

Rainity Tutorial

1. All Rainity projects must use .NET runtime version to 4.x. To do this, go to Edit>Project Settings>Player>Other Settings and change “Scripting Runtime Version” to “.NET 4.x Equivalent” and also set “Api Compatability Level” to “.NET 4.x”.
2. To transform your Unity project into a desktop application, add the “Rainity” script component to any GameObject in the scene (you can use the camera if you want).
3. And now you’re all set to customize your own desktop layout! Use the included documentation PDF or go to <https://christiankosman.com/docs/rainity> to learn about the Rainity API.
4. When building your application, make sure to change the build target from x86 to x86_64 as Rainity currently only supports 64-bit builds.