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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



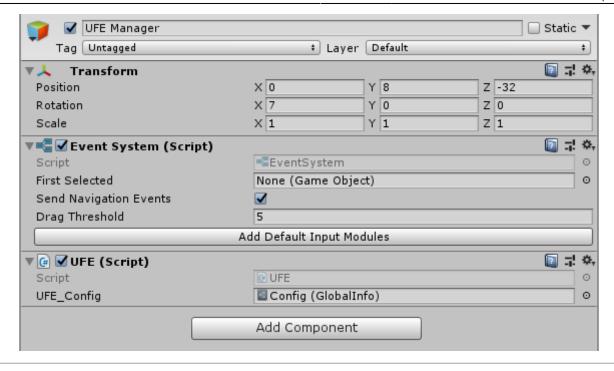
Opening the demo files:

- Navigate to UFE\Demo\ (or UFE\Demos\[game-mode]) and double click Demo.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 edit a Character file, navigate to UFE\Demo\Characters\[Character]\[Character].asset or, under the Global Editor, select Characters.
- To edit 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.
- The best way to get used to the tool is playing with the template files. Once you get used to the interface, start watching our videos and navigate through the content.

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.

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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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