

OBJECT INSIGHTS HIGHLIGHTER V1.1
DOCUMENTATION

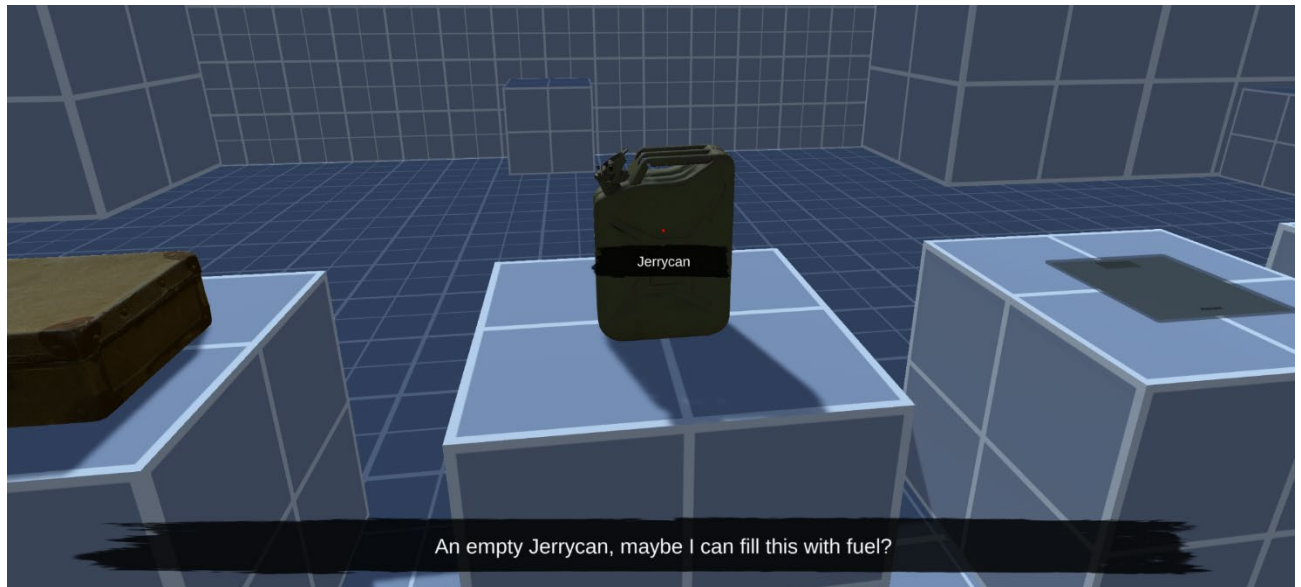
Contents

Introduction.....	2
FAQ.....	3
Getting Started - Setup	4
Patch Notes	6
Contact	7
Online Documentation	7

OBJECT INSIGHTS HIGHLIGHTER V1.1
DOCUMENTATION

Introduction

This Object Insights Highlighter is a starter for a basic inspecting system which allows you to click on gameobjects or items within your game world, highlight their name and get extra information about them as if you were to inspect them in life. Allowing you to easily customise and make this as complex as you wish.



CHECK OUT THE ONLINE DOCUMENTATION FOR SETUP HERE: <https://speedtutoruk.gitbook.io/text-inspection-system/>

FAQ

Q). How do I Import the asset?

A). Go to the Unity asset store and visit your “**Download manager**”. Download the asset if not already downloaded and click “**Import**”, import all required features of the asset for your use. It should have appeared in your project under “**Text Inspection System**”.

Q). Should I import “Project Settings” when choosing to import this asset?

A). It is always recommend NOT to import project settings unless important for your project, you can alternatively create an entirely new project and import this asset with the project setting, then transfer the package folder over to your current project. To save any issues! Always back up your project before importing any assets – If you have any issues, do let me know!

Q). Is there an example of this asset working?

A). Yes, you can open the “**Text Inspection System Demo**” to see the vitals system in action, or use this scene as your initial base of your project.

Q). My managers don't stay between scenes properly?

A). Take make these work best, they shouldn't be in an empty game object, but loose within the hierarchy. This is just how the Don'tDestroyOnLoad works, I only put them with a managers parent gameobject to keep it looking neat and tidy!

OBJECT INSIGHTS HIGHLIGHTER V1.1
DOCUMENTATION

Getting Started - Setup

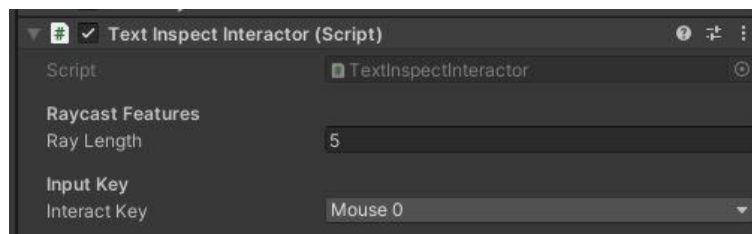
Up to date setup on the **ONLINE DOCUMENTATION** HERE: <https://speedtutoruk.gitbook.io/text-inspection-system/>

BEFORE YOU START: You could add the “EntireDemoScene” prefab to your scene if you want a really quick start!

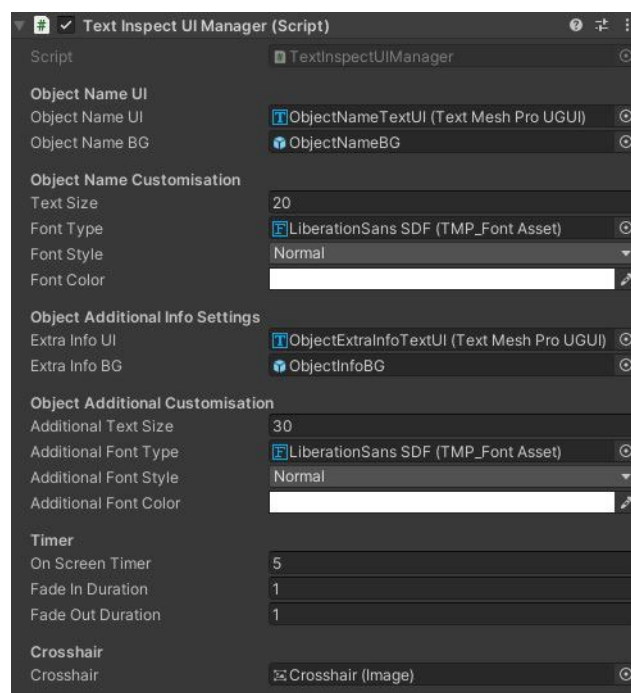
1). Add the “TextInspectInteractor” (Which is the Raycast script) which will allow you to interact with the 3D item objects.

Ray Length: The distance you can interact with objects

Interact Key: This is the key to interact with items in the scenes

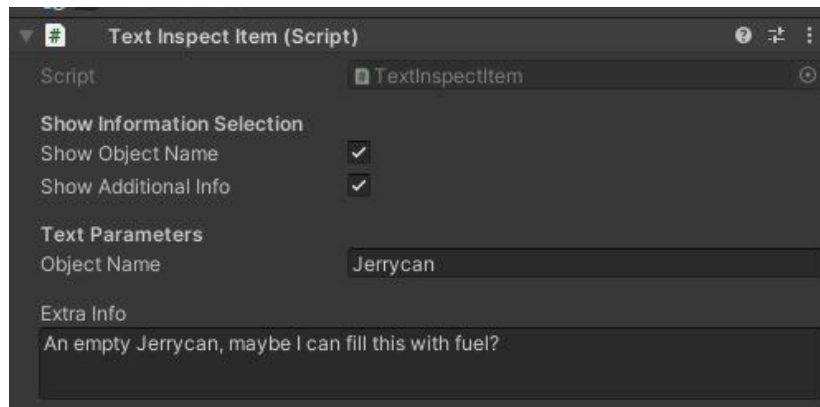


2). Add a “TextInspectUIManager” prefab and make sure to add the UI canvas objects



OBJECT INSIGHTS HIGHLIGHTER V1.1 DOCUMENTATION

- 3). Add a "TextInspect – Canvas"
- 4). Add a "TextInspect – CrosshairCanvas"
- 5). Add a "TextInspectItem" script:
 - Make sure this 3D object as a collider
 - Then choose the options as below for your objects



Patch Notes

Version 1.1 - June 2024

- Added a new option so you can play an audioclip on the GameObject if you wish to display the details in voiceover form for the items
- Parented all UI elements to UIManager so it can easily save UI elements between scenes
- Renamed all UI elements for better scripting and referencing conventions
- Converted all UI's for use with TextMeshPro
- UI Manager
 - Added bool checkbox for all UI manager to make sure it can easily be chosen to persist between scenes
 - Refactored this script with better field naming conventions to reference the new UI naming

Version 1.1 - April 2023

- Added new "TextInspectInteractor"
 - Refactored the entire Raycast script
 - Added Interact Key dropdown to the inspector hint
- Added new "TextInspectItem"
 - Refactored this script
 - Added booleans on whether to show or hide specific text inspection elements
- Added new "TextInspectUIManager"
 - Created a brand new UI controller for all management
 - Added text customisation options
 - Added brand new fade in & out for text displaying
- Added 2 custom grunge sprites to customise the look and feel of the text display

OBJECT INSIGHTS HIGHLIGHTER V1.1
DOCUMENTATION

Contact

Thanks very much for downloading! Please be sure to leave a **star rating** and **review** if you liked the package!

Support me on Patreon: <https://www.patreon.com/SpeedTutor>

Make a small donation: <http://www.paypal.me/speedtutor>

If you have any problems with the pack or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com

Website: <http://www.speed-tutor.com>

YouTube: <http://www.youtube.com/user/speedtutor>

Online Documentation

Up to date setup on the ONLINE DOCUMENTATION HERE: <https://speedtutoruk.gitbook.io/text-inspection-system/>