# PackageExporter

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# Introduction

Thank you for trying out the **PackageExporter** extension! We hope you enjoy using the product and that it makes your game development project a success.

If you have any questions, please do not hesitate to contact us at pixisoft.tw@gmail.com, we will be glad to help you out.

Also, when you have a spare moment, please leave us a review on the Asset Store.

# Overview

Have you ever feel pain about exporting a package, and check/uncheck on assets repeatedly so you can export it correctly?

This extension simplifies the process of exporting packages by specifying rules inside a PACKAGE_NAME.unityignore file.
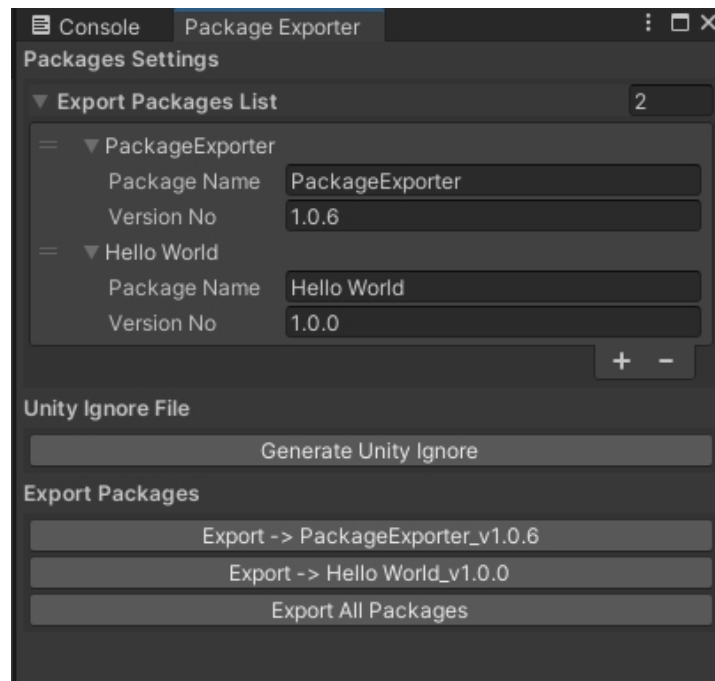
# Installing

**PackageExporter** is a standard Unity extension and should be installed like any other Unity package. Please drag the PackageExporter.unitypackage into your current project. Or go to your Editor, **Assets → Import Package → Custom Package** and the browse to the PackageExporter.unitypackage file.

When downloading from the Asset Store, then the Download Manager will automate the process for you.
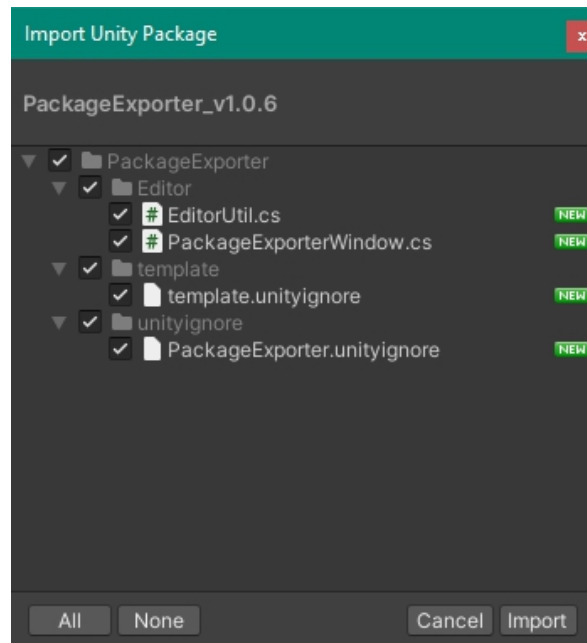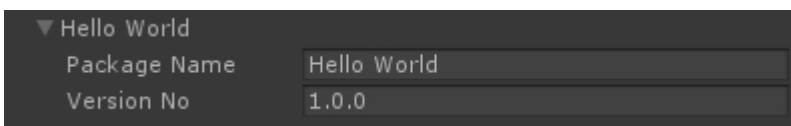


Once the Import dialog appears, click on the Import button.

# Usage

**Step 1.** Let's create a Hello World package! Open the window from menu bar **PackageExporter → Window.**

**Step 2.** Then fill in the package information inside Export Pacakge List!



**Step 3.** Then click on the button Generate Unity Ignore if you have not create one! The generated .unityignore file is under directory **Assets/PackageExporter/unityginore/**.

**Step 4.** Now open the generated Hello World.unityignore file in any text editor! Then you should able to use that file as a ignore file like .gitignore.

**Step 5.** After editing the .unityignore file. Just click on button Export -> Hello World_v1.0.0 to export the package. If you have multiple package setup, you can also click on button Export All Packages instead!

# Upgrading

All version compatible code should be inside the package, so you would only need to overwrite the existing file for upgrading!

# Changelog

The Changelog is in the main repository, you can see all changes here.