Shadow detector v1.3

getting started tutorial

1. Add Asset in your project.

2. Select gameobject you want to hide in the shadows.

3. Add to the Inspector script “ShadowDetector”. It must contain CapsuleCollider!

4. Place a checkbox near the properties "Auto Get Collider" if you want to automatically find Collider.

5. If you want to use a specific Collider - specify the parameter "Player Collider". Pre uncheck checkbox "Auto Get Collider".

6. Property "Shaded Bright” - Maximum detector brightness to trigger the stealth mode.

7. Property "Sensor Delay" is responsible for the update frequency the detector. The larger, the more exposure, the better the performance.

8. To improve performance, it is recommended to use layers and layers of light sources which may create obstacles shade. To do this, they need to specify the parameters of the component.

9. Property "Max Shadow Bright" - Brightness sensor threshold.

10. Property "Use Ambient Intensity" - Consider the ambient intensity from render settings.

11. Property "Use Shadow Strength" - Consider shadow strength of the light source.

To access the shadow detector, use this code sample:

```
using UnityEngine;
using System.Collections;

public class Player : MonoBehaviour {

    private ShadowDetector sd;

    void Start () {
        sd = transform.GetComponent<ShadowDetector>();
    }

    void Update () {
        if (sd.hidden)
        {
            print("In the shadow");
            print(sd.bright);
        }
        else
        {
            print("In the light");
        }
    }

}
```

Do you have any questions? Ask by jekelskaz@gmail.com