Unity FS

Getting Started

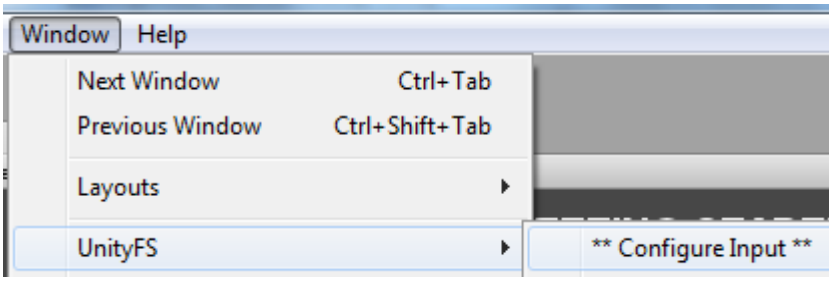
Thankyou for purchasing UnityFS. The following guide is a very quick document designed to point you to all the necessary resources to get up and running as quick as possible.

Step 1 – Load the example scene.

Once you have extracted the UnityFS package the best place to begin is to try your hand at flying around the example scene. The example scene can be found in the UnityFS\Scenes folder.

Step 2 - IMPORTANT – Configure Input

The UnityFS example aircraft uses custom input axis – Pitch, Roll, Yaw etc. These are defined in the project and will therefore need to be changed. To do so UnityFS has included a quick helper window, to use click on the Window | UnityFS | ** Configure Input ** menu and press OVERWRITE. (If you do not wish to overwrite your existing Input Axis I recommend extracting the UnityFS package into a new project.)



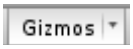
Note – When creating your own aircraft you are free to use whatever axis you like to best fit in with your project requirements this will be covered in the video tutorials.

Step 3 – Fly

Hit the play button and try your hand at some flying. The example aircraft controls are as follows:

- Pitch Up/Down – W,S
- Roll Left/Right – A,D
- Rudder Left/Right – Q,W
- Throttle Down/Up – 1,2
- Change Camera – C
- Brake – B
- Ignition – I

Turn on Gizmos whilst flying to see the physics visualised at runtime.



Step 4 – Create

Once you have mastered flying the Example aircraft why not try your hand at creating your own.

Video Tutorials can be found on the UnityFS Website to guide you through the creation process:

http://unityfs.chris-cheetham.com/tutorials/

For more detailed information on each specific component in UnityFS. Please read the **Component Reference** guide:

/UnityFS/Component Guide.pdf

UnityFS features Auto Update functionality and will check for new updates once a day.

If you have any questions, issues or feature requests please contact me directly :

chris@chris-cheetham.com

Happy flying :)

Chris Cheetham – Pilot and Developer. UnityFS

Credits

All software written and developed by **Chris Cheetham.**

Twin Aircraft model included with kind permission of **Adrián Fernández Gómez**
Alcalá Simulación.
www.alcala-sim.com

Aerobatic Aircraft model developed by **Martins Upitis**
http://devlog-martinsh.blogspot.co.uk/

Special thanks to **Nathaniel Doldersum** creator of Terrain Composer and World Composer for his help and advice during development and to my beautiful wife Lauren for her patience and support.