# Using the Drag and Drop Interface

The scripts in the DragAndDropScripts folder can be used as is.

If you want to set up a drag and drop interface to exchange items between two arrays of the same type, follow these steps.

1. Make a UI component to represent your class of object. Look at Charm and CharmUI, and Power and PowerUI as examples. You need to derive your UI class from Draggable and provide a custom UpdateObject implementation to write your backend data into the object.
2. Make a UI class for your array that is derived from ObjectContainerArray. Call CreateSlots and pass your array in in the Start function. See PowersUI for an incredibly simple example of this – where it just takes a Player object and passes their powers array in.
3. Make a UI object to represent your draggable object, and create a prefab from it.
4. Make a UI object and give it the collection class UI component. Also give it a GridLayout and ContentSizeFitter, and set the number of columns or rows in the grid to a suitable value.
5. Run and test – you should be able to re-order the array by dragging components around.
6. Add a second instance of the collection class pointing to a different object’s array. You should be able to drag elements between them now.
7. Add any game-specific validation code by overriding CanDrop. See Backpack for an example.
8. Add any game-specific code into Drop for updating secondary data based on the new array values (eg applying items to a character based on equipping)