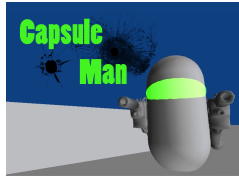


THANK YOU FOR PURCHASING THE ULTIMATE BUTTON!

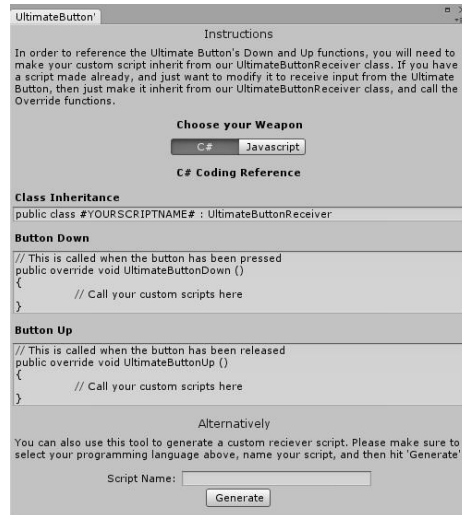
To get you started, we have included the *UltimateButton* script in an example scene. This scene demonstrates a very simple use of the button to shoot Evel "Capsule" Knievel out of a cannon.



Please note that there is a C# and Javascript version of all the scripts used in each scene. We also included C# and Javascript prefabs located in a folder named **Resources**. The folder must be named Resources in order for you to create an Ultimate Button from the GameObject > UI > Ultimate Button menu. Both versions of code work the exact same, so feel free to use which ever programming language you are most comfortable with. Also, please note that we are using our own custom inspector, and these Editor scripts are located in the Ultimate Button folder in a folder named "Editor". You *must* leave these scripts in this folder in order for the Editor scripts to work correctly.

HOW TO REFERENCE FROM OTHER SCRIPTS

In order to use our Ultimate Button, we need to have a script that inherits certain functionality that can be referenced from our button. This means that if we want a script to receive input from the button, then we must make that script inherit from our UltimateButtonReceiver class. This can be done very easily, and we have made a special window to help out in this regard. To access the window, go to Window > Ultimate Button, or you can also access it from the Ultimate Button itself from the Scripting Help section. This window will help to explain what is needed to reference the input from the button, as well as can generate a custom script for you to work with.



Not everything is included in this PDF document. In order to keep you up to date with the most helpful information, we have made a section on our website specifically set aside for information about the Ultimate Button. On this page is a list of features, tutorials, tips and tricks, and helpful information.

[ASSET SUPPORT PAGE](#)

[ONLINE README](#)

THESE ASSETS GO GREAT WITH **ULTIMATE BUTTON**

