GgCore – Gaskellgames

Package made for the Unity 3D game engine

USER GUIDE

Release 1.7.0

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Getting Started:

Overview

This user guide was created to provide a basic overview of the features functionality of the asset.

Installation

Once you have downloaded the asset from the Unity's Asset Store, go to: "Assets > Import Package > Custom Package…". In the Import Asset Window, find and select the package's name. After the 'import package' window appears in Unity, verify that all items to import are selected and then click the import button in the bottom right of the window.

Quick Start

The content of the asset will be found in the project window, under assets and within the toolbar options under sub-heading of **Gaskellgames**.

All content that you as the end user are expected to interact with, are components under the component sub menu of Gaskellgames, and any prefabs contained within the project files folder named Prefabs. An up-to-date copy of this guide can be found under the sub folder with the name **Documentation**. All back-end files and resources that are required to make the assts work can be found within the sub folders with the names **Editor** and **Runtime**.

Any Gaskellgames components added as part of a package can be found under the **Component** toolbar menu and the inspector's **Add Component** button. Some components will also be available to create under the **Right Click** menu under sub-heading of **Gaskellgames**.

Any Gaskellgames editor windows added as part of a package can be found under the **Tools** toolbar menu and **Window** toolbar menu options under a sub-heading of **Gaskellgames**.

Support & API documentation

Should you have any questions or require assistance, please join the official Gaskellgames Discord:

https://discord.gg/nzRQ87GGbD

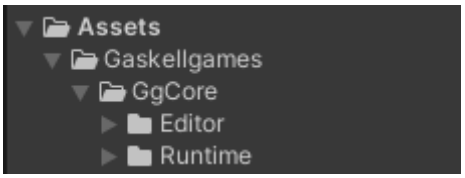
In the event you are unable to find the information you seek on the forums or discord, you can contact Gaskellgames via the weblink:

https://www.gaskellgames.com/contact

Package Content:

File Structure

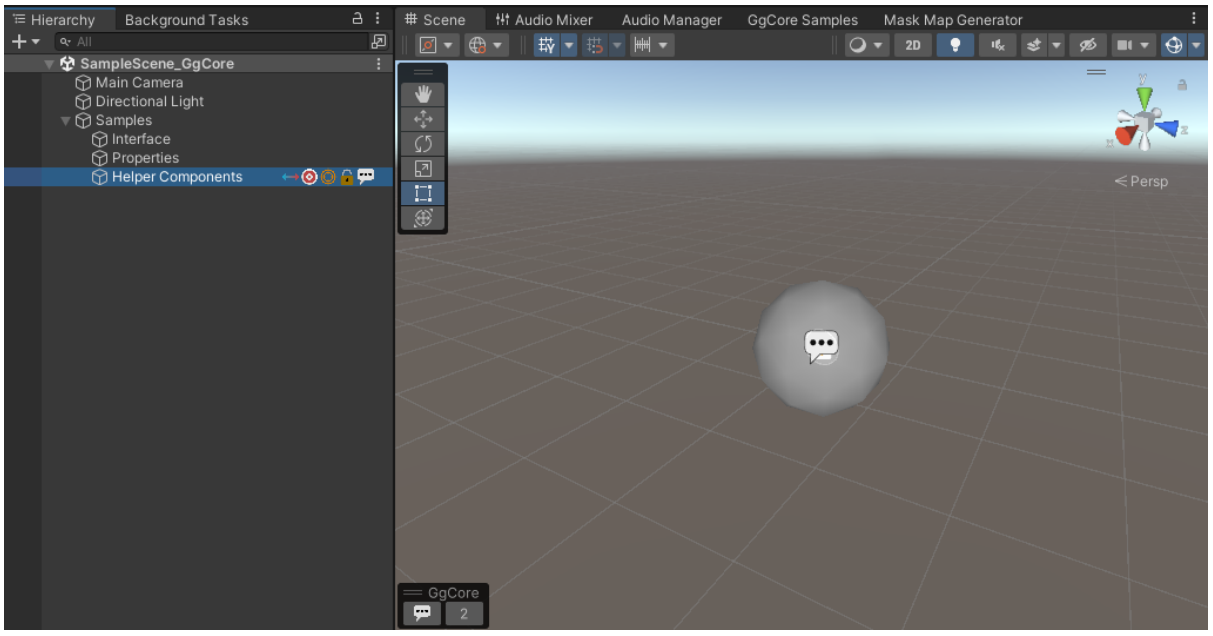
The files and content within the asset are laid out in a similar way as all Gaskellgames assets. You will find the asset name under the header file of **Gaskellgames**:



The asset version's up-to-date copy of this guide can be found under the sub folder with the name **Documentation**. All editor-only content within a sub-folder named **Editor**. Under **Icons**, you will find Gaskellgames logos that you may add to the credits or the start-up splash screen. **Materials** that are used across all multiple Gaskellgames assets can be found within their own sub-folder. All extensions and core API can be found within **Utilities**. There is also an example scene within the subfolder named **Scenes**.

Example scene

The example scene, found within the subfolder named **Scenes**, can be viewed to see a working version of the asset. For this asset it looks as follows:



Within the scene, you will find a scene camera and directional light source, along with examples of component setups. **Please note:** not all example scenes are 'playable' via the play button, and may instead be examples of setup in the editor.

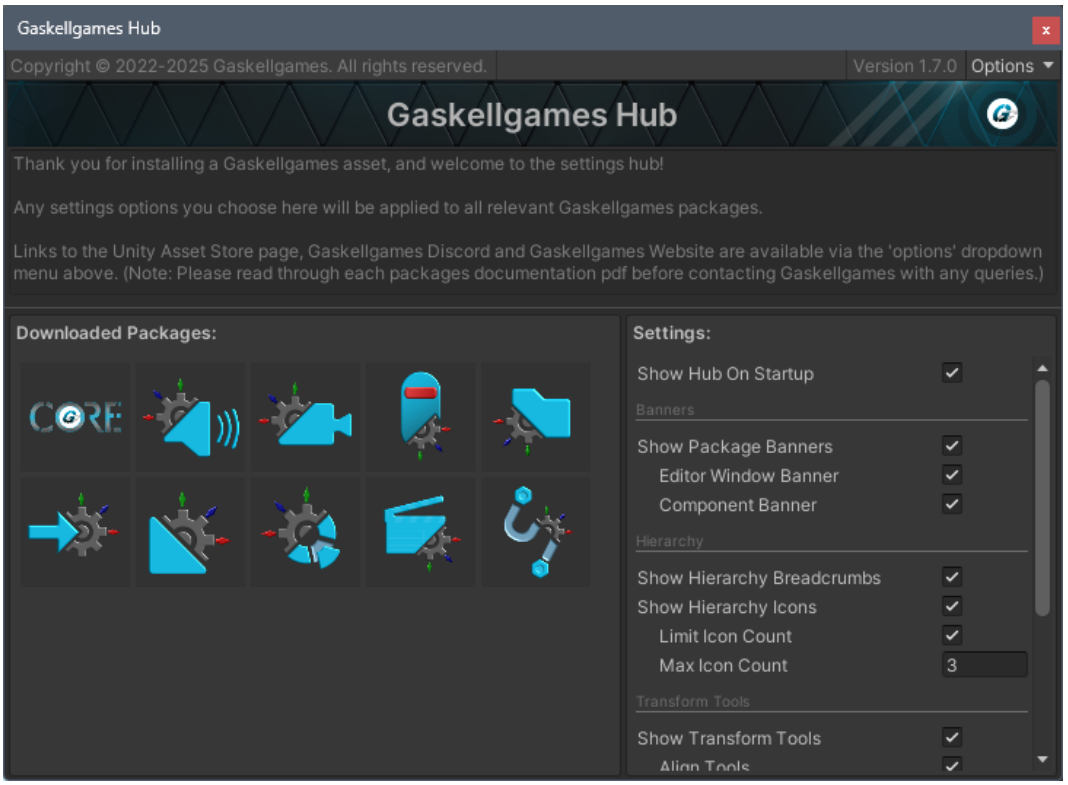
How to use / setup guide

Gaskellgames Hub:

Cross-package settings will show up in the Gaskellgames hub. This is also a great way to see which Gaskellgames packages you have downloaded at a glance. The window can be opened by using the tool menu option or window menu option:

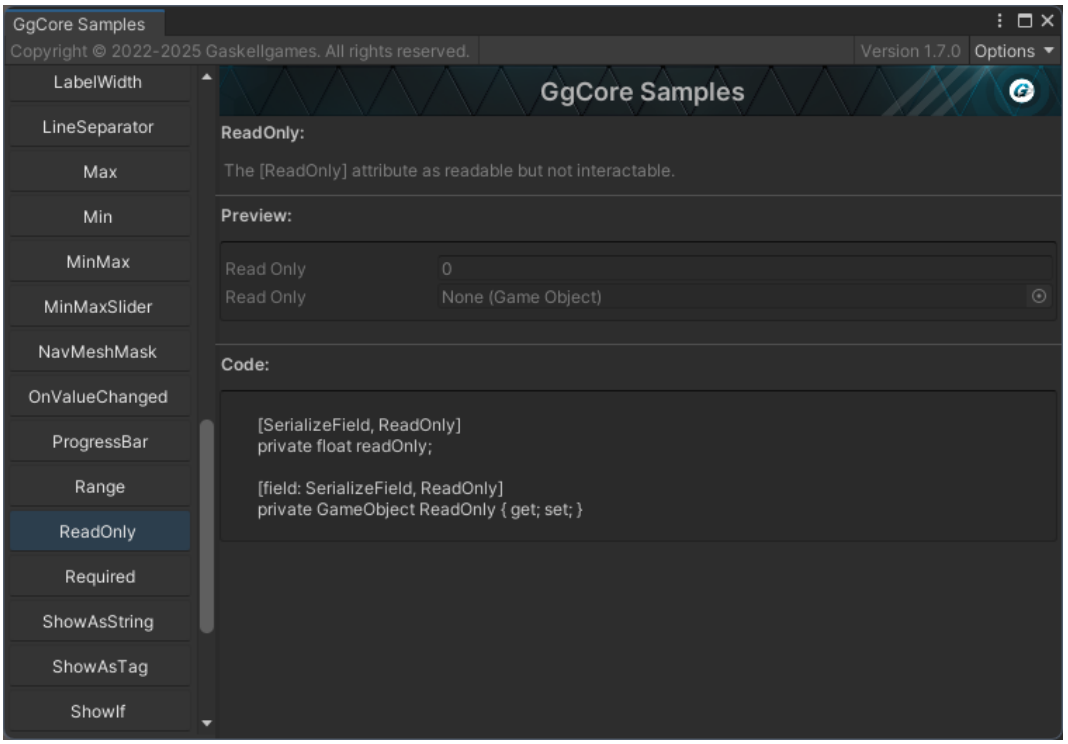
Tools > Gaskellgames > Gaskellgames Hub

Window > Gaskellgames > Gaskellgames Hub



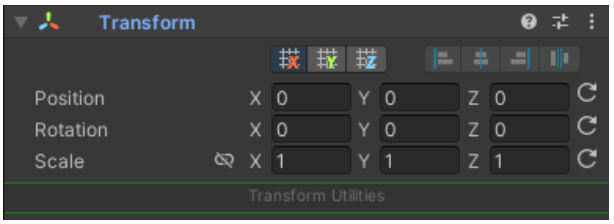
GgCore Attributes:

The GgCore Samples editor window found at **Tools > Gaskellgames > Samples** show all available script attributes, including examples of how they will look, and the scripting required to use them:

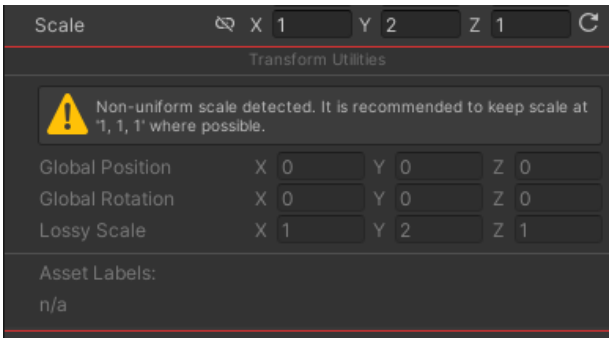


Transform Tools:

GgCore includes a suite of transform related tools that are accessed directly through the transform inspector. You can select which tools you want to have available in the Gaskellgames hub settings under the Transform Tools section.



Align tools are shown at the top and provide alignment and distribution tools that artists will be familiar with from common 2D art software. The tools allow you to select the axis, as well as whether you want to align or distribute all currently selected objects. **Reset Buttons** are available to the right hand side, and provide quick access buttons for resetting the values of Position, Rotation and Scale. **Transform Utilities** are available by clicking on the 'Transform Utilities'. These are readonly and provide quick access to view information about the selected object(s).

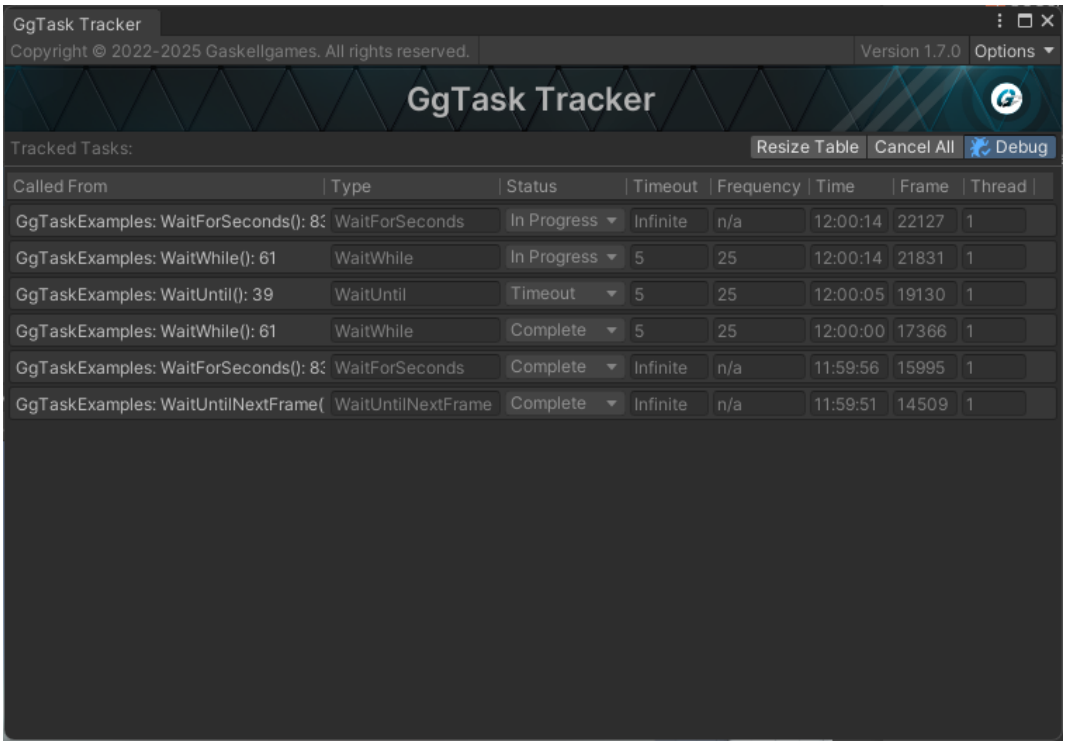


GgTask:

GgTasks are trackable async tasks that are unity safe. They provide convenient methods for WaitUntil, WaitWhile, WaitForSeconds, WaitUntilNextFrame, and AsGgTask. They can be used at runtime or in the editor in both playmode and edit mode. The methods all return result types, which can be accessed as follows:

```
new *
private async void ExampleMethod1()
{
    // some method logic before the wait

    switch (await GgTask.WaitUntil( condition: () => condition, tokenSource, timeout))
    {
        case TaskResultType.Timeout:
            // do something
            break;

        case TaskResultType.Cancelled:
            // do something
            break;

        case TaskResultType.Complete:
            // do something
            break;
    }

    // some method logic after the wait
}
```

The tasks are trackable, and you can see all currently running tasks in the GgTask Tracker window. By clicking on the Debug option all task information will be cached. Closing the window or un-toggling the debug option will clear the cache. At runtime tasks are tracked only while they are in progress before being disposed of, helping to optimise memory usage.



Other Gaskellgames API and Utilities:

All other included API and utilities are primarily included for use with other Gaskellgames Packages. However, all source code is available, and fully commented including tooltips and summaries, if you wish to look through and extend the API.

Please Note: You may not re-distribute or sell any GgCore code created by Gaskellgames, unless it is as part of a released game or application built directly from the Unity Game Engine.