**ULTIMATE SCI-FI STARSHIPS, STARDOCKS, AND JUMPGATES COLLECTION**

**“CONSTRUCTION STARSHIP TUTORIAL”**

**FOR UNITY3D DOCUMENTATION**

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**RELEASE VERSION 4.0**

***CREATED BY: DANIEL KOLE***

*Copywrite 2016 - Daniel Kole Productions*

***Construction Starships - Basic Tutorial:***

***Step One***:

To use the Construction Starships, create a new scene.

***Step Two:***

Place the required prefab, ‘BFP\_RequiredSystems’ prefab, into the scene. It can be found in the folder: UltimateSFSSJC/Prefabs.

***Step Three***:

Place a construction starship in the scene. They can be found in the UltimateSFSSJC/Prefabs/PreMadeStarships/ folders. There is a small/medium/large version for each color scheme.

***Step Four***:

Locate the ‘Construction Starship’ script in the inspector while the construction starship is selected in the Hierarchy.

The ‘**Unit To Build**’ variable will determine which object is created by the starship. It’s default value should be ‘Medium Starship’.

**NOTE**: Make sure the check box next to the ‘**Test Construct Building**’ is checked. This will begin the construction process upon playing the scene.

***Step Five***:

Play the scene and watch the Construction Starship build whatever object you selected in the ‘**Unit To Build**’ variable in the inspector.