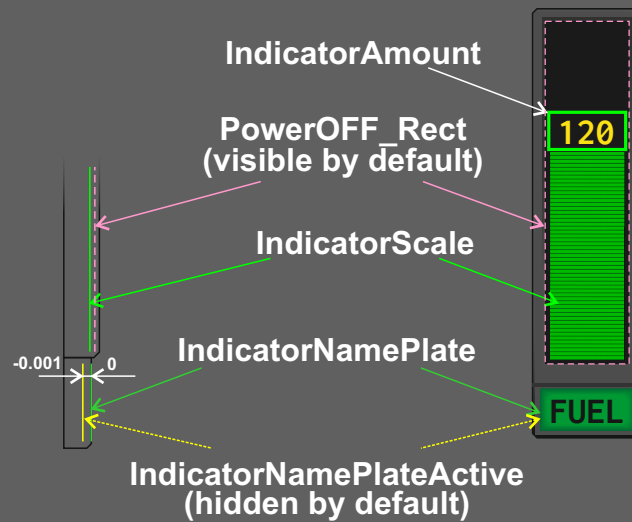# IndicatorADV

Model

```
MODEL
{
model = ASET/ASET_Props/Instruments/IndicatorADV/IndcatorADV
texture = IndicatorAdvICON,ASET/ASET_Props/Instruments/IndicatorADV/IndicatorAdvBlank
}

MODEL
{
model = ASET/ASET_Props/Instruments/IndicatorADV/IndicatorADV_MAS_Upgrade
texture = IndicatorAdvICON,ASET/ASET_Props/Instruments/IndicatorADV/IndicatorAdvBlank
}
```

Transforms overview

IndicatorAmount

PowerOFF_Rect (visible by default)

IndicatorScale

IndicatorNamePlate

IndicatorNamePlateActive (hidden by default)

-0.001   0

120

FUEL

"Power Off " setup

```
TRANSLATION
{
name = old power off
transform = IndicatorADVBlackPlateObj
startTranslation = 0,-0.006,0
}

TRANSLATION
{
name = new power off
transform = PowerOFF_Rect
startTranslation = 0,0,0
endTranslation = 0,-0.005,0
variable = fc.Conditioned(1)
}
```


Normal   Unpowered

120

FUEL   FUEL
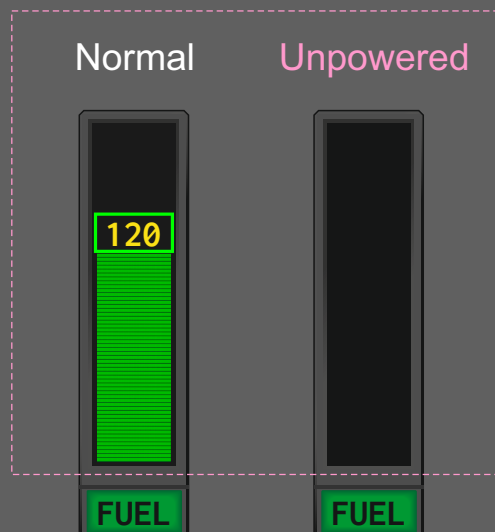
Scale setup

IndicatorAmount color

COLOR_SHIFT
{
name = IndicatorAmountColor
transform = **IndicatorAmount**
passiveColor = *R,G,B,A or COLOR NAME*
activeColor = *R,G,B,A or COLOR NAME*
variable =*VariableName*
// blend = true
// flashRate = 0.5
}

IndicatorScale

COLOR_SHIFT
{
name = IndicatorAmountColor
transform = **Indicator_Scale**
passiveColor = *R,G,B,A or COLOR NAME*
activeColor = *R,G,B,A or COLOR NAME*
variable =*VariableName*
// blend = true
// flashRate = 0.5
}

end
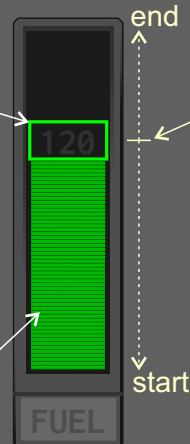
Animation:

ANIMATION
{
name = Scale animation
animation = IndicatorADVanim
variable = *VariableName*
}

start

120

FUEL

Readout setup

IndicatorAmount color

TEXT_LABEL
{
name = Readout
transform = DigitTransformObj
fontSize = 5.5
font = *Digital-7 Mono*
style = *Italic*
transformOffset = *0.01177,-0.003784*
alignment = Center
anchor = MiddleCenter
emissive = always
variable = *VariableName*
activeColor = *R,G,B,A or COLOR NAME*
passiveColor = *R,G,B,A or COLOR NAME*
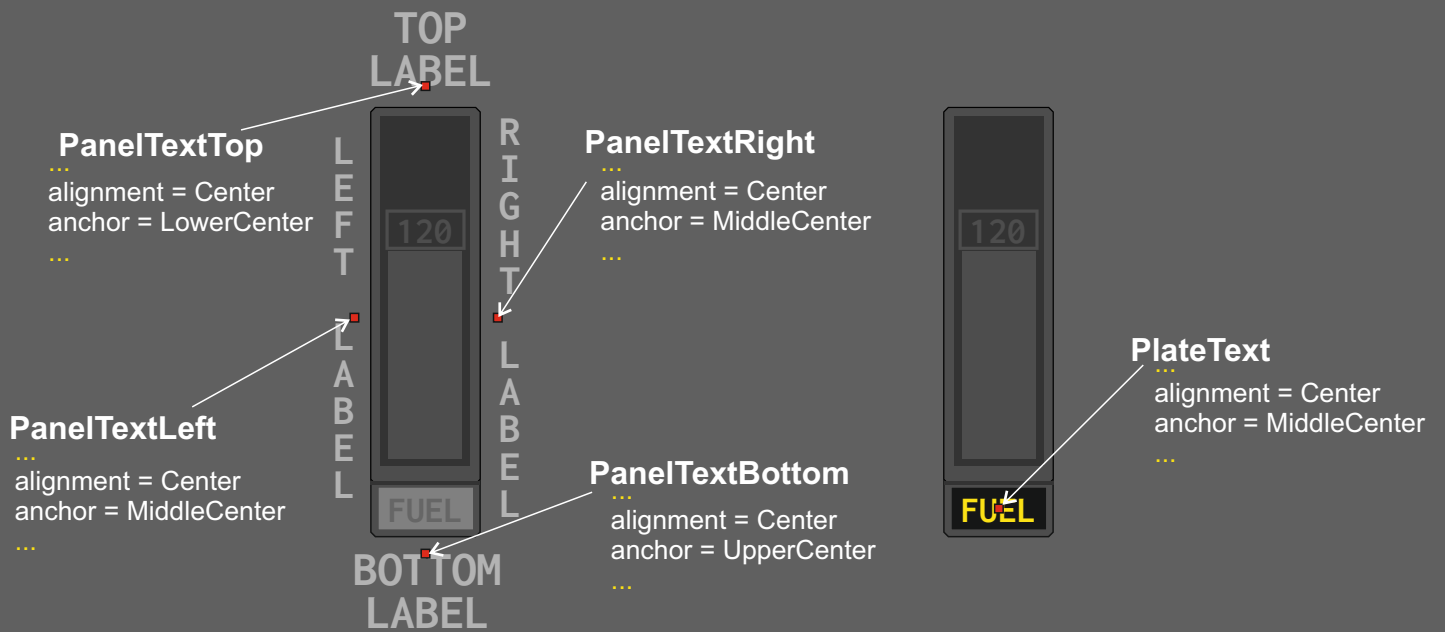text = *Some Text Here*
}

Digital-7 Mono   **InconsolataGo**

...
font = *InconsolataGo*
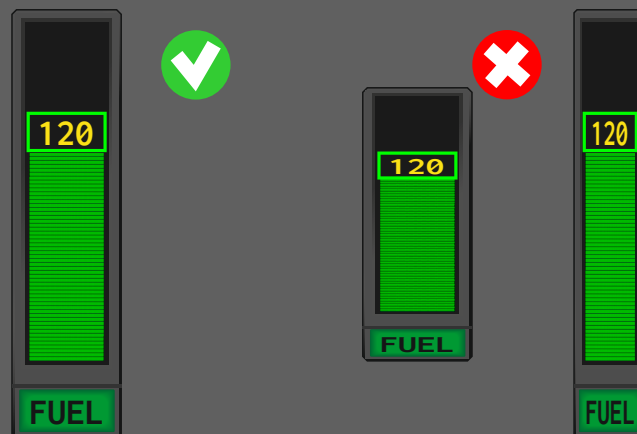style = *Bold*
transformOffset = *0.0121,-0.0052*
...

120   120

Text transforms

TOP
LABEL

PanelTextTop
...
alignment = Center
anchor = LowerCenter
...

PanelTextRight
...
alignment = Center
anchor = MiddleCenter
...

L
E
F
T
LABEL

R
I
G
H
T
LABEL

120

PanelTextLeft
...
alignment = Center
anchor = MiddleCenter
...

PlateText
...
alignment = Center
anchor = MiddleCenter
...

PanelTextBottom
...
alignment = Center
anchor = UpperCenter
...

FUEL

BOTTOM
LABEL

120

FUEL

Scale rules

The most correct scale factor for this prop is 0.45 ± 0.03

Transform					
Position	X	—	Y	-0.8801	Z	0.0372
Rotation	X	-24.132	Y	0	Z	0
Scale	X	0.45	Y	0.45	Z	0.45

✅

❗ Non-uniform scaling is not allowed

120

FUEL

✅

120

FUEL

❌

120

FUEL

Bottom Plate

Texture

UV Shift

0, 0.875	0.25, 0.875	0.50, 0.875	0.75, 0.875
0, 0.75	0.25, 0.75	0.50, 0.75	0.75, 0.75
0, 0.625	0.25, 0.625	0.50, 0.625	0.75, 0.625
0, 0.5	0.25, 0.5	0.50, 0.5	0.75, 0.5
0, 0.375	0.25, 0.375	0.50, 0.375	0.75, 0.375
0, 0.25	0.25, 0.25	0.50, 0.25	0.75, 0.25
0, 0.125	0.25, 0.125	0.50, 0.125	0.75, 0.125
0, 0 (default)	0.25, 0	0.5, 0	0.75, 0

1 ... V ... 0

0 ... U ... 1
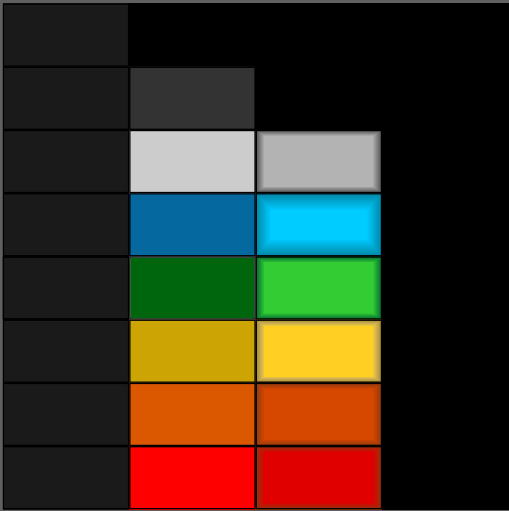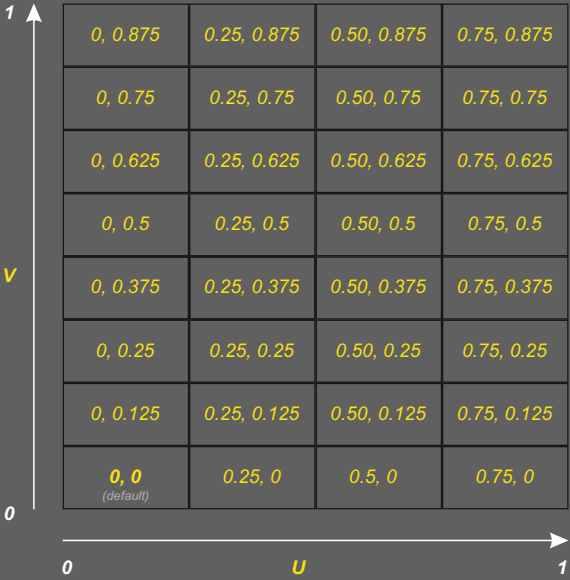
Possible styles

	NORMAL	BACKLIGHT	1	2	ACTIVE 3	4	5
A	TEXT	TEXT	TEXT	TEXT	TEXT	TEXT	TEXT
B	TEXT	TEXT	TEXT	TEXT	TEXT	TEXT	TEXT
C	TEXT	TEXT	TEXT	TEXT	TEXT	TEXT	TEXT
D	TEXT	TEXT	TEXT	TEXT	TEXT	TEXT	TEXT
E0	TEXT	TEXT					
E1	TEXT	TEXT					
E2	TEXT	TEXT					
E3	TEXT	TEXT					
E4	TEXT	TEXT					
E5	TEXT	TEXT					

Bottom Plate Setup

Plate color

```
TEXTURE_SHIFT
{
name = PLATE COLOR
transform = IndicatorNamePlate
startUV = U_Shift, V-Shift
}
```

Plate Backlight

```
COLOR_SHIFT
{
name = PLATE BACKLIGHT
transform = IndicatorNamePlate
passiveColor = R,G,B,A or COLOR NAME
activeColor = R,G,B,A or BACKLIGHT COLOR NAME
variable =BacklightVariableName
blend = true
}
```

Additional "Active" Plate Setup

Active Plate color

```
TEXTURE_SHIFT
{
name = ACTIVE PLATE COLOR
transform = IndicatorNamePlateActive
startUV = U_Shift, V-Shift
}
```

Active Plate illumination

```
COLOR_SHIFT
{
name = ACTIVE PLATE LIGHT
transform = IndicatorNamePlateActive
passiveColor = R,G,B,A or COLOR NAME
}
```

Switching between "Normal" and "Active" mode

HIDE "NORMAL" PLATE

```
TRANSLATION
{
name = hide normal
transform = IndicatorNamePlate
startTranslation = 0,0,0
endTranslation = 0,-0.001,0
variable = VariableName
}
```

SHOW "ACTIVE" PLATE

```
TRANSLATION
{
name = show active
transform = IndicatorNamePlateActive
startTranslation = 0,0,0
endTranslation = 0,0.001,0
variable = VariableName
}
```

SAME VARIABLE