

# Laptop Prefab for Unity Asset

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## Laptop Prefab for Unity Asset

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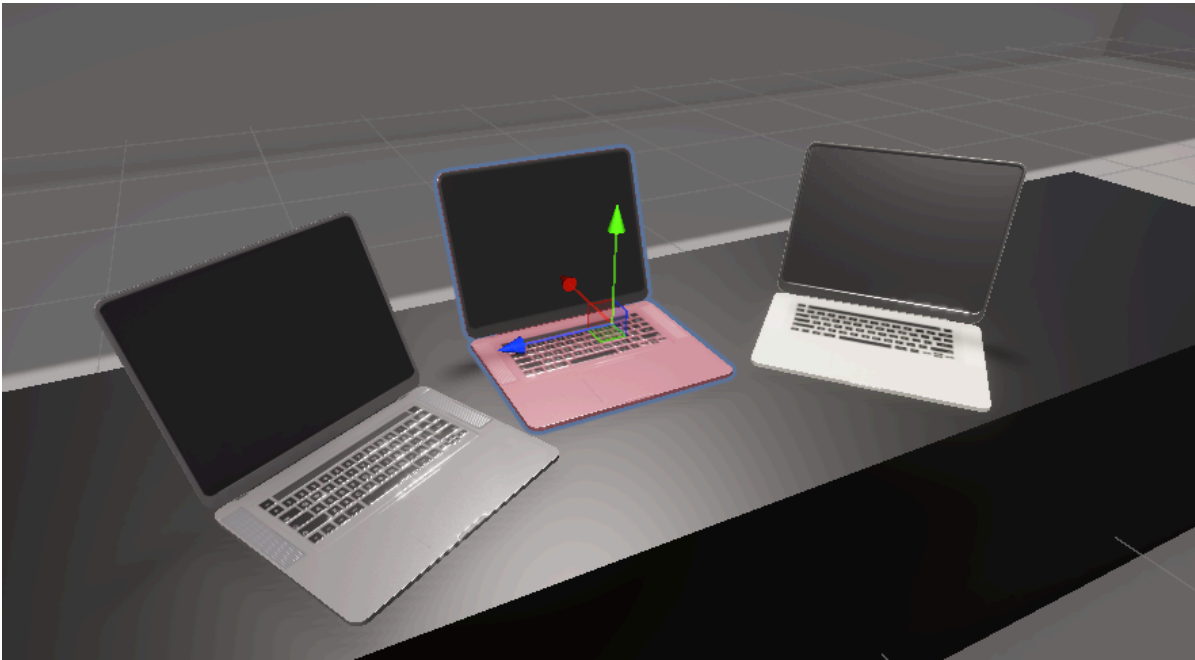
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## Description

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This asset is a fully customizable **laptop prefab** designed for Unity, ideal for games, simulators, and visualization projects. The laptop features:

1. **Animated Opening Mechanism:** Smoothly animate the laptop's opening by percentage.
2. **Customizable Screen Content:** Change the screen to display custom images or set dynamic text.



# Getting Started

## 1. Import the Asset

Import the package into your Unity project via the Asset Store or Package Manager. The prefab in three colors can be found in Assets/Rocanten\_3DLaptop/Prefabs/

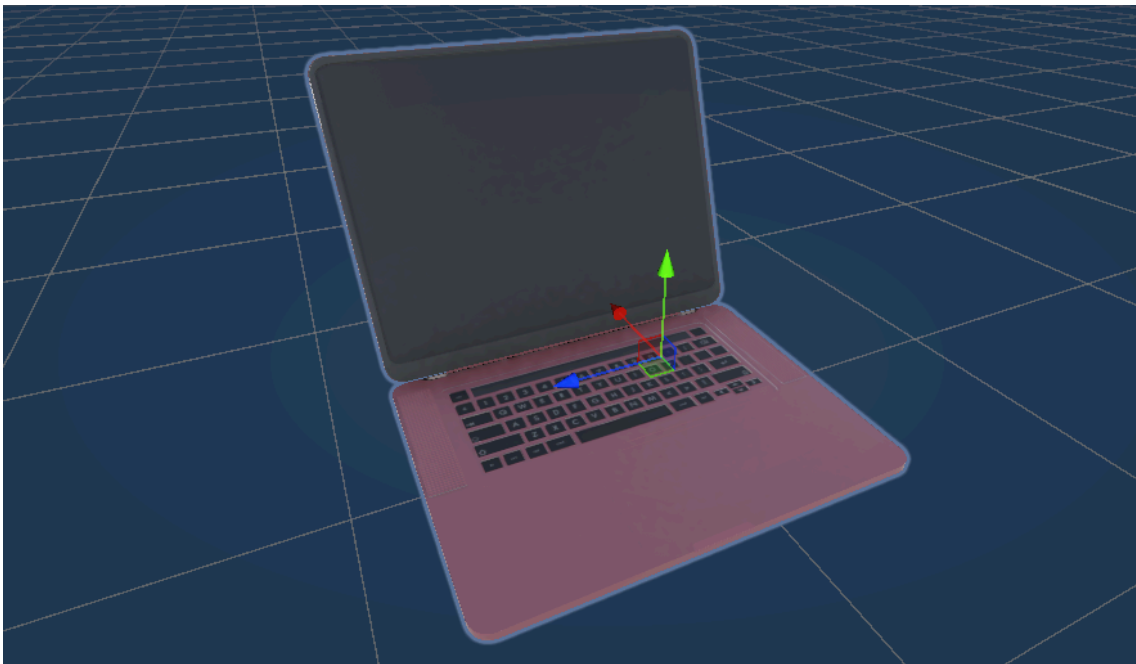
Grey texture

```
Assets/Rocanten_3DLaptop/Prefabs/Laptop
```



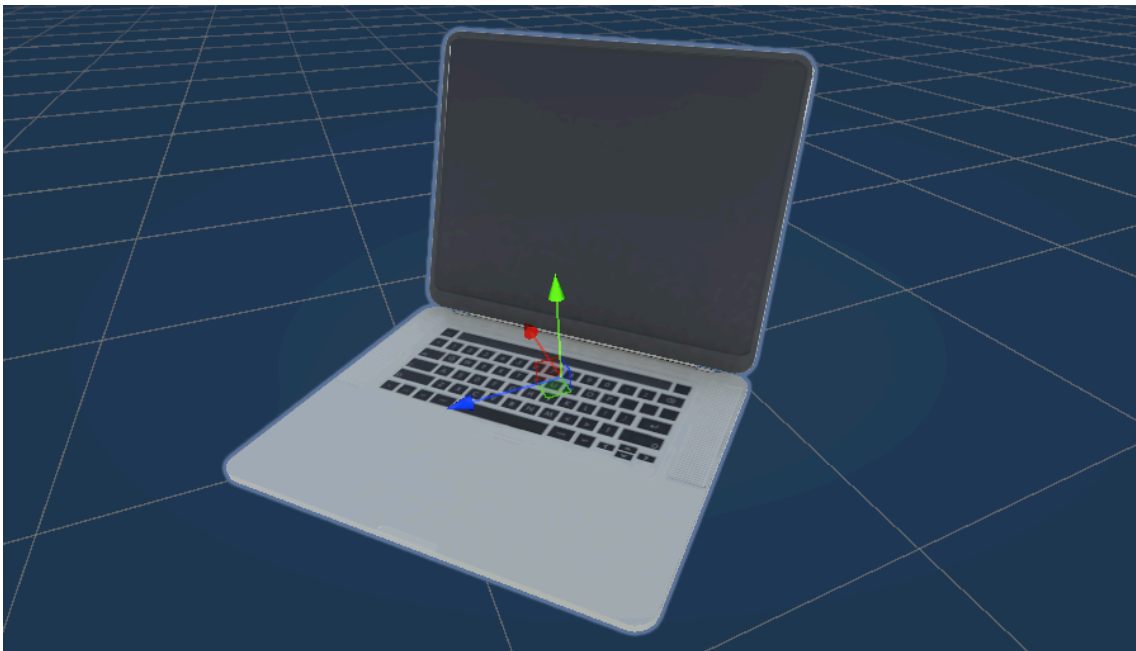
Rose gold texture

```
Assets/Rocanten_3DLaptop/Prefabs/LaptopRoseGold
```



Starlight texture

`Assets/Rocanten_3DLaptop/Prefabs/LaptopStarLight`

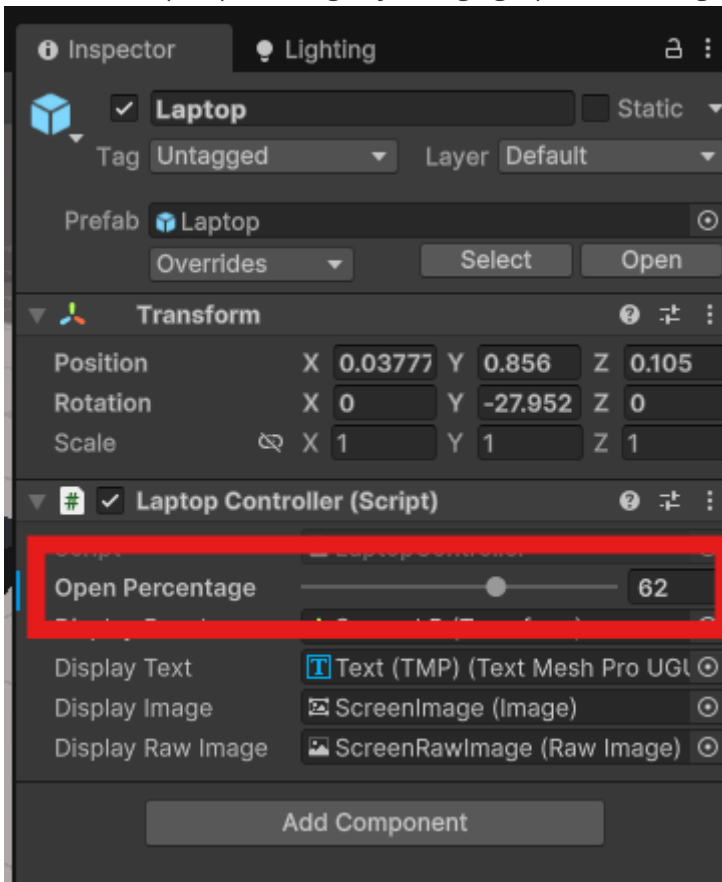


## 2. Add prefab to your scene

Just drag and drop prefab to your scene

### 3. Set open percentage in Editor

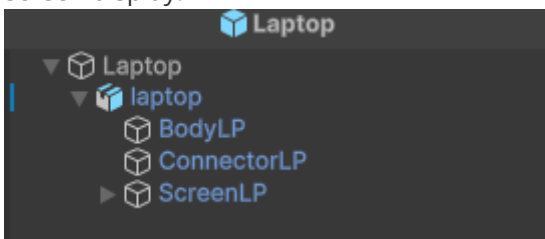
You can set open percentage by changing Open Percentage property in inspector



## Prefab Structure

The prefab consists of:

- **BodyLP**: Main body of laptop mesh.
- **ConnectorLP**: Body to screen connector mesh.
- **ScreenLP**: Screen mesh.
- **ScreenCanvas**: Controls the animation and screen content.
- **LaptopController**: This script implements logic for smooth opening animation and controls screen display.



## API Reference

### Open Laptop Animation

Smoothly animate the laptop opening to a specific percentage.

## Method

```
void RotateDisplayPanel(float targetPercentage, float duration);
```

## Parameters

- `targetPercentage` (*float*): Target opening percentage (0 - 100).
  - `0` = Fully closed
  - `100` = Fully opened
- `duration` (*float*): Duration of the animation in seconds. Default is `1.0f`.

## Example

```
// Sets open percentage to 50%, smoothly reach this percentage during 3 seconds  
LaptopController.RotateDisplayPanel(50, 3.0f);
```

## Set Screen Image with Texture2D

Update the laptop screen with a raw image.

## Method

```
void ShowImageWithTexture(Texture2D texture)
```

## Parameters

- `texture` (*Texture2D*): The Texture(raw image file) to display on the laptop screen.

## Example

```
Texture2D texture = Resources.Load<Texture2D>("MyImage");  
LaptopController.ShowImageWithTexture(texture);
```

## Set Screen Image with Sprite

Update the laptop screen with Sprite.

## Method

```
void ShowImageWithSprite(Sprite sprite)
```

## Parameters

- `sprite` (*Sprite*): The Sprite to display on the laptop screen.

## Example

```
Sprite customScreen = Resources.Load<Sprite>("Screens/MyCustomImage");  
LaptopController.ShowImageWithSprite(customScreen);
```

## 4. Set Screen Text

Display dynamic text on the laptop screen.

### Method

```
void SetScreenText(string text);
```

### Parameters

- `text` (*string*): The text to display.

### Example

```
LaptopController.ShowText("Hello OS");
```

## Customization

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### Materials and Models

You can replace the laptop material or textures to suit your project style.

### Screen Content

The screen uses a UI `canvas` that can be modified for advanced UI displays, animations, or videos.

## Support

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For assistance, feedback, or requests, contact me via:

- **Email:** [rocanten.assets@gmail.com](mailto:rocanten.assets@gmail.com)
- **Website:** <https://rocanten.github.io/game-assets-lab/>

## Version

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1.0.0