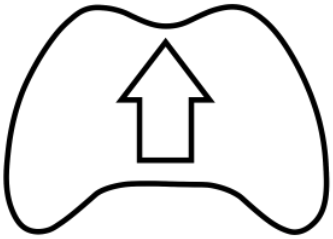

PatchKit Unity Editor Extension v1.0.0 Documention

Online version (the most up to date)

Overview

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Overview

PatchKit Unity Editor Extension integrates your development environment with your PatchKit account, makes it possible to share your latest build with your players without leaving the Unity editor.

Installation

The extension is available for free on Asset Store (Using the Asset Store) and on our GitHub repository (Installing Unitypackages). Note that releases available on GitHub are most likely to arrive earlier than on the Asset Store.

Pick the source that is the most comfortable to you, import the package and you should be ready to go!

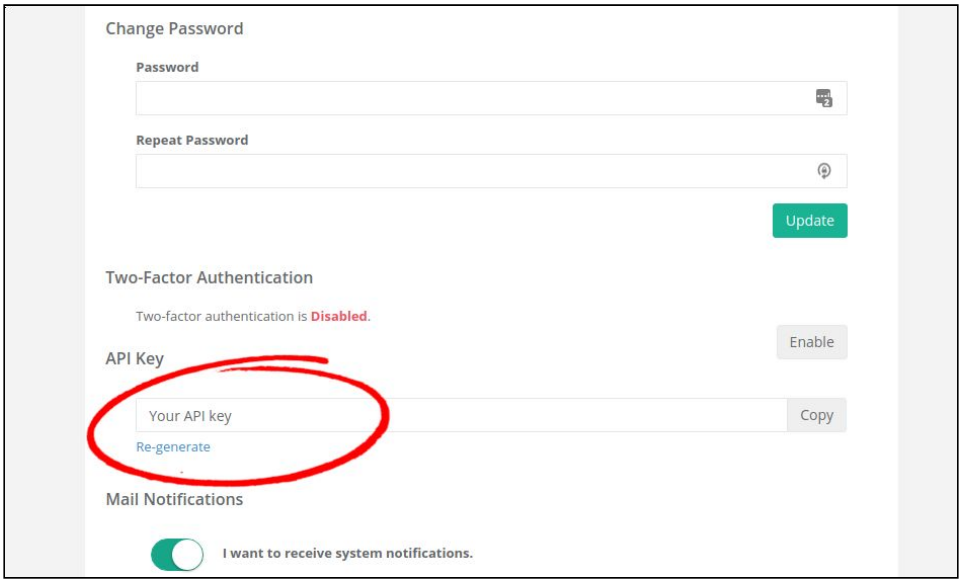
Linking PatchKit account

Before doing anything with the extension, you will be asked to link your PatchKit account. If you don't already have one, you can register it here for free.

You can link your account by opening ***Tools / PatchKit / Account*** from the main menu:

After clicking the ***Fix it!*** button you should see a text box in which you can enter your account API key:

You can find the API key inside PatchKit panel, under Account section (you can also access it through the small button next to the textbox):



If you’ve done everything correctly you should be able to see a window with confirmation of a successful connection:

As you can see, you can unlink or change the account anytime. Be aware that doing it might prevent you from uploading your game to previously connected application.

Build and upload your application

To upload your application without leaving Unity editor, you can use “Build and Upload” window. Access it through:

- main menu ***Tools / PatchKit / Build and Upload***
- using a shortcut:
    - ***Shift + Ctrl + Alt + B*** on Windows or Linux
    - ⌥ + ⇧ + ⌘ + ***B*** on macOS

When you do it for the first time, you will be asked to connect your PatchKit application with the project:

The extension allows you to either select already existing application or make a new one:

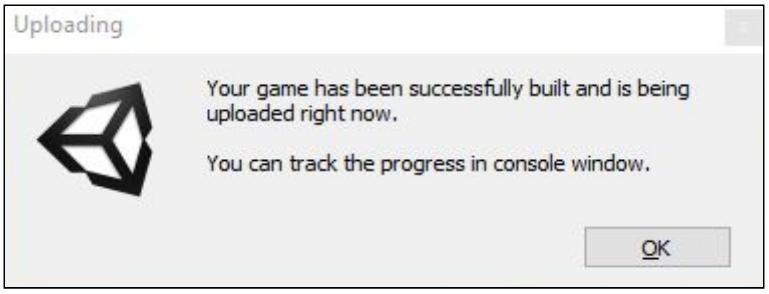
If you decide to make a new one, you will be asked to fill the additional form:

No matter whether you selected already existing one or created a new, the application will be connected with your Unity project. Now you are able to prepare a new version of your application:

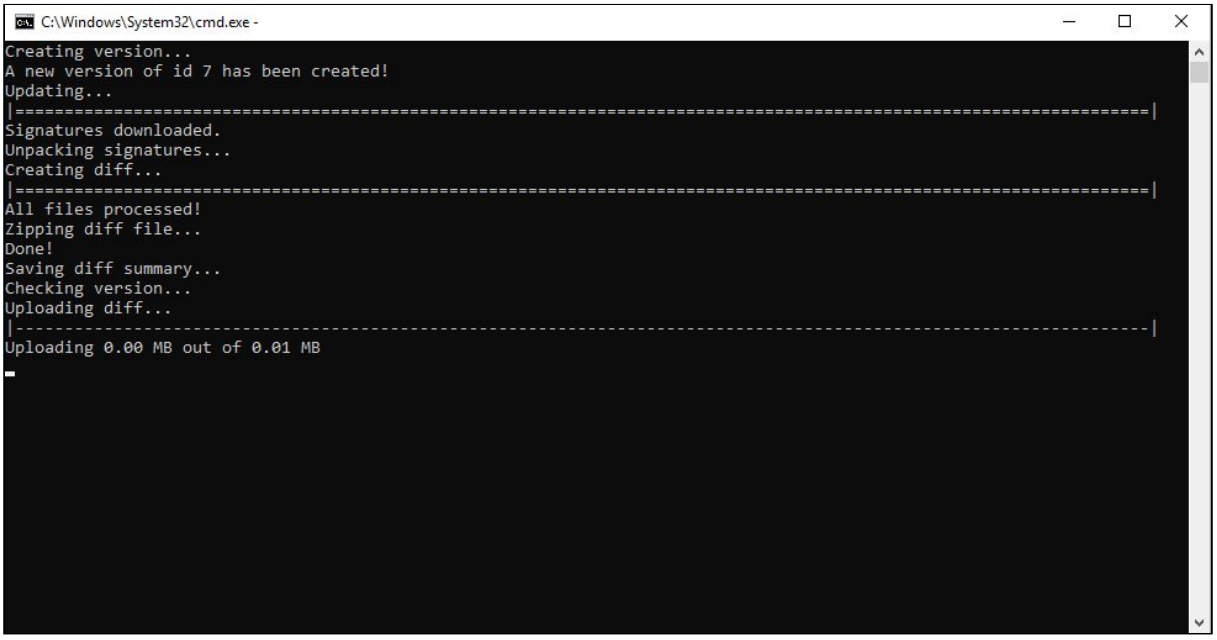
As you can see there is a lot of things out there. The window displays major information about the build that you are about to make and allows you to make a few tweaks for building and uploading:

- if you changed your mind, you can always change connected application
- you can select where the build will take place (must be an empty directory)
- set version label and changelog
- decide whether the version will be automatically published after the upload process
- overwrite draft version if it exists

After setting everything correctly, you should see a green button ***Build & Upload*** available. Just click it and it's done!



As soon as your project will be built the upload will begin. Currently, the uploading process is displayed on the separate console window, but we are working on integrating it with the extension interface.



Support

If you need any help with PatchKit Unity Editor Extension or PatchKit itself, feel free to contact us anytime - we will do our best to resolve your issue :)