Dotted Arrow

Documentation

Version: 1.0

What is this?

Dotted Arrow is a simple UI arrow that points from a Transform to the mouse position doing all the necessary canvas scale calculations.

How to Use

After importing Dotted Arrow to your project, drag to your Canvas one of the prefabs named **Arrow** under **Kalkatos > DottedArrow > Prefabs**.

Add a reference to the arrow on your script and, when needed be, call either **Activate()** or **SetupAndActivate(Transform)** using that reference. To deactivate, simply call **Deactivate()**.

Here is a simple script that activates the arrow when the left mouse button is pressed:

```
using UnityEngine;
using Kalkatos.DottedArrow;

public class ActivateOnMousePress : MonoBehaviour
{
    [SerializeField] private Transform origin;
    [SerializeField] private Arrow arrow;

    private void Update ()
    {
        if (Input.GetMouseButtonDown(0))
            arrow.SetupAndActivate(origin);
        else if (Input.GetMouseButtonUp(0))
            arrow.Deactivate();
    }
}
```

How it Works

When called, the method `SetupAndActivate(Transform)` activates the 'Base' object which displays the arrow. Then, on every Update the arrow is positioned with the bottom over the transform referenced as 'origin' (converted from world to screen position) and the tip on the position of the mouse cursor.

The positioning is done on the main 'Arrow' Rect Transform and the scaling of the arrow is done using the `anchorMax.y` attribute of the Rect Transform inside the 'Base' object.
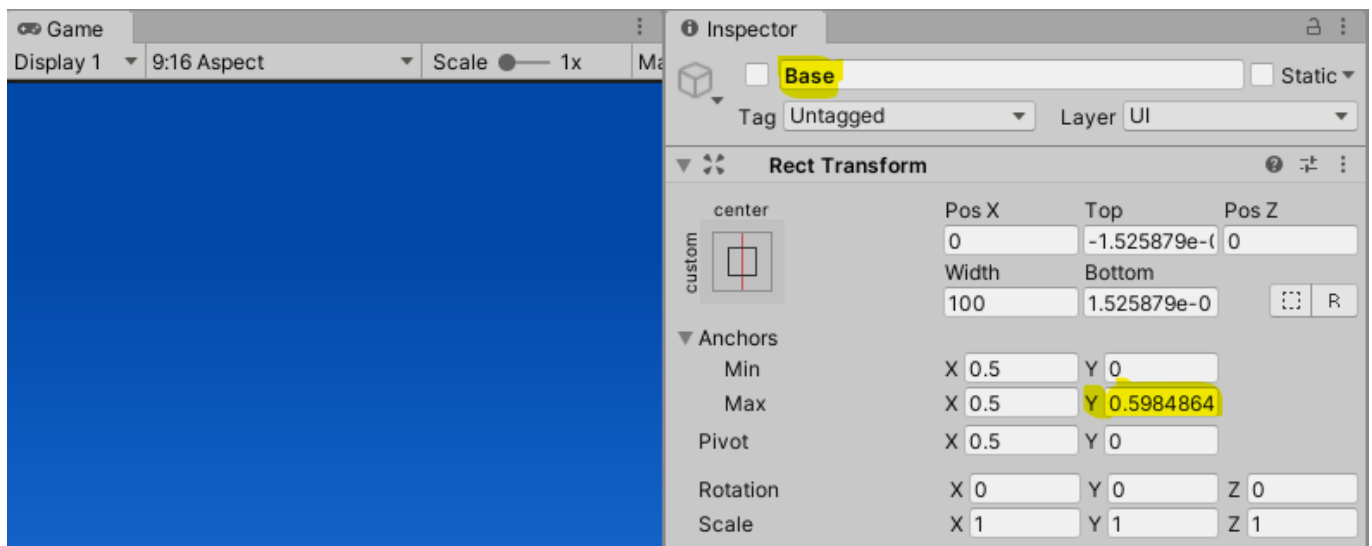
Modification Guide

If you need to change the number of dots on the arrow, keep in mind that each dot has its own anchor position to the parent. That is, as we have 8 dots, they are anchored on the Y axis with distance of 1/8 of each other, so 0, 0.125, 0.25, 0.375 and so on. With the

addition of more dots, these anchor positions should also change to keep the dots scaling uniformly.

Contact

If you have feedback, suggestions or need help, feel free to contact me at
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Thanks for using!

Alex Kalkatos
Asset Creator & Game Developer

Dotted Arrow is released as a free asset on the Unity Asset Store.