Unity Hub

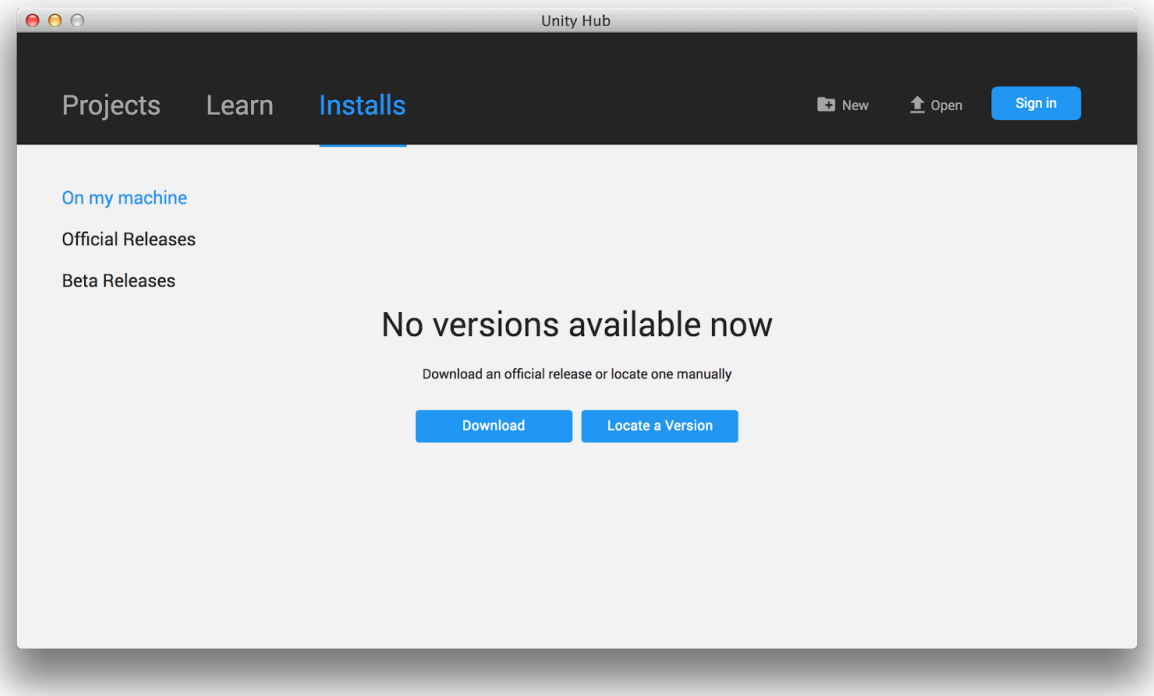
The Unity Hub provides a convenient new way to manage your Unity projects and installations. You can use the Hub to create your Project, associate a default version of the Unity Editor with the project, and manage the installation of multiple versions of the Editor.

Getting started

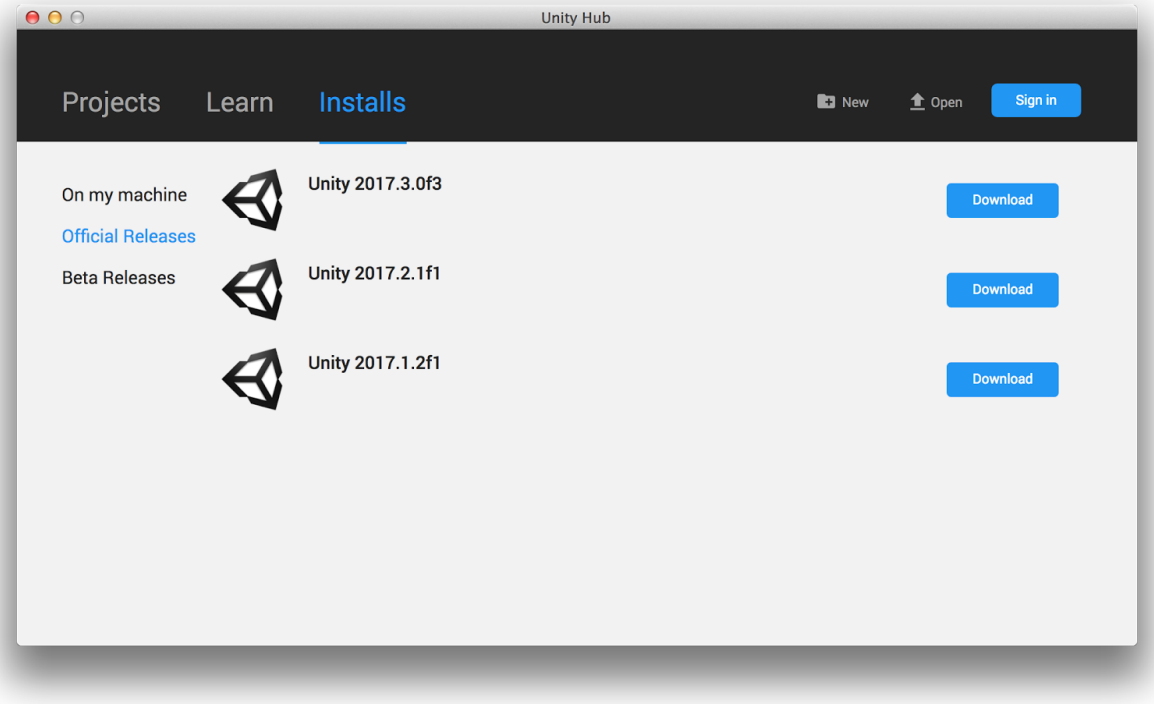
To get started, you must install at least one version of the Editor. You can use the Hub, you can download and install multiple versions of the Editor.

To install the Editor:

1. Click the **Installs** tab.
2. Click either **Official Releases**, for released versions of the Editor, or **Beta Releases** for the latest Beta release of the Editor.



3. Click the **Download** button of the Editor version to open the **Add components to your install** dialog.



4. On the **Add components to your install** dialog**,** select the components to install with the Editor and click **Done**. If after installation, you find that you did not install a component that you need, you can add additional components.
   If you are installing multiple Editor versions, other selected versions are queued to start when the current installation finishes.

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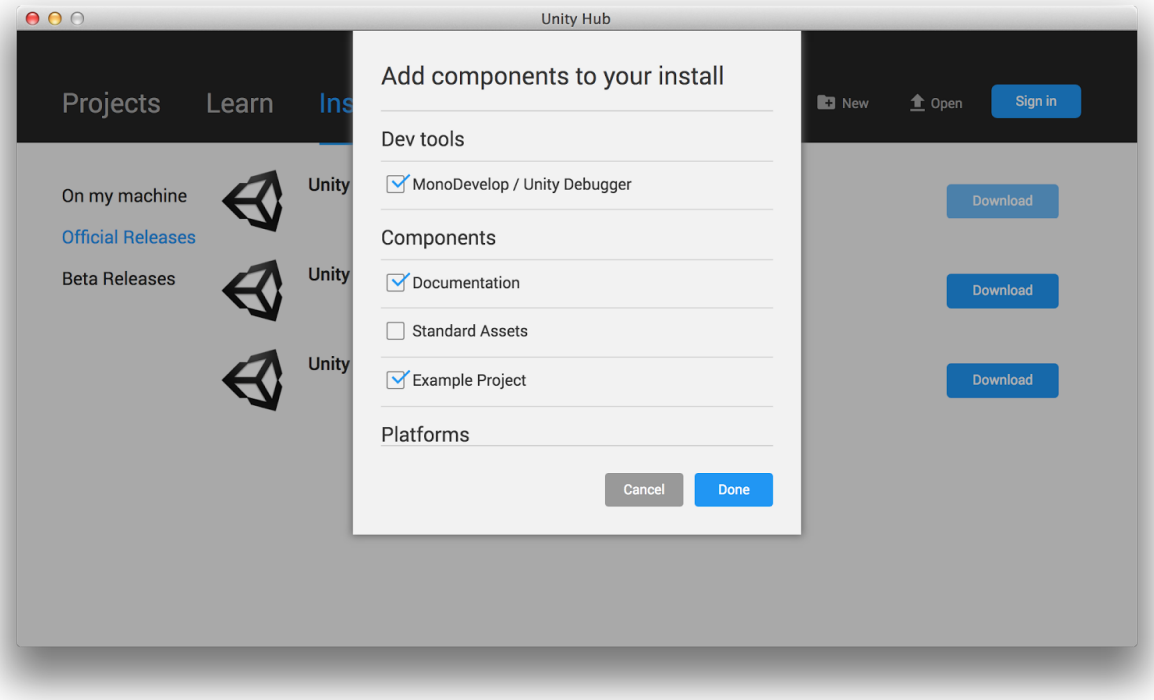

The installation location of each Editor is displayed under the corresponding version label.

Once the installation is finished, you can:

- Set a specific instance of the Editor as the preferred version. The preferred version is used to open tutorials as well as being the default on version selection lists.
- Add components.
- Delete the installation.

To set an Editor as the preferred, add components, or delete the Editor, click the ellipses next to the Editor version you want to modify.

If the preferred Editor is removed or uninstalled, another Editor available on the list is set as the new preferred.

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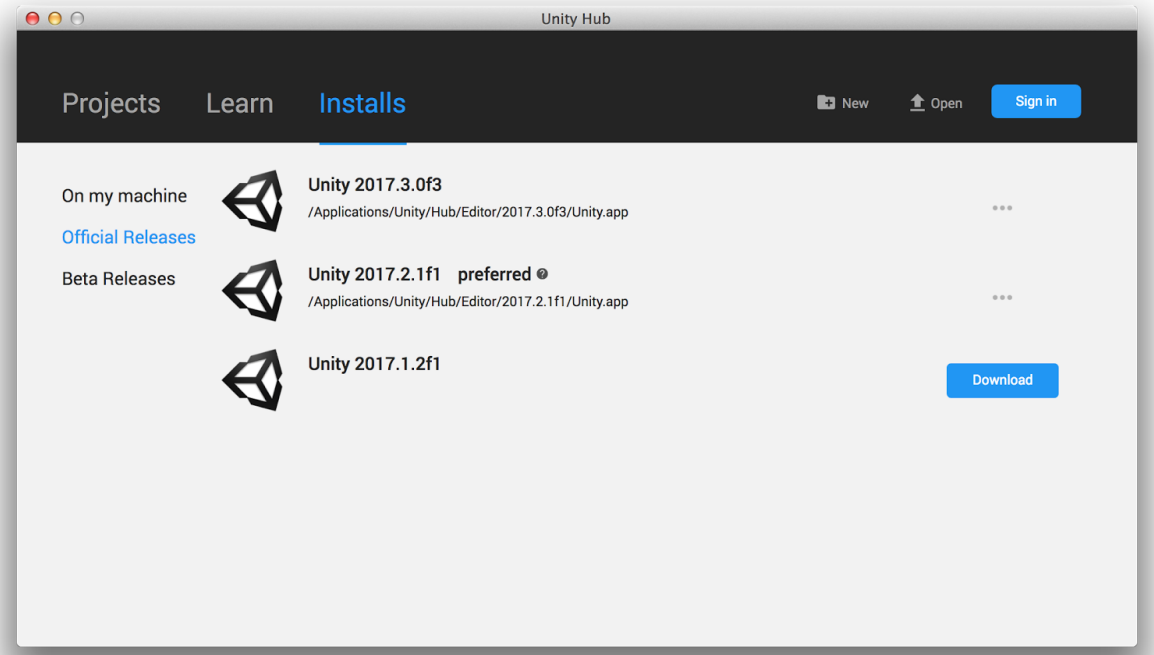
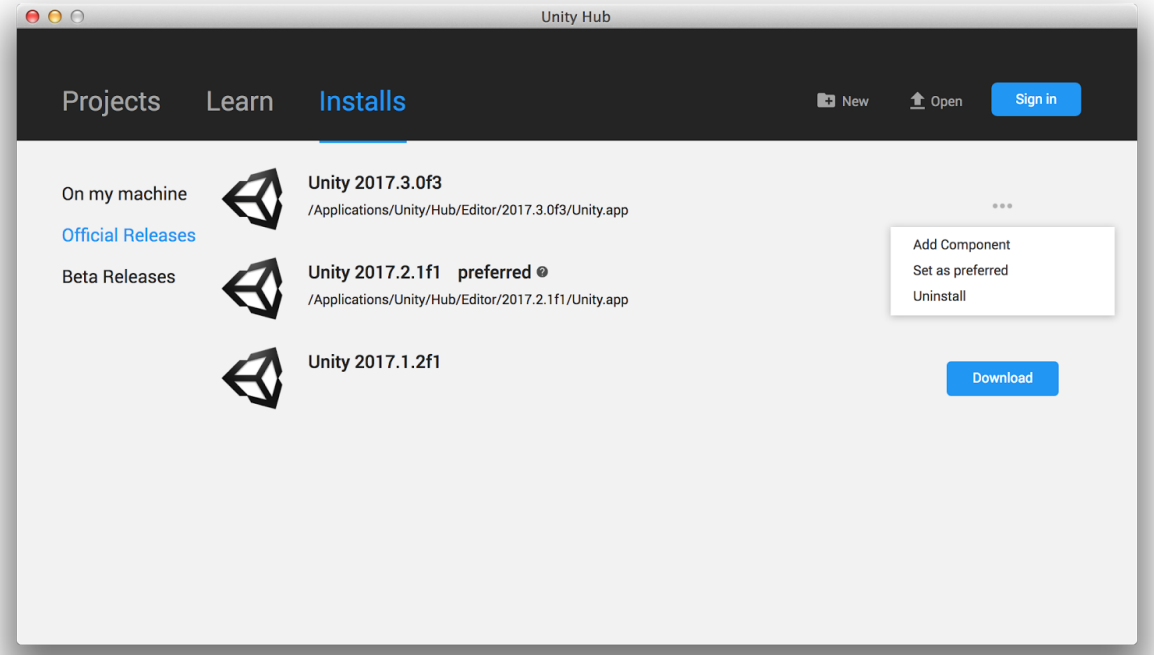

Unity Hub
Projects
Learn
Installs
New
Open
Sign in
On my machine
Official Releases
Beta Releases
Unity 2017.3.0f3
/Applications/Unity/Hub/Editor/2017.3.0f3/Unity.app
Unity 2017.2.1f1 preferred
/Applications/Unity/Hub/Editor/2017.2.1f1/Unity.app
Unity 2017.1.2f1
Download


Unity Hub
Projects
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Installs
New
Open
Sign in
On my machine
Official Releases
Beta Releases
Unity 2017.3.0f3
/Applications/Unity/Hub/Editor/2017.3.0f3/Unity.app
Unity 2017.2.1f1 preferred
/Applications/Unity/Hub/Editor/2017.2.1f1/Unity.app
Unity 2017.1.2f1
Add Component
Set as preferred
Uninstall
Download

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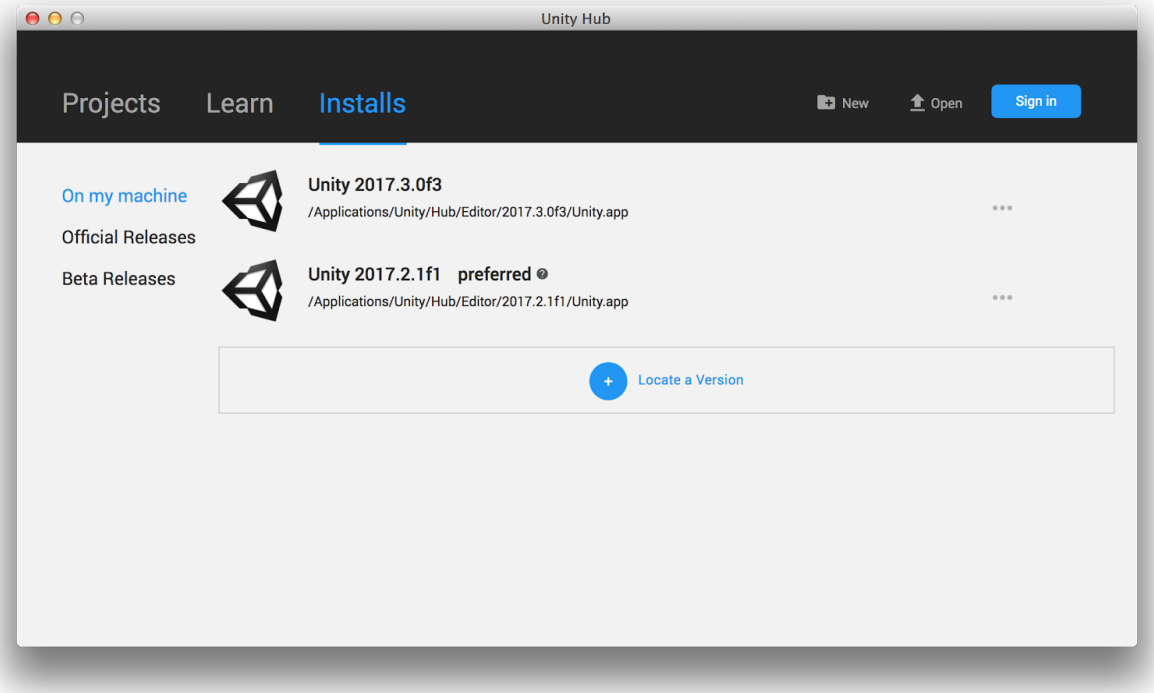
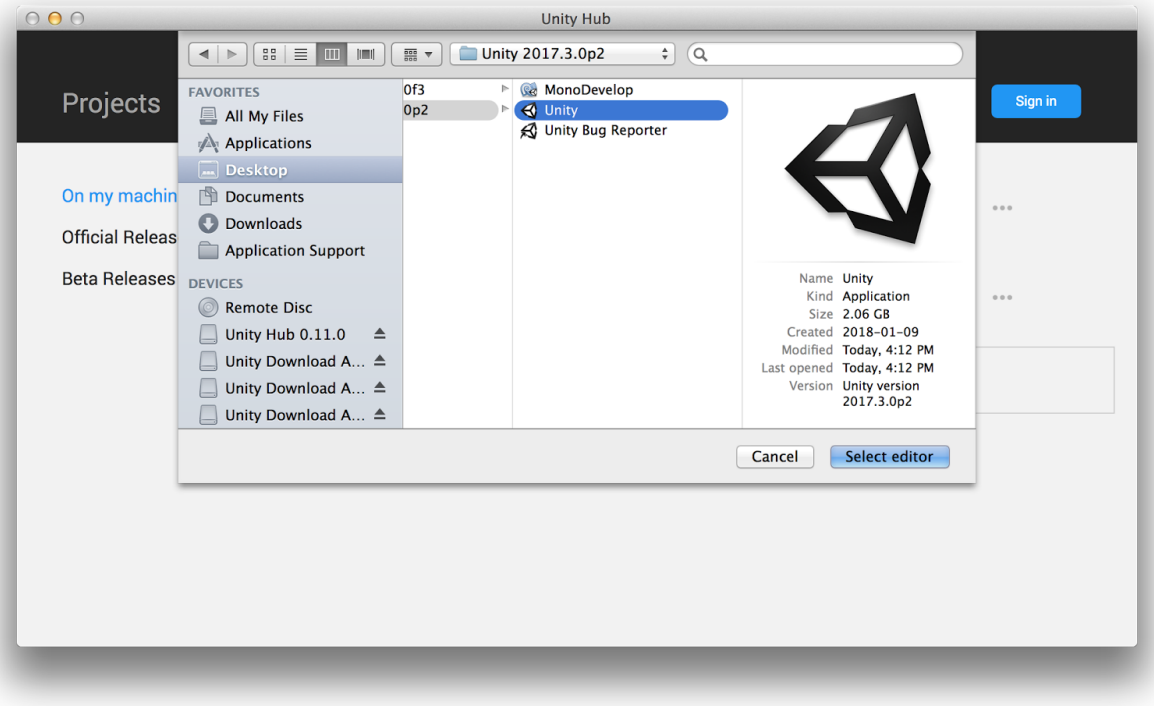
Adding existing instances of the Editor to the Hub

You can add instances of the Editor that were installed outside of the Hub to the Hub.

1. Click the **Installs** tab.
2. Click the **On my machine** tab. To find existing installations of the Editor, click **Locate a Version**.



2. In the file dialog, navigate to the location of the Editor installation and select the Unity executable. On the MacOS this is unity.app. On Windows this is unity.exe.



3. Click the **Select editor** button.

Removing an Editor that you add in this manner does not uninstall it or modify it in anyway.

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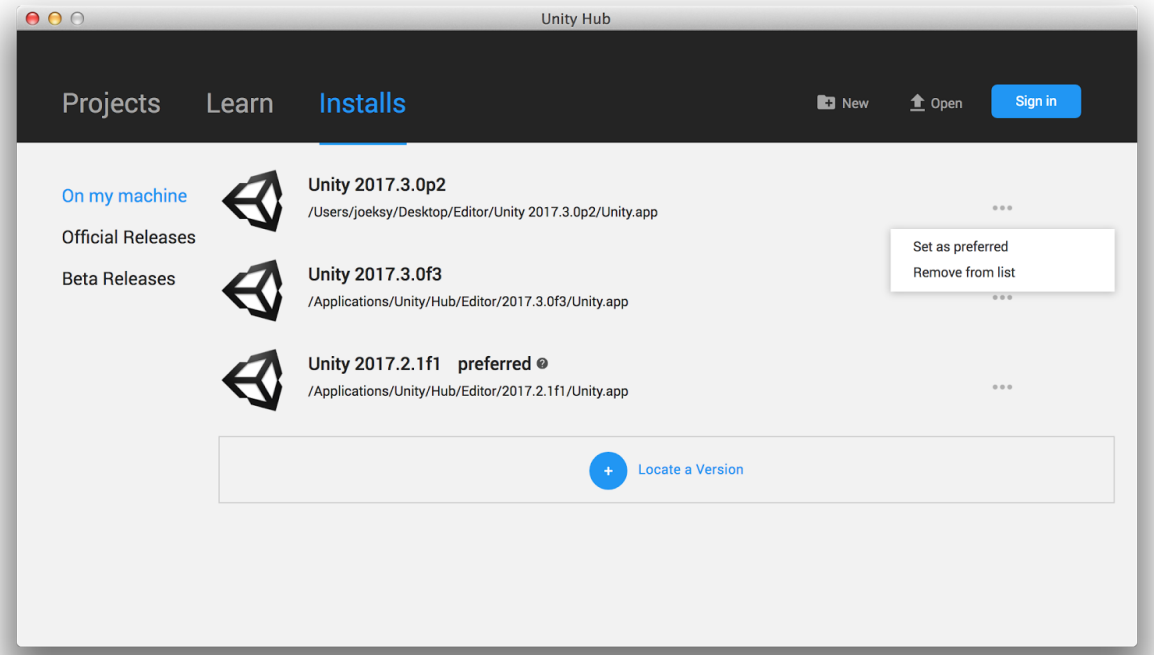


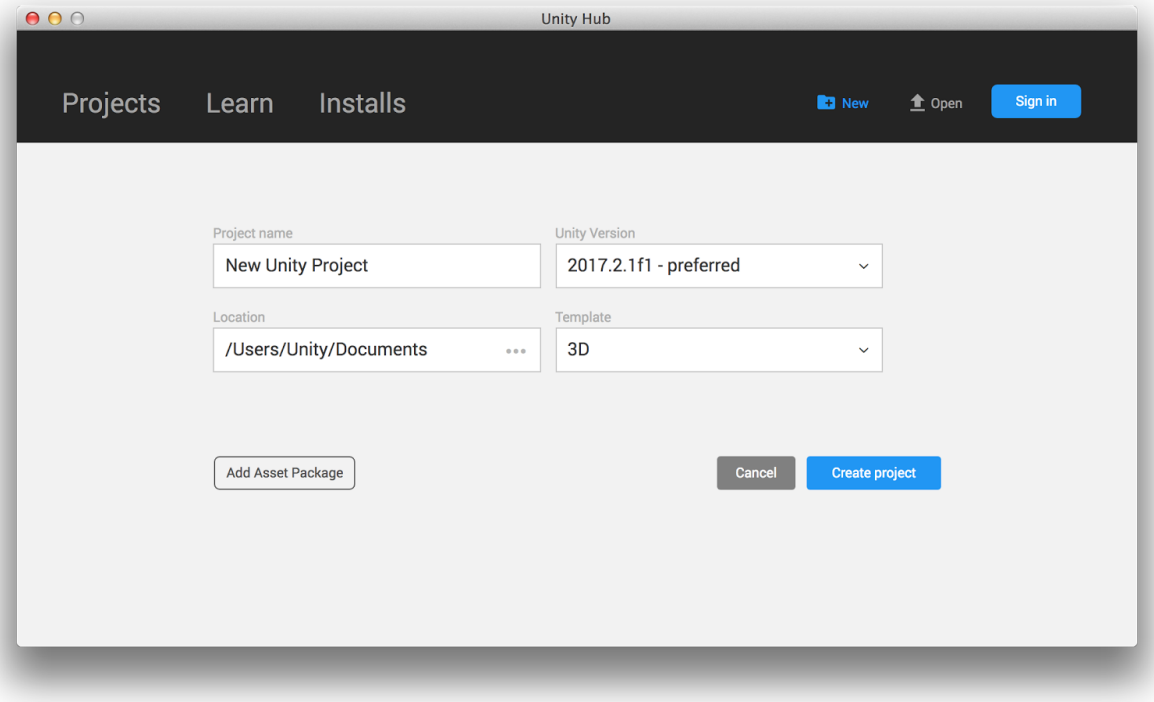
Selecting the Editor version for a Project

If you have multiple versions of the Editor installed, Unity Hub allows you to specify the preferred version to use when opening a Project. The Hub also provides you with the means to open a Project with any installed version of the Editor.

To create a new Project and specify the editor version:

1. In the Hub click **New**.
2. From the **Unity Version** dropdown, select your preferred Editor version. **Note**: The dropdown is only available if you have installed multiple versions of the Editor in the Hub.

When you click Open to work with an existing Project, the Unity Hub attempts to open the Project with the corresponding Editor version for the project.
If no matching Editor version is found for the project, a warning dialog is displayed and you have the option to Download the selected version or open it with your preferred version.



To open a Project with a version of the Editor other than the preferred version, click the Ellipsis to the right of the project name and select the desired version.

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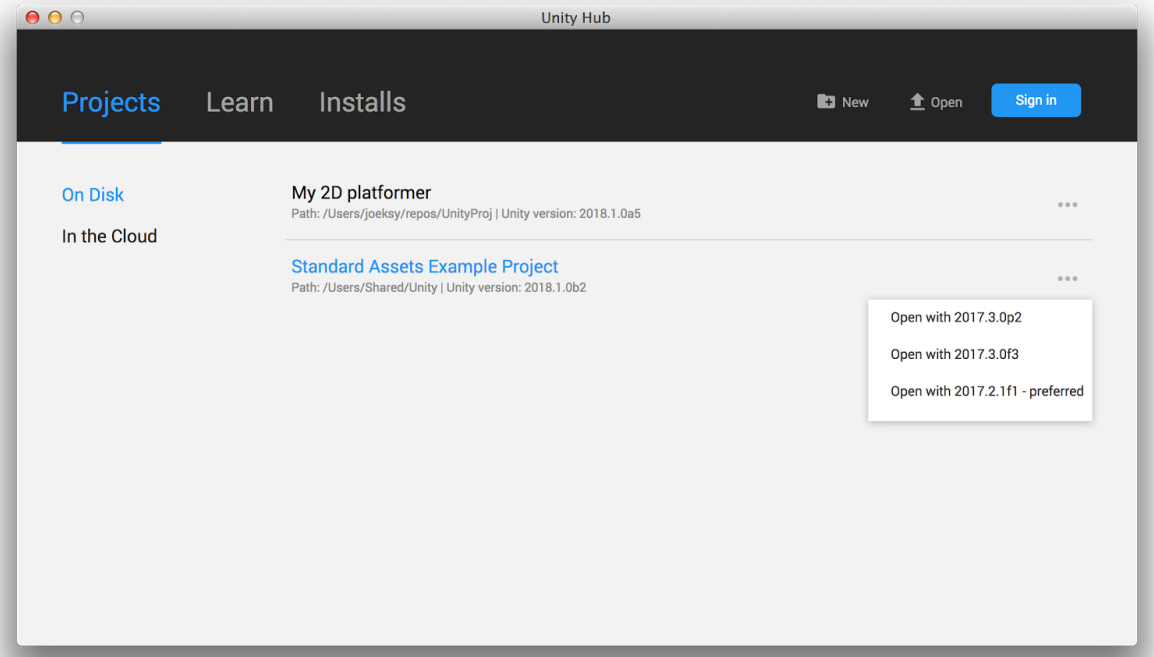

Support for Editor versions prior to 2017.1

If you attempt to use the Unity Hub to open an Editor version 5 or earlier and you do not have an appropriate license file, the Editor will hang on the splash screen.

To avoid this issue, run the Editor directly, external to the Unity Hub, and Editor will load correctly even if the license file is not detected.