

SYN-G-GEN Tutorial #01

Target Unity

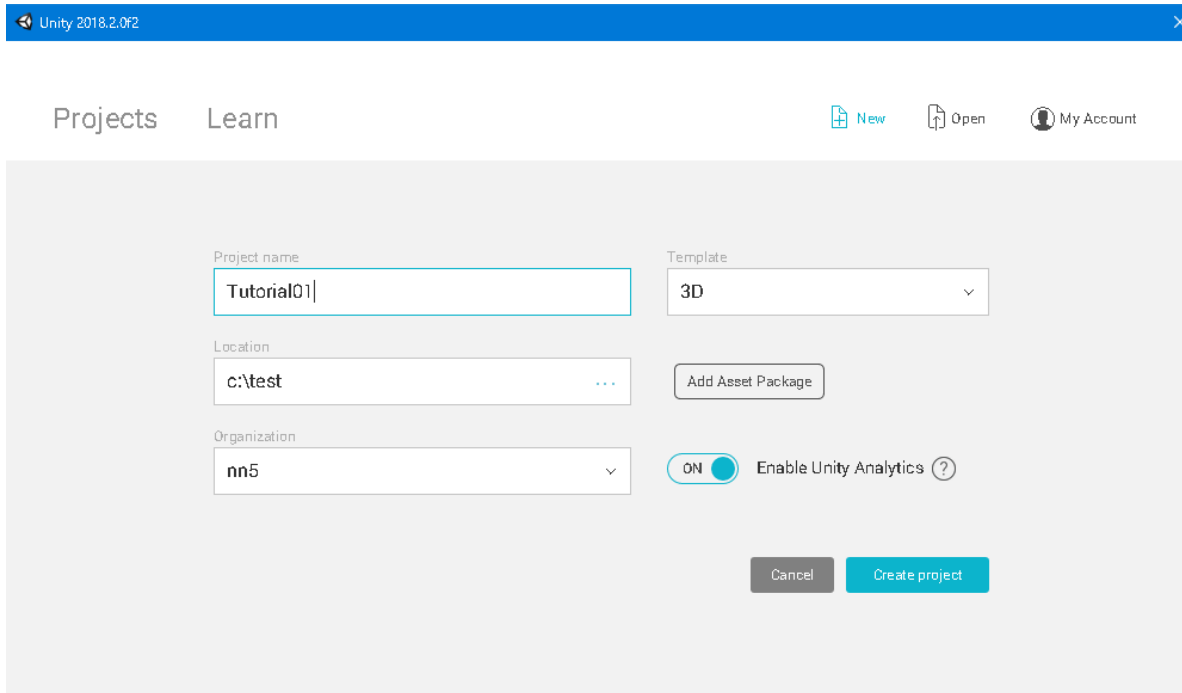
Programanic

2018/9/30

Step 1

Create a new unity project

Run Unity application and create a new project as below.



The screenshot shows the Unity 2018.2.0f2 application window with the 'New Project' dialog box open. The dialog box has a blue header bar with the Unity logo and version number. Below the header, there are tabs for 'Projects' and 'Learn'. On the right side of the header, there are icons for 'New', 'Open', and 'My Account'. The main area of the dialog box contains several input fields and a toggle switch. The 'Project name' field is labeled 'Tutorial01'. The 'Template' dropdown menu is set to '3D'. The 'Location' field is labeled 'c:\test'. The 'Organization' dropdown menu is set to 'nn5'. There is an 'Add Asset Package' button. A toggle switch for 'Enable Unity Analytics' is turned 'ON'. At the bottom right, there are 'Cancel' and 'Create project' buttons.

Unity 2018.2.0f2

Projects Learn

New Open My Account

Project name
Tutorial01

Template
3D

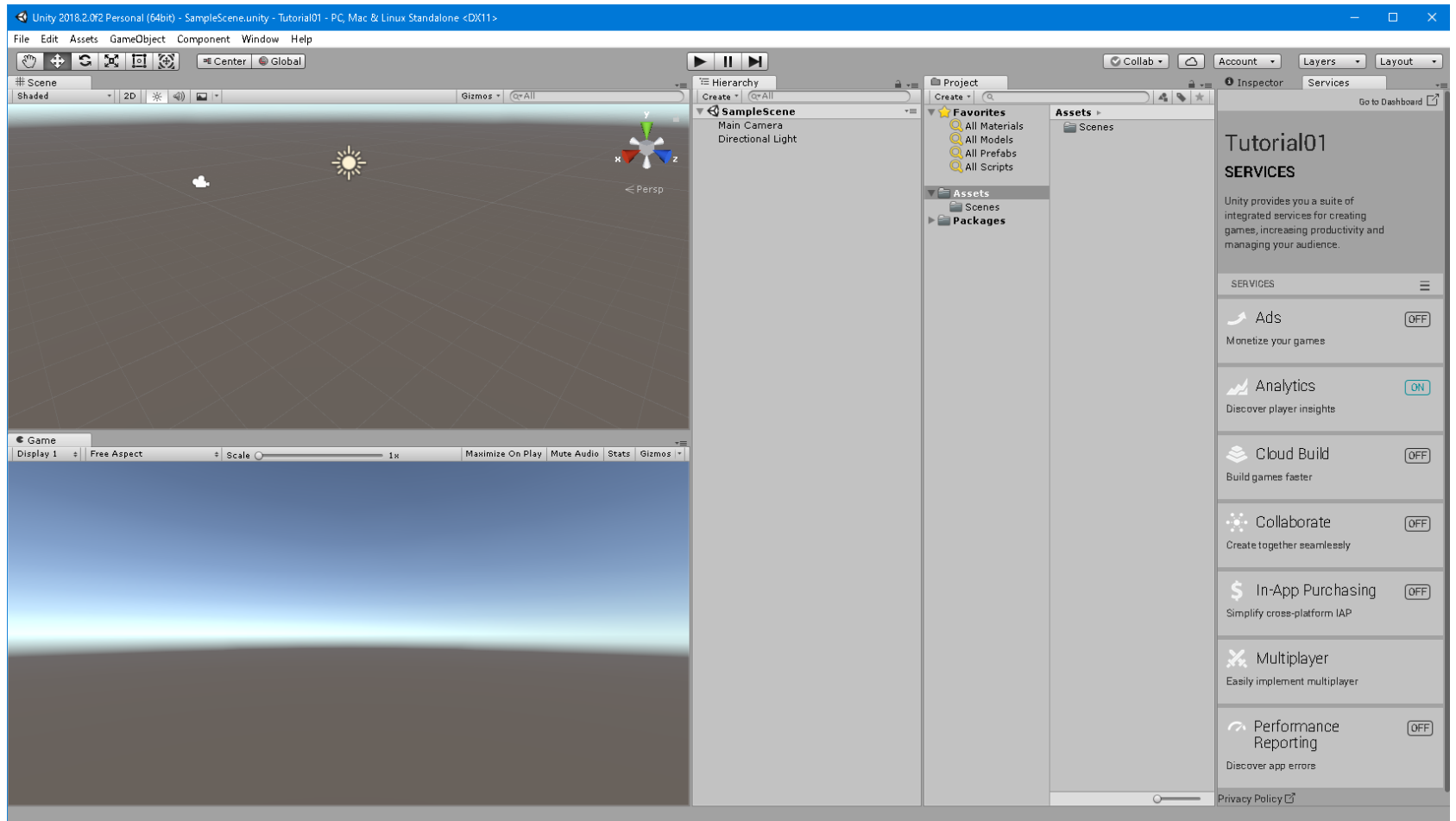
Location
c:\test

Organization
nn5

Add Asset Package

ON Enable Unity Analytics ?

Cancel Create project

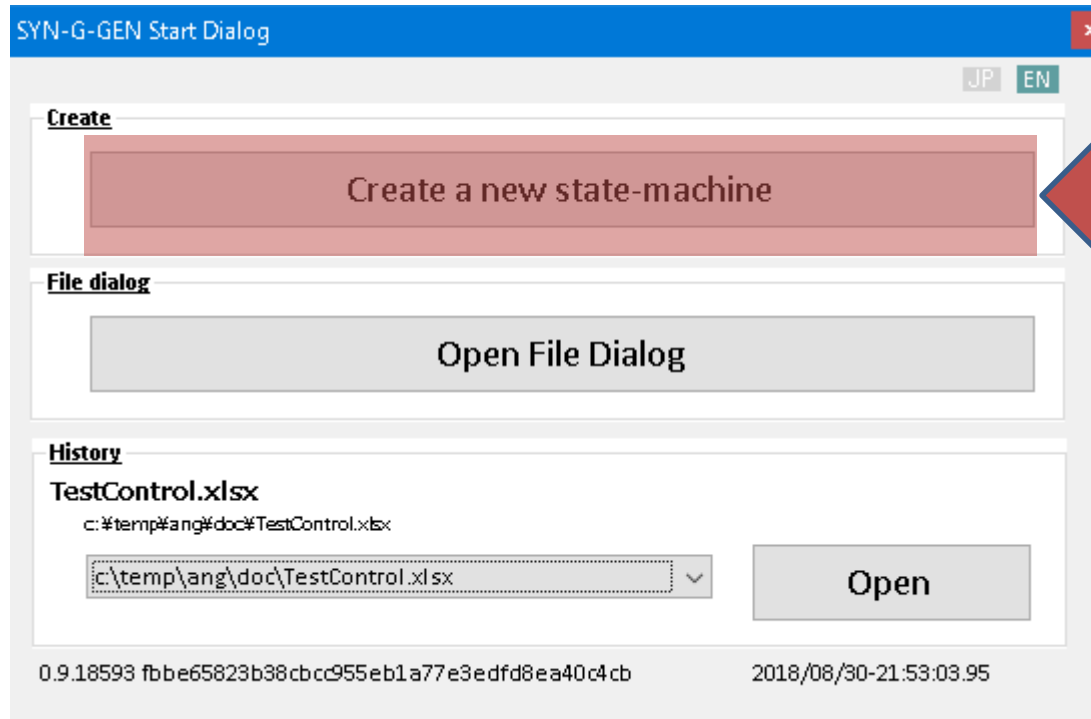


Step 2

Create a new state machine for Unity

Run SYN-G-GEN.

Push “Create a new state-machine” button.



Input as below. Push “NEXT” button to enter next dialog.

Create a new state machine / [C# STARTER KIT 2018/8/11]

Step 1 of 6

Select a language starter kit.

Display the description by double-clicking on the starter kit.

- C++ STARTER KIT 2018/9/29
- C# STARTER KIT 2018/9/24
- C# Unity STARTER KIT 2018/9/24**
- Delphi STARTER KIT 2018/10/13
- Excel VBA STARTER KIT 2018/8/10

Read from [change](#)

C:\Users\gea01\Documents\psgg\psgg-editor\mastering\public\%v01\starterkit

NEXT CANCEL



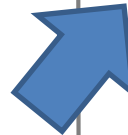
Create a new state machine / [C# STARTER KIT 2018/8/11]

Step 2 of 6

Specify the state machine name.

TestControl

NEXT BACK



Create a new state machine / [C# STARTER KIT 2018/8/11]

Step 3 of 6

Set the document folder.

c:\test\Tutorial01\Assets

FOLDER

NEXT BACK



Create a new state machine / [C# STARTER KIT 2018/8/11]

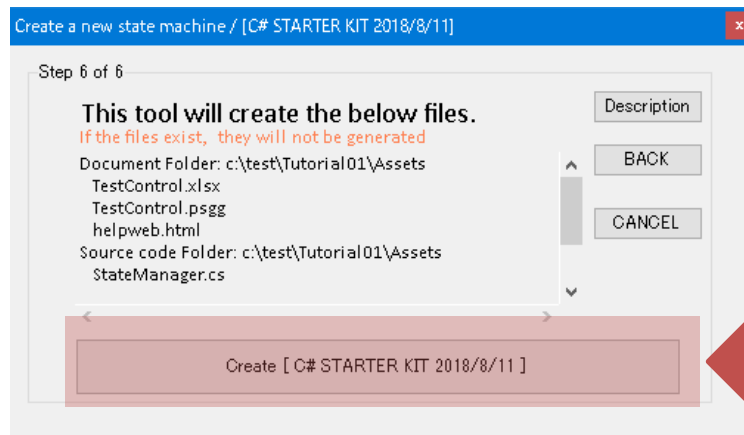
Step 4 of 6

Set the source code folder.

c:\test\Tutorial01\Assets

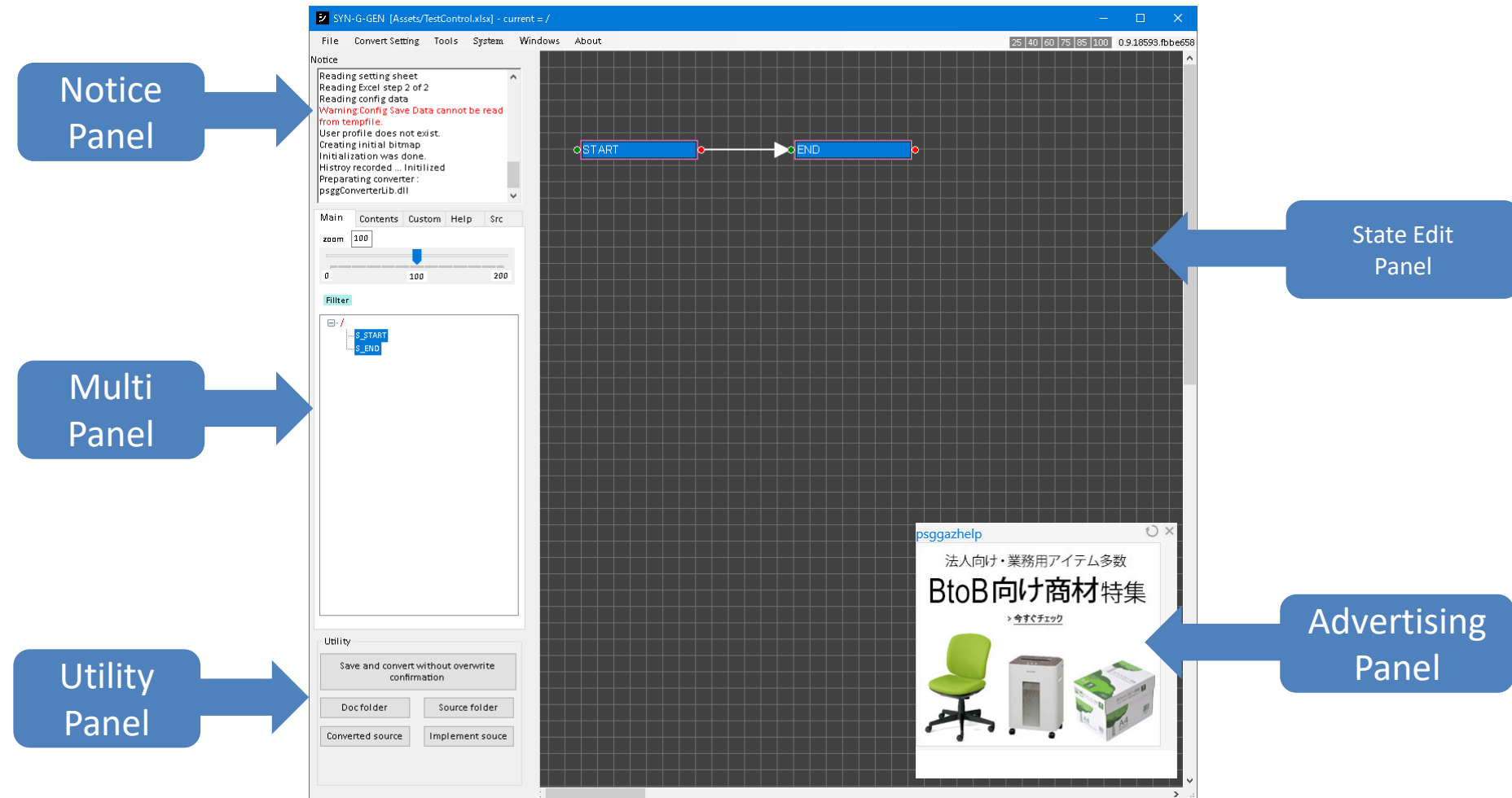
FOLDER

NEXT BACK



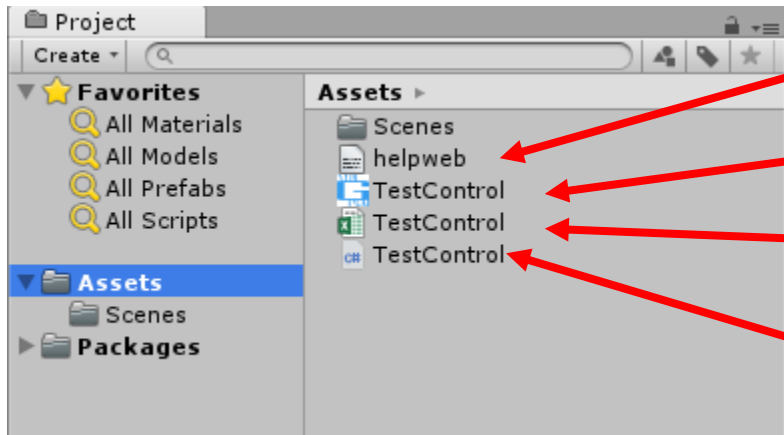
Step 3

About Window



Step 4

About created files in Unity project



Help file for help tab

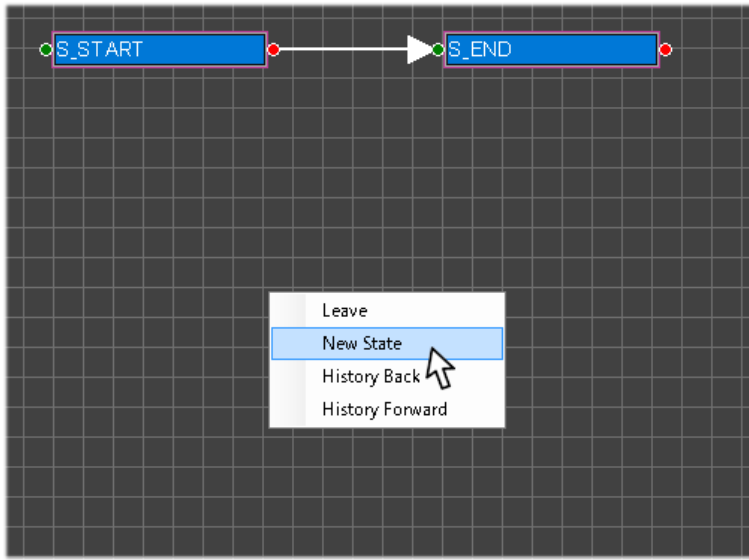
SYN-G-GEN file

Excel File for SYN-G-GEN

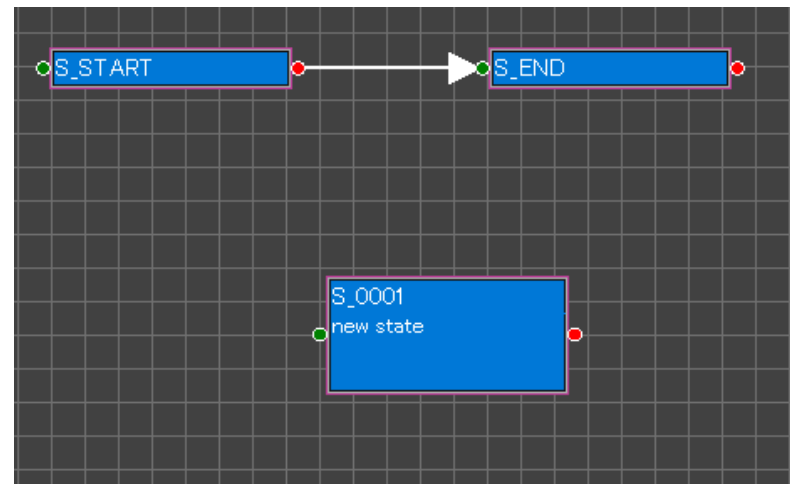
Created file by SYN-G-GEN

Step 5

Create a new state.

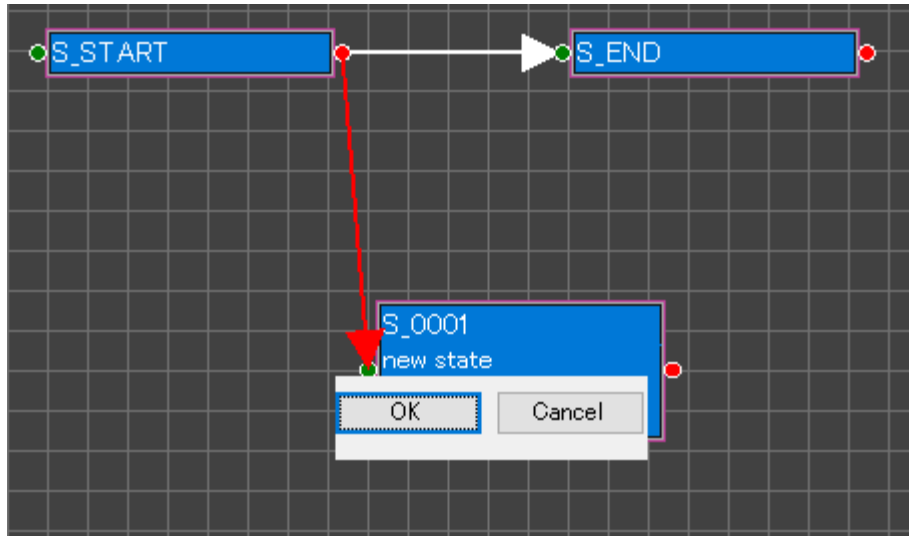


Click blank space then select
“New State”.
New state “S_0001” will be
created.

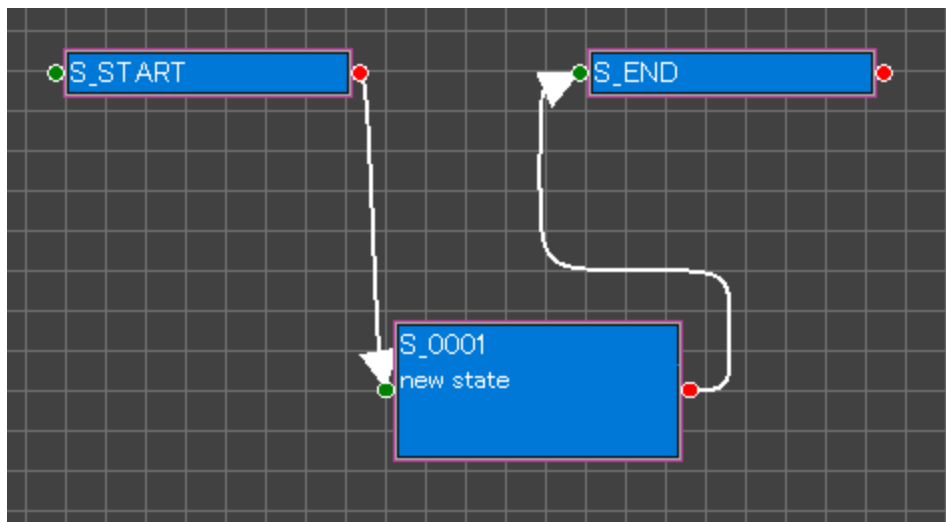


Step 6

Connect



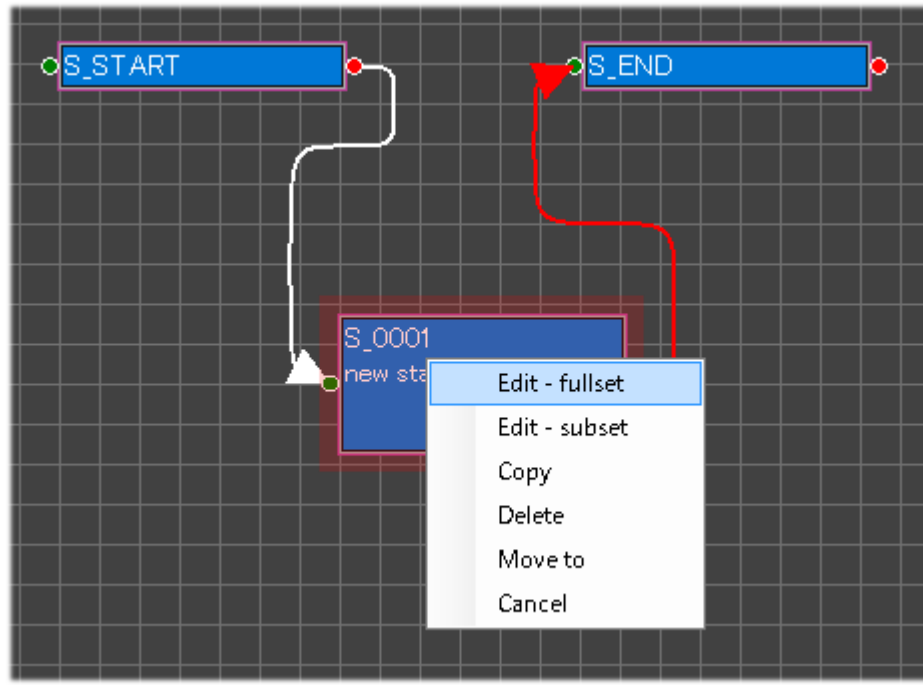
Drag the red point at “S_START” state box and drop the green point at “S_0001” state box. Select “OK” on confirmation dialog.



Connect an arrow from S_0001 to S_END in the same way as above.

Step 7

Edit state box



Click on “S_0001” state box then select “Edit-fullset”.

Row	NAME	STATE
1	thumbnail	(bitmap)
2	state	S_0001
3	state-cmt	new state
4	state-ref	
5	nextstate	S_END
6		
7	init	
8	init-cmt	
9	init-ref	
10		
11	update	
12	update-cmt	
13		
14	wait	
15	wait-cmt	
16		
17	post_wait	
18	post_wait-cmt	
19		

OK

CANCEL

To change the state name, click “S_0001”.

EditForm_stateForm

State
S_CREATE_CUBE
OK
CANCEL

Comment
Create a cube

ref
Open

Help
Specify a state name.
The state name consists of alphabet, number and underbar except that the head character should be alphabet or a underbar.

Input “S_CREATE_CUBE” in State box.
Type “Create a cube” in Comment box.
Then push “OK” button.

Edit

Row	NAME	STATE
1	thumbnail	(bitmap)
2	state	S_CREATE_CUBE
3	state-cmt	Create a cube.
4	state-ref	
5	nextstate	S_END
6		
7	init	
8	init-cmt	
9	init-ref	
10		
11	update	
12	update-cmt	
13		
14	wait	
15	wait-cmt	
16		
17	post_wait	
18	post_wait-cmt	
19		

OK

CANCEL

Click "init" cell.

Edit Text

GameObject.CreatePrimitive(PrimitiveType.Cube);

OK

CANCEL

Comment Help

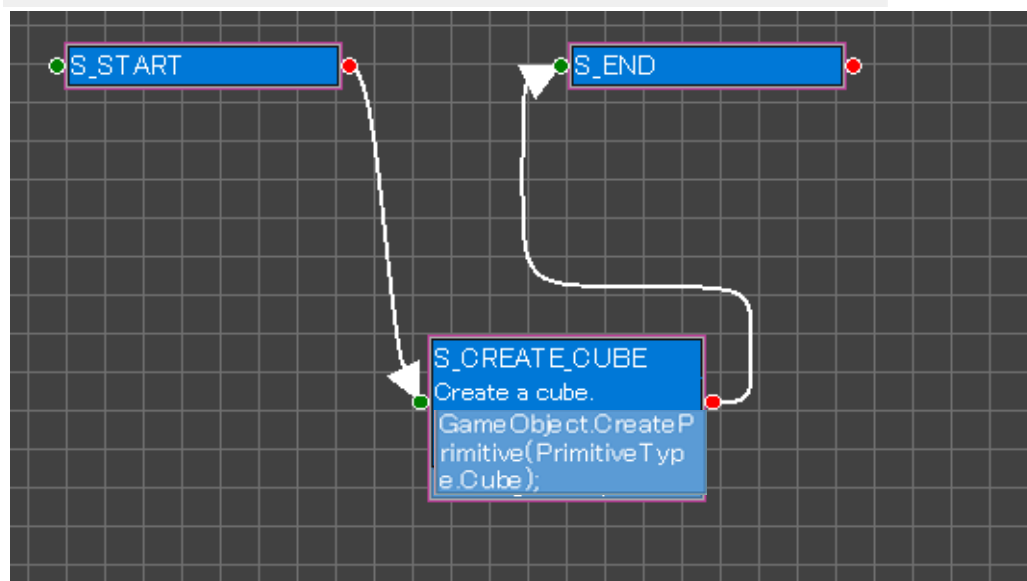
ref.

OPEN

Write the below to the textbox.
 GameObject.CreatePrimitive(PrimitiveType.Cube);

Edit			
	Row	NAME	STATE
	1	thumbnail	(bitmap)
	2	state	S_CREATE_CUBE
	3	state-cmt	Create a cube.
	4	state-ref	
	5	nextstate	S_END
	6		
▶	7	init	create_cube();
	8	init-cmt	Call create_cube function.
	9	init-ref	
	10		
	11	update	
	12	update-cmt	
	13		
	14	wait	
	15	wait-cmt	
	16		
	17	post_wait	
	18	post_wait-cmt	
	19		

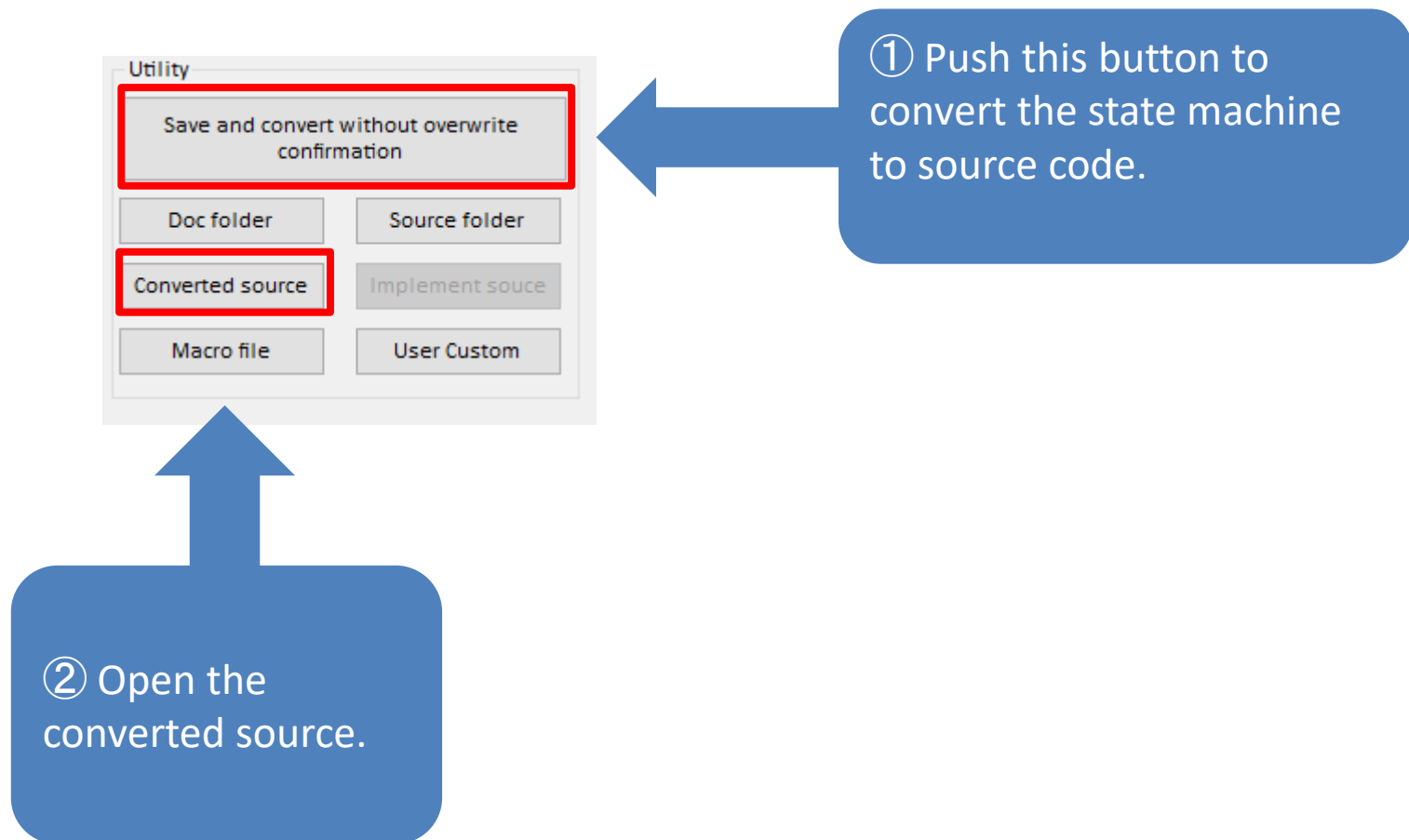
Push "OK" button.



Now, S_0001 state has been changed S_CREATE_CUBE state.

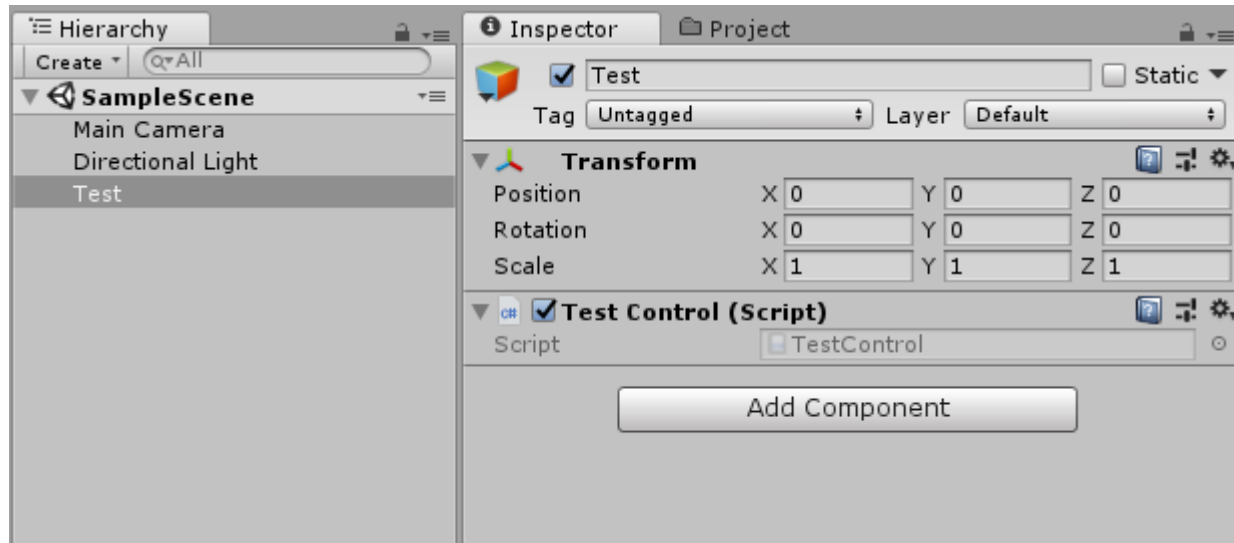
Step 8

Implement create_cube function



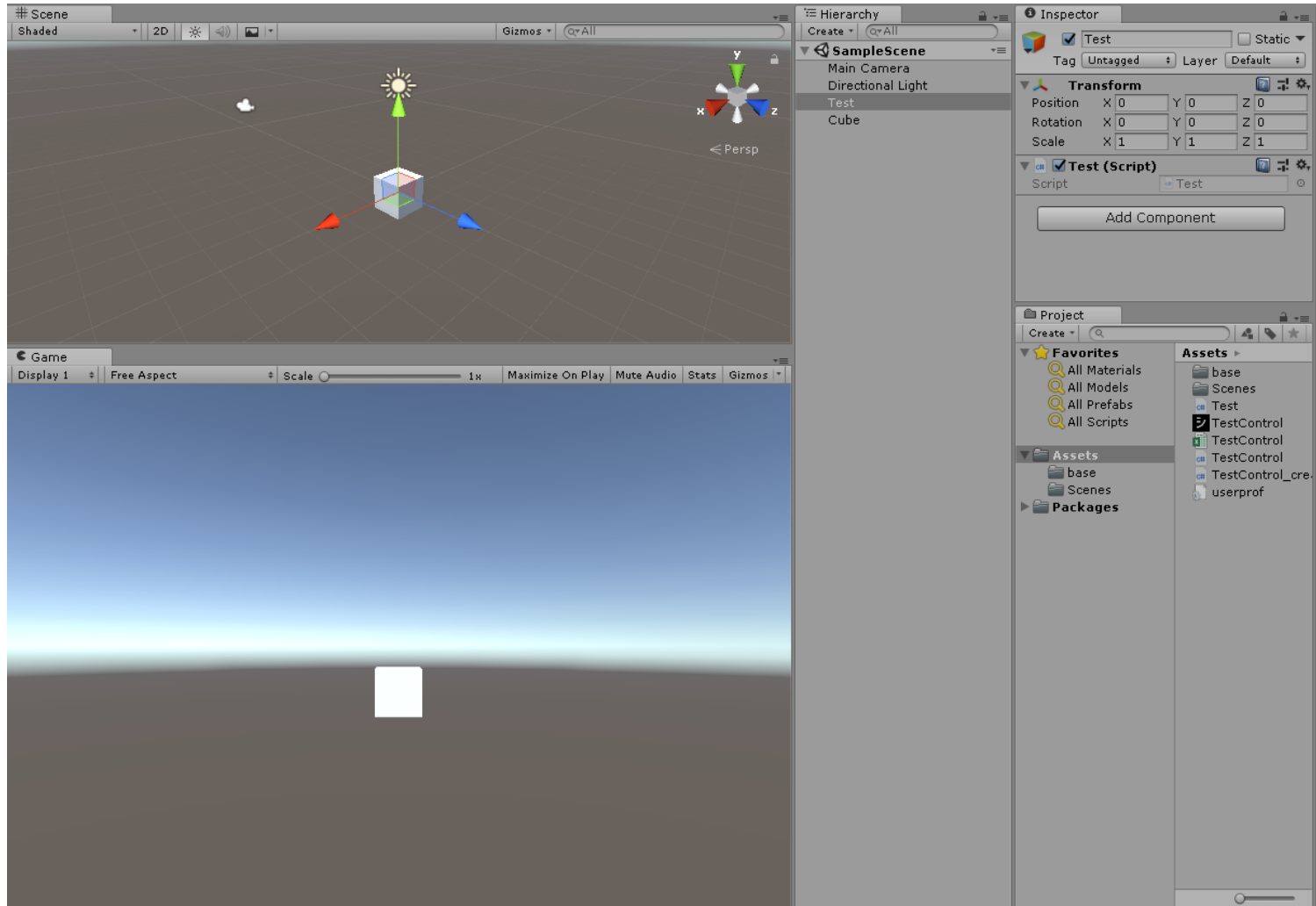
Step 9

Attach TestControl to GameObject.



Step 10

Execute



Summary

1. Create a new state machine.
2. Design the state machine.
3. Write program in a state.
4. Convert the state machine to program source file.
5. Attach the source to Unity GameObject
6. Execute