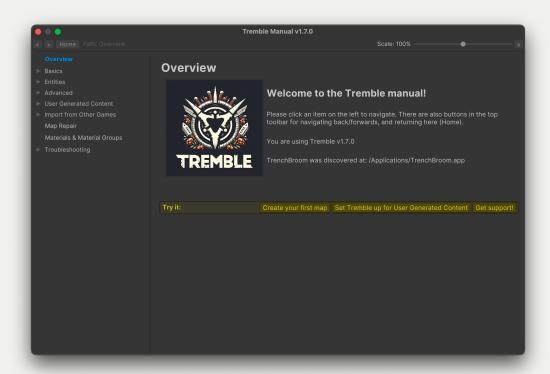# Tremble User Guide PDF

## Installation

- **Prerequisite**: Install the Quake map editor of your choice. We recommend TrenchBroom, since Tremble integrates fully with it. Other tools are not supported at this time, but you may be able to manually use the FGD file and textures generated by Tremble with those.

- Download the package from the Unity asset store, and install it into your project (you've probably already done this, since you're reading this!)

## Important Note!!!

💡 As of Tremble 1.7.0, this help is now provided in an embedded format. Open the in-editor manual by clicking Tools > Tremble > Open Manual…