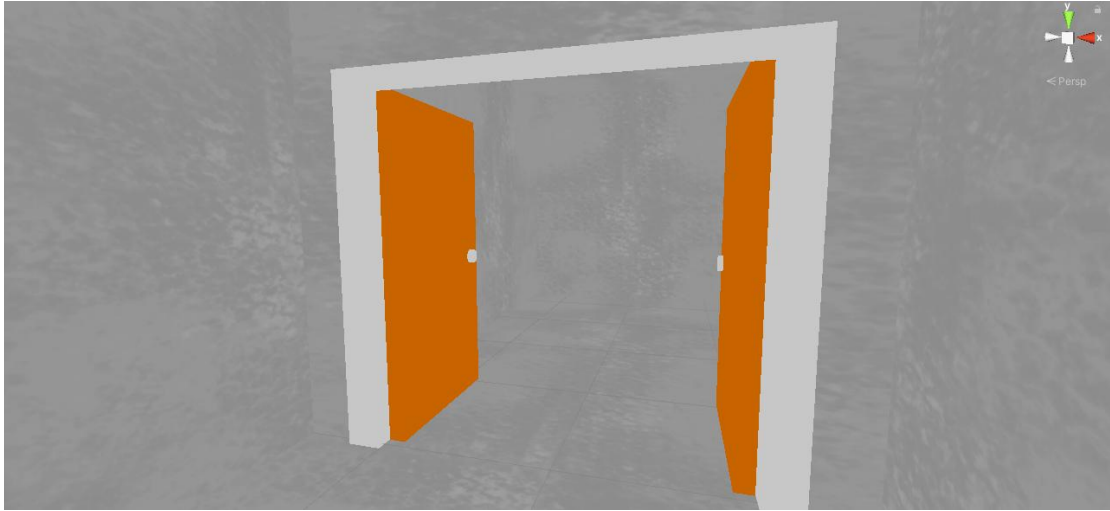# Door and Window Controller

By WaveCave Games

Description

This package contains some scripts that you can control the door and window. It can be used in many scenes, such as room, or shop and fantasy place. Just few setup then you can animate the door and window.

Features:

- Easy to setup

- 5 scripts for door and window controlling

- Single door, door group and automatic door controller

- Window controller

- 2 scenes: one for houses and one for multiple types of doors test in a small area

- Bonus models for basic house and room

- Open source

Suitable for all platforms.

How to Use

Open 'WaveCaveGames' -> 'DoorAndWindowController' ->

'Scenes', open any scene inside this folder.

Or add door component onto the door that has a correct pivot,

set the position or rotation value, and moving type, then you

can animate the door by using FPS Trigger.

Component Guide

Door:

Start Value:
The start rotation/position value.

Finish Value:
The finish rotation/position value.

Moving Type:
How door should animate.

0 = Animate Rotation X Axis

1 = Rotation Y

2 = Rotation Z

3 = Animate Position X Axis
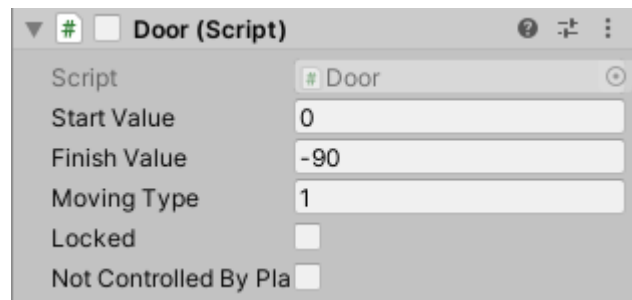
4 = Position Y

5 = Position Z

All in local space.

Locked:
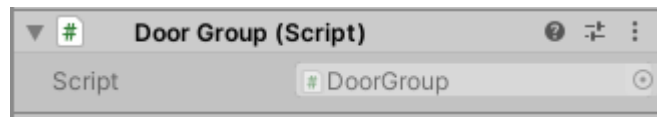Whether door can be opened by player. True = locked.

Not Controlled by Player:
Whether door should be controlled by player. True = not controlled by player.
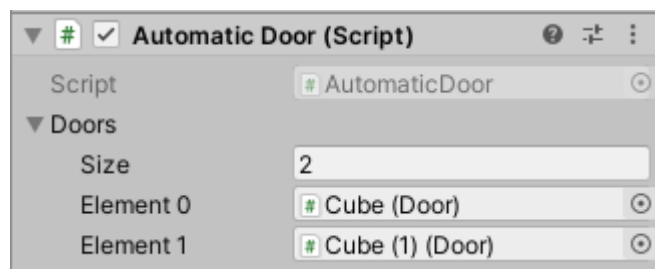
Door Group:

Attach this component to a group of Doors to work. It has no properties.
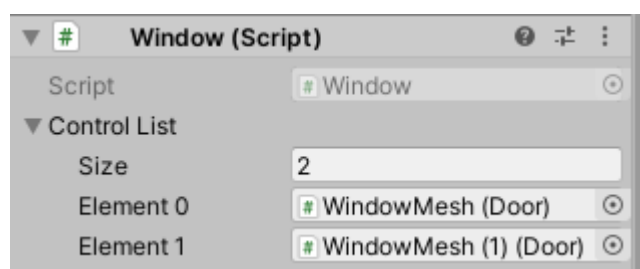
Automatic Door:

Doors:
How many doors should control automatically.

Window:

Control List:
How many windows should control By player. Must have a Box Collider Component to work. The maximum Window count is 4.
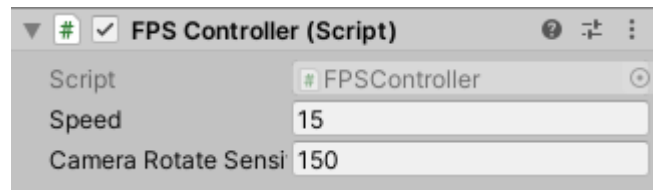
FPS Controller:

Speed:
The player walk speed in km/h.
Camera Rotate Sensitivity:
The camera rotate sensitivity.

▼ # ✓ FPS Controller (Script)		❷ ╪ ⋮
Script	# FPSController	⊙
Speed	15	
Camera Rotate Sensi	150	

FPS Trigger:

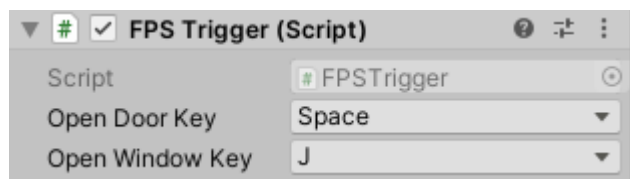Open Door Key:
The key you used for opening the door.
Open Window Key:
The key you used for opening the window.
2nd window uses Shift + any key.
3rd window uses Ctrl + any key.
4th window uses Alt + any key.

▼ # ✓ FPS Trigger (Script)		❷ ╪ ⋮
Script	# FPSTrigger	⊙
Open Door Key	Space	▼
Open Window Key	J	▼

Scripting

```csharp
namespace WaveCaveGames{

public class Door : MonoBehaviour
{
public float startValue;
public float finishValue;
public int movingType;
public bool locked;
public bool notControlledByPlayer;
[HideInInspector] public bool open; //true = open, false = closed
}

public class DoorGroup : MonoBehaviour{
public void OpenTheDoors(){}
}

public class AutomaticDoor : MonoBehaviour{
public Door[] doors;
[HideInInspector] public bool opening; //true = opening, false =
closing
}

public class Window : MonoBehaviour{
public Door[] controlList;
public void OpenWindow (int i) {} //i = window index
}

public class FPSController : MonoBehaviour {
public int speed = 5;
public float cameraRotateSensitivity = 150f;
}

public class FPSTrigger : MonoBehaviour {
public KeyCode openDoorKey = KeyCode.Space;
public KeyCode openWindowKey = KeyCode.J;
}
}
```

Tips

- All models and scripts are free to use in commercial games, but you can't sell it elsewhere.
- To get better performance, disable shadow and non-directional light.
- To get better effects, download Post Processing via Package Manager.
- The interval between start value and finish value of the door must less than 180, or it will not rotate correctly.
- Check the door pivot before you add door component.
- To get automatic door work, you must have an object tagged with 'Player' to enter the trigger.
- If the Door component is attached to windows or automatic door, you must enable 'Not Controlled by Player'.
- Make the trigger big enough for automatic door, or player will stuck in this place.
- Do NOT enable any door's 'Not Controlled by Player' if you have a door group at its parent. To do this, remove door group component.
- Door Group and Automatic Door can't be used together.
- Window mesh can place outside of the target Window Controller.
- Must have a Character Controller component in order to get FPS Controller to work.
- Player Camera object should place inside the FPS Controller body, or you will get an error.