Mce Inc Documentation :

ISI Interpolation Plugin

Mamadou Cisse

What is it?

A solution to interpolate the value of some data type between two values.

What's in the Package?

MceInc.dll: The dll file which contains some a part of Mce Inc Engine and the main code of the interpolation system.
**ISIAnimatorInspector.cs:** The inspector script of ISI Animator class.
Interpolation Folder: Contains some components which you can use to access to Mce Inc Extension methods in Unity Inspector without coding like "Transform.DOMove".
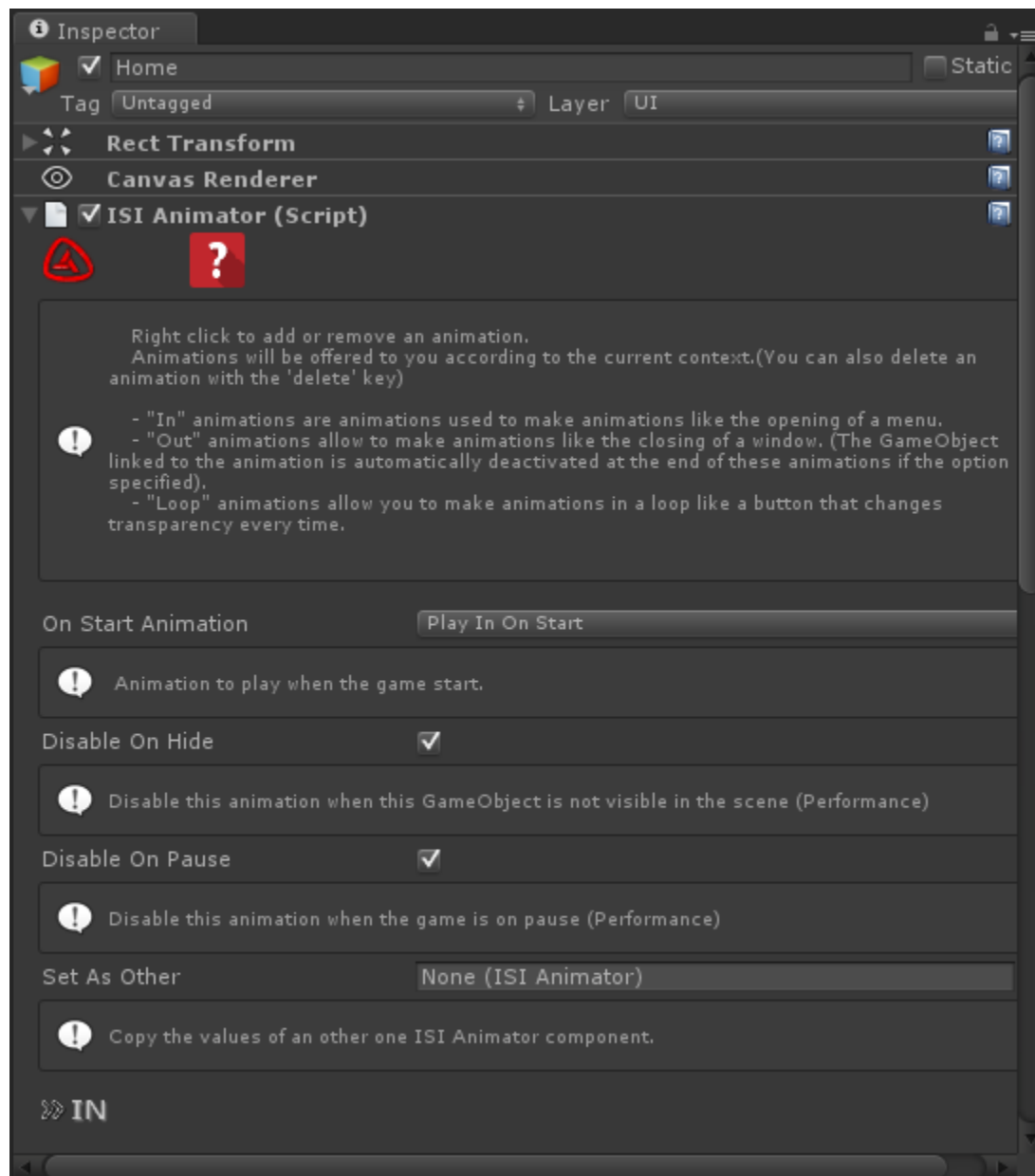
Getting Stated

The interpolation system is like dotween plugin, it allows you to interpolate some data types (specified in Mce Inc documentation). There are 2 plugins that allows you to use this interpolation system on Unity inspector without coding:
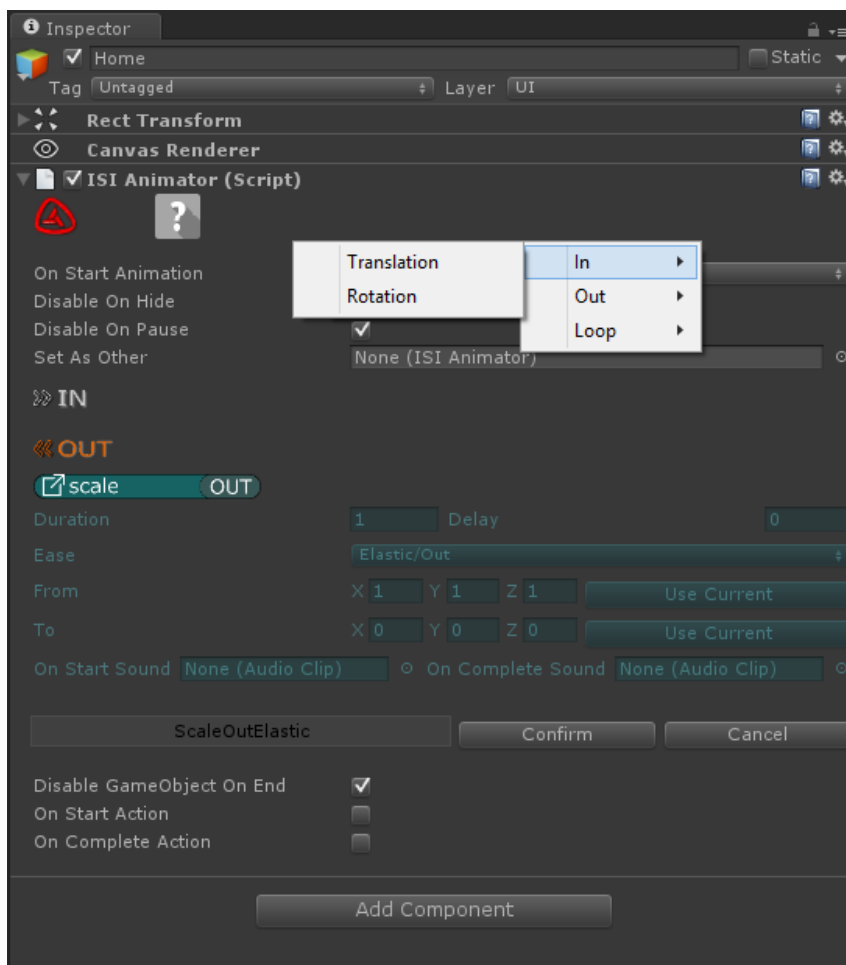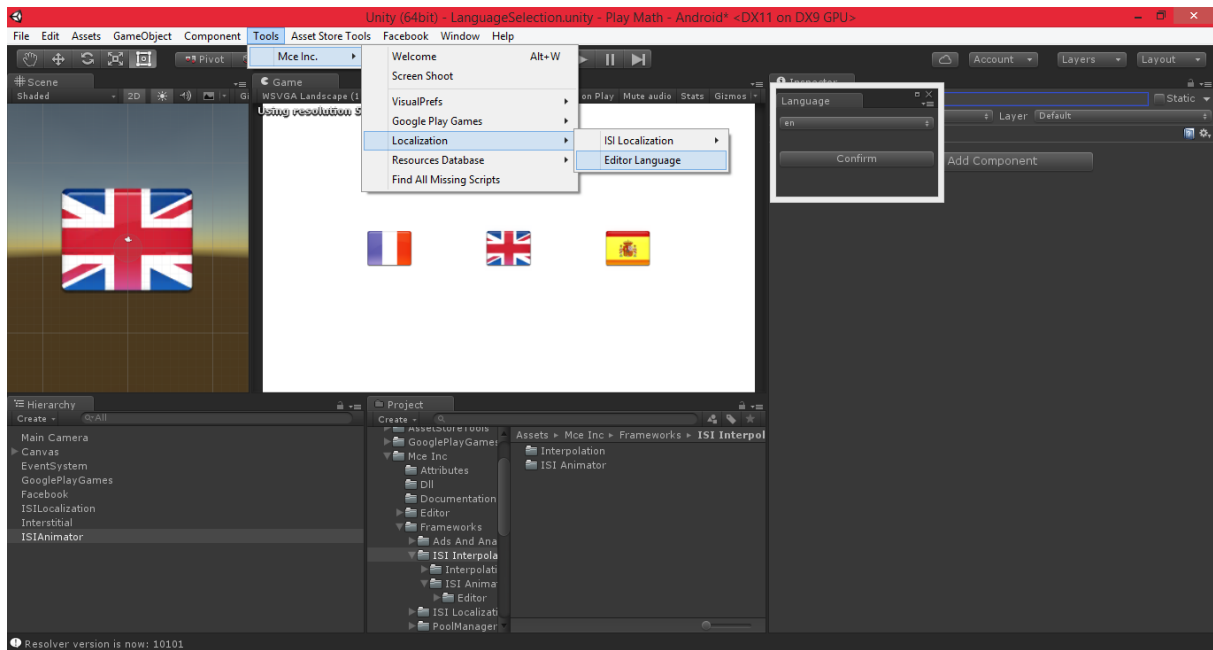
1 – ISI Animator

To use this plugin, you must add the component ISI Animator to a Game Object.
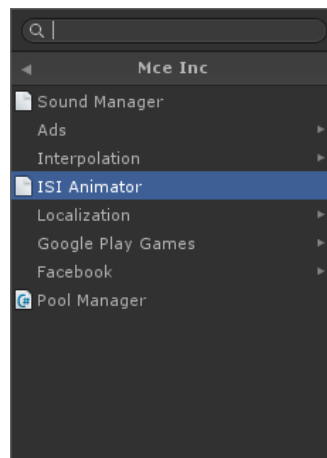
Click on the help button to display a help for each parameter of the plugin in the inspector panel. In the current version, the help is available on two languages, go to the tab "Tools/Mce Inc./Localization/ Editor Language" to choose your language.

Inspector

☑ **Home** 　　　　　　　　　　　　　　　　　　　☐ Static

Tag `Untagged` ⇕ Layer `UI`

▶ **Rect Transform** ⬚

◎ **Canvas Renderer** ⬚

▼ ☑ **ISI Animator (Script)** ⬚

　　⚠　❓

⚠　Right click to add or remove an animation.
　　Animations will be offered to you according to the current context.(You can also delete an animation with the 'delete' key)

　　- "In" animations are animations used to make animations like the opening of a menu.
　　- "Out" animations allow to make animations like the closing of a window. (The GameObject linked to the animation is automatically deactivated at the end of these animations if the option specified).
　　- "Loop" animations allow you to make animations in a loop like a button that changes transparency every time.

On Start Animation　　　　　　`Play In On Start`

　　⚠　Animation to play when the game start.

Disable On Hide　　　　　　　☑

　　⚠　Disable this animation when this GameObject is not visible in the scene (Performance)

Disable On Pause　　　　　　☑

　　⚠　Disable this animation when the game is on pause (Performance)

Set As Other　　　　　　　　`None (ISI Animator)`

　　⚠　Copy the values of an other one ISI Animator component.
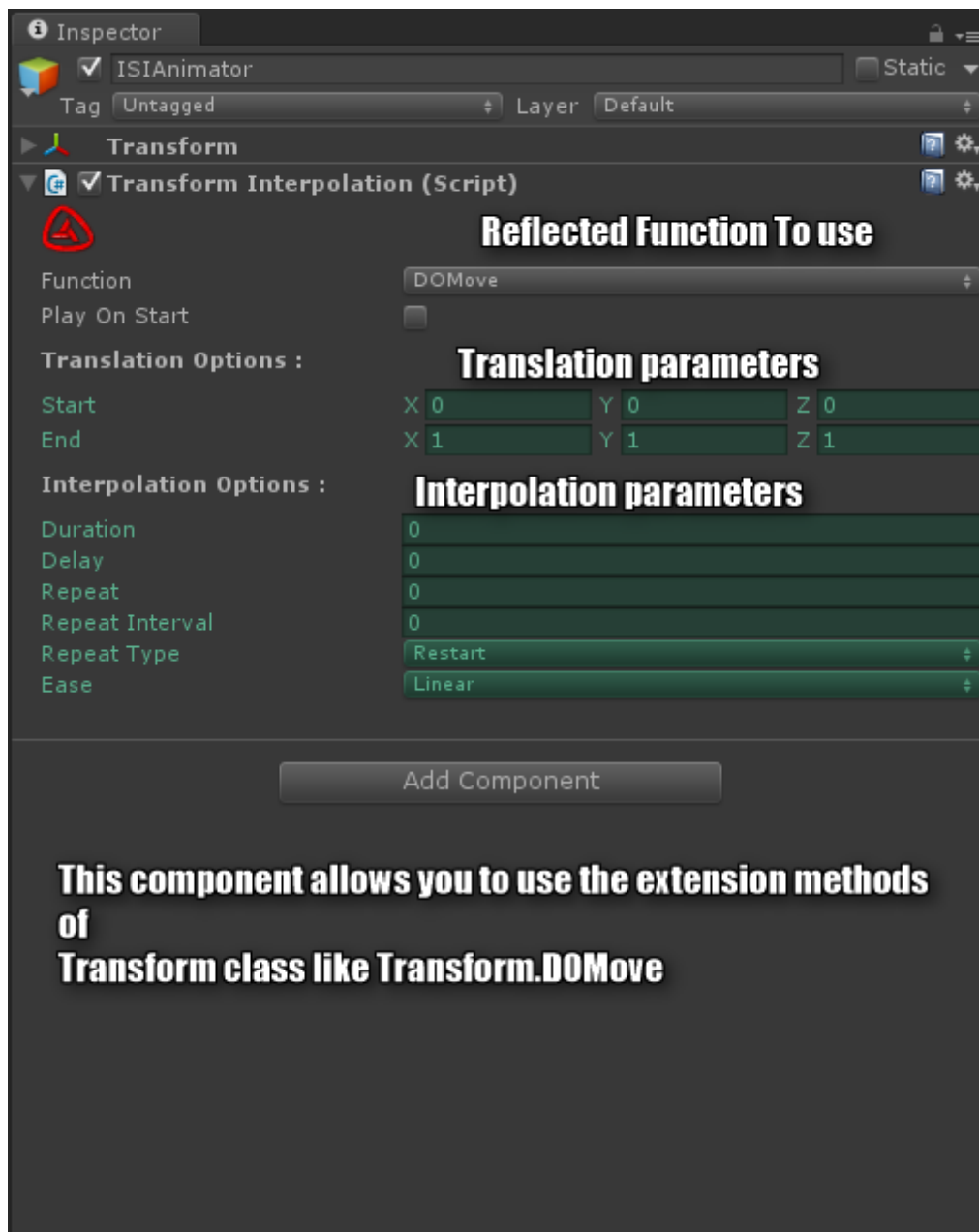
≫ **IN**

2 – Interpolation Components:

This one is just a collection of components that provides you access to Mce Inc Interpolation extension methods thanks to the reflection.

Example for the extension methods of Transform class:

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.
Good luck for your projects.