

The installation process for the MonoDevelop.Unity Add-In should look the same across all platforms (most of these images were taken from a Mac OSX install, but a PC Windows install will look very similar. Also, we know that this guide is really simplified, it isn't meant to be insulting people, its just so that there is no confusion about the process needed. There are two methods for installing Add-ins into MonoDevelop, we will be using the repository method, as it will not only remove the requirement to have to drop files in certain directories, but will also allow for auto-updating of the Add-in as it is further developed.

So lets begin ...

Step 1 - Launch Add-in Manager



Figure 1 - Tool Menu

Once you have [MonoDevelop](#) up and running, you will need to navigate to the Menu bar, and open the **Tools** menu (click). From there you will see **Add-in Manager**, click it. This should launch a new window that looks like the one below titled *Figure 2 - Add-in Manager*.

If you've clicked the **Tools** menu and everything is greyed out, you need navigate off of the menu and wait a few seconds for MonoDevelop to finish loading, and then try again.

Step 2 - Click Install Add-in Button

On the right handside of the newly popped up window are a bunch of clickable buttons, at the very top of this stack of buttons is one labelled "**Install Add-ins...**", this is the one you want to click. After clicking it it should launch another window which looks like the one below titled *Figure 3 - Add-in Installation*.

You'll notice on the left handside of this window there is a list of all of the currently installed Add-ins. If you wish to check if it is installed, or what version of the Add-in you are running, simply expand the **IDE extensions** section, where if it is installed you will see "Unity Support".



Figure 2 - Add-in Manager

Step 3 - Click Repositories Button

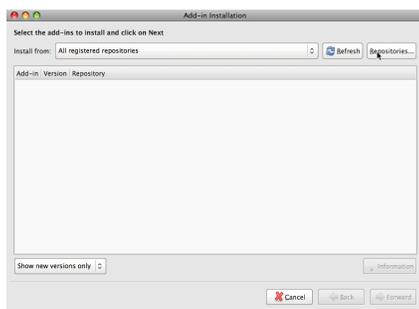


Figure 3 - Add-in Installation

This window lists available Add-ins to install (including Upgrades), it generates this list by contacting remote Add-in repositories and queries for information. This is why we want to add a new repository to query (on top of the existing ones) that will pull information about [MonoDevelop.Unity](#). We do this by clicking the "**Repositories**" button located on the far right at the top of the window. By clicking this button it will open another new window which looks like the window below titled *Figure 4 - Add-in Repository Management*.

In its current form, MonoDevelop for Mac does not seem to pull from the main repository for updates. This seems to be because it is in such a beta state that the main existing Add-ins do not function correctly without modifications.

Step 4 - Click Add Button

Just like the description of this section, all you need to do is click the "Add" button conveniently located on the right handside of the window. This will pop up a new window that looks like the window below titled *Figure 5 - Add New Repository*. Yes, this is the last window that will open, it's all down hill from here. You're almost done, just a few more steps to victory!

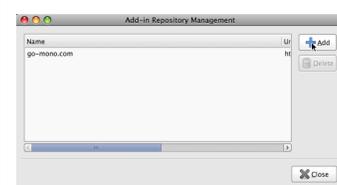


Figure 4 - Add-in Repository

Step 5 - Fill Out The Form



Figure 5 - Add New Repository

In this new window you are presented with a form like arrangement to fill out. You want to select the "**Register an on-line repository**" radio selector, and fill out the text field "Url" with the following address:

<http://connect.dotbunny.com/MonoDevelop>

Then navigate to the bottom right of the window and click the "OK" button. This should close this window, and a few others and return you to the window we were using in Step 3, however this time it will now have an entry for "**Unity Support**".

The "Url" textfield will not become available to type into unless the "**Register an on-line repository**" radio selector is selected.

Step 6 - Select Add-in For Install

Now we've seen this window before, but now it should have "**Unity Support**" listed in it. Make sure to verify that the checkbox beside the Add-in is checked. This is telling [MonoDevelop](http://connect.dotbunny.com/MonoDevelop) that you want to install that Add-in. Once you've done that click the "**Forward**" button in the bottom right hand corner.

Now the process gets really simple, from here on its just clicking the "**Forward**" button. You can of course at any time cancel this process by clicking the "**Cancel**" button, but that would hurt our feelings, all 3 of them.

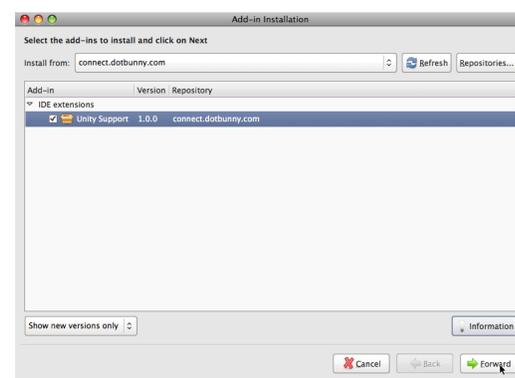


Figure 6 - Add-in Installation #2

Step 7 - Forward, Forward, Forward

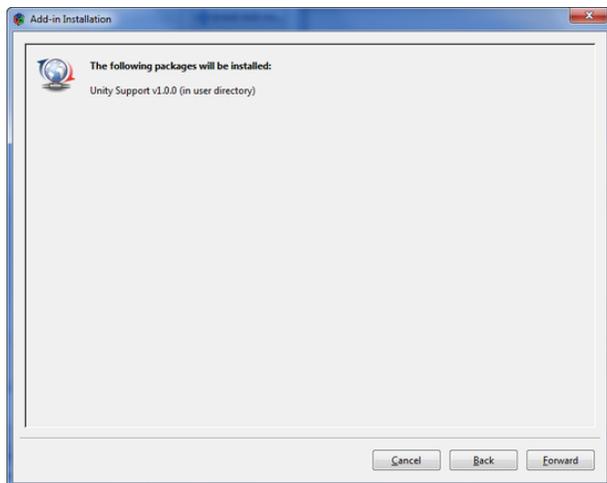


Figure 7 - Add-In Installation

At this point we are now about to install the Add-In. It is pretty straight forward as you are just clicking "**Forward**" and "**OK**" buttons. You will see the Add-In download, and it will install itself.

Now we must let everyone know, that there are some errors that are often generated from the install process (Mac users will get to see them) and on Windows it often crashes MonoDevelop. This is a known problem with MonoDevelop that they hopefully will get around to resolving. A simple restart of MonoDevelop and a quick trip to the Add-In Manager to check that it is enabled will fix any problems.