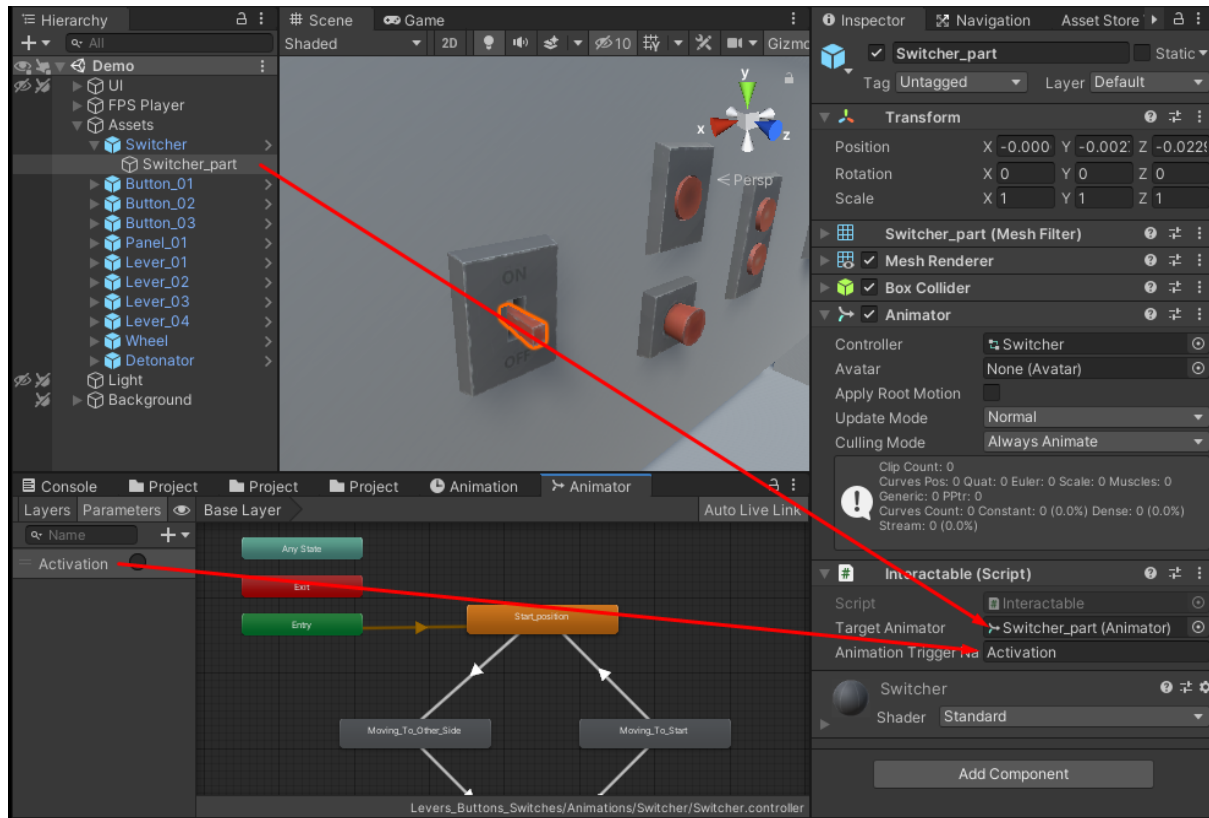


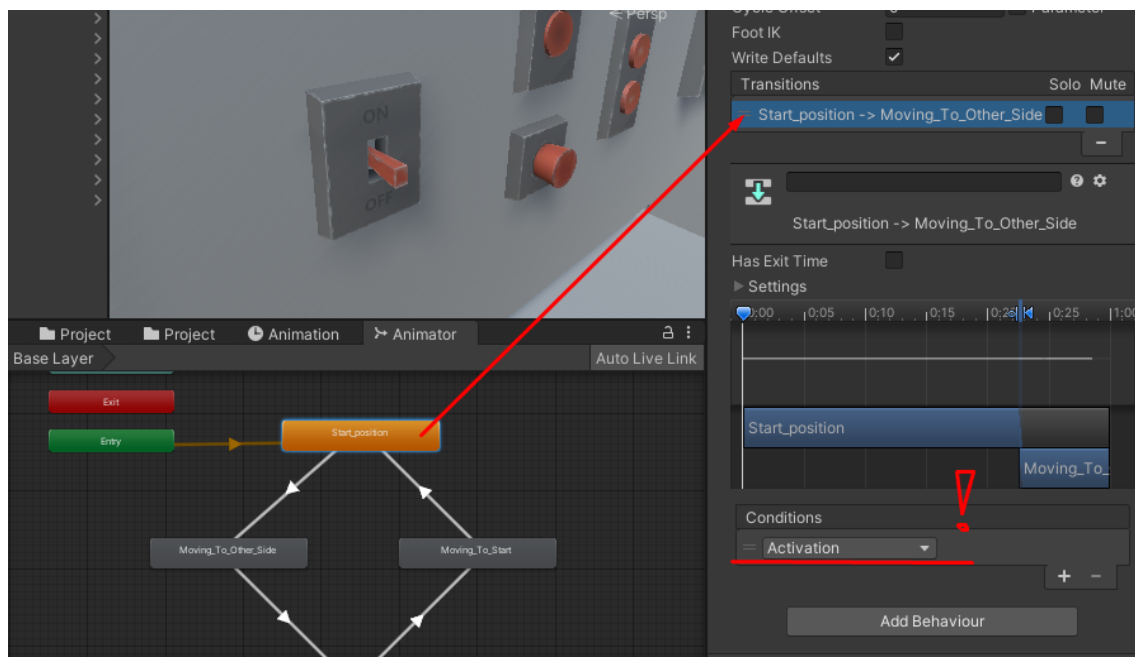
Levers, Buttons and Switches

by [Meanwhile On The Moon](#)

1. Launch the demo scene → Scenes/[Demo.unity](#)
2. Each object that is to interact after clicking on it with the mouse must have an "Interactable" script. You can configure where to look for the Animator component and what trigger name to run it. Currently, all objects in the package have an Animator component on the same object. In addition, we enter the name of the trigger that we gave in Animator:



3. Also remember that the relevant states have a condition with our trigger name:



4. Animations for each object are in separate subfolders of the Animations directory:



Thank you for your purchase!

If you have any questions, please contact me at contact.motmoon@gmail.com