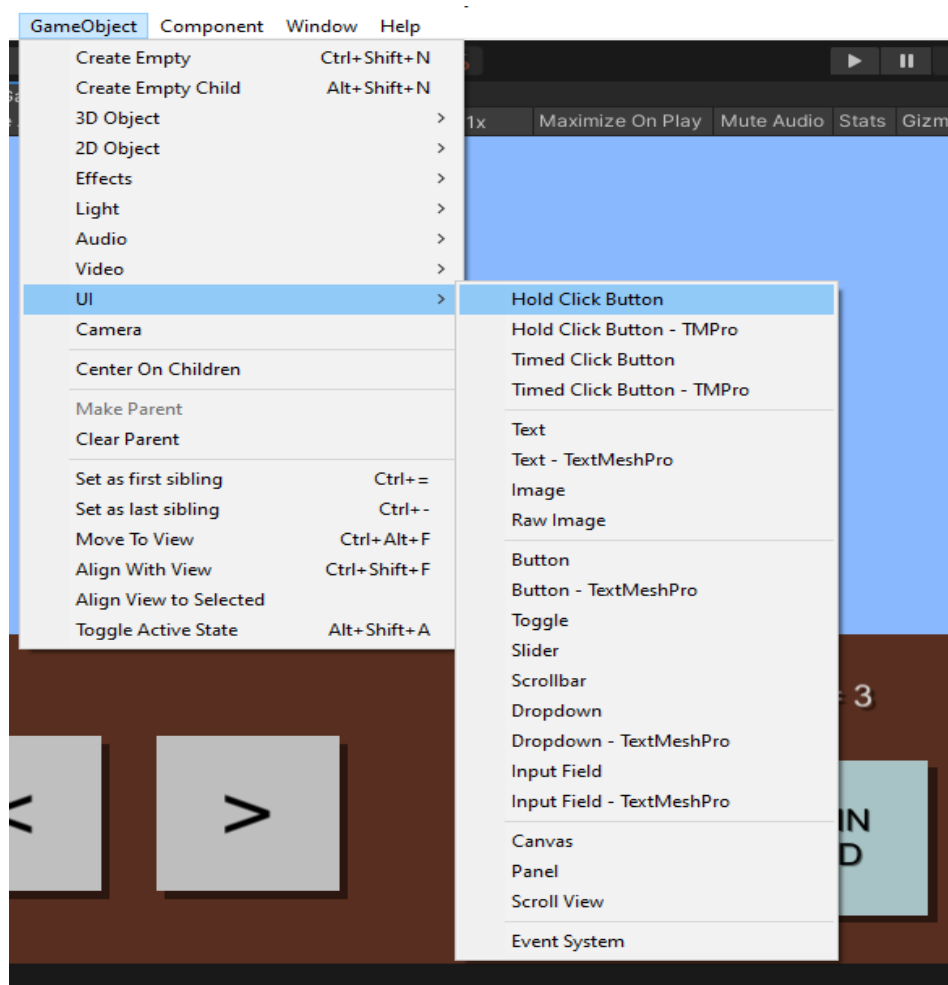# How To Setup

(Open up DemoScene for example usage.)

This asset contains four types of buttons: HoldClickButton, HoldClickButton-TMPro, TimedClickButton, TimedClickButton-TMPro.

To add these buttons to the game scene; go to *GameObject/UI*, and select the one you want to create.
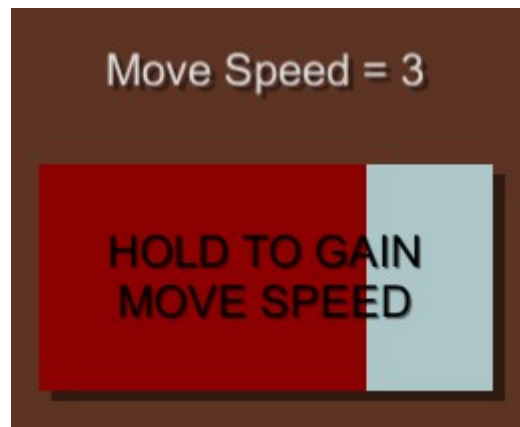

HoldClickButton executes the script that you assign whenever you hold your mouse/finger to it. It has an additional event field named onHoldClick.
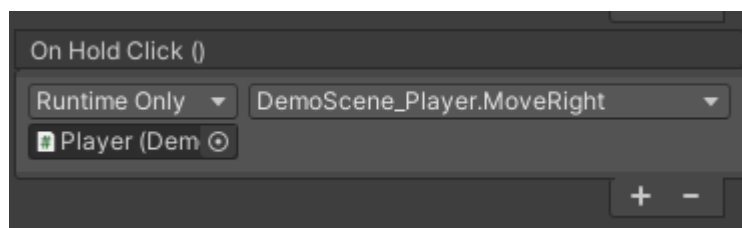
Assign the commands to that field. Remember, this command that you've assigned will work every frame as long as you hold the button.

TimedClickButton executes the script that you assign after specific time has passed.

This button is useful for reloading gun, giving reward to player etc. After you've created a Timed Click Button, there will be an Image and a Text as child to it.

1. Fill Image is the indicator like in the above picture. If it is not assigned automatically, you should do it manually.
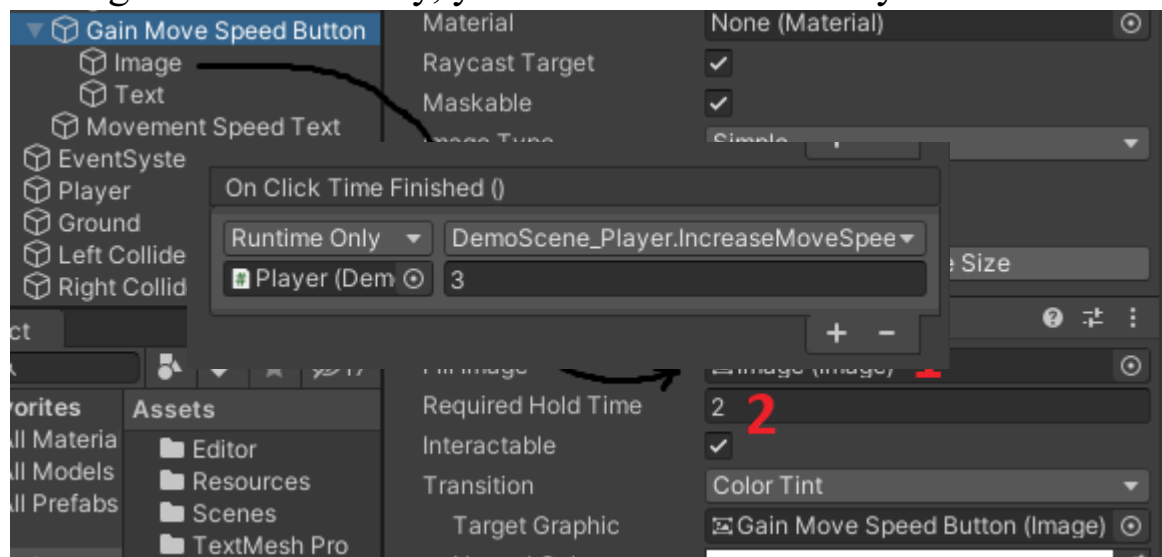
2. After 2 seconds the command that you assign in the below picture will be executed.

(It increases movement speed by 3)

That's it! Now you can easily move your character via simple hold click

button without any complex tools, and you can easily add some features with timed click buttons!

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