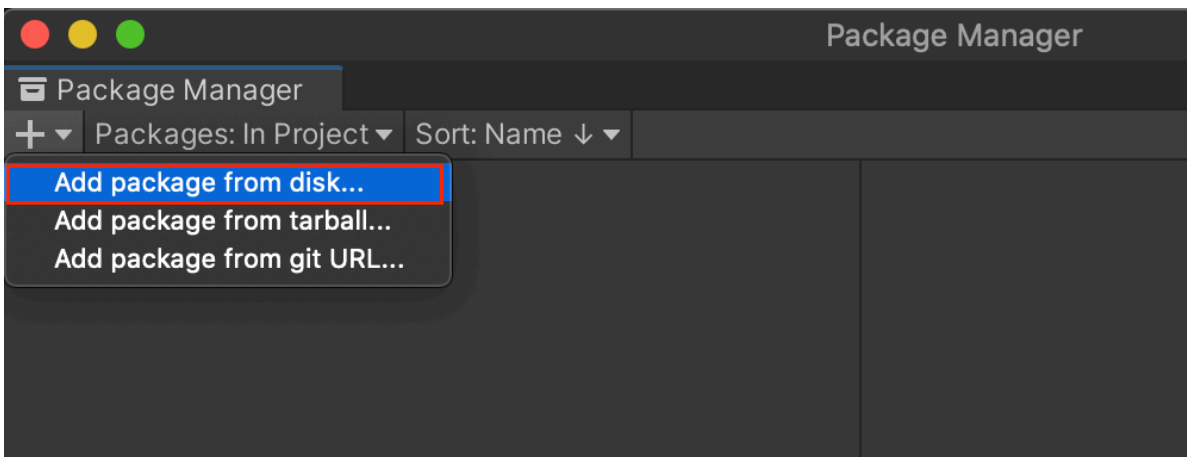


Quick Start Guide

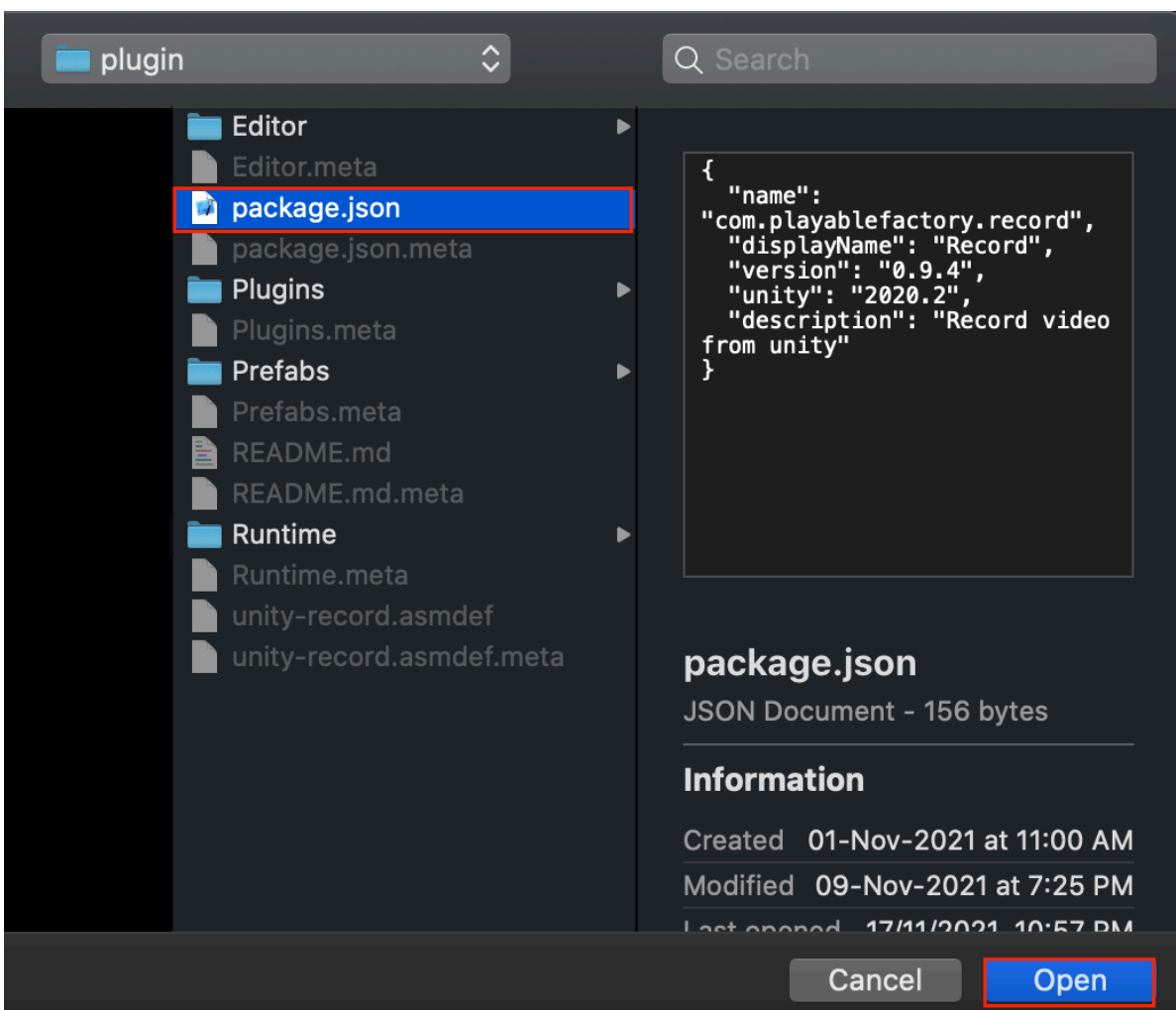
Supported Unity Version: 2020

1. Install the plugin

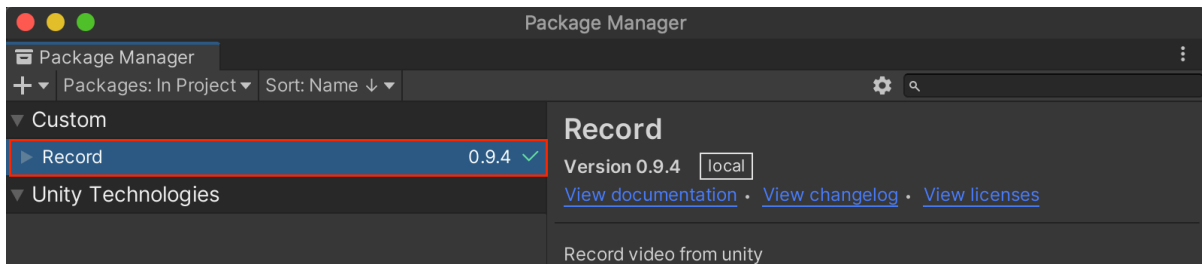
Plugin is installed through Unity package manager. Browse through **Window > Package Manager**, and select **Add Package from disk**



Browse through the plugin **package.json** file and add it



Now its added in your Unity Package Manager

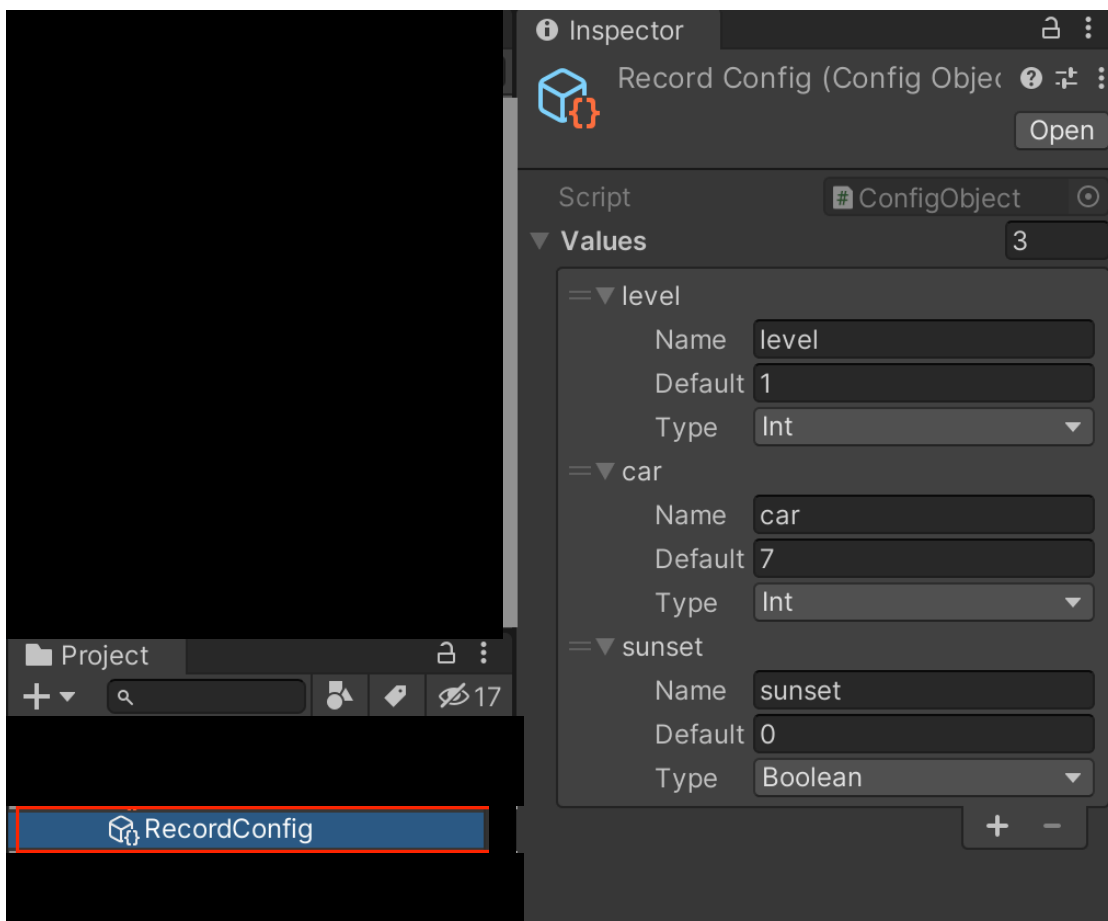


2. Setup Config Variables

Create a **Resources** folder inside Project **Assets** folder. Browse to **Record > Config**



RecordConfig will be created inside **Resources** folder. You can add Int, Float, String and Boolean config variables which can be accessed on runtime to modify the gameplay.



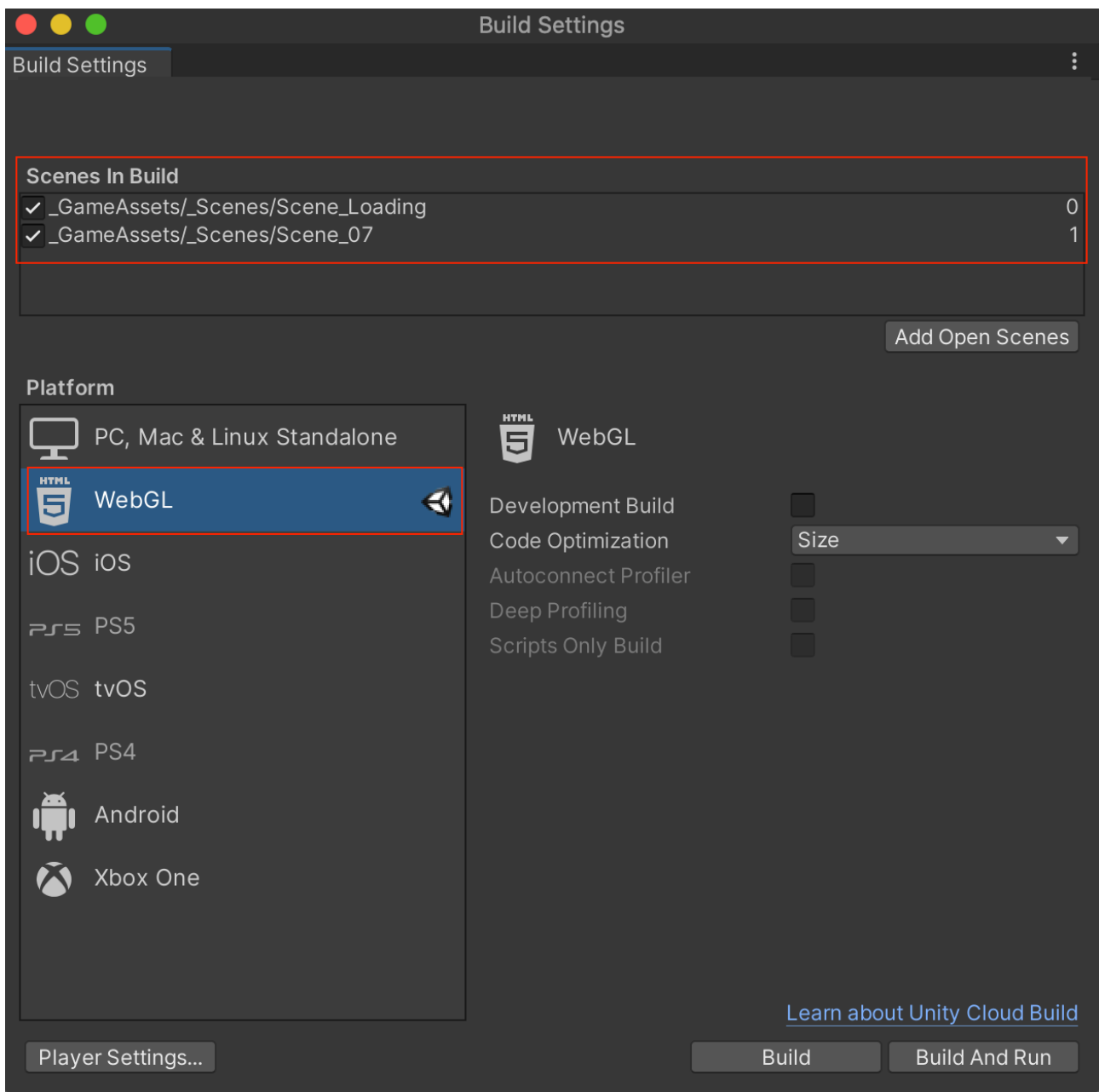
Now all the config variables can be accessed in code using **PlayableFactory** namespace and **Config** class.

```
PlayableFactory.Config.GetInt("config variable name string");
```

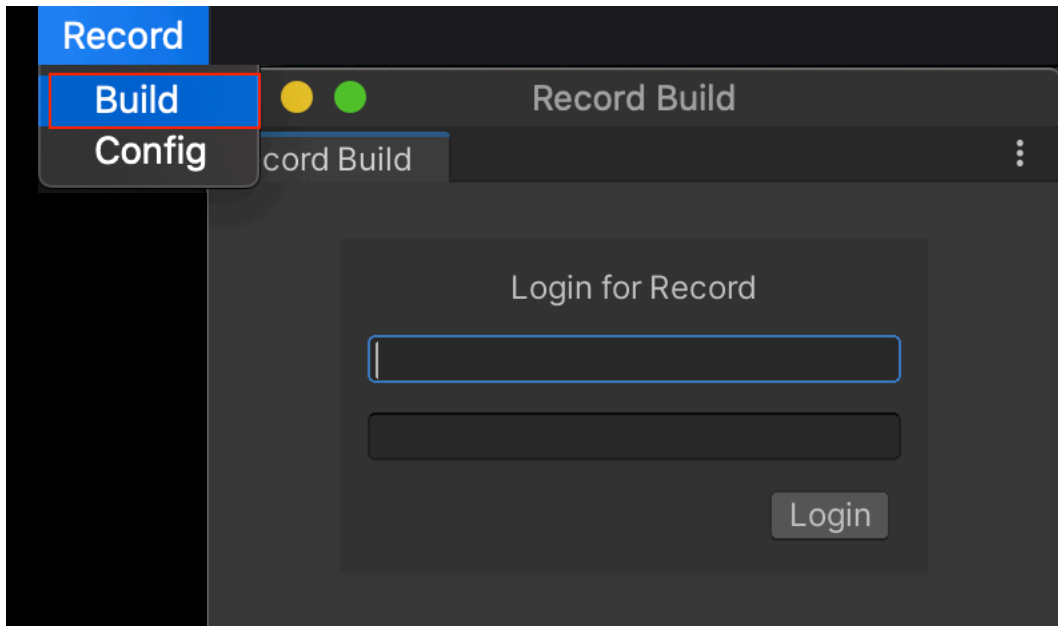
3. Build and Upload

If there are no errors on Unity console, you can proceed to build

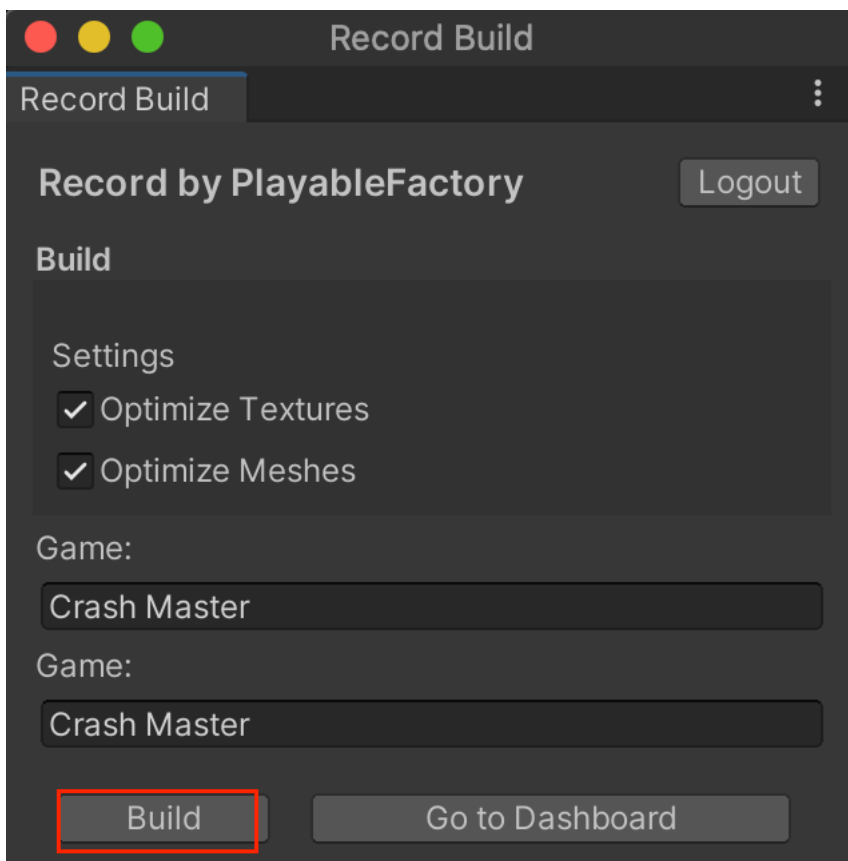
First make sure all the relevant scenes are added in the **Build Settings** and platform is switched to **WebGL**



Browse **Record** > **Build**, and enter the username and password to login into the plugin



After login, you can configure the optimization settings and name. Then select **Build**



It will take few minutes, and will print the results in Unity console. If the build fails it will show the errors in the Unity console which should be addressed first before attempting to build again.

If build succeeds then it will attempt to upload and show the upload status. If upload is successful then you can now open dashboard and can see the game.

4. Known Issues

Invalid Credentials on Login

If your credentials are correct please make sure you are connected to the internet.

Upload Failed after Build Failed

Unity console will print out the errors that are causing the build to fail. Most of the errors are associated with third party plugins, so you need to comment out those references in your game code or remove the plugins completely if errors still persist.

List of known files and plugins that conflict are

- Newtonsoft.Json

Unity has now included Newtonsoft.Json as part of their own bundle after 2019, if you are using it externally then either you can remove the external file and refer to the built-in Unity has provided or you can simply remove Unity Collab package from the Package manager (that already includes the Newtonsoft.Json to avoid the redundancy errors)

- Firebase Analytics

Google Firebase Analytics plugins can cause the conflict, try to remove the its references in your game code or remove the plugin completely if error still persist.

- NaughtyAttributes

In some rare cases the third party Unity extension NaughtyAttributes can cause some conflict, try to remove the its references in your game code or remove the plugin completely if error still persist.

- VoodooSauce

In some rare cases the third party Unity extension VoodooSauce can cause some conflict, try to remove the its references in your game code or remove the plugin completely if error still persist.

Upload Failed after Build Successful

Please make sure you are connected to the internet and you are not getting any time out errors. If everything is perfect at your end, try it again after sometime (as it could be due to server downtime for maintenance)