# nGarden 2D Pixel asset – User Guide

**v 1.0.1**

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# Introduction

This project was made with spine animation

You can edit it in Spine and you can use Unity animations in Unity.

There are two main ways to use: Skeleton Animation and Skeleton Mecanim.


# System Requirements

● Unity 2018.x or higher


# Spine Import

This project requires Spine. Spine can be download from the official site

spine-unity 3.8xx ver

[Spine Unity Download (esotericsoftware.com)](esotericsoftware.com)


# Skeleton Animation

If you drag and drop Character_SkeletonData into the scene window, several options appear. Click Skeleton Animation.
Skeleton Animation can activate slots and play animations with simple source code.
In Skeleton.cs, AnimationState.cs there are slot replacement and animation play methods.
The path is … /Assets/nGarden/2D_Pixel_…./Spine/Runtime/spine-csharp
or … /Assets/nGarden/2D_Pixel…./Spine/Runtime/AnimationState-csharp

**SetAttachment (string slotName, string attachmentName)**
**SetAnimation (int trackIndex, string animationName, bool loop)**

The slot name and animation name added by default can be checked in Character_SkeletonData.


# Skeleton Mecanim

If you drag and drop Character_SkeletonData into the scene window, several options appear. Click Skeleton Mecanim

Basically it is similar to Skeleton Animation, but in this case, you can use Unity animation instead of spine animation.

Skeleton Animation for slot setup and use

Same as settings, but Unity animation can be used by using an animator in the same folder.

## Support

To contact us for support with this plugin please email us on <u>unity_cs@ngardensoft.com</u>