

[issues] Spaceship Demo w/ Unity

Install the Spaceship Demo [\[Page link\]](#)

Download the source code!

It's currently 2021.3.45f1 -> It's currently **2021.3.45f2**

When opening the project...

"Your project was last saved with a different version of Unity."

The saved project (2021.3.45f1) does not match the launched editor (2021.3.45f2). This may require re-import. Please be aware that opening in an older version is unsupported. Note that if a build target installation is missing, this may also cause a re-import. If you proceed, some packages may be updated. For a list of any changes made to your Project's packages, see the Logs/Packages-Upgrade...

Do we need to update this link from the page where you wrote "I've upgraded the project to a slightly newer version of the editor than what's available on the Github site, so [download this build](#) . Unzip the project into your Unity folder, then add the project."

Although I think 45f1 & 45f2 won't have much difference, we'll see...

I tried to open this 45f1 project with 45f2, there are no issues with this. (it just take some more time to import & compile so people might better open it up before class for once.)

Exercise: Localize the Spaceship Demo [\[Page link\]](#)

Intro tab

Install the Unity Localization package, just make sure it's the latest version (~~1.5.3~~) **(1.5.8)**. If not, you can always choose "Add package from git URL" in the Package Manager and enter `com.unity.localization`.

Currently other tabs does not have any other issue found.

Revision #1

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