

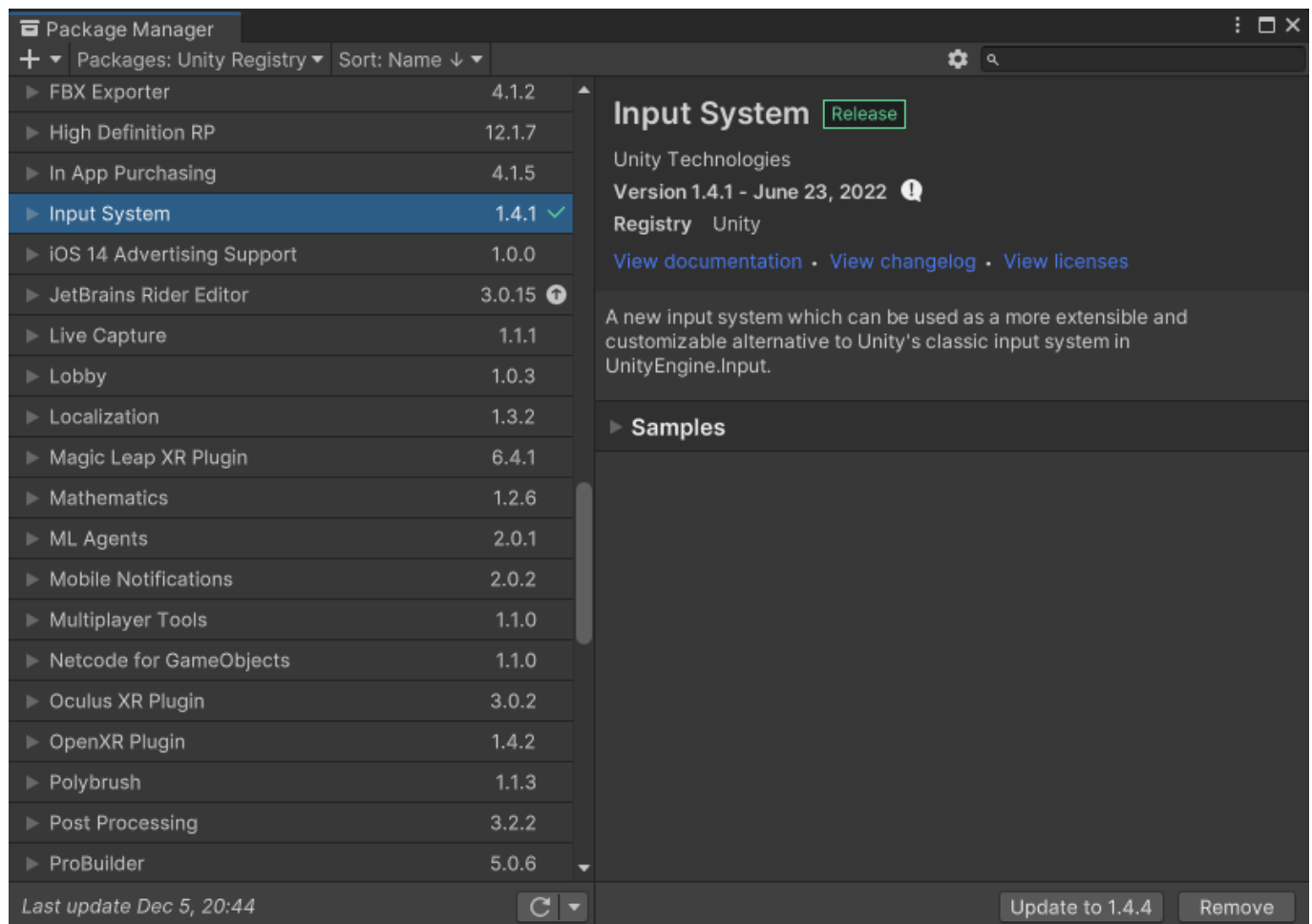
ThunderFire UX Tool Installation Guide

ThunderFire UX Tool currently supports the LTS 2019, 2020, and 2021(tested and verified on LTS versions).

The related functions of the ThunderFire UX Tool depend on InputSystem and DOTween. Therefore, before importing the ThunderFire UX Tool package, InputSystem and DOTween need to be installed first.

InputSystem Install

Install Input System in the menu bar Window -> Package Manager.



DOTween Install

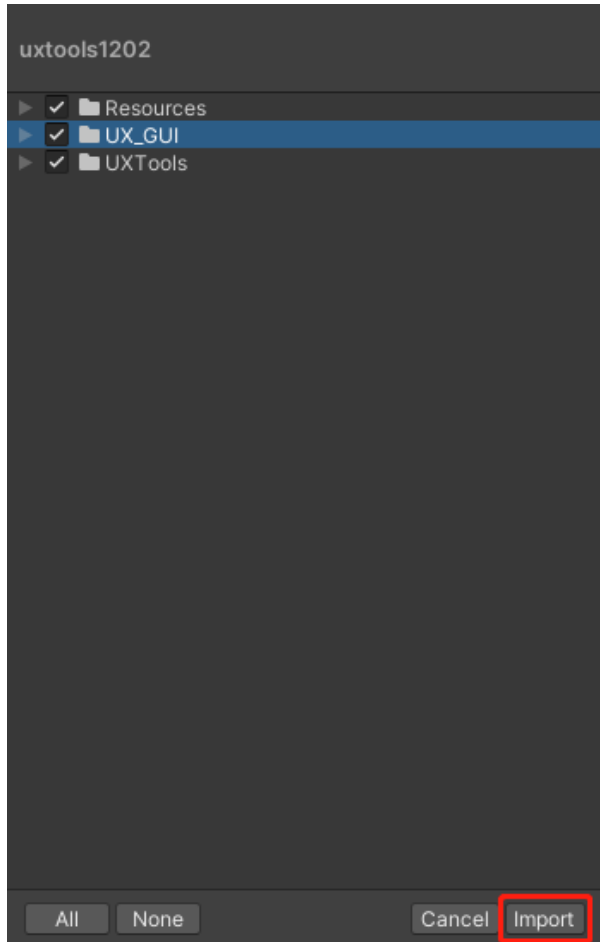
DOTween needs to be downloaded from the official website below:

<http://dotween.demigiant.com/download.php>

After downloading, import it into Assets.

Import ThunderFire UX Tool Kit

Click on the menu bar Assets -> Import Package -> Custom Package..., select uxtools.unitypackage, and import it to start using it.



Unity Input Settings

When using Unity InputSystem features such as the beginner's guide, an error such as the following may be reported:

```
InvalidOperationException: You are trying to read Input using the
UnityEngine.Input class, but you have switched active Input handling to Input
System package in Player Settings.
```

If you encounter this issue, please select "Both" in the menu bar Edit -> Project Settings -> Player -> Other Settings -> Configuration -> Active Input Handling, and recompile the project.

Create Configuration File

The required configuration file will be created directly after importing. If there is an error indicating that the configuration file cannot be found, please click ThunderfireUXTool->Create Assets->Create All Assets to create the required file in UXTool to fix the issue.

