Yet Another Progress Bar

v.1.0

This package allows you procedurally create progress bar meshes. These meshes are created in 3d space.

Getting started

There are two major types of progress bars that you can create: **Circular** (CircularProgressBar.cs) and **Linear** (LinearProgressBar.cs)





Fig.1 Linear and Circular Progress Bar Meshes

There are two major types of progress bars that you can create: **Circular** (CircularProgressBar.cs) and **Linear** (LinearProgressBar.cs) Fig.1 Linear and Circular Progress Bar Meshes

To create a progress bar, you can select a GameObject on which you want to place a generated mesh and add one of the scripts (LinearProgressBar.cs or CircularProgressBar.cs) either by selecting from menu "Component/Yet Another Progress Bar" or drag script from "Scripts" folder in package folder. In order to see a generated mesh, you must add MeshRenderer and MeshFilter components to this GameObject and set some parameters in progress bar scripts to non-zero values. Both progress bar script has a "FillAmount" parameter which can changes from 0 (empty bar) to 1 (full bar). This parameter changes the distribution of two materials on generated meshes (see next paragraph). If you want to use other domain, not [0-1], you can use script ProgressBarAdapter.cs, where you can set min, max, and value to control target progress bar "FillAmount". There are 2 shapes for progress bar elements: "Quad" and "Box", "Box" is visible from every direction, but "Quad" is visible only from one side, so if you don't see progress bar with "Quad" elements you can set checkmark in field "FlipNormal" and change the direction from which quads are visible.

Materials

For generated meshes, uses 2 sub-meshes to distinguish between progress bar current value and full progress bar length. In order to see this difference, you must provide two different materials for each submesh, by adding two materials in MeshRenderer component.

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Cast Shadows	On	ŧ]
Receive Shadows		
▼ Materials		
Size	2	
Element 0	S LitGreen	0
Element 1	MaterialNoValue	0

Fig.2 Two materials in materials field in MeshRenderer component

Scripts

1 Linear Progress Bar

🚛 🔛 Linear Pro	gress Bar (Script)	Q \$,	
Script	CLinearProgressBar	O	
Element Shape	Box	\$	
Elements Count	12		
Element Gap	1]	
Height	20		
Skew	0		
Depth	16]	
Flip Normal			
Inverse			
Fill Amount		0.29	
X Align	Left	\$	
Y Align	Top	\$	
Length	140		
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Fig.3 Linear Progress Bar with different parameters.

parameters:

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elementShape - Type of the element Quad - is flat, Box - is 3d element
elementsCount - Elements count of progress bar (less elements - bigger steps for fill amount)
elementGap - Distance between neighbor elements
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height - Height of element skew - Amount of skewness of element. When zero elements are rectangular. depth - Depth of the element (length in Z direction). Works only for Box element type flipNormal - Change visible side of quads. Works only for Quad type of the element inverse - Inverse filling direction fillAmount - Progress value [0 - 1] xAlign - Align along X axis yAlign - Align along Y axis length - Length of progress

2 Circular Progress Bar

This script is creating a circular arc progress bar with. Changing "startAngle" and "endAngle" parameters you can manage the length of arc and start and end positions of the arc. If "elementGap" parameter is equal to zero then the progress bar appears as one solid arc, otherwise, if "elementGap" is more than zero then the arc consists of separated elements.

parameters:

elementShape - Type of the element Quad - is flat, Box - is 3d element elementsCount - Elements count of progress bar (less elements - bigger steps for fill amount) elementGap - Distance between neighbor elements height - Height of element skew - Amount of skewness of element. When zero elements are rectangular. depth - Depth of the element (length in Z direction). Works only for Box element type flipNormal - Change visible side of quads. Works only for Quad type of the element inverse - Inverse filling direction fillAmount - Progress value [0 - 1] xAlign - Align along X axis yAlign - Align along Y axis radius - Arcradius startAngle - Start angle of arc in degrees (0 degrees at 3 o'clock) endAngle - End angle of arc in degrees



Script	CircularProgressBar	
Element Shape	Box	
Elements Count	16	
Element Gap	2	
Height	24	
Skew	0	
Depth	16	
Flip Normal		
Inverse		
Fill Amount	0.58	
X Align	Left	
Y Align	Bottom	
Radius	34.26	
Start Angle	0	
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Fig.4 Circular Progress Bar with gap between elements 2, and the arc from 0 to 180 degrees.

	🔻 健 🗹 Circular Pr	ogress Bar (Script) 📓 🌣	*
	Script	CircularProgressBar @	2
	Element Shape	Box \$]
	Elements Count	32	
	Element Gap	0	1
	Height	24	Ī
	Skew	0	1
	Depth	16	1
	Flip Normal		-
	Inverse		
	Fill Amount	0.58	1
	X Align	Left \$	j
	Y Align	Bottom \$)
	Radius	34.26	Ì.
30 7 -12-7	Start Angle	0	Ī
	End Angle	180	ī

Fig.5 Circular Progress Bar with no (zero) gap between elements, and the arc from 0 to 180 degrees.

Script	ogress Bar (Script) 📓 🖏
Element Shape	Quad ‡
Elements Count	16
Element Gap	1
Height	24
Skew	0
Depth	36
Flip Normal	
Inverse	
Fill Amount	0.77
X Align	Left \$
Y Align	Bottom +
Radius	52
Start Angle	110
End Angle	240

Fig.6 Circular Progress Bar with "Quads" elements and with gap between elements is 1, and the arc from 110 to 240 degrees.

Yet Another Progress Bar: <u>http://u3d.as/ZHL</u> Thanks for purchasing my asset. doubtfulpixel@gmail.com