

USER MANUAL FOR PICKUP MANAGER

Installation Instructions

- Compatible with Unity 2022 LTS
- Compatible with Unity 2023 versions

Unity Pipelines

If using BRP - Make sure to switch the shader from Materials to BRP_Unlit_Pickups and from VFX Material to BRP_Orb_Shader

If using HDRP - Make sure to switch the shader from Materials to HDRP_Unlit_Pickups and from VFX Material to HDRP_Orb_Shader

If using URP - Default Materials apply

Step 1: Set Up Your Project

1. Open Unity Hub.
2. Create a new project using the Universal 3D template.

Thank you for downloading this Unity asset! This package uses Unity's official TextMesh Pro (TMP) package for advanced text rendering.

TextMesh Pro is pre-installed in the Unity Editor, so you don't need to download it separately. However, you do need to import the essential resources into your project to use it properly.

⚠ Requirements

This package requires TextMesh Pro to correctly display in-game text elements.

How to Import TextMesh Pro

Option 1: Import via Menu

1. Open the Unity Editor.
2. Go to Window > TextMeshPro > Import TMP Essential Resources.
3. Unity will add the necessary files to the TextMesh Pro folder in your project.

Option 2: Import via Canvas

1. In the Hierarchy, select a Canvas object.
2. Unity will automatically open the TMP Importer window.
3. Click Import TMP Essentials to complete the setup.

✓ After Installation

Once TextMesh Pro is installed:

- In the Sample Scene, score points will be displayed correctly.
- Headings and other text elements will appear properly in the game world.

Licensing

TextMesh Pro is an official Unity package and is subject to Unity's license

terms:<https://unity.com/legal>

This asset does not include or redistribute original TextMesh Pro files.

Support

For questions or support, contact:[<https://hypcraftasset.wixsite.com/hype-craft>]

TUTORIAL VIDEOS:

Pickup Manager: User Manual Part 1

<https://www.youtube.com/watch?v=zk9VXSmlzw>

This video provides a brief overview of what the Pickups Manager package includes. As an example, we'll go through how to configure models that are collected in three different groups. We'll demonstrate how to adjust their animations, pickup sounds, and effects.

In the next video, we'll cover the features of the Pickups Manager package in more detail.

Pickup Manager: User Manual Part 2

https://www.youtube.com/watch?v=7bl6UZ_-UL0

Here's a closer look at how the Pickups Manager package works.

We'll walk you through how the different features work and what's included in the package.

We'll control model animations, pickup sounds, animations, and effects.