

Asset Store Tools for Publisher in Unity Asset Store

 makaka.org/asset-store-tools-unity



Asset Store Tools is needed to upload, sale and support your products to the Unity Asset Store.

If you want your Unity Asset (or Unity Project) to be convenient and understandable for other people (clients or teammates), the following asset store tools will help you:

- Publisher Book;
- Publisher Window;
- Publisher Component.

Who needs Publisher Tools:

- Unity Asset Store Publisher;
- Unity Tutor;
- Teammate.

Whether you're a programmer, game designer, texture artist or 3D modeler, the Unity Asset Store is a great place to share and sell your creations with the growing Unity developer community!

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Asset Store Tools

Asset Store Tools will allow you to reach a whole new level of publishing:

- Your Brand is always in sight;
- Your Brand is always in touch;
- Important links are always available.

Pay attention to your competitors, but pay more attention to what you're doing.
Do more than others expect from you.

Publisher Window – Welcome Screen

Publisher Window is a **welcome screen** where the user can learn all the important information about the product (unity asset or project) and your company by visiting important links.

Welcome Screen is automatically opened when you import a new Unity Package or when you open Unity Project at the first time.



The asset is ready to design your own welcome screen:

- window title,
- header logo,
- links (titles, descriptions & icons),
- copyright info.

Links in Window by Default:

- [Documentation](#),
- [Support](#) (allow users to send an email),
- [All our Unity Assets](#),
- [YouTube channel](#),
- [Unity Connect](#),
- [Facebook Page](#),
- [VK page](#),
- [Instagram Page](#),
- [Twitter Page](#).

Changelog

Check the current version on [Asset Store](#).

The latest versions will be added as soon as possible.

1.5

Unity 2018.3 version.

1.4

Unity Connect (link).

1.3

- Unity 2018.1 version;
- “Paid Assets for Free” section in Inspector Info.

1.2

Inspector Info at Startup.

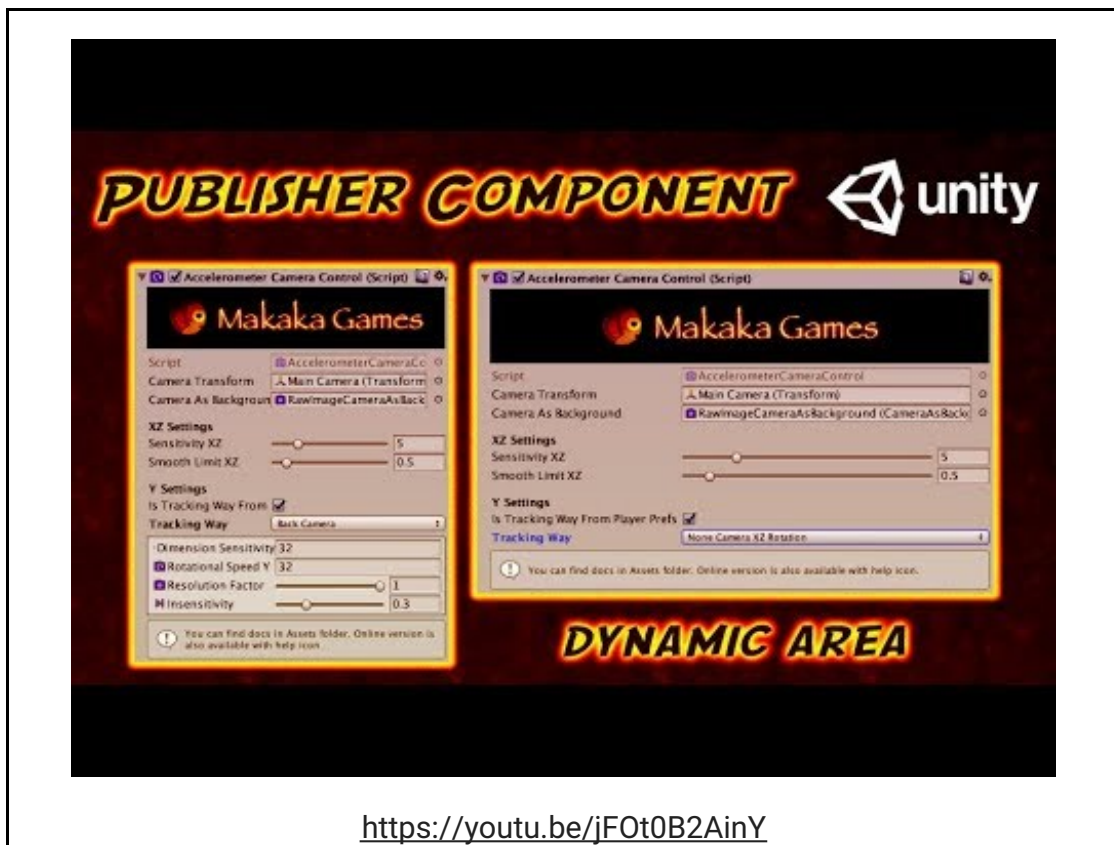
1.1

Unity 2017.3.1 version.

Publisher Component — Custom Editor

Publisher Component is a decoration for your script inspector.

Now your product will always look cool.



The asset is ready to design your own custom editor:

- Flexible Header;
- 38 icons for Property Field;
- Help Box;
- 5 strings of code – the simplest implementation (Header + Help Box).

Changelog

Check the current version on [Asset Store](#).

The latest versions will be added as soon as possible.

1.3

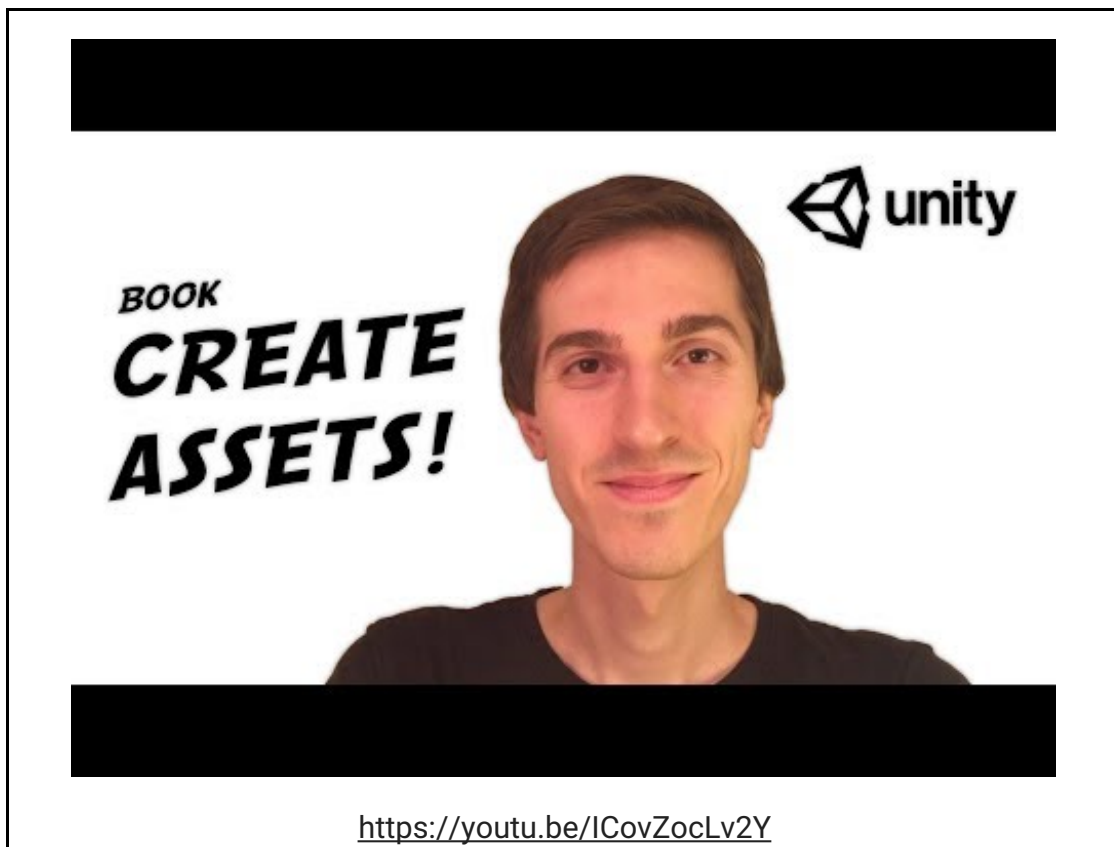
Unity 2018.3 version.

1.2

Unity 2018.1 version.

Publisher Book

Publisher Book ([How to Create & Sell Unity Assets?](#)) is about 4 years of experience, mistakes and success, nuances of business and helping people in solving their tasks. It is a detailed guide that tells you what and how to create and sell your products effectively.



Publisher Everyday Tools

This is a set of utilities that I use in almost every asset. For years of work in the Unity Asset Store, I have accumulated a lot of such scripts for every day.

Why? You can not put other people's Unity Assets in the package, even they are free. So if you want to use third-party Unity Assets then you need to write a manual, like: "How to import all third-party Unity Assets to make everything work".

Moreover, this approach is not always convenient. If you have a small task, it's easier to write your own script, than complement your product with additional instructions and third-party products.

Random Object Pooler

This is improved [Object Pooler script by Unity Technologies](#).

Features

- Prefabs Using:
 - Single (actual for Testing target prefab; None => Multiple),
 - Multiple;
- Generation order for Multiple Prefabs:
 - In random order,
 - In the right order;
- Event:
 - OnInitialized;
- Customizable pool parent & init pooled amount;

- Caching of Control Scripts (MonoBehaviour) for all pool members.

Support

First of all, [read the latest docs online](#).

If it didn't help, [get the support](#).