Pinball Creator

CREATE YOUR PINBALL

Asset documentation Part 1.

Where to begin :

First of all, thank you for purchasing Pinball Creator.

How to use Pinball Creator :

1 First, read section : Configuring the project : Settings needed to use this asset.

2 Test the demo table : Project-> Asset -> Demo ->

- Demo_Table_01
- Demo_Table_02

3 Read sections : Introduction, First pinball, Prefabs : overview and Tips : Well starting a pinball (about 20 minutes). Then you were ready to create your pinballs.

4 You could start a pinball with scene Start_Pinball_Desktop or Start_Pinball_Mobile (Project -> Asset -> Scenes->). You could take a look to the showroom scene (Project -> Asset -> Scenes-> Showroom)

5 You could read section Mission Creator Module to know how to create easily custom missions.

6 If you have a question look at section FAQ.
If you have problem look at section Troubleshooting.

7 If you want complete information about all the features included in Pinball Creator open the PDF named Pinball_Documentation_Part2

You could join the forum here : http://forum.unity3d.com/threads/wip-pinball-creator.426338/ . If you don't find your answer on documentation or on forum you can contact us at tropicalstudio3d@gmail.com .

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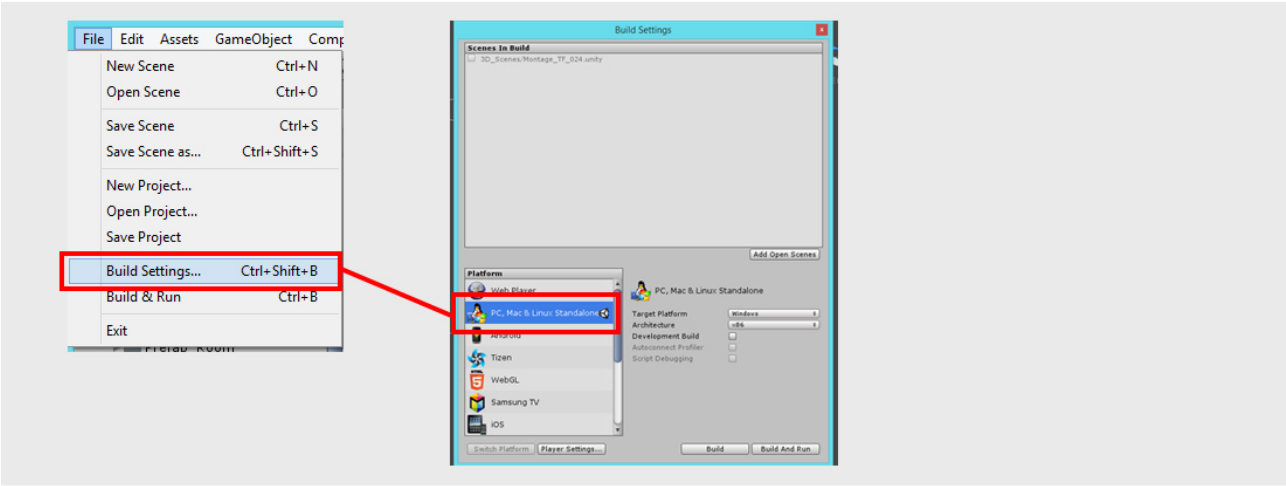
How to start :

Configuring the project :

Settings (Settings needed to use this asset).

Step 1 : Check if you are in the PC, Mac & Linux Standalone mode.

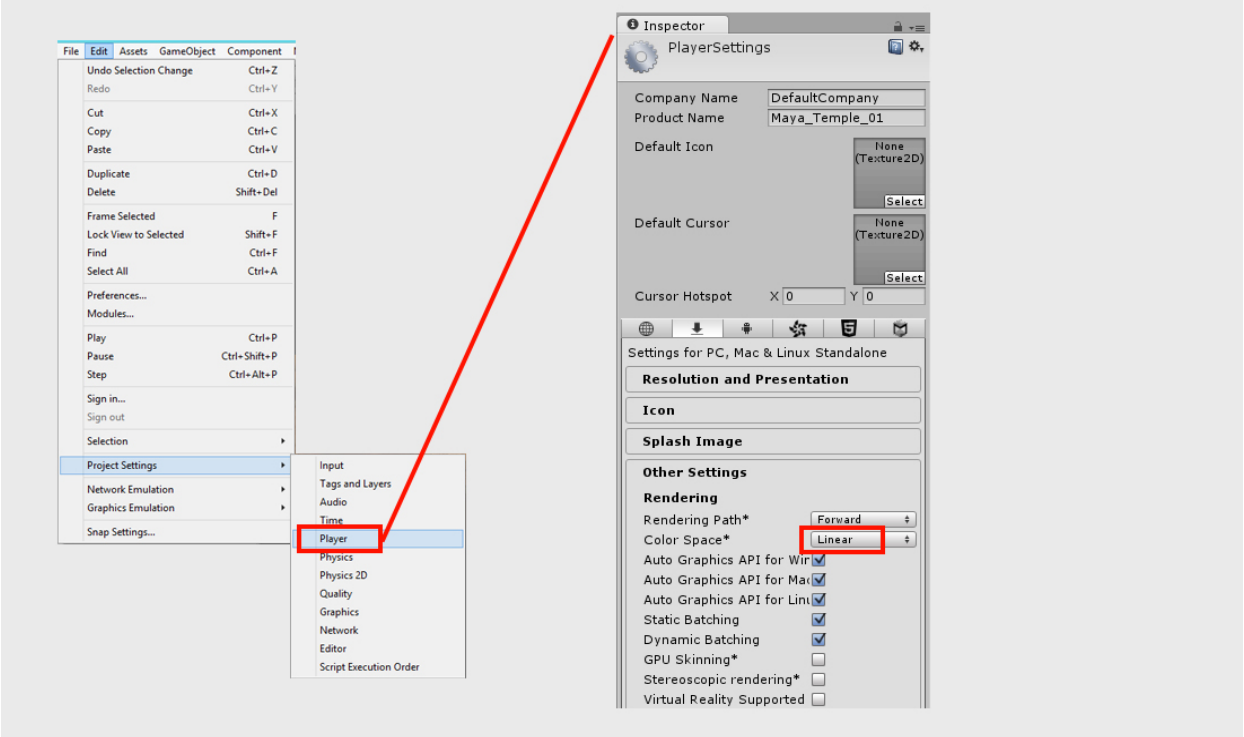
Go to File -> Build_Settings.



Step 2 : Color Space

Open Edit -> Project Settings -> Player.

In Inspector window change Color Space to Linear



Settings needed for this asset are ready!
INFO : You find info on how to setup your project for mobile on Documentation_Part2.pdf section Optimization

Important : Pinball Creator is a **Complete project** so Player Settings must be import with the unity.package. **If you have issues when you start the demo pinball try to check these next steps.**

Step 1 : Tags and Layers

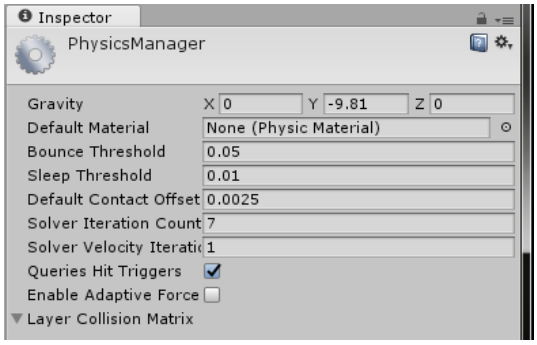
Edit -> Project Settings -> Tags and Layers
You need to have these tags :

Tag 0 : Ball
Tag 1 : Paddle
Tag 2 : Leds_Groups
Tag 3 : Missions
Tag 4 : Led_animation
Tag 5 : Hole_Lost
Tag 6 : Spinner
Tag 7 : spinner
Tag 8 : BALL
Tag 9 : No_Ball
Tag 10 : Blink
Tag 11 : Leds
Tag 12 : Flipper
Tag 13 : Plunger
Tag 14 : Ball_Follow
Tag 15 : PivotCam
Tag 16 : AnimatedObject
Tag 17 : Hole
Tag 18 : Hole_Multi
Tag 19 : Ramp_Sound
Tag 20 : NoCombineMesh

User Layer 8 : Board
User Layer 9 : Paddle
User Layer 10 : L_Spinner
User Layer 11 : L_Spinner_P
User Layer 12 : Switch
User Layer 13 : Other side
User Layer 14 : ball_Layer

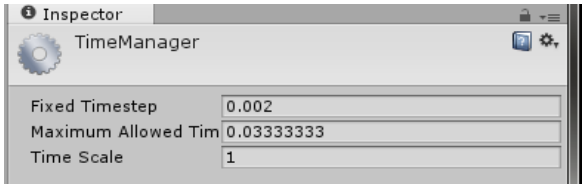
Step 2 : PhysicsManager

Edit -> Project Settings -> Physics



Step 2 : Time

Edit -> Project Settings -> Time



Step 3 : Quality

If you issues with shadow distance, shadow quality, aliasing ... check section 10° Quality Settings.
More info here

Introduction

This section will give you some basics infos :

Convention of writing in this manual :

Note 1 In the documentation the path of a gameObject is indicate at the end of the sentence.

Example :
Drag'n'drop prefab Flipper inside gameObject Table on Hierarchy
(Project -> Assets -> Prefabs -> Grp_Flippers_Slingshots -> Flipper)

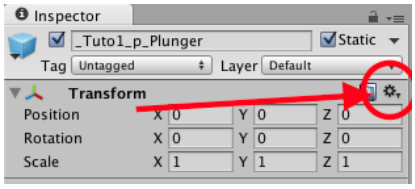
You find the path of gameObject Flipper **at the end of the sentence** (Project -> Assets -> Prefabs -> Grp_Flippers_Slingshots -> Flipper)

Note 2 gameObject starting there name with sc_
It mean that this object have one or more scripts attached to it.

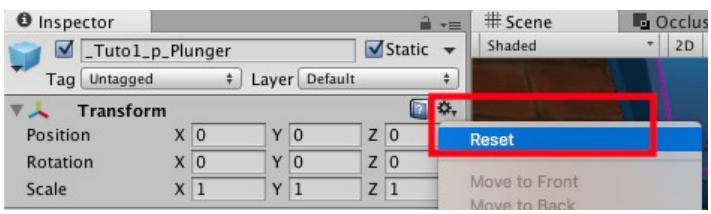
Note 3 It is useful to know how to reset the position and the rotation of a gameObject

1 Select a gameObject.

2 Clic on the wheel button on the hierarchy.



3 Select Reset



If you need to move an object with a lot of precision you have 2 solutions :

Solution 1: In inspector set manually value in transform tab
Solution 2: Put the objects you need in Table Grp

Select in hierarchy tab Table Grp then scale by 10
Move your objects
Select in hierarchy tab Table Grp then scale by 1

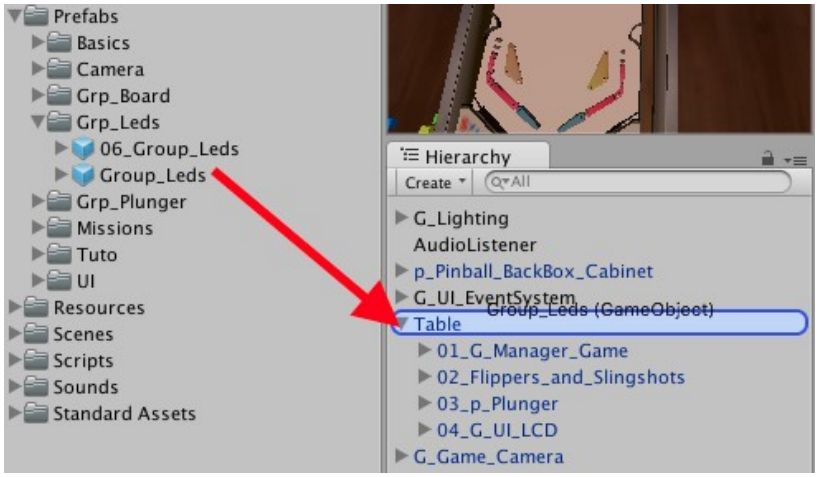
To zoom smoothly in the scene we do that:

- F key for Focus
- Hold Alt+right-click and drag to zoom the Scene View.
(On Mac you can also hold Control+ click and drag instead.)
- Hold Alt+left-click and move mouse to rotate the Scene View.

How to import correctly a Prefab on Hierarchy ?

To manipulate easily a prefab on playfield the best way is to put the prefab inside the gameObject Table on the Hierachy. By doing this you could easily move this prefab on playfield.

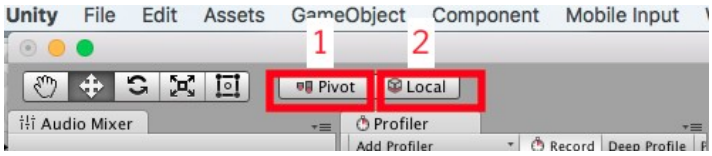
Drag'n'drop the prefab inside gameObject Table on the Hierarchy.
Important : Be careful to release the mouse button when your mouse is on gameObject Table. See picture.



Now your prefab must be inside Table and his localPosition must be (0,0,0).

How to move gameObject on table ?

To move easily a prefab on playfield the best way is to choose **Pivot** Mode and **Local** Mode.
Select pivot (pic 1) and local (pic 2)



VERY IMPORTANT : If you want to create multi table and/or convert table from mobile to desktop (and vice versa) you need to setup properly your table. Read Section (on Documentation part 2 PDF):

2 Setup or convert table (mobile or/and desktop) with version 1.5.
3 Optimize a table (mobile and desktop)

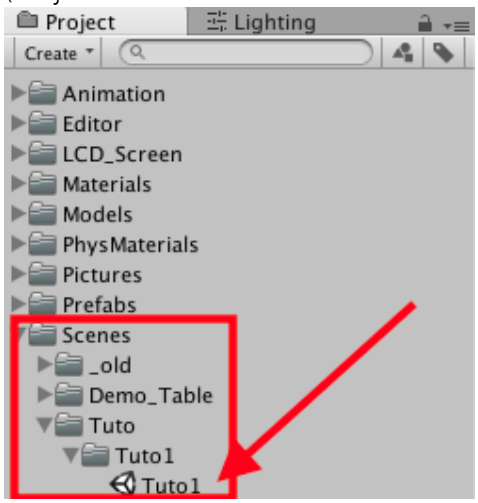
This section is complete.

The next section will show you how to start creating a pinball with prefabs.

Tuto 1 : First Pinball (Part 1)

1 Open Tuto : Tuto1.

(Project -> Assets -> Scenes -> Tuto -> Tuto1 -> Tuto1)



You find on the hierarchy :
RProbe and HDR : Use it if you create pinball for Desktop. Remove it if you create Mobile Pinball
G_Ligthing : Manage Global Lighting,
AudioListener : Global sound volume,
p_Pinball_BackBox_Cabinet : cabinet prefab,
Table : Put inside all the mechanics prefabs,
G_Game_Camera : Camera system,
p_Room : floor and wall mesh

2 Add Pinball game Manager

Drag'n'drop prefab _Tuto1_G_Manager_Game in the root of Hierarchy
(Project -> Assets -> Prefabs -> Grp_Game_Manager -> _Tuto1_G_Manager_Game)

This prefab manage all the rules of the game.
Press play.

Then press input touch C. Camera view change (4 views).
Press Stop before moving to the next part.

3 Add flippers and slingshots

Drag'n'drop prefab Flippers_and_Slingshots inside gameObject Table on Hierarchy
(Project -> Assets -> Prefabs -> Grp_Flippers_Slingshots -> Flippers_and_Slingshots) localPosition (0,0,0)

Press play. Control flippers with S and L keys.
Press Stop before moving to the next part.

4 Add plunger

Drag'n'drop prefab _Tuto1_p_Plunger inside GameObject Table on Hierarchy
(Project -> Assets -> Prefabs -> Grp_Plunger -> _Tuto1_p_Plunger) localPosition (0,0,0)

Press play. Press Enter to spawn a ball on plunger. Then Hold Enter to eject ball.
Press Stop before moving to the next part.

5 Add LCD screen

Drag'n'drop prefab _Tuto1_UI_LCD in the root of Hierarchy
(Project -> Assets -> Prefabs -> UI -> _Tuto1_UI_LCD) localPosition (0,0,0)
LCD Screen appears

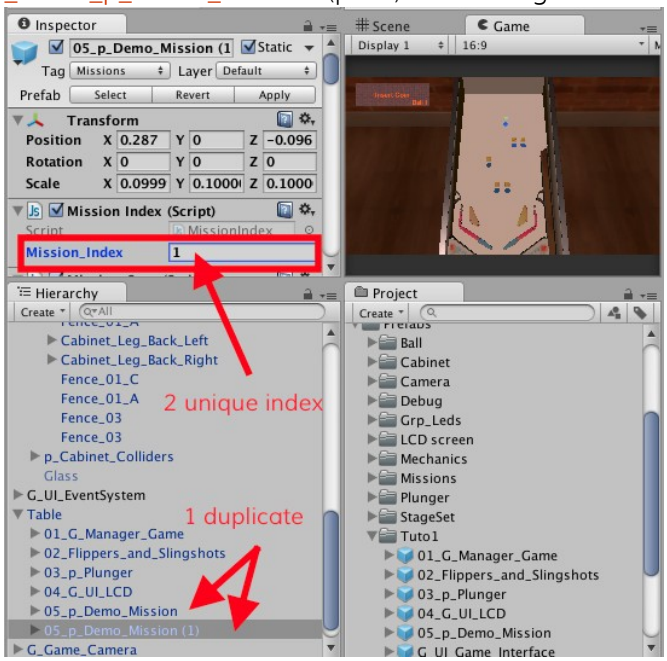
6 Add a mission

Drag'n'drop prefab _Tuto1_p_Demo_Mission inside GameObject Table on Hierarchy
(Project -> Assets -> Prefabs -> Missions -> _Tuto1_p_Demo_Mission) localPosition (0,0,0)

Press play. Mission is ready. (Mission Part 1 : Drop 2 targets, Mission Part 2 : Drop 1 target)
Press Stop before moving to the next part.

7 Create a second mission

Duplicate prefab _Tuto1_p_Demo_Mission (pic 1)(right clic -> duplicate).
Then move the prefab somewhere on playfield.
VERY IMPORTANT each mission must have a unique index. Select gameObject
_Tuto1_p_Demo_Mission (pic 2) and Change his index mission to 1.

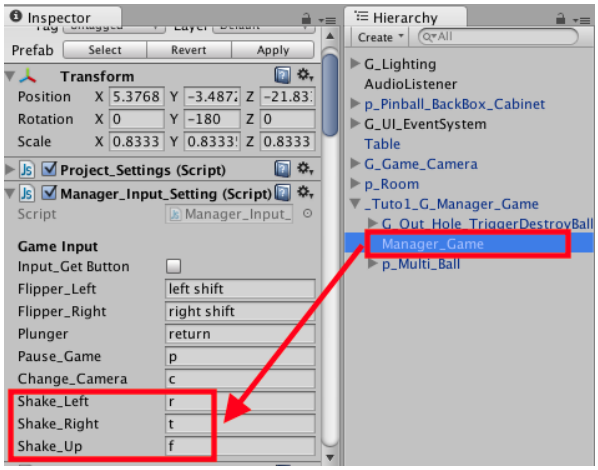


You have a new mission ready to play.

If you have a problem open Tuto1_End (Project -> Assets -> Scenes -> Tuto -> Tuto1 -> Tuto1_End).

8 Info + : Nudge

During a game, it is possible to use nudge technique by pressing button D, K or Space. If you want to modify these inputs, select the gameObject _Tuto1_G_Manager_Game on the Hierarchy and change the variables Shake Left, Shake Right and Shake Up.

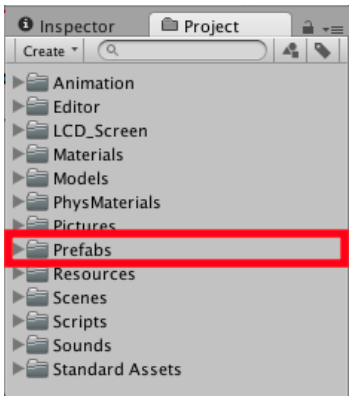


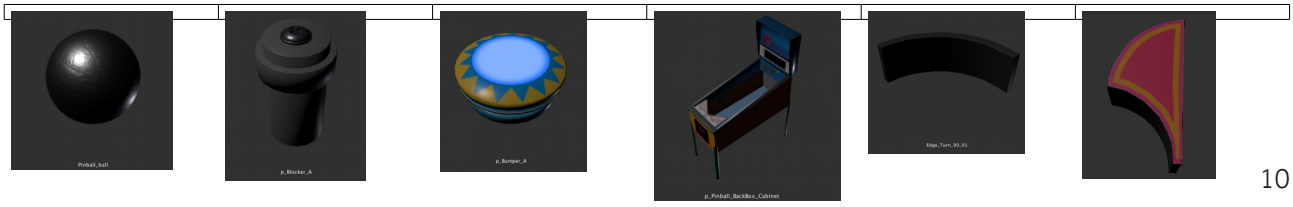
This section is complete.

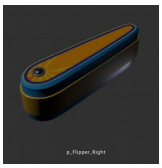
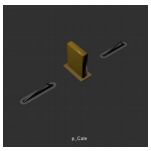
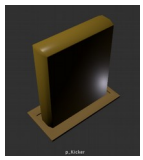
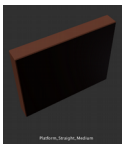
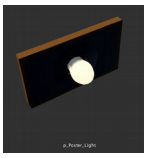
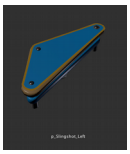
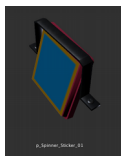
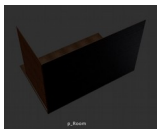
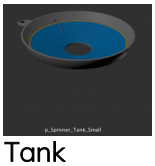
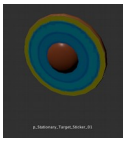
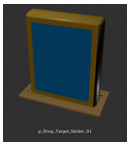
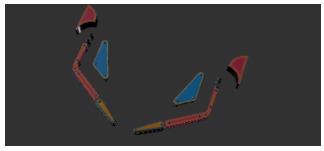
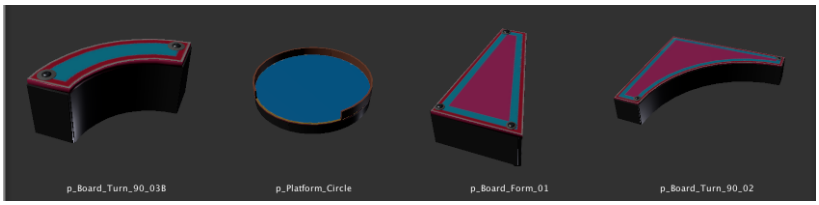
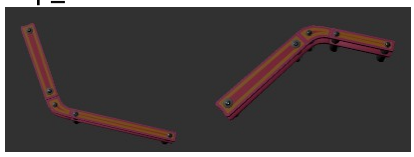
The next section will show you more informations about different types of prefabs you could find on Pinball Creator

Prefabs folder : overview

You can create a complete pinball by dragging prefabs. This section show the different type of prefabs. You find all prefabs inside folder Prefabs on Project folder (Project -> Assets -> Prefabs).





Ball	Blockers	Bumpers	Cabinet	Edges	Exit
 Fence	 Flipper	 Gate	 Hole	 Kicker	 Leds
 Platform	 Poster	 rollover	 Slingshot	 Spinner	 StageSet
 Switch	 Tank	 Targets	 Targets	 Grp_Flippers_Slingshots	
 Grp_Board and Platform				Grp_Inlane : 	
 Grp_Plunger			 Grp_Ramps_And_Pipes		
LCD_Animations	Missions	Test	Toy	UI	

You find complete informations about these object on Documentation Part 2

Ball :
Blockers : Ball will bounced on these objects
Bumpers : Ball will bounced on these objects (a force is added)
Cabinet : The Pinball box
Edges : Create edges on pinball with these objects
Exit_Turn : Special edge
Fence : use to decorate the pinball
Flipper : There is a left flipper an a right flipper. Add flipper everywhere on playfield.
Gate : Use these combination of objects to create a gate on your pinball
Hole : 1. Ball is catch 2. Ball is ejected where you want on playfield
Kicker : Ball will bounced on these objects (a force is added)
Leds : 3 type of leds. Bulb, small bulb and sprite
Platform : use to decorate the pinball
Poster : use to decorate the pinball
rollover : ball must pass through on the rollover
Slingshot : Ball will bounced on these objects (a force is added)
Spinner : ball must turn the spinner
StageSet : use to decorate
Switch : Ball could pass through on in a single direction
Tank : use in association with pipe

Targets : there is two type of targets : Stationary and drop targets
Camera : Find Camera system, Basic Camera
Grp_Board and Platform : Create edges and decoration on pinball with these objects
Grp_Flippers_Slingshots : flipper left, right and slingshot left right ready to use
Grp_Game_Manager : Prefabs to manage game rules.
Grp_Inlane : Create edges and decoration on pinball with these objects
Grp_Leds : Prefabs with leds and led animation ready to use
Grp_Plunger : auto, manual short and long plungers
Grp_Ramps_And_Pipes : add a ramp
LCD_Animations : Find Two example of LCD animation
Missions : Find all the missions (ready to use)
Test : Debug_Test_Ball is a prefab to help you test a mission
Toy : an example of toy using particle and an example of toy using animation.
UI : G_UI_Game_Interface : An interface for the game.
G_UI_LCD : Use a LCD Screen.

You find complete informations about these object on Documentation Part 2

The next section will show you the following steps to easily create a pinball.

Tips : well starting a pinball

Follow this steps to create easily your pinball.
This section tells you the best method to create complete pinball.

Step 0 : Start
Step 1 : ball circulation 1
Step 2 : choose your missions
Step 3 : ball circulation 2
Step 4 : Add Ramp and Pipe

Step 0 : Start

First of all. Try to have an idea of where you want to go. It will be easier to create your pinball. See other pinballs. See 70s 80s 90s pinballs.

Step 1 : ball circulation 1

- Ball circulation is really important. The more smooth is the ball circulation the more fun is the pinball. Example Tips_1a (Project -> Asset -> Scenes -> Tips -> Tips_1a)

- Choose if you want a first floor from the start.

You could find other examples for ball circulation with Tips_1b, Tips_1c, Tips_1d, Tips_1e, (Project -> Asset -> Scenes -> Tips ->)

Step 2 : choose your missions

- Place one or two missions prefabs on playfield.
(Project -> Asset ->Prefabs -> Missions)

- For example start with a bumper mission and a drop target mission.
- Move them anywhere you want on playfield.

Example Tips_2 (Project -> Asset -> Scenes -> Tips -> Tips_2)

Step 3 : ball circulation 2

Add edge and board to improve the circulation.

Example Tips_3 (Project -> Asset -> Scenes -> Tips -> Tips_3)

Step 4 : Add Ramp and Pipe

Ramp and pipe are difficult to place on playfield. It is easier to add them on playfield when the table is already begin.
Ramp and pipe help you create extra ball circulation on table. It is like a hole. The ball is catch somewhere on the table and eject somewhere else on the table.

Example Tips_4 (Project -> Asset -> Scenes -> Tips -> Tips_4)

You find ready to use ramp and pipe inside folder Project -> Assets -> Prefabs -> Grp_Ramps_And_Pipes -> _READY TO USE Pipe and Ramp

Example : drag'n'drop prefab 01_Ramp_01 inside gameObject Table on the Hierarchy.
(Project -> Assets -> Prefabs -> Grp_Ramps_And_Pipes -> _READY TO USE Pipe and Ramp -> 01_Ramp_01)

Ramp + Pipe were created two by two.
So you could use prefab 01_Ramp_01 + prefab 01_Ramp_02
or prefab 02_Ramp_03 + prefab 02_Ramp_04

If you want to create your own ramp and pipe see Documentation_Part_2 section Ramp and pipe.

This section is complete.
We have seen all the aspects to create a pinball with prefabs.

Go further

1-You could read section Mission Creator Module to know how to create easily custom missions (More info).

2- Read FAQ : 00° How to choose a mission (Mission name signification).

3- If you want to customize more your pinball, read the PDF Documentation_Part2 . You could look at :
Create your ramp and pipe, UI Interface, LCD Screen, LED animation system
The next section is FAQ section

VERY IMPORTANT : If you want to create multi table and/or convert table from mobile to desktop (and vice versa) you need to setup properly your table. Read Sections (on Documentation part 2 PDF):

- 2 π Setup or convert table (mobile or/and desktop) with version 1.5.
- 3 π Optimize a table (mobile and desktop)

FAQ

Section Contents :

00° How to choose a mission (Mission name signification)

You find the ready to use missions inside the folder (Project -> Assets -> Prefabs -> Missions)

1 Example :

Example : 05_Bumper x3_Rollover x3 No Order
05 : Not really important, it is the mission number.
Bumper3 : This mission use 3 bumpers for the first part of the mission.
Rollover3No : This mission use 3 rollovers for the second part of the mission. No Order mean that the player could go through the rollover on any order to finish the mission.

2 Name signification :

Bumper : Ball will bounced on these objects (a force is added)
Rollover : ball must pass through on the rollover
Rollover (Lane Change) : The player need to switch On all the leds connected to the mission. When the ball go through a rollover the led connected to this rollover switch ON.
When one or more leds are Switch On, the player could modify there position by moving the flippers
Stationary target : Hit this type of target
Drop target : Hit this type of target
Hole : 1. Ball is catch 2. Ball is ejected where you want on playfield
Spinner : ball must turn the spinner
x : the number of objects
No Order : No order to finish the mission
Order : order to finish the mission

01° How to customize led sprite ?

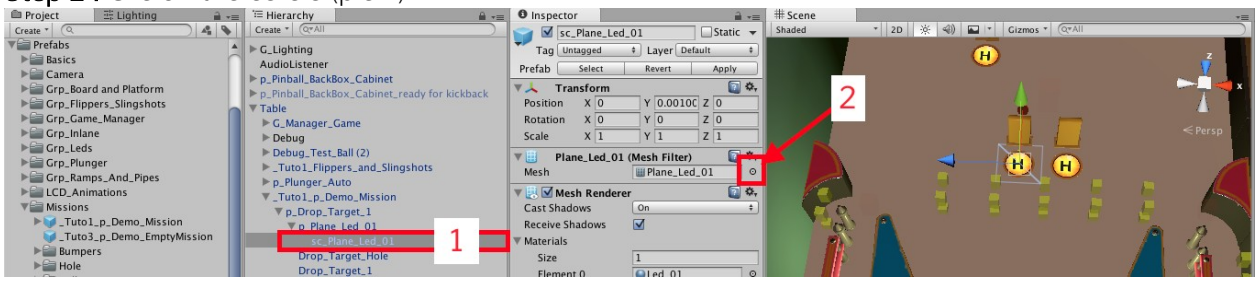
1 Open scene Tuto2_0 :

(Project -> Assets -> Scenes -> Tuto -> Tuto2 -> Tuto2_0)

2 Choose the led you want to modify :

Step 1 : On Hierarchy select gameObject sc_Plane_Led_01 (Table -> _Tuto1_p_Demo_Mission -> p_Drop_Target_1 -> p_Plane_Led_01 -> sc_Plane_Led_01) (pic 1)

Step 2 : Clic on the cercle (pic 2)

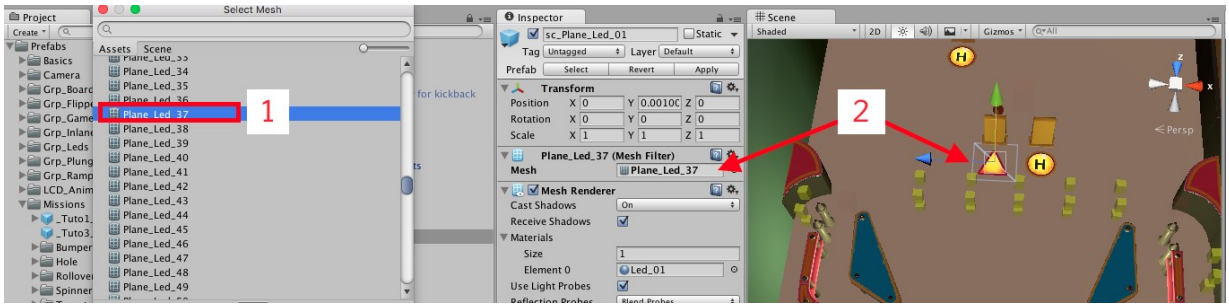


3 Select a new sprite

A new window name Select Mesh appears. Select a new Plane. For Example Plane_Led_37.

You see the new led sprite on the scene view.

You could choose between Plane_Led_01 and Plane_Led_64



If you have a problem open Tuto2_1(Project -> Assets -> Scenes -> Tuto -> Tuto2 -> Tuto2_1)

02° How to make a led blinking ?

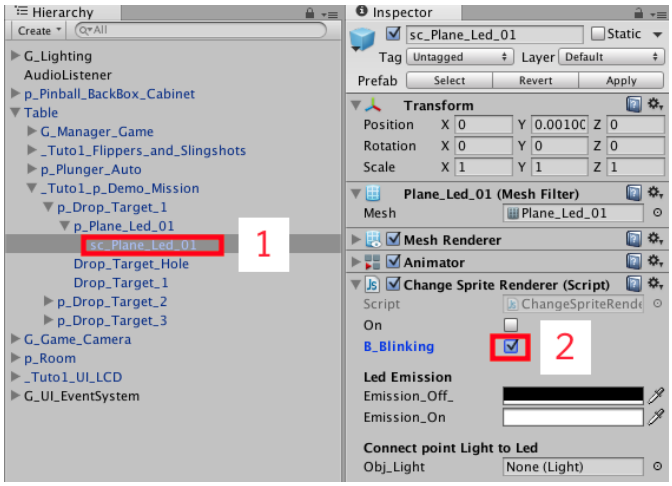
1 Open scene Tuto2_1 :

(Project -> Assets -> Scenes -> Tuto -> Tuto2 -> Tuto2_1)

2 Make the led blink when the led is turned on :

Step 1 : On Hierarchy select gameObject sc_Plane_Led_01
(Table -> _Tuto1_p_Demo_Mission -> p_Drop_Target_1 -> p_Plane_Led_01 -> sc_Plane_Led_01)
(pic 1)

Step 2 : On script ChangeSpriteRenderer check the box B_Bllinking. (pic 2)



Step 3 : Press Play

Step 4 : Press Enter (or return) to start a game.
Led sc__Plane_Led_01 blink.
If you have a problem open Tuto2_2(Project -> Assets -> Scenes -> Tuto -> Tuto2 -> Tuto2_2)

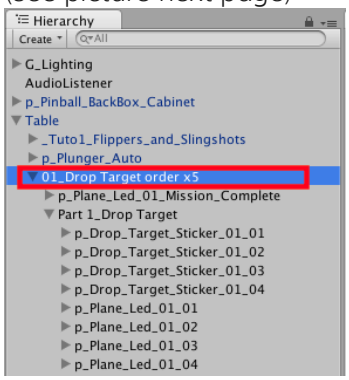
03° How to delete a table mechanics inside a mission(target, rollover...) ?

1 Open scene Tuto2_3 :

(Project -> Assets -> Scenes -> Tuto -> Tuto2 -> Tuto2_3)

2 Select the mission :

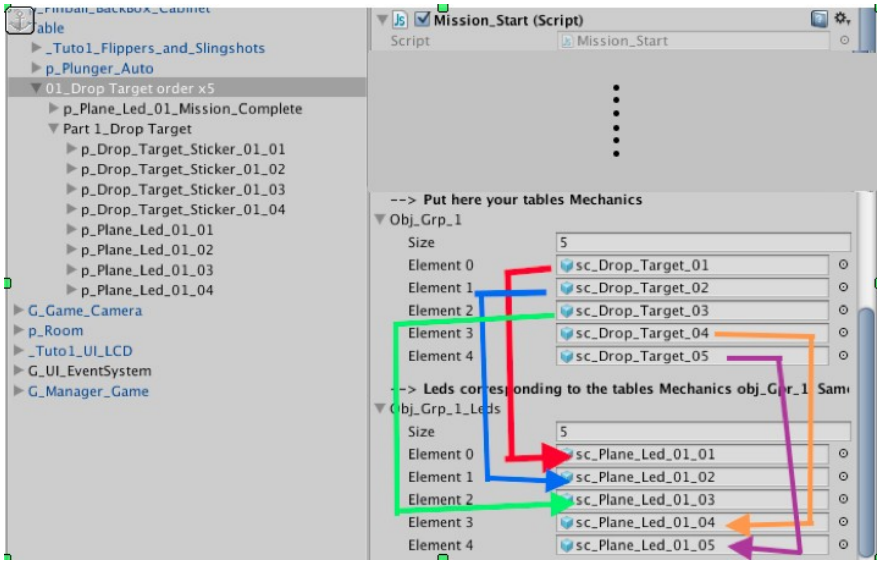
On Hierarchy select gameObject 01_Drop Target order x5 (Table -> 01_Drop Target order x5) (see picture next page)



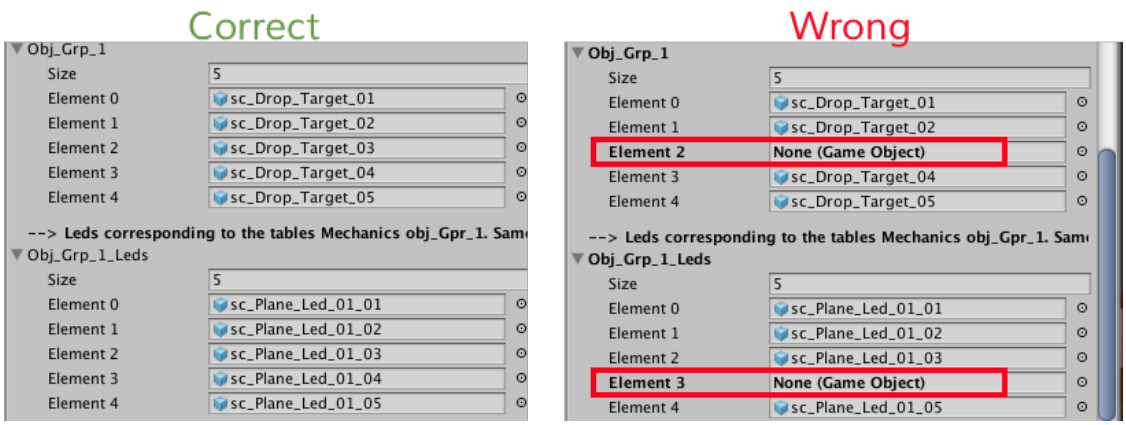
3 Modify this mission to create new mission.

VERY IMPORTANT :

Inside a mission the order of tables mechanics and the order of leds are very important. You need to have the same order for tables mechanics and leds. :

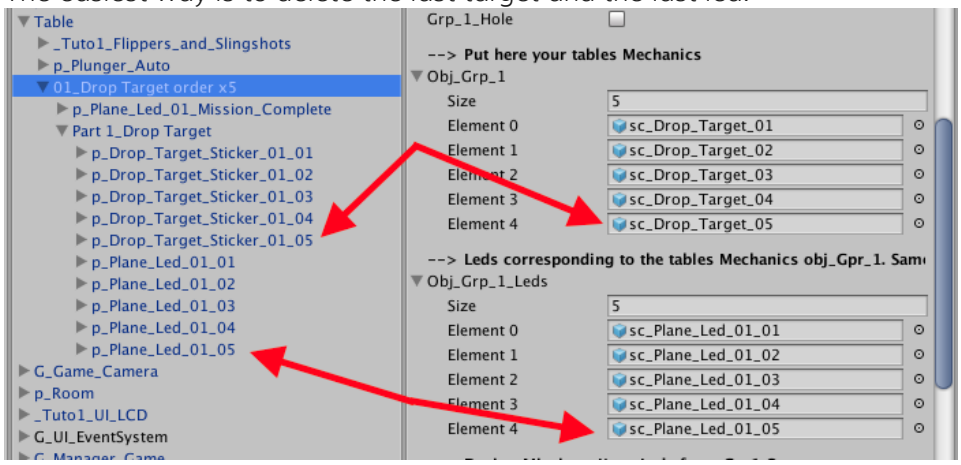


Each elements inside Obj_Grp_1 and Obj_Grp_1_Leds must be connected. (See picture next page)

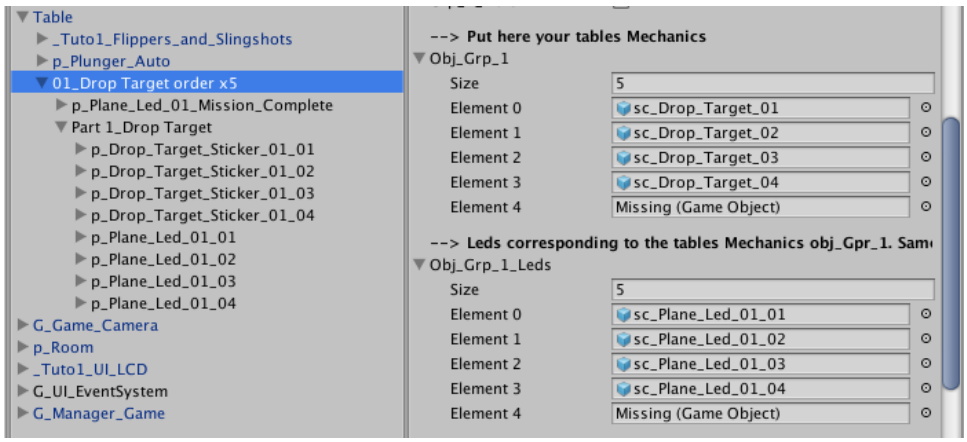


4 On this example we want to hit 4 targets on a precise order.

Step 1 : So we need to delete one target and one led from the mission 01_Drop Target order x5
The easiest way is to delete the last target and the last led.

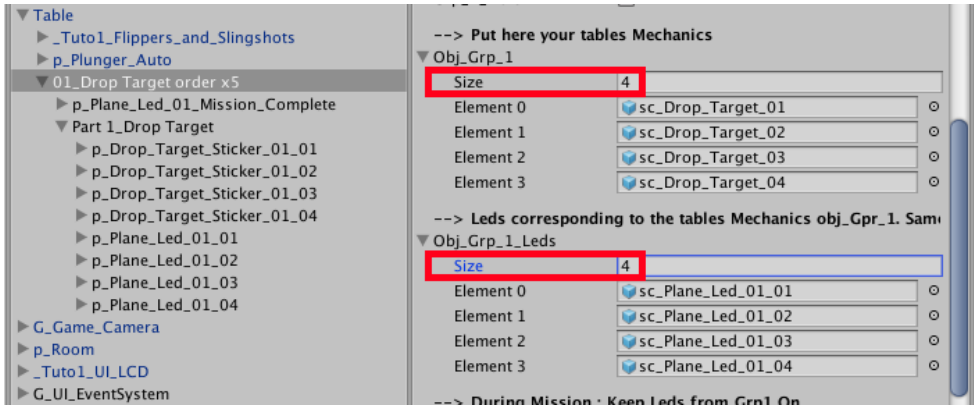


Step 2 : Delete p_Drop_Target_Sticker_01_05 (Table -> 01_Drop Target order x5 -> Part 1_Drop Target -> p_Drop_Target_Sticker_01_05)
Delete p_Plane_Led_01_05 (Table -> Part 1_Drop Target -> p_Plane_Led_01_05)



Step 3 : Modify the mission

Select 01_Drop Target order x5 (Table -> 01_Drop Target order x5)
Change Obj_Grp_1 -> Size to 4
Change Obj_Grp_1_Leds -> Size to 4

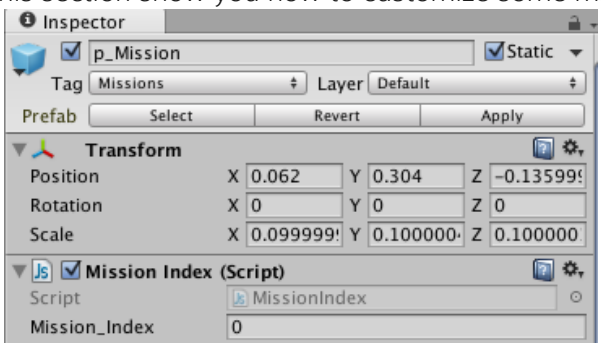


Your new mission is ready. Press Play

If you have a problem open Tuto2_4(Project -> Assets -> Scenes -> Tuto -> Tuto2 -> Tuto2_4)

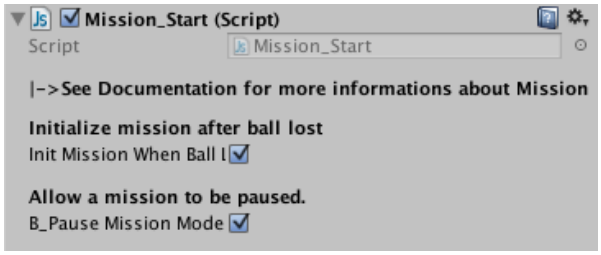
04° How to modify basics settings from a mission ?

This section show you how to customize some mission parameters.

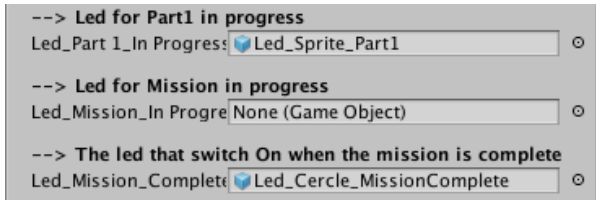


Tag : Missions

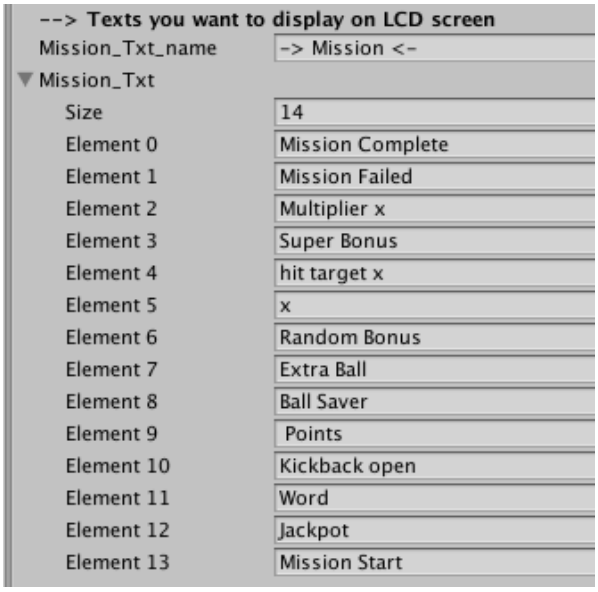
Mission_index : VERY IMPORTANT Choose a unique Index for each mission.



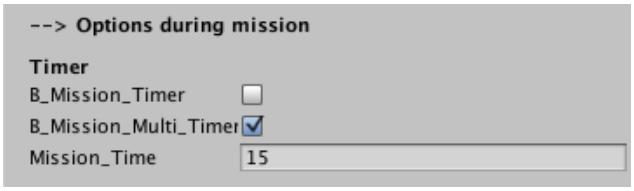
InitMissionWhenBallLost : if True the mission is init when the player lose a ball. False the mission is init only if it's the part 2 of the mission or when the player is game over.
b_PauseMissionMode : If false. Mission is not affected by the pause of other mission. And the mission couldn't pause other mission



Led_Part1_InProgress : Switch On a led when mission Part1 is in progress
Led_Mission_InProgress : Switch On a led when mission Part 2 is in progress
Led_Mission_Complete : Switch On a led when mission is complete. This led stay switch On until

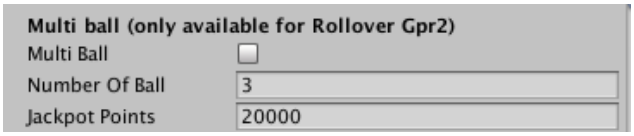


the player is game over
Mission_Txt_name : Mission name



When mission Part 2 start you could choose to add a mission Timer. If timer = 0 mission is failed.

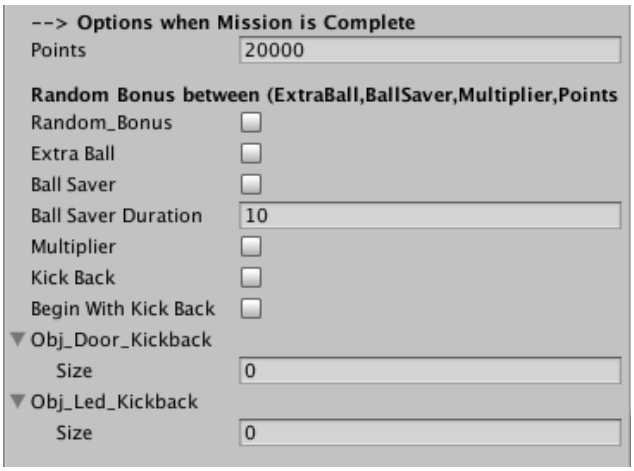
b_Mission_Timer : If true : Timer is not initialized during mission part 2.
b_Mission_Multi_Timer : If true : Timer is initialized when ball hit an object
Mission_Timer : Timer duration



Multi Ball is only available with Rollover on part 2

Multi-ball starts when Mission part 1 is ended and stop when there is only one ball on playfield.

MultiBall : if true, multi ball start when mission part 1 is ended.
MultiBall ended when all the multiball are ejected and there is only one ball on playfield
NumberOfBall : The number of multi ball.
JackpotPoints : Points win when ball go through a rollover



Bonus options when a mission is complete

Choose only one option at a time
Random_Bonus : choose a bonus randomly between Extra Ball, Ball Saver, Multiplier, points
ExtraBall : win an extra ball
BallSaver : Ball saver start
BallSaverDuration : Choose the duration of the ball Saver
Multiplier : increase the Bonus multiplier

05° How to add a ramp ?

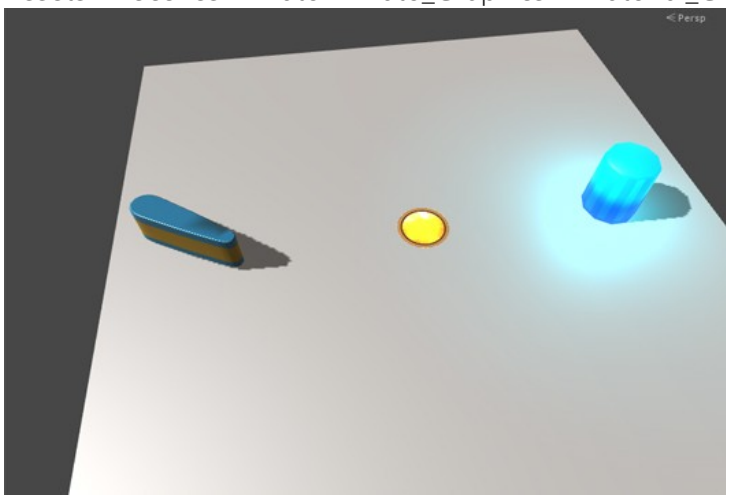
You find ready to use ramp and pipe inside folder Project -> Assets -> Prefabs -> Grp_Ramps_And_Pipes -> _READY TO USE Pipe and Ramp

Example : drag'n'drop prefab 01_Ramp_01 inside gameObject Table on the Hierarchy.
(Project -> Assets -> Prefabs -> Grp_Ramps_And_Pipes -> _READY TO USE Pipe and Ramp -> 01_Ramp_01)

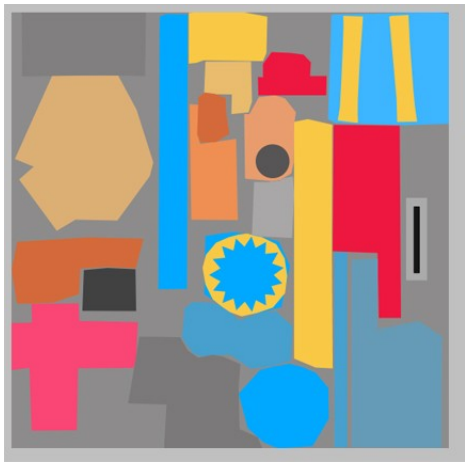
If you want to create your own ramp and pipe see Documentation_Part_2 section Ramp and pipe.

06° How to modify pinball illustration (cabinet, playfield, leds ...)

Step 1 : In Unity open : Tutorial_Graphics
Assets -> Scenes -> Tuto -> Tuto_Graphics -> Tutorial_Graphics

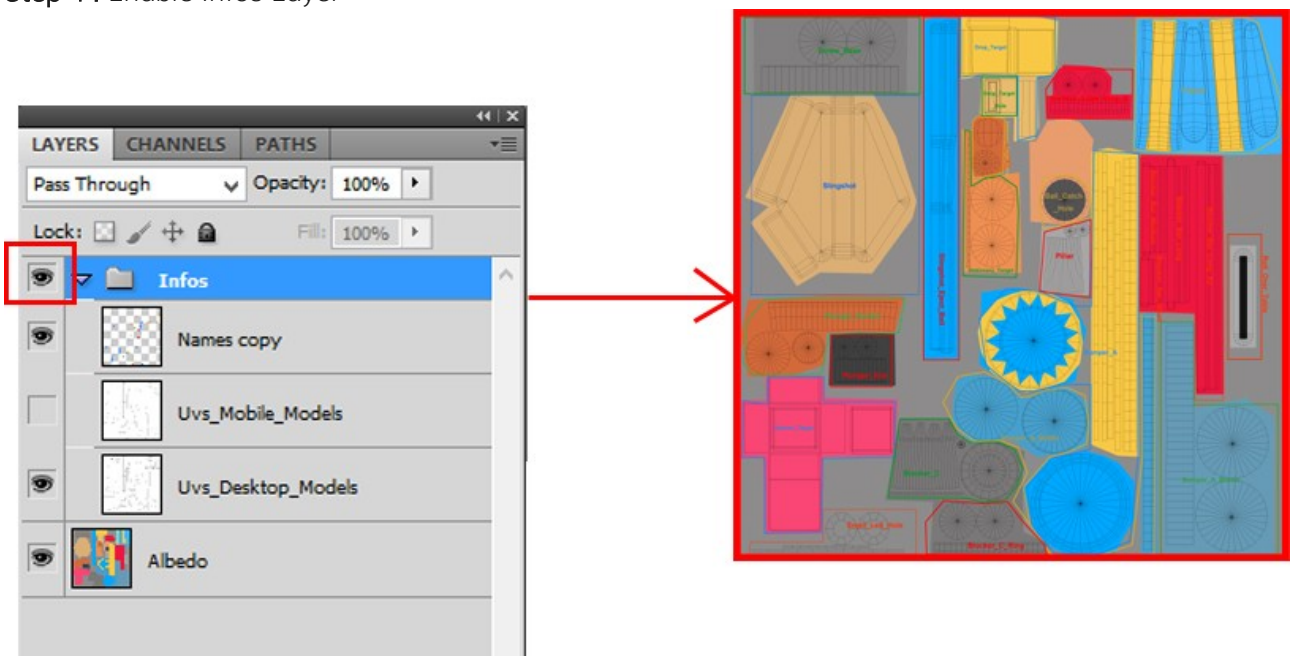


Step 2 : Open your favorite drawing software :



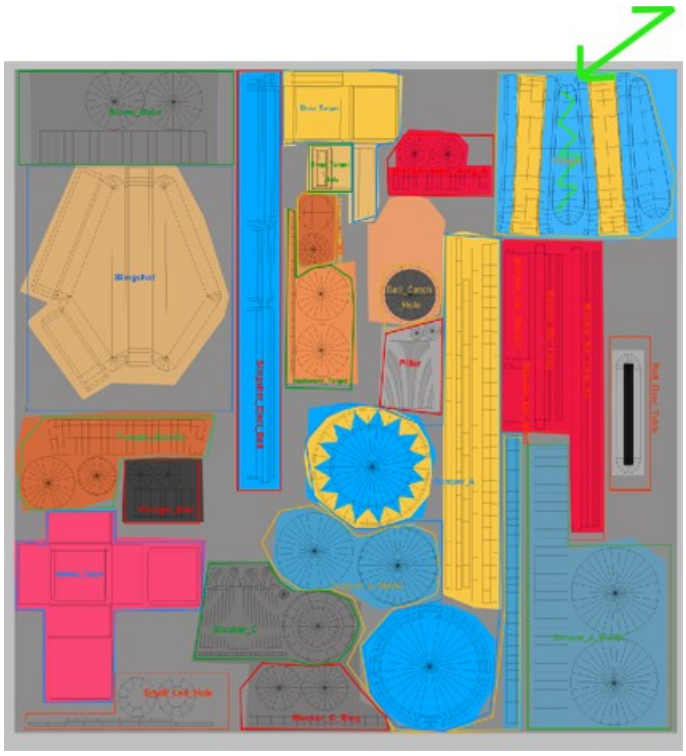
Step 3 : Open Assets ->Textures -> Textures_Tuto -> Tuto_Texture_02_Albedo_v2

Step 4 : Enable Infos Layer



Step 5 : Create new layer for greater comfort.

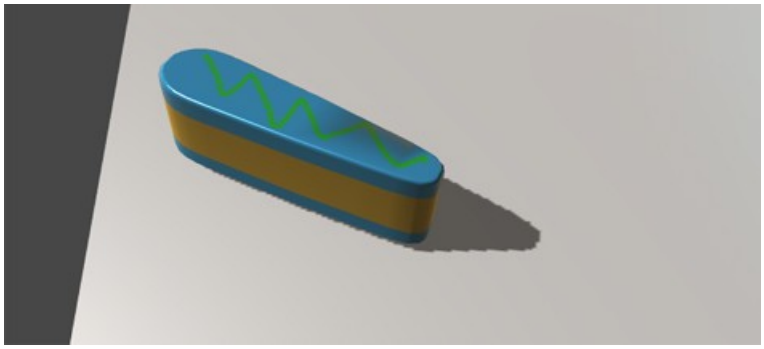
Step 6 : Draw what you want on the texture.



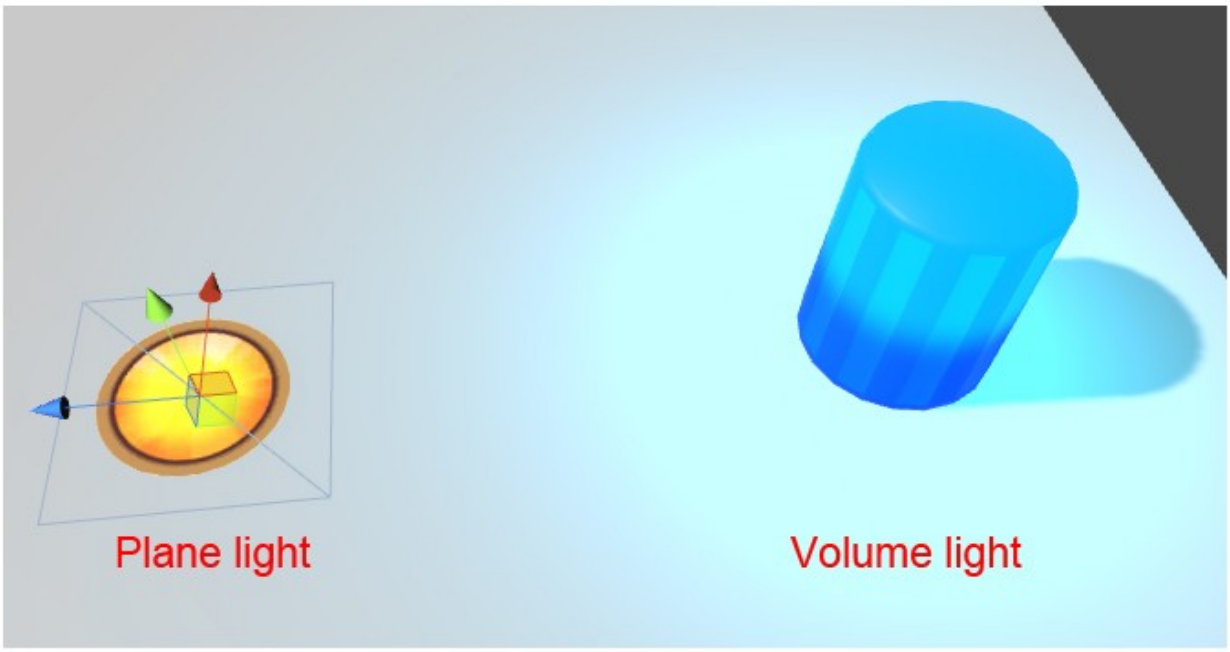
Step 7 : Disable Infos Layer

Step 8 : Save Texture in psd

Step 9 : Open Unity : texture automatically change

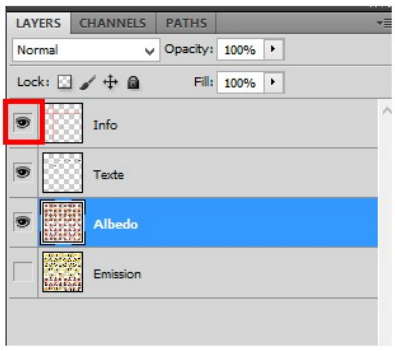


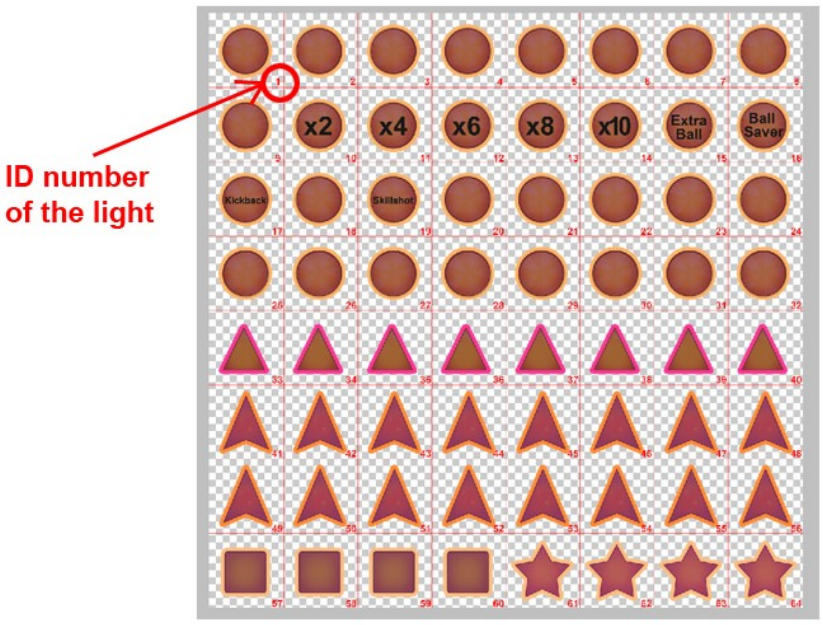
Lights are separate in 2 categories : plane light and volume light
Each light need one albedo texture and one emission texture.



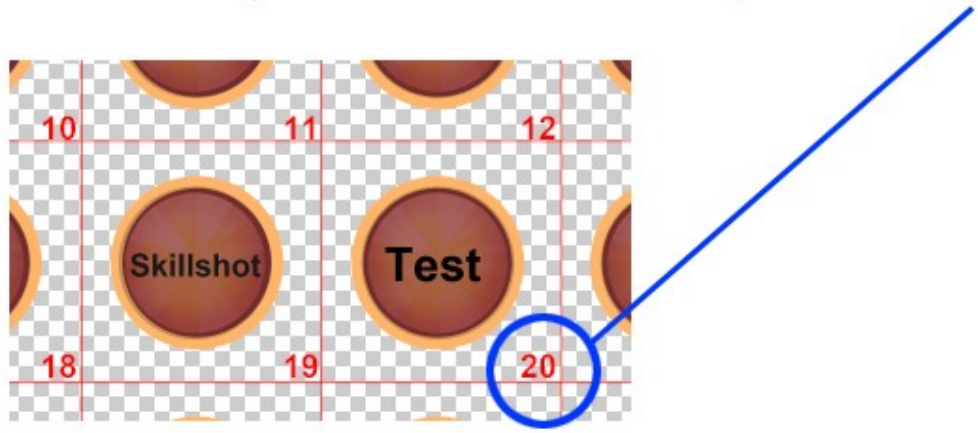
Step 1 : In your drawning software:
Open Assets ->Textures -> Textures_Tuto -> Tuto_Sticker_Led_01_Albedo

Step 2 : Enable Infos Layer

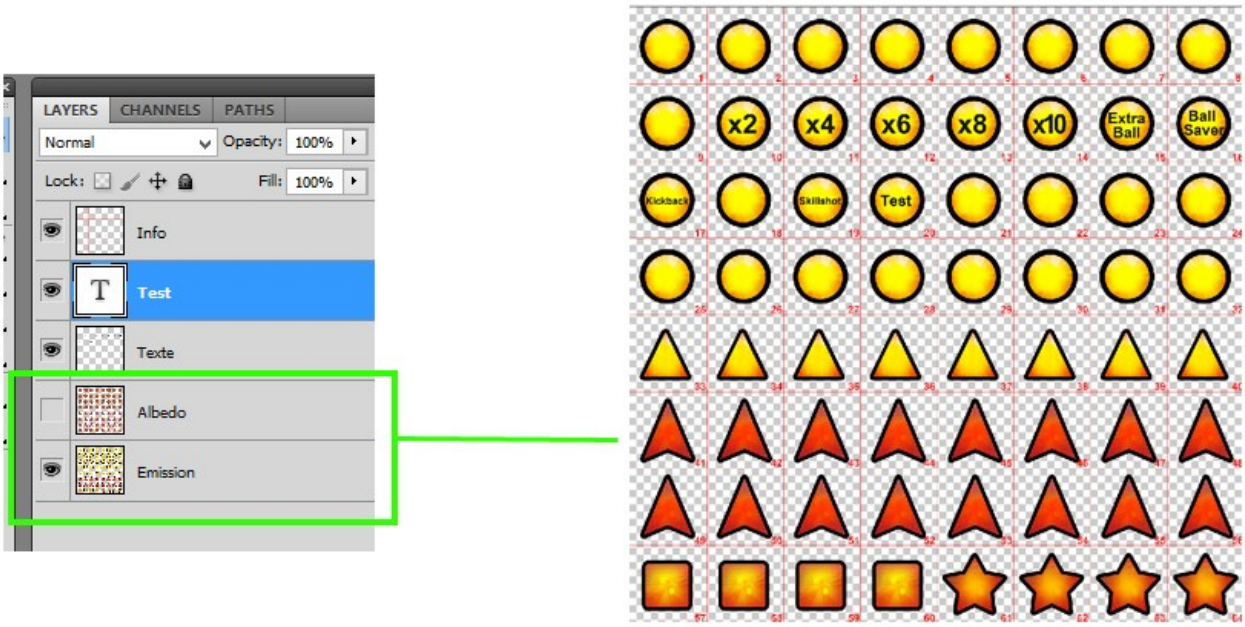




Step 3 : On a new layer write the word Test (In the 20 id number square)



Step 4 : Disable info layer
Step 5 : Save
Step 6 : Disable albedo layer
Step 7 : Enable Emission Layer



Step 8 : Save in psd with the name Tuto_Sticker_Led_01_Emission.psd

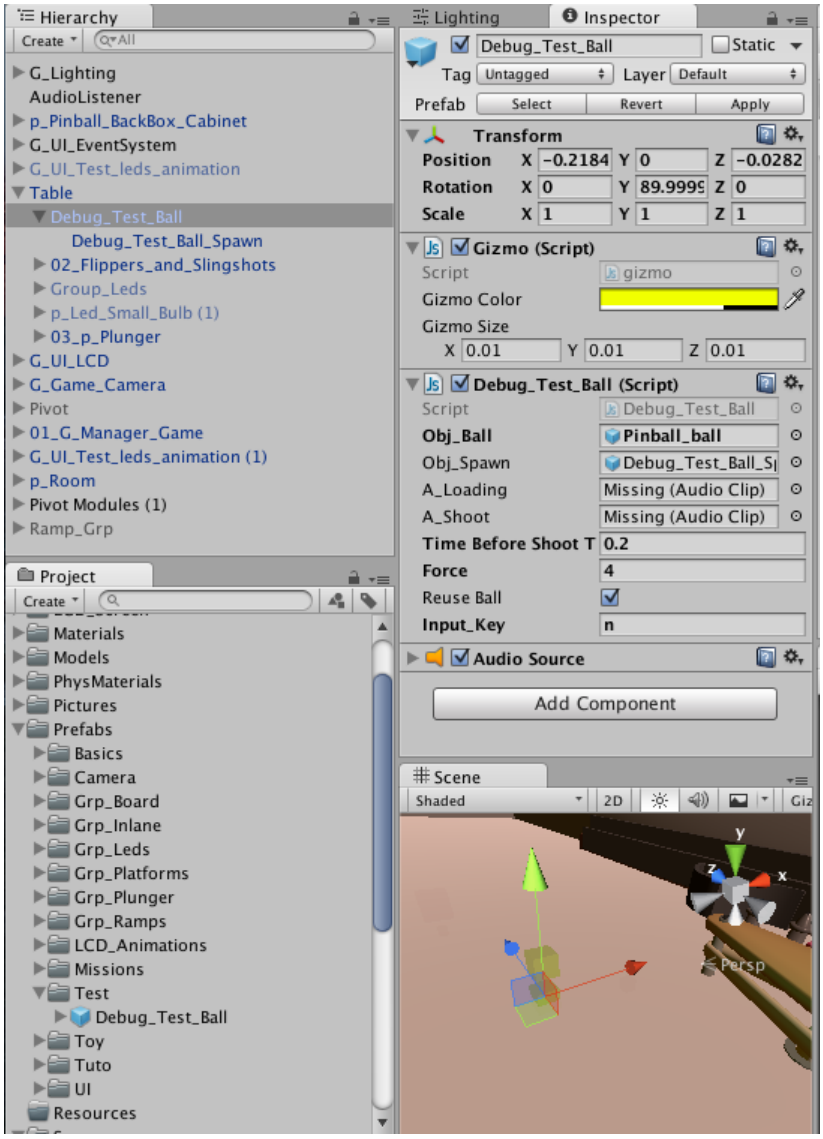
Step 9 : Open Unity : texture automatically change
Volume light work in a similar way.

07° How to easily test a mission

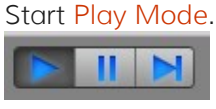
Debug_Test_Ball is used to help you test mission.

Step 1 :
Open Project -> Assets -> Scenes -> Tuto -> Tuto6 -> Tuto6

Step 2 :
Open Hierachy -> Table and select Debug_Test_Ball (pic 1).



Step 3 :
Start Play Mode.

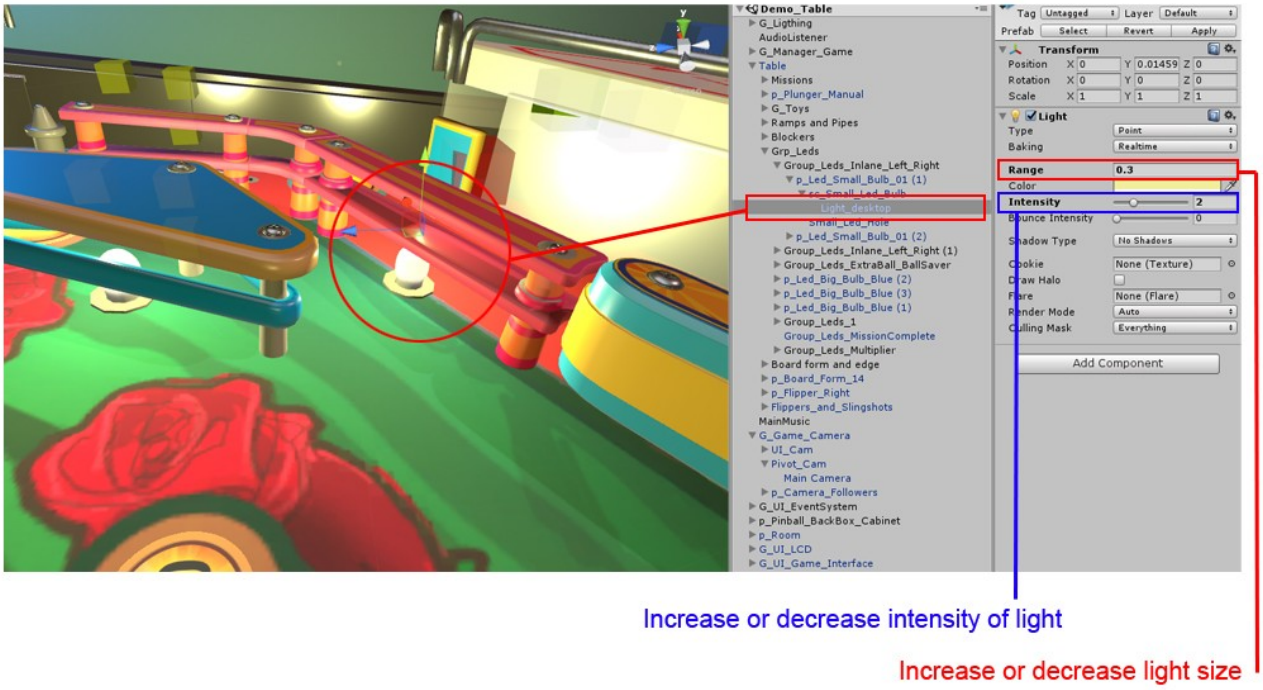


Press N : A ball spawn.
Release N : ball is ejected on Z Debug_Test_Ball direction.

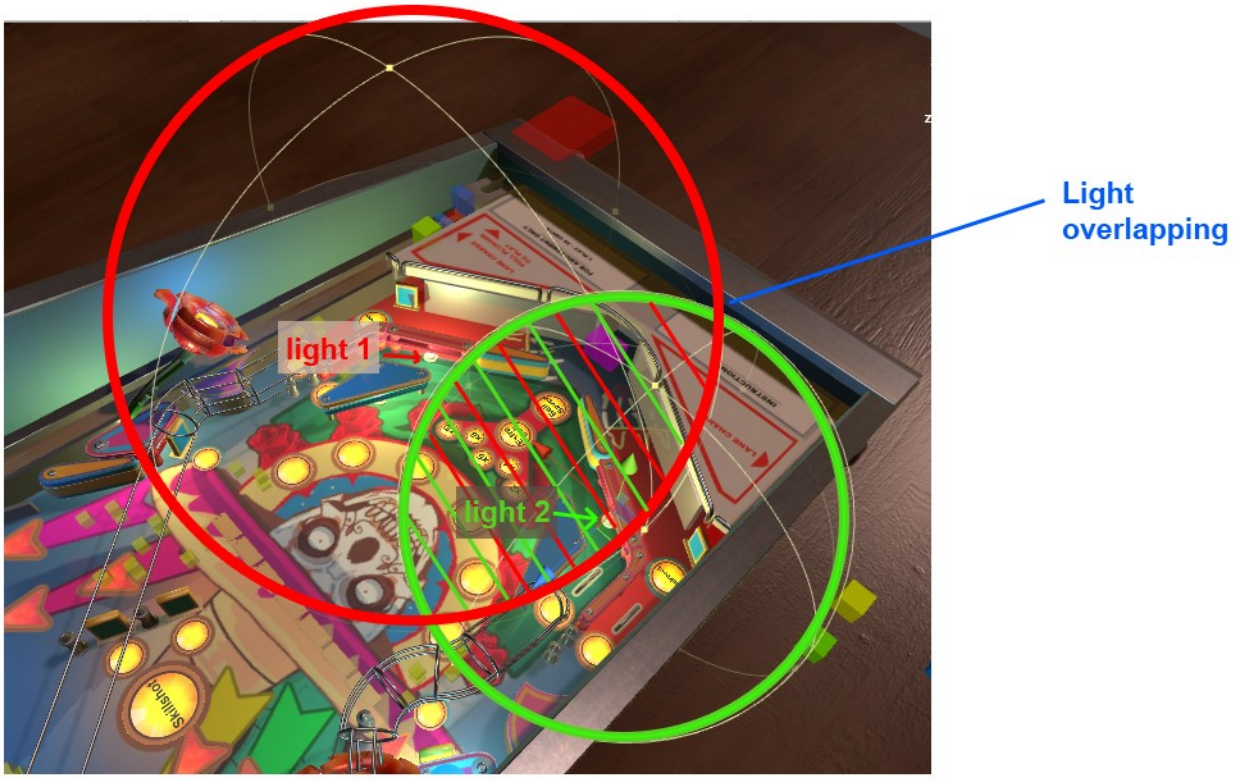
You could put as many Debug_Test_Ball as you want. Choose a unique input for each of them.
It is an easy way to test mission.

08° Light intensity and pixel light count

Cabinet Light Intensity:
In hierarchy tab select one light.

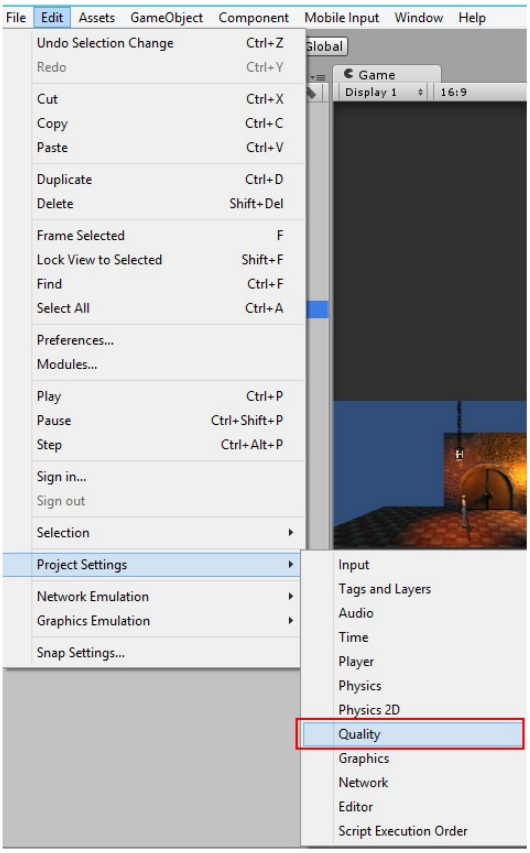


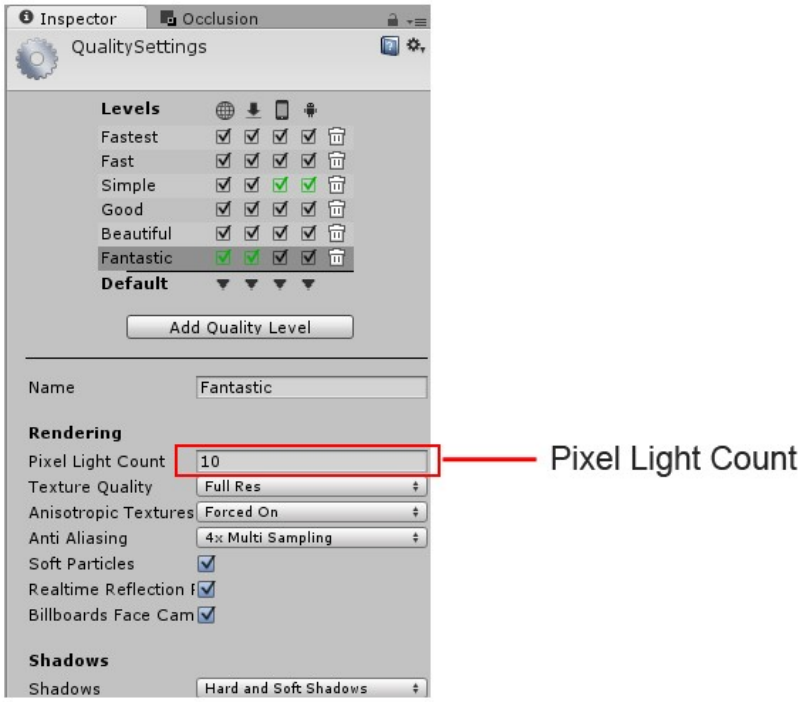
Tips: If a lot of light overlap you need to increase pixel light count to avoid strange result (Light appear to flash or disappear).
Pixel Light Count might use a lot of CPU. Choose the lowest value as possible , decrease light range value or move light if possible.



Pixel Light count : Increase or decrease pixel light count :

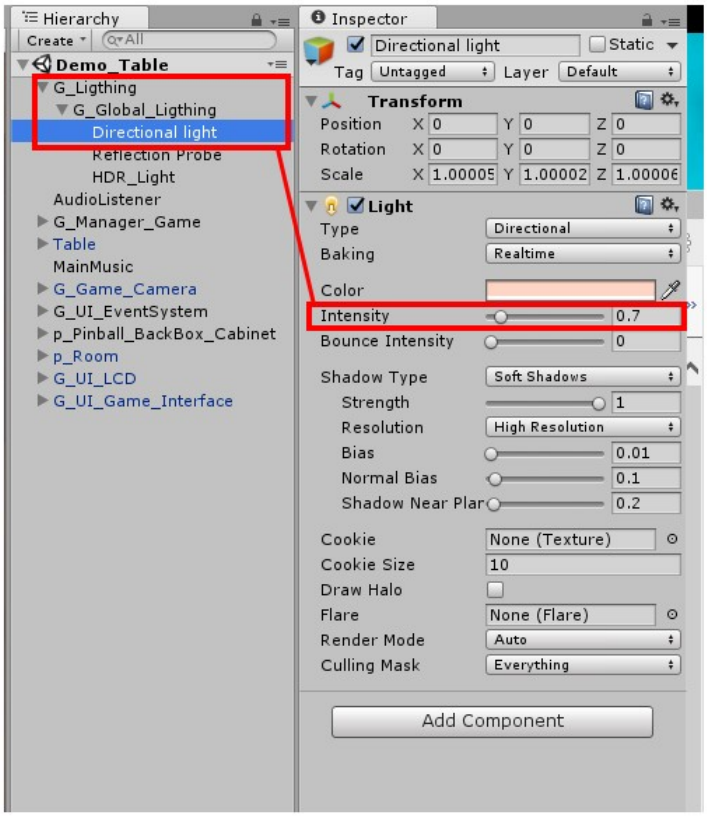
Step 1 : Open Edit -> Project Settings -> Quality





Ambiance Light : Increase or decrease ambient lighting

Step 1 : In hierarchy tab select Directional light.
Step 2 : Increase or decrease Intensity value.



09° Build issue.

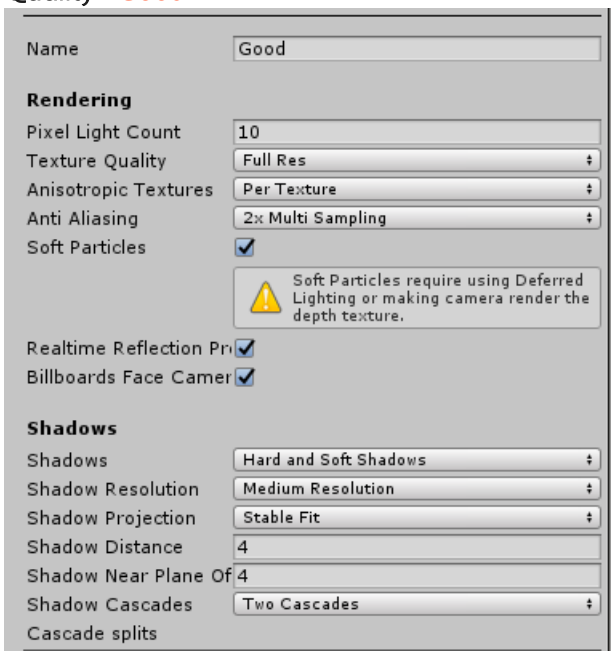
If you have an issue when you create a build of your scene :

1- Create a new Empty scene before you export your pinball. (File -> New Scene)
2- Export your scene.

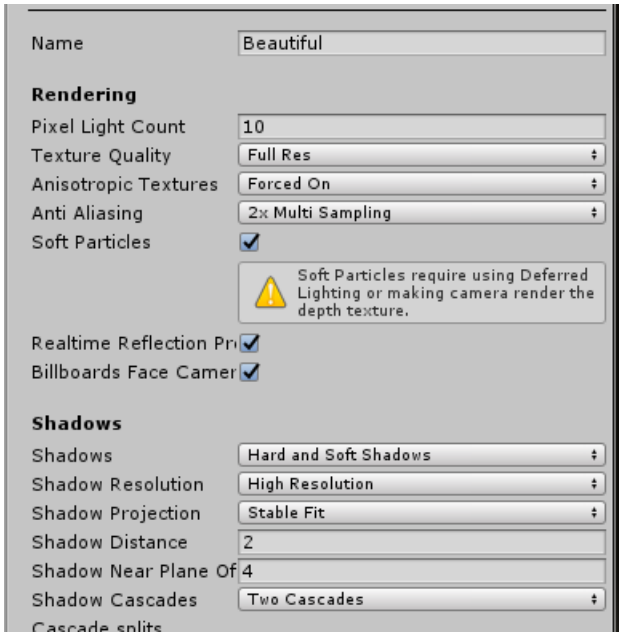
10° Quality Settings.

Here you find the parameters you choose for the quality setting when you create a build.

Quality : Good



Quality : Beautiful



Quality : Fantastic

11° Mobile Control.

See section Mobile Control on Documentation Part 2 PDF.

Troubleshooting :

Usually if there is an error on the console window check if everything is well configure and connect on

- Table mechanics.
- Missions
- GameManager

Mission :
Check if your mission have a unique ID.
If you want a mission with just the part 1. Check if HowManyTime_Grp_2 = 0.
Choose only 1 type of tables mechanics.
Check if there is no empty Element inside Obj_Grp_1, Obj_Grp_1_Leds, Obj_Grp_2, Obj_Grp_2_Leds.
Check if you have the right number of leds inside Obj_Grp_1_Leds and Obj_Grp_2_Leds.
If you choose Kickback option check if kickback is connected
Check if animations is missing

Table Mechanics (targets, rollover, bumper, spinner and hole) :
Check if each table Mechanic have a unique ID inside a mission.

Check if each table Mechanic is connected to the mission (variable Parent_Manager).

Export :
If you have some lag try to uncheck dynamic batching inside Project Settings -> Player.

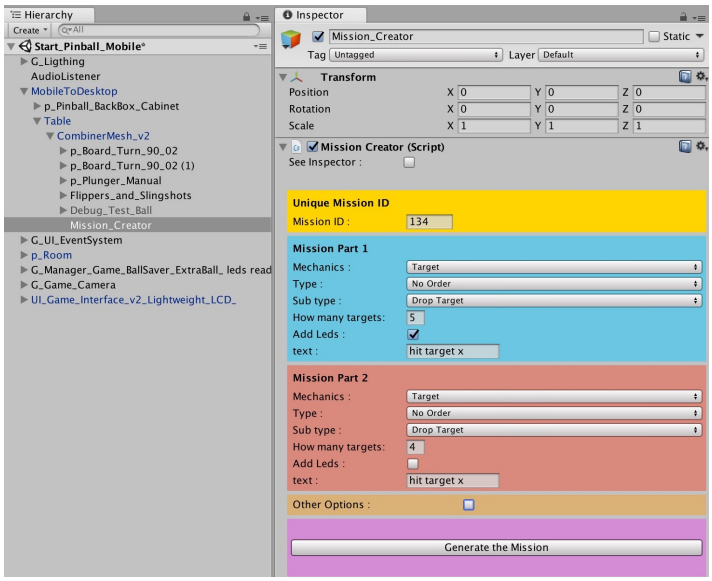
Debug_Test_Ball :
Deactivate them when you create your build.

Realtime lights on old mobile device
With Unity 5.6, you could have issue with realtime lights (we experiment the issue with galaxy tab 3).
Delete realtime light on mobile version if you want to target old device with unity 5.6

Mission Creator new module:

Mission Creator module allow to create mission more easily :

You find the Mission Creator in the Hierarchy tab.
(Hierarchy tab : MobileToDesktop → CombinerMesh_v2 → Mission Creator)



1- Choose a unique ID for the mission.

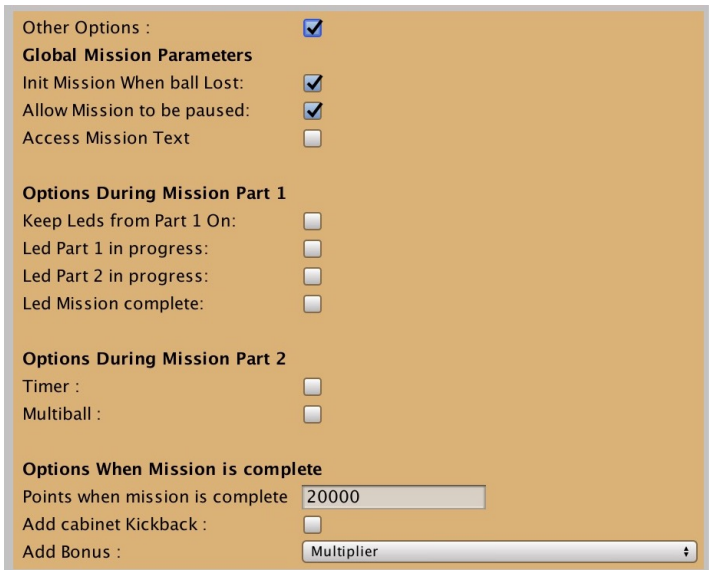
2- Choose which type of mechanics are used for mission Part 1.

Target, rollover, bumper, spinner, hole

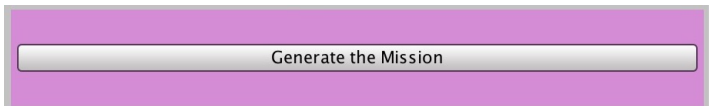
3- Choose which type of mechanics are used for mission Part 2.

Target, rollover, bumper, spinner, hole

4- Access more Options



5- Generate the Mission.



The mission is generate inside the gameObject Mission Creator