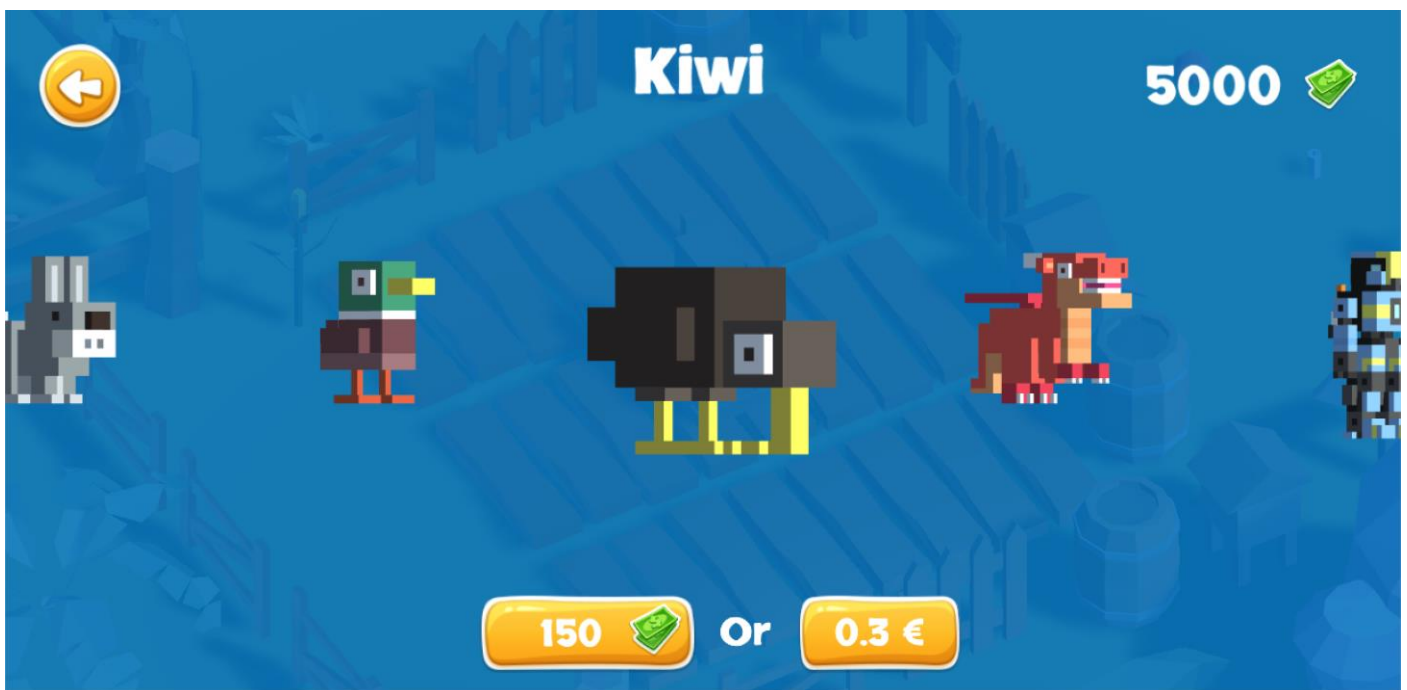# Character Selector Plus

Introduction

The Character Selector Plus package gives you an easy way to integrate a selection of a character !

The characters can be unlocked and purchased, it is a great way to retain players or earn some money (there are some sample scenes that show in detail the features)

The package also deals with saving purchases and manage coins.

Set up the plugin

- *It is recommended to watch the online demo video.*
- *In the CharacterSelectorPlus -> Example folder you can find an example scene with the configured plugin and a working demo game.*
- *To configure the plugin in a new or existing project, watch the video tutorial at 5:09.*
- *To support real money payments, implement your payment method within the method* `public void` buyCharacterWithPayment()*in ScrollRectSnap.cs.*

ScrollRectSnap.cs Methods	
Modifier and Type	**Method and Description**

public void	***buyCharacterWithPayment*()* *Change to use the desired payment method*

- *If any object in your game scene appears in front of the menu you can easily solve the problem by setting the CameraSpan variable appropriately*