#### **Electrical Circuit Board Tools**

Help site: <a href="http://upwardskystudios.com/unity3dassets.html">http://upwardskystudios.com/unity3dassets.html</a>

**Help email:** <u>steve@upwardskystudios.com</u> (please reference the asset name)

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Thanks for purchasing!

Hopefully these assets can speed up your workflow for a fraction of in-house development costs, while enabling me to do the modeling & coding dev that I enjoy!

Please contact me if you have any questions, difficulties, comments, suggestions or requests for possible future assets.

Thanks!
- Steve

# Setup

Simply drag the desired prefab files under the ../Assets/Electrical Circuit Board Tools/Prefabs/ folder into your scene and place.

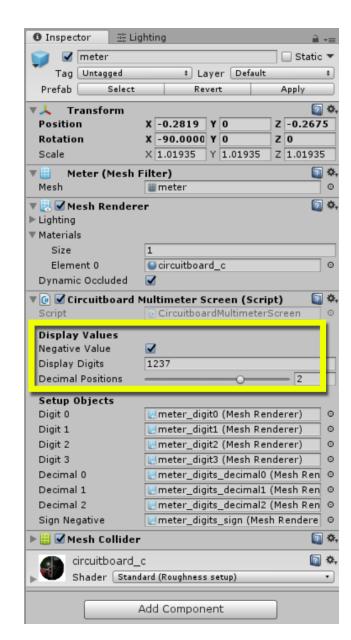
A sample demo scene with all prefabs laid out is under ../Assets/DemoScene/

## Dynamic Screen Usage

Multimeter and Oscilloscope screens can have their displays updated. See prefab structure and screenshots below. Values can be changed either manually in the Inspector or via code accessing their public variables during runtime.

#### Multimeter

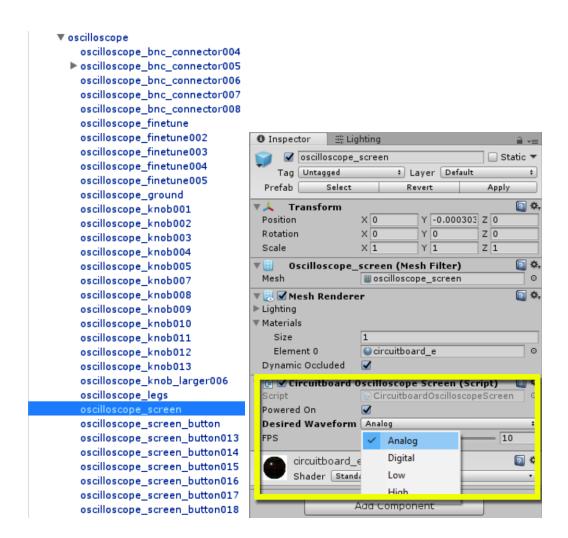
Controls to change the digital display are on the prefab's top-level meter object:



meter
meter\_dial
meter\_digit0
meter\_digit1
meter\_digit2
meter\_digit3
meter\_digits\_decimal0
meter\_digits\_decimal1
meter\_digits\_decimal2
meter\_digits\_sign

### Oscilloscope

Controls to select the desired waveform animation are on the **oscilloscope\_screen** child object under the **oscilloscope** prefab heirarchy:



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