

Automatic Version Numbering

This document contains all the information you need to get started using the tool.

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Setup

Automatic Version Numbering requires no setup apart from importing it in a project. The tool is disabled by default. You can toggle it on or off by using the menu item 'Tools > LombaxGuy > Automatic Version Numbering > Toggle'.

How does it work?

When the tool is enabled and you successfully build your game, the tool will look at the current version and determine what the last whole number is. It will then increase that number by 1 and set the new version.

If the tool cannot find any numbers in the current version the tool does nothing.