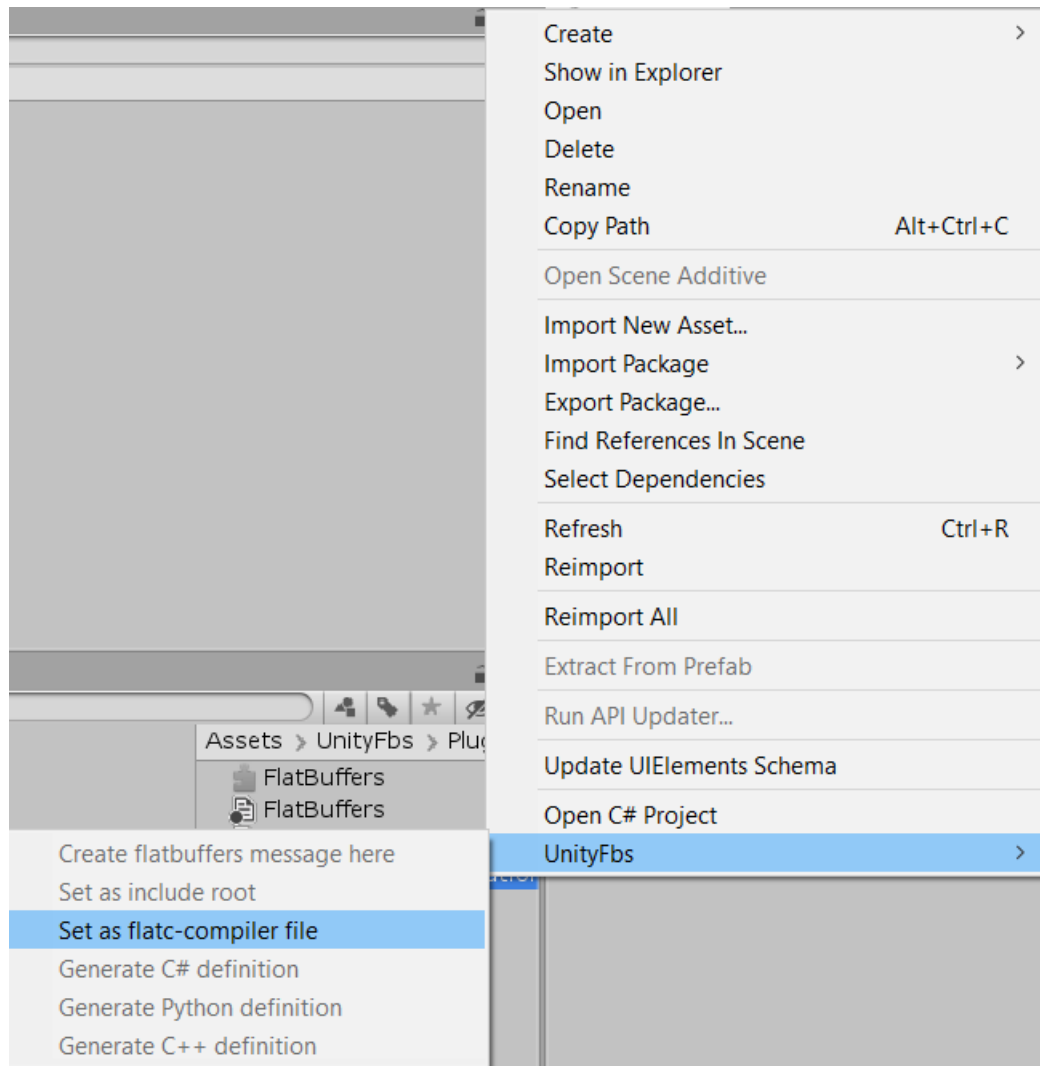
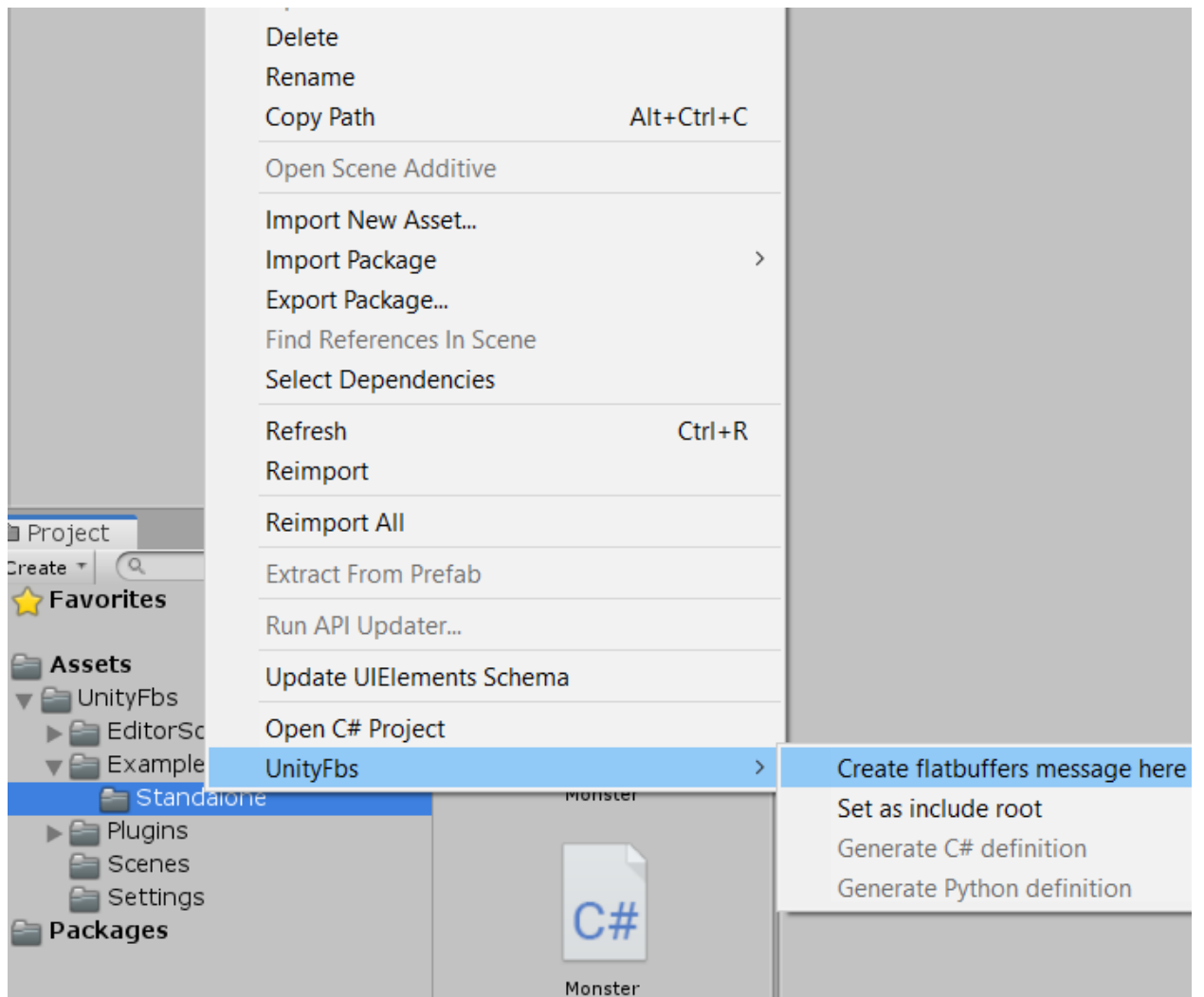


## UnityFbs: QuickStart guide

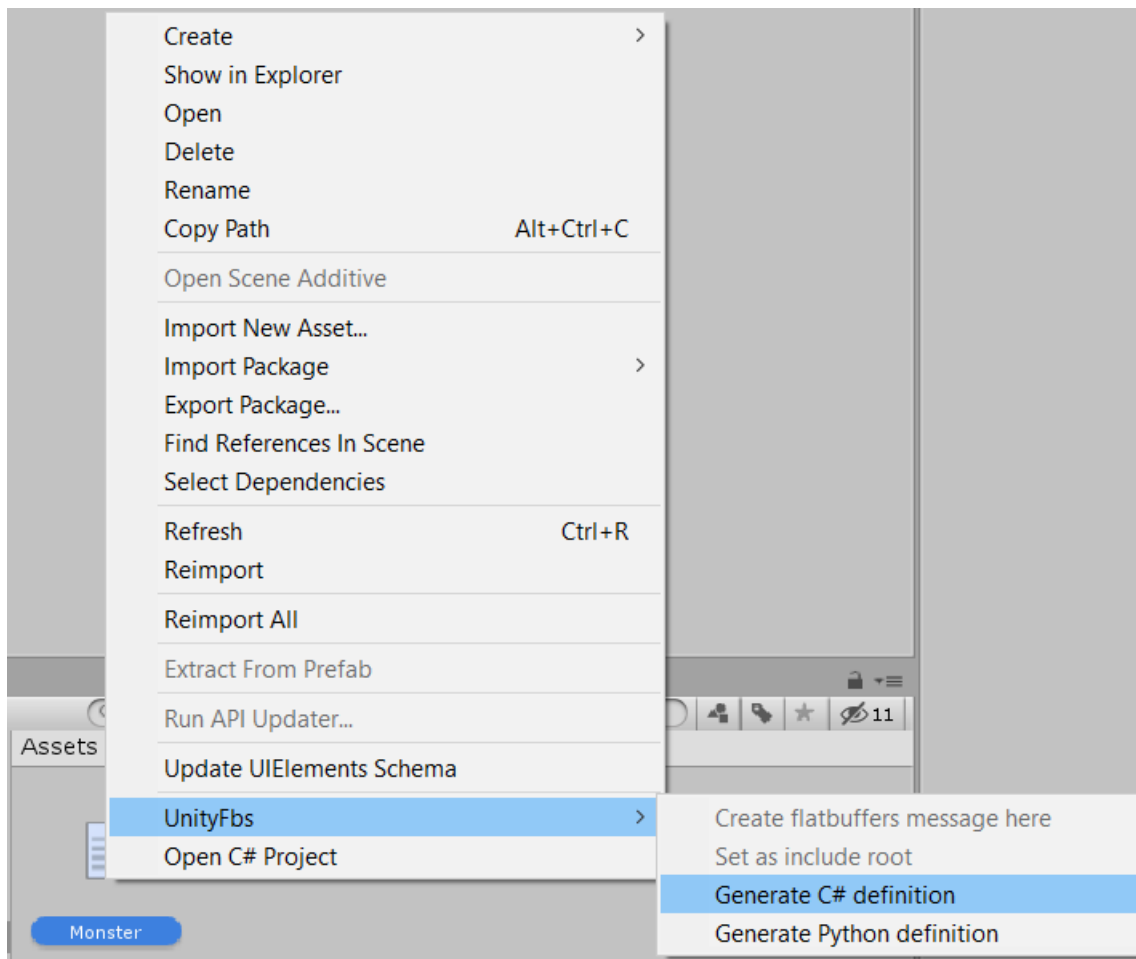
- 1) First of all, you need to get a flatc-compiler. You can do it in two ways:
  - a. In package there are prepared flatc-compilers for Windows, MacOS, Linux (UnityFbs/Plugins/FlatBuffers/FlatcCompilersForPlatforms) (in case if Unity AssetStore' security pass these binaries to be in package)
  - b. Precompiled binaries for platforms are available on my github:
  - c. Build by yourself according to documentation on [https://google.github.io/flatbuffers/flatbuffers\\_guide\\_building.html](https://google.github.io/flatbuffers/flatbuffers_guide_building.html)
- 2) Set flatc-compiler path: right click on flatc-compiler file in the Editor -> Set as flatc-compiler file:



- 3) Now you can use UnityFbs:
  - a. Create new .fbs-message:

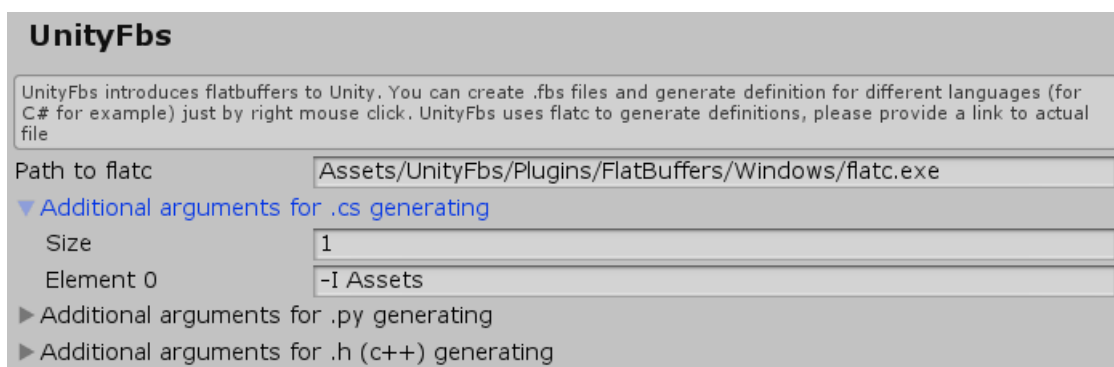


b. Compile it



## Extra

- 1) You can check and set setting of UnityFbs at Edit->Project Settings->UnityFbs



- 2) If you use hierarchical structure of .fbs-messages and include one into another you probably need to set an include root directory:

