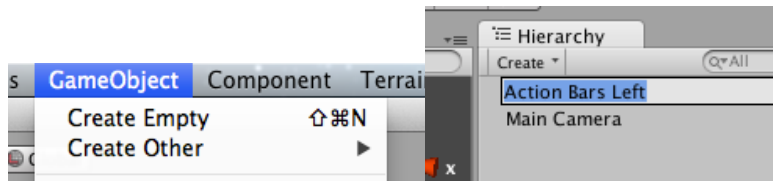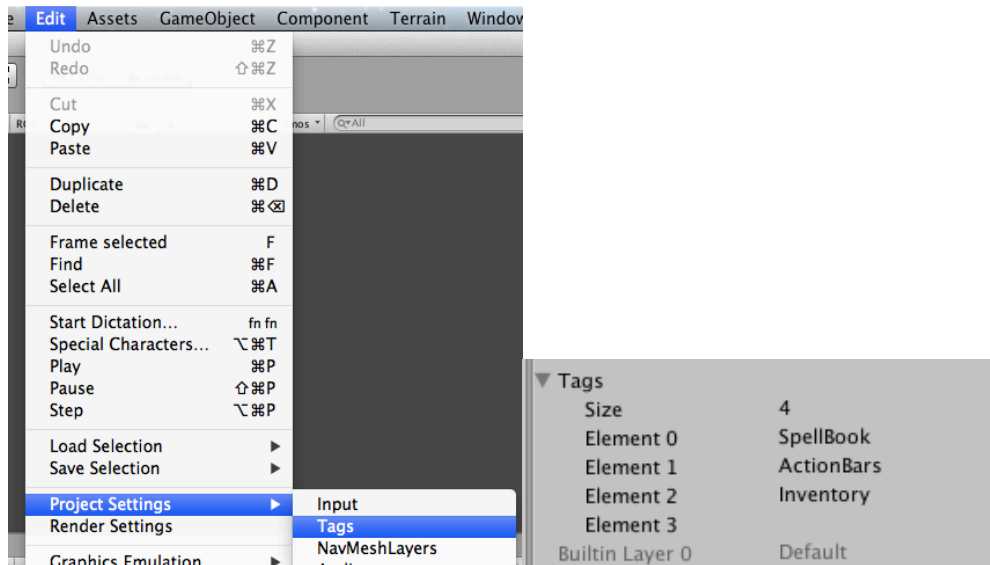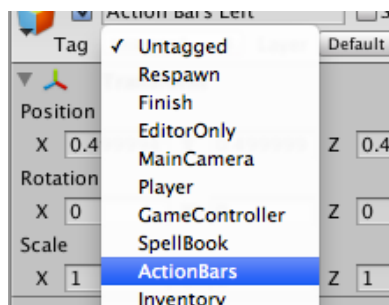# RPG Actionbars & Spellbook

Actionsbars:

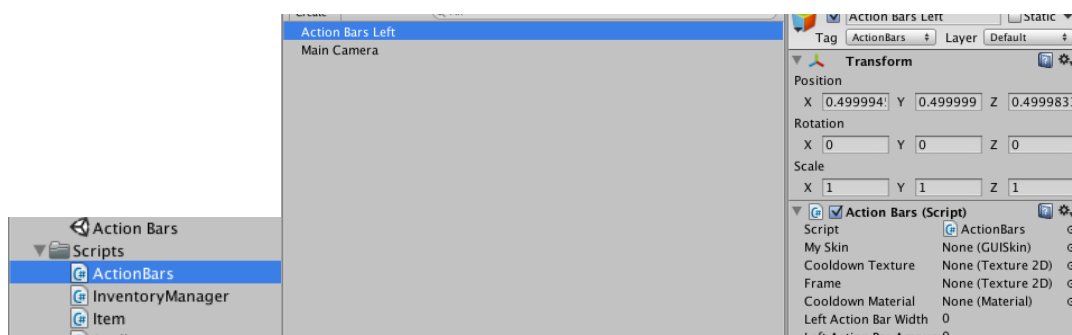Create new GameObject and call it Action Bars Left.

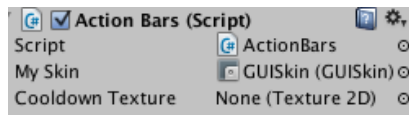Create 3 new tags. ActionBars, SpellBook, Inventory.
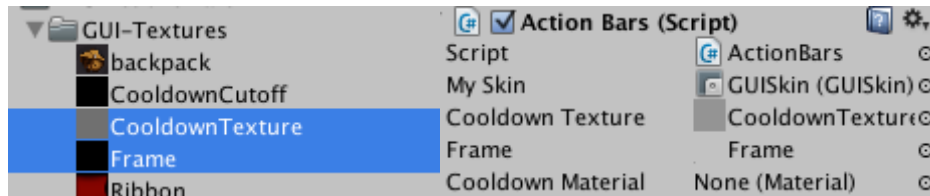
Tag the "Action Bars Left" GameObject ActionBars.

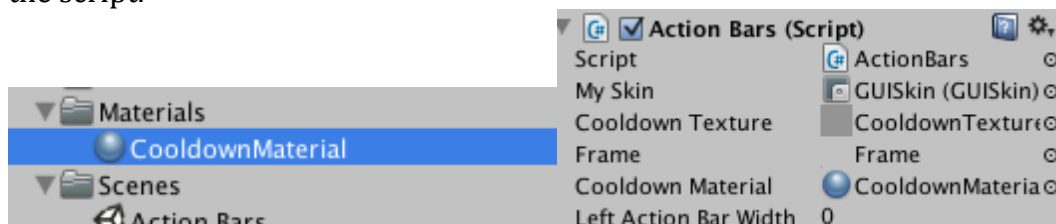Drag and drop the ActionBars script from the script folder onto the GameObject.

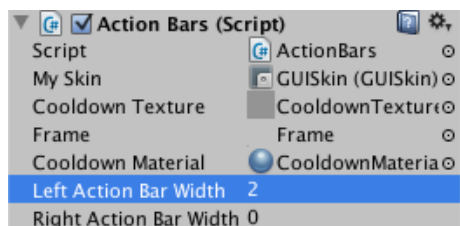Drag and drop the GUISkin to the *My Skin* field on the script.

From the GUI-Textures folder drag and drop the CooldownTexture & the Frame textures to the fields on the script.
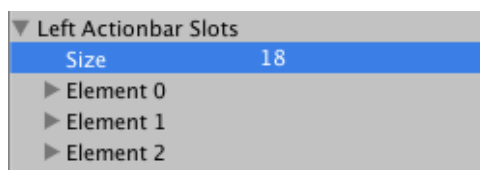

From the Materials folder drag and drop the Cooldown Material to the field on the script.
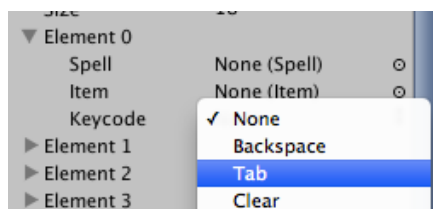

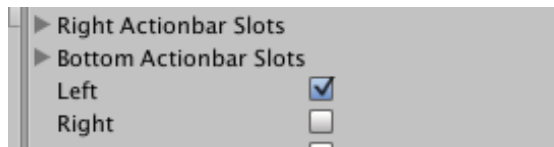Set the Left Action Bar Width to 2.

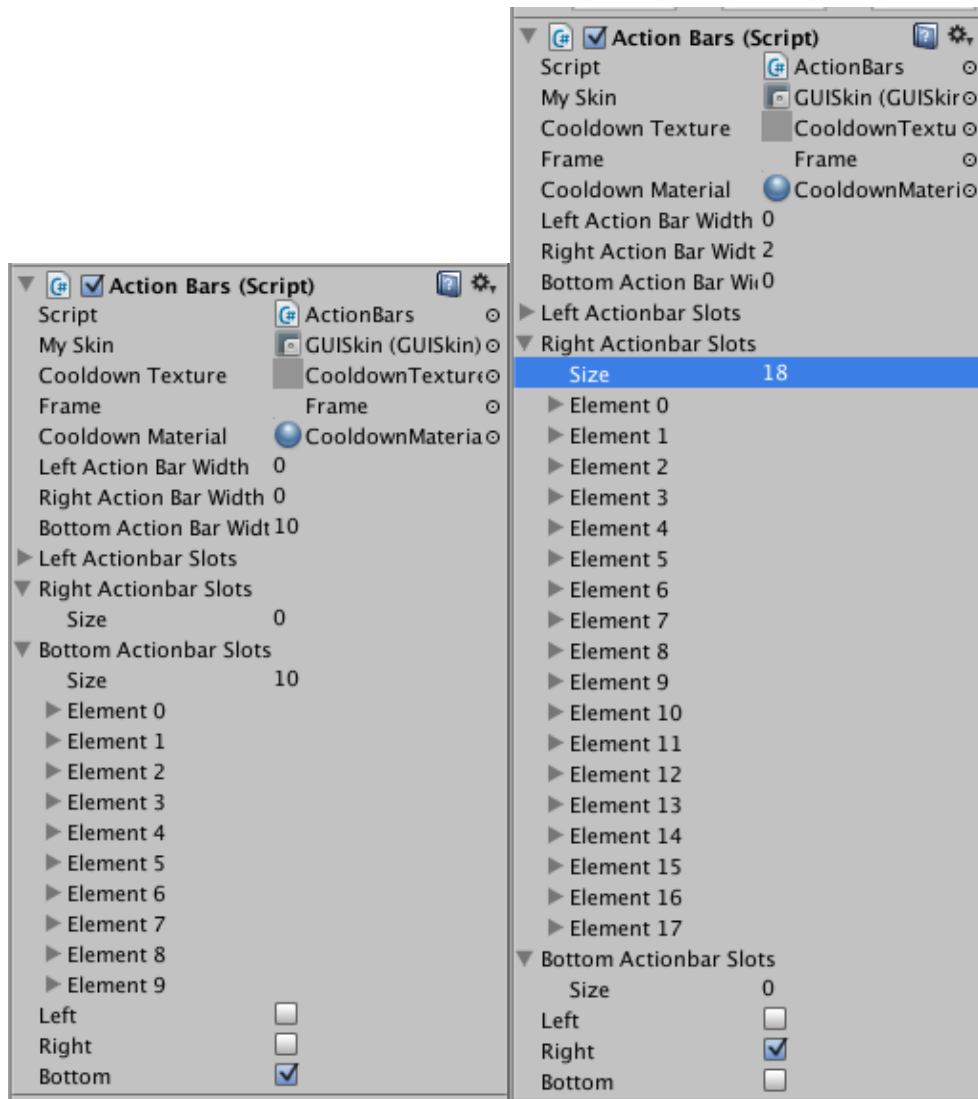Set the size of the Left Actionbar Slots to 18.

Under the elements of the Left Actionsbar Slots you can set the keycodes of the actionbars slots.
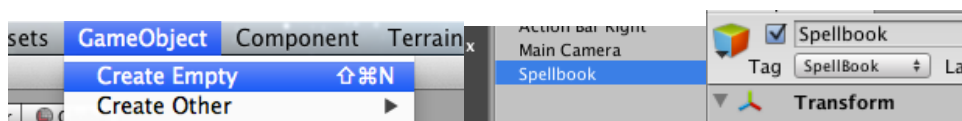
Check the *left* checkbox of the script.

Now duplicate the Action Bars Left GameObject 2 times and do the same over again for both bottom and right actionbars.
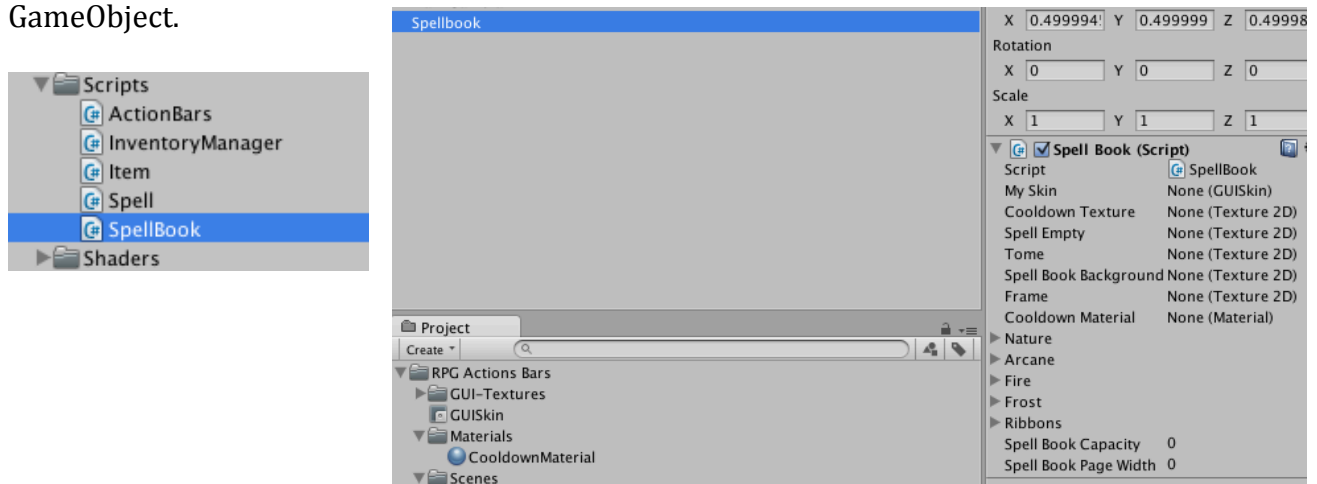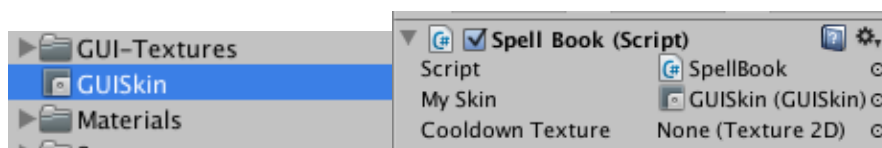

Spellbook:

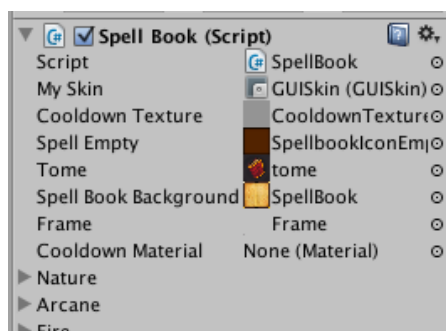Greate a new GameObject called Spellbook and tag it SpellBook.

Drag and drop the SpellBook script from the script folder to the Spellbook
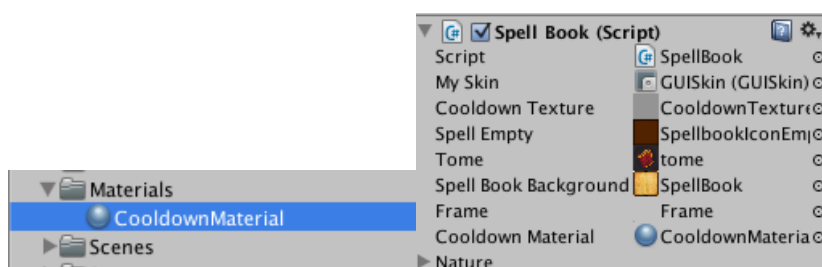GameObject.

Drag and drop GUISkin to the *My Skin* field on the script.
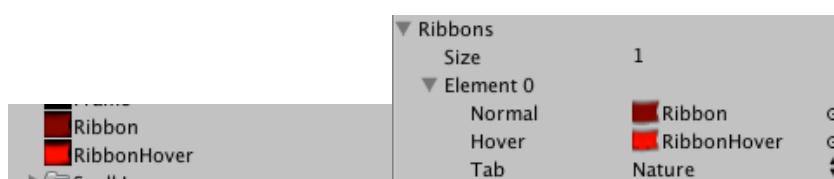

From the GUI-Textures drag and drop the textures to the fields on the script.

From the Materials folder drag and drop the material to the *Cooldown Material*
field.

Unders Ribbons set the size to one. From the GUI-Textures drag and drop the
Ribbon textures to the fields.

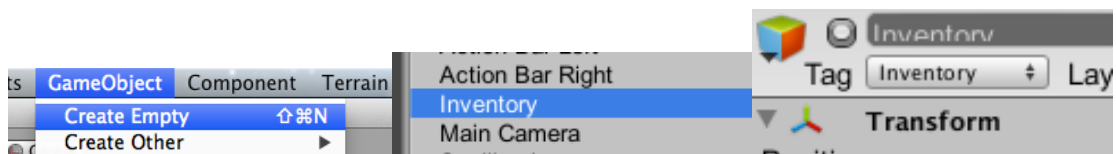Now set the size to 4 and edit the *Tab* fields to Arcane, Fire, and Frost .

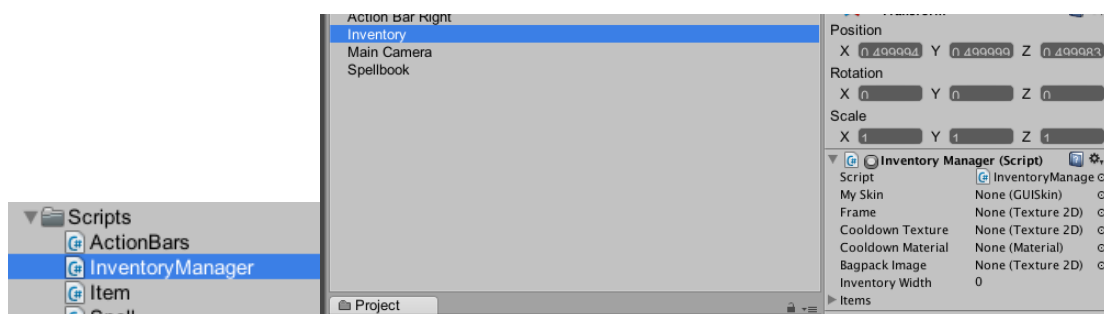Set the Spell Book Capacity to 16 and Spell Book Page Width to 2.
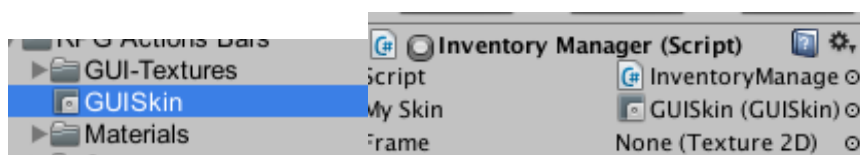

Inventory:

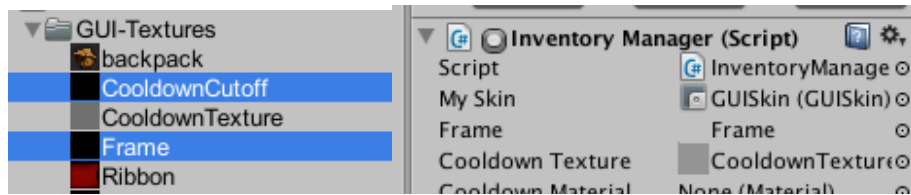Create a new GameObject and call it Inventory. Tag the inventory Inventory.

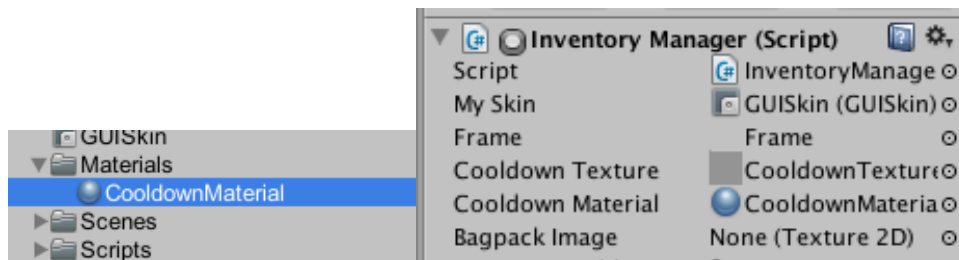Drag and drop the InventoryManager script from the script folder onto the inventory.

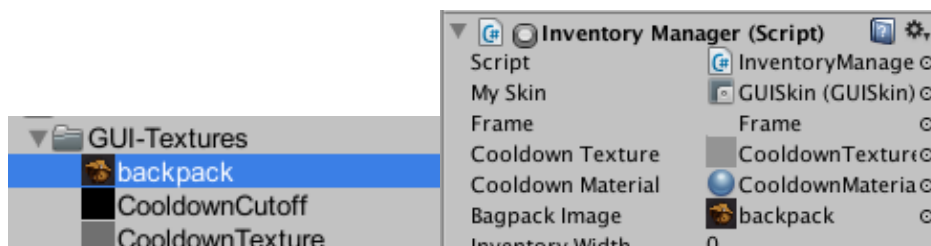Drag and drop the GUISkin to the *My Skin* field.

Drag and drop the Frame and Cooldown texture from the GUI-Textures to the fields on the script.

From the Materials folder drag and drop the Cooldown Material to the field on the script.

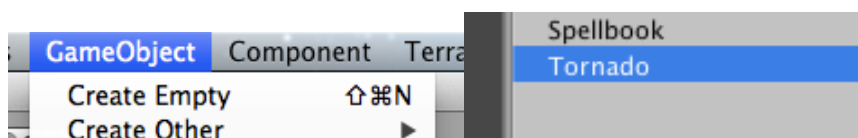From the the GUI-Textures folder drag and drop the backpack image to the Backpack Image field.

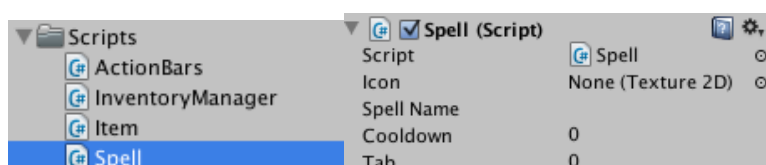Set the Inventory width to 7 and the size of Items to 56.
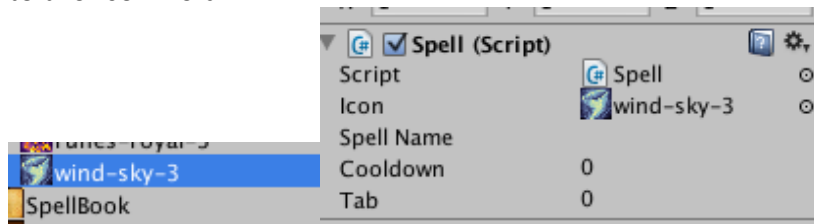

Spells:

Create a new GameObject and call whatever you want, but for this example i'll go with Tornado.
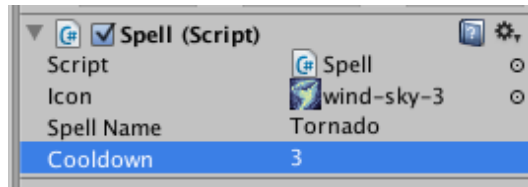

Drag and drop the spell script from the script folder.

From the Spell Icons folder in the GUI-Textures folder drag and drop a spell icon to the Icon field.
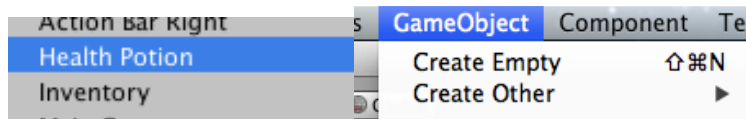

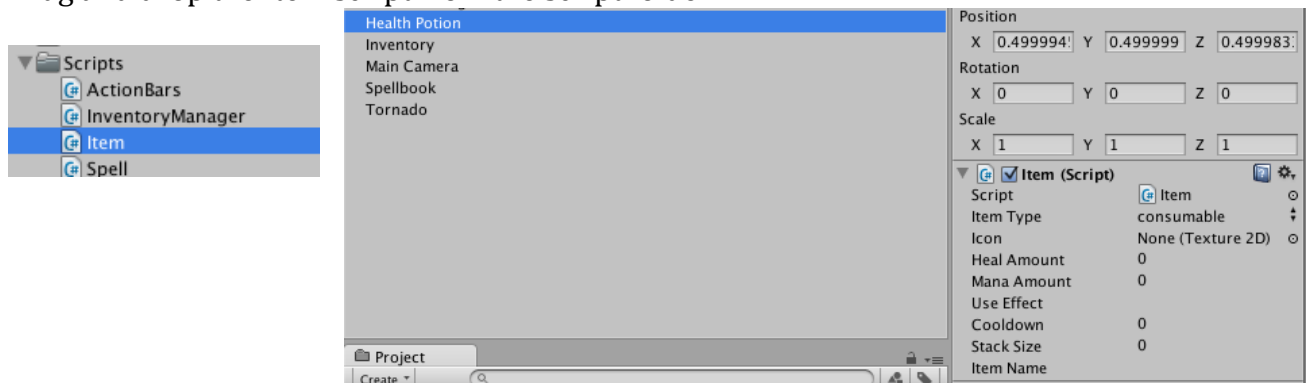Set the *Spell Name* to "Tornado". And set the cooldown to what ever you want.
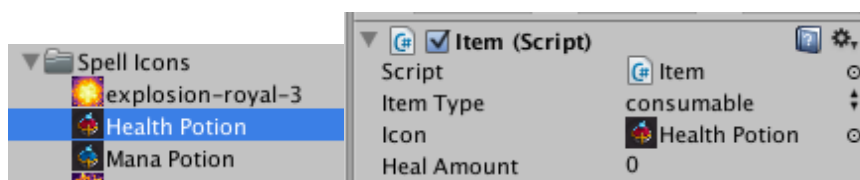

Items:

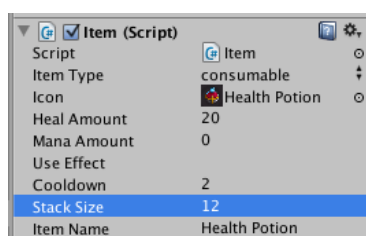Create a new GameObject and call it Health Potion.

Drag and drop the Item script from the script folder.

Drag and drop the Health Potion icon to the icon field.

Set the Heal Amount to something like 20 or whatever you want. Set the Cooldown to 2 or whatever you want the cooldown to be. Set the stacksize to whatever you like. Set the Item Name to Health Potion.

Go to the spellbook GameObject. Drag and drop the spell you created to the desired list of spells.
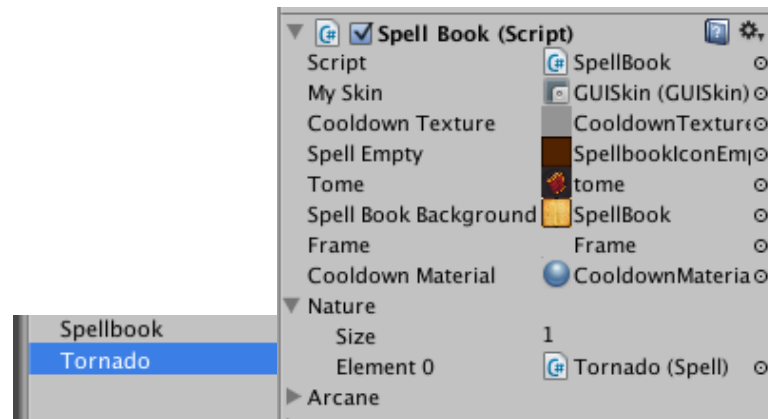
Go to the Inventory GameObject. Drag and drop the Health Potion to the list of items.
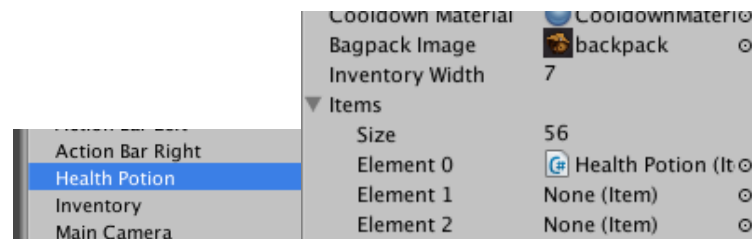
Congratulations! You've successfully implemented the Actionbars kit.

You can now make more items and spells and implement them into your system and adjust the kit so that it matches your needs.

Should you have any questions, problems, or comment please contact me on Asgerroed@me.com