Character Selector+

The **Character Selector +** is an saving time and great way to setup and display characters, items or props.

Features

Circular/Linear Selector

Auto Camera Framing

Swipe/Drag selection

Turning Table

Customizable Selection Options

Lock/Unlock System

Custom Radius/Distance

Base on *mesh center* Object Rotation

Basic purchase system

Auto Focus On Clic/Touch object

Mobile Ready

Next/Before Object selection in empty space

This Asset contains 4 scripts:

Selector Editor   *In here set up the objects distribution on the selector*

Menu Camera: Link the camera to the script.

Camera Offset: Distance from the focused Object.

Camera Position: Camera offset position .

Camera Rotation: Camera offset rotation.

Type: Selector Type (Circular,Linear).

Circular:

Radius: Radius of the circular Selector

Linear:

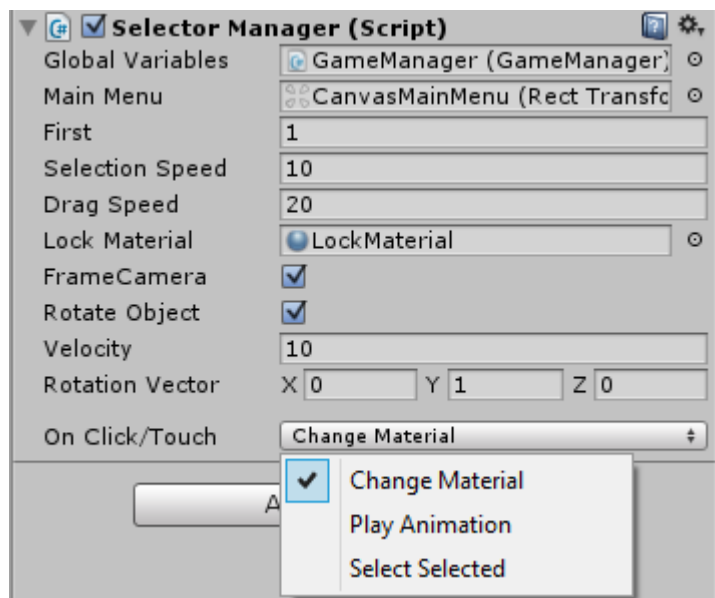*Distance:* Distance between objects.

Linear X,Y,Z: Direction for the selector

Reset Rotation: All Object rotation to zero

Look Rotation: All Object Look away from center.

Selector Manager *In here set up the objects behaviors on the selector*

Global Variables: Link the camera to the script.
Main Menu: Which Menu to return when the object is selected.
First: Which object will be the first to focus .
Selection Speed: Camera offset rotation.
Drag Speed: Speed for swiping or dragging
Lock Material: Material to use when object is locked.
Frame Camera: Frame camera by object size.
Rotate Object: turntable the focus object .
Velocity: Turntable Speed .
Rotation Vector: TurnTable Vector.
On Click/Touch: Material/Play Animation/Select.
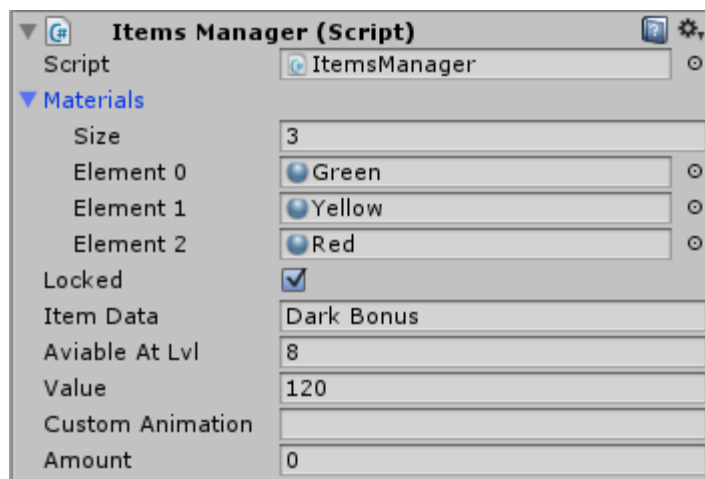   **Material:** When Clicked cycle between materials
   Play Animation: When Clicked play Animation
   Select Selected: When Clicked select focus object

Items Manager *In here configure the object data*

Materials: Materials to customize more your objects
Locked: If the object is unavailable
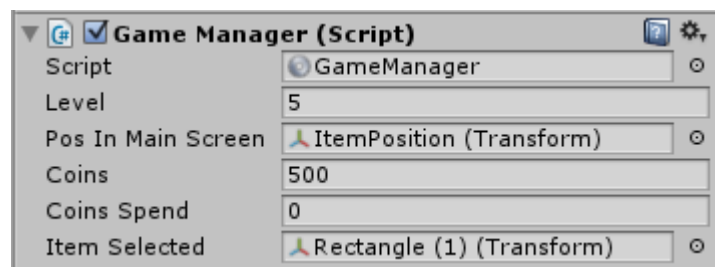**Item Data:** Description of the object.
Available at Lvl : Which Level the object will be unlocked.
Value: Amount to be bought before unlocked.
Custom Animation: Plays this named animation if in the *Selector Manager* is selected **Play Animation** on *On Click/Touch*

Game Manager *In here configure global variables used in the selector*

Level: The current level where the player is .
Pos In Main Screen: The position where you wish the selected object to be in the main menu.
**Coins:** Money available .
Coins Spent: Money spend.
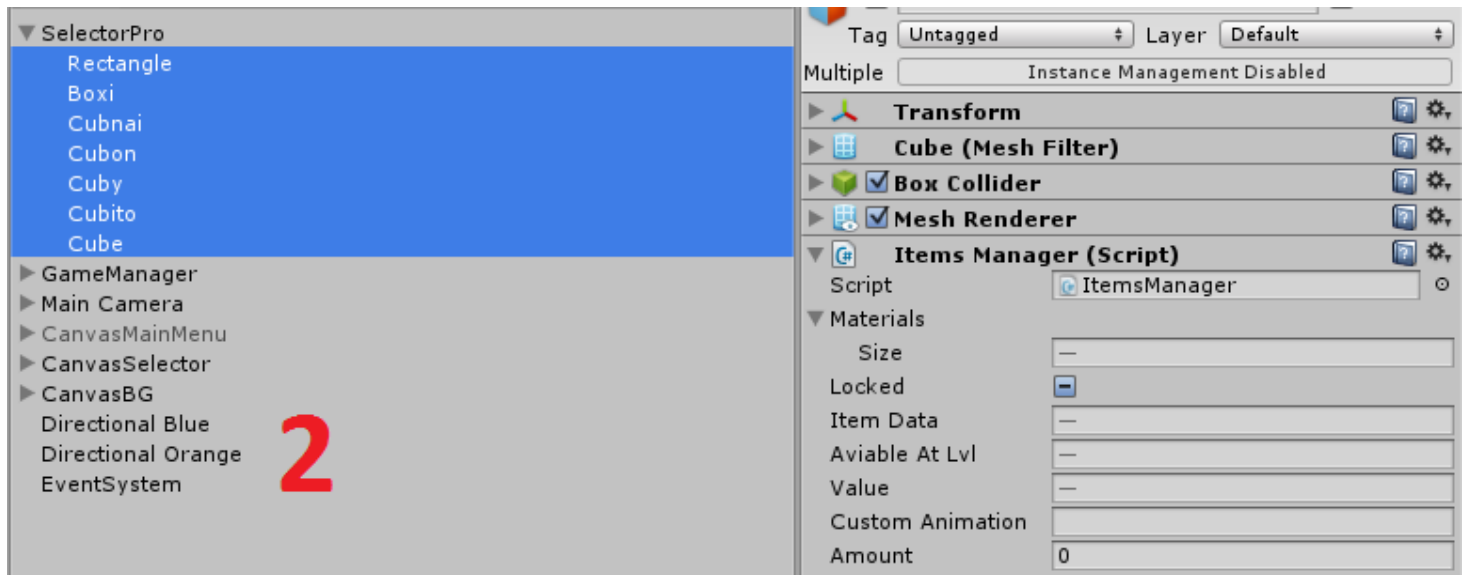**Item:** Money spend.

You can use the sample scenes and customized to your needs or you can start from scratch.

To use the Selector you need to follow these simple steps.

1- Use the *Clean Selector* Prefab

2- Add as children, your objects to display on the selector, Automatically will be added the *Items Manager Script* to every child.
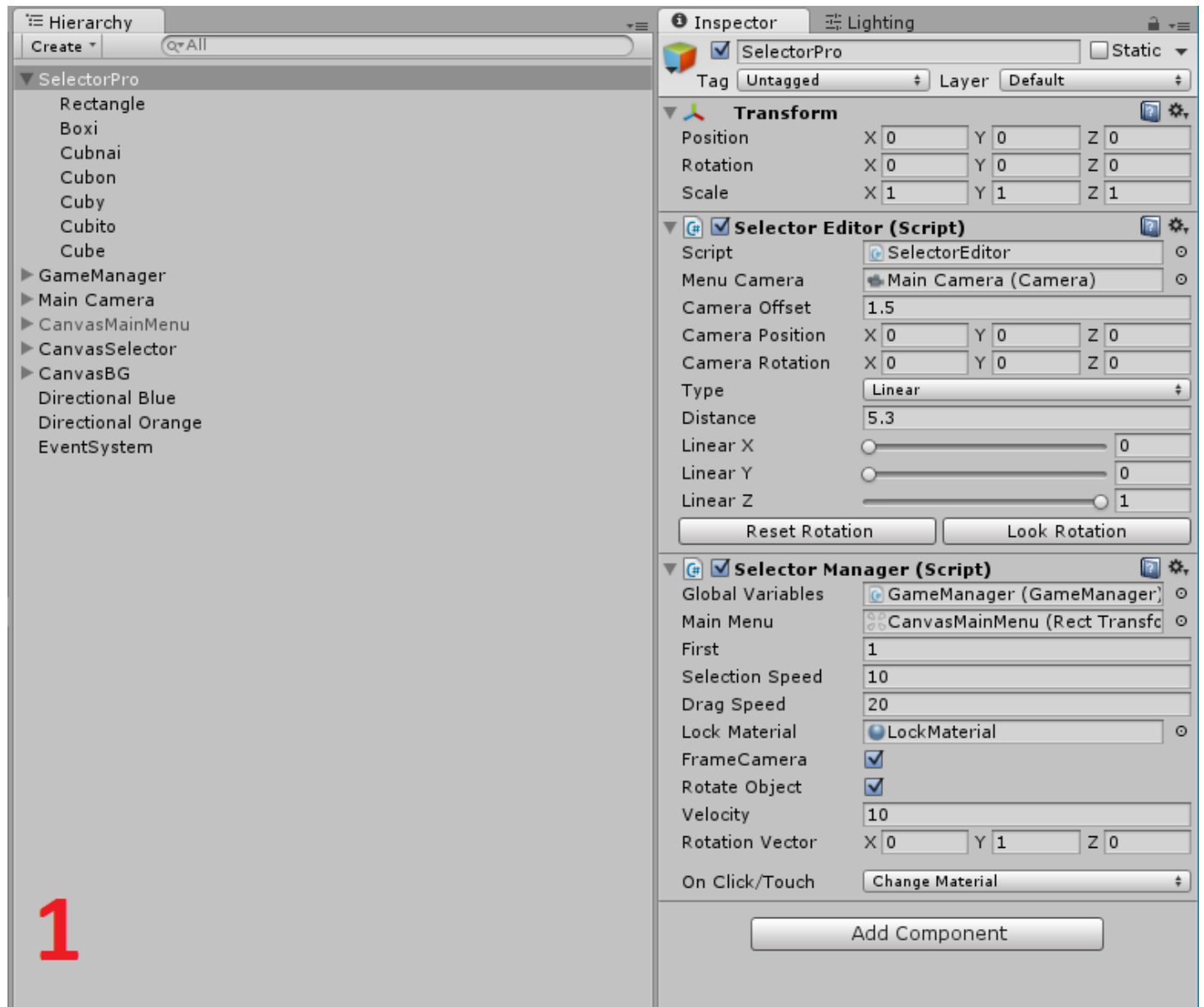
3- Set Up all the data in every Child *Items Manager.*

4- Customize the *Selector Editor* and *Selector Manager* properties as you please.

5- Remember to have a *Game Manager* Script on the scene to use the main properties such as level, coins, etc

6- That's it.

IMPORTANT NOTES

❖ The GameObject *Item position* is represented as a diamond, and is for store the position where you want the selected object to be on the main menu.
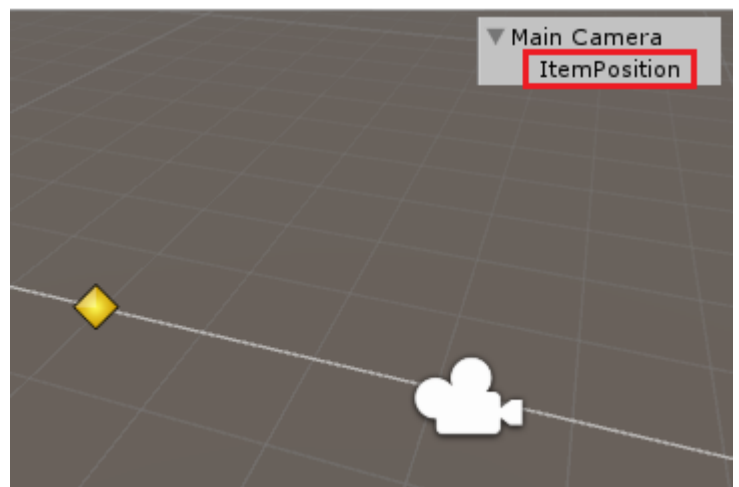
❖ The *CanvasSelector* has some important *text objects* used via Script by their names to represent the values for the selector:

➢ **TotalCoins:** Shows the money available.

➢ **TextItemSelected:** Shows the name of the focused Object.

➢ **TextLevel:** Shows the current Level.

➢ **ItemData:**

■ Shows the description for the focused Object.

■ If the object is locked, shows *"Available at Level #"*.

■ If the focused object is try to be selected shows *"Unlock First"*.

■ If the object is unlocked and the player use the purchase button shows *"Already Owned"*.

■ If there is not enough coins to purchase an object shows *"Not enough coins"*.
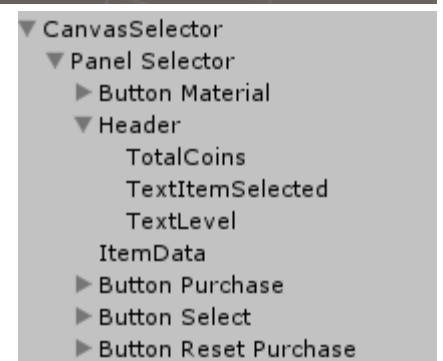
- ❖ Objects made the turntable rotation by their mesh center so every items has to have a meshrenderer component.

If you have any questions please let me know.
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