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## Support and Documentation

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Documentation:

**GameObject >> Create Other >> Light2D >> Online Help**

**Link:** <http://reverieinteractive.com/unity-assets/2dvls/light2d-documentation>

## Quick Start

Creating a Simple Light from the Menu:

**GameObject >> Create Other >> Light2D >> Radial Light**

Creating a Simple Light from Code:

```
using UnityEngine;
using System.Collections;

public class CreateSimpleLight : MonoBehaviour
{
    public Material lightMaterial = null;
    public Color lightColor = Color.white;

    void OnStart()
    {
        if (lightMaterial != null)
            Light2D.Create(Vector3.zero, lightMaterial, lightColor);
    }
}
```

## Using Events

```
using UnityEngine;
using System.Collections;
using System.Collections.Generic;

public class EventSample_VLS : MonoBehaviour
{
    public Color collidedColor = Color.red;
    public Color nonCollidedColor = Color.blue;
    public GUIText screenText;

    // Register your event listeners
    void Start()
    {
        Light2D.RegisterEventListener(LightEventListenerType.OnEnter, OnEnterEvent);
        Light2D.RegisterEventListener(LightEventListenerType.OnStay, OnStayEvent);
        Light2D.RegisterEventListener(LightEventListenerType.OnExit, OnExitEvent);
    }

    // Be sure you unsubscribe from your event listener before your object is destroyed!
    void OnDestroy()
    {
        Light2D.UnregisterEventListener(LightEventListenerType.OnEnter, OnEnterEvent);
        Light2D.UnregisterEventListener(LightEventListenerType.OnStay, OnStayEvent);
        Light2D.UnregisterEventListener(LightEventListenerType.OnExit, OnExitEvent);
    }

    // The light param is the light2D object that has just begun hitting a gameobject
    // which is represented with the param (go)
    void OnEnterEvent(Light2D light, GameObject go)
    {
        // We compare the object entering the event [go] with this gameobject to
        // ensure its talking to us and not some other gameobject.
        // If it is talking to us then we change the color of the light which sent
        // the event [light]
        if (go.GetInstanceID() == gameObject.GetInstanceID())
        {
            screenText.text = "DANGER!";
            light.LightColor = collidedColor;
        }
    }

    // The light param is the light2D object that has just begun hitting a
    // gameobject which is represented with the param (go)
    void OnExitEvent(Light2D light, GameObject go)
    {
        // We compare the object exiting the event [go] with this gameobject to
        // ensure its talking to us and not some other gameobject.
        // If it is talking to us then we change the color of the light which sent
        // the event [light]
        if (go.GetInstanceID() == gameObject.GetInstanceID())
        {
            screenText.text = "SAFE";
            light.LightColor = nonCollidedColor;
        }
    }
}
```