IvyMoon

Door + Gate - Open and Close it!

Enjoy! Here are the steps :

1. Open Unity.
2. Import the asset.
3. Open DoorExample scene in IvyMoon>Scenes.
4. Import Unity FPSController to the scene: Assets>ImportPackage>Characters
5. Run the Scene and check out the different setups.You did it!

Script Explained:

Door:

- **Player:** A player distance check is made using this, attach this to the player.

Type:

- **Swipe** - Will slide the door open in a direction and slide back when closed.
- **Hinge** - Doors rotate using the models rotation, center the models axis in a 3d modeling program to be over the hinge position of your door.
  - Set the hinge distance at most to 175 - higher than this may miss the code - 180 and up will not work - hinges cannot do a 360 degree turn because they check a distance value that only goes to 180.
- **MoveToWaypoint** - Door will move to the transform of a game object you choose to be the waypoint.

- **Waypoint:** Set the object that will be the waypoint. A yellow sphere will appear in the scene at its transform.
- **Activate Target:** If using a different gameobject as the activation target place it here, this is helpful for centering a hinge gate's activation range.
- **Distance Trigger:** If true the script will check player distance to control the opening and closing of doors. If set to false the door will need to be opened by a trigger.
- setting triggerOpen = true will open the door. This is how to communicate to this script from somewhere else.
- setting triggerClose = true will close the door.

- ○ Checking isOpen will tell us its state. If true it's open and if false its closed.
- **Show Open Range**: Show range (red) in scene window.
- **Open Range:** Set the size of the door opening trigger.
- **Show Close Range:** Show range (blue) in scene window.
- **Close Range:** If close range is set to 0 then the door will not close. any other value will have the door close based on player distance from trigger.
- **Swipe Distance:** Set how far the door will move when using a swipe door.
- **Movement Speed:** Set how fast the door will move.
- **Hinge Distance:** Pick within this range for hinged door open angle.
- **Sway Buffer:** How much the hinge door will move when settling in to its open and closed position.
- **Open Sounds:** Set of sounds to be picked from to play the door moving sound.
- **Close Sounds:** Set of sounds to be picked from to play the door moving sound.

Door Trigger:

Place this onto the game object using the door script. This will give you some simple open and close options.

- **Use Open Range:** If true the trigger will use the defined Open Range in the door script to determine its opening distance.
- **UI:** Set the canvas for your hint text here.
- **UI Text:** Pick the text settings you would like for your text and add it here. The words will be replaced by the script at runtime!
  - ○ To set your own words open the DoorTrigger.cs script and edit the string message . openMessage and closeMessage are used when oneButton is false and useMessage is used when oneButton is true.

- **One Button:** If true the script will use only the openButton to open and close the door.
- **Open Button:** Choose a keycode we would like for opening the door.
- **Close Button:** Choose a keycode we would like for closing the door.

Thank you for your support!

If you have any questions or comments please contact ivymoongames@gmail.com