

Behavior Bricks



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Installation Guide

PLEASE, REMEMBER TO BACKUP YOUR PROJECT BEFORE IMPORTING OR UPDATING BEHAVIOR BRICKS.

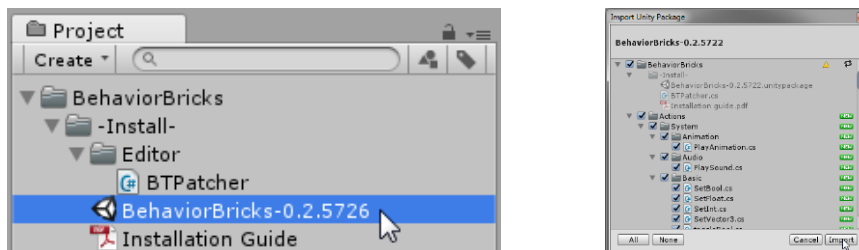
Requirements

Behavior Bricks works with Unity 5.2.2 and higher.¹

Installing Behavior Bricks for the First Time

Always BACKUP your project before importing Behavior Bricks!

1. **Download the latest version** from the Unity Asset Store.
2. Ensure yourself that you are reading the correct instructions: **if you have used previous version of Behavior Bricks on the current project, stop here and follow the instructions on the next page.**
3. **DoubleClick on the Behavior Bricks package**, and Import all the content.



- Importing Behavior Bricks to Unity 5.5.0 will show an "API Update Required" message. Please, choose the option "I Made a Backup. Go Ahead!" in order to update the obsolete references.



4. **Once installed, you can delete the ‘-Install-‘ directory** from your project.
5. **Enjoy it!**

¹ For now, there are some Issues with Mac OS that make it incompatible with versions higher than Unity 5.3.6.

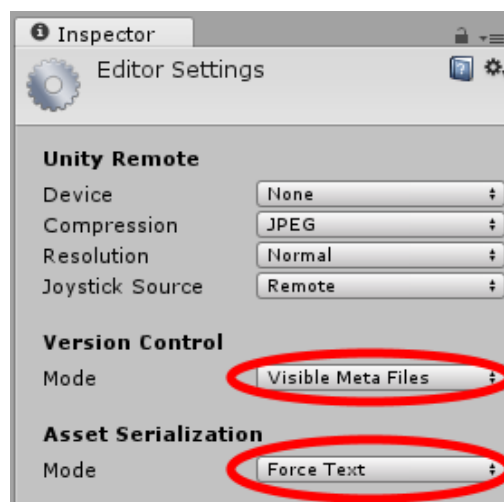
Updating Behavior Bricks from version 0.1

Always **BACKUP** your project before updating Behavior Bricks!

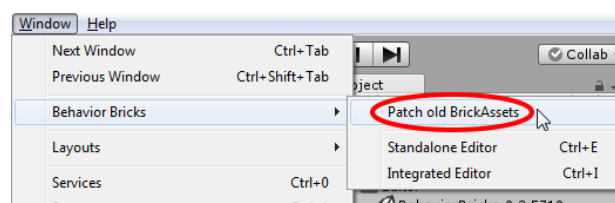
We have changed the fileID of the BrickAssets, and to avoid losing them it's necessary to update your BrickAssets to the new version. You will have to do the next patching process.

If you do NOT have any BrickAsset (BT) from the previous version to keep, you can skip this process and install Behavior Bricks from scratch.

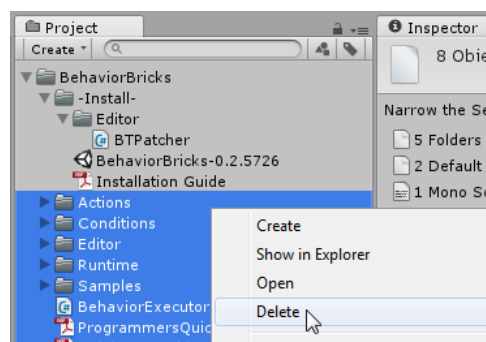
1. It's recommended to **close all the Behavior Bricks windows** before updating.
2. **Download the latest version** from the Unity Asset Store.
3. **Enable Visible Meta Files and Force Text Serialization.**
 - Go to Edit -> Project Settings -> Editor, and select:



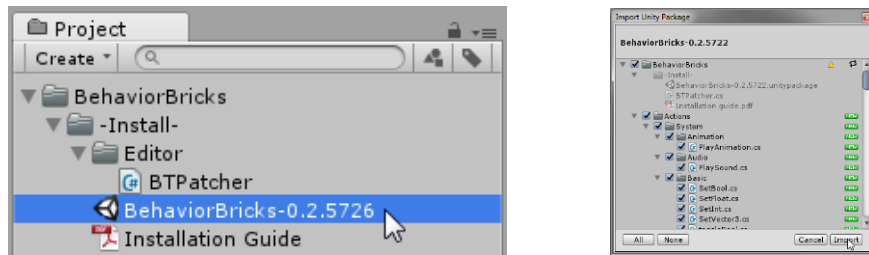
4. **Patch the old BrickAssets** of your project.
 - Go to Window -> Behavior Bricks -> Patch old BrickAssets, and Confirm:



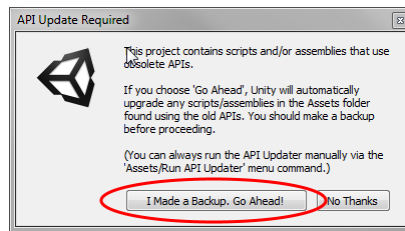
5. Don't panic if your BTs seems to be lost. Not only you have made a backup (have you?), but also they will be there again after the update.
6. **Delete the content of the BehaviorBricks** directory (except '-Install-').



7. **DoubleClick on the Behavior Bricks package, and Import all the content.**



- Importing Behavior Bricks to Unity 5.5.0 will show an "API Update Required" message. Please, choose the option "I Made a Backup. Go Ahead!" in order to update the obsolete references.



8. **Once installed, you can delete the ‘-Install-‘ directory from your project.**
9. **Close Unity** and go to ‘[ProjectName]/Library’ in your file explorer; then **delete the ‘assetDatabase3’ file**. This must force Unity to reimport your assets and update the AssetDatabase the next time you start it.
10. You can turn off Visible Meta Files and Force Text Serialization if you want.
11. **Enjoy it!**