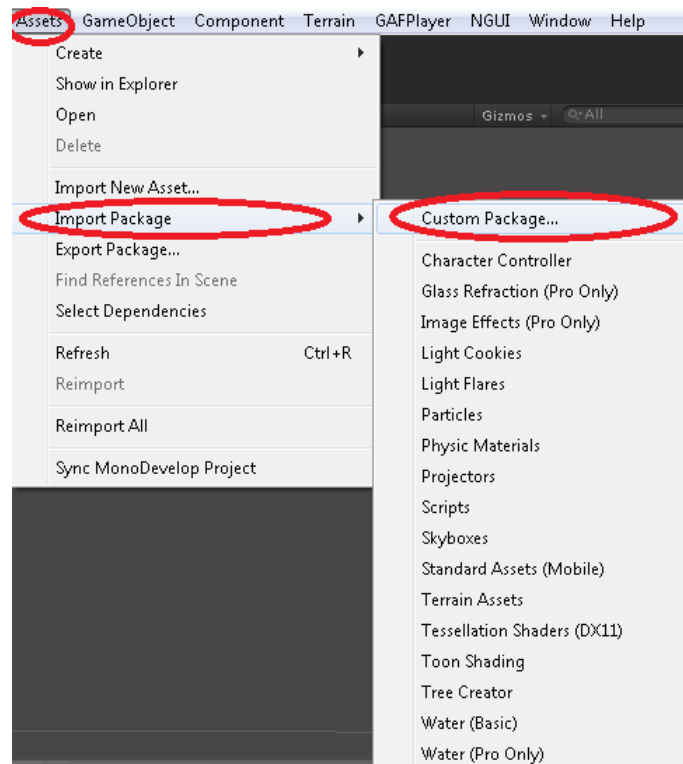


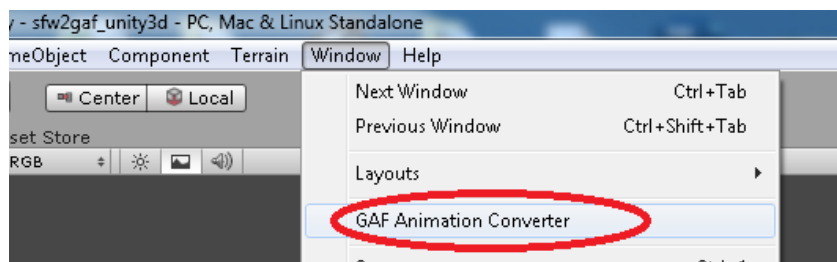
Unity GAF player

Quick Start Tutorial (Unity Editor) **require basic knowledge of Unity editor**

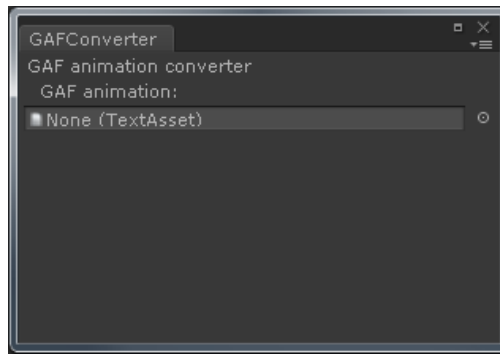
1. Import library assets into Unity: Unity Main Menu-> Assets-> Import Package-> Custom Package-> Browse to GAF Animation Player.unitypackage



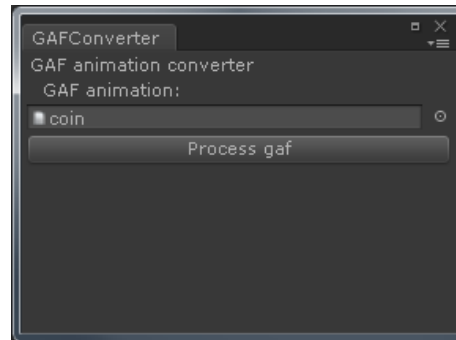
2. Open GAF editor tool: Unity Main Menu-> Window->GAF Animation Converter. Tool window will appear on a screen



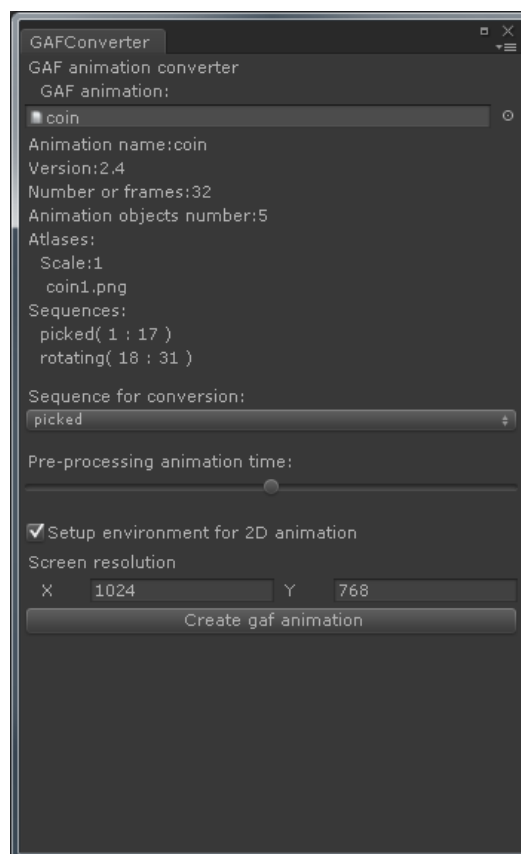
NOTE: if you working on MAC OS this window may appear behind the Unity Editor window. If you not see any window on screen and don't see any error logs please check window behind the editor.



3. Drag coin.TXT asset from Resources-> Coin-> coint.txt to animation field in tool.
“Process GAF” button will appear in editor tool.



4. Press “Process GAF button”. Information about animation will appear in tool.



At this window we see information about animation, like atlas name, sequences, version and number of frames. For next conversion we should select sequence for conversion. Some animation has no sequences, but coin have two: picked and rotating.

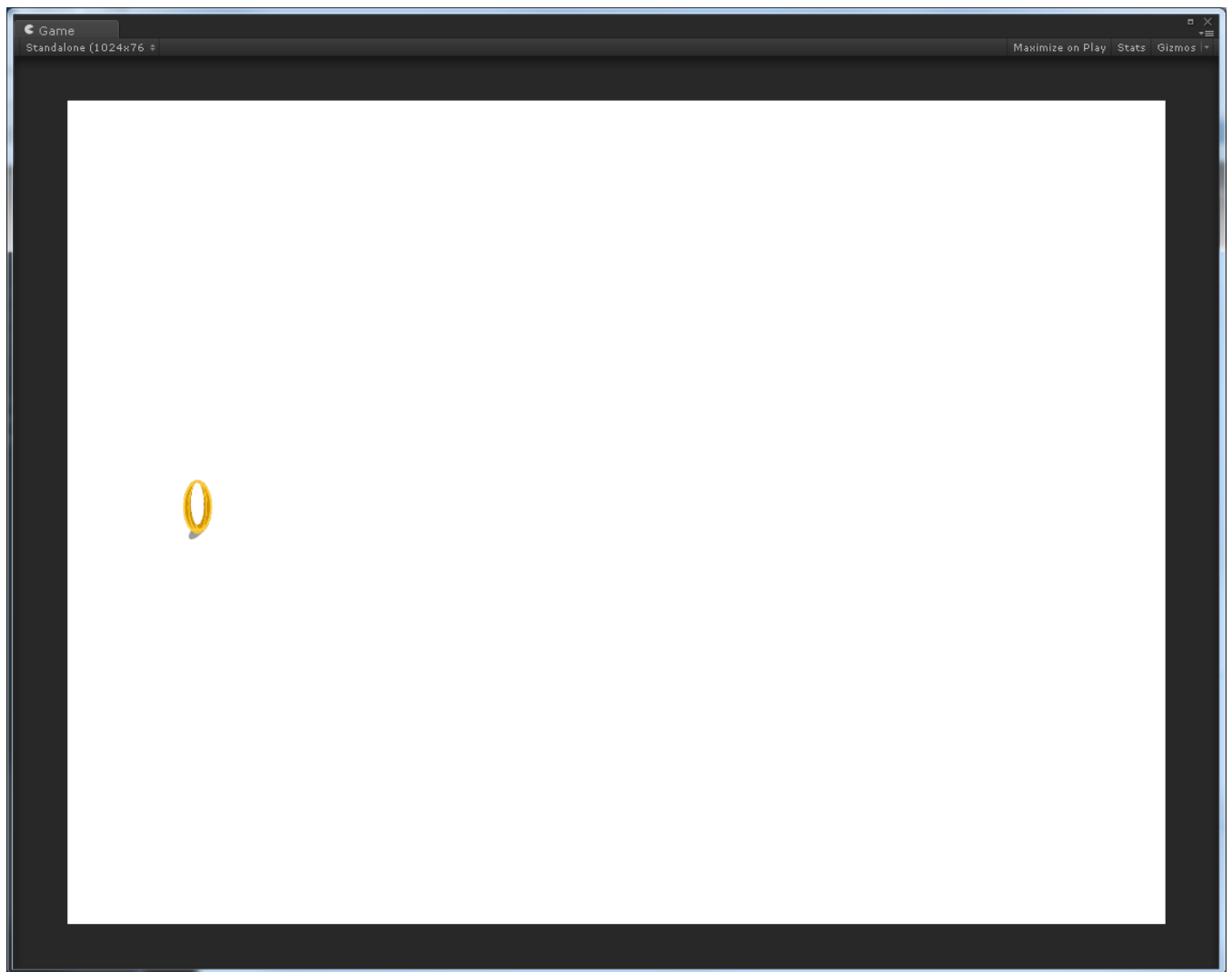
NOTE: *after conversion we can change sequence from an editor.*

Pre-processing animation time: on which frame our animation will be presented in editor. As we can't animate all the time in editor according to performance reason we should choose how we going to preview our animation.

NOTE: *preview may be different than actual animation.*

5. Press "Create GAF animation".

6. 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.



7. 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.

