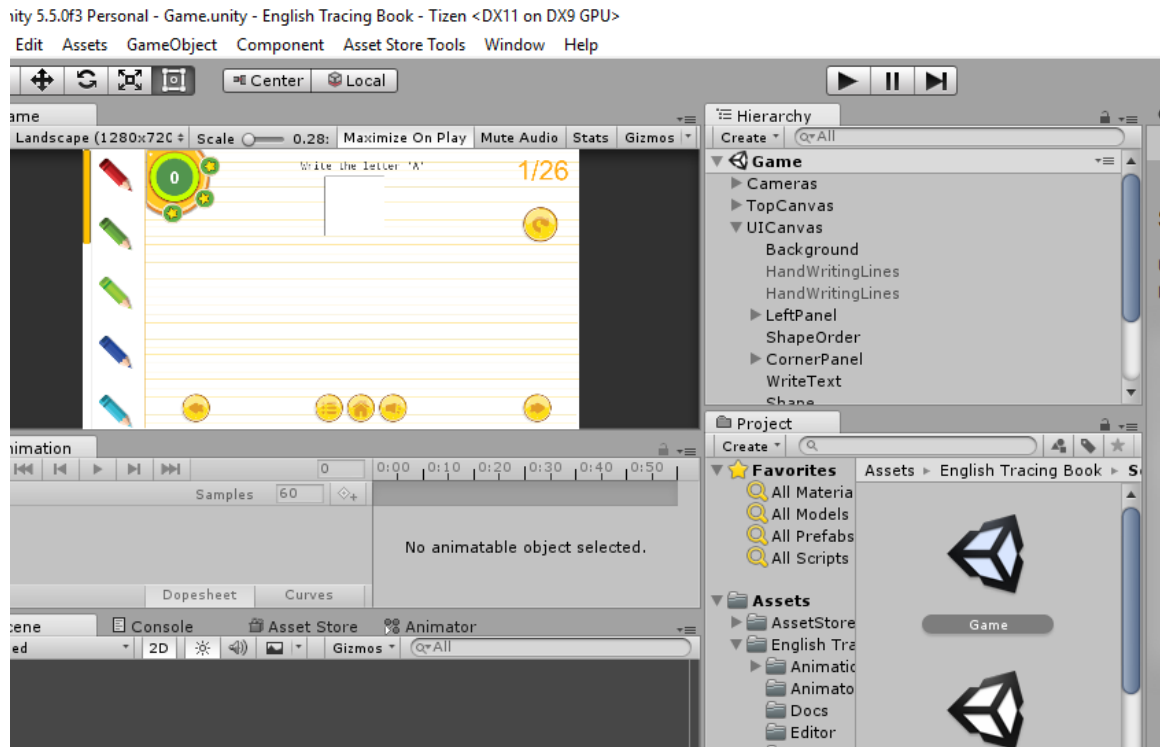
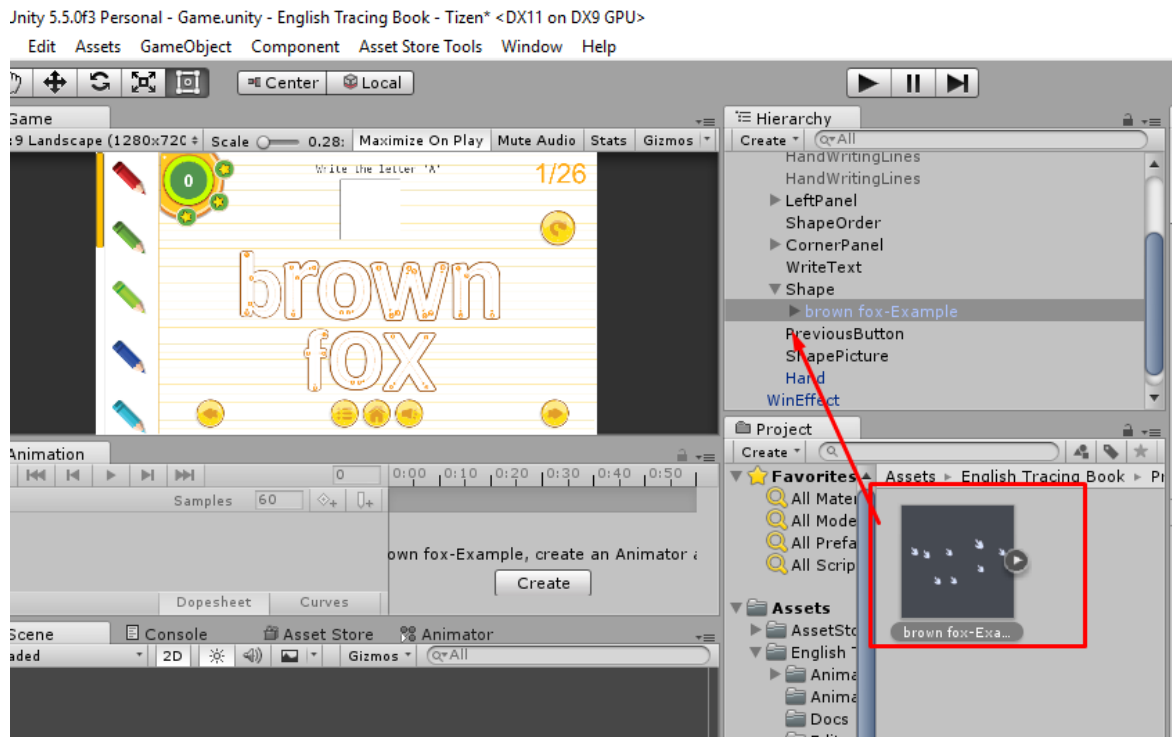


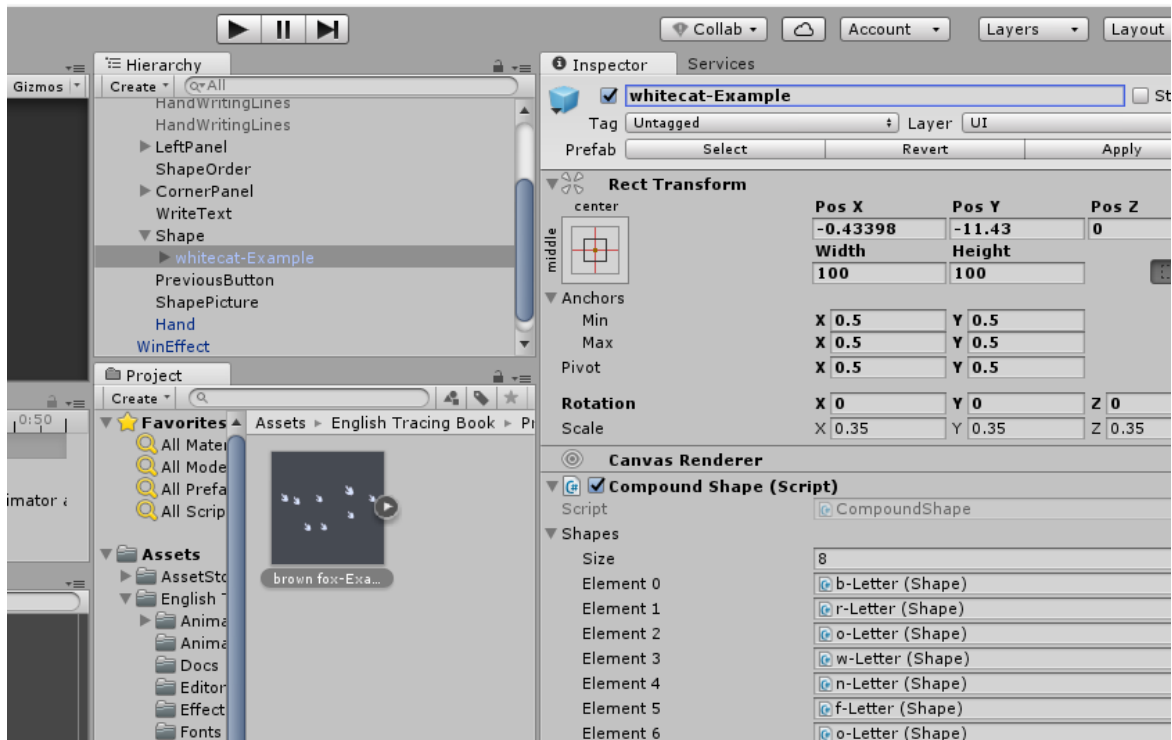
1. Open Game Scene



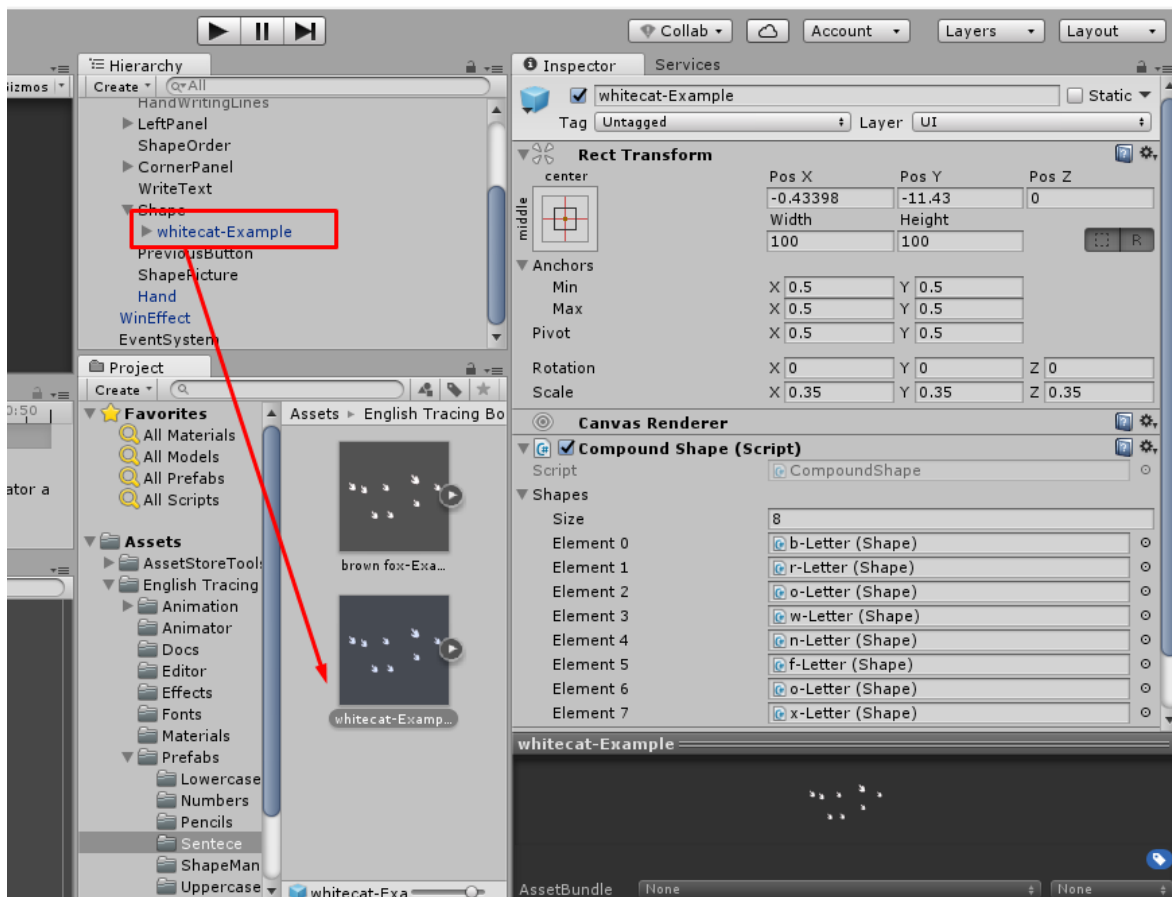
- Drag and drop **brown fox** prefab to the Shape GameObject in the Hierarchy, or create an empty gameobject and then add new **CompoundShape** component to create a sentence



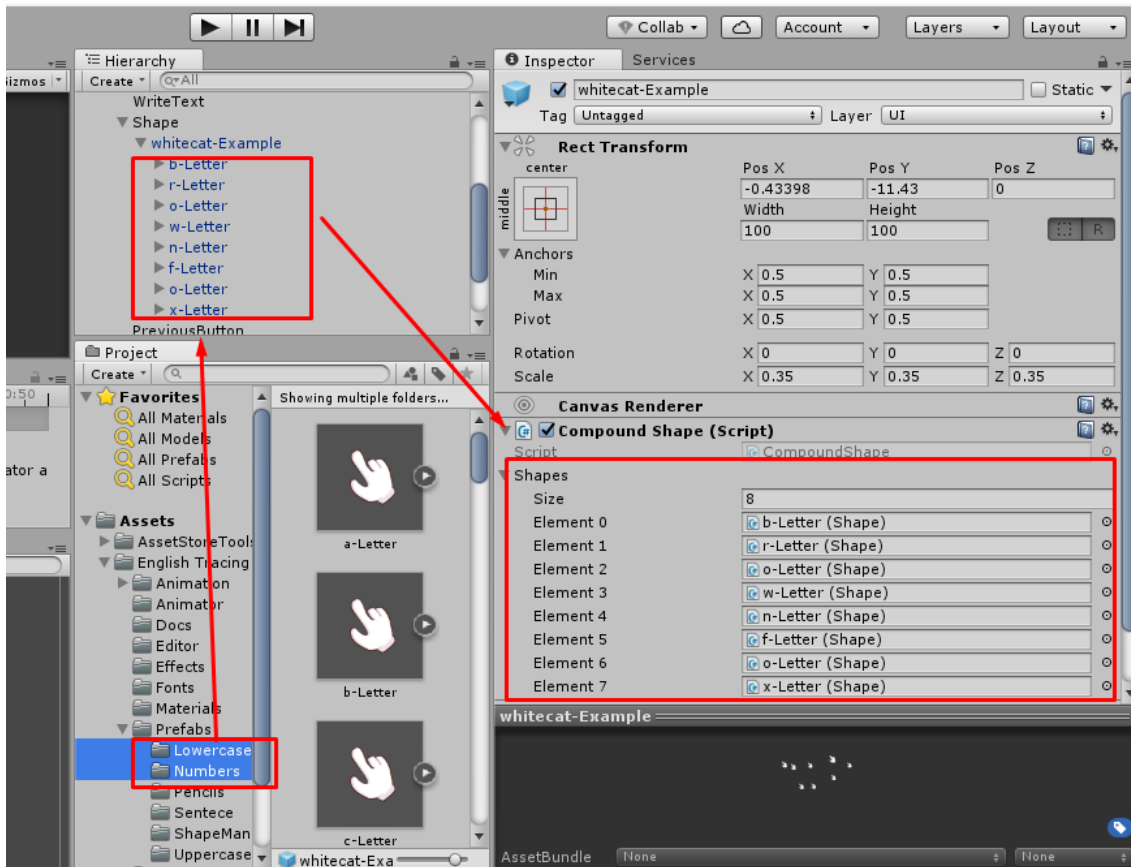
3. Rename the gameobject of the sentence , use Standard name like **newname-sentence**
forexmaple **whitecat-sentence** or **whitecat-example**, do not forget the dash - as a separator



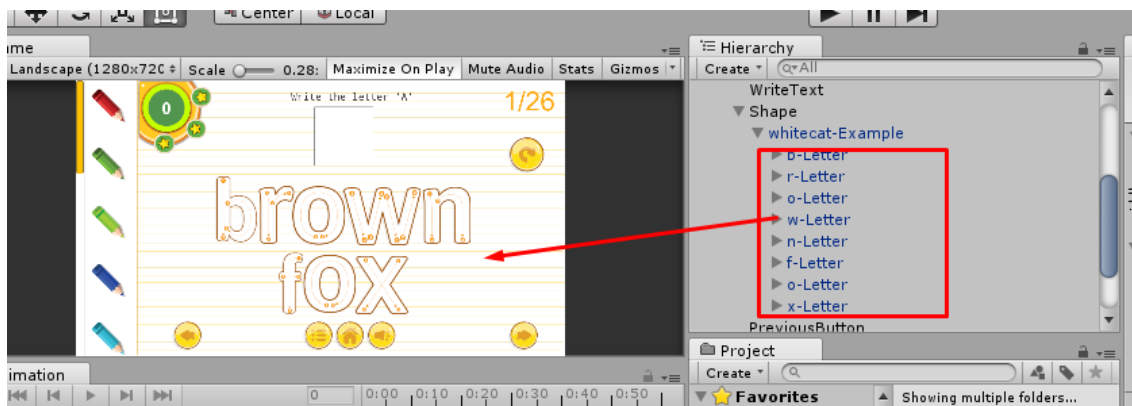
4. Convert the new sentence to prefab in the **prefabs** folder as the following figure



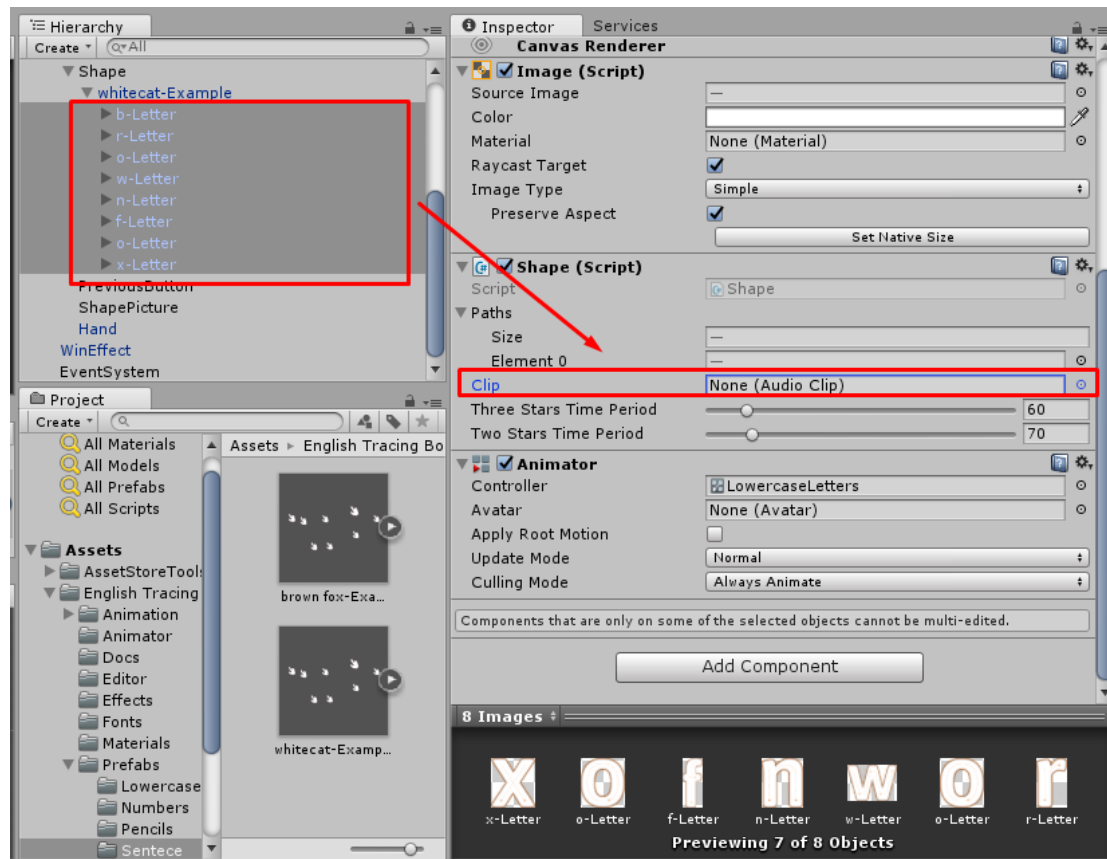
5. Now you can add any letter/number from **Lowercase**, **Numbers**, **Uppercase** folders to the sentence gameobject, and then add and sort them in the **CompoundShape** component to setup the tracing order of the letters in the sentence as the following figure



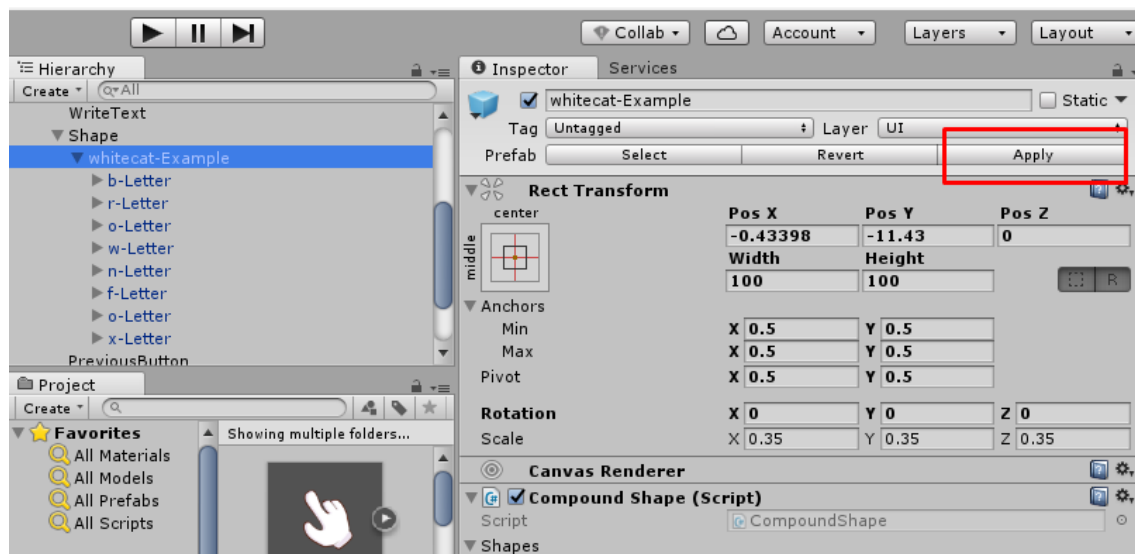
6. Scale/move the letters as you want in the game scene



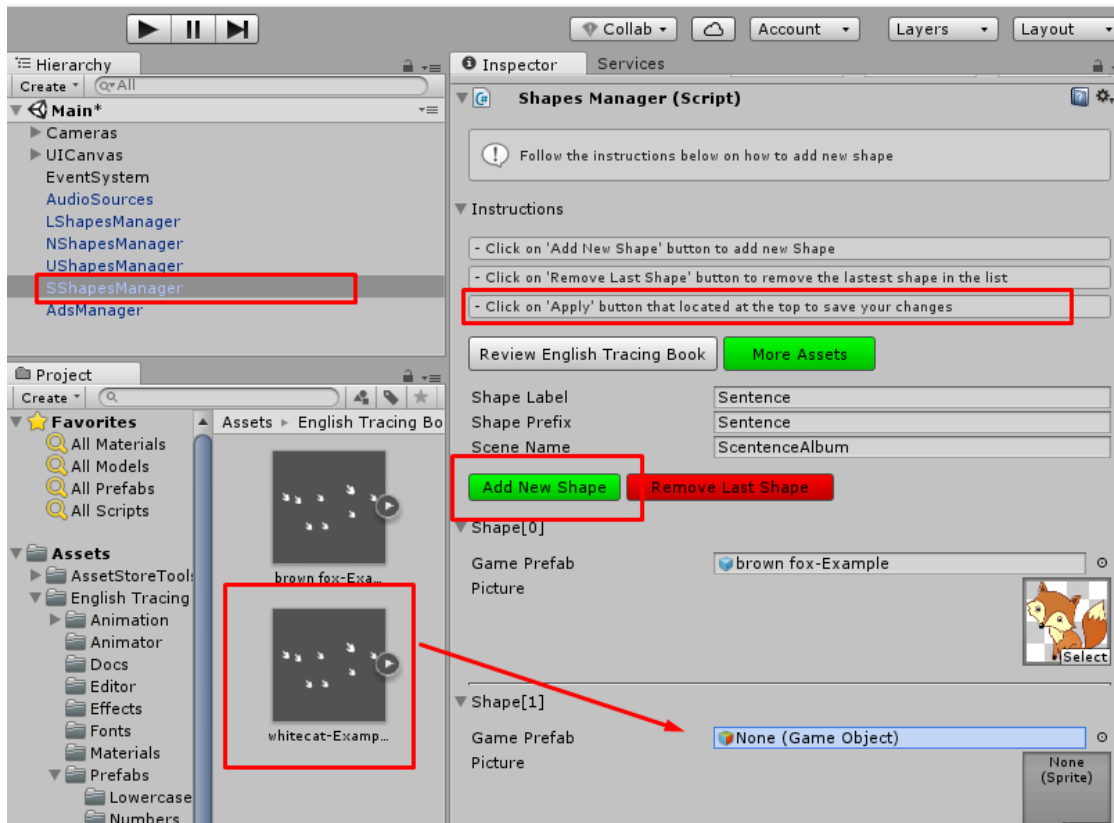
7. Add the audio clip of the sentence in the shape component for each letter/number under the sentence game object as the following figure



8. Click on **Apply** button to save your changes, remove the **sentence gameobjects** from the Hierarchy in the Game scene and then save the scene



3. Final step, add the new sentence to the SShapesManager gameObject in the main scene, then click on **Apply** button as described in the Instructions to save your changes



For more questions, comments you can contact us info@indiestd.com