This is README file to the unity package "Terminal for Games"

What is this?

This package provides you with a completely working terminal-like interface. If your game needs a working terminal to be a part of the computers, this can help you do that. It is also easy to add custom commands to the source code. Look at the "technical details" for more info on adding custom commands. Apart from that, the color of the interface is ever so easy to change, completely changing the look and feel of your game.

This project contains multiple prefabs. The most important of them all are the one named "Terminal". Dragging and dropping that prefab on the scene should get you the working terminal. The script "Terminalv3" has all the commands. you can access it to add custom commands.

Installation guide

1. **Download the package.**
2. **Run the downloads**
3. **Click on "install/upgrade"**
4. **It will open a package importer**
5. **Click on "import"**
6. **Go to Terminal/Prefabs**
7. **Drag and drop the prefab named "Terminal"**
8. **It will open a "TMP Importer"**
9. **Import both "TMP Essentials" as well as "TMP Examples and Extras"**
10. **Note that you need both for the package to work.**
11. **That is all. Look at possible errors to fix it.**

Possible errors and steps to fix it

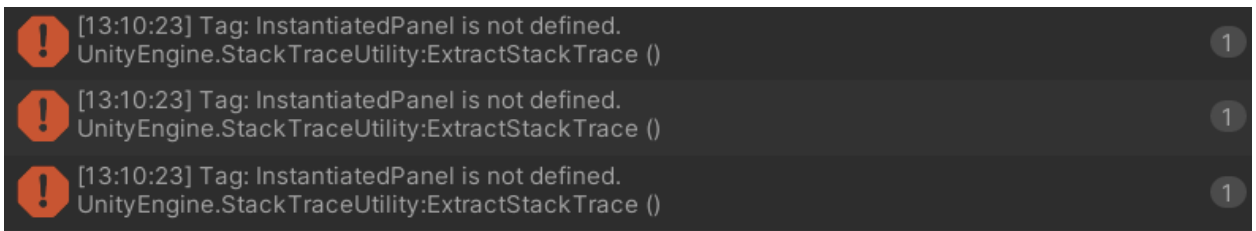1. **NullReferenceException: (When importing TMP Essentials)**
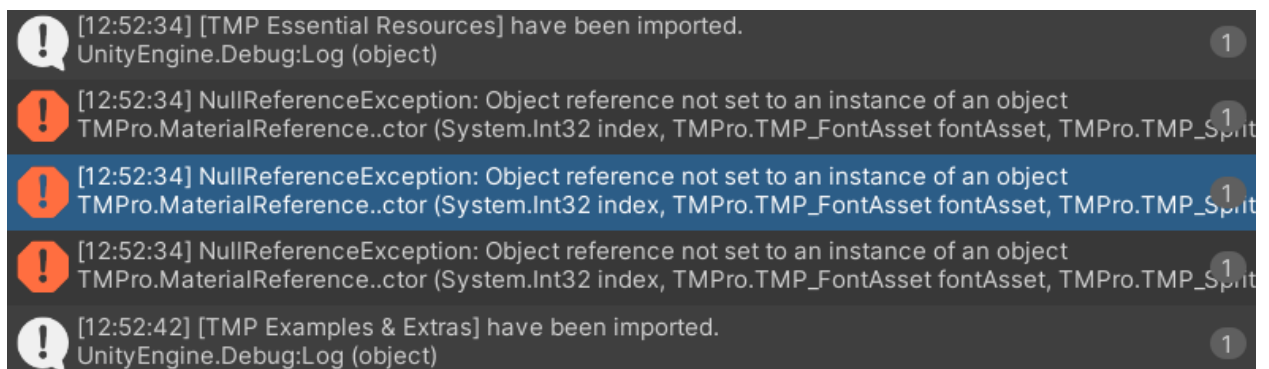
   Fixes: importing TMP Examples and Extras should fix it.

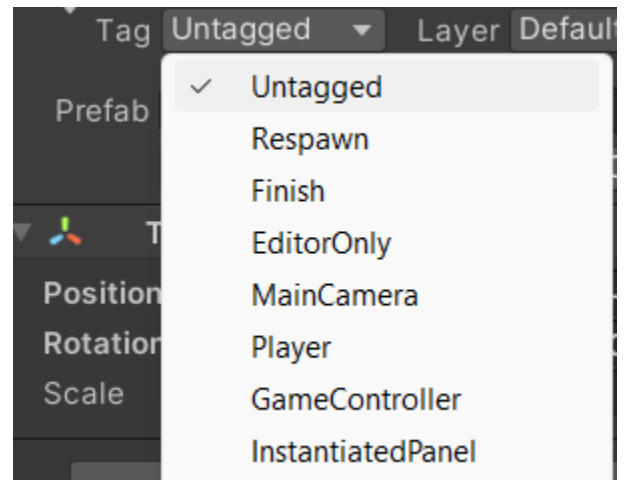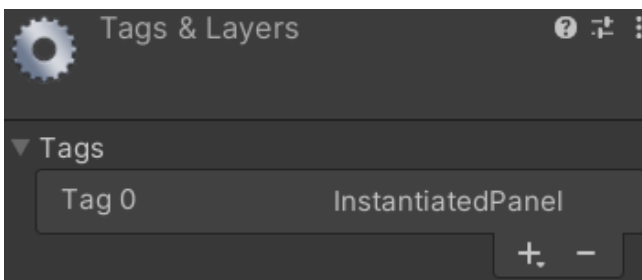2. **The Scene and game view are empty or have a missing part.**

Fixes: saving, closing and reopening the project should fix it.

3. **Tag: InstantiatedPanel is not defined. (ERROR)**

Fixes: Add the tag named "InstantiatedPanel" in the inspector panel to fix that error. Click here for video tutorial. Note: just add the tag. You don't have to tag any gameobjects with that tag.

4. **The text overlays on each other in the scene view**

Fixes: Run the game to fix it. it will auto adjust to your screen size. Or you can save and reopen the scene.

5. General Fixes

   Fixes: Make sure that the scale is set to the normal size
   Fixes: make sure that the game view is scrolled to the top.

6. **Contact me if you find any other errors.**

To Edit the script yourself to add custom commands:

open the file Terminalv3.cs
under the function "Printer", you can add an else if block to add commands.
you can then add a custom function to do the needed functionality.

if you want me to add the custom commands, I can do one or two commands for free. If you need more than that, we have to talk a price.