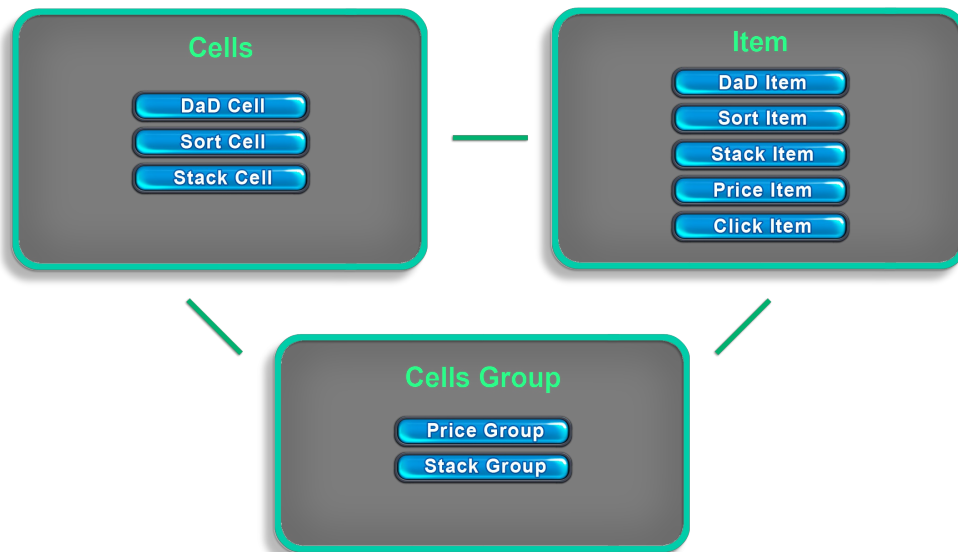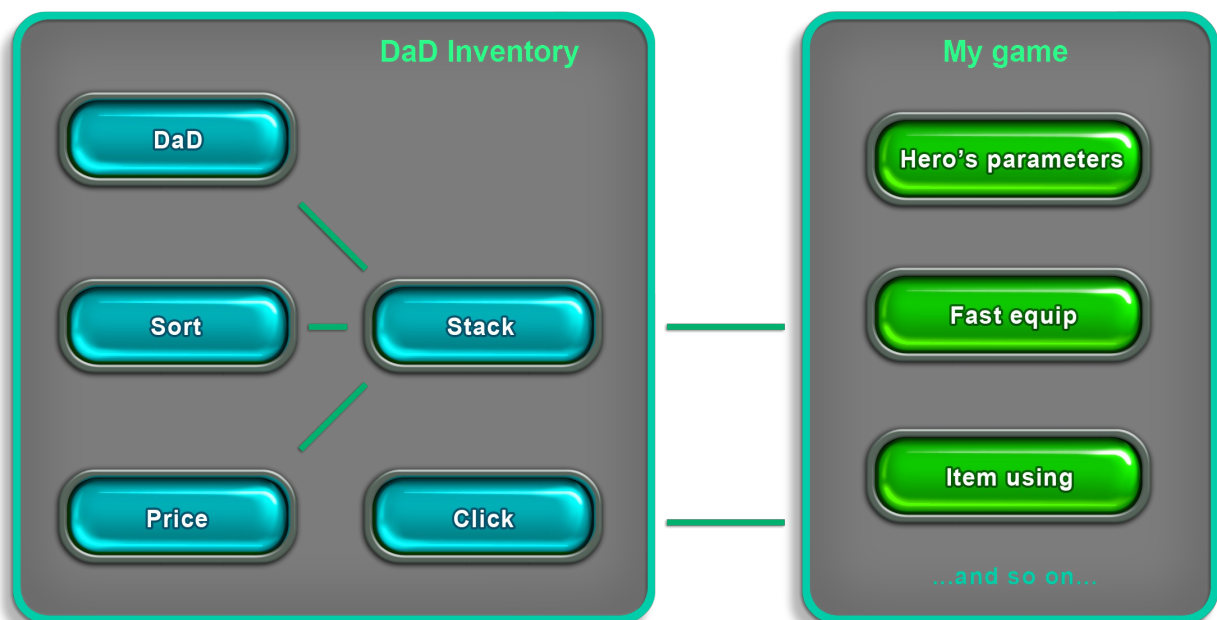# Demo

Run "Demo" scene for asset's features demonstration.

DaD Inventory internal logic
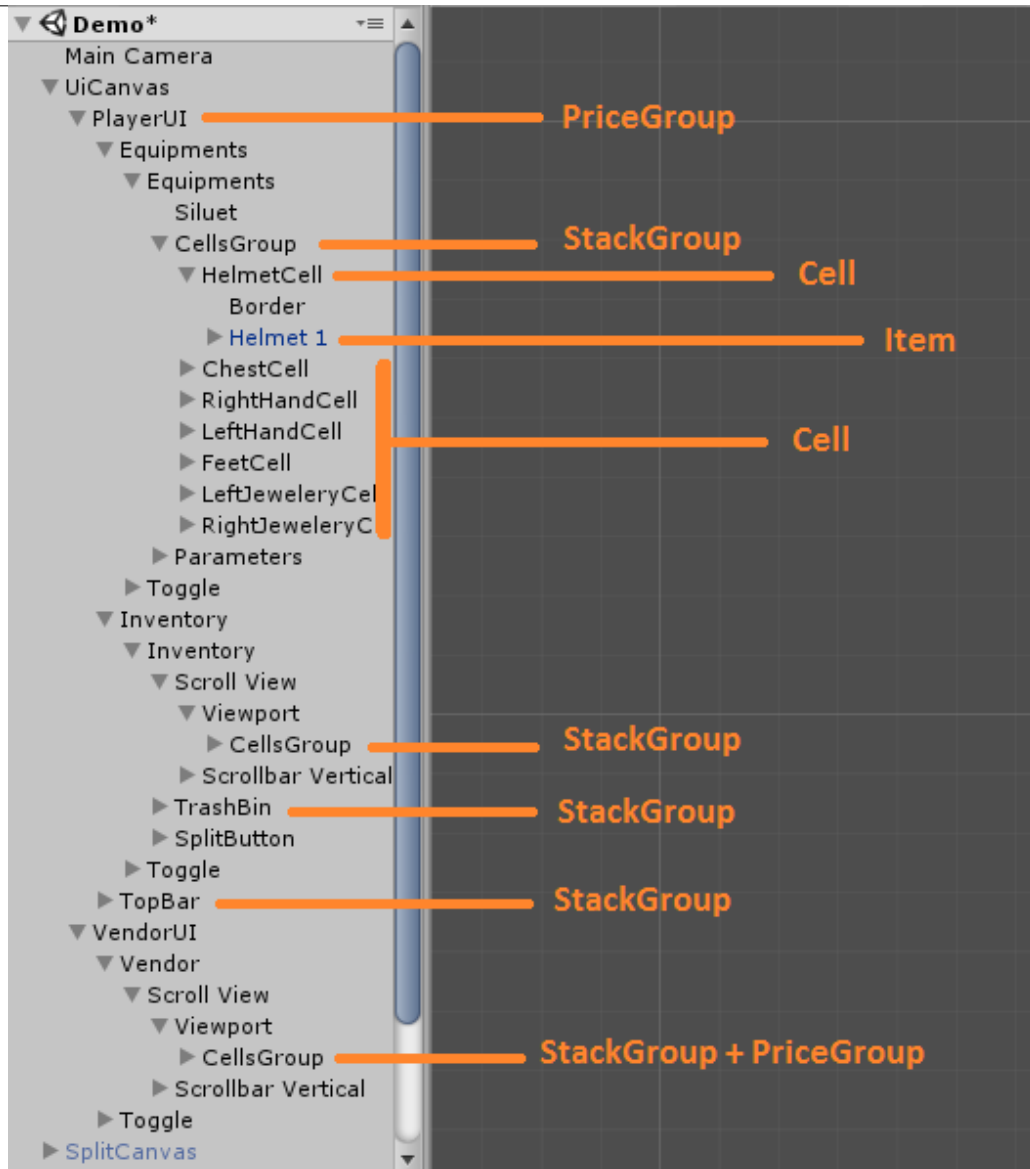

Interaction with the game logic

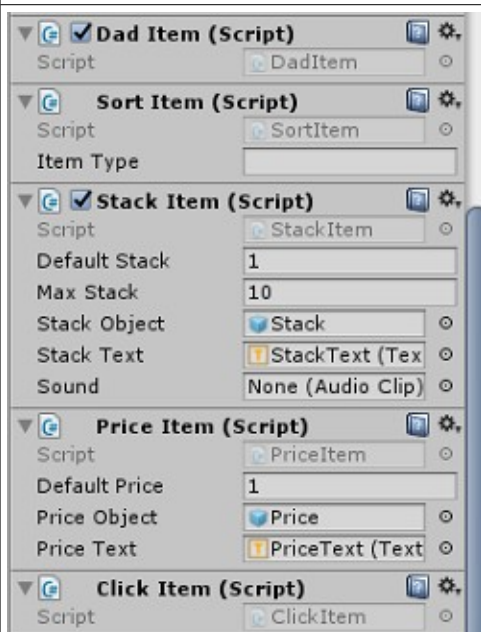DaD Inventory interaction with the game logic includes:
- Stack items movement events → OnStackGroupEvent
- Double click event → OnItemClick
- Item adding/replacing/removing using StackGroup methods → AddItem, ReplaceItems, RemoveItem
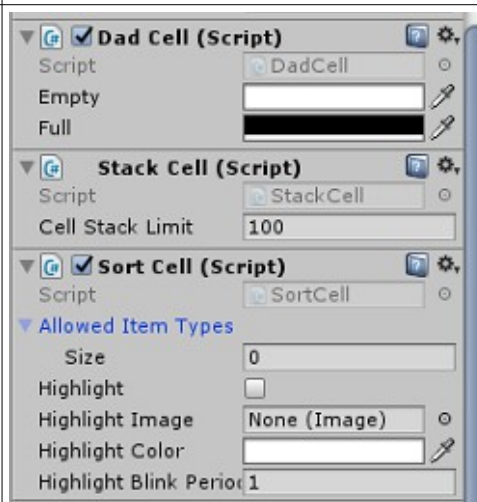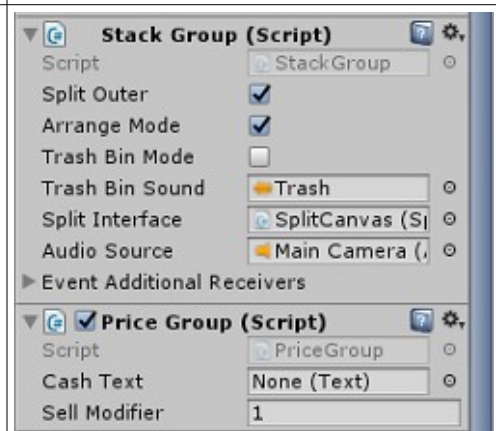
Components

Demo scene

Item	Cell	Group

DaD Inventory modules description

DadCell, DadItem

This is the base of drag and drop interface, that operates two separate units:
- – Cell
- – Item, that may be dragged between cells

SortCell, SortItem

These scripts allow to specify item's type (sort). The cell also may be specified to contain only chosen item types. If dropped item's type does not match to cell's type, the item transaction will be forbidden.

PriceItem, PriceGroup

PriceItem allows to set the price for item. When items dropped from one PriceGroup to another, the price amount will be automatically calculated. If there is enough cash, it will be decreased on the price amount. Otherwise the transaction will be forbidden. If the game object that displays the amount of available cash is not setup, then the cash amount is considered infinite (example: trader).

StackItem, StackCell, StackGroup

StackItem and StackCell allows to put items with the same name together. The stack limit can be set for the specific item as well as for specific cell. StackGroup determines the logic of items distribution inside the group as well as between different groups. Minimal set of configurations allows to get various behavior at items transactions and to create such groups as player's inventory, trader, trash bin. Also, there is items splitting is supported.

ClickItem

It handles double click on item and notify the game's logic. That allows to make such features as item using, fast items equipment of fast items selling.

Inspector hints

Place cursor over the name of variable in inspector window to get the hint, which provides additional information and helps to configure asset for your game.

Items splitting interface

When the player split or move items between different groups, special interface occurs. It allows to choose needed number of items. If there are different price groups, items prices will be shown in interface.

The split interface must be as instance on scene.

ATTENTION: splitting interface must block the whole screen. Otherwise it may cause asset's incorrect operation (for example, player try to use or move other item while splitting interface is active).

Asset integration

Use prefabs to create any cells groups and configure its behavior.

Use "Item" prefab to create your own items.

StackGroup and PriceGroup must be placed on any of cells's parent game object (not necessary both on the same).

When player drop items from one cell to another the StackGroup send notification. This notification may handle any component on same game object with StackGroup. Also you may specify additional notification receivers in StackGroup component settings.

To control stack items outward of drag and drop, use StackGroup public methods: AddItem, ReplaceItems, RemoveItem. In this case Stack group also will send notification.

When player make double click on item, the ClickItem send notification to all parent game objects.

There are few public methods in PriceGroup that may be used in your game: ShowPrices, HidePrices.

"Demo" scene helps you to better understand the asset work.

Feedback

Don't forget to rate asset in the Asset Store and leave your comments, it gives us a chance to make it better. Feel free to contact us, using the contacts from the asset page.