Autodesk®
Scaleform®

Getting Started with the Scaleform/Unity Plug-in

Autodesk®
GAMEWARE

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Autodesk® Scaleform® 4.2

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Prerequisites

PC

- Windows 7 (x86 or x64) or Windows 8 (x86 or x64)
- Unity Professional 3.5 or above (please note that the Scaleform Tutorial level is packaged with Unity 4.2, but the plugin is compatible with Unity 3.5)
- Latest DirectX runtime (http://www.microsoft.com/en-us/download/details.aspx?id=35)

Mac

- OSX Lion or Mt. Lion
- Unity Professional 3.5 or above (please note that the Scaleform Tutorial level is packaged with Unity 4.2, but the plugin is compatible with Unity 3.5)

iOS

- OSX Lion or Mt. Lion
- Unity Professional 3.5 or above (please note that the Scaleform Tutorial level is packaged with Unity 4.2, but the plugin is compatible with Unity 3.5)
- iOS SDK 5.x or above (including the corresponding Xcode version)

Android

- Android SDK (API level 7 or above)
- Unity Professional 3.5 or above (please note that the Scaleform Tutorial level is packaged with Unity 4.2, but the plugin is compatible with Unity 3.5)
- NDK 8 or above

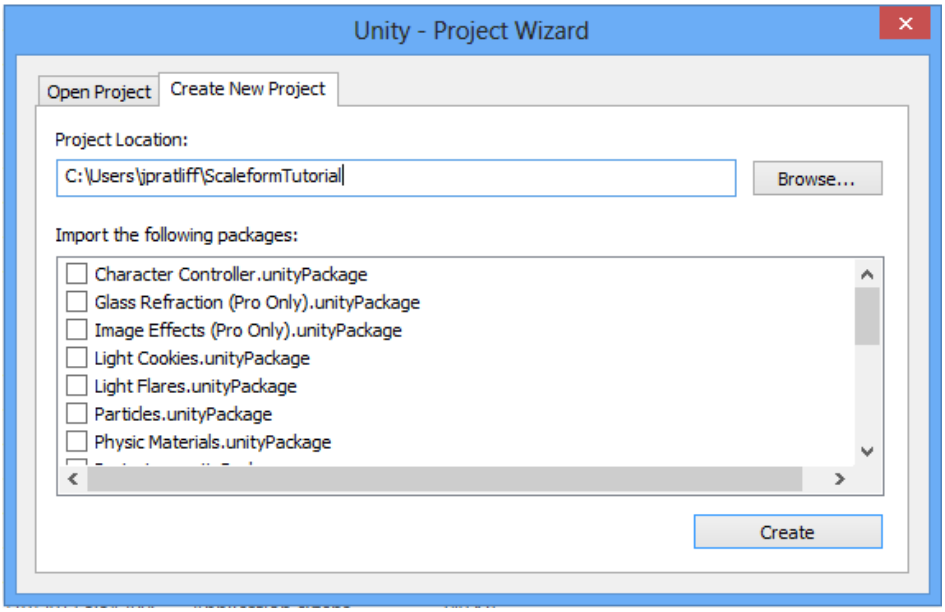
Getting Started

Please note that steps 1 – 3 only apply to an Autodesk E-Store or Gameware package, if you're using this tutorial from the Unity Asset store, then you've already created a new Project and imported the ScaleformTutorial.

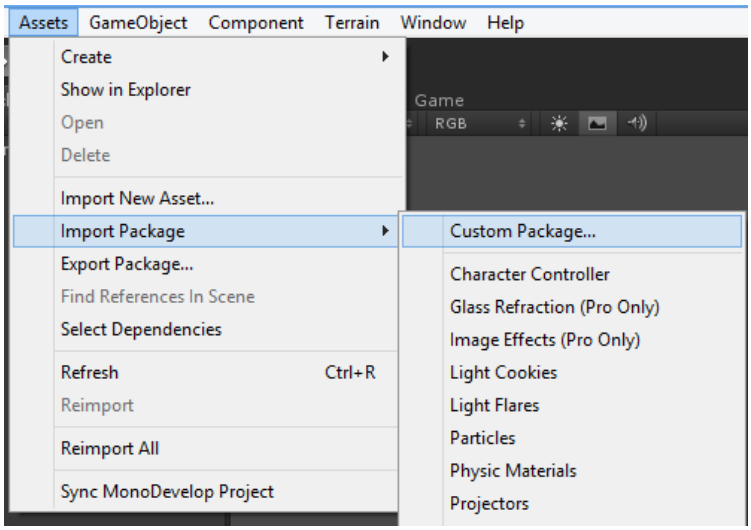
After you unpack **sf_4.2_unity_all.zip**, please follow the steps outlined below.

1. Go to your installation directory. You should see one Unity Package file named "ScaleformTutorial.unitypackage".

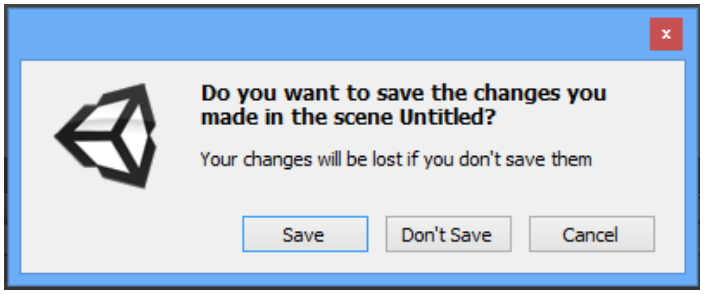
2. Launch the Unity editor and create a new project. You won't need any other packages for this sample level.



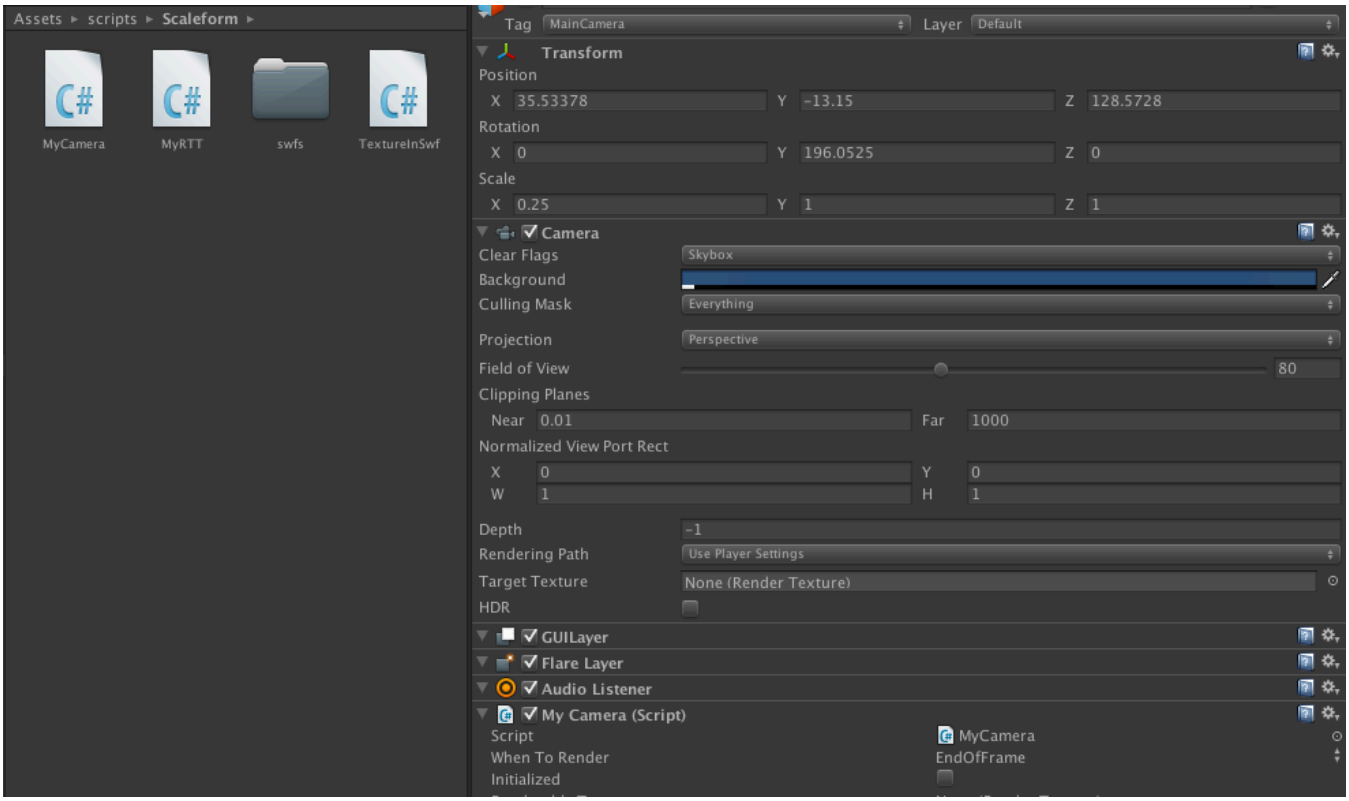
3. Now import the ScaleformTutorial package.



4. You should now be able to see the contents of the ScaleformTutorial package in the project view. Double click on the “main_level” scene in the Assets\Scenes project view. When Unity prompts you to save the changes you made to the scene “Untitled”, click “Don’t Save”.



5. Now select the Main Camera object in the main_level scene. The MyCamera script should be automatically attached to the Main Camera. If it is not, please drag the MyCamera script (located in scripts\Scaleform).



6. That's it! Push play and you should be able to see the Tutorial's navigation menu. Please note that for convenience sake, a Debug (non-watermarked or time-locked) version of the PC DLL and Mac bundle are included in this package. The Release and Shipping versions are locked and must be used with a key. Please see the licensing section later on in this readme for more details on the key system.

Game
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Gizmos
SCALEFORM FOR UNITY
Autodesk® Scaleform® enables developers to leverage the power of the Adobe® Flash® tool set to create powerful and immersive user interface environments for video games and beyond.
Click Start to find out more.
Start
ExternalInterface arrived

License Key (For Autodesk E-Store Customers Only)

Please note that a license key is now required for the plugin to run in the editor and in a standalone application. If you have purchased the plugin from the Unity Asset store, then please skip this section (a license key is not required).

Creating a License Key

You should have received a key from the Gameware Website or Autodesk E-Store that looks something like this:

“ABCDEFGHIJKLMNOPQRSTUVWXYZ12345A67890ABCDEFGHIJKLMNOPQRSTUVWXYZ”

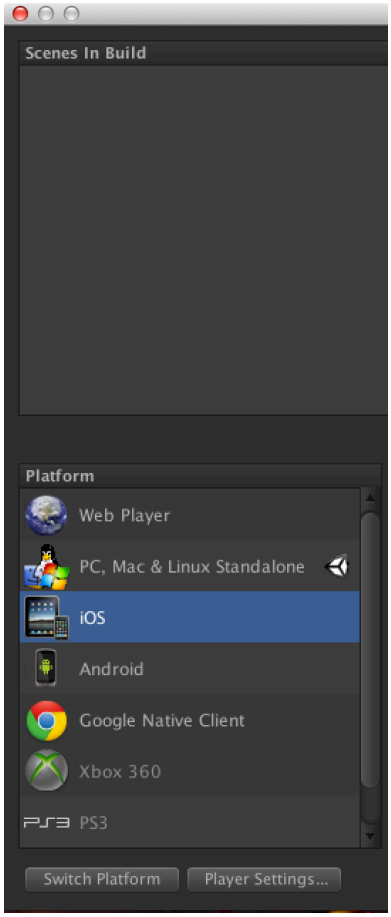
Using the License Key

To use the license key with the plugin, we have provided a function in “MyCamera.cs” (Assets/Scripts/Scaleform/MyCamera.cs) named “SF_SetKey”. This function must be called before any Scaleform related classes are loaded, otherwise Scaleform initialization will not take place:

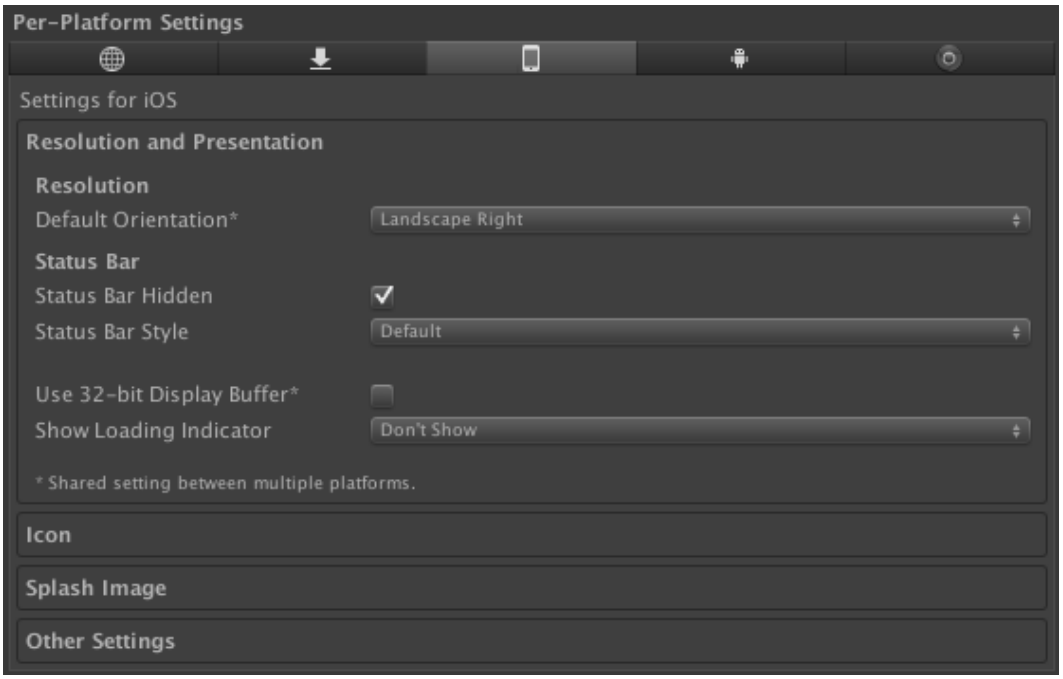
```
…
SF_SetKey("PLACE KEY HERE");
base.Start();
…
```

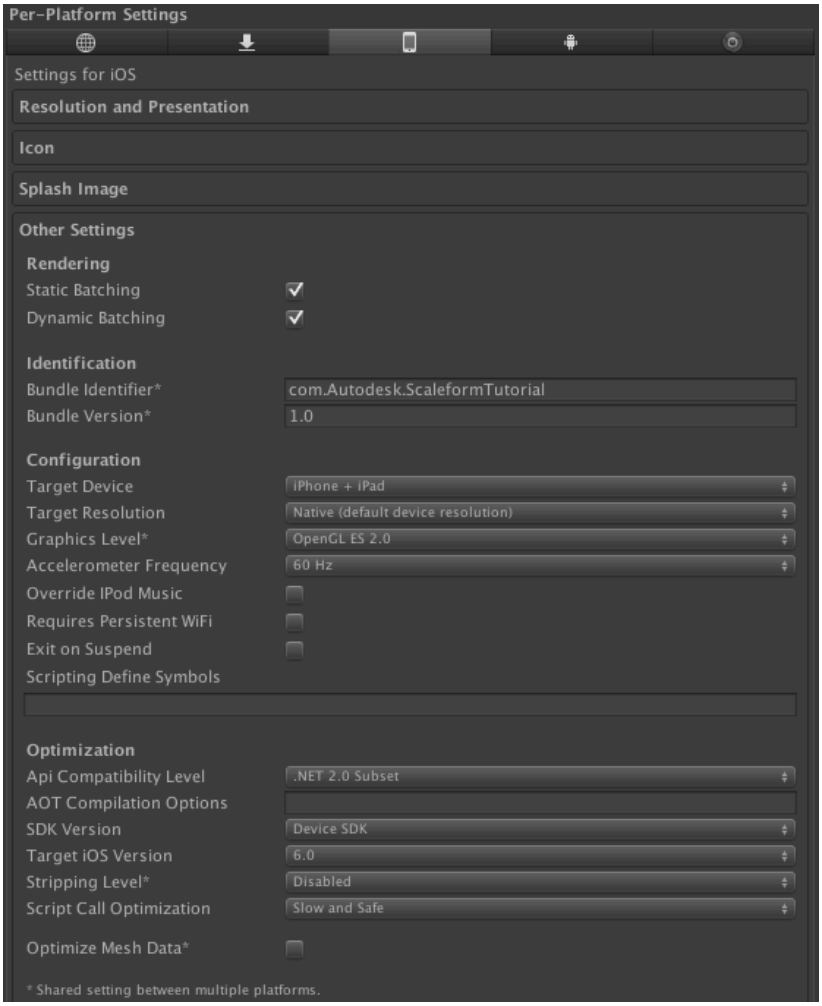
iOS Deployment

1. To deploy ScaleformTutorial to an iOS device, first switch your platform to iOS

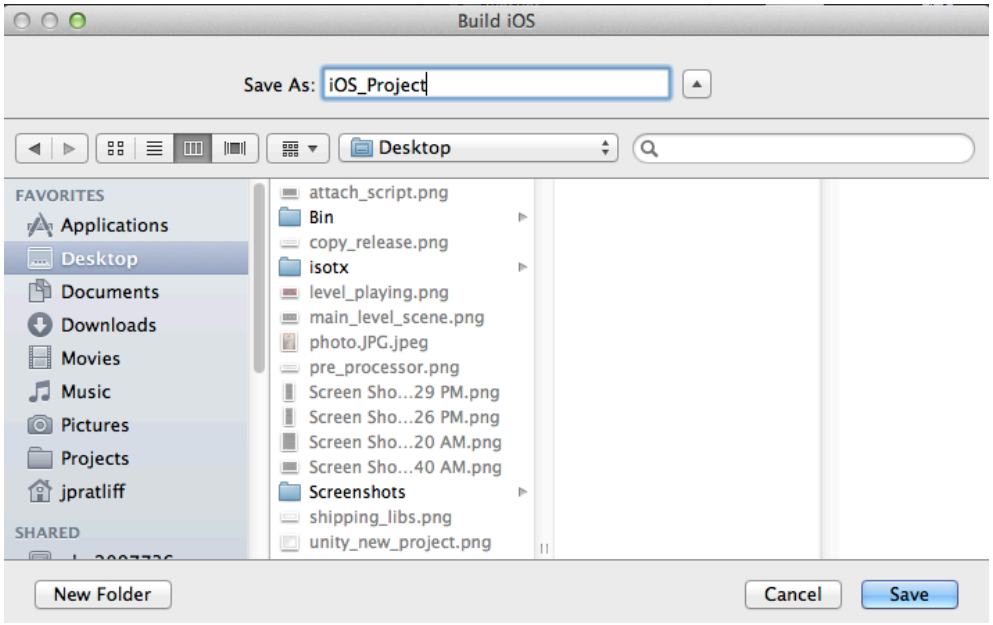


2. Then select “Player Settings” and configure your “Resolution” and “Other Settings”


Per-Platform Settings
Settings for iOS
Resolution and Presentation
Resolution
Default Orientation*
Landscape Right
Status Bar
Status Bar Hidden
Status Bar Style
Default
Use 32-bit Display Buffer*
Show Loading Indicator
Don't Show
* Shared setting between multiple platforms.
Icon
Splash Image
Other Settings


Per-Platform Settings
Settings for iOS
Resolution and Presentation
Icon
Splash Image
Other Settings
Rendering
Static Batching
Dynamic Batching
Identification
Bundle Identifier*
com.Autodesk.ScaleformTutorial
Bundle Version*
1.0
Configuration
Target Device
iPhone + iPad
Target Resolution
Native (default device resolution)
Graphics Level*
OpenGL ES 2.0
Accelerometer Frequency
60 Hz
Override IPod Music
Requires Persistent WiFi
Exit on Suspend
Scripting Define Symbols
Optimization
Api Compatibility Level
.NET 2.0 Subset
AOT Compilation Options
SDK Version
Device SDK
Target iOS Version
6.0
Stripping Level*
Disabled
Script Call Optimization
Slow and Safe
Optimize Mesh Data*
* Shared setting between multiple platforms.

3. Go back to your Build Settings screen and press Build.



Pick a name for your iOS project folder (we'll use iOS_Project for this guide).

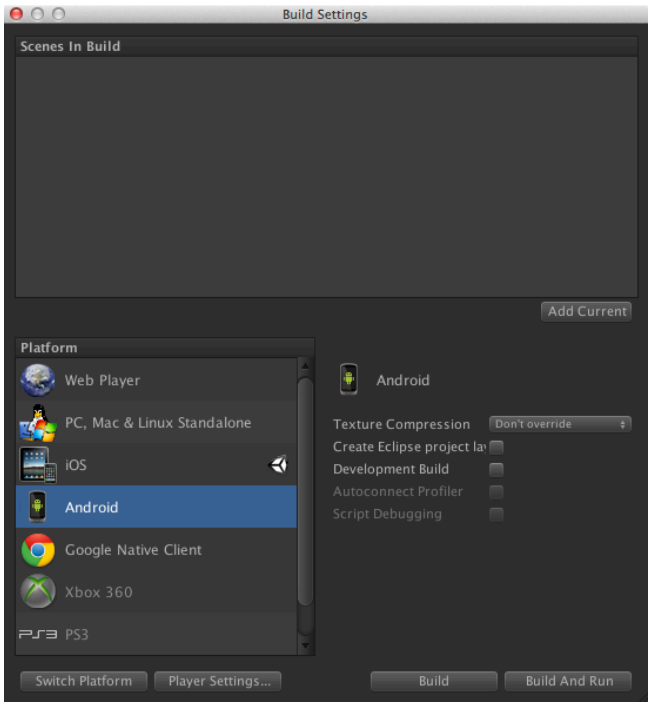
4. Once you press the "Save" button, Unity will begin the process of creating a project folder with your Xcode project and assets. During the last step of this process, a post-process script will automatically run. This will copy all of the Scaleform source and library files to your new iOS project. The script will then modify the Xcode project to add in the libs and source files.

5. The script only modifies the following parts of your Xcode project:
    a. Other Linker flags
    b. Header Search Paths
    c. Library Search Paths
    d. Pre-processor Macros
    e. Adds SFExports.cpp to the Unity-iPhone target

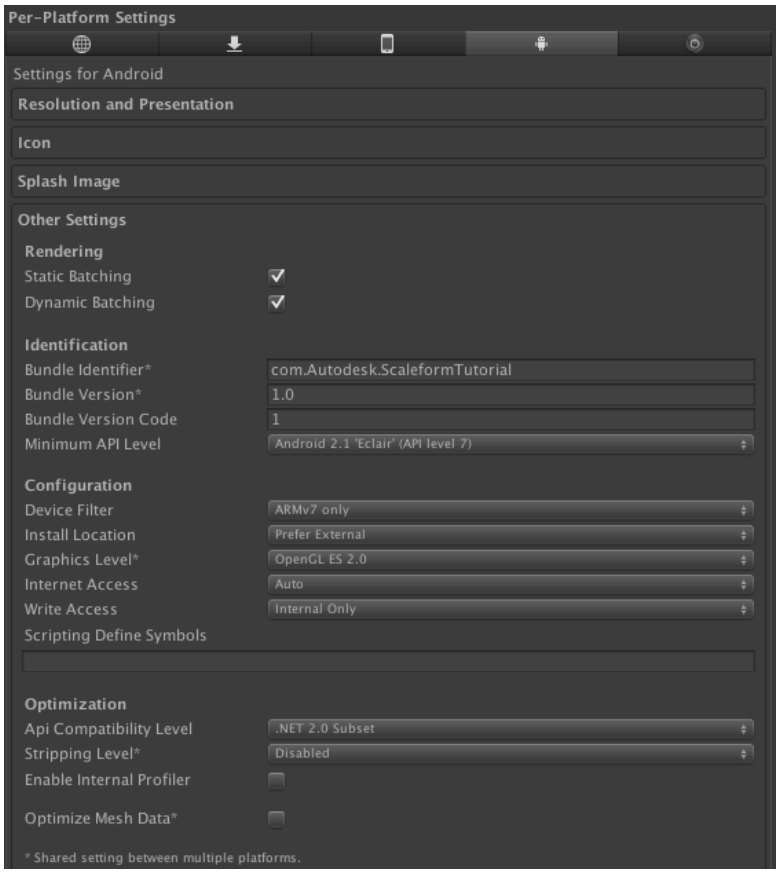
6. You're now ready to open up the Xcode project, select your configuration (Debug, Release or Shipping) and press Run.

Android Deployment

1. To deploy ScaleformTutorial to an Android device, first switch your platform to Android



2. Then select “Player Settings” and configure your “Resolution” and “Other Settings”.



3. Go back to your Build Settings screen and press Build and Run. This will build an Android executable, load it on your device and auto-launch it.

For Advanced Android Users

As FMOD support has been added to the Unity plugin for Android, we need to extend Unity's default MainActivity (UnityPlayerActivity) to be able to load the FMOD shared library (the use of Native Activity will be investigated for an upcoming release). Extending the UnityPlayerActivity is documented in the Android plugin tutorial section here:

http://docs.unity3d.com/Documentation/Manual/PluginsForAndroid.html

The Plugins\Android\Advanced folder contains the new MainActivity file (src\FMODSample.java), a new AndroidManifest.xml (which loads FMODSample), the corresponding FMODSample.jar file and libfmodex.so. We also provide a script (FMODbuilder), which is a slightly modified version of the script that comes with the following Unity sample:
http://docs.unity3d.com/Documentation/Images/manual/AndroidJavaPlugin.zip

This is provided so you can recreate the jar file or create a new one based on your own MainActivity file and package name. Please note that the contents from Plugins\Android\Advanced will need to be copied to Plugins\Android.

Next Steps

The Scaleform Unity Tutorial comes with an extensive set of documentation. If you have never worked with the Scaleform-Unity Integration before, please take some time to read the "sf_4.2_unity_integration" document located at Assets\Scaleform\Integrations\Unity\Doc. If you are unfamiliar with the core Scaleform SDK, please read the "sf_4.2_getting_started_with_scaleform" document located at "Assets\Scaleform\Doc".

If you have any questions or feedback, please post at:
http://area.autodesk.com/forum/game-developer-zone/scaleformunity-development/