Requirement

- Some knowledge of fighting game terminologies and overall understanding of how it works (hit boxes, active frames, hit stun etc.)
- Unity 4.5 or higher
- **Basic understanding of Unity:**
  - Know your way around the basic tools (project, inspector, hierarchy, scene view)
  - Terminologies
  - How to use prefabs
  - How to handle your own 3D models and animations
  - For more information and full documentation please visit www.ufe3d.com

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Package

If acquired from Unity's Asset Store:

- Go to Window > Asset Store > Downloaded Assets
- Select Universal Fighting Engine and click on the Import/Update button.

If acquired from other stores:

- Double click the unitypackage file or
- Go to Main Menu > Assets > Import Package > Custom Package
- Browse to the location of the downloaded unitypackage and open it.

Project Settings

Upon installation UFE will attempt to automatically attempt to update your `Input Manager` under Project Settings. If this fails, you might end up with a few errors such as controls not working or characters falling off the screen. A common description of this error can be found in the Unity's error console as "*UnityException: Input Axis (..) is not setup*". To fix this error and update your Input Manager settings follow these steps:

Version 1.0.5 or higher

- Close Unity.
- Using the explorer and navigate to `(Project Folder)\Assets\UFE\ProjectSettings`
- Open `ProjectSettings.zip`
- Extract its content to `(Project Folder)\ProjectSettings`
- Reopen your project on Unity

Version 1.0.4 or lower

- Close Unity.
- Using the explorer and navigate to `(Project Folder)\Assets\UFE\InputManager`
- Copy the file `InputManager.ufe` from that folder and paste it under `(Project Folder)\ProjectSettings`
- Rename `InputManager.asset` to something else (example: `InputManager_OLD.asset`)
- Rename `InputManager.ufe` to `InputManager.asset`.
- Open your project on Unity again.
- Go to Edit > Project Settings > Tags

- Under Layers, type in the following in the first 3 available layer slots respectively (User Layer 8, 9 and 10): `Ground`, `Projectile1`, `Projectile2`.
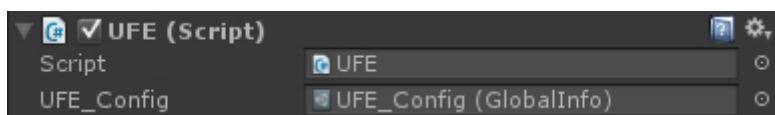

Starting UFE

If you decide to start a new scene, skip to *Starting a new scene*.

Opening the demo files:

- Open `.\UFE\Scenes\TrainingRoom.unity`
- Click on `.\UFE\UFE_Config.asset`
- Click on `Window → U.F.E.` and open all 3 options.
- From here you can navigate through the 3 editors: Global, Character and Move
- Select the Global Editor window. From here you can also click in one of the characters in the characters list or navigate to `.\UFE\Characters\[Character]\[Character].asset` to open the Character Editor.
- Click **Play** at any time to test the demo.

Starting a new scene:

- Click File > New Scene
- Select the Main Camera in the Hierarchy view.
- (SOURCE VERSION) Drag `.\UFE\Scripts\UFE.cs` to the inspector where you have your Main Camera selected.
- (OTHER VERSIONS) Drag `.\UFE\Plugins\UFE.dll\UFE` to the inspector where you have your Main Camera selected.
- Drag `.\UFE\Scripts\GUIScript.cs` to the inspector where you have your Main Camera selected.
- Drag `.\UFE\UFE_Config.asset` (or your own custom UFE config file) to the field `UFE_Config` under `UFE (Script)`, like so:

Updates

When updating UFE to a new version, if you don't want to move your work to a new project, you can follow these procedures:

Remember to always backup projects before importing a new update!

- Close Unity.
- (SOURCE VERSION) Replace the files under `.\UFE\Scripts\` and `.\UFE\Editor\` with the files from the new version of UFE.
- (OTHER VERSIONS) Replace `.\UFE\Plugins\UFE.dll` with `.\UFE\Plugins\UFE.dll` from the new version of UFE.
- Open Unity.
- (from 1.5 or lower to 1.6) Replace `.\UFE\GUI\` and `.UFE\MecanimAssets\` as well.

If you are still using the demo characters, you might also need to replace their old files (

.\UFE\Characters\).

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From:
http://www.ufe3d.com/ - **Universal Fighting Engine**

Permanent link:
http://www.ufe3d.com/doku.php/installation

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