



Folder System - Gaskellgames

Package made for the Unity 3D game engine

USER GUIDE

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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 from the Unity's Asset Store, go to: "Assets > Import Package > Custom Package...". In the Import Asset Window, find and select the package's name. 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 the toolbar options under sub-heading of **Gaskellgames**.

All content that you as the end user are expected to interact with, are components under the component sub menu of Gaskellgames, and any prefabs contained within the project files folder named Prefabs. 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 folders with the names **Editor** and **Runtime**.

Any Gaskellgames components added as part of a package can be found under the **Component** toolbar menu and the inspector's **Add Component** button. Some components will also be available to create under the **Right Click** menu under sub-heading of **Gaskellgames**.

Any Gaskellgames editor windows added as part of a package can be found under the **Tools** toolbar menu and **Window** toolbar menu options under a sub-heading of **Gaskellgames**.

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:

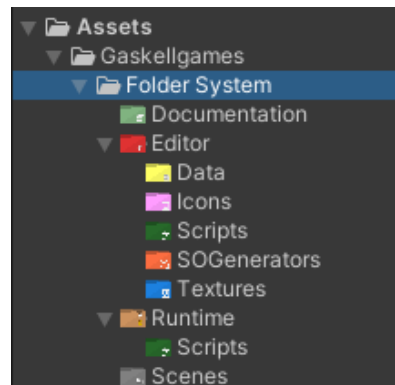
<https://www.gaskellgames.com/contact>



Package Content:

File Structure

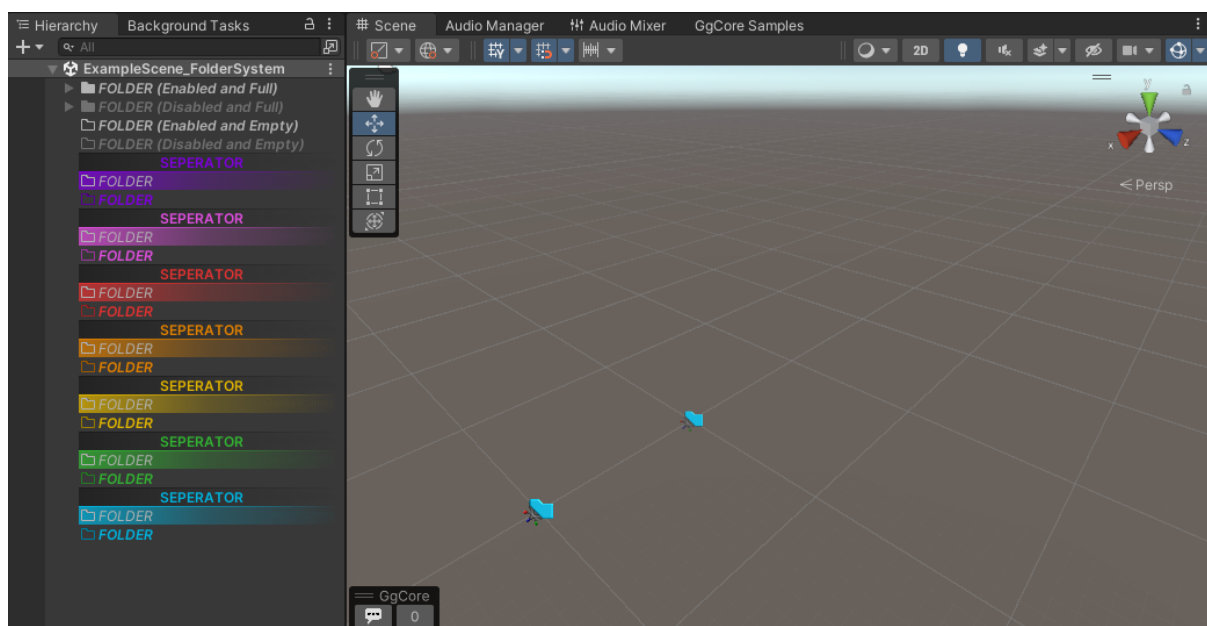
The files and content within the asset are laid out in the same way as all Gaskellgames assets. You will find the asset name under the header file of **Gaskellgames**:



The asset version's up-to-date copy of this guide can be found under the sub folder with the name **Documentation**. All editor-only content within the folder named **Editor**, and all runtime content under the folder **Runtime**. There are example scene(s) within the subfolder named **Scenes**.

Example scene

The example scene, found within the subfolder named **Scenes**, can be viewed to see a working version of the asset. For this asset it looks as follows:



Within the scene, you will find a scene camera and directional light source, along with examples of component setups. **Please note:** not all example scenes are 'playable' via the play button, and may instead be examples of setup in the editor.

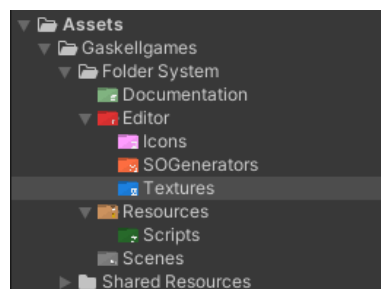
How to use / setup guide

Project Folders:

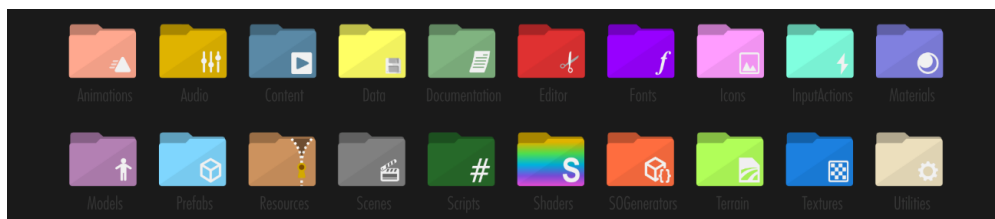
The folder system is split into two main parts: custom folder icons in the project files and a hierarchy folder component. You must keep the project files under their initial location as of the import:

Assets > Gaskellgames > Folder System

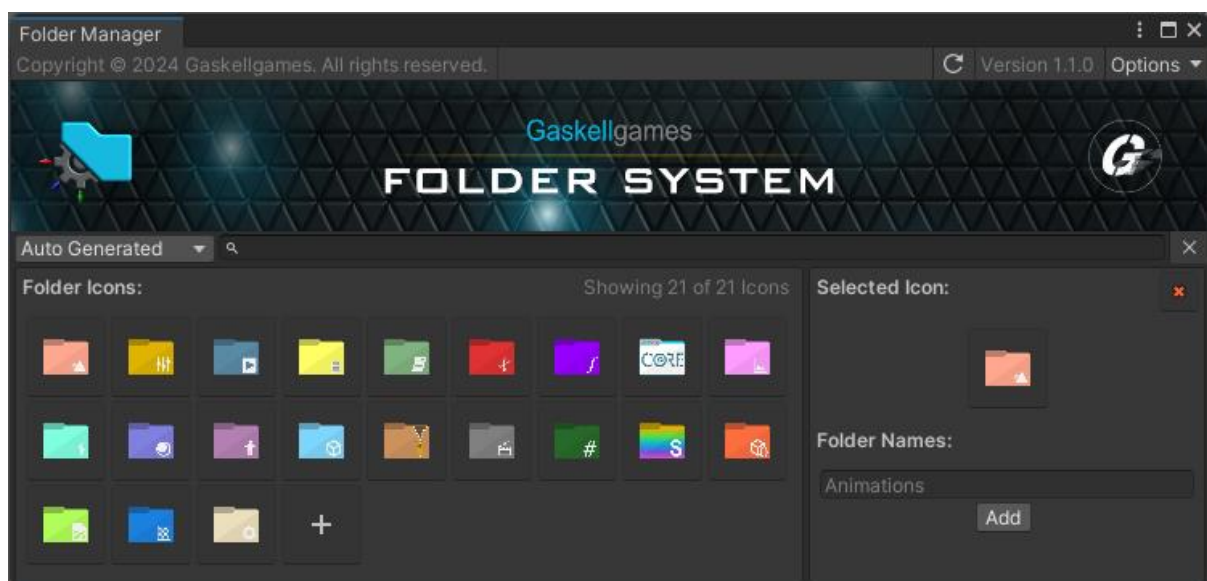
To add new folder designs simply add a new texture (256x256) into the Textures folder of the Folder System files, and the texture will auto-apply to any folder of the same name.



The package includes the following icons by default:



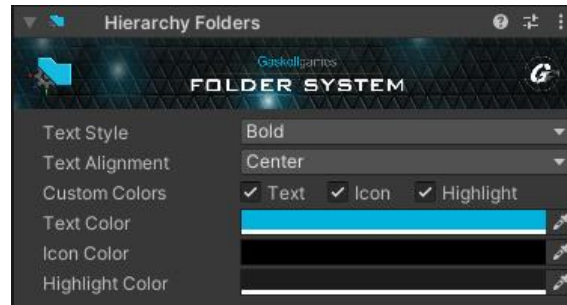
You can also assign the folder icon to another folder name through the folder manager editor window. To assign a folder name to an icon, select the icon and press the add button on the right-hand side:



This can be accessed through the tools menu: Tools > Gaskellgames > Folder Manager.

Hierarchy Folders:

The folder also contains the ability to add folders to the hierarchy, which can be customised through a gameobject component:



The component controls the text styling and position, as well as the colour of the text, highlight and folder icon, allowing you to create many different styles:

