AGF Asset Packager v. 3.0

NOW WORKS WITH UNITY FREE AND PRO Unity Version 5.0.1f1

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Last Updated: 04/19/2015, By Matt McDonald.

Compiled with: Unity 5.0.1f1. [Download](#)

ADDED: Convex Collider Toggle:

This allows you to choose convex or mesh colliders for you assets. Convex Collider true = Convex Collider. Convex Collider False = Mesh Collider.

ADDED: Add Rigidbodys Toggle:

If you want Ridged Bodies on your assets, check the button. If you don't, uncheck the button. Don't make rigid bodies unless you need them. No Rigid bodies for faster performance.

Depending on what asset packager you might have loaded, the tools may be accessed at either the RMB>Build Asset Pack or at the Toolbar "header" at Axis Game Factory or AGF Tools.

In this particular asset packager the tools are at the top. Axis Game Factory>Build Asset Pack...

Quick start:

1) Create EMPTY UNITY PROJECT.
2) Import the AGF_AssetPackager.unitypackage

   Asset packager tool is located here: *:\SteamLibrary\SteamApps\common\Axis Game Factory\

3) After importing you may need to clear the Unity console of any random errors as long as these errors clear you can proceed.
4) Load the Asset Packager scene,
5) Right click on a folder in the project view that you wish to package and select Build Asset Pack > (type of package). This option may be at the header dropdown under Axis Game Factory.

There is far more information so please read all of it below….

1) Overview

Welcome to the Axis Game Factory Asset Packager! As this is the third release of the tool, some features may be somewhat lacking. Your feedback is important, so please let us know if any part of the asset bundling process can be improved!

The goal of this software is to bridge the gap between your assets and the Axis Game Factory main editor. Assets packaged together with this tool can be loaded at runtime in AGF, and then placed in the level like any built-in asset.

2) How to use

To begin, import the AGF_AssetPackager unity package into a new or existing project. For the time being, we recommend a new project to avoid potential conflicts while the stability of the tool is improved.

Once imported, you should see two folders:

AGF_AssetPackager: Contains all the core assets needed to run the packager.

AGF_SampleAssets: Samples for reference. These can be omitted from import. Two subfolders are included here: Final and Source. The sample assets here are intended to be packaged from their Final directory; Source contains base files unsuitable for packaging as-is.

Inside the AGF_AssetPackager folder, open up the Asset Packager scene. This is a simple scene with the "AssetPackagerSettings" prefab instantiated. Note that if you are integrating the packager into your own scene, you will need to be sure that the prefab is placed in the hierarchy.

At this point, you should be able to see the "Build Asset Pack" menu appear under "Assets" in the Unity menu bar at the top of the screen. Alternatively, the "Build Asset Pack" menu can be accessed by right clicking on a folder in the project view.

Build Asset Pack >

Warehouse

Terrain

Vegetation

Skybox

To make an asset pack using your own assets, follow these steps:

[NOTE: There are some important properties that each type of asset needs to follow. See section 3 for more information]

Please use the Default asset provide as scale for your ORIGINAL ART!!

a) Select a folder (click on the folder in the Project tab, it should highlight) that contains the assets you wish to package. Make sure that the project tab is in "One Column Layout". (Right click on the project tab to see the available layouts)

b) Right click on the folder you have chosen, and navigate to "Build Asset Pack" in the drop down.

c) A save dialog box should now open. Save the pack in the "Asset Packs" directory of the Axis Game Factory install directory. Name the package according to these guidelines:

Warehouse: "*_w.unity3d"

Terrain: "*_t.unity3d"

Vegetation: "*_v.unity3d"

Skybox: "*_s.unity3d"

d) The tool will then scan through the folder you selected recursively looking for all asset files of the specified type. It will attempt to create intermediate files based on these assets and then will compress the intermediate files into the target package.

d) After the package compresses, you can see all of the generated files within the "AGF_Intermediate" folder. You can check these intermediate files over for errors, but otherwise the files are safe to delete.

e) The package has now been built! Make sure to move it into the "Asset Packs" directory of the AGF install, and start up the game. To apply your asset pack, load a scene in AGF, right click to access the

radial menu, and hold space to see the available windows. The "Asset Manager" window will allow you to load and unload packs contained in the "Asset Packs" directory.

3) Asset specifications and best practices.

IMPORTANT! Your assets will likely require some iteration to ensure that they work perfectly with AGF. Here is a checklist to keep in mind:

1)   Before you make any models, Use the default assets provided for scale. ALL AGF default objects are set to be the SAME scale as Unity's Scale.

2)   ALL 3D packages use different scales of measurement. One meter in one package may be one centimeter in another make sure you understand what your modeler's scale is before you export asset for use in AGF.

3)   All models must have all history and transforms deleted and or removed before exporting from the Modeler they were made in.

        The only exceptions are animated meshes using weight maps.

4)   The root node or model MUST have its pivot point at the WORLD COORDINATES OF 0x-0y,0z so they behave properly in AGF.

5)   Models made in Autodesk's 3ds MAX must be put into a GAME OBJECT and made into a PREFAB with the transforms reset all to 0,

        Scaling the root of the prefab or game object, will create problems with manipulation and transformations inside of AGF.

6)   Unity has a nasty thing it does when you drop prefabs into the hierarchy. They often are not at 0x-0y-0z. Make sure to reset the transform position if it is different then what is needed.

6)   Unity will rotate models made in 3ds MAX on import -90 degrees on the x axis, MAX uses +Z as up.

This is NOT what we have all been taught in school. Thank the fool who used +Z as up at Autodesk for that great idea.

If your models do not behave in the same manner as the assets provided in the SAMPLE Warehouse assets of AGF they are not set up properly.

7)   Feel free to reverse engineer the assets provided in AGF. Use the sample models and prefabs as a guide as to what the setups are for the different types of asset packs that can be made with AGF.

8)   PLEASE NOTE: The import Scale settings. For whatever reason, Unity decided to set the default import scale to .01. We made our scale match Unity's internal scaling,

9)   1.0 should be used as the import scale of the assets, that is, if you follow the assets we provide you as the proper scale.

10)   AGF uses +Z as forward. What else would forward be?

Note: Axis Game Factory LLC is not responsible for the users' knowledge or skills in Unity or any other software package that can be used with Unity or in conjunction of AGF.

The AGF Asset Packager provided is the same asset packager we use every day to make AGF. There is no magic bullet missing in what we made.

All the scripts and source are available to the users to edit as they need for their particular project needs.

Warehouse assets:

ATTENTION!!! BEFORE you can export anything you must LOAD the ASSET PACKAGER.Unity3d SCENE file.

a) On import, ensure that "Generate Colliders" is ON. (Unless you have already prepared collision for your object by attaching a sphere collider component to a prefab, or similar. Just remember that all warehouse objects MUST have collision to work properly with AGF. Refer to the "Pine Trees" folder in AGF_SampleAssets/Final/WarehouseModels for an example of attaching your own collision.)

b) Must be a .fbx, .ma, .mb .obj or .prefab. If your file format is not available in this list and is loadable into unity, you can add it to the scripts.

c) Should have as few hierarchical nodes as possible. The more nodes in a tree, the slower the object will perform.

d) Have special rules for Gibs. A gib is a piece of debris that is ejected whenever the object is destroyed. Including a "Gibs" folder within a directory is optional. Refer to the "Trees_01" folder in AGF_SampleAssets/Final/WarehouseModels for an example.

e) The category that the assets are sorted into when imported into the AGF Editor depend on the name of their parent folder.

Skybox cubemap materials:

a) Must be set to the RenderFX/Skybox Cubed shader (included), and must have their associated cubemap present in the project. (The associated cubemaps are located in the Source folder in this sample)

b) Must have their cubemaps set to "readable".

Terrain Textures:

ATTENTION!!!! This applies ONLY to terrain textures. Models and their shaders can use any nomenclature and file format.

a) Must following the following naming convention for each pair of textures.

"*_c" or "*_Diffuse" = colormap

"*_n" or "*_Normal" = normalmap

Where * must be the same string for both the colormap and normalmap.

ex: Beach_c.png, Beach_n.png; Grass_c.bmp, Grass_n.bmp.

b) The normalmaps must be marked as a "Normal map" texture in unity's import settings.

c) Note: The tool will automatically ask if you want to remove alpha channels and apply the normal map import settings on package build.

d) Must have their textures set to "Read/Write Enabled" in the Texture importer.

Vegetation Textures:

a) Must follow the same naming convention as terrain textures. Currently, normal maps are not supported.

b) In addition, must have their textures set to "Read/Write Enabled" in the Texture importer.

4) Closing

Thank you for using AGFPRO.

Any Questions? ask the great people at the Steam/AGF forums:

http://steamcommunity.com//app/253370

Regards,

Matt McDonald

If you need to get me on skype I'm at axisgamefactory