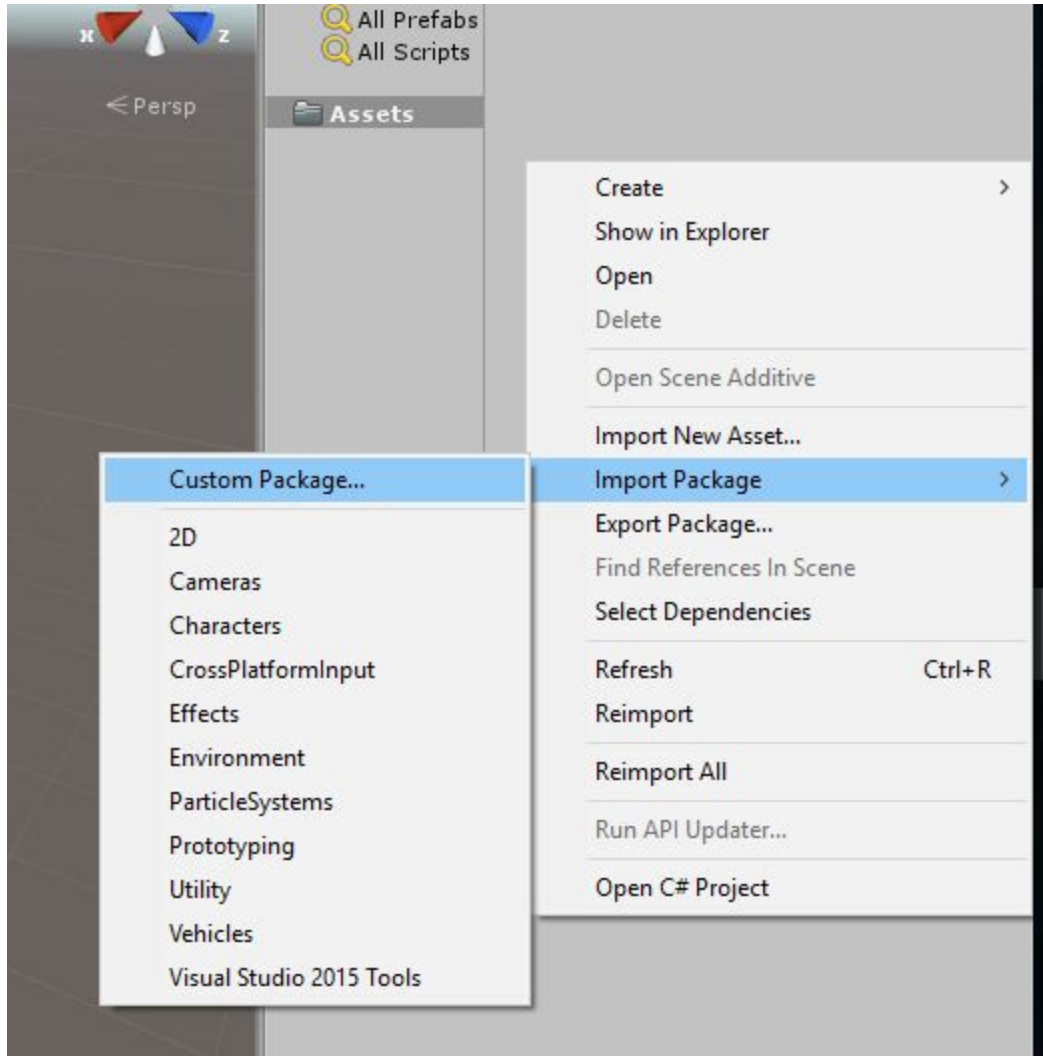


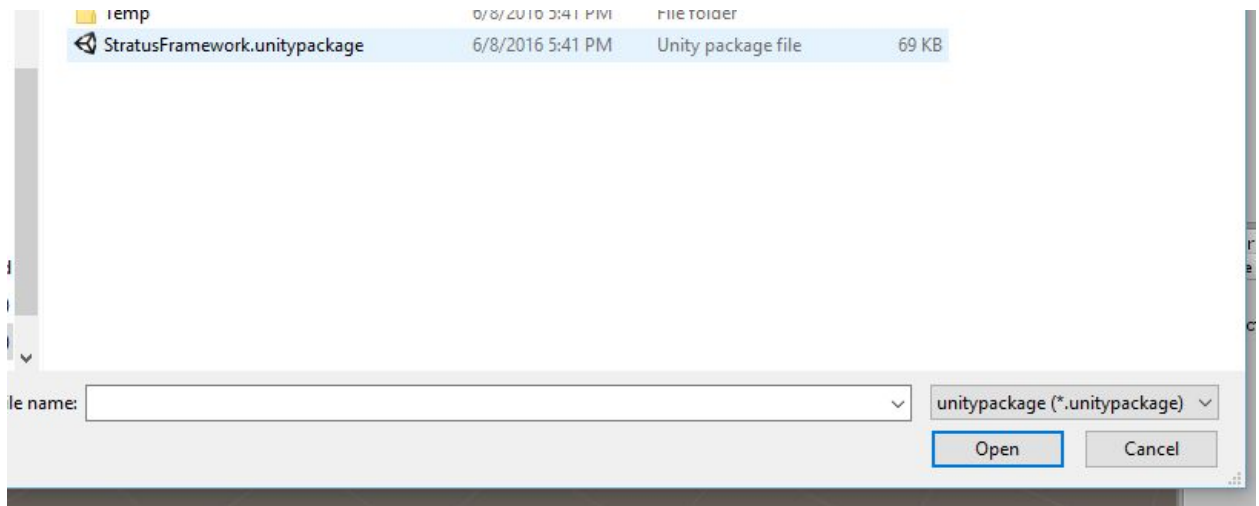
# Stratus Framework How-To

## (On How To Use the Stratus Framework)

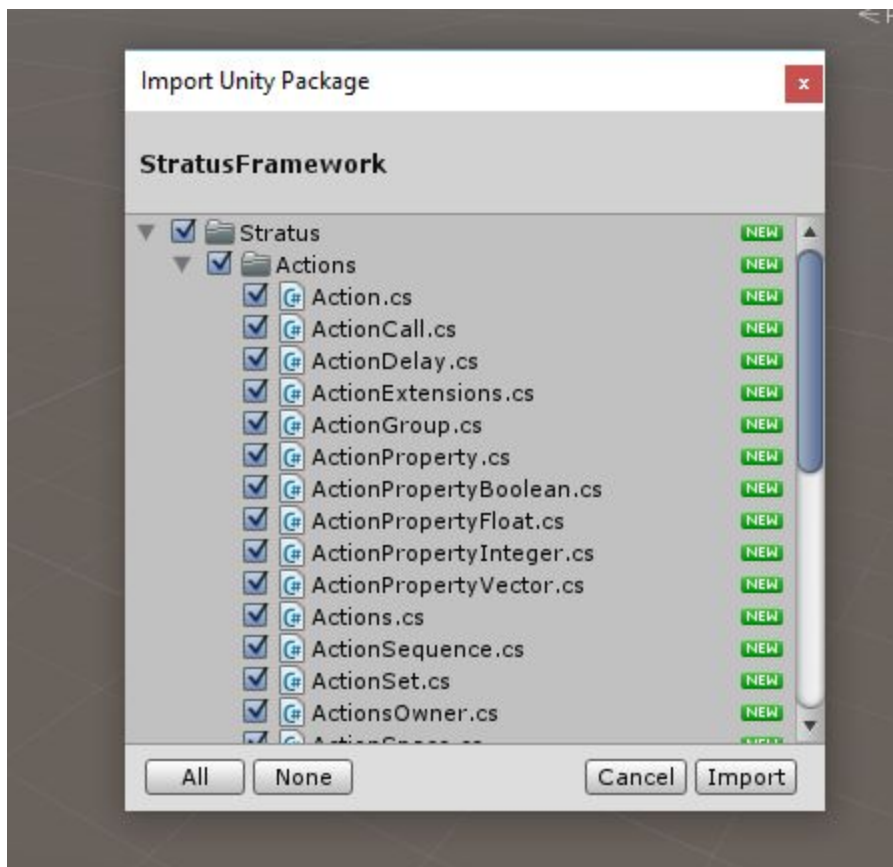
1. Create your new Unity project. Name it something cool. Like “Cool Project”.
2. Import the package into the project.



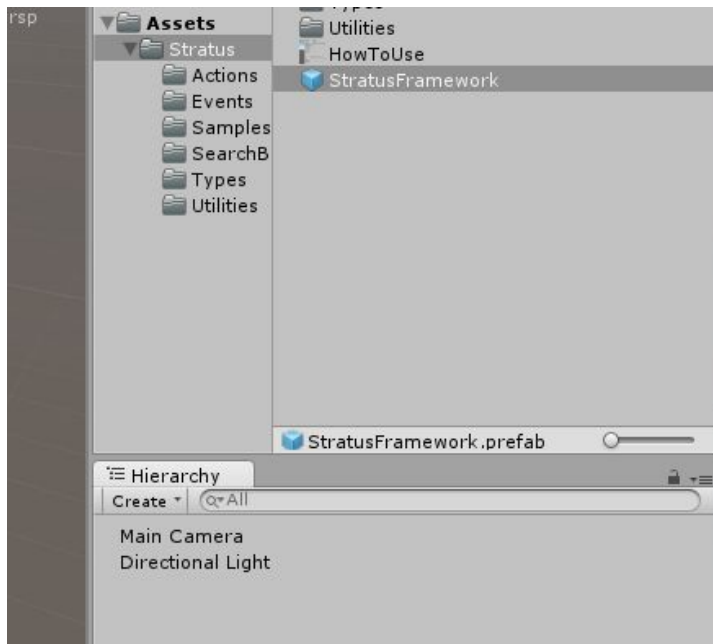
3. Look for it on the directory where you saved it, man.



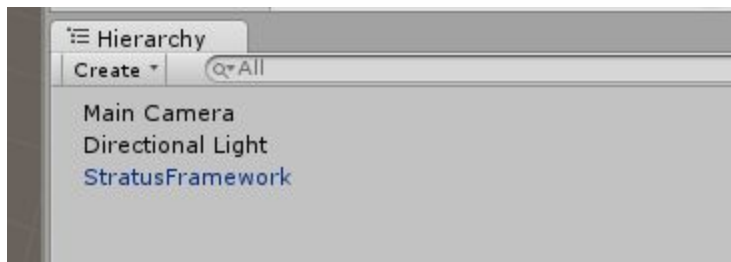
4. Click on Import. Because that's what you want to do.



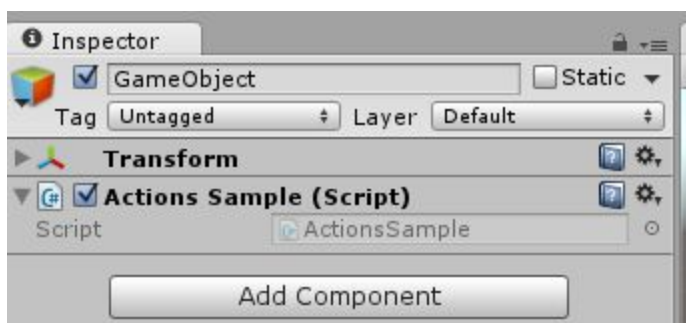
5. In order to be able to use the framework in the scene you need to instantiate the bundled prefab titularly named “StratusFramework” into the scene. Drag it into the Hierarchy panel to do so.



6. Now that it has been added...



7. Let's see how it works. I have provided stand-alone sample components that demonstrate their use. Create a GameObject and add them to it and run the game.



8. You will see how they work by reading the Console.

