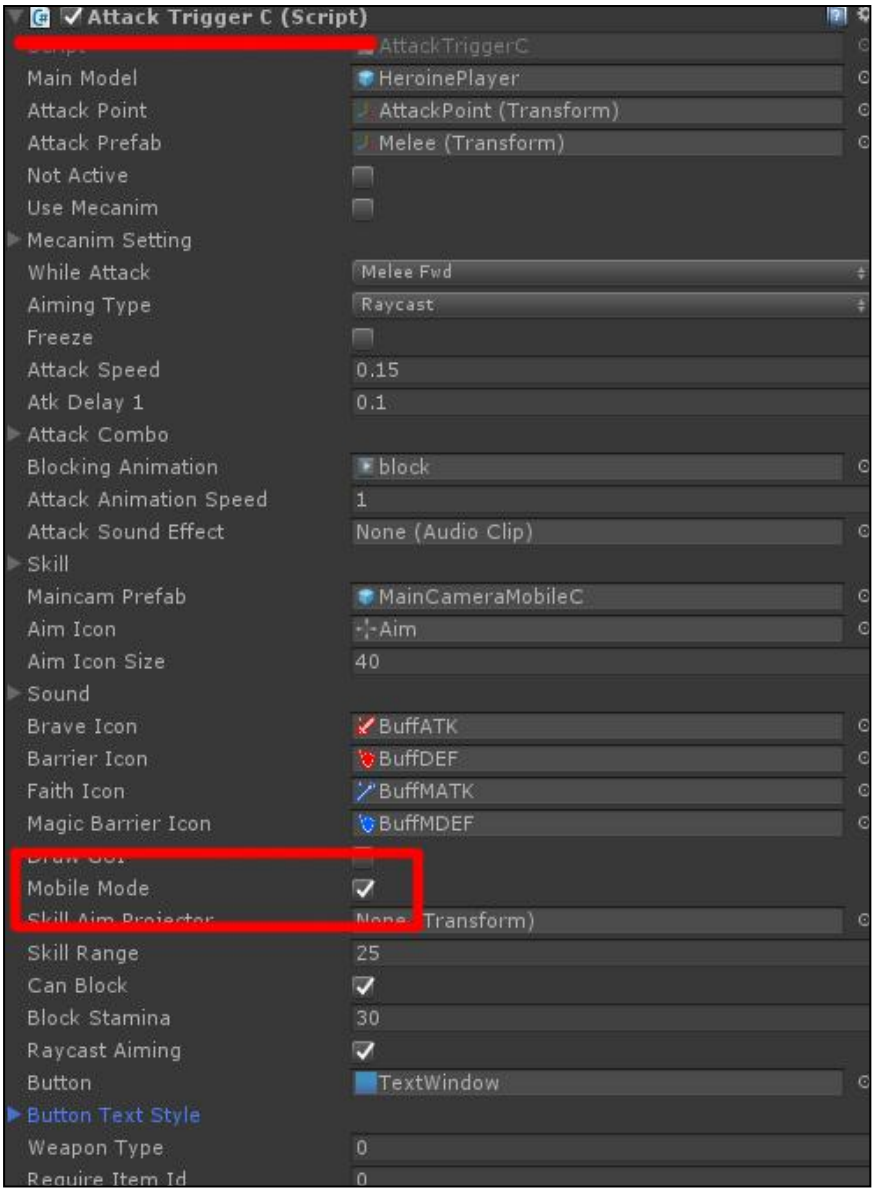
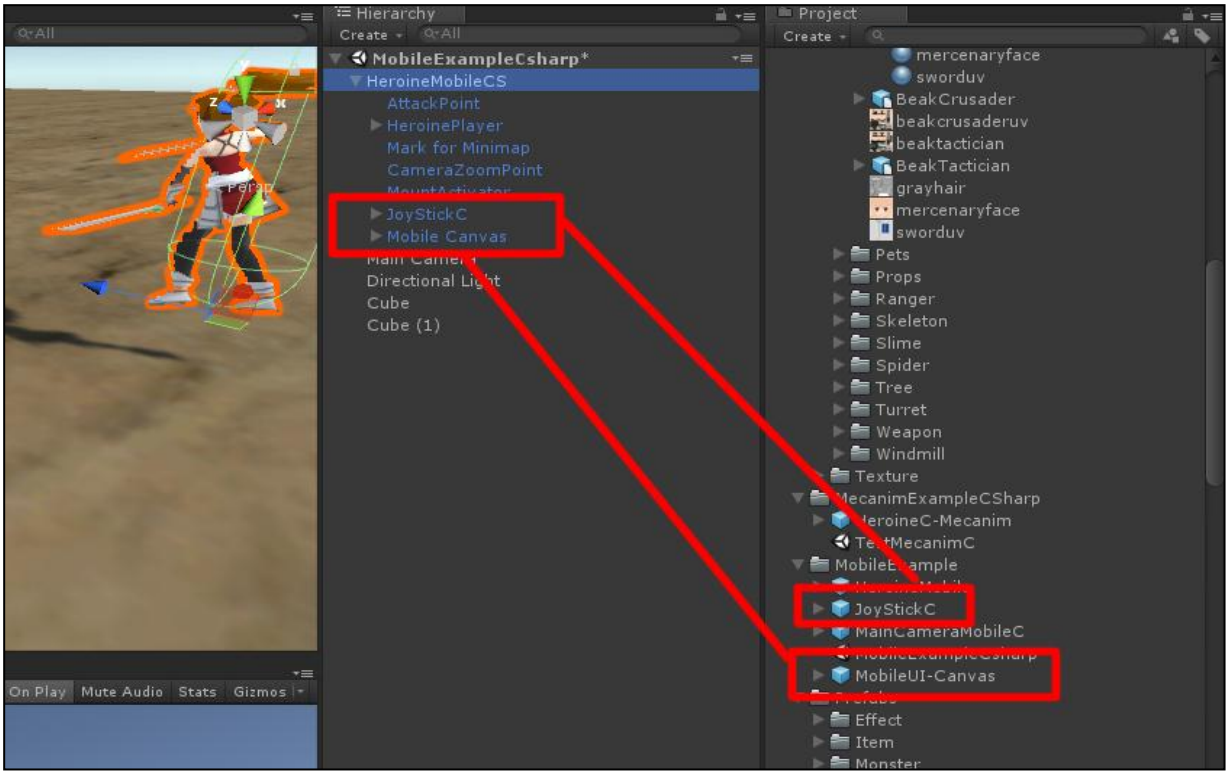
Mobile Setup

After your character is ready. Go to “AttackTrigger” component and mark on “Mobile Mode”



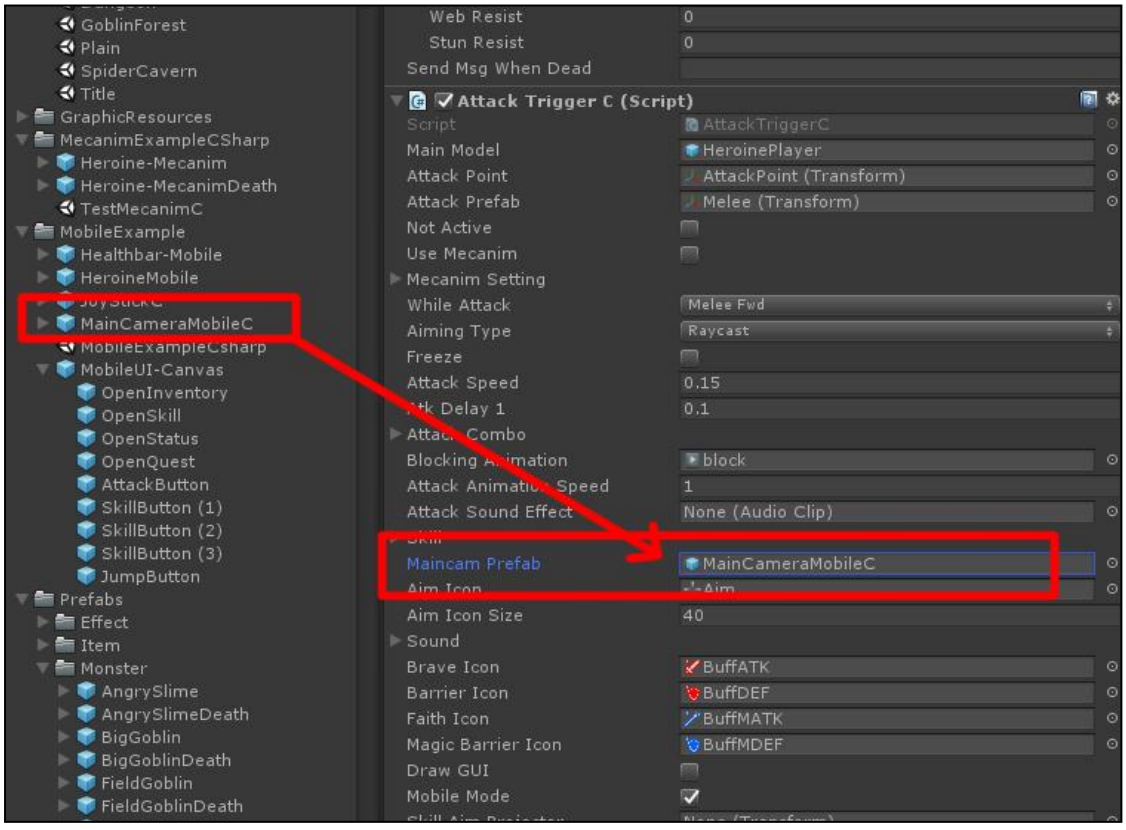
Drag “Joystick” and “MobileUI-Canvas” prefab from

“ActionRPGKit / MobileExample” to the scene and parent it to your player object

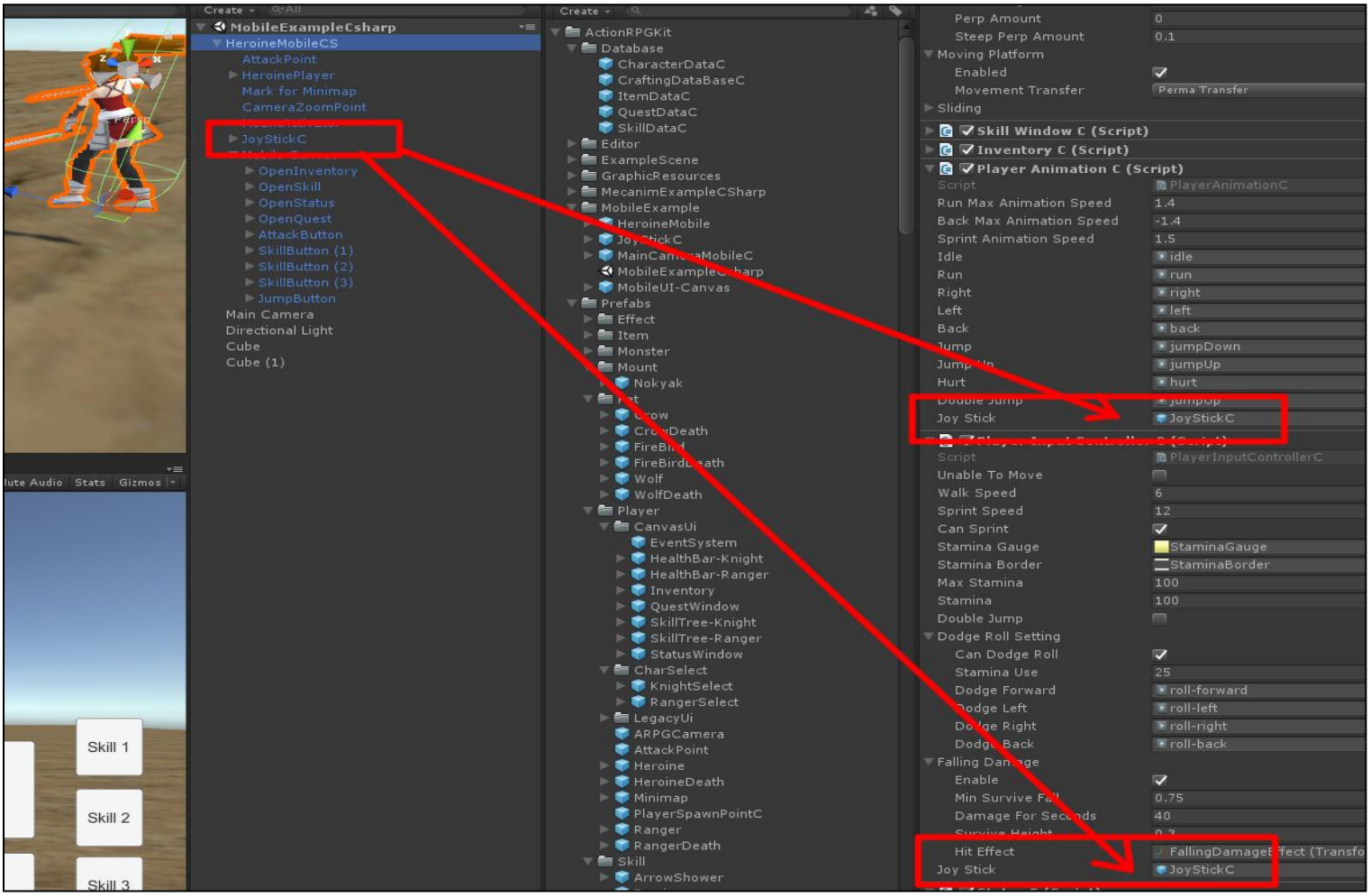


Assign “MainCameraMobileC” prefab from(ActionRPGKit / MobileExample)

To “Maincam Prefab” variable in “AttackTrigger” component



Assign “Joystick” object from the scene to Joy Stick variable in “PlayerInputController” component and in “PlayerAnimation” component(For Legacy animation) or “PlayerMecanimAnimation” (For Mecanim Animation)

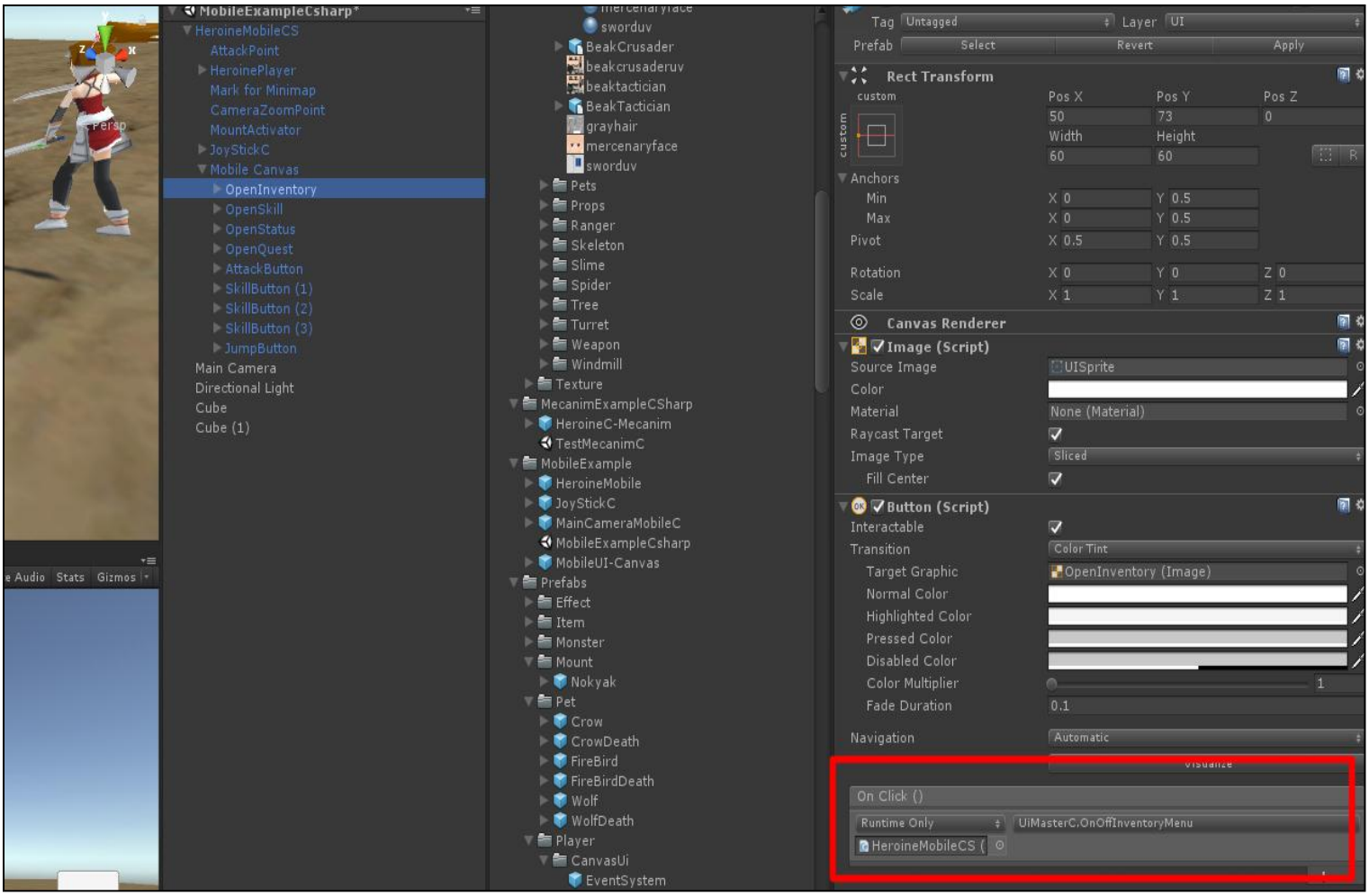


Set “OpenInventory” button’s event to (Player Object/ UiMasterC / OnOffInventoryMenu)

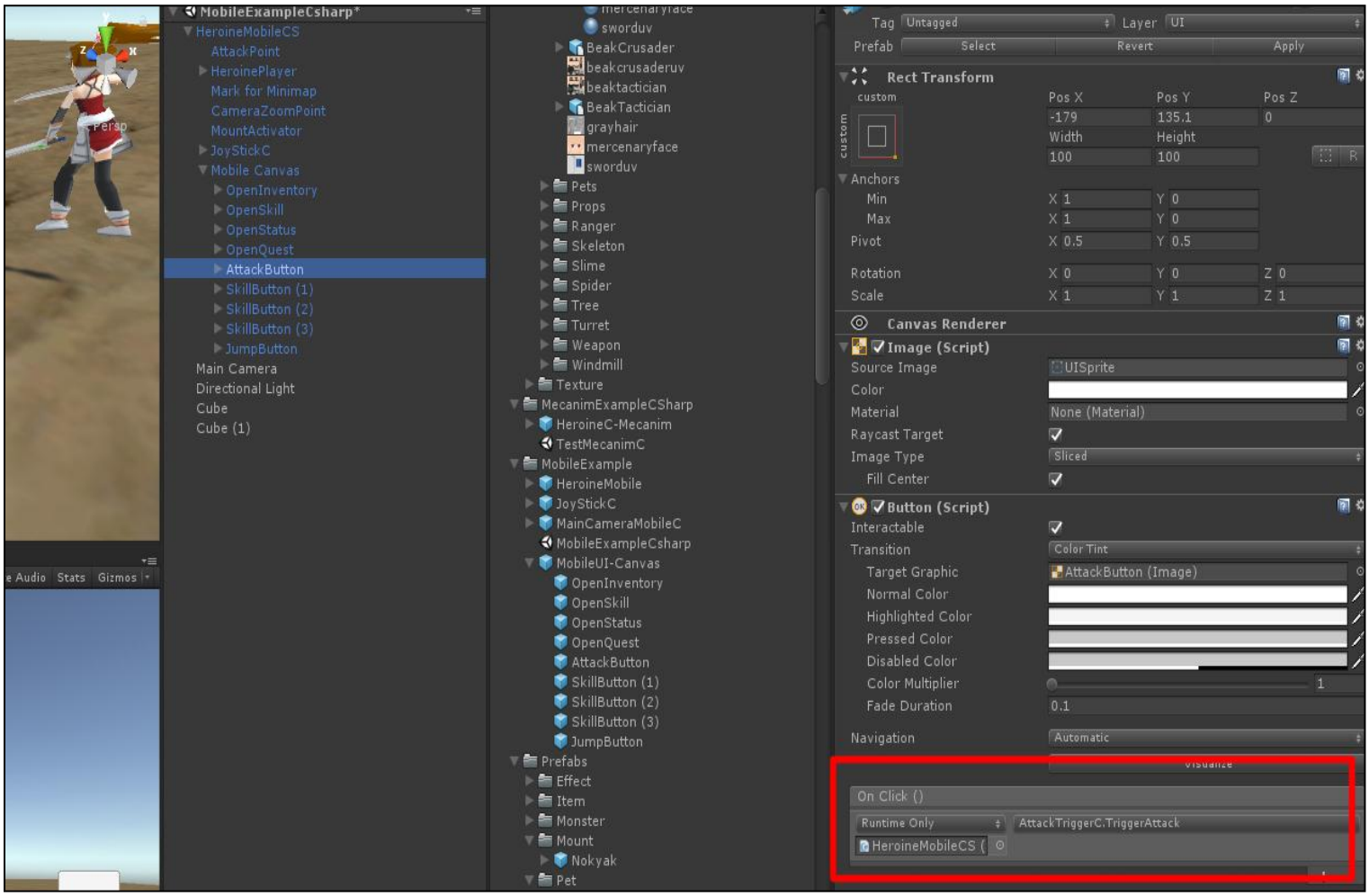
“OpenSkill” button’s event to (Player Object/ UiMasterC / OnOffSkillMenu)

“OpenStatus” button’s event to (Player Object/ UiMasterC / OnOffStatusMenu)

“OpenQuest” button’s event to (Player Object/ UiMasterC / OnOffQuestMenu)



Set “AttackButton” button’s event to (Player Object/ AttackTriggerC / TriggerAttack)



Set “SkillButton” button’s event to (Player Object/ AttackTriggerC / TriggerSkill)

The SkillButton will send the int value for Use Skill from shortcuts

0 = Skill 1

1 = Skill 2

2 = Skill 3

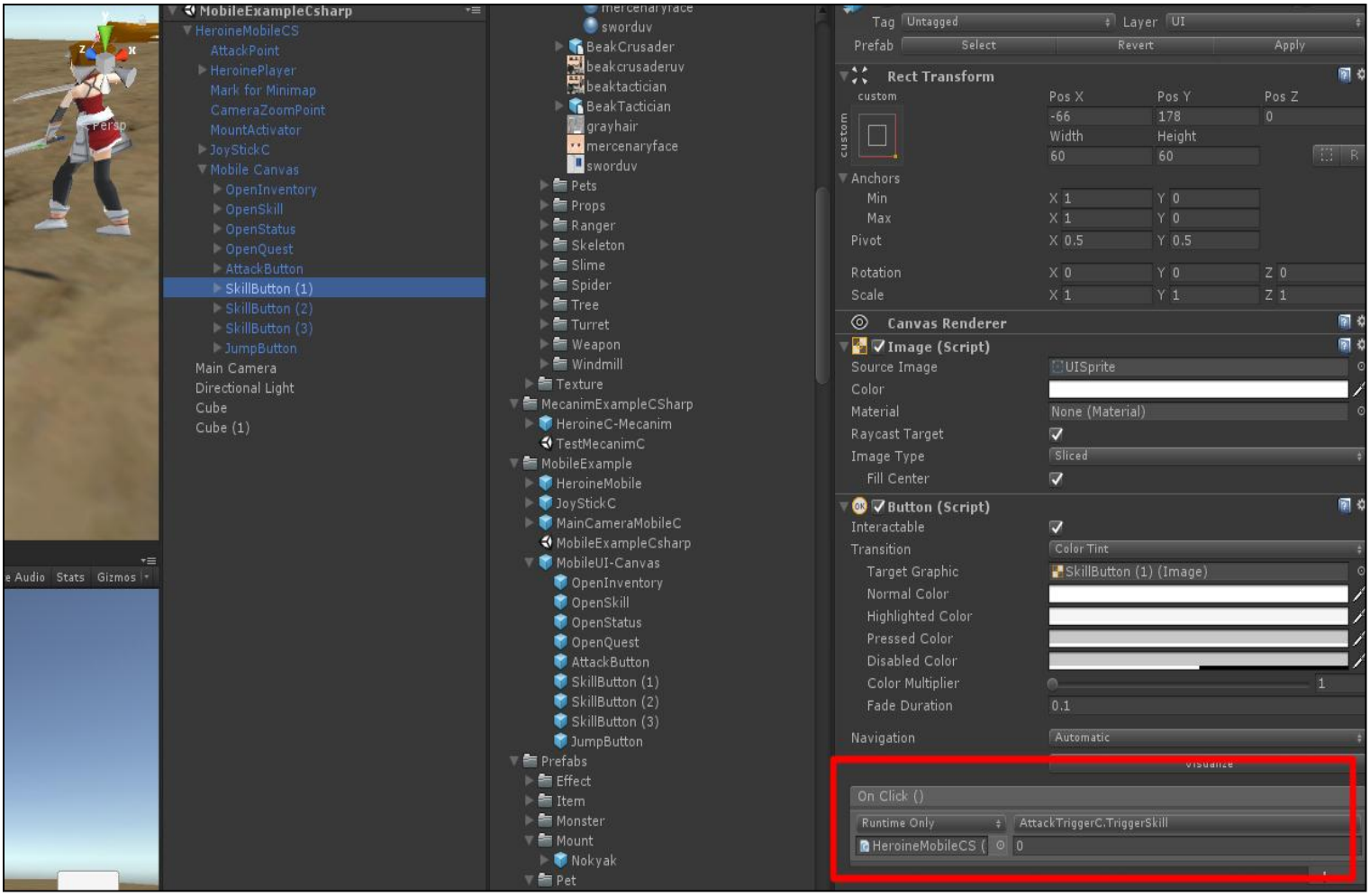
3 = Skill 4

4 = Skill 5

5 = Skill 6

6 = Skill 7

7 = Skill 8

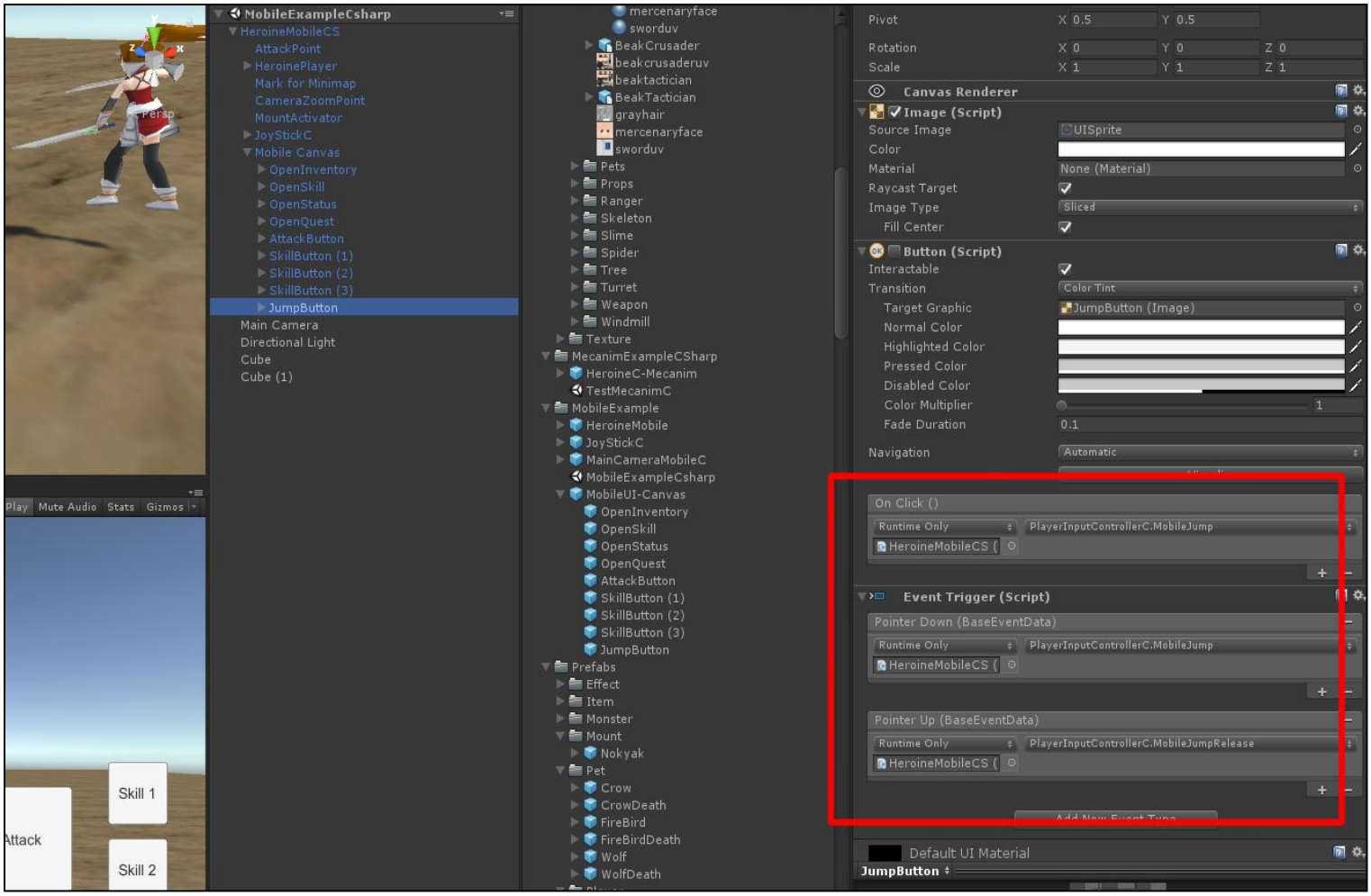


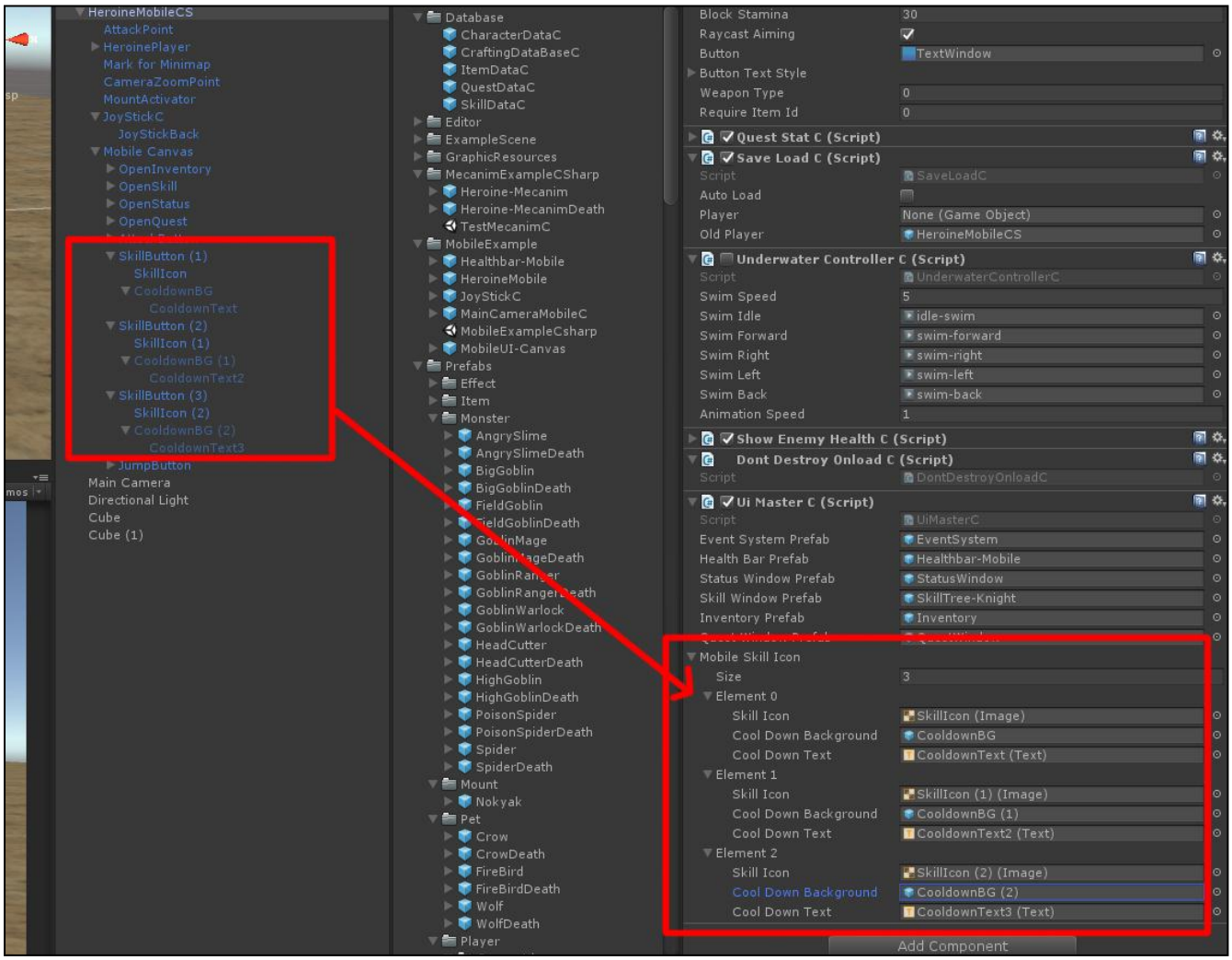
Set “JumpButton” button’s event to (Player Object/ PlayerInputControllerC / MobileJump)

Then go to “Event Trigger” component

In “Pointer Down” event set it to (Player Object/ PlayerInputControllerC / MobileJump)

In “Pointer Up” event set it to (Player Object/ PlayerInputControllerC / MobileRelease)



Go to “UiMaster” component and expand “Mobile Skill Icon” variable up to your Skill Shortcut you want. Then assign all of Skill’s Icon and Cooldown

To it. This component will update Skill Icon and Cooldown when you use Skill.