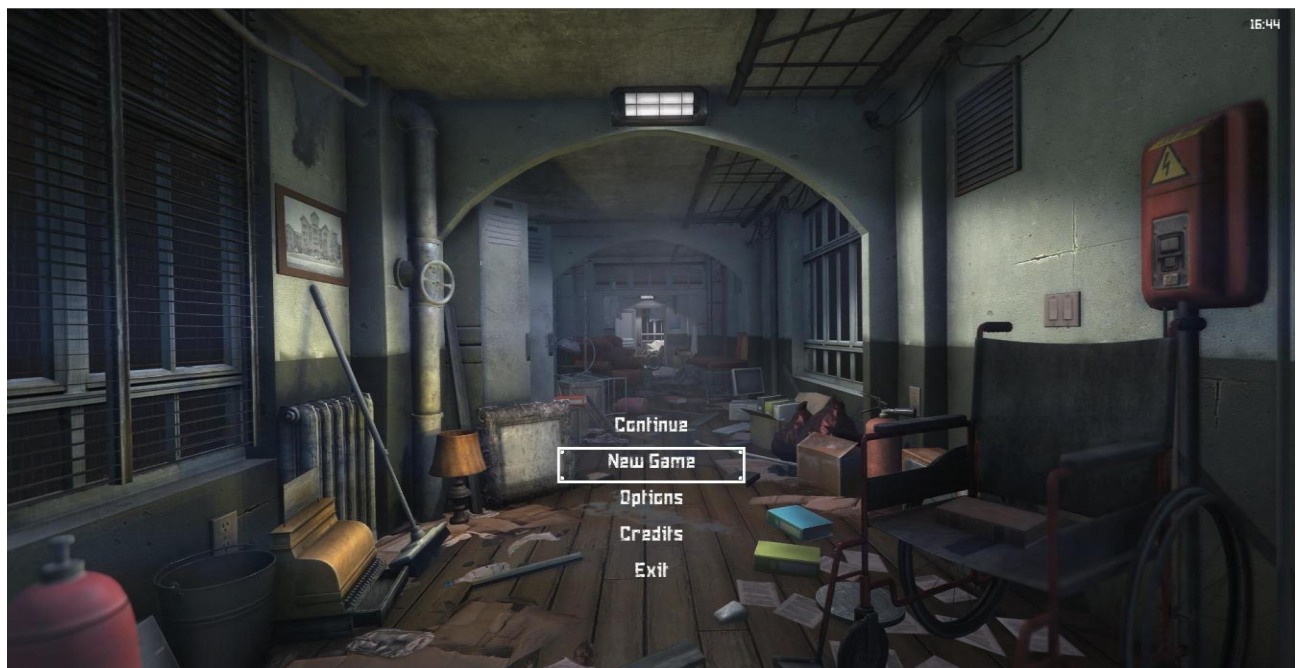
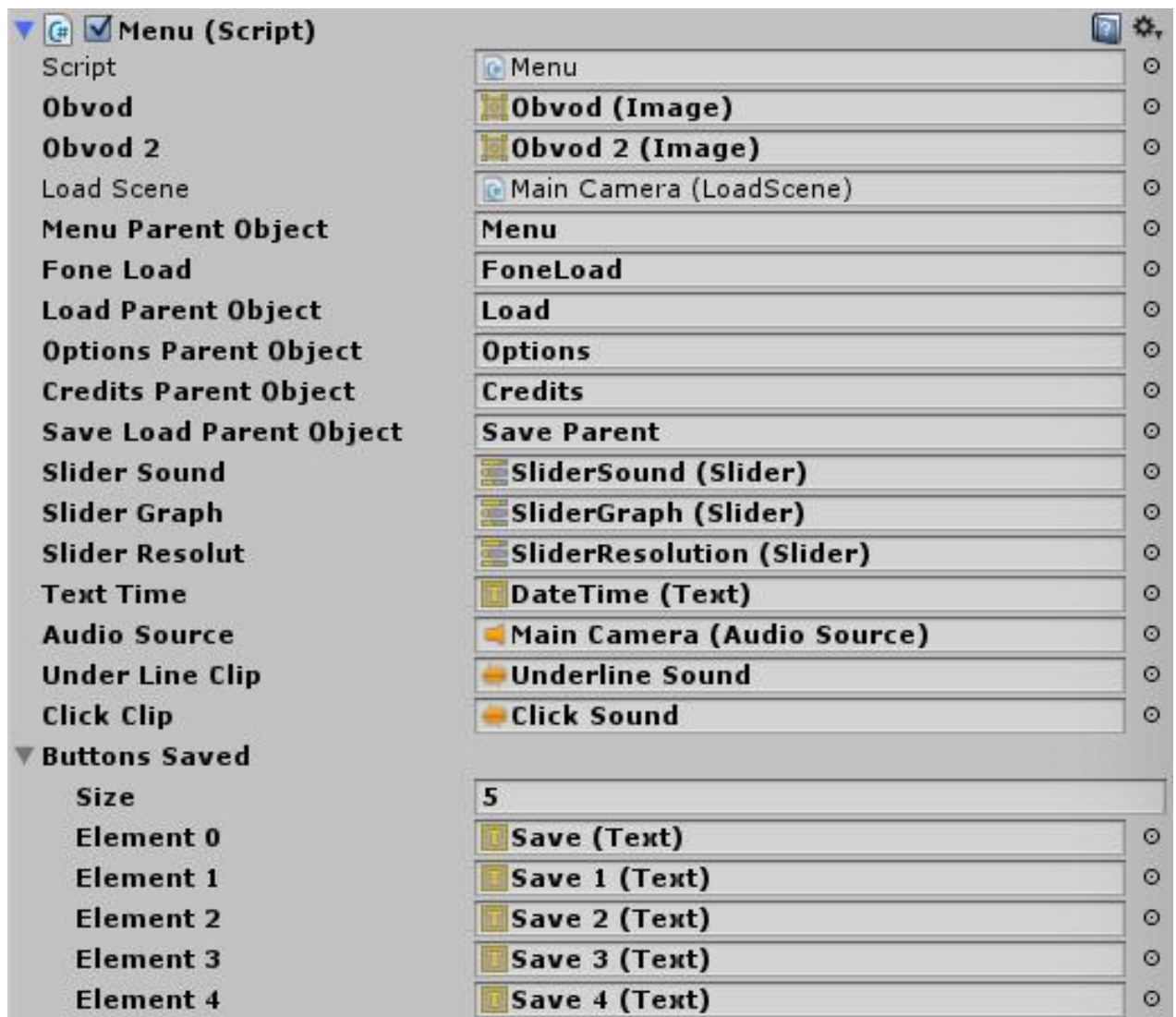


# Escape



Big modular pack and great solution for  
horror\adventure games.

## Script: Menu



**Obvod** – Image of frame in menu

**Obvod 2** – 2<sup>nd</sup> Image of frame in menu

**Load Scene** – Main camera with scripts (load scene)

**Menu Parent Object** – Canvas Menu object

**Fone Load** – Image for loading screen

[Load Parent Object](#) – Canvas Load object

[Credits Parent Object](#) – Canvas Credits object

[Save Load Parent Object](#) – Canvas Load Save object

[Slider Sound](#) – Unity Slider for sound (vol)

[Slider Graph](#) – Unity Slider for Graphic quality

[Slider Resolut](#) – Unity Slider for monitor resolution

[Text time](#) – Data text object (From your PC time)

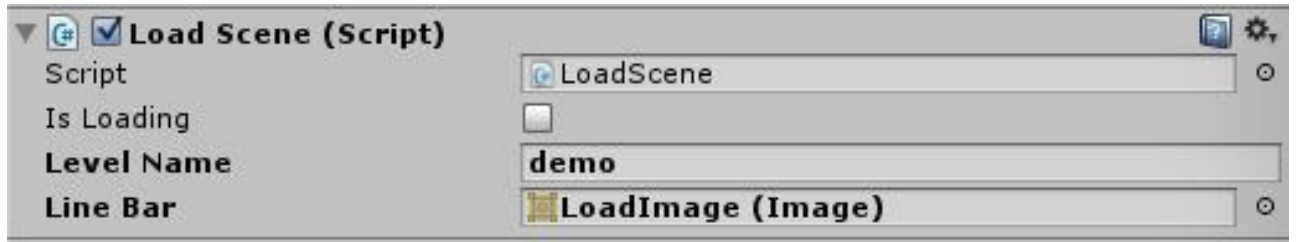
[Audio Source](#) – Audio Source from main camera

[Under Line clip](#) – Sound for moving between canvas objects

[Click clip](#) – Sound for click on canvas object in menu

[Buttons Saved](#) (array) – Save Text (Canvas)

## Script: Load Scene



**Is Loading** – Check for load screen

**Level Name** –Scene Name to load

**Line bar** – Canvas bar for loading

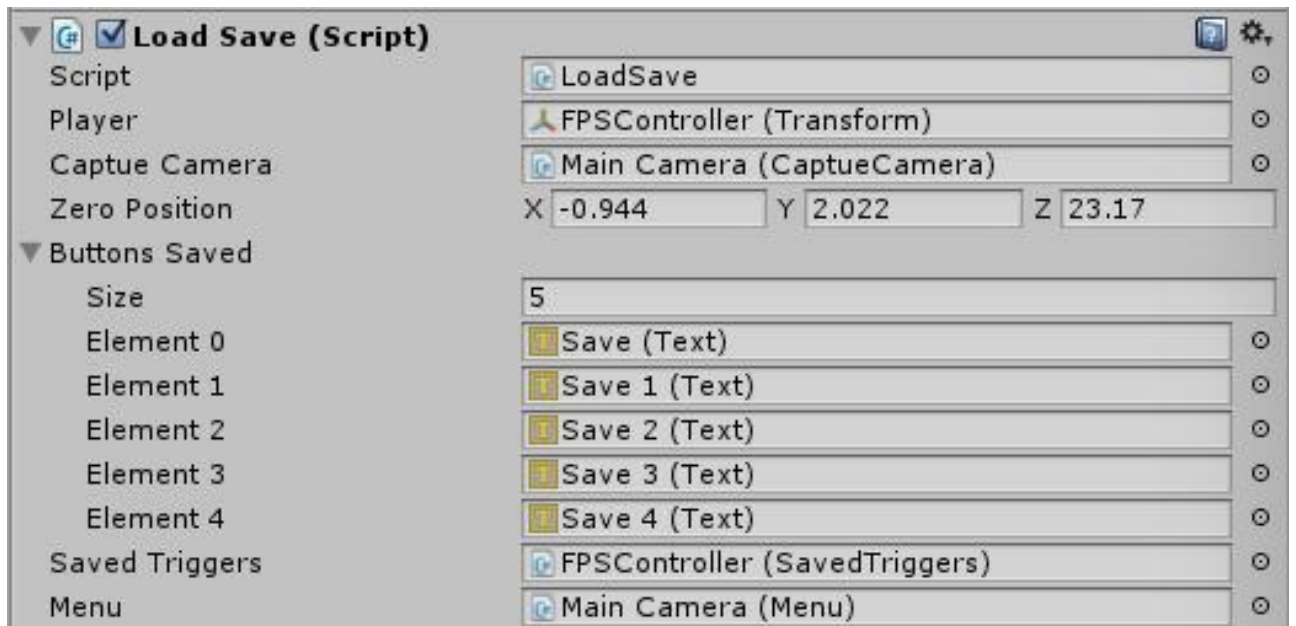
## Script: On Menu



**Menu Canvas** –Main canvas object

**Menu** – Main camera with menu script

## Script: Load Save



**Player** – Your main character

**Capture Camera** – Camera with scripts

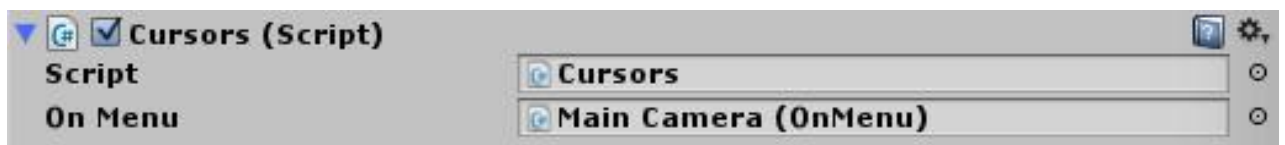
**Zero Position** – Start position in scene

**Buttons Saved (array)** – Save Text (Canvas)

**Saved Triggers** – Saving triggers scripts (FPS)

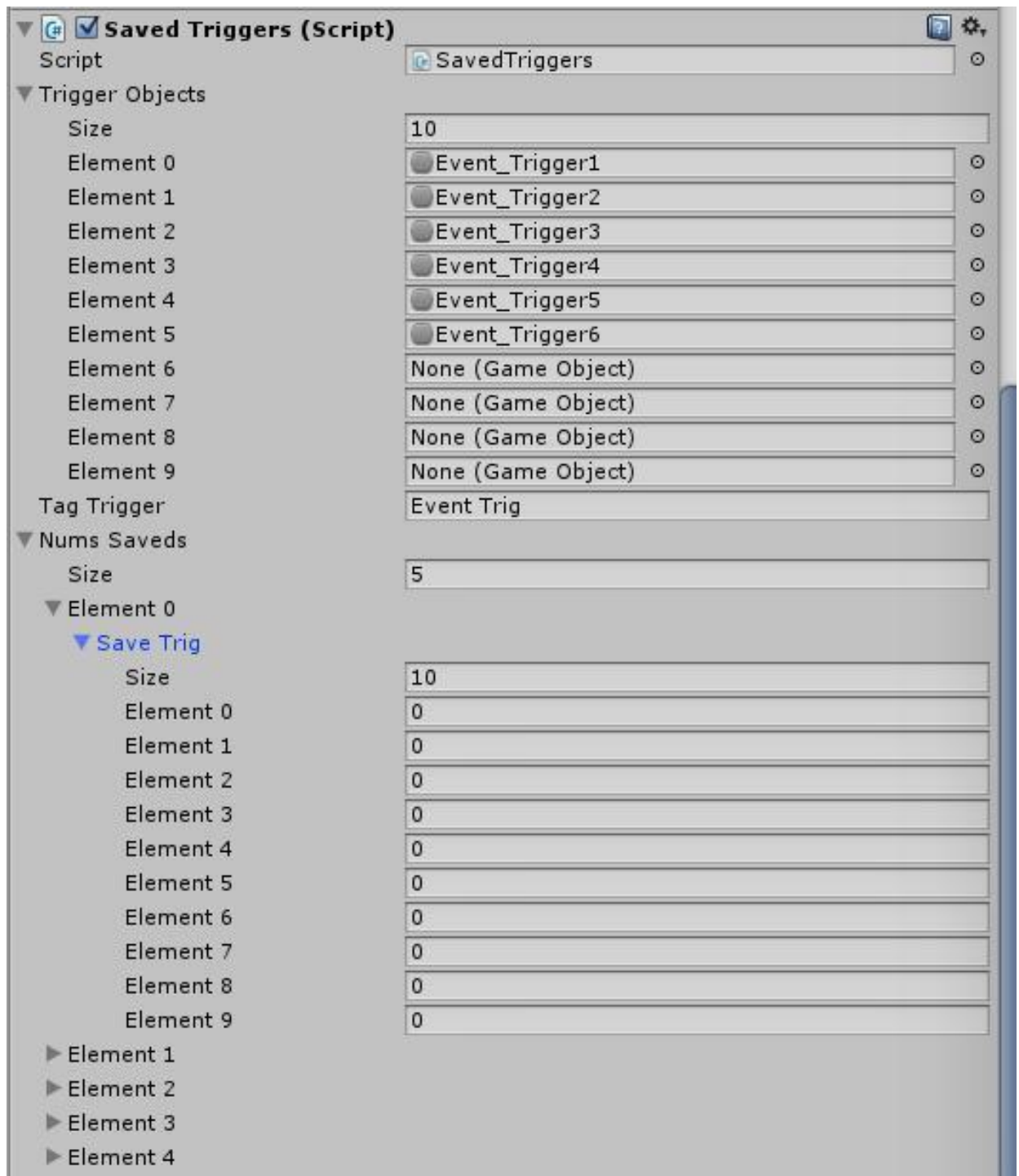
**Menu** – Main camera with menu script

## Script: Cursors



**On Menu** – Main camera (hide cursor when in play mode)

## Script: Saved Triggers



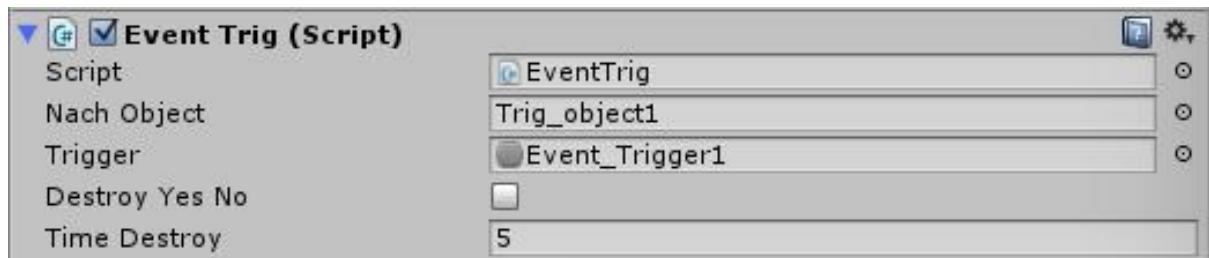
Trigger objects (array)– actual trigger objects

Tag Trigger – Tag for all event triggers



Nums Saveds (array)– For saving triggers that has been passed

## Script: Event Trig



Nach Object – game object that will be turned on

Trigger – Trigger object

Destroy Yes No – Delete trigger after use or no

Time Destroy – delete after (sec)

## Script: Door



Audio Source – Door object Audio Source

Audio Clip Lock – Sound for open\close

Animation – Door animation component

Animation Open Clip – animation for open

Animation Close Clip – animation for close

Ray Distance – Distance to door trigger

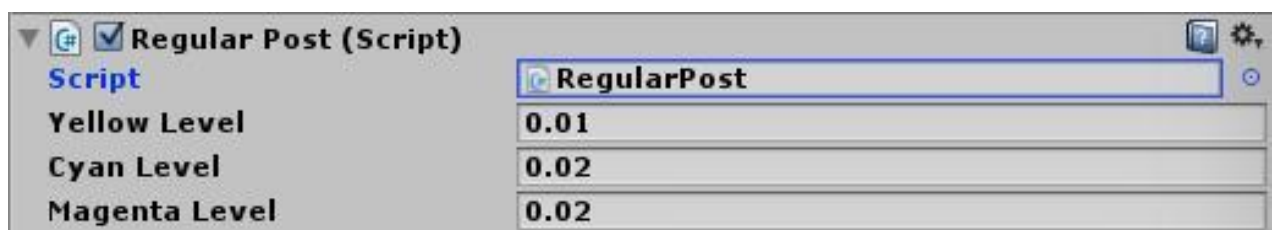
Name Tag Lock – Door tag

Script: Load Butt



Text Load – Load game object (appears if you have at least one save)

Script: Regular Post



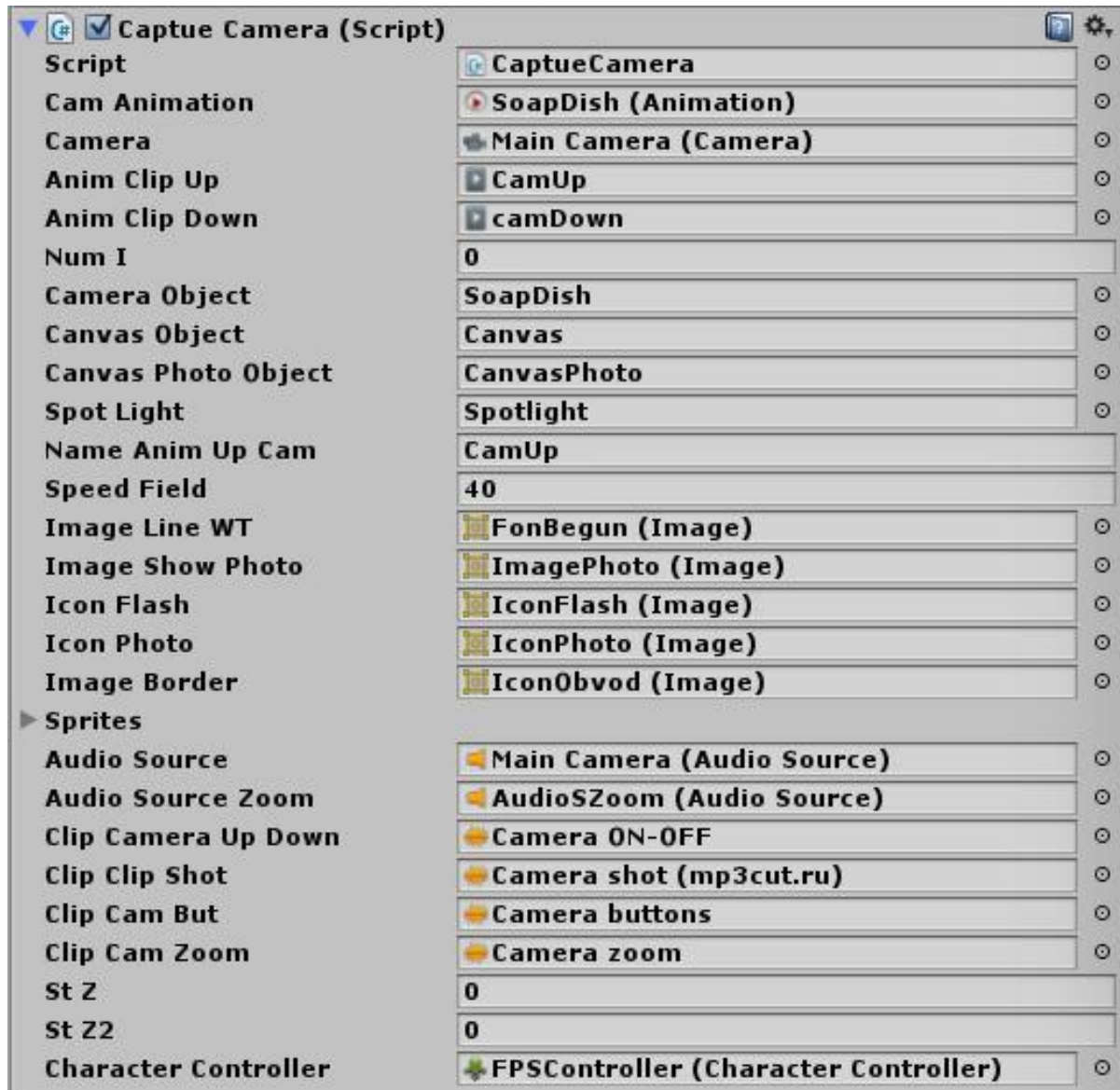
Yellow Level – Color Level

Cyan Level – Color Level



## Magenta level – Color Level

### Script: Captue Camera



Cam Animation – Photo Camera model with animations

Camera – Main Camera

Anim Clip Up – Animation for camera ON

Anim Clip Down – Animation for camera OFF

Num I – Check (don't touch)

Camera object – Camera object

Canvas object – Camera main Canvas

Canvas photo object – Image for no photo (canvas)

Spot light – Light object for Camera Flash

Name anim up cam – Name for Camera On animation

Speed Field – Zoom Speed

Image line WT – Image for zoom runner

Image Show Photo – Image (canvas) for Empty photo icon

Icon flash – Image for Flash icon

Icon photo – Image for Pictures icon

Image border – Border for icons

Sprites (array) – opened array for photos (example 50)

Audio Source – Audio Source of main camera

Audio Source Zoom – Source object for camera

Clip Camera Up down – Sound for Camera  
ON\OFF

Clip Clip Shot – Sound for camera shot

Clip Cam Bat – Sound for buttons in camera  
menu

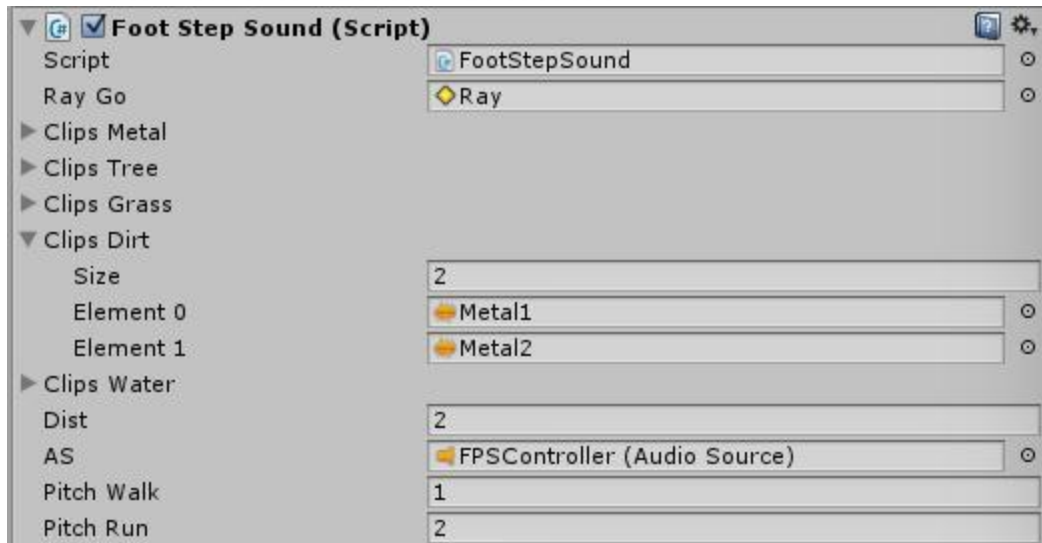
Clip Cam Zoom – Sound for Camera zoom

StZ – Do not touch (private variables)

StZ2 – Do not touch (private variables)

Character Controller – FPS Character Controller

## Script: Foot Step Sound



Ray Go – Ray to the ground from player

Clips Metal – Array for metal Sounds

Clips Tree – Array for Wood Sounds

Clips Grass – Array for Grass Sounds

Clips Dirt – Array for Dirt Sounds

Clips Water – Array for Water Sounds

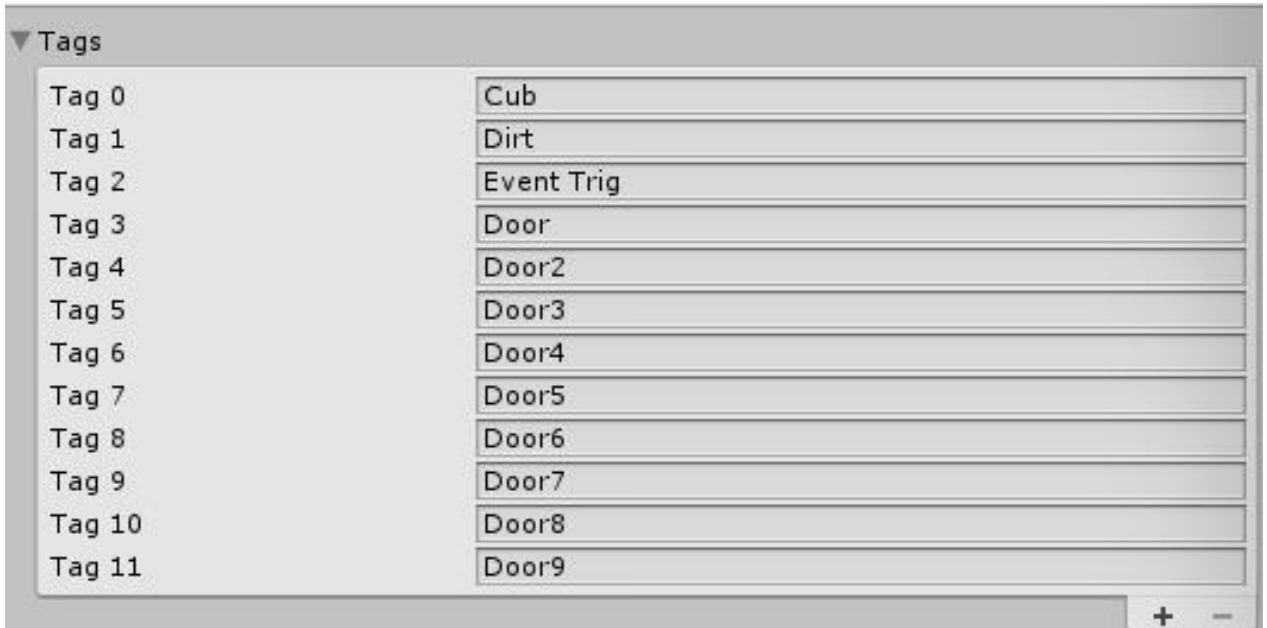
Dist – Ray distance

AS – Audio source of player

Pitch Walk – Pitch Walk

Pitch Run – Pitch Run

## All Tags in scene



A screenshot of a game engine's 'Tags' panel. The panel has a title bar 'Tags' with a dropdown arrow. Below the title bar is a table with two columns: 'Tag' and 'Object'. The table lists 12 tags, each assigned to a specific object. The objects are: Cub, Dirt, Event Trig, Door, Door2, Door3, Door4, Door5, Door6, Door7, Door8, and Door9. The panel has a scrollbar on the right side.

Tag 0	Cub
Tag 1	Dirt
Tag 2	Event Trig
Tag 3	Door
Tag 4	Door2
Tag 5	Door3
Tag 6	Door4
Tag 7	Door5
Tag 8	Door6
Tag 9	Door7
Tag 10	Door8
Tag 11	Door9

## Controls:

Move – WASD

Jump – Space

Run – Shift

Crouch – L Ctrl

Open\Close Doors – Q

Photo Camera On\Off – E

Take a Shot – R

Zoom – R Mouse

Next Photo (in camera photos mode) – L\R arrows

Back to Camera mode –Up\Down arrows

Enter menu: Photos \ Flash – ENTER



1 Press E to open Photo Camera

2 Use Up\Down Arrows to operate between Flash and Picture storage icons

3 Press Enter to turn on\off Flash or enter picture storage

4 When you entered picture storage, use Left\Right arrows to move between pictures



5 To go back in Camera menu use Up\Down arrows

6 Hold Right Mouse for **Zooming**

---

PNG Images saving by default in :

C:/Users/User  
name/AppData/LocalLow/Company/Project  
name\IMG.png

To clear all taking photos (PNG images)

1 delete them from folder

2 uncomment line in Captue Camera script

```

6
7 public class CaptureCamera : MonoBehaviour {
8     public Animation CamAnimation;
9     public Camera _Camera;
10    public AnimationClip animClipUp, animClipDown;
11    private int UpDown = 0, canv = 0, yescam = 0, vsrich = 0, prosmotr = 0;
12    public int NumI;
13    public GameObject CameraObject, canvasObject, canvasPhotoObject, SpotLight;
14    public string NameAnimUpCam;
15    public float SpeedField;
16    public Image ImageLineWI, ImageShowPhoto, IconFlash, IconPhoto, ImageBorder;
17    public Sprite[] sprites;
18    private int NumBut = 1;
19    public AudioSource _AudioSource, _AudioSourceZoom;
20    public AudioClip clipCameraUpDown, clipClipShot, clipCamBut, clipCamZoom;
21    public int stZ, stZ2;
22    public CharacterController _CharacterController;
23    private int CountScreen;
24
25    // Use this for initialization
26    void Start () { //PlayerPrefs.SetInt ("CountScreen", 0);
27        CountScreen = PlayerPrefs.GetInt ("CountScreen");
28
29
30        //var bytes = tex.EncodeToPNG ();
31        for (int i = 0; i < CountScreen; i++) {
32            var path = System.IO.Path.Combine (Application.persistentDataPath, "IMG_" + i.ToString () + ".png");
33            var bytes = System.IO.File.ReadAllBytes (path);
34            if (bytes != null)
35            {
36                Texture2D tex = new Texture2D (Screen.width, Screen.height);
37                tex.LoadImage (bytes);
38                tex.Apply ();
39                sprites [i] = Sprite.Create (tex, new Rect (0, 0, tex.width, tex.height), new Vector2 (0.5f, 0.5f));
40                Debug.Log (tex);
41                tex = null;
42            }
43        }
44    }
45
46 }

```

PlayerPrefs.SetInt ("CountScreen", 0);

Then save script and run Unity once

3 After that comment back that line

All DONE

For any questions, please contact my  
email: Ast-work@yandex.ru

