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Getting started

Read the setup guides to have full knowledge of how the asset works.

On this page:

- Introduction
- Installation
- Supported Unity versions

Introduction

Discordity is a demo integration project of Rich Presence, using Discord GameSDK (formerly Discord-RPC).

So, what is it? (from Discord documentation)

Rich Presence allows you to leverage the totally overhauled "Now Playing" section in a Discord user's profile to help people play your game together. Rich game data—including duration, score, current boss or map, and so much more—lives inside Discord. You can spectate a friend's game directly from their profile popout, or party up via beautiful chat embeds with real-time information about open party slots and the party's in-game status. No more exchanging usernames and friend codes, or wondering if there's room for you to join. Rich Presence is a living invitation to play together, or to watch your friends kick butt.

The 3 main features of Rich Presence are:

1. Show interesting, unique, actionable data in a user's profile
2. Allow friends to spectate each other's games
3. Join a friend's in-game party or server directly from Discord

The information that you must consider to send when an user is playing your game can be:

- What the player is currently doing
- How much time has elapsed or remains (if applicable)
- Their party state

Installation

Discordity must be downloaded and installed from the Unity Asset Store, after the download If Unity asks you whether to upgrade API, do so clicking "Go ahead". After the installation, you will see a new folder with the name "Discordity", inside that folder you will find the files that make up the core of the connection with the services and also a demo project in case you are interested in using the feedback form.

We do not recommend modifying the folder structure within "Easy Jira", the asset may stop working properly.

Supported Unity versions

Please see this page.

Related pages

- Getting started

Setup

First Steps: Login in <https://discordapp.com/developers/applications/me> You need to create a new application, below are the instructions to setup the plugin.

Note: The plugin comes with an application id configured in the demo scenario so you can perform a quick test.

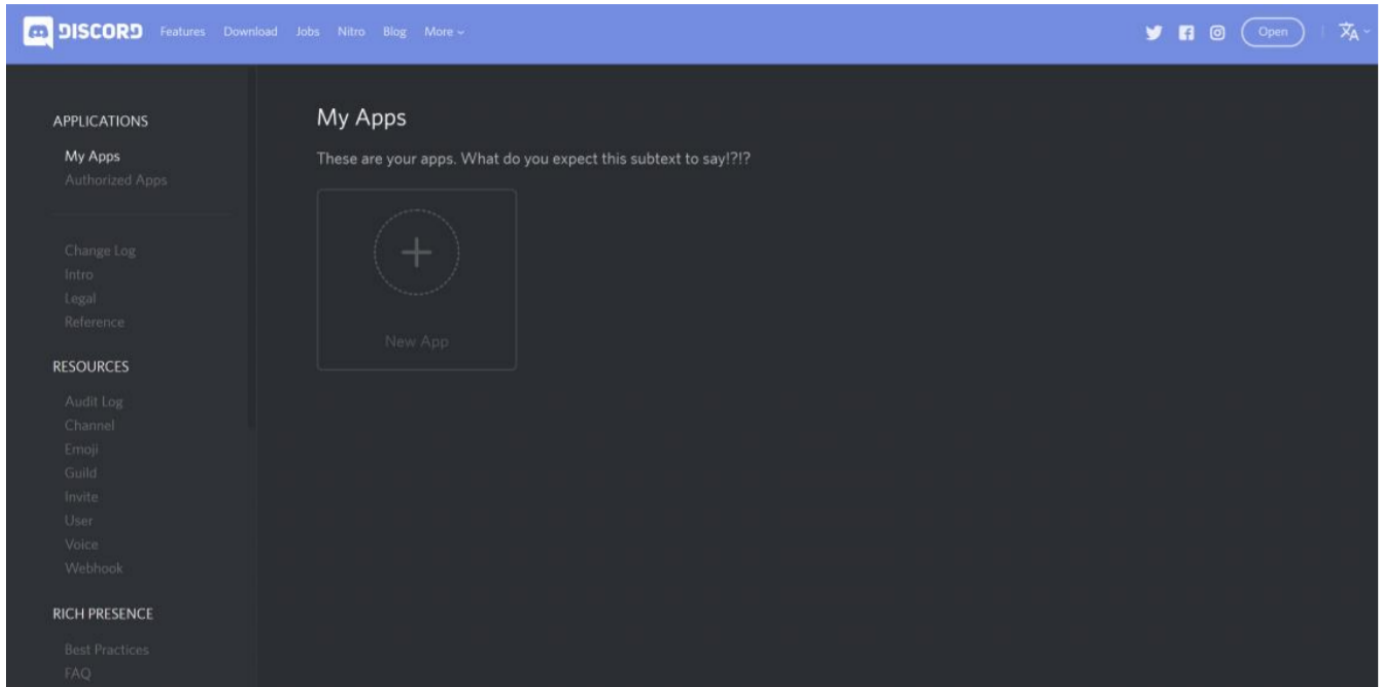


Figure 1 - Click on "New App"

New App

By creating an API application, you agree to the Discord [API Terms of Service](#)

APP NAME *

testing-test

Something users will recognize and trust

REDIRECT URI(S)

Add Redirect

You must specify at least one URI for authentication to work. If you pass a URI in an OAuth request, it must exactly match one of the URIs you enter here. [Learn more](#)

APP DESCRIPTION

Whatever

Maximum 400 characters

APP ICON



Remove

Cancel

Create App

Figure 2 - Complete the APP Name and click on "Create App" button.

REVIEWING: testing-test

By creating an API application, you agree to the Discord [API Terms of Service](#)

GREAT SUCCESS!

Your sweet new application has been created successfully!

APP DETAILS

Client ID: 411142292121059338

Client Secret: [click to reveal](#)



APP NAME *

testing-test

Something users will recognize and trust

REDIRECT URI(S)

Add Redirect

You must specify at least one URI for authentication to work. If you pass a URI in an OAuth request, it must exactly match one of the URIs you enter here. [Learn more](#)

OAUTH2 URL GENERATOR

Create OAuth2 URL

Figure 3 - Save the Client ID.

Unity Setup:

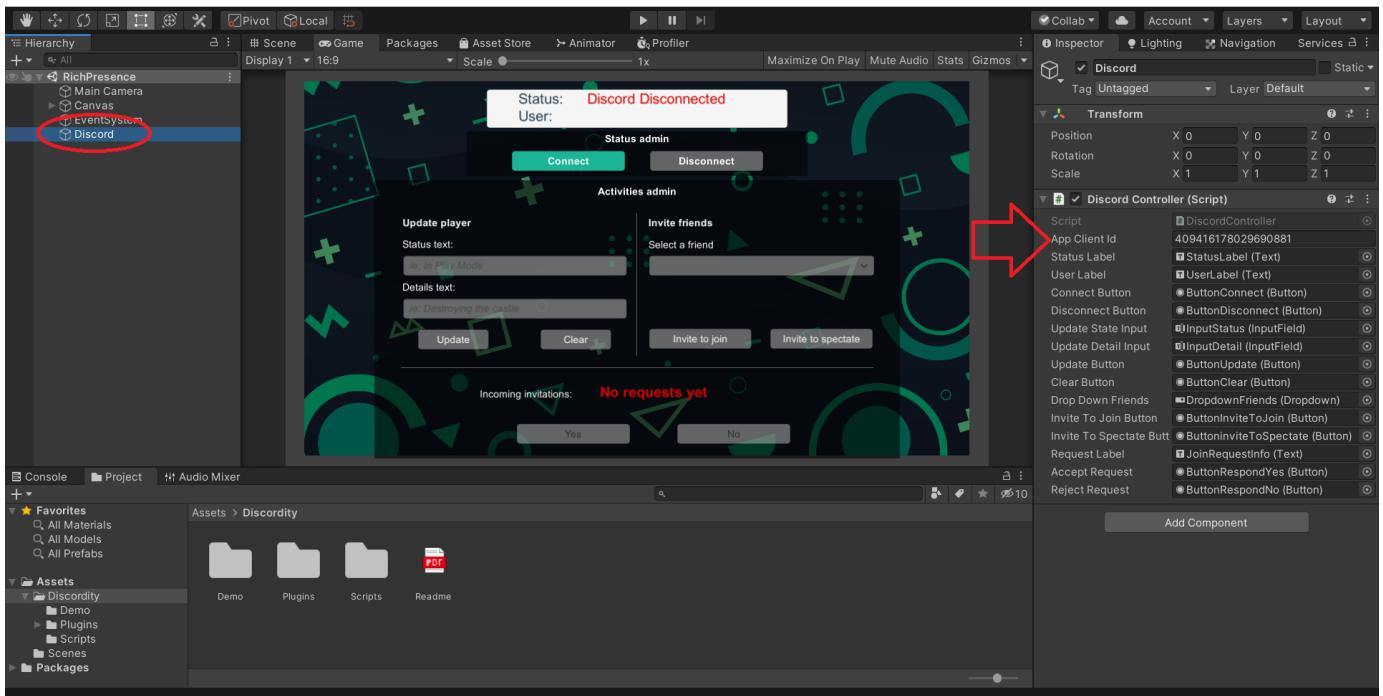


Figure 4 - Open the "RichPresence" scene. On the "Discord" GameObject set the Application ID.

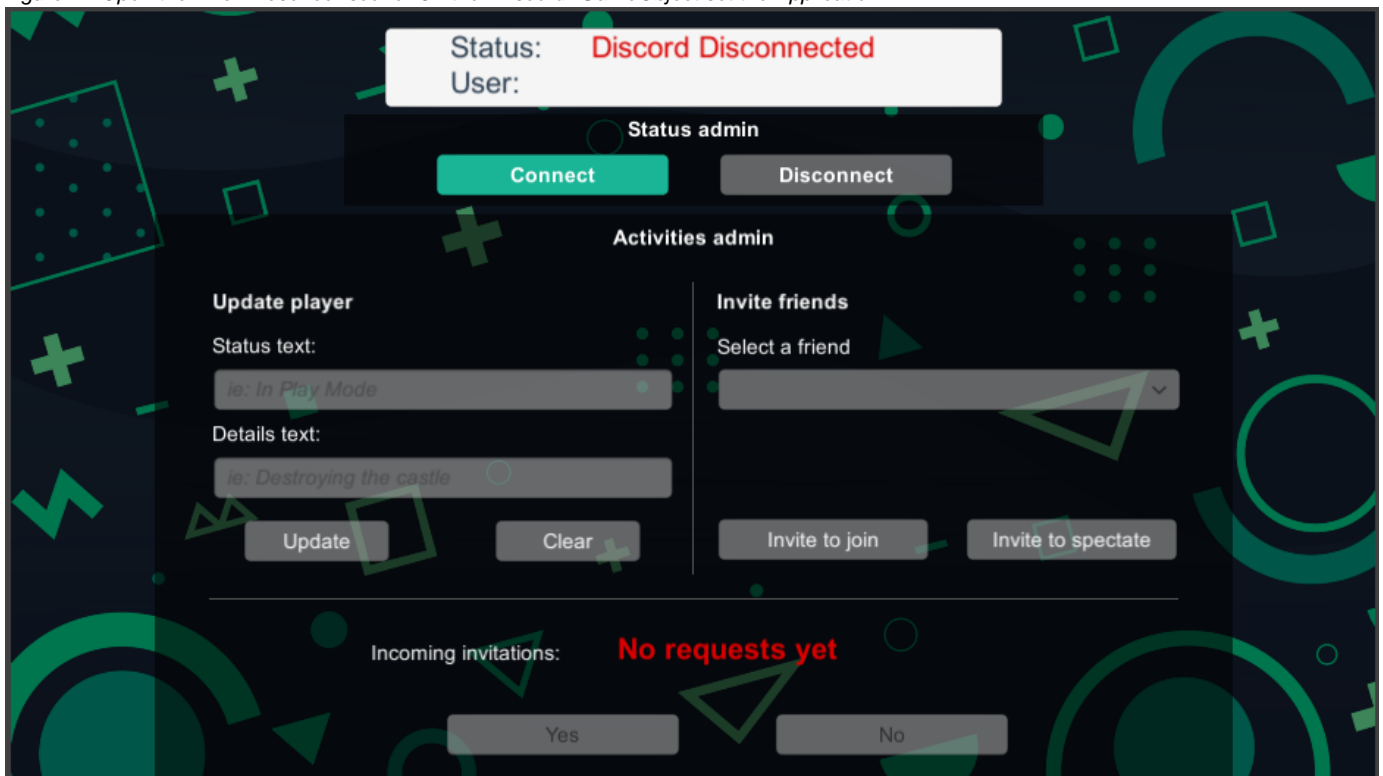


Figure 5 - This is the screen before you run the game. Note that the Discord status is "Disconnected"

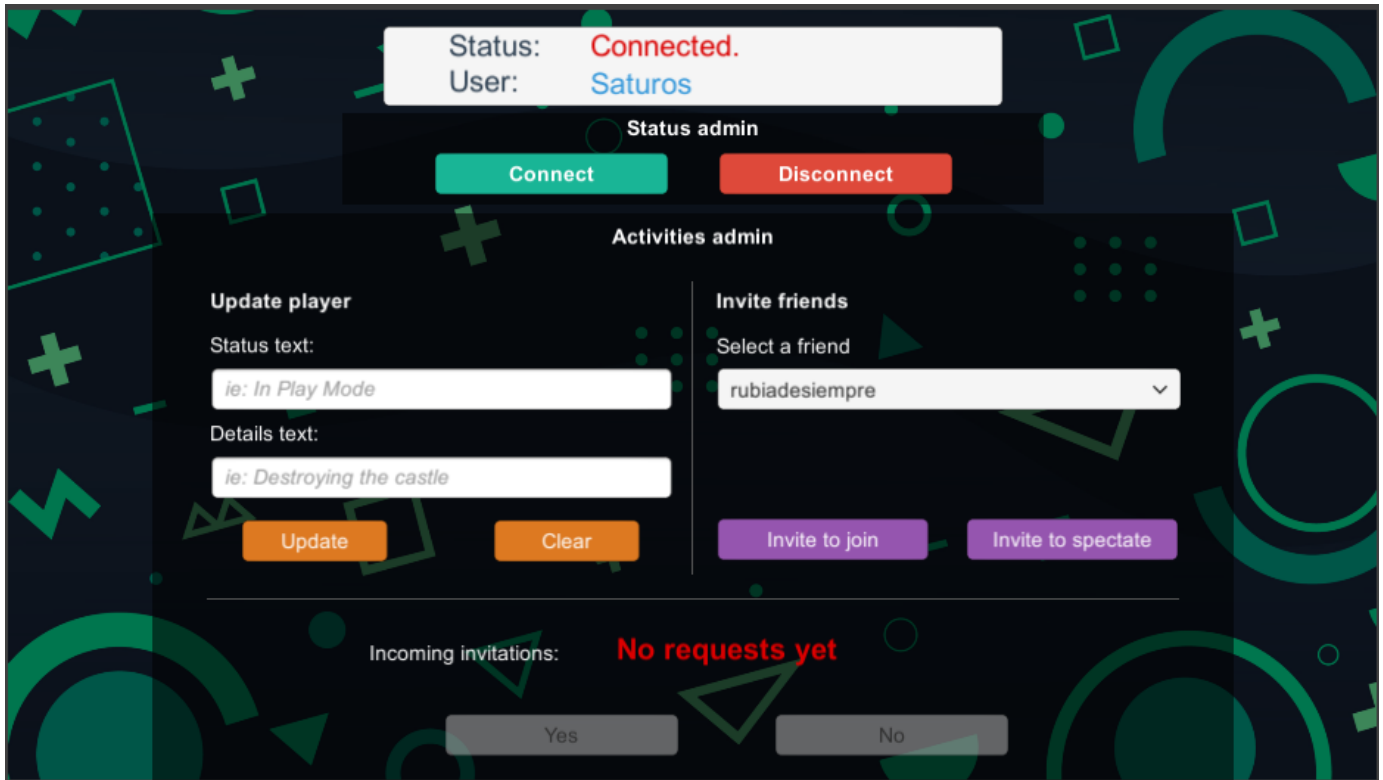


Figure 6 - Once you run the game, the asset uses the Discord GameSDK to connect to the local running Discord application. Note that the status changes to "Connected" and also shows the current logged user.

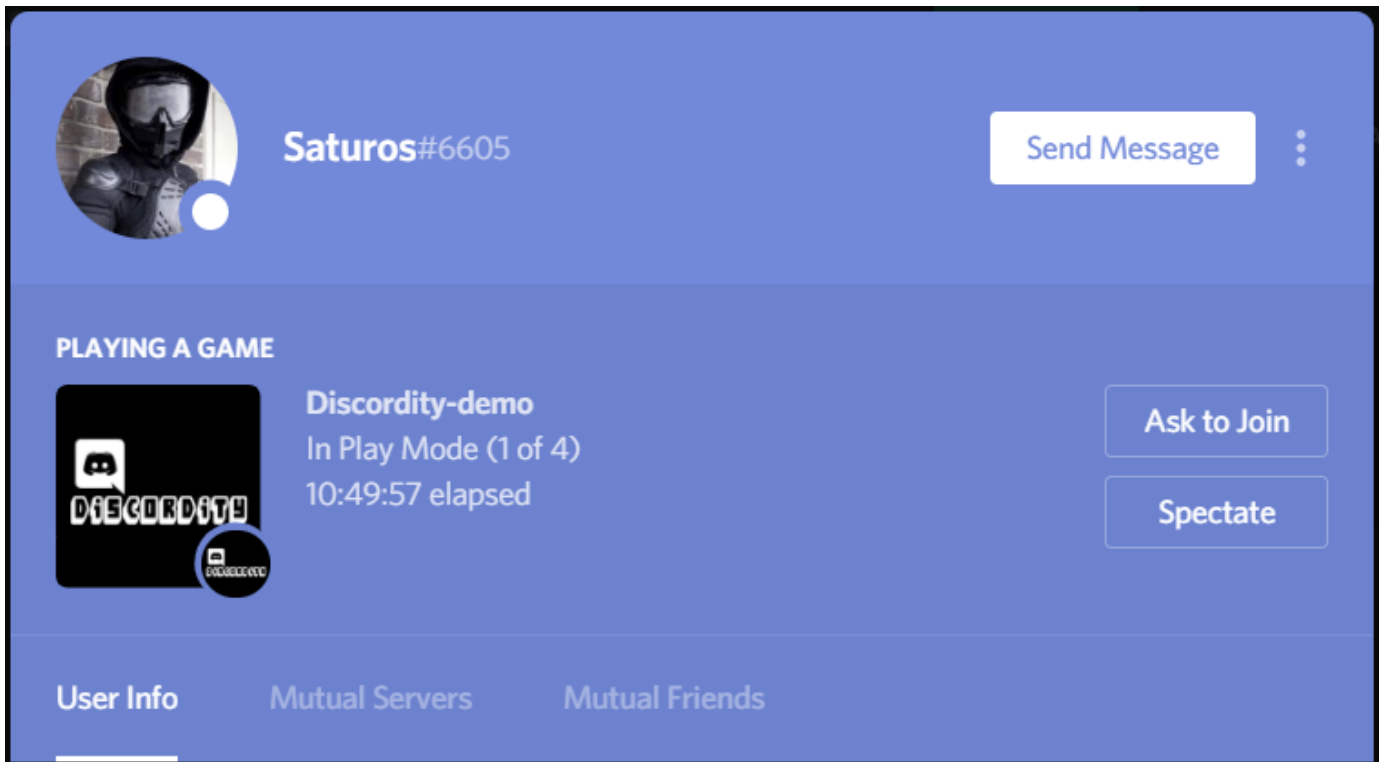


Figure 7 - Your Discord friends view of your profile. They can send you a "Join request" with the "Ask to Join" button.

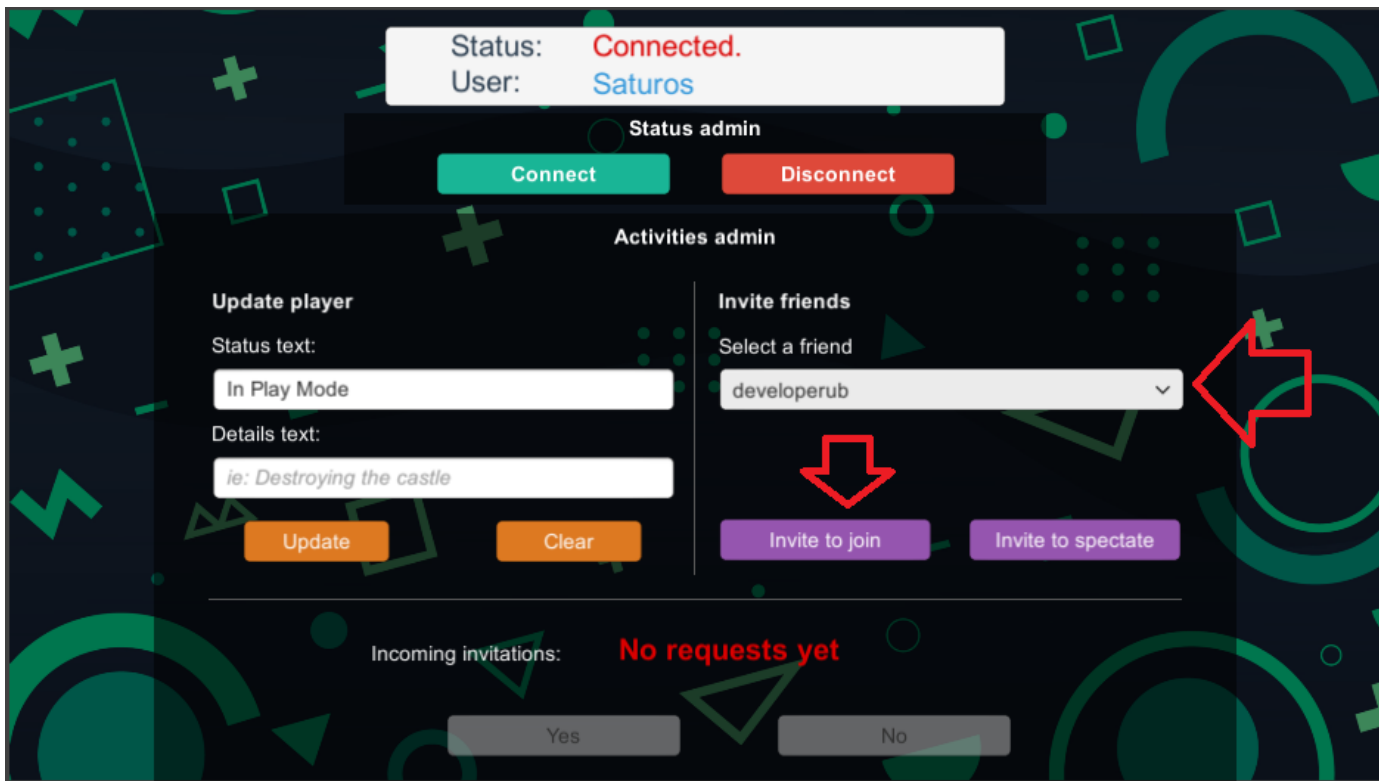


Figure 8 - Sending an invitation request to a friend.

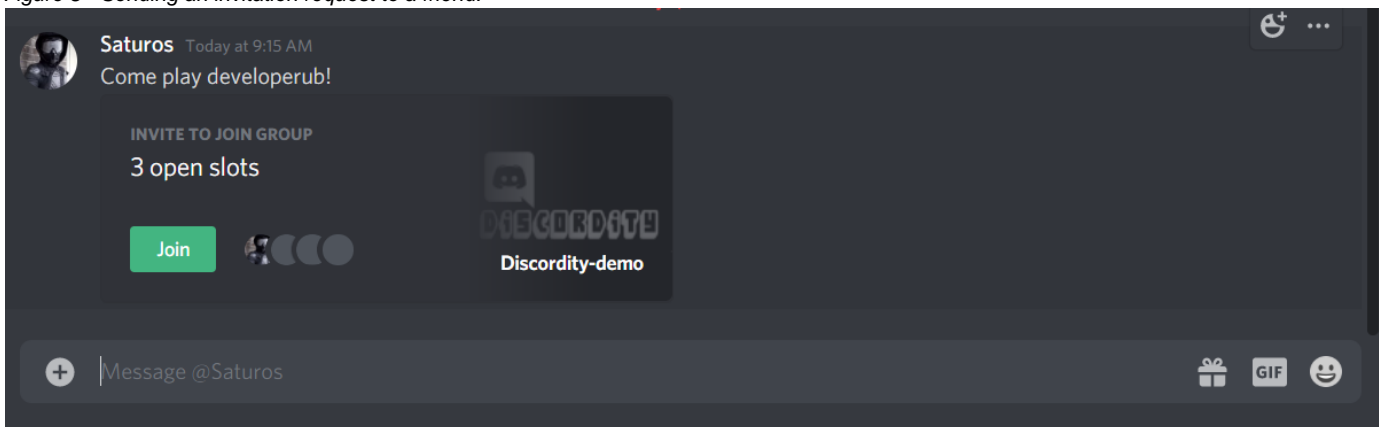


Figure 9 - Your Discord friends view of the invite request.

Tested versions

The latest release of Discordity was tested in the following Unity versions:

- 2017.4.40f1
- 2018.4.23f1
- 2019.3.14f1
- 2019.4.1f1

Attention:

Unity versions below 5.6.5, are no longer supported. If you have any trouble with this, please contact us, or drop a comment.

Tested platforms

The latest release of Easy Jira was tested in the following platforms:

- MacOS catalina
- Windows 10