

Experience Importer Manual

After installing asset in your project don't remove any of files contained in ExperienceImporter folder.

First Steps

Experience Importer track changes in your projects AssetDatabase. After noticing that you've added „.xd” file to project, asset will ask you if it should be converted to Unity Object.

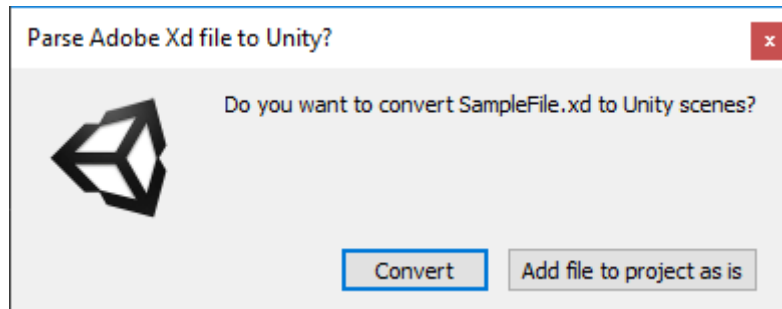


Fig. 1. Importing dialog.

After clicking **Convert** asset will recreate your AdobeXd project in Unity, saving lot of your time. All dependend files will be stored in folder *[AdobeXd]-filename*.

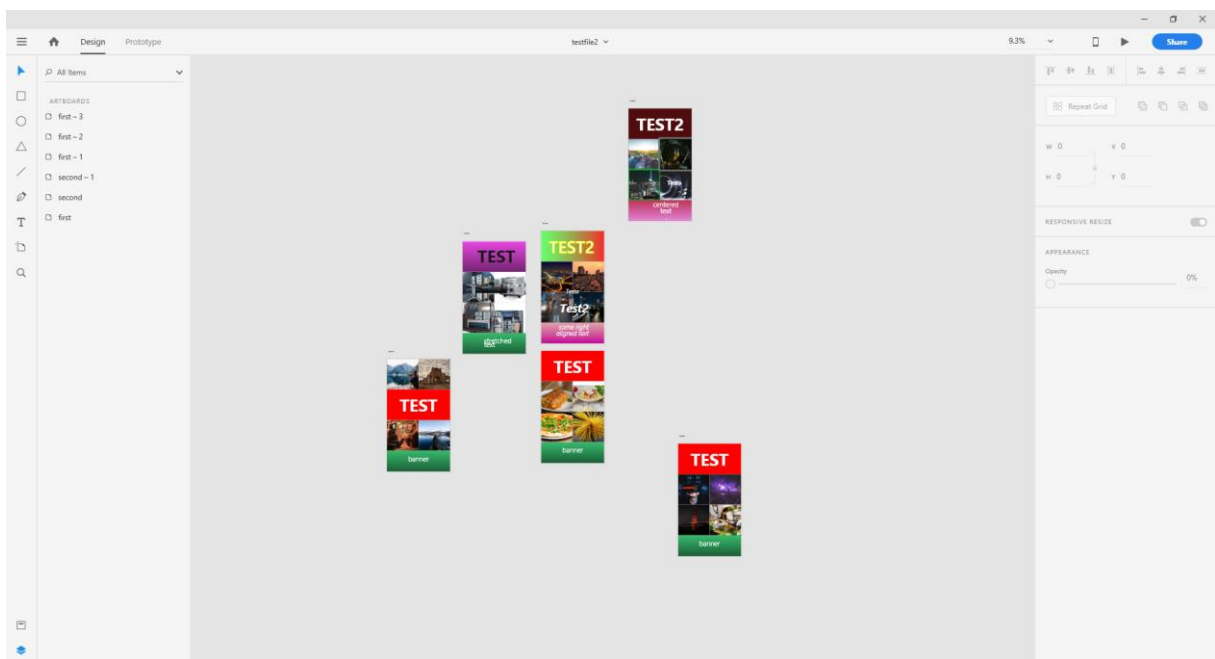


Fig. 2. Project in AdobeXd.

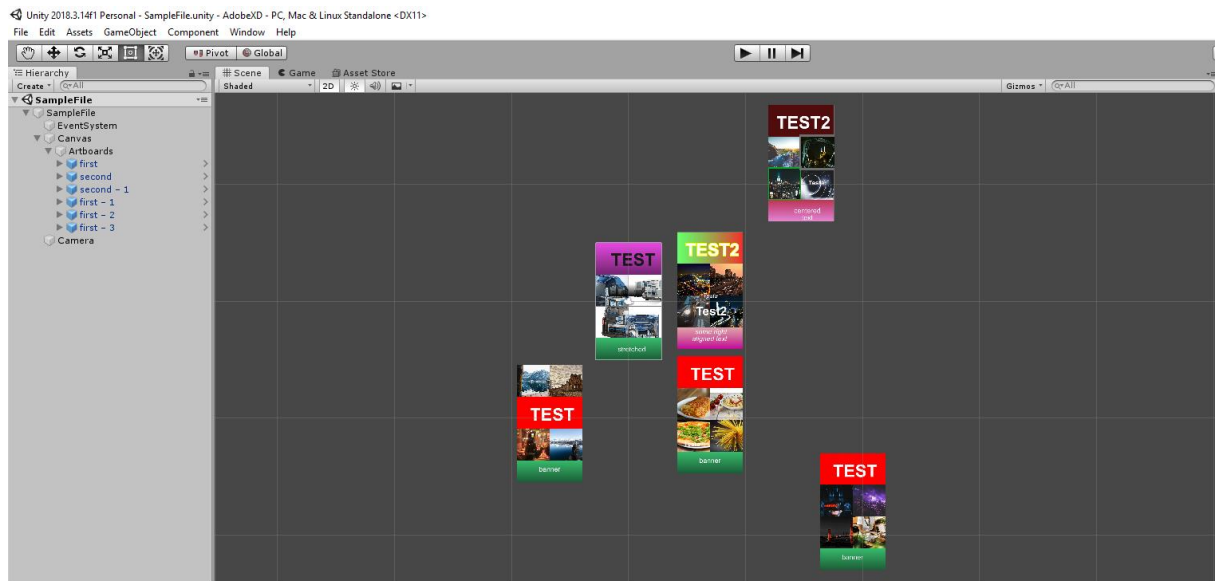


Fig. 3. Project imported to Unity.

Custom inspector will show you, that file had changed since last import. You can update it or reimport in every moment if you need to.



Fig. 4. Custom .xd asset inspector

But you don't have to track file changes manually. Everytime asset recognize that file had changed, it will ask if you want to reimport it. You can keep current version, and later update it from inspector.

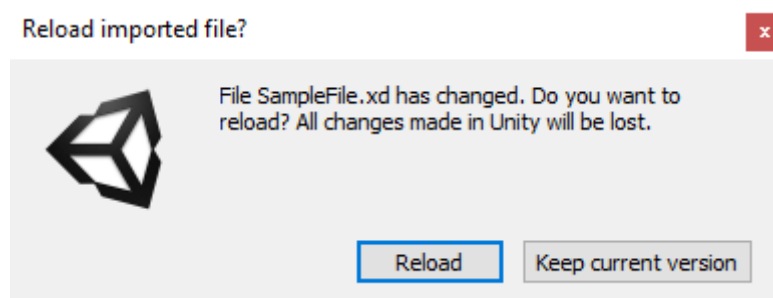


Fig. 5. Reimport dialog.

If You want to keep part of Your changes simply move certain files out of *[AdobeXd]-filename* folder.

You can find list of current and future features in readme. After update you should get email notification.
If you have any questions – ask: office@glasseye.pl