



# EASY PACKAGE MAKER

Create your own autonomous executable file in just a few clicks !

## User Manual

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# 1. Introduction

This tool is an application packer for Windows. It can be used to pack, compress, and auto execute an application within a folder in order to ease application sharing and hide internal details such as directory structure.

It can be used as well to easily brand the application you're packing with a splash screen, an icon, and fill up all necessary meta data. The resulting packed application can be locked with a password of your choice.

**Packing an application with EasyPackageMaker always results in a single .exe file !**

## 2. How to use

The application can be used as an autonomous application, or can work with Unity Pro to ease the process. Some functions may not be available without Unity Pro as they require some function only available in Unity Pro, but with or without Unity Pro you'll end up with the same result !

### With Unity Pro

If you own Unity Pro, you'll be able to pack your Windows build very easily. Hit **Tools / Easy Package Maker / Windows Build and Pack** in the menu bar, and fill all the details needed.

- Splash screen and icon are optional. If you decide not to fill up these fields, you'll have the default EasyPackageMaker icon and splash screen. We usually always want a splash screen to be displayed as it's the user feedback during the uncompressing process showing that the application is running. However, if your application is small enough (short launching time), and you don't want any splash screen to show, you might want to use the fully transparent splash screen available in the SplashScreen folder.
- Details are meta data available on the .exe file when right clicking it / Properties / Details on Windows.
- Password lock is also optional. If you set a password, it will be asked to the user on the splash screen step.
- The data you fill up in this window is saved on a project basis, which means that anytime you open up the window in this projet, your setup will be restored.

When all fields are filled, you can hit the **Build and Pack** button. The scenes you added and selected in your Build Setting will then be compiled in a temporary folder, and the standalone packer will be launched, pre filled with your setup.

Just hit **Pack**, select a destination folder, and you're good to go.

For more control with build options, you may want to use the manual approach described below.

## With Unity

Without Unity Pro, you'll have to build manually for Windows and launch the standalone packer using **Tools / Easy Package Maker / Start Packer Standalone**.

First step is to start a Windows build **to an empty folder**. Creating to an empty folder is a very important step as the packer will include everything in the root folder of the executable file produced by Unity in the package, even unused files that might be right next to it.

When your build is ready, start the standalone packer using **Tools / Easy Package Maker / Start Packer Standalone**. Select the folder where you built your application in the previous step. The executable file should be auto detected.

Fill up all the other details.

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When all fields are filled, just hit **Build**, select a destination folder, and you're good to go.

## 3. Restrictions

You need **.NET 2.0** to be installed on your machine. It should be the case if you're running Windows Vista or Windows 7.

You should not change the directory structure of the plug-in after importing it into Unity, as this may break some paths in the editor scripts. If this is needed, please check BuildMenu.cs and adapt the paths accordingly. Note that you can do this at your own risk. If you have any requests, see Support section below.

Currently, transparent or semi transparent splash screens are not allowed. Transparent areas will be replaced with a black background. If we receive enough requests for this feature, we will consider implementing it. The only transparent splash screen that will work is the one shipped with the plugin, because we detect it's a 1x1 pixel texture, and just hide the splash screen completely.

## 4. Support

Easy Package Maker is brand new, and it's very likely that it will be improved in a near future, depending on users feedback. That's why you're very welcome to send us improvement idea, bug reports, and feature requests at **[support@singleshade.com](mailto:support@singleshade.com)**