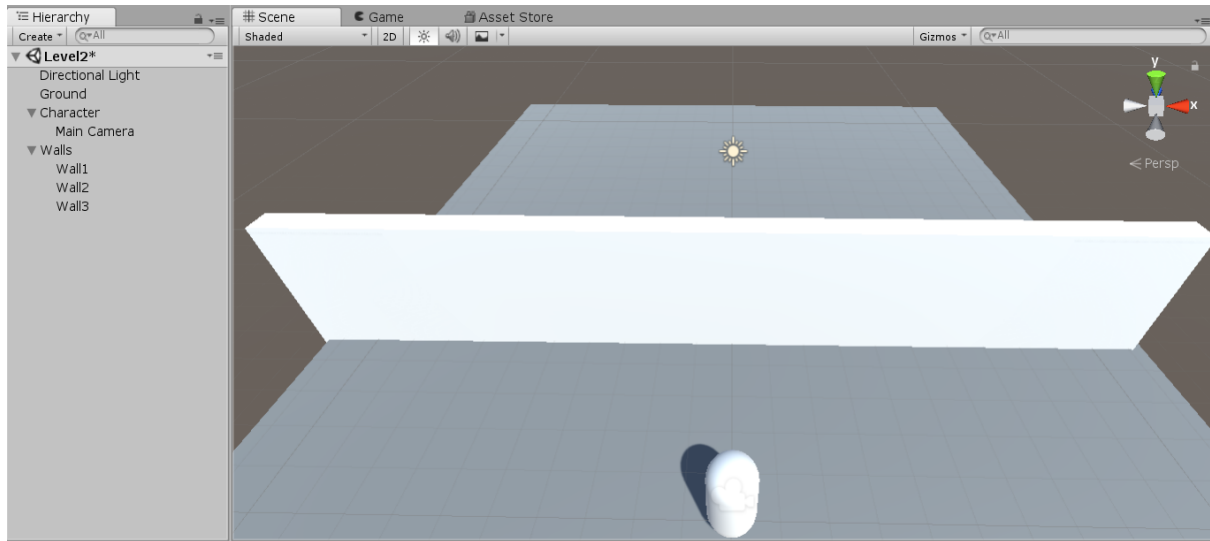


## How to make a Wall go Up with a Trigger:

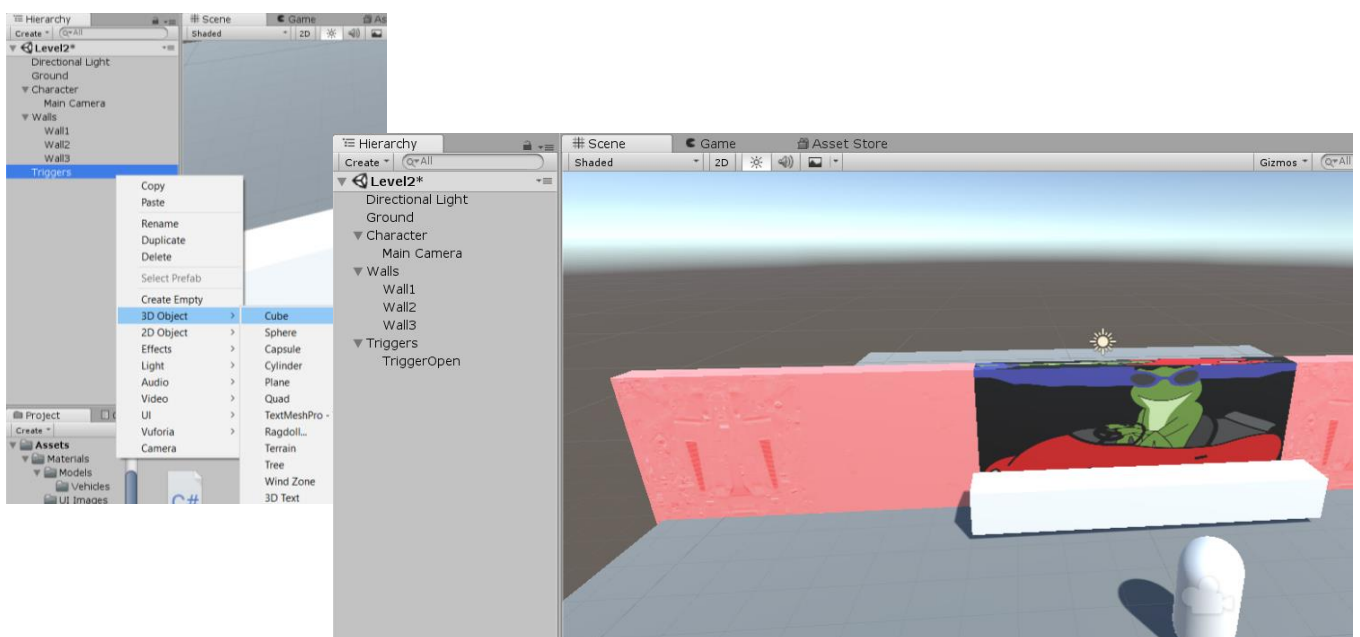
Pre-preparing: I am assuming you know where Hierarchy and Inspector are, and already have a model set. As per my previous tutorials, '[ASB]' means "As Shown Bellow". And please, remember to save your work as often as you can. Note Comments in C# start with `//` and are green in this tutorial

**Step 1:** Open **Unity** and load the **scene** you would like to set up the **trigger** and the **wall**, I am assuming (based on my previous tutorials) you are using FP and already have a **Wall**, **Character** and **Floor**. [ASB]



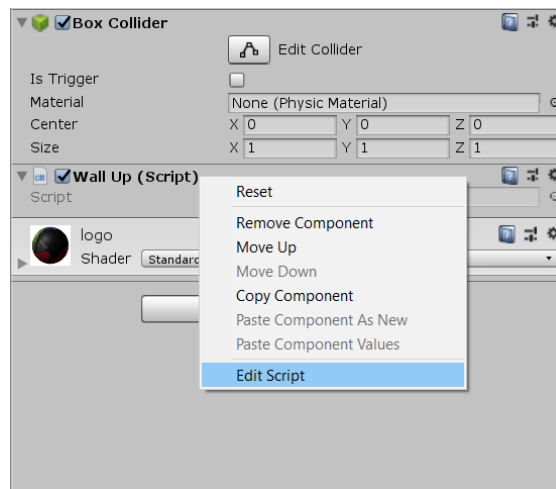
To make your life easier: **Create Empty** and call it **Triggers**, and to make my life easier, I have changed the **colour** of the Walls.

**Step 2:** Right Click on **Triggers** > **3D Object** > **Cube**, **Rename** the cube to **TriggerOpen** and change its size so it would cover the front of your door [ASB]



**Step 3:** Click on the [TriggerOpen](#), in **Inspector > Add Component > WallUp > NewScript > Add**

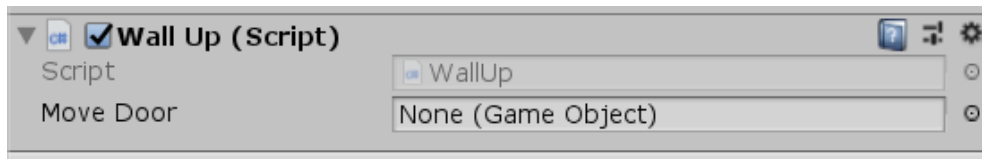
Then [right click](#) on the **script > Edit Script** [ASB]



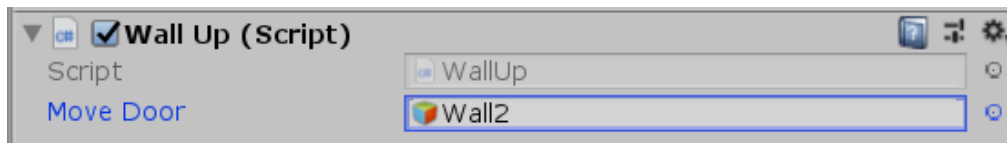
**Step 4:** Use the Code bellow:

```
Tutorials WallUp
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class WallUp : MonoBehaviour {
6     public GameObject moveDoor; //Defining the object
7     bool whatever = false;
8     //creating boolean
9     //I chose the word whatever cause it can be whatever you want it to be
10    //and later you will see Wait, its so it would move up using 3 seconds
11    //(waiting to change comand) so I thought its a fitting name
12    private void Update()//update void is required for continue movement
13    {
14        if (whatever == true)//using the boolean to activate Wait
15        {
16            StartCoroutine(Wait());
17        }
18    }
19    public void OnTriggerEnter(Collider Other)//setting the trigger and collider
20    {
21        whatever = true;//if the character hits the collider, whatever activates
22    }
23    IEnumerator Wait()//moves the door upwards during the time of 3seconds
24    {
25        moveDoor.transform.position += moveDoor.transform.up * Time.deltaTime;
26        yield return new WaitForSeconds(3f);
27        whatever = false;
28    }
29 }
```

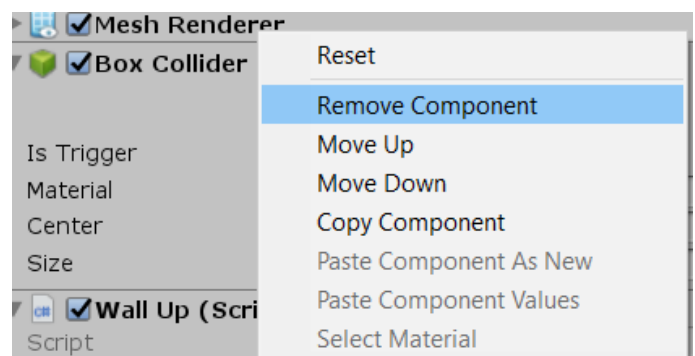
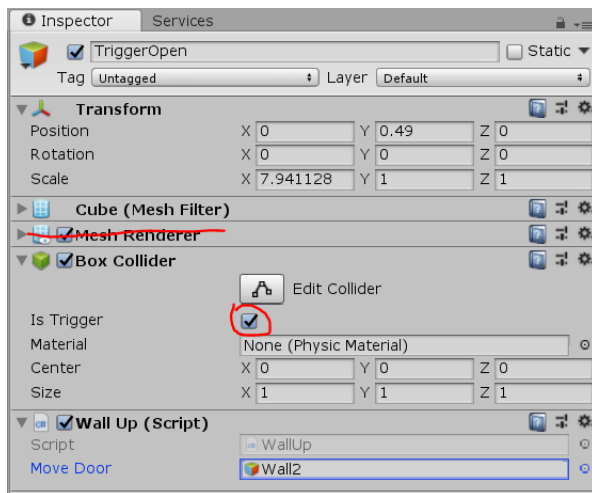
**Step 5:** Save and Return to Unity, now in the Inspector, a new section is available under Script [ASB]



Go to the Hierarchy, Drag and Drop the Wall you want it to move up, onto the “Move Door” or click the little circle and find the Wall you want and add it in. [ASB]

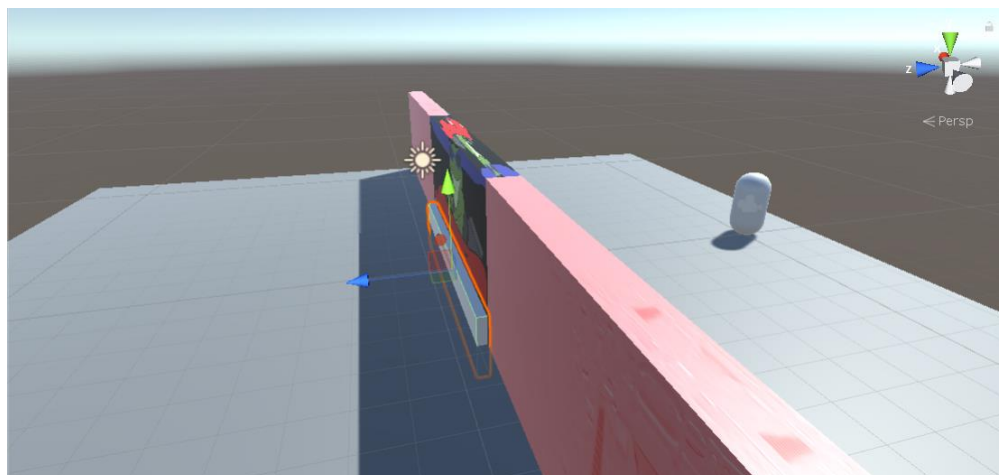


Then make sure, under the Box Collider, the Trigger is Ticked and feel free to delete its Mesh Renderer



**Step 6:** Right Click on Triggers > 3D Object > Cube and rename it to TriggerClose

Resize and position it behind the wall that will open [ASB]



**Step 7:** Go to its **Inspector** > **Add Component** > **WallDown** > **New Script** > **Add**

Right click on the script and **Edit Script**, as shown in [Step 3](#).

Write the [same code](#) as [Step 4](#) BUT change the following code from

```
moveDoor.transform.position += moveDoor.transform.up * Time.deltaTime;
```

**To this:** *//(adding the \*-1\*) makes it go other way*

```
moveDoor.transform.position += moveDoor.transform.up * -1 * Time.deltaTime;
```

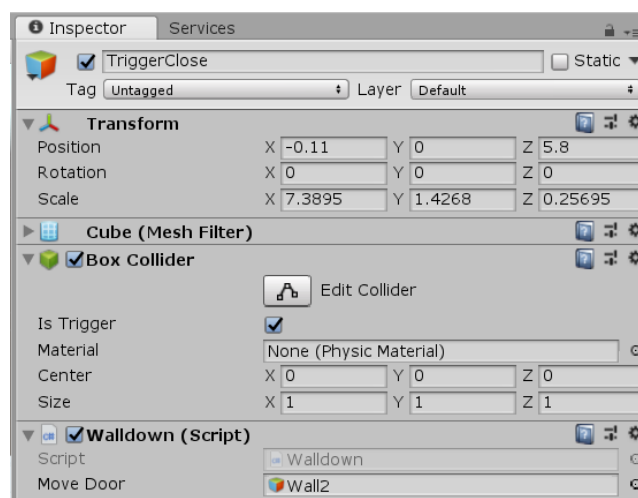
as shown below:

```

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class Walldown : MonoBehaviour {
6      public GameObject moveDoor; //Defining the wall
7      bool whatever = false;
8      private void Update()//update void is required for continue movement
9      {
10         if (whatever == true)//using the boolean to activate Wait
11         {
12             StartCoroutine(Wait());
13         }
14     }
15     public void OnTriggerEnter(Collider Other)//setting the trigger and collider
16     {
17         whatever = true;//if the character hits the collider, whatever activates
18     }
19     IEnumerator Wait()//moves the door upwards during the time of 3seconds
20     {
21         moveDoor.transform.position += moveDoor.transform.up * -1 * Time.deltaTime;
22         yield return new WaitForSeconds(3f);
23         whatever = false;
24     }
25 }

```

**Step 8:** Repeat [Step 5](#) but with [TriggerClose](#) [ASB]



**Step 9:** Save and Enjoy