# Script Notes and Credits

These scripts are supplied here to help demonstrate the artwork in this working demo level. I do not consider myself to be a coder. I am primarily an artist with some coding ability, and because of this I ask you to please consider these script assets to be a 'bonus' feature. There are several fully-featured elevator and door scripting systems available on the assets store that might do a much better job. I had no such systems but I really wanted to have working elevators and doors: so I wrote my own.

You are, of course, free to use them in your own projects so long as you understand the limitations of my ability in this area and expect no more of these script than that. I have made them 'good enough' for the purpose described and they have not undergone rigorous testing, optimisation, or even polish. You may find incomplete fragments of script, completely non-working scripts and other horrors. I'll try and clean up in future updates.

It is remotely plausible that I take these scripts, finish them properly and offer them as a package in their own right for door and elevator systems, but don't hold your breath.

## Credits

The majority of the scripts supplied in this package are my own work (so I am to blame!) but I must extend my sincere gratitude to all the very generous and kind contributors to the Unity forums. Without them my scripts, and subsequently the demo level would be much simpler and duller.

Scripts that are not my own work are the following:

SmartCrosshair.cs - posted in the forums. Link:
http://answers.unity3d.com/questions/203653/smart-crosshair.html

SimpleSmoothMouseLook.cs - posted in the forums. Link:
http://forum.unity3d.com/threads/a-free-simple-smooth-mouselook.73117/