

Gif TV

The Unity 3D Package



Setup Guide

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1. First Run

Once you have imported « Gif TV » package into your project, the first thing you should do is to open the Sample Scene located into GifTV/Scenes/SampleScene.unity. Then press Play button. From there, you will be able to test the demo and better understand how this package works.

After the Play button is pressed, you should see the default GIF playing on the TV.



If you want, you can Use Arrows and Mouse to move the camera and get all around the TV.

2. Customization

2.1 Play your own GIF

To Play your own Gif on the TV, you have to select in the Hierarchy view the LCD Screen Node under Gif TV Node.

Now, look at the Gif Viewer (Script) in the Inspector View, you should see this :



All you have to do now, is, to drag'n'drop a gif file from your Assets to the Drag'n'Drop Zone.

When drag'n'dropping, The 'Gif Path Or URL' is automatically filled with the path of the gif and a file named yourGifName.bytes is created near your Gif and filled into « Gif Bytes » parameter.

(Don't delete this new file if you want the Gif Viewer keep working)

2.2 Modify the way tv is switched on

There is 2 ways to switch on the TV :

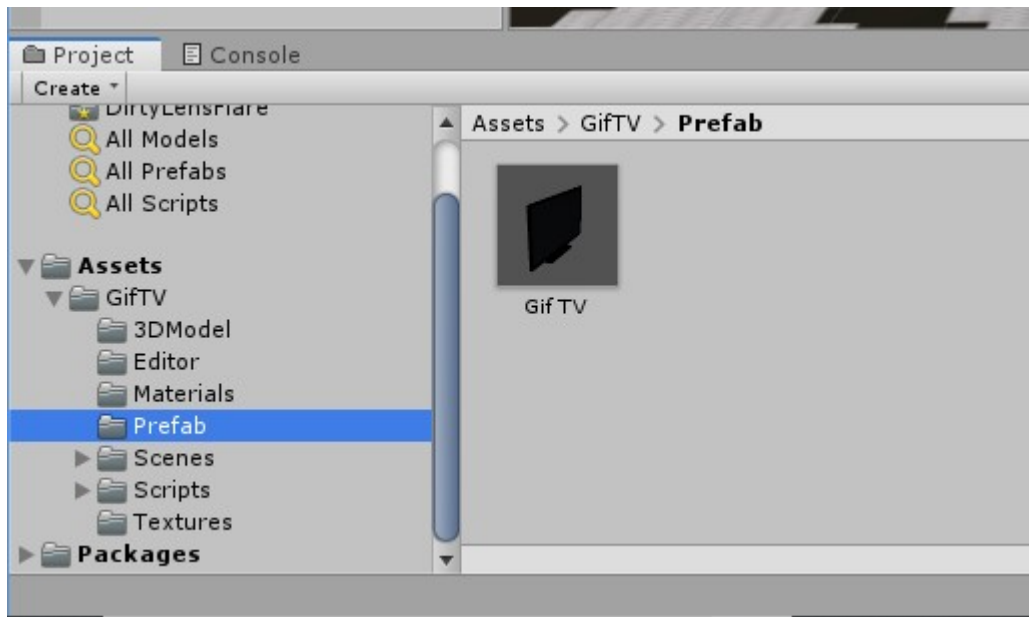
On Application Start, and when player enter TV Collider.
Use the two checkboxes to enable/disable these two ways :



3. Make the Gif TV Package part of your existing project

In this part, I will explain how to add a Gif TV to your own projec :

1) In the Assets View, go to the GifTV/Prefab folder and drag'n'drop the GifTV prefab into your Hierarchy view.



2) Then, select the Gif TV/LCD Screen Object to show it in the inspector.

3) Drag'n'Drop your existing gif asset to the Drag'n'Drop zone (in Gif Viewer(Script))

4) Press Play, Enjoy.