

EXOA

# TUTORIAL ENGINE - MANUAL

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[Latest online Version is accessible here](#)

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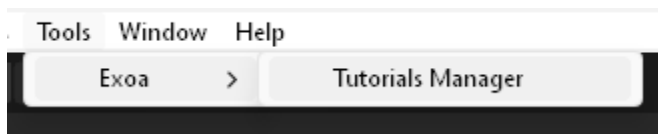
## INTRODUCTION

This plugin will let you create your tutorial steps easily and give you a nice and easy way to display them whenever needed!

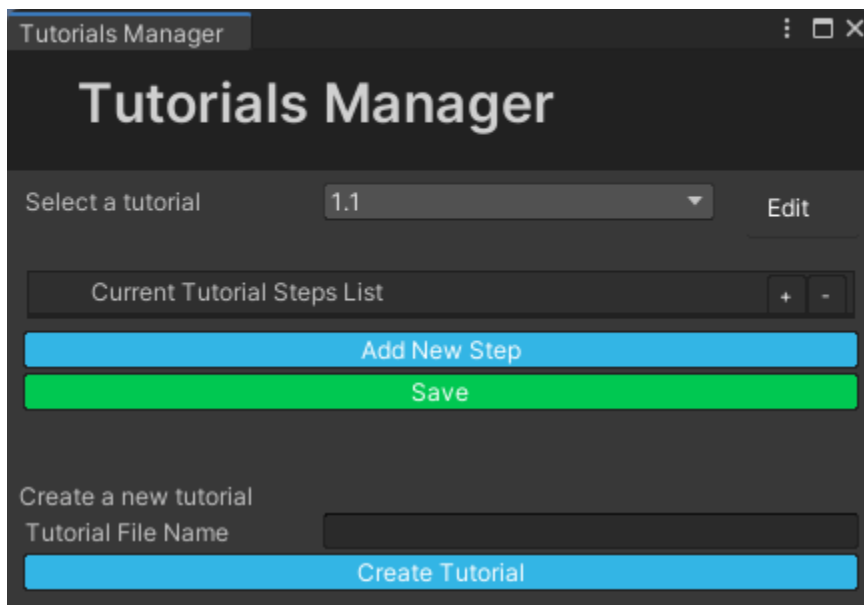
## GETTING STARTED

You can watch a video tutorial on the asset store page, otherwise you can also follow these steps:

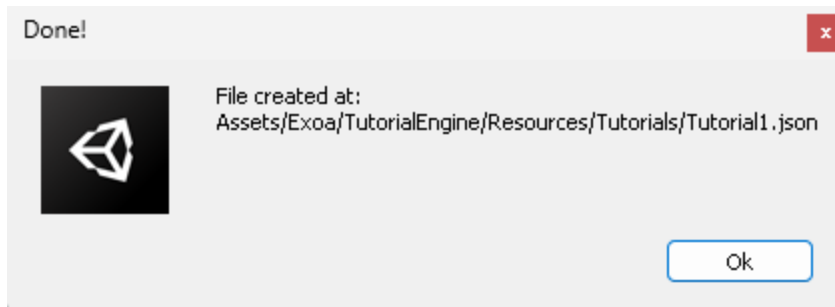
1. Open the Tutorial Editor in Tools > Exoa > Tutorial Managers



2. Create a new tutorial by entering a name in "Tutorial File Nam" like "Tutorial1", then click on "Create Tutorial"



3. A popup will tell you where the file has been created if you want to edit it later on manually.



4. The tutorial will then open in the editor and a first step will be created



- a. Text: the text that will be displayed in the step
  - b. Target obj: a GameObject name to focus on, if no game object name is entered, the popup will just be centered on screen.
  - c. Send Message: a public method name that the plugin will try to call when reaching that step. (see Demo\_SendMessage)
  - d. Is Clickable: specify if the target object should be clickable or not, (e.g click this button to trigger an action during your tutorial)
  - e. Is replacing next button: the target object will be used to go to the next tutorial step, instead of the popup's next button.
5. Click again on Save to save your tutorial
6. Notice that the tutorial file has been created inside the Exoa/TutorialEngine/Resources/Tutorials/ folder
7. In your game scene, drop the prefab inside a Canvas (Exoa/TutorialEngine/Prefab/TutorialController)
8. /!\ The tutorial needs to be added at the bottom of your canvas or in another canvas with a higher sorting order.

9. Create a script to display the tutorial.
10. `TutorialLoader.instance.Load("Tutorial1");` will load your tutorial file named `Tutorial1.json`
11. `TutorialEvents.OnTutorialComplete` will be called when a tutorial is completed
12. `TutorialEvents.OnTutorialFocus` will be called when the tutorial focuses on any object
13. `TutorialEvents.OnTutorialProgress` will be called at each step

## DEMO

Play the demo inside Exoa/Demo to see how it works.

You can open `Exoa/Demo/DemoScript.cs` to have a code sample.

## EVENTS

You can listen to many events, have a look at the `TutorialEvents` class :

- `TutorialEvents.OnTutorialComplete`: Triggered when the tutorial is completed
- `TutorialEvents.OnTutorialProgress`: Triggered when the step has changed
- `TutorialEvents.OnTutorialFocus`: Triggered when a game object is highlighted
- `TutorialEvents.OnTutorialLoaded`: Triggered when a tutorial file has been loaded
- `TutorialEvents.OnTutorialReady`: Triggered when a tutorial is ready to play

## CLICKABLE UI

For the option "Is Clickable" on the tutorial step, the target object needs to be a UI object with a Button component.

The event "onClick" will be triggered when the user clicks on it.

So if your current button is using OnPointerDown/Up event instead of the onClick event, make sure you also support the onClick event.

If you check the option "Replace Next Button". The popup "next" button will be deactivated, and your button will be used to trigger the next tutorial step.

This feature makes your own button mandatory in order to go to the next step.

## HOW TO ADD FIELDS ?

You can easily add fields to a tutorial step

1. Edit TutorialSession::TutorialStep to add your fields
2. Open the tutorial editor again and open any tutorial, your new field will be there!

## OTHER PLUGINS

- [Home Designer](#)
- [Floor Map Designer](#)
- [Level Designer](#)
- [Assets Manager Pro](#)
- [Packages Manager Free](#)
- [Tutorial Engine](#)
- [Responsive UI Pro](#)

## SUPPORT

Please post your questions and issues on the new forum : <https://support.exoa.fr/>

Don't contact me by email, as there is a chance that your email falls into my spam box or gets forgotten.