

## Getting Started with StepRepl

StepRepl is an interactive debugger for STEP code which will allow you to call and examine the output of tasks you created when editing STEP files.

### Download Unity

To get started with StepRepl you will first need to download Unity. Go to the unity [download](#) page and get Unity Hub.

# Download Unity

Welcome! You're here because you want to download Unity, the world's most popular development platform for creating 2D and 3D multiplatform games and interactive experiences.

Before you download choose the version of Unity that's right for you.

Choose your Unity + download

Download Unity Hub

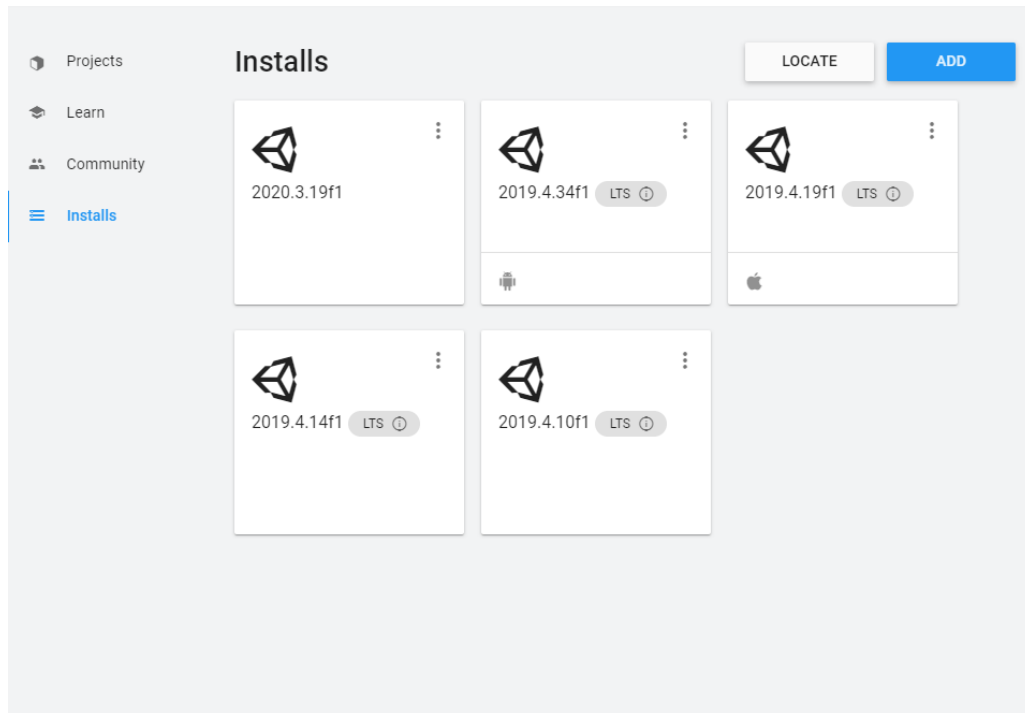


[Learn more about the new Unity Hub here.](#)

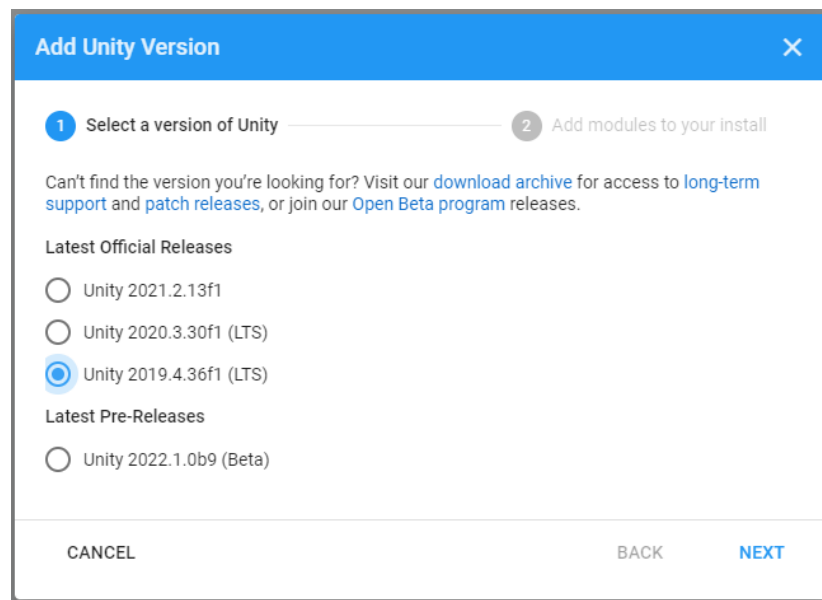
Once Unity hub is downloaded you will need to sign in with a google account or create a unity account.

The screenshot shows the 'Unity Hub Sign In' window. At the top, it says 'Unity ID' with the Unity logo. Below that, it says 'Sign into your Unity ID' and 'If you don't have a Unity ID, please [create one](#).' There are two input fields: 'Email' and 'Password'. To the right of the password field are links for 'Forgot your password?' and 'Help'. Below these fields are two buttons: 'Skip' and 'Sign In'. At the bottom, there is a section labeled 'OR' with icons for Google, Facebook, Apple, and a generic user icon. A small shield icon with a checkmark is in the bottom left corner.

On the left side of Unity Hub click on installs, then go to the right side of the screen and click on add for the version of unity we will be using.



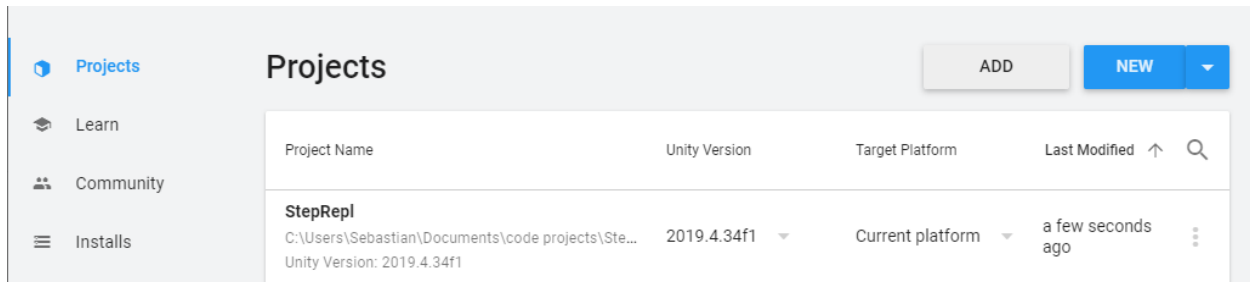
When adding, make sure to add Unity 2019.4.34f1 (LTS)



If you cannot find it, use their [download archive link](#) to download it from there.

## Adding and setting up the project

In Unity Hub, on the left side of the window, click on projects. Then on the left side of the window click on add. You will then open the StepRepl project that you cloned/downloaded from GitHub. Once the project is added to your project list you can open it.



In the top center of the project screen you will see a play button click on the button. Once the button has been click and the program has loaded you can enter commands.



You will want to open your step files you want to load in. If you are using Cogsifter you the first command you will want to type is “project CogSifter”.

If you receive an error stating that it cannot be loaded, make sure you have a directory `~/Documents/Step` and that the STEP project is in there.

## Useful Tips

You can keep unity running and if you make changes to your step files you can use CTRL+R to reload the files.