IMPORTANT INFORMATION	
Author	michael.soler.beatty@gmail.com
Unity Version	**2020.2.2.f1**
Dependencies	None
Tested targets	**PC windows, Android**
IMPORTANT	**THIS A COMPLETE PROJECT. YOU MUST MAKE A BACKUP OF YOUR PROJECT**
Discord	**https://discord.gg/WqSxEU3**

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1. DESCRIPTION OF THE ASSET

This is an advanced trading simulator prepared for real-time and simulated data. The developer will have the necessary tools to create a dynamic chart with candles or polygons where price is shown in function of time. The elements are UI and adaptable to any screen size (Android) and totally customizable though code and editor changes.

1.1. HOW DOES IT WORK?

The package presents two types of data feedback:

1- Simulated data.

The prices and time are simulated by the app using a stochastic model. This means that the evolution of the prize is random when the app starts.

2- Realtime data (url)

It connects with a php server using JSON to retrieve data. NO historical data is used, only real-time, so the app needs some time to get the real-time data to create the candles.

1.2. WHAT CAN YOU ACHIEVE WITH THIS?

A complete app for trading purposes. You can use your own database and connect to this package in order to store real-money services.

1.3. WHERE TO TEST IT FIRST?

You can test the app from these links in google Drive.

Android:

https://drive.google.com/file/d/1rRyF_1l8x4MrDWH-u8XjY_4xxMMvMmfg/view?usp=sharing

You can install this app using the UNKNOWN SOURCES in your device.

2. IMPORTING DEPENDENCIES

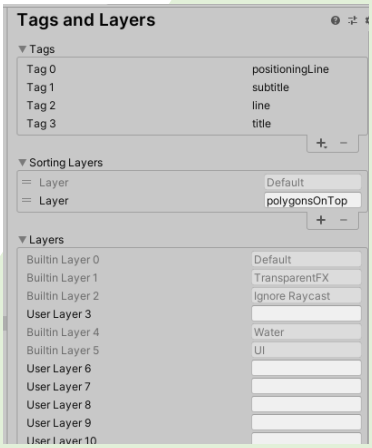
Use the package manager will ask you to import the SIMULATOR. You can see our used packages in this image. This step is not necessary.

3. INITIAL PACKAGE CHECK

This is the process you need to follow in order to check if the **complete package** was imported properly.

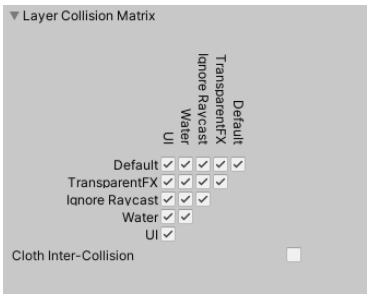
3.1. TAGS AND LAYERS

These are the tags and layers used in the project:



3.2. PHYSIC MATRIX

The Physic matrix is the one by default.

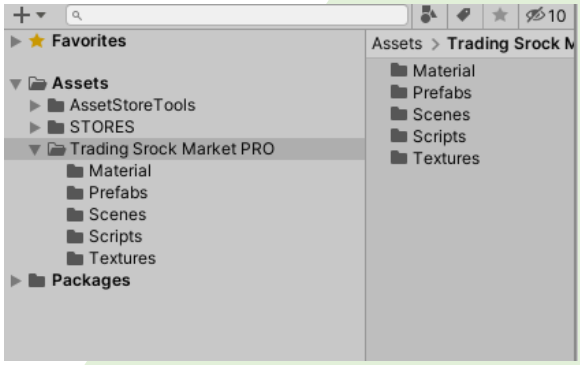


3.3. TIME

As physics are not used you time is set to default.

3.4. FILE STRUCTURE

The file structure you need to see in the inspector is:

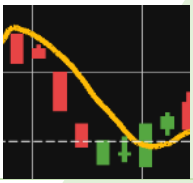
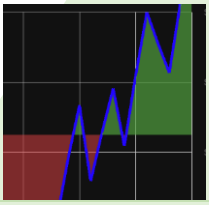
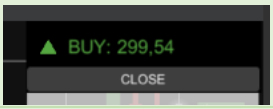


If something is missing or you have errors at this point, please contact us at:
michael.soler.beattty@gmail.com

4. PREFABS AND RESOURCES

4.1. PREFAB FOLDER

In this folder you will find the elements the app uses for drawing

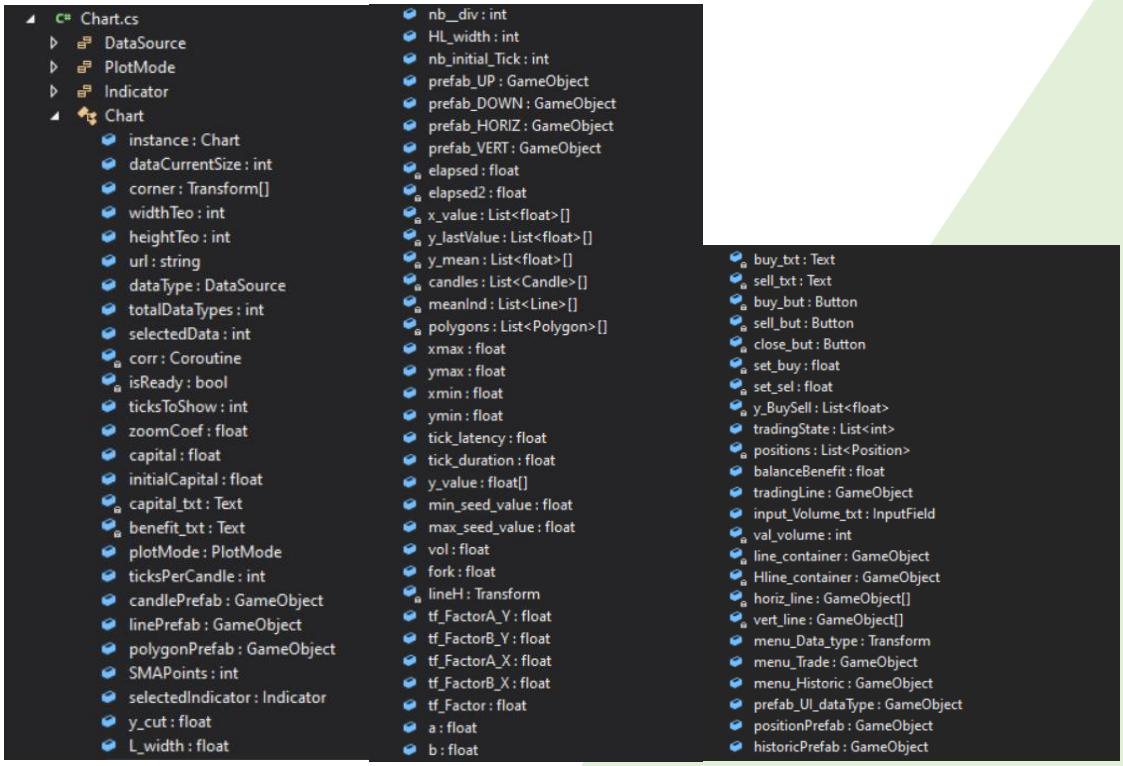
NAME	DESCRIPTION	IMAGE
Candle	This is the basic candle gameobject that generates two images, one for open-close vales and one for max-min values.	
line	It is used to draw the mean value on the chart or different linear elements.	
polygon	Used to simulate the real-time data feedback drawing a trapezoid under the line.	
position	Displays the open/close positions for trading operations.	

5. SCRIPTING

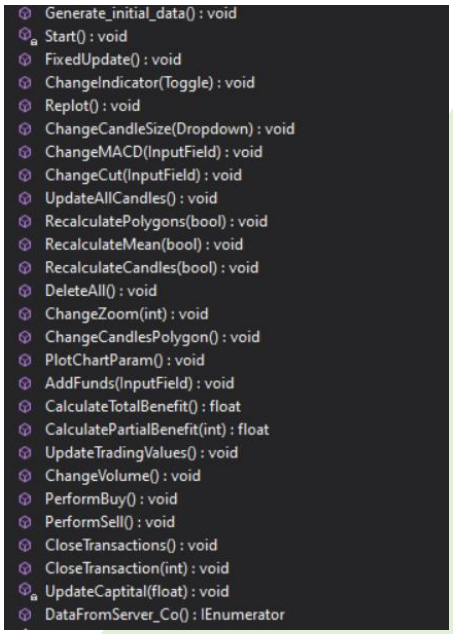
We will explain how the scene works:

In this part we will only explain the main char.cs script. For further information please refer to the tutorial videos.

Variables

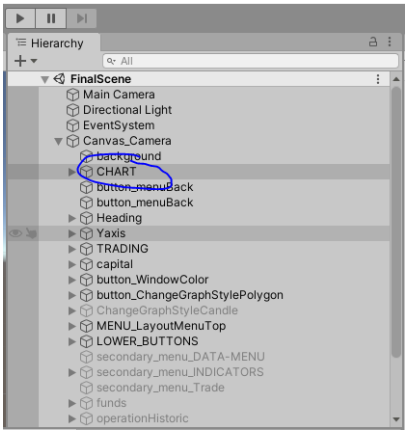


Functions

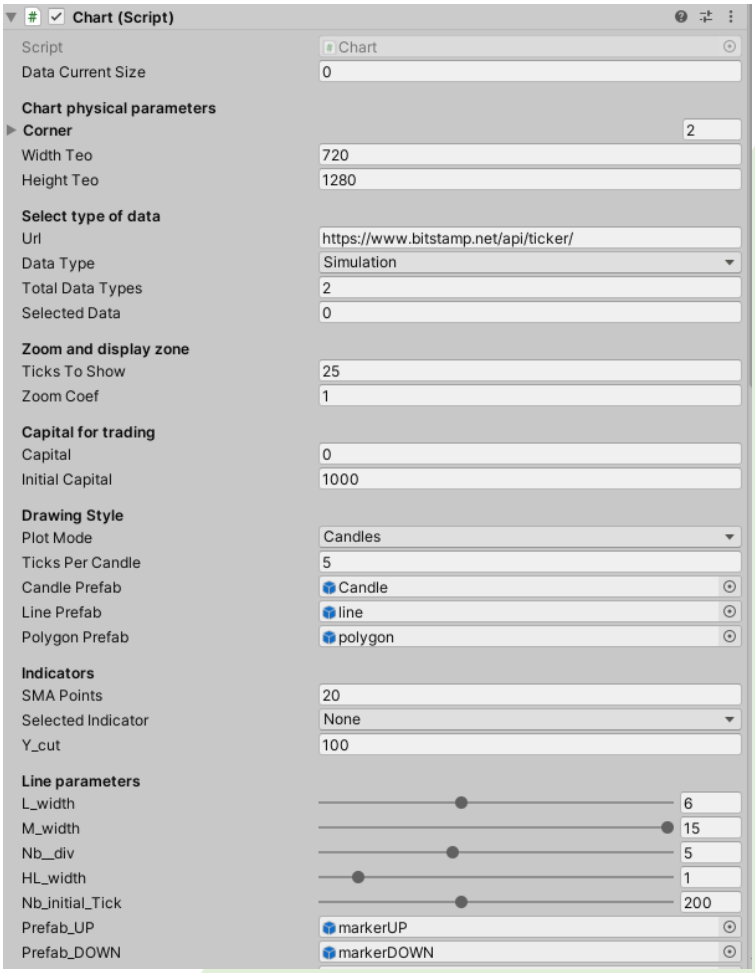


Please notice that in the editor and in the code you can find comments regarding each variable.

Where to find the char.cs script?



Inspector variables:



Shows the size of the list of data (Read only)

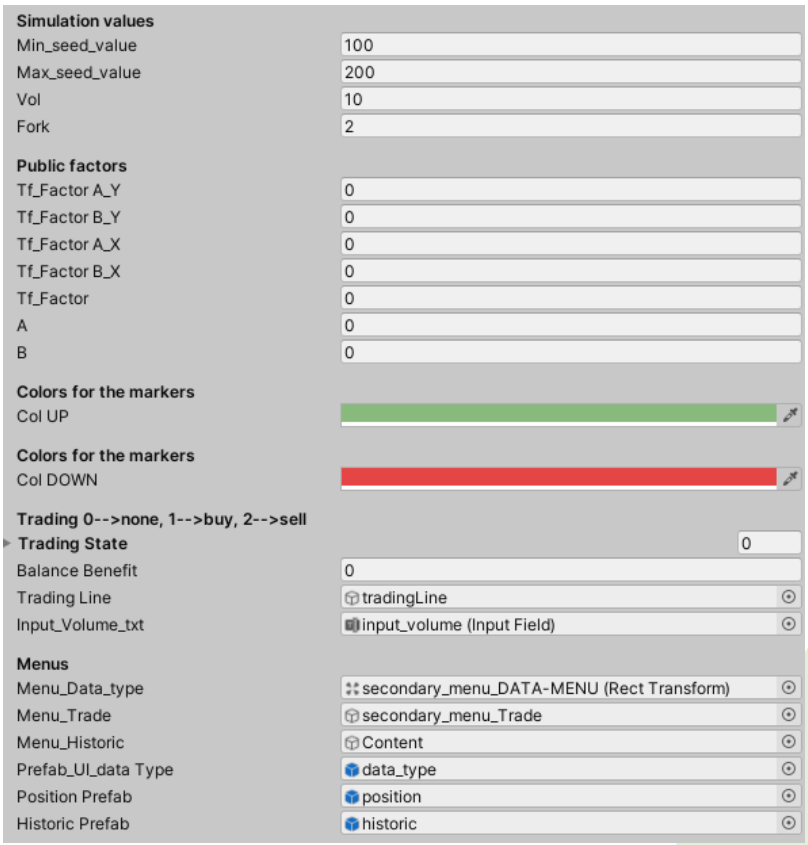
It is used for adapting to screen resolution

The PHP webpage

For zooming

Drawing prefabs for line, candle and polygons

These parameters change the stye of the chart



These parameters change the evolution of the price

These are used for adapting images to the canvas

This is the actual benefit of the user

5.1. ABOUT THE DATA STORAGE

Data is stored using list arrays because the first index (array index) corresponds to the selected data (simulation or url) and the second index (list index) correspond to the data in the position "i":

```
List<float>[] y_lastValue;
```

To access data please use:

```
y_lastValue[selectedData][data "i"];
```

6. VIDEO-TUTORIALS

Here you will find:

6.1. PROMOTIONAL VIDEO

This a summary of what the package is capable of:

https://youtu.be/SdtV82Zf26U

6.2. BASIC PACKAGE EXPLANATION

In this section the basics are shown:

https://youtu.be/r_2c0jNeTlo

7. QUESTIONS?

Contact us at michael.soler.beatty@gmail.com

http://u3d.as/2trb