Unity Resources

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# Tools

## UnityLauncher

* Source : <https://github.com/unitycoder/UnityLauncher>

Handle all your Unity versions and Projects easily!

Features :

* Automagically Open Projects with Correct Unity Version
* Display Recent Projects list with last modified date and project version info
* Quickly Explore Project Folder
* List installed Unity versions, can easily Run, Explore installation folder, View release notes
* Download Missing Unity Versions Easily
* Can be used from commandline UnityLauncher.exe -projectPath "c:/project/path/"
* Can add custom Explorer context menu item to launch folder as a project
* Use custom launcher arguments per project!
* Show project git branch info
* List of custom package folders (quicly explore them and then can import packages)
* Show list of available Unity versions/updates

# Plugins

## SharpPDF Plugins

* Source : <http://www.francescogallorini.com/2011/02/unity-sharp-pdf/>
* Compatibilité1 : Toutes versions
* Plugin : <http://www.francescogallorini.com/unitybin/unitypdf/SharpPDFPlugins.zip>
* Exemple : <http://www.francescogallorini.com/unitybin/unitypdf/UnitySharpPDF.zip>
* Tuto : <http://www.devindia.biz/unity-pdf-generation-with-sharppdf-plugin/>

1 Le plugin date de février 2011, donc on peut supposer qu’il marche sur toutes les versions depuis Unity 3.4.0. Testé avec succès sur Unity 5.6.0 et Unity 2017.2.0.

Adaptation de la lib C# SharpPDF pour Unity (voir la doc sur les libs).

# WebGLTemplates

## Dynamic

Source : <https://seansleblanc.itch.io/better-minimal-webgl-template>

Minimal WebGL build template. Ideal for embedding on sites like itch.io which provide an external full-screen button.

Features:

* Scales canvas to fit the window horizontally + vertically while maintaining aspect ratio (can be disabled)
* enters canvas in window
* Customizable background

To use:

* Download and unzip
* Copy the "WebGLTemplates" folder into your project's "Assets" folder
* File -> Build Settings... -> WebGL -> Player Settings... -> Select the "BetterMinimal" template
* (Optional) Customize colour in the "Background" field; enter "false" in the "Scale to fit" field to disable scaling

## SimpleScorm

Maison

Template qui permet de publier le build sur une LMS (permet par exemple de tester le webGL sous Chrome).