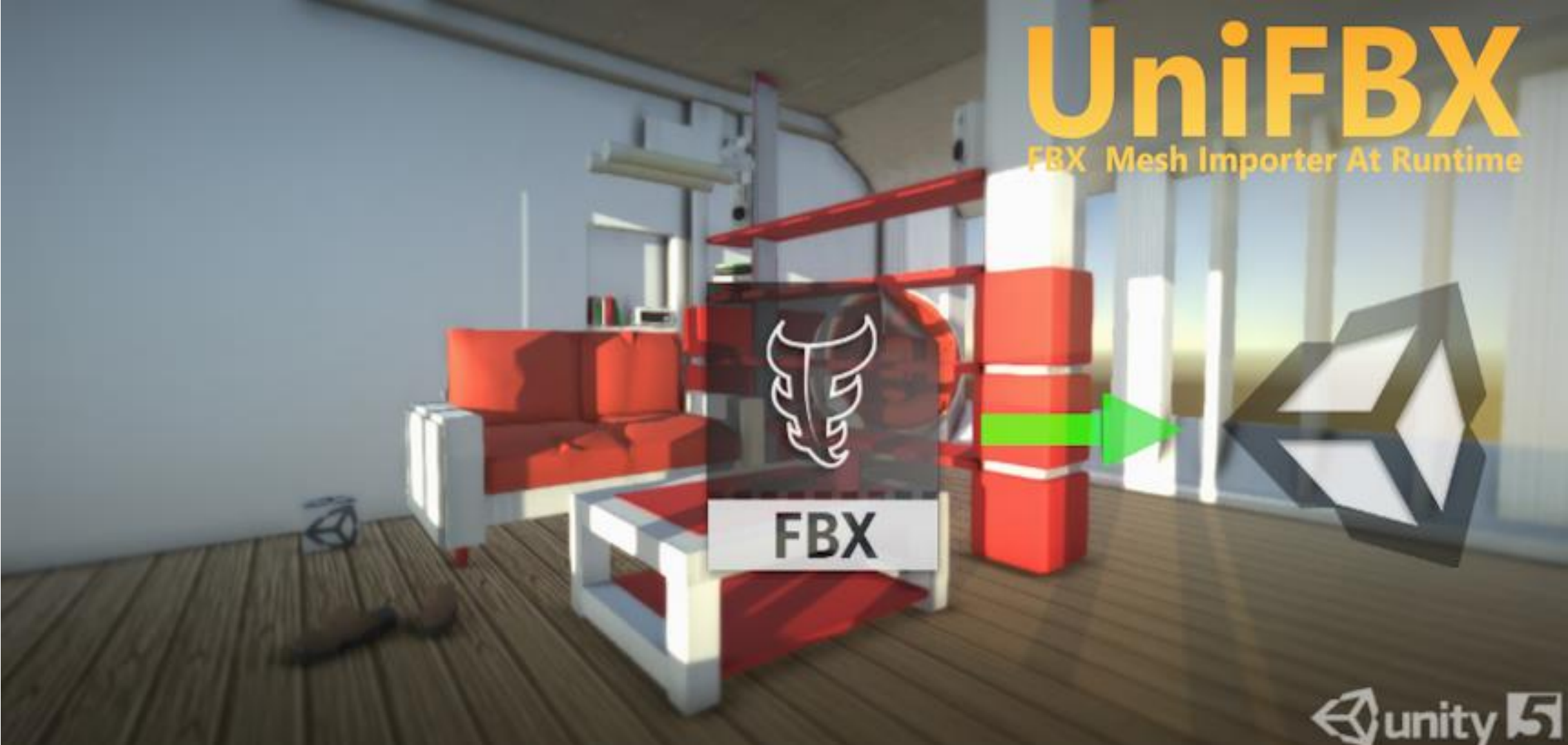

UniFBX
FBX Mesh Importer At Runtime
FBX
unity 5

UniFBX

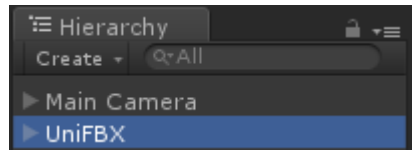
FBX Mesh Importer At Runtime

Getting Started

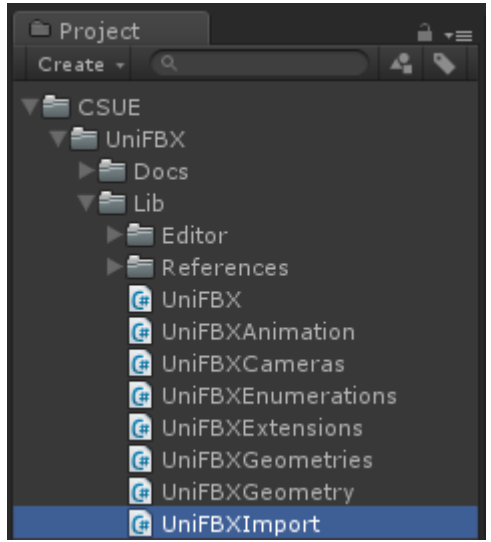
Getting Started

To use this entire asset correctly please, follow next steps:

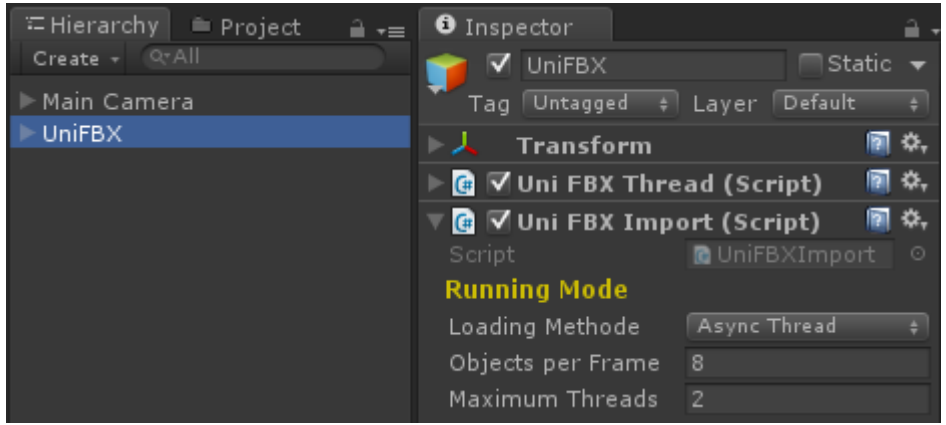
1. Create an empty Game Object in Hierarchy Tab and rename it (UniFBX for example) as you wish shown below.



2. Add script component called "***UniFBXImporter.cs***" located in *CSEU/UniFBX/Lib/* folder, in Project Tab, to the Game Object (UniFBX)



Notice that if your platform is Standalone or Android for example, another script component, called "***UniFBXThread.cs***" is added to the new Game Object created. This component is used for async load files. At this point your new Game Object must to look as shown



3. Set the paths in UniFBX Game Object component. For testing you can try with this above

In URL field add:
https://c8d209f2f8b575dc564af150673baa682b230943.googledrive.com/host/0B4yeGzF6xDFuc2RJeW5HZ0ZhcjQ/models/

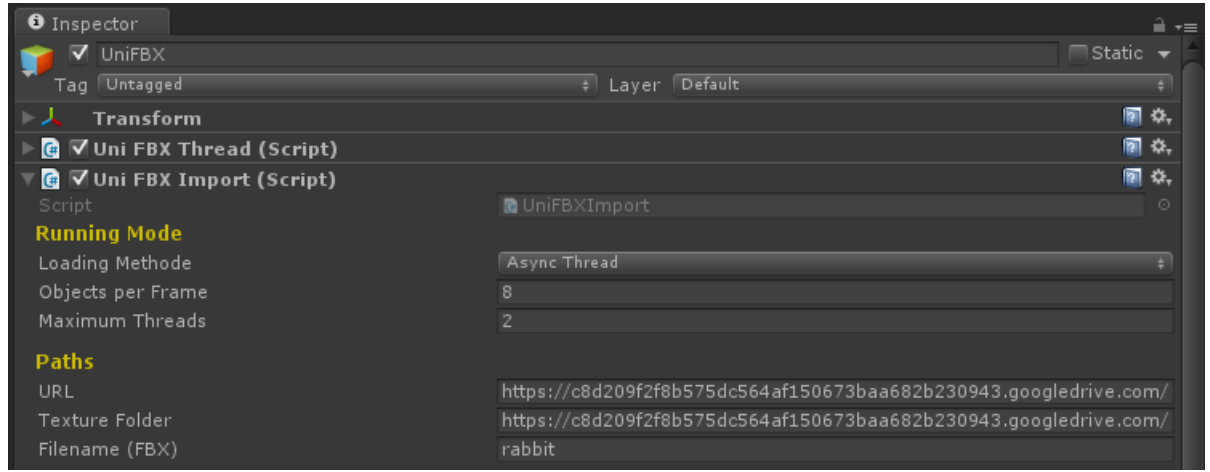
In Texture Folder field add

https://c8d209f2f8b575dc564af150673baa682b230943.googledrive.com/host/0B4yeGzF6xDFuc2RJeW5HZ0ZhcjQ/models/tex/

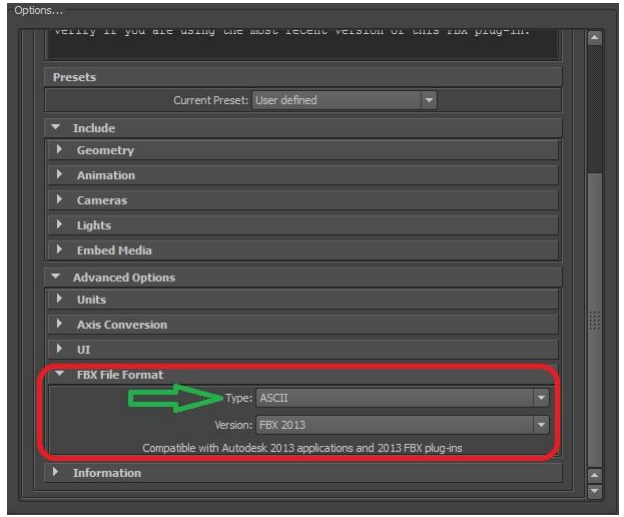
(jpg, png textures must be saved in this folder path)

In Filename (FBX) field add "*modelname*". It's not necesary write the extension ".fbx" As the url field is an url address in Google drive you can just try with some model names like:

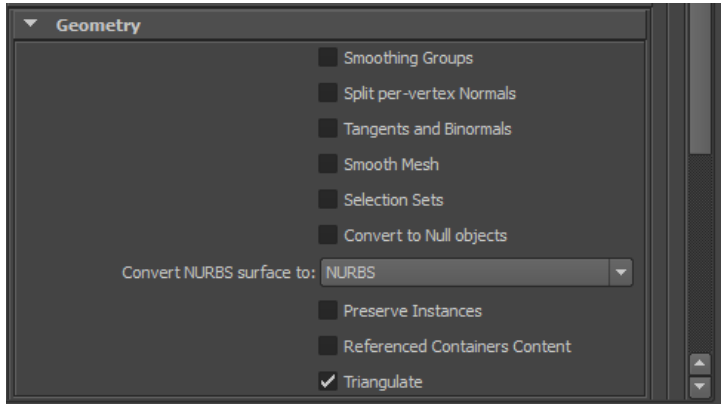
Cube001, cube002, cube003, cube004, palm, landscape, rabbit, apartament, levelGeometry. Some models are included in the package in Tutoriral/0000/Models/ to try



Remember export all models in FBX ASCII format. You can select it in Exporter Editor from 3DMax or Maya as shown above

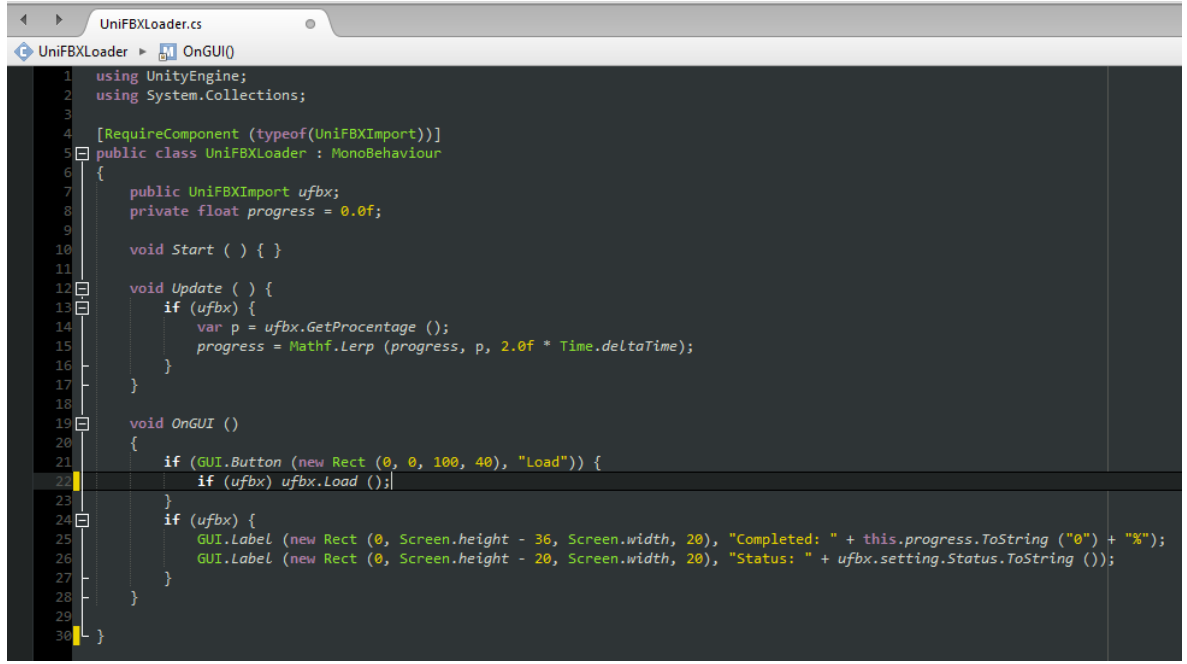


ASCII format and FBX Version 2012, 2013, 2014, 2015



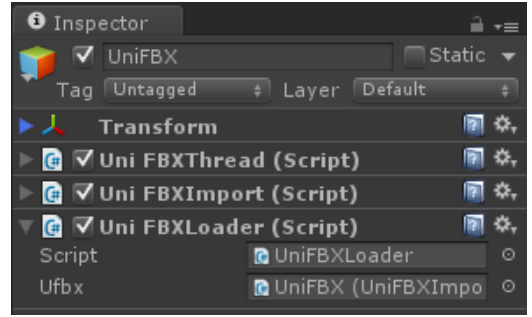
Triangulate meshes

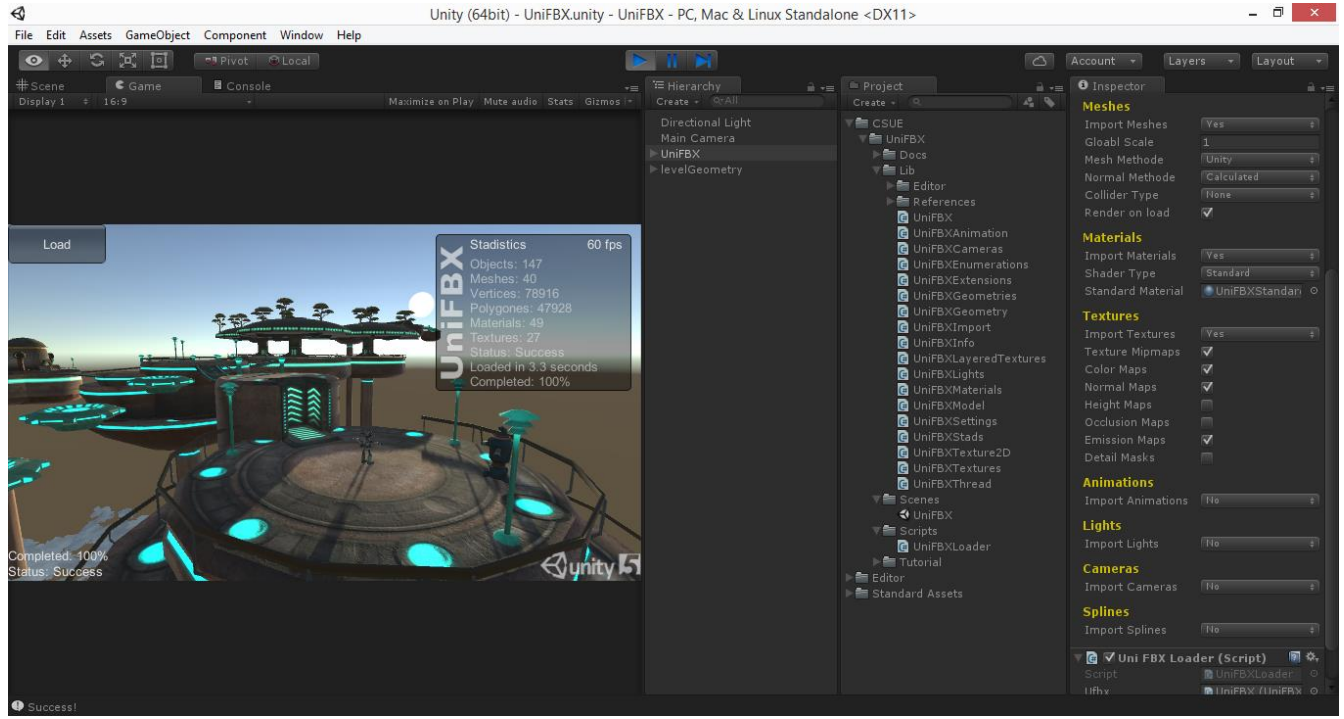
4. Add a simple script that calls the import function. You can create a new script for the new Game Object created and add the follow lines:



This script you can find it in *"/CSEU/UniFBX/Scripts/"*.

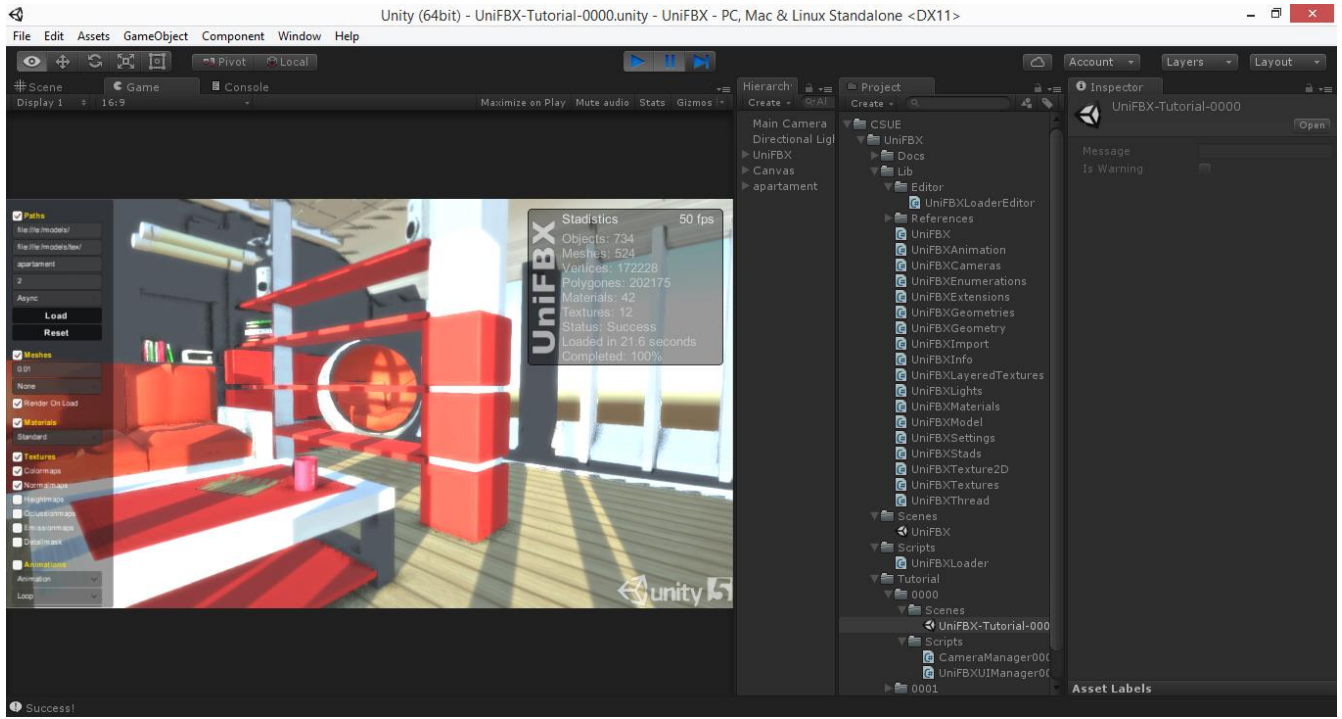
The Game Object must be look like the image above. But this little sample guide you can find it set in the *UniFBX.unity* scene located in *"/CSEU/UniFBX/Scenes/"*.


Inspector
UniFBX
Static
Tag
Untagged
Layer
Default
Transform
Uni FBXThread (Script)
Uni FBXImport (Script)
Uni FBXLoader (Script)
Script
UniFBXLoader
Ufbx
UniFBX (UniFBXImpo



To test at runtime you can open the scene located in */CSUE/UniFBX/Tutorial/0000/Scene/ UniFBX-Tutorial-0000.unity*

PD: the scene visualized in the image above does not contain the fbx model.



UniFBX-Tutorial-0000.unity