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EasyInventory

Getting Started

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See Figure - 1



Figure - 1

A) Introduction

1. Item management

At some point in your project, you will eventually need to create an inventory for your character or MMORPG. This simple C# package will allow you to create a simple and understandable inventory system with little to no effort.

[Continue](#)

B) Setting up your project

1. Creating a unity project

Let's begin by creating a unity project. Save your project as **"EasyInventoryTest"** and press **"Create project"**.

See Figure - 2

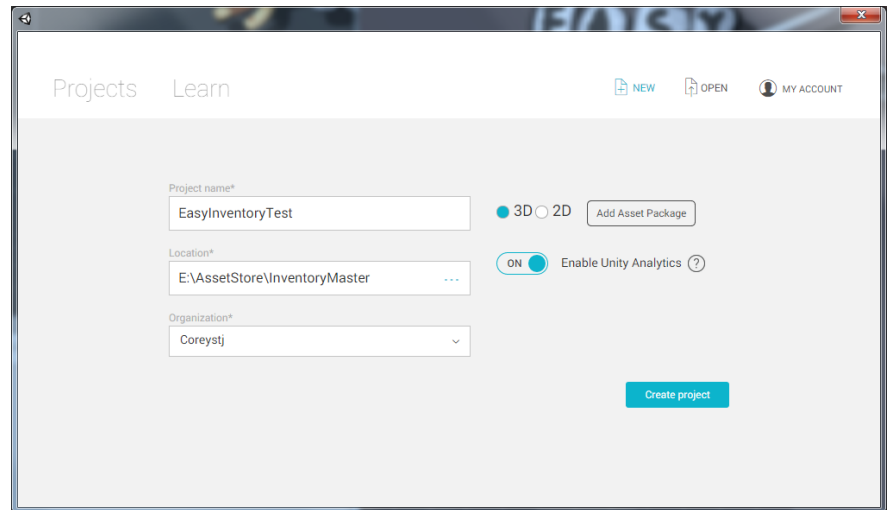


Figure - 2

2. Importing the EasyInventory package

Next we will be importing the **EasyInventory** package. Right click in the project inspector and click **Import Package** -> **Custom Package...**

See Figure - 3

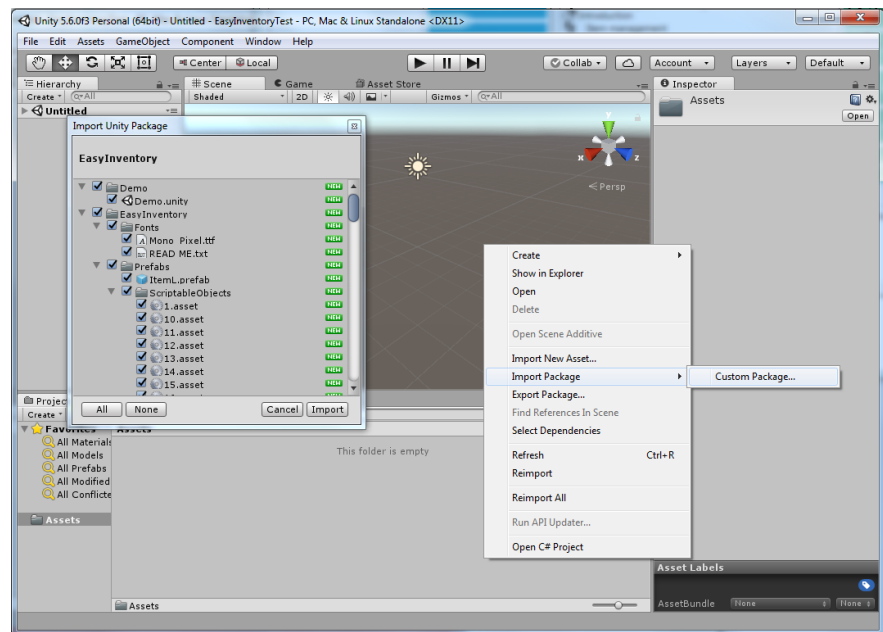


Figure - 3

Click [Import](#).

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Questions please contact Corey_stjacques@hotmail.com