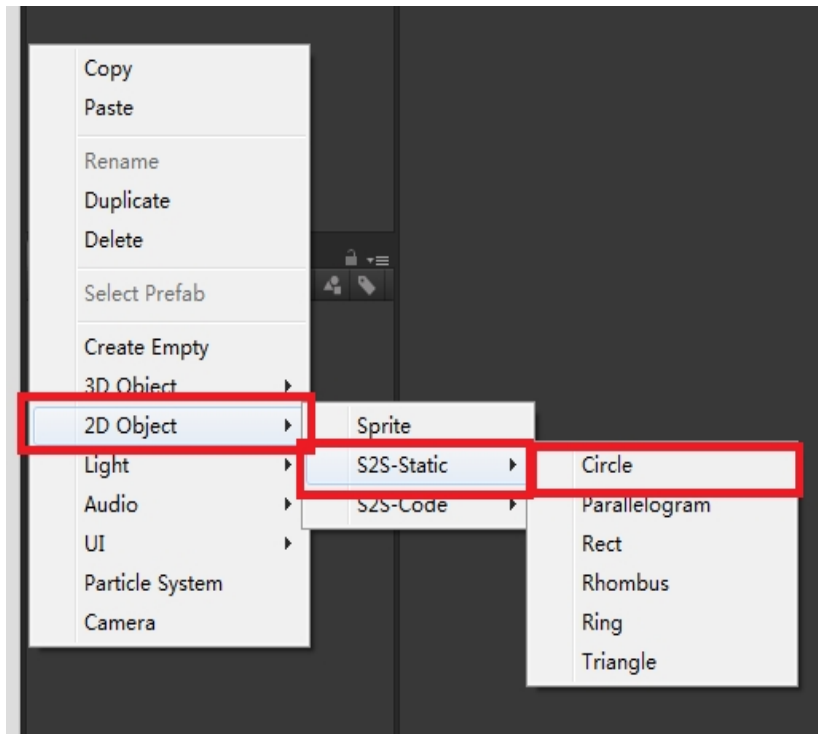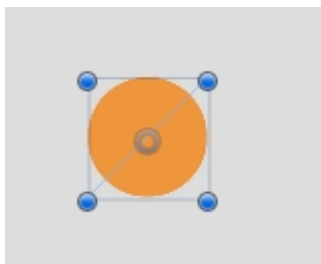# Simple 2D Shape v1.0.1

Twitter @_Moenen
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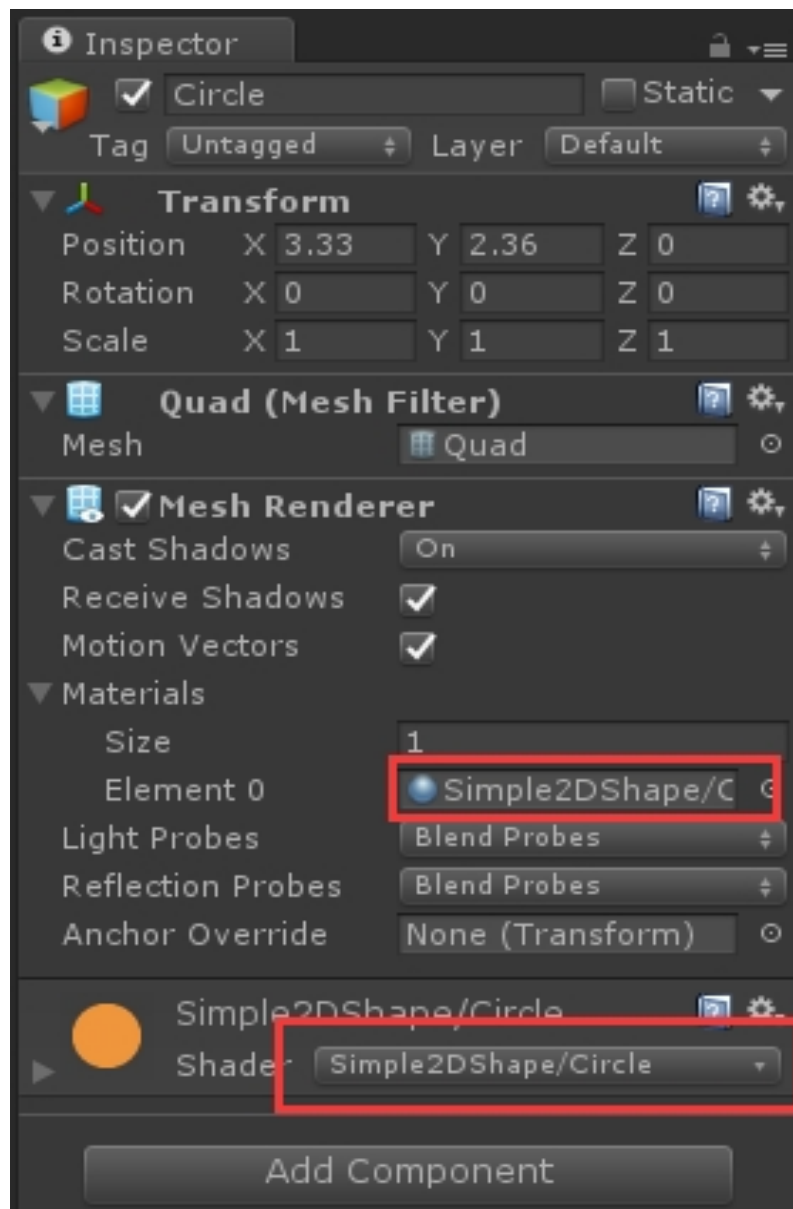Email moenenn@163.com

How To Use:

1, Right click on Hierarchy, click "2D Object -> S2S-Static -> Circle".


2, Got a circle in scene view.

3, This circle is powered by common Unity meshRenderer with specially shader. You can also set your own created material to this shader to get a circle.
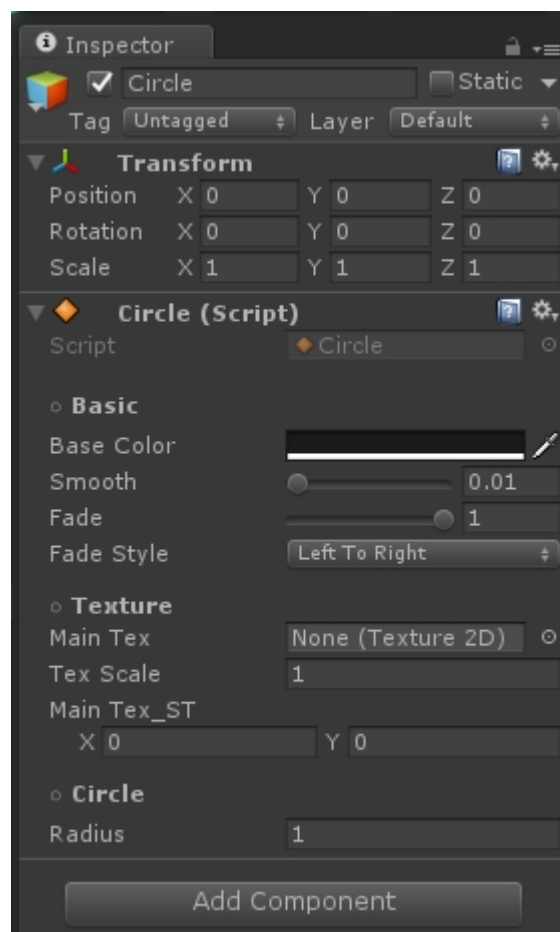
4, To set the attribute of these shapes, you can create the shape by right click in Hierarchy and click "2D Object -> S2S-Code -> Circle".

5, You'll got a circle which have a MonoBehaviour to set the attributes.
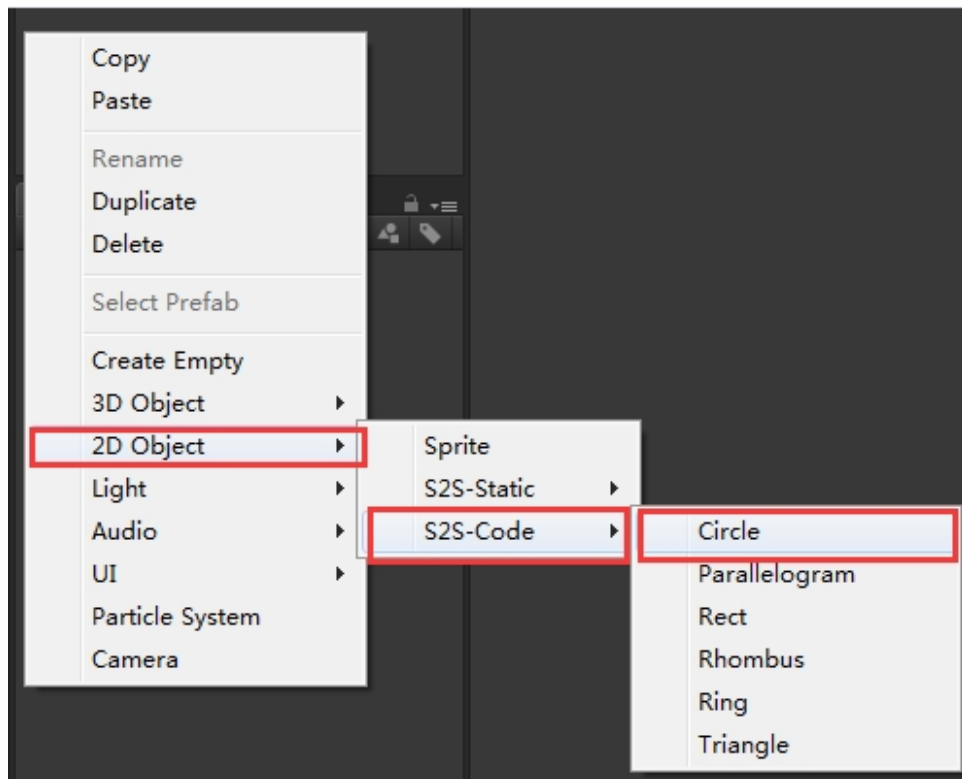
6, Get and use this component like the Unity built in ones. Our namespace is "MoenenGames.Shape".

```
 2    using UnityEngine;
 3    using System.Collections;
 4    using MoenenGames.Shape;
 5

      0 个引用 | 0 项更改 | 0 名作者，0 项更改
 6    public class Demo : MonoBehaviour {
 7

 8        // Set the radius of the circle
          0 个引用 | 0 项更改 | 0 名作者，0 项更改
 9        public void SetRadius(float r) {
10            Circle circle = GetComponent<Circle>();
11            circle.Radius = r;
12        }
13

14
15        // Set the alpha of the circle's basic color
          0 个引用 | 0 项更改 | 0 名作者，0 项更改
16        public void SetAlpha(float a) {
17            Circle circle = GetComponent<Circle>();
18            Color newColor = circle.BaseColor;
19            newColor.a = a;
20            circle.BaseColor = newColor;
21        }
22
23    }
```

7, Also, you can change a shape's attributes by uGUI directly.