Functioning Keypads – Documentation

Version	**1.0**
.FBX Model	✔
Prefabs	✔
Low-poly	✔
Demo Scene	✔
Animations	✔
Fully Functional	✔
Sounds	✔

Overview

This asset is intended to help anyone who requires a functioning keypad in their Unity game. The keypad includes buttons 0-9 and a clear button.

We have provided an easy to set up keypad that can be customised to fit your needs. Just drag and drop the keypad prefab into the scene from the prefab folder, and you're all set to go!

Sounds are public domain and were obtained from **www.Freesound.org**, and textures used originate from **www.textures.com** (formerly known as CG Textures).

What Can You Use Me For?

The keypads can be used in many different situations such as locked doors, secret passages and pretty much anything that requires a code to be entered.

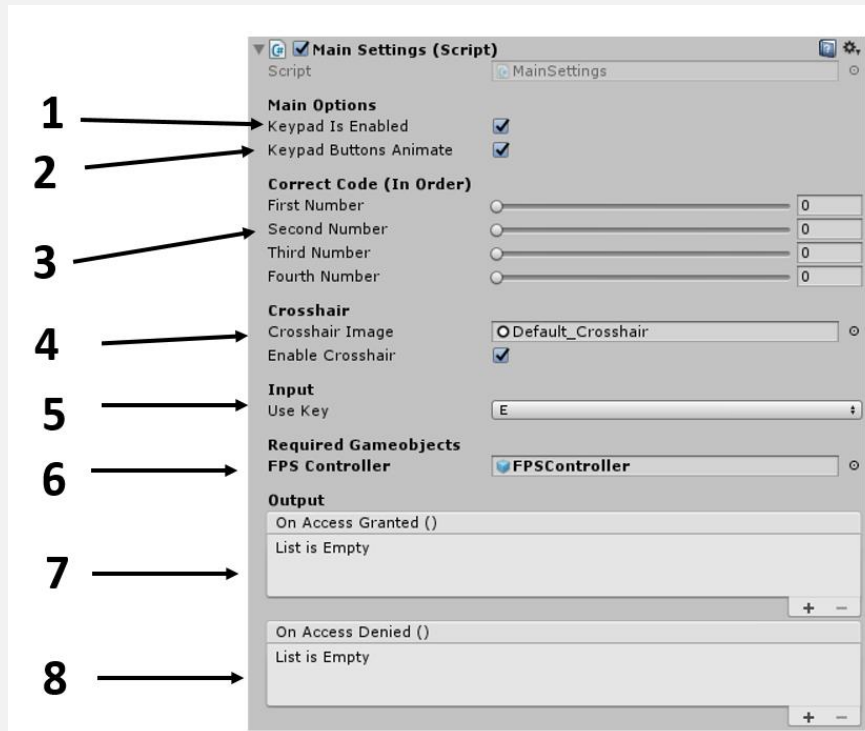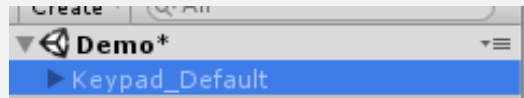## Different Keypad Styles

| Default	Green	Industrial

The Main Settings Inspector

The main settings inspector is the only inspector that you will have to access to get the keypad working. You can find this inspector in the main keypad object when you click on it in the hierarchy.

1.) This allows the user to enable/disable the keypad

2.) The keypad includes animated buttons. These can be turned on and off using this check box.

3.) This is the area where the correct code in order is inputted. Only numbers from 0 to 9 can be inputted here and the code can only contain 4 digits.

4.) When the player walks into proximity of the keypad, a small crosshair image will appear in the centre of the screen. This allows the player to be able to see what buttons they are pressing on the keypad.

This comes with a default crosshair attached, but another image can be selected for the crosshair. The check box enables and disables the crosshair.
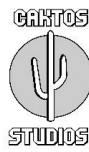
5.) The use key is the key the player presses in order to interact with the buttons on the keypad.

This can be changed, although by default, the interaction key is set to E.

6.) The keypad requires an FPS Controller object since the proximity trigger will use the player to enable the keypad buttons and crosshair (if crosshair is enabled).

7.) When the correct code is entered, the On Access Granted () event is executed. Whatever you want the keypad to do when the correct code has been entered goes in here.

8.) When the incorrect code is entered, the On Access Denied () event is executed. Whatever you want the keypad to do when the incorrect code has been entered goes in here.

Script Editing (For Advanced Users)

➢ It is not recommended that you edit the scripts (unless you know what you're doing) since this could possibly break the keypad.

➢ Scripts can be accessed in the scripts folder within the package. Each script contains comments that tell you what piece of code does what.

Possible Errors/Problems to Avoid

➢ Once the keypad is imported, it should work on its own once you've configured the options in the inspector attached to the main keypad. Do not attempt to rename or remove any components from objects parented to the main keypad object. However, you can rename the main keypad object without any problems
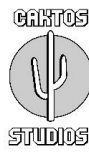
Editing Sounds

All sounds for the keypad are stored in keypad object > sound. Under sound you will find the button press sound alongside the access denied and access granted sound. Select these, and change the audio file in the inspector to your custom sound.
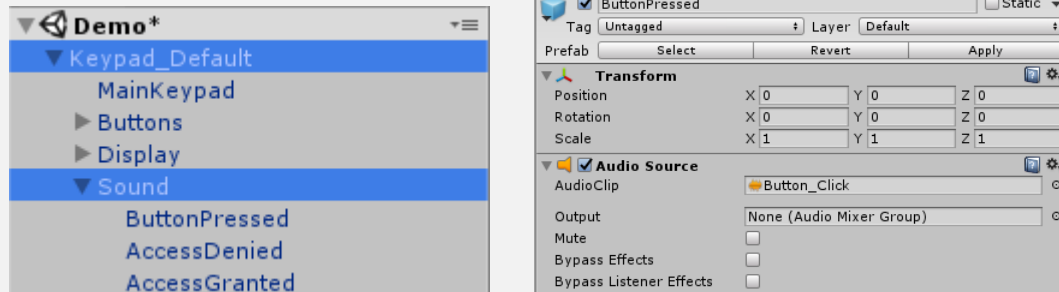
Thanks for Purchasing!!!!

Please email us if you have a problem!

Our Main Email: info@caktos.com

My Personal Email: matthew@caktos.com