

EASY SPLIT SCREEN

Thank you for purchasing Easy Split Screen! Some assets can take months to create and it is always motivating and validating when a sale is made. Please remember (if you purchased this from the Unity Asset Store) to leave a review but let me know if you have any issues or suggestions for improvement at unitystoreassets@gmail.com

Setting Up

As with all my Easy assets, setting up is very easy and only takes 3 steps.

1. Drag the EasySplitScreen script (from Easy Split Screen > Scripts) onto your Main Camera in the Hierarchy.
2. Drag the 2 objects you want to 'follow' into the Player 1 and Player 2 slots in the Inspector. The asset requires 2 objects to function.
3. Confirm the defaults are what you need or change the settings for personal preference.

Configuration

So..."What do all the settings mean?" I hear you ask. Well, I have created tooltips in the code, so hovering your mouse pointer over each setting will provide more information, however, details are also provided in the table below.

Configuration Setting	Description
<i>Enable At Start</i>	Toggle this checkbox in the Inspector to set whether the effect will be active when the scene starts.
Game Objects > <i>Player 1</i>	Drag the <i>first</i> object (from the hierarchy) into this slot for the camera to follow.
Game Objects > <i>Player 2</i>	Drag the <i>second</i> object (from the hierarchy) into this slot for the camera to follow.
Camera Settings > <i>Cam X Pos_offset</i>	The x-axis offset from the default Easy Split Screen camera position.
Camera Settings > <i>Cam Y Pos_offset</i>	The y-axis offset from the default Easy Split Screen camera position.
Camera Settings > <i>Cam Z Pos_offset</i>	The z-axis offset from the default Easy Split Screen camera position.
Splitscreen Settings > <i>Splitscreen Dist</i>	This is the distance the <i>Player 1 & Player 2</i> objects can be apart before the splitscreen effect will activate.
Splitscreen Settings > <i>Splitscreen Line Color</i>	The default color for the line is black but you can click the color bar and change it.

Splitscreen Settings > <i>Splitscreen Line Width</i>	The default value is 0.01. Drag the slider to change the value (0.01-0.1). For larger values, you can edit the script.
Splitscreen Settings > Dynamic Max Line Width	The default value is 0. When set to 0, the static line width value above will be used. When greater than 0, the split line will increase/decrease depending on the distance <i>Player 1</i> & <i>Player 2</i> are apart.

Render Pipelines

The asset was created using the built-in pipeline, however, the script should work without issues on URP and HDRP projects. More testing is required but if you want to test the asset using those pipelines, any materials provided with the asset (for the demo scenes) will be incompatible and show as pink. To resolve this, follow the simple step below.

Univeral Render Pipeline (URP)

Go to Unity menu option *Edit > Render Pipeline > Universal Render Pipeline > Upgrade Project Materials to UniversalRP Materials*.

High Definition Render Pipeline (HDRP)

Go to Unity menu option *Edit > Render Pipeline > HD Render Pipeline > Upgrade from Builtin pipeline > Upgrade Project Materials to High Definition Materials*.

Scripting

The asset provides 3 separate scripts.

EasySplitScreen.cs – the main script for the asset.

ObjectTriggerController.cs – used to determine the cop presses if a button is pressed.

Movement.cs -

To toggle the splitscreen effect in script just use the following line of code:

BitGamey.EasySplitScreen.ToggleEffect();

This is the first release of my newest asset, so I want to be the first to know of any issues or improvements. Please don't leave a store review without reaching out first. As you'll see from reviews of my other assets, I am very responsive to customers.

Thanks again and enjoy!

Lee