

HOW TO USE SCRIPTS IN PROJECT:

=====Funcitonalties=====

Painenosto.cs:

Play Sound: Sound component is placed here

Pressure Valve: Place rotatable valve here

Indicator: Place pressure indicator here in the inspector.

Varoventtiili.cs:

Indicator: Pressure indicator goes here in the inspector

Knob: Wanted knob goes here.

Particle System: For ParticleSystem in the inspector.

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=====Snapzones=====

NIBESnappableObject.cs:

Snap Loc: Add here a collider which place object is snapped into.

Collider Obj: Add here object that works as a base where snappable object is clamped to.

NIBESnapZones.cs:

NIBE Part: Add part which is wanted to be snapped

Snap Rotation Ref: Collider object which rotation is applied to snappable object.