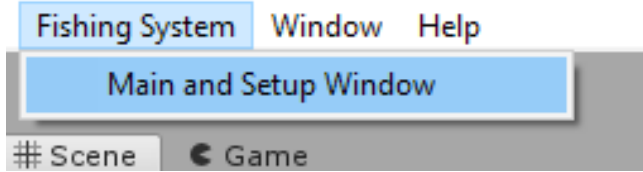# Fishing Development Kit

Available on the Asset Store

FIRST RUN(Adding Layers, Tags & Input Axes)

1. Open the "Main and Setup Window" by selecting the menu entry "Fishing System/Main and Setup Window".

: & Linux Standalone <DX11>

| Fishing System | Window | Help |

Main and Setup Window

\# Scene   ⚡ Game

2. Open the „Fishing_Test_Scene" which can be found under this path in your unity project:
   „Assets/Fishing_System_Assets/Scenes/Fishing_Test_Scene.unity".
   (All listed tags should have been added automatically after opening the „Fishing_Test_Scene.unity" scene.)

3. Click on the „Show All Tags & Layers" button in the „Main and Setup Window".

Show All Tags & Layers

3. Add the layer „Overlay" to User „Layer 29" manually.

4. Click on the „Open Input Manager" button in the „Main and Setup Window".

5. Manually insert the input axes below into the input manager.

▼ Axe 1:

Name:

| Action |

Positive Button:

| e |

Gravity:

| 1000 |

Dead:

| 0.001 |

Sensitivity:

| 1000 |

Type:

| Key or Mouse Button |

Axis:

| X axis |

Joy Num:

| Get Motion from all Joysticks |

▼ Axe 2:

Name:

| ActionF |

Positive Button:

| f |

Gravity:

| 1000 |

Dead:

| 0.001 |

Sensitivity:

| 1000 |

Type:

| Key or Mouse Button |

Axis:

| X axis |

Joy Num:

| Get Motion from all Joysticks |

6. Enter the "Play-Mode" by clicking on "Play" while you are in the "Fishing_Test_Scene.unity".

Tutorials for exchanging and adding new fishes and items will follow soon.

If you need help or have any questions please contact me via this e-mail: Contact@RedicionStudio.com