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UNITYCODER.COM

MOBILE PAINT

# Mobile Paint

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# Mobile Paint

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## INTRODUCTION

Simple painting program, optimized for mobiles, supports multi-touch.

(Can be also used with mouse, code is just commented out)

## FEATURES

- Optimized texture painting (much faster than SetPixels, using new 4.3+ features)
- Multi-touch support (paint simultaneously with many fingers)
- Works with Unity Indie & Pro
- Simple painting demo included (see also .apk demo download in the blog)

## LIMITATIONS

- This version doesn't support custom brushes (only circular brush is used)

## REQUIREMENTS

- Unity 4.3 or newer (seems to be slower in 4.3 compared to 4.5)

## FILES IN THE PACKAGE

Files inside the “**MobilePaint/**” folder:

FOLDER / FILE	INFO
/Documentation/	Documentation folder (this pdf)
/Materials/Mats/CanvasMaterial	Material for the drawing plane
/Materials/Mats/Shaders/canvas	Simple texture shader (unlit)
/Materials/Mats/UI/*	Example GUITexture images
/Materials/Mats/UI/palette_default	Example color palette *Note: must have [x] read/write enabled
/Scenes/scene_MobilePaint	Example scene (try to build it on your device)
/Scripts/AdjustBrushSize	Example script for brush size
/Scripts/ClearButton	Example script for calling ClearImage()
/Scripts/GUIScaler	Example script for scaling GUITextures based on device resolution
/Scripts/MobilePaint	Main script for drawing
/Scripts/PalettePicker	Example script for picking color & sending it to MobilePaint script

## USAGE INSTRUCTIONS

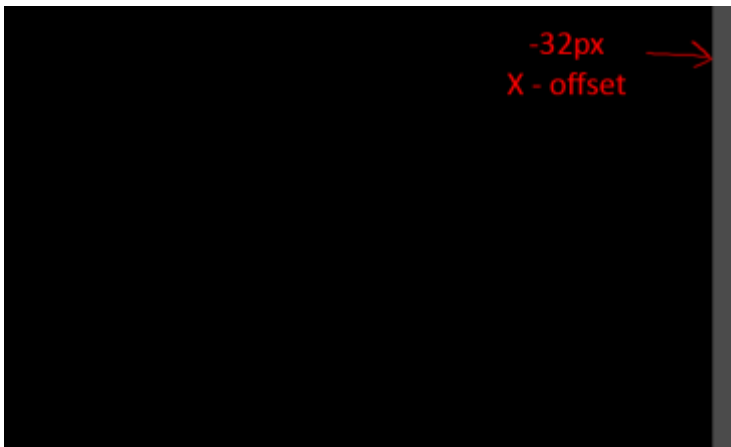
### Getting started

- Try building the included "scene\_MobilePaint.scene" in your mobile device.
- Check performance (you can use this FPS counter:  
<http://wiki.unity3d.com/index.php/FramesPerSecond> )

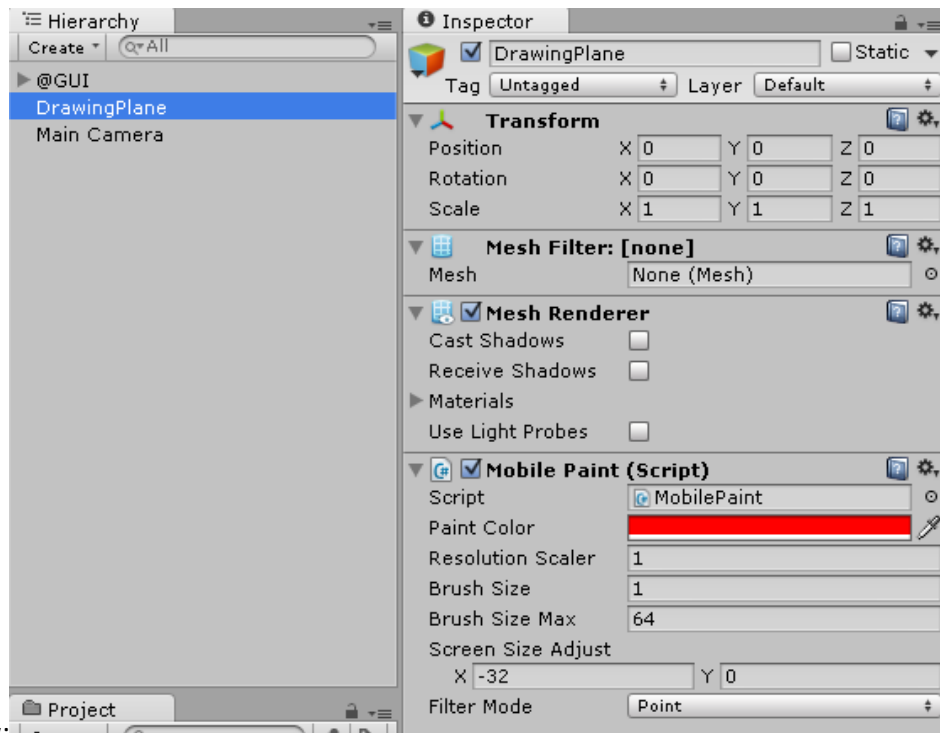
*(usage instructions continued in the next page..)*

**Settings**

- Select "DrawingPlane" gameobject from Hierarchy
- MobilePaint script has few public variables:
  - o **Paint Color** : the initial color to paint with
  - o **Resolution Scaler** : 1 = full resolution, 0.5= half resolution ( faster) , 0.25 = quarter resolution (event more faster), and so on.
  - o **Brush Size** : Initial brush size
  - o **Brush Size Max** : Maximum brush size
  - o **ScreenSizeAdjust** : Leaves space for UI (default value is x=-32,y=0, that means, right side of the screen has -32 pixels removed from painting area. \*This value is automatically scaled based on GUIScaler calculations, so in HD devices it would end up being more than -32px)  
\*example: Original screen size 800x480, becomes: 768x480



- o **Filter Mode** : Texture filter mode ("Point" is best & fastest)



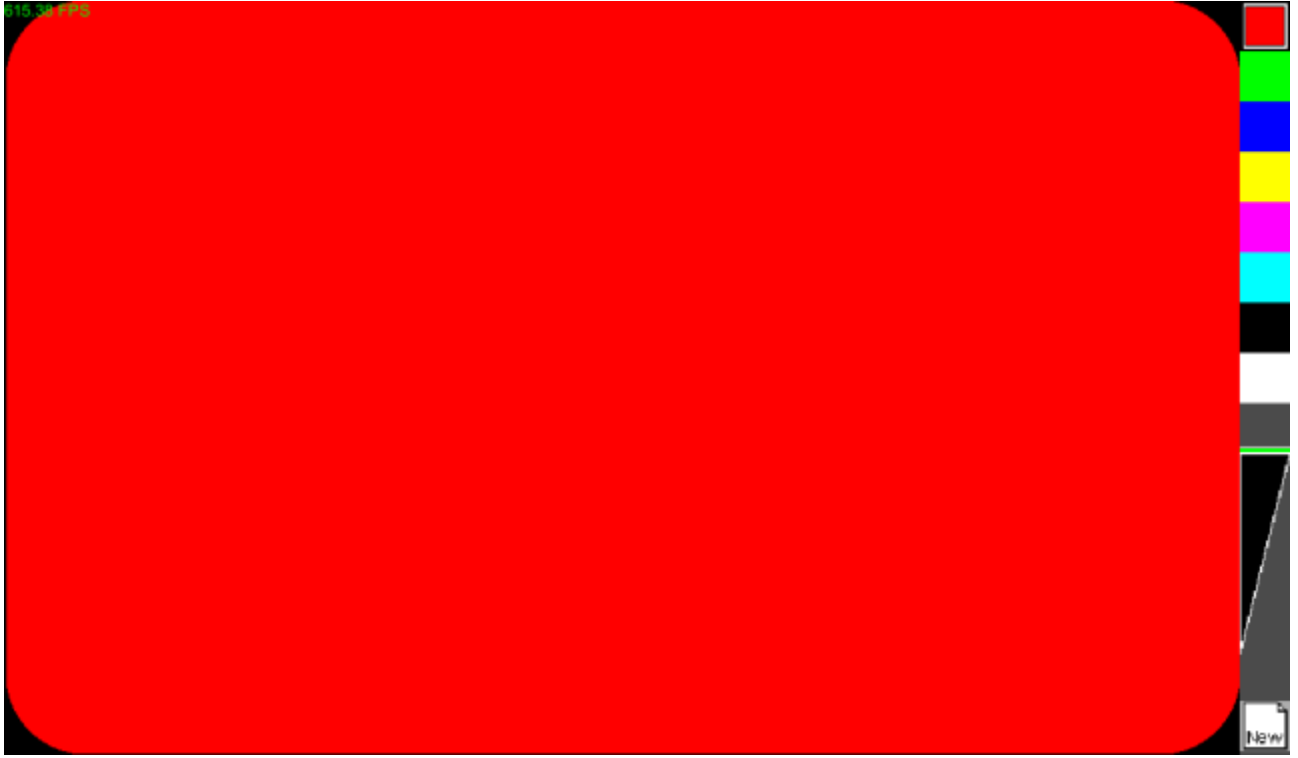
- Settings view:

**Other notes**

- If you add your own GUITexture elements which are not meant to be clicked, set their layer as "Ignore raycast" (otherwise they block the drawing raycast)

## KNOWN ISSUES

- Corners cannot be painted with a big brush (see screenshot below)  
Reason: for optimization reasons, clamping happens inside ClampBrushInt()





## SUPPORT & FEEDBACK

Send comments / feedback & requests to my blog:

<http://unitycoder.com/blog/2014/07/15/asset-store-mobile-paint/>

*\*Unity asset store forum link will be added there later*

Email: [support@unitycoder.com](mailto:support@unitycoder.com)

- Add product name: "Mobile Paint" to the subject
- Include Asset Store invoice number in the email
- Include screenshot(s) if something strange is happening (helps solving the problem)

Or, Using Unity3D forums private message:

<http://forum.unity3d.com/members/mgear.22727/#info>