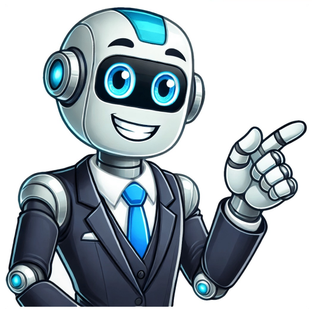
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Unity user guide

Unity 6.1 (6000.1) is the most recent supported release of Unity Engine, combining cutting-edge technologies and tools for high-quality, high-performance experiences across all platforms. Key highlights include elevating scenes with advanced rendering, lighting, and visual effects; simplifying multiplayer game creation; and unlocking new possibilities with Runtime AI and dynamic experiences. Additionally, improvements in productivity, functionality, and profiling options enhance the overall Unity development environment. The Unity User Manual features in-depth guides on animation, audio, 2D-specific features, realistic or stylized lighting, and simulation of motion, mass, gravity, and collisions. 1. Game Development Tools - Program your games using scripting and Unity's UI toolkits. Utilize services like Monetization, Cloud Services, and Ads to enhance gameplay. 2. Visual Effects - Add particles, lens flares, and full-screen effects to create immersive experiences. 3. VR/AR/MR Experiences - Create engaging virtual reality, mixed reality, and augmented reality experiences with Unity's Editor. 4. Community Resources - Access expert guides, tutorials, and forums for support and discussion. 5. Asset Store - Share and discover new content, including 3D models, textures, and shaders. 6. Unity 6.0 Updates - Enjoy the latest features, updates, and improvements in this long-term supported release. States and variables are utilized to keep track of the current state in gameplay, with typical states including idling, walking, running, and jumping. The Unity Editor provides features for audio management, including clips, sources, and sound settings. For 2D game development, it offers tools for gameplay, sprite management, and physics. Realistic or stylized lighting can be set up to fit various art styles. Multiplayer game development is also supported through Unity's multiplayer packages and services. The engine simulates 3D motion, mass, gravity, and collisions. Information on building applications for different platforms is available. Users can choose a render pipeline and add custom rendering and post-processing effects. Scripting is used for programming games in the Unity Editor. The editor also includes user interface toolkits and supports Unity services like monetization, cloud services, and multiplayer. Additional features include particle, lens flare, and full-screen effects. The Unity Editor enables development of augmented, mixed, and virtual reality experiences. It can be used to create 2D and 3D games, apps, and experiences, with resources available in the Unity User Manual and tutorials. The manual covers topics like working with packages, including verified and preview packages, and creating custom packages, as well as best practice guides for optimal development. Unity Support engineers provide comprehensive guides and resources for advanced best practices within the Unity Editor. The content covers a wide range of topics including: - A detailed introduction to the Unity Editor. - The use of sprites, a 2D graphic object type that is essentially just standard textures but with special techniques for combining and managing them for efficiency during development. - The visual aspects of the Unity Editor, including cameras and lighting. - Simulation of 3D motion, mass, gravity, and collisions. Furthermore, Unity provides resources on implementing multiplayer and networking, programming games using scripting in the Unity Editor, audio (including clips, sources, listeners, importing, and sound settings), animation, user interface toolkits available in the Unity Editor, navigation (including AI and pathfinding), information about platforms that can be used to build applications, and tutorials for step-by-step video and written guides on using the Unity Editor. The Unity Knowledge Base is a collection of answers to questions posed to Unity’s Support teams. It also includes Asset Store help for sharing content, and known issues are tracked through the Issue Tracker at issuetracker.unity3d.com. System requirements for Unity 6.0 are outlined, including hardware and software requirements to run the Unity Editor on various operating systems such as Windows, macOS, and Linux. To ensure a smooth experience with Unity, note the following system requirements and limitations: **Supported Platforms:** * Vulkan-capable, Nvidia and AMD GPUs are supported for Gnome desktop environment running on top of X11 or Wayland windowing system. * The official proprietary graphics driver from Nvidia or AMD Mesa graphics driver is required. **Ubuntu Specific Requirements:** * Ubuntu 22.04 supports Wayland with AMD graphics cards. * Ubuntu 24.04 supports Wayland with both AMD and Nvidia graphics cards using Nvidia's proprietary drivers version 550 and above. **Windows on Arm Limitations:** * To install the Editor, use Unity Hub v3.7.0 Beta 1 or later. * For more information, refer to the Unity Hub release notes. * Change Preferences > Advanced > Channel to Beta for the latest beta version of the Hub. * Alternatively, re-download Unity from . **Platform-Specific Limitations:** * Windows on Arm does not support Vulkan. * It only supports GPU lightmapping. * Packages with third-party binary dependencies that don't provide native Windows on Arm support might work with x86 emulation for Windows on Arm. **Apple Specific Requirements:** * On macOS, secondary Editor windows can only maximize and do not enter full screen mode. * Apple silicon devices do not support CPU lightmapping; GPU lightmapping is required. **Linux Specific Limitations:** * Video importing is limited to the VP8 video format. * File systems are case sensitive. * If the Editor generates a Pipe error, increase the maximum open file limit in your current Editor session. * To do this, run `ulimit -n 4096` in the terminal before launching the Editor. * For more information on troubleshooting Linux Editor issues, refer to the Unity documentation. **Unity Player System Requirements:** * This section lists the minimum requirements for building and running the Unity Player. * Actual performance and rendering quality might vary depending on project complexity. For Unity development on console platforms like PlayStation 4, PlayStation 5, Xbox One, Xbox Series S|X, and Nintendo Switch, refer to the developer documentation on each platform holder's website. Windows versions of Unity are supported for building on console platforms only. For specific requirements on additional platform-specific software, contact your platform representative directly. For system requirements of the Unity Editor, check the version you're using on the Unity downloads page. The following operating systems and CPU architectures are supported: - Nintendo Switch: Nintendo Switch - Microsoft Windows 10 Pro (64-bit): English or Japanese version - Xbox Series S|X: Windows 10 64-bit (Version 1709 or higher) - Xbox One: Windows 10 64-bit (Version 1709 or higher) - PlayStation 4 (including PS VR): Windows 10 Pro 64-bit (x64) Version 22H2 - PlayStation 5 (including PS VR2): Windows 10 Pro 64-bit (x64) Version 22H2 Desktop The Unity Player is supported on workstations, laptops, or tablets without emulation, container, or compatibility layers. The following operating systems and CPU architectures are required: - Windows: Windows 10 version 21H1 (build 19043) or newer - macOS: Big Sur 11 or newer - Linux: Ubuntu 22.04, Ubuntu 24.04 Unity development on server platforms requires similar requirements to desktop platforms but can run on workstation and rack form factors without emulation. The minimum hardware and software requirements for Unity XR applications include architecture support for SSE2 instruction sets and official drivers from hardware vendors, excluding explicit GPU support. Supported operating systems include Ubuntu 22.04 and 24.04, running on workstations and rack form factors without emulation or compatibility layers. For web-based platforms, browsers such as Chrome, Firefox, Safari, or Edge (Chromium-based) with WebGL 2.0 capabilities, HTML5 standards compliance, 64-bit architecture, and WebAssembly support are required. Android and iOS devices can run Unity XR applications with the following browser requirements: iOS Safari 15 or newer and Chrome 58 or newer. To enable XR functionality in Unity projects, follow the steps outlined on the XR plug-in architecture page. For standalone XR devices, such as Magic Leap 2, Meta Quest 1-3, Microsoft HoloLens 1-2, and Rift, specific device software versions are required (refer to the respective documentation for more information). For operating system requirements, Windows 10 RS4 or later is necessary for Unity applications. In addition, minimum CPU specifications include Intel 64-bit for Windows Mixed Reality and ARM 32-bit and 64-bit for Google ARCore. You can use UWP with Unity to build apps for Windows devices like HoloLens, and publish them on Microsoft Store without rewriting the app for each platform separately. To start working with Unity Editor, get familiar with the platforms you can create projects in, as Unity supports most leading desktop, web, and mobile platforms. The Unity website has resources and examples for developing applications on various platforms, including Android, Dedicated Server, Embedded systems, iOS, Linux, macOS, tvOS, UWP, visionOS, Web, Windows, and XR. Note that if you're a developer with access to Closed platforms like PlayStation or Xbox, you might have more options after downloading and registering your preferred platform setup. For system requirements and supported platforms, check the Unity System Requirements page. Unity offers various physics engines to simulate real-world physics in your project, ensuring accurate object acceleration and collision responses. A collision occurs when the Rigidbody components of two GameObjects come into contact or overlap, triggering forces like gravity and others. Depending on your project's needs, you can choose from 3D, 2D, object-oriented, or data-oriented physics engines. For more advanced control, Unity provides C# scripting capabilities through its built-in physics engine or dedicated packages for specific use cases.

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