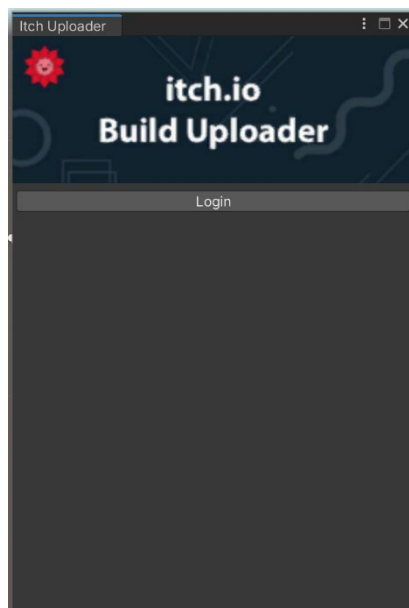


itch.io uploader

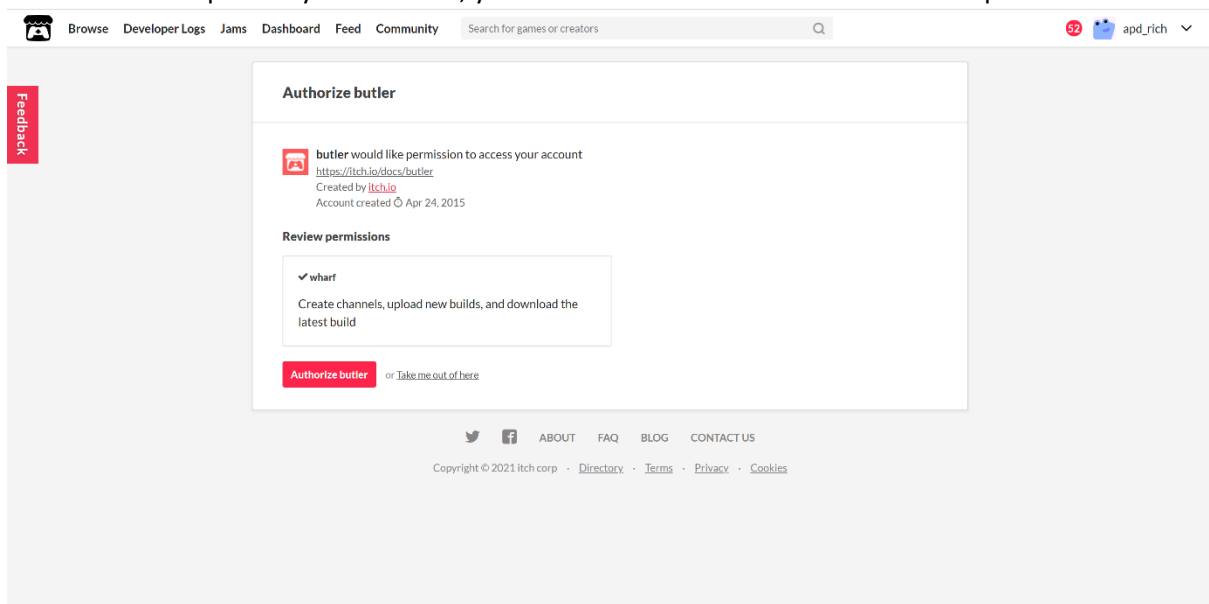
This simple and easy to use tool allows you to upload game builds directly to itch.io.

As a prerequisite: you must have an itch.io account and project setup plus Butler installed in for this tool to work.

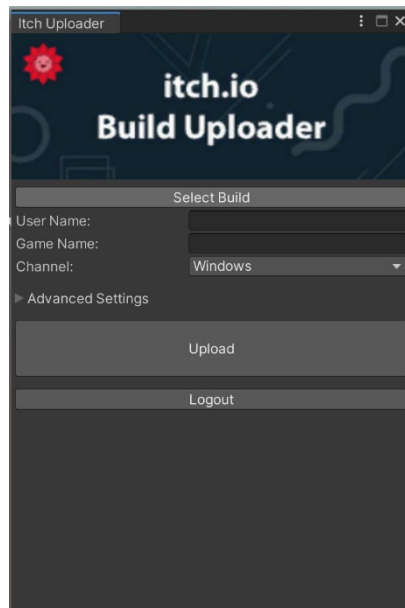
Step 1: Open the uploader window by navigating to **Tools -> APD -> Builds -> Itch Uploader**, you will be presented with the follow interface.



Step 2: In the window click on the Login button, you may be presented with the following authorization request in your browser, you must click Authorize butler in order to proceed.

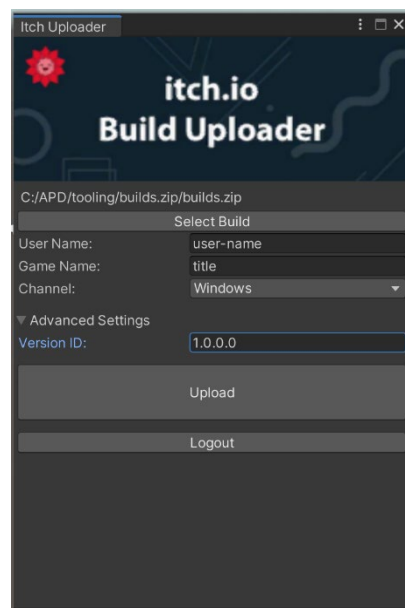


After authorizing butler you may close the browser window and return to Unity where the window will now be displaying the following upload form.



The screenshot shows the 'Itch Uploader' window. At the top, it has the 'itch.io Build Uploader' logo. Below the logo is a 'Select Build' button. Underneath, there are three input fields: 'User Name:', 'Game Name:', and 'Channel:'. The 'Channel:' dropdown menu is set to 'Windows'. Below these fields is an 'Advanced Settings' section with a right-pointing arrow. At the bottom of the form are two large buttons: 'Upload' and 'Logout'.

Step 3: Using the interface, select a file to upload (default to displaying zip files), enter your itch.io user-name, the project title and optionally open the Advance Settings field where you can set a version. The default upload channel will be Windows, you may change this as necessary.



This screenshot shows the same 'Itch Uploader' window, but with more information. At the top, a file path 'C:/APD/tooling/builds.zip/builds.zip' is displayed. The 'Select Build' button is still present. The 'User Name:' field now contains 'user-name', the 'Game Name:' field contains 'title', and the 'Channel:' dropdown is still 'Windows'. The 'Advanced Settings' section is now expanded, showing a 'Version ID:' field with the value '1.0.0.0'. The 'Upload' and 'Logout' buttons remain at the bottom.

Once you have filled in all of the required parameters click on the Upload button.

Step 4: Confirm that the upload was successful and then you may close the window.

