

Illumisoft

Radar System

Documentation

Table of Contents

| | |
|--|---|
| Overview | 3 |
| Installation..... | 3 |
| Usage..... | 4 |
| Adding the Radar | 4 |
| Adding the Locatable Component..... | 4 |
| Setting up the Locatable Component | 4 |
| Demo..... | 5 |
| Support..... | 5 |

Overview

The Unity Radar System Plugin provides a simple and easy-to-use radar system for tracking gameobjects in a 2D or 3D environment. The plugin consists of three main components:

Radar: This is the main component of the plugin. It allows you to set up the radar system and customize its appearance and behavior.

Locatable: This component allows you to attach a gameobject to the radar system. The gameobject can be tracked on the radar and its position can be displayed using an icon.

Locatable Icon: This component defines the icon used to represent the locatable gameobject on the radar.

Installation

To install the Unity Radar System Plugin, follow these steps:

1. Add the plugin package from the Unity Asset Store to “My Assets”
2. Create or open a Unity project and download and install the plugin from the package manager
3. The plugin will be installed in your project and you will be able to access it through the Unity editor.

Usage

Adding the Radar

To add the Radar to your Unity scene, follow these steps:

1. Open the **Prefabs** folder (Assets/ Ilumisoft/Radar System/Prefabs)
2. Drag and drop the **Radar** prefab into your scene

Adding the Locatable Component

To add the Locatable Component to a gameobject, follow these steps:

1. Select the GameObject in the Unity editor.
2. Add the "Locatable" component to the GameObject by selecting "Add Component" > "Radar System" > "Locatable".

Setting up the Locatable Component

To set up the Locatable Component, follow these steps:

1. Select the GameObject with the "Locatable" component in the Unity editor.
2. In the "Locatable" component, set the "Icon Prefab" property to the icon prefab you want to use to represent the locatable on the radar.
3. Set the "Clamp On Radar" property to determine whether the locatable should still be visible on the radar when it is out of range.

Demo

To see the tool in action, select the Demo folder (Assets/Illumisoft/Radar System/Demo) and open the Demo scene. The demo contains a very simple character controller allowing you to navigate and 3 locatable capsules that you can track on the radar.

Support

If you like the project, please take a minute and give us a rating in the Asset Store. This really helps us to create and improve our Unity Assets.

If you encounter any problems or errors, please contact us via email:

support@illumisoft.de