PLUSMUSIC

Dev Tools Home Page

Guides

Getting Started
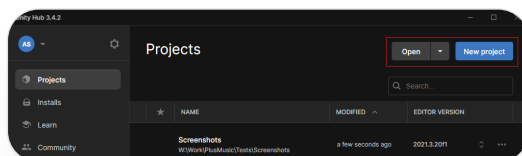
Basic Use

Advanced Use

Errors

PM > Article > *Getting Started*
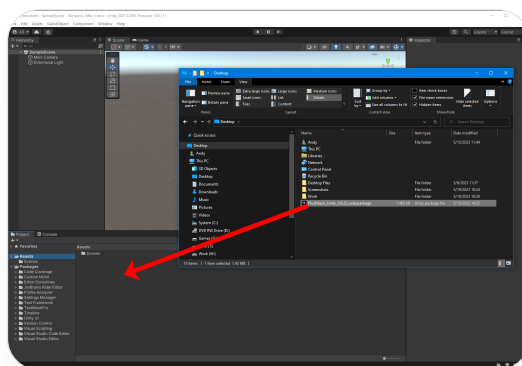
Unity: Setting up your development environment

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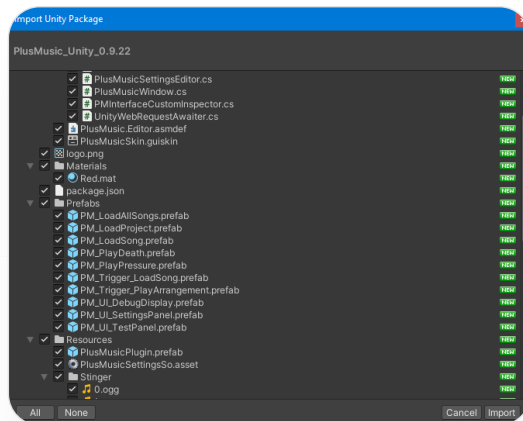
Installing | Configuration | Testing

Installing the plugin

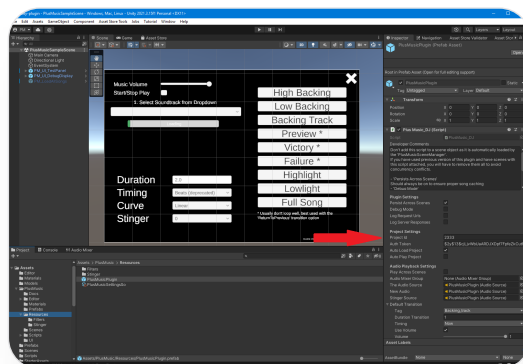**Open your game project or create a new one.**

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

**Make sure all boxes are marked
before clicking [Import].**

Configuring the Plugin

Go to Assets/PlusMusic/Resources
and click on the PlusMusicPlugin
prefab. 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 use the default project
and its sample soundtracks to test the
plugin.
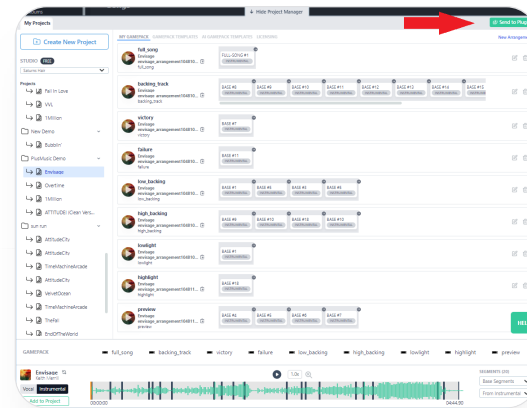
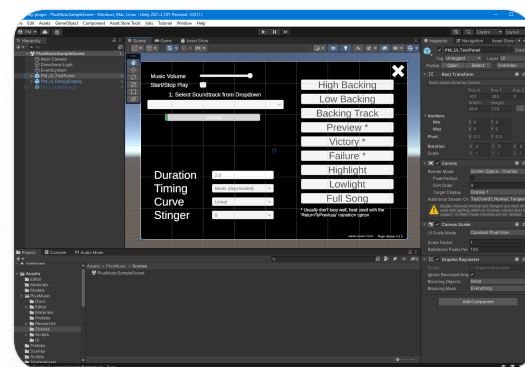**Both can be found on the PlusMusic website in your Project Manager under "Send to Plugin".**
NOTE: Make sure you received confirmation emails for all songs in your project before trying to load them in the plugin.

Testing the Plugin

Adding a simple background soundtrack to your scene

unity-adding-a-simple-background-soundtrack-to-your-scene

or alternatively

Use the provided *Assets/PlusMusic /Scenes/PlusMusicSampleScene* to test the plugin.

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