BASE HEAVY STATION KIT

HANGARS HEAVY STATION KIT

COLONY HEAVY STATION KIT

INSTALLATION NOTES

INSTALLATION NOTES
for Heavy Station Kit Assets

1. Download^{*)} **and install Standard Assets (Characters and Effects packages)**

IMPORTANT:

a) for Unity3D 2018.2.0 and above You need to download and install into separate folder Standard Assets for Unity3D 2018.1.9 then import Characters and Effects packages via Assets -> Import Package -> Custom Package... menu option from this folder.

b) for Unity3D 2018.1.0 and above You need to make some changes in Standard Assets scripts when the following error messages do appear:

Error message: "PlayerSettings Validation: Requested build target group (20) doesn't exist; #define symbols for scripting won't be added..." and/or "PlayerSettings Validation: Requested build target group (17) doesn't exist..."
Decision in {project_path}\Assets\Standard Assets\Editor\CrossPlatformInput\ CrossPlatformInputInitialize.cs)
change lines 95 and 96
from
BuildTargetGroup.PSM,
BuildTargetGroup.Tizen,
to
// BuildTargetGroup.PSM,
// BuildTargetGroup.Tizen,

Error message: "- Assets\Standard Assets\Characters\ThirdPersonCharacter\Scripts\ AICharacterControl.cs(7,31): error CS0246: The type or namespace name 'NavMeshAgent' could not be found (are you missing a using directive or an assembly reference?)"
Decision in ***{project_path}\Assets\Standard Assets\Characters\ThirdPersonCharacter\Scripts\ AICharacterControl.cs*** insert line in top of script:

using System;
using UnityEngine;
using UnityEngine.AI; // <= Inserted line

namespace UnityStandardAssets.Characters.ThirdPerson
...

2. Import Heavy Station Kit Asset

IMPORTANT
You need to make some changes in HSK Asset scripts when the following error messages do appear:

a) for HSK Base2:

Error message: " Assets\Heavy Station Kit\Common\Door\Deprecated\ DotUwsDoorSlide.cs(22,32): error CS1729: 'AudioClip' does not contain a constructor that takes 0 arguments"

Decision: in {project_path}\Assets\Heavy Station Kit\Common\Door\Deprecated DotUwsDoorSlide.cs
change line 22
from
private AudioClip _beep = new AudioClip();
to
private AudioClip[] _sounds = null;

b) for HSK Colony2

Error message: " Assets\Heavy Station Kit\Common\Door\DotHskDoorConsoleCollider.cs(78,65): error CS1061: 'DotAnimatedTexture' does not contain a definition for 'ForceUpdate' ..."

Decision: in {project_path}\Assets\Heavy Station Kit\Common\Animated Texture\ DotAnimatedTexture.cs insert at line 35

```
...
void Start(){
        Init();
}
public void ForceUpdate() { Update(); } <= Inserted line
void Init(){
        if (_renderer == null) { _renderer = GetComponent<Renderer> (); }
...
```

*) Download link for Standard Assets https://unity3d.com/get-unity/download/archive