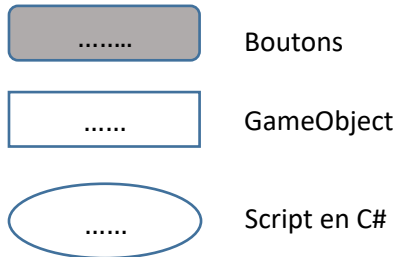
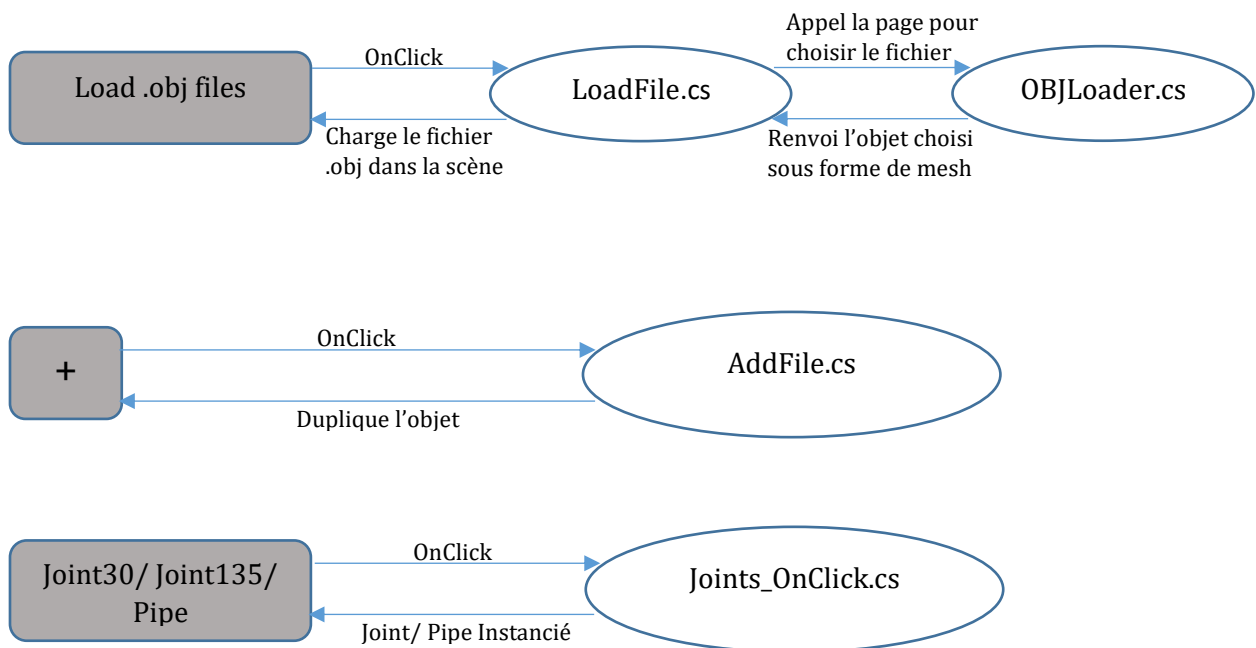


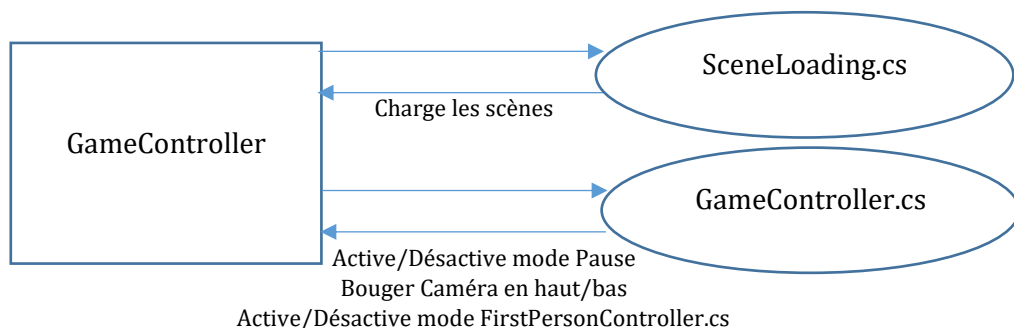
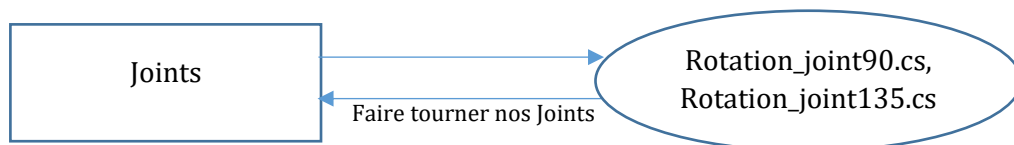
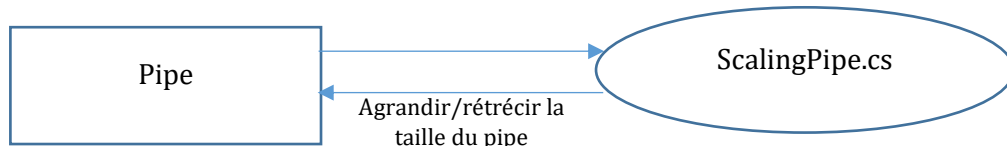
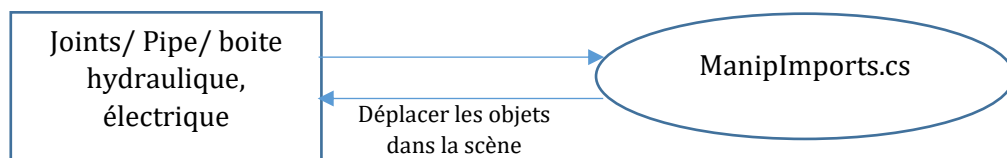
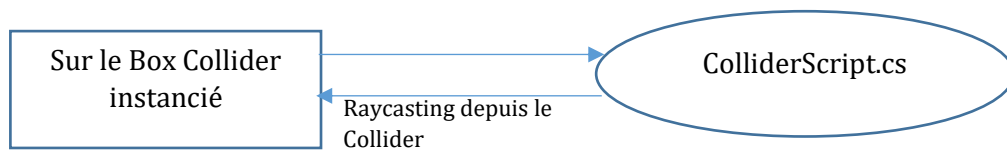
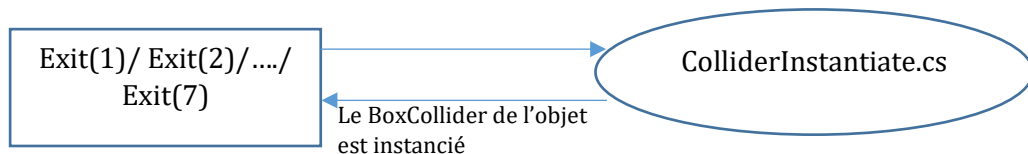
*****READ ME*****

LEGENDE

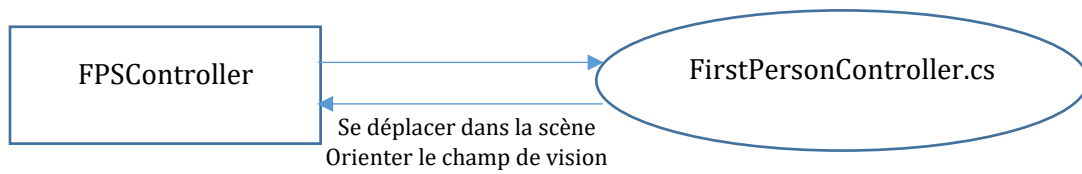


BLOC CATALOGUE

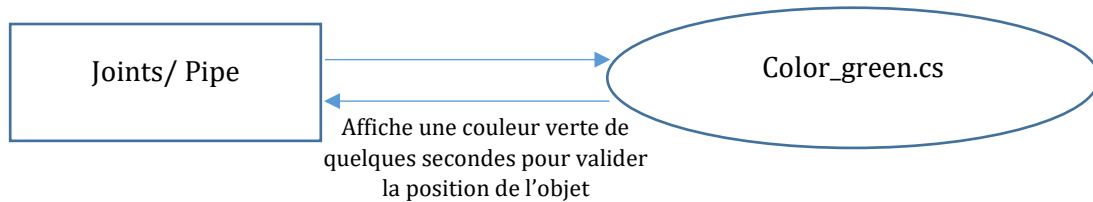
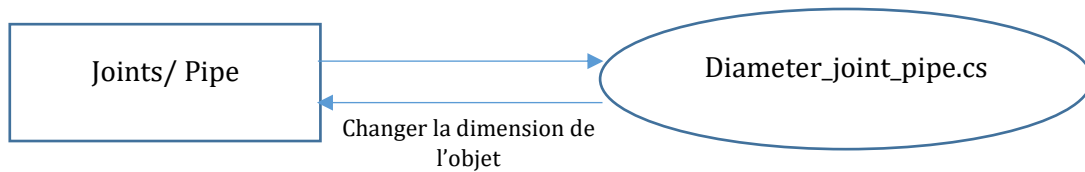




BLOC FIRST PERSON



DES SCRIPTS POURRAIENT ETRE AJOUTES A L'AVENIR



Préfabs existants :

Boite_hydraulique

Box_pivot_bt_left **fils de Boite_hydraulique**

Box_pivot_bt_right **fils de Boite_hydraulique**

Box_pivot_up_right **fils de Boite_hydraulique**

Box_pivot_up_left **fils de Boite_hydraulique**

Button_name

Text **fils de Button_name**

Button_total **fils de Button_name**

Collider_exit

Joint_90

Box_pivot_90 **fils de Joint_90**

Joint_90_test

Exit(7) **fils de Joint_90_test**

Joint_135

Exit(6) **fils de Joint_135**

Joint_S

Box_pivot **fils de Joint_S**

Pipe

Exit(5) **fils de Pipe**

Scripts existants :

Scripts_bezier : BezierCurve_c
ClickCableButton_c
Get4Points_c
MeshNormalCalc
MovePrefab

Scripts_cabling : BoxExit_JointColl
Color_green
Diameter_joints_pipes
Pipe_pivote
Rotation_joint90
Rotation_joint135
Rotation_jointS
SceneManage

Scripts_catalogue : AddFile
Joints_OnClick
LoadFile
SceneLoading

OBJImpport : OBJLoader

ScriptsSousMarine : Collider_Instantiate
Collider_Script
GameContrroller
Manip_Imports
Scaling_pipe