

Unit Selection Prefabs

Version 1.0

Introduction

This packages contains 10 prefabs for unit selections:

- **1 Projector Prefab**
 - Projector with custom shader
- **3 Quad Prefabs**
 - Single Quad – a single quad, optionally rotating
 - Double Quad – two quads (same size), optionally rotating
 - Double Quad Inset – two quads (one inner, one outer), optionally rotating
- **6 Particle Prefabs**

To view the available prefabs, run the included Demo scene from within the Unity editor (/Assets/UnitSelectionPrefabs/Demo/DemoScene.unity).

Contact Us

If you have trouble with anything in this package please feel free to contact us at:

voxel.frog@gmail.com

Prefabs and Textures

The prefabs for all selectors are located in:

`/Assets/UnitSelectionPrefabs/Prefabs`

The provided textures are located in:

`/Assets/UnitSelectionPrefabs/Textures`

Materials used for the prefabs are located in (please see note on materials below):

`/Assets/UnitSelectionPrefabs/Materials`

The Quad model (.obj) used for the quad selectors is located in:

/Assets/UnitSelectionPrefabs/Models

Included scripts and shaders are located in:

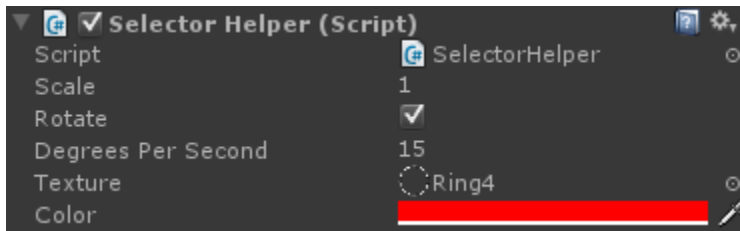
/Assets/UnitSelectionPrefabs/Scripts

SelectorHelper Script

The **SelectorHelper** script is attached by default to the top of each prefab's hierarchy.

The script is a convenience only. You can certainly remove or disable it if it isn't needed for your purposes or is causing you problems.

The script allows you to easily change the scaling, color, and texture used for the prefab regardless of whether it is quad-, projector-, or particle-based.



Please see the note on materials below.

Materials

Because the selectors share materials, if you change the color or texture in one it will (by default) change all other selector prefabs that share the same material.

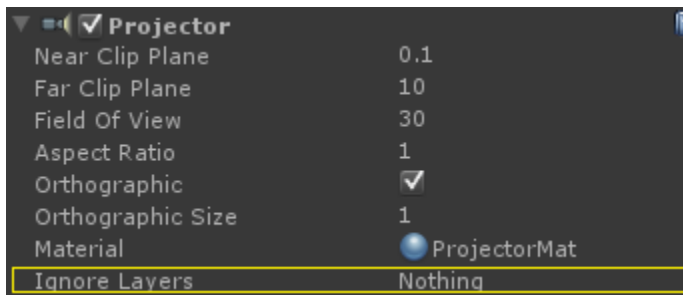
If you need to use multiple selection effects with different colors or textures you will need to manually copy the selectors (making your own new prefabs) and assign new materials (copy the existing ones).

Projector Selector

The projector selector will need to be configured to ignore the unit's layers (and possibly other layers). This is done in the same way as the standard Unity projectors:

Either in the Hierarchy window (if you already have the prefab in the scene) or in the Project window:

- 1) Select the **SelectionProjector** prefab
- 2) Select the underlying **Projector**
- 3) On the Projector script, set the **Ignore Layers** property to the desired layer mask



Adding Prefabs to your Units

There are many ways to use the included unit selection prefabs. How you use it for your project is entirely up to you.

The simplest way of using the prefabs is probably just to add them to your existing "unit" prefabs, disable them, and then enable them as needed through scripting.

You could also add them dynamically to the units via scripting.

If you need help with any of this, please let us know via email and we'll gladly offer any assistance we can.