

 **NOTE**

Join the Astra RPG Discord server!

There is now a dedicated **Discord server** for Astra RPG Framework and its extensions. Join to **receive notifications** about new extension releases and important updates, to **ask for new features, report bugs, share ideas**, and **showcase your Astra creations** with other developers.

 **Join the Discord Server:** <https://discord.gg/nJVRMkGrZg> 

# Introduction

# Workflows

# Advanced topics

# Limitations

# Requirements

- Unity 2022.3.50f1 or later

# Package Contents

# Samples

# Installation instructions

## Importing Astra RPG Health and its samples

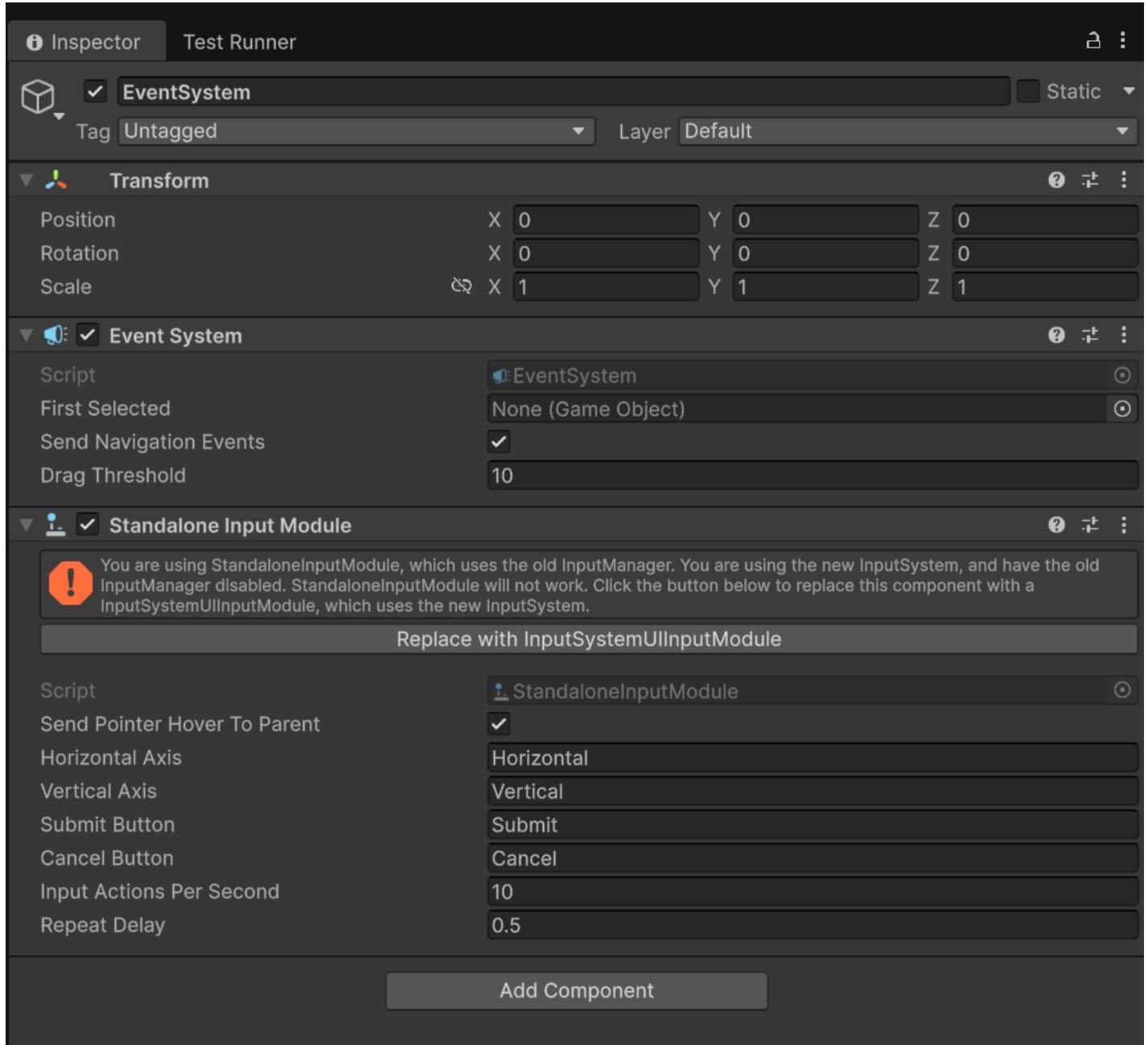
1. From the package manager, import Astra RPG HEarth. You can find the package in the "My Assets" section.
2. After importing, head to the "In Project" section, always in the Package Manager, and click on "AstraRPGHealth".
3. Click on the "Samples" tab and import the samples you desire. Find out more about the samples in the [Samples documentation](#).
4. If you imported the "Example scene and instances" samples you need to import also TextMeshPro Essentials. Click on "Window > TextMeshPro > Import TMP Essential Resources".

## Unity 6.2 and above extra steps for having the sample scene working

If you are using Unity 6.2 or above, and you imported the "Example scene and instances" samples, you need to do the following extra steps to have the sample scene working:

1. Open the "SampleScene" scene located in "Assets/Samples/AstraRPGHealth/[version of the package]/Example scene and instances/SampleScene".
2. Select the "EventSystem" GameObject in the Hierarchy.

3. In the Inspector, find the "Standalone Input Module" component. You should see an error like:



4. Click on "Replace with InputSystemUllInputModule".

The sample scene should now work correctly.

I am working on a fix to avoid having to do these extra steps in future versions of the package, while preserving compatibility with Unity versions below 6.2.

# Changelog

All notable changes to this project will be documented in this file.

The format is based on [Keep a Changelog](#).

**[1.0.0] - 2025-10-30**

## Added

- Initial release of Astra RPG Health.

# Migration Guide