

API Changes

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ScratchCardManager class

`public float MaskProgressCutOffValue` field was removed because it was unused;

`public Texture EraseTexture` field was removed, use `BrushTexture` property

instead;

`public Vector2 EraseTextureScale` field was removed, use `BrushSize` property

instead;

`public GameObject MeshCard` field was marked as obsolete, use `MeshRendererCard`

instead;

`public GameObject SpriteCard` field was marked as obsolete, use

`SpriteRendererCard` instead;

`public GameObject ImageCard` field was marked as obsolete, use

`CanvasRendererCard` instead;

`public void SetEraseTexture(Texture texture)` method was removed, use

`BrushTexture` property instead;

`public void ResetScratchCard()` method was removed, use `ClearScratchCard()`

instead.

ScratchCard class

`public Camera MainCamera` field was removed, use

`ScratchCardManager.MainCamera` property instead;

`public Transform Surface` field was renamed to `SurfaceTransform`;

`public Material Eraser` field was renamed to `BrushMaterial`;

`public Material Progress` field was moved to `ProgressMaterial` field of `EraseProgress` class;

`public Material ScratchSurface` field was renamed to `SurfaceMaterial`;

`public Vector2 BrushScale` field changed signature and name to: `public float BrushSize`;

`public bool InputEnabled` field was removed, use `ScratchCardManager.InputEnabled` property instead;

`public ScratchCardInput CardInput` field was removed, use `Input` property instead;

`public void Fill()` signature was changed to `Fill(bool setIsScratched = true)`;

`public void FillInstantly()` method was marked as obsolete and will be removed in future updates, use `Fill()` instead;

`public void Clear()` signature was changed to `Clear(bool setIsScratched = true)`;

`public void ClearInstantly()` method was marked as obsolete and will be removed in future updates, use `Clear()` instead;

`public void ScratchHole(Vector2 position)` signature was changed to `public void ScratchHole(Vector2 position, float pressure=1f)`;

`public void ResetRenderTexture()` method was removed, use `ScratchCardManager.ClearScratchCard()` method instead;

`public void ScratchLine (Vector2 startPosition, Vector2 endPosition)` signature was changed to `public void ScratchLine(Vector2 startPosition, Vector2 endPosition, float startPressure=1f, float endPressure=1f)`;

`public void SetScratchTexture(Texture2D texture)` method was removed, use `ScratchCardManager.ScratchSurfaceSprite` property instead.

Please let me know if you have any questions.

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