# Shield & Field Effects

Versión 1.0, for Unity 3D

3y3.net

# Content

# Introduction

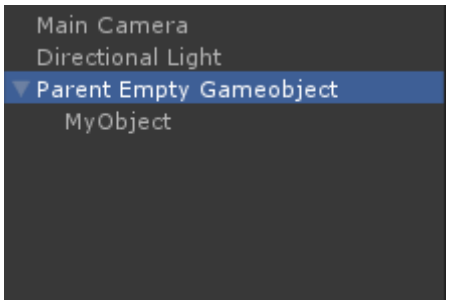
Shield and Field Effects will allow you to create shield and field effects for any GameObject in your scena. Some of the key features are:

- Works on Unity Free and Unity Pro
- Supports mobile projects
- Unity 5 ready!
- 30 pre-made effects
- Thousands of user defined effects
- Easy integration, simply drag&drop the script in your GameObject
- Lot of configurable parameters
- The asset support PlayMaker integration or any other gaming system
- Public API fully documented.
- You can create your own field effects using your textures, colors and settings

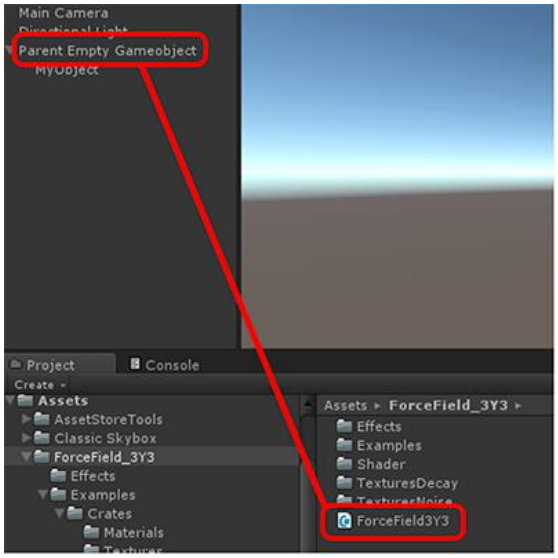
# Quick Start tutorial

You can see a video tutorial with this content at: https://youtu.be/a3jK8eLkfs8

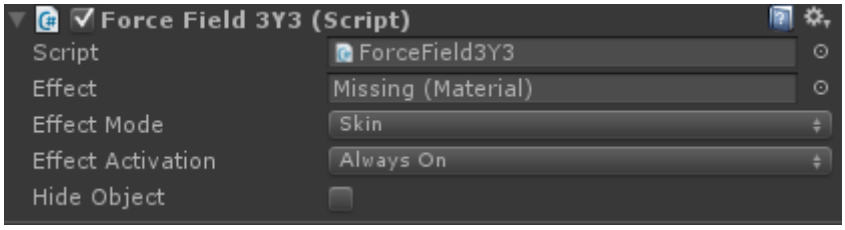
First of all, the asset cannot be directly applied to the GameObject, instead of this, create an empty GameObject and make it parent of your object.



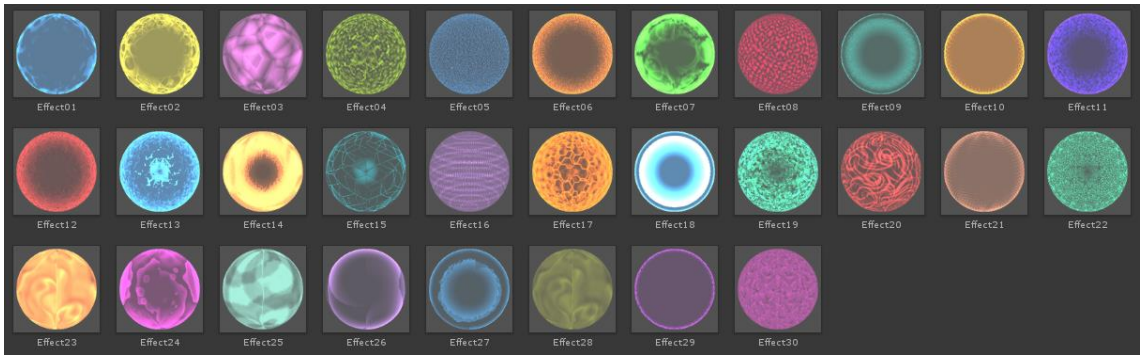

Then, drop the script in the Parent object you have just created.



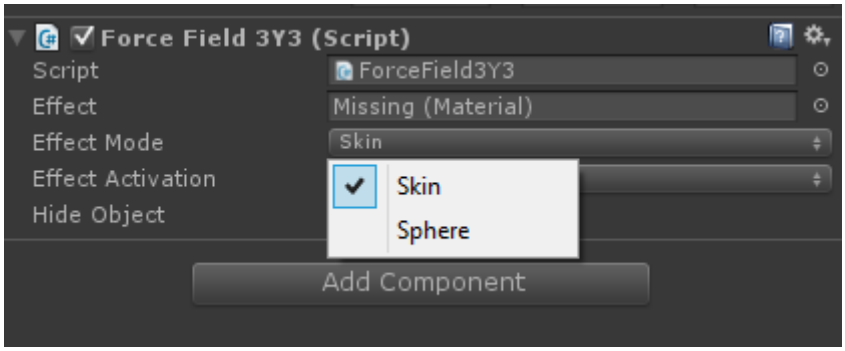
Configure the script options:

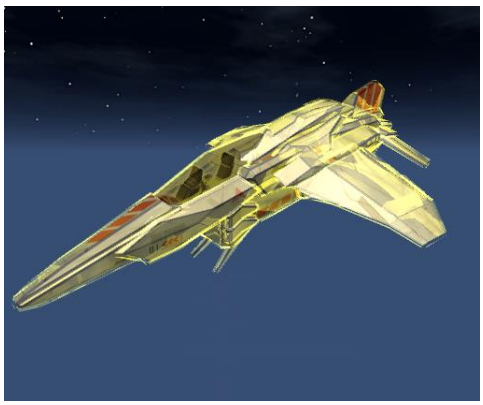



- Effect: Choose any effect from the 30 pre-made library, or an effect created by you.

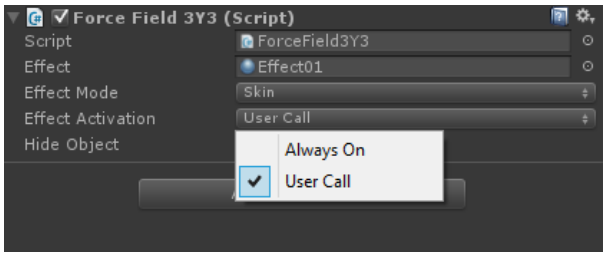



- Effect mode: Skin mode will create a field around your gameobject with the exact same shape. Sphere mode will create a surrounding sphere. See images below.



- Effect activation: Always on, the effect is active by default. User call, the effect is not active and will activate by user call to the public API. This option should be used with PlayMaker or your own game scripts.




- Hide object: If set, the original GameObject will be hide when the effect is on.

## Public API

There is a public API to control all aspects of the effect in runtime. You can set on and off the effect, set the skin or sphere mode, change the effect, shoe and hide the original GameObject…

This API is designed to allow you control the effect from your own scripts or from any game system such as PlayMaker.

### public void SetEffectOn()

Make the effect visible.

### public void SetEffectOff()

Hides the effect.

### public void SetEffect(Material setEffect)

Set the effect to apply to the object. The function receives a Material as parameter. The material must be a pre-made effect or any user-defined effect, but has to use the effect shader.

### public void SetEffectMode(EffectMode setEffectMode)

Set the effect mode to skin or sphere. The function receives an EffectMode enumerator. Can be:

- ForceField3Y3.EffectMode.Skin
- ForceField3Y3.EffectMode.Sphere

### public void SetObjectHidden(bool hidden)

Set the original object visibility when the effect is on. The function receives a Boolean. If is set to **true**, the object will be hidden when the effect is on. If is set to **false**, the object will be always visible.

## Effect limitations

The script will work with any gameobject, or even with complex parent-child gameobejcts, but there are some limitations:

1. The maximum number of vertex for a gameobject cannot exceed 65535. Otherwise the script will fail.
2. The skin mode will not follow mechanim animated characters. In this case we recommend to use only the Sphere mode.