

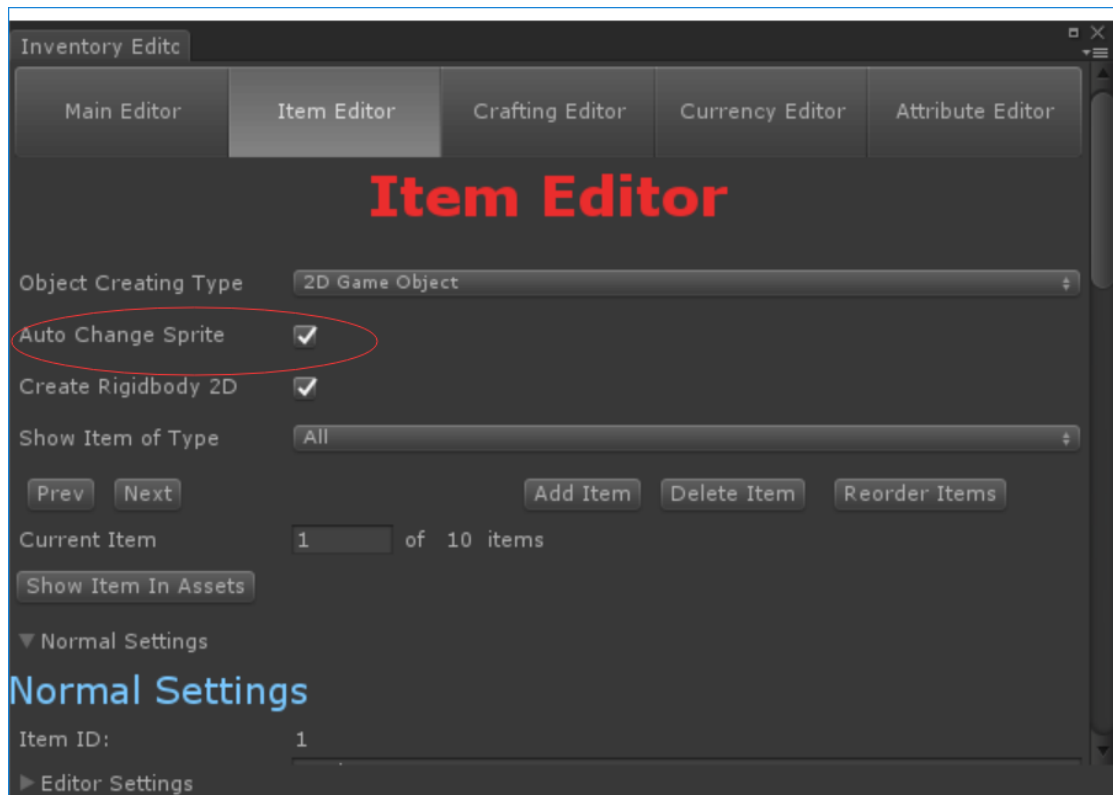
Q INVENTORY SYSTEM

2.0.0

UPGRADE GUIDE

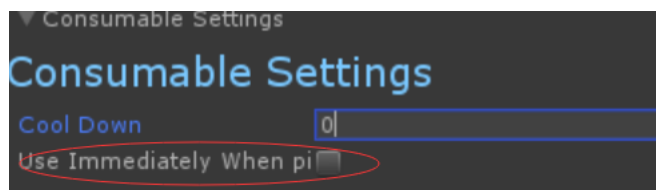
8/11/2017

(1) Auto Change Sprite



Enable or disable this member will tell the editor whether to change the Sprite of the 2DGameObject once you changed the icon of the item or not.

(2) Use Immediately when Picking up

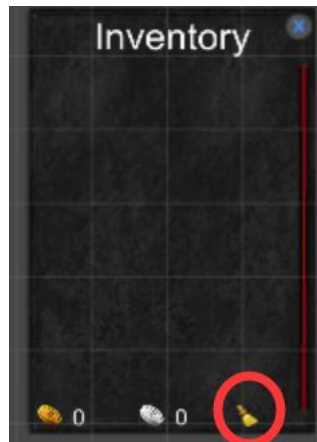


When you pick up an item, this one will tell the Inventory System to use it immediately or put it into the player's inventory.

(CoolDown must be zero if you want to set this member)

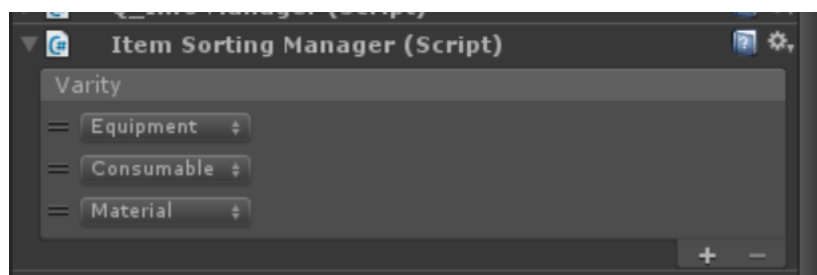
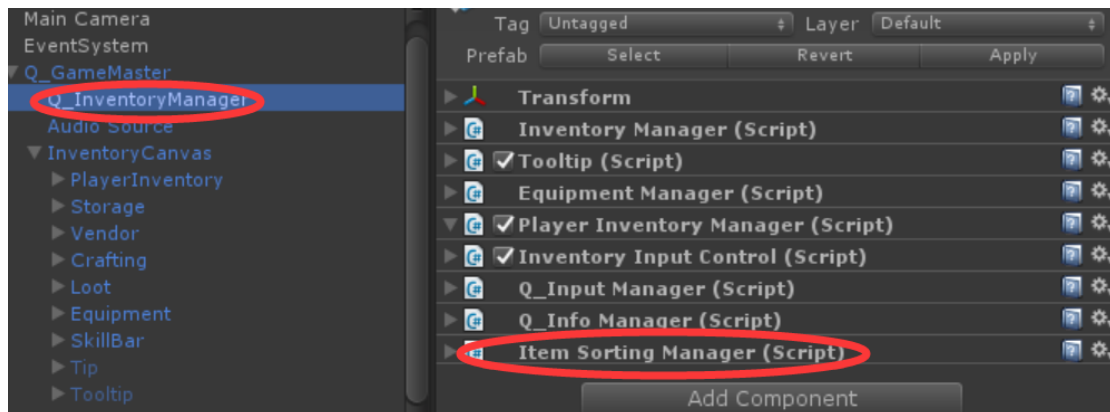
9/5/2017

(1) Item Sorting(Unstable)

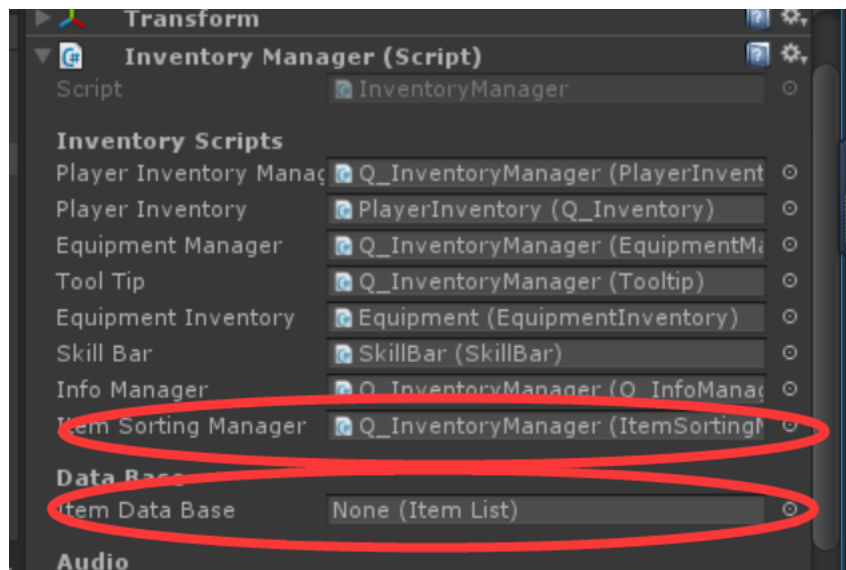


To use this function, first you need to set the order for the sort item.

(Q_GameMaster->Q_InventoryManager->ItemSortingManager)



Make sure you have assigned all the varieties here.



And if the database is empty, the variety will not appear.

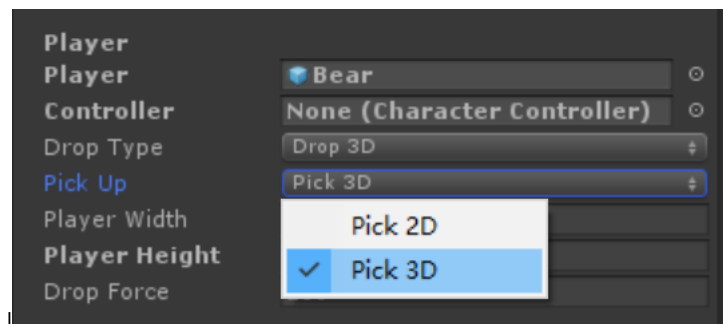
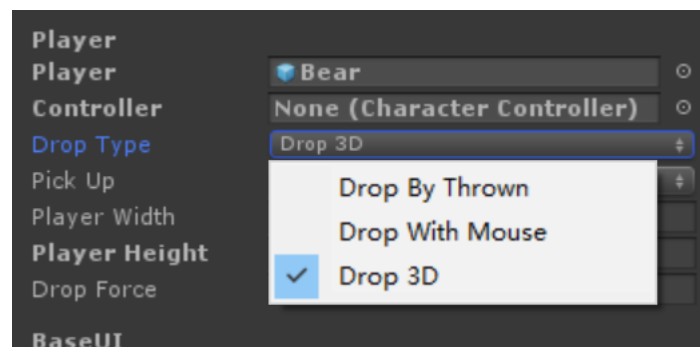
(2) Free !!!!!!!!!!!!!!!!!!!!!!!

9/26/2017

(1) 3D Support(Unstable)

To use the 3D support, you must switch the Drop Type and Pick Up to 3D.

(Q_GameMaster->Q_InventoryManager->InventoryManager)



Then input a proper value for the Player Width.

(If you use CharacterController to control your player, drag it to the controller and the player height will not be used. If not, set the player height as the Player Width)

(2) A New Inventory Skin Style



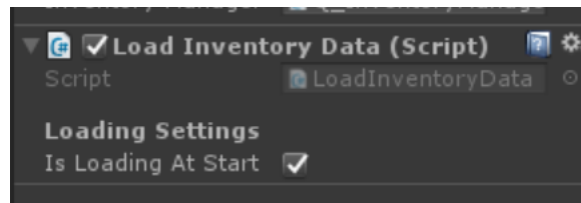
This style of panels is designed by **Adam Gu**, one of my classmates and good friends. Thanks for his help! You can find its display in the new 3D example scene.

12/22/2017

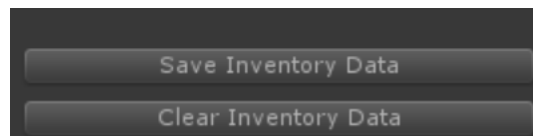
(1)Namespace

QInventory

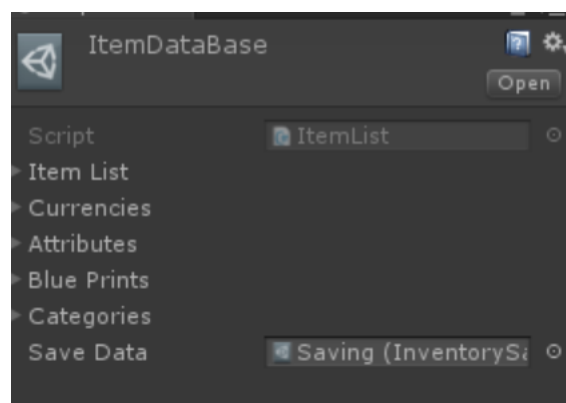
(2)Saving Support



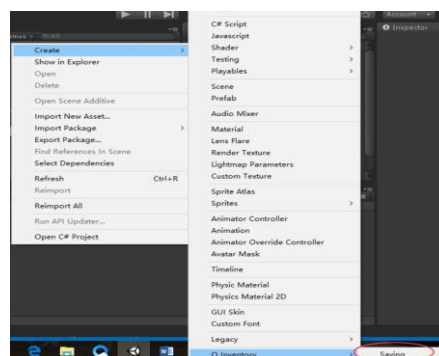
(on Q_GameMaster)



(on Q_InventoryManager)

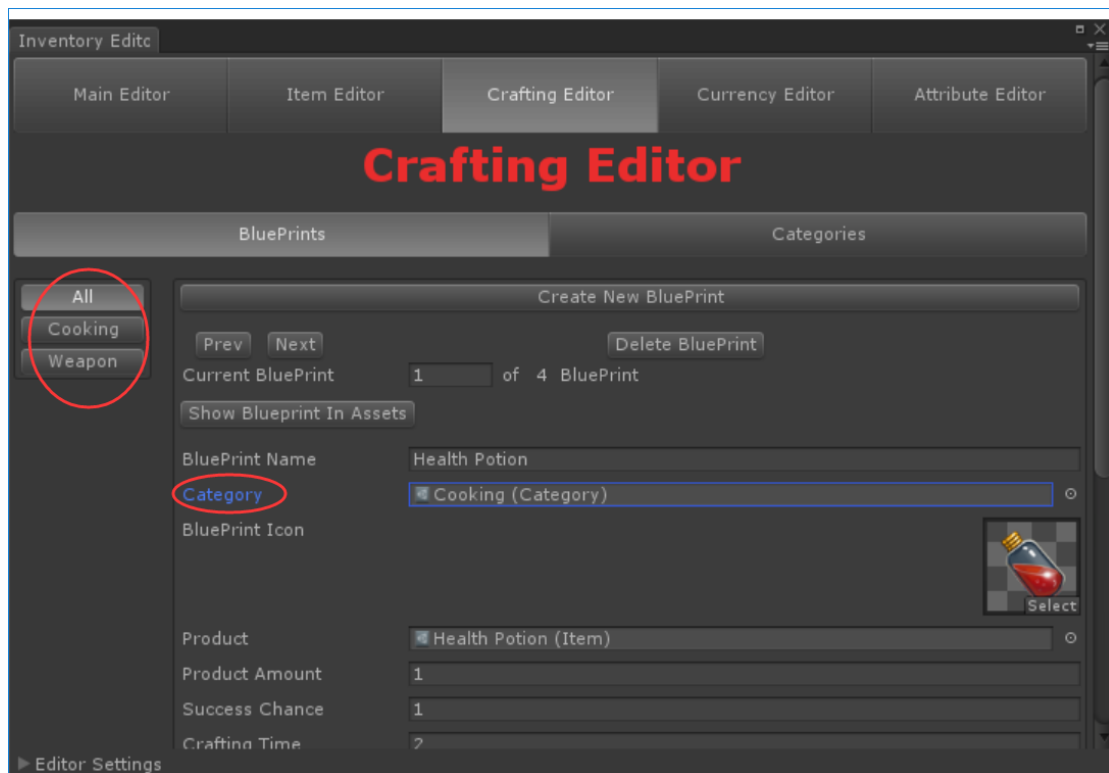
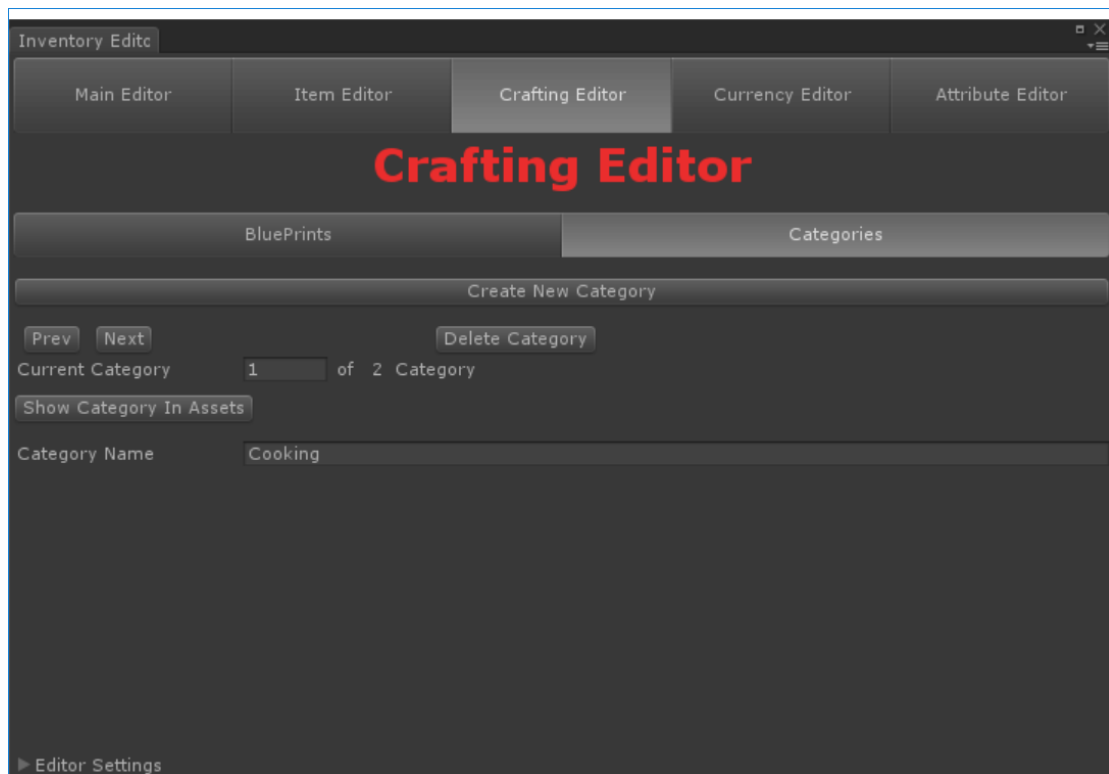


To create SavingDatabase



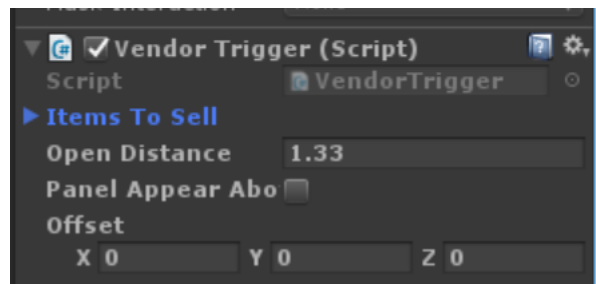
To use this via script, please read the **USER API**.

(3)Crafting Category



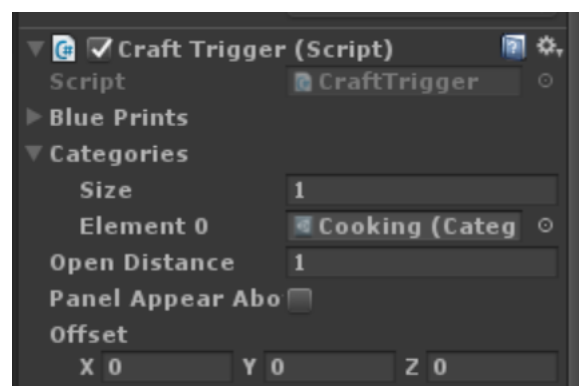
(4)VendorTrigger

No duplicate panel any more, all the vendor will share the only one vendor panel.



(5) CraftTrigger

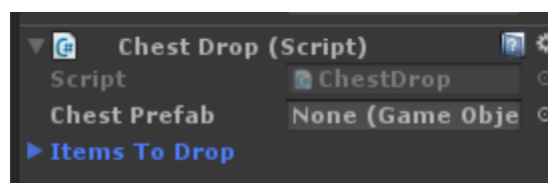
No duplicate panel any more, all the Craft table will share the only one craft panel.



Categories: the script will add all the blueprints of the categories you add to the crafting list;

(6) Chest Drop

To drop items in a chest instead of dropping immediately



Using Example

```
void Death()
{
    GameObject _deathParticle = Instantiate(deathParticle, transform.position, Quaternion.identity);
    Destroy(gameObject);
    Destroy(_deathParticle, 2f);

    ChestDrop chestDrop = GetComponent<ChestDrop>();
    if(chestDrop)
    {
        chestDrop.DropChest();
    }
}
```

(7)New APIs

Change player attributes, currencies and save inventory data via scripts, please read the **USER API**.