Documentation

# Explanation

This package includes a script for a player radar, as well as a script to put on enemies to display their position relative to the radar script’s gameobject.

The range can be modified in the inspector by changing the value of “Scale”, the diameter in metres. It will display any objects with the radar contact script in realtime.

# Assets

An example scene and player script can be found in the Example folder

Placeholder graphics can be found in the graphics folder (replace these before use)

Prefabs for the canvas, contact and arrow graphics can be found in the prefabs folder

# Setup

Drag the Canvas prefab into the scene, the radardisplay script onto your player and the radarcontact script onto any object. Set up the radardisplay such that the correct prefabs are referenced for the blips and arrows.