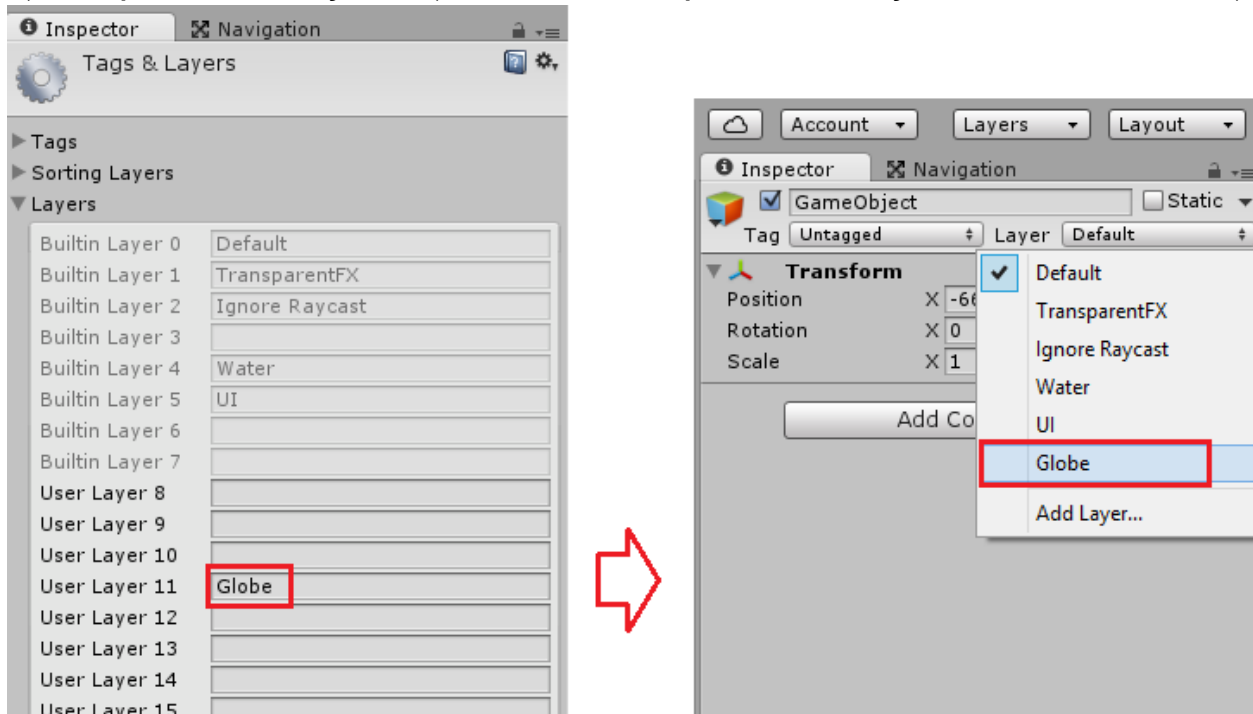# README

This prefab requires some setup because this is not a UI shader (that implies that you cannot drop on to UI image it would not work) and it uses mesh to achieve the sense of depth (roundness) of the bubble.

Do the following.

1) Setup a custom layer. (In this is example custom layer is called "Globe")
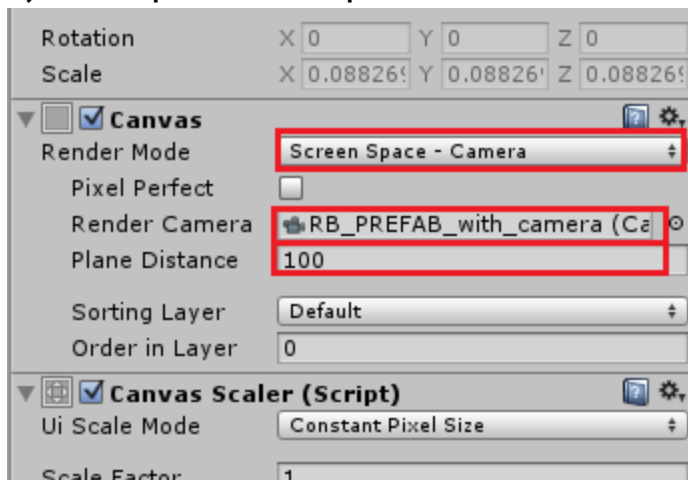

2) Create additional camera. Parent it under the main camera. Change new camera's Clear Flags to "Depth only". And Culling Mask to "Globe". Change projection to "Orthographic".
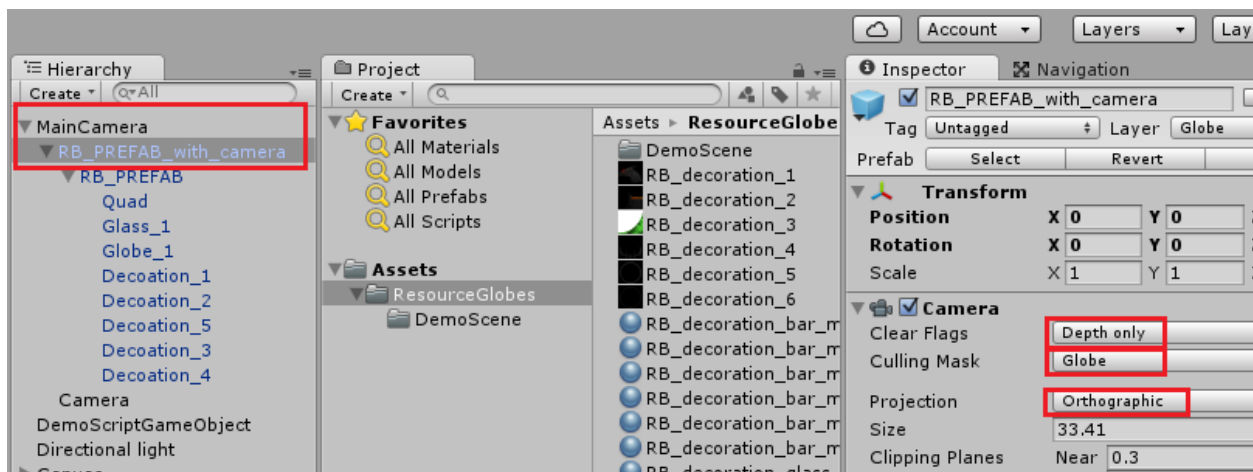
3) Drag the RB_PREFAB to the scene and parent it under the additional camera. Place RB_PREFAB in view of the camera and it is done.
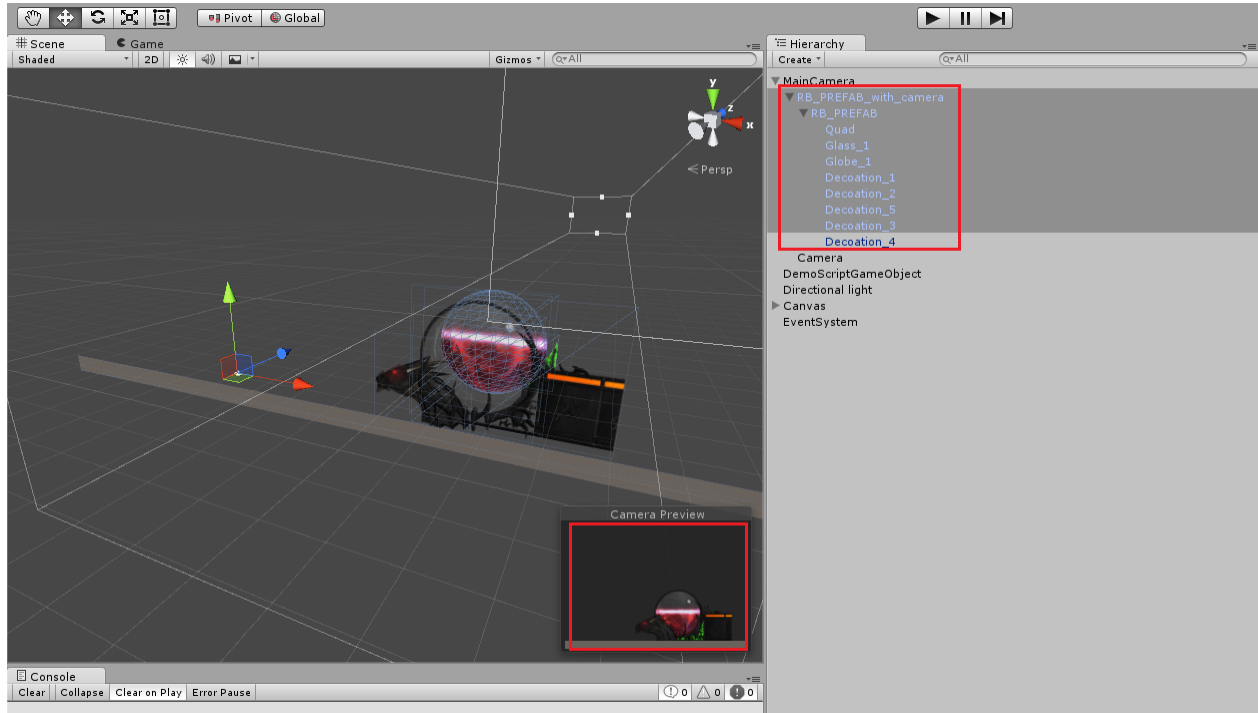
5) It is possible to put "Resource Bubble" in between other UI elements.

Let's say you have and image for the action bar that should be placed behind the "Resource Bubble", and you also have some foreground decoration elements that should render on top of the globe. So in order to do so you will have to split your UI elements into two groups and create a Canvas for each group.

Set Render Mode for both canvas to "Screen Space - Camera". Set Render Camera for both canvas to the camera you have created in step 2.

Plane Distance value affect what would be rendered first and what would be rendered last (Demo Scene uses value 100 for a background canvas and value 40 for the foreground canvas).

4) You can set progress value programmatically like this:

```
Renderer rend = globe.GetComponent<Renderer>();
rend.material.SetFloat("_Progress",yourValueHere);
```


Shader should be compatible with the PlayMaker or any other framework that allows to set materials values.

Everything described in this README can be found in the Demo Scene.

Please fill free to ask questions via email or comment section on the asset's page. We will try to react/help as fast as possible.