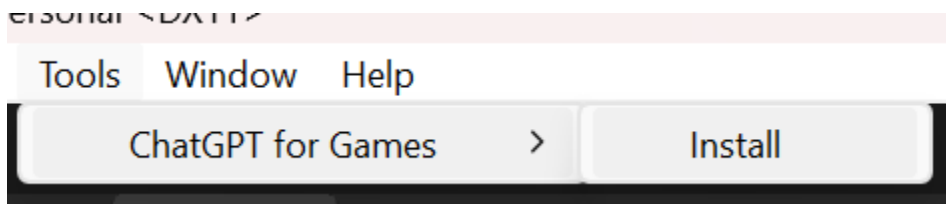


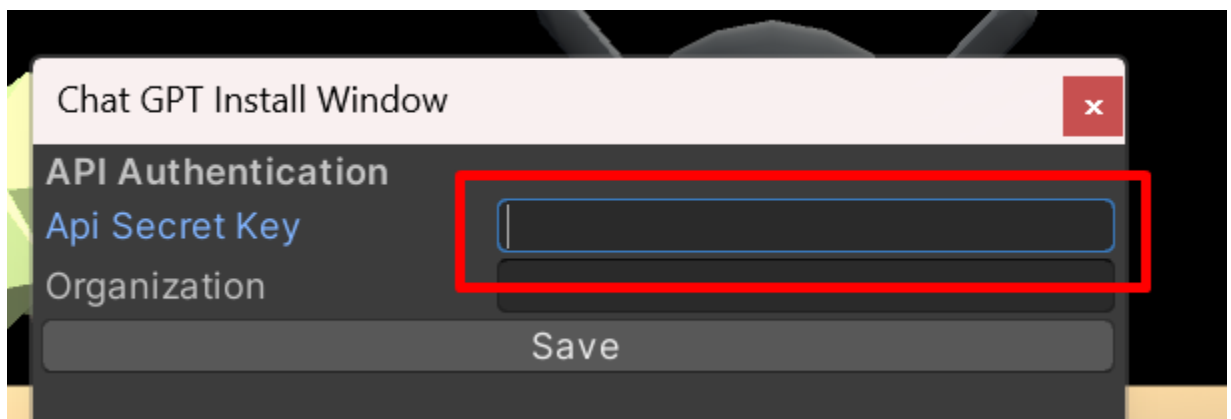
If you are having trouble with anything. Then just contact [Support@bitsplash.io](mailto:Support@bitsplash.io)

## Basics

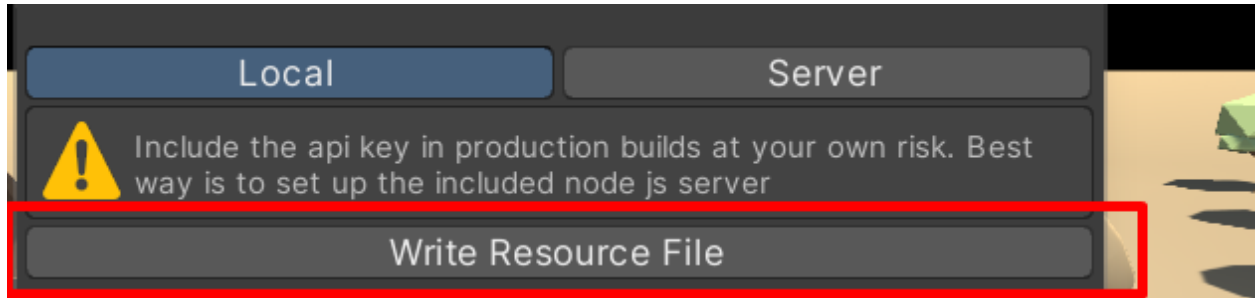
1. Sign up to [openai.com](https://openai.com)
2. [Create an api key](#)
3. Go to tools/chatGPT for games/install



4. Copy your api key to the text field. Leave the organization field blank, and click “Save”:



5. For Local use. Now click “Write resource File”



6. (optional) [Set up limits for your api usage](#) . This is recommended for security reasons in production settings
7. Look through Extras/Tutorials to learn how to use the asset. Or simply do this:

```

Unity Message | 0 references
void Start()
{
    var convo = ChatGPTConversation.Start(this); // start a conversation
    convo.Say("Hello chat GPT"); // say hello
}

0 references
void OnConversationResponse(string text)
{
    Debug.Log(text); // you've got an answer
}

0 references
void OnConversationError(string text)
{
    Debug.Log("Error : " + text);
}

```

## Trouble Shoot

8. if you are getting an unauthorized error. Go to your account settings and copy your organization id to the organization field.

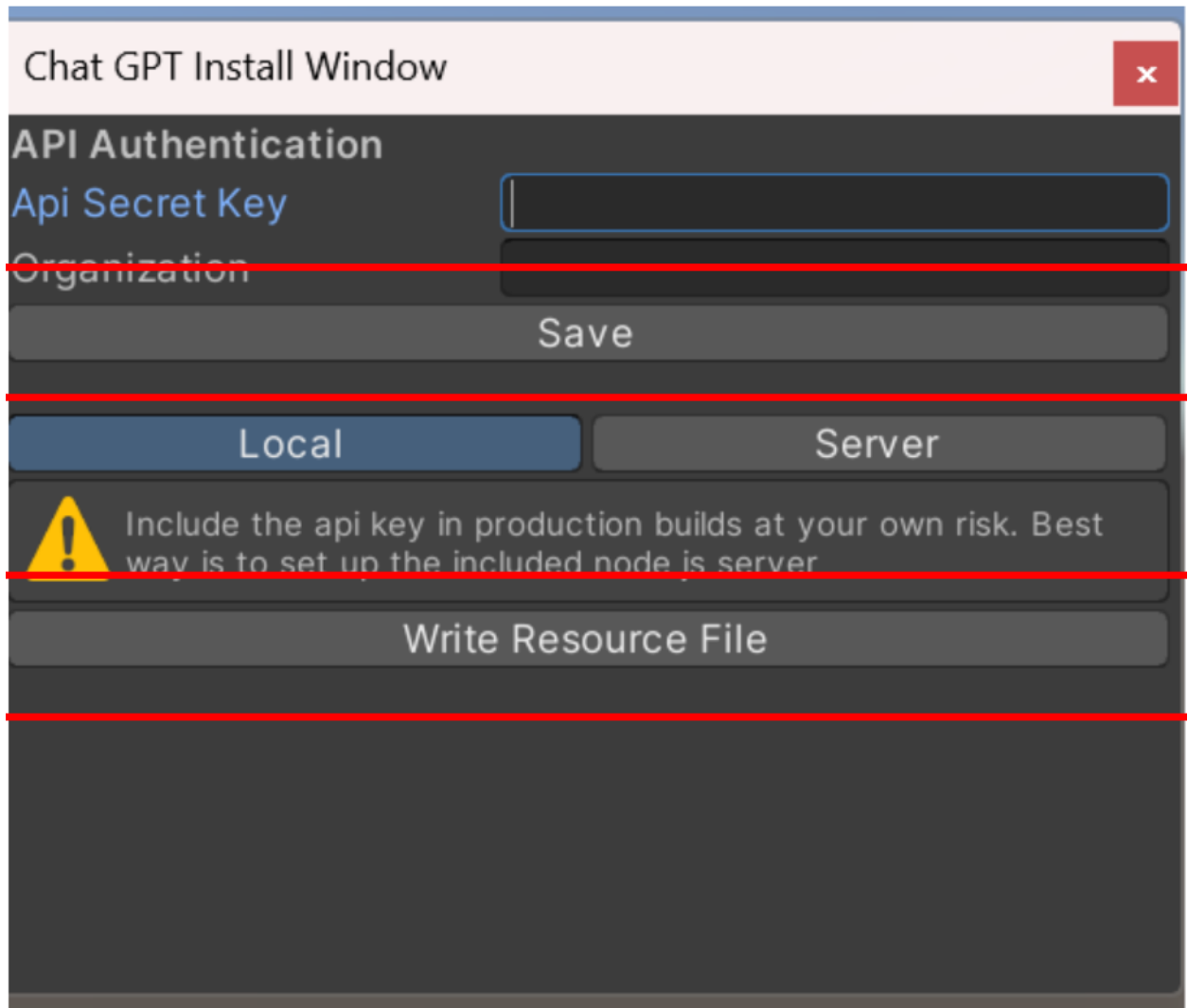
ORGANIZATION	
Amir Ben Arye ⓘ	
Settings	
Usage	
Members	
Billing	
USER	

### Organization settings

**Organization name**  
Human-friendly label for your organization, shown in user interfaces

**Organization ID**  
Identifier for this organization sometimes used in API requests

Then click save again , and click write resource file



The image shows a window titled "Chat GPT Install Window" with a red close button in the top right corner. The window has a dark gray background. Under the heading "API Authentication", there are two input fields: "Api Secret Key" and "Organization". Below these fields is a "Save" button. A red horizontal line is drawn across the "Organization" field and the "Save" button. Below the "Save" button are two buttons: "Local" (highlighted in blue) and "Server". Below these buttons is a warning message with a yellow triangle icon: "Include the api key in production builds at your own risk. Best way is to set up the included node.js server". Another red horizontal line is drawn across the warning message. Below the warning message is a "Write Resource File" button. A third red horizontal line is drawn below the "Write Resource File" button.

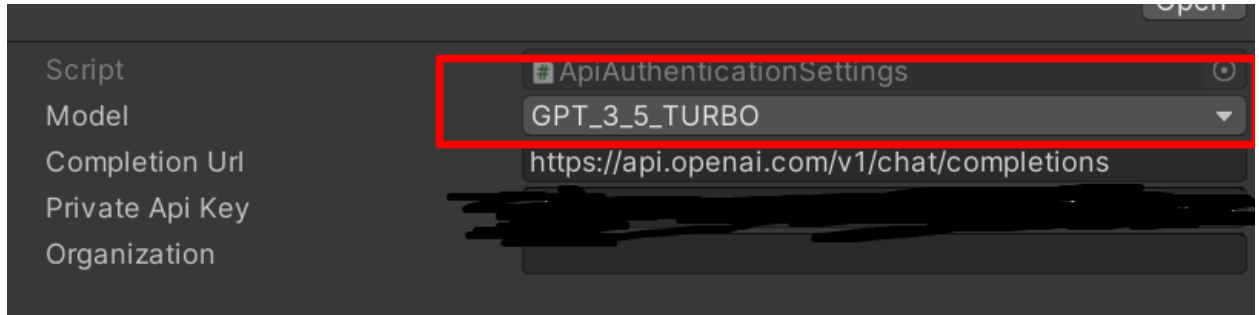
If you are still having trouble , contact [support@bitsplash.io](mailto:support@bitsplash.io)

## Selecting a model

1. Go to your GPTAuth file

2. Select between GPT4 and GPT3.5.

NOTE: GPT4 is not out yet. [See this](#)

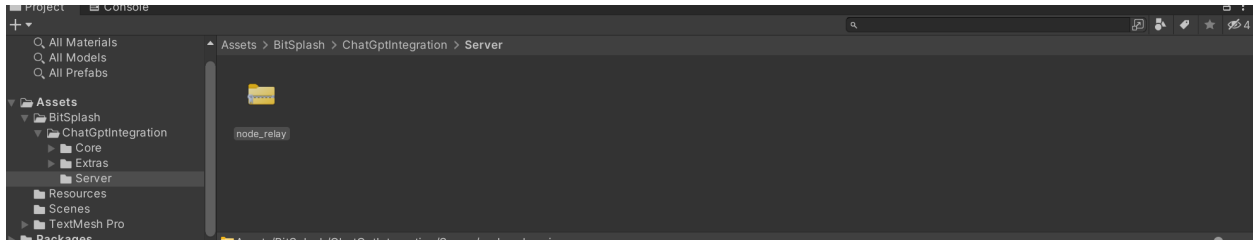


## Server

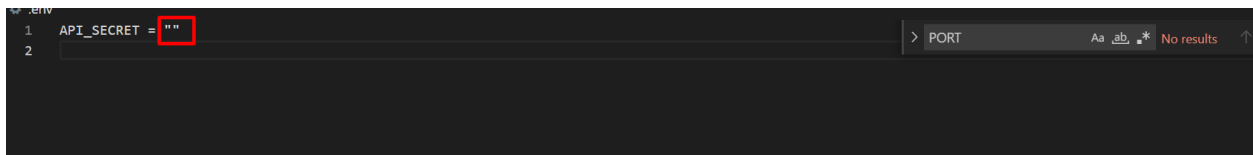
When using chat gpt in production environments. It is a good practise to keep your api secret key behind a server. The asset includes a simple node js server tha relays requests and hides your api key. The server also has a rate limiter that keeps users or hackers from abusing the api.

To set up the server do the following:

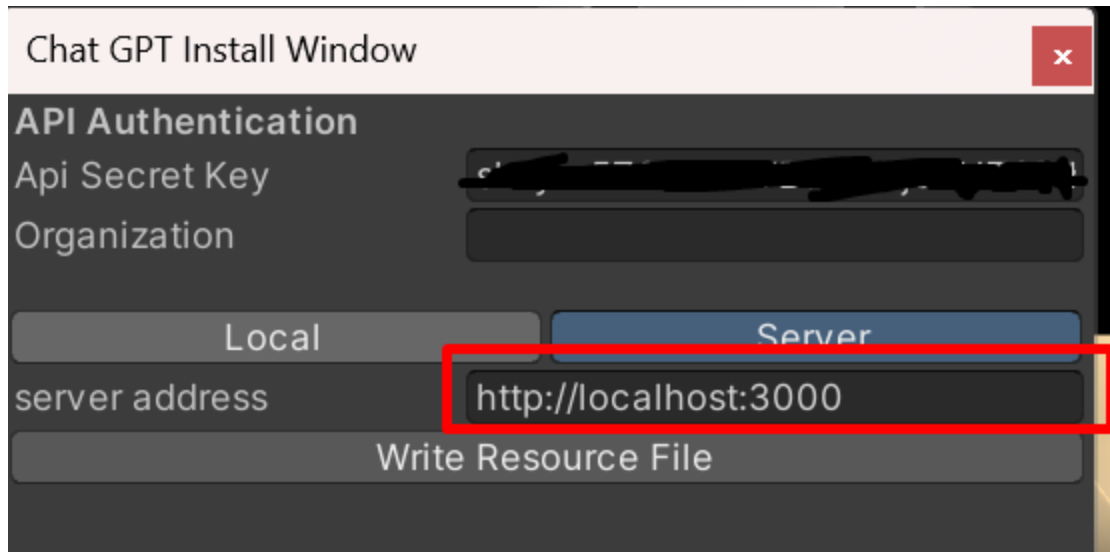
1.the server project is located in the server folder:



2. Set up a host machine on any hosting service that can host node js
3. Extract the folder into the host machine
4. Call npm install on the folder
5. Go to the .env file , and add your secret api key in API\_SECRET



6. To start the server call npm start
7. Now go to tools/chatGPT for games/install. Choose the “Server” option. Paste the server address into the text field:



8. Click “Write Resource File”.

Your requests will now route through your server and will not expose your secret api key.

If you are having trouble with anything.

Then just contact

[Support@bitsplash.io](mailto:Support@bitsplash.io)