

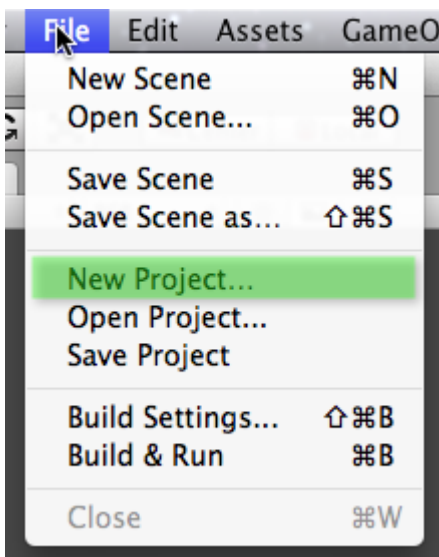
1.

Upgrade SmoothMoves in your current projects

Before upgrading SmoothMoves (or any plugin for that matter), please

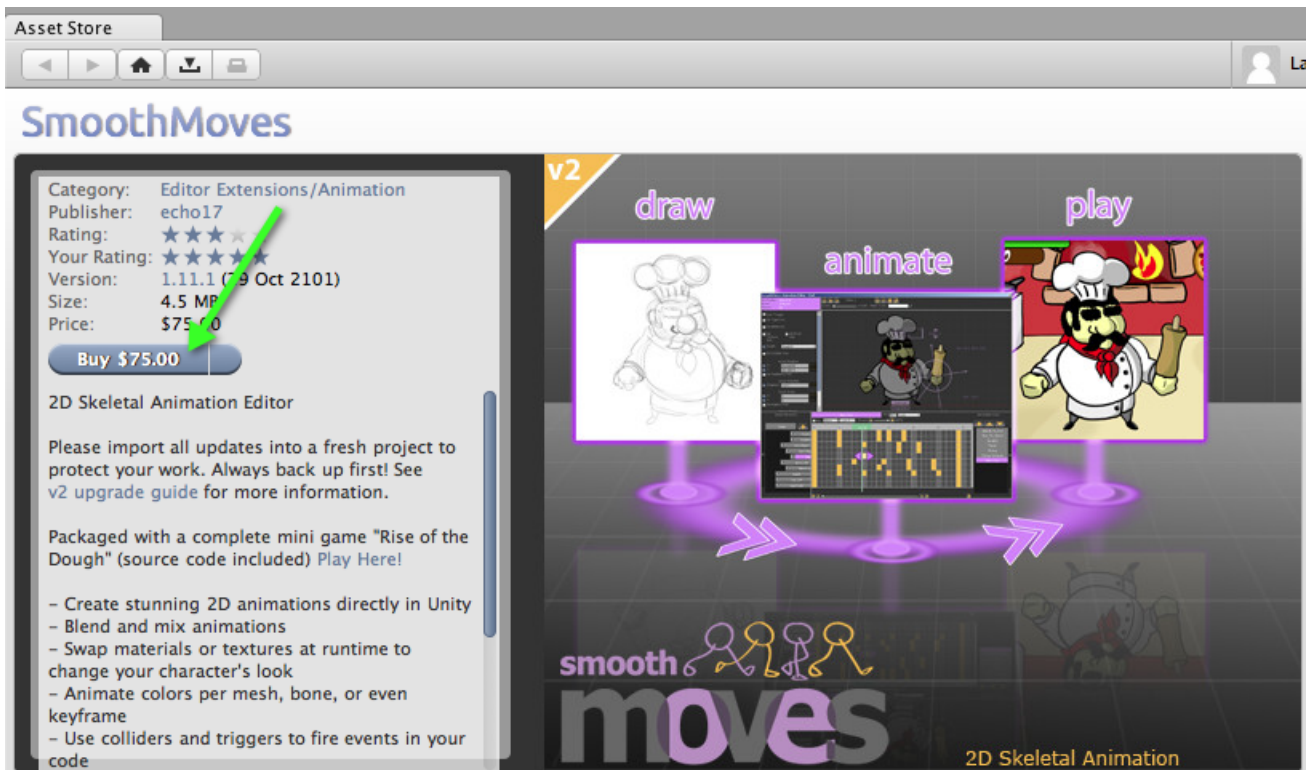
BACK UP YOUR WORK!!!

1) Create a NEW project.

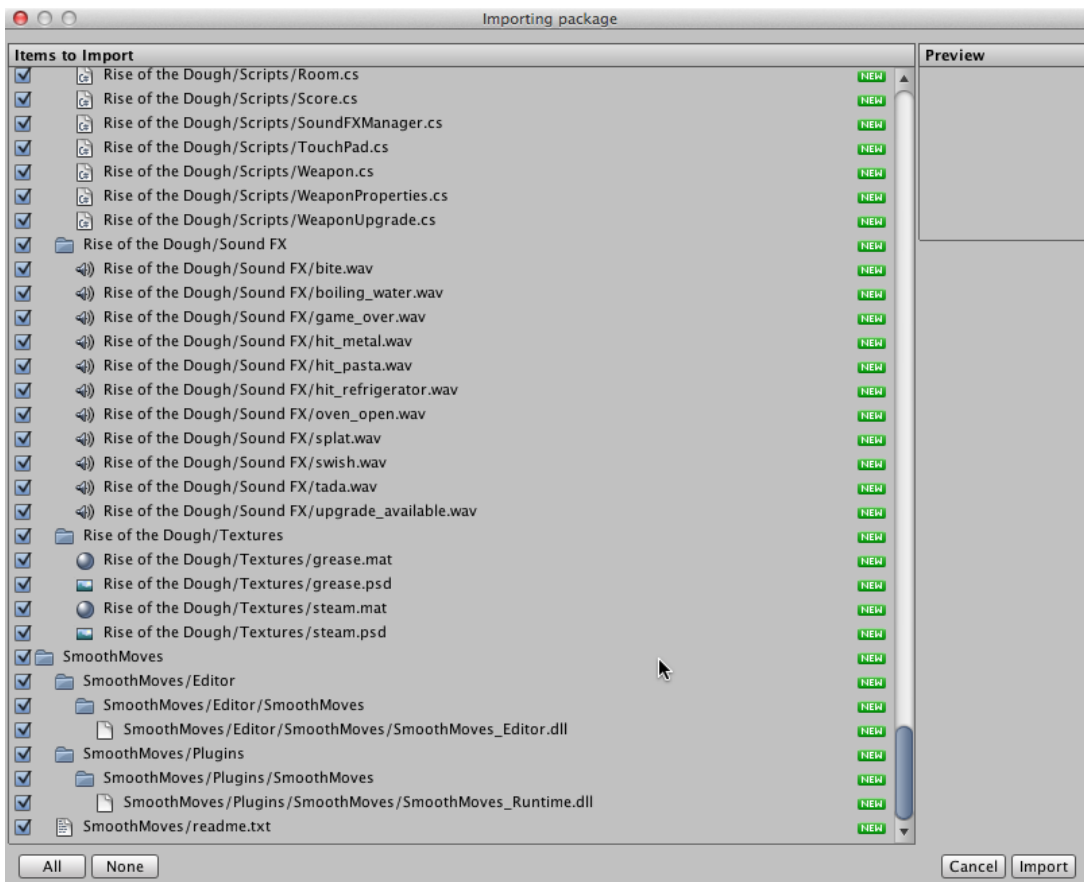


2) Import SmoothMoves from the Unity Asset Store.

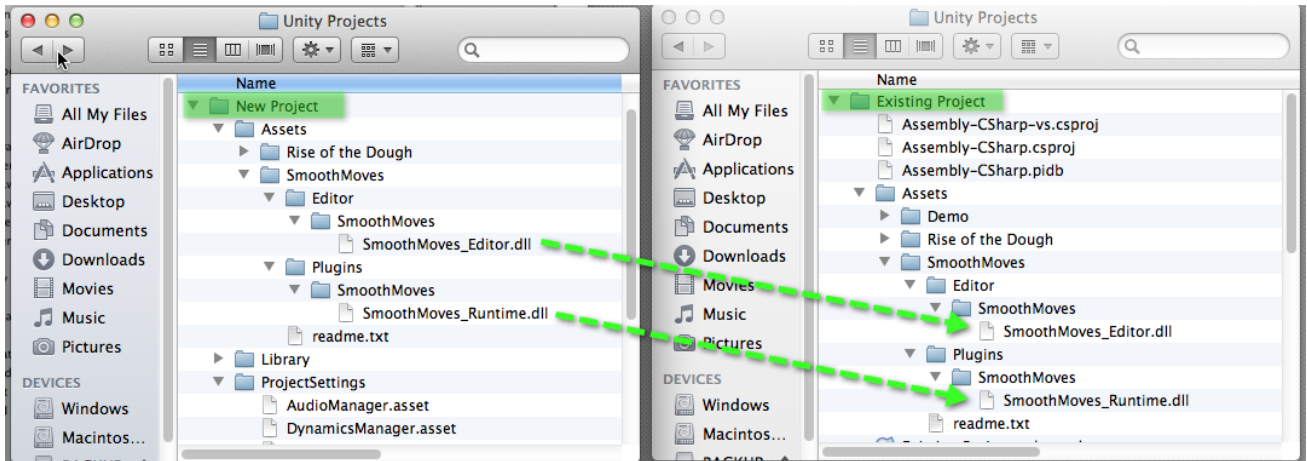
2 | Upgrade SmoothMoves in your current projects



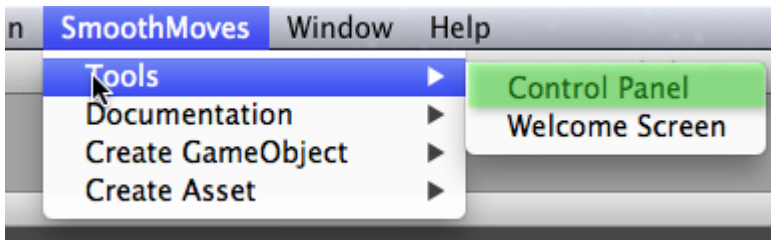
3) Select files to import. If you only want the SmoothMoves plugin, uncheck the "Rise of the Dough" folder.



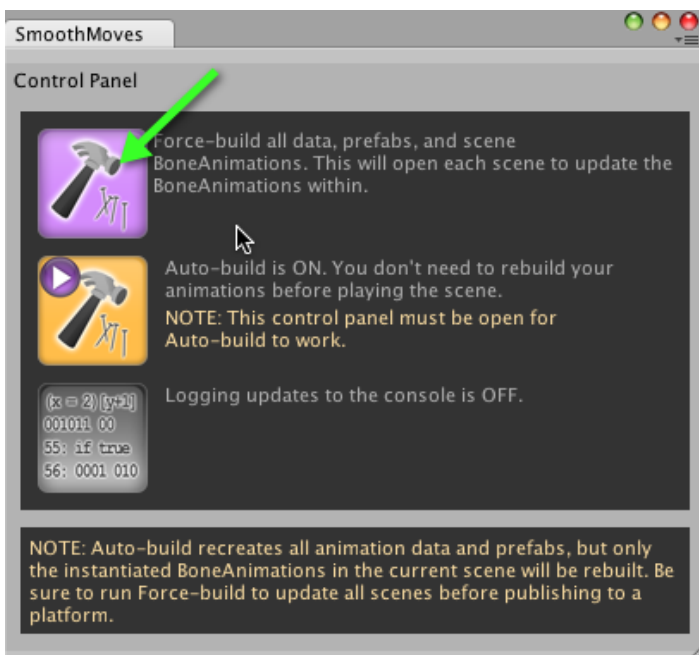
4) In your Operating System's file browser, copy the files SmoothMoves_Runtime.dll and SmoothMoves_Editor.dll from the new project to your existing project.



5) In your existing project, open up the SmoothMoves control panel by going to the Unity menu [SmoothMoves > Tools > Control Panel](#).

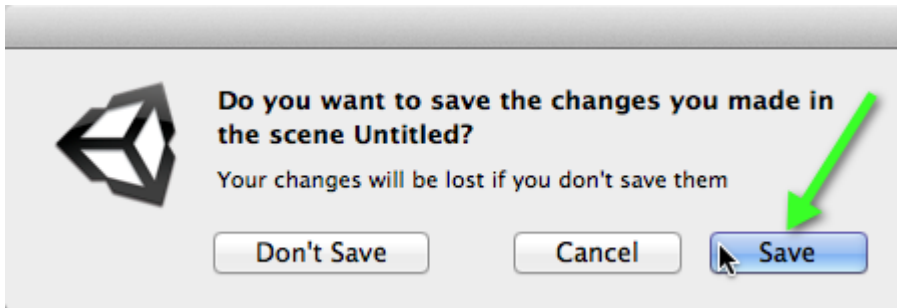


6) Click [Force Build](#) to rebuild all your animations with the new version of SmoothMoves.

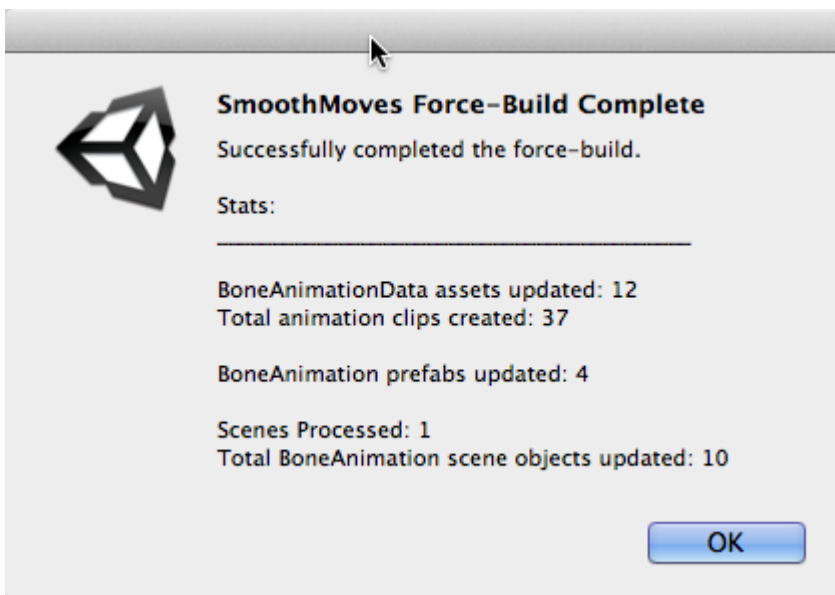


4 | Upgrade SmoothMoves in your current projects

7) If you haven't saved the current scene you are working on, SmoothMoves will prompt you to save the scene.



8) After building all the animation data assets, prefabs, and scene objects, SmoothMoves will output a listing of the builds it performed.

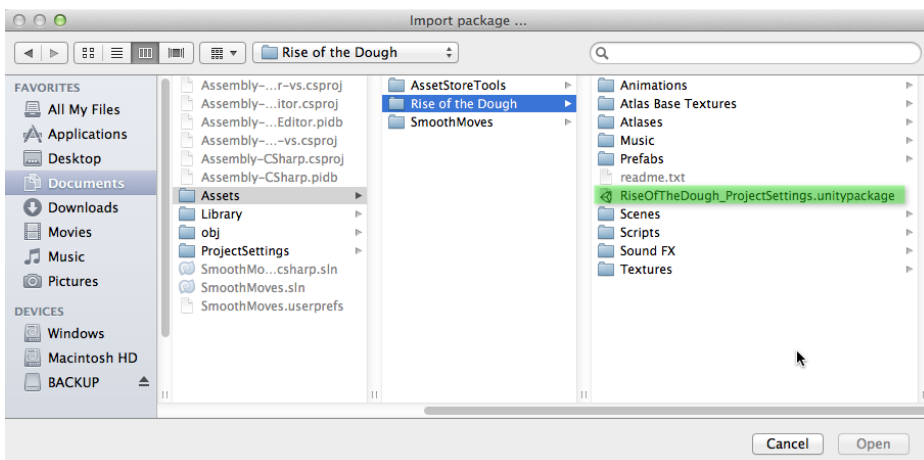
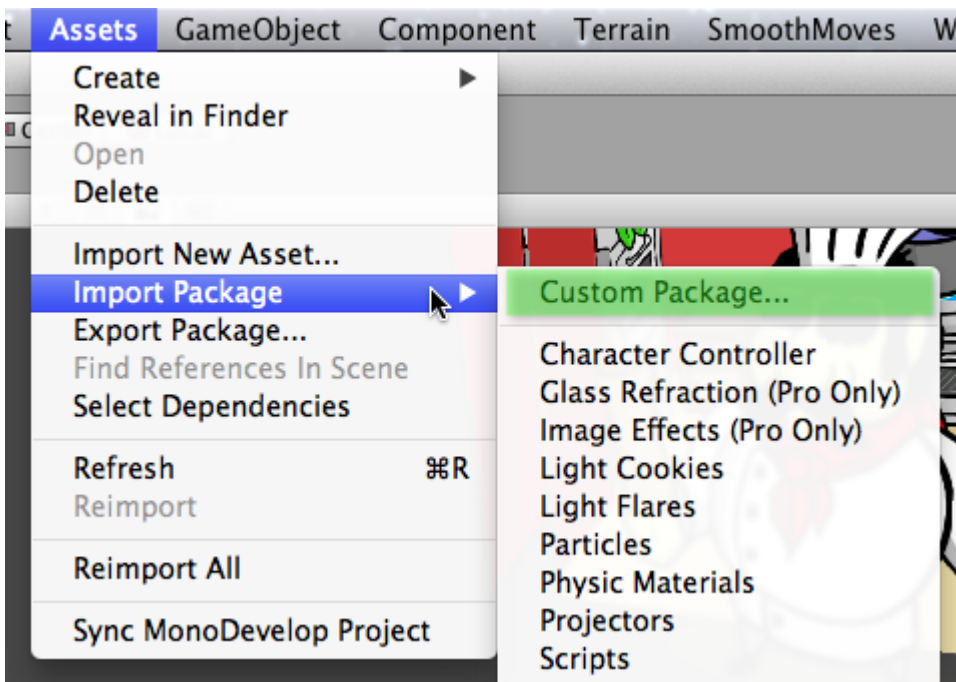


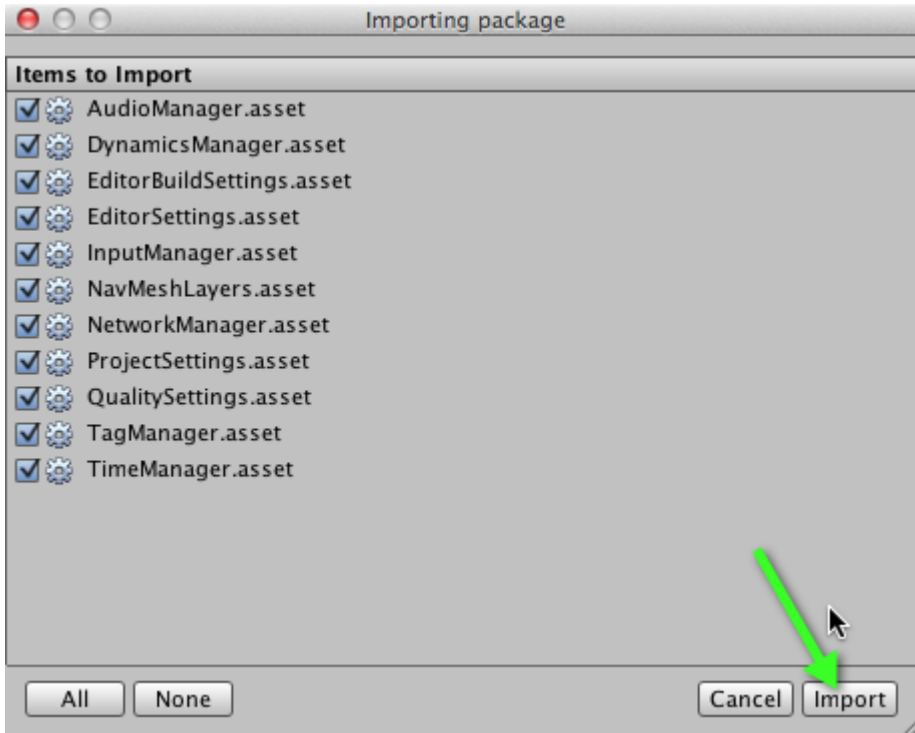
You are now ready to use the latest version of SmoothMoves!

2.

Set up for Rise of the Dough

In order to run Rise of the Dough, you'll need to import the settings file located in the Rise of the Dough folder entitled [RiseOfTheDough_ProjectSettings.unitypackage](#). You can do this by going to the Unity menu [Assets > Import Package > Custom Package...](#)





This sets up the tags and physics relations for the game to run successfully.



3.

Things to be aware of in the newest version

- It is a good idea to leave the SmoothMoves control panel open, perhaps docking it in Unity for easy access. You can use the control panel to auto build any animations changes you make when playing a scene, or you can use it force build all animations in every scene.
- Be sure your animations are at the root level of your prefabs. Unity does not allow traversing prefab hierarchies to update individual components, so SmoothMoves is only able to update animations that are not nested. Please see the video tutorial on prefabs or chapter 2.3 under [Force Build](#) in the user manual for more information.
- You can access all documentation and video tutorial links by going to the Unity menu [Smooth-Moves > Documentation](#).