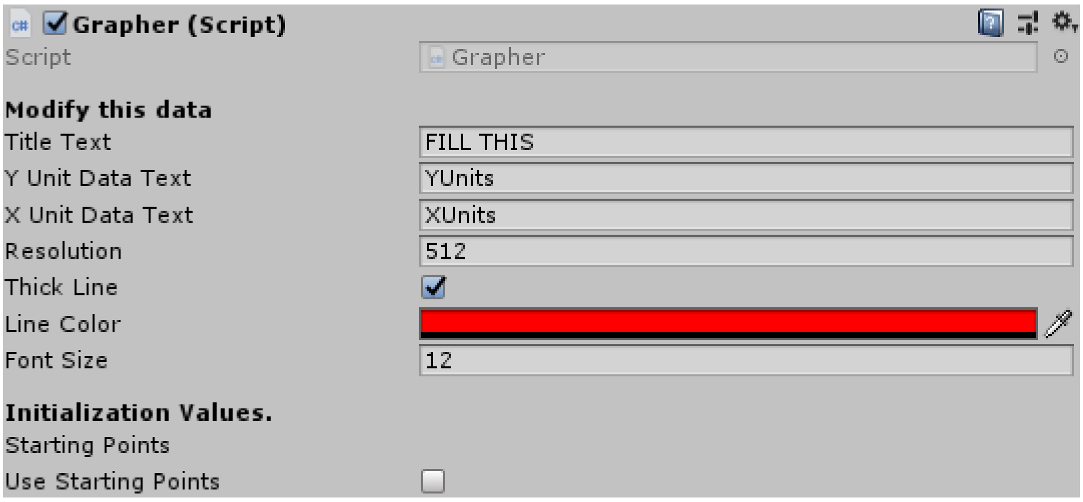
Simple Graph (Native Canvas!)



☑ **Grapher (Script)**

Script	Grapher
Modify this data	
Title Text	FILL THIS
Y Unit Data Text	YUnits
X Unit Data Text	XUnits
Resolution	512
Thick Line	☑
Line Color	🟥
Font Size	12
Initialization Values.	
Starting Points	
Use Starting Points	□

Property	Function
Title_Text	A name for the graph.
Y Unit Data Text	Y Axis unit type.
X Unit Data Text	X Axis unit type.
Resolution	The resolution of the Image displaying the lines.
Thick Line	It thickens the graph's line.
Line Color	The color to apply to the line.
Font Size	Some fonts will autoresize, but not the ones related to the X axis and Y axis.
Starting Points	You can use this to not skip the usage of a script.
UpdateOnStart	Updates the graph when the Start() method is called. (https://docs.unity3d.com/ScriptReference/MonoBehaviour.Start.html)

Video Guide: https://www.youtube.com/watch?v=lKpSDQZ9MhQ
Contact: http://ludusinfinitus.com/Contact
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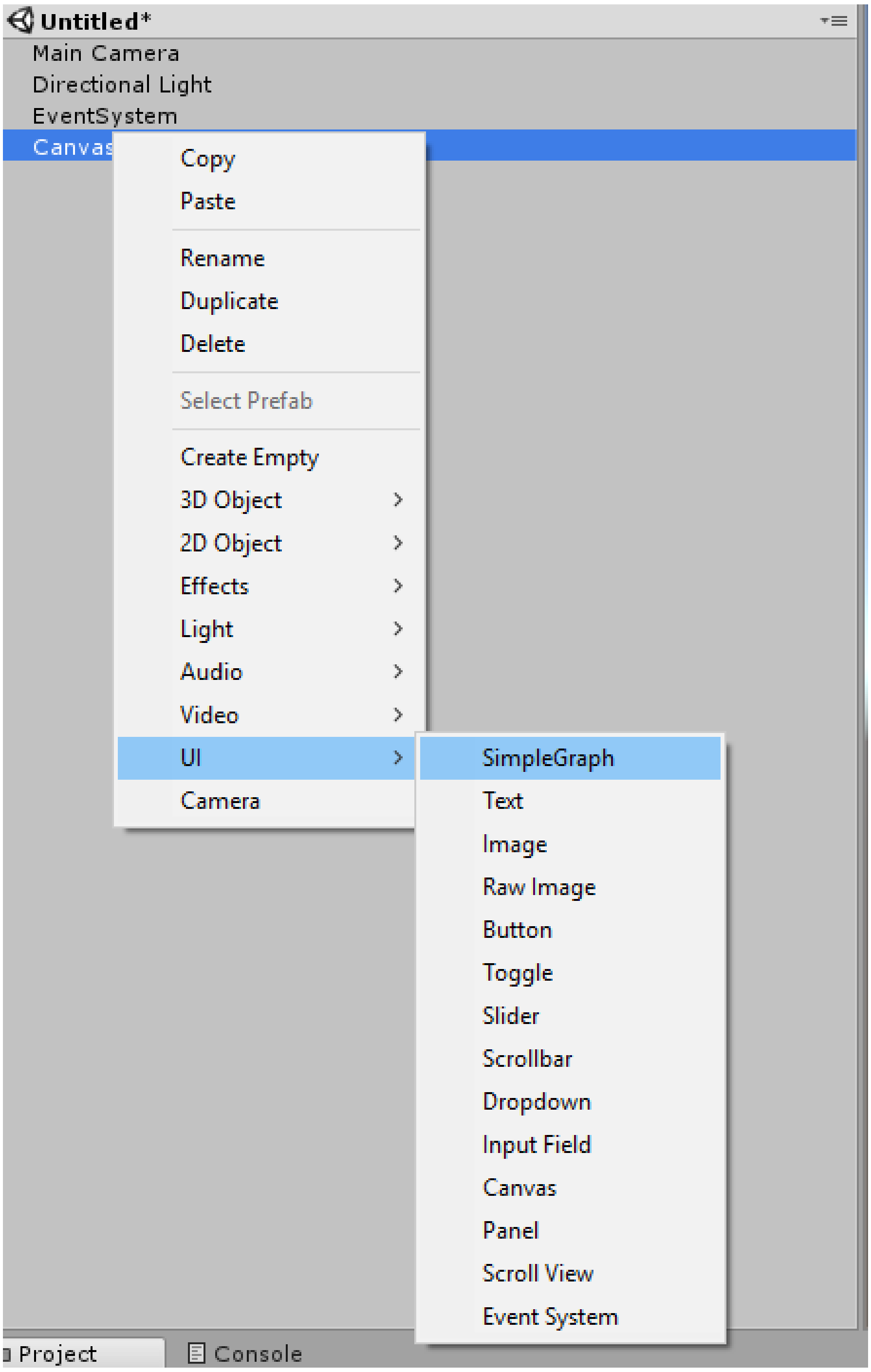
Graph Creation (Method 1)



Instantianting the graph just like the canvas or any other UI element.

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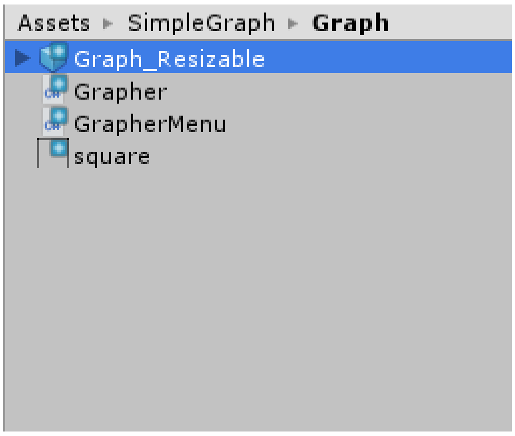
Graph Creation (Method 2)



Assets ▸ SimpleGraph ▸ **Graph**

- Graph_Resizable
- Grapher
- GrapherMenu
- square

Using the prefab directly.

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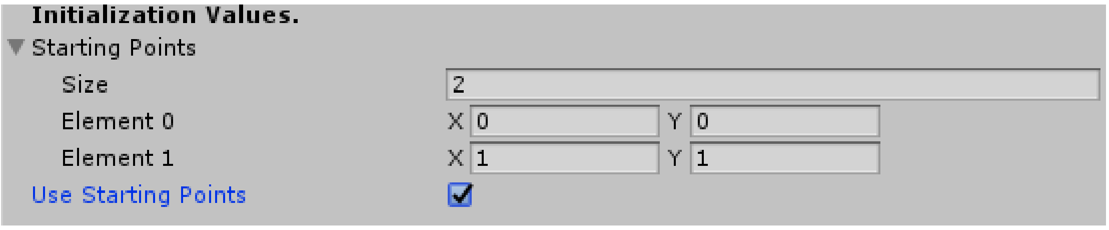
Populating the Graph (Method 1)



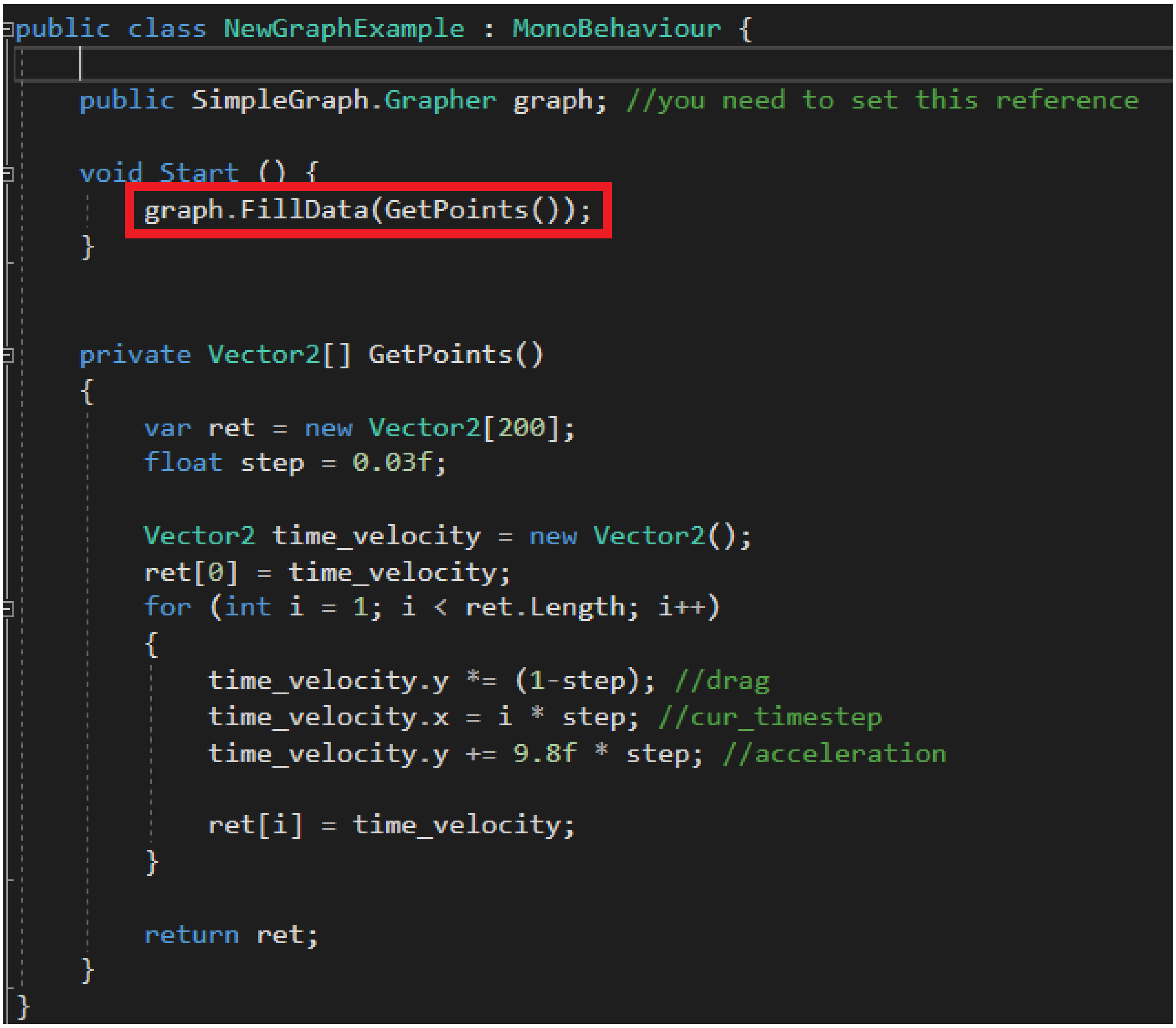
Initialization Values.

▼ Starting Points

Size	2
Element 0	X 0 Y 0
Element 1	X 1 Y 1
Use Starting Points	☑

Set "Use Starting Points" to True, and set the points.

Populating the Graph (Method 2)



```
public class NewGraphExample : MonoBehaviour {

    public SimpleGraph.Grapher graph; //you need to set this reference

    void Start () {
        graph.FillData(GetPoints());
    }


    private Vector2[] GetPoints()
    {
        var ret = new Vector2[200];
        float step = 0.03f;

        Vector2 time_velocity = new Vector2();
        ret[0] = time_velocity;
        for (int i = 1; i < ret.Length; i++)
        {
            time_velocity.y *= (1-step); //drag
            time_velocity.x = i * step; //cur_timestep
            time_velocity.y += 9.8f * step; //acceleration

            ret[i] = time_velocity;
        }

        return ret;
    }
}
```

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