Unity ExportProjectToZip

This is a Unity Editor tool that allows easy export of an entire Unity project to a Zip file, directly from the Unity Editor file menu.

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Getting Started

Import this lightweight package to your project (or manually add the scripts to an Editor folder in the Assets folder), and you're ready to zip!

To use it:

1. Simply select "Export Project to Zip..." from the file menu (Ctrl+Alt+S).
2. If your project or your scene needs saving, you will be prompted to save (optional).
3. Then choose the name and location for the Zip file.
4. Sit back and watch the progress bar as the compression is done (can be cancelled).

That's it!

Technical Details

- Integrates directly in the file menu.
- Detects if scene or project needs saving.
- Compression can be cancelled.
- Compatible with both Mac and Windows.
- No additional software needed.
- Adds only the required files to the archive:
  - Excludes unnecessary files from the Library folder. Only two files from the Library folder are preserved: `LastSceneManagerSetup.txt` (which stores the last accessed scene) and `EditorUserBuildSettings.asset` (which stores the build settings). Note that other Library files can be recreated by Unity.
  - Additionally, it excludes the following folders: `.git`, `.vs`, `.vscode`, `Build`, `Builds`, `Logs`, `obj`, `Obj`, `UserSettings`, `Temp`.
  - It also excludes all `.gitignore`, `.csproj`, `.sln`, and `.zip` files at the top level of the project.
  - Exclusions can be changed in Project Settings.

Compatibility

Tested on Mac and Windows, with versions 2021.3.16+ (including 2022, 2023 and 6.0). Projects larger than 8 GB were compressed successfully.

Known Issues

- The progress bar could be more responsive when compressing (Unity editor bug).
- If the project contains large files, the export may take a long time.

About the Project

I created this tool to help my students move their Unity projects between computers and to make it easier for them to hand in their assignments. As a teacher, I noticed that the huge size of the Library folder in a Unity project can be difficult to manage for new users. While the Library folder can be recreated if deleted, it is not an intuitive process for those unfamiliar with Unity.

This tool simplifies the transfer and submission of Unity projects, making it easier for my students to focus on learning and creating. It can also be useful for seasoned game developers!

Contact

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Project Repository: https://github.com/JonathanTremblay/UnityExportToZip
Unity Asset Store: https://assetstore.unity.com/packages/tools/utilities/export-project-to-zip-243983

Version History

- 1.1.3

- - Fixed an issue where canceling the file name prompt caused an error.
- 1.1.2
  - Added support for paths longer than 260 characters.
- 1.1.1
  - Added exclusion customization settings.
- 1.1.0
  - Added settings to allow inclusion of Build or Builds folders, and control the renaming of the root folder.
  - Added an exception to keep Build Settings from the Library folder.
- 1.0.3
  - Added a shortcut (Ctrl+Alt+S) and fixed a compilation bug during build process.
- 1.0.2
  - Fixed an issue where certain top-level files (starting with excluded folder names) were not included (notably .gitignore).
- 1.0.1
  - Made minor changes to folder naming and exclusions.
  - Changed the default folder name inside the archive to use the archive name.
  - Added an option flag at the beginning the code to keep the original project name.
  - Added an option flag to exclude Build/Builds folders.
  - Added Obj to folder exclusions.
  - Added .sln to file exclusions.
  - Reorganized the project to follow the Packages folder standards.
  - Added support for installing the package from a Git repository.
- 1.0.0
  - Revised readme, added a namespace, and improved Mac compatibility.

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