UnityFbs: QuickStart guide

1) First of all, you need to get a flatc-compiler. You can do it in two ways:
    a. In package there is an archive with prepared flatc-compilers for Windows, MacOS, Linux (UnityFbs/Plugins/FlatBuffers/FlatCompillersForPlatforms.zip)
    b. Build by yourself according to documentation on
       https://google.github.io/flatbuffers/flatbuffers_guide_building.html
2) Set flatc-compiler path: right click on flatc-compiler file in the Editor -> Set as flatc-compiler file:
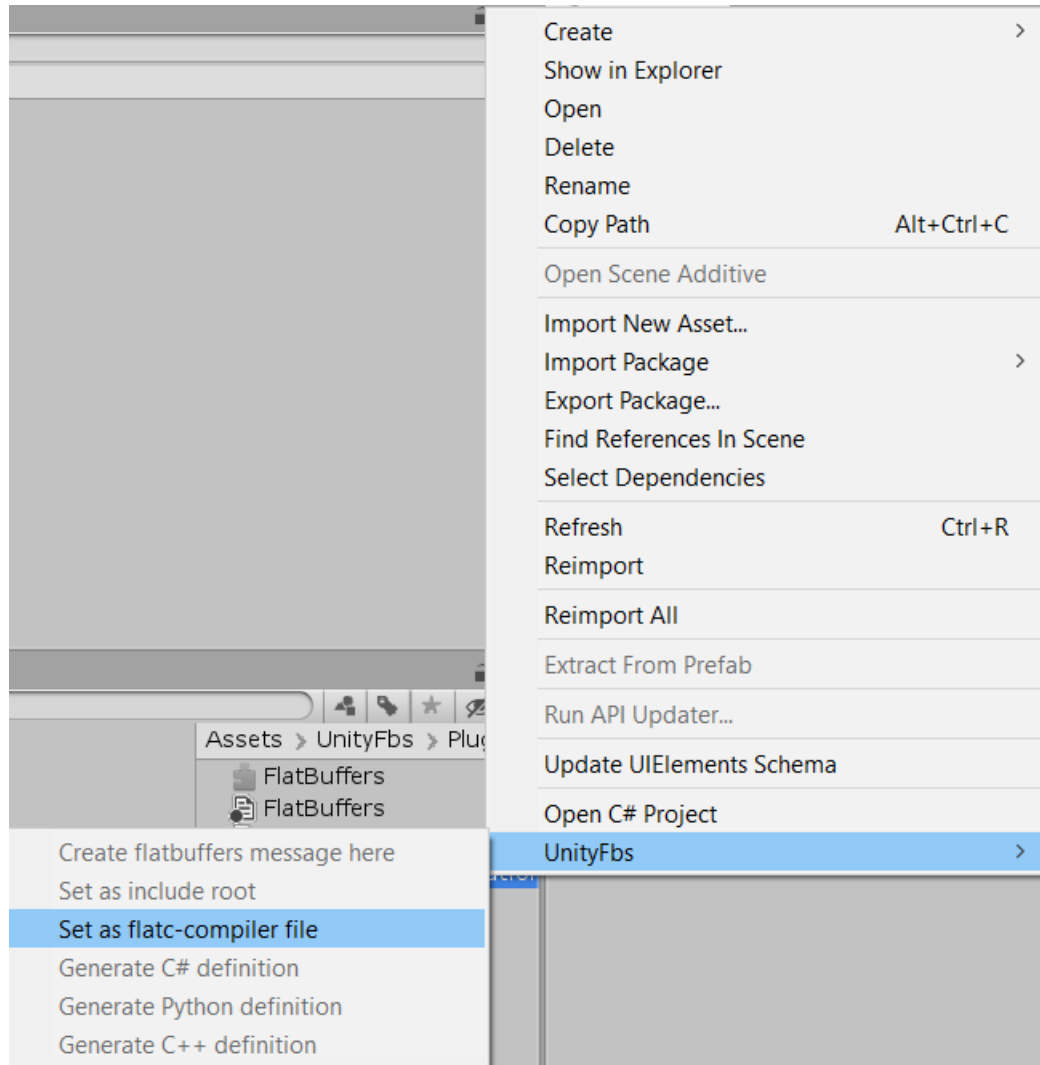
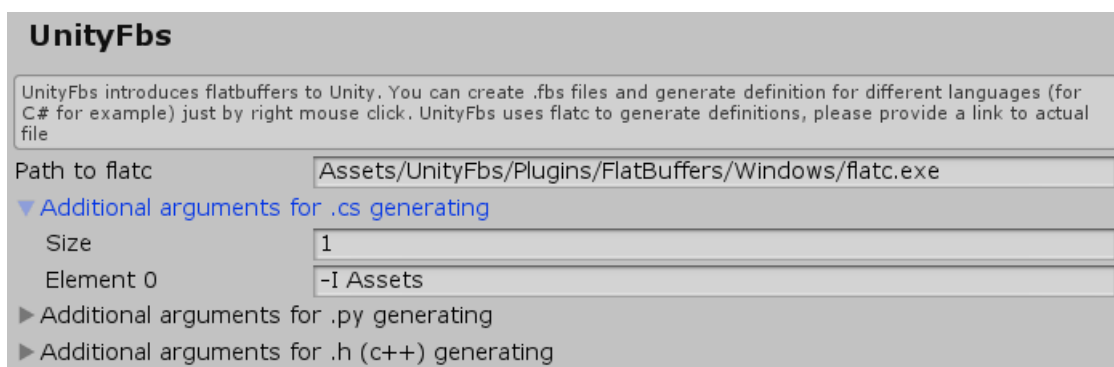3) Now you can use UnityFbs:

    a. Create new .fbs-messages:
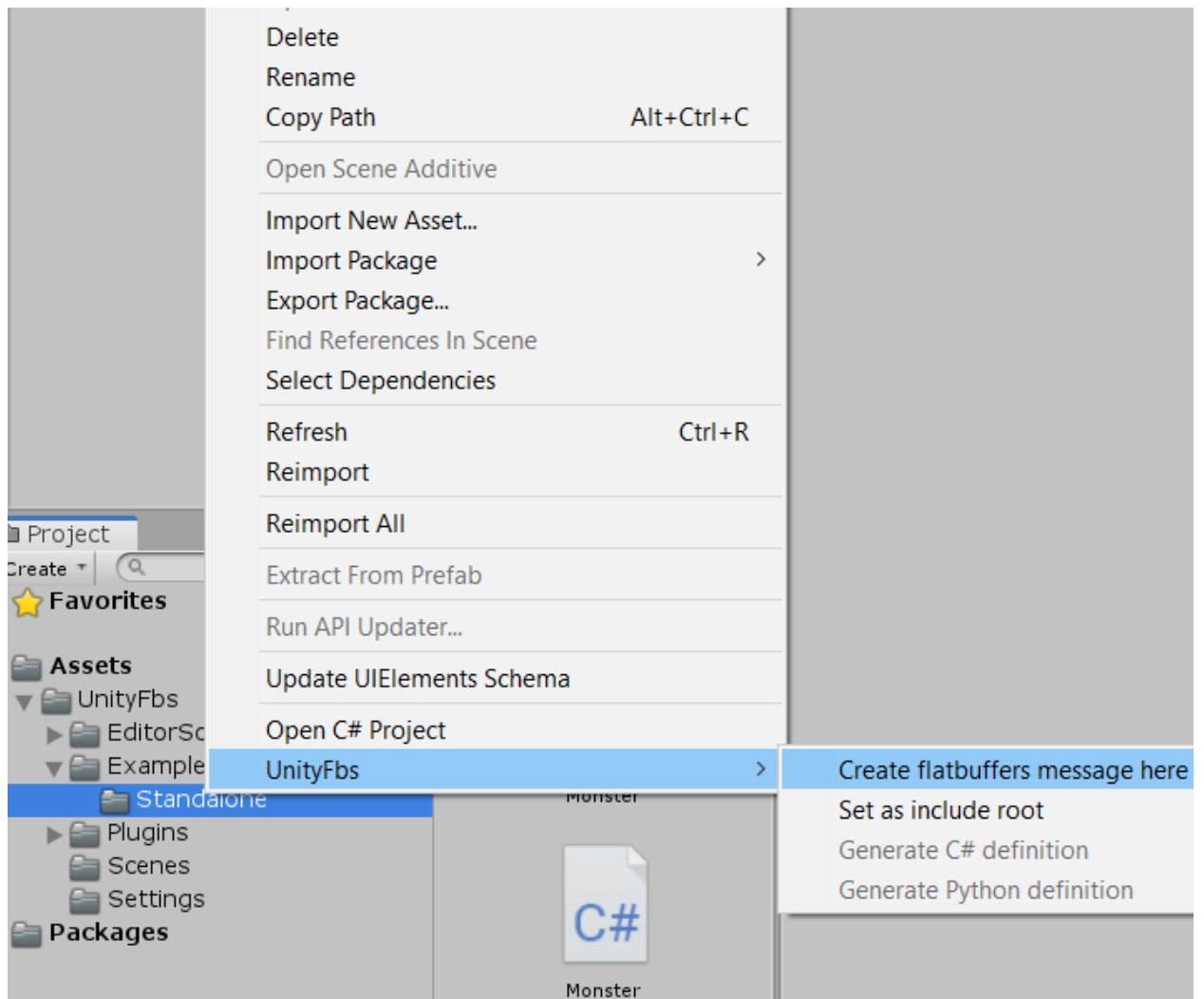
b. Compile them
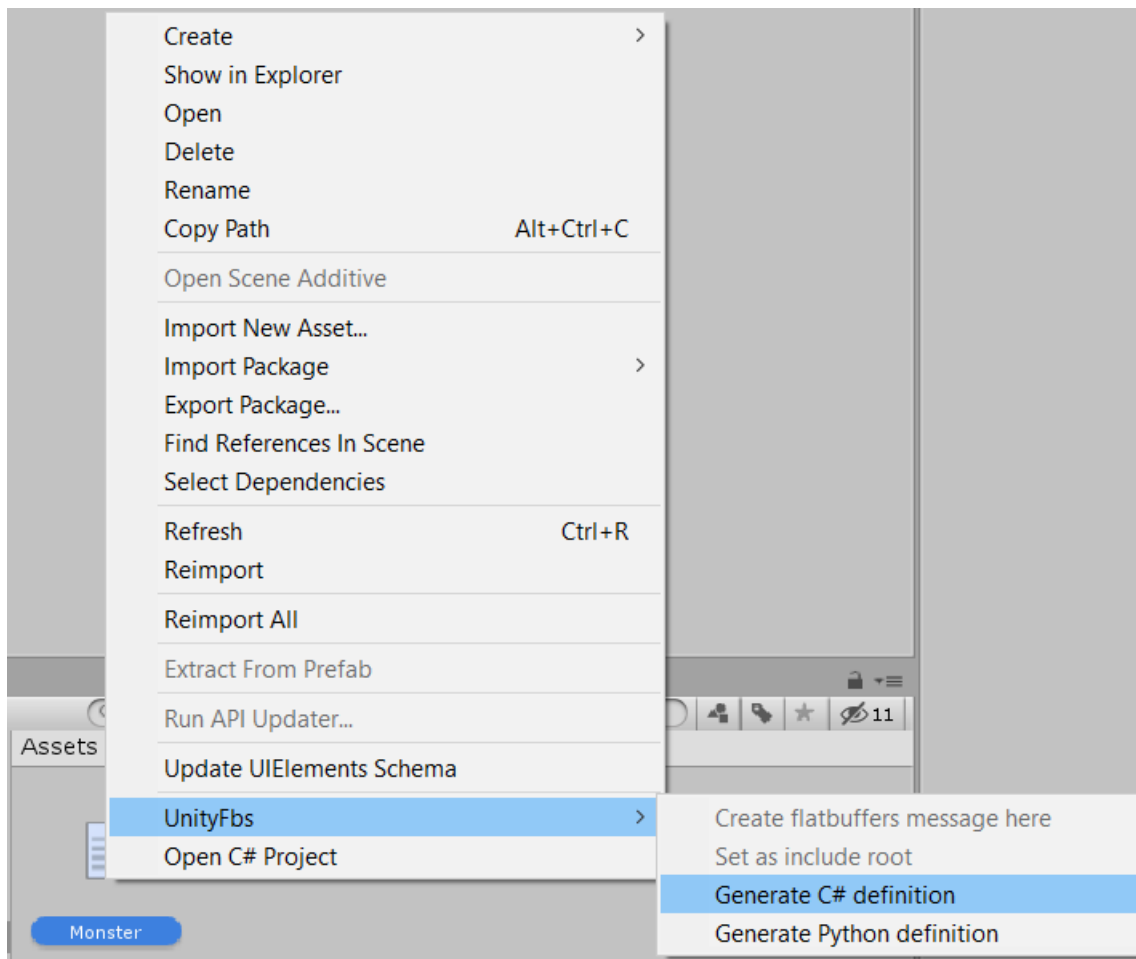
Extra

1) You can check and set setting of UnityFbs at Edit->Project Settings->UnityFbs

2) If you use hierarchical structure of .fbs-messages and include one into another you probably need to set an include root directory: