



# **ULTIMATE RUNNER ENGINE**

**v2.0**

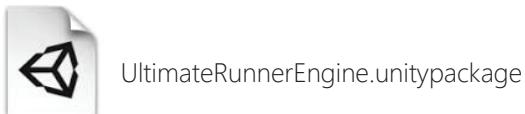
**Trisoft Studios Ultimate Runner Engine 2.0  
Installation Guide**

# HOW TO SETUP ULTIMATE ENDLESS RUNNER

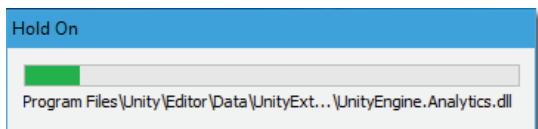
## 1 - Create a new empty Unity project

For the best results recommended to use Unity version 5.6.1f1 and above

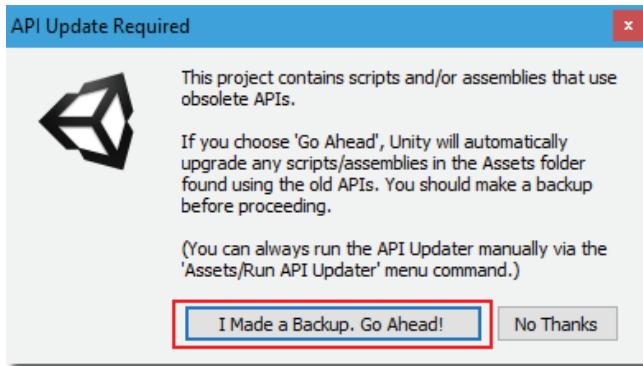
## 2 - Import Ultimate Runner Engine package



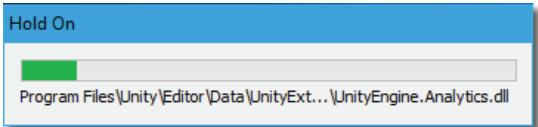
## 3 - Wait to Unity index all the project files



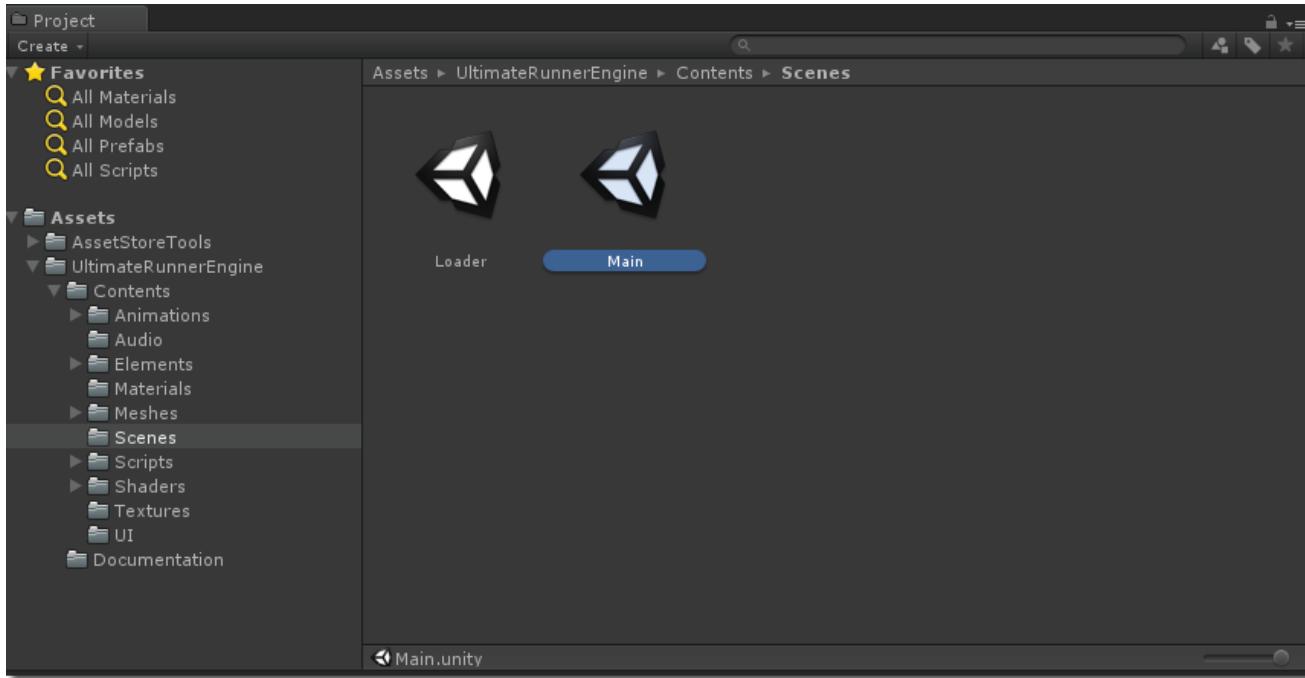
## 4 - Unity will update the script automatically. Click "I Made a Backup, Go Ahead!" button.



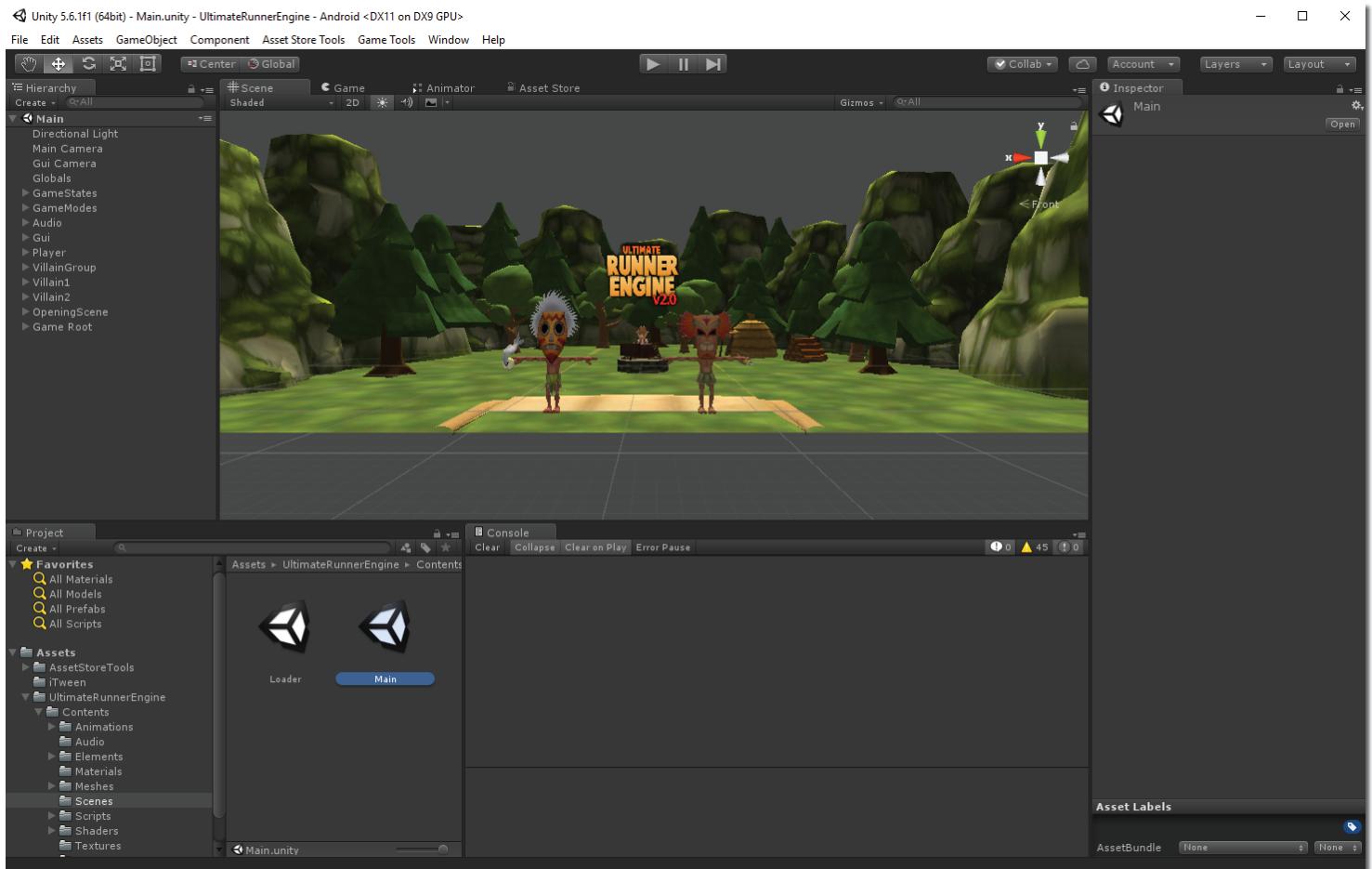
## 5 - Wait a little bir more...



4 - Now your project files indexed, navigate Contents>Scenes and open "Main" scene.

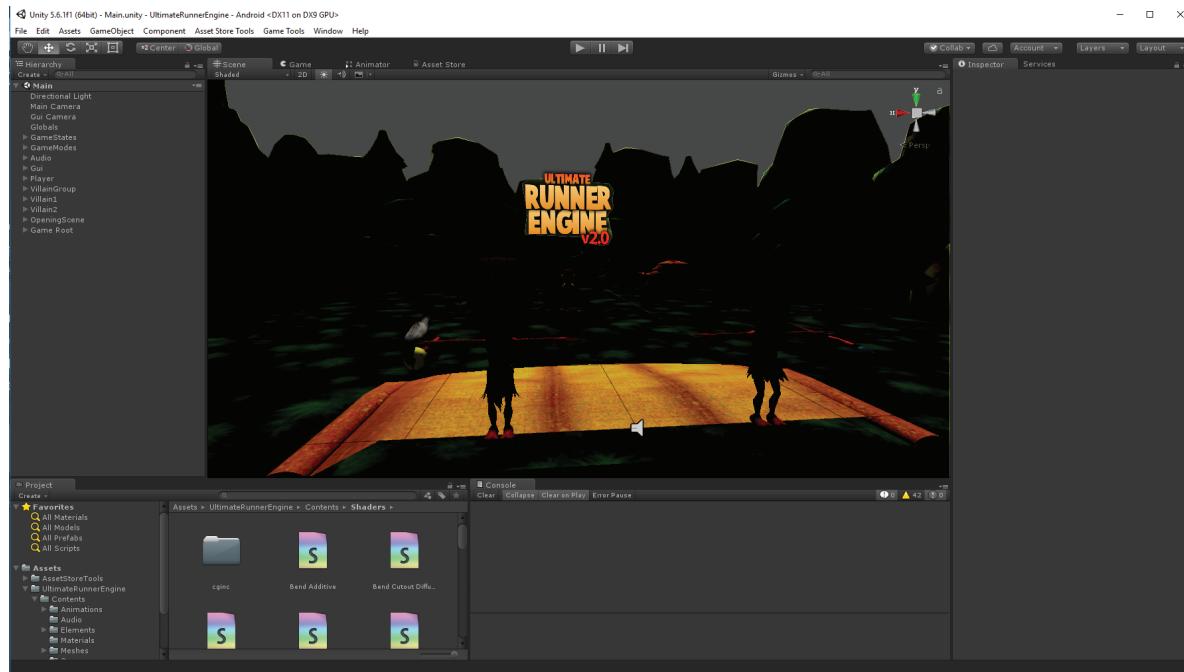


ALL DONE !! Now you can press the play button and run the game.

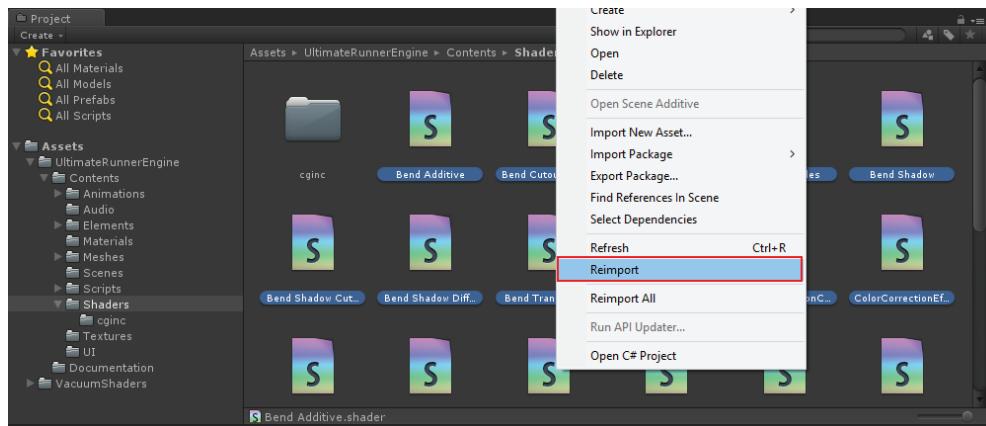


## BLACK SCENE ISSUE

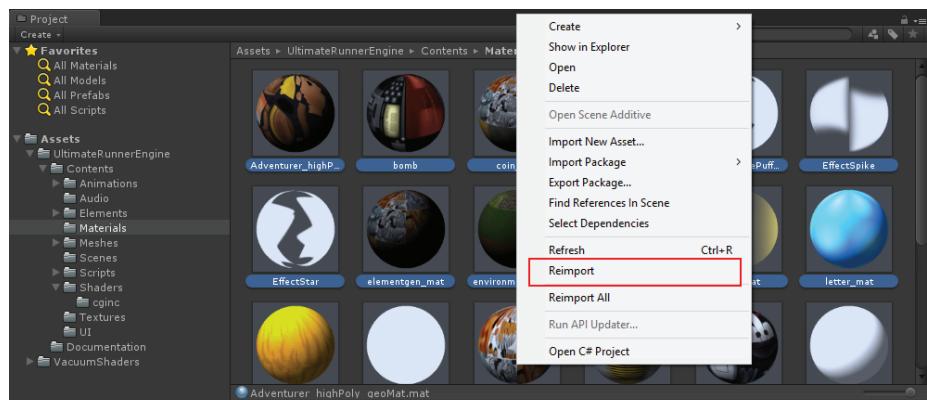
If your project look like this after you import, follow the steps below.



Select all shaders in Content>Shaders folder right click and select Relimport from the context menu



Do same process for materials navigate Content>Material folder right click and select Relimport.



When you done, close and restart Unity project then all shaders and materials will be compiled again and your scene will looks good.

Game Shader does not support shadows please make sure to your shadow settings disabled in the quality window.

