

# Instructions

- 1 - "Grab it" (the component) is intended to be assigned to a camera (like in a first person game) but it can be used with any object, the only requirement for the component to work properly is the forward direction vector. So, let's use it with a camera, the first step is to add the component to the main camera, or the gameplay camera.
- 2 - In the inspector, section "Layers", make sure of select the layers that contains the objects that will be affected by the script.
- 3 - Setup the values of the inspector to your liking (the names are self-explanatory).
- 4 - Done!

The gameplay mechanic is really simple to execute, just look directly at an object with the camera (or any object, really, you only need the forward direction vector) and press/hold the left mouse button (LMB), if the target is a Rigidbody it will be affected (previously filtered by the layermask). Release the mouse button to drop the object.

**IMPORTANT:** There are currently two types of Rigidbody supported, "normal" rigidbodies (for example a rock, a brick, a box, etc) and HingeJoint rigidbodies (like for example a door).

This game mechanics became really popular in the horror genre, specially impulsed by Frictional Games in games like the Penumbra series and Amnesia: The Dark Descend, the main goal of this asset is to emulate this behavior.