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

Asset Store:

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

Sellfy:

- Double click the unitypackage file or
- Go to Main Menu > Assets > Import Package > Custom Package
- Browse to the location of the downloaded unitypackage and open it.

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

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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`.
- 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→UFE`and 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.
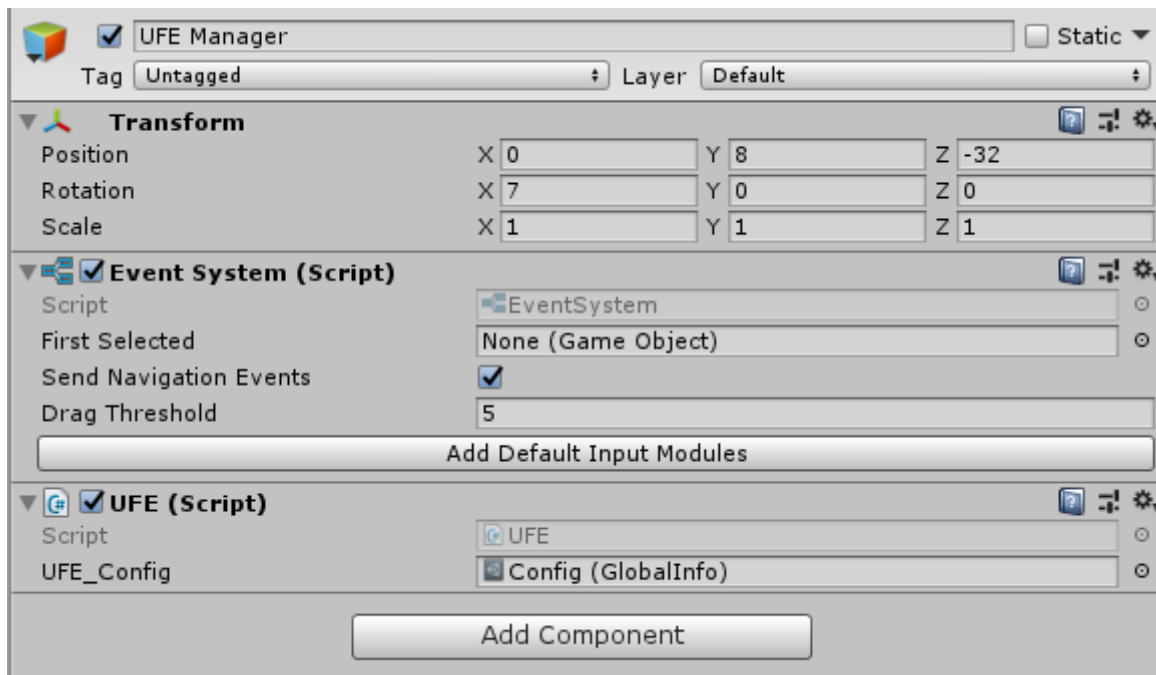
Updates

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

If you are updating from UFE 1 to UFE 2, follow these instructions after importing your project.

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From:

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

Permanent link:

http://www.ufe3d.com/doku.php/installation?rev=1534856341

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