

UNIVERSAL DRAG DROP - QUICK START GUIDE

This document is a guide that help you to include the Drag&Drop functionality into you project.

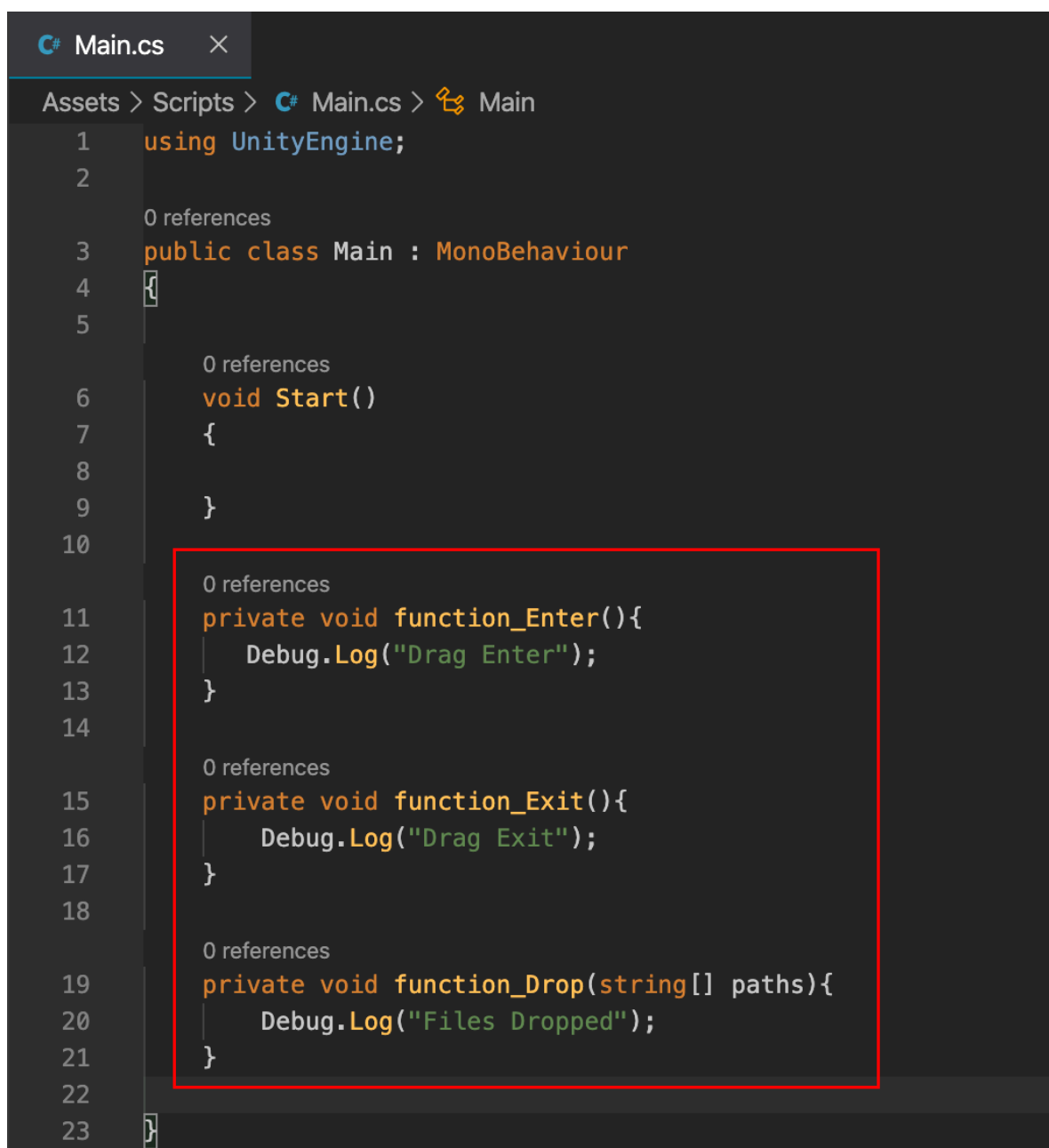
If any issue or question remain after you read this document :

Contact E-Mail : gtn01.contact@gmail.com

How to use the plugin

After you have imported the package, follow this steps :

1. Create your own monoBehavior script and add 3 différénts functions



```
C# Main.cs X
Assets > Scripts > C# Main.cs > Main
1  using UnityEngine;
2
3  0 references
4  public class Main : MonoBehaviour
5  {
6
7      0 references
8      void Start()
9      {
10
11      0 references
12      private void function_Enter(){
13      |   Debug.Log("Drag Enter");
14      }
15
16      0 references
17      private void function_Exit(){
18      |   Debug.Log("Drag Exit");
19      }
20
21      0 references
22      private void function_Drop(string[] paths){
23      |   Debug.Log("Files Dropped");
24      }
```

2. Link these function with UniversalDragDrop :

0 references

void Start()

{

UniversalDragDrop.DragDrop.onDragEnter(function_Enter);

UniversalDragDrop.DragDrop.onDragExit(function_Exit);

UniversalDragDrop.DragDrop.onDrop(function_Drop);

}

3. Your code should look like this

```
Assets > Scripts > Main.cs > ...
1  using UnityEngine;
2
3  0 references
4  public class Main : MonoBehaviour
5  {
6
7      0 references
8      void Start()
9      {
10         UniversalDragDrop.DragDrop.onDragEnter( function_Enter );
11
12         UniversalDragDrop.DragDrop.onDragExit( function_Exit );
13
14         UniversalDragDrop.DragDrop.onDrop( function_Drop );
15     }
16
17     0 references
18     private void function_Enter(){
19         Debug.Log("Drag Enter");
20     }
21
22     5 references
23     private void function_Exit(){
24         Debug.Log("Drag Exit");
25     }
26
27     5 references
28     private void function_Drop(string[] paths){
29         Debug.Log("Files Dropped");
30     }
31 }
```

Demo Scene

All of these code is available In a demo scene : **Assets/Plugins/DragDrop/Demo/Scene/Demo**