Prerequisites

NOTE: THIS WILL NOT WORK IN A NON-DOTS/ECS ENVIROMENT. YOU MUST BE WORKING IN UNITY DOTS & ECS.

Before you setup **DOTS Dynamic Bone** it is **important** that you import the following unity packages from the Package Manager (Note: links may not always send you to the latest version):

Packages
Unity.Entities v1.0.16+
Unity.Physics v1.0.16+
Unity.EntitiesGraphics v1.0.16+

Either the Universal Render Pipeline and/or High Definition Render Pipeline with Entities Graphics.

Project Setup

NOTE: Given that Unity still doesn't have an ECS Animation system in place the the newest version of DOT Dynamic Bone with Entities Graphics.

First lets add some Scripting Define Symbols in your Project Settings:

- *ENABLE_COMPUTE_DEFORMATIONS* - For Entities Graphics
- *ENABLE_DOTS_DEFORMATION_MOTION_VECTORS* - For using Entities Graphics Deformation **NOTE**: this may require extra setup, please read the Unity Doycmnetaiton regarding this.
- *UNITY_PIPELINE_URP* - if using Unity URP
- *DOTSDYNAMICBONE_UNITY_PHYSICS* - if using Unity.Physics

Then import DOTS Dynamic Bone from the Package Manager and your Done!

PLACEHOLDER

TODO: Add .NET projects to the *src* folder and run `docfx` to generate **REAL** *API Documentation*!