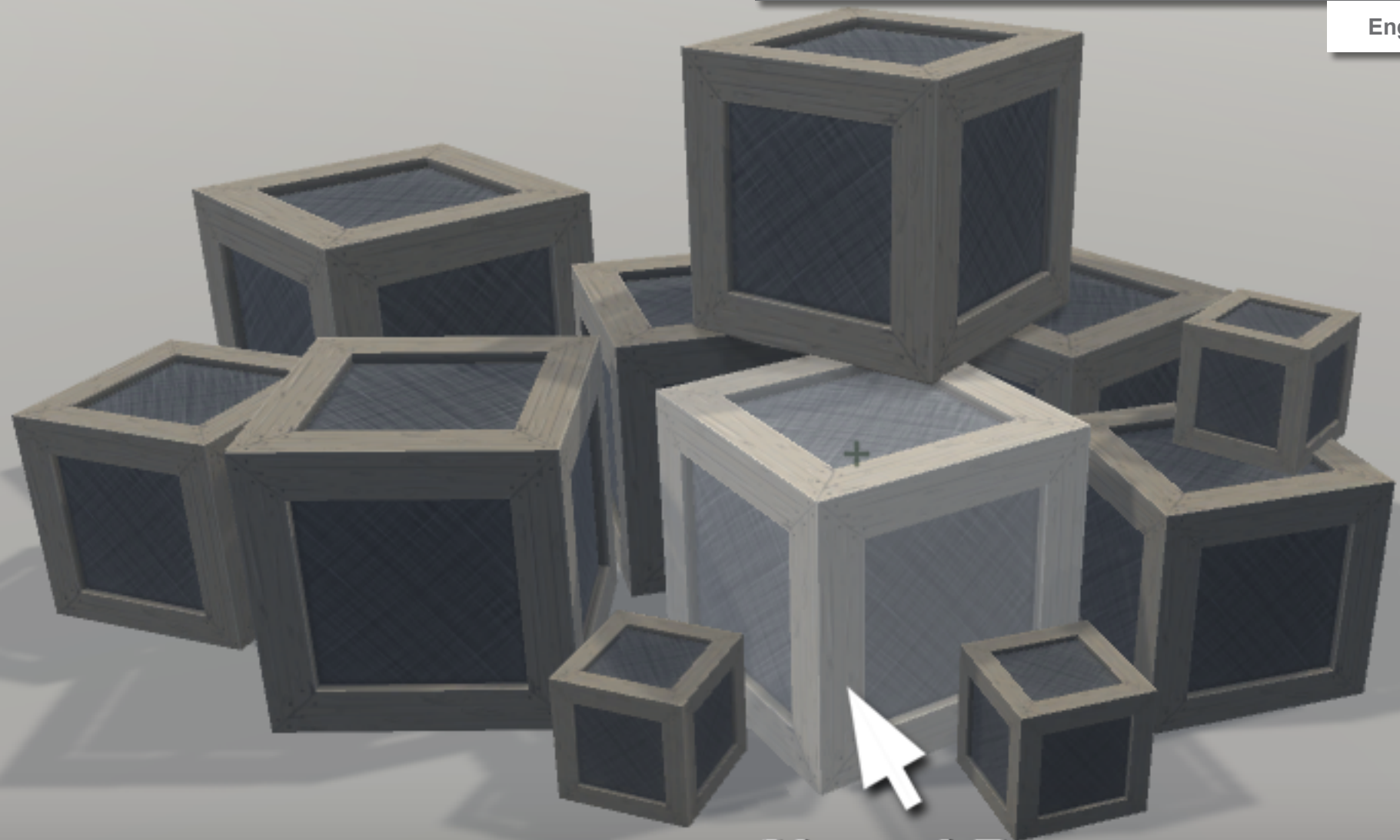


# ASSET DOCUMENTATION

## Mouse Interaction - Object Highlight

Unity 3D Package

English



**Closed Box**

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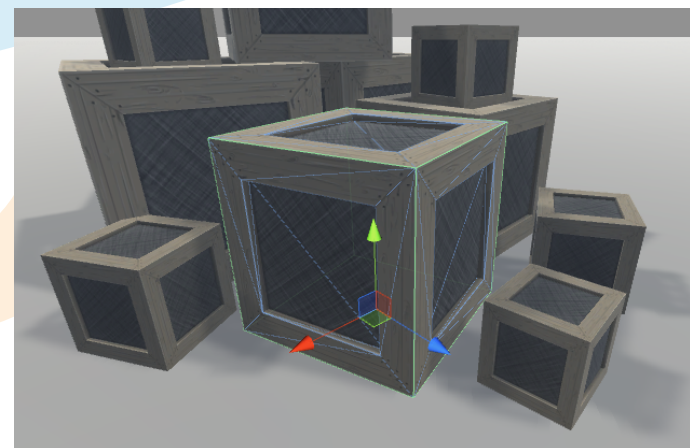
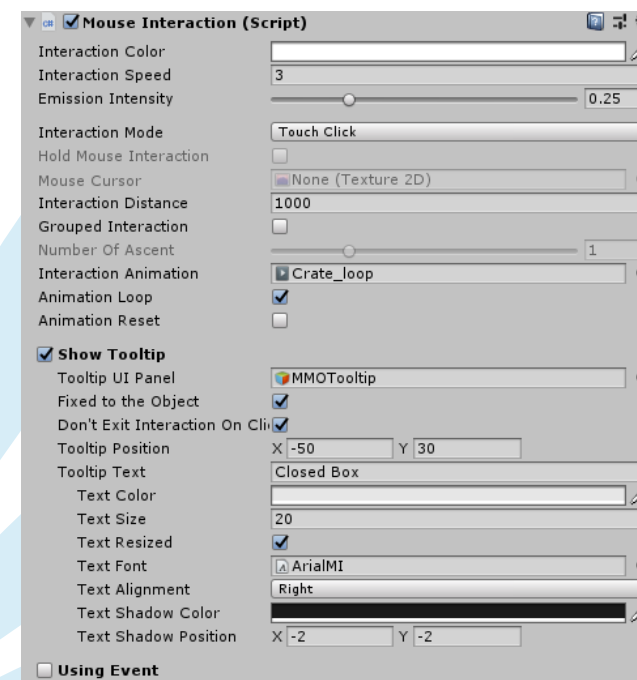
## How to use

1. Assign the MouseInteraction script to the object which has to interact with the mouse / center of the screen / click.

You also have to assign a collider to this object if you want that interaction works.

2. Assign the CameraRaycast script to the active camera if you want to use the interaction with the center of the screen.

3. Here we are, it's ready !



## Interactions

The system contains three manners to detect the interaction with an object: the mouse, the center of the screen and the click (or touch for mobile users).

Default interaction mode is the mouse.

To pass on the other mode of interaction with the center of the screen, it is enough to use the list Interaction Mode.

**Mouse interaction.**

This mode of interaction allows a highlighting of the object and the display of a tooltip at the passage of the mouse on this object.

An option is available to hold the interaction when clicking on the object.

**Hold Mouse Interaction** ☒

**Center of the screen interaction.**

This mode of interaction allows a highlighting of the object and the display of a tooltip at the passage of center of the screen on this object.

If you want this interaction works, you have to put the CameraRaycast script on the active camera.

**Touch/Click interaction.**

This mode of interaction allows to hold an highlighting of the object and the display of a tooltip at the click (or touch for mobile user)

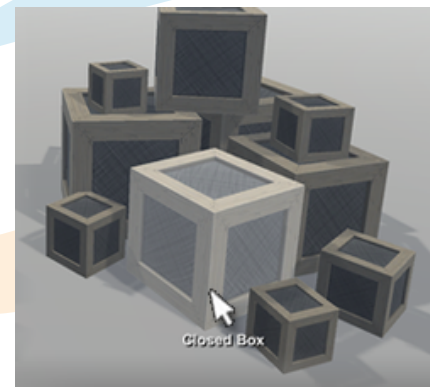
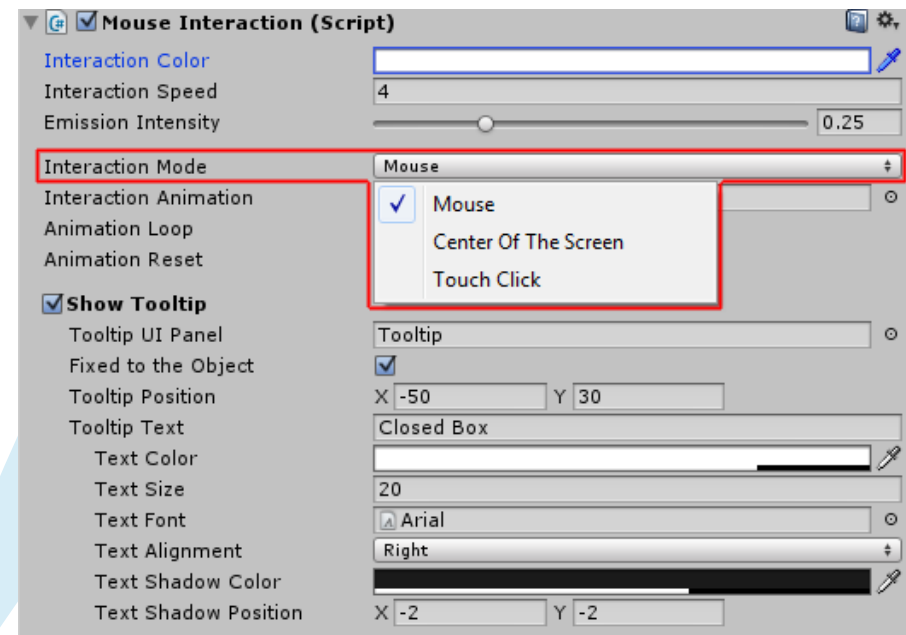
Interaction stopped when the user made another click/touch.

Fixed to the Object setting is recommended for mobile uses with this interaction mode.

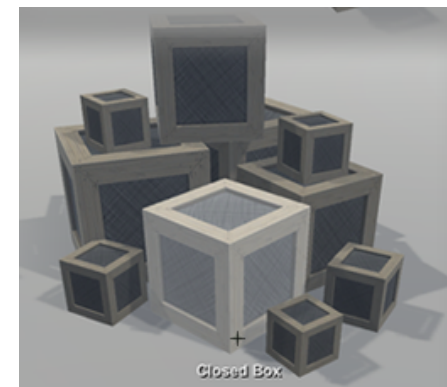
**Interaction Distance : management of the distance of interaction**

The maximum distance of interaction with the object is now customizable.

A value of 5-6 for melee range, 15-20 for a medium range and 1000+ for almost infinite range.



Mouse interaction



Center of the screen interaction

## Highlight settings

«Interaction Color» allows to change the color of the interacted object.

A colorpicker is available for complete customization.

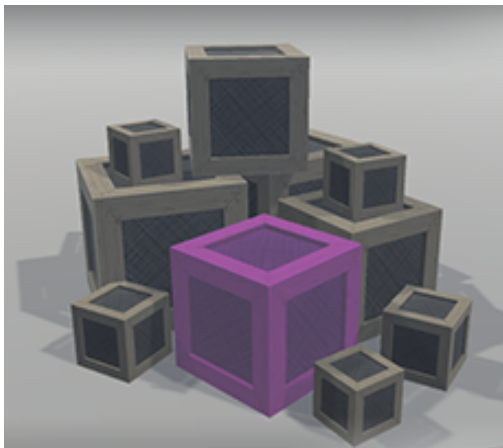
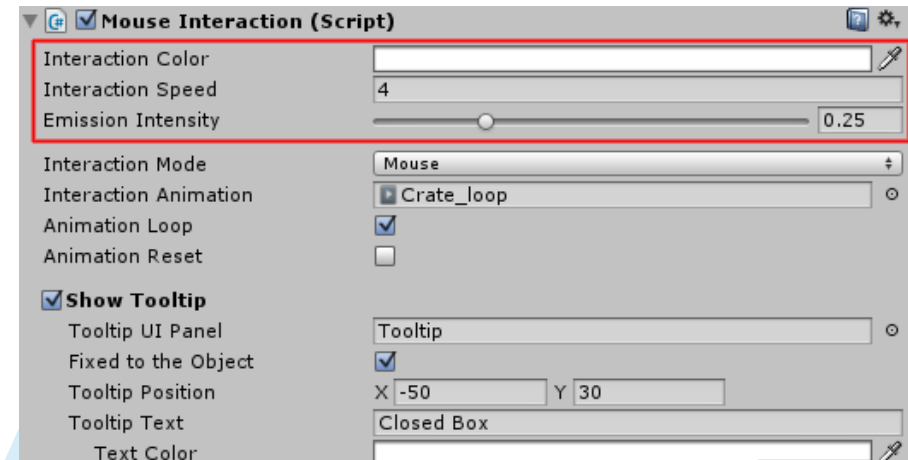
«Interaction Speed» allows to modify the speed of the color change.

Smallest is the value, slowest is the color change.

«Emission Intensity» allows to modify the highlight intensity.

Highest is the value, brightest is the object.

This option doesn't work if the object have no emission value (at least 0.001)



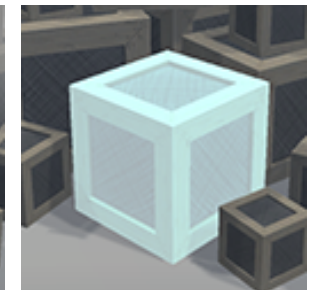
Pink color



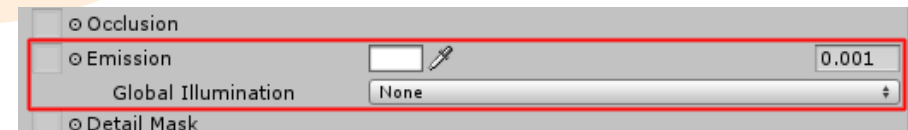
No emission



Low emission



High emission



## Tooltip settings

«Show Tooltip» allows the display/hide of the tooltip.

«Tooltip UI Panel» allows to display a custom Panel in the tooltip.

«Fixed to the object» allows to fix the tooltip with the object.

«Tooltip Position» allows to modify the tooltip gap.

«Tooltip Text» allows to modify the text displayed by the tooltip.

«Text Color» allows to change the text color.

Alpha value allows to make the text transparency.

«Text Size» allows to change the text size.

«Text Resized» resize the text in relation with the camera distance.

«Text Font» allows to change the text font.

If no font is assigned, Arial will be used by default.

«Text Alignment» allows to change the text alignment.

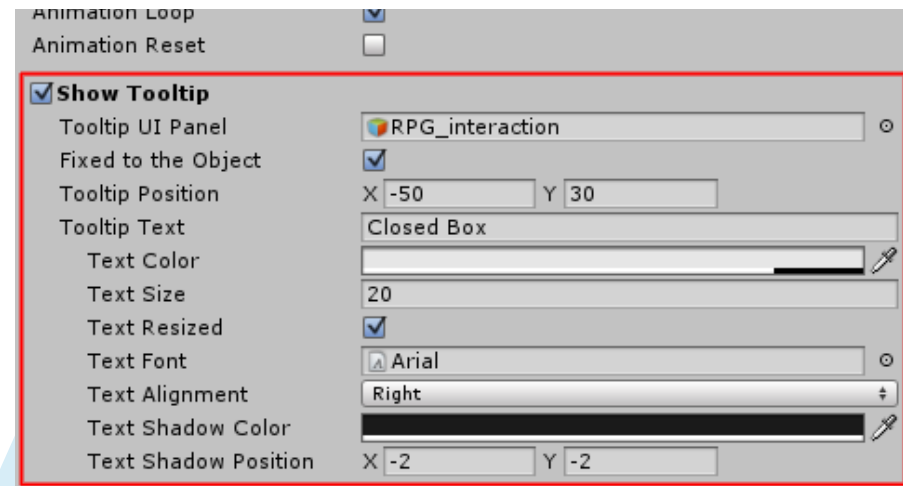
«Text Shadow Color» allows to change the shadow color of the text.

Alpha value allows to make the shadow transparency (0 disable the shadow)

«Text Shadow Position» allows to change the shadow gap of the text.



Alpha value for transparency



Text size

Texte transparency

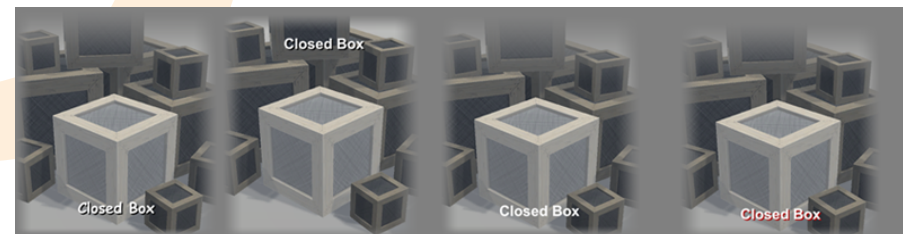


Tooltip

Text color

Text gap

Shadow color



Font

No shadow

## Animation settings

«Interaction Animation» allows to play an animation when the object is interacted.

Object must have an Animation component.

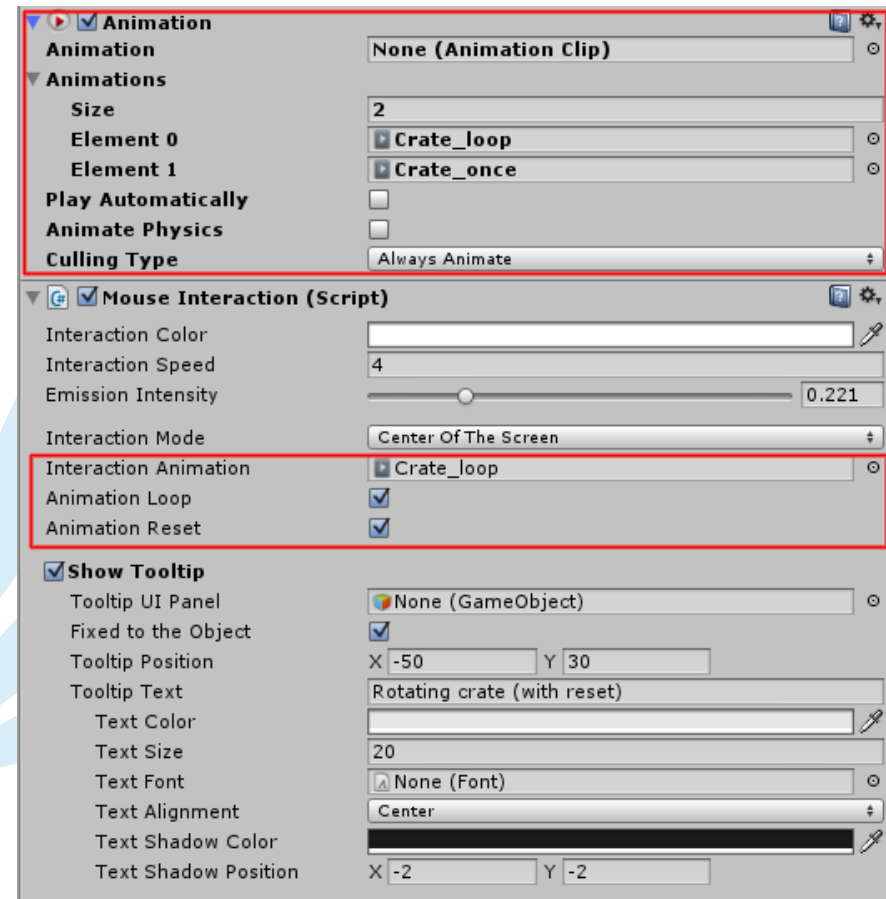
Animation must be an Animation clip.

«Animation Loop» allows to loop the animation.

«Animation Reset» allows to reset the animation when interaction end.

Without this setting, the animation stop at the actual frame when interaction end.

If the object is interacted again, the animation will continue to play where it left off.





## Grouping settings

«Grouped Interaction» allows to trigger the interaction of many objects at the same time.

Only objects with the «Mouse Interaction (Script)» component will be triggered.

«Number Of Ascent» is the number of ascent in the hierarchy to define all objects which are to be triggered.

At 0, only interacted object and all its children will have triggered their interaction.

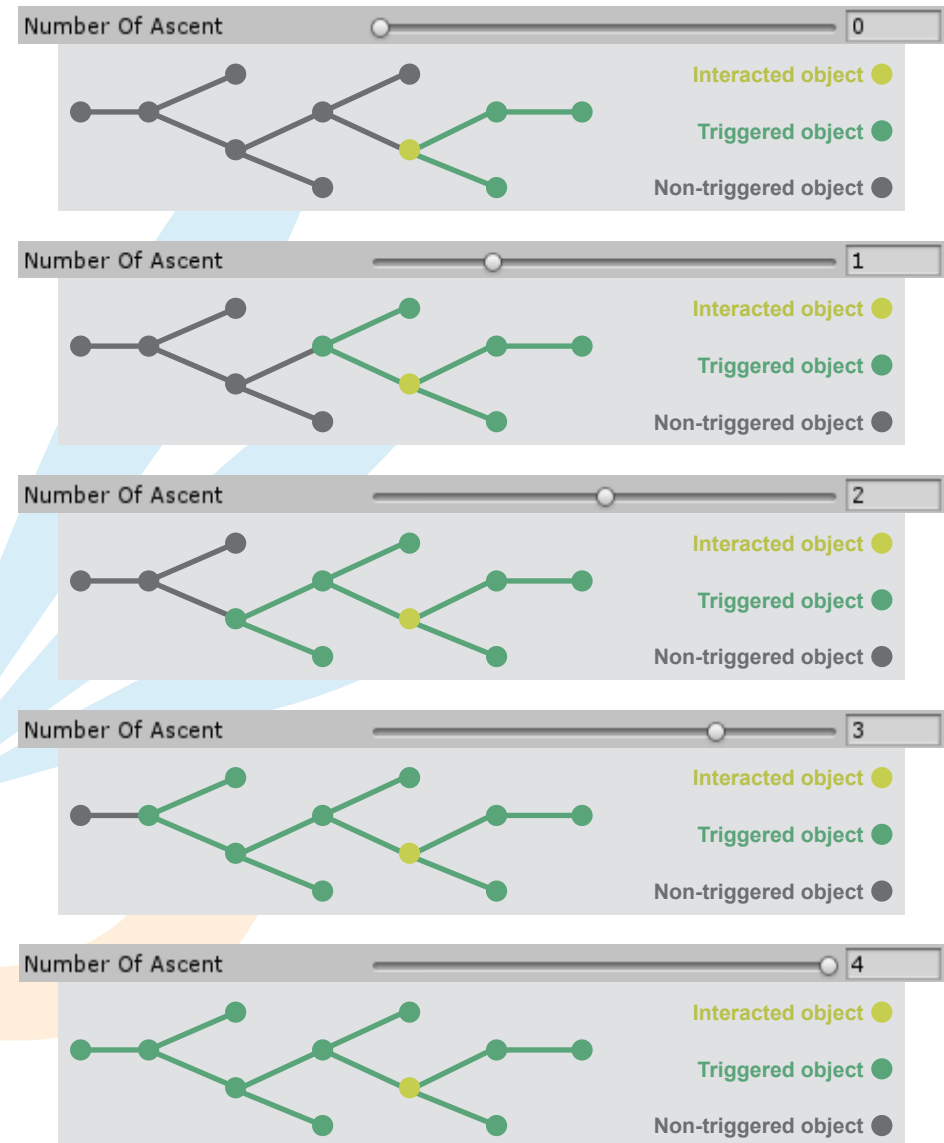
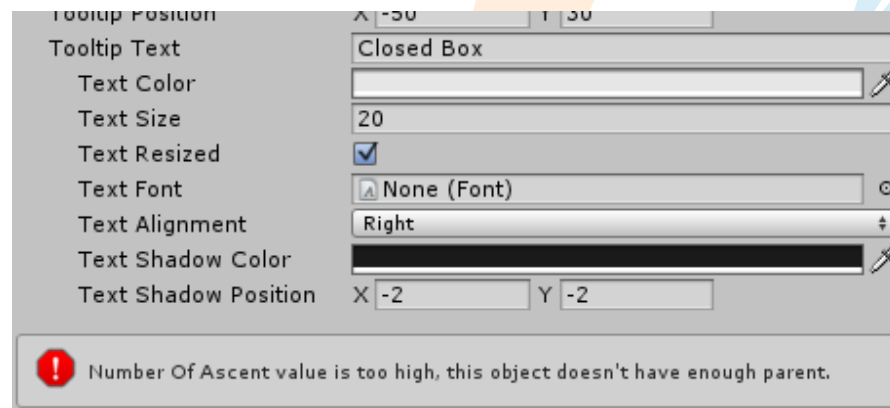
At 1, the parent object of the interacted object and all children of that parent have triggered their interaction.

At 2, the parent object of the parent of interacted object and all children of that parent have triggered their interaction...

**Warning :** check if the object have the good number of parents defined in «Number Of Ascent»

For example, if you set a value of 2 and the object has only one parent, you may have errors.

An error prevention system allows you to check directly if the object has enough parent.





## Events enter/exit interaction

«Using Event» allows the interaction (enter and exit) to call any external methods.

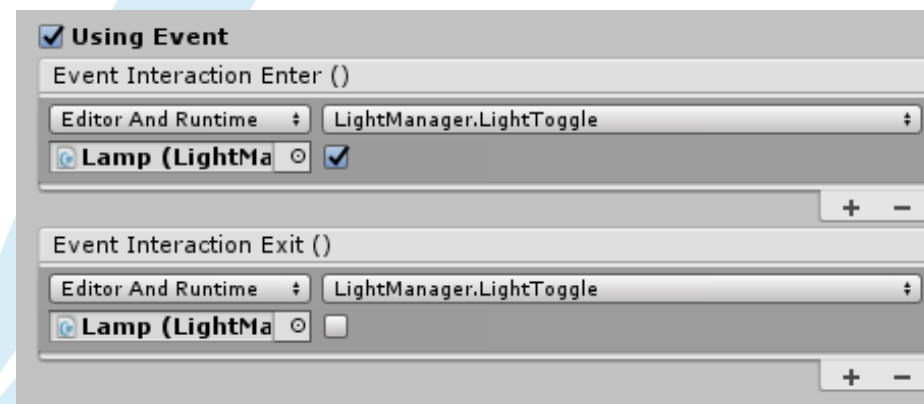
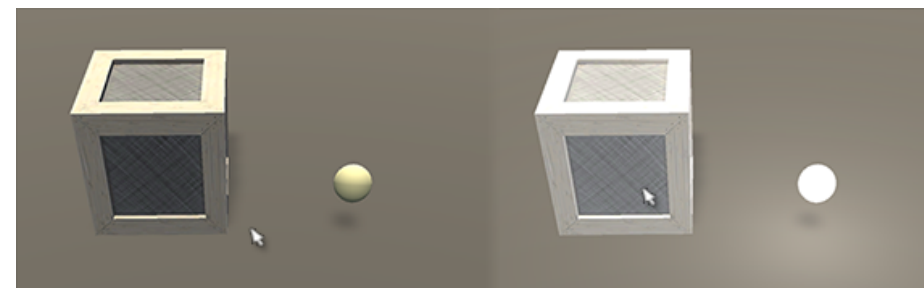
You can associate several external methods to call.

Click on the «+» button to add a function to call.

Click on the «-» button to delete a function.

In the «Event Interaction Enter ()» section, you can specify any function to call when the object enter in interaction.

In the «Event Interaction Exit()» section, you can specify any function to call when the object exit the interaction.



An external lamp turn on when the object is interacted, and off on the end of the interaction

## Other settings

«Mouse Cursor» allows to change the cursor when the object is interacted.

This setting is only available for the mouse interaction mode.

The texture must be a Cursor in the import settings.

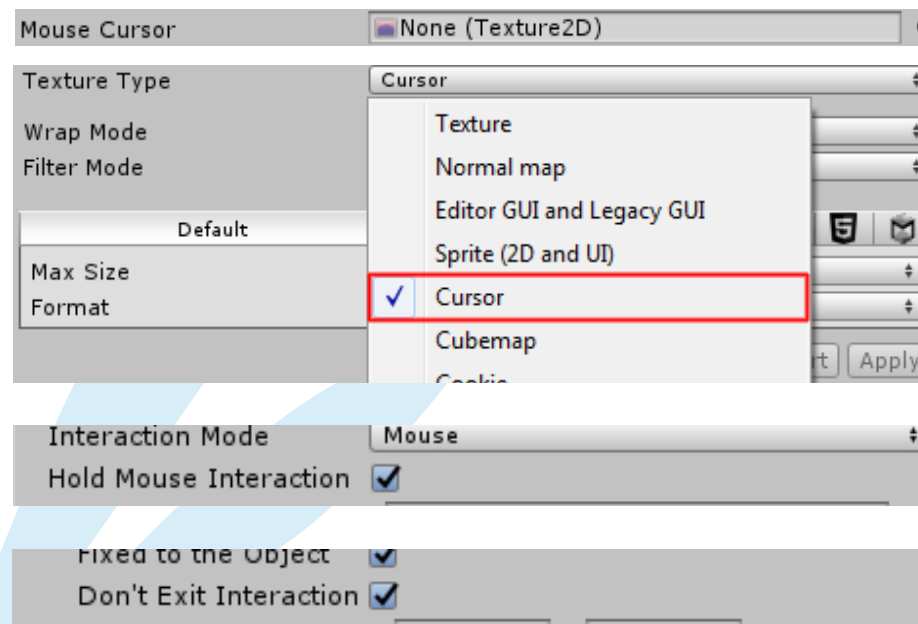
«Hold Mouse Interaction» allows to maintain the mouse interaction when touching/clicking on the object.

This setting is only available for the mouse interaction mode.

«Don't Exit Interaction On Clicking UI» prevent the ending of the interaction when clicking on an ui element.

This setting is only available for the touch/click mode and the mouse interaction mode with Hold Mouse Interaction enabled.

With this feature you can use and associate any interactive tooltip, like a loot box or dialog options.





## Bug fixes

### Patch 4.0

- Correction of an issue with very low fps application.
- No more clipping with same tooltip used on different objects.
- Fixed a problem that sometimes caused the tooltip to disappear.
- Correction of the tooltip displaying when the interacted object is not rendered by the camera.
- Fixed an issue with the Touch/Click interaction and the grouped object option.



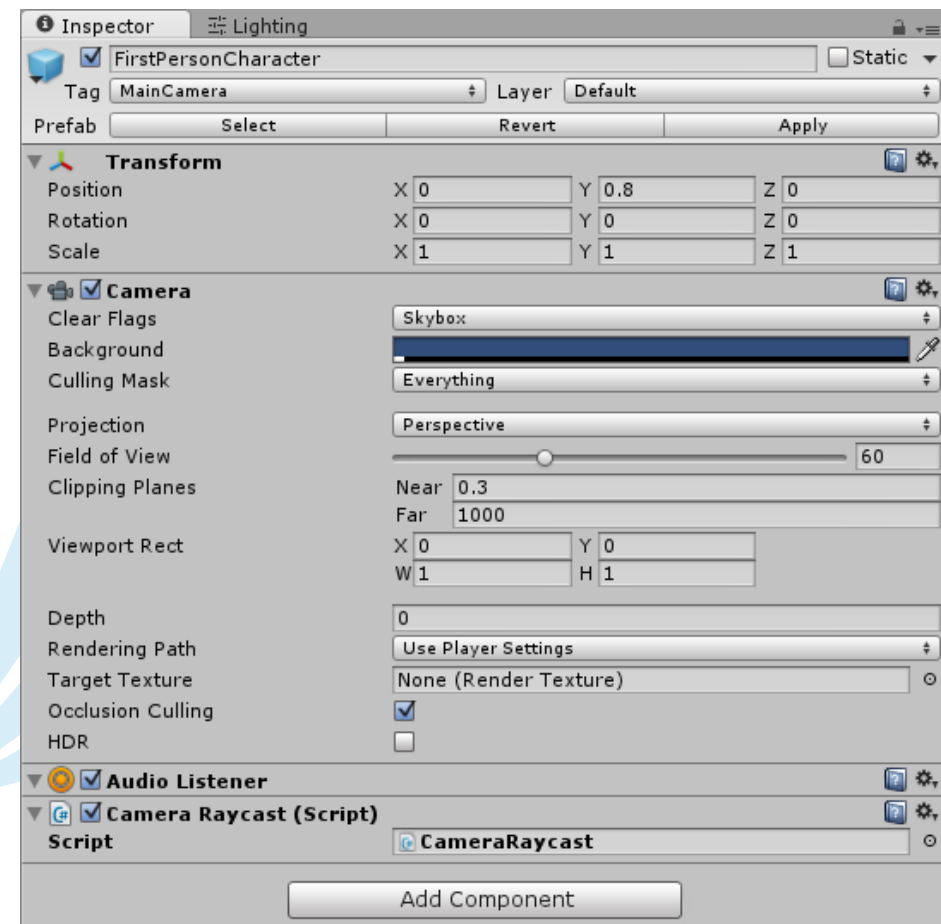
## CameraRaycast script

The CameraRaycast script works only for the system of interaction with the center of the screen.

It must be attached to your main active camera.

It allows the active camera to launch a raycast to detect the object looked by the center of the screen.

This script have a function which allows to simulate «center exit» (as well as a MouseExit)





**Available soon :**

- **Custom «Hold Mouse Interaction»** : allows more features to customize the «Hold Mouse Interaction» setting, like different interactions options (color, fade speed...)
- **Serialization**: serialize every options to make possible the multi-editing of the Mouse Interaction script (ability to edit script settings on multiple objects at once)

**And more still according to your feedbacks and your comments !**





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