

# *Mail to Button*

*by Murat Sancak*



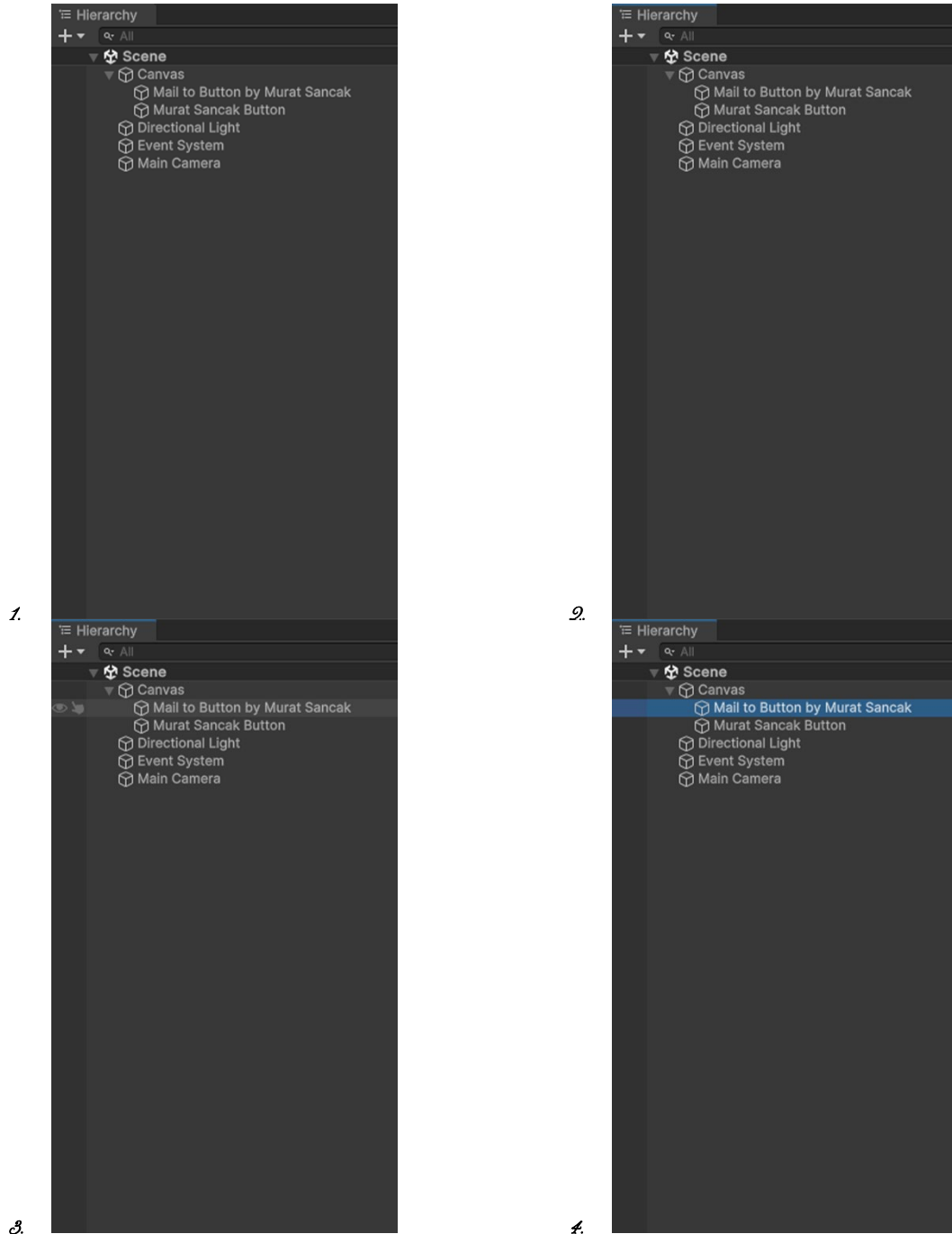
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[https:// assetstore.unity.com/ packages/ slug/ 246218](https://assetstore.unity.com/packages/slug/246218)

[https:// u3d.as/ 30Z3A](https://u3d.as/30Z3A)

# Hierarchy

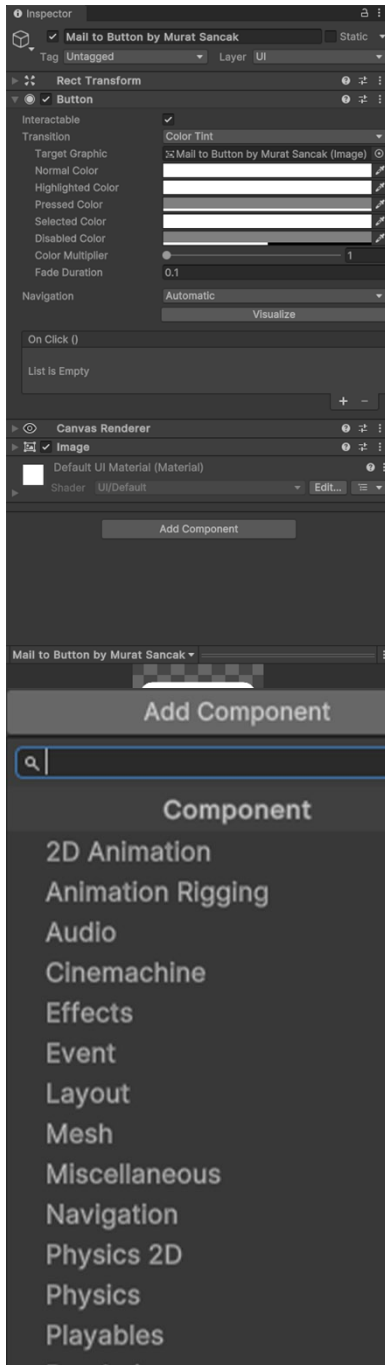


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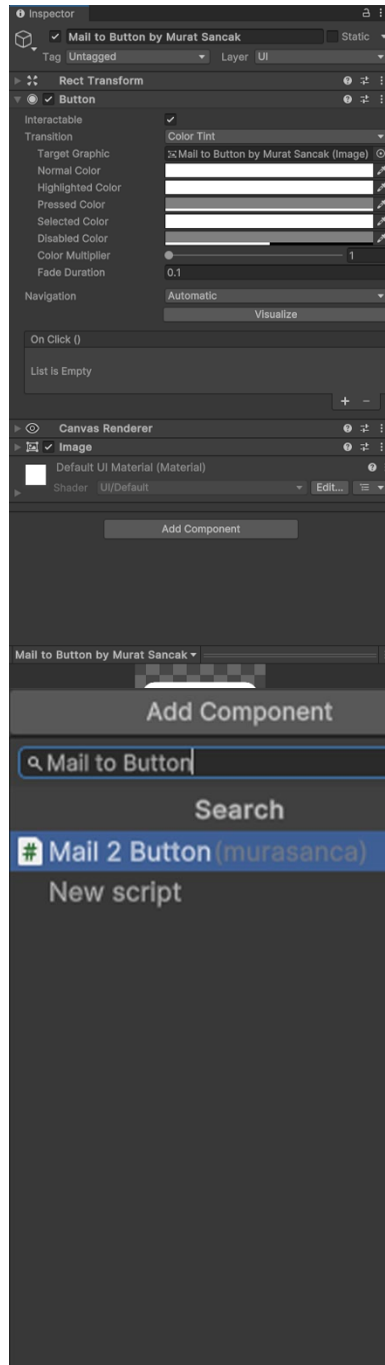
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# Inspector

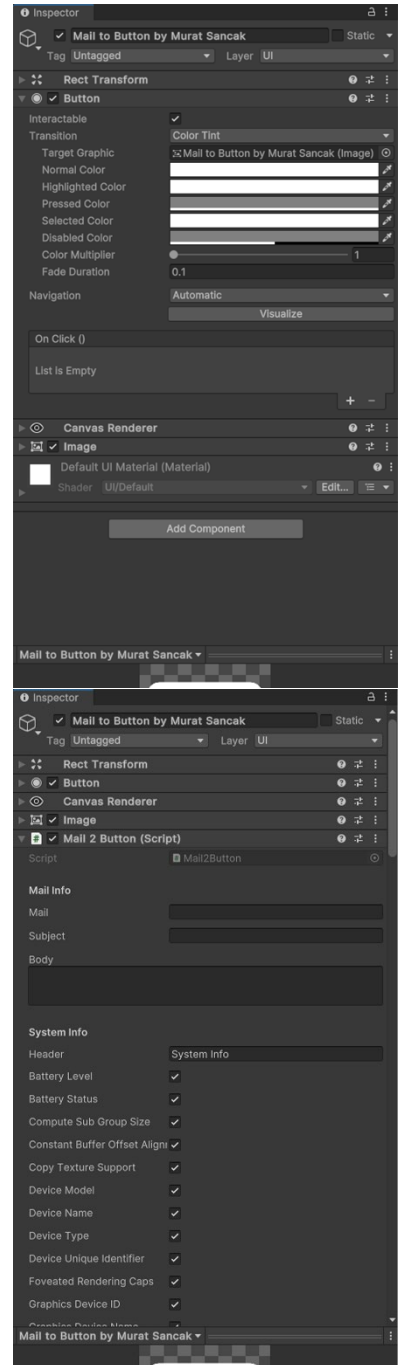
1.



2.



3.



4.

5.

6.

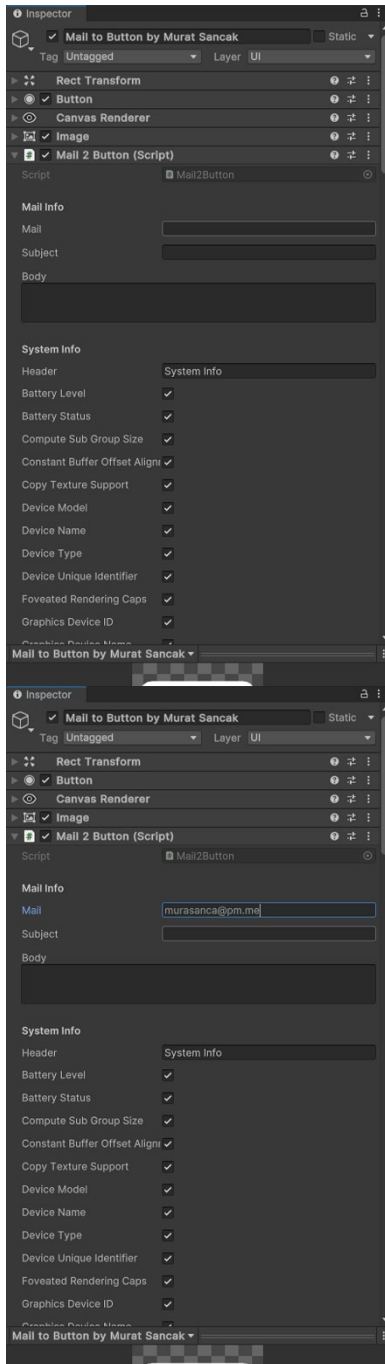
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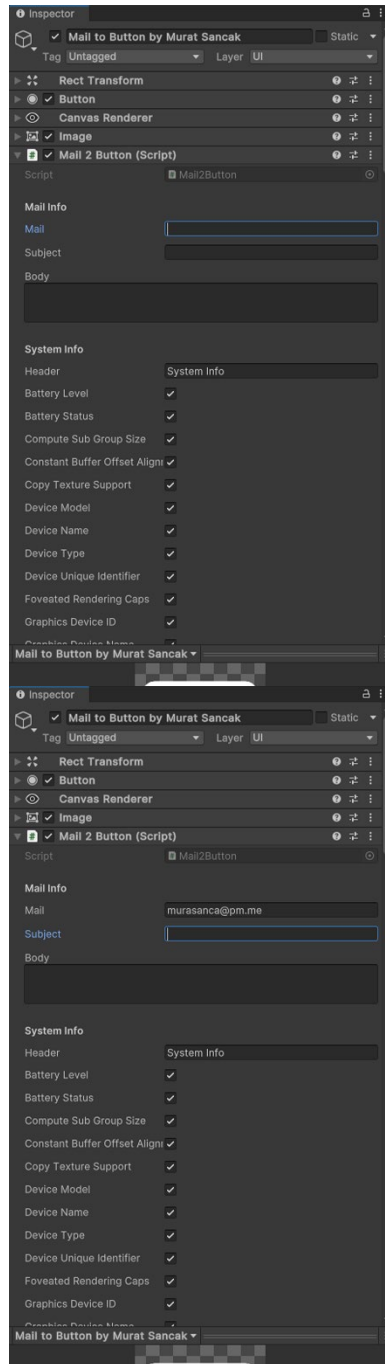
# Mail 2 Button

(Script)

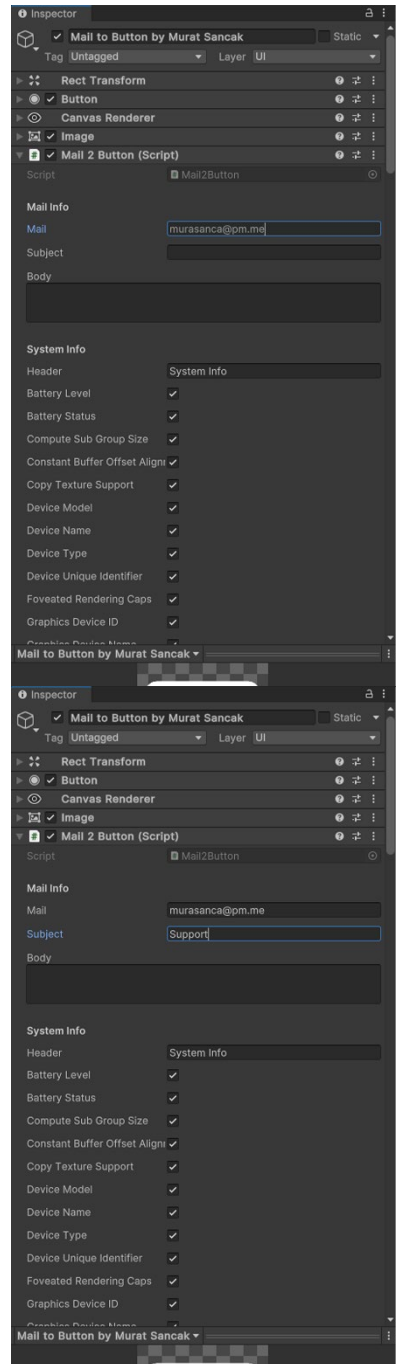
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2.



3.



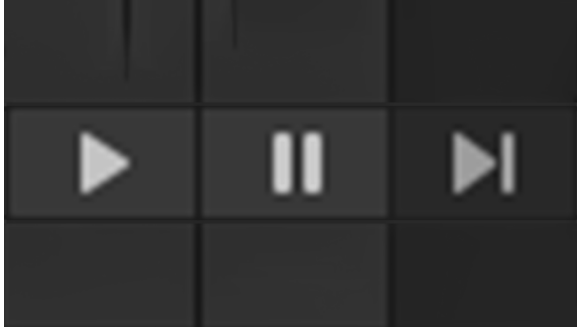
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5.

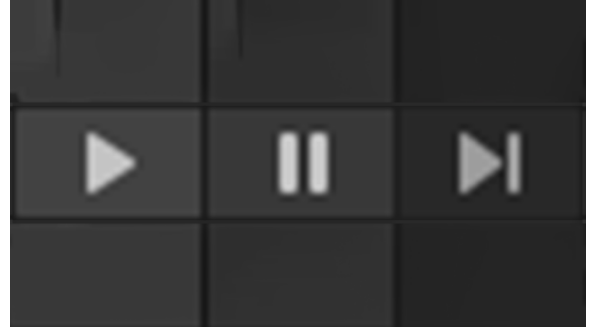
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# Game

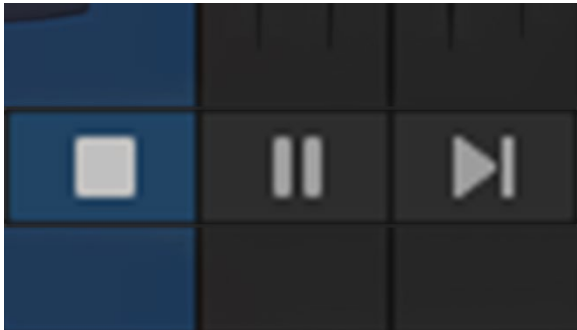
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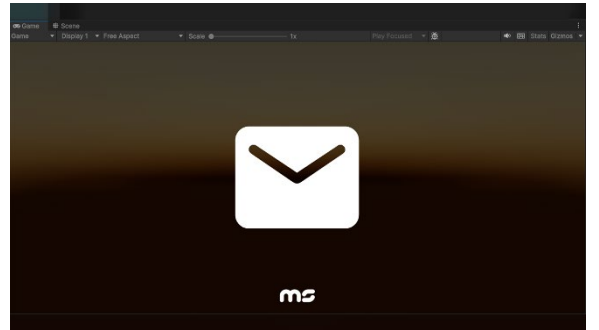
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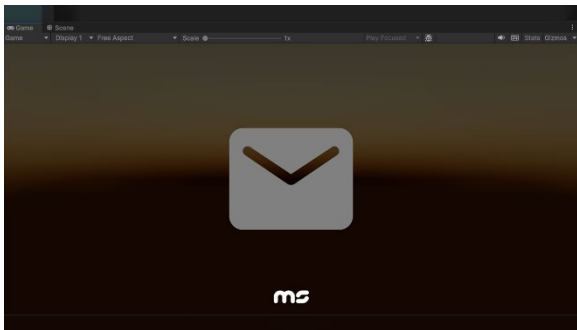
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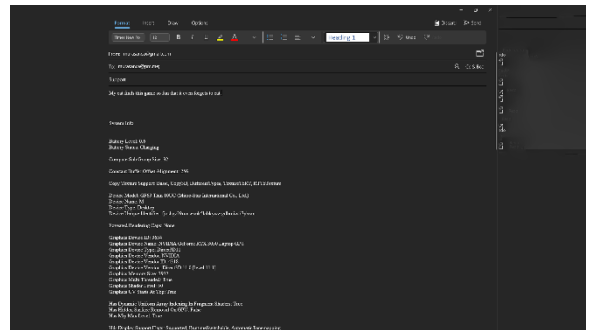
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5.



6.



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Mail



## References

• <i>Application.OpenURL</i>	<a href="https://docs.unity3d.com/ScriptReference/Application.OpenURL.html">https://docs.unity3d.com/ScriptReference/Application.OpenURL.html</a>
• <i>Class Button</i>	<a href="https://docs.unity3d.com/Packages/com.unity.ugui@1.0/api/UnityEngine.Button.html">https://docs.unity3d.com/Packages/com.unity.ugui@1.0/api/UnityEngine.Button.html</a>
• <i>Debug.LogError</i>	<a href="https://docs.unity3d.com/ScriptReference/Debug.LogError.html">https://docs.unity3d.com/ScriptReference/Debug.LogError.html</a>
• <i>HeaderAttribute</i>	<a href="https://docs.unity3d.com/ScriptReference/HeaderAttribute.html">https://docs.unity3d.com/ScriptReference/HeaderAttribute.html</a>
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• <i>TextAreaAttribute</i>	<a href="https://docs.unity3d.com/ScriptReference/TextAreaAttribute.html">https://docs.unity3d.com/ScriptReference/TextAreaAttribute.html</a>