

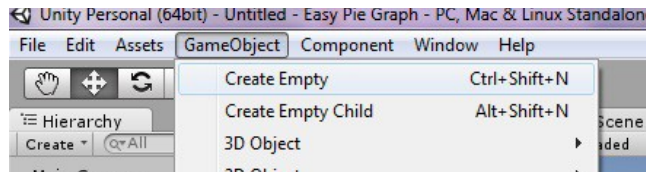
Easy Pie Graph

1) how to use it without coding

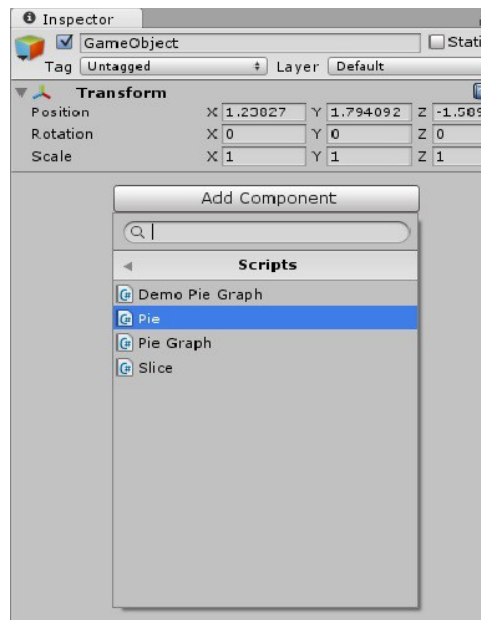
2) i'm ok with c#

1) Make a pie graph with the inspector :

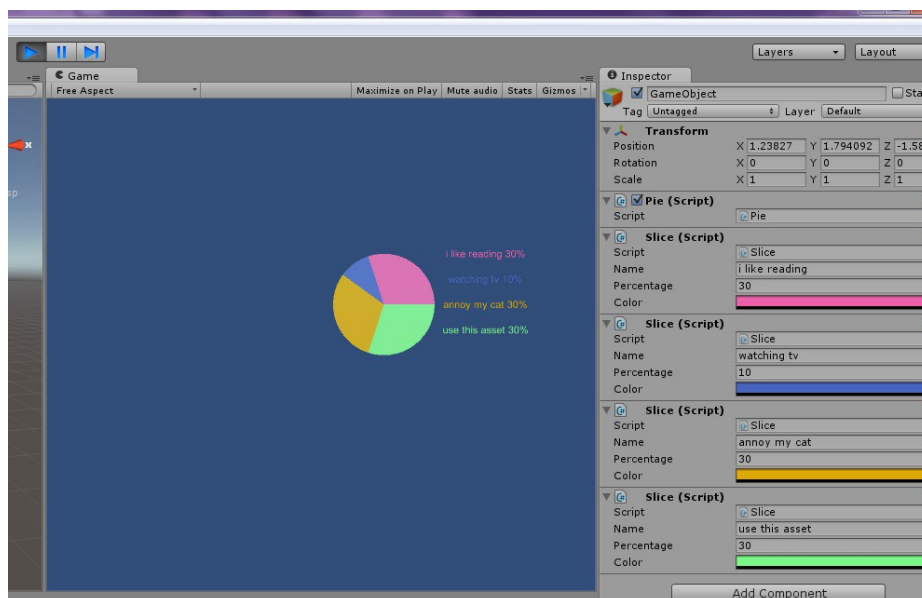
create an empty object :



First, add it the « Pie » script :



Now, just add as much « Slice » as you want in your pie. Use the inspector to write the name, choose the color and indicate the value of your slice. Tadaaam !!!



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2) I want to code !

And you're right ! Use the pie graph system to represent your game's data !

You just have to create an empty object and add a new script. Here is an example :

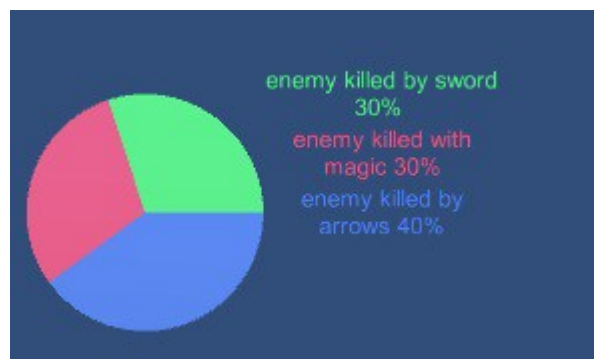
```
1 using UnityEngine;
2 using System.Collections;
3 using System.Collections.Generic;
4
5 public class DemoPieGraph : MonoBehaviour {
6
7
8     void Start () {
9         List<Slice> tab=new List<Slice>();
10         tab.Add (new Slice ("enemy killed by sword", 30f, new Color (0.3f, 1, 0.5f,1)));
11         tab.Add (new Slice ("enemy killed with magic",30f,new Color(1,0.3f,0.5f,1)));
12         tab.Add (new Slice ("enemy killed by arrows", 40f, new Color (0.3f, 0.5f, 1,0)));
13         PieGraph graphe = new PieGraph (tab,gameObject,180);
14     }
15 }
```

The first parameters is a string → the name of your slice.

The second is a float → the value

The third is the color you want for your slice.

Put all your slice in a list, and create your graph. You need to ship the gameobject as the 2nd parametre. The third parametre is the pie's resolution. That's the number of triangles used to create the pie. The more you use, the better it looks. (per example a resolution of 360 gives 1 triangle for 1 degree, which is more than ok). Depending of the precision you want, try to stay above 90.



Enjoy !

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