Discord Webhooks Setup
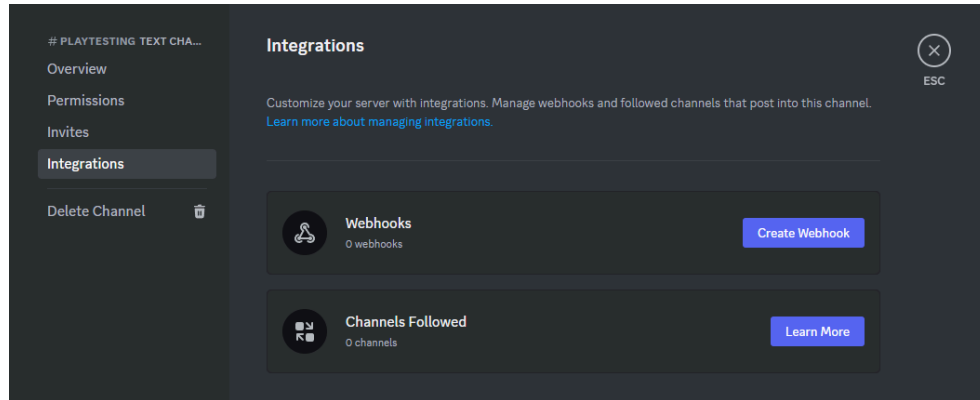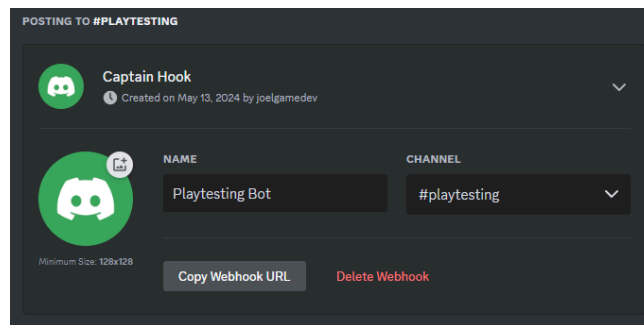
Step 1: Create a Webhook

Right-click on a Discord channel, then select **Edit Channel > Integrations > Create Webhook**.
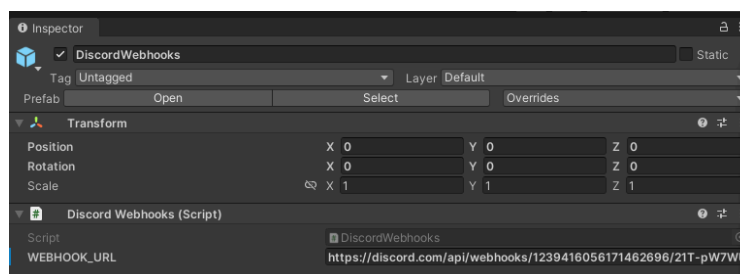

Step 2: Copy the Webhook URL

Click on the Webhook you just created, give it a more appropriate name (e.g. 'Playtesting Bot'), and Select **Copy Webhook URL**.

Step 3: Drag the 'Discord Webhooks' GameObject into a Scene

Drag the **DiscordWebhooks** GameObject into your scene. Go to the inspector and paste in the Webhook URL you copied in the previous step.

Step 4: Call a Webhook Method From Code

You can now call the Webhook methods from anywhere in your code (all of the methods can be found in the **DiscordWebhooks** script). Examples include:

1. DiscordWebhooks.SendMessage("This is a message from the game!");
2. DiscordWebhooks.SendScreenshot("This is an optional message!");

Congratulations, the webhook should now be working! Try it out for yourself.