

# 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](mailto:lastassetscontact@gmail.com)**.

For better support, join the discord server at <https://discord.gg/jcuhesB939> 

# 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](#)

Represents a Vector2 pivot point used in UnityEngines UI RectTransform