**UI Radar**

***(Unity C# Script)***

**Documentation**

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**

# Summary

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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…)

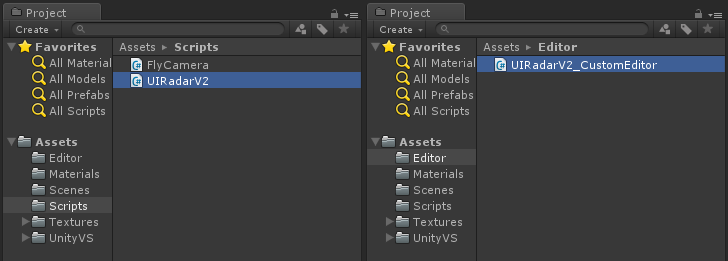
- **bold/red** = Important notes (**MUST**, **"Make sure […]."**, etc…)

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

# I - Usage

## 1 - Project setup

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

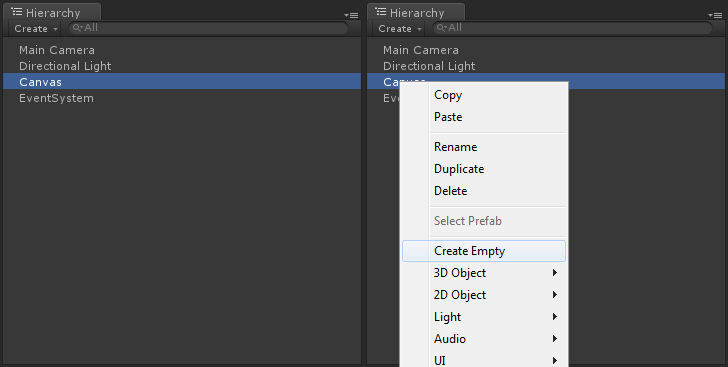


The **UIRadarV2.cs** file can go anywhere inside *"Assets"* folder or subfolders.

The **UIRadarV2\_CutomEditor.cs** **MUST** be placed under *"Assets\Editor"*.

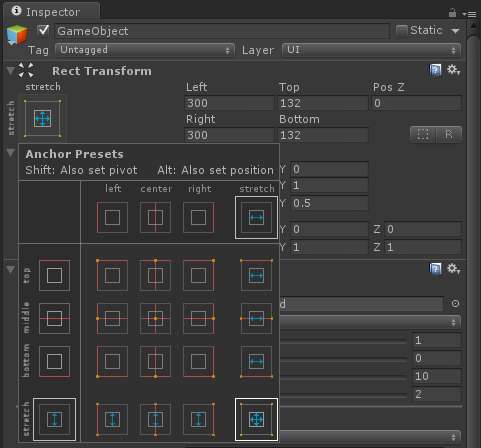
## 2 - Scene setup

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

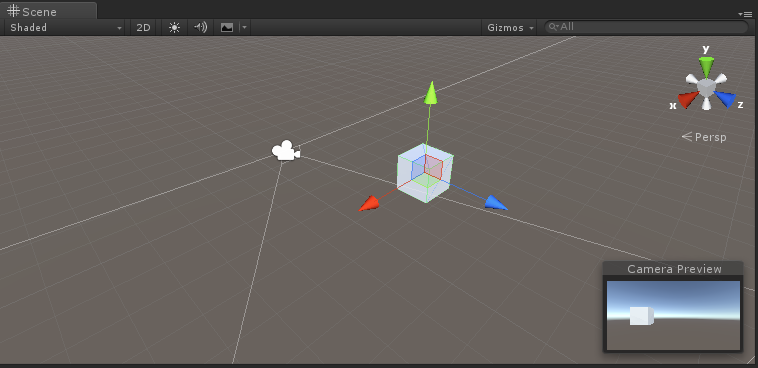


*Keep in mind that using* **Canvas***, the last component in hierarchy will be drawn on top of the others.*

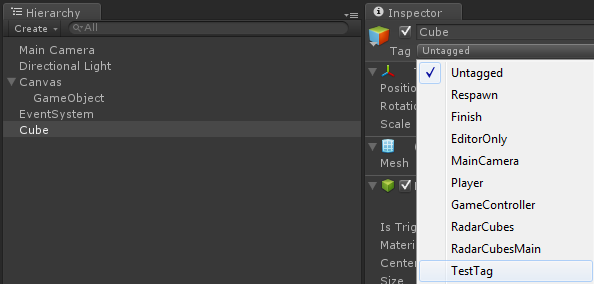
**2.** Change this object **Rect Transform** properties to "stretch" on both directions:



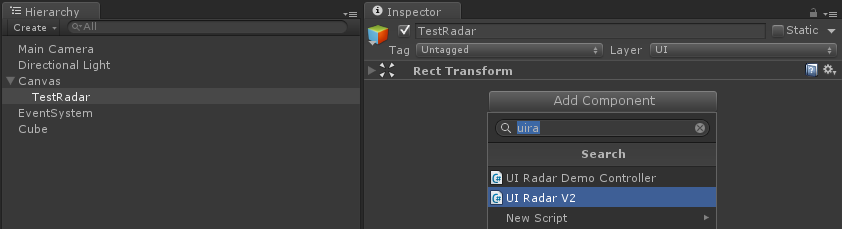
**3.** You can now add a test **Cube** to the scene and place it near your main **Camera**:



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

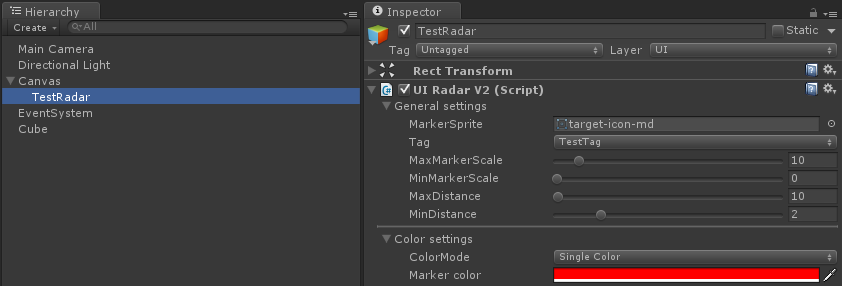


**5.** You can now add the ***UIRadarV2.cs*** **Script** to the empty object you created at step 1:



*Also let's rename it "TestRadar".*

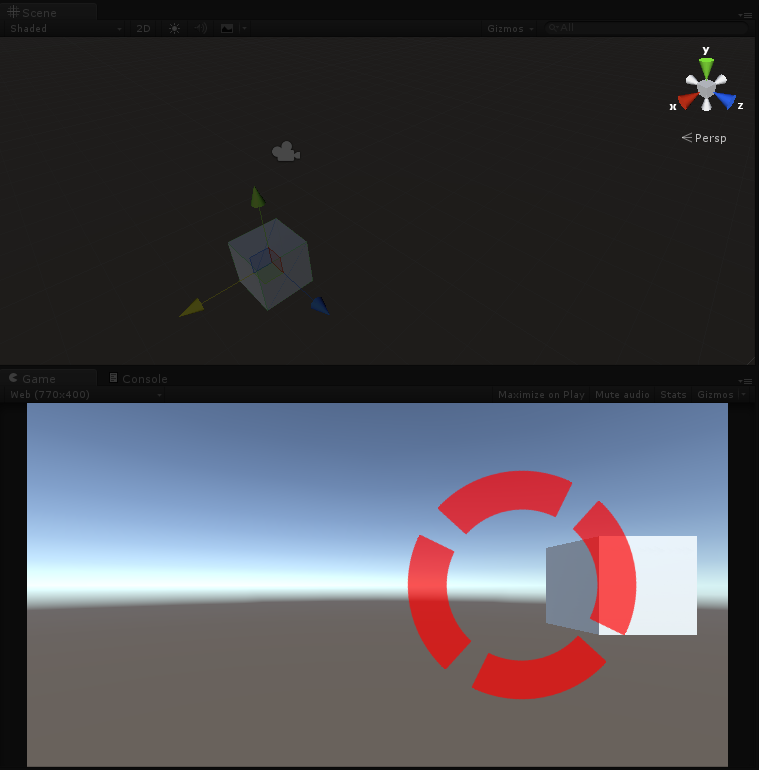
6. Add a **Sprite** to the script and you choose the **Tag** you gave to the cube in step 4:



*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***](https://github.com/Kardux/UIRadar)

- Project WebGL demo: [***http://www.roy-bodereau.fr/hudradar\_demo\_en.html***](http://www.roy-bodereau.fr/hudradar_demo_en.html)

- Project thread on Unity forum: [***http://forum.unity3d.com/threads/hud-radar-[...]182186/***](http://forum.unity3d.com/threads/hud-radar-%5b...%5d182186/)