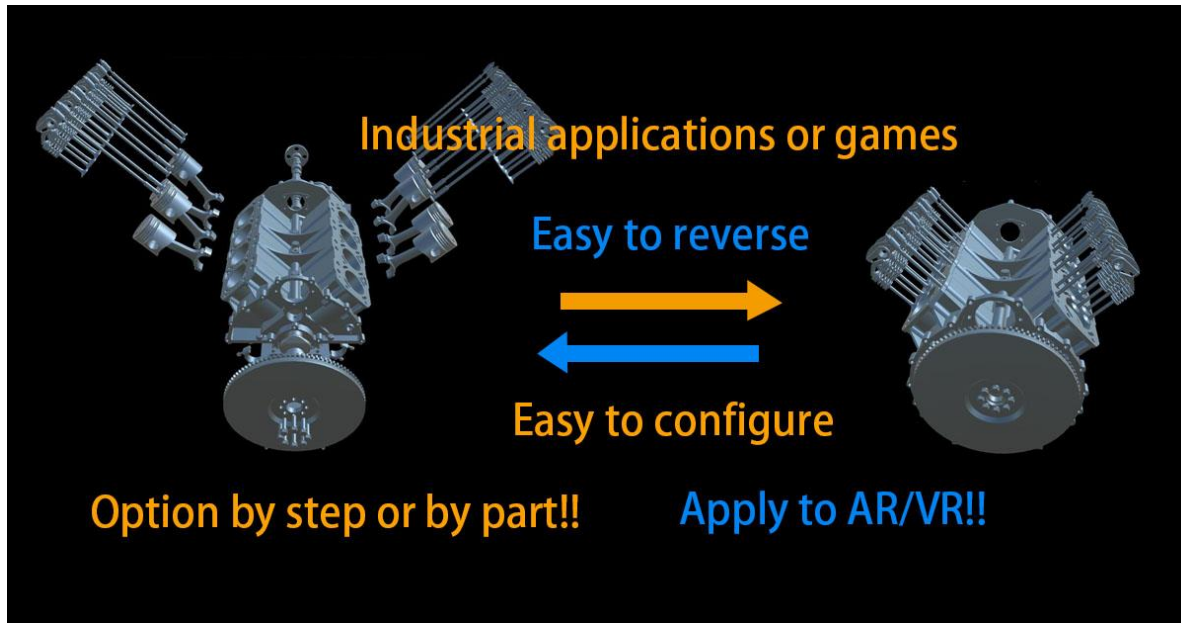


Thank you for downloading **Easy Assembly** Package!

**If you have any questions, please feel free to contact me, preferably with screenshots and your operating procedures.**

**My Email: 2180024901@qq.com**



## 1 DESCRIPTION

2 .How to use EasyAssembly

3 . How To USE EasyAssembly configure your own model

4. Common problem

## DESCRIPTION

This is an asset used to make assembly or disassembly functions.

It can be used in industrial virtual simulation assembly or similar assembly functions.

This asset is required "DOTween FREE"

You only need to configure it once according to the assembly or disassembly process, than you can switch to another process by Change an enumeration variable .

It can realize process management and three modes of assembly after configuration:

1. Automatic assembly of the next correct step, this mode can be used for learning.
2. Select the specified steps for assembly, which can be used for practice or examination.
3. Select specific parts for assembly because there may be many parts in each step.

There is a V8 diesel engine model in the asset that has been configured using the tools in the asset.

There are three videos on this asset page, which are:

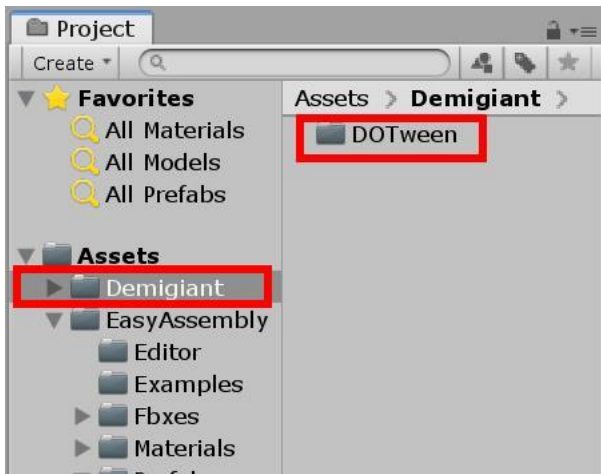
1. Assets run in the Unity Editor.
2. How to use this asset.
3. The effect after the asset is made into AR (the asset does not include the AR effect, please make the AR content yourself)

## How to use the Example scene.

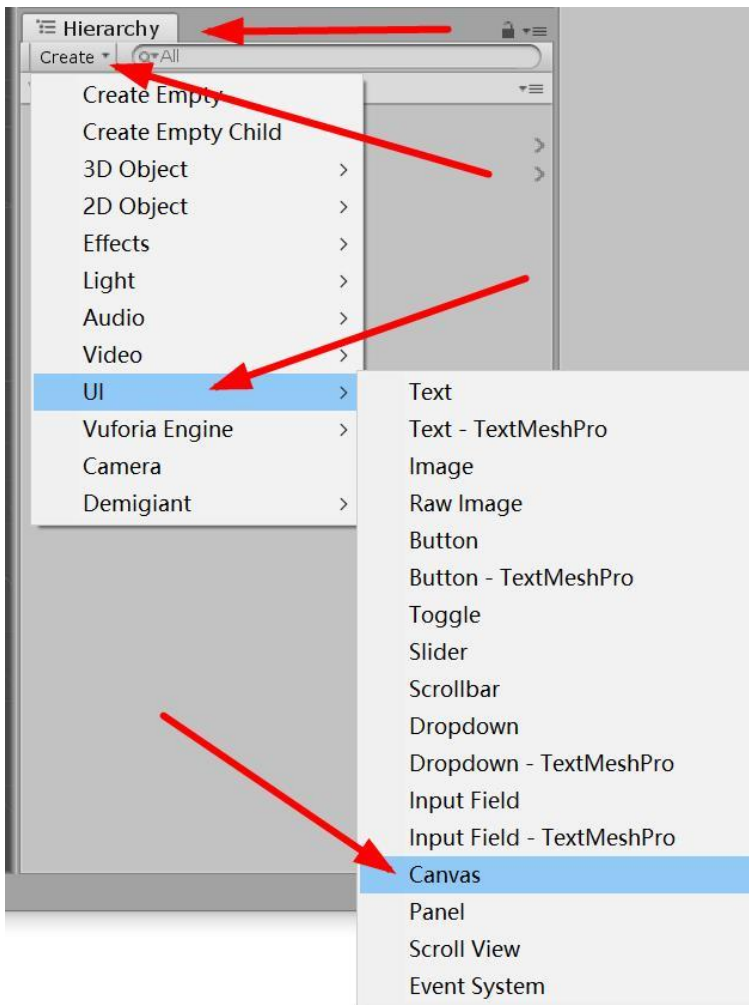
1. First, you need to download and load the asset "Dotween" before loading EasyAssembly. Both free and pro versions of Dotween are available.
2. Just run the scene in Unity Editor.

## How To USE EasyAssembly configure your own model

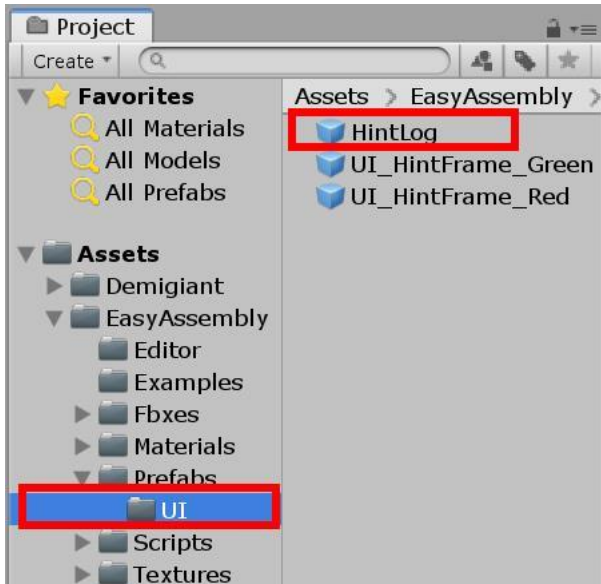
1. First, you need to download and load the asset "Dotween" before loading EasyAssembly. Both free and pro versions of Dotween are available.



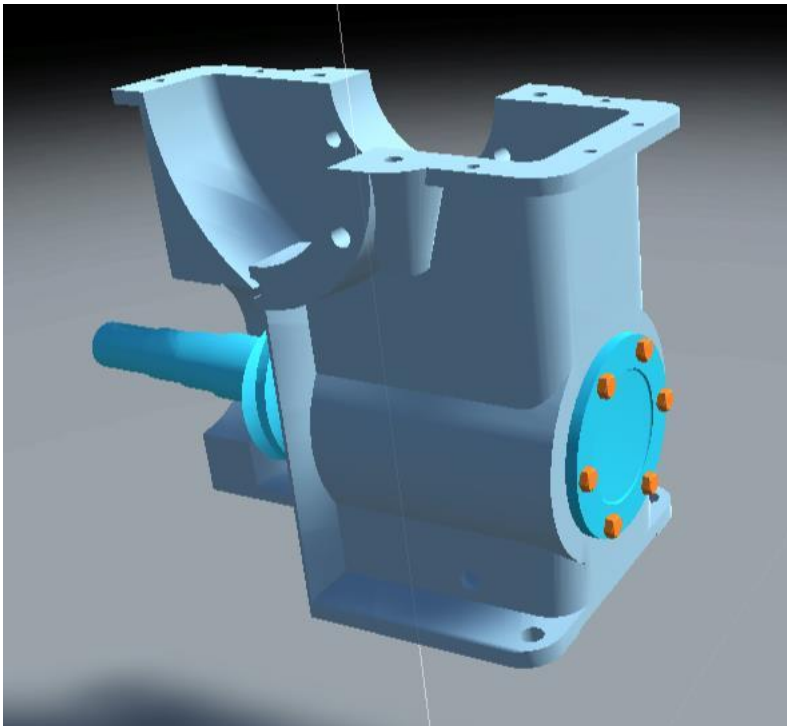
2. Create a Canvas, because we will put in a prompt system made with UGUI.

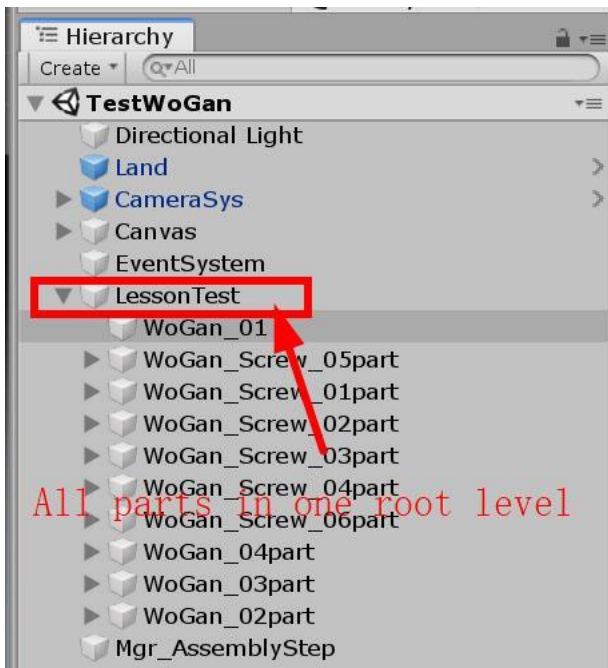


3. Find the prefab "HintLog" in the EasyAssembly / Prefabs / UI folder, put "HintLog" as a child of Canvas.

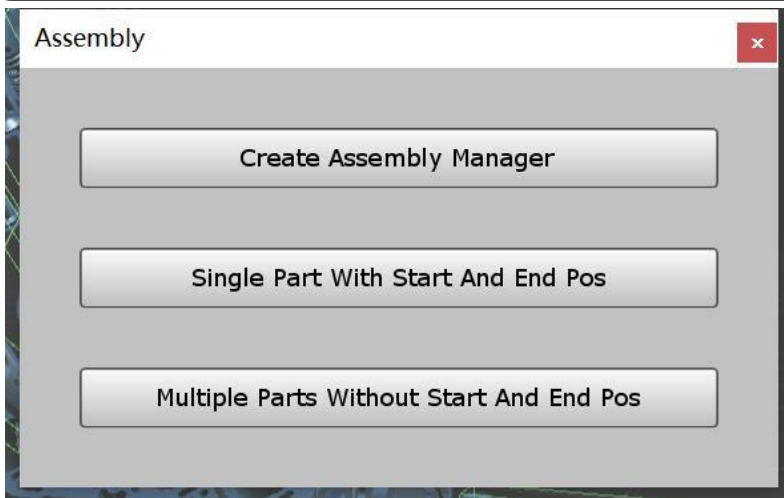
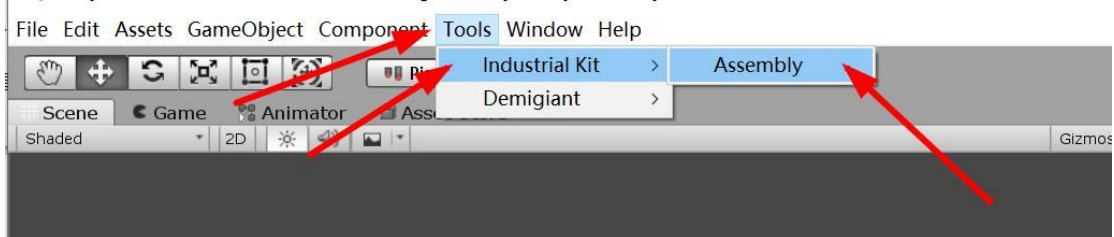


4. Import the model that you want to configure the assembly function. It can be mechanical or other models that need similar assembly function. All model parts involved in assembly function need to be placed under the same root node.

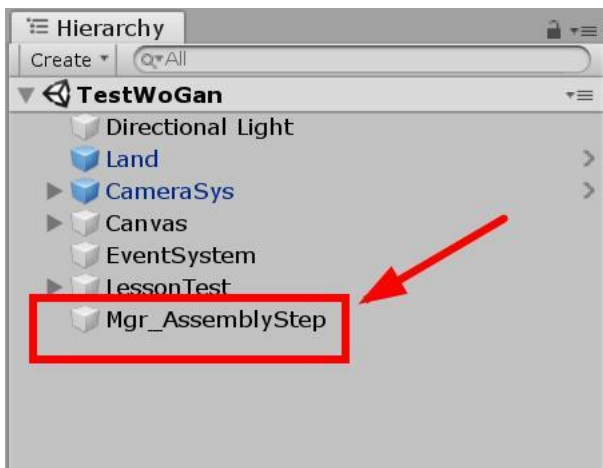
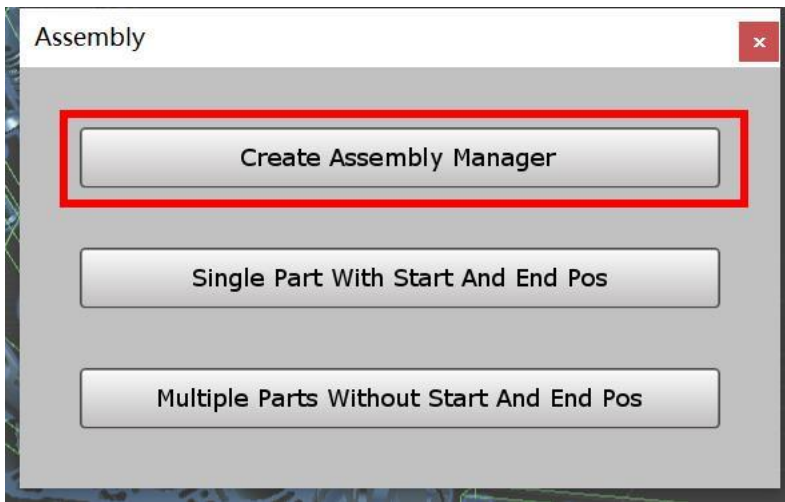




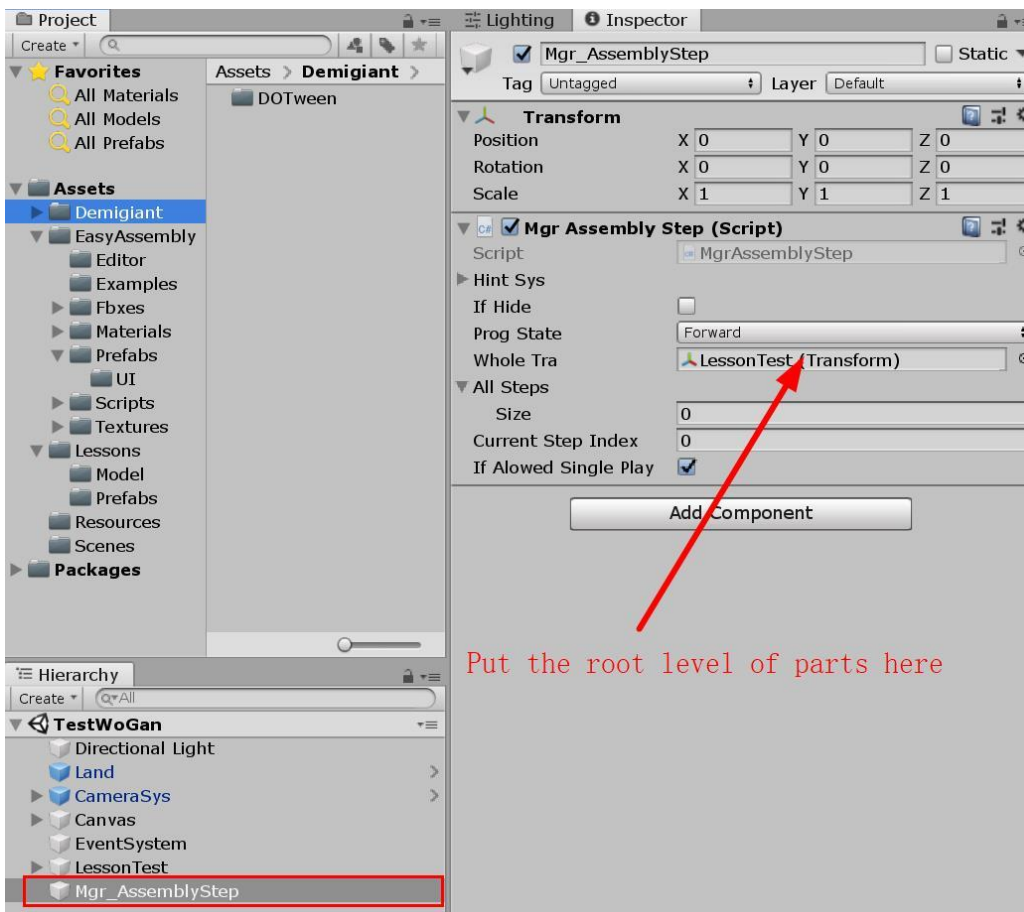
5. Open the Assembly Window in the top menu bar "Tools- Industrial Kit -Assembly"



6. Click the "Create Assembly Manager" button to create an assembly manager in the scene

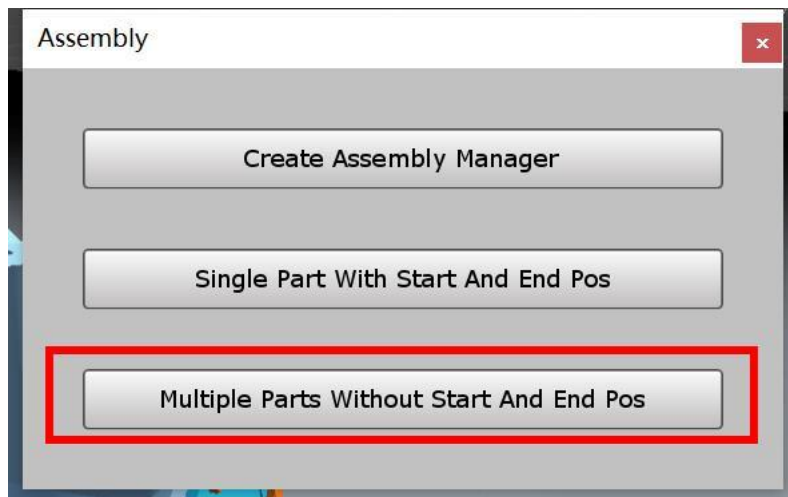


7. Select the created "Mgr\_AssemblyStep", In its inspector, find "Whole Tra" and drag the root node of the assembly model to it.

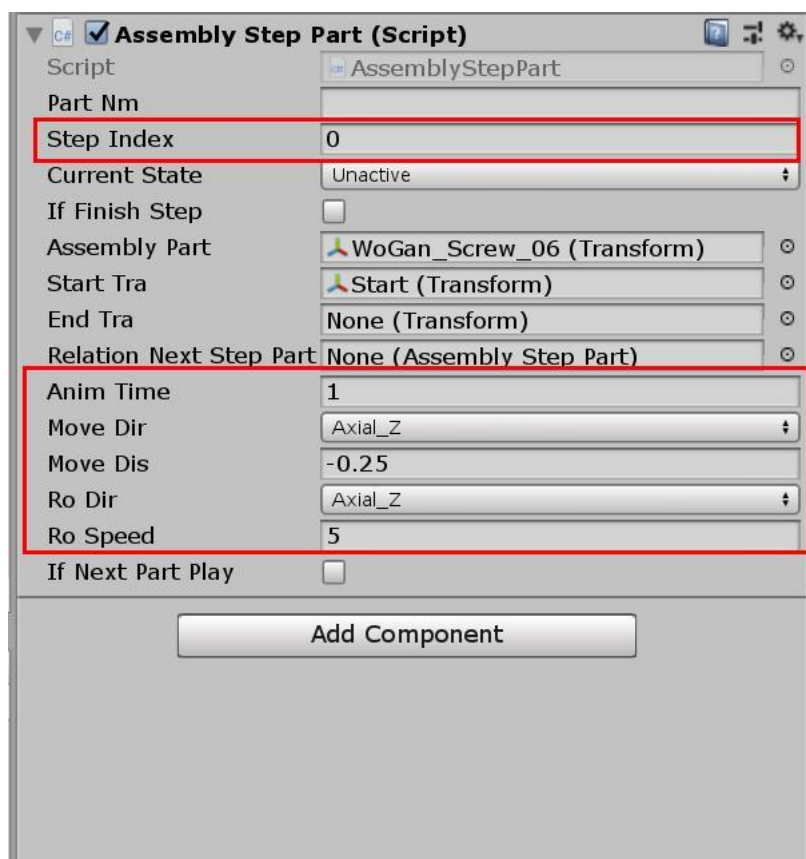


8. If the assembly animation of this part is consistent with the axial direction, Open the Assembly Window in the top

menu bar "Tools- Industrial Kit -Assembly", Click the button "Multiple Parts Without Start And End Pos" to configure the part ,this button can configure multiple parts as one time.

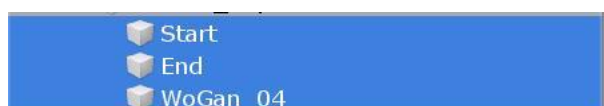


9. Select the configured parts. In their Inspector, "Step Index" is the step to set the assembly. set the animation time in "AnimTime". "MoveDis " sets the distance to move, and "MoveDir "sets the along which axis to move. If the part has rotation animation during operation, you need to set the rotation, these screws need to be rotated

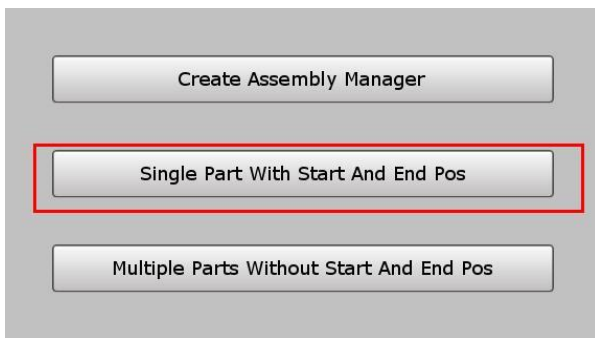


10. If the assembly animation of this part is not consistent with the axial direction. you can specify its start point and end point. This configuration can only be configured with one part at a time.

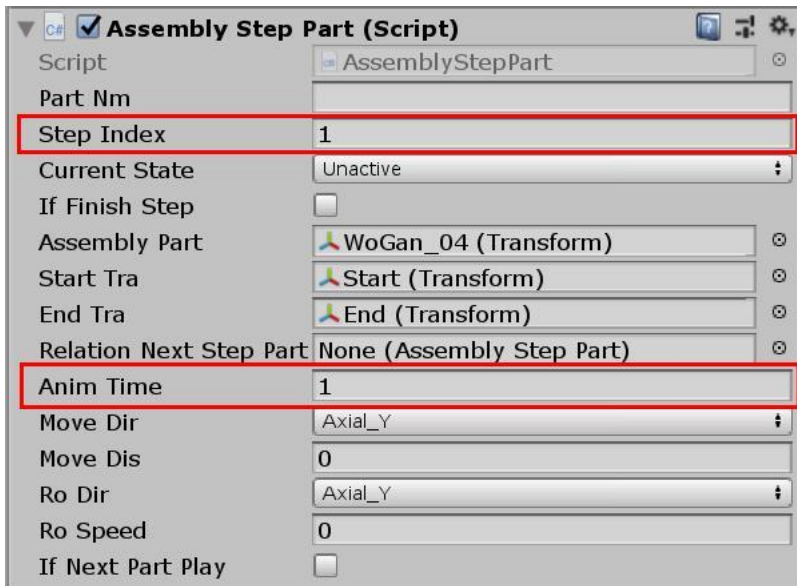
Keep the parts, Start, and End in the same level, select these three GameObjects, Open the Assembly Window in the top menu bar "Tools- Industrial Kit -Assembly", and then configure them with "Single Part With Start and End Pos"button



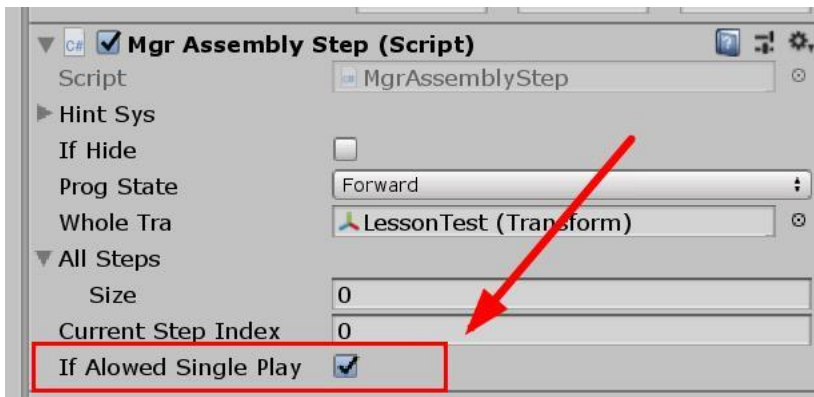




11. Set the step Index and animation time in the assembly.



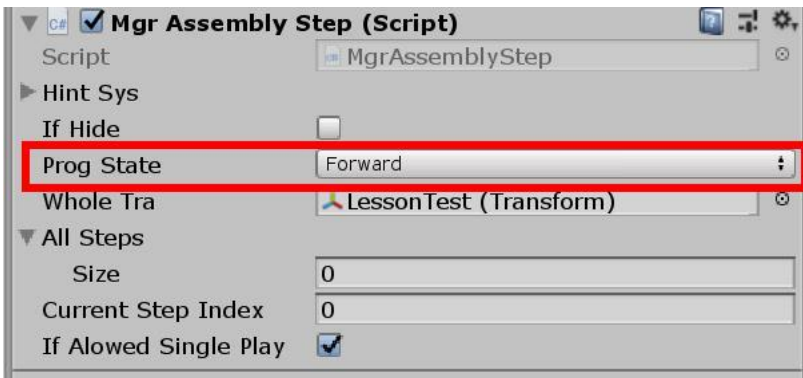
12. If you want option the single part,,check "If Allowd Single Play" in the inspector of "Mgr\_AssemblyStep"



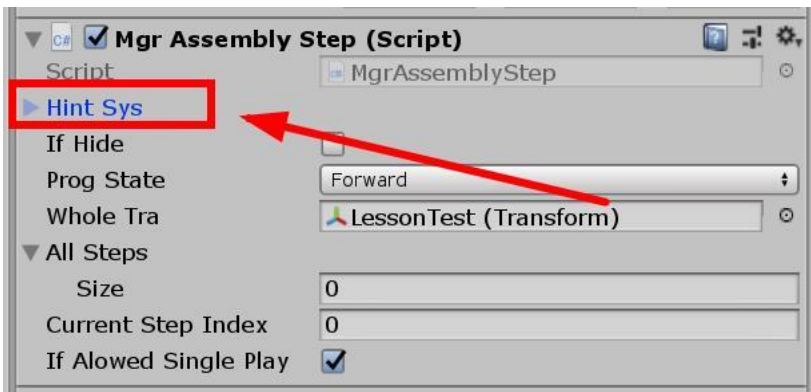
13 . Only when the animation of the previous step is completely played can the next operation be carried out.

14. Just change the enumeration type of "Prog State" in the "Mgr\_AssemblyStep" inspector ,can be used to switch between assembly and disassembly functions.





15. You can change the content of the prompt in "Hint Sys" in the inspector of "Mgr\_AssemblyStep"



16 The functions in script "Mgr\_AssemblyStep" can be called to reset, automatic assembly, step-by-step assembly function.

## Common problem

1. When I click on the configured individual parts, there is no effect.

Possible causes :

- a. No collider was added to the part.
- b. If you do not turn on the assembly option of individual parts, you can not assemble by clicking on a single part

2. asset log error ,can't run in Unity Editor

Possible causes :

- a. The asset "Dotween" was not loaded .

b. The prefab "HintLog" is not put into the scene