



itchworks

Unity – Itch App Integration
V1.0

USER GUIDE

Developed by

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Welcome

Itch.io is the go-to platform for indies looking to share their games with the gaming audience. Itch is a great platform, but it lacks in game integration.

itchworks hopes to remove that con from the pro-con list all together! Integrating this framework into your game is super simple with very short setup steps (which our documentation will walk you through).

From there you'll have access to numerous amounts of information about who is playing your game with very simple and easy to remember variables.

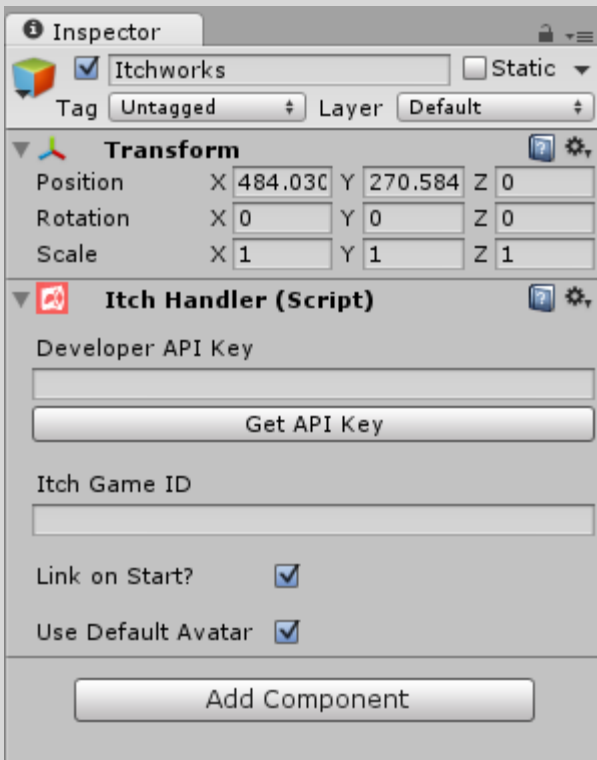
I'm glad you've decided to use itchworks for your game and I hope that it serves you well. If you have any problems, suggestion, concerns or even just feedback please feel free to connect us at fishagon@yahoo.com so that we may support you as much as we can.

itchworks supports Unity 5.0+.

Thank you for using *itchworks*!

Setting Up itchworks in Your Project

To begin integrating itchworks into your project create an “Empty GameObject” in your opening scene and then attach the “ItchHandler.cs” script to the object. If done correctly your inspector should look like this:



The next step will be putting your Itch API Key into the API Key field. If you don't know where to find that you can click the “Get API Key” button which will bring you to the following page

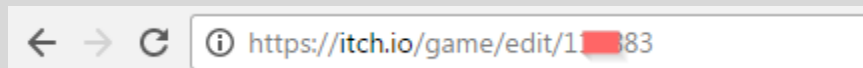
Your API keys:

API key	Source	Created at	
2e26dfxG...	View	web	1 day ago Revoke
E4JZME4Q...	View	wharf	21 days ago Revoke
Fi8RY17Z...	View	desktop	292 days ago Revoke

[Generate new API key](#)

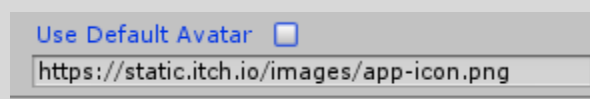
If you don't have a source:web API key then click the Generate button. Once you've located the key, click the “View” button and copy the key. Then return into Unity and paste the API Key into the Developer API Key field.

Next you'll need to fill in the Itch Game ID field. This one is located in the Itch Dashboard when editing a game. Go to your Itch Dashboard and click on your game's “Edit” button. Then in the edit page url, the ending of the url is a series of numbers. That's your Game ID.



Below that is a bool “Link on Start?” if this is enabled then as soon as your game's opening scene loads, itchworks will begin to pull information about the user's itch account. You can enable this now or initiate itchworks later on when it's needed. Such as if you only want to use integration for multiplayer in your game, you won't need to call itchworks until your player enters the multiplayer section.

Below that is the “Use Default Avatar” bool. When itchworks gathers information about the player it streams their Itch Profile Picture, however sometimes users haven't uploaded a profile picture to their account. In those cases, itchworks will use a default avatar. If this bool is enabled then the default avatar will be the itch app logo, and if disabled it'll bring up a URL field as seen in the image below. Feel free to make your own unique default avatar and upload it to a file hosting site such as imgur.com.



If you've gotten this far you now have itchworks setup in your project. Next we'll talk about using the functions of itchworks!

Using itchworks

All itchworks related functions can only be accessed via the Itchworks namespace, so remember to add it to your script dependencies with “using Itchworks;”.

```
ItchAccount.LinkItch ();
```

- It’s important to remember that the first itchworks function that has to be called is LinkItch() otherwise all other functions will fail and cause errors. If you have “Link on Start” enabled however, this function will be called on ItchHandler.cs’ Awake(). This function is what initializes all the itch user information.

```
while (ItchHandler.singleton.isPopulated == false) {  
    yield return null;  
}
```

- Itchworks is interfacing with itch.io’s servers and therefore isn’t as instant as one would hope. Therefore, for best results you should do an IEnumerator (or similar) to wait until ItchInfo finishes populating. This can be done by checking ItchHandler’s isPopulated bool.

```
ItchDRM.Setup ();
```

- A big concern for developers on using itch is that someone will buy their game and then share the files with others. There was completely no DRM to stop them. However, if you’d like to lock your game behind DRM or even lock just specific sections of your game (such as multiplayer) then begin by calling this function AFTER ItchHandler’s isPopulated equals true.

Itchworks API

ItchAccount.LinkItch()	Initializes itchworks and populates the handler with the player’s itch information
ItchHandler.singleton.isPopulated	Bool = Equals true when ItchAccount finishes initializing the player’s itch account information into the handler
ItchAccount.GetUsername()	Returns string = Player’s Itch Display Name (if their Itch Display Name == Null, uses UserName)
ItchAccount.GetAccountID()	Returns int = Player’s Itch Account ID
ItchAccount.GetAvatarSprite()	Returns Sprite = Player’s Itch Profile Picture (if their profile picture == Null, uses default avatar)
ItchAccount.GetAvatarTexture()	Returns Texture2D = Player’s Itch Profile Picture (if their profile picture == Null, uses default avatar)
ItchAccount.isPress()	Returns bool = the Press Member status of the user’s itch account
ItchDRM.Setup()	Initializes itchworks’ DRM features
ItchDRM.isVerified()	Returns bool = true if the player’s itch account has purchased your game (always returns false on free games)
ItchDRM.isItchApp()	Returns bool = true if the player is using the Itch App and false if not (doesn’t require Setup() to be called)

Before You Upload to Itch: App Manifest Creation

This is a very important step of integrating itchworks. If you skip this, nothing will work.

Step 1: Open Notepad.exe (or an equivalent text editor that allows encoding options).

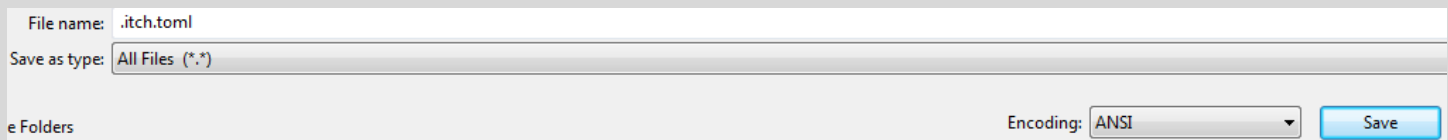
Step 2: Build “Play” Action, type the following into the file replacing Game with the name of your executable.

```
[[actions]]
name = "Play"
path = "Itchworks.exe"
scope = "profile.me"
```

Step 2.5 (Optional): You can also create actions to direct to URLs, such as your website.

```
[[actions]]
name = "Website"
path = "https://fishagon.itch.io/itchworks"
```

Step 3: Go to File > Save As then change the name to “.itch.toml” exactly like that.



Step 4: Make sure “Save as type” is set to “All Files” and Encoding to “ANSI”.

Step 5: Save.

Step 6: Place in your build directory.

 Itchworks_Data	1/28/2017 11:35 AM	File folder	
 .itch.toml	1/28/2017 1:30 PM	TOML File	1 KB
 Itchworks.exe	1/28/2017 11:34 AM	Application	15,285 KB

Step 7: Zip all 3 up and upload to Itch!

Thanks Again

Again, I cannot thank you enough for purchasing itchworks. I hope this will become the go-to Unity-Itch Integration and will continue developing this asset as long as there are features people request.

If you have ANY request please send them to fishagon@yahoo.com and I will see about implementing them as soon as I can, no request is too small.

Currently Planned Updates

- Itch Login (w/o Itch App) – **TOP PRIORITY**
 - Forcing players to use the Itch App in order to use these features is very limiting. I'm currently talking to Itch about the possibility of getting the ability, but at the moment there are not any possible ways to do so.
 - WorkAround? If you're not forcing DRM, then I recommend not only do you integrate itchworks for the app users, but have a replacement system in which users can also edit the values (such as in-game name).