

Game Creator Documentation



Mobile Components Module

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Installing Unity

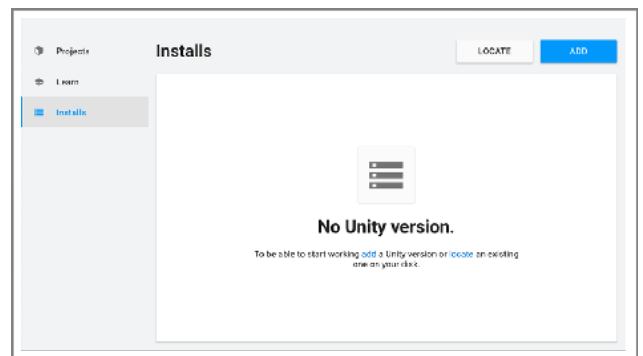
The Unity Hub is a management tool that you can use to manage all of your Unity Projects and installations. Use the Hub to manage multiple installations of the Unity Editor along with their associated components, create new Projects, and open existing Projects.

To install the Unity Hub for Windows, macOS, and Linux visit [Download Unity](#) on the Unity website.

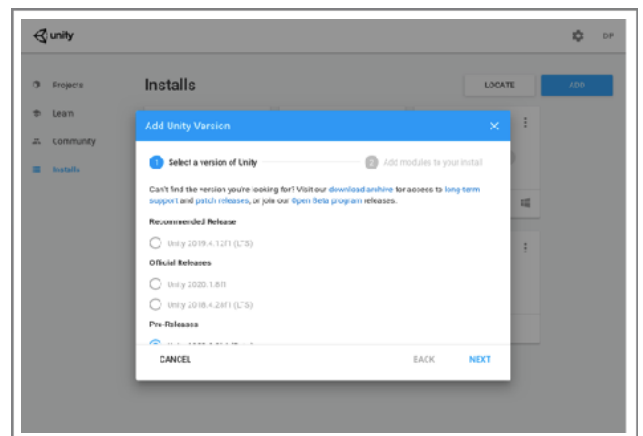
To install and use the Unity Editor, you must have a Unity Developer Network (UDN) account. If you already have an account, sign in, choose your licenses type, and proceed to step 1.

If you do not have an account, follow the prompts to create one. You can choose to create a Unity ID or use one of the social sign-ins. For more information on accounts and subscriptions, see [Unity Organizations](#).

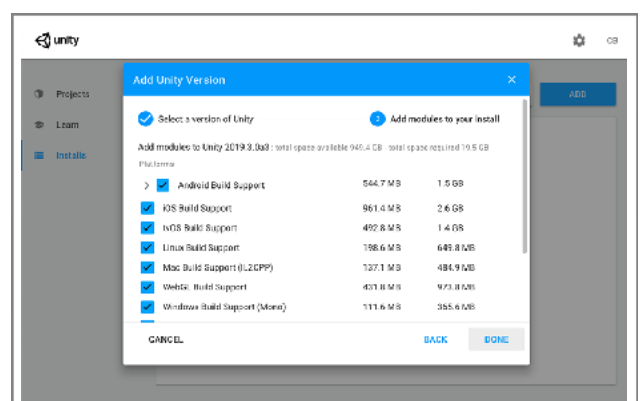
1. Open The Hub and click the Installs Tab, then click the Add Button.



2. Select a specific version of the Editor. It is always recommended to select the current LTS version - in this example it will be 2019.4.12f1 (LTS)



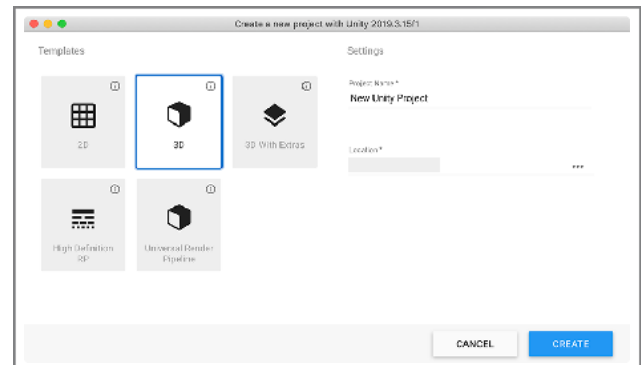
3. Click the Next button and select the modules you want to install with the Editor. If you don't install a component now, you can add it later if you need to. For this course, you will only need either Mac or Windows Build support, to match your computer. When you've selected all the modules you need, click Done.



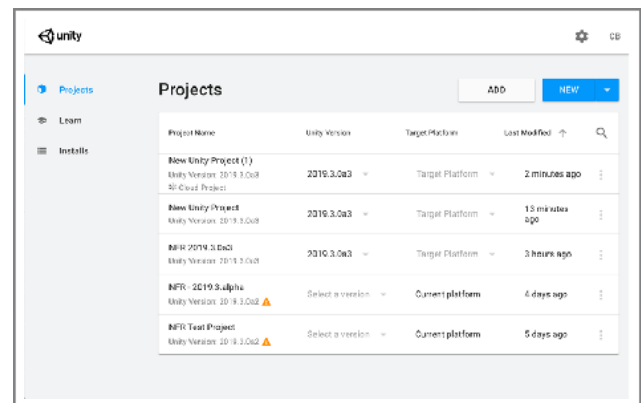
Creating a Project

To create a new Project (and specify which Editor version to open it in), complete the following:

1. Click the New button. The title bar of the New Project dialog box displays the Editor version that the project will use. Ensure that you give the Project a meaningful name and the Location is where you would like it to reside. Then click Create to build an empty Project.



2. To view the Projects that the Hub is managing, click the Projects tab. From here you can open projects, change their target platform, and the version of Unity they build with.

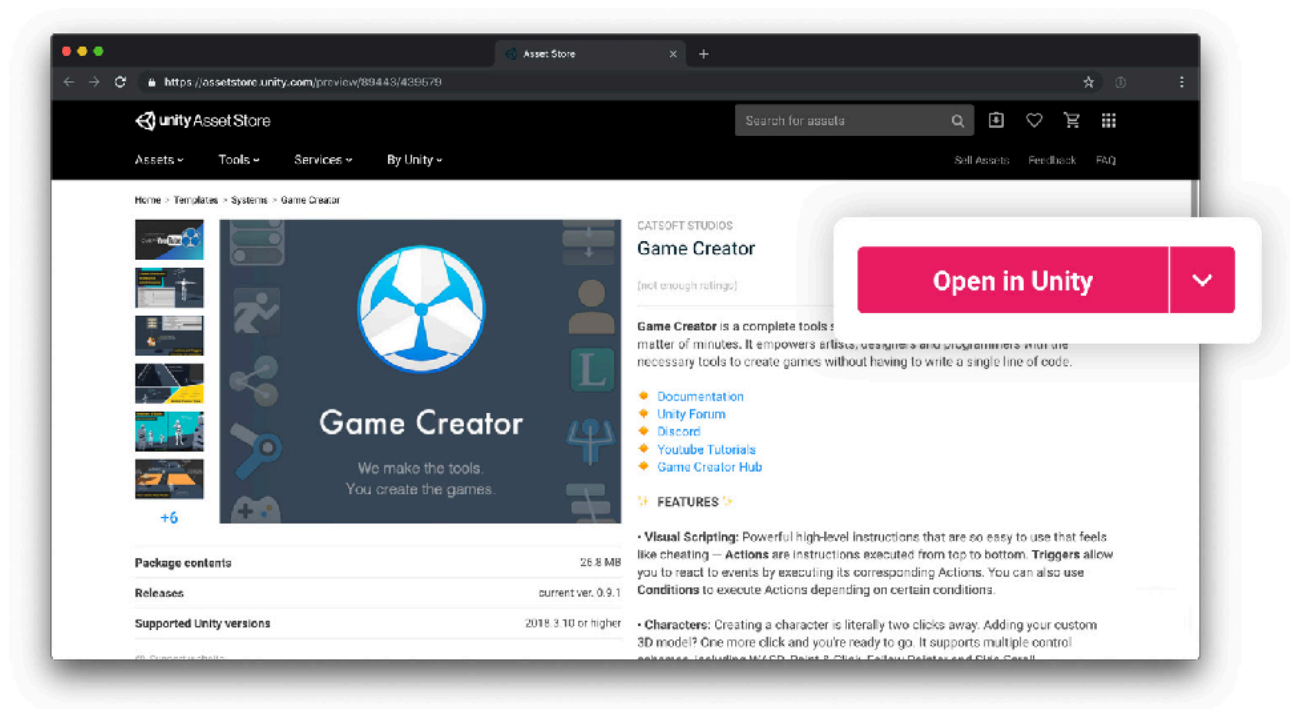


NOTE: You can upgrade a project to use a more recent version of Unity (for example Tech version 2020) but you cannot downgrade it. **ALWAYS** do a backup, and for Game Creator, **ALWAYS** use the LTS versions of Unity.

Installing Game Creator

Setting up Game Creator is really easy.

1. Open the Asset Store and search for Game Creator



2. Download the latest version and check your Unity version is compatible
3. Open your Unity project or create a new one
4. Click on Open in Unity and it will automatically install

Note that Game Creator supports the latest Unity LTS version.

Game Creator Documentation contains detailed information to help with getting started.

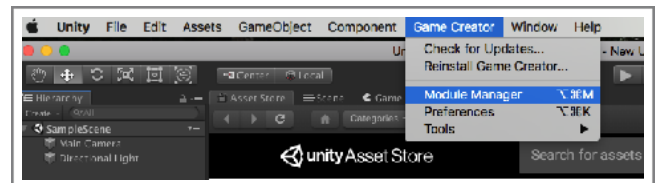
Alternatively you can watch the [15 minute Quickstart playlist on Youtube](#).

Installing Modules

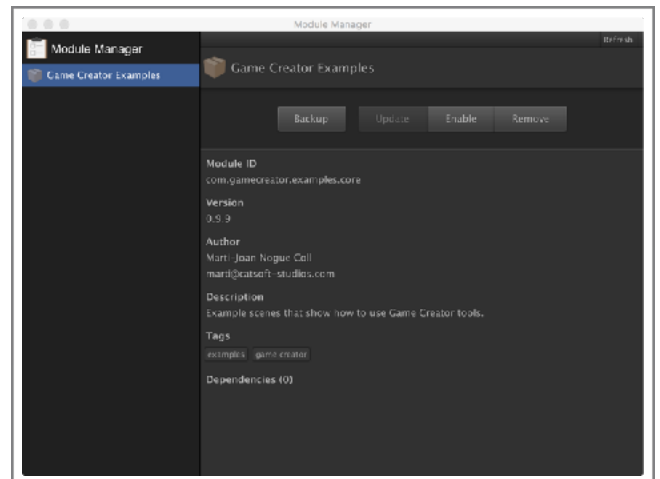
Game Creator utilises a Module Manager to keep install, enable and disable, and remove official and unofficial modules such as the Accessibility Module. This tutorial will take you step by step through the process of installing the Accessibility Module or updating it from the Unity Asset Store if you already have it in your project.

1. First of all, you must have a Unity Project open that already has Game Creator installed. If you have not done this and need help, you should visit the official Game Creator documentation site and follow the instructions on how to achieve this. For our example, we have GC version 0.9.9 already installed.

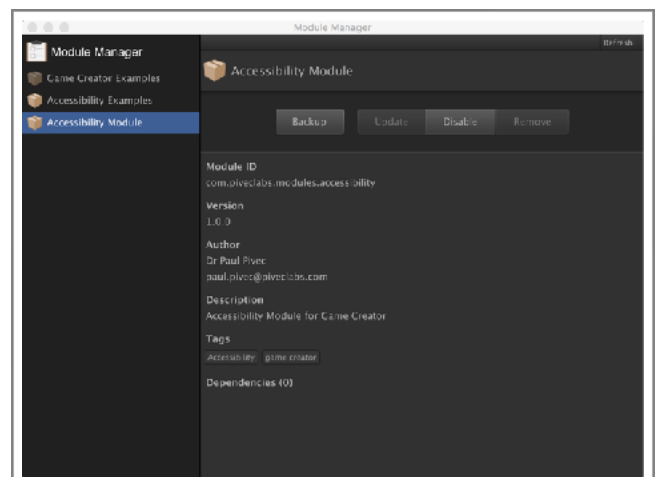
2. From the Unity Menu (the graphic may differ on a PC), locate the Game Creator menu item and select the Module Manager.



3. This will open the Game Creator Module manager Window. For an empty project with only GC core installed, you will see the following window.



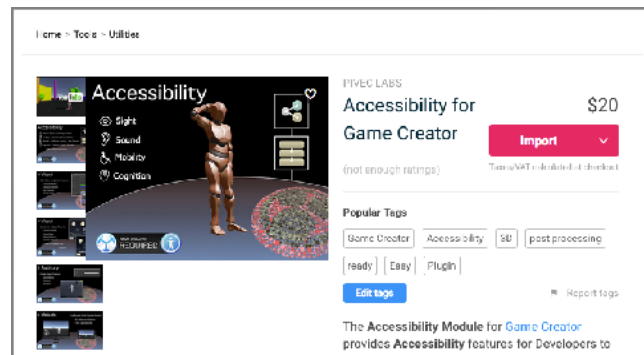
4. If you have already enabled the GC examples, these will show as Enabled. If you have previously installed the Accessibility Module and are updating it to a new version, you will see this window.



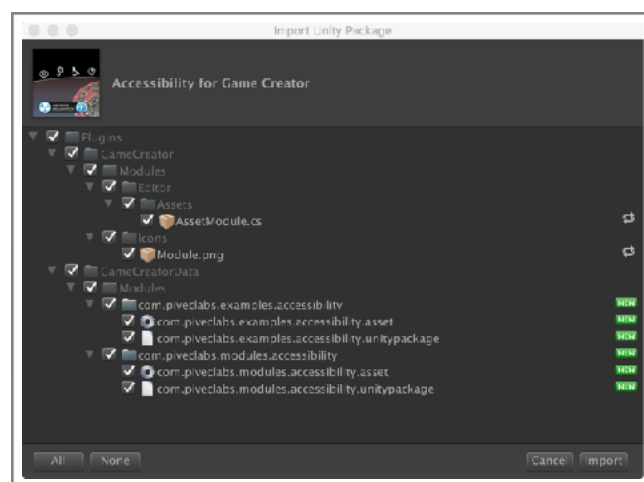
5. The menu on the Left of the Module Manager window, will include all of the Modules that you have purchased and installed in your project. If these items are selected (in blue), the main window will show if they are enabled or not, as well as the Version number of the software. In this example, we have Version 1.0.0 of the Accessibility Module installed and enabled.

Updating Modules

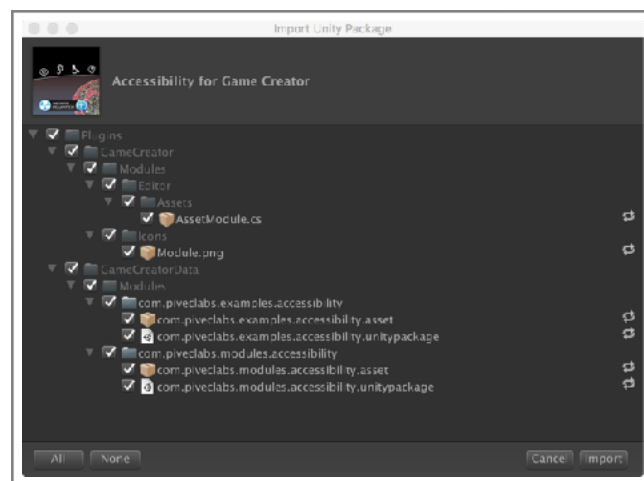
1. To update a module, we need to open the Asset Store Window within our Unity Project (**Window/Asset Store from Editor Menu**) and locate the Accessibility Module in the Unity Store. It will look similar to this, however the RED button may show something different depending on what you have done previously. It may say Purchase, Update, Download, or Import.



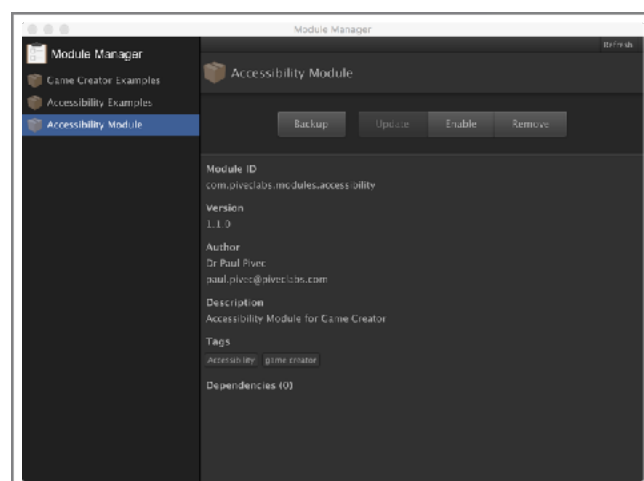
2. You will need to select this button until it shows IMPORT, and then select it again. If this is a new install, you will see the following window.



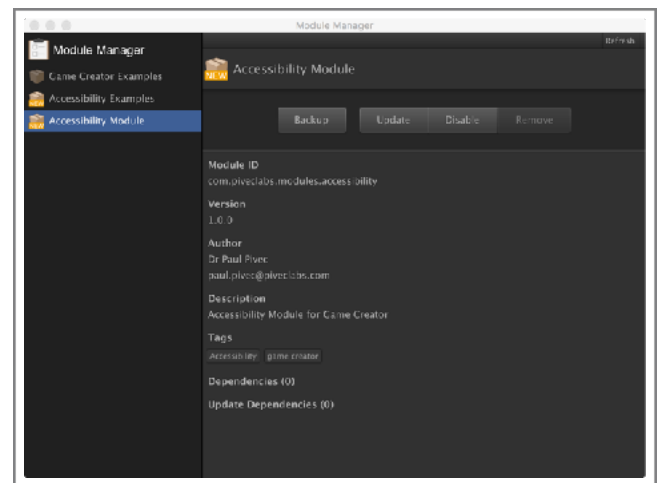
3. If you are updating the module, it will look like this.



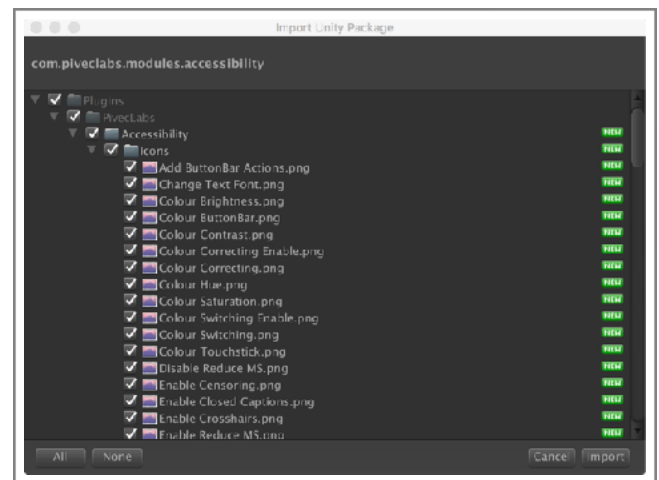
4. For both options, click the Import button. After the code has been imported, the GC Module Manager will display the new version. You will then need to Enable it for a new project,



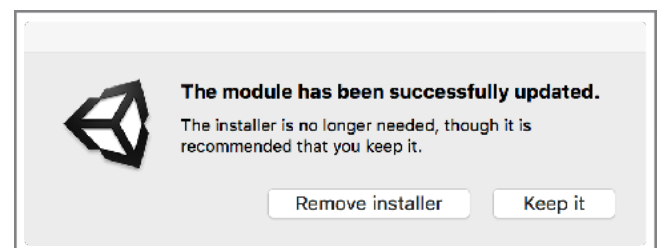
5. or select Update for an existing project.



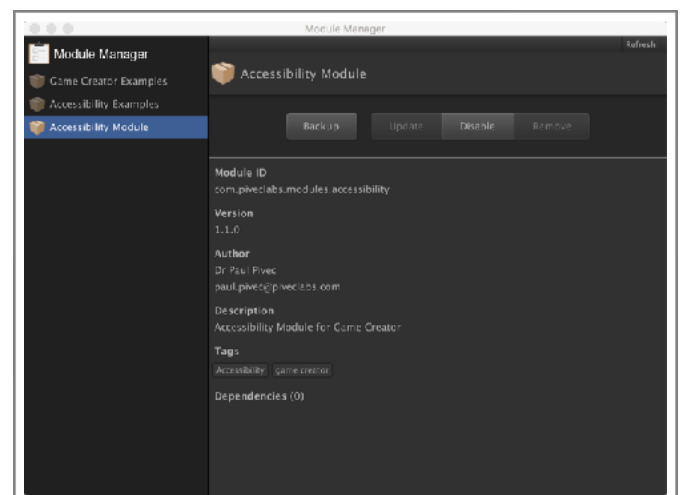
6. A new installed will prompt a second Import window, but you will not see this on an Update.



7. Select Import to add the components to you project. Finally, the Module Manager will ask if you wish to keep or remove the Installer code. This is entirely up to you.



8. Back in the Module Manager window, you will see that the Accessibility Module has been updated to version 1.1.0. The Example code will also have been updated, but if you wish to use this code, you must first Enable the Examples in the Module Manager. This is the same for all Game Creator example code.

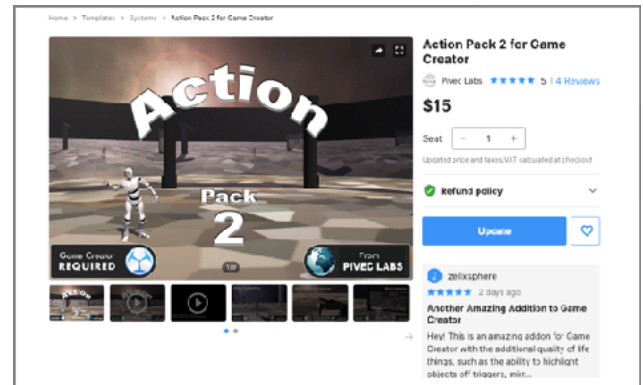


Do Not attempt to move the folders for any Game Creator files, code or modules. The system is built on a structure and the code must know where components reside.

Installing Action Packs

Game Creator also supports Action Packs from Pivec Labs. However, these Asset Packs are not under the control of the GC Module Manager and are installed the same as other Unity Assets.

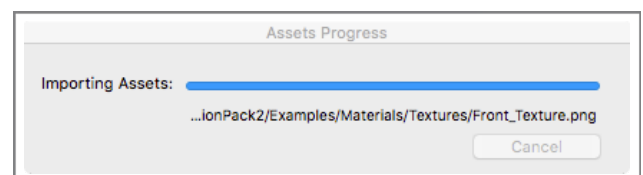
1. To install an Asset, we need to open the Asset Store Window within our Unity Project (**Window/Asset Store from Editor Menu**) and locate the Action Pack in the Unity Store. It will look similar to this, however the button may show something different depending on what you have done previously. It may say Purchase, Update, Download, or Import.



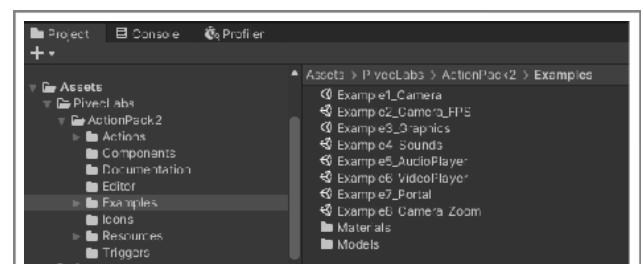
2. You need to Purchase, Download and then Import the Asset. Once this has happened, you will see this screen. Click Import.



3. Unity will import the Assets and place them in the correct folder.



4. They will appear in your Asset folder and automatically be added to your Game Creator Menu and components.



Mobile Components Module



The Mobile Components Module for Game Creator provides additional features for Game Creator that are not available in the core product. This Module contains everything Mobile and supports Android and iOS devices. With this Module you get 38 new configurable Actions.

- ⚡ 6 x Mobile Camera Actions
- ⚡ 6 x Gyroscope/Accelerometer Actions for Movement and Camera
- ⚡ 4 x Haptics (Vibration) Actions
- ⚡ 15 x TouchStick Actions for Movements and Camera
- ⚡ 7 x Mobile Utility Actions

You also get 8 new configurable Conditions.

- ⚡ 4 x General Mobile Conditions
- ⚡ 2 x Android Conditions
- ⚡ 2 x iOS Conditions

But wait, there is more. You also get 4 new configurable Triggers for touch Gestures.

- ⚡ On Pinch
- ⚡ On Rotate
- ⚡ On Swipe (8 way)
- ⚡ On Tap

All features are activated and controlled using Game Creator, no coding is required.

With this Asset, you also get:

- ⚡ 9 x Detailed Example Scenes
- ⚡ 9 x New TouchStick Prefabs
- ⚡ 2 x Bonus Scripts

Detailed Documentation and Tutorials can be found at docs.piveclabs.com.

These additional Actions are an essential extension for using Game Creator with Mobile Devices. They will not work without Game Creator being installed first.

Make your Mobile game different and exciting using these unique Actions.