Contents

Demo

Import asset and run MainScene for features demonstration.

How it works?

Simple Drag and Drop consists of two C# scripts that need to be attached to corresponding GameObjects:

- **DragAndDropItem** – any item needs to be dragged;

- **DragAndDropCell** – cell which item may be dragged from and may be dropped in.

DragAndDropItem operates *OnBeginDrag*, *OnDrag* and *OnEndDrag* events from *EventsSystems*. *DragAndDropCell* operates *OnDrop* event.

The sequence of events on every item's drag and drop is:

1. Item → *OnBeginDrag*;

2. Item → *OnDrag* (many times);

3. Cell → *OnDrop*;

4. Item → *OnEndDrag*.

When item is dragged *DragAndDropItem* creates item's icon and makes it following the cursor.

On item's drop *DragAndDropCell* verifies source cell's type and destination cell's type and makes decision to place item into new cell. After that it waits for *OnEndDrag* event and sends message to parent GameObjects to notify about items exchange.

Any script in parent GameObjects may operate items exchange. To do this add method *OnItemPlace(DragAndDropCell.DropDescriptor desc),* where *desc* is descriptor with information about item drop event:

- sourceCell - From this cell item was dragged;
- destinationCell - Into this cell item was dropped;
- item - Dropped item.

Refer to script DummyControlUnit as an example of OnItemPlace handling.

How to integrate it?

1. Copy into your project:
   – Scripts: *DragAndDropItem*, *DragAndDropCell*;
   – Prefabs: Item, Cell;
2. Place on scene as much cells as you need (use Cell prefab);
3. Set required cell's type for every cell in inspector;
4. Use Item prefab to create interactive items and place them into cells (in scene or with method *DragAndDropCell*.*PlaceItem* in script).

Useful info

1. To add item into cell in runtime use method *DragAndDropCell*.*PlaceItem*;
2. To remove item from cell in runtime use method *DragAndDropCell*.*RemoveItem*.