

Thank you for buying the **Scratch Me**, we hope it will help you in your project.

If you liked our product, do not forget to rate it in an Asset store: <http://u3d.as/1WE2>.

Your feedback will help me improve the project.

If you have any suggestions or questions, you can write to this email: pirate.parrot.software@gmail.com

1.0 Components list

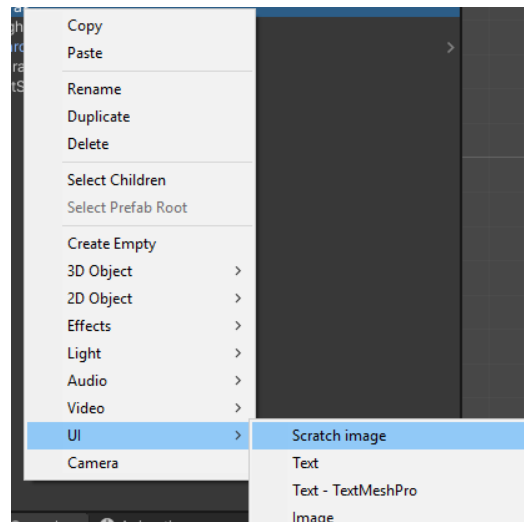
Scratch image – scratch component that should be used wethewer you are using unity UI for your scratch card.

Scratch sprite – scratch component that should be used with sprite-scratch object.

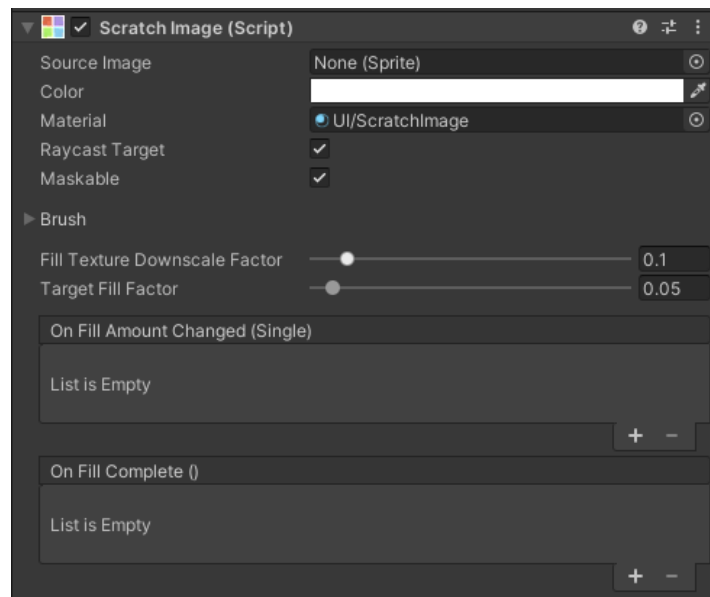
2.0 Setup

2.1 Scratch image setup

In order to create scratch image select it from UI creation menu like it's shown below:



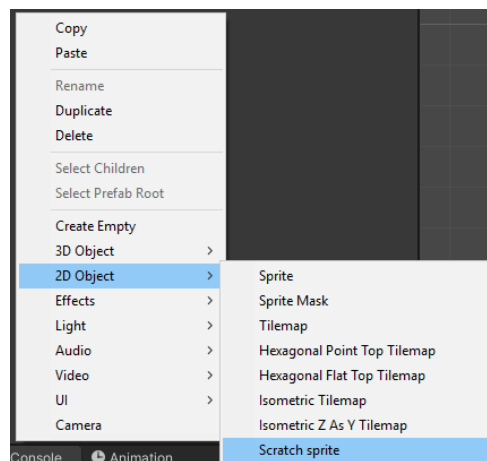
The object with the Scratch Image component will be created:



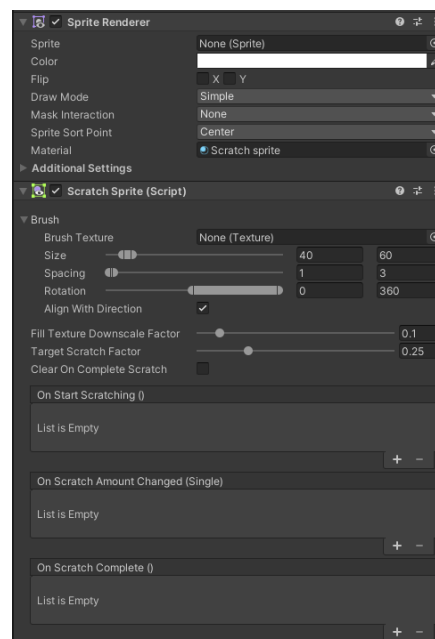
You can use it in the same way as the conventional UI image. All the settings of the standard UI image is applicable here refer for them to the unity manual. Also as it's derived from *UnityEngine.Image* you can use it in all situations which requires image.

2.2 Scratch sprite setup

In order to create scratch sprite select it from 2D Object creation menu like it's shown below:



The object with all required components will be created:



Please note that in order for scratch to work with sprites you should also add and configure Collider2D to your sprite and add Pysics2DRaycaster to your camera setup.

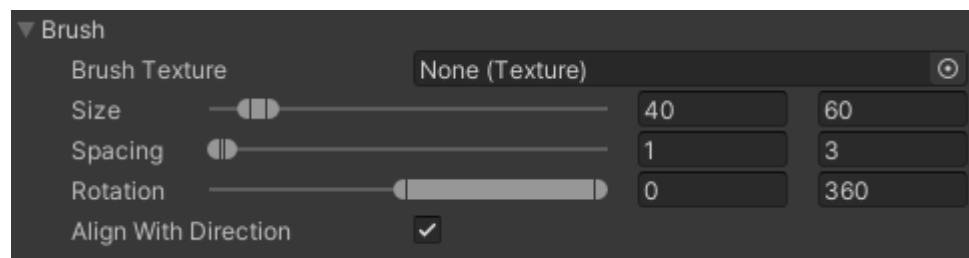
3.0 Settings

The settings of both of the objects are the same so we will cover them together.

All float parameters can be set to range. The value will be randomly selected between min and max value.

3.1 Brush section

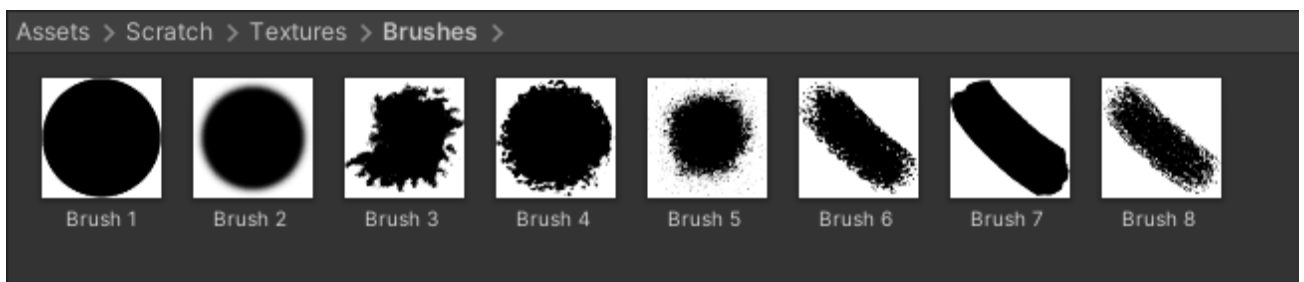
You can easily customize brush to your needs by tweaking the brush settings



Brush texture: You can set any texture you like to make scratch different. If it's set to none, the default brush will be used. The texture should be rectangular black and white image like the one below:



There are several brushes made for your use located at 'Textures/Brushes' folder inside the package:



Example:



Default brush vs Circular brush

Size: By changing brush size you are changing area that your brush is scratching.

Example:



Brush size 40-60 vs brush size 1-10

Spacing: Spacing is defining how far away will each brush stroke appear.

Example:



Spacing 1-3 vs 20-30

Rotation: How randomized rotation of the brush strokes will be.

Example:



Rotation 0-360 vs 0-0

(Spacing increased to show the difference better)

Align with direction: Defines whether the brush will be aligned to the direction of the stroke.

Example:



On vs Off

3.2 Other settings



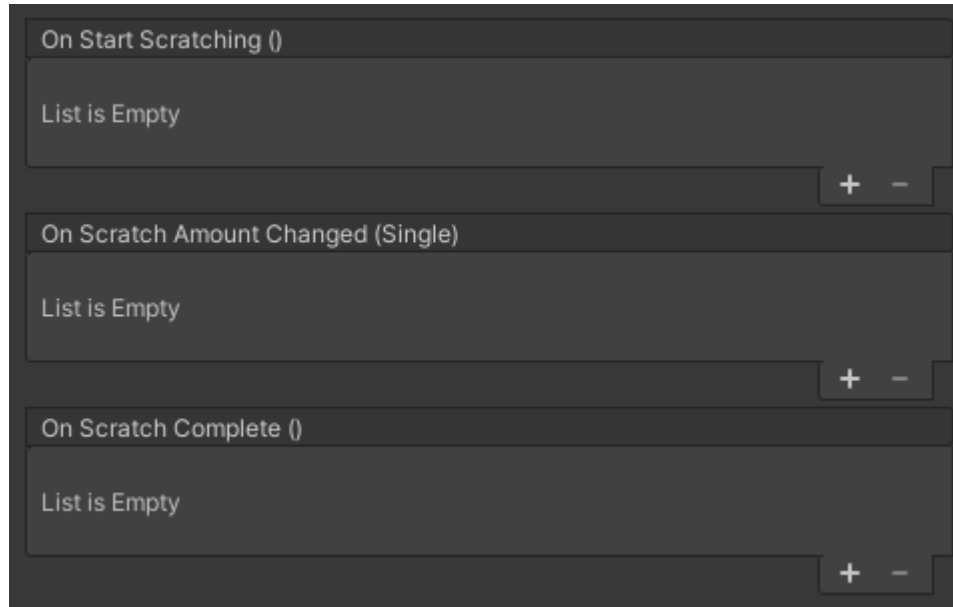
Fill texture downscale factor: determines how much will check buffer downsampled. The less it is the better performance will be. Generally 0.1 is enough for any situation.

Target scratch factor: how much of the scratch card should be erased in order to count as complete.

Clear on complete scratch: determines whether the scratch image will be fully cleared after reaching target fill factor.

3.3 Events

There are three events that will be fired when scratch amount changes:



OnStartScratching – invokes when you are start scratching the card.

OnScratchAmountChanged – invokes when you are scratching the texture and reduce it scratch amount and when you clear your scratch. Provides value between 0.0f-1.0f where 0.0f is fully scratched.

OnScratchComplete – invokes when your scratch amount is less than target scratch factor. Can be used to complete scratching and give a player reward.

Thank you for buying the **Scratch Me**, we hope it will help you in your project.

If you liked our product, do not forget to rate it in an Asset store: <http://u3d.as/1WE2>.

Your feedback will help me improve the project.

If you have any suggestions or questions, you can write to this email: pirate.parrot.software@gmail.com