



Scaleform Unity – Plugin ReadMe for Mac

Copyright Notice

Autodesk® Scaleform® 4.2

© 2012 Autodesk, Inc. All rights reserved. Except as otherwise permitted by Autodesk, Inc., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.

Certain materials included in this publication are reprinted with the permission of the copyright holder.

The following are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and other countries: 123D, 3ds Max, Algor, Alias, AliasStudio, ATC, AUGI, AutoCAD, AutoCAD Learning Assistance, AutoCAD LT, AutoCAD Simulator, AutoCAD SQL Extension, AutoCAD SQL Interface, Autodesk, Autodesk Homestyler, Autodesk Intent, Autodesk Inventor, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSketch, AutoSnap, AutoTrack, Backburner, Backdraft, Beast, Beast (design/logo) Built with ObjectARX (design/logo), Burn, Buzzsaw, CAiCE, CFdesign, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Creative Bridge, Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, Design Web Format, Discreet, DWF, DWG, DWG (design/logo), DWG Extreme, DWG TrueConvert, DWG TrueView, DWFx, DXF, Ecotect, Evolver, Exposure, Extending the Design Team, Face Robot, FBX, Fempro, Fire, Flame, Flare, Flint, FMDesktop, Freewheel, GDX Driver, Green Building Studio, Heads-up Design, Heidi, Homestyler, HumanIK, i-drop, ImageModeler, iMOUT, Incinerator, Inferno, Instructables, Instructables (stylized robot design/logo), Inventor, Inventor LT, Kynapse, Kynogon, LandXplorer, Lustre, MatchMover, Maya, Mechanical Desktop, MIMI, Moldflow, Moldflow Plastics Advisers, Moldflow Plastics Insight, Moondust, MotionBuilder, Movimento, MPA, MPA (design/logo), MPI (design/logo), MPX, MPX (design/logo), Mudbox, Multi-Master Editing, Navisworks, ObjectARX, ObjectDBX, Opticore, Pipeplus, Pixlr, Pixlr-o-matic, PolarSnap, Powered with Autodesk Technology, Productstream, ProMaterials, RasterDWG, RealDWG, Real-time Roto, Recognize, Render Queue, Retimer, Reveal, Revit, RiverCAD, Robot, Scaleform, Scaleform GfX, Showcase, Show Me, ShowMotion, SketchBook, Smoke, Softimage, Sparks, SteeringWheels, Stitcher, Stone, StormNET, Tinkerbox, ToolClip, Topobase, Toxik, TrustedDWG, T-Splines, U-Vis, ViewCube, Visual, Visual LISP, Vtour, WaterNetworks, Wire, Wiretap, WiretapCentral, XSI.

All other brand names, product names or trademarks belong to their respective holders.

Disclaimer

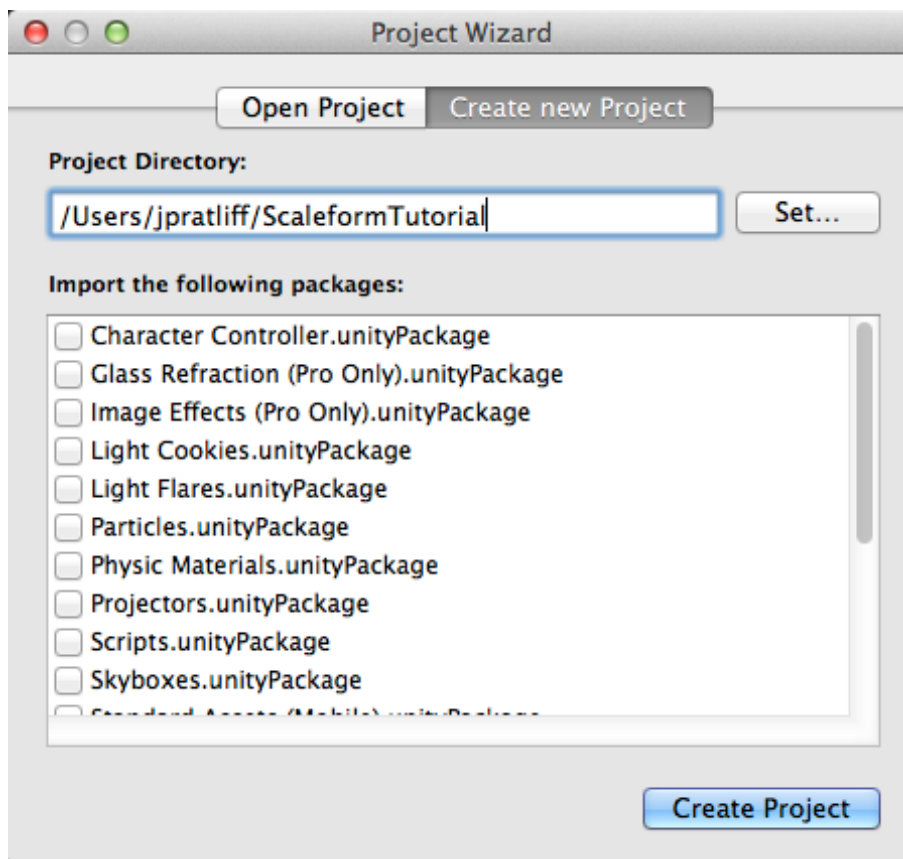
THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC. DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.

Thanks for installing the Autodesk Scaleform Plug-in for Unity. If you have never worked with Scaleform or the Scaleform-Unity Integration, please take some time to read the sf_4.2_unity_integration document located at Assets\Scaleform\Integrations\Unity\Doc. This document contains detailed information about using Scaleform in Unity.

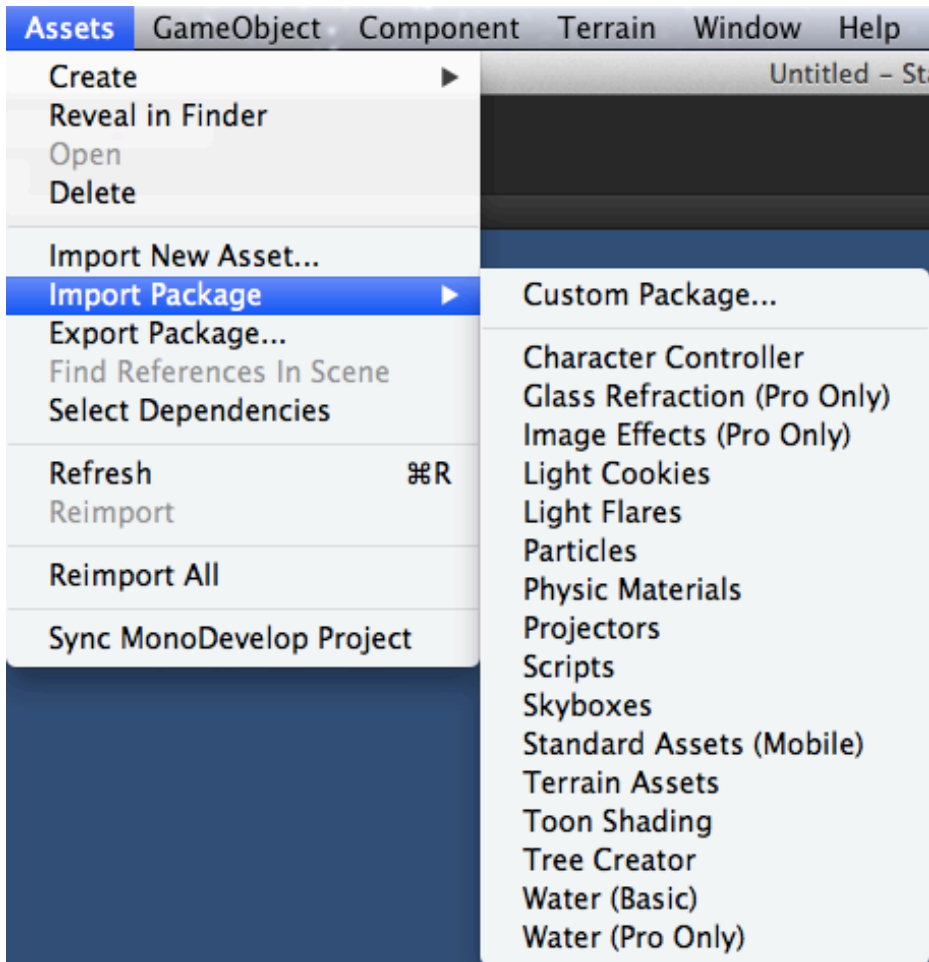
Please note that steps 1 – 3 only apply to an Autodesk E-Store package, if you’re using this tutorial from the asset store, then you’ve already created a new Project and imported the ScaleformTutorial.

After you install the package, please follow the steps outlined below.

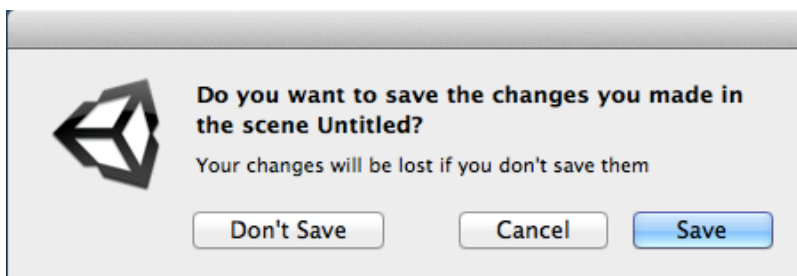
1. Go to [InstallDir]\Unity. You should see one Unity Package file named “ScaleformTutorial_Mac.unitypackage”.
2. Launch the Unity editor and create a new project. You won’t need any other packages for this sample level.



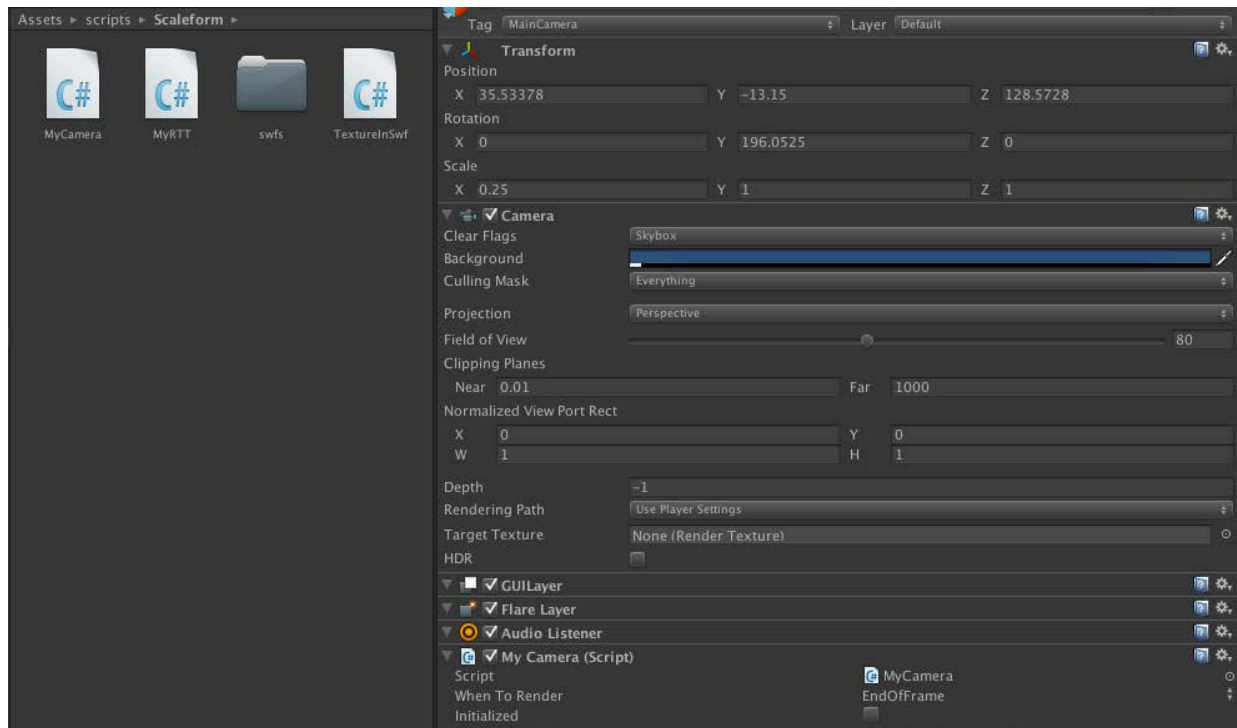
3. Now import the ScaleformTutorial package.



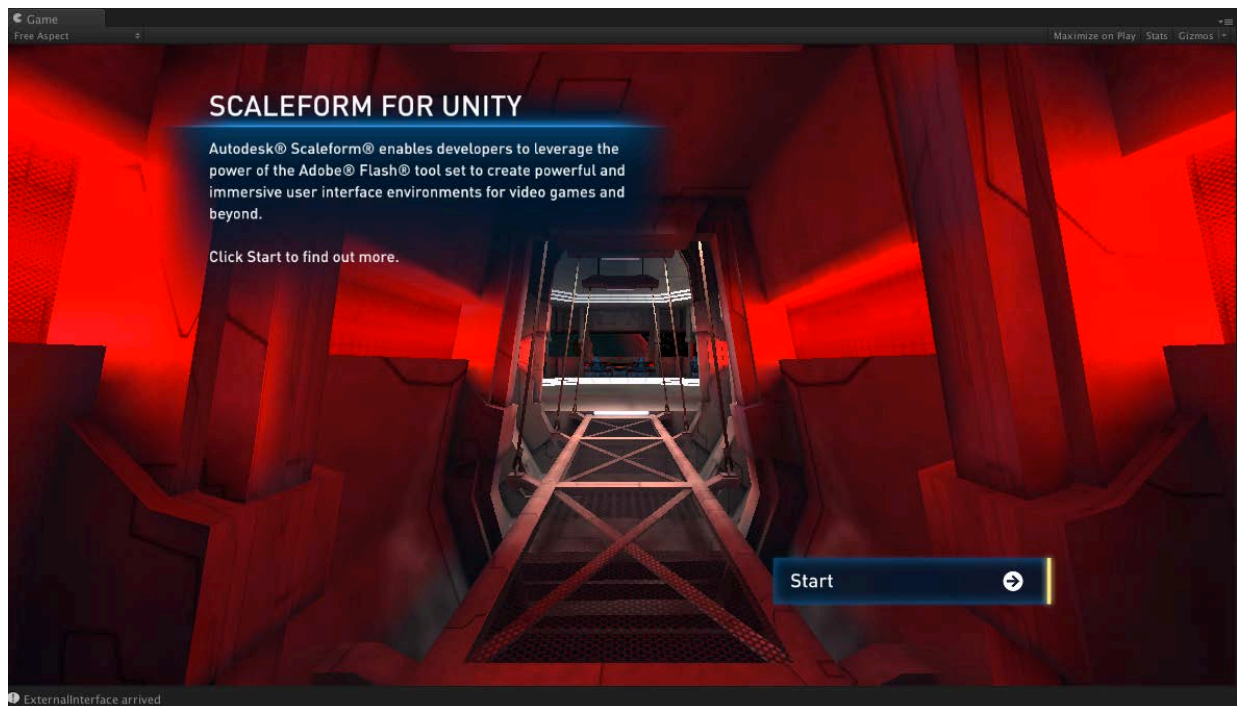
4. You should be now be able to see the contents of the ScaleformTutorial package in the project view. Double click on the main_level scene in the Assets\scenes project view. When Unity prompts you to save the changes you made to the scene Untitled, click “Don’t Save”.



5. Now select the Main Camera object in the main_level scene. The MyCamera script should be automatically attached to the Main Camera. If it is not, please drag the MyCamera script (located in scripts\Scaleform).



6. That's it! Push play and you should be able to see tutorial's navigation menu.



Next Steps

The Scaleform Unity Tutorial comes with an extensive set of documentation. If you are unfamiliar with the SDK, please read the “sf_4.2_getting_started_with_scaleform” document.

If you have any questions or feedback, please post at:

<http://area.autodesk.com/forum/game-developer-zone/scaleformunity-development/>

License Key (FOR EVALUATION USERS ONLY)

Please note that a license key is now required for the plugin run in the editor and in a standalone application. A license key is also required for our AMP and Exporter tool.

Creating a License Key

You should have received a key from the Gameware Website or Autodesk E-Store that looks something like this:

“ABCDEFGHJKLMNOPQRSTUVWXYZ12345A67890ABCDEFGHJKLMNOPQRSTUVWXYZ”

That key must be copied into a text file named “sf_consumer_license_mac_unity.txt”.

Using the License Key

To use the license key with our tools, place “sf_consumer_license_mac_unity.txt” in your SDKs “Bin” directory.

To use the license key with the plugin, we have provided a function in “MyCamera.cs” (Integrations/Unity/HelloWorldDemo/Assets/Scripts/Scaleform/MyCamera.cs) and “ScaleformCamera.cs” (Unity/StarshipDown/Assets/Scripts/Scaleform/ScaleformCamera.cs) named “SF_SetKey”. This function must be called before any Scaleform related classes are loaded, otherwise Scaleform initialization will not take place:

```
...
SF_SetKey("PLACE KEY HERE");
base.Start();
...
```