

# PackageExporter

DOC VERSION 1.1.0 - JUN 2021

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## Introduction

Thank you for trying out the **PackageExporter** extension! We hope you enjoy using the product and that it makes your game development project a success.

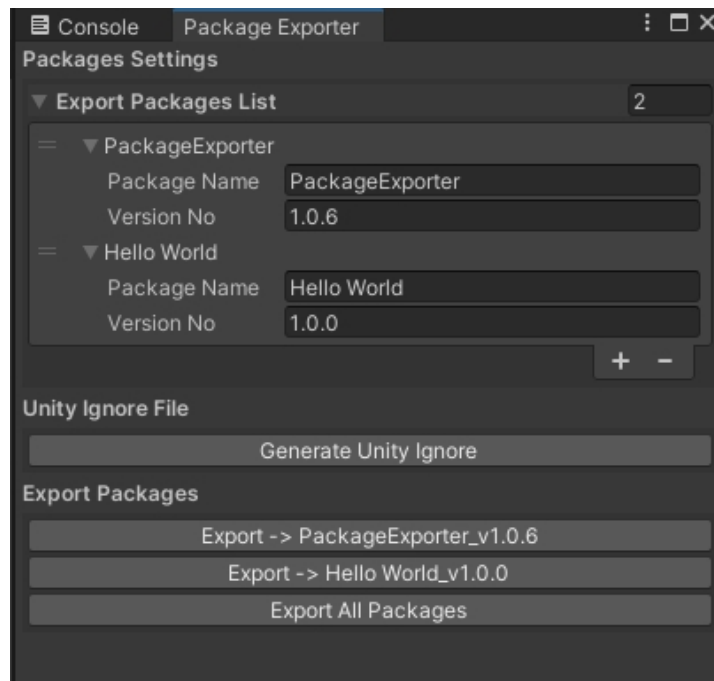
If you have any questions, please do not hesitate to contact us at [pixisoft.tw@gmail.com](mailto:pixisoft.tw@gmail.com), we will be glad to help you out.

Also, when you have a spare moment, please leave us a review on the Asset Store.

## Overview

Have you ever feel pain about exporting a package, and check/uncheck on assets repeatedly so you can export it correctly?

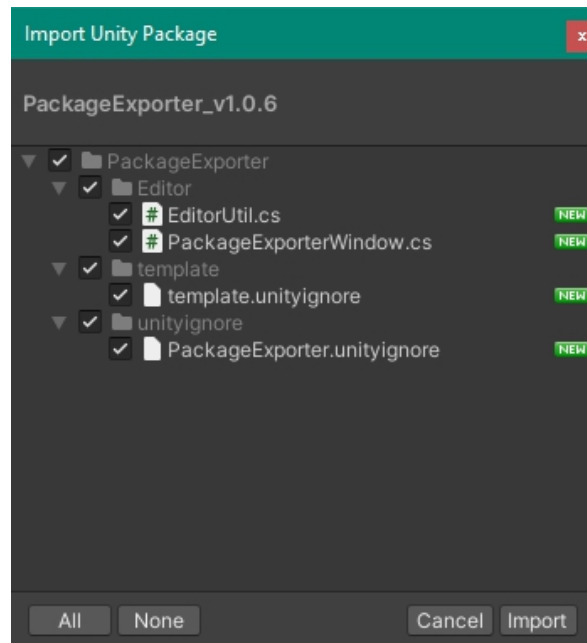
This extension simplifies the process of exporting packages by specifying rules inside a `PACKAGE_NAME.unityignore` file.



## Installing

**PackageExporter** is a standard Unity extension and should be installed like any other Unity package. Please drag the `PackageExporter.unpackage` into your current project. Or go to your Editor, **Assets** → **Import Package** → **Custom Package** and the browse to the `PackageExporter.unpackage` file.

When downloading from the Asset Store, then the Download Manager will automate the process for you.

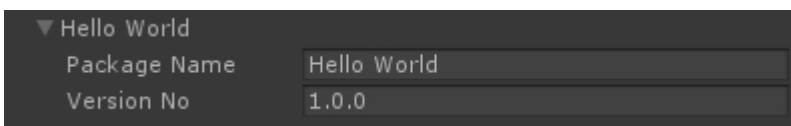


Once the Import dialog appears, click on the Import button.

## Usage

**Step 1.** Let's create a `Hello World` package! Open the window from menu bar **Window** → **Package Exporter**.

**Step 2.** Then fill in the package information inside `Export Package List`!



**Step 3.** Then click on the button `Generate Unity Ignore` if you have not create one! The generated `.unityignore` file is under directory **Assets/PackageExporter/unityignore/**.

**Step 4.** Now open the generated `Hello World.unityignore` file in any text editor! Then you should be able to use that file as an ignore file like `.gitignore`.

**Step 5.** After editing the `.unityignore` file. Just click on button `Export -> Hello World_v1.0.0` to export the package. If you have multiple package setup, you can also click on button `Export All Packages` instead!

## Upgrading

All version compatible code should be inside the package, so you would only need to overwrite the existing file for upgrading!

## Changelog

The Changelog is in the main repository, you can see all changes [here](#).