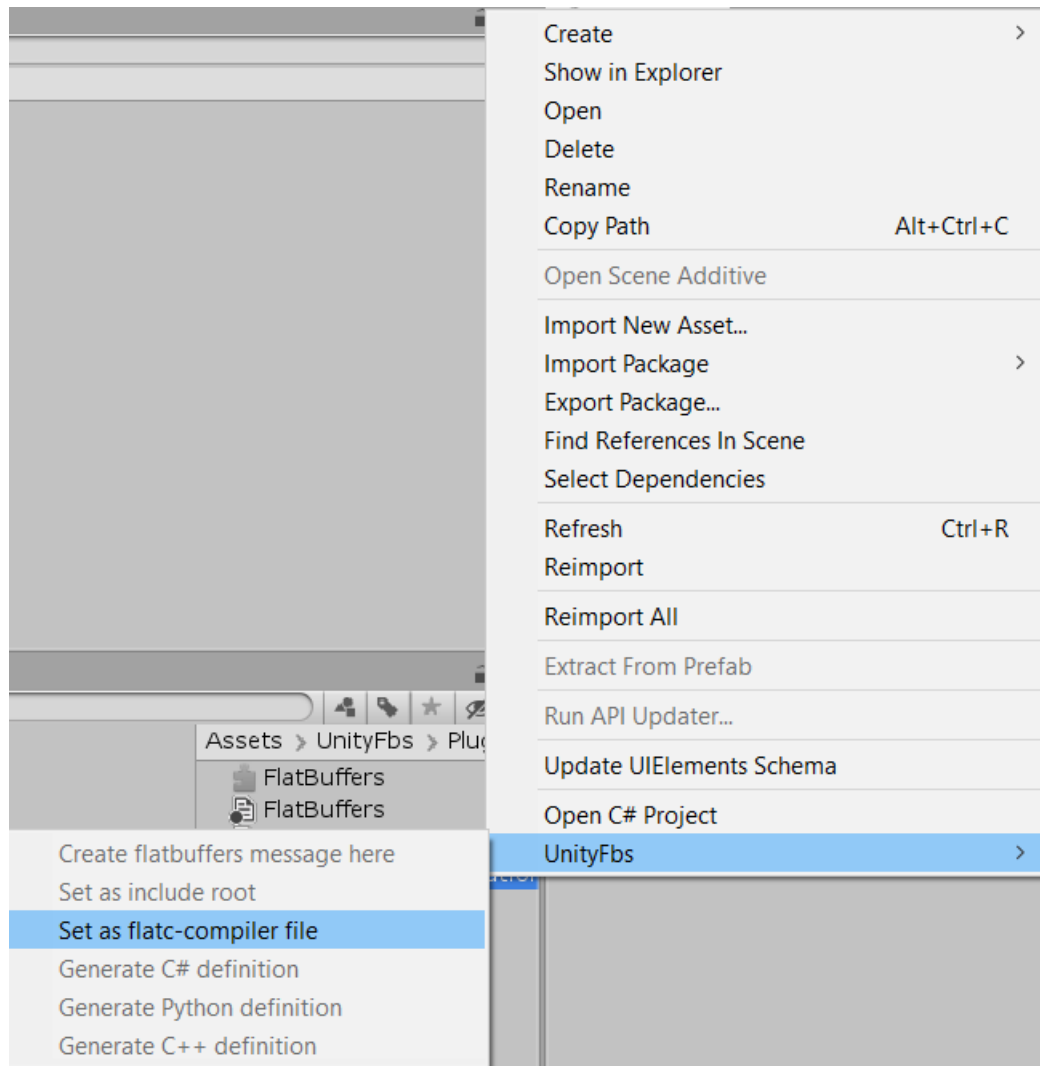
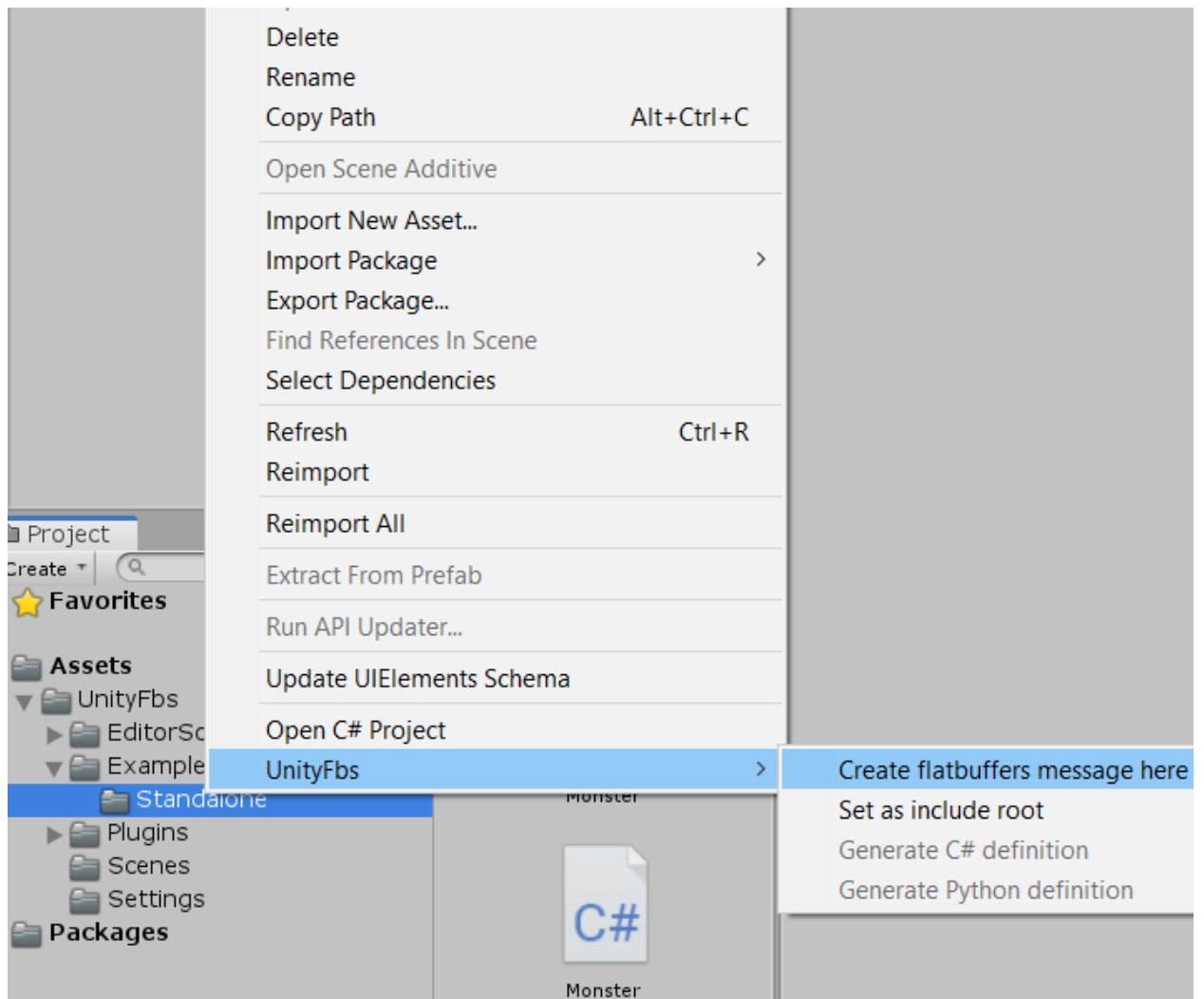


UnityFbs: QuickStart guide

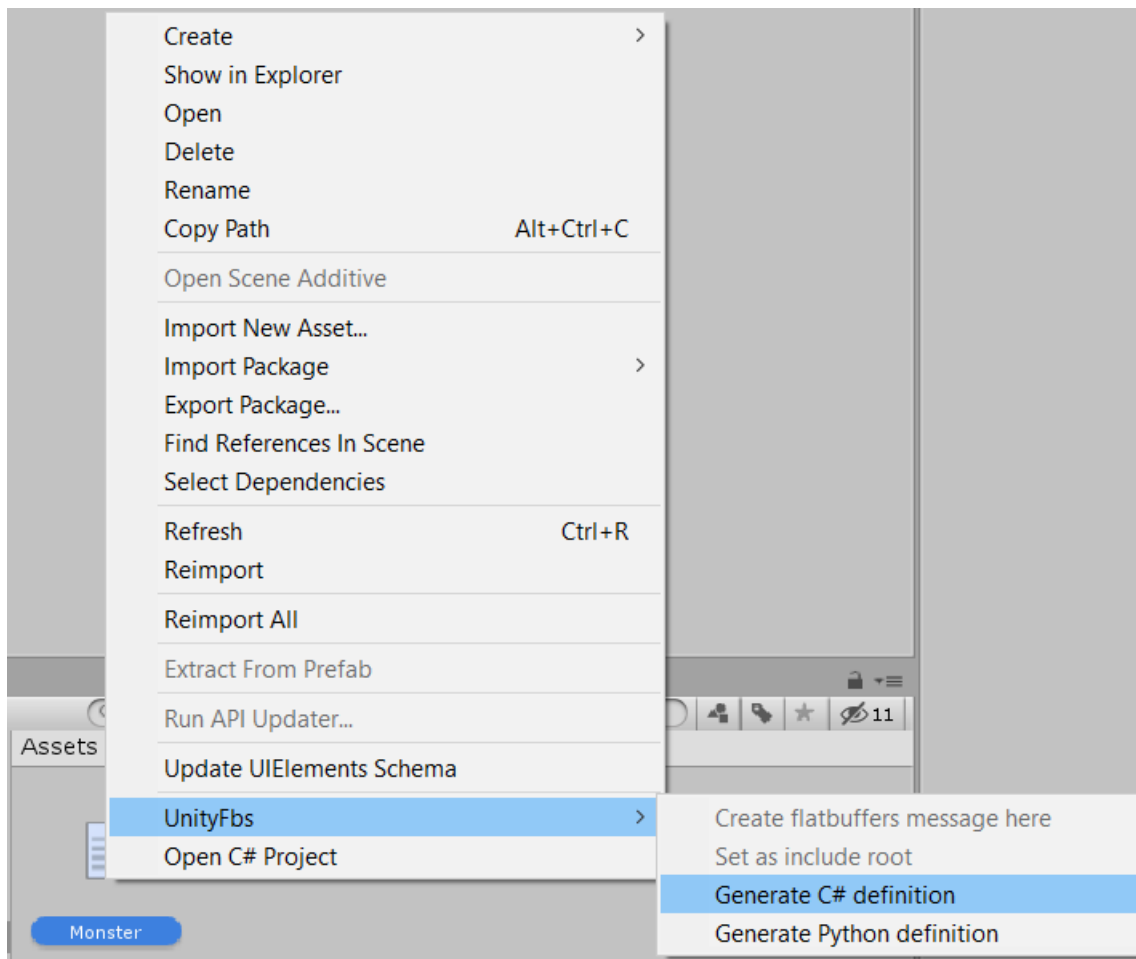
- 1) First of all, you need to get a flatc-compiler. Due to Unity AssetStore restrictions I have to remove prepared binaries from package. But you can get flatc-compiler in two ways:
 - a. Download a prepared flatc-compiler for your platform from github of this plugin:
<https://github.com/Wunder91/UnityFbs/tree/master/Assets/UnityFbs/Plugins/FlatBuffers/FlatcCompilersForPlatforms>
 - b. Build by yourself according to documentation on
https://google.github.io/flatbuffers/flatbuffers_guide_building.html
- 2) Set flatc-compiler path: right click on flatc-compiler file in the Editor -> Set as flatc-compiler file:



- 3) Now you can use UnityFbs:
 - a. Create new .fbs-message:

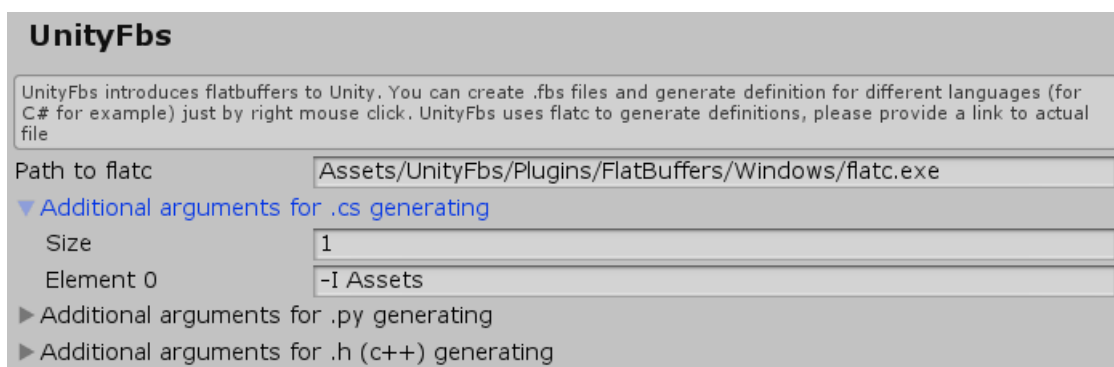


b. Compile it



Extra

- 1) You can check and set setting of UnityFbs at Edit->Project Settings->UnityFbs



- 2) If you use hierarchical structure of .fbs-messages and include one into another you probably need to set an include root directory:

