

The asset has everything necessary for its operation. Scripts are unified and suitable for working with any other 3D objects. Each script has a built-in description for all public variables.

The Button script allows you to use a 3D object as a button, lever, or valve, depending on the settings.

In valve mode, the developer can set the speed of rotation of the valve, the speed of rotation of the ramp, or the speed of lifting an Elevator or barrier such as a grate, and specify the 3D object to be exposed to.

Otherwise, the developer sets the affected door.

The door can be controlled independently by the character, or remotely, or only remotely. the door parameters set the closing speed, reusability, and key locking.

The main character has two scripts. The first is responsible for the physical movement of the character's body. The second is used to interact with keys and locked doors. The main character is composed of a camera and a empty object as the coordinates for the gravity plug. An empty object can be a child of the camera.

If scripts are used on your own models, remember the following

The door has in its composition such components as rigidbody and hint joint.

The button has an animator component.

The plugin has a rigidbody component and interacts with a Collider trigger.