

# What is Scratch Card?

This is easy-to-use asset, which allows you to create scratch card objects. So all you need it's to add prefab to scene:

- [ScratchCard.prefab](#)

choose Main Camera and a Sprite/Texture to set your scratch object.

This works well on Personal and Pro Unity, suitable for WebGL, Standalone and mobile platforms. And all this takes less then 1 mb on your drive and costs less then your morning coffee.

## Quick Start

As mentioned above, to create scratch object, add prefab «[ScratchCard](#)» from «[Assets/ScratchCard/Prefabs/ScratchCard.prefab](#)», you need set Main Camera, Sprite/Texture for scratching and Scratch Surface will have behavior! That is all!

## ScratchCard script

[ScratchCard](#) script creates and configures RenderTexture, and draws the quads in RenderTexture. You can use SpriteRenderer or MeshRenderer for scratch effect.

[ScratchCard](#) script has such parameters:

- **Main Camera** - it's Main Camera of scene;
- **Surface** - transform of Surface object, which can contain Render Component;
- **RenderTextureQuality** - quality(size) of RenderTexture texture: High, Medium, Low;
- **Eraser** - Material of Eraser(brush);
- **Progress** - Material of Progress;
- **Scratch Surface** - Material of Scratch Surface.

## EraseProgress script

[EraseProgress](#) script creates and configures RenderTexture, and calculate amount of 16x16 pixels alpha-channel from ScratchCard RenderTexture. Using this script can affect on the performance of device.

[ScratchCard](#) script has such events:

`public event ProgressHandler OnProgress;` - invoke, when user scratch surface;

`public event ProgressHandler OnCompleted;` - invoke, when user complete scratch surface.