

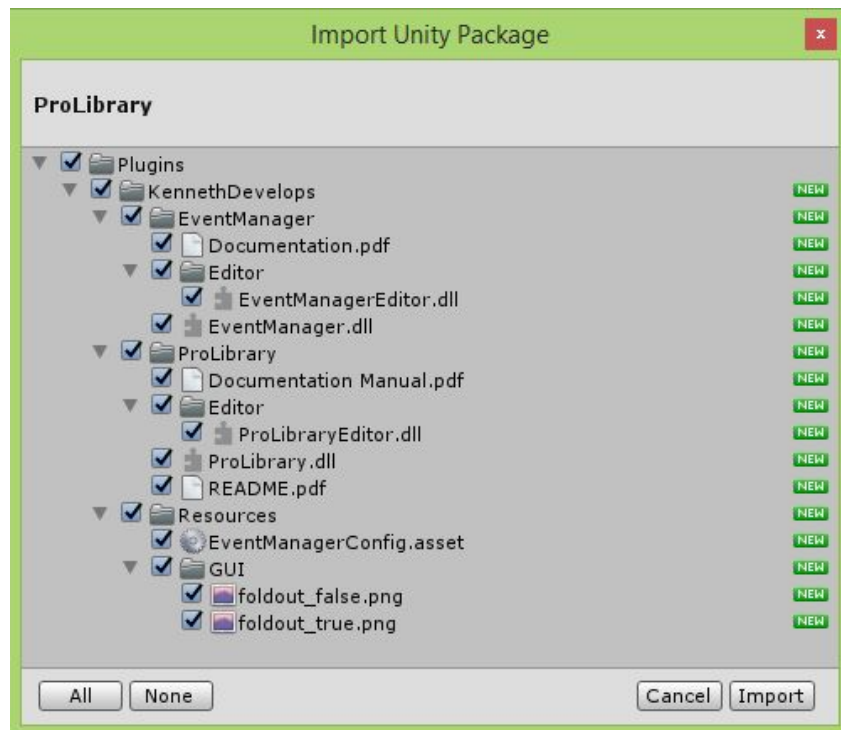


Thank you for purchasing ProLibrary!

ProLibrary is a collection of scripts including Extensions, common Data Structures, Pathfinding algorithms, Managers and Utilities that were designed to make your work easier and faster.

Getting Started

Just after purchasing ProLibrary in the Asset Store you should be prompted to download and import the Asset and then the following dialog will appear:



KennethDevelops



I recommend you to not change the location of the Asset files for precaution.

After the import is done, you will see the Unity Editor loading the library and after a few seconds you'll be ready to begin using ProLibrary and EventManager by just importing the namespace of the script you want to use, like this:

```
using KennethDevelops.ProLibrary.DataStructures;
```

You can check the [online documentation](#) to see examples and “Getting Started” guides to learn the proper use of the library.

Documentation

ProLibrary counts with both online and offline Documentation Manual to help you understand how to use ProLibrary. There you will find a page for each script of the Library.

Offline documentation is located in the same folder as this document, named “Documentation Manual”. However, I recommend you to avoid using it if possible as it may not be updated as often as the online version.

[You can see the online documentation here](#)



Support

If you have encountered any issues with the product please fill this form:

<https://goo.gl/forms/k2bxEeoUS5XkfZKo2>

Or you can contact me at kennethdevelops+support@gmail.com

Please be kind enough to explain the issue as best as you can. Images, gifs and/or video will also be appreciated if you think it could help understand the problem.

For any other comment on this wiki or the product itself, feedback or any other kind of suggestions you may have, you can fill this form:

<https://goo.gl/forms/Bltw82mtyn6pDobf1>

Or you can contact me at kennethdevelops+contact@gmail.com

