Quick Setup Guide

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Thank you for buying our asset! We are always trying to reach new ways of user interaction and this asset is only the beginning of other amazing updates we are planning. We will be glad to hear your comments on the blog, and please don't forget to rate it. Good coding!

1. Overview

Our world is full of colors. Have you ever thought how many things you can do in a game by recognizing and tracking colors? Almost all today's smartphone and personal computers have a camera, so if your app is not able to see colors maybe you are losing a lot of great opportunities. **`ColorTracker`** allows you to include color detection/tracking and other great features on your game, easier and faster than ever.

2. Features

`ColorTracker` includes a set of features to make it easy and fun to integrate with your projects. Some remarkable features are listed below.

- Allows to add multiple trackers with several color targets to the scene, without losing performance.
- Variable accuracy options for color tracking.
- Adjustable tolerance to lightning changes for each target.
- No external dependencies. Full source code included.
- Tracker allows to add/modify/remove color targets or change any other settings in real time.
- Easy integration with the Unity input system for touchless user interfaces.
- Runs in almost all platforms (tested in WebGL, Android, iOS, Windows Phone, Windows, Mac OS)
- Suitable for Augmented Reality scenarios or NUI game logics.
- Easy to use, incredibly scalable and you just need a few steps to get it working.
- Demo scenes are included.

3. ColorTracker library

The library core has been decoupled from integration modules to make it easy to extend or adapt to multiple scenarios. You can even use this library core outside of Unity 3D with only a few changes.

You will find a full API reference in the root of **`ColorTracker`** package. (**`ColorTracker API reference`**)

4. Integration with Unity3D

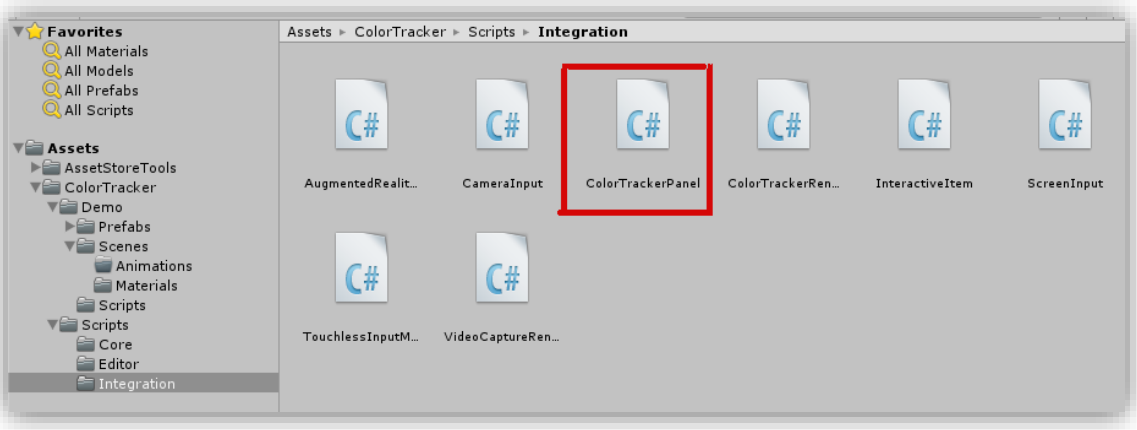
Additional to the core files, the package include some useful scripts to make easier the integration with the Unity editor. You can find those assets in the Integration folder.

Creating a simple color tracker

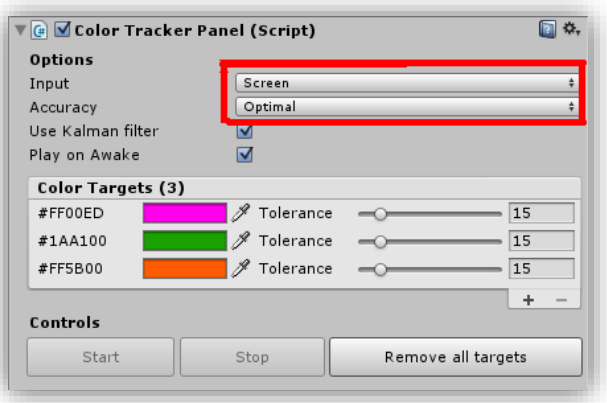
To include color tracking on your scene just complete the following steps.

1. Import **`ColorTracker`** package.
2. Go to the folder `ColorTracker/Scripts/Integration` on the project explorer.

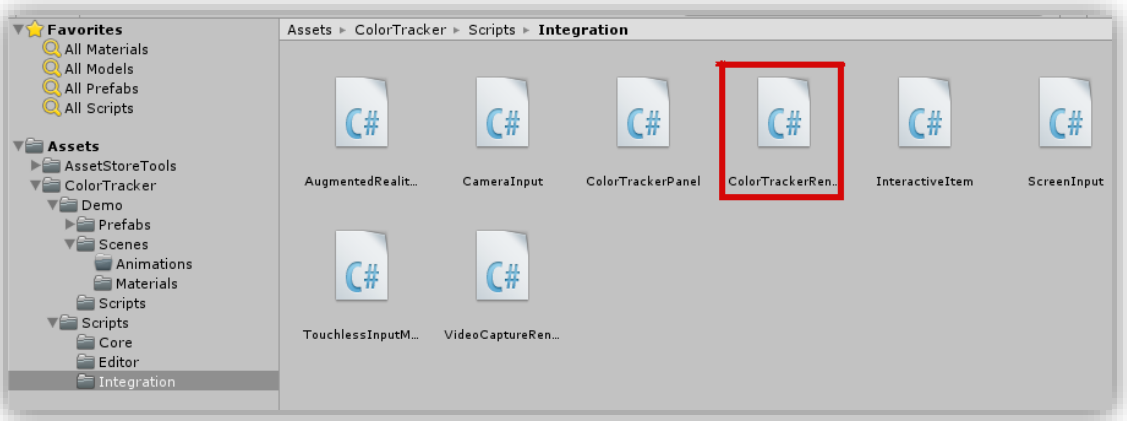
3. Drag the **`ColorTrackerPanel`** script to the *GameObject* containing the main camera on your scene.



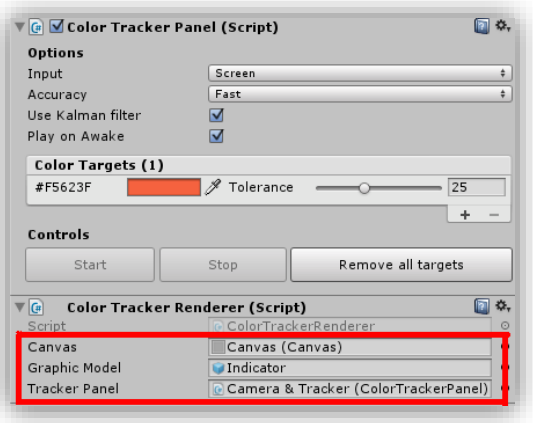
4. Choose the input mode and the tracker accurancy. Then add as many color targets as you need to use. You will notice there are two input modes: **Screen** and **Webcam**. Those modes are examples about how you can implement your own input modes. The **Screen** mode captures everything is drawn on the view. The **Webcam** mode captures the image from the camera sensor on device.



5. Drag the **`ColorTrackerRenderer`** script to the *GameObject* containing the **`ColorTrackerPanel`**.



6. Create a new canvas to render the tracks, go to menu `GameObject -> UI -> Canvas`.
7. Connect the **`ColorTrackerRender`** component to the **`Canvas`**, graphic model, and **`ColorTrackerPanel`**. For graphic model you can use the "Indicator" prefab included in the `ColorTracker/Demo/Prefabs` folder.



And you are done! You can also see a video tutorial for basics setup in YouTube at:

https://www.youtube.com/watch?v=b6YlYnvYQCs

5. Contact and further information

Feel free to contact us if you have any question or comment, you will receive a reply as soon as possible. Our team is at your disposal for further information and we will be happy to listen to your opinions about this asset.

Email: vexpotgames@gmail.com