

spatial

A set of commands for managing and developing SpatialOS projects.

- Run this when you use a project for the first time:

```
spatial worker build
```

- Build workers for local deployment on Unity on macOS:

```
spatial worker build --target=development --target=Osx
```

- Build workers for local deployment on Unreal on Windows:

```
spatial worker build --target=local --target=Windows
```

- Deploy locally:

```
spatial local launch {{launch_config}} --snapshot={{snapshot_file}}
```

- Launch a local worker to connect to your local deployment:

```
spatial local worker launch {{worker_type}} {{launch_config}}
```

- Upload an assembly to use for cloud deployments:

```
spatial cloud upload {{assembly_name}}
```

- Launch a cloud deployment:

```
spatial cloud launch {{assembly_name}} {{launch_config}} {{deployment_name}}
```

- Clean worker directories:

```
spatial worker clean
```