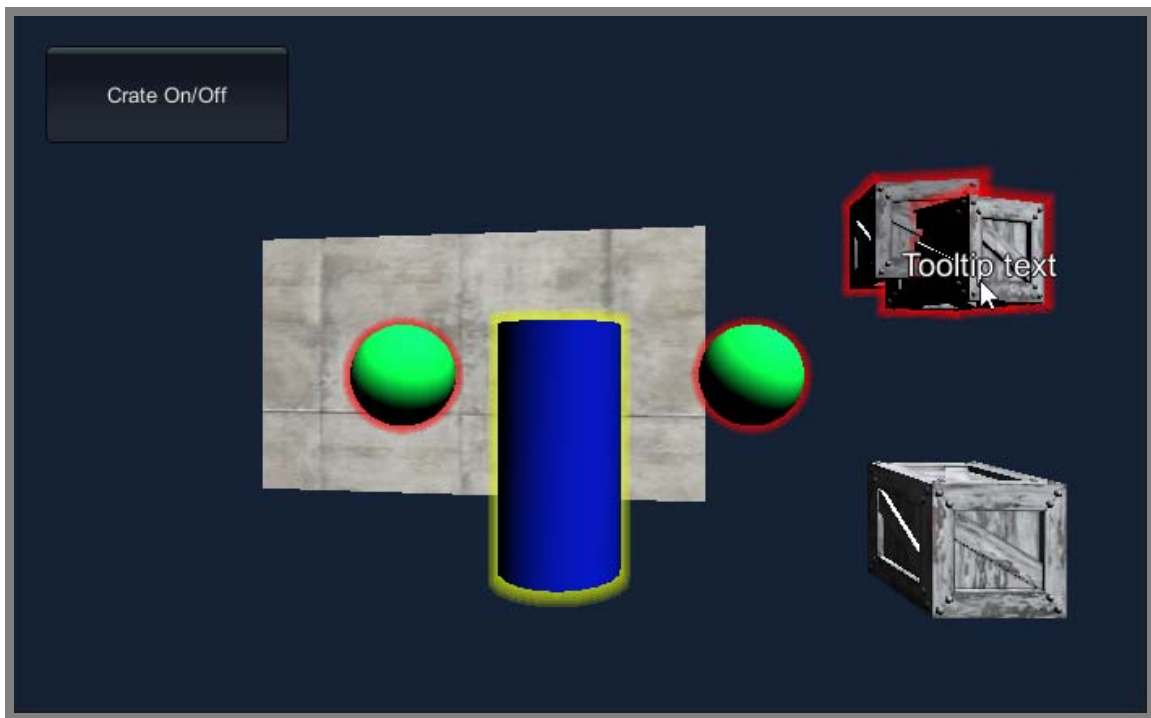# Highligh Glow System

Version 4.7, for Unity 3D

3y3.net

Highlight Glow System

Highlight Glow System adds outline glow to any object including complex parent-child prefabs and it is highly configurable. Optionally displays a label on the object when mouse enters. Works fine on Unity Free. Tested on Android and iOS devices. Super fast shader!

Basic Setup

1) The firs thing you should do is to add the 'ShaderInstance' prefab to your scene. This prefab contains all the shaders used by the glowing system. Simply drop the prefab in any place on your scene.
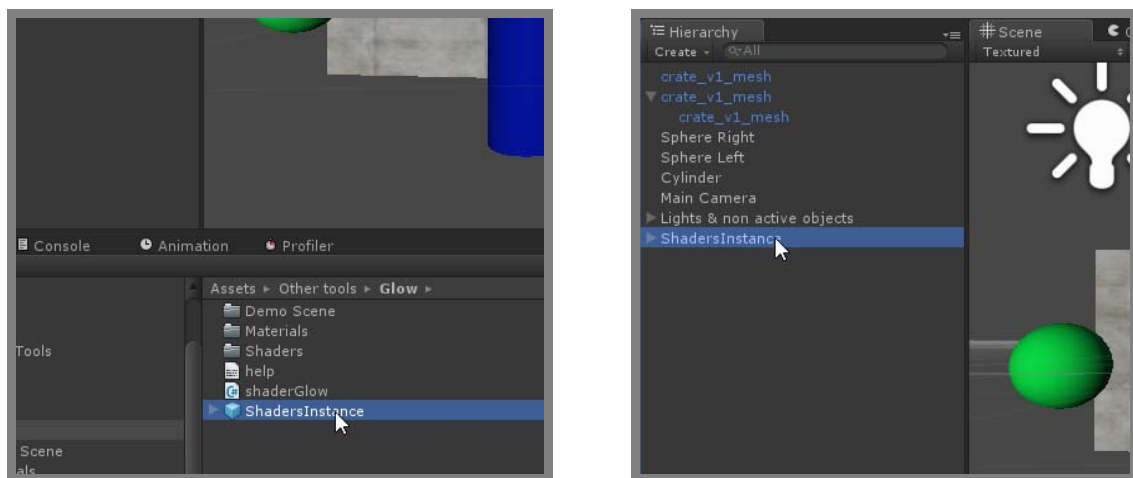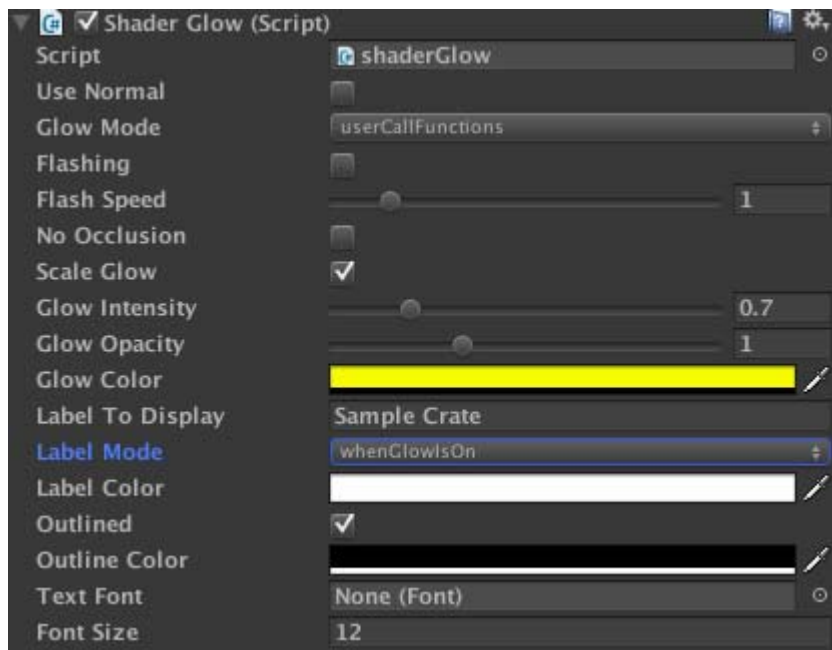

2) Add the shaderGlow script to the object you wish to be highlighted. Remember the object must contain an object collider, otherwise the script will not detect when the mouse enters.
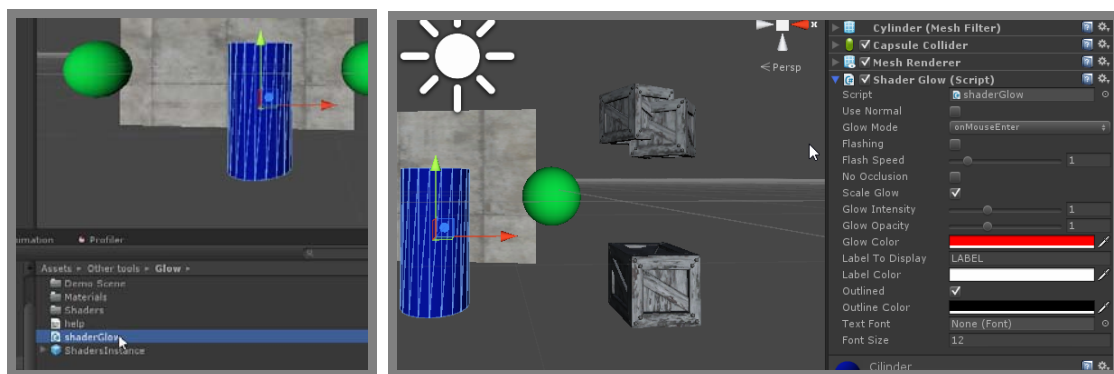
3) Run the scene and pass the mouse over the object... voila!

Advanced configuration

You can set many options to configure the glow and behavior of the object.

Glow Modes

- 'Mouse Over' Adds the glow when mouse enter the object.
- 'Always On' Always display the glow to the object.
- 'User Call' The users calls two public functions to switch on and off the glow. The functions are 'public void lightOn()' and 'public void lightOff()'.
- 'Flashing' The object increases and decreases the outline glow automatically. You can set also the flash speed.

Script example

```
void OnGUI() {
    if (GUI.Button (new Rect (20, 20, 150, 60), "Crate On/Off")) {
        if (!isOn) {
            shaderGlow gls= elCubo.GetComponent<shaderGlow>();
            gls.lightOn();
            isOn=true;
        }
        else {
            shaderGlow gls= elCubo.GetComponent<shaderGlow>();
            gls.lightOff();
            isOn=false;
        }
    }
}
```

This script has a reference to the GameObject 'elCubo' and displays a button to switch on and off the glow on the object.

Display Options

- 'Use Normal' Set ON for complex meshes and off for basic ones.
- 'Flash speed' Set the flashing speed the flashing is on.
- 'No Occlusion' Object highlight will be visible even when object is occluded.
- 'Scale Glow' Set On when mode normal is Off and the mesh is very elongate.
- 'Glow Intensity' How thick the outline will be.
- 'Glow Opacity' How transparent the glow effect is.
- 'Glow Color' Color of the outline glow.

Display Label

Optionally you can add a label to be displayed when mouse enters the object.

- Label to Display: Text to show when mouse enter.
- Label Mode: You can choose between onMuseEnter and whenGlowIsOn. The first option will display the label when the mouse enters the object. The second one will display the label when the glow is on.
- Label Color: Text color.
- Outlined: Set ON if you wish the text to have an outline.
- Outline Color: Text outline color.
- Text font: Use desired font or leave y default (arial).
- Font Size: Text size of the label.

F.A.Q.

I see an ugly pink highlight when export the scene.
This is because the glow shaders are not present in the exported project. Simply add the ShadersInstance prefab to any position on your scene.

I see an ugly pink even when inside Unity!
Unity on Windows does not support by default OpenGL shaders so, if you are developing for mobile platform you have to either enable OpenGL Support (set the properties of the desktop icon to: "C:\Program Files\Unity\Editor\Unity.exe" -force-opengl) or make your test with Desktop target selected.