Dathomyhria 2014

7-SEGMENT DISPLAY UNIT
@ CHEAT SHEET

CYBERCONIAN | OCLANAY

NEED A NEW SEVEN SEGMENT DISPLAY?

- Drag the 7SDG prefab from **SevenSegmentDisplay/Prefabs** folder and set the data with some input string.

NEED A NEW COLONS (DOTS) DISPLAY?

- Drag the 7SDGC prefab from **SevenSegmentDisplay/Prefabs** folder

WANT A GROUP OF DIGITS?

- Drag the 7SDG prefab from **SevenSegmentDisplay/Prefabs** folder
- Select 'dev' object under the 7SDG object
- Duplicate the display and move it to the 'left' of your previous display
- Rinse and repeat until happy (the three steps above)
- Set the input data
  - Number of displays = amount of character 'data' read from the 'right' hand side of the string.
  - Reverse this if you don't like it

WANT TO DRIVE THE DISPLAY?

- Drag the 7SDG prefab from **SevenSegmentDisplay/Prefabs** folder
- Create any old script and quickly pull a reference to the inserted display
- For C# write the code
  GameObject.find('7SDG').GetComponent<SevenSegmentDisplay>().Data = "1234";
  in the Start() method
- Run the scene to test results. Don't forget to centre the editor on the displays

NEED TO TEST OUT THE DISPLAYS?

- Drag the 7SDG and 7SDGC prefab from **SevenSegmentDisplay/Prefabs** folder
- Place both into test mode by clicking the 'test' check option in the inspector (click on the 7SDG or 7SDGC game object in the hierarchy first)
- Run the scene to verify that the displays count and flash