

The Ultimate Door Script

Developed by: Farris Arts

Sites:

<http://www.farrisarts.com>

<http://brent.farrisarts.com>

<https://www.facebook.com/FarrisArts>

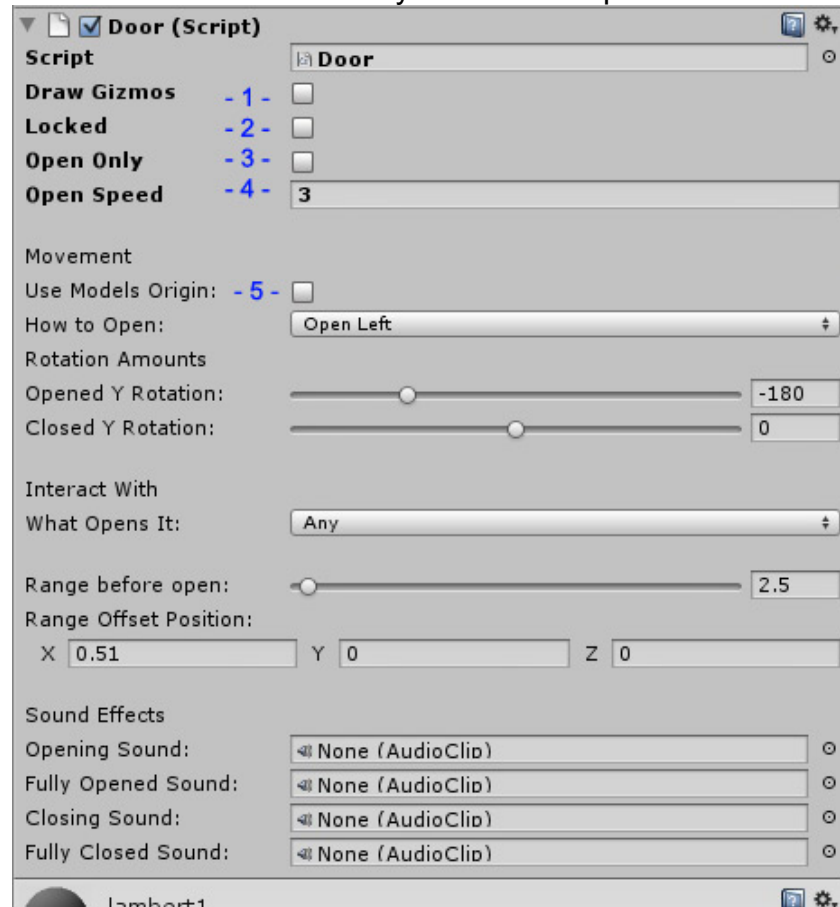
<https://twitter.com/farrisarts>

<http://www.youtube.com/user/BrentFarris>

Watch Tutorials to become an advanced user at:

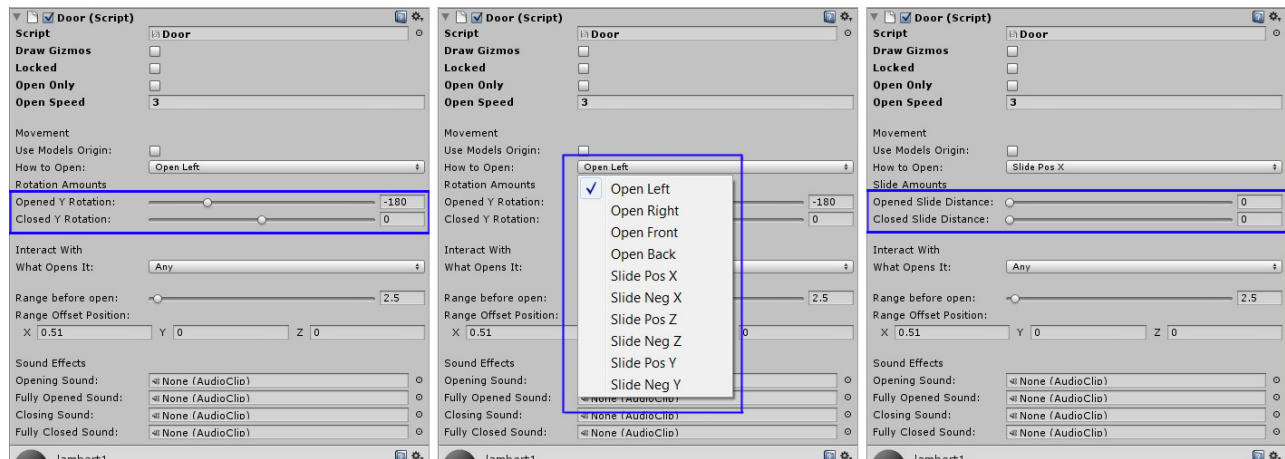
http://www.youtube.com/playlist?list=PL55815AC55F84085B&feature=view_all

The basic layout of the script.



- 1) **Draw Gizmos:** This will turn on and off the gizmos in the viewport. This is useful for turning off the gizmos when you have finished configuring your door.
- 2) **Locked:** This is to lock the door. This will prevent anything from going through the door. This can be accessed from other scripts as it is public and turned on and off if (say) the user has a key.
- 3) **Open Only:** Turning this check box on will make the doors open only one time and never close.
- 4) **Open Speed:** This is the speed in units that the door will open. May take some testing to find the speed you desire.
- 5) **Use Models Origin:** This will prevent the pivot point from being on any of the sides of the model. It will instead make the origin (pivot point) that you have set up in your 3D package be the pivot point for the door.

The Movement Type



There are 2 different type of movements that the doors can do (rotating and sliding).

When you are set to one of the rotating movements (Open XXXX) you will get two rotation sliders.

Opened Y Rotation: This is the final rotation of the door in degrees when opening.

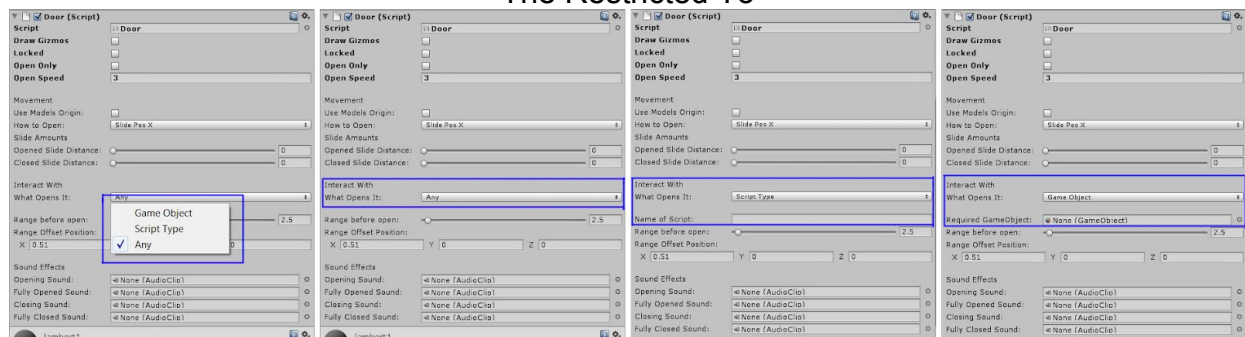
Closed Y Rotation: This is the final rotation of the door in degrees when closing.

When you are set to one of the rotating movements (Slide XXXX) you will get two slide sliders.

Opened Slide Distance: This is the distance in units from the starting location to move.

Closed Slide Distance: This will almost always be 0 as zero returns to its starting position any other numbers will be that much offset from the starting position.

The Restricted To



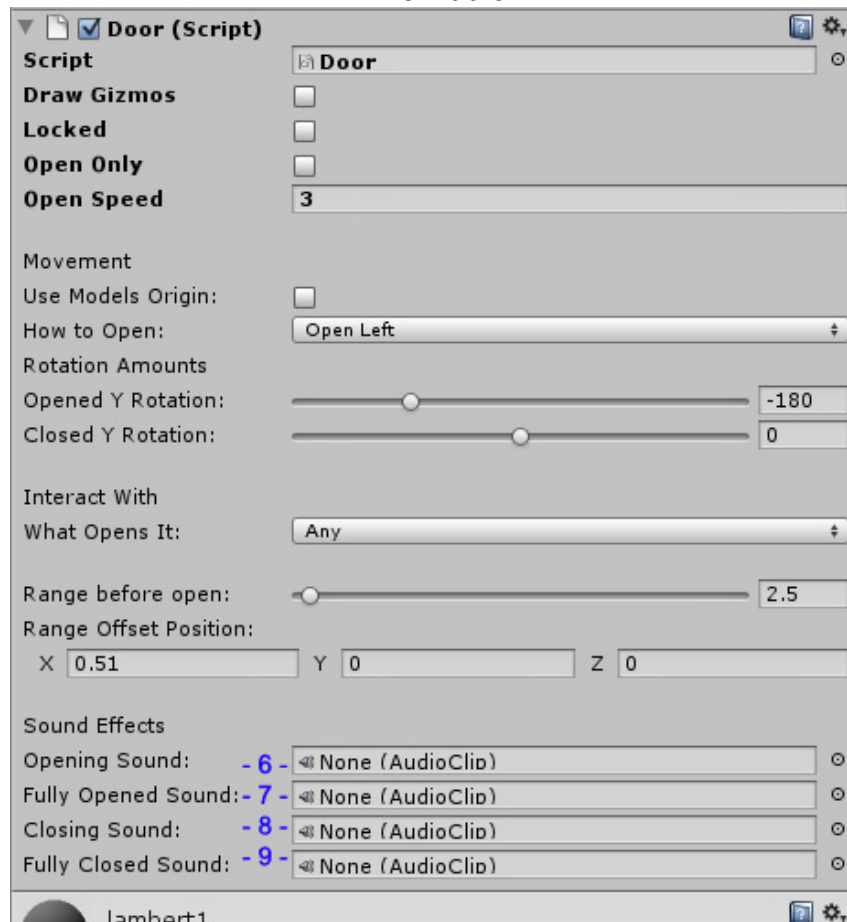
The opens with option allows you to choose what will be controlling if this door is opening or closing.

Any: This will make the the door open if any object with a rigidbody enters the doors range/trigger.

Script Type: This will make the the door open if an object with a rigidbody and the name of the script (written in the “Name of Script” textfield) is attached enters the doors range/trigger.

GameObject: This will make the the door open only if the designated object (with a rigidbody) enters the doors range/trigger.

The Audio



6) Opening Sound: This is the sound effect that will be played as soon as the door starts opening (is entered).

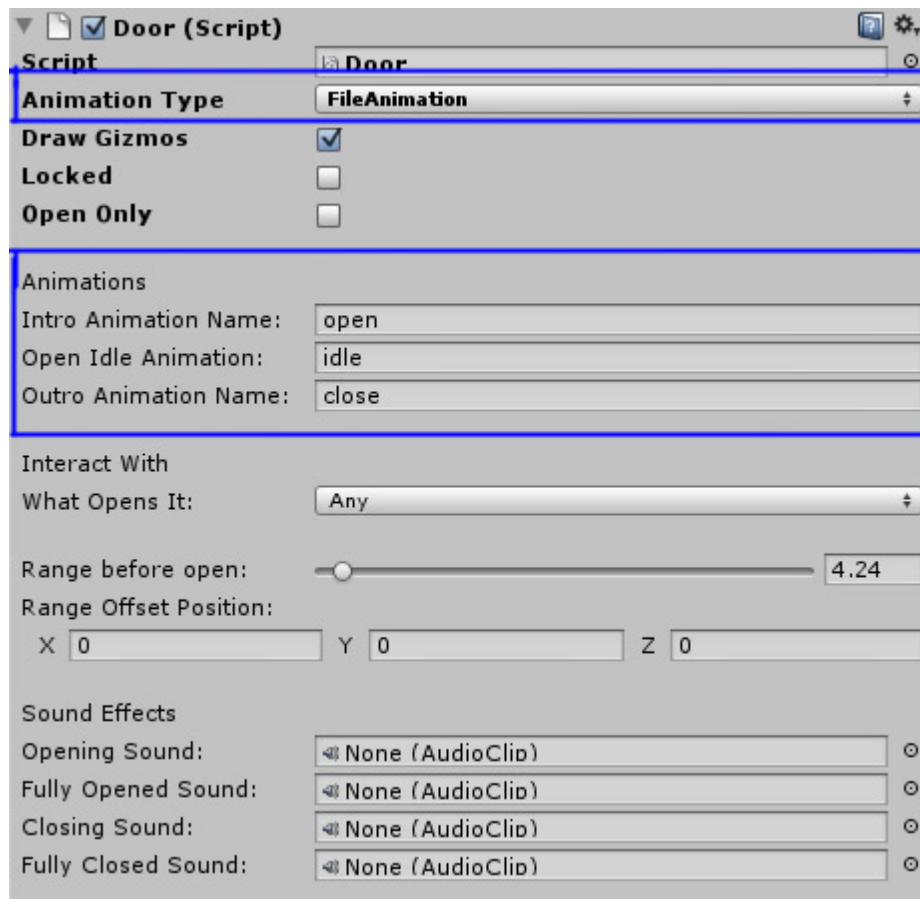
7) Fully Opened Sound: This is the sound effect that is played as soon as the door has finished completely opening.

8) Closing Sound: This is the sound effect that is played as soon as the door starts closing (is exited)

9) Fully Closed Sound: This is the sound effect that is played as soon as the door has fully closed.

See bundled samples/video tutorials: <https://www.youtube.com/watch?v=ho-NCINVnhw>
Version 1.1:

Custom File Based Animations



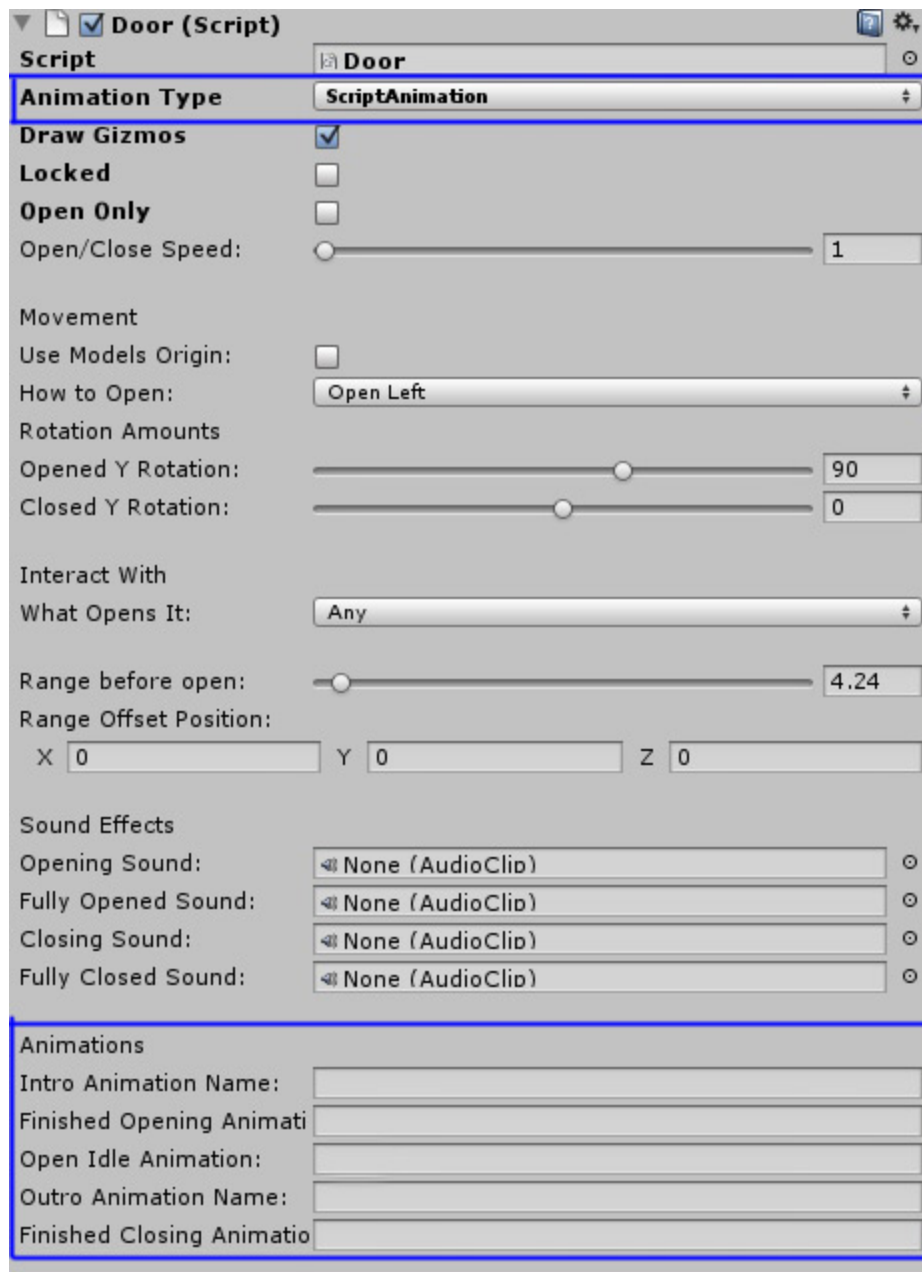
Animation type has been added to the script. This will allow you to be able to use your own animations for the animating of the doors. This will remove a lot of the options that the script usually shows as they are not needed.

Intro Animation Name: This is the animation to be played when opening the door, it is text so make sure that you type it exactly as the name is.

Open Idle Animation: This is the animation to be played when after the door has opened. It is an idle so it will loop over and over once opened, it is text so make sure that you type it exactly as the name is.

Outro Animation Name: This is the animation to be played when door is closing, it is text so make sure that you type it exactly as the name is.

Custom Animations And Basic Script Functionality



Animation type has been added to the script. This will allow you to be able to the script to animate the door. Though this uses the script you will be able to add secondary animation to the door for cinematic effect.

Intro Animation Name: This is the animation that will be played before the door begins opening, it is text so make sure that you type it exactly as the name is.

Finished Opening Animation Name: This is the animation that will be played once the door has finished opening completely, it is text so make sure that you type it exactly as the name is.

Open Idle Animation Name: This is the name of the animation that will play while the door sits idly open, it is text so make sure that you type it exactly as the name is.

Outro Animation Name: This is the animation that will be played before the door

begins closing, it is text so make sure that you type it exactly as the name is.

Finished Closing Animation Name: This is the animation that will be played once the door has finished closing, it is text so make sure that you type it exactly as the name is.

See bundled samples/video tutorials: <https://www.youtube.com/watch?v=ho-NCINVnhw>