Autodesk®
Scaleform®

Scaleform Unity – Plugin ReadMe for Mac

Autodesk®
GAMEWARE

Copyright Notice

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.
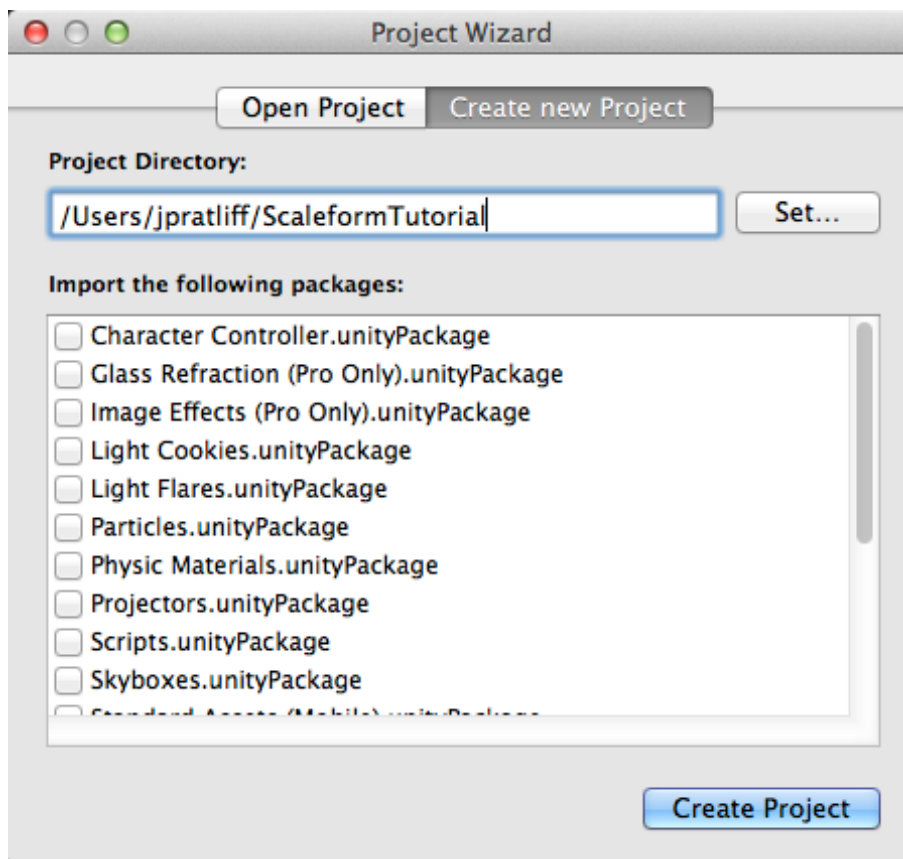
3. Now import the ScaleformTutorial package.
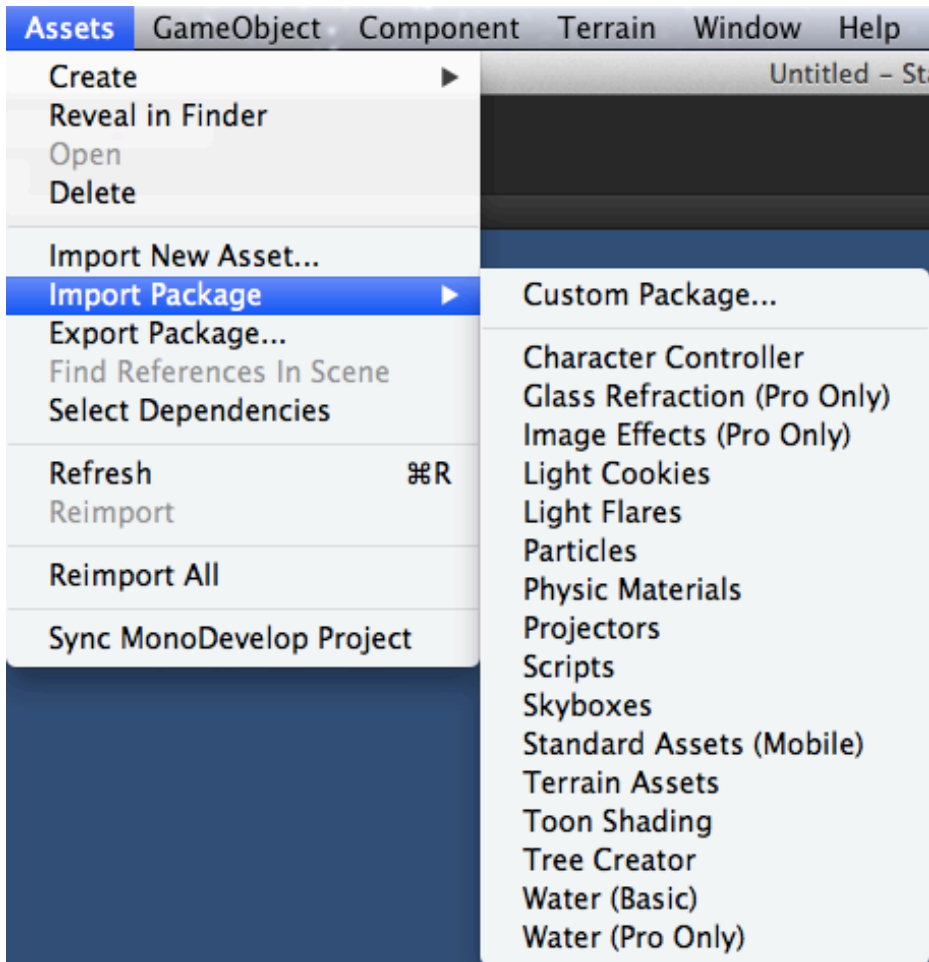
4. You should be now be able to see the contents of the ScaleformTutorial package in the project view. Double click on the main_level scene in the Assets\scenes project view. When Unity prompts you to save the changes you made to the scene Untitled, click "Don't Save".
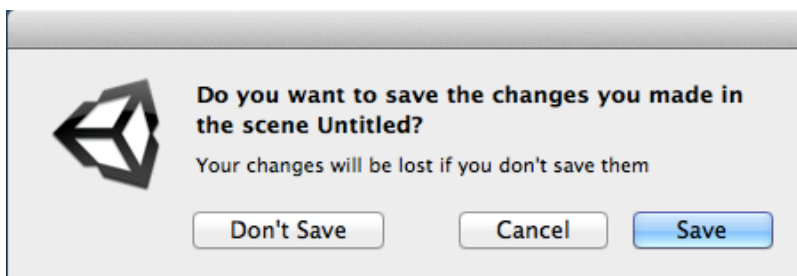
5. Now select the Main Camera object in the main_level scene. The MyCamera script should be automatically attached to the Main Camera. If it is not, please drag the MyCamera script (located in scripts\Scaleform).
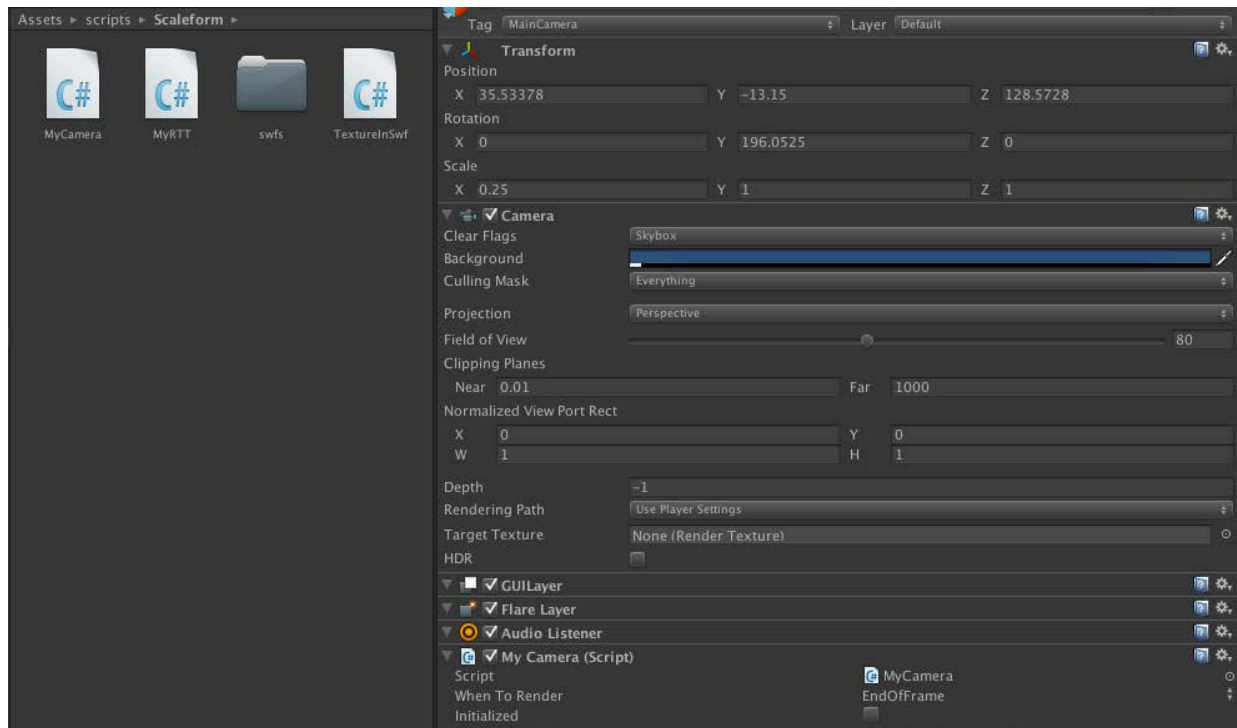
6. That's it! Push play and you should be able to see tutorial's navigation menu.
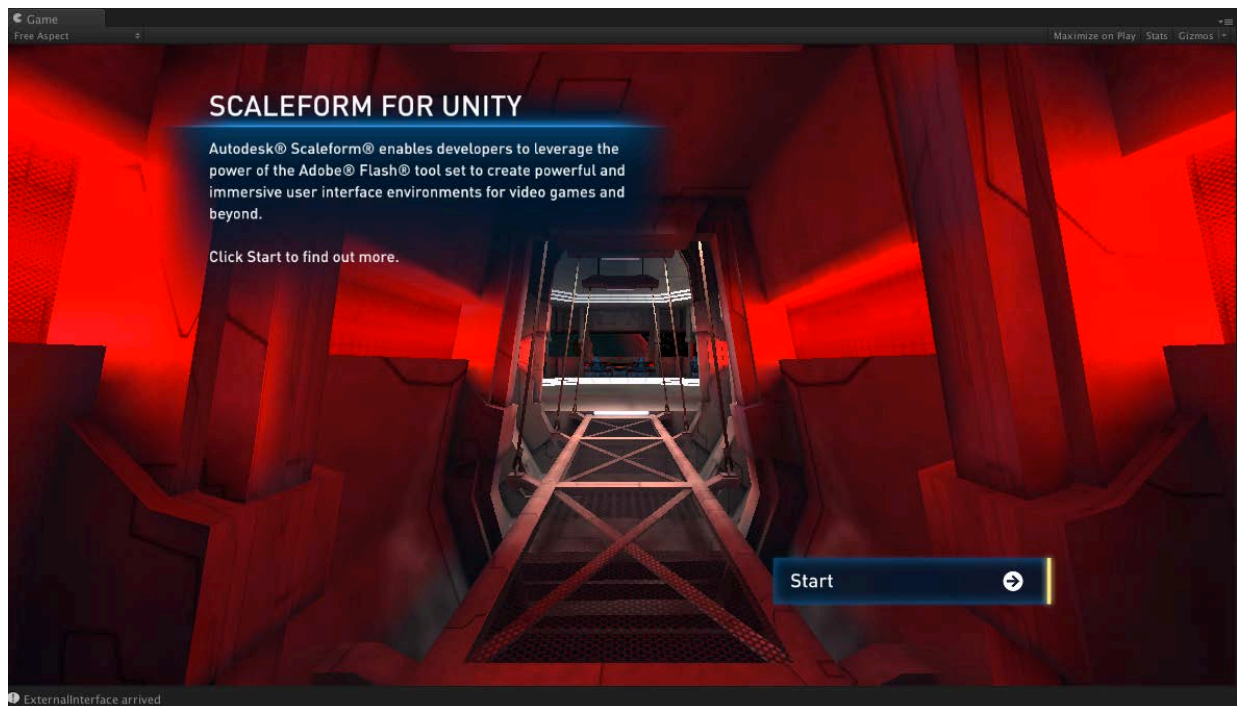
Next Steps

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:

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:

"ABCDEFGHIJKLMNOPQRSTUVWXYZ12345A67890ABCDEFGHIJKLMNOPQRSTUVWXYZ"

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();
        …
```