

# Drag'N'Drop : Quickstart Guide

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## What does it do?

This plugin is meant as a lightweight, barebones functionality to drag and drop both 2D and 3D objects in Unity.

As in, it handles the mouse events, moves the objects around, and, depending on your settings, drops them off into a container, right where the mouse was let go off, or back to its starting position.

## What doesn't it do?

It doesn't do much more than that- the drag is visual and functional, but you will have to implement smoothing and other special features yourself, like adding checks to what object is dragged before allowing it into a specific container.

## Where to start?

The simplest way to start is to add one of the QuickStart prefabs (QuickStart 2D or QuickStart 3D), and to play around with them a little.

Alternatively, you can add the DragManager script to your scene, only once. It is a singleton and it will handle all of the mouse events.

Once the DragManager is added, you can add a Container prefab of your choice, as well as a Draggable prefab of your choice.

It should be noted that the scripts within are the same- only the visual part changes between the 2D and 3D prefabs. As such, they should be compatible with one another. Go forth! Put 3D elements in 2D containers, and vice versa! The world is your oyster.

## What if I want More?

Then you should give a look to the provided HTML documentation! It should explain to you in detail what every bit of every script does.

Once you feel confident, feel free to extend, override, rewrite those scripts to your heart's content, until it works exactly like you want it to.

I do recommend extending and overriding rather than rewriting, however.

## Help, I Found an Issue

That happens! I'm a beginner toolmaker, and while I do my best to test extensively, I'm just one lonely little me. If you find a bug or issue, do not hesitate to send a detailed bug report to [orkaan974@gmail.com](mailto:orkaan974@gmail.com), and I will do my best to address it.

For maximum efficiency, the bug report should contain a detailed description of the issue, and if possible, videos and screenshots of the problem happening.

In addition, I will not be fixing issues arising from modifications you may have done to the tool, as these are your changes and thus, your bugs. If something's not working you can try shooting me an email and I may try to help you resolve it, but I can't promise anything- I don't really have a lot of time on my hands, sadly.

Thank you for reading, and I hope this tool helps you get started on your projects!

- Kheru