



FigmaParser

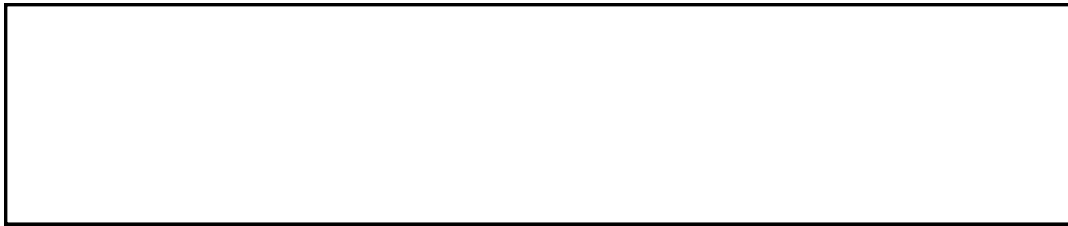
Initialization

1. Open the **Plugins / FigmaParser** window.

2. Enter the path to your UI prefabs in **Path to UI Prefabs**. Click **Save Project**.

3. Enter your **Figma Token** in the required space.

To get a token go to Settings in Figma. For Personal Access Tokens select **Create a new personal access token**. Then follow the instruction. Don't forget to save your token somewhere.



4. Enter the **Layer Id** which contains all your UI prefabs. Then the parser will automatically add this layer.

File parsing

1. To get a Figma file in Unity, you need to find out its correct name. The name can be obtained from the link to the required file. In the example below, the file will be named **J2G5iPoE7BZ5eztMInBE8V**

<https://www.figma.com/file/J2G5iPoE7BZ5eztMInBE8V/FigmaParser?node-id=0%3A1>

2. Paste the file name into **File Name**.

3. Click the **Parse** button. You will see all Pages and Frames in them. Select the needed frame to get the prefab. If the file in Figma is very large, it will take some time.

4. Click **Create File** to create the desired prefab with the name of the frame in the folder located in the path you specified.

Images

1. To get all the images from the file, click **Download Images**. Attention! You will get all the images from the file (even if they are deleted) into the **Assets** folder of your project.
2. **It will take a long time.**

Fonts and texts

1. Figma Parser only uses **TextMesh Pro**. Therefore, in order for the fonts to pull up correctly, each font needs to be added to the Unity project and for each you need to create a font asset from TMP.
2. If the fonts are still missing, try check if their names match those in the Figma project. Perhaps they differ in name, or you haven't added the desired styles to the Unity project.