

Introduction.....	2
First steps.....	3
Surfaces.....	4
API.....	5
Contacts.....	6

Thanks for your purchase!
Your support is greatly appreciated!

Introduction

Asset **Surface Detector** is a smart system for detection and management surfaces via register materials/textures for this. It can work both with meshes materials and with terrain textures. And many other features.

Included features are:

- ✓ All asset files, for free or commercial use (re-selling prohibited).
- ✓ Clean interface.
- ✓ Register new items via drag and drop.
- ✓ Search and filter.
- ✓ Quick highlight and preview.
- ✓ Easy and flexible API.
- ✓ Intuitive and easy to modify source code for any of your needs.

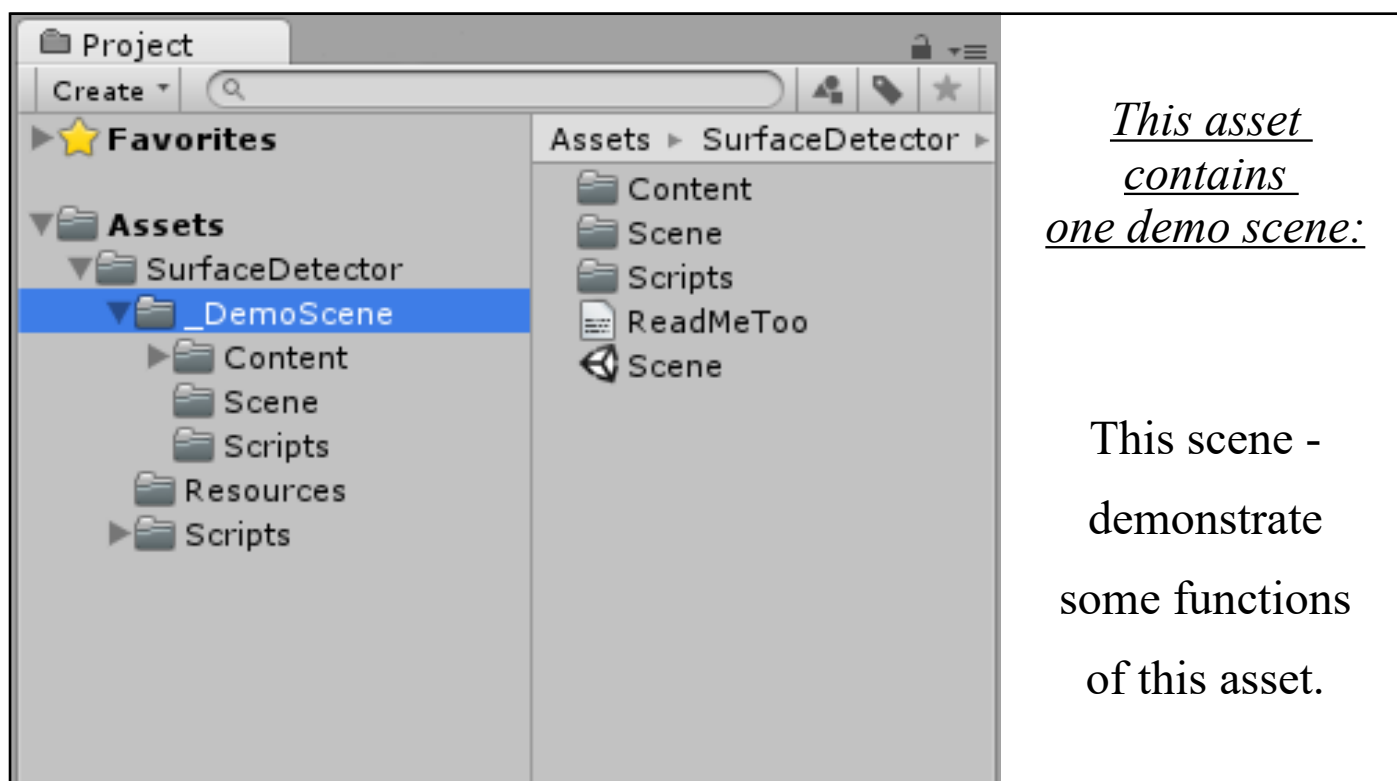
These features should cover the most requirements for create and managment custom surfaces. However, please note that a this project can't suit all game cases. You likely want to modify it to fit your needs and implement your own unique functions. In the following chapters, this manual explains all components involved in this asset, so you can see where you might want to start.

First Steps

WARNING: If you are new to Unity, please take a quick break and get dirty with its main functionalities first, because this documentation will assume you have some basic knowledge regarding the interface and its editor tools.

 **Import the “SurfaceDetector” unitypackage into any project.**

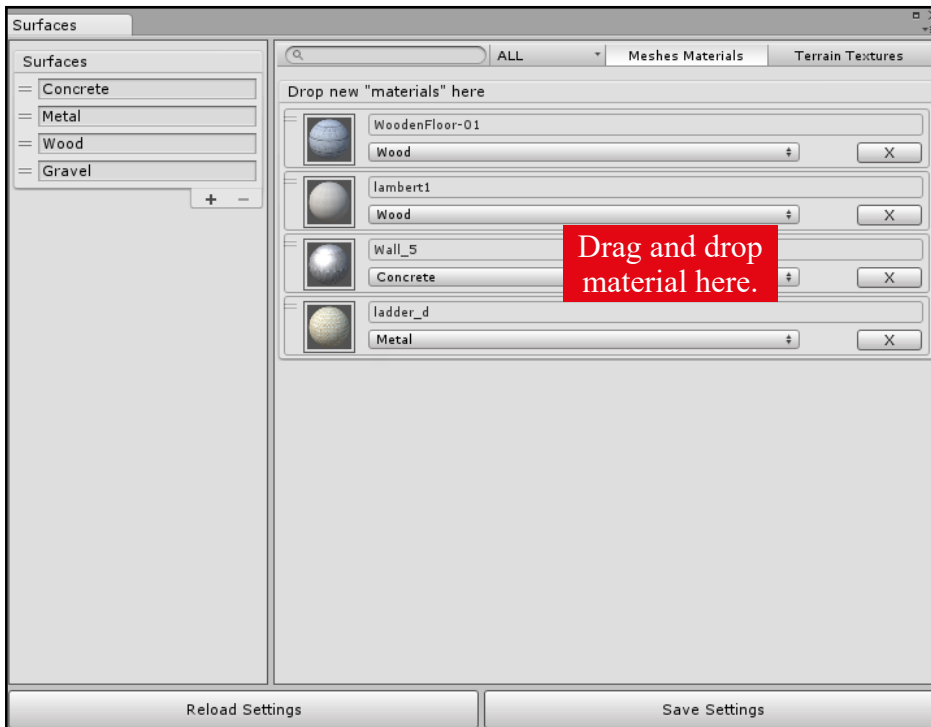
Once the import has finished, you'll see all project files listed in the Project panel.



So, you probably have already seen how it works and you already want to understand the principles of operation, as well as set up all by your project. Well, let's start, the following pages are devoted to this.

Surfaces

Window -> Victor's Assets -> Surface Detector



Surfaces window
need for
configuration of
surface detection
system.

Add (register)
material
to associate it
with custom surface.

Options:

- Drag and drop new item to register it in surface.
- You can use a filter and search for the convenience of finding a existing surface element.
- When you hover, automatically opens the preview box at an increased resolution. Also with left mouse click, this element will be highlighted in project hierarchy.
- You can change order of elements simply by dragging them up or down.
- Also the elements manager (Surfaces window) can recognize duplicates and will not allow their occurrence.

API

namespace: SurfaceDetection

extensions of RaycastHit

<code>static string GetSurface();</code>	Returns surface name by RaycastHit.
<code>static Material GetMaterial();</code>	Returns mesh material by RaycastHit.
<code>static Texture GetTerrainTexture();</code>	Returns terrain texture by RaycastHit.
<code>static bool TryGetSurface(out string);</code>	bool True if the ray intersects with a known (registered) surface, otherwise false.
<code>static bool TryGetMaterial(out Material);</code>	bool True if the ray intersects with a collider of polygonal mesh and it contains at least one material, otherwise false.
<code>static bool TryGetTerrainTexture(out Texture);</code>	bool True if the ray intersects with a collider of terrain and it contains at least one texture, otherwise false.

extensions of Material

<code>static string GetSurface();</code>	Returns surface name by Material.
<code>static bool TryGetSurface(out string);</code>	bool True if the material registered in any surface, otherwise false.

extensions of Texture

<code>static string GetSurface();</code>	Returns surface name by Texture.
<code>static bool TryGetSurface(out string);</code>	bool True if the texture registered in any surface, otherwise false.

class SurfaceDetector

<code>static int count { get; }</code>	Returns count of surfaces.
<code>static string[] allNames { get; }</code>	Returns string array of surfaces names.

Contacts

All the source code is made so that it is easy to understand,
feel free to take a look at the scripts
and to modify them to fit your needs.

If you have any questions, comments, suggestions or find errors
in this documentation, don't hesitate to contact me.

Support: <http://bit.ly/vk-Support>

Forum: <http://forum.unity3d.com/threads/499216>

More Assets: <http://u3d.as/5Fb>

**Thank you for choosing
Surface Detector!**

**If you've bought this asset on the Unity Asset Store,
please write a short review
so other users can form an opinion!**

**Again, thanks for your support,
and good luck with your projects!**

Kindest regards, Victor Klepikov