



COMPONENT DOCUMENTATION

# HUD INDICATOR

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ASSET FOR UNITY

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## 1 Summary

HUD Indicator is a simple system that makes it easy to configure on-screen and off-screen indicator on your game.

It has only three components:

- Indicator Renderer
- Indicator On Screen
- Indicator Off Screen

## 2 Components

### 2.1 Indicator Renderer

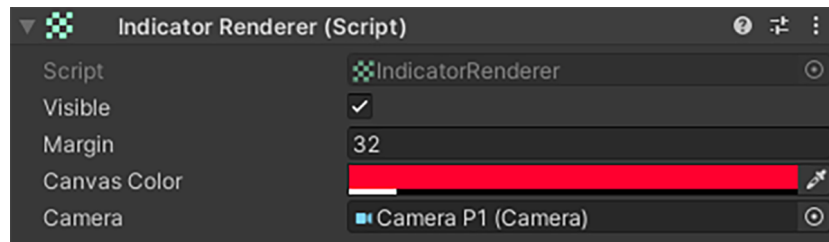


Figure 1: Indicator Renderer Component on Unity Editor

**Visible:** The renderer visibility

**Margin:** The renderer border margin on canvas

**Canvas Color:** The renderer color. It's used only on Editor

**Camera:** The camera that will be used to transform the GameObject's world position to screen position

### 2.2 Indicator On Screen

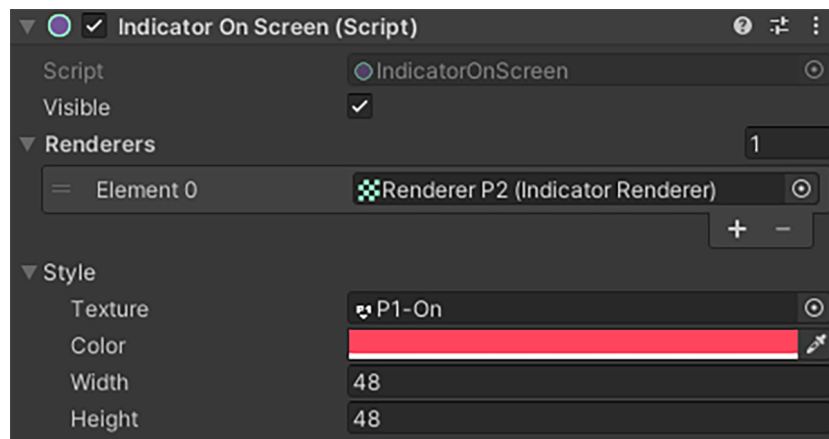


Figure 2: Indicator On Screen Component on Unity Editor

**Visible:** The indicator visibility

**Renderers:** The list of renderers where the indicator will be rendered

**Style:** The indicator style. It can be modified at runtime.

## 2.3 Indicator Off Screen



Figure 3: Indicator Off Screen Component on Unity Editor

**Visible:** The indicator visibility

**Renderers:** The list of renderers where the indicator will be rendered

**Style:** The indicator style. It can be modified at runtime.

**Show Arrow:** The arrow visibility

**Arrow Style:** The arrow style. It can be modified at runtime.