

Build Uploader for Unity

Open Source Editor tool that streamlines uploading builds to online services such as Steam.
Optional Unity Cloud support.

Helpful links

Asset store: <https://assetstore.unity.com/packages/tools/utilities/build-uploader-306907>

Discord: <https://discord.gg/R2UjXB6pQ8>

Github: <https://github.com/JamesVeug/UnitySteamBuildUploader>

Support Me: <https://buymeacoffee.com/jamesgamesnz>

Documentation

<https://github.com/JamesVeug/UnitySteamBuildUploader/wiki>

Reporting bugs / suggesting changes

If you find a bug or want to suggest a change, please create an issue on the [github page](#).

Include:


- What the problem/feature is
- What you expected to happen
- What version of Build Uploader you're using
- Are you using Mac or Windows

How to Contribute

- Fork the repository
- Make your changes
- Create a pull request to the develop branch
 - Include detailed description of the changes you made and why
 - Include what version of Unity you tested it on
 - Include any concerns with the changes you made (So i'm aware of them too)

How to Support

A lot of effort has been put into this package for others to freely use. Any kind of support is greatly appreciated and encourages further work!

- Star  the Github repository
- Review this package on the [Asset Store](#)

- Buy me a coffee: <https://buymeacoffee.com/jamesgamesnz>