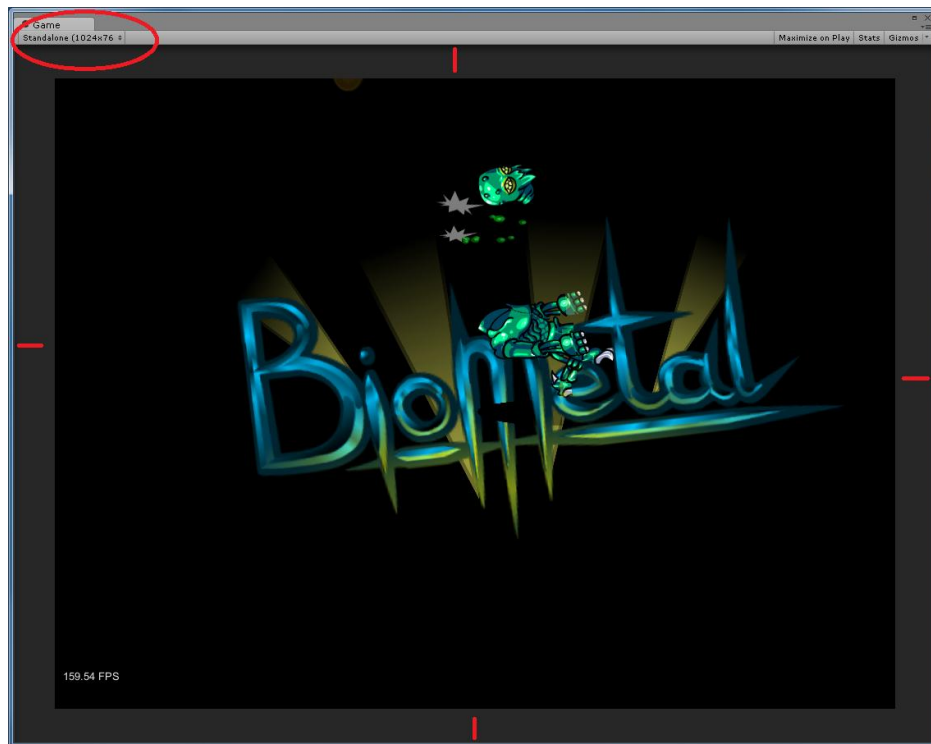# Unity GAF player

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-> Windows-> GAF Animation Converter. Tool window will appear on a screen

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.

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.

NOTE: *for detailed tutorial see Docs/Detailed/Unity Editor Tutorial*