

The Hierarchy

by StoryLucent

1. The Requirements 3

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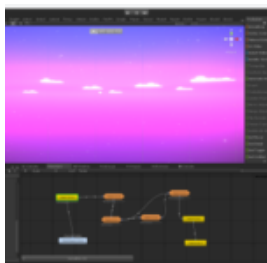
Overview

Find out what objects must be placed in the scene. It is essential for these objects to be placed before StoryLucent can playback the story successfully.



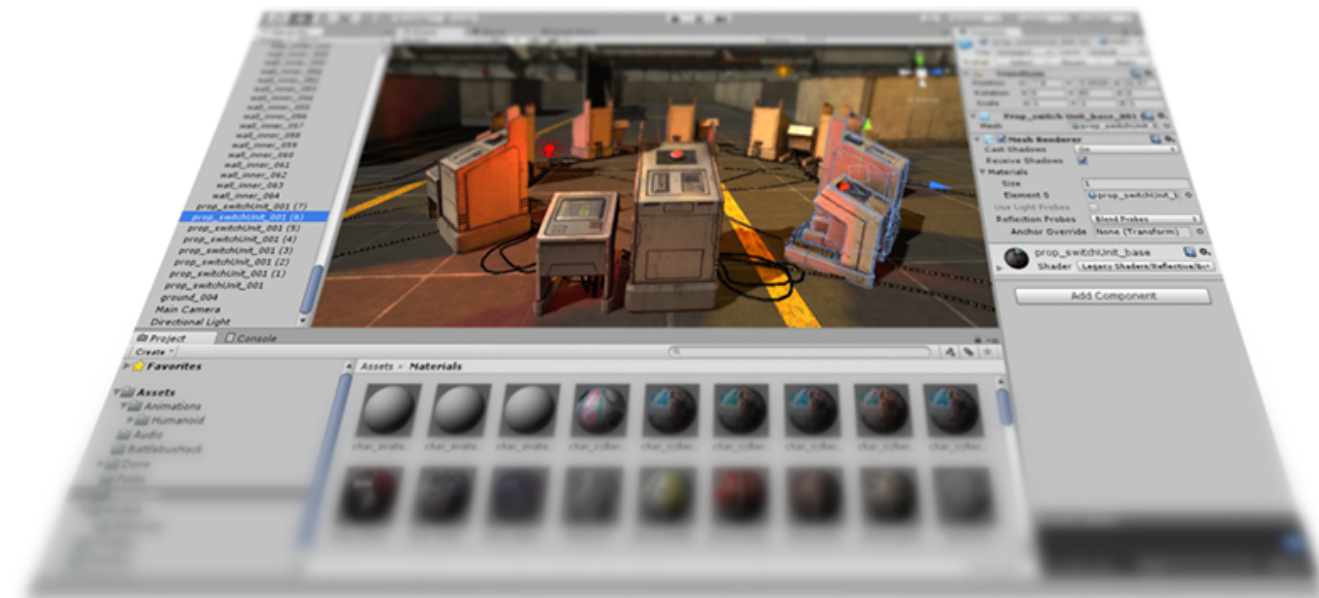
(http://storylucent.com/wp-content/uploads/2018/02/web_Command_List.png)

The commands



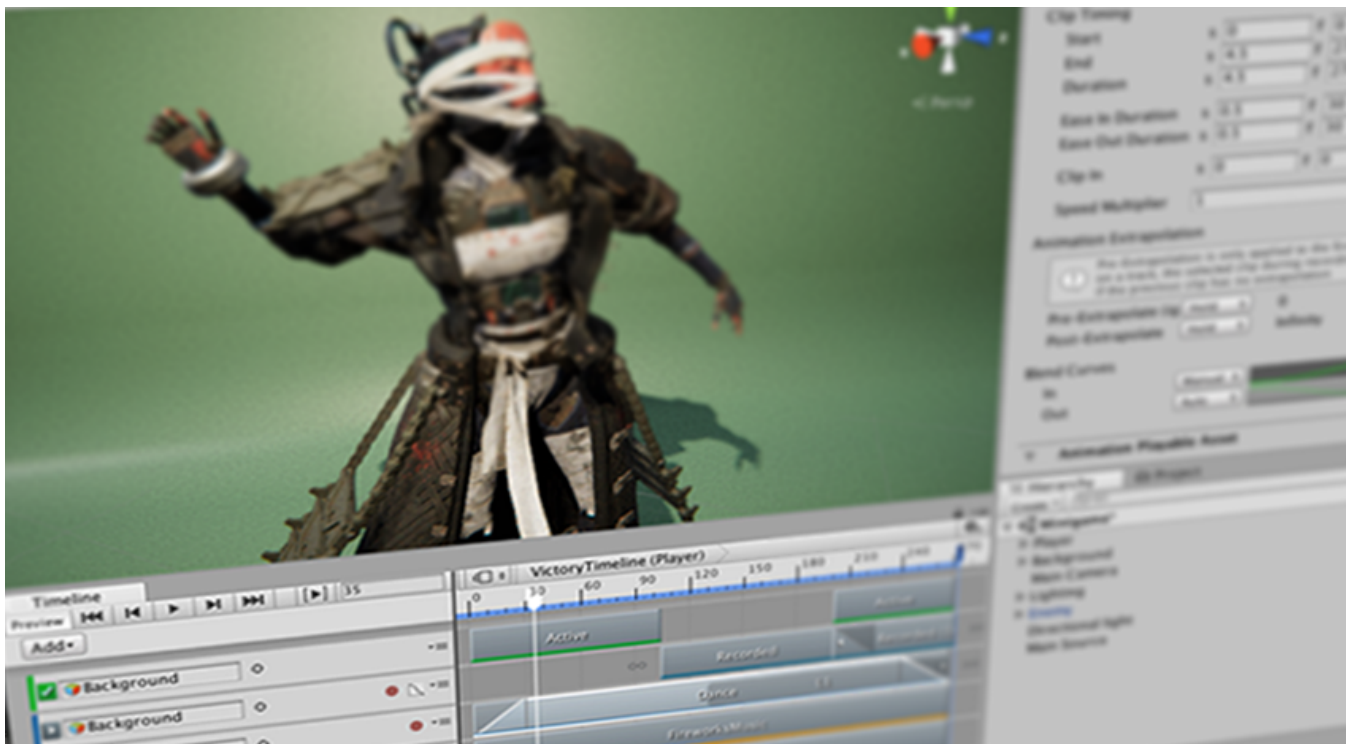
(http://storylucent.com/wp-content/uploads/2018/02/web_Tool_screen.png)

The Flow Chart



Where are they?

Find the necessary objects in the Project Folder under the folders: [TheLucent > _Prefabs]. Simply drag the objects (aka prefabs) from the folder to the Hierarchy.



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- Director
- Panel Manager
- Camera Master Panel
- LUI Manager
- StoryTemplate
- Caption Manager

Save Time!

Open the starter Scene file that has all of the needed objects already setup for a new story.

x

Dismiss alert

The Director

Toggle #1

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Toggle #2

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