

# UI / VR Keyboard



## INDIAN OCEAN ASSETS

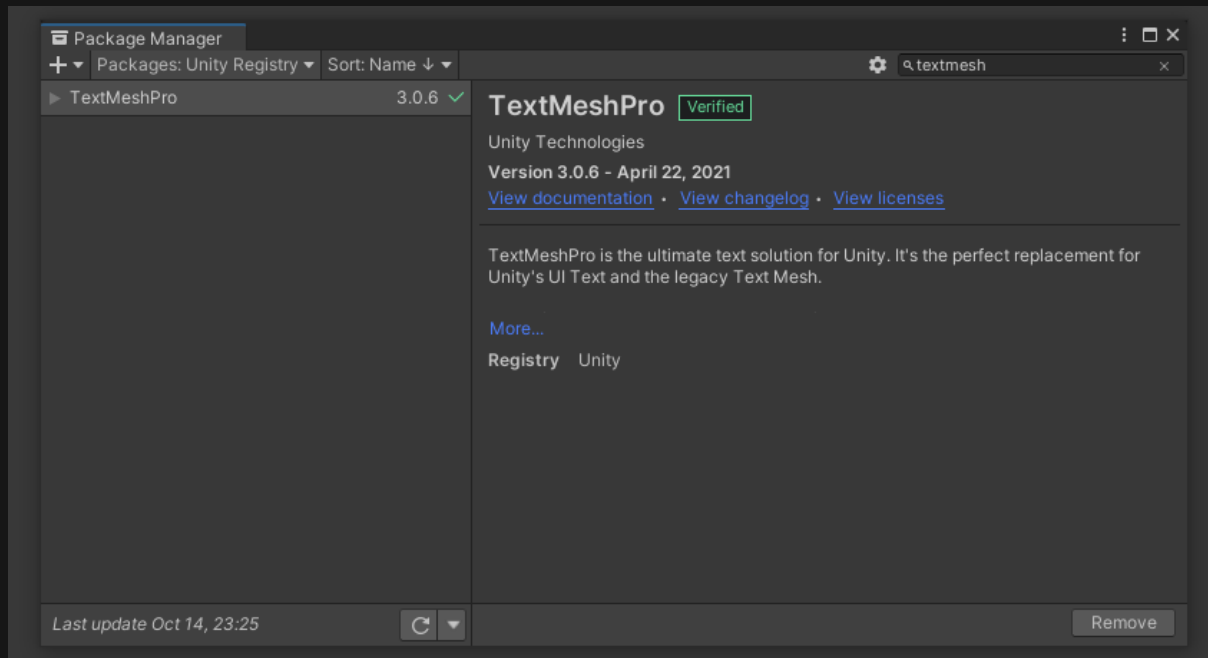
Contact :

[atgstudiosinfo@gmail.com](mailto:atgstudiosinfo@gmail.com)

Discord Server [Link](#)

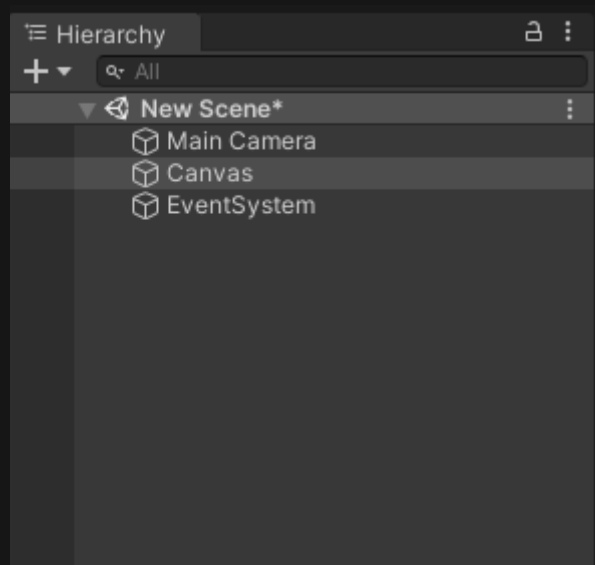
# Steps to Implement :

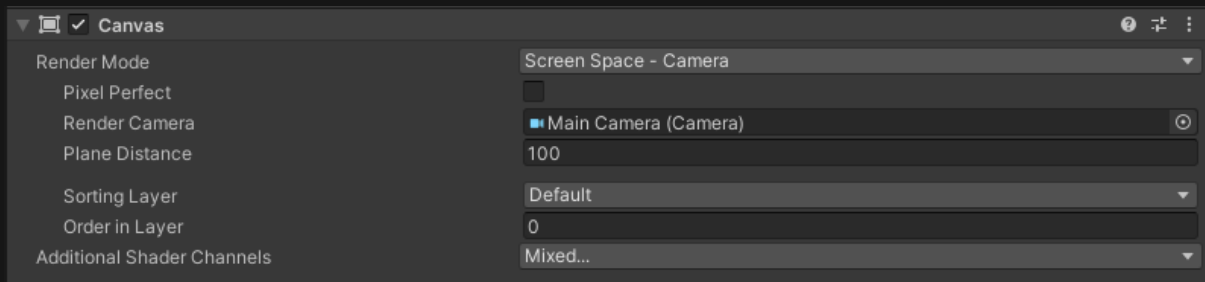
1 > Import Text Mesh Pro to your project.



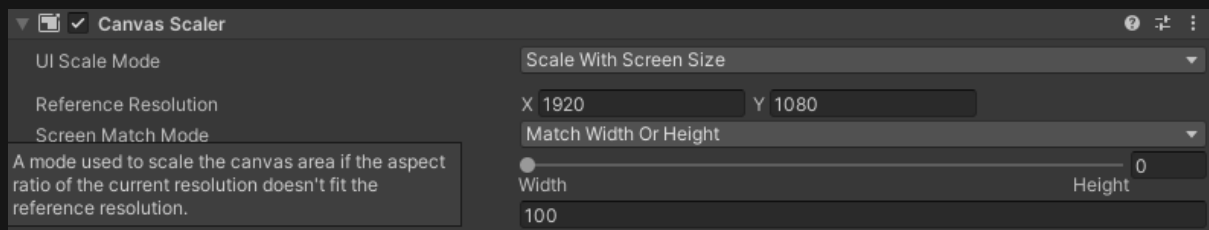
2> Open a Scene File

3> Add a Canvas Object to that Scene & Set Canvas Render Mode to Screen Space – Camera & Assign Main Camera to it.

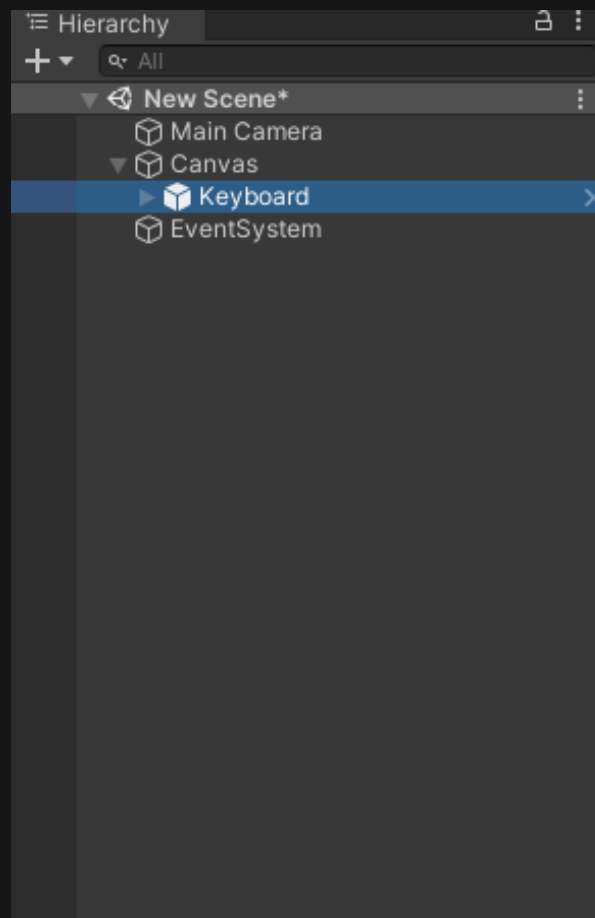




4> Make this changes to Canvas Scaler (present in Canvas)

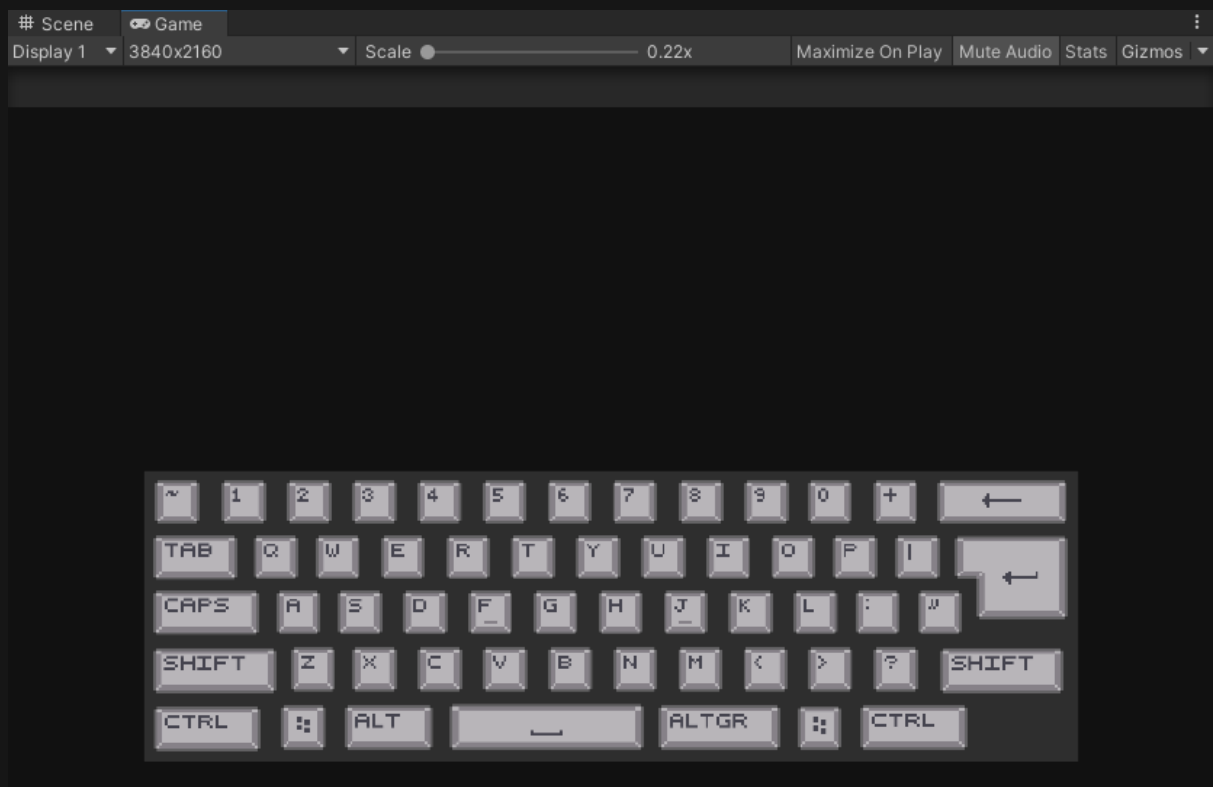


5> Now Drag and Drop the Keyboard Prefab present in Path : Assets \ UI & VR Keyboard \ Prefabs to the Canvas Object

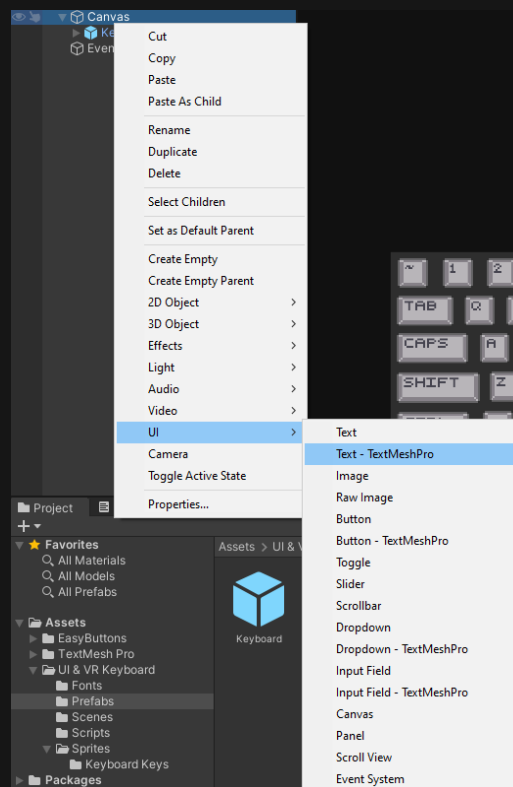




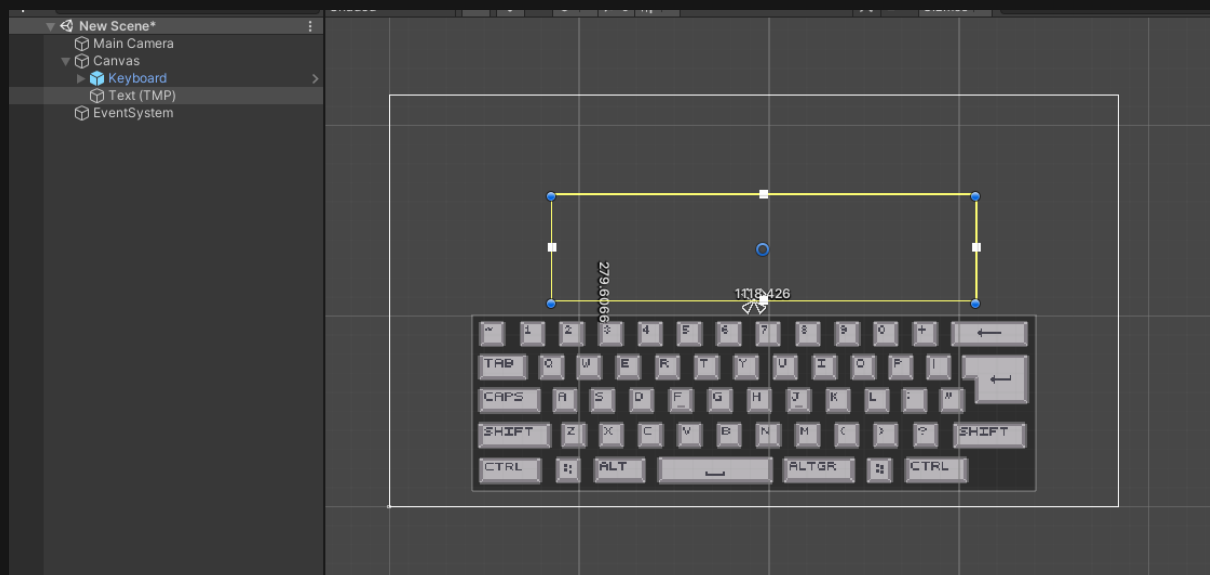
6> Now Adjust the size of Keyboard to fit the screen



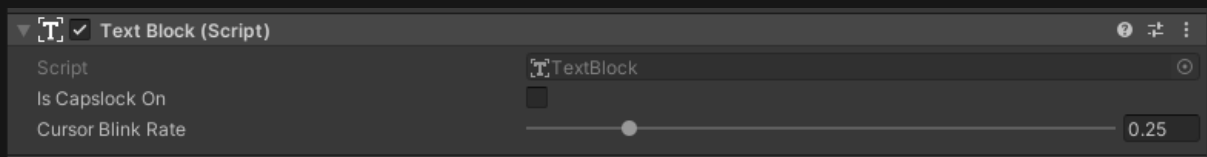
## 7> Add a TMPro Text in the Canvas



## 8> Adjust the size of the text block



9> Add a Text Block Script to that text



10> On Screen Keyboard is Ready to be used.

