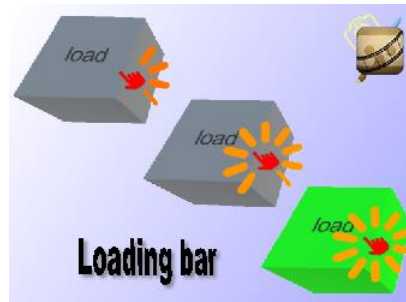
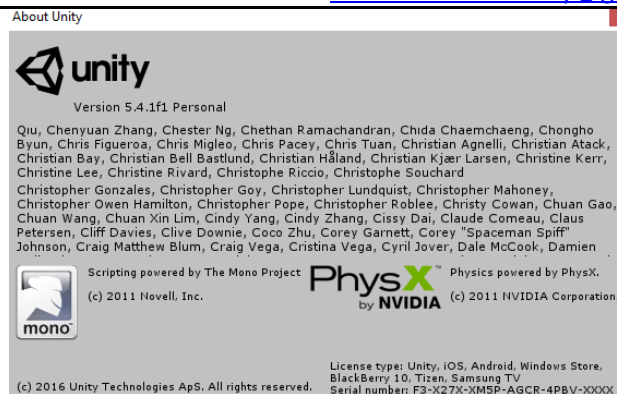


Mouse cursor loading bar



1. GENERAL INFORMATION

DATE OF DOCUMENT	14/10/2016
NAME OF THE PROJECT	Mouse cursor loading bar
AUTHOR	Michael Soler
UNITY VERSION	5.4.1.F1 PERSONAL
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Includes video tutorial at the end of the document

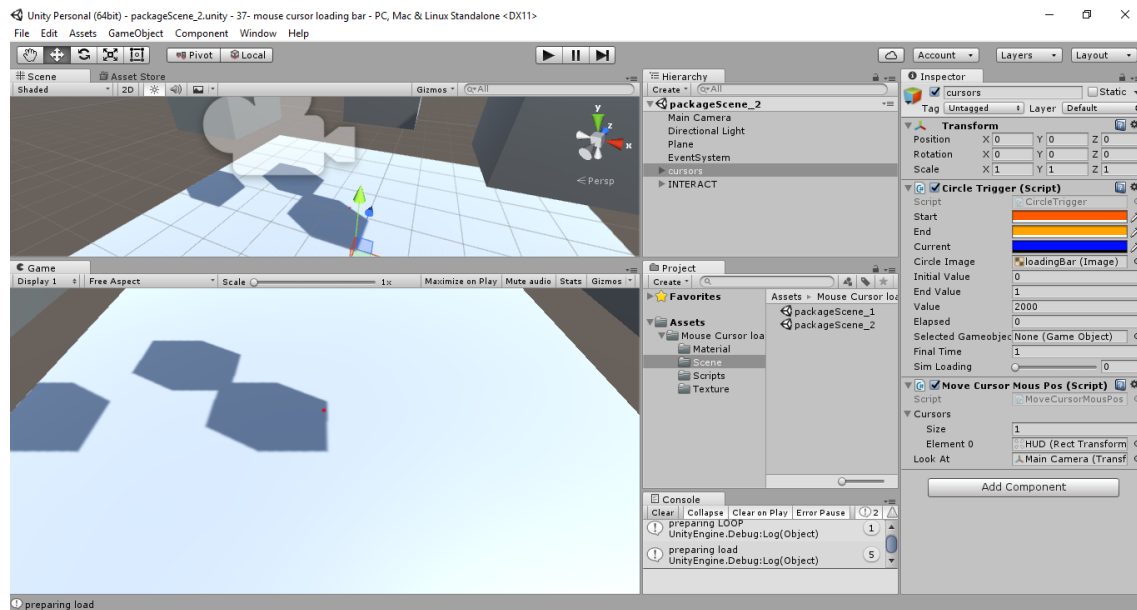


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2. IMPORTING INFORMATION

This package does not need any alternative package. It works independently. You should see something like this after importing the asset:



3. PROJECT DESCRIPTION

This is a simple but powerful package that allow the user to have an alternative cursor that will move according to the mouse position. It also implements a loading bar that is totally customizable. The loop effect will give you a great opportunity to simulate a loading effect while a new scene or a download is being loaded into the game.

This package contains the following:

- The necessary FBX, textures, models, scripts shown in the video.
- Scripts manage the interaction with the cubes (loading, unloading and looping effects).
- Two different scenes in which the cursor and the loading bar are modified.
- Complete documentation/video tutorial to understand the principles of each package and full email support at: michael.soler.beatty@gmail.com.

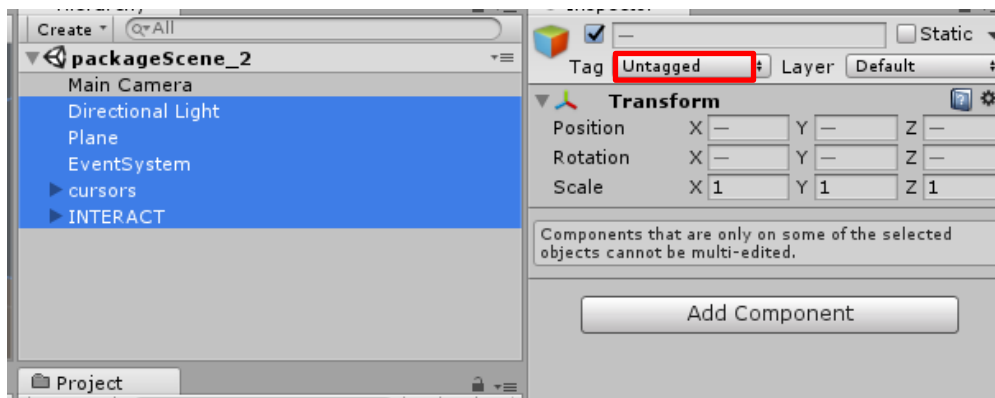
4. LAYERS, TAGS AND COLLIDERS

LAYERS

The only layer that is used is the default for regular game-objects and UI for the GUI objects.

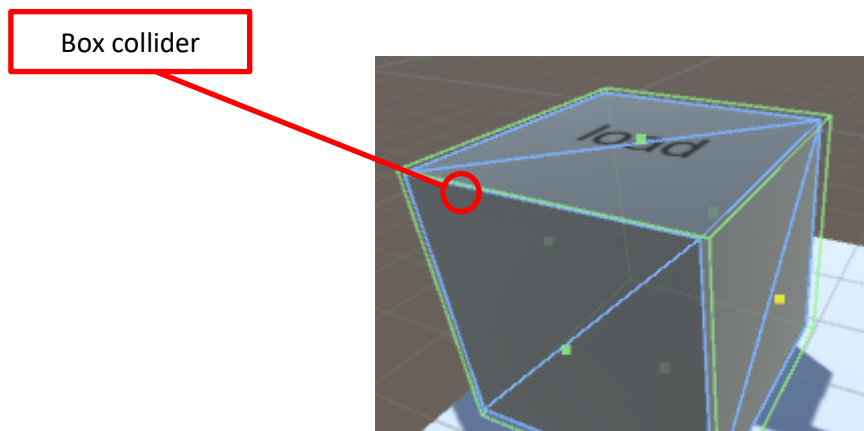
TAGS:

Only the mainCamera tag is considered.



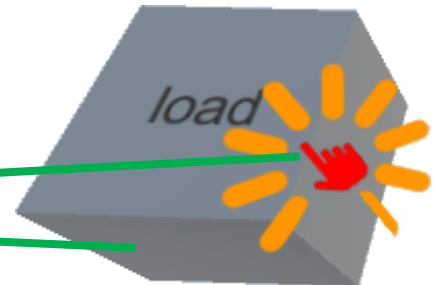
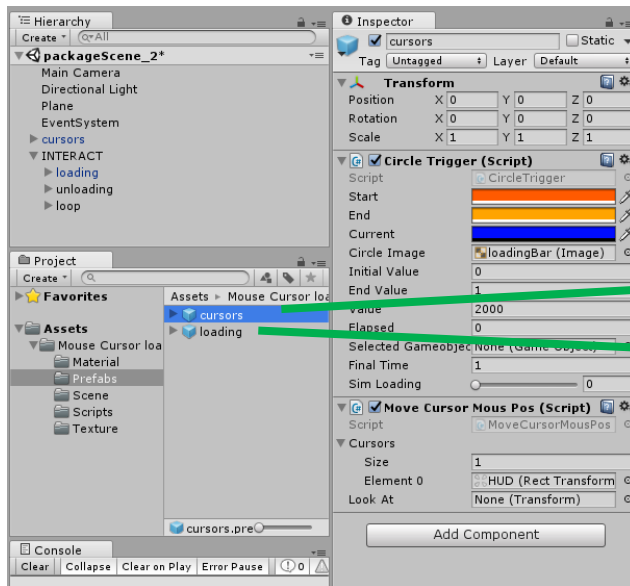
COLLIDERS

- Boxes contain a box collider to be able to trigger events:



5. PREFABS

We have developed two different prefabs. Once is the cursor gameobject that contains one image (hand) and the loading bar (an image with radial filling).



6. SCRIPTING INFORMATION

We always comment our script on the C# to make developers follow our code better and we always add a VIDEO TUTORIAL ([LINK](#)) to our packages. We have copied the main script's variables and functions in the following tables and we will explain how the package works in the video:

<https://youtu.be/4MNB0MsbT1o>

circleTrigger.cs	
This is the main script that manages the filling amount of the image inside the cursor gameobject.	
Important variables	Important functions
<pre>// these are the color proprieties of the loading bar public Color start; public Color end; public Color current; float speed; // these are the values of the filling amount that are displayed for the developer public Image CircleImage; public float initialValue; public float endValue; public float value; public float elapsed; //this is the selected gameobject, in case actions have to be performed public GameObject selectedGameobject; public PointerEventData pointer; public PointerEventData lookData; private bool _guiRaycastHit; //this is the final time it takes to the loading bar to complete public float FinalTime;</pre>	<pre>// this part prepares the loading effect public void prepareToLoad(GameObject go) // this part prepares the loading effect public void prepareToUnload(GameObject go) // this part prepares the loading effect public void prepareToLoop(GameObject go) // cancel loading public void cancelLoading()</pre>

MoveCursorMousPos.cs	
This script updates the cursor position to match the mouse position.	
Important variables	Important functions
<pre>// these are the two cursors gameobjects public Transform[] cursors; // this is the gameobject the cursors are going to look at (the camera for example) public Transform LookAt;</pre>	

7. VIDEO TUTORIAL FOR ADVANCED TECHNICAL EXPLANATIONS

We are trying to give users a more advanced technical service by creating some videos that explain the main aspects of our packages and gives a detailed explanation about how the package works. You will find this tutorial at the following link:



<https://youtu.be/4MNB0MsbT1o>