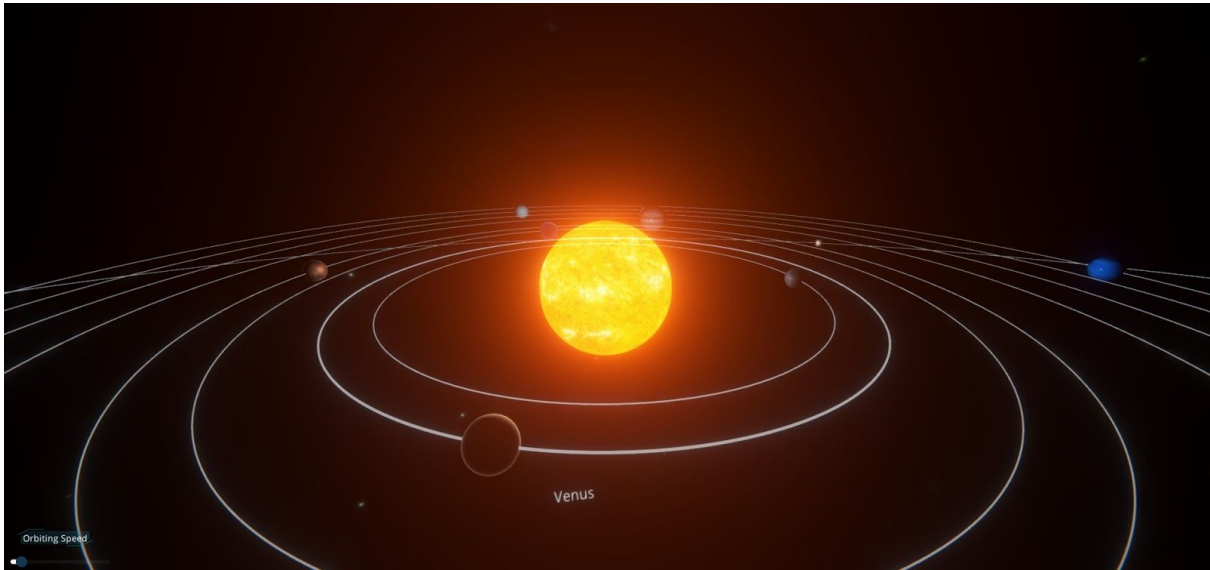# Solar System v4

Thank you for purchasing Solar System package. I really hope this will help you to achieve desired effect for your project.

New features in version 4.

Orbital view of the whole solar system. Displays planet name on hover and navigate to it once clicked. Each planet have its own orbit and can be easily set up (radius size, elliptic shape and angle).
Refactored code that is easily manageable and scalable.
Provided better mobile support.

Getting started

Package features 2 scenes - Main and Mobile Main.
Main scene is optimised for PC and mac, but textured were compressed to 2048px to speed up import time, this can be easily override up to 8k resolution.
https://docs.unity3d.com/ScriptReference/TextureFormat.html - this doc provided usefull info regarding texture formats.
Post processing profile is available and was added into Main scene on MainCamera and Orbital Camera, but was disabled on Mobile scene for performance reason. It can be added on mobile depends on target devices.

ConfigController is responsible for features regarding such as default distance when planet is selected, zoom speed etc.

CameraManager - Holds info about all available cameras

PlanetManager - Functions to manipulate astronomical bodies

UIManager - Responsible for all UI stuff

Orbital view is the new feature that was added to version 4 of Solar System project. Each planet got its own orbit (Scene -> Orbits).

Orbital View Set up

Ellipse Line Renderer

Creates orbit for the planet using Line Renderer component. To improve performance but reduce quality Segments number can be reduced.

Follow Orbit

This script is attached to each planet and orbit to follow is selected.
Earth offset variable - how far is the planet in regards to Earth
Orbit speed - each planet can have different rotation around sun speed

Setting size, radius and angle for orbit.

Change scale of X and Y to increase the orbit radius. To achieve elliptic shape X and Y values should be different. In order to create an angle change X rotation (Look at Pluto set up for reference).

For any questions, issues please contact me theadam