FUSE BOX SYSTEM V1.2
DOCUMENTATION

Contents

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Introduction

Thank you for purchasing the "Fuse System", this is a Raycast based system where the aim is to interact with and collect fuses around your game world. Once collected, these fuses can be added in any order to the provided fuse box. Once all fuses are found, this allows you to add some functionality to your game (Easily using UnityEvents) Whether this be a generator turning on or opening a locked door. It is extremely easy to setup and even allows for more than one fuse box per scene.

CHECK OUT THE ONLINE DOCUMENTATION FOR UPTO DATE INFORMATION:
https://speedtutoruk.gitbook.io/fuse-box-system-doc/

The asset includes:
► Raycast system that allows for pickup of fuses and fusebox independently, for easy gameplay usage
► Add as many fuse box combinations to your game or scene, along with fuse objects.
► Fuse box with 4 slots for fuse collecting.
► Highly detailed PBR Fuse box and fuses.
► Scripts which can be easily modified.
► Sound effects for the system are included.

Patch Notes

Version 1.2 - May 2022

- Re-imported models and resized for the demo scene
- Add a new Fuse box model with a hinged door
- Recreated the Fuse Inventory UI
- Edited and added new sound effects
- Refactored and renamed all scripts for ease of use and optimisations

Version 1.1 – December 2021

- UI Changes:
    - o Refined basic UI's to fit in all resolutions and aspects
    - o Anchored the UI elements to perform across aspects
- Scripting Changes:
    - o Added namespaces for all scripts to keep them from clashing with any others
    - o Created an input manager to control different types of inputs within one object
    - o Refined and refactored all scripts to make them more efficient and easy to use
    - o Refined the raycast script to exclude particular layers (If required)
    - o Refined the "FuseboxController" script to include UnityEvents for easy interactions when the puzzle is complete
    - o Created a "FuseItemController" which can be added to items to set whether they should be "Fusebox" or "Fuses" for easy manipulation
- Fixes:
    - o Added a basic FPS prefab to the project for ease of use
    - o Added a basic test scene for viewing the objects and testing
    - o Changed sound clips and reduced overall audio for each
    - o Resized all elements to fit against a consistent size
    - o CHECK OUT THE ONLINE DOCUMENTATION FOR UPTO DATE INFORMATION: https://speedtutoruk.gitbook.io/fuse-box-system-doc/

FAQ

Q). How do I Import the asset?
A). Go to the Unity asset store and visit your "**Download manager**". Download the asset if not already downloaded and click "**Import**", import all required features of the asset for your use. It should have appeared in your project under "**Fuse Box System**".

Q). Should I import "Project Settings" when choosing to import this asset?
A). It is always recommend NOT to import project settings unless important for your project, you can alternatively create an entirely new project and import this asset with the project setting, then transfer the package folder over to your current project. To save any issues! **Always back up your project before importing any assets – If you have any issues, do let me know!**

Q). Is there an example of this asset working?
A). Yes, you can open the "**FuseBoxDemo**" to see the fuse box asset in action, or use this scene as your initial base of your project.

Q). Where can I find detailed setup information or Documentation?
A). On the online documentation pages which I keep updated with current changes and features, as it's easier to access as the developer of this asset! Check it out here:
https://speedtutoruk.gitbook.io/fuse-box-system-doc/

Q). How can I manually setup this asset?
A). See the manual setup instructions on "Page 2".

Q). My Raycast isn't working properly?
A). Make sure your player character (If it has a collider) uses a layer of "**Ignore Raycast**" to help this!

Q). How can I add more than one fuse box set to my scene?
A). Check the "Extending the Fuse Box system".

Q). Can I see a full setup guide or more information on setting up this asset?
A). Yes, checkout the online documentation here: https://speedtutoruk.gitbook.io/fuse-box-system-doc/

Manual Setup – Initial #1

WARNING: **CHECKOUT THE ONLINE DOCUMENTATION FOR UPTO DATE VIDEOS and TUTORIALS on setting up this asset: https://speedtutoruk.gitbook.io/fuse-box-system-doc/**

NOTE: You can get a quick start using the "Entire_Fusebox_DemoScene" prefab object. Drag that straight into your scene. This will have everything setup, you can delete the art assets as required but checkout the demo scene if you're confused!

1. Add an "**FPSController**" to your scene. (Unless you're using the demo which will already have one added, but the package will be required to be imported before use). Please navigate to the scripts folder in the fuse box package and add the "**FBRaycast**" script to your "**MainCamera**".
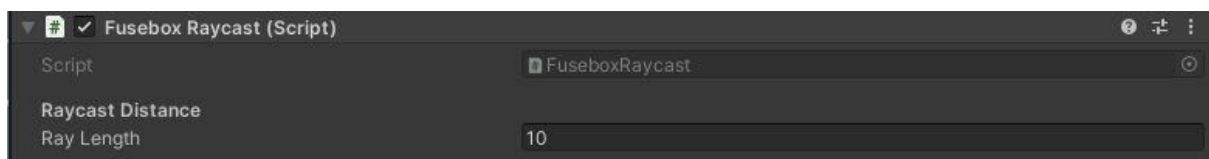
2. Now drag each of the managers from the "**Prefabs**" folder into the hierarchy.
   NOTE: Only drag this prefab into the hierarchy, not the scene.
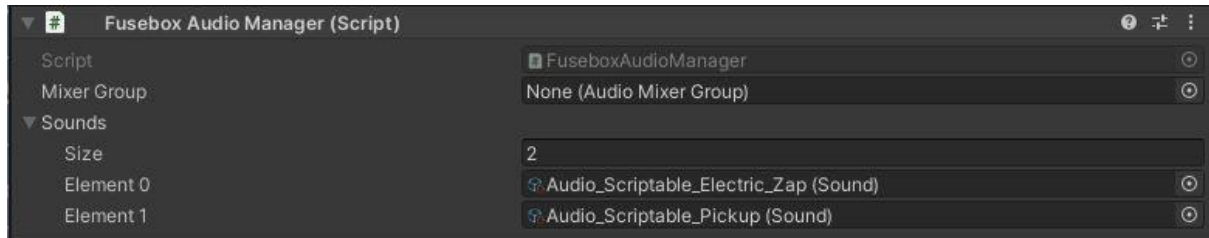

3. Add the crosshair image from the "**CanvasContainer**" -> "**CrosshairCanvas**" components to the "**FBUIManager**" crosshair slot in the inspector.

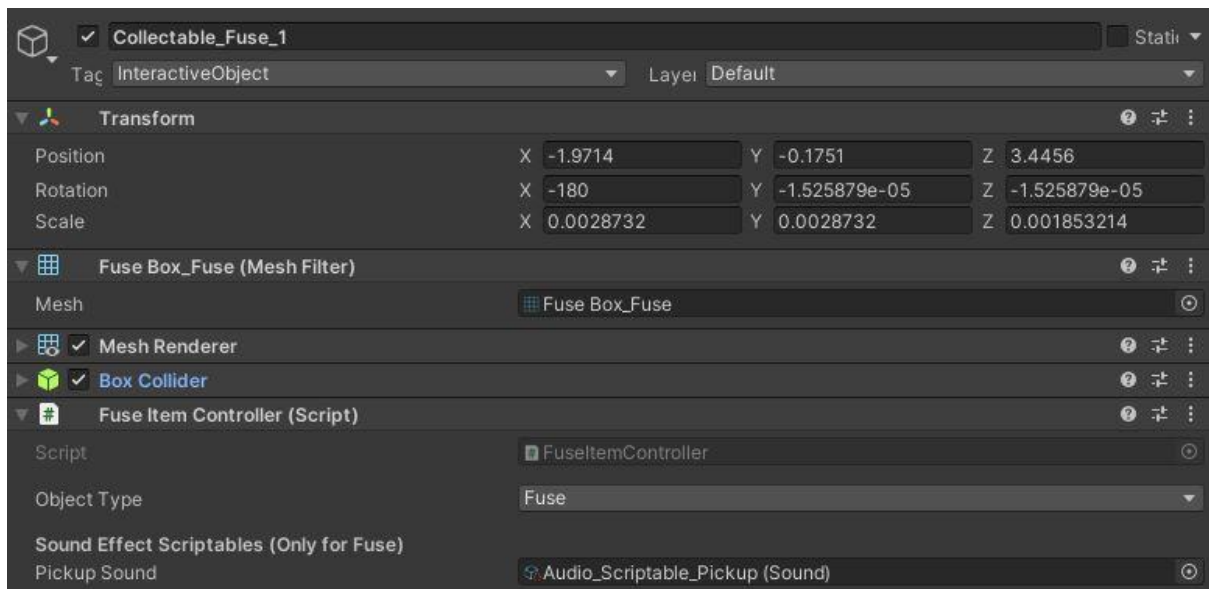4. Add the "**FusesText_UI**" from the "**CanvasContainer**" -> "**FuseboxCanvas**" -> "**FusesText_BG**" to the "**FuseUI**" slot in the "**FBUIManager**". Keep Inventory fuses at 0.
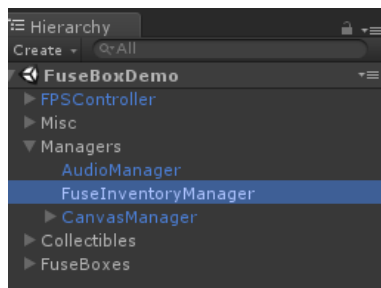
5. Make sure the "FB**AudioManager**" has the sounds you require in the appropriate slots, see example. **NOTE: Keep volume and pitch at a maximum of 1 and give them the names as seen in the screenshot below.**

Fusebox Audio Manager (Script)		
Script	FuseboxAudioManager	
Mixer Group	None (Audio Mixer Group)	
▼ Sounds		
Size	2	
Element 0	Audio_Scriptable_Electric_Zap (Sound)	
Element 1	Audio_Scriptable_Pickup (Sound)	

6. Place a "**Collectable_Fuse**" into your scene from the prefabs folder and make sure it has the tag of "**InteractiveObject**" **NOTE: You can duplicate these later if you need as many fuses as you require to complete the puzzle.**
7. Make sure the collectable fuse has a script of "**FBItem**" and set this to "**Fuse**".

✓ Collectable_Fuse_1			Static ▼
Tag InteractiveObject		Layer Default	
▼ Transform			
Position	X -1.9714	Y -0.1751	Z 3.4456
Rotation	X -180	Y -1.525879e-05	Z -1.525879e-05
Scale	X 0.0028732	Y 0.0028732	Z 0.001853214
▼ Fuse Box_Fuse (Mesh Filter)			
Mesh	Fuse Box_Fuse		
▶ ✓ Mesh Renderer			
▶ ✓ Box Collider			
▼ Fuse Item Controller (Script)			
Script	FuseItemController		
Object Type	Fuse		
Sound Effect Scriptables (Only for Fuse)			
Pickup Sound	Audio_Scriptable_Pickup (Sound)		

8. Add the "**FuseBox_Parent**" to your scene and place it where you want. Make sure this has a tag of "**InteractiveObject**"
9. It will need a "**FBItem**" script set to "Fusebox"
10. It will also need a "**FBController**" script as well.
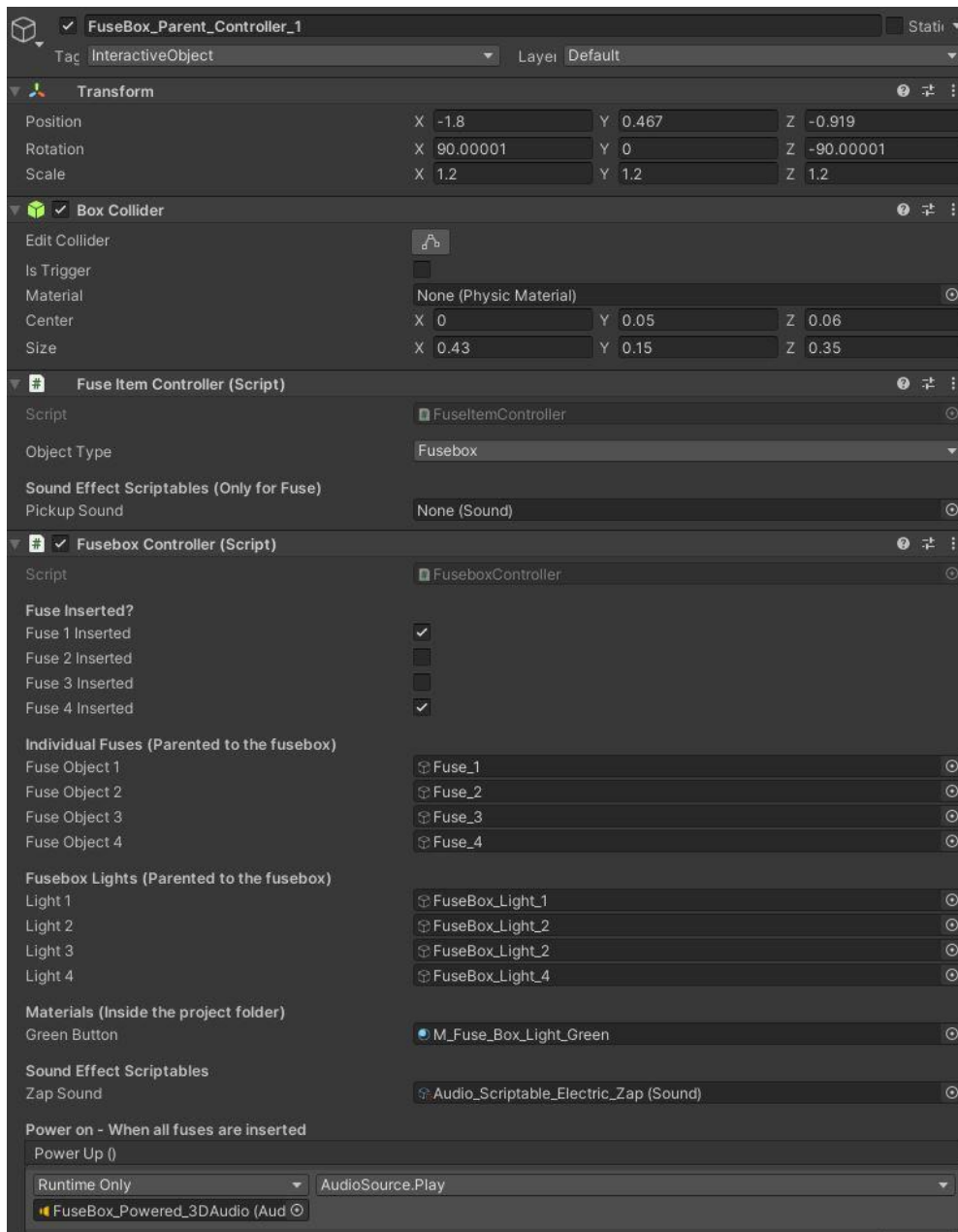
11. Look at the "**FBController**" in the inspector on the "**FuseBox_Parent**" you just added.

NOTE: Read through the information below and attach the correct GameObjects in the "**FBController**" script in the inspector. See the image on the next page for more details!

Fuse Inserted?: Tick these boxes to specify if any fuses should be in the puzzle at the start of the game. You can leave them all at false if you need to find 4 fuses to complete the puzzle.

**Individual Fuses:** Add the fuse object that exist within this parent object. As seen in the image below.

Fuse Lights: Add the "FuseBox_Light_x" to the slots from this parent object.

Materials: Add the two materials that exist in the materials folder of the asset, "**M_Fuse_Box_Light_Green**"

Power up – UnityEvents: You can create different events based on getting the puzzle correct, so add the "+" and add custom events you want!

12. You might want to increment the "**FuseBox_Parent**" with a "**#1**" and "**#2**" if you have more than one fuse box in each scene to make linking up the scripts easier.

For example: "**FuseBox_Parent_1**" and "**FuseBox_Parent_2**"
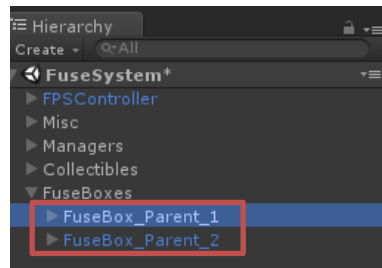
Final Notes

Your asset is setup and ready to use in your scene, please remember a few things.

How to reference the namespace:

If you need to access the Fuse box scripts from another script that isn't in relation to my asset you may need to use a namespace collection at the top of your script: "Using FuseboxSystem;"

Creating more ScriptableObjects for Audio:

Just create a new "Sound" ScriptableObject, you can duplicate this from the ScriptableObject folder, and add another slot to the the AudioManager
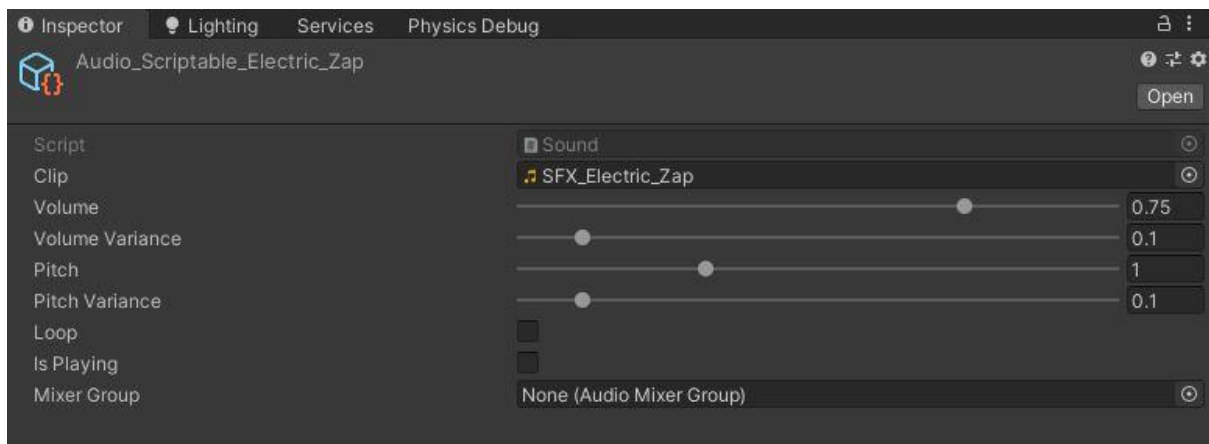
Use the Demo Scene for looking at usage and issues

Remember to take a look at the demo scene if you have any troubles, it might give you an idea on how to fix an issue!

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If you find the package helpful, please leave a positive review and star rating as it would really help me out! ☺ If you have any problems, feel free to send an email to me!

Extending the Fuse Box System

I want to do something when I have added all the fuses to complete the puzzle:

In the "**FBController**" you can add unity events by pressing the "+" box and access a method of your choice! If you feel any sort of confusion about this, please don't hesitate to send me an email!

How to add another fuse box set to the same scene?

Duplicate the "**FuseBox_Parent_Controller**" from your scene and increment the numbers like I mentioned in the Final Notes section. See image below:
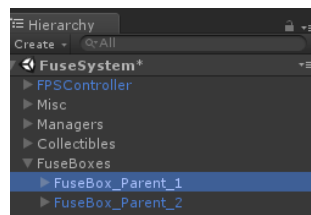
Online Documentation

On the online documentation pages which I keep updated with current changes and features, as it's easier to access as the developer of this asset! Check it out here:
https://speedtutoruk.gitbook.io/fuse-box-system-doc/

Contact

If you have any problems with the pack, or have some ideas for new features you'd be interested in, please feel free to contact me.

Thank you very much for downloading! Please be sure to leave a **5*** rating and **review** if you liked the package! Support me on
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If you have any problems about the setup, usage, customisation or have any suggestions for future updates of this kit, please feel free to contact me.

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