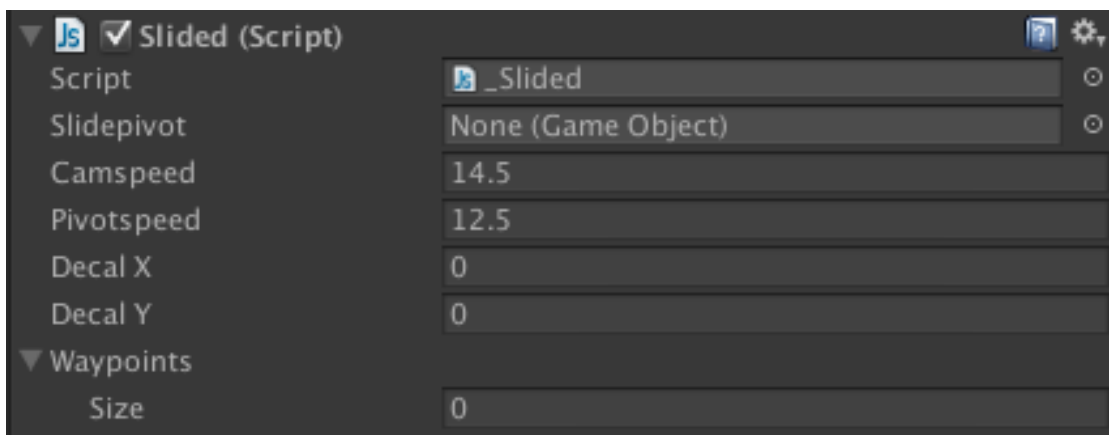# SLIDED 1.0

How to create a presentation ?:

It's pretty simple!

0) Create a blank scene :)

1) Create a empty gameobject and call it : MyTarget

2) Drop the script called : Slided.cs (_Slided1.0 directory) on the camera, it should be like this :

Now you need to change the parameters! Under 'Slidepivot' drop the gameobject called MyTarget. For '**Camspeed**', define 8, and 7 for the '**Pivotspeed**' (the pivot speed is the speed of the target of the camera try to play with differents values), the values '**DecalX**' and '**DecalY**' are used to move the camera to the left or right from the target, put 0 for the two values. And put 4 in the case 'Waypoints'

It should be like this :
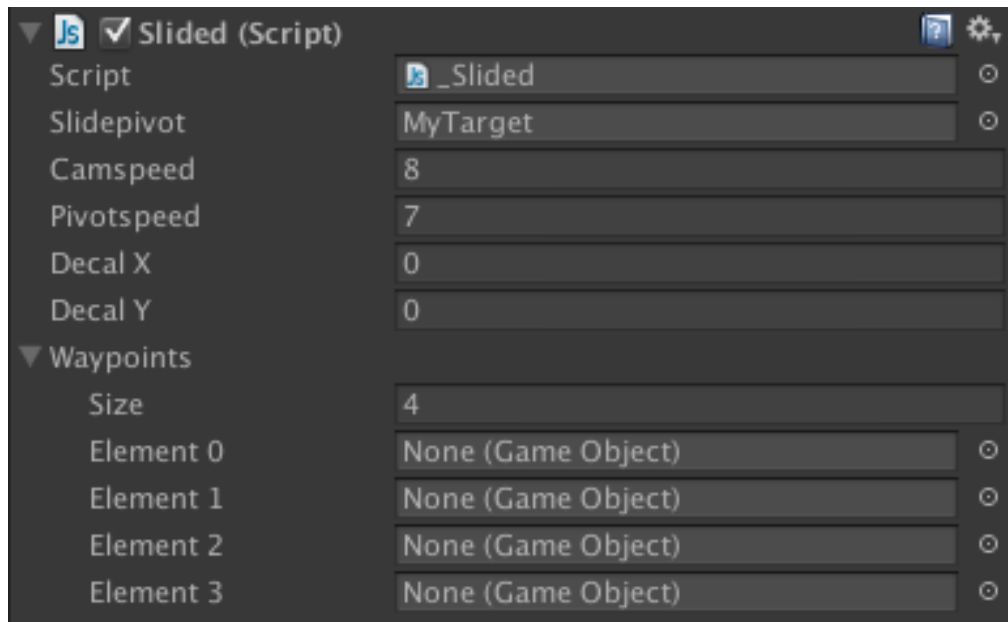
Now we gona setup the scene !

3) In the prefab directory, get the prefab called 'My_Slide_Normal' and drop into the scene and place it to 0,0,0 (x/y/z)

4) Under the scene, duplicate 'My_Slide_Normal' four time, and rename each instance like this :

My_Slide_01
My_Slide_02
My_Slide_03
My_Slide_04

Unfold each 'My_Slide_XX' and drop a material with a picture on each child mesh instance (goto directory '_**Presentation**' there is examples).
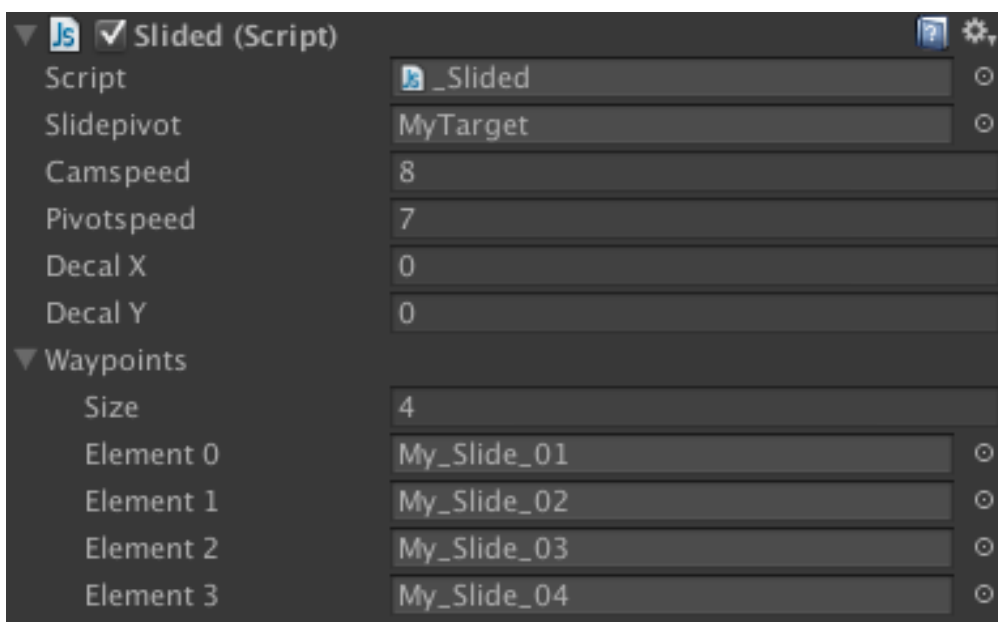
And now, move each 'My_Slide_XX' prefabs along X axis My_Slide_01 => My_Slide_02 => My_Slide_03 => My_Slide_04, the scene should be like this :

The hierarchy window :
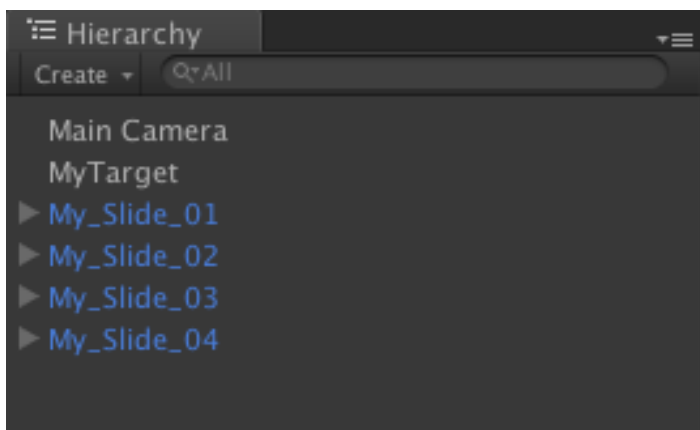
5) Now return to the camera, and drag n drop each 'My_Slide_XX' to the Slided script waypoints, it should be like this :

It's finished! You just have to play, and use the right and left directional keys to swipe into the presentation :)

FAQ : I need alway the prefab called My_Slide_01 to create a waypoint?
If i just want to point on my hown object or nothing ?

- You need to use this prefab always! If you don't want to see it appear
on the screen, just Unckeck the Mesh renderer (inspector)