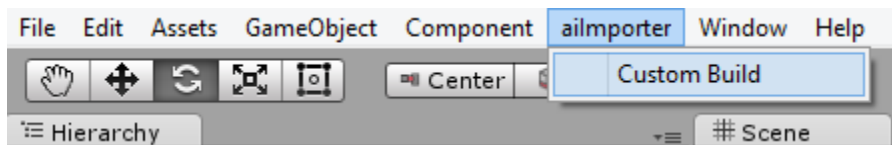


READ ME

Thank you for purchasing the ailImporter. Here are some important things you should do in order to avoid any problems.

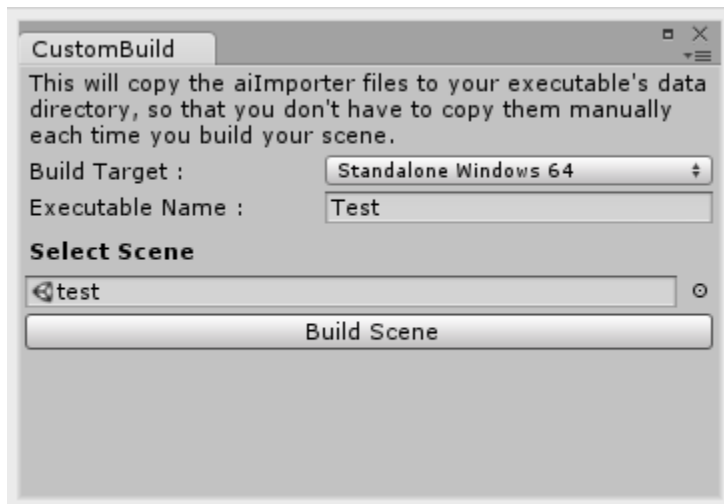
1) Custom Build

After importing the ailImporter package a new tab called "ailImporter" will appear in your Editor's tabs. It contains a feature called "Custom Build".



I recommend you to build your scenes using this feature instead of Unity's default File -> Build & Run. Custom Build builds your scene the exact same way Unity builds it but it will also copy the necessary ailImporter files to your build directory ("ProjectName"_Data).

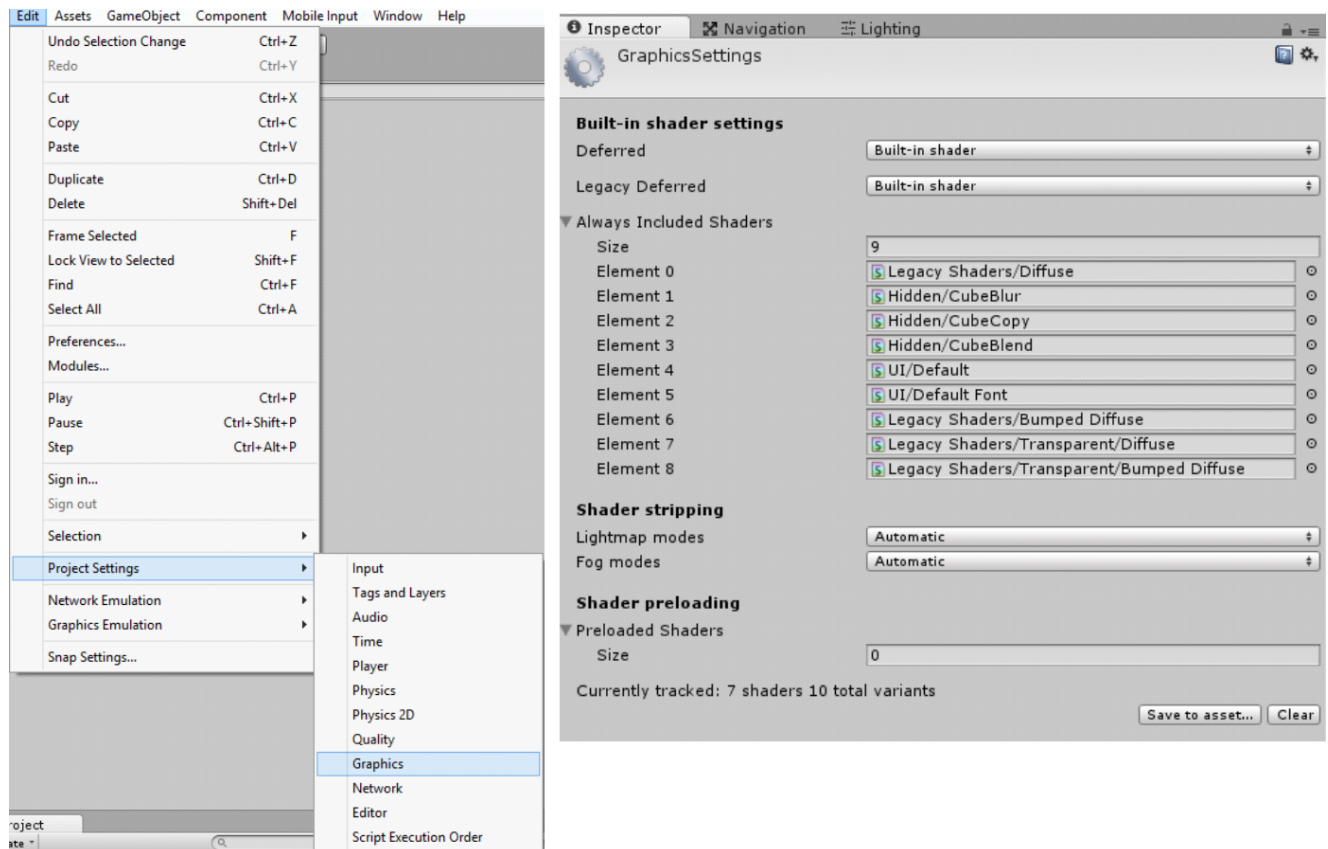
You just have to specify a Build Target and select your scene file.



2) Graphics Settings

If you build your scene you will notice that some of your materials/textures are not showing properly. Especially the materials with transparency and bump attributes. This happens because the transparency and bump shaders are not included in your Unity build. You have to add these shaders to "Always Included Shaders" in Graphics Settings.

In this example I added the shaders 6, 7 and 8 myself.



*Note : If you modify ModelImport.cs to use the standard shader of Unity 5 instead of the legacy shaders you might skip this step.