VINTAGE CONTROL ROOM

Megapoly.art happy to present free asset pack **"Vintage Control Room"** This modular package includes vintage control prefabs to build your own scenes similar to famous sci-fi movie scenes. Mobile friendly low poly modelling and optimized texturing.

The pack is fully compatible with **Megapoly.art low poly packages**. No limit for creativeness, combine with other asset packs from Megapoly.art to create your sci-fi scene.

Pack Info

Total : 136 Prefabs ,

Compatibility

❏ Unity 2017.1 above
❏ Universal Rendering Pipeline (URP)
❏ Easy to adapt to High Definition Rendering Pipeline (HDRP)
❏ Mobile friendly

Release Log

1.0 : Initial release

How to Install

For the users using the **2019.4 Unity version or below**. Open the Asset Store inside Unity and download and import the Megapoly.Art Vintage Control Room into your project.

For the users using the **2020.1 Unity version and above**. Open Asset Store in browser, press the "Add to my Assets" button and then the "Open in Unity" button. Go to the Unity Editor and import your asset via **Package Manager/My Assets**.

How to Use

After importing all the assets to your scene, you can access the prefabs under the Prefabs folder and directly start usşng in your scene.

There is one main material which can be used for all prefabs and this includes one texture. Alternatively you can check other materials inside the Materials folder which has prefix "offset". This material is basically using the same texture with offset to get different color schemes.

Emission materials are the main material for lamps, buttons and screens.

Scripts

There are 3 scripts to give basic control over prefabs.

ButtonLamp

This script is used to turn on lamps and buttons by coding.

Parameters :

lamp   ***[Transform] :*** The transform in the prefab to be used with emission material. The transform should have one of the emissive materials from the package.

on   ***[bool]***   : Switched on/off the button/lamp by adjusting emissive material.

lightColor   ***[Enumarator]***   : The color of the emissive material.

Attach the script to any prefab, drag and drop the emissive transform into **"lamp"** slot and select the color from the dropdown **"lightColor"**. That's it. Turn it on and off by changing the **"on"** value.

ControlAnimateLights

This script is used to randomly turn on/off lamps on a unit

Parameters :

controls   ***[List of ButtonLamp]***   : The list of lamps/buttons control to be switched on/off.

interval   ***[float]***   : Time in seconds for status change of controls.

startTime   ***[float]***   : The time in seconds after game play to run status change in controls..

Attach the script to any prefab, enter the number of controls to change status. Drag and drop the ButtonLamp game objects into the **"Controls"** slot, adjust interval and startTime. When you are in play mode the controls in the list will change status.

Monitor

This script is used to turn on monitor screens.

Parameters :

screenImage   *[Int]*   : The integer value to select the image on the screen by offsetting the texture on screen material.

on   *[bool]*   : Switched on/off the screen by adjusting screen material.

screen   *[Transform] :* Transform in the prefab to be used with screen material. The transform should have screen material..

Attach the script to monitor prefab, drag and drop the screen transform into **"screen"** slot and select the image by using slider **"screenImage"**.

Support

Check our other assets and services on our website.

www.megapoly.art

Please let us know if you have any questions.

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Enjoy,

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