Read Me

Thank you for purchasing Space Graphics Toolkit!

If you haven't already, please consider writing a review. They really help me out, and I read and respond to every one!

If you have any questions, feel free to email me: carlos.wilkes@gmail.com

You can also post to the forum thread: http://forum.unity.com/threads/147954

You can also find me on Twitter: @CarlosWilkes

You can also find me on YouTube: http://www.youtube.com/user/CarlosWilkes

I'm also available for freelance work if you need help with your projects.

How do I get started?

Space Graphics Toolkit (SGT) is split into "**Feature**" and "**Pack**" folders. **Feature** folders contain mostly code, shaders, and documentation. **Pack** folders contain mostly example media and demo scenes. To get more packs, you can find the download links in the **"Media Packs.pdf"** file that is next to this file. Separating the media packs like this allows me to update the asset more efficiently.

Inside both **Feature** and **Pack** folders you will see a list of demo scenes, which I recommend you go through to understand what to expect. Most of these demo scenes contain UI text at the top that tell you in detail what is being shown, as well as what the controls are at the bottom.

Most graphical features of SGT are fully customizable via the associated component, so I recommend you go through the various GameObjects in each scene and adjust the component settings to see what happens.

While most of the component settings are well named and/or give clear visual indication of what is being changed, this isn't always the case. In this scenario I recommend you hover the mouse over the setting, this will show a tooltip giving you more information.

If you want to see information about all settings of a component, then click the help button at the top right of each component:

If you want a more in depth step-by-step tutorial for each feature then look into the "**Documentation**" folder located inside each **Feature** folder.

Where do I get the free packs?

Look at the "**Media Packs.pdf**" file alongside this file.

I just updated this asset and get errors?

Most updates to SGT only contain minor changes to code, demo scenes, or new features. However, sometimes I make larger changes that can break compatibility with older versions. I try to minimize this as much as possible, and try to write the code in such a way as to not break, or to update the settings, but sometimes this isn't feasible.

As with all assets, I highly recommend you backup your project before updating this so you can easily revert to a working copy if you encounter any issues. If you updated SGT and encounter issues, the first thing I recommend you do is to delete the whole "Space Graphics Toolkit" folder, and re-import it from scratch.

Doing this should remove all errors from your project related to SGT (unless you have custom code referencing a feature that no longer exists). However, you may encounter issues in your scenes, where certain components render incorrectly. In this scenario, I recommend you go through the component settings and check to see if anything is marked in red, or null, or missing.

Why do I get shader errors in the console?

Sometimes Unity breaks shader compilation for some reason (e.g. complaining about some .cginc files). If you find the shaders the errors mention and **Right Click** → **Reimport** them, then the errors should go away.

If this doesn't fix it, then let me know! It may actually be a bug with the shader I missed.

Why did you remove the component documentation?

I moved all the component documentation online. To access it, simply click the Help button at the top right of each SGT component in your inspector:

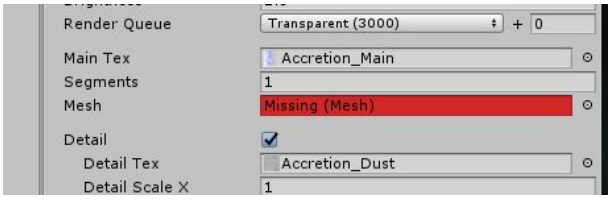
This makes maintaining the documentation easier, and it allows me to quickly update it without having to submit a new build.

Why does each component require multiple other components to render?

For example, the "**Accretion Disc**" demo scene uses the **SgtAccretion, SgtAccretionMesh,** and **SgtAccretionNearTex** components.

This is to allows users to optimize their scenes. If you click the context menu button at the top right of these components, you'll notice you have the option to "**Export Mesh**", "**Export Texture**", or similar. This means if you've decided you have the perfect visual settings for your component, you can export them and no longer have to rely on the (potentially slow) component to generate it every time.

To use the exported assets you have to then remove the component used to generate them, and you can drag and drop the asset into the field now marked in red. For example, if you export the SgtAccretionMesh and remove that component, the SgtAccretion.Mesh setting will be red/missing. You can now drag and drop your exported mesh in here.



You don't have to bake/export your meshes/textures, but each component used to generate these has some overhead, which might be a concern on mobile devices. Also, if you want users to be able to customize the visuals in game, it might be easier to make a few preset choices that you previously baked/exported, rather than giving them full control over each individual setting.