

Using the Command Line Arguments <http://docs.unity3d.com/Manual/CommandLineArguments.html>, you can write a script to deploy on multiple computers without having to sit behind each of them.

The `-serial <serial>` argument is the starting point in this automation process.

<code>-serial &lt;serial &gt;</code>	Activates Unity with the specified serial key. It is recommended to pass “ <code>-batchmode -quit</code> ” arguments as well, in order to quit Unity when done, if using this for automated activation of Unity. Please allow a few seconds before license file is created, as Unity needs to communicate with the license server. Make sure that <a href="#">License file folder</a> exists, and has appropriate permissions before running Unity with this argument. In case activation fails, see the <a href="#">Editor.log</a> for info. This option is new in Unity 5.0.
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<code>-batchmode</code>	Run Unity in batch mode. This should always be used in conjunction with the other command line arguments as it ensures no pop up windows appear and eliminates the need for any human intervention. When an exception occurs during execution of script code, asset server updates fail or other operations fail Unity will immediately exit with return code 1. Note that in batch mode, Unity will send a minimal version of its log output to the console. However, the <a href="#">Log Files</a> still contain the full log information. Note that opening a project in batch mode whilst the Editor has the same project open is not supported. Only a single instance of Unity can run at a time.
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<code>-quit</code>	Quit the Unity editor after other commands have finished executing. Note that this can cause error messages to be hidden (but they will show up in the Editor.log file).
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<code>-password &lt;password&gt;</code>	The password of the user - needed when activating. This option is new in Unity 5.1.
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<code>-username &lt;username&gt;</code>	The username of the user - needed when activating. This option is new in Unity 5.1
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The following command executes Unity in batch mode, activates a serial key and then quits upon completion.

Windows: C:\program files\Unity\Editor\Unity.exe -quit -batchmode -serial 1234-1234-1234-1234 -username myusername -password myp4ssw0rd