**Interactable**

* Access through **GetComponent<Interactable>()**
* Interactable has constant fields that are used to access different audio clips attached to an object or the different trait types an object can have.
  + Access these through **Interactable.<name>**
  + For instance: **Interactable.Electric** or **Interactable.SoundCollision**

***Player/NPC Item Interaction***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Type** | **Property** | **Args** | **Description** | **Signature** |
| IsInteractedWithByPlayer | bool | variable | n/a | Returns true if player has just interacted with the object. Place this in Update(). |  |
| IsInteractedWithByNPC |  |  |  |  |  |
| IsHeldByPlayer | bool | variable | n/a | Returns true if player is holding the object. |  |
| IsHeldByNPC |  |  |  |  |  |

***Object/Trait Interaction***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Type** | **Property** | **Args** | **Description** | **Signature** |
| TurnOn | void | method | bool | Sets an on/off object to on if passed bool is true, off if false. Enables/disables all the light components in the object’ children. |  |
| Toggle | void | method | none | Switches the state of an on/off object to the opposite state. |  |
| IsOn | bool | method | none | Returns true if the on/off object is on, otherwise returns false. |  |
| IsType | bool | method | int | Returns true if the object is of the chosen type. |  |

***Sounds***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Type** | **Property** | **Args** | **Description** | **Signature** |
| SoundPlayOnce | void | method | int | Plays one shot of the chosen audio clip. |  |
| SoundPlayForTime |  |  |  |  |  |
| SoundStop |  |  |  |  |  |
| SoundStopImmediate |  |  |  |  |  |
| SoundStopAll |  |  |  |  |  |

***Sounds(cont.)***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Type** | **Property** | **Args** | **Description** | **Signature** |
| SoundStopAllImmediate | void | method | none | Stops all sounds currently playing on the object. |  |
| SoundPause |  |  |  |  |  |
| SoundPauseAll | void | method | none | Pauses all sounds currently playing on the object. |  |
| SoundPauseForTime |  |  |  |  |  |
| SoundResume |  |  |  |  |  |
| SoundResumeAll | void | method | none | Resume playing all sounds on the object. |  |

***Highlighting***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Type** | **Property** | **Args** | **Description** | **Signature** |
| HighlightPermanent | void | method | none | Forces the highlighter for the object to stay on constantly. |  |
| HighlightPermanentColor | void | method | Color | Forces the highlighter for the object to stay on constantly and highlight the given color. |  |
| HighlightForTime | Void | Method | Float | Highlights default color for the given time. |  |
| HighlightColorForTime | Void | Method | Float, Color | Highlights given color for the given time |  |
| HighlightAfterTime | Void | Method | Float | Highlights default color permanently after the given time. |  |
| HighlightColorAfterTime | Void | Method | Float, Color | Highlights given color permanently after the given time |  |
| HighlightAfterTimeForTime | Void | Method | Float, Float, Color | Highlights default color after the first given time, for the second given time |  |
| HighlightColorAfterTimeForTime | void | method | Float, Float, Color | Highlights the given color after the first given time, for the second given time. |  |
| HighlightOff | void | method | none | Turns off the highlighter for the object for just the given frame. Use to stop permanent highlighting. |  |
| HighlightEnable | void | method | bool | Enables or disables the object’s highlighter. Pass true to enable, false to disable. |  |

***Position***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Type** | **Property** | **Args** | **Description** | **Signature** |
| IsWithinDistanceFrom | bool | method | float, GameObject | Returns true if the linear distance between the object and the passed GameObject is of a magnitude less than or equal to the passed float value. |  |
| GetDistanceFrom | float | method | GameObject | Returns the magnitude of the linear distance between the object and the passed  GameObject. |  |
| ResetPosition | void | method | none | Resets the object to the position it was at the start of the scene. |  |
| IsInViewOfPlayer | bool | method | none | Returns true if the object is within the player’s view. |  |