Action Pack 1

DOCUMENTATION

Overview

⚡ " Time and Space "

This **Action Pack for Game Creator** provides additional features for Game Creator that are not available in the core product. With the theme of Time and Space, this pack contains:

⚡ 2 x Drag to Move/Rotate Objects in 3D space

⚡ 3 x Float/Move/Shake 3D Objects in worldspace

⚡ 7 x 3D TextMesh Pro Actions such as rotate towards Camera

⚡ 3 x Randomise Actions with probability and no repeat features

⚡ 1 x Custom Timer Action to execute results

⚡ 1 x Navmesh Action with example usage

All features are activated and controlled using Game Creator Actions, **no coding is required.**

These Actions can be used for creating Random events in your game, creating timed events, moving and dragging 3D objects using the mouse, and manipulating 3D TextMesh Pro objects in realtime.

With this Asset, you get:

⚡ 17 New Detailed and Unique GC Actions

⚡ 3 Detailed Example Scenes

Documentation and Tutorials can be found at docs.piveclabs.com.

These additional Actions are an essential extension for **Game Creator.** They will not work without Game Creator being installed first.

Setup

This Action Pack Contains 17 detailed Actions for Game Creator. They will NOT work without having Game Creator previously installed.

To install these Actions, simply download and import this asset from the Asset store. All Actions will automatically appear in the Game Creator Action List under Action Pack 1.

Actions	Description.
Custom Timer	Countdown or count up and execute Action
Disable NavMesh	Disable the NavMesh for Player or Character
Random Action	Execute a Random Action
Random Action from List	Execute a Random Action from a List
Random Action only Once	Execute a Random Action only Once
Drag Object with Mouse	Drag an Object in 3D worldspace with Mouse
Drag Object to Rotate	Rotate an Object in 3D worldspace with Mouse
Float an Object	Float an Object in 3D worldspace
Move Object by Distance	Move an Object with easing and return timer
Shake an Object	Shake an Object in 3D worldspace
3D TMP Change	Change properties of 3D text mesh Pro object
3D TMP Clock	Display system time using 3D TMP
3D TMP Clock Stop	Stop the 3D clock
3D TMP Rotate	Rotate 3D TMP object to face the Camera
3D TMP Timer	Countdown 3D timer and execute Action
3D TMP to Variable	Populate a GC Variable from a 3D TMP object
Variable to 3D TMP	Populate a 3D TMP object from a GC Variable

Further details and tutorials on how to use each Action are in the Online Documentation at docs.piveclabs.com

Support

For specific details on each component and how-to tutorials, visit:

- https://docs.piveclabs.com

A set of comprehensive examples have been included with this asset.

Make your game different and exciting using these unique Actions.

Other great Game Creator Modules from Pivec labs are:

⚡ UI Components Module.
⚡ Tools Module.
⚡ Accessibility Module.

Happy Game Making. Pivec Labs