Radar/Spider Charts - Documentation

[CREDITS]

Developed by Unity Asset Store Publisher: Dozed
https://assetstore.unity.com/publishers/28998

Contacts:
Website: https://github.com/Dozed12
Email: frantommor@gmail.com

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[SUMMARY]

Design UI Radar/Spider Charts to easily display and compare data with multiple variables. Ideal for Role Playing Games or statistics applications.

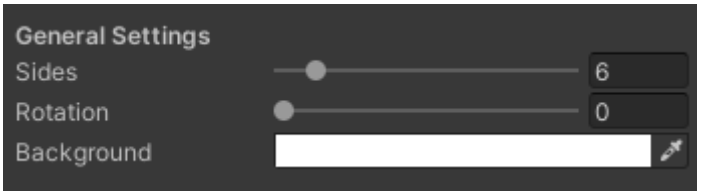
[FEATURES]

- Multivariable: Display any amount of variables
- Multidata: Display multiple data on the same variables to easily compare
- Highly Customizable: Control the color and shape of just about anything in the graph
  - Horizontal Guide Lines
  - Vertical Guide Lines
  - Vertex Labels
  - Data Fill and Line
  - Horizontal Regions
  - Data Vertices

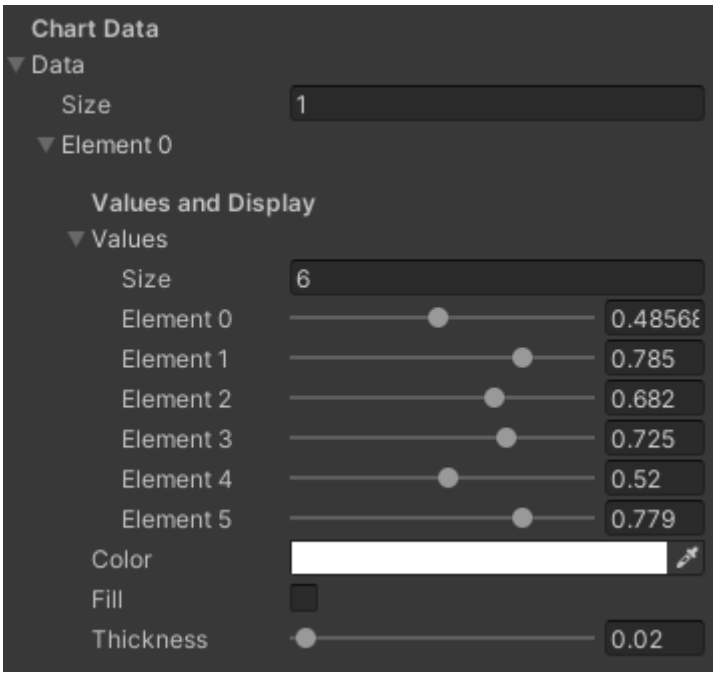
- Editor and Runtime: Easy to prepare in Editor and change at runtime

[USAGE]

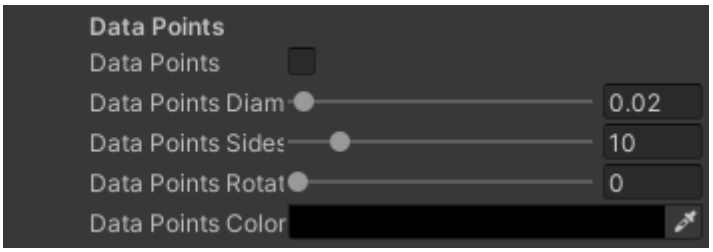
Simply add the RadarChart component to a child of a Canvas gameobject from the Component menu or by attaching the RadarChart.cs script. Set the data values in the Data structure in Editor or at Runtime and configure the various display settings available



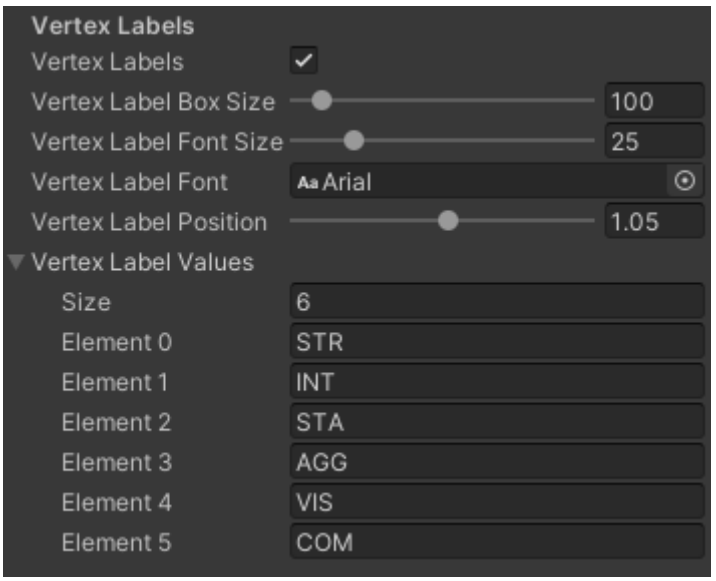
Sides - Number of sides of the radar graph
Rotation - Offset rotation of the radar graph
Background - Background color



Data - List of data entries
Values - Values of the data in each axis from 0% to 100%
Color - Color of the data line
Fill - Display the data as a filled polygon instead of a line



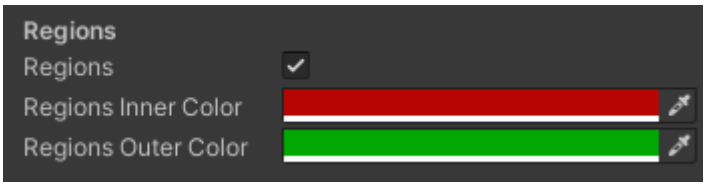
Data Points - Display a regular polygon at the tip of each data value
Data Points Diameter - Diameter of the data points 0% to 100% of total width of the graph
Data Points Sides - Number of sides of the polygon
Data Points Rotation - Offset rotation of the data points polygon
Data Points Color - Color of the data points polygon



Vertex Labels - Display labels on the vertices of the graph
Vertex Label Box Size - Size of the vertex label text box, should be enough to accommodate its font size
Vertex Label Font Size - Font Size of the vertex label
Vertex Label Font - Font used on the vertex labels
Vertex Label Position - Position of the vertex label in relation to the radius of the graph, between 0 and 2

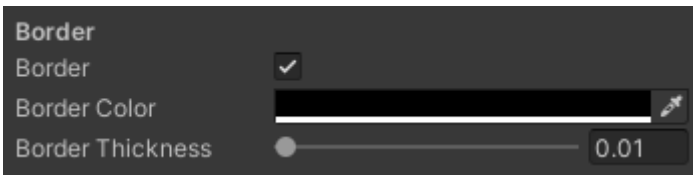
Horizontal Lines - Display horizontal guide lines
Horizontal Divisions - Number of horizontal lines to display
Horizontal Line Thickness - Thickness of the horizontal lines 0% to 100% of total width of the graph

Horizontal Line Color - Color of the horizontal lines



Regions - Fill colored regions in the graph lerping between the inner and outer colors
Regions Inner Color - Color of the most inner region
Regions Outer Color - Color of the outermost region

Vertical Lines - Display vertical guide lines
Vertical Line Thickness - Thickness of the vertical lines 0% to 100% of total width of the graph
Vertical Line Color - Color of the vertical lines



Border - Draw a border around the graph
Border Color - Color of the border
Border Thickness - Thickness of the border 0% to 100% of total width of the graph

[ANTI-ALIASING]

The radar charts are displayed entirely using UI meshes. Currently, Unity does not support dedicated AA for UI meshes (2019 LTS), to obtain this effect the Canvas Render Mode must be set to “Screen Space - Camera” and the Camera must have AA activated.

[CLOSING]

Thank you for purchasing this asset.

If you need any help, support or even have suggestions or requests feel free to contact me by email