

InGameGraphs

With this asset you can visualize a certain variable on a graph during play mode.

Scripts:

- *Graph.cs* – Contains all the functionality needed to graph something function which is called the make the explosion happen.
- *MoveCube.cs* – Used in the example to move a cube and to add point to the selected graph.
- *GraphEditor.cs* – Enables visualization of changing the characteristics of the graphic while in edit mode.

Usage:

On *movecube.cs* there is a basic example on how to use the asset, here's a simplified version on how to use it:

```
void FixedUpdate () {  
  
    //add a point to the graphic  
    graph.AddPoint (transform.position.x,0);  
  
}
```

The **AddPoint()** function has two parameters:

- y value: current value of the point to add;
- line: to which line this point will be added;

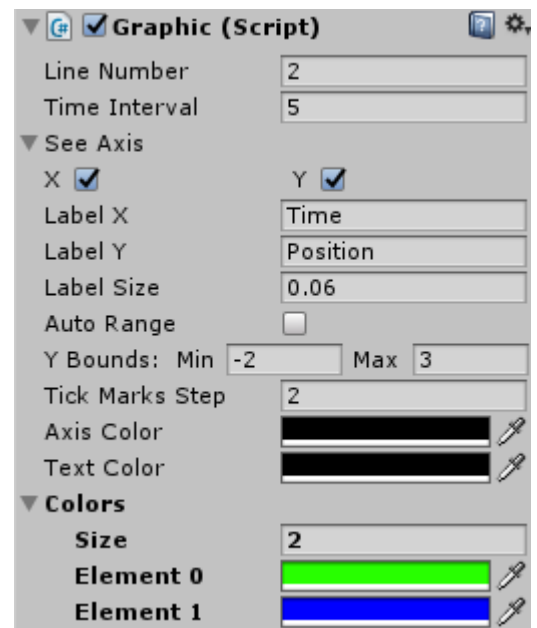
The x position of the point is automatically set to the instant in time that the function is called.

It is also imperative to set in which graphic you are calling this function so you must have a graphic variable `public Graphic graph;`, and in the inspector, drag the desired graphic gameobject into that field. It is also important to execute the function in the **FixedUpdate()**. Again, all of this can be seen in the example scene.

Features:

There are a lot of customization options in each graphic:

- **Line Number:** how many lines can be visualized in total;
- **Time Interval:** how much time is displayed in the graphic;
- **See Axis X:** Is the X Axis visible;
- **See Axis Y:** Is the Y Axis visible;
- **Label X:** what is displayed in the X axis;
- **Label Y:** what is displayed in the Y axis;
- **Label Size:** X & Y labels scale;
- **Auto Range:** makes graphic scale adapt to points being displayed;
- **Y Bounds:** minimum and maximum limits of the graphic;
- **Tick Marks Step:** the step on which you see marking on the y axis
- **Axis Color:** Color of the axis;
- **Text Color:** Color of the text;
- **Colors:** the colors for each line;



Contact

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