

TMP_Searchable Extension by Smitesoft

Updating Asset Guide

Please Back-Up Your Project before Commencing

Warning: Updating the asset of any project on a particular TMP version, will update all projects assets that are using this same version. If you do not want this to happen, use a different TMP version in relation to your previous project.

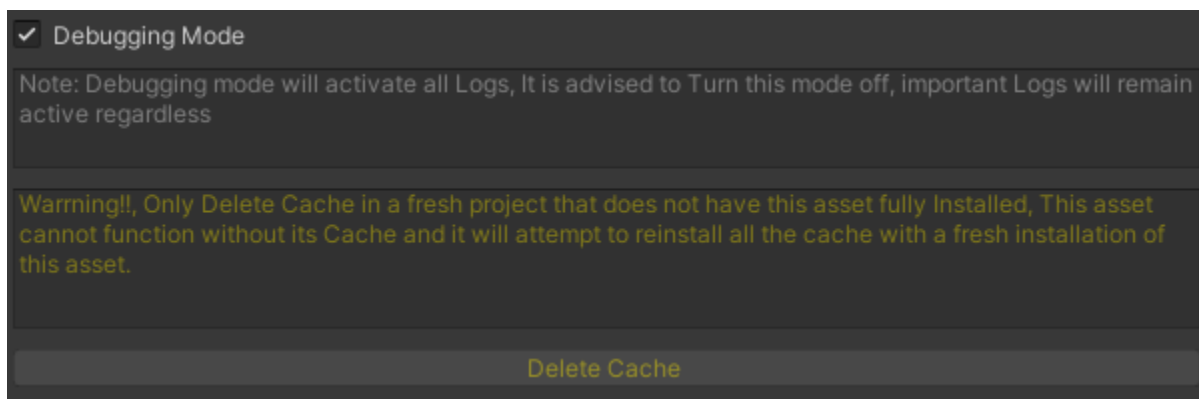
This Guide is solely for updating your TMP_Searchable Extension asset to a new released version.

[Video Guide Available](#)

If you have installed an older version of this asset on the current version of TMP that you wish to use this asset on, or if you simply want to update you current version of this asset in your project, please follow the steps below, on the other hand, if this is the first time you download this asset. Then close this guide and follow the “Full documentation” as this is the update guide and not the installation guide.

Scenario 1: Updating a project with updated TMP_Searchable Asset

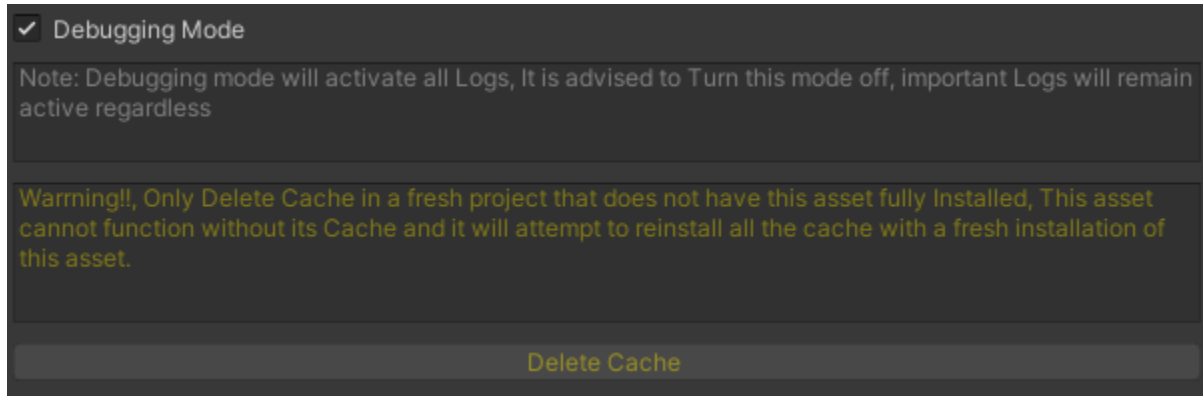
- Go to Project Manager and check installed TMP Version
- In your project that you wish to update, open Project window and delete TMPSearch (folder) from Assets/Smitesoft/TMPSearch. (this might produce some errors)
- Close this Project that you wish to update
- Open a new project (Temporary project) using the same unity version, open package manager and update TMP to the same version as your main Project of interest.
- Install/Import Autocomplete_dropdown (TMP_Searchable) updated Asset:
- Using installation Window that should automatically open (can also be opened from “tools”), enable debugging mode, followed by Deleting the Cache by using “Delete Cache” button.



- Next, Install the asset using the same window, when Installation is complete, close this Temporary project.
- Open your initial project of which you deleted the “TMPSearch folder” from previously.
- Import the updated asset from package manager
- Follow the installation Steps and you are done!

Scenario 2: Updating TMP_Searchable on a fresh Project

- All you have to do if you have a fresh project, is to run the Debugging Mode and “Delete Cache”. Then follow the normal installation steps.



Thank you for the Support

Contact Smitesoft:

[Discord](#)