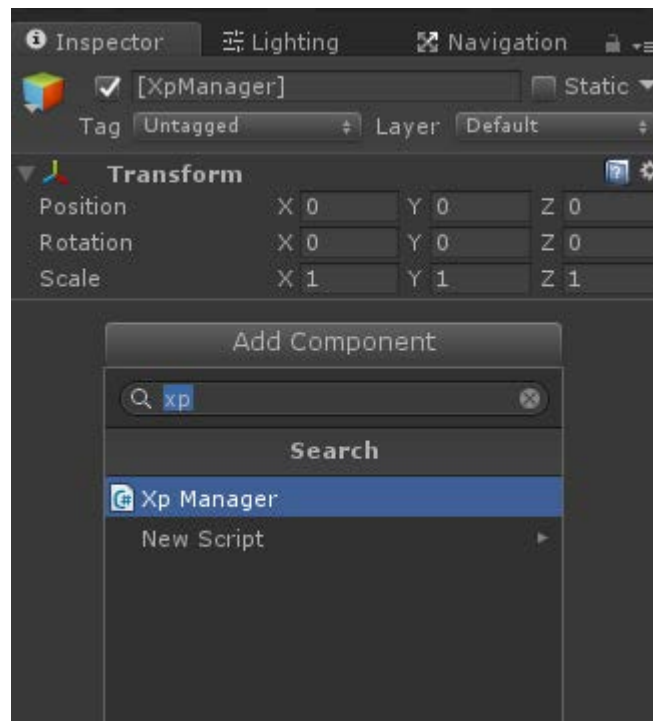


Thank you for using the XP Manager,
We would appreciate if you could send us your suggestions and feedback to improve more and more.

Please follow the next steps if you have any problems please contact us.

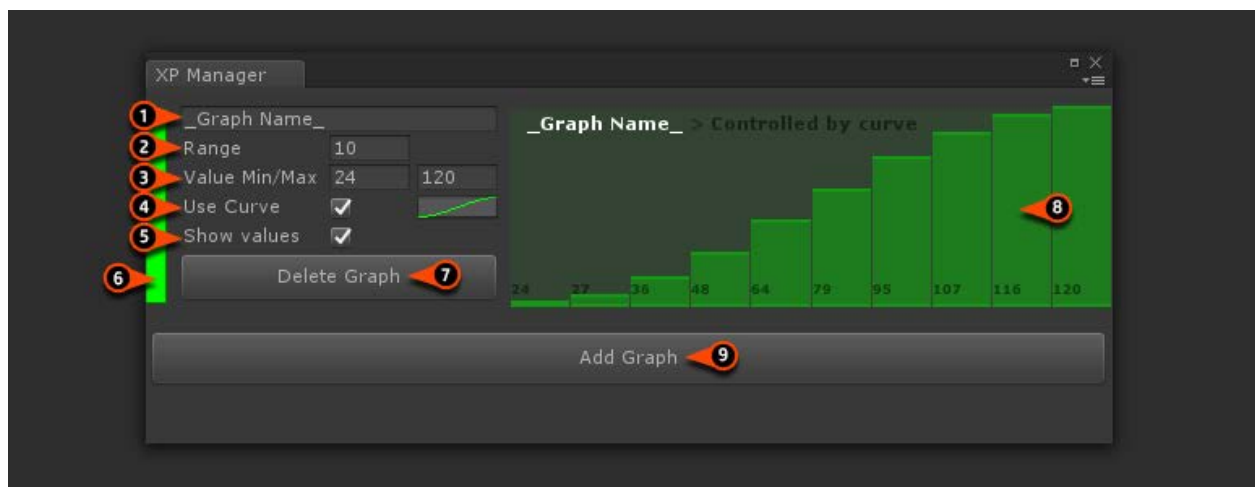
1. Instalation

- Simply add the **XpManager.cs** component.
Note. You can add in more than one Game Object.



2. Setup

- Click on button to open the **Xp Manager** window.



1. Set the **Graph Name** (e.g. *Strenght, Mana, XP, Defense*, etc...).
2. Set the range amount (e.g. **99**).
3. Min/Max Values (e.g. The player Level: 1 return = 24 -> Level: 10 return = 120).
4. If enabled, the graph will be controlled by **curve**.
5. If enabled, show current *values* on bars.
6. Change the Graph **color**.
7. Delete graph.
8. If “Use Curve” is **off**, you can **Draw dragging the mouse** of area, to create the values.
9. Add a new Graph (*Note. You can add as many graphs as you need. E.g. Life, Defense, Mana, Power, etc....*).

3. Scripting

```
public XpManager variableName;  
  
float value = variableName.GetXPValue( graphName, currentLevel );
```

graphName : The name of the graph you want to fetch the value. e.g. Strenght
currentLevel : The current level of player/enemy or any other thing.

If you have any questions or suggestions, please contact us for email: contato@kasulogamestudio.com

Thanks for support!