



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 _beep = 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>