Atomm Inventory System 2.5

Thanks for purchasing my product. I truly hope it fits your needs. If you have any questions regarding the product, please contact me via email or visit my Patreon account for YouTube guides and reviews.

With that being said, allow me to explain to you how to properly include this asset in your project. This package includes:

- Four scripts (inventory, item, document and container) and Core Prefabs.

Set Up

In order to set the player and the inventory, follow the next few steps:

- Add the Inventory script to your player.
- Create a new folder in your root project folder called "Resources". Move the "Core" folder to Resources.

Create Custom Items

If you want to create an item: add the AtommItem script to the item and configure the variables (item's name, quantity and icon).

If you want to create a custom document, add the AtommDocument script to the item and configure its variables (document's name and text).

In order to set up a custom container. Just add the AtommContainer script to the object and configure its sounds and its content. Add more Slots to add more items. Add more Documents to add more readable objects.

Max Slots: 24 || Max Documents: 5 || Pick up objects with 'E'.
You can drop items by clicking on the inventory slot while holding down left control.

Functions

There are 4 public functions you can access with other scrips you create. Do not alter the code in any way. Use the following functions:

- **LookFor**(*string*): searches item and returns true if found.
- **LookFor**(*string*, *int*): searches item with quantity being >= to *int*.
- **LookForAndRemove**(*string*): looks for item and removes it.
- **LookForAndRemove**(*string*, *int*): look for item and removes *int* amount.
- **Freeze(**bool**)**: freezes/unfreezes the player's mouse and camera.
- **ActionInventory()**: switches inventory active state.

I personally thank you for purchasing this asset and I truly hope it fits your needs. If you need anything, please make sure you contact me through my email: **quantumdev.zzn@gmail.com**

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