

# CSC

## Convertible Scene Creator

### User Manual

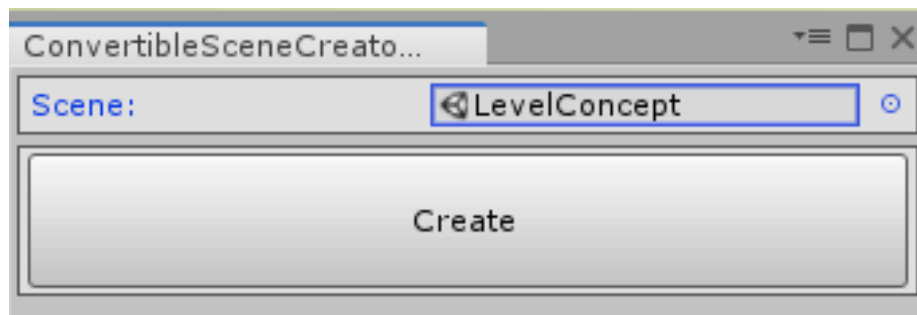
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## 1 Introduction

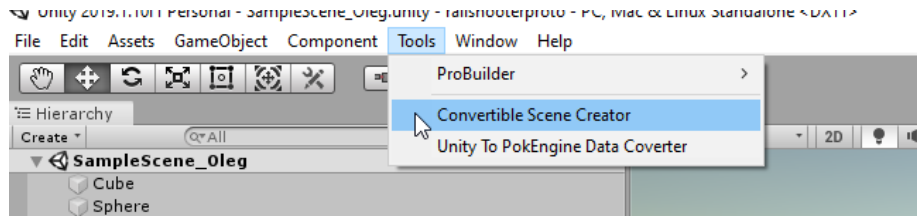
The **Convertible Scene Creator**, or **CSC** for short, is a Unity tool used to **create .asset ScriptableObject files from .unity Scenes**. These .asset files can then be **used by the Unity to PokEngine Data Converter (UPDC)** to generate .pokconvertiblescene files readable by the PokEngine parser.

## 2 The UI



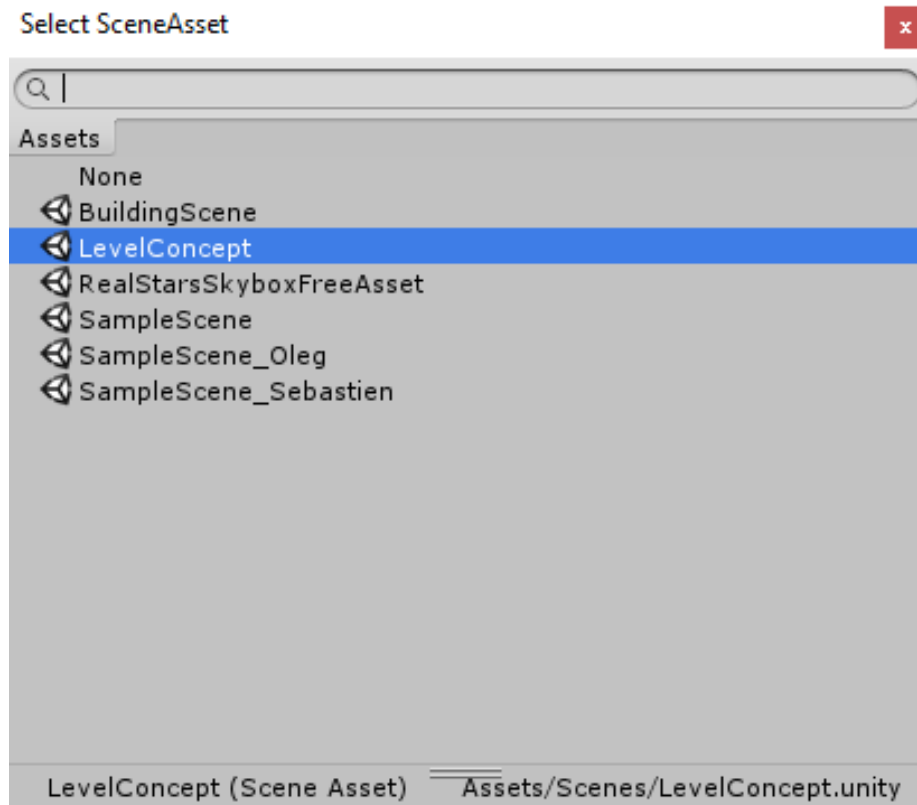
The UI is comprised of **two elements**: an **object field** for the .unity file to convert to a ConvertibleScene asset and a **button to create the asset**. Upon successful creation of a ConvertibleScene, the window is automatically closed.

### 3 Accessing the Tool



The tool is accessed by navigating to **MainMenu/Tools/Convertible Scene Creator**.

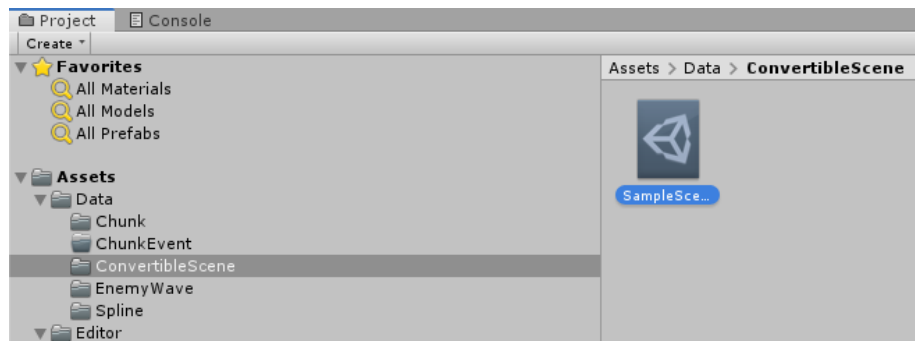
### 4 Selecting a Scene



A **.unity** scene can be selected by either **dropping the .unity file** from the Project explorer **into the UI's object field** or by **clicking the small circle in the object field**. Doing so brings up a scene selection menu.

**WARNING:** In order for the **.unity scene** to be converted, it **needs to be loaded in the editor!**

## 5 Output File



Upon clicking the **"Create"** button, the **UI is closed** and the generated .asset can be found under **Assets/Data/ConvertibleScene**. From there, you may use UPDC to convert the resulting file into a .pokconvertiblescene readable by the PokEngine parser.