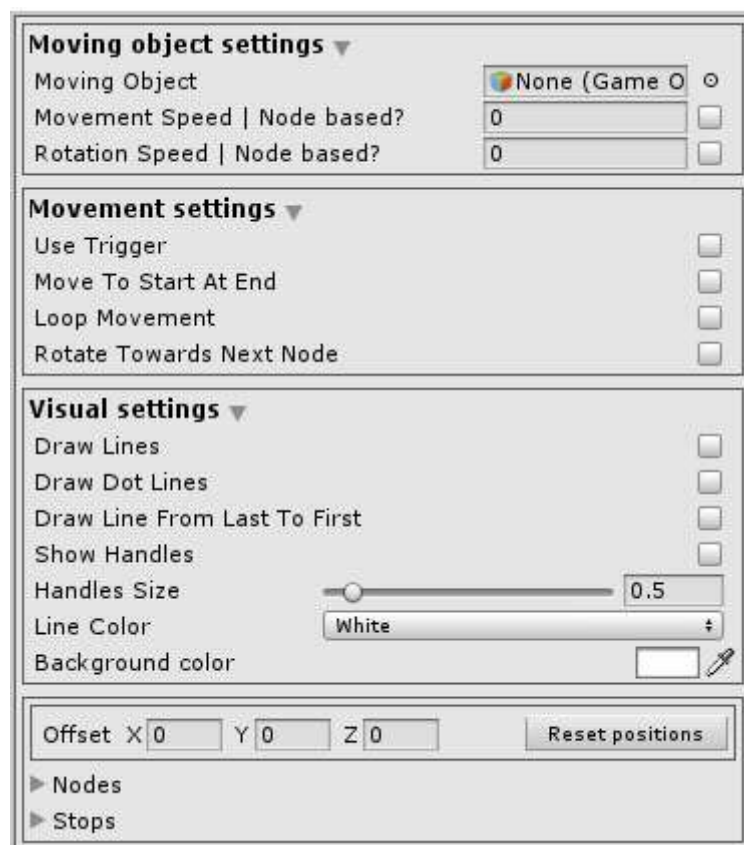


NODE FOLLOW

Node Follow is easy to use tool to create paths for game objects in Unity 2D. Create path and assign moving object, choose how the object moves on the path and you are done.

Node Follow Inspector



Moving Object: The gameobject you want move

Movement Speed | Node based? Moving object movement speed

- **Node based?:** If set, each node can have own movement speed

Rotation Speed | Node based? Moving object rotation speed

- **Node based?:** If set, each node can have own rotation speed

Use Trigger: Use trigger to start movement?

- **If set:** Set name of the other gameobject that can start the trigger

Move To Start At End: Move instantly to start at the end?

Loop Movement: Loop between start and end points?

Rotate Towards Next Node: Rotate moving object?

Moving Object Direction: Sets sprite facing way

Draw Lines: Draw lines at all?

Draw Dot Lines: Draw dot lines?

Draw Line From Last To First: Draw line from last node to the first node?

Show Handles?: Show handles at all?

Handles Size: Handles size (0,1 - 5,0)

Line Color: Color of the lines drawn

Background Color: Node Follow Inspector background color

Offset: Offset used for placing nodes to their default positions

Reset positions: Resets node position to original + offset

Nodes: The count of node points and their positions

Stops: Set individual stop times for each node

Speeds: Set individual movement speed for each node

Rotations: Set individual rotation speeds for each node

TO USE NODE FOLLOW ON YOUR PROJECTS:

Create new gameObject and add the Node Follow.cs to it.

Once Node Follow.cs is placed it automatically renames gameObject to Node Follow.

Drag the object you want to move to the inspector slot: Moving Object

Set Node Follow inspector values to suitable

Set amount of nodes and move them as needed to their positions

Done!

Use Trigger to Start Movement, when set on, creates automatically BoxCollider2D to the NodeFollow gameObject. You need to then set the offset of the BoxCollider2D to where you want the trigger to be.

Also provided:

Node Follow Action

Used to do action once the moving object is at certain point of the path.

Method name: The name of the method to be called once on set node

Node: The node number where to do the action

Doing action: Shows if the action is being done

To use Node Follow Action on your projects:

Needs to be placed in same gameObject as Node Follow itself.

Once the moving object is at the set **Node**, it sends message to the gameObject with the **Method name** and calls all methods with the **Method name** in the gameObject. So for custom action, set your own custom script in Node Follow gameObject and what ever your action is called make the **Method name** to be same.

Node Follow action is mostly provided for the purpose of showing how you can call some action once the moving object is some node position.

Gizmo Icons (optional)

If you want to use custom gizmo icons move them from Node Follow/Gizmos to Gizmos folder. Gizmo icons can't be found in subfolders so they must be moved in the Assets/Gizmos.

All the scripts are well commented to easily get the idea of what everything is supposed to do!

Hope you enjoy using Node Follow.

Leave a review on Unity Asset Store.

Thank you.