



Third Person Controller - Inventory Craft

Thank you for supporting this add-on, it's thanks to you guys that we continue to support our assets by creating new features, improvements, and bug fixes.



--- Invector Team ---

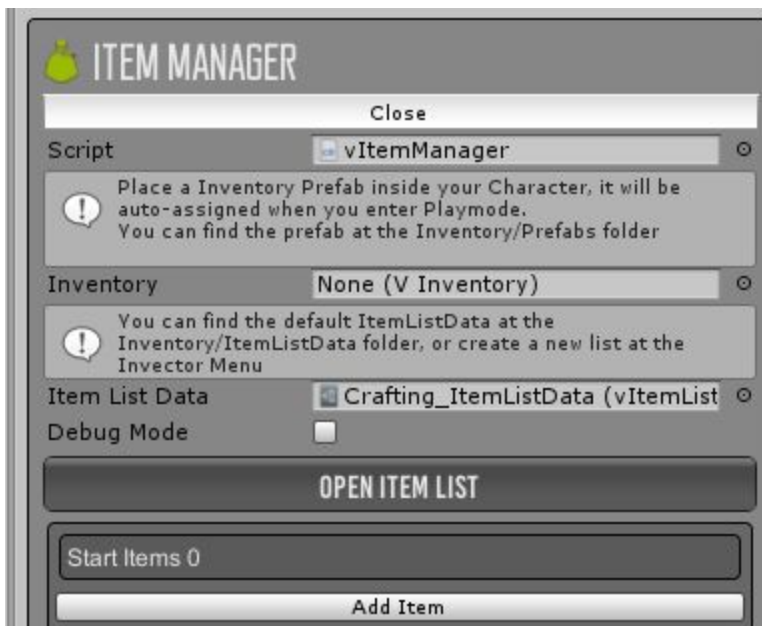
*Tutorial also available on video format: <https://youtu.be/x4Q4WB8mnzA>

After importing the Inventory Crafting Add-on, your **ItemListData** will have a new button called **“ItemsToCraft”**, by clicking on it you can now add any Item from your list to be the ‘*Crafting Material*’ needed to craft this item.



You can add as many items and amounts as you want.

The Character Controller doesn't need any new component, just add your regular **ItemManager** and assign your **ItemListData** to it.



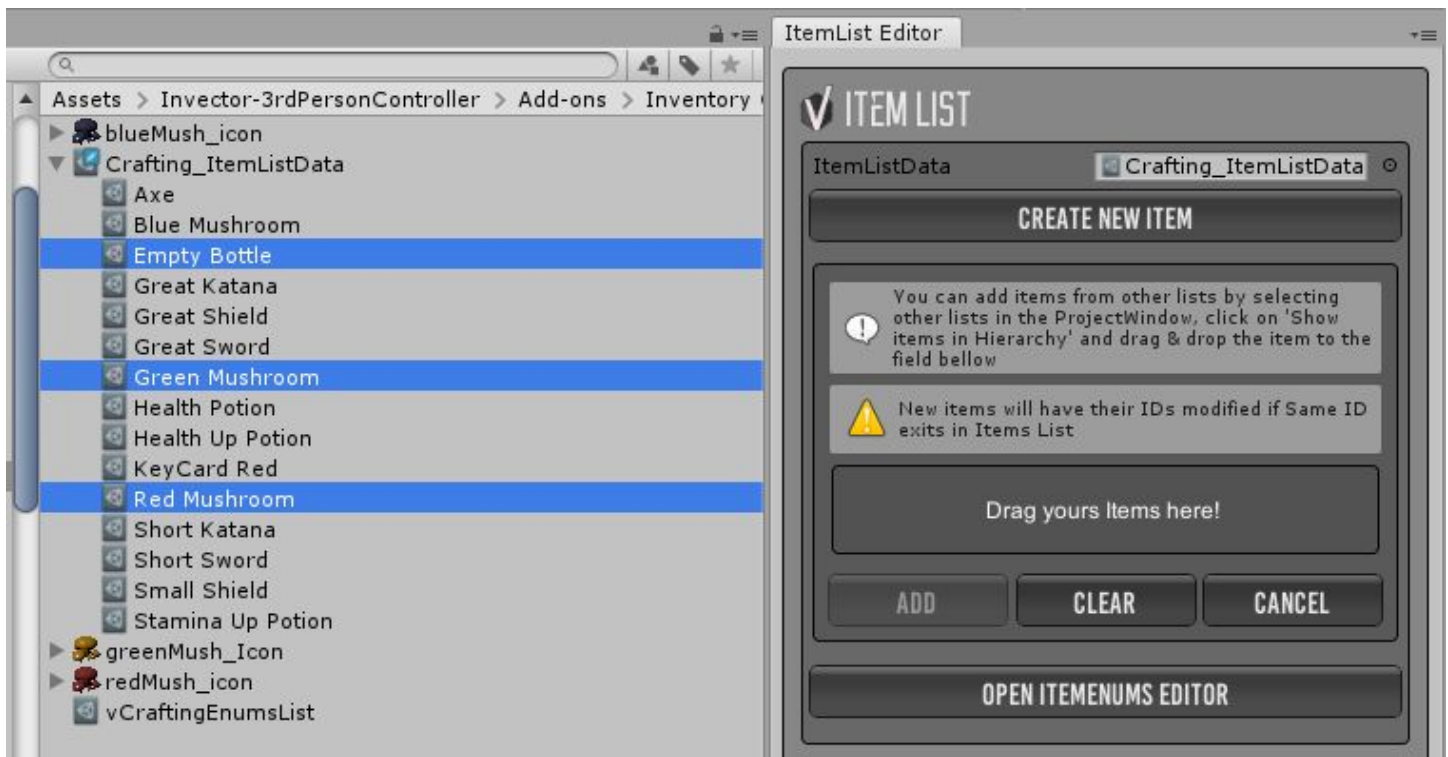
You can transfer Items from one ItemListData or another, to do so, open your new ItemListData and hit the button Add Items:



Now select the other ItemListData that contains the items you want and click on 'Show Items on Hierarchy'

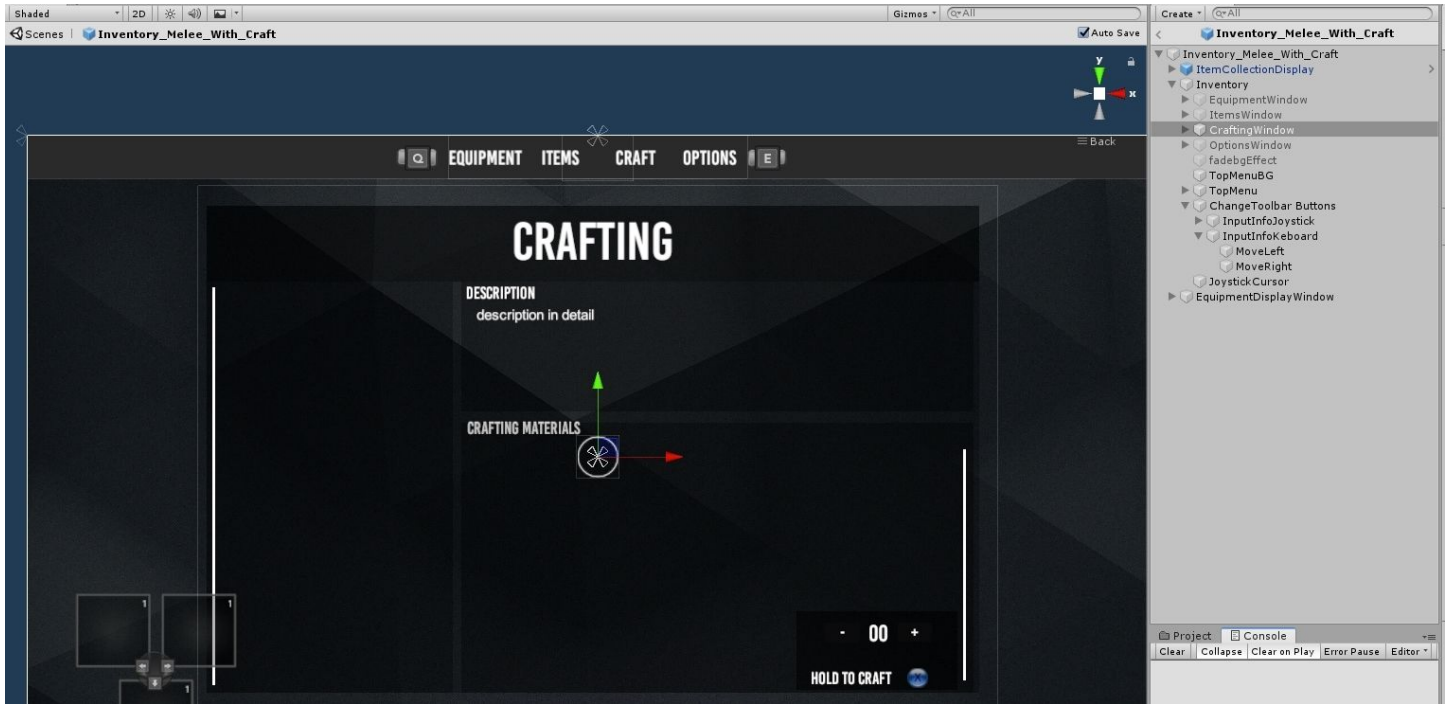


Select the items you want to transfer to the new List and drag and drop to the space called “Drag your Items here!”



**If the itemID of the item you dragged already exists in this list, a new ID will be added to this item*

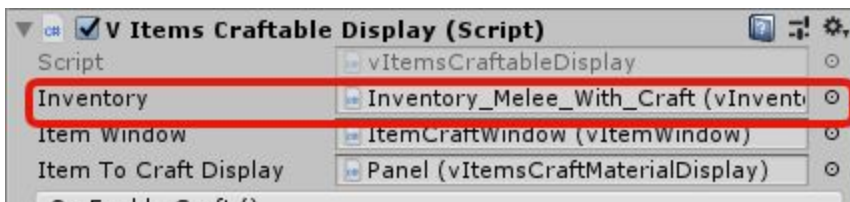
Now let's set up the Inventory Prefab to display the Crafting Window and Crafting Items



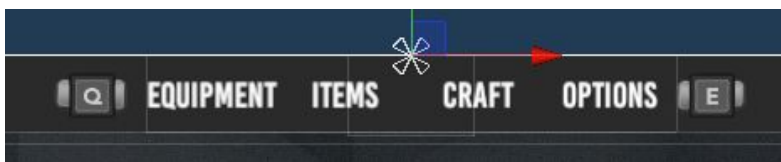
The **CraftingWindow** is the GameObject you want to copy to your own Inventory Prefab.

You can duplicate the CraftingWindow from the “Inventory_Melee_With_Craft” prefab included with the Craft package and put it inside your own custom Inventory.

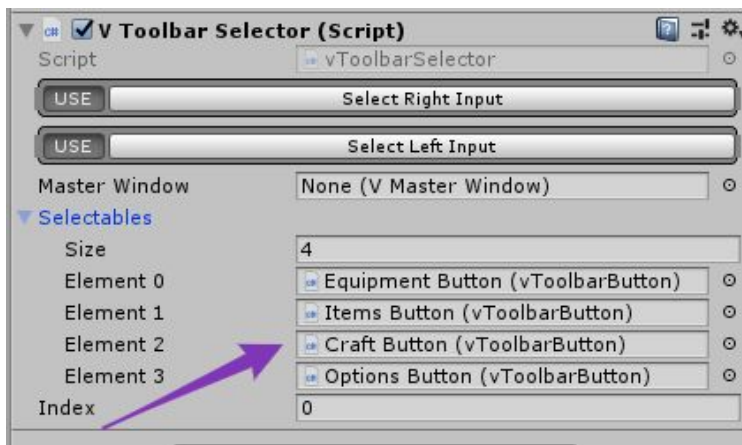
Open the hierarchy and select the object “*ItemCraftWindow*”, in the *vItemsCraftableDisplay* component replace the Inventory object to use the new custom Inventory.



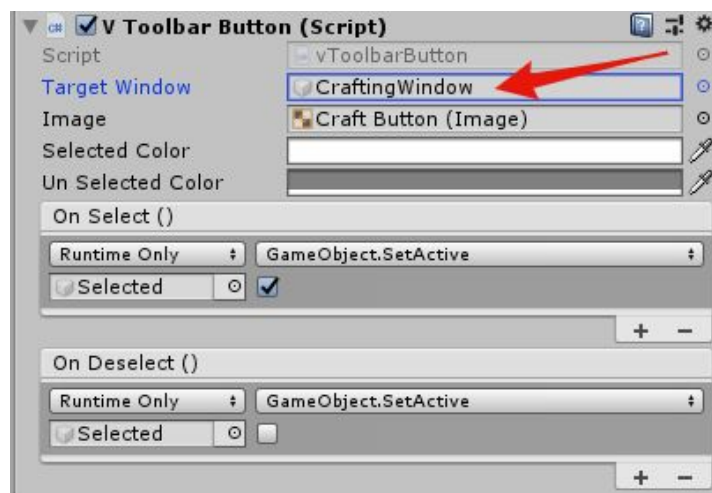
You also need to add another button in the **TopMenu** gameObject and for that, you can duplicate one of the existing buttons and change the text



Select the TopMenu gameObject again and make sure to include the button you just create in the button list at the ToolbarSelector component:

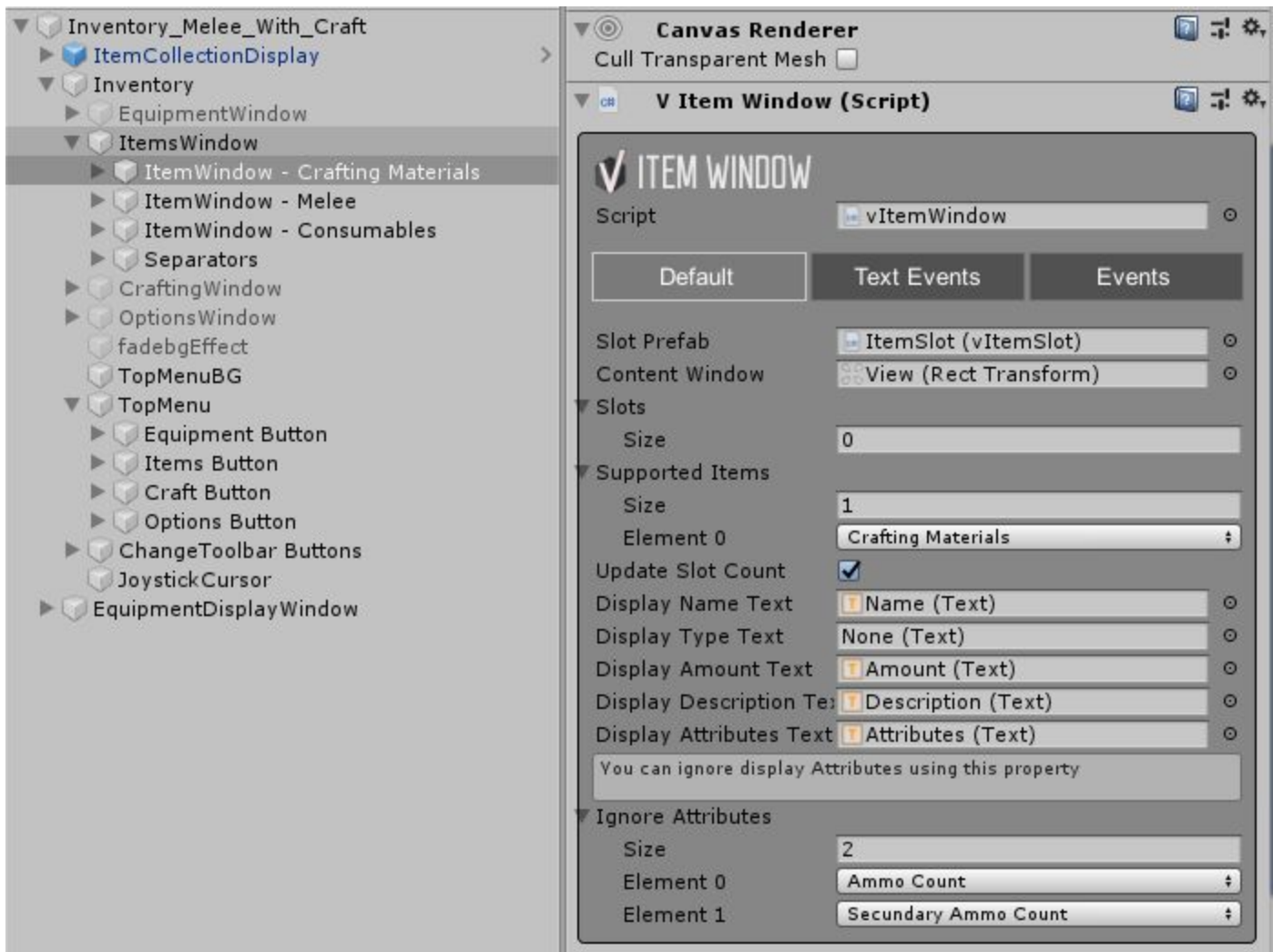


*Don't forget to assign the **CraftingWindow** to be the **TargetWindow** of this button.

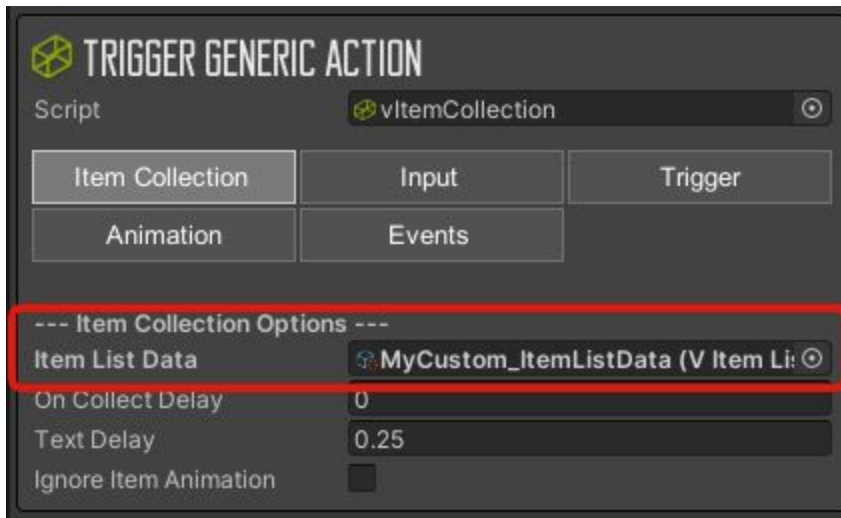


Now that we have the CraftingWindow and the TopMenu button to access it, you need to update your **ItemWindow** to also display the ItemType *"Crafting Materials"*

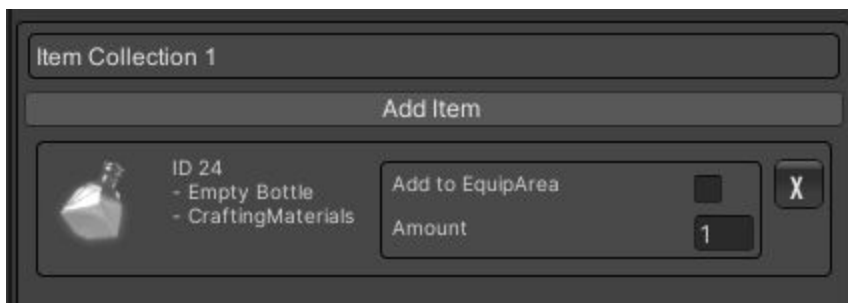
Select the ItemWindow you want to display your CraftingMaterials and add to the Supported Items list:



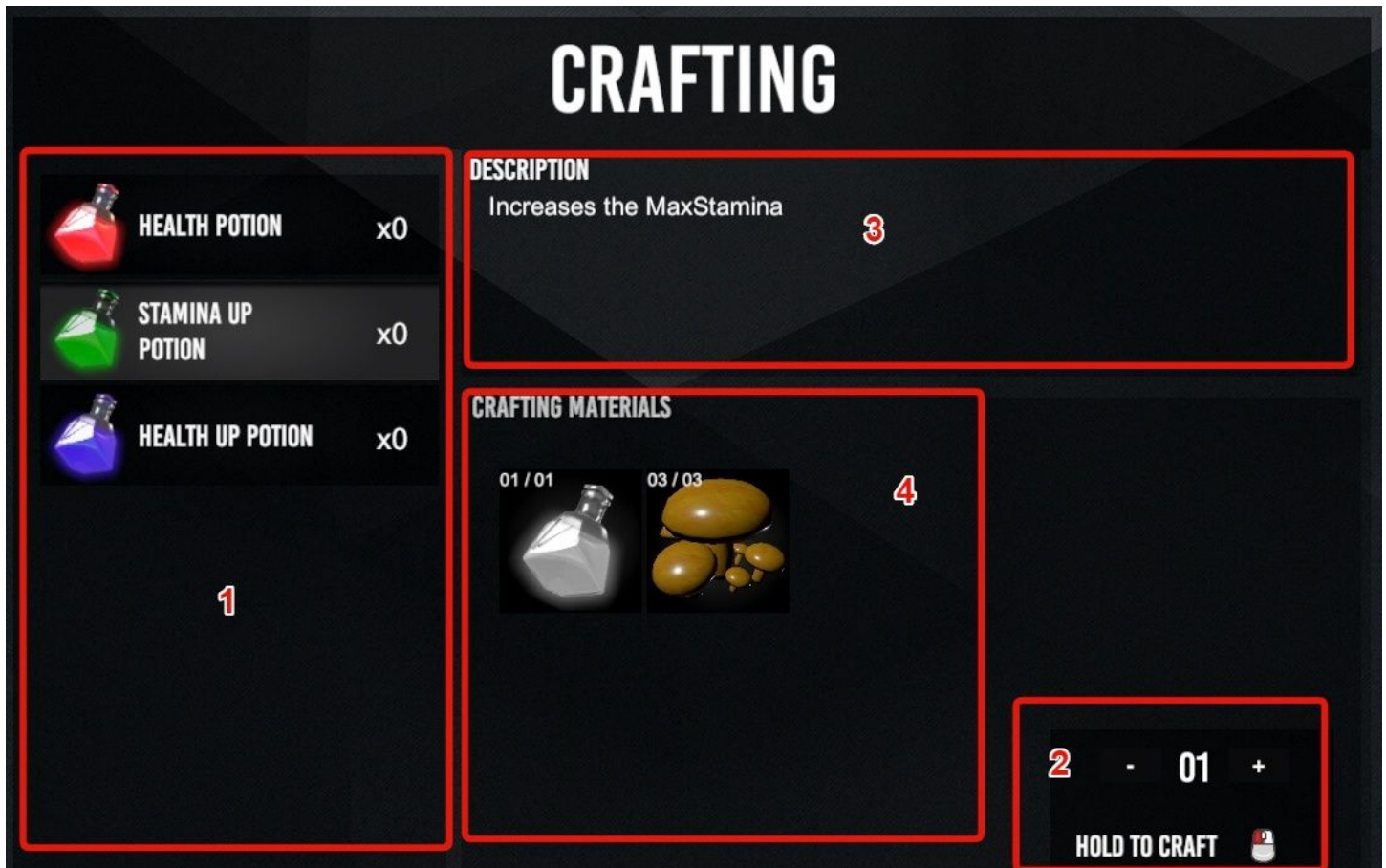
You also need to update your Item Collectables to use the same ItemListData as your Controller's ItemManager uses, otherwise, when you collect the Item it could be using a different ItemID so you may collect an apple and get orange instead.



Don't forget to check if the ItemID is still the same, if not you need to update your Item



That's it, the Crafting Window will automatically detect any Item from the ItemListData that you've added a Crafting Material do be crafted and display at this List[1], you can craft multiple items at once if you have the necessary materials at [2], the ItemDescription will be displayed on [3] and the Crafting Materials necessary to create the item is displayed at [4]



Hold the Input to Craft the Item and it will be displayed at your Items Window.