

AGF Scene Loader for AGFPRO v3 2015.08.07

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Last Updated: 08/07/2015, By Matt McDonald.

Updated the AGF Triplanar Shader: Shader now works with DX11

Compiled with: Unity 5.1.2f1

Welcome to the Axis Game Factory Scene Loader! This tool will import scenes created with AGF into your Unity project.

To access the interface, navigate to Window > AGF Scene Loader.

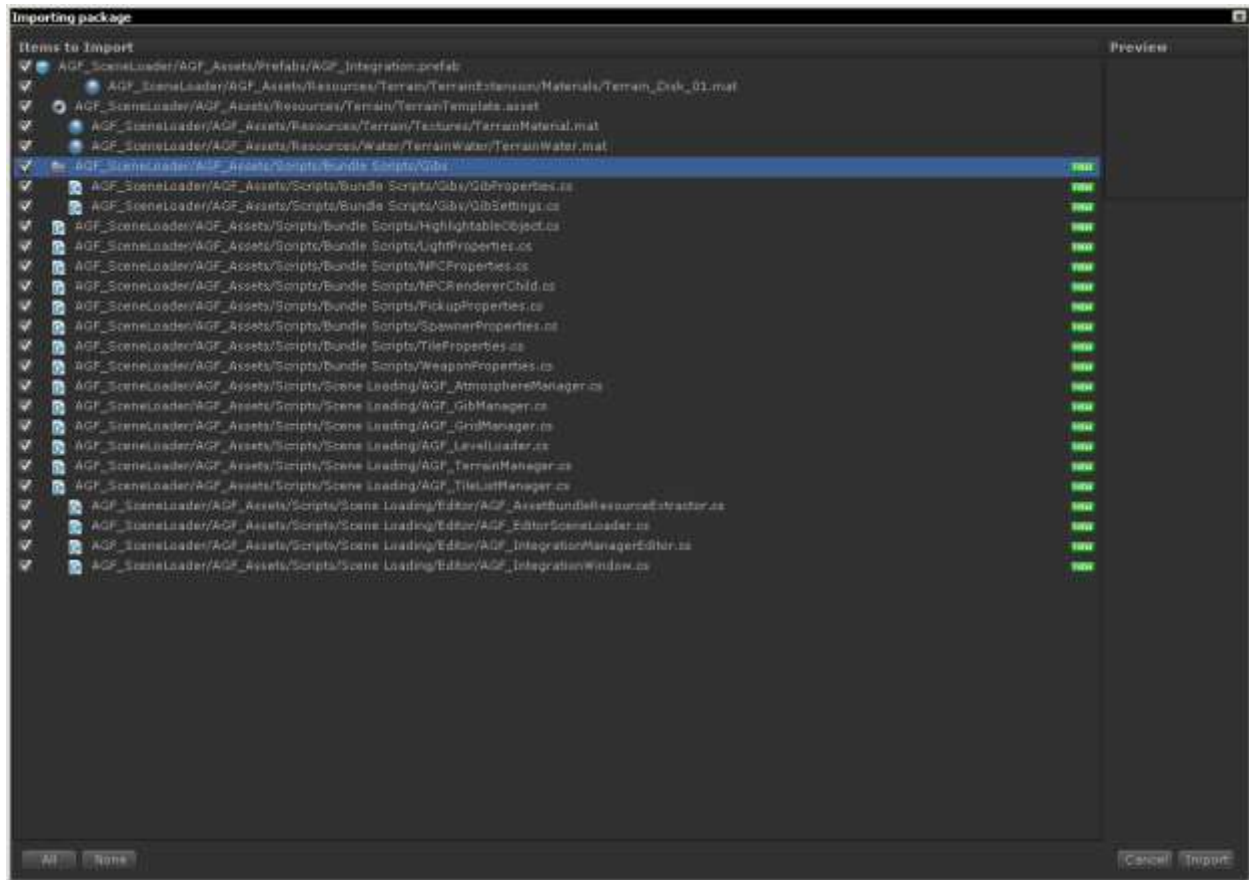
NOTE: This package is NOT intended to be loaded into the same project as the Asset Packager. Ensure that the Asset Packager package is not imported.

To make a web player of your imported AGF scene in Unity:

If you try to make a web player from this project you will see I/O errors. Unity does not allow the I/O scripts to be present in the project when trying to build a web player.

After importing your scene, delete the files in the image below to allow for web player builds.

After making web build, reimport the AGF_SceneLoader.unity3d package to allow for further importing.



4) Closing

If you have any questions please Skype us at Skype ID: AxisGameFactory

Or ask the great people at the Steam/AGF forums:

<http://steamcommunity.com/discussions/>

Thank you for your support.

Regards,

Matt McDonald

Creator of AGFPRO

President of Axis Game Factory LLC