Figma to UITK Converter

manual for developers
1.0.0

Introduction

I strongly recommend reading this guide before using the asset.

Compatibility of the extension with FCU is guaranteed at the level of the latest versions: the latest version of the extension is guaranteed to work with the latest version of FCU.

This plugin is compatible with Figma Converter for Unity **version 3.0.9 and above**. If, for some reason, you purchased this plugin before the release of version 3.0.9, you will not be able to use it with earlier versions.

Promo materials using "Neomorphism Guide 2.0 | Original" template by Oleksandr Plyuto.

D.A. Assets

1 I am excited to present to you the alpha version of an asset that allows basic import of layouts from Figma to UI Toolkit. I am eager to make it even more effective and useful for the community, so I would greatly appreciate your recommendations and comments on how to improve and expand the functionality of this tool.

What additional features would you like to see in future versions?
How do **you use** UI Toolkit in **your company**, and what, in your opinion, would make the ideal **Figma to UI Toolkit** asset?

You can send your responses to these questions to me via the contact details provided below!

2 This asset is an upgrade for the main asset "Figma Converter for Unity".
Once you install this extension on top of the "Figma Converter for Unity" asset, it will gain the ability to convert layouts into the UI Toolkit.
This extension is not a replacement for "Figma Converter for Unity" and will not work if "Figma Converter for Unity" is not installed.

3 If you encounter any errors while working with the asset, please write me about it at provided contacts.
I typically respond quickly to messages, offer assistance on an individual basis, and address any identified errors in the upcoming updates.

Discord Server: https://discord.com/invite/ZsnDffV5eE

Telegram Group: https://t.me/figma_unity_converter

Telegram Support: https://t.me/da_assets

Email Support: da.assets.publisher@gmail.com

Website: https://da-assets.github.io/site/

Changelog: https://t.me/s/fcu_changelog

4 Usually, **to reproduce your issue, I need access to your project in Figma.**
If you are working in a company, you might need to coordinate granting Figma project access with your management.
I follow a confidentiality policy, your project will not be used for any purposes other than assisting with your issue.

Usage

1 Before starting the import from Figma to UI Toolkit, you need to install the main asset '**Figma Converter to Unity**', and then the upgrade '**Figma to UI Toolkit Converter**'.
To install '**Figma Converter to Unity**', follow the instructions in the '**Manual for developers.pdf**', which is located in the '**Figma Converter to Unity**' asset folder, or on the developer's website.

2 After you have installed '**Figma Converter to Unity**', import '**Figma to UI Toolkit Converter**' via Unity Package Manager.

3 Once your scripts are recompiled, go to the '**Figma Converter to Unity**' asset settings, then **Main Settings** tab, and switch '**UI Framework**' to '**UITK**'.
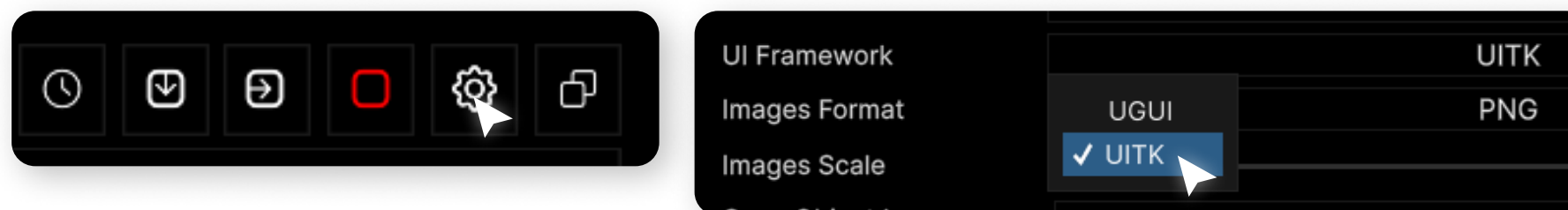
4 After that, carry out the import process in the same way as in the '**Figma Converter to Unity**' asset.
More details about this can be found in the '**Manual for developers.pdf**' manual
on page 12 - '**Import Frames**' section.

5 After you see the purple message in the console '**Import Completed**', you will find in your Assets folder the folder '**UITK Conversion result**', which will contain your imported project - UXML file, USS file, and CS file.
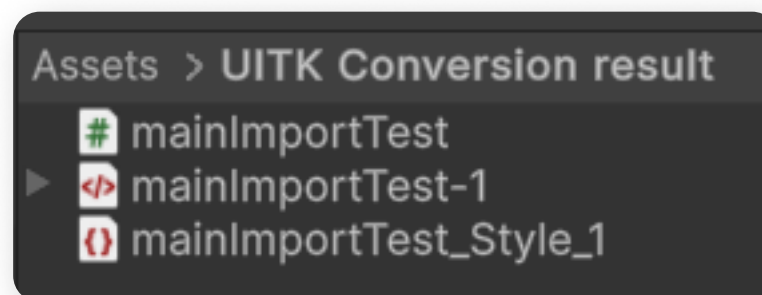
6 Additional information:
If you import the same project again, it will also be imported into the folder '**UITK Conversion result**', but with a number 2 added, for example, 'MyProject-2'. That is, the previously imported project will not be overwritten.
This is done due to a bug with updating the UXML file in UI Toolkit. The bug is described in this topic.
At the time of writing this version of manual, the bug is not fully fixed in Unity 2023.3.0a3.

D.A. Assets