JAMM (OBJ Export) **-> Unity** (assetbundle) **-> Tabletop Simulator (TTS)**

(YOUTUBE TUTORIAL) https://www.youtube.com/watch?v=7j1rzjbO_kM

There are a few steps to get setup, but once everything is in order it should only take a few minutes to take your JAMM maps into Tabletop Simulator.

For a more exhaustive list of step-by-step instructions visit Tabletop Simulator Tutorial to get started.

1. **Download Unity** version **2019.1.0 Archive Link** (Specific version required to make assetbundles for TTS)

When running the installer make sure you check the 3 boxes for components **Windows, Linux and Mac**.

2. Open the **TTS-JAMM Unity template GitHub Link** using Unity 2019.1 (Combines JAMM template with TTS template.

To download from GitHub click the green "Code" button and download zip file.

3. Drag OBJ/MTL files exported from JAMM into the **Project Window** (recommend placing in **Assets>JAMM** folder)

4. Select the OBJ file in **Project Window** and look at the **Inspector Window**

   a. Under the **Materials** tab look at the **Remapped Materials**

      i. If Materials are **NOT** listed (dirt/lava/grass/etc) then model may have enough geometry complexity to require **Blender** option:

         a. Stop process here and open the OBJ files in Blender.

         b. In Blender simply **File -> Export** them back out to OBJ. **CLICK** the option to **Material Groups**.

         c. Restart process from step 2 above using the new OBJ model.

      ii. If Materials **ARE** shown then

         a. In the **Project Window** navigate to the **Assets>JAMM>Materials** folder

b. Drag any material from the **Project Window** to the **Inspector** that you wish to use

c. *You may wish to Lock the **Inspector Window** during this part (small lock icon on upper right corner)

d. Hit **Apply**

b. Under the **Model** tab

i. Change **Scale** to **0.1**

ii. Click on **Read/Write Enabled**

iii. Click on **Generate Colliders** (required for figurines to stand on the various surfaces within TTS)

iv. Hit **Apply**

5. Drag OBJ object from **Project Window** into the **Hierarchy Window**.

6. Immediately drag the same asset from the **Hierarchy Window** back into **Project Window** to create prefab (with original name)

a. Once you make a prefab, if you forgot a step above you can still do it but you need to make sure you **Override** the changes. With the prefab selected (post edits) you can go to inspector and click the **OVERRIDES** drop down and apply changes.

7. **Select** the Prefab and at the bottom right of the screen change its **AssetBundle** information.

NOTE: There is a bug in Unity. Be patient and follow these steps.

a. Try to type an AssetBundle name. **It won't work on the first try.** Yes, its annoying.

i. Click on the prefab and try again. It will work on the **2nd try**.

ii. After typing the name **hit Enter/Return** otherwise it won't take.

b. Now repeat this step for the AssetBundle type. Use "**unity3D**".

i. Takes 2 tries, and make sure you **hit Enter/Return** after to accept.

8. Go up to **Asset -> Build Assetbundles**

a. This will create your unity3d assetbundle to be imported into Tabletop Simulator

9. Open **TableTop Simulator**.

a. In your game go up to **Objects -> COMPONENTS -> Custom -> AssetBundle.**

b. Point the Main to your “unity3d” file. No need to use Secondary.

c. **TYPE**: I use Generic type but you may wish to use Board or other.

d. **MATERIAL**: Change Material to alter the sound the map makes when struck by an object.

e. Once you place your model into the game you will need to lock it.

i. This will keep it from moving about AND will set your mesh collisions to work the way you want them to.