

SPATIALOS: UNITY DEPLOYMENT CHEATSHEET

This applies to SpatialOS 11.0+

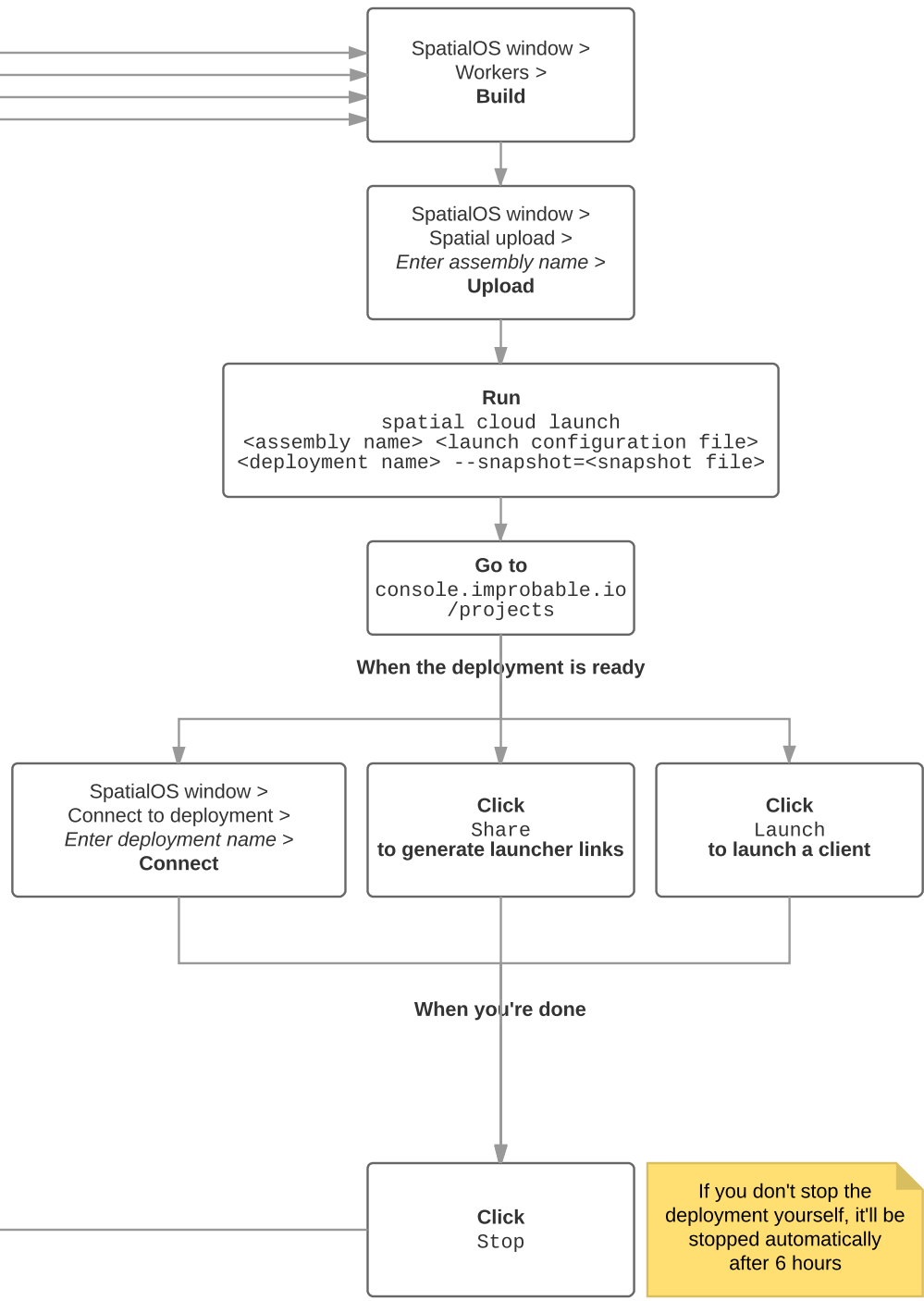
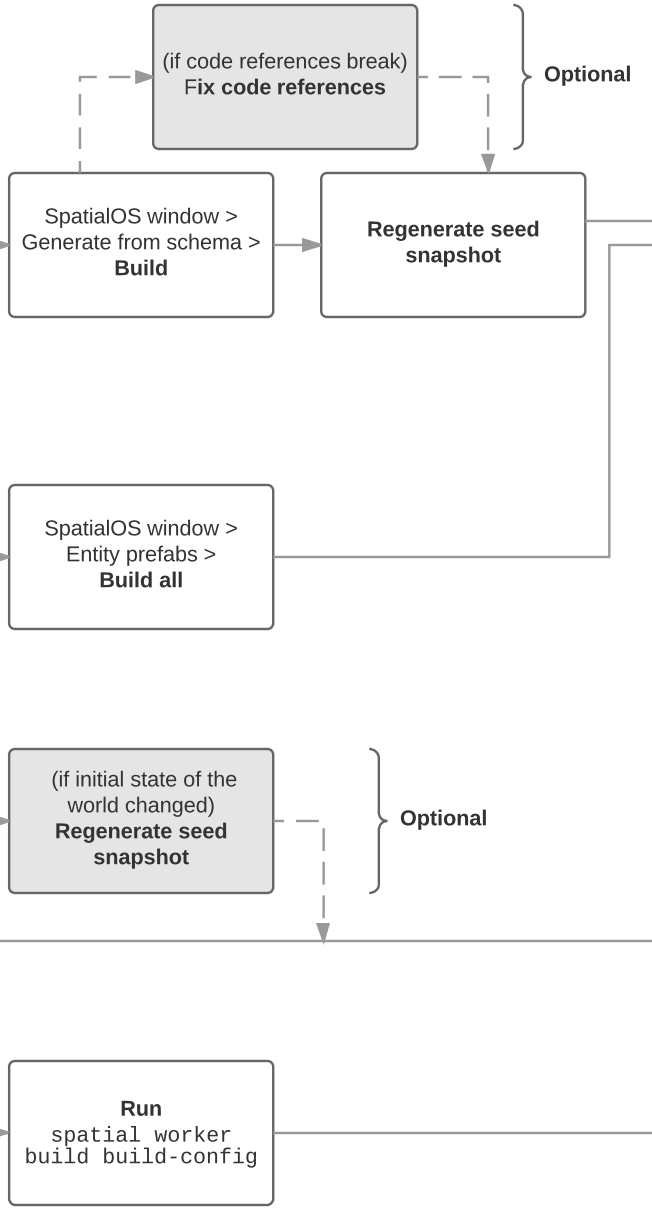
Build MAKE SURE YOU SET THESE!

Deployment

- UnityClient
- UnityWorker

What changed?

- Schema**
For example, if you:
 - added a component
 - edited a component
- Unity prefab**
For example, if you:
 - added a component to a prefab
 - removed a component from a prefab
- Unity code**
- Worker configuration (ie, *.worker.json)**



If you don't stop the deployment yourself, it'll be stopped automatically after 6 hours