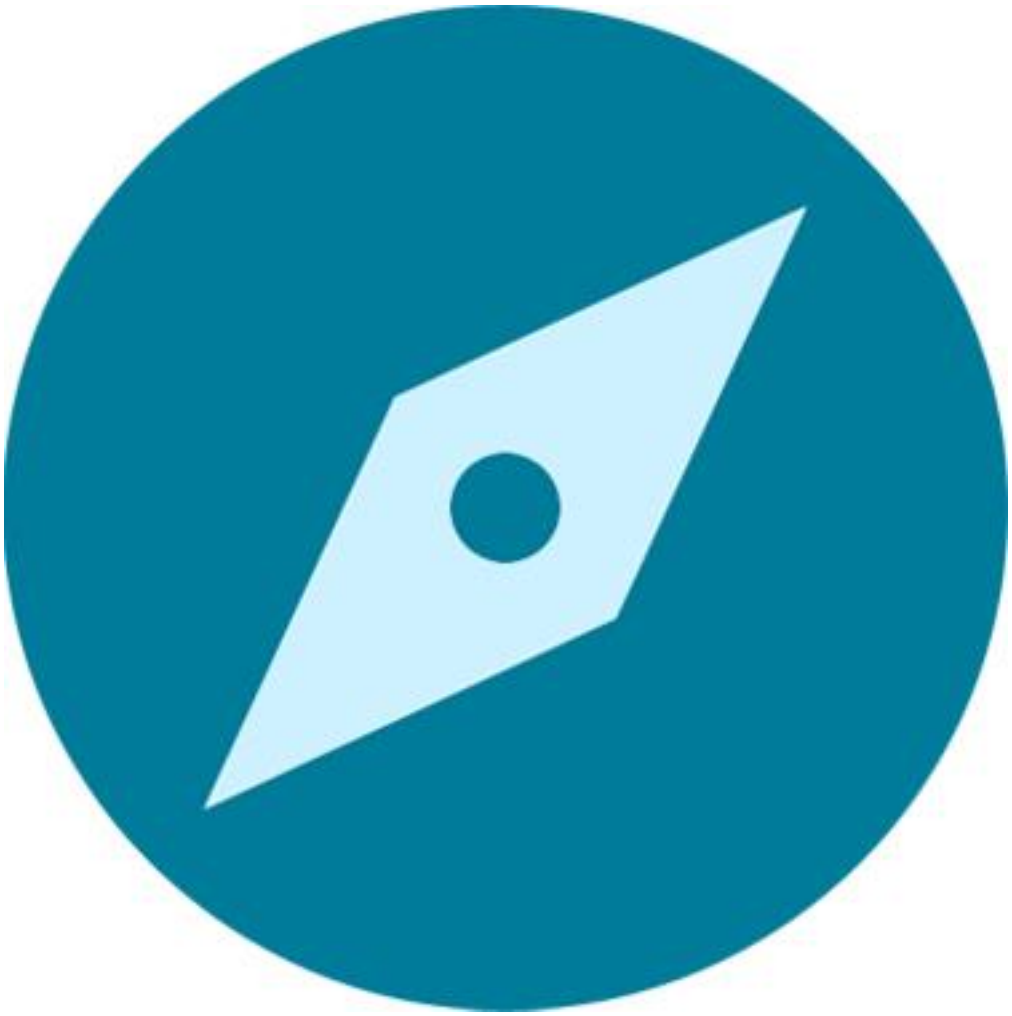
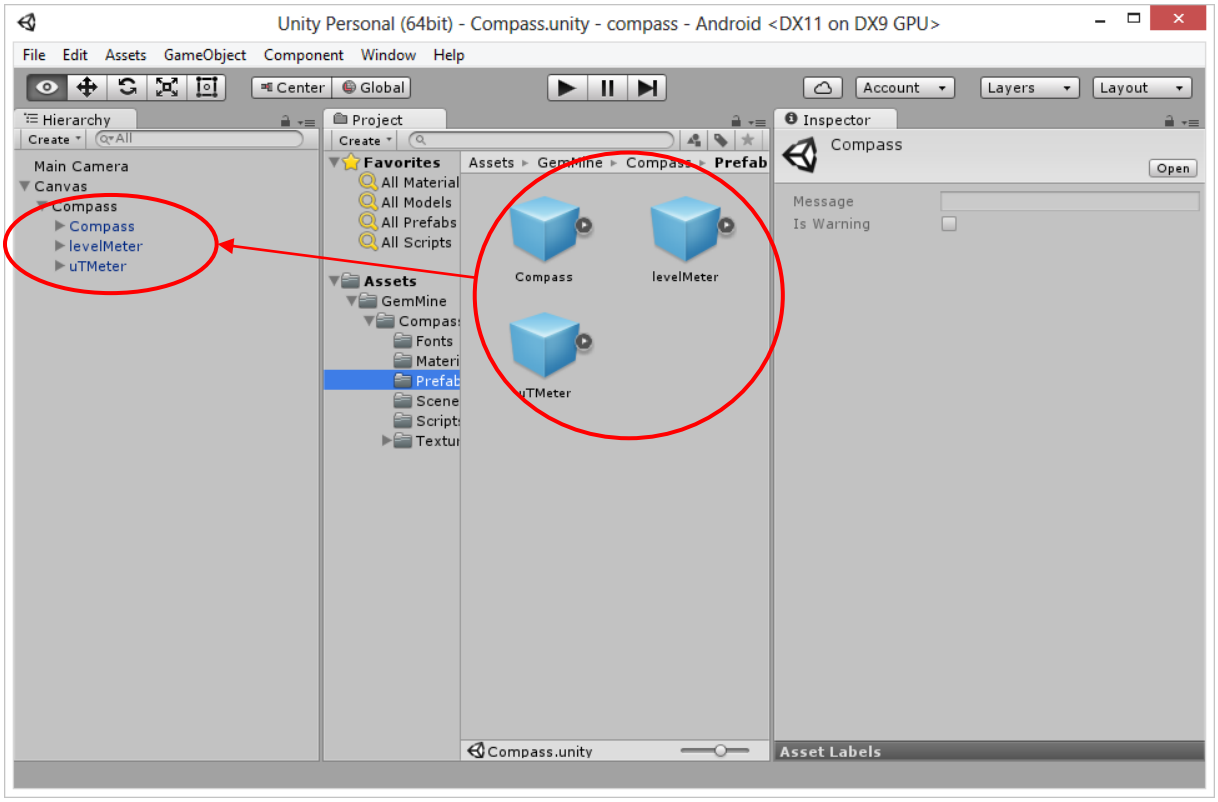


COMPASS

Hello and welcome to the documentation of Project COMPASS. This document should help you getting started with the project.

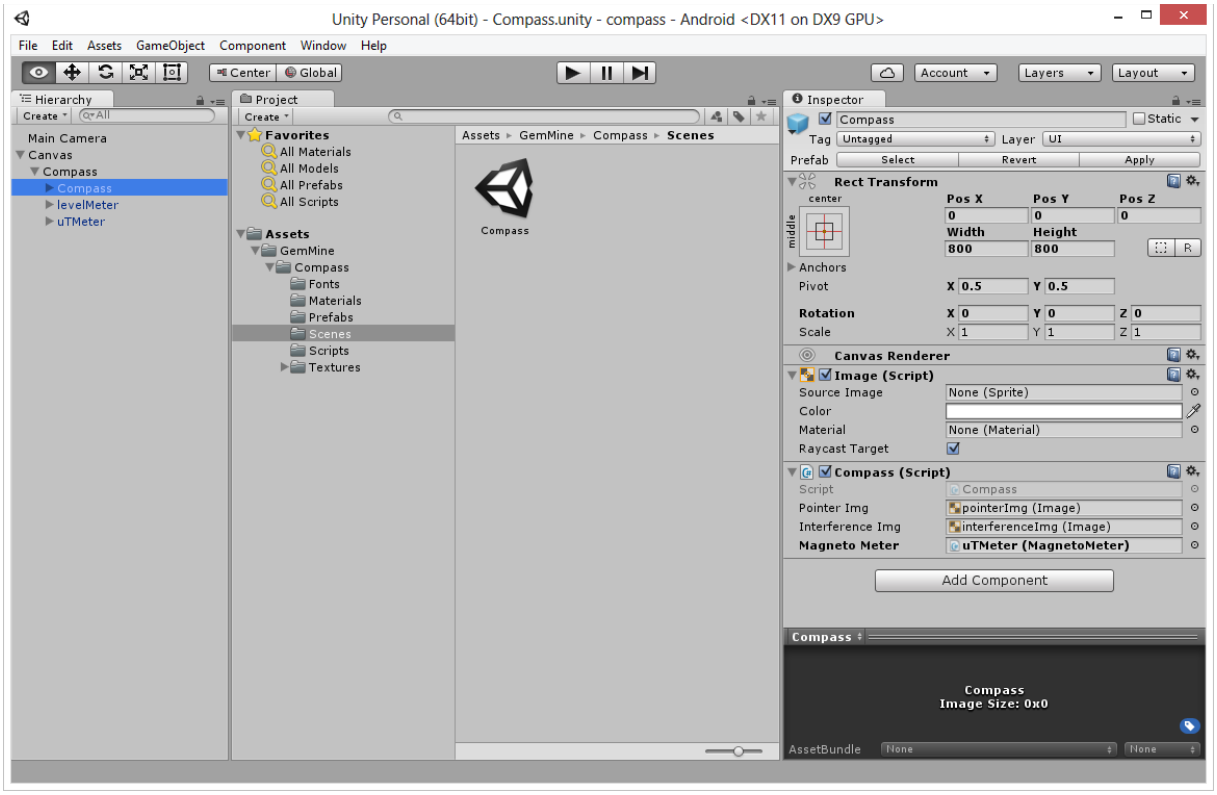
COMPASS is a UGUI control for Unity. Create a canvas in your scene and simply drag the prefabs to the canvas.



CONFIGURATION

After you dragged one oft he prefabs to the canvas, you can configure the compass which is very easy. The package consists of three prefabs which are independent of each other.

COMPASS

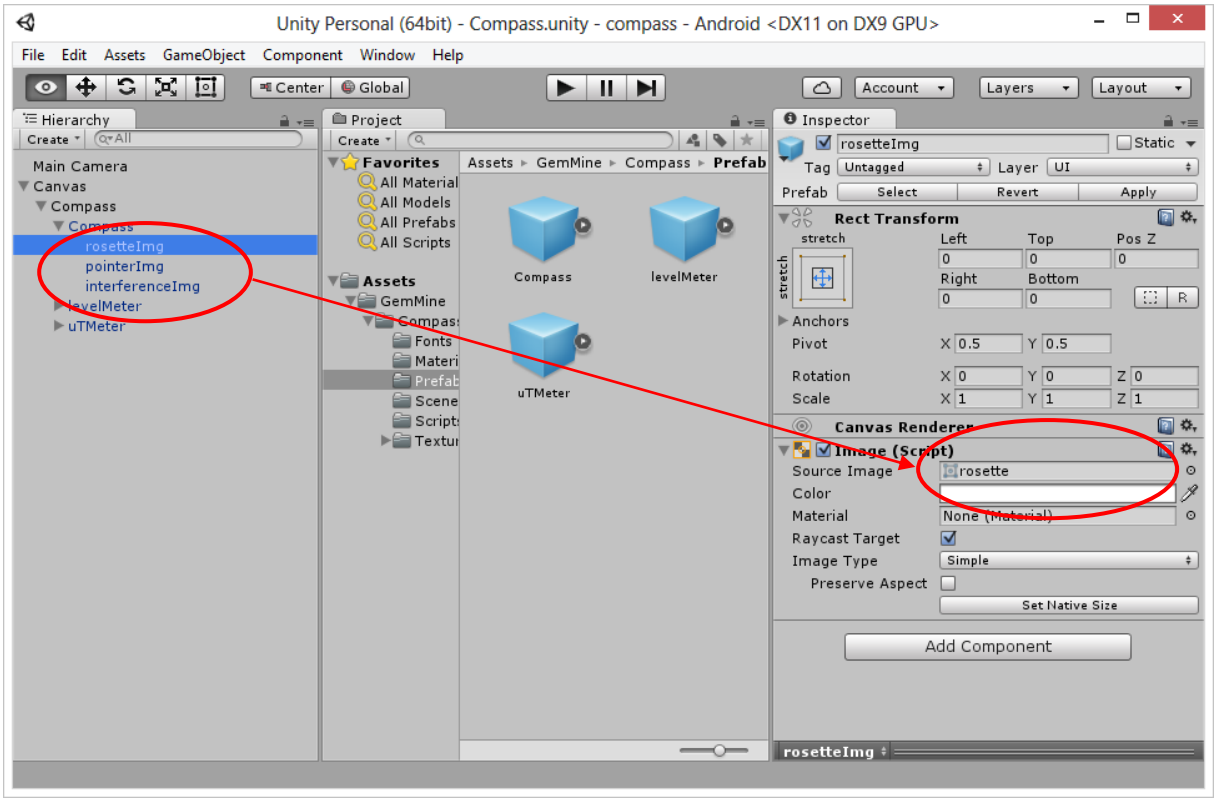


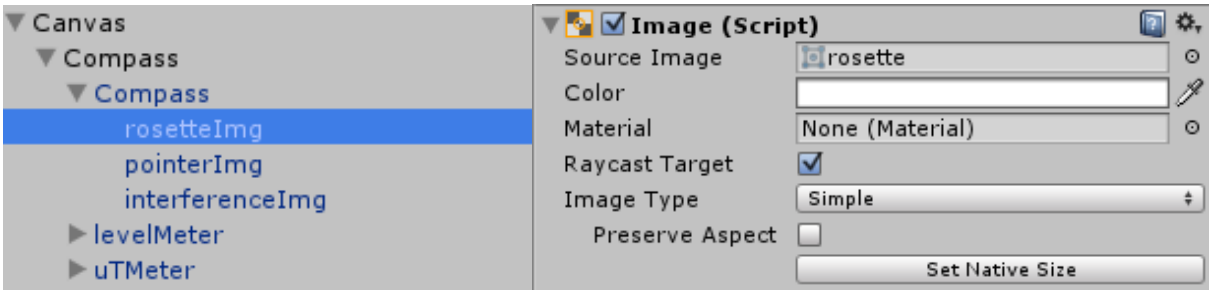
Pointer Image – the compass needs this reference to the image, which is basically the compass' needle.

Interference Image – this image is displayed if the magnetometer read exceeds the threshold of 60 microTesla.

Magneto Meter – to interact with a Magnetometer read you have to add the uTMeter Component Prefab to the Canvas and link it to the compass' inspector slot.

If you want to change the compass‘ rosette and/or needle picture, please open the compass prefab in the scene. You will see the three images the compass consists of. Feel free to draw your own compass image and drag it to the image’s inspector slot.



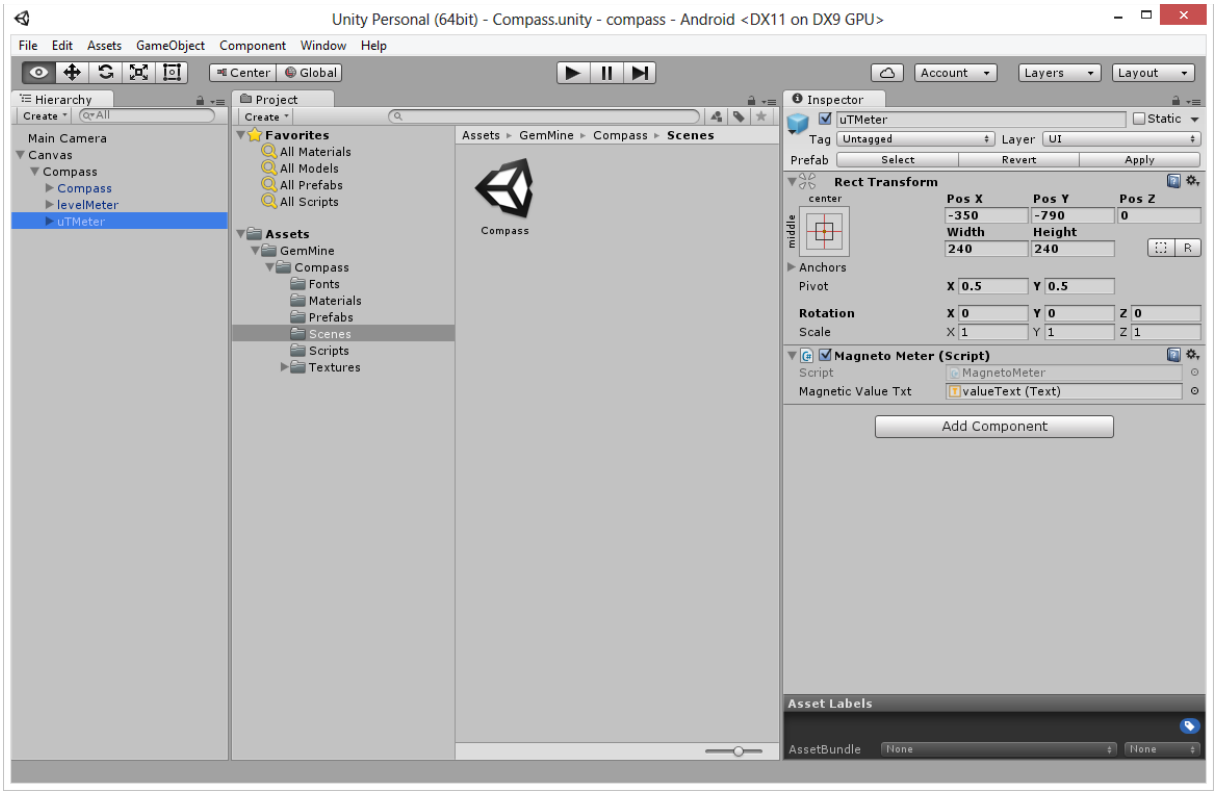


UTMETER

The uTMeter reads your device's Magnetometer and visualizes the read value. If the value exceeds 60, the component turns red and will display a warning picture on your compass. If the value is lower than 60 (which should be normal if no metal or magnet is around), the component turns green.

Attention: Please make sure your smartphone is not in a metal or magnetic cover if you use the app. That will cause the magnetometer to deliver wrong values.

If you want to use the uTMeter, simply drag the component to your Canvas.



If you want to interact your compass with the magnetometer component, please make sure you drag the uTMeter component in the compass' free inspector slot.

You may use the magnetometer component, but you don't have to. The compass works without it.

LEVEL SPIRIT

The compass works best if your devices is aligned and parallel with the ground. To help you, the package has a level spirit aboard. As already told with the uTMeter, you may use this component, but you do not have to. The Level spirit makes uses oft he built-in Accelerometer Sensor in your device.

If your devices is correctly aligned, the spirit turns green, otherwise it will display red as shown below.

If you want to use the level spirit, simply drag it to the Canvas.