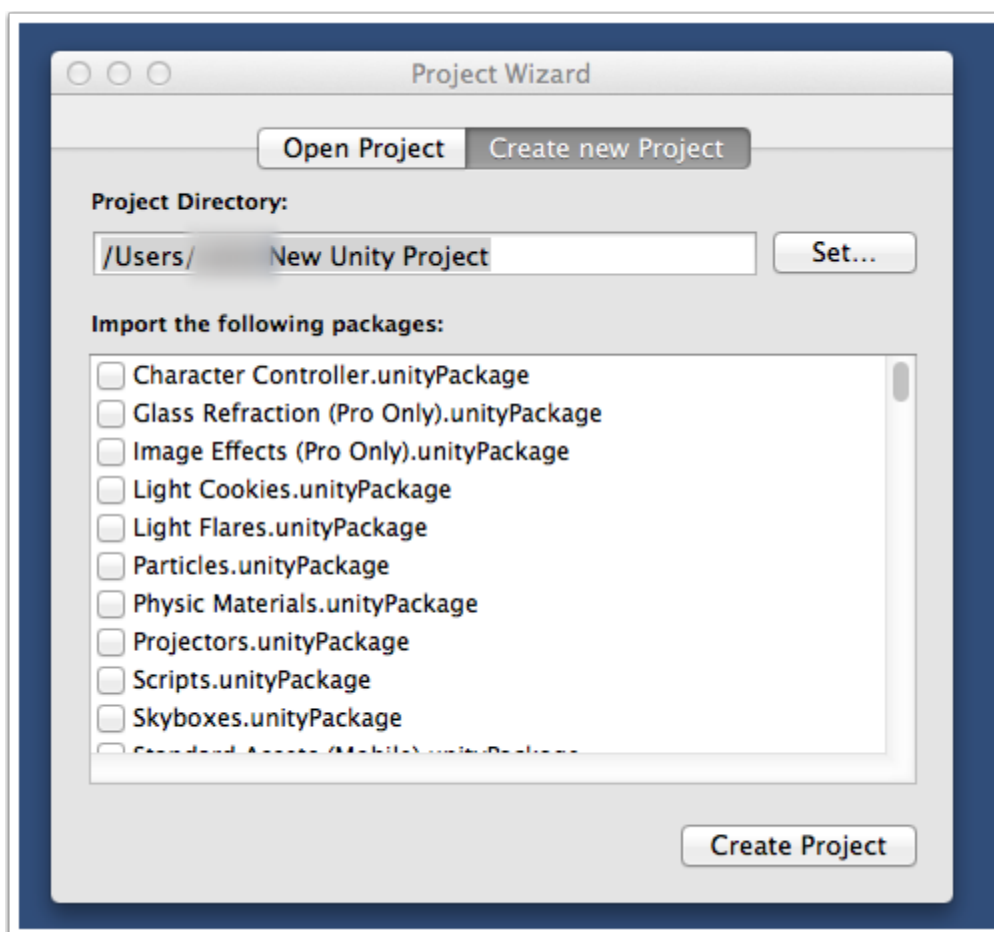


Getting up and running

1. Download UnityPackage from vendor's site.
2. Make sure you download the latest package.

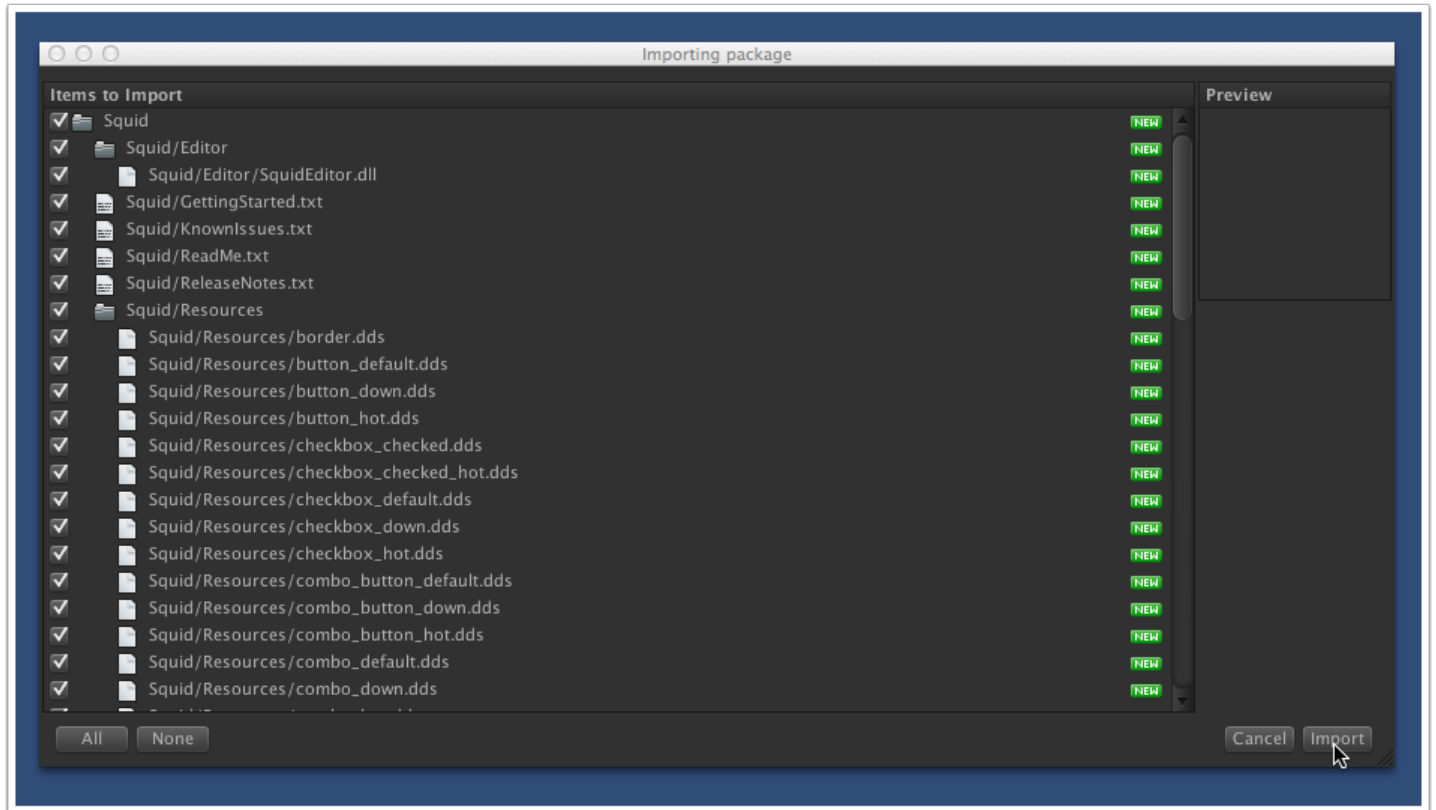
Create New Project

Create a new project in Unity.



Import Squid Package

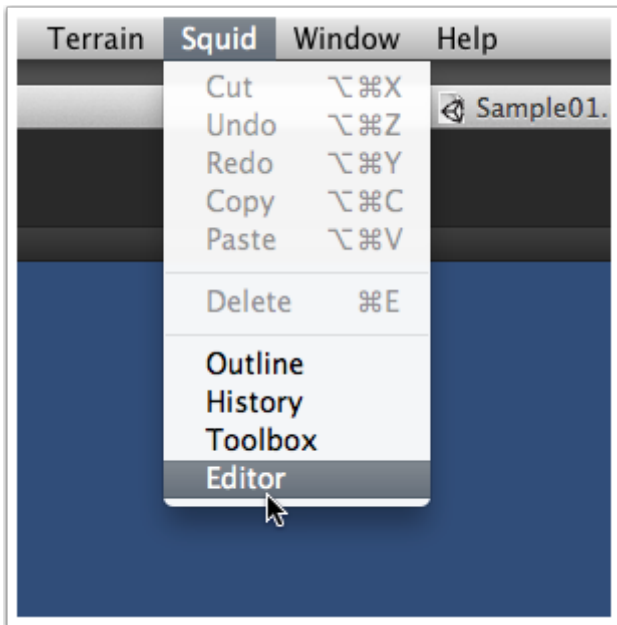
After downloading the package, import it to Unity.



GUI Menus

Enable the GUI menus by going to Squid menu. You should see Outline, History, Toolbox and Editor.

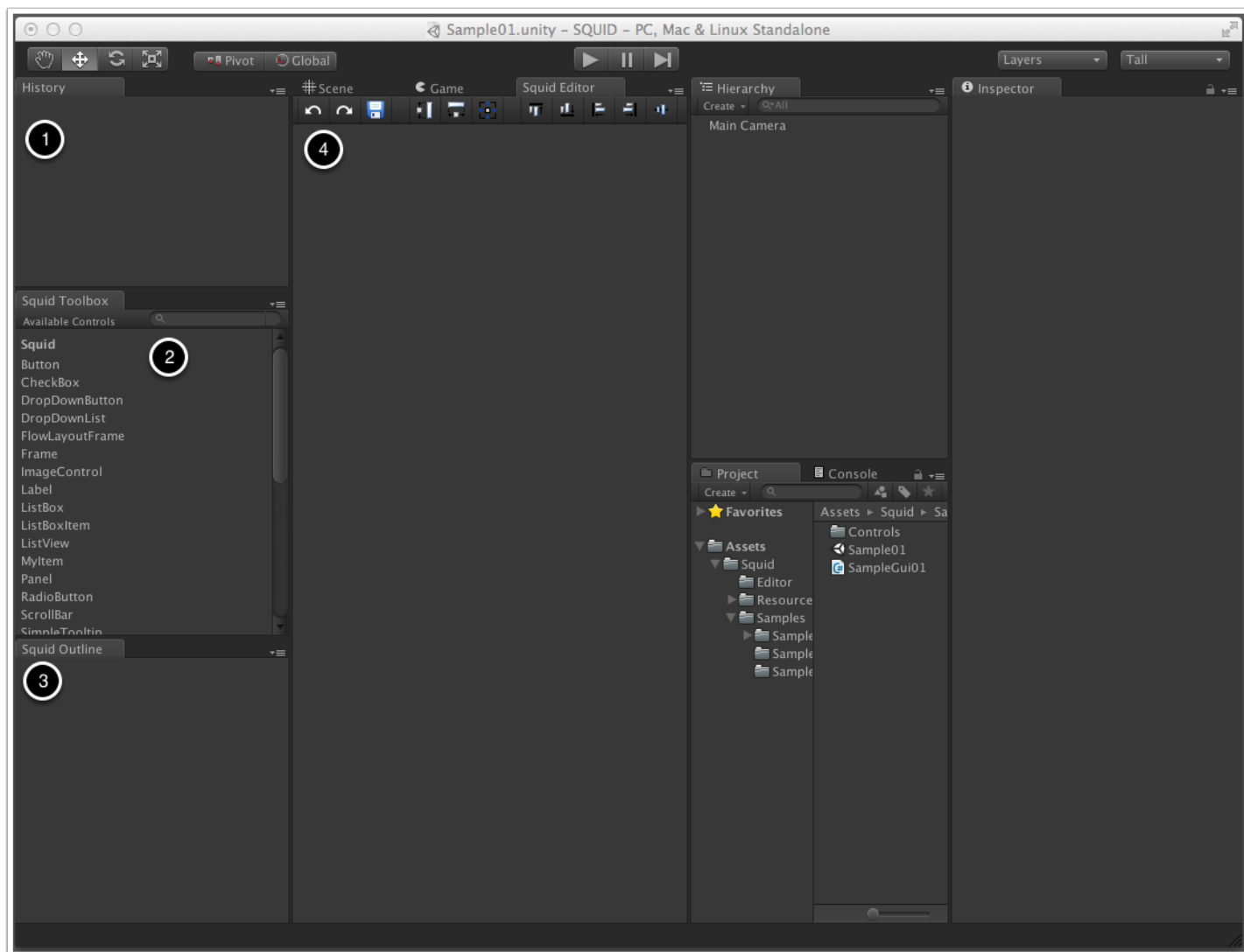
If you do not see the Squid menu, restart Unity3d again.



GUI Menus Activation

Arrange the Windows in a most convenient manner for you.

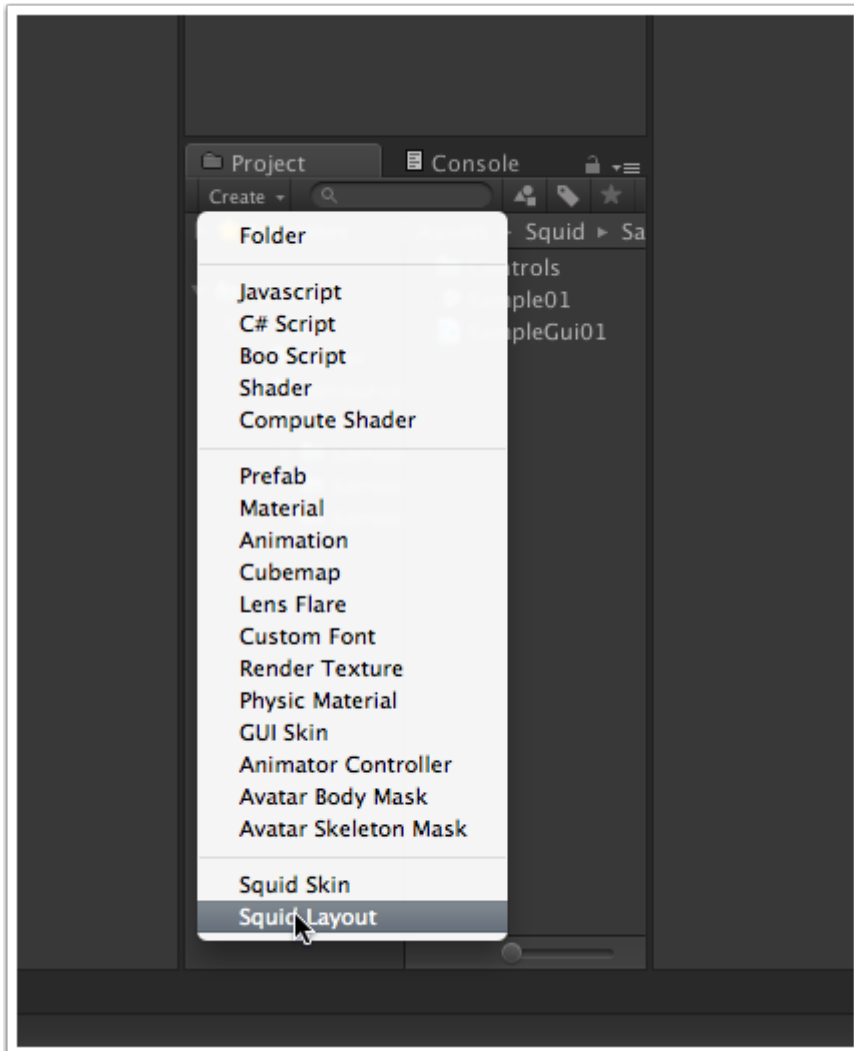
1. Place the History Window on left hand side.
2. Place the SQUID Toolbox Window on the left hand side, docked.
3. Place the SQUID Outline Window on the left hand side, docked.
4. Place the Squid Editor Window in the middle.



Add New Layout

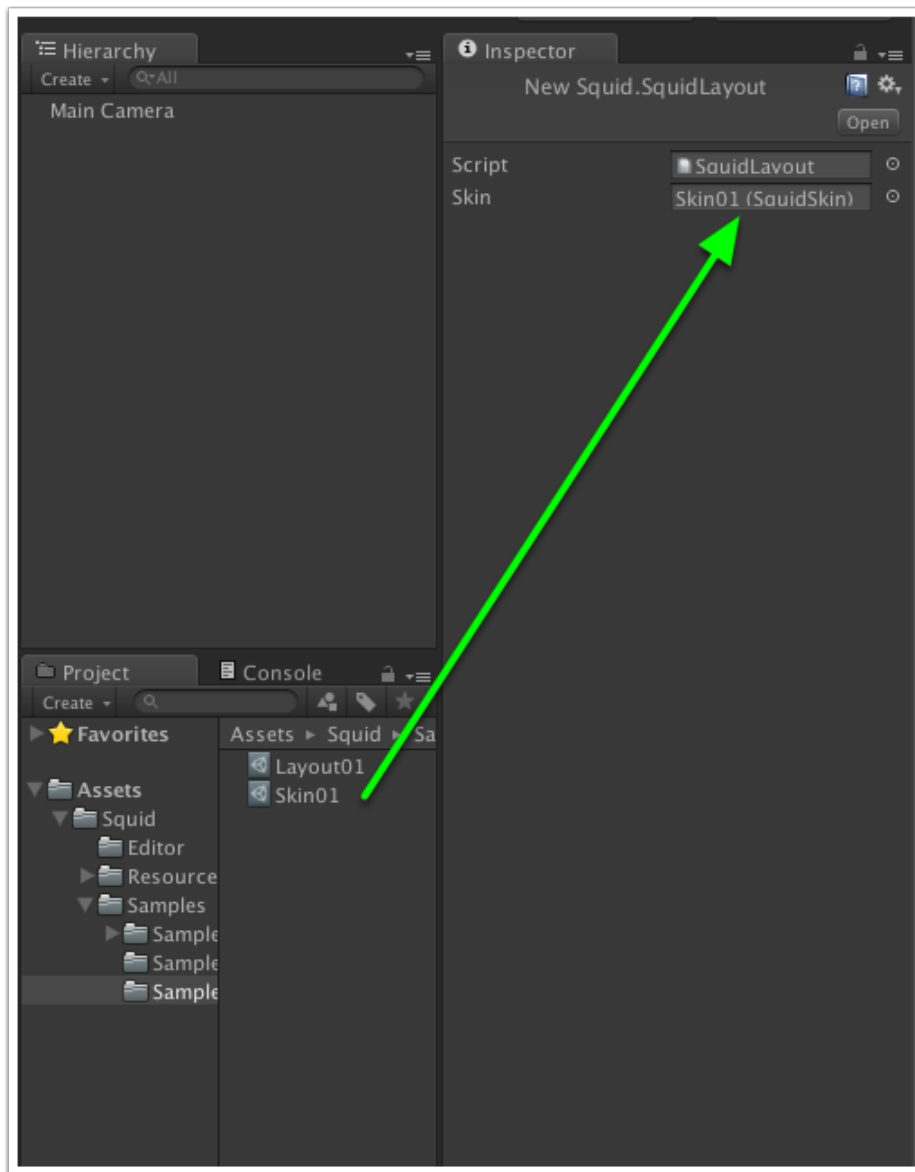
Create a new layout by going to Project > Create > Squid Layout.

If you do not see the Squid Skin and Squid Layout entries, please see "Import Squid Package".



Assigning Skin

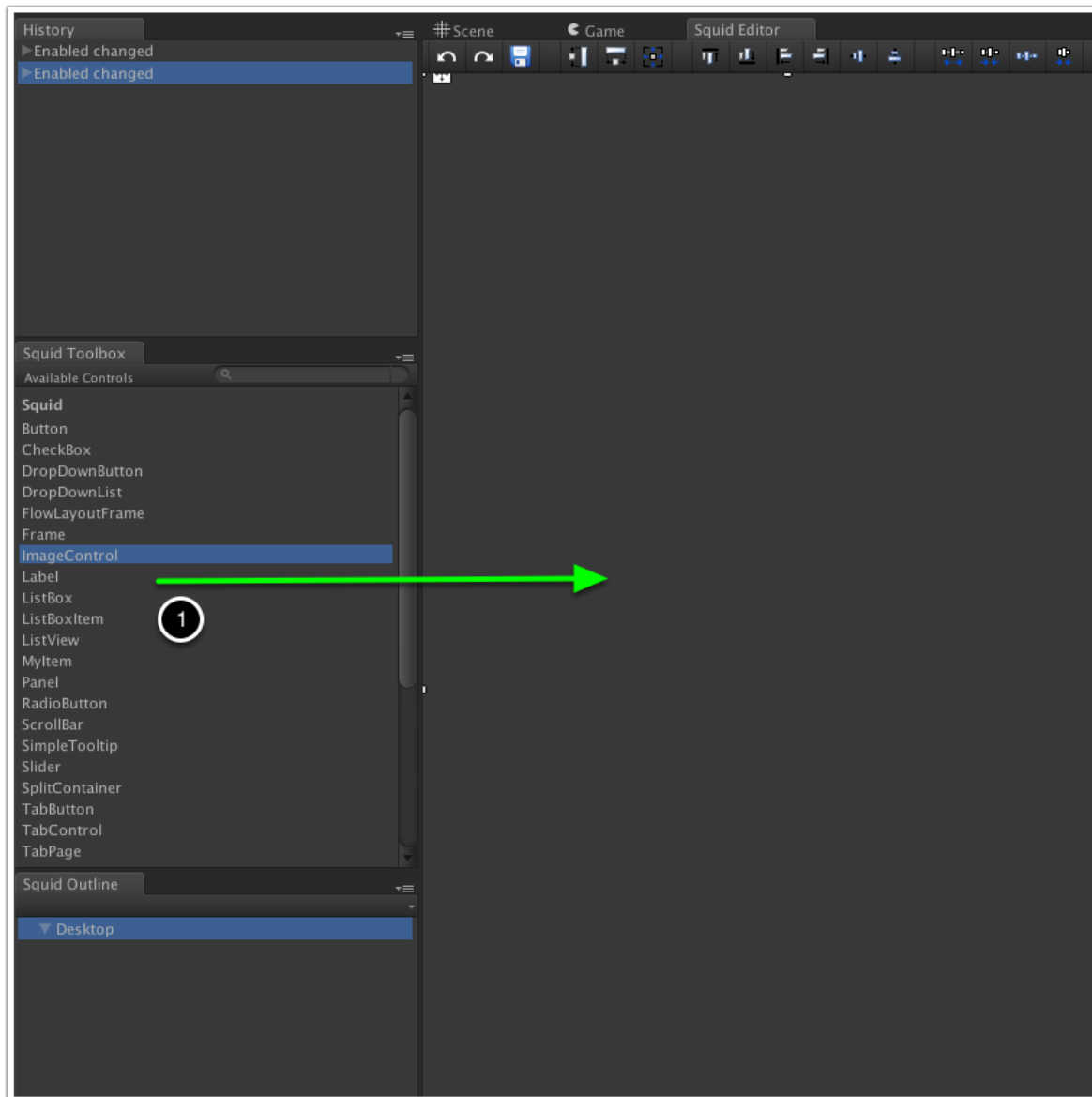
Before you can start work on a SquidLayout, you must assign a Skin to it first.



Adding controls

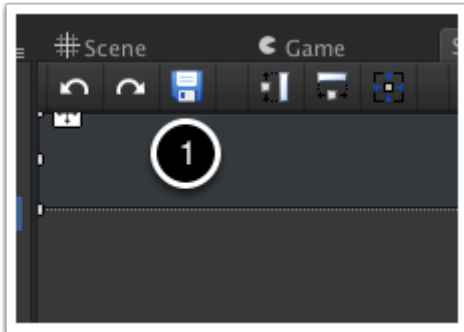
Add controls to the GUI layout

1. Drag and drop an item from the SQUID toolbox to the editor
2. You should see the dragged item on the Squid Editor.



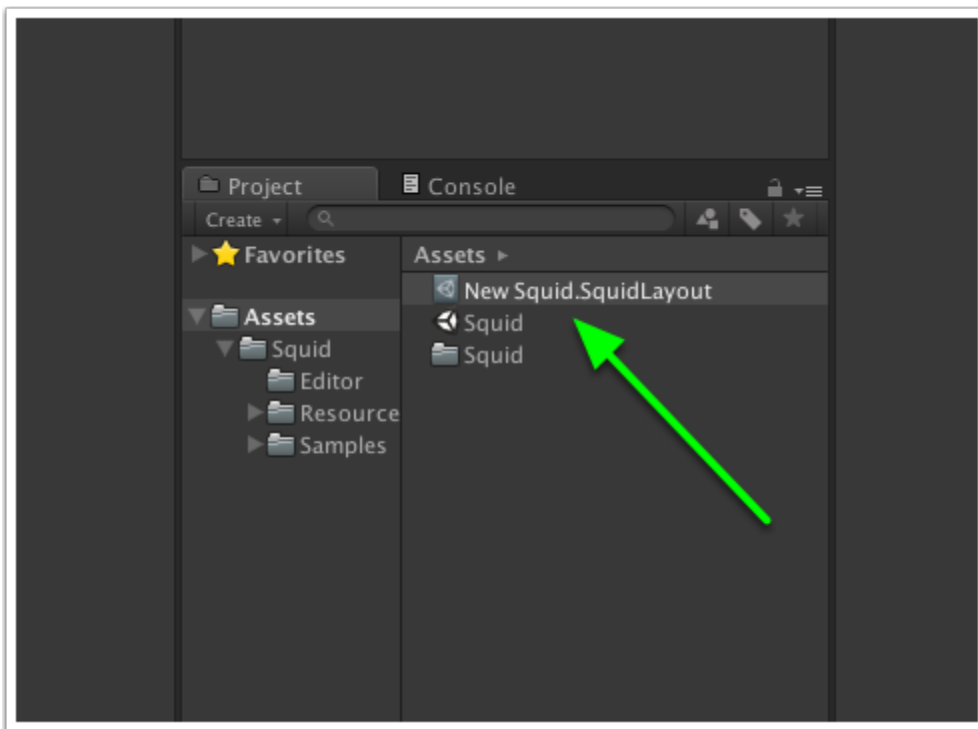
Saving Controls

Before you press "Play" button, please remember to save your work first.



Problems with Adding Controls

If, for some reason, you cannot drag and drop from toolbox, you must have a SquidLayout item selected.



Copy, Cut and Paste work-around

In order to copy, you must use:

In PC:

- Ctrl+Alt+C to Copy
- Ctrl+Alt+X to Cut
- Ctrl+Alt+V to Paste

In Mac:

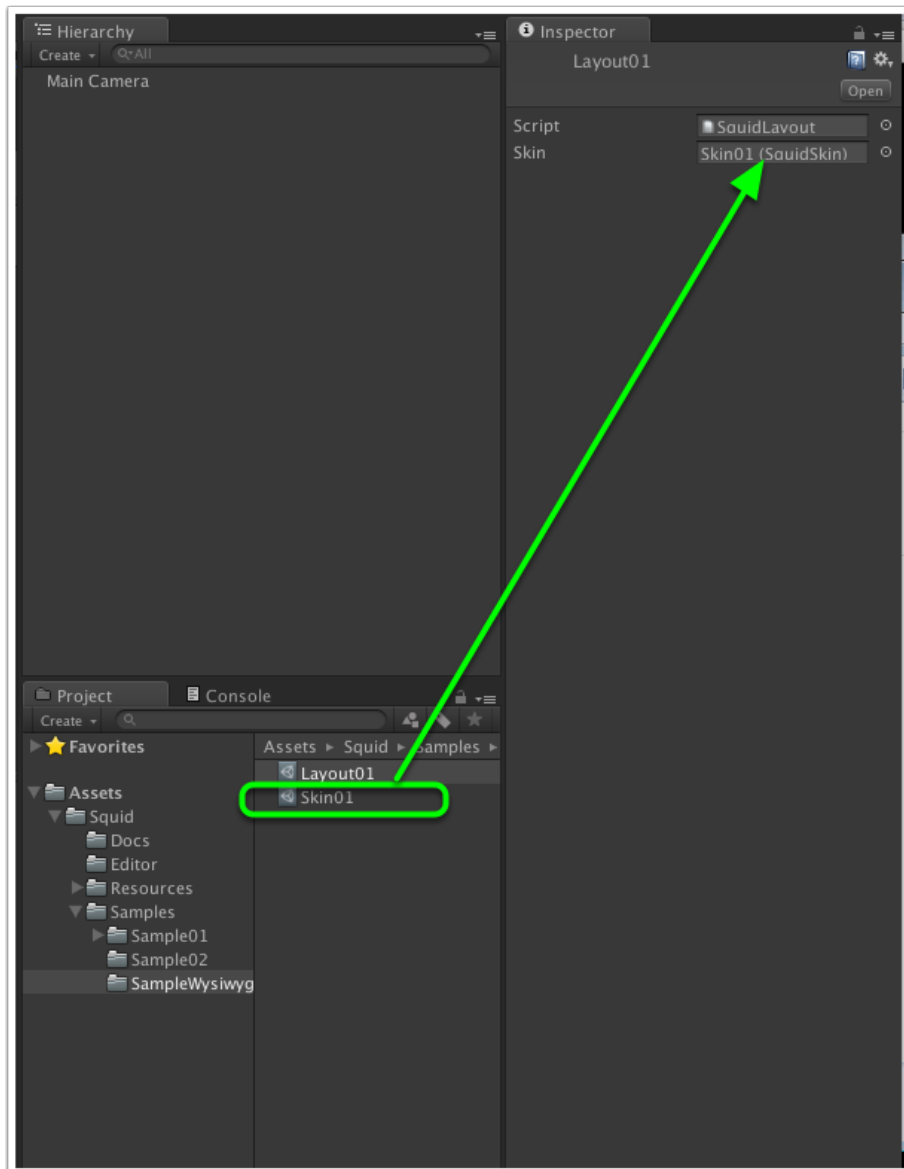
- Ctrl+Command+C to Copy
- Ctrl+Command+X to Cut
- Ctrl+Command+V to Paste

Drag and Drop work-around

For some reason, the Unity3d editor cannot drag and drop items from Squid Toolbox to Squid Editor.

To resolve,

Simply drag your skin to the Layout again.



Outline work-around

If the file is not selected, the Squid Outline will be empty.

If Squid Outline is empty, select the SquidLayout File again to show the Outline.

