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`)

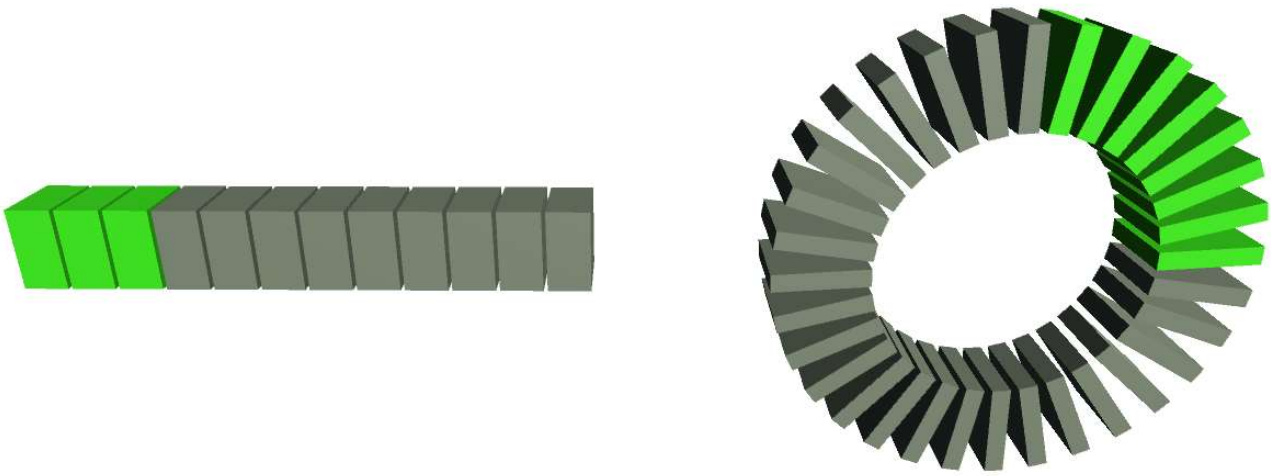


Fig.1 Linear and Circular Progress Bar Meshes

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.

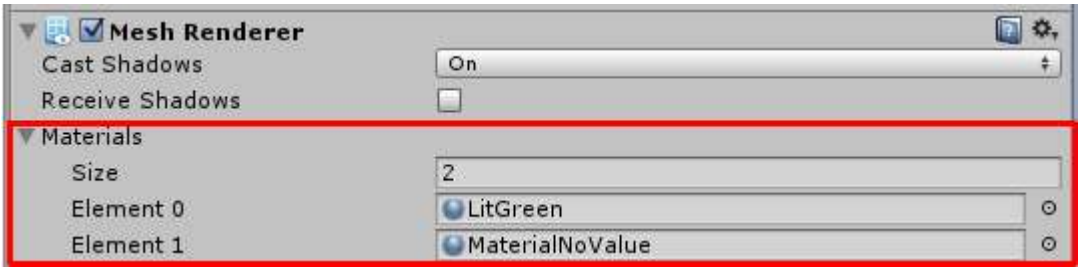


Fig.2 Two materials in materials field in MeshRenderer component

Scripts

1 Linear Progress Bar

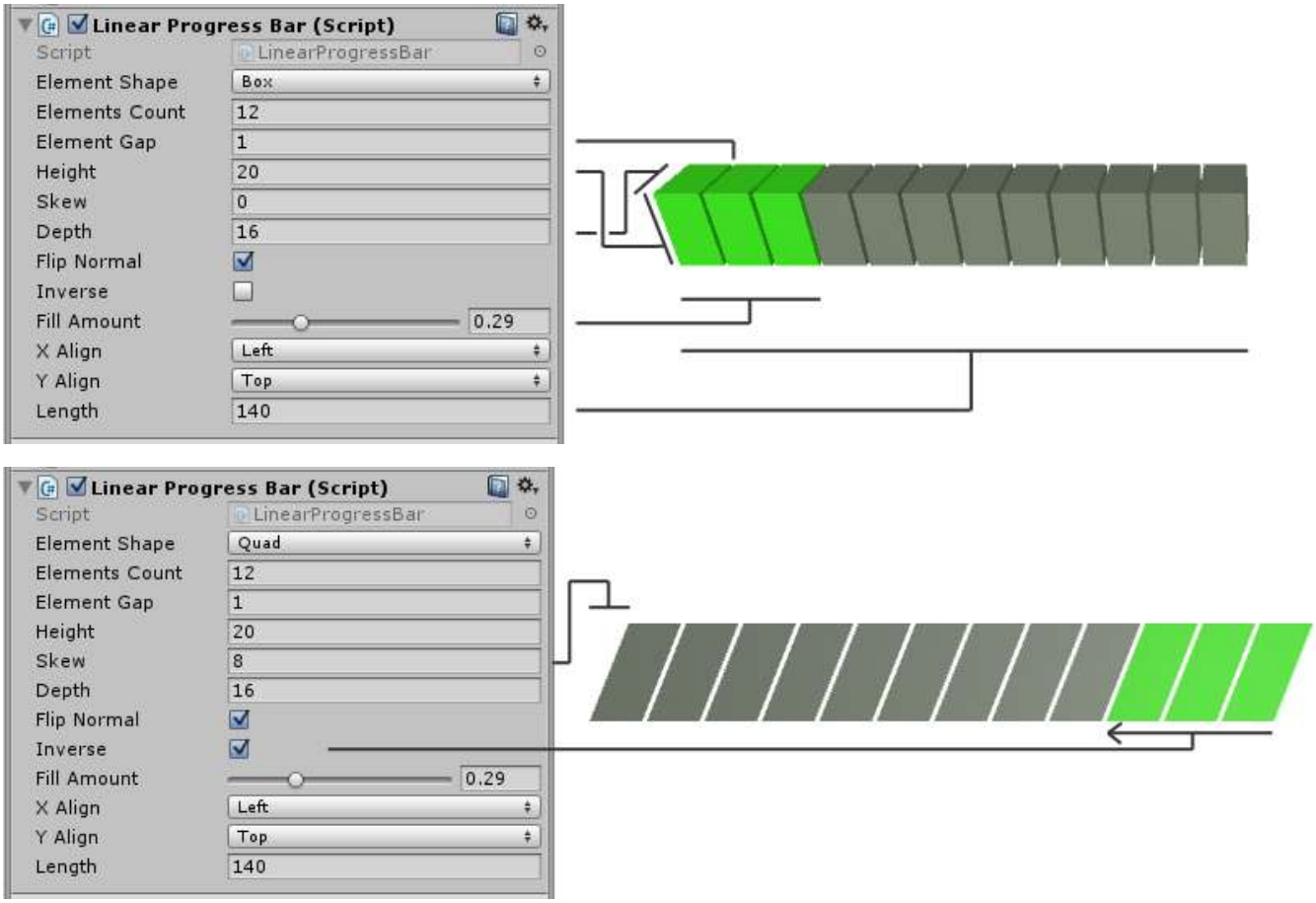


Fig.3 Linear Progress Bar with different parameters.

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

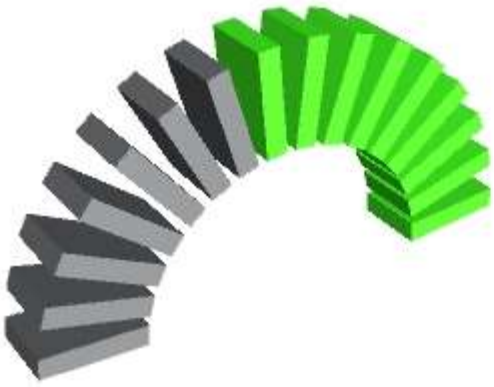
height - Height of element
skew - Amount of skewness of element. When zero elements are rectangular.
depth - Depth of the element (length in Z direction). Works only for Box element type
flipNormal - Change visible side of quads. Works only for Quad type of the element
inverse - Inverse filling direction
fillAmount - Progress value [0 – 1]
xAlign - Align along X axis
yAlign - Align along Y axis
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 - Arc radius
startAngle - Start angle of arc in degrees (0 degrees at 3 o'clock)
endAngle - End angle of arc in degrees



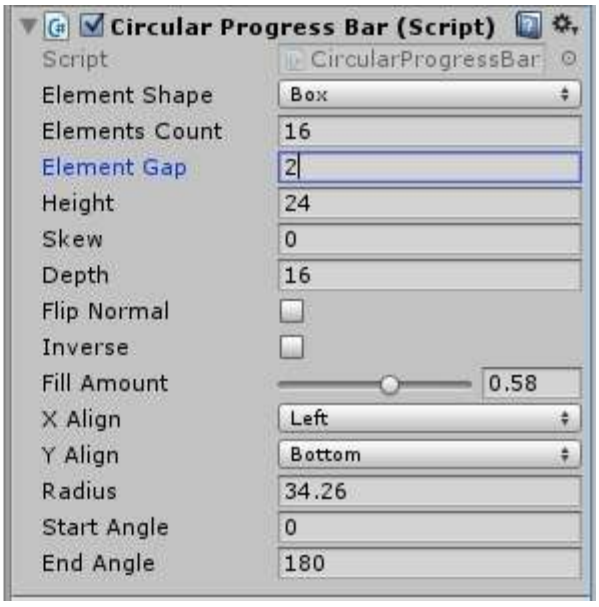


Fig.4 Circular Progress Bar with gap between elements 2, and the arc from 0 to 180 degrees.

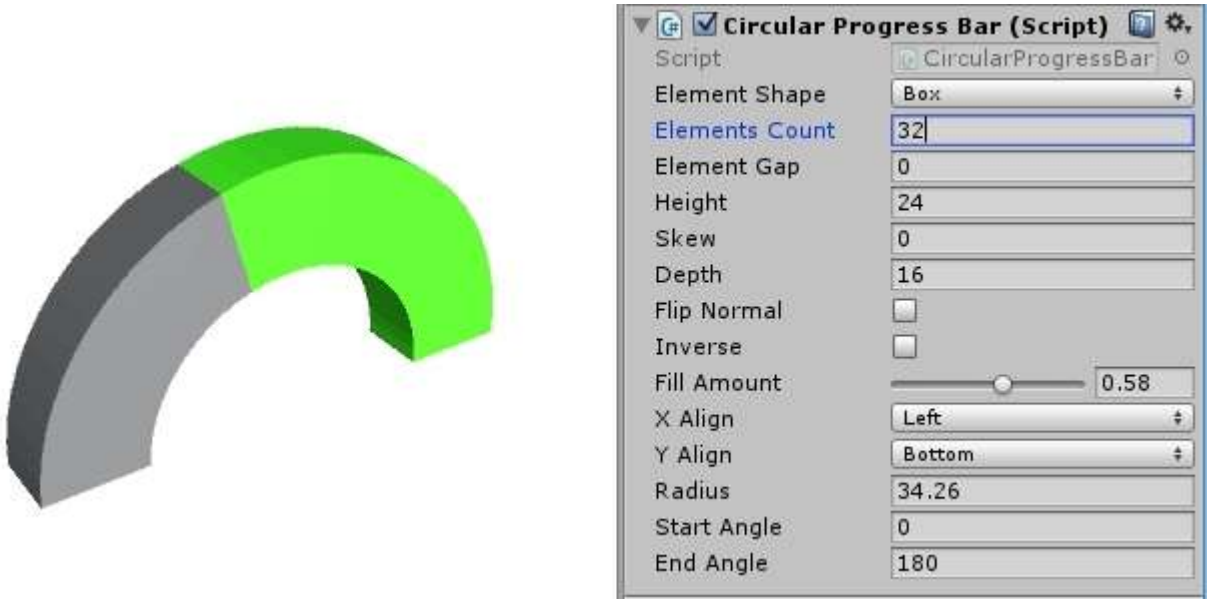


Fig.5 Circular Progress Bar with no (zero) gap between elements, and the arc from 0 to 180 degrees.

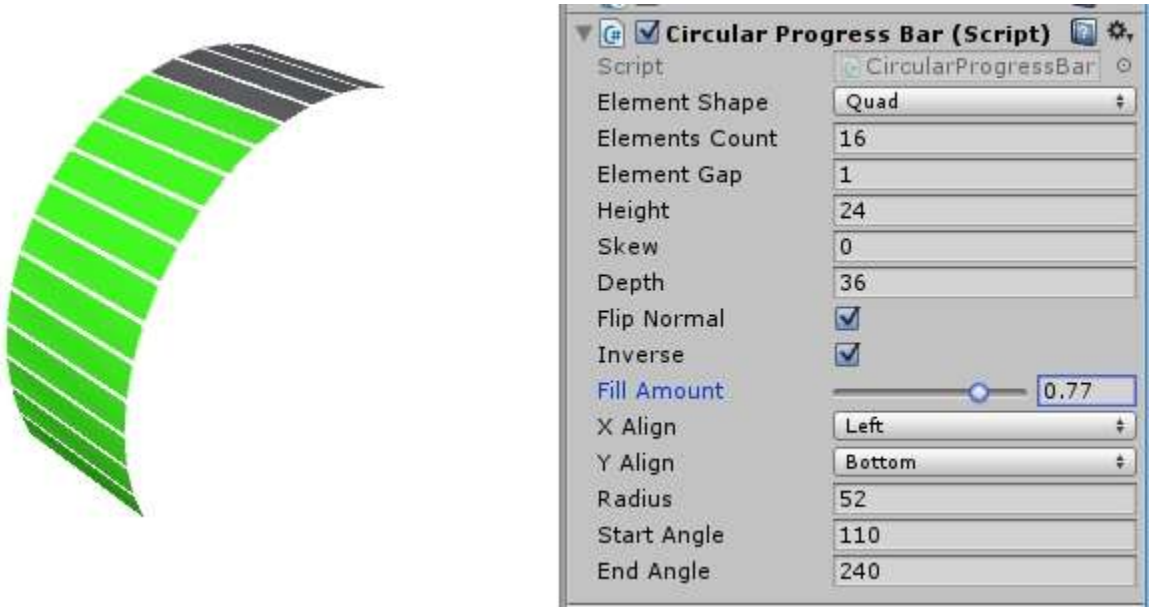


Fig.6 Circular Progress Bar with "Quads" elements and with gap between elements is 1, and the arc from 110 to 240 degrees.

Yet Another Progress Bar: http://u3d.as/ZHL
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doubtfulpixel@gmail.com