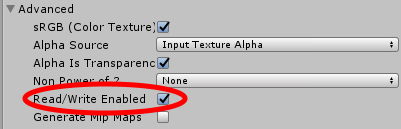
Visual Novel Engine for Unity

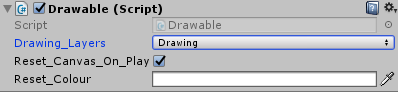
By Michael Long ([Foolish Mortals](http://foolish-mortals.net)), [michael@foolish-mortals.net](mailto:michael@foolish-mortals.net)

The best way to learn is to open up the ‘ExampleDrawingScene’

## Setup

1. Select the Sprite you wish to draw on, and in the Import Settings check ‘Read/Write Enabled’.

**THIS IS NECESSARY FOR DRAWING TO WORK**

1. Drag the read/write enabled sprite onto the scene, and attach a 2D collider of some sort to it (probably a BoxCollider2D)
2. Attach the Drawable.cs script to your Sprite GameObject
3. Set the layer of your Sprite GameObject to something unique, and then set the ‘Drawing\_Layers’ property of the Drawable script to match that layer
4. **Optional**: use the helper methods in DrawingSettings.cs to change both the colour and width of the drawing pen

**If you want a larger/smaller canvas:** Create your own transparent PNG images with the right dimensions to suit your own needs, and use that.

**IF YOU WANT TO BE ABLE TO USE TRANSPARENCY/THE ERASER:** Start with a completely transparent PNG image. JPEGs cannot be transparent, and if your starting image is not transparent, you cannot apply the alpha properly. I may look more into this when I have the time.

## Code

You must reference the namespace FreeDraw to reference any of the scripts.

### Static Properties

Drawing.Pen\_Colour: Changes the drawing colour

Drawing.Pen\_Width: Changes the width of the current drawing pen. An integer given in pixels, it is actually the pen radius.

## Known Issues

Changing the scale or rotation of your Sprite object will result in errors. I’ll fix it when I have the time.

https://i.gyazo.com/a362529597980965d95e3a1e30c046d6.pngTo fix the error to the right, try changing the ‘Compression’ in the Sprite import settings to ‘None’

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