



Flash to Unity's Wish List

Monday, October 7th, 2013



Abstract:

Flash to Unity is a tool that allows game developers to import animations made in Flash to the Unity 3D Game Engine. This document focuses on listing every single piece of functionality that is planned for a future release of Flash to Unity. This functionality will be evaluated by the development team and decide upon whether to include it or not in the project.



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Wish List

- Give support to custom easing.
- Give support to Flash's pivot tweening.
- Implement text batching.