

# Unity Package

There is a Unity Package provided with UBuild that you can import directly into your project.

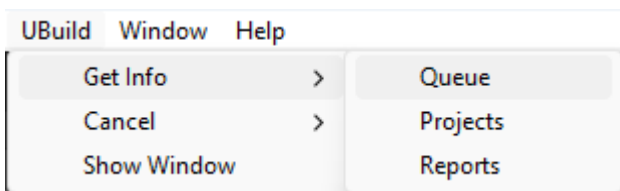
This package uses the UBuild API to remotely modify builds, add them to the queue and get *real-time* information from the UBuild app.

You can simply import the provided .unitypackage file into Unity and you will be able to remotely access UBuild from Unity!

Be sure to check "*UBuild/UBuildVariables.cs*" as you can change the access token and UBuild API endpoint here.

## Getting information

You can retrieve information from this package by using the "UBuild" menu item at the top of Unity.



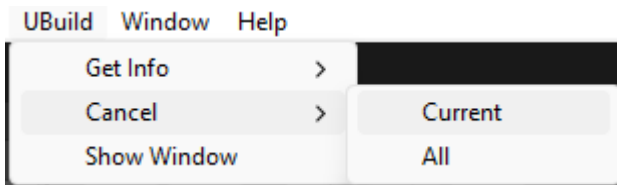
Here you can check:

- Currently queued builds: This will print each queued build into the Unity Editor console,
- Projects currently loaded: This will print each Project currently loaded in UBuild into the Unity Editor console.
- UBuild Reports: This will print each UBuild Report currently stored into the Unity Editor console.

## Sending information

You can send information to UBuild either by using the "UBuild" menu item at the top of Unity or by using the UBuild window.

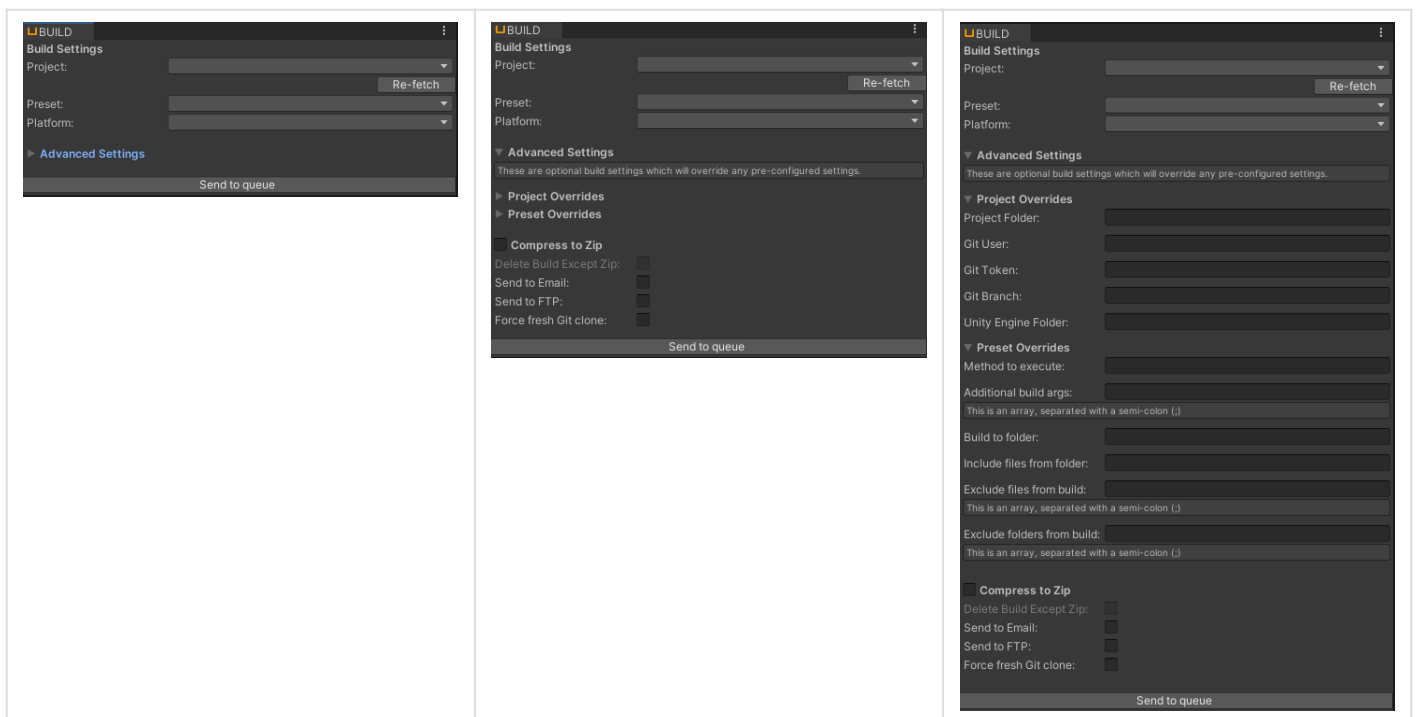
# Cancel menu



Here you can send a:

- Request to cancel the current build.
- Request to cancel all queued builds.

# UBuild Window



Here you can:

- Send a build to the queue.
- Remotely view all currently loaded projects/presets/platforms in the dropdowns.
- Change advanced settings like FTP upload, Email notification etc "on the fly".
- Set advanced build overrides before sending a build to the queue.

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