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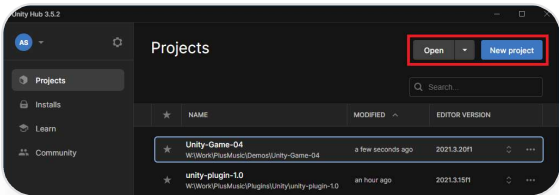
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# Unity: 1.0 - Setting up your development environment

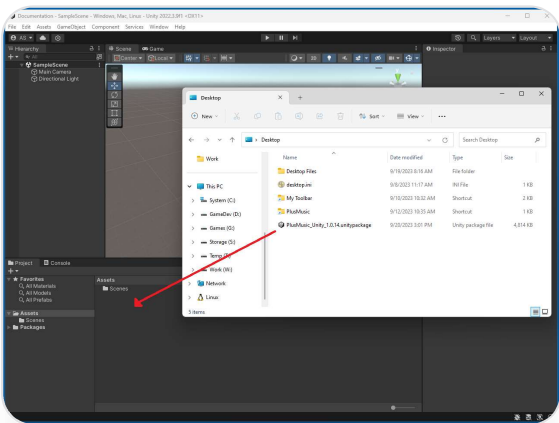
This article will walk you through the process of setting up your development environment for working with our API.

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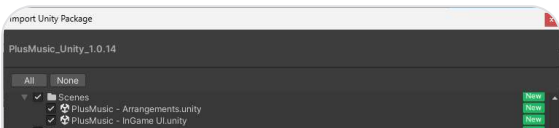
## Installing the plugin

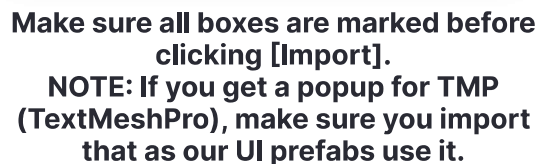


Open your game project or create a new one.



Drag and drop the PlusMusic Unity Plugin file from your file explorer into the Project > Assets folder.





**Go to Assets/PlusMusic/Resources and click on PlusMusicSettingSo. In the Inspector window, enter your PlusMusic Project ID and Authentication Token (see below). If you don't have a PlusMusic account yet, you can leave the fields empty to load the default project and its sample tracks to test the plugin.**



**The Project ID and Authentication Token can be found on the PlusMusic website in your Project Manager under "Song Info".**

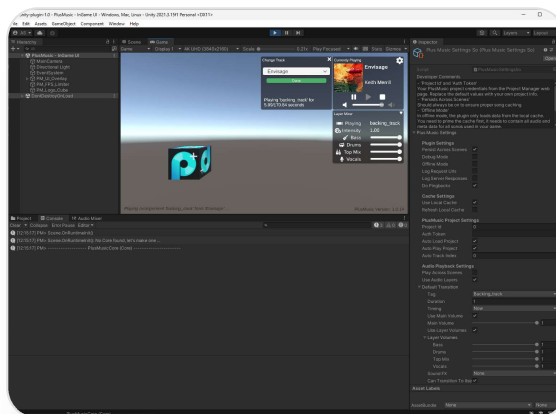
## Testing the Plugin

**Open one of the two supplied sample scenes from Assets/PlusMusic/Scenes/ and play them in the Editor.**

**You should see some PlusMusic related entries in the console log as the plugin starts and auto loads/plays the first song in your project (or the default project).**

**After a few seconds of loading time, you should hear the music playing.**

NOTE: Your game needs an "Input Manager" installed in order for the UI in our sample scenes to be interactable with the mouse.



**Use one of the provided sample scenes to test the plugin.**

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