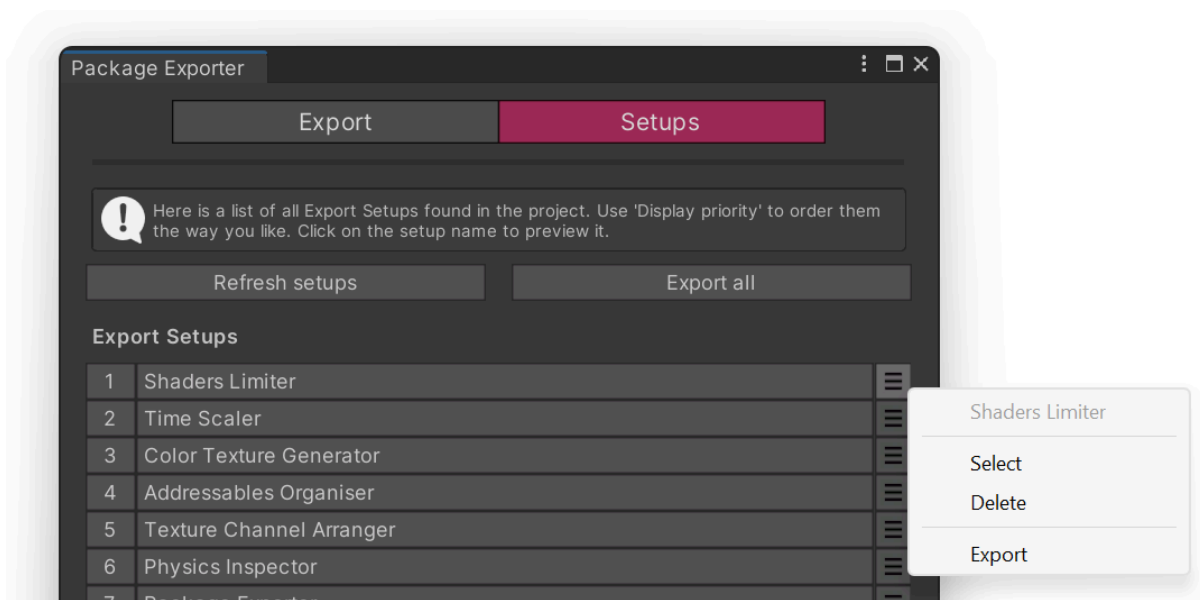
Files and Folder to include - list of files or folders to include in the package.

[2] Setups

In this tab you can preview all export setups found in your project. By clicking on the label, you can inspect the selected setup in the 'Export' tab. Here you can also refresh setups (find new ones, sort by display priority) or export all packages at once.



You can use the menu button at the end of each setup to show an additional menu.



Select - select the scriptable object in the project view.

Delete - delete setup from the project.

Export - export setup.

[3] Review and Feedback

If you enjoyed using this tool please consider leaving a review on the [Unity Asset store!](#)

Thank you very much for any feedback.

Need some help or have an idea how to make this tool even better? Don't hesitate to write me an email at contact@fewclicksdev.com.