Our Assets

Discord Support

Thank you for giving our Tutorial Manager a try!

We put a lot of love and care into it – we hope it will serve you well.

The tool is a very simple way to display in-game tutorials based on triggers or buttons, but you can very simply extend it to fit your needs.

BIRP (Built-in Render Pipeline / Legacy), URP (Universal Render Pipeline) as well as HDRP (High-Definition Render Pipeline) are fully supported.

The package is render pipeline independent.

# Contents

Package Overview

- This package comes with two primary scripts and example scenes.
- Scripts:
  - RRR_TutorialManager:
    - The tutorial manager holds the references to your Canvas and all Buttons, as well as the actual tutorial images.
  - RRR_TutorialTrigger:
    - The tutorial trigger holds a reference to the manager and is used to trigger the referenced tutorial instance via collision.
- It also comes with two example use-case scenes:
  - Demo_Tutorial_Canvas
  - Demo_Tutorial_TriggerZone
- We have added a few example textures (generated with AI) which you can use as placeholders, but we do recommend you create your own, fitting to your UI down the line.
  - You can swap the images in the demo canvas yourself.
  - All image files are in the **RRR Tutorial Manager\Demo\Textures** directory.
- To display the text properly, you will need to import the **TextMeshPro** package and install the essentials – we recommend it over the standard text tooling.

Feature Overview

- Trigger via Button (Canvas)
- Trigger via collision (Enter collider / IsTrigger)
- Global Close Button
- Back Button
- Next Button (which changes into a Close button on the last entry).
- Cursor Lock – to stop players from exiting the tutorial window.

Use Case 1: On-Screen Button

- You can make any button in your UI Canvas trigger the tutorial manager and display your desired tutorial by adding an **On Click ()** event to any button in your Canvas.
- To see this in action, simply open the **Demo_Tutorial_Canvas** scene and enter play mode, then click the **Enable Tutorial** button.
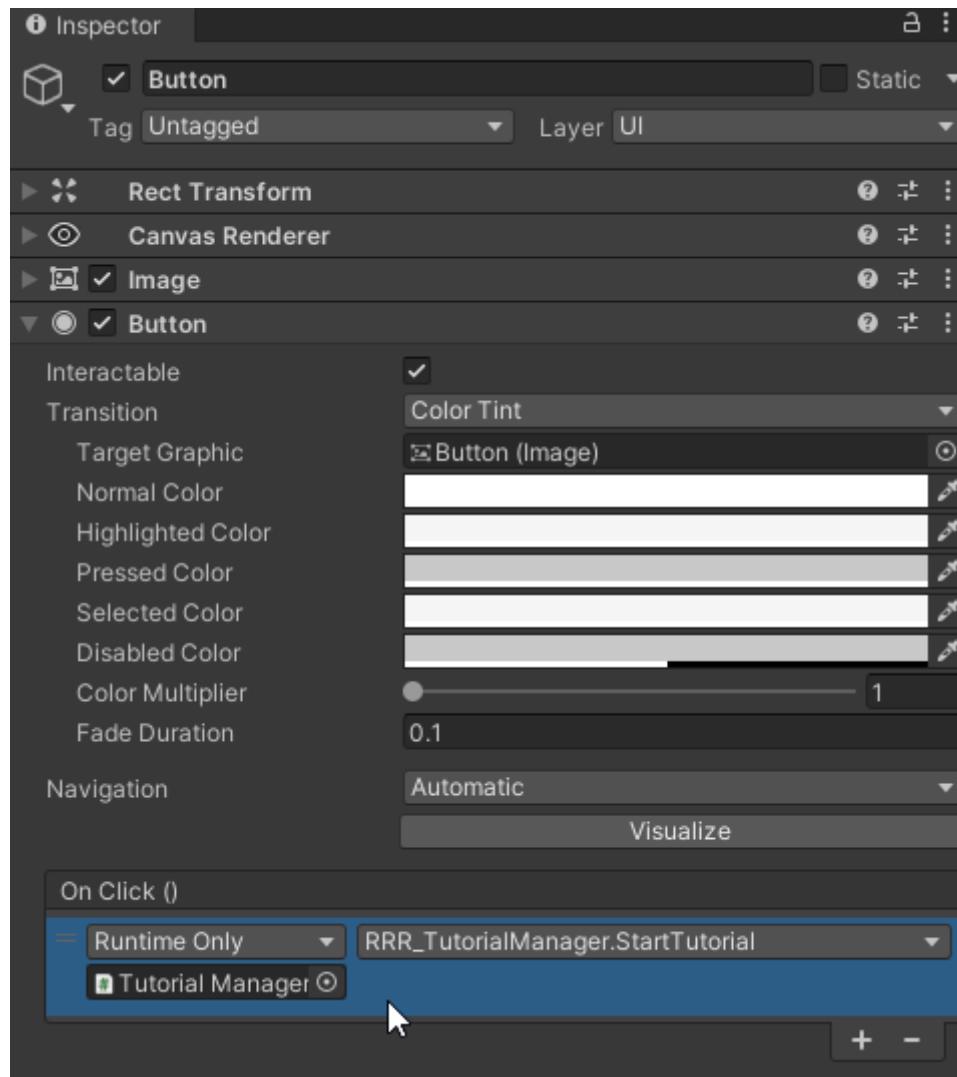
Use Case 2: Player Collision

- You can trigger the tutorial by walking into a collider with **Is Trigger** enabled and an **RRR_TutorialTrigger** component added.
- Make sure the **Tutorial Trigger Zone** has a reference to its corresponding **Tutorial Manager** assigned!
- Make sure your player has the **Player** tag assigned!
- One of the objects needs to have a **Character Controller** assigned for collision detection to work.
  - It will usually be your player, but in the rare off-chance where you cannot use it on your player, you can attach it to the actual **Trigger Zone** (as we did in the **Demo_Tutorial_TriggerZone** scene).
- To make use of the TriggerZone demo, enter play mode in the demo scene and move the **Player Capsule Transform Components Z** value to **0**.
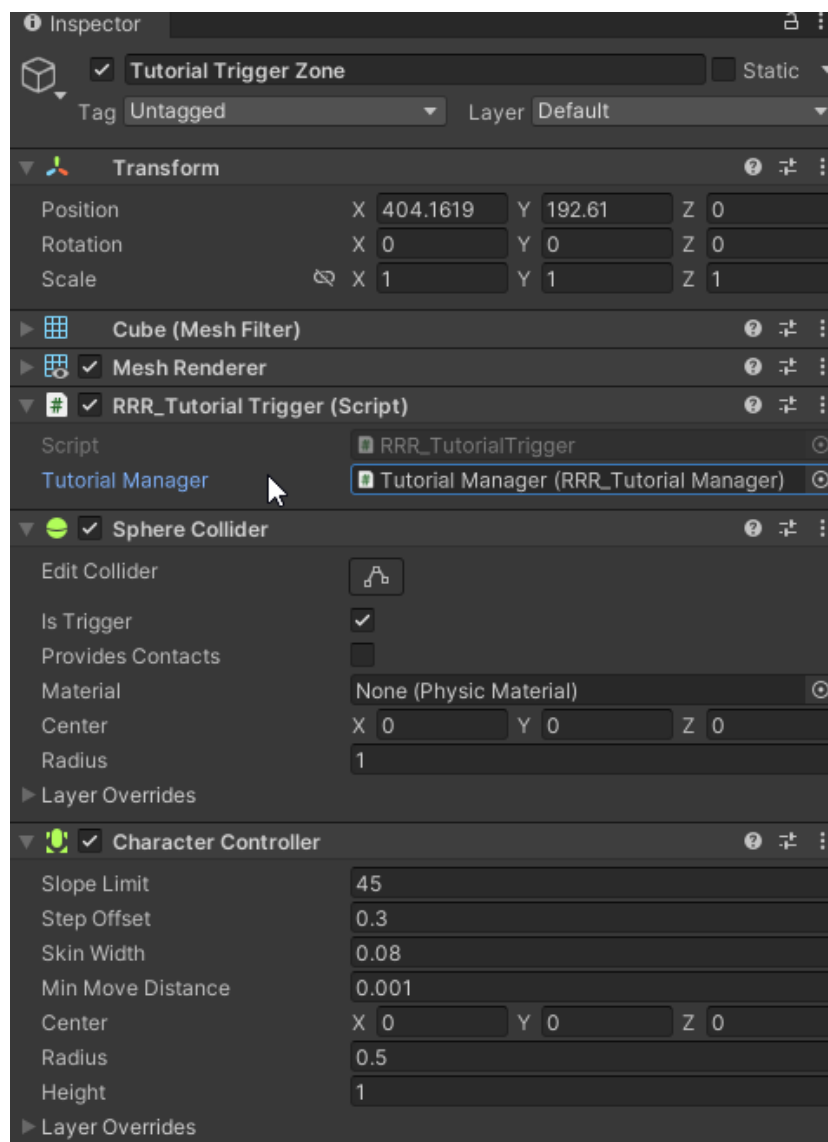
Installation

- Import the asset via the Unity Package Manager (Window > Package Manager > My Assets).
  - If you bought the package from somewhere else than the Unity Asset Store, please import the downloaded unitypackage file directly into your project.
- If you are using URP:
  - Select all **Built-in Materials** in your project (or the ones you wish to convert).
  - Go to **Edit > Rendering > Materials**
  - Select **Convert Selected Built-in Materials to URP**
- If you are using HDRP:
  - Go to **Edit > Rendering > Materials**
  - Select **Convert All Built-in Materials to HDRP**
- In new Unity Versions, you can also automate the process using the Render Pipeline Converter.
  - Select **Window > Rendering > Render Pipeline Converter** and convert your assets.

Asset List

- Scripts:
  - RRR_TutorialManager
  - RRR_TutorialTrigger
- Demo Scenes:
  - Demo_Tutorial_Canvas
  - Demo_Tutorial_TriggerZone
- Materials:
  - M_Box
  - M_Character
  - M_Plane
- Textures:
  - T_TutorialManager_Window_01
  - T_TutorialManager_Button_01
  - T_TutorialManager_Window_02
  - T_TutorialManager_Button_02
  - T_TutorialManager_Window_03
  - T_TutorialManager_Button_03