Pointing Label

The Unity 3D Package
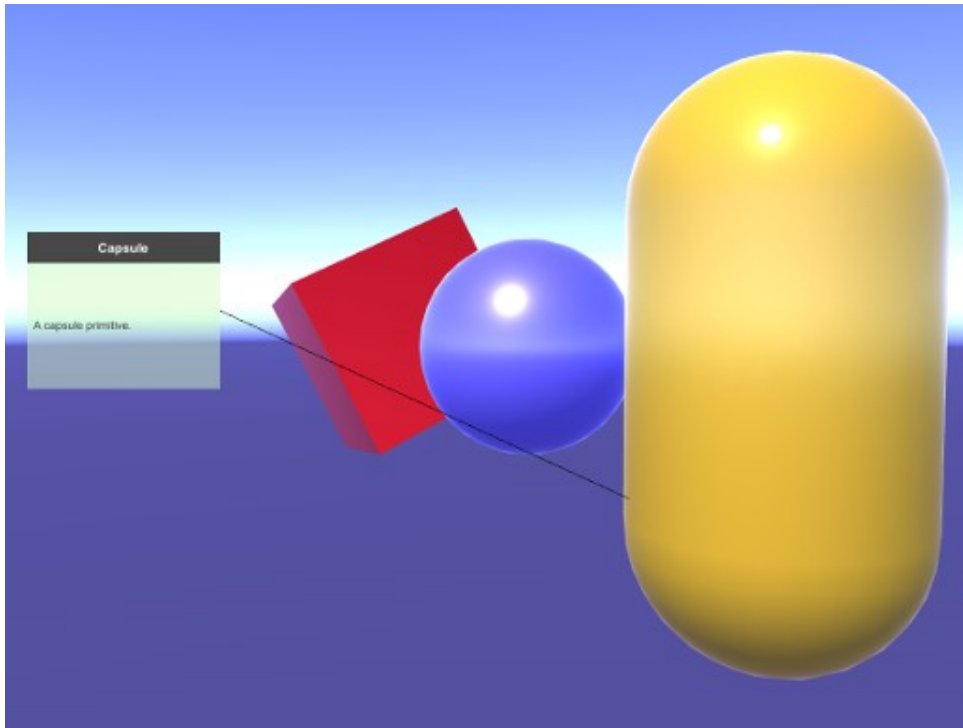

Setup Guide

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1. First Run

Once you have imported « Pointing Label » package into your project, the first thing you should do is to open the Sample Scene located into Pointing Label/Scenes/SampleScene.unity. Then press play. From there you will be able to test the demo and better understand how this package works.
The Scene is composed of a red cube, a blue ball and a yellow capsule.
Click on one of them and a pointing label will appear. When text is very long, like for the cube, a scrollpane appears too with mobile behaviour.
To make the pointing label disappear, click anywhere outside of objects, like the background.
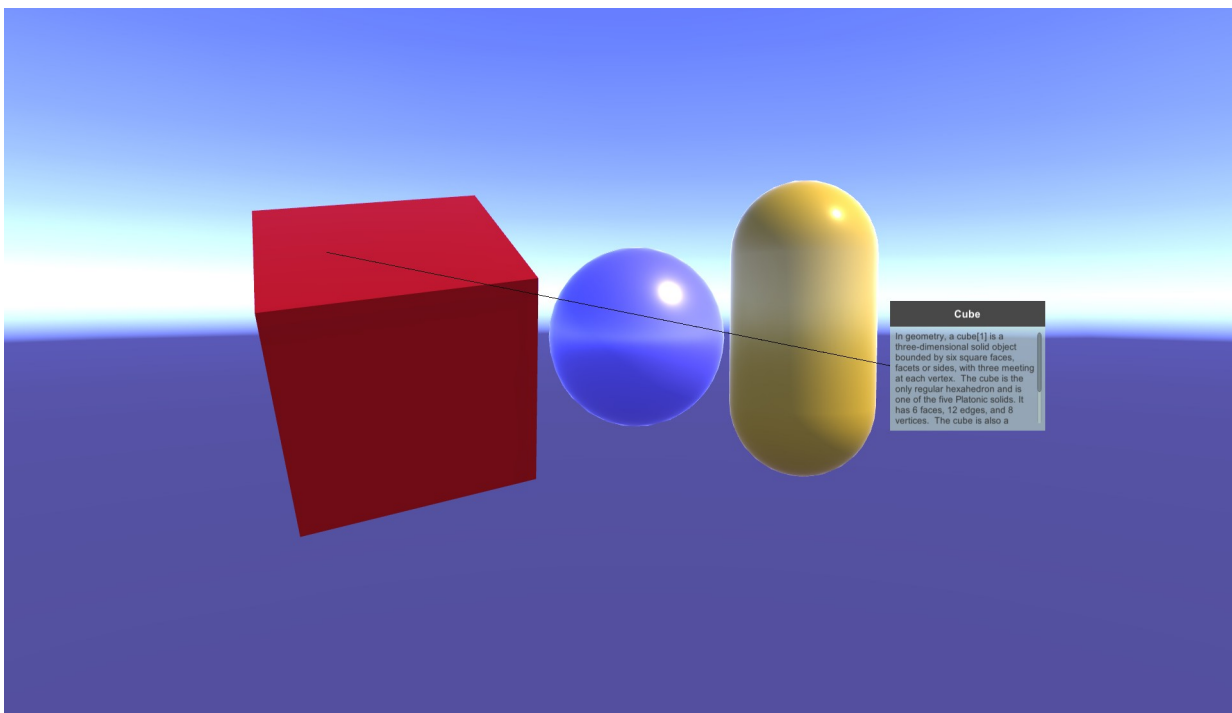
2. Customization

2.1 Text

To Customize texts that pointing label will display, you have to click on the **DataBase** object. Look at the **Data Base Script** on it and you will see that this script take a String array as parameter. It is all the objects and their explanations you can setup here.
You have to respect this format :

Element 0 : Object 1 Name
Element 1 : Object 1 Text
Element 2 : Object 2 Name
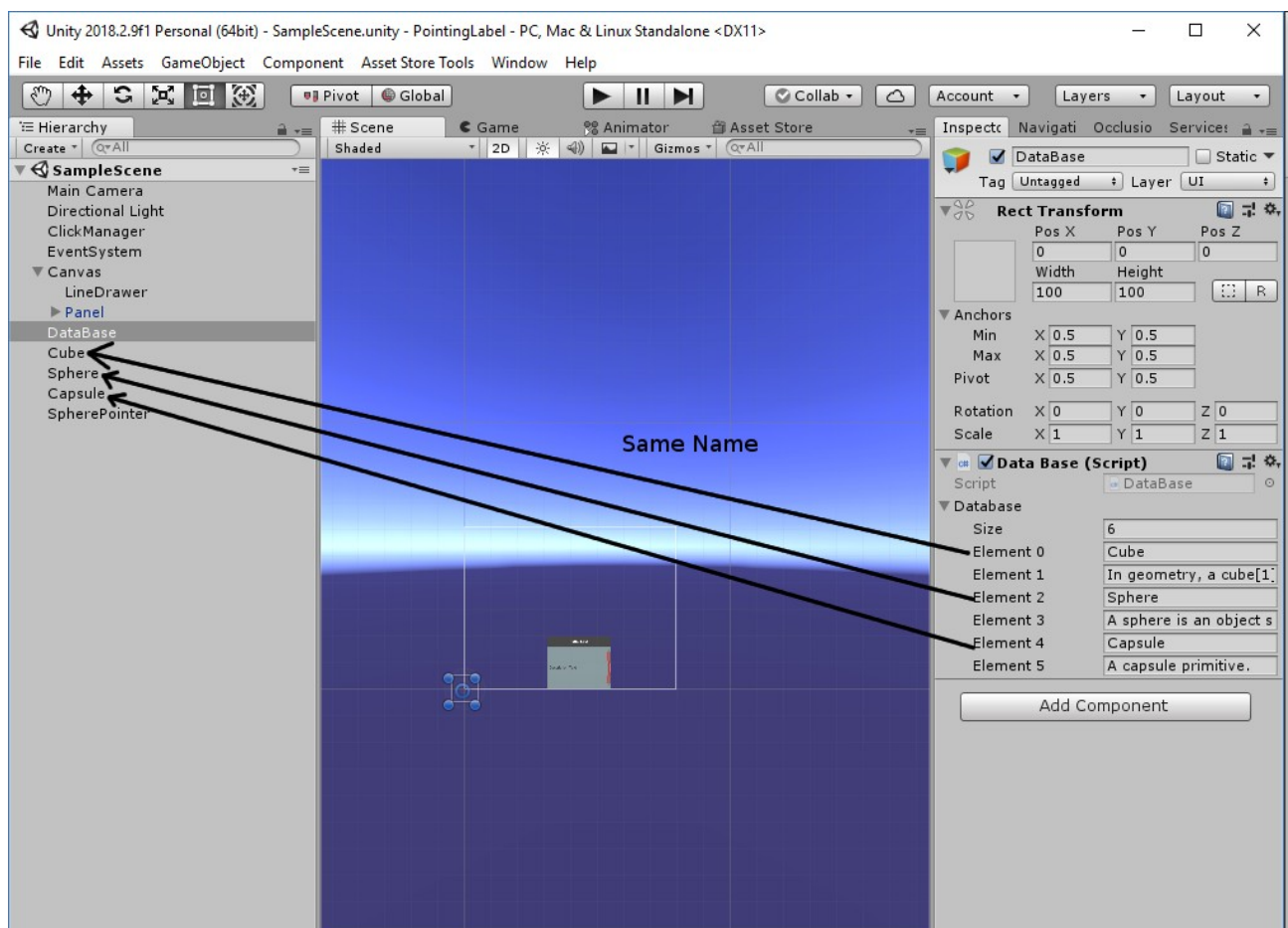Element 3 : Object 2 Text
Element 4 : Object 3 Name
Element 5 : Object 3 Text
…
…

When you click on an object it will get its Object Name then look into a database to get the text to display so the Object name in unity has to be the same as the Object name you defined in this array.
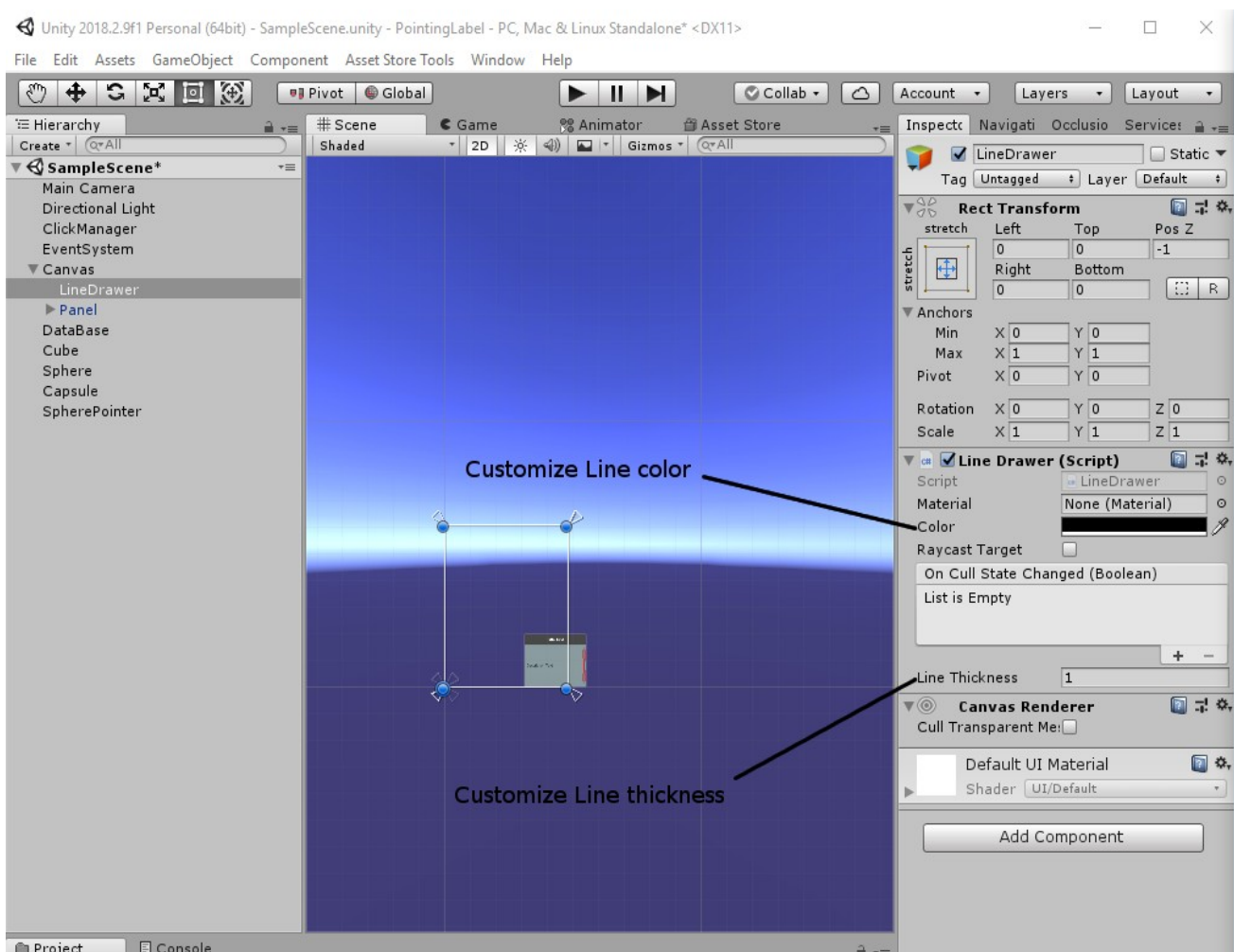
2.2 Line appearance

To customize the Pointing Line. Click on the **Line Drawer** object, under the Canvas object.
You will see the **Line Drawer** script on it.
Look at the **Color** parameter to modify the line color.
Then Look at the **Line Thickness** parameter (float) to increase or decrease the line thickness.

2.3 Dialog appearance

The text dialog is composed of standard unity components and all of these components are under the **Panel** Object (into the Canvas). You can modify fonts and colors of all of these components like any other Unity UI components.
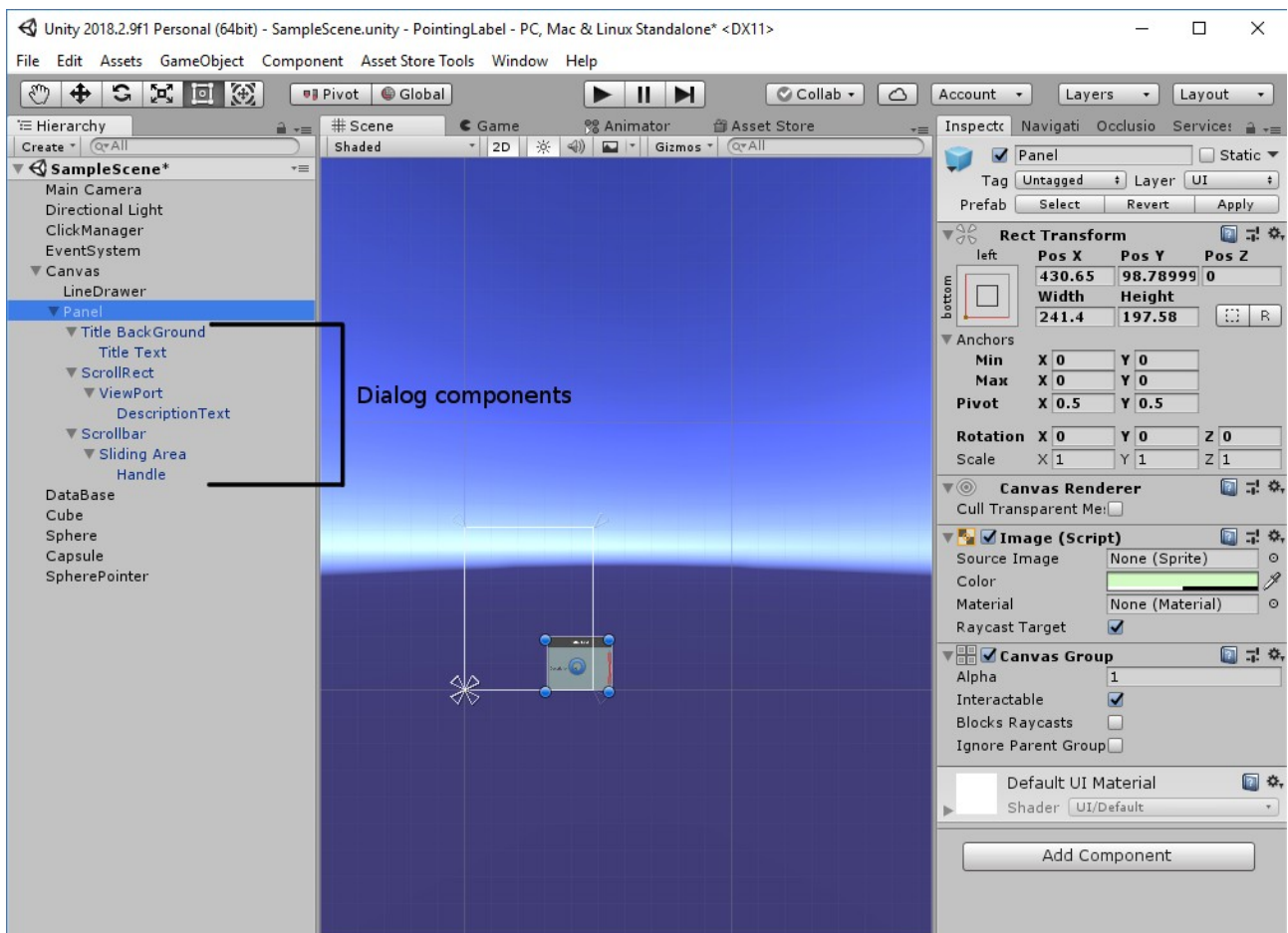
3. Make the Pointing Label Package part of your existing project

The 3 references script that are mandatory to have into your projects are :

ClickManager : *contains all the intelligency of this package, listen to mouse clicks and act in consequence.*

**DataBase :** *contains all the object→description associations*

Line Drawer : *the 2D line drawer*

A prefab of the panel exists into Prefabs folder, it is ready for drag and drop into your scene under a Canvas object.

A prefab of the SpherePointer exists into Prefabs folder, it is ready for drag and drop into your scene under root level.

Create an empty object under your Canvas, called LineDrawer, then attach Line Drawer Script to it.

Create an empty object, at root level, called Click Manager, and attach the Click Manager Script to it. Defines all the script parameters like this :
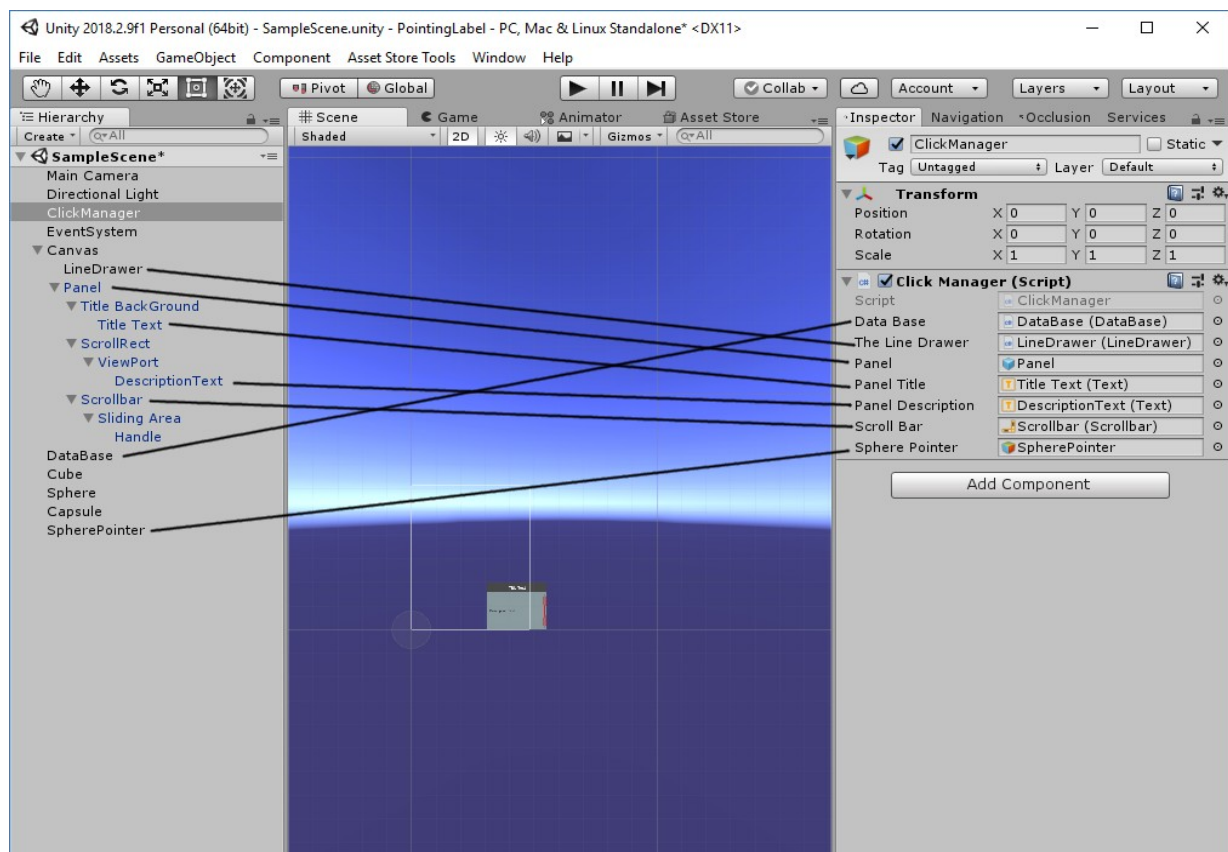
All you need to do now is to prepare your objects :

Add a collider to each object you want to point.
Then give it a nice name that you will copy into the DataBase parameters script (see 2.1)