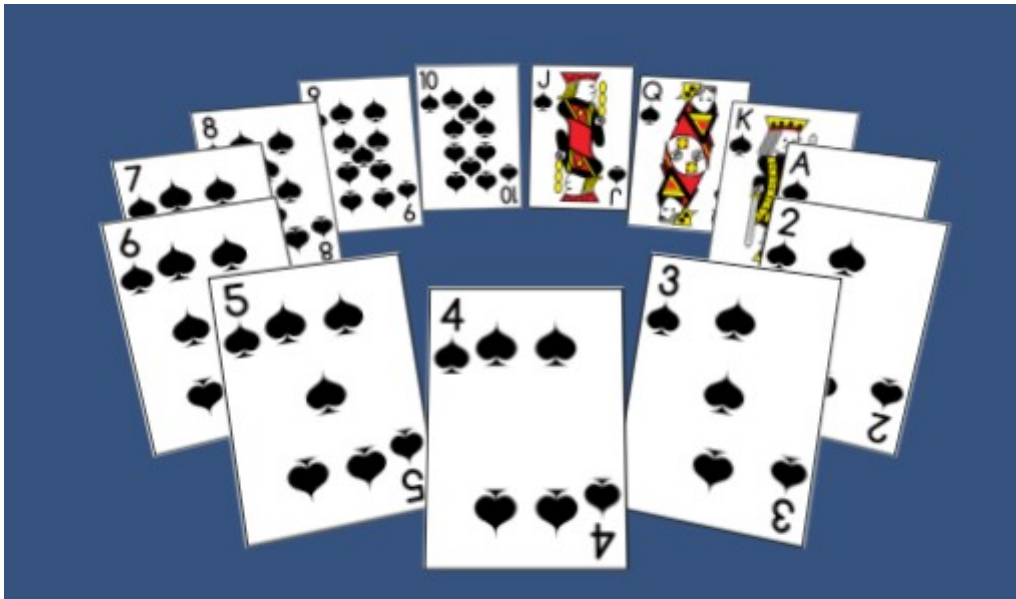


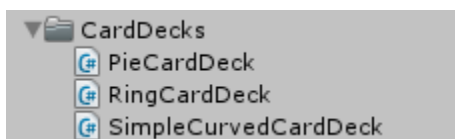
CardSelect Manual

Thank you for purchasing this asset.

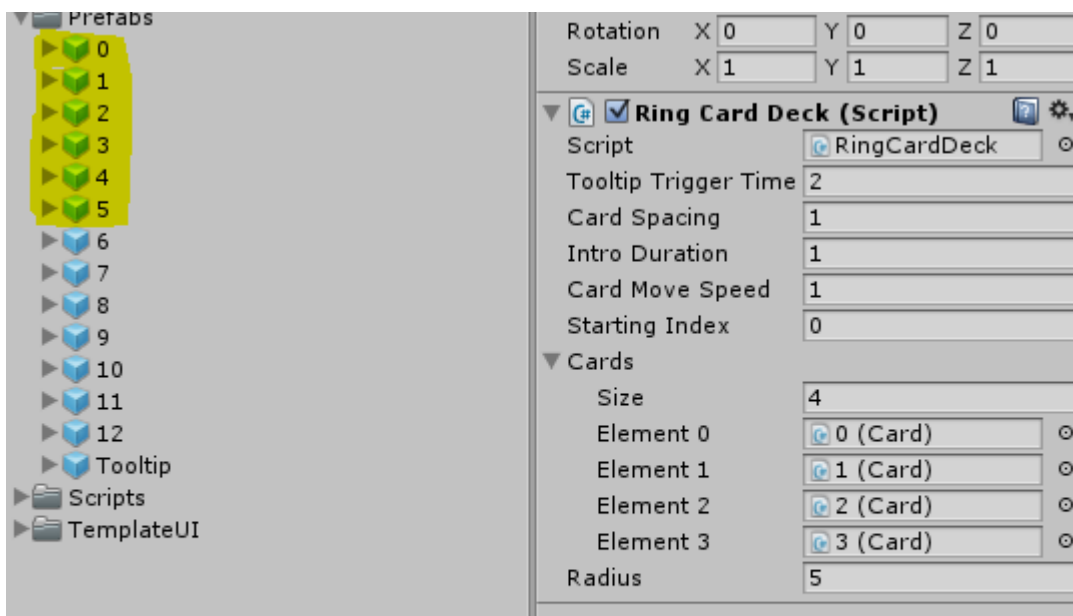


Getting started
to create the card deck you can use the following instruction,

1. Create an empty GameObject then use one of three CardDeck script by dragging to inspector.



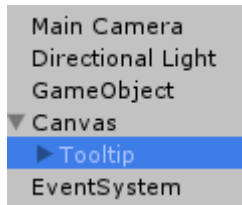
2. Insert your card prefabs to cards variable in inspector, for a good result please use more than 5 cards.



3. You can play and adjust the position & rotation to make it appear better according to your needs.

4. Use tooltip (*Optional), The tooltip use new unity UI so it require unity 4.6 or above

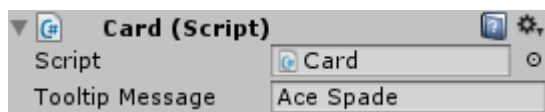
- a. Create Canvas (GameObject → UI → Canvas)
- b. Drag Tooltip prefab as the child of the canvas as shown below.



- c. you can test the tooltip by hovering the selected card for 2 seconds by default, you can adjust it from the inspector.

To create your own card, simply create an object with collider and attach Card.cs script to it then drag it to project view to create a prefab. Then you can use by dragging to the inspector (step 2).

You can also change the tooltip message in card script from the inspector.



Dont hesitate to contact me,
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Thats it, happy coding!