

INSPECT OBJECT ASSET

FOR UNITY3D DOCUMENTATION



INSPECT - ROTATE - ZOOM

RELEASE VERSION 1.0

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Inspect Object Asset - Overview:

Requires Unity 5.1.2 or higher.

Click and inspect any object in game. AAA quality asset!

Top quality in-game object inspector. Fast set-up to click and examine any object in game. Perfect companion for your games: adventure, point & click, role, free to play, room escape... all kind of situations where the player needs to take a closer look to a game object.

FEATURE LIST:

- ZOOM AND ROTATE OBJECT VIEW
- OPTIONAL BLUR BACKGROUND
- OPTIONAL IN GAME OUTLINE AND LABEL DISPLAY

- ADJUST OUTLINE COLOR, THICKNESS AND FLASH SPEED
- ADJUST FONT OPTIONS FOR IN GAME LABEL
- ADJUST ZOOM AND ROTATION SPEED
- ALLOWS INTERACTION WITH INSPECTED OBJECT
- AUTOMATIC SETUP OF LAYERS AND MASKS
- EASILY INTEGRABLE WITH THIRD PARTY ASSETS
- SAMPLE SCENE INCLUDED
- FULL DOCUMENTATION
- FULL C# SOURCE CODE

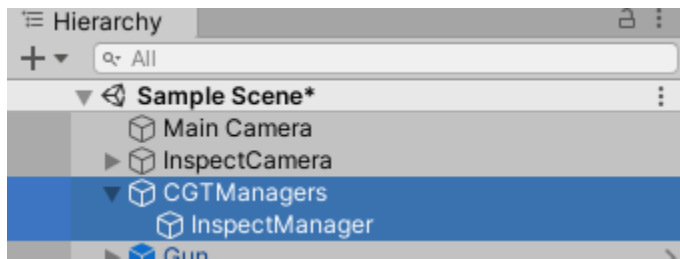
YOUTUBE TUTORIAL:

https://youtu.be/s4_fYg6hUgQ

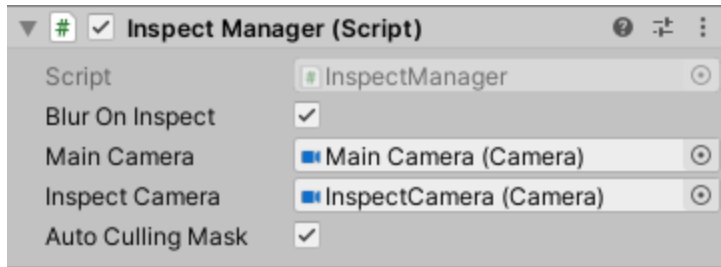
Inspect Object Asset - Usage and Installation:

To use this package:

- Import the Inspect Object Asset Package into the project.
- Open the scene where you wish to apply the effect.
- Create a new camera and set position and rotation of to zero. It is recommended to rename this camera to *InspectCamera* but is optional.
- Add a copy of the object you wish to inspect as a child of this new camera.
- Beware of position and rotation of the object so it looks nice in the new camera.
- Add an 'InspectObject' script to this object. You will notice that a new object has been created at 'CGTManagers/InspectManager'.

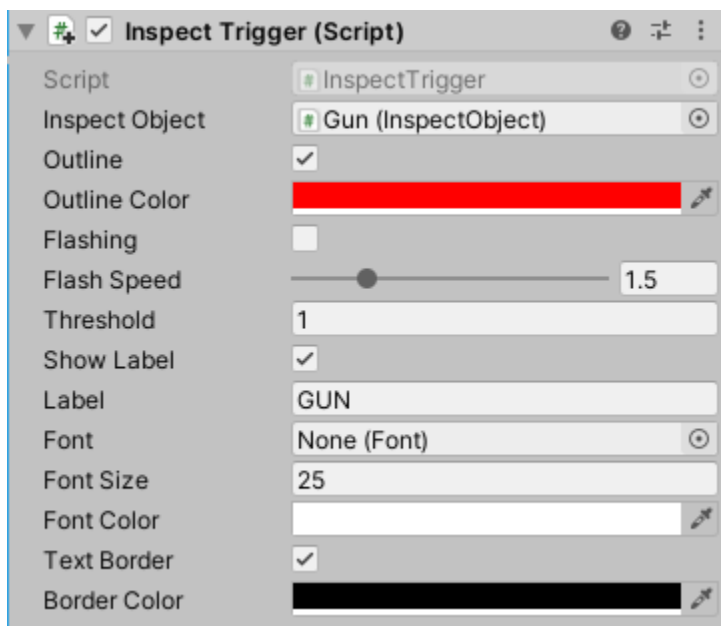


- Click on this new created object and set the Inspect Camera property to the camera you created previously.



-Add to the in-game object to be inspected an 'InspectorTrigger' script. NOTE: Add this script to the in-game object, not to the copy you created in step 4!

-Set the Inspect Object parameter to the object you created in step 4. Set also all parameters you wish



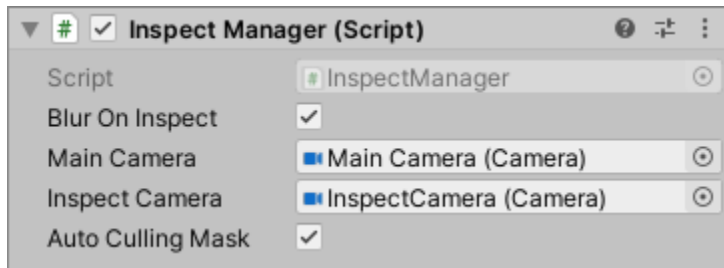
-Remember to disable the copy of game object you created in step 4. Otherwise the inspector window will show always this object.

-DONE!!

Inspect Object Asset – Fine tuning:

Inspect Object Asset provides a high number of configurable options. You can tune the script to meet your need in an easy way. There are the different options you can set.

InspectManager options



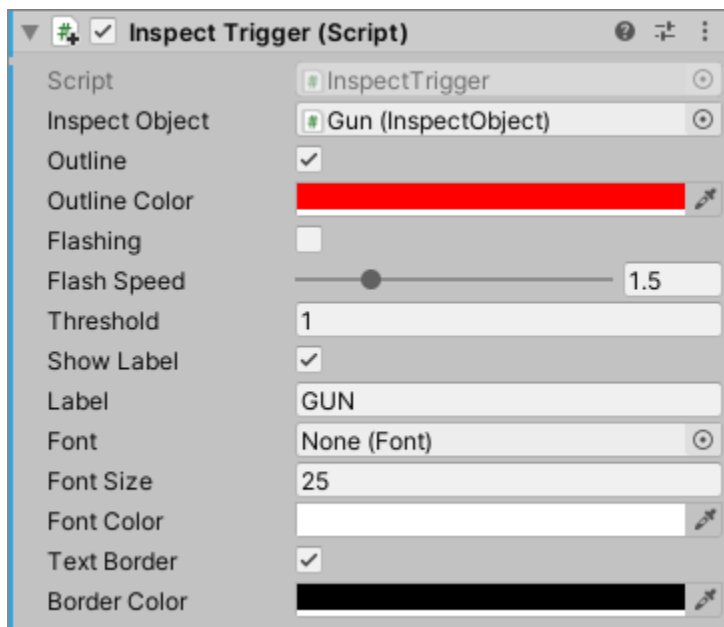
-Blur on Inspect: If set, a blur effect will be applied to the Main Camera when an object is being inspected.

-Main Camera: The main camera in your game

-Inspect Camera: The inspect camera you created in your scene

-Auto Culling Mask: If set, the script will set the culling mask automatically for you. It is recommended to leave this option set. Disable only if you need a very special culling option in your game.

InspectTrigger script



-Inspect Object: The object to be shown when clicked. This must be an object with a InspectObject script attached.

-Outline: If set and outline will be displayed in game when the mouse enters the object

-Outline color: The color of the outline

-Flashing: If set, the outline will blink

-**Flash speed:** Flash speed, if flashing is set.

-**Threshold:** How strong the outline will be. This is very useful when you are setting the outline to an object with transparencies.

- **Show Label:** If set, a label will be displayed close to the mouse cursor when the mouse enters the object.

-**Label:** The label to be displayed.

-**Font:** Font used to display the label (Arial by default).

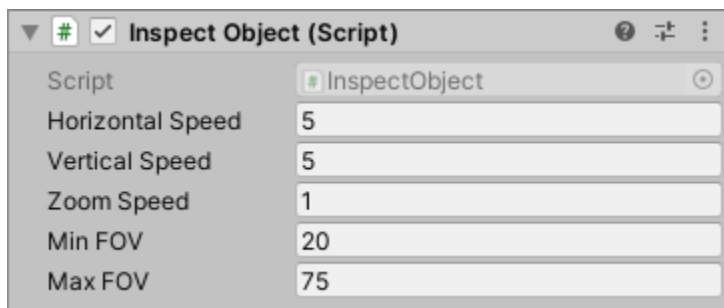
- **Font size:** Size of the font of the label to be displayed.

- **Font color:** Color of the font of the label to be displayed.

-**Text Border:** If set, a border will be added to the label.

-**Border color:** The color of the border of the label.

InspectObject script



-**Horizontal Speed:** Horizontal rotation speed

-**Vertical Speed:** Vertical rotation speed

-**Zoom Speed:** Zoom speed

-**Min FOV:** Minimum field of view (the lower the closer the zoom will be)

-**Max FOV:** Maximum (the higher the further the zooms will be)

Inspect Object Asset – API and Integration:

The assets can be easily integrated with third party assets. The script will provide a function wrapper that can be called (by send message, for example) from other scripts. This function will display the inspected object when called:

```
//Simple wrapper to integrate with third party assets  
public void InspectMe()
```