



Downloadable package: Screen-space Hotspot detection

This package allows for Hotspots to be detected based on their screen position, in a manner similar to Revolution's recent title, [Beyond A Steel Sky](#).

For a Hotspot to be interactive, it must be within the boundary of a circular portion of the screen. If multiple Hotspots are within this boundary, the one closest to the centre of the circle will be selected.

Hotspots must also be within a set distance from the Player, unless they have an Interactive Boundary assigned – in which case, they can be detected if the Player is within this boundary.

This package also provides Interaction menu behaviour similar to the above title.

Instructions

1. In your Settings Manager, set the **Hotspot detection method** to **Custom Script**.
2. Create a new GameObject in your scene, and attach the **Screen Space Hotspot Detection** component, and configure its Inspector to suit
3. (Optional) At the top of the Menu Manager tab, set the Asset file field to **SSHD_MenuManager**, copy the **Hotspot** menu, and paste it into your own Menu Manager asset file.
4. (Optional) If your **Interaction method** is set to **Choose Hotspot Then Interaction**, copy over the Interaction menu as well, and set the Settings Manager's **See Interactions with** and **Close Interactions with** fields to **Via Script Only**.