Ultimate Radar

User Manual

Version 2.0

Introduction

Ultimate Radar is a Unity plugin that provides radar functionality. The plugin is very easy to use and provides two radar modes. A realistic mode and a realtime mode. The realistic mode updates the positions of the tracked objects when the beam passes over them, while the realtime mode updates them everytime. Also, Ultimate Radar provides 5 types of blips that you can use for your objects to be displayed on the radar and allows you to change the color of the blip of each tracked object.

Usage of the plugin

The plugin is very easy to use. Just drop the Ultimate Radar prefab sprite into your scene and attach the Tracked Object script to the objects that you want tracked by the radar.
If you need the radar to be displayed as a HUD on top the rest of the game objects perform the following:

- In your main camera disable the UI from the Culling Mask.
- Put your GUI gameobject to the UI Layer.
- Create another camera, change the Culling Mask to "nothing" but the "UI" layer.
- In Clear Flags select "Depth".
- In Depth put a higher number than your main camera.

For more information on the camera, check http://docs.unity3d.com/Manual/class-Camera.html.

Radar options

The Ultimate Radar plugin provides a set of configurable parameters, as depicted in the following figure.

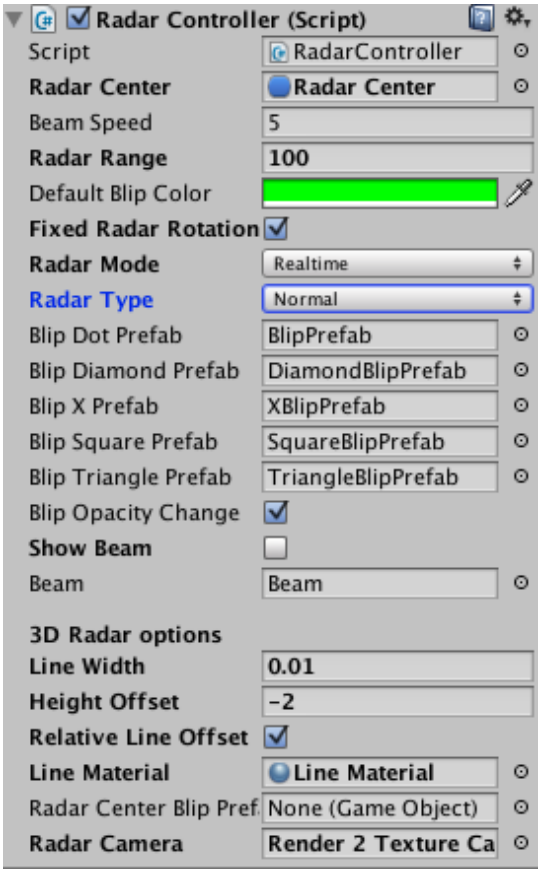

Figure 1: Radar Configuration Parameters

The plugin provides the following configuration parameters:

- Beam Speed, which defines the speed that the radar beam will rotate.
- Radar Range, which is the range of the radar in units. Tracked objects that are further away than the radar's range will now show up in the radar.
- Default Blip Color, which is the color of the blips that you haven't overriden their color.
- Fixed Radar Rotation, which if enabled the position of the tracked objects are displayed in the radar relative to the rotation of the radar center game object.
- Radar Center, which is the game object that is the center of the radar and the tracked objects are shown around of.
- Radar Mode, which if set to realistic, it updates the positions of the tracked objects when the beam passes over them. If set to realtime, the positions of the tracked objects are updated on every frame.
- Radar Type, which allows you to choose if you want the radar to be 2D (Normal) or three dimentional.
- Blip Prefab, which is the sprite that is used for the dot blips on the radar.
- Blip Diamond Prefab, which is the sprite that is used for the diamond blips on the radar.
- Blip X Prefab, which is the sprite that is used for the X blips on the radar.
- Blip Square Prefab, which is the sprite that is used for the square blips on the radar.

- Blip Triangle Prefab, which is the sprite that is used for the triangle blips on the radar.
- Blip Opacity Change, which if checked makes the blips to fade over time.
- Show Beam, which, if set to false, will not show the rotating beam.
- Beam, which is the gameobject of the radar beam.

Also, there are the following options for when the radar type is three dimentional:

- Line width, which specifies the width of the line from the tracked object to the radar.
- Height offset, which is a height offset for the display of the tracked objects on the radar.
- Relative line offset, which if set to true applies the height offset value to the radar center. If set, the lines of the tracked object end in the height offset value perpendicular to the radar, instead of on the radar.
- Line Material, the material to be used on the lines of the tracked objects.
- Radar Center Blip Prefab, which is the prefab to be used for the radar center representation on the radar. This is usefull when there is a relative line offset set.
- Radar Camera, which is the camera that renders the radar and is used to rotate the blips towards the camera.

Blip Types

Ultimate radar offers the following types of blips:

- Dot
- Diamond
- X
- Square
- Triangle

Each tracked object can have a different blip type, blip size and blip color. You can set the blip type and size at the TrackedObject components that you put in each of your tracked objects, as depicted in the following figure.

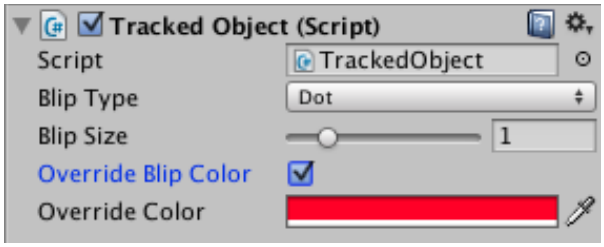

Figure 2: Blip type and size configuration

By checking the Override Blip Color checkbox, the blip of the tracked object will have the color that is selected in the Override Color color picker.

Support

If you have any issues or suggestions regarding the Ultimate Radar plugin, please contact us at support@dwcrew.com.