

## RED HANDED OBJECTS

RedHanded Objects are individual interactable items in the scene that can trigger rule consequences when an actor touches, holds, or stops interacting with them. These objects function similarly to RedHanded Zones, but instead of reacting to **location**, they react to **physical contact** with the object's collider.

Only actors with a **RedHanded Component** can detect and interact with RedHanded Objects. This ensures the system remains lightweight and intentional — only designated gameplay characters respond to these rule-based interactions.

RedHanded Objects are ideal for creating:

- Unauthorized pickup items
- Protected tools or weapons
- Sensitive devices
- “Do not touch” environmental props
- Security objects (keypads, terminals, levers)
- Forbidden items in stealth or simulation gameplay
- Anything that should cause consequences when touched or released

Just like Zones and Actions, RedHanded Objects apply **Repercussions** by changing the actor's **Faction Name** when the object's interaction rules are violated.

## Repercussions

A **Repercussion** is the consequence applied to an actor when the RedHanded System determines that a rule has been violated. This concept is **shared across all three RedHanded features**:

- **RedHanded Zones**
- **RedHanded Objects**
- **RedHanded Actions**

All three systems use the same logic:

If an actor belonging to a Required Faction triggers a rule, their Faction Name is reassigned to the configured Result Faction.

For RedHanded Objects, a repercussion is applied only when:

- 1. The actor's current Faction Name appears in the object's Required Factions list**
- 2. The Object Mode condition is met** (touching, holding, being detected while touching, or leaving the object)
- 3. The object is enabled and active**
- 4. The interaction moment matches the rule defined by the Object Mode**

When a repercussion is triggered, the actor's **Faction Name** is updated to the object's **Result Faction**, marking the actor as having been "caught," "flagged," or otherwise reassigned based on the designer's rules.

### Example 1 (Object Mode: Permanent on Contact)

- Actor Faction Name= Prisoner
- Required Faction Names= Prisoner
- Result Faction Name= Runner
- Object Mode= Permanent on Enter

**Result:** The moment the actor makes physical contact with the RedHanded Object's collider, their Faction Name is permanently changed to Runner. Ending the contact does not revert this change — once applied, the repercussion is final.

### Example 2 (Object Mode: While Contact)

- Actor Faction Name= Prisoner
- Required Faction Names= Prisoner
- Result Faction Name= Runner
- Object Mode= While Contact

**Result:** When the actor touches the RedHanded Object, their Faction Name immediately changes to Runner. However, this change is temporary — the moment the actor stops touching the object, their Faction Name automatically returns to Prisoner. This mode is ideal for objects that are only considered "forbidden" while held, touched, or activated.

### Example 3 (Object Mode: Caught While Contact)

- Actor Faction Name= Prisoner
- Required Faction Names= Prisoner
- Result Faction Name= Runner
- Object Mode= Caught While Contact

**Result:** Touching the RedHanded Object does not immediately change the actor's Faction Name.

The change to Runner is applied only if the actor is detected by another actor while they are still touching the object. Even the smallest amount of awareness (any non-zero awareness delta) is enough to trigger the repercussion. If the actor is never detected, they may touch or hold the object without consequence.

#### Example 4 (Object Mode: Permanent on Contact End)

- Actor Faction Name= Prisoner
- Required Faction Names= Prisoner
- Result Faction Name= Runner
- Object Mode= Permanent on Contact End

**Result:** Nothing happens when the actor first touches the RedHanded Object — contact alone does not trigger a repercussion. However, the moment the actor stops touching the object, their Faction Name permanently changes to Runner. This change does not revert once contact ends. This mode is useful for objects where the release of contact represents the forbidden or irreversible action.

#### RedHanded Object Inspector Tab



1	Enabled / Disabled	When Disabled RedHanded Object will not result in any Repercussions.
2	Object Mode	Defines when and how this Object affects RedHanded components that enter or interact with it.
3	Required Factions	Only objects belonging to these factions will be affected when the Object Mode condition is met.
4	Result Faction	The faction that affected objects will switch to once the Object Mode condition is triggered.
5	'Need some help?'	Displays Help Information.