

# Off Screen Target Indicator setup guide

## Introduction:

Off Screen target indicator package provides a simple solution to add a target indicator system to your game.

## Dll, prefabs and sprites you will find in this package:

1. PixelPlay/DLL/OffScreenIndicator.dll
2. PixelPlay/Prefabs/ArrowIndicator.prefab
3. PixelPlay/Prefabs/BoxIndicator.prefab
4. PixelPlay/Sprites/WhiteArrow.png
5. PixelPlay/Sprites/WhiteBox.png

## Steps to setup the targeting system:

1. Add objects in your scene view that will be the targets for our off screen indicator.
2. Now expand the OffScreenIndicator dll to find all the different scripts in it.
3. Drag and drop the Target script from the OffScreenIndicator dll to all the game objects you just added in scene view to be the targets.
4. Add a Canvas to scene and add a Panel under it. Rename the panel to 'OffScreenIndicatorPanel' (renaming not necessary).
5. Set the alpha of the panel zero.
6. Drag and Drop the OffScreenMultiIndicator script from OffScreenIndicator dll to the Panel.
7. From the Prefabs folder drag and drop the ArrowIndicator prefab and BoxIndicator indicator prefab onto the respective empty fields in OffScreenMultiIndicator script you just added to the panel.
8. All necessary steps are done ,now to see your Off Screen indicator working add a plane to the scene and also a FPS controller from unity standard assets.
9. Run the scene.

## Modifying or Creating your own arrow and box prefabs:

You can change the color or adjust the indicators size according to your need :

1. Select the box or arrow indicator prefabs in the assets folder.
2. You will see that these are just simple sprites.
3. In the 'Image script' component you can change the sprite color .
4. To adjust the sprite size you can change the height and width fields of the 'Rect transform' component of the prefab.
5. You can use your own sprite ,for that just drag and drop your sprite in the 'Source image' field of the 'Image script' component.
6. If you are creating your own new prefabs just make sure to attach the ArrowIndicator or BoxIndicator scripts from OffScreenIndicator dll to the respective prefabs.

Follow the Step by step Video tutorial on YouTube:

<https://www.youtube.com/watch?v=55hQPkgJdIU>