

- ZERIN LABS -

Enviro Kit

Retro Traps

Welcome!

...and thanks for buying this outstanding asset pack :)

On this small tutorial you will find all the necessary details to understand how to maximise the versatility and capabilities of these assets. Besides we will explain you how to configure your meshes in case you want to use the included bonus script “**Object snap utility**”.

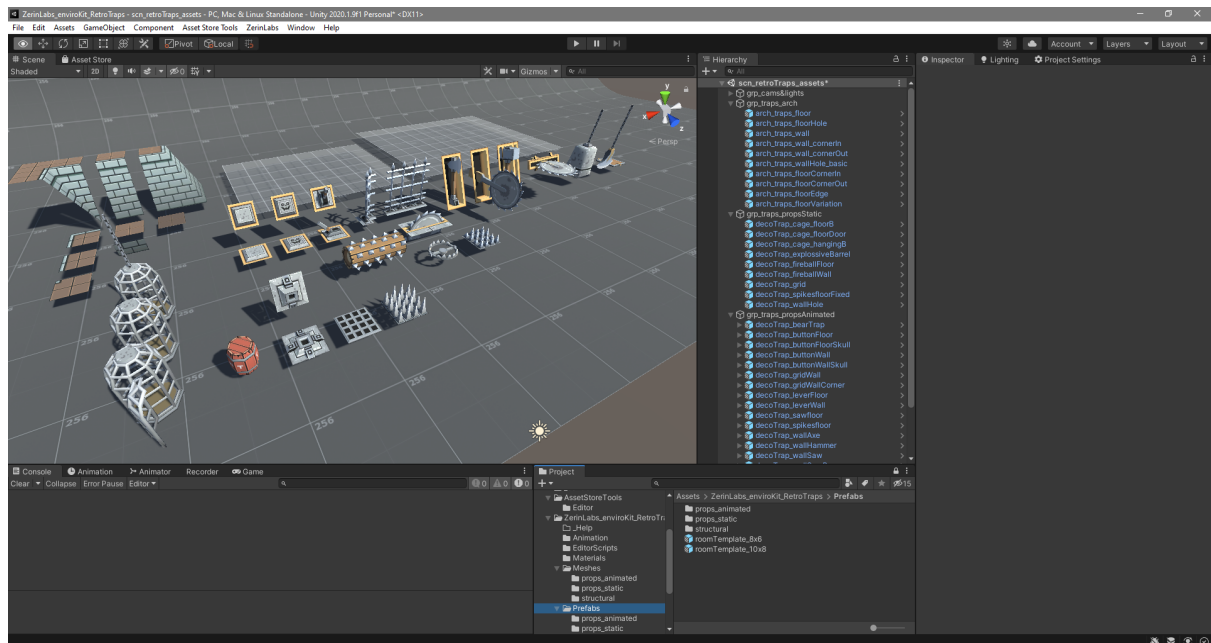
For any doubt feel free to contact us at: zerinlabs@gmail.com

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THE ASSET COLLECTION

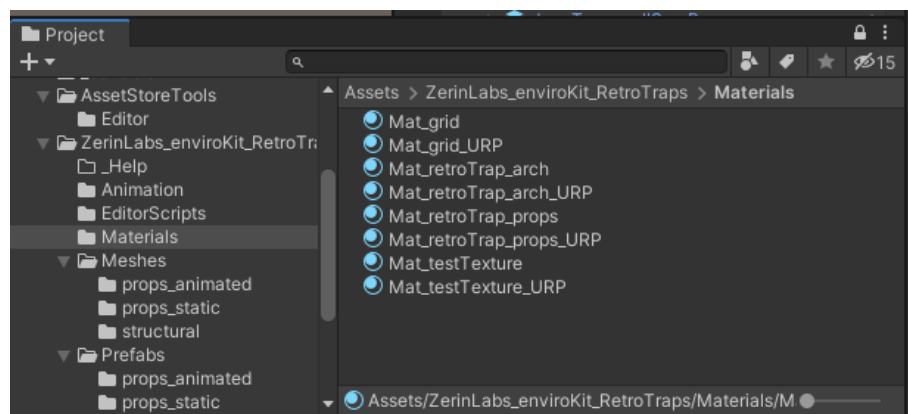
The assets are divided in 3 major groups:

- **Static props/traps**
 - Barrels, cages, grids, missile traps...
- **Animated props/traps**
 - Grill, saws, spikes, hanging axes, hammer traps...
- **Structural assets**
 - A compact set of walls, floor tiles, corners, etc...
 - You can easily extend the “structural assets” collection with our full fledged and themed “[retro kits](#)” available on the [Asset Store](#)



MATERIALS

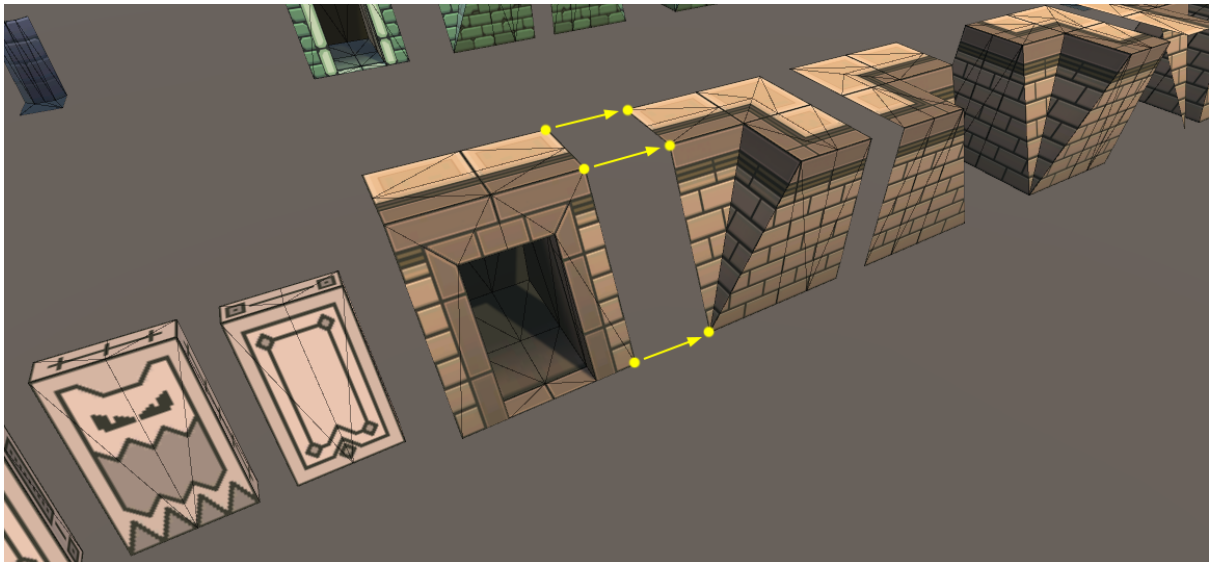
All the assets have been mapped with the same set of materials, so, editing one of them should change all the materials of the asset group. Of course you can create and add new materials if that's more convenient for you. There are an included set of URP materials ready for use.



SNAP THEM!

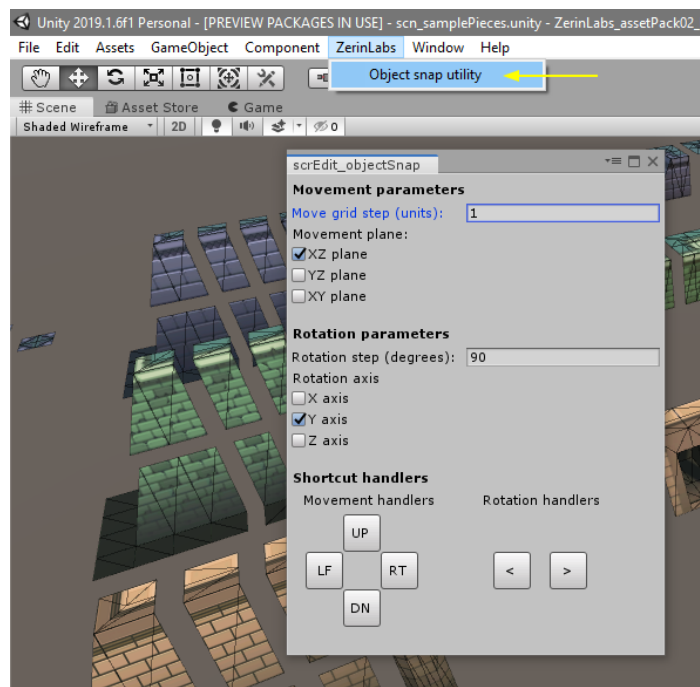
Even if they may have irregular shapes, all the objects have been built in a way so they can be snapped and match together using “vertex snap” and the “Unity grid system”

To enable vertex snap inside unity editor, select the “moving tool” while you’re pressing the “V” key.



C# EDITOR SCRIPT : Object Snap Utility

The pack includes a special dedicated editor script (named “**Object snap utility**”) that will assist you positioning and rotating all your assets. (You should be able to find this script on the **ZerinLabs** tray menu)

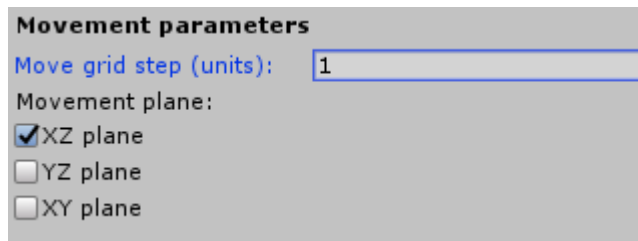


The script has 3 different parts:

- **Movement parameters**
- **Rotation parameters**
- **Shortcut handlers**

Movement parameters

On this group you will be able to customize some parameters used to “position” the assets

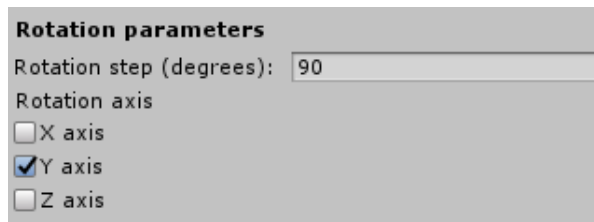


The screenshot shows a panel titled "Movement parameters". It contains a text input field labeled "Move grid step (units):" with the value "1". Below this is a section labeled "Movement plane:" with three checkboxes: "XZ plane" (checked), "YZ plane" (unchecked), and "XY plane" (unchecked).

- **Movement grid step:** This is the snamp distance any asset will move each time you use one of the “movement handlers” from the section below.
- **Movement plane:** Here you can select which is the “plane” (defined by 2 axis) where the object will be moved. By default this is the “horizontal plane XZ” (suitable for any top-down game) but you can choose any of the 3 main planes

Rotation parameters

On this group you will be able to customize some parameters use to “rotate” the assets

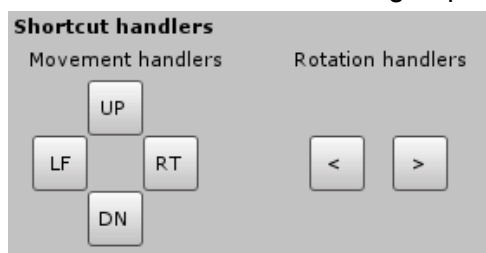


The screenshot shows a panel titled "Rotation parameters". It contains a text input field labeled "Rotation step (degrees):" with the value "90". Below this is a section labeled "Rotation axis" with three checkboxes: "X axis" (unchecked), "Y axis" (checked), and "Z axis" (unchecked).

- **Rotation step:** This is the angle (degrees) that any selected asset will rotate if you use one of the “rotation handlers” from the section below.
- **Rotation axis:** You can select here the axis you want to use for the rotation too. Sameways as the “movement plane”, the rotation axis have been set by default to “Y”. This is the vertical axis (suitable for any top-down game) but you can choose any of the 3 main axis.

Shortcut handlers

There are two button/handler groups:



The screenshot shows a panel titled "Shortcut handlers". It is divided into two sections: "Movement handlers" and "Rotation handlers". The "Movement handlers" section contains four buttons labeled "UP", "LF", "RT", and "DN" arranged in a cross pattern. The "Rotation handlers" section contains two buttons labeled "<" and ">" side-by-side.

Movement handlers:

- Here you have 4 buttons that will act just like a D-pad moving your assets on the “movement plane” defined above one “step” per click.

Rotation handlers:

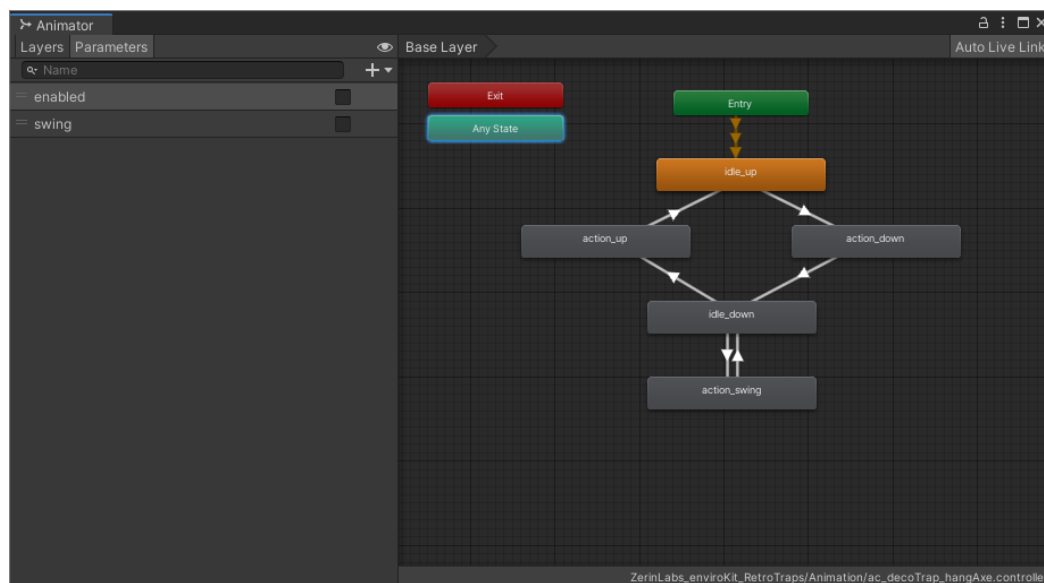
- Here you have 2 buttons that will rotate your asset along the axis defined on the prior section. The “>” button will rotate the object “clockwise” meanwhile the “<” button will rotate the asset “counter-clockwise”.

ANIMATED ASSETS

Some of the assets include some animations. We created a custom “animator controller” ready to be used for each one of them.

The animator controller has been tailor made for each asset taking in account his “trap behaviours”

All the animations can be “triggered” through some custom boolean “animation parameters” Where the “**enabled**” parameter is the most commonly used in order to activate or disarm the traps (**true/false**). VBut depending on the trap you may find others like: “**open**” or “**swing**”. Check every “animator” in order to figure out how to “trigger” each trap.



We didn't include any “collider” or unity “trigger” in the traps prefabs or the structural pieces due those functionalities may be heavily subject to each game logic. But, if necessary, they could be included easily on the required prefabs.

DEMO SCRIPTS

In addition to the custom animator controllers (already pre-configured on the package prefabs) we included 3 “mini-demo-scripts” for demo purposes that can be used to (for instance) trigger the animations periodically or to move an objects and trigger certain animations at the end of its movement.

These “mini-demo-scripts” are all included in the “scripts” folder totally for free. Please feel free to use them or edit them for your game :)

CONTACT

Feel free to contact us if you have any doubt or question.
And don't forget to follow us on Twitter!! ;)

- Mail
 - zerinlabs@gmail.com
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