HYPERCARD

Version 1.5

DOCUMENTATION

Table of content

1 Introduction

1.1 Preamble

Thank you for purchasing **Hyper Card**! <3

Hyper Card consists in several shaders and an Inspector GUI which help to create awesome playing cards. Inspired by famous games, Hyper Card brings endless customisation possibilities.

<u>**Please note :**</u> **Hyper Card** requires one licence per seat.

Hyper Card support can be reach at: http://www.enixion.com

1.2 Requirements

Hyper Card requires **TextMeshPro** to display texts.

You can download **TextMeshPro** on Asset Store :

https://www.assetstore.unity3d.com/en/#!/content/84126

2 Patch notes

V 1.5

- **[New] Glitter effect.**

- [Change] Watermark FX has been removed since you can define RenderQueue on custom sprite to render it under the text.

- [Change] Price and rarity settings have been removed since they can easily be made with custom sprites.

- [Improvement] New setting "Color" that affects the frame.

- [Improvement] Custom sprites now supports distortion.

- [Improvement] Custom sprites can be edited in the child hierarchy.

- [Fix] Stencil value was not updated on custom sprites.

- [Improvement] Outline has a Height parameter, useful for rectangular cards.

- [Improvement] The back of the card now supports an alpha mask.

- [Misc] Blend FX has been renamed to "Noise FX"

V 1.4.1

- [Fix] Standalone build issue.

V 1.4

- **[New] Custom sprites support.**

- **[New] Added a "seed" parameter for procedural noise generation.**

- **[New] Canvas Mode + demos.**

- [Change] Overlay FX has been removed since you can add custom sprites.

- [Improvement] Periodical FX : The effect has been slightly modified and now takes time intervals as parameters for the "Delay On" and "Delay off" options. A random value is selected in these intervals at each repetition of the effect. The variable names have been changed to be more consistent with the variables of other effects.

- [Improvement] Added new settings in Dissolve FX : "Alpha cut" and "Exposure"

- [Improvement] Added a key parameter on custom text objects.

- [Fix] Fixed margins on TextMeshPro gameObjects (prefab & demo scene).

- [Fix] Periodical FX : Texture now fades in as intended.

- [Fix] Periodical FX : Color alpha issue.

- [Misc] Outline node has been moved to "Visual effects".

V 1.3

- **[New] Added a stencil setting to handle depth (Important for dissolve effect and text) / Removed the pass used to hide the text in the shader.**

- **[New] Outline system have been fully reworked. It does no longer a texture as an outline, but a procedurally generated noise map. It brings a ton of options too !**

- **[New] Dissolve effect does no longer require a texture and is based on a procedurally generated noise map.**

- **[New] Blend FX has been fully reworked and now supports tint, noise and distortion.**

- **[New] Added an opacity setting that affects the whole card.**

- **[New] Added the Watermark FX that allow to add an image under the text.**

- **[New] Custom TMP objects can be added and will be affect by Transparency and Stencil settings.**

- **[New] Since HyperCard now supports unlimited and custom TMP pro fields, "Price", "Description", "Title", "Life" and "Attack" are removed.**

- [Bug] Fixed a bug with TextMeshPro and card transparency.

- [Fix] Editor window optimization.

V 1.2

- **[New] Holographic FX & Cubemap support.**

- **[New] Card Blend FX: a new handy feature to add a texture over the whole card and tint it.**

- **Added "Attack" and "Life" properties.**

- [Sprite sheets] Now supports black and white effect.

- [Editor] The name of processed textures is now a random Guid.

- [Editor GUI] Wordwrap for text areas.

- Minor fixes.

V 1.1:

- **[New] Sprite sheets support !**

- [Performance] Title, description and price have now references.

- [Performance] Caching Renderer component which is faster than calling GetComponent<Renderer>().

- [Performance] Added a Disabled property to disabled computed effects on demand.

- [Edit Mode] Cards won't become invisible anymore in edit mode after script recompilation.

- [Edit Mode] Show/hide TMP child objects (HideFlags on title, description and price).

- [Custom Inspector] On Unity Personal Edition (Free), the buttons were too light in comparison to the light gray background.

- [Misc] Price type changed from int to string.

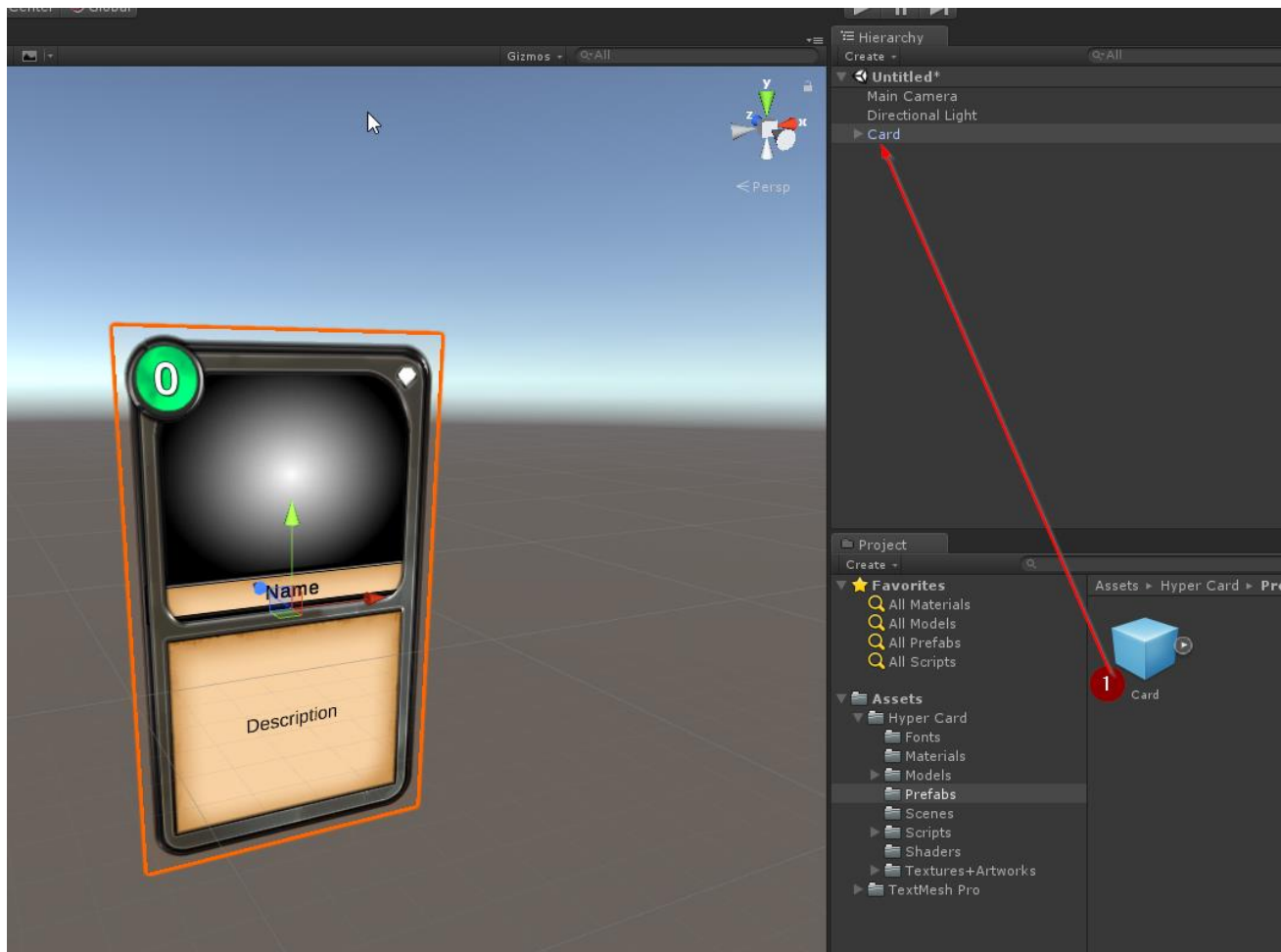*Special thanks to Ilmari Oranen for his highly detailed feedback.*

Note : The sprite sheets included in the demo comes from a free package from UETools :
https://www.assetstore.unity3d.com/en/#!/content/23515

3 Getting started

3.1How to create a card

Simply drag and drop the prefab from /HyperCard/Prefabs into the Hierarchy.

Now you can edit the properties of the card to suit your needs !

I recommend you to use the "Canvas" mode (see the second scene). Just use the demo card as a prefab.