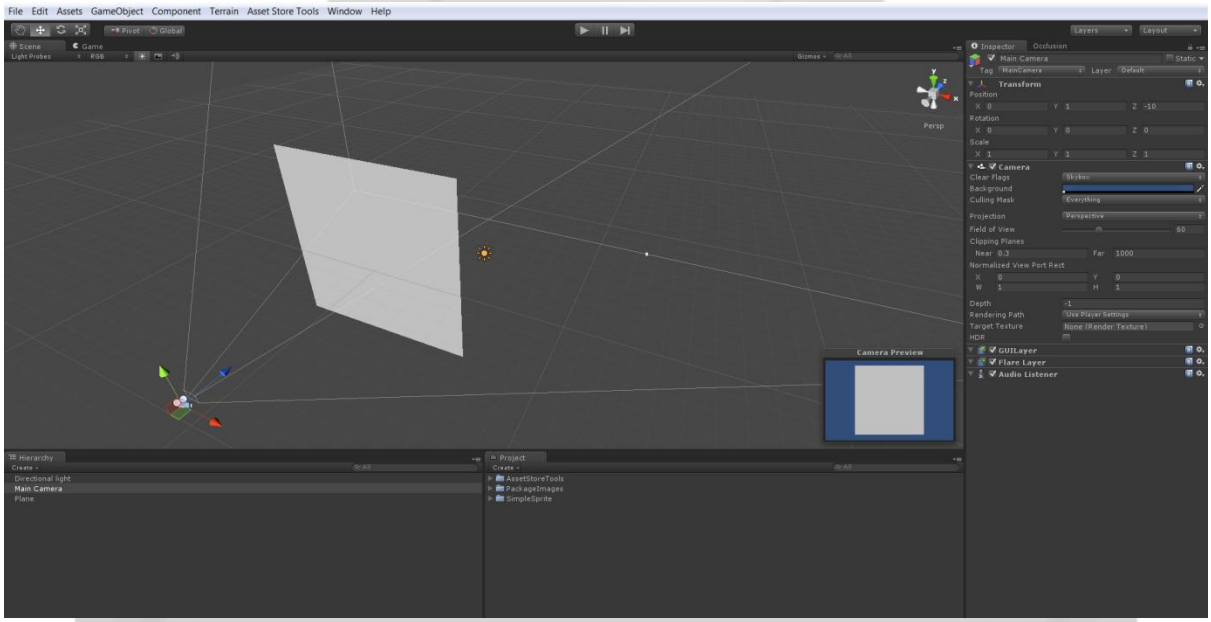
Simple Sprite Guide

Thank you for downloading Simple Sprite. The following is guide to help you get the most out of the package.

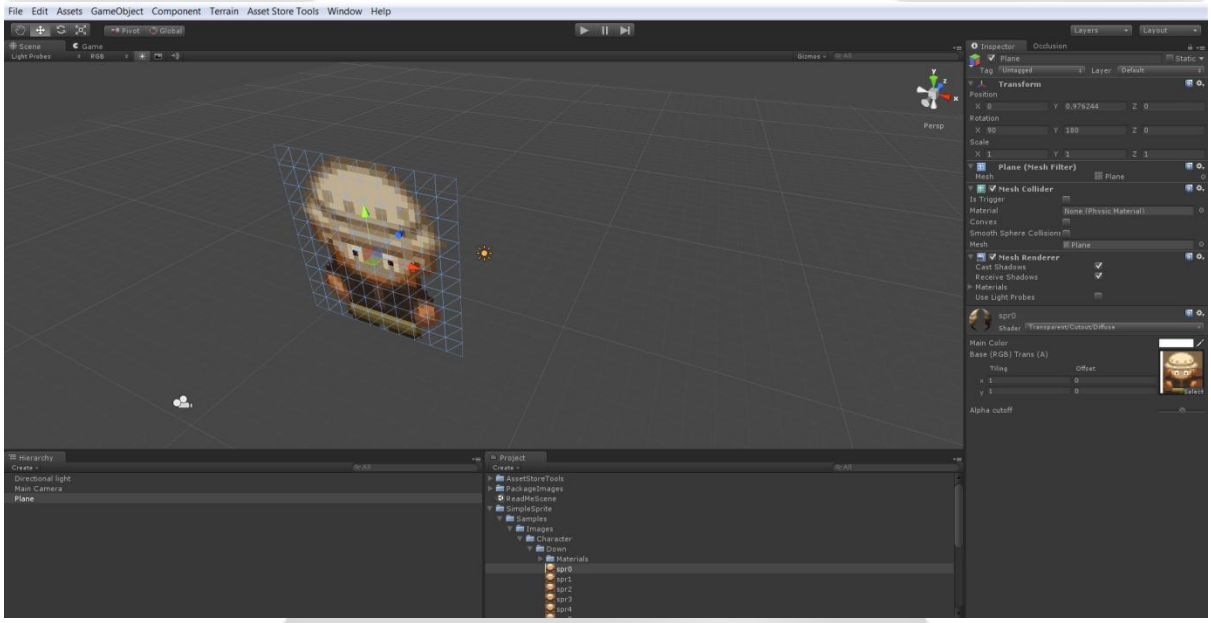
-Black Rain Interactive-

Step 01 : Setting Up

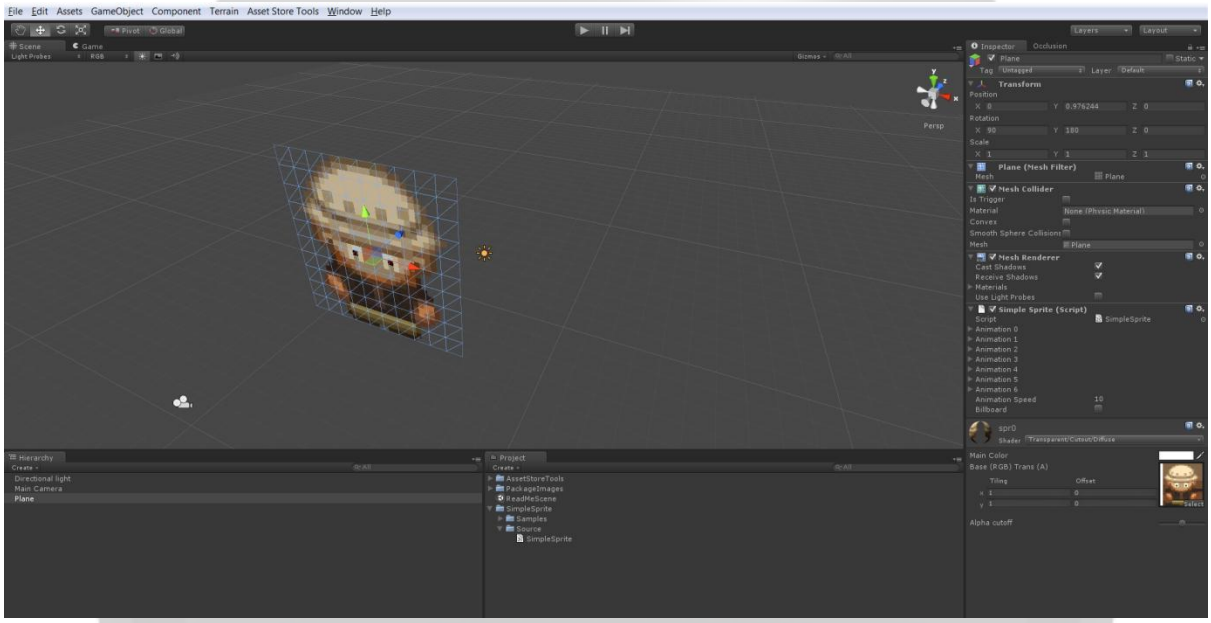
The setting up process in Simple Sprite is relatively simple. The first thing you need to do is add a plane to you scene, and move it to where you want it to be. In this case, it is directly in front of the camera.



Then you attach the very first frame of the animation to the plane, and set the shader to transparent-cutout.

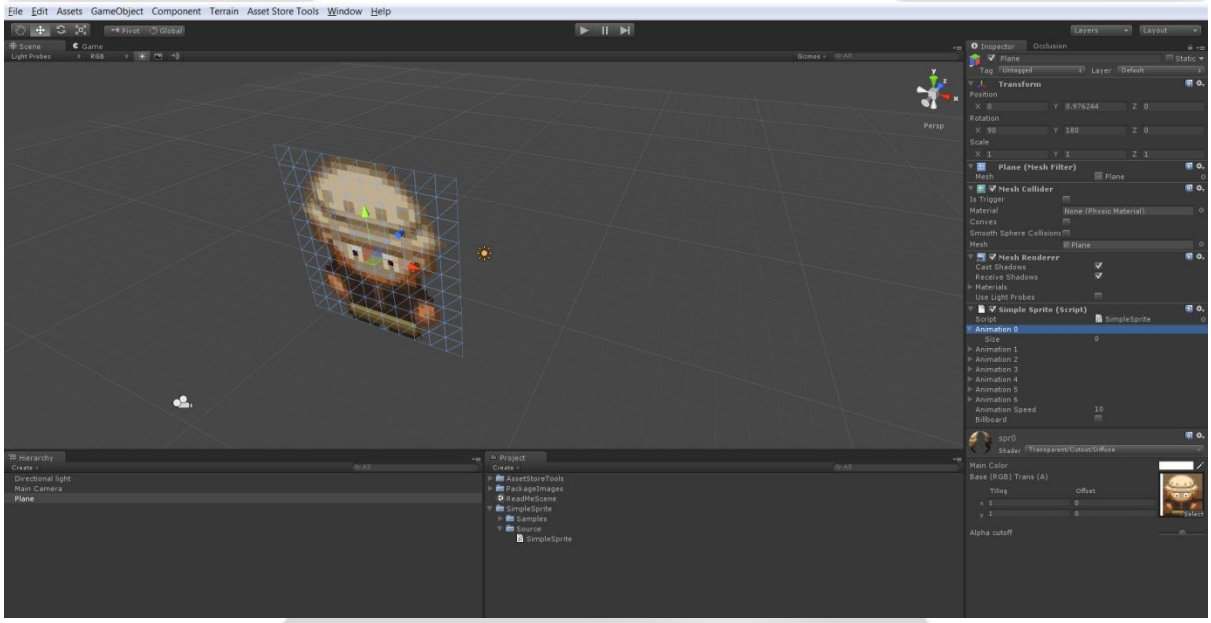


The last thing to do is add the Simple Sprite script to the plane.

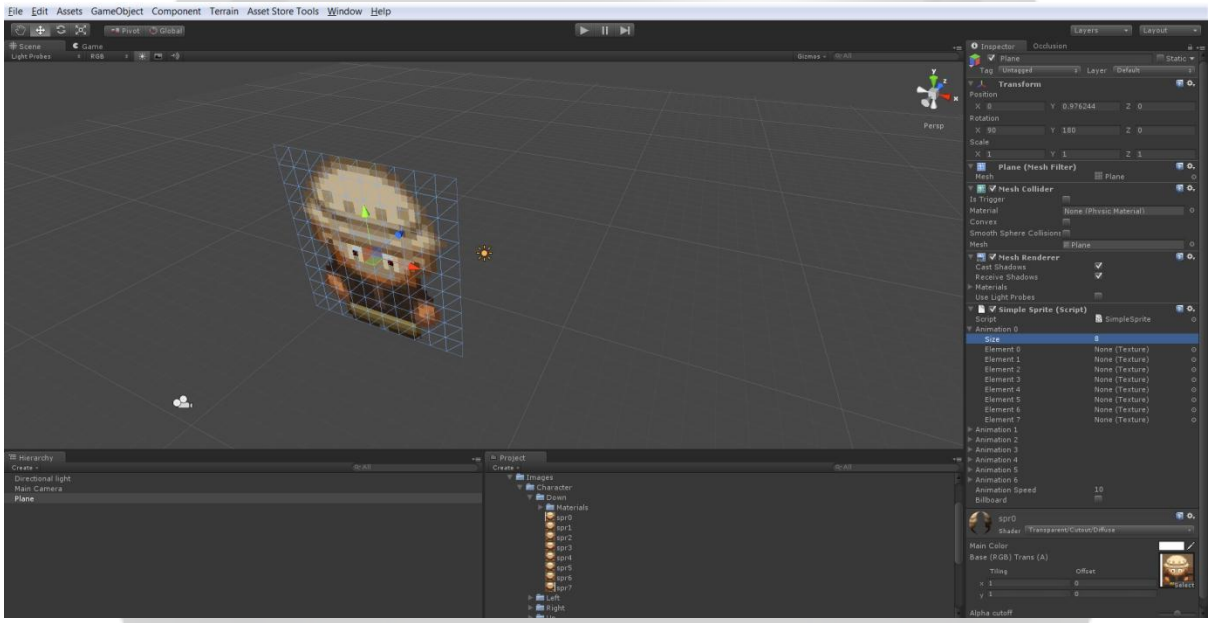


Step 02 : Adding Animations

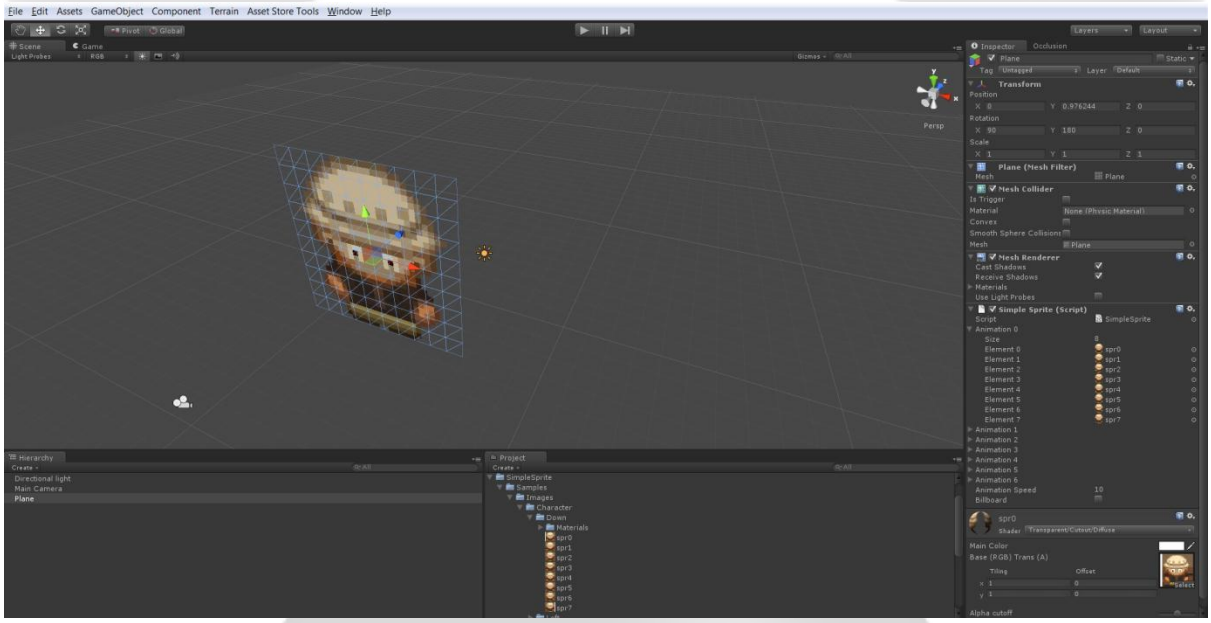
Adding animations in Simple Sprite is very easy to do. First, click on the arrow next to one of the animation slots.



Where is says “Size”, this is where you tell the script how many frames the animation will have. In this case, we will enter the number 8, as there are eight frames in the animation.



Next, starting from top to bottom, drag and drop the frames into the slots.



Step 03 : Playing The Animation

To start off, create a new JavaScript, C#, or Boo file and open it up.
In the “Awake” function, write the following lines of code:

BroadcastMessage ("PrePlay");
BroadcastMessage ("PlayAnimation", 0);

What the first line does is tell the script to prepare to play an animation. Without this, the script will not change animation.

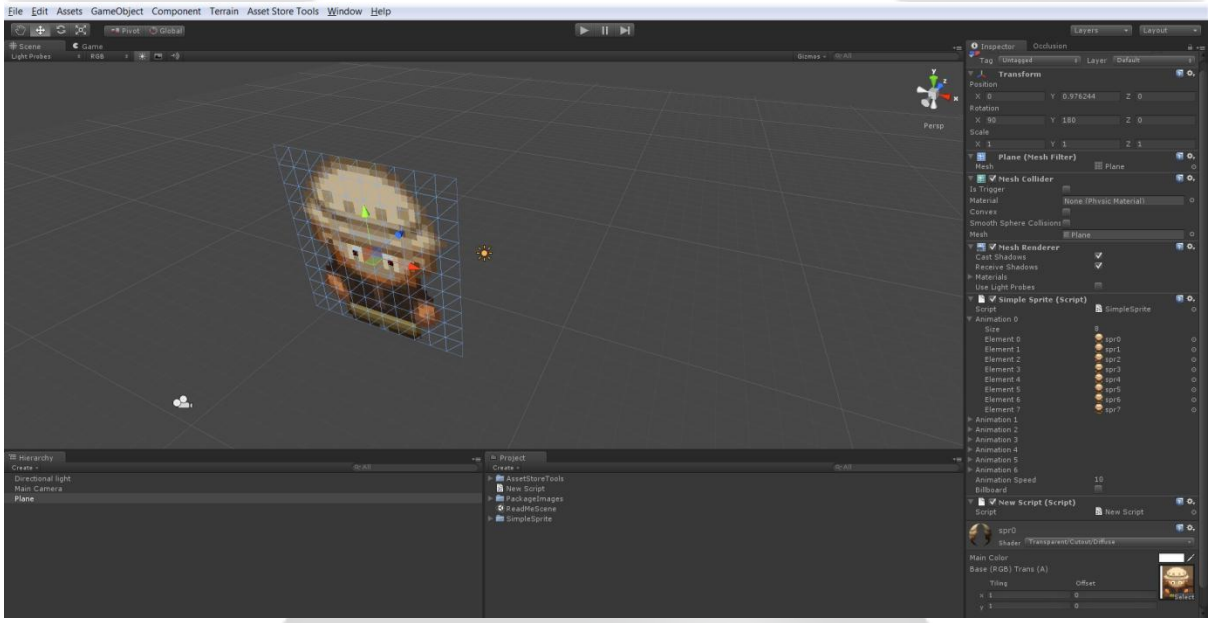
The second line has two parts. The first part tells the script to play an animation. The second part specifies which animation to play. In this case we are using animation “0”. This is what it should look like.

```
#pragma strict

function Awake () {

        BroadcastMessage ("PrePlay");
        BroadcastMessage ("PlayAnimation", 0);
}
```

Now go back to Unity and drag the script onto the plane.



Now when you press play, the sprite animation will play. That is all there is too it!

Changing The Animation Speed.

There are two ways to change the animation speed. The easiest way is too change it within the inspector. Underneath the animation slots, you will see the “Animation Speed” variable. By default, it is set at 10. The higher the value, the quicker the animation will play.

The second way is to use code. This is only useful for adjusting the speed at runtime.

The function for changing the speed is:
BroadcastMessage ("SetSpeed", speed);

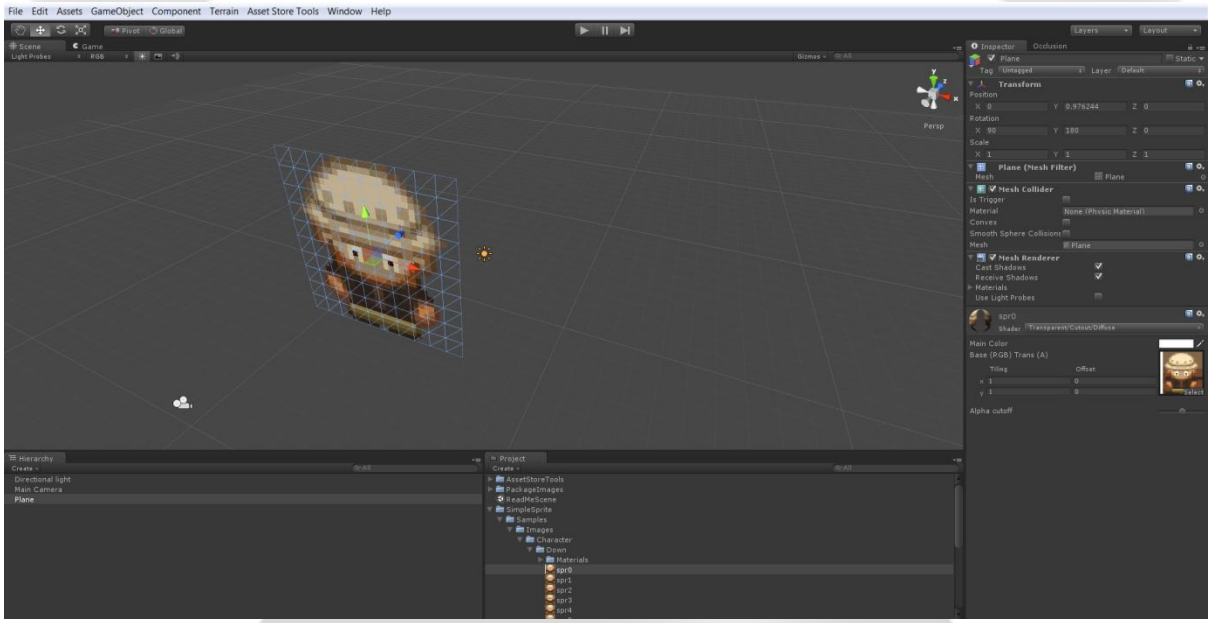
The first part tells the script that you wish to change the animation speed. The second part is where you specify the speed you would like to set, (replace “speed” with the speed you would like to use).

For example: BroadcastMessage ("SetSpeed", 20);
This would set the animation speed to 20.

Using The Billboarding Feature

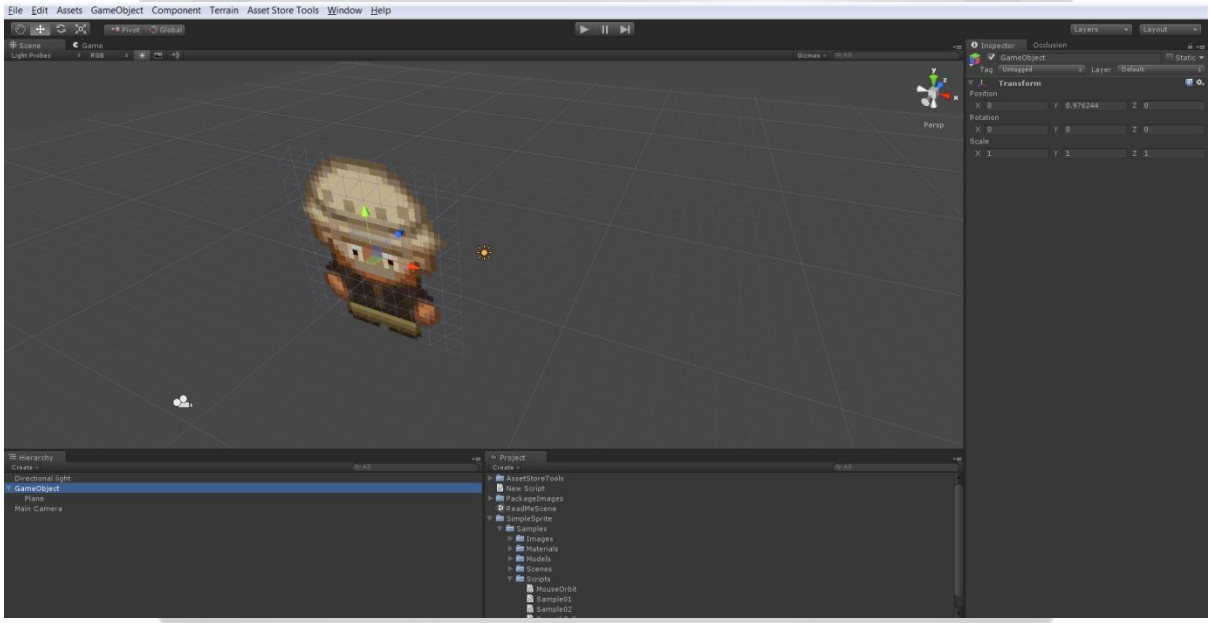
Creating billboards require a bit more setting up then regular sprites. For those who do not know what billboarding is, when you create sprites in 3D space, you generally want them to face the camera at all times. Otherwise it looks just plain dodgy. The process of making the sprite face the camera is called billboarding.

The first thing you need to do is set up the plane (do not add the script yet).

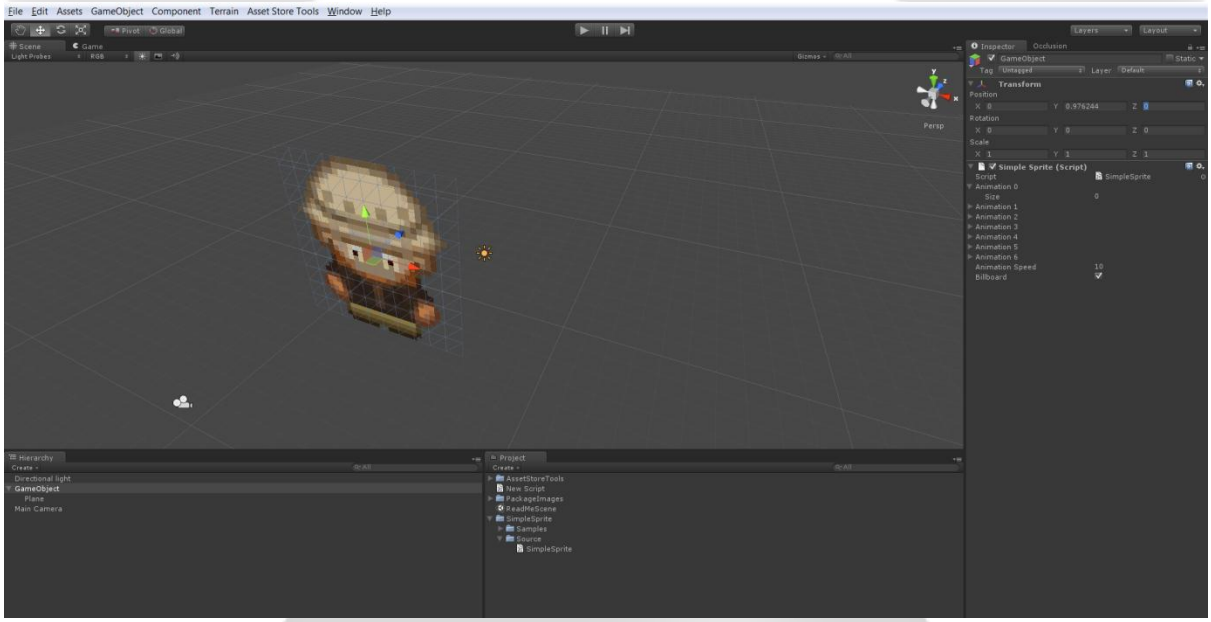


The next thing you need to do is create an empty game object and place in the same position as the plane.

Then you set the plane (sprite) as a child of the empty object.



Now place the script onto the game object (not the plane) and tick the box that says “Billboard”.



Now if everything was done correctly, the sprite will always follow the camera.

Please note that this may take some adjustment to get right.
If you cannot see the sprite after pressing “Play”, just rotate the plane 180 degrees along the y-axis.