Thank you for your purchase of SPopup!

Here's how the asset works and how you can use it in your game.

When you want a popup to appear the code for it should be,

Popup.Create(title^1, description^2, Callback^3, TemplateName^4, Button1^5, Button2…, Button9);

Title[1]: The title of the popup

Description[2]: The description of the popup

Callback[3]: The Callback to be called once a button has been clicked.

TemplateName[4]: The name of the template to use as it appears in the resources folder.

Button[5]: The text of the specific button that will be displayed.

To receive the response of the Popup add this method to your class

Public void Callback(int response) { }

The possible responses are,

-1 = Exited

1 = Button1

2 = Button2

3 = Button3…

9 = Button9

This is which buttons are clicked on.

The buttons are directly related to the buttons in Popup.Create()

With this asset it's possible to create dialogue trees as well. You would simply check the response and display another popup based on the response. In the example you can see a short dialogue example.

To edit your popup, go to your resources folder, open the Popup folder, and edit the Objects. It's recommended that you edit a copy of these. The name used here will be the template name you'll use when creating the popup.

An example is seen here,

```csharp
public class Example : Monobehavior
{
    void PressRestart()
    {
        Popup.Create("Restart level?", "You may lose your data!",
RestartCallback, "Popup", "Accept", "Cancel");
    }

    public void RestartCallback(int response)
    {
        // -1 = Exit
        if (response == -1)
        {
            Debug.Log("Exited!");
        }

        if(response == 1)
        {
            Debug.Log("Accepted!");
            StartCoroutine(LoadLevel(LevelManager.instance.currentLevel));
        }

        if(response == 2)
        {
            Debug.Log("Declined!");
        }
    }

}
```

Once again thank you for the purchase and if you have any questions or suggestions feel free to email me at, armi.sam99@gmail.com