

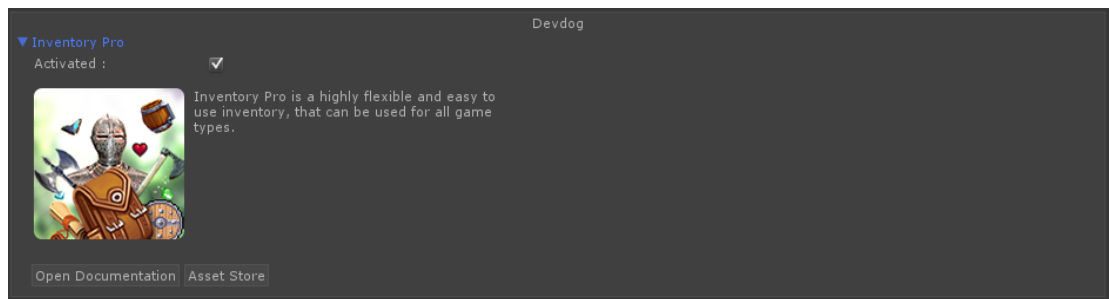
Integrating Inventory PRO:

Hello everyone,

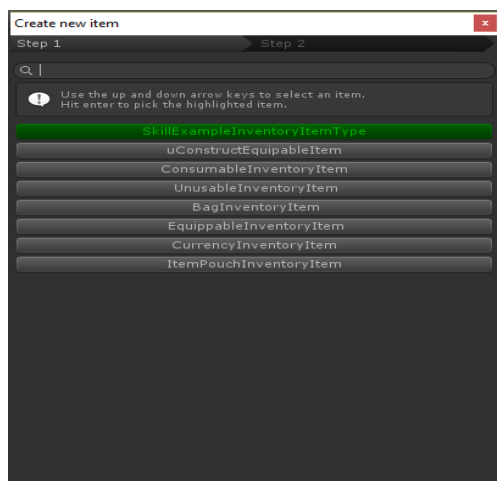
This tutorial will cover how to integrate Inventory PRO with uConstruct.

So first of all, Go into the uConstruct Extensions manager (Window -> UConstruct -> uConstruct Manager -> open up extensions manager)

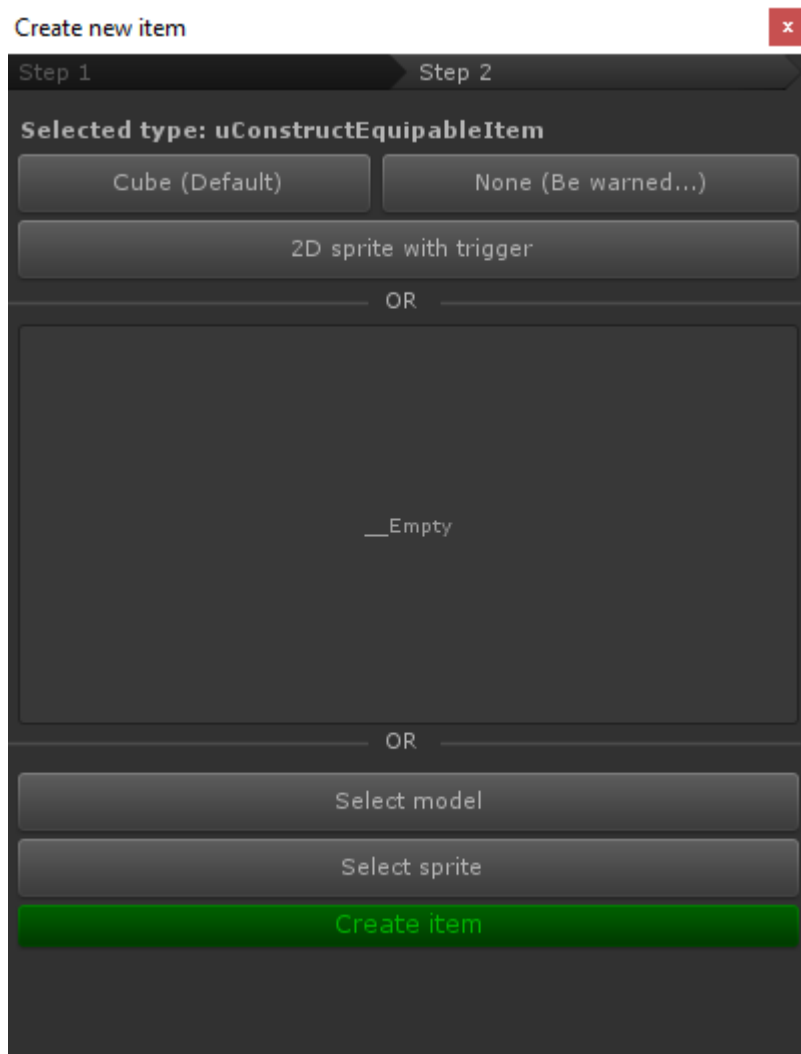
And make sure Inventory Pro extension is enabled :



And after you have done that, open up your Item Database and click on "Create Item", A new window will pop up :



Click on "uConstructEquipableItem" and make sure you make the item Empty like this :





Its not a must, but it would be nicer than equipping a cube. You can make it a model you want as well to make It look like you are actually holding something, but for this instance I would choose empty.

Now click on Create Item and in the window created all you need to do is assign a name, description and your building prefab :

ID: 8

Name


Description
 Note, that you can use rich text like **asd** to write bold text and *<i>Potato</i>* to write italic text.

Icon None (Sprite) 

Item layout

1 X 1	2 X 1	3 X 1	4 X 1	5 X 1	6 X 1
1 X 2	2 X 2	3 X 2	4 X 2	5 X 2	6 X 2
1 X 3	2 X 3	3 X 3	4 X 3	5 X 3	6 X 3
1 X 4	2 X 4	3 X 4	4 X 4	5 X 4	6 X 4
1 X 5	2 X 5	3 X 5	4 X 5	5 X 5	6 X 5
1 X 6	2 X 6	3 X 6	4 X 6	5 X 6	6 X 6

Item specific


EquippedItem type
 Edit types in the EquippedItem editor

Equip Visually ☒

Position now

Equip Position X 0 Y 0 Z 0 EquippedItem Rotation X 0 Y 0 Z 0 W 0

► Play On Equip

Building None (Game Object) 

Name : The name of the building.

Description : The description of the building.

Building : The building prefab that you want to place.

And that's it! 😊,

Please note : In case you are running the demo, you might get a notification that says that It cant find the targeted Inventory Pro database for the demo. In order to fix, on

the database selection window that will open just choose the database that is located on the Resources of the Inventory Pro demo.