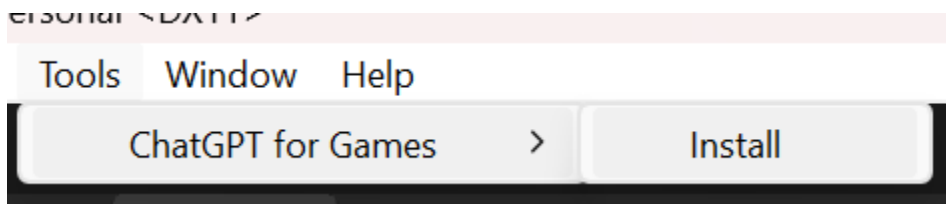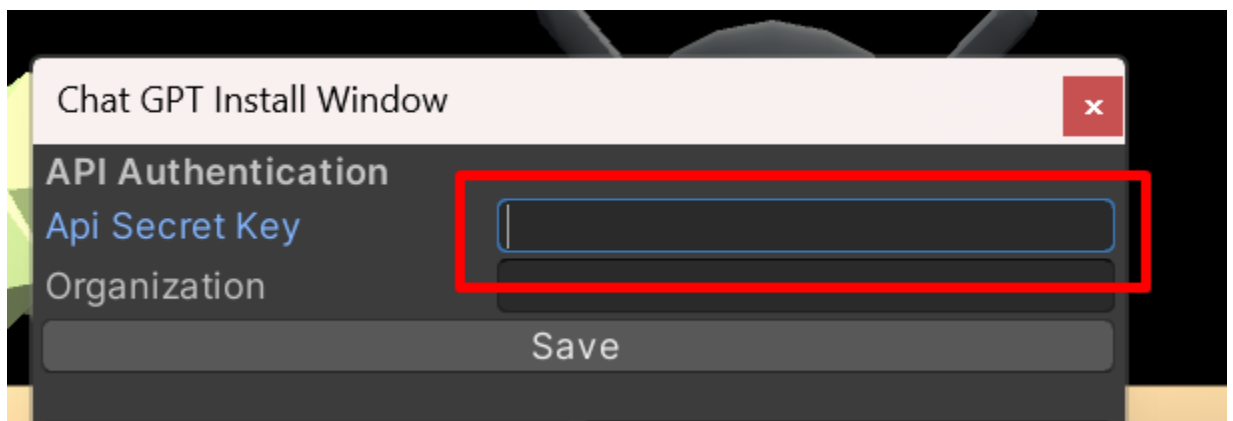If you are having trouble with anything. Then just contact Support@bitsplash.io

# Basics

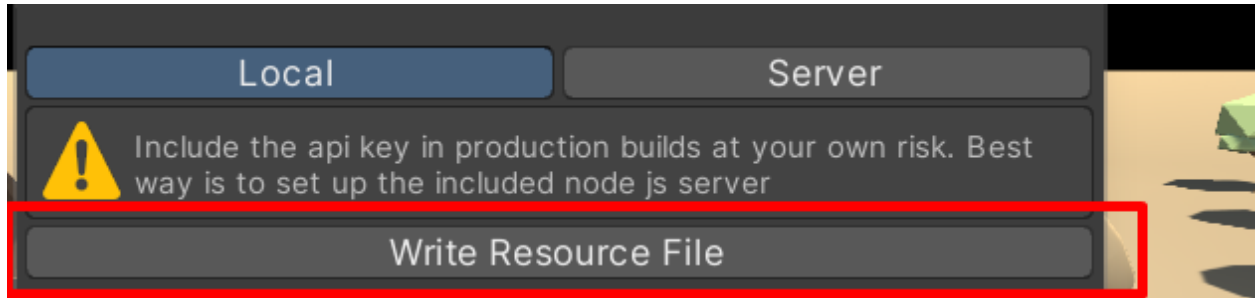1. Sign up to openai.com
2. Create an api key
3. Go to tools/chatGPT for games/install



4. Copy your api key to the text field, 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);
  }
```
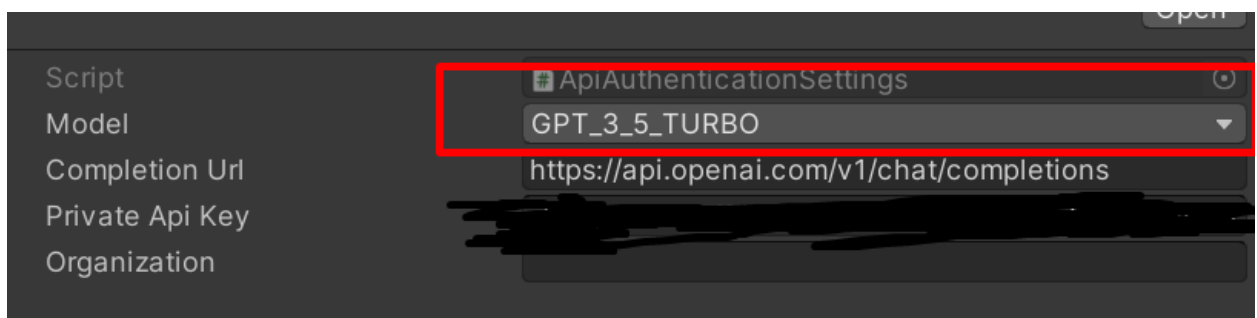
# Selecting a model

1. Go to your GPTAuth file
2. Select between GPT4 and GPT3.5.
   NOTE: GPT4 is not out yet. See this

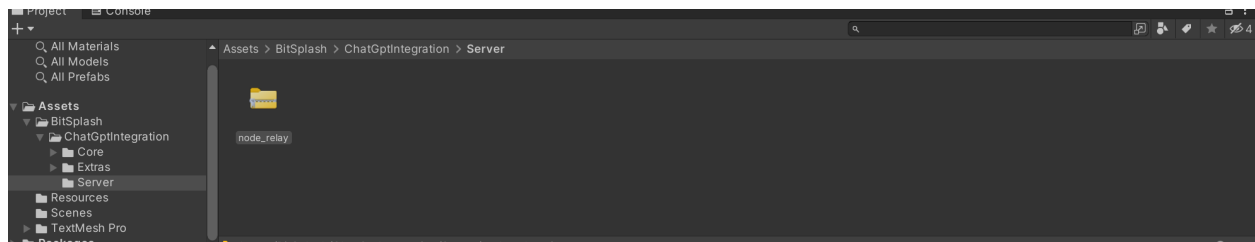| Script | #ApiAuthenticationSettings |
|---|---|
| Model | GPT_3_5_TURBO |
| Completion Url | https://api.openai.com/v1/chat/completions |
| Private Api Key | |
| Organization | |

# 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.
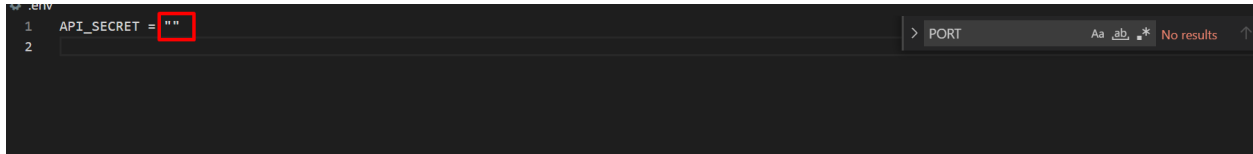
# To set up the server do the following:
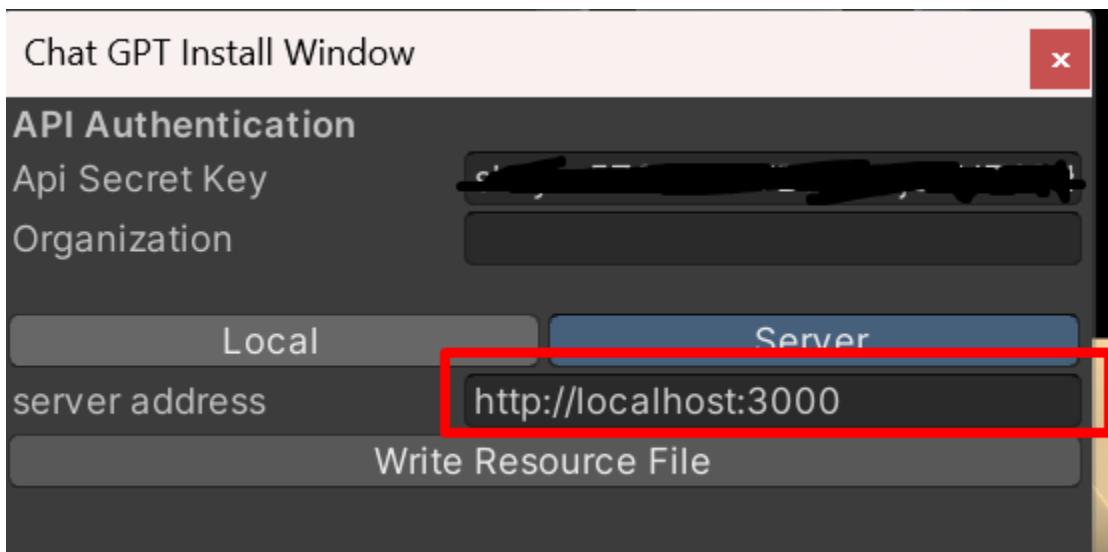1.the server project is located in the server folder:



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)