

# How to use Simple Visual Keyboard

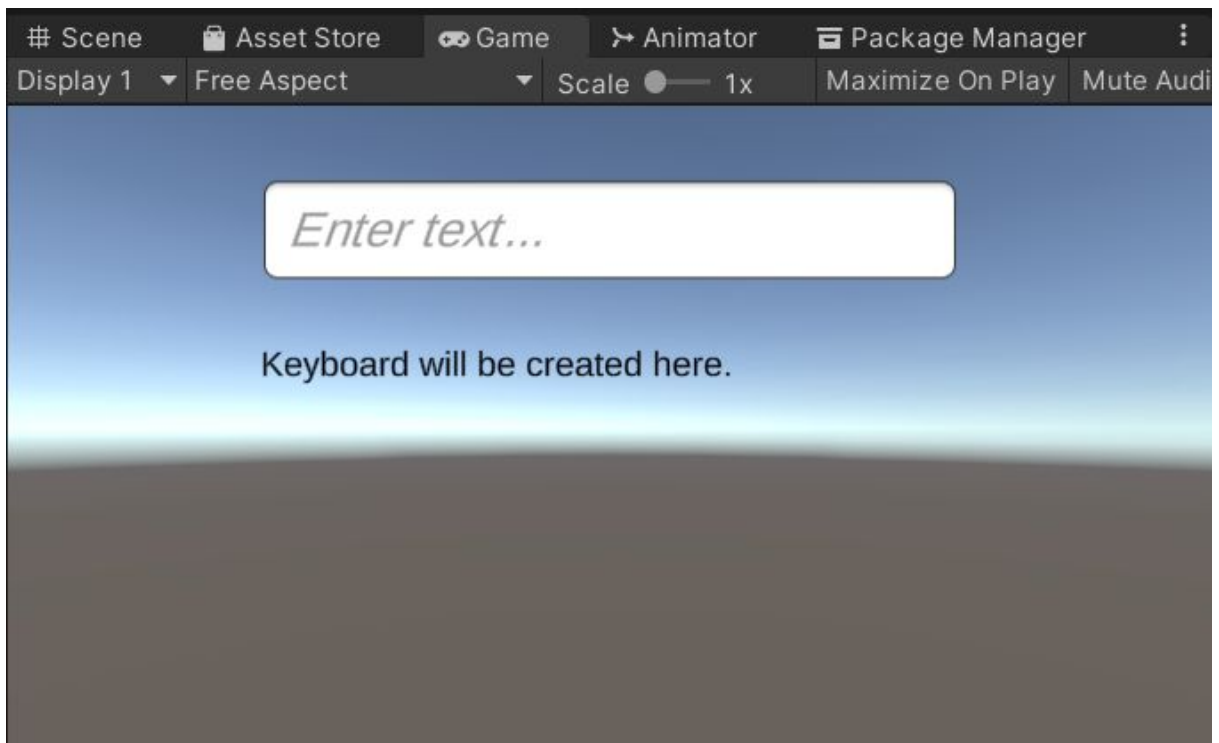
Create a new scene :



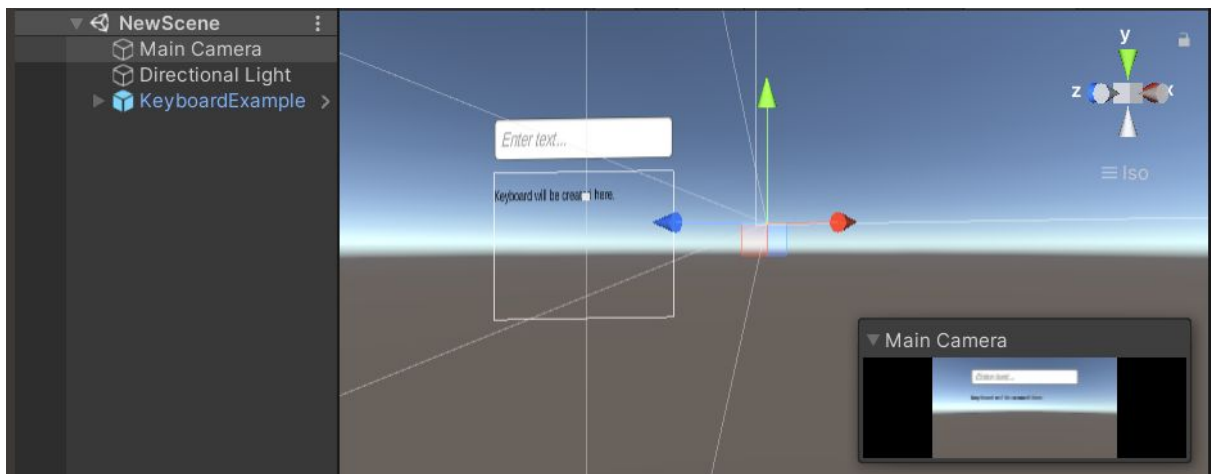
Drag KeyboardExample to the scene.



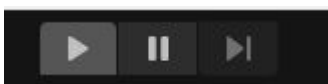
The game view should display the following :



If you don't see the input field and the text message, move the prefab so it is seen by the camera in the Scene view.



You can now run the game and you'll see the keyboard appear!



Simple!

