CONTENT

INSTALLATION GUIDELINES

for Heavy Station Kit Assets

Applied to Unity3D versions **5.6.7** to **2019.1.1**

1. Download*) and install Standard Assets (Characters package)

IMPORTANT:

a) for **Unity3D 2018.2.0** and above You need to download and install into separate folder Standard Assets for **Unity3D 2018.1.9** then import Characters package via Assets -> Import Package -> Custom Package... menu option from this folder.

b) for Unity3D 2018.1.0 and above You need to make some changes in Standard Assets scripts when the following error messages do appear:

Error message: "PlayerSettings Validation: Requested build target group (20) doesn't exist; #define symbols for scripting won't be added..." and/or "PlayerSettings Validation: Requested build target group (17) doesn't exist..."

Decision: in {project_path}\Assets\Standard Assets\Editor\CrossPlatformInput\ CrossPlatformInputInitialize.cs) comment out lines **35**, **36**:
// case BuildTarget.PSM:
// case BuildTarget.Tizen:
and lines **95** and **96**:
// BuildTargetGroup.PSM,
// BuildTargetGroup.Tizen,

Error message: "-Assets\Standard Assets\Characters\ThirdPersonCharacter\Scripts\ AICharacterControl.cs(7,31): error CS0246: The type or namespace name 'NavMeshAgent' could not be found (are you missing a using directive or an assembly reference?)"

Decision: in ***{project_path}\Assets\Standard Assets\Characters\ThirdPersonCharacter\Scripts\ AICharacterControl.cs*** insert line at the top of script:

using System;
using UnityEngine;
using UnityEngine.AI; // <= Inserted line
namespace UnityStandardAssets.Characters.ThirdPerson ...

2. Import Heavy Station Kit Asset

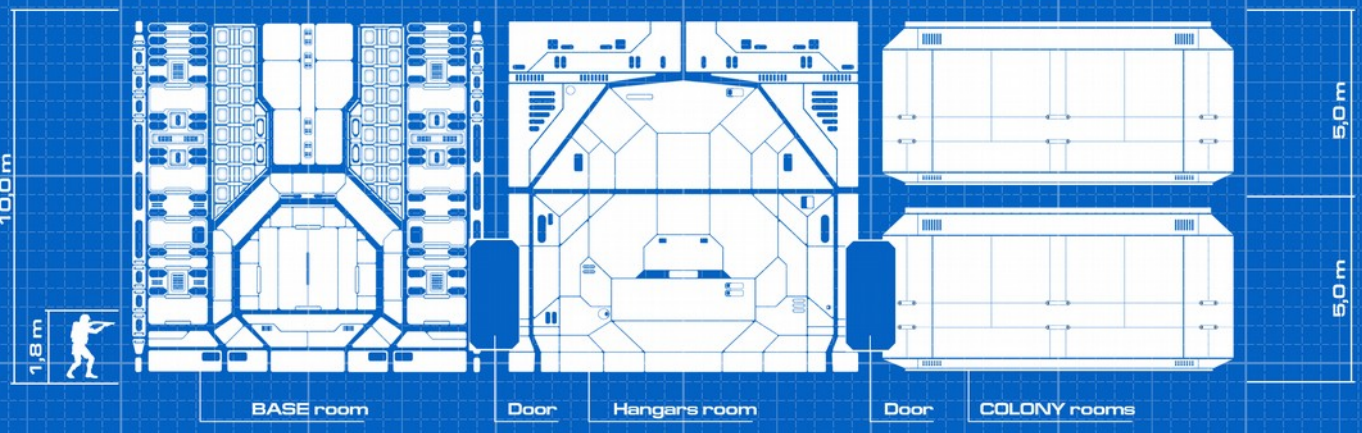
a) **Import Asset**

b) Please use **Generate Lighting** to rebuild the lighting data (for versions above v5.6.7 only, and v5.6.7 itself is excluded from the list)

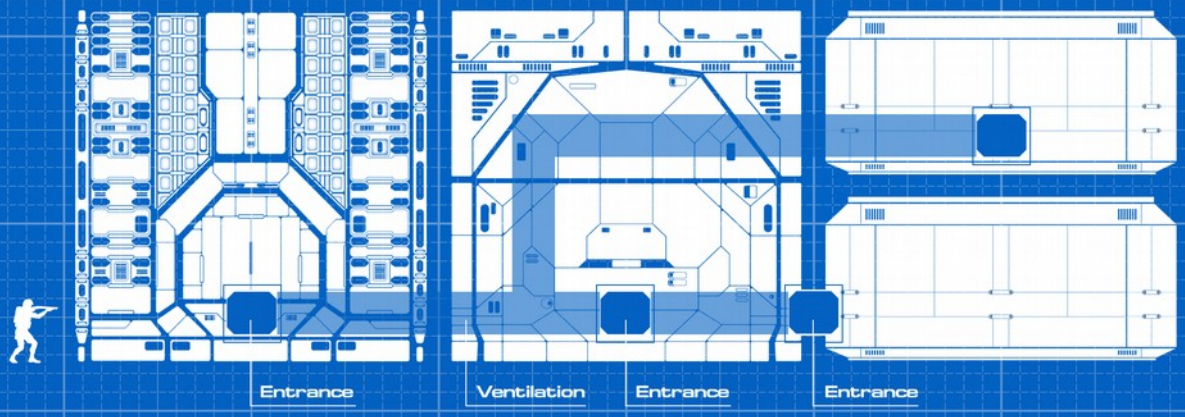
*) Download link for Standard Assets **https://unity3d.com/get-unity/download/archive**

Packages Combination

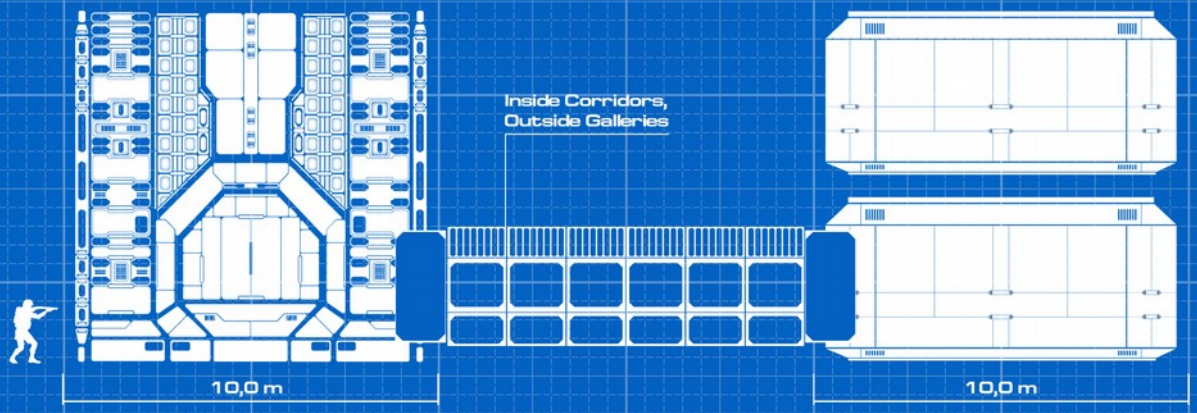
1. AUTOMATIC DOORS (base, hangars, colony)



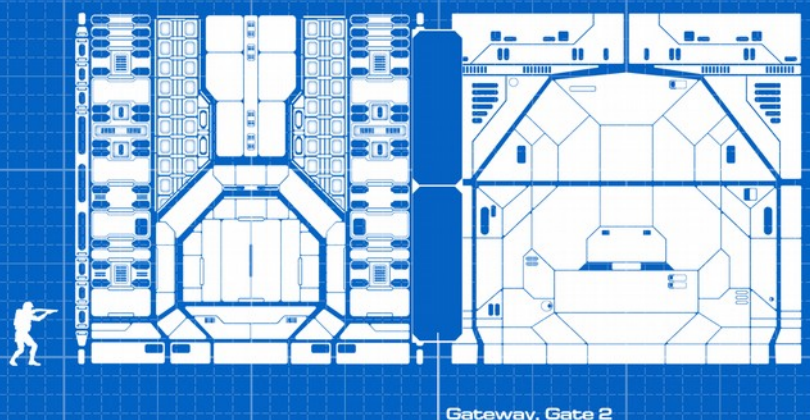
2. VENTILATION SYSTEM (colony)



3. CORRIDORS & OUTSIDE GALLERIES (base, colony)



4. INTERACTIVE GATES (hangars)



5. ELEVATORS (colony, hangars)

D1 HSK-CS

HEAVY STATION KIT

BASE HANGARS COLONY

2.50.R0.30

Heavy Station Kit PACKAGES COMPARISON

Availability of the unique Elements and Acceptance of the other Packages

CORE CONSTRUCTION

	BASE	HANGARS	COLONY
Floors	**Unique** Eligible for Hangars & Colony Accepting Hangars & Colony	**Unique** Eligible for Base & Colony Accepting Base & Colony	**Unique** Eligible for Base & Hangars Accepting Base & Hangars
Walls	**Unique** Eligible for Hangars Accepting Hangars	**Unique** Eligible for Base Accepting Base	**Unique**
Arches	**Unique** Eligible for Hangars Accepting Hangars	**Unique** Eligible for Base Accepting Base	**Unique**
Outside walls (top-down theme)	**Unique** Eligible for Hangars & Colony Accepting Hangars & Colony	**Unique** Eligible for Base & Colony Accepting Base & Colony	**Unique** Eligible for Base & Hangars Accepting Base & Hangars
Supports	**Unique** Eligible for Hangars Accepting Hangars	**Unique** Eligible for Base Accepting Base	**Vacant**
Partitions2	**Unique** Eligible for Hangars	**Vacant** Accepting Base	**Vacant**

TRANSITION FACILITIES

	BASE	HANGARS	COLONY
Doors	**Unique** Eligible for Hangars & Colony Accepting Hangars & Colony	**Unique** Eligible for Base & Colony Accepting Base & Colony	**Unique** Eligible for Base & Hangars Accepting Base & Hangars
Gates	**Vacant** Accepting Hangars	**Unique** Eligible for Base	**Vacant**
Gateways	**Vacant** Accepting Hangars	**Unique** (10x10 and 20x10 meters) Eligible for Base	**Vacant**
Ventilations	**Vacant** Accepting Colony	**Vacant** Accepting Colony	**Unique** Eligible for Base & Hangars
Stairs	**Unique** (10 meters for Floor) Eligible for Hangars & Colony	**Vacant** Accepting Base	**Unique** (5 meters for Floor) Accepting Base
Ladders	**Unique** (10 meters for Floor) Eligible for Hangars & Colony Accepting Hangars & Colony	**Unique** (Small Garage Ladder) Eligible for Base & Colony Accepting Base & Colony	**Unique** (Swimming Pool Ladder) Eligible for Base & Hangars Accepting Base & Hangars
Elevators	**Vacant** Accepting Hangars & Colony	**Unique** (10 meters for Floor) Eligible for Base & Colony Accepting Colony	**Unique** (5 meters for Floor) Eligible for Base & Hangars Accepting Hangars
Corridors	**Unique** Eligible for Hangars & Colony	**Vacant** Accepting Base	**Vacant** Accepting Base
Galleries	**Vacant** Accepting Colony	**Vacant** Accepting Colony	**Unique** Eligible for Base & Hangars

All other Themes of the Prefabs
(**Equipment, Furniture, Decorations, Objects, etc.**)
can be used in any of the Packages:
Base, Hangars and Colony

PREFABS

General Information

The side and the height of the smallest cell or room possible is 10 metres (only the COLONY has 5m ceiling height).
If the scene is new, for just snapping the prefabs, we do recommend start building at the position x(0) – y(0) – z(0).

When you do this, most of the prefabs will appear right at their place. Some regular edits at the building of the cell:

- Walls and the like may be duplicated and rotated into the desired position
- The arches and doors will require 5m adjustment to the desired direction
- If the Top-Bottom prefab is placed at the ceiling, then it should have 10 metres offset by Y (5 meters for COLONY), 180 rotation by Z or X

At building the second cell there is 10 metres offset, because the side of the cell is 10 metres. So it is possible just duplicating the existing prefabs that are close to the position, and setting the required offset.

The Heavy Station Kit 2.50 AUGMENTED Packages (Base+Hangars+Colony) has **1050** Prefabs.

The Heavy Station Kit 2.50 Packages (Base+Hangars+Colony) has **669** Prefabs.

Heavy Station Kit BASE

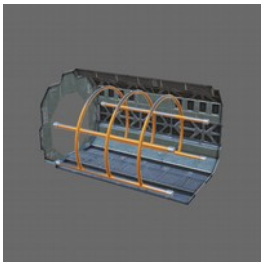
The Heavy Station Kit base 2.50 AUGMENTED has **318** Prefabs:

The Heavy Station Kit base 2.50 has **195** Prefabs:

ARCHES

Prefabs	Tris (LOD 0)	Colors	Materials	Position
18 7	450 – 2316	5	Prefabs/Walls/Meshes/Materials/... *Customize the color of the vertical elements.*	Position X 5 y 0 z 5 Offset X 10 Y 10 Z 10

There are intentional gaps between the walls. Arches do fill these. Also they may work as visual strengthening of the level.



CHANNELS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
19 8	660 – 2270	5	Prefabs/Equipment/Meshes/Materials/... *Customize the color of the main elements of the walls.*	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

The corridors between the rooms and/or a web of tunnels.

DISPLAYS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
26 19	2 – 18	1	Prefabs/Displays/Meshes/Materials/... Each screen has its own independent material.. However there are the same in size screens, so You may exchange their materials.	Free

The Displays are possible to place on every appropriate surface, for example the walls. All Displays Prefabs are included in the Equipment Prefabs. The screens are animated.

DOORS

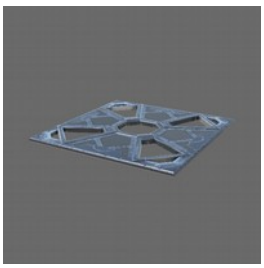
Prefabs	Tris (LOD 0)	Colors	Materials	Position
15 7	4 – 920	1	Prefabs/Doors/Meshes/Materials/... Prefabs/Equipment/Meshes/Materials... Prefabs/Top-Down/Meshes/Materials...	Position X 5 y 0 z 5 Offset X 10 Y 10 Z 10

The Doors and Energy Gates for inside and outside. The special floor piece for the transport to move over. The railings are also available for the free positioning.

EQUIPMENT

Prefabs	Tris (LOD 0)	Colors	Materials	Position
29 14	76 – 6160	5	Prefabs/Equipment/Meshes/Materials/... *Customize the color of the band of the stands.*	Free

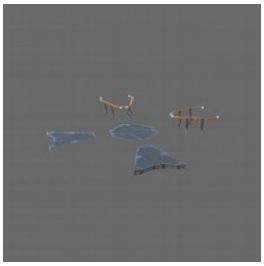
The Digital Equipment – from the little boxes, to the tables and the controlling door consoles – all with the animated displays. On how to setup consoles, please refer to “the Door and Consoles Setup”, in this documentation



FLOORS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
31 19	128 – 592	1	Prefabs/Floors/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

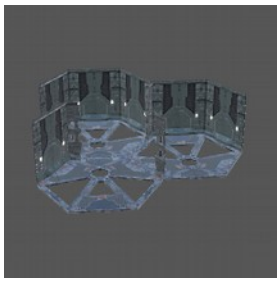
The different variations of the floors (and ceiling) pieces for small and large rooms. If the building is one-story-tall, pick the one-sided piece to save on triangles.



FLOORS FILL

Prefabs	Tris (LOD 0)	Colors	Materials	Position
37 22	6 – 17804	1	Prefabs/Floors Fill/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

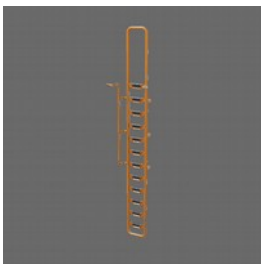
Plan the floors and ceilings in Your scene. Whether it be total fill of the surface, or some clear parts with railings, or the center piece removed for placing the ladder.



HEXA & PENTA ROOMS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
5 0	3240 – 3840	1	Prefabs/Stairs/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Vertical climbing on the walls outside or the ladder into the storage room. And who know where else these will simplify the way.



LADDERS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
2 1	3240 – 3840	1	Prefabs/Stairs/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Vertical climbing on the walls outside or the ladder into the storage room. And who know where else these will simplify the way.

PARTITIONS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
7 7	1420 – 3192	5	Prefabs/Walls/Meshes/Materials/... *Customize the color of the warning stripes.*	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10 or Free

Made for the visual zoning of the room, Partitions may be placed using the recommended position or freely.

PARTITIONS 2

Prefabs	Tris (LOD 0)	Colors	Materials	Position
15 14	782 – 5526	5	Prefabs/Walls/Meshes/Materials/... *Customize the color of the vertical elements and the pipes itself.*	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Many Partitions 2 has horizontal and vertical pipelines. It enhances the industrial or bunker feeling, where appropriate.

PIPELINE

Prefabs	Tris (LOD 0)	Colors	Materials	Position
8 0	1336 – 1696	5	Prefabs/Walls/Meshes/Materials/... *Customize the color of the pipes.*	Free

Pipe alone, for making Your own pipelines. So it is possible combining them in length, making the lines of pipes for positioning for example horizontally along the walls.

PROPS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
6 6	1948 – 4340	5	Prefabs/Props/Meshes/Materials/... *Customize the color of the painted elements of the boxes and barrels.*	Free

Boxes, Barrels and Tanks for free positioning.

STAIRS

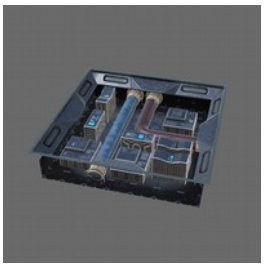
Prefabs	Tris (LOD 0)	Colors	Materials	Position
42 31	44 – 3146	1	Prefabs/Stairs/Meshes/Materials/...	Position X Free Y 0 Z Free Offset X 2 Y Free Z 2

The most hard asset for placing is the Stairs prefab. It require vertical adjustment by Y. But horizontal offset is 2m.
With independent pieces of the prefab Stairs, it is possible making not only the way up, but also various platforms and transitions with crossings.

SUPPORT

Prefabs	Tris (LOD 0)	Colors	Materials	Position
4 4	656 – 2624	1	Prefabs/Floors/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Made to look strong, they enhance the feel of heaviness and safety of the construction. It is possible not to use Support prefab.



TOP-BOTTOM

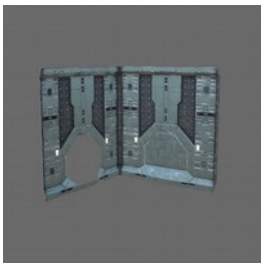
Prefabs	Tris (LOD 0)	Colors	Materials	Position
5 3	3550 – 5472	1	Prefabs/Top-Bottom/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

The little details does matter. Placed at the floor/ceiling, Top-Bottom prefab is meant for enhancing the atmosphere, telling the different stories – like the area under maintenance or technical zone.

TOP-DOWN

Prefabs	Tris (LOD 0)	Colors	Materials	Position
22 8	68 – 1184	1	Prefabs/Top-Down/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Outside-styled walls and closing elements to make a scene for the Top-Down view.



WALLS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
26 25	100 – 384	5	Prefabs/Walls/Meshes/Materials/... *Customize the color of the main elements of the walls.*	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

The Wall Lights and Walls prefab. With/without the opening for placing the door. From one wall piece to four wall pieces combined.

And one **Zzz Point Light** scripted Prefab (AUGMENTED Version)

PREFABS

Heavy Station Kit HANGARS

The Heavy Station Kit hangars 2.50 AUGMENTED has **281** Prefabs:

The Heavy Station Kit hangars 2.50 has **183** Prefabs:

Aggregates
Ballons and Cables, Cargocase, Consoles, Rail and Crane modular system, Reactor and Server.

AGGREGATES

Prefabs	Tris (LOD 0)	Colors	Materials	Align
25 11	70 – 18510	6	Prefabs/Aggregates/Meshes/Materials/... *Customize colors for some elements*	for Rails: Position X 5 y 0 z 5 Offset X 10 Y 10 Z 10 for Other: FREE

Aggregates2
are huge single, dual and trio Pipes, Flat reactor, Huge barrels with various pipes.

AGGREGATES 2

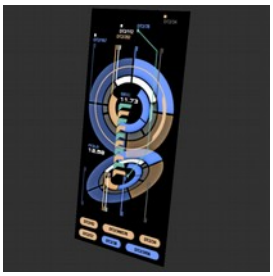
Prefabs	Tris (LOD 0)	Colors	Materials	Align
13 0	958 – 12056	1	Prefabs/Aggregates2/Meshes/Materials/...	FREE

Arches
are three types of L shaped design elements, with customizable solid and/or transparent pieces .

ARCHES

Prefabs	Tris (LOD 0)	Colors	Materials	Align
26 18	420 – 716	2	Prefabs/Walls/Meshes/Materials/... *Customize colors for inside panels*	Position X 5 y 0 z 5 Offset X 10 Y 10 Z 10

Displays (Animated)



DISPLAYS

Prefabs	Tris	Colors	Materials	Align
7 6	2 – 24	1	Prefabs/Displays/Meshes/Materials/...	Parent Object

Doors and Gates

DOORS

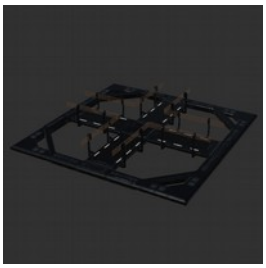
Prefabs	Tris	Colors	Materials	Align
5 5	78 – 1236	6	Prefabs/Supports/Meshes/Materials/... *Customize colors for some elements*	Position X 5 y 0 z 5 Offset X 10 Y 10 Z 10

Elevators

ELEVATORS

Prefabs	Tris	Colors	Materials	Align
1 1	9944	1	*Prefabs/Supports/Meshes/Materials/...*	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Floors
come as Floor Frames in sizes of 10 and 5 meters. There are also two types of narrow Transition elements and four types of Hand-rails. To increase visual interest, there are solid and transparent Floor Fill pieces to fit in floor frames.



FLOORS

Prefabs	Tris (LOD 0)	Colors	Materials	Align
66 64	28 – 5120	2	Prefabs/Floors/Meshes/Materials/... *Customize colors for fills elements*	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Garage
are modular pieces for vehicle with wheels. Around that can be placed special maintenance platforms and with ladder for humans to get up. Also theme has own console and aggregate.

GARAGE

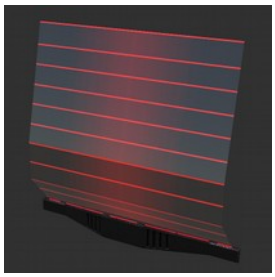
Prefabs	Tris (LOD 0)	Colors	Materials	Align
8 0	60 – 2374	1	Prefabs/Garage/Meshes/Materials/...	FREE

Gateway
are room-scaled areas for vehicles, with full-sized animated gates.

GATEWAY

Prefabs	Tris (LOD 0)	Colors	Materials	Align
19 15	44 – 10174	1	Prefabs/Gateway/Meshes/Materials/...	FREE

Outside
has modular energy barrier with intent for placing around the base. Also huge stairs, animated radar, cone-shaped station.



OUTSIDE

Prefabs	Tris (LOD 0)	Colors	Materials	Align
10 4	178 – 15746	1	Prefabs/Outside/Meshes/Materials/...	FREE

Pipeline1
are new small modular pipelines.

PIPELINE 1

Prefabs	Tris (LOD 0)	Colors	Materials	Align
5 0	364 – 728	6	Prefabs/Aggregates/Meshes/Materials/...	FREE

Pipeline2
looks like ones in Base v2, but now they are modular.

PIPELINE 2

Prefabs	Tris (LOD 0)	Colors	Materials	Align
19 0	928 – 2292	6	Prefabs/Aggregates/Meshes/Materials/...	FREE

Props
are small and medium barrels, small battery, small to medium to big boxes, and small but narrow and long box that can be stacked on itself in pyramid form.

PROPS

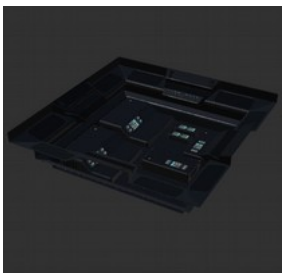
Prefabs	Tris (LOD 0)	Colors	Materials	Align
8 6	236 – 3852	6	Prefabs/Props/Meshes/Materials/... *Customize colors for some elements*	FREE

Supports
are used to enhance heavy look of the base, and they fit into special slot in Floor Frame pieces.

SUPPORTS

Prefabs	Tris (LOD 0)	Colors	Materials	Align
19 15	132 – 4336	1	Prefabs/Supports/Meshes/Materials/...	Position X 0 y 0 z 0 or FREE Offset X 10 Y 10 Z 10 and FREE

Top Bottom
are used to increase visual depth of the level when needed, and they come in three different pieces.



TOP BOTTOM

Prefabs	Tris (LOD 0)	Colors	Materials	Align
7 7	564 – 574	2	Prefabs/Top Bottom/Meshes/Materials/... *Customize colors for some elements*	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Top-Down
has four types of walls for outside, and elements to close gaps for Top-Down use.

TOP-DOWN

Prefabs	Tris (LOD 0)	Colors	Materials	Align
15 15	74 – 370	1	Prefabs/Top-Down/Meshes/Materials/...	Position X 0, 5 y 0, 5 z 0, 5 Offset X 10, 5 Y 10, 5 Z 10, 5 and FREE

Top-Down2
has new supports for outside that strenghten visual look, three additional walls for outside, and pieces for Top-Down use.

TOP-DOWN 2

Prefabs	Tris (LOD 0)	Colors	Materials	Align
9 0	164 – 1852	1	Prefabs/Top-Down2/Meshes/Materials/...	Position X 0, 5 y 0, 5 z 0, 5 Offset X 10, 5 Y 10, 5 Z 10, 5 and FREE

Walls has 5 and 10 metres elements, flat and L and C shaped, with openings for doors, gates and windows.

WALLS

Prefabs	Tris (LOD 0)	Colors	Materials	Align
18 16	111 – 534	6	Prefabs/Walls/Meshes/Materials/... *Customize colors for some elements*	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10 and FREE

And one **Zzz Point Light** scripted Prefab (AUGMENTED Version)

PREFABS

Heavy Station Kit COLONY

The Heavy Station Kit colony 2.50 AUGMENTED has **451** Prefabs:

The Heavy Station Kit colony 2.50 has **291** Prefabs:

Decorations

DECORATIONS

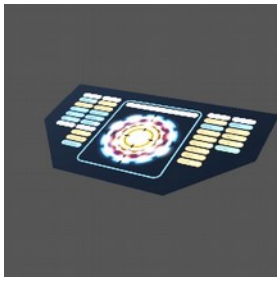
Prefabs	Tris (LOD 0)	Colors	Materials	Position
36 13	120 – 15000	1	Prefabs/Decoration/Meshes/Materials/... Prefabs/Devices/Meshes/Materials/...	Free

Devices

DEVICES

Prefabs	Tris (LOD 0)	Colors	Materials	Position
15 9	46 – 956	6	Prefabs/Devices/Meshes/Materials/... *Customize colors for some elements*	Free

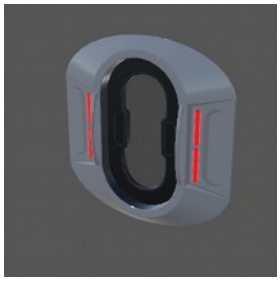
Displays



DISPLAYS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
19 12	2 – 8	1	Prefabs/Displays/Meshes/Materials/...	Free

Door_Window

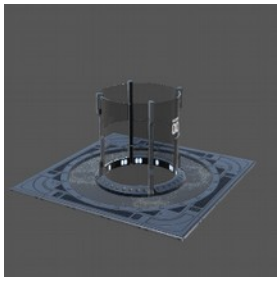


DOOR_WINDOW

Prefabs	Tris (LOD 0)	Colors	Materials	Position
13 8	302 – 2496	6	Prefabs/Door_Window/Meshes/Materials/... *Customize colors for Emission Color*	Position X 5 y 0 z 5 Offset X 10

Y 10
Z 10

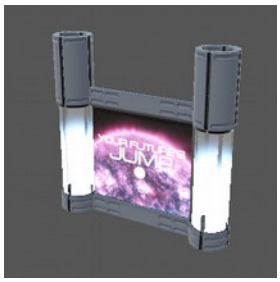
Elevator



ELEVATOR

Prefabs	Tris (LOD 0)	Colors	Materials	Position
14 9	60 – 5760	1	Prefabs/Elevator/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

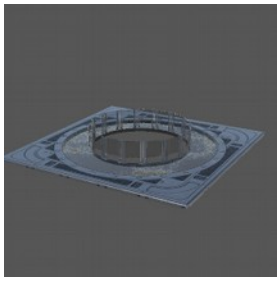
Equipment



EQUIPMENT

Prefabs	Tris (LOD 0)	Colors	Materials	Position
31 20	134 – 5800	1	Prefabs/Furniture/Meshes/Materials/... Prefabs/Door_Window/Meshes/Materials/... Prefabs//Meshes/Materials/... Prefabs/Displays/Meshes/Materials/...	Free

Floors



FLOORS

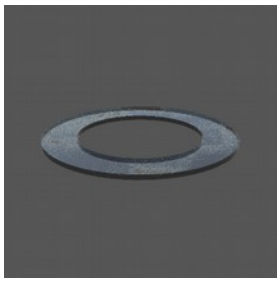
Prefabs	Tris (LOD 0)	Colors	Materials	Position
41 34	14 – 1042	1	Prefabs/Floors/Meshes/Materials/... Prefabs/Elevator/Meshes/Materials/... Prefabs/Glass/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Furniture

FURNITURE

Prefabs	Tris (LOD 0)	Colors	Materials	Position
43 26	76 – 4288	6	Prefabs/Furniture/Meshes/Materials/... *Customize colors for some elements*	Free

Glass



GLASS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
17 17	4 – 5600	1	Prefabs/Glass/Meshes/Materials/...	Free

Kitchen

KITCHEN

Prefabs	Tris (LOD 0)	Colors	Materials	Position
60 34	10 – 2680	6	Prefabs/Kitchen/Meshes/Materials/... *Customize colors for some elements*	Free

Objects

OBJECTS

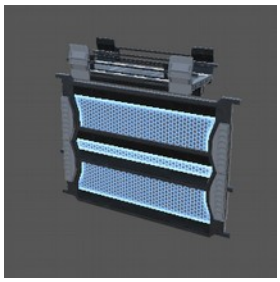
Prefabs	Tris (LOD 0)	Colors	Materials	Position
22 11	80 – 3140	1	Prefabs/Walls/Meshes/Materials/... *Customize the color of the vertical elements.*	Free

Outside_TopDn

OUTSIDE_TOPDN

Prefabs	Tris (LOD 0)	Colors	Materials	Position
33 19	30 – 3076	1	Prefabs/Outside_TopDn/Meshes/Materials/... *Customize the color of the vertical elements.*	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Outside_TopDn_2



OUTSIDE_TOPDN_2

Prefabs	Tris (LOD 0)	Colors	Materials	Position
24 14	56 – 3652	1	Prefabs/Outside_TopDn_2/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Stairs

STAIRS

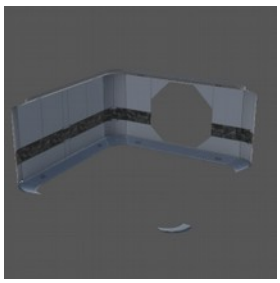
Prefabs	Tris (LOD 0)	Colors	Materials	Position
16 7	76 – 11926	1	Prefabs/Floors/Meshes/Materials/... Prefabs/Glass/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Ventilation

VENTILATION

Prefabs	Tris (LOD 0)	Colors	Materials	Position
13 12	2 – 7690	6	Prefabs/Door_Window/Meshes/Materials/... *Customize colors for Emission Color*	Position X 0 y 0 z 0 Offset X 1 Y 1 Z 1

Walls



WALLS

Prefabs	Tris (LOD 0)	Colors	Materials	Position
53 46	14 – 576	6	Prefabs/Walls/Meshes/Materials/...	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

And one **Zzz Point Light** scripted Prefab (AUGMENTED VErsion)

MATERIALS

Heavy Station Kit BASE

DISPLAYS (Materials)	(Meshes)
B2_Eq1	B2_Eq_1
B2_Eq2	B2_Eq_2
B2_Eq3	B2_Eq_3
B2_Eq5A1	B2_Eq_5D, B2_Eq_5T
B2_Eq5A2	B2_Eq_5D. B2_Eq_5T
B2_Eq41	B2_Eq_4, B2_Eq_7
B2_Eq42	B2_Eq_4, B2_Eq_7
B2_Eq43	B2_Eq_4, B2_Eq_7
B2_Eq44	B2_Eq_4, B2_Eq_7
B2_Eq51	B2_Eq_5, B2_Eq_7
B2_Eq52	B2_Eq_5, B2_Eq_7
B2_Eq_23c	B2_EQ_23c
B2_TB_Med	B2_TB_M1, B2_TB_M2, B2_TB_M3
B2_TB_Small	B2_TB_S1, B2_TB_S2, B2_TB_S3
B2_TD_Part2	B2_TD_PRT2
Disp_Cons	B2_Disp_Cons
Disp_Cons_Mode	B2_Disp_Cons
Disp_Cons_Power	B2_Disp_Cons

TOP-BOTTOM (Materials)	(Meshes)
B2_Top_Bottom	TB_(1-3)_F
B2_TB_PH	TB_Hexa_F, TB_Penta_F

TOP-DOWN (Materials)	(Meshes)
B2_TD_2_RGlass	TD_base2_RGlass_(1-3)
B2_TD_Roof	TD_base_Roof(1-3)
B2_TD_Roof1	TD_base2_RoofG_(1-3)
B2_TopDown	TD_Base2_WE_M, TD_base_part2, TD_base_outwall(...), TD_base_topwall, TD_base_topwall1, TD_base_topwall2, Base2_Egate_0, TD_base_topwall_(2...-4), Ladder2, B2_TD_HandRail, B2_TD_HandRail2
B2_TopDown1	Arches_C_1, TD_base_topwall3, Floor_5_base, Floor_5_base_C, Floor_5_base_F, Floor_5_base_Plate, Floor_5_base_TB, B2_Egate, B2_EGate0, B2_EgateA, B2_EgateB, Base2_EGate_1

DOORS (Materials)	(Meshes)
B2_EG_OFF	B2_EG
B2_EG_ON	B2_EG
Glass_Dark	Door_a_glass
Glass_Green	Door_a_glass
Glass_Red	Door_a_glass

EQUIPMENT (Materials)	(Meshes)
B2_Eq(0-4)	Eq(1-5), Eq(8-10)
	Chan_(11-12), Chan_(41-44), Arm
	Door_a, Door_a_H, Door_a_slide
B2_Eq_Out	Eq20a, Eq20b, Eq20c, Eq21, Eq23c
B2_Eq_Out1	Eq23, Eq23a, Eq23b, Eq23d

FLOORS (Materials)	(Meshes)
B2_Floors	Floor_(1...-4...), Floor_(6...-7...)
	FBC_(...), FCC_(...), FLC_(...)
	FF_base2_El(...)
	FF_base2_Rel(...)
	St_Railing(...)
	B2_fba
	Support_(1-4)
B2_Floors_PH	Floor_Hexa(...), Floor_Penta(...)
	B2_FFH(...), B2_FFP(...)

PROPS (Materials)	(Meshes)
B2_Props(0-4)	Barel(1-2), Box(1-2), Tank(1-2)

STAIRS (Materials)	(Meshes)
B2_Stairs, B2_Stairs_NL	St_1(...)-St_10(...)
	B2_HR_(...)
	ladder1

WALLS (Materials)	(Meshes)
B2_Walls(0-4)	All Arches, Partitions, Partitions2, Pipeline, and Walls Meshes

MATERIALS

Heavy Station Kit HANGARS

AGGREGATES (Materials)	(Meshes)
H2_Aggregates_(0-5)	Agg_(...), H2_P1_(1-5), H2_P2_(01-19)

AGGREGATES2 (Materials)	(Meshes)
H2_Agg2_Light	H2_Agg_Light1, H2_Agg_Light2
H2_Aggregates	H2_Agg_(1-13)

DISPLAYS (Materials)	(Meshes)
H2_Dis_Door	H2_Dis_Doors
H2_Disp_Cons1	H2_Cons1
H2_Disp_Cons1D	H2_Cons1_D
H2_Disp_Cons2	H2_Cons2
H2_Disp_Cons4	H2_Cons4
H2_Disp_Cons4D	H2_Cons4_D
H2_Disp_Garage	H2_Gar_5_Light

DOORS (Materials)	(Meshes)
Door2_(Green, Grey, Red)	door_3_glass

PROPS (Materials)	(Meshes)
H2_Props_(0-5)	hangar_barrel(1-2), hangar_battery1, hangar_box(1-5)

SUPPORTS (Materials)	(Meshes)
H2_Supp_Doors_(0-5)	H2_Cel_(02, 04), H2_Cel_(1-8), H2_Sup_(1-4), Mount, SG_2, Support_5(...), Door_(0-3), Gate, Elevator1(...), H2_Elevator, Plate

WALLS (Materials)	(Meshes)
H2_Arches(...)	Glass_Arch_(1-4), Glass_Out_(...), Glass_Wall_(...)
H2_Walls1_(0-5)	Wall_(1-4), arche_(1-3)
H2_Walls2_(0-5)	Wall_(5-7)

FLOORS (Materials)	(Meshes)
H2_Floors, H2_Floors_NoL	floor_0h(...), floor_1h(...), floor_1h_fill(...), floor_1h_HR, floor_2h(...), floor_2h_fill(...), floor_2h_HR, floor_3h(...), floor_4h(...), floor_5h(...), H2_floor_6(...), handrail_(1-4), transition(1-3)
H2_Floors_NoL, H2_FloorsGlass	floor_1h_Glass, floor_1h_Glass_one, floor_2h_Glass, floor_2h_Glass_one, H2_FF_T

GARAGE (Materials)	(Meshes)
H2_Garage	H2_Gar_(1-8)

GATEWAY (Materials)	(Meshes)
H2_Gateway	Brace, Gateway(1-2), Hook, GW_gate(1-2), Ladder
H2_Shield	Shield

OUTSIDE (Materials)	(Meshes)
H2_LightWall, H2_LightWall_2	H2_Out_Ewall(...)
H2_Out1_Light	H2_Out_1_Light
H2_Out2_Light	H2_Out_2A_Light
H2_Out3_Light	H2_Out_3_Light, H2_Out_3A_Light
H2_Outside	H2_Out_(1-6)

TOP BOTTOM (Materials)	(Meshes)
H2_TB, H2_TB_A	H2_TB_Cover, TB_II_(1-3)

TOP-DOWN (Materials)	(Meshes)
H2_Top-Down	TD_hangar_ARCH(0-1), TD_hangar_OW(1-4), TD_hangar_TW(0-2)

TOP-DOWN2 (Materials)	(Meshes)
H2_TopDown2	H2_Outwall(...), H2_Support(...), H2_Topwall

MATERIALS

Heavy Station Kit COLONY

DECORATION (Materials)	(Meshes)
C2_Decoration	C2_Dec_PAN(1-3), C_Nat_Fern(...), C_Nat_Flower(...), C_Nat_Grass(...), C_Nat_Ground(...)
C2_Stones	C2_Dec_PAN1_St, C2_Dec_PAN2_St, C_Stone(2-4)
C_Leaf(1-3)	C_Tree_Leafs1
C_Tree(1-3)	C_Tree_Tree1

DEVICES (Materials)	(Meshes)
C2_Devices_(0-5)	C_Dev_Bidet, C_Dev_Bowl, C_Dev_Button(1-3), C_Dev_Console, C_Dev_Pallet, C_Dev_Pod_Med, C_Dev_Podium(1-3), C_Dev_Sho, C_Dev_Sup_Med, C_Dev_Support, C_Dev_Tap, C_Dev_Taps, C_Dev_Towel, C_Dev_Uri, C_Dev_Washstand, C_Pot(1-3), C_Dev_Washstand1

FLOORS (Materials)	(Meshes)
C2_Floors(...)	C_Floor(...), C2_Floor(...) C2_Floor_HR1, C2_Floor_HR1A, C_Stairs3_A1m, C_Stairs3_Am, C_Stairs3_B1m, C_Stairs3_Bm, C_Stairs3_C1m, C_Stairs3_Cm, C_Stairs_1, C_Stairs_2, C_Stairs_2A, C_Stairs_2B, C_Stairs_2C, C_Stairs_2D, C_Stairs_3, C_Stairs_4

KITCHEN (Materials)	(Meshes)
C2_Objects2_(0-5), NH	C2_Blender, C2_Bracket(...), C2_CoffeeTable, C2_Container(1-4), C2_Dish(1-5), C2_Drawer(30,60), C2_Fork(1-3), C2_Jalousie(...), C2_Knife(1-4), C2_Label_(...), C2_Lamp, C2_Microwave, C2_MicrowaveDoor, C2_Partition_D, C2_Partition_U, C2_Scales(...), C2_Screen, C2_Shelf(...), C2_Sound, C2_Spiracle(...), C2_Table(...), C2_Teapot(...), C2_Toster, C2_WashingMachine, C2_Work(...)

OBJECTS (Materials)	(Meshes)

DISPLAYS (Materials)	(Meshes)
C2_ServerL, C_Light, C_Energy_Door	C_Dis_Stand2
C2_ServerS, C_Light, C_Energy_Door	C_Dis_Stand1
C_Control1	C_Dis_Control1
C_Control2	C_Dis_Control2
C_Control3	C_Dis_Control3
C_Displays(1-4)	C_Dis_Planet, C_Dis_Scr(2-3)
C_ElevDispDn, C_ElevDispMove	C_El_DisplDn
C_ElevDispUp	C_El_DisplUp
C_Med	C_Dis_MConsole
C_Monitor	C_Dis_Monitor
C_Netbook	C_Dis_Netbook
C_Pad	C_Dis_Pad
C_Ray	C_Dis_Scr1(...), C_Dis_Ray

DOOR-WINDOW (Materials)	(Meshes)
C2_Doors(...)	C_BorderKit, C_Door(...), C_Vent(...), C_Win(...)

ELEVATOR (Materials)	Meshes
C2_Elevator	C2_El_Cons2, C2_El_Elevator(...), C2_El_Tube, C2_El_Wall, C_El_Cabine, C_El_Console, C_El_Flloor(...), C_El_Plate(...), C_El_Support, C_El_Tank

FURNITURE (Materials)	(Meshes)
C2_Furniture_(0-5)	C_Fu_(...)

GLASS (Materials)	(Meshes)
C_Mirr	C_Dis_Mirror
C_Glass	C_Glass_HR(...), C_Glass_Sho, C_GlassD&W, C_GlassPano, C_GlassSlider, Glass_Door, Glass_El_Floor, Glass_El_FloorH(...), Glass_P1, Glass_R1, Glass_R2, Glass_Stairs(1-3), Glass_StairsB, Glass_StairsC, Glass_StairsD, Glass_Table(1-3), Glass_Trans(2-3), Glass_Wall_2m, Glass_Wall_3m, Glass_Window C_Stairs3_A1g, C_Stairs3_Ag, C_Stairs3_B1g, C_Stairs3_Bg, C_Stairs3_C1g, C_Stairs3_Cg C2_Blender_Glass, C2_Dish3_Glass,

C2_Objects	C_Obj_Bottle, C_Obj_Bottles, C_Obj_Camera, C_Obj_Container, C_Obj_Containers, C_Obj_Cutlery2, C_Obj_Fork, C_Obj_Hold_A, C_Obj_Holder(1-2), C_Obj_Knife, C_Obj_Microscope, C_Obj_Monitor, C_Obj_Microscope1, C_Obj_Netbook, C_Obj_Pad, C_Obj_Pen, C_Obj_Tools, C_Obj_Spoon, C_Obj_Thermos, C_Obj_Thermoses, C_Obj_Tray

OUTSIDE-TOPDN (Materials)	(Meshes)
C2_Misc	C_Misk_Aerial, C_Misk_AerialBase, C_Misk_FoSup, C_Misk_SolarHolder, C_Misk_Foundation(...), C_Misk_GlassWallCorner, C_Misk_SolarPanel
C2_Outside_(1-2)	C_Out_Support, C_Out_TD_(1-4), C_Out_Trans_(...), C_Out_Wall_(...)

	C2_Table_Door_Glass, C2_WM_Glass, C2_MicrowaveGlass, C_Obj_Cup, C_Obj_TestTube(...)
C_El	Glass_Elev, Glass_Elev1
C_Glass_0, C_Glass_min(...), C_Glass_plus(...)	Glass_Elevator

OUTSIDE-TOPDN-2 (Materials)	(Meshes)
C2_Outside2, C2_Outside2_Z	C2_Out2(...)

WALLS (Materials)	(Meshes)
C2_Walls_(0-5)	C_1Walls(...), C_2Walls(...), C_3Walls(...), C_4Walls(...), C_Arche_(1-2), C_Walls_1, C_Wall_Part_(...)

SCRIPTS

Customize Prefabs (scripts settings)

Doors & Gate2

Refers to prefabs	
HSK Base	**B2_Door** *Assets > Heavy Station Kit > BASE > Prefabs > Doors*
HSK Colony	**C2_Door** *Assets > Heavy Station Kit > COLONY > Prefabs > Door_Window*
HSK Hangars	**H2_Door, H2_Gate2** *Assets > Heavy Station Kit > HANGARS > Prefabs > Doors*

Door/Gate2 Prefabs allows switching the operating modes of the door/gate in Edit and Game modes via public property ***Mode*** of **DotHskDoor** Script component attached to top-most Prefab game object, including:

Active	the door is opening and closing automatically, at the approaching of a Player (gates are manually operated using the console). Initially, the door/gate is closed. Sound is being played, and opening and closing sounds of the panel sliding differ;
Active Open	before the first pass, the doors remain open (gate2 initially is open), after which the doors/gate continue to work in the same way as in Active mode
Blocked	the door/gate is closed. Sound of "the closed door" is being played, at approaching of a Player;
Inactive Open	the door/gate is disabled, being fully open;
Inactive Closed	the door/gate is disabled, being fully closed;
Broken Open	the door/gate is disabled, being almost fully open;
Broken Closed	the door/gate is disabled, being almost fully closed;

Selecting of the door/gate operating mode is instant - happening immediately. In order for the doors automatically trigger at approaching of a character, object **DotFirstPersonController** or other **Character Controller** should be marked with the tag "**Player**".

*Useful public properties of **DotHskDoor** class*	
dotHskDoorMode **mode**	Allows set/read door operating mode, setting mode is instant - happening the next Update cycle. Acceptable values are ***dotHskDoorMode.{mode_id},*** where ***mode_id*** is one of following literals: ***active***, ***blocked***, ***inactiveOpen***, ***inactiveClosed***, ***brokenOpen***, ***brokenClosed*** (see description of operating modes above).
*Gate2 prefab only: **DotHskDoorHangarsGate2Console** script (attached to Console_Trigger GameObjects, childs of Console1 and Console2 GameObjects)*	
Texture **Banner**	(On-screen hint image (source file **_HSK25_Gui.psd** included in Assets > Heavy Station Kit > _common > GUI)

Gate

Refers to prefabs	
HSK Hangars	GW_LargeGate, GW_SmallGate *Assets > Heavy Station Kit > HANGARS > Prefabs > Gateway*

Gate Prefab allows switching the operating modes of the door in Edit and Game modes via public property ***Mode*** of **DotHskGate** Script component attached to the top-most Prefab game object. Gate prefab operates in the same manner as Gate2 prefab (see "Doors & Gate2" section) and its operational modes are including the same values as Gate2.

Useful public properties of ***DotHskGate*** *class*	
dotHskGateMode **mode**	Allows set/read door operating mode, setting mode is instant - happening the next Update cycle. Acceptable values are ***dotHskGateMode.{mode_id},*** where ***mode_id*** is one of the following literals: ***active***, ***blocked***, ***inactiveOpen***, ***inactiveClosed***, ***brokenOpen***, ***brokenClosed*** (see list of operating modes in "Doors & Gate2" section).
bool ***isFullyOpen***	Equals ***true*** if the Gate is completely open at this time, otherwise - ***false***
bool ***isFullyClosed***	Equals ***true*** if the Gate is completely closed at this time, otherwise - ***false***
bool ***isStopped***	Equals ***true*** if the Gate is not moving at this time, otherwise - ***false***
DotHskGateHangarsConsole *script (attached to Console_Trigger GameObjects, childs of Console1 and Console2)*	
Texture **OpenTip**, **CloseTip**	On-screen hint images (source file **_HSK25_Gui.psd** included in Assets > Heavy Station Kit > _common > GUI)

Door's Consoles

Refers to prefabs	
HSK Base	B2_Cons_Mode, B2_Cons_Power *Assets > Heavy Station Kit > BASE > Prefabs > Equipment*

There are two types of Console prefabs:

Prefab B2_Cons_Power – “the Power console” allows for choosing if the door/gate is either operating properly or inactive;

Prefab B2_Cons_Mode – “the Mode console” allows for choosing if the door/gate is either Active or Blocked.

TIPS

- Consoles can manage all types of HSK Base, Colony and Hangars Doors and HSK Hangars Gate2 (H2_Gate2) Prefabs simultaneously.
- Both consoles **B2_Cons_Power** and **B2_Cons_Mode** aren’t available for manipulation if the first door in theirs ***ControlledDoors*** list has mode either ***brokenOpen*** or ***brokenClosed***.
- The Console **B2_Cons_Mode** does not work if the first door in the ***ControlledDoors*** list has mode either ***inactiveOpen*** or ***inactiveClosed***.

SETUP THE CONSOLE

1. Attach the script ***DotHskDoorControl*** ({Project folder}/ Heavy Station Kit/_common/ DotHskDoorControl.cs) to all instances of the door prefab, which you would like to manipulate.

2. Set ***DotHskDoorControl*** script parameters:

   2.1. ***OpenIfPowerOff*** to “true” for the door that you would like automatically opened if the power will go down.

3. Specify ***PowerOnStatus*** so after the Power is restored doors will get:

blocked	the doors will get locked, and the Red light will signalize that
active	the doors will get unlocked, and the Green light will show this
previous	the doors will get into their previous state when the Power went off. If initially inactive, then the value set at ***BlockedByDefault*** parameter will be used

4. Specify all the doors/gates to be controlled via this particular console, using the ***ControlledDoors*** parameter (of the **DotHskDoorConsole** script, which is attached at the instance of the console prefab). The same doors/gates can be placed to ***ControlledDoors*** list of many consoles.

5. Check the ***ConsoleList*** parameter of the **DotHskDoorControl** script, for there should be all the consoles that are controlling this door. Please do not edit this list, because it is automatically made.

TIPS

To set a mode for multiple doors which are handled by single console, specify the mode of the first door in the ***ControlledDoors*** list. Sometimes, multiple consoles can manage one door and a single console can manage many doors. If having such a tricky situation, please keep in mind:

- the mode of the first door in the ***ControlledDoors*** list is displayed by the console, and only the mode of the first door in that list is taken into account when switching modes;
- all the consoles that handle the same doors are equal in functionality.

Be careful at making complex door control configurations. If set up incorrectly, some doors may get into unexpected modes.

If the doors are operated by console, it is recommended to switch their mode using the following methods of the **DotHskDoorControl** script attached to the first door/gate object in the ***ControlledDoors*** list:

*Useful public methods of **DotHskDoorControl** class*	
void **SetPowerMode(** *bool* ***isOn*** **)**	Allows to switch on/off the Power of the door. For each door, this method saves and restores its stance “active/blocked” and considers the value of the parameter ***OpenIfPowerOff***. Acceptable values for ***isOn*** parameter are bool ***true*** (for turning the power on) or bool ***false*** (for turning the power off).
void **SetMode(** *dotHskDoorMode* ***mode*** **)**	Allows doors/gate blocking and unblocking. The method can set off any of the available modes; however, for switching the power on/off, it is recommended using **SetPowerMode()** method. Acceptable values are ***dotHskDoorMode.{mode_id},*** where ***mode_id*** is one of following literals: ***active***, ***blocked***, ***inactiveOpen***, ***inactiveClosed***, ***brokenOpen***, ***brokenClosed*** (see list of operating modes above).
DotHskDoorConsoleCollider *script (attached to Console_Trigger GameObject)*	
Texture **Banner**	On-screen hint image (source file **_HSK25_Gui.psd** included in Assets > Heavy Station Kit > _common > GUI)

Elevator

Refers to prefabs	
HSK Colony	C_El_Platform, C_El_Platform2 Assets > Heavy Station Kit > COLONY > Prefabs > Elevator

SETUP THE ELEVATOR

1'st Step. Place the Platform (Cabin) of the Elevator in the scene.

TIPS

Two platform types are available and they differ by pre-installed consoles:

- *The platform **C_EL_Platform** is using console **C_EL_Console,** which provides keyboard input for selecting specific floor, and for selecting underground level stories an additional modifying button should be used.*
- *The platform **E_EL_Platform2** is using console **C2_El_Cons2**, which shows list of the available floors on the graphical panel, and allows selecting of the required floor using mouse button via "touchscreen".*

2'nd Step. Place Consoles of the Elevator on all floors and at the Platform of the Elevator.

TIPS

Coordinate at Y axis of the Console's origin point is used for positioning Platform of the Elevator on according floor.

3'rd Step. Script setup

A. Main settings (script DotHskElevator2, assigned as child component to Platform Object):

1) Optional, only for custom (non **C_El_Platform** or **C_El_Platform2**) platforms:

a. Assign to property "Platform" - Platform object.

b. Attach Platform Console:

- for **C_El_Console** - assign to property "Platform Console" of DotHskElevator2 script Console object that is placed at the Platform of the Elevator.
- for **C2_El_Cons2** - assign Platform object (**C_El_platform2**) to property "Elevator 2" of DotFPCElevator2ConControl script attached to **C2_El_Cons2** prefab.

2) Set number of Floors of Elevator at property "Size" of list "Floors". Assign appropriate Console objects to each element of the list (property "Console")

4) At "Elevator Label" property set a symbolic ID code of Elevator title for displaying on digital panel (only for **C_El_Platform2**).

TIPS

At Console assignment, readonly "Floor Height" property of an appropriate element of list "Floors" shows the height of the floor (Y-axis).

3) Using slider bar "Floor Number' for each element set hotkey for selecting Floor number at Console of Elevator.

TIPS

- *at configuring script while in Edit Mode, numbers of floors are automatically modified, so they stay unique;*
- *supported range of the number of floors is from "-9" to "9". While in game, hold modifier key (by default "Shift", can be changed via DotControlCenter prefab) to type in Negative, or in other words Underground floor number.*

4) At the "Current floor" property set floor, on which Platform of Elevator will be at start of the game. So the platform should move to such floor.

TIPS

At this property should be assigned an index of the appropriate element from the "Floors" list. This differs from the actual floor number.

5) At the "Floor title" property set floor title for displaying on a digital panel (only for **C_El_Platform2**).

6) Set platform movement speed at the property "Platform Speed".

B. Optional - customize movement sounds (script DotHskElevator2, assigned as child component to Platform object of the Elevator):

1) Assign to property "Platform Sound Source" AudioSource object, attached at Platform of the Elevator.

2) Assign at "Start Sound", "Motion Sound" and "Stop Sound" properties AudioClip with corresponding sounds, such as starting, movement and stop.

TIPS

Duration of AudioClip "Start Sound" defines the amount of time that takes Elevator to accelerate, and "Stop Sound" - braking of Elevator till stopping.

C. Optional - customize Displays of Consoles (script DotHskElevator2Events, assigned as child component to Platform object of the Elevator)

1) Assign to property "Display Up Mat" material for the upper display of the console, which shows the number of the current floor at standby mode as well as at movement of the Platform.

2) Assign to property "Display Dn Mat" material for the bottom display of the Console at Floors, which shows the state of the Elevator - "Movement up", "Movement down" or "StandbY'.

3) Assign to property "Display Dn Platform Mat" material for the bottom display of the Console at Platform, which shows the number of the desired floor while Elevator is running.

TIPS

*Every elevator that is placed within the scene, **must use a separate set of materials for displays**. Because for showing identical information at Consoles script is modifying property sharedMaterial of Renderer object.* Detailed information on preparing materials for Displays and configuring the **DotAnimatedTexture** script can be found in the “Displays” section below.

*Useful public properties & methods of **DotHskElevator2** class*	
int **currentFloor**	The Property contains the internal number of the current floor, to move the elevator platform use the method **call**()
bool **call**(*int **floor***)	"Call" elevator platform to specified ***floor***, the method will return ***false*** if action can't perform
Texture **CallElevatorTip**, **EnterFloorTip**	On-screen hint images (source file **_HSK25_Gui.psd** included in Assets > Heavy Station Kit > _common > GUI)

Ladder

Refers to prefabs	
HSK Base	Ladder1, Ladder2 *Assets > Heavy Station Kit > BASE > Prefabs > Ladders*

*Useful public properties of **DotLadder** class (component of child GameObject B2_TDLadder_Trigger)*	
Texture **tipOnLadder, tipOffLadder**	On-screen hint images (source file **_HSK25_Gui.psd** included in Assets > Heavy Station Kit > _common > GUI)

Ventilation Grille

Refers to prefabs	
HSK Colony	C_Vent_Grid *Assets > Heavy Station Kit > COLONY > Prefabs > Ventilation*

SETUP THE VENTILATION GRILLE

Place the **C_Vent_Grid** prefab and orient it in the scene. For set it initial open position, select child **C_Vent_Collider** object and mark checkbox **Is Grate Open** of **Dot Hst Vent Colony** script component.

*Useful public properties of **DotHstVentColony** class*	
bool **isGrateOpen**	The property contains the actual open/close state of the ventilation grille, assigning at GameMode to it the value ***true*** will cause the opening movement to animate, and the value ***false*** - closing movement
Texture2D **bannerTip**	On-screen hint image (source file **_HSK25_Gui.psd** included in Assets > Heavy Station Kit > _common > GUI)

Dot FPC

Refers to prefabs	
ALL Kits	Dot_FPC *Assets > Heavy Station Kit > common > Dot FPC*

The **DotFirstPersonController** class is a clone of the standard FirstPersonController class with some changes to provide (together with **DotLadderController**, **DotFPCCrouch**, **DotFPCElevatorSupport**, **DotFPCLight** scripts) such functions as:

a) the possibility of crouching and movement in this state, necessary to move through the ventilation channels (HSK Colony > Prefabs > Ventilation);

b) the ability to move along the ladder (HSK Base > Prefabs > Ladders);

c) the ability to move on the platform of the elevators (HSK Hangars > Prefabs > Elevator and HSK Colony > Prefabs > Elevator);

d) the ability to use a flashlight (default shortcut - "L").

*Useful public properties of **DotFPCCrouch** class*	
float **crouchSpeedRatio**	Coefficient for modifying the movement speed, relative to usual speed in “crouch” mode
float **crouchHeightRatio**	Coefficient for modifying collider height, relative to usual height in “crouch” mode

Dot Control Center

The DotControlCenter prefab is made to be a convenient center for centralized control of the general settings of other prefabs from Heavy Station Kit set either in an active scene or in the entire application.

Place DotControlCenter prefabs in every scene, if it is necessary to control settings of the prefabs individually. On the other hand, to control settings in the entire application place DotControlCenter prefab in the starting scene of the project and tick checkbox “Use in Other Scenes”.

List of parameters available for setup:

Shortcuts	
InteractShortcut*	“One-buttoned” interaction (default - "E" key)
CrouchShortcut	Toogling character mode to Crouch/Walk (default - "C" key), applied for Dot_FPC prefab
FlashlightShortcut	Turning flashlight either ON or OFF (default - "L" key), applied for Dot_FPC prefab
Shortcut modifiers	
Basement Floors ModifierKey 1, Basement Floors ModifierKey 2	Modifier buttons to input negative floor number on floor selection console of the Elevator, and is used in conjunction with keys “1”..”9” to form an appropriate negative variant “-1”..”-9” (default -”Left shift” and “Right shift” keys), applied for C_EL_Platform
Settings	
Use In Other Scenes	If the check mark is set, the **DotControlCenter** object will not be destroyed when a new scene is loaded
Track Changes Settings	If the check mark is set, the settings changes will be tracked and applied in each update application cycle

*) With the modification of InteractShortcut it would be obvious to update corresponding on-screen hints. Graphical source file **_HSK25_Gui.psd** is located in Assets > Heavy Station Kit > _common > GUI

Displays

Refers to prefabs	
ALL Kits	*Assets > Heavy Station Kit > BASE / HANGARS / COLONY > Prefabs > Displays*

Displays use **DotAnimatedTexture** Script, designed for cycled playback of single or multiple frame sequences assigned to the material.

Prepare material

Recommendations for material creating and setup:

1. Frame sequences must be inside textures. And then you put the texures in the **Main Maps** section of the Material.

2. The size of the texture should provide optimal space for all of the frame sequences.

3. Positioning of frame sequences on the texture map is done in the following order -from left to right and from top to bottom. So at first, the row is being made, then other rows add, filling texture map to the bottom.

4. Setup for parameter **Tiling** for **Main Maps:**

X = 1.0f / {columns_count}, where {columns_count} is a number of frames that are placed horizontally;

Y = 1.0f / {rows_count}, where {rows_count} is a number of frames that are placed vertically.

SCRIPT SETUP

1. After the material was assembled, assign it to the desired object.

2. To the same object, script **DotAnimatedTexture** is being attached. Script's parameter **Material Total Frames** is set automatically for a maximum number of frames that can be in the material. The chosen number of frames depends on the values of the **Tiling** parameter for **Main Maps**.

3. General script configuring:

Active Sequence – the number of current sequence for playback (zero-based);

Size in **Sequences** tab – total number of frame sequences in the animated material;

FPS – number of frames per second on playback;

Show warnings – allows for displaying errors in Console if configuring the script in EditMode (Disabled by default)

4. Individual setup of single or multiple frame sequences, on tab "Element N" of the "Sequences" tab.

Total Frames – total number of frames of this particular frame sequence;

First Frame – first frame number, of this particular frame sequence element, in relation to the first frame number on the Material (zero-based);

Starting Frame – sequence playback starts with this frame (zero-based);

Randomly — if checked, frames to playback will be chosen on random.

Notes

1. At script setup in EditMode, animated material shows the starting frame (parameter **Starting Frame**) of selected sequence (parameter **Active Sequence**). This allows for a visual preview of animated material. Frame sequence cannot be run in EditMode, for this select GameMode.

2. For switching between frame sequences inside of Script in GameMode it is necessary to assign sequence number (zero-based) to public property **activeSequence** of an appropriate DotAnimatedTexture script component.

3. Please keep in mind that, if making a Prefab from an Object with the already attached script, then assigned material will drop out of Prefab. Restoring material is possible within the Inspector, selecting Prefab in Project window and assigning material manually. Then, for preview picture of Prefab to display correctly, it is advised performing Reimport.

VIDEOS

Heavy Station Kit series

Promo

Sci-Fi Heavy Station Kit base 2.50

Sci-Fi Heavy Station Kit hangars 2.50

Sci-Fi Heavy Station Kit colony 2.50

Sci-Fi Heavy Station Kit base 2.50 AUGMENTED

Sci-Fi Heavy Station Kit hangars 2.50 AUGMENTED

Sci-Fi Heavy Station Kit colony 2.50 AUGMENTED

Guidelines

General level Design

Doors (all), Gates (hangars) and Consoles (base) Customization

Elevator (colony) Customization

DOTTEAM

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