Solar System Handler

ver 1.1, doc ver 1.3

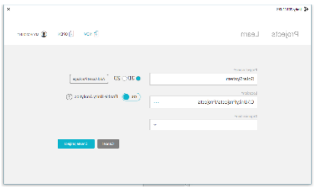
Requiments

Unity 2017.01

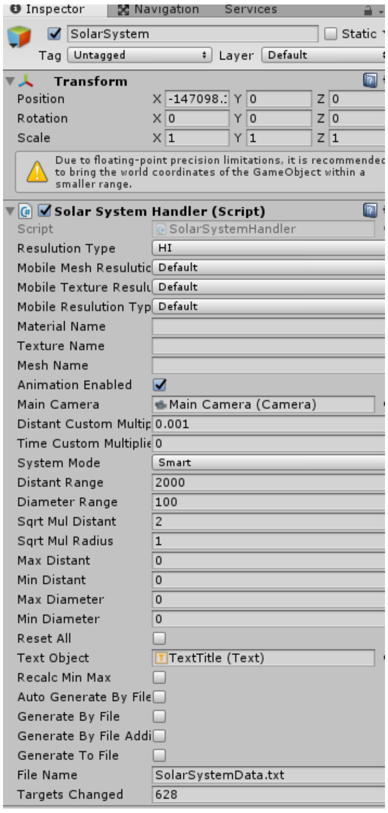
Legacy Image Effects (from asset store, for example: https://assetstore.unity.com/packages/essentials/legacy-image-effects-83913)

Installation

1. Create new project



2. Import from asset store if you need the „Legacy Image Effects” free package
3. Open SolarSystem scene from SolarSystemPackage folder
4. Delete „Creating” game object under the SolarSystem (hierarchy if exists)
5. Uncomment 284 row of `PlanetHandler.cs` if you installed the “Legacy Image Effect” package



☑ SolarSystem ☐ Static

Tag Untagged Layer Default

Transform

Position	X	-147098.:	Y	0	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

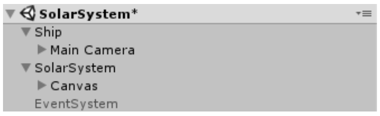
Due to floating-point precision limitations, it is recommendec to bring the world coordinates of the GameObject within a smaller range.

☑ **Solar System Handler (Script)**

Script	SolarSystemHandler
Resulution Type	HI
Mobile Mesh Resulutic	Default
Mobile Texture Resulu	Default
Mobile Resulution Typ	Default
Material Name	
Texture Name	
Mesh Name	
Animation Enabled	☑
Main Camera	Main Camera (Camera)
Distant Custom Multip	0.001
Time Custom Multiplie	0
System Mode	Smart
Distant Range	2000
Diameter Range	100
Sqrt Mul Distant	2
Sqrt Mul Radius	1
Max Distant	0
Min Distant	0
Max Diameter	0
Min Diameter	0
Reset All	☐
Text Object	TextTitle (Text)
Recalc Min Max	☐
Auto Generate By File	☐
Generate By File	☐
Generate By File Addi	☐
Generate To File	☐
File Name	SolarSystemData.txt
Targets Changed	628

Planet generation

The planets data is on the „Resources” folder: SolarSystemData.txt. If you want you can modify it.



```
▼ SolarSystem*
  ▼ Ship
    ▶ Main Camera
  ▼ SolarSystem
    ▶ Canvas
  EventSystem
```

Set „Main Camera„!

Generate only run time

„Auto Generate By File” if true, then the planets will be generated when application started. This way you do not need the planets in editor.

Generate editor time

Switch off „Auto Generate By File”. Edit the planet data txt as you need, set true „Generate By File” (resize a bit your scene screen). The planet will be generated. (it takes some time)

Set true „Reset All” positions will be recalculated.

Start program.

InputHandler

It is an independent script for desktop, webgl, mobile applications (maybe for others).

Installation:

It is a component that can be on one or more gameobject. It is recommended to use only one gameobject because all of them do raycast.

```
Have to give these properties: GraphicRaycasterObject, InputCamera.
```

Example:

```
public class Example : MonoBehaviour {

    private InputHandler inp;

    void Start () {
        inp = GetComponent<InputHandler>();
        InitActions();
    }
    private void InitActions()
    {
        inp.ClickSafeAction.Add(ClickSafe);
        inp.DoubleClickDownAction.Add(ClickSafe);
        inp.ChangeTargetAction.Add(TargetChanged);
        inp.ZoomAction.Add(Zoom);
    }

    private void ClickSafe (GameObject g)
    {
        Debug.Log(„Click”);
    }
    private void TargetChanged (GameObject g)
    {
        if (g != null) Debug.Log(„Target name=”+g.name);
    }
    private void Zoom(GameObject g)
    {
        Debug.Log(„Zoom value=”+inp.Zoom);
    }
```