UI Radar

(Unity C# Script)

Documentation

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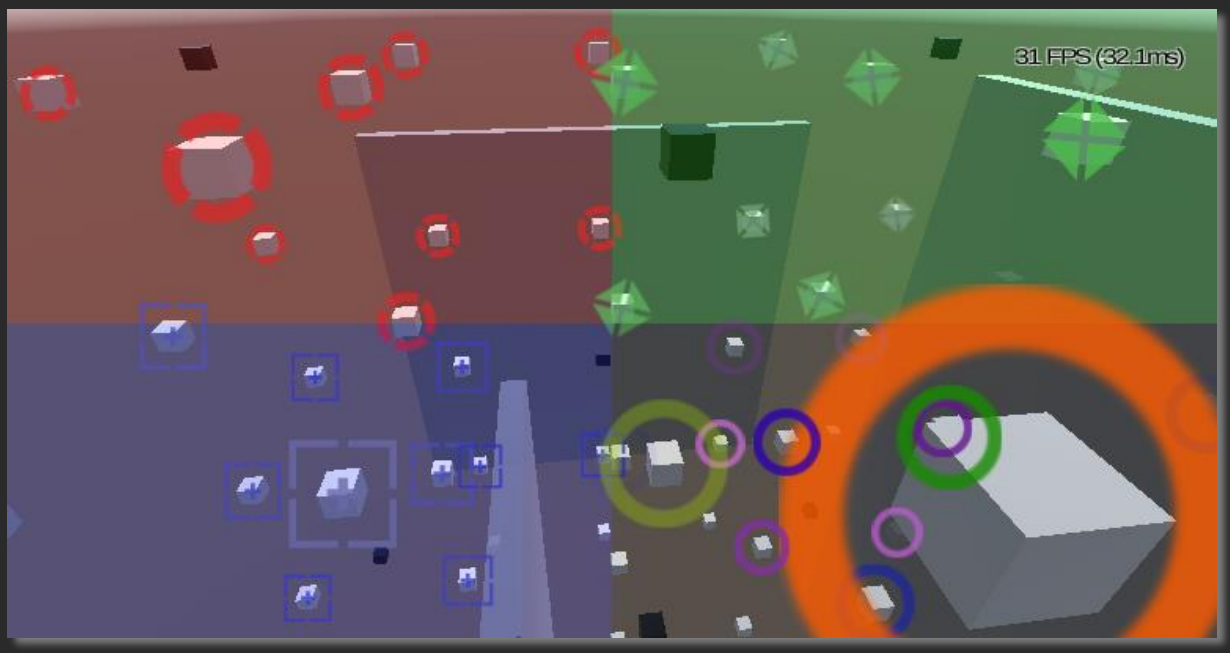


Summary

In this documentation, the following styles will be used:

- **bold** = Unity engine object (**GameObject**, **Canvas**, **Sprite**, etc…)

- ***bold/italic/grey*** = Parts of the script (***m_MarkerSprite***, ***m_MaxDistance***, etc…)

- *italic/green* = Paths (*"Assets"*, *"Assets\Editor"*, etc…)

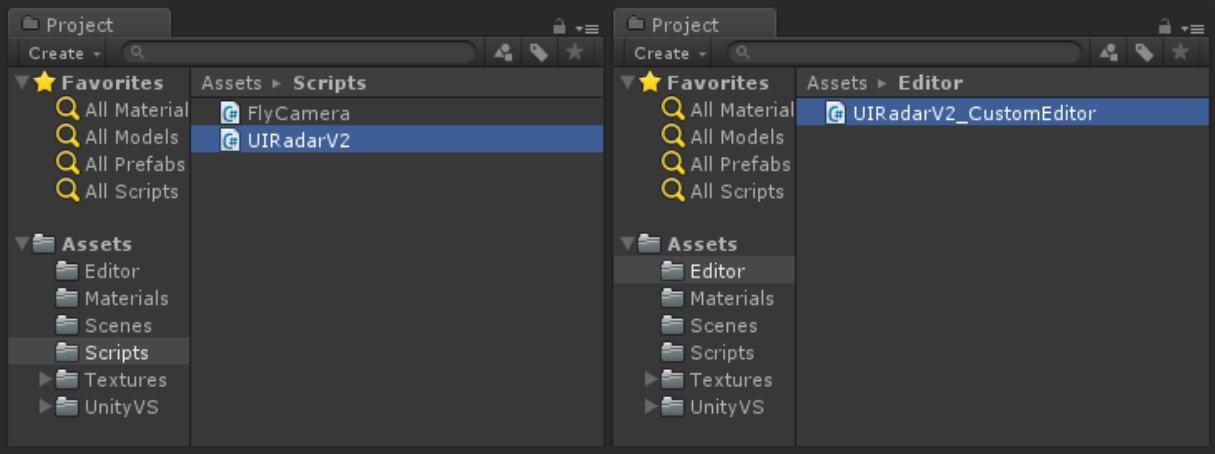
- **bold/red** = Important notes (**MUST**, **"Make sure […]."**, etc…)

- *italic/red* = Notes (*"Keep in mind […]."*, etc…)

I - Usage

1 - Project setup

Simply copy the both script into your new/existing Unity project:

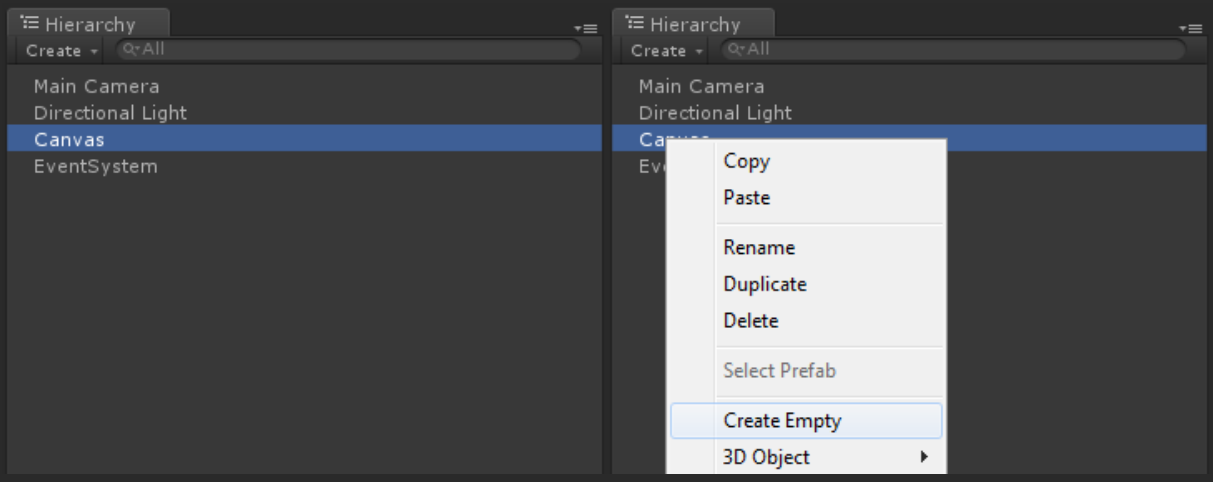


The **UIRadarV2.cs** file can go anywhere inside *"Assets"* folder or subfolders.

The **UIRadarV2_CutomEditor.cs** **MUST** be placed under *"Assets\Editor"*.

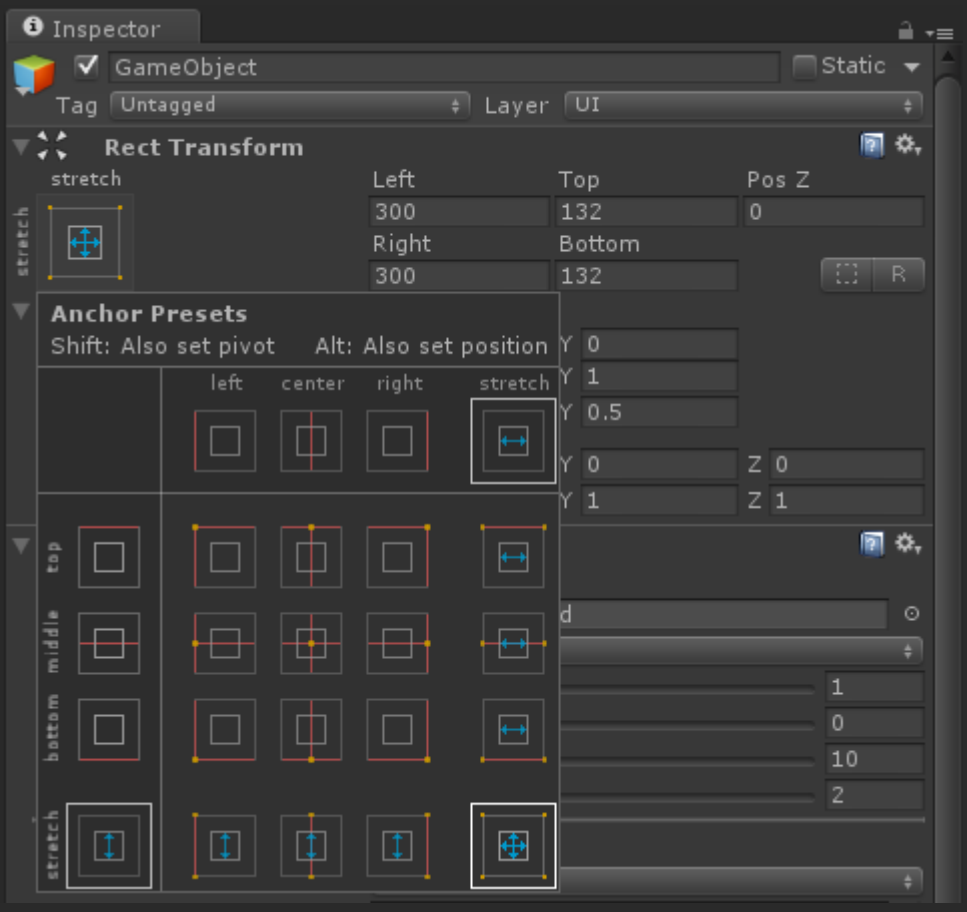
2 - Scene setup

1. On your new/existing scene, create a new **Canvas** (or use one you already have) and create an **Empty Object** inside this canvas:

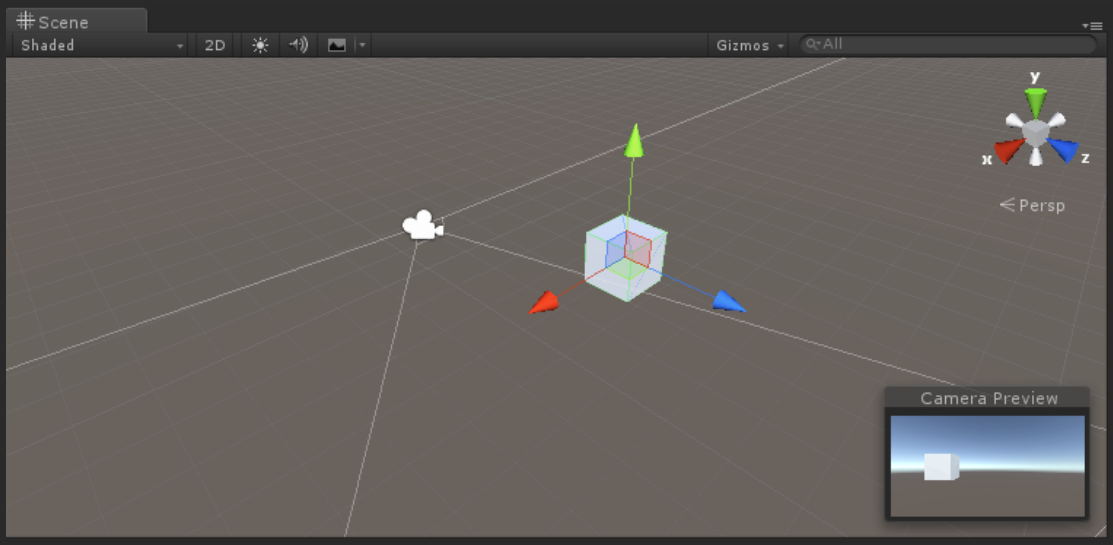


Keep in mind that using **Canvas***, the last component in hierarchy will be drawn on top of the others.*

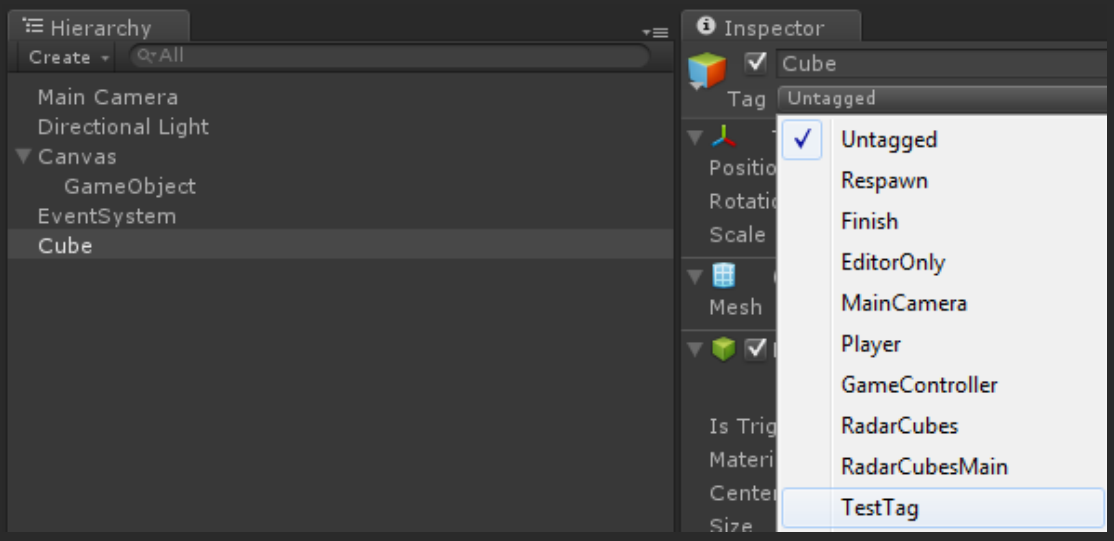
2. Change this object **Rect Transform** properties to "stretch" on both directions:



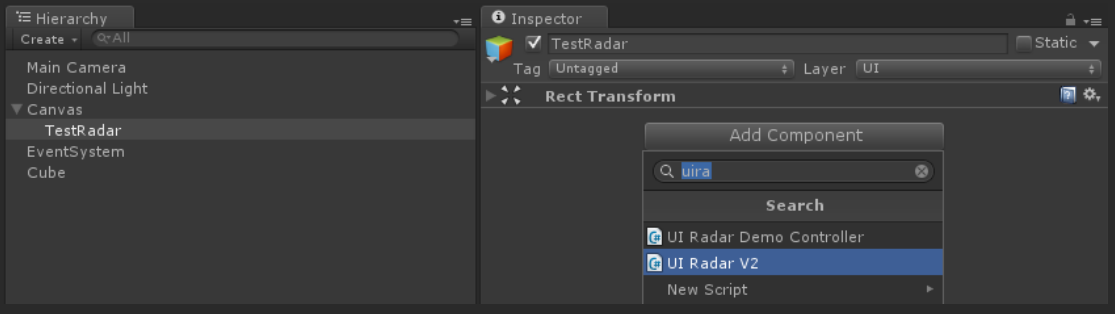
3. You can now add a test **Cube** to the scene and place it near your main **Camera**:



4. Now tag this cube with any **Tag** you want:

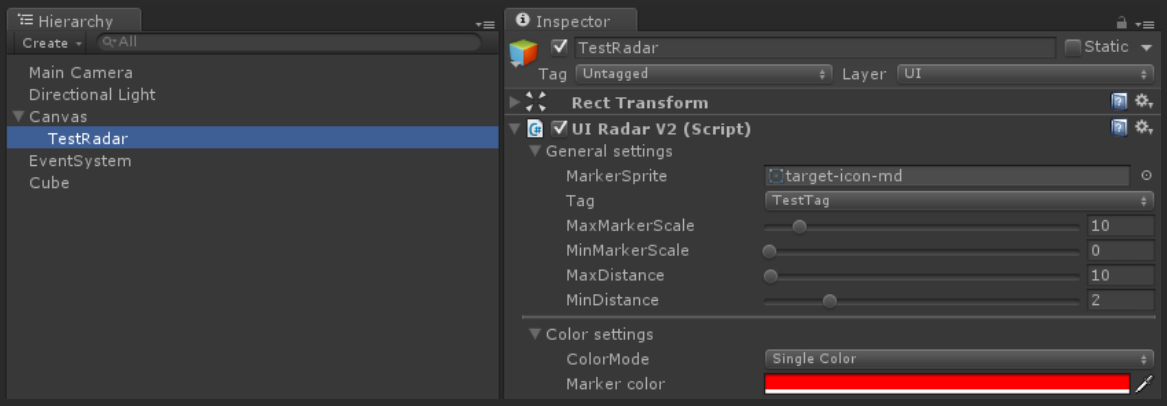


5. You can now add the *UIRadarV2.cs* **Script** to the empty object you created at step 1:



Also let's rename it "TestRadar".

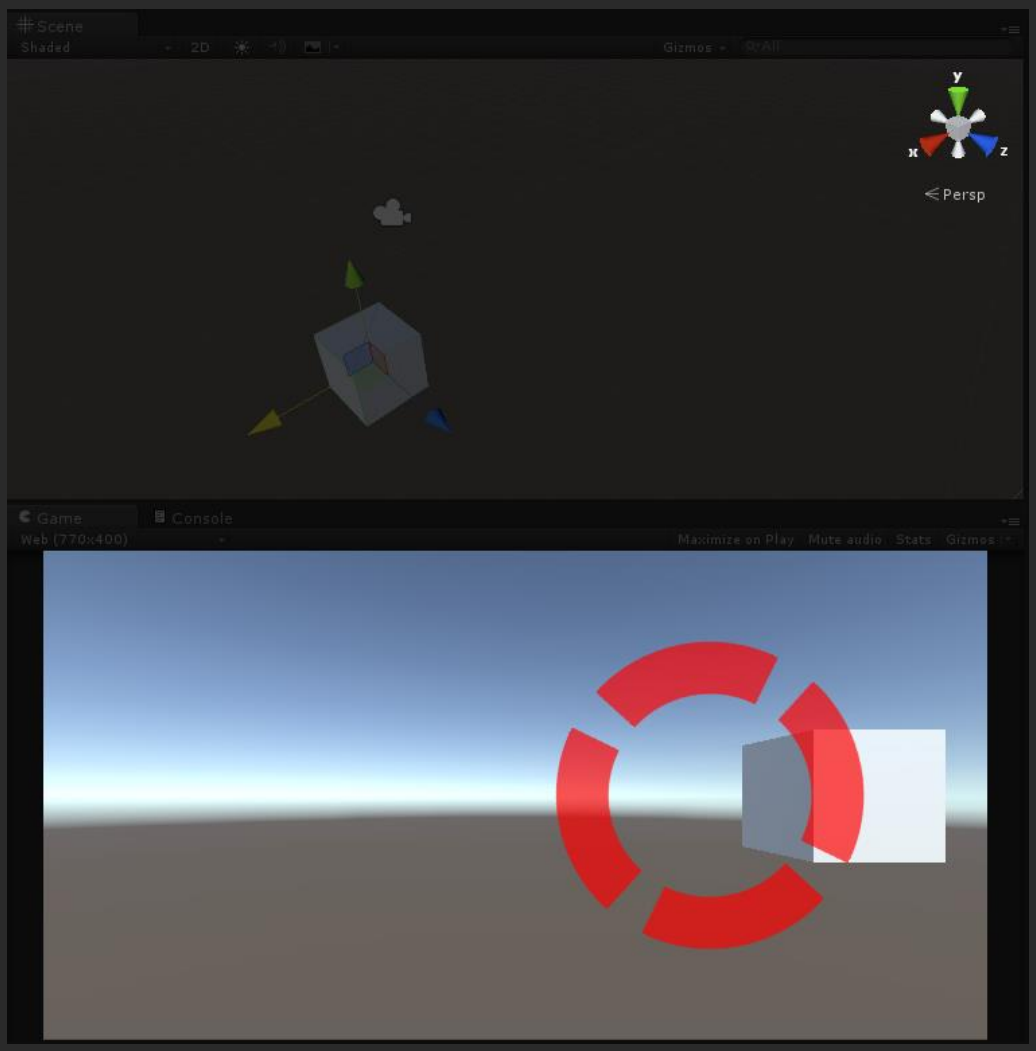
6. Add a **Sprite** to the script and you choose the **Tag** you gave to the cube in step 4:



*You can also increase the **MaxMarkerScale** a bit and give the* **Sprite** *a nice **MarkerColor**.*

To create a **Sprite***, simply import a texture (better with transparency such as .png) into your project and edit its* **Texture Type** *import settings.*

7. You scene setup is done! You can play it and try moving the cube (through the scene explorer) to watch your marker smoothly follow the cube:



II - Parameters

//TODO

Keep in mind you can easily tweak the Markers by adding some **Shadow**, **Outline** *or anything else you like by simply accessing each one of them through the* ***m_MarkerList[i].m_TargetObject*** **GameObject**.

III - Links

- Project on GitHub: ***https://github.com/Kardux/UIRadar***

- Project WebGL demo: ***http://www.roy-bodereau.fr/hudradar_demo_en.html***

- Project thread on Unity forum: ***http://forum.unity3d.com/threads/hud-radar-[...]182186/***