Build Versions (Offline)

> ℹ️ For full docs, please see the online documentation! What is provided here is just a summary giving you just the info to use the asset.

Online Documentation | **Unity Asset Store** | **Carter Games**

🟢 Summary

Build Versions is a simple versing asset designed to help smaller developers keep their project build number up to date as they make new builds. It was one of my personal pet peeves that the number didn't update automatically, and I'd spent double the time making builds due to forgetting to update a number. This asset solves that problem.

🌟 Thanks

Thank you for deciding to use my asset for your project. If you like my asset, feel free to leave a ☆☆☆☆☆ review! If you find that our asset is not up to scratch or find and issue, please do let me know either via our email: **support@carter.games** and I will do my best to help you with the issues you are facing. I can't read minds, so if you don't speak up, it won't get fixed 😆

❓ How it works

The asset works by listening to when you make a build in the editor, when you do it will call to update the build number in a scriptable object as well as editing the player settings number by 1. You can choose whether or not to update the number each build if you use the `Prompt Me` option in the asset settings. More information about what you can configure below:

⚙️ Asset Settings

🗺️ Location

The settings for the asset can be access via the following methods and has the icon shown on the right. This asset holds all settings, if deleted the asset will regenerate a new one with default settings when you next use the asset.

🟩 Project Settings Window
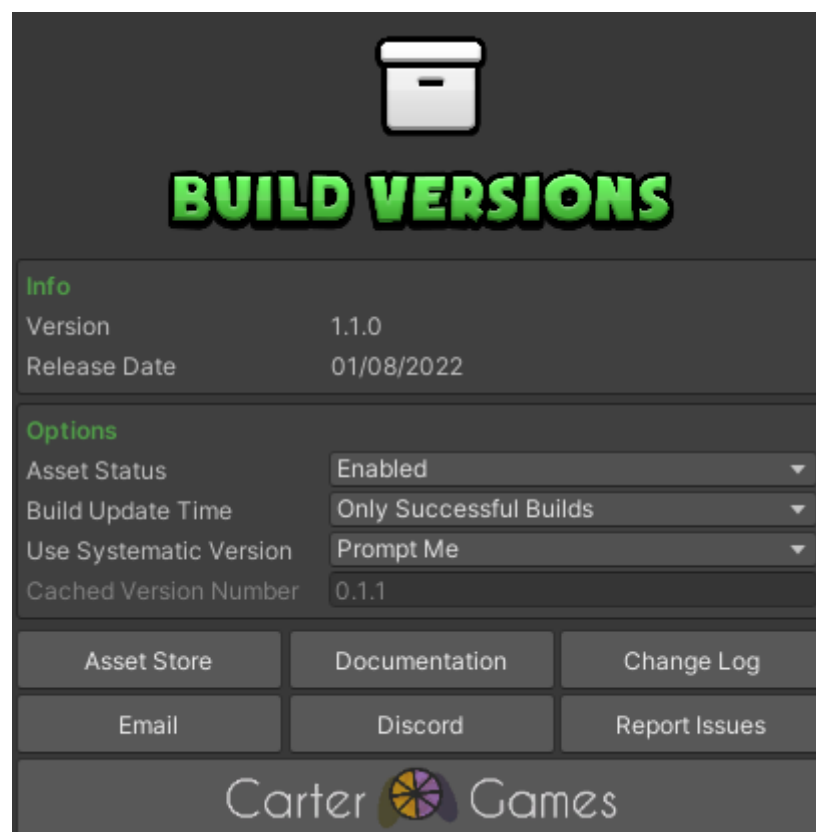
You can edit the settings via this window. It can be found under

`Project Settings/Carter Games/Build Versions`

This window also shows the version number of the asset, release date & some helpful links as well as the settings for the asset. See what each option does here: .

🟩 Menu Item
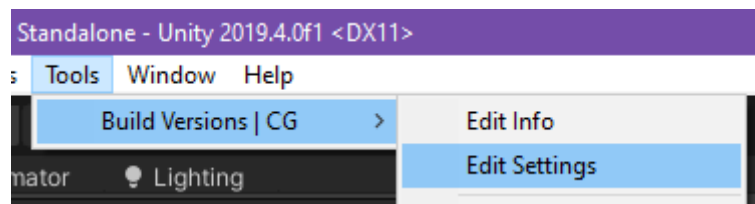
You can access the settings via a menu item on the top bar navigation menu which can be found under `Tools/Build Versions | CG/Edit Settings` This will open the project settings window on the build versions settings.

🟩 Settings Asset Button
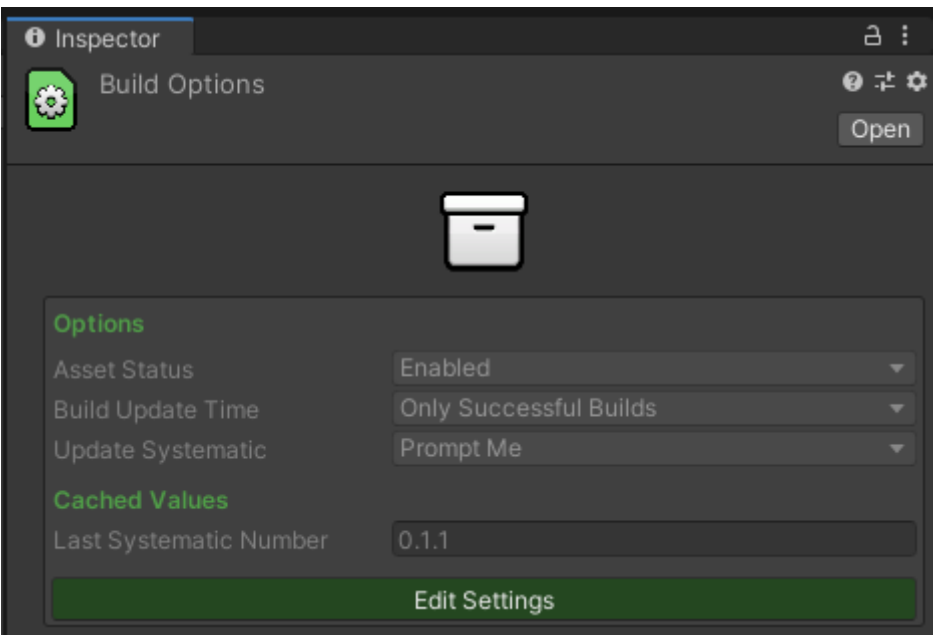
The settings asset can be found under `Assets/Resources/Carter Games/Build Versions/Build Version Options` This is the scriptable object that controls the settings of the asset. You can only view the settings from there. To actually edit the settings, press the `Edit Settings` button in the inspector of the asset.

⚙️ Options

🟢 Asset Status

This controls the status of the asset overall. The options are as follows:

Setting	Description
Disabled	Disables the entire asset so it doesn't update any numbers when you make a build, regardless of other settings. All other settings will disable when this is set.
Enabled (Default)	Enables the entire asset to function, the build numbers will update when making a build based on the other settings.
Prompt Me	Enables the build number updating based on the response to a dialogue box that will appear when you start a build. This will appear every-time you make a build.

🟢 Build Update Time

This controls when the build number will update. So, for example if a build fails, you may not want the build numbers to update or you may want it to happen regardless of success. There are currently only **2** options for this which are:

Setting	Description
Any Build	Updates the build numbers on any build made even if it fails due to an error.
Only Successful Builds (Default)	Only updates the build numbers when a build was successfully made with no errors.

🟢 Semantic Versioning

This controls whether to update the semantic version number, such as 1.0.0 or 2.5.2. These are the numbers setup in your player settings and appear on the project executable or info when inspected by users. This has the same **3** options as in the asset status which are:

Setting	Description
Disabled	Disables the semantic versioning, the number will not update when you make a build.
Enabled	Enables the semantic versioning, the number will update when you make a build.
Prompt Me (Default)	Prompts you with a dialogue box each build asking you whether you update the semantic version number. It will update based on your input.

🟢 Last Semantic Number

This stores the last semantic version number set by the versioning system. It is used when you use the sync option in the nav menu to sync up all updaters that use the semantic versioning setup. E.g when you change build platform for the first time and the number doesn't stay the same. This option is automatically updated so you cannot edit it directly. If you want to update it to the latest in your project, use the following menu item to do so:

`Tools/Build Versions | CG/Sync/Update Cached Version Number`

🟢 Bundle Code Update

`Android Build Platform Only`

This controls whether the version system should update the bundle code for the android platform when making a build.

Setting	Description
Disabled (Default)	Doesn't update the bundle code.
Enabled	Updates the bundle code when a build is made.
Prompt Me	Prompts you with a dialogue box each build asking you whether you update the bundle code. It will update based on your input.

📖 Menu Items

Accessed under `Tools/Build Versions | CG/…` there are several options that you can edit from these menus. The edit options for both build information & build options can be accessed at the top which will focus you on the scriptable objects in question. Below is what the rest of the sections are and do
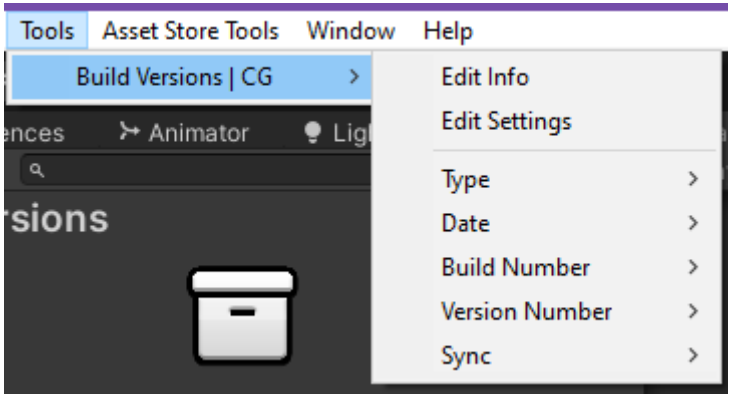
📖 Type

The build type is a string that you can define either using one of the many pre-set options, or whatever you define yourself. In the menu there are a list of the common ones, such as **Development**, **Alpha**, **Beta**, **Release Candidate** etc. What is set here is purely cosmetic and is designed to be used a text UI to show to the user what type of build they are playing for context. You can set it to anything you want directly on the build information asset.

📅 Date

The date is just automatically set the system date when you make a build. You can manually set the date to today via the menu item as well. Like the build type it is purely cosmetic and is designed to be used a text UI to the user.

🔢 Build Number

The build number is a unique number that increments by 1 each time you make a build based on the settings you have setup. This number is a useful number to use internally to distinguish between different builds. It can also be displayed via text UI should you wish.

🔢 Version Number

The version number is the player settings build number. You can increment the major, minor or patch elements of the number from here. Note these will only work with the version number setup correctly, you will get an error in condole otherwise.

🔄 Sync

The sync option allows you to force the systematic version numbers to sync to the player settings number. This is handy if you have added your own custom updater that needs to match the current version or if they have gotten out of sync due to an error.

📗 How to display the information on UI

To display the build information, you can use the build in display script or derive from **_BuildInformationDisplay_** to make your own. There are two provided display scripts, a default unity text version & a text mesh pro version. They both do the exact same thing so you're not missing out. These can both be found in the add component menu under `Carter Games/Build Versions/…`

The inspector for both is the exact same, with a filed for the format to display & a text field to display to:
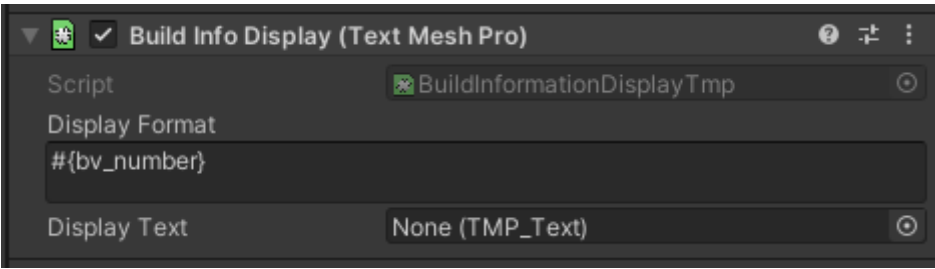
The display format contains options to display the following data with the following tags. All tags should be encapsulated with **{}**

Data	Tag
Build Information Build Type	{bv_type}
Build Information Build Number	{bv_number}
Build Information Build Date	{bv_date}
Build Information Build Date (Day)	{bv_day}
Build Information Build Date (Month)	{bv_month}
Build Information Build Date (Year)	{bv_year}
Semantic Version Number (Player settings)	{bv_semantic}
Semantic Version Number (Player settings) Major Number (x.?.?)	{bv_semantic_major}
Semantic Version Number (Player settings) Minor Number (?.x.?)	{bv_semantic_minor}
Semantic Version Number (Player settings) Patch Number (?.?.x)	{bv_semantic_patch}
New Line	{newline}

❓ Support

✉ Email

You can email me any time through the support email: **support@carter.games** and I aim to get back to you with 72 hours. Note I may be away for an extended period and may not be able to offer support instantly on some occasions.

💙 Discord

You can join the community discord server and react with the assets 🎨 role in the:

✅ `server-info-rules` channel to gain access to support channels for each asset. Like with emails I aim to get back to you within 72 hours, but it may not always be possible.