Requirement

- Some knowledge of fighting game terminologies and overall understanding of how it works (hit boxes, active frames, hit stun etc.)
- Unity 2018.2 or higher
- **Basic understanding of Unity:**
    - Know your way around the basic tools (project, inspector, hierarchy, scene view)
    - Terminologies
    - How to use *prefabs*
    - How to handle your own 3D models and animations
    - For more information and full documentation please visit *ufe3d.com*
    - For more on Unity, visit *unity3d.com*

Package

If acquired from Unity's Asset Store:

- Go to Window > Asset Store > Downloaded Assets
- Select UFE 2 and click on the Import/Update button.

Project Settings

Upon installation UFE will attempt to automatically update the `Input Manager` under Project Settings. If this fails, you might end up with a few errors such as controls not working or characters falling off the screen. A common description of this error can be found in the Unity's error console as *"UnityException: Input Axis (..) is not setup"*. To fix this error and update your Input Manager settings follow these steps:

- Close Unity.
- Using the explorer and navigate to (Project Folder)\Assets\UFE\ProjectSettings
- Open `ProjectSettings.zip`
- Extract its content to (Project Folder)\ProjectSettings
- Reopen your project in Unity

Getting Started

Opening the demo files:

- Navigate to UFE\Demo\ and double click `TrainingRoom.unity`. Hit play to start the Demo.

- To open the global config file for the demo, click on UFE\Demo\Config.asset and under the inspector, click to open the Global Editor.
- To view a Character file, navigate to UFE\Demo\Characters\[Character]\[Character].asset or, under the Global Editor, select Characters.
- To open a Move file, unfold the Move Set option under the Character Editor or navigate to .\UFE\Characters\[Character]\Moves\[Move].asset.
- Arrange the tools as you please. Here is an example of how you can organize your window. (click to enlarge):
- You can also open any of the editors from the top toolbar under Window → U.F.E..
- To create a new UFE file, under the Project Tab, click Create→UFEand select the file of your choice.

Starting a new scene:

- Click File > New Scene
- Make sure you have a camera on scene (Hierarchy view).
- Create a new Game Object, click Add component and add both Event System and UFE.
- Drag your Global Config file under UFE_Config, make sure you have your characters and moves setup and hit play.
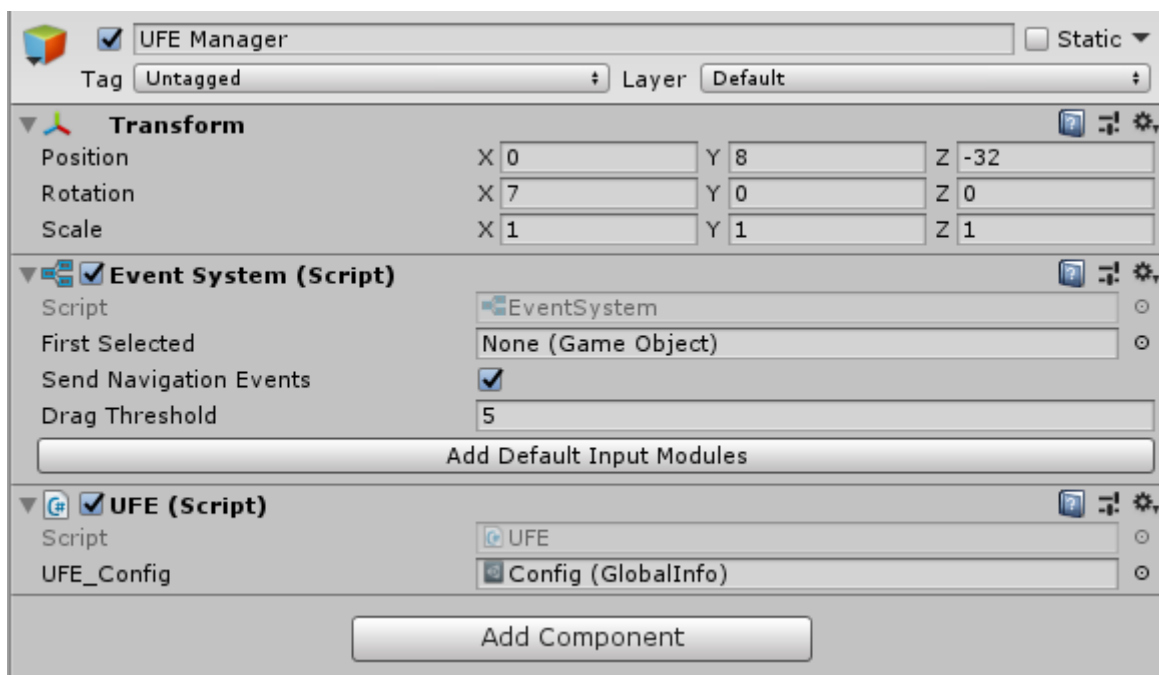
Here is an example of how you can organize your tabs (click to enlarge):

Updates

To update an existing copy of your UFE follow these instructions.

< Back to Universal Fighting Engine - Introduction

From:
http://www.ufe3d.com/ - **Universal Fighting Engine**

Permanent link:
http://www.ufe3d.com/doku.php/installation?rev=1533808968

Last update: **2018/08/09 06:02**