Pinball Creator

CREATE YOUR PINBALL

Asset documentation What's New.

What's new 1.6 version :

Main modifications :

- Update for Unity 5.6
- Don't use anymore Bloom Optimize standard effect
- Add new 2D Orthographic camera (+ demo scene)
- Little modification on Demo_Table_01_Desktop
- Inputs changes :

left and right ctrl for flippers   (don't use use shift for flippers)

space, s and l for tilt

c : change camera

p : pause

New sections on documentation :

Scripts that have been modify :

Camera_Movement.js

CameraSmoothFollow.js

spring_Launcher.js

You could join the forum here : http://forum.unity3d.com/threads/wip-pinball-creator.426338/ . If you don't find your answer on documentation or on forum you can contact us at tropicalstudio3d@gmail.com .

1 2D orthographic camera :

1a – How to use:

1.0 - Open scene "Demo_Table_01_Cam2d" (Assets->Demo->Demo 2D Camera->
Demo_Table_01_Cam2d)

This scene is setup to use 2D camera.
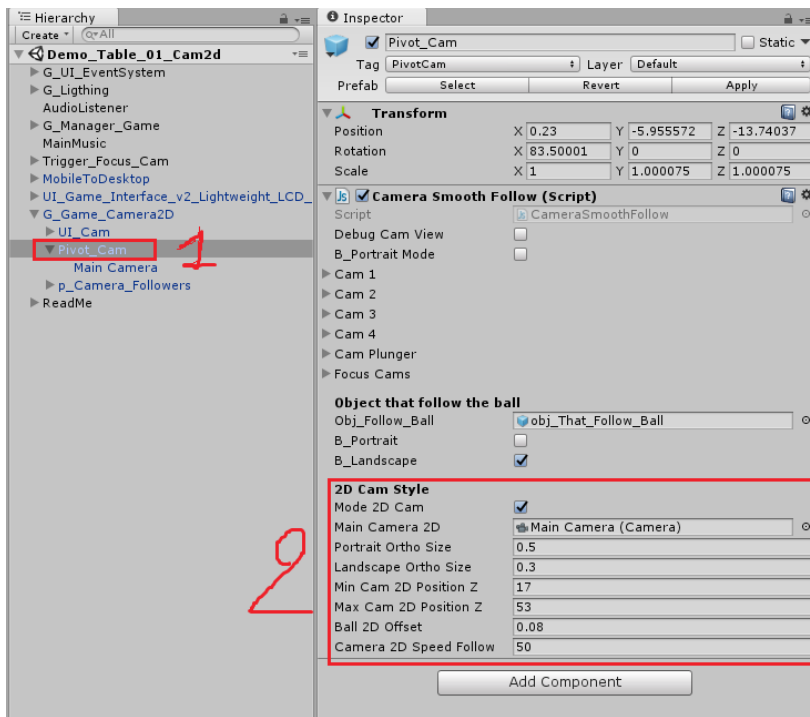
Camera 2D needs two prefabs to work:
- G_Game_Camera2D
- UI_Game_Interface_v2_Lightweight_LCD_2D

You find these prefabs here : (Assets->Prefabs->Camera-> G_Game_Camera2D)
and (Assets->Prefabs->UI-> UI_Game_Interface_v2_Lightweight_LCD_2D)
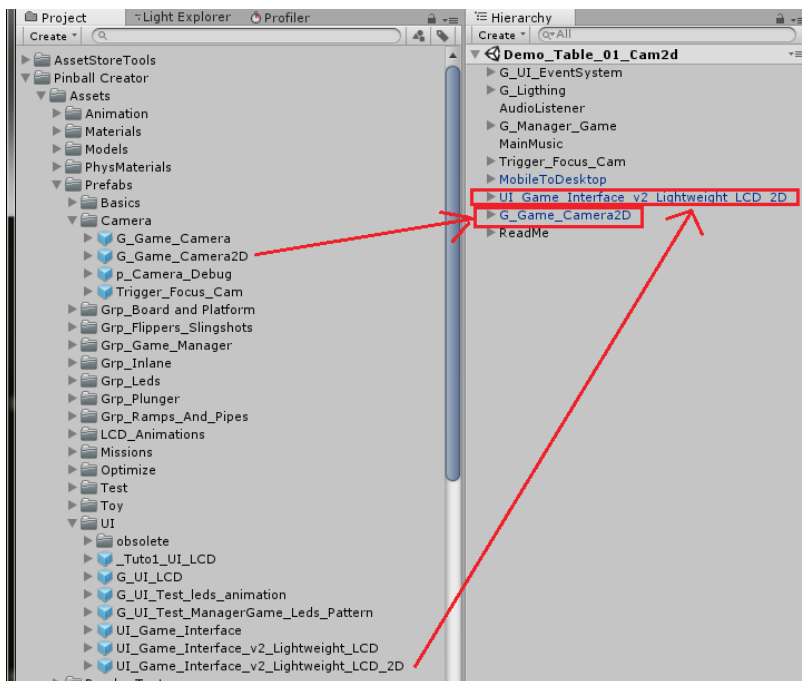
1b - Camera 2D settings :

You could modify 2D camera on gameObject "Pivot_Cam" (see picture next page spot 1)
(Hierarchy->G_Game_Camera2D->Pivot_Cam)

2D camera (spot 2) :

Mode 2D Cam : need to be checked
Main Camera 2D : Need to be connected
Portrait Ortho Size : Camera Orthographic size when a mobile device is on portrait mode
Landscape Ortho Size : Camera Orthographic size when a mobile device is on landscape mode
Min Cam 2D Position Z : Minimum Camera position
Max Cam 2D Position Z : Maximum Camera Position
Ball 2D Offset : Offset position between ball and camera
Camera 2D Speed follow : Speed that camera follow the ball

2 Troubleshooting :

1 - Realtime lights on old mobile device

With Unity 5.6, you could have issue with realtime lights (we had the issue with galaxy tab 3). Delete realtime light on mobile version if you want to target old device with unity 5.6