

Installation

The following document will guide through installing everything needed for “All Together, Now”.
A music sequencer created in Unity.

Requirements

- [Unity 2020.3.24f1](#)
- [Unity Hub](#)
- [Shapes by Freya Holmér](#)
- Addressables
- Universal Render Pipeline

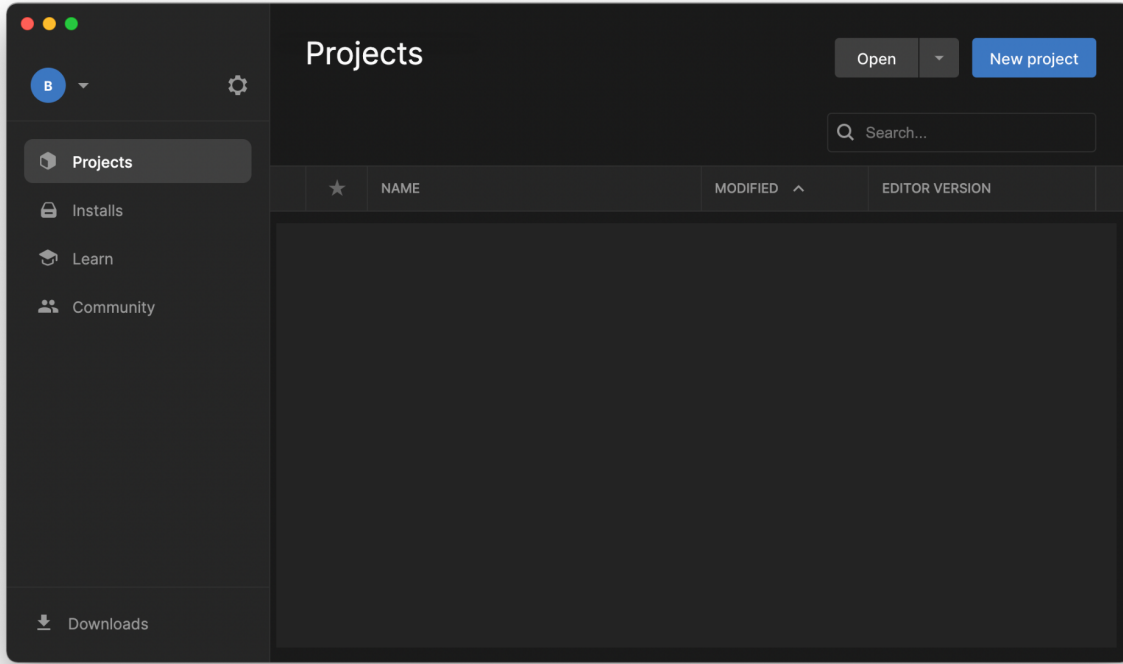
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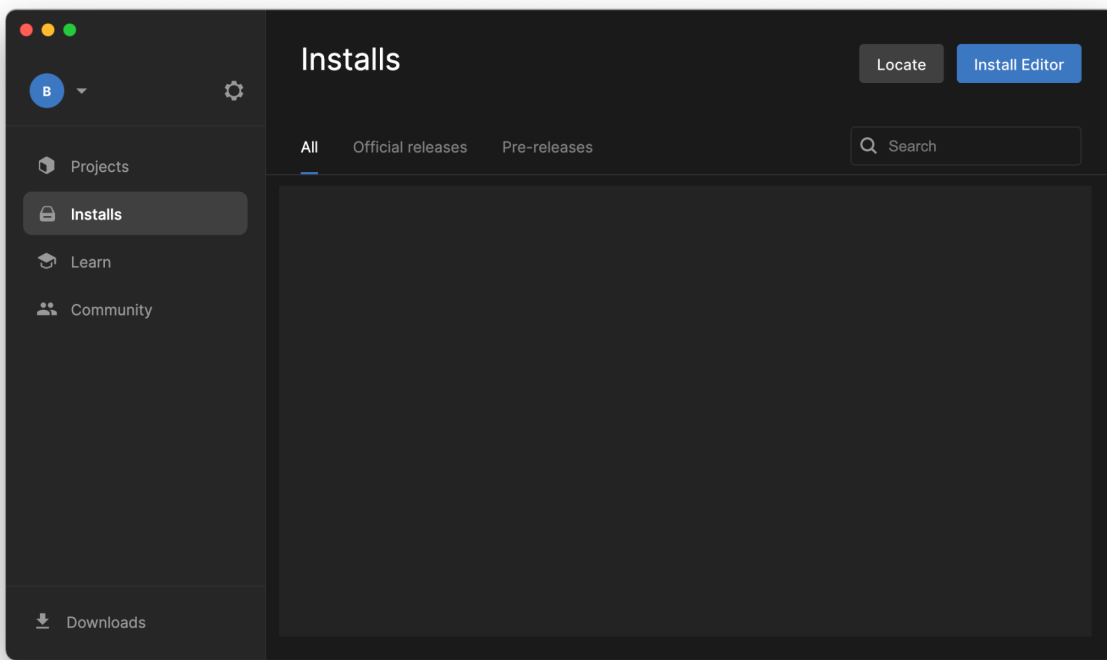
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Installing the project

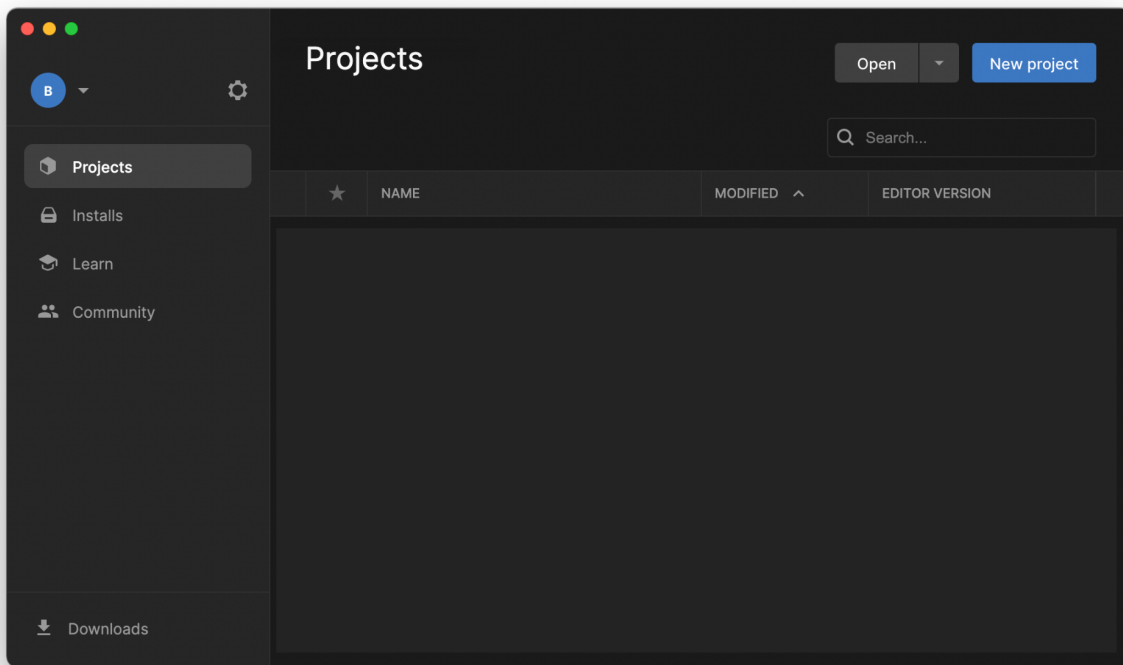
1. Open **Unity Hub**. Locate the **Installs** button.



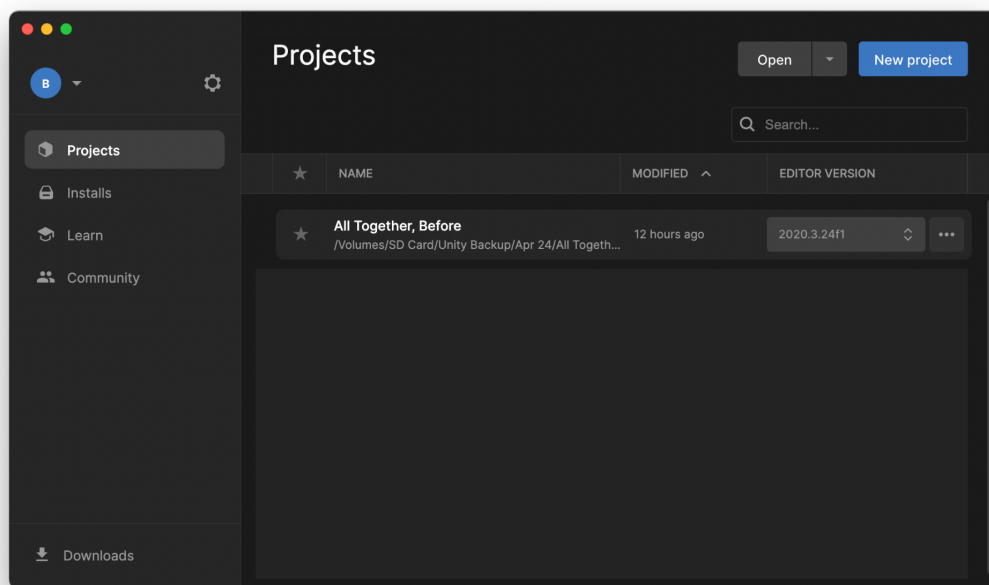
2. In **Installs**, choose **Locate** and navigate to where you downloaded **Unity 2020.3.24f1**.



3. Go back to **Projects** and choose **Open**.



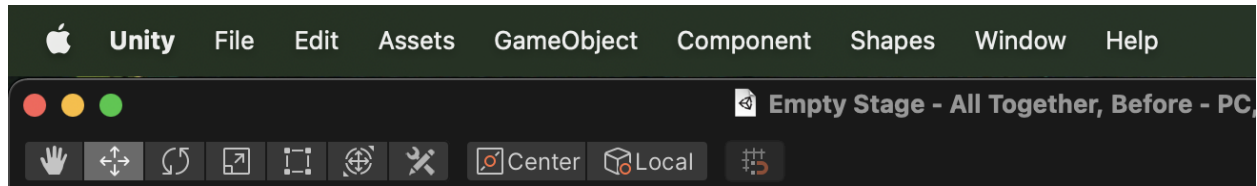
4. Navigate to where you installed the **All Together, Now** project folder. Select the **All Together, Now Folder** and choose **Open**.
5. Under the **Editor Version** Column, select the **2020.3.24f1** editor version.



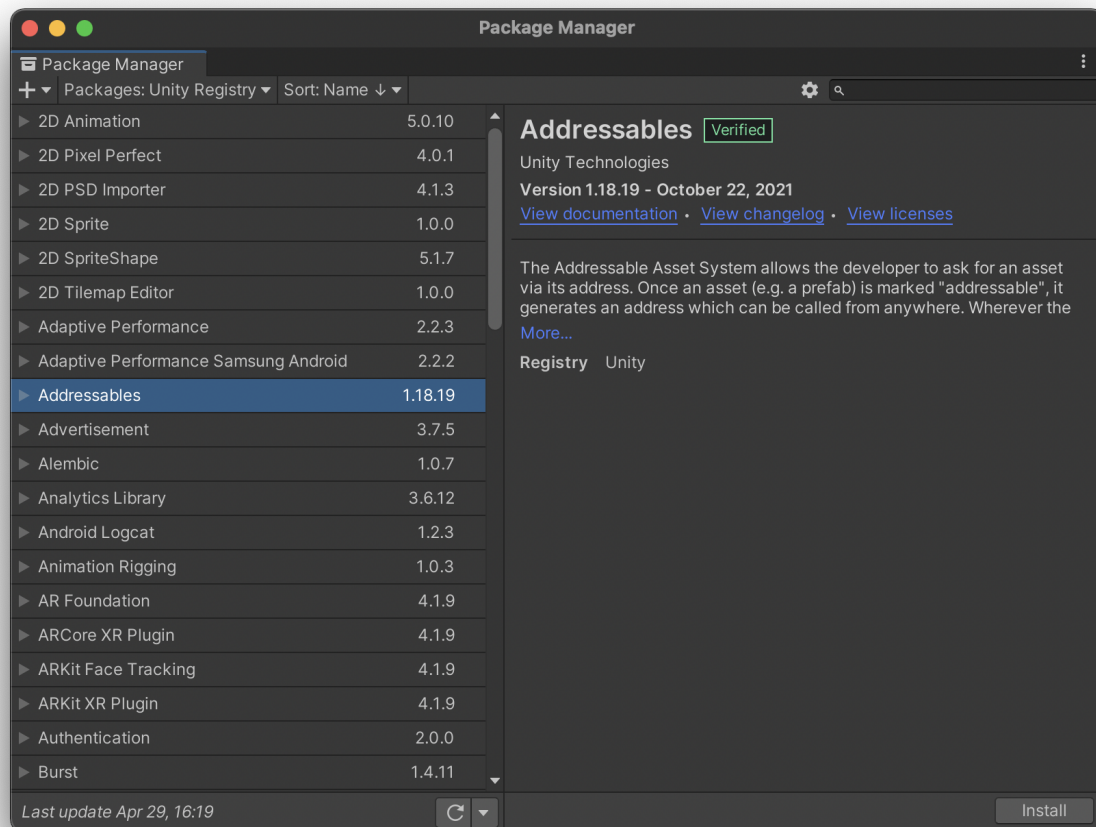
6. **Select** the project to open All Together Now.

Installing Packages

1. Locate the **Window** tab in the Unity Project and choose **Package Manager**.

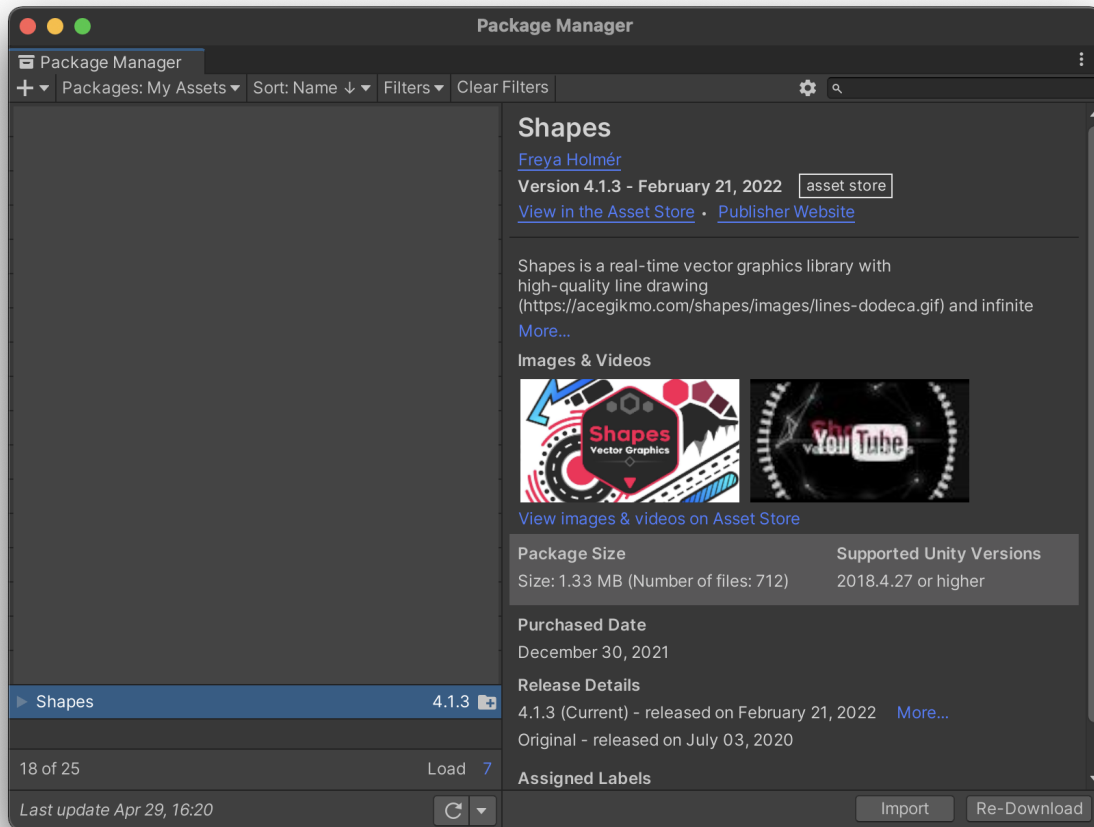


2. In the **Unity Registry** Package list, navigate to the **Addressables** package and click **Install**.

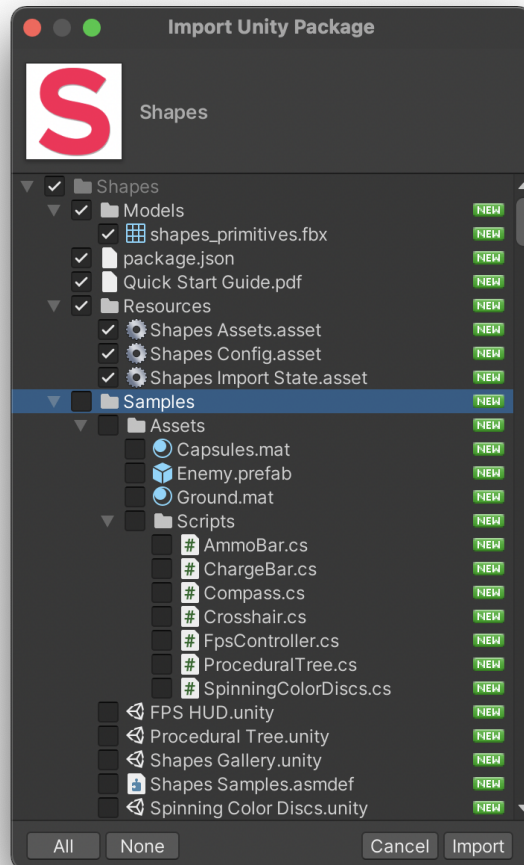


3. Repeat step 2 but for the packages: **Core RP Library**, **Universal RP**, **TextMeshPro**, **Mathematics**, **Scriptable Build Pipeline**, **Unity UI**
 - a. If all are installed, skip this step.

4. In the **Packages** dropdown (next to the **+** sign) choose **My Assets**.
5. Find the **Shapes** package and either **Import** or **Download** if you haven't installed it before.



6. Make sure all essential files are being imported into the project, and choose **Import**.
 - a. You may download everything, but All Together, Now does not use anything from the **Samples** folder.



7. Restart All Together, Now by saving and closing out of the project.