# Folder System

## by Gaskellgames

'Tools / Utility for Unity 3D game engine

# USER GUIDE

## Release 1.0.0

*April 2024*

*Copyright (C) 2022 Gaskellgames - All Rights Reserved*

This manual, as well as the software described in it, is furnished under license and may be used or copied only in accordance with the terms of such license. The content of this manual is furnished for informational use only, is subject to change without notice and should not be construed as a commitment by its authors. The author assumes no responsibility or liability for any errors or inaccuracies that may appear in this manual.

# Table of Contents:

## Getting Started


Overview..... 4
Installation..... 4
Quick Start..... 4
Support & API documentation..... 4


## Asset Content


File structure..... 5
Example scene..... 5
How to use / setup guide..... 6
Project Folders ..... 6
Hierarchy Folders ..... 7

# Getting Started:

## Overview

This user guide was created to provide a basic overview of the features functionality of the asset.

## Installation

Once you have downloaded the asset **Folder System - Gaskellgames** from the Unity's Asset Store, go to: "Assets > Import Package > Custom Package…". In the Import Asset Window, find and select **Folder System - Gaskellgames**. After the 'import package' window appears in Unity, verify that all items to import are selected and then click the import button in the bottom right of the window.

## Quick Start

The content of the asset will be found in the project window, under assets and within a header file with the name **Gaskellgames**.

All content that you as the end user are expected to interact with is under the sub folder with the name **Content**.

An up-to-date copy of this guide can be found under the sub folder with the name **Documentation**.

All back-end files and resources that are required to make the assts work can be found within the sub folder with the name **Resources**.

## Support & API documentation

Should you have any questions or require assistance, please join the official Gaskellgames Discord:

https://discord.gg/nzRQ87GGbD

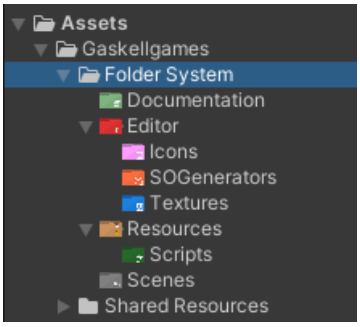
In the event you are unable to find the information you seek on the forums or discord, you can contact Gaskellgames via the weblink:

https://www.gaskellgames.com/contact

# Asset Content:

## File Structure

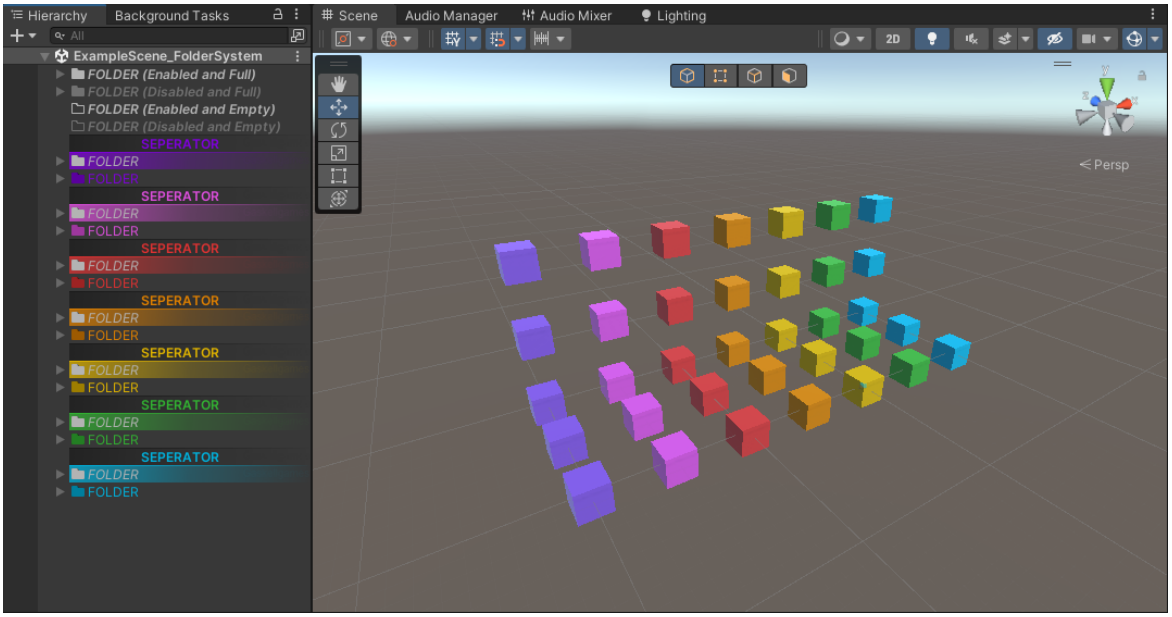
The files and content within the asset are laid out in the same way as all Gaskellgames assets. You will find the asset name under the header file of Gaskellgames, with all prefabs (if any) that you as the end user are expected to interact with to be found under the sub folder with the name Content. The asset version's up-to-date copy of this guide can be found under the sub folder with the name Documentation, and all back-end files and resources that are required to make the assts work can be found within the sub folder with the name Resources.




There is also an example scene with a working version of the asset should you need to view an example of how to setup the asset.

## Example scene

The example scene, found within the resources folder, can be viewed to see a working version of the asset. For the asset **Folder System - Gaskellgames** it looks as follows:




Within the scene, you will find a scene camera and directional light source, along with a complete version of the character controller. If you hit play, you will be able to control the player within the test environment.

## How to use / setup guide

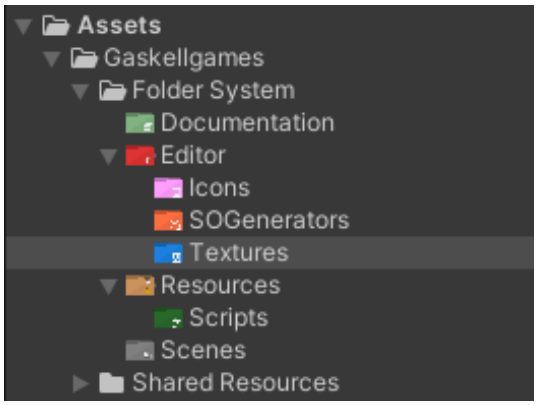
The folder system is split into two main parts: custom folder icons in the project files and hierarchy folder component.

You must keep the project files under their initial location as of the import:

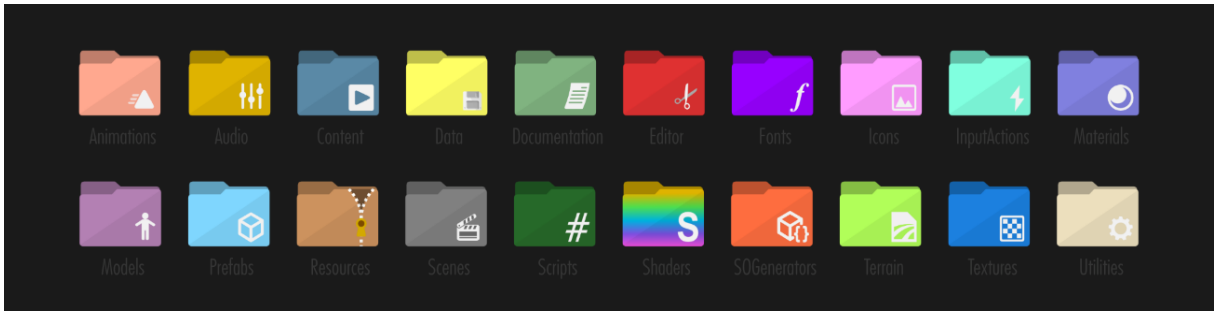
**Assets > Gaskellgames > Folder System**

## Project Folders

To add new folder designs simply add a new texture (256x256) into the Textures folder of the Folder System files, and the texture will auto-apply to any folder of the same name.

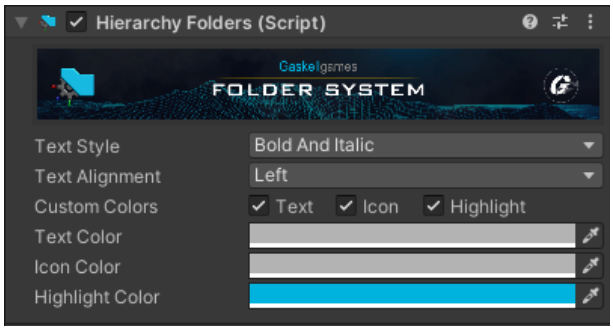


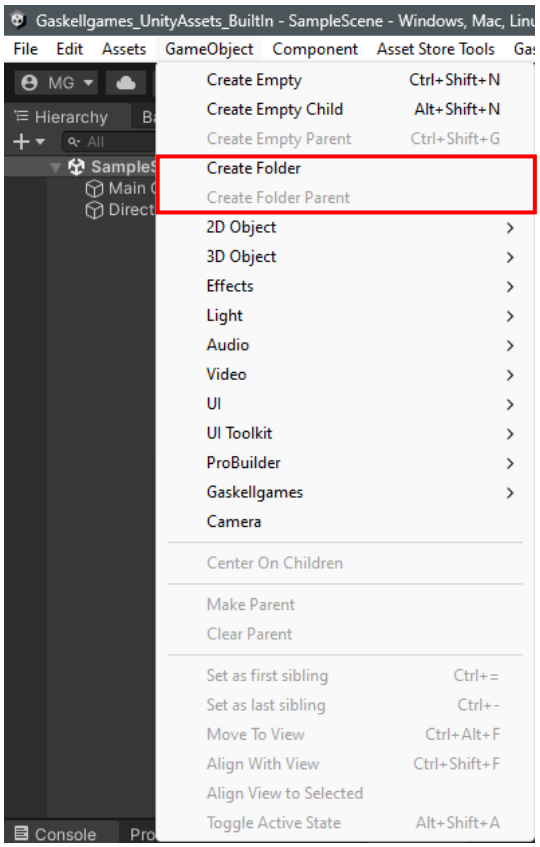

The package includes the following icons by default:



## Hierarchy Folders

The folders in the hierarchy each have a component that allows you to edit the individual folder's style.




Two new menu items: "Create Folder" and "Create Folder Parent" have been added to both the gameobject menu and the right click menu to allow easy creation of folders both as a child or as a parent to existing gameobjects. Folders will dynamically show whether they have a child object or not, just like in the project files.