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Vectorsprite World Flags

Version 1.0.0 (March 2021)

Description

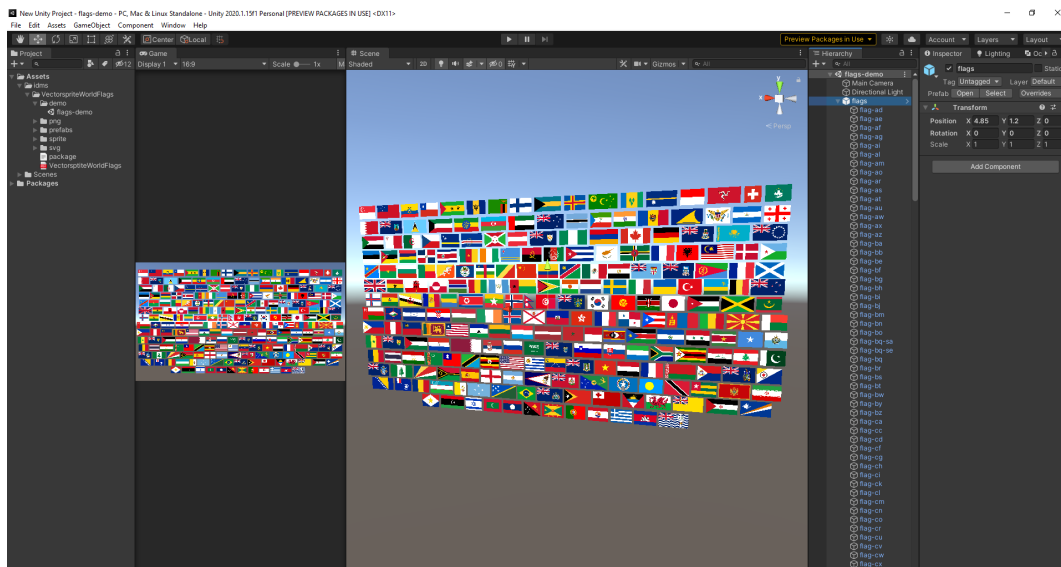
This package contains 239 assets representing flags from countries around the globe.

The key benefits are:

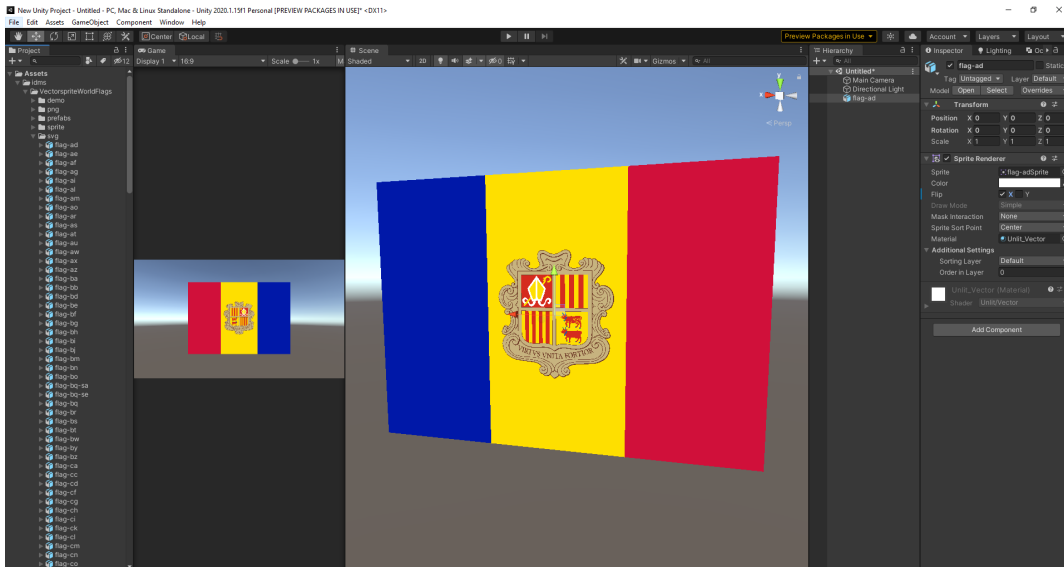
- All assets are available as a sprite or in PNG format (1000 x 700 pixels)
- All flags have been normalized to a height of 1 unit
- Uses vector graphics (SVG) by leveraging the Unity Vector Graphics preview package
- File naming convention follows ISO 3166-1 alpha-2 country codes

How to Use?

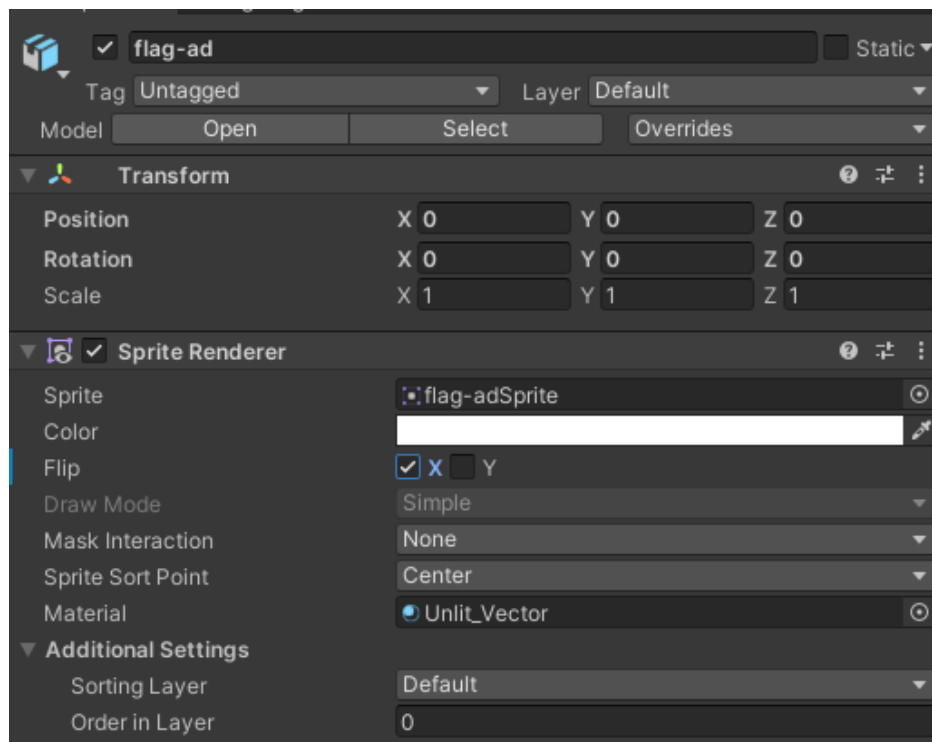
To see all the flags, open the demo scene under idms/VectorspriteWorldFlags/demo to see all flags.



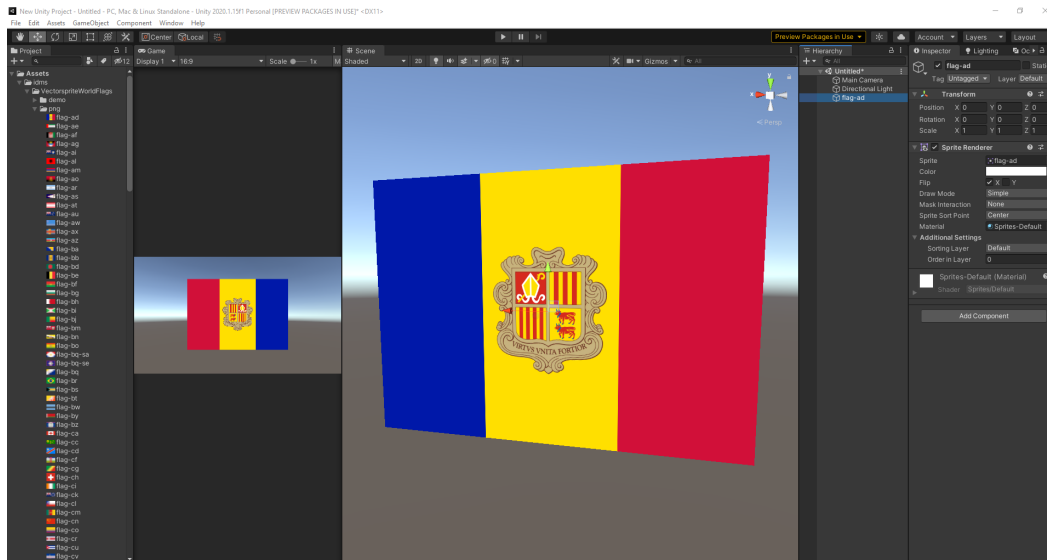
To use in your project, simply drag and drop the flag **SVG** prefab in your scene. The properties can be seen in the inspector window.



Note that, due to a left/right handedness difference between SVG and Unity, make sure the "flip x" option is checked in the asset properly.



If you prefer or need to use an image version, you can also drag and drop the **PNG** version in your scene, or use it as a texture.



Example(s)



Dependencies

This package has a dependency on the Unity Vector Graphics Preview package. For more information, please visit:

- <https://github.com/Unity-Technologies/vector-graphics-samples/blob/master/Documentation/vectorgraphics.md>

Note that Vector Graphics has not yet reached the verified stage, and therefore is not visible in the package manager, as discussed at

<https://forum.unity.com/threads/visibility-changes-for-preview-packages-in-2020-1.910880/>

License

This package is distributed under the [Unity Asset Store EULA](#).

Contact

For questions, suggestions, or support, contact unity@integrateddatasvc.com