# Getting Started

Note: Check the tutorial video for setting the drone controller on assetstore page. Also this asset uses cinemachine. So you will need install cinemachine package from unity registry

To open and start using the asset, make sure to follow these steps:

1. Download Unity version 2021.3.0f1 or higher;
2. Create a new 3D project and open it;
3. Download the asset through `Window > Package Manager > Packages: My Assets` and import it;
4. Click on "Import" on the complete project pop-up.
5. You might need to install cinemachine to have the camera controlled automatically.
6. Go through the demo scene to get familiar with the components and controllers. The system has few dependencies on other components, make sure to get familiarise with the asset before using.
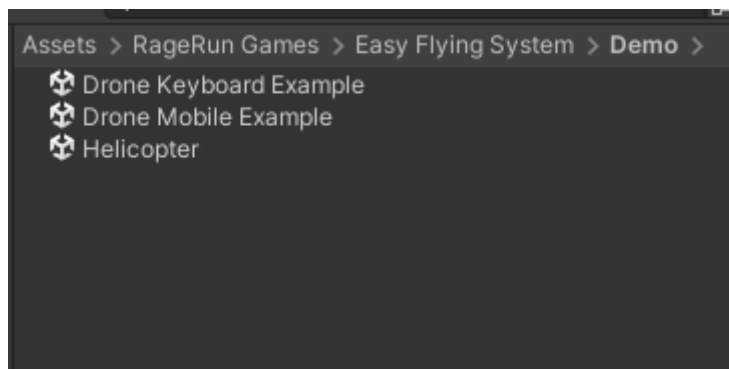
Quick Start

Click Tools > Easy Flying System > Create Flyable Object For Keyboard/Mobile

This will generate an object in the scene with basic flying components and an input handler. The default cube will be added as a child; feel free to add your own model/graphics and delete the cube.
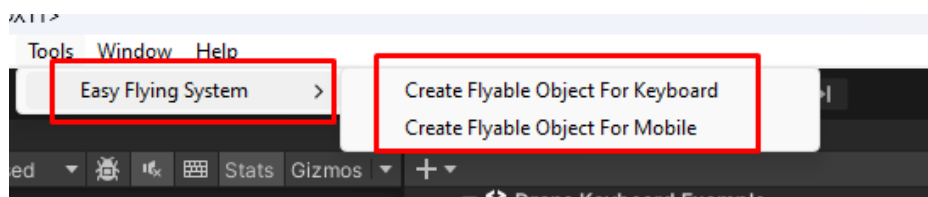
Remarks:

The asset is still in early development phases. I will be updating the asset and providing an easier way to set up the drone controller in the near future. If you have any issues, please reach me out on my email: **khizarfarooq30@gmail.com**