



DHG Signal Generator

Setup Guide

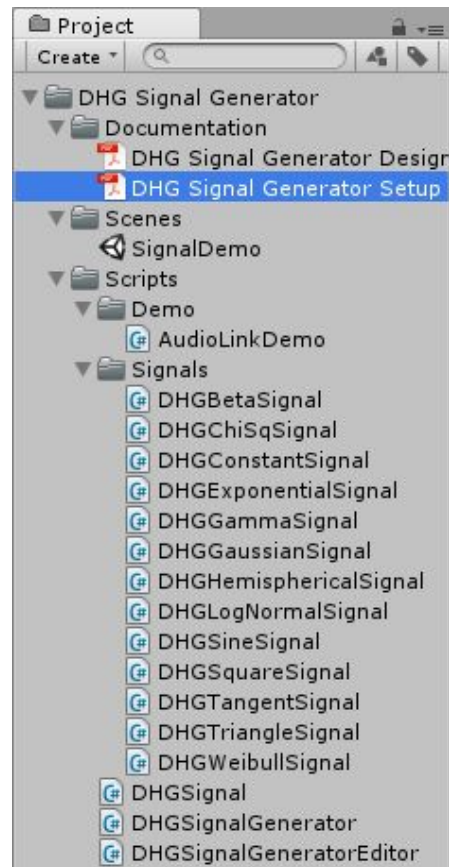


1 - Install the Package

Using whichever method you are most comfortable with.

Refer to <https://docs.unity3d.com/Manual/ImportingAssets.html> for help.

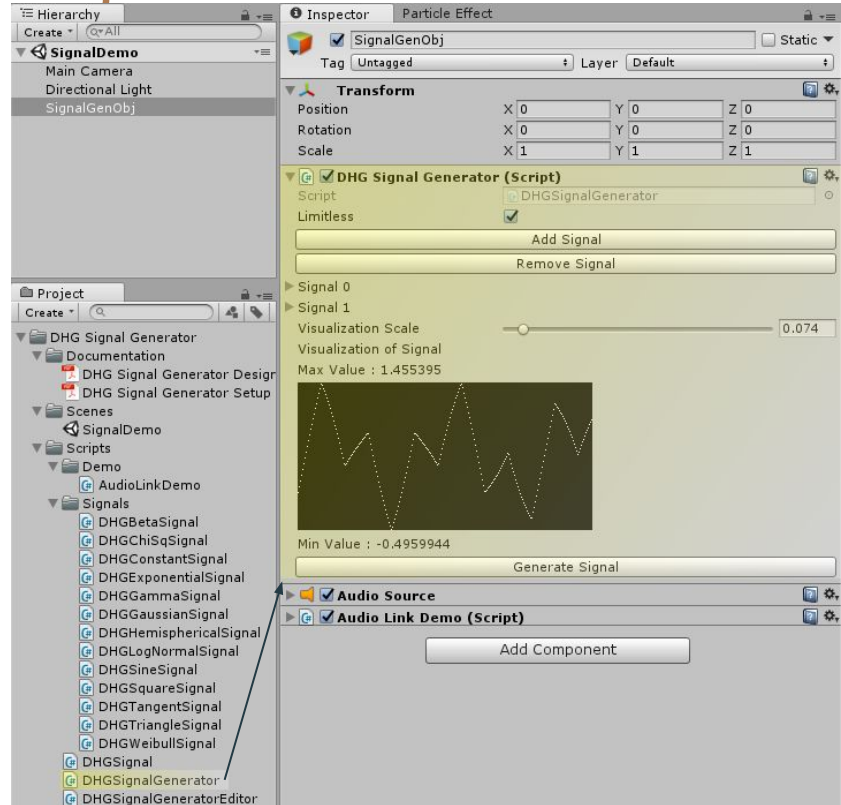
Make sure you see DHG Signal Generator in your list.



2 - Attach to Game Object

Select your desired GameObject

Click and Drag the DHGSignalGenerator Script onto the GameObject Inspector Window.

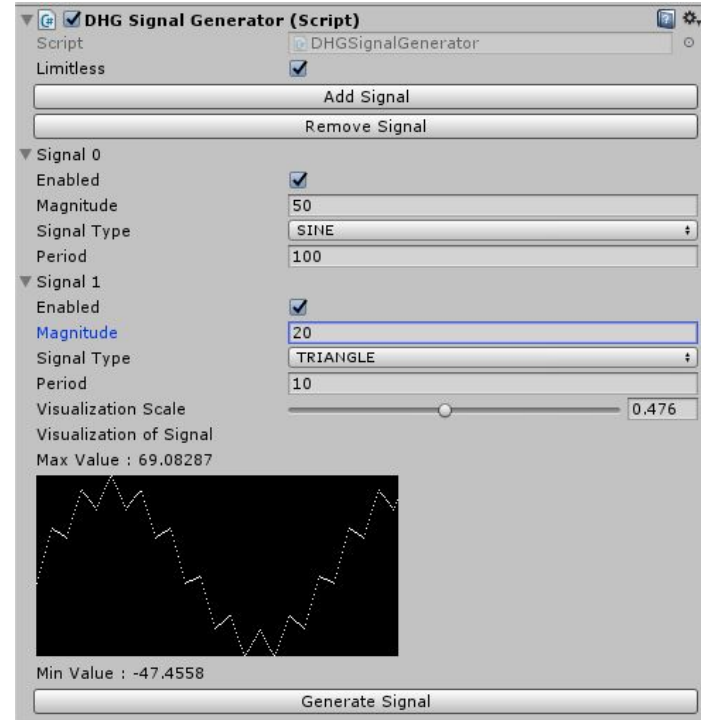


3 - Configure Signals

Set the signal configuration values to achieve the desired signal shape

Refer to DHG Signal Generator Design document for details on each variable.

Also utilize the popup information in the editor for assistance where necessary.



4 - Update Code

Update user code to access:

```
DHGSIGNALGenerator mySG = GetComponent<DHGSIGNALGenerator>();
```

And Query data as necessary:

```
float signalVal = mySG.GetSignal(time);
```

In the example provided here the configuration from the previous slide was used as a deformation (by distance from center) to the geometry of a flat plane. The scene provided uses a similar wave for audio.

