

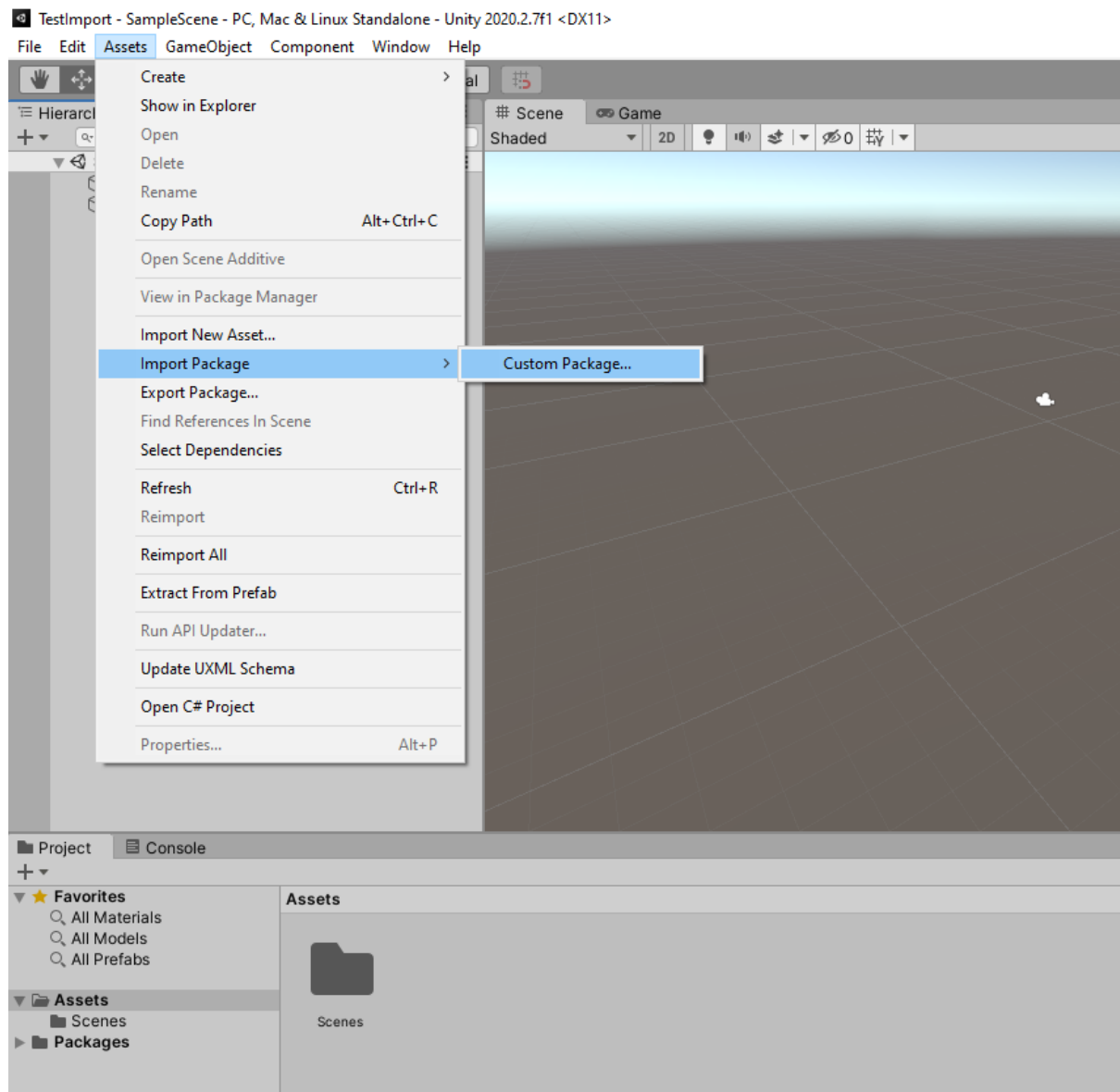
Narrative Node based editor import documentation:

Step 1:

Download the “Narrative_Tool_Package.unitypackage” file [here](#).

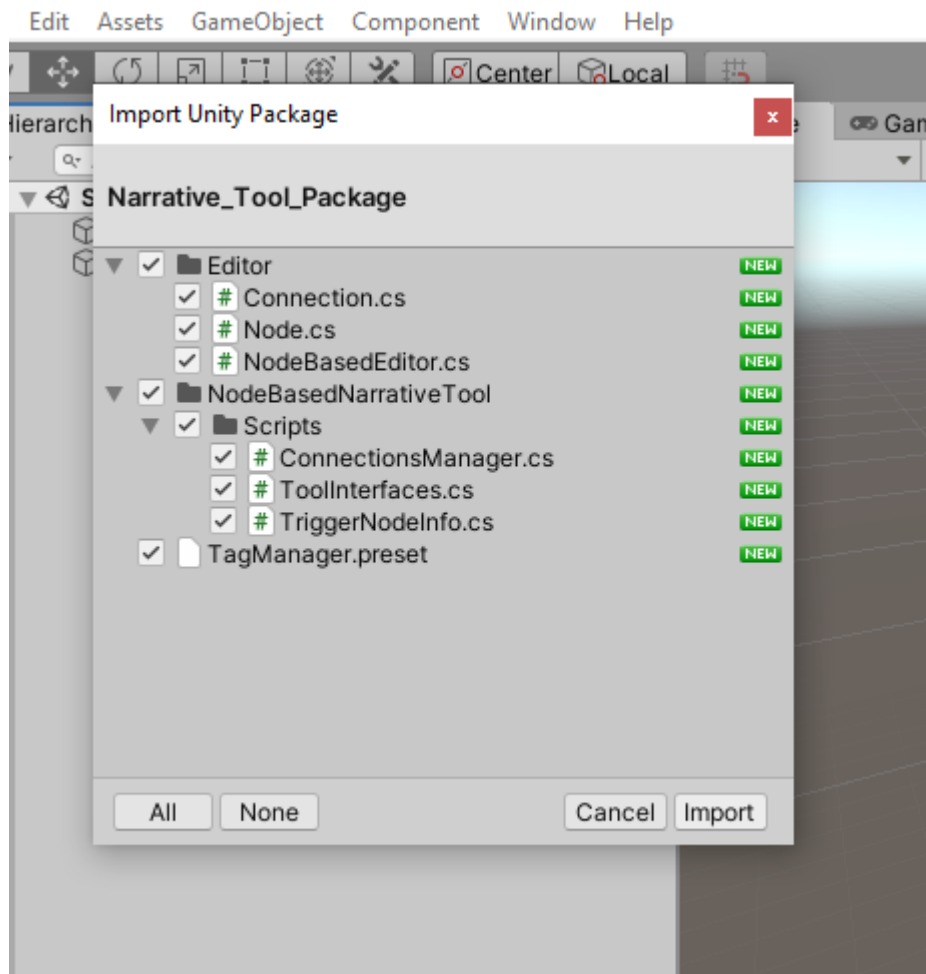
Step 2:

In your Unity project open the menu “Assets” and select: “Import Package” -> “Custom Package” and select the “Narrative_Tool_Package.unitypackage” file that you downloaded in step 1.



Step 3:

Make sure that everything is selected and press the import button in the popped up window.



Step 4:

Once the package is imported, you only still need to add the tags to the project.

You can either add them manually in the tag manager window. Or head to the tag manager window and press the button in the top right that looks like 2 sliders (see image below) and select the tag manager preset.

