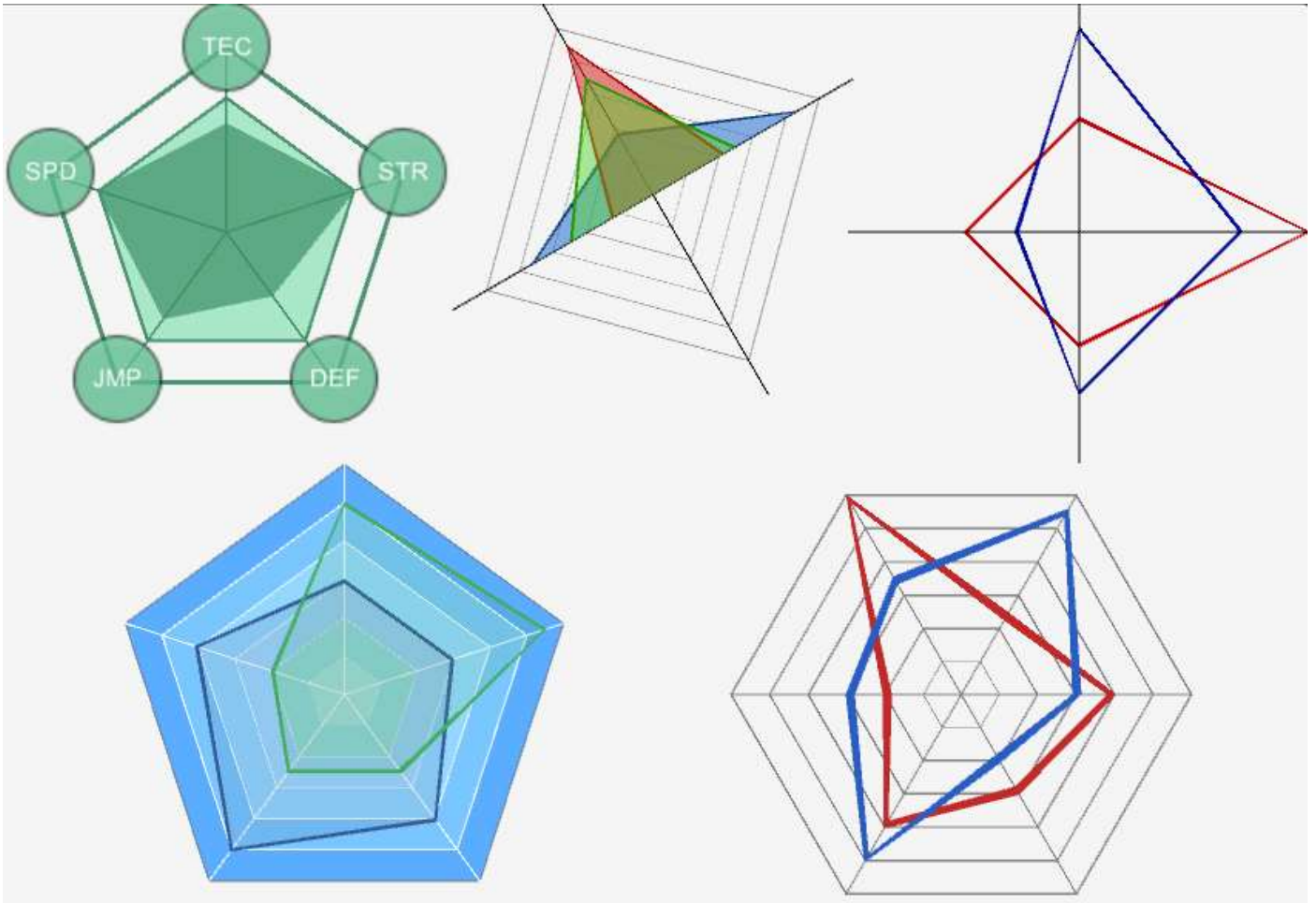


User Manual – Radar Chart

Welcome to the Radar Chart, next we will tell you how to quick recognize and use the Radar Chart. If you have any questions you can send a message to 739550057@qq.com, we will devote every effort to answer your questions.



Quick start guide

1. Import the Radar Chart asset to your project
2. Add any prefab at [“RadarChart/Prefabs”](#) into your scene’s Canvas point
[Or create an empty object directly in the canvas, and in which add [RadarPolygon](#) script]
3. Now, you can adjust RadarChart’s options for your need.

Inspector GUI overview

●Material

Chart's material.

●Color

Chart's main color.

●Raycast Target

Whether it can trigger EventSystem?

●Tex

Chart's texture.

●Is Fill

Whether to fill all of the Chart?

- (If not)Fill Percent

Not to fill's percentage.

●Segment

Polygon's segment (≥ 3).

●Value

The percentage of each segment.

●Default Value

The default percentage of segment.

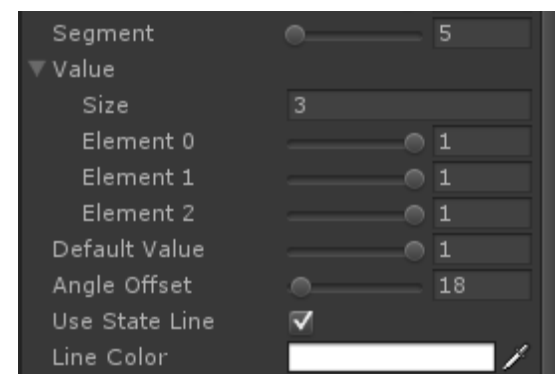
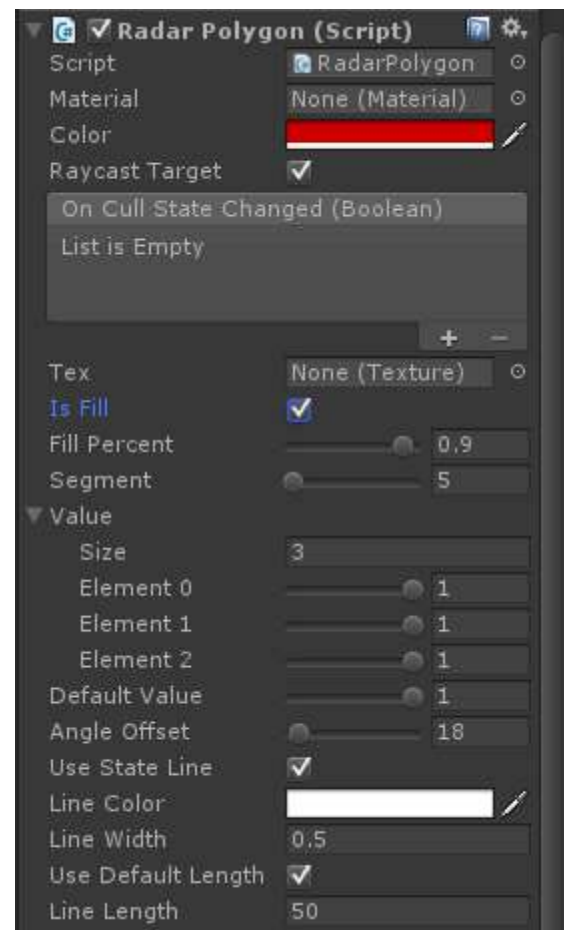
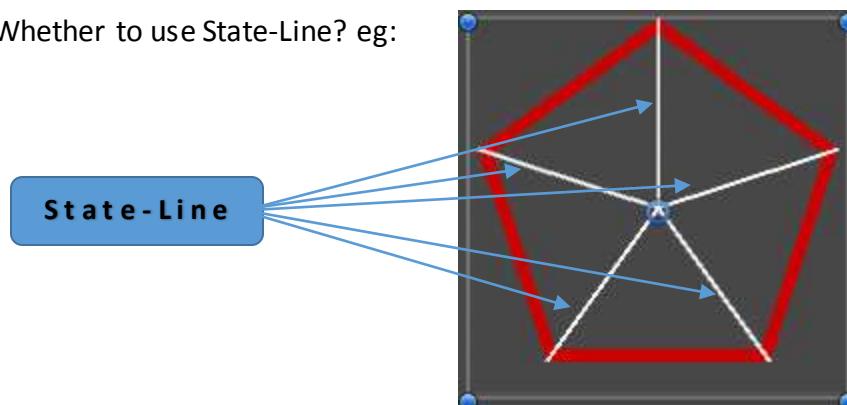
[When Value's Size less than Segment]

●Angle Offset

The angle offset of Chart.

●Use State Line

Whether to use State-Line? eg:



- Line Color

The color of line.

- Line Width

The width of line.

- Use Default Length

Whether to use Default Length (According to RectTransform.rect) ?

- (If not)Line Length

The length of line.