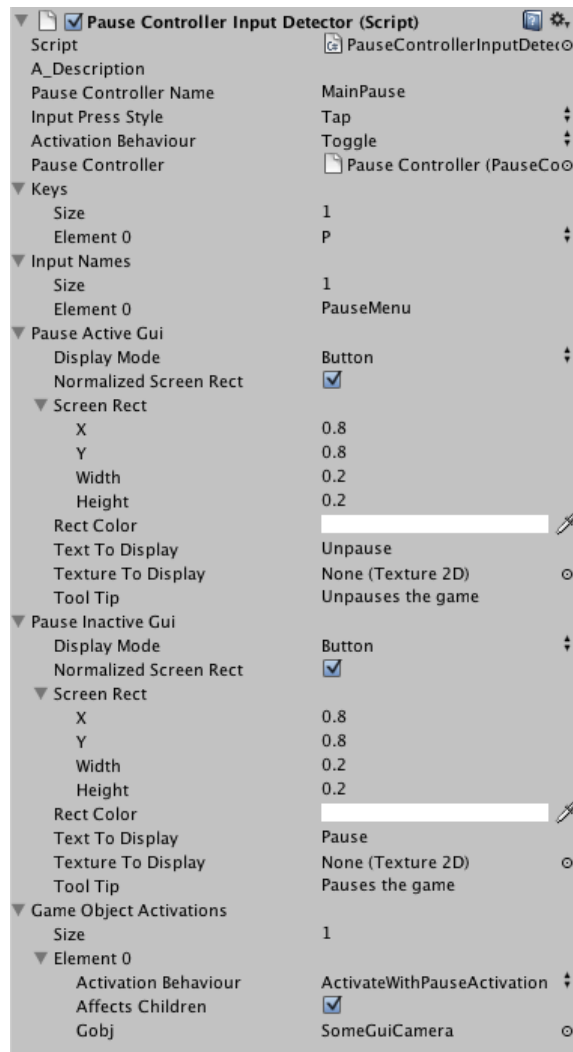


Helpers

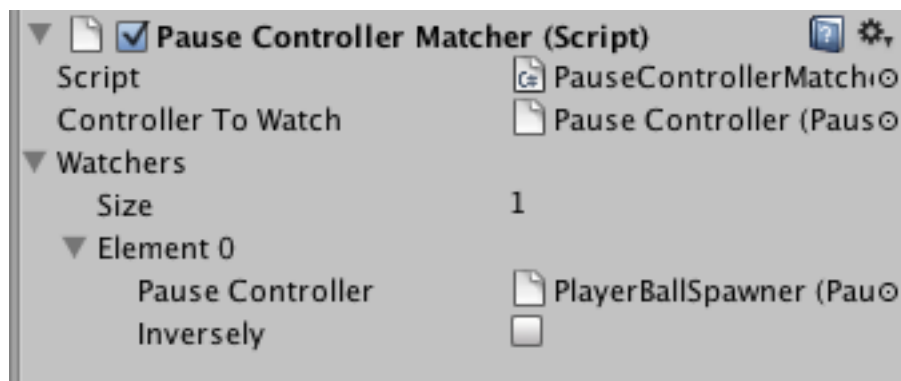
PauseControllerInputDetector



<i>Inspector Field</i>	<i>Description</i>
A_Description	A place to jot notes on the detector
Pause Controller Name	Displays the name of the pause controller you are using
Input Press Style	Tapped: Applies the Activation Behaviour when pressed. Held: Toggles the PauseController activation state when helped.
Activation Behaviour	Toggle: flips the activate state of the pause behaviour

	<p>Deactivate: Deactivates the pausing behaviour</p> <p>Activate: Activates the pausing behaviour</p>
Pause Controller	Assign the PauseController to interact with here.
Keys.Element< X >	The key you want the PauseController to respond to.
Input Name.Element< X >	The input manager axis name you want the PauseController to respond to.
Pause Active GUI	This is the GUI that will show while the PauseController is active.
Pause Inactive GUI	This is the GUI that will show while the PauseController isn't active.
DisplayMode	<p>Button: Displays and Interactive button that will change the state of the PauseController</p> <p>Label: Displays a non interactive Label</p>
Normalized Screen Rect	Checking this box will use screen percentages instead of pixels (0.0 being 0% and 1.0 being 100%. 0.5 being 50%)
Rect Color	Applies the color on top of the default GUIskin texture
Text To Display	This text will appear inside the Rect or Label area
TextureToDisplay	This image will appear within the Rect or Label area
ToolTip	This will display text when mouse above the Rect area.
GameObjectActivations	This array will control the activation of other GameObject's in the scene. If you have a GUI system, this is great way to hide one then make it appear.
GameObjectActivations.ActivationBehaviours	<p>ActivateWithPauseActivation: This mode watches and matches the PauseController's pauseActivate state.</p> <p>ActivateInverselyWithPauseActivation This mode watches and sets the gameobject active state to the opposite of the PauseController's pauseActivate state</p>

	<p>ActivationWithInput: This mode does not watch the PauseController's pauseActivate and only activates with a input change</p> <p>DeactivationWithInput: This mode does not watch the PauseController's pauseActivate and only activates with a input change</p>
Affects Children	Does the activation of this gameObject affect it's children
Gobj	The object you wish you activate or deactivate.



Be aware!

If any of the PauseController's affect the same GameObject, there's a high chance that the pausing behavior isn't going to work as desired.

Fix!

Be sure that the pause controllers settings are in such a way where only one game object should be affect by the settings of a pause controller.

Inspector Field	Description
Controller To Watch	The state of this PauseController will be used to affect the state of other PauseControllers
Watchers.PauseController	PauseController to react the state of the PauseController it's watching.
Watchers.Inversely	This will set the watching PauseController into the opposite state as the PauseController being watched.