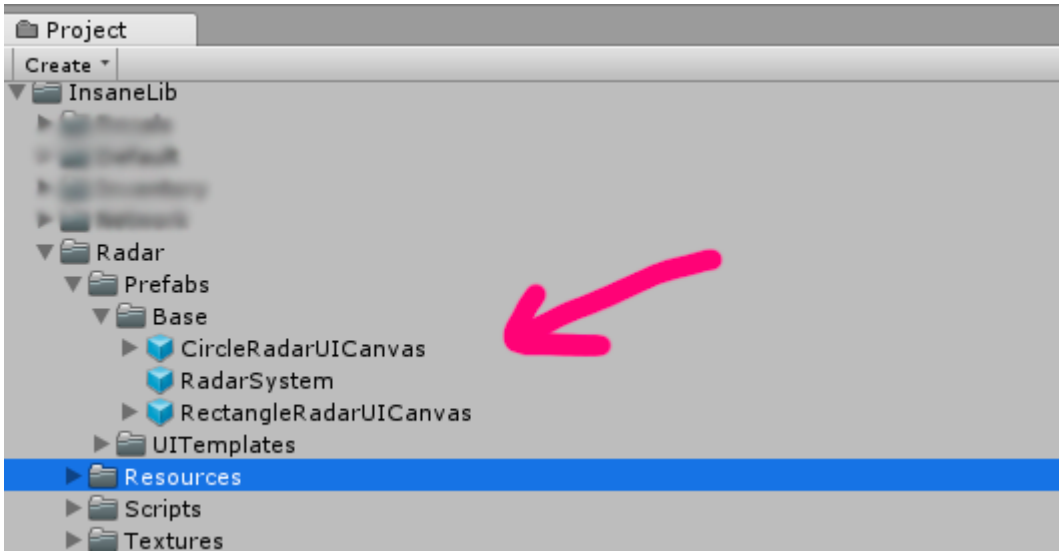
Insane Systems Radar Guide

Content

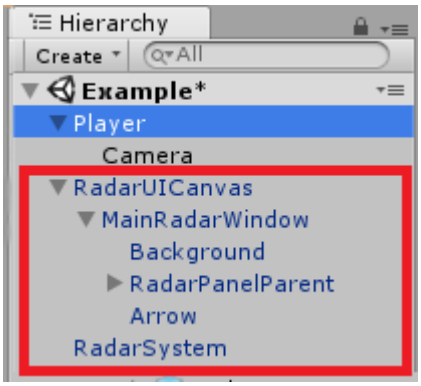
Quick Start

Setup your scene with Radar is very easy. First of all, you need to open folder InsaneLib -> Radar -> Prefabs -> Base.

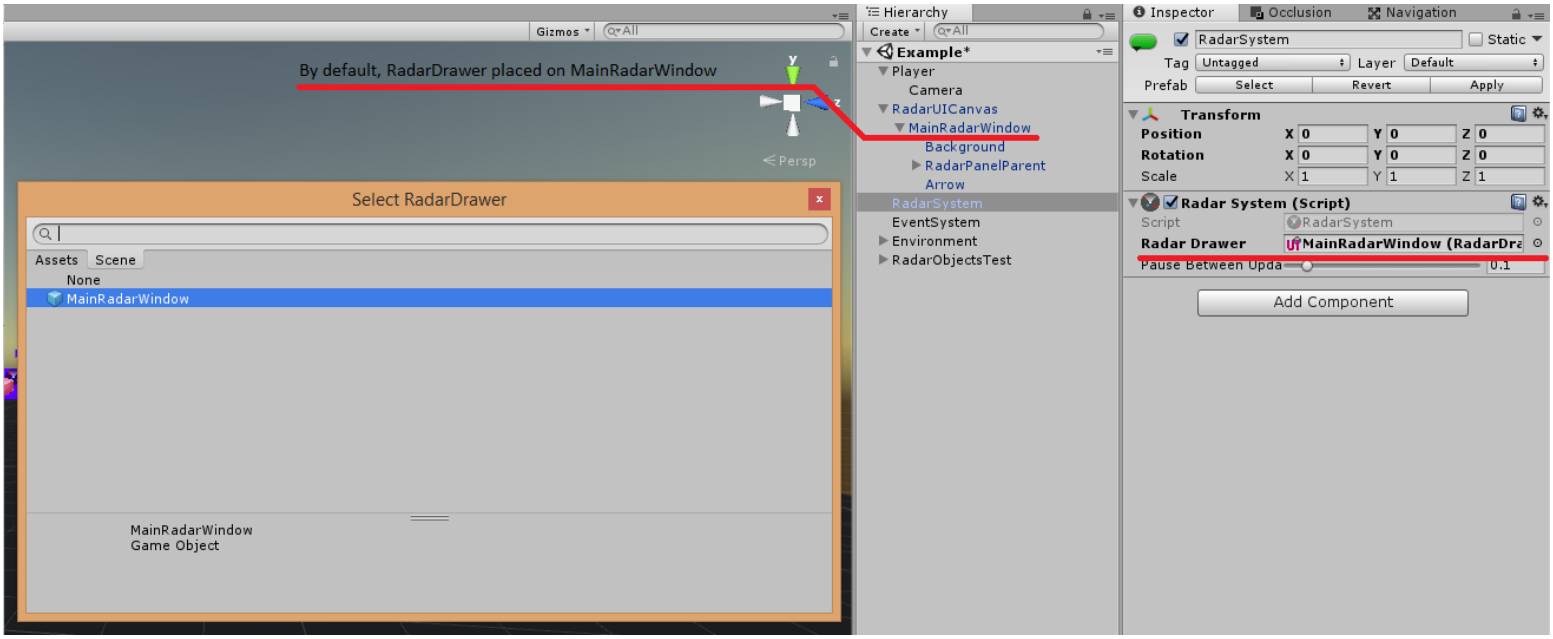


Now, bring RadarSystem and one of canvases to your Scene.

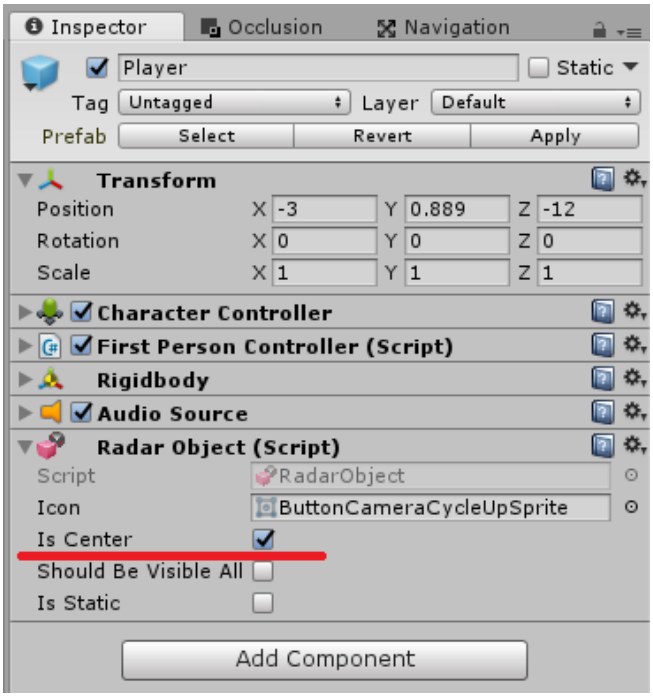
Note: it is not necessary to use separated UI Canvas for Radar, you can move MainRadarWindow from this canvases to your own Screen Space UI Canvas.



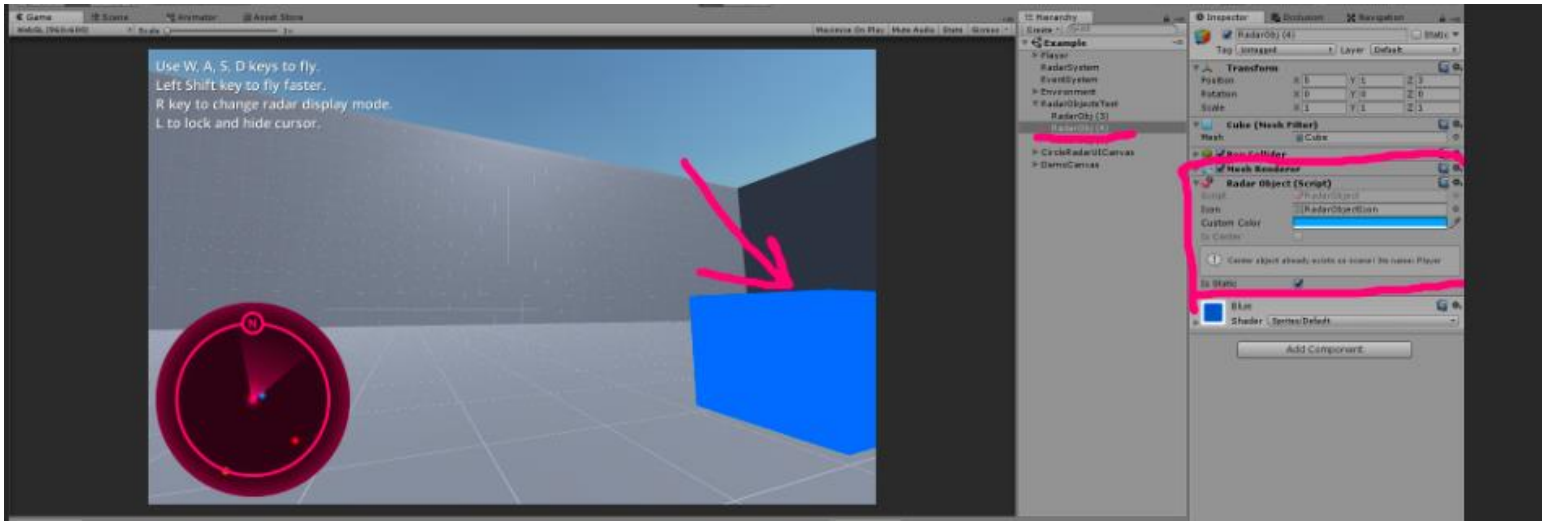
Afterwards, you need to setup parameter of **RadarSystem** component with scene **RadarDrawer** component from scene:



Finally, you need to select, which object is will be center of radar (for example, for Action, Shooter or RPG game it will be Player object), add **RadarObject** component to it and check toggle “Is Center” of it:



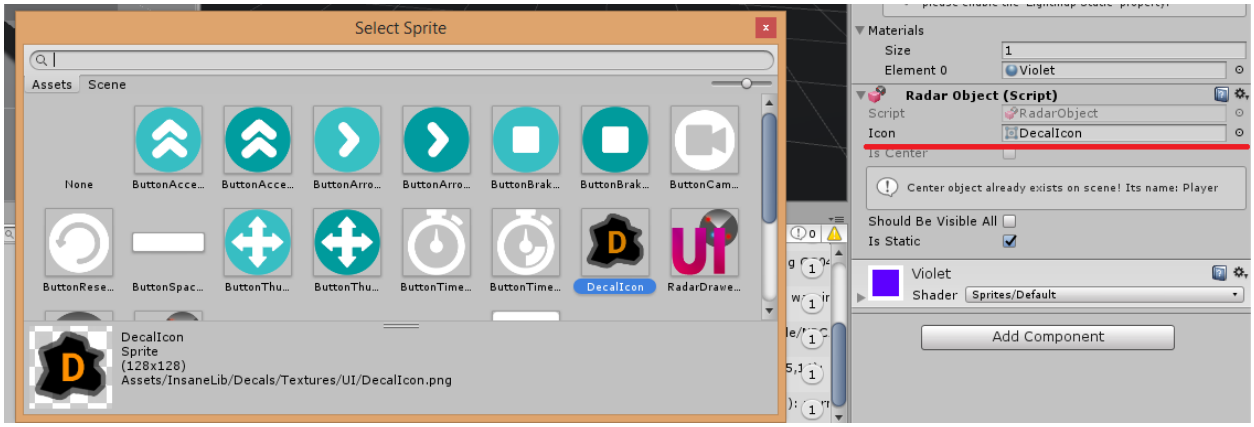
That’s All! Now you can add **RadarObject** component to other GameObjects or Prefabs, and when it will be near Center **RadarObject**, it will be shown on radar:



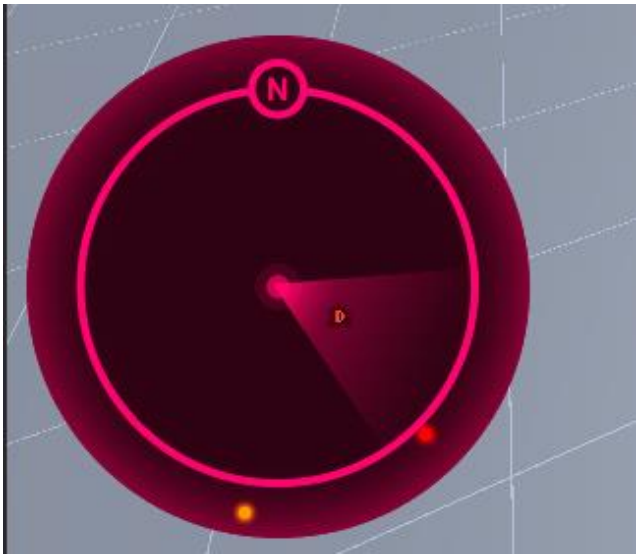
Detail Guide

Radar objects icons

To setup custom icon for your GameObject/Prefab with **RadarObject** component, and drag&drop your sprite to Icon parameter of **RadarObject**:



Now, your object will be shown on radar with new icon:

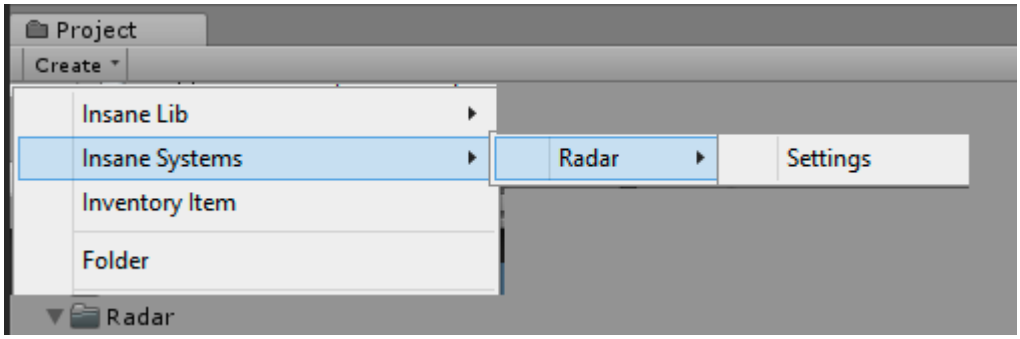


Note: you also can change icons scaling, if you need it. Read **Icons Scaling** partition.

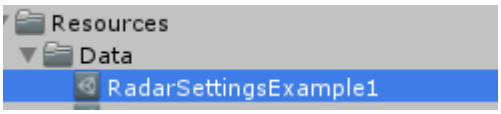
Radar Settings Asset

Radar System using a Scriptable Objects to store settings of radar. You can find Example Settings in InsaneLib -> Radar -> Resources -> Data folder.

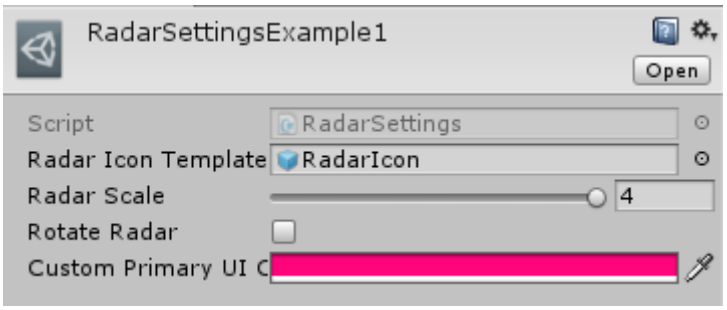
To create your own settings, in Project window click Create -> Insane Systems -> Radar -> Settings:



Will be created new asset with Radar settings:

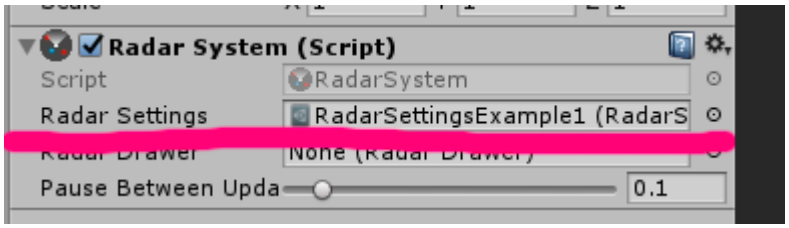


And you can customize some settings of Radar in Inspector window:



Note: you can read details about each parameter by hovering it with cursor in Unity Editor.

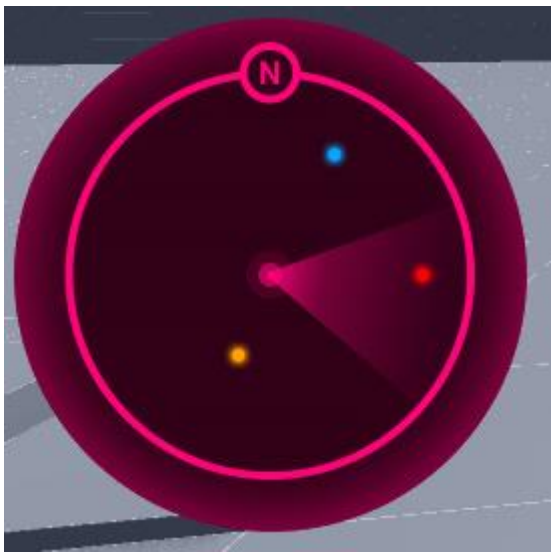
After all this things done, you need just drag&drop this asset to RadarSystem object parameter:



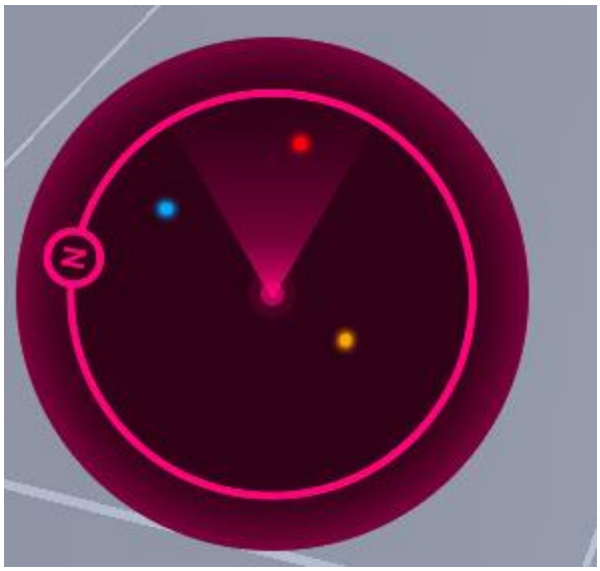
Radar work type

Radar has two types of work: static and rotating. For example, if you're making an Action or RPG, “rotating” radar will rotate with player, but if will be used “static”, only player icon will rotate. You can change work type in your **RadarSettings** asset.

Radar rotating is off (static mode):

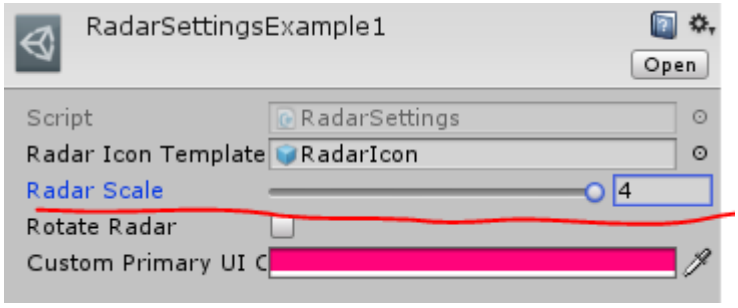


Radar rotating is on (rotate mode):



Radar scale

If you need radar zoom, you can change **RadarSettings** parameter named Radar Scale. Default value is 1 - real scale on radar. Bigger values will increase scaling.



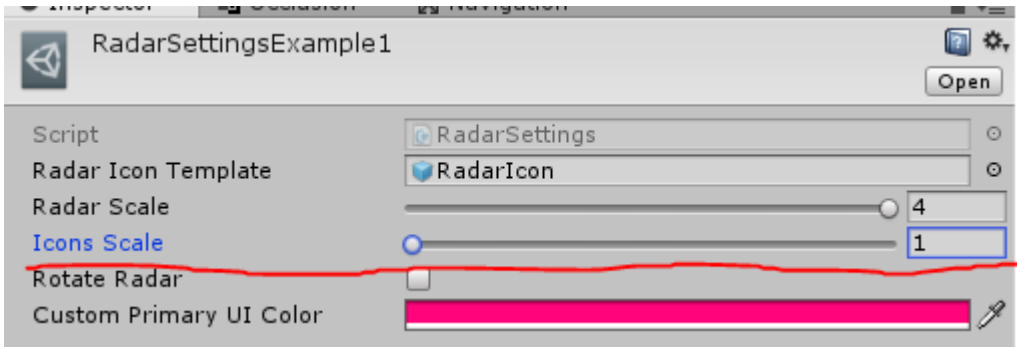
Radar update time

Radar update time means how often (in seconds) the position of moving objects on the radar will be updated. This parameter can be changed in **RadarSystem** component.

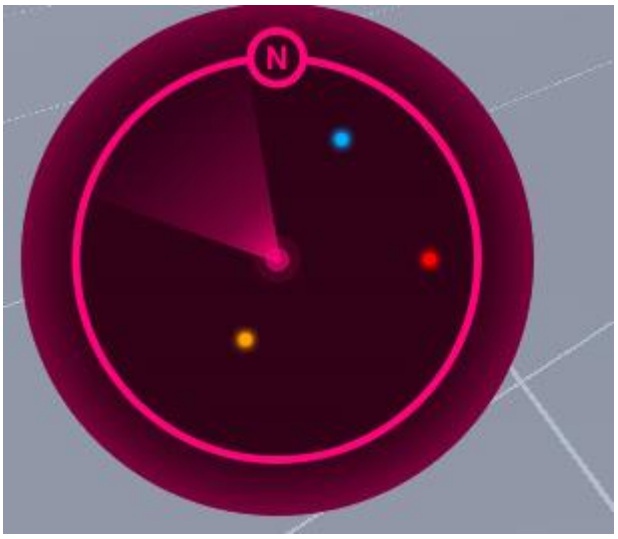
If you have only static objects, which should be shown on radar, then you should choose a value from 0.1 and above. If you have moving objects, reduce the value to zero until an acceptable level of “smoothness” of radar icons moving is reached. Low values can reduce performance.

Icons scaling

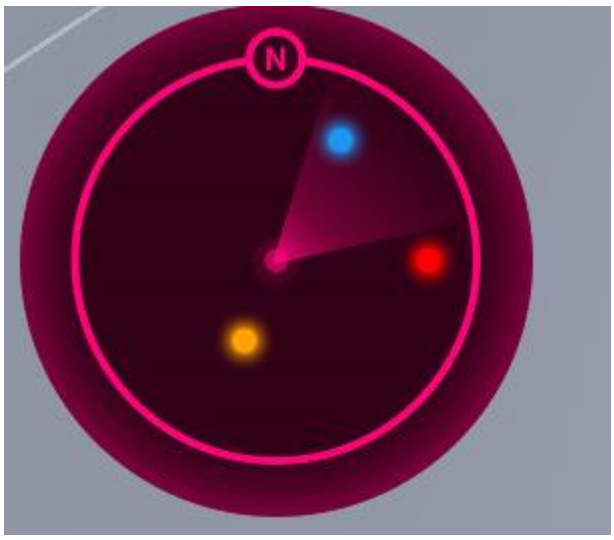
Icons scaling allows you quickly increase scale of the radar icons. It can be changed in **RadarSettings**:



Example, 1x icon scaling:



2x icon scaling:



Contacts

You can ask your questions or send your suggestions to us. ☺

To contact use email **godlikeaurora@gmail.com**