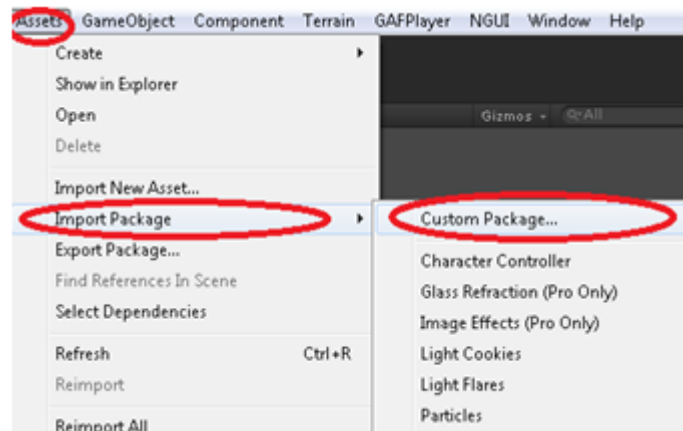


Unity GAF player

Quick Start Tutorial (Unity Script)

1. Import library assets into Unity: Unity Main Menu-> Assets-> Import Package-> Custom Package-> Browse to GAF Animation Player.unitypackage

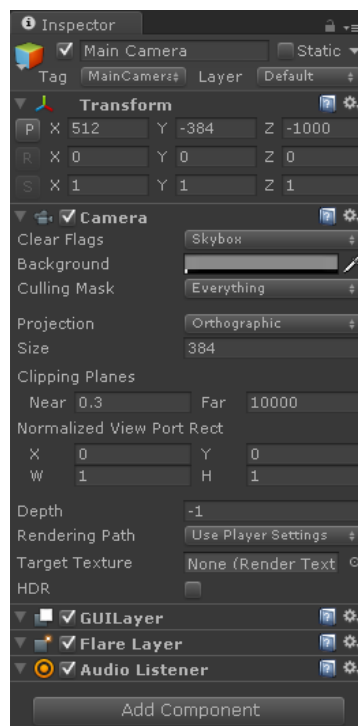


2. Setup MainCamera as follow (we use orthographic camera for 2D sprite drawing because we don't need perspective). We assume that we use 1024x768 screen for playing animation. Otherwise:

X coordinate position = $\text{Screen.Width} / 2$,

Y coordinate position = $-\text{Screen.Height} / 2$,

Size = $\text{Screen.Height} / 2$.



3. Create new C# script with that code:

```
using UnityEngine;
```

```
using System.Collections;
```

```

public class GAFTutorialUnityScript: MonoBehaviour {

    // Use this for initialization

    void Start () {

        //Pass path to coin.TXT asset

        GAFConverterUnity gafCon = new GAFConverterUnity("coin/coin");

        //Create animation not in HD

        gafCon.CreateAnimation( false );

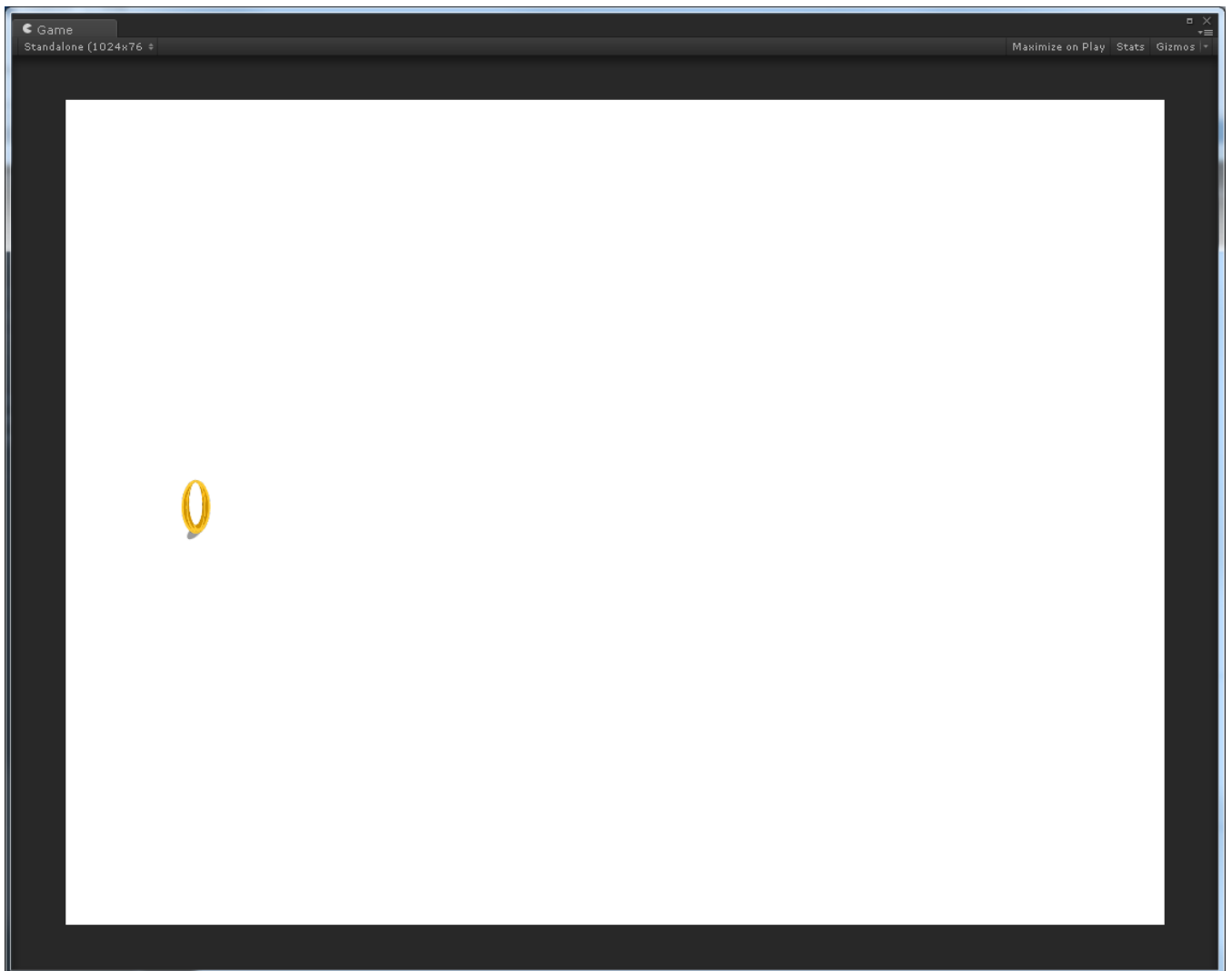
    }

}

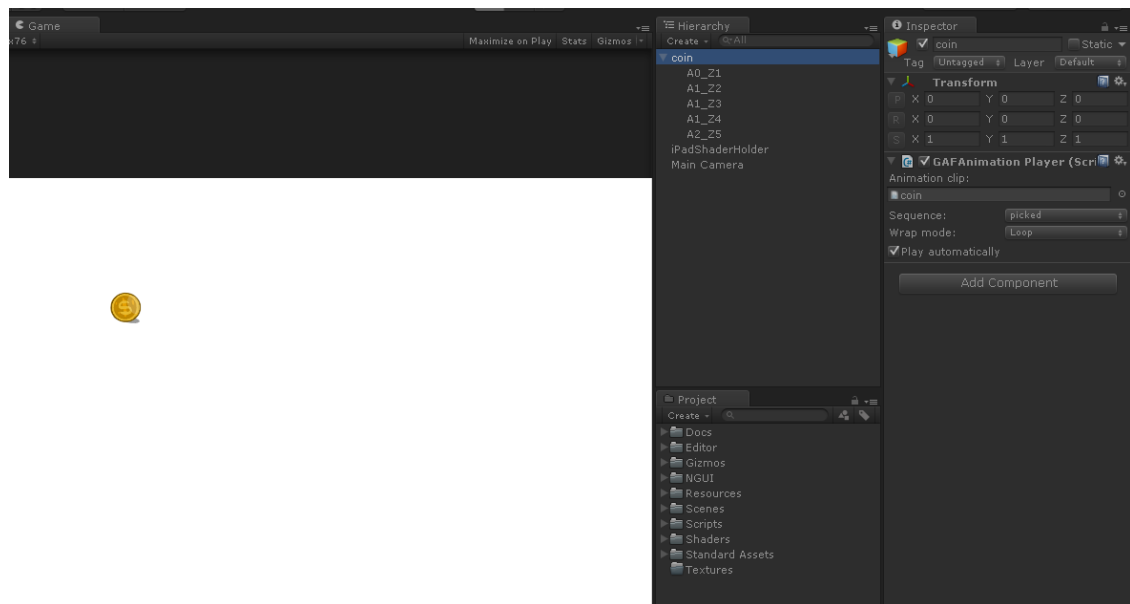
```

4. Attach that script to main camera.

5. Setup game window to 1024x768 resolution by clicking on Free Aspect in game window. Add 1024x768 resolutions and make whole game window visible with gray borders.



6. Hit Play in Unity and watch coin animation.



We have Game Object called coin with children A0_Z1, A1_Z2, A1_Z3, A1_Z4, A2_Z5. At that game object we have script GAF Animation Player which actually plays the animation. Custom inspector has:

Animation clip: coin. Coin animation clip is a custom asset like AnimationClip in Unity.

Sequence: we have discussed before.

Wrap mode: how our animation will play over time: looped or just once.

Play automatically: property that will tell player to start animation on game start-up.

