

## Pseudo Room Manual

### Overview:

This document is designed to give an explanation and overview of the Pseudo Room Object Inspector GUI. The pseudo room component is used to initiate floor transitions in the game. It will also contain a description of setting up a Pseudo Room. Figure 1 contains a screenshot of the pseudo room and door components GUI that the room builder will have to use to set up the pseudo room. Table 1, following figure 1, gives a description of each of the fields seen in figure 1. There is not a table for the Pseudo Door object, it only needs to be setup to match what is seen in figure 1. Figure 2 shows a screenshot of a rooms prefab connection array with some pseudo rooms setup as an example. Figure 3 shows a rooms hierarchy with a pseudo room in it.

### Inspector:

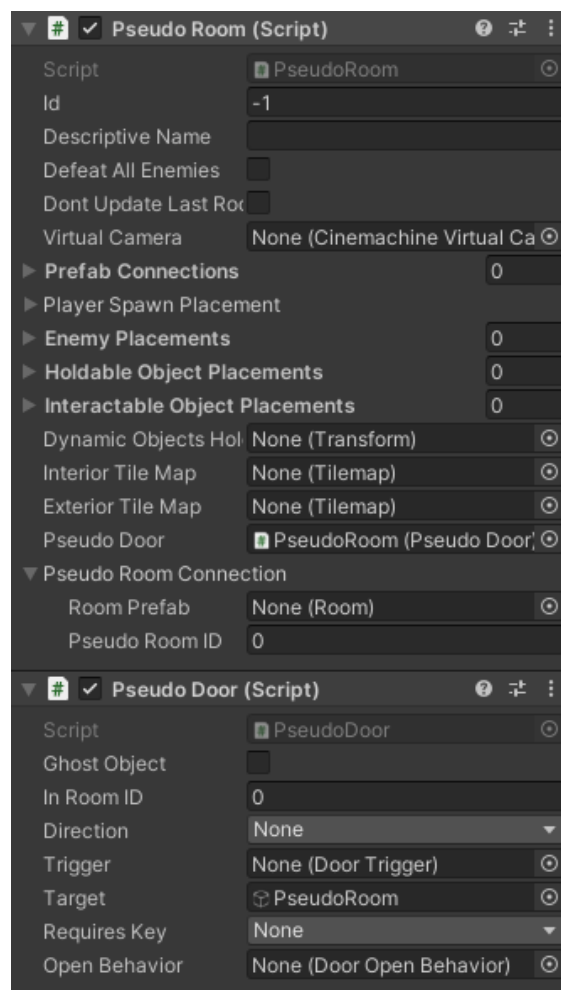


Figure 1A-B: Screen shot of the Pseudo Room GUI with some field expanded. There are two components her, the Pseudo Room and the Pseudo Door script. See the Tabel 1 below for a further description of each.

Figure 2 shows how you would set up the prefab connections for a room that needs a pseudo room. Elements 10 and 11 are the pseudo room connections. The Other room id field is not required to be set but can be helpful for the designer to remember what this connection is actually connected to. You need to assign the pseudo room object that is in the room object to the Pseudo room prefab field. The door is set up the same.

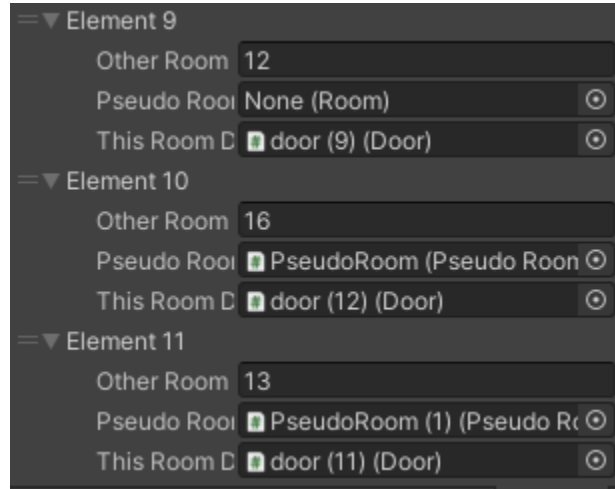


Figure 2 A snap shot of a rooms prefab connection array with some pseudo rooms assigned to it

The pseudo room object will live in the hierarchy of the room object it belongs to. It is mostly just a target for the room transition and uses inheritance to override the functionality of the base room and room transition system. In the room objects settings, you set it up just like any other connection, except that the connection ID does not matter and instead you must drag the pseudo room object that is a child of the room into the pseudo room prefab field.

Most of the fields in the pseudo room can be ignored and are just inherited fields from the base Room object. If you are interested see the Room documentation. The one field that needs to be set up is the one prefab connection to the room this object belongs to. So for example, if this pseudo room was a part of room 16, its prefab connection would need to be set up to be with 16. Only relevant fields will be listed in Table 1.

Table 1: Detailed description of each GUI element for the Pseudo Room component

GUI Field	Explanation
Prefab Connections (Custom Prefab Connection Type)	See the room documentation for exact information. You need to set this up to be connected to the room that this pseudo room is a part of. Each pseudo room should only have 1 prefab connection
Pseudo Door (Custom Door Type)	This is a reference to the pseudo door script on the pseudo room object. It should be setup to reference this already but if not just drag the pseudo room object onto this field and it will set it up.

Pseudo Room Connection (Custom data type)	This field consists of a room prefab and an integer. The room prefab is the actual room (not a pseudo room) that this pseudo room is used to transition to. For example, if room 16 has a pseudo room that is used to transition to room 2, the pseudo room in room 16 should assign the room 2 prefab to the prefab field. The int is a ID that needs to match between the two pseudo rooms in the transition. So for the example both pseudo rooms, the one in room 16 and the one in room 2, need to have the same ID number set here. Also this number needs to be unique for any other pseudo rooms that may exist in those two rooms. So if room 2 already has a pseudo room setup with an pseudo room id of 0, this new one could be anything as long as it is not 0 and it matches the id on the other side of the transition.
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#### Room Object Hierarchy with pseudo room:

Figure 2 shows an room's object hierarchy with some pseudo rooms. Notice how the object just sits in the hierarchy directly under the room object. The pseudo room should be placed where ever you want the player to walk to during the transition. This is generally just behind the actual door object used in the transition.

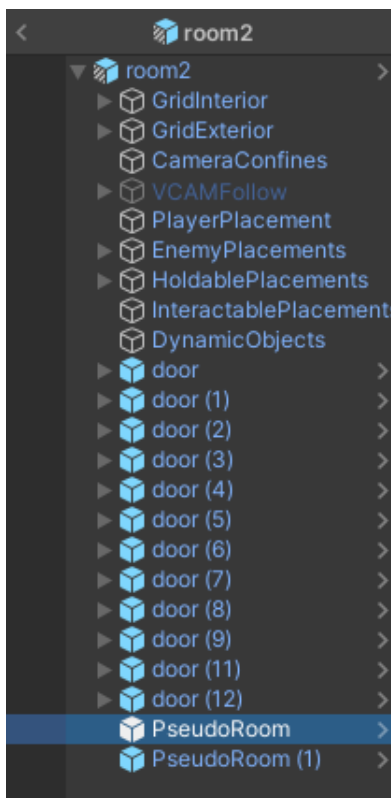


Figure 3: Screen shot of the a room setup with some pseudo rooms.

