



Documentation – Inventory Master

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Youtube tutorial series:

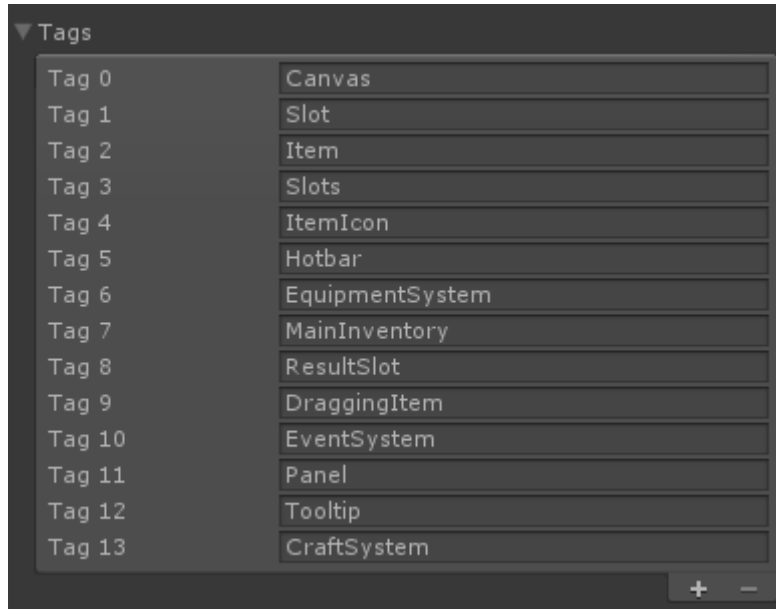
1. [How to create inventory elements](#)
2. [Scripting examples\(HP/Mana bar, random loot system, change inventory settings and so on\)](#)

Table of content

Tags.....	3
ItemDataBase	3
How to create/manage an item	3
Blueprintdatabase	5
How to create/manage receipt/blueprint.....	5
Inventory	6
Inventory Script	6
Inventory Design Script	7
EquipmentSystem	8
Equipment System Script	8
Hotbar.....	8
Hotbar Script	8
CraftSystem	9
Craft System Script	9
Tooltip	10
Tooltip Script	10

Tags

Be sure that you got the following tags in your project:



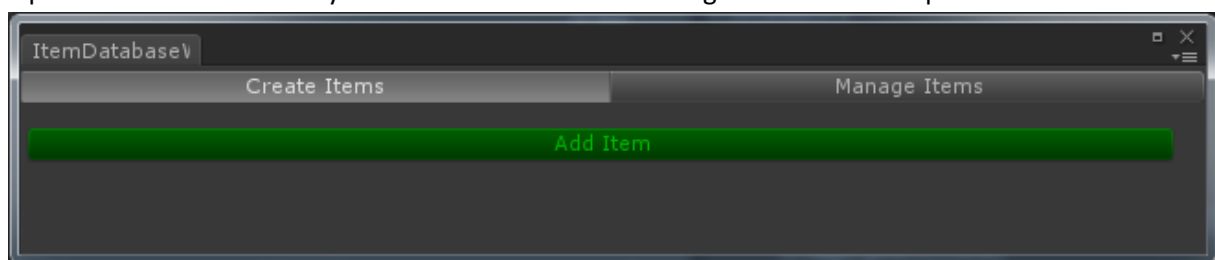
ItemDataBase

[>>>Videoexplanation is here<<<](#)

In the menu go to “Master System” and click on “IM-Manager”. There is a tab called ItemDatabase.

How to create/manage an item

Open the itemdatabase. If you have done this the following window will be opened with two tabs:



The first tab is for creating an item and the second one is for managing all existing items. If you want to add an Item you have to click on “Add Item”:

ItemDatabaseV

Create Items Manage Items

Add Item

Item Name New Item

Item Description

Item Icon None (Sprite)

Item Model None (GameObject)

Item Type None

Max Stack 1

Rarity 1

▼ Item attributes

Name Add

Amount 2

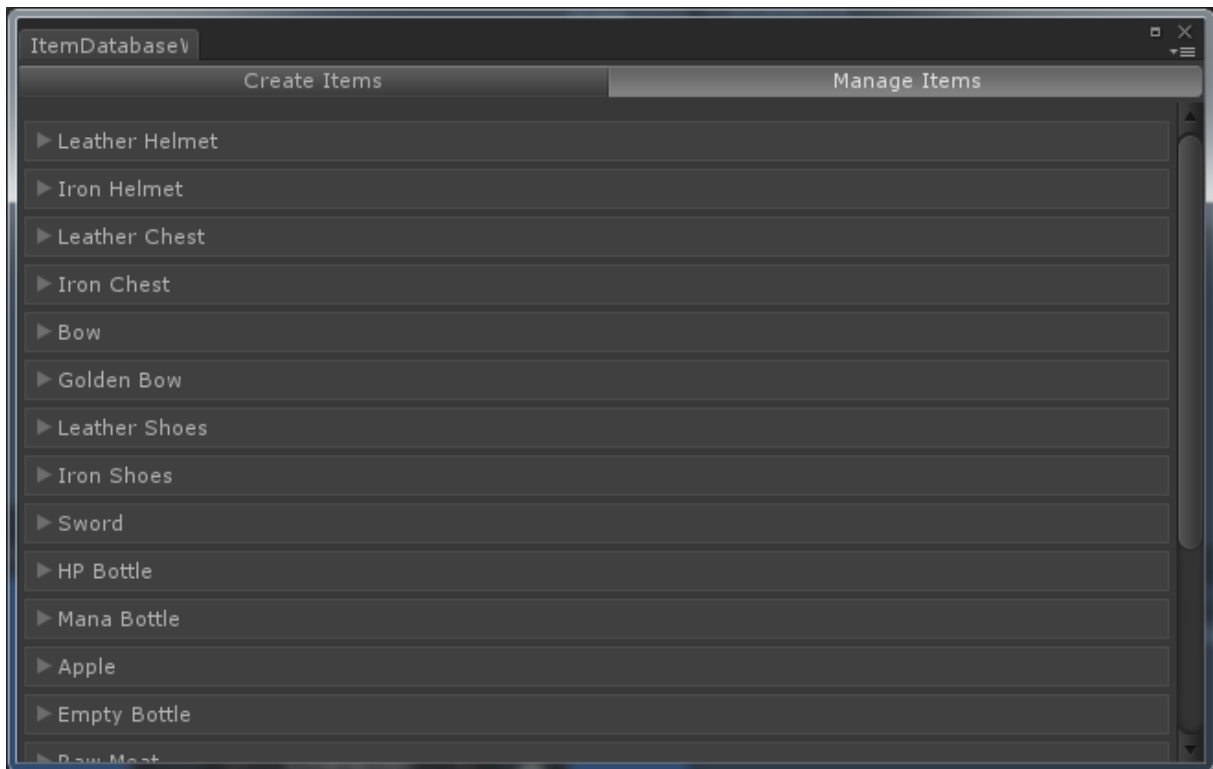
Attribute 1 Value 0

Attribute 2 Value 0

Save

A mask is getting created and you have to fill them. The first 4 field should be self-explaining. “ItemType” already has a bunch of ItemTypes into it. There you have to define the ItemType for you item. “Max Stack” means a cap for a stack for this specific item. “Rarity” is important for letting items spawn with a specific chance. If you got a rarity of 1, the chance that this item will be dropped is lower than a rarity of 30. Check an example video how to create something like this [here](#). The Item attributes are important for the events. When the event “ConsumeItem” is getting called you can take the attributes from this item and do something with it. An [example video](#) for this is already created.

If you want to manage Items, just click on the tab “Manage Items”. The following mask is getting opened:



A list with all items appears. When you click onto one you have the same possibilities like creating an item. Furthermore you can delete items from the itemdatabase.

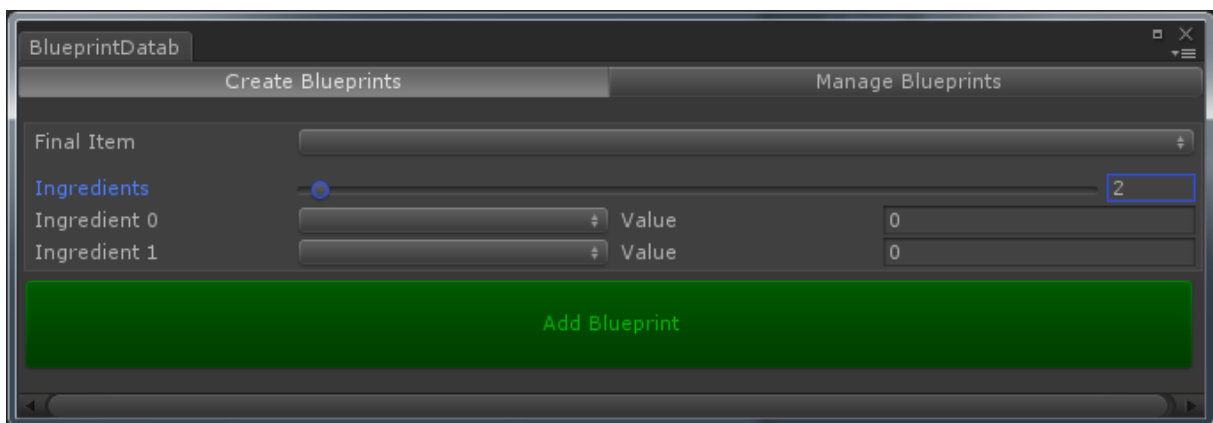
Blueprintdatabase

[>>>Videoexplanation is here<<<](#)

In the menu go to “Master System” and click on “IM-Manager”. There is a tab called BlueprintDatabase.

How to create/manage receipt/blueprint

Open the blueprintdatabase and the following window is getting opened:



If you want to create an item you have to choose a “Final Item” which is getting created out of the ingredients. Then you also got a slider where you can set the amount of the ingredients. When you have done this you can choose the items which you want to have as ingredients and also choose the value of each item, which you need for the receipt.

If you want to manage receipts you have to click onto the tab “Manage Blueprints” There you have the same options like in creating a blueprint. Furthermore you can delete blueprints.

Inventory

[>>>Video explanation is here<<<](#)

If you want to create an inventory, than go to the menu “Master System” and click on “Create/Inventory and Storage”. Each inventory which you create with the Master System will have this script attached.

Inventory Script

You have to tick the setting “Player Inventory” on when this inventory is the main Inventory from your character. If you want to change the settings of the inventory open the foldout “Inventory Settings” There you got 4 different options. The first two ones are for the amount of slots in height and width. “Slotsize” means the size of each slot in px. “Icon Size” is the size of the icon of each item.

If you want to change the padding of the slots to the border or the spacing between the slots open the foldout “Padding”. “Left, Right, Bottom, Top” means the padding between the border of the inventory and the slots. “Spacing X and Spacing Y” is the spacing between the slots itself.

If you want to activate stacking and splitting open the foldout “Stacking/Splitting and activate the toggle for it. Then you got another possibility. You have to position the number of the item value.

If you want to add an item to the inventory you have to choose the item and take an amount into the field and click onto “Add Item”. The item will be placed into a free slot in the inventory.



Inventory Design Script

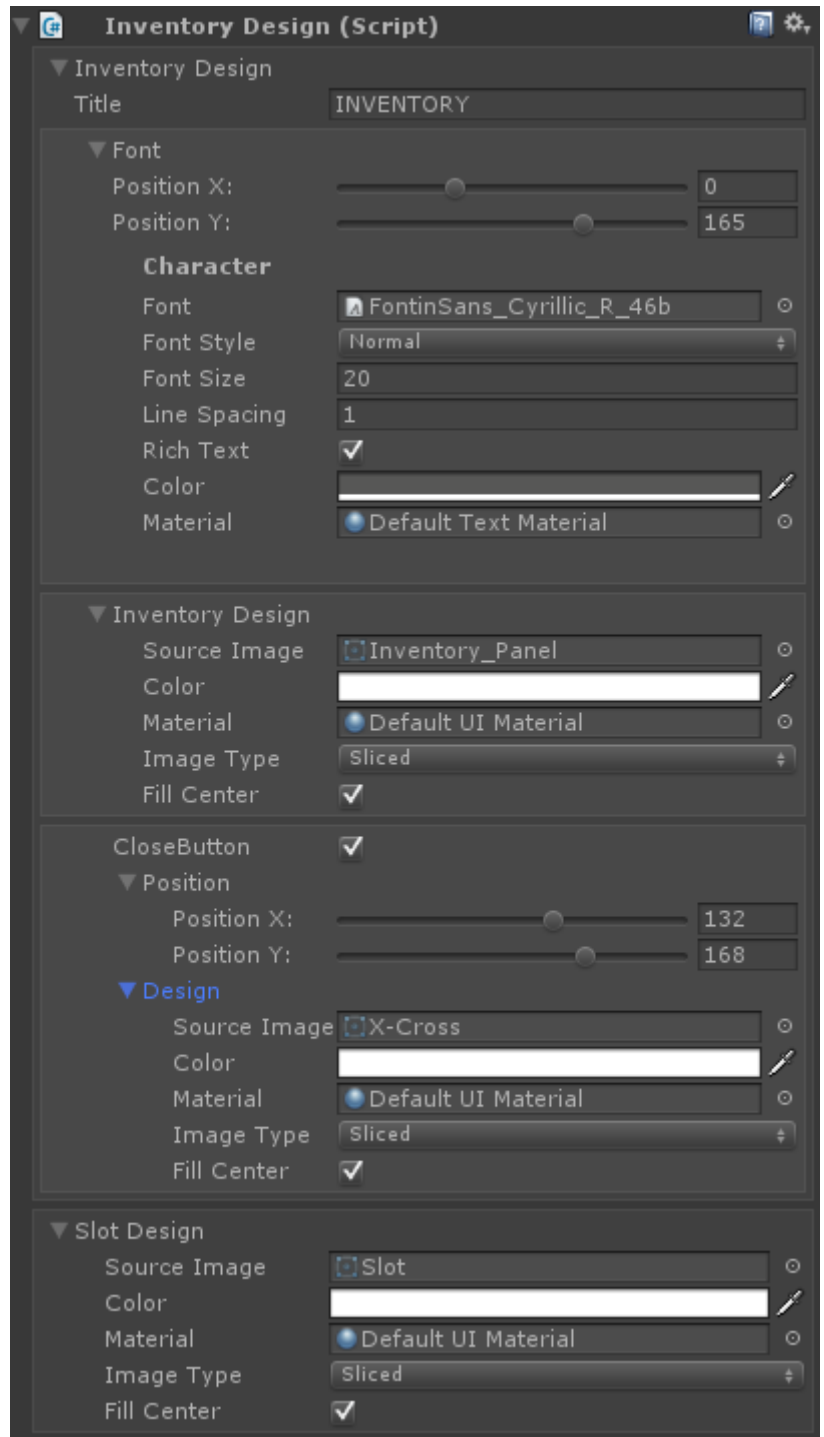
Each Inventory got this script. If you want to change the design of your inventory you have to look for this script in the inspector.

If you open the “Inventory Design” – foldout you have the chance to create a title for the inventory which will be displayed on the top (default) of the inventory. When you open the foldout “Font” you can position the title how you like. Furthermore you can change the settings for your font like font style, size, color and so on.

If you want to change the background of the inventory open the “Inventory Design” – foldout and you can change the “Source Image” of the inventory. Furthermore you can change the color of the sprite and some further options like material, image type and fill center.

If you want to have a close button on the top right side, you have to activate the “CloseButton” – toggle and you can position the “X”. Furthermore you can change the background of the “X” if you want, you only need to open the “Design” – foldout for it.

If you want to change the design of each slot you go to the foldout “Slot Design”. There you can change the source image for it. Furthermore you can change the color of the sprite, the material, the image type and you can toggle fill center. If you change the color it could lag a bit. The prefab is getting changed and this could take a small amount of resources.



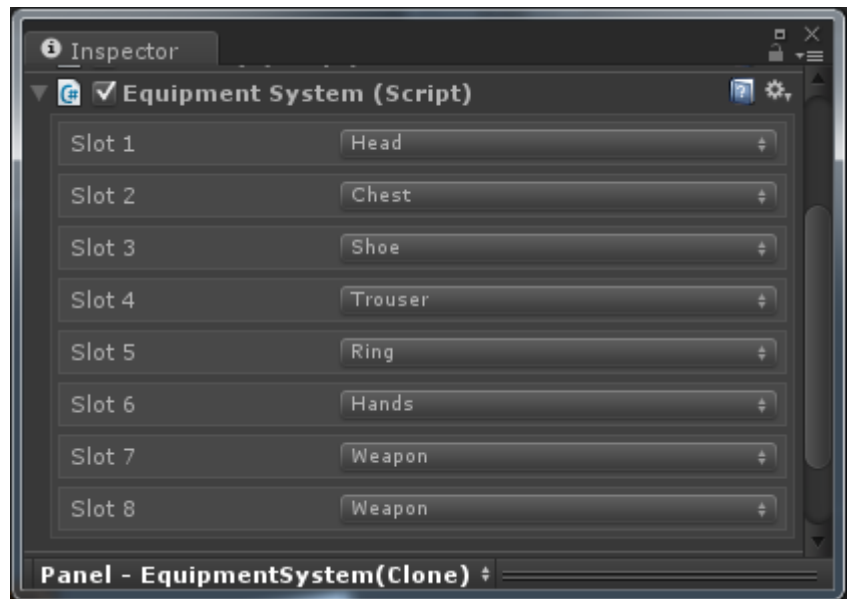
EquipmentSystem

[>>>Videoexplanation is here<<<](#)

If you want to create an Equipment-/Character System you have to go to “Master System/Create/EquipmentSystem”. The equipment system has the Inventory script, Equipment System script and the Inventory Design script. If you want to know what the Inventory and Inventory Design script does, go to the point “Inventory” in this documentation.

Equipment System Script

The equipment system creates a specific amount of foldouts(slotamount) where you can specify each slot which itemtype can be placed in. Furthermore the amount of this list in the equipment system is getting changed by the amount of slots in the character system. Slot 1, in default settings, is the first one on the top left side. Slot 2 is the first slot on the top right side.



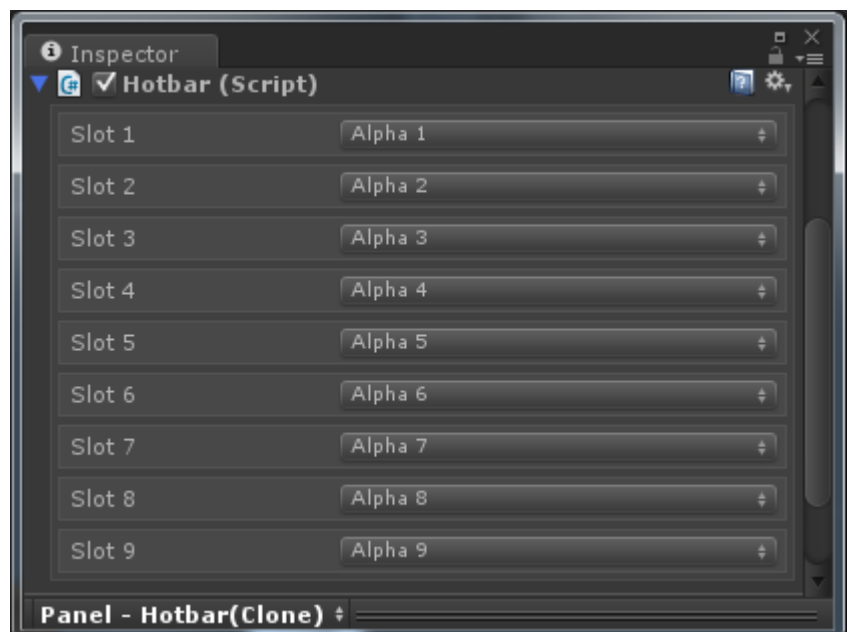
Hotbar

[>>>Videoexplanation is here<<<](#)

If you want to create a Hotbar you have to go to “Master System/Create/Hotbar”. The hotbar has the Inventory script, Hotbar script and the Inventory Design script. If you want to know what the Inventory and Inventory Design script does, go to the point “Inventory” in this documentation.

Hotbar Script

The hotbar script creates a specific amount of foldouts with key codes. Slot 1 stays for the first slot from left. The list of the slots is getting changed when you change the amount of slots in the Inventory script.



CraftSystem

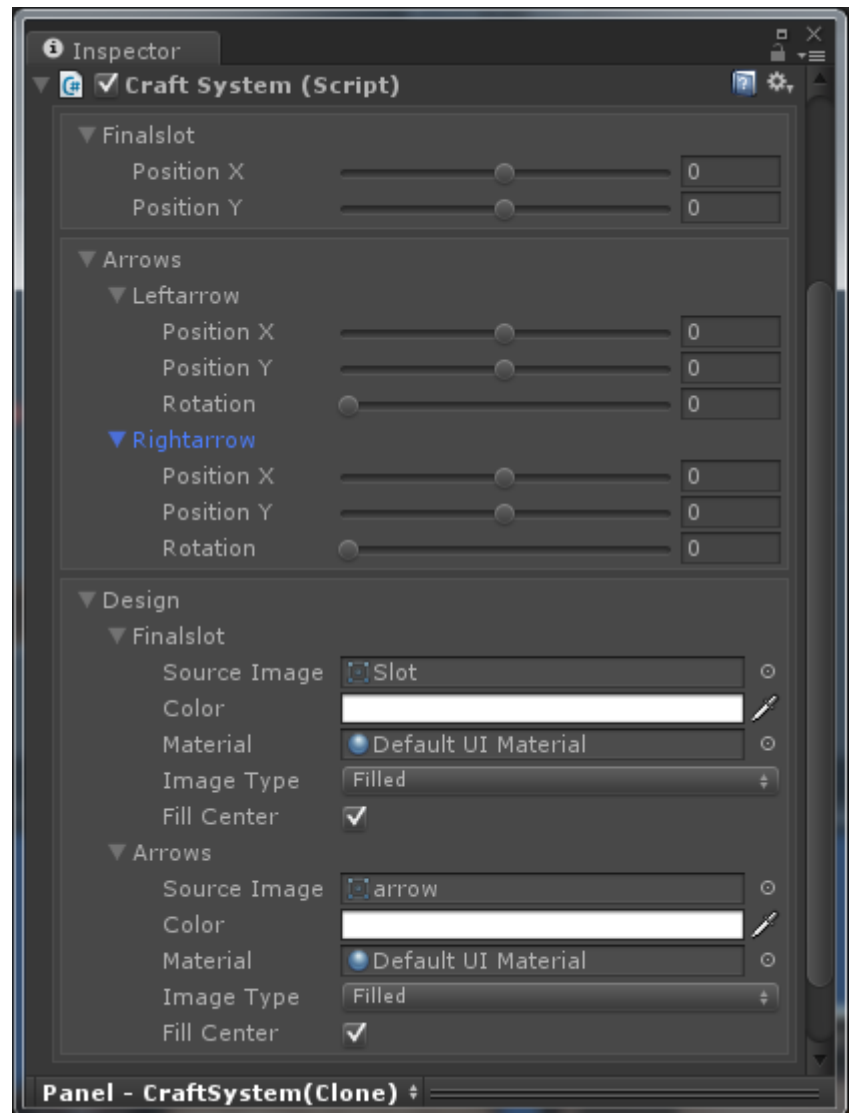
[>>>Video explanation is here<<<](#)

If you want to create a CraftSystem you have to go to “Master System/Create/CraftSystem”. The equipment system has the Inventory script, Craft System script and the Inventory Design script. If you want to know what the Inventory and Inventory Design script does, go to the point “Inventory” in this documentation.

Craft System Script

The Craft System Script let you change some design options. The first foldout “Finalslot” gives you the chance to position the slot to a specific place. The second foldout “Arrows” gives you the option to position and rotate the arrows.

The next big foldout “Design” let you change the design of the “Finalslot” and the “Arrows”. In both foldouts you can change the texture, color, material, Image Type and a toggle with Fill Center.



Tooltip

[>>>Video explanation is here<<<](#)

If you want to create a Tooltip you have to go to “Master System/Create/Tooltip”. The tooltip does not have any other scripts.

Tooltip Script

The first things which you can do are to change the size of the panel of the tooltip. Furthermore you can change the background texture of the tooltip. There you have the chance to change the texture, color, material and an image type.

After this you got three different toggles. When you tick one toggle you will activate the feature. In our example all features are activated.

If you have activated the “Item Icon” you can position the icon in the tooltip. Furthermore you can change the size of the icon.

If you have activated the “Item Name” you can position the name and you can change the font settings. You got the following settings for it: font, font style, font size, line spacing, rich text, color and material.

If you have activated the Item Description you can change the position and change the size of the text field. Furthermore you can change all font settings.

