



Inventory Engine Support

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Inventory Engine © More Mountains.

Contents

- Chapter 1: Introduction..... 4
- Chapter 2: Demo Scene..... 4
- Chapter 3: Setup..... 5
- Chapter 4: Quest Conditions..... 5
- Chapter 5: Quest Actions..... 6
- Chapter 6: Save System..... 6
- Chapter 7: Quest Generation..... 6

Chapter 1: Introduction

This manual describes how to use More Mountains' Inventory Engine with Quest Machine.

Quest Machine's Inventory Engine integration provides these features:

- Inventory Engine “has items” quest condition.
- Inventory Engine “add/remove items” quest action.
- Message listener that sends Message System messages when inventories change.
- Inventory Engine reward system for procedurally-generated quests.
- Save inventories using the Pixel Crushers Save System.

Chapter 2: Demo Scene



The Inventory Engine integration package's demo scene contains a quest to collect apples. This demonstrates how to use the Inventory Engine Has Items Quest Condition and Add Inventory Engine Item Quest Action.

The example scene is in 2D. If you're using Unity 2018+, remember to add the Scripting Define Symbol **"USE_PHYSICS2D"** as described in the Quest Machine manual.

Chapter 3: Setup

To enable Inventory Engine integration, import these two packages:

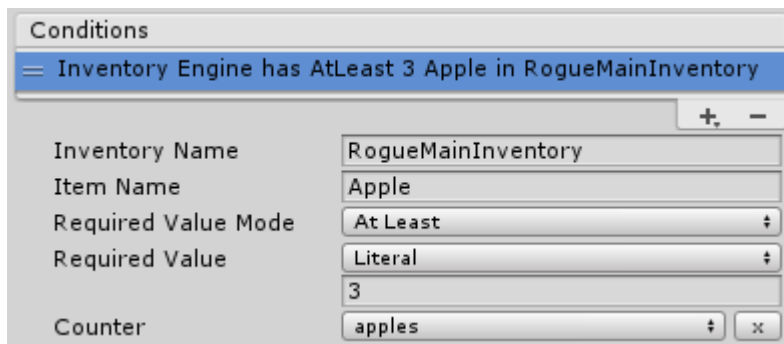
- **Plugins ► Pixel Crushers ► Common ► Third Party Support ► Inventory Engine Support**
- **Plugins ► Pixel Crushers ► Quest Machine ► Third Party Support ► Inventory Engine Support**

To configure your scene:

1. Add the **Quest Machine** prefab. (Optional: Add Input Device Manager and/or Save System.)
2. Add a **Quest Journal** to your player.
3. If you're using the Save System, add an **Inventory Engine Saver** to any inventories that you want to include in Save System data.
4. Use Inventory Engine Quest Conditions and Quest Actions in your quests (see below).
5. Add an **Inventory Engine Reward System** to any quest generator entities that will offer Inventory Engine items as rewards for procedurally-generated quests.

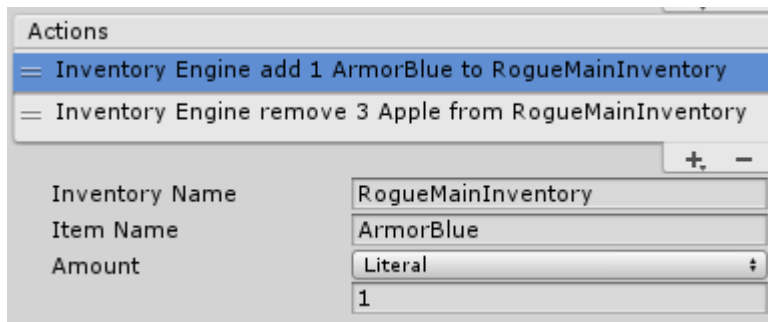
Reminder: If you're using 2D in Unity 2018+, remember to add the Scripting Define Symbol "USE_PHYSICS2D" as described in the Quest Machine manual.

Chapter 4: Quest Conditions



The **Inventory Engine Has Items Quest Condition** checks if an inventory contains a required amount of an item. It can also optionally keep a quest counter updated while checking.

Chapter 5: Quest Actions



The **Add Inventory Engine Item Quest Action** adds or remove an amount of an item from an inventory. To remove items, specify a negative amount.

Chapter 6: Save System

To tie the Inventory Engine to Quest Machine's Save System, add an **Inventory Engine Saver** component to any inventory GameObjects.

Chapter 7: Quest Generation

To set up a quest generator NPC to use Inventory Engine:

1. Configure the quest generator entity as normal in Quest Machine:
 - Add a Quest Giver component.
 - Add a Quest Generator Entity component.
2. Add an **Inventory Engine Reward System** component. Then configure the items that it can offer and the reward system point value for each item.

Final Advice

Pick apart the demo scene to see how it works. If you have any questions, we're here to help! Please visit the [forum](#) or email support@pixelcrushers.com any time!