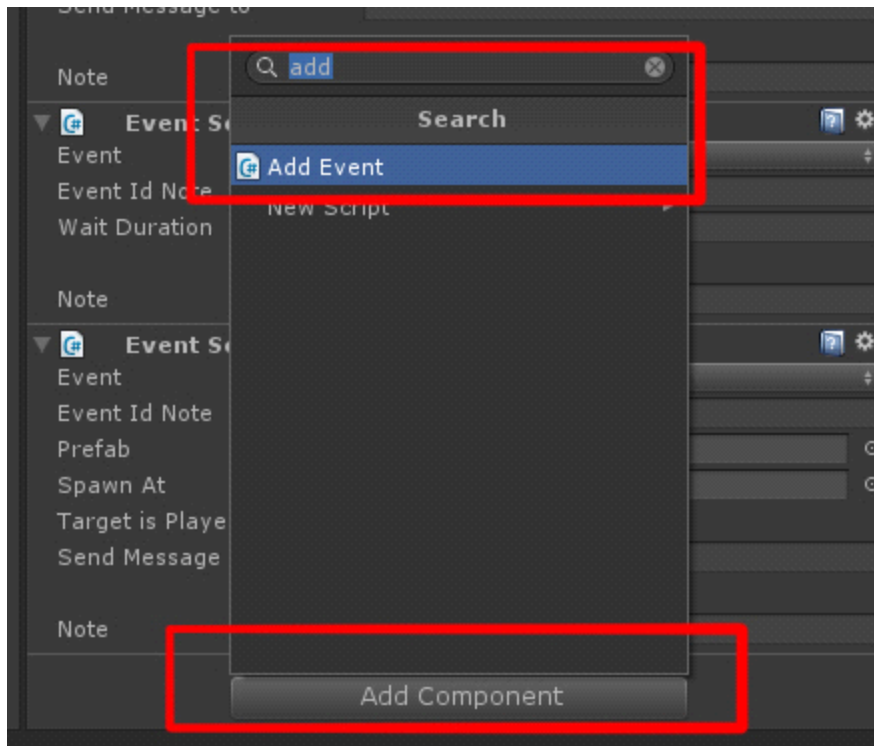# Easy Event Maker Tutorial

Welcome to Easy Event Maker Tutorial! With this kit, you can easily create your own story event with this kit. For advanced scripter, you can also easily add your custom event too.

Getting Started

You can add an event by clicking "Add Component" and then select "Add Event" script

Event Activator & Start Condition

You can set one or more start condition for the event on this component.
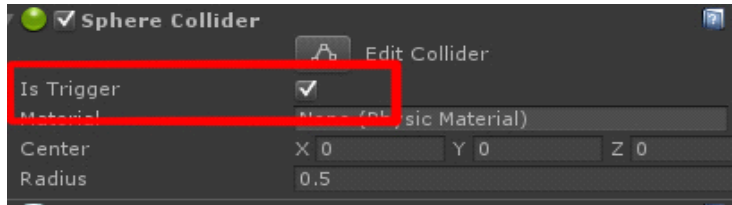
- Key Trigger

The Event will start when the player (with PlayerActivateEvent component) interact with it.

- Collision

The Event will start when a gameobject with Rigidbody collides with it.

- Trigger Enter

The Event will start when the player enter to this event object's trigger

- Auto Start

The Event will start automatically when the scene is started.

- None

The Event will not start unless activated with another script.

Look at Player - This event object will look at the player when the event is activated.

Lock Y Angle - Lock Y axis of this event object to prevent it from look up or down.

Freeze Player during event - Player will not able to move or attack while the event is processing.

(This function will set static bool EventActivator.globalFreeze to true. If you use custom player controller script, you can use that bool to make your player controller freeze if it = true

or if necessary, you can adjust your own custom script to freeze your player with FreezePlayer() function from EventActivator script).

Tips

Rearrange the order an event by right clicking the gear icon on the top-right of event component and then select "Move Up" or "Move Down"
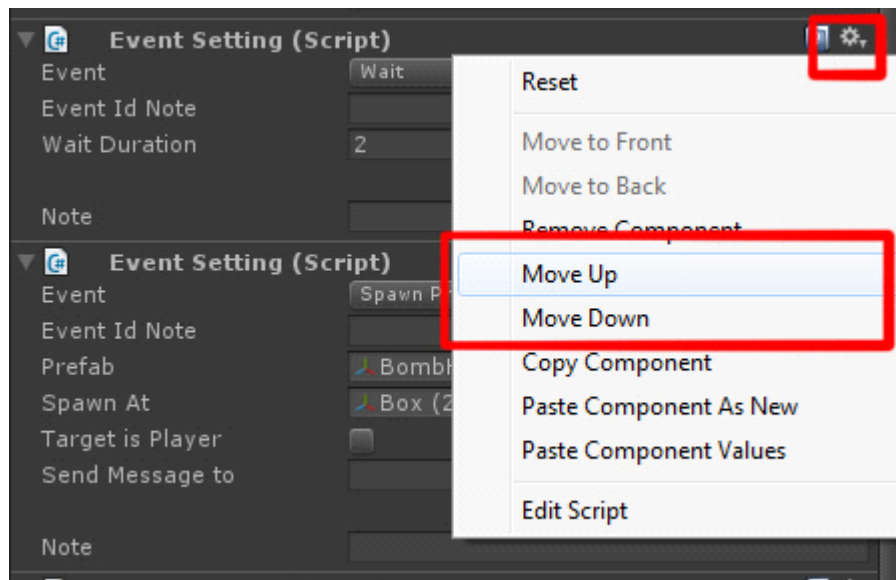
Important Notice!

If your event object is from prefab. I strongly recommend you to use "Break Prefab Instance" to prevent conflicts event order or accidentally add something on the prefab that may results in issues in the event in the scene.
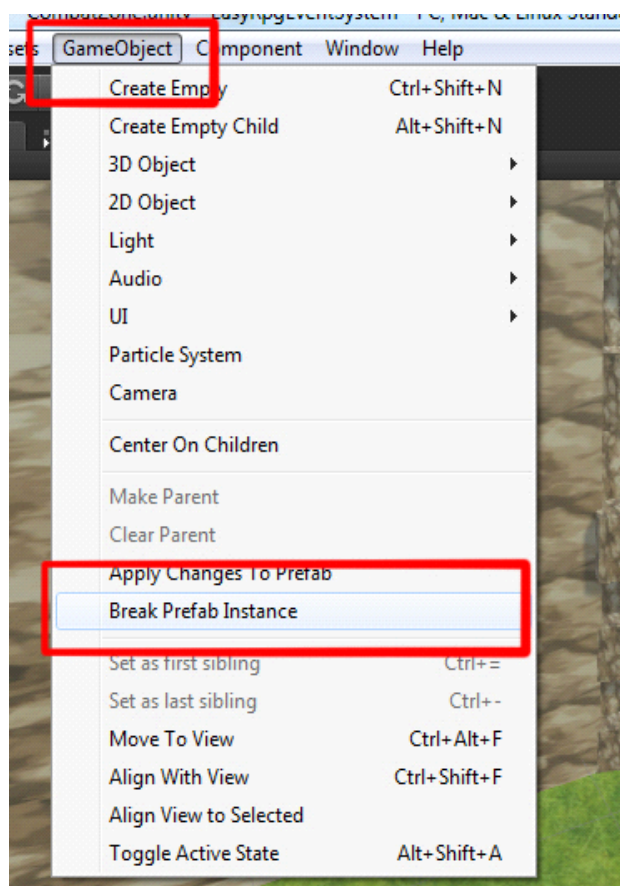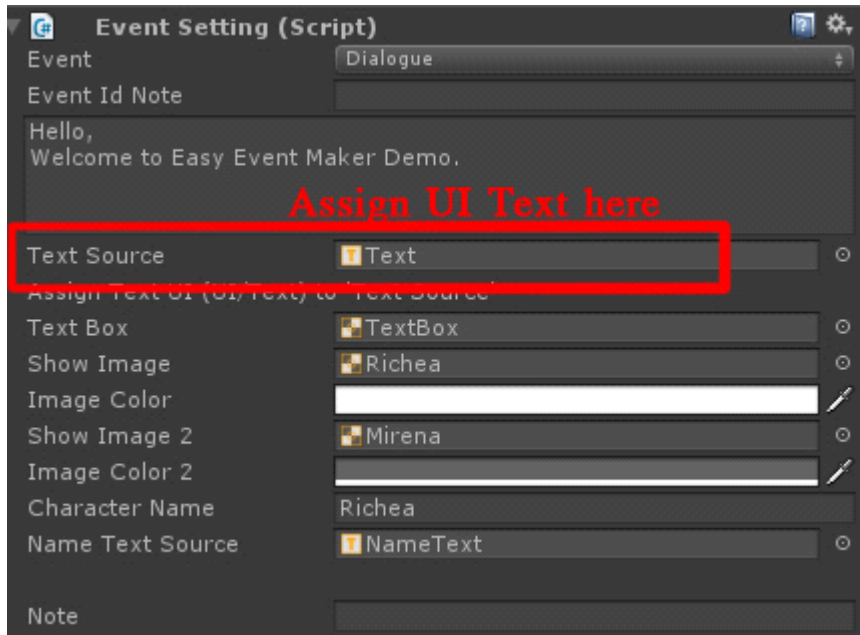
Events Lists

Dialogue

This will show the text dialogue. Require UI Text as the source.

You can also assign Image UI as a background or Character image.

Wait

You can delay time for your event with this command. This can be used with other events, for example:

- Play Wave Animation

- Wait 2 Seconds

- Play Idle Animation

= Play Wave Animation for 2 Seconds then play idle animation.

SpawnPrefab

You can spawn a prefab with this command. You can set its position and rotation even sendMessage to it after it's spawned.

SpawnPrefabAtObject

You can spawn a prefab at gameObject's position with the same rotation using this command. You can also sendMessage to it after it's spawned.
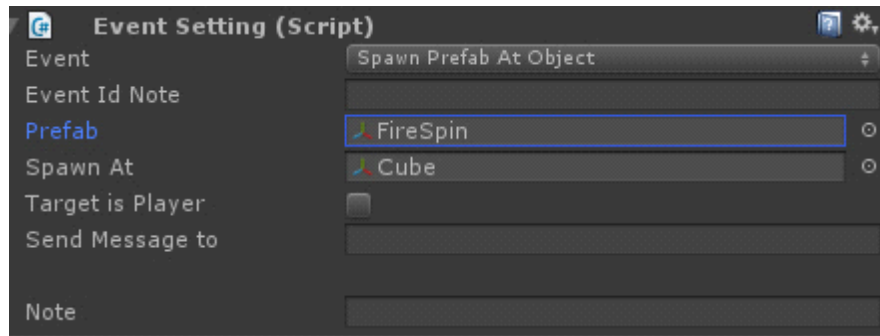
As shown above, this will spawn FireSpin prefab at Cube position

GoToEvent

This command is used to jump to the Event ID you want. You can easily make a looping event with this command. For example:

- Spawn FireBomb prefab

- Wait 2 seconds

- Go to Event 0

= Spawn FireBomb prefab , wait 2 seconds then Spawn FireBomb prefab and wait 2 seconds again and again........

MoveObject

This command is used for moving an object to the desired position.

MoveObjectTowards

This command is used for moving an object towards another object. This can be useful for moving object towards a certain destination or having an object follows a certain target.
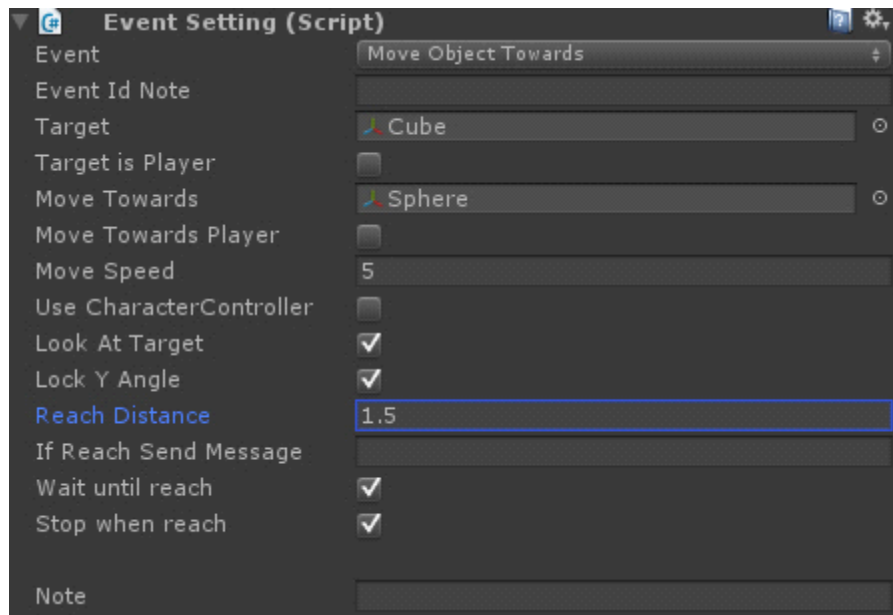
- Use CharacterController

If enabled, will use GetComponent<CharacterController>().Move instead of Vector3.MoveTowards

- Look at Target

Object will look at the target.

- Lock Y Angle

Lock Y axis to prevent object from looking up or down.

- Reach Distance

Reach distance for target object. If set to 0, the object will move until it's in the same position as target.

- If Reach SendMessage

When the object reaches the target destination, then it will SendMessage. Leave this blank if you don't want to send any message.

- Wait until reach

Wait until the object reach target to activate next event.

- Stop when reach

When object reach target, it will stop moving.

EnableObject
This command is used for enabling an object in the scene.

DisableObject
This command is used for disabling an object in the scene.

DeleteObject
This command is used for deleting an object in the scene.

PlayLegacyAnimation
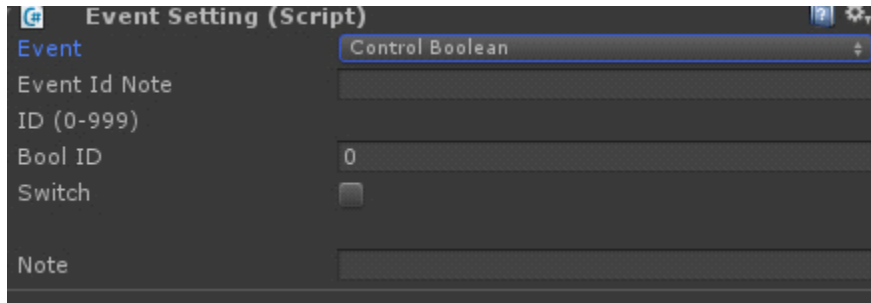This command is used for playing animation for Legacy rig model.
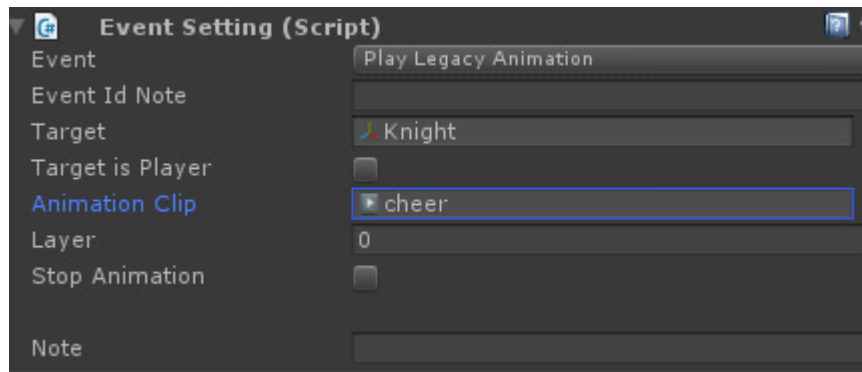
PlayMecanimAnimation
This command is used for playing animation for Generic or Hmanoid rig model.

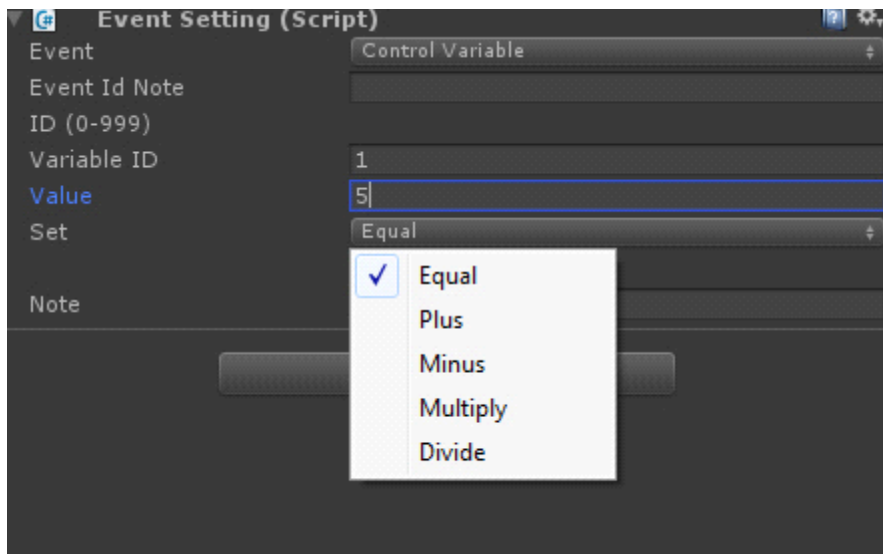You can also use Trigger Name to play the animation from your "AnimatorController"
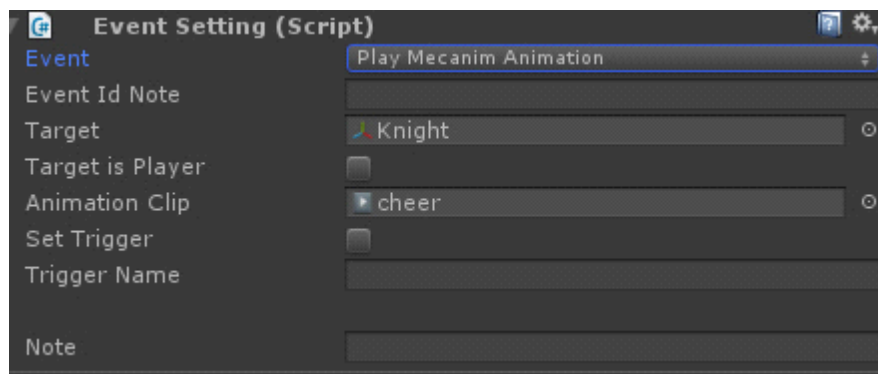
ControlBoolean

Used for controlling boolean variable. (Static bool from EventSetting.globalBoolean)

ControlVariable

Used for controlling int variable. (Static int from EventSetting.globalInt)

ConditionCheck

Used for checking condition(s) from EventSetting.globalInt or EventSetting.globalBoolean.

You can jump to another Event id or SendMessage if the condition is met or failed.
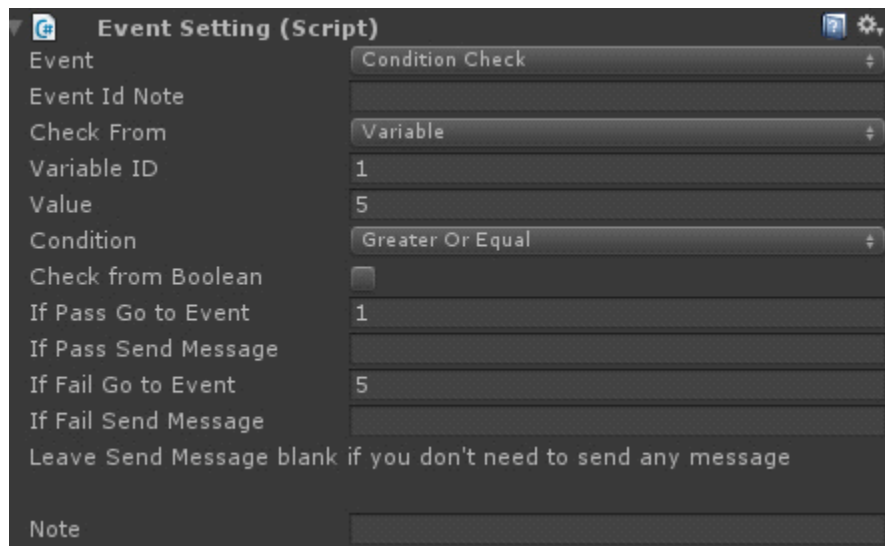
PlayBGM
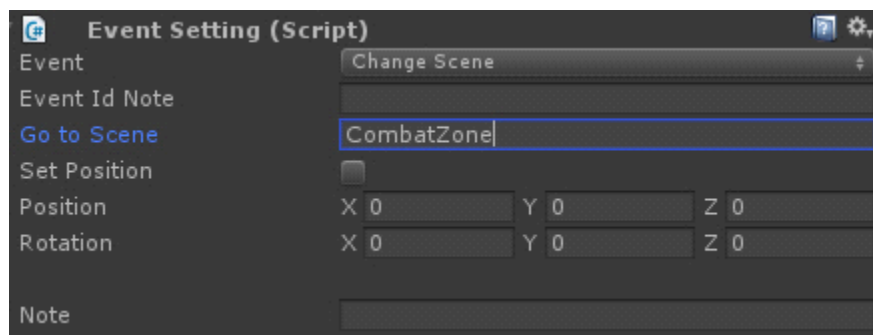
Used for playing an audio clip. The target object requires AudioSource to play.
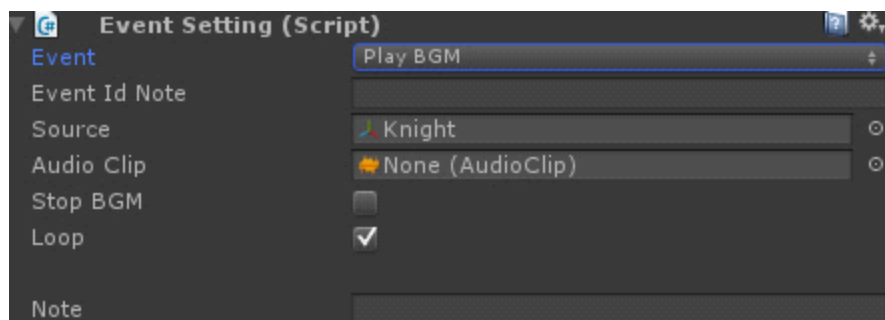
PlayOneShotAudio

Used for playing a one shot audio clip. The target object requires AudioSource to play.

ChangeScene

Used for changing the scene by name. You can set the position for an object (with Player tag) if you have one.

SetObjectLocation
Used for setting an object's position.

SetObjectRotation
Used for setting an object's rotation.

SetObjectAtObjectPosition
Used for setting an object's position and rotation at the target object.
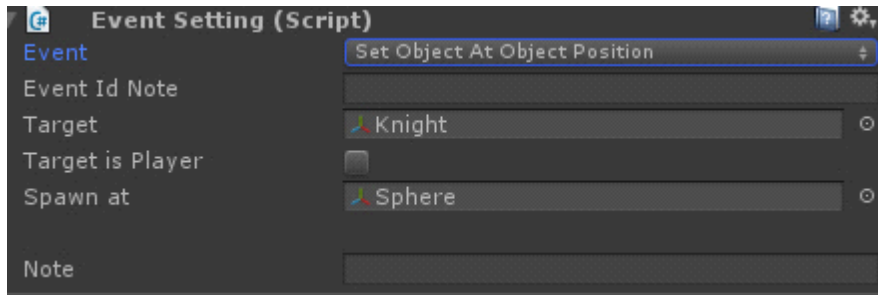
LookAtTarget
This command will make an object look at the target object.
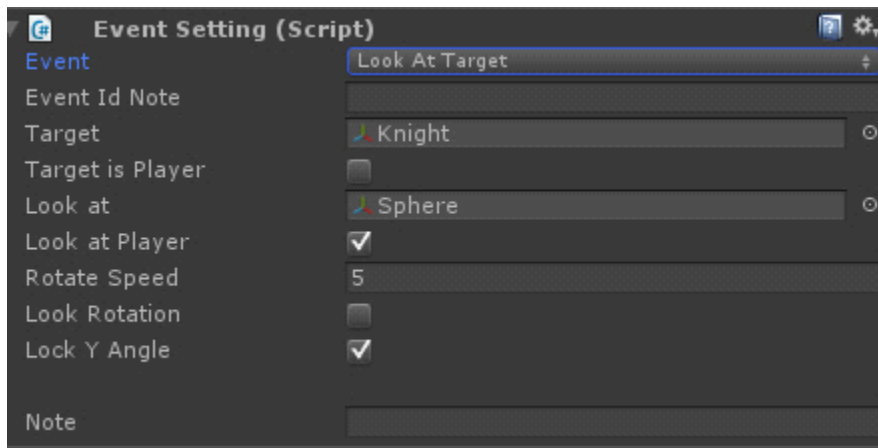
- Look Rotation

If enabled, the object will turn to the target smoothly and keep looking at it until

StopMovingAndLooking command is used

- Lock Y Angle

Enable this to lock Y axis and prevent the object from looking up or down.

StopMovingAndLooking
Have the object stop moving or looking at the target.

AmbientEditor

You can edit the fog and the skybox with this command.
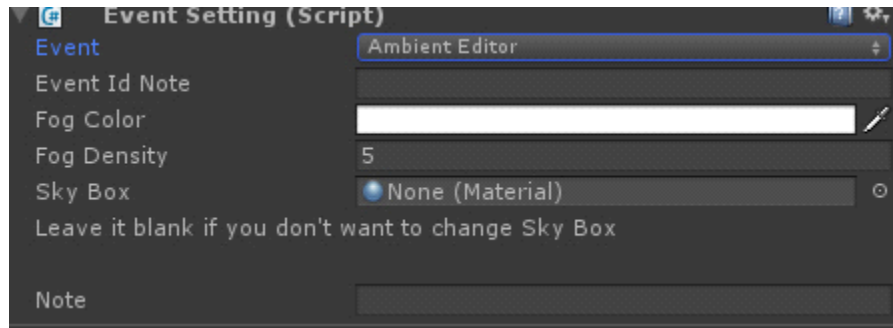
LightEditor

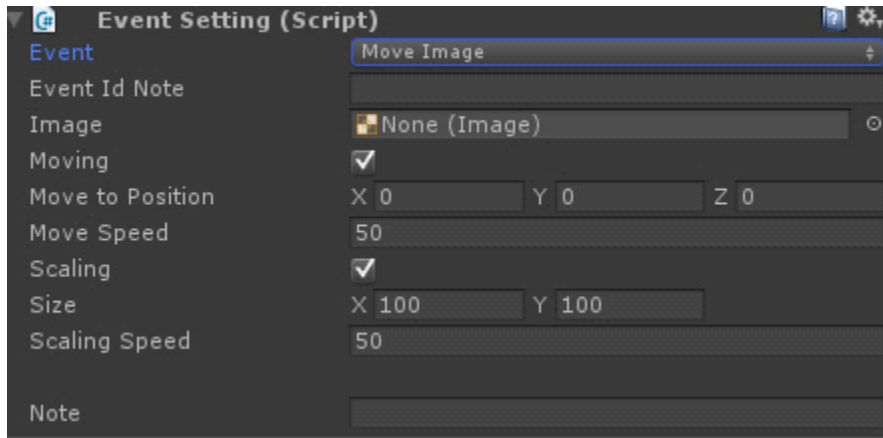You can edit the target light with this command.
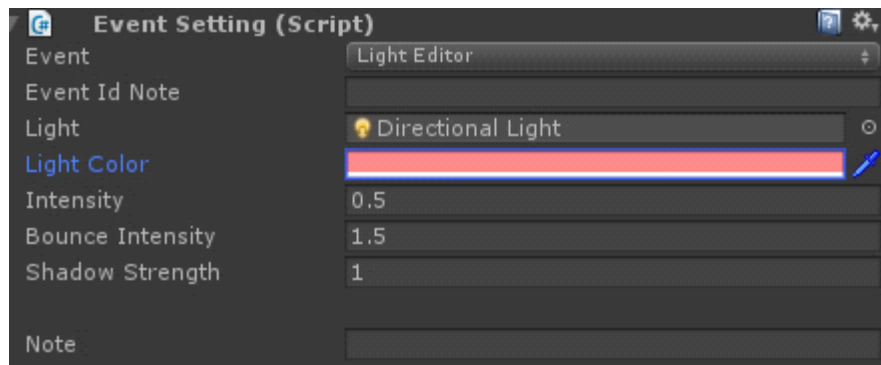
FadeImage

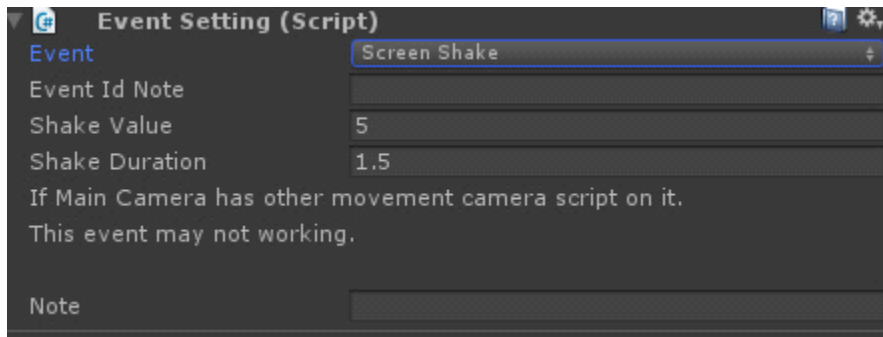Used for fading UI Image's color or transparency.
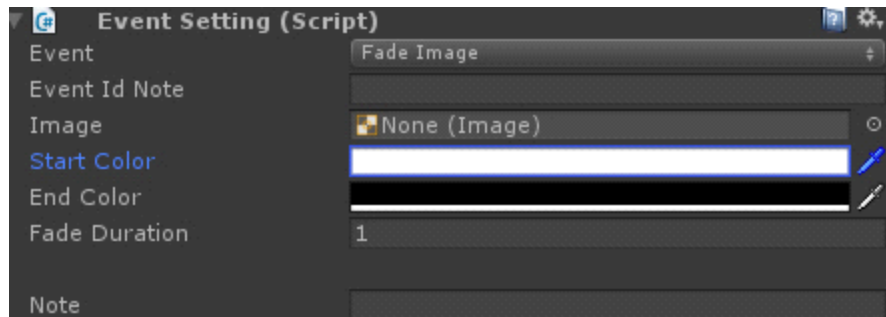
MoveImage

Used for moving and adjusting scale for UI Image.

ScreenShake

Use this command to shake the main camera. If the main camera already has other movement camera script on it, this event command might not work properly unless the other scrip is disabled or frozen.
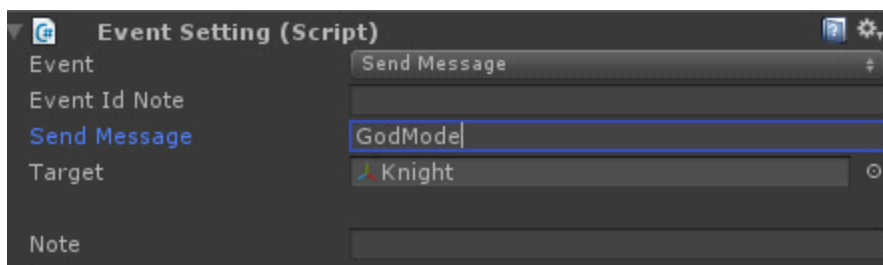

SetTimeScale

Use this to set TimeScale for the game.

SendMessage

Use this to SendMessage to activate the function of another script.

BreakEvent

Stop the event.

Spawn Condition

"SpawnCondition" is very useful for Spawning / Enabling / Disabling or Deleting target object on a certain condition.

For example, here's how you can spawn "Goblin King" prefab upon killing 7 Goblins with this script.
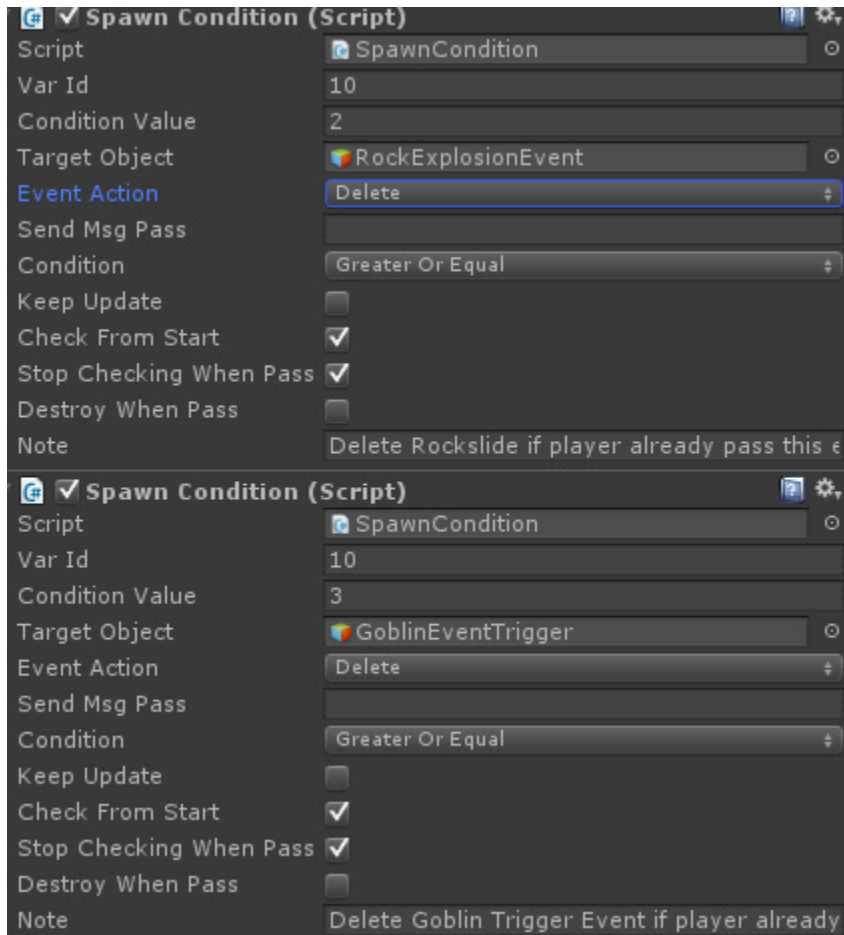
Advanced Function

Freeze Player

If you have another custom player controller script with a function to freeze your controller,

You can adjust it here for to ensure its compatibility with EventActivator and
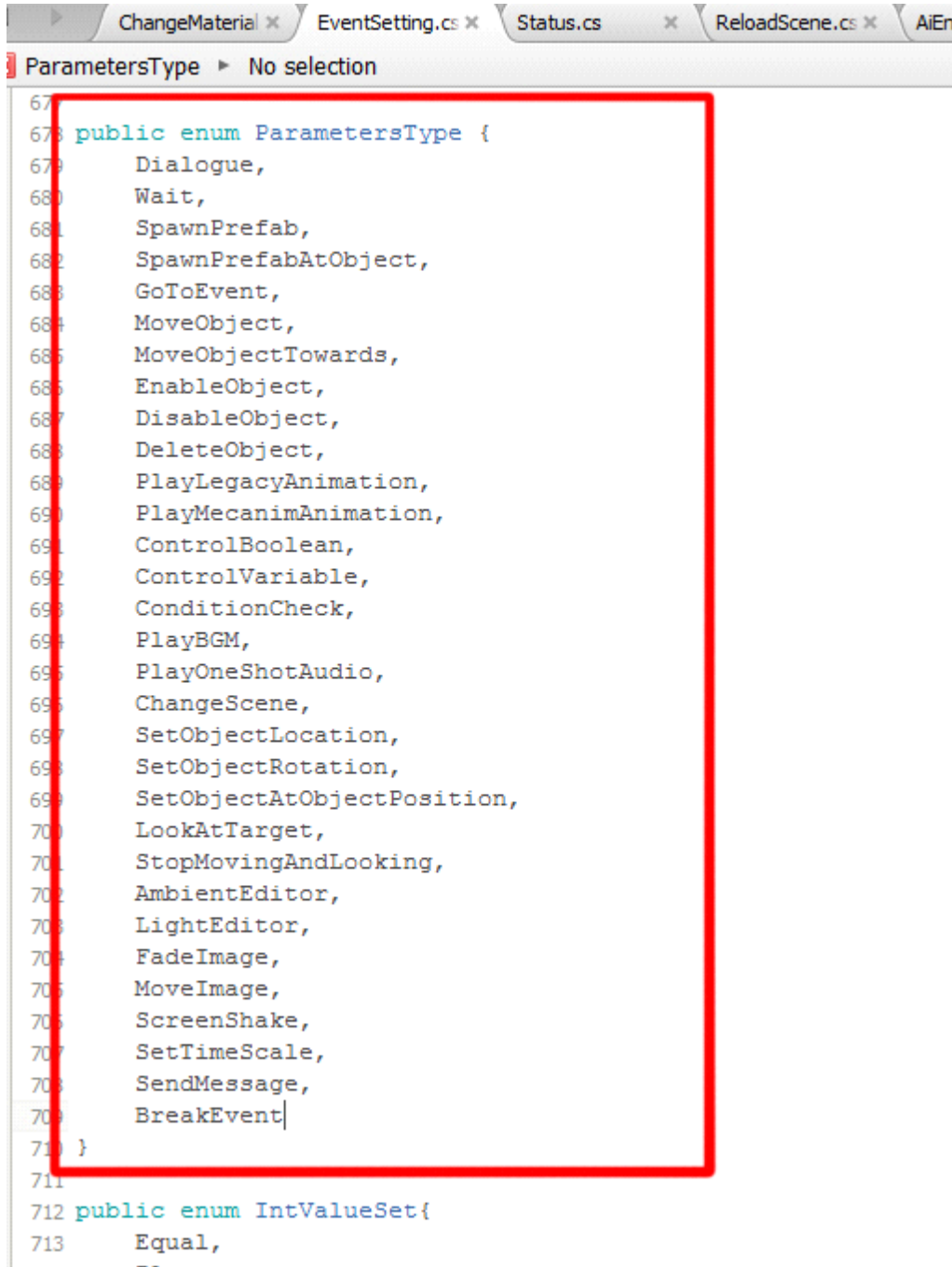
Freeze Player while to Event is processing.

Adding new custom event

You can create your own new custom event with this by following these steps.

1. Open "EventSetting" script and add your event name in "ParametersType" enum

2. Then go to public void Activate(){

Add the code for checking the ParametersType enum for your event name and do your stuffs.

```
if(type == ParametersType.YourEvent){

        //Do Your Stuffs Here

}
```

3. Open "CustomEventEditor" script (Asset/EasyEventMaker/Editor)

in public override void OnInspectorGUI(){

```
if(script.type == ParametersType.YourEvent){

        //Add your parameter here if necessary

}
```