



COMPASS NAVIGATOR PRO

QUICK START GUIDE



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Introduction

Thanks for purchasing!

Compass Navigator Pro is a GUI Scripting component for Unity useful in any kind of world exploration game. This is a compass bar type navigation helper, usually shown on top of the screen in many RPG games, showing destinations and point of interests (POIs) as well as text indications.

Compass Navigator Pro includes the following features:

- **Easy to use – drag & drop prefab** and you're set!
- Custom made customizable compass bar with **4 art styles (rounded, angled, celtic black and white)** with adjustable vertical position, width, alpha and fade in/out effects.
- **High resolution icons with customizable behaviour** (smooth scaling, visited vs non-visited icons, black and white variations).
- Add your own icons or **use the icons included in the asset: cave, city, dock, dungeon, forest, lighthouse, mine, monolith, palace, tower, generic.**
- Show **animated text under or on top of the compass bar when discovering new locations.**
- Show **optional title and other info for the centered POI in the bar.**
- **Can focus on one POI**, making its icon always visible in the compass bar.
- Can **show in-scene gizmos during playmode**, like active destination icon, which helps the player to get to the exact point.
- Can use **two icon variations per POI, to differentiate unexplored and explored locations.**
- **Custom Editor inspector**
- **Integrated Menu Items** to quickly create new POI game objects or attach a POI component to an existing game object.
- **Documented API** to exploit the asset functionality.

Quick Start

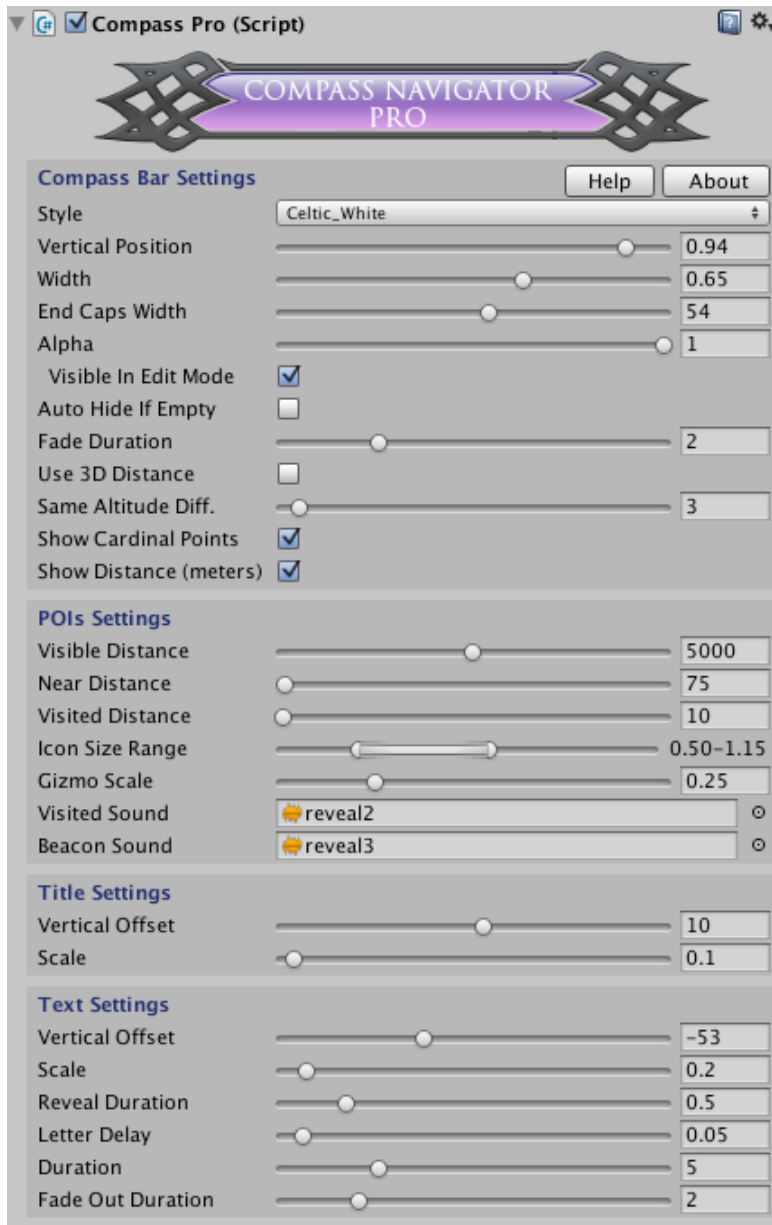
1. Once imported, Compass Navigator Pro can be added to your scene from the top menu **GameObject > UI > Compass Navigator Pro.**

Alternatively you can locate the CompassNavigatorPro prefab in Resources/Prefabs folder and add it to the hierarchy of your scene.

2. Select the new created Compass Navigator Pro game object and customize the behaviour and look & feel of the compass bar using the custom inspector.

Inspector Settings

When you select the CompassNavigatorPro in the hierarchy, a custom inspector will be shown allowing you to customize it:



Please note that all of these parameters can also be controlled using C# (see API section).

Compass Bar Settings

In this section you can customize the general look & feel of the Compass Bar:

- **Style:** choose a ready-to-use compass bar style. If you want to add your own sprite you can simply replace the existing sprites in the Resources/Sprites section. Read "Adding your own sprites" section.
- **Vertical Position:** Specify a vertical position for the compass bar (0 = bottom, 1 = top).
- **Width of bar:** Specify a width (0..1 with respect to the screen width).
- **End Caps Width:** Specify a margin to limit the area where icons can be displayed (so they don't overlap the end point art of the compass bar).
- **Alpha:** Set the transparency of the compass bar during playmode. Check "Visible in Edit Mode" if you want to show the compass bar irrespective of the alpha setting during Edit Mode.
- **Fade Duration:** Specify a fade duration in seconds. The compass bar appears/disappears smoothly and this parameter controls the duration of this effect.
- **Use 3D Distance:** by default, the distance to the POI is measured ignoring the Y-axis, like in a flat plane. Toggle this checkbox to use the distance in XYZ space instead.
- **Same Altitude Difference:** this is a threshold in meters to determine if POI is above or below your position.
- **Show Cardinal Points:** if N/W/E/S will appear in the compass bar.
- **Show Distance (meters):** if the current distance in meters to the POI is shown next to its name.

POIs Settings

This section allows you to customize the behaviour and look of the POIs (Points of Interests) or icons shown in the compass bar:

- **Visible distance:** POIs farther than this parameter won't be shown in the compass bar.
- **Near distance:** this is a distance threshold where the icons will begin to grow as the player approaches them.
- **Visited distance:** the distance to the POI to be considered visited or explored. The icon shown in the compass bar will be chosen according to the `IsVisited` property of the POI.
- **Icon Size Range:** useful to customize the minimum and maximum icon sizes in the compass bar. As the player approaches the POIs, the icons will tend to grow.
- **Gizmo Scale:** this is a scaling multiplier for the icon displayed in the scene (if the POI is marked with `ShowGizmoInPlayMode` property).
- **Visited Sound:** an optional audio clip to be played when this POI is visited for the first time.
- **Beacon Sound:** an optional audio clip to be played when a light beacon is activated for this POI.

Title and Text Settings

This sections controls the look and behaviour of the title and text.

The title is shown over the compass bar when a POI is centered in it and has been visited.

The text is shown in animated way when POI is first discovered.

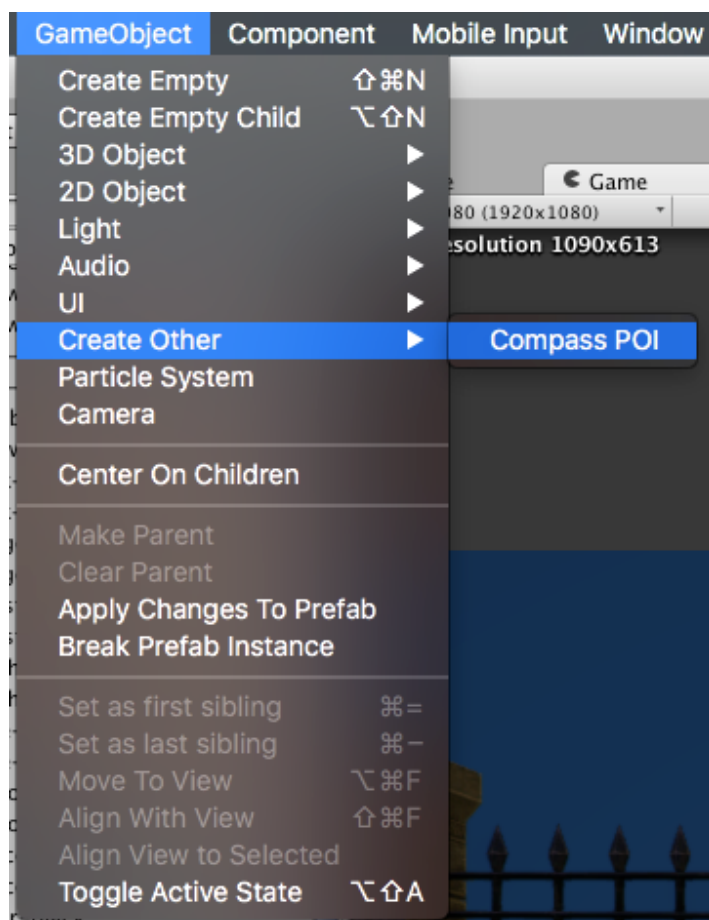
Adding POIs to the scene

A POI (Point of Interest), also known as destination or location, is just a CompassProPOI script added to any game object in the scene. You can create an empty game object and add this script to it, or attach the script to an existing game object in the scene.

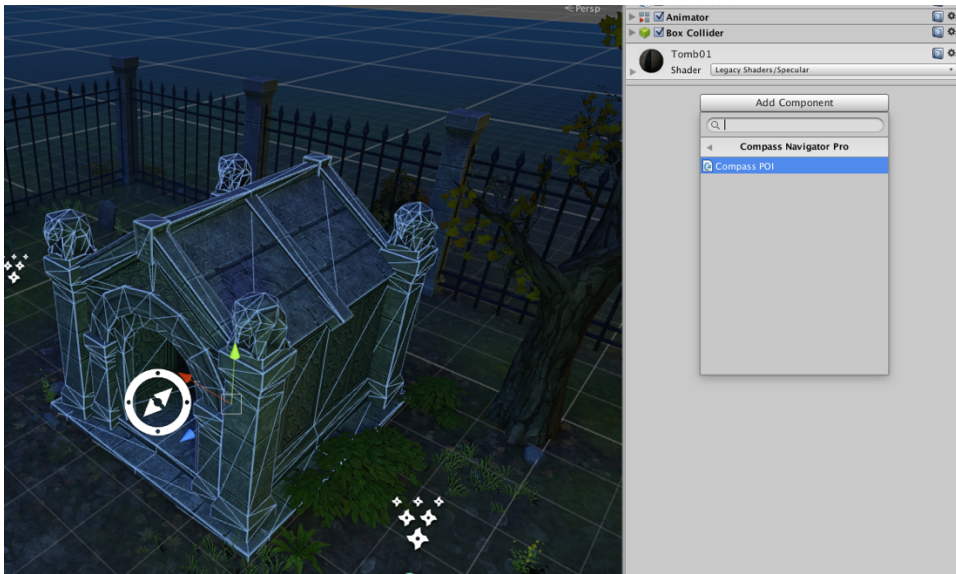
You can add any number of POIs to the scene, and you can do it using Unity Editor or scripting (C#).

Using Unity Editor to add POIs to the scene

To create a new game object as a POI, just select Game Object > Create Other > Compass POI:



You can also simply attach a Compass Pro POI script to an existing game object, and it will work as well:



Using C# to add POIs to the scene

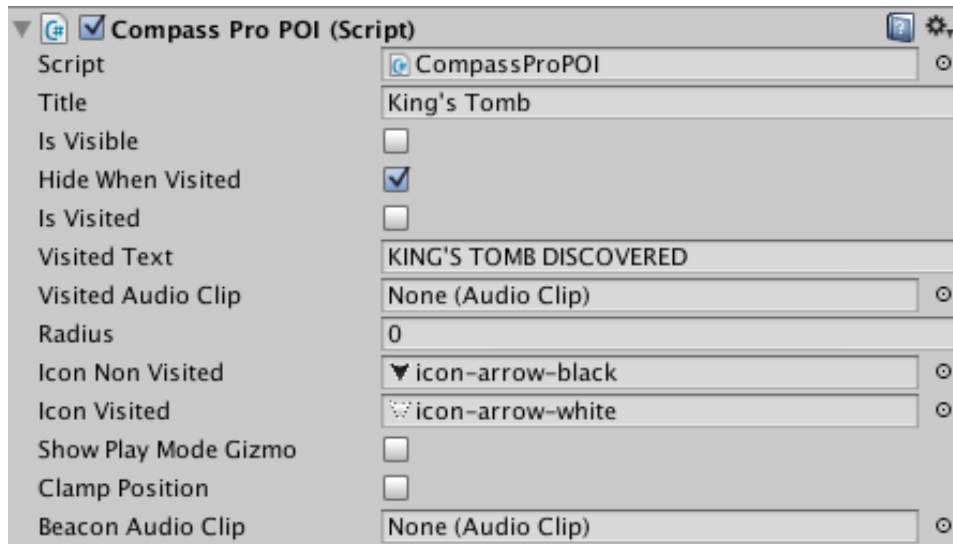
Simply attach the component `CompassProPOI` to any game object and populate it's properties.

```
using CompassNavigatorPro;  
...  
GameObject myGameObject = ...  
CompassProPOI poi = myGameObject.AddComponent<CompassProPOI>();  
poi.title = "the title for this poi";  
...
```

Get a look into `CompassProPOI` script for a list of available properties (same than shown in the Inspector).

Customizing POIs

Select the game object with the CompassProPOI script attached and you can customize its public fields from the inspector (you can also edit them in code):



- **Title:** this is the name of the POI to be shown over the compass bar if `IsVisited` is true.
- **IsVisible:** this property is automatically set by the asset based on `Distance` property, and determines if the icon is visible in the compass bar.
- **HideWhenVisited:** when enabled, the POI will automatically be hidden in the compass bar when visited.
- **IsVisited:** this property is also automatically set to true by the asset as the player moves over the scene and determines if the POI is explored or not (based on the `VisitedDistance` property). You can also set this property to true to ignore the visited/non-visited feature.
- **Visited Text:** this is the text shown in animated way when the POI is visited for the first time.
- **Visited Audio Clip:** optional audio clip to be played when this POI is visited for the first time. Note that a global default audio clip can be also specified in the `Compass Navigator Pro` script.
- **Radius:** this is a radius for the POI. Useful for areas or cities where it really has no an exact center.
- **Icon Non Visited:** the icon to be shown in the compass bar when `IsVisited` = false.
- **Icon Visited:** the icon shown in the compass bar when `IsVisited` = true.
- **Show Play Mode Gizmo:** mark this toggle to show the visited icon in the scene during playmode to mark exactly the location of this POI in the scene.
- **Clamp Position:** forces this POI icon to stay visible in the bar, even if it's behind the player (then it will show on the edges of the bar).
- **Beacon Audio Clip:** custom sound for this POI when the light beacon is shown.
- **Don't Destroy On Load:** enabling this option will preserve this POI between scene changes (also its visited state). Note that the POI will only be visible in the scene where it was first created.

Light Beacons

You can call the function `POIShowBeacon` to quickly visualize a given POI in front of the player. Or call `POIShowBeacon` without passing any POI and all visible POI in the compass bar will illuminate briefly. Example:



All beacons use the same material, located in `Resources/Materials/Beacon`. If you want to change the color or any other material properties, feel free to edit this material.

You can specify a sound effect when showing beacons in the `CompassPro` script or for each POI script (see previous sections).

API (using the compass bar with C#)

The asset includes some useful public methods and properties to customize via scripting.

First, you need to get a reference to the CompassPro script, using:

```
using CompassNavigatorPro;  
...  
CompassPro compass = CompassPro.instance;
```

Once you have a reference to the compass instance, you can access its properties and methods.

Example: **compass.verticalPosition = 0.2f;**

Properties

- **style**: choose between the available compass bar graphic styles.
- **visibleDistance**: POIs beyond this distance won't be visible in the compass bar.
- **nearDistance**: distance threshold where the icons will start to grow.
- **visitedDistance**: distance at which the POI is considered visited. The radius of the POI is also used with this property.
- **gizmoScale**: scaling factor applied to in-scene icons.
- **alpha**: the transparency of the compass bar.
- **autoHide**: will hide the compass if no POIs are below visible distance. Compass will revert to visible when first POI gets nearer than visible distance.
- **fadeDuration**: duration of the fade in/out effect.
- **verticalPosition**: value (0 = bottom..1 = top) for the vertical position in the screen.
- **width**: value (0..1, 1 = screen width) for the width of the compass bar.
- **endsCapWidth**: size in pixels for the ending parts of the compass bar where you don't want to show icons. This property must be set for each compass bar style.
- **minIconSize** and **maxIconSize**: scaling factors for the icons in the compass bar.
- **textVerticalPosition, textScale**: controls the position and size of the text.
- **textRevealDuration, textRevealLetterDelay, textDuration, textFadeOutDuration**: controls the animation cycle for the text (reveal, duration of the text on the screen, and finally duration for the fade out).
- **titleVerticalPosition, titleScale**: controls the position and size of the POI's title shown over the center of the compass bar.
- **showDistance**: will show the distance in meters to the centered POI in the compass bar.
- **showCardinalPoints**: will show N, W, S, E in the compass bar.
- **use3Ddistance**: if enabled, the Y coordinate will be ignored when computing distance for icon scale. This property has no effect on the distance shown in the title (if showDistance is true).
- **sameAltitudeThreshold**: the difference in altitude between the POI and the main camera to show "Above" or "Below" as part of the title.
- **visitedDefaultAudioClip**: an optional audio clip to be played the first time a POI is visited. Note that you can specify a different audio clip in the POI script itself.

Methods

- **FadeIn(duration):** shows the compass bar with a smooth fade in effect.
- **FadeOut(duration):** hides the compass bar with a smooth fade out effect.
- **POIFocus(CompassProPOI poi):** makes a POI the principal POI. The icon will always be visible in the compass bar and a gizmo will be shown in the scene during playmode.
- **POIBlur():** cancels POIFocus effect.
- **POIShowBeacon(CompassProPOI poi, duration):** activates a light beacon oriented to the sky which lights for a few seconds making easy to locate the distant POI in the scene from the player perspective.
- **POIShowBeacon(duration):** activates a light beacon for all non-visited POIs oriented to the sky which lights for a few seconds making easy to locate the distant POIs in the scene from the player perspective.
- **ShowAnimatedText(text):** triggers text appearing animation with a custom text.

Events

- **OnPOIVisited:** triggered when a POI is visited the first time (the POI is passed as parameter).
- **OnPOIVisible:** triggered when a POI gets near than the visible distance (and appears in the compass bar).
- **OnPOIHide:** triggered when a POI gets farther than the visible distance (and disappears in the compass bar).

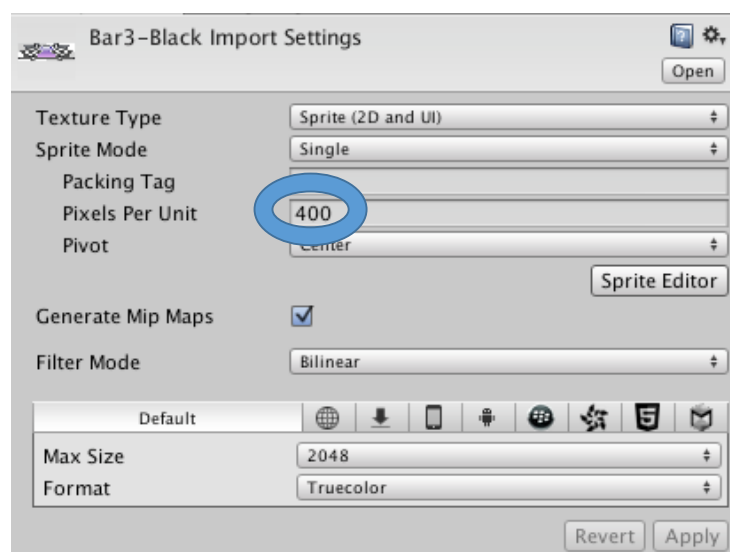
Adding your own art

You can add your own graphics for compass bar and icons.

Make sure you import them as Sprites and set the correct Pixels Per Unit setting in the import options.

The Compass Bar is expected to be 32 pixels height, but you can add higher resolution sprites, so they will look better with different screen resolutions (HDPI or retina displays) for example. For instance, if your compass bar sprite is 128 pixels height, then set Pixels Per Unit to 400 (as 128 is 4x32). Just divide the height of your sprite by 32 and multiply by 100:

This trick is used with Bar3-Black and Bar3-White sprites (the Celtic style bars):



As per the icons, the asset expects 128x128 icons. If you supply bigger resolution icons, then adjust the Pixels Per Unit accordingly (for a 256x256 icon, set Pixel Per Unit to 200).

Fequest Asked Questions (FAQ)

When I load another scene and come back to the original scene, the POIs state is not preserved, ie. their visited status is cleared. How can I preserve POIs between scene changes?

Just tick the DontDestroyOnLoad property of the POIs you want their state to be preserved between scene changes. Enabling this option will have the following effects:

- The POI gameobject won't be removed when the other scene is loaded.
- The POI won't be visible in the new scene though, but it will be activated again (visible in the compass bar) when you load the original scene back.

Support

Please visit kronnect.com for questions, support and more info.

On kronnect.com you'll find latest beta updates for this asset and many others!