



README

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Requirements

- **MacBook Pro with TouchBar only**

Because of obvious hardware limits plugin works only with the newest MacBook Pro with TouchBar. In some case of releasing a new device with TouchBar we would be glad to provide some updated.

- **Unity 2017-2018**

Plugin was designed and tested for supporting all Unity versions after 2017, but we don't hide possibility of proper working on some older versions.

- **Network connection (just once per week)**

Our update and bug tracking systems requires connection with the network only once per week. Don't worry about your data which are encrypted and used only for version verification.

In Case Of your not acceptance of this solution or some other issues with proper working of the update system please contact us! We should be able provide you fully offline version.

Guidance

- **Installation**

Just import the unitypackage to your Unity3D project. After couple of seconds all libraries and scripts should be fully loaded what should effect with showing a buttons on your mac's touchbar.

- **First Run**

While first initialisation UniTouchBar our version verification systems are checking your plugin version validity and inform you about any missing components. The system also might ask you for **optional giving of** your email which will be encrypted and used only for version verification.

- **Daily Using**

After first run the system is ready for use and give you all options. There is possibility that after every reloading of scripts library might need couple of seconds for proper initialisation of the touchbar.

Configuration

Because every user has some different “style of working” we prepared couple of tools which allows adjusting the buttons and groups for your needs.

YES!

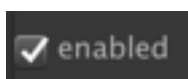
*If you feel some kind of Power user you can allways edit “Groups Scripting”
More in the part API.*

You can get access to all “UniTouchBar Window” configuration by selecting **Plugins>UniTouchBar** from your menubar. Settings contains couple of options.

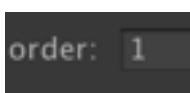


- **Configuring specified Group of buttons and “relate” them with Unity Window.**

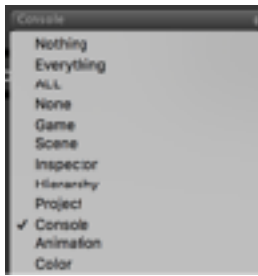
All buttons are stored in groups which “show/hide” according to actual state of Unity Editor.



You can even totally disable some group by using the checkbox enabled.



Groups are showed in order by “**order integer value**”. The higher value is than the showing of the bar is “less important”



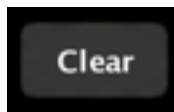
Groups are hiding and showing basing on focus of the actual window in Unity3D editor.

For example: if you select “console” - the group is shown only while screen pointer has focus to the Console Window.

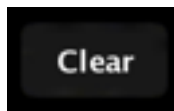
- **Enabling/Disabling Items**

Every TouchBar Object (e.q Buttons,Slider) are subclass of the Item which are listed on the preview TouchBar in settings window.

You can disable/enable item by clicking it.

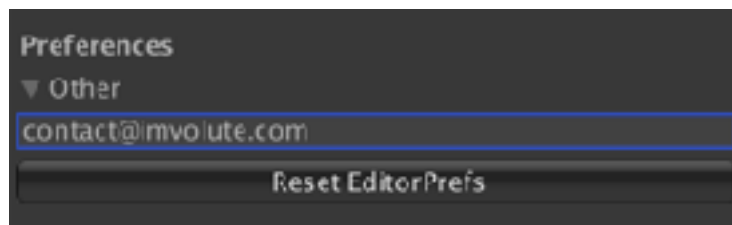


Enabled



Disabled

- **Reset All Settings**



You can reset all settings by clicking **Preferences->Reset Editor Prefs**

Caution! You will lose your Unity3D Settings!

Thats cool do you have more? - API

Yes! And that's the best in this plugin. Our users are going to make tones of new extensions to UniTouchBar. For more please check

<https://imvolute.com/unitouchbar/extensions>

Making your own groups - API

In fact our plugin is extended library which allows you making dynamic touchbar elements in Unity3D editor.

You invite you to visit our GitHub: <https://github.com/Imvolute/UniTouchBar>

And our project website <https://imvolute.com/unitouchbar>

Troubleshooting

We are doing our best to provide you the best quality of the product, but from some obvious reasons our plugin is still in early stage of development what can conclude with some issues.

We listed couple of solutions for known issues, but in case of any problem not contained in this briefing please take a look at our **Issues part** on GitHub.

<https://github.com/Imvolute/UniTouchBar/issues>

We promise to use all our forces to handle your issue report and provide the best quality of support.

You can also visit our site here: <https://imvolute.com/unitouchbar>

Known Issues

- **TouchBar doesn't show up.**

At the beginning please check if your plugin has been installed correctly. If you are assured that all scripts has been loaded up please click **Play**. If nothing helps please reset the Unity3D.

There is also some possiblity that other program (e.q better touch tool) is blocking TouchBar in apps. Please check any possible conflicts in your macOS configuration.

- **I see only blue "Update UniTouchBar button"**

That's not good in this case we can see three options.

1. You have really outdated version which is not longer supported by us. - **Update It!** You won't regret.
2. Somehow your connection with **Version Check Servers** is disrupted. We suggest you checking your network configuration, or contact with our support. You can also check used email in configuration window. (everything is encrypted!)
3. Are you sure that you're using the UniTouchBar from valid sources? Only versions provided but Asset Store and imvolute.com/unitouchbar are valid and secure to use!

- **Some kind of buttons are showing, but not exactly what I want.**

Ha! please check your configuration in settings window. Make sure that all groups are enabled and connected with proper window. (take a look to configuration part)

You can also try to click **Preferences/Reset Editor Prefs**

Caution! You might lose your unity3d editor settings

Contact/Support

We will be glad to help you here:

<https://github.com/Imvolute/UniTouchBar/issues>

and

<https://imvolute.com/unitouchbar>

OR

unitouchbar@imvolute.com

LEGAL PRIVACY/GDPR and other blablah.

Re-Pasted from some legal service.

This privacy policy governs your use of the software plugin UniTouchBar for Unity3D editor that was created by Imvolute UniTouchBar is a plugin where get access to macOS touchbar.

What information does UniTouchBar obtain and how is it used?

User Provided Information

UniTouchBar obtains the encrypted information about your device and email used for buying UniTouchBar. However we don't public it anywhere, please keep in mind that you may change it in the settings and delete it from our servers.

When you use UniTouchBar, you generally provide (a) email address, ip address (b) transaction-related information, such as when you make purchases, respond to any offers, or download or use plugins from us; (c) information you provide us when you contact us for help; (e) information you enter into our system when using UniTouchBar, such as contact information and project management information.

We may also use the information you provided us to contact you from time to time to provide you with important information, required notices and marketing promotions.

Automatically Collected Information

In addition, UniTouchBar may collect certain information automatically, including, but not limited to, the type of Unity3D editor you use, your Unity3D unique device ID, the IP address of your device, information about the way you use UniTouchBar. We also take your email from the asset store to verify if your version is valid.

Does UniTouchBar collect precise real time location information of the device?

This Plugin does not collect precise information about the location of your device. We have only IP for version verification and know what countries are using our product.

Do third parties see and/or have access to information obtained by UniTouchBar?

NO.

We may disclose User Provided and Automatically Collected Information:

as required by law, such as to comply with a subpoena, or similar legal process;
when we believe in good faith that disclosure is necessary to protect our rights, protect your safety or the safety of others, investigate fraud, or respond to a government request;
with our trusted services providers who work on our behalf, do not have an independent use of the information we disclose to them, and have agreed to adhere to the rules set forth in this privacy statement.

if Imvolute is involved in a merger, acquisition, or sale of all or a portion of its assets, you will be notified via email and/or a prominent notice on our Web site of any change in ownership or uses of this information, as well as any choices you may have regarding this information.

to advertisers and third party advertising networks and analytics companies as described in the section below

Automatic Data Collection and Advertising

We don't work with analytics companies. We don't share any data. We don't show advertisements. We use data only for providing better product and analyse version updates. Nothing more!

What are my opt-out rights?

There are multiple opt-out options for users of this Plugin:

Opt-out of all information collection by uninstalling UniTouchBar: You can stop all collection of information by UniTouchBar easily by uninstalling UniTouchBar. You may use the standard uninstall processes as may be available as part of Unity3D You can also request to opt-out via email, at contact@imvolute.com.

Data Retention Policy, Managing Your Information

We will retain User Provided data for as long as you use UniTouchBar and for a reasonable time thereafter. We will retain Automatically Collected information for up to 24 months and thereafter may store it in aggregate. If youâ€™d like us to delete User Provided Data that you have provided via UniTouchBar, please contact us at contact@imvolute.com and we will respond in a reasonable time. Please note that some or all of the User Provided Data may be required in order for UniTouchBar to function properly.

Children

We do not use UniTouchBar to knowingly solicit data from or market to children under the age of 13. If a parent or guardian becomes aware that his or her child has provided us with information without their consent, he or she should contact us at contact@imvolute.com. We will delete such information from our files within a reasonable time.

Security

We use encryption and https...

We are also concerned about safeguarding the confidentiality of your information. We provide physical, electronic, and procedural safeguards to protect information we process and maintain. For example, we limit access to this information to authorized employees and contractors who need to know that information in order to operate, develop or improve our Plugin. Please be aware that, although we endeavor provide reasonable security for information we process and maintain, no security system can prevent all potential security breaches.

Changes

This Privacy Policy may be updated from time to time for any reason. We will notify you of any changes to our Privacy Policy by posting the new Privacy Policy here and informing you via email or text message. You are advised to consult this Privacy Policy regularly for any changes, as continued use is deemed approval of all changes. You can check the history of this policy by clicking [here](#).

Contact us

If you have any questions regarding privacy while using UniTouchBar, or have questions about our practices, please contact us via email at contact@imvolute.com.

