

Basic usage:

1. Drag and drop Chart prefab into the canvas
2. Choose chart type under "Chart" component
3. Adjust "ChartOptions" component, this is configuration of chart
4. Fill in "ChartData" component, this is data to be displayed
5. (Optional) Click "Preview" button to preview the chart.
6. Start the game

Note:

- Chart preview will conflict with prefab system, please clear chart preview before you save chart as a prefab/part of a prefab. If you save chart preview as prefab, the chart is still functional at runtime, however you won't be able to refresh that chart preview in edit mode.
- Open "Window -> EzChart" window for quickly refresh/clear all chart previews
- Add "CHART_TMPRO" to "Player Settings -> Other Settings -> Scripting Define Symbols" to enable Text Mesh Pro support. Require importing Text Mesh Pro for this.
- Pie chart and rose chart will only display positive data

Component explanation:

Chart Options: configuration of the chart

Chart Options - Plot Options:

- Data color (Color array): colors for chart series data, if number of series is larger than data color length, it will loop over the first color element
- General Font (Font): font used for the all text elements in the chart
- Inverted (bool): invert chart's XY axes (if applicable)
- Reverse Series (bool): reverse series display order
- Enable Mouse Tracking (bool): track mouse position to highlight chart items
- Column Stacking: column stacking modes
- Item Highlight Color (Color): item background color when mouse is over the item
- Background Color (Color): chart background color
- Grid Line Color (Color): color of main grid lines (X/Y axis)
- Grid Line Width (int): width of main grid lines
- Minor Grid Line Color (Color): color of minor grid lines (grid lines indicates y axis values)
- Minor Grid Line Width (int): width of minor grid lines
- Bar Chart Option:
 - - Color By Categories (bool): set data color by categories instead of by series
 - Bar Width (float): width of bars
 - Item Separation (float): separation distance between bars
- Line Chart Option:
 - Point Size (float): point size for line chart item points
 - Enable Line (bool): enable/disable lines
 - Line Width (float): line width for line chart lines
 - Enable Shade (bool): enable/disable shade under the lines
 - Shade Transparency (float): transparency of the shade
 - Enable Point Outline (bool): enable/disable point outline
 - Point Outline Width (float): width of point outline
 - Point Outline Color (Color): color of point outline
- Pie Chart Option:
 - Item Separation (float): separation distance between items
 - Inner Size (float): size of center hollow circle
 - Outer Size (float): size of the chart
- Rose Chart Option:

- Color By Categories (bool): set data color by categories instead of by series

- Bar Width (float): width of bars
- Item Separation: separation distance between bars
- Inner Size (float): size of center hollow circle
- Outer Size (float): size of the chart

Chart Options - Title:

- Enable Main Title (bool): show/hide chart main title
- Main Title (string): main title content
- Main Title Option (Chart Text Options): main title text options
- Enable Sub Title (bool): show/hide chart sub title
- Sub Title (string): sub title content
- Sub Title Option (Chart Text Options): sub title text options

Chart Options - X Axis:

- Enable Title (bool): show/hide x axis title
- Title (string): x axis title content
- Title Option (Chart Text Options): title text options
- Enable Label (bool): show/hide x axis labels
- Label Option (Chart Text Options): label text options
- Force Horizontal Label (bool): force the labels to be displayed horizontally
- Force Skip Label (int): manually skip x axis labels to prevent labels overlap. 0 indicates that no label will be skipped. -1 will disable force skip.

Chart Options - Y Axis:

- Enable Title (bool): show/hide y axis title
- Title (string): y axis title content
- Title Option (Chart Text Options): title text options
- Enable Label (bool): show/hide y axis labels
- Label Option (Chart Text Options): label text options
- Start From Zero (bool): y axis value range always starts from zero. If disabled, the range will focus between the minimum value and maximum value of data
- Min Range Division (int): min number of divisions for the y axis value range
- Fixed Range (bool): manually control y axis range. If fixed range is enabled, "Start From Zero" and "Min Range Division" will be overwritten by fixed range options
- Fixed Min Range (float): min value of fixed range
- Fixed Max Range (float): max value of fixed range

- Fixed Range Division (int): number of divisions

Chart Options - Tooltip:

- Enable (bool): enable/disable tooltip when mouse is over chart items
- Format (Data Display Format): tooltip data format
- Text Option (Chart Text Options): tooltip text options
- Background Color (Color): color of tooltip background

Chart Options - Legend:

- Enable (bool): show/hide chart legends
- Alignment (Text Anchor): legend alignment position
- Item Layout (RectTransform.Axis): horizontal or vertical layout
- Text Option (Chart Text Options): tooltip text options
- Icon Image (Sprite): legend icon sprite
- Background Color (Color): color of legend background
- Highlight Color (Color): color when legend is highlighted
- Dimmed Color (Color): color when legend is turned off

Chart Options - Label:

- Enable (bool): enable/disable label of chart item
- Format (Data Display Format): label data format
- Text Option (Chart Text Options): tooltip text options
- Offset (float): label offset distance from the chart item, positive/negative value will move label away/toward the chart center
- Best Fit (bool)(only applied for pie chart): adjust pie chart size to fit with labels

Chart Text Options: configuration for all chart text components

- Color (Color): text color
- Font Size (int): text font size
- Font (Font): text font. If this is null, Options - Plot Option - General Font will be used.
- Customized Text (Text): text template. Chart will instantiate the text GameObject with all its attached components (e.g. shadow, outline), which allows more advanced text settings. This will overwrite all basic text options (Color, Font Size and Font).

Data Display Format: data display format for chart components (legend, label)

- Name: display series name
- Value: display data value

- Percentage: display data percentage in current series
- Name_Value: display series name and data value
- Name_Percentage: display series name and data percentage in current series

Chart Data: data to be displayed

- Unit (string): unit of data
- Series (list of Series): chart data
- Categories (list of string): x axis categories

Series: Each series represents one sequence of data to be displayed in the chart

- Name (string): name of the series
- Show (bool): show/hide this series
- Data (list of Data): data of this series.

-Note: For pie chart, only the first data of each series is used

Data: Individual data in a series

- Show (bool): show/hide this data
- Value (float): value of this data

Scripting :

Modify chart.chartOptions to update chart configuration.

Modify chart.chartData to feed data into the chart.

When data and options are ready, call chart.UpdateChart() function to update the chart.

Example can be found in Demo scene