

Mesh Chart Free for Unity

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What's Mesh Chart Free?

Mesh Chart Free is one of assets for Unity. It can render many type of chart as 3D mesh. Types of chart, which Mesh Chart can render, are as follows,

- Line chart
- Bar chart

Each chart will be placed by prefab. Developer can control chart style by setting Data's parameter, which each chart prefab contains. The prefab contains game object Data. Game object Data contains instance of Chart class which extends MonoBehaviour. Chart class also has method UpdateData(float[]) and UpdateData(float[][]). Developer make a code to refer instance of Chart class and set data by calling UpdateData method so that the chart view will be updated. You can also refer Assets/MeshChart/SampleMeshChart/* as sample scene/script.

Note: Mesh Chart Pro also contains additional chart as follows,

- Pie chart
- Doughnut chart
- Cobweb chart

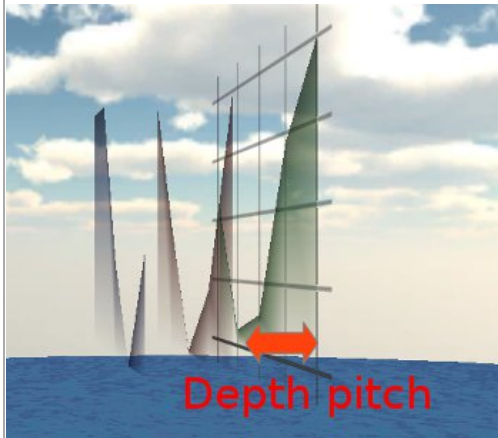
Line chart

LineChart class extends Chart class. Prefabs, which contains LineChart, are under Assets/Prefab/LineChart.

In UpdateData(float[][] data) call, data[X][t] means the value[t] in Xth line. data[X].Length must be same for each X.

Parameter

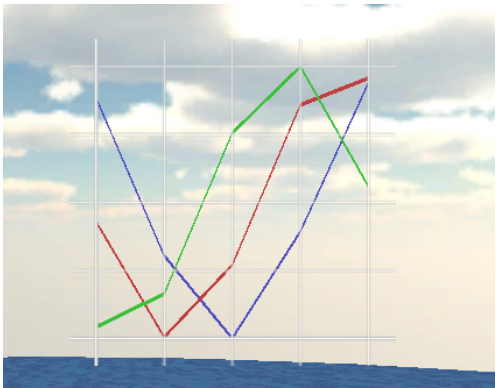
In UpdateData(float[] data) call, data[t] means the value[t] in 1st line.



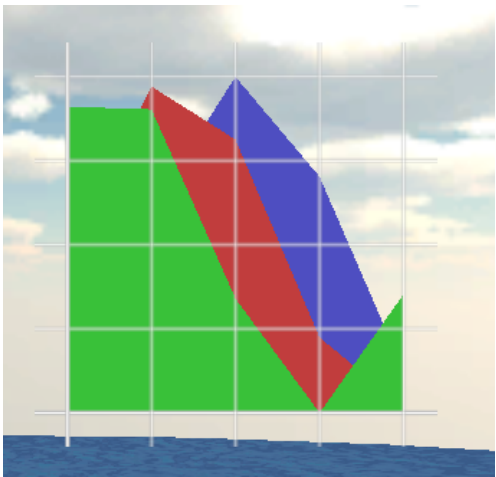
Parameter	Brief
MThickness	Thickness of line.
MDepth Pitch	Distance between each line. See red arrow in picture Depth pitch.
MBase Color	Color of each line. The number of lines must be equals/greater than number of colors.
MMax	Maximum value in the chart.
MMin	Minimum value in the chart.
Update For Editor	When this flag is set, shape of chart will be updated when parameter of chart is changed with Unity editor.
Alpha	permeation rate
Fill	Fill line chart. See LineChart_FillMixed.
Stacked	Draw stacked line chart. See LineChart_Stacked.
Auto Range	MMax and MMin will be changed automatically.

Style

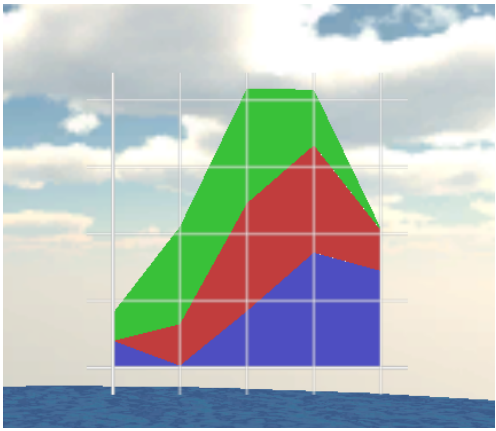
LineChart_Line



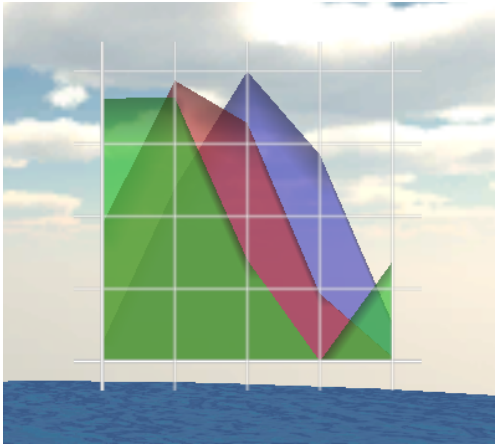
LineChart_Fill



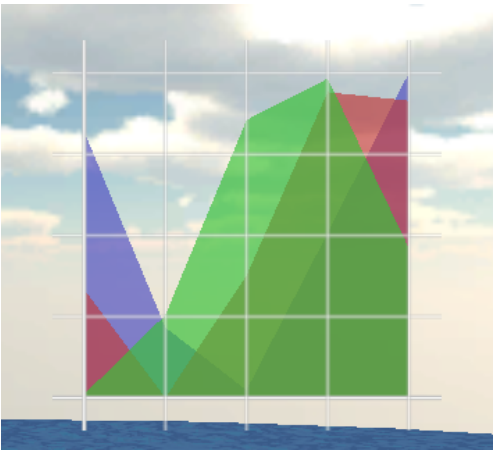
LineChart_Stacked



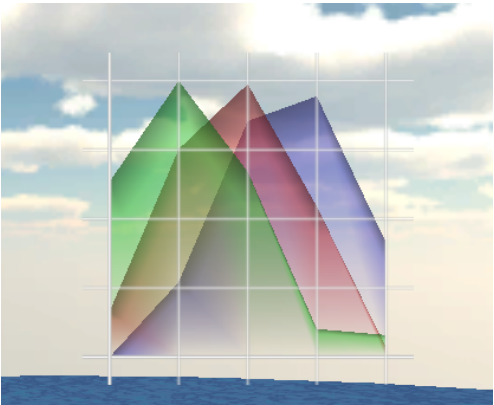
LineChart_FillMat



LineChart_FillMixed



LineChart_FillSlim



Bar chart

BarChart class extends Chart class. Prefabs, which contains BarChart, are under Assets/Prefab/BarChart.

Parameter

In UpdateData(float[] data) call, data[X][Y] means the value in Xth bar in bar group Y. data[Y].Length must be same for each X.

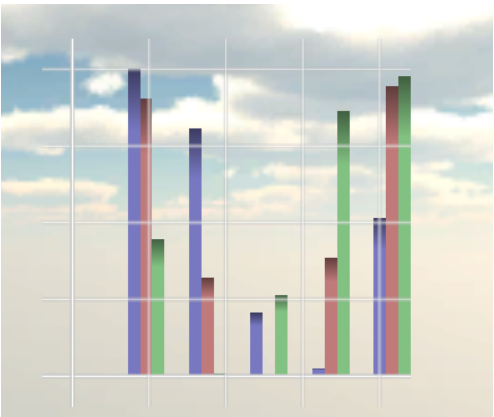
Bar group

Parameter	Brief
Update For Editor	When this flag is set, shape of chart will be updated when parameter of chart is changed with Unity editor.
MBar Width	Width of bar.
MBase Color	Color of each bar. The number of bars must be equals/greater than number of colors.
Max Value	Maximum value in the chart.
Min Value	Minimum value in the chart.
Auto Range	Max Value and Min Value will be changed automatically.
Alpha	permeation rate
Stacked	Draw stacked bar chart. See BarChart_Standard. See BarChart_StandardList when this flag is not set.
MDepth Pitch	Distance between each bar group.

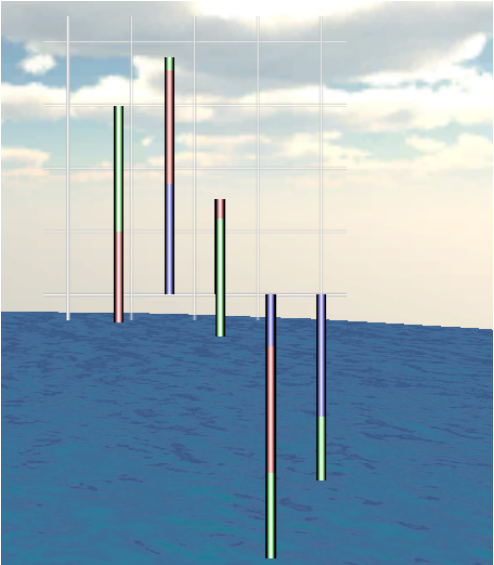
Style

BarChart_DarkList

MeshChartFree



BarChart_Standard



BarChart_StandardList

