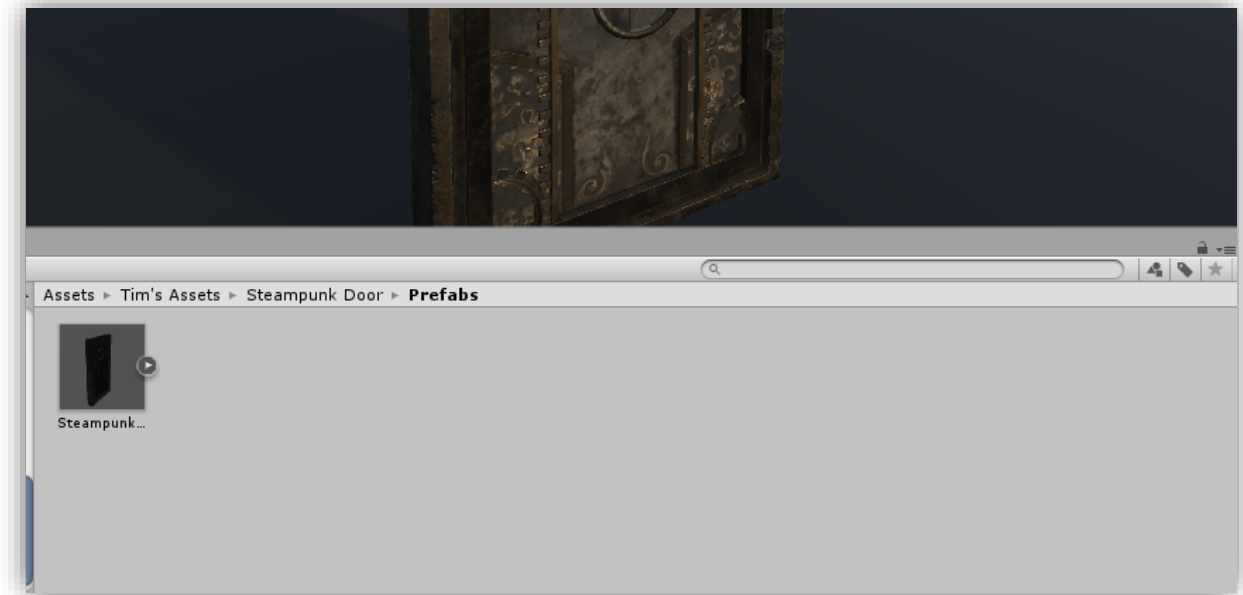


Tim's Assets – Steampunk Door

Thank you for buying my Door 😊

- 1.) You can find an ready to use Version of the door in the „Prefabs“ Folder. Just drag and Drop it into your scene.

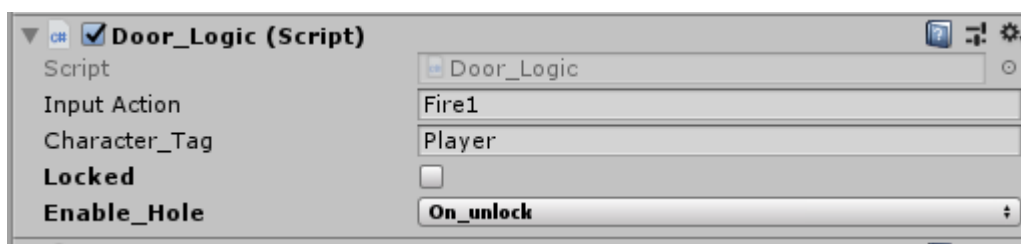


- 2.) This Version has a script attached to it which allows easy use in your Scenario. So if are near a door you can unlock it with a mouse click and open it with a second one. There are several Animations for that purpose.





- 3.) The Script itself provides some modifiers for the Door. Basically the Script waits for your player to enter a specific Area near your Door. If the Player then use an Input for Interaction like "Fire1" the door will unlock or open.



Input Action: *Here you can change the input that is used to open the door like "Fire2" or "Jump" ect. The default value is "Fire1"*

Chratacter_Tag: Here you can change the Tag for which the Script is looking. Normaly it should be the same Tag as you have for your Character.

Locked: True: If your Door is closed and should play a short "locked" animation.
False: You can unlock and the open the door.

Enable_Hole: Never: The Peephole will never open

On_lock: If the Door is locked and you try to open it the peephole will open instead.

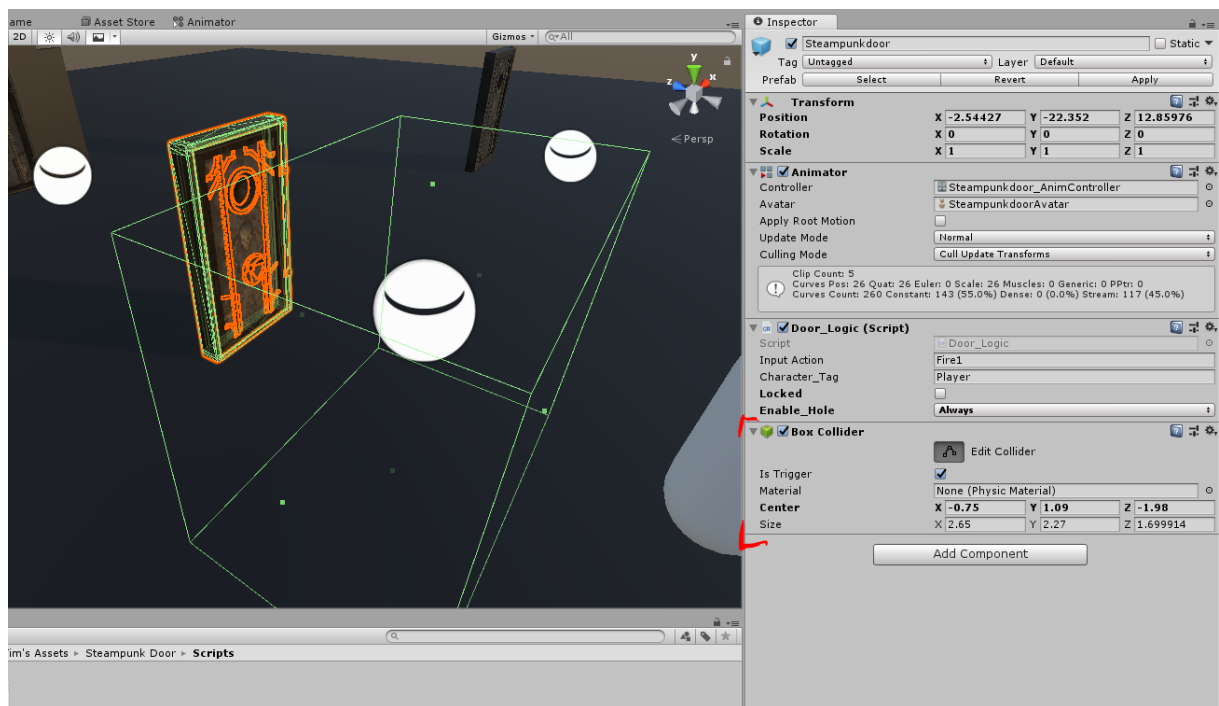
On_unlock: If you unlock the door the Peephole will automatic open with it.

On_open: If you open the door, the peephole will open as well.

Always: The Peephole begins to open when the Game starts.



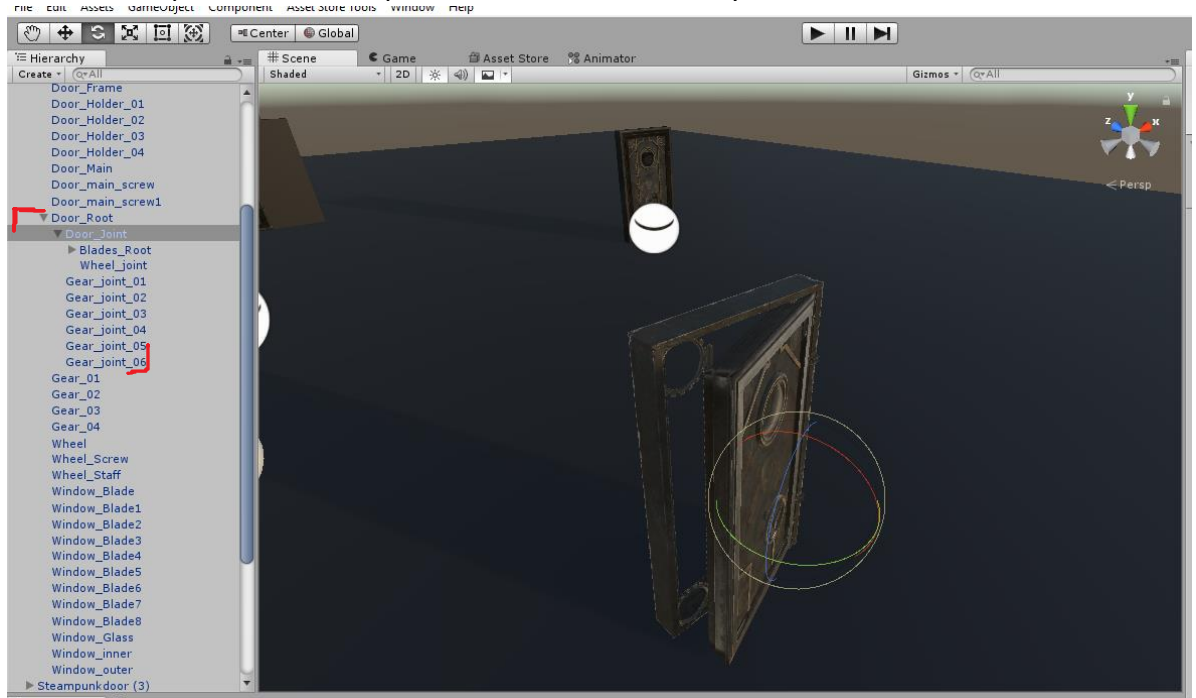
You can also modify the script itself and the position from which the player is able to open the door if you change the position or size of the applied Box Collider.



- 4.) If you want to make your own scripts, you can find the Door in the “Mesh” Folder and the Animations in a separate “Animation” Folder.

The Door itself has a skeleton attached to it so it can easier be animated if you want to make new animations outside of unity.

But it is also possible to manipulate the door inside unity.



- 5.) If you have further questions don't hesitate to write me an E-Mail at :

timgames52@gmail.com

or contact me on twitter at:

@TimsAssets