

NegativeSE (a Unity Asset)

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Introduction

Hello Thanks for purchasing this product.

If you need to contact me for any reason you can find my contact information [here](#).

Description

Awesome Negative Screen Effect!

Features

Add it to any script with just one line of code!

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How To Use

Just add this line of code when you want a NegativeSE to occur on the screen.

```
//Display NegativeSE
NegativeSE.Get().StartIt([Position], [MaxRadius],[Delay],
[Speed1], [Speed2]);

//Display NegativeSE (if you are passing in a screen position)
NegativeSE.Get().StartIt([Position],true, [MaxRadius],[Delay],
[Speed1], [Speed2]);

//Display NegativeSE (if you are passing in a GameObject)
NegativeSE.Get().StartIt([Target], [MaxRadius],[Delay],[Speed1],
[Speed2]);
```

Position:

This is the Position in Vector2 for a screen position, or Vector3 for a world position, or a GameObject

IsScreenPosition: (Optional)

Used to convey if the position is a screen position.

MaxRadius:

This is how large the NegativeSE can get before it stops growing.

Delay:

The delay between the first and second circle.

Speed1:

The speed of the first circle.

Speed2:

The speed of the second circle.

Here is a few examples of code.

```
//Display NegativeSE at the mouse's position
NegativeSE.Get().StartIt(Input.mousePosition,true,0.25f,0.5f,1f,
1.5f);

//Display NegativeSE at the a gameObject's Position
NegativeSE.Get().StartIt(gameObject.transform.position,0.25f,
0.5f,1f,1.5f);
```

```
//Display NegativeSE at the a gameObject's Position, and follow the
gameObject.
NegativeSE.Get().StartIt(gameObject,0.125f,0.5f, 1.0f,1.5f);
```

An Alternative way to use the NegativeSE is to pass in a different set of values.

```
//Display NegativeSE
NegativeSE.Get().StartIt([Position], [MaxRadius],[WaveSize],
[Speed]);

//Display NegativeSE (if you are passing in a screen position)
NegativeSE.Get().StartIt([Position],true, [MaxRadius],[WaveSize],
[Speed]);

//Display NegativeSE (if you are passing in a GameObject)
NegativeSE.Get().StartIt([Target], [MaxRadius],[WaveSize],
[Speed]);
```

Position:

This is the Position in Vector2 for a screen position, or Vector3 for a world position, or a GameObject

IsScreenPosition: (Optional)

Used to convey if the position is a screen position.

MaxRadius:

This is how large the NegativeSE can get before it stops growing.

WaveSize:

This is the maximum length between the first and second circle.
Similar to the Delay value.

Speed:

The speed of the both circles.

Here is a few examples of code.

```
//Display NegativeSE at the mouse's position
NegativeSE.Get().StartIt(Input.mousePosition,true,0.25f,0.5f,
1f);

//Display NegativeSE at the a gameObject's Position
NegativeSE.Get().StartIt(gameObject.transform.position,0.25f,
0.5f,1f);
```

//Display NegativeSE at the a gameObject's Position, and follow the gameObject.

```
NegativeSE.Get().StartIt(gameObject,0.125f,0.5f, 1.0f);
```

Read NegativeSE.cs for more details.

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