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**

Namespace LastAssets.LastVirtualKeyboard

Classes

VirtualKey

    Virtual keyboard key class, assigned when virtualkeyboardlayout creates the keyboard. Mostly used as an animation layer.

VirtualKeyPointer

    Pointer class, useful for pointing any raycastable transform to a virtual key

VirtualKeyboard

    Main Virtual keyboard class, required for functionality

VirtualKeyboardLayout

    Layout component that creates and adjusts the virtual keyboard. This is a required component

VirtualKeyboardLayout.KeyboardLayout

    Main components to the keyboard, customization can be done here

VirtualKeyboardLayout.KeyboardRow

    Keyboard row, holds a list of KeyboardItems that get aligned horizontally

VirtualKeyboardUtilities

    VirtualKeyboard Utility class

Structs

VirtualKeyboardLayout.AdditiveKeyIcon

    Additional information to be passed into the creation of a keyboarditem. Can be text or an image

VirtualKeyboardLayout.KeyboardItem

    An item that will show up on the keyboard

VirtualKeyboardLayout.VirtualHotkey

    Binds an inputsystem action to a key result

Interfaces

IVirtualKeyboardRaycastTarget

    Interface for what is raycastable by the virtualkeyboard. It only searches for this interface on hit objects.

Enums

VirtualKeyboardUtilities.UIAnchor

Repesents a Vector2 pivot point used in UnityEngines UI RectTransform