3D Hypercasual Meters Documentation

Thank you very much for downloading! Please be sure to leave a **star rating** and a **review** if you do find this helpful, i would greatly appreciate it!

Pack Includes:

- Curved Meter
- Straight Meter

Required Packages

TextMeshPro

Usage Guide:

You can go ahead and drop the prefab onto your scene and to start using it by having a reference of the **HypercasualMeter script** on whatever script you want to capture the values on.

Public Methods:

TriggerMeter() - Start / Stop Animation of the meter from playing
(starts off stopped so make sure to trigger it to start it)

GetCurrentValue() - Gets the current value of wherever the pointer is at

Settings:

Pointer Speed - Change the speed the pointer moves at

Default Display Value - Change the initial text that will be on the meter when you start

Start On Play - Start the animation as soon as you enter playmode

Min Possible Value - Red Area Value

Max Possible Value - Greenest Area Value

Contact

If you have any problems with this pack or if you have any suggestions about what else I could add to this pack to spice things up please feel free to contact me.

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