



# **DOOR SCRIPT (FREE VERSION)**

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## 1. INTRODUCTION

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This is the documentation file for the 'Door Script' Unity3D asset available on the asset store. This guide will give you an overview of the asset and it's functions.

If you require an answer to a question that isn't included in this guide, contact me by using one of the methods listed below. (see 4. COPYRIGHT AND CONTACT)

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## 2. SETUP GUIDE

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### 2.1. WHAT'S IN THE BOX (AND WHAT'S NOT)

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#### Included:

- ❖ Demo scene to show you what the asset is able to achieve
- ❖ 'Detection' script to detect objects that function as doors/windows in your scene
- ❖ 'Door' script to open/close the detected doors/windows
- ❖ 'MouseLook' and 'PlayerMovement' script to control the movement of the player in the demo scene

#### Not included (but required):

- ❖ A character that is able to move and look around in the game world (you can use the 'MouseLook' and 'PlayerMovement' scripts included in this asset to achieve this)
  - ❖ 3D objects in your scene that you want to use as doors/windows
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## 2.2. STEP-BY-STEP GUIDE

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- 1) Import the asset
- 2) Create the tag 'Door' in the tag manager  
Edit>Project Settings>Tags and Layers
- 3) Click-and-drag the 'Detection' script onto your character/player
- 4) Click-and-drag the 'Door' script onto ALL of your doors/windows

ENJOY!

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## 2.3. TROUBLESHOOTING AND KNOWN BUGS

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The only known 'bug' is that when a door rotates, it will choose the shortest distance between InitialAngle and RotationAngle, and this might not always be what you had in mind. (a workaround for this is in the making)

Also make sure your door has a collider component attached to it, otherwise the script won't be able to detect the presence of a door/window.

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### 3. OVERVIEW SCRIPT

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#### 3.1. DETECTION SCRIPT

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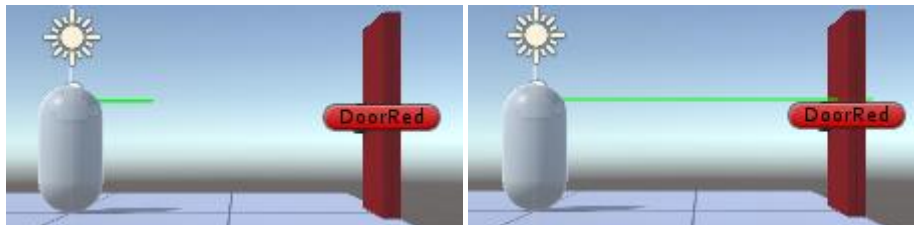
##### 3.1.1. DETECTION SETTINGS

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<b>Detection Settings</b>	
Reach	<input type="text" value="4"/>

<b>Reach</b>	Within this radius the player is able to open/close the door/window. Equals the length of the ray cast.
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##### Example:



Reach = 1

Reach = 5

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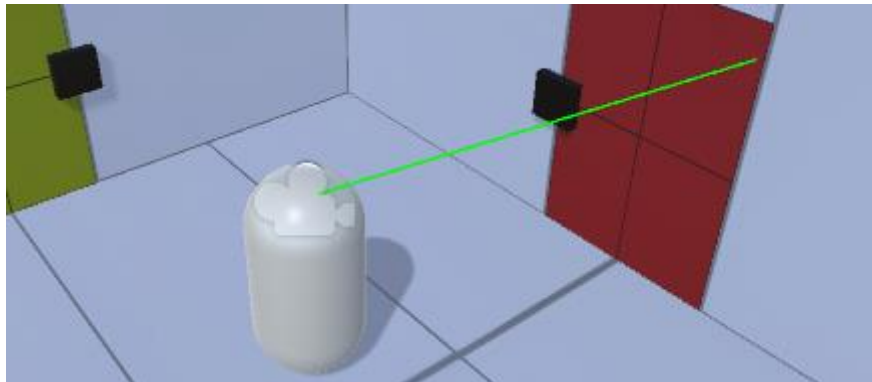
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### 3.1.2. DEBUG SETTINGS

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<b>Debug Ray Color</b>	The color of the line shown in scene-view that represents the raycast.
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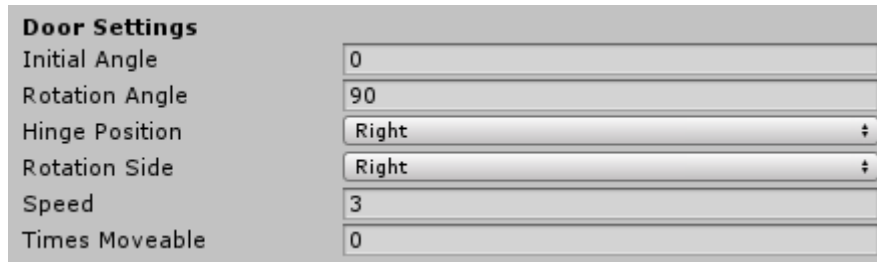
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## 3.2. DOOR SCRIPT

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### 3.2.1. DOOR SETTINGS

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<b>Door Settings</b>	
Initial Angle	0
Rotation Angle	90
Hinge Position	Right
Rotation Side	Right
Speed	3
Times Moveable	0

<b>Initial Angle</b>	The initial angle of the door/window.
<b>Rotation Angle</b>	The amount of degrees the door/window rotates.
<b>Hinge Side</b>	The hinge side determines which side of the door/window the door/window rotates around.
<b>Speed</b>	Rotating speed of the door/window.
<b>Times Moveable</b>	Determines how many times the player is able to move the door, if set to zero, the player will be able to open the door an infinite number of times.

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### 3.2.2. DEBUG SETTINGS

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<b>Debug Settings</b>	
Visualize Hinge	<input checked="" type="checkbox"/>
Hinge Color	

<b>Visualize Hinge</b>	Visualizes the position of the hinge in-game by a colored cube.
<b>Hinge Color</b>	The color of the visualization of the hinge.

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## 4. COPYRIGHT AND CONTACT

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### Copyright:

All the scripts, scenes, 3D objects and materials in this asset are created by me except for these:

- ❖ The 'MouseLook' script
- ❖ The 'PlayerMovement' script

The two scripts are from this website:

<http://wiki.unity3d.com/index.php/Scripts>

The contents of this website are available under 'Creative Commons Attribution Share Alike'.

These scripts are included in the asset for the purpose of example only.

You are free to use my script for both commercial and non-commercial use.

### Contact:

For support and feedback:

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