SYN-G-GEN Tutorial #01
Target Unity

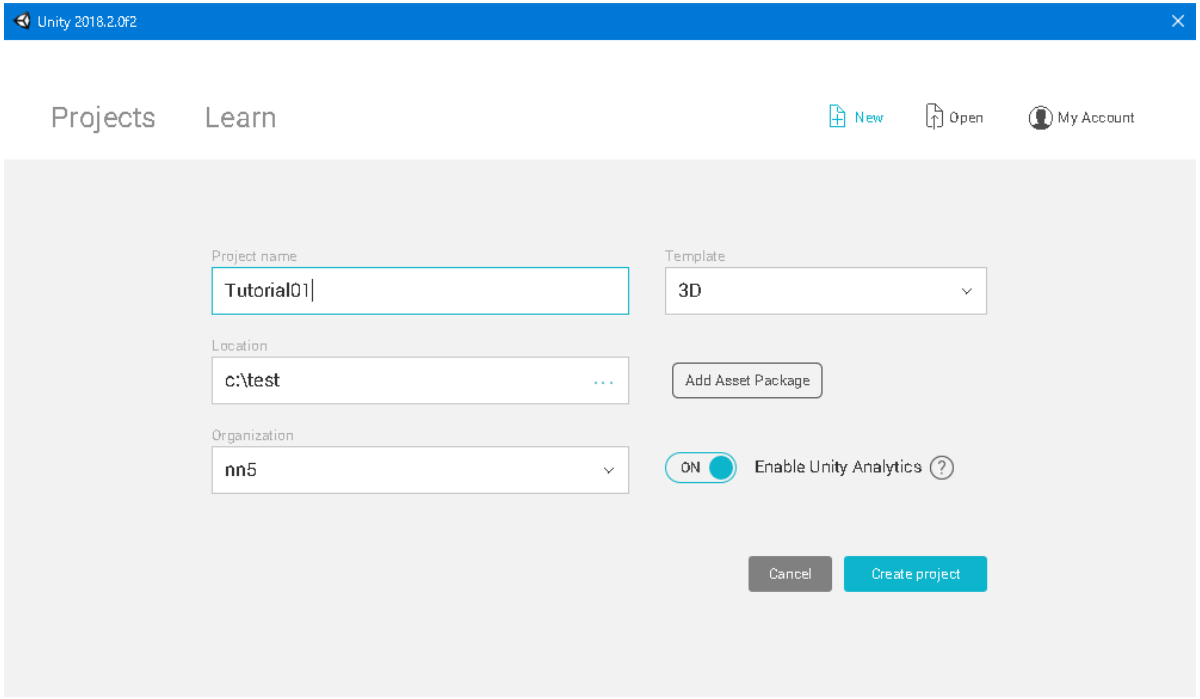
Programanic

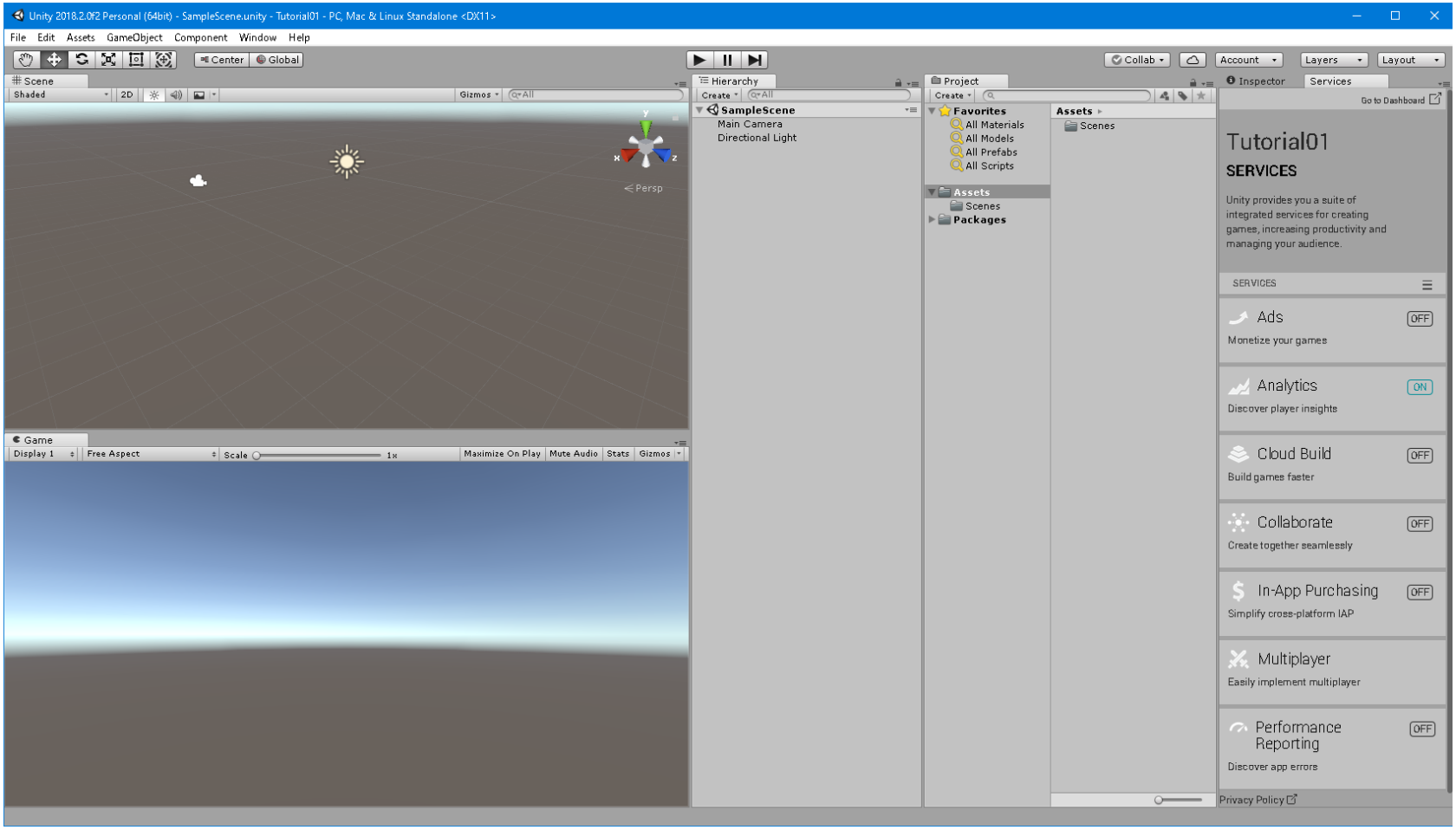
2018/9/30

Step 1

Create a new unity project

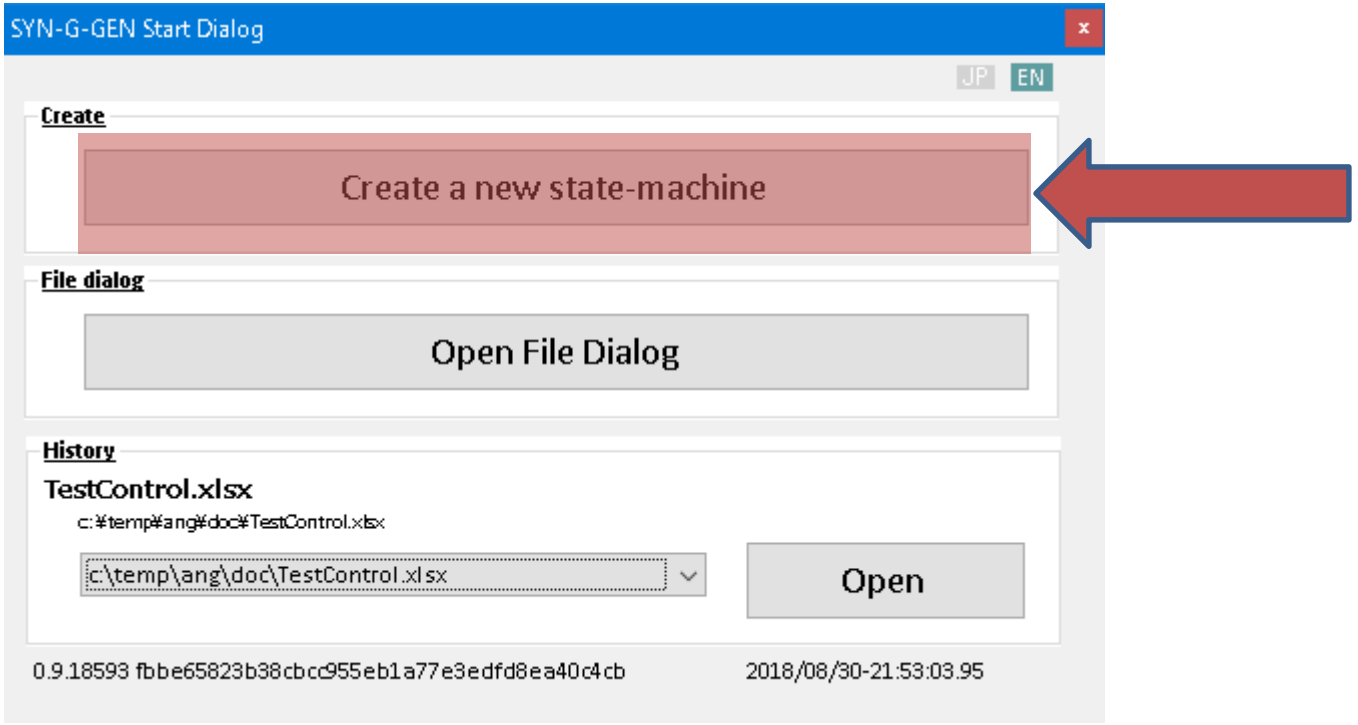
Run Unity application and create a new project as below.



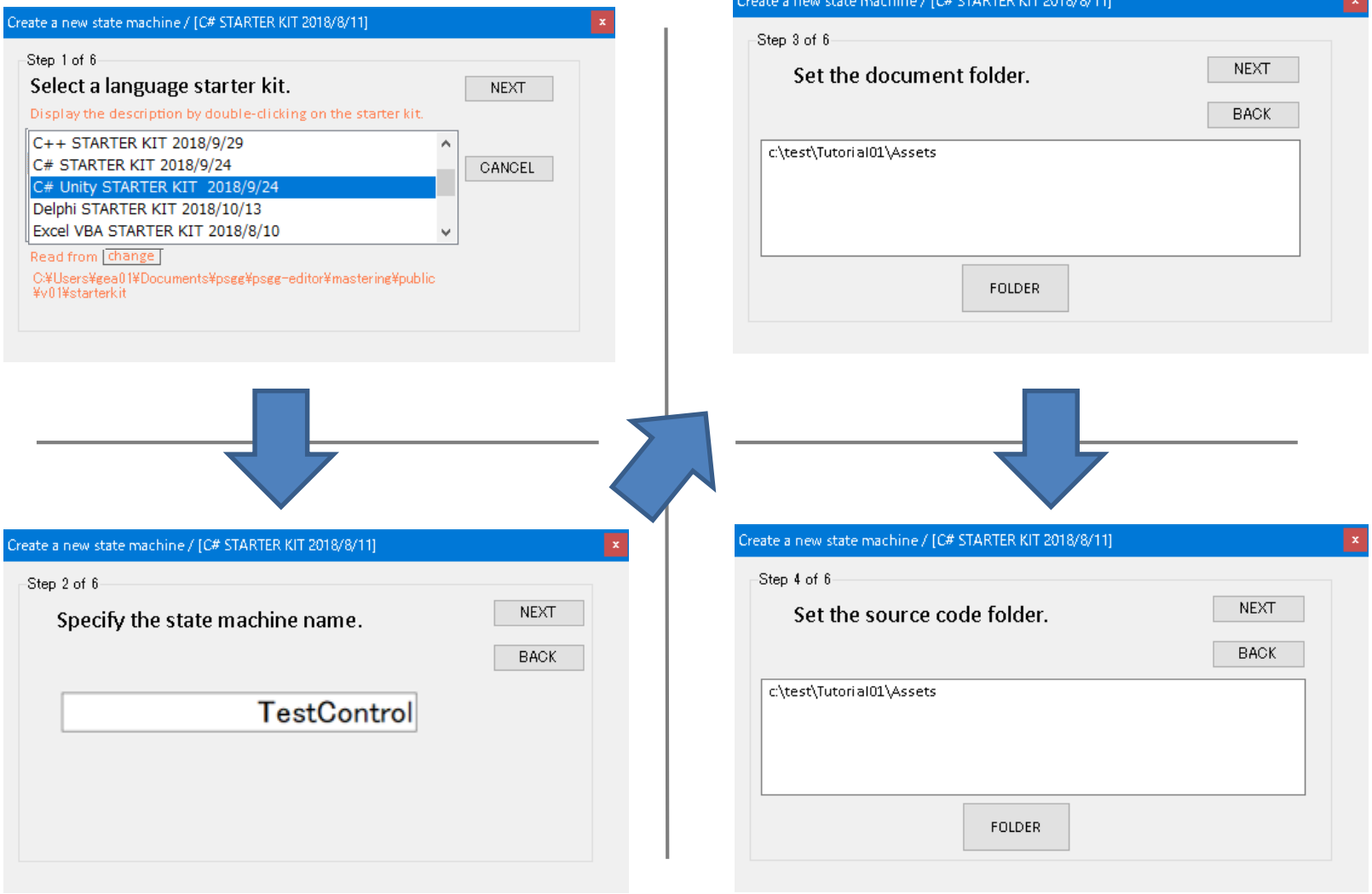

Unity 2018.2.0f2 Personal (64bit) - SampleScene.unity - Tutorial01 - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Window Help
Center Global
Collab Account Layers Layout
Scene
Shaded 2D Gizmos All
Persp
Game
Display 1 Free Aspect Scale 1x Maximize On Play Mute Audio Stats Gizmos
Hierarchy
Create All
SampleScene
Main Camera
Directional Light
Project
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Scenes
Packages
Assets
Scenes
Inspector
Services
Go to Dashboard
Tutorial01
SERVICES
Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.
SERVICES
Ads
OFF
Monetize your games
Analytics
ON
Discover player insights
Cloud Build
OFF
Build games faster
Collaborate
OFF
Create together seamlessly
In-App Purchasing
OFF
Simplify cross-platform IAP
Multiplayer
Easily implement multiplayer
Performance Reporting
OFF
Discover app errors
Privacy Policy

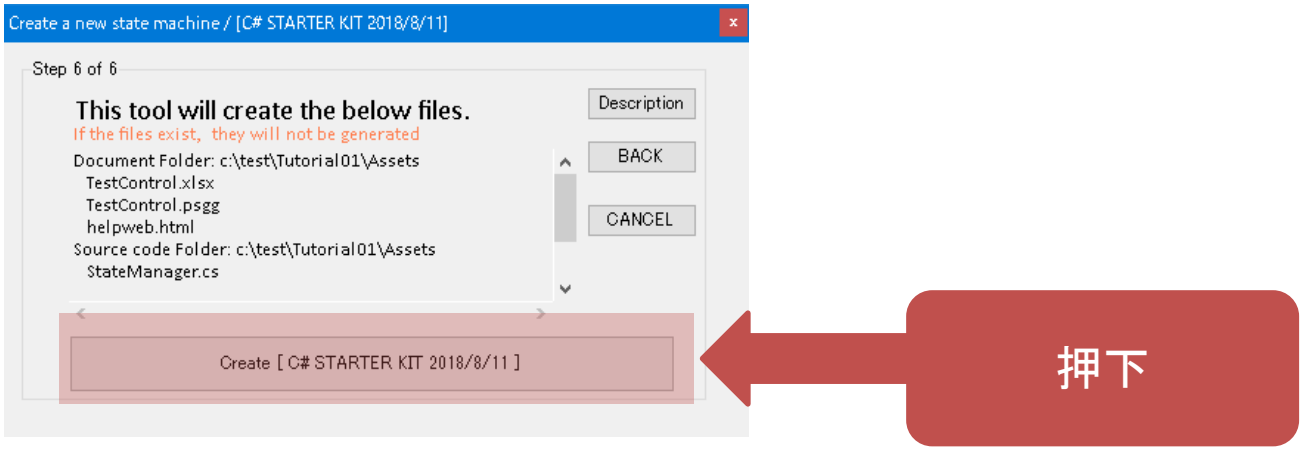
Step 2
Create a new state machine for Unity

Run SYN-G-GEN.
Push “Create a new state-machine” button.

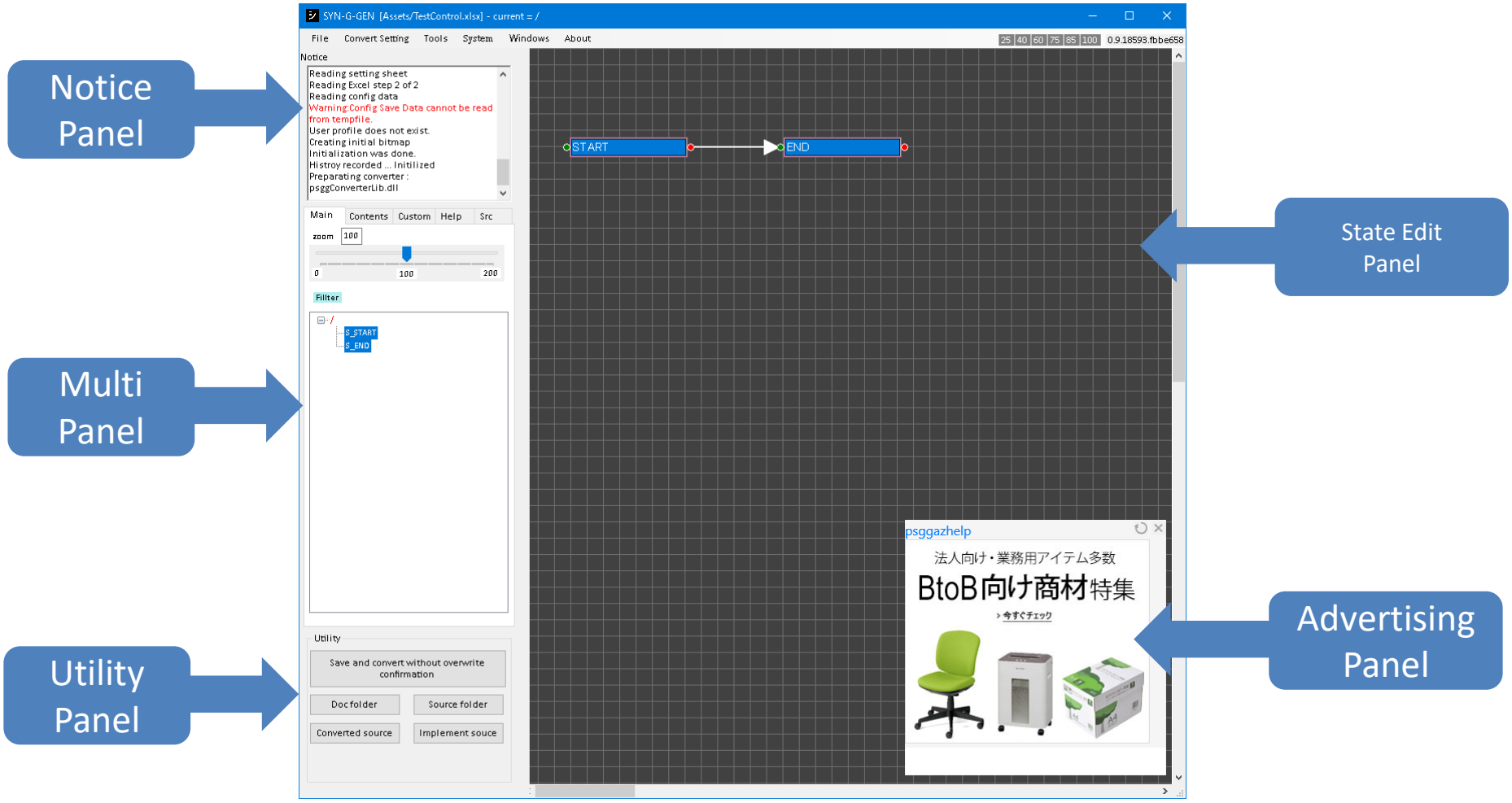


Input as below. Push “NEXT” button to enter next dialog.



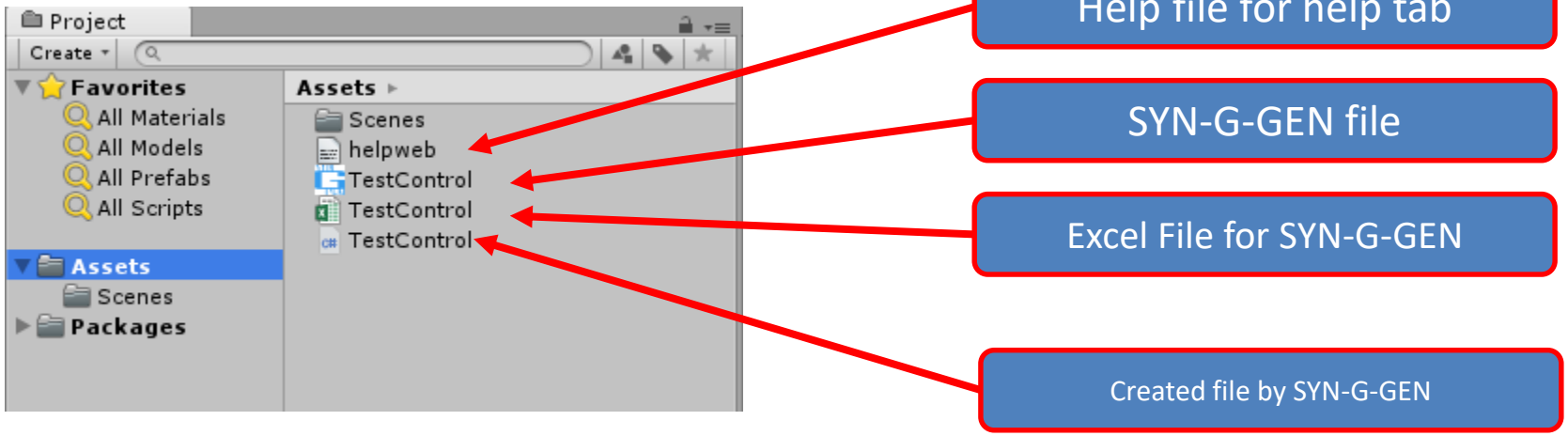

Create a new state machine / [C# STARTER KIT 2018/8/11]
Step 6 of 6
This tool will create the below files.
If the files exist, they will not be generated
Document Folder: c:\test\Tutorial01\Assets
TestControl.xlsx
TestControl.psgg
helpweb.html
Source code Folder: c:\test\Tutorial01\Assets
StateManager.cs
Description
BACK
CANCEL
Create [C# STARTER KIT 2018/8/11]
押下

Step 3
About Window

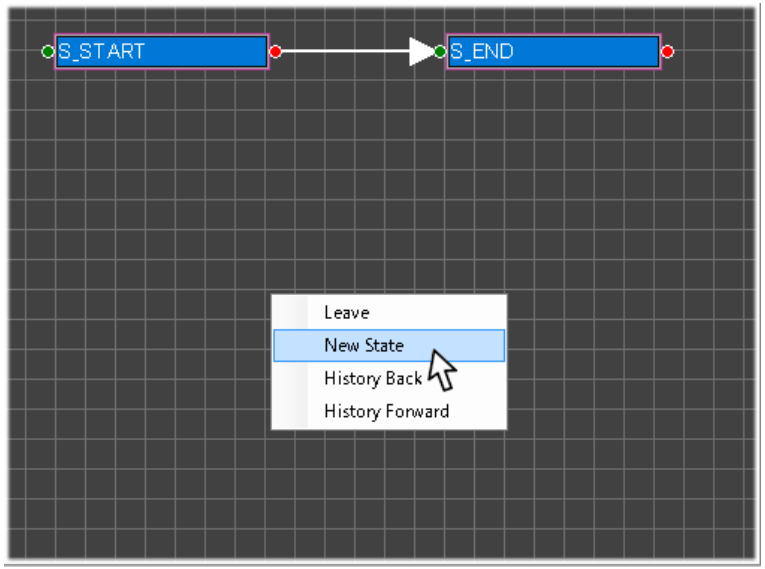


Step 4

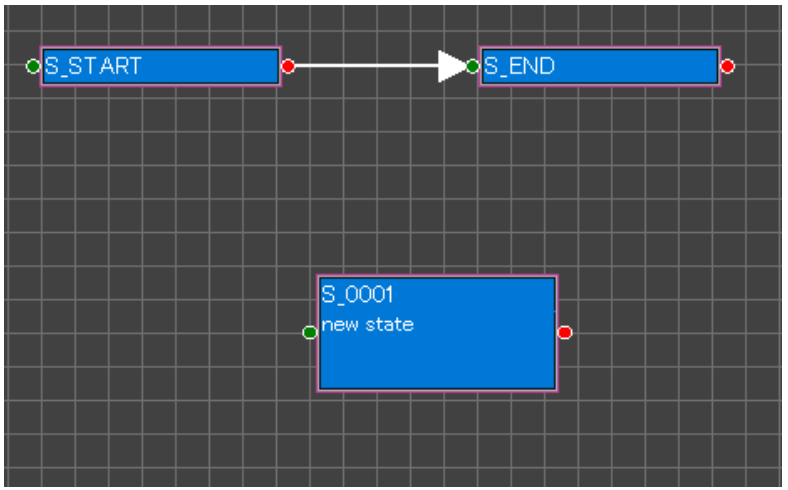
About created files in Unity project



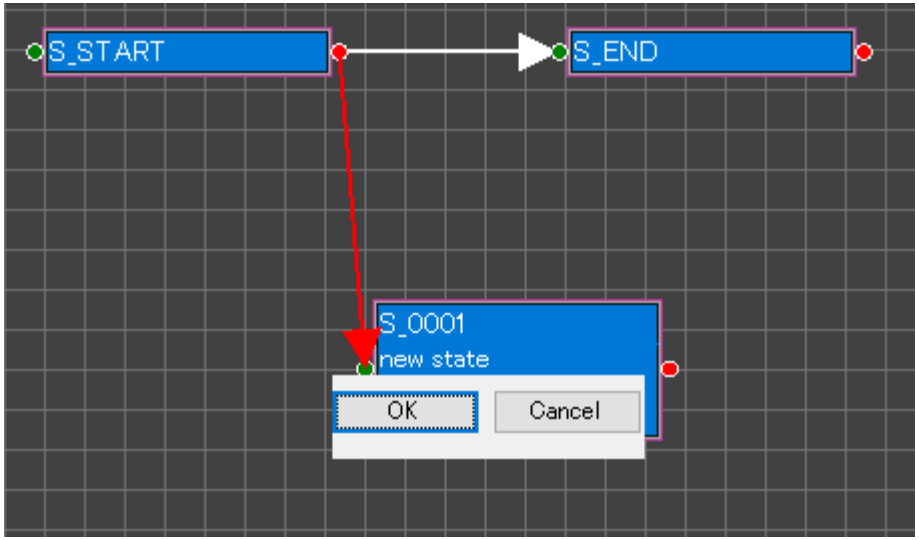
Step 5
Create a new state.



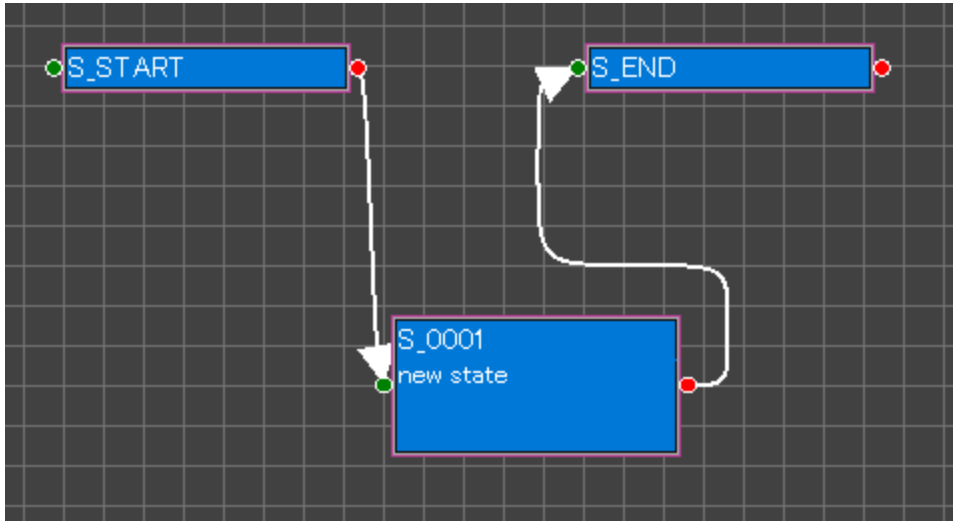
Click blank space then select “New State”.
New state “S_0001” will be created.



Step 6
Connect

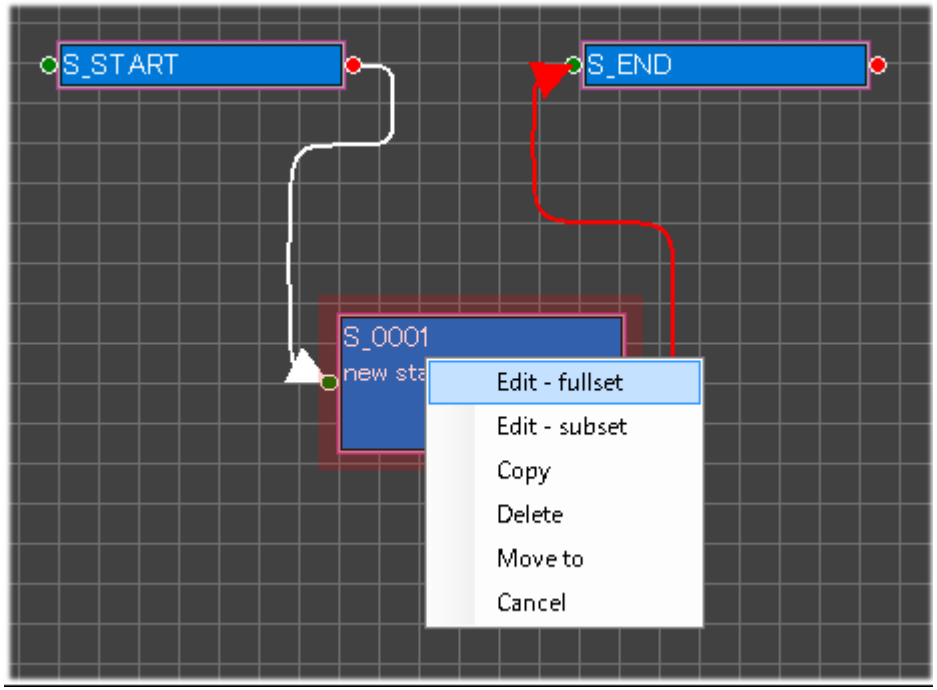


Drag the red point at “S_START” state box and drop the green point at “S_0001” state box.
Select “OK” on confirmation dialog.

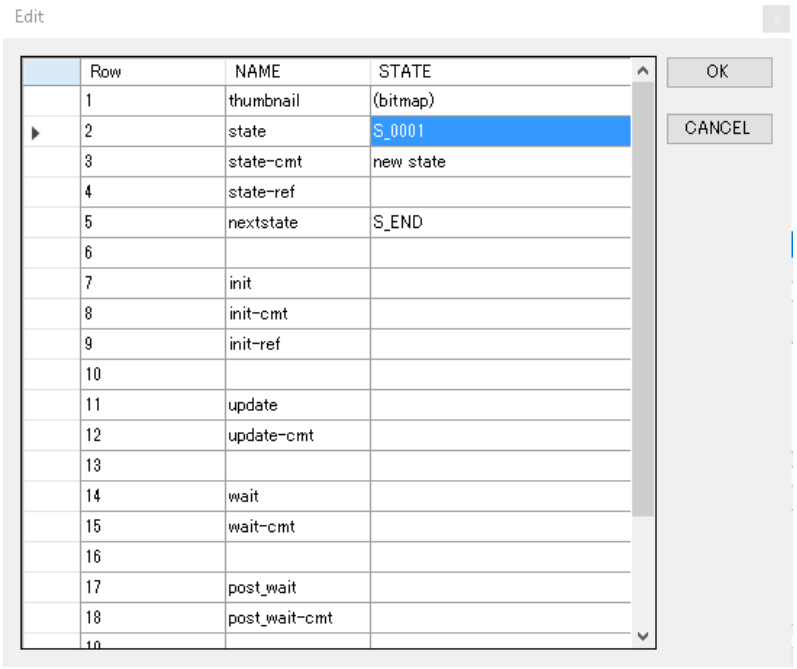


Connect an arrow from S_0001 to S_END in the same way as above.

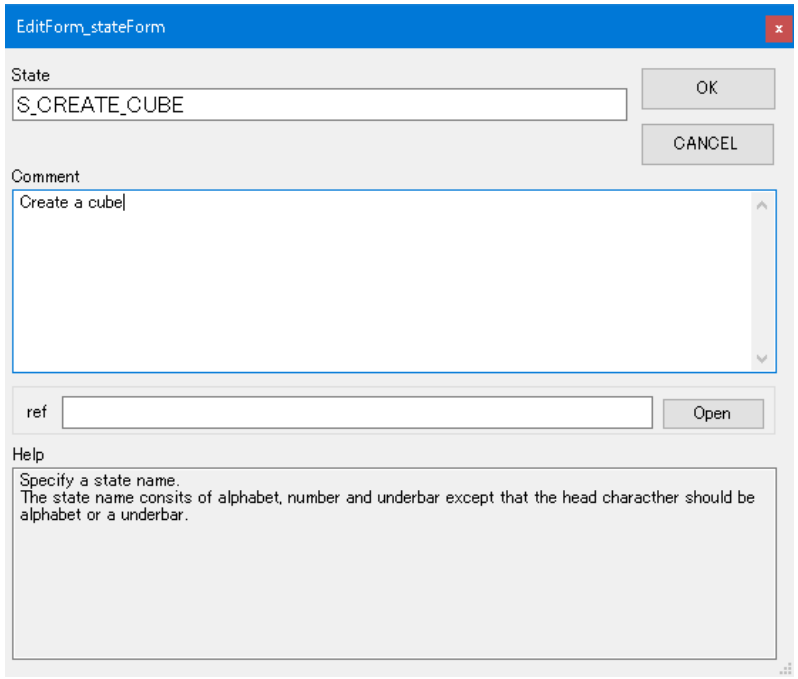
Step 7
Edit state box



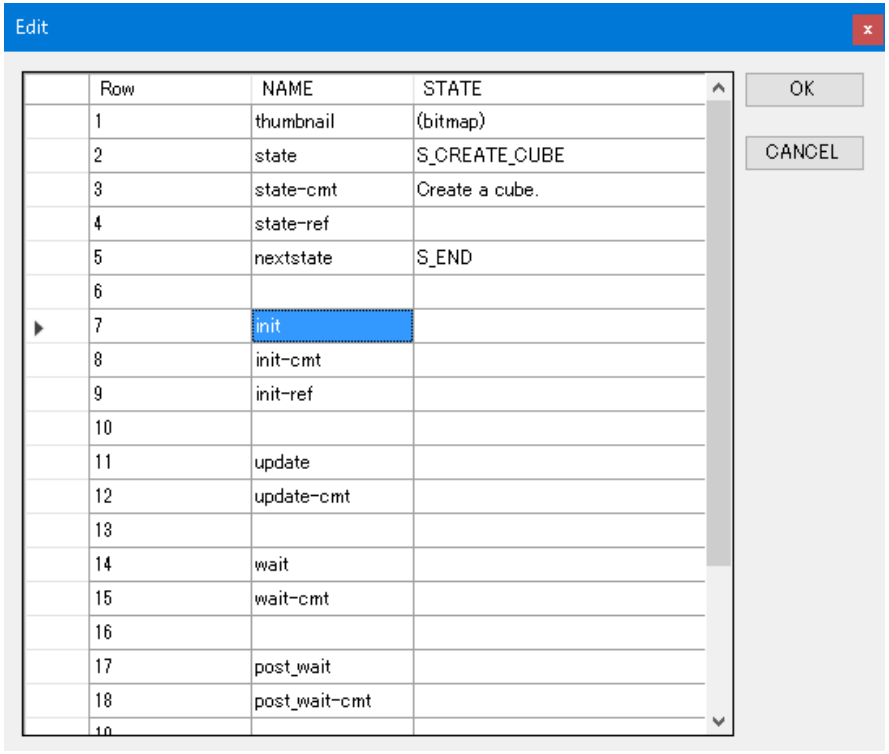
Click on “S_0001” state box then select “Edit-fullset”.



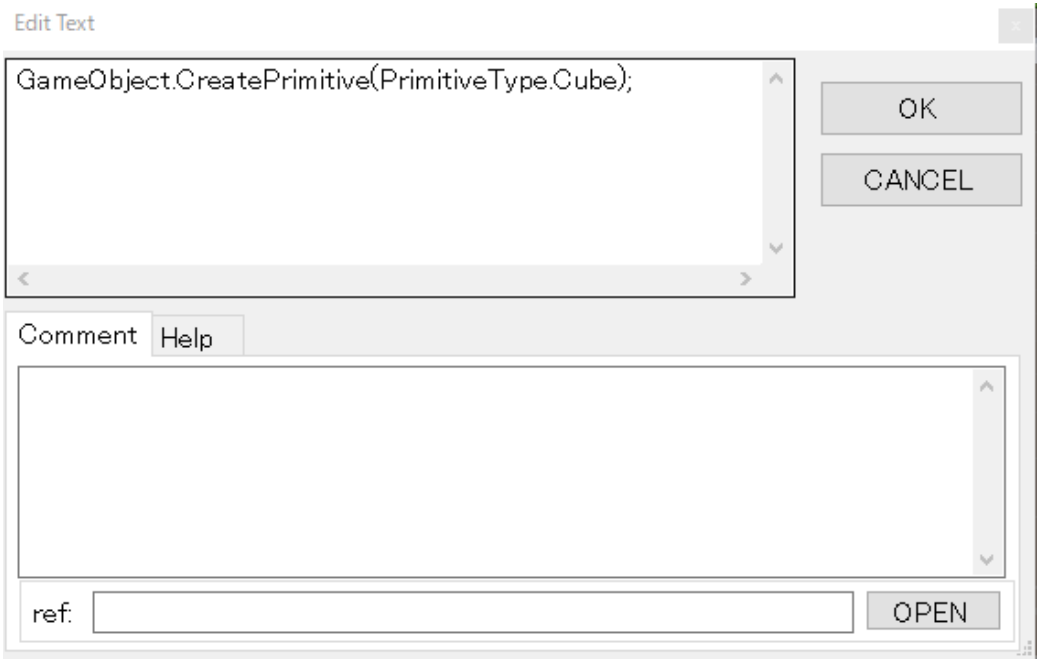
To change the state name, click “S_0001”.



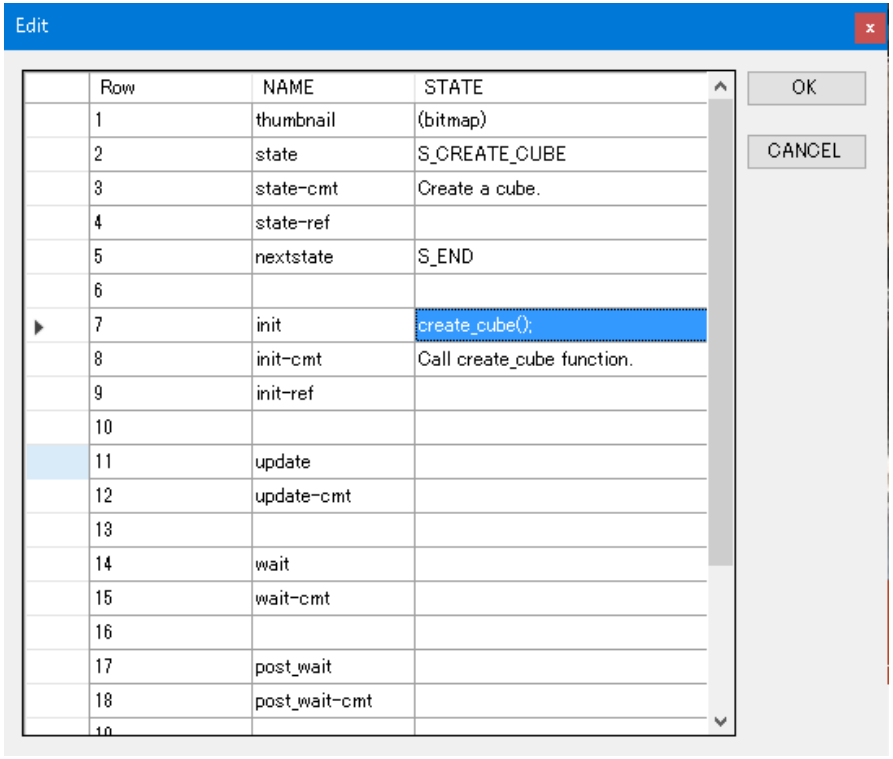
Input “S_CREATE_CUBE” in State box.
Type “Create a cube” in Comment box.
Then push “OK” button.



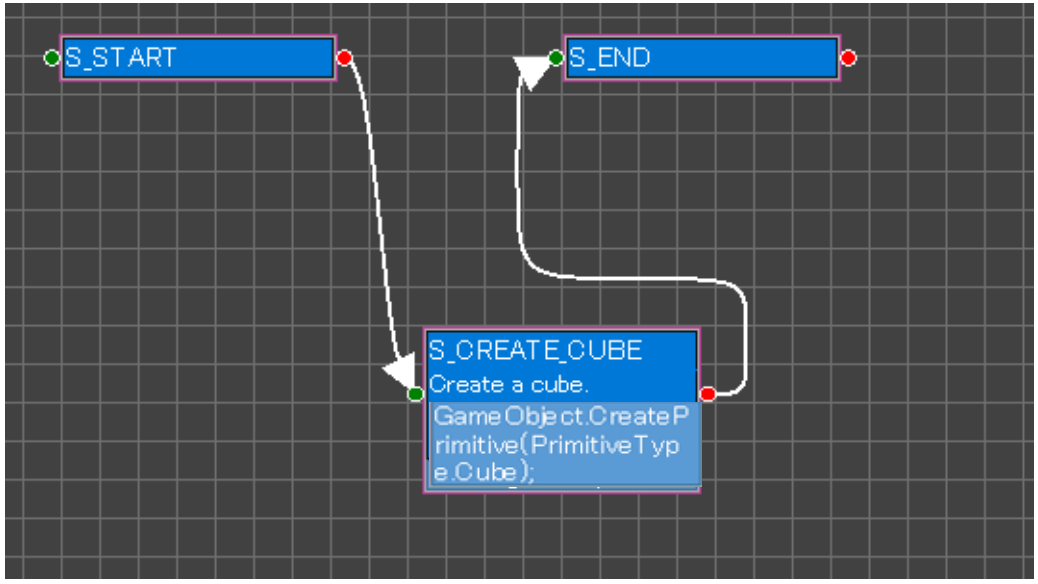
Click “init” cell.



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

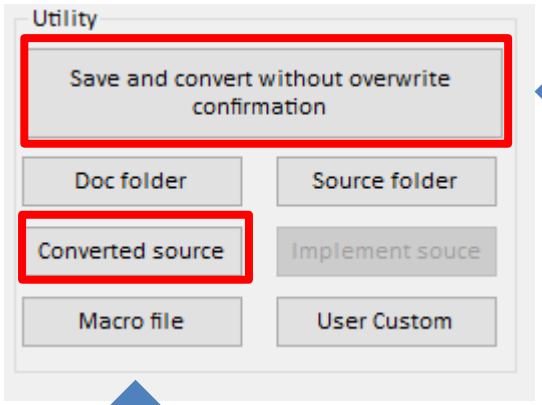


Push “OK” button.



Now, S_0001 state has been changed S_CREATE_CUBE state.

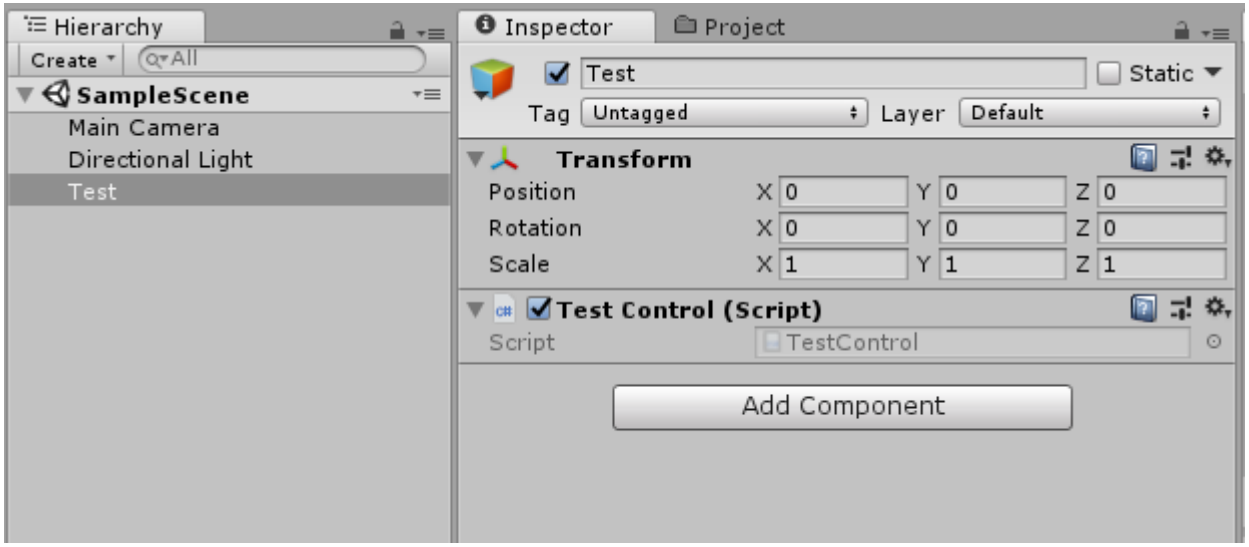
Step 8
Implement create_cube function



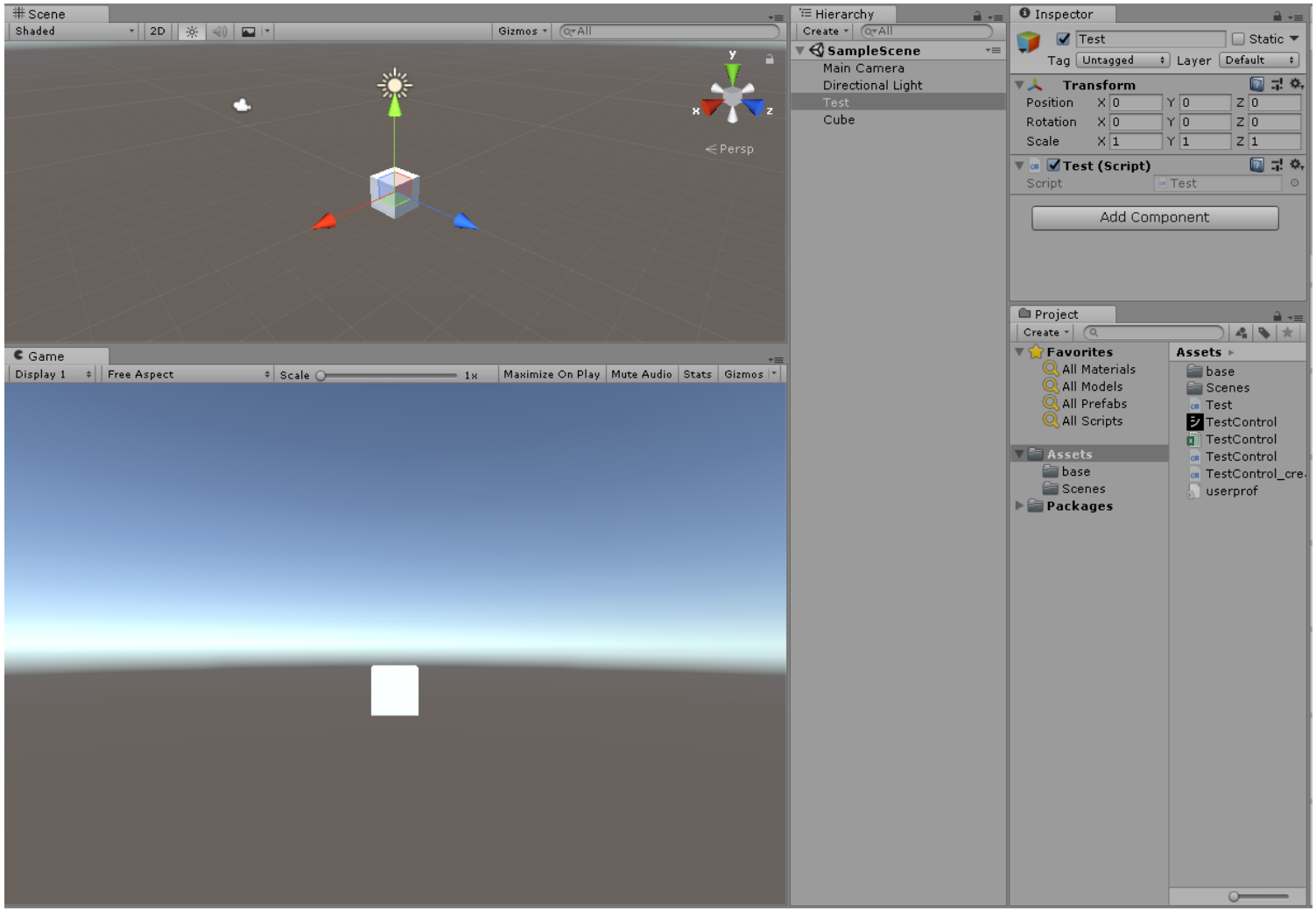
① Push this button to convert the state machine to source code.

② Open the converted source.

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