

# Discordity

## Introduction:

Discordity is the demo project for Unity integration with the Discord application for windows.

The plugin uses a compiled version of the discord-rpc.dll provided in this git repository:

<https://github.com/discordapp/discord-rpc>

“Rich Presence data should give others a clear understanding of what someone is doing so they can decide if they want to play together or not.”

The 3 main features of Rich Presence are:

1. Show interesting, unique, actionable data in a user’s profile
2. Allow friends to spectate each other’s games
3. Join a friend’s in-game party or server directly from Discord

The information that you must consider to send when an user is playing your game can be:

- What the player is currently doing
- How much time has elapsed or remains (if applicable)
- Their party state

## First Steps:

Login in <https://discordapp.com/developers/applications/me>

You need to create a new application, below are the instructions to setup the plugin.

### Note:

The plugin comes with an application id configured in the demo scenario so you can perform a quick test.

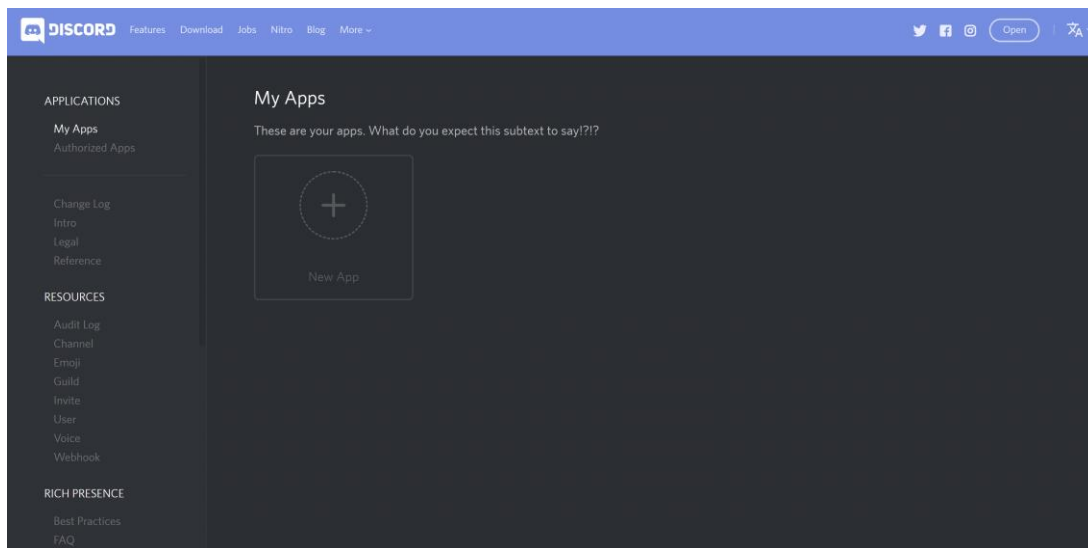


Figure 1 - Click on "New App"

A screenshot of the 'New App' form in the Discord web interface. The form is on a dark grey background. At the top left is the title 'New App'. To its right is a link: 'By creating an API application, you agree to the Discord [API Terms of Service](#)'. The form is divided into two main sections. The top section has two columns. The left column is titled 'APP NAME' and contains a text input field with the value 'testing-test'. Below the input field is a green underline and the text 'Something users will recognize and trust'. The right column is titled 'REDIRECT URI(S)' and contains a blue button labeled 'Add Redirect'. Below this button is a paragraph of text: 'You must specify at least one URI for authentication to work. If you pass a URI in an OAuth request, it must exactly match one of the URIs you enter here. [Learn more](#)'. The bottom section also has two columns. The left column is titled 'APP DESCRIPTION' and contains a large text area with the value 'whatever'. Below the text area is the text 'Maximum 400 characters'. The right column is titled 'APP ICON' and contains a large blue circular icon placeholder. Below the icon is a blue button labeled 'Remove'. At the bottom of the form are two buttons: 'Cancel' on the left and 'Create App' on the right.

Figure 2 - Complete the APP Name and click on "Create App" button.

REVIEWING: testing-test By creating an API application, you agree to the Discord [API Terms of Service](#)

**GREAT SUCCESS!**  
Your sweet new application has been created successfully!

APP DETAILS

Client ID: 411142292121059338

Client Secret: [click to reveal](#)

APP NAME \*

testing-test

Something users will recognize and trust

REDIRECT URI(S)

[Add Redirect](#)

You must specify at least one URI for authentication to work. If you pass a URI in an OAuth request, it must exactly match one of the URIs you enter here. [Learn more](#)

OAuth2 URL GENERATOR

[Generate OAuth2 URL](#)

Figure 3 - Save the Client ID.

## Unity Setup:

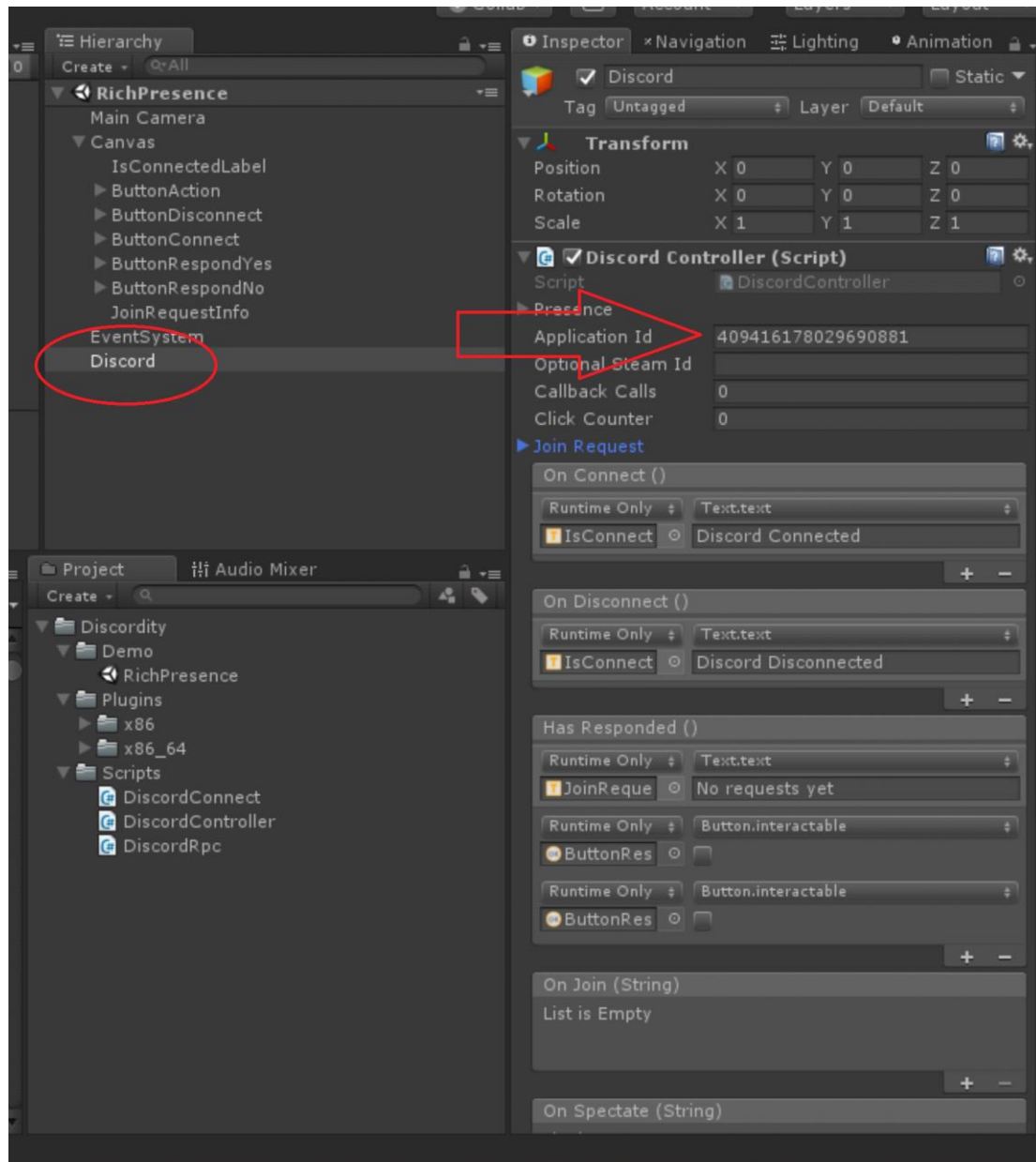


Figure 4 - Open the "RichPresence" scene. On the "Discord" GameObject set the Application ID.

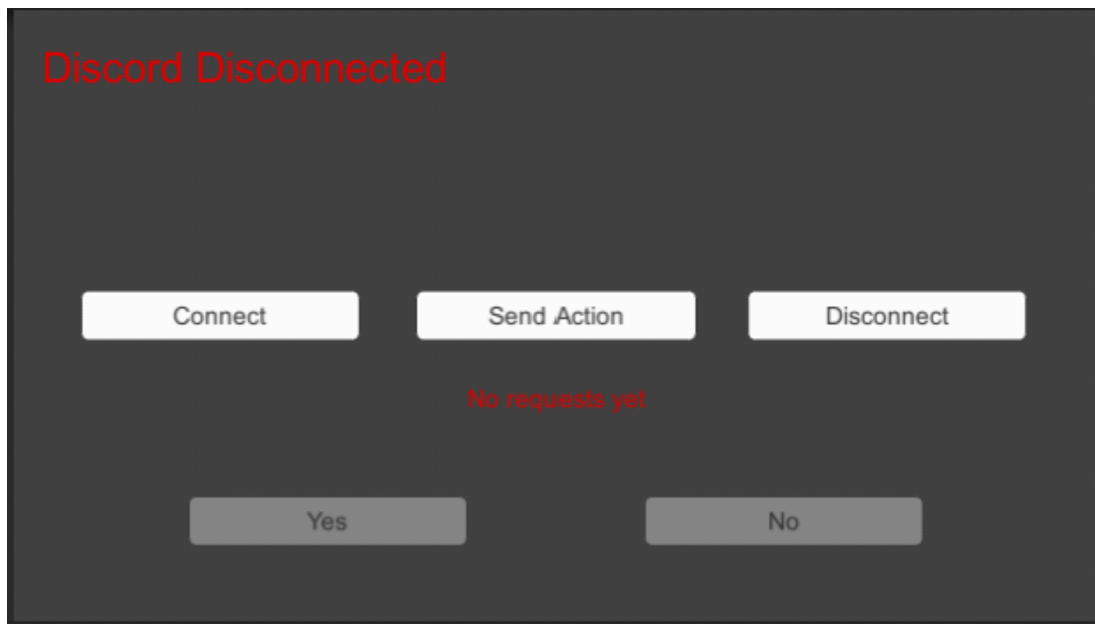


Figure 5 - This is the screen before you run the game. Note that the Discord status is "Disconnected".



Figure 6 - Once you run the game, the asset uses the discord-rpc.dll to connect to the local running Discord application. Note that the status changes to "Connected".

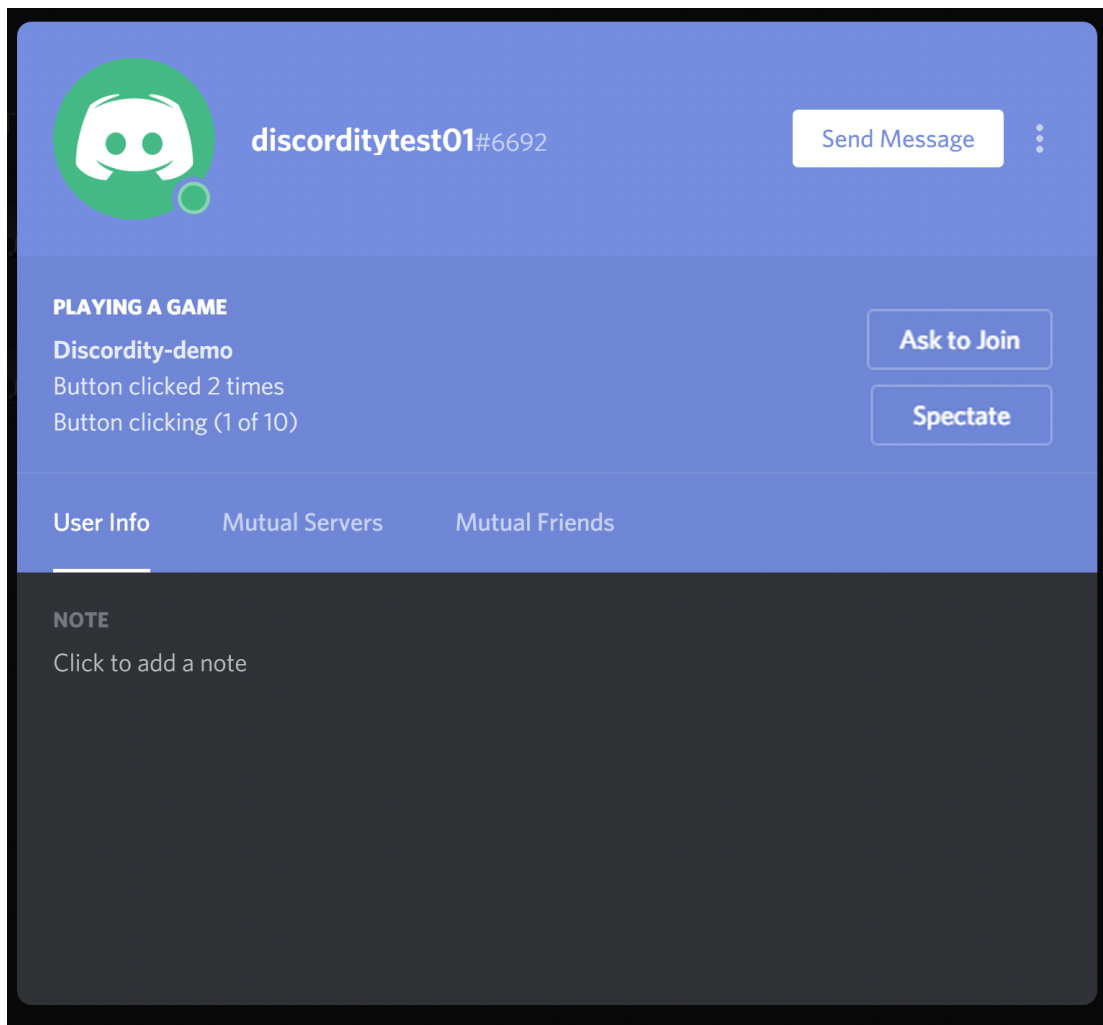


Figure 7 - Your Discord friends view of your profile. They can send you a "Join request" with the "Ask to Join" button.

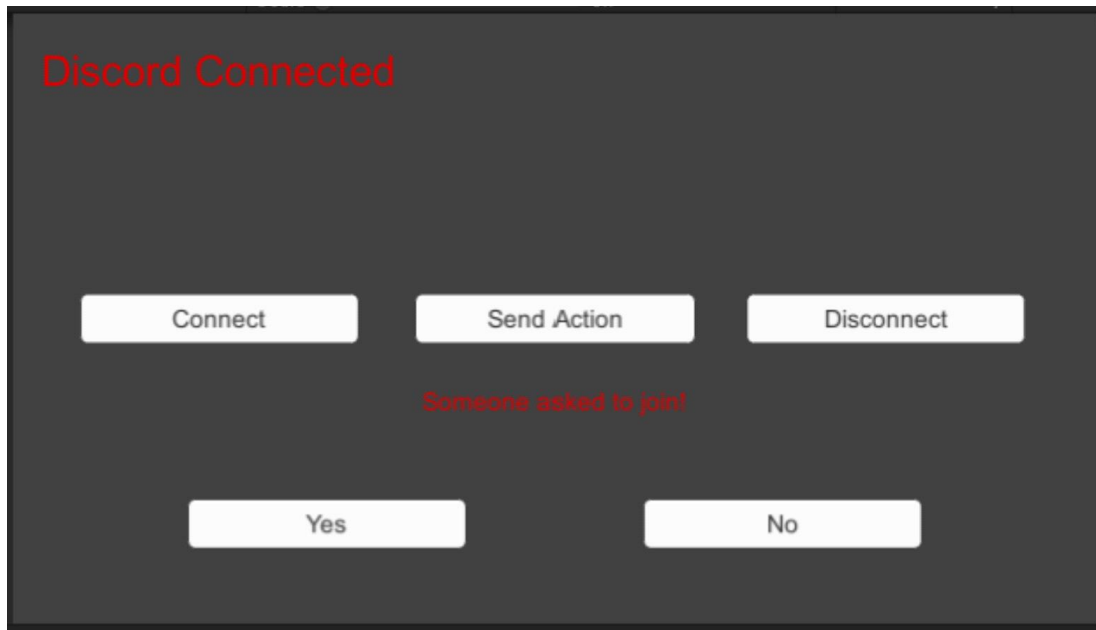


Figure 8 - When someone sends you a "Join request" the asset shows a message and enables the "Yes" or "No" buttons to interact with the request.

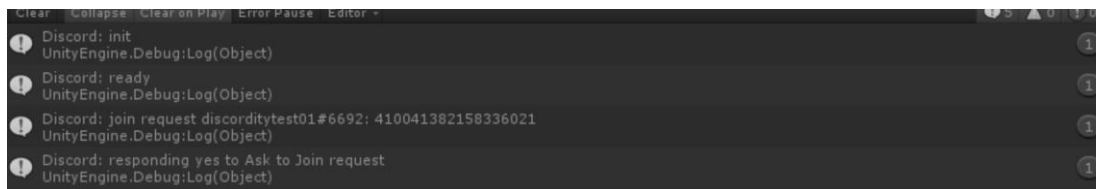


Figure 9 – The console output for this example.