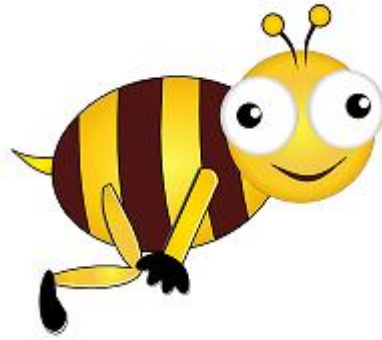


SVG Reader at Runtime

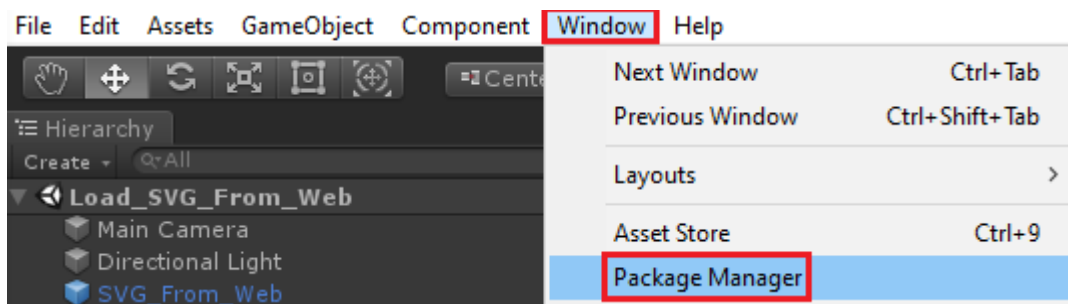
Load a vectorial image from a file, from a web URL or from one single line



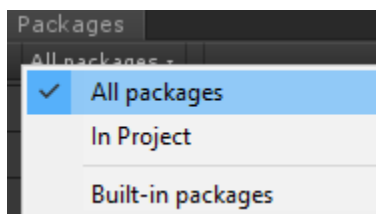
- Before you can use this asset –

If you use Unity 2019 or an older version:

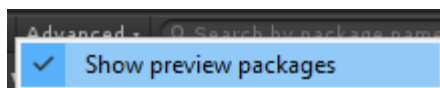
1) Open the “Package Manager” by clicking on “Window / Package Manager”:



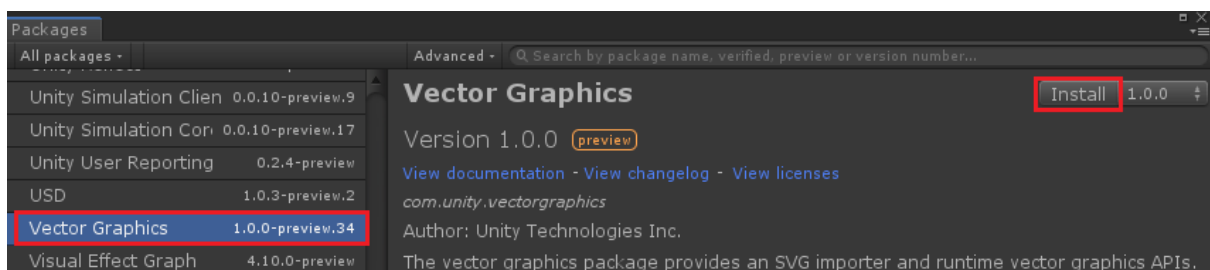
2) Under “Packages”, select “All packages” in the list:



3) Under “Advanced”, select “Show preview packages” in the list:



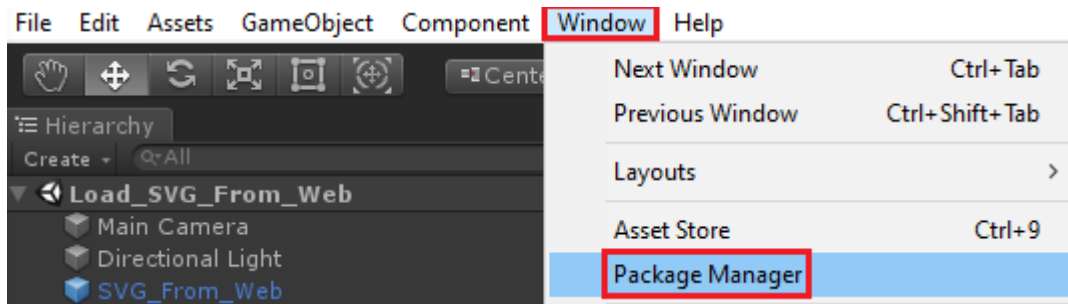
4) Select “Vector Graphics” in the list and click “Install” at the top-right corner:



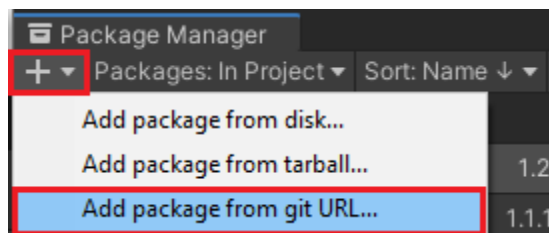
- Before you can use this asset –

If you use Unity 2020 or a newer version:

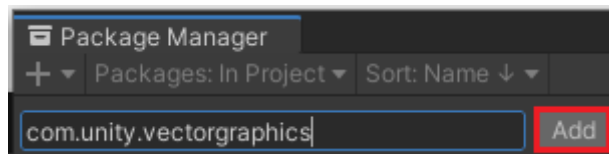
1) Open the “Package Manager” by clicking on “Window / Package Manager”:



2) Click the “+” button under “Packages” and select “Add package from git URL...”:



3) Copy / Paste “com.unity.vectorgraphics” in the field and click the “Add” button:



Note: More information here: <https://forum.unity.com/threads/visibility-changes-for-preview-packages-in-2020-1.910880>

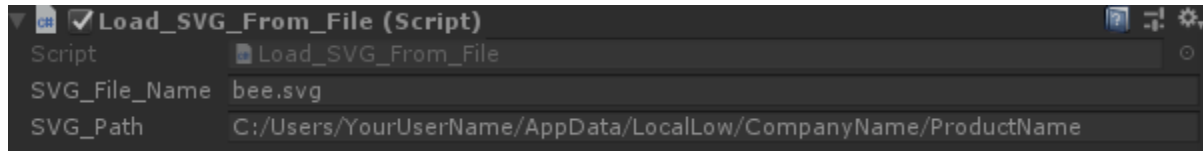
- Read from a file -

1) Drag and drop “SVG_From_File” prefab in you scene.

2) In “SVG_File_Name”, write the name of your SVG file (example bee.svg)

In “SVG_Path”, write the path of the folder containing your SVG file

(example C:/Users/YourUserName/AppData/LocalLow/CompanyName/ProductName)



- Read from a variable -

1) Drag and drop “SVG_From_Variable” prefab in you scene.

2) In “SVG_Content”, write the full content of your SVG file into one single line



- Read from a URL -

1) Drag and drop “SVG_From_Web” prefab in you scene.

2) In “SVG_URL”, write the full URL of the SVG file you want to display

