

# Read Me

Thank you for purchasing!

If you ever have any questions/issues/etc, then feel free to e-mail me at: [carlos.wilkes@gmail.com](mailto:carlos.wilkes@gmail.com)

You can also check out the forum thread here: <http://forum.unity3d.com/threads/space-graphics-toolkit-released.147954>

You can also check out the YouTube channel here: <http://youtube.com/CarlosWilkes>

You can also follow my twitter: @CarlosWilkes

Version 3 of SGT has been completely rewritten to be faster and better, so if you're upgrading from an earlier version you will need to update your scenes to get the new features. Keep in mind all the script name prefixes have been changed (from SGT\_ to Sgt), so if you still have SGT version 2.x installed your project will still continue to work.

If you want to learn how to use SGT features then I recommend you look at the demo scenes that come packaged with this (Space Graphics Toolkit/Examples/Basic Pack) and play around with all the settings until you understand what's going on. If you're not sure what a particular setting does then please check out the documentation in this directory (Space Graphics Toolkit/Documentation/Components).