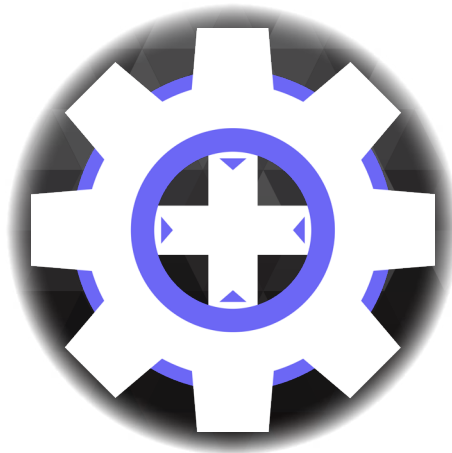# Modern Doors V2

SCRIPT INSTRUCTIONS

MODERN DOORS V2 - INSTRUCTIONS

SCRIPT INSTRUCTIONS FOR MODERN DOORS V2

Modern Doors v2 features a completely rewritten master script, which contains features for doors that swing open, slide open and for trap doors (swing on different axis.)

Setup is simple and the script can be used with custom assets. Please note, however, that this is merely a simple example script. You might want to make your own if you require more advanced features.

The script is set up to look for input ('F' keyboard key by default) when an object tagged with "Player" is within range of the trigger collider. Your character controller/player collider should ideally have a radius of around 0.3 and a height of around 1.8.

The script has the following public variables:

- Joint - The object that acts as a joint for the opening animation. Should be an empty GameObject that contains the door mesh as a child GameObject.

- AC Open/Close Door - Opening and closing audio clip respectively.

- Door Type - Swing - Swinging door, pivots around Y axis -90 degrees.
  Slide - Sliding door, moves to TargetPosition.
  Trap - Swings open on X-axis instead.

- Stay Open - Whether the door should open once and then ignore interaction.

- Is Automatic - Whether the door should open automatically when in range.

- Anim Time - The time it takes for the door to animate (in seconds.)

- Reverse Rotation - Whether to reverse the direction of the rotation. Swing and Trap doors only.

- Target Position - Position to interpolate to when sliding open. Relative position. Slide door type only.

The script also requires a box collider component attached to the same GameObject as the script itself. This is the interaction trigger collider, which determines whether the door can be interacted with or not.