

# Visual Novel Engine for Unity

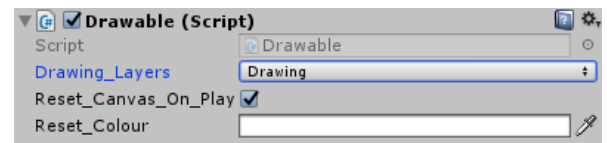
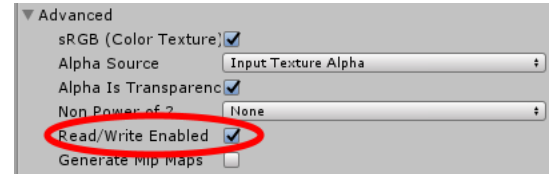
By Michael Long ([Foolish Mortals](http://FoolishMortals)), [michael@foolish-mortals.net](mailto:michael@foolish-mortals.net)

The best way to learn is to open up the 'ExampleDrawingScene'



## 1.1 SETUP

1. Select the Sprite you wish to draw on, and in the Import Settings check 'Read/Write Enabled'.  
**THIS IS NECESSARY FOR DRAWING TO WORK**
2. Drag the read/write enabled sprite onto the scene, and attach a 2D collider of some sort to it (probably a BoxCollider2D)
3. Attach the `Drawable.cs` script to your Sprite GameObject
4. Set the layer of your Sprite GameObject to something unique, and then set the 'Drawing\_Layers' property of the Drawable script to match that layer
5. **Optional:** use the helper methods in `DrawingSettings.cs` to change both the colour and width of the drawing pen



**If you want a larger/smaller canvas:** Create your own transparent PNG images with the right dimensions to suit your own needs, and use that.

**IF YOU WANT TO BE ABLE TO USE TRANSPARENCY/THE ERASER:** Start with a completely transparent PNG image. JPEGs cannot be transparent, and if your starting image is not transparent, you cannot apply the alpha properly. I may look more into this when I have the time.

## 1.2 CODE

You must reference the `namespace FreeDraw` to reference any of the scripts.

### 1.2.1 Static Properties

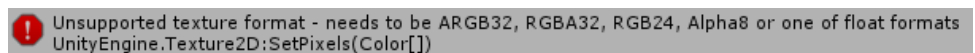
`Drawing.Pen_Colour`: Changes the drawing colour

`Drawing.Pen_Width`: Changes the width of the current drawing pen. An integer given in pixels, it is actually the pen radius.

## 1.3 KNOWN ISSUES

Changing the scale or rotation of your Sprite object will result in errors. I'll fix it when I have the time.

To fix the error to the right, try changing the 'Compression' in the Sprite import settings to 'None'



## 1.4 LICENSE



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