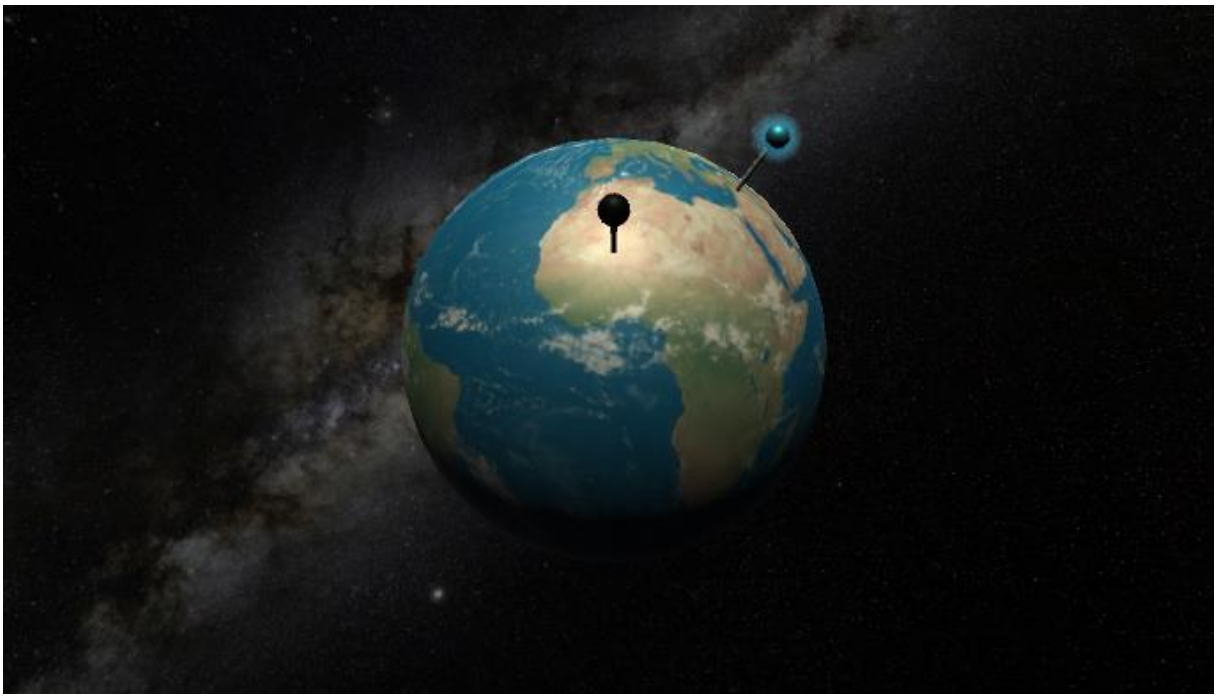
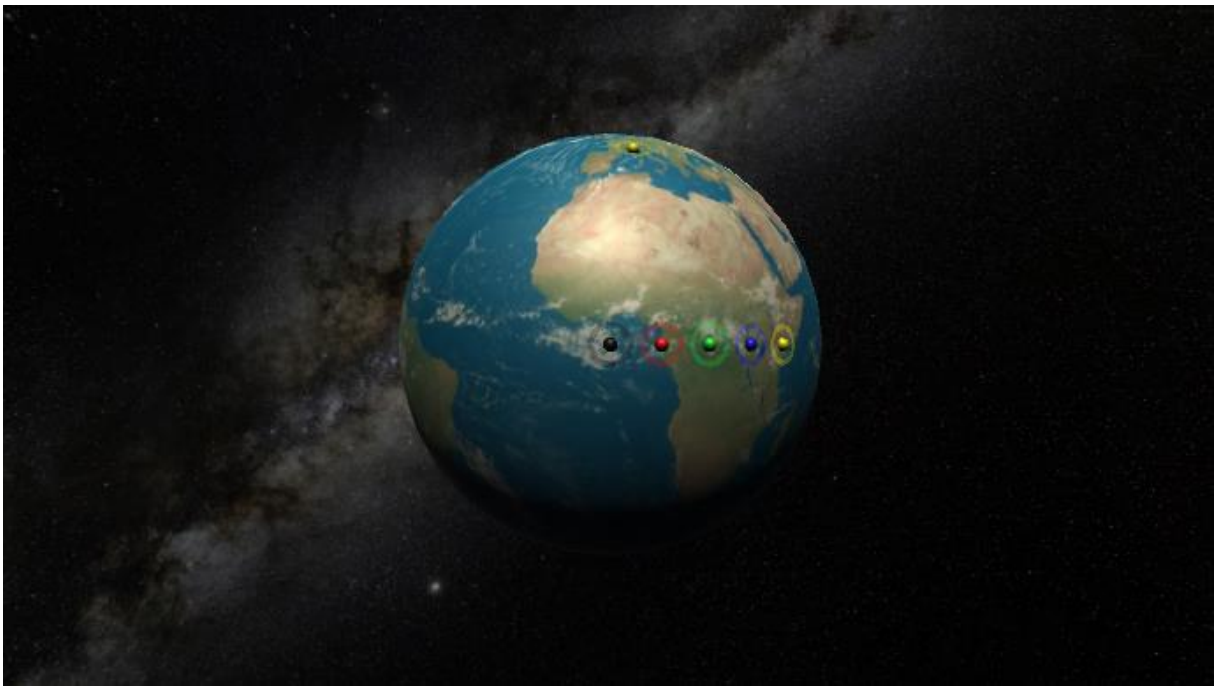
BEACON

Hello and welcome to the documentation of Project BEACON. This document should help you getting started with the project.

BEACON is a 3D component for Unity. Put it on a map to show your current position or the position of your fellow players. The demo scripts are optimized to put the beacon on a sphere, but basically you can put the beacon everywhere.

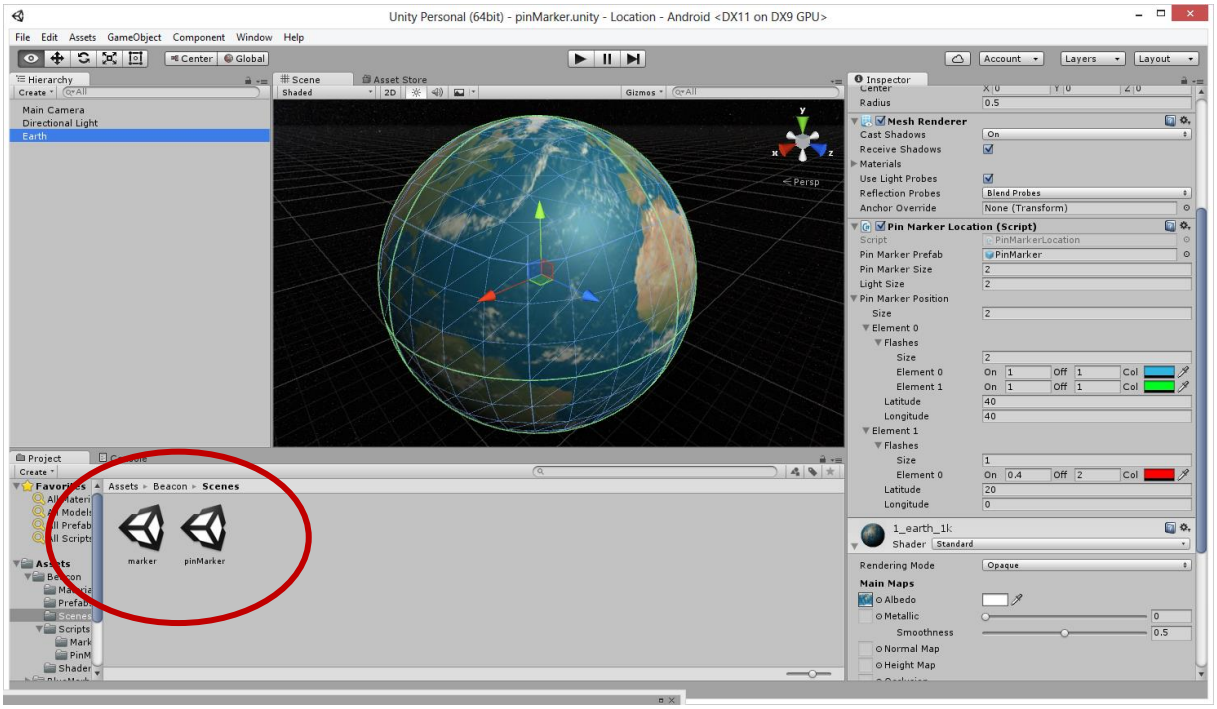




CONFIGURATION

The packages comes with two beacon types, hence you have two possibilities to configure the component. To get you started, you find two scenes in the project's scene folder.

The scene called ***marker*** shows you how to use the blips, the scene called ***pinMarker*** shows you how to use the pins.



We will talk about the two scenes in detail now.

MARKER

Have a look at the preconfigured Earth object in the scene marker. Attached to the earth is a script called MarkerLocation. This script controls the blips.

Marker Prefab – this is the prefab the script instantiates. Typically, it should be the marker prefab from the prefabs folder.

Marker Size – according to your map's or planet's size, the blip could be to large or to small. Scale it to your needs with this field.

Altitude – each planet (sphere) has a radius. A the prefabs are parented tot he sphere, the sphere's diameter is assumed to be 1, making the radius 0.5. Basically this ist he altitude the marker prefab should have.

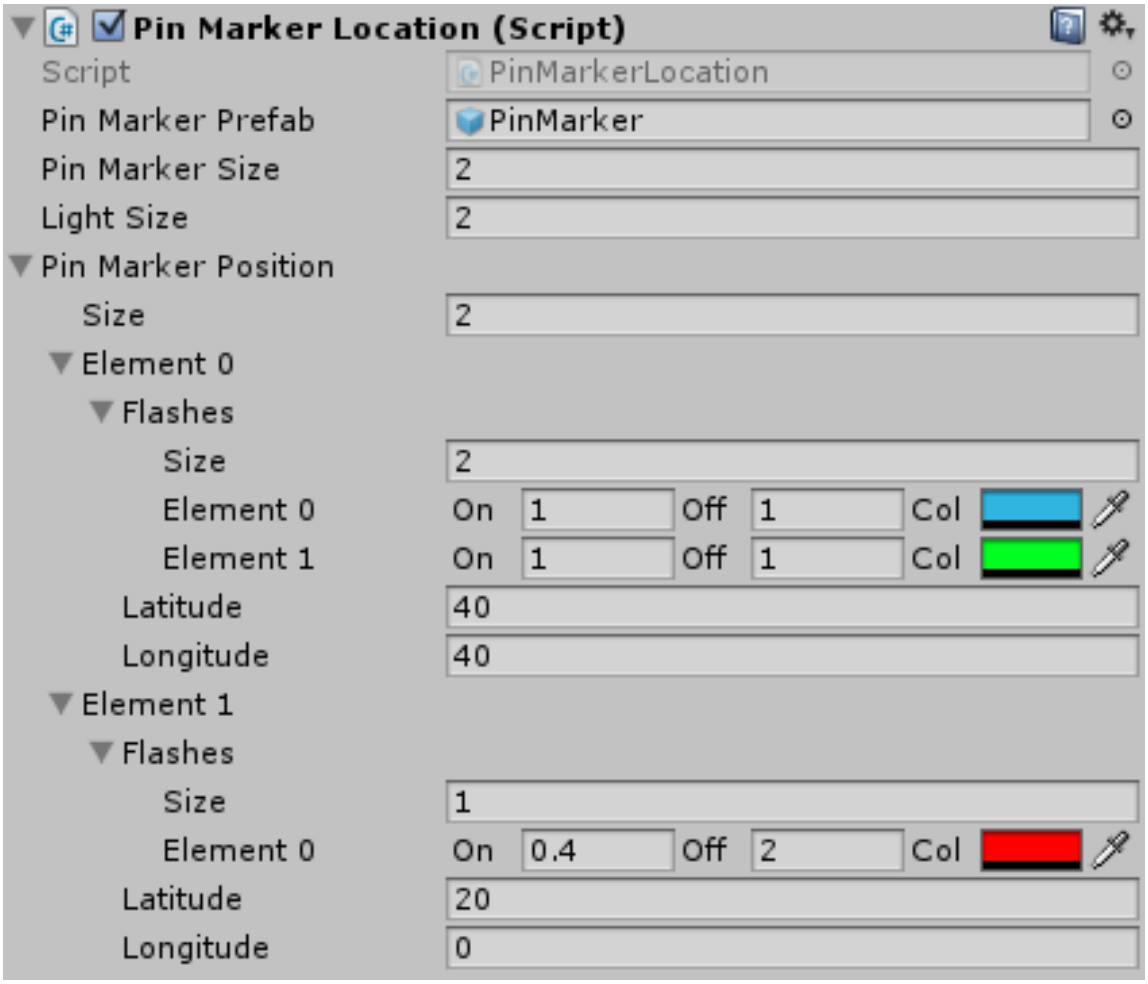
Marker Position – this is a list which consists of the markers you want to place around the world.

Size – enter the number of markers you want to place

Element 0, 1, 2 .. n – this are the single marker positions and color. As the markers are positioned on a sphere, please provide latitude and longitude and the desired color.

PIN MARKER

Have a look at the preconfigured Earth object in the scene pinMarker. Attached to the earth is a script called PinMarkerLocation. This script controls the pins.



Pin Marker Prefab – this is the prefab the script instantiates. Typically, it should be the pinMarker prefab from the prefabs folder.

Pin Marker Size – according to your map's or planet's size, the blip could be to large or to small. Scale it to your needs with this field.

Light Size – each pin emits a halo if lightened. This value determines the halo's size

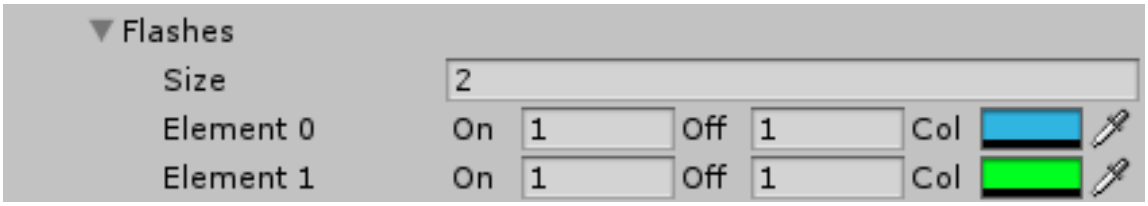
Marker Position – this is a list which consists of the markers you want to place around the world.

Size – enter the number of markers you want to place

Element 0, 1, 2 .. n – this are the single marker positions and color. As the markers are positioned on a sphere, please provide latitude and longitude and the desired color.

LIGHTHOUSE BEACONS

As you can see in the Pin Marker Location Script, there is a compartment called Flashes. Here you can configure the Flash effect of the Pin Marker. Consider the following configuration:



This means, the pin will flash with a pattern of two parts. It will flash for 1 second in blue, then it will go off for a second, then it will flash for one second in green, then it will turn off again for a second, then it will start over.

This way, you can configure each pin with ist own pattern like a lighthouse.

EARTH

Planet Earth in the background is a unity sphere mapped with a picture as you may download it from

http://www.shadedrelief.com/natural3/pages/textures.html

or from NASA. Please keep in mind, that the unity sphere is no UV-Sphere and thus is not correct UV unwrapped. This will result in inexact marker positioning if you use a unity sphere with an earth map.