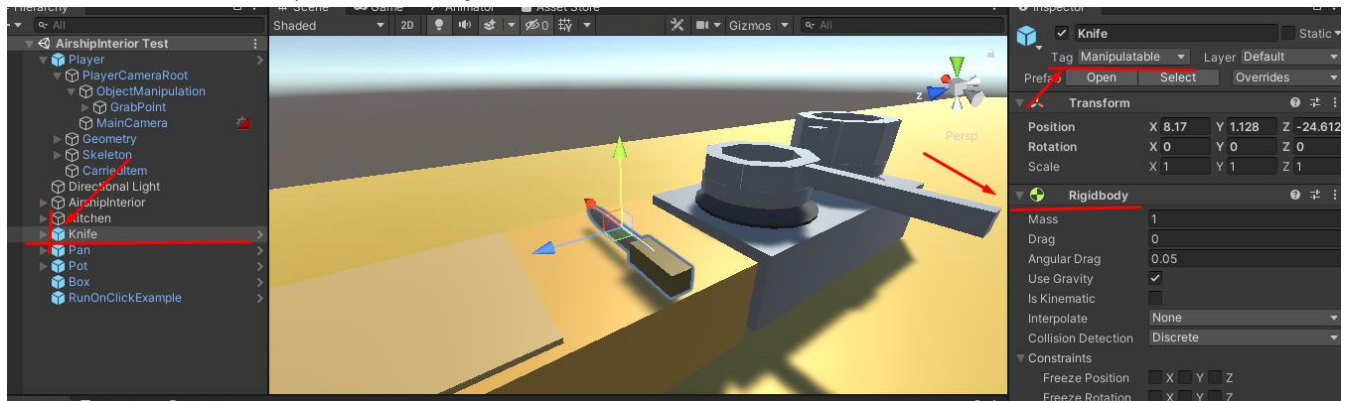


The manipulation system

The manipulation system is a way for the player to interact with physical items in the game, it can be very powerful if used correctly, and can enable quite fun physics puzzles.

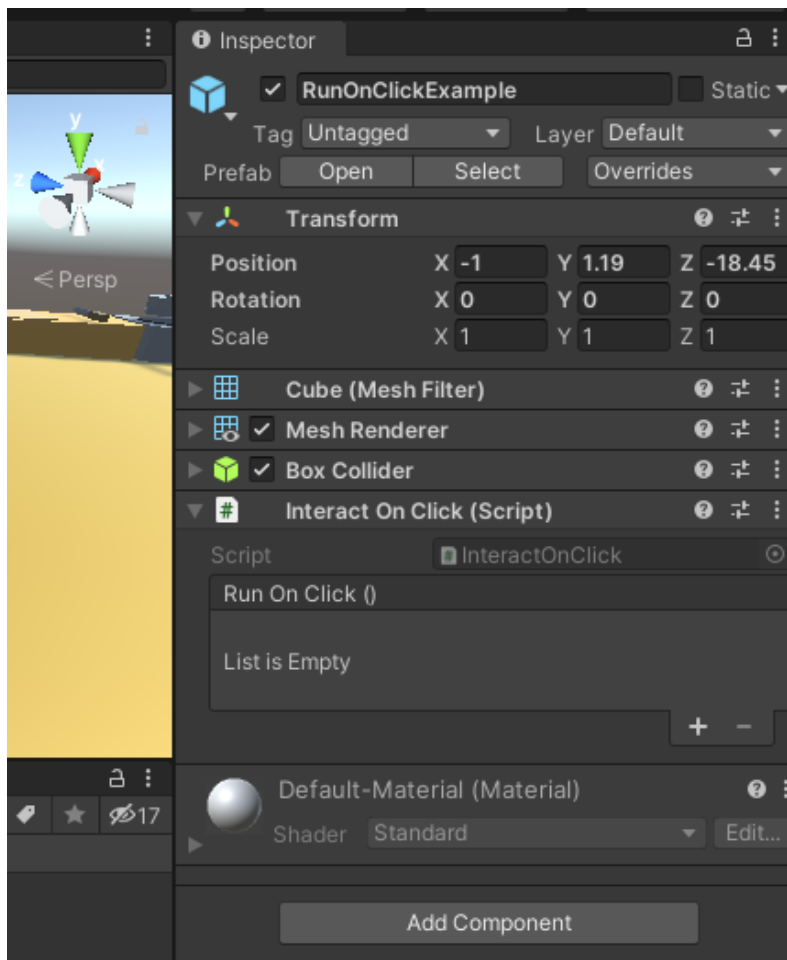
How to make a manipulatable object



A manipulatable object has 3 rules

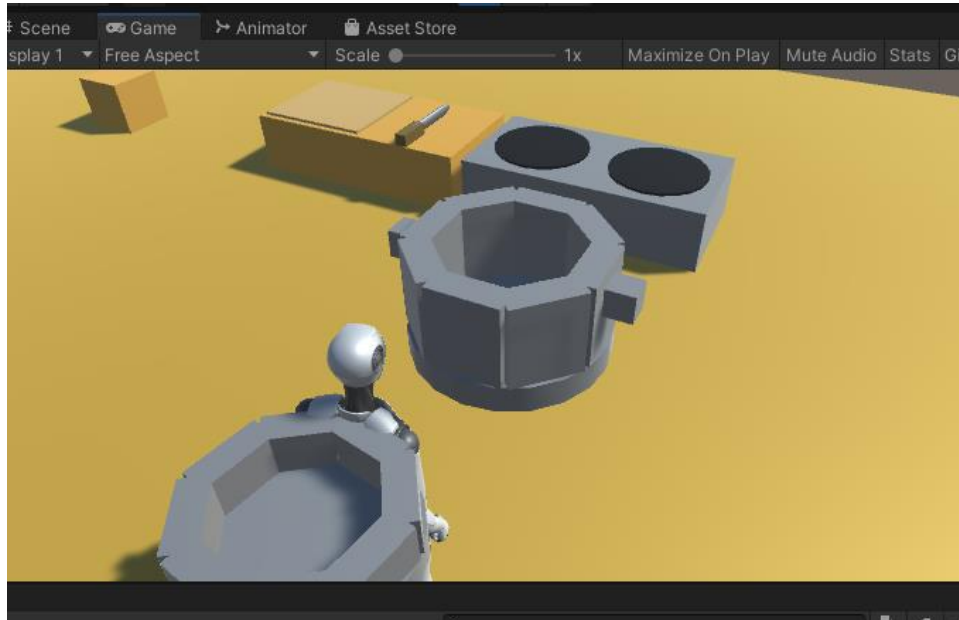
1. It has to be in the top off the hierarchy, aka no parents.
2. It has to have a rigidbody
3. It has to have the manipulatable tag

Interact on click



This script simply makes any object it is attached to run whatever function that has been assigned in the inspector whenever it is clicked with left mouse.

How to manipulate an object



If it is within range, it will be picked up when you point at it and press left mouse

If it is currently held you can move it around with the mouse and move it further or closer to you with the scroll wheel.

In addition if it is currently held it can be put away on your back with R, and vice versa.

If it is picked up and you hold down right mouse you will be able to rotate it by moving the mouse and using the scroll wheel.