

# EndlessBook - Quick Start

Quickly set up your scene to use an EndlessBook.

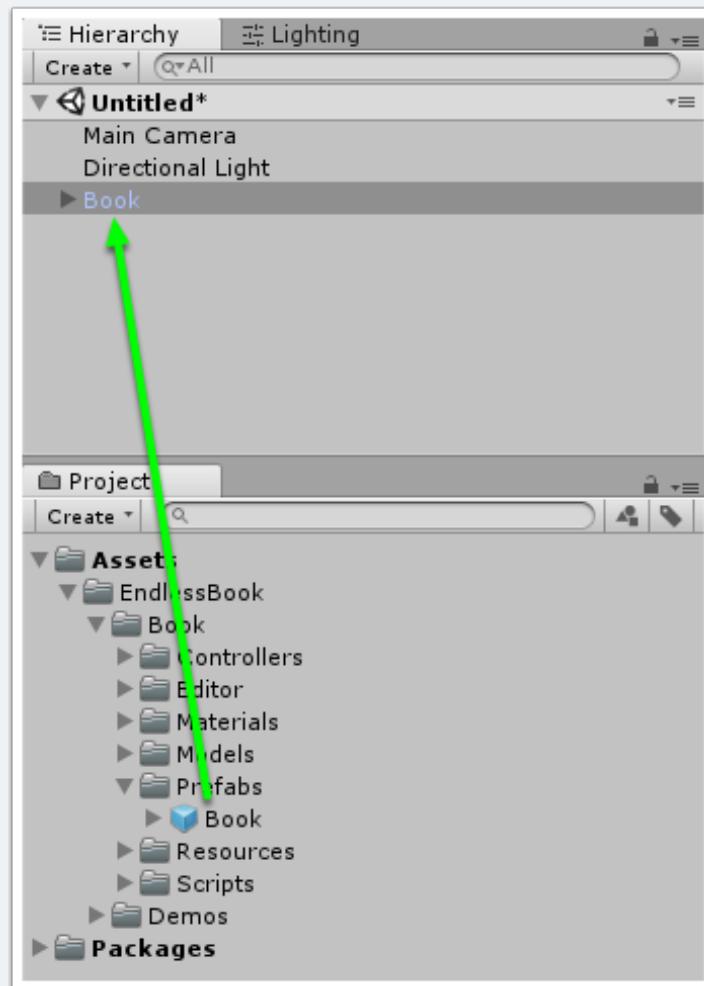


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## Instantiate the Book

Drag the Book Prefab from EndlessBook\Prefabs folder to your scene.

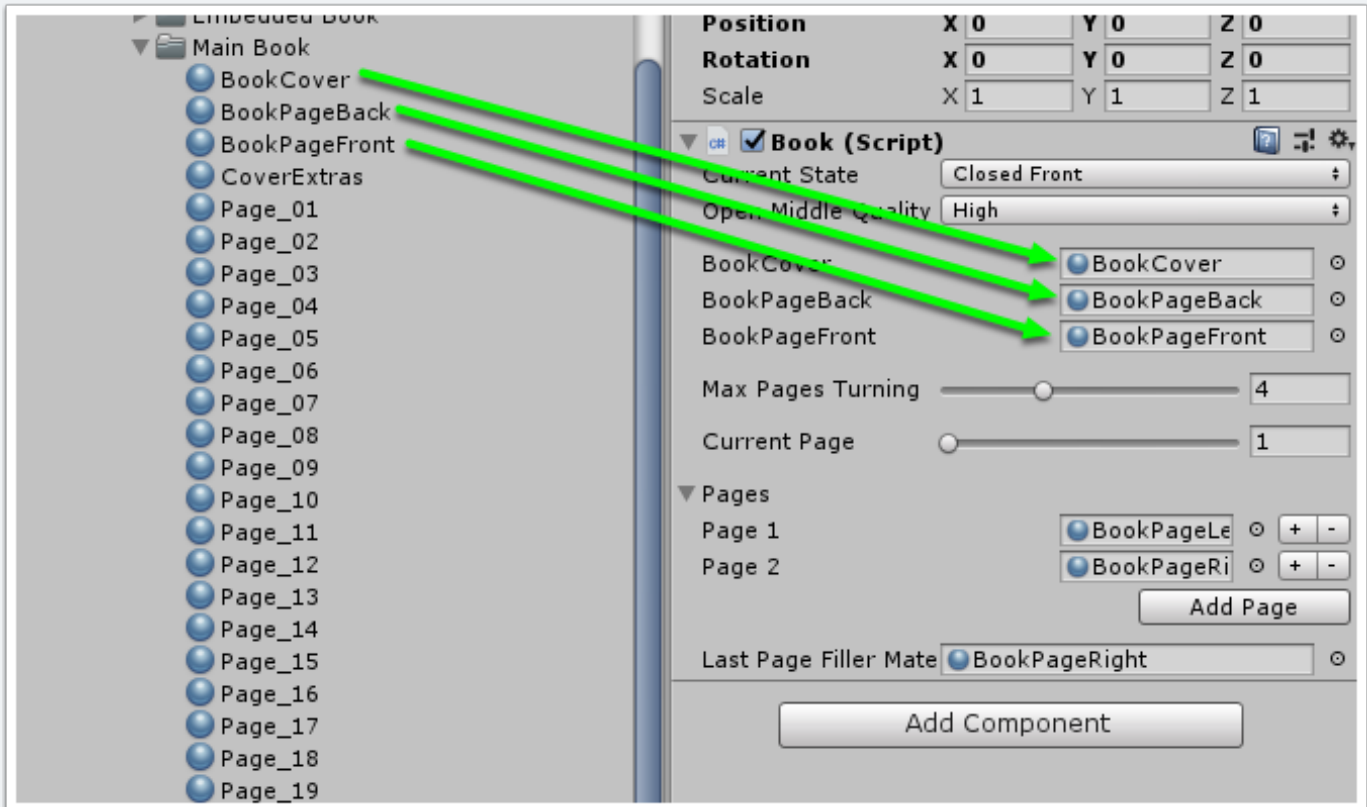
Please note that if you are using Unity 2019.3.3+ you will need to right-click on the prefab after it is in your scene and select Unpack Completely.



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## Set up Materials

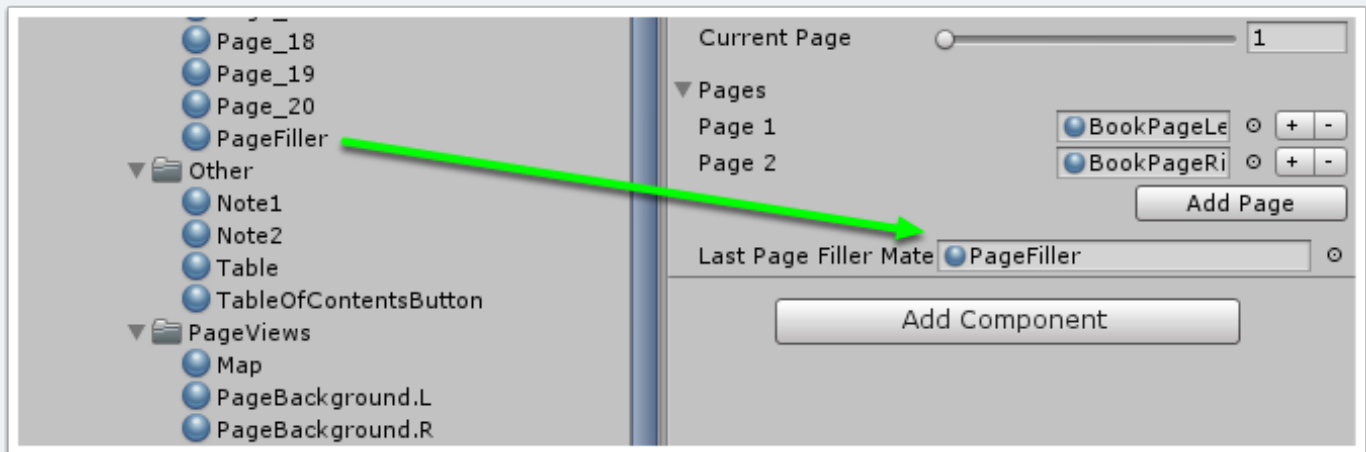
Drag materials for the cover, back page, and front page to the Book Component on the new game object.



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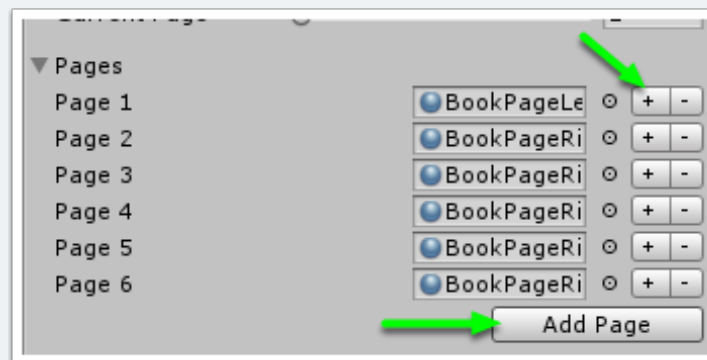
## Set up Page Filler Material

Drag a material to set up your page filler material. This material will also be the default for all new pages created, as well as the final page material if you have an uneven number of pages.



## Create Some Pages

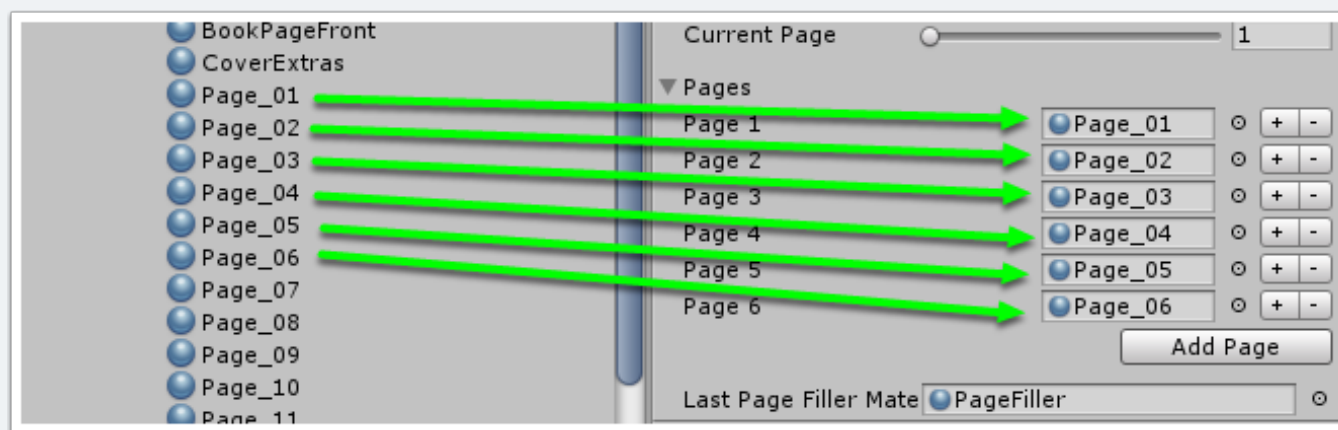
Click the Add Page button or click the small plus buttons to add or insert pages, respectively.



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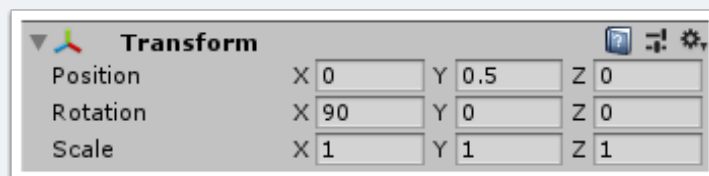
## Set Page Materials

Drag materials to your pages.



## Move Your Camera

Move your camera to where it can see the book. The book is inches (not meters) in dimension, so you will likely need to get close. Something like the follow camera transform would be a good place to start:



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## Preview the Book

Change your Current State to OpenMiddle in the inspector. Change the Current page in inspector. If you want to change states or pages in code (which includes animations), refer to the Demo01.cs script or user manual for examples of how to do this.

