Thanks for installing the **Sci-Fi Warehouse Construction Kit** for Unity. Please open the included Sample Scene to see how all of the items in this kit can be used. This kit can be used to create buildings of any size, height, and configuration, and works best when used in conjunction with Unity's free grid-snapping package, ProGrids.

To add ProGrids to your project:

In Unity 2018.4:
- Open the Package Manager in Unity by going to Windows Menu > Package Manager
- In the Package Manager, choose the "Advanced" tab and "Show Preview Packages"
- Scroll down and select the menu item "ProGrids"
- From the ProGrids window, click "Install"

In Unity 2019 and Higher:
- Open the Package Manager in Unity by going to Windows Menu > Package Manager
- Scroll down and select the menu item "ProGrids"
- From the ProGrids window, click "Install"

Please see this quick starter for using ProGrids: https://youtu.be/UtNvtlrJcNc

To start creating a scene, simply create a new project and start dragging in prefabs from the Prefabs folder.

Pro Tip #1!
Before starting a building it is advisable to create a large ground plane at 0,0,0 and turn off its Mesh Renderer component. This will ensure that when floor and wall prefabs are brought into the scene they will all be placed at the same height.

Pro Tip #2!
Larger items in this kit like floors, walls, and ceilings benefit from a ProGrids snap setting of 3, while smaller items may work better with a snap setting of 1 or even 0.5. For very small items like crates and wall decorations, you can use snapping but sometimes it's best to turn off snapping and just ease those into place by hand.

Enjoy, and please share with us what you've created, or provide suggestions for future changes, by tweeting to us at https://twitter.com/sickhead.

Have fun!
Sickhead Games
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