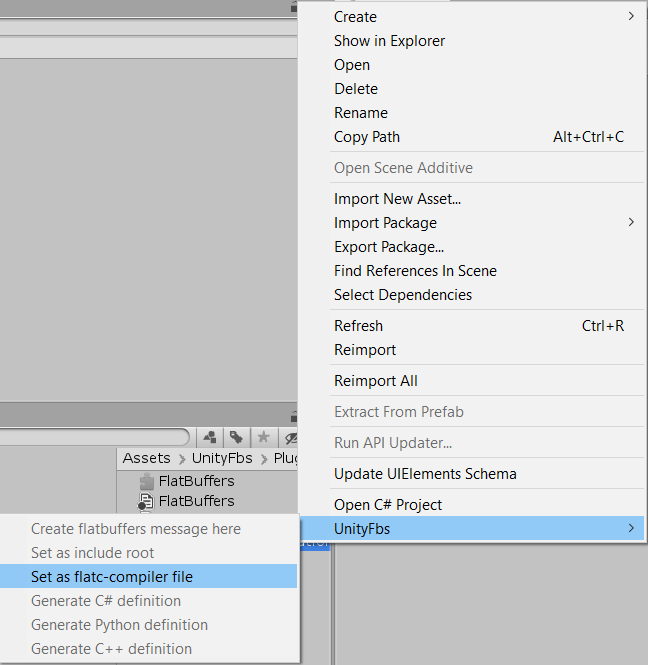
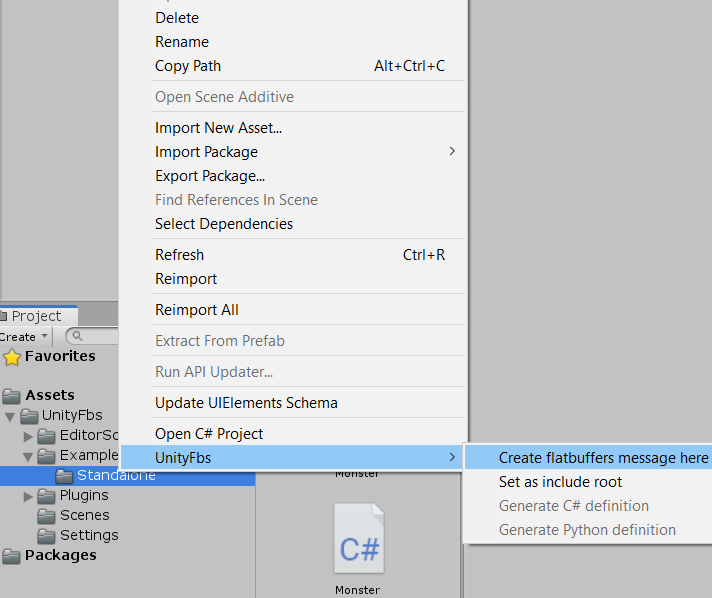
# **UnityFbs: QuickStart guide**

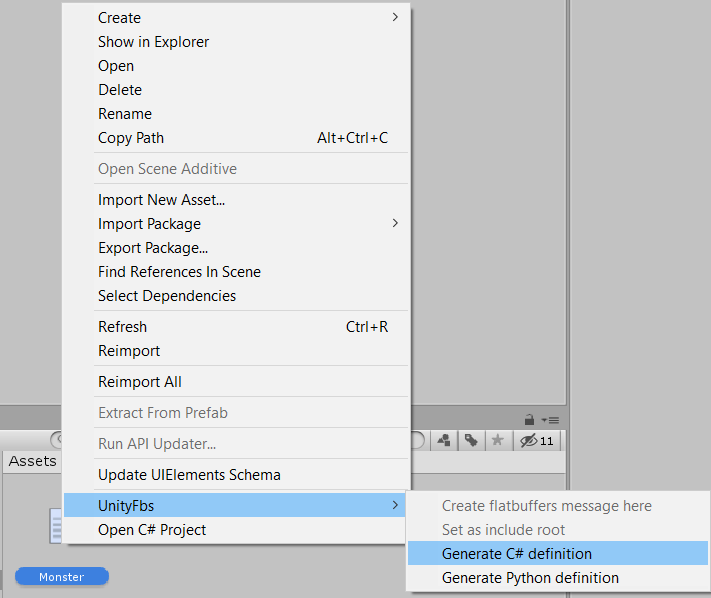
1. First of all, you need to get a flatc-compiler. You can do it in two ways:
   1. In package there are prepared flatc-compilers for Windows, MacOS, Linux (UnityFbs/Plugins/FlatBuffers/FlatcCompillersForPlatforms) (in case if Unity AssetStore’ security pass these binaries to be in package)
   2. Precompiled binaries for platforms are available on my github:
   3. Build by yourself according to documentation on <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:



1. Now you can use UnityFbs:
   1. Create new .fbs-message:

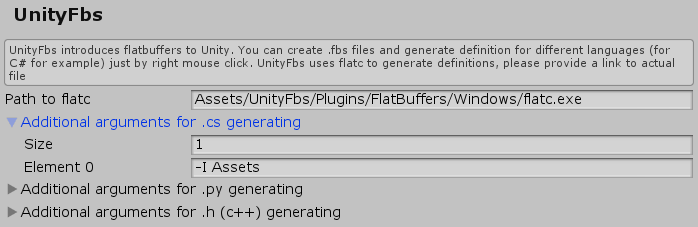


* 1. Compile it



## Extra

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



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

