Virtual Keyboard | Unity Asset by apperedda
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1. <u>Importing the custom package</u>

If the virtual keyboard did not import to your project after purchase, open the project you want the virtual keyboard to be placed in.

>   In the top panel, go to

>>   Assets > Import Package > Custom Package

>>   Find the VirtualKeyboard package

>>   The package will include docs, a script, two sample scenes and a prefab object.

2. <u>Adding the virtual keyboard to a scene</u>

When the package has been imported, you will see a prefab object named "VirtualKeyboard" in your Assets > Prefabs folder.

Open the scene you want the virtual keyboard to be in and drag the prefab object into the scene onto the Canvas object. For best results, set the UI Scale Mode of the Canvas Scaler to "Scale With Screen Size".
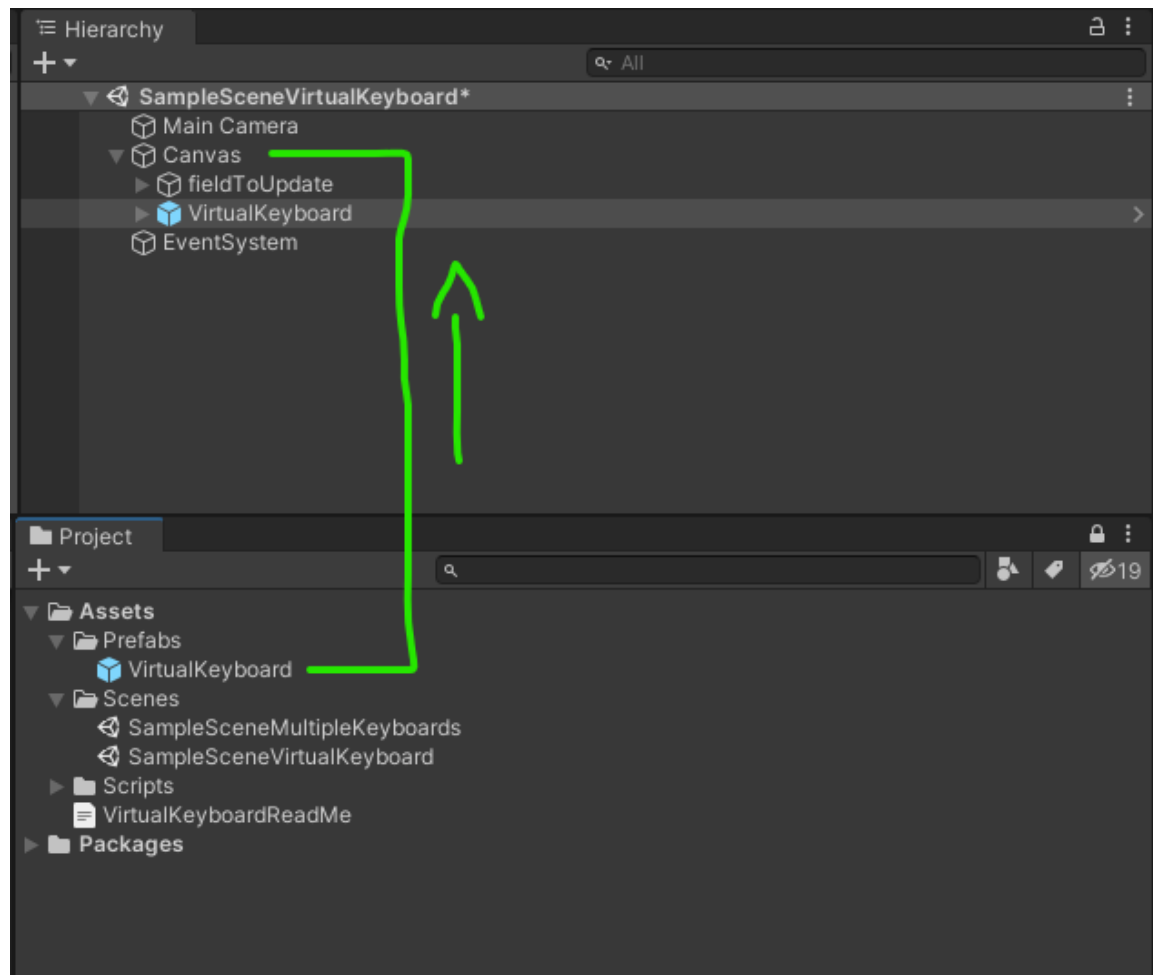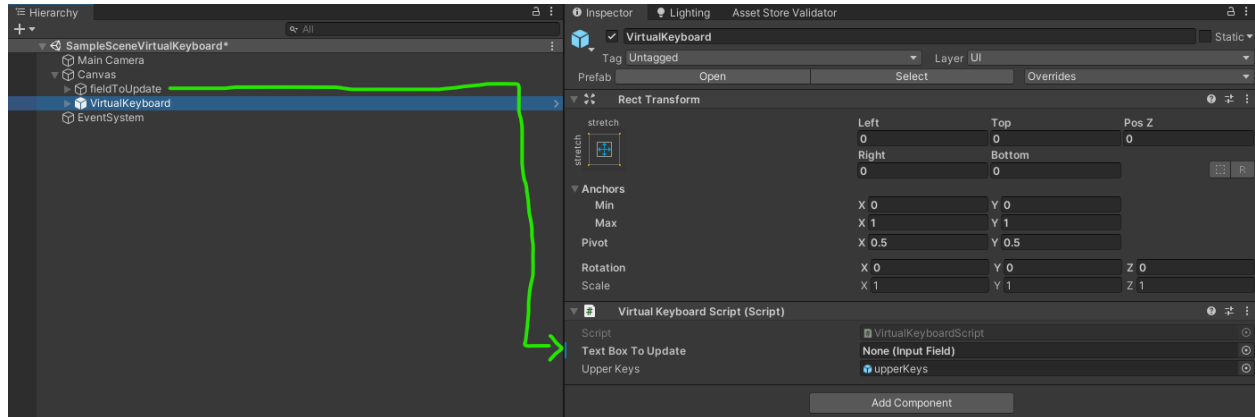

3. Assigning an Input Field to the virtual keyboard asset

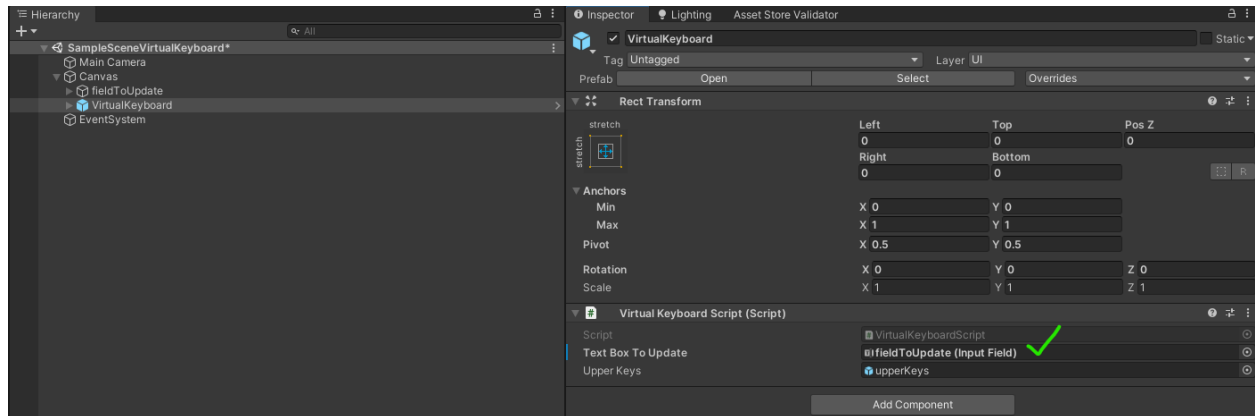When the keyboard is in your scene, you need to tell it what input field you want it to update.

Select the VirtualKeyboard object in your Hierarchy.

Drag the input field you want the keyboard to control into the "Text Box To Update" field in the Inspector as shown below:

BEFORE:

AFTER:

 The keyboard should now update the input field you just assigned to it. Go into Play Mode and test it out!

4. Customization options

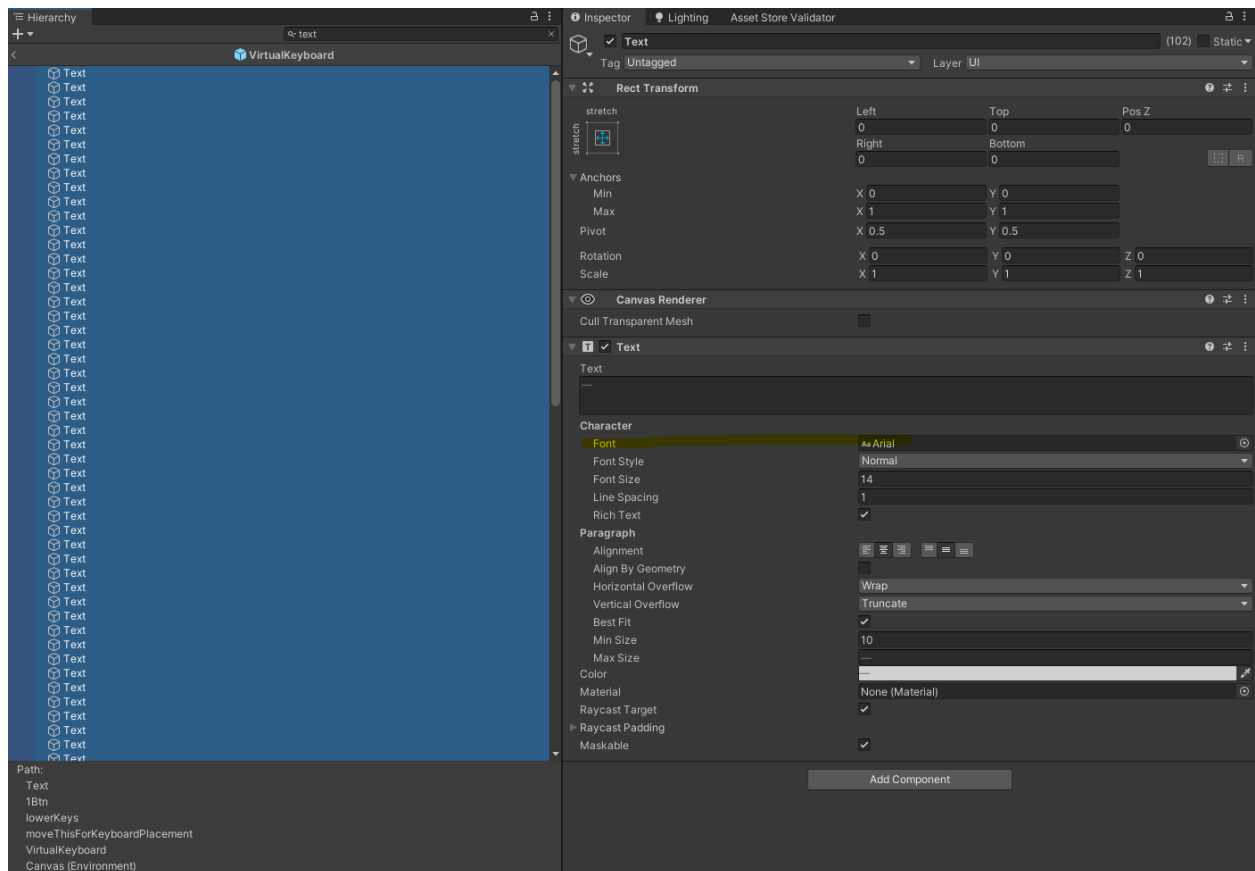You can customize the look, size and position of the keyboard.

CHANGING FONT

To change the font, open the VirtualKeyboard prefab object in your Assets > Prefabs folder.

In the Hierarchy search bar, type "text".

Select all text objects inside the prefab by selecting one and using Ctrl + A.

Now you can set a font in the Text window and it will update across all buttons:

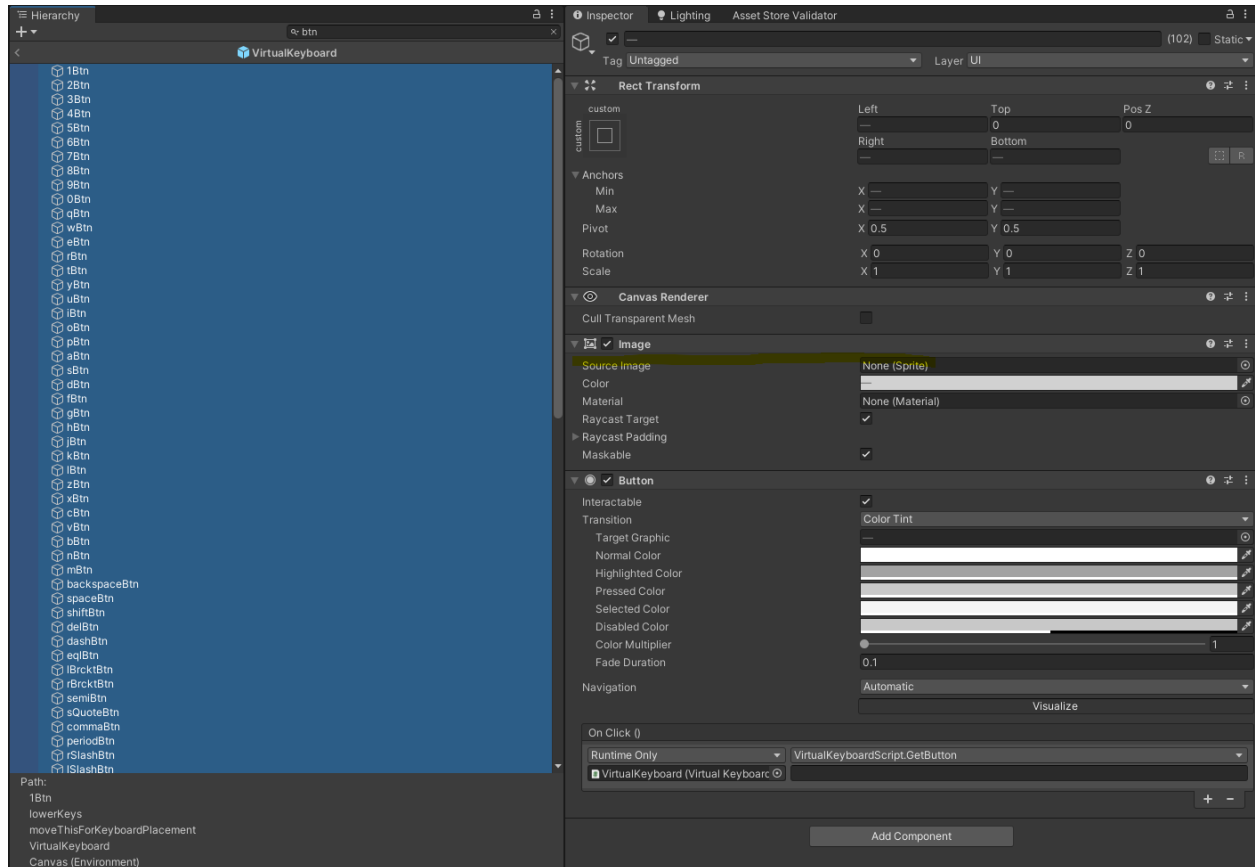**CUSTOMIZING THE BUTTON IMAGES**

You can modify the button background to be an image.

Open the VirtualKeyboard prefab object in your Assets > Prefabs folder.

In the Hierarchy search bar, type "btn".

Select all text objects inside the prefab by selecting one and using Ctrl + A.

Now you can set a Source Image in the Image window and it will update across all buttons:
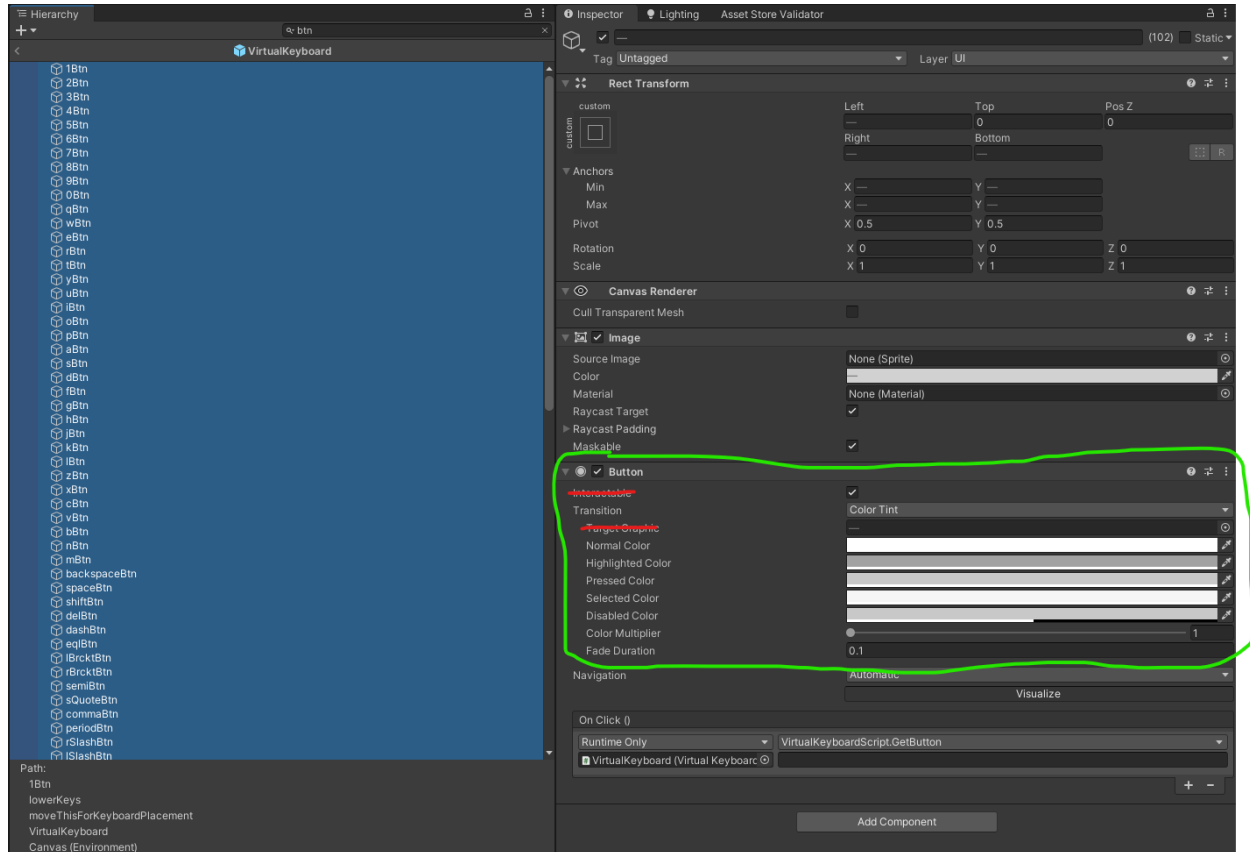

CUSTOMIZING THE BUTTON COLORS

You can modify the button colors.

Open the VirtualKeyboard prefab object in your Assets > Prefabs folder.

In the Hierarchy search bar, type "btn".

Select all text objects inside the prefab by selecting one and using Ctrl + A.

Now you can set the color and interactions for the buttons:

  * NOTE – Do not change the Target Graphic or the Interactable setting for any of the buttons

Button interaction definitions from the Unity docs:

Normal Color - The normal color of the control

Highlighted Color - The color of the control when it is highlighted (hovered)

Pressed Color - The color of the control when it is pressed

Disabled Color - The color of the control when it is disabled

Color Multiplier - This multiplies the tint color for each transition by its value. With this you can create colors greater than 1 to brighten the colors (or alpha channel) on graphic elements whose base color is less than white (or less than full alpha).

Fade Duration - The time taken, in seconds, to fade from one state to another

SCALING AND POSITIONING THE KEYBOARD

You can move the keyboard and scale it within the canvas. Inside the VirtualKeyboard prefab you placed in your canvas, there is an object named "moveThisForKeyboardPlacement"

Modify the Scale and position of the "moveThisForKeyboardPlacement" object to manipulate the keyboard in your scene. Adjust these settings to fit the keyboard into your scene.

Here you can see the keyboard has been scaled to 0.5 size and positioned to be in the top left corner of the canvas.
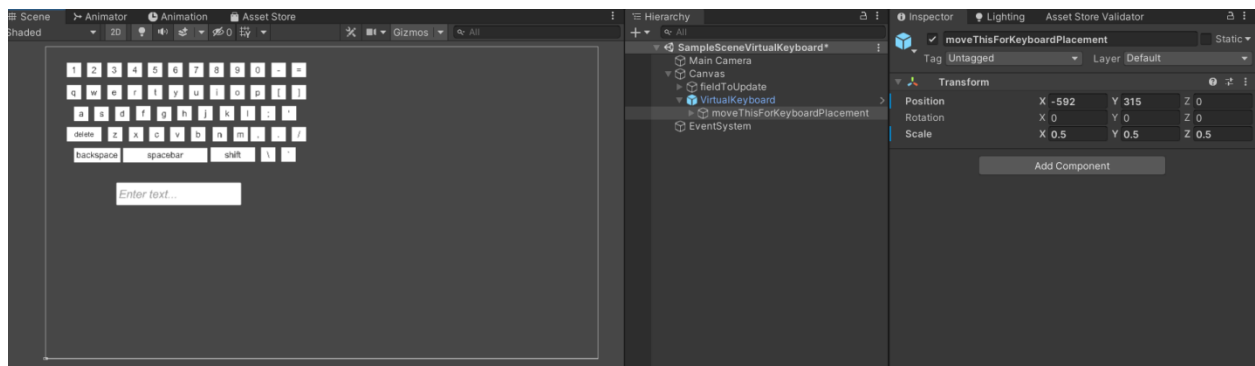
* NOTE – You can place multiple keyboards in your scene if needed, just be sure to update each one with the correct input field you want them to update.
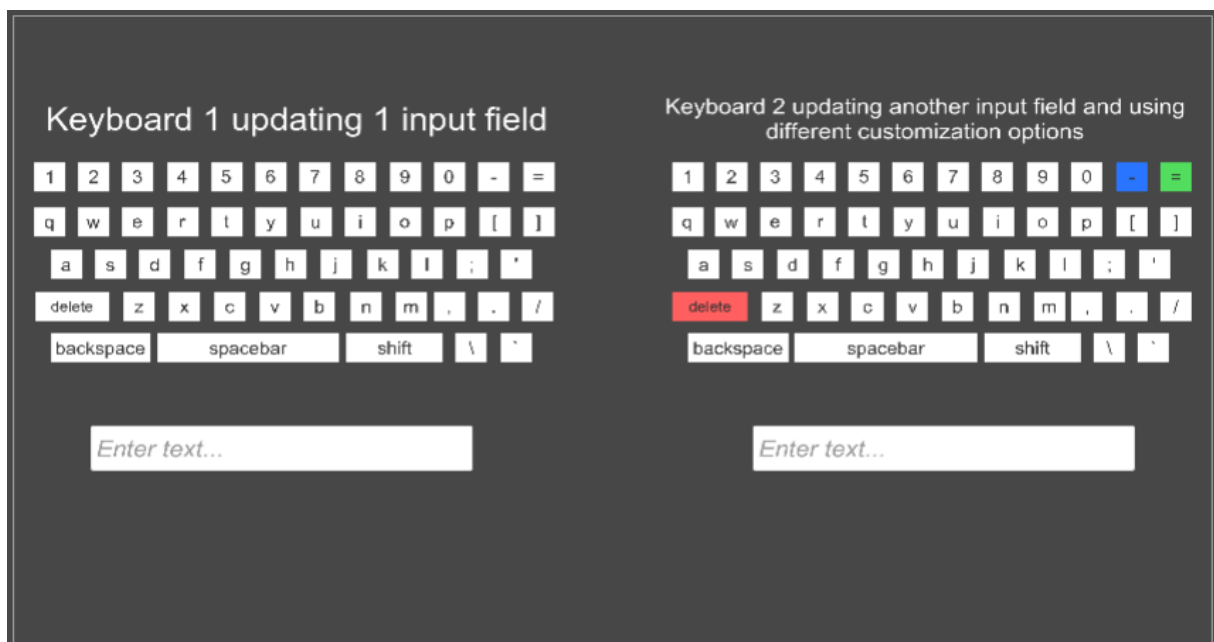
I hope you enjoy this asset. If you have any questions, please feel free to reach out to apperedda@gmail.com and I will get back to you as soon as possible.

Thanks

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