

Package Manifest

VPM Package Manifest

Package manifest is a JSON file contained at the root of the package and is used to define the properties of the package, such as name, version, author, dependencies, etc.

UPM Properties

Unity UPM package manifest documentation:
<https://docs.unity3d.com/Manual/upm-manifestPkg.html>

| Property | JSON Type | Description |
|--------------------------|-----------|---|
| <code>name</code> * | String | The officially registered package name. (e.g. <code>com.vrchat.udonsharp</code>) |
| <code>version</code> * | String | The package version number. Documentation |
| <code>displayName</code> | String | User-friendly name displayed in VRChat Creator Companion , Unity Package Manager and Project Window |
| <code>description</code> | String | Brief description of the package |
| <code>author</code> | Object | The author of the package. <code>name</code> * - Name of the author <code>email</code> - Email of the author <code>url</code> - URL to author's page (e.g. GitHub , GitLab , Booth) |
| <code>unity</code> | String | Lowest compatible Unity version for this package, e.g. <code>2019.4</code> . (In case of VPM packages, recommended to set to current version used by VRChat.) |

| Property | JSON Type | Description |
|-------------------------------|-----------|---|
| <code>unityRelease</code> | String | Lowest compatible release of the Unity version defined in <code>unity</code> , e.g. <code>29f1</code> |
| <code>dependencies</code> | Object | A map of package dependencies. Keys are package names, and values are specific versions. They indicate other packages that this package depends on. Note: The Package Manager doesn't support range syntax, only SemVer versions. |
| <code>keywords</code> | String[] | An array of keywords used by the Package Manager search APIs. This helps users find relevant packages. |
| <code>samples</code> | Object[] | List of samples included in the package. Each sample contains a display name, a description, and the path to the sample folder starting at the <code>Samples~</code> folder itself. |
| <code>license</code> | String | Identifier for an OSS license using the SPDX identifier format , or a string such as <i>"See LICENSE.md file"</i> . |
| <code>licensesUrl</code> | String | Custom location for this package's license information specified as a URL. |
| <code>changelogUrl</code> | String | Custom location for this package's changelog specified as a URL. |
| <code>documentationUrl</code> | String | Custom location for this package's documentation specified as a URL. |

* - Property required by UPM

Example package.json

```
{
  "name": "com.varneon.vpm-test-package",
  "displayName": "VPM Test Package",
  "version": "1.0.1",
  "unity": "2019.4",
  "unityRelease": "29f1",
  "description": "Test package for VPM.",
}
```

```
"author": {
  "name": "Varneon",
  "email": "developer@varneon.com",
  "url": "https://github.com/Varneon"
},
"documentationUrl": "https://example.com/documentation.html",
"changelogUrl": "https://example.com/changelog.html",
"licensesUrl": "https://example.com/licensing.html",
"license": "MIT",
"keywords": [
  "vpm",
  "vrchat",
  "udon"
],
"dependencies": {
  "com.vrchat.worlds": "3.1.9"
},
"samples": [
  {
    "displayName": "My Sample",
    "description": "Sample from the test package.",
    "path": "Samples~/MySample"
  }
]
}
```

VPM Additions

VPM manifest additions documentation:

<https://vcc.docs.vrchat.com/vpm/packages/#vpm-manifest-additions>

| Property | JSON Type | Description |
|----------|-----------|-------------|
|----------|-----------|-------------|

| | | |
|------------------------------|--------|---|
| <code>url</code> * | String | Direct download link to a zip file for a version of the package defined in the manifest (Typically appended by automated system, e.g. GitHub Action for repository listing) |
| <code>vpmDependencies</code> | Object | VPM-based dependencies your package requires. (Dependencies are required to be available in the repository listings in your Creator Companion). |
| <code>legacyFolders</code> | Object | Path-GUID properties for defining folders in the Assets directory used by old .unitypackage-based versions of this package. Matching folders will be removed when importing the new VPM package. (If no GUID is provided, only path will be matched). |
| <code>legacyFiles</code> | Object | Same as <code>legacyFolders</code> above, but for files. |

* - Property required by VPM

Example package.json

```
{
  "url" : "https://packages.vrchat.com/com.vrchat.avatars-3.1.0.zip",
  "vpmDependencies" : {
    "com.vrchat.avatars" : "3.1.0"
  },
  "legacyFolders" : {
    "Assets\\FolderName" : "vr031f928e5c709x9887f6513084aaa51"
  },
  "legacyFiles" : {
    "ProjectVersion.txt" : "jf988739jfdskljf098323jjhf"
  }
}
```

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