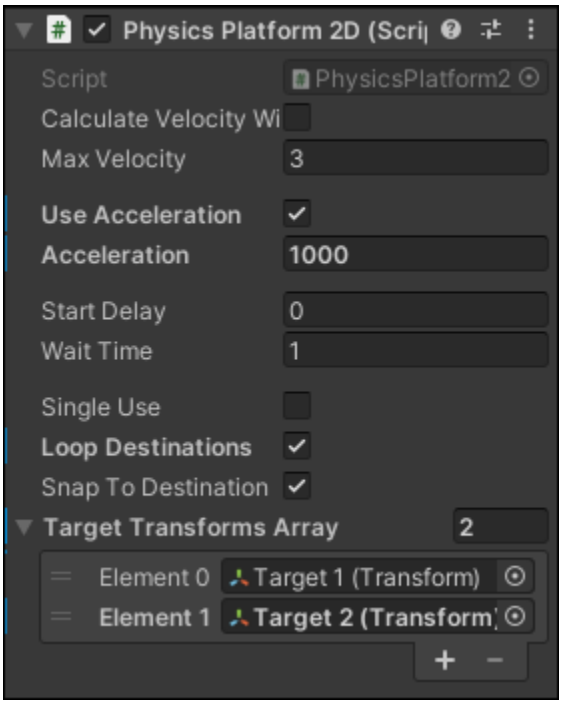
£D Moving Physics Platforms

This pack contains two types of moving platforms. A *Regular Platform* which moves along a specified path and a *Lever Platform* which has the additional functionality of being stopped/started by a lever.

How To Use Regular Platform

Drag the "*Physics Moving Platform 2D*" prefab into the scene.



Calculate Velocity with Move Time

- **Ticked –** The *Max Velocity* will be calculated according the *Move Time* and the distance between the start position and the first target position game object. The max velocity calculated will be inaccurate if "*Use Acceleration*" is ticked
- **Un-Ticked –** The *Max Velocity* can be set directly and move time is irrelevant.

Use Acceleration

Determines whether the platform will gradually pick up speed until it reaches the M*ax Velocity* or whether it immediately moves at the *Max Velocity*.

Start Delay

An initial delay before the platform starts moving.

Wait Time
The time the platform waits at each target transform before moving again.

Single Use
If ticked the platform will stop once it reaches the last Target Transform in the array.

Loop Destinations
This is only relevant if *Single Use* is false.
(Assuming there are two or more Target Positions in the array)

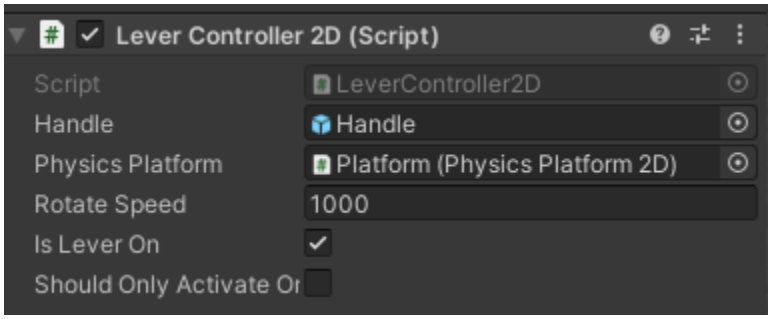
- **Ticked –** The platform will loop around the start position and target positions array
  start => target1 => target2 => start => target1 => target 2 etc.
- **Un-Ticked –** Once the platform reaches the last target Position in the array, the platform will start to move backwards through the array towards the start position.
  start => target1 => target2 => target1 => start => target1 etc.

Snap to Destination
If ticked the platform will snap to the exact target position once the platform stops.
It is recommended to leave this on.

Target Transform Array
This is an array of Transforms which the platform will move to one by one. Duplicate the "*Target Position*" game object in the "*Physics Moving Platform*" prefab and drag it into the next element of the array.

How to Use Lever Platform

Drag the "*Lever Physics Moving Platform 2D*" prefab into the scene.
The platform part of the lever platform works just as the one above



Handle
This is the game object which will rotate when the lever is activated/deactivated.

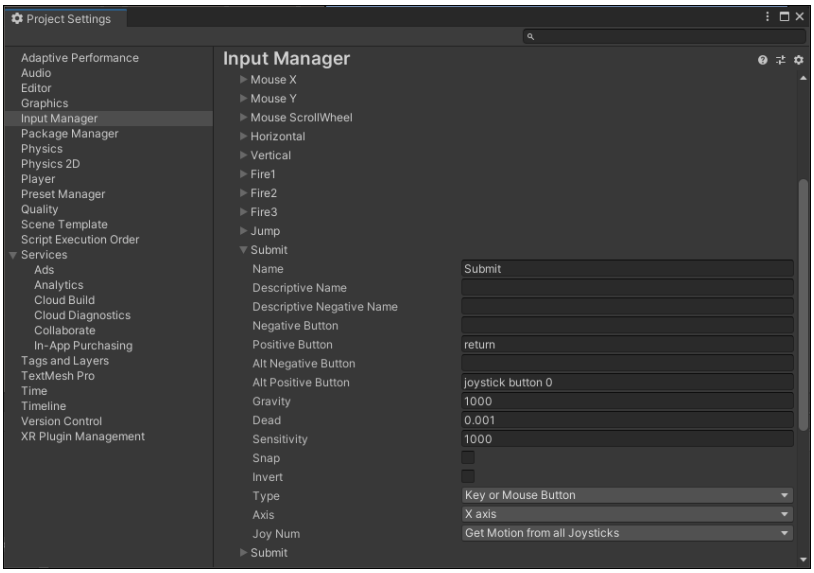
Physics Platform
The Platform which this lever controls

Rotate Speed
This is the speed which the handle will move when activated.

Is Lever On
Controls whether the platform will be moving when the level starts

Should Only Activate Once
If this is ticked then the lever can only be activated (or deactivated) once.

Activating Lever
The lever will be activated when the lever is touching a game object with the tag "Player" and the *Submit* key is pressed. By default the submit key is "*Enter*" on the keyboard and "*Square*" on a DS4 controller. The code for this is at the end of the *LeverController* script should you wish to change the activation method.



Other Details

Platform Rigidbody Mass
The gravity on the platform Rigidbody is disabled but they can still be affected indirectly by gravity when the player stands on the platform, causing the platform to "fall". To counter this the mass of the platform Rigidbody has been increased to *10000*.

To replace the basic white platform in the pack with your own, you can replace the "*Platform Sprite*" game object with whatever game object(s) you'd like. Just be sure to resize the Box Collider on the "*Platform*" *game object if required.*

The platforms have a friction material applied to them. This helps to stop the platform's leaving the player behind when they move quickly.

Credits

Brecht Lecluyse (www.brechtos.com) for code which allows for dynamic inspector attributes.
http://www.brechtos.com/hiding-or-disabling-inspector-properties-using-propertydrawers-within-unity-5/