

RotationalAmmoIndicator (a Unity3d

Asset)

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Introduction

Hello Thanks for purchasing this product.

If you need to contact me for any reason you can find my contact information [here](#).

Description

Allows the button(on a touch screen) to indicate how much ammo a player has.

Features

Rotate clockwise out counterClockwise.

Change the AmmoIndicator Image.

Uses new Unity 4.6 UI.

Refill Ammo.

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Customize the Button

Customizing the button is easy.

Indicator Game Object: This is just a canvas image...see AmmoIndicator in prefabs folder

Indicator Color 1: This is the Color the Indicator Game Object will be when it exist.

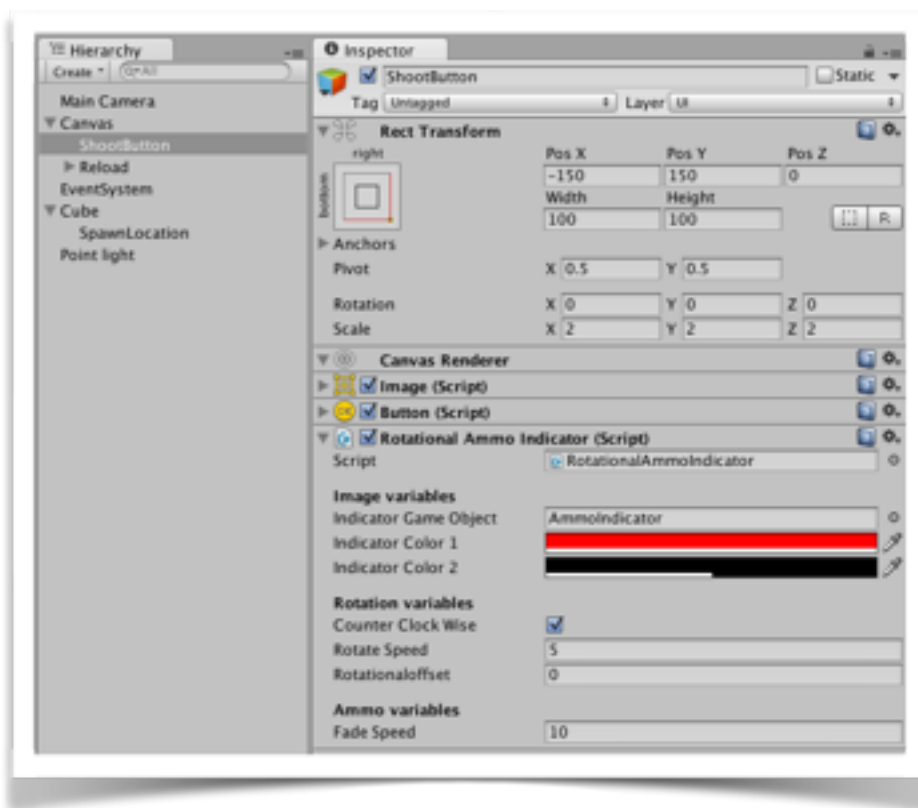
Indicator Color 2: This is the Color the Indicator Game Object will be when it does not exist.

Counter Clock Wise: Determines which way it's rotating.

Rotate Speed: Determines the speed of rotation.

RotationalOffset: Offsets the rotation, 180 to flip it.

Fade Speed: The speed of the color change.



Changing the Ammo

read the ShootScript.cs...its pretty simple.

```
RotationalAmmoIndicator.ChangeAmmo(Ammo);
```

Note

There is a ButtonAndIndicator.psd you can use this to help you to create your own button or ammo Indicator images.