

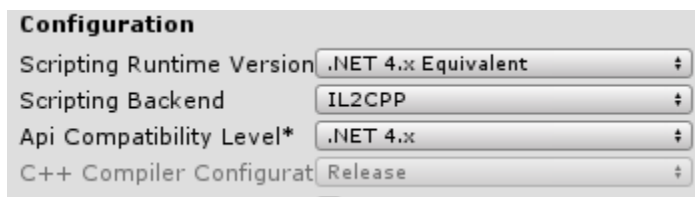
CCL Run-Time Scripting Engine

Version 1.2.2

How to Integrate CCL with your Unity App

This engine requires just a few simple steps to integrate it into your application. Firstly, **Unity 2018 1.2 or higher** is required to install the unitypackage.

This asset requires that your project build with a **.Net 4.x** configuration. Make sure that the Scripting Runtime version and API Compatibility Level are both set to **.NET 4.x**



These settings can be found in **Build Settings > Player Settings**

That is all the setup required, please refer to the included documentation on how to use and write CCL.

You can also go to the wiki <https://github.com/kameronbrooks/ccl-spec/wiki>

To report bugs, visit <https://github.com/kameronbrooks/ccl-spec/issues>

For support contact support@creation-wasteland.com

For any other inquiries, suggestions or comments reach out to kameron@creation-wasteland.com

This scripting language is in its infancy, there will be continuous performance improvements and new features as time goes on. Your communication is critical in ensuring that this scripting engine is the best it can be. As a one-man team, I have spent a great deal of time testing this product but it is very hard to test an entire language alone. If you run into bugs please report them on Github, or email me as soon as possible, and I will resolve the issue promptly.

Thank you for using this product

Regards,

- Kameron