



Drawing & Coloring Extra

V 1.0.9

Indie Studio

www.indiestd.com

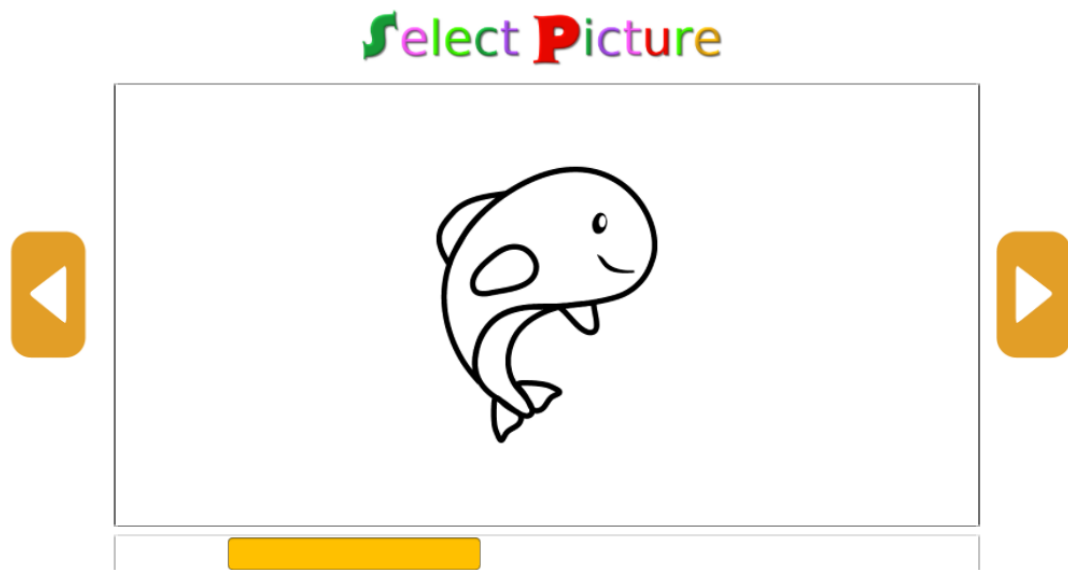
www.assetstore.unity3d.com/en/#!/publisher/9268

info@indiestd.com

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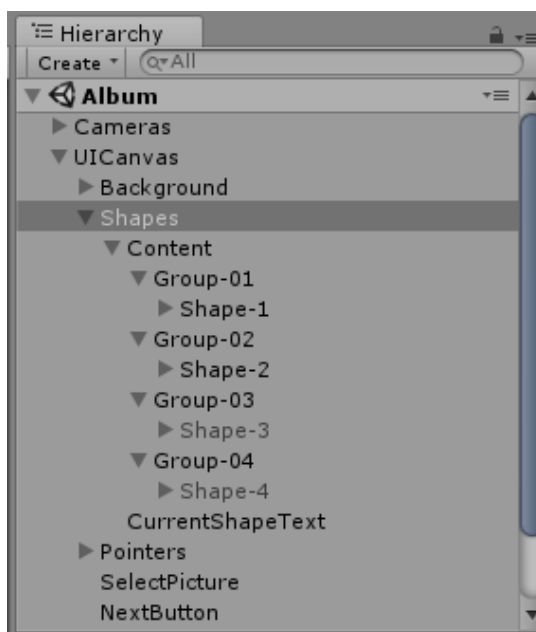
1.0 -Album Scene



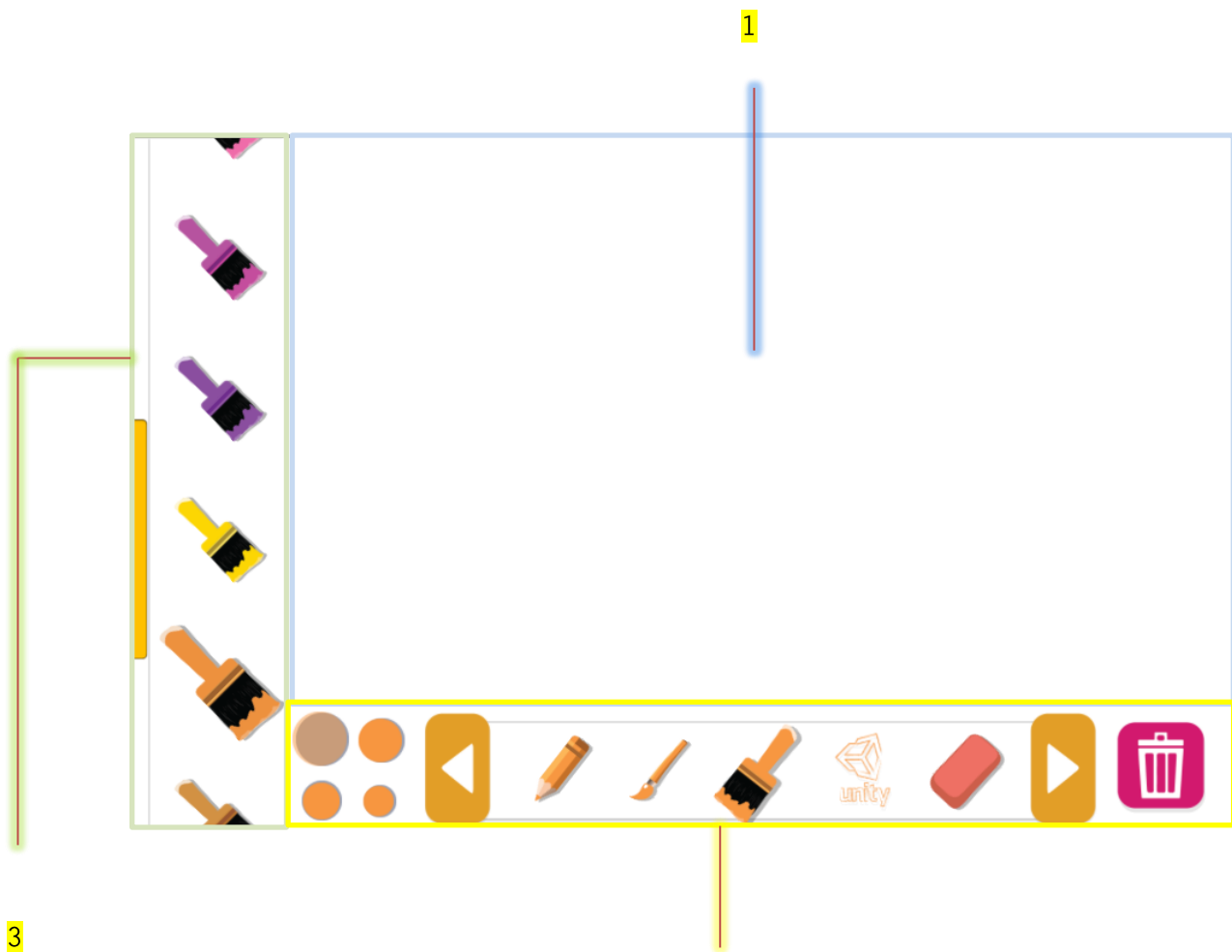
The Album scene contains the sliding characters to give the user the ability to select any character that he/she wants for Drawing and Coloring.

The shapes or characters will be generated automatically inside the Shapes Gameobject in groups.

Check the following figure:



2.0 - Game Scene



The Game scene is divided into three areas as the following :

1 -> Draw Area : The area that you draw inside.

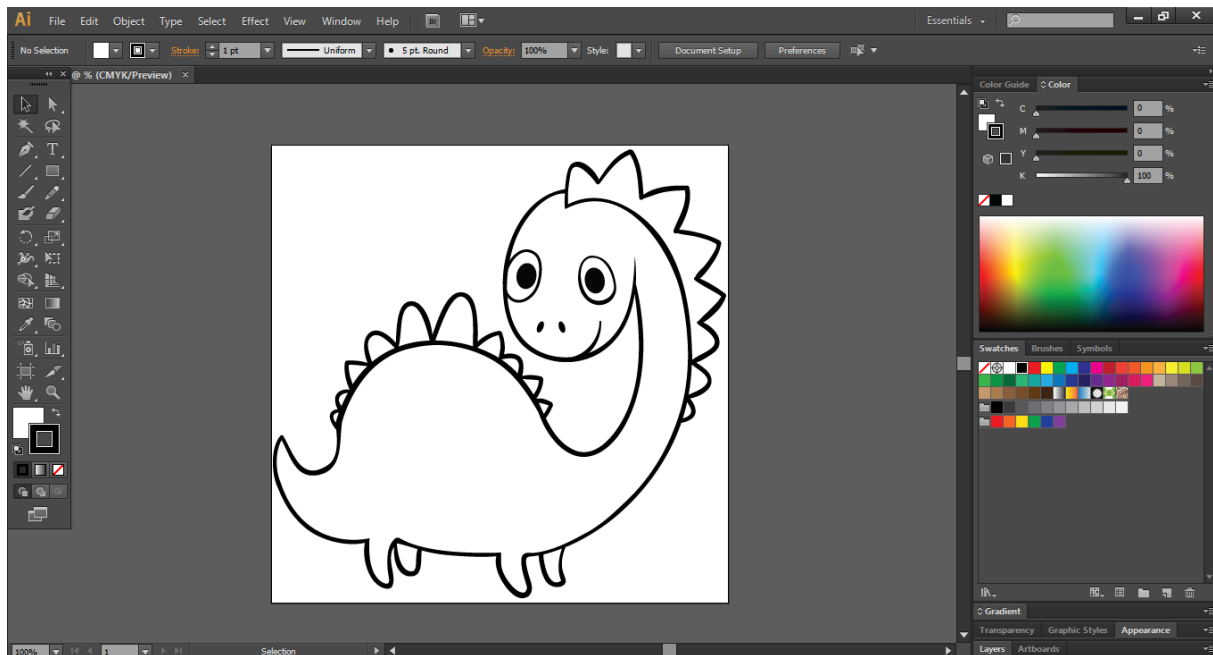
2 -> Bottom Panel : Contains the Tools Slider,Trash,Thickness Size,etc

3 -> Left Panel: Contains the Tool Contents Slider.

3.0 -Export My Character Files

We assume that you have designed your character using one of the design tools such as Adobe Illustrator, Photoshop,...etc.

In the following example the character is designed using Adobe Illustrator cs6.

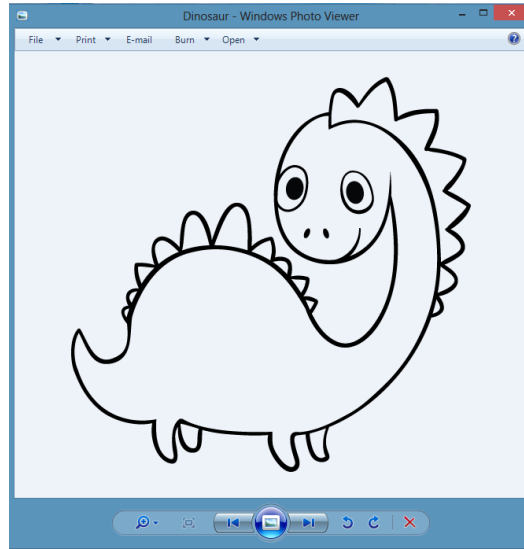


You need to export two files as png/jpeg/psd of 512 x 512px or 256 x 256px resolution if the shape/character is small.

Otherwise export the shape/character with the relevant resolution that you find.

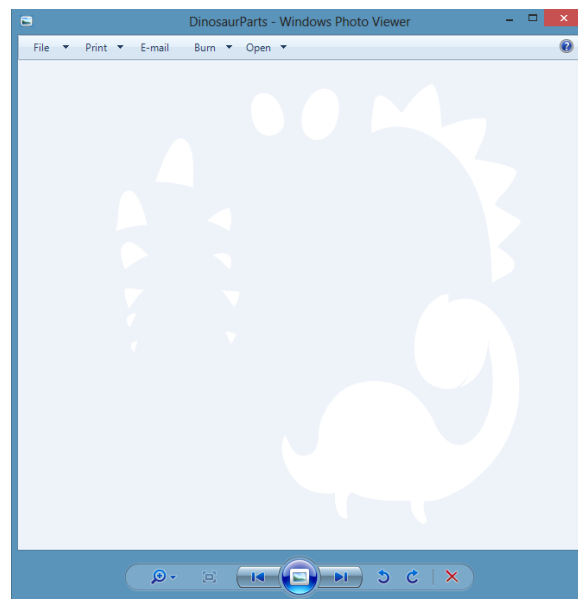
- 1) The first png file is the **Character Stroke** and it must be transparent image.

For the 'Dinosaur' example we export it as Dinosaur.png



- 2) The second png file is the **Character Parts** and it must be transparent image. Create this file if you want to use the **PaintCan filling Tool** with 'Dinosaur', otherwise don't.

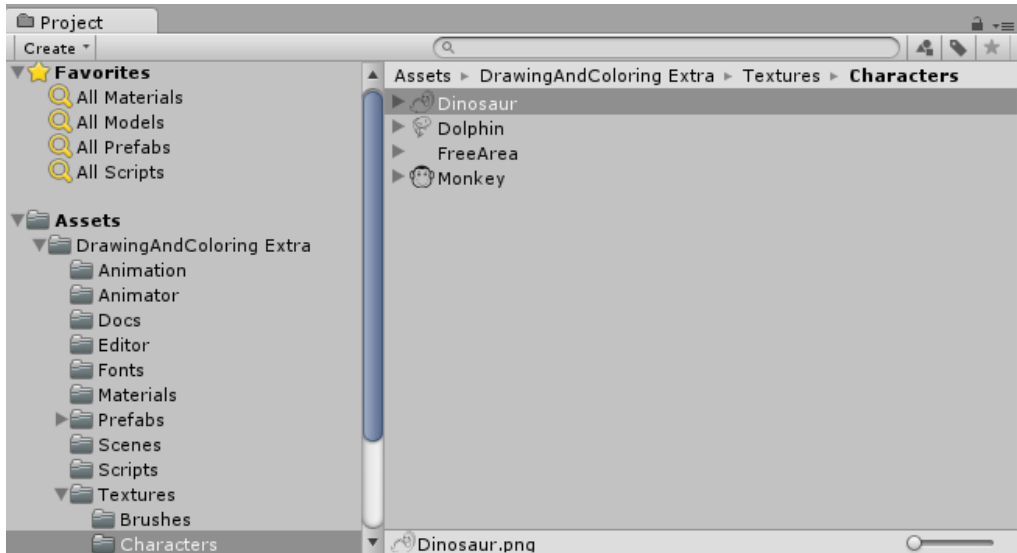
Export the Character Parts as 'DinasourParts.png' as the Following figure :



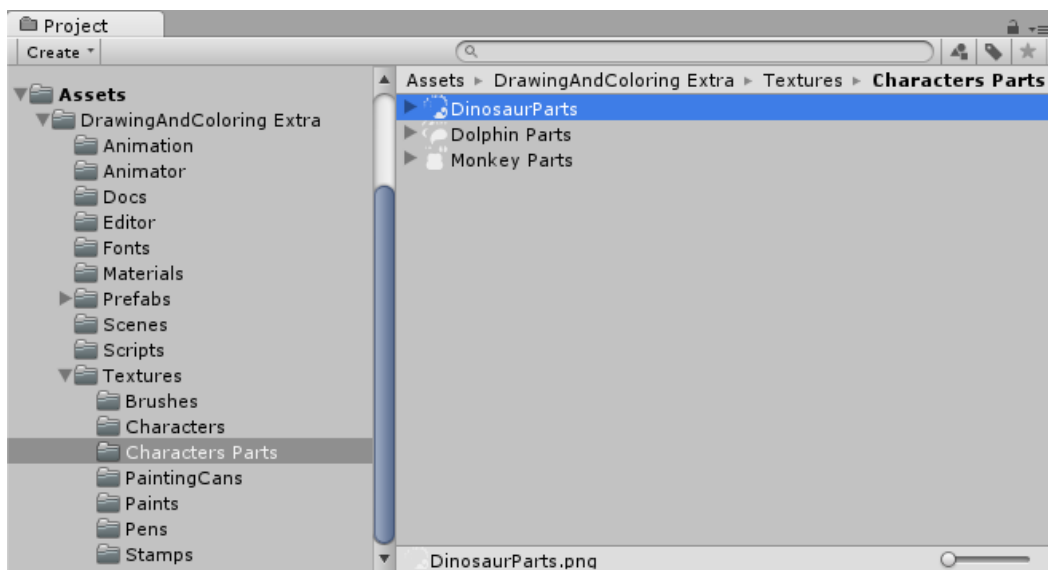
Note: make sure there are no collisions between the parts in the Atlas Image.

4.0 -Import My Character files to Unity

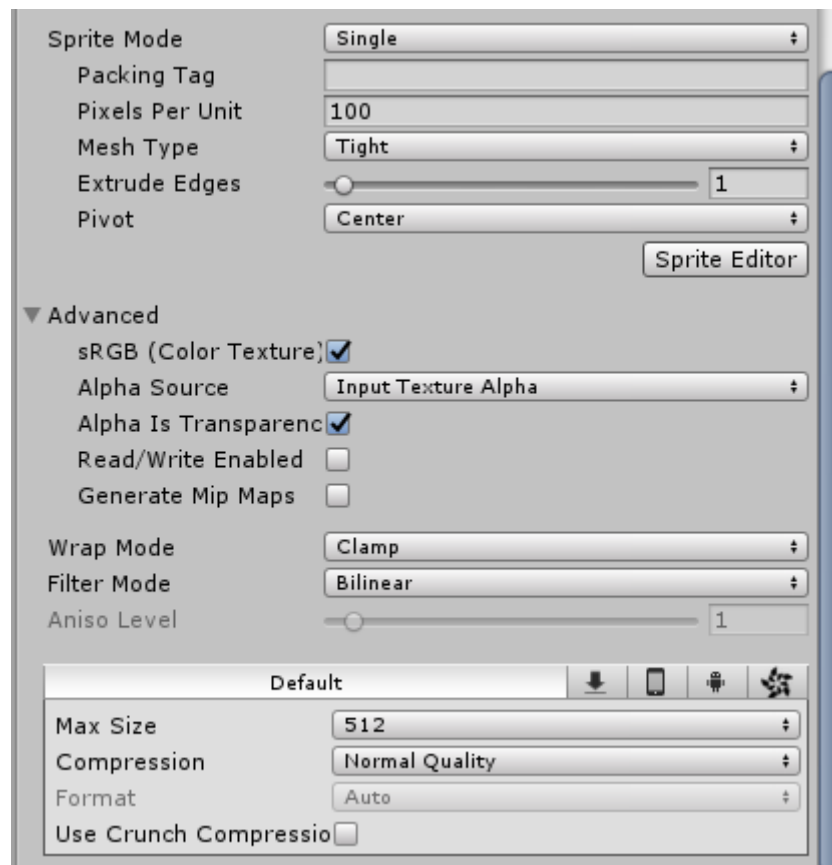
- 1) Drag and drop 'Dinosaur.png' to the **Characters folder** as the following figure :



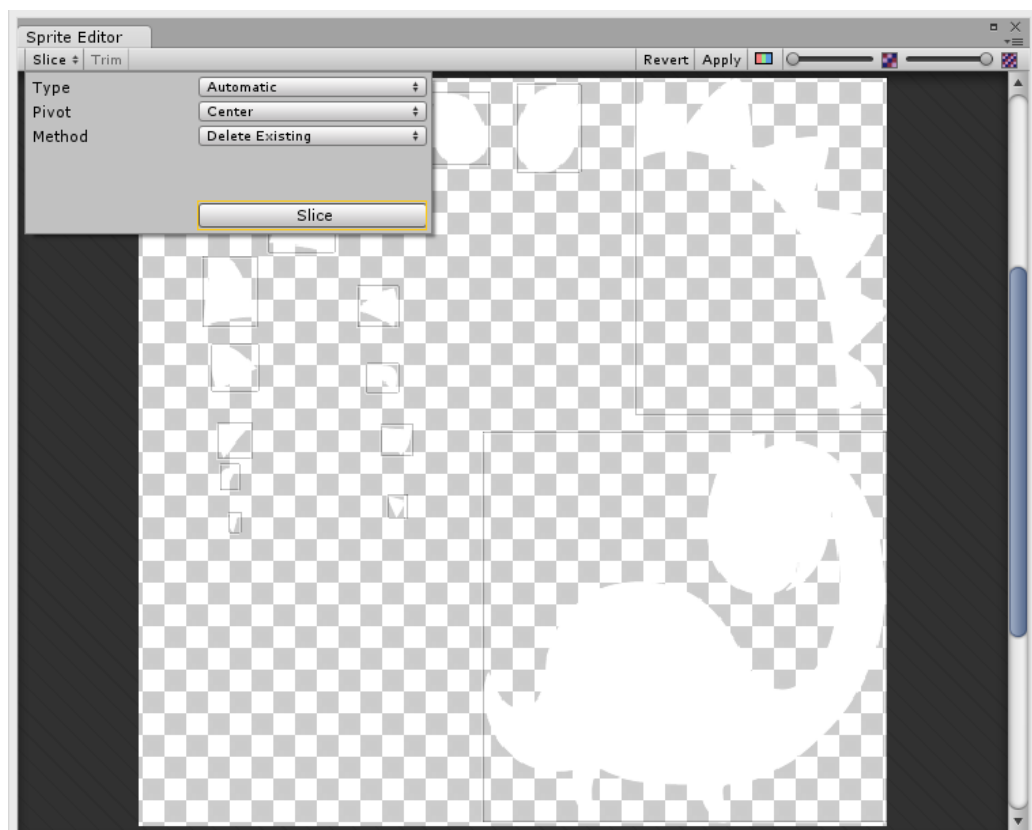
- 2) Drag and drop 'DinosaurParts.png' to the **Characters Parts folder** as the following figure :



- 3) From the Inspector settings change the Sprite Mode to Multiple and set the Max Size e.g to 512/256

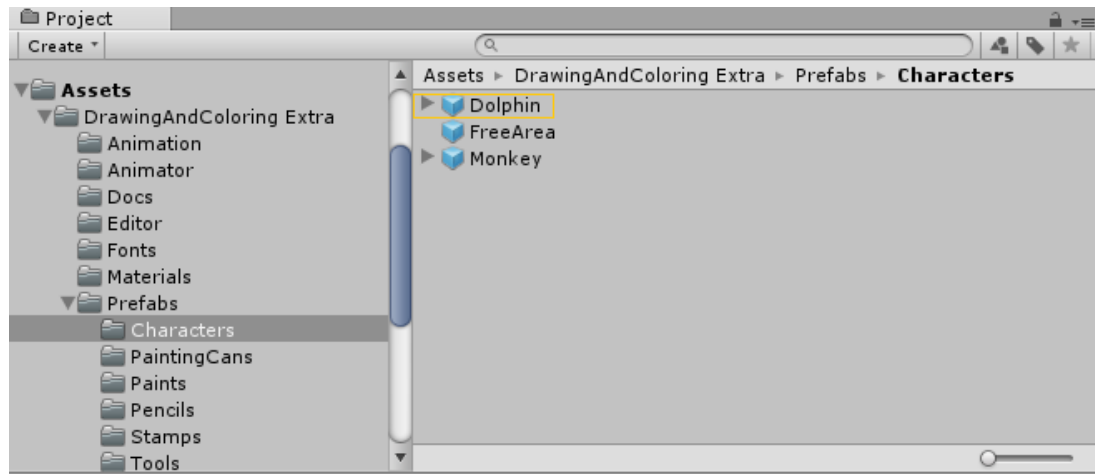


4) Click on **Sprite Editor** button to slice the CharacterParts into separate sprites as the following figure :

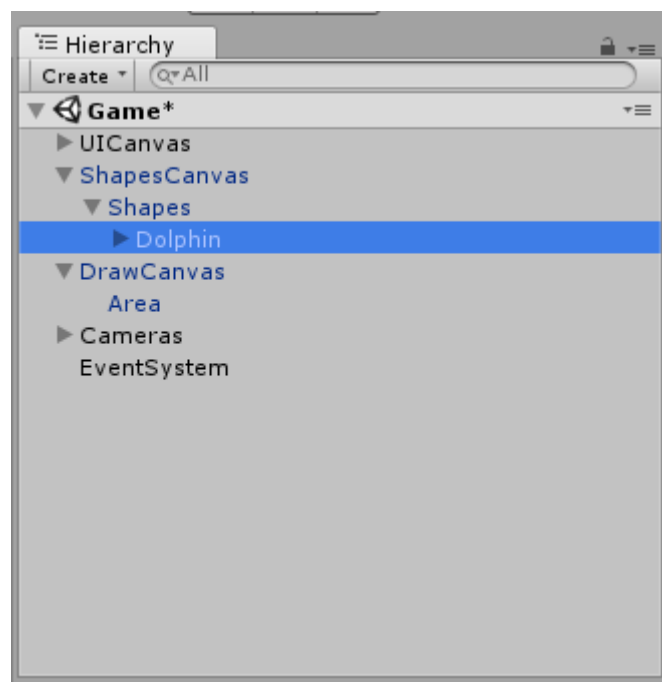


5.0 -Create My Character inside Unity

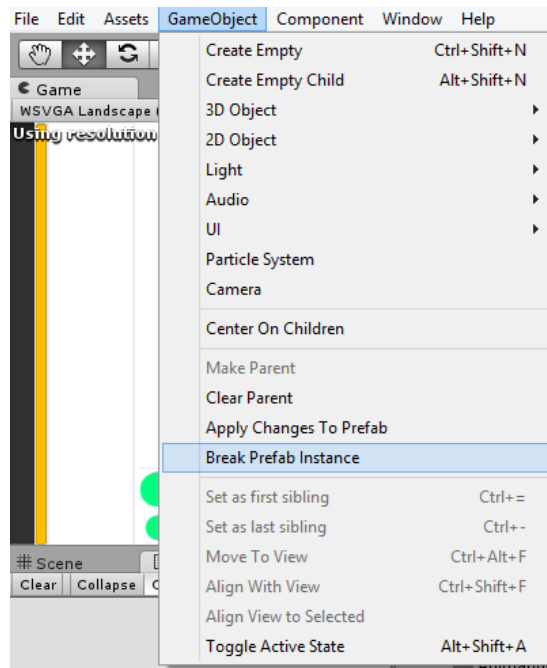
We want to use one of the **built-in** Characters to create our Character 'Dinosaur' in the fastest method, for example we select the 'Dolphin'.



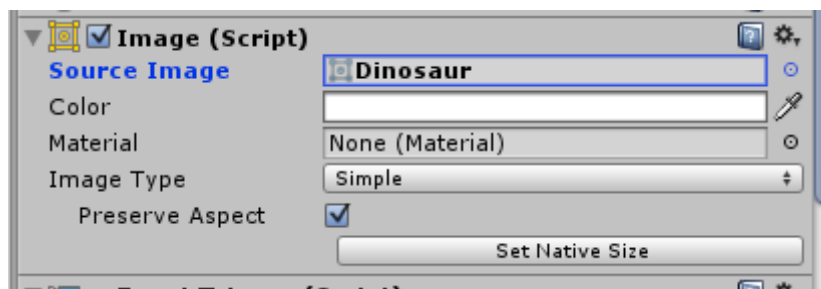
Drag and drop the 'Dolphin' prefab from **Prefabs/Characters** folder to **Shapes** Gameobject in the Game scene as the following figure:



Break the prefab instance of 'Dolphin' from **GameObject->Break Prefab Instance** as the following figure :



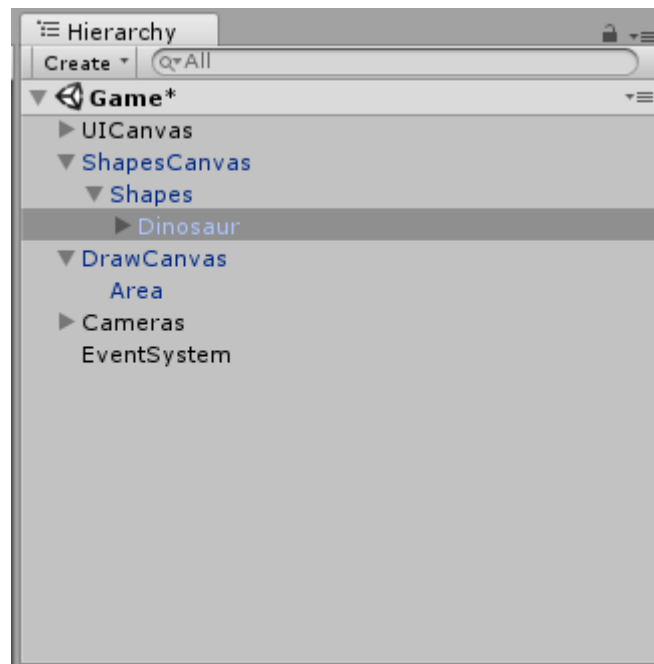
Now from the inspector settings change **Source Image** to Dinosaur as the following figure :



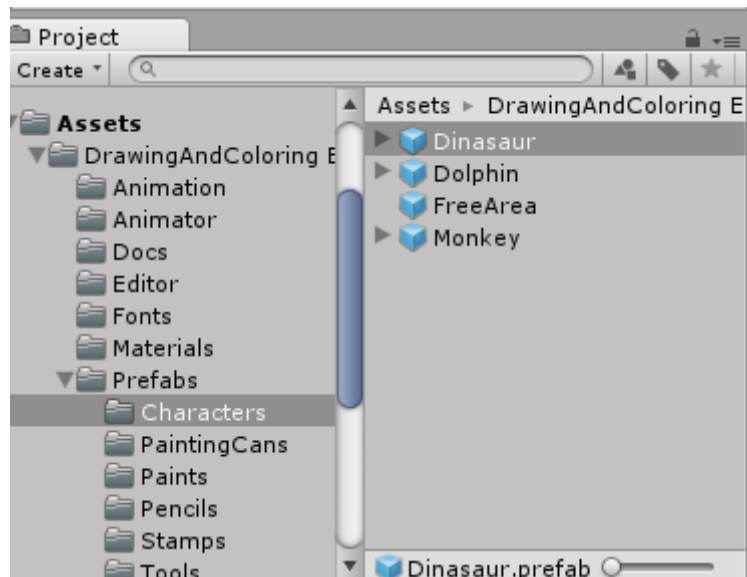
In the Game tab you must see the Dinosaur as the following figure :



Last but not least, rename the 'Dolphin' Gameobject in Hierarchy to 'Dinosaur' as the following figure :



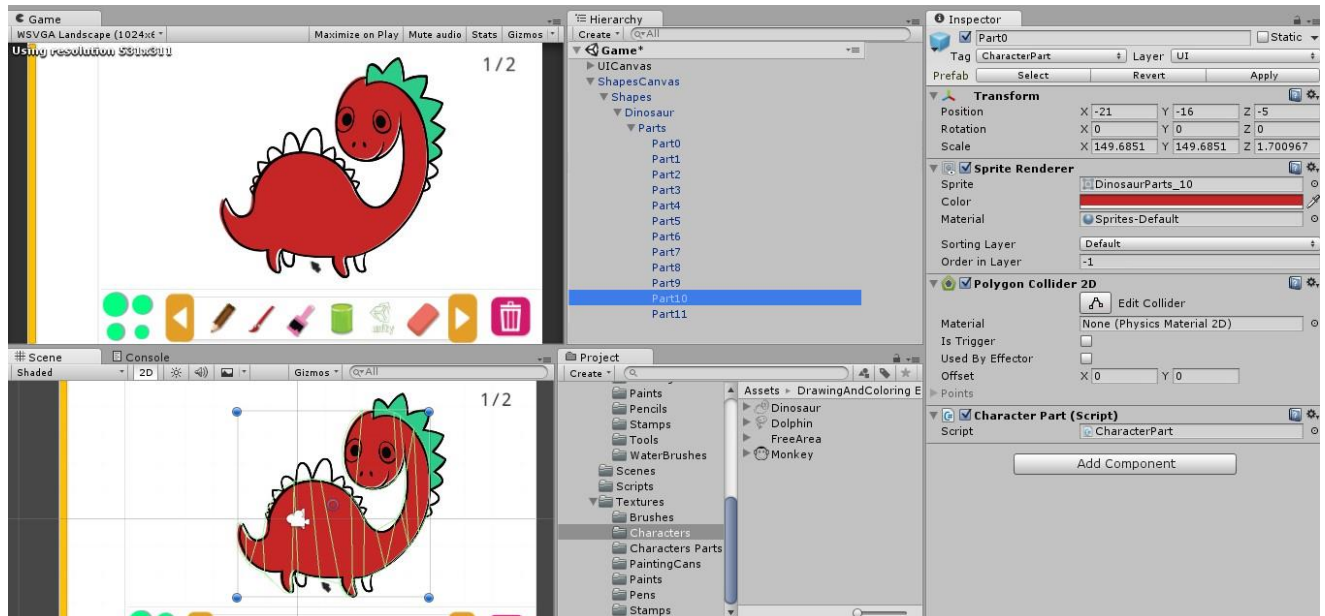
Drag and drop 'Dinosaur' Gameobject to prefabs folder and then remove it from the Hierarchy, Finally save the Scene (ctrl/cmd + s)



6.0 -Create My Character Parts

Follow the instructions below if you want to use the Filling feature, otherwise remove the tool and ignore this section.

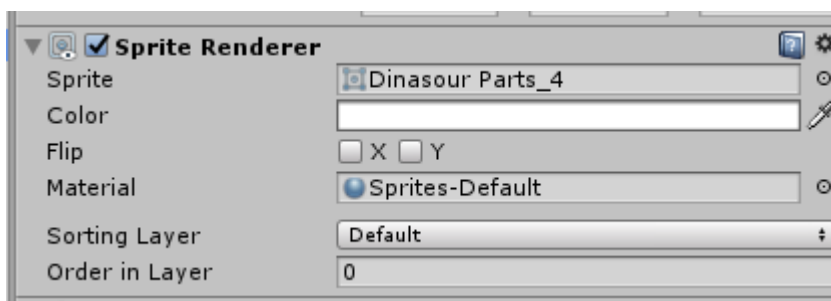
Create each Part under Parts Gameobject as the following figure :



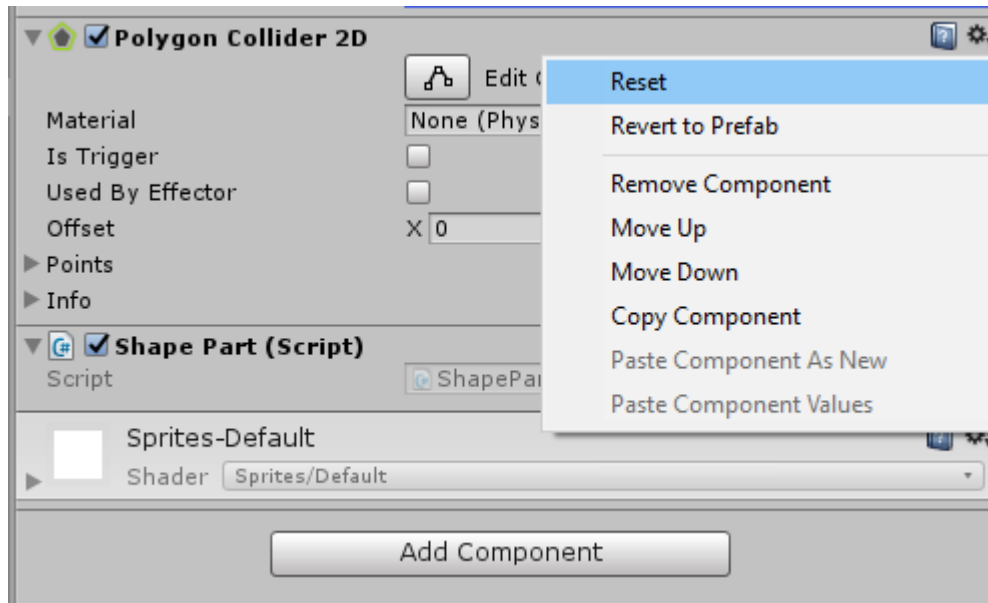
Quick Note :

In the above image we have colored the parts to see them. When you create the parts apply the white color from **Sprite Renderer** component on each instance.

- 1) Set the **sprite** for each Part and **Order in Layer** to 0 using **Sprite Renderer** Component

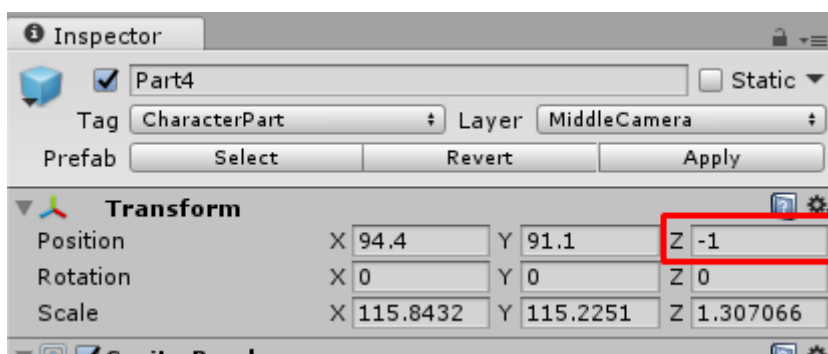
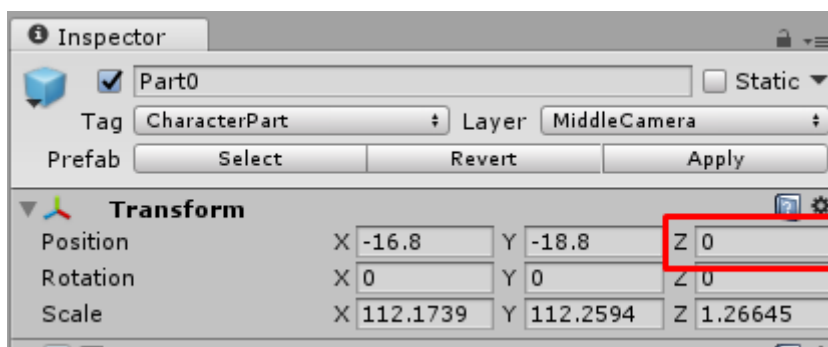


- 2) **Reset** the Polygon/Circle Collider 2D to fit the Part's Boundary (Edit the collider as you want)



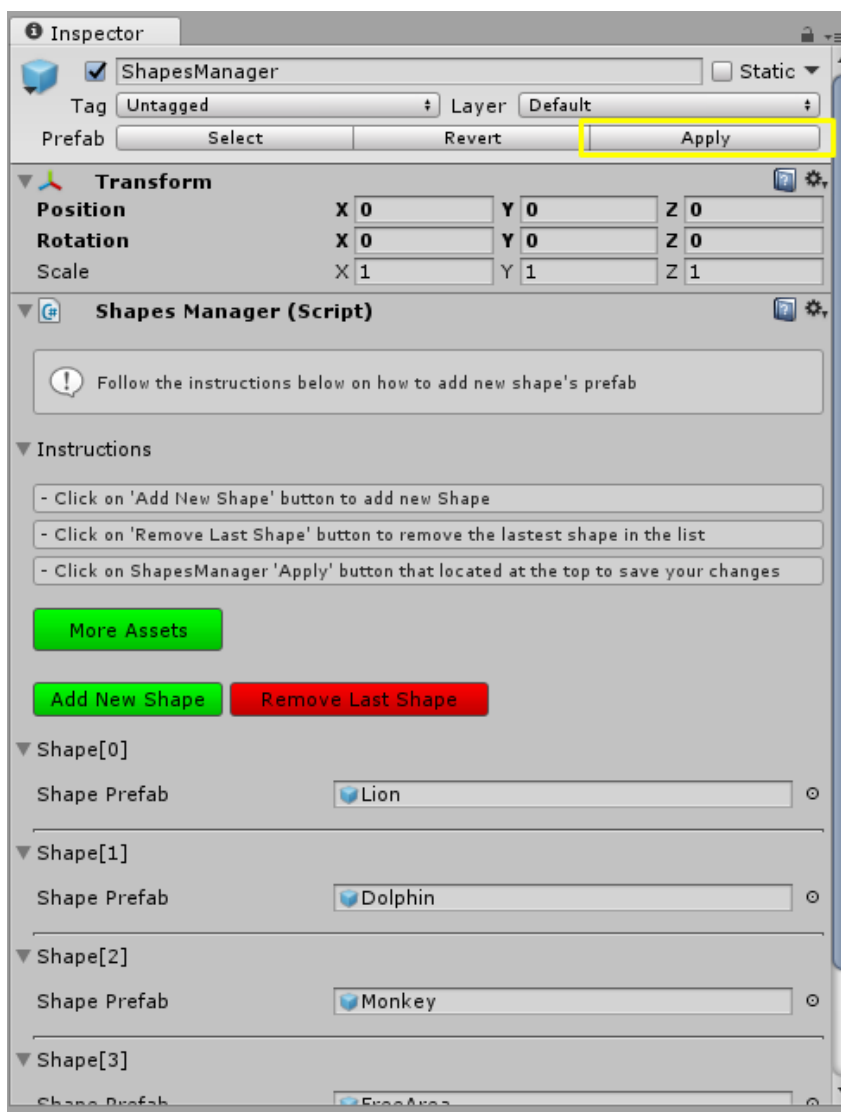
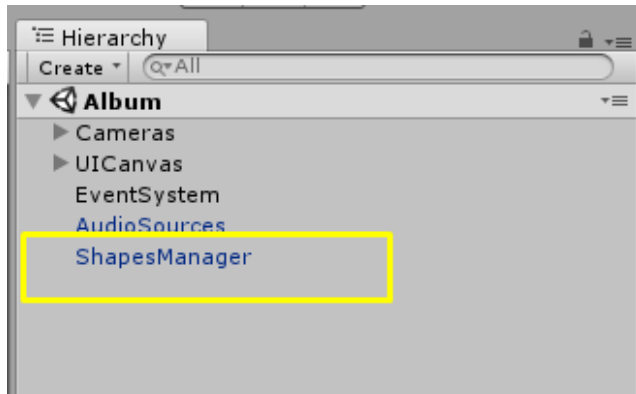
- 3) Make scale/translate/rotate to set the part in the relevant location. Finally **apply** the changes on 'Dinosaur' prefab and save the scene.

- 4) If you have any part above another one, for example in the dinosaur character part4 above Part0, then Part4 z-position should be different/lower than part0.



7.0 - Add My Character to Shapes Manager

Shapes Manager contains the shapes/characters prefabs to create them in Albums and Game Scenes.



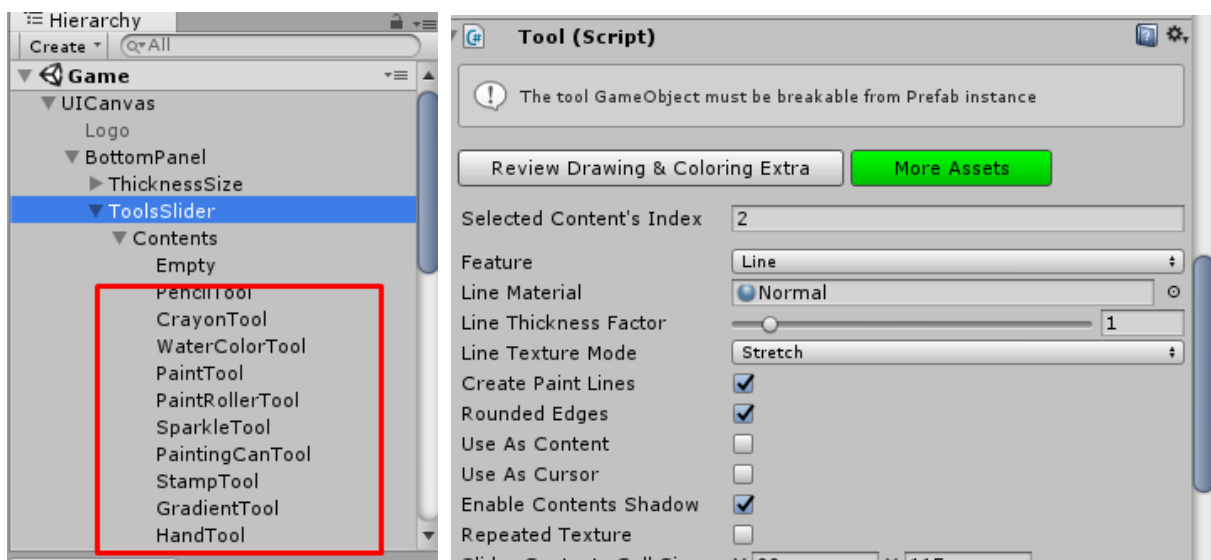
Save the scene.

8.0 -Drawing & Coloring Tools



Each tool must be under **ToolsSlider** GameObject in the **Contents** child. You will find **Tool.cs** component attached on each tool, manage the attributes as you want.

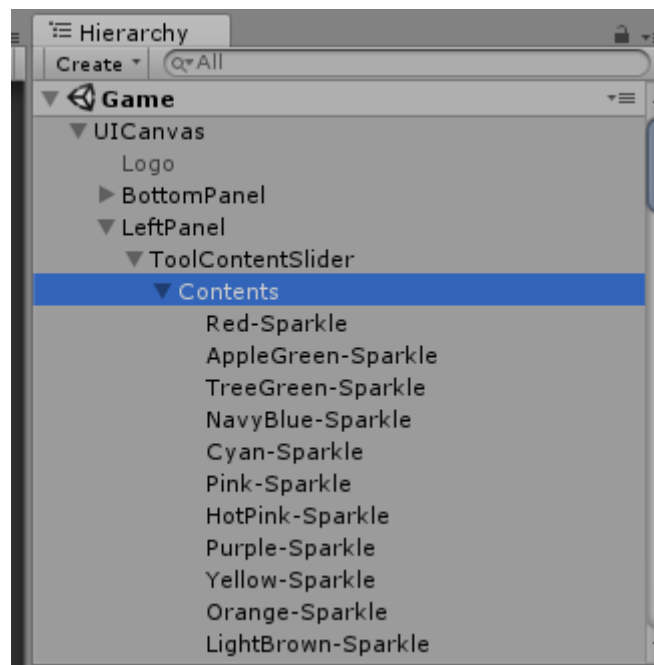
Check the following figure:



9.0 -Drawing & Coloring Tool Contents



The contents of the tool are instantiated in GameManager.cs using `InstantiateToolsContents ()` method, and displayed using `ShowCurrentToolContents()` method.



10.0 - Export/Print Screenshot for Web

After you generate new build for the web platform such as WebPlayer or WebGL

Copy the content of **Javascript.txt** file located in Assets/**WebPrint**



```
1 <script>
2 <!--
3 //Developed by Indie Studio
4 //https://www.assetstore.unity3d.com/en/#!/publisher/9268
5 //www.indiestd.com
6 //info@indiestd.com
7 -->
8 function PrintImage(base64,imageName) {
9
10     var printWindow = window.open("about:blank", "_blank");
11     printWindow.document.write('<html><head><title>Drawing And Coloring Extra</title>');
12     printWindow.document.write('</head><body>');
13     printWindow.document.write('<a id = "download" href="data:image/png;base64,'+base64+' " download="'+imageName+'.png"></a>');
14     printWindow.document.write('
```

And paste it in the Main Html file that located in the Exported folder. Add the content before **</body>** tag, in our example the Main Html file named **Drawing And Coloring Extra.html** as the Following figure



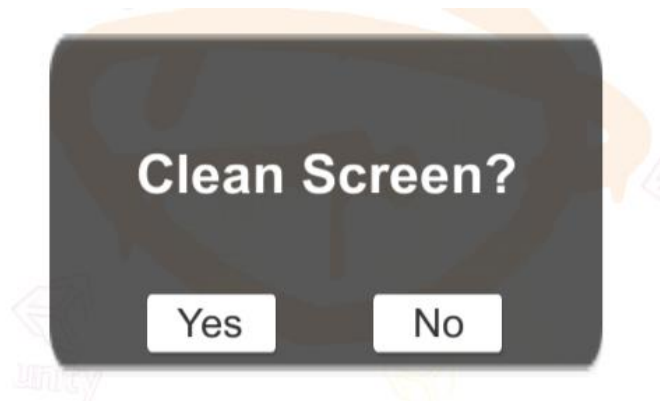
```
33 <script>
34 <!--
35 //Developed by Indie Games Studio
36 //https://www.assetstore.unity3d.com/en/#!/publisher/9268
37 //www.indiestd.com
38 //info@indiestd.com
39 -->
40
41 function PrintImage(base64,imageName) {
42
43     var printWindow = window.open("about:blank", "_blank");
44     printWindow.document.write('<html><head><title>Drawing And Coloring Extra</title>');
45     printWindow.document.write('</head><body>');
46     printWindow.document.write('<a id = "download" href="data:image/png;base64,'+base64+' " download="'+imageName+'.png"></a>');
47     printWindow.document.write('');
48     printWindow.document.write('</body></html>');
49
50     var script = document.createElement('script');
51     script.innerHTML = 'document.getElementById("download").click()';
52     printWindow.document.head.appendChild(script);
53
54     setTimeout(function() {
55         PrintDelay(printWindow)
56     }, 1000); //print window after 1 second
57
58
59 function PrintDelay(printWindow){
60     printWindow.print();
61     printWindow.close();
62 }
63 </script>
64 </body>
65 </html>
```

Before </body> tag

Save the file.

Congratulations, Print & Export features have been implemented Successfully.

11.0 - Trash Confirm Dialog



- Show Dialog

To show the Trash Confirm Dialog, you need to call the **Show()** Method which is in the ConfirmDialog script.

Example:

- `GameObject.Find ("TrashConfirmDialog").GetComponent<ConfirmDialog> ().Show ();`

- Hide Dialog

To hide the Trash Confirm Dialog, you need to call the **Hide()** Method which is in the ConfirmDialog script.

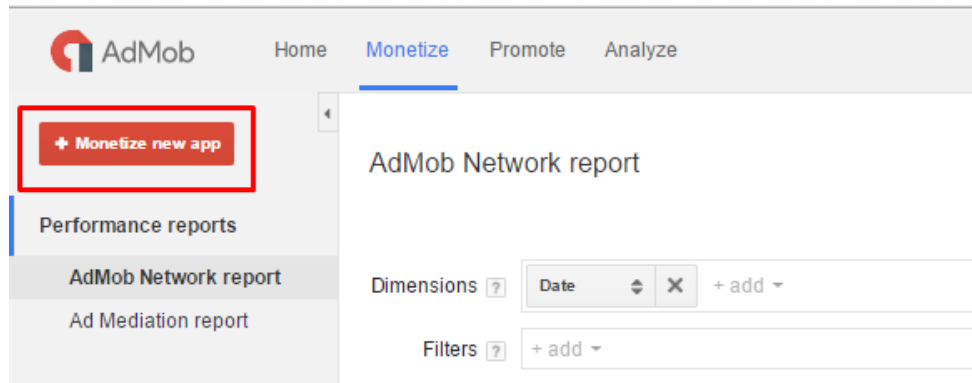
Example:

- `GameObject.Find ("TrashConfirmDialog").GetComponent<ConfirmDialog> ().hide ();`

12.0 - Setup ADS Packages

12.1 - Setup Admob Advertisements

1. Sign in to <https://apps.admob.com>
2. Select the Monetize tab and click on **Monetize new app**



3. Follow the steps to monetize a new app as the following figure

Monetize a new app

1 Select an app

Search for your app Add your app manually Select from apps you have added

App name ?

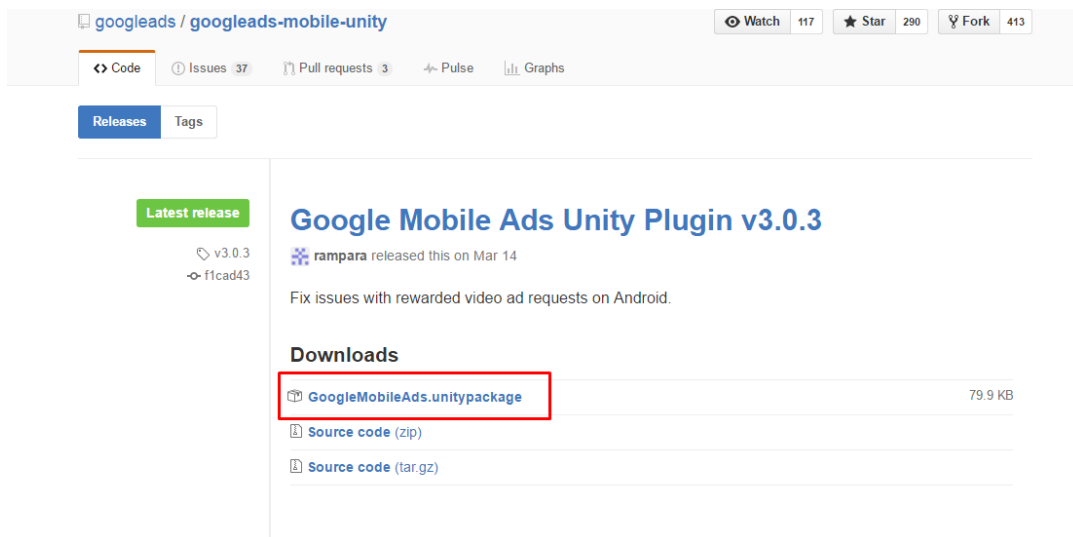
Platform ?

Add app Cancel

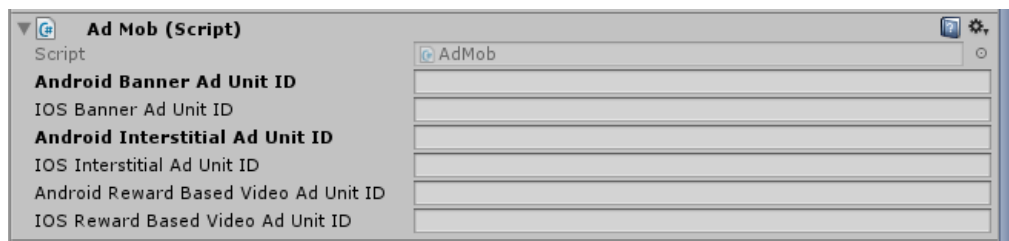
2 Select ad format and name ad unit

3 View setup instructions

4. Add ad units as you want
5. Download Admob Package from the following link
<https://github.com/googleads/googleads-mobile-unity/releases>



6. Import the package to your project from Assets -> Import Package ->Custom Package.
7. Insert the Unit IDs of the Banner/Interstitial in the Admob Component in the AdsManager GameObject in the Album scene and then click on Apply button to save your changes.

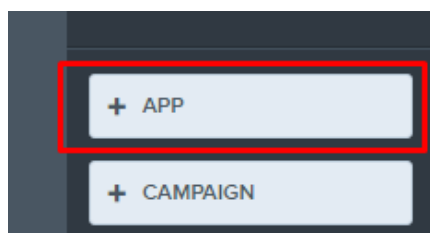


12.2 - Setup ChartBoost Advertisements

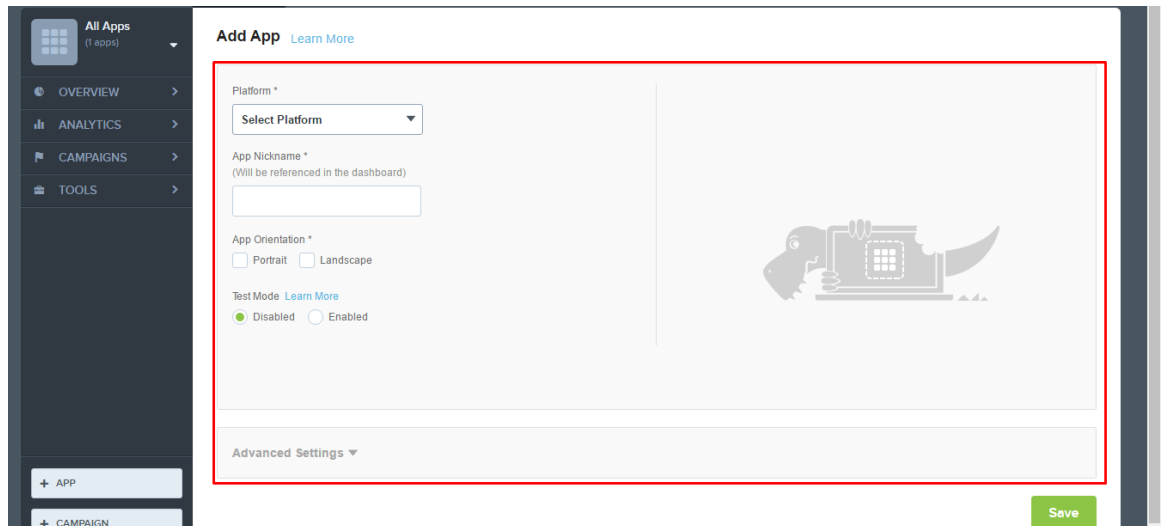
Login to <https://www.chartboost.com>



1. From the left sidebar at the bottom click on + APP as the following figure



2. Fill the details of the app, and then **Save**

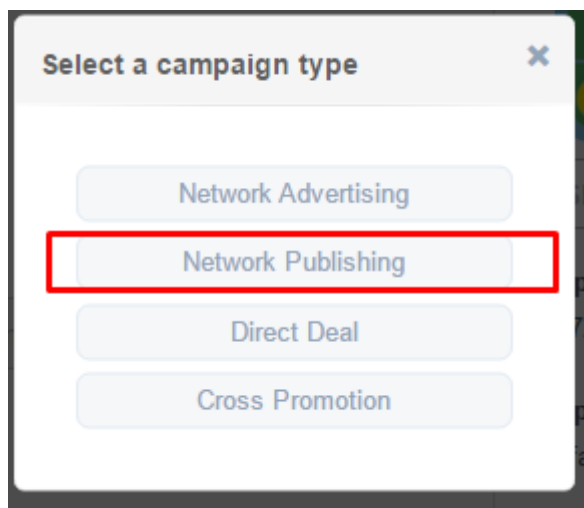
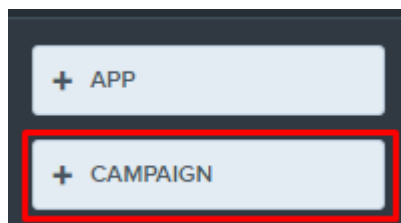


The screenshot shows the 'Add App' form in the Chartboost dashboard. The form is titled 'Add App' with a 'Learn More' link. It contains the following fields and options:

- Platform ***: A dropdown menu with 'Select Platform' as the placeholder.
- App Nickname ***: A text input field with a note '(Will be referenced in the dashboard)'.
- App Orientation ***: Two radio buttons for 'Portrait' and 'Landscape'.
- Test Mode**: A link 'Learn More' and two radio buttons for 'Disabled' (selected) and 'Enabled'.

A red rectangle highlights the entire form area. At the bottom right of the form, there is a green 'Save' button. The left sidebar shows a menu with 'All Apps (1 apps)', 'OVERVIEW', 'ANALYTICS', 'CAMPAIGNS', and 'TOOLS'. At the bottom of the sidebar, there are buttons for '+ APP' and '+ CAMPAIGN'.

3. Create new Campaign



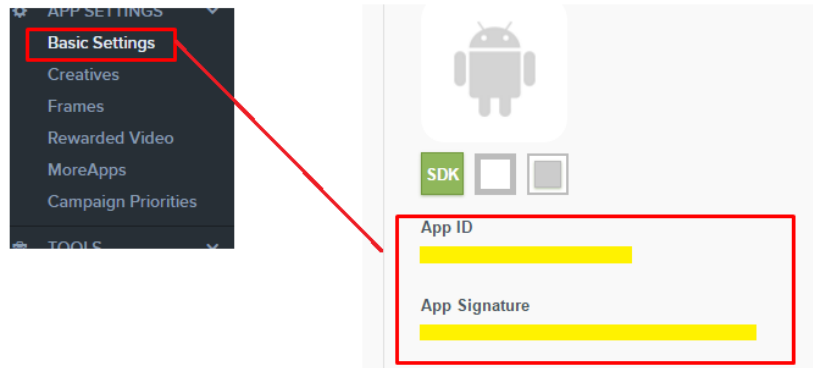
4. Fill the Network Publishing Campaign details and then Turn-on the Campaign, and finally save.

5. Download ChartBoost Package for Unity

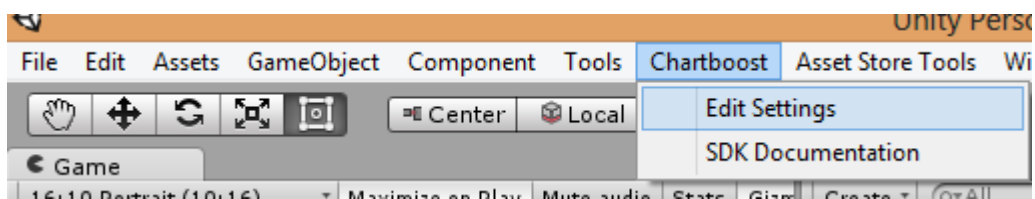
<https://answers.chartboost.com/hc/en-us/articles/200780379-Download-Integrate-the-Chartboost-SDK-for-Unity>

6. Import the package in the zipped file to your unity project.
7. Copy App ID & App Signature from APP Settings

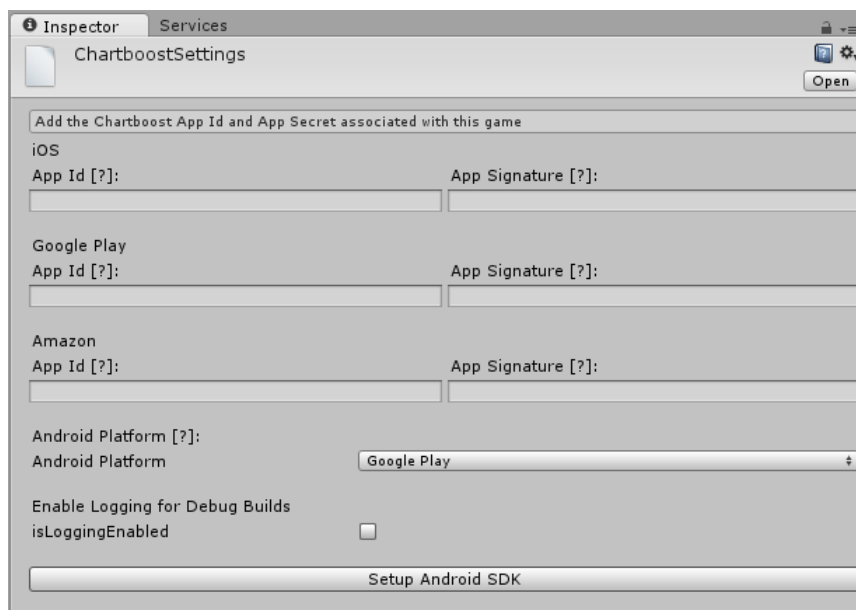
App Settings [Learn More](#)



8. From your unity project, select ChartBoost -> Edit Settings

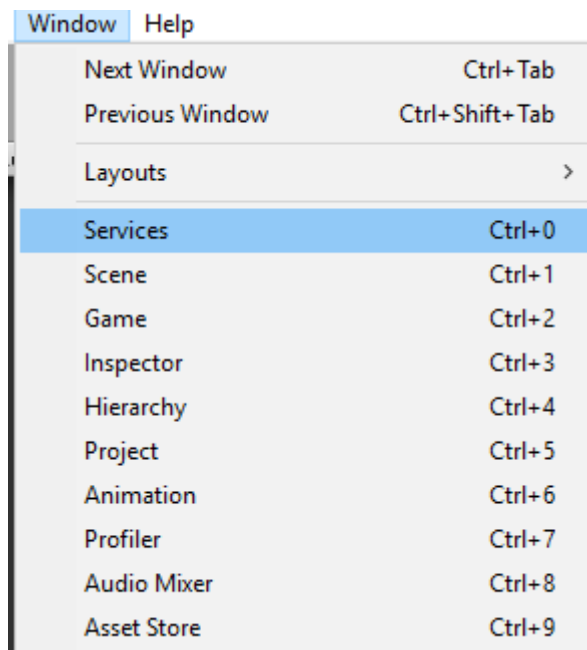


9. Paste App ID & App Signature in the ChartBoost Settings

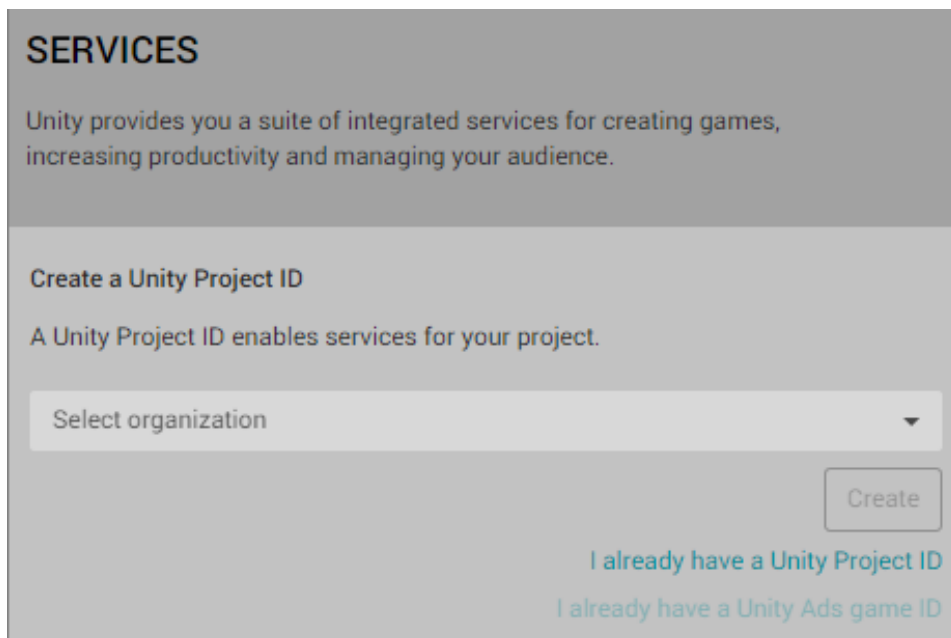


12.3 - Setup Unity Advertisements

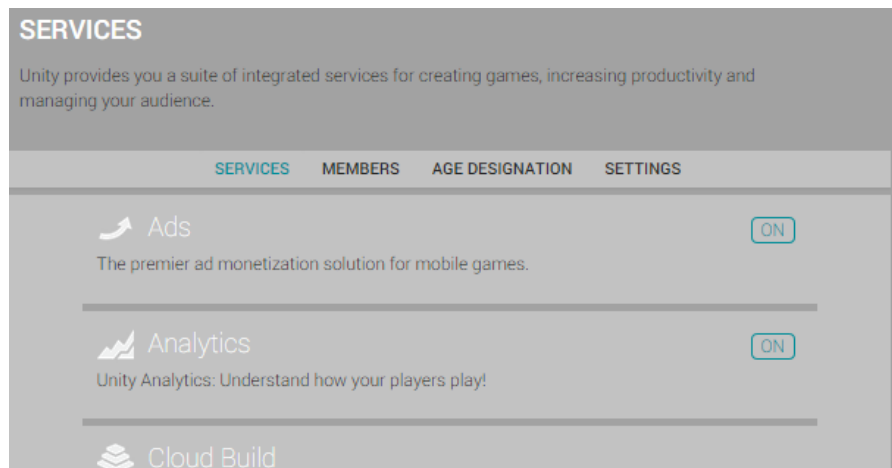
1. Go to your Unity Editor and select Window -> Services



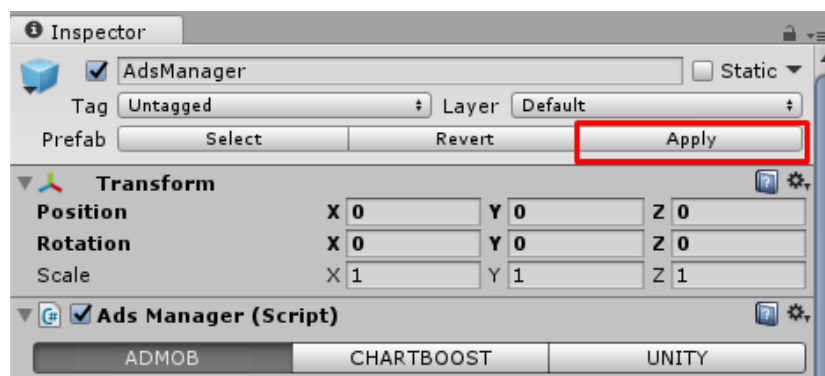
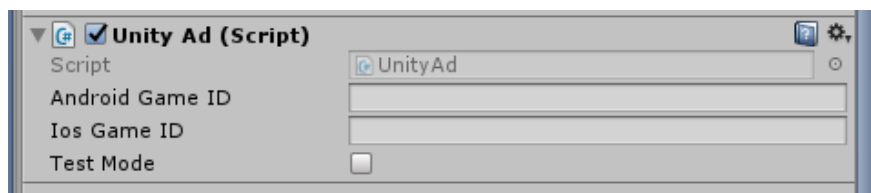
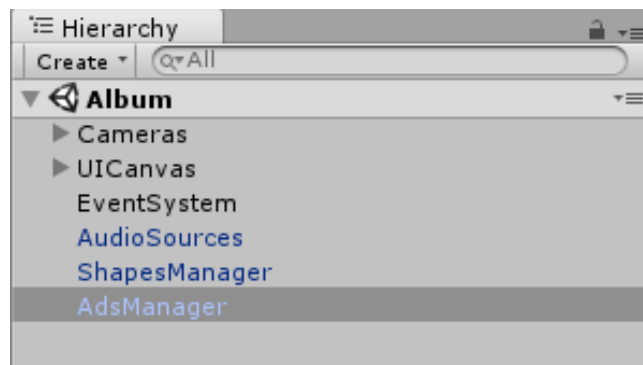
2. Login in (if you are not logged in) to your account, and then create new Unity Project ID (if not created yet) and Link it to your Organization



3. Turn on the Unity Ads

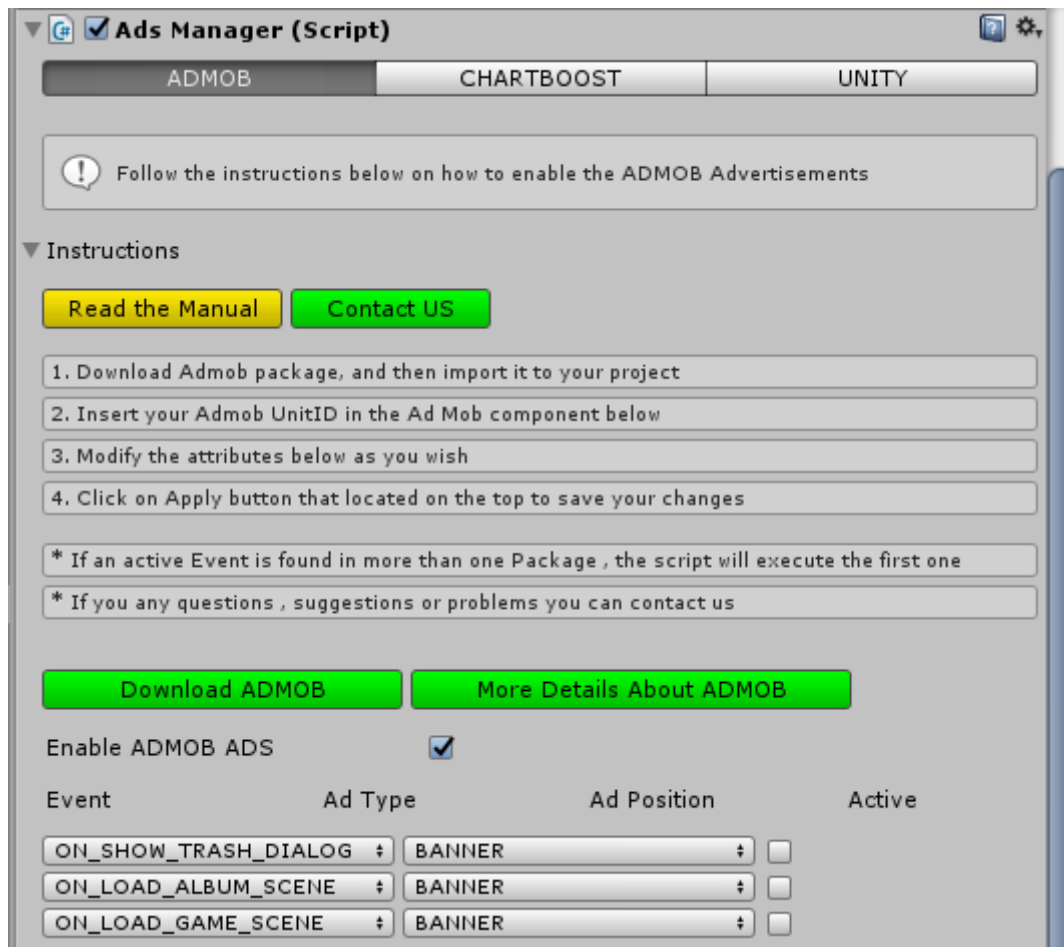


4. Insert your Unity Android/iOS Game ID in the **UnityAd** Component in the **AdsManager** Gameobject, and then click on **Apply** button to save your changes.

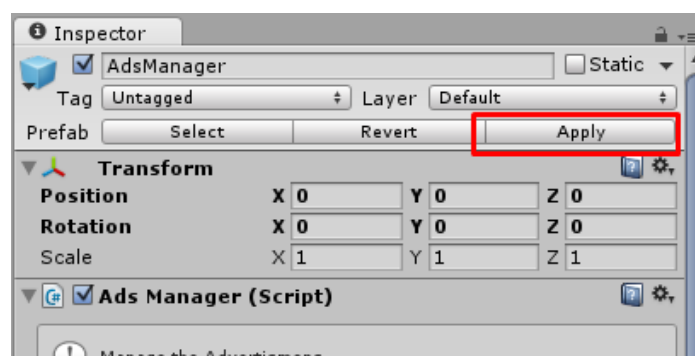


13.0 - Advertisements Manager

To manage the advertisements of each Package (*Admob*, *ChartBoost*, *Unity ADS*), open the Album scene then select the **AdsManager GameObject** and manage the ads using **AdsManager component**

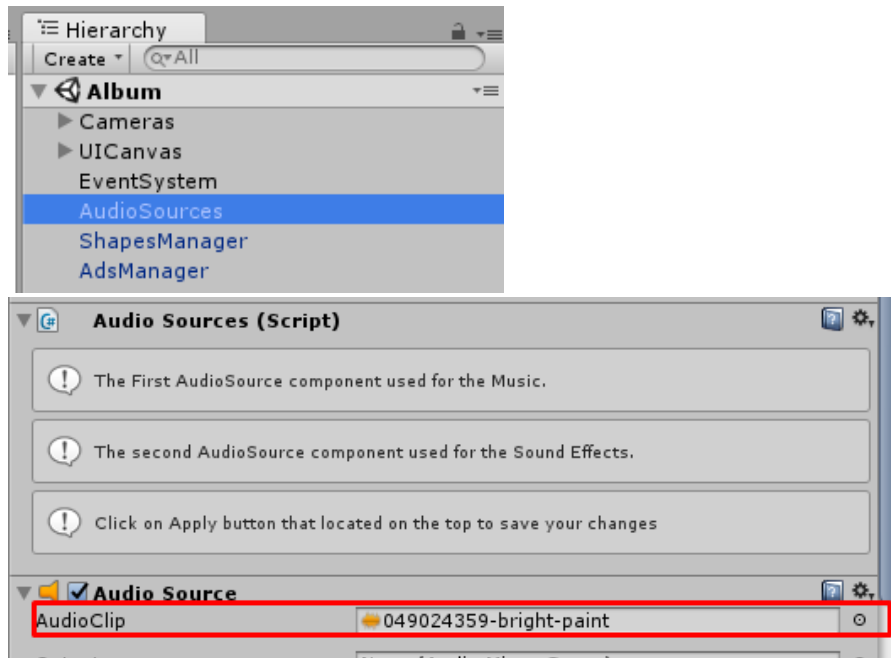


Click on **Apply** button to save your changes.



14.0 - Notes

- Use the first AudioSource component in the AudioSources GameObject in the Album Scene for the Music, and then click on **Apply** button to save your changes.



- Use the second AudioSource component in AudioSources GameObject for the Sound Effects.
- Download Music
<http://www.pond5.com/stock-music/49024359/bright-paint.html>
- For Gallery Screenshot plugin
<https://www.assetstore.unity3d.com/en/#!/content/7827>

If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

[For more details, do not hesitate to contact us](#)

Useful Links

<http://indiestd.com/questions-and-answers>

<http://indiestd.com/contact-us>

Good Luck ☺