

Thank you for purchase =)

Tested with : PHP : 7.0.33

PHPMYADMIN : version 4.9.5

UNITY : 2019.2.0f1

/!\ **Several functions, are launched in the animation of the user interface in "UIGlobal.cs" /!\**  
**look the "animations" to see the events.**

## Install :

### For install the video :

- Opening the démo scène in your asset "**Asset/Scenes**".
- Download all vidéos, "**Glitch**" and "**Space**" video in "Zip" file, in "Google Drive" here :  
<https://drive.google.com/file/d/1owVtjsBywK3Z34pGjICGDmwohgRFKUL1/view?usp=sharing> -Unzip file and drag
- Unzip file and drag and drop file "**Vidéo**", contening "Glitch" and "**Space**" video, in your asset.
- Drag and drop "**Glitch**" vidéo in hierarchy of the demo scène in "Main Camera/GlitchCube" in component "VideoPlayer" video clip.
- Drag and drop "**Space**" vidéo in hierarchy of the demo scène in "**Canvas/Background/Video Player**" in component "VideoPlayer" video clip.

### For install TextMeshPro :

- Download "**TextMeshPro**" in package manager in menu "**Windows/Package Manager**" and install all examples and components.

### For install MYSQL :

*If you don't know how, look here : <https://www.godaddy.com/help/import-sql-files-into-mysql-databases-6802>*

- In your asset, go to "**Asset/PHPFiles**" and upload all PHP files to your FTP server and create a new database MYSQL.
- Go to in "Asset/SQL" and insert the file "**database.sql**" in your database MYSQL.
- Open "**config.php**" file in your FTP server and edit your data connexion to MYSQL.
- Go to your asset and open, "**LoadPHP.cs**", from *line 12 to 15*, by the URL of your files :

```
string login_variables_url = "YOUR URL TO login.php";  
string load_variables_url = "YOUR URL TO loadStats.php";  
string load_login_url = "YOUR URL TO VerifLogin.php";  
string register_url = "YOUR URL TO register.php";
```

### Login :

-Go to “Canvas/Panel\_Login/” and open component “InputField” for editing.

### Register :

-Go to “Canvas/Panel\_Register/” and open component “Register” for editing.

### Frame avatars :

-Go to “Canvas/Panel\_Register/FrameSelectAvatar”, for editing.

### Frame Text writer :

-Script for write the text, go to hierarchy and look “Text Writer” gameObject.

-The function is launched :

```
private void TextWriter.AddWriter_Static("TextMeshPro_component", "AudioClip", "if_sound_end_write", "the_text_write",  
"speed_write", "is_invisible_character", "remove_Writer_Before_Add", "OnComplete_function");
```

### Options:

-Go to hierarchy, “Canvas/FrameOption/” and look component “OptionManager” for editing.

### Load variable PHP :

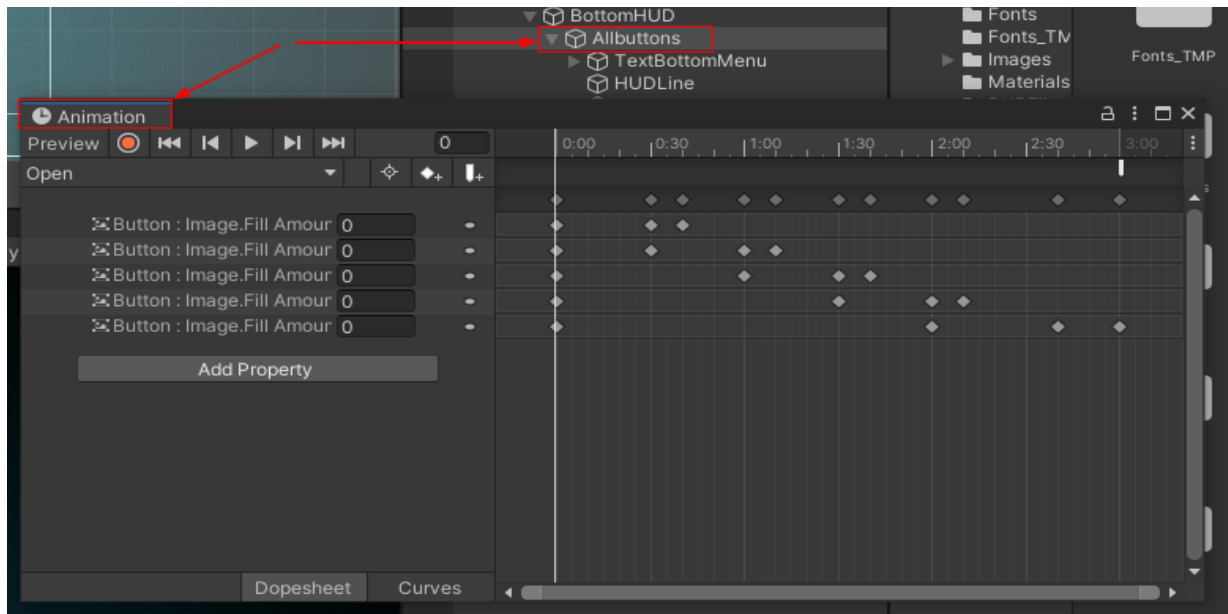
-If after clicking to login button, if login is “Success” in function “Login()”, show the “Granted panel” and start coroutine “LoadStats” for load the all variables of your account. *Line 54 to 60* in “LoadPHP.cs” :

```
else if (download.downloadHandler.text == "Login success") {  
    UIGlobal.instance.AccessGranted.SetActive(true);  
    UIGlobal.instance.AccessDenied.SetActive(false);  
    StopCoroutine("Login");  
    StartCoroutine("LoadStats");  
}
```

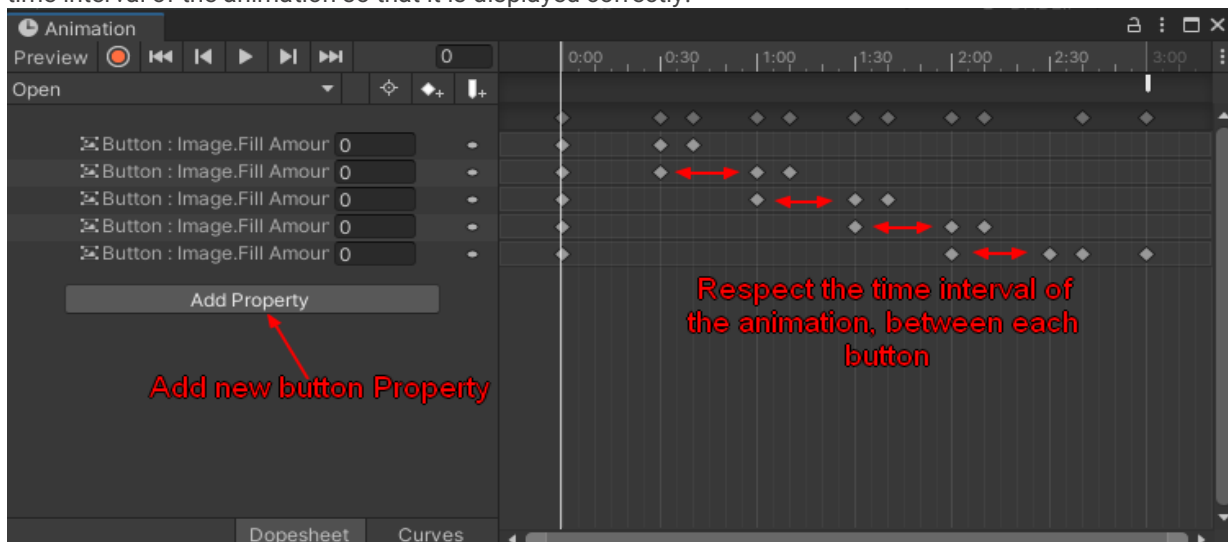
## Add New Button Bottom Menu:

Adding a new button, this done in the hierarchy, on the gameObject named "Allbuttons".

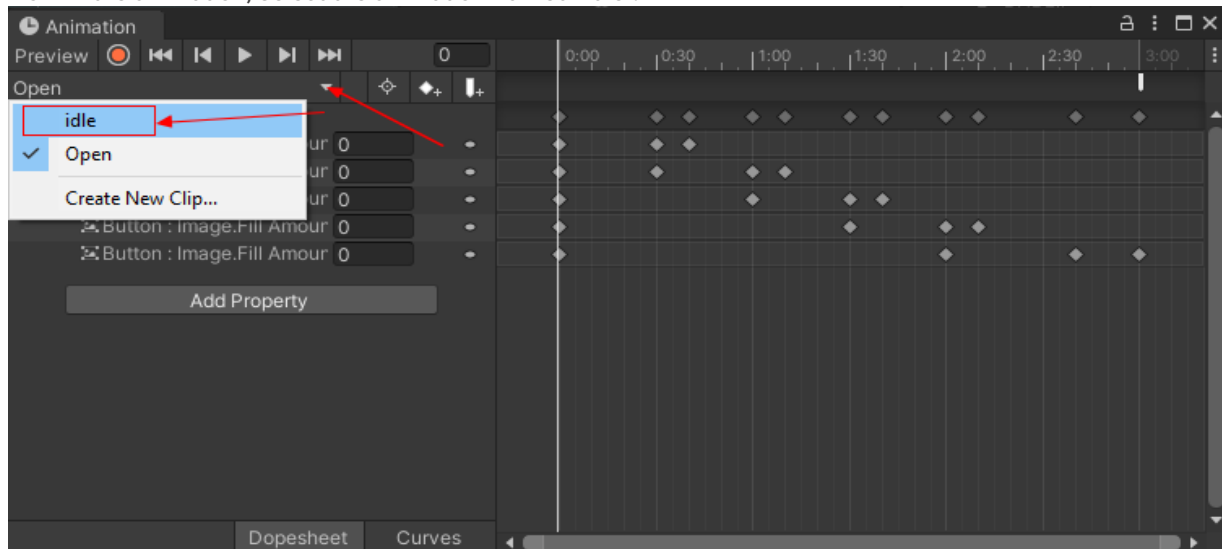
Duplicate an existing button. Once duplicated, go to the animation of the gameObject "Allbuttons".



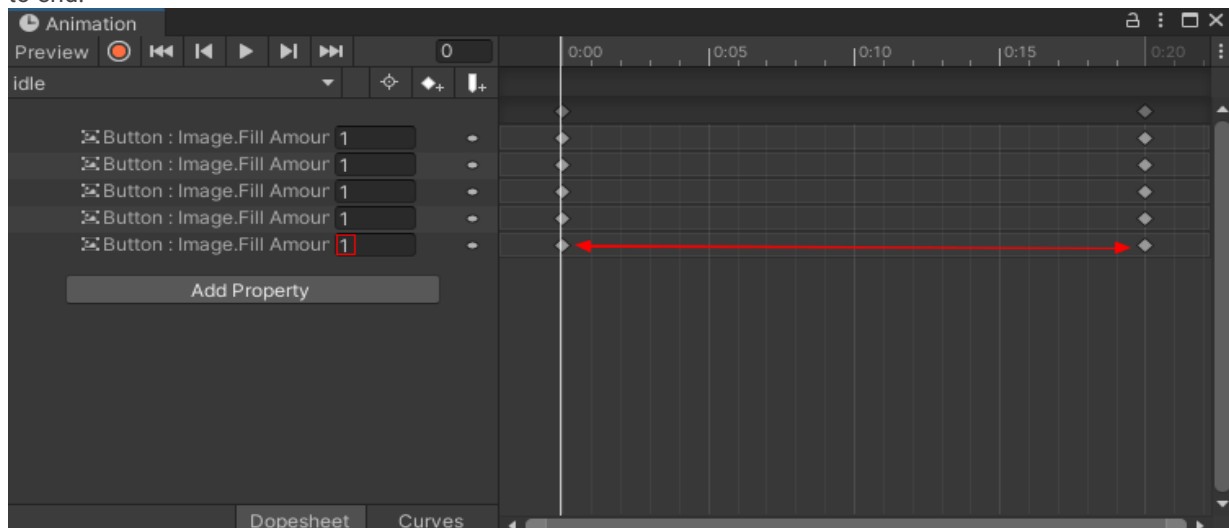
Now, add in the animation the property of the "image.Fillamount", of the new button that you have duplicated and respect the time interval of the animation so that it is displayed correctly.



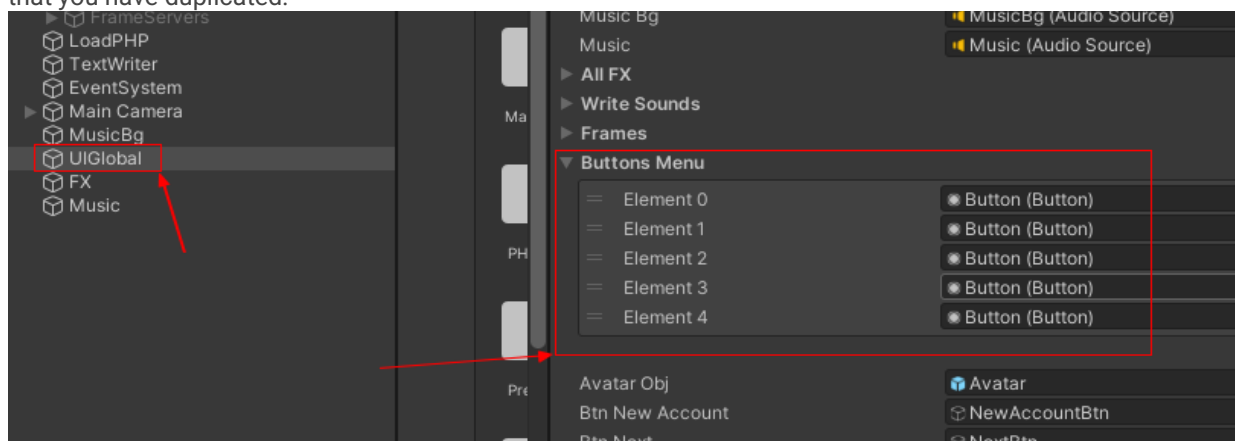
Now in the animation, select the animation named "idle".



And as before, add the "image.Fillamount" property, of the button you just duplicated, and set the value to "1" from beginning to end.



Now go to the hierarchy and on the gameObject named "UIGlobal" and add in the "ButtonsMenu" variable, the new button that you have duplicated.



**!/ Do not hesitate to send me an email if you have a question or a modification to make!/**