



# GgCore - Gaskellgames

Package made for the Unity 3D game engine

## USER GUIDE

**Release 1.0.0**

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## Getting Started:

### Overview

This user guide was created to provide a basic overview of the features functionality of the asset.

### Installation

Once you have downloaded the asset from the Unity's Asset Store, go to: "Assets > Import Package > Custom Package...". In the Import Asset Window, find and select the package's name. After the 'import package' window appears in Unity, verify that all items to import are selected and then click the import button in the bottom right of the window.

### Quick Start

The content of the asset will be found in the project window, under assets and within the toolbar options under sub-heading of **Gaskellgames**.

All content that you as the end user are expected to interact with, are components under the component sub menu of Gaskellgames, and any prefabs contained within the project files folder named Prefabs. An up-to-date copy of this guide can be found under the sub folder with the name **Documentation**. All back-end files and resources that are required to make the assts work can be found within the sub folders with the names **Editor** and **Runtime**.

Any Gaskellgames components added as part of a package can be found under the **Component** toolbar menu and the inspector's **Add Component** button. Some components will also be available to create under the **Right Click** menu under sub-heading of **Gaskellgames**.

Any Gaskellgames editor windows added as part of a package can be found under the **Tools** toolbar menu and **Window** toolbar menu options under a sub-heading of **Gaskellgames**.

### Support & API documentation

Should you have any questions or require assistance, please join the official Gaskellgames Discord:

<https://discord.gg/nzRQ87GGbD>

In the event you are unable to find the information you seek on the forums or discord, you can contact Gaskellgames via the weblink:

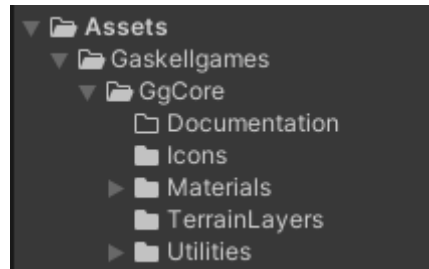
<https://www.gaskellgames.com/contact>



## Package Content:

### File Structure

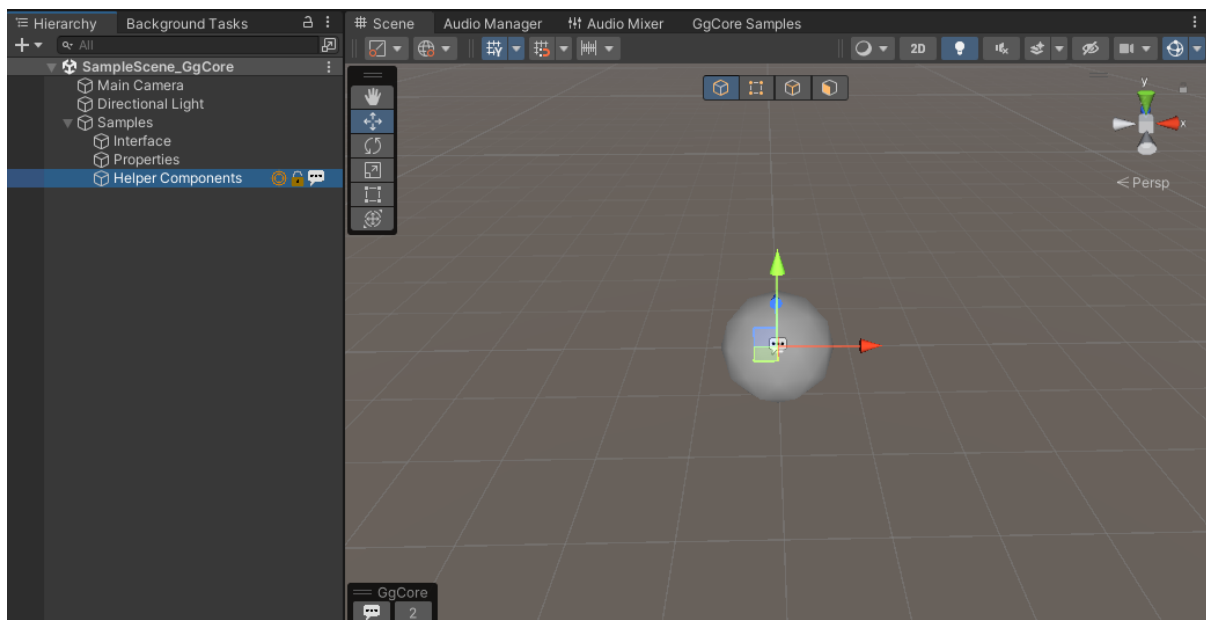
The files and content within the asset are laid out in a similar way as all Gaskellgames assets. You will find the asset name under the header file of **Gaskellgames**:



The asset version's up-to-date copy of this guide can be found under the sub folder with the name **Documentation**. All editor-only content within a sub-folder named **Editor**. Under **Icons**, you will find Gaskellgames logos that you may add to the credits or the start-up splash screen. **Materials** and **Terrain layers** that are used across all multiple Gaskellgames assets can be found within their own sub-folders. All extensions and core API can be found within **Utilities**. There is also an example scene within the subfolder named **Scenes**.

### Example scene

The example scene, found within the subfolder named **Scenes**, can be viewed to see a working version of the asset. For this asset it looks as follows:



Within the scene, you will find a scene camera and directional light source, along with examples of component setups. **Please note:** not all example scenes are 'playable' via the play button, and may instead be examples of setup in the editor.



## How to use / setup guide

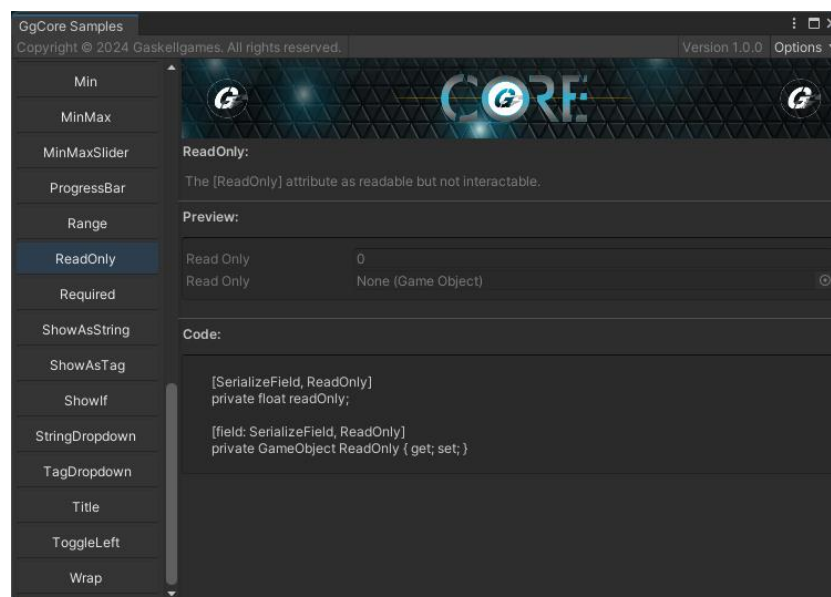
### Gaskellgames Hub:

Cross-package settings will show up in the Gaskellgames hub. This is also a great way to see which Gaskellgames packages you have downloaded at a glance.



### GgCore Attributes:

The GgCore Samples editor window found at “Gaskellgames > Samples” can be used as a reference point to see all available script attributes, an example of how they will look, and the scripting required to use them:





### **Other Gaskellgames API and Utilities:**

All other included API and utilities are primarily included for use with other Gaskellgames Packages. However, all source code is available, and fully commented including tooltips and summaries, if you wish to look through and extend the API.

**Please Note:** You may not re-distribute or sell any GgCore code created by Gaskellgames, unless it is as part of a released game or application built directly from the Unity Game Engine.

