

Drag N Drop Guide

1. Pre-Requisition

DOTween is required to be installed in order to properly run the asset as it utilized DOTween for animation . DOTween download link [DOTween](#)

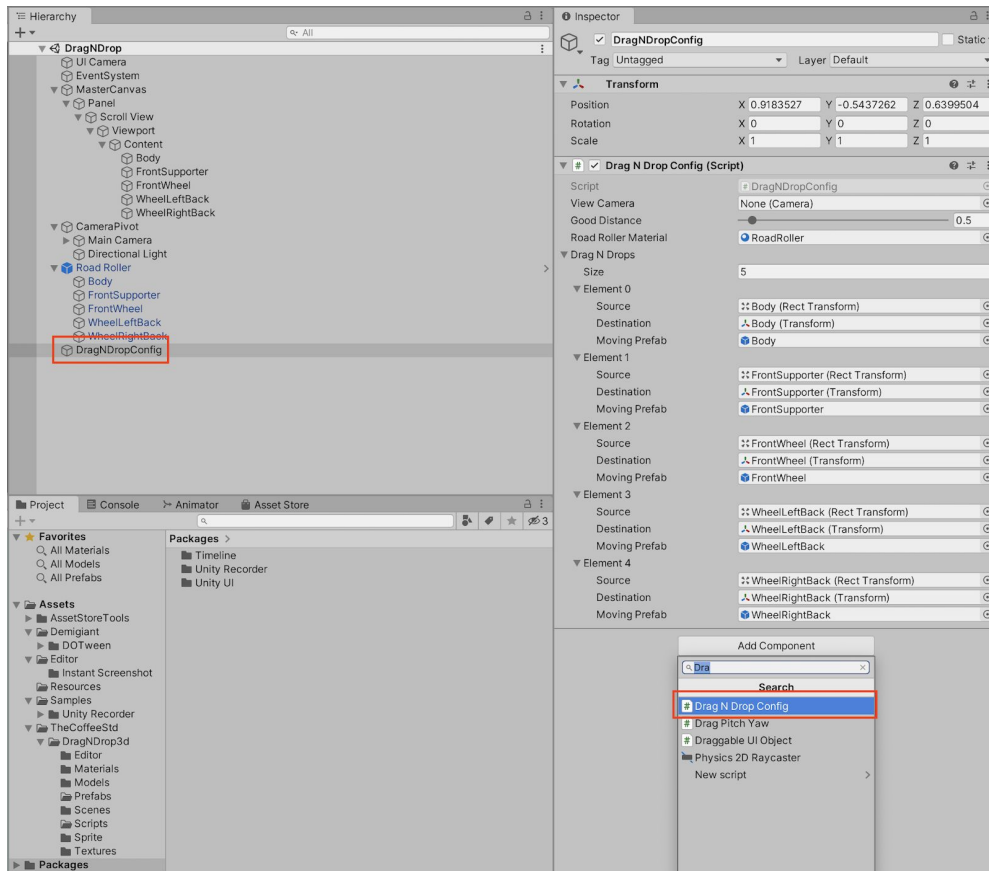
2. Feature

This asset provides utility for drag and drop items from UI-space to a predefined world-space destination. Support the followings:

- **Configurable Distance:** The distance between dragging object and destination in world space which is considered as close enough to drop the item.
- **Auto Move Back:** Move the dragging object back when the distance to target larger than the configured distance
- **Identical Rotation:** Dragging object is in 3D and have identical rotation as the destination object while the destination object is rotate.
- **Work When Rotate:** Work even when the destination object is rotating.
- **Easy to Configure:** Distance and target, source list is configurable through the editor

3. USER GUIDE

Create a DragNDropConfig game object and then add DragNDropConfig component to the the game object.



Configure DragNDropConfig component

The screenshot shows the Unity Inspector window for the 'Drag N Drop Config (Script)' component. The configuration is as follows:

- Script:** DragNDropConfig
- View Camera:** None (Camera)
- Good Distance:** 0.5 (slider)
- Road Roller Material:** RoadRoller
- Drag N Drops:**
 - Size:** 5
 - Element 0:**
 - Source: Body (Rect Transform)
 - Destination: Body (Transform)
 - Moving Prefab: Body
 - Element 1:**
 - Source: FrontSupporter (Rect Transform)
 - Destination: FrontSupporter (Transform)
 - Moving Prefab: FrontSupporter
 - Element 2:**
 - Source: FrontWheel (Rect Transform)
 - Destination: FrontWheel (Transform)
 - Moving Prefab: FrontWheel
 - Element 3:**
 - Source: WheelLeftBack (Rect Transform)
 - Destination: WheelLeftBack (Transform)
 - Moving Prefab: WheelLeftBack
 - Element 4:**
 - Source: WheelRightBack (Rect Transform)
 - Destination: WheelRightBack (Transform)
 - Moving Prefab: WheelRightBack

An 'Add Component' button is located at the bottom of the configuration panel.

Camera: Specify camera which the destination game object is viewed by. If empty, the main camera is used

Good distance: The distance between dragging object and destination in world space which is considered as close enough to drop the item.

DragNDrops: A List contains drag and drop detail.

Source: Transform in UI which the drag item will start from.

Destination: Transform in World space which the drag item will end at.

Moving prefab: Prefab of the item which is shown while item is being dragged.

4. Credit:

Road roller model made by [Poly grunt](#). Get it from [here](#)