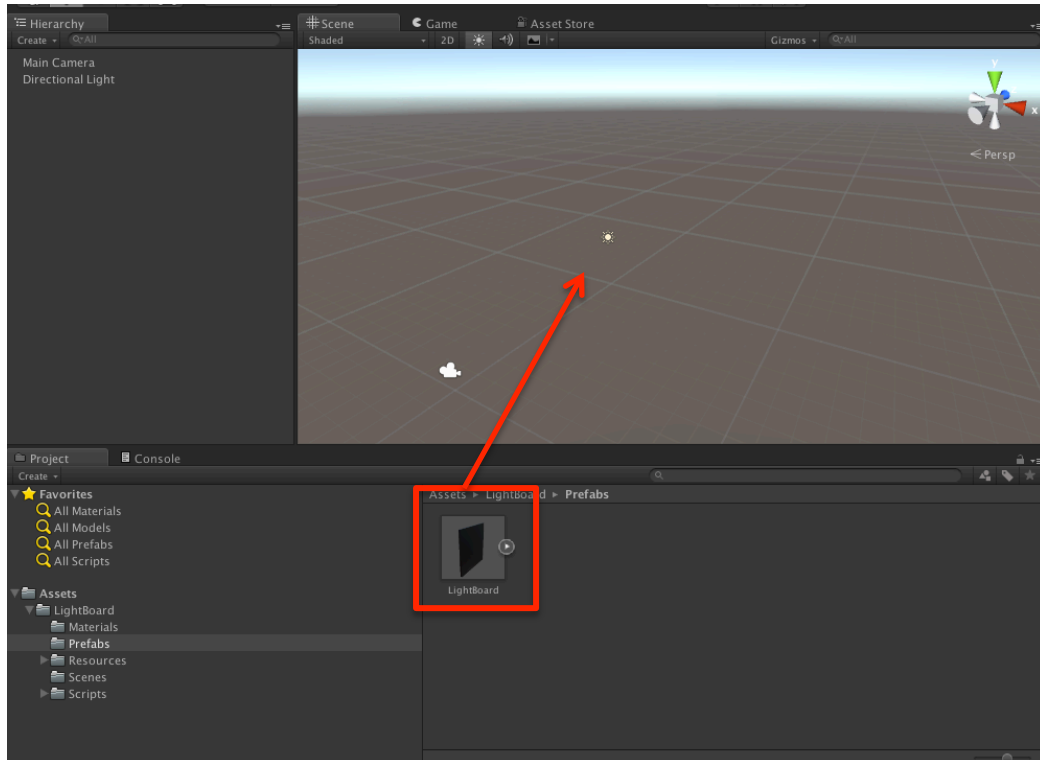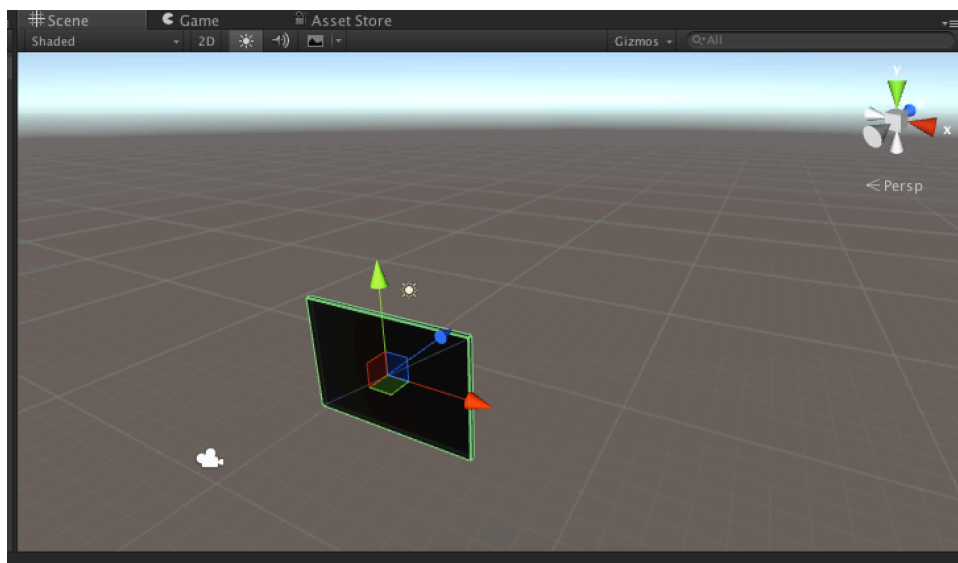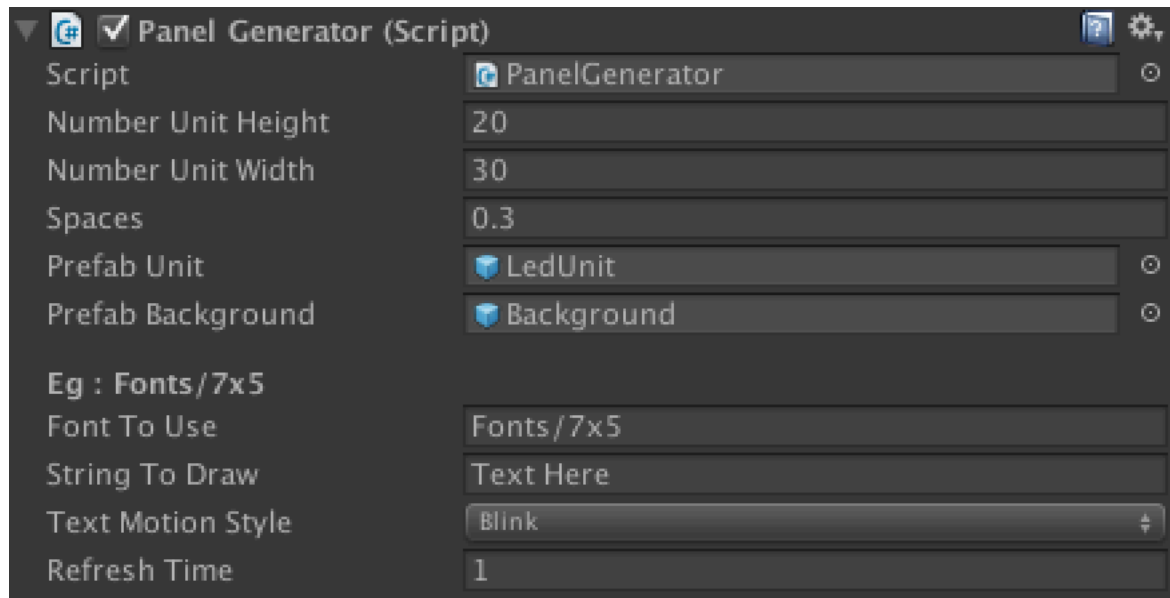# Led Light Board

Quick start

Take in the folder: LightBoard > Prefabs drag the LightBoard prefab into your scene.
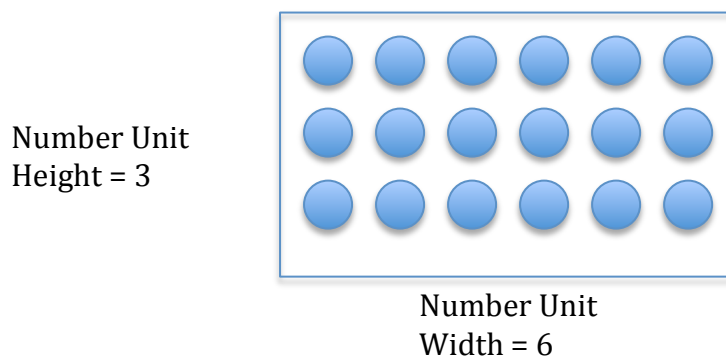

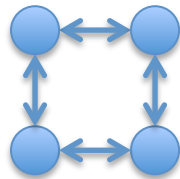This will add a black 3D object representing the space taken by the board in your game.

Settings :

The first two parameters represent the number of LED unit in width and height.

Number Unit
Height = 3

Number Unit
Width = 6

Spaces is the size of the space between two LED (in all direction).

In normal usage you does not need to change the Prefab Unit and the Prefab Background. The Prefab Unit is the object representing a single LED unit with the script LedUnit attached to it. And the Prefab Background is a simple black cube scaled to create the black background of the board.

Font to use is a path to a .ttf or .otf font in a resource folder. By default the LightBoard prefab take a font in the LightBoard Resources folder named 7x5. I include in the package 4 open sources font in this folder.

String To Draw is the string that you want to be displayed by the Board. This string could be change at runtime if you need to.

Eg :

> *gameObject.getComponent<PanelGenerator>().StringToDraw = "New String";*

The text motion style defines 6 kind of motion for the panel.
- Static: The panel text never moves. The string should not be larger than the panel size.
- Pages: Each step the panel move to the first not shown letter.

(Eg : String : "This is a string". If the panel show at the first step : "This is" at the next step, the panel will begin at the "a" letter. ("a string"))
- RigthToLeft: The string will move by one LED line each step from right to left
- LeftToRigth: The string will move by one LED line each step from left to right
- LetterDecal: The string will move by one letter each step from right to left
- Blink: The string will blink. Each step the string will revert it state

(if shown -> hided, if hided->shown)

Refresh Time is the elapse time between two steps. It is used to adjust the motion of the board according the defined motion style.

To see example you can open one of the three demonstrations scene in
 "LightBoard->Scenes"

This asset does not need scripting to be used.

Known issues:

A script is used to show a black preview of the asset in your scene. This preview should be destroy when you press start or build your game but sometime the destroy function is not called then the pannel appear only black. Please juste stop and restart or reload your scene.