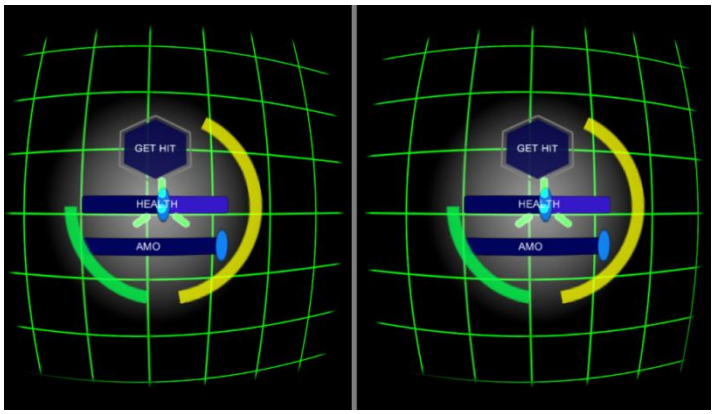
Cardboard VR HUD



1. GENERAL INFORMATION

DATE OF DOCUMENT	05/04/2016
NAME OF THE PROJECT	Cardboard VR HUD
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UNITY VERSION	5.3.4.F1 PERSONAL
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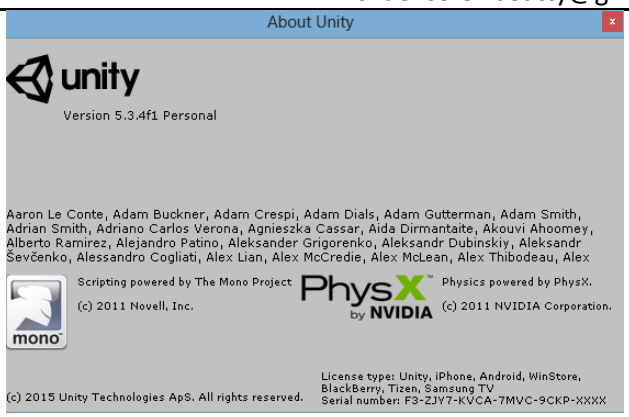

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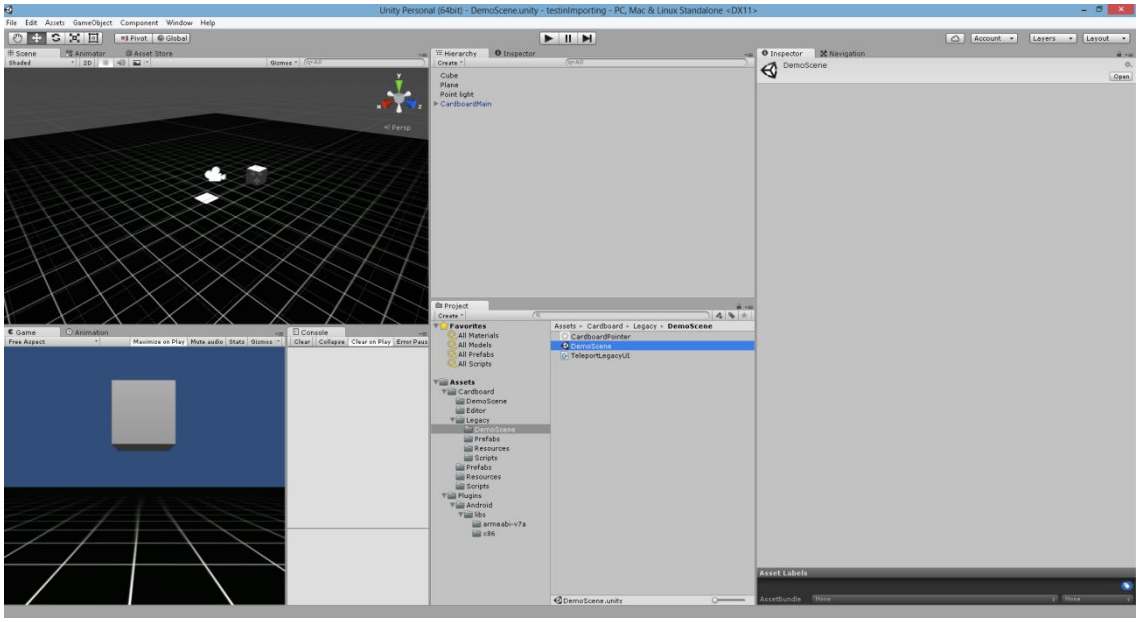
2. IMPORTING INFORMATION

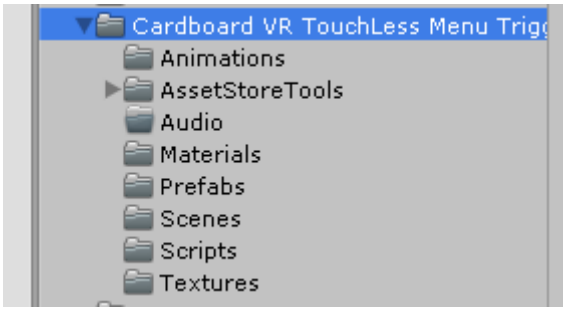
This package works with the "google cardboard" for UNITY that must be downloaded first using the following link:

https://developers.google.com/cardboard/unity/?hl=en

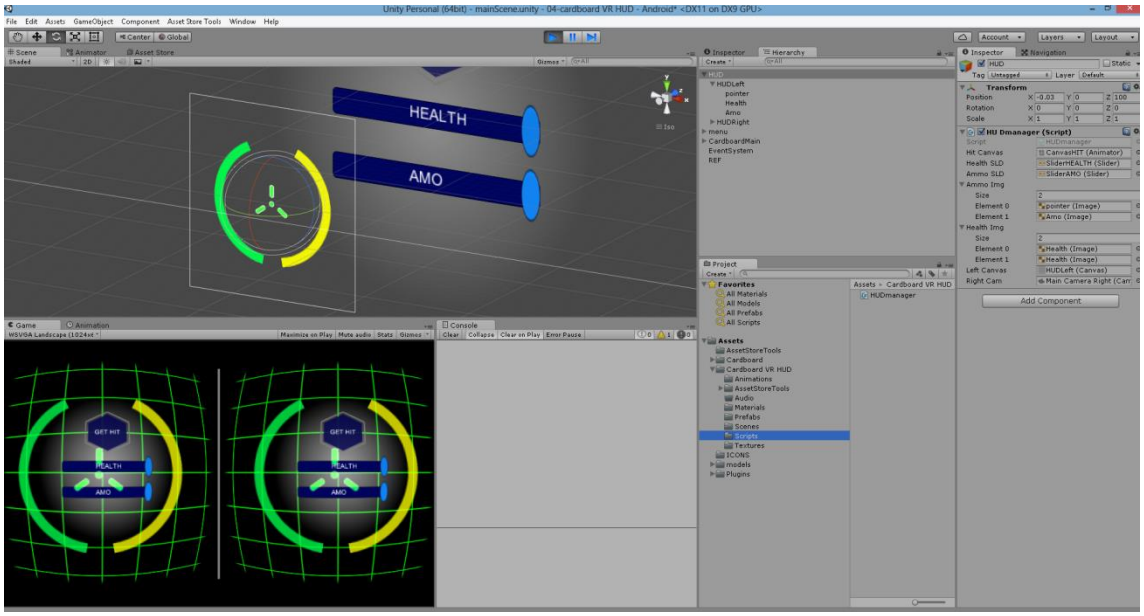
Once downloaded and imported to unity, your project should look like this:



Then, import our package to the project, which will leave you the following folder configuration:



The gaze input collider must be disabled. There is no need to change collider or other game objects.


HEALTH
AMO
GET HIT
HEALTH
AMO

3. PROJECT DESCRIPTION

This package creates a simple HUD for displaying the life bar and ammunition bar of the player. This package contains:

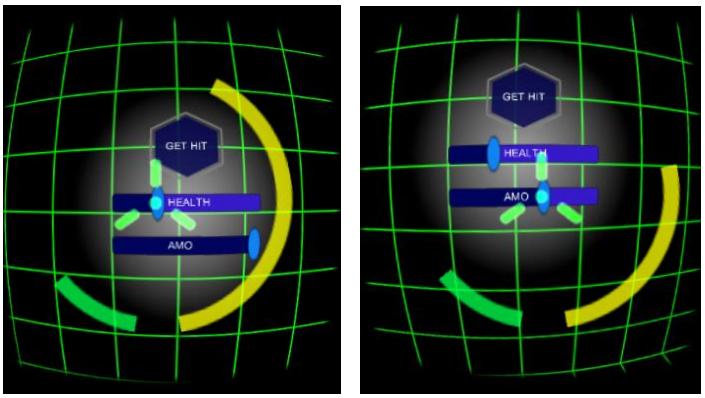
- HUD canvas script that duplicates automatically the canvas for VR cardboard.

-Futuristic environment.

- Two circular dynamic bars: health and ammunition completely customizable.

-Hit canvas with animation.

The program works as follows:



When the player changes the value of the slider, the ammunition bar and health bar will change.

4. LAYERS, TAGS AND COLLIDERS

LAYERS

All objects are placed on the default layer.

TAGS:

All gameobjects are untagged.

COLLIDERS

Check if the “gaze pointer cursor” collider is disabled:

It is important to import the cardboard package correctly, and check if these colliders are working properly.

5. SCRIPTING INFORMATION

We explain each script with some detail in the following table:

- **HUDmanager.cs:**

  It is used to manage the HUD events.

IMPORTANT VARIABLES
public Animator HitCanvas→ is the animator attached to the hit canvas (the one that is displayed when the button is pressed). **public UnityEngine.UI.Slider healthSLD,ammoSLD; →** these are the two sliders that shown the menu. **public UnityEngine.UI.Image[] ammoImg,healthImg→** these are the two arrays with the circle images used for the ammo and health bars. **public Canvas LeftCanvas→** is the canvas that will be replicated to the other eye., It is referred to le left eye. **public Camera rightCam→** it is used to set the canvas world camera to the right eye. **Canvas RightCanvas→** this is a copy of the leftCanvas object, but applied to the other eye.
public void getHit()→ is called by the button and animates the hitCanvas. **public void updateHealthSLD()→** applies the value of the slider to the health bar. **public void updateAmmo() →** applies the value of the slider to the ammo bar.