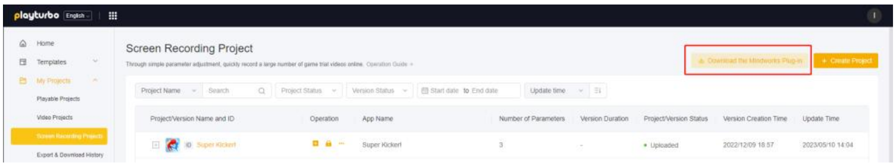
Mindworks Plugin Guide

Part 1：Installation

1. Download Plugin

- Enter the Screen Recording Project page of PlayturboEnter the Screen Recording Project page of Playturbo
- Click the [Download the Mindworks Plug-in] button Click the [Download the Mindworks Plug-in] button



Screen Recording Project

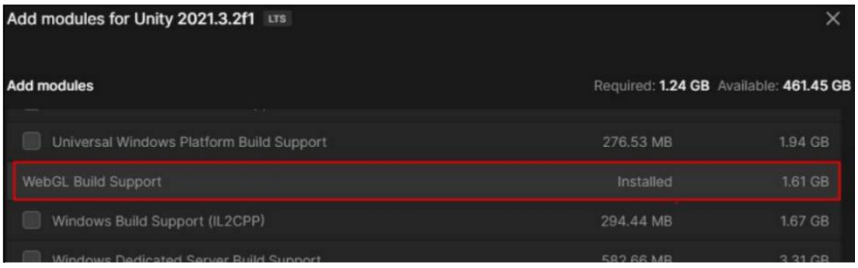
Through simple parameter adjustment, quickly record a large number of game trial videos online. Operation Guide >

Project/Version Name and ID	Operation	App Name	Number of Parameters	Version Duration	Project/Version Status	Version Creation Time	Update Time
ID Super Kickerl		Super Kickerl	3	-	• Uploaded	2022/12/09 18:57	2023/05/10 14:04

2. Install the Plugin

Please follow step-by-step instructions when installing Mindworks Plugin into a new or existing Unity project.

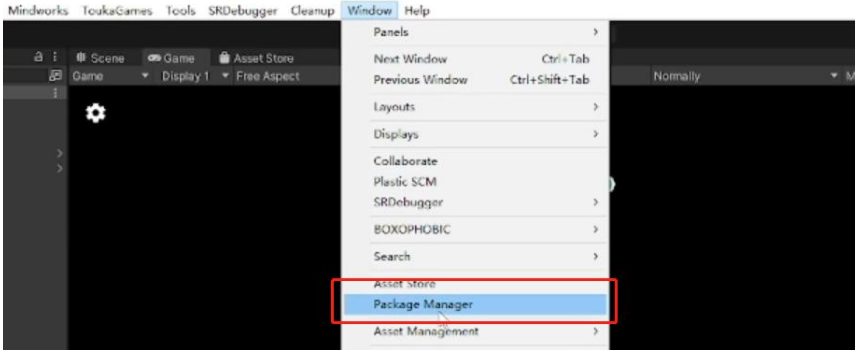
1）Unity needs to install the WebGL Build Support module


Add modules for Unity 2021.3.2f1 LTS

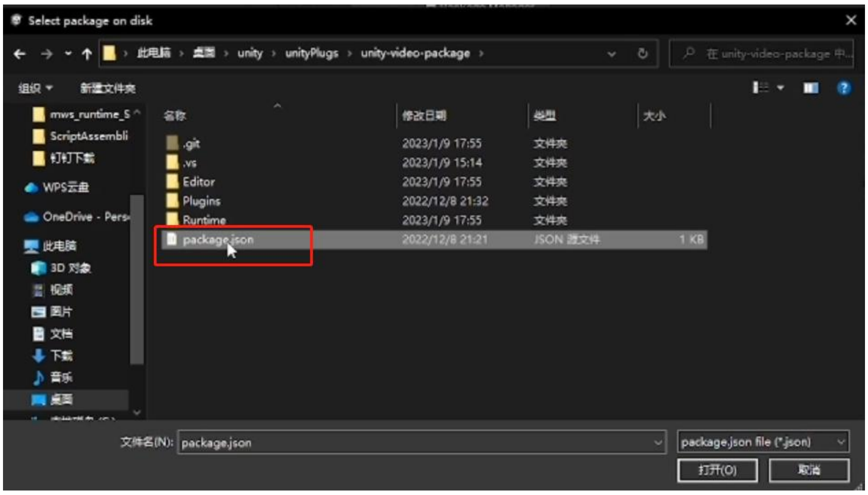
Add modules — Required: 1.24 GB Available: 461.45 GB

□ Universal Windows Platform Build Support	276.53 MB	1.94 GB
WebGL Build Support	Installed	1.61 GB
□ Windows Build Support (IL2CPP)	294.44 MB	1.67 GB
□ Windows Dedicated Server Build Support	582.66 MB	3.31 GB

2）Open Package Manager UI by navigating to Window > Package Manager in main Unity menu



3）In Package Manager UI, hit "+" button located in lower left part of the window, choose "Add package from disk" and select <package.json> from scripts folder you unzipped



名称	修改日期	类型	大小
.git	2023/1/9 17:55	文件夹	
.vs	2023/1/9 15:14	文件夹	
Editor	2023/1/9 17:55	文件夹	
Plugins	2022/12/8 21:32	文件夹	
Runtime	2023/1/9 17:55	文件夹	
package.json	2022/12/8 21:21	JSON 源文件	1 KB

文件名(N): package.json

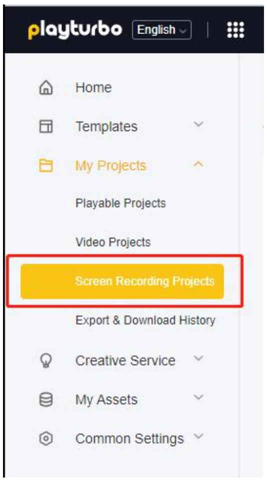
package.json file (*.json)

Part 2： Parameters Configuration

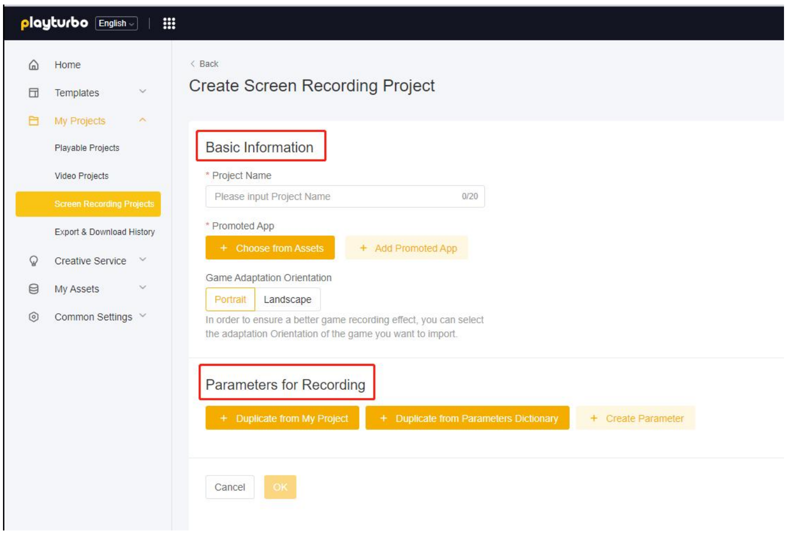
1. @Designer Create the project

- @Designer needs to create the project and fill out the parameter demand first.

1）Open the Playturbo login page: *https://playturbo.mindworks-creative.com* in your browser (Google Chrome recommended for better experience). And log in to your own subscription account, click to enter the [Screen Recording Project] tool



2）you can see the [Create New Project] button in the upper right corner. Enter "Basic Information" and "Screen Recording Parameters" to complete the creation.

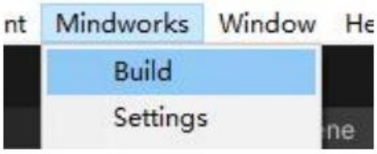

playturbo
English
Home
Templates
My Projects
Playable Projects
Video Projects
Screen Recording Projects
Export & Download History
Creative Service
My Assets
Common Settings
Back
Create Screen Recording Project
Basic Information
* Project Name
Please input Project Name
0/20
* Promoted App
+ Choose from Assets
+ Add Promoted App
Game Adaptation Orientation
Portrait
Landscape
In order to ensure a better game recording effect, you can select the adaptation Orientation of the game you want to import.
Parameters for Recording
+ Duplicate from My Project
+ Duplicate from Parameters Dictionary
+ Create Parameter
Cancel
OK

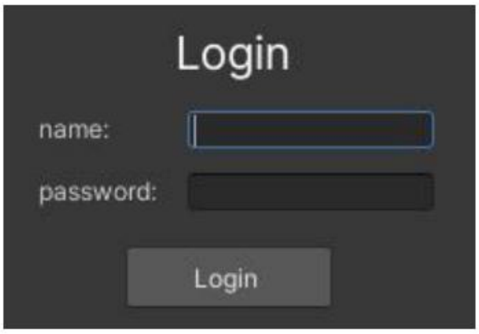
2. @Engineer　Configure the parameters

- @Engineer needs to configure the parameters wrote by @Designer in Unity software.

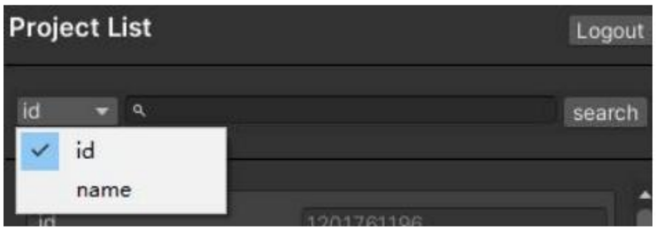
1）If this is the first time you open the Mindworks plugin, you will need to Log in to your Playturbo account.

Click on Mindworks > Bulid on the upper bar and input Playturbo Username and Password to log.

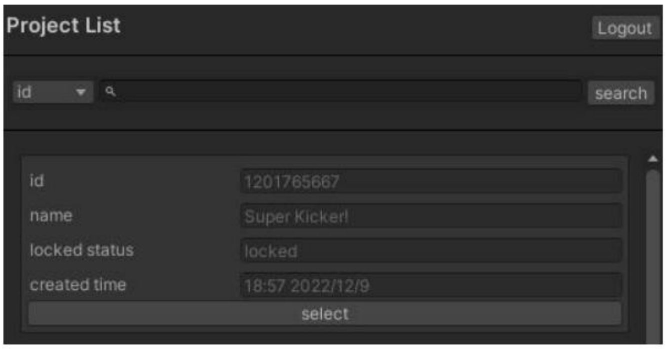




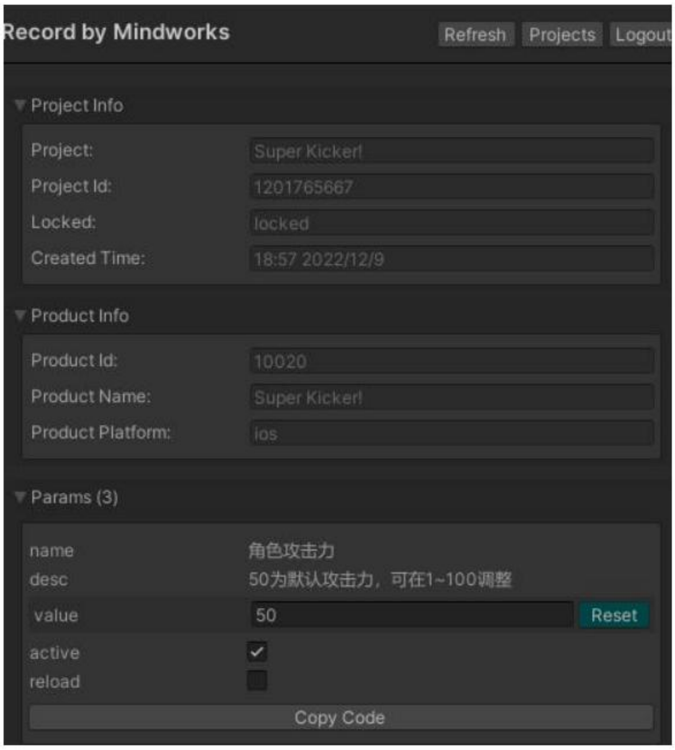
*Search Info： Enter Project ID or Project name can search for the project you are looking for.



2）After completing the previous step, the corresponding project will display in the <Project List> of the plug-in, click [select] to enter the Build interface, you can see the project information (Project Info), product information (App Info), and your preset Parameter information (Params)



id 1201765667
name Super Kicker!
locked status locked
created time 18:57 2022/12/9



▼ Project Info

Project: Super Kicker!
Project Id: 1201765667
Locked: locked
Created Time: 18:57 2022/12/9

▼ Product Info

Product Id: 10020
Product Name: Super Kicker!
Product Platform: ios

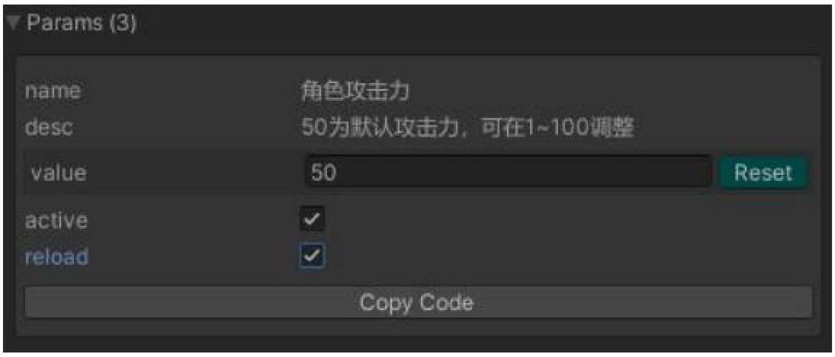
▼ Params (3)

name 角色攻击力
desc 50为默认攻击力，可在1~100调整
value 50
active ☑
reload □

3）Customized Parameter
The types of parameters include Radio Button, Checkbox, Radio
Drop-Down,Multi-Select Drop-Down and Value. You can select the [Copy Code]

button corresponding to the parameter on the Build interface to obtain and add the codes in the game. Game content will display differently according to the selected parameter.
such as: MWRuntime.getCfgValue<double>("Character Attack Power")

4）Bulid interface includes the following info:
① [name]：Name of the parameter
② [desc]：Description of the parameter
③ [value]：Value of the parameter
④ [active] checkbox：After paste and embed the parameter code into your Unity project, click [Active] to activate the parameter, in the meanwhile the parameter will be updated to Playturbo <screen recording project> page online.
⑤ [reload] check box：If this box is checked, the gameplay will reload from the beginning after you adjust the parameter every time.

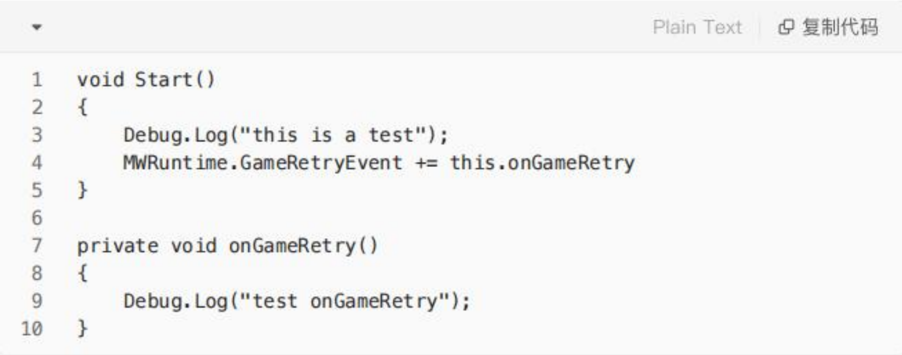


Params (3)

name	角色攻击力
desc	50为默认攻击力，可在1~100调整
value	50 Reset
active	☑
reload	☑

Copy Code

5）Reload
5-1）If you check the reload box, then the gameplay will reload every time whenever you edit the parameter.
a. It is default to reload start from scene1
b. If you don’t want to reload from scene1, you can use<MWRuntime.GameRetryEvent += this.onGameRetry> to monito, and use<onGameRetry>to set the which scene to start and reload, refer to the example below:



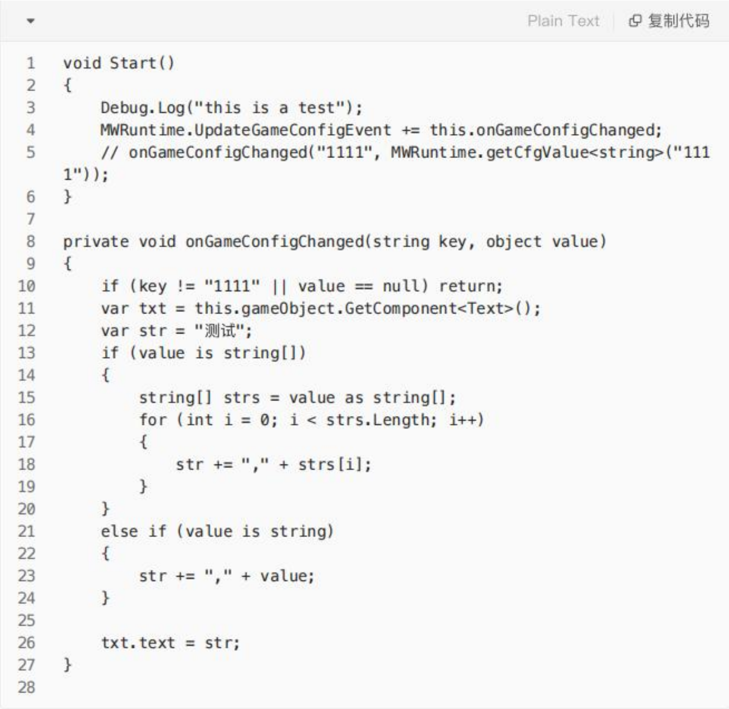
```
void Start()
{
    Debug.Log("this is a test");
    MWRuntime.GameRetryEvent += this.onGameRetry
}

private void onGameRetry()
{
    Debug.Log("test onGameRetry");
}
```

5-2）If you prefer not to reload the gameplay every time you edit the parameter code, and you still want the parameter can update in real time, please refer to the following solutions:

(For example, when preparing to record a video, there is already a part of the game progress. At this time, if you need to change the skin of character A to character B, but you don’ t want the current game to refresh and reset the game progress, you can do this set up.)

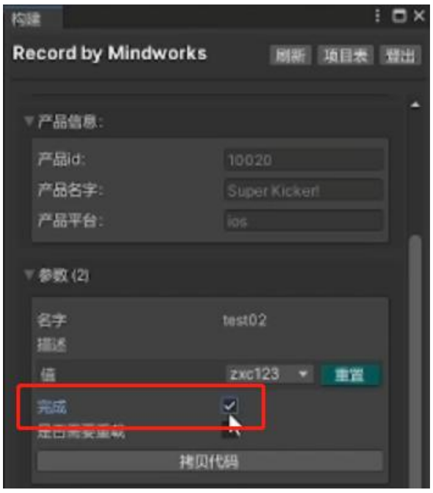
a. Receive parameter changes immediately with the <update> session

b. Or you can receive feedback by adding <onGameConfigChanged> to <MWRuntime.UpdateGameConfigEvent += this.onGameConfigChanged>, you will receive feedback whenever there is a change of the parameter, refer to the example below:



```
void Start()
{
    Debug.Log("this is a test");
    MWRuntime.UpdateGameConfigEvent += this.onGameConfigChanged;
    // onGameConfigChanged("1111", MWRuntime.getCfgValue<string>("1111"));
}

private void onGameConfigChanged(string key, object value)
{
    if (key != "1111" || value == null) return;
    var txt = this.gameObject.GetComponent<Text>();
    var str = "测试";
    if (value is string[])
    {
        string[] strs = value as string[];
        for (int i = 0; i < strs.Length; i++)
        {
            str += "," + strs[i];
        }
    }
    else if (value is string)
    {
        str += "," + value;
    }

    txt.text = str;
}

```

6）Paste to embed the parameter code into your Unity project, after completing the parameter setting, click [Active] to activate the parameter.



产品信息:

产品id: 10020

产品名字: Super Kicker!

产品平台: ios

参数 (2)

名字 test02

描述

值 zxc123

完成 ☑

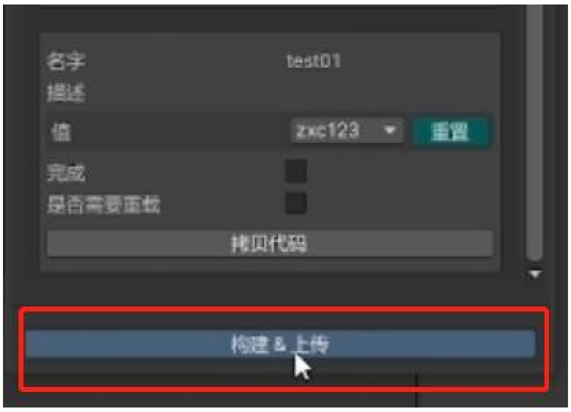
是否需要重载

*Third Party SDK
Any SDKs or toolkits that involve advertising, or sending and receiving any kind of analytics data to external servers must be avoided as errors may occur.

Part 3： Build & Upload

@Engineer

There is a [Build & Upload] button at the bottom of Unity's Build interface, and you need to wait patiently for a few minutes after clicking on it:



名字 test01

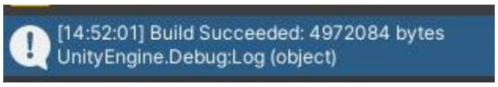
描述

值 zxc123

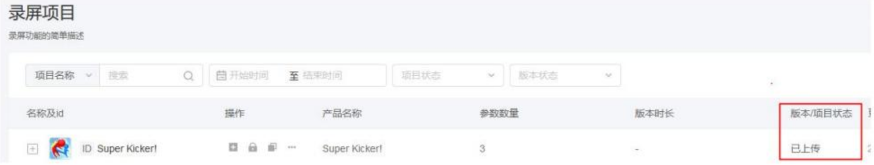
完成 □

是否需要重载 □

1）If the build is successful, the result will be printed on the Unity console, and at the same time, it will try to upload the result to the Playturbo platform. If the upload is successful, you can see the project status as [Uploaded] on the Playturbo platform(refer to the screenshot).



```
[14:52:01] Build Succeeded: 4972084 bytes
UnityEngine.Debug:Log (object)
```



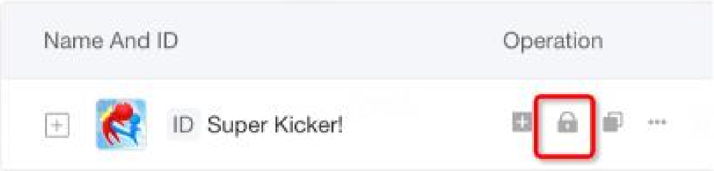
录屏项目

录屏功能的简单描述

名称及id	操作	产品名称	参数数量	版本时长	版本/项目状态
ID Super Kicker!		Super Kicker!	3	-	已上传

2）If the build fails, errors will be displayed in the Unity console, please resolve them before attempting to build again;

Note: If you need to rebuild the uploaded project, you need to change the lock status of the project, refer to the screenshot below:

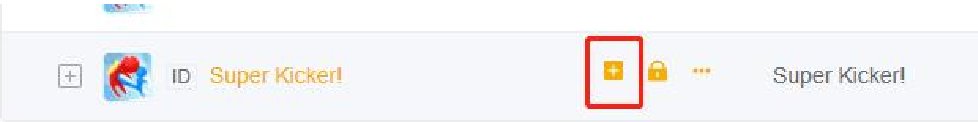


Name And ID	Operation
ID Super Kicker!	···

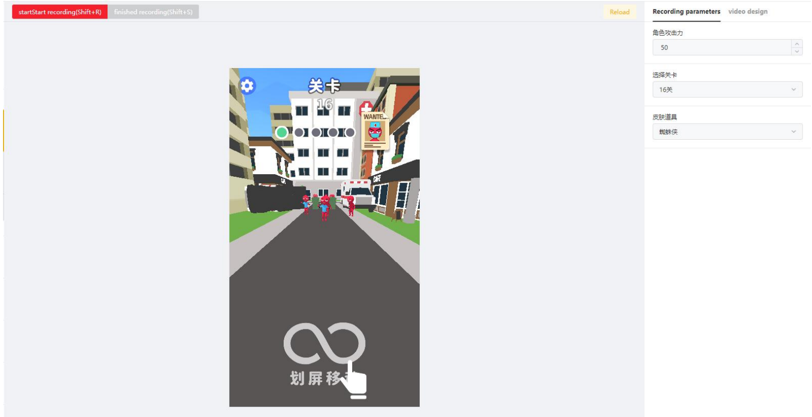
Part 4：Start Recording

@Designer

1）Pick the app project you want to start recording by clicking [+] to create version;



2）After redirect to the recording page, you can click [Start Recording] to record the video you want. After the recording is completed, click [Complete Recording] to finish recording, and to save and export your work.



角色攻击力: 50

选择关卡: 16关

皮肤道具: 蜘蛛侠