Frequently Asked Questions

Should I install Unity 5?

- You can, but you will need 4.6.3* as well.

- We'll be recording future content in Unity 5.

- We'll tell you when to switch (after Glitch Garden)

- Backup your project files before upgrading.

* Download from: http://unity3d.com/get-unity/download/archive

Why does the course start in v.4.6?

- Version 5 is very new, and has some major bugs.

- You don't need Unity 5's extra features yet.

- We'll tell you when to install and start Unity 5.

- All projects can be converted to Unity 5 later.

What's new in Unity 5

- It's mainly about visual fidelity.

- The editor interface is almost identical to 4.6.

- There are also many other tweaks to sound, animation, physics and other sub-systems.

http://bit.ly/1wjalKw (takes you to our blog)

Will you be covering multiplayer?

- Yes, starting with Bowlmaster (March 2015).

- We also lay the foundations of 3D in Hyperpaddle by connection to Parse.

- Students of this course will get regular deals on the 3D course when it's out.

How do I use additional resources?

- We'll guide you if and when you need to refer back to them, during the course… relax :-)

MonoDevelop doesn't start on Win8.1

- You may be able to solve the problem by downloading a new version of **glibsharpglue-2.dll** in your **Unity\Monodevelop\bin** Folder.

- Find out more on the Unity Answers forum.

Thanks to Efim!

How do I share code in discussions?

- For very short code (a line or two) just paste in.

- It helps if code is **bold** to make it stick out.

- For more than a couple of lines…

  1. Visit www.PasteBin.com

  2. Set "Syntax Highlighting" to C#

  3. Submit, and paste URL in discussions.

Got other general questions?

- Post in the discussions against this lecture.

- Enjoy the course!