Introduction

Welcome and thank you for purchasing Last Virtual keyboard! This manual should lead you through the steps of setting up a virtual keyboard for your specific project. If you're looking for the API reference, it can be found Here

> ⓘ **NOTE**
>
> If you have any issues, please feel free to contact me at **lastassetscontact@gmail.com**

Importing into project

Once you've purchased the asset, open your project, and then open the **Window/Packagemanager** window. Make sure youre logged in, and navigate to **My Assets**. Search for **Last Virtual Keyboard**. You need to download and press import. You should be given options for what to import from the package. **Core** is necessary for functionality, and **Examples** have integrations that are worth looking into.

> ⓘ **NOTE**
>
> One of the examples in the package relies on the new input system, so please follow the earlier procedure for downloading the *Input System* package from the *Unity Registry* under package manager.

Adding the components

First step is to add the [Keyboard](#) component to a gameobject. This should automatically add the [KeyboardLayout](#) dependency, but if it doesn't, add this component to the object as well.

Customization

The keyboard is fairly cusomizable, simply change the fields under *Layout* on the keyboardlayout component. This should give you options for colors, icons, etc. While you're here, populate the **Keys** array to start filling out your keyboard.

Using the keyboard

Depending on which input system you're using, you can access the keyboard with these calls:

Open(), Close(), IsOpen(), ReadKey()