IndicatorPro

Getting Started:

First, add IndicatorProManager script onto a game object in scene. You can put it on the main camera then there is no need to set the camera on manager.

IndicatorProManager

Camera:

You can drag your main camera to this slot if IndicatorProManager is not on the Camera Object, or you can set your main view camera's tag as "MainCamera"

Damage Indicator Options:

- **OnRenderObject:** if checked it renders scene in callback OnRenderObject using DrawMeshNow
     If not checked it renders in LateUpdate using DrawMesh.
     OnRenderObject should not be checked when using any of the new Unity RP pipelines.
- **Preview:** Displays a grid disc preview in game view
- **Angle:** Tilts indicators on X axis for more of a 3d look
- **Distance:** How far from camera indicators are
- **Scale:** Scale up the size of indicators
- **Curve:** Curves the Indicators around camera

Audio:

- **Audio**: Turn on the Audio feature for damage hits.
- **Distance**: Average distance away to play hit sounds in 3D space.
- **Volume**: The min strength volume and max strength.
- **Channels**: How many audio channels to allocate.
- **Add Indicator Slot**: Adds a new slot for another indicator.
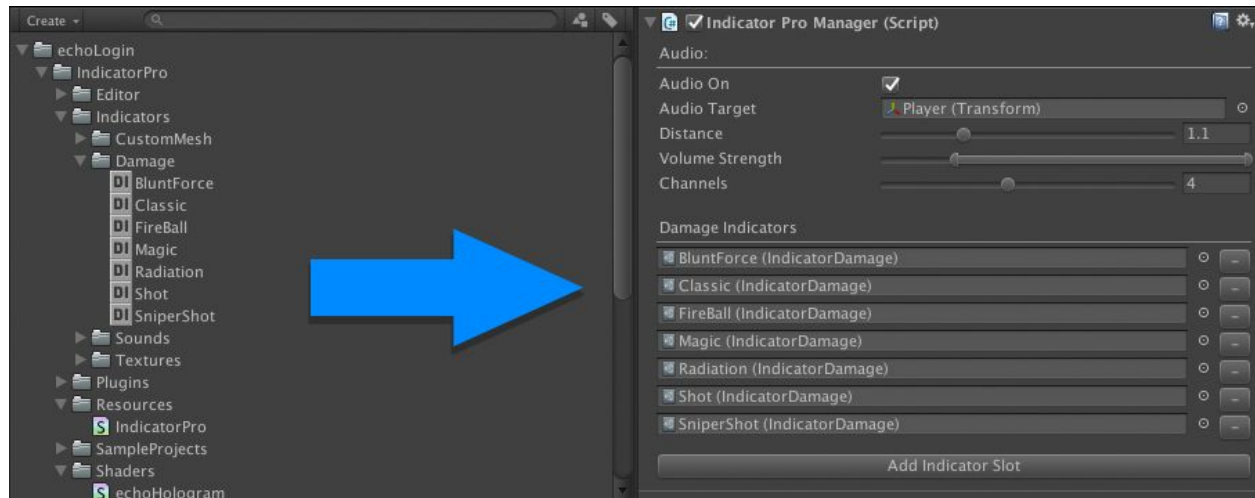
To Create New Indicator:

In Project View
Right Click → Create → IndicatorPro → Damage Indicator

To Use The Premade Indicators:

Add slot on Manager and drag over the Indicator.

LW RP:

Make sure OnRenderObject option is not checked

Indicator Damage

- **Audio Clip:** Sound to play for hit.
- **Blend Mode**: Select the blend mode for the indicator.
- **Pre Allocate Count**: How many damage indicators allocated.
- **Custom Mesh**: Lets you draw a mesh to use for the indicator.
- **Texture**: Texture for indicator.
- Texture Packed: When checked:
    - R = Grayscale Image
    - G = Dissolve Pattern
    - B = Unused
    - A = Alpha

Size and Placement
- **Horizontal Offset**: Sets the horizontal position of indicator area.
- **Vertical Offset**: Sets the vertical position of indicator area.
- **Radius**: Sets radius of indicator area.
- **Mesh Segments**: How many segments used in the mesh horizontally.
- **HQ Mesh**: divides mesh up vertically for better UV mapping of texture.
- **Strength Levels**: How many meshes to make in between the min and max strengths.
- **Width**: The Width of the indicator mesh.
- **Length**: How far around the indicator area's circumference the mesh takes up.
- **Scale**: Scales the outer part of the mesh.

Time Transition
- **Lifetime:** How long indicator stays on screen for.
- **Start Color:** The initial tint color.
- **Start Amplify**: Multiplies the color times this value.
- **End Color:** The secondary tint color.
- **End Amplify**: Multiplies the color times this value.
- **Color Curve:** Fades between the two colors, 0 being Color Start.
- **Alpha Curve:** Controls opacity over the lifetime of the indicator.

- **Movement Curve:** Adjust the position of the indicator, 1 being off screen to 0 being its normal position to make the indicator slide in or slide away.

Dissolve
- **Active:** Turns on dissolve effect on indicator.
- **Curve**: Animate the Dissolve effect over a lifetime.
- **Edge Color**: Color of the edge of the Dissolve.
- **Edge Width**: Size of the edge.
- **Edge Amplify**: Multiply the color times this Value for brighter edges.

Distortion
- **Type**: Waves or Ripples
- **Curve**: Animate the Distortion amount of lifetime.
- **Amount**: Number of curves/waves in the distortion.
- **Speed**: How fast the distortion animates.
- **Strength**: Maximum Strength of the Distortion effect.
- **Alpha Distortort**: When off the Alpha channel will be locked to undistorted UV's.

Preview
- **Lifetime**: Move to animate the Indicator over its lifetime.
- **Angle**: View the Indicator at any angle.
- **Strength**: View the different strength levels.
- **Lock Alpha**: When checked the alpha will not change over lifetime.
- **Lock Movement:** When checked the indicator will not move over lifetime.
- **Reset Preview**: Reset preview settings to default.

Scripting

To Activate a Directional Damage Indicator

DamageIndicator Activate (string i_key, Vector3 i_source, float i_strength = 1.0f)

- **i_key:** Name of Indicator.
- **i_source:** Direction vector of shot from source.
- **i_strength:** 0.0 being weakest and 1.0 being strongest.

Usage

IndicatorProManager.Activate ("Shot", shootPoint.transform.position, strength);

To activate a Positional Damage Indicator

DamageIndicator Activate (string i_key, Transform i_source, float i_strength = 1.0f)

- **i_key:** Name of Indicator
- **i_source:** Transform to track from source object
- **i_strength:** 0.0 being weakest and 1.0 being strongest

A positional Damage Indicator has to be deactivated manually and its sound must loop.

Usage

_di = IndicatorProManager.Activate ("Shot", source.transform, strength);

IndicatorProManager.Deactivate (_di);