SPEEDTUTOR DOOR INTERACTION KIT V1.1
DOCUMENTATION

Thanks very much for downloading! Please be sure to leave a **star rating** and **review** if you liked the package!

Support me on Patreon: https://www.patreon.com/SpeedTutor
Make a small donation: www.paypal.me/speedtutor

Pack includes:

This Door interaction kit is a starter for implementing some basic door interactions, which allows you to either use triggers, raycasts, collect objects or use buttons to open doors. This package includes a PBR door, animations for the doors and specific examples for each. Tutorials will be added to go along with this package below:

1). Trigger Door Example: https://www.youtube.com/watch?v=tJiO4cvsHAo
2). Basic Raycast Door: https://www.youtube.com/watch?v=K9jnIPnsQ_w&
3). Button Raycast Door: COMING SOON
4). Key Raycast Door: COMING SOON
5). Hinge Door: https://www.youtube.com/watch?v=45uFaC1cnuI&

BASIC SETUP:

- This package requires an FPSController, I have added it to the package and can be tested in the demo scene.

- You can add any of the "Raycast" scripts to the "Main Camera" of your FPSController, if you're using a raycast example and then attach other scripts to corresponding objects (Take a look at the demo scene, if you need more help)

- Make sure to have your layers as "Interact" for every interactable object but also use "LayerMaskExclude" as an additional option on the raycast script on the main camera to exclude things like walls and doors. This can be set to "Everything" as default but set it to your own layer if you wish to exclude!

REMEMBER to tag your inspect-able objects "**InteractiveObject**" and add a layer called "**Interact**" to each, if not already! Refer to my tutorial if you need any help or please send an email! ☺

Patch Notes

V1.1 – November 2020

- Button Door / Basic Raycast Door / Key Door all have an edited script to show you how to pause the animation before being able to interact with the door again. Meaning you won't be able to close or open the door before it finished
- Added an example within the key door to show you how to add more keys to the example, meaning you can collect multiple keys for multiple doors!

V1.0 – September 2020

- First Release

Contact

If you have any problems with the pack or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com

Website: http://www.speed-tutor.com