GLOBOTIX INDUSTRIES

Simple Scope 2D v1.0

What does Simple Scope 2D do?

Simple Scope 2d is a scope prefab that can be used for 2d sniper type games. By default it is mouse controlled and requires no coding, but everything is controllable through code if you prefer. It is completely customizable.

Using Simple Scope 2D

Add the **SimpleScope2D** prefab to a 2d scene on the top level of your hierarchy. Leave the position and rotation all at zero. Select the **ScopeCanvas** child of of the prefab and change the *Reference Resolution* of the *Canvas Scaler* to match your target resolution.

Customizing.

All you have to do is change one image and adjust some sizes to fit your image. Drag the **SimpleScope2D** prefab into a scene. In the **ScopeImage** game object, change the *Source Image* of the *Image* component to your custom graphic. Change the *Width* and *Height* of the *Rect Transform* of the **ScopeImage** component to your desired size. If the zoomed image doesn't fit your new graphic, then change the *Width* and *Height* of the *Rect Transform* of both **MaskForScope** and **ZoomedRender** to fit your new image. The *Width* and *Height* of the *Rect Transform* of **MaskForScope** and **ZoomedRender** should be the same.

Inspector fields

1) **Zoomed In Radius.** Maximum magnification expressed in world units visible in scope.
2) **Zoomed Out Radius.** Minimum magnification expressed in world units visible in scope.
3) **Initial Zoom.** Magnification expressed in world units visible in scope.
4) **Scale**. Set size of entire scope. 1 is no change.
5) **Max Speed**. The speed the scope moves on the screen in world units per second.
6) **Movement Dampening**. Smoothes the scope movement. 0 for no smoothing.
7) **Hide On Start**. Otherwise, use functions below
8) **Hold RMB To Show.** Hold the right mouse button to show scope. Otherwise, use functions below
9) **Move With Mouse**. Otherwise, use functions below.
10) **Zoom With Wheel**. Otherwise, use functions below.
11) **Invert Wheel.** Toggles which wheel direction is zooming in.
12) **Zoom Wheel Increment**. The smallest amount the mouse wheel will affect the zoom.
13) **Zoom Speed**. How quickly the zoom changes.
14) **Zoom Dampening**. Smoothes the zoom changes. 0 for none.
15) **Hide Cursor**.Select to hide the cursor whenever the scope is visible (Only if using a custom cursor.)

Public Functions

void ShowScope()
Enables the rendered part of the scope prefab.

void HideScope()
Disables the rendered part of the scope prefab.

void SetScopeDestination(Vector2 screenCoordinates)
Sets the destination in screen coordinates that the scope will move to using the Max Speed and Movement Dampening properties.

void SetScopeDestinationWorldCoordinates(Vector2 worldCoordinates)
Sets the destination in world coordinates that the scope will move to using the Max Speed and Movement Dampening properties.

void MoveScopeTo(Vector2 screenCoordinates)
Moves the scope immediately in screen coordinates..

void MoveScopeToWorldCoordinates(Vector2 worldCoordinates)
Moves the scope immediately in world coordinates.
SetScale(float myScale)

void ZoomTo(float desiredZoom)
scope will zoom to this based on zoom speed and dampening

Properties

float Zoom
Set this to immediately change the zoom. Returns the current zoom level.

static Bool ScopeVisible
Use this to check if the scope is visible. Get only.

Support

Forum: http://globotix.freeforums.net/
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