SPEEDTUTOR DOOR INTERACTION KIT V1.0
DOCUMENTATION

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Pack includes:
This Door interaction kit is a starter for implementing some basic door interactions, which allows you to either use triggers, raycasts, collect objects or use buttons to open doors. This package includes a PBR door, animations for the doors and specific examples for each. Tutorials will be added to go along with this package below:

1). Trigger Door Example: https://www.youtube.com/watch?v=tJiO4cvsHAo
2). Basic Raycast Door: https://www.youtube.com/watch?v=K9jnIPnsQ_w&
3). Button Raycast Door: COMING SOON
4). Key Raycast Door: COMING SOON
5). Hinge Door: COMING SOON

NOTES FOR SETUP:

- This package requires an FPSController, I have added it to the package and can be tested in the demo scene.

- You can add any of the "Raycast" scripts to the "Main Camera" of your FPSController, if you're using a raycast example and then attach other scripts to corresponding objects (Take a look at the demo scene, if you need more help)

- Make sure to have your layers as "Interact" for every interactable object but also use "LayerMaskExclude" as an additional option on the raycast script on the main camera to exclude things like walls and doors. This can be set to "Everything" as default but set it to your own layer if you wish to exclude!

REMEMBER to tag your inspect-able objects "**InteractiveObject**" and add a layer called "**Interact**" to each, if not already! Refer to my tutorial if you need any help or please send an email! ☺

Patch Notes

V1.0 - First release – September 2020

Contact

If you have any problems with the pack or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com

Website: http://www.speed-tutor.com