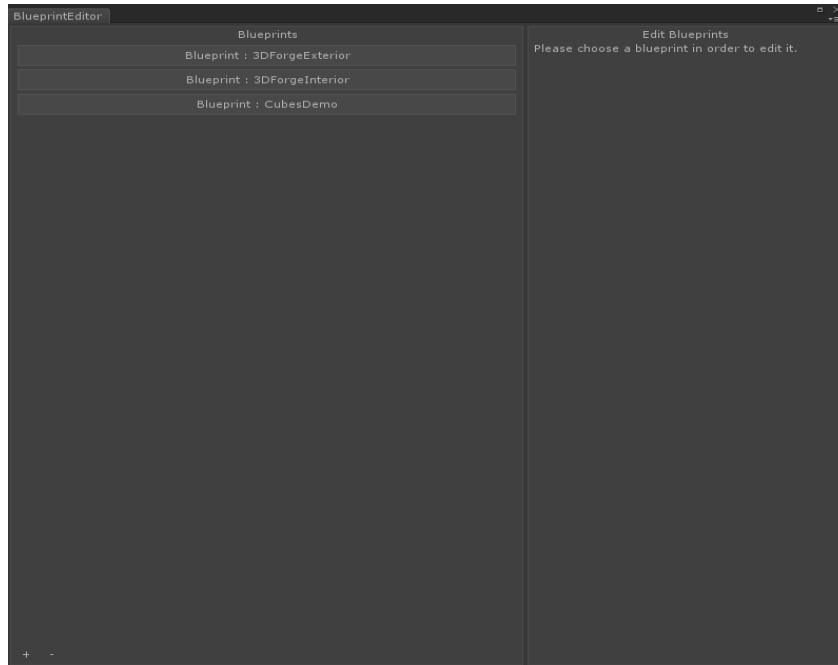
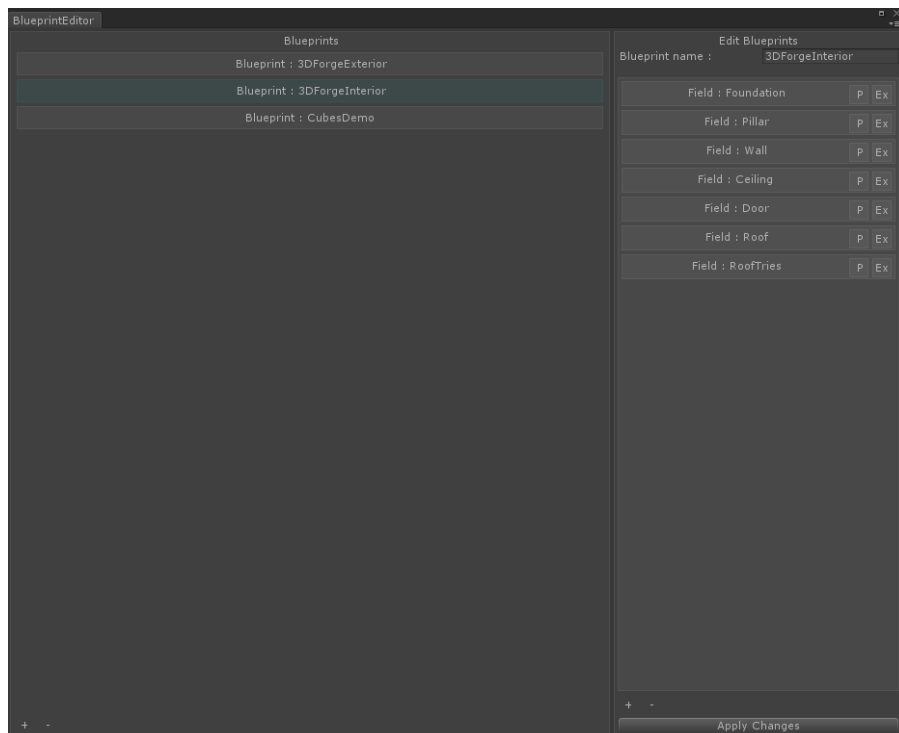


Integrating 3DForge:

Using 3DForge assets with uConstruct is rather simple, to get started open up the Blueprints window (Window -> UConstruct -> Blueprints):



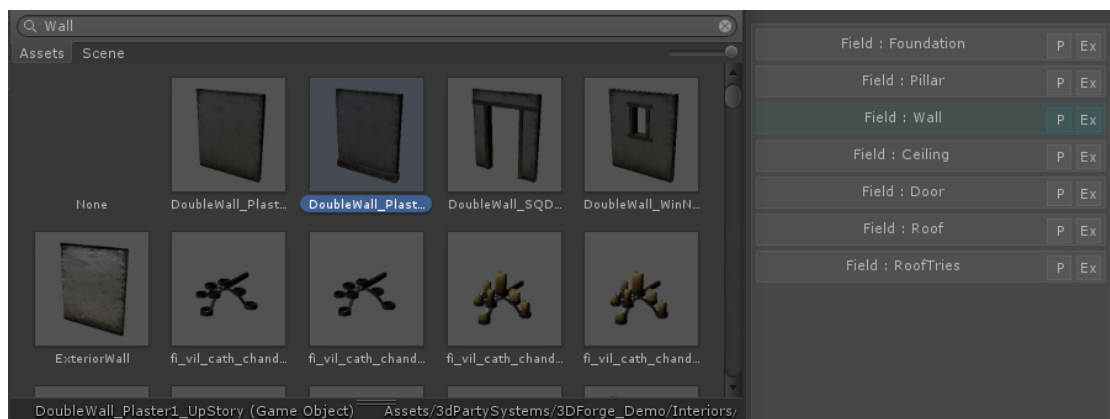
And choose one of the blueprints, depends on what pack you are using, for example lets choose 3DForgeInterior :



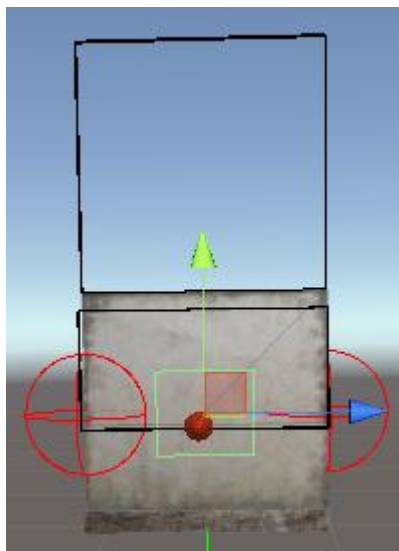
After choosing the fitting Blueprint you will see many "Fields" to the right. Those are the supported types.

So for example if I want to integrate a random wall from the interiors package I would click on "Ex"(Export). In the dialog that was opened you need to choose whether you want the changes to be applied straight to the prefab(Yes) or that it would instantiate the integrated prefab on the scene and will not apply the changes to the prefab automatically (No).

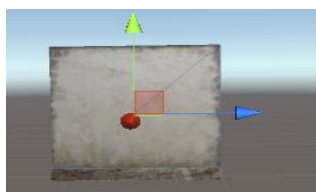
After you do that, choose one of the objects you want to integrate :



And you should get this: (I choose no, so its on the scene)



And we started from this:



And that's pretty much it for integrating 3DForge objects into uConstruct 😊.