Gothic UI

Script documentation

1. DayDurationController provides day duration control for TopBar. It simply changes the animation duration of the attached game objects: a sky image and a glowing circle. This component contains 3 properties:
   a. Sky - a game object of sky image. This game object must have an animator component.
   b. Glow - a glowing circle. It becomes visible when day or night has been started. This game object must have an animator component.
   c. Duration - an integer value of day duration in seconds. !NOTE! This value applies in the Awake method, so change this value in runtime has no effect. Move code from here to your custom method if you want to change it in runtime.
2. HPFlowController has a method that changes the FillValue of a Fluid material. It uses only for demonstration purposes, see DEMO* prefabs. Method SetValue could be attached to a slider to change the FillValue manually.

Shader documentation

1. Fluid.shader uses to imitate sphere in 2d canvas image. It distorts a simple square image to a sphere-like image and applies moving textures on it. There are available properties:

   a. _MainTex - first texture that applies to the sphere. This property is mandatory and should be set.

   b. _Speed1 - vector value that determines the speed and direction of floating _MainTex. The first value (x) is responsible for the horizontal direction, the second one (y) relatively for vertical. The remaining two values (z, w) is not used.

   c. _SecondTex the second texture that applies to the sphere.

   d. _Speed2 - the same as _Speed1 but for _SecondTex. Vector value that determines the speed and direction of floating texture. The first value (x) is responsible for the horizontal direction, the second one (y) relatively for vertical. The remaining two values (z, w) is not used.

   e. _ThirdTex the third texture that applies to the sphere.

   f. _Speed3 - the same as _Speed1 and _Speed2 but for _ThirdTex.

   g. _MainColor - determinates the color of the filled part of the sphere.

   h. _Brightness - increasing this property can make the final image brighter. The resulting image becomes darker when you apply more than 1 texture. This property can fix it.

   i. _HotLine* properties configure a color, height, and brightness of line that shows explicitly current fill level.

j. _AlphaColor - determinates the color of the unfilled part of the sphere.

k. _FillLevel - the value indicates the filling level of the sphere.

l. _FadeAreaHeight - property allows you to adjust the smooth fading of the main color.

2. FluidDouble.shader the same as Fluid.shader but image separated into two adjustable parts with own properties each.

a. _VerticalSeparator - determines where is image should be split.

3. BarShader.shader uses to animate resource bars. Simple image with 2 floating noises applied to the chosen color. One noise applied through the mask texture and the second one directly to an image.

a. _Noise* properties configure 2d noise speed and size applied to the main color of the image. These are vector values, where the first two values (x,y) apply to mask texture and the second two (z,w) applies to color without any mask.

b. _FlashesMultiplier determinates how strong mask noise apply to the image

c. _WavesMultiplier determinates how strong general noise applies to the image.

d. _HotLine* properties configure a color, height, and brightness of line that shows explicitly current fill level.

e. _FillLevel - the value indicates the filling level of the bar.

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